

Scratch script (Top Left):

```

when Submit .Click
do
  if not get global Joined
  then
    if not is empty TextBox1 .Text
    then
      set global Username to TextBox1 .Text
      set global Joined to true
      set Label1 .Text to "Type your message and press SUMBIT"
    else
      call CloudDB1 .AppendValueToList
        tag "Chat"
        itemToAdd join get global Username with TextBox1 .Text
      set TextBox1 .Text to ""
    end
  end
end

```

Scratch script (Top Right):

```

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

```

Scratch script (Middle Left):

```

when CloudDB1 .GetValue
tag value
do
  if get tag = "Chat"
  then
    set global Chatlist to get value
    set ListView1 .Elements to get global Chatlist
  end
end

```

Scratch script (Middle Right):

```

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
end

```

Scratch script (Bottom Left):

```

when Clear .Click
do
  set global Chatlist to create empty list
  set global Joined to false
  set global Username to ""
  set Label1 .Text to "Enter your name to join the chat"
  set TextBox1 .Text to ""
  set ListView1 .Elements to create empty list
  call CloudDB1 .ClearTag
    tag "Chat"
end

```

