Course: Mobile Apps (Semester) l Module: Buttons and Text Boxes

Lesson 3.2: TextInput

https://codehs.com/course/4771/lesson/3.2

Description	In this lesson, students will learn how to use the TextInput component to allow users to input information into their apps.
Objective	Students will be able to: • use the TextInput component to allow users to enter text into their apps • set state values that will control the initial values in their text boxes • concatenate strings with state objects to personalize alert messages
Activities	3.2.1 Video: TextInput 3.2.2 Check for Understanding: TextInput 3.2.3 Example: Adding TextInput 3.2.4 Example: iMessage 3.2.5 Exercise: Google Search Page 3.2.6 Exercise: Feedback Form 3.2.7 Exercise: Venmo Balance Transfer Pt 2: Buttons & Input
Prior Knowledge	• Students must be familiar with React Native components and stylesheets • Students should be familiar with the concept of functions • Students should be aware of how and why TouchableHighlight components are used
Planning Notes	• Review the slides and activities for the lesson before the start of class. • Complete code review for the prior lesson exercises to identify any gaps in student understanding. • Decide if the accompanying handout will be used during the class period or as a homework assignment and print the needed number of copies.
Standards Addressed	
Teaching and Learning Strategies	**Lesson Opener:**

  - Have students brainstorm and write down answers to the discussion questions listed below. Students can work individually or in groups/pairs. Have them share their responses. [5 mins]

Activities:

  - Watch video individually or as a class and have students complete the quiz. [5-7 mins]
  - Explore the *Adding TextInput* example. [2-4 mins]
    - Change the value of the state object 'name' from 'Mikaela' to your own name. What happens on the screen?
    - Inside the first TextInput component, change all 3 places where it says 'name' to 'age'. What happens when you run the code? What happens when you enter a value into the text boxes?
  - Explore the *iMessage* example. [2-4 mins]
    - Enter a recipient and a message in the app. What happens when you click 'send'?
    - Reconstruct the alert message to read "Your message (*message*) was sent to *recipient*.
      - For example: *Your message (Hey sis!) was sent to Maggie.*
  - Students complete the *Google Search Page* exercise individually. [5-15 mins]
  - Students complete the *Feedback Form* exercise in pairs. [10-20 mins]
  - Students complete the *Venmo Balance Transfer Pt 2: Buttons & Input* exercise individually. [10-20 mins]
    - Encourage students to refer back to the *iMessage* example for help with concatenation.
  - Students can complete the *Buttons & Text Boxes* worksheet if time permits, or can complete it as a homework assignment. [7-10 mins]

Lesson Closer:

  - Have students reflect and discuss their responses to the end of class discussion questions. [5 mins]

Discussion Questions

Beginning of Class:

Find an app you use regularly. Answer the following questions about that app:

  - Is anything on the homescreen of the app clickable? If so, what is it/ what does it look like?
    - *Button, text, image, etc. (Answers may vary)*
  - What happens when you click the component?
    - *Brings you to another page, shows a message, opens another app, etc. (Answers may vary)*

End of Class:

- What special rules apply to `TouchableHighlight` components that do not apply to other components, such as `View` or `Text` components?
  - *When using a TouchableHighlight component, we need to specify what action will be performed when the button is pressed.*
- What can we make our app do when a component wrapped in a TouchableHighlight component is pressed?
  - *Show a popup alert to the user.*

Resources/Handouts	[Buttons & Text Boxes (teacher)](#) [Buttons & Text Boxes (student)](#)

Vocabulary

Term	Definition

Modification: Advanced	Modification: Special Education	Modification: English Language Learners
	- Pair programming with another student - Print out slides for students to reference	- Pair programming with another student - Print out slides for students to reference