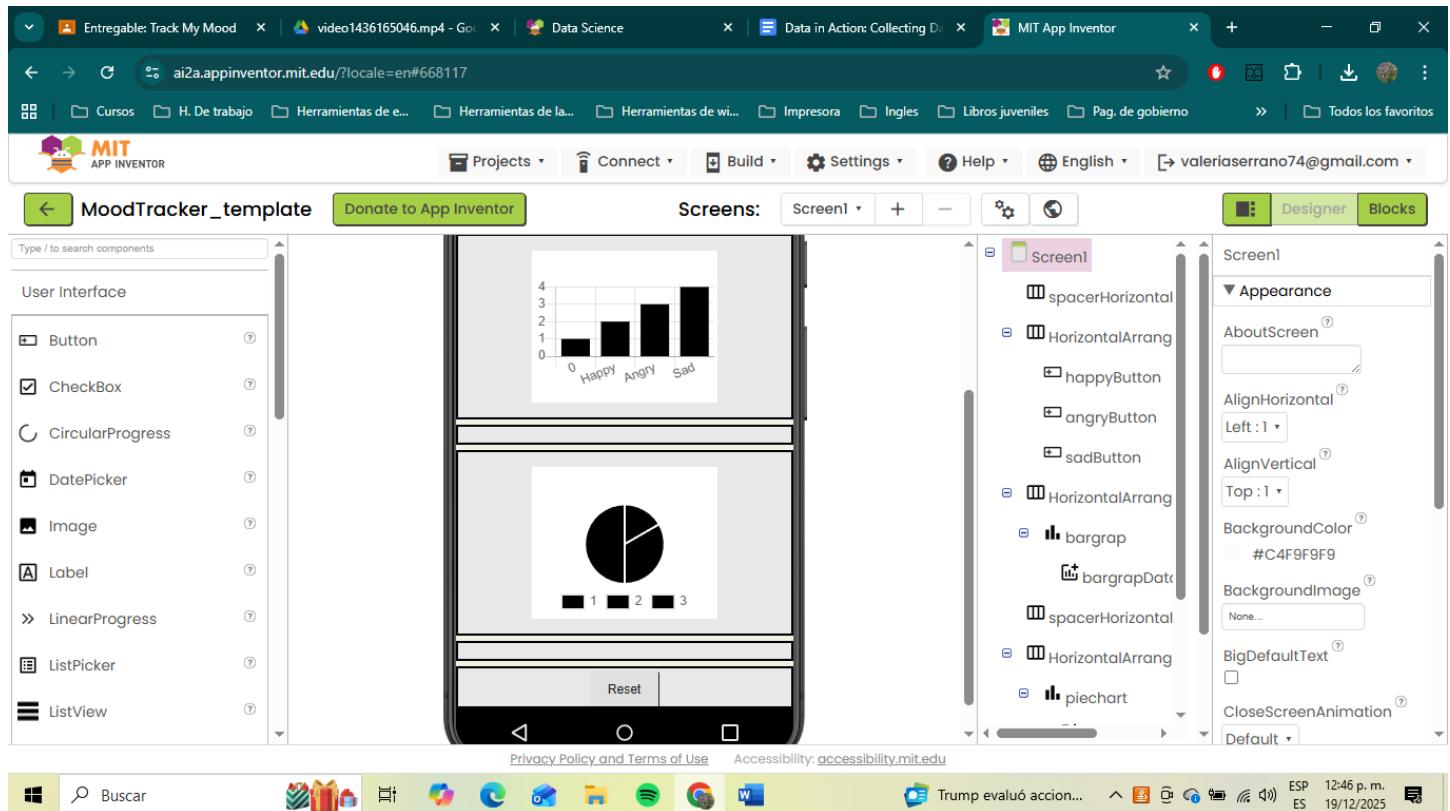
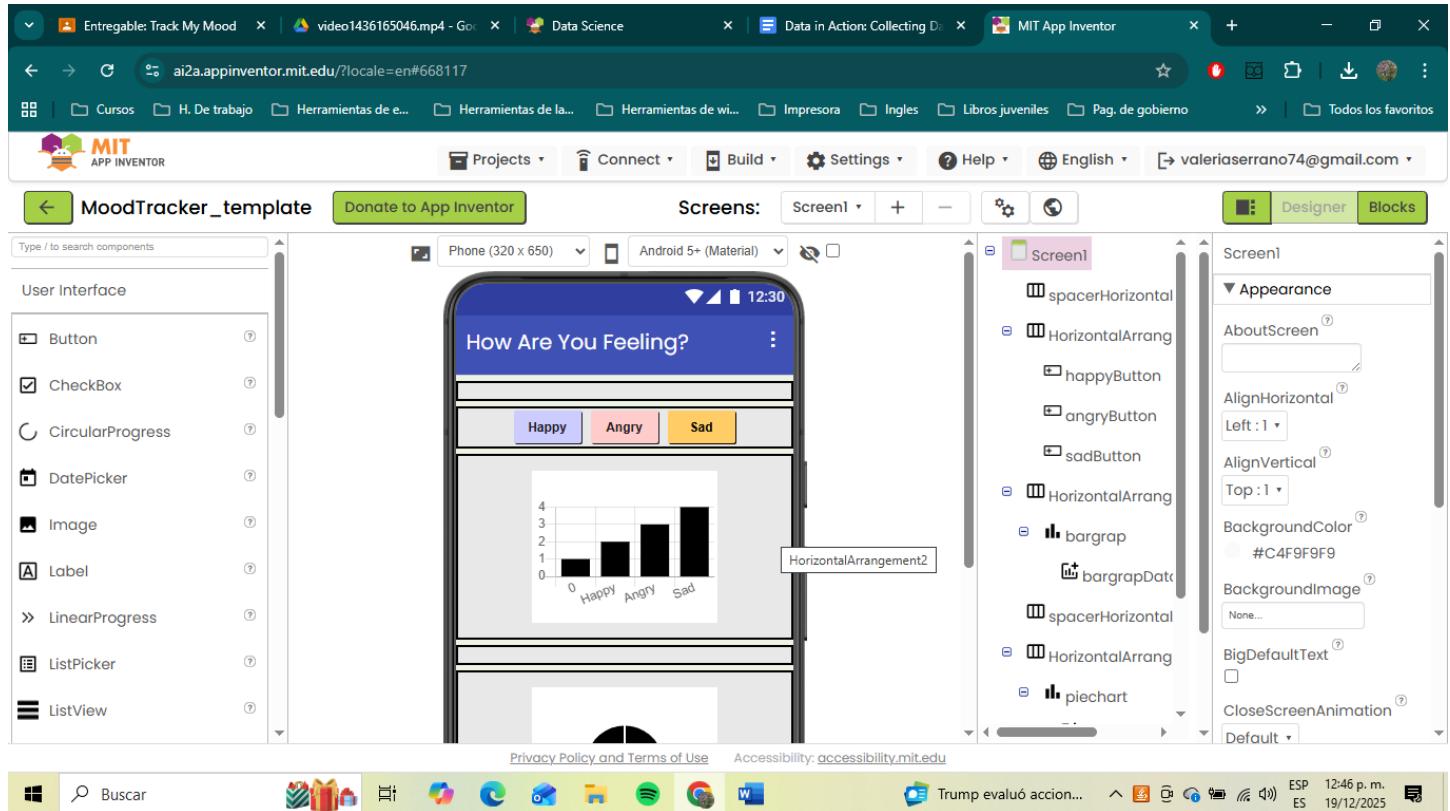


## Diseño e implementación de las graficas



## Programación implementada

when Screen1.Initialize  
do set [bargrapData2D1].Colors to [make a list]  
set [piechartdata2D1].Colors to [make a list]

initialize global [happyButtonTotal] to 0  
initialize global [angryButtonTotal] to 0  
initialize global [sadButtonTotal] to 0

when [happyButton].Click  
do set global [happyButtonTotal] to [get global [happyButtonTotal] + 1]  
call [updatecharts]  
Show Warnings on .Click  
do set global [angryButtonTotal] to [get global [angryButtonTotal] + 1]

to [updatecharts]  
do call [bargrapData2D1].Clear  
call [bargrapData2D1].ImportFromList  
list [make a list] [make a list] [get global [happyButtonTotal]] [make a list] [make a list] [get global [angryButtonTotal]] [make a list] [make a list] [get global [sadButtonTotal]] [make a list]

when [happyButton].Click  
do set global [happyButtonTotal] to [get global [happyButtonTotal] + 1]  
call [updatecharts]

when [angryButton].Click  
do set global [angryButtonTotal] to [get global [angryButtonTotal] + 1]  
call [updatecharts]

when [sadButton].Click  
do set global [sadButtonTotal] to [get global [sadButtonTotal] + 1]  
call [updatecharts]  
call [bargrapData2D1].Clear

when [resetButton].Click  
do call [bargrapData2D1].Clear  
call [piechartdata2D1].Clear  
set global [happyButtonTotal] to 0  
set global [angryButtonTotal] to 0  
set global [sadButtonTotal] to 0

Screenshot of the MIT App Inventor workspace showing the code for the MoodTracker\_template project.

The code is written in the Blocks editor:

```

when green flag is clicked [do]
  [to updatecharts
    do
      [call bargrapData2D1 .Clear]
      [call bargrapData2D1 .ImportFromList
        [list [make a list [1 [get global happyButtonTotal]]]
          [make a list [2 [get global angryButtonTotal]]]
          [make a list [3 [get global sadButtonTotal]]]
        ]]
      [call piechartdata2D1 .Clear]
      [call piechartdata2D1 .ImportFromList
        [list [make a list ["Happy" [get global happyButtonTotal]]]
          [make a list ["Angry" [get global angryButtonTotal]]]
          [make a list ["Sad" [get global sadButtonTotal]]]
        ]]
    ]
  ]
end

```

The interface includes a sidebar with categories like Built-in, Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, Procedures, Screen1, and spacerHorizontal. There are also tabs for Designer and Blocks, and a sidebar with icons for file operations.

## Resultados de la aplicación en el celular:

