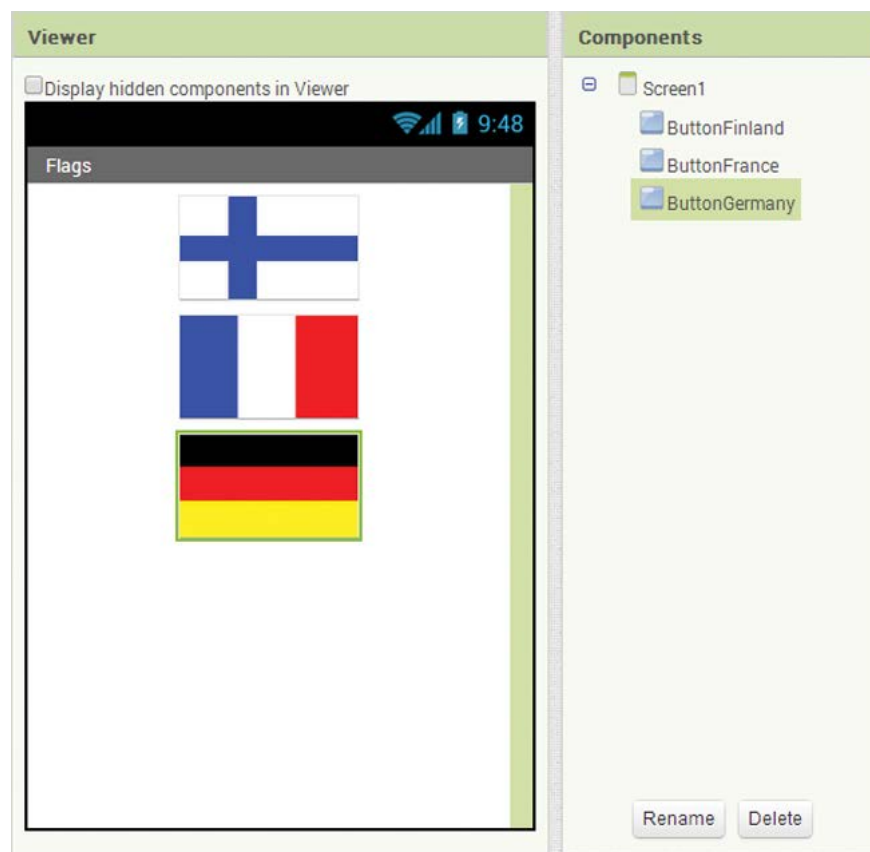


## Flags App

In this tutorial, you will create an app that displays the flags of Finland, France, and Germany on Button components. When the user clicks any of these buttons, the name of that flag's country will appear in a Label component.

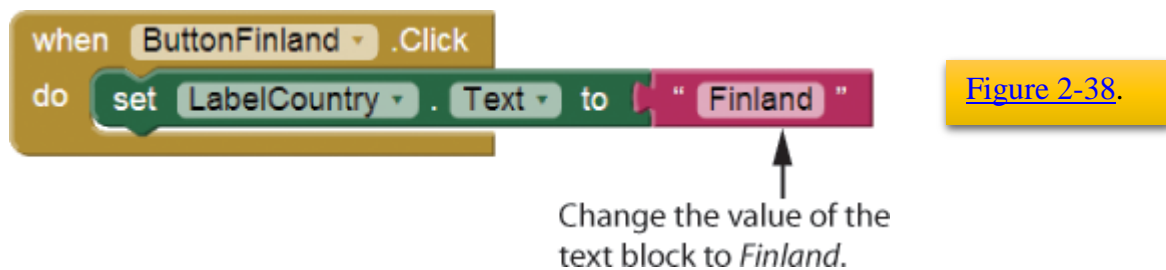
1. Step 1: Make sure you have downloaded the media files. One of the media folders that you have downloaded is named *Flags*. This folder contains the images of flags that you will use in this tutorial.
2. Step 2: Start a new App Inventor project named *Flags*.
3. Step 3: Set Screen1's Title property to *Flags* and set its **AlignHorizontal** property to *Center*.
4. Step 4: In the Media column, use the *Upload File . . .* button to upload the *Finland.png*, *France.png*, and *Germany.png* files from the *Flags* folder.
5. Step 5: Add three Button components to the screen.
6. Step 6: Change the name of the Button1 component to **ButtonFinland**. Clear the contents of its Text property and change its Image property to *Finland.png*.
7. Step 7: Change the name of the Button2 component to **ButtonFrance**. Clear the contents of its Text property and change its Image property to *France.png*.
8. Step 8: Change the name of the Button3 component to **ButtonGermany**. Clear the contents of its Text property and change its Image property to *Germany.png*. At this point, the Viewer should appear like the one below.



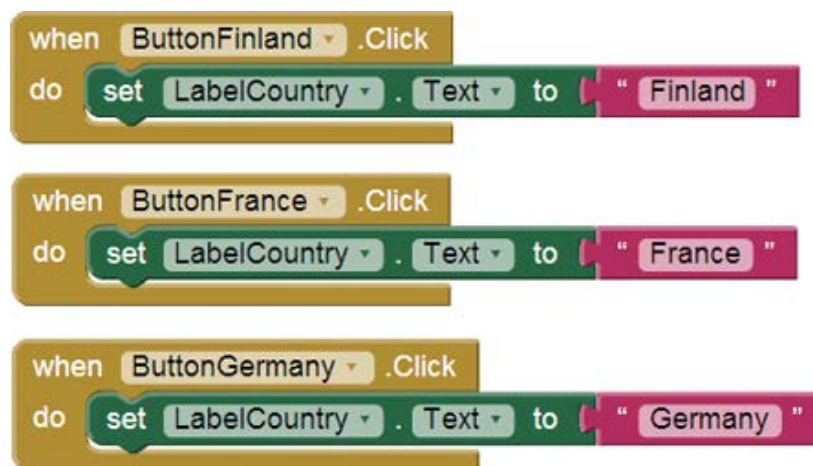
Step 9: Add a Label component below the flags. Change the component's name to **LabelCountry** and change its Text property to *Click a flag*. Change the **FontSize** property to 20 and enable the **FontBold** property.

Step 10: Open the Blocks Editor. Now you will program the Click event handler for the **ButtonFinland** button. When the user clicks the button, the app will change the **LabelCountry** component's Text property to *Finland*. Perform the following:

- In the Blocks column, click **ButtonFinland**, and then select the when **ButtonFinland.Click** do block. This creates an empty when **ButtonFinland.Click** do block in the workspace.
- In the Blocks column, click **LabelCountry**, and then select the set **LabelCountry.Text** to block. Drag the set **LabelCountry.Text** to block and snap it inside the when **ButtonFinland.Click** do block.
- In the Blocks column, under *Built-in*, click *Text*, and then select the text string block. Drag the text string block and snap it into the socket of the set **LabelCountry.Text** to block,
- Change the value of the text string block to *Finland* as shown in [Figure 2-38](#).



Step 11: Repeat the procedures that you performed in Step 10 to program the Click event handlers for the **ButtonFrance** and **ButtonGermany** components. When finished, your workspace should look similar to [Figure 2-39](#) below.



Step 12: Test your app in the emulator