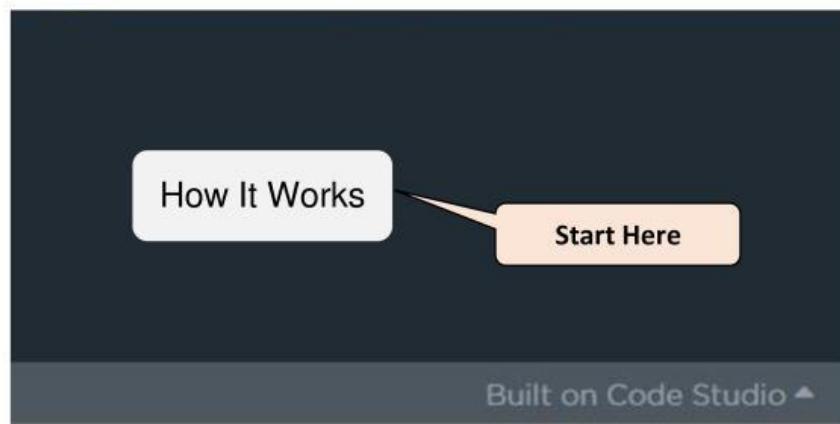


Project 95

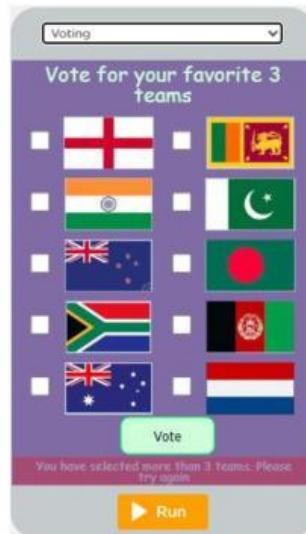


DP
EDUCATION

Coding School



- ❖ Let's create an app to vote for the team that will win the cricket world cup



- ❖ This app allows you to vote for three teams that you like and think will win and shows the votes received for all teams in a graph.
- ❖ All the screens related to the design of this app have been designed in the project given to you.
- ❖ First let's create the data tables required for this app.
- ❖ Go to the Data tab and create two tables as below as Users and Teams.

Code
Design
Data

ICC MEN'S CRICKET WORLD CUP

Register
Login

Run

Data Library

Want to use a dataset not listed here? [Help us add more datasets.](#)

Search

	Category	Tables
	Animals	6 tables
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	Miscellaneous	10 tables
	NASA	6 tables
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	Science	15 tables
	Sports	14 tables
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Data Browser

DATA TABLES
KEY/VALUE PAIRS

Create data tables to store rows of data with multiple columns for different fields.

Table name
Add

Table name	Actions
Teams	Delete
Users	Delete

- ❖ Create columns in the Users table as follows.

Data Browser

Back to data

Debug view

Users

Visualize Data Clear table Import csv Export to csv

Id		Name	Username	Password	Actions	
#		enter text	enter text	enter text		Add Row

- ❖ Now add the columns in the Teams table as follows. No data has been added manually for the Users table, but for the Teams table, add rows in this way and give them the team name as below and the votes received for them as 0.

Data Browser

Back to data

Debug view

Teams

Visualize Data Clear table Import csv Export to csv

id		TeamName	Votes	Actions	
#		enter text	enter text		Add Row
1		"England"	0	Edit	Delete
2		"India"	0	Edit	Delete
3		"New Zealand"	0	Edit	Delete
4		"South Africa"	0	Edit	Delete
5		"Australia"	0	Edit	Delete
6		"Sri Lanka"	0	Edit	Delete
7		"Pakistan"	0	Edit	Delete
8		"Bangladesh"	0	Edit	Delete
9		"Afghanistan"	0	Edit	Delete
10		"Netherlands"	0	Edit	Delete

- ❖ After creating the data tables in that way, let's start coding.
- ❖ Create the array as variables and choices required for the app as follows.

```
var name;
var username;
var password;
var choices = [ ] ;
```

- ❖ Then, when you click on the Register and Login button in the Home screen, create to move to the Register and Login screen.

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

- ❖ Now let's code how to register a new user. Enter the values entered in the Name, Username and Password text boxes in the Register screen, and when you click the Register button, they should be created as a new record in the Users table

```
onEvent( "btnReg", "click", function() {
    name = getText( "txtName" );
    username = getText( "txtUsername" );
    password = getText( "txtPassword" );
    createRecord( "Users", { Name: name, Username: username, Password: password }, function() {
        setScreen( "Login" );
    }
);
});
```

- ❖ Here, the value of the txtName text box stored in the name variable for the Name column of the User table is given.
- ❖ Returns the value stored in the username variable for the Username column.
- ❖ Returns the value stored in the password variable for the password column.
- ❖ In this way, after creating a new user, the login page is directed.

- ❖ When you click the Home button on the register screen, enter the following code to go to the home page.

```
onEvent(▼ "btnRegHome", ▼ "click", function() {  
    setScreen(▼ "Home");  
});
```

- ❖ Then click the login button in the login screen to login using the username and password of a registered user. For that, code what should happen when the login button is clicked as below.

```
onEvent(▼ "btnLog", ▼ "click", function() {  
    username = getText(▼ "txtLoginUsername");  
    password = getText(▼ "txtLoginPassword");  
    readRecords("Users", {}), function(records) {  
        for (var i = 0; i < records.length; i++) {  
            if(username == records[i].Username && password == records[i].Password)  
            {  
                setScreen(▼ "Voting");  
            }  
            else  
            {  
                setScreen(▼ "Home");  
            }  
        }  
    }  
});
```

After storing the values entered for the text box in the username and password variables, the Users table is read and checked if there is a record matching the above username and password.

If there is such a record, create it to refer to the Voting screen, if not, to refer to the Home screen.