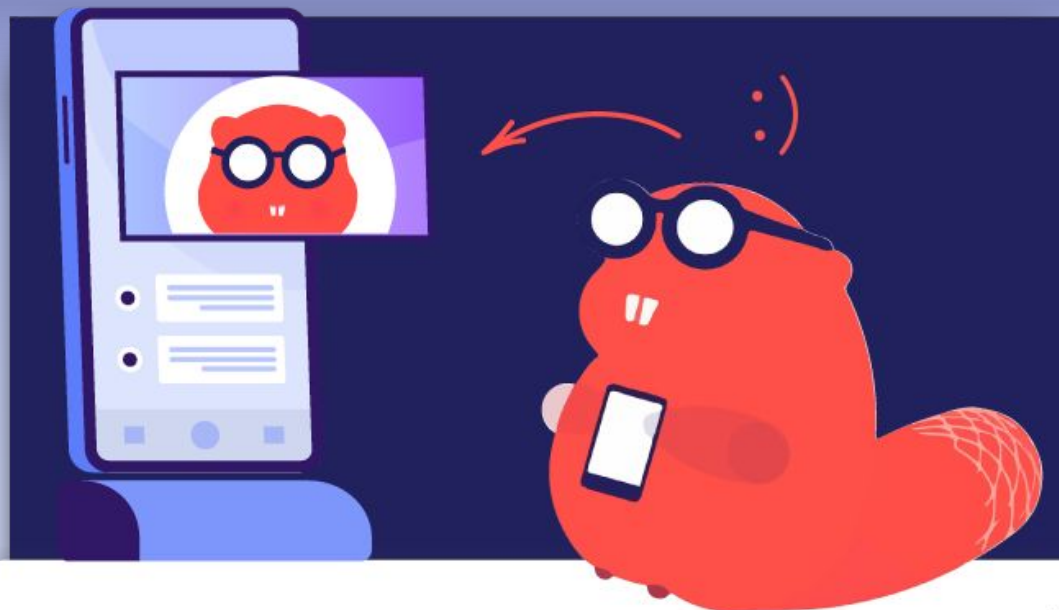


thinkable



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

Начало работы



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

The screenshot shows the Thunkable website interface. A modal dialog titled "Create New Project" is open in the center. The dialog has a close button (X) in the top right corner. It contains the following elements:

- New Project Name :** A text input field containing "MyApp2".
- Category (Optional) :** A dropdown menu with the text "Please select category (at most 6)".
- Public** toggle switch: A blue toggle switch is turned on, followed by the text "Everyone can access this project [here!](#)".
- Buttons:** "Cancel" and "Create" buttons at the bottom right. The "Create" button is highlighted with a red border.

The background shows the Thunkable homepage with navigation tabs: "My Projects", "Top Community Projects", "Public Gallery", and "My Data Sources". There is a search bar "filter by project name..." and a "Create New App" button. Below the dialog, several project cards are visible, including "Snap Gram", "Translator", "Sign in Screen Neon Su...", "Template: Sliding Drawer", and "Event Template with pi...".

Определение



Программа - это последовательность команд, которые должно выполнить устройство

The screenshot displays the Thunkable web interface for building an app. On the left, the 'thunkable' logo and a 'Tutorials' sidebar are visible. The main workspace is divided into two tabs: 'Design' and 'Blocks', with the 'Blocks' tab currently selected and highlighted by a red rectangle. The 'Blocks' palette on the left lists various categories: Control, Logic, Math, Text, Lists, Color, Device, Objects, Variables, Functions, Screen1, and Any Component. The central area shows a sequence of code blocks for 'Screen1':

- Two 'if' blocks, each with a 'do' block underneath.
- A 'navigate to Screen1' block.
- A 'wait 1 seconds' block.
- A 'forever' loop block.
- A 'repeat 10 times' block with a 'do' block underneath.
- A 'count with i from 1 to 10 by 1' block with a 'do' block underneath.

The right side of the interface includes a top navigation bar with options like 'Live Test', 'Share', 'Make Copy', 'Download', 'Publish', 'Help', 'Community', and 'Account'. A 'Public' button is also present. On the far right, there are icons for zooming in/out and a trash can.

Работа с Label



Свойство Color задает цвет надписи,
установите красный цвет для надписи

The screenshot displays the Thunkable web interface for building a mobile application. The central canvas shows a yellow smartphone mockup with a white screen. On the screen, there is a red dashed rectangular box containing the text "Приветствуем Вас!" and a blue button labeled "Button".

The interface includes several panels:

- Left Panel:** Contains the "thunkable" logo, a "Tutorials" section with a link to "Learn to build apps", and a "Thunkable Basics" section with links to "Platform Overview", "Translation App", "Image Recognition App", "Positioning Components", "Switching Screens and Navigators", and "Storing Information with Variables".
- Design Panel:** Shows the project name "MyApp2" and a list of components: "Screen1", "Label1", and "Button1". Below this is an "Add Components" section with a search bar and a list of available components: "Button", "Label", "Text Input", "List Viewer", and "Web Viewer".
- Right Panel:** Displays the properties for the selected "Label1" component. The "Text" field contains "Приветствуем Вас!". The "Font Size" is set to 20. The "Number Of Lines" is set to 1. The "Color" property is highlighted with a red box and shows a red color swatch followed by the code "rgba(218, 4, 4, 1)". The "BackgroundColor" is set to "rgba(255, 255, 255, 1)". The "Font Style" and "Font Weight" are both set to "Select option".

The top navigation bar includes links for "Live Test", "Share", "Make Copy", "Download", "Publish", "Help", "Community", and "Account".

Работа с Button



Сделайте надпись на кнопке жирным начертанием (переключатель Font Bold)

The screenshot shows the Thunkable app builder interface. On the left, there's a sidebar with 'Tutorials' and 'Thunkable Basics' sections. The main workspace displays a mobile app design with a yellow background and a white text box containing 'Приветствуем Вас!' and a blue 'OK' button. The right sidebar shows the properties for the selected button, including 'Font Bold' which is set to 'true' and highlighted with a red box. Other visible properties include 'Font Italic' (false), 'Raised' (false), and 'Disabled' (false).

Знакомство с меню блоков



Справа находится рабочая область, где блоки будут собираться в программу

The screenshot displays the Thunkable web interface. On the left, the 'thunkable' logo is at the top, followed by a 'Tutorials' section with a 'Learn to build apps' button and a list of tutorial topics. The main workspace is divided into three panels: 'Design' (showing a list of components like Control, Logic, Math, Text, Lists, Color, Device, Objects, Variables, Functions, Label1, Button1, Screen1, and Any Component), 'Blocks' (showing a list of code blocks for Screen1, including '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'), and 'Screen1' (the workspace for building the app). A red rectangle highlights the 'Screen1' workspace, which is currently empty. The top right of the interface shows various utility buttons like 'Live Test', 'Share', 'Make Copy', 'Download', 'Publish', 'Help', 'Community', and 'Account'.

Знакомство с блоками



Блоки могут быть разных цветов, это

Назначение данного блока – это выполнение помещенных в него команд

ИСПОЛЬЗОВАТЬСЯ

The screenshot shows the Thunkable web interface. On the left is a sidebar with 'Tutorials' and 'Thunkable Basics' sections. The main workspace is titled 'Screen1' and contains a single block: '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'.

thunkable

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 Thunkable.

Thunkable Basics

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

Design Blocks

Screen1

when Button1 Click do

Public

Control

Logic

Math

Text

Lists

Color

Device

Objects

Variables

Functions

Label1

Button1

Screen1

Any Component

Блоки, которые запускаются при возникновении каких-то условий или событий называются обработчиками

Программа для Label1



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

The screenshot shows the Thunkable app editor interface. On the left, there's a sidebar with 'Tutorials' and 'Learn to build apps' section. 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 'Нажата кнопка!'. The 'Design' tab shows a list of components: Control, Logic, Math, Text, Lists, Color, Device, Objects, Variables, Functions, Label1, Button1, Screen1, and Any Component. The 'Screen1' tab is selected, and the script is visible. The 'Public' button is in the top right corner.

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Tutorials

Learn to build apps

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

Thunkable Basics

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

Design

Blocks

Screen1

Public

when Button1 Click

do from Label1 set Text to "Нажата кнопка!"

Control

Logic

Math

Text

Lists

Color

Device

Objects

Variables

Functions

Label1

Button1

Screen1

Any Component

Программа для Button1



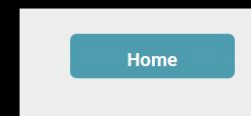
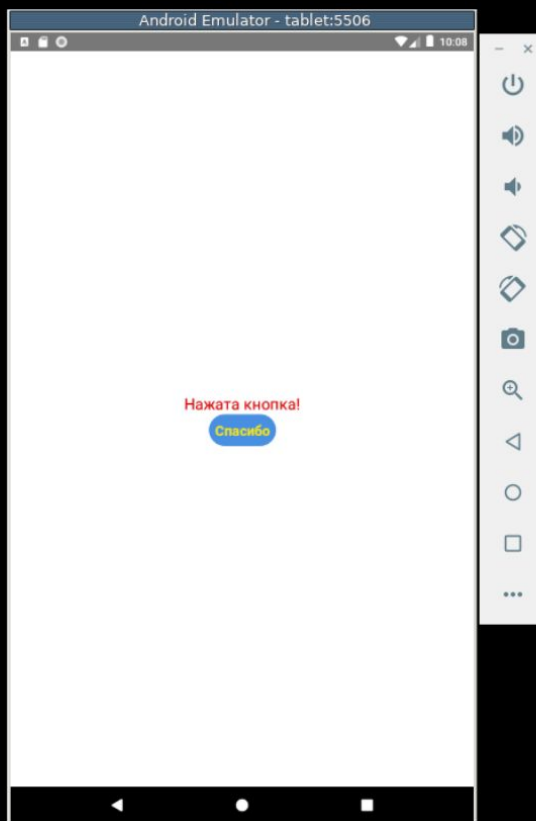
Добавьте блок в обработчик и напишите текст «Спасибо»

The screenshot shows the Thunkable app editor interface. On the left, there's a sidebar with the Thunkable logo and a 'Tutorials' section titled 'Learn to build apps' with a subtext 'Follow along with the videos below to learn how to build apps with Thunkable.' 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 two actions: 'from Label1 set Text to "Нажата кнопка!"' and 'from Button1 set Text to "Спасибо"'. The right side of the interface shows a toolbar with icons for Live Test, Share, Make Copy, Download, Publish, Help, Community, and Account. A 'Public' button is also visible. At the bottom right, there are icons for zooming in and out, and a trash can icon.

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 Thunkable web interface for building a mobile application. The central workspace shows a yellow mobile phone frame containing a text label with the text "Приветствуем Вас!" and a blue circular button labeled "ОК". A red rectangle highlights the phone frame, and a red arrow points from the "Screen1" item in the left-hand component list to this rectangle. Three yellow callout boxes with black text provide labels: "компонент Экран" (screen component) points to the phone frame, "компонент Надпись" (text component) points to the text label, and "компонент Кнопка" (button component) points to the "ОК" button. The left sidebar includes a "Tutorials" section with a "Learn to build apps" link and a "Thunkable Basics" section with various app templates. The top navigation bar includes links for "Live Test", "Share", "Make Copy", "Download", "Publish", "Help", "Community", and "Account". The right sidebar shows the "Button1" properties panel with settings for "Text Color", "Font Size", "Background Picture", and "Background Picture Resize Mode".

компонент Экран

компонент Надпись

компонент Кнопка

Добавление элементов программы



Так же можно поменять цвет экрана

The screenshot displays the Thunkable web editor interface. On the left, there is a sidebar with navigation links: "Tutorials", "Learn to build apps" (with a sub-link "Follow along with the videos below to learn how to build apps with Thunkable."), "Thunkable Basics" (expanded, showing "Platform Overview", "Translation App", "Image Recognition App", "Positioning Components", "Switching Screens and Navigators", and "Storing Information with Variables"), "Design", and "Blocks". The main workspace shows a mobile app design for "MyApp2". The "Design" tab is active, showing a central preview of a smartphone screen with a green background, the text "Приветствуем Вас!" in red, and two blue buttons labeled "ОК" and "Написать". The "Screen1" component is highlighted in the "Design" tab. On the right, the "Properties" panel for "Screen1" is open, showing the "Simple" tab. The "BackgroundColor" property is set to "rgba(184, 233, 134, 1)" and is highlighted with a red box. Other properties like "Background Picture", "Background Picture Resize Mode", "Vertical Alignment", "Horizontal Alignment", "Scrollable", and "Margin" are also visible.

Программа для Button2



Измените текст надписи на «Нажата вторая кнопка!»

The screenshot shows the Thunkable app editor interface. On the left, there's a sidebar with 'Tutorials' and 'Learn to build apps' section. The main workspace is divided into 'Design' and 'Blocks' tabs. The 'Blocks' tab is active, showing a logic block for 'Button2 Click'. The logic block contains a 'do' section with a 'set Text' block. The text to be set is 'Нажата вторая кнопка!'. The 'Design' tab shows a list of components: Control, Logic, Math, Text, Lists, Color, Device, Objects, Variables, Functions, Label1, Button1, Button2, Screen1, and Any Component. The 'Screen1' tab is also visible, showing the app's layout. The top bar includes navigation icons for Live Test, Share, Make Copy, Download, Publish, Help, Community, and Account.

Thunkable

Tutorials

Learn to build apps

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

Thunkable 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
- Button2
- Screen1
- Any Component

Blocks

Screen1

when Button1 Click

do

- from Label1 set Text to "Нажата кнопка!"
- from Button1 set Text to "Спасибо"

when Button2 Click

do

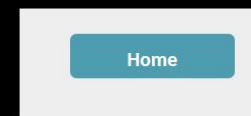
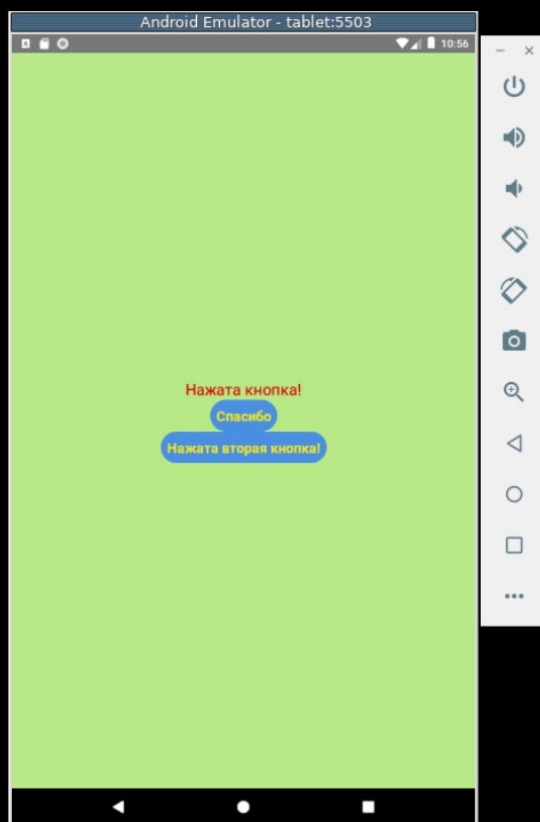
- from Button2 set Text to "Нажата вторая кнопка!"

Public

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, a sidebar contains a 'Tutorials' section with a 'Learn to build apps' link and a 'Thunkable Basics' section with links to 'Platform Overview', 'Translation App', 'Image Recognition App', 'Positioning Components', 'Switching Screens and Navigators', and 'Storing Information with Variables'. The main design area shows a mobile app screen titled 'MyApp2' with a green background. The screen contains a red box around the 'Label2' component in the 'Design' panel, a red box around the 'Label' component in the 'Add Components' panel, and a red arrow pointing from the 'Label' component to the 'Label2' component on the screen. The 'Add Components' panel also shows 'Button', 'Text Input', 'List Viewer', and 'Web Viewer' options. The right-hand properties panel for 'Label2' shows settings for 'Text' (set to 'Поздравить с днем Рождения!'), 'Font Size' (18), 'Number Of Lines', 'Color' (rgba(0,0,0,1)), 'BackgroundColor' (rgba(0,0,0,1)), 'Font Style' (Select option), and 'Font Weight' (Select option). The top navigation bar includes links for 'Live Test', 'Share', 'Make Copy', 'Download', 'Publish', 'Help', 'Community', and 'Account'.

Добавление условия в программу



Условие в данном блоке будет проверять, активен ли переключатель

The screenshot shows the Thunkable app editor interface. On the left is a sidebar with the 'thunkable' logo and a 'Tutorials' section. The main workspace is divided into 'Design' and 'Blocks' tabs. The 'Blocks' tab is active, showing a 'when' block with a 'Button1 Click' trigger. Inside the 'when' block is an 'if' condition block. The 'if' block has two branches: a 'do' branch and an 'else' branch. Three yellow callout boxes provide instructions: the first points to the 'if' block and says 'Если переключатель активен' (If the switch is active); the second points to the 'do' branch and says 'Поменять текст на поздравительную надпись' (Change the text to a congratulatory message); the third points to the 'else' branch and says 'Иначе (если не активен) выводить предыдущую надпись' (Otherwise (if not active) output the previous message). The 'Design' tab shows a simple app layout with a 'Screen1' component. The top right of the interface has various utility buttons like 'Live Test', 'Share', 'Make Copy', 'Download', 'Publish', 'Help', 'Community', and 'Account'.

thunkable

Tutorials

Learn to build apps

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

Thunkable Basics

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

Design Blocks

Screen1

Public

when Button1 Click

do if

do

else

Если переключатель активен

Поменять текст на поздравительную надпись

Иначе (если не активен) выводить предыдущую надпись

Доработка программы



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

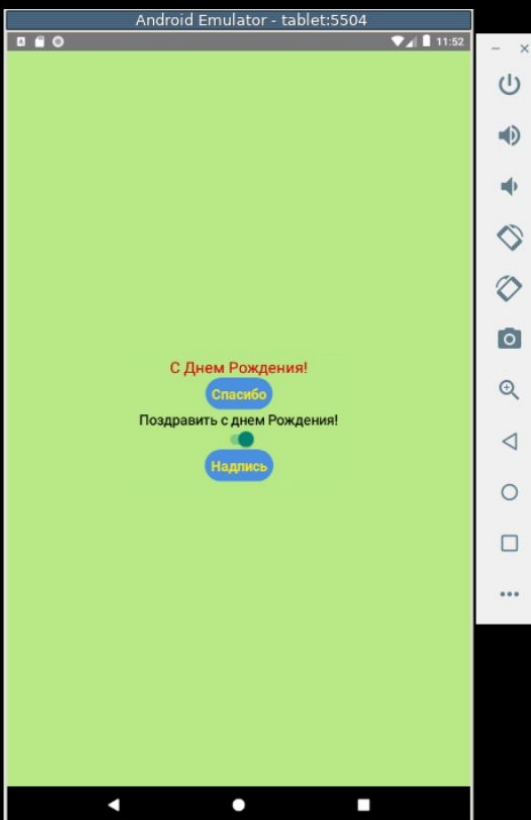
The screenshot displays the Thunkable app editor interface. On the left, the 'Tutorials' sidebar is visible, with a section titled 'Learn to build apps' and a list of tutorials including 'Platform Overview', 'Translation App', 'Image Recognition App', 'Positioning Components', 'Switching Screens and 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, and a red-bordered box around 'Label1'. 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 app's logic flow. It features two event-driven blocks: 'when Button1 Click' and 'when Button2 Click'. The 'when Button1 Click' block contains an 'if' condition 'from Switch1 get value'. If the value is true, it executes 'do from Label1 set Text to "С Днем Рождения!"'. If false, it executes 'else from Button1 set Text to "Спасибо"'. The 'when Button2 Click' block contains a 'do from Button2 set Text to "Нажата вторая кнопка!"' block. A red arrow points from the 'Label1' component in the 'Design' panel to the 'from Label1 set Text to "С Днем Рождения!"' block in the 'when Button1 Click' block.

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 Thunkable web interface for building an app. On the left, the 'Design' tab is active, showing a list of components for 'MyApp2': Label1, Button1, Label2, Switch1, Button2, and Image1. Image1 is highlighted in blue. Below this list is the 'Add Components' section with a search bar and a list of available components: Image, Photo Library, Camera, Barcode Scanner, and Image Recognizer. The central canvas shows a mobile app preview with a green background and Russian text: 'Приветствуем Вас!' (Welcome!), 'Поздравить с днем Рождения!' (Celebrate with birthday!), and buttons labeled 'ОК' (OK) and 'Написать' (Write). On the right, the 'Image1' component's properties are shown. The 'Picture' field is set to '1.gif'. The 'Picture Resize Mode' is set to 'Select option'. The 'Height' is set to 'Absolute Size' with a value of 150. The 'Width' is also set to 'Absolute Size' with a value of 150. At the bottom of the properties panel, the 'Visible' property is set to 'false', which is highlighted with a red rectangle.

Программа для изображения



Добавьте в обработчик второй кнопки вторую команду снизу

The screenshot shows the Thunkable app editor interface. On the left, there's a sidebar with 'Tutorials' and 'Learn to build apps' section. The main workspace is divided into 'Design' and 'Blocks' panels. The 'Blocks' panel shows a list of components on the left (Control, Logic, Math, Text, Lists, Color, Device, Objects, Variables, Functions) and a list of specific components (Label1, Button1, Label2, Switch1, Button2, Image1, Screen1, Any Component). The 'Image1' component is selected. The 'Screen1' panel shows the code blocks for the app. A red arrow points to the 'when Button2 Click' block, which contains two commands: 'from Button2 set Text to "Нажата вторая кнопка!"' and 'from Image1 set Visible to true'. The 'Image1' component is also visible in the 'Design' panel.

Thunkable

Tutorials

Learn to build apps

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

Thunkable Basics

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

Design

Blocks

- Control
- Logic
- Math
- Text
- Lists
- Color
- Device
- Objects
- Variables
- Functions
- Label1
- Button1
- Label2
- Switch1
- Button2
- Image1
- Screen1
- Any Component

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 Thunkable web interface. On the left, a sidebar contains navigation links: "Tutorials", "Learn to build app", "Thunkable Basics", "Platform Overview", "Translation App", "Image Recognition App", "Positioning Components", "Switching Screens and Navigation", and "Storing Information with Variables". The main area shows a live preview of a mobile app with a green background and Russian text: "С Днем Рождения!", "Спасибо", "Поздравить с днем Рождения!", and "Нажата вторая кнопка!". Below the text is an image of a heart-shaped cake with "С Днем Рождения!" written on it. On the right, a modal window titled "Preview your app on your device" is open. It contains the text "Login to the Thunkable Live app on your mobile device to preview your app as you build it." and a grid of app icons, including the Thunkable logo. Below the grid, it says "Thunkable Live is available on" and shows buttons for "Download on the App Store" and "GET IT ON Google Play". At the bottom of the modal, it says "or" and "visit [thunkable.live](\"http://thunkable.live\") on your mobile device".