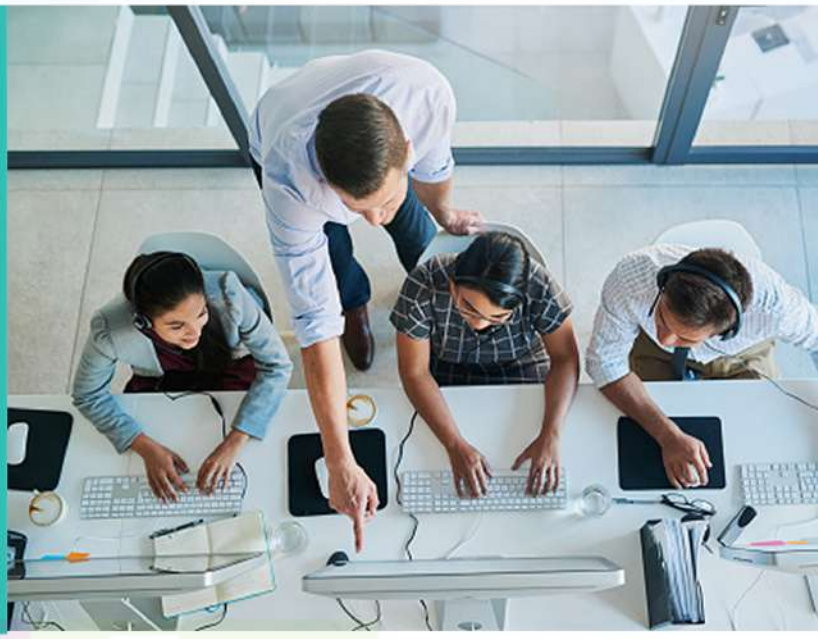
Andhra Pradesh State Skill Development Corporation

Skill AP
APSSDC

eSkill AP

Learn Anytime Anywhere

Andhra Pradesh State Skill Development Corporation



MIT App Inventor

Creating Storage Application by Using TinyDB Component

Storage

Aim:

Storing and Retrieving the user's details.

Components:

- Screen
- Button
- Textbox
- Horizontal Arrangement
- Label
- Table Arrangement
- Notifier
- Tiny DB

Screen:

Top-level component containing all other components in the program.

Button:

Buttons are components that users touch to perform some action in your app. Buttons detect when users tap them. Many aspects of a button's appearance can be changed. You can use the Enabled property to choose whether a button can be tapped.

Textbox:

Users enter text in a text box component. The initial or user-entered text value in a text box component is in the Text property. If Text is blank, you can use the Hint property to provide the user with a suggestion of what to type. The Hint appears as faint text in the box.

Horizontal Arrangement:

Use a horizontal arrangement component to display a group of components laid out from left to right. This component is a formatting element in which you place components that should be displayed from left to right.

Label:

Labels are components used to show text. A label displays text which is specified by the Text property.

Table Arrangement:

Use a table arrangement component to display a group of components in a tabular fashion.

Notifier:

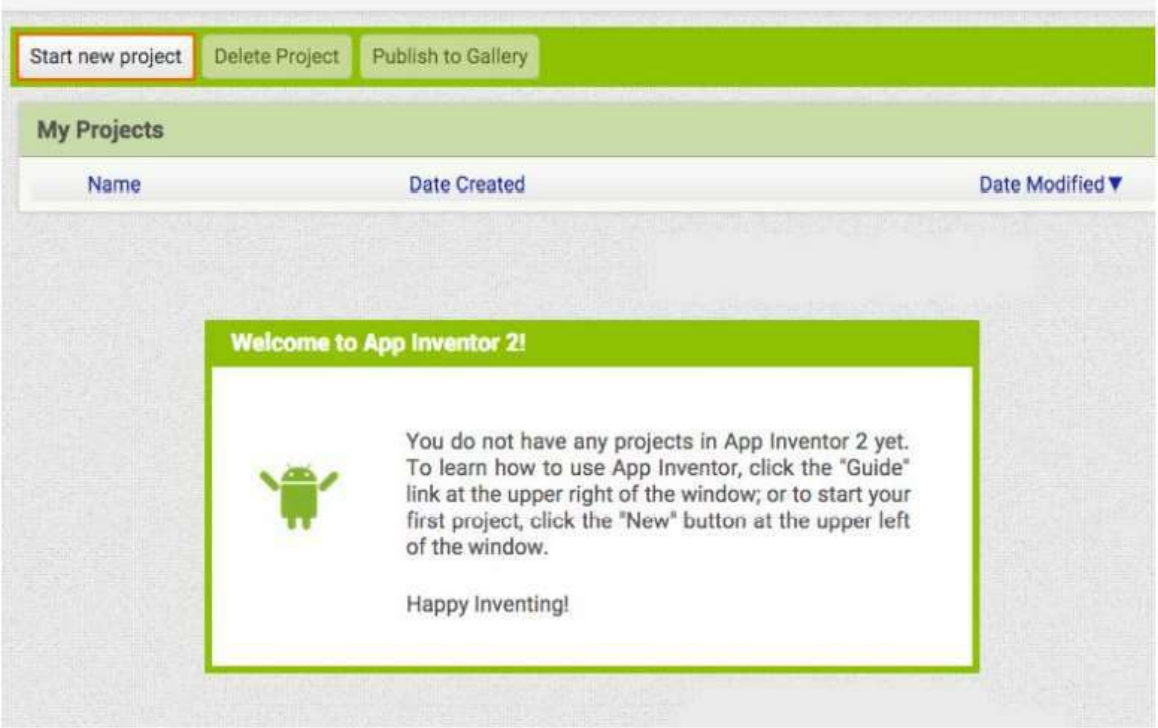
In this application we will see the pop Notifier, this is a window that can be used to launch a notice or to request a fact.

Tiny DB:

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

Designer Part:

If you don't have any projects created in App Inventor, you will land in the Projects View.

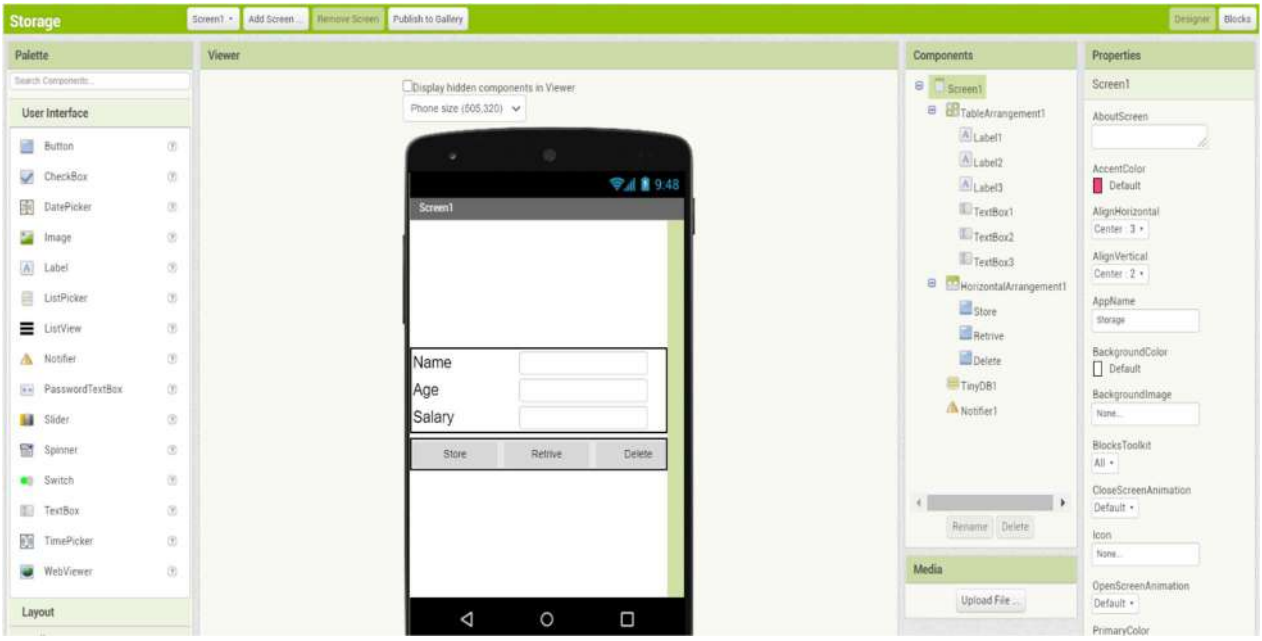


Start a new project by clicking the "Start new project" button.

Name the project "Storage" (no spaces)
Type in the project name (underscores are allowed, spaces are not) and click OK.

The "Designer" is where you create the Graphical User Interface (GUI) or the look and feel of your app. You choose components like Buttons, Horizontal Arrangement, Text boxes, Table arrangement, Horizontal arrangement, Tiny DB and Notifier.

Click and hold on the word "Button" in the Palette. Drag your mouse over to the Viewer. Release the mouse. A new button will appear on the Viewer. And after dropped buttons we need to rename as per our convenient.

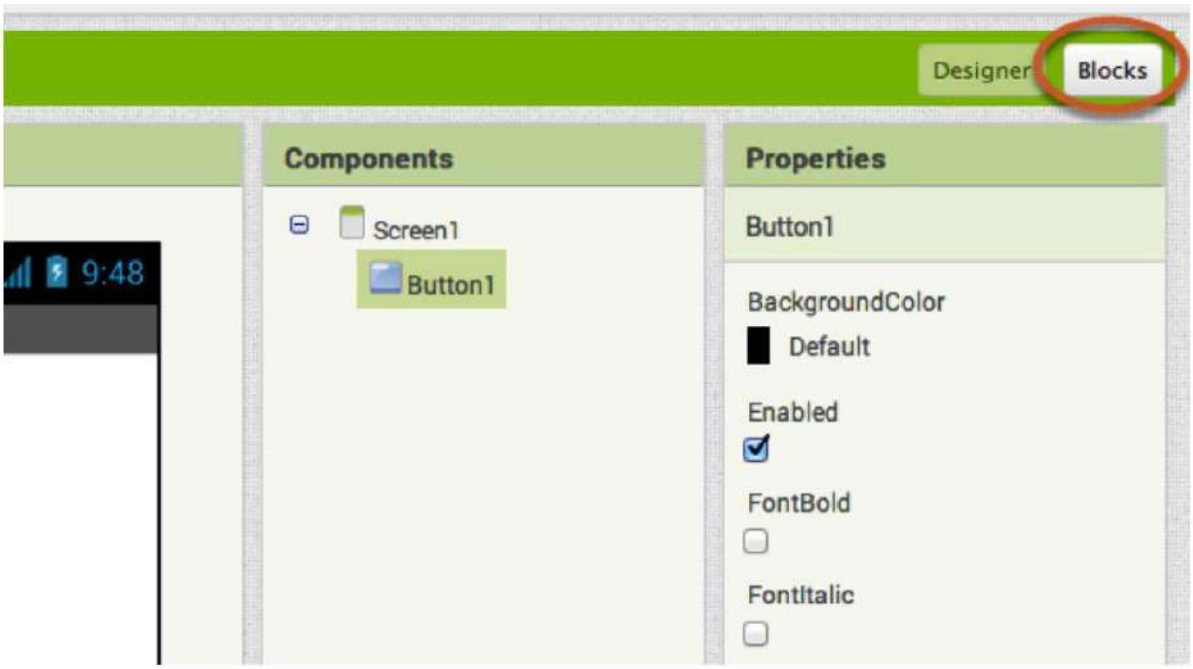


- In the above picture we have taken three buttons and renamed as Store, Retrieve and Delete.
- Secondly, we inserted Text boxes for user's details
- Tiny DB and Notifier which non-visible components for storing and alert messages purpose we dropped.

Blocks Part:

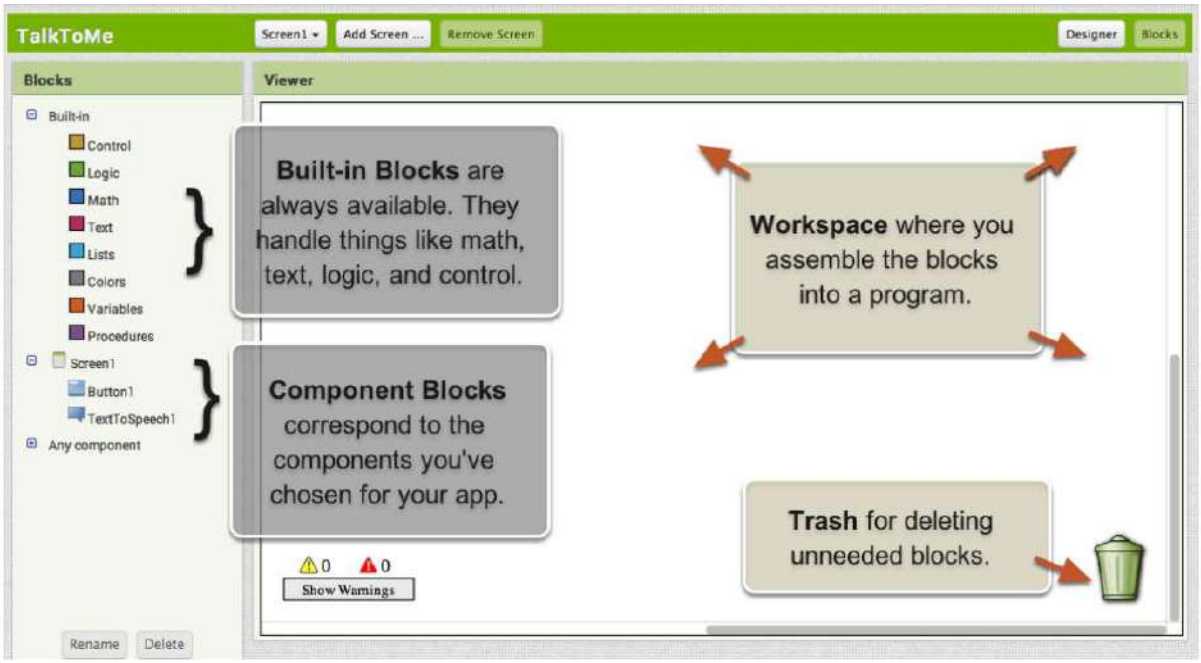
Switch over to the Blocks Editor:

It's time to tell your app what to do. The Blocks Editor is where you program the behaviour of your app. Click the button "Blocks" to move over to the Blocks Editor. You will often toggle between the Designer and Blocks Editor as you develop apps.



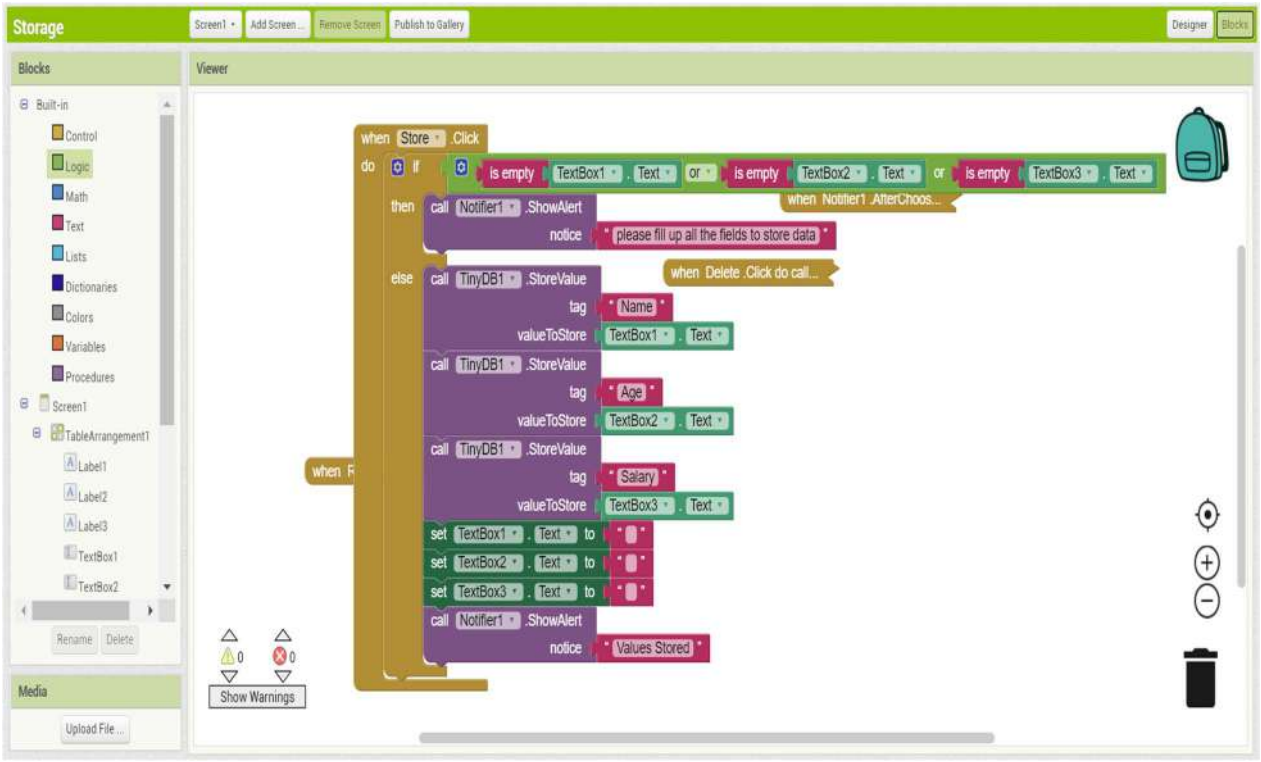
Blocks Editor: -

There are Built-in blocks that handle things like math, logic, and text. Below that are the blocks that go with each of the components you add to your app. In order to get the blocks for a certain component to show up in the Blocks Editor, you first add that component to your app in the Designer.



Make all events: -

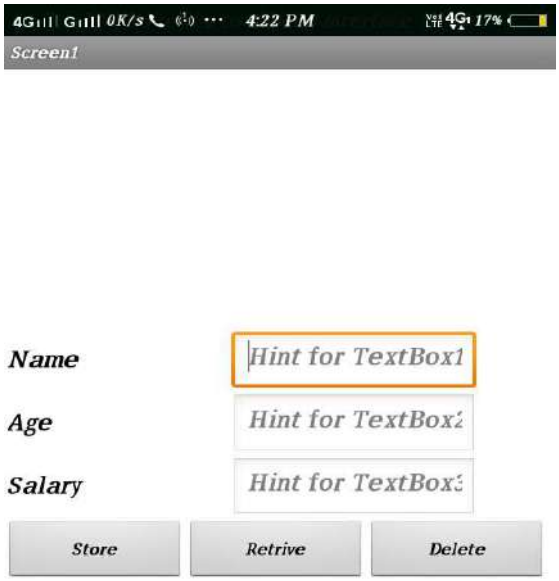
Drag all components actions fields over to the Viewer and drop it there. This block will launch when the button on your app is clicked. It is called an "Event Handler".



Firstly, take a button for click event after just drag if and else block for condition purpose then after set logic as per our functionality.

In the above picture when user entered his/her details it just stores into the Tiny data base after if he is not filled any text it just shows message as please fill up all the fields to store data. And if user completed all fields it shows Values stored and if we want retrieve the data we have the button and we have function to delete the user also.

Output:



When you open the application the firstly it displayed as above picture. And there we have three text boxes for details and we have three buttons as storing data, retrieving data and Deleting data.

After completed that

If you want see the entered details, we just click on Retrive button.

After when we click on Delete button

It asks like Are you sure? If you want to delete you just click on ok else click on cancel.

Like the above picture we can delete user permanently.

Conclusion:

We are entering the text into the text box as you can see in the above picture. After entering details in we have three options we can use those as per user's requirement.

THANK YOU