

thinkable



**РАЗРАБОТКА МОБИЛЬНЫХ ПРИЛОЖЕНИЙ  
В THINKABLE. НАЧАЛО.**

# Начало работы



Введите название проекта в английской раскладке и нажмите кнопку «Create»

thunkable

My Projects Top Community Projects Public Gallery My Data Sources

filter by project name...

Create New App

MyApp

Public

Create New Project

New Project Name:

MyApp2

Category (Optional):

Please select category (at most 6)

Public  Everyone can access this project [here!](#)

Cancel Create

Snap Gram  
created by [albert](#)  
A cross between Instagram and Snapchat. We've created a

Translator  
created by [albert](#)  
Translates text into 93 languages in the world, powered by Yandex

SI  
Sign in Screen Neon Su...  
created by [nice-jimbo-slice](#)  
Template for a Sign In Screen. Please feel free to remix and use

Template: Sliding Drawer  
created by [nice-jimbo-slice](#)  
This template allows you to navigate to different slides with a

Event Template with pi...  
created by [nice-jimbo-slice](#)  
This event template includes an information screen, along with

# Определение



Программа - это последовательность команд, которые должно выполнить устройство

The screenshot displays the Thinkable development environment. On the left, there is a sidebar with a 'Tutorials' section and a 'Learn to build apps' button. The main workspace is divided into 'Design' and 'Blocks' panels. The 'Blocks' panel is highlighted with a red box and contains a sequence of code blocks for 'Screen1':

- Control
- Logic
- Math
- Text
- Lists
- Color
- Device
- Objects
- Variables
- Functions
- Screen1
- Any Component

The code blocks in the sequence are:

- if do
- if do else
- navigate to Screen1
- wait 1 seconds
- forever
- repeat 10 times do
- count with i from 1 to 10 by 1 do

The top navigation bar includes options like Live Test, Share, Make Copy, Download, Publish, Help, Community, and Account. The bottom right corner features a chat icon.

# Работа с Label



Свойство Color задает цвет надписи,  
установите красный цвет для надписи

The screenshot displays the Thinkable app builder interface. On the left, there is a sidebar with a 'Tutorials' section and a 'Learn to build apps' button. Below this, there are several tutorial categories: 'Thinkable Basics', 'Platform Overview', 'Translation App', 'Image Recognition App', 'Positioning Components', 'Switching Screens and Navigators', and 'Storing Information with Variables'. The main workspace is divided into three panels: 'Design', 'Blocks', and 'Screen1'. The 'Design' panel shows a project named 'MyApp2' with a 'Screen1' containing a 'Label1' and a 'Button1'. The 'Blocks' panel shows an 'Add Components' section with a search bar and a list of components: 'Button', 'Label', 'Text Input', 'List Viewer', and 'Web Viewer'. The 'Screen1' panel shows a mobile app design with a yellow background and a blue button labeled 'Button'. A red dashed box highlights the text 'Приветствуем Вас!' on the button. On the right, the 'Label1' properties panel is open, showing the text 'Приветствуем Вас!', font size '20', and number of lines '1'. The 'Color' property is highlighted with a red box and set to 'rgba(218, 4, 4, 1)'. Other properties like 'BackgroundColor', 'Font Style', and 'Font Weight' are also visible.

# Работа с Button



Сделайте надпись на кнопке жирным начертанием (переключатель Font Bold)

The screenshot shows the Thinkable app builder interface. On the left, there is a sidebar with 'Tutorials' and 'Thinkable Basics' sections. The main workspace displays a mobile app design with a yellow background and a white button containing the text 'Приветствуем Вас!' and a blue 'OK' button. The right-hand panel shows the styling options for the selected button, with the 'Font Bold' toggle set to 'true' and highlighted by a red box. Other styling options include 'Font Italic', 'Raised', and 'Disabled', all currently set to 'false'. The top navigation bar includes options like 'Live Test', 'Share', 'Make Copy', 'Download', 'Publish', 'Help', 'Community', and 'Account'.

# Знакомство с меню блоков



Справа находится рабочая область, где блоки будут собираться в программу

The screenshot displays the Thinkable development environment. On the left, there is a sidebar with a 'Tutorials' section and a 'Learn to build apps' button. Below that, a 'Thinkable Basics' menu lists various topics like 'Platform Overview', 'Translation App', and 'Positioning Components'. The main interface is divided into three panels: 'Design', 'Blocks', and 'Screen1'. The 'Blocks' panel shows a list of components such as 'Control', 'Logic', 'Math', 'Text', 'Lists', 'Color', 'Device', 'Objects', 'Variables', 'Functions', 'Label1', 'Button1', and 'Screen1'. The 'Screen1' panel displays a sequence of code blocks for configuring the screen, including actions like 'when Screen1 Opens', 'when Screen1 Starts', 'in Screen1 call ToggleDrawerMenu', 'from Screen1 set Background Color to', 'from Screen1 get Background Color', 'from Screen1 set Background Picture to', 'from Screen1 get Background Picture', 'from Screen1 set Background Picture Resize Mode to cover', 'from Screen1 get Background Picture Resize Mode', 'from Screen1 set Justification to top', and 'from Screen1 get Justification'. On the right side, a large empty workspace is outlined in red, representing the area where the blocks are assembled. At the bottom right of this workspace, there are several icons: a trash can, a zoom in (+) button, a zoom out (-) button, a reset (circular arrow) button, and a save (floppy disk) button.

# Знакомство с блоками



БЛОКИ МОГУТ БЫТЬ РАЗНЫХ ЦВЕТОВ. ЭТО  
Назначение данного блока – это  
выполнение помещенных в него команд  
ИСПОЛЬЗОВАТЬСЯ

The screenshot shows the Thinkable web interface. On the left, there's a sidebar with 'Tutorials' and 'Learn to build apps' section. The main workspace is titled 'Screen1' and contains a block with the text 'when Button1 Click do'. A yellow callout box is overlaid on the workspace with the text: 'Блоки, которые запускаются при возникновении каких-то условий или событий называются обработчиками'. The top navigation bar includes options like 'Live Test', 'Share', 'Make Copy', 'Download', 'Publish', 'Help', 'Community', and 'Account'.

# Программа для Label1



Измените текст надписи в розовом блоке на «Нажата кнопка!»

The screenshot shows the Thinkable development environment. On the left, there is a sidebar with a 'Tutorials' section containing a blue box with the text 'Learn to build apps' and 'Follow along with the videos below to learn how to build apps with Thinkable.' Below this is a 'Thunkable Basics' section with a list of topics: Platform Overview, Translation App, Image Recognition App, Positioning Components, Switching Screens and Navigators, and Storing Information with Variables. The main workspace is divided into 'Design' and 'Blocks' tabs. The 'Blocks' tab is active, showing a script for 'Screen1'. The script starts with a 'when Button1 Click' event, followed by a 'do' block containing a 'from Label1 set Text to' block. The text to be set is highlighted in pink and reads '«Нажата кнопка!»'. The top navigation bar includes options like Live Test, Share, Make Copy, Download, Publish, Help, Community, and Account. The bottom right corner has a trash icon and a chat bubble icon.

# Программа для Button1



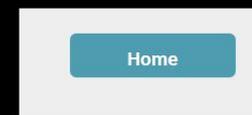
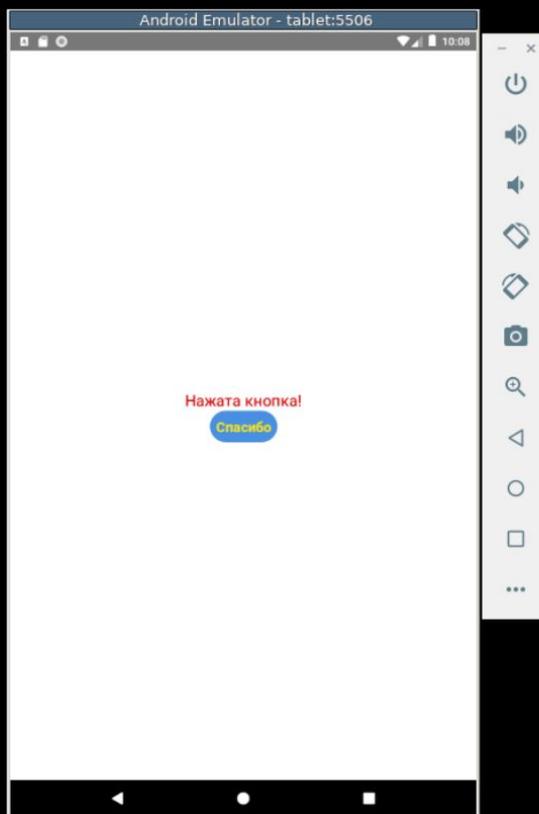
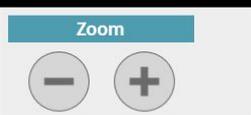
Добавьте блок в обработчик и напишите текст «Спасибо»

The screenshot shows the Thinkable development environment. On the left, there is a sidebar with a 'Tutorials' section titled 'Learn to build apps' and a 'Thunkable Basics' section with various app examples. The main workspace is divided into 'Design' and 'Blocks' panels. The 'Blocks' panel shows a list of components including Control, Logic, Math, Text, Lists, Color, Device, Objects, Variables, Functions, Label1, Button1, Screen1, and Any Component. The 'Design' panel shows a screen with a code block for a Button1 Click event. The code block contains two 'do' blocks: the first sets the text of Label1 to 'Нажата кнопка!', and the second sets the text of Button1 to 'Спасибо'. The top navigation bar includes options like Live Test, Share, Make Copy, Download, Publish, Help, Community, and Account.

# Тестирование программы



Нажмите на Кнопку и посмотрите, что изменится в работе программы



# Интерфейс программы



Программа выполняет дальнейшие действия - меняет текст надписи

The screenshot displays the Thinkable app builder interface. On the left, there is a sidebar with 'Tutorials' and 'Learn to build apps' section. The main workspace shows a mobile app design for 'MyApp2' on 'Screen1'. The design includes a yellow background, a red border, and a blue button with the text 'Приветствуем Вас!' and 'ОК'. Annotations in yellow callouts identify the components: 'компонент Экран' (Screen component), 'компонент Надпись' (Text component), and 'компонент Кнопка' (Button component). The interface also shows a 'Design' panel with a component list (Screen1, Label1, Button1) and an 'Add Components' section with various UI elements like Button, Label, Text Input, List Viewer, and Web Viewer. The top navigation bar includes options like Live Test, Share, Make Copy, Download, Publish, Help, Community, and Account.

# Добавление элементов программы



Так же можно поменять цвет экрана

The screenshot displays the Thinkable app builder interface. On the left, there is a sidebar with a 'Tutorials' section and a 'Learn to build apps' button. The main workspace is divided into three panels: 'Design', 'Blocks', and 'Screen1'. The 'Design' panel shows a list of components for 'MyApp2', including 'Screen1', 'Label1', 'Button1', and 'Button2'. The 'Blocks' panel shows 'Add Components' with a search bar and a list of UI elements like 'Button', 'Label', 'Text Input', 'List Viewer', and 'Web Viewer'. The 'Screen1' panel shows a mobile app preview with a green background, a red label 'Приветствуем Вас!', and a blue button 'Надпись'. The 'Screen1' panel also shows a 'Properties' sidebar with a 'BackgroundColor' property set to 'rgba(184, 233, 134, 1)'. The top navigation bar includes options like 'Live Test', 'Share', 'Make Copy', 'Download', 'Publish', 'Help', 'Community', and 'Account'.

# Программа для Button2



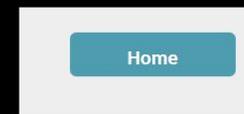
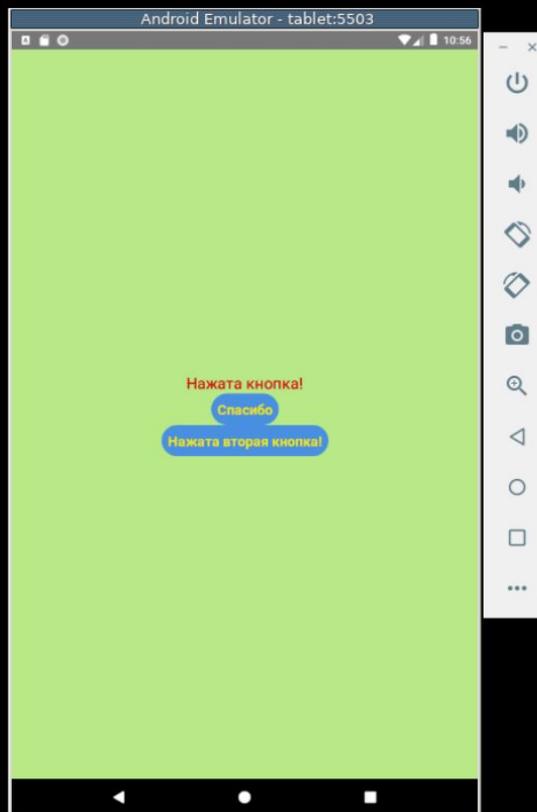
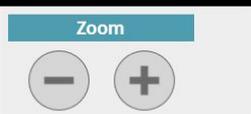
Измените текст надписи на «Нажата вторая кнопка!»

The screenshot shows the Thinkable app development interface. On the left, there is a sidebar with a 'Tutorials' section containing a blue box with the text 'Learn to build apps' and 'Follow along with the videos below to learn how to build apps with Thinkable.' Below this are sections for 'Thunkable Basics' and 'Storing Information with Variables'. The main workspace is divided into 'Design' and 'Blocks' panels. The 'Design' panel shows a list of components: Control, Logic, Math, Text, Lists, Color, Device, Objects, Variables, Functions, Label1, Button1, Button2, Screen1, and Any Component. The 'Blocks' panel shows two event-driven code blocks for 'Screen1'. The first block is for 'Button1 Click' and contains two 'do' blocks: 'from Label1 set Text to "Нажата кнопка!"' and 'from Button1 set Text to "Спасибо"'. The second block is for 'Button2 Click' and contains one 'do' block: 'from Button2 set Text to "Нажата вторая кнопка!"'. The top navigation bar includes options like 'Live Test', 'Share', 'Make Copy', 'Download', 'Publish', 'Help', 'Community', and 'Account'. The bottom right corner has a chat icon.

# Тестирование программы



Нажмите на кнопки и посмотрите, как работает приложение



# Добавление элементов интерфейса



Над переключателем разместите надпись «Поздравить с днем Рождения!»

The screenshot displays the Thinkable app builder interface. On the left, there is a sidebar with navigation options: Tutorials, Learn to build apps, Thinkable Basics, Platform Overview, Translation App, Image Recognition App, Positioning Components, Switching Screens and Navigators, and Storing Information with Variables. The main workspace shows a mobile app design for 'MyApp2' on 'Screen1'. The design features a green background with the text 'Приветствуем Вас!' at the top, a blue 'ОК' button, a blue switch labeled 'Надпись', and a blue 'Надпись' button. A red dashed box highlights the text 'Поздравить с днем Рождения!' above the switch. A red arrow points from the 'Label' component in the 'Add Components' panel to this text. The 'Add Components' panel shows a search bar and a list of components: Button, Label, Text Input, List Viewer, and Web Viewer. The 'Label' component is highlighted with a red box. The right sidebar shows the properties for the selected 'Label2' component, including Text, Font Size (18), Number Of Lines, Color, BackgroundColor, Font Style, and Font Weight.

# Добавление условия в программу



Условие в данном блоке будет проверять, активен ли переключатель

The screenshot shows the Thinkable app development environment. On the left, there is a sidebar with a 'Tutorials' section and a list of categories including 'Learn to build apps', 'Thunkable Basics', and 'Storing Information with Variables'. The main workspace is divided into 'Design' and 'Blocks' tabs. The 'Blocks' tab is active, showing a code block for a 'when Button1 Click' event. The code block contains an 'if' condition. Three yellow callout boxes provide explanations for the code:

- The first callout points to the 'if' block and says: "Если переключатель активен" (If the switch is active).
- The second callout points to the 'do' block inside the 'if' and says: "Поменять текст на поздравительную надпись" (Change the text to a congratulatory message).
- The third callout points to the 'else' block and says: "Иначе (если не активен) выводить предыдущую надпись" (Otherwise (if not active) output the previous message).

The 'when' block is labeled 'when Button1 Click'. The 'do' block contains an 'if' block with a 'do' block inside it, and an 'else' block. The 'else' block contains a 'do' block. The 'do' block inside the 'if' block is highlighted by the second callout. The 'else' block is highlighted by the third callout.

# Доработка программы



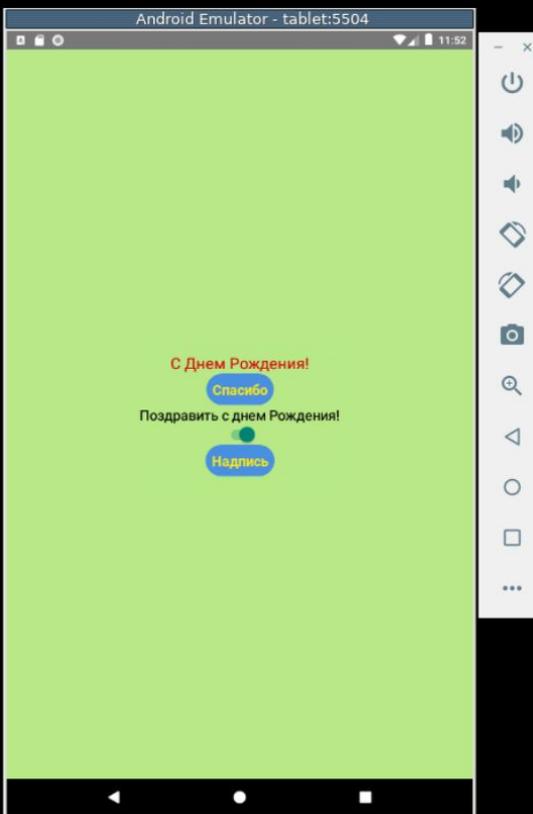
Для второй позиции добавьте блок меняющий надпись на «С Днем Рождения!»

The screenshot shows the Thinkable app development interface. On the left, there is a sidebar with a "Tutorials" section and a "Learn to build apps" button. Below that, there are categories like "Thunkable Basics", "Platform Overview", "Translation App", "Image Recognition App", "Positioning Components", "Switching Screens and Navigators", and "Storing Information with Variables". The main workspace is divided into three panels: "Design", "Blocks", and "Screen1". The "Design" panel shows a list of components: Control, Logic, Math, Text, Lists, Color, Device, Objects, Variables, Functions, Label1 (highlighted with a red box), Button1, Label2, Switch1, Button2, Screen1, and Any Component. The "Blocks" panel shows a list of blocks for Label1, including "set Text", "get Text", "set Font Size", "get Font Size", "set Number of Lines", "get Number of Lines", "set Color", "get Color", "set Background Color", "get Background Color", "set FontStyle", and "get FontStyle". The "Screen1" panel shows the logic for two buttons. The first button, "Button1", has a "Click" event that triggers an "if" block. The "if" block checks the "value" of a "Switch1" component. If the value is true, it triggers a "do" block that sets the "Text" of "Label1" to "С Днем Рождения!". If the value is false, it triggers an "else" block that sets the "Text" of "Button1" to "Спасибо". The second button, "Button2", has a "Click" event that triggers a "do" block that sets the "Text" of "Button2" to "Нажата вторая кнопка!". A red arrow points from the "from Label1 set Text to" block in the "if" block to the "from Label1 set Text to" block in the "else" block, indicating the change in text.

# Тестирование программы



Запустите приложение, активируйте переключатель и нажмите на кнопку



Zoom



Home

# Добавление изображения



Отключите видимость компонента Image1 (Visible), чтобы изначально скрыть картинку

The screenshot displays the Thinkable app builder interface. On the left, there is a sidebar with 'Tutorials' and 'Thinkable Basics' sections. The main workspace shows a mobile app design with a green background and a yellow header/footer. The design includes a red text label 'Приветствуем Вас!', a blue 'ОК' button, a text input field with 'Поздравить с днем Рождения!', and a blue 'Надпись' button. On the right, the 'Image1' component settings panel is open, showing the 'Simple' tab. The 'Visible' property is set to 'false', which is highlighted with a red box. Other settings include 'Picture' (1.gif), 'Picture Resize Mode' (Select option), 'Height' (150), and 'Width' (150).

# Программа для изображения



Добавьте в обработчик второй кнопки вторую команду снизу

The screenshot shows the Thinkable development environment. On the left, there's a sidebar with 'Tutorials' and 'Thinkable Basics'. The main area is divided into 'Design' and 'Blocks' panels. The 'Blocks' panel shows a list of components and their properties. The 'Design' panel shows the visual representation of the app. The 'Code' panel shows the logic for the app. A red arrow points to the 'from Image1 set Visible to true' block in the code panel.

thinkable

Live Test Share Make Copy Download Publish Help Community Account

Tutorials

Learn to build apps

Follow along with the videos below to learn how to build apps with Thinkable.

Thinkable Basics

- Platform Overview
- Translation App
- Image Recognition App
- Positioning Components
- Switching Screens and Navigators
- Storing Information with Variables

Design

Control

Logic

Math

Text

Lists

Color

Device

Objects

Variables

Functions

Label1

Button1

Label2

Switch1

Button2

Image1

Screen1

Any Component

Blocks

```
from Image1 set Picture to 1.gif
from Image1 get Picture
from Image1 set resize mode to cover
from Image1 get resize mode
from Image1 set Height to 150
from Image1 get Height
from Image1 get Computed Height
from Image1 set Width to 150
from Image1 get Width
from Image1 get Computed Width
from Image1 set Visible to true
from Image1 get Visible
```

Screen1

Public

when Button1 Click

```
do
  if from Switch1 get value
  do
    from Label1 set Text to "С Днем Рождения!"
  else
    from Button1 set Text to "Спасибо"
```

when Button2 Click

```
do
  from Button2 set Text to "Нажата вторая кнопка!"
  from Image1 set Visible to true
```

# Отладчик приложений



Окно отладчика позволяет быстро протестировать работу программы

The screenshot displays the Thinkable Live app interface. The main content area shows a birthday greeting in Russian: "С Днем Рождения! Спасибо Поздравить с днем Рождения! Нажата вторая кнопка!". Below the text is an image of a heart-shaped cookie with the words "С Днем Рождения!" written on it. The interface is overlaid with a mobile preview window titled "Preview your app on your device". This window contains instructions to login to the Thinkable Live app on a mobile device and provides download links for the App Store and Google Play. The background shows the Thinkable web interface with a sidebar menu and a top navigation bar.