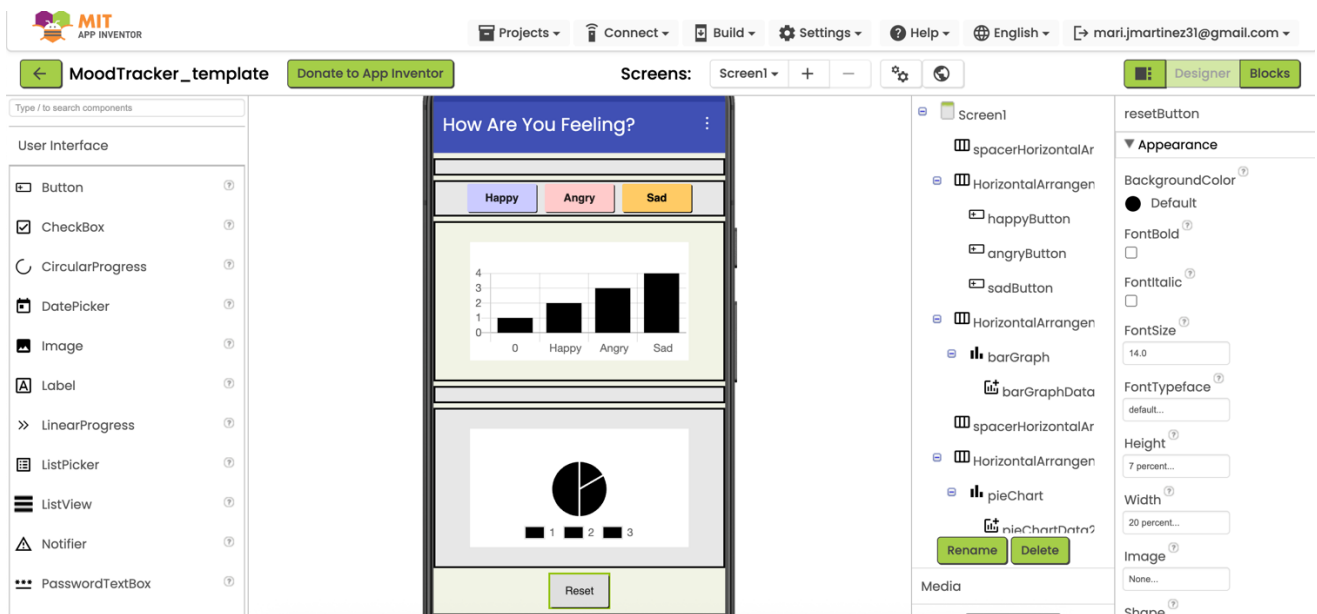
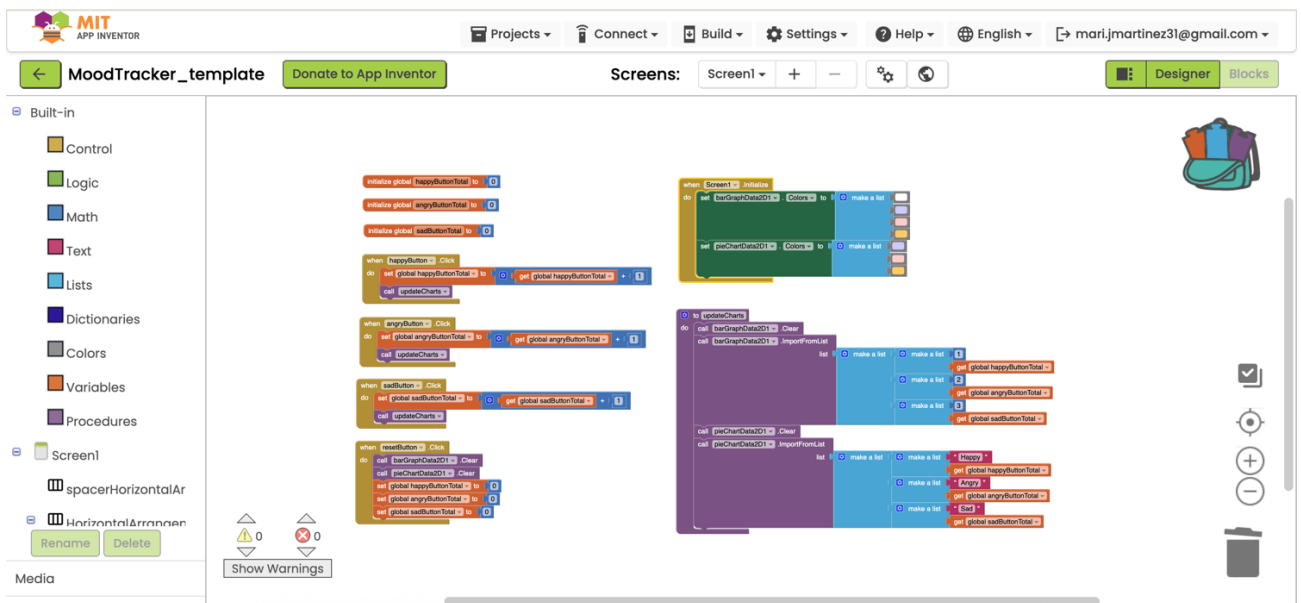


Mood Tracker App

Interfaz del diseño:



Interfaz de los bloques de programación:



```

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

```

```

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

```

```

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)

```

Interfaz de la aplicación:

