READING COMPREHENSION

Maria's App: If You Build It Right, It Works!

Maria is a 17-year-old student who loves programming and using digital tools to solve everyday problems. Right now, she's working on a school project using App Inventor to create a quiz app for her classmates. She wants the app to be fun and easy to use, so she spends a lot of time designing each screen carefully.

First, she adds a Start Screen with a welcome message and a button that says "Begin Quiz." Then, she creates different question screens with multiple-choice answers. If users tap the correct answer, the app shows a green check mark. If they choose the wrong one, it displays a red X and the correct answer.

Maria knows that apps can be unpredictable. If she doesn't test the logic blocks one by one, there's a high chance the app will crash during use. That's why she always runs simulations after building each section. If something doesn't work the way she planned, she checks the code and fixes it immediately.

She also creates a scoring system. If the user gets a question right, the app adds a point to the total score. But if she forgets to connect the score block to each question screen, the score won't be saved. Maria learned this the hard way after hours of work! Now, she says, "If I don't test every block, I'll waste a lot of time later."

Maria also saves her work regularly. If her computer freezes or loses power, she doesn't want to lose all her progress. So, every 15 minutes, she hits the save button and makes a backup copy of her file. She says, "If I forget to save, I could lose everything!"

Finally, she adds sound effects and colorful images to make the app more engaging. If the user finishes the quiz, the app congratulates them with a happy sound and displays their final score.

Maria is proud of her work. She says, "If you plan well and test everything, your app will work perfectly." Her classmates agree—when they use the app, it runs smoothly and helps them review topics before tests. If Maria keeps developing apps like this, she might become a professional app designer in the future.

Activity A: Choose the correct answer:

1. What type of app is Maria building?
   a) A calendar app
   b) A quiz app
   c) A photo editing app
   d) A messaging app

2. What happens if a user chooses the wrong answer?
   a) The app shuts down

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b) A green check appears
c) A red X and the correct answer appear
d) It adds a point

3. Why does Maria test the logic blocks?
   a) To teach classmates
   b) To avoid crashes and bugs
   c) To design faster
   d) To upload the app online

4. What happens if Maria forgets to connect the score block?
   a) The app counts double
   b) The score won't save
   c) The app won't open
   d) It skips the questions

5. What does Maria do every 15 minutes?
   a) Resets the quiz
   b) Sends it to a friend
   c) Saves and backs up her work
   d) Changes all the blocks

Activity B: Put the following events from the text in order (1–8):

____ Maria always saves and backs up her work every 15 minutes.
____ She adds a start screen with a welcome message and button.
____ Maria adds sound effects and images to the final screen.
____ She creates multiple question screens with answer choices.
____ If the user taps the wrong answer, the app shows the correct one.
____ She tests logic blocks to prevent crashes.
____ She connects the score system to each question screen.
____ Her classmates use the app, and it works well.

Activity C: Write TRUE or FALSE. Then correct the false sentences.

1. If Maria doesn't test the logic blocks, the app may crash.
2. If users answer correctly, the app shows a red X.
3. If she forgets to connect the score block, the score won't save.
4. If Maria's computer crashes, she always loses her progress.

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5. If the user finishes the quiz, the app plays a sound and shows the final score.
6. If Maria tests everything and plans carefully, the app works well.
7. If Maria forgets to save, she could lose her project.
8. If Maria continues making apps, she might become a designer.

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