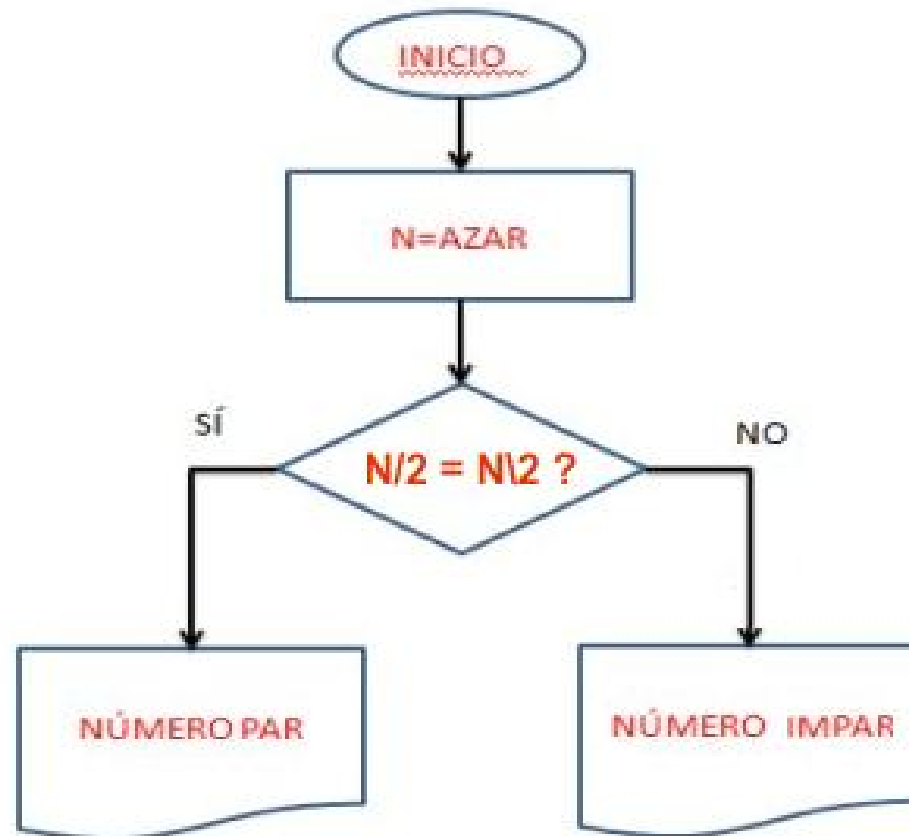


Introducción a la programación de APPs

Aula de informática
Colegio Claret

Comprobar un número



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New Project Delete Project

Projects

Name	Date Created	Date Modified
<input type="checkbox"/> PARTES	2014 Jul 20 00:56:43	2014 Sep 1 23:24
<input type="checkbox"/> Biblio	2014 Jul 31 15:47:38	2014 Sep 1 23:21
<input type="checkbox"/> MyDatabase	2014 Aug 10 22:40:29	2014 Sep 1 23:10
<input type="checkbox"/> MiBaseDatos	2014 Jul 7 18:13:57	2014 Aug 31 16:5
<input type="checkbox"/> getalumnoCSV	2014 Jul 14 20:12:22	2014 Aug 31 16:5
<input type="checkbox"/> PostWeb	2014 Jul 19 00:18:59	2014 Aug 29 11:1
<input type="checkbox"/> GETWEBDATA	2014 Jun 30 01:46:20	2014 Aug 29 10:5
<input type="checkbox"/> VerWEB	2014 Jun 2 10:41:38	2014 Aug 29 10:5
<input type="checkbox"/> PostPHP	2014 Aug 28 01:10:08	2014 Aug 28 12:4
<input type="checkbox"/> HTML	2014 Jul 7 20:21:17	2014 Aug 28 01:0
<input type="checkbox"/> postfile	2014 Jul 8 18:01:32	2014 Aug 28 01:0
<input type="checkbox"/> ListenAndSendSMS	2014 Jul 6 21:27:02	2014 Aug 28 01:0
<input type="checkbox"/> ControlRGB	2014 Aug 4 16:51:52	2014 Aug 25 20:1
<input type="checkbox"/> CountdownTimerTutorial	2014 Aug 24 19:05:38	2014 Aug 25 20:1
<input type="checkbox"/> AI2_Multi_Screen_Starter_Template	2014 Aug 24 19:20:14	2014 Aug 24 19:3
<input type="checkbox"/> notextwhiledriving	2014 Aug 3 16:36:43	2014 Aug 24 19:0
<input type="checkbox"/> ControlDevice	2014 Aug 6 21:55:59	2014 Aug 24 18:4
<input type="checkbox"/> ClockTimerAnimation	2014 Aug 4 16:22:45	2014 Aug 6 21:53
<input type="checkbox"/> AnimationAndEffects	2014 Jul 17 22:29:30	2014 Aug 6 21:52
<input type="checkbox"/> captura	2014 May 31 00:50:21	2014 Aug 6 21:12

Create new App Inventor project

Project name:

Cancel OK



AZAR

Screen1 ▾ Add Screen ... Remove Screen

Palette

User Interface

Layout

- HorizontalArrangement ?
- TableArrangement ?
- VerticalArrangement ?

Media

Drawing and Animation

Sensors

Social

Storage

Connectivity

LEGO® MINDSTORMS®

Viewer

Display hidden components in Viewer

Screen1

Text for Label1

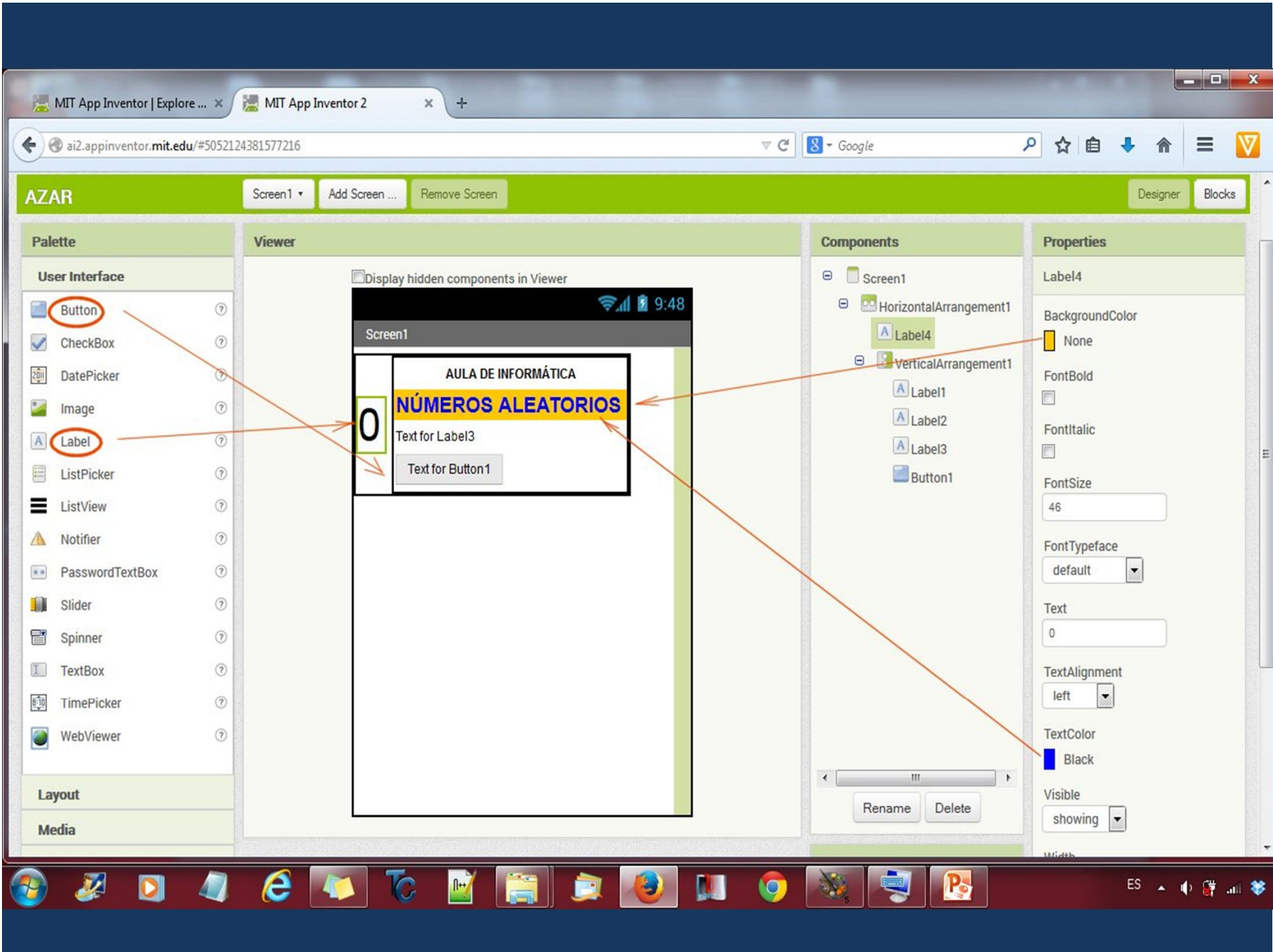
Text for Label2

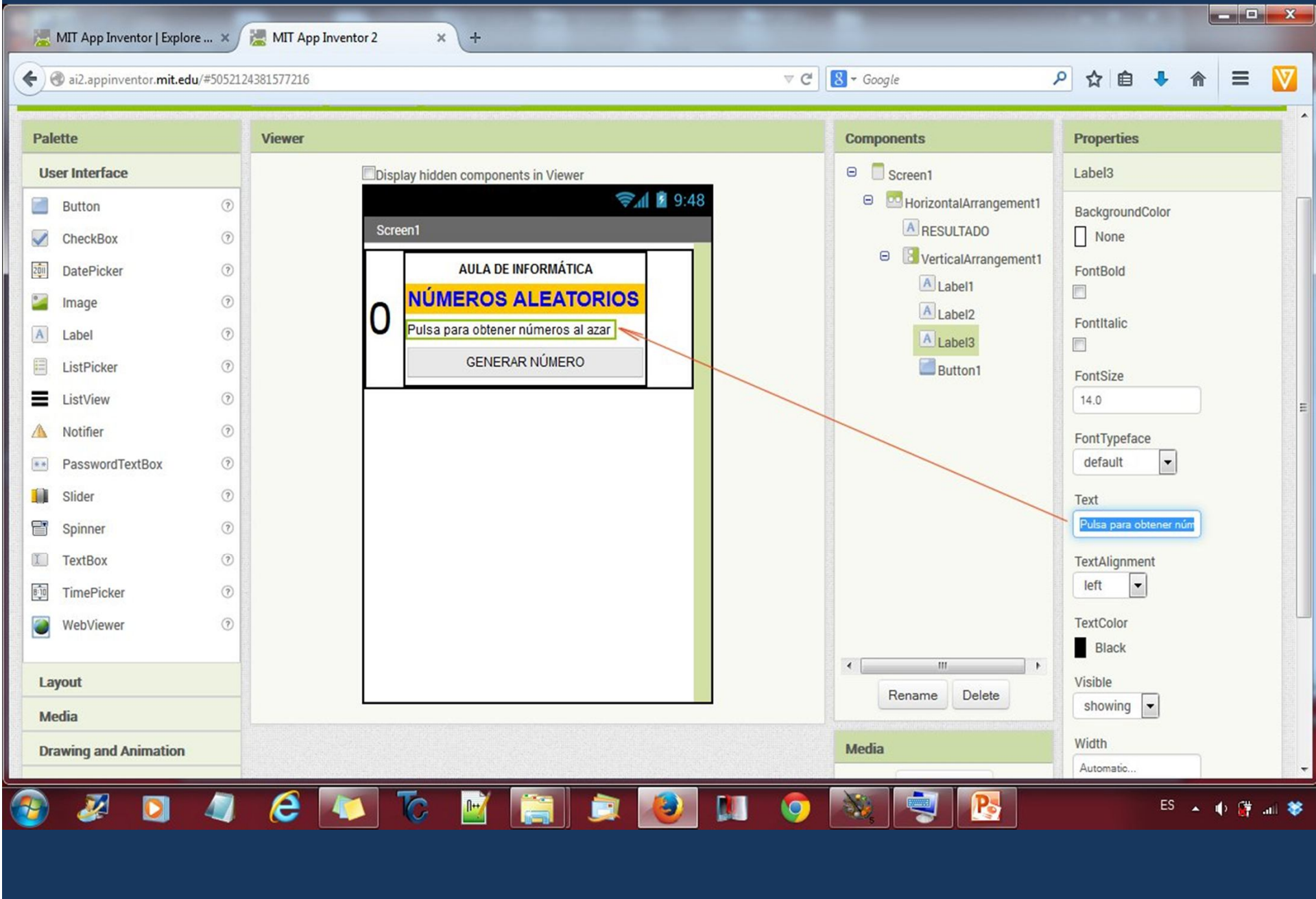
Text for Label3

Text for Button1

Components

- Screen1
 - HorizontalArrangement
 - Label1
 - VerticalArrangement
 - Label2
 - Label3
 - Button1





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Google

AZAR

Screen1 Add Screen ... Remove Screen Designer Blocks

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Colors
 - Variables
 - Procedures
- Screen1
 - HorizontalArranger
 - RESULTADO
 - VerticalArranger
 - Label1
 - Label2
 - Label3
 - Button1**
- Any component

Viewer

when Button1 .Click do

when Button1 .GotFocus do

when Button1 .LongClick do

when Button1 .LostFocus do

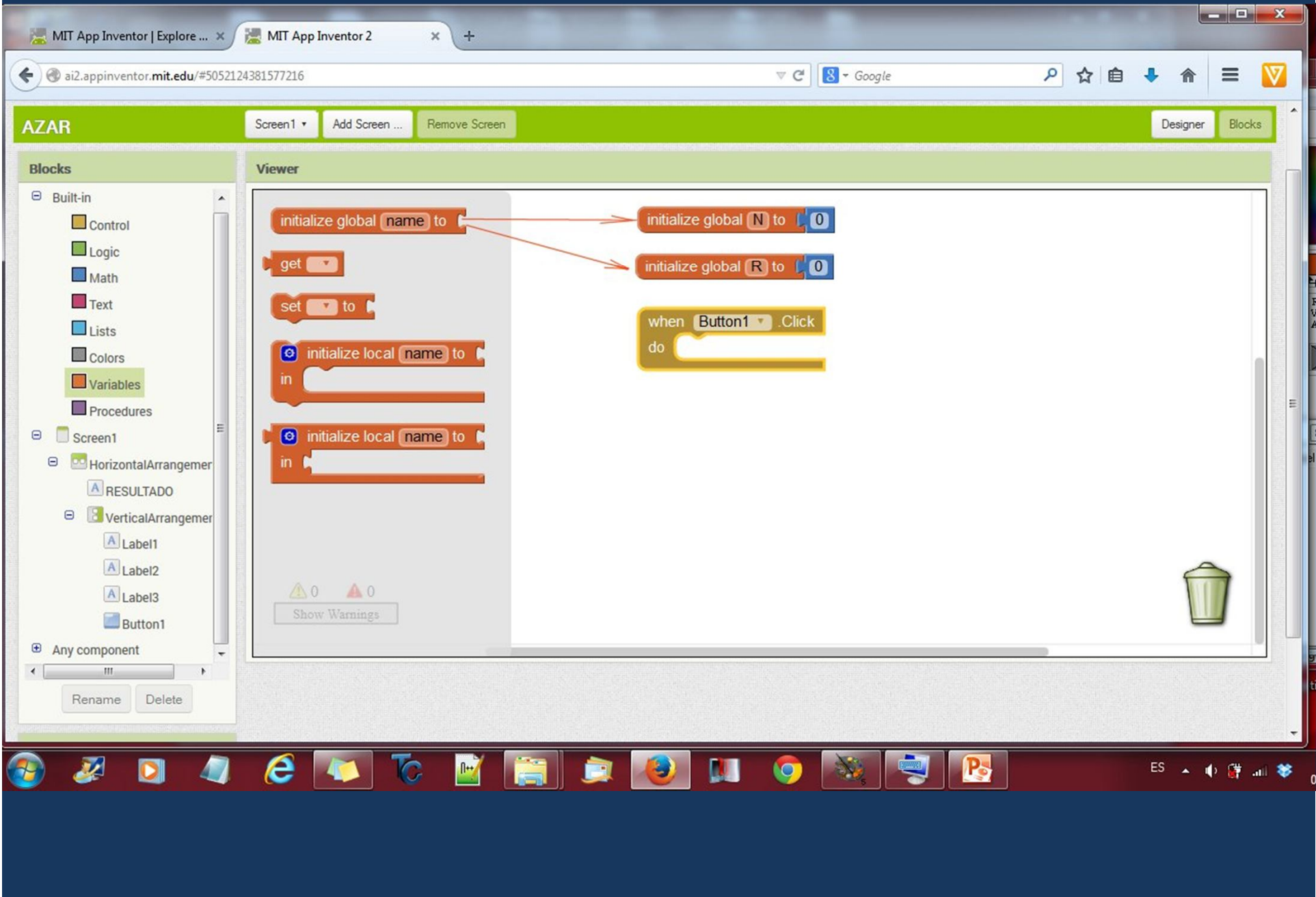
when Button1 .TouchDown do

when Button1 .TouchUp do

ESTE ES EL CÓDIGO QUE SE EJECUTARA AL PULSAR EL BOTON

```
graph TD; INICIO([INICIO]) --> N[AZAR]; N --> DECISION{N/2 = N\2?}; DECISION -- SI --> PAR[NÚMERO PAR]; DECISION -- NO --> IMPAR[NÚMERO IMPAR];
```





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AZAR Screen1 Add Screen ... Remove Screen Designer Blocks

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Colors
 - Variables
 - Procedures
- Screen1
 - HorizontalArranger
 - RESULTADO
 - VerticalArranger
 - Label1
 - Label2
 - Label3
 - Button1
- Any component

Viewer

```
initialize global N to 0
initialize global R to 0
when Button1 .Click
do
  set global N to random integer from 1 to 100
```

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Blocks

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- Screen1
 - HorizontalArranger
 - RESULTADO
 - VerticalArranger
 - Label1
 - Label2
 - Label3
 - Button1
- Any component

Viewer

if then
If a value is true, then do some statements.

for each number from 1 to 5 by 1 do

for each item in list do

while test do

if then

initialize global N to 0

initialize global R to 0

when Button1 .Click do set global N to random integer from 1 to 100

get global N / 2 = round get global N / 2

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Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Colors
 - Variables
 - Procedures
- Screen1
 - HorizontalArranger
 - RESULTADO
 - VerticalArranger
 - Label1
 - Label2
 - Label3
 - Button1
- Any component

Viewer

RESULTADO . BackgroundColor

set RESULTADO . BackgroundColor to

RESULTADO . FontSize

set RESULTADO . FontSize to

RESULTADO . Height

set RESULTADO . Height to

RESULTADO . Text

set RESULTADO . Text to

RESULTADO . TextColor

set RESULTADO . TextColor to

initialize global N to 0

initialize global R to 0

when Button1 . Click

set global N to random integer from 1 to 100

if (get global N / 2 = round (get global N / 2))

then set RESULTADO . Text to "ES PAR"

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AZAR Screen1 Add Screen ... Remove Screen Designer Blocks

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Colors
 - Variables
 - Procedures
- Screen1
 - HorizontalArranger
 - RESULTADO
 - VerticalArranger
 - Label1
 - Label2
 - Label3
 - Button1
 - Any component

Viewer

initialize global N to 0

initialize global R to 0

when Button1 .Click

set global N to random integer from 1 to 100

if $\frac{\text{get global N}}{2} = \text{round}(\frac{\text{get global N}}{2})$

then set RESULTADO .Text to "ES PAR"

else

Show Warnings 0 0

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AZAR Screen1 Add Screen ... Remove Screen Designer Blocks

Blocks


- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Colors
 - Variables
 - Procedures
- Screen1
 - HorizontalArranger
 - RESULTADO
 - VerticalArranger
 - Label1
 - Label2
 - Label3
 - Button1
- Any component

Viewer

```
initialize global N to 0
initialize global R to 0

when Button1 .Click
do
  set global N to random integer from 1 to 100
  if (get global N / 2 = round (get global N / 2))
  then
    set RESULTADO .Text to "ES PAR"
  else
    set RESULTADO .Text to "ES IMPAR"
```

0 0 Show Warnings



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AZAR Screen1 AI Companion Emulator USB Reset Connection Hard Reset Designer Blocks

Blocks

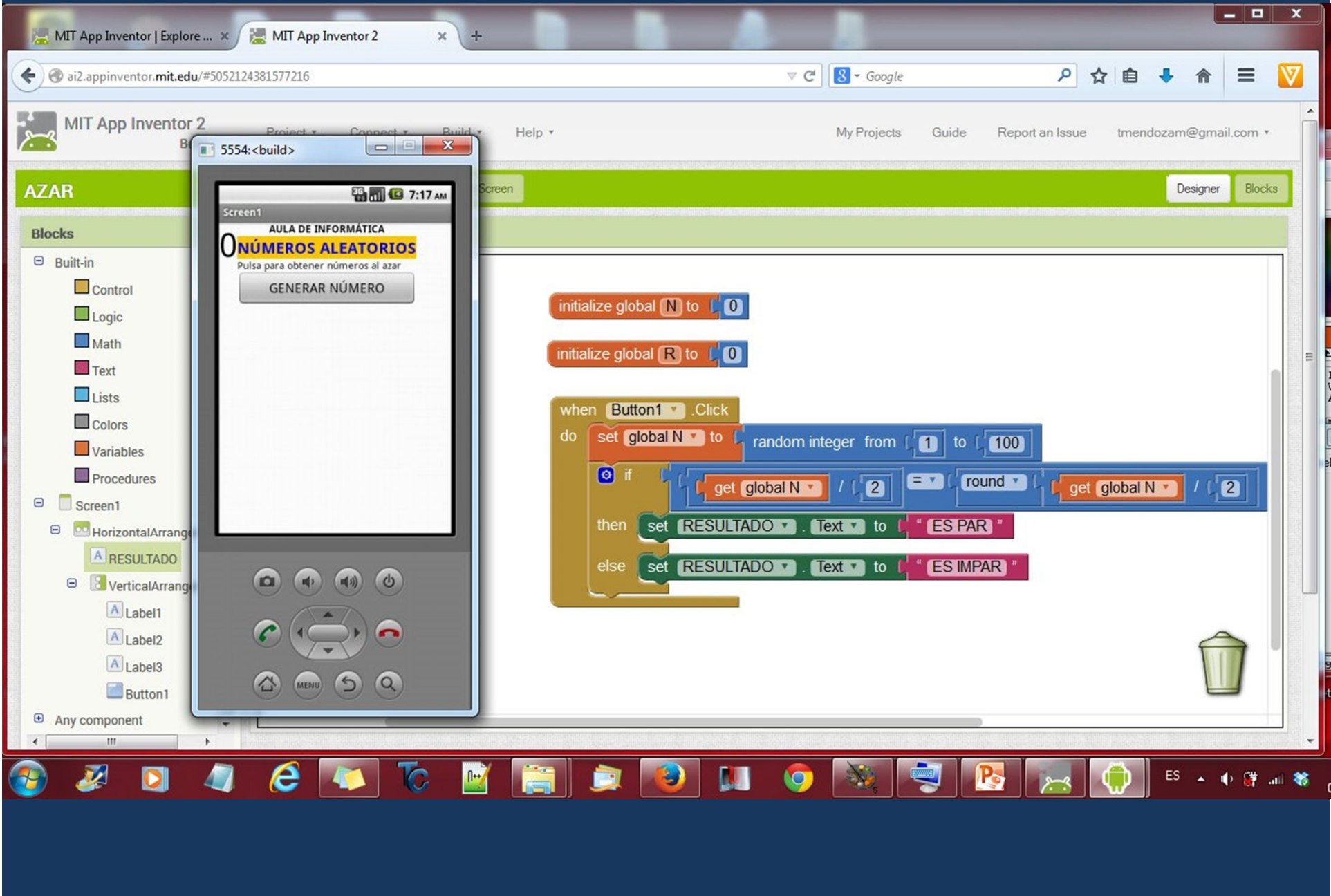
- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Colors
 - Variables
 - Procedures
- Screen1
 - HorizontalArranger
 - RESULTADO
 - VerticalArranger
 - Label1
 - Label2
 - Label3
 - Button1
 - Any component

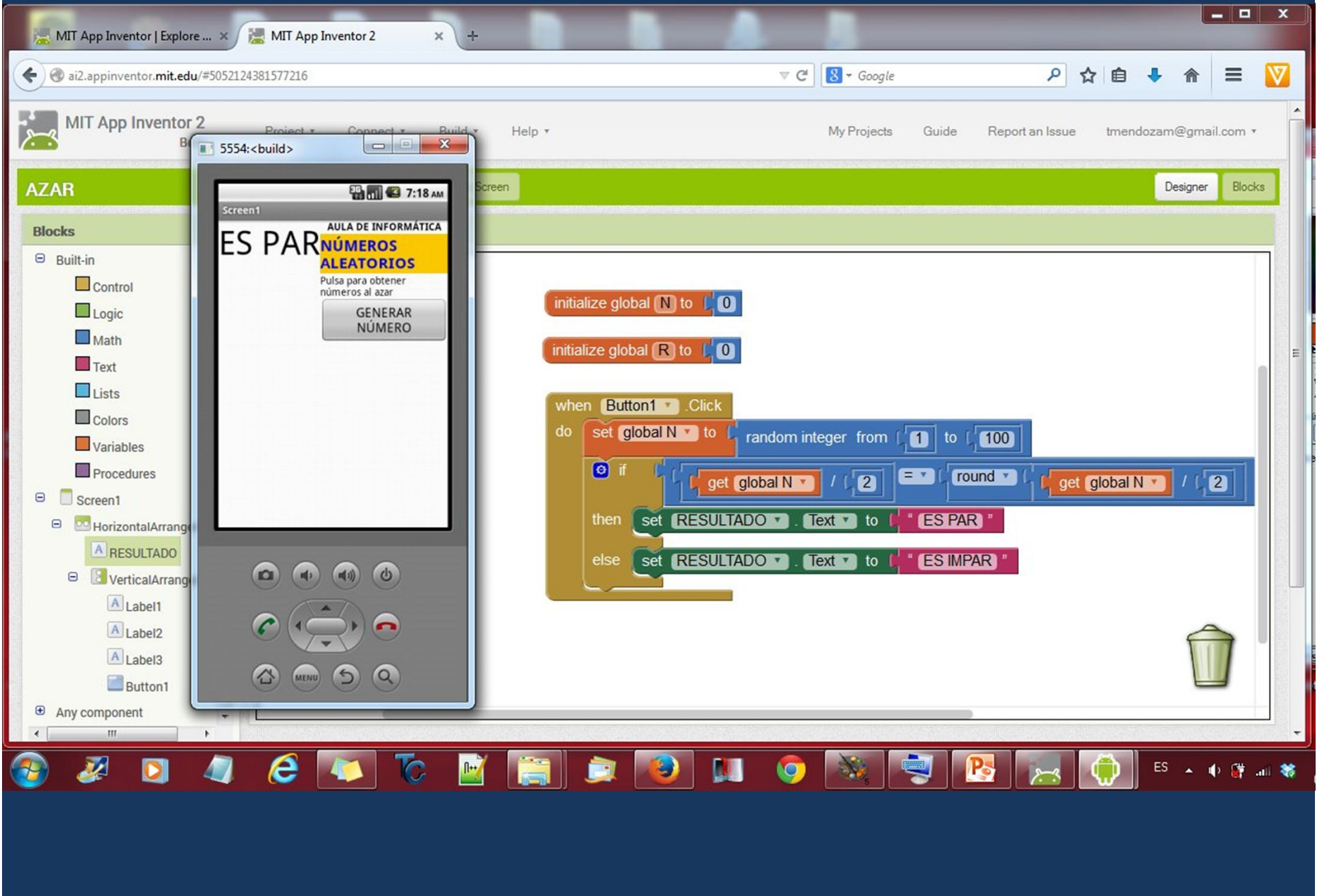
Viewer

```
initialize global N to 0
initialize global R to 0

when Button1 .Click
do
  set global N to random integer from 1 to 100
  if (get global N / 2 = round (get global N / 2))
  then set RESULTADO .Text to "ES PAR"
  else set RESULTADO .Text to "ES IMPAR"
```

Show Warnings





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AZAR Screen1 Add Screen ... Remove Screen Designer Blocks


Palette

User Interface

- Button
- CheckBox
- DatePicker
- Image
- Label
- ListPicker
- ListView
- Notifier
- PasswordTextBox
- Slider
- Spinner
- TextBox
- TimePicker
- WebViewer

Viewer

Display hidden components in Viewer



Components

- Screen1
 - HorizontalArrangement1
 - RESULTADO
 - VerticalArrangement1
 - Label1
 - Label2
 - Label3
 - Button1
 - Label4

Properties

Label4

BackgroundColor: None

FontBold:

FontItalic:

FontSize: 22

FontTypeface: default

Text: Text for Label4

TextAlignment: left

TextColor: Black

Windows Taskbar: Windows Start button, Internet Explorer, Mail, Firefox, Chrome, and other application icons.

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AZAR

Screen1 Add Screen ... Remove Screen Designer Blocks

5554:<build>

Screen1

AULA DE INFORMÁTICA

92 NÚMEROS ALEATORIOS

Pulsa para obtener números al azar

GENERAR NÚMERO

ES PAR

Control

Logic

Math

Text

Lists

Colors

Variables

Procedures

Screen1

HorizontalArrang

RESULTADO

VerticalArrang

Label1

Label2

Label3

Button1

Label4

Any component

Rename Delete

initialize global N to 0

initialize global R to 0

when Button1 .Click

do

set global N to random integer from 1 to 100

if

get global N / 2 = round get global N / 2

then

set RESULTADO .Text to get global N

set Label4 .Text to "ES PAR"

else

set RESULTADO .Text to get global N

set Label4 .Text to "ES IMPAR"

ES

Prueba de la App

