



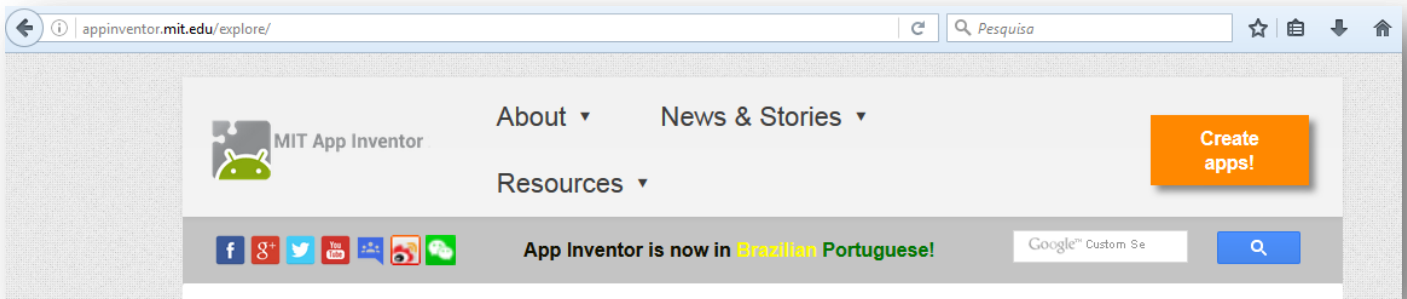
App Inventor 2 WorkShop

MIT
App Inventor

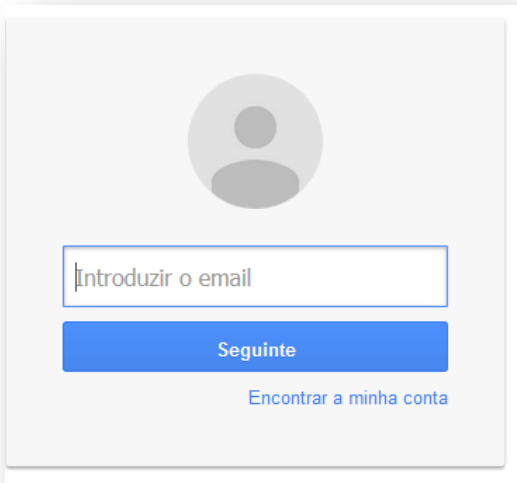


How to start an App for Android (in 30 min.): **MyApp**

Open the web page appinventor.mit.edu and click on “Create apps!”

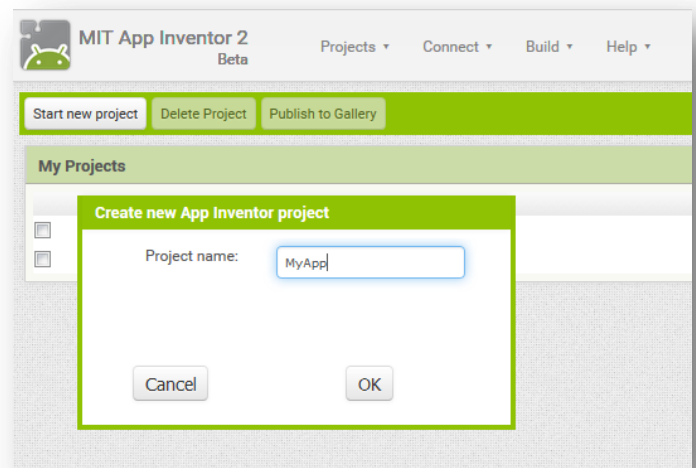


Login with your google account



Select “Projects” – “Start new project”

Type “MyApp” in the dialog box





Erasmus+



The screenshot shows the MIT App Inventor 2 Beta interface. At the top, there's a navigation bar with 'MyApp', 'Screen1', 'Add Screen...', and 'Remove Screen'. Below this, the interface is divided into four main panels:

- Palette:** Contains various UI components under 'User Interface' (Button, CheckBox, DatePicker, Image, Label, ListPicker, ListView, Notifier, PasswordTextBox, Slider, Spinner, TextBox, TimePicker, WebViewer) and other categories like Layout, Media, Drawing and Animation, Sensors, Social, Storage, and Connectivity.
- Viewer:** Shows a preview of the app screen with a status bar at the top displaying 'Screen1' and a time of 9:48. There are checkboxes for 'Display hidden components in Viewer' and 'Check to see Preview on Tablet size.' Below the preview is a mobile navigation bar.
- Components:** Shows a list of components for 'Screen1' with 'Rename' and 'Delete' buttons.
- Properties:** Shows the properties for 'Screen1', including 'AboutScreen', 'AlignHorizontal' (Left: 1), 'AlignVertical' (Top: 1), 'AppName' (MyApp), 'BackgroundColor' (White), 'BackgroundImage' (None...), 'CloseScreenAnimation' (Default), 'Icon' (None...), 'OpenScreenAnimation' (Default), 'ScreenOrientation' (Unspecified), 'Scrollable' (unchecked), 'ShowStatusBar' (checked), 'Sizing' (Fixed), and 'Title' (Screen1).

Now you have a complete system for apps development on-line:

Start selecting **Layout** on the left side of the screen and drag **VerticalArrangement** into the **Screen1** (in the Viewer window)

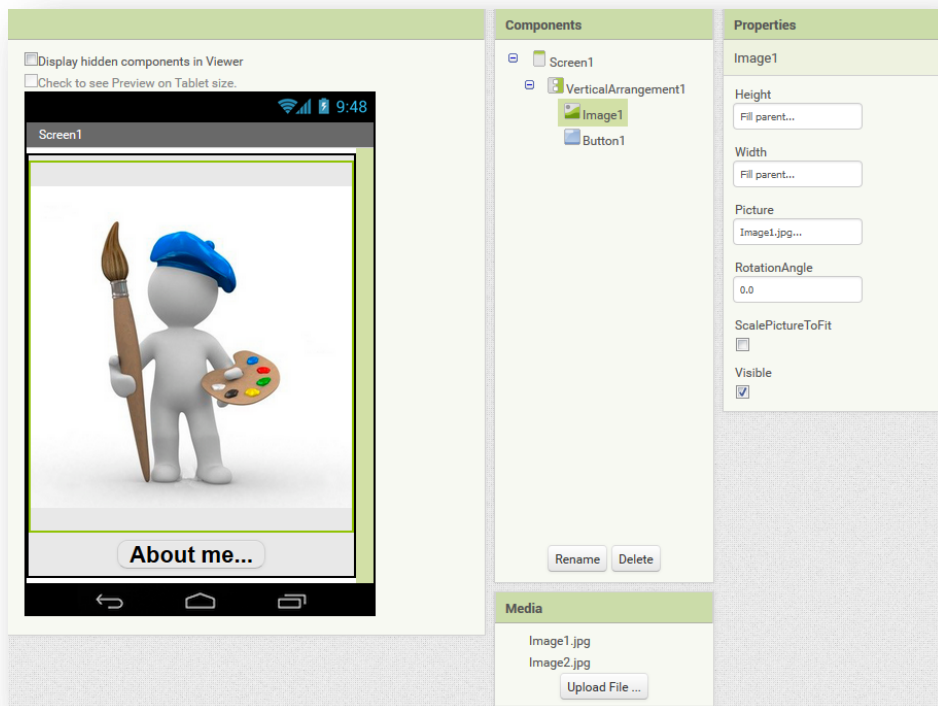
This screenshot shows the MIT App Inventor 2 Beta interface after selecting the 'Layout' category in the Palette. The 'Layout' section is expanded, showing options like 'HorizontalArrangement', 'HorizontalScrollArrangement', 'TableArrangement', 'VerticalArrangement', and 'VerticalScrollArrangement'. The 'Viewer' window remains the same, showing the 'Screen1' preview.

This screenshot shows the Properties panel for 'VerticalArrangement1'. The properties are:

- AlignHorizontal:** Center : 3
- AlignVertical:** Top : 1
- BackgroundColor:** Default
- Height:** Fill parent...
- Width:** Fill parent...
- Image:** None...
- Visible:**

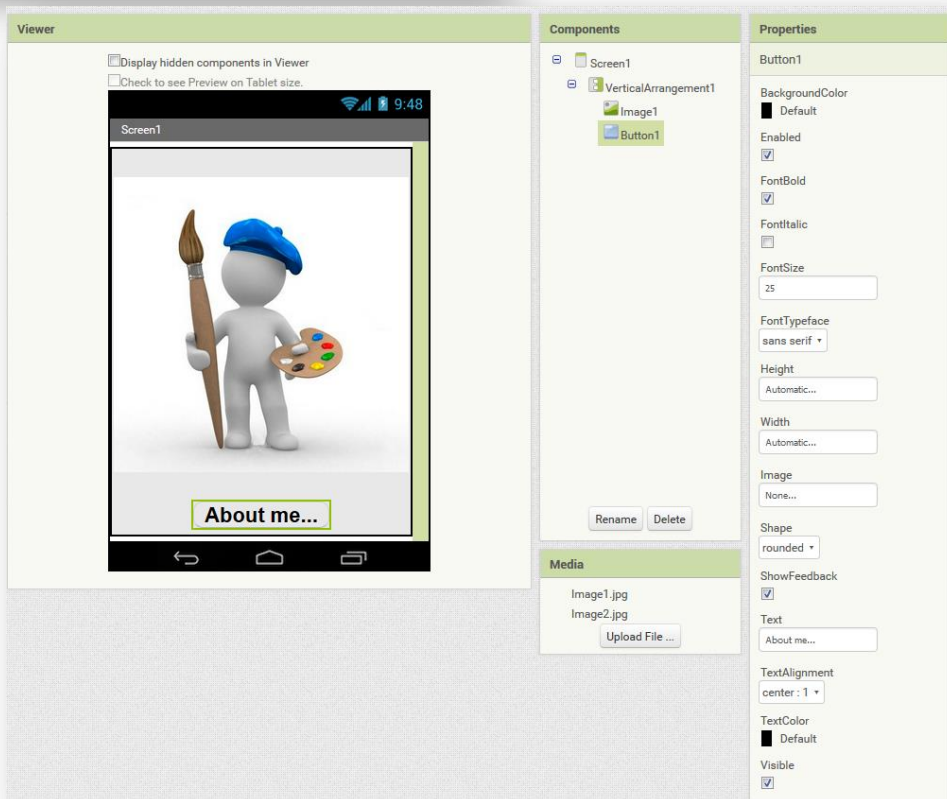
On the right side of the screen define the **properties** for this element after selecting it in the **Screen1** (or in the **Components** window)

In the same way, drag an **image** element and a **button** from the **Palette – User Interface** into the **Screen1** (inside the frame of the *VerticalArrangement1* element)



Upload the 2 images needed for the App (*Image1.jpg* and *Image2.jpg*) from the computer and define the **Properties** for the **Image1** as show in the picture above

Likewise, define the properties for the button **Button1**:



Create a new screen (*Screen2*) with the “**Add Screen**” button

As with the first screen, drag the follow elements into the *Screen2*:

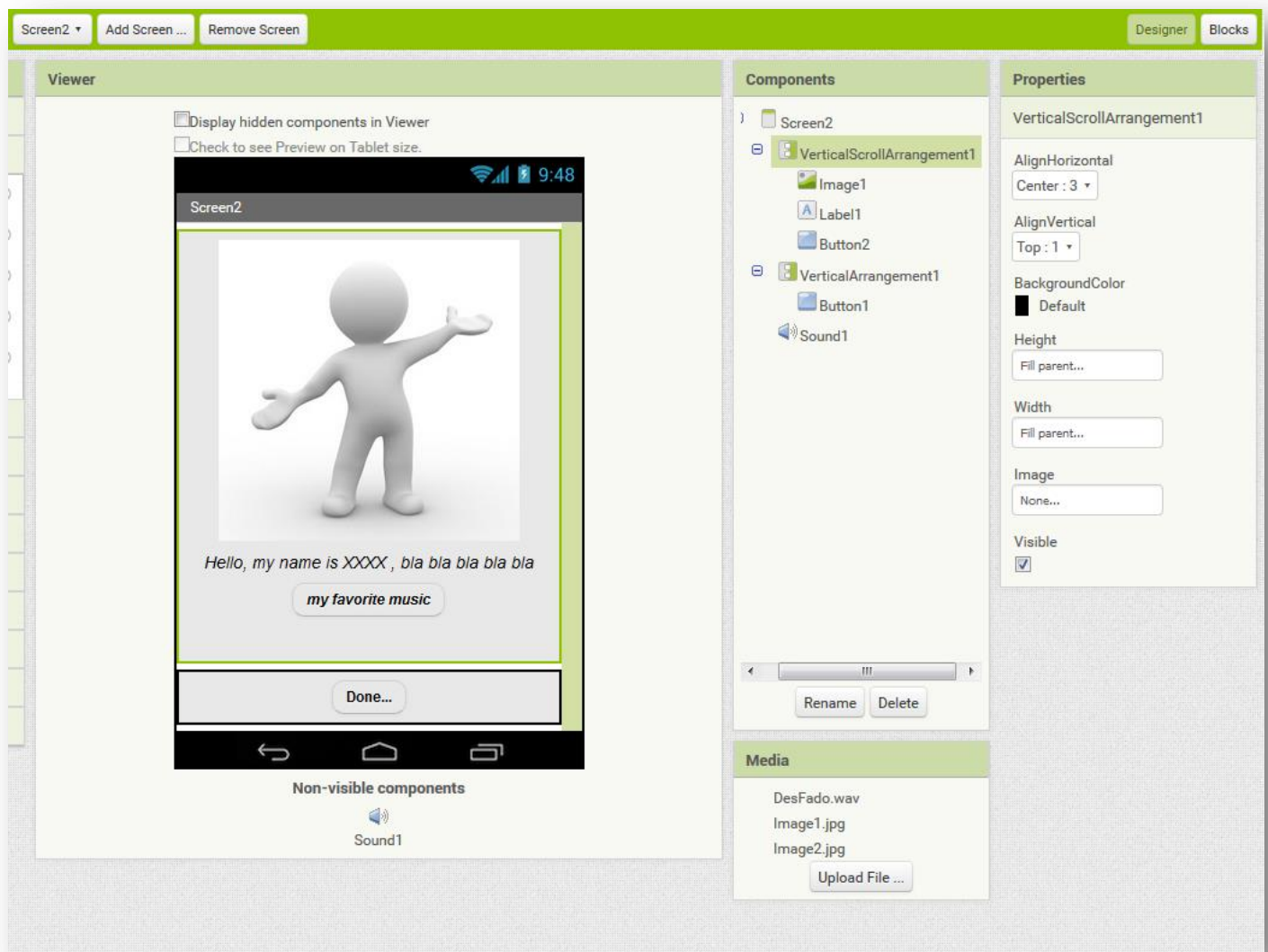
one frame **VerticalScrollArrangement**, from the **Layout** in the **Palette** window, and one **VerticalArrangement** inside the respective frame layout drag:

a **Button** (*Button1*)

a **Image** element (*Image1*)

a **Label** element (*Label1*)

a second **Button** (*Button2*)



Define the follows properties for the others elements of the *Screen2*:

Properties

Label1

BackgroundColor None

FontBold

FontItalic

FontSize

FontTypeface

HTMLFormat

HasMargins

Height

Width

Text

TextAlignment

TextColor Black

Visible

Properties

Button2

BackgroundColor Default

Enabled

FontBold

FontItalic

FontSize

FontTypeface

Height

Width

Image

Shape

ShowFeedback

Text

TextAlignment

TextColor Default

Visible

Properties

Image1

Height

Width

Picture

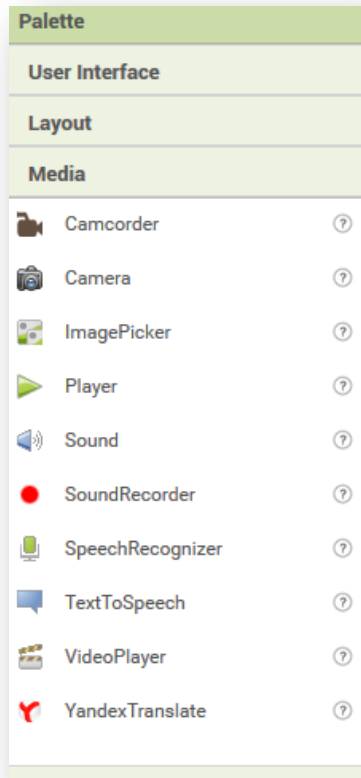
RotationAngle

ScalePictureToFit

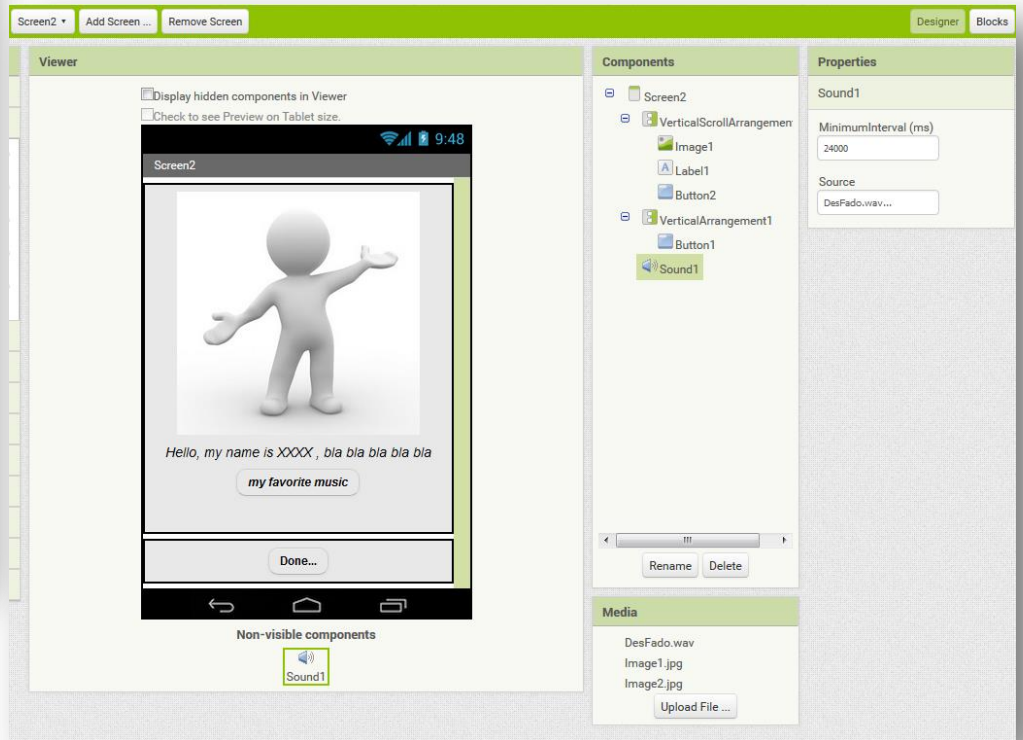
Visible

Including a Media element:

In **Palette**, select **Media** and drag a **Sound** element into **Screen2**

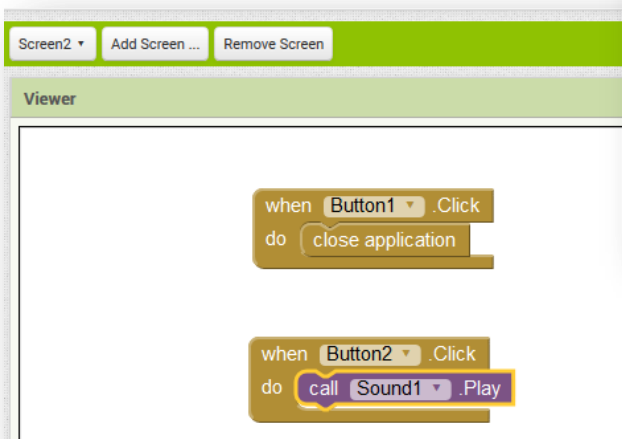
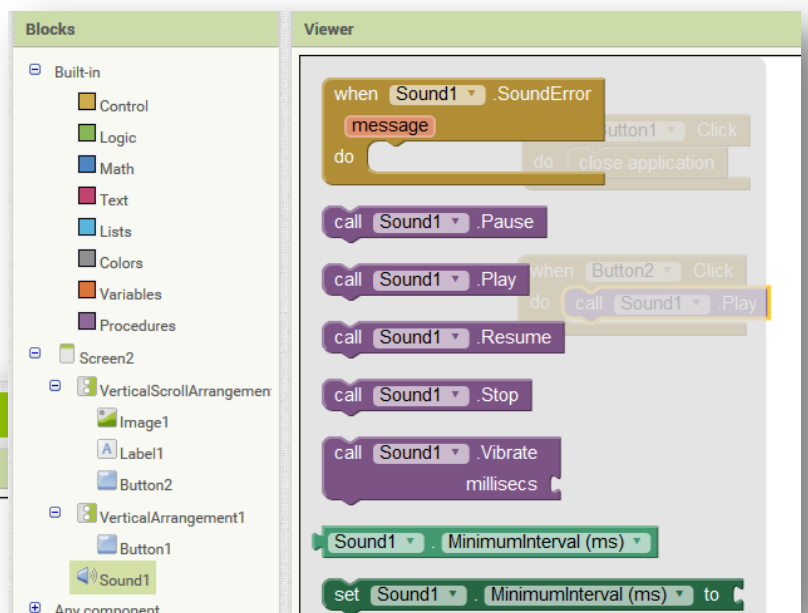


Upload the file *Desfado.wav* in the **Media** box (under the Components box) and define the follows properties:



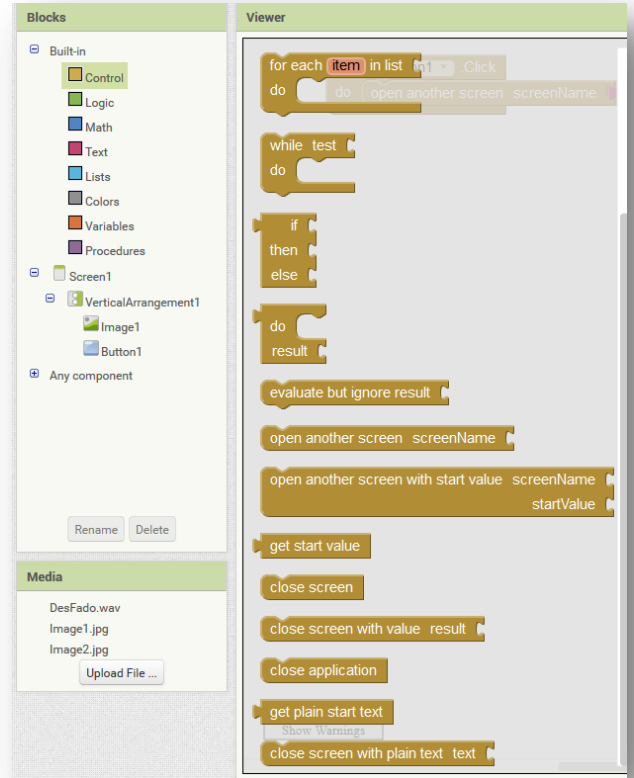
Click on the **“Blocks”** button (on the right of the screen) and select *Sound1* in the **“Blocks”** window (on the left)

Drag **[call sound1.Play]** procedure into the main screen and join it to the **[when Button2.Click]** control

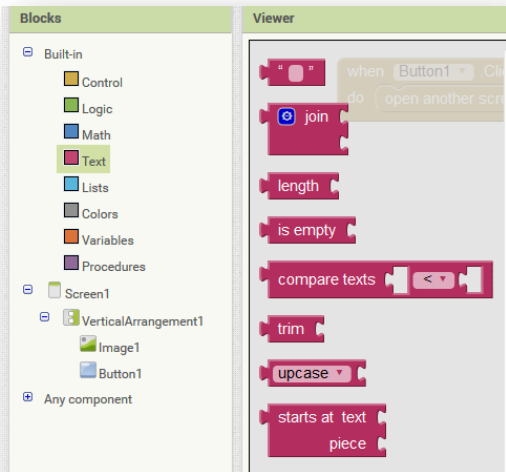


Choose the **Screen1**, in **Blocks view**, and select the **Button1** in the **Blocks window** (on the left).

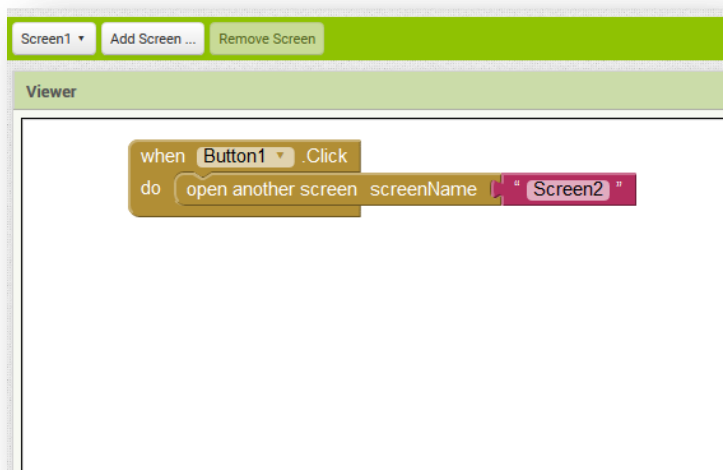
Select the **[when Button1.Click]** block and after the **[open another screen]** in the **Control Built-in Blocks**:



Include also an **empty label** from the **Text Built-in Blocks**, and write **Screen2** in it



Join the 3 blocks as show:



The blocks for the *button1* in *screen2* is the same process but the action is **[Close application]** (that you can also find in the **Control Built-in Blocks**)

To transfer the *App* to your Android device, in the **Build** menu, you can save the **apk** file in the computer (and then, choose the best way to transfer it to the device: by e-mail, via google drive or by data cable), or **generate a QR code** to download directly the app from the web to the device (the QR code is valid for 30 min.)

