

Mood Tracker App

Interfaz de la App

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

Donate to App Inventor Screens: Screen1 Designer

How Are You Feeling?

Happy Angry Sad

0 1 2 3 4

Happy Angry Sad

1 2 3

Reset

- Screen1
 - spacerHorizontalAr
 - HorizontalArrangen
 - happyButton
 - angryButton
 - sadButton
 - HorizontalArrangen
 - barGraph
 - barGraphData
 - spacerHorizontalAr
 - HorizontalArrangen
 - pieChart
 - pieChartData
 - Media

Height Automatic...

Width Automatic...

LegendEnabled

PieRadius 100

ValueFormat Decimal

Visible

Behavior

Type pie

XFromZero

YFromZero

Rename **Delete**

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Bloques de programación

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

Donate to App Inventor Screens: Screen1 + - ⚙️ ⚡ Designer Blocks

```
blocks code:
```

initializations:

- initialize global happyButtonTotal to 0
- initialize global angryButtonTotal to 0
- initialize global sadButtonTotal to 0

button click handlers:

- 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

reset button handler:

- 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 BackPressed do set barGraphData2D1 .Colors to (make a list (make a list 1 (get global happyButtonTotal), make a list 2 (get global angryButtonTotal), make a list 3 (get global sadButtonTotal))) set pieChartData2D1 .Colors to (make a list (make a list Happy (get global happyButtonTotal), make a list Angry (get global angryButtonTotal), make a list Sad (get global sadButtonTotal)))

Warnings: 0

```

initialize global [happyButtonTotal] to [0]
initialize global [angryButtonTotal] to [0]
initialize global [sadButtonTotal] to [0]

when [happyButton v].Click
do
  set [global happyButtonTotal] to [get [global happyButtonTotal] + [1]]
  call [updateCharts v]

when [angryButton v].Click
do
  set [global angryButtonTotal] to [get [global angryButtonTotal] + [1]]
  call [updateCharts v]

when [sadButton v].Click
do
  set [global sadButtonTotal] to [get [global sadButtonTotal] + [1]]
  call [updateCharts v]

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

```

```

to [updateCharts]
do
  call [barGraphData2D1 v].Clear
  call [barGraphData2D1 v].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 v].Clear
  call [pieChartData2D1 v].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 v].BackPressed
do
  set [barGraphData2D1 v].Colors to [make a list [purple, pink, yellow]]
  set [pieChartData2D1 v].Colors to [make a list [purple, pink, yellow]]

```