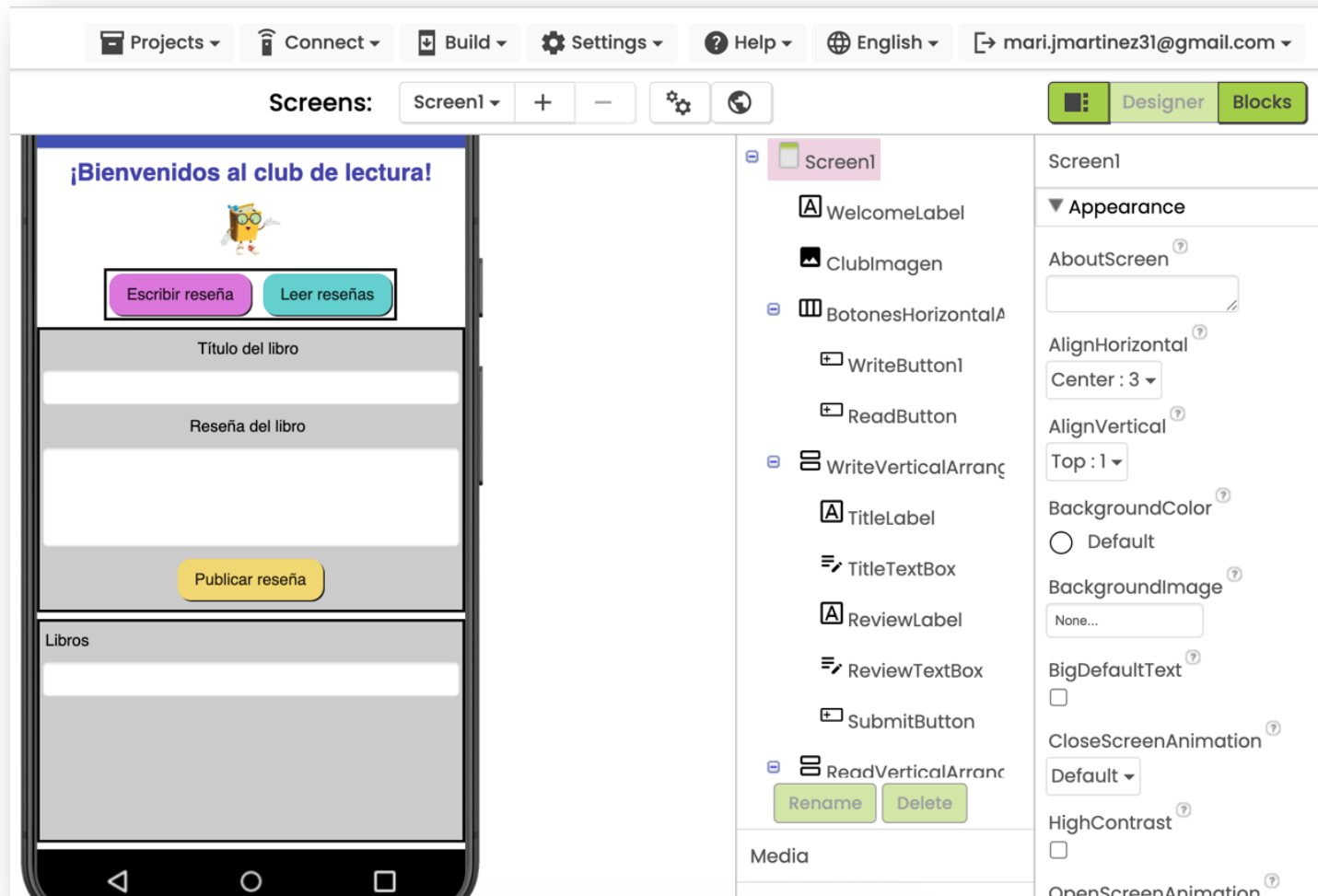
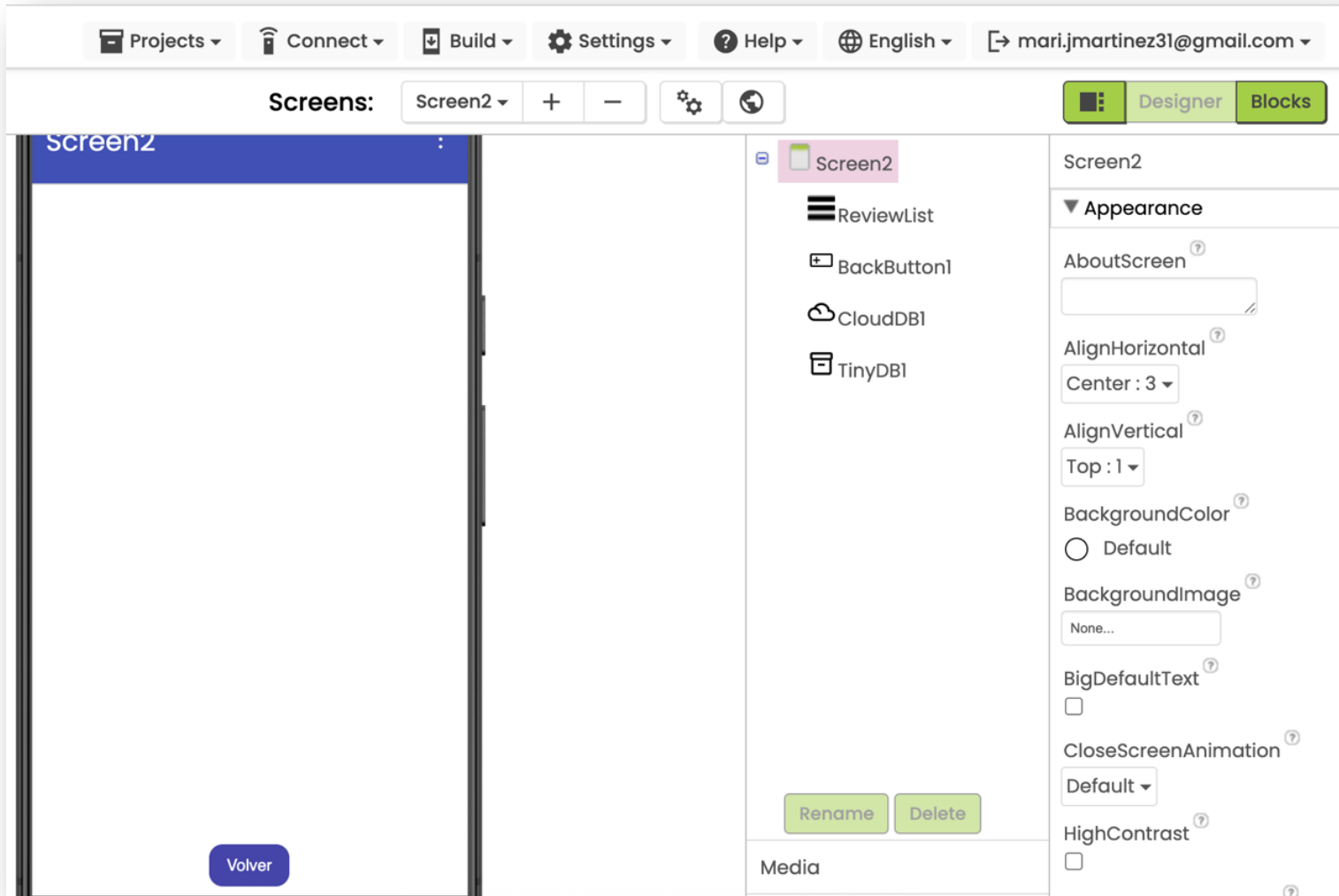


DIYBookClub – Mariana Jiménez Martínez

Interfaz del diseño: Pantalla 1



Interfaz diseño: Pantalla 2



Bloques de programación Pantalla 1

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

Donate to App Inventor

Screens: Screen1 + -

Designer Blocks

when Screen1.Initialize

do

- set WriteVerticalArrangement1.Visible to false
- set ReadVerticalArrangement2.Visible to false

when WriteButton1.Click

do

- set WriteVerticalArrangement1.Visible to true
- set ReadVerticalArrangement2.Visible to false

when SubmitButton.Click

do

- call CloudDB1.AppendValueToList
 - tag TitleTextBox.Text
 - itemToAdd ReviewTextBox.Text
- set TitleTextBox.Text to "
- set ReviewTextBox.Text to "
- set WriteVerticalArrangement1.Visible to false

when ReadButton.Click

do

- call CloudDB1.GetTagList
- set WriteVerticalArrangement1.Visible to false
- set ReadVerticalArrangement2.Visible to true

when CloudDB1.TagList

value

do

- set BooksListView.Elements to get value

when BooksListView.AfterPicking

do

- call TinyDB1.StoreValue
 - tag libro
 - valueToStore BooksListView.Selection
- open another screen screenName Screen2

Show Warnings

Bloques de programación: Pantalla 2

The screenshot displays the App Inventor web interface for editing a screen named "Screen2". The top navigation bar includes links for Projects, Connect, Build, Settings, Help, and a language selector set to English. A user profile link for mari.jmartinez31@gmail.com is also present. Below the navigation bar, there is a "Donate to App Inventor" button and a "Screens:" section with a dropdown menu showing "Screen2" and buttons for adding (+) and removing (-) screens. To the right of the screen list are icons for settings and a globe. Further right are tabs for "Designer" and "Blocks".

The main workspace shows the code blocks for the "Screen2" screen. The code is organized into three event-driven blocks:

- when Screen2.Initialize**: This block contains a "do" loop with the following steps:
 - initialize local libro**: A block to initialize a local variable named "libro".
 - call TinyDB1.GetValue**: A block to retrieve a value from the TinyDB1 database. The tag is set to "libro".
 - valueIfTagNotThere**: A block to handle the case where the tag is not found, returning an empty string.
 - set Screen2.Title**: A block to set the title of the screen to the value returned by the "join" block.
 - call CloudDB1.GetValue**: A block to retrieve a value from the CloudDB1 database. The tag is set to "libro".
 - valueIfTagNotThere**: A block to handle the case where the tag is not found, returning an empty list.
 - create empty list**: A block to create an empty list.
- when CloudDB1.GetValue**: This block contains a "do" loop with the following steps:
 - set ReviewList.Elements**: A block to set the elements of the ReviewList to the value returned by the "get value" block.
- when BackButton1.Click**: This block contains a "do" loop with the following steps:
 - close screen**: A block to close the current screen.

At the bottom left, there is a "Show Warnings" button with a warning icon and a count of 0. On the right side, there is a vertical toolbar with icons for a checklist, a target, a plus sign, a minus sign, and a trash can.

```
when Screen1.Initialize
do
  set WriteVerticalArrangement1.Visible to false
  set ReadVerticalArrangement2.Visible to false

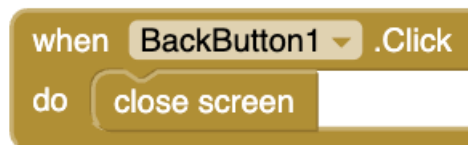
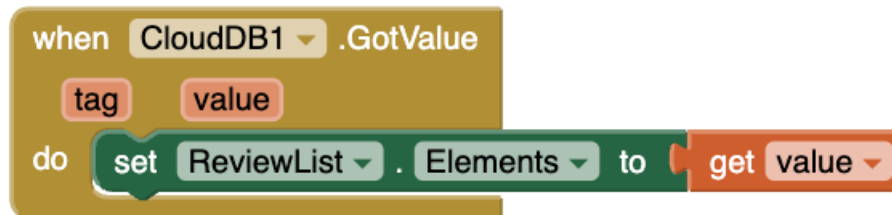
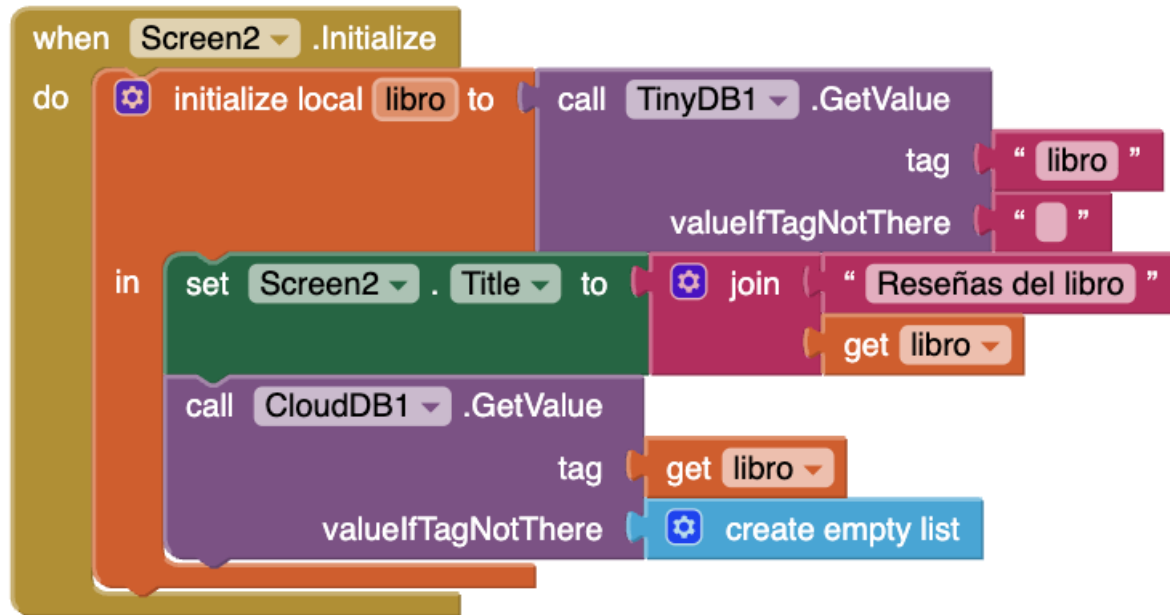
when WriteButton1.Click
do
  set WriteVerticalArrangement1.Visible to true
  set ReadVerticalArrangement2.Visible to false

when SubmitButton.Click
do
  call CloudDB1.AppendValueToList
    tag TitleTextBox.Text
    itemToAdd ReviewTextBox.Text
  set TitleTextBox.Text to ""
  set ReviewTextBox.Text to ""
  set WriteVerticalArrangement1.Visible to false

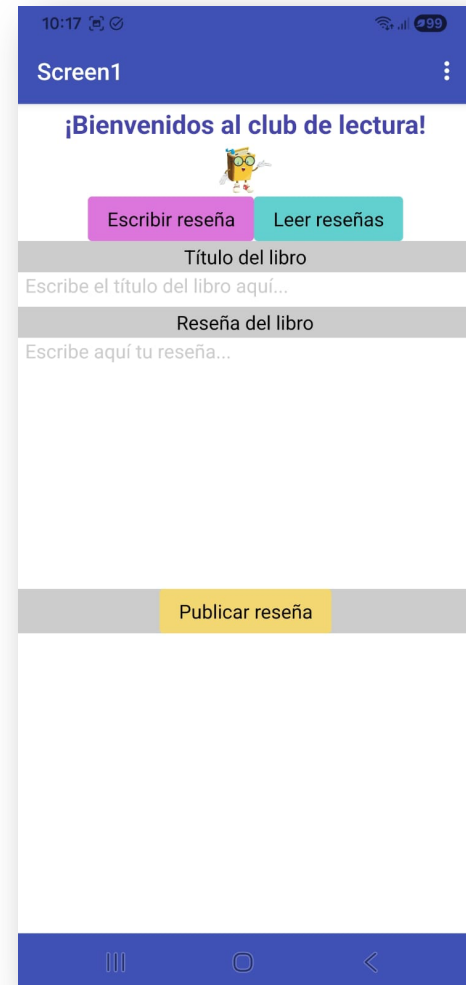
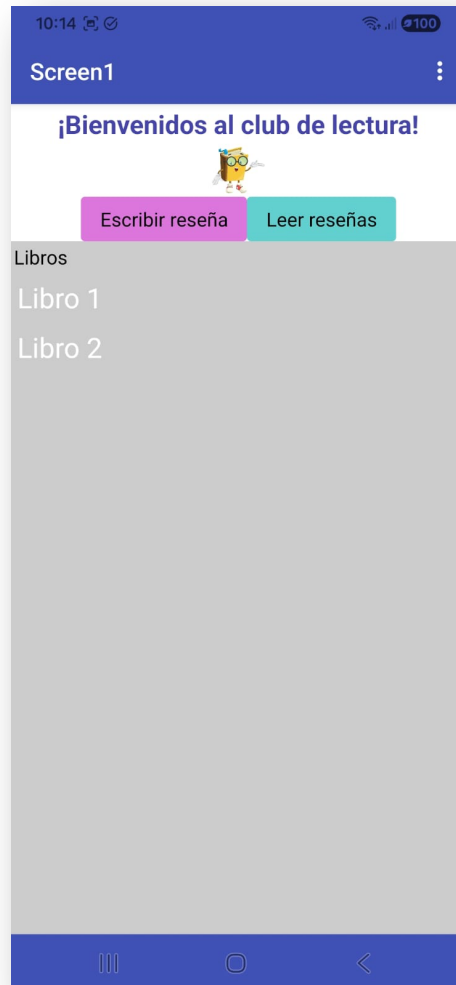
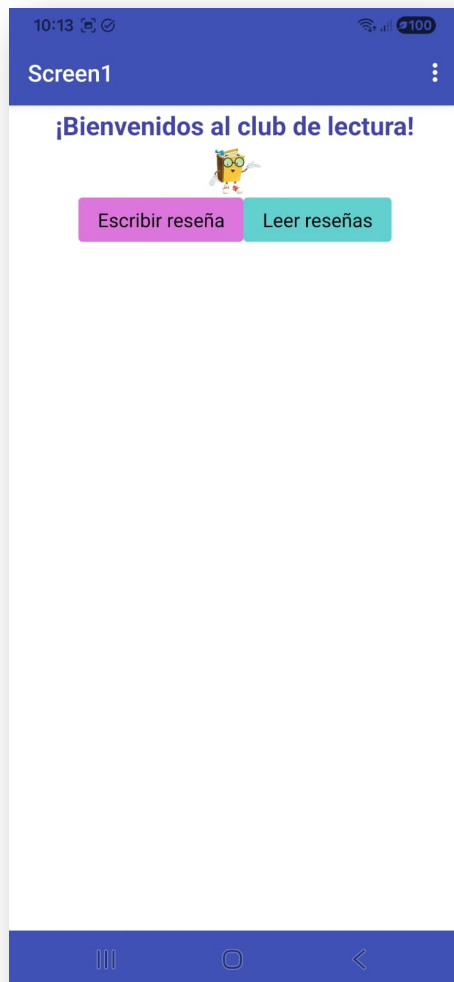
when ReadButton.Click
do
  call CloudDB1.GetTagList
  set WriteVerticalArrangement1.Visible to false
  set ReadVerticalArrangement2.Visible to true
```

```
when CloudDB1.TagList
  value
do
  set BooksListView.Elements to get value

when BooksListView.AfterPicking
do
  call TinyDB1.StoreValue
    tag "libro"
    valueToStore BooksListView.Selection
  open another screen screenName Screen2
```



Interfaz de la aplicación:



10:13

100

Reseñas del libroLibro 1



Fue increíble la experiencia de este libro, si pudiera leerlo otra vez lo haría, me encantó

Volver

