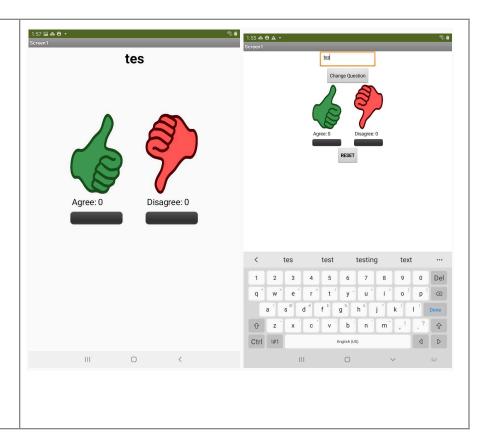
DApp Overview & Purpose

Clicker Cloud

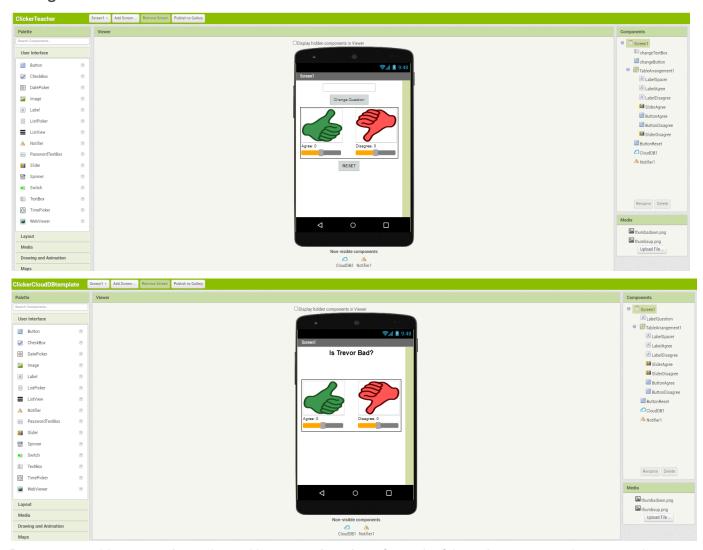
My app allows an admin to set a question and have people vote to agree or disagree with the question, reset the votes, and change the question.



Viewer & Components

Copy and paste the Viewer and Components of your app here

Design & Enhancements:



Be sure to provide **screenshots** along with your **explanations** for each of the **enhancements** that you made.

```
to updateDisplay
do set LabelAgree . Text to poin
                                         get global agreeCount •
    set LabelDisagree . Text . to poin . Disagree: "
                                           get global disagreeCount •
    set LabelQuestion . Text to get global Question
               get global disagreeCount
                                               get global agreeCount •
    then set SliderAgree . ThumbPosition to
                                                    get global agreeCount 🔻 🗶 🚺 100 🖟 🗗 😉 😭 get global disagreeCount 🔻 🛨 🛊 get global agreeCount 🔻
          set SliderDisagree . ThumbPosition to
                                                 get global disagreeCount 🔻 🗶 🚺 100 📗 🖊 💢 get global disagreeCount 🔻 🛨 🙀 get global agreeCount 🔻
        set global answered • to false •
         set SliderAgree . ThumbPosition to 0
         set SliderDisagree . ThumbPosition to 0
                                                                               Charles D. Charles
```

WHEN USED: procedure updateDisplay

APP: Both teacher and student version

WHAT THE ENHANCEMENT IS: Create a Bar Chart Using the Thumb Switches

PURPOSE: Inside the if statement it will set the sliders to agreeCount x 100 divided by the disagreeCount and agreeCount in order to get the bar to work like percentages. The If statement will only run this line of code if the count doesn't equal 0.

```
when ButtonAgree . Click
      🔯 if
                     get global answered *
                                                        false
      then
             set global agreeCount * to
                                                      get global agreeCount *
             call storeDBvalues *
             set global answered to true
             call Notifier1 . ShowAlert
      else
                                     notice
                                                 You Cannot Answer Again.
                                      initialize global answered to
                                                                        false
when ButtonDisagree *
     🔯 if
                    get global answered *
                                                       false
     then
             set global disagreeCount • to
                                                         get global disagreeCount
             call storeDBvalues *
             set [global answered 🔻 to 🧻 true 🔻
             call Notifier1 . ShowAlert
                                                 You Cannot Answer Again.
                                    notice
     call storeDBvalues *
  to updateDisplay
   set LabelAgree . Text to bijoin
                                       Agree:
                                      get global agreeCount •
   set LabelDisagree . Text to
                               🤠 join
                                        " Disagree: "
                                        get global disagreeCount •
   set LabelQuestion . Text to get global Question
                  get global disagreeCount •
                                            get global agreeCount 🔹
   then set SliderAgree . ThumbPosition to
                                                                        100
                                                                                      get global disagreeCount •
                                                 get global agreeCount •
                                                                                                                get global agreeCount *
        set SliderDisagree . ThumbPosition to
                                                   get global disagreeCount • x 100 / 9 get global disagreeCount • get global agreeCount
       set global answered • to false •
        set SliderAgree . ThumbPosition to 0
        set (SliderDisagree • ). ThumbPosition • to (0)
```

WHEN USED: when ButtonDisagree.Click, when ButtonAgree.Click, global variable answered procedure updateDisplay

APP: Both teacher and student version

WHAT THE ENHANCEMENT IS: Allow Users to Vote Only Once

PURPOSE: The variable is instantly set to false when the code is first run. What ButtonDisagree.Click and ButtonAgree.Click do is check to make sure that the variable is still set to false, and if it is they can answer. When the code is run to answer it will set the answered variable to true so it will not make it into the if statement and they will instead get a notifier telling them they cannot answer again.

Procedure updateDisplay's if statement was also altered to have an else statement so that when the counts did equal 0 it would change the variable back to false because them being zero means that the scores were reset and they can answer again. This helps so that the teacher can technically change this variable from their device without having access to the variable itself.

STUDENT VERSION CODE:

```
to getDBvalues
to gotData tag value
                                                          call CloudDB1 - .GetValue
 🔯 if
          get (tag 🔻 😑 👣 " (agree) "
                                                                                        agree "
       set global agreeCount • to
                                  get value *
                                                                   valuelfTagNotThere
                                                                                      0
                 not is number? • get value •
                                                           call CloudDB1 . GetValue
       then set global agreeCount to 0
                                                                                        disagree
                                                                                tag
                                                                                      0
                                                                   valuelfTagNotThere
         get (tag 🕶 😑 🔭 " (disagree) "
       set global disagreeCount • to | get value •
                                                                   valuelfTagNotThere
                 not is number? • get value •
            set global disagreeCount • to 0
                                                        to storeDBvalues
          get (tag v = v ) " (question "
                                                           call CloudDB1 . StoreValue
                                                                                          agree *
       set global Question * to
                                                                           valueToStore
                                                                                         get global agreeCount •
              not 🕻 is a string? thing 📙 get (value 🔻
                                                            call CloudDB1 . StoreValue
       then set global Question to " " " "
                                                                                          disagree "
                                                                           valueToStore
                                                                                        get global disagreeCount •
 call updateDisplay •
```

TEACHER VERSION CODE:

```
to storeDBvalues
                                                   call CloudDB1 . StoreValue
                                                                           tag
                                                                                   agree *
to getDBvalues
                                                                   valueToStore
                                                                                  get global agreeCount *
 call CloudDB1 . GetValue
                                                   call CloudDB1 . StoreValue
                                agree
                        tag
                                                                                   disagree
                                                                           tag
          valuelfTagNotThere
                              0
                                                                   valueToStore
                                                                                  get global disagreeCount
 call CloudDB1 . GetValue
                                                   call CloudDB1 . StoreValue
                               " disagree
                                                                                   question
          valuelfTagNotThere
                              0
                                                                   valueToStore
                                                                                  changeTextBox *
                                                                                                    Text ▼
```

WHEN USED: procedure getDBvalues, procedure storeDBvalues

APP: Both apps - have different code labeled above.

WHAT THE ENHANCEMENT IS: Build a Teacher Version of the App

PURPOSE: In the student app the most has changed with a new if statement within the gotData procedure. This if statement is used by the student's new code for procedure getDBvalues where it is using cloudDB to obtain the new data stored under the tag "question". This new data being added is being added from the teacher's code in procedure storeDBvalues where it is storing the textboxes text under the tag "question". The student's if statement then takes that value stored under the "question" tag and sets it to their question at the top of their screen.

Note: The above section may repeat based upon how many large Event Handlers you have.

Complete Code

- Put the code screenshots in the following order
 - Variables

```
initialize global Question to initialize global disagreeCount to initialize global answered to initialize global agreeCount to
```

Procedures

```
to updateDisplay
          set LabelAgree . Text . to
                                      join ( " Agree: "
                                              get global agreeCount •
           set LabelDisagree . Text to join "Disagree:
                                                get global disagreeCount •
                                                     get global disagreeCount 🔹 🛨
                set SliderAgree . ThumbPosition . to
                                                          get global agreeCount 🔻 💉 🚺 100 🖟 🗗 😉 🗸 get global disagreeCount 🔻 🛨 🔭 get global agreeCount 🔻
                set SliderDisagree • . ThumbPosition • to
                                                      get global disagreeCount 🔻 × 🕻 100 🖟 😉 🔭 get global disagreeCount 🔻 + 🔭 get global agreeCount 🔻
                                                                                                       to getDBvalues
                                                      to gotData tag value
                                                                                                     do call CloudDB1 . GetValue
to storeDBvalues
                                                       get (tag = ) agree *
                                                                                                                                  " (agree) "
                                                                                                                           tag
 call CloudDB1 .StoreValue
                                                                                                                               0
                                                        then set global agreeCount • to
                                                                                                                valuelfTagNotThere
                      tag
                            agree "
                                                            if not is number? get value
                                                                                                         call CloudDB1 .GetValue
                            get global agreeCount •
                                                             then set global agreeCount to 0
                                                                                                                                " (disagree) "
  call CloudDB1 - .StoreValue
                                                                                                                valuelfTagNotThere (0
                            " disagree "
                           get global disagreeCount •
                                                       get tag v = v disagree v
               valueToStore
  call CloudDB1 .StoreValue
                                                            set global disagreeCount • to ( get value •
                      tag
                            " question "
                                                            if not is number? • get value •
               valueToStore | changeTextBox • . Text •
                                                             then set global disagreeCount • to 0
                                                       call updateDisplay •
```

Event handlers

```
when ButtonReset . Click
                                             when ButtonAgree .Click
                                            do if get global answered = false
do set global agreeCount • to 0
   set global disagreeCount • to 0
                                                then set global agreeCount to t e get global agreeCount + 1
   set SliderAgree . ThumbPosition to 0
   set SliderDisagree . ThumbPosition to 0
                                                     call storeDBvalues •
                                                                                      when Screen1 .Initialize
                                                    set global answered to true
    set global answered • to false •
                                                                                     do call getDBvalues •
   call storeDBvalues •
                                                else call Notifier1 .ShowAlert
                                                          notice You Cannot Answer Again.
               when CloudDB1 . DataChanged
                                              when ButtonDisagree . Click
               tag value
                                             do if get global answered = false v
               do call gotData -
                         tag ( get tag v
value ( get value v
                                                 then set global disagreeCount to get global disagreeCount + 1
                                                     call (storeDBvalues •
                                                                                         when changeButton . Click
                                                     set global answered • to true •
   when CloudDB1 .CloudDBError
                                                                                        do set global Question • to changeTextBox • . Text •
                                                                                           call storeDBvalues •
   message
                                                 else call Notifier1 .ShowAlert
  do call Notifier1 .ShowAlert
                                                         notice You Cannot Answer Again.
                      notice get message •
                                                call storeDBvalues •
                                                                            when CloudDB1 - .GotValue
                                                                             (tag) (value)
                                                                             do call gotData •
                                                                                        tag get tag v
```