AppInventor

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What is an App?

- The word "app" is an abbreviation for "application."
- It's a piece of software that can run through a web browser on your computer, on a smartphone phone, tablet, or other electronic devices.
- An app is essentially a piece of software.
- Apps were most commonly used to take pictures, send or receive text messages, access the Internet or play games.
- App are very easy to use because they are inexpensive and can easily be downloaded, accessed, and deleted.
Why do we Need Apps?

- Nowadays, we carry our smartphones everywhere.
- So if we need to access a certain software while on the go, apps allow us to access information, connect with others, or just for leisure and fun.
- Apps also allow for greater personalization than websites and some apps offer the option to work offline without wifi or data.
What is AppInventor?

- AppInventor is a software Developed by M.I.T. and Google.
- Its main goal is to give people the opportunity to program and design their own apps.
- Additionally, you do not need to have much C.S. experience to code an app on the software.
- App Inventor takes fundamental coding concepts down into simple blocks that almost anyone can understand.
How to use AppInventor

- MIT App Inventor is a visual programming environment that allows everyone, even kids, to build apps for smartphones and tablets.
- Those new to App Inventor can have a simple app up and running in very little time.
- Despite the easy coding language, AppInventor uses C.S. concepts that carry over to many other advanced coding languages.
Here is an introductory program that was created on MIT AppInventor. The program is quite simple, when Button1 is clicked or pressed, it will play a sound, in this case Sound1.

AppInventor allows for easy programming without having to learning a new language or deal with tough syntax errors.
AppInventor provides two different interfaces...

- “designer page”,

Designing appearance app and add components, lets see how the app will look when ran

- “blocks”

introduces the user to the programming aspect of AppInventor, uses connecting blocks for program
when Canvas1::Dragged
  startX startX
  startY startY
  prevX prevX
  prevY prevY
  currentX currentX
  currentY currentY
  draggedAnySprite
  do
    call Canvas1::DrawLine
    x1 get prevX
    y1 get prevY
    x2 get currentX
    y2 get currentY

when Canvas1::Touched
  x x
touchedAnySprite
  y y
do
  call Canvas1::DrawCircle
  centerX get x
  centerY get y
  radius 30
  fill false

when Button1::Click
do
  call Canvas1::Clear
Now let's try our games out!
Why use AppInventor?

- AppInventor combines easy to use programming blocks with the fun and excitement of creating an app of your own.
- AppInventor is free to use and allows the user to sell their apps in the Google Play store.
- Over 22 million apps have been created with AppInventor and thousands of people have been introduced to C.S. through AppInventor.
- If you wish to make your own apps without having to learn a new language, we recommend you give AppInventor a try.
“I really enjoy using AppInventor because it’s an easy-to-use coding experience.”-Sanya Goenka

“AppInventor is a straightforward way to code that anyone can use.”-Brigid McCarron

“I really enjoyed using AppInventor and learning how to solve certain issues in a group. Getting to know what really went on behind-the-scenes of my favorite apps in a basic way was very interesting.” - Mahathi Gopinathan