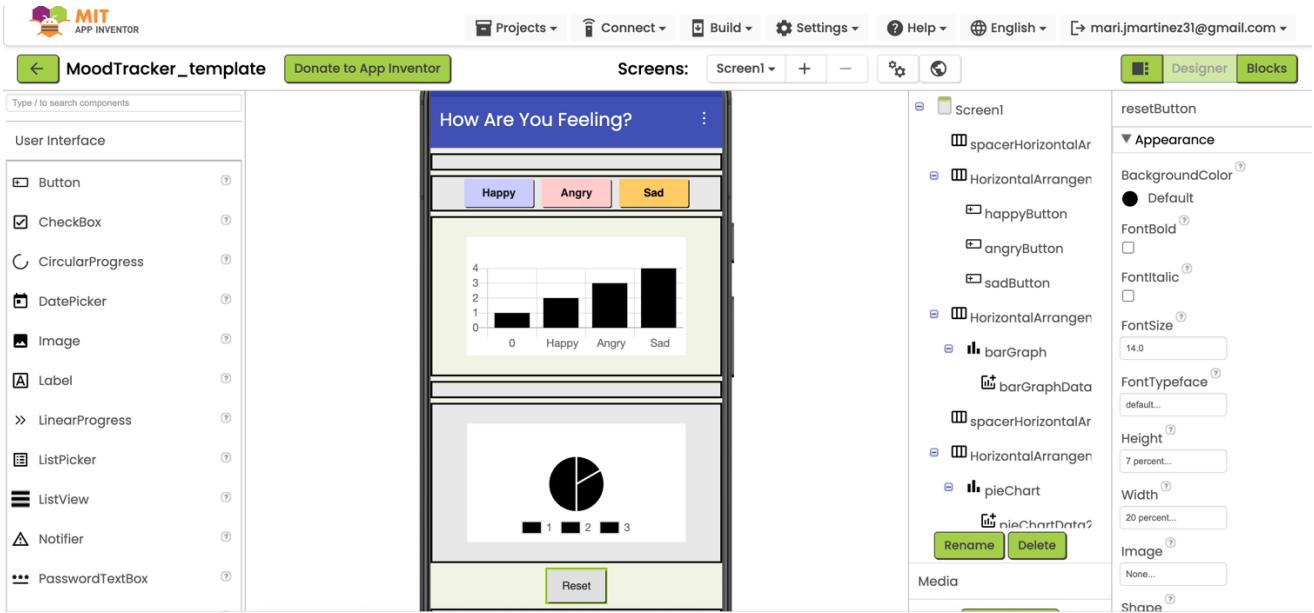
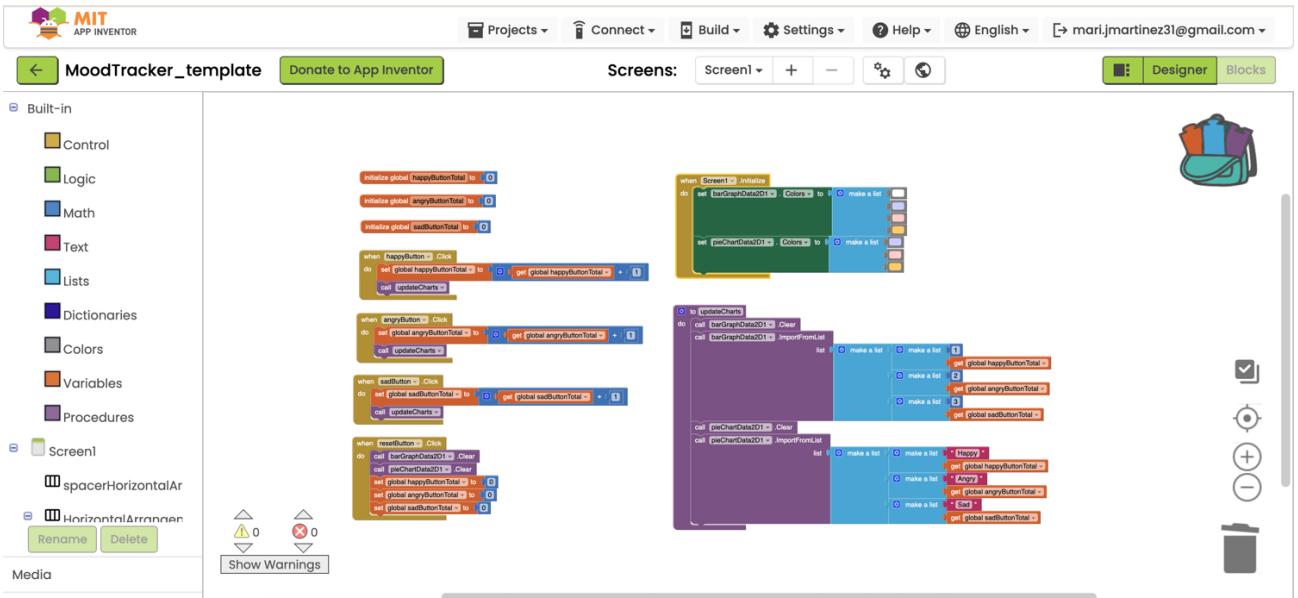


# Mood Tracker App

## 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 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]

```

```

when [Screen1 v].Initialize
do [set [barGraphData2D1 v].Colors to [make a list [purple, pink, yellow]
set [pieChartData2D1 v].Colors to [make a list [purple, pink, yellow]

to [updateCharts]
do [call [barGraphData2D1 v].Clear
call [barGraphData2D1 v].ImportFromList
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 [Happy [get global happyButtonTotal
[make a list [Angry [get global angryButtonTotal
[make a list [Sad [get global sadButtonTotal

```

Interfaz de la aplicación:

