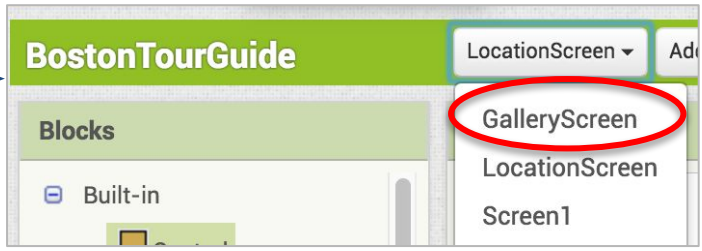
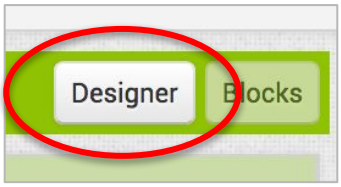
TOUR GUIDE: GALLERY SCREEN

GALLERY SCREEN

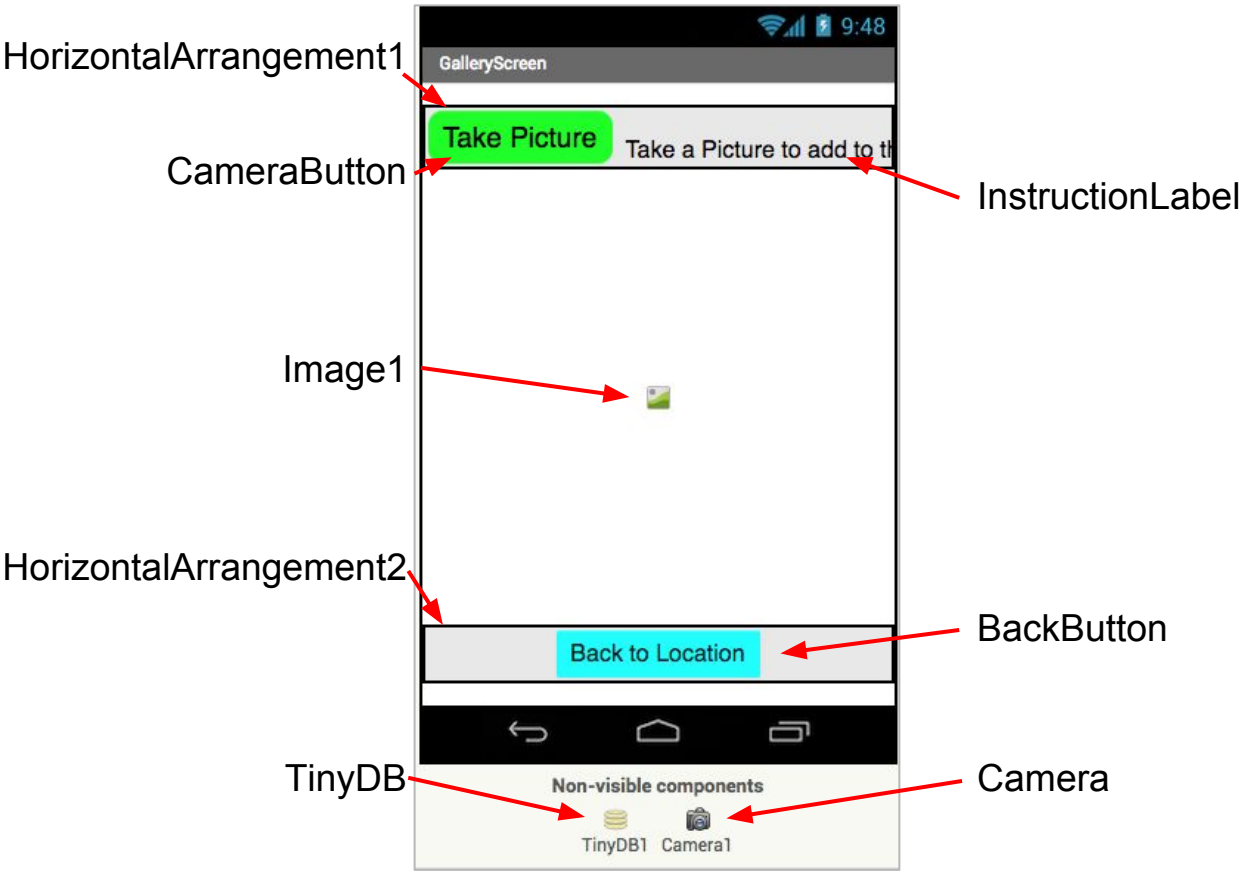
1. Go to the "**GalleryScreen**".



2. Switch to the Designer.



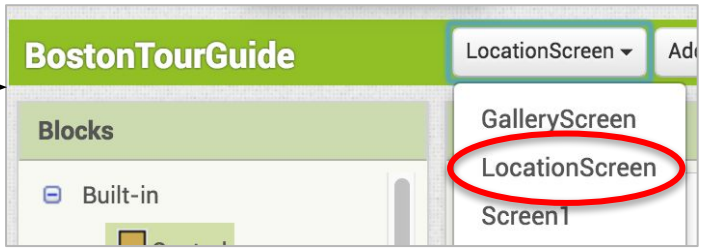
3. With your partner, look at the user interface and see if you can identify what each component does. See the screen layout below.



GALLERY BUTTON

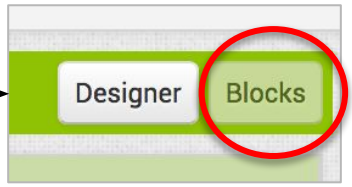
Now go back to **LocationScreen** and add the button and code to open the **GalleryScreen.**

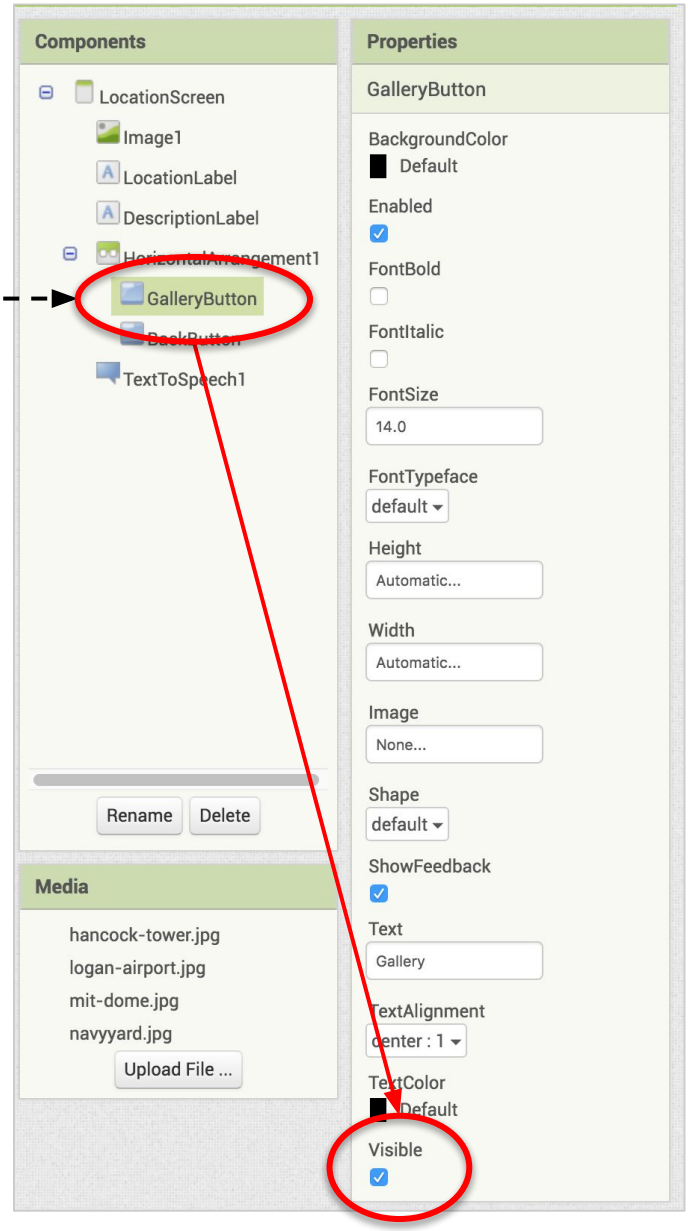
4 Go back to the "**LocationScreen**".



5 Select **GalleryButton** in the Components panel, and click on the *Visible* checkbox to make it visible.

6 Switch to the Blocks Editor.

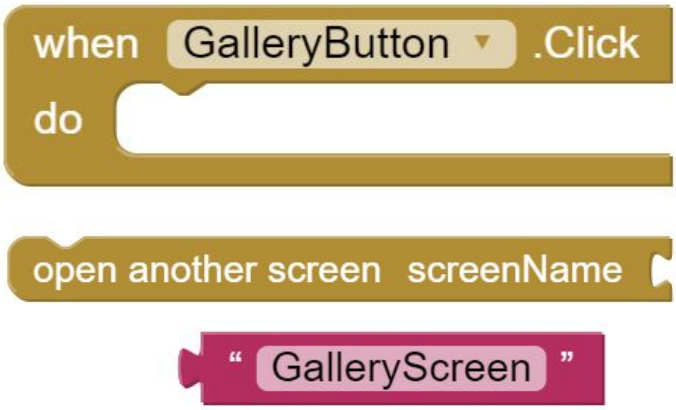




GALLERY BUTTON

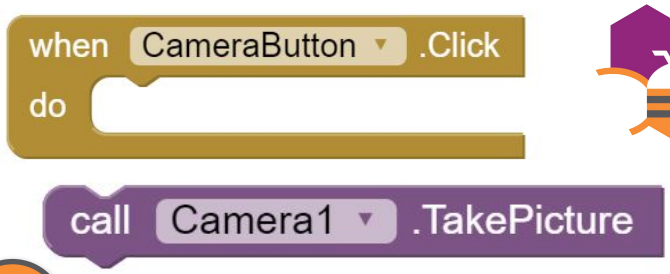
7 Open the **GalleryScreen** when **GalleryButton** is clicked.
Use these blocks.

This time, you'll open **GalleryScreen** without any startValue



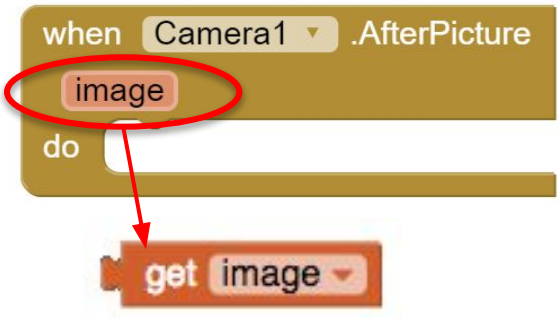
8 Now, go back to the **GalleryScreen**.

9 When the user clicks **CameraButton**, have the **Camera** component take a picture.



When the user clicks the Camera button, the device camera will open so the user can take a picture

10 When a picture is taken, the **Camera.AfterPicture** event is triggered. Set the **Image1.Picture** to the image returned by the **Camera**. Use these blocks.



TEST THE APP

11 Test the Camera feature with the MIT AI2 Companion.

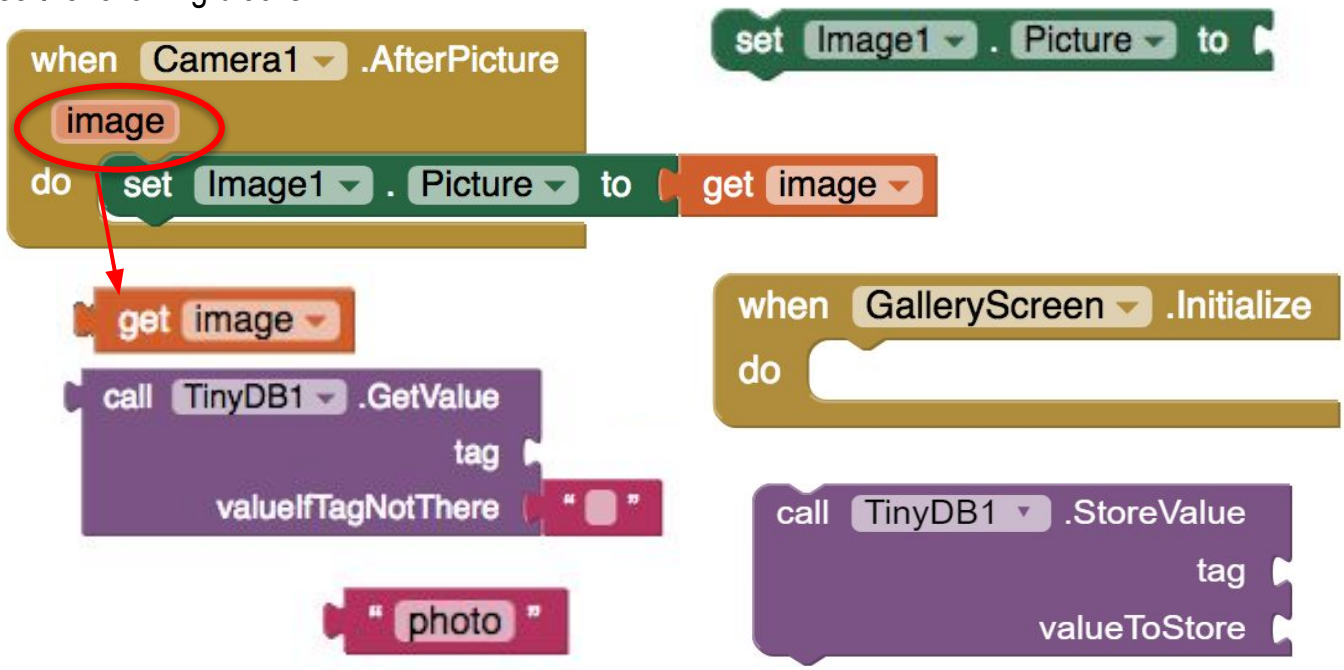
- Take a picture, and see that the image changes.

USE TINYDB TO STORE THE PICTURE

12 To make sure the picture is saved for the next time someone uses the app, you need to store it in **TinyDB**. Remember, **TinyDB** stores information persistently, so it will always be saved.

- When a picture is taken, store it in **TinyDB**.
- When the **GalleryScreen** initializes, retrieve any stored image from **TinyDB** and set the **Image1.Picture** to the stored value.

Use the following blocks.

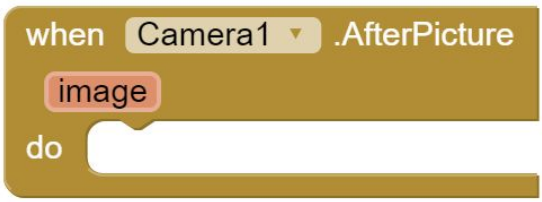


13 Test again! Test out your app with the MIT AI2 Companion.

- Go to the **GalleryScreen**.
- Take a picture.
- Close the app and reopen it.
  The picture should still be there!

COMPUTATIONAL THINKING CONCEPTS

The following are the Computational Thinking Concepts used in GalleryScreen.

Tour Guide
1. Events 
2. Variables/Naming 
3. Data manipulation and elementary data structures