

Mood Tracker App

Interfaz de la App

Projects ▾

Connect ▾

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English ▾

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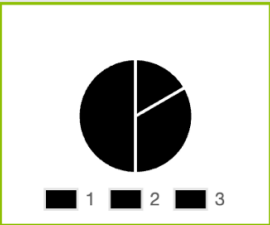

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Screens: Screen1 ▾ + -

Designer Blocks

How Are You Feeling?

Happy Angry Sad



Reset

Screen1

- spacerHorizontalAr
- HorizontalArrangen
 - happyButton
 - angryButton
 - sadButton
- HorizontalArrangen
 - barGraph
 - barGraphData
 - spacerHorizontalAr
- HorizontalArrangen
 - pieChart
 - pieChartData2

Rename Delete

Media

Height Automatic...

Width Automatic...

LegendEnabled ☒

PieRadius 100

ValueFormat Decimal ▾

Visible ☒

▼ Behavior

Type pie ▾

XFromZero ☐

YFromZero ☐

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Bloques de programación

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Screens:

Screen1 ▾

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🌐

Designer

Blocks

initialize global happyButtonTotal to 0

initialize global angryButtonTotal to 0

initialize global sadButtonTotal to 0

when happyButton .Click

do

set global happyButtonTotal to 0 + get global happyButtonTotal + 1

call updateCharts

when angryButton .Click

do

set global angryButtonTotal to 0 + get global angryButtonTotal + 1

call updateCharts

when sadButton .Click

do

set global sadButtonTotal to 0 + get global sadButtonTotal + 1

call updateCharts

when resetButton .Click

do

call barGraphData2D1 .Clear

call pieChartData2D1 .Clear

set global happyButtonTotal to 0

set global angryButtonTotal to 0

set global sadButtonTotal to 0

to updateCharts

do

call barGraphData2D1 .Clear

call barGraphData2D1 .ImportFromList

list

make a list

make a list

make a list

make a list

get global happyButtonTotal

get global angryButtonTotal

get global sadButtonTotal

call pieChartData2D1 .Clear

call pieChartData2D1 .ImportFromList

list

make a list

make a list

make a list

Happy

Angry

Sad

get global happyButtonTotal

get global angryButtonTotal

get global sadButtonTotal

when Screen1 .BackPressed

do

set barGraphData2D1 .Colors to make a list

set pieChartData2D1 .Colors to make a list

0

⊗

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⊖

⊙

⊕

⊖

⊙

⊕

⊖

⊙

Warnings

```

initialize global happyButtonTotal to 0

initialize global angryButtonTotal to 0

initialize global sadButtonTotal to 0

when happyButton.Click
do
  set global happyButtonTotal to (get global happyButtonTotal + 1)
  call updateCharts

when angryButton.Click
do
  set global angryButtonTotal to (get global angryButtonTotal + 1)
  call updateCharts

when sadButton.Click
do
  set global sadButtonTotal to (get global sadButtonTotal + 1)
  call updateCharts

when resetButton.Click
do
  call barGraphData2D1.Clear
  call pieChartData2D1.Clear
  set global happyButtonTotal to 0
  set global angryButtonTotal to 0
  set global sadButtonTotal to 0

```

```

to updateCharts
do
  call barGraphData2D1.Clear
  call barGraphData2D1.ImportFromList
    list
      make a list
        make a list 1
        get global happyButtonTotal
        make a list 2
        get global angryButtonTotal
        make a list 3
        get global sadButtonTotal
  call pieChartData2D1.Clear
  call pieChartData2D1.ImportFromList
    list
      make a list
        make a list "Happy"
        get global happyButtonTotal
        make a list "Angry"
        get global angryButtonTotal
        make a list "Sad"
        get global sadButtonTotal

```

```

when Screen1.BackPressed
do
  set barGraphData2D1.Colors to
    make a list
      (color)
      (color)
      (color)
      (color)
  set pieChartData2D1.Colors to
    make a list
      (color)
      (color)
      (color)

```