## <u>App Lab Coding Toolbox (Intro Cheat Sheet)</u>

C Tool	box
UI controls	Canvas
Data	Turtle
Control	Math
Variables	Functions
onEvent(id, ty	/pe, callback)
button(id, tex	(t)
<pre>textInput(id,</pre>	text)
<pre>textLabel(id,</pre>	text)
dropdown(id,	optionl, etc) 🔸
<pre>getText(id)</pre>	
<pre>setText(id, te</pre>	ext)
getNumber(id)	
<pre>setNumber(id,</pre>	number)

**UI CONTROLS** (Yellow blocks) User Interface

Use these coding blocks when your app user will be interacting with the app.

(Get new screen, play sounds, click buttons, check radio buttons, etc.)



if () {

**CONTROL** (Blue blocks)

Create conditionals & loops: (If statements, if/else statements for loops, while loops, etc.)

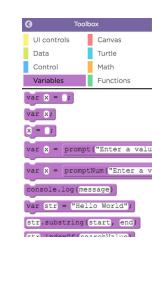
C Too	blbox
UI controls	Canvas
Data	Turtle
Control	Math
Variables	Functions
startWebReque	st(url, callbac
setKeyValue(k	ey, value, call
getKeyValue(k	ey, callback)
createRecord(	table, record,
readRecords(t	able, terms, ca
updateRecord(	table, record,
deleteRecord(	table, record,
onRecordEvent	(table, callbac

DATA (Green blocks)

Does your app collect data?

Do you want to create a record of user responses?

Use the data blocks to collect data and create records.



VARIABLES (Purple blocks)

Define variables

For example:

var score = 0;

Then, use your defined variables in your code. For example:

n	Event(▼"pig", ▼"mousedown", function() {
	playSound( TPig Oink-SoundBible.com-1424738584.mp3"); 🚽
	<pre>setSize(▼"pig", 335, 300);</pre>
	score = score + 1;
ł	);