

Multiple Screens

Use multiple screens in your app. Get the next screen by clicking a button.



Getting Ready

You will need the following components in your design screen:

* Screen1: Button

* Screen2: Label

Blocks Editor

(For Screen1

```
when Button1 v .Click
do open another screen screenName ( "Screen2"
```

What does it mean?

Open another screen takes in a text block. The text inside this block is the name of another screen. When the button is clicked, Screen2 will be opened.