

Pokedex App

Prof. Ms. José Antonio Gallo Juinor

Criando um App React Native com Expo

Abra o terminal no Visual Studio Code através do atalho :

Ctrl + ‘



File Edit Selection View Go ...

← →

🔍 pokedexApp

□ □ □ 0% - □ ×



EXPLORER

...

POKEDEXAPP

ℹ README.md



...



> OUTLINE

> TIMELINE



master ⌂ ✘ 0 ⚠ 0 ⚡ 0

🔍 ⚡ Go Live 🔔



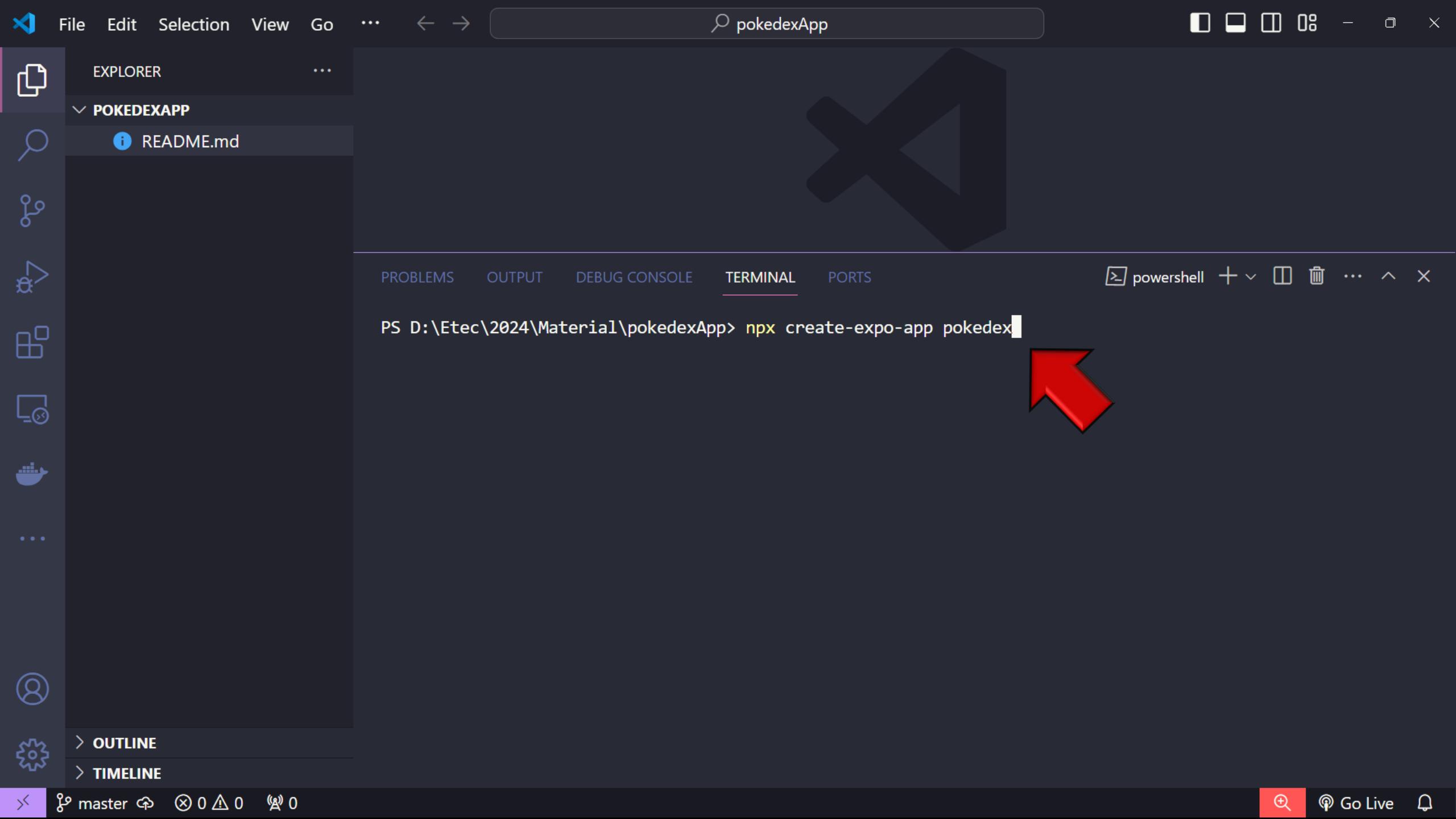
Show All Commands `Ctrl + Shift + P`

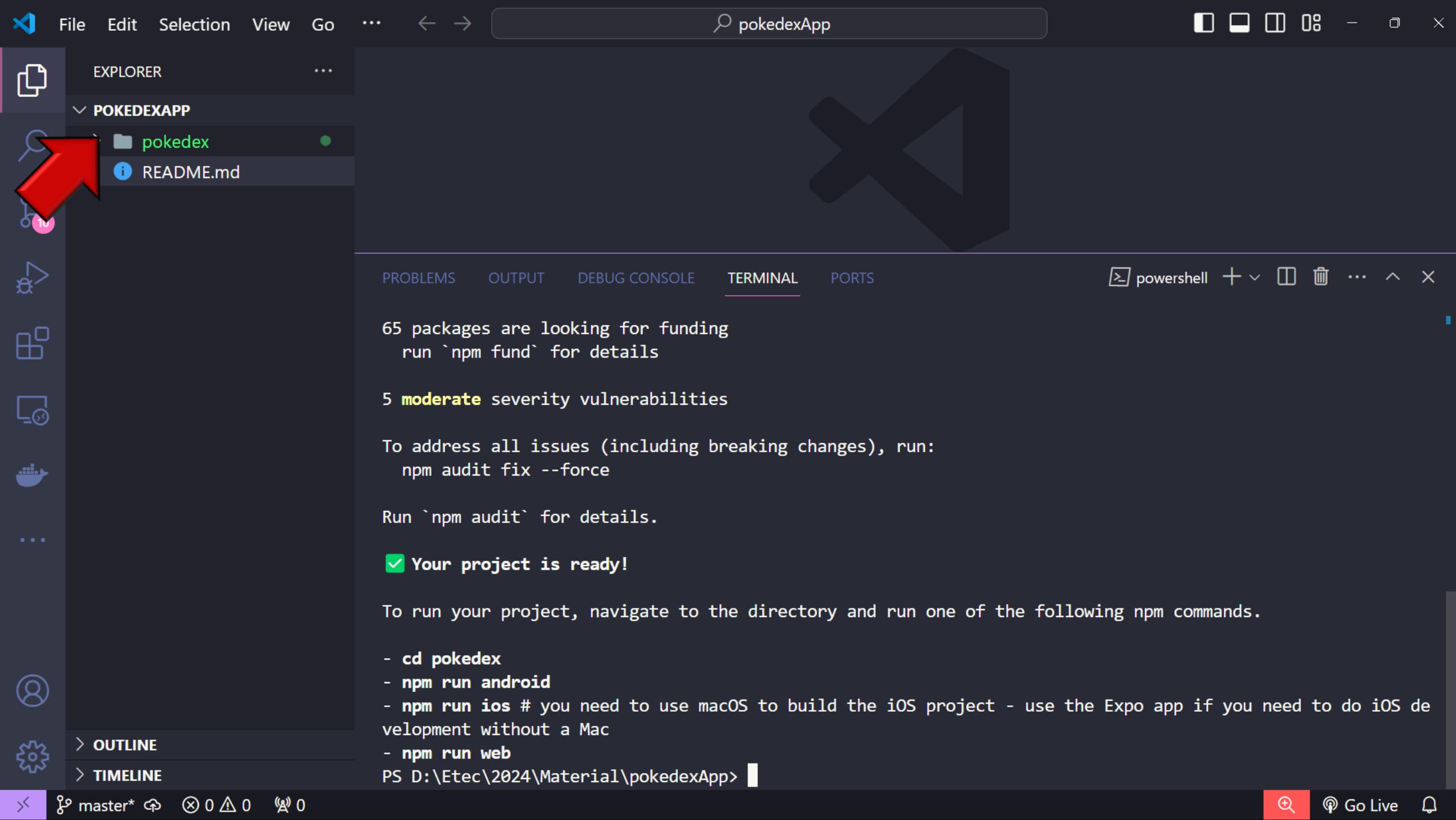
Go to File `Ctrl + P`

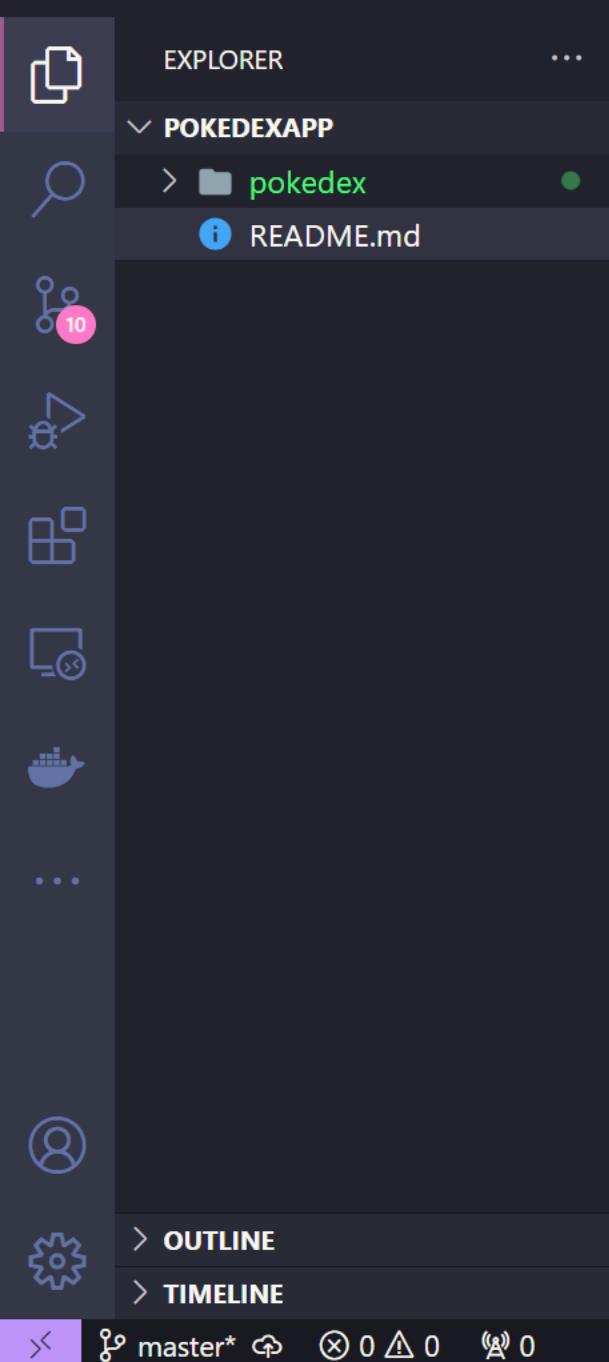
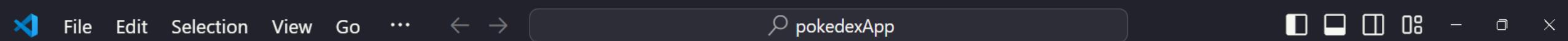
Find in Files `Ctrl + Shift + F`

Toggle Full Screen `F11`

Show Settings `Ctrl + ,`





A screenshot of the VS Code terminal window. The path 'D:\Etec\2024\Material\pokedexApp> cd pokedex' is visible. A large red arrow points from the bottom right towards the terminal input field.

PS D:\Etec\2024\Material\pokedexApp> cd pokedex

A screenshot of the Visual Studio Code (VS Code) interface. The title bar shows the project name "pokedexApp". The left sidebar (Explorer) displays a file tree with a folder named "pokedex" and a file named "README.md". The main area is a terminal window titled "powershell - pokedex". The terminal shows the command "PS D:\Etec\2024\Material\pokedexApp\pokedex> npm install polished". A large red arrow points from the right towards the end of the command line. The bottom status bar indicates the current branch is "master*".

```
PS D:\Etec\2024\Material\pokedexApp\pokedex> npm install polished
```

A screenshot of the Visual Studio Code (VS Code) interface. The title bar shows the project name "pokedexApp". The left sidebar (Explorer) shows a folder named "POKEDEXAPP" containing "pokedex" and "README.md", with a status indicator of 10 items in the status bar. The main area is the Terminal tab, which displays the following output from an npm install command:

```
PS D:\Etec\2024\Material\pokedexApp\pokedex> npm install polished
added 1 package, and audited 1163 packages in 4s
65 packages are looking for funding
  run `npm fund` for details

5 moderate severity vulnerabilities

To address all issues (including breaking changes), run:
  npm audit fix --force

Run `npm audit` for details.
○ PS D:\Etec\2024\Material\pokedexApp\pokedex>
```

The status bar at the bottom shows "master*" and other build-related icons.

EXPLORER

POKEDEXAPP

- pokedex
- assets
- node_modules
- src

- components
- Button
- Card
- Header

- data
- utils

- .gitignore
- App.js
- app.json
- babel.config.js
- package-lock.json
- package.json

README.md

Criar a estrutura de pastas:

```
src
  └── components
      ├── Button
      ├── Card
      └── Header
  └── data
  └── utils
```

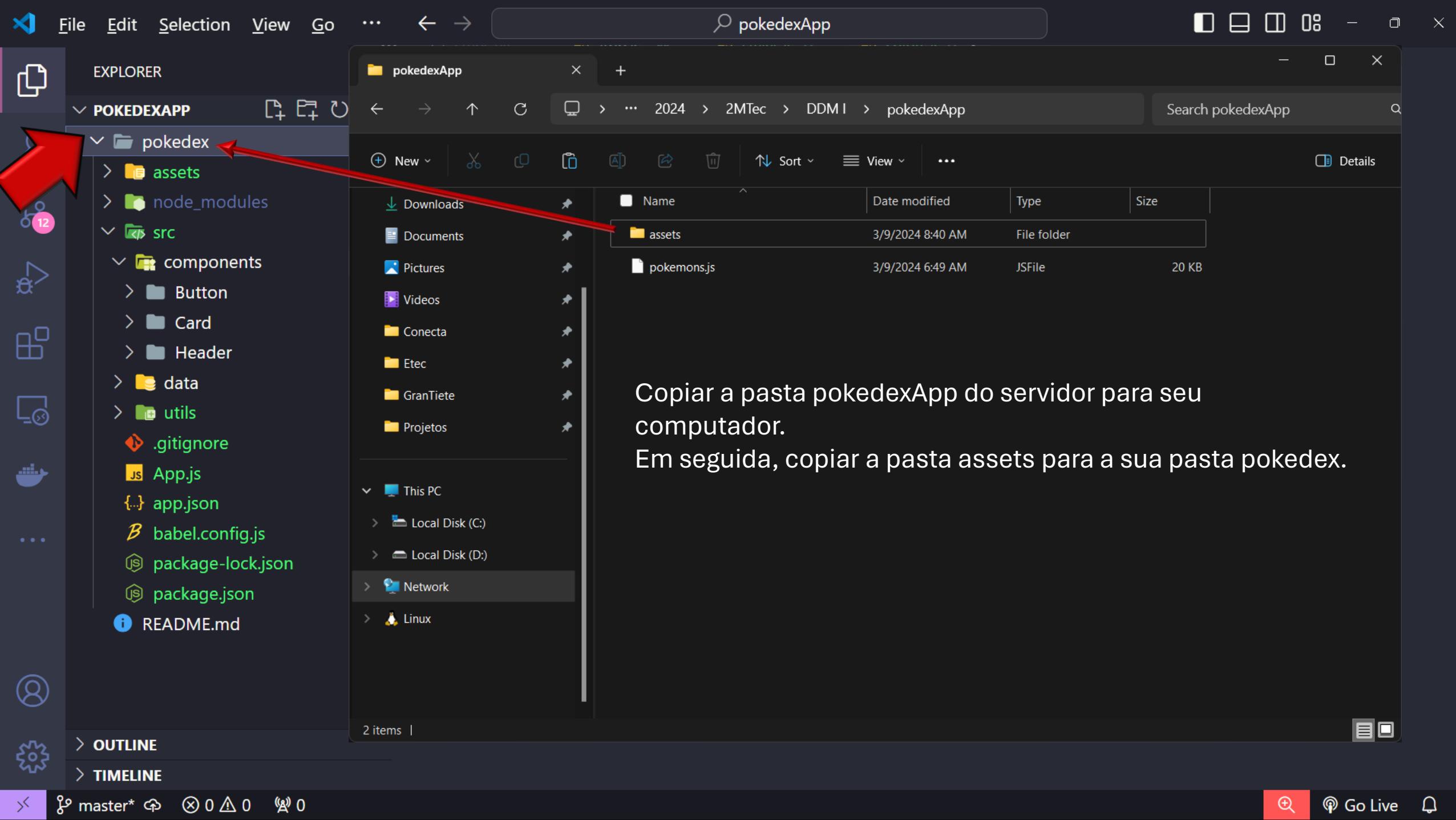
Show All Commands Ctrl + Shift + P

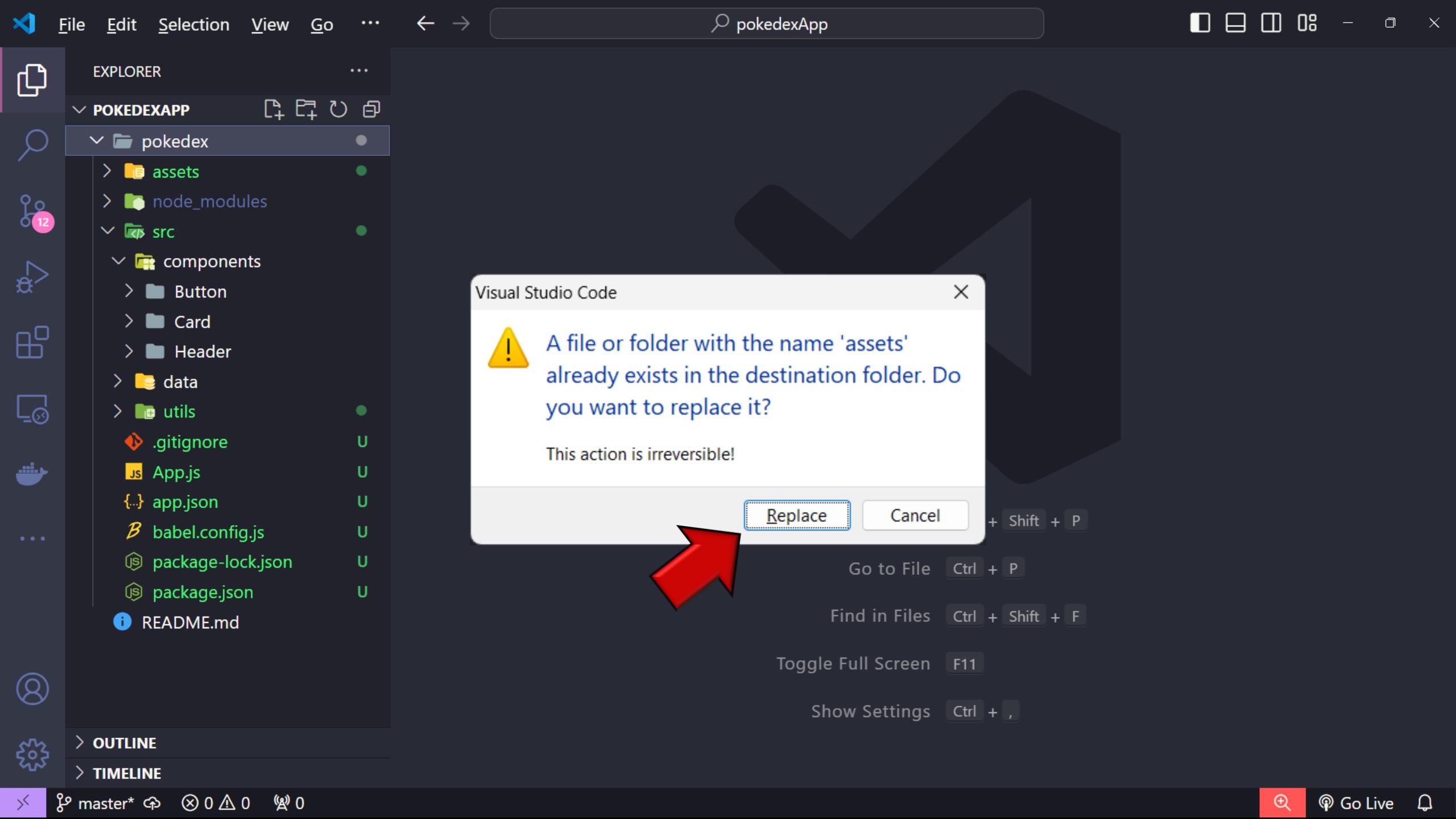
Go to File Ctrl + P

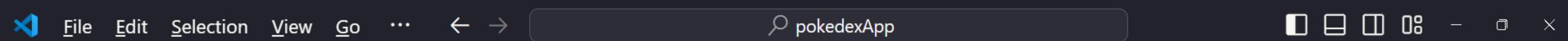
Find in Files Ctrl + Shift + F

Toggle Full Screen F11

Show Settings Ctrl + ,







EXPLORER

POKEDEXAPP

pokedex

assets

- adaptive-icon.png
- favicon.png
- header.jpg
- icon.png
- splash.png

node_modules

src

components

- Button
- Card
- Header

data

utils

.gitignore

App.js

app.json

babel.config.js

package-lock.json

OUTLINE

TIMELINE

master* ↗ 0 △ 0 ⚡ 0

A red arrow points from the left towards the "assets" folder in the Explorer sidebar.



Show All Commands Ctrl + Shift + P

Go to File Ctrl + P

Find in Files Ctrl + Shift + F

Toggle Full Screen F11

Show Settings Ctrl + ,

EXPLORER

POKEDEXAPP

- pokedex
- assets
- node_modules
- src
 - components
 - Button
 - Card
 - Header
 - data
 - utils
- .gitignore
- App.js
- app.json
- babel.config.js
- package-lock.json
- package.json
- README.md

Search pokedexApp

Details

Name Date modified Type Size

Name	Date modified	Type	Size
Desktop	3/9/2024 8:42 AM	File folder	
Downloads	3/9/2024 6:49 AM	JSFile	20 KB
Documents			
Pictures			
Videos			
Conecta			
Etec			
GranTiete			
Projetos			
This PC			
Local Disk (C:)			
Local Disk (D:)			
Network			
Linux			

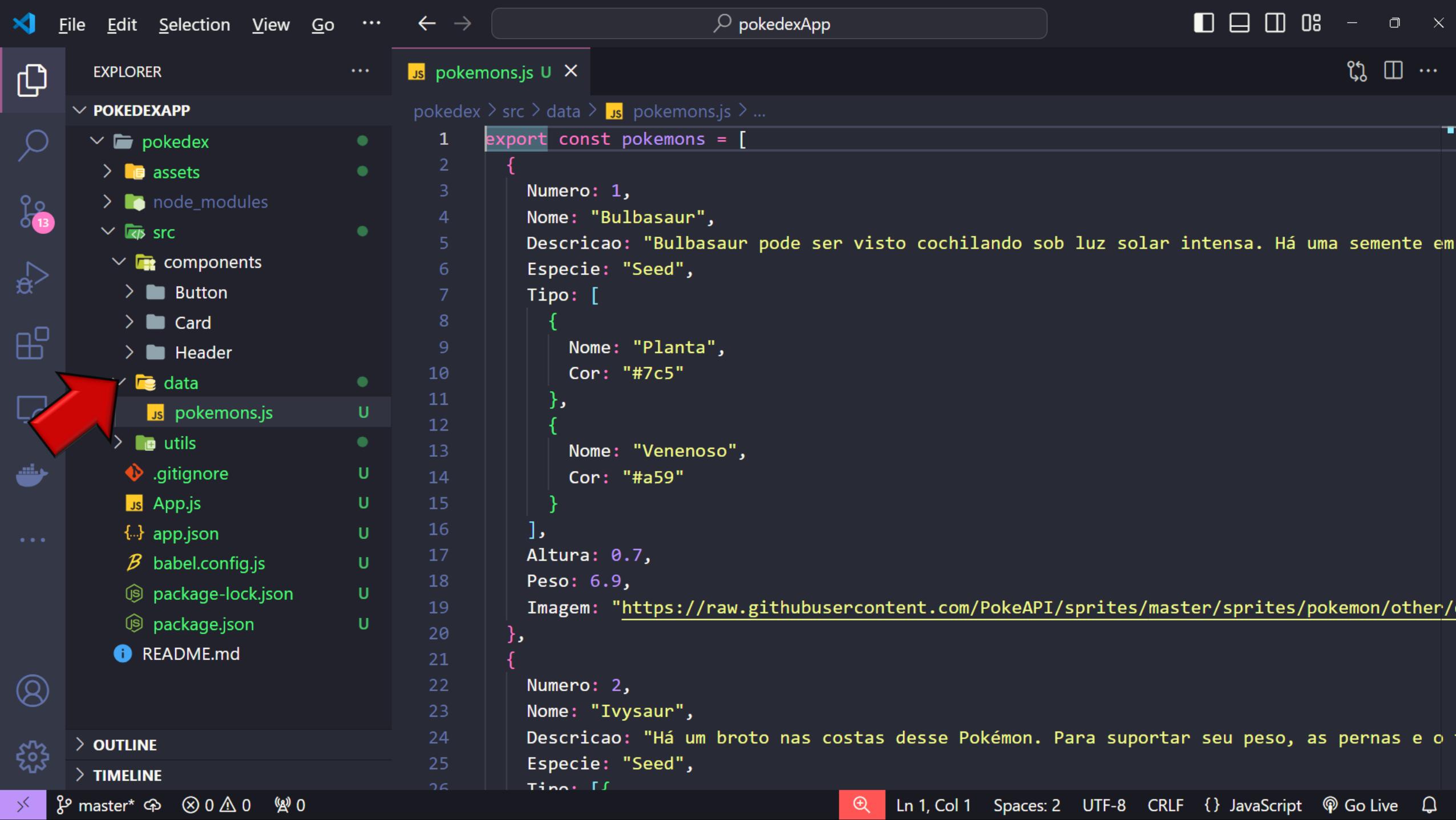
2 items | 1 item selected 19.5 KB |

Show Settings

Copiar o arquivo pokemon.js da pasta pokedexApp para a pasta data.

> OUTLINE

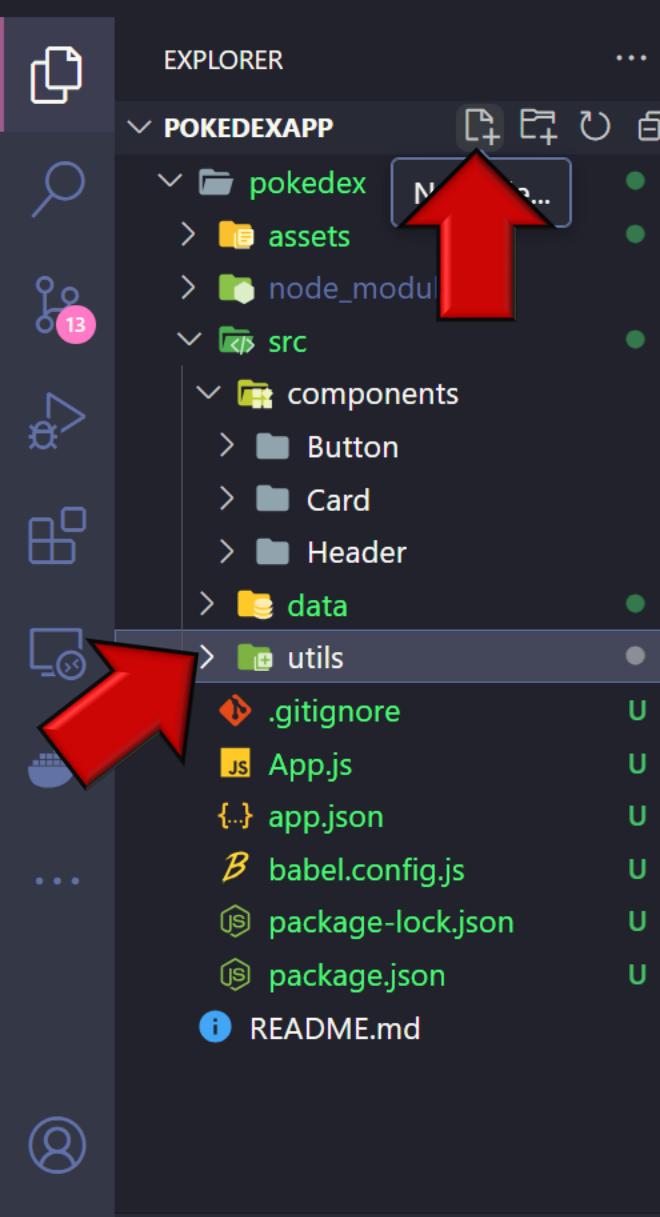
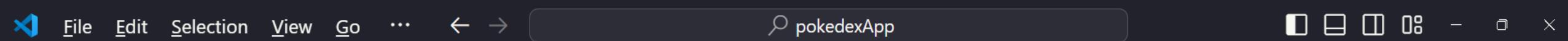
> TIMELINE



A screenshot of the Visual Studio Code (VS Code) interface. The title bar shows the project name "pokedexApp". The left sidebar (Explorer) displays the project structure under "POKEDEXAPP". A red arrow points to the file "pokemons.js" in the "data" folder. The main editor area shows the code for "pokemons.js", which defines an array of Pokemon objects. The code includes properties like Numero, Nome, Descricao, Especie, Tipo, Altura, Peso, and Imagem. The "Imagem" property contains a URL to a sprite image. The status bar at the bottom shows the file is "master*", has 0 errors, 0 warnings, and 0 info messages.

```
1 export const pokemons = [
2   {
3     Numero: 1,
4     Nome: "Bulbasaur",
5     Descricao: "Bulbasaur pode ser visto cochilando sob luz solar intensa. Há uma semente em sua barriga.",
6     Especie: "Seed",
7     Tipo: [
8       {
9         Nome: "Planta",
10        Cor: "#7c5"
11      },
12      {
13        Nome: "Venenoso",
14        Cor: "#a59"
15      }
16    ],
17    Altura: 0.7,
18    Peso: 6.9,
19    Imagem: "https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/other/official-artwork/bulbasaur.png"
20  },
21  {
22    Numero: 2,
23    Nome: "Ivysaur",
24    Descricao: "Há um broto nas costas desse Pokémon. Para suportar seu peso, as pernas e o tronco são curtos e grossos.",
25    Especie: "Seed",
26    Tipo: [

```



Show All Commands Ctrl + Shift + P

Go to File Ctrl + P

Find in Files Ctrl + Shift + F

Toggle Full Screen F11

Show Settings Ctrl + ,



A screenshot of the Visual Studio Code (VS Code) interface. The Explorer sidebar on the left shows a file tree for a project named "POKEDEXAPP". A red arrow points from the status bar at the bottom left towards the Explorer icon in the sidebar. The main editor area displays a JavaScript file named "colors.js" located at "pokedex > src > utils > colors.js". The code defines a constant object "POKEMON_TYPE_COLORS" mapping type names to hex color codes. The Status Bar at the bottom shows system icons like battery level, signal strength, and a clock indicating "8:38 AM 3/9/2024".

File Edit Selection View Go ... ← → 🔍 pokedexApp

EXPLORER ...

POKEDEXAPP

- pokedex
- assets
- node_modules
- src
 - components
 - Button
 - Card
 - Header
 - data
 - utils
 - colors.js
 - .gitignore
 - App.js
 - app.json
 - babel.config.js
 - package-lock.json
 - package.json
 - README.md

colors.js U X

pokedex > src > utils > colors.js > [POKEMON_TYPE_COLORS]

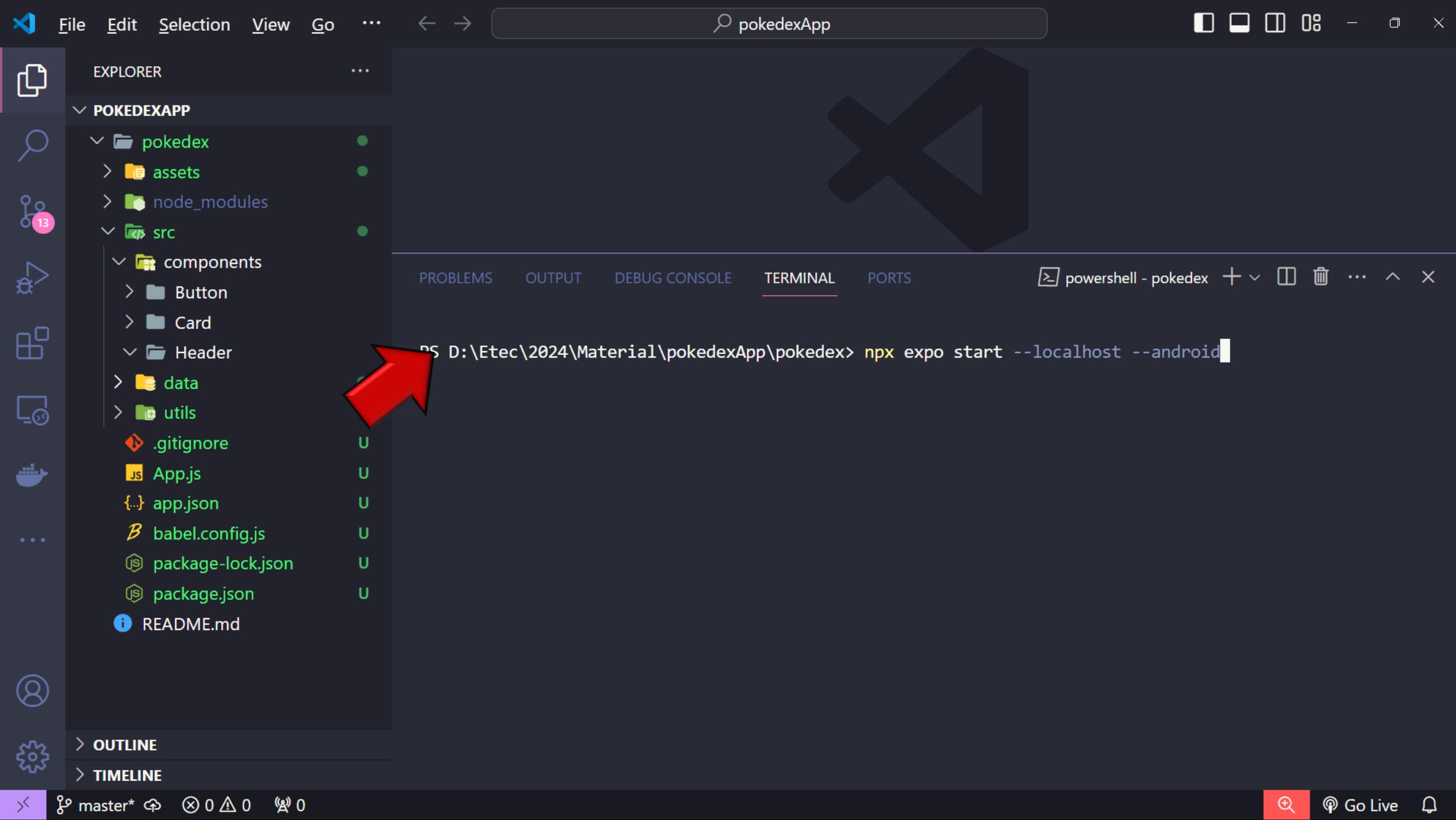
```
1 export const POKEMON_TYPE_COLORS = {  
2     Normal: "#A8A77A",  
3     Fogo: "#EE8130",  
4     Água: "#6390F0",  
5     Elétrico: "#F7D02C",  
6     Planta: "#7AC74C",  
7     Gelo: "#96D9D6",  
8     Lutador: "#C22E28",  
9     Venenoso: "#A33EA1",  
10    Terrestre: "#E2BF65",  
11    Voador: "#A98FF3",  
12    Psíquico: "#F95587",  
13    Inseto: "#A6B91A",  
14    Pedra: "#B6A136",  
15    Fantasma: "#735797",  
16    Dragão: "#6F35FC",  
17    Sombrio: "#705746",  
18    Aço: "#B7B7CE",  
19    Fada: "#D685AD",  
20}
```

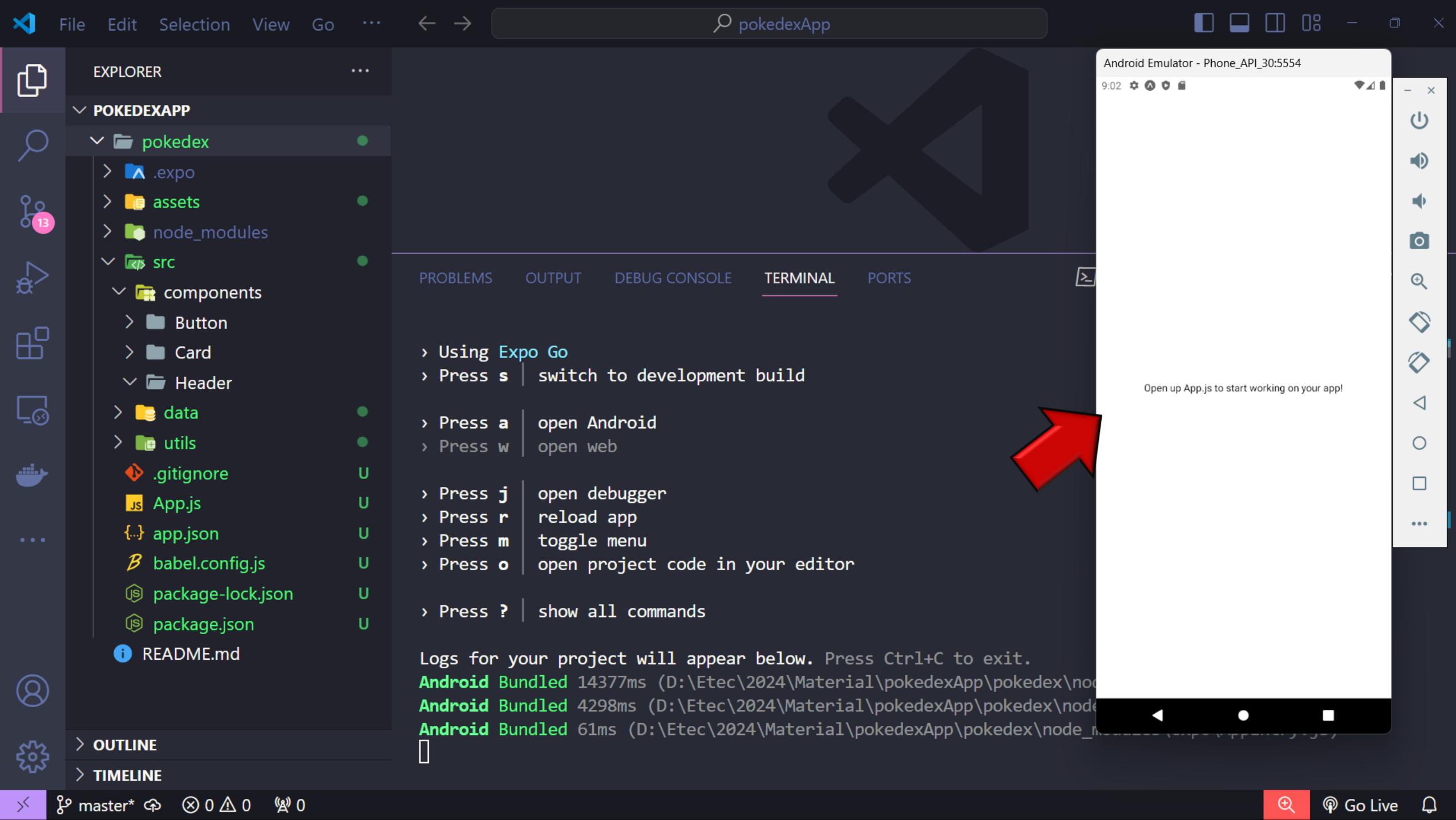
1 25°C Pred. nublado

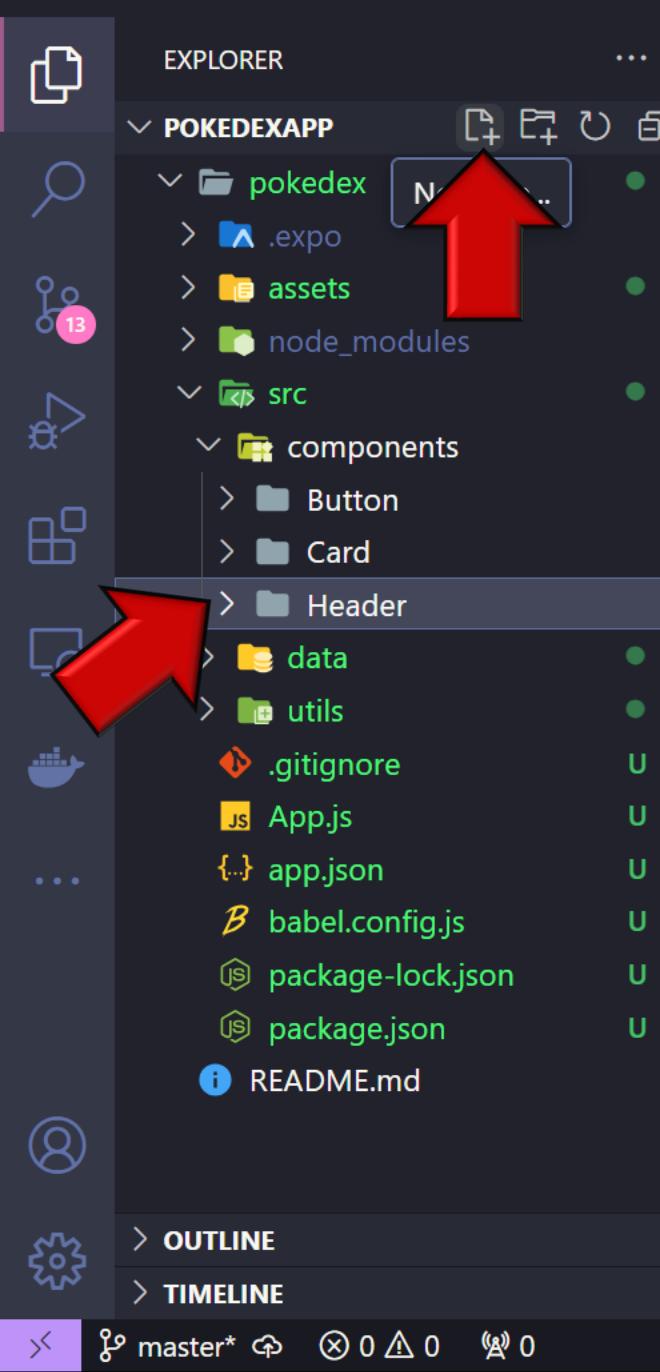
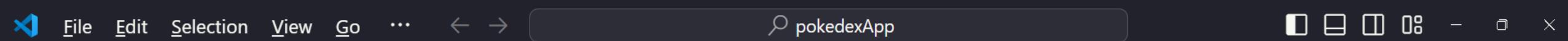
OUTLINE

TIMELINE

8:38 AM 3/9/2024 POR PTB2







Show All Commands Ctrl + Shift + P

Go to File Ctrl + P

Find in Files Ctrl + Shift + F

Toggle Full Screen F11

Show Settings Ctrl + ,

A screenshot of the Visual Studio Code (VS Code) interface, showing a React Native project named "POKEDEXAPP".

The Explorer sidebar on the left shows the project structure:

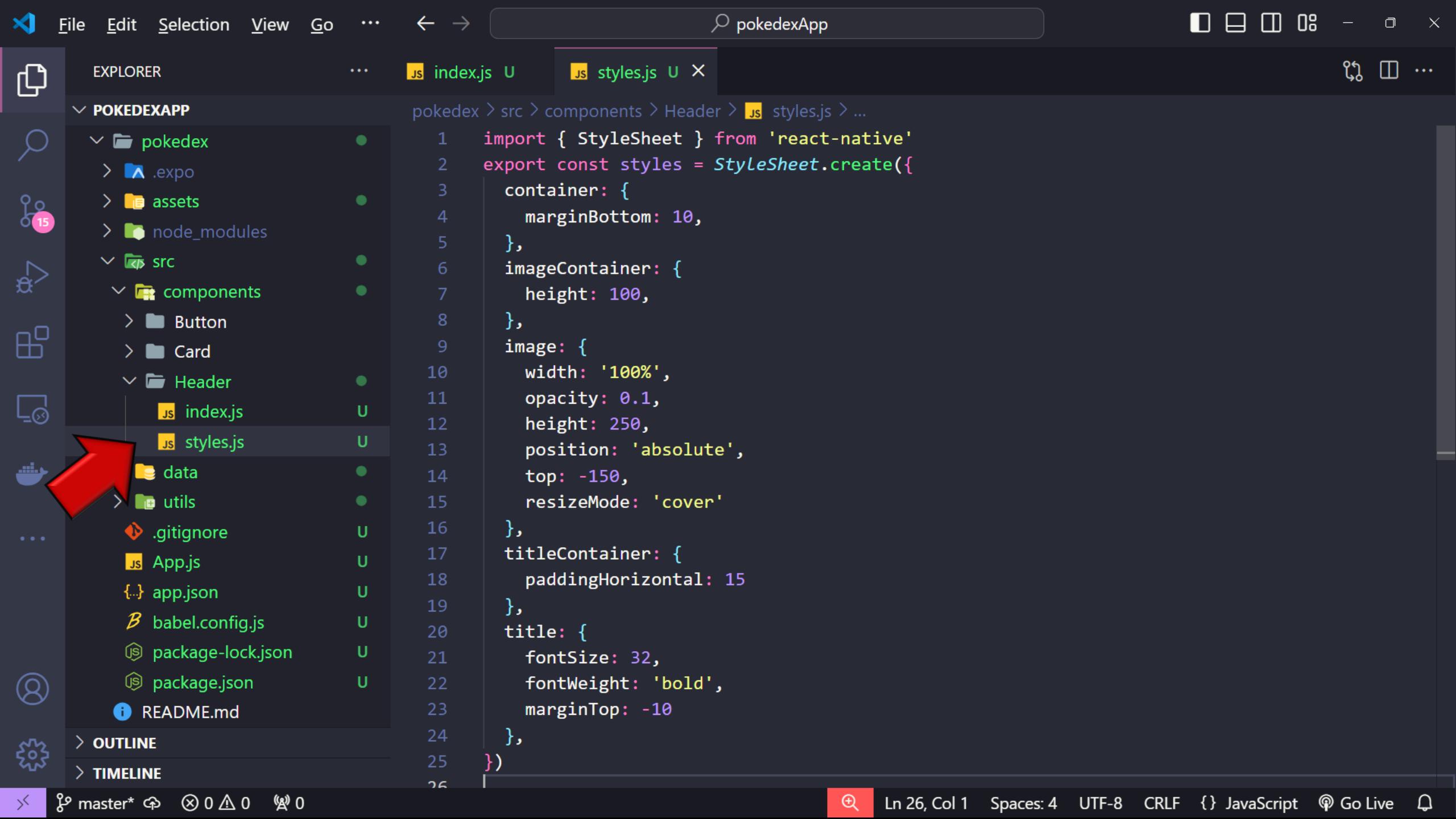
- POKEDEXAPP
 - pokedex
 - .expo
 - assets
 - node_modules
 - src
 - components
 - Button
 - Card
 - Header
 - index.js
 - data
 - utils
 - .gitignore
 - App.js
 - app.json
 - babel.config.js
 - package-lock.json
 - package.json
 - README.md

A red arrow points to the "Header" folder in the "src/components" section of the file tree.

The main editor area displays the content of "index.js" under "Header":

```
1 import { Image, Text, View } from 'react-native'
2
3 const imageSource = require('../..../assets/header.jpg');
4
5 export default function Header() {
6     return (
7         <View style={styles.container}>
8             <View style={styles.imageContainer}>
9                 <Image source={imageSource} style={styles.image} />
10            </View>
11            <View style={styles.titleContainer}>
12                <Text style={styles.title}>
13                    Pokédex
14                </Text>
15                <Text style={{ fontSize: 16 }}>
16                    Encontre seu pokémon favorito pela aqui.
17                </Text>
18            </View>
19        </View>
20    )
21 }
22
```

The status bar at the bottom indicates the file is "master*" and has 0 errors, 0 warnings, and 0 info messages. It also shows the current file is "index.js" at "Ln 22, Col 1" with "Spaces: 2" and "UTF-8" encoding.



A screenshot of the Visual Studio Code interface. The top bar shows the file path: pokedexApp > src > components > Header > index.js. The left sidebar has icons for Explorer, Search, Problems (with 15 items), and others. A large red arrow points from the Explorer icon to the 'index.js' file in the file tree. The main editor area displays the following code:

```
1 import { Image, Text, View } from 'react-native'
2 import { styles } from './styles'
3
4 const imageSource = require('../../../../../assets/header.jpg');
5
6 export default function Header() {
7     return (
8         <View style={styles.container}>
9             <View style={styles.imageContainer}>
10                 <Image source={imageSource} style={styles.image} />
11             </View>
12             <View style={styles.titleContainer}>
13                 <Text style={styles.title}>
14                     Pokédex
15                 </Text>
16                 <Text style={{ fontSize: 16 }}>
17                     Encontre seu pokémon favorito pela aqui.
18                 </Text>
19             </View>
20         </View>
21     )
22 }
23
```

The status bar at the bottom shows: master* 0 0 0 0. The bottom right corner has a 'Go Live' button.

A screenshot of the Visual Studio Code (VS Code) interface, showing a React Native project named "POKEDEXAPP".

The Explorer sidebar on the left shows the project structure:

- POKEDEXAPP**
 - pokedex
 - .expo
 - assets
 - node_modules
 - src
 - components
 - Button
 - Card
 - Header
 - index.js
 - styles.js
 - data
 - utils
 - .gitignore
 - App.js
 - app.json
 - babel.config.js
 - package-lock.json
 - package.json
 - README.md
- OUTLINE
- TIMELINE

The main editor area displays the **App.js** file content:

```
1 import { StatusBar } from 'expo-status-bar';
2 import { StyleSheet, Text, View } from 'react-native';
3 import Header from './src/components/Header';
4
5 export default function App() {
6   return (
7     <View style={styles.container}>
8       <Header />
9       <StatusBar style="auto" />
10    </View>
11  );
12}
13
14 const styles = StyleSheet.create({
15   container: {
16     flex: 1,
17     backgroundColor: '#fff',
18     alignItems: 'center',
19     justifyContent: 'center',
20   },
21 });
22
```

The status bar at the bottom indicates the file is 22 lines long.

The right side of the interface shows the **Android Emulator - Phone_API_30:5554** window, displaying the Pokédex application's splash screen with the text "Pokédex" and "Encontre seu pokémon favorito pela aqui.".

A screenshot of the Visual Studio Code (VS Code) interface, showing a React Native project named "POKEDEXAPP".

The Explorer sidebar on the left shows the project structure:

- POKEDEXAPP
 - pokedex
 - .expo
 - assets
 - node_modules
 - src
 - components
 - Button
 - Card
 - Header
 - index.js
 - styles.js
 - data
 - utils
 - .gitignore
 - App.js
 - app.json
 - babel.config.js
 - package-lock.json
 - package.json
 - README.md
- OUTLINE
- TIMELINE

The "App.js" file is selected in the Explorer sidebar, indicated by a red arrow pointing to it.

The main editor area displays the "App.js" code:

```
1 import { StatusBar } from 'expo-status-bar';
2 import { StyleSheet, View } from 'react-native';
3 import Header from './src/components/Header';
4
5 export default function App() {
6   return (
7     <View style={styles.container}>
8       <Header />
9       <StatusBar style="auto" />
10    </View>
11  );
12}
13
14 const styles = StyleSheet.create({
15   container: {
16     flex: 1,
17     backgroundColor: '#fff',
18     flexDirection: 'column',
19   },
20   cards: {
21     padding: 15,
22     marginBottom: 30,
23   }
24 });
25
```

The right side of the interface shows the "Android Emulator - Phone_API_30:5554" window, displaying the running Pokédex application with the title "Pokédex" and the subtext "Encontre seu pokémon favorito pela aqui."

At the bottom, the status bar shows: master* 0 0 0 0, Ln 23, Col 4, Spaces: 2, UTF-8, LF, {}, JavaScript, Go Live, and a bell icon.

File Edit Selection View Go ... ← → pokedexApp

EXPLORER

POKEDEXAPP

- pokedex
- .expo
- assets
- node_modules
- src
 - components
 - Button
 - Card
 - index.js
 - styles.js
- Header
- data
- utils
- .gitignore
- App.js
- app.json
- babel.config.js
- package-lock.json
- package.json
- README.md

OUTLINE

TIMELINE

index.js U X styles.js U

pokedex > src > components > Card > index.js > ...

```
1 import { Image, Text, View } from 'react-native'
2 import { styles } from './styles'
3 import { pokemons } from '../../data/pokemons';
4 import { POKEMON_TYPE_COLORS } from '../../utils/colors'
5
6 export default function Card() {
7   let pokemon = pokemons[0];
8   return (
9     <View style={[
10       [
11         styles.container,
12         { backgroundColor: `${POKEMON_TYPE_COLORS[pokemon.Tipo[0].Nome]}` }
13       ]
14     >
15       <View style={styles.info}>
16         <Text style={styles.numero}>#1</Text>
17         <Text style={styles.nome}>Bulbasaur</Text>
18       </View>
19       <View style={styles.imageContainer}>
20         <Image source={{ uri: pokemon.Imagem }} style={styles.imagem} />
21       </View>
22     </View>
23   )
24 }
25 
```

master* ↗ 0 △ 0 ⚡ 0 (...) : Scanning..

Ln 25, Col 1 Spaces: 2 UTF-8 CRLF {} JavaScript Go Live

A screenshot of the Visual Studio Code interface. The top bar shows the title "pokedexApp". The left sidebar has icons for File, Edit, Selection, View, Go, Explorer, Search, Problems (with 17), Editors, Terminal, and Settings. The Explorer view shows a project structure under "POKEDEXAPP": pokedex, .expo, assets, node_modules, src (with components, Button, Card, Header, data, utils), .gitignore, App.js, app.json, babel.config.js, package-lock.json, package.json, README.md. A red arrow points to the "Card" folder in the Explorer. The Editor view shows two tabs: "index.js" and "styles.js". The "index.js" tab is active, displaying code for a component. The "styles.js" tab is also visible. The bottom status bar shows the file path "pokedex > src > components > Card > styles.js", line 37, column 1, and other details like "Spaces: 4", "UTF-8", "CRLF", "JavaScript", and "Go Live".

```
import { StyleSheet } from 'react-native'
export const styles = StyleSheet.create({
  container: {
    width: '100%',
    flexDirection: 'row',
    borderRadius: 8,
    height: 100,
    elevation: 8,
    marginVertical: 10
  },
  info: {
    flex: 0.7,
    marginLeft: 20,
    marginTop: 15
  },
  numero: {
    fontSize: 16
  },
  nome: {
    fontSize: 18,
    color: '#fff',
    fontWeight: 'bold'
  },
  imageContainer: {
    flex: 0.3,
    justifyContent: 'center'
  }
})
```

A screenshot of the Visual Studio Code interface. The Explorer sidebar on the left shows the project structure of 'POKEDEXAPP'. A red arrow points from the status bar at the bottom to the 'Card' folder in the Explorer. The Editor tab at the top has 'index.js' and 'styles.js' open. The status bar at the bottom displays file statistics and a scanning message.

File Edit Selection View Go ... ← → pokedexApp

EXPLORER ... JS index.js U JS styles.js U X

POKEDEXAPP pokedex > src > components > Card > JS styles.js > ...

pokedex .expo assets node_modules src components Button Card index.js styles.js Header data utils .gitignore App.js app.json babel.config.js package-lock.json package.json README.md

OUTLINE TIMELINE

master* 0 △ 0 ⚡ 0 .. Scanning..

Ln 37, Col 1 Spaces: 4 UTF-8 CRLF {} JavaScript Go Live

```
name: {  
  fontSize: 18,  
  color: '#fff',  
  fontWeight: 'bold'  
},  
imageContainer: {  
  flex: 0.3,  
  justifyContent: 'center',  
  alignItems: 'center'  
},  
image: {  
  width: 120,  
  height: 120,  
  right: 10,  
  position: 'absolute',  
  top: -20  
}  
})
```

A screenshot of the Visual Studio Code (VS Code) interface. The title bar shows the project name "pokedexApp". The left sidebar contains various icons for file operations like Open, Save, Find, and Settings. The Explorer sidebar shows the project structure under "POKEDEXAPP", including "pokedex", ".expo", "assets", "node_modules", "src" (with "components", "Button", "Card" (containing "index.js" and "styles.js"), "Header", "data", "utils", ".gitignore", "App.js", "app.json", "babel.config.js", "package-lock.json", "package.json", and "README.md"). A red arrow points from the bottom-left towards the "App.js" file in the Explorer. The main editor area displays the "App.js" code:

```
1 import { StatusBar } from 'expo-status-bar';
2 import { StyleSheet, View } from 'react-native';
3 import Header from './src/components/Header';
4 import Card from './src/components/Card';
5
6 export default function App() {
7   return (
8     <View style={styles.container}>
9       <Header />
10      <Card />
11      <StatusBar style="auto" />
12    </View>
13  );
14}
15
16 const styles = StyleSheet.create({
17   container: {
18     flex: 1,
19     backgroundColor: '#fff',
20     flexDirection: 'column',
21   },
22   cards: {
23     padding: 15,
24     marginBottom: 30,
25   }
26 })
```

The status bar at the bottom shows "master*" and "Scanning..". The bottom right corner has a "Go Live" button.

A screenshot of a developer's workspace, likely using Visual Studio Code, showing the development of a React Native Pokédex application.

File Explorer: The left sidebar shows the project structure under the "POKEDEXAPP" folder. Key files include `App.js`, `package.json`, and `babel.config.js`.

Code Editor: The main editor window displays the `App.js` file content. The code defines a functional component `App` that returns a `<View>` component styled with `StyleSheet.create`. The `Header` and `Card` components are also imported.

```
import { StatusBar } from 'expo-status-bar';
import { StyleSheet, View } from 'react-native';
import Header from './src/components/Header';
import Card from './src/components/Card';

export default function App() {
  return (
    <View style={styles.container}>
      <Header />
      <Card />
      <StatusBar style="auto" />
    </View>
  );
}

const styles = StyleSheet.create({
  container: {
    flex: 1,
    backgroundColor: '#fff',
    flexDirection: 'column',
  },
  cards: {
    padding: 15,
    marginBottom: 30,
  }
});
```

Terminal: The bottom-left corner shows a terminal window with the message: "master* 0 △ 0 ⚡ 0 .. : Scanning..".

Search Bar: The top center features a search bar with the text "pokedexApp".

Emulator: The right side shows an Android emulator running on an API level of 30. The app interface is titled "Pokédex" with the sub-instruction "Encontre seu pokémon favorito pela aqui.". It displays a single result: "#1 Bulbasaur" with an image of the green grass/poison type Pokémon.

The screenshot shows the Visual Studio Code interface with the following details:

- File Bar:** File Edit Selection View Go ...
- Search Bar:** pokedexApp
- Icons:** Explorer, Search, Problems (19), Find, Split, Split Vertical, Split Horizontal, Help.
- Explorer Sidebar:** Shows the project structure under "POKEDEXAPP".
 - pokedex
 - .expo
 - assets
 - node_modules
 - src
 - components
 - Button
 - index.js
 - styles.js
 - Card
 - Header
 - data
 - utils
 - .gitignore
 - App.js
 - app.json
 - babel.config.js
 - package-lock.json
 - package.json
 - README.md
- Editor Area:** The "index.js" file is open in the editor.

```
1 import { Text, View } from 'react-native'
2 import { darken } from 'polished'
3 import { styles } from './styles'
4
5 export default function Button({ tipo }) {
6   return (
7     <View style={[styles.button, { backgroundColor: `${darken('0.2', tipo.Cor)} ` }]}>
8       <Text style={styles.buttonText}>{tipo.Nome}</Text>
9     </View>
10  )
11}
12
```
- Bottom Status Bar:** master* ↻ ⚡ 0 ⚡ 0 ⚡ 0 ⚡ 0 : Scanning..
- Bottom Right:** 🔎 Ln 12, Col 1 Spaces: 2 UTF-8 CRLF {} JavaScript ⚡ Go Live 📲

File Edit Selection View Go ... ← → pokedexApp

EXPLORER ... JS index.js U JS styles.js U X

POKEDEXAPP pokedex .expo assets node_modules src components Button index.js styles.js Card index.js styles.js Header data utils .gitignore App.js app.json babel.config.js package-lock.json

pokedex > src > components > Button > styles.js > [] styles > ↗ button

```
1 import { StyleSheet } from 'react-native'
2
3 export const styles = StyleSheet.create({
4   button: {
5     minWidth: 40,
6     height: 25,
7     paddingHorizontal: 10,
8     borderRadius: 4,
9     justifyContent: 'center',
10    alignItems: 'center',
11    marginRight: 5,
12    elevation: 8,
13  },
14  buttonText: {
15    color: '#fff',
16    fontSize: 14,
17    fontWeight: 'bold'
18 }
19 })
20
```

Ln 12, Col 18 Spaces: 2 UTF-8 CRLF {} JavaScript Go Live

A screenshot of the Visual Studio Code (VS Code) interface. The title bar shows the project name "pokedexApp". The left sidebar contains icons for File, Edit, Selection, View, Go, and other settings. The Explorer sidebar shows the project structure under "POKEDEXAPP", including "pokedex", ".expo", "assets", "node_modules", "src", "components", "Button", "Card", "Header", "data", "utils", ".gitignore", "App.js", "app.json", "babel.config.js", and "package-lock.json". A red arrow points to the "index.js" file in the "Card" folder. The main editor area displays the "index.js" code for the "Card" component:

```
1 import { ScrollView, Image, Text, View } from 'react-native'
2 import { styles } from './styles'
3 import { pokemons } from '../../data/pokemons';
4 import { POKEMON_TYPE_COLORS } from '../../utils/colors'
5 import Button from '../Button'
6
7 export default function Card() {
8     let pokemon = pokemons[0];
9     return (
10         <View style={[
11             [
12                 styles.container,
13                 { backgroundColor: `${POKEMON_TYPE_COLORS[pokemon.Tipo[0].Nome]}` }
14             ]
15         }>
16             <View style={styles.info}>
17                 <Text style={styles.numero}>#1</Text>
18                 <Text style={styles.nome}>Bulbasaur</Text>
19                 <ScrollView horizontal>
20                     {pokemon.Tipo.map((tipo) => (
21                         <Button tipo={tipo} key={tipo.Nome} />
22                     ))}
23                 </ScrollView>
24             </View>
25             <View style={styles.imageContainer}>
26                 <Image source={require(`../../data/pokemons/${pokemon.Tipo[0].Nome}.png`)} />

```

The status bar at the bottom shows "master*" and "Scanning..".

File Edit Selection View Go ... ← → 🔍 pokedexApp

EXPLORER

POKEDEXAPP

- pokedex
- .expo
- assets
- node_modules
- src
 - components
 - Button
 - index.js
 - styles.js
 - Card
 - index.js
 - styles.js
 - Header
 - data
 - utils
- .gitignore
- App.js
- app.json
- babel.config.js
- package-lock.json

OUTLINE

TIMELINE

index.js U X

pokedex > src > components > Card > index.js > Card

```
1 import { ScrollView, Image, Text, View } from 'react-native'
2 import { styles } from './styles'
3 import { pokemons } from '../../data/pokemons';
4 import { POKEMON_TYPE_COLORS } from '../../utils/colors'
5 import Button from '../Button'
6
7 export default function Card() {
8     let pokemon = pokemons[0];
9     return (
10         <View style={ styles.container,
11             [
12                 styles.container,
13                 { backgroundColor: `${POKEMON_TYPE_COLORS[pokemon.Tipo]}` },
14             ]
15         }>
16             <View style={styles.info}>
17                 <Text style={styles.numero}>#1</Text>
18                 <Text style={styles.nome}>Bulbasaur</Text>
19                 <ScrollView horizontal>
20                     {pokemon.Tipo.map((tipo) => (
21                         <Button tipo={tipo} key={tipo.Nome} />
22                     ))}
23                 </ScrollView>
24             </View>
25             <View style={styles.imageContainer}>
26                 <Image source={require(`../../img/pokemon/${pokemon.Tipo}.png`)} />
```

Android Emulator - Phone_API_30:5554

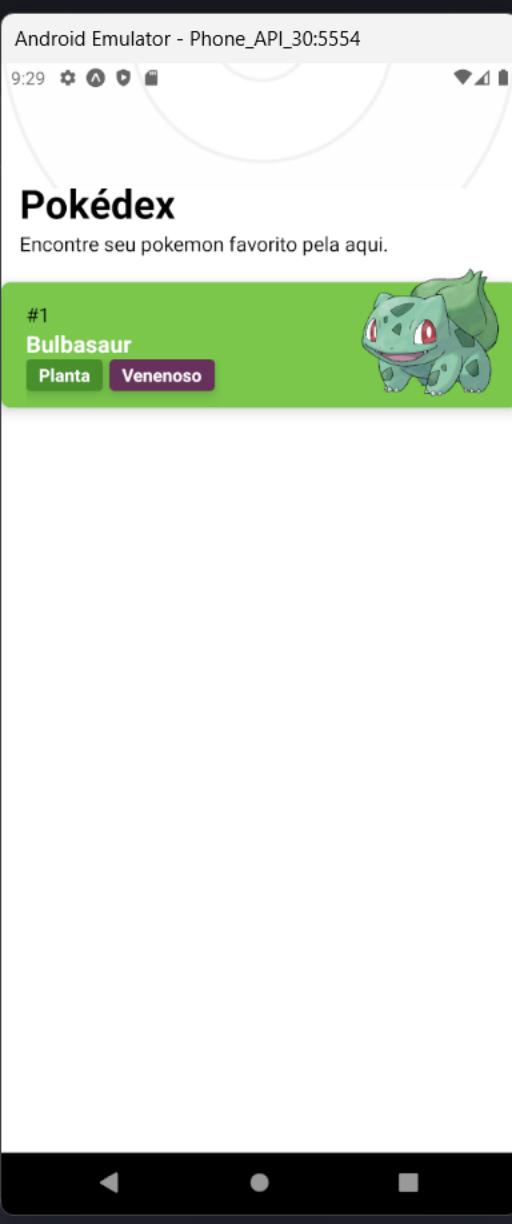
9:29 🔍 🌐 🛡️

Pokédex

Encontre seu pokémon favorito pela aqui.

#1 Bulbasaur

Planta Venenoso



File Edit Selection View Go ... ← → 🔍 pokedexApp

EXPLORER

POKEDEXAPP

- pokedex
- .expo
- assets
- node_modules
- src
 - components
 - Button
 - index.js
 - styles.js
 - Card
 - index.js
 - styles.js
 - Header
 - data
 - utils
 - .gitignore
 - App.js
 - app.json
 - babel.config.js
 - package-lock.json

OUTLINE

TIMELINE

index.js U X

pokedex > src > components > Card > index.js > ...

```
1 import { Image, ScrollView, Text, View } from 'react-native'
2 import { styles } from './styles'
3 import Button from '../Button'
4 import { POKEMON_TYPE_COLORS } from '../../../../../utils/colors'
5
6 export default function Card({ pokemon }) {
7   return (
8     <View style={[
9       styles.container,
10      { backgroundColor: `${POKEMON_TYPE_COLORS[pokemon.Tipo[0].Nome]}` }
11    ]}>
12
13     <View style={styles.info}>
14       <Text style={styles.numero}>#{pokemon.Numero}</Text>
15       <Text style={styles.nome}>{pokemon.Nome}</Text>
16       <ScrollView horizontal>
17         {pokemon.Tipo.map((tipo) => (
18           <Button tipo={tipo} key={tipo.Numero} />
19         ))}
20       </ScrollView>
21     </View>
22     <View style={styles.imageContainer}>
23       <Image source={{ uri: pokemon.Imagem }} style={styles.imagem} />
24     </View>
25   </View>
26 }
```

master* ↻ 0 ⚠ 0 ⚡ 0 .. Scanning..

Ln 5, Col 1 Spaces: 2 UTF-8 CRLF {} JavaScript Go Live

A screenshot of the Visual Studio Code (VS Code) interface. The title bar shows the project name "pokedexApp". The left sidebar contains icons for file operations like Open, Save, Find, and Settings. The Explorer sidebar shows the project structure under "POKEDEXAPP", including folders for ".expo", "assets", "node_modules", "src" (which contains "components", "Button", "Card", "Header", "data", "utils", and ".gitignore"), and files like "App.js", "app.json", "babel.config.js", and "package-lock.json". A red arrow points from the bottom-left towards the "App.js" file in the Explorer. The main editor area displays the "App.js" code:

```
1 import { StatusBar } from 'expo-status-bar';
2 import { FlatList, SafeAreaView, StyleSheet, Text, View } from 'react-native';
3 import Header from './src/components/Header';
4 import Card from './src/components/Card';
5 import { pokemons } from './src/data/pokemons';
6
7 export default function App() {
8   const renderPokemon = ({ item }) => (
9     <Card pokemon={item} key={item.Numero} />
10 );
11
12   return (
13     <SafeAreaView style={styles.container}>
14       <Header />
15       <FlatList
16         data={pokemons}
17         style={styles.cards}
18         keyExtractor={(pokemon) => pokemon.Numero.toString() }
19         renderItem={renderPokemon}>
20       </FlatList>
21       <StatusBar style="auto" />
22     </SafeAreaView>
23   );
24 }
25
26 const styles = StyleSheet.create({
```

The status bar at the bottom shows "master*" and "Scanning..". The bottom right corner has a "Go Live" button.

File Edit Selection View Go ... ← → 🔍 pokedexApp

EXPLORER

POKEDEXAPP

- pokedex
- .expo
- assets
- node_modules
- src
 - components
 - Button
 - index.js
 - styles.js
 - Card
 - index.js
 - styles.js
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 - .gitignore
 - App.js
 - app.json
 - babel.config.js
 - package-lock.json

OUTLINE

TIMELINE

App.js U X

pokedex > App.js > ...

```
1 import { StatusBar } from 'expo-status-bar';
2 import { FlatList, SafeAreaView, StyleSheet, Text, View }
3 import Header from './src/components/Header';
4 import Card from './src/components/Card';
5 import { pokemons } from './src/data/pokemons';
6
7 export default function App() {
8   const renderPokemon = ({ item }) => (
9     <Card pokemon={item} key={item.Numero} />
10 );
11
12   return (
13     <SafeAreaView style={styles.container}>
14       <Header />
15       <FlatList
16         data={pokemons}
17         style={styles.cards}
18         keyExtractor={(pokemon) => pokemon.Numero.toString()}
19         renderItem={renderPokemon}>
20       </FlatList>
21       <StatusBar style="auto" />
22     </SafeAreaView>
23   );
24 }
25
26 const styles = StyleSheet.create({
```

Android Emulator - Phone_API_30:5554

9:33 🔍 🌐 🛡️

Pokédex

Encontre seu pokémon favorito pela aqui.

#	Pokémon	Tipos
#1	Bulbasaur	Planta Venenoso
#2	Ivysaur	Planta Venenoso
#3	Venusaur	Planta Venenoso
#4	Charmander	Fogo
#5	Charmeleon	Fogo
#6	Charyizard	Fogo

Ln 25, Col 1 Spaces: 2 UTF-8 LF {} JavaScript ⚡ Go Live