Example 1

Talk-to-me App

Create Button on MIT App Inventor Site

- 1. Create a New Project
- 2. Design Window
- 3. click on button and bring that over to the work-area
- 4. On Properties, change the Text of the Button to "Talk to Me "
- 5. Go to "Media" Component and choose "Text to Talk" component and drag and drop into the work area. it will be on the Non-visible-component at the bottom of the work area.
- 6. click on "Bocks" view on Right Top of the webpage
- 7. Program the Blocks now
- 8. Go to Button and click it
- 9. choose "WhenButton1.Click" and drop in the area.
- 10. Now we have to tell what to do when the Button1 is clicked.
- 11. Go to the "Text-To-Speech" component and choose "Call TexttoSpeech1.Speak and drag it to inside the "WhenButton1.Click
- 12. WE have ablank socket available. we plug the a Text to it
- 13. Go to Built-In blocks and click "Text" block and select a blank text block.
- 14. type "Welcome to Codelab"



## Part 2

- 1. Go back to Designer view
- 2. click on the Sensors
- 3. choose an Accrelerometer

- 4. Drag and drop it into work area
- 5. go back to the Blocks Editor view
- 6. we need a block to responds that when the phone is shaking, this is called as a event handler.
- 7. click on the Accelorometer1 and select "When Accelerometer1.shaking



8. click on teh purple TextToSpeach block and copy it (right click on mouse or Clt+C on Windows or Cmd+C om Mac )



9. past it on the work area

10. connect that block set to the "when AccelerometerSensor1.Shaking block

when (	Button1Click	
do ca	TextToSpeech1Speak	
	message (	Congratulations! You've made your first app.
when AccelerometerSensor1Shaking		
do ca	II TextToSpeech1Speak	
	message (	Congratulations! You've made your first app.

11. change the text on the textbox to "Stop Shaking Me" then it will looks like this....



Congradulations ! you have made a App.