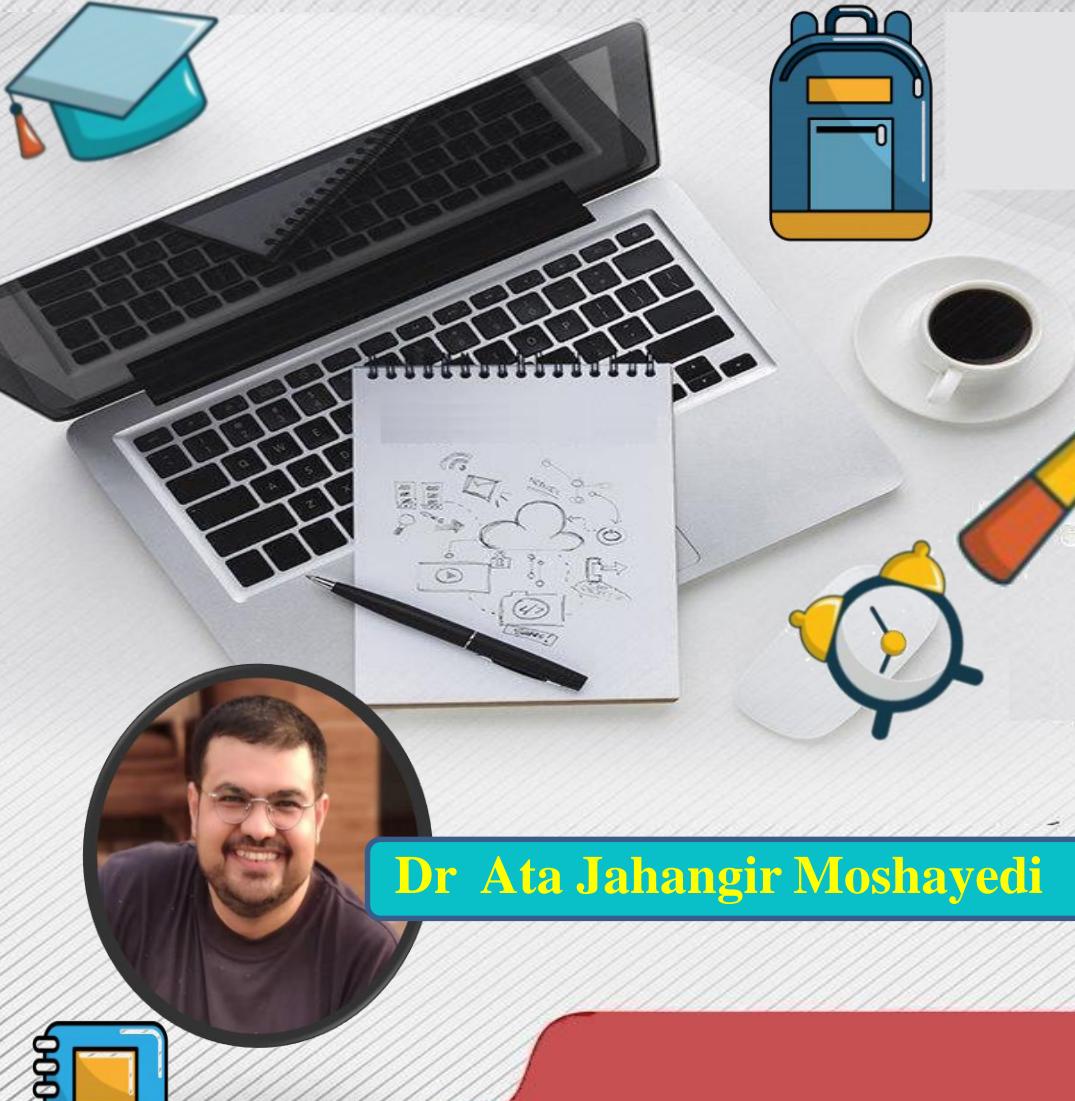




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Mobile application development

移动应用开发



Lecture 019: APP Inventor _Example

Prof Associate ,
School of information engineering Jiangxi
university of science and technology, China

Autumn _2021



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MOBILE APPLICATION DEVELOPMENT



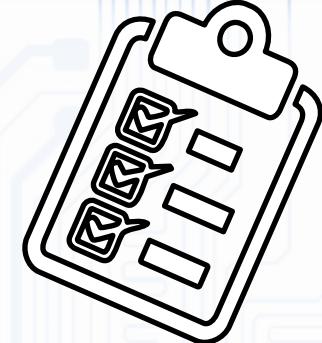
LECTURE 019:

APP Inventor_enviroment

Example on various section_



Agenda



04 example

- **Semi logging page :**
 - **Example 01:** Passing data between screens.
 - **Example 02:** Passing data between screens_2
 - **Example 03:** Passing data between screens_3





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MOBILE APPLICATION DEVELOPMENT

Example 01:

Passing data between screens.



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App Inventor



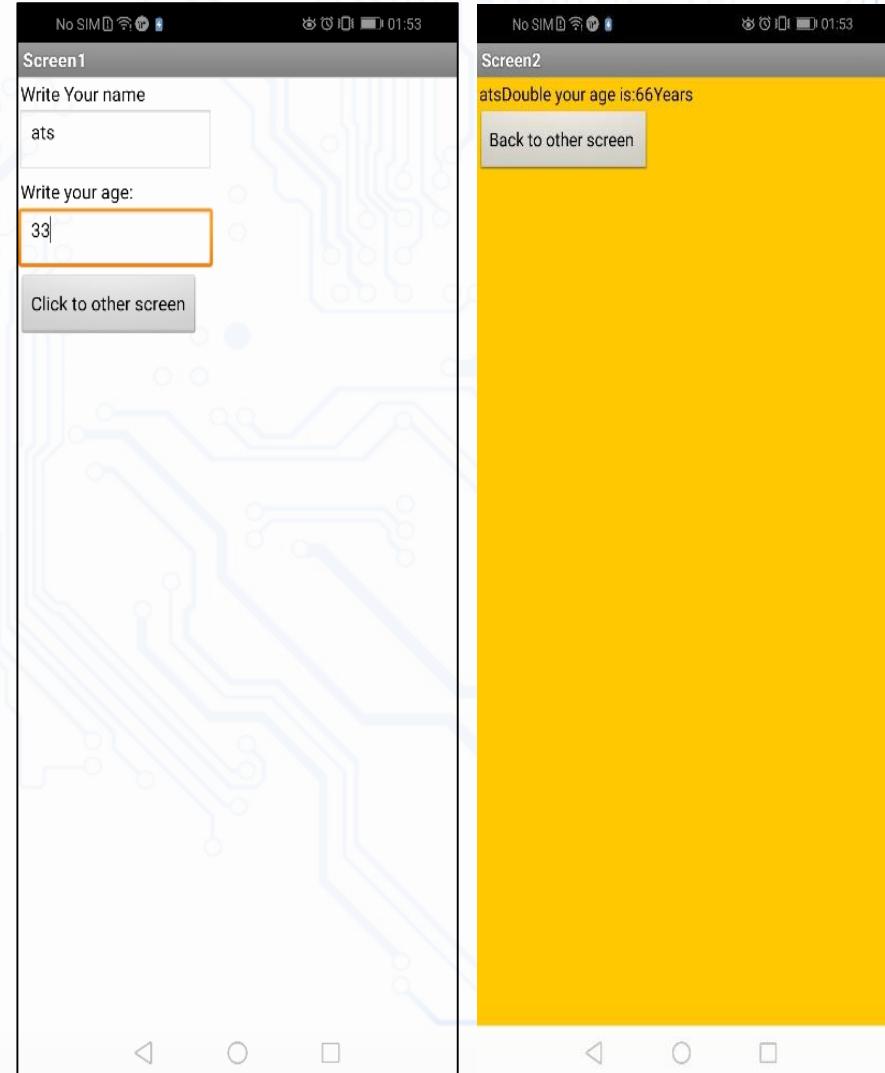
Example 01:

Passing data between screens.



Example Aim

- We could have an application with two or more screens and we need to pass a value from one screen to another.
 - In this example we write a name and age in a window.
 - When you press a Button, these data are stored in a TinyDB which is a kind of database, and loads the (Screen2).
 - When the (Screen) starts, takes data from name and age and calculates the double of age, presented on a Label.
 - Pressing the button we can return to the first window.



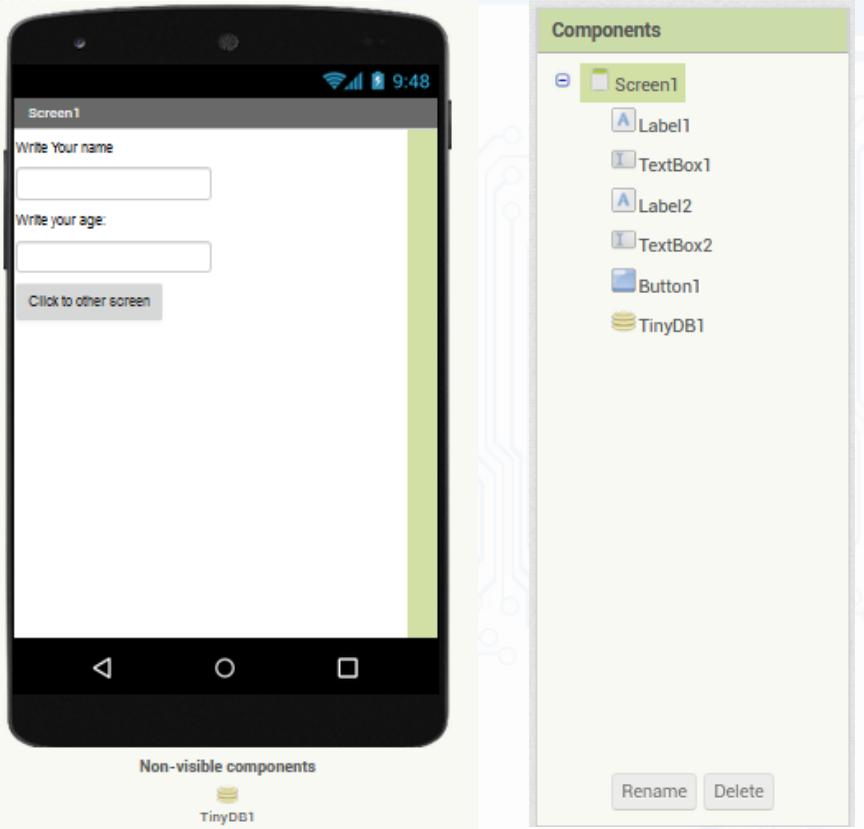


Example 01:

Passing data between screens.



Screen 1:- Insert an TinyDB1



- The way to pass a value from one screen to another is to use an intermediate element, this element is the basis of TinyDB data.
- Before moving from one screen to another store a value in the TinyDB and then recovered on the other screen.

```
initialize global [name] to [“ ”]
initialize global [age] to [0]

when [Button1].Click
do
  set global name to [TextBox1.Text]
  set global age to [TextBox2.Text]
  call [TinyDB1].StoreValue
    tag [“name”]
    valueToStore [get global name]
  call [TinyDB1].StoreValue
    tag [“age”]
    valueToStore [get global age]
  open another screen screenName [“Screen2”]
```





Example 01:

Passing data between screens.

- Blocks Screen1

The image shows a Scratch-like programming environment with two panes: 'Blocks' and 'Viewer'. The 'Blocks' pane on the left contains categories like Built-in, Control, Logic, Math, Text, Lists, Colors, Variables, Procedures, and specific blocks for Screen1, Label1, TextBox1, Label2, TextBox2, Button1, and TinyBD1. A red box highlights the 'Control' category. The 'Viewer' pane on the right displays the following script:

```
when [Button1].Click
do
  set [global name] to [TextBox1. Text]
  set [global age] to [TextBox2. Text]
  call [TinyBD1. StoreValue]
    tag ["nombre"]
    valueToStore [get [global name] v]
  call [TinyBD1. StoreValue]
    tag ["edad"]
    valueToStore [get [global age] v]
  open another screen [screenName "Screen2"]
```

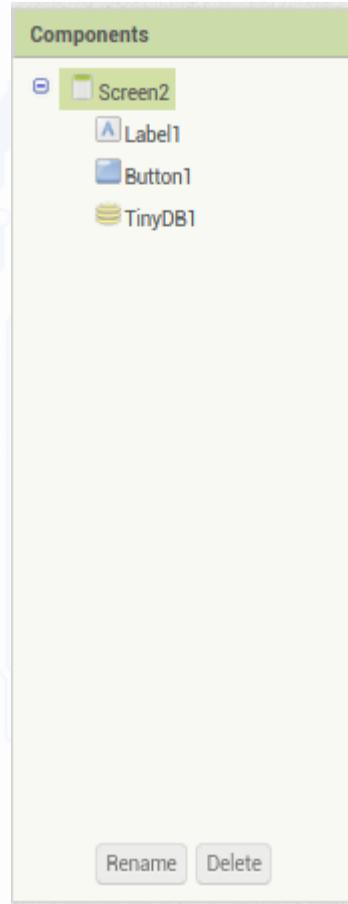
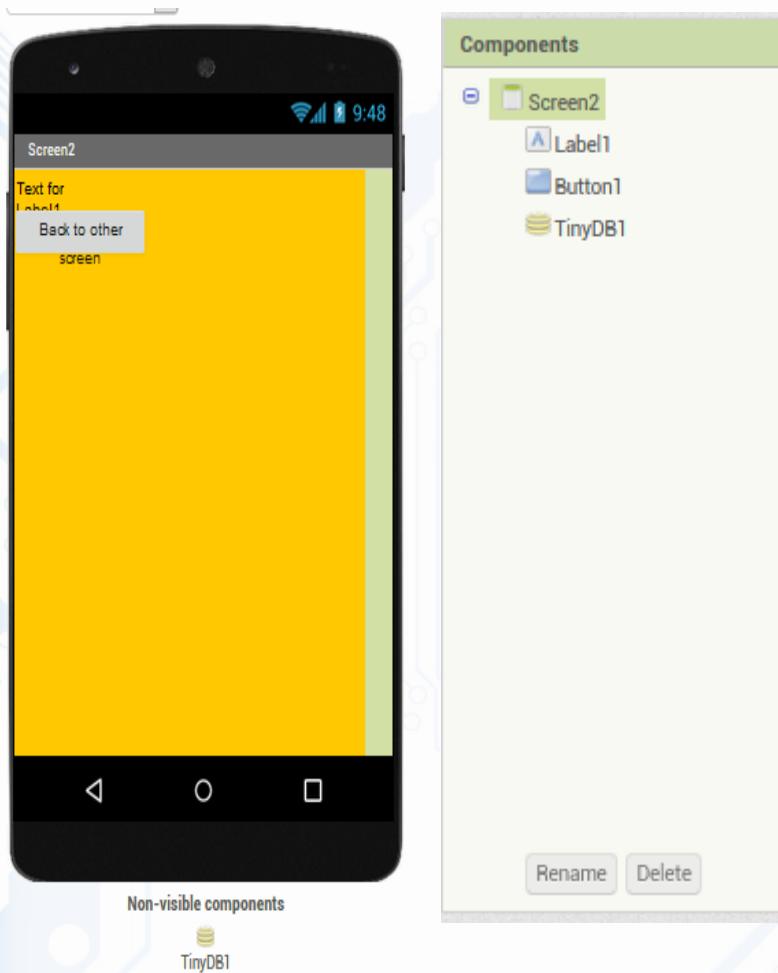
- Block: **open another screen screenName**, is in **Control**
- Add another window, click on **Add windows**.





Example 01:

Passing data between screens.



```
initialize global name to " "
initialize global age to 0
initialize global double to 0

when Button1 .Click
do open another screen screenName "Screen1"

when Screen2 .Initialize
do set global name to call TinyDB1 .GetValue
tag "name"
valueIfTagNotThere "This name does not exist"

set global age to call TinyDB1 .GetValue
tag "age"
valueIfTagNotThere 0

set global double to get global age × 2

set Label1 .Text to join get global name
" Double your age is: "
get global double
" Years "
```



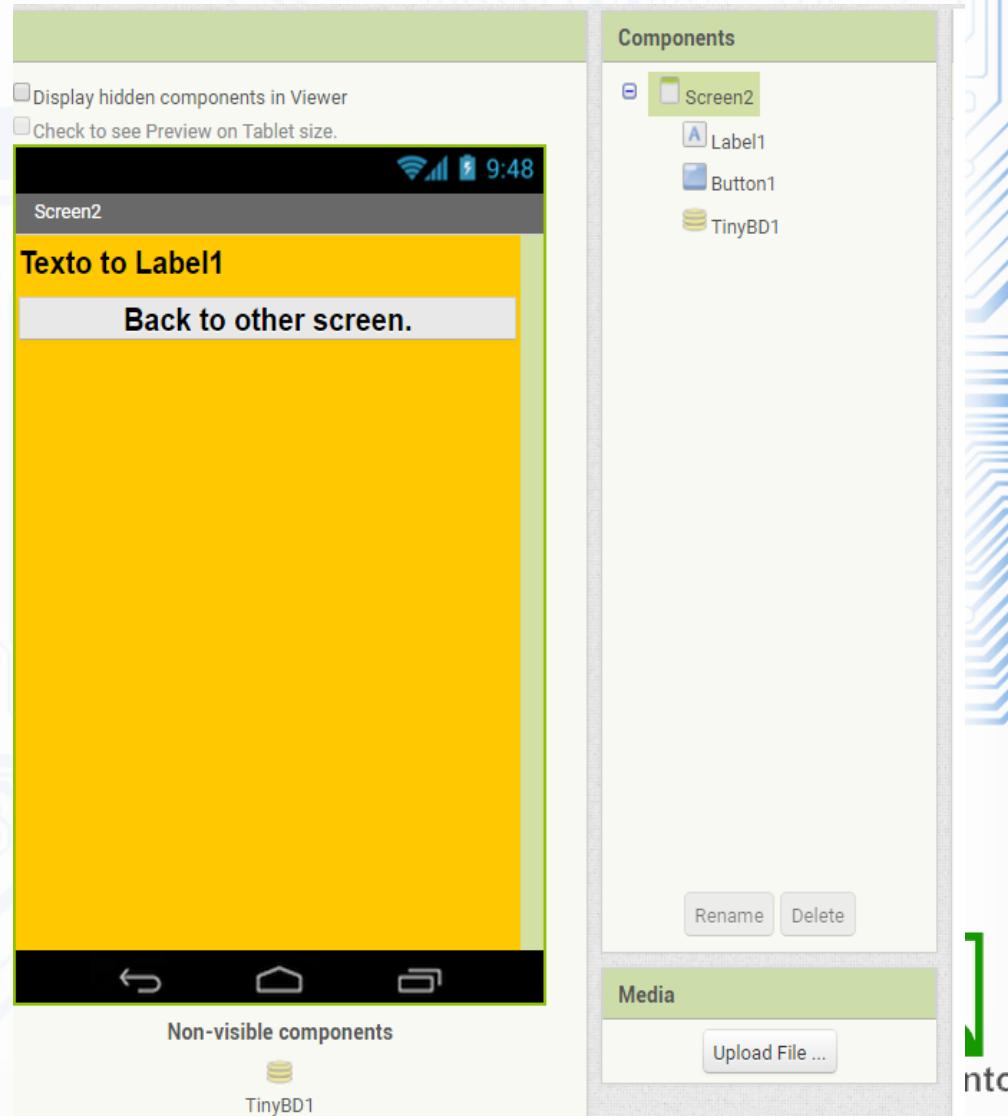


Example 01:

Passing data between screens.

Blocks Screen2

- We set the background color of the Screen2 in yellow to be easily distinguished.
- Insert an TinyDB1
 - A Label and Button





Example 01:



App Inventor

Passing data between screens.

Screen2 Blocks.

- Block: **Initialize**, it is in the part of **Screen2** .
- Block: **open another screen screenName**, is in **Control** .

The screenshot shows the App Inventor workspace with the 'Blocks' and 'Viewer' tabs selected.

Blocks Tab:

- Built-in categories: Control, Logic, Math, Text, Lists, Colors, Variables, Procedures.
- Screen2 components: Label1, Button1, TinyBD1.
- Any component.

Viewer Tab:

```
blocks = [  initialize global name to " " ,  initialize global age to 0 ,  initialize global double to 0 ,  when Screen2 .Initialize do set global name to call TinyBD1 .GetValue tag "name" valueIfTagNotThere "This nome not exists." ,      set global age to call TinyBD1 .GetValue tag "age" valueIfTagNotThere "0" ,      set global double to get global age × 2 ,      set Label1 .Text to join get global name " double your age is: " get global double " years. " ,  when Button1 .Click do open another screen screenName " Screen1 " ]
```

The code in the viewer consists of the following blocks:

- Three 'initialize global' blocks: 'name' to "", 'age' to 0, and 'double' to 0.
- A 'when Screen2 .Initialize' loop:
 - 'set global name to' followed by a 'call TinyBD1 .GetValue' block with tag "name". If the tag is not found, it displays the message "This nome not exists."
 - 'set global age to' followed by a 'call TinyBD1 .GetValue' block with tag "age". If the tag is not found, it displays the message "0".
 - 'set global double to' followed by a block that multiplies 'get global age' by 2.
- A 'set Label1 .Text to' block that concatenates the global variables: 'join' 'get global name', 'double your age is:', 'get global double', and 'years.'
- A 'when Button1 .Click' loop:
 - 'do open another screen screenName' with value "Screen1".



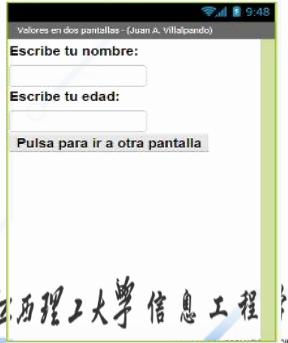
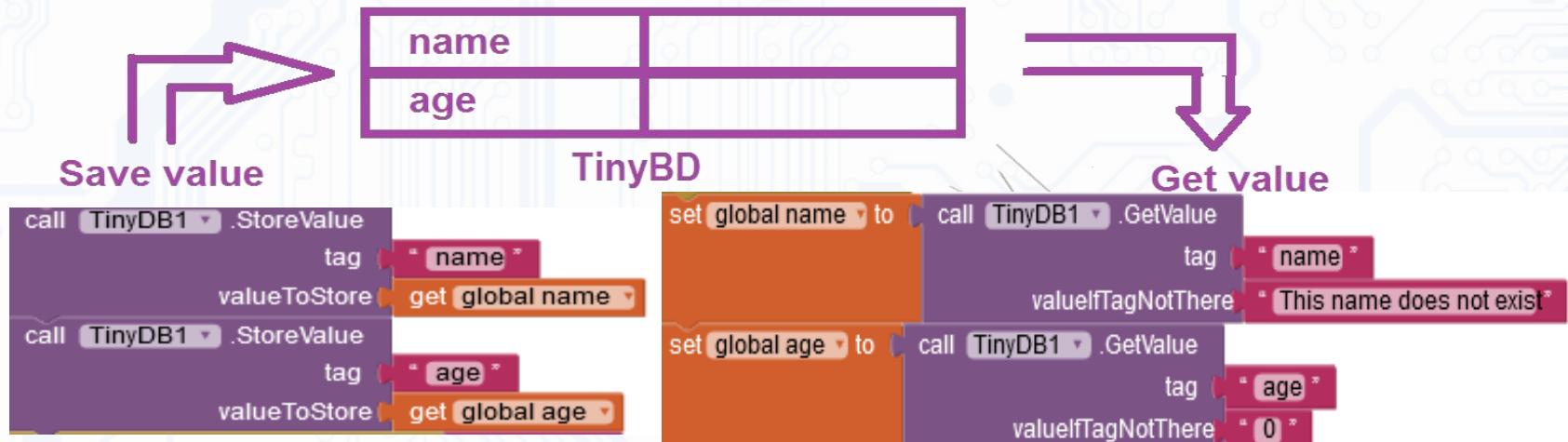
Example 01:

Passing data between screens



Comments

- The **TinyDB1** you inserted in Screen1 and Screen2 is the same, so you can pass variables from one to another screen using this common element.



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App Inventor



Example 01:

Passing data between screens.

The screenshot shows the MIT App Inventor interface. The central area is the 'Viewer' showing a smartphone screen with the title 'Screen1'. The left side is the 'Palette' containing various UI components like Button, CheckBox, DatePicker, Image, Label, ListView, Notifier, PasswordTextBox, Slider, Spinner, Switch, TextBox, TimePicker, and WebViewer. The right side is the 'Components' and 'Properties' panels. In the Components panel, there is one component named 'Screen1'. In the Properties panel, the properties for 'Screen1' are listed, including:

- AccentColor: Default
- AlignHorizontal: Left : 1 *
- AlignVertical: Top : 1 *
- AppName: passing_data_screens
- BackgroundColor: Default
- BackgroundImage: None...
- BlocksToolkit: All
- CloseScreenAnimation: Default
- Icon: None...
- OpenScreenAnimation: Default
- PrimaryColor: Default
- PrimaryColorDark: Default
- ScreenOrientation: Unspecified
- Scrollable: False

The status bar at the bottom shows system icons and the time 20:35, 02/12/2020.





Example 01:

Passing data between screens.

The screenshot shows the MIT App Inventor workspace. The title bar indicates the project is titled "passing_data_screens" and is currently on "Screen1". The code in the viewer pane is as follows:

```
initialize global name to " "
initialize global age to 0

when Button1 .Click
do
    set [global name] to [TextBox1 .Text]
    set [global age] to [TextBox2 .Text]
    call [TinyDB1 .StoreValue]
        tag ["Number"]
        valueToStore [get [global name]]
    call [TinyDB1 .StoreValue]
        tag ["age"]
        valueToStore [get [global age]]
    open another screen screenName ["Screen2"]
```

The left sidebar shows the component palette with categories like Built-in, Screen1, and Any component. Components listed include Label1, TextBox1, Label2, TextBox2, Button1, and TinyDB1. The bottom taskbar shows various application icons.





Example 01:

Passing data between screens.

The screenshot shows the MIT App Inventor 2 environment with the following details:

- Title Bar:** MIT App Inventor, Documento sin título, www.BANDICAM.com
- Toolbar:** Getting Started, PID, Basic functions related..., JRM | Fuji Technology ..., YouTube
- Header:** MIT APP INVENTOR, Projects, Connect, Build, Settings, Help, My Projects, View Trash, Guide, Report an Issue, English, moshaydi@gmail.com
- Project Title:** passing_data_screens
- Screen:** Screen2
- Code View (Blocks):**

```
initialize global name to <None>
initialize global age to 0
initialize global double to 0

when Button1 .Click
do (open another screen screenName "Screen1")

when Screen2 .Initialize
do (set global name to (call TinyDB1 .GetValue
tag "name"
valueIfTagNotThere "This name does not exist"))
(set global age to (call TinyDB1 .GetValue
tag "Age"
valueIfTagNotThere "0"))
(set global age to (get global age * 2))
(set Label1 .Text to (join (get global name
"Double your age is:")
(get global double
"Years")))
```
- Designer View:** Shows a blue backpack icon.
- Media:** Upload File ...
- Bottom Bar:** Windows taskbar with various icons, Privacy Policy and Terms of Use, ENG, 20:55, 02/12/2020





Example 01:

Passing data between screens.

The screenshot shows the MIT App Inventor interface with the following details:

- Top Bar:** MIT App Inventor, Documento sin título, www.BANDICAM.com, 80%, ...
- Header:** Getting Started, PID, Basic functions related..., JRM | Fuji Technology ..., YouTube
- Project Title:** passing_data_screens
- Blocks Editor:** Displays the following Scratch-style script:

```
initialize global [name] to [ ] initialize global [age] to [0] initialize global [double] to [0]
when [Button1 v].Click
do (open another screen screenName [Screen1])
when [Screen2 v].Initialize
do (set [global name v] to (call [TinyDB1 v].GetValue tag [name] valueIfTagNotThere [This name does not exist])
      set [global age v] to (call [TinyDB1 v].GetValue tag [age] valueIfTagNotThere [0])
      set [global double v] to (get [global age v] × [2])
      set [Label1 v].Text to (join (get [global name v] "Double your age is: ") (get [global double v] "Years")))
```
- Blocks Palette:** Built-in (Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, Procedures), Screen2 (Label1, Button1, TinyDB1), Any component.
- Media:** Media tab with Upload File ... button.
- Designer:** Shows a blue backpack icon.
- Bottom Bar:** Windows taskbar with various icons, Privacy Policy and Terms of Use, ENG, 21:10, 02/12/2020.

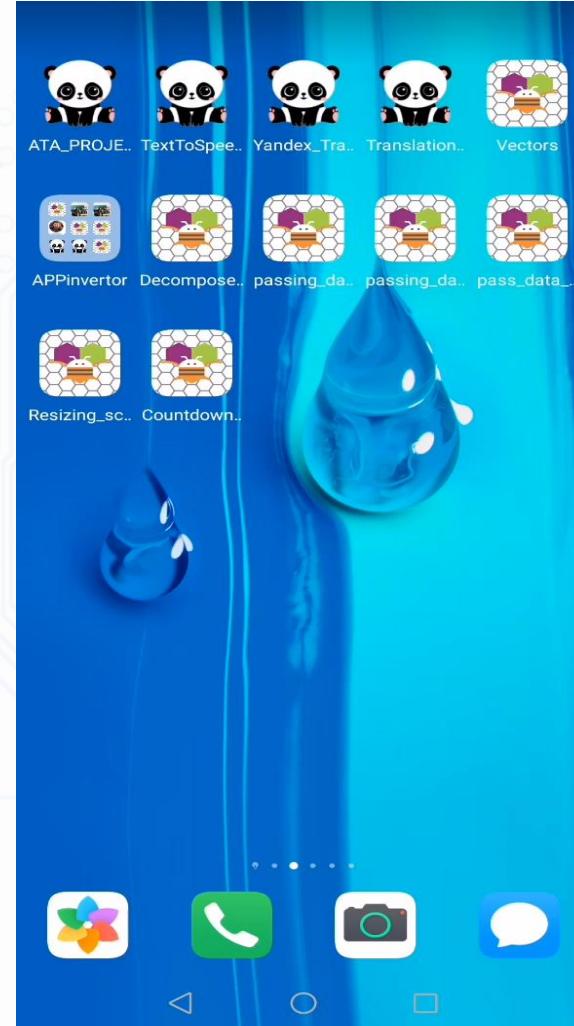
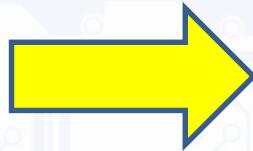




Example 01:

Passing data between screens.

Demo APP



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App Inventor



Extension Example 01_B



How we pass two databases from one screen to another?

- **Some hint:**

- ✓ Create a screen two bases of TinyDB1 and TinyDB2 data. Various data stored in each.
- ✓ Create another screen TinyDB1 two databases and data TinyDB2. Tries to retrieve data from the two bases of the first screen. It's possible?
- ✓ You can only spend the last database where we saved on the first screen?
- ✓ Can you move, the way we have seen in this tutorial, several TinyDB?





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MOBILE APPLICATION DEVELOPMENT

Example 02:
Passing data between screens_2



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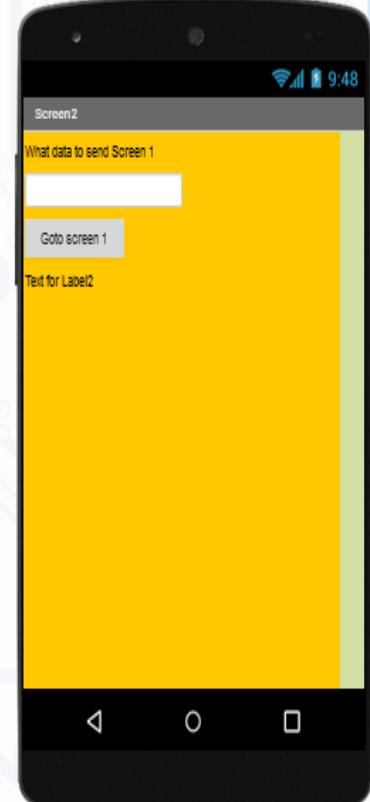
App Inventor



Example 02: Passing data between screens_2

Example Aim

- In the previous example we saw that we could pass data through TinyDB comes screens.
- Let's see another method.
- In this example we will write a data in **TextBox** and click the button "**Goto Screen**".
- The current screen will close and the other screen data to be passed.



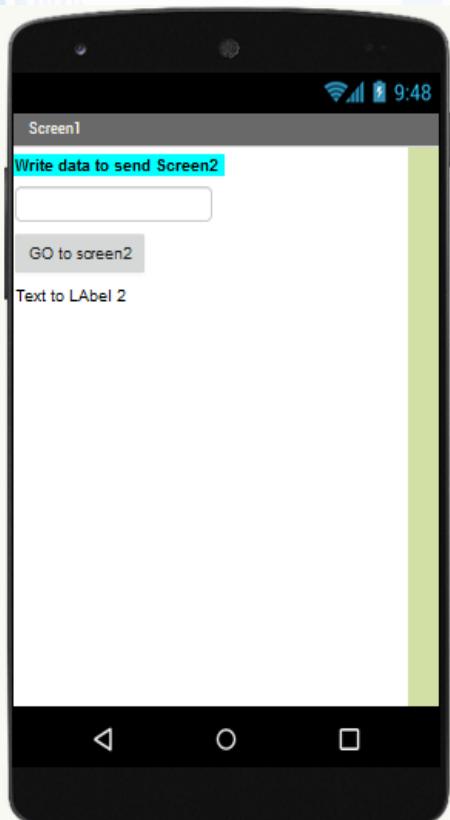


Example 02: Passing data between screens_2

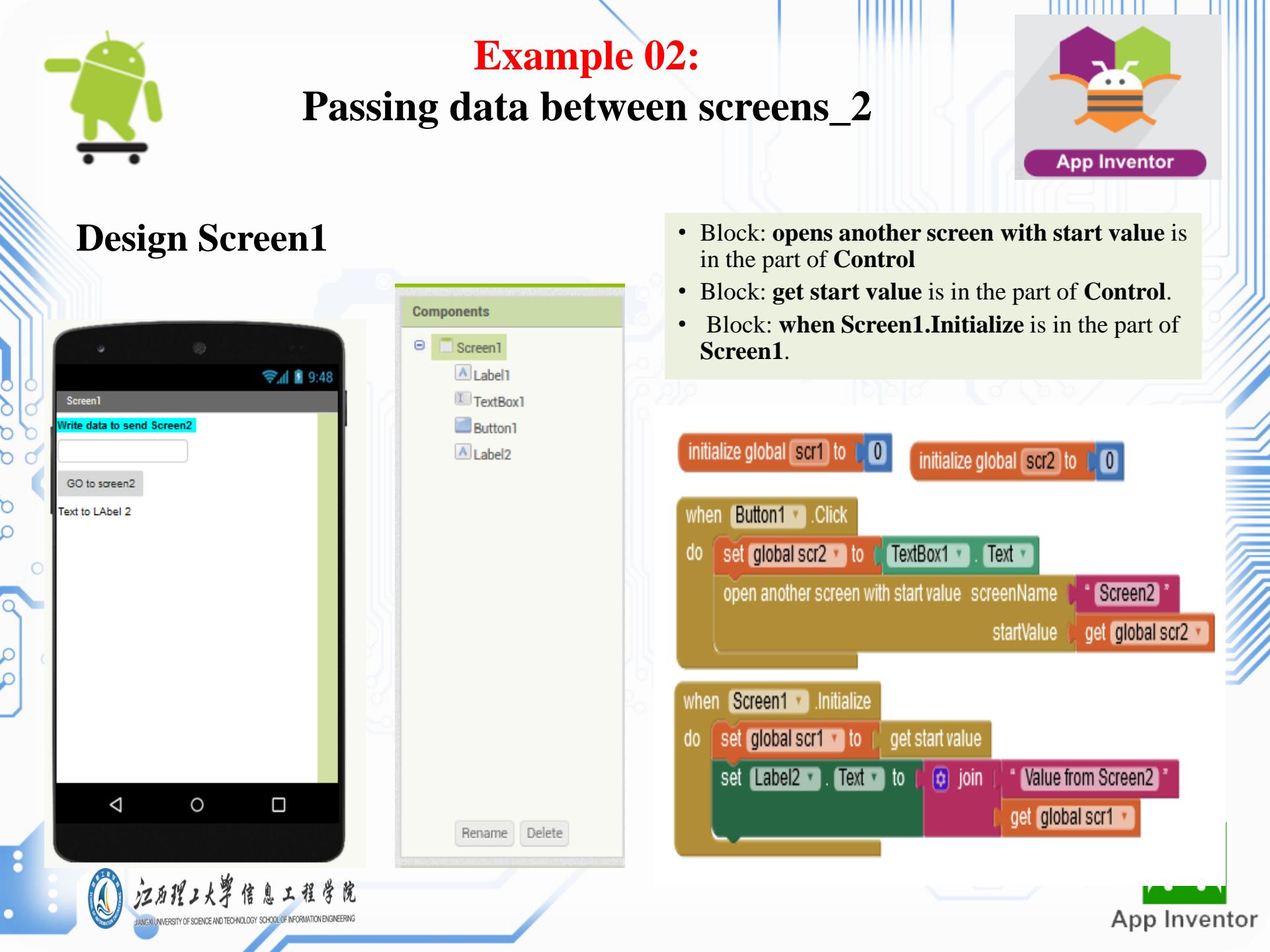


App Inventor

Design Screen1



- Block: **opens another screen with start value** is in the part of **Control**
- Block: **get start value** is in the part of **Control**.
- Block: **when Screen1.Initialize** is in the part of **Screen1**.



```
initialize global [scr1] to [0]
initialize global [scr2] to [0]

when [Button1].Click
do
  set global scr2 to [TextBox1].Text
  open another screen with start value [screenName] ["Screen2"]
    valueForKey [get global scr2]

when [Screen1].Initialize
do
  set global scr1 to [get start value]
  set [Label2].Text to [join ["Value from Screen2"] [get global scr1]]
```



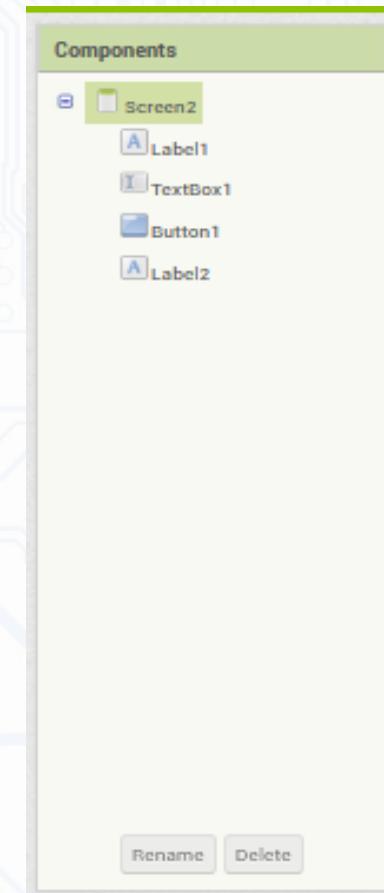
Example 02: Passing data between screens_2



App Inventor

Design Screen2

- Add another window, click on **Add Screen**.
- We set the background color of the **Screen2 in orange** to be easily distinguished.





Example 02:

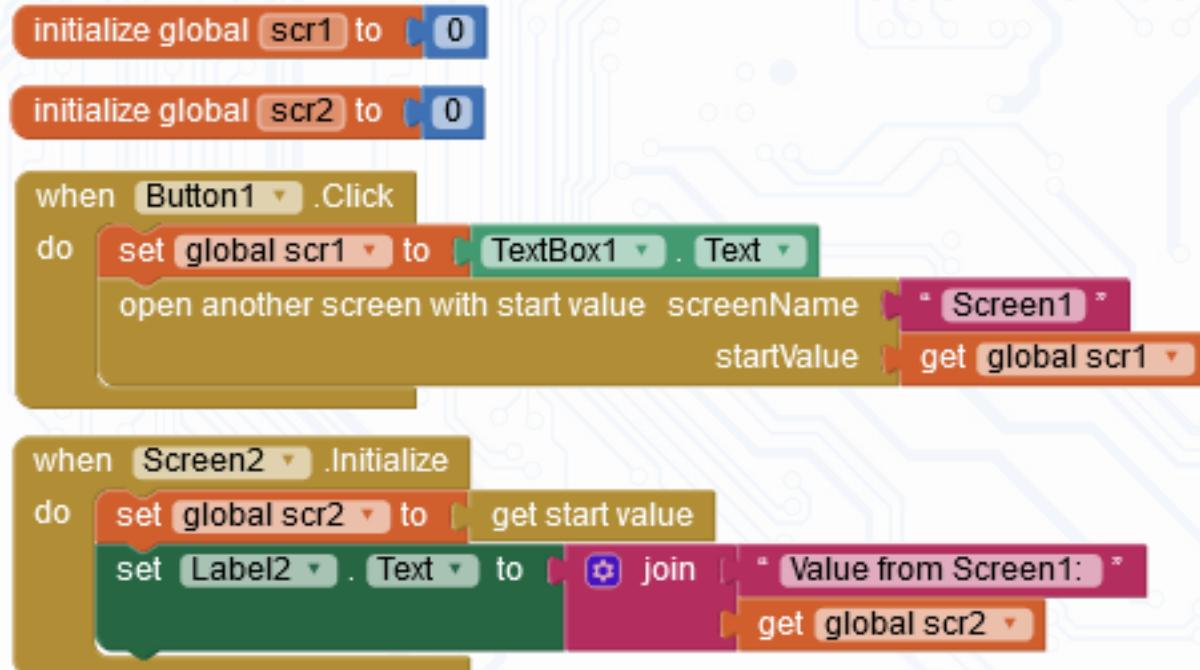
Passing data between screens_2



App Inventor

Blocks Screen2

- Block: **opens another screen with start value** is in the part of **Control**.
- Block: **get initial value** is in the part of **Control** .
- Block: **when Screen2.Initialize** is in the part of **Screen2**.



The image shows two sets of Scratch-like code blocks. The top set, labeled 'Screen2', contains:

- Two 'initialize global' blocks setting `scr1` and `scr2` to 0.
- A 'when Button1.Click' control block containing:
 - A 'do' loop block with:
 - 'set global scr1 to [TextBox1.Text]'
 - 'open another screen with start value [screenName: "Screen1"] [startValue: (get global scr1)]'

The bottom set, labeled 'Screen1', contains:

- A 'when Screen2.Initialize' control block containing:
 - A 'do' loop block with:
 - 'set global scr2 to [get start value]' (with a green arrow pointing to the 'start value' parameter)
 - 'set Label2.Text to [(join ["Value from Screen1: ", (get global scr2)])]' (with a green arrow pointing to the 'Label2' parameter)





Example 02:

Passing data between screens_2



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MIT App Inventor

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passing_data_screens2 Screen1 Add Screen ... Remove Screen Publish to Gallery Designer Blocks

Palette

User Interface

- Button
- CheckBox
- DatePicker
- Image
- Label
- ListPicker
- ListView
- Notifier
- PasswordTextBox
- Slider
- Spinner
- Switch
- TextBox
- TimePicker
- WebViewer

Viewer

Display hidden components in Viewer

Phone size (505,320)

Screen1

Write Your name

Write your age:

Click to other screen

Components

- Screen1
- Label1
- TextBox1
- Label2
- TextBox2
- Button1
- TinyDB1

Properties

Screen1

AboutScreen

AccentColor Default

AlignHorizontal Left : 1

AlignVertical Top : 1

AppName passing_data_screens

BackgroundColor Default

BackgroundImage None...

BlocksToolkit All

CloseScreenAnimation Default

Icon None...

OpenScreenAnimation Default

PrimaryColor Default

PrimaryColorDark

Download audio from this page ?

Media

Windows taskbar icons

22:40 02/12/2020

App Inventor logo



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Example 02:

Passing data between screens_2



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passing_data_screens2 Screen1 Add Screen ... Remove Screen Publish to Gallery Designer Blocks

Blocks Viewer

Built-in

- Control
- Logic
- Math
- Text
- Lists
- Dictionaries
- Colors
- Variables
- Procedures

Screen1

- Label1
- TextBox1
- Button1
- Label2

Any component

initialize global SCR1 to 0 initialize global SCR2 to 0

when Button1 .Click
do set global SCR1 to TextBox1 . Text
open another screen with start value screenName "Screen2"
startValue get global SCR2

when Screen1 .Initialize
do set global SCR1 to
set Label2 . Text to join "Value from screen2"
get global SCR1

1 0 Show Warnings

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Windows Taskbar: Search, Start, File, Home, Word, Excel, Powerpoint, Firefox, Chrome, Task View, 22:45, ENG, 02/12/2020



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Example 02:

Passing data between screens. Another method.



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passing_data_screens2 Screen1 Add Screen ... Remove Screen Publish to Gallery Designer Blocks

Palette Search Components... User Interface Button CheckBox DatePicker Image Label ListView Notifier PasswordTextBox Slider Spinner Switch TextBox TimePicker WebViewer Layout Media

Viewer Display hidden components in Viewer Phone size (505,320)

Screen1 Write data to send Screen2 GO to screen2 Text to Label 2

Components Screen1 Label1 TextBox1 Button1 Label2

Properties Screen1 AboutScreen AccentColor Default AlignHorizontal Left: 1 AlignVertical Top: 1 AppName passing_data_screens BackgroundColor Default BackgroundImage None... BlocksToolkit All CloseScreenAnimation Default Icon None... OpenScreenAnimation Default PrimaryColor Default PrimaryColorDark

Rename Delete Upload File ...

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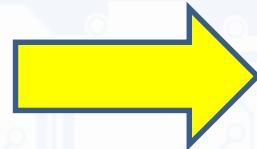
23:05 02/12/2020

App Inventor



Example 02: Passing data between screens_2

Demo APP



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MOBILE APPLICATION DEVELOPMENT

Example 03:

Passing data between screens_3



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App Inventor



Example 03:

Passing data between screens_3

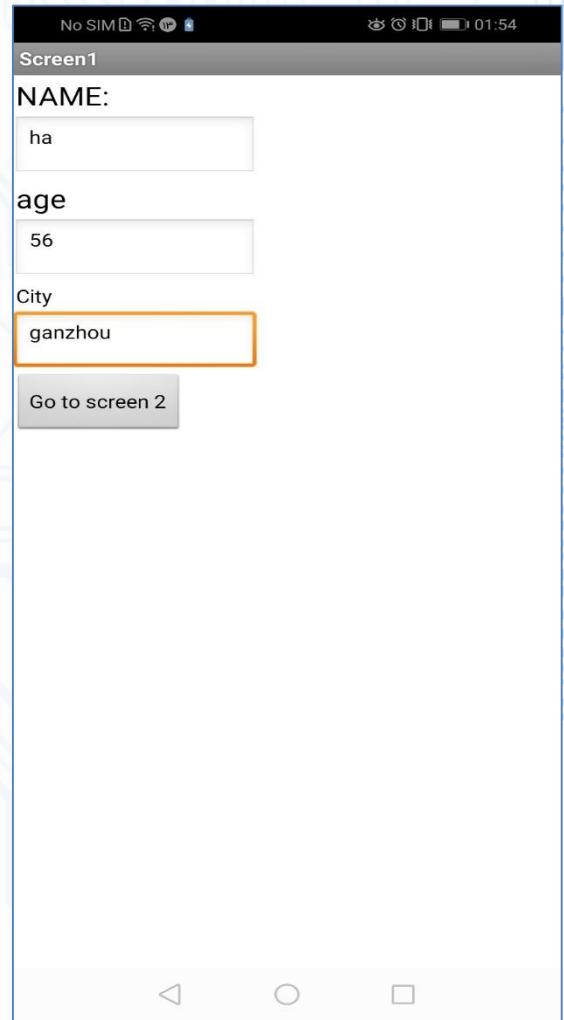


Example Aim

- In the previous example we saw how to have a data from one screen to another, but what if we spend several data?
- Then **we use a List**.
- We will forward **name, age and city** of one screen to another by the method we are seeing on this page.
- In this case we created a **List** called **data**.
- Insert the data: **name old city** on the list.
- We turn to the other screen **Initial value** is the data list.

On the screen **Screen2** receive the **data list** of the previous screen. We draw each item in the list and assign data to variables.

Every time we enter new data, the previous data is deleted from the list.





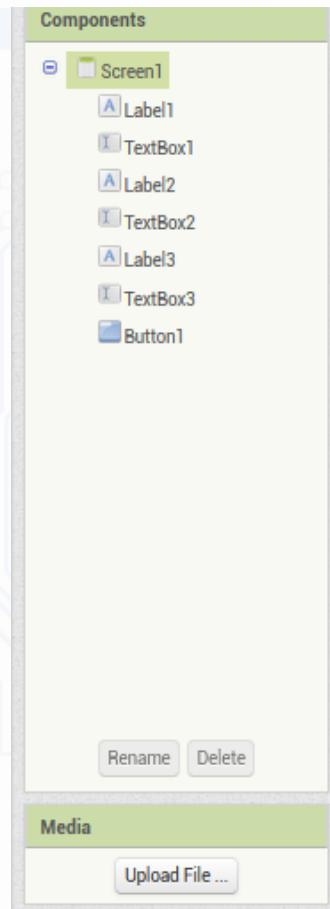
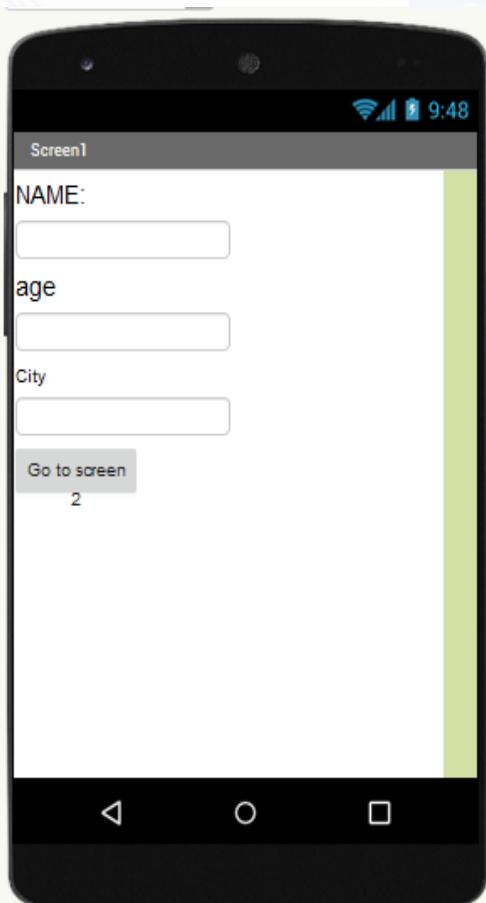
Example 03:

Passing data between screens_3



App Inventor

Design Screen1



Blocks Screen1

```
initialize global name to <0> initialize global age to <0>
initialize global city to <0>
initialize global datas to <0> create empty list
when Button1 Click
do
  set global datas to <0> create empty list
  set global name to TextBox1.Text
  set global age to TextBox2.Text
  set global city to TextBox3.Text
  add items to list list get global datas
  item get global name
  item get global age
  item get global city
open another screen with start value screenName "Screen2"
startValue get global datas
```



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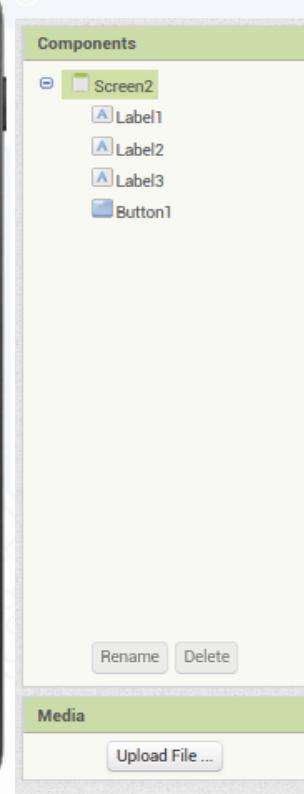
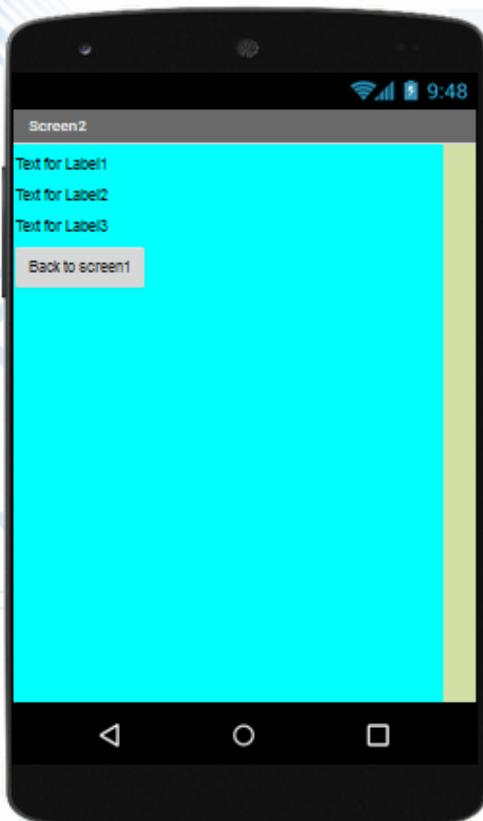
Example 03:

Passing data between screens _3

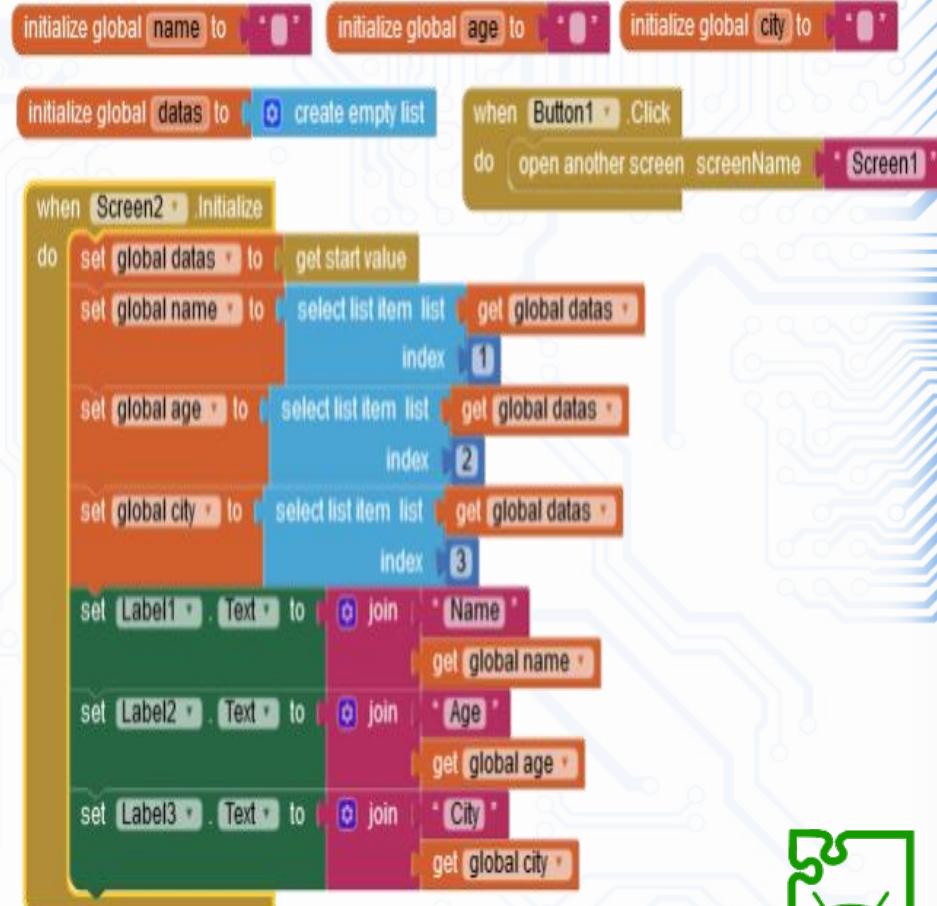


App Inventor

Design Screen2



Blocks Screen2



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JIANGXI UNIVERSITY OF SCIENCE AND TECHNOLOGY SCHOOL OF INFORMATION ENGINEERING



App Inventor



Example 03: Passing data between screens _3



MIT App Inventor

www.BANDICAM.com

ai2.appinventor.mit.edu/#6401489993334784

70%

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pass_data_03 Screen1 Add Screen ... Remove Screen Publish to Gallery Designer Blocks

Palette

User Interface

- Button
- CheckBox
- DatePicker
- Image
- Label
- ListPicker
- ListView
- Notifier
- PasswordTextBox
- Slider
- Spinner
- Switch
- TextBox
- TimePicker
- WebView

Viewer

Display hidden components in Viewer

Phone size (505,320)

Screen1

Properties

AccentColor Default

AlignHorizontal Left : 1

AlignVertical Top : 1

AppName pass_data_03

BackgroundColor Default

BackgroundImage None...

BlocksToolkit All

CloseScreenAnimation Default

Icon None...

OpenScreenAnimation Default

PrimaryColor Default

PrimaryColorDark Default

ScreenOrientation Unspecified

Scalable

Rename Delete

Media Upload File ...

Windows taskbar icons: File Explorer, Microsoft Word, Microsoft Excel, Microsoft PowerPoint, Microsoft Edge, Firefox, Camera, Task View, Start button, Taskbar settings, ENG, 23:14, 02/12/2020.





Example 03:

Passing data between screens _3



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pass_data_03 Screen1 Add Screen ... Remove Screen Publish to Gallery Designer Blocks

Blocks

Built-in

- Control
- Logic
- Math
- Text
- Lists
- Dictionaries
- Colors
- Variables
- Procedures

Screen1

- Label1
- TextBox1
- Label2
- TextBox2
- Label3
- TextBox3
- Button1

Rename Delete

Media

Upload File ...

Show Warnings

Viewer

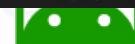
```
initialize global name to [ ] initialize global age to [ ] initialize global city to [ ]
initialize global datas to [ ] create empty list

when Button1 Click
do
  set global datas to [ ] create empty list
  set global name to TextBox1 Text
  set global age to TextBox2 Text
  set global city to TextBox3 Text
  add items to list item get global name
  item get global age
  item get global city
open another screen with start value screenName [ ] Screen2
startValue get global datas
```

23:23 02/12/2020



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Example 03:

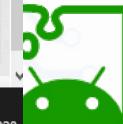
Passing data between screens_3



The screenshot shows the MIT App Inventor 2 environment. The top bar includes the MIT logo, a plus sign for creating new projects, the URL 'www.BANDICAM.com', and various browser controls. Below the URL is a navigation bar with links like 'Getting Started', 'PID', 'Basic functions related...', 'C JRM | Fuji Technology ...', and 'YouTube'. The main workspace is titled 'pass_data_03' and contains the following code:

```
when Screen2.Initialize do
  set global datas to [get start value]
  set global name to [initialize global name to]
  set global age to [initialize global age to]
  set global city to [initialize global city to]
  set global datas to [create empty list]
  set global datas to [select list item list get global datas index 1]
  set global age to [select list item list get global datas index 2]
  set global city to [select list item list get global datas index 3]
```

The left sidebar lists blocks categorized under 'Built-in' (Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, Procedures) and 'Screen2' (Label1, Label2, Label3, Button). The bottom right features icons for media management, warnings, and trash.

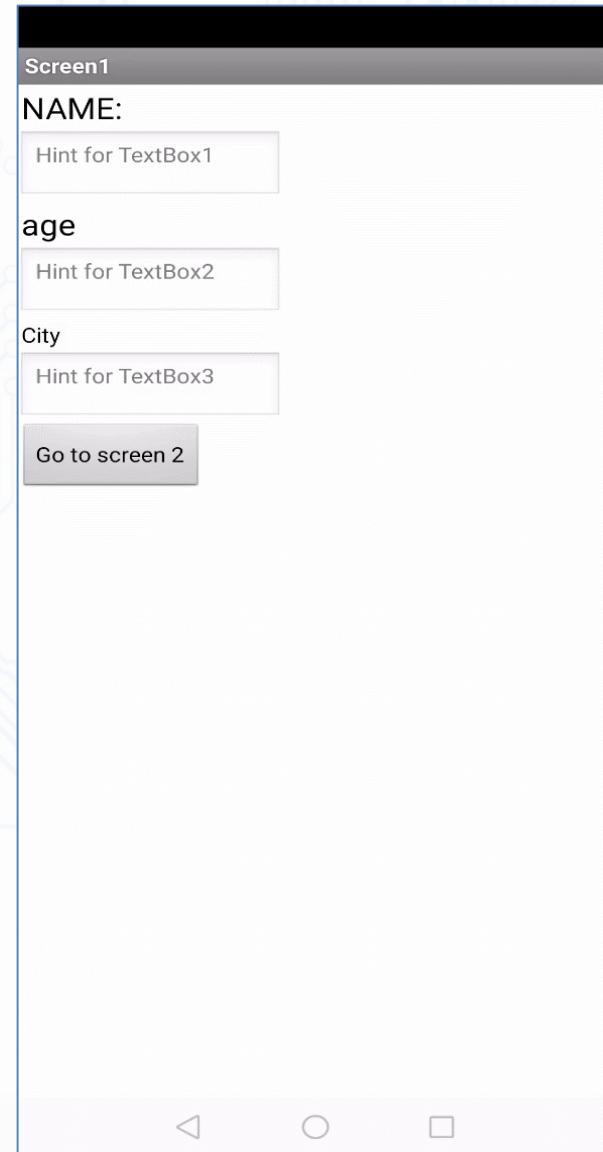




Example 03:

Passing data between screens_3

Demo APP



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Student Task_14



- Repeat this examples and make based on our task format
 - Send the process clip just for extension and for other example we need the text
 - Solve the extension version as the separate example
 - Extension Example 01_B

Next lecture

- JUST in MOOC just in our format
- Your file should have this format of name
`<Task number><student name><Student ID>.ppt`





Reference

- <http://kio4.com/appinventori/23datasbetweenscreen.htm>
- <http://kio4.com/appinventori/7canvas.htm>
- <http://ai2.appinventor.mit.edu/reference/blocks/lists.html#selectlistitem>
- **<https://appinventor.mit.edu/explore/content/alertme.html>**
- **Teaching with AppInventor** <http://appinventor.mit.edu/explore/teach.html>
AppInventor Tutorials:
<http://appinventor.mit.edu/explore/ai2/tutorials.html>
- **Sounds** <http://www.soundbible.com>
- **App Inventor:** <http://appinventor.googlelabs.com/>
- **Appinventor.org:** <http://www.appinventor.org/>
- **Wolber, Abelson et al. text:** <http://www.appinventor.org/text2011>
- **Group:** <http://groups.google.com/group/app-inventor-instructors>
- **Wolber course:** <http://appinventor.org/course-in-a-box>
- **Morelli course:** <http://turing.cs.trincoll.edu/~ram/cpsc110/>

“We are one
society. We are
one globe.”

STEVEN CHU
Nobel Prize in Physics 1997



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信息工程学院

School of information engineering

Digital Image Processing

THANK YOU





**"BE HUMBLE. BE HUNGRY.
AND ALWAYS BE THE
HARDEST WORKER
IN THE ROOM."**

