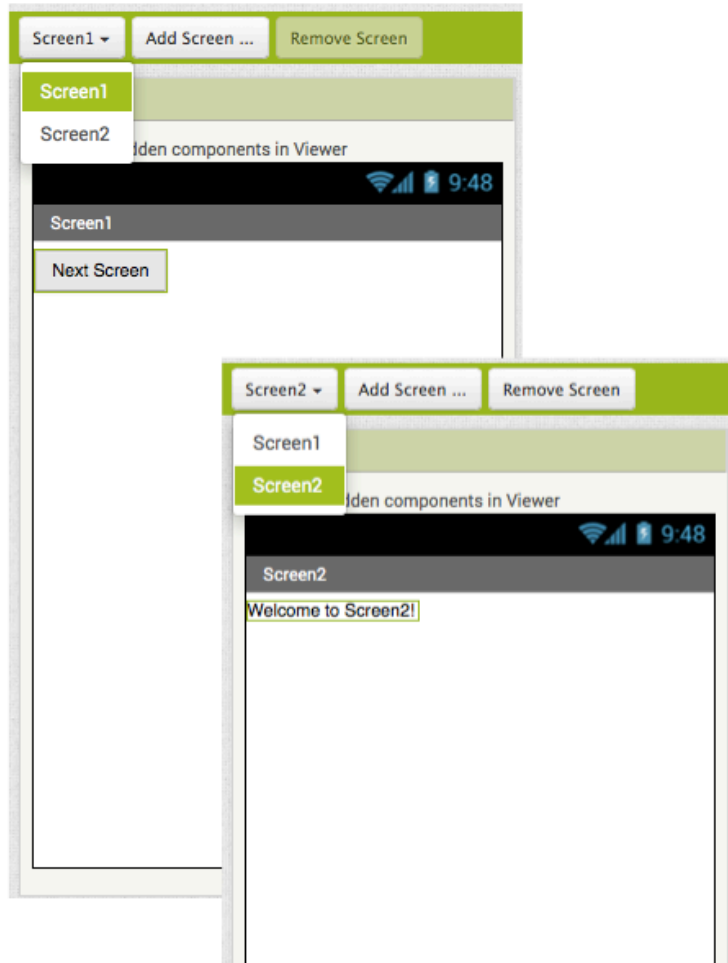# Multiple Screens

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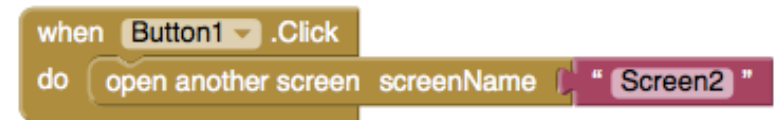Get the next screen by clicking a button.

Getting Ready

You will need these components in your design screens:
- **Screen1 : Button**
- **Screen2: Label**

Blocks Editor

(For Screen1)

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.