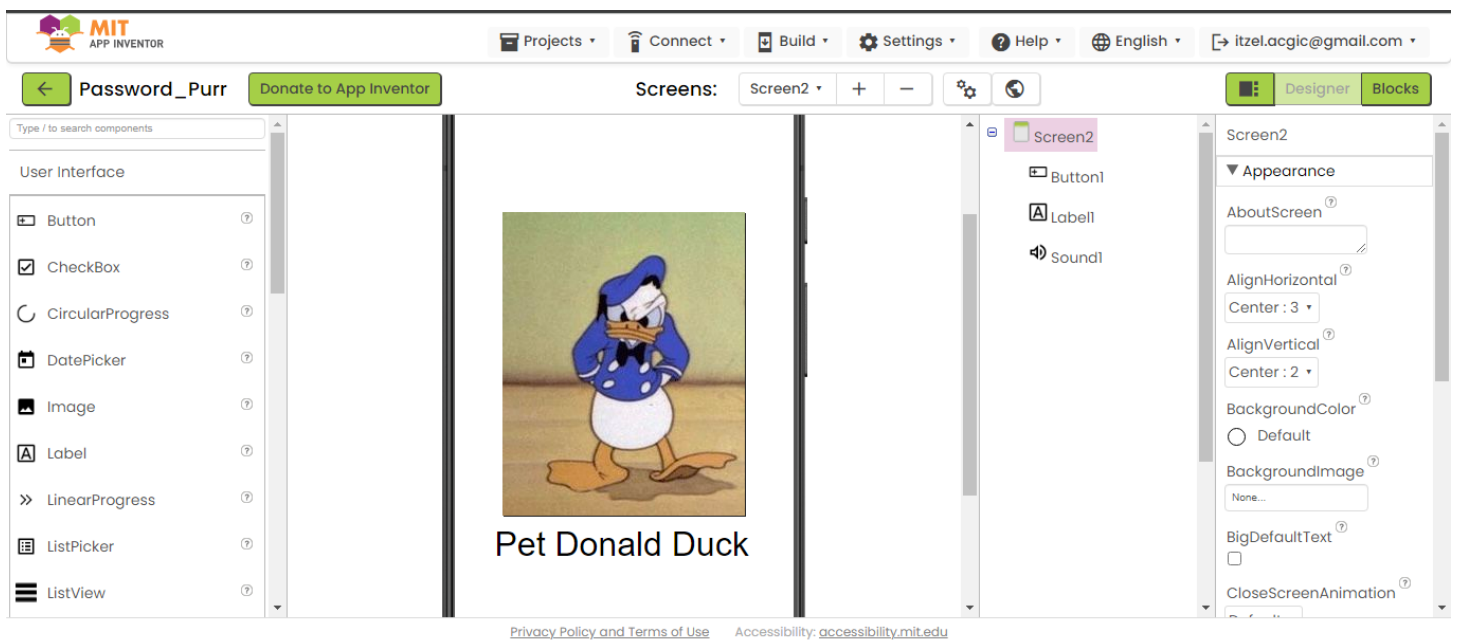
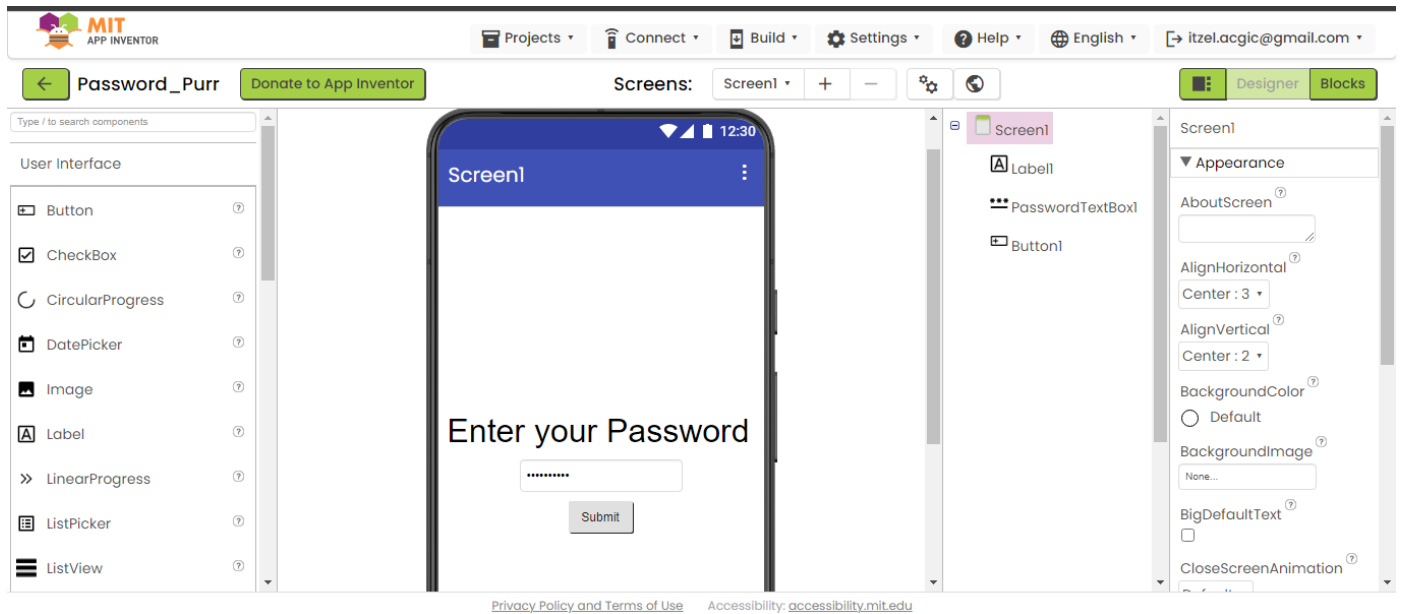


Tarea: App "Password Purr"

1) Diseño de la 1ª y 2ª pantalla



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Screens: Screen1 + -

Designer Blocks

Built-in

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

Screen1

Label1

when Button1.Click

do

if PasswordTextBox1.Text = 200501

then open another screen screenName Screen2

else set PasswordTextBox1.Text to

Show Warnings

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Screens: Screen2 + -

Designer Blocks

Built-in

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

Screen2

Button1

when Button1.Click

do call Sound1.Play

Show Warnings

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