MAKE-UP LECTURE

CET4104 – MOBILE PROGRAMMING

Week 11 – 19.05.2023

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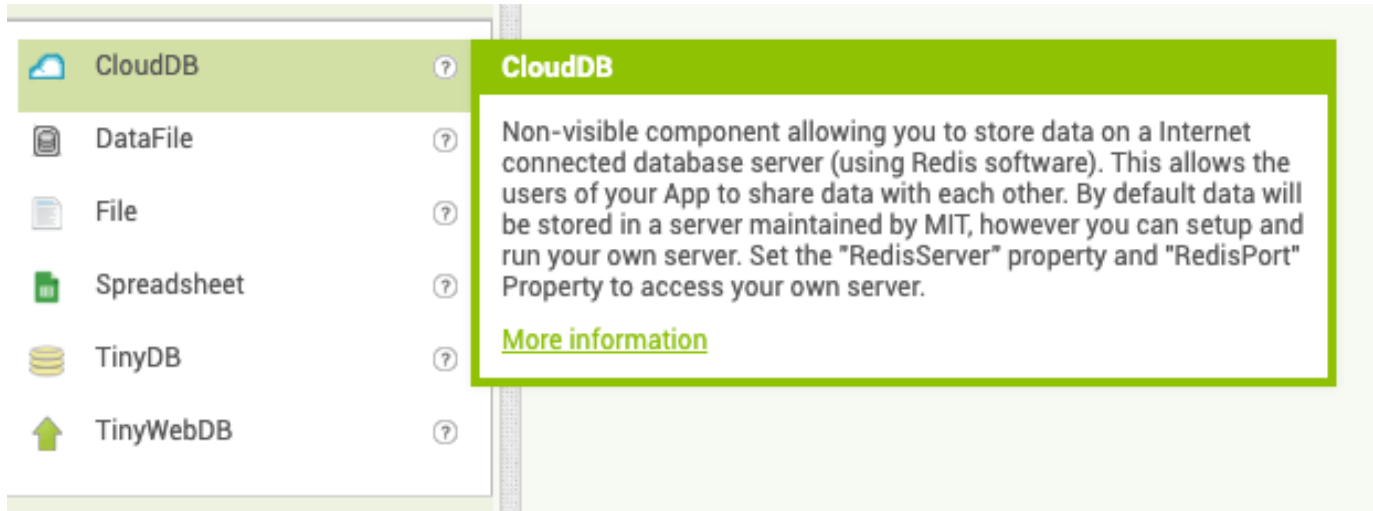
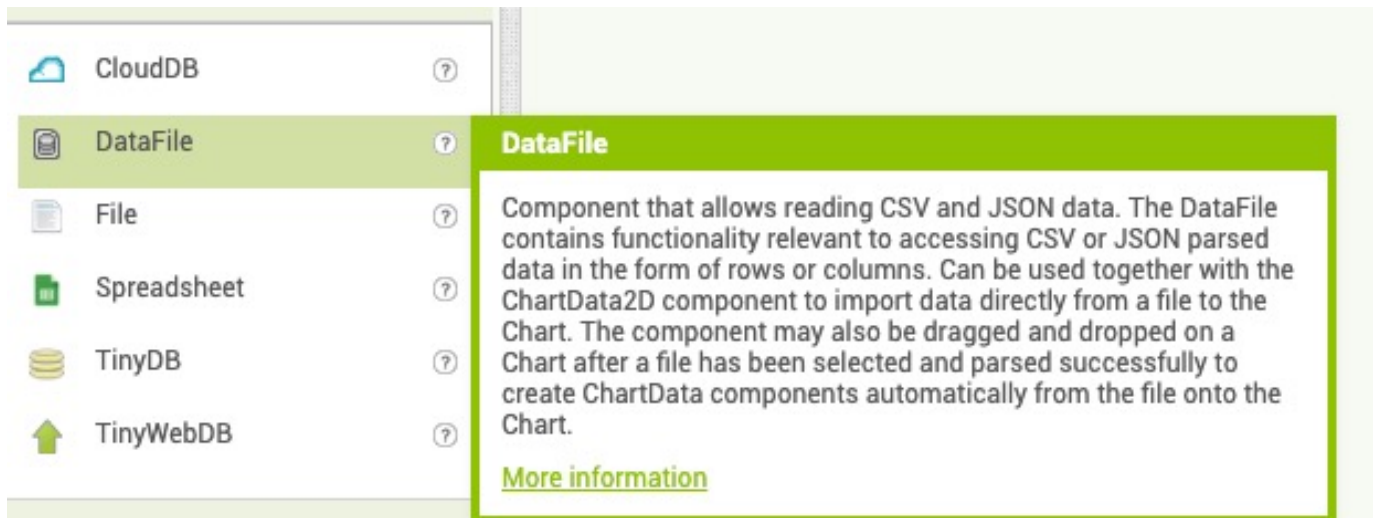
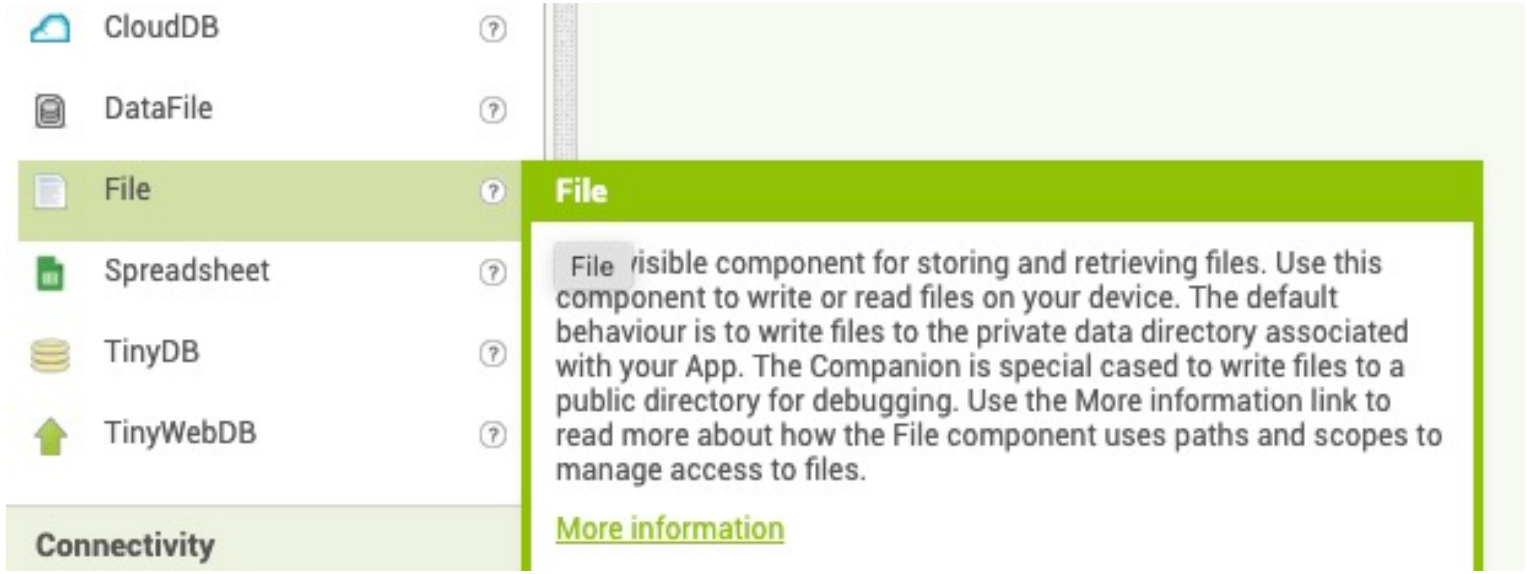
OUR COURSE WILL START AT 12:20, PLEASE BE READY

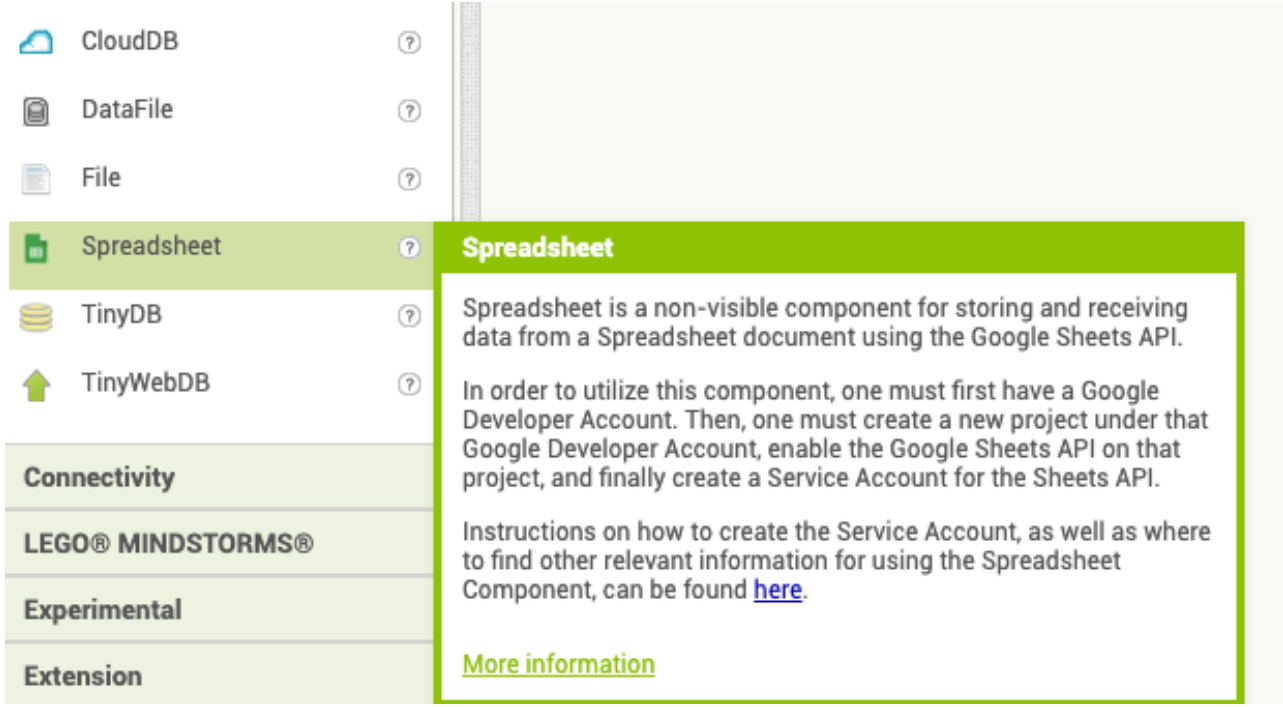
I am waiting for the participants to join

APP INVENTOR DATABASE AND FILE OPERATIONS






CloudDB
DataFile
File
Spreadsheet
TinyDB
TinyWebDB
Connectivity
File
File
isible component for storing and retrieving files. Use this component to write or read files on your device. The default behaviour is to write files to the private data directory associated with your App. The Companion is special cased to write files to a public directory for debugging. Use the More information link to read more about how the File component uses paths and scopes to manage access to files.
More information


CloudDB
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Spreadsheet
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TinyWebDB
Connectivity
LEGO® MINDSTORMS®
Experimental
Extension
Spreadsheet
Spreadsheet is a non-visible component for storing and receiving data from a Spreadsheet document using the Google Sheets API.
In order to utilize this component, one must first have a Google Developer Account. Then, one must create a new project under that Google Developer Account, enable the Google Sheets API on that project, and finally create a Service Account for the Sheets API.
Instructions on how to create the Service Account, as well as where to find other relevant information for using the Spreadsheet Component, can be found here.
More information

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TinyDB

TinyDB is a non-visible component that stores data for an app.

Apps created with App Inventor are initialized each time they run: If an app sets the value of a variable and the user then quits the app, the value of that variable will not be remembered the next time the app is run. In contrast, TinyDB is a *persistent* data store for the app, that is, the data stored there will be available each time the app is run. An example might be a game that saves the high score and retrieves it each time the game is played.

Data items are strings stored under *tags* . To store a data item, you specify the tag it should be stored under. Subsequently, you can retrieve the data that was stored under a given tag.

There is only one data store per app. Even if you have multiple TinyDB components, they will use the same data store. To get the effect of separate stores, use different keys. Also each app has its own data store. You cannot use TinyDB to pass data between two different apps on the phone, although you *can* use TinyDb to shares data between the different screens of a multi-screen app.

When you are developing apps using the AI Companion, all the apps using that companion will share the same TinyDb. That sharing will disappear once the apps are packaged. But, during development, you should be careful to clear the TinyDb each time you start working on a new app.

More information

Array = a[i]   index → num
a(0) a[1]
list = a[i]

dictionary → a['meyve']
a['ahmet']

std['name']
std['surname']

only one file

tag   value
and   'mustafa'
tasks
tag

stored data → tag
value

CloudDB
DataFile
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Spreadsheet
TinyDB
TinyWebDB

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Experimental
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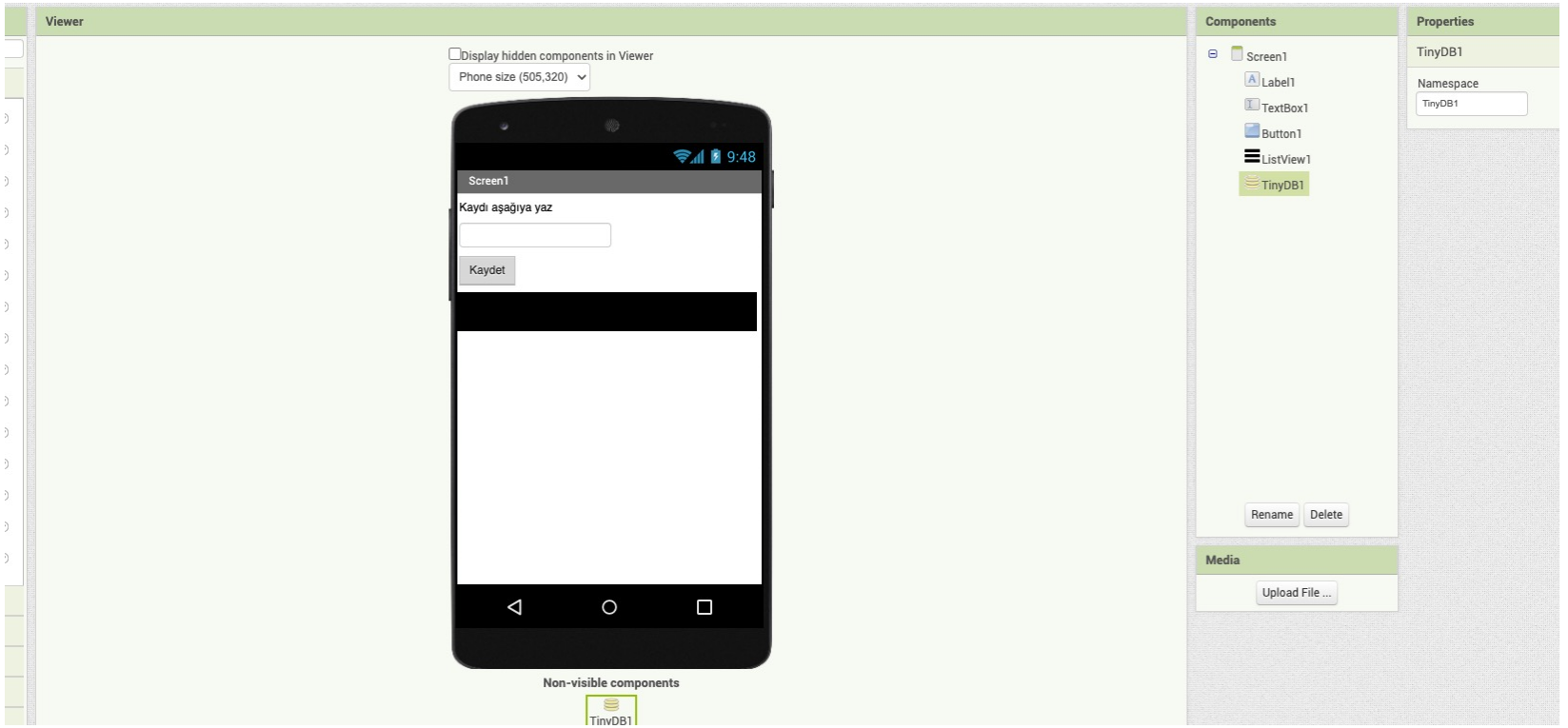
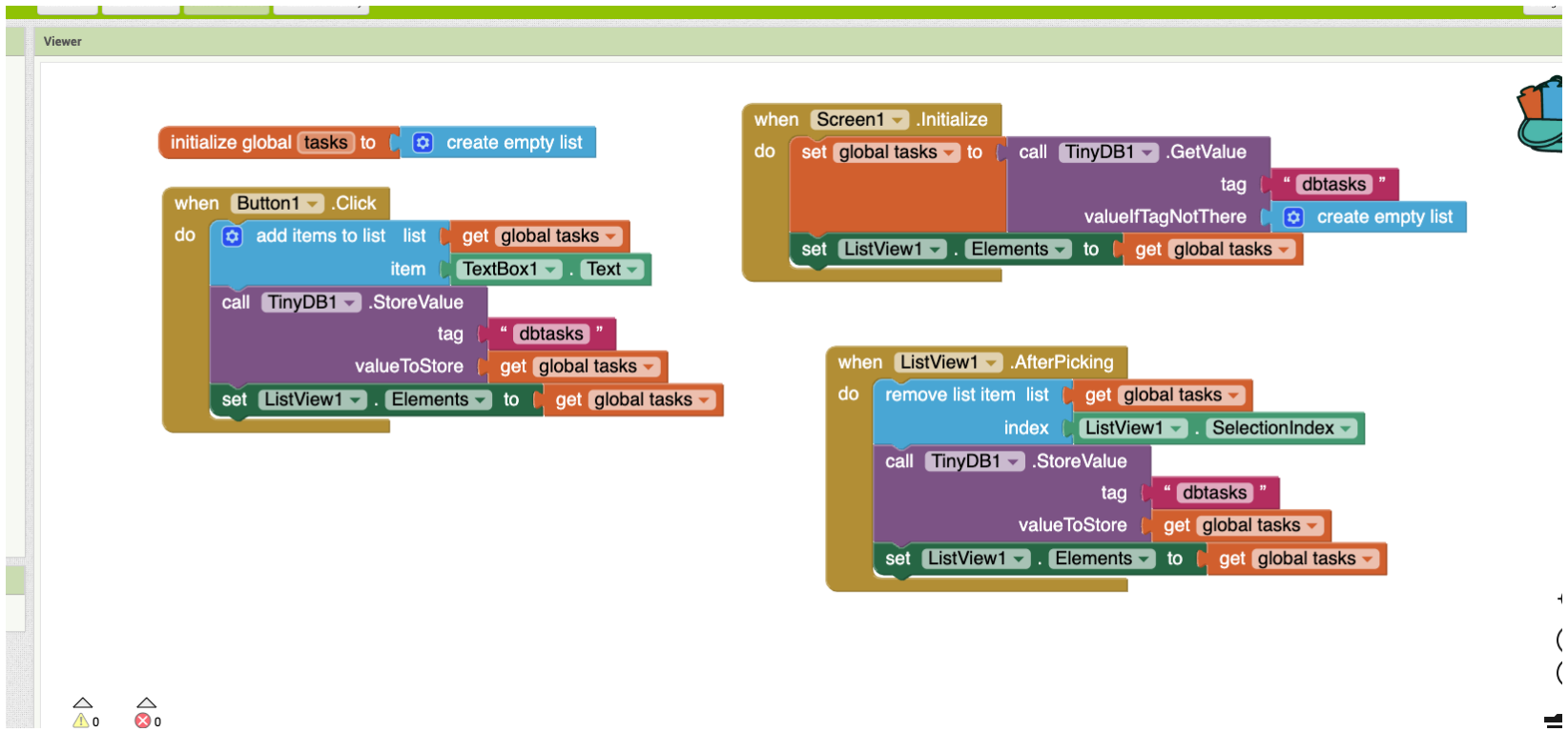
TinyWebDB

Non-visible component that communicates with a Web service to store and retrieve information.

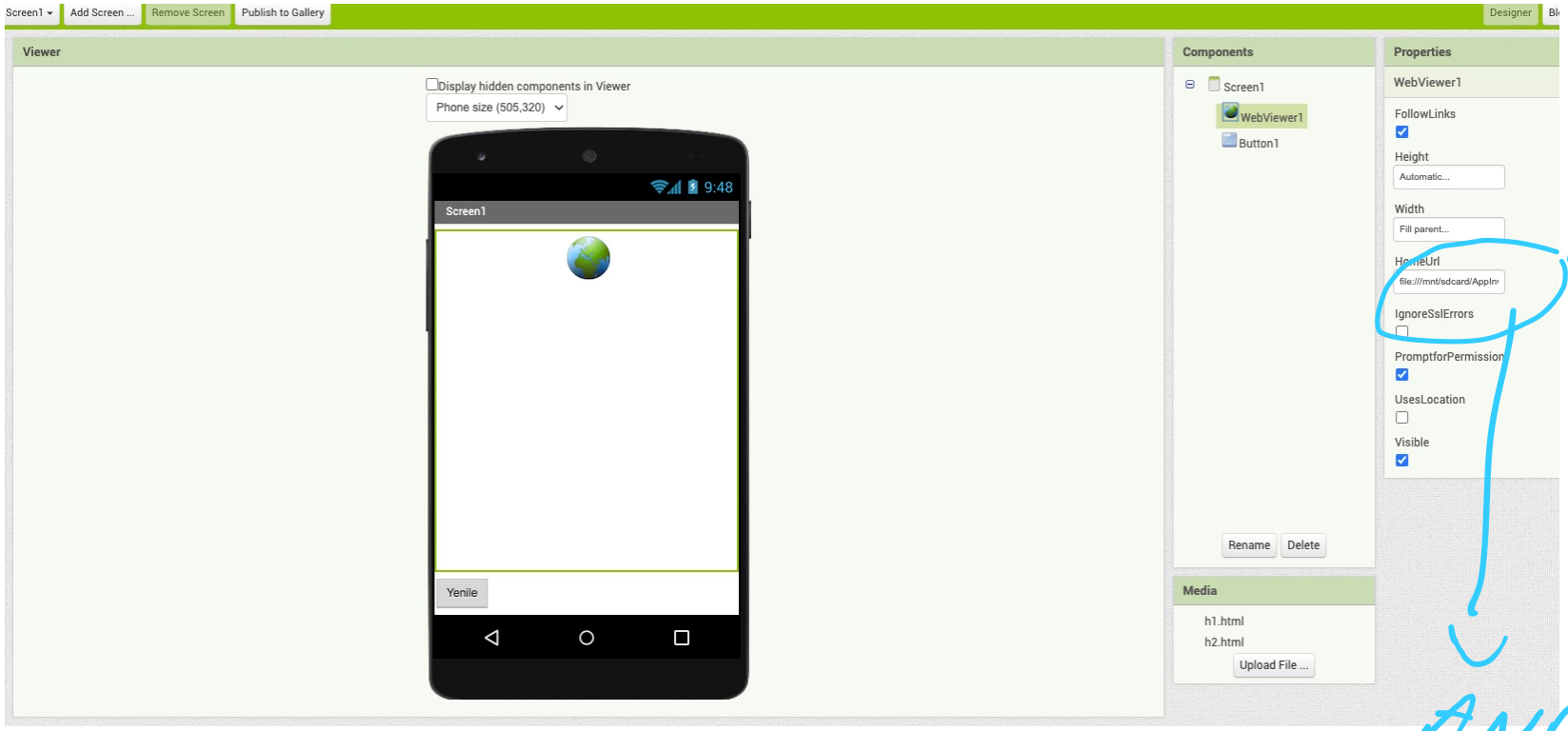
More information



TINYDB EXAMPLE

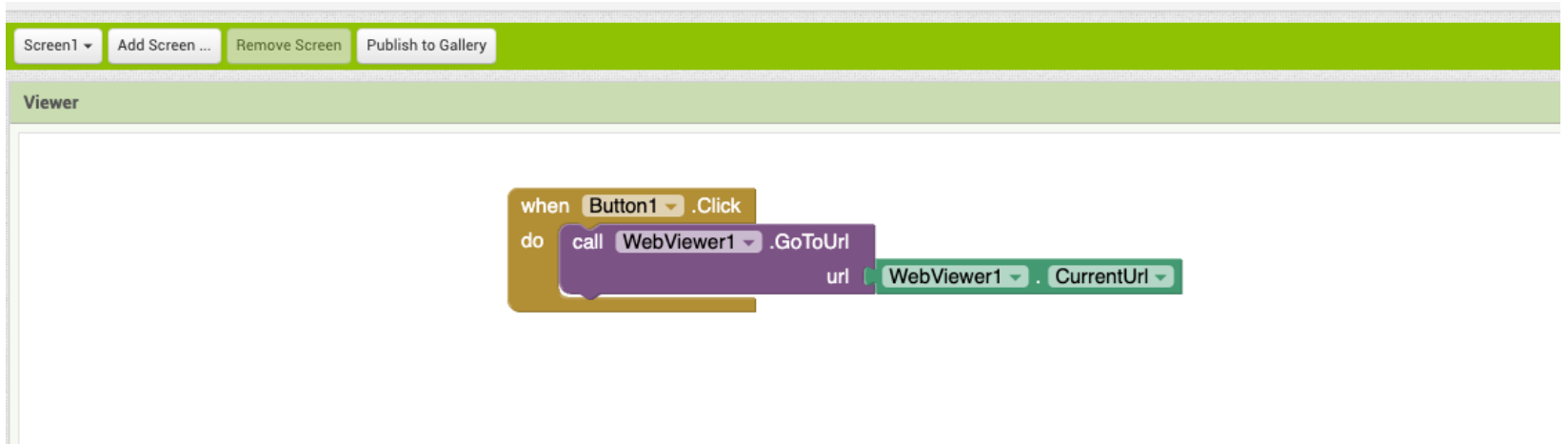

Viewer
initialize global tasks to create empty list
when Button1 .Click
do add items to list list get global tasks
item TextBox1 . Text
call TinyDB1 .StoreValue
tag " dbtasks "
valueToStore get global tasks
set ListView1 . Elements to get global tasks
when Screen1 .Initialize
do set global tasks to call TinyDB1 .GetValue
tag " dbtasks "
valueIfTagNotThere create empty list
set ListView1 . Elements to get global tasks
when ListView1 .AfterPicking
do remove list item list get global tasks
index ListView1 . SelectionIndex
call TinyDB1 .StoreValue
tag " dbtasks "
valueToStore get global tasks
set ListView1 . Elements to get global tasks
0
0

file:///mnt/sdcard/AppInventor/assets/h1.html



WEBVIEWER AND HTML LOCAL FILE

http://localhost/h1.html


Screen1
Add Screen ...
Remove Screen
Publish to Gallery
Viewer
when Button1 .Click
do call WebViewer1 .GoToUrl
url WebViewer1 . CurrentUrl