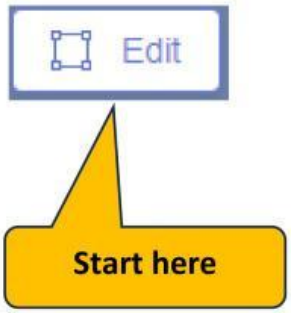
Project 113

DP EDUCATION

Coding School

thunkable



- 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.
    - For the text of that label, write down Count The Digits of The Number.
    - Give 30 for the font size.
    - Enter B4E77E value for color hex to get font color.
    - Give bold for font width.

- Add two text input components and a button for the other column.
    - Name the first text input as inputNumber.
    - Enter a number.. for the Hint in inputNumber.
    - Give 50 for its Height.
    - Provide as pone pad for keyboard type.
    - When giving values for Margin, give values as 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 inputDigit.
    - • Enter a digit.. for the Hint in inputDigit.
    - • Give 50 for its Height.
    - • Provide as pone pad for keyboard type.
    - • When giving values for Margin, give values as 10px, 25px, 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 added button as buttonCount. Give it as COUNT for its text.
    - • Give 24 for the font size.
    - • To get the background color, give the value 901625 for the hex of the background color.
    - • Set Margin as 10px for bottom.
    - • Design the border as follows.

❖ Add another column.

❖ The design of the HomeScreen appears as follows

❖ Let's design Screen1 as follows.

❖ First add a Column for Screen1

❖ Add a row to that column and add a label to that row.

• Name the label as labelOutput1.

• Leave the text blank.

• Give 22 for Font size.

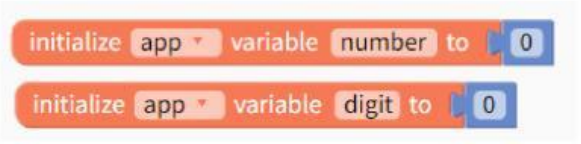
• Set black color for Font color.

❖ Add another Column and add a Row in it. Add a button to that row.

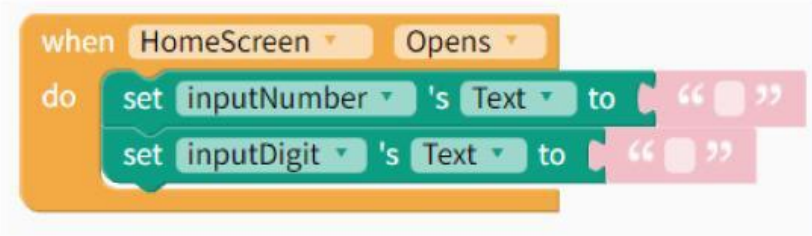
- • Name that button as buttonBack.
- • Give it as BACK for its text.
- • Give 18 for the font size.
- • To get the background color, give the value 901625 for the hex of the background color.

❖ Add three Alert components and configure them as follows.

- Name an alert component as digitAlert. Note as Error for Title. This should be digit for message. It cannot be the number. Give as.



- 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 digitEmptyAlert. Note as Error for Title. For Message, give The digit must not be empty

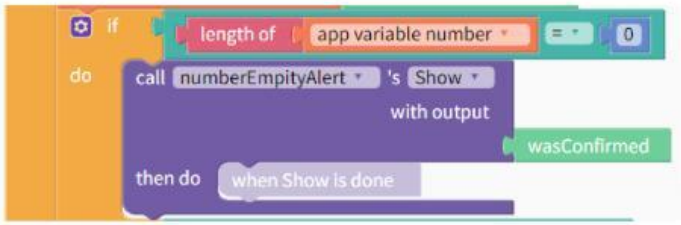
❖ Let's prepare the code for the app.
❖ Let's set the Home Screen as follows.

❖ Set two variables giving value 0 for number and digit

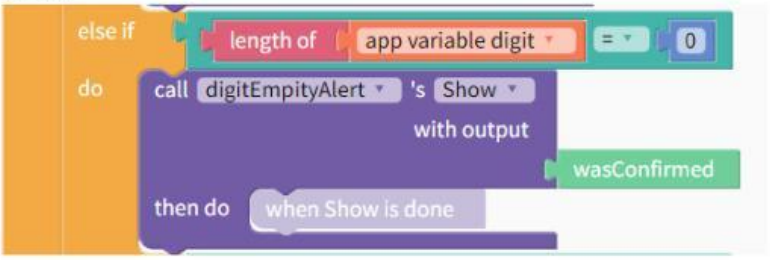
❖ When Home Screen opens, there should be two text inputs as inputNumber and inputDigit.

❖ Prepare the code so that all the following events occur when the button named buttonCount is clicked.
• The text given for the input text named as inputNumber is also in the variable named as number.

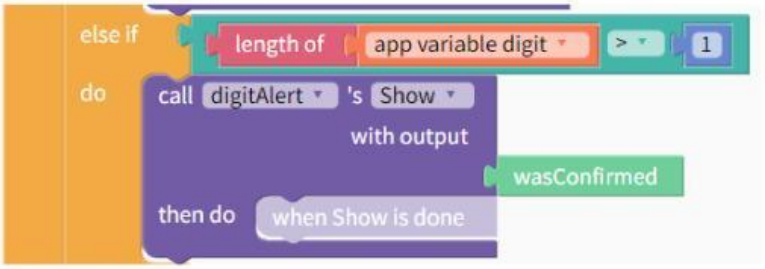
- The text given for the input text mentioned as inputDigit should also be assigned to the variable mentioned as digit. For that, prepare the code as follows.

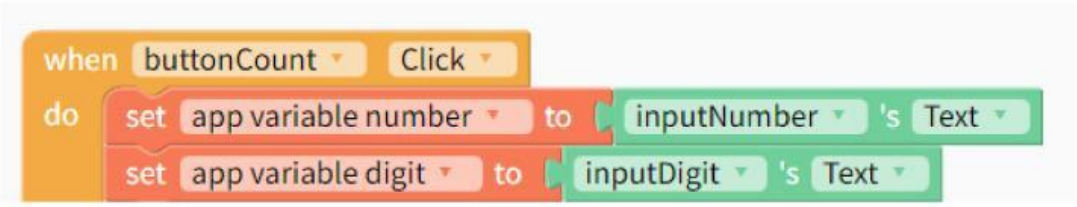


- If the length of the value assigned to the number variable is equal to 0, prepare the code as follows to receive the alert called numberEmptyAlert.

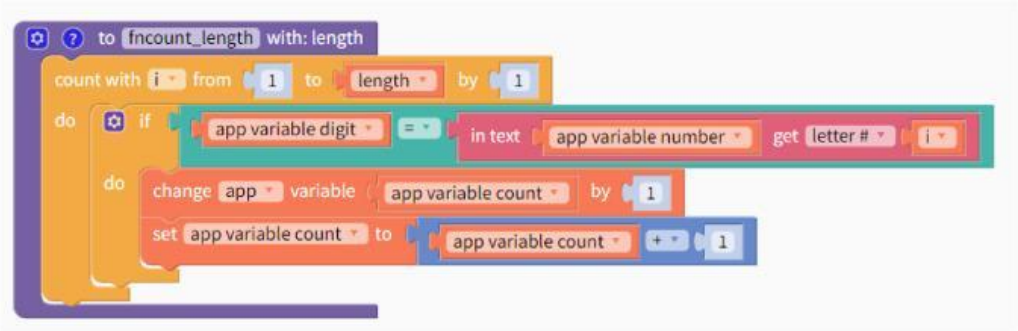


- If the length of the value assigned to the digit variable is equal to 0, name it as digitEmptyAlert.





- Prepare the code as below to receive the alert.



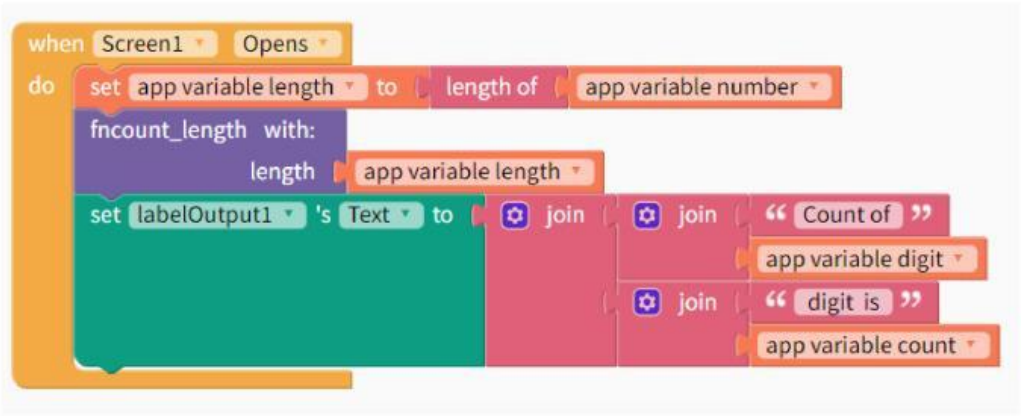
- If the length of the value assigned to the digit variable is greater than 1, prepare the code as follows to receive the alert called digitAlert.

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

❖ Let's prepare the code for Screen1.
❖ Set two variables by giving value 0 for count and length.
❖ Create the fncount_length function as follows..

❖ Prepare the code to make the following events happen when Screen1 opens.

- The length of the number variable must be assigned to the number variable.
- For the text of the label labeled as labelOutput1, set the code as count of, the value of the digit variable to be assigned, digit is to be recorded, and the value of the count variable to be assigned, prepare the code as follows.



❖ Prepare the code to move to the HomeScreen when the button labeled as buttonBack is clicked.