

App Overview & Purpose

Clicker App Student + Teacher Version

This app allows the teacher to submit a question and vote yes or no/agree or disagree.




Viewer & Components

Copy and paste the Viewer and Components of your app here

Viewer

Display hidden components in Viewer



Screen1

Question Goes Here

Agree: 0

Disagree: 0

Components

- Screen1
 - LabelQuestion
- TableArrangement1
 - LabelSpacer
 - LabelAgree
 - LabelDisagree
 - SliderAgree
 - SliderDisagree
 - ButtonAgree
 - ButtonDisagree
- CloudDB1
- Notifier1

Rename Delete

Media

- thumbsdown.png
- thumbsup.png

Design & Enhancements:

Be sure to provide **screenshots** along with your **explanations** for each of the **enhancements** that you made.

```

if [get tag] = "question"
then
  set global question to [get value]

if [get tag] = "reset"
then
  set LabelQuestion . Text to "reset"
  set global agreeCount to 0
  set global disagreeCount to 0
  call CloudDB1 .ClearTag tag "reset"
  call buttonsOn

call updateDisplay

```

These blocks go in the gotData procedure and are responsible for updating the question and resetting responses

```

if [get global agreeCount] ≠ 0
then
  set SliderAgree . ThumbPosition to [get global agreeCount × 100 / (get global agreeCount + get global disagreeCount)]
else
  set SliderAgree . ThumbPosition to 0

if [get global disagreeCount] ≠ 0
then
  set SliderDisagree . ThumbPosition to [get global disagreeCount × 100 / (get global agreeCount + get global disagreeCount)]
else
  set SliderDisagree . ThumbPosition to 0

set LabelQuestion . Text to [get global question]

```

These blocks are part of the updateDisplay procedure and are responsible for making the sliders the present of what they show, and also update the question Label

```
to buttonsOff
do
  set ButtonAgree . Enabled to false
  set ButtonDisagree . Enabled to false
```

This procedure turns the buttons off when run, and is used to disable the response buttons after the user answers.

```
to buttonsOn
do
  set ButtonAgree . Enabled to true
  set ButtonDisagree . Enabled to true
  call storeDBvalues
```

This procedure is used to reenable the response buttons after the teacher presses the reset responses button.

```
when ButtonUpdateQuestion .Click
do
  call CloudDB1 .StoreValue
    tag "question"
    valueToStore TextBox1 . Text
```

This code is exclusive to the teacher app and is used to set the question on the Student clicker apps.

when ButtonResetResponses ▾ .Click

do call CloudDB1 ▾ .StoreValue

tag “ reset ”

valueToStore “ reset ”

This code is exclusive to the teacher app and is used to reset the responses on the Student and Teacher clicker apps.

Note: The above section may repeat based upon how many large Event Handlers you have.

Complete Code

- Put the code screenshots in the following order
 - Variables
 - Procedures
 - Event handlers