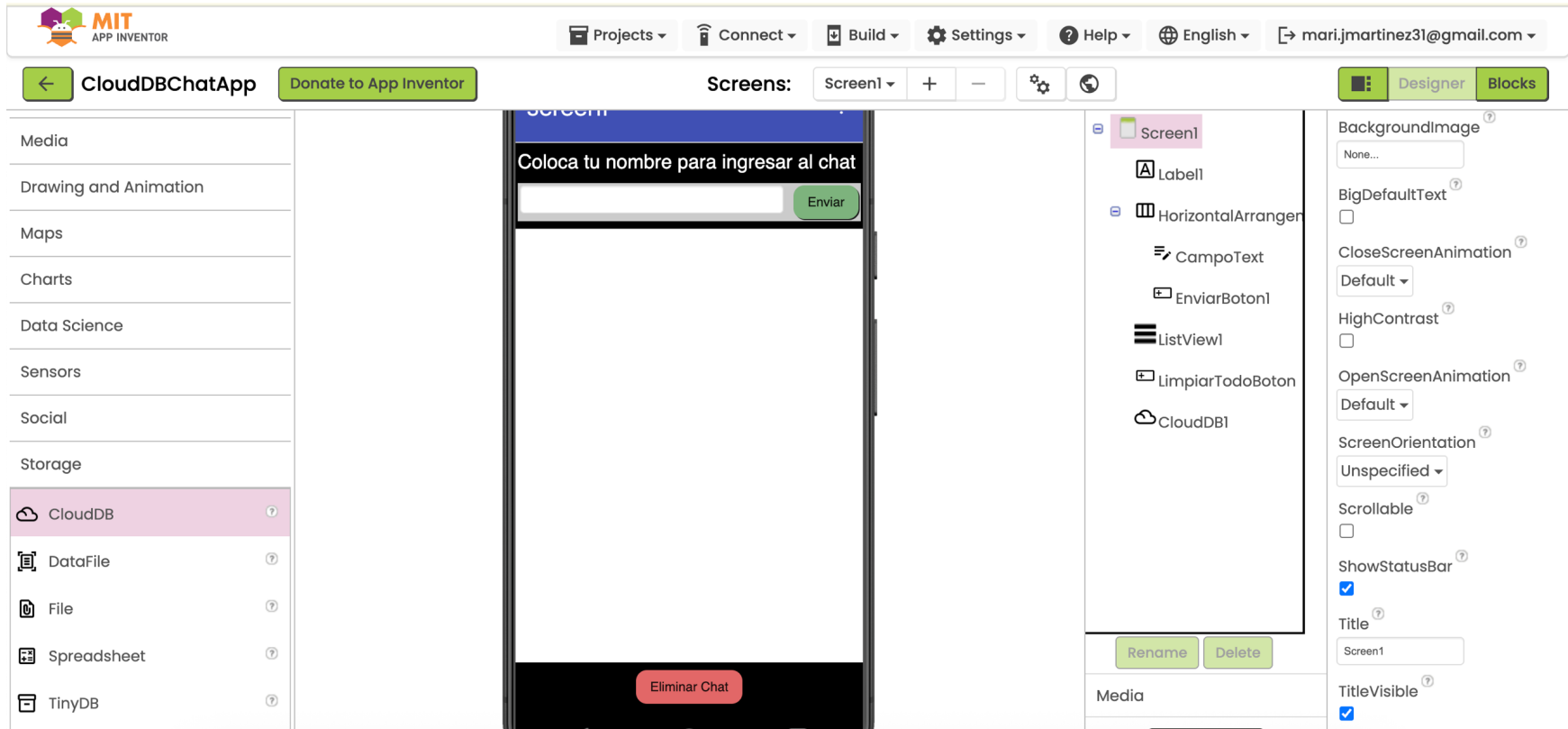



## Cloud DB Chat – Mariana Jiménez Martínez

Vista de la interfaz de la aplicación.



## Bloques de programación



Projects ▾ Connect ▾ Build ▾ Settings ▾ Help ▾ English ▾ [\[→ mari.jmartinez31@gmail.com ▾\]](#)

CloudDBChatApp [Donate to App Inventor](#)

Screens: Screen1 ▾ + - ⚙️ 🌐

[Designer](#) [Blocks](#)

Control

Logic

Math

Text

Lists

Dictionaries

Colors

Variables

Procedures

Screen1

Label1

HorizontalArrangement1

Rename Delete

Media

0 0

Show Warnings

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 is empty 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 .GotValue

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

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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 is empty 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.GotValue
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
```