# Project 109

**109**

## DP EDUCATION | Coding School

## thunkable

**Paint club**

**Edit**

**Start here**

**Drawing**

❖ Let's create a App for drawing Arts
❖ Add three Rows
❖ Add a label for Row1 there.
  • Note that for the text of the label as Paint club.
  • Give the font size as 40
  • Set the font color to white.
  • Set the position by giving the following values for the Margin of that Label.

**Margin**

| top | | bottom | |
|-----|-----|-----|-----|
| 50 | px | 0 | px |

| left | | right | |
|-----|-----|-----|-----|
| 0 | px | 0 | px |

❖ Add an image component for Row2.
  ❖ • Set its Height as 390 and Width as 390.
  ❖ • Add the Art.webp mentioned image for Picture in that image component.

❖ Add a Button for Row2.
  • Give the Id of that Button as dra_butt.
  • Write it as Drawing for the text.
  • Give the font size as 20.
  • Set the text color to white.
  • To get the background color of dra_butt, enter the value 588626 for Hex of background color.
  • Set Height to 35 and Width to 100 in dra_butt.
  • To make the design of the border of dra_butt, set the values as shown in the diagram below
  • To design the border of dra_butt, set the values as shown in the diagram below.

**Border**

| width | radius |
|-------|--------|
| 2 | 5 |

color
● rgba(0, 0, 0, 1) ⌄

style
solid ⌄

❖ When the design of Screen1 is done, it will appear as follows.



❖ Add a canvas component for Screen2.
- Set the position for the Margin of the Canvas by giving the following values.
- To design the border of the canvas, set the values as shown in the diagram below.
- Set as true for Touch Drawing in stage1 of the Canvas.

❖ Add a Row for Screen2.
- Add a text input and a button for that row
- Name the text input as pen_color.
- Name the button as set_Butt.
- Enter your pen color for the hint.
- Give the following values for height and width of pen_color.
- Give 15 PX for the left of the padding

- Note SET for the text of set_Butt.
- Give the font size as 20.
- Set the text color to black.
- To get the background color of set_Butt, give the value 69B11A for Hex of background color.
- Set Height to 30 and Width to 70 in set_Butt.

- Set Margin of set_Butt to 5 PX for top and 5 PX for bottom.
- To make the design of the border of set_Butt, set the values as shown in the diagram below.

Border

| width | radius |
|-------|--------|
| 2 | 10 |

color

● rgba(93, 20, 28, 1) ∨

style

solid ∨
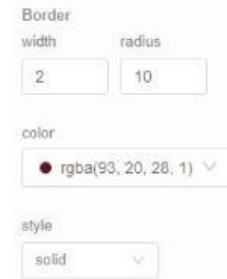
❖ Add a Label
- Note the Brush Size for the text of the label.
- Give the font size as 18.
- Set black color for Font color.
- Set Font Weight to 400.
- Set the position by giving the following values for the Margin of the Label.

Margin

| top | | bottom | |
|-----|--|--------|--|
| 0 | px | 0 | px |

| left | | right | |
|------|--|-------|--|
| 0 | px | 200 | px |

❖ Make a Slider Component. Set its properties as follows.

⟿ **Slider1**       ✎ 🗐 🗑

| Simple | Advanced |
|--------|----------|

MinimumValue

0

MaximumValue

200

Value

5

Step

1

Height

Pick One: Fit contents, Fill container ∨

Fit contents ∨

Width

Relative Size (e.g. "50%") ∨

90%   ✕

Visible

true ⬤

Margin

| top | | bottom | |
|-----|--|--------|--|
| 10 | px | 10 | px |

| left | | right | |
|------|--|-------|--|
| 0 | px | 0 | px |

Padding

| top | | bottom | |
|-----|--|--------|--|
| 0 | px | 0 | px |

| left | | right | |
|------|--|-------|--|
| 0 | px | 0 | px |
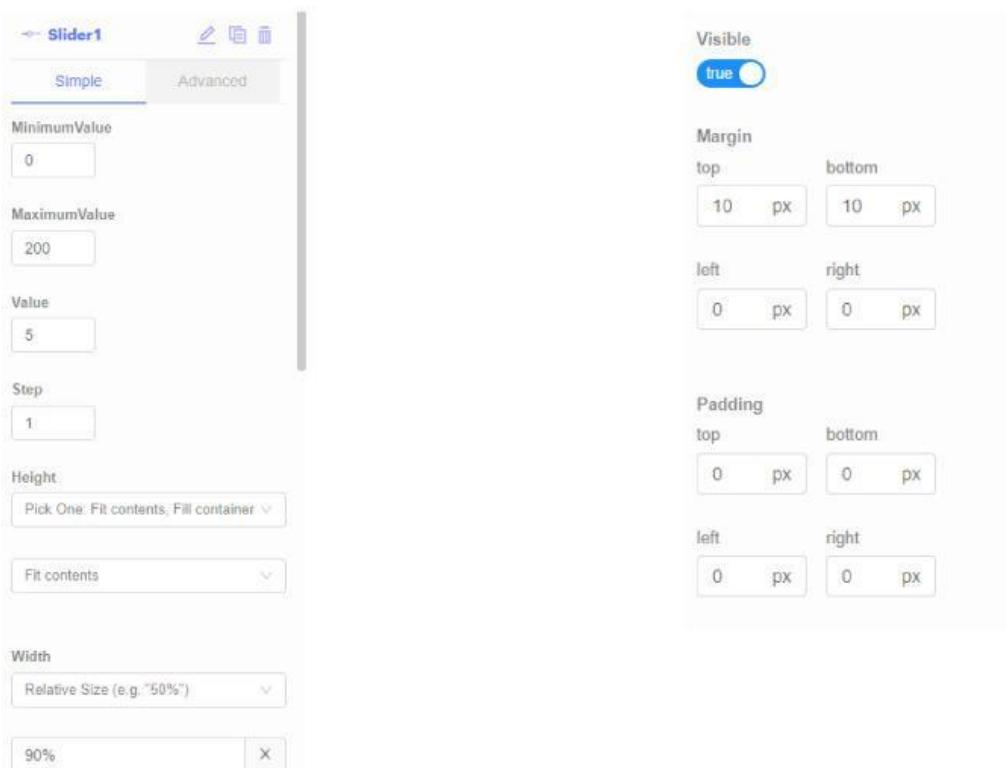
- ❖ Add two buttons for Row5.
  - Name one button as new_butt.
  - Enter CLEAR for the text of new_butt.
  - Give the font size as 18.
  - Set the text color to white.
  - To get the background color of new_butt, give the value 831A27 for Hex of background color.
  - Set Height to 30 and Width to 80 in new_butt
  - To design the border of new_butt, set the values as shown in the diagram below.

Border

| width | radius |
|-------|--------|
| 1     | 10     |

color

● rgba(0, 0, 0, 1) ⌄

style

solid ⌄

  - Name another button as done_butt.
  - Note DONE for the text of done_butt.
  - Give the font size as 18.
  - Set the text color to white.
  - To get the background color of done_butt give the value 171FA5 for Hex of background color.
  - Set Height to 30 and Width to 80 in done_butt.
  - To make the design of the Border in done_butt, set the values as shown in the diagram below.

- ❖ Select space_around for Horizontal Alignment in Row5.

Border

| width | radius |
|-------|--------|
| 1     | 10     |

color

● rgba(0, 0, 0, 1) ⌄

style

solid ⌄

❖ The design of Screen2 appears as follows.



❖ Add an Image Components for Screen3.
  • Set its Height as 370 and Width as 250.

❖ Add a Row and add two buttons in it. Name one button as S_butt and the other as b_butt. Set their Height as 35 and Width as 100. Set the Font size as 18 and the Font color as white.

- Give SHARE for the text of the S_butt button. To get the background color, give the value 111570 for Hex of the background color.
- Give BACK for the text of the b_butt button. To get the background color, give the value 5F3B1B for Hex of the background color.
- Select space_around for Horizontal Alignment in Row6.

❖ Make a Share Component.

❖ The design of Screen3 appears as follows.
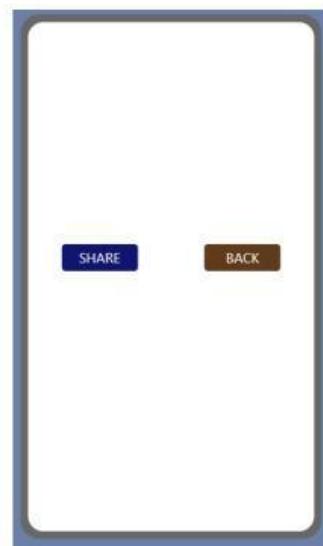
❖ Prepare Code
❖ Let's prepare the code for Screen1.
- Let's prepare the code to move to Screen2 when clicked on dra_butt.



❖ Let's prepare the code for Screen2.
- • First let's add a variable as a drawing.



- When you click on Set_Butt, the color given for the pen color text_input should be selected. When you select that color, you can create patterns of your choice when you move the mouse around in the stage of the canvas.
  For example, if you give the pen color text_input as red and click on the SET button, you can get the red color.



- For that, prepare the block as follows.

❖ When you change the value of slider1, adjust the code as follows to change the size of the brush you are drawing with.

```
when Slider1 · on Value Change ·
                                value
do    set   Stage1 ·   's Drawing Width · to   value
```
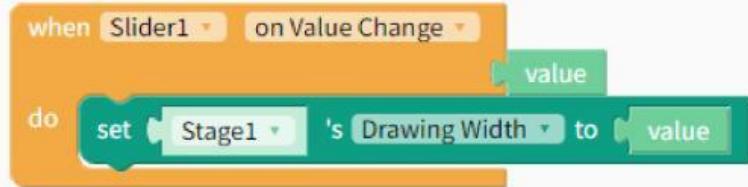
❖ Let's prepare the code to clear the canvas when clicked on new_butt.

```
when new_butt ·   Click ·
do    clear drawings on   Canvas1 ·
```

❖ When you click on done_butt, the image of the canvas1 you are drawing should be assigned to the drawing variable. And you should move to Screen3.

```
when done_butt ·   Click ·
do    set app variable drawing · to   image of   Canvas1 ·
      navigate to   Screen3 ·
```

❖ Let's prepare the code for screen3 now.

❖ Let's prepare the code to move to Screen1 when B_butt is clicked.

```
when B_butt ·   Click ·
do    navigate to   Screen1 ·
```

❖ Prepare the code to display the picture assigned in the drawing variable in the image2 component when Screen3 opens.

```
when Screen3 ·   Opens ·
do    set Image2 · 's Picture · to   app variable drawing ·
```
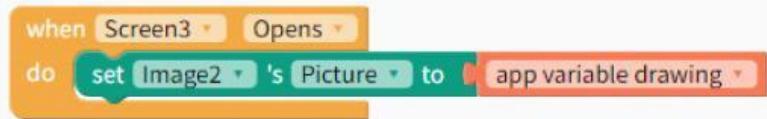
❖ When you click on S_butt, you can share the picture assigned in the drawing variable.

```
when S_butt ▾   Click ▾
do    call Share1 ▾ 's ShareImage ▾
                        image    app variable drawing ▾
                  with output
                                    error
      then do   when ShareImage is done
```