

# Introduction

12 minutes

This module has three exercises:

**Exercise 1** - Create the app in Microsoft Power Apps. In this exercise, you create a solution to hold your app and any related customizations. Then, you create your canvas app and complete the first screen of the app.

**Exercise 2** - Add a machine gallery and connect to a data source. In this exercise, you add a gallery of all available machines, which helps make it easier for users to browse the list and get a quick overview of the available machines.

**Exercise 3** - Add a compare screen. The second screen is where users compare the selected machines and then choose the one that they want to submit for approval.

## Coffee Machine Ordering Scenario

Imagine an organization where every few years the employees request an updated coffee machine for their employee break room. The organization would like to build a customized app that runs on the web and mobile devices, which helps streamline the machine order and approval process. Moreover, they don't have traditional development resources available, such as a .NET, Xamarin, or custom website developer, to create this application.

## Solution overview

The Microsoft Power Platform technologies enable tech-savvy business users to build a customized machine ordering solution. The application user interface and interaction logic are built in Power Apps, the approval workflow is automated using Power Automate, and the machine order data is stored in Microsoft Dataverse.

## Key features of the solution

- Ability to browse through a selection of coffee machines

- Select machines to compare
- View detailed specs for the selected machines on a second comparison screen
- Select a machine to order
- Enter order details into a customized form, including an image
- By default, have the approver set to the logged in user's manager
- Capture other default properties, such as the date of the request
- Store machine orders in a secure and scalable Cloud database
- Enable an admin to view all machine orders
- Follow a customized procurement process to place purchase orders for machines
- Send an automated approval request email when the order is placed
- Allow the approver to approve or reject an order and add comments without leaving their email inbox
- View all sent and received approval requests on the web and mobile
- Notify the user via email when their order is approved or rejected

 **Note**

You will need an environment with a licensed user to complete these exercises. It is not recommended to use your production > > (live environment for work or school) user/tenant for completing these exercises.

If you need a learning environment, follow these steps. If you have one being provided to you, such as by a trainer, move on to the next module in this series.

## Start a trial of Power Apps

Usage of Microsoft Dataverse requires a Power Apps premium license. Go to Power Apps Pricing and select the "Try free" option to start a free 30-day trial. For more detailed information, see [Explore Power Apps for free for 30 days](#).

1. You need to add a free trial of Office E3 and Power Automate per user. After you have the Power Apps trial set-up, navigate to the [Microsoft 365 admin center](#) and select **Purchase Services** from the left navigation area of **Billing**.
2. Search for and select **Office E3**. Select **details**. Find and select **start your free trial**.
3. Search for and select **Power Automate per user** and **start your free trial**.

4. Assign licenses for each of these to your Power Apps user. Select Active Users from the left navigation area of Users. Select your user, then select Licenses and Apps. Select the desired licenses and Save changes. You might need to refresh your browser to see the changes take effect.

You must have a newly created Microsoft Dataverse environment and database instance that was created just for this training. If you don't have a new environment or have an older environment, follow the steps below to create the environment and provision the database instance.

1. Open the [Power Platform admin center](#).
2. In the Admin center, select **Environments** and select **+New**.
3. Provide a name for the environment. A common practice is to use your name followed by "Test" so it's clear this is a test environment.
4. Select your **Region**, select **Trial**, make sure **Add a Dataverse data store** is set to **Yes**, and select **Next**.

## New environment



(i) This operation is subject to [capacity constraints](#)

Name \*

AIAD Test Environment

Group

No groups available



Region \*

United States - Default



A local region can provide quicker data access

Type (i) \*

Trial



Purpose

Describe the environment's purpose

Add a Dataverse data store? (i)



Yes

Pay-as-you-go with Azure? (i)



No

Only environments of type Production and Sandbox can be setup for pay-as-you-go

Next

Cancel



5. If you get an **Edit security group** window, select **None** in the **Open access** section.
6. Select your **Language** and your **Currency**. Select **Yes** for **Deploy sample apps and data**, and then select **Save**.

**Language \***

English (United States)



Default language for user interfaces in this environment

**Currency \***

USD (\$)



Reports will use this currency

**Security group \***

Restrict environment access to members of a security group or select None to opt for open access across your tenant. [Learn more](#)

None



(All users across your tenant will have access to the environment)

**URL**

A unique domain name will be generated.  
Click [here](#) to enter a custom domain

**Enable Dynamics 365 apps?**

In addition to Power Apps. [Learn more](#)



No

Dynamics 365 apps can only be enabled for Production or Sandbox environments. You can start a trial [here](#)

**Deploy sample apps and data?**

Yes

**Save****Cancel****ⓘ Note**

You can choose your local language and currency. However, the lab manuals were created using US dollars and English language configurations.

7. The screen listing all your environments will now show the newly created environment.

**ⓘ Important**

You need to wait for the database to finish provisioning before trying to create an application. The **Status** will change to **Ready** when done.

## Environments

An [environment](#) is a space to store, manage, and share your organization's business data, apps

Environment	Type	State
 AIAD Test Environment	...	Trial (30 days remaining)

8. This might take few minutes to complete. Wait for it to complete before proceeding with creating an app. If it takes over two minutes, try refreshing the browser. Once the database is created, you should no longer see the **Preparing Instance** message. You can then proceed with the lab.

# Exercise - Create the app in Power Apps

20 minutes

In this exercise, you create a solution to hold your customizations, create your canvas app, and complete the first screen of the app.

## ⚠ Note

This module is designed for use with the App in a Day instructor-led course. For more information on attending this free, instructor-led course, see [Microsoft Power Platform instructor-led training](#). On that page, you can [Register for an event](#).

## ⚠ Note

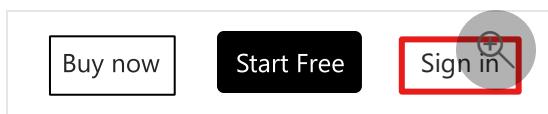
To complete the exercises, you'll need to use a few files. Download the [App in a Day files](#) for use in this module. The file folders that are in this download include:

- **Completed modules with instructions** - Package files to import the completed exercise steps.
- **Machine-Order-Data.xlsx** - File used in the exercises.

## Section 1: Sign in to Power Apps web studio

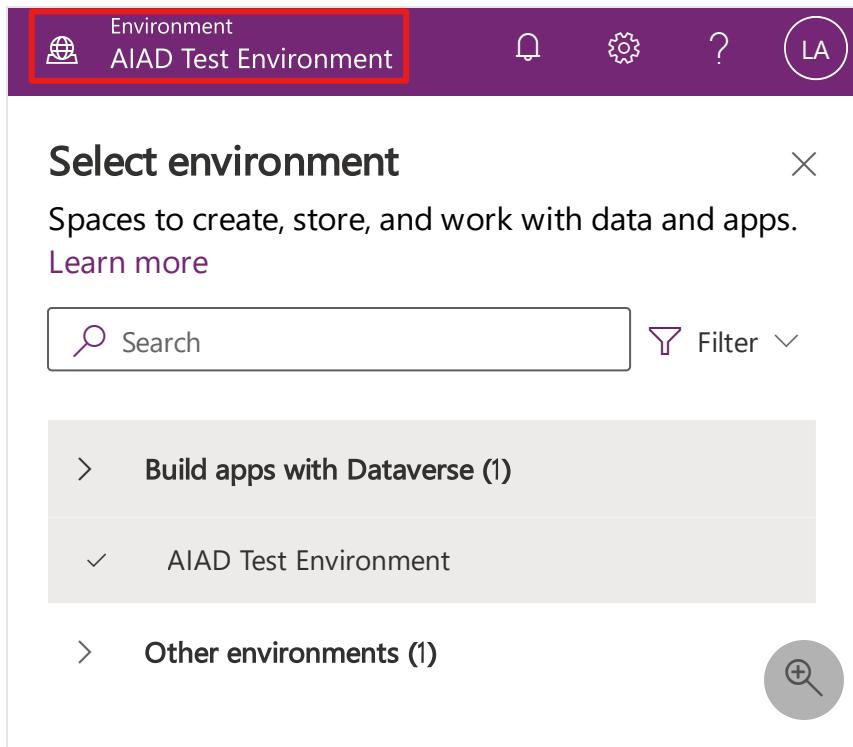
Your first task is to sign in to Power Apps web studio.

1. Go to [Power Apps](#) and select **Sign in**. You can also go to [Make Power Apps](#).



2. Sign in with your training account.
3. Before creating an app, you need to switch to the correct environment. Select the **Environment** dropdown menu in the upper-right corner of the screen to switch to the new

environment. (If your environment doesn't show, try signing out and then signing in again.)



## Section 2: Create a new solution

In this task, you create a new solution and a publisher. The solution will contain and track all your work.

1. Select **Solutions > + New solution.**

The screenshot shows the Microsoft Power Platform interface. On the left, there's a sidebar with various options: Home, Create, Learn, Apps, Tables, Flows, Solutions (which is highlighted with a red box), Connections, More, and Power Platform. At the top right, there are buttons for 'New solution' (highlighted with a red box), 'Import solution', 'Open AppSource', and filters for 'Unmanaged', 'Managed', and 'All'. The main area is titled 'Solutions' and lists several items: AI Sample Data, Asset Checkout, Innovation Challenge, Fundraiser, Power Apps Checker Base, and Power Apps Checker. A magnifying glass icon is at the bottom right of this list.

2. Enter `Contoso Coffee` for the **Display name** and then select the `+ New publisher` button.

The screenshot shows the 'New solution' dialog box. It has fields for 'Display name \*' (containing 'Contoso Coffee'), 'Name \*' (containing 'ContosoCoffee'), and 'Publisher \*'. The 'Publisher' field is a dropdown menu with 'Select a Publisher' and a pencil icon. Below it is a button labeled '+ New publisher' (highlighted with a red box). There's also a magnifying glass icon next to the publisher dropdown.

3. Enter `Contoso` as the **Display name**, `Contoso` as the **Name**, and `contoso` for **Prefix**. Select **Save**.

## New publisher

Publishers indicate who developed associated solutions.

Properties   Contact

Display name \*

Name \*

Description

Prefix \*

Choice value prefix \*

Preview of new object name



4. Select the **Contoso** publisher that you created for Publisher and then select **Create**.

New solution X

Display name \*

Name \*

Publisher \*

Contoso (Contoso) ▼ ✎

+ New publisher

Version \*

More options ▼

Create

Cancel



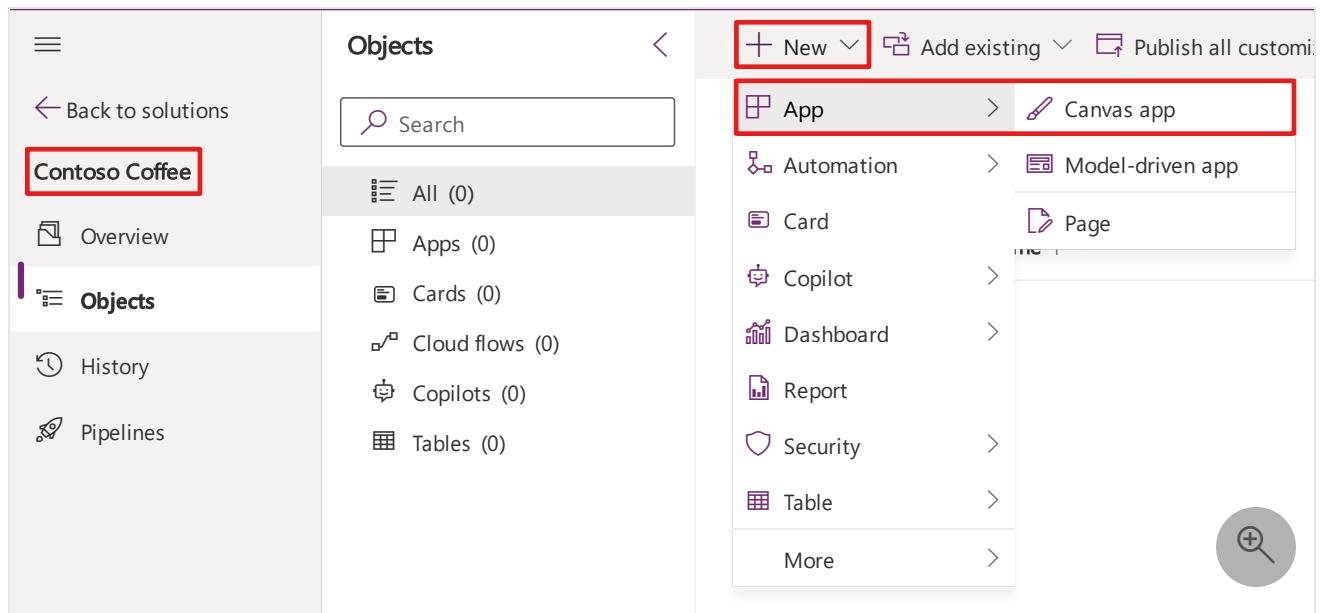
5. Select the **Contoso Coffee** solution that you created.

6. Don't navigate away from this page.

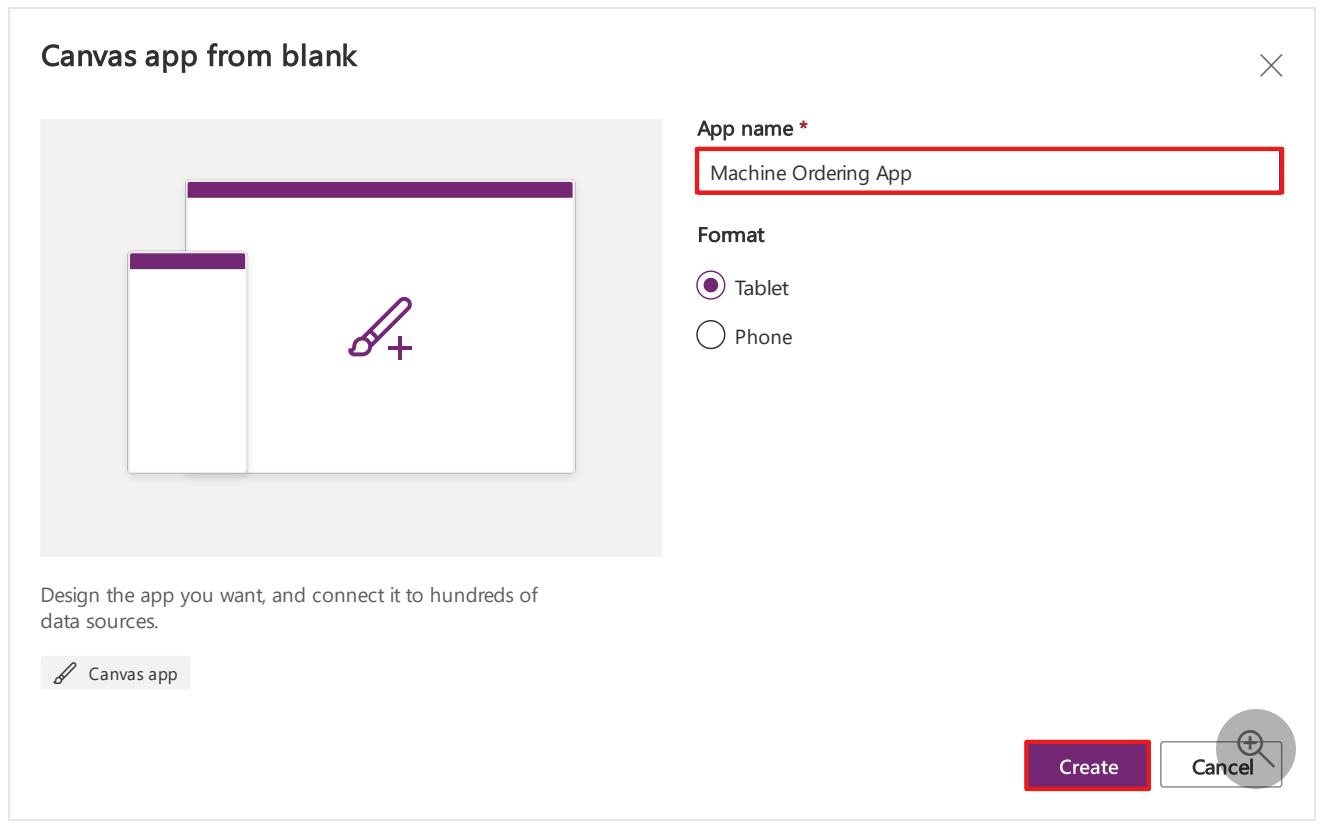
## Section 3: Create a new application

In this task, you create a new application by following these steps:

1. Make sure that you're in the **Contoso Coffee** solution.
2. Select **+ New** and then select **App > Canvas app**.



3. Enter **Machine Ordering App** in the **App name** field, select the **Tablet** option under **Format**, and then select **Create**.

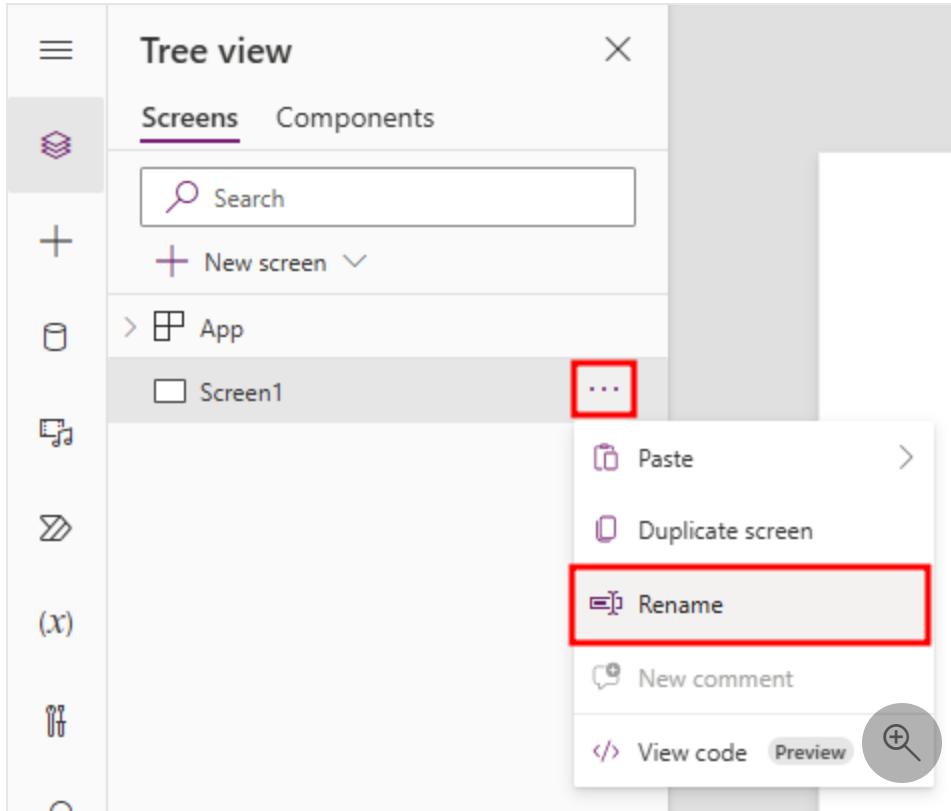


4. If prompted, select your region and then select **Get started**.  
5. Select **Skip** if you receive the **Welcome to Power Apps Studio** prompt.

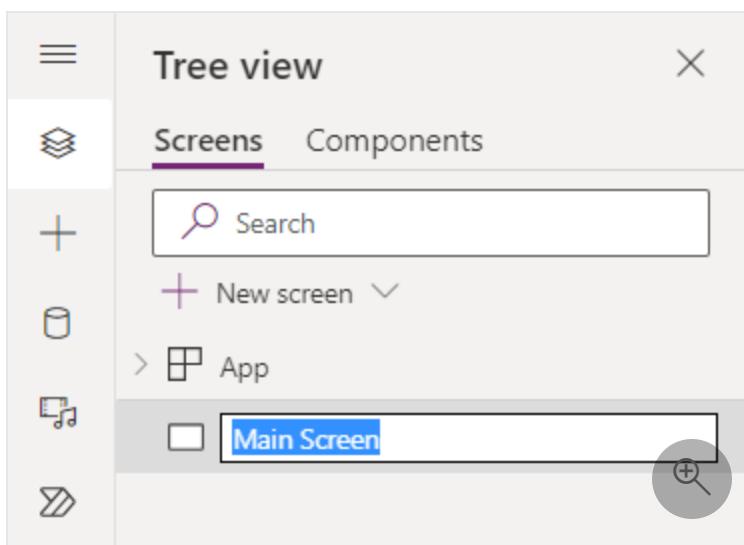
## Section 4: Rename the screen

In this task, you'll rename Screen1 to Main Screen.

1. Select the screen by selecting the **Screen1** tile in the **Tree view** on the left-hand side.
2. Select the ellipsis (...) next to **Screen1** (or right-click **Screen1**) and then select the **Rename** option.



3. Change the name to **Main Screen**.



**⚠ Note**

You can also rename the screen by selecting the screen name in the right pane and then selecting the edit icon, or you can double-click the edit icon.

### 💡 Tip

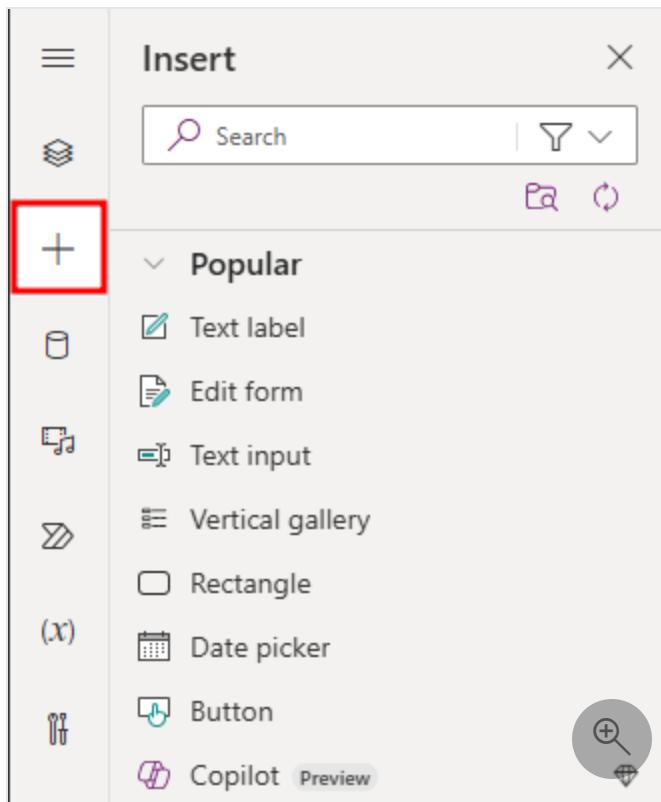
It's a good practice to rename screens and controls as you create them so that they're easier to locate as you work with Power Fx formulas that reference different controls. In this lab, you'll be prompted to rename screens and some controls. For other labs, you can rename them as you want on your own. However, make sure that you rename screens as prompted in this lab because future steps might rely on specific screen names.

View the full [renaming instructions and best practices](#) here.

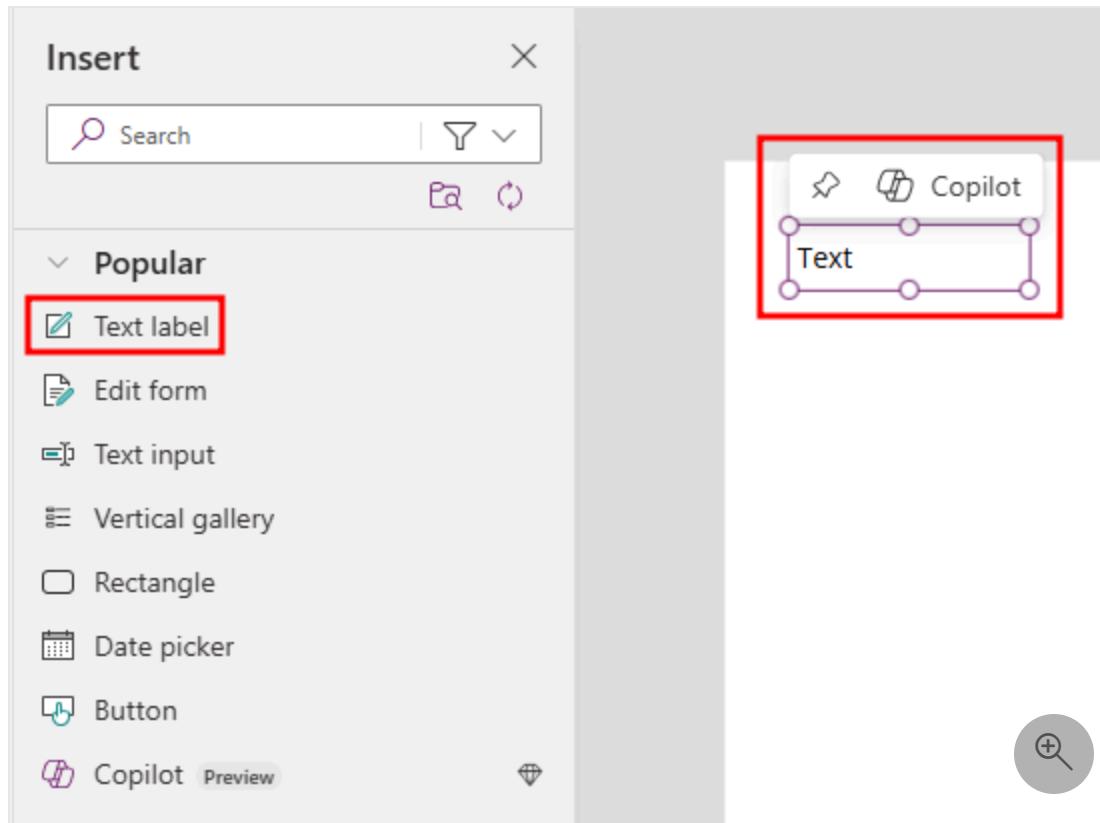
## Section 5: Add a header containing the app name and signed-in user's name

Follow these steps to add a header that contains the app name and the signed-in user's name

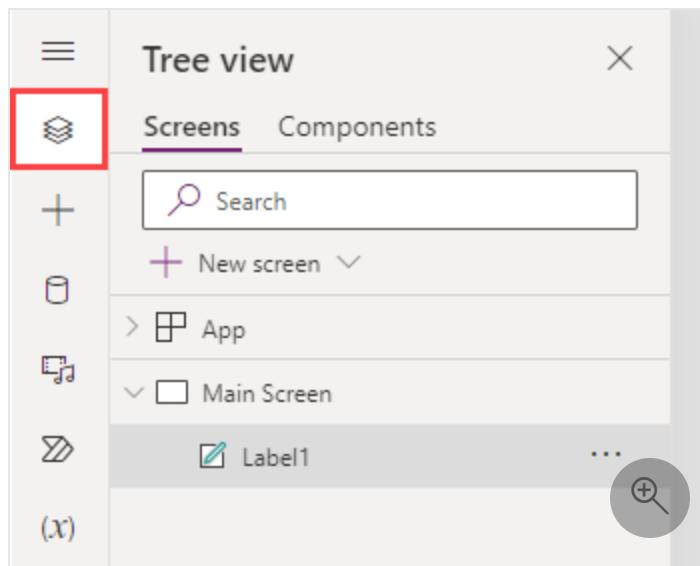
1. With **Main Screen** selected, select the **+ Insert** button.



2. Drag **Text label** from the Insert pane and then drop it on the Main Screen.



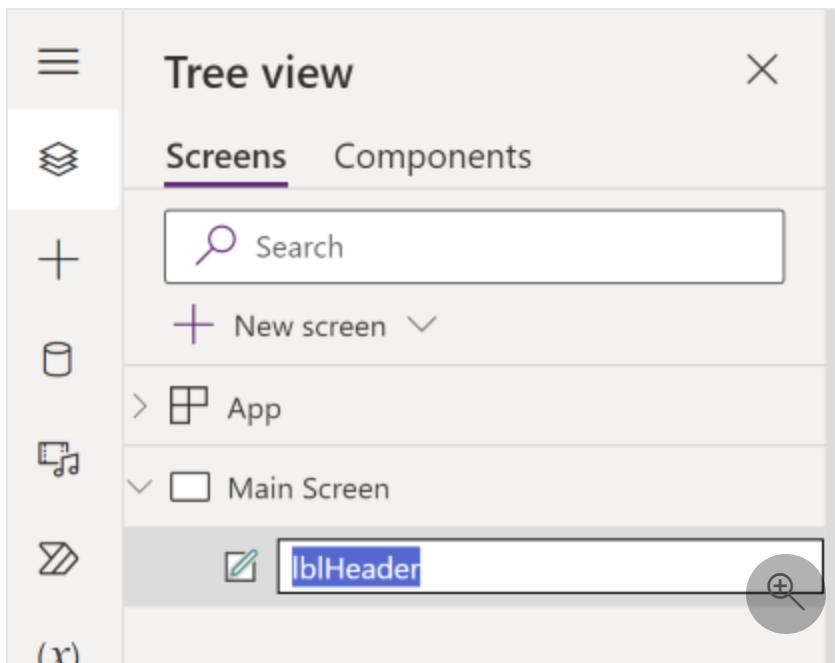
3. Select the **Tree view** tab.



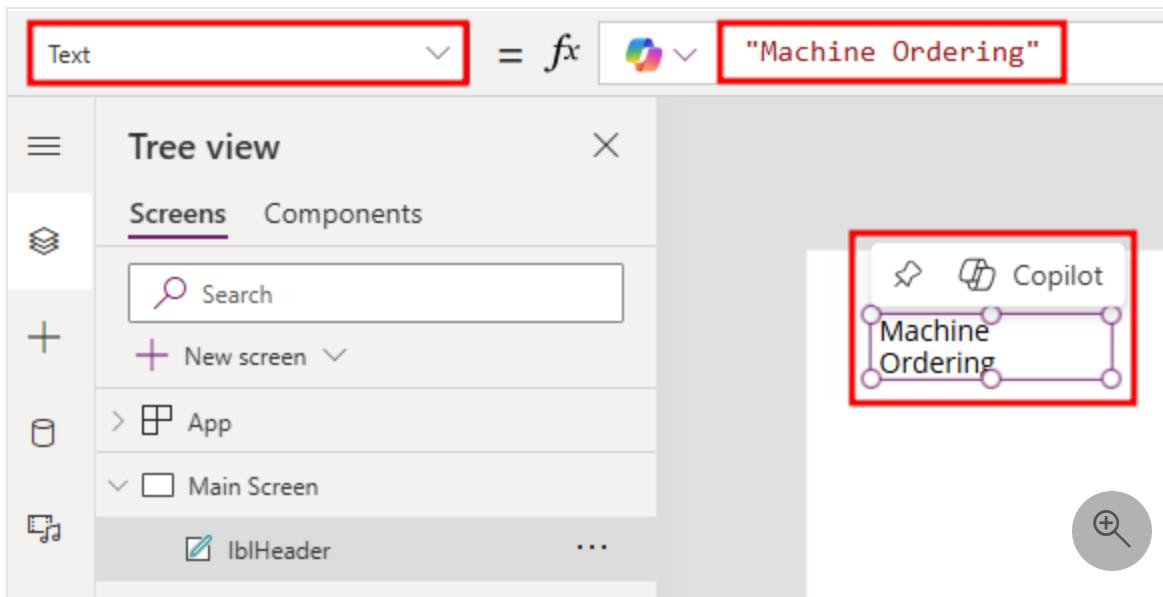
4. Rename **Label1** to **lblHeader** (refer to the previous task on renaming controls).

**Note**

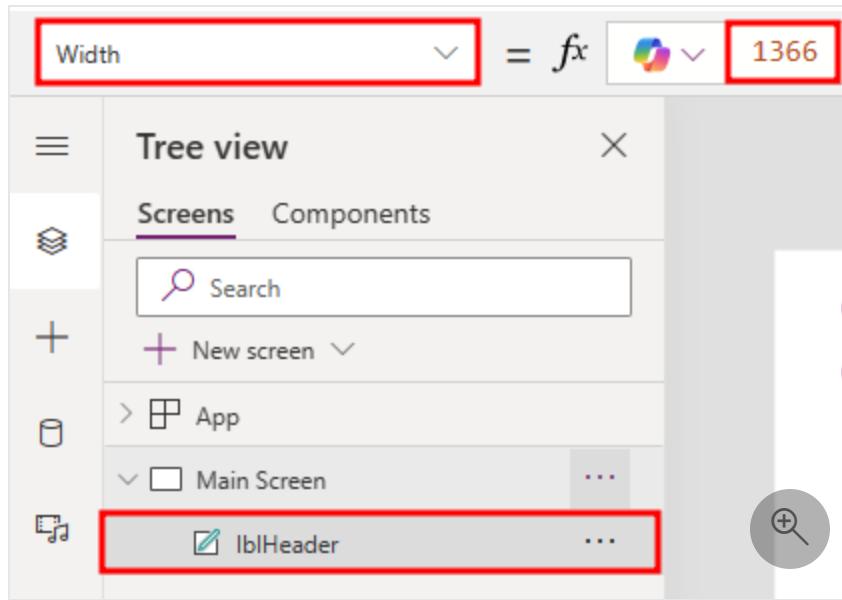
Make sure that you rename this label correctly so that subsequent instructions in the lab will work as expected.



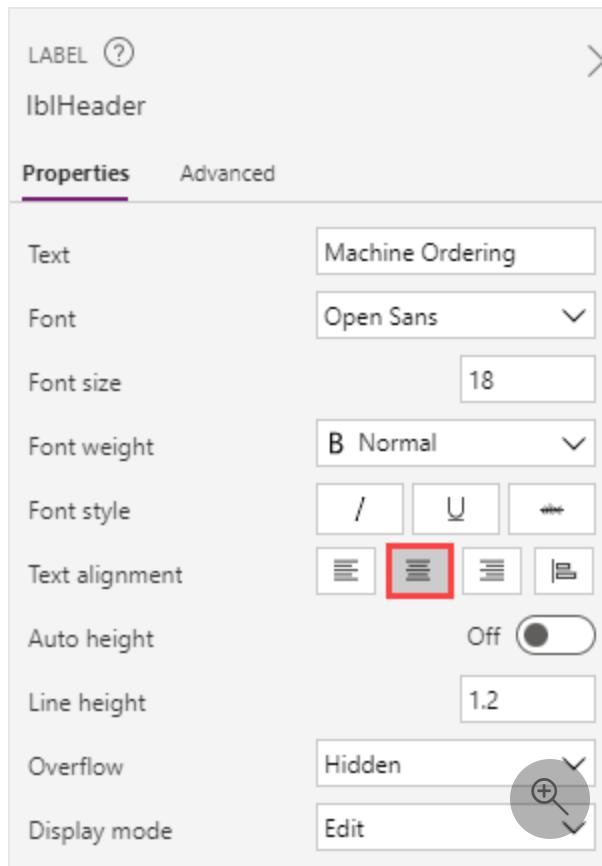
5. Select **Text** from the property dropdown list and then enter "Machine Ordering" in the formula bar. You can also type directly in the label.



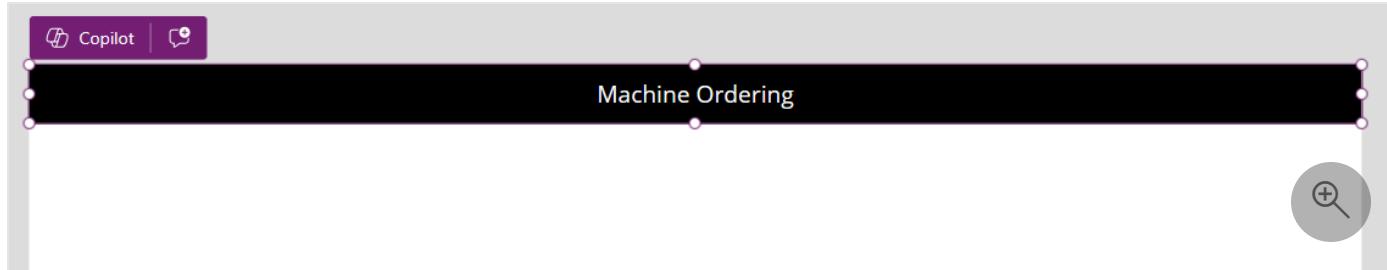
6. Set the **X** and **Y** values of the Header Label to **0**.
7. Set the **Width** of the Header Label to **1366**.



8. Select **Color** from the property dropdown list and set the **Color** value of the Header Label to `Color.White`.
9. Set the **Fill** value of the Header Label to `Color.Black`.
10. Set the **Size** value of the Header Label to `18`.
11. Set the **Height** value of the Header Label to `60`.
12. Go to the Properties pane and select **Align center** for the **Text alignment** value.



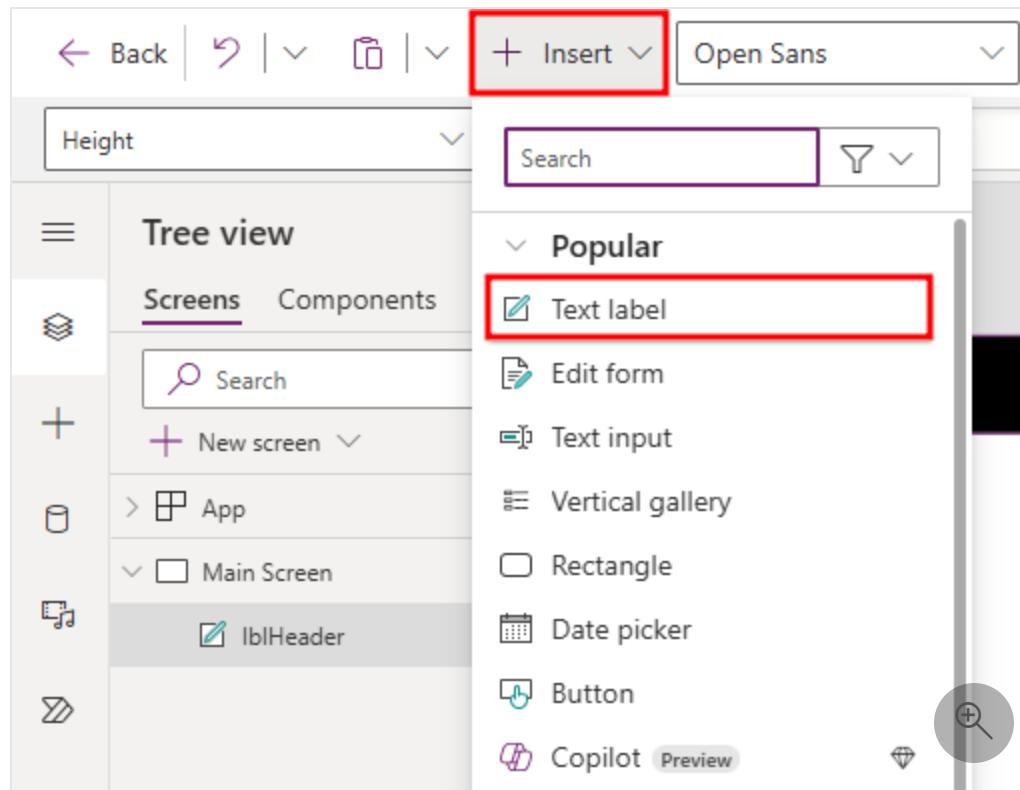
The header label should now resemble the following image.



### 💡 Tip

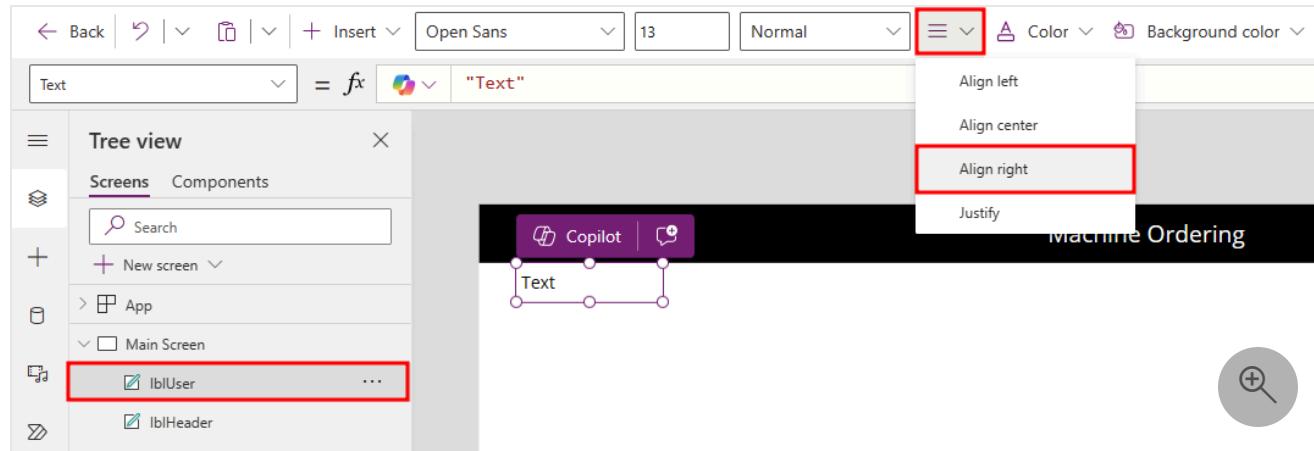
You can also use the formula bar or the **Advanced** tab to enter specific values, or you can use Power Fx formulas for any property on a control.

13. Select the **+ Insert** button and then add another **Text label** to the Main Screen. You use this label to display the signed-in user's name.



14. Rename the label to `lblUser`.

15. Select the User Label, select **Align**, and then select **Align right**.



16. Set the **X** value of the User Label to `1160`.

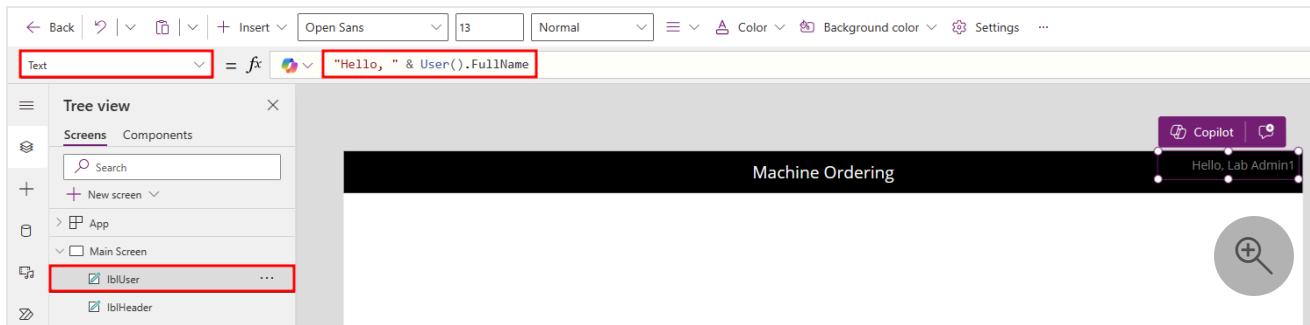
17. Set the **Y** value of the User Label to `0`.

18. Set the **Width** value of the User Label to `200`.

19. Set the **Color** value of the User Label to `color.Gray`.

20. Set the **Text** value of the User Label to the following formula:

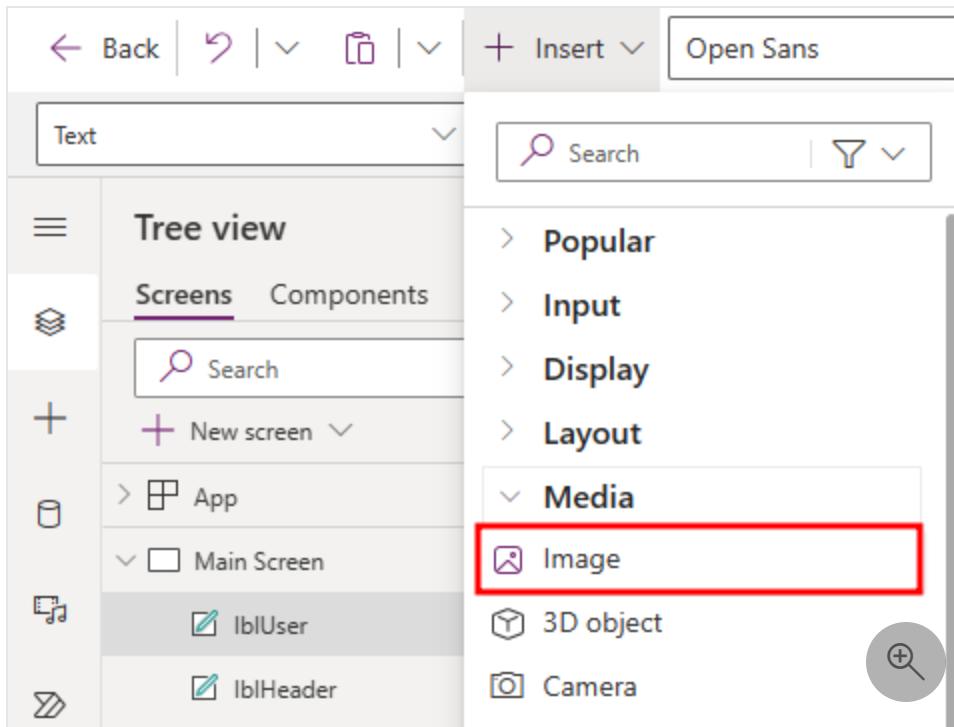
```
"Hello, " & User().FullName
```



### ⓘ Note

All functions in Power Apps are case sensitive. As you start typing "User," a dropdown menu of available choices will appear. It's a good idea to pick from the autocomplete options. Additionally, help text will display in the upper part of the screen, showing the required parameters. In this case, no input parameters are required.

21. Select **+ Insert**, expand the **Media** group, and then select **Image**.



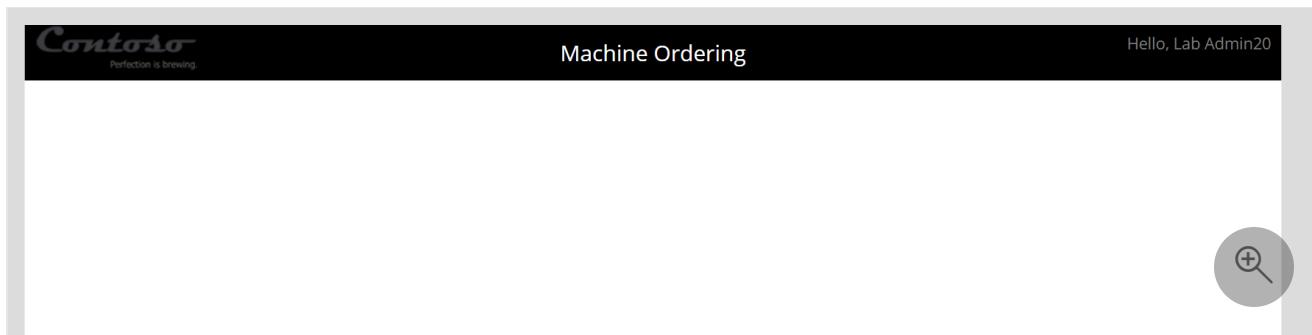
22. Rename the image `imgLogo`.

23. Set the **Image** value of the Logo Image to the following URL:

```
"https://images-us-  
prod.cms.commerce.dynamics.com/cms/api/qbvttlwqcm/imageFileData/MA20RY?  
ver=c4b6&m=6&q=100".
```



24. Set the **X** and **Y** values of the Logo Image to **0**.
25. Set the **Height** value of the Logo Image to **60**.
26. Set the **Width** value of the Logo Image to **200**.
27. The upper part of the screen should now resemble the following image.



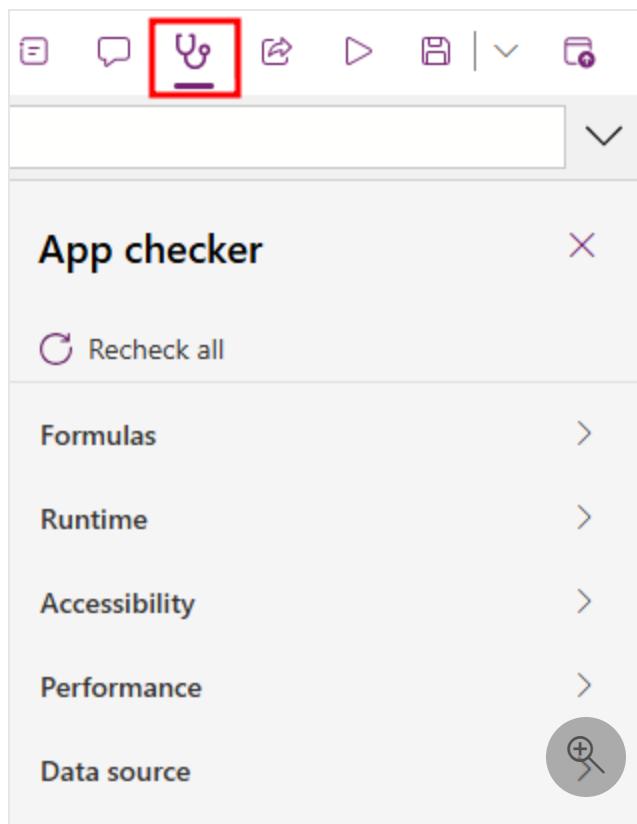
### ⓘ Note

The **User()** function in Power Apps allows you to retrieve the email, full name, and picture for the currently signed-in user. App users will always be signed in with their business or school account (Microsoft Entra ID credentials), so this information will always be available for any Power Apps application.

## Section 6: Save the application

In this task, you save an initial version of the app. It's a good practice to keep saving app updates at regular intervals.

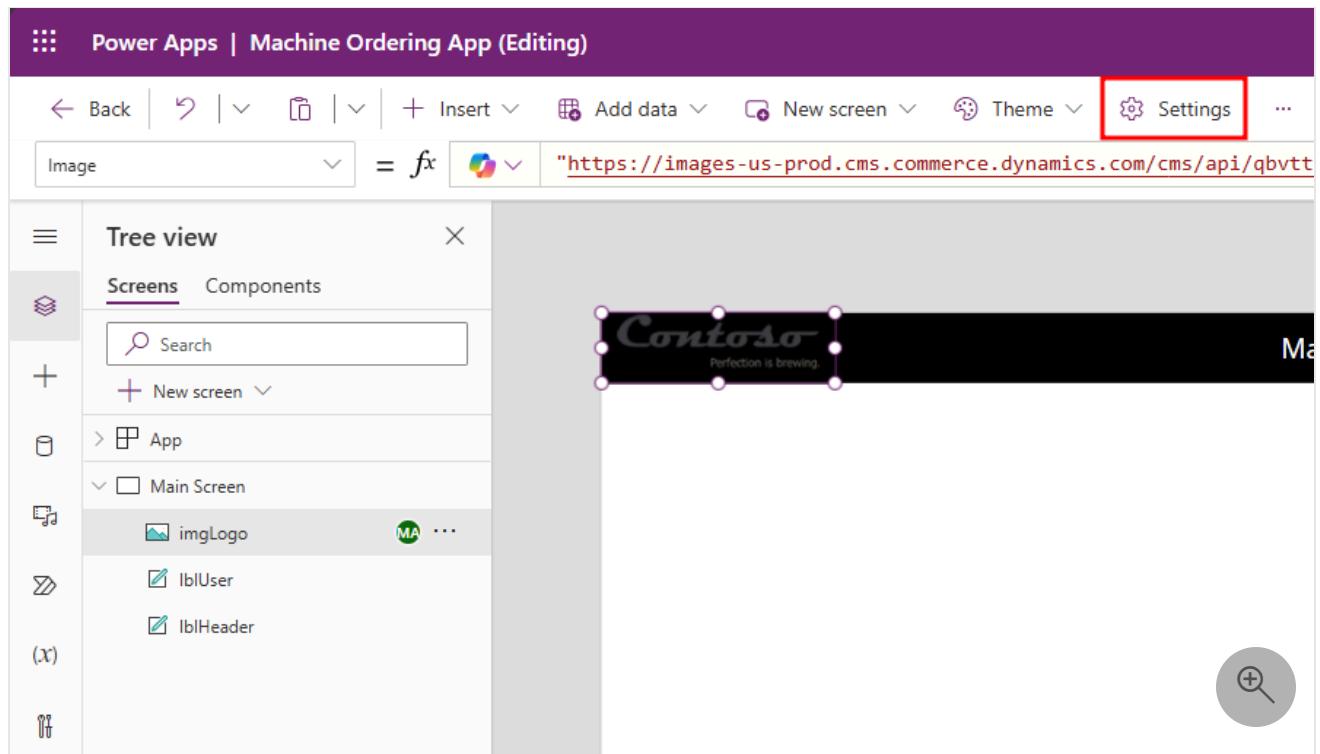
1. Check if errors have occurred in the app by selecting the App Checker icon.



2. The App Checker pane appears, displaying errors that have occurred.

3. Close the App Checker pane.

4. From the tool bar at the top of the screen, select Settings.



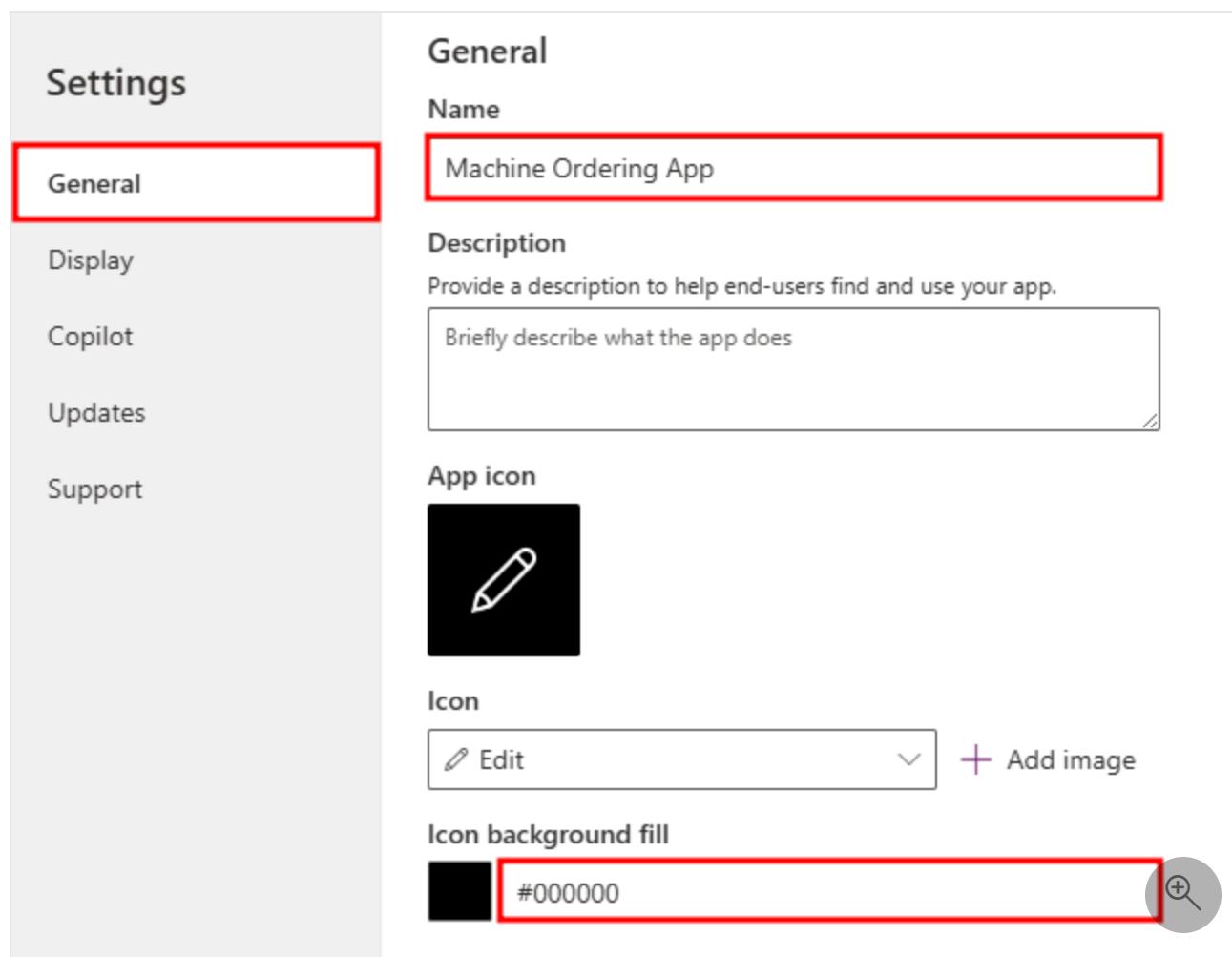
### Note

Settings may be located within the tool bar at the top of the page, or within the drop-down after selecting the ellipsis (...) within the tool bar.

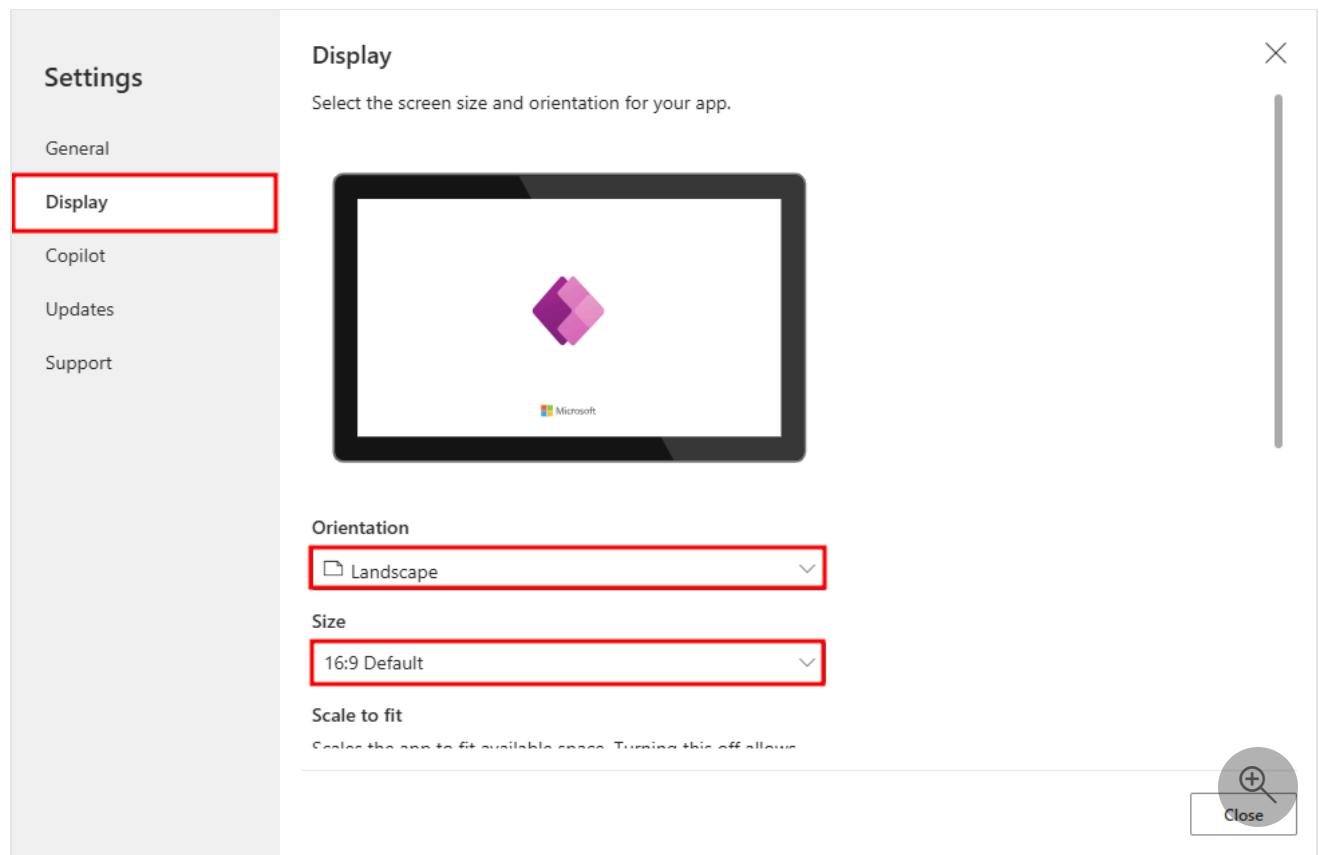
#### 5. Change the **Icon background fill** value to `Black`.

In the application settings page, you can:

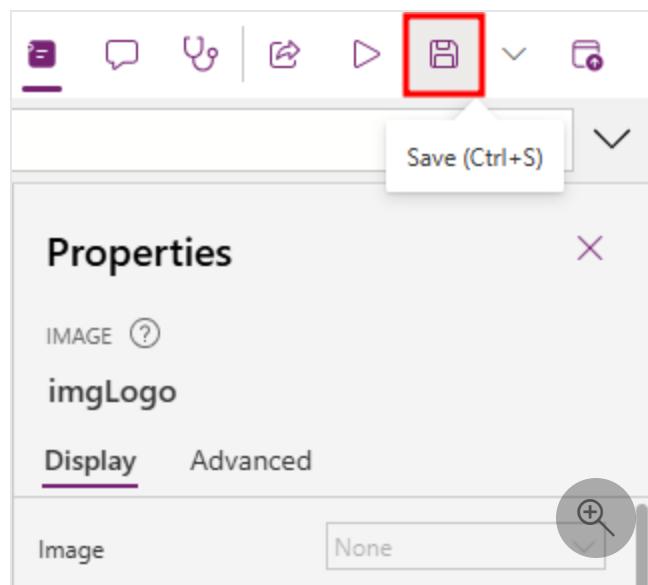
- Change your app name.
- Customize the app icon by choosing a background color and icon.



#### 6. Select the **Display** tab to view the available screen orientation and aspect ratio settings. For this app, you leave it at the default setting of Landscape with 16:9 aspect ratio.



7. Close the **Settings** dialog.
8. Select **Save** within the top right corner of the screen and wait for the application to be saved.



### 💡 Tip

In Power Apps, when you save a version of your app, the first version will be published by default and will be available to everyone whom you share the app with. Subsequent saves are

only visible to the app maker in the studio. You'll need to explicitly publish it so that all app users to get the update.

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# Exercise - Add a machine gallery and connect to the data source

25 minutes

In this exercise, you add a gallery of all available machines to help make it easier for users to browse the list and get a quick overview of the available machines.

## ① Note

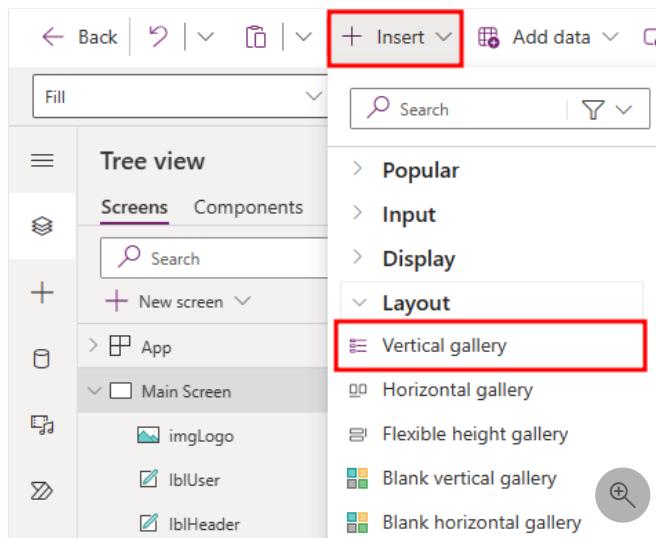
To complete the exercises, you'll need to use a few files. Download the [App in a Day files](#) for use in this module. The file folders that are in this download include:

- **Completed modules with instructions** - Package files to import the completed exercise steps.
- **Machine-Order-Data.xlsx** - File used in the exercises.

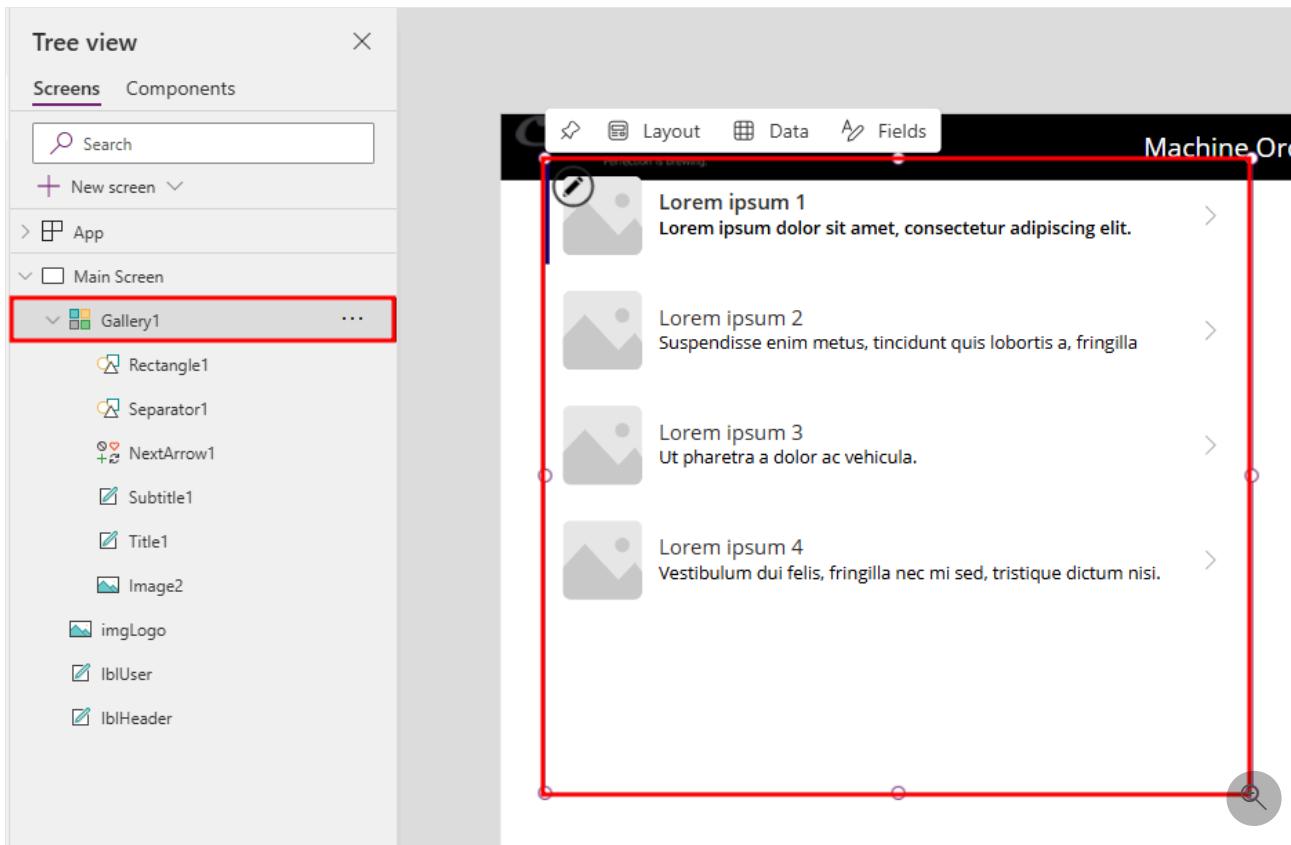
## Section 1: Add a machine type gallery

In this task, you add a gallery that lists the machine types. This gallery is a single-column, vertical gallery down the left side of the screen, with each cell displaying an image of the machine type. You use this gallery later as a filter for the machine gallery that you create.

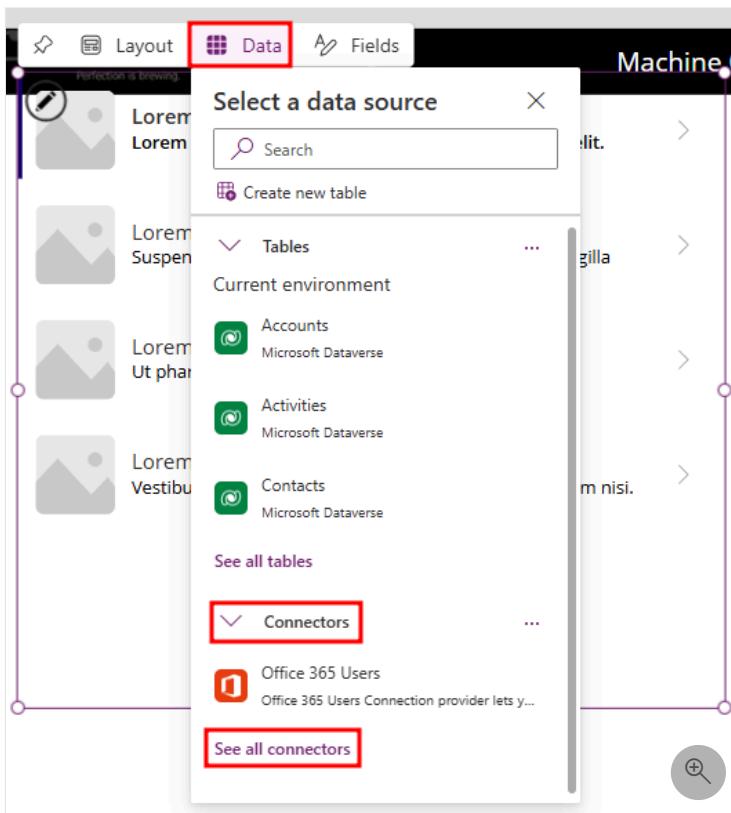
1. Select the **Main Screen** from the **Tree View** pane.
2. Select **+ Insert**, expand the **Layout** group, and then select **Vertical gallery**.



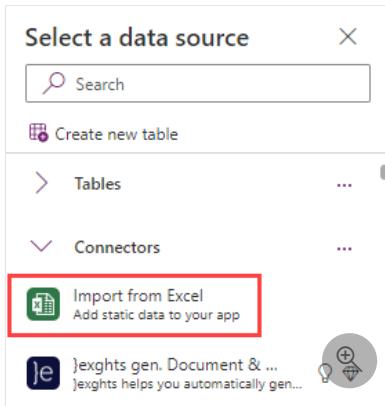
This action adds a gallery called **Gallery1** on the screen. The control tree view on the left will display this gallery with a rectangle, separator, next arrow, two labels and an image. The data pane will automatically appear when the gallery is created.



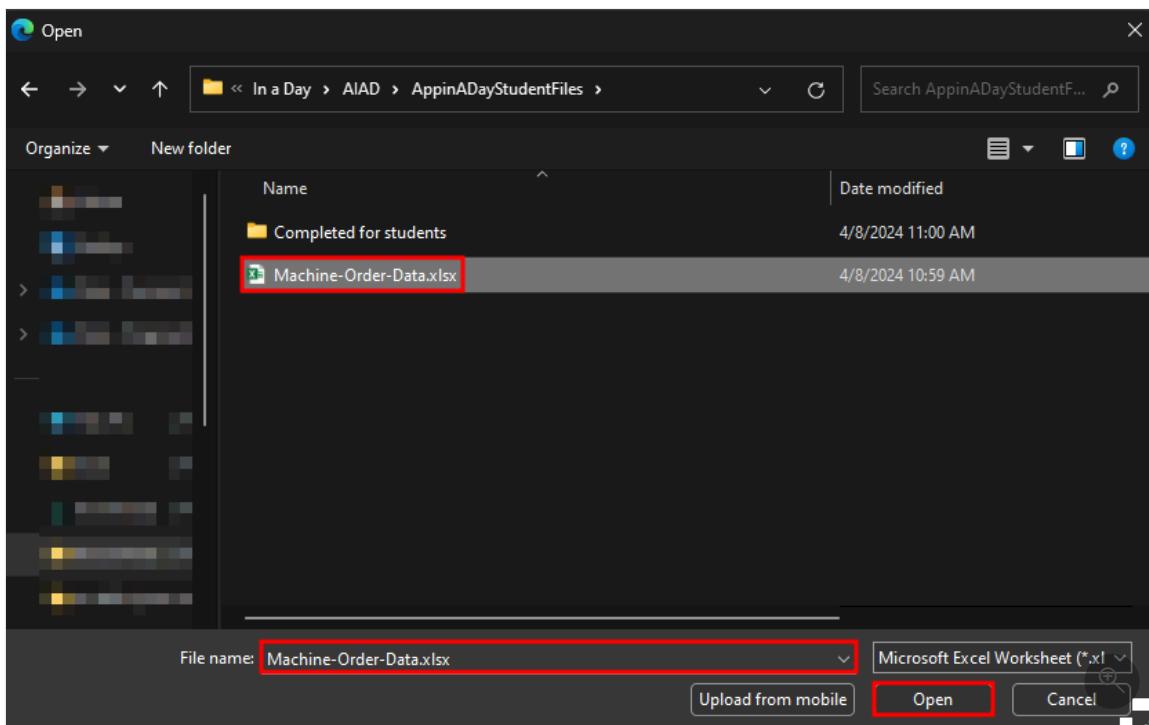
3. Select Data above the gallery, then expand Connectors and select See all connectors.



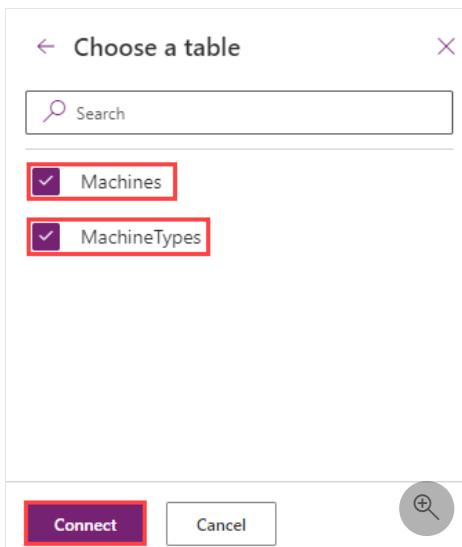
4. Select Import from Excel.



5. In the **File Open** dialog, browse to the location where you unzipped the data file (for example C:\AIAD\PAHandsOnLabContent) and then select [Machine-Order-Data.xlsx](#) to load it.



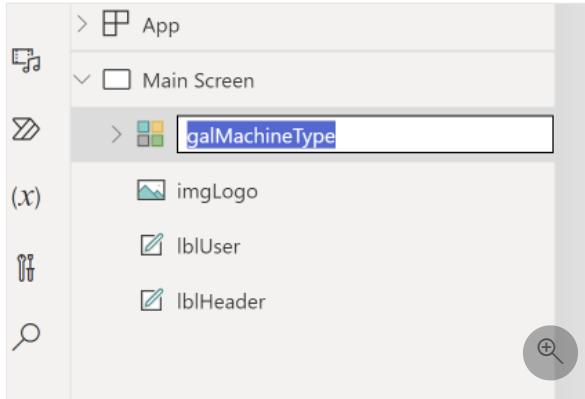
6. Select the **Machines** and **MachineTypes** tables and then select the **Connect** button. Now, both tables are added as static data into the application.



### ⓘ Note

In this lab, you'll work with tables that are imported from a static data file and embedded as resources in the app. If you were building a real solution, the same tables would likely be stored in the cloud, such as in a SharePoint list, a SQL table, or a Microsoft Dataverse table.

7. Rename the gallery as `galMachineType`.



## Section 2: Work with galleries

Galleries provide a powerful way to visualize tabular data in Power Apps. It's important that you become familiar with customizing a gallery. Key components of a gallery are the gallery control, the template cell (first cell), and controls within the template cell.

To select the entire gallery, select the gallery in the tree view on the left or select the second or third cell. Selecting any cell that isn't the first cell of the gallery selects the entire gallery. Now, you can specify properties that apply to the entire gallery, such as the `Items` property, which is the data source, the gallery fill color, borders, and more.

To customize how each item is displayed in the gallery, you customize the template cell. Select the template by selecting in the first cell of the gallery, or you can select the pencil icon in the upper-left corner when the entire gallery is selected.

Now, you can add, remove, and customize the controls within the template cell. These changes repeat across each item or row in the table.

If you select the machine image in the template cell, you can change its size. Notice how the size of the image changes in all cells.

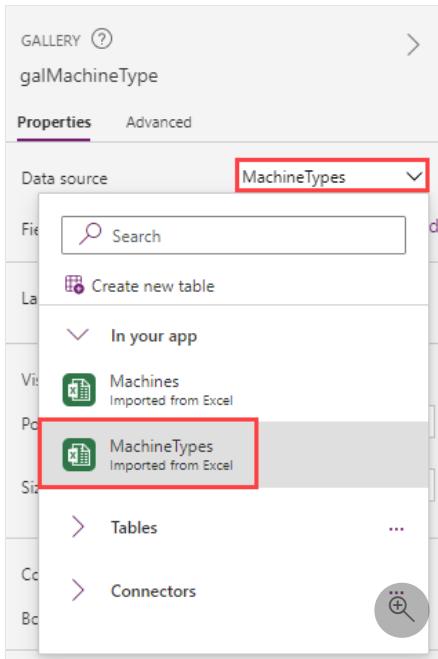
Additionally, you can test your gallery directly on the canvas by pressing the `Alt` key on your keyboard to activate.

You customize the machine gallery in subsequent steps.

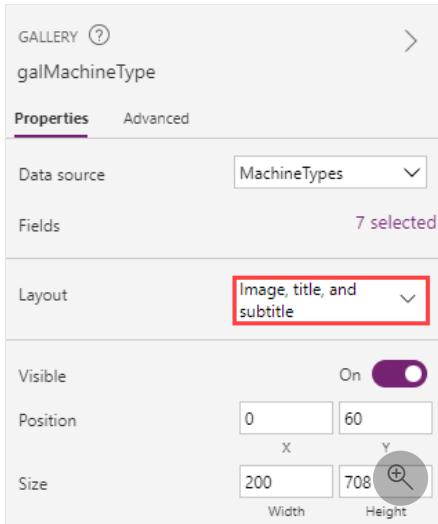
You don't need to make the gallery pixel perfect; the purpose of this exercise is to get your app working with an acceptable user experience (UX). You can always repeat these labs to practice your pixel-perfect skills.

When you're working with control positioning, **X** refers to horizontal positioning, and **Y** refers to vertical positioning.

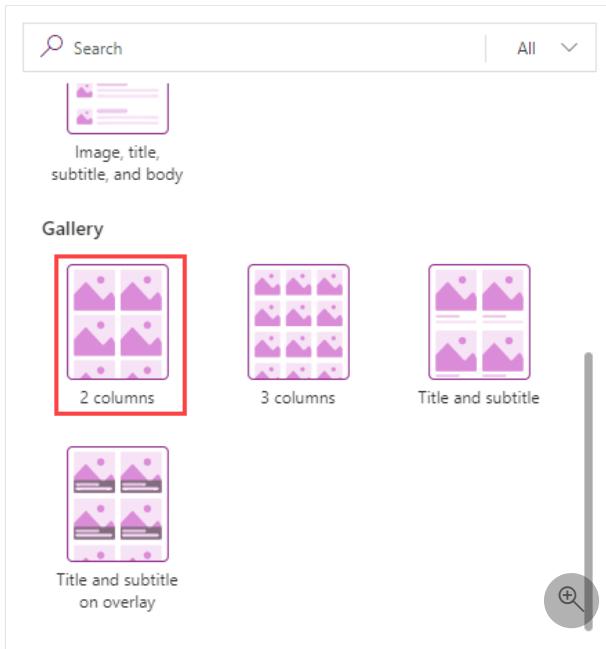
1. Select the **Machine Type Gallery**, go to the **Properties** pane, and select **MachineTypes** as the **Data source**.



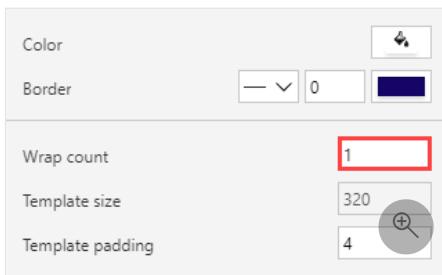
2. Set the **X** value of the Machine Type Gallery to `0`.
3. Set the **Y** value of the Machine Type Gallery to `60`.
4. Set the **Width** value of the Machine Type Gallery to `200`.
5. Set the **Height** value of the Machine Type Gallery to `708`.
6. Select **Machine Type Gallery**, and in the **Properties** tab on the right, select **Layout**.



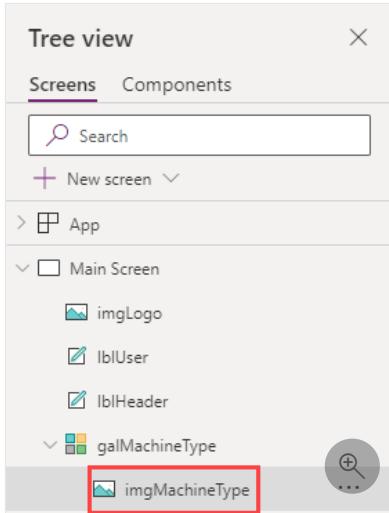
7. Scroll down to the **Gallery** section and select **2 Columns**.



8. Change the **Wrap count** to **1**. This setting changes the gallery to a single-column gallery.



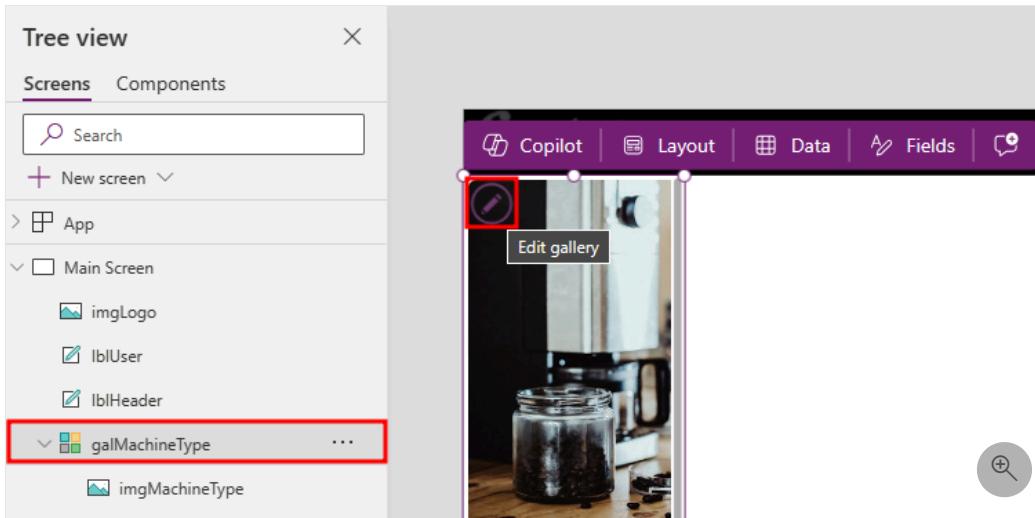
9. Select the **image control** within the gallery. Rename the image as `imgMachineType`.



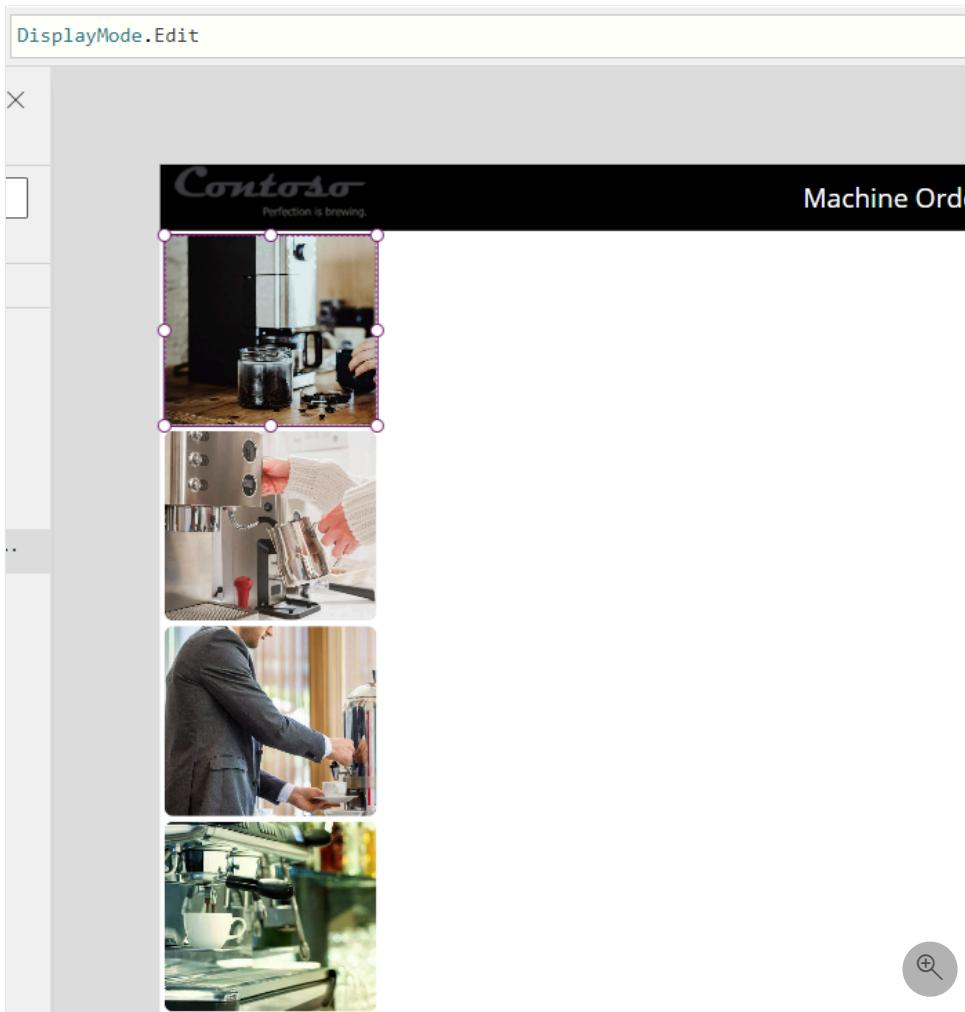
10. Set the **Image** value to the following formula, which will set the image value to the photo URL:

```
ThisItem.Photo
```

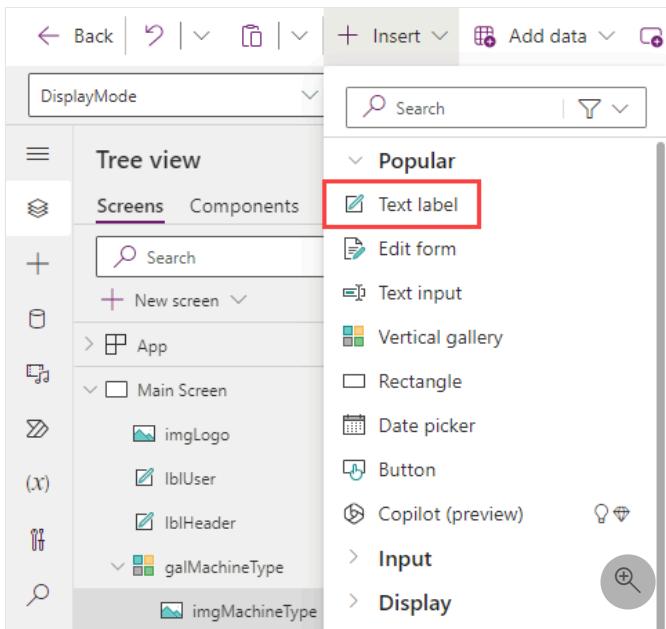
11. Select the **galMachineType** gallery and select the **Edit gallery** pencil to put the gallery in edit mode.



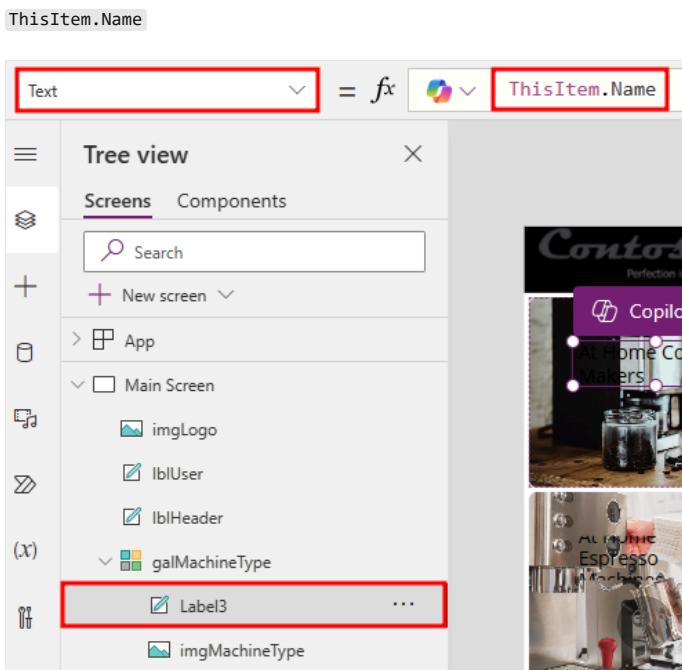
12. Reduce the height of the template cell so that all four images occupy the gallery without you having to scroll to view them. You want the image to occupy the entire cell.



13. Make sure that the template cell of the gallery is still selected. Select **Insert** and then select **Text label**.



14. Set the **Text** value of the label to the following formula:



15. Set the **X** value of the label to **0**.

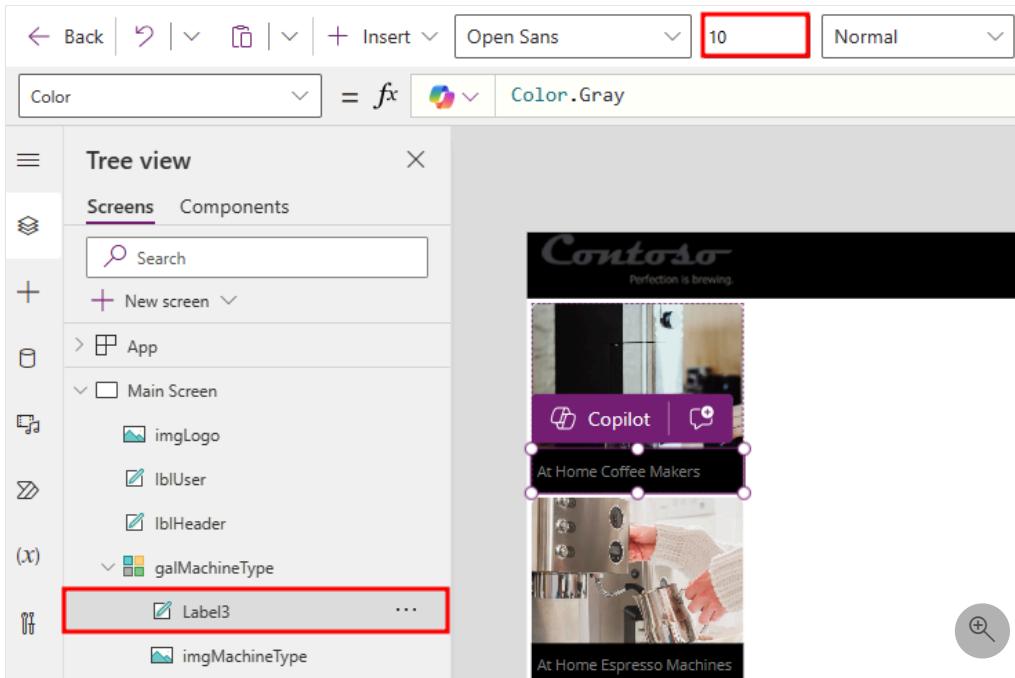
16. Set the **Y** value of the label to **132**.

17. Set the **Width** value of the label to **192**.

18. Change **Fill color** to **Color.Black**.

19. Change **Color** to **Color.Gray**.

20. Using the tool bar at the top of the page, change the **Size** to **10**.



The main screen should now resemble the following image.

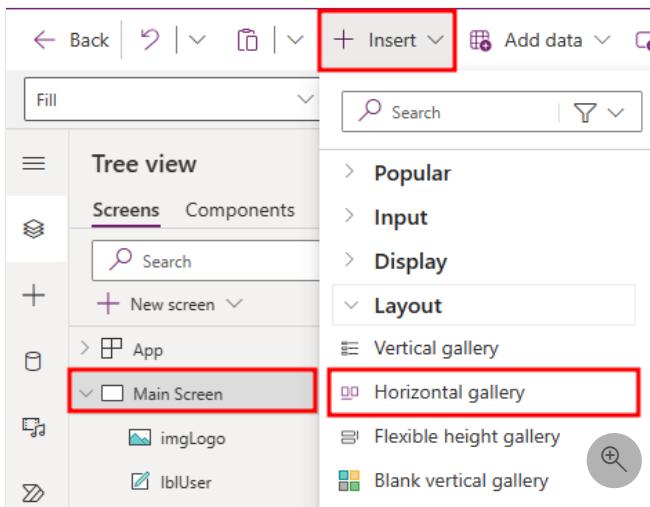


21. Select **Save** and then wait for the application to be saved.

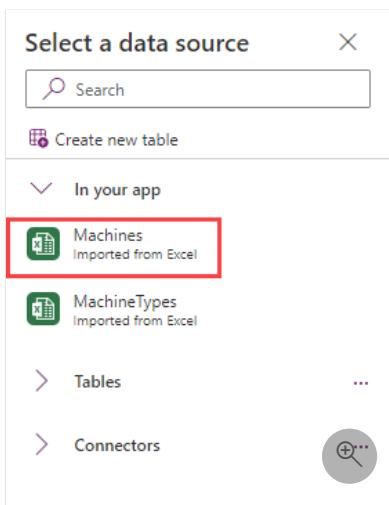
## Section 3: Add a machine gallery

Follow these steps to add a machine gallery:

1. Select **Main Screen**, then select the **+ Insert** drop-down, expand the **Layout** group, and then choose **Horizontal gallery**.



2. Select Machines as the data source.



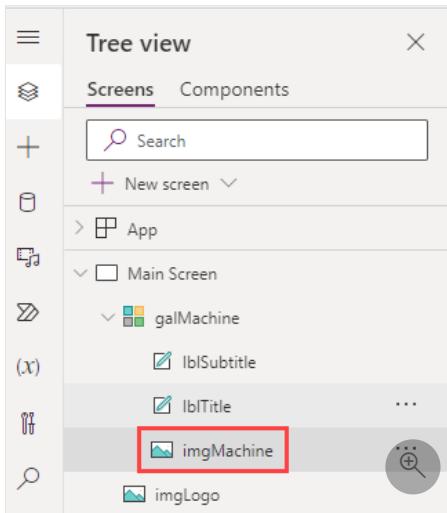
3. Rename the gallery to `galMachine`.



## Section 3: Arrange the Machine Gallery

To arrange the machine gallery, follow these steps:

1. Expand the **Machine Gallery** which was renamed `galMachine` and rename the controls according to picture below. Then, select the `imgMachine` control.



2. Set the **Image** value of the image to the following formula:

```
ThisItem.Photo
```

3. From the gallery **galMachine**, select the **Title** renamed **lblTitle**.

4. Set the **Text** value of the title to the following formula:

```
ThisItem.'Machine Name'
```

5. From the gallery **galMachine**, select the **Subtitle** renamed **lblSubtitle**.

6. Set the **Text** value of the subtitle to the following formula:

```
ThisItem.Price
```

7. Select the entire **galMachine** from the Tree View pane.

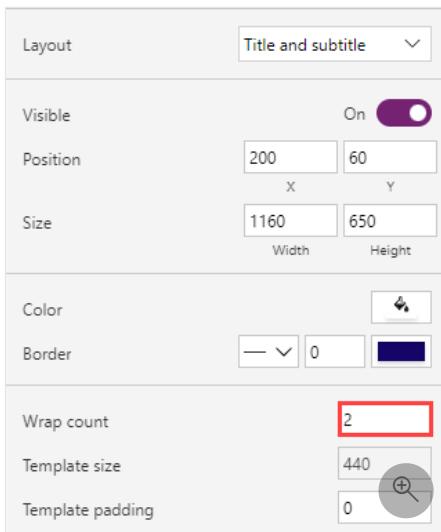
8. Set the **X** value of the Gallery to **200**.

9. Set the **Y** value of the Gallery to **60**.

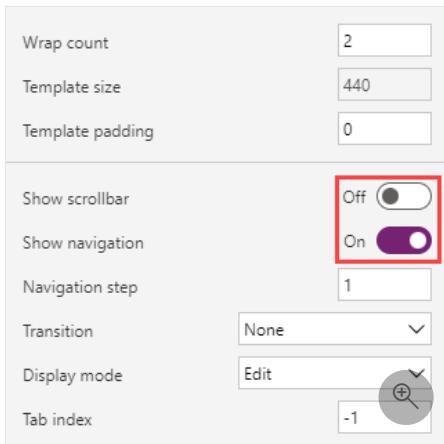
10. Set the **Width** value of the Gallery to **1160**.

11. Set the **Height** value to **650**.

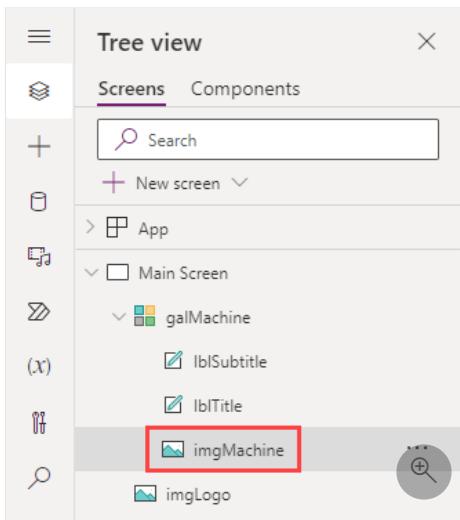
12. Select the **galMachine** from the Tree view pane, go to the **Properties** pane, and set the **Wrap count** to **2**.



13. Set the Show scrollbar toggle to Off and the Show navigation toggle to On.



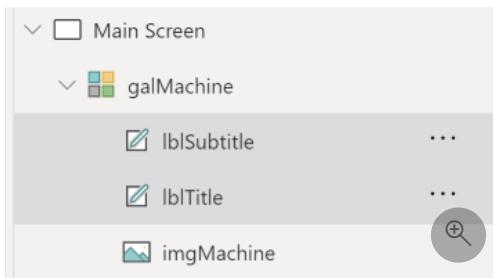
14. Select the image inside the galMachine within the Tree view pane.



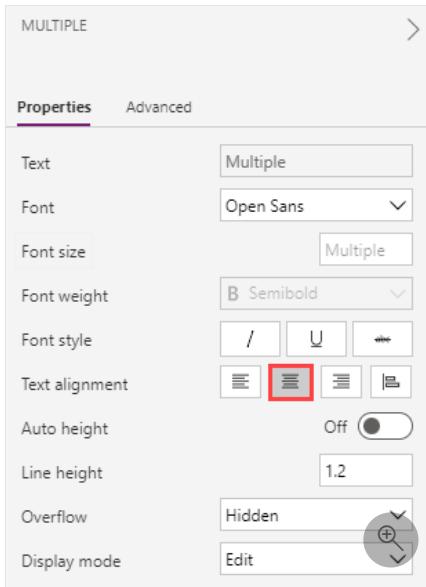
15. Set the Width value of the image to 200.

16. Set the Height value of the image to 170.

17. Select the lblTitle and lblSubtitle inside the gallery. Press the Ctrl key to select multiple controls.



18. Go to the properties and select Center for Text alignment.



19. Select galmachine and then select the Pencil to edit the gallery.

The screenshot displays two overlapping interfaces. On the left is the 'Tree view' sidebar, which lists 'Screens' and 'Components'. Under 'Screens', 'Main Screen' is expanded, showing a node named 'galMachine' (highlighted with a red box). To the right is a product catalog interface for 'Contoso'. The top navigation bar includes 'Copilot', 'Layout', and 'Data'. Below the navigation, there are two main sections: 'At Home Coffee Makers' (with an image of a machine dispensing coffee) and 'At Home Espresso Machines' (with an image of a person using a machine). A specific product, 'Barista Lite', is highlighted with a red box around its edit icon (a pencil inside a circle). The price '699' is also visible next to the product image.

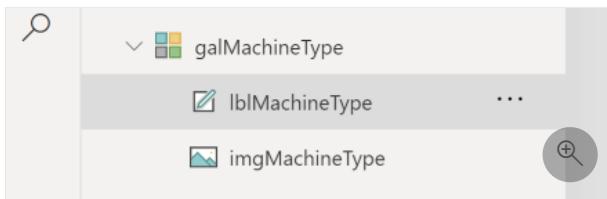
20. Make the template narrower until a total of 8 machines are visible.

Category	Model	Price
At Home	Barista Lite	699
	Crema Café	999
	Crema Café XL	1199
Commercial	Barista Lite	999
	Crema Café	1199
	Crema Café XL	999

## Section 4: Highlight the selected item in the gallery

In this task, you use the **TemplateFill** property of the Machine Type Gallery to specify a highlight color for the selected item. You can decide how you want to indicate the selected item. You'll also change the label fill for this gallery.

1. Expand the **galMachineType** in the Tree View, rename the Label control to **lblMachineType**. Then, select the **lblMachineType** control.

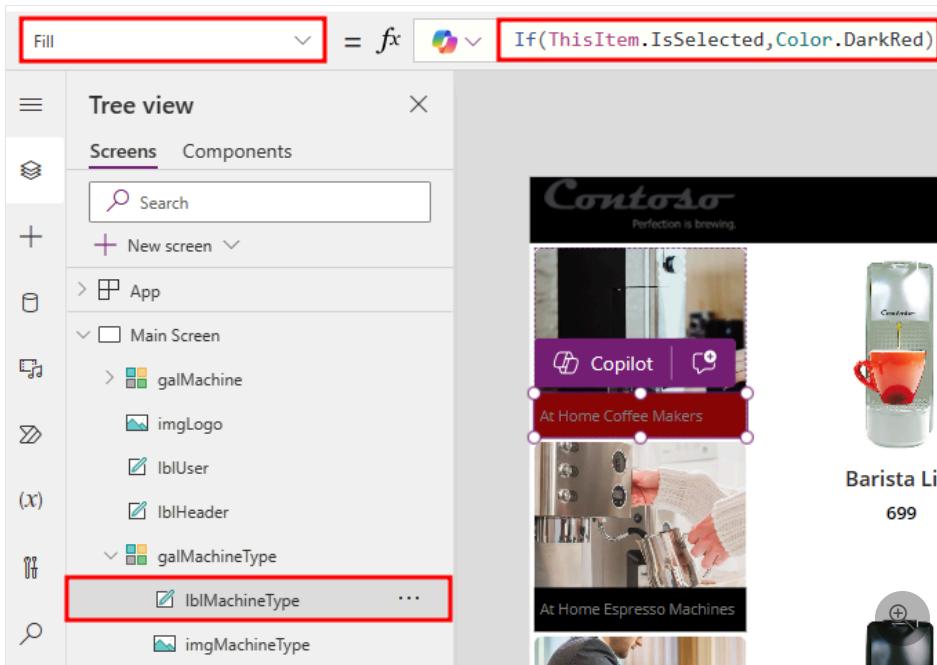


2. Change the **Fill** value of the label to the following formula. This Power Fx formula sets the label fill to dark red for the selected item.

```
If(ThisItem.IsSelected,Color.DarkRed)
```

Alternatively, you could set the **Fill** property to: `If(ThisItem.IsSelected,ColorFade (lblHeader.Fill,75%))`

We recommend that you use this approach so that the fill color matches the header label with a 75 percent fade. If you change the fill color of header label, the fill color of the selected item in the gallery will automatically change.



3. Try using the preview mode to perform a quick test of this highlighting. You can enable preview mode by holding down the Alt key (also known as the Option key) and selecting a few different manufacturers in the gallery. Notice that the selected item in the manufacturer gallery is highlighted. The preview mode ends when you stop holding the key.

Alternatively, you could select the Play button to enter preview mode. To exit preview mode, select the X in the upper-right corner or press the Esc key.

## Section 5: Filter the machine gallery based on the selected machine type

In this task, you use the **Filter()** function to filter items in the **galMachine** to only display machines that match the selected item in the **galMachine**.

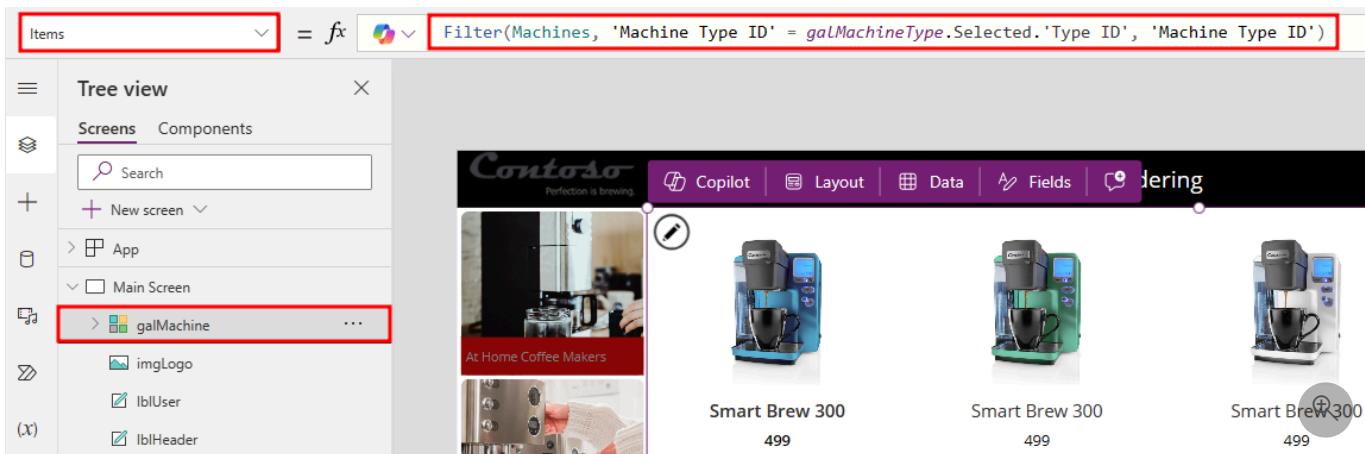
1. Select the **galMachine**.

2. Set the **Items** value to the following formula:

```
Filter(Machines, 'Machine Type ID' = galMachineType.Selected.'Type ID', 'Machine Type ID')
```

For alternate/European locales, enter the following formula:

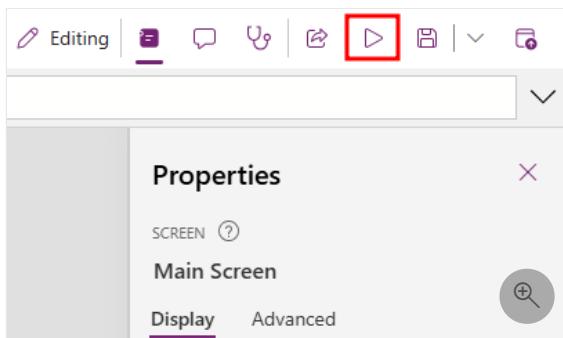
```
Filter(Machines; 'Machine Type ID' = galMachineType.Selected.'Type ID'; 'Machine Type ID')
```



The Machine Gallery should now show machines that match the selected item of the machine types.



3. Select the **Preview the app** button found in the top right corner of the screen.



The app should load.

4. Select an item from the navigation menu to the left of the **galMachine**. The machine gallery should show machines that match the selected machine type.

5. Close the preview.

Category	Model	Price
At Home Coffee Makers	Barista Lite	699
	Crema Café	999
At Home Espresso Machines	Crema Café XL	1199
	Crema Café XL	1199
Commercial Coffee Makers	Barista Lite	699
	Crema Café	999
Commercial Espresso Machines	Crema Café XL	1199
	Crema Café	999

#### ! Note

If you get an error when entering the **Filter()** command, check the name of the machine type gallery. The name in the filter command must match the name of your gallery.

For more information about the **Filter()** function, see [Filter lookup](#).

For a complete set of expressions, see [Power Fx formula reference](#).

## Section 6: Set up text labels in the machine gallery

To set up text labels in the machine gallery, follow these steps:

1. Select the gallery **galMachine** within the Tree view pane.
2. To add the dollar sign (\$) to the Subtitle, change the Text value of the expression to the following formula:

```
Text(ThisItem.Price,"###,##0.00")
```

For alternate/European locales, enter the following formula: `Text(ThisItem.Price;"###.###,00")`

#### ! Note

After you've entered the preceding value in the formula bar, it will automatically resolve to include your locale, such as [  
-en-US]. If an error occurs, your locale might not be supported yet, in which case, as a workaround, you can manually change it to [-en-US].

## Section 7: Conditional formatting to highlight machines above \$10,000

You can make spotting machines that cost more than \$10,000 easier by displaying the price in red font.

- Under the **gallMachine**, select the **LblSubtitle** that displays the price and then set the **Color** value to the following:

```
If(Value(ThisItem.Price)>10000,Color.OrangeRed,Color.Gray)
```

For alternate/European locales, enter the following formula: `If(Value(ThisItem.Price)>10000;Color.OrangeRed;Color.Gray)`

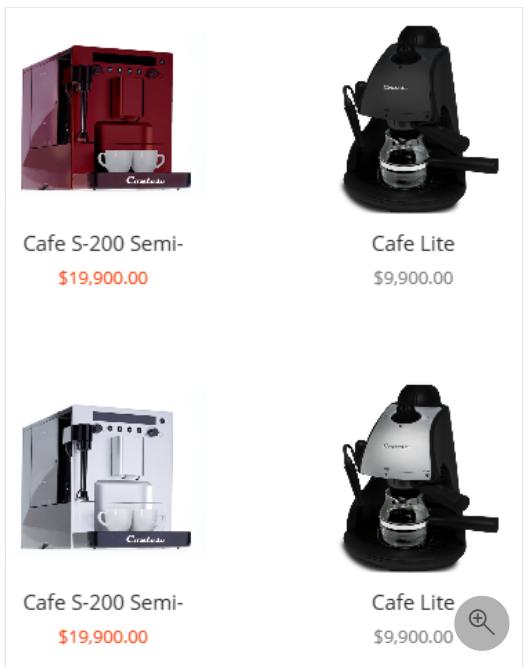
### ⚠ Note

As you're entering this formula, notice that autosuggest shows a choice of matching colors. Power Apps comes with a set of standard colors that you can reference in any property that accepts a color value. You can also set specific RGB color values.

For a full list of color functions and colors, see [Function colors](#).

- Select **Preview the app**.

- Select **Commercial Espresso Machines** from the Machine Type Gallery. The price for machines that are over \$10,000 should become red.



#### Note

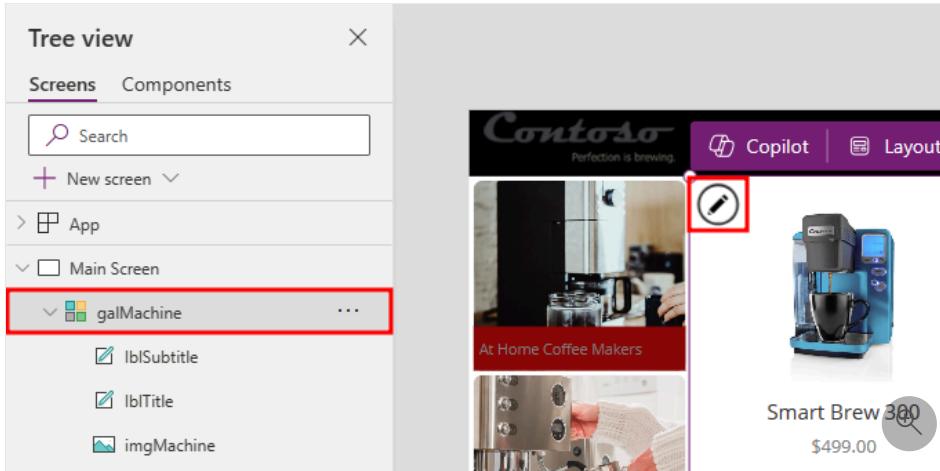
If a border appears around the Machine Gallery while in Preview mode, you can change the color to not appear. To do so, close out of the preview mode, navigate to the **galMachine** gallery pane, and set the border color to **Transparent**.

1. Close the preview.
2. Select **Save** and then wait for the application to be saved.

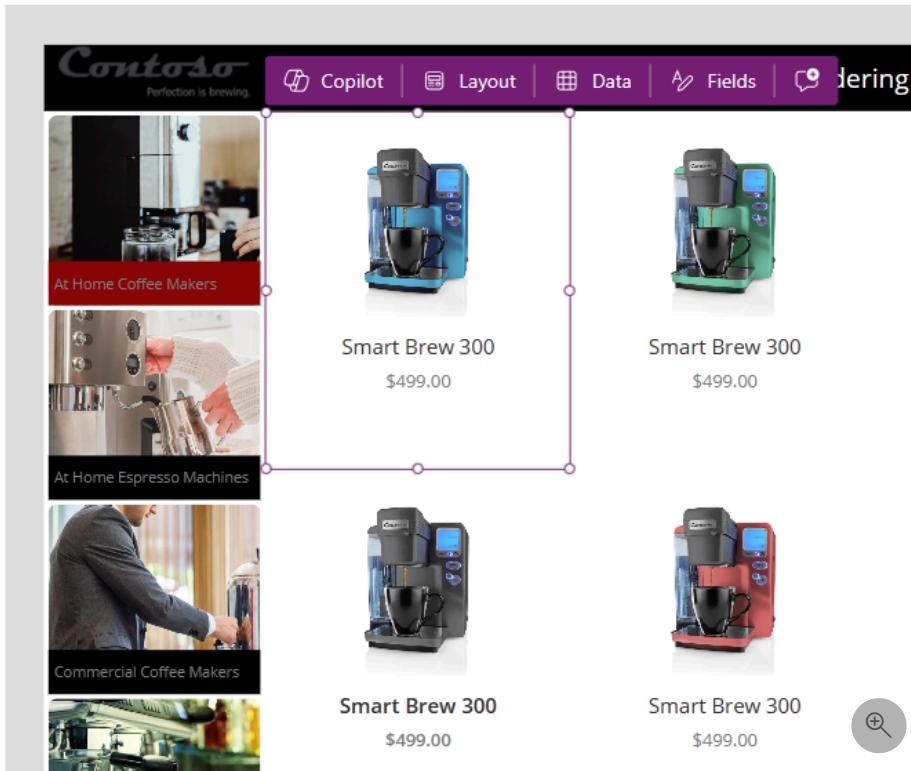
## Section 8: Add a checkbox to add a machine to the Compare list

Now, you'll want to allow users to select multiple machines to compare before making a final selection on the next screen.

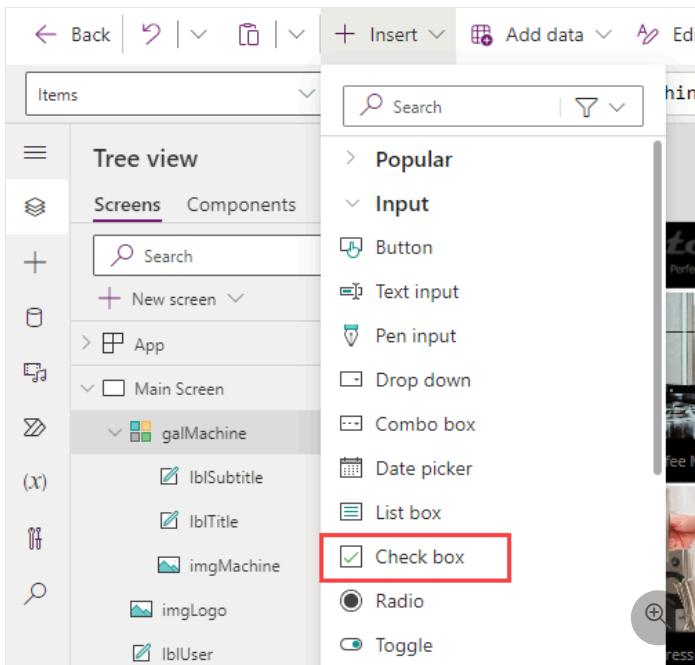
1. Select the **galMachine** from the Tree view pane and then select the **Edit gallery** pencil icon in the upper left of the gallery.



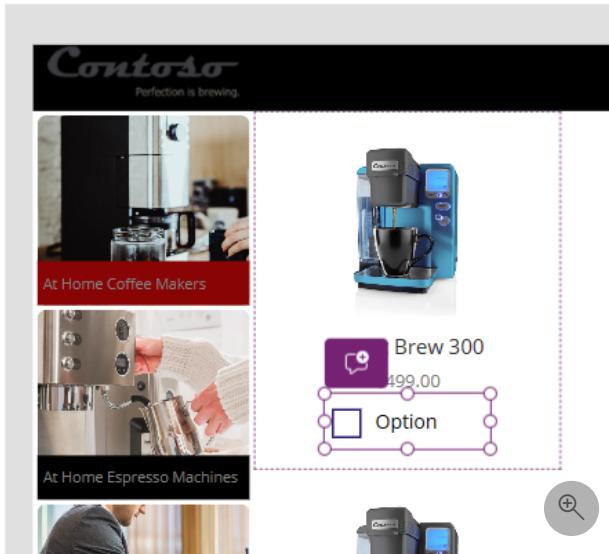
2. Make sure that only the first item in the gallery is selected (not the entire gallery).



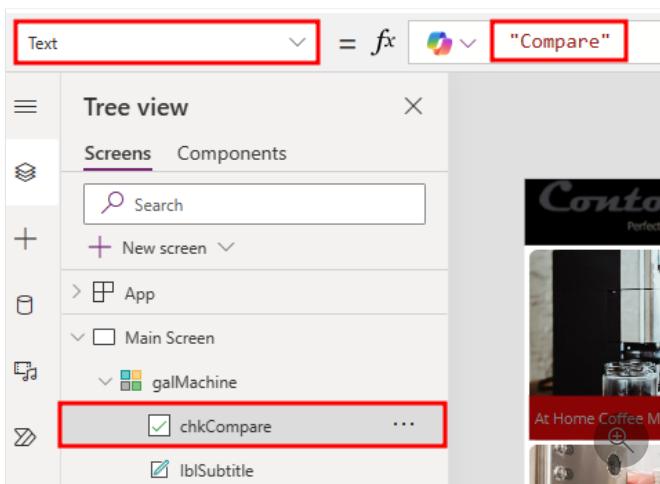
3. Select the **+ Insert** drop-down, expand the **Input** group, and then select **Check box**.



4. Rename the checkbox to `chkCompare`. Move the inserted checkbox below the price.



5. Change the checkbox text to `Compare` by changing the **Text** property value within the formula bar.

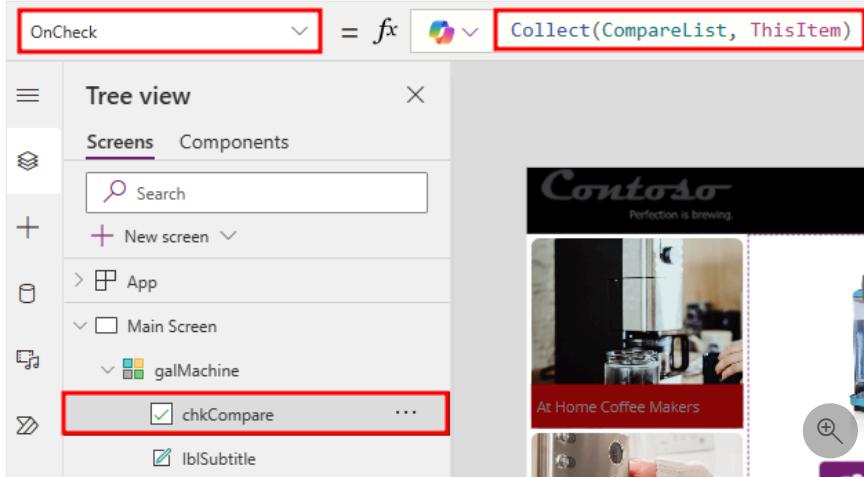


## Section 9: Create a collection for the selected machines

When a user selects a machine to compare, you add it to a collection called **CompareList**. Consider this collection as an in-memory collection of machines that have been selected for comparison.

1. Select the **Checkbox** renamed to **chkCompare** from within the Tree view pane and change the **OnCheck** value to the following formula:

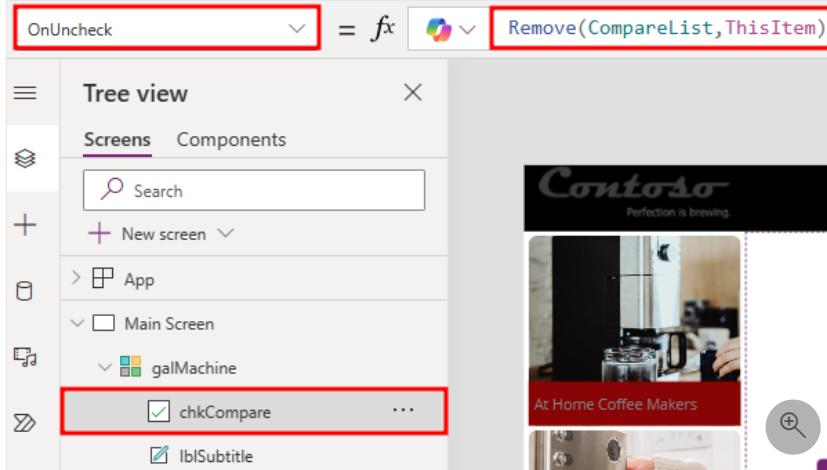
```
Collect(CompareList, ThisItem)
```



2. Set the **OnUncheck** value to the following formula:

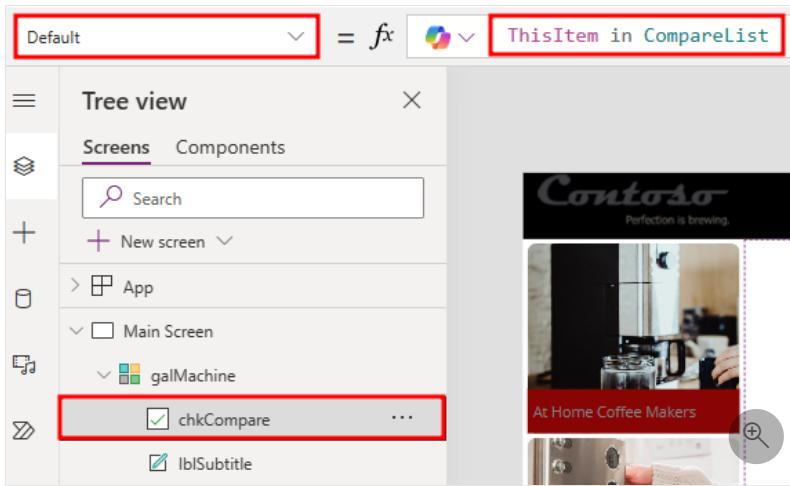
```
Remove(CompareList, ThisItem)
```

This step is required to make sure unchecked items are removed from the collection.



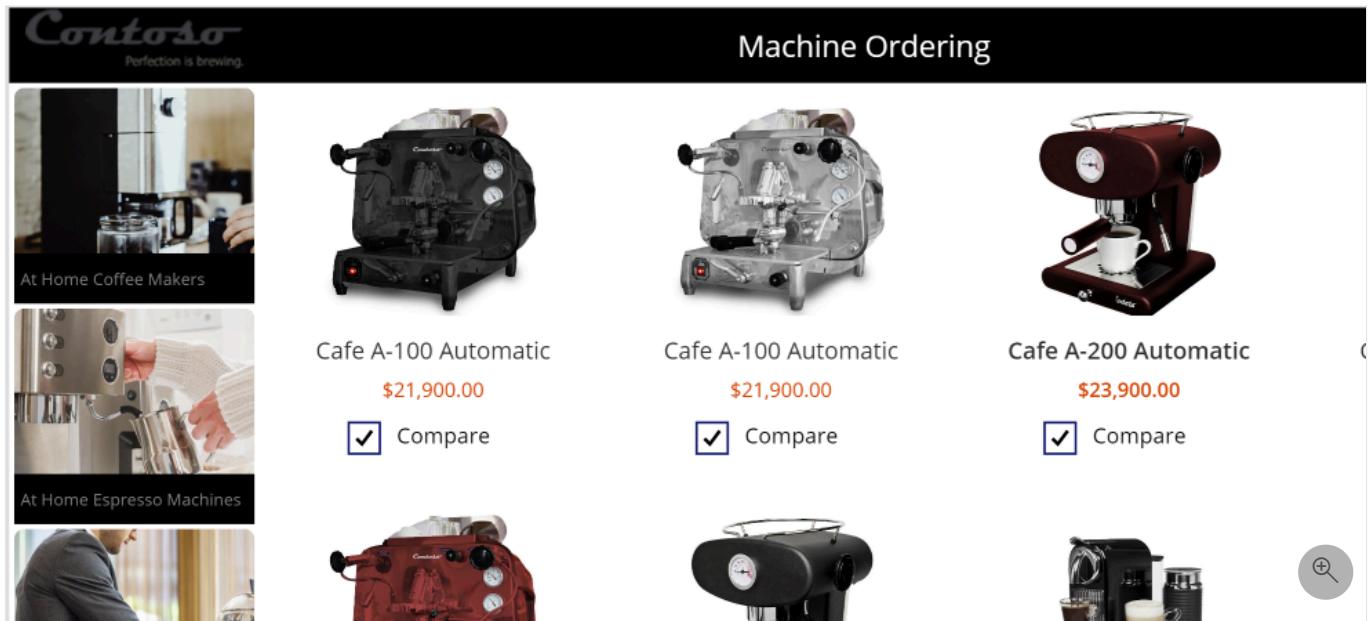
3. Set the **Default** property of the checkbox to the following formula:

```
ThisItem in CompareList
```

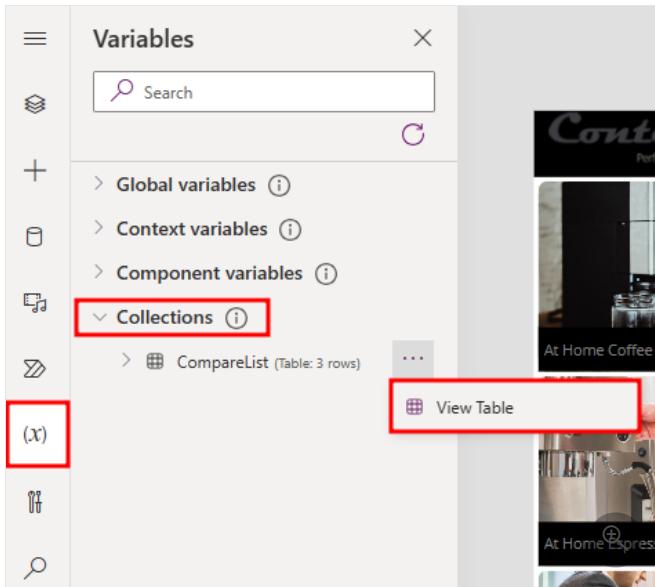


The **Default** setting of the checkbox is a Boolean true or false value that determines whether the checkbox should be checked by default or not. Setting this formula ensures that the checkbox is selected by default if the item has already been added to the collection because the result will be true, for example, this item \*is\* in CompareList.

4. To test adding items to a collection, you can run the app in Preview (F5) or you can select the **Preview** button in the upper right. Select the checkboxes of three machines.



5. Close the preview.
6. From the navigation pane to the left of the screen, select the **Variables** icon. Expand the **Collections** section.
7. Hover over the **CompareList** and select the ellipsis to the right. Choose **View Table**.



The **CompareList** collection and the three items that you selected will display.

Variables										
All variables in the app (1)										
✓ Collections ⓘ <span style="background-color: #e0e0ff; border: 1px solid #ccc; padding: 2px;">CompareList 3 rows</span>										
<b>CompareList</b> Table										
(Do Not Modifi... fa9c3091-96cc-ec11-a7b5-000d3aa142f68	(Do Not Modifi... 5/5/2022 2:01 PM	(Do Not Modifi... v5hHTuOeQp89 UXAxtpApsz8G grqtYaplLysak Lh824cn1oo5tx LXSeB1ZyPXCxIB k7AWrPROqZTc E2zy0Ag==	Avg. Cups/W... 1-50	Avg. Espresso... 100-200	Color Black	Description The Cafe A-100 Automatic is the ideal machine for baristas looking for amazingly consistent coffee. This machine allows baristas to program desired volumes and consistently pull shots at that volume throughout the day. Because the barista no longer has to monitor each and every shot, they are given	Feature App Connectivity	Machine ID 13	Machine Name Cafe A-100 Automatic	Machine Type Commercial Espresso Machines

3 row(s) Cancel

Each item in the collection has the information for each machine that you've received from the **Machines** data source, not just the fields that you display in the Machine Gallery.

8. Select the X in the upper right corner to close out and return to the main view.
9. Select the **Preview** icon again.
10. Clear all items with check marks and then close the preview.

11. Select the ellipsis (...) button next to **CompareList** under the **Collections** section and then select **View Table** again.

Notice that all items are removed from the **CompareList** collection.

12. Select the X to close out of the dialog.

## Section 10: Set the default selection to the first machine type and test the app

To avoid getting a blank list of machines when the app starts, set the default selected item in the Machine Type Gallery to be the first item.

1. Select the entire gallery (by selecting **galMachineType** in the tree view on the left) and then set the **Default** property of the gallery in the formula bar to:

```
First(MachineTypes)
```

This action sets the selected item to be the first item in the table.

2. To preview the app, select the **Preview** button on the upper right of the menu. Alternatively, you can press the F5 key to preview the application. You can also test your app directly on the canvas by holding down the Alt key to activate buttons and other controls.

3. Your app should resemble the following image.

The screenshot shows a user interface for a coffee machine ordering system. At the top left is the Contoso logo with the tagline "Perfection is brewing.". At the top center is the title "Machine Ordering". At the top right is a greeting "Hello, Lab Admin20". On the left side, there are four vertical category cards: "At Home Coffee Makers" (image of a compact machine), "At Home Espresso Machines" (image of a lever espresso machine), "Commercial Coffee Makers" (image of a large industrial machine), and "Commercial Espresso Machines" (image of a professional lever espresso machine). The main content area displays a grid of products. The first row contains two "Smart Brew 300" models (one blue, one green) and two "Travel Brew 100" models (one black, one dark blue). Each product has a price (\$499.00 or \$349.00), a "Compare" button, and a "More" button. The second row contains two "Smart Brew 300" models (one blue, one red) and two "Travel Brew 100" models (one blue, one pink). Each product has a price (\$499.00 or \$349.00), a "Compare" button, and a "More" button. A search icon is located in the bottom right corner of the main content area.

Category	Model	Color	Price	Action
At Home Coffee Makers	Smart Brew 300	Blue	\$499.00	<input type="button" value="Compare"/> <input type="button" value="More"/>
	Smart Brew 300	Green	\$499.00	<input type="button" value="Compare"/> <input type="button" value="More"/>
At Home Espresso Machines	Travel Brew 100	Black	\$349.00	<input type="button" value="Compare"/> <input type="button" value="More"/>
	Travel Brew 100	Dark Blue	\$349.00	<input type="button" value="Compare"/> <input type="button" value="More"/>
Commercial Coffee Makers	Smart Brew 300	Blue	\$499.00	<input type="button" value="Compare"/> <input type="button" value="More"/>
	Smart Brew 300	Red	\$499.00	<input type="button" value="Compare"/> <input type="button" value="More"/>
Commercial Espresso Machines	Travel Brew 100	Blue	\$349.00	<input type="button" value="Compare"/> <input type="button" value="More"/>
	Travel Brew 100	Pink	\$349.00	<input type="button" value="Compare"/> <input type="button" value="More"/>

4. To exit preview mode, select the X in the upper-right corner.

5. Select **Save** and then wait for the application to be saved.

6. Don't navigate away from this page.

# Exercise - Add the compare screen

20 minutes

The second screen is where users compare the selected machines and then choose the one that they want to submit for approval. This screen includes:

- A back button for navigating back to the main screen.
- A list of selected machines for comparison (carried over from the main screen).
- Other details for each machine.
- Highlighting of the selected machine.

In a subsequent lab, you create the database tables to store the machine orders, add an edit form to this screen to enter extra information, and then submit the request.

## ⚠ Note

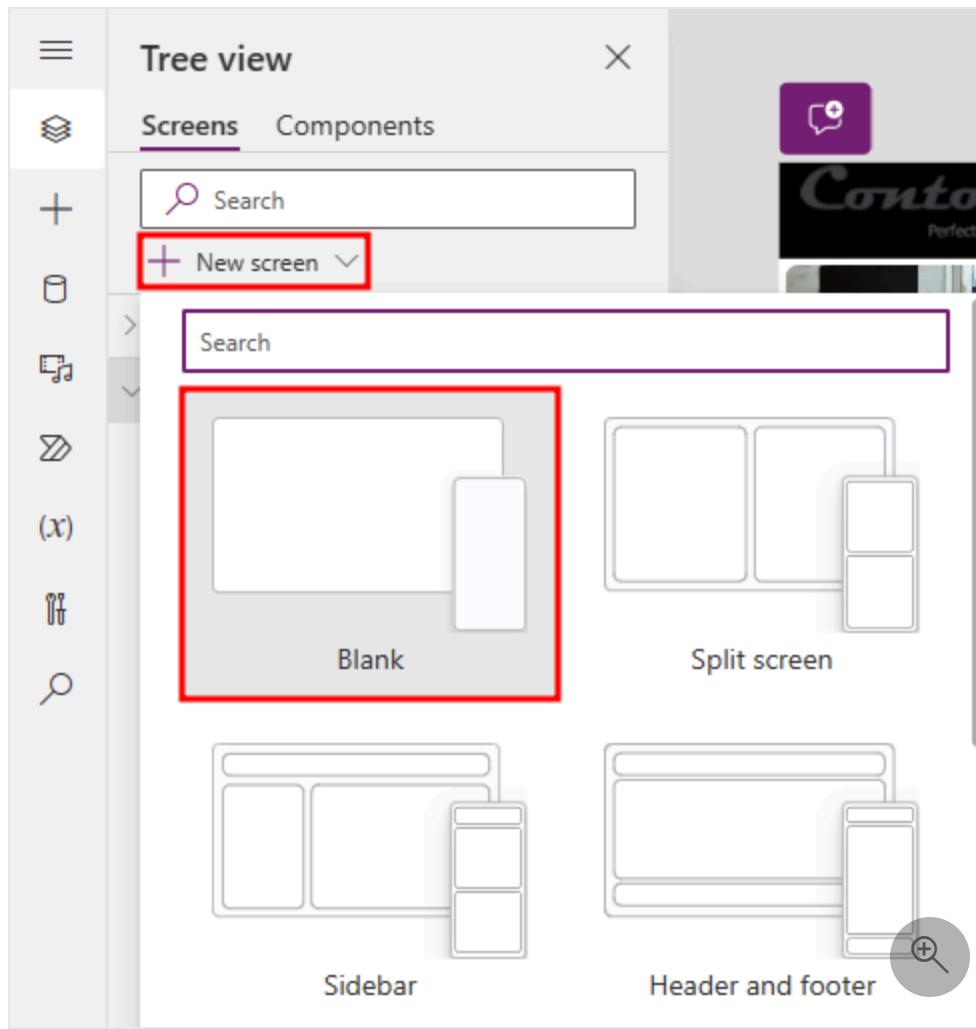
To complete the exercises, you'll need to use a few files. Download the [App in a Day files](#) for use in this module. The file folders that are in this download include:

- **Completed modules with instructions** - Package files to import the completed exercise steps.
- **Machine-Order-Data.xlsx** - File used in the exercises.

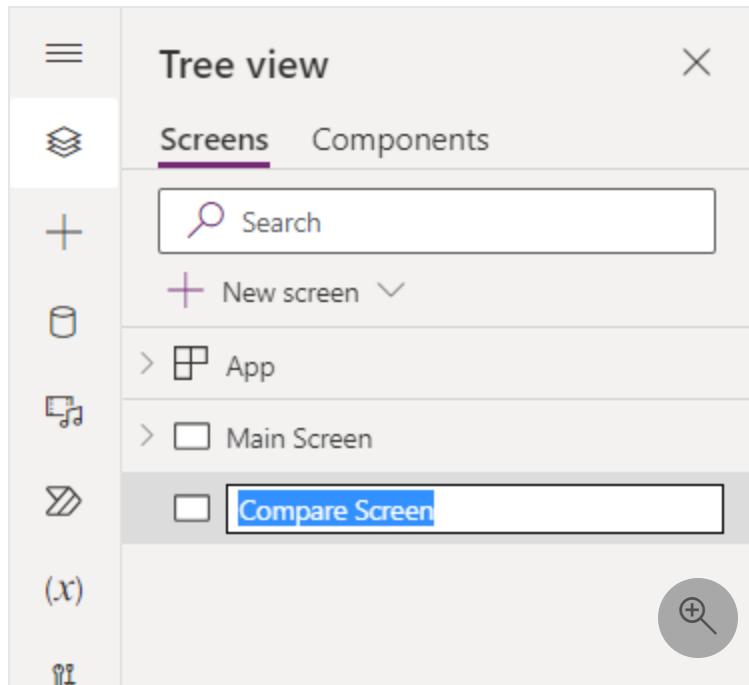
## Section 1: Add a screen

Your first task is to add a new screen by following these steps:

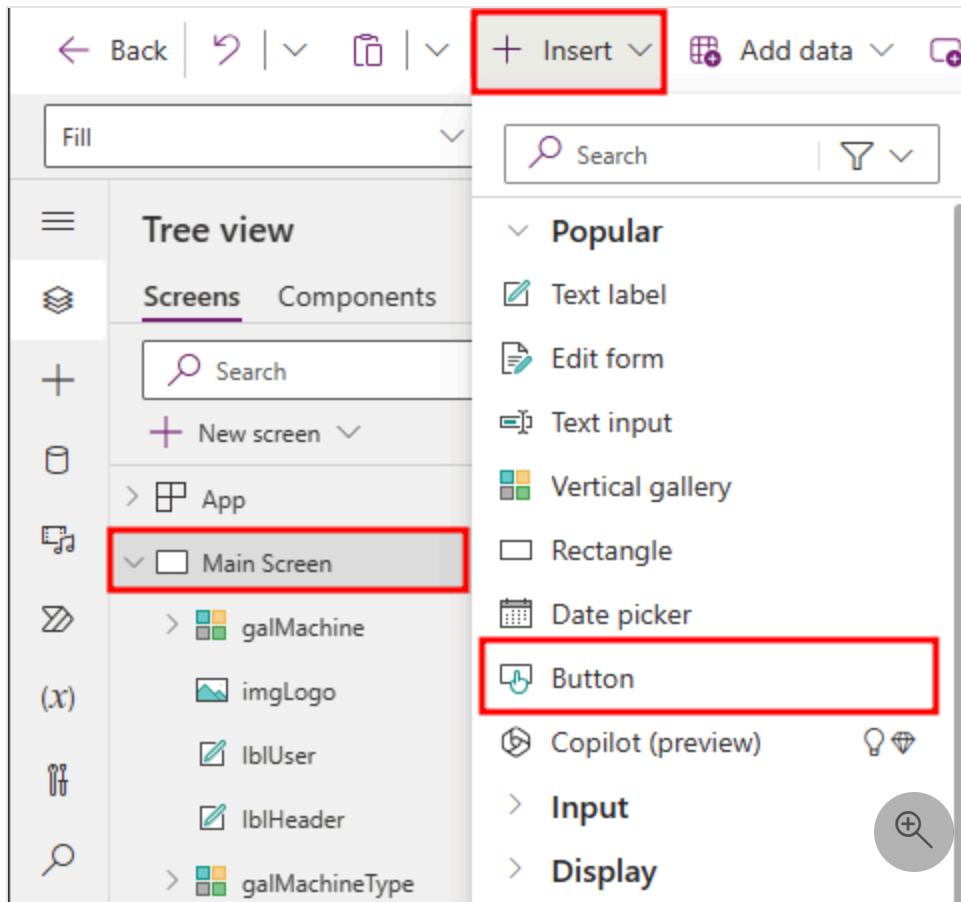
1. From the Tree View pane, select **+ New screen** and then choose **Blank**.



2. Rename the screen to `Compare Screen`.



3. From the Tree view pane, select the **Main Screen**, then select the **+ Insert** drop-down. Expand the **Popular** group, and then choose **Button**.

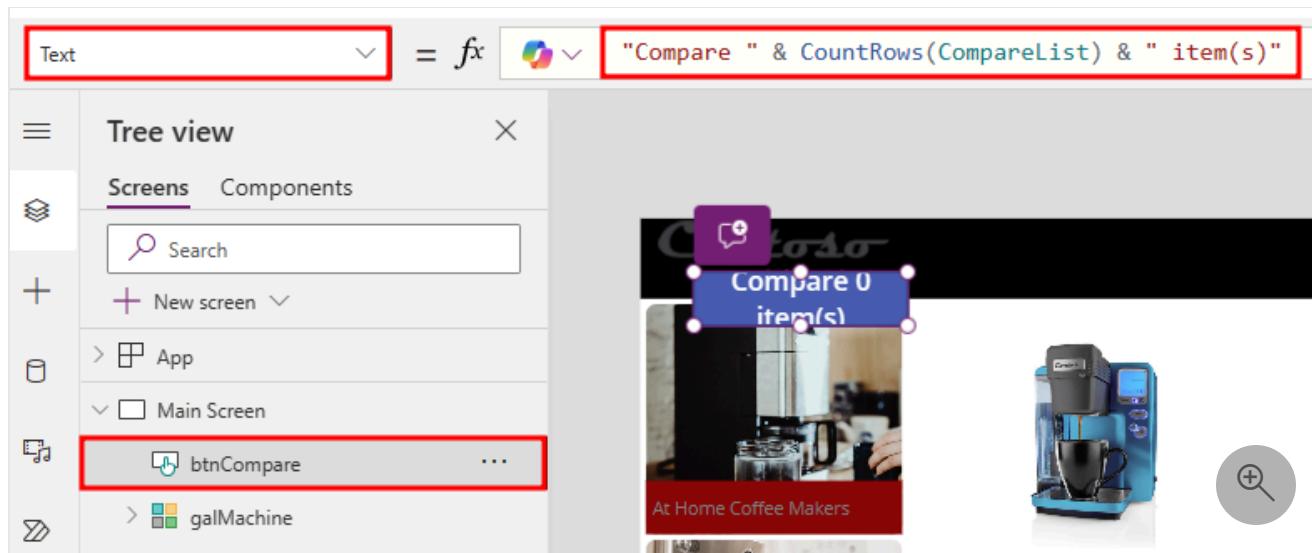


4. Rename the button within the Tree view pane to `btnCompare`.

5. Select the `btnCompare` within the Tree view pane.

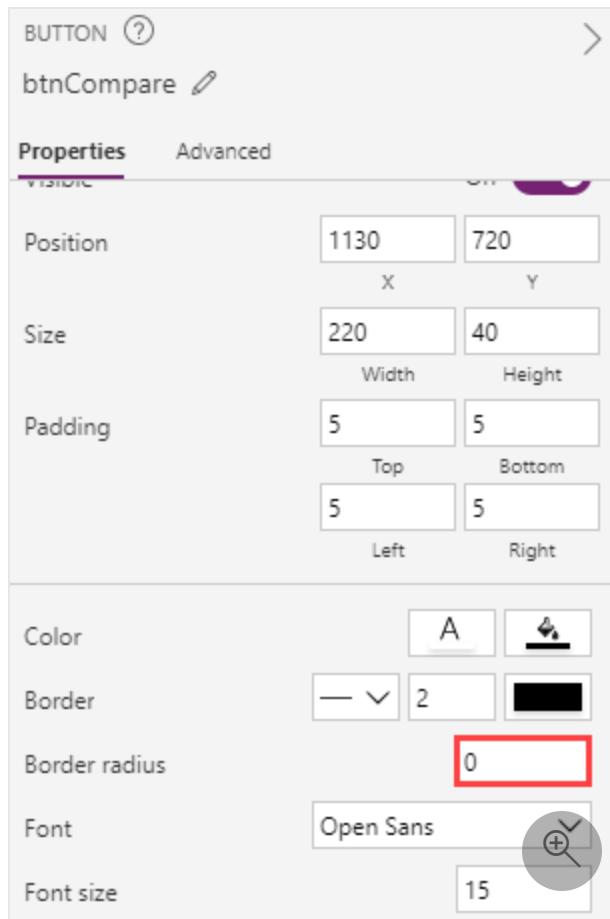
6. Set the button's **Text** property to the following:

```
"Compare " & CountRows(CompareList) & " item(s)"
```

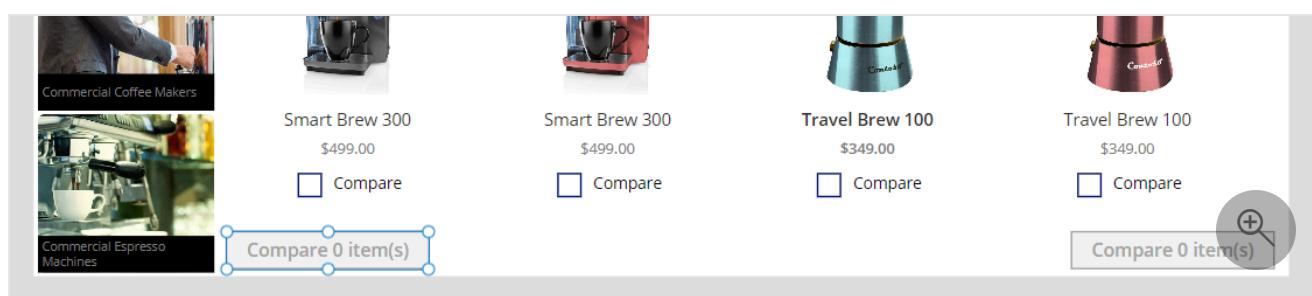


7. Set the **Fill** value of the Compare Button to `Color.Black`.
8. Set the **X** value of the Compare Button to `1130`.
9. Set the **Y** value of the Compare Button to `720`.
10. Set the **Width** value of the Compare Button to `220`.
11. Set the **Height** value of the Compare Button to `40`.
12. Set the **DisplayMode** property of the Compare Button to the following formula. This Power Fx formula disables the button if no items are selected and will enable it if at least one item is selected.  

```
If(CountRows(CompareList) > 0, DisplayMode.Edit, DisplayMode.Disabled)
```
13. Select the **btnCompare**, and within the **Properties** pane, set the **Border radius** to `0`.



14. Select the **btnCompare** and then copy it by pressing the **Ctrl+C** keyboard shortcut.
15. Paste the button on the same screen by using the **Ctrl+V** keyboard shortcut.
16. Rename the new button as **btnClear**.
17. Set the **X** value of the new **btnClear** to **210**. Ensure that the **Y** value of **btnClear** is set to **720**.



18. Change the **Text** value of the **btnClear** button to **"Clear Selection"**.
19. Set the **OnSelect** value of the Clear Button to the following formula. This Power Fx formula removes all items in the **CompareList** collection.

```
Clear(CompareList)
```

OnSelect = fx Clear(CompareList)

The screenshot shows the Power Apps Studio interface. At the top, there's a formula bar with 'OnSelect' in the first dropdown and '= fx' followed by 'Clear(CompareList)' in the second dropdown. Below the formula bar is a 'Tree view' pane titled 'Screens Components'. It shows a list of items: 'Search' (selected), 'New screen', 'App' (with 'Main Screen' as a child), 'btnClear' (selected and highlighted with a red box), and 'btnCompare'. To the right of the tree view is a preview of a mobile app screen. The screen has a header 'Contoso Perfection is brewing.' and a main content area showing a coffee machine and some text. There's also a search icon at the bottom.

20. Select the **btnCompare** and then change the **OnSelect** value to the following formula:

```
Navigate('Compare Screen')
```

OnSelect = fx Navigate('Compare Screen')

This screenshot is similar to the previous one, showing the Power Apps Studio interface with the formula bar and tree view. The 'btnCompare' button is now selected in the tree view (highlighted with a red box). The preview screen on the right shows the same mobile app interface as before, but with a magnifying glass icon added to the bottom right corner.

21. Select **Preview the app**.

22. Select a couple of machines, select the **Compare** button, and then verify that it takes you to the second screen.

**Contoso**  
Perfection is brewing.

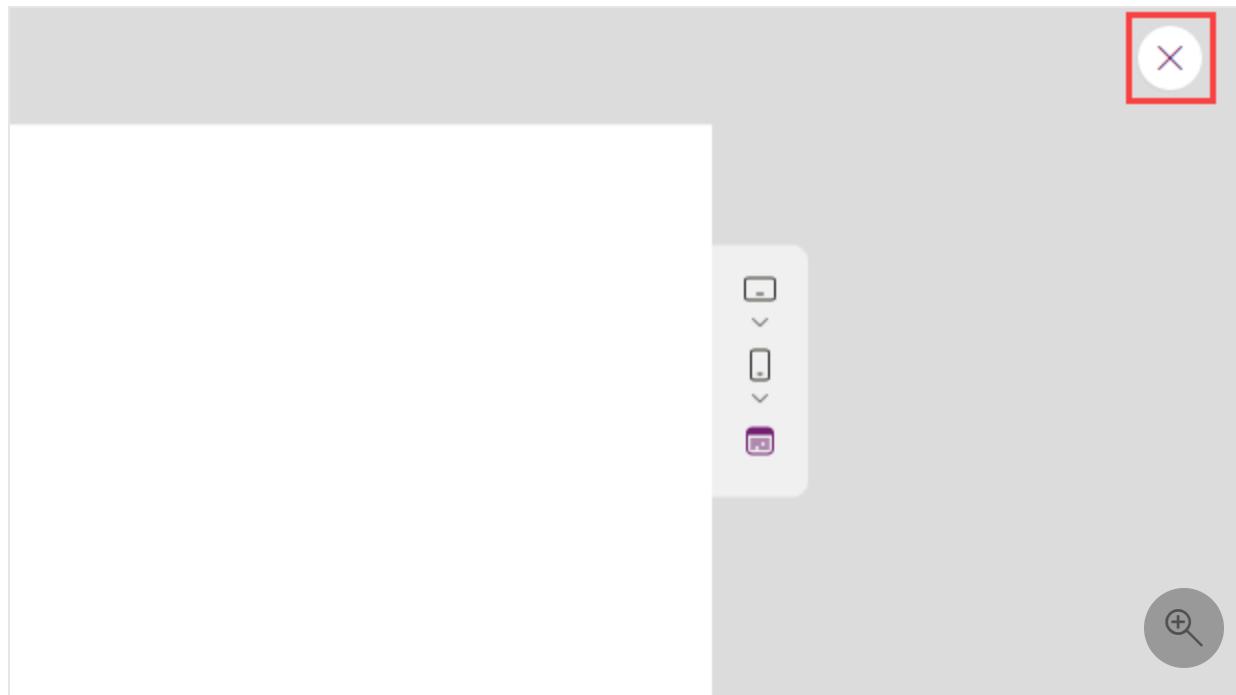
### Machine Ordering

Hello, Lab Admin1

Category	Item	Price	Compare
At Home Coffee Makers	Smart Brew 300	\$499.00	<input checked="" type="checkbox"/>
	Travel Brew 100	\$349.00	<input type="checkbox"/>
At Home Espresso Machines	Smart Brew 300	\$499.00	<input checked="" type="checkbox"/>
	Travel Brew 100	\$349.00	<input type="checkbox"/>
Commercial Coffee Makers	Smart Brew 300	\$499.00	<input type="checkbox"/>
	Travel Brew 100	\$349.00	<input type="checkbox"/>
Commercial Espresso Machines	Smart Brew 300	\$499.00	<input type="checkbox"/>
	Travel Brew 100	\$349.00	<input type="checkbox"/>

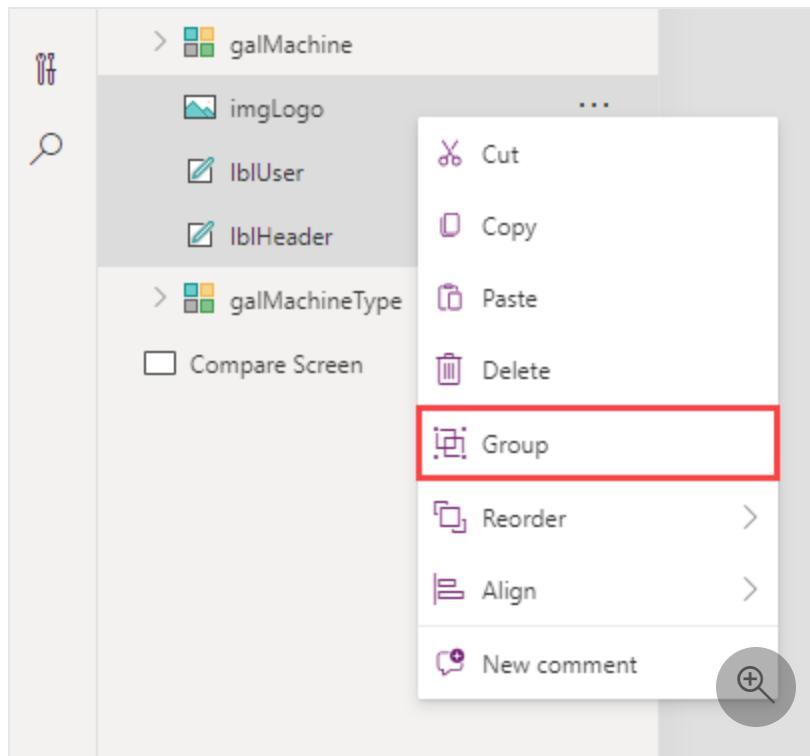
**Clear Selection** **Compare 2 item(s)**

23. You should be directed to the new empty screen. Close the preview.



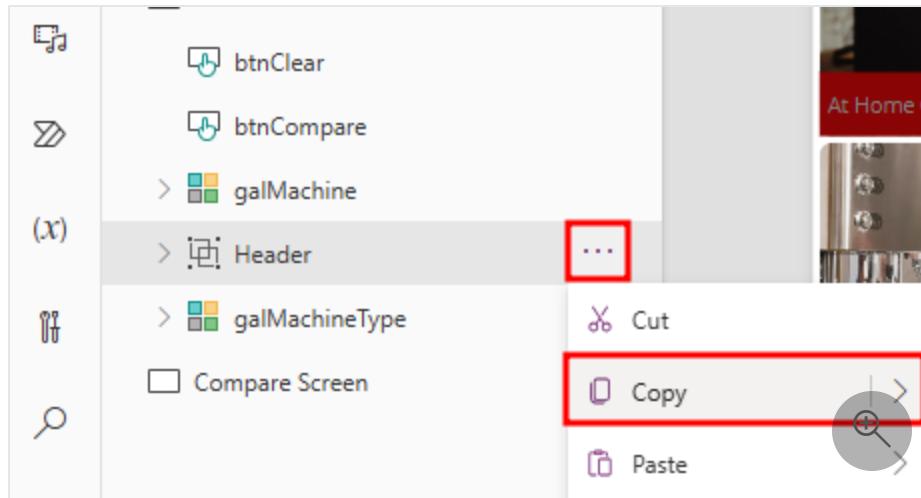
24. Select the **Main Screen** in the tree view.

25. Multi-select **imgLogo**, **lblUser**, and **lblHeader** from the Tree View pane. Right-click and select **Group**.

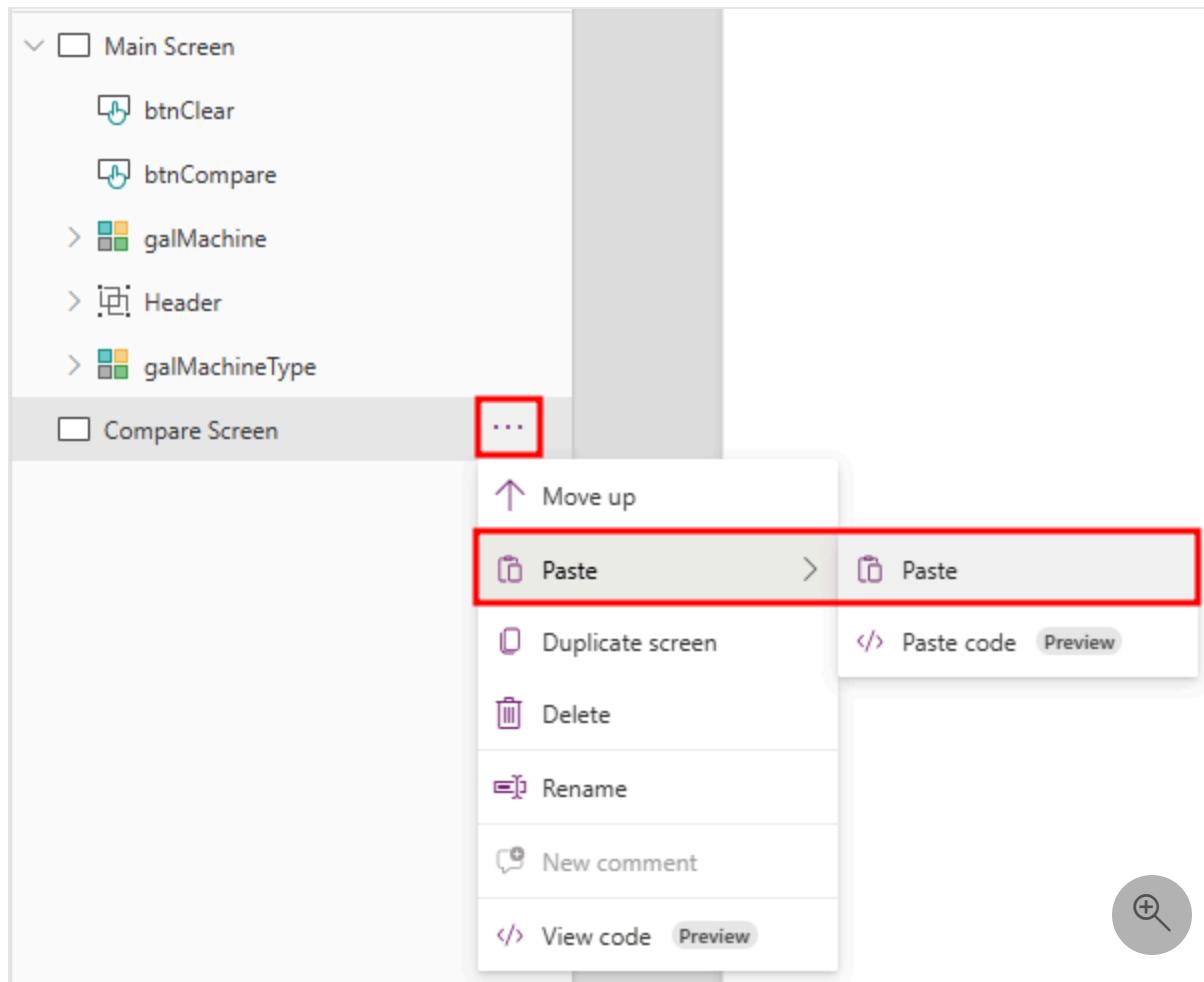


26. Rename the group as **Header**.

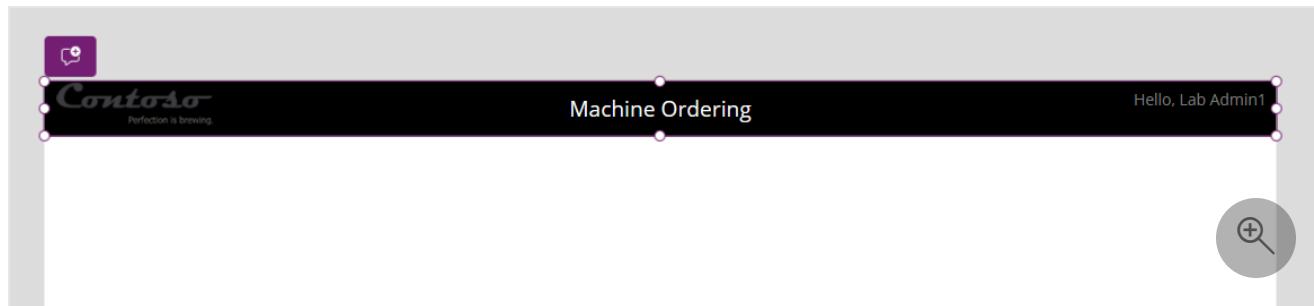
27. Select the ellipsis (...) button of the **Header** and then select **Copy**.



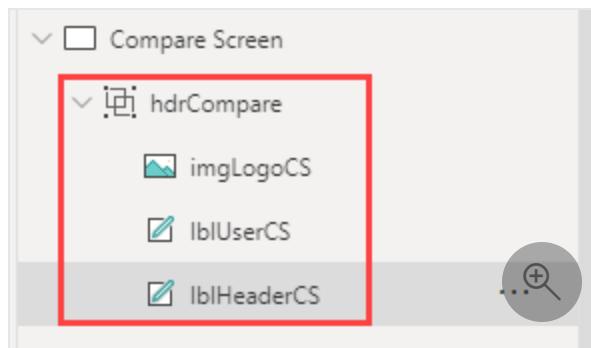
28. Right-click the **Compare Screen** option and then select **Paste**.



The **Header** in the **Compare Screen** should resemble the following image.



29. Rename the control of the copied **Header** and the child controls of the copied **Header** to match the screenshot below.



30. Copy **galMachine** from the **Main Screen** and then paste it in the **Compare Screen**.

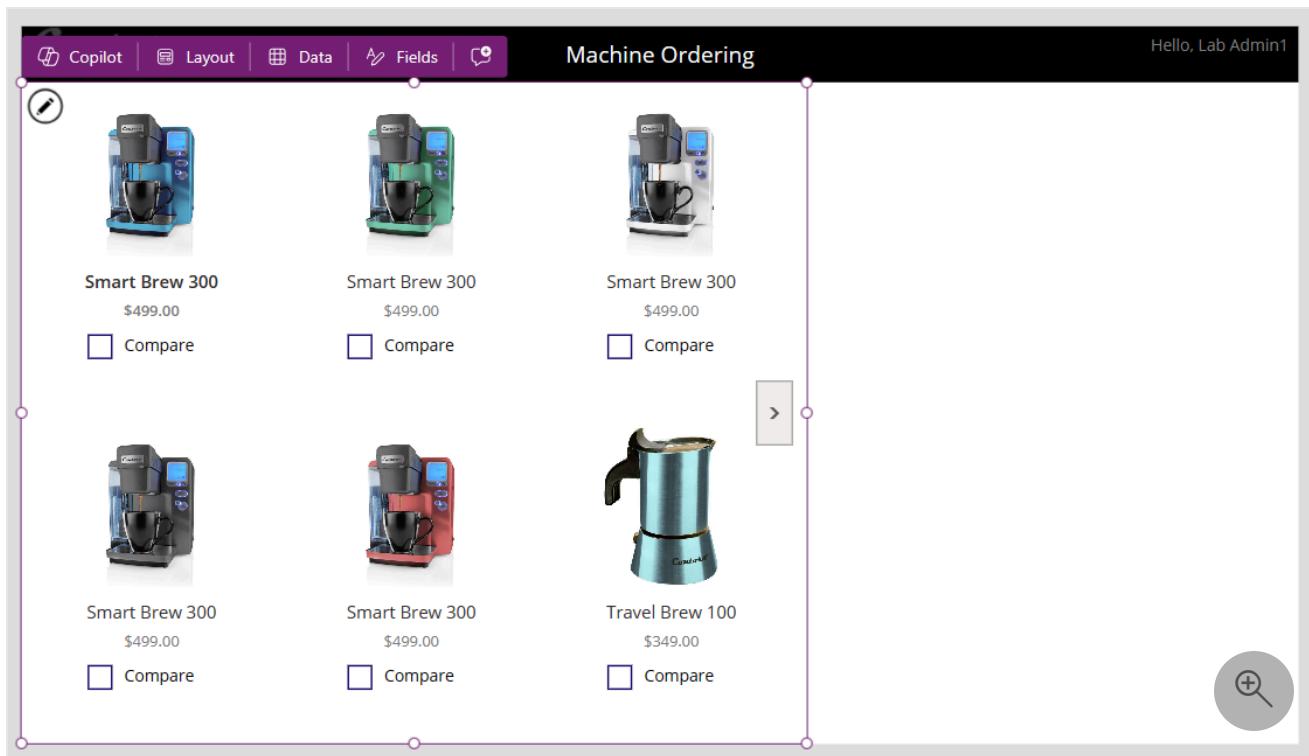
31. Rename the gallery in the Compare Screen as **galCompareList**.

32. Set the **X** value of the Compare List Gallery to **0**.

33. Set the **Width** value of the Compare List Gallery to **840**.

34. Set the **Height** value of the Compare List Gallery to **708**.

The gallery should now resemble the following image.



### ⓘ Note

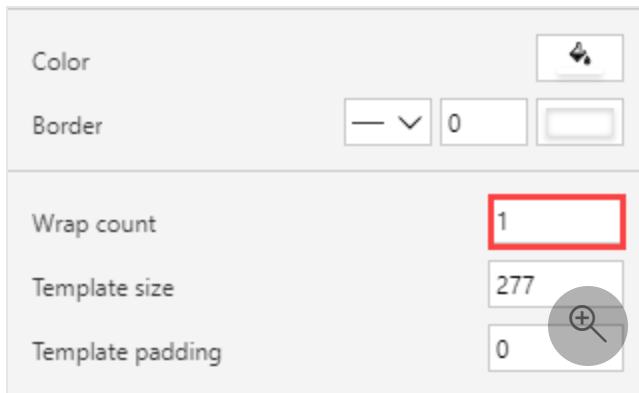
If only one machine displays on the Compare Screen, navigate to the Main Screen and back to the Compare Screen to refresh the results.

## Section 2: Set up the gallery

In this task, you set up the gallery to show machines that were selected from the comparison gallery on the Main Screen.

1. Select the new **galCompareList** from the Tree view pane.

2. Within the **Properties** pane, change the **Wrap count** to **1**.



3. Select **Items** from the property value dropdown list, then change the value within the formula bar to **CompareList**.

The gallery will now show the selected items from the Main Screen.

The screenshot shows the Power Apps Studio interface with the following components:

- Tree view pane:** On the left, it shows the screen hierarchy:
  - Screens: Search bar, New screen dropdown.
  - Main Screen
  - Compare Screen
    - galCompareList (highlighted with a red box)
    - hdrCompare
      - imgLogoCS
      - IblUserCS
      - IblHeaderCS
- Compare Screen:** On the right, it displays two items from the gallery:

Image	Name	Price	Action
	Smart Brew 300	\$499.00	<input checked="" type="checkbox"/> Compare
	Smart Brew 300	\$499.00	<input checked="" type="checkbox"/> Compare

## Section 3: Remove and add controls to the gallery

In the **Compare Screen**, you're selecting a given item to get approved, so you don't need a **Compare** checkbox.

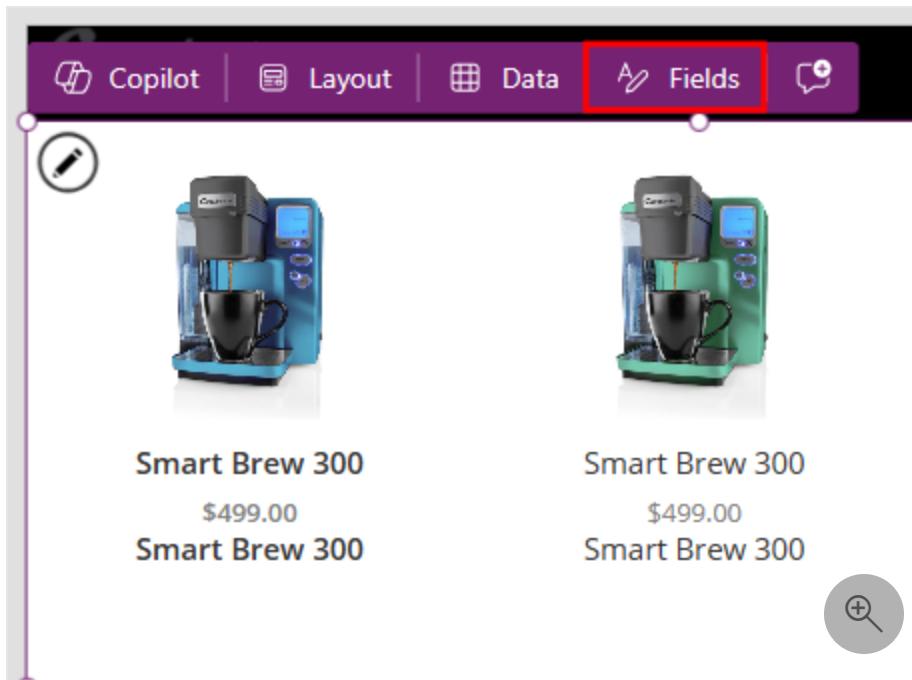
1. From within the **galCompareList** in the Tree view pane, select the **Compare** checkbox and then press the **Delete** key to delete the checkbox.

2. Add a new label to display other attributes about the machine. A method is to copy and paste. Select the first label in the gallery that's displaying the machine name. **Copy** the label (**Ctrl+C**) and then **paste** it (**Ctrl+V**). Rename this label to **IblItemFeature** so that you can easily identify it later.

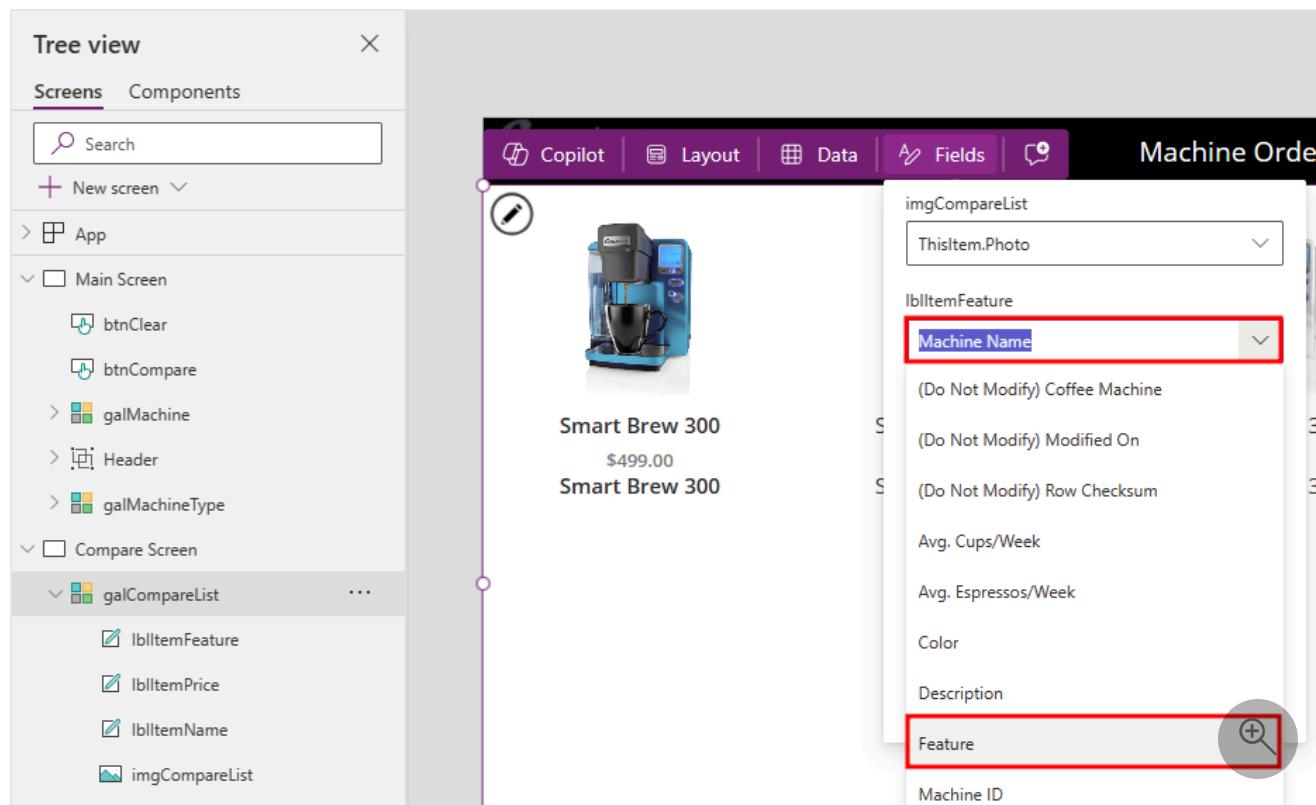
3. Move the new label so that it's below the price.

Normally, we would edit each individual label's **Text** value manually in the properties pane, but with the *inline actions* feature of the **galCompareList**, we can make these changes directly in the canvas.

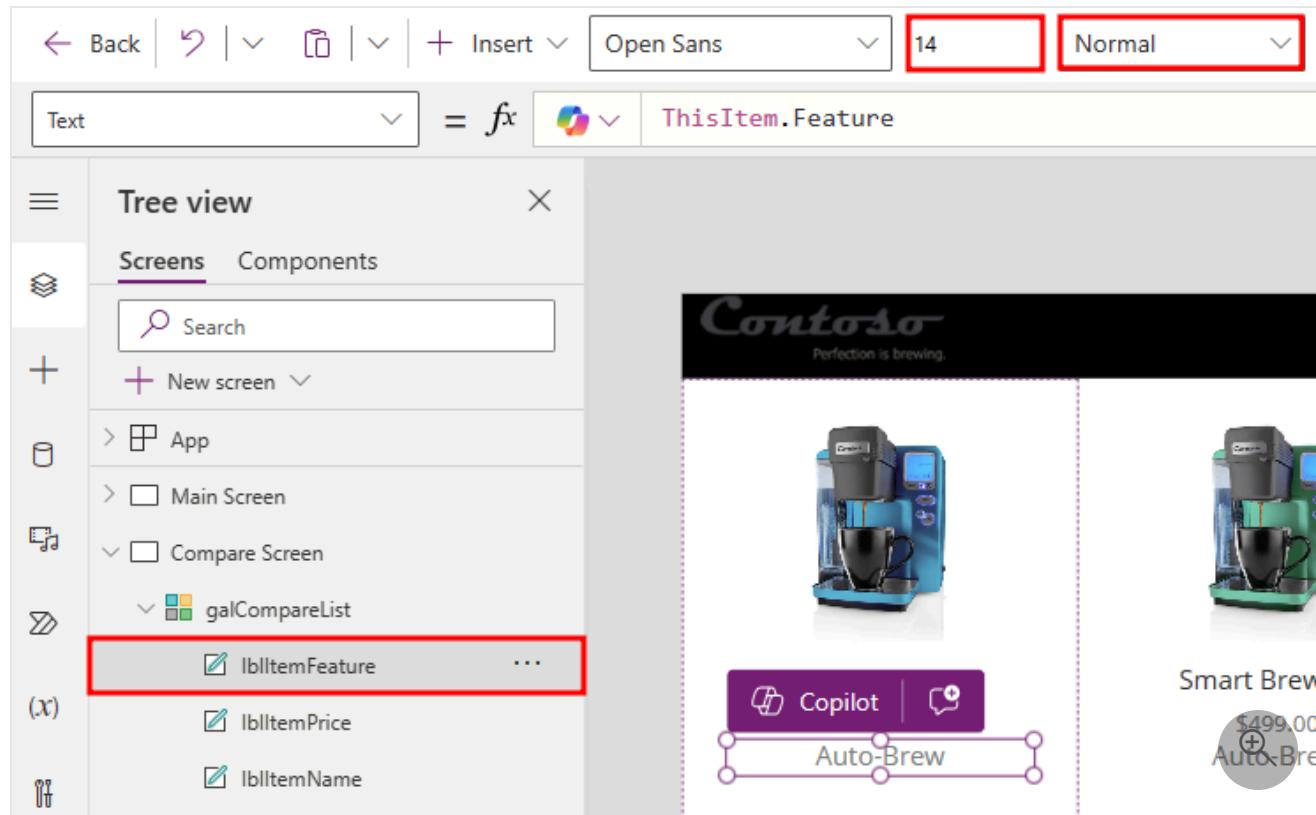
1. With the **galCompareList** selected in the tree view, select the **Fields** option above the gallery



2. Select the **IblItemFeature** drop-down and choose **Feature**. This changes the text value of **IblItemFeature** to `ThisItem.Feature`.

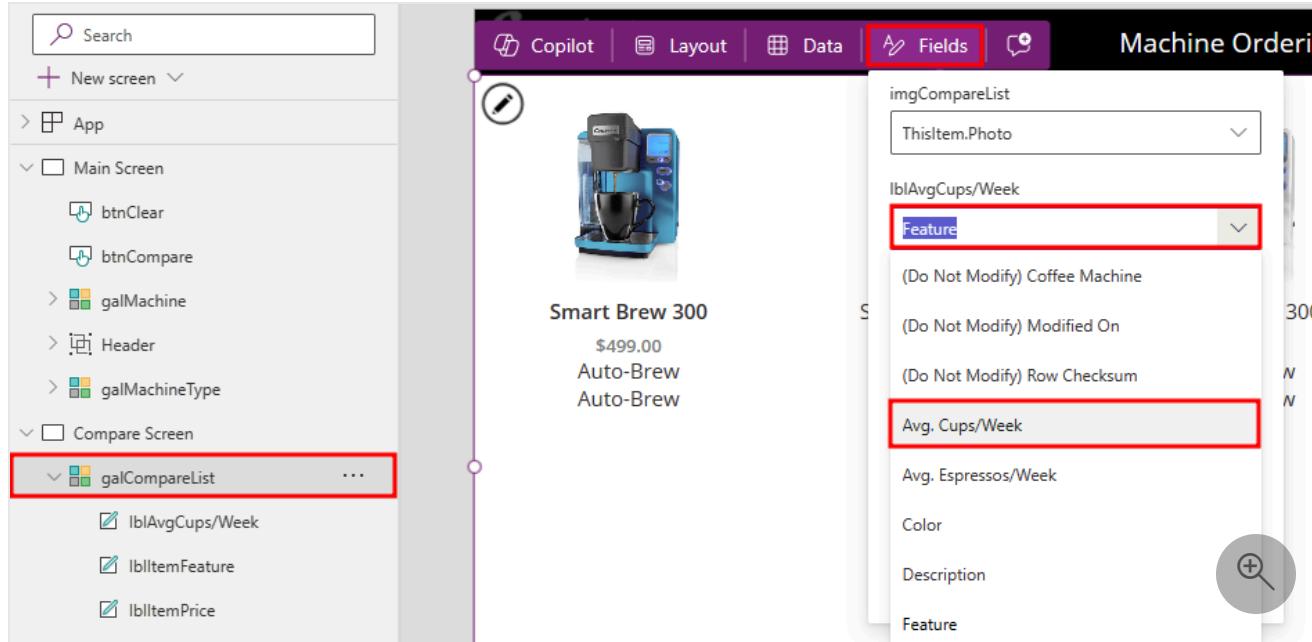


3. Use the ribbon tool bar at the top of the page to change the font weight of **lblItemFeature** from **Semibold** to **Normal**. Then change the **Size** property to **14**.



4. Copy and paste this label and then move the new fourth label below the third label and rename it as **lblAvgCups/Week**.

5. Using the *inline actions* feature, have the **galCompareList** selected in the tree view, then select the **Fields** option in the ribbon above the gallery, and change the **lblAvgCups/Week** text value to **Avg. Cups/Week**



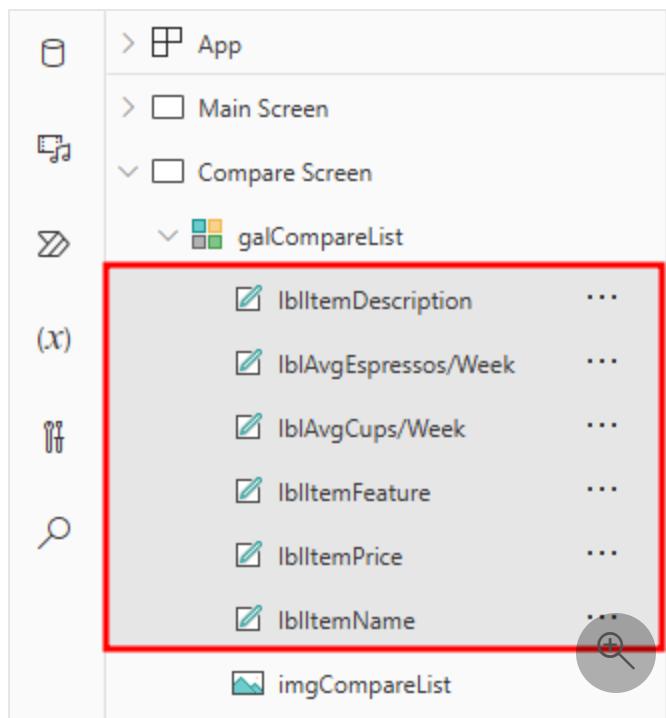
6. Repeat the previous steps to add text boxes to display the other machine properties, the **Avg. Espressos/Week** value, and the **Description**. You can customize the labels by changing their Size, Color, Fill, and Font Weight properties.

7. Select the **Description** label inside the gallery.

8. Change the **Size** of the Description to **12**.

9. Change the **AutoHeight** value, located within the Properties pane of the Description, to **On**.

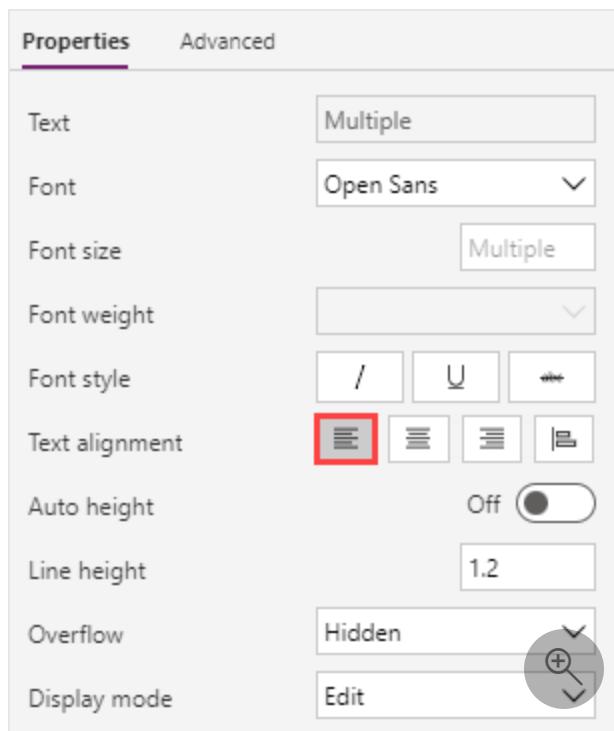
10. Multi-select all of the text labels inside the gallery within the Tree view pane.



### ① Note

Within the image above, you will notice that each label has been renamed to correspond with the purpose of the label within the app.

11. Go to the Properties pane and set the **Text alignment** to Align left.



The gallery should now resemble the following image.



Smart Brew 300

\$499.00

Auto-Brew

50-100

1-100

The Smart Brew 300 offers both espresso and coffee brewing in one device, with inherent intelligence that self-monitors to ensure that it stays in peak performance. Brewing great-tasting coffee requires a lot of attention to detail and a lot of love. At Contoso, we are dedicated to helping at-home coffee brewers with the machines that they can count on for the perfect cup every time.



Smart Brew 300

\$499.00

Auto-Brew

50-100

1-100

The Smart Brew 300 offers both espresso and coffee brewing in one device, with inherent intelligence that self-monitors to ensure that it stays in peak performance. Brewing great-tasting coffee requires a lot of attention to detail and a lot of love. At Contoso, we are dedicated to helping at-home coffee brewers with the machines that they can count on for the perfect cup every time.



Smart Brew 300

\$499.00

Auto-Brew

50-100

1-100

The Smart Brew 300 offers both espresso and coffee brewing in one device, with inherent intelligence that self-monitors to ensure that it stays in peak performance. Brewing great-tasting coffee requires a lot of attention to detail and a lot of love. At Contoso, we are dedicated to helping at-home coffee brewers with the machines that they can count on for the perfect cup every time.



### Note

To save time in this lab, you can add one or two of these extra properties and then skip adding the other machine properties.

## Section 4: Highlight the selected machine

To highlight the selected machine, follow these steps:

1. Select the **galCompareList**.
2. With the gallery selected, set the **TemplateFill** property to:

```
If(ThisItem.IsSelected,ColorFade(lblHeaderCS.Fill,75%))
```

The screenshot shows the Power Apps Studio interface with a 'Compare Screen' selected. The left side of the screen displays a tree view of components, including 'galCompareList', which is highlighted with a red box. The main area shows two instances of the 'Smart Brew 300' coffee maker. The left instance is selected, as indicated by a purple selection bar and a pencil icon. Its header label ('Smart Brew 300') has a faded fill color. The formula bar at the top contains the expression: `If(ThisItem.IsSelected, ColorFade(lblHeaderCS.Fill, 75%))`. The right instance of the coffee maker is also visible.

When building a complex formula, it can be helpful to utilize the **Ask Copilot to explain this formula** feature of Power Apps. On the left-hand side of the formula bar, select the **Copilot** logo, then select **Explain this formula** under **Ask Copilot to ...** The **Explain this formula** function utilizes Copilot to help explain the purpose and function of a formula.

The screenshot shows the formula bar with the 'fx' button expanded. A tooltip window titled 'Formula explanation:' provides a detailed description of the formula: 'This expression changes the fill color of the 'lblHeaderCS' control to a faded version of its original color if the 'IsSelected' property of 'ThisItem' is true.' There is also a 'Copy' button at the bottom of the tooltip.

The **Explain this formula** feature explains that the formula changes the fill color of **lblHeaderCS** to 75% when the item is selected

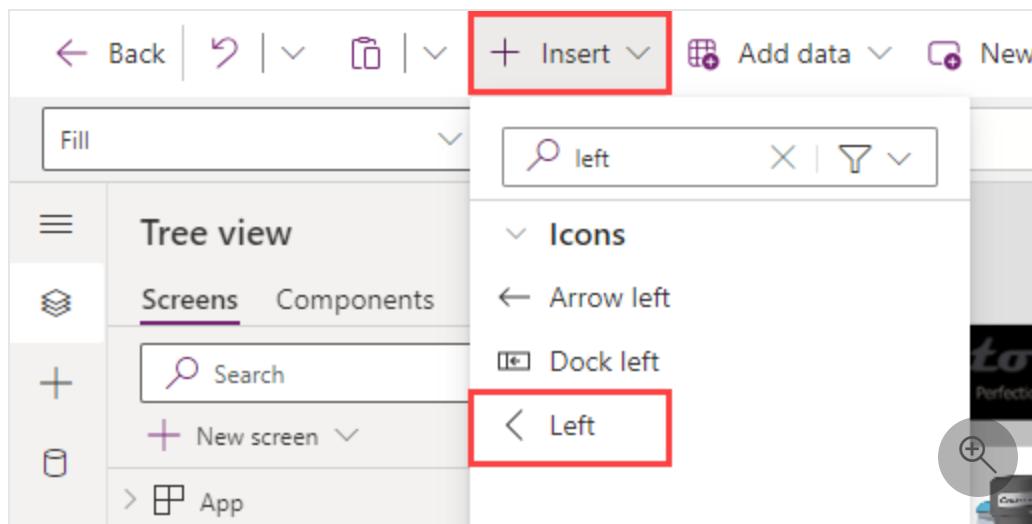
You could have set a specific color or RGB value, but we recommend that you use the **ColorFade** function to match the header label with a 75 percent fade. If you change the fill color of header label, this template fill color will automatically change.

3. While pressing the **Alt** key, select a different item in the gallery. Notice that the selected item is highlighted in a light gray color.

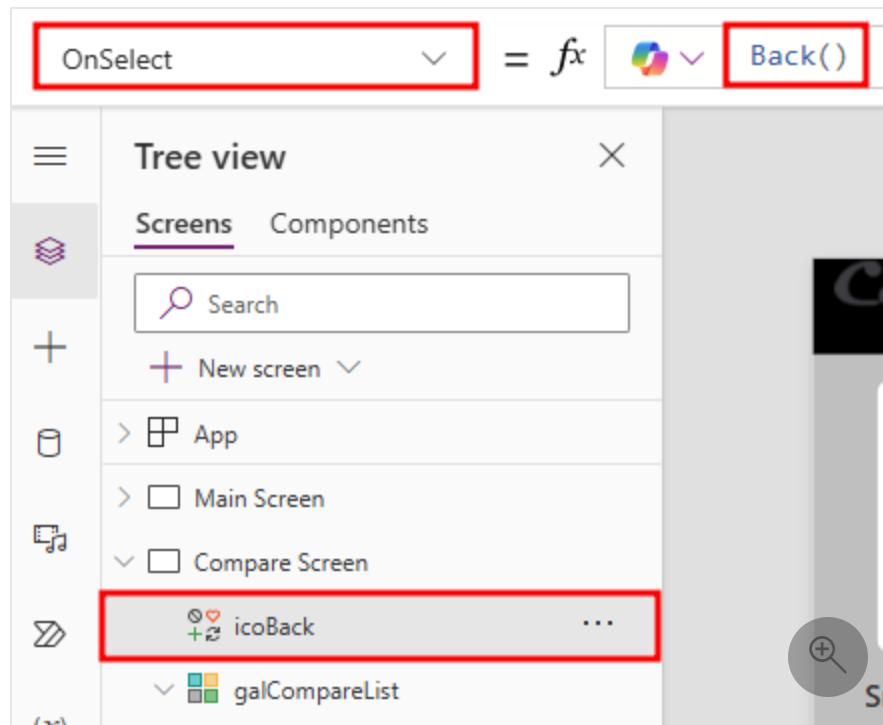
## Section 5: Add an icon to navigate to the first screen

In this task, you add an icon to navigate to the first screen.

1. Select the **Compare Screen**.
2. Select the **+ Insert** drop down, search for `left`, and then choose the **Left** icon.



3. Set the **Color** of the icon that you added to `Color.Gray`.
4. Set the **X** of the icon to `220`.
5. Set the **Y** of the icon to `5`.
6. Set the **Width** of the icon to `50`.
7. Set the **Height** of the icon to `50`.
8. Set the **OnSelect** action for the icon to `Back()`, which will cause navigation back to the previous screen.



## Optional UI enhancement

Add padding around the icon by using the Properties pane. Set the padding values to `10` for the **Top**, **Bottom**, **Left**, and **Right** settings. As a result, the icon looks smaller but will still have a larger hit target for the select action. This pattern is optimal for most icons.

## Section 6: Test the app

Select **Save** to save your app. It's a good idea to save your app regularly. You can also test your app directly on the canvas by holding down the **Alt** key to activate buttons and other controls and then double-clicking to type into controls.

1. Go to the **Main Screen** and **Preview** the app by selecting the **Play** button in the upper right.
2. Clear any selected machines, if necessary.
3. Select one of the machine types.
4. Select the **Compare** checkbox on a few machines on the main screen.
5. Select the **Compare** button to go to the compare screen.
6. Tap or select a different machine in the gallery and then verify that the selection highlight works.

7. Select the Back button and then confirm that you return to the main screen.

The screenshot shows the Contoso Machine Ordering interface. At the top, there is a navigation bar with the Contoso logo, a back arrow, the title "Machine Ordering", and a user greeting "Hello, Lab Admin1". On the right side of the header is a vertical toolbar with icons for search, refresh, and other functions. The main content area displays three coffee makers in a grid:

- Smart Brew 300**: \$499.00. Description: Auto-Brew 50-100 1-100. The Smart Brew 300 offers both espresso and coffee brewing in one device, with inherent intelligence that self-monitors to ensure that it stays in peak performance. Brewing great-tasting coffee requires a lot of attention to detail and a lot of love. At Contoso, we are dedicated to helping at-home coffee brewers with the machines that they can count on for the perfect cup every time.
- Travel Brew 100**: \$349.00. Description: Auto-Brew 50-100 1-100. The Travel Brew 100 is equipped with cutting edge coffee technology to give you hotter coffee without sacrificing taste.
- Travel Brew 100**: \$349.00. Description: Auto-Brew 50-100 1-100. The Travel Brew 100 is equipped with cutting edge coffee technology to give you hotter coffee without sacrificing taste.

A magnifying glass icon is located in the bottom right corner of the main content area.

8. Select Clear Selection.

The screenshot shows the Contoso Machine Ordering interface after selecting the "Clear Selection" button from the previous step. The main content area now displays a grid of coffee makers with checkboxes next to each listing:

Model	Price	Compare
Smart Brew 300	\$499.00	<input checked="" type="checkbox"/> Compare
Smart Brew 300	\$499.00	<input type="checkbox"/> Compare
Smart Brew 300	\$499.00	<input type="checkbox"/> Compare
Travel Brew 100	\$349.00	<input checked="" type="checkbox"/> Compare
Smart Brew 300	\$499.00	<input type="checkbox"/> Compare
Smart Brew 300	\$499.00	<input type="checkbox"/> Compare
Travel Brew 100	\$349.00	<input checked="" type="checkbox"/> Compare
Travel Brew 100	\$349.00	<input type="checkbox"/> Compare

At the bottom left is a red box highlighting the "Clear Selection" button. At the bottom right is a button labeled "Compare 3 item(s)". A magnifying glass icon is located in the bottom right corner of the main content area.

The **CompareList** should clear and the **Compare** button should become disabled.

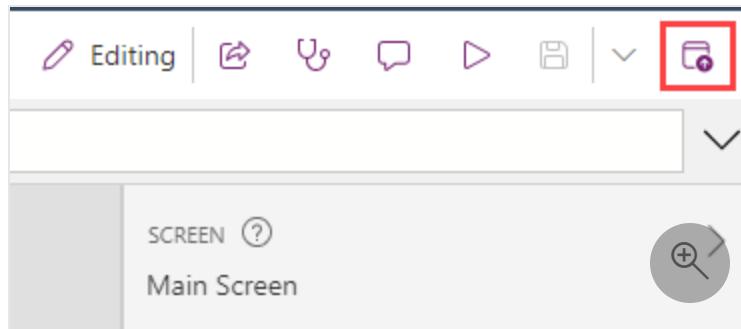
The screenshot shows a user interface for a coffee machine ordering application. At the top, there's a header bar with the brand name "Contoso" and the tagline "Perfection is brewing." On the right side of the header, it says "Hello, Lab Admin1". Below the header, there's a sidebar on the left containing four categories with images: "At Home Coffee Makers" (blue), "At Home Espresso Machines" (green), "Commercial Coffee Makers" (black), and "Commercial Espresso Machines" (red). The main area displays a grid of coffee makers. There are two rows of four items each. The first row contains: "Smart Brew 300" (\$499.00) in blue, "Smart Brew 300" (\$499.00) in green, "Smart Brew 300" (\$499.00) in white, and "Travel Brew 100" (\$349.00) in black. The second row contains: "Smart Brew 300" (\$499.00) in black, "Smart Brew 300" (\$499.00) in red, "Travel Brew 100" (\$349.00) in blue, and "Travel Brew 100" (\$349.00) in red. Each item has a "Compare" button below it. At the bottom left is a "Clear Selection" button, and at the bottom right is a "Compare 0 item(s)" button with a magnifying glass icon.

9. Close the preview.

## Section 7: Test the app on a mobile device

Congratulations, you've created your Power Apps application. Now, you can publish and test it on a mobile device.

1. Select the **Publish** button located in the top right corner of the screen.



2. Select **Publish this version** on the confirmation prompt.

## Publish

X

This version of your app will be published in the environment AIAD Test Environment.  
[Learn more about publishing](#)

To improve app performance, app data may be locally stored in browser storage and some app assets may be loaded before users finish authentication.

[Learn more](#)

### App icon and name



Machine Ordering App

### Description

Provide a description to help end-users find and use your app.

Briefly describe what the app does

**Publish this version**

Edit details

This action publishes the latest saved version of the app.

3. Go to your device's app store application. Search for **Power Apps** and install the Power Apps application. Launch the app.
4. When the app starts, it prompts for your business or school account credentials. Sign in with the same account that you used to create the Power Apps application. The app that you created should appear in the list of apps. Select to **Run the app**.

## New Feature: Copresence within Canvas Studio

Microsoft is thrilled to announce the General Availability launch of **Copresence** within Power Apps Studio that allows you to collaborate with others in canvas apps. Copresence only supports one editor at a time, but other makers can enter the canvas app as readers in read-only mode. This allows readers to debug codes, review screens, and interact with comments all together in the same session. This feature doesn't have to be turned on as for it's already enabled by default for your ease of use.

The following are the benefits of using **Copresence** within the Power Apps Canvas Studio:

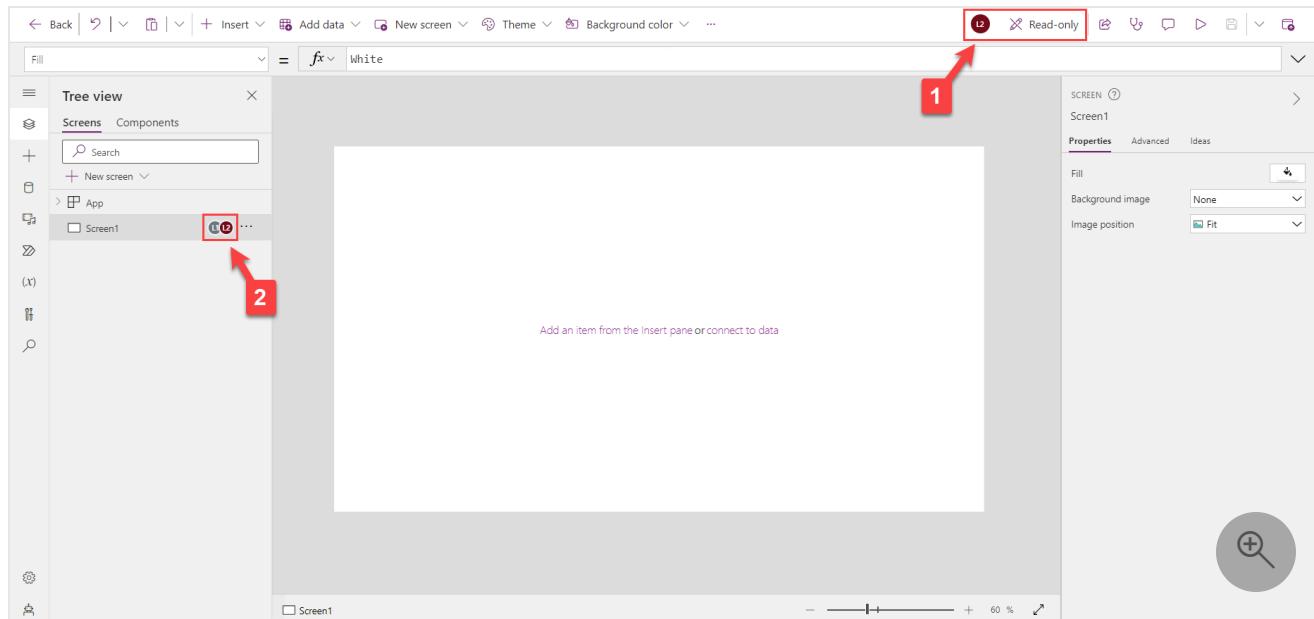
- Only one editor allowed, but other makers can now access the app within the Power Apps Canvas Studio in read-only mode.
- Icons and names of people who have the app open are displayed with indicators to show who is editing the app and who's viewing it.
- Read-only labels are displayed to indicate to makers that they're in read-only mode.
- While in read-only mode, makers receive notification for saved changes made from the current editor. Then, they'll be prompted to refresh the app to stay up to date on the latest version so they won't lose work or overwrite other's work later.

### Note

When you are entering the email of the users in which you wish to share the app, you can choose to make them a **User** or a **Co-owner**. Depending on which you choose to enter them as, this will determine what their availability is as to what they can do within the app canvas.

The image below shows what the canvas would look like if you were viewing the app in **Read-only** mode.

1. At the top of the screen, you can see whether you are in **Edit** mode or **Read-only** mode. Here's also where you can view everyone that is currently viewing the app canvas.
2. Within the **Tree view** pane in the canvas, you can see what screen everyone is viewing within the app.



### Note

For more information, see [Copresence](#).

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