AppInventor

# What is App Inventor?

App Inventor lets you develop applications for Android phones using a web browser and either a connected phone or emulator. The App Inventor servers store your work and help you keep track of your projects.



You build apps by working with:

* The *App Inventor Designer*, where you select the components for your app.
* The *App Inventor Blocks Editor*, where you assemble program blocks that specify how the components should behave. You assemble programs visually, fitting pieces together like pieces of a puzzle.
* Screen shots with explanations can be found at <http://appinventor.mit.edu/explore/designer-blocks.html>

# Your First App

## HelloPurr

### Design the Screen

1. Go to the AppInventor2 site: <http://ai2.appinventor.mit.edu/>
2. Create a new project and call it HelloPurr
3. Click on Learn and choose Hello Purr
	1. Right-click on the Kitty Picture and save the link
	2. Right-click on the Meow sound and save the link
4. Return to the AppInventor site. You can return to the detailed HelloPurr instructions at any time.
	1. Add a button to the designer window and change the button properties as follows:
		1. Button image to kitty.png
		2. Clear the button text
		3. Change the button width to ‘Fill Parent’
		4. Change the button height to ‘Fill Parent’
	2. Add a label under the image and change its properties
		1. Font size = 30
		2. Text colour to yellow
		3. Background colour to blue
	3. Add some Media – Sound
		1. Change the sound property to the meow sound

### Handle Events

1. Open the Blocks Editor – save the ‘jnlp’ file and then run it
	1. WAIT
	2. Select MyBlocks from the palette and find the button click EVENT. Drag this block onto the editor
	THIS IS AN EVENT HANDLER
	3. When the App is running and thebutton is clicked, we want the COMMAND play sound to execute. Drag this block *inside* the EVENT HANDLER block.

	
2. Save the App. It’s complete!

# GREEN BLOCKS ARE EVENT HANDLERS

# PURPLE BLOCKS ARE COMMANDS

### Send the App to the Phone Emulator

1. In the Blocks Editor select ‘New Emulator’
	1. WAIT, WAIT, WAIT. Swipe the phone screen when you can see it.
	2. Back to the Blocks Editor and select ‘Connect to Device’. The device is Emulator – 5554
2. When the cat appears on the phone screen, the App is running! Click on the screen

Exercises

1. Find a different sound and use this instead of the Meow. Any mp3 will do.
2. Find another image of similar size ( about 294 x 270 pixels ) and replace Kitty
3. Change the screen title from Screen 1 to Cute Kitty
4. As well as playing a sound when the ‘button’ is clicked, get the phone to vibrate.
5. Get the App to handle another event (add another event to the Blocks Editor. Get the cat to purr when the phone is shaken.