

2 Mtec-PI 2025 A

github.com/2-Mtec-PI-2025-A

2-Mtec-PI-2025-A

Type / to search

Overview Repositories 2 Projects Packages Teams People 1 Insights Settings

Follow

# 2 Mtec-PI 2025 A

We think you're gonna like it here.

We've suggested some tasks here in your organization's overview to help you get started.

View as: Public

You are viewing the README and pinned repositories as a public user.

You can create a README file or pin repositories visible to anyone.

You can hide the tasks we've suggested on this page and bring them back later.

## Invite your people

Invite your first member  
Find people by their GitHub username or email address.

Customize members' permissions  
Set everyone's base permissions for your code.

## Discussions

Set up discussions to engage with your community!

Turn on discussions

Collaborative coding

2 Mtec-PI 2025 A

github.com/2-Mtec-PI-2025-A

2-Mtec-PI-2025-A

Overview Repositories 2 Projects Packages Teams People 1 Insights Settings

Type / to search

New repository Import repository New codespace New gist New organization Invite someone to 2-Mtec-PI-2025-A New team in 2-Mtec-PI-2025-A New repository in 2-Mtec-PI-2025-A

We think you're gonna like it here.

We've suggested some tasks here in your organization's overview to help you get started.

Invite your people

Invite your first member Find people by their GitHub username or email address.

Customize members' permissions Set everyone's base permissions for your code.

Discussions

Set up discussions to engage with your community!

Turn on discussions

https://github.com/new

New repository

github.com/new

New repository

Type / to search

Owner \* Repository name \*

gallojunior Pokedex-App

Pokedex-App is available.

Description (optional)

Projeto de aplicação React Native Expo para simular uma Pokedex

Public Anyone on the internet can see this repository. You choose who can commit.

Private You choose who can see and commit to this repository.

Initialize this repository with:

Add a README file

This is where you can write a long description for your project. [Learn more about READMEs.](#)

## Create a new repository

A repository contains all project files, including the revision history. Already have a project repository elsewhere?  
[Import a repository](#).

*Required fields are marked with an asterisk (\*).*

Owner \*



gallojunior

Repository name \*

Pokedex-App

Pokedex-App is available.



Great repository names are short and memorable. Need inspiration? How about [stunning-barnacle](#) ?

Description (optional)

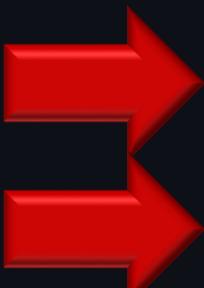
Projeto de aplicação React Native Expo para simular uma Pokedex

Public

Anyone on the internet can see this repository. You choose who can commit.

Private

You choose who can see and commit to this repository.



Initialize this repository with:

Add a README file

This is where you can write a long description for your project. [Learn more about READMEs.](#)



Q New repository +

< > C 🔒 github.com/new

Q \_ □ X

Description (optional)

Projeto de aplicação React Native Expo para simular uma Pokédex

Public

Anyone on the internet can see this repository. You choose who can commit.

Private

You choose who can see and commit to this repository.

Initialize this repository with:

Add a README file

This is where you can write a long description for your project. [Learn more about READMEs](#).

Add .gitignore

.gitignore template: None ▾

Choose which files not to track from a list of templates. [Learn more about ignoring files](#).

Choose a license

License: None ▾

A license tells others what they can and can't do with your code. [Learn more about licenses](#).

This will set **master** as the default branch. Change the default name in your [settings](#).

(i) You are creating a public repository in your personal account.

Create repository

A screenshot of a GitHub repository page for "Pokedex-App" by "gallojunior". The repository is public and contains one branch ("master") and no tags. The README file describes it as a "Projeto de aplicação React Native Expo para simular uma Pokedex". A context menu is open over the "Code" button in the top right, showing options for cloning the repository via HTTPS, SSH, or GitHub CLI. The HTTPS URL is highlighted with a red arrow. Another red arrow points to the repository description text.

gallojunior/Pokedex-App

github.com/gallojunior/Pokedex-App

gallojunior / Pokedex-App

Type / to search

Code Issues Pull requests Actions Projects Wiki Security Insights Settings

Pokedex-App Public

Pin Watch 0 Fork 0 Star 0

master 1 Branch 0 Tags

Go to file + <> Code

Local Codespaces

Clone

HTTPS SSH GitHub CLI

Copy url to clipboard

<https://github.com/gallojunior/Pokedex-App.git>

Clone using the web URL.

Open with GitHub Desktop Download ZIP

Projeto de aplicação React Native Expo para simular uma Pokedex

Readme Activity Contributors Licensing

0 forks

Releases

No releases published Create a new release

Packages

No packages published

EXPLORER ...

NO FOLDER OPENED

You have not yet opened a folder.

**Open Folder**

You can clone a repository locally.

**Clone Repository**

Clone a repository once the Git extension has activated

Git and source control in VS Code  
read our docs.

You can [open a folder containing a .NET project or solution](#), or  
create a new .NET project.

**Create .NET Project**

> OUTLINE

> TIMELINE



Show All Commands **Ctrl + Shift + P**

Open File **Ctrl + O**

Open Folder **Ctrl + K** **Ctrl + O**

Open Recent **Ctrl + R**

Open Chat **Ctrl + Alt + I**



EXPLORER

NO FOLDER OPENED

You have not yet opened a folder.

[Open Folder](#)

You can clone a repository locally.

[Clone Repository](#)

To learn more about how to use  
Git and source control in VS Code  
[read our docs](#).

You can [open a folder containing](#)  
[a .NET project or solution](#), or  
create a new .NET project.

[Create .NET Project](#)

https://github.com/gallojunior/Pokedex-App.git

Clone from URL https://github.com/gallojunior/Pokedex-App.git

Clone from GitHub

Show All Commands [Ctrl + Shift + P](#)Open File [Ctrl + O](#)Open Folder [Ctrl + K](#) [Ctrl + O](#)Open Recent [Ctrl + R](#)Open Chat [Ctrl + Alt + I](#)

&gt; OUTLINE

&gt; TIMELINE



⊗ 0

△ 0



Go Live





EXPLORER

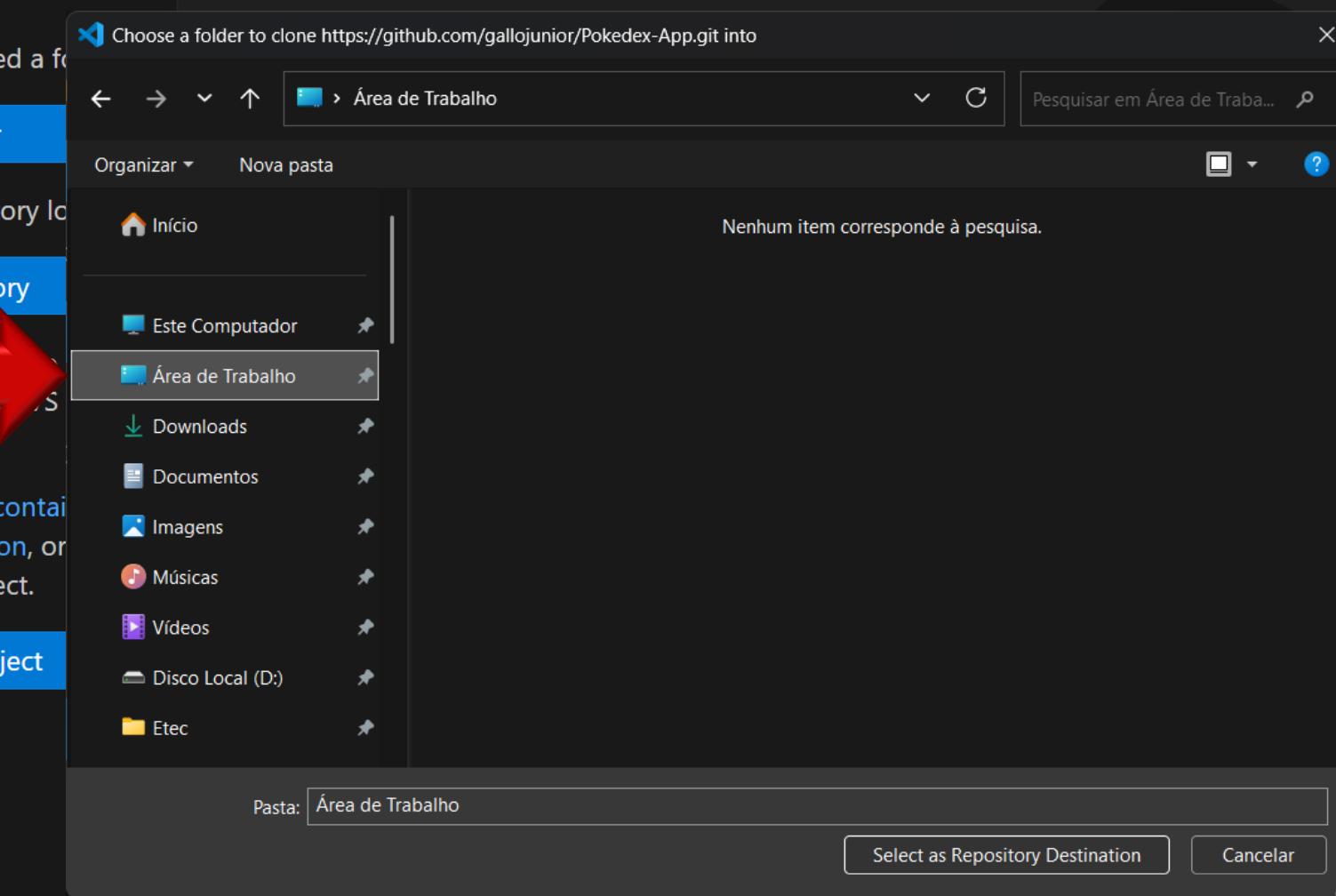
...

## NO FOLDER OPENED

You have not yet opened a folder.

**Open Folder**

You can clone a repository locally.

**Clone Repository**To learn more about Git and source control, [read our docs](#).You can [open a folder containing a .NET project or solution](#), or [create a new .NET project](#).**Create .NET Project**Open Chat **Ctrl + Alt + I**

&gt; OUTLINE

&gt; TIMELINE



0 0 0



Go Live



EXPLORER ...

NO FOLDER OPENED

You have not yet opened a folder.

**Open Folder**

You can clone a repository locally.

**Clone Repository**

To learn more about how to use Git and source control in VS Code [read our docs](#).

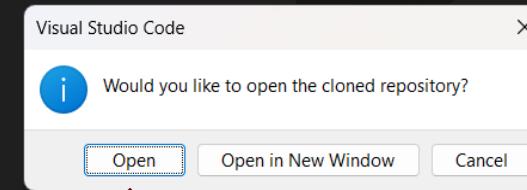
You can [open a folder containing a .NET project or solution](#), or create a new .NET project.

**Create .NET Project**

> OUTLINE

> TIMELINE

0 0 0



Show All Commands **Ctrl + Shift + P**

Open File **Ctrl + O**

Open Folder **Ctrl + K** **Ctrl + O**

Open Recent **Ctrl + R**

Open Chat **Ctrl + Alt + I**



Do you trust the authors of the files in this folder?

Code provides features that may automatically execute files in this folder.

If you don't trust the authors of these files, we recommend to continue in restricted mode as the files may be malicious. See [our docs](#) to learn more.

C:\Users\Gallo\Desktop\Pokedex-App

Trust the authors of all files in the parent folder 'Desktop'

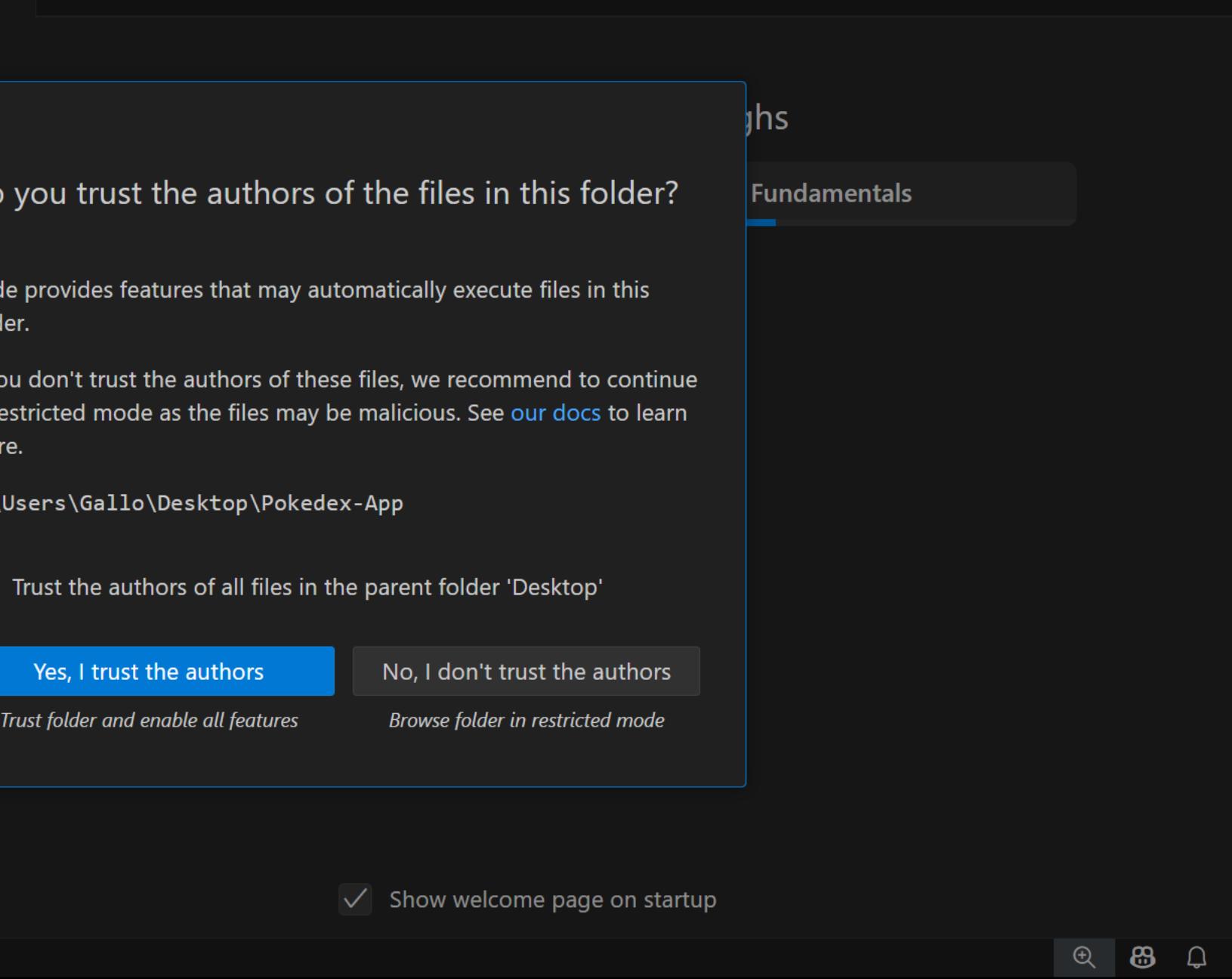
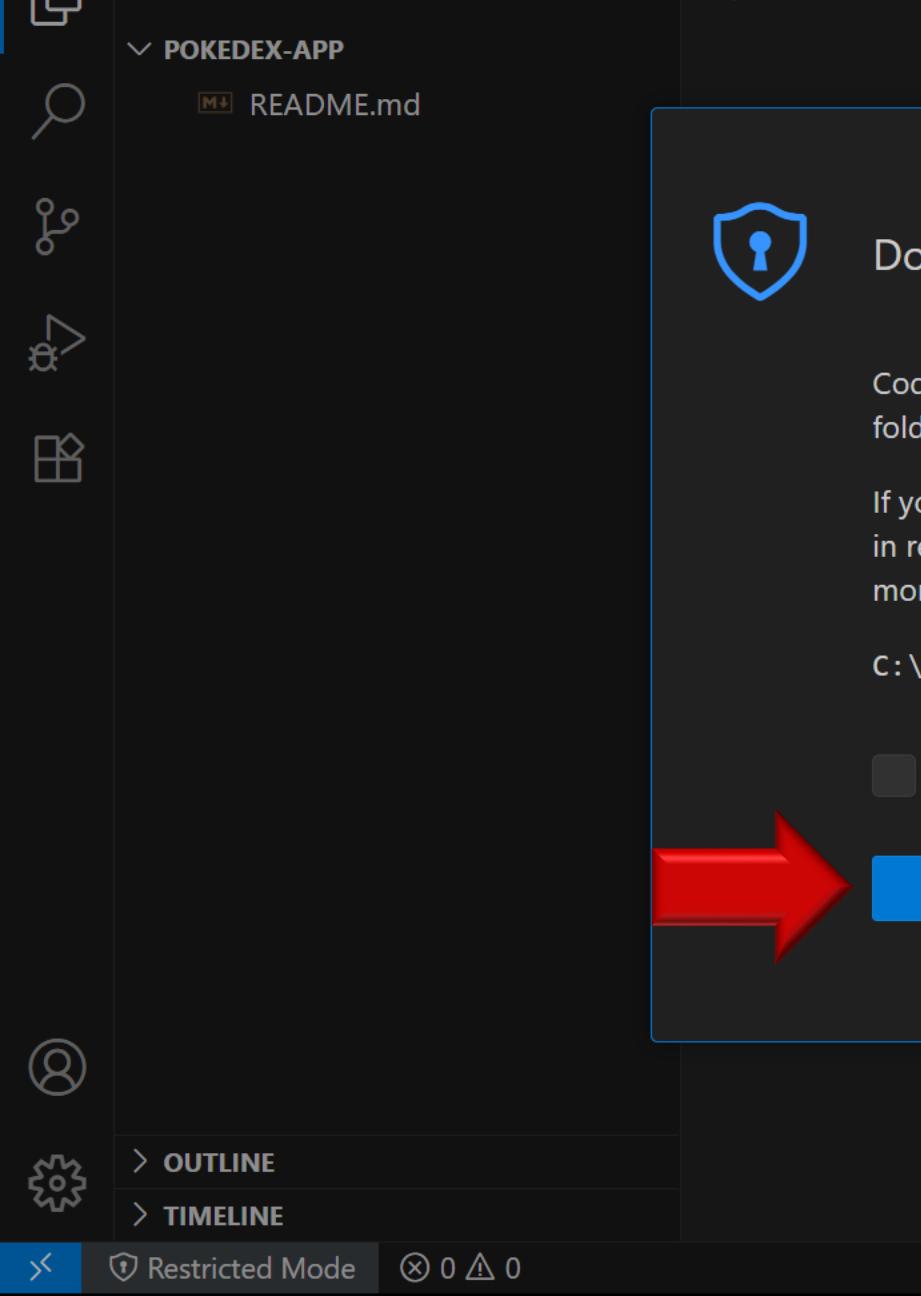
 Yes, I trust the authors

Trust folder and enable all features

No, I don't trust the authors

Browse folder in restricted mode

Show welcome page on startup



EXPLORER ⏮

POKEDEX-APP

README.md

SEARCH

PROBLEMS

OUTPUT

RECENT FILES

OUTLINE

TIMELINE



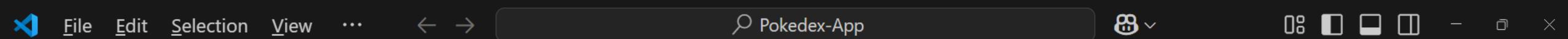
Show All Commands `Ctrl + Shift + P`

Go to File `Ctrl + P`

Open Chat `Ctrl + Alt + I`

Find in Files `Ctrl + Shift + F`

Open Settings `Ctrl + ,`



EXPLORER    ...

POKEDEX-APP

README.md

PROBLEMS    OUTPUT    DEBUG CONSOLE    **TERMINAL**    PORTS    NUGET

powershell    ...

PS C:\Users\Gallo\Desktop\Pokedex-App> **npx create-expo-app@latest pokedex**

A large red arrow points from the right towards the terminal input field.

OUTLINE

TIMELINE

master

0 △ 0

Go Live

The screenshot shows the Visual Studio Code interface with the following details:

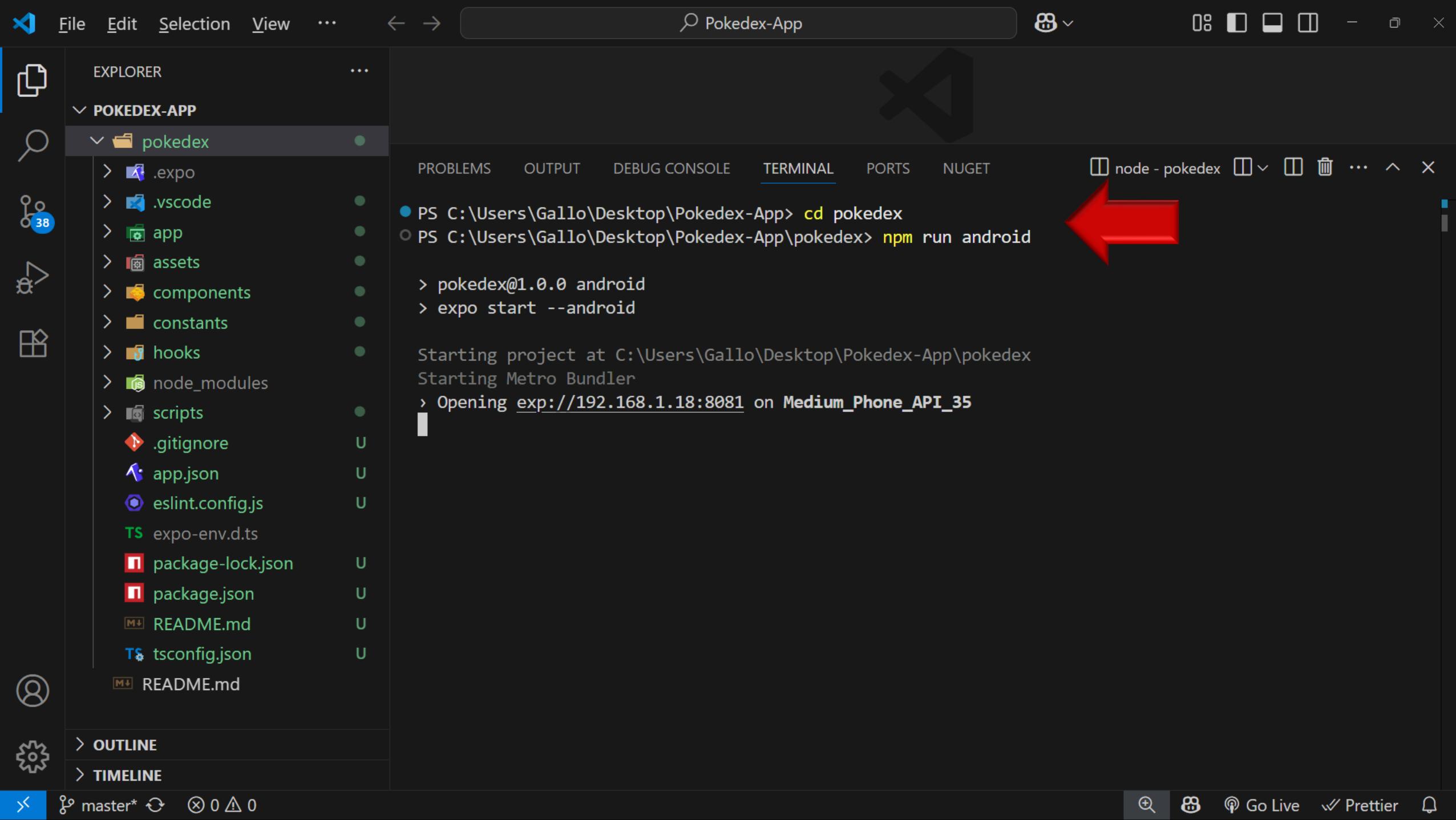
- File Explorer (Left):** Shows the project structure under "POKEDEX-APP". The "pokedex" folder contains ".vscode", "app", "assets", "components", "constants", "hooks", "node\_modules", "scripts", ".gitignore", "app.json", "eslint.config.js", "package-lock.json", "package.json", "README.md", and "tsconfig.json". There are 38 untracked files indicated by a blue circle with "38".
- Terminal (Bottom):** Displays the command-line output of an npm install:

```
k out lru-cache if you want a good and tested way to coalesce async requests by a key value, which is much more comprehensive and powerful.  
npm warn deprecated rimraf@3.0.2: Rimraf versions prior to v4 are no longer supported  
npm warn deprecated glob@7.2.3: Glob versions prior to v9 are no longer supported  
npm warn deprecated glob@7.2.3: Glob versions prior to v9 are no longer supported  
npm warn deprecated glob@7.2.3: Glob versions prior to v9 are no longer supported  
npm warn deprecated glob@7.2.3: Glob versions prior to v9 are no longer supported  
added 952 packages, and audited 953 packages in 43s  
177 packages are looking for funding  
  run `npm fund` for details  
found 0 vulnerabilities  
✓ Your project is ready!
```

To run your project, navigate to the directory and run one of the following npm commands.

  - cd pokedex
  - npm run android
  - npm run ios # you need to use macOS to build the iOS project - use the Expo app if you need to do iOS development without a Mac
  - npm run web

PS C:\Users\Gallo\Desktop\Pokedex-App>
- Top Bar:** File, Edit, Selection, View, ... (with a dropdown arrow), Search bar (Pokedex-App), User icon, and window controls.
- Header:** PROBLEMS, OUTPUT, DEBUG CONSOLE, TERMINAL (underlined), PORTS, NUGET, and a set of icons for powershell, file operations, and navigation.



File Edit Selection View ... ← → 🔍 Pokedex-App 📱

EXPLORER ...

POKEDEX-APP

pokedex

- .expo
- .vscode
- app
- assets
- components
- constants
- hooks
- node\_modules
- scripts
- .gitignore
- app.json
- eslint.config.js
- expo-env.d.ts
- package-lock.json
- package.json
- README.md
- tsconfig.json
- README.md

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS NUGET

PS C:\Users\Gallo\Desktop\Pokedex-App> cd pokedex  
PS C:\Users\Gallo\Desktop\Pokedex-App\pokedex> npm run android  
  
> pokedex@1.0.0 android  
> expo start --android  
  
Starting project at C:\Users\Gallo\Desktop\Pokedex-App\pokedex  
Starting Metro Bundler  
> Opening <exp://192.168.1.18:8081> on Medium\_Phone\_API\_35

Android Emulator - Medium\_Phone\_API\_35:5554  
1:23 📲

Welcome! 🙌

Step 1: Try it

Edit app/(tabs)/index.tsx to see changes. Press cmd + m to open developer tools.

Step 2: Explore

Tap the Explore tab to learn more about what's included in this starter app.

Step 3: Get a fresh start

When you're ready, run **npm run reset-project** to get a fresh **app** directory. This will move the current **app** to **app-example**.

Home Explore

EXPLORER

POKEDEX-APP

- pokedex
- .expo
- .vscode
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- components
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- hooks
- node\_modules
- scripts
- .gitignore
- app.json
- eslint.config.js
- expo-env.d.ts
- package-lock.json
- package.json
- README.md
- tsconfig.json
- README.md

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS NUGET

powershell - pokedex

TERMINAL

```
> Metro waiting on exp://192.168.1.18:8081
> Scan the QR code above with Expo Go (Android) or the Camera app (iOS)

> Web is waiting on http://localhost:8081

> Using Expo Go
> Press s | switch to development build
> Press a | open Android
> Press w | open web
> Press j | open debugger
> Press r | reload app
> Press m | toggle menu
> shift+m | more tools
> Press o | open project code in your editor
> Press ? | show all commands

Logs for your project will appear below. Press Ctrl+C to exit.
Android Bundled 8417ms node_modules\expo-router\entry.js (1283 modules)
> Stopped server
PS C:\Users\Gallo\Desktop\Pokedex-App\pokedex>
```

OUTLINE

TIMELINE

master\* 0 0 △ 0 🔍 📁 Go Live ✅ Prettier 📡

A screenshot of the Visual Studio Code interface. The title bar shows "Pokedex-App". The left sidebar has icons for Explorer, Search, Problems (38), Debug, and others. The Explorer view shows a folder named "POKEDEX-APP" containing a "pokedex" folder with various files like .expo, .vscode, app, assets, components, constants, hooks, node\_modules, scripts, .gitignore, app.json, eslint.config.js, expo-env.d.ts, package-lock.json, package.json, README.md, and tsconfig.json. Below this is another README.md file. The main area is the Terminal tab, which displays the command "npm run reset-project" being run in the directory "C:\Users\Gallo\Desktop\Pokedex-App\pokedex". The terminal output shows the command being executed, followed by a prompt: "Do you want to move existing files to /app-example instead of deleting them? (Y/n): n". Two red arrows point from the right towards the terminal output.

```
PS C:\Users\Gallo\Desktop\Pokedex-App\pokedex> npm run reset-project
> pokedex@1.0.0 reset-project
> node ./scripts/reset-project.js

Do you want to move existing files to /app-example instead of deleting them? (Y/n): n
```

EXPLORER

POKEDEX-APP

pokedex

- .expo
- .vscode
- app
- assets
- node\_modules
- .gitignore
- app.json
- eslint.config.js
- expo-env.d.ts
- package-lock.json
- package.json
- README.md
- tsconfig.json
- README.md

OUTLINE

TIMELINE

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS NUGET

ps C:\Users\Gallo\Desktop\Pokedex-App\pokedex> npm run reset-project

> pokedex@1.0.0 reset-project  
> node ./scripts/reset-project.js

Do you want to move existing files to /app-example instead of deleting them? (Y/n): n

✗ /app deleted.  
✗ /components deleted.  
✗ /hooks deleted.  
✗ /constants deleted.  
✗ /scripts deleted.

📁 New /app directory created.  
📄 app/index.tsx created.  
📄 app/\_layout.tsx created.

✓ Project reset complete. Next steps:  
1. Run `npx expo start` to start a development server.  
2. Edit app/index.tsx to edit the main screen.

PS C:\Users\Gallo\Desktop\Pokedex-App\pokedex>

A screenshot of the Visual Studio Code interface showing a project named "POKEDEX-APP". The terminal tab is active, displaying the command line output of running the application on an Android emulator. The right panel shows the Android emulator interface with the application "index" running.

The terminal output is as follows:

```
PS C:\Users\Gallo\Desktop\Pokedex-App\pokedex> npm run android
> pokedex@1.0.0 android
> expo start --android

Starting project at C:\Users\Gallo\Desktop\Pokedex-A ↴ pokedex
```

A large red arrow points upwards from the terminal output towards the emulator screen, highlighting the connection between the development environment and the running application.

The right panel displays the content of the file "index.tsx" with the following text:

```
Edit app/index.tsx to edit this screen.
```

Carregando os arquivos  
estáticos

EXPLORER ...

POKEDEX-APP

- pokedex
- .expo
- .vscode
- app
- assets
- data
- node\_modules
- utils

- .gitignore U
- app.json U
- eslint.config.js U
- expo-env.d.ts
- package-lock.json U
- package.json U
- README.md U
- tsconfig.json U
- README.md

> OUTLINE  
> TIMELINE



Show All Commands **Ctrl + Shift + P**

Go to File **Ctrl + P**

Open Chat **Ctrl + Alt + I**

Find in Files **Ctrl + Shift + F**

Open Settings **Ctrl + ,**

EXPLORER

POKEDEX-APP

- pokedex
- .expo
- .vscode
- app
- assets**
- data
- node\_modules
- utils
- .gitignore
- app.json
- eslint.config.js
- expo-env.d.ts
- package-lock.json
- package.json
- README.md
- tsconfig.json
- README.md

OUTLINE

TIMELINE

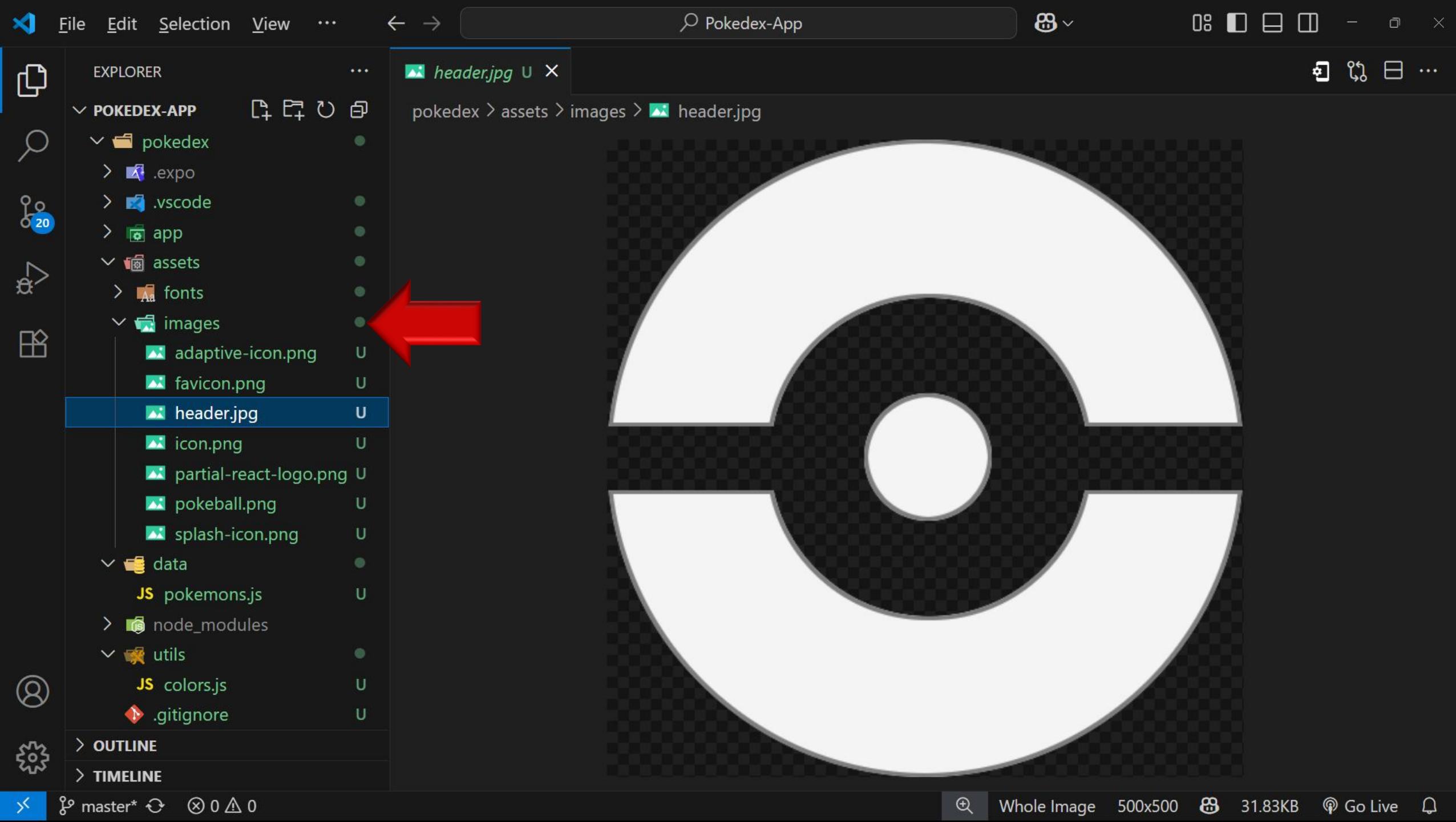
pokedex-app

Novo | X | C | Novo | +

Pesquisar em | Detalhes

	Nome	Data de modificação	Tipo
Documentos	pokemons.js	08/04/2024 09:55	JSFile
Imagens	colors.js	08/04/2024 09:24	JSFile
Músicas	pokeball	08/04/2024 09:55	Arquivo PNG
Vídeos	adaptive-icon	08/04/2024 09:55	Arquivo PNG
Disco Local (D:)	header	08/04/2024 09:55	Arquivo JPG
Etec	icon	08/04/2024 09:55	Arquivo PNG
Conecta			
GranTiete			
Projetos			
Diversos			
Receitas			

6 itens |



A screenshot of the Visual Studio Code (VS Code) interface. The title bar shows "Pokedex-App". The left sidebar (Explorer) displays the project structure under "POKEDEX-APP". A red arrow points from the "pokemons.js" file in the Explorer to the code editor. The code editor shows the content of "pokemons.js", which defines an array of two Pokemon objects: Bulbasaur and Ivysaur. The file path is "pokedex > data > JS pokemons.js".

```
JS pokemons.js U X
pokedex > data > JS pokemons.js > ...
1 export const pokemons = [
2   {
3     Numero: 1,
4     Nome: "Bulbasaur",
5     Descricao: "Bulbasaur pode ser visto cochilando sob luz solar intensa. Há uma semente em sua barriga.",
6     Especie: "Semente",
7     Tipo: [
8       {
9         Nome: "Planta",
10        Cor: "#7c5"
11      },
12      {
13        Nome: "Venenoso",
14        Cor: "#a59"
15      }
16    ],
17    Altura: 0.7,
18    Peso: 6.9,
19    Imagem: "https://raw.githubusercontent.com/PokeAPI/sprites/master/sprites/pokemon/other/...
20  },
21  {
22    Numero: 2,
23    Nome: "Ivysaur",
24    Descricao: "Ivysaur tem um bulbo maior nas costas. A semente em crescimento absorve nutri...
25    Especie: "Semente",
26    Tipo: [

```

A screenshot of the Visual Studio Code (VS Code) interface. The top bar shows the title "Pokedex-App". The left sidebar (Explorer) displays the project structure under "POKEDEX-APP". A red arrow points from the Explorer to the "colors.js" file in the "utils" folder, which is currently open in the main editor area. The code in "colors.js" defines a constant object "POKEMON\_TYPE\_COLORS" mapping type names to hex color codes.

```
1 export const POKEMON_TYPE_COLORS = {  
2     Normal: "#A8A77A",  
3     Fogo: "#EE8130",  
4     Água: "#6390F0",  
5     Elétrico: "#F7D02C",  
6     Planta: "#7AC74C",  
7     Gelo: "#96D9D6",  
8     Lutador: "#C22E28",  
9     Venenoso: "#A33EA1",  
10    Terrestre: "#E2BF65",  
11    Voador: "#A98FF3",  
12    Psíquico: "#F95587",  
13    Inseto: "#A6B91A",  
14    Pedra: "#B6A136",  
15    Fantasma: "#735797",  
16    Dragão: "#6F35FC",  
17    Sombrio: "#705746",  
18    Aço: "#B7B7CE",  
19    Fada: "#D685AD",  
20}
```



EXPLORER

POKEDEX-APP

- pokedex
- .expo
- .vscode
- app
- assets
- fonts
- images
- data

JS pokemons.js U
- node\_modules
- utils

JS colors.js U

.gitignore U

app.json U

eslint.config.js U

TS expo-env.d.ts

package-lock.json U

package.json U

M README.md U

TS tsconfig.json U

OUTLINE

TIMELINE

pokeDEX-app

Novo | X | +

← → ↑ ↻ ⌂ SWI > pokeDEX-app Pesquisar em 🔎

Documentos Imagens Músicas Vídeos Disco Local (D:) Etec Conecta GranTiete Projetos Diversos Receitas

Nome	Data de modificação	Tipo
pokemons.js	08/04/2024 09:55	JSFile
colors.js	08/04/2024 09:24	JSFile
pokeball	08/04/2024 09:55	Arquivo PNG
adaptive-icon	08/04/2024 09:55	Arquivo PNG
header	08/04/2024 09:55	Arquivo JPG
icon	08/04/2024 09:55	Arquivo PNG

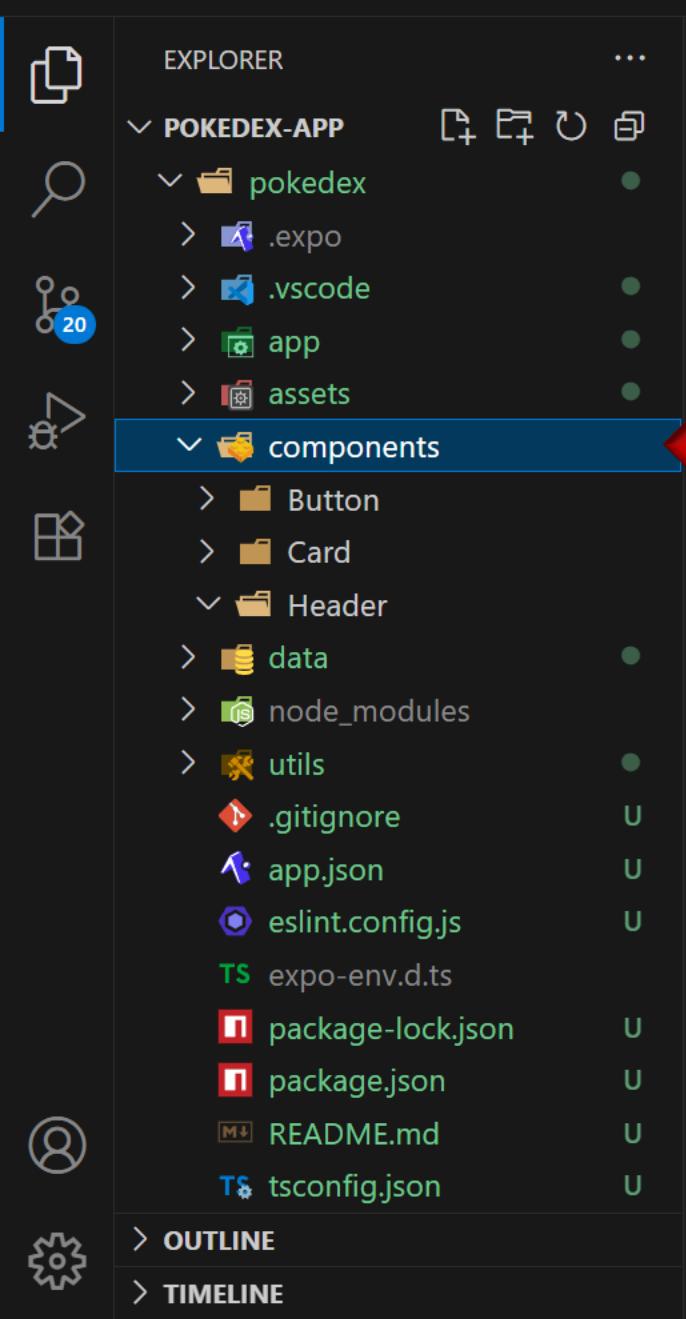
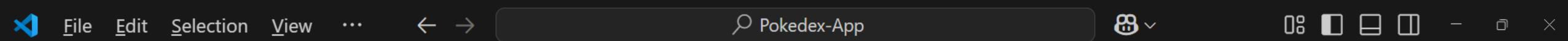
6 itens

Desenvolvimento dos  
componentes do app

The screenshot shows the Visual Studio Code interface with the following details:

- File Bar:** File, Edit, Selection, View, ...
- Search Bar:** Pokedex-App
- Icons:** Explorer, Search, Problems (20), Preview, Editor, Terminal, Status Bar.
- Left Sidebar (EXPLORER):**
  - POKEDEX-APP
    - pokedex
      - .expo
      - .vscode
    - app
      - \_layout.tsx (selected)
      - index.tsx
      - assets
      - data
      - node\_modules
      - utils
        - .gitignore
        - app.json
        - eslint.config.js
      - expo-env.d.ts
      - package-lock.json
      - package.json
      - README.md
      - tsconfig.json
    - README.md
  - OUTLINE
  - TIMELINE
- Code Editor:** The file `_layout.tsx` is open, showing the following code:

```
1 import { Stack } from "expo-router";
2
3 export default function RootLayout() {
4   <Stack>
5     <Stack.Screen name="index" options={{ headerShown: false }} />
6   </Stack>
7 }
8
```
- Bottom Bar:** master\*, 0 0 △ 0, Ln 8, Col 1, Spaces: 2, UTF-8, LF, {}, TypeScript JSX, Go Live, Prettier, Notifications.



Show All Commands [Ctrl + Shift + P](#)

Go to File [Ctrl + P](#)

Open Chat [Ctrl + Alt + I](#)

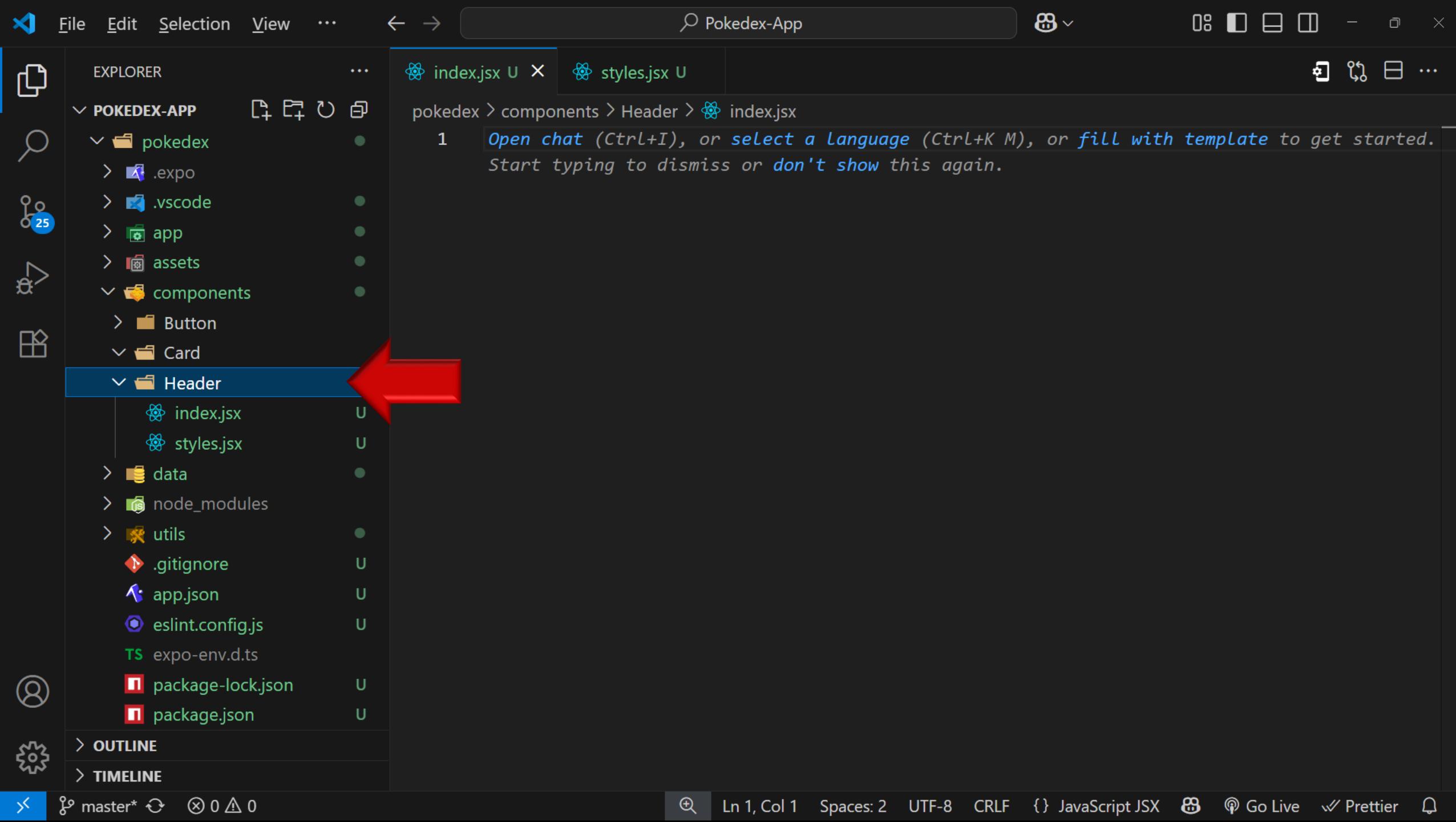
Open Settings [Ctrl + ,](#)

Toggle Terminal [Ctrl + '](#)



master\* ↻ ⌂ 0 △ 0





The image shows a screenshot of the Visual Studio Code (VS Code) interface. The top navigation bar includes File, Edit, Selection, View, and other standard options. On the left, there's a vertical toolbar with icons for file operations like Open, Save, Find, and a search bar with a count of 25 notifications. Below the toolbar is the Explorer sidebar, which displays a tree view of the project structure. The current file, `styles.jsx`, is selected and highlighted with a blue background. The code editor on the right contains the following React Native style sheet code:

```
1 import { StyleSheet } from "react-native";
2
3 export const styles = StyleSheet.create({
4   container: {
5     marginBottom: 10,
6   },
7   imageContainer: {
8     height: 100,
9   },
10  image: {
11    width: "100%",
12    opacity: 0.2,
13    height: 250,
14    position: "absolute",
15    top: -150,
16    resizeMode: "cover",
17  },
18  titleContainer: {
19    paddingHorizontal: 15,
20    marginTop: -40,
21  },
22  backButton: {
23    marginRight: 15,
24  },
25  title: {
26    fontSize: 32,
27    fontWeight: "bold",
28  },
29 });
30
```

The bottom status bar shows the current branch as `master*` with a refresh icon, and the bottom right corner indicates 0 changes.

The image shows a screenshot of the Visual Studio Code (VS Code) interface. The left sidebar contains icons for File, Edit, Selection, View, and other settings. Below these are sections for EXPLORER, OUTLINE, and TIMELINE. The EXPLORER section displays a file tree for a project named "POKEDEX-APP". The tree includes folders like ".expo", ".vscode", "app", "assets", "components", "Button", "Card", and "Header", along with files such as "index.jsx", "styles.jsx", "data", "node\_modules", "utils", ".gitignore", "app.json", "eslint.config.js", "expo-env.d.ts", "package-lock.json", and "package.json". A status bar at the bottom shows "master\*" and other repository details.

```
1 import { Image, Text, View, Pressable } from "react-native";
2 import { styles } from "./styles";
3 import { Ionicons } from "@expo/vector-icons";
4 import { useRouter } from "expo-router";
5
6 const imageSource = require("@/assets/images/header.jpg");
7
8 export default function Header({ title, back = false }) {
9   const router = useRouter();
10
11   return (
12     <View style={styles.container}>
13       <View style={styles.imageContainer}>
14         <Image source={imageSource} style={styles.image}/>
15       </View>
16       <View style={styles.titleContainer}>
17         <View style={{ flexDirection: "row", alignItems: "center" }}>
18           {
19             back &&
20             <Pressable onPress={() => router.back()} style={styles.backButton}>
21               <Ionicons name="arrow-back" size={28} color="black"/>
22             </Pressable>
23           }
24           <Text style={styles.title}>{title}</Text>
25         </View>
26         <Text style={{ fontSize: 16 }}>
27           {!back ? "Encontre seu pokemon favorito aqui." : "Aqui está o seu pokemon"}
28         </Text>
29       </View>
30     </View>
31   );
32 }
33 
```

The screenshot shows the Visual Studio Code interface with the following details:

- File Menu:** File, Edit, Selection, View, ...
- Search Bar:** Pokedex-App
- Icons:** Explorer, Search, Problems (25), Preview, Outline, Timeline.
- Project Explorer:** Shows the file structure of the POKEDEX-APP project. The `index.tsx` file in the `app` folder is selected and highlighted in blue.
- Code Editor:** Displays the `index.tsx` file content in TypeScript JSX syntax.

```
1 import { StyleSheet, Text, View } from "react-native";
2 import Header from '@/components/Header';
3
4 export default function Index() {
5     return (
6         <View style={styles.container}>
7             <Header title="Pokédex" />
8         </View>
9     );
10 }
11
12 const styles = StyleSheet.create({
13     container: {
14         flex: 1,
15         backgroundColor: "#fff",
16         flexDirection: "column",
17     },
18     cards: {
19         padding: 15,
20     },
21 });
```
- Bottom Status Bar:** master\*, 0 △ 0, Ln 1, Col 1, Spaces: 2, UTF-8, LF, {}, TypeScript JSX, Go Live, Prettier.

Pokedex-App

POKEDEX-APP

pokedex > app > index.tsx > ...

```
1 import { StyleSheet, Text, View } from "react-native";
2 import Header from '@/components/Header';
3
4 export default function Index() {
5   return (
6     <View style={styles.container}>
7       <Header title="Pokédex" />
8     </View>
9   );
10 }
11
12 const styles = StyleSheet.create({
13   container: {
14     flex: 1,
15     backgroundColor: "#fff",
16     flexDirection: "column",
17   },
18   cards: {
19     padding: 15,
20   },
21 });

Ln 1, Col 1 Spaces: 2 UTF-8 LF {} TypeScript
```

Pokédex

Encontre seu pokémon favorito aqui.

A screenshot of the Visual Studio Code interface showing a React Native application named "POKEDEX-APP".

The Explorer sidebar on the left shows the project structure:

- POKEDEX-APP
  - pokedex
    - .expo
    - .vscode
  - app
    - \_layout.tsx
    - index.tsx
    - assets
    - components
      - Button
      - Card
      - Header
        - index.jsx
        - styles.jsx
      - pokemons.js
    - data
    - node\_modules
    - utils
    - .gitignore
    - app.json
    - eslint.config.js

The code editor on the right displays the content of `index.tsx`:

```
import { FlatList, StyleSheet, Text, View } from "react-native";
import Header from '@/components/Header';

export default function Index() {
  return (
    <View style={styles.container}>
      <Header title="Pokédex" />
    </View>
  );
}

const styles = StyleSheet.create({
  container: {
    flex: 1,
    backgroundColor: "#fff",
    flexDirection: "column",
  },
  cards: {
    padding: 15,
  },
});
```

A large red arrow points from the "POKEDEX-APP" section of the Explorer sidebar towards the `index.tsx` file in the code editor.

Bottom status bar: master\* ↻ ⏪ 0 △ 0

Bottom right status bar: Ln 9, Col 5 Spaces: 2 UTF-8 LF {} TypeScript JSX Go Live Prettier

A screenshot of the Visual Studio Code interface. The left sidebar shows a file tree with a project named 'POKEDEX-APP'. The 'index.jsx' file under the 'app' folder is selected and highlighted with a blue bar. The main editor area displays the code for 'index.jsx'. A modal dialog box titled 'Visual Studio Code' is overlaid on the editor, containing the message 'Update imports for 'index.jsx'' with four buttons: 'Yes' (highlighted with a red arrow), 'Always', 'Never', and 'No'.

```
import { FlatList, StyleSheet, Text, View } from "react-native";
import Header from '@/components/Header';

export default function Index() {
  return (
    <View style={styles.container}>
      <Header title="Pokédex" />
    </View>
  );
}

const styles = StyleSheet.create({
  container: {
    backgroundColor: "#ffff",
    flex: 1,
    flexDirection: "column",
    padding: 15,
  },
});
```

A screenshot of the Visual Studio Code (VS Code) interface, showing the file structure and code editor for a project named "POKEDEX-APP".

The Explorer sidebar on the left shows the following directory structure:

- POKEDEX-APP
  - pokedex
    - components
      - Card
      - Header
        - index.jsx
        - styles.jsx
    - data
  - node\_modules
  - utils
  - .gitignore
  - app.json
  - eslint.config.js
  - expo-env.d.ts
  - package-lock.json
  - package.json
  - README.md

The code editor displays the contents of the `tsconfig.json` file:

```
1  {
2    "extends": "expo/tsconfig.base",
3    "compilerOptions": {
4      "strict": true,
5      "paths": {
6        "@/*": [
7          "./@"
8        ]
9      }
10   },
11   "include": [
12     "**/*.ts",
13     "**/*.tsx",
14     ".expo/types/**/*.ts",
15     "expo-env.d.ts"
16   , "app/index.jsx" ]
17 }
18 }
```

The status bar at the bottom indicates the file is JSON with comments, and the current position is Line 9, Column 6.

File Edit Selection View ... ← → 🔍 Pokédex-App 📱

EXPLORER

POKEDEX-APP

- pokedex
- .expo
- .vscode
- app
  - \_layout.tsx
  - index.jsx
- assets
- components
  - Button
  - Card
  - Header
    - index.jsx
    - styles.jsx
- data
  - pokemons.js
- node\_modules
- utils
- .gitignore
- app.json
- eslint.config.js

OUTLINE

TIMELINE

index.jsx U X

pokedex > app > index.jsx > styles > container

```
1 import { FlatList, StyleSheet, Text, View } from "react-native"
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS NUGET

**ERROR** React.jsx: type is invalid -- expected a string (for built-in for composite components) but got: %s.%s object You likely forgot to le it's defined in, or you might have mixed up default and named impo

**ERROR** React.jsx: type is invalid -- expected a string (for built-in for composite components) but got: %s.%s object You likely forgot to le it's defined in, or you might have mixed up default and named impo

**ERROR** Warning: Error: Element type is invalid: expected a string (f /function (for composite components) but got: object. You likely forg he file it's defined in, or you might have mixed up default and named

Check the render method of `Index("./index.tsx")`.

This error is located at:

**Call Stack**

- Index("./index.tsx") (<anonymous>)
- ScreenContentWrapper (<anonymous>)
- RNSScreenStack (<anonymous>)
- RootLayout("./\_layout.tsx") (<anonymous>)
- RNCSafeAreaProvider (<anonymous>)
- App (<anonymous>)
- ErrorOverlay (<anonymous>)

> Reloading apps

Android Bundled 41ms node\_modules\expo-router\entry.js (1 module)

4:15 🌐

Pokédex

Encontre seu pokémon favorito aqui.

Ln 14, Col 13 Spaces: 2 UTF-8 LF {} JavaScript

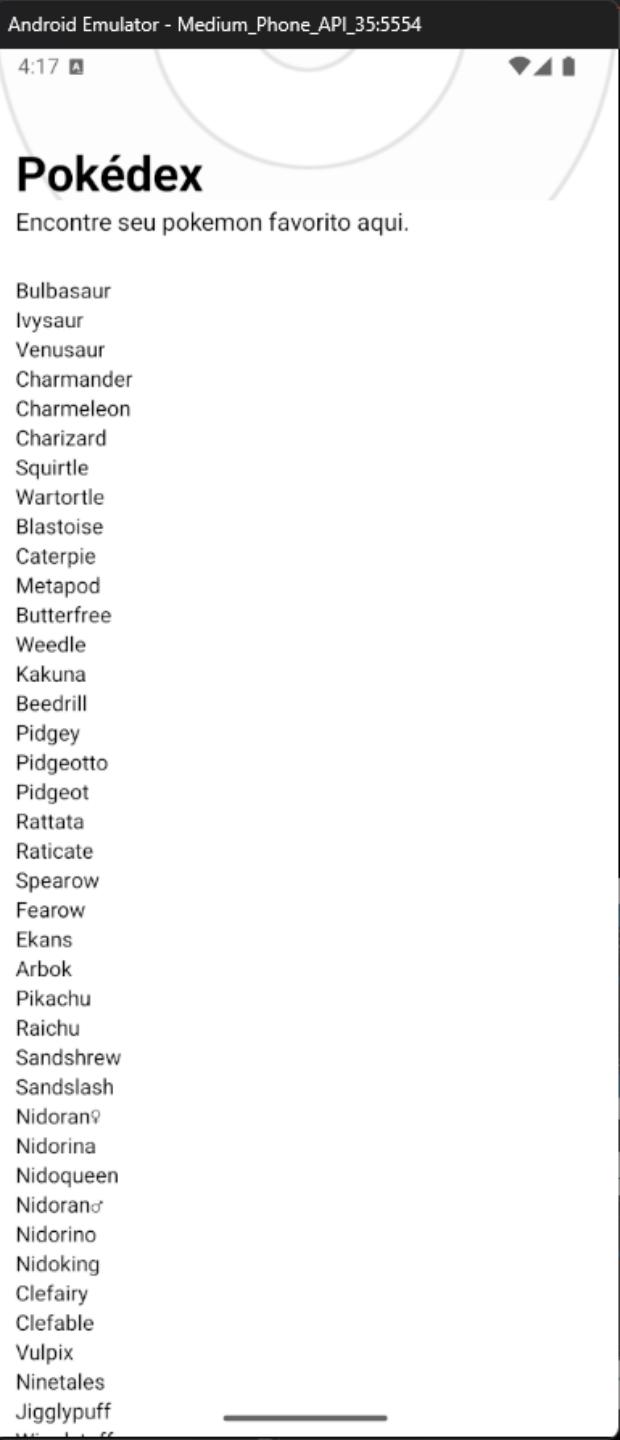
The screenshot shows the Visual Studio Code interface. The top bar includes File, Edit, Selection, View, and a three-dot menu. The left sidebar has icons for Explorer, Search, Problems (25), Preview, and User. The Explorer view shows a project structure for a Pokédex app:

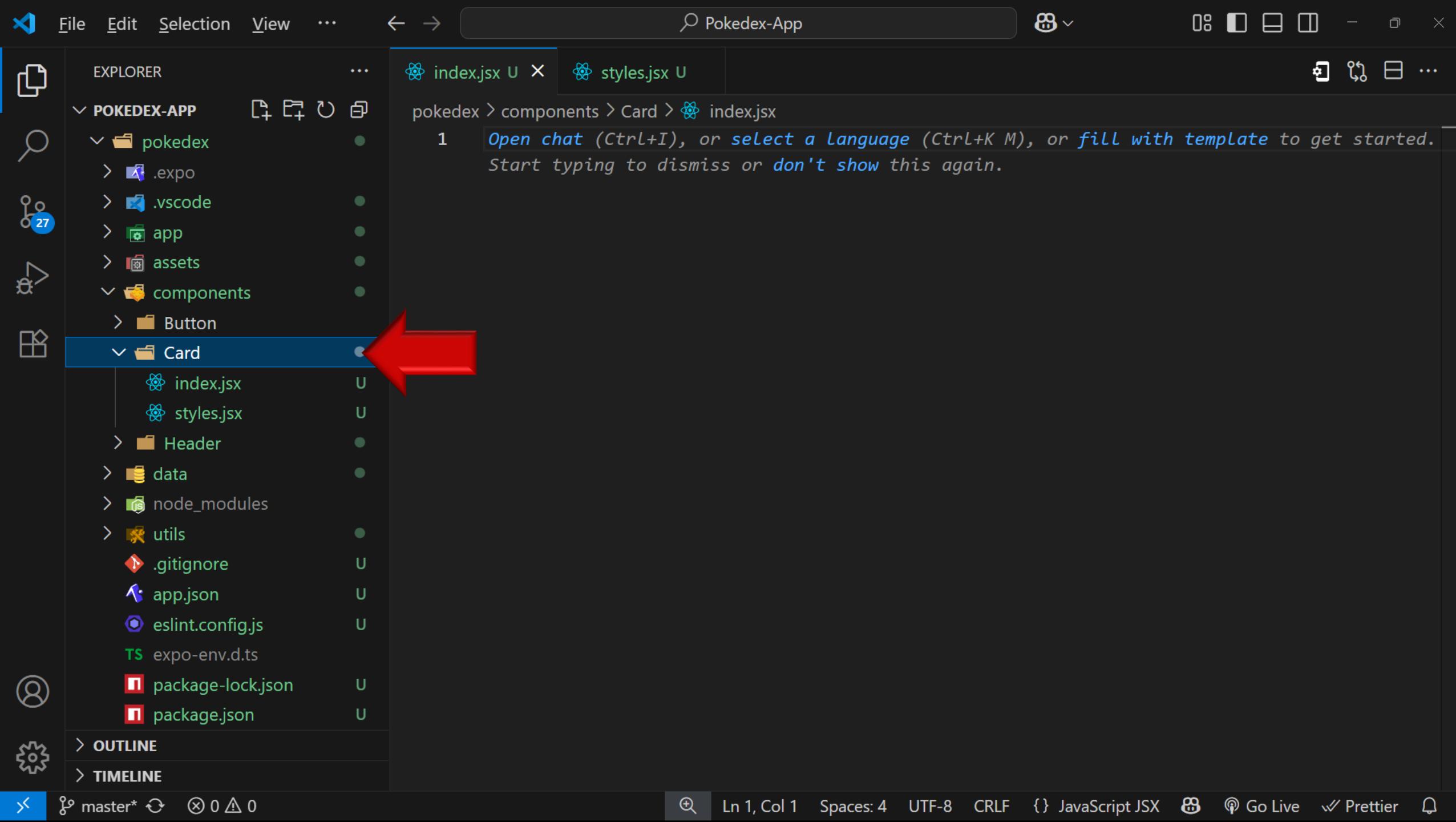
- POKEDEX-APP
  - pokedex
  - .expo
  - .vscode
  - app
    - \_layout.tsx
    - index.jsx**
  - assets
  - components
    - Button
    - Card
    - Header
      - index.jsx
      - styles.jsx
  - data
    - pokemons.js**
  - node\_modules
  - utils
  - .gitignore
  - app.json
  - eslint.config.js
- OUTLINE
- TIMELINE

The bottom status bar shows master\*, 0△0, and a file icon.

```
1 import { FlatList, StyleSheet, Text, View } from "react-native";
2 import Header from '@/components/Header';
3 import { pokemons } from "@/data/pokemons"
4
5 export default function Index() {
6
7   const renderPokemon = ({ item }) => (
8     <Text>{item.Nome}</Text>
9   )
10
11   return (
12     <View style={styles.container}>
13       <Header title="Pokédex" />
14       <FlatList
15         data={pokemons}
16         style={styles.cards}
17         keyExtractor={(pokemon) => pokemon.Numero.toString()}
18         renderItem={ renderPokemon }
19         initialNumToRender={10}
20         maxToRenderPerBatch={10}
21         windowSize={5}
22       />
23     </View>
24   );
25 }
26
27 const styles = StyleSheet.create({
28   container: {
29     flex: 1,
30     backgroundColor: "#fff",
31     flexDirection: "column",
32   },
33   cards: {
34     padding: 15,
35   },
36 });


```





The image shows the Visual Studio Code (VS Code) interface with a dark theme. The left sidebar contains icons for Explorer, Search, Problems (with 27 items), and other development tools. The main area displays a file tree for a React Native project named "POKEDEX-APP". The "styles.jsx" file is selected and highlighted in blue. The code editor on the right shows the following content:

```
1 import { StyleSheet } from "react-native";
2
3 export const styles = StyleSheet.create({
4     container: {
5         width: '100%',
6         flexDirection: 'row',
7         borderRadius: 8,
8         height: 120,
9         elevation: 8,
10        marginVertical: 15,
11        cursor: 'pointer',
12    },
13    info: {
14        flex: 0.7,
15        marginLeft: 20,
16        marginTop: 14,
17    },
18    numero: {
19        fontSize: 18,
20        fontWeight: 'bold',
21    },
22    nome: {
23        fontSize: 20,
24        color: '#ffff',
25        fontWeight: '800',
26        marginBottom: 5
27    },
28    imageContainer: {
29        flex: 0.3,
30        justifyContent: 'center',
31        alignItems: 'center'
32    },
33    imagem: {
34        width: 140,
35        height: 140,
36        right: 10,
37        position: 'absolute',
38        top: -20
39    },
40 });
41
```

The bottom status bar indicates the current branch is "master\*" with 0 changes.

The image shows a screenshot of the Visual Studio Code (VS Code) interface. The left sidebar contains icons for Explorer, Search, Problems (with 27 items), and other development tools. The main area displays a file tree for a React Native project named "POKEDEX-APP". The "index.jsx" file is selected and highlighted in blue. The code editor on the right shows the following code:

```
1 import { Image, View, Text, ScrollView, TouchableOpacity } from "react-native";
2 import { POKEMON_TYPE_COLORS } from "../../utils/colors";
3 import { styles } from "./styles";
4
5 export default function Card({ pokemon }) {
6     return (
7         <TouchableOpacity
8             style={[styles.container,
9                 { backgroundColor: `${POKEMON_TYPE_COLORS[pokemon.Tipo[0].Nome]}` },
10            ]}>
11             <View style={styles.info}>
12                 <Text style={styles.numero}>#{pokemon.Numero}</Text>
13                 <Text style={styles.nome}>{pokemon.Nome}</Text>
14                 <ScrollView horizontal>
15                     {pokemon.Tipo.map((tipo) => (
16                         <Text>{tipo.Nome}</Text>
17                     ))}
18                 </ScrollView>
19             </View>
20             <View style={styles.imageContainer}>
21                 <Image source={{ uri: pokemon.Imagem }} style={styles.image}/>
22             </View>
23         </TouchableOpacity>
24     );
25 }
26
```

The code defines a functional component named "Card" that takes a "pokemon" prop. It uses the "react-native" library to create a touchable opacity container with a specific background color based on the Pokémon's type. Inside, it displays the Pokédex number and name, and a horizontal scroll view showing all types. It also includes an image container.

File Edit Selection View ...

EXPLORER

POKEDEX-APP

- pokedex
- .expo
- .vscode
- app
  - \_layout.tsx
  - index.jsx
- assets
- components
  - Button
  - Card
  - Header
- data
- node\_modules
- utils
  - .gitignore
  - app.json
  - eslint.config.js
  - expo-env.d.ts
  - package-lock.json
  - package.json

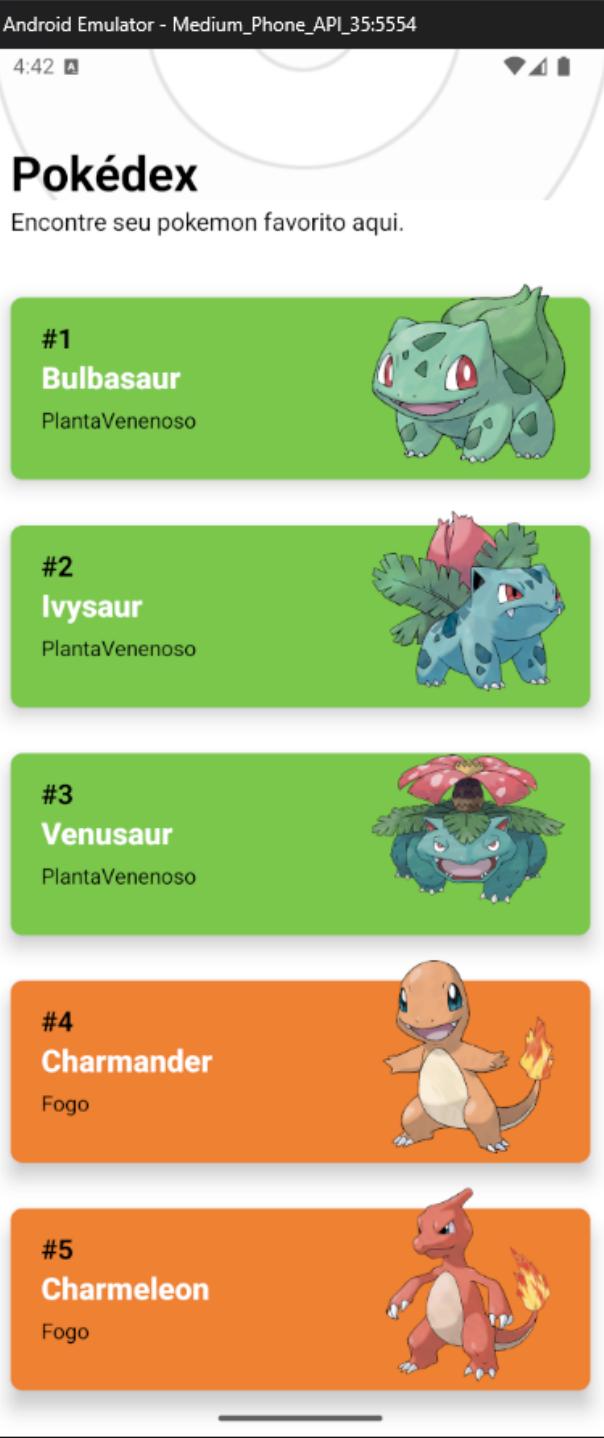
OUTLINE

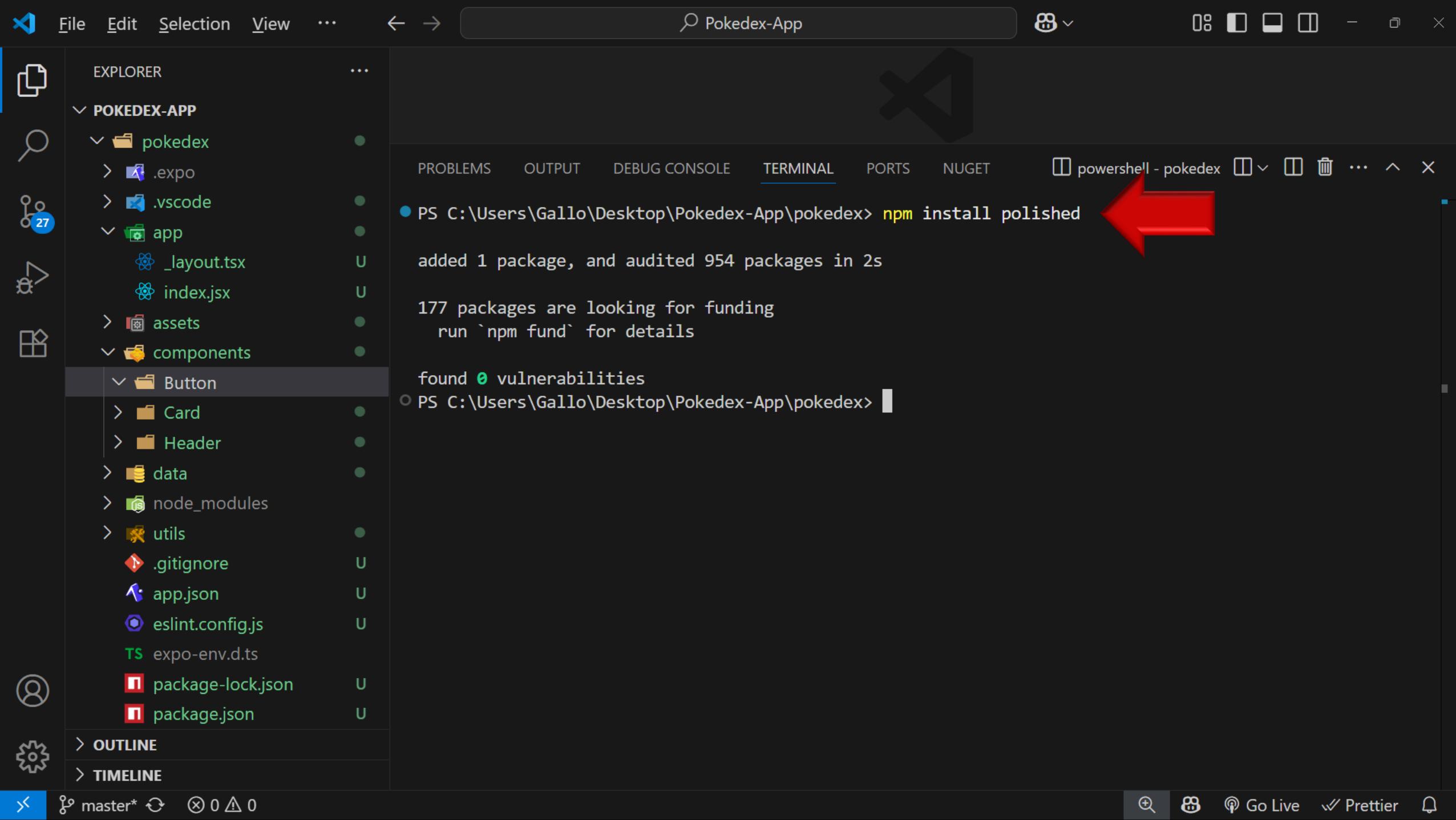
TIMELINE

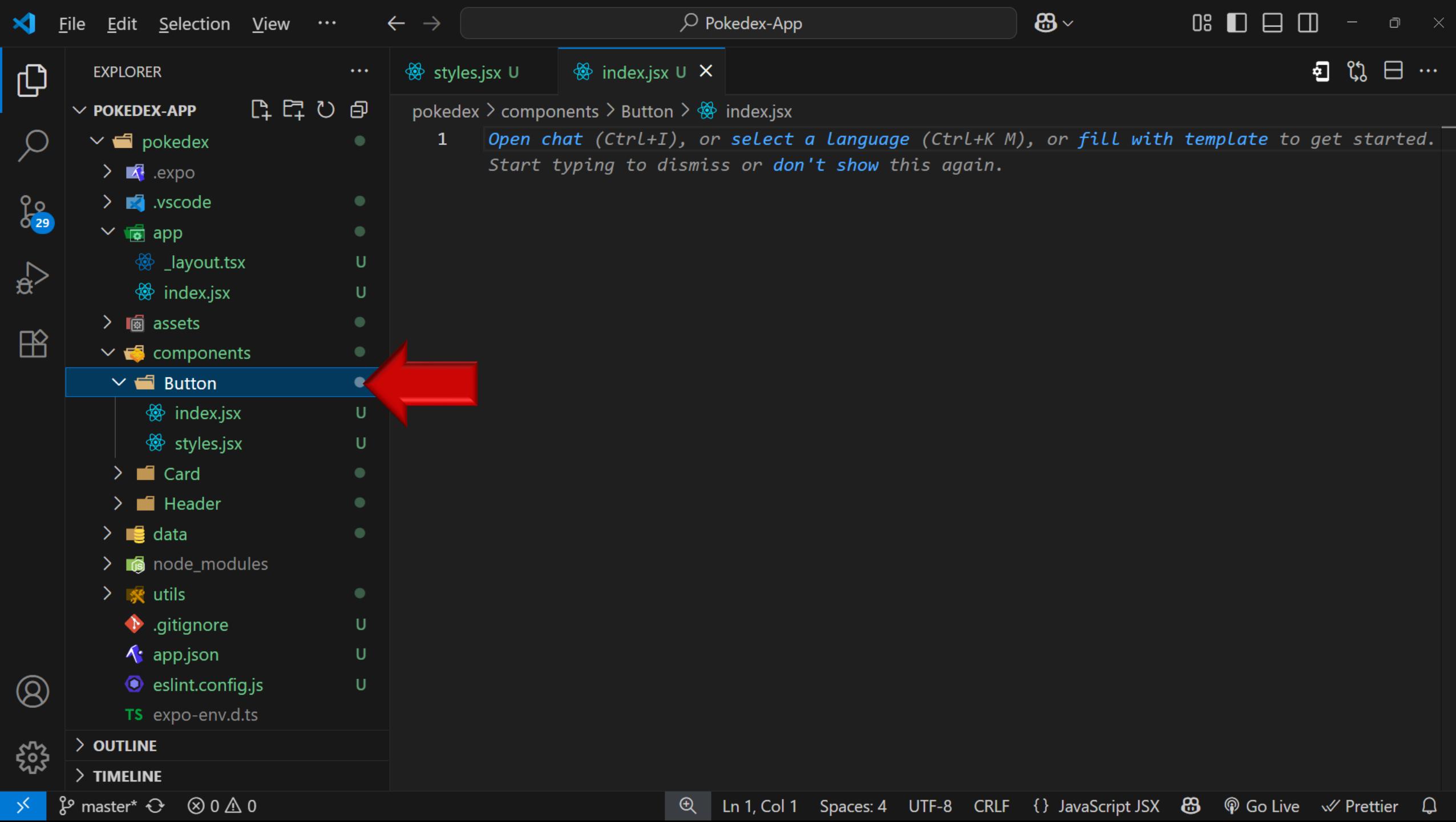
master\* 0 0 0 0

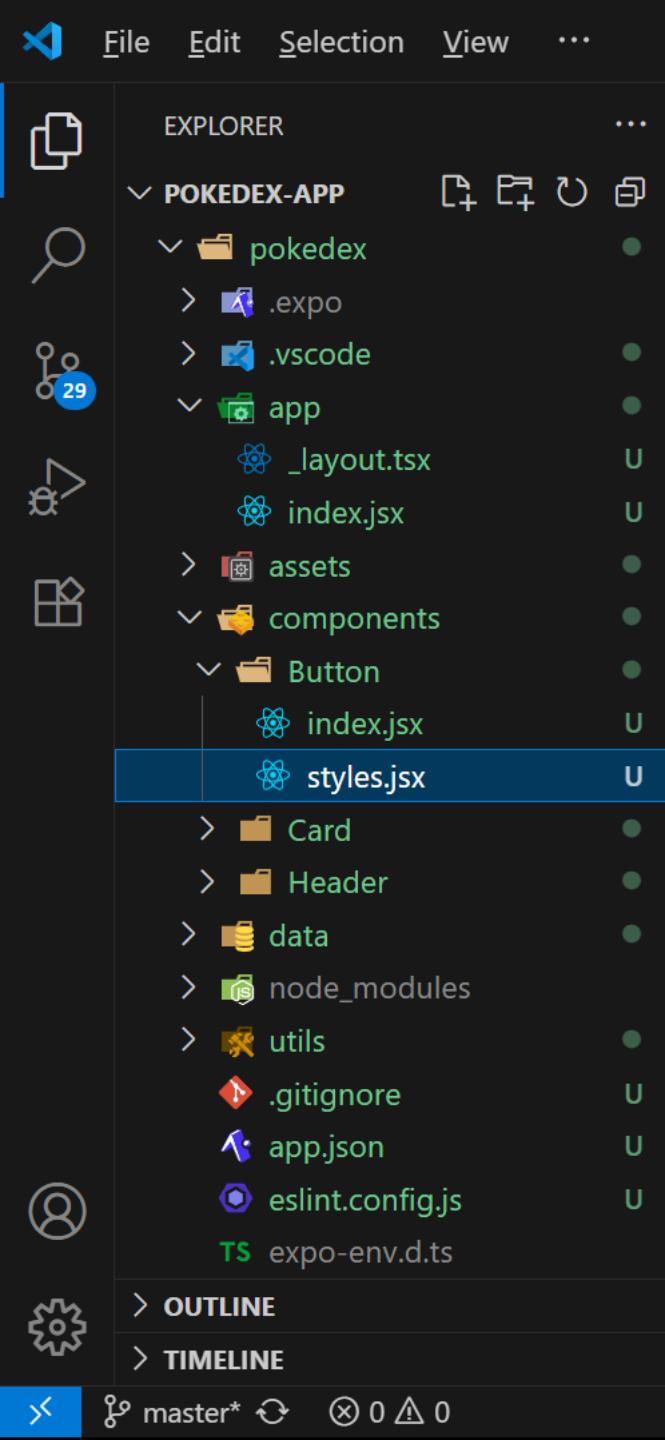
```
1 import { FlatList, StyleSheet, Text, View } from "react-native";
2 import { pokemons } from "@/data/pokemons"
3 import Header from '@/components/Header';
4 import Card from "../components/Card";
5
6 export default function Index() {
7
8     const renderPokemon = ({ item }) => (
9         <Card pokemon={item}/>
10    )
11
12     return (
13         <View style={styles.container}>
14             <Header title="Pokédex" />
15             <FlatList
16                 data={pokemons}
17                 style={styles.cards}
18                 keyExtractor={(pokemon) => pokemon.Numero.toString()}
19                 renderItem={ renderPokemon }
20                 initialNumToRender={10}
21                 maxToRenderPerBatch={10}
22                 windowSize={5}
23             />
24         </View>
25     );
26 }
27
28 const styles = StyleSheet.create({
29     container: {
30         flex: 1,
31         backgroundColor: "#fff",
32         flexDirection: "column",
33     },
34     cards: {
35         padding: 15,
36     },
37 });


```









```
1 import { StyleSheet } from "react-native";
2
3 export const styles = StyleSheet.create({
4     button: {
5         justifyContent: "center",
6         alignItems: "center",
7         marginRight: 5,
8         elevation: 8,
9     },
10    buttonText: {
11        color: "#fff",
12        fontWeight: "bold",
13    },
14});
```

The image shows a screenshot of the Visual Studio Code (VS Code) interface. The top navigation bar includes File, Edit, Selection, View, and a three-dot menu. The left sidebar features icons for Explorer, Search, Problems (with 29 items), and other development tools. The Explorer view displays the file structure of a project named 'POKEDEX-APP'. The 'index.jsx' file under the 'Button' folder is currently selected. The main editor area contains the following code:

```
1 import { Text, View } from "react-native";
2 import { darken } from "polished";
3 import { styles } from "./styles";
4
5 export default function Button({ tipo, large = false }) {
6     const buttonStyle = {
7         backgroundColor: darken(0.2, tipo.cor),
8         minWidth: large ? 60 : 40,
9         height: large ? 45 : 30,
10        paddingHorizontal: large ? 20 : 10,
11        borderRadius: large ? 8 : 4,
12    };
13
14    const textStyle = {
15        fontSize: large ? 24 : 14,
16    };
17
18    return (
19        <View style={[styles.button, buttonStyle]}>
20            <Text style={[styles.buttonText, textStyle]}>{tipo.Nome}</Text>
21        </View>
22    );
23}
```

The status bar at the bottom shows the current branch as 'master\*', with 0 changes and 0 unstaged changes.

File Edit Selection View ...

EXPLORER ...

POKEDEX-APP

- pokedex
- .expo
- .vscode
- app
  - \_layout.tsx
  - index.jsx
- assets
- components
  - Button
  - Card
- index.jsx
- styles.jsx
- Header
- data
- node\_modules
- utils
  - .gitignore
  - app.json
  - eslint.config.js
  - expo-env.d.ts

OUTLINE

TIMELINE

master\* 0 0 △ 0

```
1 import { Image, View, Text, ScrollView, TouchableOpacity } from "react-native";
2 import { POKEMON_TYPE_COLORS } from "../../utils/colors";
3 import { styles } from "./styles";
4 import Button from "../Button";
5
6 export default function Card({ pokemon }) {
7   return (
8     <TouchableOpacity
9       style={[styles.container,
10         { backgroundColor: `${POKEMON_TYPE_COLORS[pokemon.Tipo[0].Nome]}` },
11       ]}>
12       <View style={styles.info}>
13         <Text style={styles.numero}>#{pokemon.Numero}</Text>
14         <Text style={styles.nome}>{pokemon.Nome}</Text>
15         <ScrollView horizontal>
16           {pokemon.Tipo.map((tipo) => (
17             <Button tipo={tipo} key={tipo.Nome}/>
18           ))}
19         </ScrollView>
20       </View>
21       <View style={styles.imageContainer}>
22         <Image source={{ uri: pokemon.Imagem }} style={styles.image}/>
23       </View>
24     </TouchableOpacity>
25   );
26 }
27
```

Android Emulator - Medium\_Phone\_API\_35:5554

File Edit EXPLORE POKEDEX 29

## Pokédex

Encontre seu pokémon favorito aqui.

#1 Bulbasaur

Planta Venenoso



#2 Ivysaur

Planta Venenoso



#3 Venusaur

Planta Venenoso



#4 Charmander

Fogo



#5 Charmeleon

Fogo



Android Emulator - Medium\_Phone\_API\_35:5554

4:51

## Pokédex

Encontre seu pokémon favorito aqui.

#54 Psyduck

Água



#55 Golduck

Água



#56 Mankey

Lutador



#57 Primeape

Lutador



#58 Growlithe

Fogo



Android Emulator - Medium\_Phone\_API\_35:5554

4:51

## Pokédex

Encontre seu pokémon favorito aqui.

#95 Onix

Pedra Terrestre



#96 Drowzee

Psíquico



#97 Hypno

Psíquico



#98 Krabby

Água



#99 Kingler

Água



Criando a tela de detalhes

The screenshot shows the Visual Studio Code interface with the following details:

- File Menu:** File, Edit, Selection, View, ...
- Search Bar:** Pokedex-App
- Icons:** Explorer, Search, Problems (30), Preview, Outline, Timeline.
- Project Explorer (Left):** Shows the project structure:
  - POKEDEX-APP
    - pokedex
      - .expo
      - .vscode
    - app
      - \_layout.tsx
      - index.jsx
    - pokemon.jsx
    - assets
    - components
    - data
    - node\_modules
    - utils
      - .gitignore
      - app.json
      - eslint.config.js
    - expo-env.d.ts
    - package-lock.json
    - package.json
    - README.md
    - tsconfig.json
- Code Editor (Right):** The file `pokemon.jsx` is open, showing the following code:

```
1 import { StyleSheet, Text, View } from 'react-native'
2
3 export default function Pokemon() {
4   return (
5     <View>
6       <Text>pokemon</Text>
7     </View>
8   )
9 }
10 const styles = StyleSheet.create({})
```
- Bottom Status Bar:** master\*, 0 0 △ 0, Ln 10, Col 1, Spaces: 4, UTF-8, CRLF, {}, JavaScript JSX, Go Live, Prettier.

The screenshot shows the Visual Studio Code interface with the following details:

- File Menu:** File, Edit, Selection, View, ...
- Search Bar:** Pokedex-App
- Sidebar:** EXPLORER, POKEDEX-APP (with pokedex, .expo, .vscode, app), OUTLINE, TIMELINE.
- Editor:** File: \_layout.tsx (U)
- Code Content:**

```
pokedex > app > _layout.tsx > RootLayout
1 import { Stack } from "expo-router";
2
3 export default function RootLayout() {
4   return (
5     <Stack>
6       <Stack.Screen name="index" options={{ headerShown: false }} />
7       <Stack.Screen name="pokemon" options={{ headerShown: false }} />
8     </Stack>
9   );
10 }
11
```
- Bottom Status Bar:** master\*, 0 △ 0, Ln 9, Col 5, Spaces: 2, UTF-8, LF, {}, TypeScript JSX, Go Live, Prettier.

A screenshot of the Visual Studio Code interface showing a file named `index.jsx` in a React Native project. The code implements a card component for displaying Pokémon details.

```
1 import { Image, View, Text, ScrollView, TouchableOpacity } from "react-native";
2 import { POKEMON_TYPE_COLORS } from "../../utils/colors";
3 import { styles } from "./styles";
4 import Button from "../Button";
5 import { useRouter } from "expo-router";
6
7 export default function Card({ pokemon }) {
8   const router = useRouter();
9   return (
10     <TouchableOpacity
11       onPress={() =>
12         router.push({ pathname: "/pokemon",
13           params: { ...pokemon, Tipo: JSON.stringify(pokemon.Tipo) },
14         })
15       }
16       style={[styles.container,
17         { backgroundColor: `${POKEMON_TYPE_COLORS[pokemon.Tipo[0].Nome]}` },
18       ]}
19     <View style={styles.info}>
20       <Text style={styles.numero}>#{pokemon.Numero}</Text>
21       <Text style={styles.nome}>{pokemon.Nome}</Text>
22       <ScrollView horizontal>
23         {pokemon.Tipo.map((tipo) => (
24           <Button tipo={tipo} key={tipo.Nome}/>
25         )));
26       </ScrollView>
27     </View>
28     <View style={styles.imageContainer}>
29       <Image source={{ uri: pokemon.Imagem }} style={styles.imagem}/>
30     </View>
31   </TouchableOpacity>
32 );
33 }
34 
```

The code uses `useRouter` to handle navigation. A red arrow points from the `POKEDEX-APP` folder in the Explorer sidebar to the `Card` component in the code editor. Another red arrow points from the `index.jsx` file in the Explorer to the `onPress` event handler in the code.

File Edit Selection View ...

EXPLORER

POKEDEX-APP

- pokedex
- .expo
- .vscode
- app
- assets
- components
- Button
- Card

index.jsx

styles.jsx

Header

data

node\_modules

utils

.gitignore

app.json

eslint.config.js

expo-env.d.ts

package-lock.json

package.json

OUTLINE

TIMELINE

master\* 0 0 △ 0

Android Emulator - Medium\_Phone\_API\_35:5554

5:02

# Pokédex

Encontre seu pokémon favorito aqui.

#25 Pikachu Elétrico

#26 Raichu Elétrico

#27 Sandshrew Terrestre

#28 Sandslash Terrestre

#29 Nidoran♀ Venenoso

Scrol...pokemon

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EXPLORER ...

POKEDEX-APP

- 📁 pokedex
- > 📄 .expo
- > 📄 .vscode
- > 📄 app
- > 📄 assets
- 📁 components
  - > 📄 Button
  - > 📄 Card
  - > 📄 Header
  - > 📄 TextInfo
- > 📁 data
- > 📁 node\_modules
- > 📁 utils
- 📌 .gitignore
- ✍ app.json
- ⚙ eslint.config.js
- TS expo-env.d.ts
- 📦 package-lock.json
- 📦 package.json
- MD README.md

> OUTLINE

> TIMELINE



Show All Commands **Ctrl + Shift + P**

Go to File **Ctrl + P**

Open Chat **Ctrl + Alt + I**

Start Debugging **F5**

Toggle Terminal **Ctrl + `**

The screenshot shows the Visual Studio Code interface with the following details:

- File Menu:** File, Edit, Selection, View, ...
- Explorer View:** Shows the project structure for "POKEDEX-APP". The "index.jsx" file is selected and highlighted in the list.
- Editor View:** Displays the code for "index.jsx". The code defines a functional component "TextInfo" that returns a nested text structure with styles applied via a StyleSheet object.
- Status Bar:** Shows the current branch as "master\*", the commit count as "0", and other status indicators.

```
1 import { StyleSheet, Text, View } from "react-native";
2
3 export default function TextInfo({ label, text }) {
4     return (
5         <Text style={styles.text}>
6             <Text style={styles.bold}>{label}</Text> {text}
7         </Text>
8     );
9 }
10
11 const styles = StyleSheet.create({
12     text: {
13         color: '#fff',
14         fontSize: 18,
15         textAlign: 'justify',
16         marginBottom: 10
17     },
18     bold: {
19         fontWeight: 'bold'
20     }
21 });
22
```

The screenshot shows the Visual Studio Code interface with the following details:

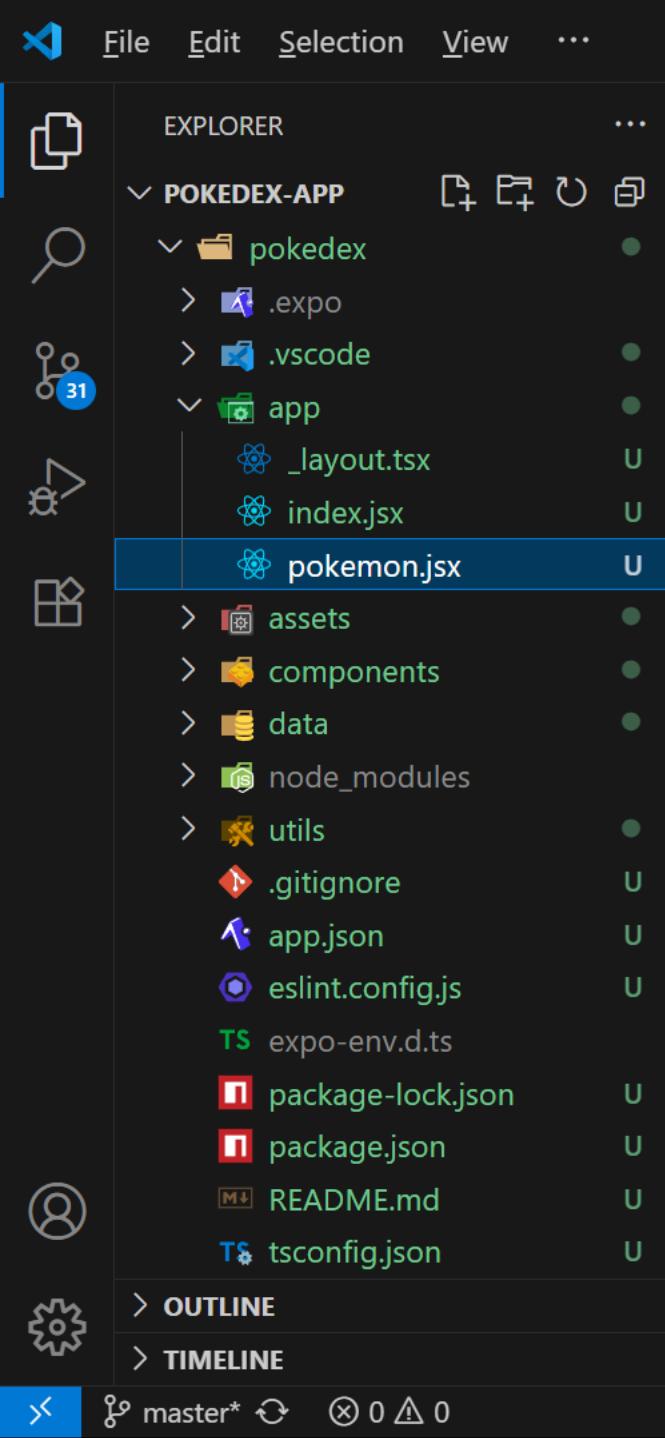
- File Bar:** File, Edit, Selection, View, ...
- Left Sidebar (Explorer):** Shows the project structure of "POKEDEX-APP". The file "pokemon.jsx" is selected and highlighted with a blue bar.
- Editor Area:** Displays the code for "pokemon.jsx". The code uses React Native components like View, Header, and Image, along with Expo Router imports.
- Status Bar:** At the bottom, it shows "master\*" and other status indicators.

```
1 import { useLocalSearchParams } from "expo-router";
2 import { Dimensions, Image, StyleSheet, ScrollView, View } from "react-native";
3 import Button from "../components/Button";
4 import Header from "../components/Header";
5 import TextInfo from "../components/TextInfo";
6
7 const width = Dimensions.get("window").width;
8
9 export default function PokemonDetail() {
10   const pokemon = useLocalSearchParams();
11   const tipos =
12     typeof pokemon.Tipo === "string" ? JSON.parse(pokemon.Tipo) : pokemon.Tipo;
13
14   return (
15     <View style={styles.container}>
16       <Header
17         title={`#${pokemon.Numero} - ${pokemon.Nome}`}
18         back={true}
19       />
20       <View style={[styles.card, { backgroundColor: tipos[0].Cor }]}>
21         <View style={styles.imageContainer}>
22           <Image
23             source={{ uri: pokemon.Imagem }}
24             style={styles.image}
25           />
26         </View>
```

The image shows a screenshot of the Visual Studio Code (VS Code) interface. The top navigation bar includes File, Edit, Selection, View, and a three-dot menu. The left sidebar features icons for Explorer, Search, Problems (with 31 notifications), and other development tools. The main area displays a file tree for a project named "POKEDEX-APP". The file "pokemon.jsx" is selected and highlighted in blue. The code editor on the right contains the following JSX code:

```
27     <ScrollView
28         horizontal
29         contentContainerStyle={{
30             flexGrow: 1,
31             flexDirection: "row",
32             alignItems: "center",
33             justifyContent: "center",
34         }>
35         {tipos.map((tipo) => (
36             <Button
37                 tipo={tipo}
38                 key={tipo.Nome}
39                 large={true}
40             />
41         )));
42     </ScrollView>
43     <View style={styles.dataContainer}>
44         <TextInfo label='Descrição' text={pokemon.Descricao} />
45         <TextInfo label='Espécie' text={pokemon.Especie} />
46         <TextInfo label='Altura' text={pokemon.Altura + ' mts'} />
47         <TextInfo label='Peso' text={pokemon.Peso + ' kg'} />
48     </View>
49
50     </View>
51 </View>
52 );
53 }
```

The status bar at the bottom shows the current branch as "master\*", a refresh icon, a search icon, and a terminal icon indicating 0 changes.



```
54
55 const styles = StyleSheet.create({
56   container: {
57     flex: 1,
58     backgroundColor: "#fff",
59     flexDirection: "column",
60   },
61   card: {
62     flex: 1,
63     width: width - 30,
64     margin: 15,
65     borderRadius: 8,
66     borderColor: "black",
67     borderWidth: 1,
68   },
69   imageContainer: {
70     justifyContent: "center",
71     alignItems: "center",
72   },
73   image: {
74     width: width - 60,
75     height: width - 60,
76   },
77   dataContainer: {
78     height: 260,
79     paddingHorizontal: 20
80   },
81 });


```

File Edit Selection View ...

EXPLORER

POKEDEX-APP

- pokedex
- .expo
- .vscode
- app
- \_layout.tsx
- index.jsx
- pokemon.jsx**
- assets
- components
- data
- node\_modules
- utils
- .gitignore
- app.json
- eslint.config.js
- expo-env.d.ts
- package-lock.json
- package.json
- README.md
- tsconfig.json

OUTLINE

TIMELINE

master\* 0 0 0

```
1 import { useLocalSearchParams } from "expo-router";
2 import { Dimensions, Image, StyleSheet, ScrollView, View } from "react-native";
3 import Button from "../components/Button";
4 import Header from "../components/Header";
5 import TextInfo from "../components/TextInfo";
6
7 const width = Dimensions.get("window").width;
8
9 export default function PokemonDetail() {
10   const pokemon = useLocalSearchParams();
11   const tipos =
12     typeof pokemon.Tipo === "string" ? JSON.parse(pokemon.Tipo) : pokemon.Tipo;
13
14   return (
15     <View style={styles.container}>
16       <Header
17         title={`${pokemon.Numero} - ${pokemon.Nome}`}
18         back={true}
19       />
20       <View style={[styles.card, { backgroundColor: tipos[0].Cor }]}>
21         <Image
22           source={{ uri: pokemon.Imagem }}
23           style={styles.image}
24         />
25       </View>
26       <ScrollView
27         horizontal
28         contentContainerStyle={[
29           flexGrow: 1,
30           flexDirection: "row",
31           alignItems: "center",
32           justifyContent: "center",
33         ]}>
34         {tipos.map((tipo) => (
35           <Button
36             tipo={tipo}
37             key={tipo.Nome}
38             large={true}
39           />
40         ))}
41       </ScrollView>
42       <View style={styles.dataContainer}>
43         <TextInfo label='Descrição' text={pokemon.Descricao} />
44         <TextInfo label='Espécie' text={pokemon.Especie} />
45         <TextInfo label='Altura' text={pokemon.Altura + ' mts'} />
46         <TextInfo label='Peso' text={pokemon.Peso + ' kg'} />
47       </View>
48     </View>
49   );
50 }
51
52
53
54
55 const styles = StyleSheet.create({
56   container: {
57     flex: 1,
58     backgroundColor: "#fff",
59     flexDirection: "column",
60   },
61   card: {
62     flex: 1,
63     width: width - 30,
64     margin: 15,
65     borderRadius: 8,
66     borderColor: "black",
67     borderWidth: 1,
68   },
69   imageContainer: {
70     justifyContent: "center",
71     alignItems: "center",
72   },
73   image: {
74     width: width - 60,
75     height: width - 60,
76   },
77   dataContainer: {
78     height: 260,
79     paddingHorizontal: 20
80   },
81 });
82 
```

Android Emulator - Medium\_Phone\_API\_35:5554

5:09

# Pokédex

Encontre seu pokémon favorito aqui.

#6 Charizard

Fogo Voador



#7 Squirtle

Água



#8 Wartortle

Água



#9 Blastoise

Água



#10 Caterpie

Inseto



Android Emulator - Medium\_Phone\_API\_35:5554

5:09

# ← #6 - Charizard

Aqui está o seu pokémon



Fogo Voador

**Descrição:** Charizard voa pelo céu em busca de desafios poderosos. É conhecido por sua fúria ardente.

**Espécie:** Chama

**Altura:** 1.7 mts

**Peso:** 90.5 kg

5:10

# Pokédex

Encontre seu pokémon favorito aqui.

#147

Dratini

Dragão



#148

Dragonair

Dragão



#149

Dragonite

Dragão Voador



#150

Mewtwo

Psíquico



#151

Mew

Psíquico



5:10

## ← #148 - Dragonair

Aqui está o seu pokémon



Dragão

**Descrição:** Dragonair é a forma evoluída de Dratini. Ele é conhecido por sua elegância e por sua habilidade de controlar o ar ao seu redor.

**Espécie:** Dragão**Altura:** 4 mts**Peso:** 16.5 kg

5:10

## ← #150 - Mewtwo

Aqui está o seu pokémon



Psíquico

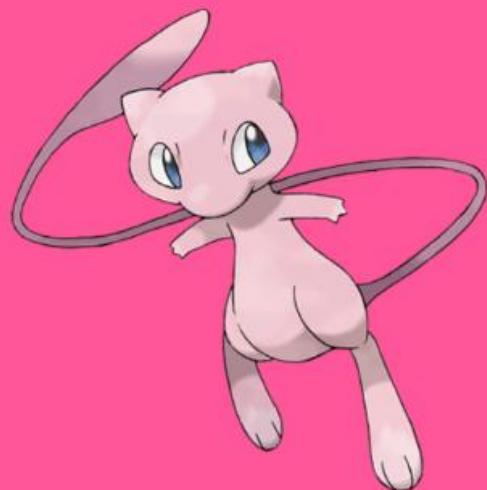
**Descrição:** Mewtwo é um Pokémon lendário do tipo Psíquico. Ele é conhecido por sua inteligência superior e por seus poderes psíquicos devastadores.

**Espécie:** Genético**Altura:** 2 mts**Peso:** 122 kg

5:11

## ← #151 - Mew

Aqui está o seu pokémon



Psíquico

**Descrição:** Mew é um Pokémon lendário do tipo Psíquico. Ele é conhecido por sua habilidade de aprender qualquer golpe e por sua natureza misteriosa.

**Espécie:** Novo**Altura:** 0.4 mts**Peso:** 4 kg