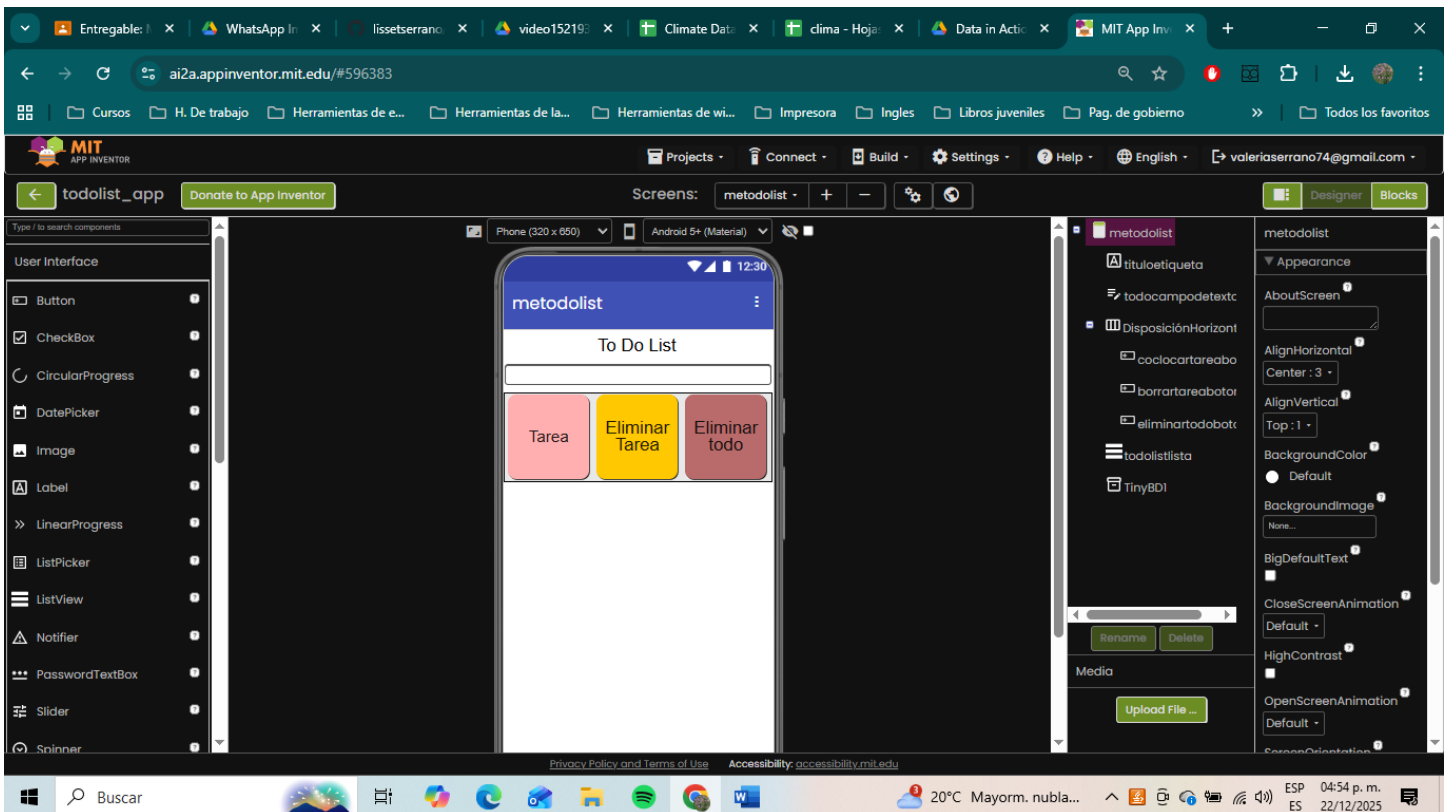
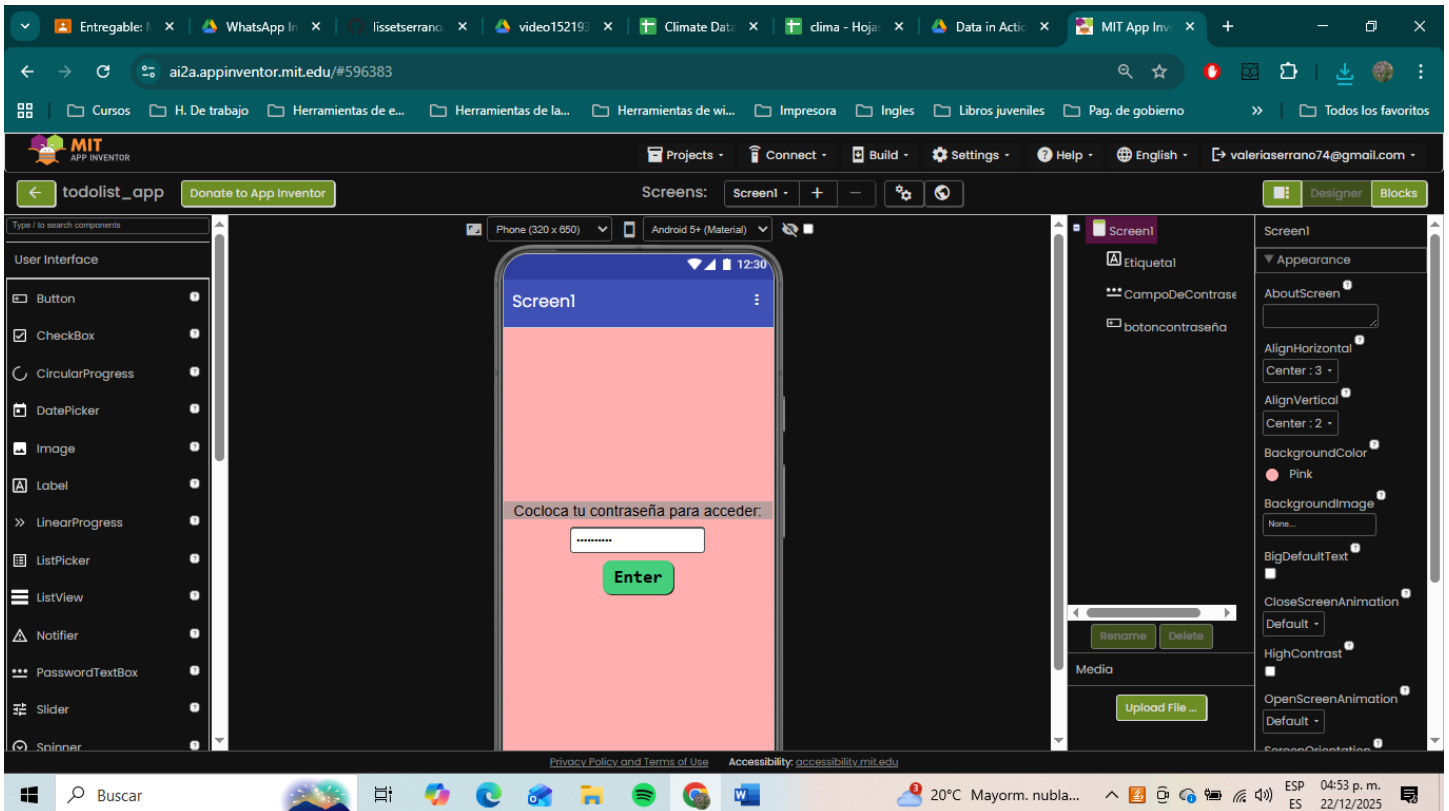


## 1.- Diseño de la aplicación:

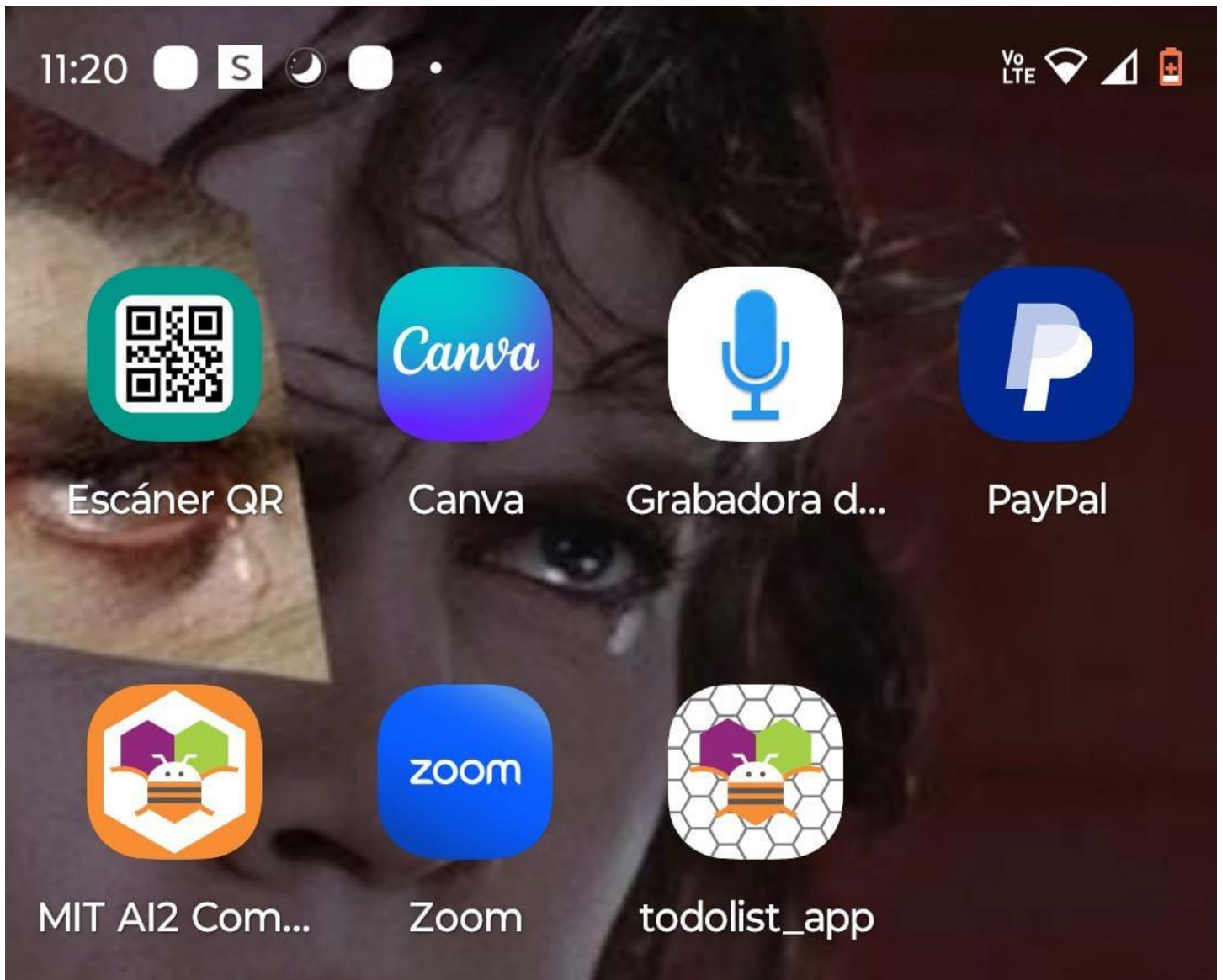


## 2.- Implementación de bloques:

This screenshot shows the MIT App Inventor web interface. The project is named 'todolist\_app'. The 'Screens' tab is active, showing 'Screen1'. The 'Designer' view is selected. The 'Built-In' panel on the left shows various components like Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, Procedures, and Screen1. The 'Media' panel shows an 'Upload File...' button. The 'Blocks' panel on the right shows a 'when botoncontraseña .Click' block. The logic block contains an 'if' statement: 'if CampoDeContraseña1 .Text = 123'. If true, it executes 'open another screen screenName metodolist'. If false, it executes 'set CampoDeContraseña1 .Text to 123'.

This screenshot shows the MIT App Inventor web interface with the project 'todolist\_app'. The 'Screens' tab is active, showing 'metodolist'. The 'Designer' view is selected. The 'Built-In' panel on the left shows various components like Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, Procedures, and Screen1. The 'Media' panel shows an 'Upload File...' button. The 'Blocks' panel on the right shows a sequence of blocks: 'initialize global todolist to create empty list', 'when codocartareaboton .Click', 'do add items to list list get global todolist', 'item todocampodetexto .Text', 'call TinyBD1 .StoreValue', 'tag Me To Do List', 'valueToStore get global todolist', 'set todolistlista .Elements to get global todolist', 'set todocampodetexto .Text to 123', 'when borrarareaboton .Click', 'do if todolistlista .SelectionIndex != 0', 'then remove list item list get global todolist', 'index todolistlista .SelectionIndex', 'call TinyBD1 .StoreValue', 'tag Me To Do List', 'valueToStore get global todolist', 'set todolistlista .Elements to get global todolist', 'set todolistlista .SelectionIndex to 0', 'when eliminartodoboton .Click'.

### 3.- Implementación de APK en el teléfono:



Screen1



metodolist



## To Do List

Tarea

Eliminar  
Tarea

Eliminar  
todo

Cocloca tu contraseña para acceder:

...

**Enter**