

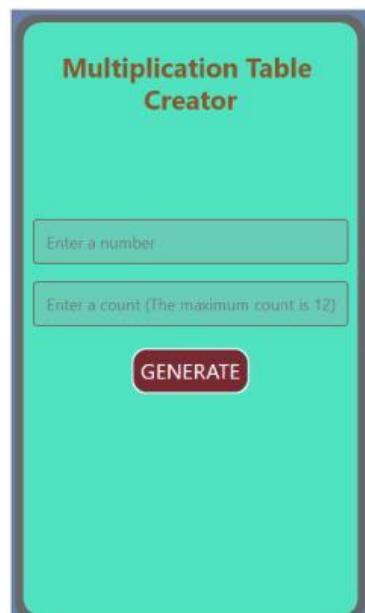
# Project 110



## Coding School



# thunkable



Edit

Start here

- ❖ Add a screen naming it as HomeScreen.
- ❖ Add a column to HomeScreen.
- ❖ Add two columns to that column.
- ❖ Add a label for the first added column among those two columns.
  - Make a note of Multiplication Table Creator for the text of that label.
  - Give Font size 30
  - To get the font colour, give the value 8B572A for hex of the colour.
  - Give bold for the font width.
- ❖ Add two text input components for the other column.
  - Name the first text input as inputNumber.
  - Enter a number for Hint in inputNumber. Give it 50 for Height.
  - Give it as none pad for keyboard type.
  - When giving values for Margin, give values of 10px, 10px, 10px and 10px respectively for top, bottom, left and right.
  - Give 15px for left of padding in inputNumber.
  - Design the border of inputNumber as follows.
- Name the other text input as inputCount.
- Enter a count (The maximum count is 12) for the Hint in inputNumber.
- Give 50 for its Height.
- Give as none pad for Keyboard type.
- When giving values for Margin, give values of 10px, 10px, 10px and 10px respectively for top, bottom, left and right.
- Give 15px for left of padding in inputNumber.
- Design the border of inputNumber as follows.

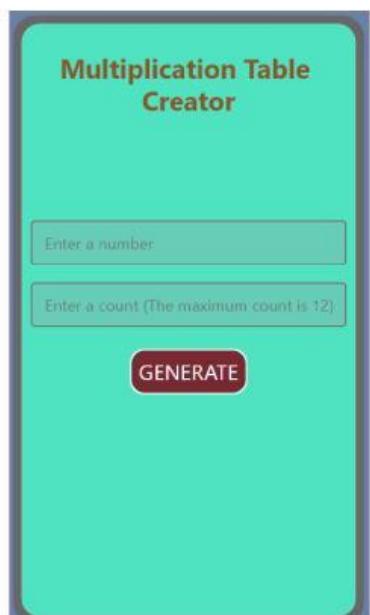


- ❖ Add a button as buttonGenerate. Give it as GENERATE for its text.
  - Give 24 for the font size.
  - To get the background color, give the value 7A2832 for the hex of the background color.
  - Design the border as follows.

- ❖ Add another column.
- ❖ The design of the HomeScreen appears as follows.



- ❖ Design Screen1 as follows
- ❖ First, add a Column for Screen1.
- ❖ In that column fourteen Rows should be added.
- ❖ Add a label for Row1.
  - Name that label as labelTitle.
  - Get the text there empty.
  - Give font size as 30. Set the font color to black.
- ❖ Add two labels for Row2. Give the first label as labelMul1 and the second label as value1.
  - Set the font size of labelMul1 to 20.
  - Set the text color to black.
  - To give the background color, give the value 9DEC45 for the hex of the background color.
  - Set Font Weight to bold.



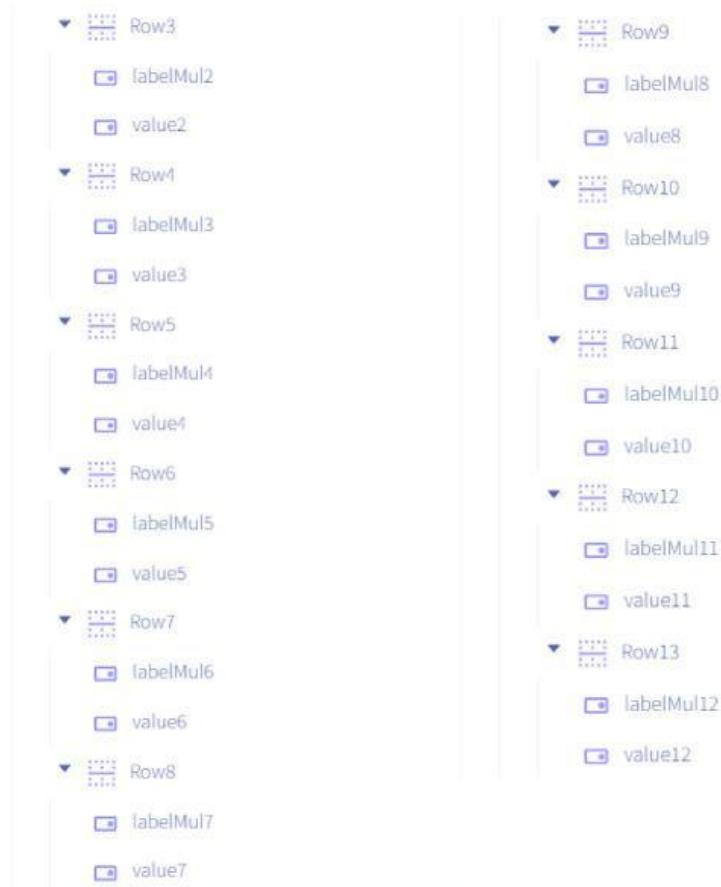
- Give the values 5, 5, 10 and 10 for the padding top, bottom, left and right of labelMul1 respectively
- For the border design of labelMul1, set it as shown in the diagram below.



- Set the font size of value1 to 20.
- Set black color for text color.
- To give the background color, give the value F8E71C for the hex of the background color.
- Set Font Weight to bold.
- Give 20px for left margin.
- Give the values 5, 5, 10 and 10 for the padding top, bottom, left and right of labelMul1 respectively.
- For the border design of labelMul1, set it as shown in the diagram below.



- ❖ Design Row3, Row4, Row5, Row6, Row7, Row8, Row9, Row10, Row11, Row12 and Row13 by adding labels to Row2 as Row2 is designed.
- ❖ Make the design by naming the labels as shown in the diagrams below.



❖ Add a button for Row14. Name that button as butt\_back.

- Give it as BACK for its text.
- Set Font size as 18
- To get the background colour, give the value 7A2832 for the hex of the background colour.
- Design the border as follows.



❖ Add Alert components. Set them as below.

- Name an alert component as countAlert. Note as Error for Title. Give the message as The count must be less than or equal to 20.
- Name an alert component as numberEmptyAlert. Note as Error for Title. For Message, give The number must not be empty.
- Name an alert component as countEmptyAlert. Note as Error for Title. For Message, give The count must not be empty.

❖ Let's prepare code for App

❖ Code for Homescreen as follows

❖ Set two variables giving value 0 for number and count.



```
initialize [app v] variable [number] to [0]
initialize [app v] variable [count] to [0]
```

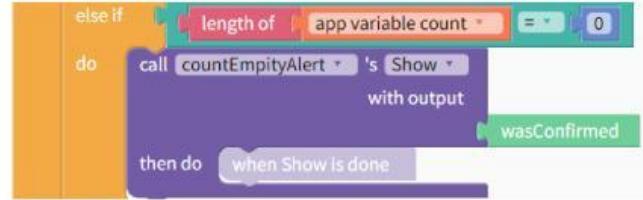
❖ Prepare the code so that all the following events occur when the button labeled as buttonGenerate is clicked.

- The text given for the input text named as inputNumber is also in the variable named as number.
- The text given for the input text mentioned as inputCount should also be assigned to the variable mentioned as count. For that, prepare the code as follows .

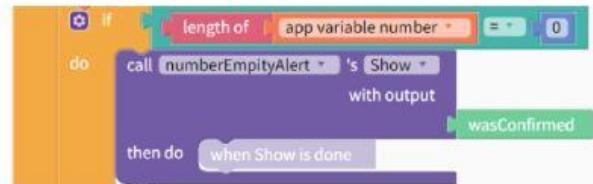


```
when [buttonGenerate v] clicked
do
  set [app variable number] to [inputNumber]
  set [app variable count] to [inputCount]
```

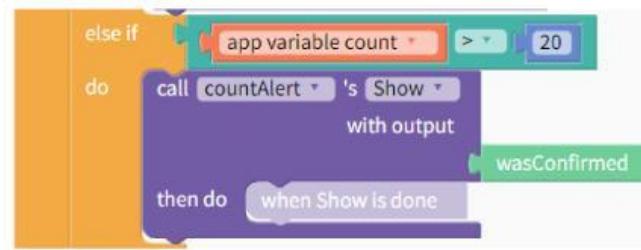
- If the length of the value assigned to the number variable is equal to 0, prepare the code as follows to receive the alert called numberEmptyAlert.



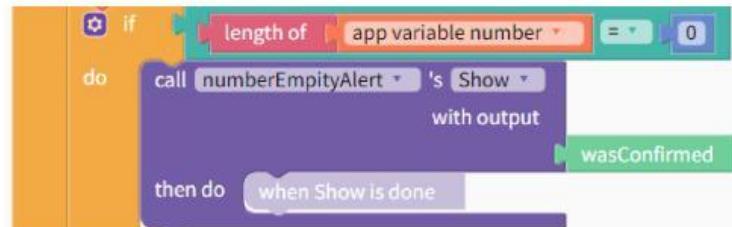
- If the length of the value assigned to the count variable is equal to 0, prepare the code as follows to receive the alert called countEmptyAlert.



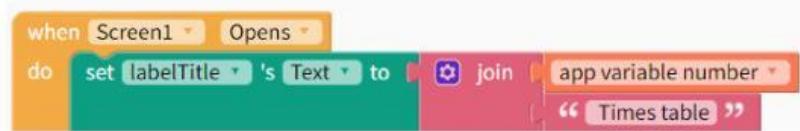
- If the length of the value assigned to the count variable is equal to 0, prepare the code as follows to receive the alert called countEmptyAlert.



- If the length of the value assigned to the count variable is greater than 20, prepare the code as follows to receive the alert called countAlert.



- If not, let's prepare the code to go to Screen1.



- ❖ Prepare code for Screen1
- ❖ Create a variable by giving value as 0 (zero).



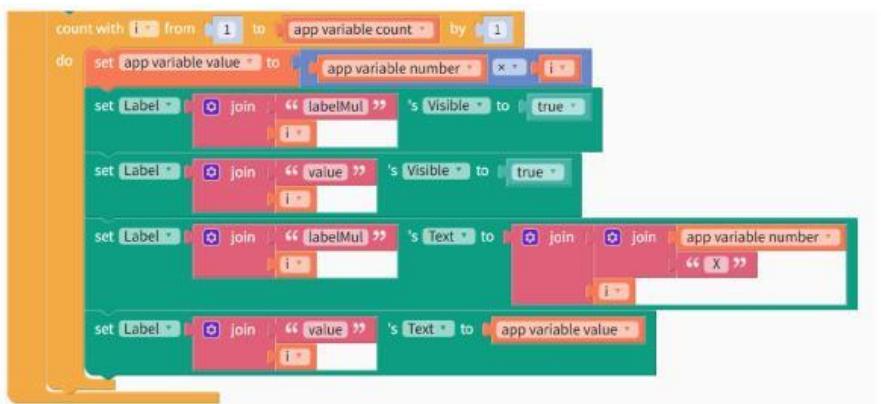
- ❖ Prepare the code to make the following events happen when Screen1 opens.

- Prepare the code as follows to assign the value of the number variable for the text of the label named as labelTitle and to record it as Times table.



- The value of  $i$  increases by 1 respectively. For the value variable, the value of the number variable should be multiplied by the value of  $i$ . The label related to the value of  $i$  should appear as `labelMul`.
- The label should appear as `value` related to the value of  $i$ .
- The value of the number variable, the multiplication sign, and the value related to  $i$  should appear in the label labeled as `labelMul`.

- The value of the value variable appears in the labels labeled as Value.



- ❖ Prepare the code to go to the HomeScreen when you click on the butt\_back button.

```
when butt_back Click
do navigate to HomeScreen
```