

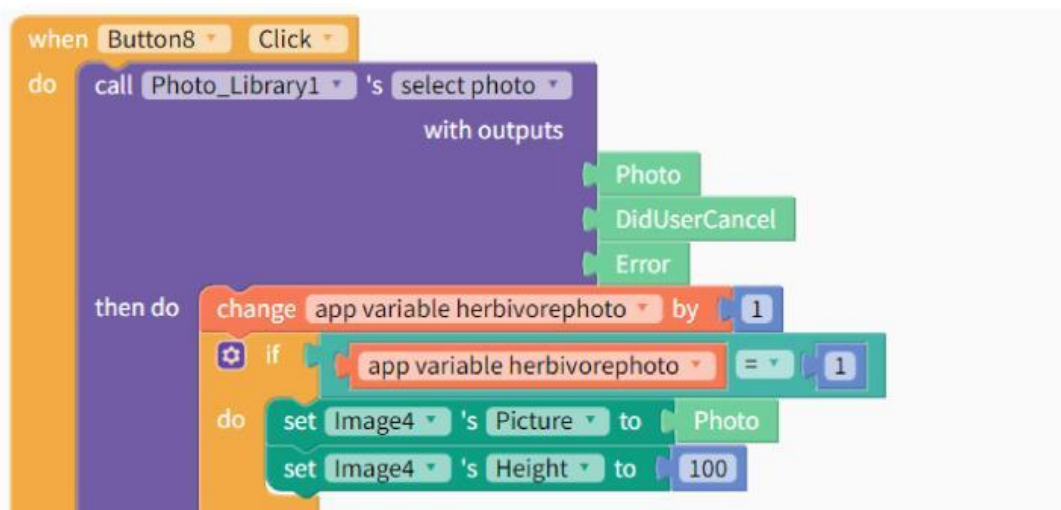
Project 103



Coding School



thunkable



❖ Let's prepare the code for the app designed in the 102nd Home work here.

❖ First, let's prepare the code for the homeScreen.

- Let's prepare the code to go to the animalScreen when Button1 is clicked.



- Let's prepare the code to go to the plantScreen when Button2 is clicked.



❖ Let's prepare the code for the animalScreen as follows.

- Let's prepare the code to go to the herbivoreScreen when button 3 is clicked.



- Let's prepare the code to move to the carnivoreScreen when Button4 is clicked.



- Let's prepare the code to move to the omnivoreScreen when button 5 is clicked.

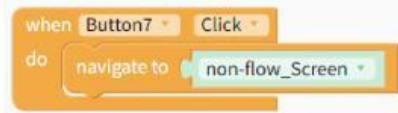


❖ Let's prepare the code for the plantScreen as follows.

- Let's prepare the code to move to the flowScreen when button 6 is clicked.



- Let's prepare the code to move to the non-flow_Screen when Button7 is clicked.

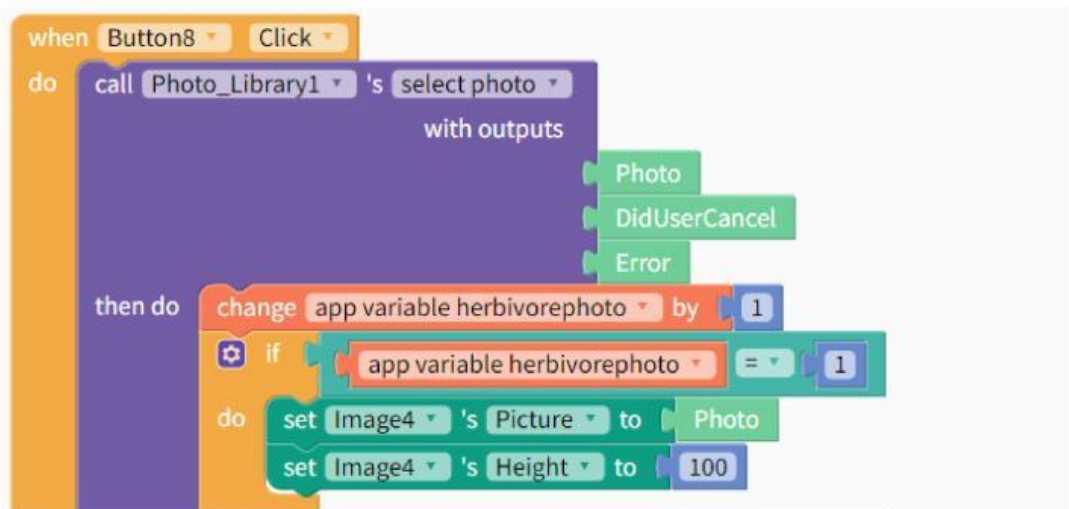


❖ Let's prepare the code for herbivoreScreen as follows.

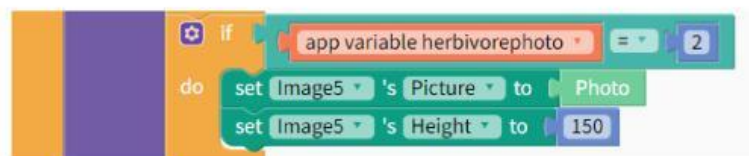
- Add a variable as follows. For that, first give herbivorephoto size as 0. (zore)



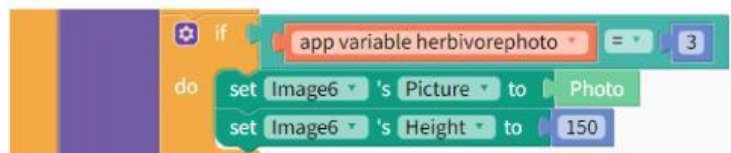
- When clicking on Button8, the value of herbivorephoto variable should increase by 1. And when the value of the herbivorephoto variable is 1, the picture you select should be included in the image mentioned as image4 in photo_library1 and the height of that picture should be 100. For that, apply block as below.



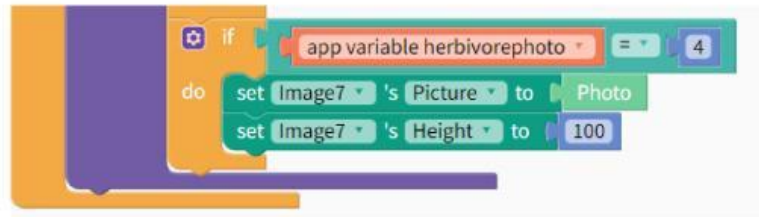
- When the value of the herbivorephoto variable is 2, the image you select should be included in the image mentioned as image5 in photo_library1 and the height of that image should be 150. Apply block as below for that.



- When the value of the herbivorephoto variable is 3, the image you select should be included in the image mentioned as image6 in photo_library1 and the height of that image should be 150. Apply block as below for that.



- When the value of the herbivorephoto variable is 4, the picture you select should be included in the image mentioned as image7 in photo_library1 and the height of that picture should be 100. Apply block as below for that.



- Let's prepare the code to move to the home screen when button 9 is clicked.

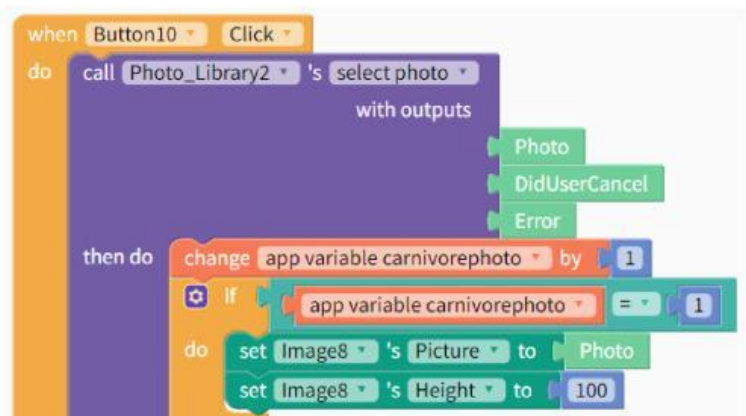


❖ Let's prepare the code for the carnivoreScreen as follows.

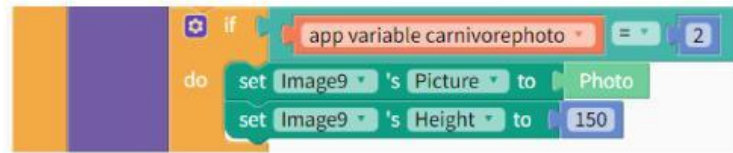
- Add a variable as follows. For that, first give the size of carnivorephoto as 0 (zero).



- When clicking on Button10, the value of the carnivorephoto variable should increase by 1. And when the value of the carnivorephoto variable is 1, the picture you select should be included in the image mentioned as image8 in photo_library2 and the height of that picture should be 100. For that, apply block as below.



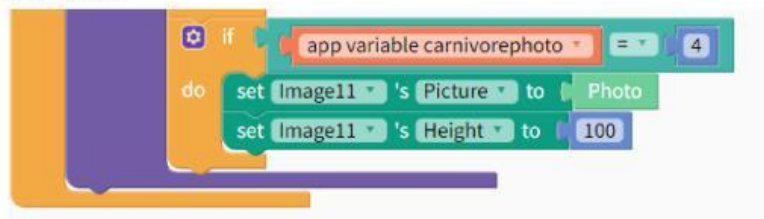
- When the value of the carnivorephoto variable is 2, the image you select should be included in the image mentioned as image9 in photo_library2 and the height of that image should be 150. Apply block as below for that.



- When the value of the carnivorephoto variable is 3, the image you select should be included in the image mentioned as image10 in photo_library2 and the height of that image should be 150. Apply block as below for that.



- When the value of the carnivorephoto variable is 4, the image you select should be included in the image mentioned as image11 in photo_library2 and the height of that image should be 100. Apply block as below for that.



- Let's prepare the code to move to the home screen when button 11 is clicked.



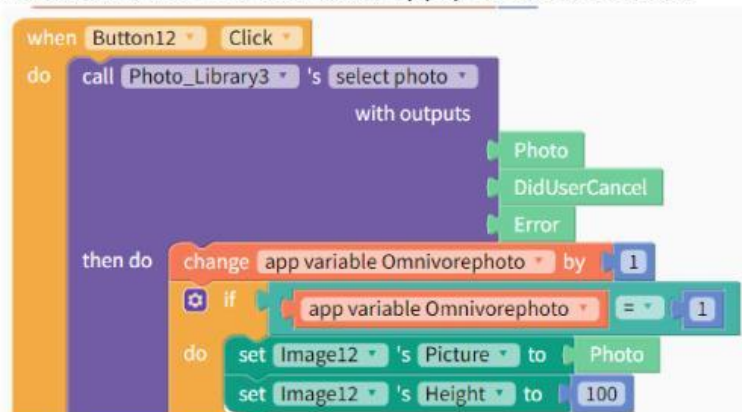
❖ Let's prepare the code for the omnivoreScreen as follows.

- Add a variable as follows. For that, first give the size of omnivorephoto as 0 (zero).



initialize app variable Omnivorephoto to 0

- When clicking on Button12, the value of the omnivorephoto variable should increase by 1. And when the value of the omnivorephoto variable is 1, the picture you select should be included in the image mentioned as image12 in photo_library3 and the height of that picture should be 100. For that, apply block as below.



when Button12 Click

do

- call Photo_Library3's select photo with outputs
- then do
 - change app variable Omnivorephoto by 1
 - if app variable Omnivorephoto = 1
 - do
 - set Image12's Picture to Photo
 - set Image12's Height to 100

- When the value of the omnivorephoto variable is 2, the image you select should be included in the image mentioned as image13 in photo_library3 and the height of that image should be 150. Apply block as below for that.



if app variable Omnivorephoto = 2

do

- set Image13's Picture to Photo
- set Image13's Height to 150

- When the value of the omnivorephoto variable is 3, the image you select should be included in the image mentioned as image14 in photo_library3 and the height of that image should be 150. Apply block as below for that.



- When the value of the omnivorephoto variable is 4, the image you select should be included in the image mentioned as image15 in photo_library3 and the height of that image should be 100. Apply block as below for that.



- Let's prepare the code to move to the home screen when button 13 is clicked.

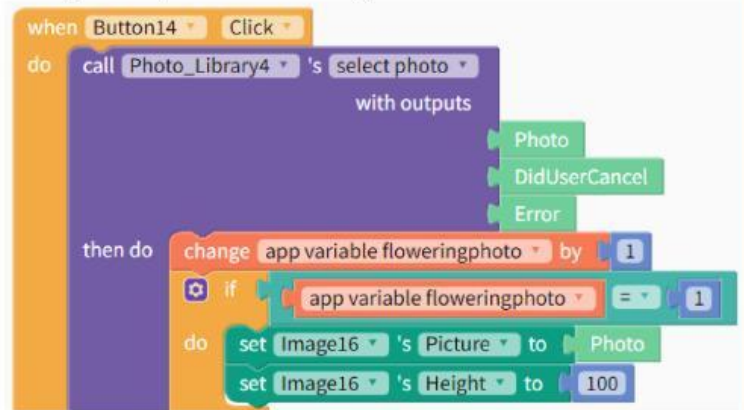


❖ Let's prepare the code for floweScreen as follows.

- Add a variable as follows. For that, first give the size of floweringphoto as 0 (zero).



- When clicking on Button14, the value of the floweringphoto variable should increase by 1. And when the value of the floweringphoto variable is 1, the picture you select should be included in the image mentioned as image16 in photo_library4 and the height of that picture should be 100. For that, prepare the block as follows.



- When the value of the floweringphoto variable is 2, the picture you select should be included in the image mentioned as image17 in photo_library4 and the height of that picture should be 150. Apply block as below for that.
 - When the value of the floweringphoto variable is 3, the picture you select should be included in the image mentioned as image18 in photo_library4 and the height of that picture should be 150. Prepare block for that.
 - When the value of the floweringphoto variable is 4, the picture you select should be included in the image mentioned as image19 in photo_library4 and the height of that picture should be 100. Prepare block for that.
 - Prepare the code to move to the home screen when button 15 is clicked.
- ❖ Let's prepare the code for the Non-flowe_Screen as follows.
- Add a variable as follows. For that, first give the size of nonfloweringphoto as 0 (zero).

initialize app variable non_floweringphoto to 0

- When clicking on Button16, the value of the nonfloweringphoto variable should increase by 1. Also, when the value of the nonfloweringphoto variable is 1, the picture you select should be included in the image mentioned as image20 in photo_library5 and the height of that picture should be 100. For that, add the block as before.
- When the value of the nonfloweringphoto variable is 2, the picture you select should be included in the image mentioned as image21 in photo_library5 and the height of that picture should be 150. Prepare a block for that too.
- When the value of the nonfloweringphoto variable is 3, the picture you select should be included in the image mentioned as image22 in photo_library5 and the height of that picture should be 150. Prepare block for that.
- When the value of the nonfloweringphoto variable is 4, the image you select should be included in the image mentioned as image19 in photo_library5 and the height of that image should be 100. Prepare block for that too.
- Prepare the code to move to the home screen when Button15 is clicked.