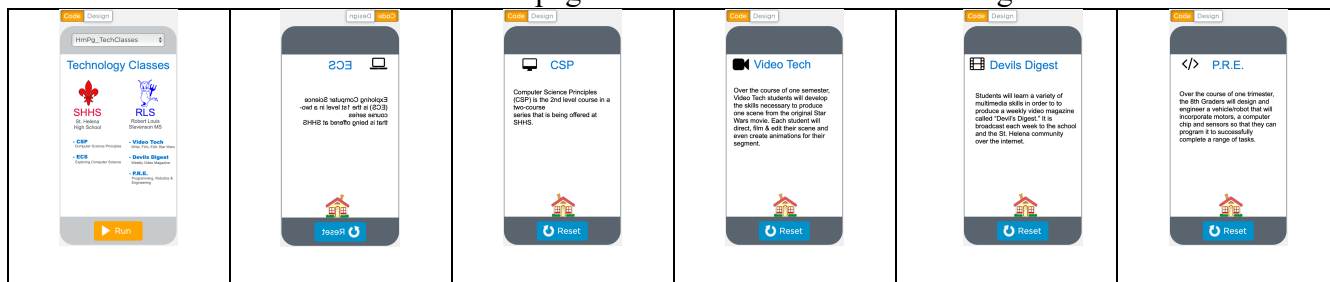


U3Ch1L7_Project Designing an App Part 2

Purpose: Students will begin coding the App the developed in Lesson 3, using the Programming & Debugging skills they learned in Lessons 5 & 6.

Activity: Begin Programming Your App. (Gradesheet)

- You can either work alone or with a partner.
- Partners decide which partner's App they would like to develop (Partners decide which partner's App they would like to develop.)
- Log onto U3Ch1L7_Project Designing an App Pt. 2.
 - You should be staring at the interface of the App that was created in Lesson 3.**
 - Partners will create a functioning App., including the following items:
 - A min. of 3 screens.
 - At least one image per screen.
 - A text explanations of the purpose of the page.
 - All items on the screen should be lined up (using 'x' & 'y' coordinates).
 - At least 2 Functioning buttons linking from the Home Page to the support pages and a Home Button on each page that links back to the Home Page.



Feedback: Ask the instructor and fellow student groups to review your App and offer feedback as to how it can be improved. (Note #1: When you finish, select the "Share" button. You have the option of copying the link to your App and sharing it with friends...or downloading it to your phone!)

Done...Share Your App! When you finish, select the "Share" button. You have the option of copying the link to your App and sharing it with friends...or downloading it to your phone! Make sure you share the link with your teacher so they can give you credit and upload it to the class site.

Also... when the App is complete, write a code that creates a **Button** & a code that creates **Text**. One should successfully link the Home Page Screen to any other screen on your App. The text should state that you created it (see attached image).

Note: I realize that Adding a Button and Text will actually detract from the professional 'Look & Feel' of your App...but the point of having you program a Button and Text is to provide you with the experience of doing so.

Your App will have a Custom Button and Text.

Note: You will not see the Button and Text that you created until you select "Run."

Here is the Code that will allow you to custom create the text and buttons for your App.



```

Workspace
2
3 //Custom Create CSP Button//
4 button("Test_Button", "Click Me!");
5 setProperty("Test_Button", "background-color", "red");
6 setProperty("Test_Button", "x", 56);
7 setProperty("Test_Button", "y", 390);
8 setProperty("Test_Button", "text", "Click To Go To CSP");
9
10 // Custom Create a text //
11 textLabel("screenTitle", "Created by: Mr. Harrington");
12 setPosition("screenTitle", 52, 427);
13 setProperty("screenTitle", "font-size", 12);
14 setProperty("screenTitle", "text-color", "purple");
15
16 // Link from Hm Pg. Custom Button to CSP //
17 - onEvent("Test_Button", "click", function() {
18     setScreen("CSP");
19     console.log("You clicked the next button!");
20 });
    
```