

Password Purr

Imagen de la interfaz “Screen 1” (Pantalla de bloqueo)

The screenshot shows the MIT App Inventor Designer interface with the following details:

- Top Bar:** Projects, Connect, Build, Settings, Help, English, mari.jmartinez31@gmail.com.
- Screens:** Screen1 (selected), +, -.
- Components Panel (User Interface):**
 - Type / to search components
 - Phone (320 x 650) | Android 5+ (Material)
 - Screen1
 - Screen1
 - EtiquetaContraseña
 - PasswordTextBox
 - BotónSubmit
- Screen Preview:** A smartphone screen titled "Screen1" displays the text "Pon tu contraseña" above a password input field containing "....." and a "Submit" button below it.
- Properties Panel (Screen1):**
 - Appearance:** AboutScreen, AlignHorizontal (Center : 3), AlignVertical (Center : 2), BackgroundColor (Default), BackgroundImage (None...), BigDefaultText (unchecked), CloseScreenAnimation (Default), HighContrast (unchecked), OpenScreenAnimation.
 - Media:** Rename, Delete.
- Bottom Navigation:** Designer, Blocks.
- Bottom Footer:** Privacy Policy and Terms of Use, Accessibility: accessibility.mit.edu

Imagen de la programación de bloques “Screen 1”

The screenshot shows the MIT App Inventor Designer interface. At the top, there's a navigation bar with the MIT logo, user info (mari.jmartinez31@gmail.com), and tabs for Projects, Connect, Build, Settings, Help, English, and a user icon. Below the navigation bar, the title "PasswordPurr" is displayed next to a "Donate to App Inventor" button. The "Screens" section shows "Screen1" selected. On the right, there's a "Designer" tab and a "Blocks" tab. A teal backpack icon is positioned in the top right corner of the workspace.

The workspace contains the following code:

```
when BotónSubmit.Click
do
  if PasswordTextBox1.Text = "4321"
    then open another screen screenName Screen2
    else set PasswordTextBox1.Text to " "
```

The code is triggered by the "BotónSubmit.Click" event. It checks if the text in the "PasswordTextBox1" field is equal to "4321". If true, it opens a new screen named "Screen2". Otherwise, it sets the text of "PasswordTextBox1" to an empty string (" ").

On the left sidebar, under "Built-in", the following categories are listed: Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, and Procedures. Under "Screen1", there's a label "EtiquetaContraseña" and a text box component "PasswordTextBox1" with "Rename" and "Delete" buttons. At the bottom of the workspace, there are warning icons (yellow exclamation mark, red X) with counts of 0, and a "Show Warnings" button. The footer includes links for Privacy Policy and Terms of Use, and Accessibility information (accessibility.mit.edu).

Imagen de la interfaz "Screen2" (Botón de gato)

MIT APP INVENTOR

Projects Connect Build Settings Help English mari.jmartinez31@gmail.com

PasswordPurr Donate to App Inventor Screens: Screen2 + - ⚙️ ⚙️

Type / to search components

User Interface

- Button
- CheckBox
- CircularProgress
- DatePicker
- Image
- Label
- LinearProgress
- ListPicker
- ListView
- Notifier
- PasswordTextBox

Screen2

BotónGato

EtiquetaGato

SonidoGato

BotónGato

Appearance

BackgroundColor

- Default
- FontBold
- FontItalic
- FontSize
- 14.0
- FontTypeface
- default...
- Height
- 50 percent...
- Width
- Fill parent...

Rename Delete

Media

Gato.png...

Shape

Acaricia al gato

Privacy Policy and Terms of Use Accessibility: accessibility.mit.edu

Imagen del sonido y la imagen descargada:

Media

Gato.png

sweet-ca...d-cat.mp3

Upload File ...

Upload File ...

Imagen de la programación de bloques “Screen2”

The screenshot shows the MIT App Inventor Designer interface. At the top, there's a navigation bar with the MIT App Inventor logo, 'Projects', 'Connect', 'Build', 'Settings', 'Help', 'English' (set to English), and an email link. Below the navigation bar, the project name 'PasswordPurr' is displayed, along with a 'Donate to App Inventor' button. The 'Screens' section shows 'Screen2' selected. On the right, there are tabs for 'Designer' (which is active) and 'Blocks'. A sidebar on the left lists categories: Logic, Math, Text, Lists, Dictionaries, Colors, Variables, Procedures, and a expanded section for 'Screen2' containing 'BotónGato', 'EtiquetaGato', and 'SonidoGato'. There are also 'Any component' options for renaming or deleting components. On the right side of the workspace, there are icons for a checkmark, a target, a plus sign, a minus sign, and a trash can. The main workspace contains the following code:

```
when BotónGato .Click
do call SonidoGato .Play
```

Below the workspace, there are warning indicators showing 0 warnings and 0 errors, and a 'Show Warnings' button. At the bottom, there are links for 'Privacy Policy and Terms of Use' and 'Accessibility: accessibility.mit.edu'.