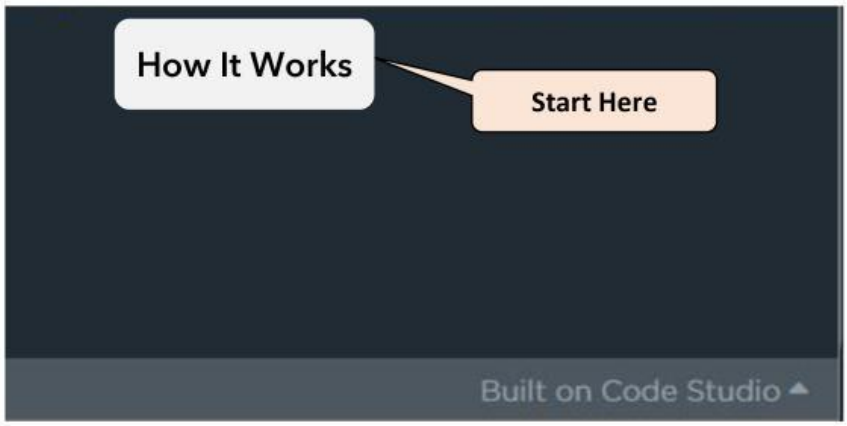
Project 96

DP EDUCATION

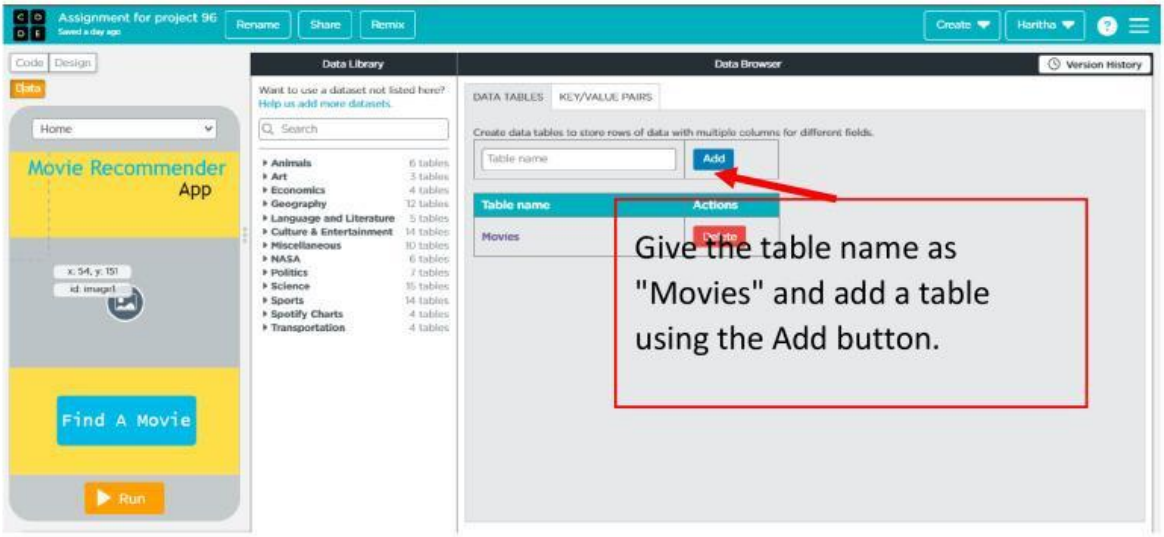
Coding School



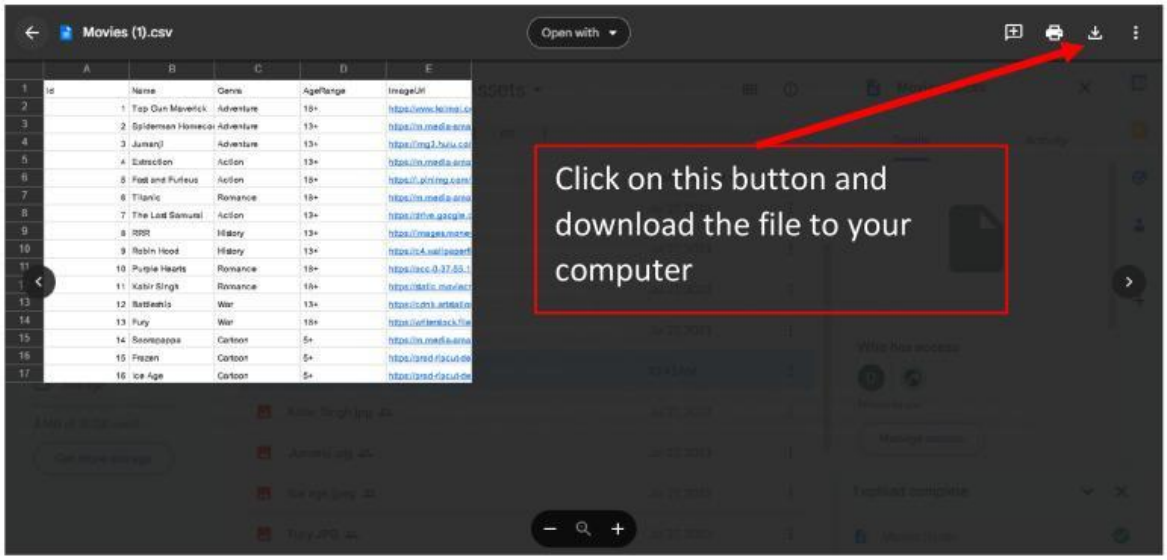


LIVEWORKSHEETS

- 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.

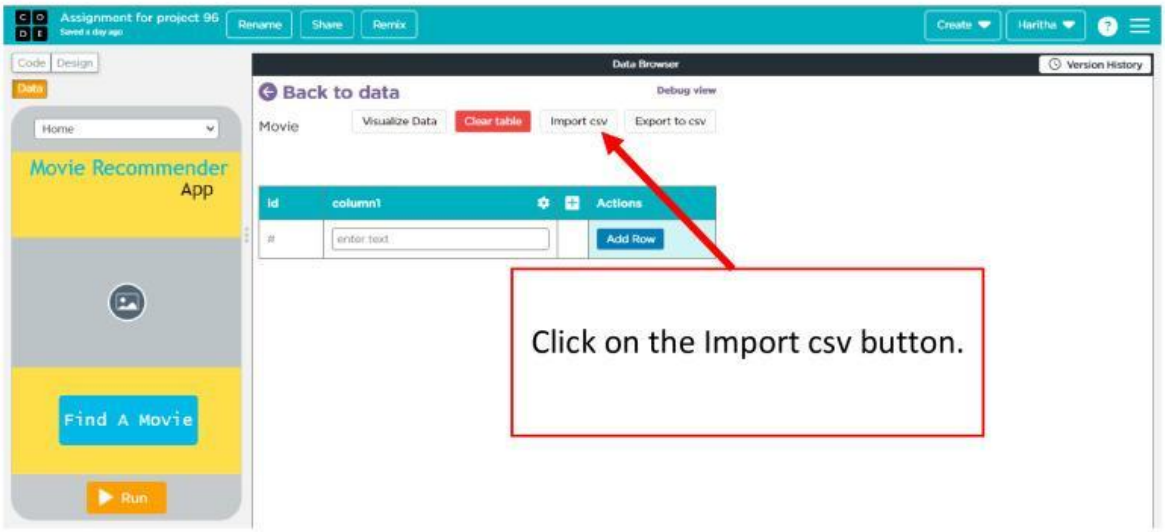


- After that go to the google drive link below and download the file there. Follow the below steps for that. https://drive.google.com/file/d/1Y5HueVmnPTLshGyeFNRhyMYAMm8nLXAf/view?usp=sharing
- After opening in this way, download it as below.

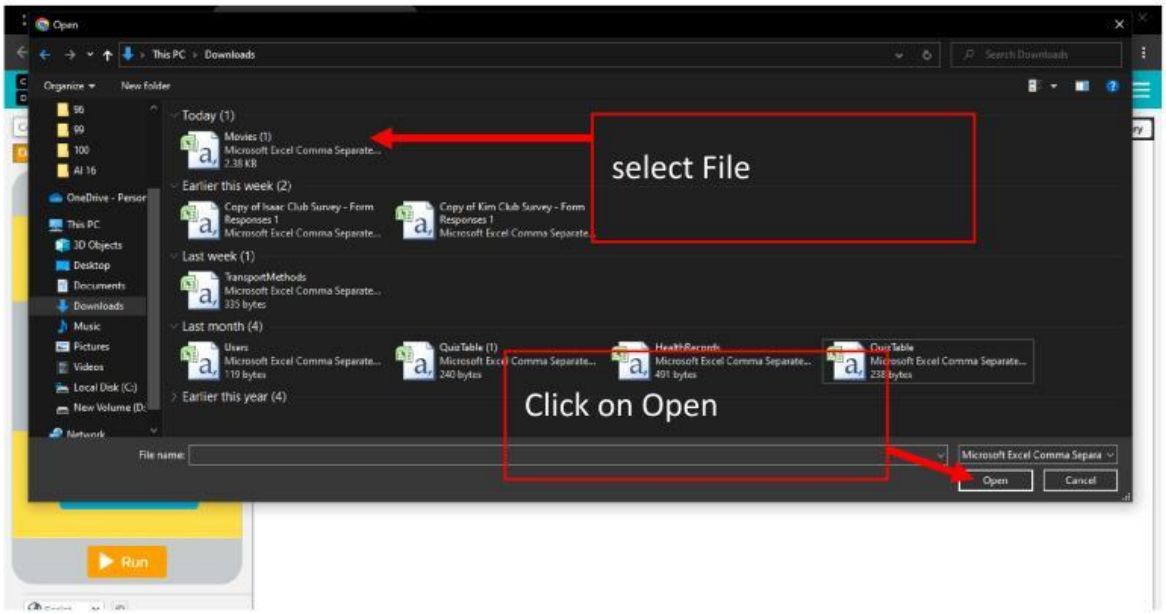


LIVEWORKSHEETS

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

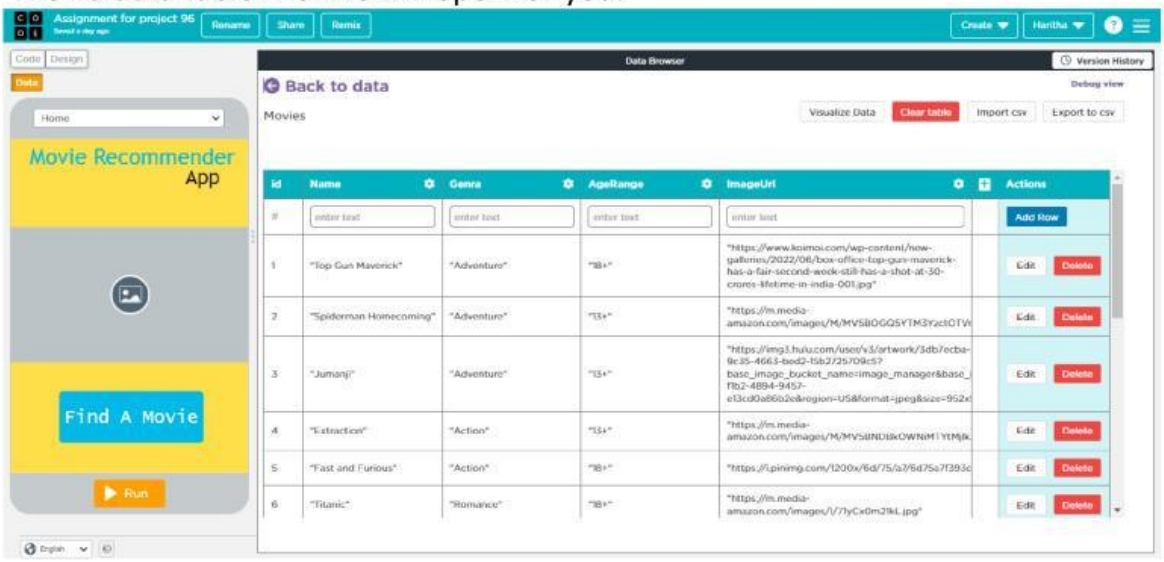


❖ Open as follows.

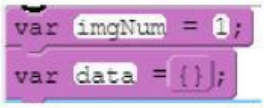


LIVEWORKSHEETS

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

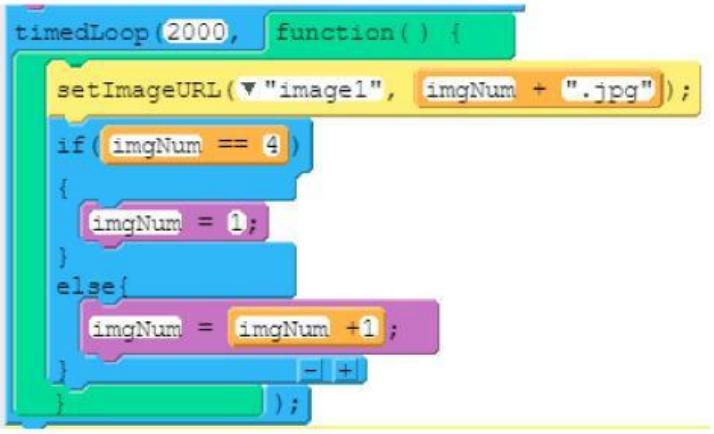


❖ Now let's first create the variables needed to create the app.



❖ 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.

LIVEWORKSHEETS

- 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.



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.

LIVEWORKSHEETS

❖ 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", {Genra: 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].Genra == data.genre){
        setProperty("lblName","text", records[randomNumberA].Name);
        setProperty("lblGenre", "text", records[randomNumberA].Genra);
        setImageURL("image2", records[randomNumberA].ImageUrl);
      }
    }
  });
});
```

LIVEWORKSHEETS

- 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

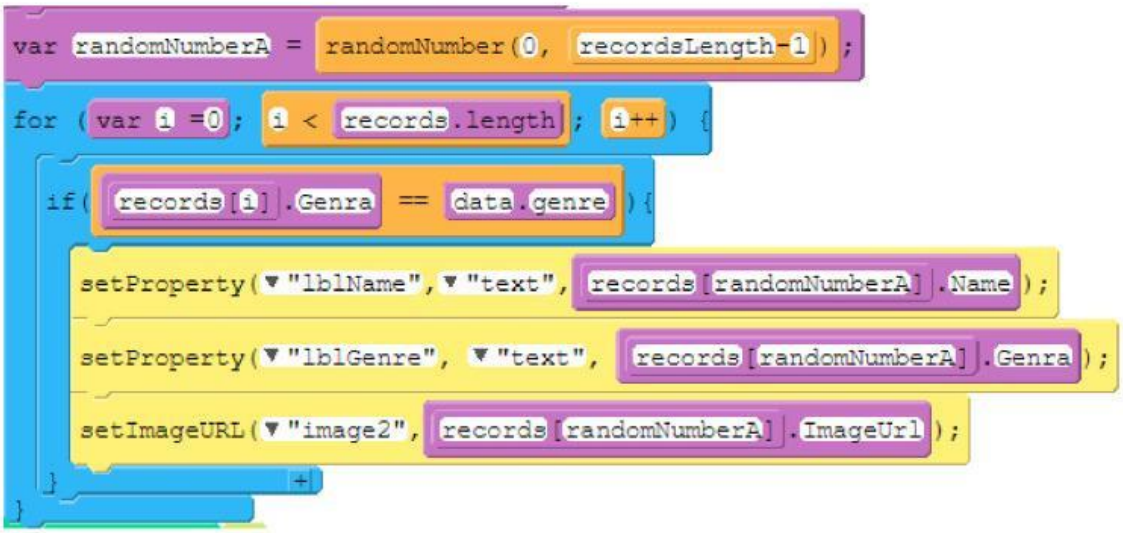
- 

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.



- 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



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

LIVEWORKSHEETS