

Technical Elements - Eco-Point

The platform was used to develop the EcoPoint application. **MIT App Inventor**, which operates with a block-based programming language. This tool was chosen for its accessibility, intuitive interface, and efficiency in developing functional applications, especially those focused on social and sustainable solutions.

Furthermore, the platform allows for the development of applications even without advanced knowledge of text programming, which promotes learning and team productivity. In this context, the use of MIT App Inventor proved suitable for the development of EcoPoint, ensuring practicality and organization in the creation process.

The use of this technology enabled the integration of several essential functionalities into the application, such as:

- **Geolocation**: allowing the user to locate electronic waste disposal points near their location;
 - **Simple, intuitive, and interactive interface**: providing an accessible and efficient experience;
 - **Navigation system**: between screens, including login, interactive map and information area;
 - **Organized data structure**: making the application easier to operate and maintain.
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Application source code

The EcoPoint source code was developed entirely within the MIT App Inventor platform itself, using logic blocks that represent programming commands. This model allows for a clear visualization of the system's logic, contributing to the understanding, testing, and potential improvements of the application.

Stage 1: Platform used

During the project submission phase, the APP INVENTOR option was selected, as this was the technology used throughout the application's development. This choice ensures the compatibility of the source code with the platform used.

Step 2: Sending the source code

The source code was exported directly from the platform in a compatible format (.aia), the standard file format for MIT App Inventor. This file contains all the elements necessary for running and analyzing the application, including:

The entire system structure;

- The developed screens and their settings;
- The programming blocks used;
- Components and features integrated into the application.