

Tutorial guideline for App Inventor

This short guideline will help you to quickly jump into the tutorial sessions of the MIT App Inventor with minimal reading in a short time period. I have extracted some of the most important parts/sections from the official Tutorials of MIT App Inventor.

- You need a Google Account / gmail (if you don't have a one, please create a gmail account, it's free).

All the official MIT App Inventor tutorials are available at

- <http://appinventor.mit.edu/explore/ai2/tutorials.html>

You will build apps by working with the **Designer** environment and **Blocks Editor** environment on the App Inventor webpage.

- The App Inventor **Designer**, where you select the components for your app.
- The App Inventor **Blocks Editor**, where you assemble program blocks that specify how the components should behave. You assemble programs visually, fitting pieces together like pieces of a puzzle.

Your app appears on the phone step-by-step as you add pieces to it, so you can test your work as you build. If you don't have an Android phone, you can build your apps using the Android emulator, software that runs on your computer and behaves just like the phone.

The App Inventor development environment is supported for Mac OS X, GNU/Linux, and Windows operating systems, and most Android phone models. Applications created with App Inventor can be installed on any Android phone.

App Inventor Language

check the link below to learn more about the “Language” or the “Jargon” of the App Inventor. Some important terms and features have explained below with some screenshots.

- <http://appinventor.mit.edu/explore/ai2/support/blocks.html>

The App Inventor **Components** are located on the left hand side of the *Designer Window* under the title **Palette**.

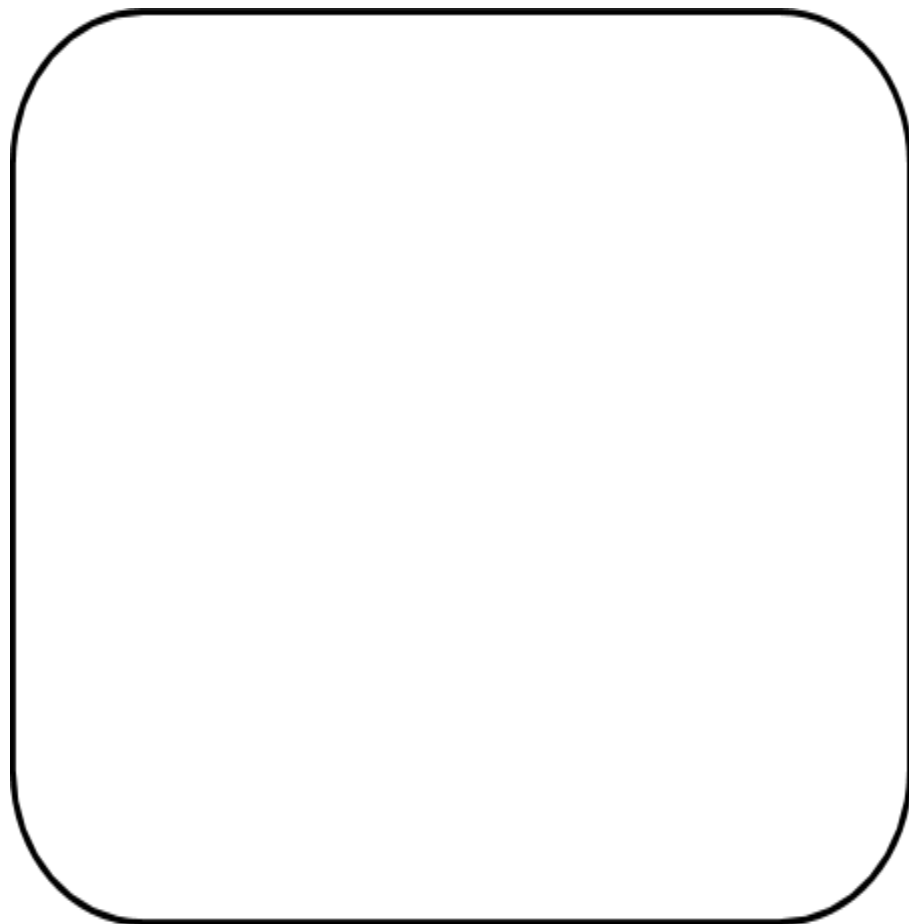
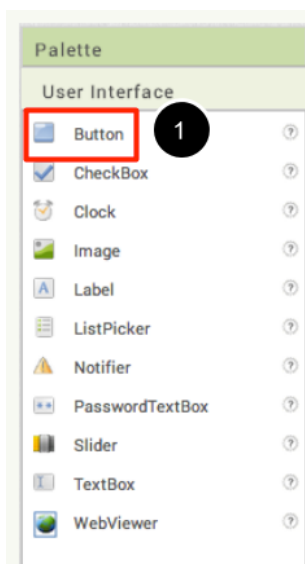
User Interface Components

Components are the basic elements you use to make apps on the Android phone.

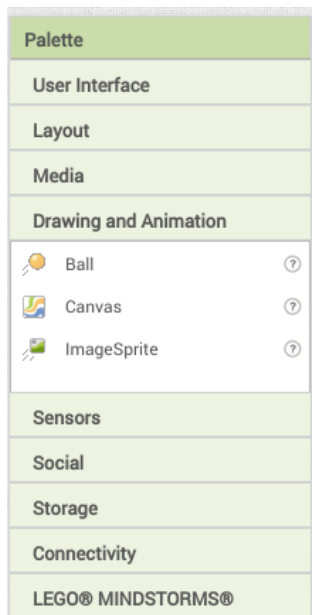
some examples for Components are

1. Buttons
2. CheckBox
3. Label ...

Some components are very simple, like a **Label** component, which just shows text on the screen, or a **Button** component (#1 left) that you tap to initiate an action.



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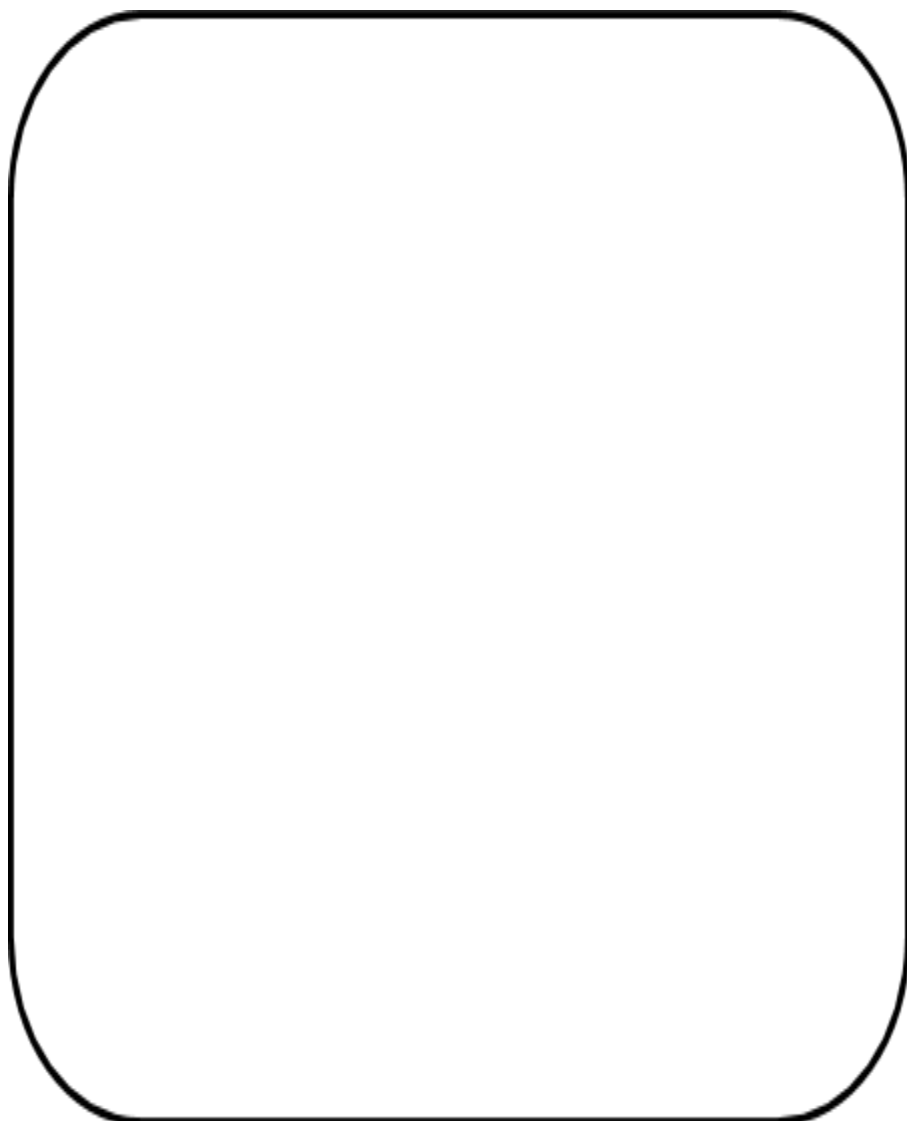


Drawing and Animation Components

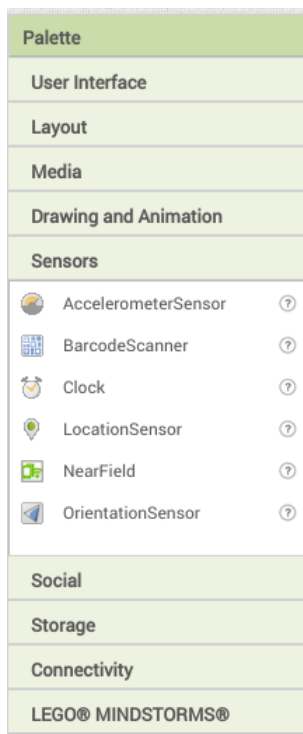
1. Canvas
2. Ball
3. ImageSprite ...

A drawing **Canvas** that can hold still images or animations that appear on your phone screen.

NOTES:

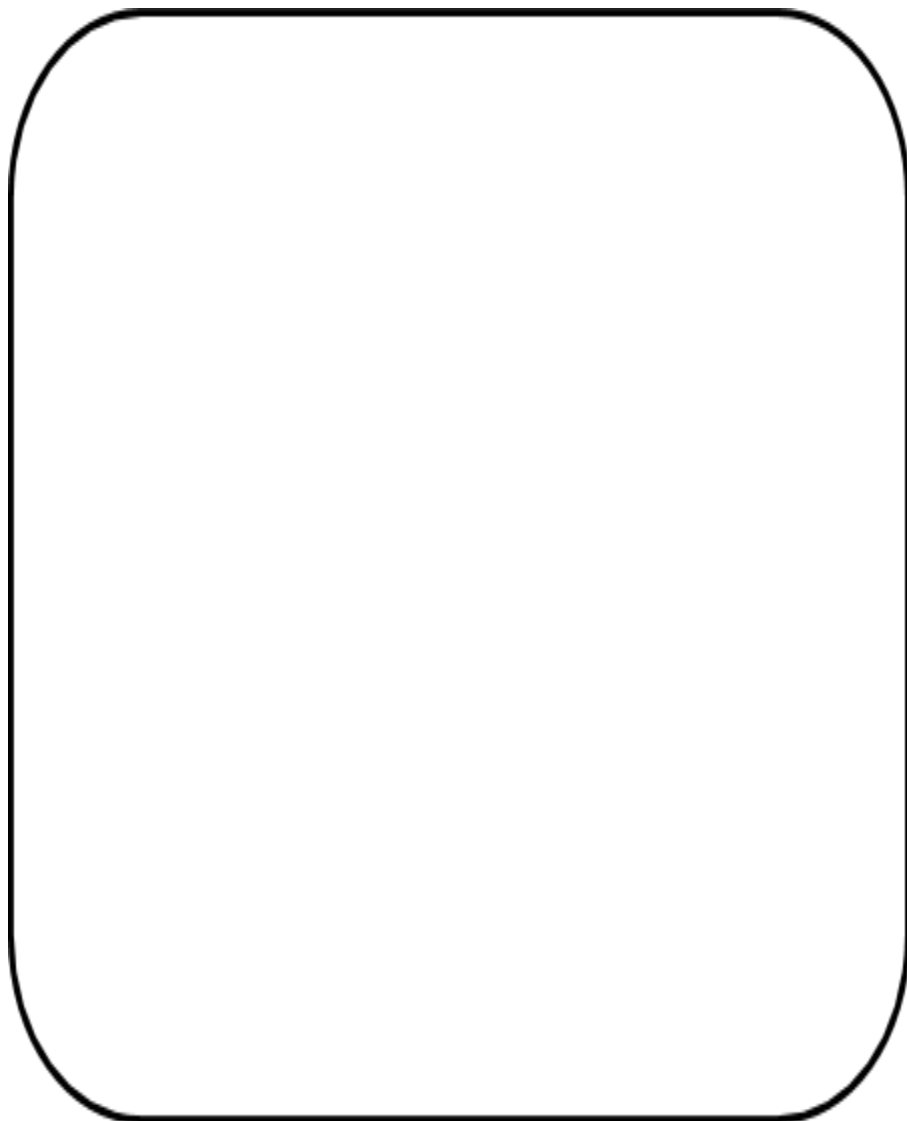


Sensor Components



An **Accelerometersensor** is an example for an sensor component that responds to the acceleration of the phone when it has been moved or shaken fast.

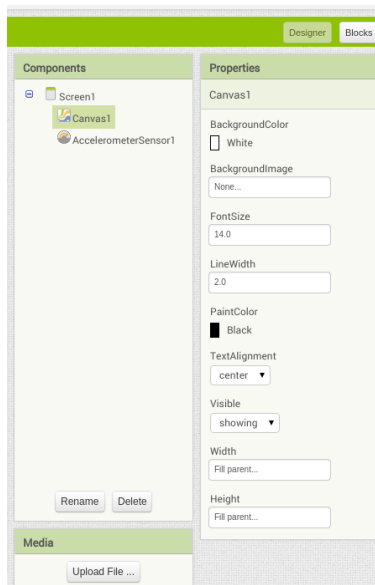
NOTES:



There are many types of components available for different tasks, for example, there are different components have built to send text messages, components that play music and video files, components that get information from Web sites etc...

Components have Properties

By changing the properties of a component, we can modify the functionality or the behavior of that component the way we want. (Values of the properties can be easily adjusted manually to change the way the component appears or behaves within the app).



Properties of the component is shown Right Hand Side on the window next to the component list.

NOTES:

1.0 Introduction to Android App development

Thilanka Munasinghe

1.1 Intro to App Inventor

Mon/Tue 6.30-8.30pm

Example tutorials of simple Apps that can be made using MIT App Inventor is available under their tutorial section. I encouraged you to try developing them on your spare time.

- <http://appinventor.mit.edu/explore/ai2/paintpot-part1.html>
- <http://appinventor.mit.edu/explore/ai2/hellopurrr.html>