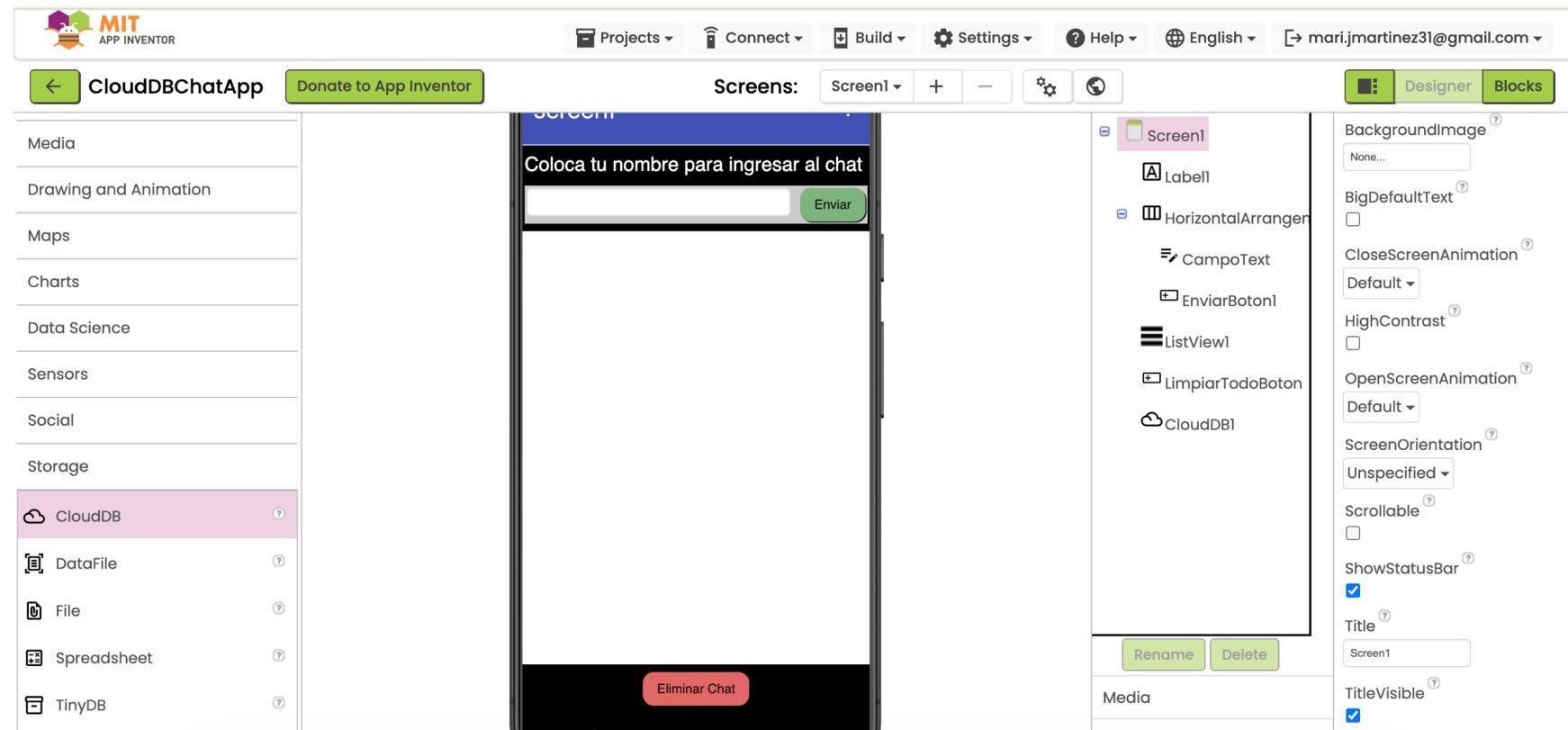


Cloud DB Chat – Mariana Jiménez Martínez

Vista de la interfaz de la aplicación.



Bloques de programación

The screenshot shows the MIT App Inventor Designer interface for a project named "CloudDBChatApp".

Block Categories:

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

Blocks in the workspace:

- Block 1 (Top Left):** A sequence of three initialization blocks:
 - initialize global NombreUsuario to [text input]
 - initialize global Se_ha_unido to [false]
 - initialize global ChatList to [create empty list]
- Block 2 (Top Right):** A control block for the "LimpiaTodoBoton" button click:

```
when LimpiaTodoBoton .Click
do
  set global ChatList to [create empty list]
  set global Se_ha_unido to [false]
  set global NombreUsuario to [text input]
  set Label1 .Text to [text input]
  set CampoText .Text to [text input]
  set ListView1 .Elements to [create empty list]
  call CloudDB1 .ClearTag
  tag [chat]
```
- Block 3 (Bottom Left):** A control block for the "EnviarBoton1" button click:

```
when EnviarBoton1 .Click
do
  if [not is empty NombreUsuario]
  then
    if [not is empty CampoText]
    then
      set global Se_ha_unido to [true]
      set global NombreUsuario to [true]
      set Label1 .Text to [text input]
      call CloudDB1 .AppendValueToList
      tag [chat]
      itemToAdd [join get global NombreUsuario]
      CampoText .Text to [text input]
    else
      set CampoText .Text to [text input]
```
- Block 4 (Bottom Right):** A control block for the "CloudDB1" data change:

```
when CloudDB1 .DataChanged
do
  if [get tag = "chat"]
  then
    set global ChatList to [get value]
    set ListView1 .Elements to [get global ChatList]
```

Toolbar and Sidebar:

- Projects, Connect, Build, Settings, Help, English, mari.jmartinez31@gmail.com
- Donate to App Inventor
- Screens: Screen1, +, -
- Designer, Blocks
- Icons for Save, Undo, Redo, and Delete.
- Media section with Rename and Delete buttons.
- Show Warnings button.

```

initialize global [NombreUsuario] to " "
initialize global [Se_ha_unido] to false
initialize global [ChatList] to create empty list

when [EnviarBoton1].Click
do
  if not [get global NombreUsuario]
  then
    if not [CampoText].Text
    then
      set global Se_ha_unido to [CampoText].Text
      set global NombreUsuario to true
      set [Label1].Text to "Escribe tu mensaje y presiona enviar"
    else
      call [CloudDB1].AppendValueToList
        tag "chat"
        itemToAdd [join [get global NombreUsuario] " "]
        [CampoText].Text
  set [CampoText].Text to " "

```

```

when [CloudDB1].GetValue
  tag value
do
  if [get tag] = "chat"
  then
    set global ChatList to [get value]
    set [ListView1].Elements to [get global ChatList]

```

```

when [LimpiarTodoBoton].Click
do
  set global ChatList to create empty list
  set global Se_ha_unido to false
  set global NombreUsuario to " "
  set [Label1].Text to "Coloca tu nombre para ingresar al chat"
  set [CampoText].Text to " "
  set [ListView1].Elements to create empty list
  call [CloudDB1].ClearTag
    tag "chat"

```

```

when [CloudDB1].DataChanged
  tag value
do
  if [get tag] = "chat"
  then
    set global ChatList to [get value]
    set [ListView1].Elements to [get global ChatList]

```

```

when [Screen1].Initialize
do
  call [CloudDB1].GetValue
    tag " "
    valueIfTagNotThere create empty list

```