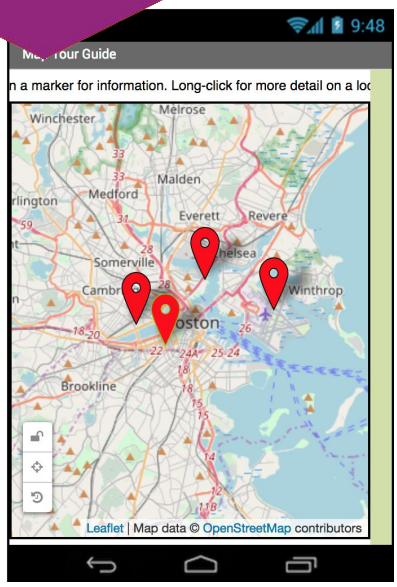
TOUR GUIDE: SCREEN1

In this unit, you will make an app to show people some of the cool places to visit in your area!

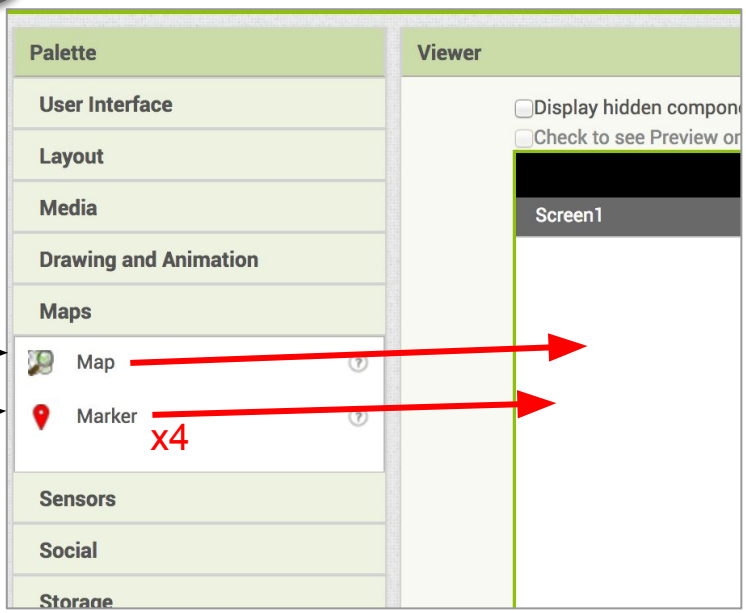


START HERE

1. Open the "**TourGuide**" template project.

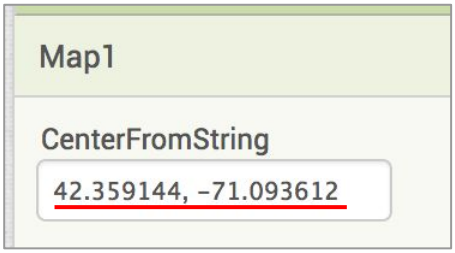
2. Add a new **Map** component in the Designer, below the **InstructionLabel**.

3. Drag four **Marker** components onto the Map.

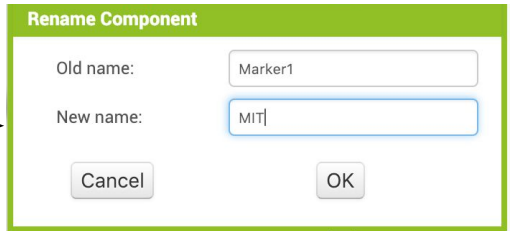


4. Change the *Height* and *Width* properties for Map1 to "**Fill Parent**".

5. In the *CenterFromString* property, erase what is there, and type in the latitude and longitude for your chosen city, separated by a comma (,). Your map should now show the area around your city.

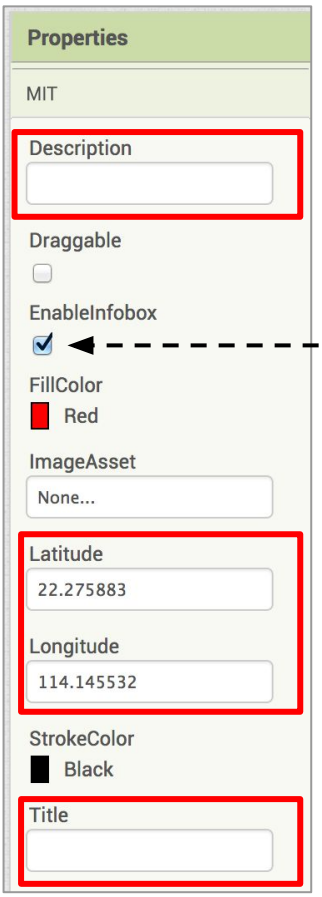


6. Change the names of your 4 markers to the locations/landmarks they will represent. Use your Landmark Worksheet for the names. Remember, you cannot use spaces in component names!



SETTING PROPERTIES

7 Using your Landmarks Worksheet, set the following properties for each marker: *Title* (name), *Description* (short description), *Latitude* and *Longitude*.



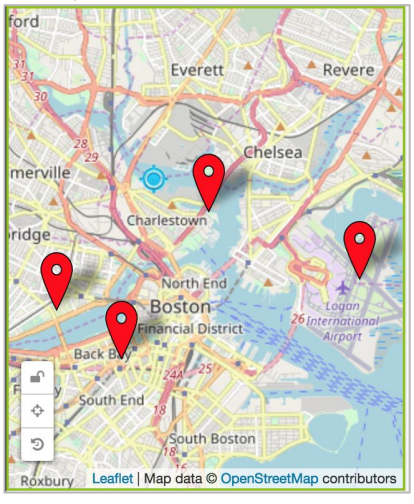
And make sure *EnableInfoBox* is checked!

8 To make sure all your markers are visible, drag the map in the Designer to move its center, and update the *ZoomLevel* for Map1.

If you lose view of your markers, you can zoom out by changing *ZoomLevel* to **10**.

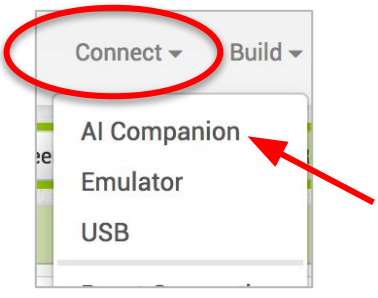
Zoom levels range from 1-20, with 1 being the whole world, and 20 being zoomed in on an address.

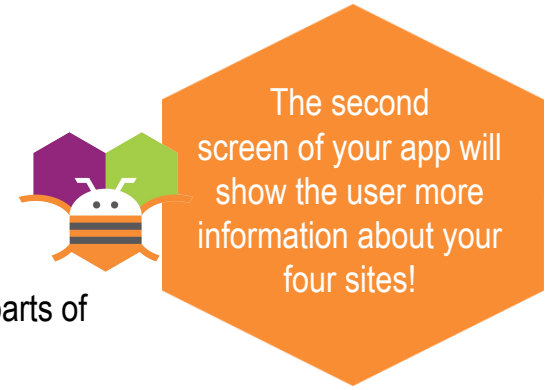
9 Increase *ZoomLevel* by 1 or 2 and drag the map in the Designer so all 4 markers appear and are zoomed in.



10 Test with the MIT AI2 Companion!

- Test that a short click displays the title and short description for each marker.

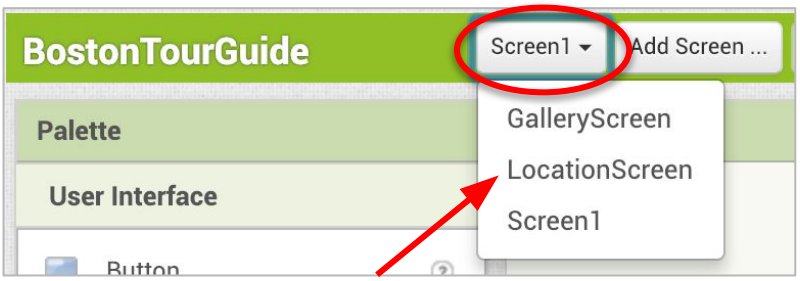




LOCATION SCREEN

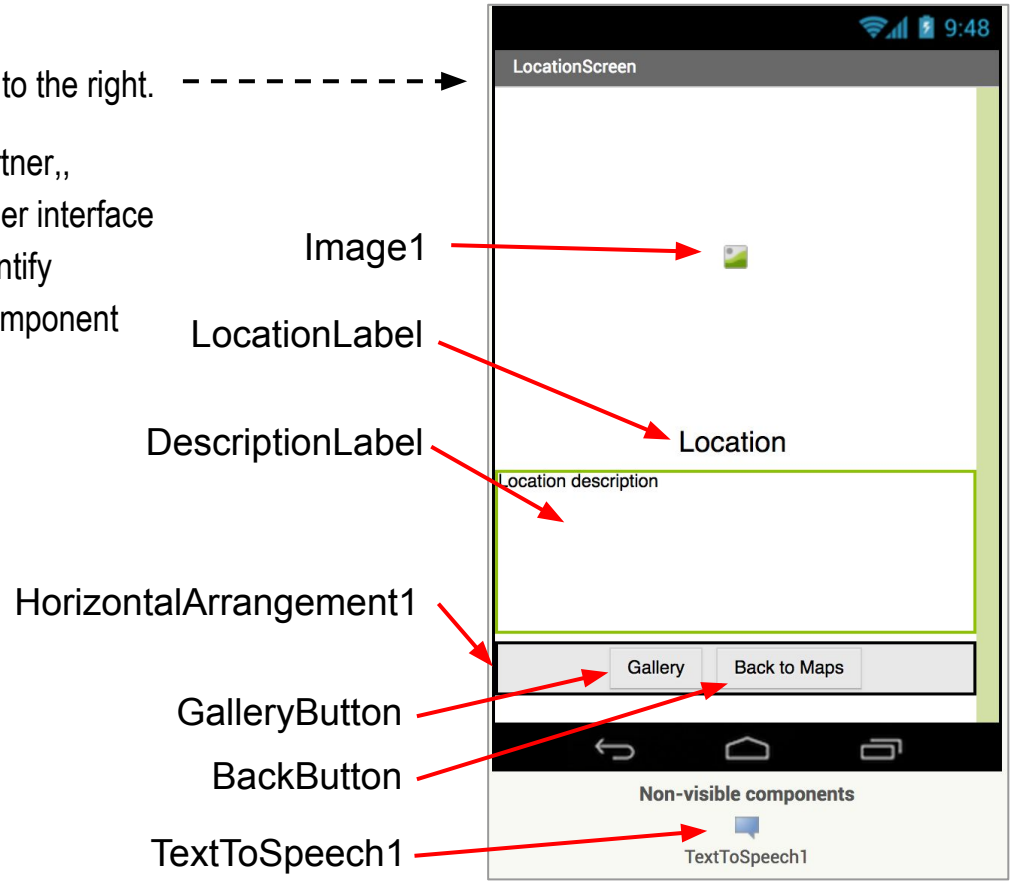
This app will use two different screens, for two different parts of the app. Check out the second screen.

11 Open the "**LocationScreen**".



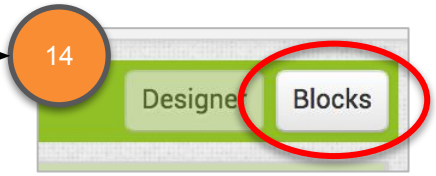
The layout is shown to the right.

12 With your partner,, look at the user interface and try to identify what each component does.

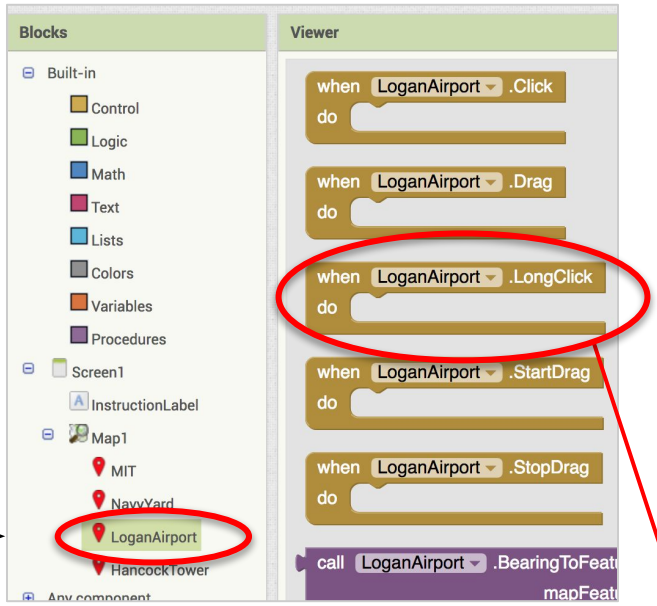


OPEN ANOTHER SCREEN

13 Change back to Screen1, and switch to the Blocks Editor.

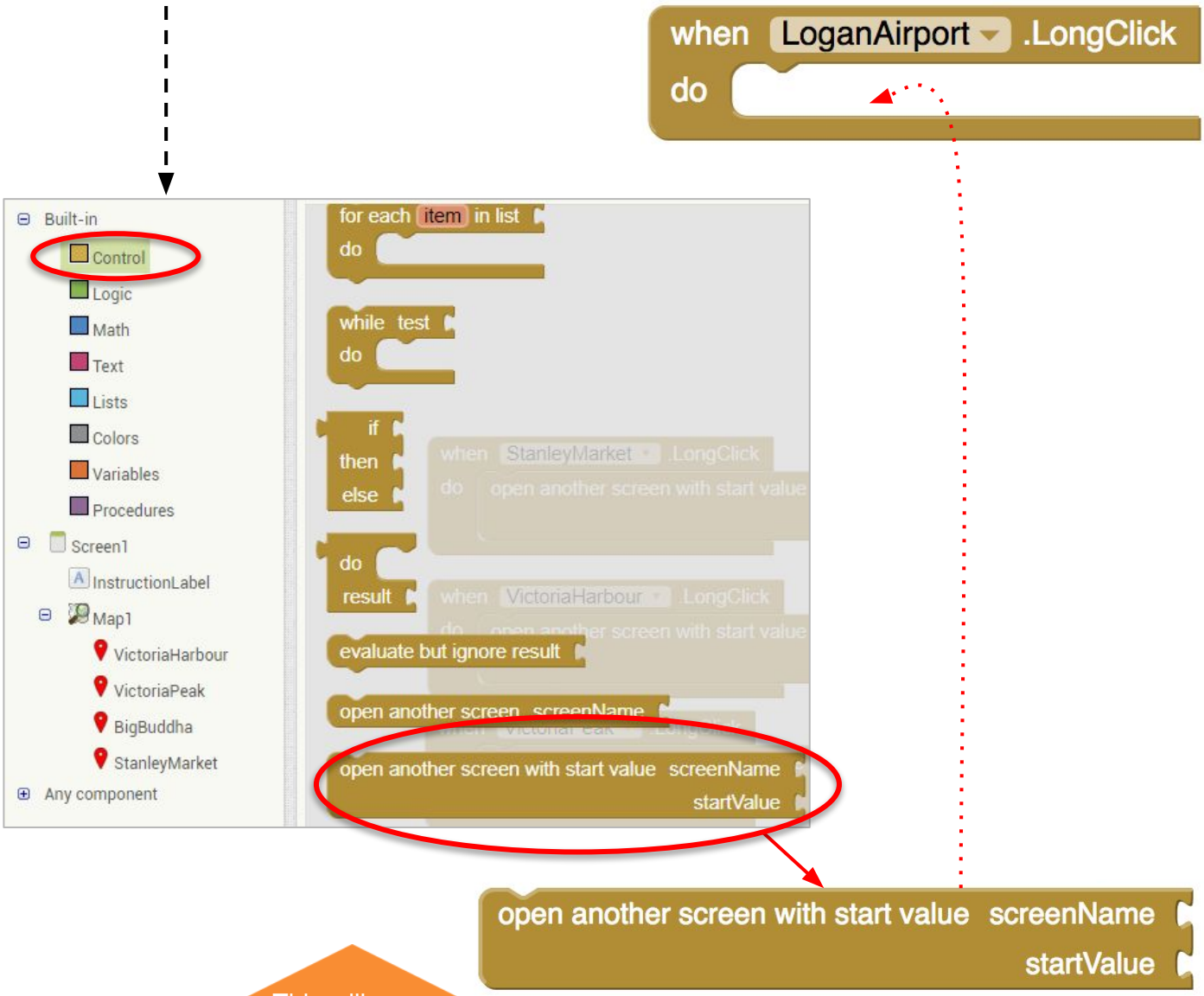


15 Click on one of your markers in the Blocks window and drag out a **LongClick** event block.



OPEN ANOTHER SCREEN

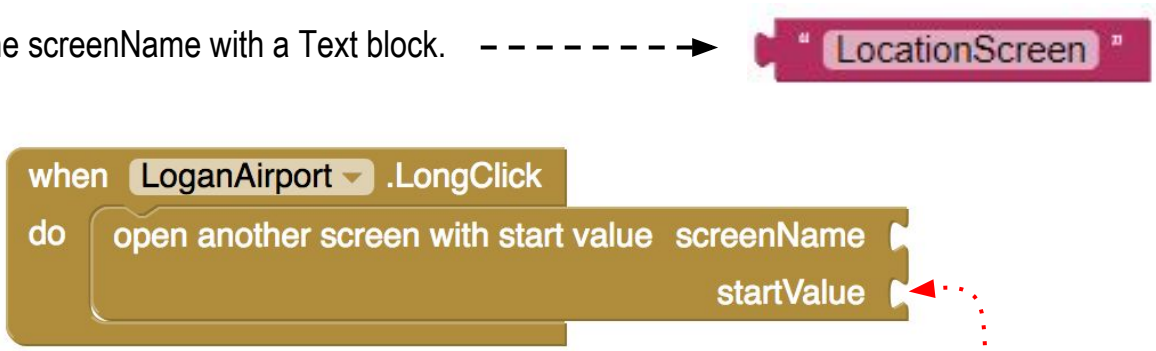
16 From the Control drawer, drag in a **open another screen with start value** block and snap it into the **LongClick** event block.



This will open a second screen (**LocationScreen**), and you'll pass it the name of the marker clicked in the "startValue" parameter

OPEN ANOTHER SCREEN (continued)

17 Fill in the screenName with a Text block.



18 The **startValue** will be the name of the marker's landmark. Note that you should type the name normally, with spaces. This will eventually be displayed in LocationScreen, so you want the spaces to appear.

19 Repeat **LongClick** events for your other 3 markers.

In the next lesson, you will code the LocationScreen to display more information about your landmarks!

COMPUTATIONAL THINKING CONCEPTS

The following are the Computational Thinking Concepts used in Screen1.

Tour Guide
1. Events 
2. Naming