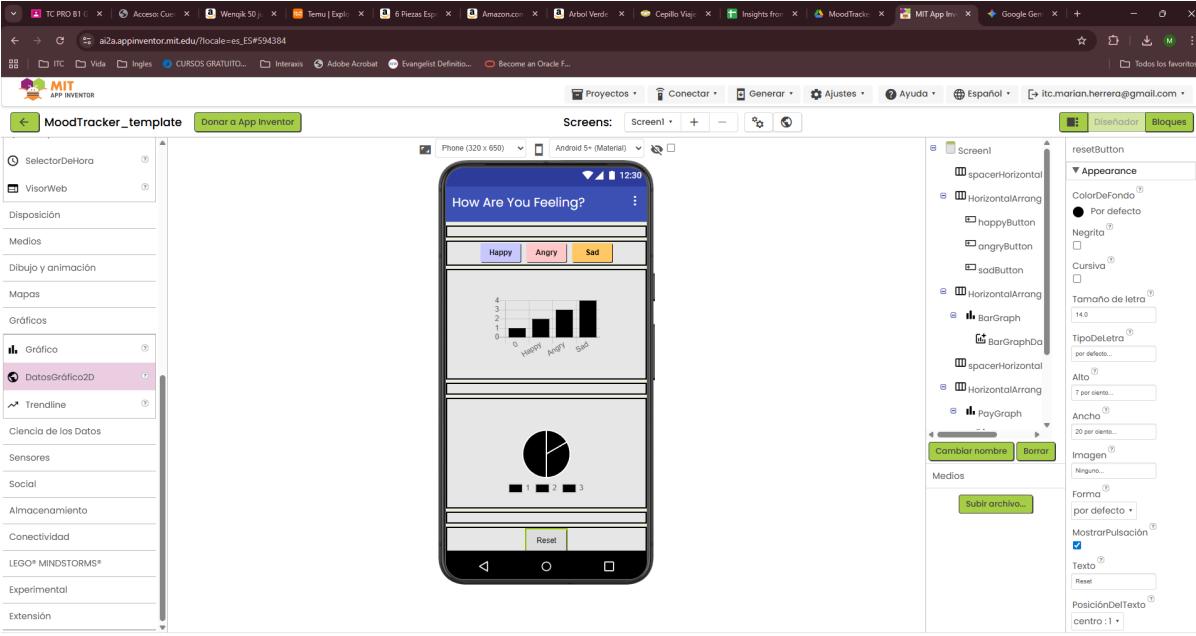


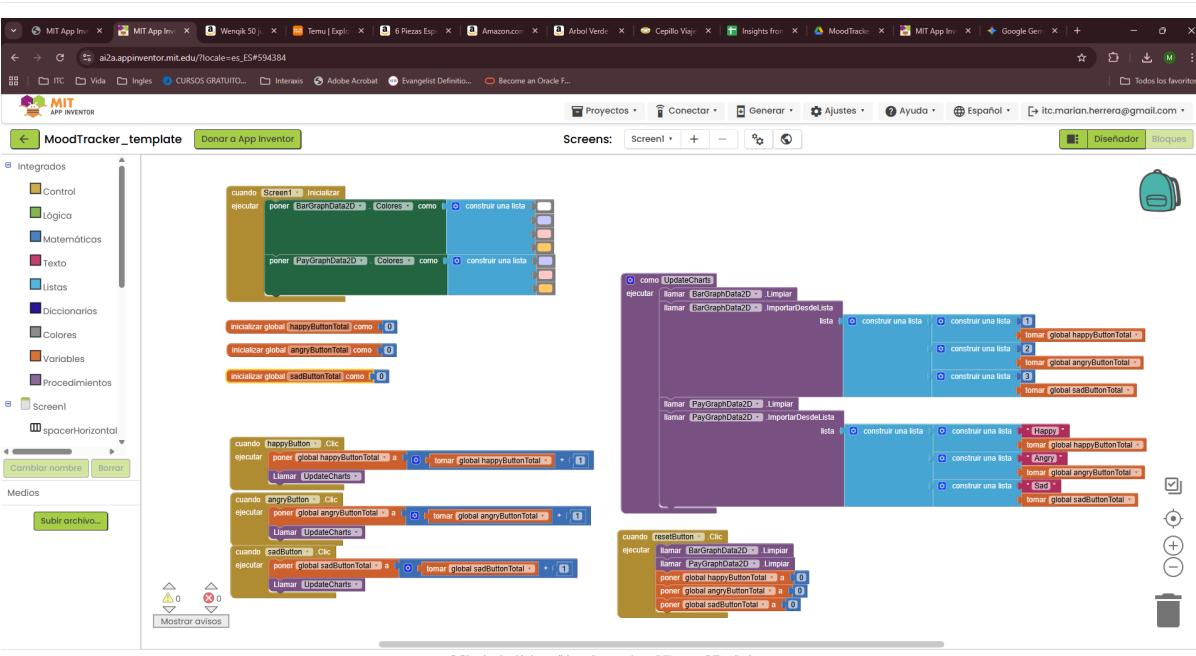
# Actividad 6. Track My Mood

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The screenshot shows the MIT App Inventor Designer view for the "MoodTracker\_template" project. The interface consists of a central smartphone screen displaying a bar chart titled "How Are You Feeling?" with three bars labeled "Happy", "Angry", and "Sad". Below the chart is a pie chart. At the bottom is a green "Reset" button. To the left is a sidebar with categories like SelectorDeHora, VisorWeb, Disposición, etc., and a "Gráfico" section with "DatosGráfico2D" selected. To the right is a "Diseñador" panel containing styling options for buttons and other UI elements.

The screenshot shows the MIT App Inventor Blocks view for the "MoodTracker\_template" project. It displays the full script for the app, which includes global variable declarations for "happyButtonTotal", "angryButtonTotal", and "sadButtonTotal", all initialized to 0. The script uses event triggers for button clicks ("cuando happyButton - Clic", "cuando angryButton - Clic", "cuando sadButton - Clic") to update these global variables and call a "UpdateCharts" procedure. The "UpdateCharts" procedure uses "BarGraphData2D" blocks to clear existing data and import new data from the global variables. Finally, it constructs three lists for the bar chart and three lists for the pie chart, and then calls "PayGraph" blocks to display the updated charts.