



# Victoria University Outreach Project for Code Club: Call App



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## Description:

This project will teach students how to create a calling app

Part 1 - Will allow them to store the integers of the corresponding numbers into the text field

Part 2 –

## Part 1:

Components Needed:

User Interface:

Button x13: We will name them from Button1 - Button13 - Used to input numbers into Textbox field

Label x1: We will name it calling - Used to identify the Textbox

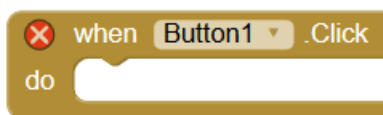
Textbox x1: We will name it TextBox1

Social Functions:

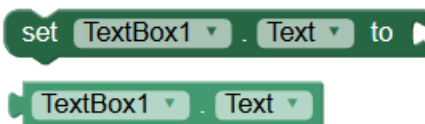
Calling x1: A non-visible component, this component allows us to use the phones calling functionality

Blocks:

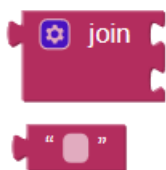
Under Screen, Button1 – Button13 we need the click block:



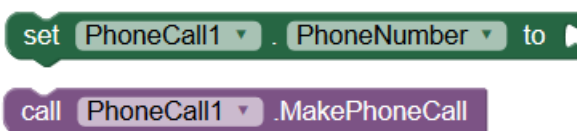
Under Screen, TextBox we need the set block and the text block, one for each click block excluding Button13:



Under Built-in, Text, we need the join block and “ ” block (Known as the string block) one for each block excluding button13:



For Button13, we will need the set block and call block from screen PhoneCall:



Viewers:

Designer Viewer:

Outreach\_CALL

Screen1 Add Screen ... Remove Screen

**Palette**

- User Interface
- Layout
- Media
- Drawing and Animation
- Sensors
- Social
- Storage
- Connectivity
  - ActivityStarter
  - BluetoothClient
  - BluetoothServer
  - Web
- LEGO® MINDSTORMS®
- Experimental
- Extension

**Viewer**

Display hidden components in Viewer

Check to see Preview on Tablet size.

Screen1

Calling:

1 2 3

4 5 6

7 8 9

\* 0 #

Contacts Call

Non-visible components

PhoneCall1 ProximitySensor1

**Components**

- Screen1
  - HorizontalArranger1
    - Label1
    - TextBox1
  - TableArrangement1
    - Button1
    - Button2
    - Button3
    - Button4
    - Button5
    - Button6
    - Button7
    - Button8
    - Button10
    - Button11
    - Button12
    - Button9

Rename Delete

**Media**

Upload File ...

Block Viewer:

when Button1 Click

do set TextBox1 . Text to join TextBox1 . Text \* 1 \*

when Button2 Click

do set TextBox1 . Text to join TextBox1 . Text \* 2 \*

when Button3 Click

do set TextBox1 . Text to join TextBox1 . Text \* 3 \*

when Button4 Click

do set TextBox1 . Text to join TextBox1 . Text \* 4 \*

when Button5 Click

do set TextBox1 . Text to join TextBox1 . Text \* 5 \*

when Button6 Click

do set TextBox1 . Text to join TextBox1 . Text \* 6 \*

when Button7 Click

do set TextBox1 . Text to join TextBox1 . Text \* 7 \*

when Button8 Click

do set TextBox1 . Text to join TextBox1 . Text \* 8 \*

when Button9 Click

do set TextBox1 . Text to join TextBox1 . Text \* 9 \*

when Button10 Click

do set TextBox1 . Text to join TextBox1 . Text \* \*

when Button11 Click

do set TextBox1 . Text to join TextBox1 . Text \* 0 \*

when Button12 Click

do set TextBox1 . Text to join TextBox1 . Text \* # \*

when Button13 Click

do set PhoneCall1 . PhoneNumber to TextBox1 . Text

call PhoneCall1 . MakePhoneCall