

TOUR GUIDE: SCREEN1

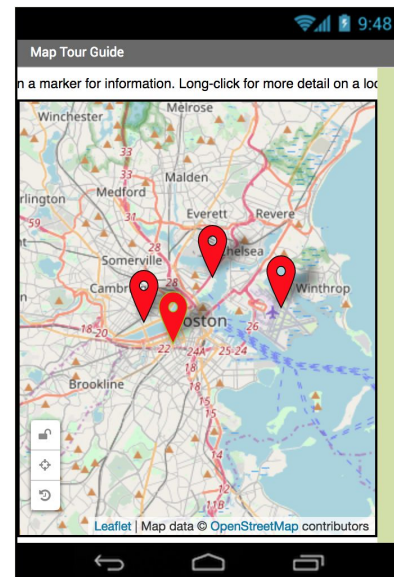


In this unit, you will make an app to show people some of the cool places to visit in your area!

START HERE

1 Open the **"TourGuide"** template project in MIT App Inventor.

2 Add the following components to Screen1.



Drawer	Component	Name	Property	Setting
Maps	Map	Map1	Width Height CenterFromString ZoomLevel	"Fill Parent" "Fill Parent" Enter latitude,longitude for your city Set to a number where all markers appear (4-12)
Maps	Marker(4)	Name according to your Landmarks.	set Properties as shown on page 2.	

SETTING PROPERTIES

3

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

Properties

MIT

Description

Draggable

EnableInfoBox ☒

FillColor Red

ImageAsset None...

Latitude 22.275883

Longitude 114.145532

StrokeColor Black

Title

And make sure
EnableInfoBox
 is checked!

4

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

ZoomLevel

12

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

5

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

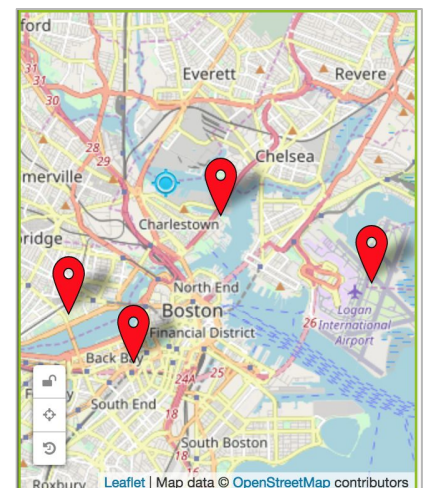
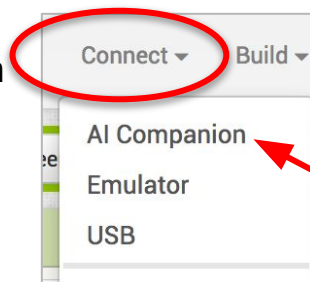
Zoom levels range from 1-20, with 1 being the whole world, and 20 being zoomed in on an address.



6

Test with the MIT AI2 Companion!

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



LOCATION SCREEN

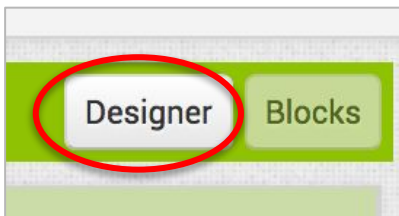
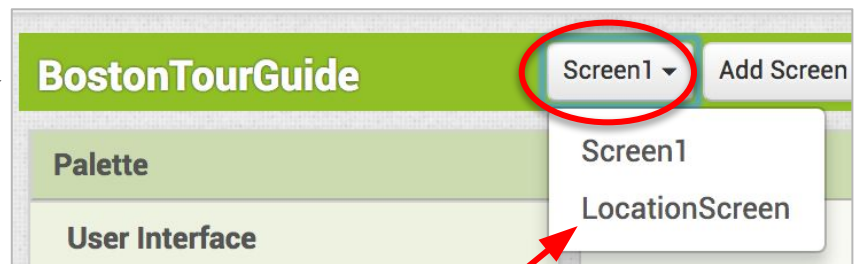
This app will use two different screens, for two different parts of the app. Check out the second screen.



Take a look at the second screen of your app, that will show the user more information about your four sites!

7 Open the “**LocationScreen**”:- ➔

8 Switch to the Designer.



The layout is shown to the right. ➔

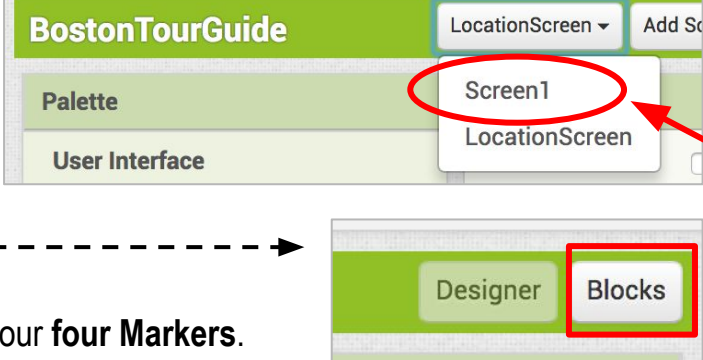
9 With your partner,, look at the user interface and try to identify what each component does.



OPEN ANOTHER SCREEN

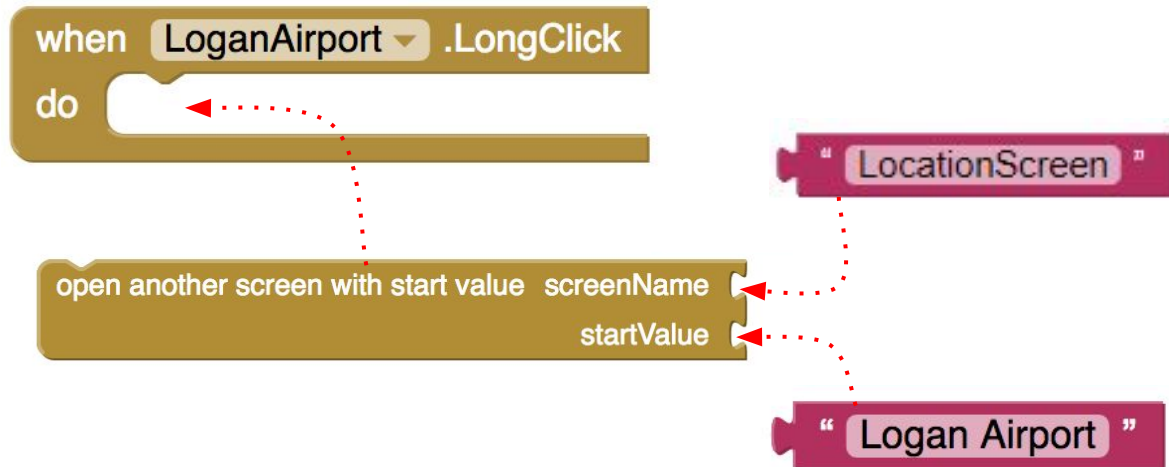
Now that you've seen the Location Screen, go back to Screen1 and write the code to open the Location Screen.

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



11 Add **LongClick** event blocks for each of your **four Markers**. In the **LongClick** event, open the LocationScreen, passing it the Title of the Marker as the **startValue**.

Here is an example using a Marker called LoganAirport. Note the spaces in the text block.




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	