Instructions to save and share our app

Saving the app

In order to identify your app, you must save it using the rule below:

Challenge (number) TEAM (number)

For instance, TEAM 5 must save the challenge 6 like this: **Challenge6TEAM5**
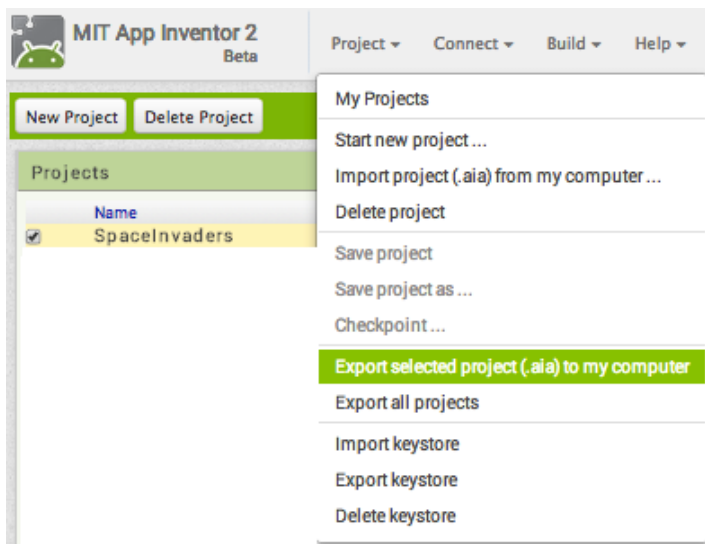
Sharing the app

We can share our app by using three ways (during this project we'll use the first and the second way):

1. In *source* code form (.aia) that can be loaded into App Inventor and remixed. Teams will use this way to collaborate during the creation of the app.
2. In an *executable* form (.apk) that can be installed on a device. Once teams have finished each app, they'll send a mail to the teacher with the apk file (Challenge6TEAM5.apk). All the apps will be published in the PROJECT JOURNAL so that everybody will be able to test all the apps.
3. Even we can also distribute our app on the Google Play Store

1. Sharing your app so that others can remix (.aia file)

Select **Choose Projects | My Projects** and choose the project you wish to share by checking the box next to it. Choose **Project | Export selected project (.aia) to my computer** to export the source code (blocks) for your project. The source code is downloaded in a .aia file.
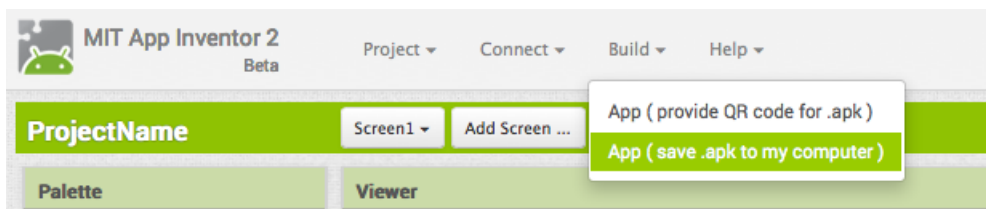

If you send it to a friend, they can open it with **Project | Import project (.aia) from my computer**.
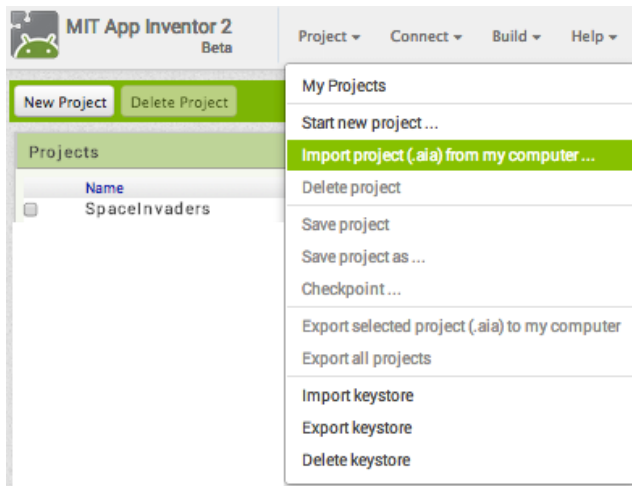
2. Sharing your app for others to install on their phone/tablet (.apk file)

Package the app (.apk file) by going to the "Build" menu on the App Inventor toolbar.

Select "App (save .apk to my computer)." A pop-up box should alert you that your download has begun. Note: The other option (provide QR code for .apk) produces a scannable QR code that will download the app for two hours. You can share this code with others, but they have to use it within 2 hours of your generating it.
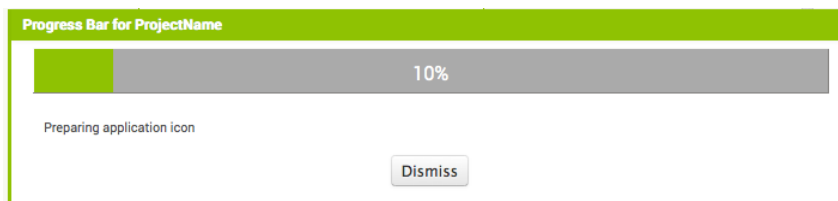
Once the build completes, you can email the app (".apk" file) to your friends who can install it by opening the email from their phone. If you want to distribute it more widely, you can upload it to a website that both you and your friend can access.

NOTE: Anyone installing your app (which is an ".apk" file) will need to change the setting on their phone to allow installation of non-market applications:

To find this setting on versions of Android prior to 4.0, go to "Settings > Applications" and then check the box next to "Unknown Sources". For devices running Android 4.0 or above, go to "Settings > Security" or "Settings > Security & Screen Lock" and then check the box next to "Unknown Sources" and confirm your choice.

Note: The source code (.aia) files are not executable Android programs -- those are .apk files. The source code is also not Java SDK code -- it can only be loaded into App Inventor.