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initialize global UserName to ""
initialize global Se_ha_unido to false
initialize global ChatList to create empty list

when EnviarButton1.Click
do
  if not get global Se_ha_unido
  then
    if not is empty TextBox1.Text
    then
      set global UserName to TextBox1.Text
      set global Se_ha_unido to true
      set Label1.Text to "Escribe tu mensaje y presiona enviar"
    else
      call CloudDB1.AppendValueToList
      tag "chat"
      itemToAdd join get global UserName
      " "
      TextBox1.Text
    end if
  end if
  set TextBox1.Text to ""

when CloudDB1.GotValue
tag value
do
  if get tag == "chat"
  then
    set global ChatList to get value
    set ListView1.Elements to get global ChatList
  end if
end do

```

```

when LimpiarTodoButton1.Click
do
  set global ChatList to create empty list
  set global Se_ha_unido to false
  set global UserName to ""
  set Label1.Text to "Coloca tu nombre para ingresar al chat"
  set TextBox1.Text to ""
  set ListView1.Elements to create empty list
  call CloudDB1.ClearTag
  tag "chat"
end do

```

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when CloudDB1.DataChanged
tag value
do
  if get tag == "chat"
  then
    set global ChatList to get value
    set ListView1.Elements to get global ChatList
  end if
end do

```

```

when Screen1.Initialize
do
  call CloudDB1.GetValue
  tag "chat"
  valueIfTagNotThere create empty list
end do

```