

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

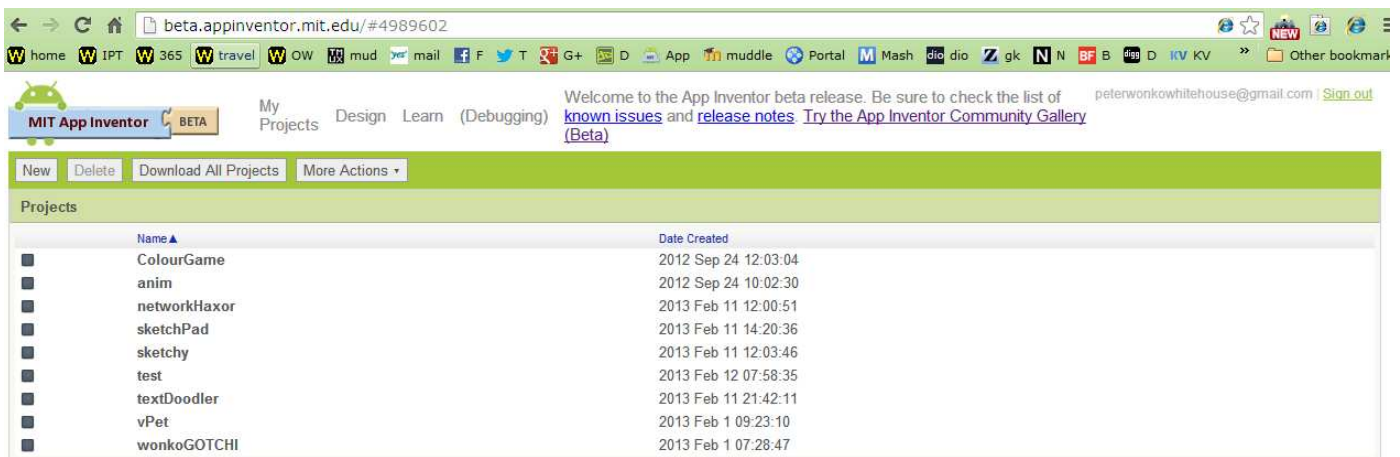
OBJECTS can be

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

PROPERTIES can be

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

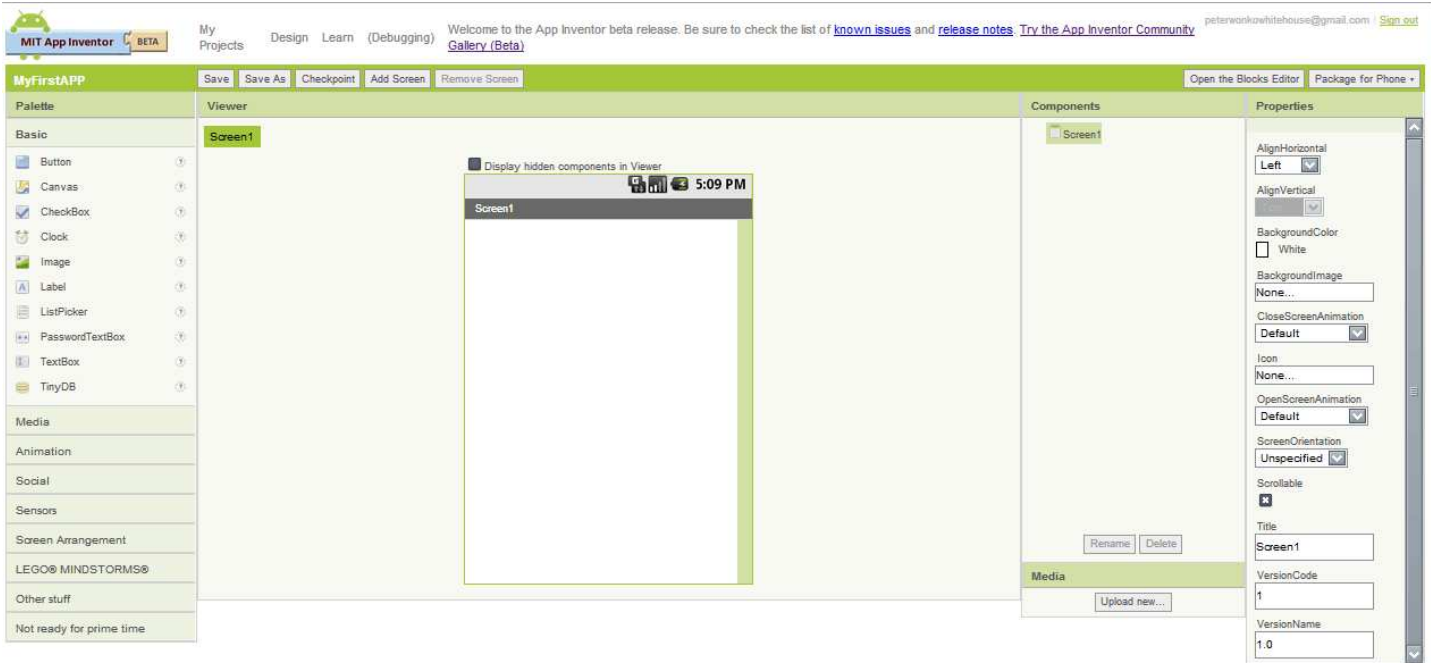
The **CONSOLE** lists your apps, lets you MAKE and EXPORT apps:



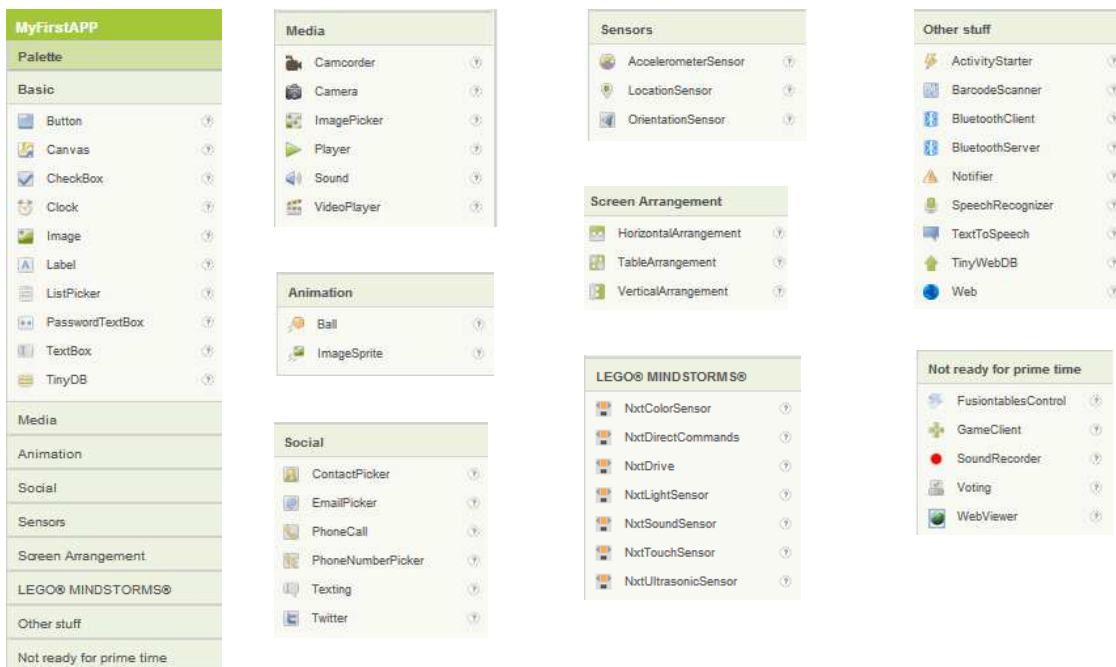
The screenshot shows the MIT App Inventor beta interface in a web browser. The address bar shows the URL: beta.appinventor.mit.edu/#4989602. The page header includes the MIT App Inventor logo, a 'BETA' badge, and navigation links: My Projects, Design, Learn, and (Debugging). A welcome message reads: 'Welcome to the App Inventor beta release. Be sure to check the list of [known issues](#) and [release notes](#). [Try the App Inventor Community Gallery \(Beta\)](#)'. The user's email address, peterwonkowitzhouse@gmail.com, and a 'Sign out' link are also visible. Below the header is a toolbar with buttons for 'New', 'Delete', 'Download All Projects', and 'More Actions'. The main content area is titled 'Projects' and contains a table with two columns: 'Name' and 'Date Created'. The table lists several projects with their creation dates.

Name	Date Created
ColourGame	2012 Sep 24 12:03:04
anim	2012 Sep 24 10:02:30
networkHaxor	2013 Feb 11 12:00:51
sketchPad	2013 Feb 11 14:20:36
sketchy	2013 Feb 11 12:03:46
test	2013 Feb 12 07:58:35
textDoodler	2013 Feb 11 21:42:11
vPet	2013 Feb 1 09:23:10
wonkoGOTCHI	2013 Feb 1 07:28:47

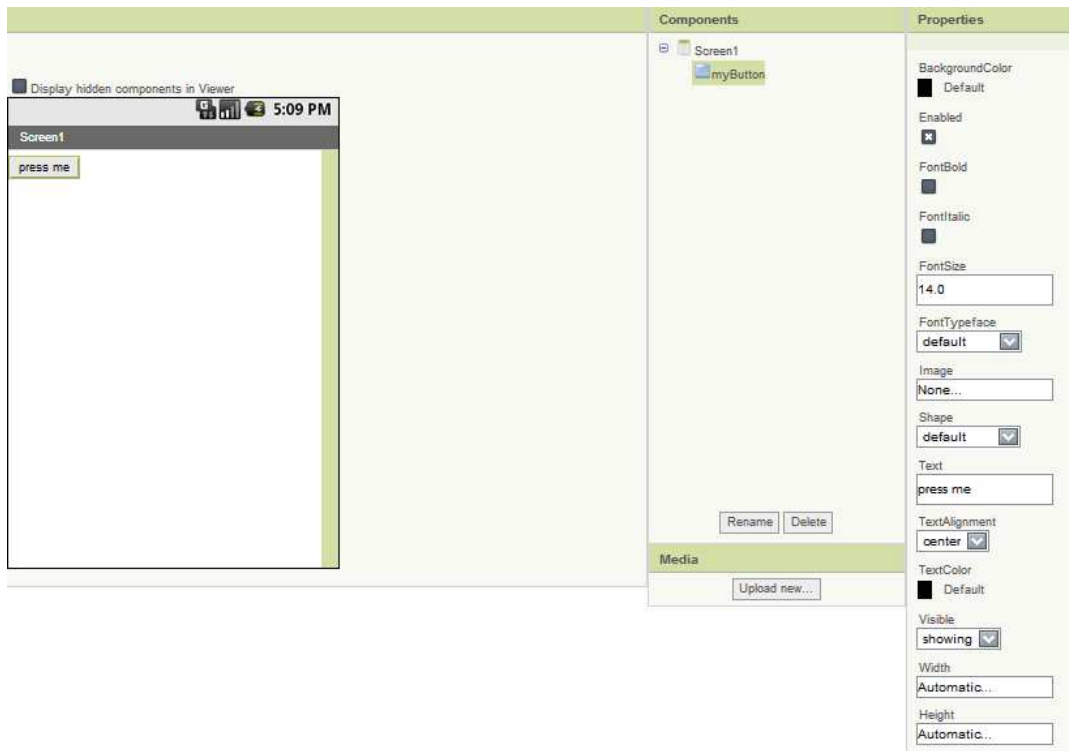
If we make a NEW app, we get taken to the **SCREEN EDITOR**:



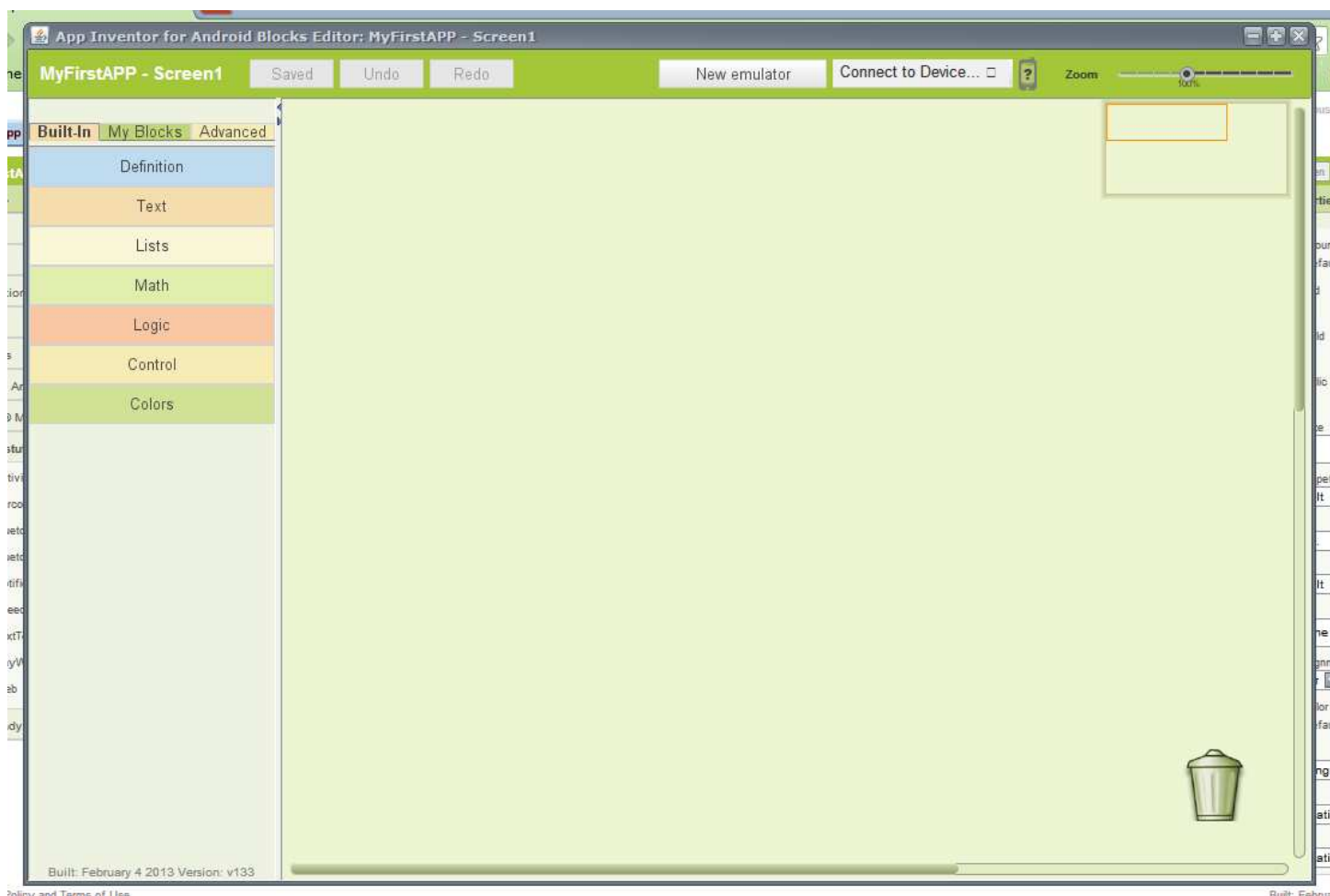
To the left are **Palettes of COMPONENTS** that can be added to the APP screen:



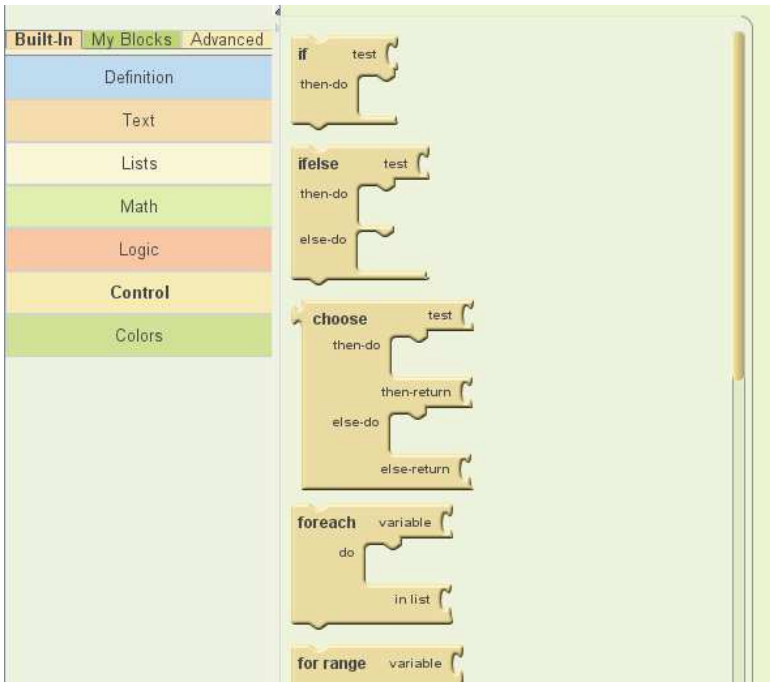
When you place a **COMPONENT** on the **SCREEN**, the **PROPERTIES** reflect *characteristics* of that object you can tweak at *Design Time*:



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

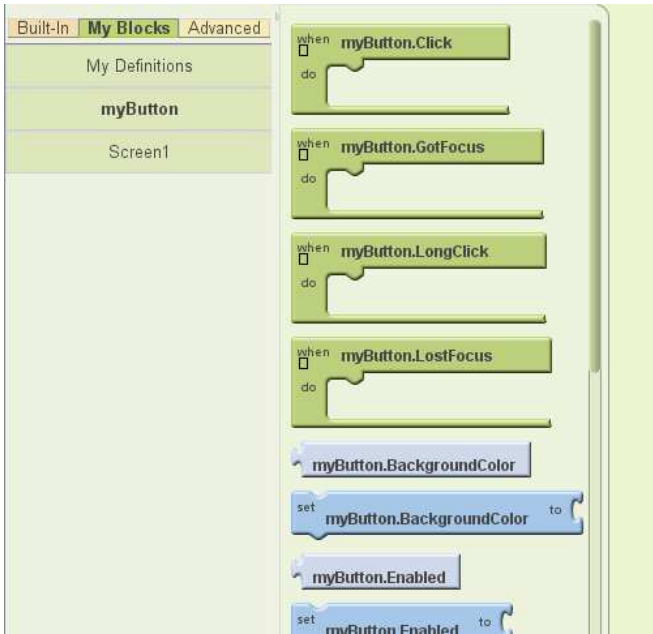


This editor lets us choose events (SYSTEM and COMPONENT) and parts of expressions, using jigsaw techniques to plug things together:



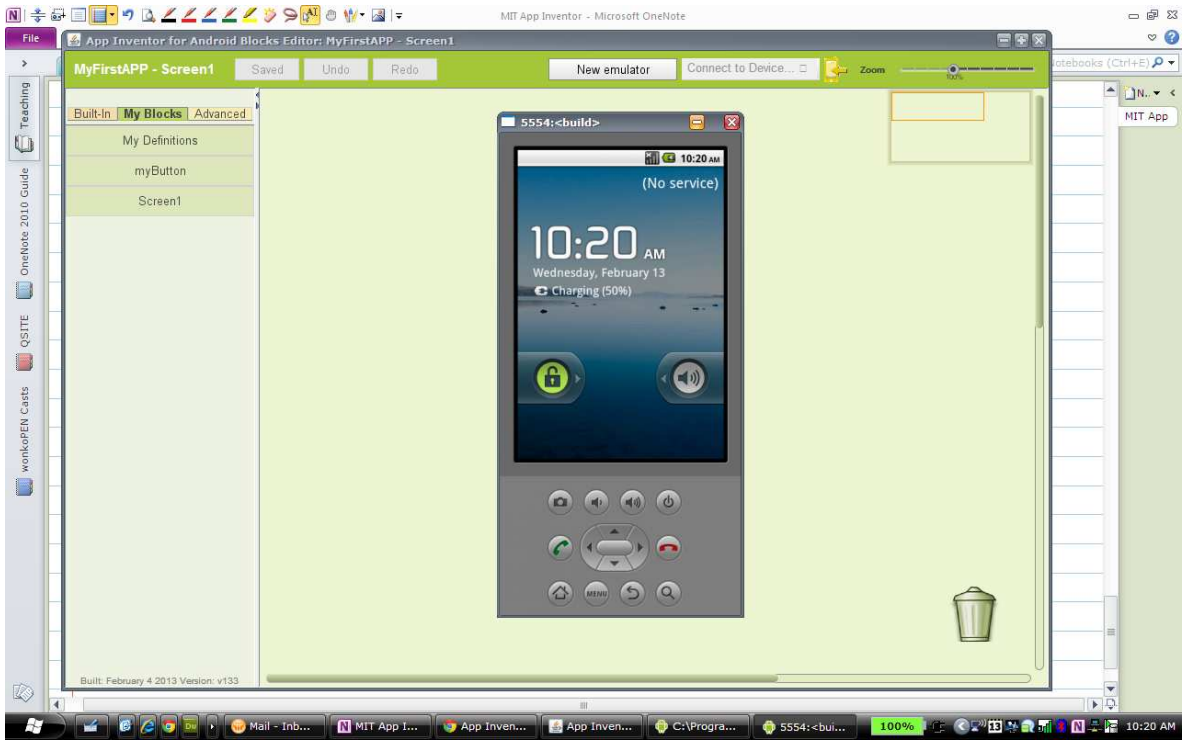
Screen clipping taken: 13/02/2013 10:18 AM

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



Screen clipping taken: 13/02/2013 10:18 AM

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



Screen clipping taken: 13/02/2013 10:21 AM