

# Project 96



**DP**  
EDUCATION

## Coding School

How It Works

Start Here

Built on Code Studio ▾

- ❖ Let's create a Movie Recommender App.
- ❖ This app recommends the type of movie you want to watch based on the Genre you enter.
- ❖ The screens needed to create this app have been given to you. Open it by clicking the How It Works button above.
- ❖ Let's see how to create the data table needed to create the app.
- ❖ For this go to the data tab.

Assignment for project 96

Data

Code Design

Home

Movie Recommender App

Find A Movie

Run

Data Library

Want to use a dataset not listed here? Help us add more datasets.

Search

Table name: Movies

Add

Actions

Give the table name as "Movies" and add a table using the Add button.

Data Browser

DATA TABLES KEY/VALUE PAIRS

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

Table name: Movies

Add

Actions

- ❖ After that go to the google drive link below and download the file there. Follow the below steps for that.  
<https://drive.google.com/file/d/1Y5HueVmPTLshGyeFNRhyMYAMm8nLXAf/view?usp=sharing>
- ❖ After opening in this way, download it as below.

Movies (1).csv

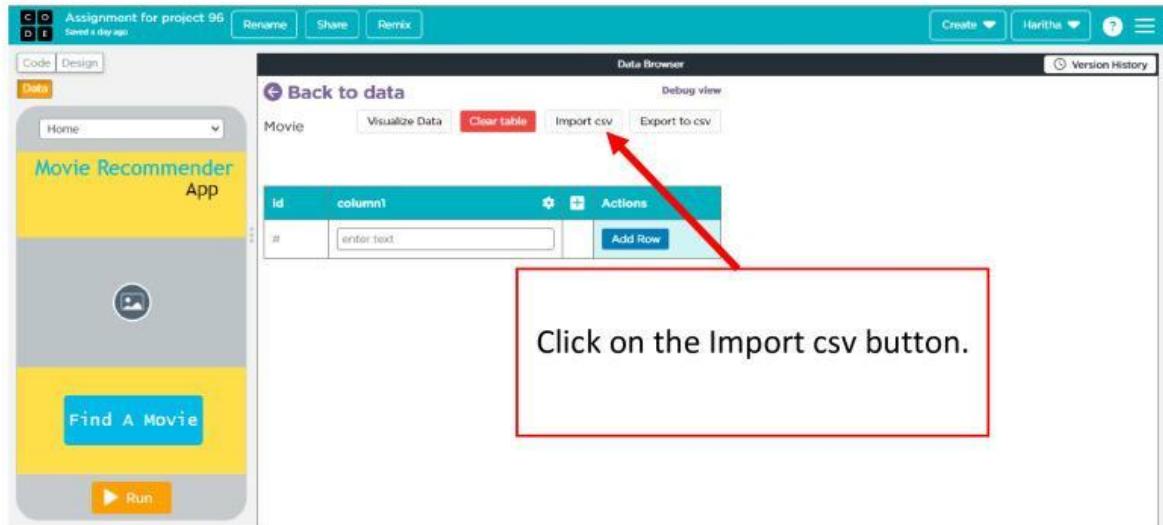
Open with

Download

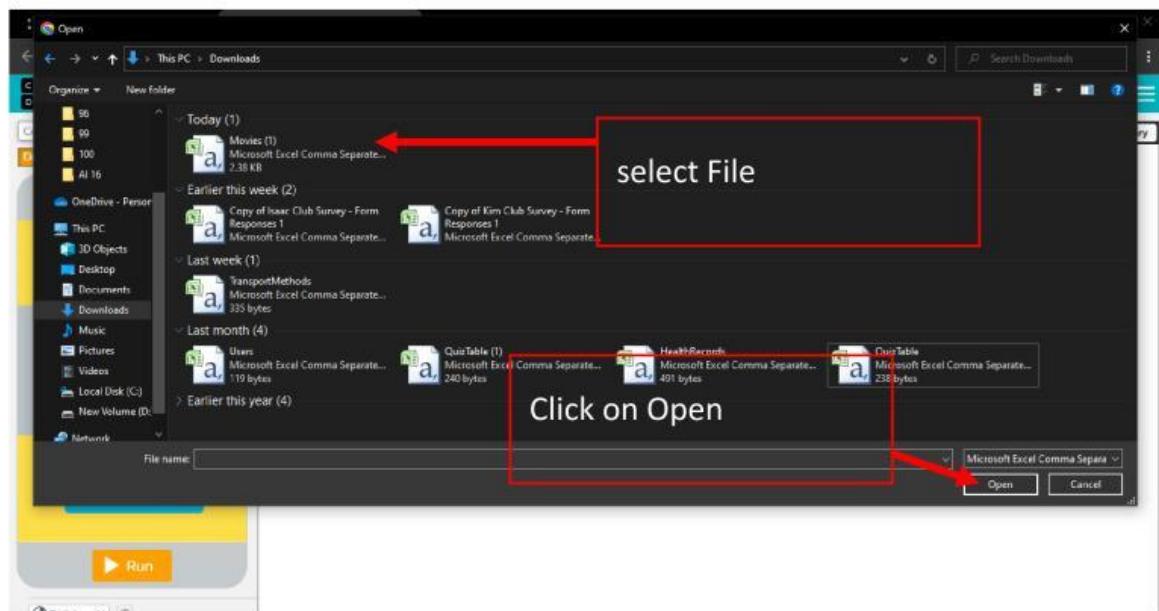
Click on this button and download the file to your computer

A	B	C	D	E
Id	Name	Genre	AgeRange	ImageURL
1	Top Gun Maverick	Adventure	18+	https://www.mediafire.com
2	Spiderman Homecoming	Adventure	13+	https://www.mediafire.com
3	Juneteenth	Adventure	13+	https://img1.hulu.com
4	Extraction	Action	13+	https://www.mediafire.com
5	Fast and Furious	Action	18+	https://gimme.com/
6	Titanic	Romance	18+	https://www.mediafire.com
7	The Last Samurai	Action	13+	https://img1.hulu.com
8	RRR	History	13+	https://img1.hulu.com
9	Robin Hood	History	13+	https://4.shareapaper.com
10	Purple Hearts	Romance	18+	https://0.37.68.1
11	Kabir Singh	Romance	18+	https://static.mediafire
12	Battlefield	War	13+	https://www.mediafire.com
13	Fury	War	18+	https://img1.hulu.com
14	Beowulf	Cartoon	5+	https://www.mediafire.com
15	Frozen	Cartoon	5+	https://img1.hulu.com
16	Ice Age	Cartoon	5+	https://img1.hulu.com

- ❖ Find the location where the downloaded file was downloaded. Then open the "Movies" table we created.



- ❖ Open as follows.



- ❖ Then a data table like this will open for you.

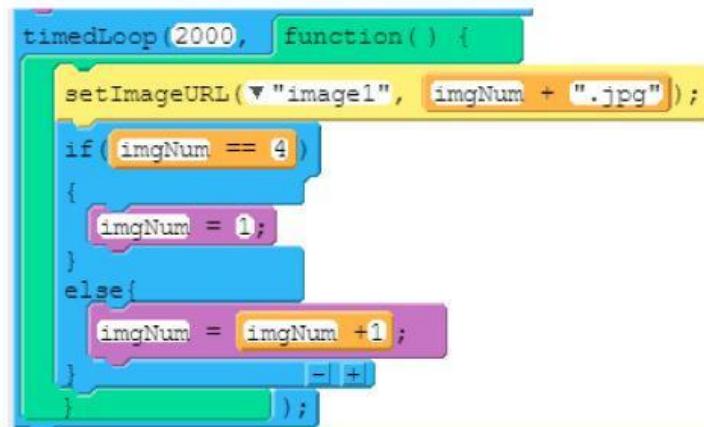
The screenshot shows a mobile application interface on the left and a Data Browser window on the right. The application has a yellow header with 'Movie Recommender App', a grey body with a movie thumbnail, and a yellow footer with 'Find A Movie' and 'Run' buttons. The Data Browser window is titled 'Back to data' and shows a table of 'Movies' with columns: id, Name, Genre, AgeRange, ImageUrl, and Actions. The table contains 6 rows of movie data with their respective URLs in the ImageUrl column.

#	Name	Genre	AgeRange	ImageUrl	Actions
1	"Top Gun Maverick"	"Adventure"	"18+"	"https://www.boxofficemojo.com/reports/106/box-office-top-guns-maverick-has-a-second-week-still-has-a-shot-at-30-crores-lifetime-in-india-001.jpg"	<a href="#">Edit</a> <a href="#">Delete</a>
2	"Spiderman Homecoming"	"Adventure"	"13+"	"https://img3.hulu.com/user/v3/artwork/3db/ecba-4c3a-9522-15b2725709c7?base_image_b64_name:image_manager&base_flo2=4894-9453-e13cd0a8602e&region=US&format=jpeg&size=952x"	<a href="#">Edit</a> <a href="#">Delete</a>
3	"Jumanji"	"Adventure"	"13+"	"https://img3.hulu.com/user/v3/artwork/3db/ecba-4c3a-9522-15b2725709c7?base_image_b64_name:image_manager&base_flo2=4894-9453-e13cd0a8602e&region=US&format=jpeg&size=952x"	<a href="#">Edit</a> <a href="#">Delete</a>
4	"Extinction"	"Action"	"15+"	"https://im.media-amazon.com/images/M/MV5BNDI0kCWNM1YTMjN"	<a href="#">Edit</a> <a href="#">Delete</a>
5	"Fast and Furious"	"Action"	"18+"	"https://pinimg.com/1200x/6d/75/a2/9d75a27385c"	<a href="#">Edit</a> <a href="#">Delete</a>
6	"Titanic"	"Romance"	"18+"	"https://im.media-amazon.com/images/I/7yCw0m21kL.jpg"	<a href="#">Edit</a> <a href="#">Delete</a>

- ❖ Now let's first create the variables needed to create the app.

```
var imgNum = 1;
var data = {};
```

- ❖ Now let's create the Image slider on the Home Screen. All the images required for that are contained in the image library.
- ❖ Let's use a time loop for that. Use the imgNum variable created above and increase its value by one in the time loop and code as follows to change the image.



- ❖ Here the value of the imgNum variable is used to create the image url. Its value varies from one to 4.
- ❖ Images are named as 1,2,3,4.
- ❖ Create to move to the Genre screen when the "Find A Movie" button is clicked.

- ❖ Now when we click on each Genre, let's create it to be Highlight and the background color of other buttons to be the color of the screen
- ❖ In addition, create the code as follows to store the selected genre as data in the object created above

- ❖ Below is the set of code blocks related to what happens when you click on the adventure button.

```
onEvent("btnAdventure", "click", function() {
  setProperty("btnAdventure", "background-color", "rgb(91, 183, 231)");
  setProperty("btnAction", "background-color", "rgb(255, 224, 73)");
  setProperty("btnHistory", "background-color", "rgb(255, 224, 73)");
  setProperty("btnRomance", "background-color", "rgb(255, 224, 73)");
  setProperty("btnWar", "background-color", "rgb(255, 224, 73)");
  setProperty("btnCartoon", "background-color", "rgb(255, 224, 73)");
  data.genre = "Adventure";
});
```

Store the selected genre as adventure in the data object.

Only the color of the clicked adventure button is left and the color of the other buttons is the same as the color of the screen.

- ❖ In this way, code onclick events for the other buttons as well. Also create each button to be highlighted as above.

- ❖ Below are the codes related to what happens when the action button is clicked.

```

onEvent(▼ "btnAction", ▼ "click", function() {
    setProperty(▼ "btnAction", ▼ "background-color", ▼ "rgb(91, 183, 231)");
    setProperty(▼ "btnAdventure", ▼ "background-color", ▼ "rgb(255, 224, 73)");
    setProperty(▼ "btnHistory", ▼ "background-color", ▼ "rgb(255, 224, 73)");
    setProperty(▼ "btnRomance", ▼ "background-color", ▼ "rgb(255, 224, 73)");
    setProperty(▼ "btnWar", ▼ "background-color", ▼ "rgb(255, 224, 73)");
    setProperty(▼ "btnCartoon", ▼ "background-color", ▼ "rgb(255, 224, 73)");
    data.genre = "Action";
});

```

- ❖ For the rest of the buttons, code what should happen when the ids of each button are clicked in the same way as above.

- ❖ Prepare the code to go to the result screen when the next button is clicked.
- ❖ When that screen is loaded, the details of the recommended movie should also be loaded. For that, in the onclick event of the next button, the relevant codes should also be entered to read the data table. Prepare the code to go to the result screen when the next button is clicked

```

onEvent(▼ "btnNext", ▼ "click", function() {
    setScreen(▼ "Result");
    readRecords("Movies", {Genre: data.genre}), function(records) {
        var recordsLength = records.length;
        var randomNumberA = randomNumber(0, recordsLength-1);
        for (var i = 0; i < records.length; i++) {
            if (records[i].Genre == data.genre) {
                setProperty(▼ "lblName", ▼ "text", records[randomNumberA].Name);
                setProperty(▼ "lblGenre", ▼ "text", records[randomNumberA].Genre);
                setImageURL(▼ "image2", records[randomNumberA].ImageUrl);
            }
        }
    });
});

```

- ❖ Here, a random movie is suggested among the selected movies related to the genre selected on the screen earlier. Name, genre and image of that movie should be loaded

- ❖  This will read the data related to the value stored in the data object from the data in the Genre column of the Movies table..

- ❖ Create a variable as follows to store how many movies related to the selected genre are in the table.

```
var recordsLength = records.length;
```

- ❖ Prepare the code as follows to select a random movie in the data table and get a random value from the value obtained in this way to 0

```
var randomNumberA = randomNumber(0, recordsLength-1);

for (var i =0; i < records.length; i++) {
  if( records[i].Genre == data.genre ){
   setProperty("lblName", "text", records[randomNumberA].Name);
   setProperty("lblGenre", "text", records[randomNumberA].Genre);
    setImageURL("image2", records[randomNumberA].ImageUrl);
  }
}
```

- ❖ The movie is selected according to the value that falls randomly in the variable called "randomNumberA".