Now, let's look at the code for our app:

Once we've finished the layout, let's now look at how to create the code and make our app workable.

For that:

1. Click on the **Blocks** button (right side of the screen).
2. On the **Blocks** screen, create the first block according to **Figure 8**:

Figure 8 – First Block.

This first block tells us the following:

When the **Select Bluetooth** button is clicked, a list of all Bluetooth devices available on your phone will be shown. You should click on the Bluetooth for the project.

1. Now create the second block according to **Figure 9**:

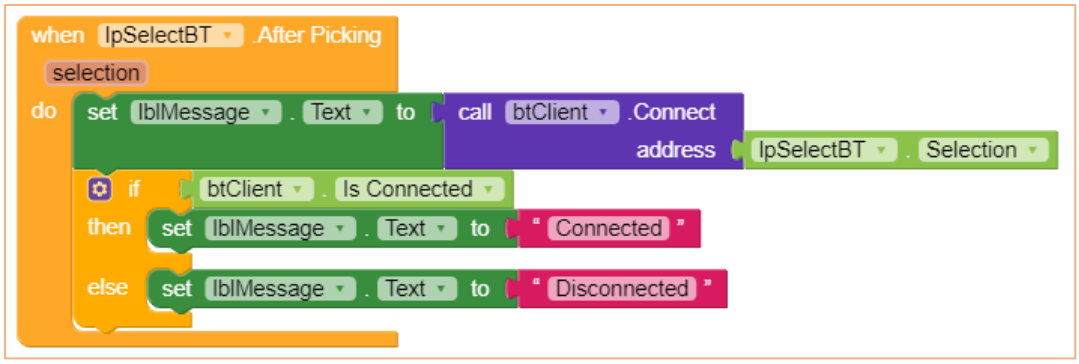

Figure 9 – Second Block.

This second block tells us the following:

After selecting the corresponding Bluetooth, it will be checked if the connection was successful. If so, the message "**Connected**" will be shown on the label, otherwise, the message "**Disconnected**" will be shown.

1. Now create the next block according to **Figure 10**:

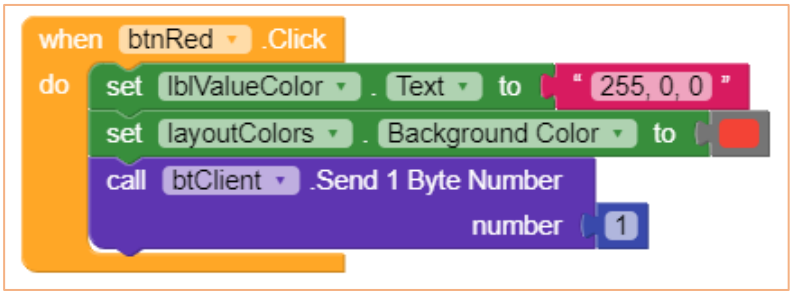

Figure 10 – Block referring to the btnRed button.

This block tells us the following:

When the **btnRed** button is clicked, the red color will be shown as a background in the **layoutColors** component and its respective decimal value in the **lblValueColor** label, and at the same time the application's Bluetooth will send the numerical value "**1**" to Arduino's Bluetooth.

1. Now create the next block according to **Figure 11**:

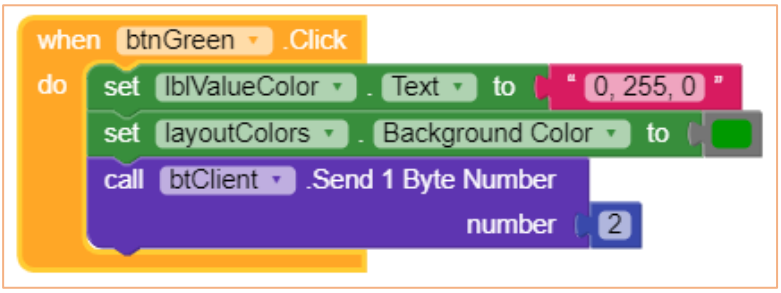

Figure 11 – Block referring to the btnGreen button.

This block tells us the following:

When the **btnGreen** button is clicked, the green color will be shown as a background in the **layoutColors** component and its respective decimal value in the **lblValueColor** label, and at the same time the application's Bluetooth will send the numerical value "**2**" to Arduino's Bluetooth.

1. Now create the next block according to **Figure 12**:

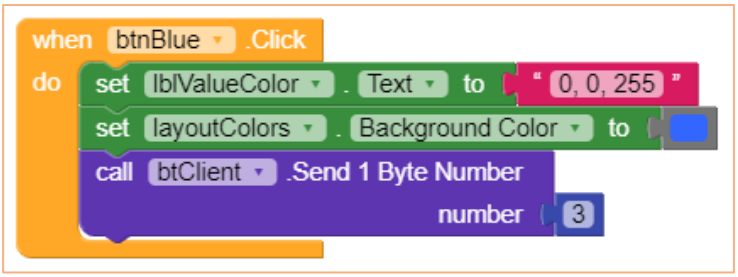

Figure 12 – Block referring to the btnBlue button.

This block tells us the following:

When the **btnBlue** button is clicked, the blue color will be shown as the background in the **layoutColors** component and its respective decimal value in the **lblValueColor** label, and at the same time the application's Bluetooth will send the numerical value "**3**" to the Bluetooth of the Arduino.

1. Now create the next block according to **Figure 13**:

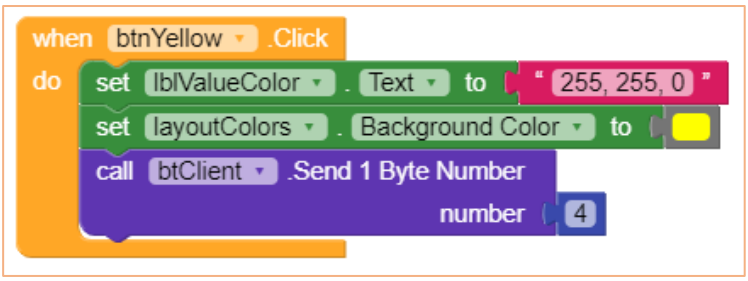

Figure 13 – Block referring to the btnYellow button.

This block tells us the following:

When the **btnYellow** button is clicked, the yellow color will be shown as a background in the **layoutColors** component and its respective decimal value in the **lblValueColor** label, and at the same time the application's Bluetooth will send the numerical value "**4**" to Arduino's Bluetooth.

1. Now create the next block according to **Figure 14**:

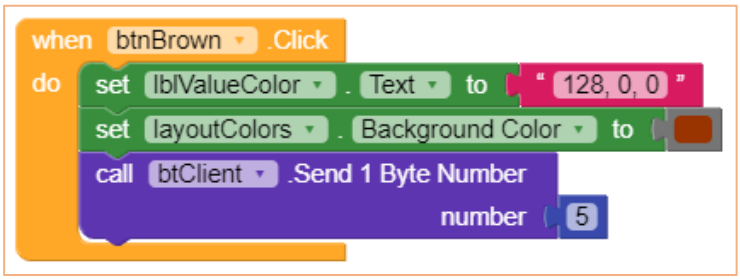

Figure 14 – Block referring to the btnBrown button.

This block tells us the following:

When the **btnBrown** button is clicked, the brown color will be shown as a background in the **layoutColors** component and its respective decimal value in the **lblValueColor** label, and at the same time the application's Bluetooth will send the numeric value "**5**" to Arduino's Bluetooth.

1. Now create the next block according to **Figure 15**:

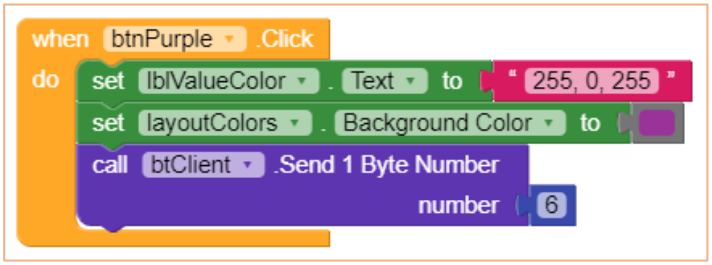

Figure 15 – Block referring to the btnPurple button.

This block tells us the following:

When the **btnPurple** button is clicked, the lilac color will be shown as a background in the **layoutColors** component and its respective decimal value in the

lblValueColor label, and at the same time the application's Bluetooth will send the numeric value "**6**" to the Bluetooth of the Arduino.

1. Finally, create the last block according to **Figure 16**:

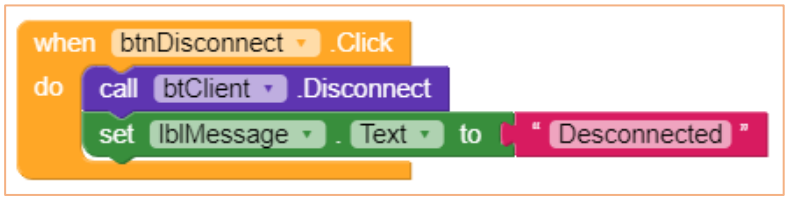

Figure 16 – Block referring to the btnDisconnect button.

This block tells us the following:

When the **btnDisconnect** button is clicked, Bluetooth will be disconnected.

Download the files .**aia** and .**apk** from the link:

www.simuladosetutoriais.com/arquivos_projetos/KodularLEDRGBluetoothEnglish.aia

www.simuladosetutoriais.com/arquivos_projetos/KodularLEDRGBluetoothEnglish.apk