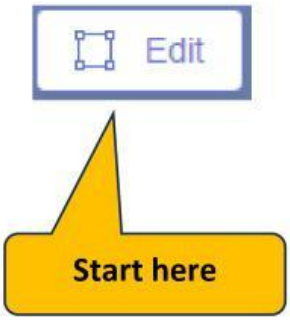
Project 111

DP EDUCATION

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.

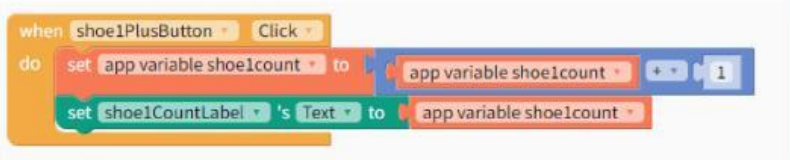
- Prepare code to go to shoe3Screen when clicked on shoe3AddButton.

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

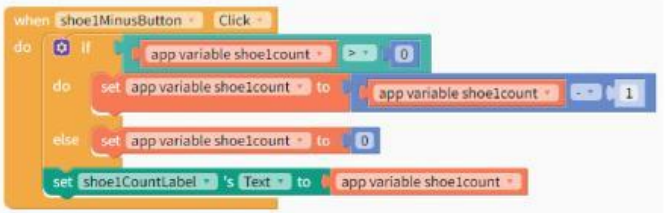
❖ Let's prepare the code for shoe1Screen.

- Set a variable as shoe1count.

- 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 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

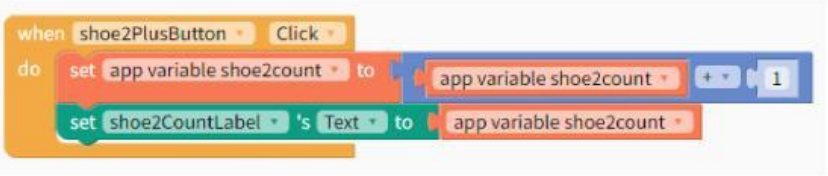


- Prepare the code to move the productScreen when Shoe1BackButton is clicked.

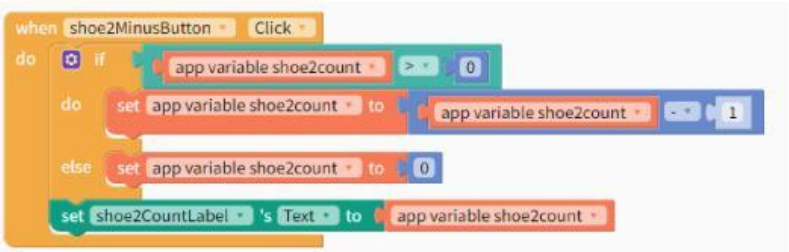
❖ Let's prepare the code for Shoe2Screen.

- 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.



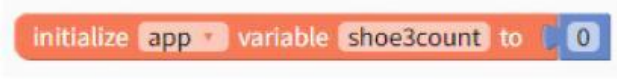
- When shoe2MinusButton is clicked, if the value of the shoe2count variable is greater than 0, it should be reduced by 1. The value assigned to that variable should be displayed in the text of the shoe2CountLabel. If the value of the shoe2count variable is not greater than 0, the value remains unchanged



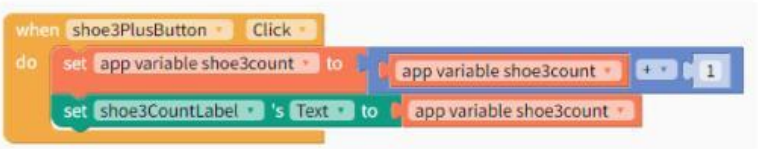
- Prepare the code to move the productScreen when Shoe2BackButton is clicked.

❖ Let's prepare the code for Shoe3Screen.

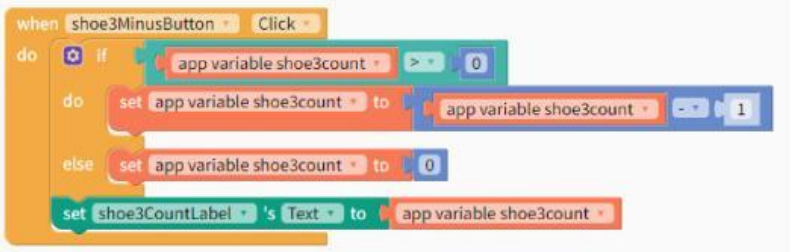
- Set up a variable as shoe3count.



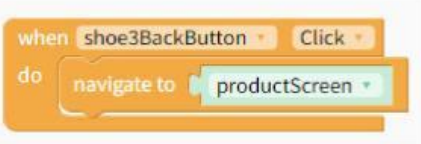
- When you click on Shoe3plusButton, the value of the shoe3count variable should increase by 1. The value assigned to that variable should be displayed in the text of the shoe3CountLabel.



When 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



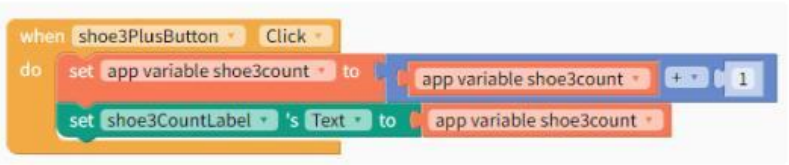
- Prepare the code to move the productScreen when Shoe3BackButton is clicked.



❖ Let's prepare the code for Shoe4Screen.

- Set up a variable as shoe4count.

- 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 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

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