

uplifting orange tortillas

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App.js

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App.js

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README.md

```
1 import React, { useState } from 'react';
2 import { View, Text, StyleSheet, TouchableOpacity, Dimensions } from 'react-native';
3
4 export default function App() {
5   const screenWidth = Dimensions.get('window').width;
6   const circleSize = 50;
7
8   const [started, setStarted] = useState(false);
9   const [gameOver, setGameOver] = useState(false);
10  const [circlePosition, setCirclePosition] = useState(screenWidth / 2 - circleSize / 2);
11
12  const moveLeft = () => {
13    setCirclePosition(prev => Math.max(0, prev - 20));
14  };
15
16  const moveRight = () => {
17    setCirclePosition(prev => Math.min(screenWidth - circleSize, prev + 20));
18  };
19
20  const finishGame = () => {
21    setGameOver(true);
22  };
23
24  if (!started) {
25    return (
26      <View style={styles.container}>
27        <TouchableOpacity style={styles.startButton} onPress={() => setStarted(true)}>
28          <Text style={styles.buttonText}>Start</Text>
29        </TouchableOpacity>
30      </View>
31    );
32  }
33
34  if (gameOver) {
35    return (
36      <View style={styles.container}>
37        <Text style={styles.gameOverText}>Game Over</Text>
38      </View>
39    );
40  }
41
42  return (
43    <View style={styles.container}>
44      <View
45        style={[
46          styles.circle,
47          { left: circlePosition },
48        ]>
49      </View>
50      <View style={styles.buttonRow}>
51        <TouchableOpacity style={styles.controlButton} onPress={moveLeft}>
52          <Text style={styles.buttonText}><<</Text>
53        </TouchableOpacity>
54        <TouchableOpacity style={styles.controlButton} onPress={finishGame}>
55          <Text style={styles.buttonText}>Finish</Text>
56        </TouchableOpacity>
57        <TouchableOpacity style={styles.controlButton} onPress={moveRight}>
58          <Text style={styles.buttonText}>>></Text>
59        </TouchableOpacity>
60      </View>
61    </View>
62  );
63 }
64
```

Expo Docs

Save

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Start

No errors

Prettier {} Editor Expo v54.0.0 Devices Preview

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50 <View style={styles.buttonRow}>
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58     <Text style={styles.buttonText}></Text>
59   </TouchableOpacity>
60 </View>
61 </View>
62 );
63 }
64
65 const styles = StyleSheet.create({
66   container: {
67     flex: 1,
68     justifyContent: 'flex-end',
69     alignItems: 'center',
70     backgroundColor: '#f0f0f0',
71     paddingBottom: 50,
72   },
73   startButton: {
74     backgroundColor: '#4CAF50',
75     paddingVertical: 15,
76     paddingHorizontal: 40,
77     borderRadius: 10,
78   },
79   buttonText: {
80     fontSize: 20,
81     color: 'white',
82     fontWeight: 'bold',
83   },
84   circle: {
85     position: 'absolute',
86     bottom: 150,
87     width: 50,
88     height: 50,
89     borderRadius: 25,
90     backgroundColor: 'tomato',
91   },
92   buttonRow: {
93     flexDirection: 'row',
94     justifyContent: 'space-between',
95     width: '80%',
96     marginTop: 20,
97   },
98   controlButton: {
99     backgroundColor: '#2196F3',
100     paddingVertical: 15,
101     paddingHorizontal: 20,
102     borderRadius: 10,
103     marginHorizontal: 10,
104   },
105   gameOverText: {
106     fontSize: 32,
107     fontWeight: 'bold',
108     color: 'red',
109   },
110 });
111
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Game Over