

Ponemos 3 labels, un botón y una bbdd

Inicializamos la BBDD con un tag y tres campos. Al pulsar el botón muestra los campos.

The screenshot shows the App Inventor interface. On the left is the 'Blocks' panel, and on the right is the 'Viewer' panel. The 'Blocks' panel shows a project structure with 'Screen1' containing 'Label1', 'Label2', 'Label3', and 'Button1', and a database component 'comida'. The 'Viewer' panel shows the logic blocks for the app. The 'when Screen1.Initialize' block contains a 'do' loop with 'call comida.StoreValue' and 'make a list' blocks. The 'make a list' block has three items: 'cafe con leche', 'lunes', and '1030'. The 'when Button1.Click' block contains a 'do' loop with 'initialize local data to', 'call comida.GetValue', and a loop 'in' that sets the text of Label1, Label2, and Label3 based on the selected list item.

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Last update: **2018/01/02 13:04**