


SKETCH & GUESS:

PART 1

START HERE



In this lesson, you will build the three screens for the Sketch and Guess app

- 1 Open a new project in App Inventor. Name it SketchAndGuess.

With this app, there will three screens. The opening screen, **Screen1**, merely let's the user choose what they want to do with the app.

Do they want to be the sketcher or the guesser? Choosing a button will take the user to one of the other two screens - **SketcherScreen** or **GuesserScreen**.

- 2 Change some of the properties for **Screen1** as follows.

Property	Setting
<i>AlignHorizontal</i>	Center: 3
<i>AlignVertical</i>	Center: 2
<i>Theme</i>	Device Default
<i>Title</i>	Sketch and Guess

- 3 Add two Buttons. Name the first Button **SketcherButton** and the second, **GuesserButton**

SET BUTTON PROPERTIES

4

Set the properties of both Buttons as follows:

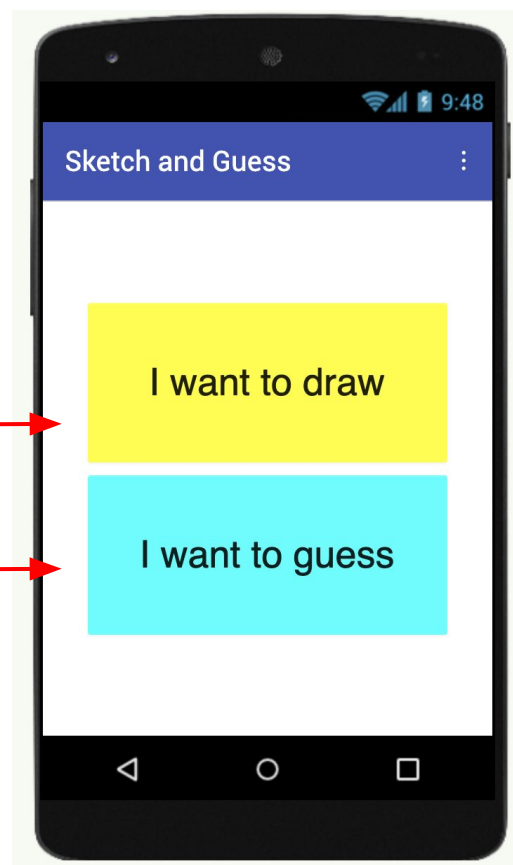
Property	Setting
<i>Height</i>	30%
<i>Width</i>	80%
<i>FontSize</i>	30
<i>BackgroundColor</i>	<i>your choice</i>
<i>Text: SketcherButton</i>	I want to draw
<i>Text: GuesserButton</i>	I want to guess

Your screen should something like the image here.



SketcherButton →

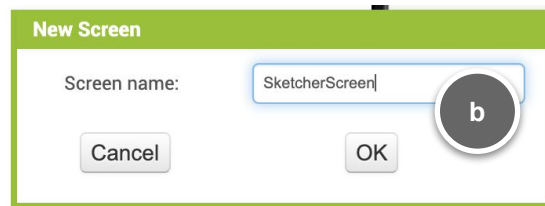
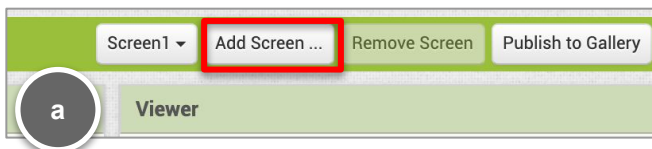
GuesserButton →



ADD SKETCHERSCREEN

5

Click the **Add Screen** button at the top of your screen. Name the new screen “**SketcherScreen**”.



6

Change the *Title* for SketcherScreen to “**Sketch and Guess (Sketcher)**” so when the user runs the app, they’ll know which screen they have open.

7

Set its *AlignHorizontal* property to :”**Center: 3**”.

ADD SKETCHERSCREEN

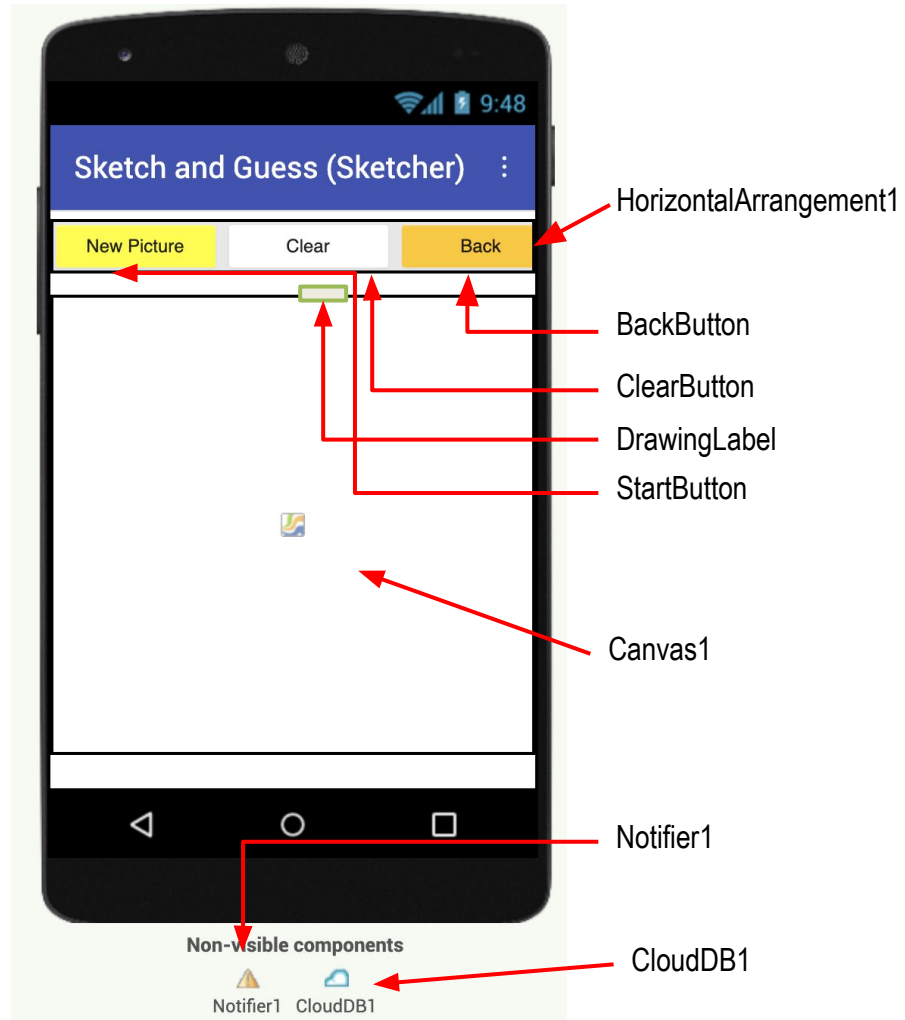
8

Add the following components to SketcherScreen, naming as setting their properties as shown in the table.

Drawer	Component	Name	Property	Setting
Layout	Horizontal-Arrangement	Horizontal-Arrangement1	Width	"Fill parent"
User Interface	Button	StartButton	Width	33%
			Text	New Picture
			BackgroundColor	your choice
User Interface	Button	ClearButton	Width	33%
			Text	Clear
			BackgroundColor	your choice
User Interface	Button	BackButton	Width	33%
			Text	Back
			BackgroundColor	your choice
User Interface	Label	DrawingLabel	Text	"" (blank)
Drawing and Animation	Canvas	Canvas1	Width	"Fill parent"
			Height	"Fill parent"
User Interface	Notifier	Notifier1		
Storage	CloudDB	CloudDB1		

ADD SKETCHERSCREEN

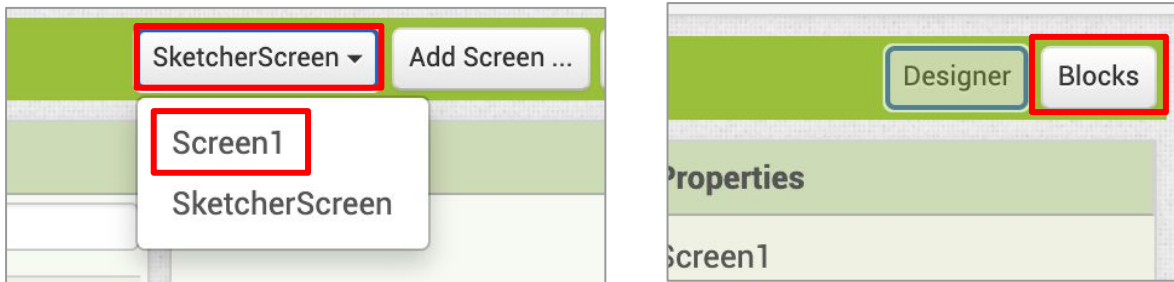
Your SketcherScreen should look something like this:



NAVIGATE BETWEEN SCREENS

Now code the opening of **SketcherScreen** from **Screen1**, and also returning back to **Screen1** from **SketcherScreen**.

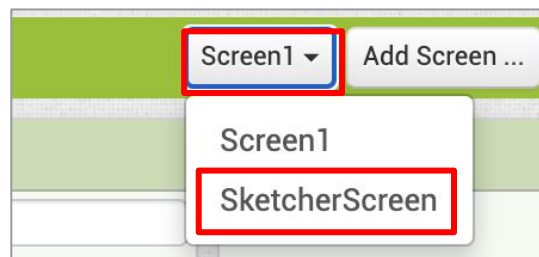
- 9 Make sure you are in **Screen1**, and then in the **Blocks Editor**.



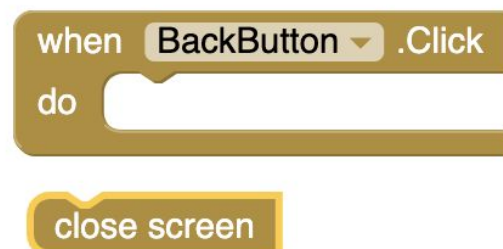
- 10 When the user presses on the SketcherButton, SketcherScreen should open. Use the blocks below.



- 11 Switch to SketcherScreen.



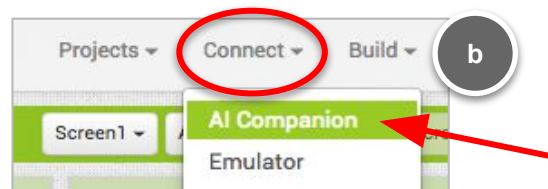
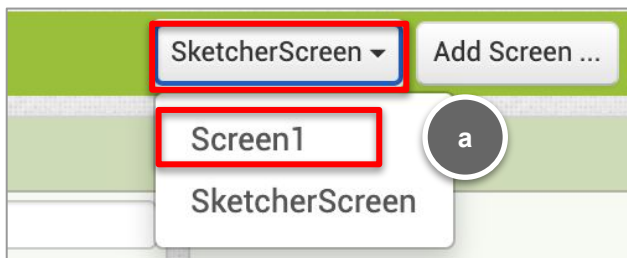
- 12 When the user presses the BackButton on this screen, this screen should close to return to Screen1. Use the following code blocks.



NAVIGATE BETWEEN SCREENS

13

Test it out with the MIT AI2 Companion. Make sure you have **Screen1** open. Test that you can click on “I want to draw” and it opens the **SketcherScreen**, and that it returns to **Screen1** when “Back” is pressed.



COMPUTATIONAL THINKING CONCEPTS

Sketch And Guess Part 1

1. Events



2. Naming

