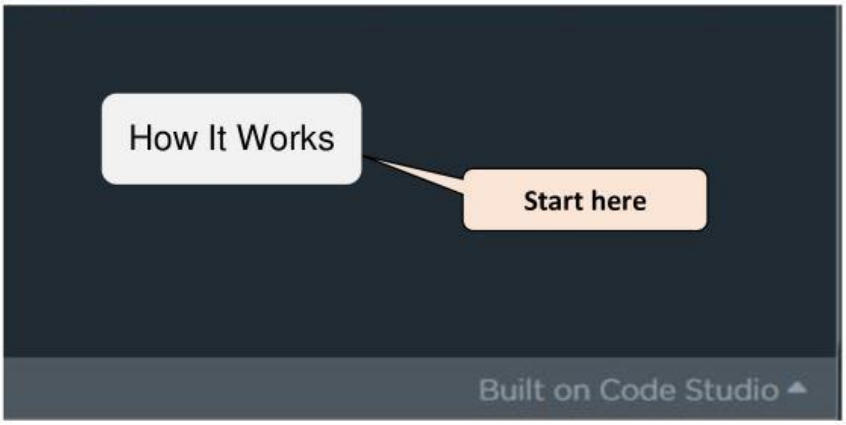
Project 92

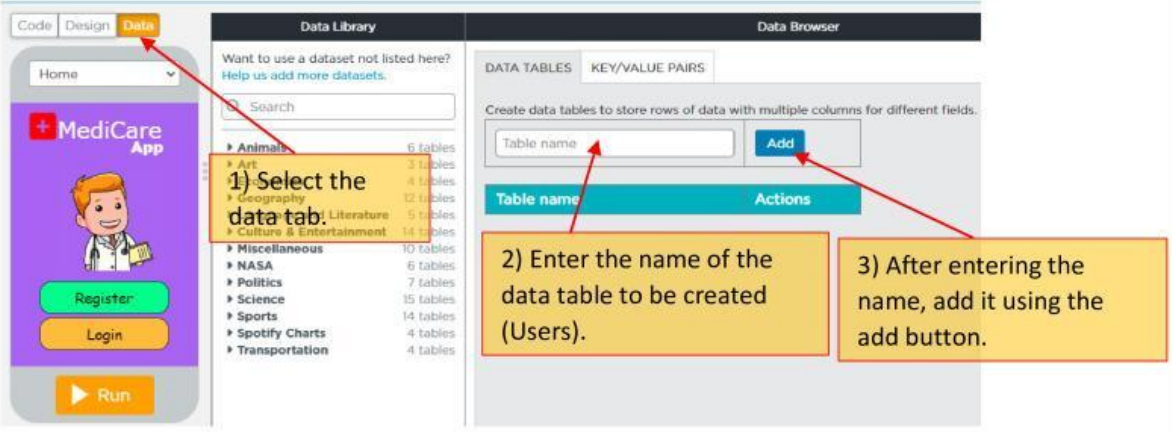
DP EDUCATION

Coding School



LIVEWORKSHEETS

- Let's create an app that shows health status according to body checkup reports.
- Let's create how to register a user and how to login.
- All the screens required for this app have been created in the project given to you.
- Now let's create the data table to save user data in this app.



- After adding the table, open it and adjust its columns as follows.

- Here, only create the data table as above. Data insertion is not done at this time.
- After creating the data table, let's create variables like this to store the user's data, which is the register needed to create the app.

```
var name;
var username;
var password;
var gender;
var age = 0;
var loggedUserId = "";
```

- When you click on the Register Button, create as below to go to the Register page.

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```
onEvent("btnRegister", "click", function() {
  setScreen("Register");
});
```

- Then let's use the gender variable created above to get the value of the checked radio button when the radio button is clicked.

```
onEvent("rbMale", "click", function() {
  gender = "male";
});
onEvent("rbFemale", "click", function() {
  gender = "female";
});
```

Here, if you click on the rbMale radio button, the gender variable will be stored as "male" and if you click on the rbFemale radio button, it will be stored as "female".

- Let's create the functionality of the Plus and Minus buttons for entering the age in the register form.
- First, use a block as below to set the value of the "txtAge" text box to 0.

```
setProperty("txtAge", "value", "0");
```

- Code these blocks to create what happens when the Plus button is clicked.

```
onEvent("btnPlus", "click", function() {
  var age = getNumber("txtAge");
  setProperty("txtAge", "value", age+1);
});
```

Here, the value of the "txtAge" text box is stored in the age variable created above. After that, its value is incremented by one.

- In this way, reduce the value by one and create the relevant codes for the minus button.

- Then let's see how to get the values of all the text fields and submit.

- For that, the values should be stored in the remaining variables created above.

LIVEWORKSHEETS

```
onEvent("btnSubmit", "click", function() {
  name = getText("txtName");
  username = getText("txtUsername");
  password = getText("txtPassword");
  age = getNumber("txtAge");
  createRecord("Users", {Name:name,Username:username,Password:password,Gender:gender,Age:age}, function(record) {
    if(record)
    {
      setScreen("Login");
    }
  });
});
```

Storing the data given in the text fields in the variable

This section is not in the create record block that you drag through the blocks. You should go to the show text option and type it as follows.

```
createRecord("Users", {Name:name,Username:username,Password:password,Gender:gender,Age:age}, function(record) {
    if(record)
    {
      setScreen("Login");
    }
});
;
```

- Type the codes in the red box.
- It stores the inputs given to the text box in the data table. Each column name and its stored value " : " are on both sides.

```
{Name:name,Username:username,Password:password,Gender:gender,Age:age},
```

Name of Column

The variable with the value passed for the

- If the record was successfully created, redirect the user to the login page.
- Code like this to redirect to the login page when you click on the login button on the home page.

```
onEvent("btnLoginPage", "click", function() {
  setScreen("Login");
});
```

- After entering the username and password, check that they are correct and create a login. Code as below for that.

```
onEvent("btnLogin", "click", function() {
  username = getText("txtLoginUsername");
  password = getText("txtLoginPassword");
  readRecords("Users", {}, function(records) {
```

Storing the given inputs for username and password in variables.

LIVEWORKSHEETS

- If a registered user is a registered user, by checking the username and password entered in the login screen, if they are correct, they will be redirected to the dashboard screen, if not, then back to the home screen.

- Here, after entering the correct username and password, the name and id of the logged in user will be stored in the variable created above.

```
setScreen("dashboard");
name = records[i].Name;
loggedUserId = records[i].id;
```

- The stored name variable is used as follows to display the name on the dashboard.

```
setText("lblUser", name);
```

- If the entered username and password do not match with the one in the user table, refer back to the Home screen.

- In this way, create the app and register a user first and then log in and create to refer to the dashboard.

LIVEWORKSHEETS