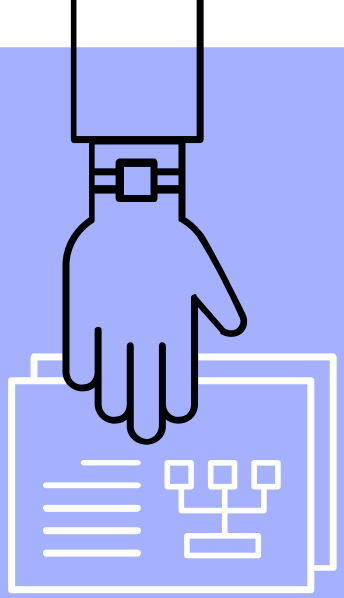
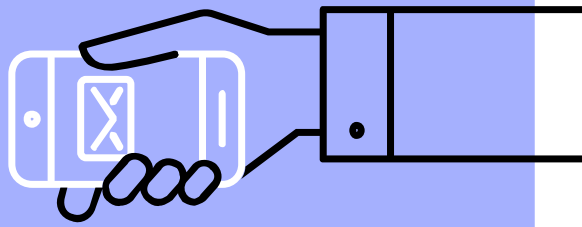
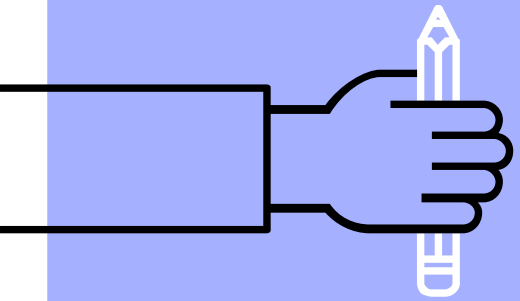
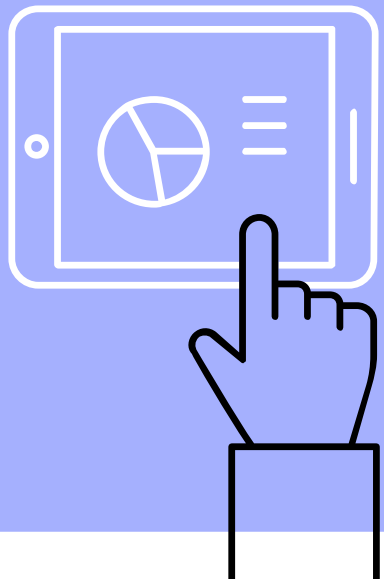




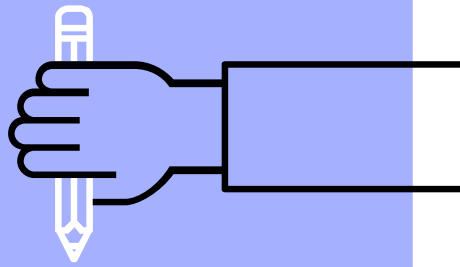
APP INVENTOR

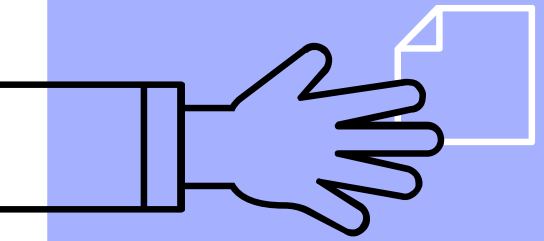
By Alicia, Vaishnavi, and Yoomin





About App Inventor





What is App Inventor?

- Website for making simple apps
- Fun, useful, easy to use, and free!
- Languages: Java, Kawa, Scheme
- Great for: teaching understanding, basics, troubleshooting, and persistence of programming
- Similar to Scratch
- Can use your own app on an android or emulator
- Website: https://appinventor.mit.edu/

History of App Inventor

- 2007 - App Inventor began at Google
- MIT Professor Hal Abelson worked at Google Labs during a period of leave
- Google Labs closed in 2011, causing App Inventor project to be moved to MIT
- Professor Abelson joined two other professors from an Education Lab and MIT Media Lab to continue building the software

MIT Professor Hal Abelson

App Inventor Logo

Uses of App Inventor

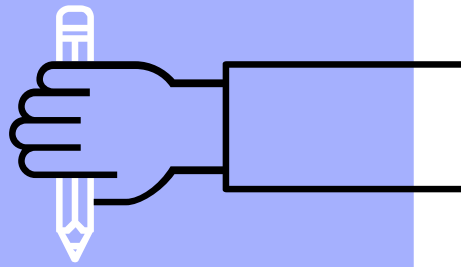
You can...

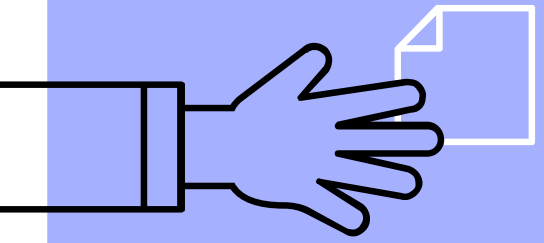
- Get introduced to coding
- Make cool apps in a short amount of time without having to learn code
- Test out ideas for apps
- Learn about the general structure of code
- Express your creativity

Possible types of apps you can make!

- Choose your own adventure game
- Personality quiz app
- Soundboard app
- App that provides information on a specific topic
- Name that movie app

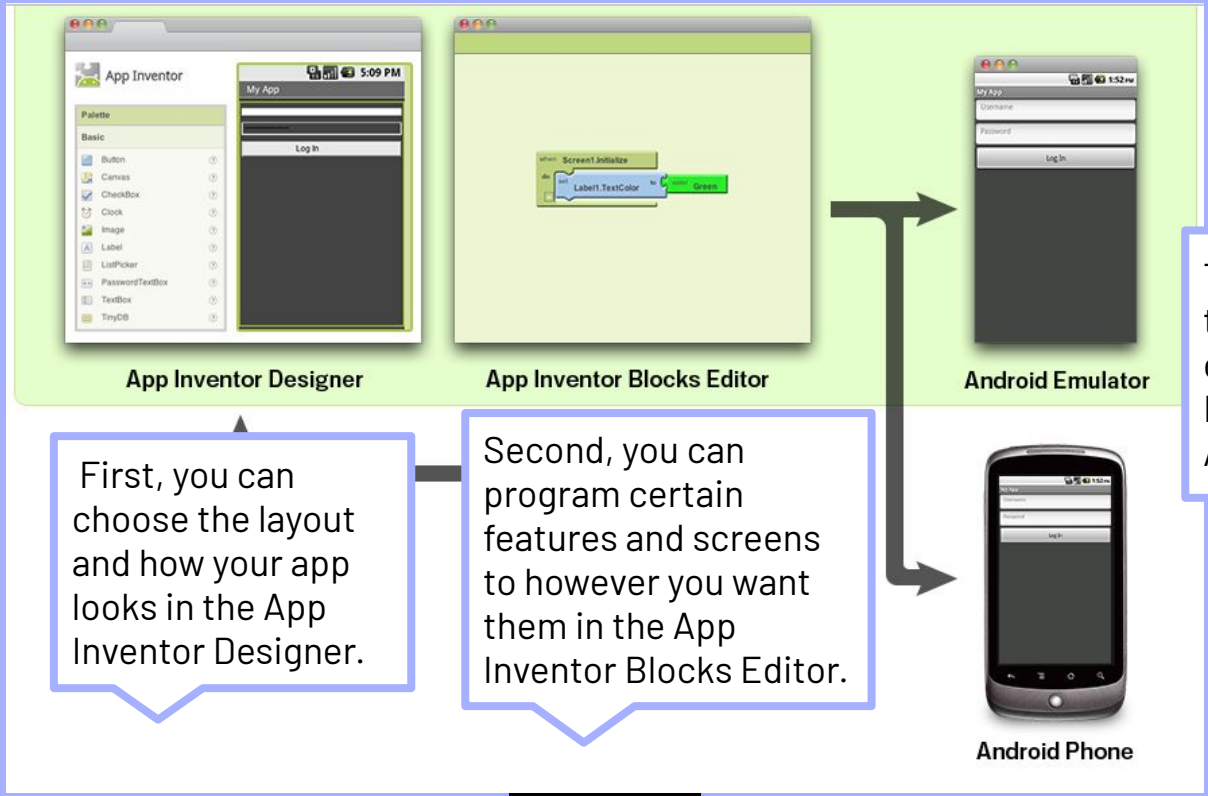
How to use App Inventor





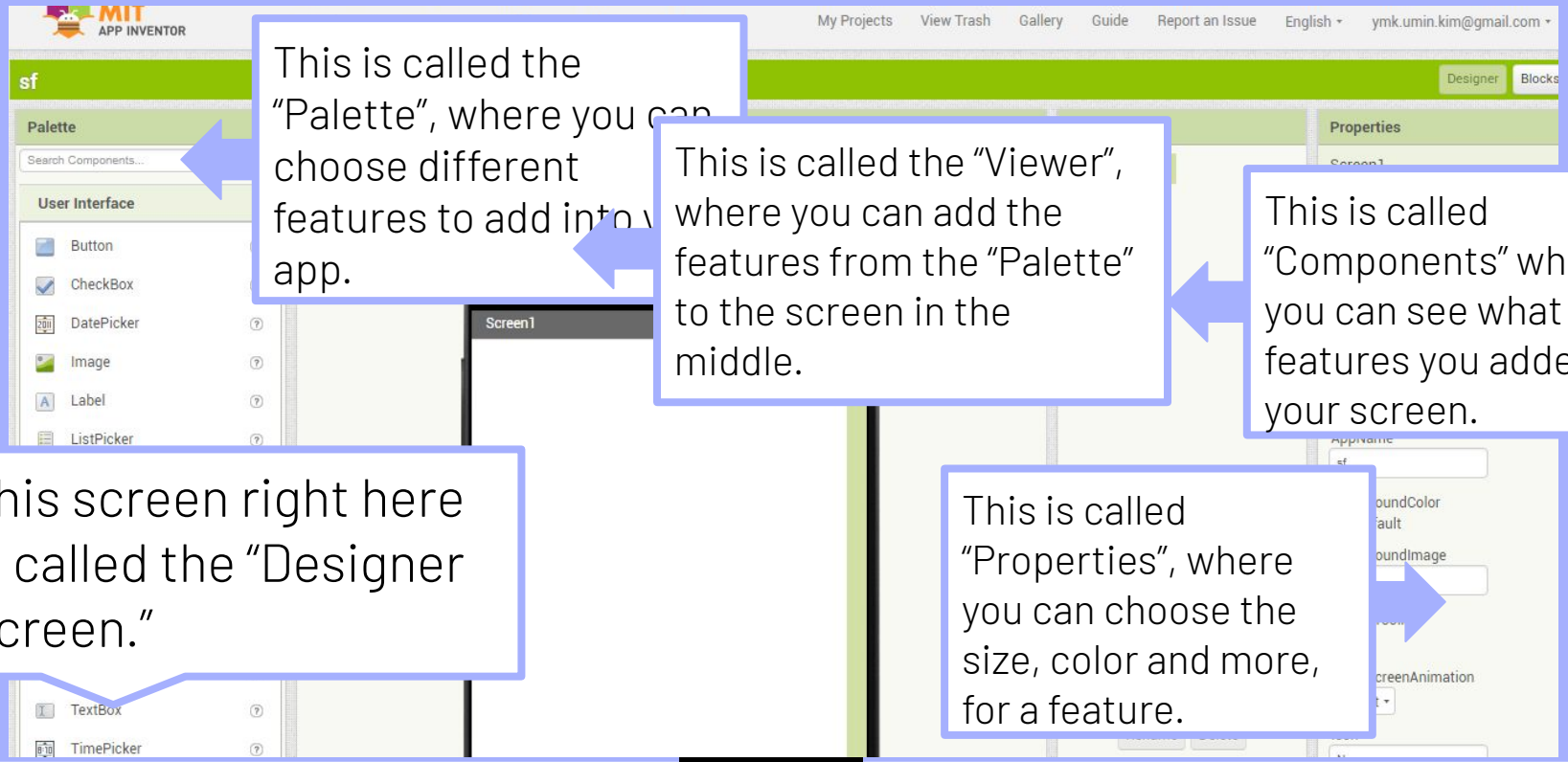
How to use App Inventor (Part 1)

How the process works

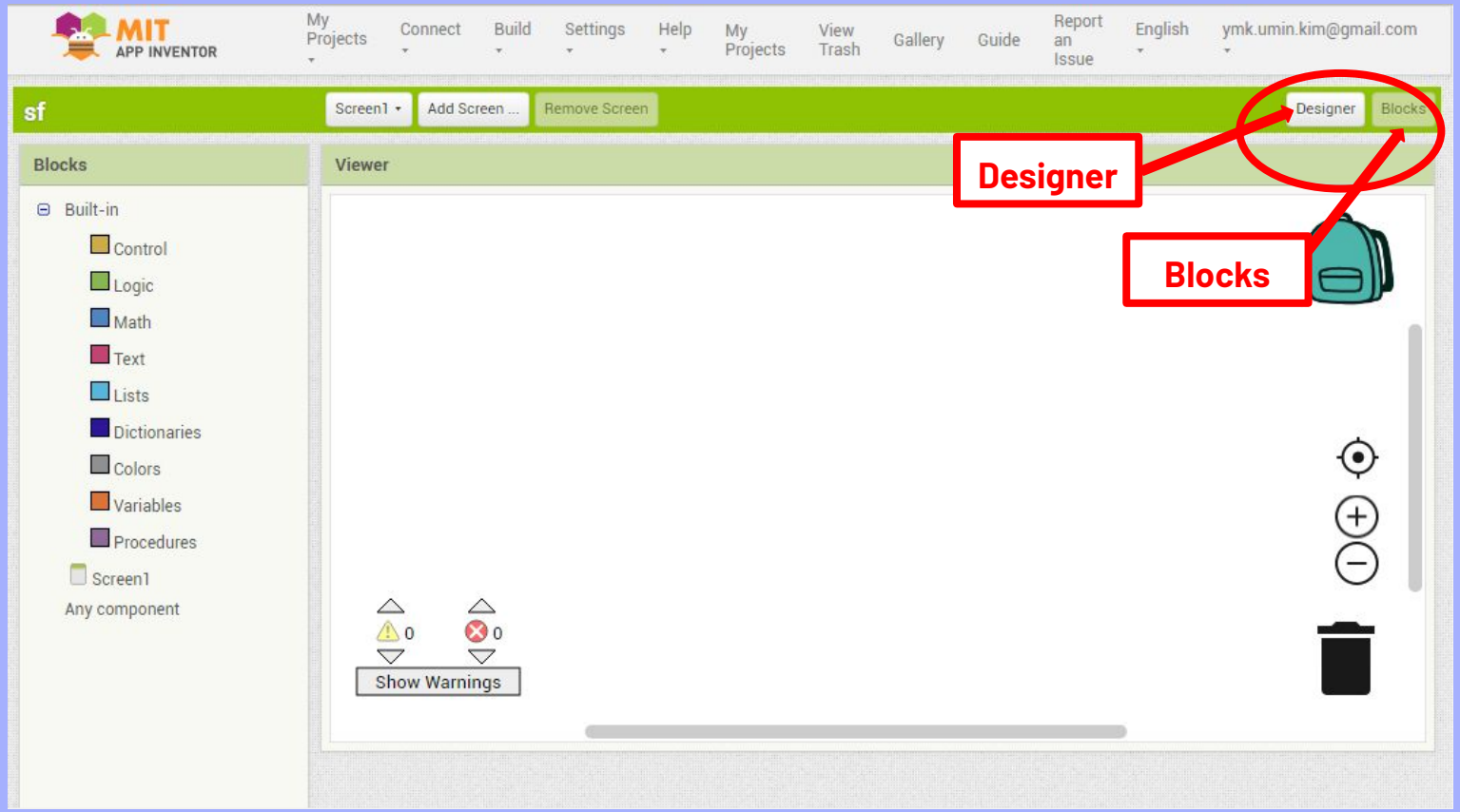


How to use App Inventor (Part 2)

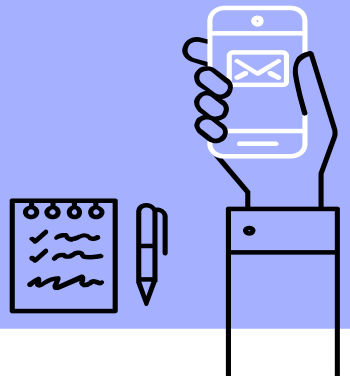
How to navigate the App Inventor website:

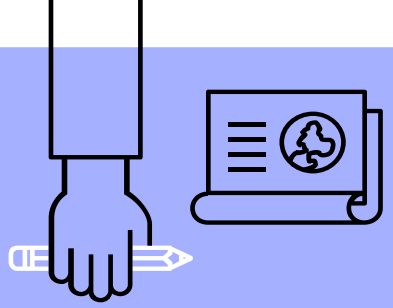


How to use App Inventor (Part 3)



Using the Designer

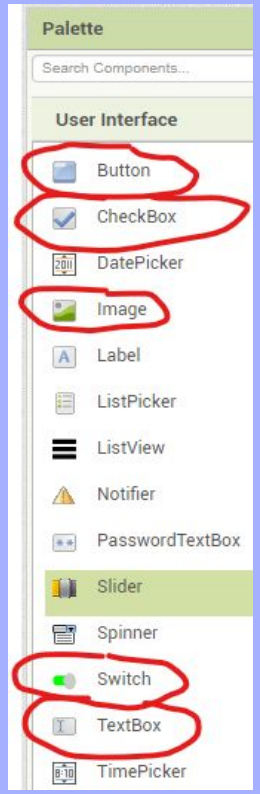




Most Used Palette

User Interface

- Button
- Checkbox
- Image
- Switch
- Textbox



Layout

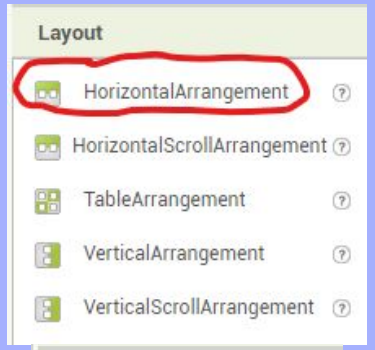
- Horizontal Arrangement.

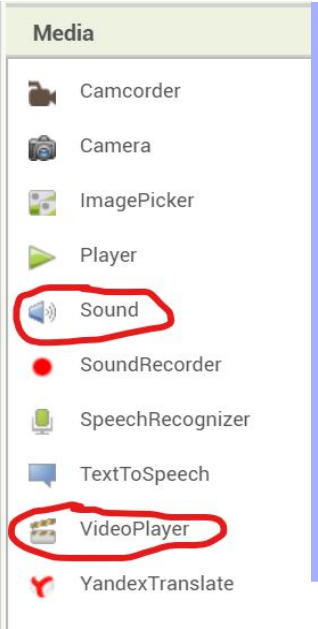
Media

- Video
- Sound

Drawing and Animation

- Canvas





Most Commonly Used Palette Features

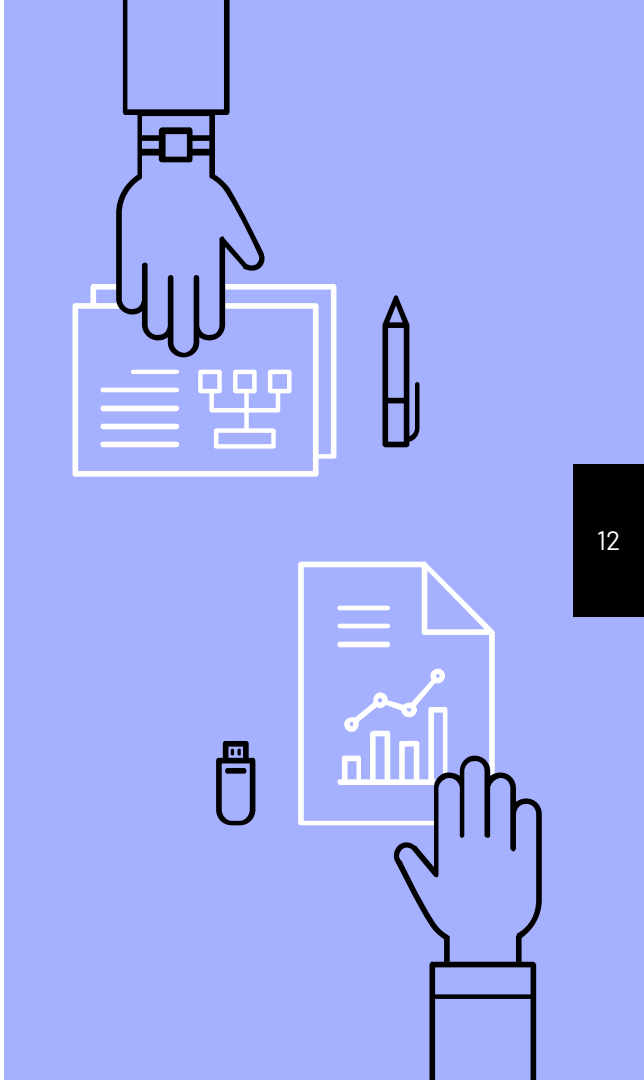
How to Insert Media in your App

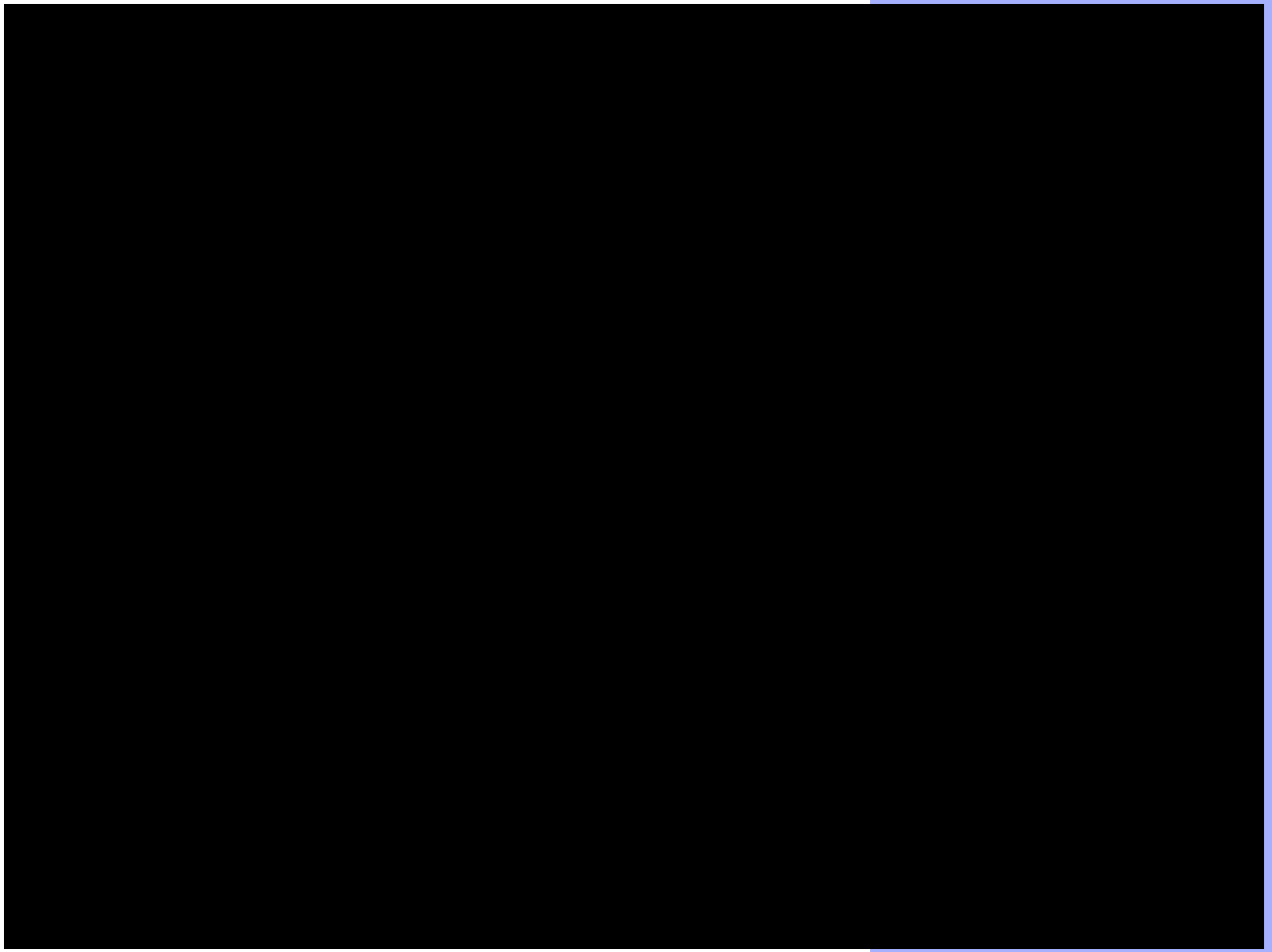
First, you must download the Media file to App Inventor

1) In the “Media” column, click → “Upload file”
2) Click → “Choose File”
3) Locate your desired media file.
4) Click → Open.
5) Now you should see the file in the “Media” column.

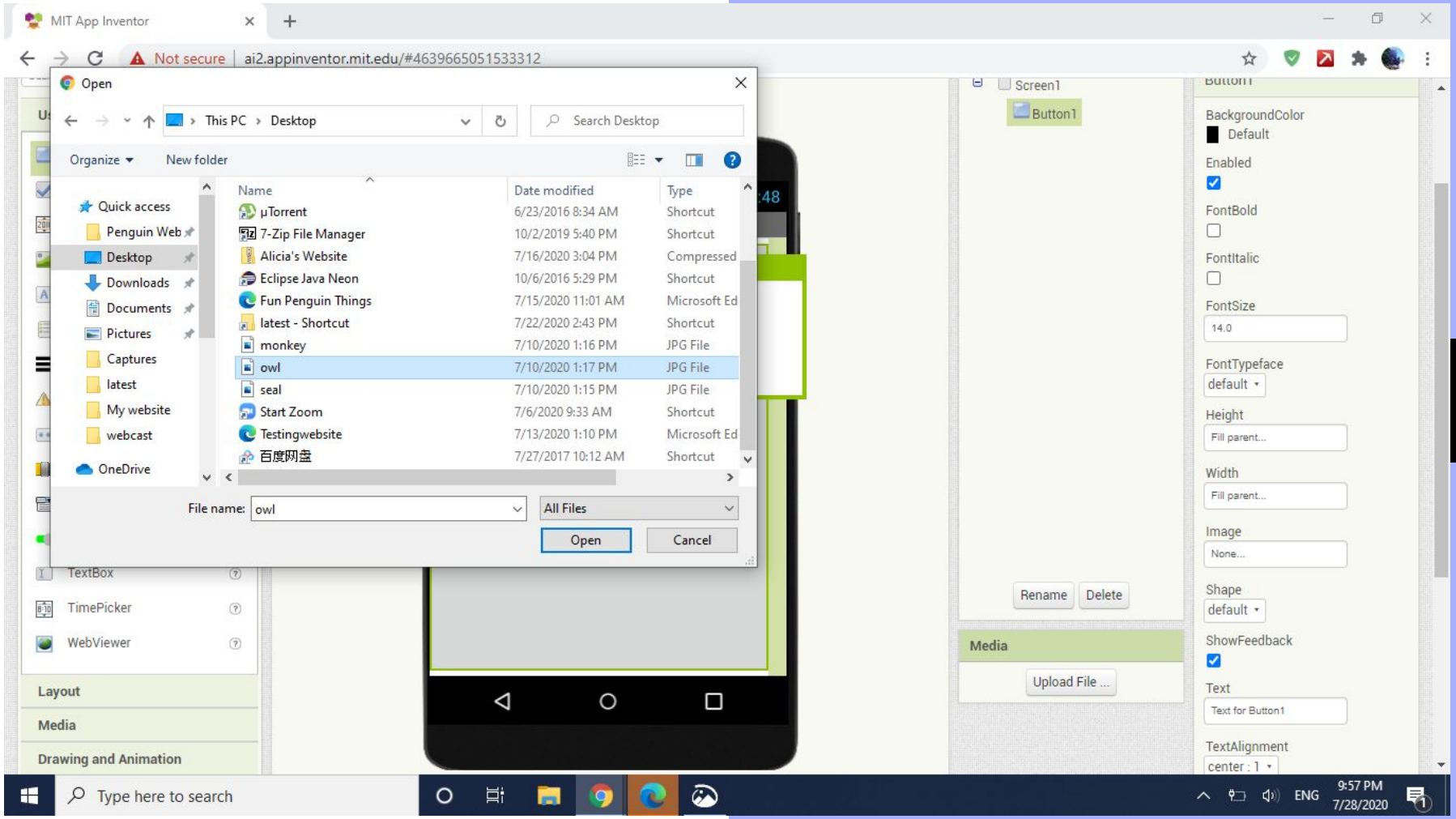
To insert the media file inside the app:

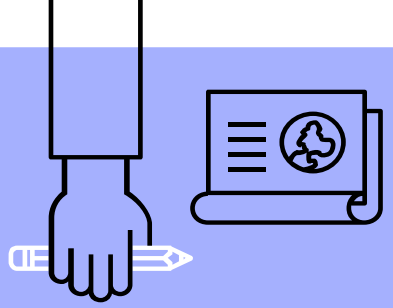
1) Unless you want to insert an image into your app’s background, choose something under the “Palette” column that can support a media file. Then, drag it onto the Viewer.
2) Under the column called “Properties”, find the “Image”, “Background Image”, or “Source” option and click on it.
3) Select the media file you want to insert.
4) For images and videos, you can adjust the size by clicking on the “Height” and “Width” option underneath “Properties”.





At one point in the video, I am searching through the files on my computer. It is located on a separate window. Since my computer does not support screen recording two windows, you cannot see the files window popping up on my screen.


MIT App Inventor
Not secure
ai2.appinventor.mit.edu/#4639665051533312
Open
This PC › Desktop
Search Desktop
Organize
New folder
Quick access
Penguin Web
Desktop
Downloads
Documents
Pictures
Captures
latest
My website
webcast
OneDrive
Name
Date modified
Type
µTorrent 6/23/2016 8:34 AM Shortcut
7-Zip File Manager 10/2/2019 5:40 PM Shortcut
Alicia's Website 7/16/2020 3:04 PM Compressed
Eclipse Java Neon 10/6/2016 5:29 PM Shortcut
Fun Penguin Things 7/15/2020 11:01 AM Microsoft Ed
latest - Shortcut 7/22/2020 2:43 PM Shortcut
monkey 7/10/2020 1:16 PM JPG File
owl 7/10/2020 1:17 PM JPG File
seal 7/10/2020 1:15 PM JPG File
Start Zoom 7/6/2020 9:33 AM Shortcut
Testingwebsite 7/13/2020 1:10 PM Microsoft Ed
百度网盘 7/27/2017 10:12 AM Shortcut
File name: owl
All Files
Open
Cancel
TextBox
TimePicker
WebViewer
Layout
Media
Drawing and Animation
Screen1
Button1
Rename
Delete
Media
Upload File ...
BackgroundColor
Default
Enabled
FontBold
FontItalic
FontSize
14.0
FontTypeface
default
Height
Fill parent...
Width
Fill parent...
Image
None...
Shape
default
ShowFeedback
Text
Text for Button1
TextAlignment
center : 1
Type here to search
ENG
9:57 PM
7/28/2020



Using the Coding Blocks

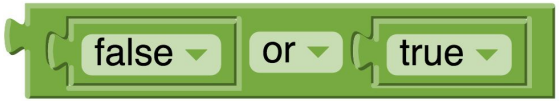
App Inventor Blocks

Control

Tell when or under what conditions parts of the program should run or perform direct tasks

Logic

Label or check certain conditions as true or false (boolean operators), check if arguments are equal or program a certain value to be returned



Math

Perform math operations along with absolute value and rounding, compare values or perform conversions

App Inventor Blocks

Text

Create and manipulate strings (Ex. reverse a string, join strings, compare two strings, etc.)

Lists

Create and manipulate sets of values, or find a specific value in a list created (choose list items by naming their index or indices)

Dictionaries

Build and use data structures with key-value pairs, which can then be added to or changed

App Inventor Blocks

Colors

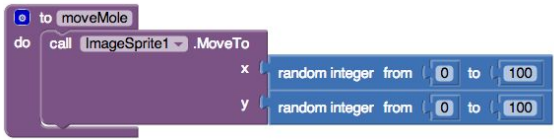
Pick colors for components of design or pen colors, make your own color by inputting R, G, and B values or split a color

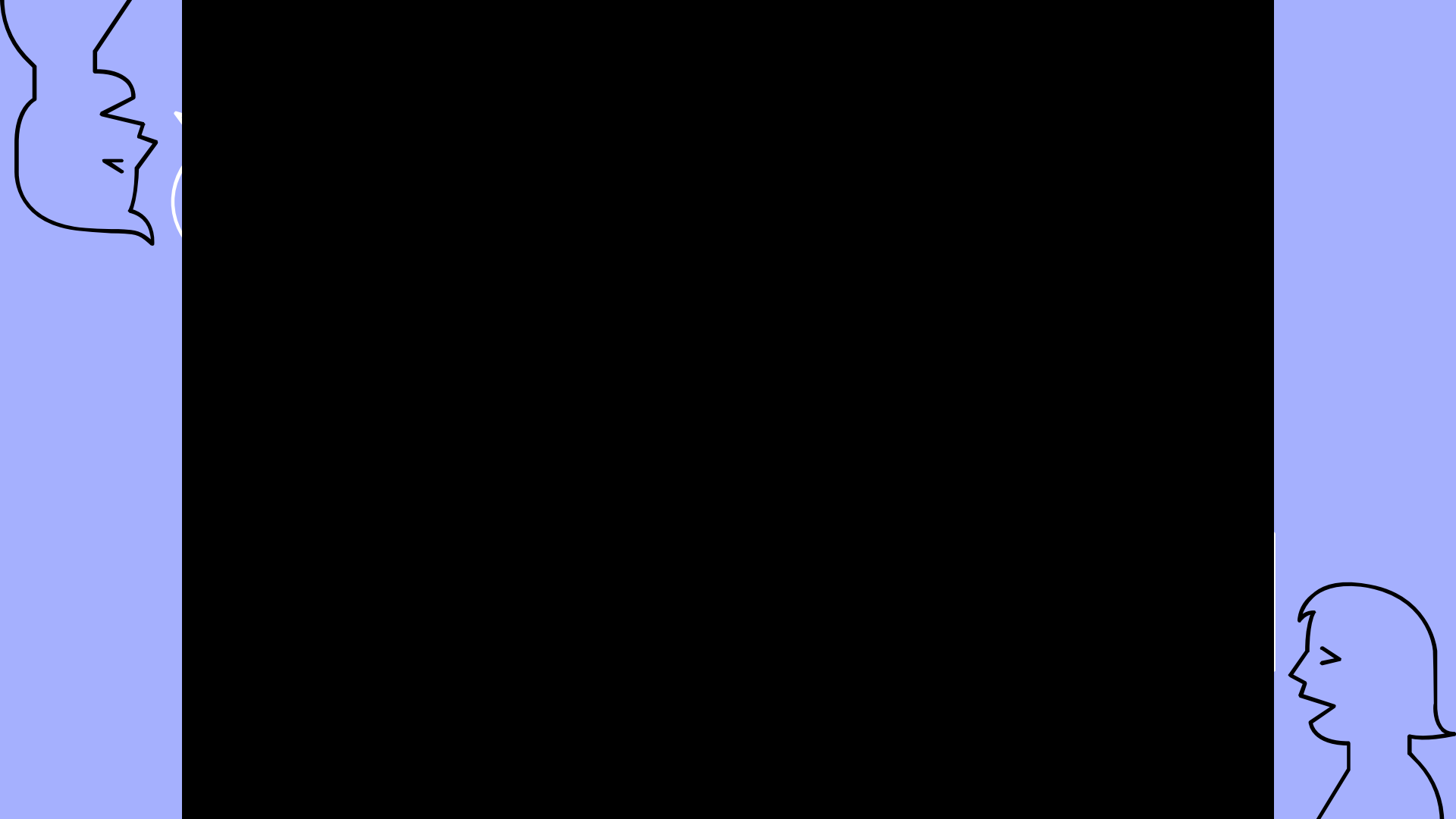
Variables

Create variables to store values mentioned before (lists, strings, integers) which you can get easily later in your program

Procedures

Similar to variable blocks, except instead of storing values, store a sequence of blocks which can be called later for efficiency





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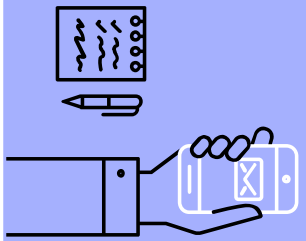
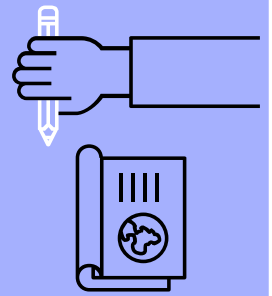
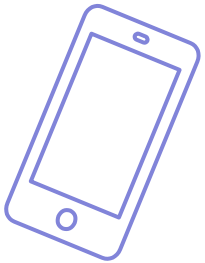




Kahoot Time!



Thanks for watching!