

# CALCULADORA

MIT APP INVENTOR

# APRESENTAÇÃO

Nome: Fernanda Galvão Ribeiro

Série: 2º DS

Professor: Jonatas

Programação de Aplicativos Mobile (PAM)

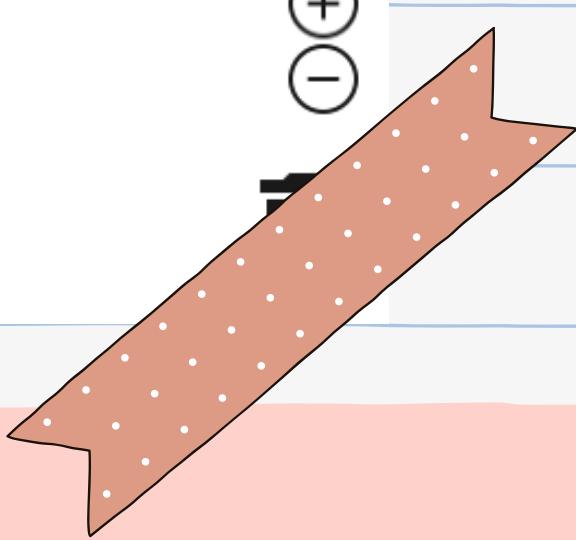
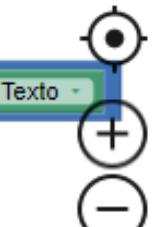
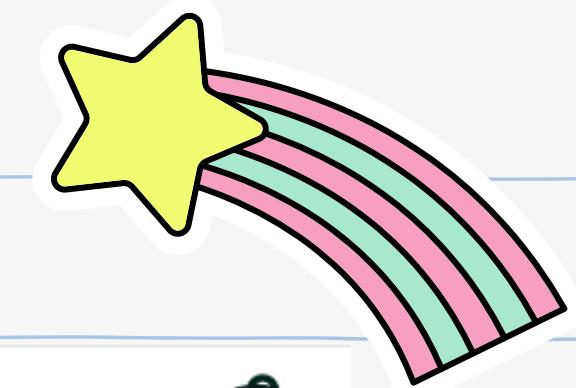


# BLOCO DE COMANDO 1

The image shows four Scratch scripts for a command block, each triggered by a button click:

- BtnSoma .Clique**: Adds the values of two input fields (txt1 and txt2) and stores the result in a global variable (res). If either input is invalid, it displays an error message.
- BtnSub .Clique**: Subtracts the value of txt2 from txt1 and stores the result in res. If either input is invalid, it displays an error message.
- BtnMulti .Clique**: Multiplies the values of txt1 and txt2 and stores the result in res. If either input is invalid, it displays an error message.
- BtnDiv .Clique**: Divides the value of txt1 by txt2 and stores the result in res. The result is formatted to two decimal places. If either input is invalid, it displays an error message.

Below the scripts is a "Mostrar Avisos" (Show Notices) button with two icons: a warning triangle and a crossed-out circle.



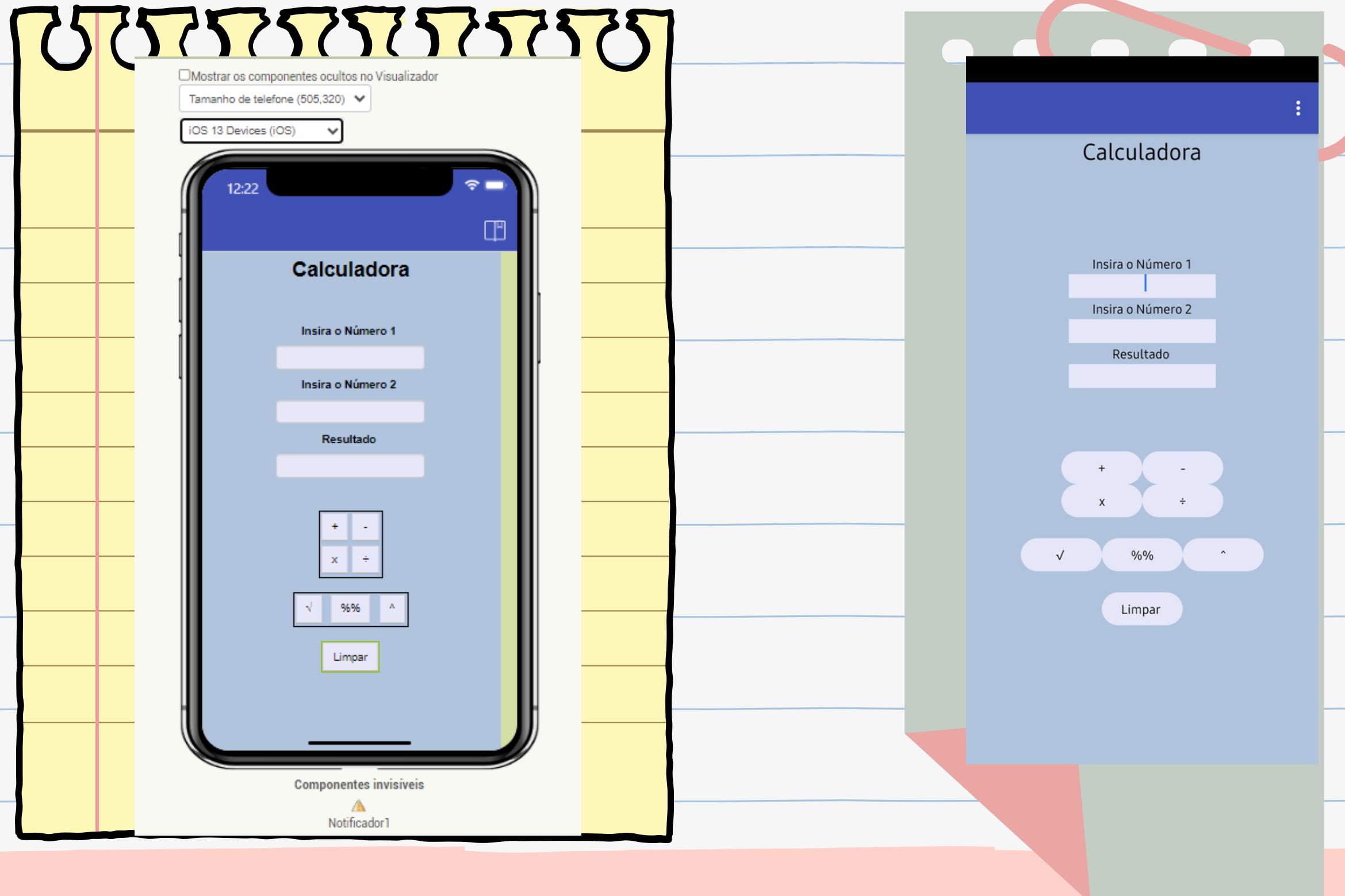
# BLOCO DE COMANDO 2

The image shows a Scratch script with four command blocks:

- BtnPot.Clique:** A `quando [Botão Pot] clique` event. It checks if `txt1` equals 0 and `txt2` equals 0. If true, it calls `Notificador1.MostrarDiálogoDeMensagem` with message "Insira um número válido", title "Atenção", and button "Ok". If false, it adjusts `global res` to the result of `txt1` divided by `txt2`, and `txtres` to the remainder of `txt1` divided by `txt2`.
- BtnRaiz.Clique:** A `quando [Botão Raiz] clique` event. It checks if `txt1` is not equal to 0 and `txt2` equals 0. If true, it adjusts `global res` to the square root of `txt1` (using `raiz quadrada`), and `txtres` to the remainder of `txt1`. If false, it calls `Notificador1.MostrarDiálogoDeMensagem` with message "Preencha somente o primeiro campo", title "Atenção", and button "OK".
- BtnResDiv.Clique:** A `quando [Botão ResDiv] clique` event. It checks if `txt1` equals 0 and `txt2` equals 0. If true, it calls `Notificador1.MostrarDiálogoDeMensagem` with message "Insira um número válido", title "Atenção", and button "Ok". If false, it adjusts `global res` to the result of `resto de [txt1 ÷ txt2]`, and `txtres` to the remainder of `txt1`.
- Limpo.Clique:** A `quando [Botão Limpo] clique` event. It adjusts `txt1`, `txt2`, and `txtres` to 0.

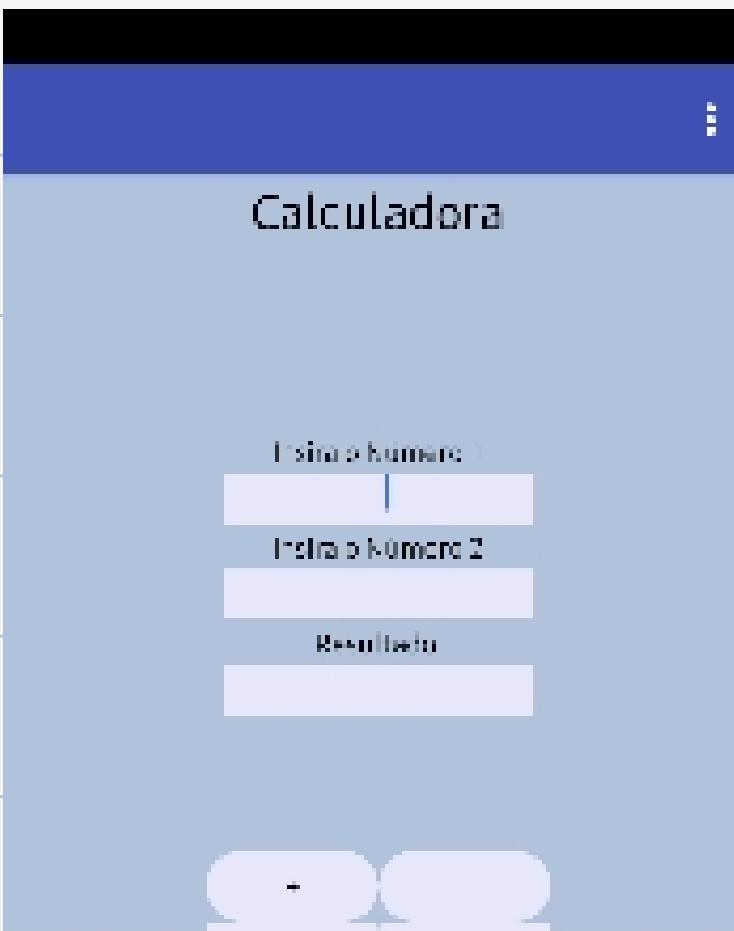
At the bottom left, there is a `Mostrar Avisos` button with a warning icon and a value of 0. At the bottom right, there are icons for a pencil, a circle with a dot, a circle with a plus sign, a circle with a minus sign, and a trash can.

# DESIGN



**VÍDEO**

**TESTE**



A numeric keypad interface with a 4x4 grid of buttons. The buttons are labeled as follows:

1	2	3	⌫
4	5	6	OK
7	8	9	.
☰	0	↶	↶, ↶

OBRIGADO PELA ATENÇÃO!

