Orientation

Wednesday, 13 February 2013
9:51 AM

Need Gmail account - uses Google authentication

Originally a GOOGLE application, abandoned and taken up by Massachusetts Institute of Technology (MIT) as a great way to learn beginning app development

Based around OBJECTS (components), PROPERTIES and EVENTS, like most modern programming languages

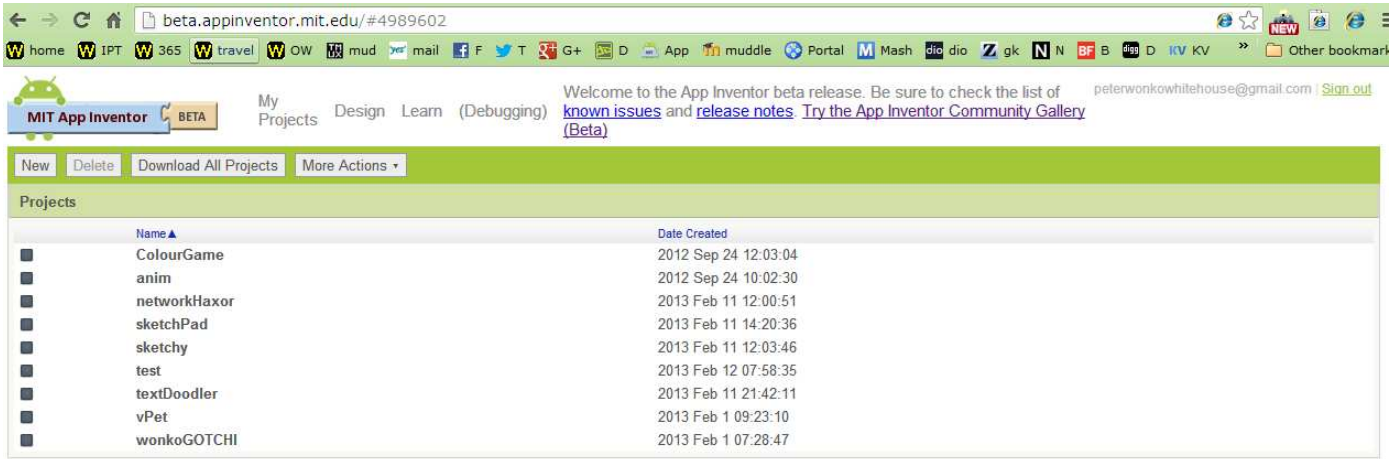
OBJECTS can be

- VISIBLE - like buttons, images, sliders
- INVISIBLE - like timers, sensors (like accellerometer),list pickers, activity launchers, cameras etc

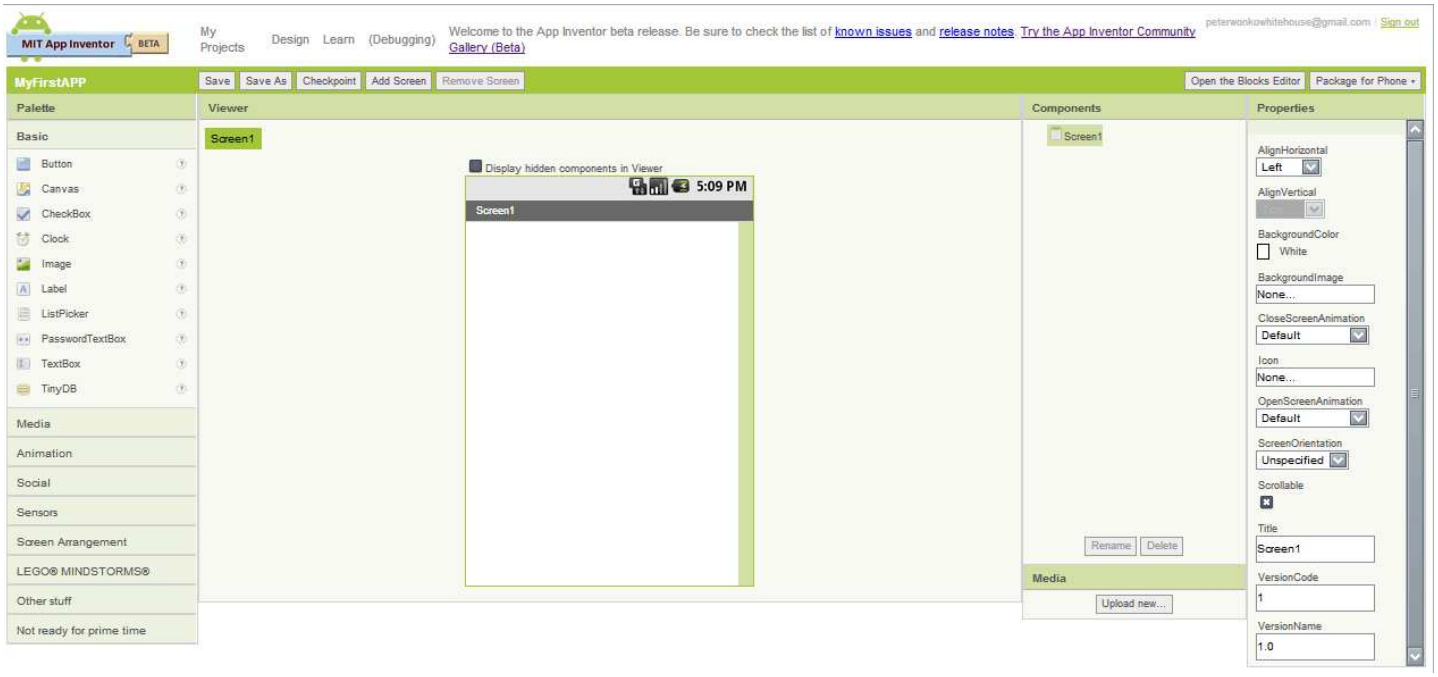
PROPERTIES can be

- TEXT values (like labels, button captions, list values etc
- NUMBERS that can be used in sums, expressions
- COLOURS (set RGB colour combinations)
- LIST ITEMS - made up lists of things that are useful for the app

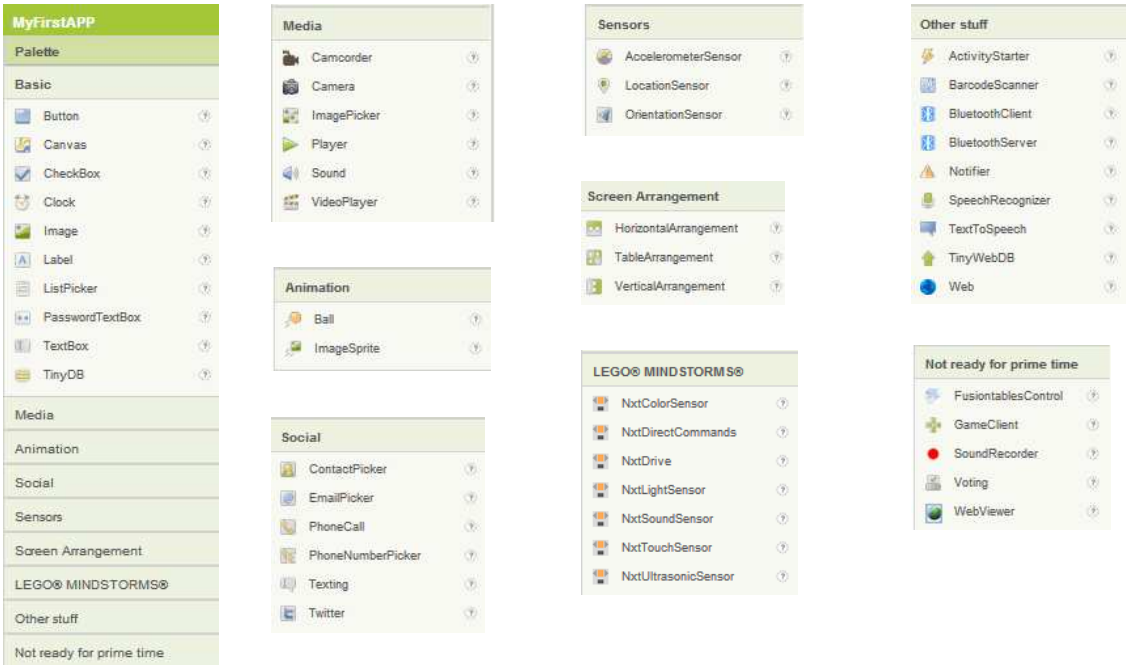
The **CONSOLE** lists your apps, lets you MAKE and EXPORT apps:



If we make a NEW app, we get taken to the **SCREEN EDITOR**:

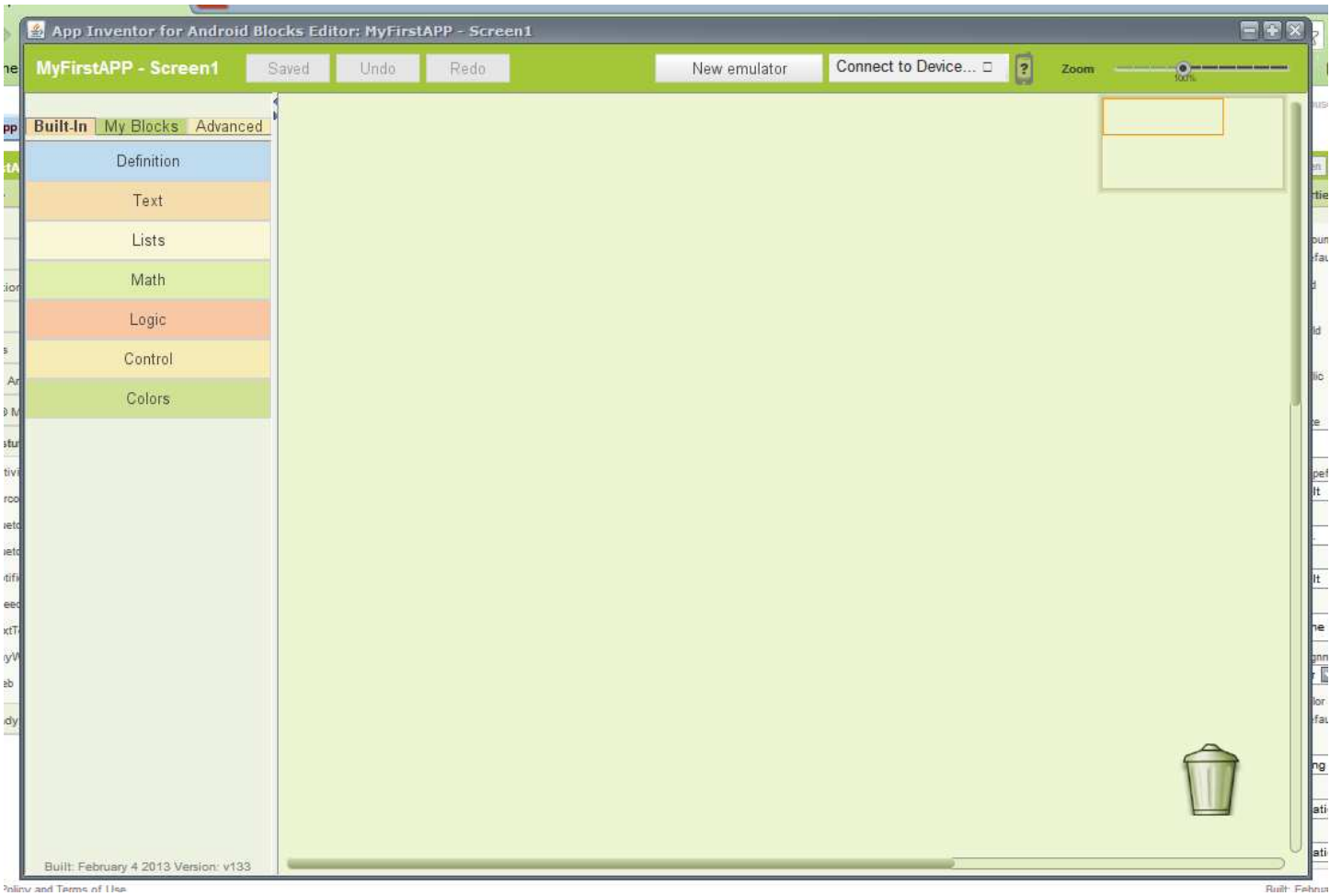


To the left are **Palettes of COMPONENTS** that can be added to the APP screen:

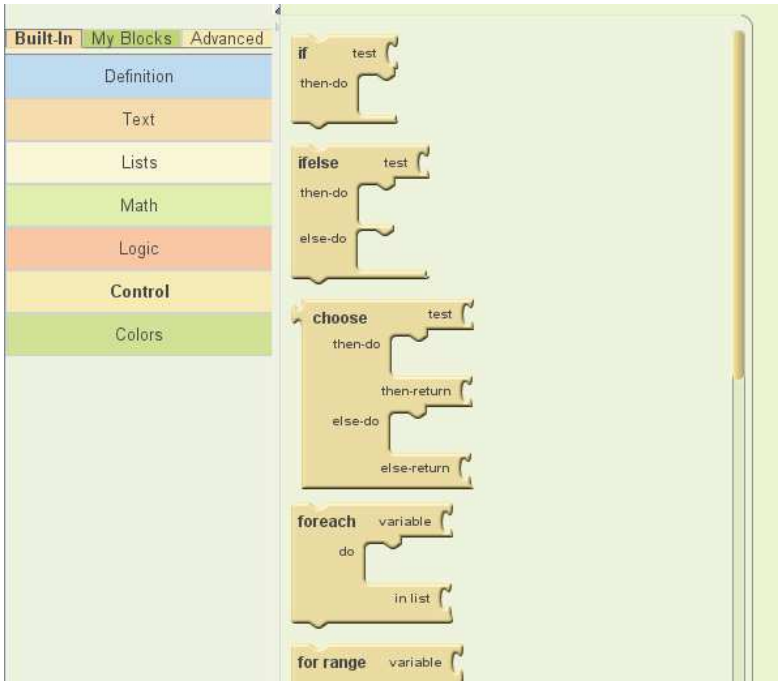


When you place a **COMPONENT** on the **SCREEN**, the **PROPERTIES** reflect ***characteristics*** of that object you can tweak at *Design Time*:

Once you have assembled your INTERFACE components, it is time to PROGRAM their actions - we do this in the **BLOCKS EDITOR**:



This editor lets us choose events (SYSTEM and COMPONENT) and parts of expressions, using jigsaw techniques to plug things together:



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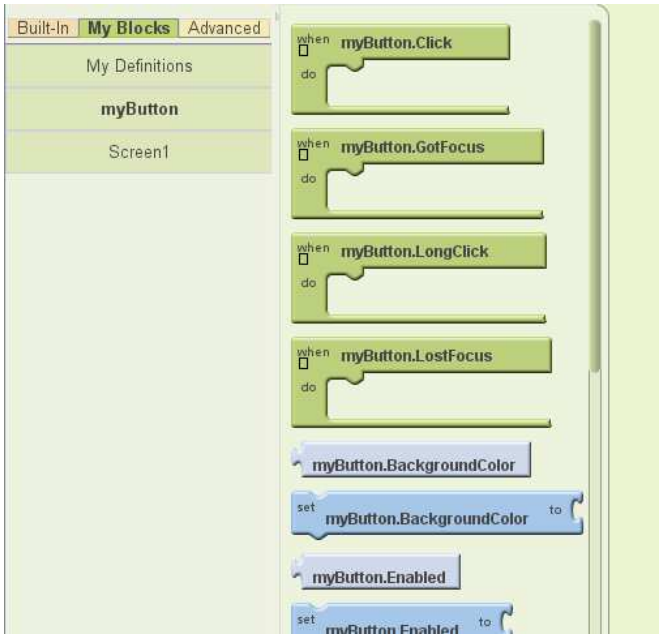
And access to YOUR OBJECTS and the things they can do:



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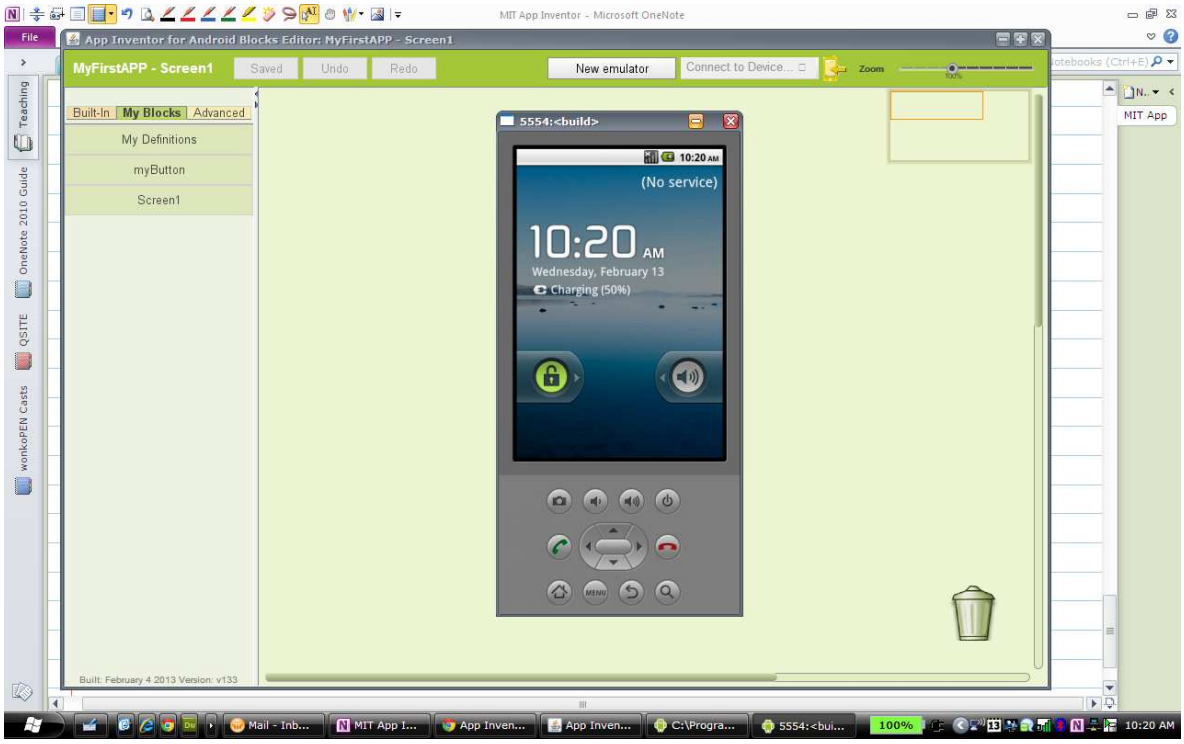
Once we have our program even tahdlers written, we launch an EMULATOR, connect our program to it and TEST the APP:



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