Overview:
Create an App that switches from Screen1 to Screen2 and then back again. Pass data between the two screens.

Instructions:
1. Create a new project in appInventor. Create an interface similar to the one below:
2. Create the screen1 interface, then click on Screen2 and design the GUI. NOTE TinyDB!
3. When you click on Screen1 in either the designer or the Blocks Editor, you will only see the components and the blocks for Screen 1. Same for Screen 2. Name the second screen MySecondScreen. Just because you can. Add a label on each screen that tells you where you are.
4. Open the Blocks Editor. Select Screen 1.
5. Add a block that opens MySecondScreen when you click on the button that says “Go to MySecondScreen.”
6. Add a block that stores a value into TinyDB when you click on the appropriate button.
7. Add a block that opens MySecondScreen with a value. It’s a different block than simply opening a screen. Let’s make the value 7. Wouldn’t it be nice if there was a text box on the screen that let the user select what value to send? Maybe. But sometimes, it’s not the user who determines this. For instance, if there’s a game, the user’s performance on the first part of the game might determine what value is sent to the second part of the game.
9. When MySecondScreen initializes, take the “startValue” and display it in a label. This is the value that was passed to you in Step 7.
10. Also retrieve the value that you stored in TinyDB. Display this in a label. Try this once with no value stored for that tag name.
12. Submit screen shots of Blocks for both screens on Sakai for 15 points.

Some points to note:
• When you open a screen, you can specify what screen you want to open. For example, if you had a Screen3, then Screen1 could specify to open MySecondScreen or Screen3. However, when you close a screen, it always returns back to the screen that opened it.
• You can have a Button1 on Screen1 and a Button1 on Screen2, and they are completely separate components. Same for labels, textboxes, etc. However, TinyDB1 is the same for all screens, and this is one of the ways that you can pass values. Be sure to use the same “tag” on both screens to store and retrieve the value into TinyDB.