

# Project 102

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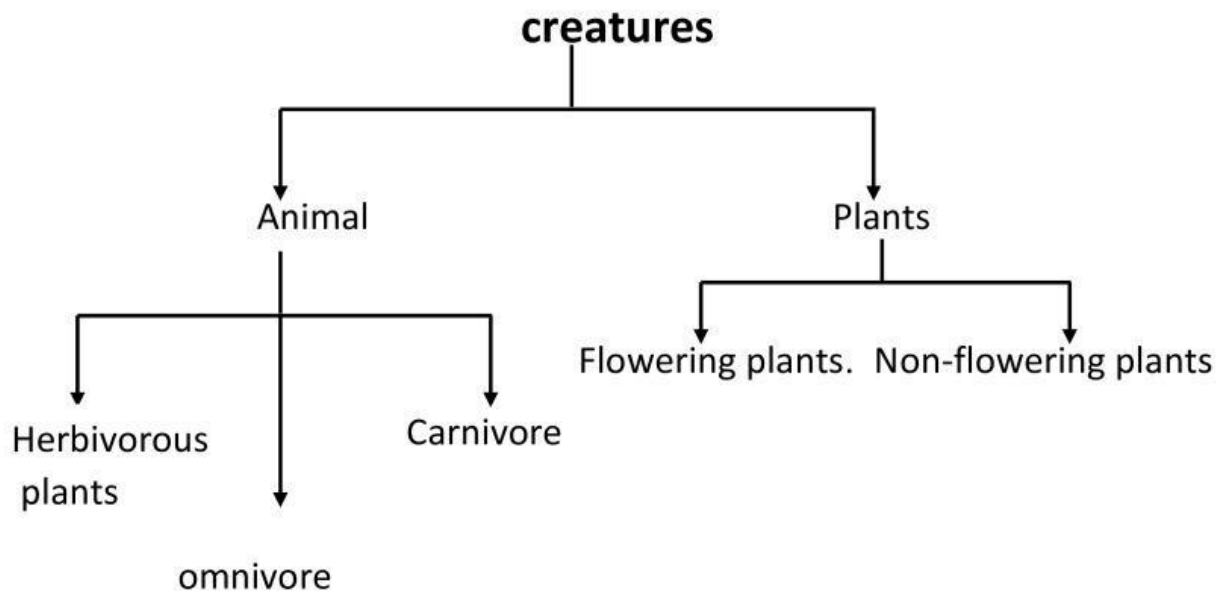
## Coding School



# thunkable



In project 102, let's see how to prepare a collection of pictures that classify living things to gain knowledge about living things. Let's sort living things as follows.

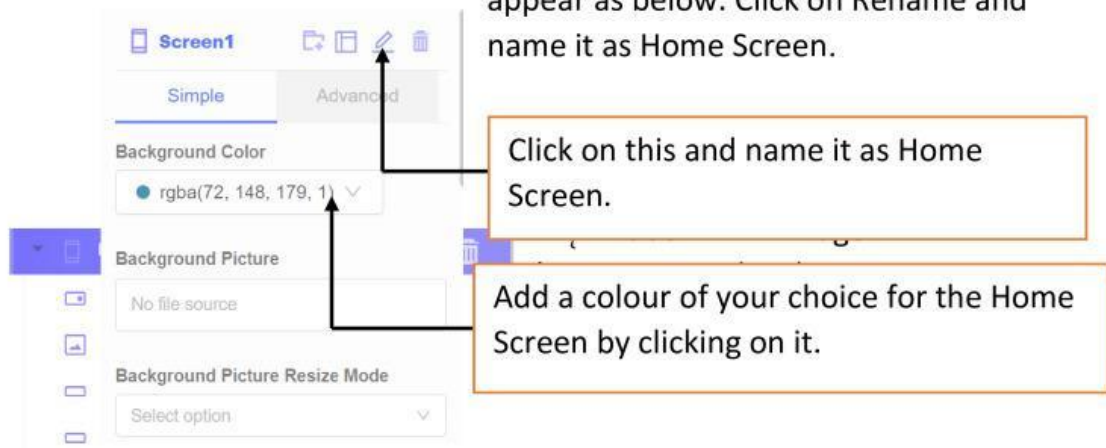


Here we design this app. This app is an app with 8 screens.

❖ Let's design the Home Screen as follows.

- Here, name the screen you get as Screen1 as Home Screen as below

When you click on the screen, the right side of the computer will appear as below. Click on Rename and name it as Home Screen.



- Add a Label and note it as Creatures for its text.

The image shows two panels of a design tool interface. The left panel is titled 'Simple' and contains text properties for a label named 'Creatures'. The right panel is titled 'Advanced' and contains image properties for the same label.

**Simple Panel:**

- Text:** Creatures
- Font Size:** 40
- Number Of Lines:** 1
- Line Height:** 1
- Color:** rgba(72, 13, 83, 1)
- Background Color:** rgba(236, 237, 237, 1)
- Font Style:** Italic
- Font Weight:** 600
- Text Align:** Center
- Height:** Pick One: Fit contents, Fill container
- Width:** Fit contents

**Advanced Panel:**

- Height:** Pick One: Fit contents, Fill container
- Width:** Pick One: Fit contents, Fill container
- Visible:** true
- Margin:** top: 0 px, bottom: 50 px, left: 0 px, right: 0 px
- Padding:** top: 0 px, bottom: 0 px, left: 3 px, right: 3 px
- Border:** width: 0, radius: 0, color: rgba(236, 237, 237, 1), style: solid

- Set the size of the image as Height 300 and Width 295. Add the picture named images1 .png for the Picture in the Image.
- For the text of Button1 as Animals, Make the design of the buttons in the following way by noting as plants for the text of Button2.
- Add the color for the button background by setting Font Size 18 in the text of those Buttons and 9C303E for Hex in Background Color. Set the font color to white.

- Adjust the margin values of the button labeled Animal as follows.

Margin			
top		bottom	
5	px	5	px
left		right	
0	px	0	px

❖ Let's design the animalScreen as follows.

- Name the Screen as animalScreen. Set the background color to 48AAA3 for Hex.
- Add a label, an image and 3 buttons to this screen.  
Add a Label and note it as Animals for its text.  
Set the font size as 25 for the label and the font color as C21C3A for Hex.  
Change the Margin and Padding of the Label as follows.



- as Herbivore for the text of Button3,  
As Carnivore for the text of Button4,  
Make the design of the buttons by noting as Omnivore for the text of button 5.
- Add the color for the button background by setting the Font Size as 18 for the text of the buttons and C21C3A for the Hex of the Background Color. Set the font color to white.
- Adjust the margin values of Herbivore button as follows.

Margin			
top		bottom	
5	px	5	px
left		right	
0	px	0	px

- Adjust the margin values of the Omnivore button as follows.

Margin	
top	bottom
5 px	0 px
left	right
0 px	0 px

- For Image, add the image named Images2.png.
- When the design of the animalScreen is done, the screen will appear as follows.



❖ Let's design the plantScreen as follows.

- Name the Screen as plantScreen. Set the background color to 48AAA3 for Hex.
- Add a label, an image and 2 buttons to this screen.
- Add a Label and note it as Plants for its text.  
Set the font size as 25 for the label and the font color as C21C3A for Hex.

Change the Margin and Padding of the Label as follows.

For the text of Button6 as Flowering plants, Make the design of the buttons by noting non-flowering plants for the text of Button7.

- Add the color for the button background by setting the Font Size as 18 for the text of the buttons and C21C3A for the Hex of the Background Color. Set the font color to white.
- Adjust the margin values of the Flowering plants button as follows.

Margin	
top	bottom
0 px	50 px
left	right
0 px	0 px

Padding	
top	bottom
0 px	0 px
left	right
4 px	4 px



- Image සඳහා Images3.png ලෙස සඳහන් පිංතූරය එක් කර ගන්න.

Margin

top	bottom
5 px	5 px
left	right
0 px	0 px

- When the design of the plantScreen is done, the screen will appear as follows.



❖ Let's design the herbivoreScreen as follows.

- Name the Screen as herbivoreScreen. Set the background color to 48AAA3 for Hex.
- Add 5 Rows to that Screen. Name them as Row1, Row2, Row3, Row4, Row5.
- Add a label for Row1. Note that Herbivore for the text of the label. Add the font size to 20 and the font color to black.



Add two columns for Row2 and add two images for that column. Set the height of the image added for Column1 to 100.

- Design Row3 in the same way as Row2. For the two columns added for Row3, give the height of the image added as 100 for the column received as Column4.
- Give as flex-end for alignItems under positioning of advanced related to Row2.
- Give as flex-start for alignItems under positioning in advanced related to Row3.
- Add a button for Row4. Name that button as button8. Add the value 722730 for the Hex of the background color of Button8. Set the font color to white. Also give 18 for Font size. Give as Add for Button8 text.
- Also add a button for Row5. That button is button9. Make the design of button 9 the same as button 8. Add Button9 as Home for the text.
- Add a photo library for this. It is photo library1.
- After designing, herbivoreScreen should look like below.



❖ Let's design the carnivoreScreen as follows.

- Name the Screen as carnivoreScreen. Set the background color to 48AAA3 for Hex.
- Add 5 rows to that screen. Name them as Row6, Row7, Row8, Row9, Row10.
- Add a label for Row6. Note that for the text of the label as Carnivore. Add the font size to 20 and the font color to black.



Add two columns for Row7 and add two images for those two columns.

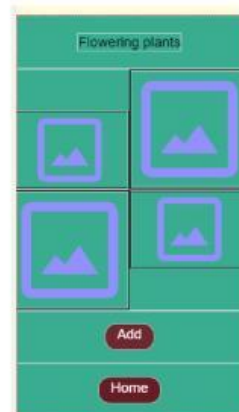
Set the height of the added image to 100 for Column5.

- Design Row8 in the same way as Row7. For the two columns added for Row8, give the height of the image added as 100 for the column received as Column8.
- Provide flex-end for alignItems under advanced positioning related to Row7.

- Give as flex-start for alignItems under positioning in advanced related to Row8.
  - Add a button for Row9. Name that button as button10. Add the value 722730 for the Hex of the background color of Button10. Set the font color to white. Also give 18 for Font size. Give as Add for the text of Button10.
  - Also add a button for Row10. That button is button11. Make the design of button11 the same as button10. Add Button11 as Home for the text.
  - Add a photo library for this. It is photo library2.
- ❖ Design the omnivoreScreen in the same way as the carnivoreScreen by adding 5 Rows. Give it as omnivore for the text of the label here. Add a photo library for this too. It is photo library3. Then when OmnivoreScreen is designed, it should look like below.



- ❖ Design the flowScreen as above by adding 5 Rows. For the text of the label here, give it as Flowering plants. Add a photo library for this too. It is photo library4. Then when the flowScreen is designed, it should appear as follows.





- ❖ Design the non-flow\_Screen as above by adding 5 Rows. Give it as Non-flowering plants for the text of the label. Add a photo library for this too. It is photo library5. Then when the non-flow\_Screen is designed, it should appear as follows.

