

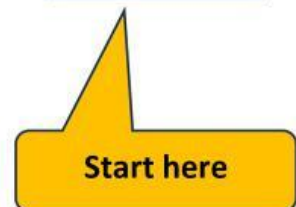
# Project 111



## Coding School



# thunkable



❖ This app is designed and provided to you.

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

- Prepare the code to go to the productScreen when the startButton is clicked.



❖ Let's prepare the code for productScreen.

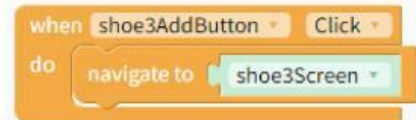
- Prepare code to go to shoe1Screen when shoe1AddButton is clicked.



- Prepare code to go to shoe2Screen when clicked on shoe2AddButton.



- Prepare code to go to shoe3Screen when clicked on shoe3AddButton.



- Prepare code to go to shoe4Screen when shoe4AddButton is clicked.



❖ Let's prepare the code for shoe1Screen.

- Set a variable as shoe1count.



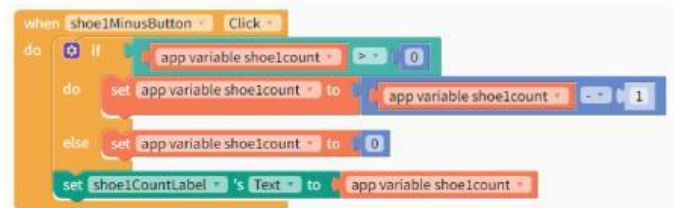
```
Initialize app variable shoe1count to 0
```

- When shoe1plusButton is clicked, the value of shoe1count variable should increase by 1. The value assigned to that variable should be displayed in the text of shoe1CountLabel.



```
when shoe1plusButton Click  
do  
  set app variable shoe1count to app variable shoe1count + 1  
  set shoe1CountLabel's Text to app variable shoe1count
```

- When shoe1MinusButton is clicked, if the value of the shoe1count variable is greater than 0, it should be reduced by 1. The value assigned to that variable should be displayed in the text of the shoe1CountLabel. If the value of the shoe1count variable is not greater than 0, the value is less  
Not exist



```
when shoe1MinusButton Click  
do  
  if app variable shoe1count > 0  
  do  
    set app variable shoe1count to app variable shoe1count - 1  
  else  
    set app variable shoe1count to 0  
  set shoe1CountLabel's Text to app variable shoe1count
```

- Prepare the code to move the productScreen when Shoe1BackButton is clicked.



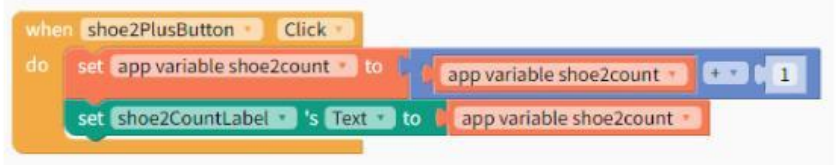
```
when shoe1BackButton Click  
do  
  navigate to productScreen
```

❖ Let's prepare the code for Shoe2Screen.

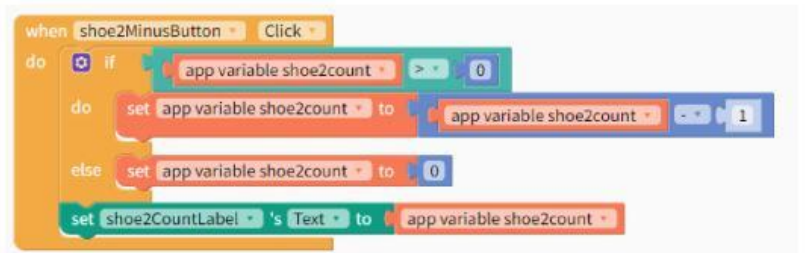
- Set up a variable as Shoe2count.



- When shoe2plusButton is clicked, the value of the shoe2count variable should increase by 1. The value assigned to that variable should be displayed in the text of the shoe2CountLabel.



- When shoe2MinusButton is clicked, if the value of the shoe2count variable is greater than 0, it should be reduced by 1. The value assigned to that variable should be displayed in the text of the shoe2CountLabel. If the value of the shoe2count variable is not greater than 0, the value remains unchanged



- Prepare the code to move the productScreen when Shoe2BackButton is clicked.



❖ Let's prepare the code for Shoe3Screen.

- Set up a variable as shoe3count.



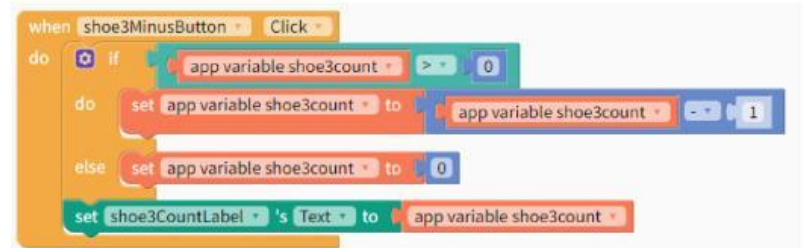
initialize app variable shoe3count to 0

- When you click on Shoe3plusButton, the value of the shoe3count variable should increase by 1. The value assigned to that variable should be displayed in the text of the shoe3CountLabel.



```
when shoe3plusButton Click
do
  set app variable shoe3count to app variable shoe3count + 1
  set shoe3CountLabel's Text to app variable shoe3count
```

When you click on the Shoe3MinusButton, if the value of the shoe3count variable is greater than 0, it should be reduced by 1. The value assigned to that variable should be displayed in the text of the shoe3CountLabel. If the value of the Shoe3count variable is not greater than 0, the value remains unchanged



```
when shoe3minusButton Click
do
  if app variable shoe3count > 0
  do
    set app variable shoe3count to app variable shoe3count - 1
  else
    set app variable shoe3count to 0
  set shoe3CountLabel's Text to app variable shoe3count
```

- Prepare the code to move the productScreen when Shoe3BackButton is clicked.



```
when shoe3backButton Click
do
  navigate to productScreen
```



❖ Let's prepare the code for Shoe4Screen.

- Set up a variable as shoe4count.



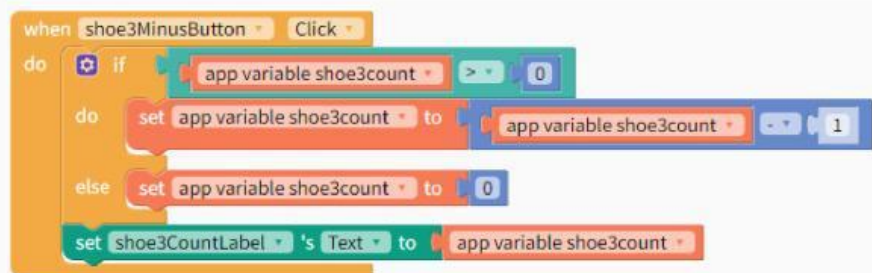
initialize app variable shoe3count to 0

- When shoe4plusButton is clicked, the value of the shoe4count variable should increase by 1. The value assigned to that variable should be displayed in the text of the shoe4CountLabel.



```
when shoe3PlusButton Clicked
do
  set app variable shoe3count to app variable shoe3count + 1
  set shoe3CountLabel's Text to app variable shoe3count
```

When you click on the Shoe4MinusButton, if the value of the shoe4count variable is greater than 0, it should be reduced by 1. The value assigned to that variable should be displayed in the text of the shoe4CountLabel. If the value of the shoe4count variable is not greater than 0, the value remains unchanged



```
when shoe3MinusButton Clicked
do
  if app variable shoe3count > 0
  do
    set app variable shoe3count to app variable shoe3count - 1
  else
    set app variable shoe3count to 0
  set shoe3CountLabel's Text to app variable shoe3count
```

- Prepare the code to move the productScreen when Shoe4BackButton is clicked.



```
when shoe3BackButton Clicked
do
  navigate to productScreen
```