LAB 3 File and Text Sharing by Nathan Chao

Take a picture, add a message either typed in or spoken and converted to text and then share it via all the share options on your phone. That is the functions provided by this app.

You will learn about the camera block and the share block in this app. The speech to text is a choice on the virtual

keypad.



- 1. Use the design as shown and components shown to build the app. See order and type of object at left.
- 2. Rename buttons exactly as shown in component list. I will not be able to assist you if you have a problem if you don't rename as shown.
- 3. Enter the following in <u>Textbox1 hint</u>. choice to enter or dictate message

This message will only show up when app starts or in blank textbox..

4. Place you own unique background image in app. It will be replaced when you snap your first picture. Make sure you check the box, scale pic to fit.

On Screen 1, chose center alignment Scale and choose colors to make the app attractive. Note labels are used to put space between vertical objects.

All the blocks you need for this app are shown below. In you reports you will have to cut up each block and explain it separately what each one does and how it works.

```
when strtCamButton .Click
 do call Camera 1 .TakePicture
when Camera 1 .AfterPicture
do set (Canvas1). (BackgroundImage) to get image
when (ShareButton .Click
do set (Canvas1). (BackgroundImage) to (call (Canvas1). Save
    call Sharing 1 ShareFileWithMessage
                                        Canvas1 . BackgroundImage
                              message (TextBox1
                                                   . Text
when Canvas1 Dragged
 startX startY prevX prevY currentX currentY draggedAnySprit
do call (Canvas1) .DrawLine
                        x1
                             get prevX
                        у1
                             get prevY *
                        x2
                              get currentX
                        y2
                              get currentY
when (blackbutton) .Click
                                         when cyanbutton .LongClic
                                        do call (Canvas1 .Clear
do set Canvas1 . PaintColor to
                                        when (bluebutton . Click
when redbutton .Click
                                        do set (Canvas) . (PaintColor to (
   set (Canvas1) . (PaintColor) to (
when cyanbutton .Click
                                         when yellowbutton
                                        do set (Canvas1) . (PaintColor) to (
   set (Canvas1) . (PaintColor) to (
```

Once you drag the correct components into place, the blocks needed for this app are not hard to find in the block program menu.

Each block set's function is fairly self explanatory and you should be able to describe precisely what each set does in you weekly report for this app session.

When using the app for a selfie, change camera direction to front facing.

Here is how to obtain the get image block piece in CameraButton click routine.

- 1, Place the mouse pointer until it becomes a hand on the "image" sctipt just under the When Camera at top of block. (see block image on left)
- 2. Hold it there without clicking until an image appears with both get image and set image to.
- 3. Move the move and click on mounse over the get image to drag it away to use in your block program

To get app verification, you will in my presence use the AI Companion to put working app on your device. You will snap a selfie, then put your initials on bottom of photo using lite color pen on dark Background or dark on light B and either speak or enter your name in app text space and then use the Share button to send message and image to me at learn2diygood@gmail.com.

The quality of your selfie will be evaluated.