App Inventor 2 Workshop AnimalsType Tutorial Notes

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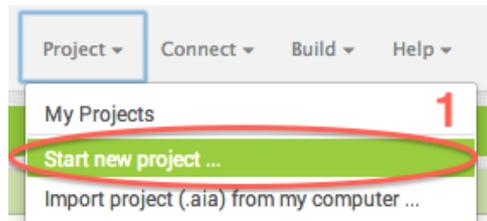
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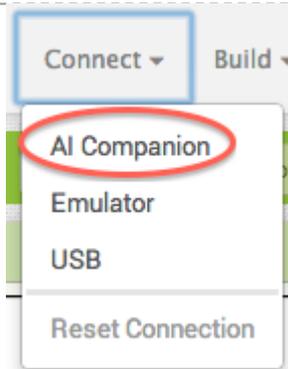**1.** Go to URL, then login via Google

http://appinventor.mit.edu   Create

2. Create new project and name it

Project ▾   Connect ▾   Build ▾   Help ▾

My Projects

Start new project ...   **1**

Import project (.aia) from my computer ...

Create new App Inventor project

Project name: AnimalsType   **2**

Cancel   OK   **3**

3. Connect with the phone (WiFi)

Connect ▾   Build ▾

AI Companion

Emulator

USB

Reset Connection

This is an app on the phone

MIT AI2 Companion

scan QR code
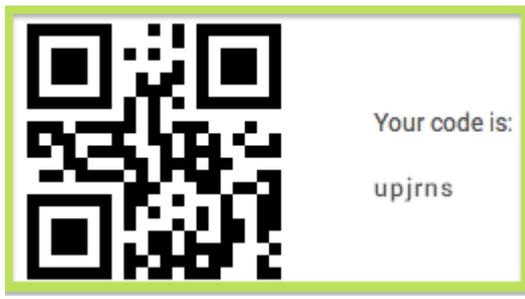
Your code is:

upjrns

4. Create interface on the Designer

Palette

User Interface

Viewer

☐ Display hidden compone

Button   ?

CheckBox   ?

Clock   ?

Image   ?

Label   ?

ListPicker   ?

Notifier   ?

PasswordTextBox   ?

Slider   ?

TextBox   ?

Screen1

Text for Button1
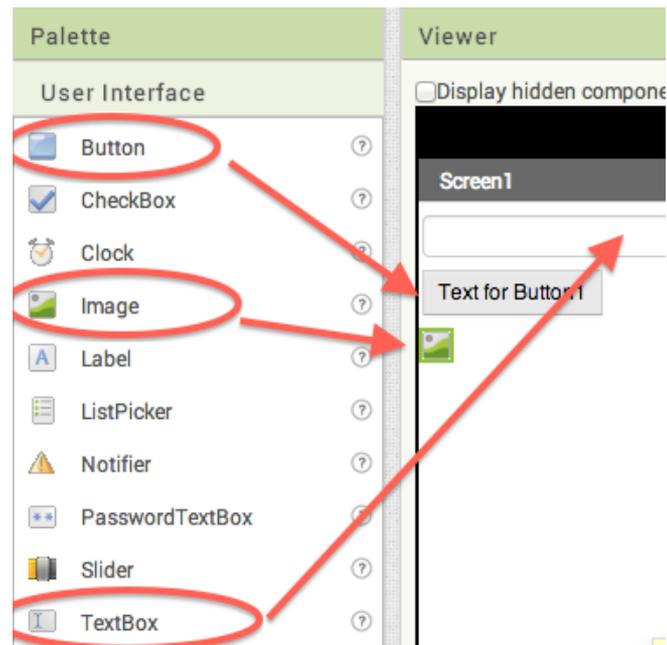
Blocks

5. Add behavior in the Blocks tab

- Built-in
  - Control
  - Logic
  - Math
  - Text
  - Lists
  - Colors
  - Variables
  - Procedures
- Screen1
  - TextBox1
  - Button1
  - Image1

`" "` `" http://cs.wellesley.edu/ai2workshop/animals/ "`

`" "` `" .jpg "`

set Image1 ▾ . Picture ▾ to

when Button1 ▾ .Click
do

string

join
  string
  string
  string

join

Drag the blocks from the drawers (left) and put them together.

when Button1 ▾ .Click
do set Image1 ▾ . Picture ▾ to join " http://cs.wellesley.edu/ai2workshop/animals/ "
                                        TextBox1 ▾ . Text ▾
                                        " .jpg "

6. Test the app on your phone

7:35 AM

Screen1

type animal name

Show

Screen1

rabbit

Show