

Project 110



Coding School



thunkable

Multiplication Table Creator

Enter a number

Enter a count (The maximum count is 12)

GENERATE



❖ Add a screen naming it as HomeScreen.

❖ Add a column to HomeScreen.

❖ Add two columns to that column.

❖ Add a label for the first added column among those two columns.

- Make a note of Multiplication Table Creator for the text of that label.
- Give Font size 30
- To get the font colour, give the value 8B572A for hex of the colour.
- Give bold for the font width.



❖ Add two text input components for the other column.

- Name the first text input as inputNumber.
- Enter a number for Hint in inputNumber. Give it 50 for Height.
- Give it as phone pad for keyboard type.
- When giving values for Margin, give values of 10px, 10px, 10px and 10px respectively for top, bottom, left and right.
- Give 15px for left of padding in inputNumber.
- Design the border of inputNumber as follows.



- Name the other text input as inputCount.
- Enter a count (The maximum count is 12) for the Hint in inputNumber.
- Give 50 for its Height.
- Give as phone pad for Keyboard type.
- When giving values for Margin, give values of 10px, 10px, 10px and 10px respectively for top, bottom, left and right.
- Give 15px for left of padding in inputNumber.
- Design the border of inputNumber as follows.

- ❖ Add a button as buttonGenerate. Give it as GENERATE for its text.
 - • Give 24 for the font size.
 - • To get the background color, give the value 7A2832 for the hex of the background color.
 - • Design the border as follows.

- ❖ Add another column.
- ❖ The design of the HomeScreen appears as follows.

Border configuration panel with the following settings:

- width: 2
- radius: 15
- color: rgba(255, 255, 255, 1)
- style: solid

- ❖ Design Screen1 as follows
- ❖ First, add a Column for Screen1.
- ❖ In that column fourteen Rows should be added.
- ❖ Add a label for Row1.
 - Name that label as labelTitle.
 - Get the text there empty.
 - Give font size as 30. Set the font color to black.
- ❖ Add two labels for Row2. Give the first label as labelMul1 and the second label as value1.
 - Set the font size of labelMul1 to 20.
 - Set the text color to black.
 - To give the background color, give the value 9DEC45 for the hex of the background color.
 - Set Font Weight to bold.

The screenshot shows the 'Multiplication Table Creator' app interface. It has a teal background with a dark teal border. At the top, the title 'Multiplication Table Creator' is displayed in bold. Below the title, there are two input fields: 'Enter a number' and 'Enter a count (The maximum count is 12)'. At the bottom, there is a red button with the text 'GENERATE'.

- Give the values 5, 5, 10 and 10 for the padding top, bottom, left and right of labelMul1 respectively
- For the border design of labelMul1, set it as shown in the diagram below.

Border

width: 2 radius: 15

color: ● rgba(208, 2, 27, 1) ▾

style: solid ▾

- Set the font size of value1 to 20.
- Set black color for text color.
- To give the background color, give the value F8E71C for the hex of the background color.
- Set Font Weight to bold.
- Give 20px for left margin.
- Give the values 5, 5, 10 and 10 for the padding top, bottom, left and right of labelMul1 respectively.
- For the border design of labelMul1, set it as shown in the diagram below.

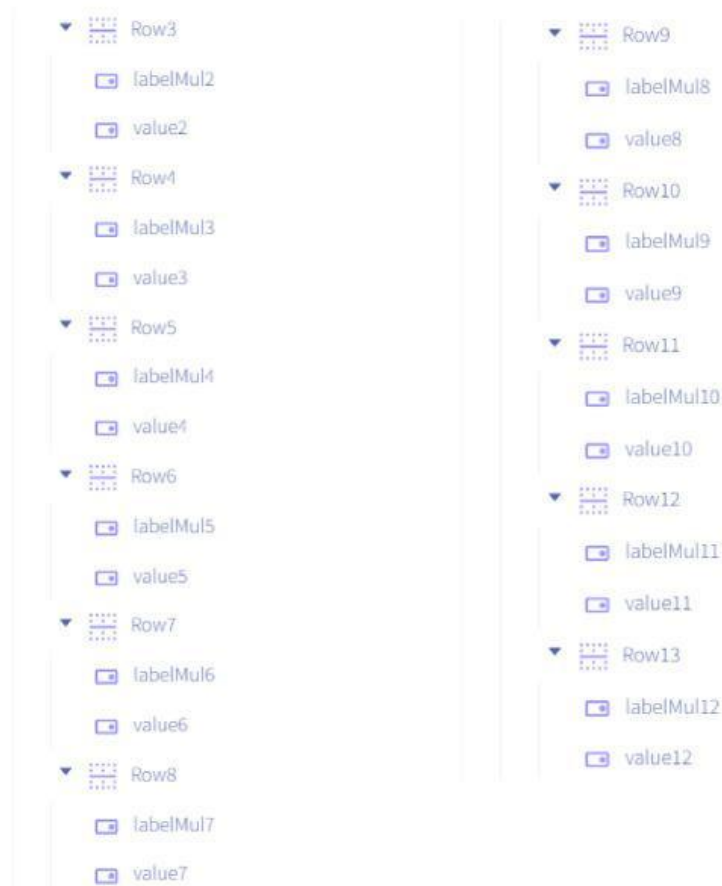
Border

width: 2 radius: 15

color: ● rgba(0, 0, 0, 1) ▾

style: solid ▾

- ❖ Design Row3, Row4, Row5, Row6, Row7, Row8, Row9, Row10, Row11, Row12 and Row13 by adding labels to Row2 as Row2 is designed.
- ❖ Make the design by naming the labels as shown in the diagrams below.



- ❖ Add a button for Row14. Name that button as butt_back.
 - Give it as BACK for its text.
 - Set Font size as 18
 - To get the background colour, give the value 7A2832 for the hex of the background colour.
 - Design the border as follows.

Border

width	radius
2	15

color

style

❖ Add Alert components. Set them as below.

- Name an alert component as countAlert. Note as Error for Title. Give the message as The count must be less than or equal to 20.
- Name an alert component as numberEmptyAlert. Note as Error for Title. For Message, give The number must not be empty.
- Name an alert component as countEmptyAlert. Note as Error for Title. For Message, give The count must not be empty.

❖ Let's prepare code for App

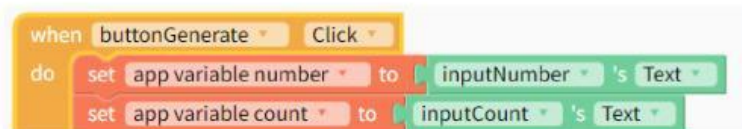
❖ Code for Homescreen as follows

❖ Set two variables giving value 0 for number and count.

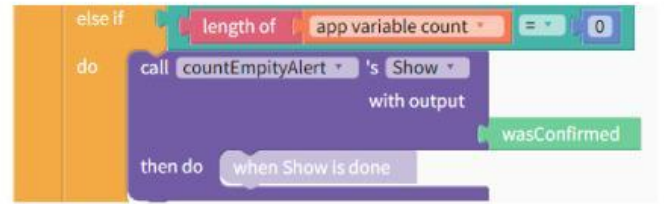


❖ Prepare the code so that all the following events occur when the button labeled as buttonGenerate is clicked.

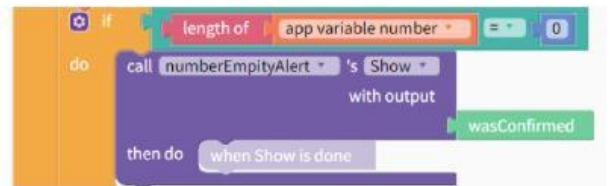
- The text given for the input text named as inputNumber is also in the variable named as number.
- The text given for the input text mentioned as inputCount should also be assigned to the variable mentioned as count. For that, prepare the code as follows .



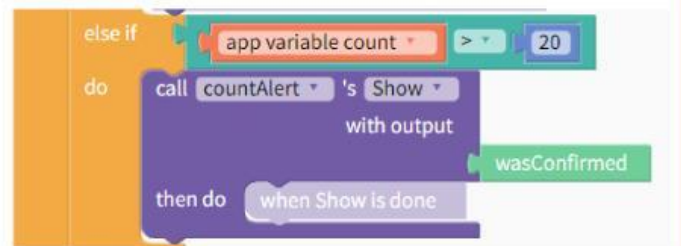
- If the length of the value assigned to the number variable is equal to 0, prepare the code as follows to receive the alert called numberEmptyAlert.



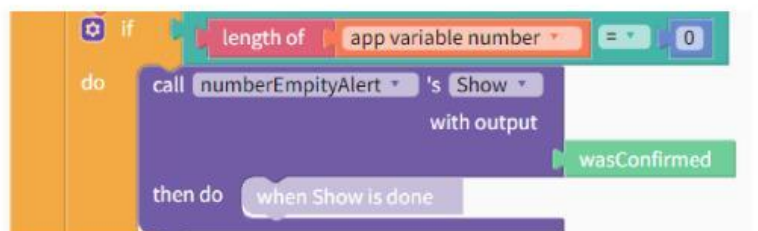
- If the length of the value assigned to the count variable is equal to 0, prepare the code as follows to receive the alert called countEmptyAlert.



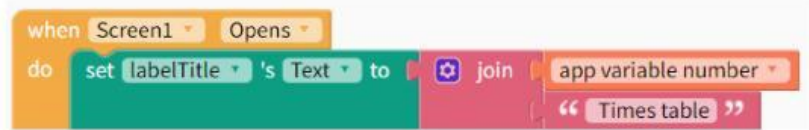
- If the length of the value assigned to the count variable is equal to 0, prepare the code as follows to receive the alert called countEmptyAlert.



- If the length of the value assigned to the count variable is greater than 20, prepare the code as follows to receive the alert called countAlert.



- If not, let's prepare the code to go to Screen1.



- ❖ Prepare code for Screen1
- ❖ Create a variable by giving value as 0 (zero).

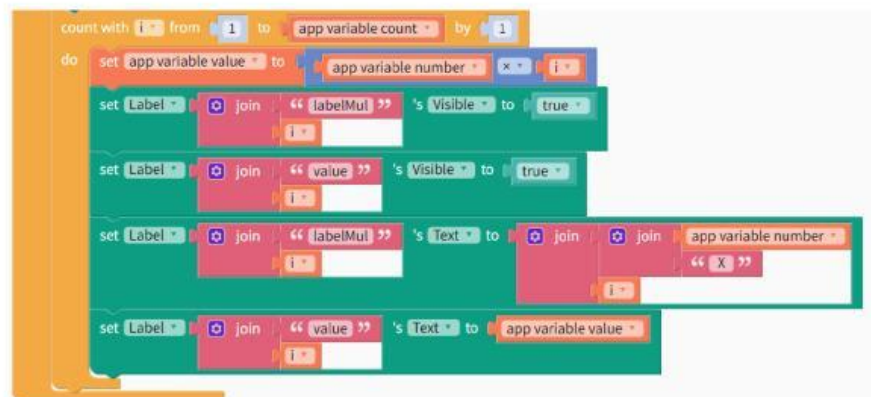


- ❖ Prepare the code to make the following events happen when Screen1 opens.
 - Prepare the code as follows to assign the value of the number variable for the text of the label named as labelTitle and to record it as Times table.



- The value of i increases by 1 respectively. For the value variable, the value of the number variable should be multiplied by the value of i. The label related to the value of i should appear as labelMul.
- The label should appear as value related to the value of i.
- The value of the number variable, the multiplication sign, and the value related to i should appear in the label labeled as labelMul.

- The value of the value variable appears in the labels labeled as Value.



- ❖ Prepare the code to go to the HomeScreen when you click on the butt_back button.

