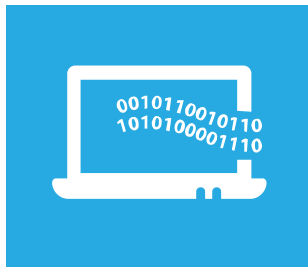




STEAM APPs

STEAM APPs



A lo largo de este año se generarán 48.500 contratos en el sector del desarrollo web y de aplicaciones móviles. Por eso es importante formarse lo antes posible.

En la actividad extraescolar **STEAM APPs** los alumnos aprenderán cómo funciona la programación informática, concretamente usando un lenguaje de programación visual **APP Inventor**. Aprender a programar abre infinitas posibilidades únicamente limitadas por nuestra imaginación y habilidad. Con el atractivo de que los programas que se generan son aplicaciones para dispositivos móviles con sistema operativo Android.

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The image shows the MIT App Inventor 2 Beta web interface. The title bar includes "MIT App Inventor 2 Beta", "Project", "Connect", "Build", "Help", "My Projects", "Guide", and "Report an Issue". The main workspace is titled "Password" and contains a "Screen1" component. The "Blocks" palette on the left lists categories: Built-in (Control, Logic, Math, Text, Lists, Colors, Variables, Procedures), Screen1 (Button1, Button2, Button3, PasswordTextBox1, PasswordTextBox2, TinyDB1), and Any component. The "Viewer" area displays a visual programming code editor with the following blocks:

- when PasswordTextBox2 .GotFocus
- do PasswordTextBox2 .Hint to PasswordTextBox2 .Text
- when PasswordTextBox2 .LostFocus
- do Button1 .Click
- PasswordTextBox2 .BackgroundColor
- set PasswordTextBox2 .BackgroundColor to #cccccc
- PasswordTextBox2 .Enabled
- set PasswordTextBox2 .Enabled to true
- PasswordTextBox2 .FontSize
- set PasswordTextBox2 .FontSize to 10
- PasswordTextBox2 .Height
- set PasswordTextBox2 .Height to 20
- PasswordTextBox2 .Hint
- set PasswordTextBox2 .Hint to Password
- PasswordTextBox2 .Text

On the right side of the code editor, there are several variable and function blocks:

- Password (false)
- call TinyDB1 .GetValue (tag: Password, value: false)
- Screen2 (false)
- call TinyDB1 .GetValue (tag: Screen2, value: false)
- call TinyDB1 .GetValue (tag: Old Password, value: false)

At the bottom left, there are "Rename" and "Delete" buttons. At the bottom right, there is a trash can icon.

The image shows a mobile application interface on a screen. The title bar displays "Screen1" and the time "3:26 PM". The main content area features a cartoon cat icon with blue eyes and a red "Feed Me!" button. Below the button, the text "Hunger: 1" is displayed, and a "reset" button is visible. The bottom of the screen shows a standard Android-style navigation bar with icons for camera, volume, power, home, menu, back, and search.

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