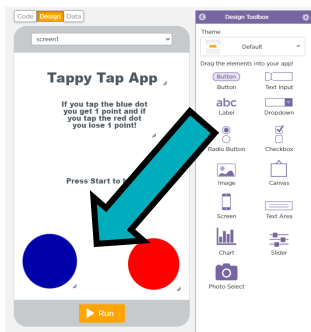


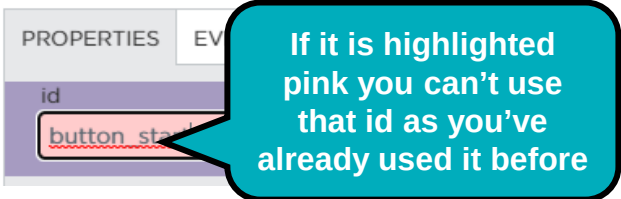
App Lab Cribsheet

Creating a button to go to a new screen

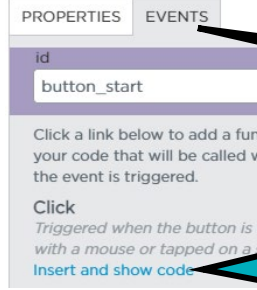
1 Drag a **Button** onto the canvas



2 Rename the **id** to something unique, memorable and relevant

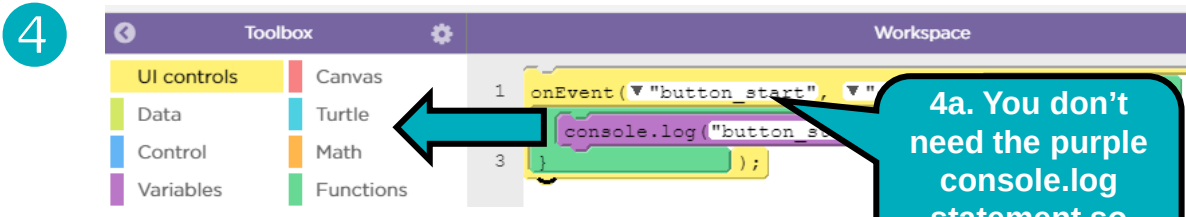


3a. Select the **Events** tab

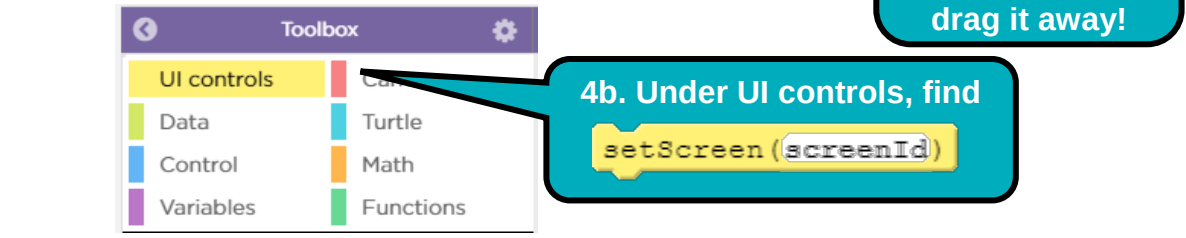


3b. Press the link

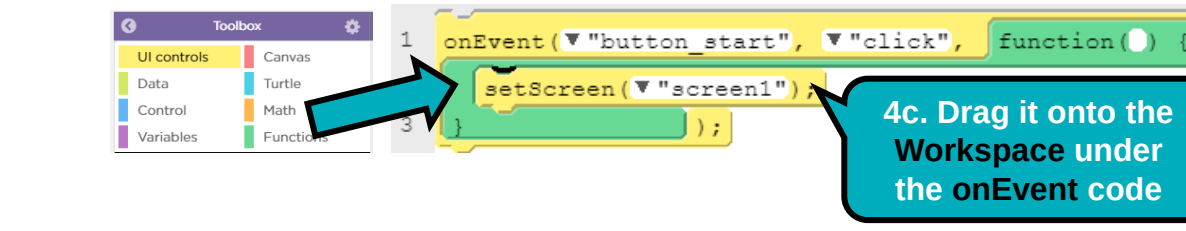
4



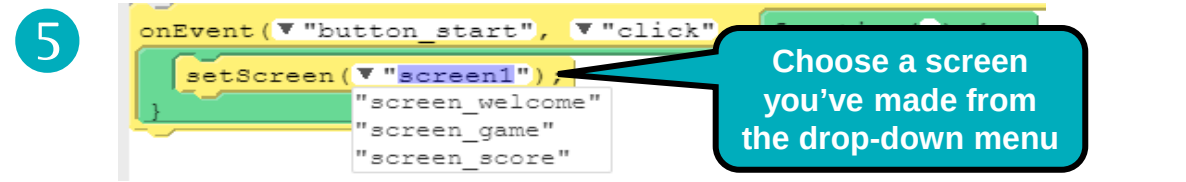
4b. Under UI controls, find `setScreen(screenId)`



4c. Drag it onto the Workspace under the onEvent code



5



6

