


# Documentation for App Development

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## Design Blocks

Field	Value
1- Name of the app:	Login page app.
2- Selection of the Logo:	
3- Application of my app:	I have made an app wallet that contains multiple apps which anyone can use with a single login.
4- Screens used:	6.
5- List of visible components(buttons, labels etc):	<b>Screen1:</b> Vertical arrangement (1), Buttons (4), Labels (2), Textbox (1), Password textbox (1), Horizontal arrangements (3). <b>Screen2:</b> Vertical arrangements (2), Buttons (2), Label (1). <b>Screen3:</b> Horizontal arrangements (2), Table arrangement (1), Labels (5), Buttons (6). <b>Screen4:</b> Labels (5), Buttons (2), Horizontal arrangement (1). <b>Screen5:</b> Buttons (5). <b>Screen6:</b> Label (1), Horizontal arrangement (1), Button (9).
6- List of non-visible components:	<b>Screen1:</b> Notifier (1). <b>Screen2:</b> Activity starter 1). <b>Screen3:</b> Activity starter (1). <b>Screen4:</b> Canvas (1), Image sprite (1), Clock (1), Text to speech (2). <b>Screen5:</b> Player (1), Text to speech (1). <b>Screen6:</b> Canvas (1).
7- Selection of media(images, videos, mp3):	<b>Screen1:</b> Background image downloaded from <a href="https://logomaker.com">logomaker.com</a> . <b>Screen2:</b> Background image downloaded from <a href="https://logomaker.com">logomaker.com</a> .

	<p><b>Screen3:</b> Background image downloaded from <a href="http://logomaker.com">logomaker.com</a>. Apps image downloaded from google.</p> <p><b>Screen4:</b> Images downloaded from google.</p> <p><b>Screen5:</b> Background image downloaded from google and mp3 downloaded from <a href="http://beatdreamer.com">beatdreamer.com</a>.</p> <p><b>Screen6:</b> No media.</p>
8- Rename all the components:	<p><b>Screen1:</b> Button1→Exit, Button2→ Forgot password, Button3→ Login, Button4→ sign-up, Label1→ Username, Label2→ Password.</p> <p><b>Screen2:</b> Button1→ Back, Button2→ ID.</p> <p><b>Screen3:</b> Button1→ None, Button2→ Ant mash, Button3→ Cartoons, Button4→ Birthday app, Button5→ Sketch Pad, Button6→ Back.</p> <p><b>Screen4:</b> Button1→ Reset, Button2→ Back, Image sprite→ Ant, Label2→ Hit label, Label3→Hit counter label, Label4→ Miss label, Label5→ Miss counter label, Clock→ Ant timer.</p> <p><b>Screen5:</b> Button1→Back, Button2→Surprise message, Button3→Wish, Button4→Song, Button5→Pause.</p> <p><b>Screen6:</b> Button1→ Cyan, Button2→ Green, Button3→ Red. Button4→ Yellow, Button5→ Pink, Button6→ Magenta, Button7→ Black, Button8→ Clear, Button9→ Back.</p>
9- Colour of the buttons, font of the text:	<p><b>Screen1:</b> Colour of the button→ None, Text colour of the button→ Black and Lilac, Font of the text→ Default.</p> <p><b>Screen2:</b> Colour of the button→ None, Text colour of the button→ Black and Lilac, Font of the text→ Default.</p> <p><b>Screen3:</b> Colour of the button→ None, Text colour of the button→ Black and Lilac+4 buttons have images, Font of the text→ Default.</p> <p><b>Screen4:</b> Colour of the button→ Black, Text colour of the button→ Red, Font of the text→ Default.</p> <p><b>Screen5:</b> Colour of the button→ None, Text</p>

	colour of the button→ White, Font of the text→ Monospace Italic. <b>Screen6:</b> Colour of the button→ Multicolour, Text colour of the button→ Black, Font of the text→ Default.
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## Programming Blocks

### 1- Working of my components:

**Screen1:** When user name i.e. alikhan and password i.e. 1234 is written correctly you can login. If the credentials are not known you cannot sign up. When sign up or forgot password is clicked screen2 will be opened.

**Screen2:** You can contact the administrator by clicking on the email address.

**Screen3:** This screen is app wallet in which you can explore apps and games by clicking on it. Also you can watch cartoon by clicking on cartoons.

**Screen4:** It is an interesting game for kids in which you have to smash the ant to win.

**Screen5:** It is a birthday app having surprise message, wish and a birthday song which you can pause anytime.

**Screen6:** It is a drawing app especially for kids in which you can draw anything with the available colours.

### 2- Conditional statements(control) used:

**Screen1:** When do statements (4)

**Screen2:** When do statements (2)

**Screen3:** When do statements (5)

**Screen4:** When do statements (6)

**Screen5:** When do statements (5)

**Screen6:** When do statements (11)