HELLO, IT'S ME!

In this activity, you will create a project with App Inventor and use your own photo and voice to tell people who you are.
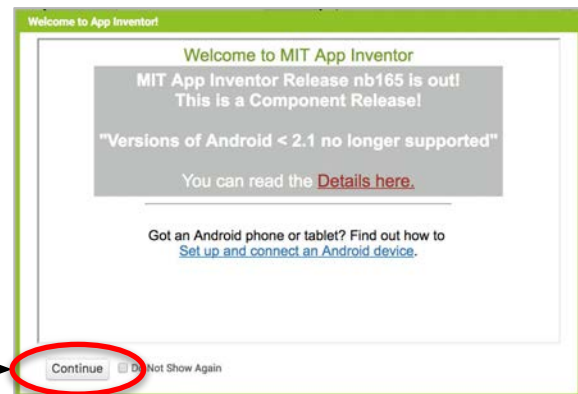
START HERE
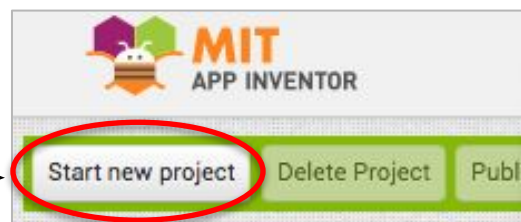
1 Go to the MIT App Inventor website (http://ai2.appinventor.mit.edu).

2 Log in with your Gmail address and password, or use the one supplied by your teacher.
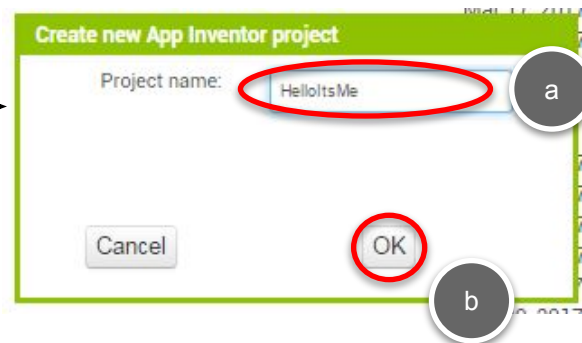
3 Read the announcements, then click "Continue."

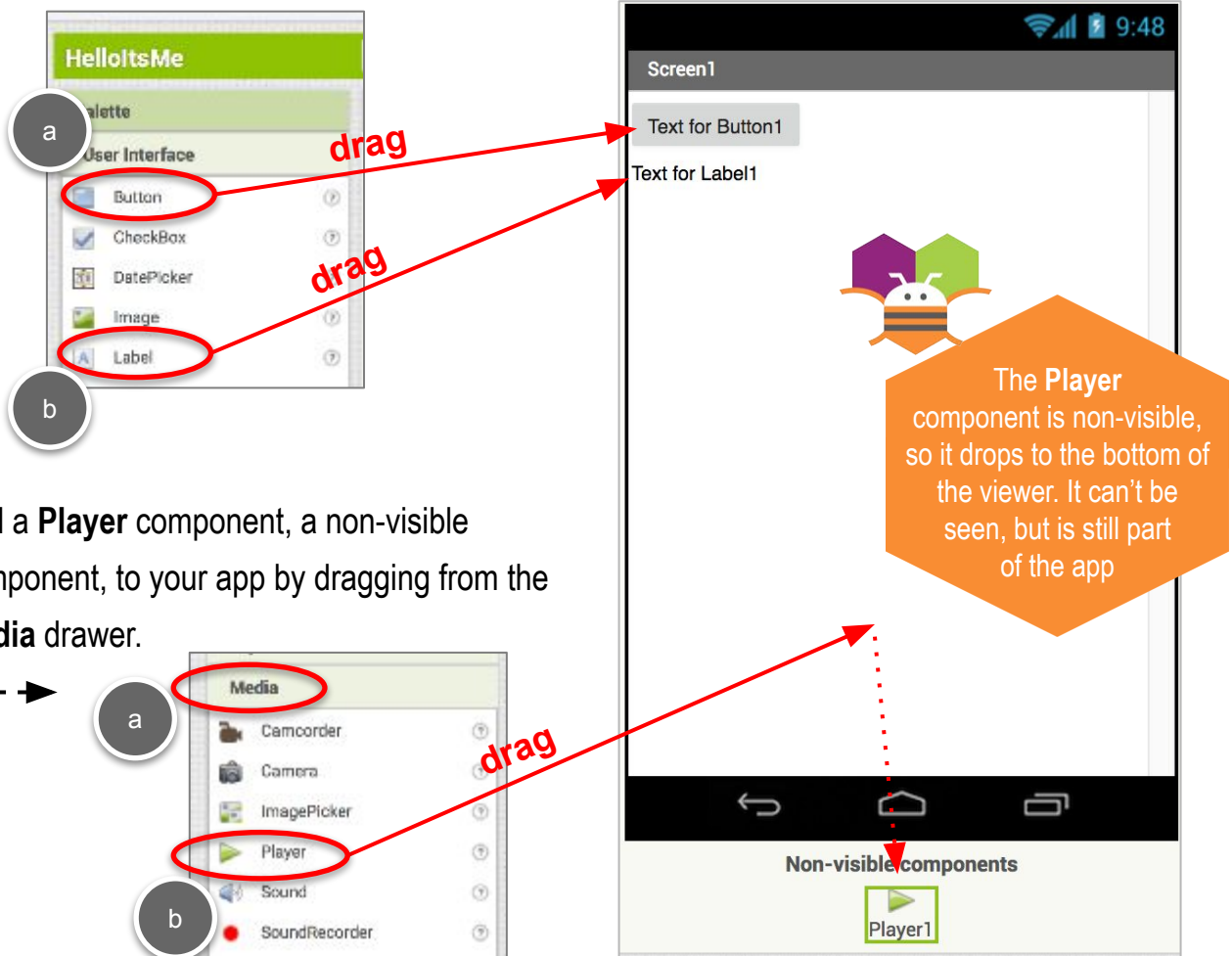**4** Click the **Start new project** button.

5 Name your project "HelloItsMe", then click **OK**.

LET'S CONTINUE

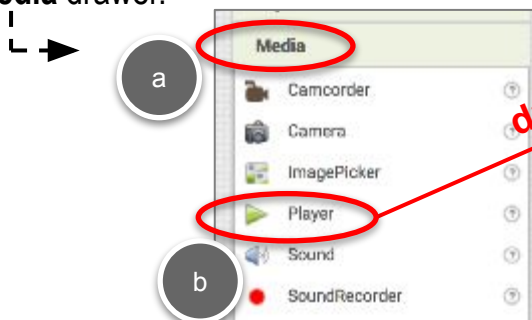**6** Add a **Button** and a **Label** component to your app by dragging them from the **User Interface** Drawer in the Palette to the Viewer.
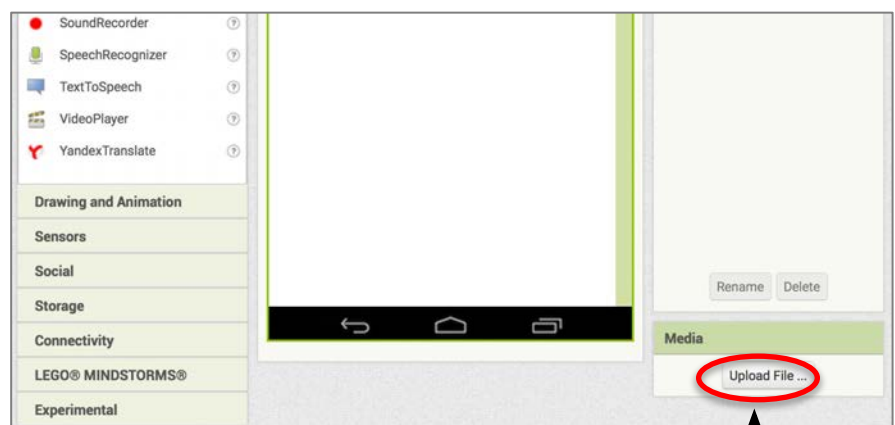
HelloItsMe

Palette

a

User Interface

- Button
- CheckBox
- DatePicker
- Image
- Label

b

drag

drag

Screen1

Text for Button1

Text for Label1

The **Player** component is non-visible, so it drops to the bottom of the viewer. It can't be seen, but is still part of the app

Non-visible components

Player1

7 Add a **Player** component, a non-visible component, to your app by dragging from the **Media** drawer.

Media

a

- Camcorder
- Camera
- ImagePicker
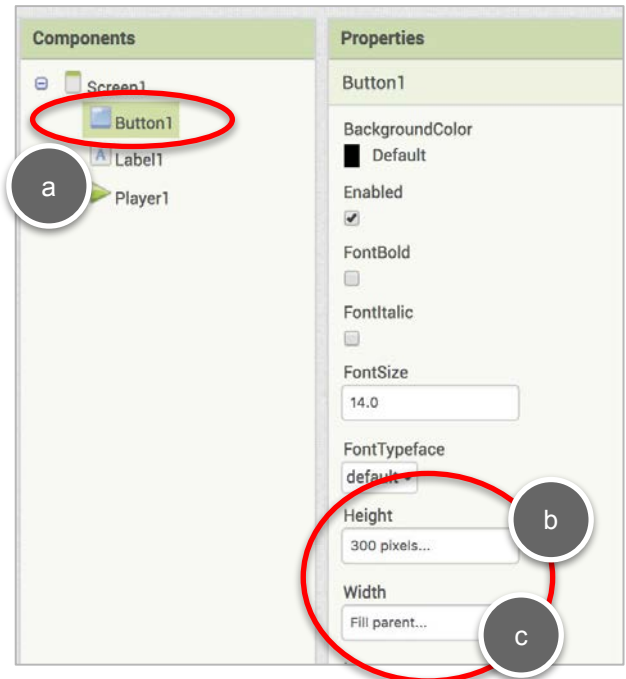- Player
- Sound
- SoundRecorder

b

drag

8 You should have an image of yourself and a recording of your voice, saying hello and something about you. Upload your picture and your voice recording as media for the app.
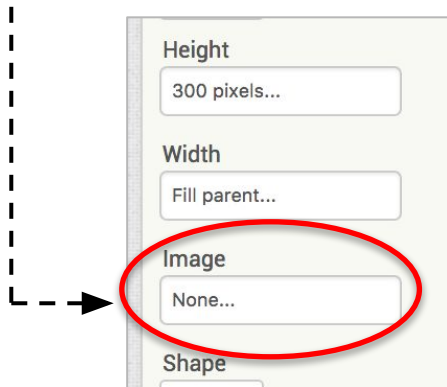
- SoundRecorder
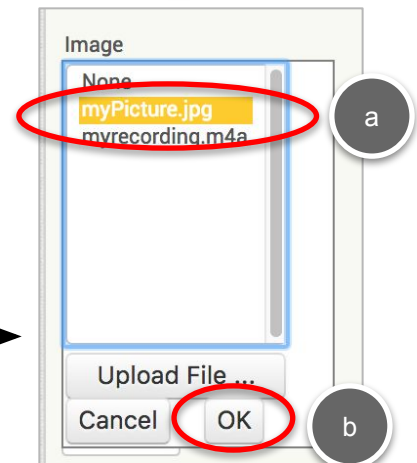- SpeechRecognizer
- TextToSpeech
- VideoPlayer
- YandexTranslate

Drawing and Animation

Sensors

Social

Storage

Connectivity

LEGO® MINDSTORMS®

Experimental

Rename Delete

Media

Upload File ...

MIT APP INVENTOR

LET'S CONTINUE!

9 Click on **Button1** in the Components window and change the button properties as follows:
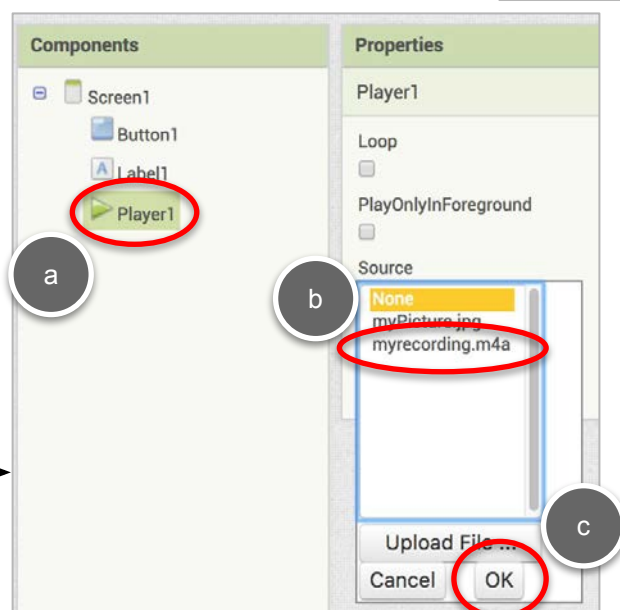   **Height**: **300 pixels**
      Width: **"Fill parent"**

10 Find **Image** in the Properties window and click on the word "None".

11 Click on your photo that you uploaded earlier, step 8, then click **OK** to use your image.

12 Choose **Player1** from the Components list, and set its *Source* property to the voice recording file that you uploaded earlier, then click OK to use your sound file.

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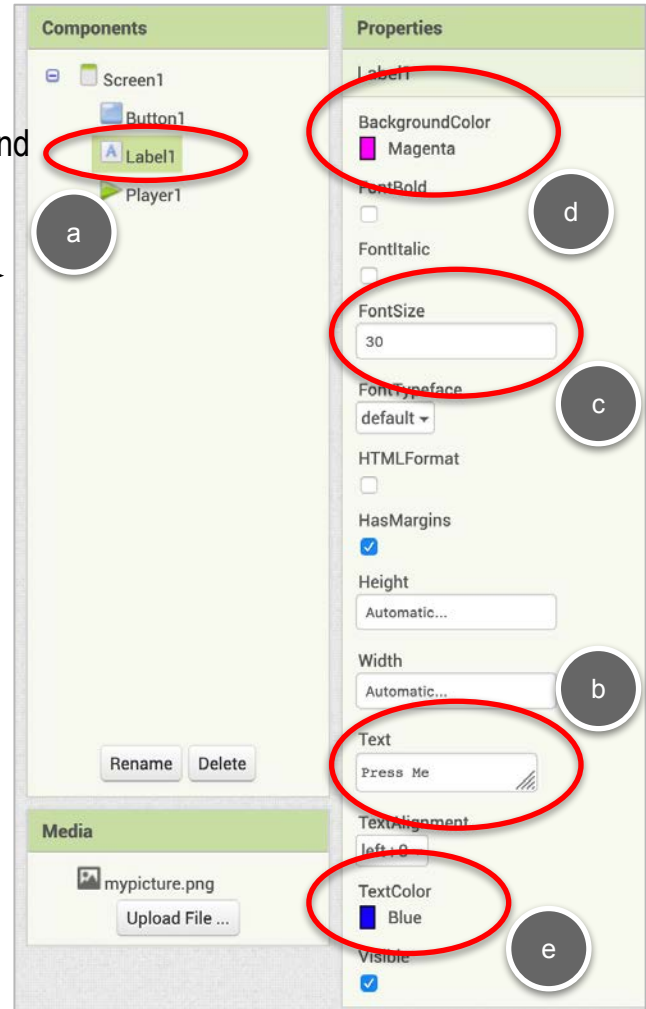APP INVENTOR

LET'S CONTINUE!

13 Click on **Label1** in the Components window and change the Label properties as follows:

Text: **Press Me**

FontSize: 30px

BackgroundColor: *choose a color*

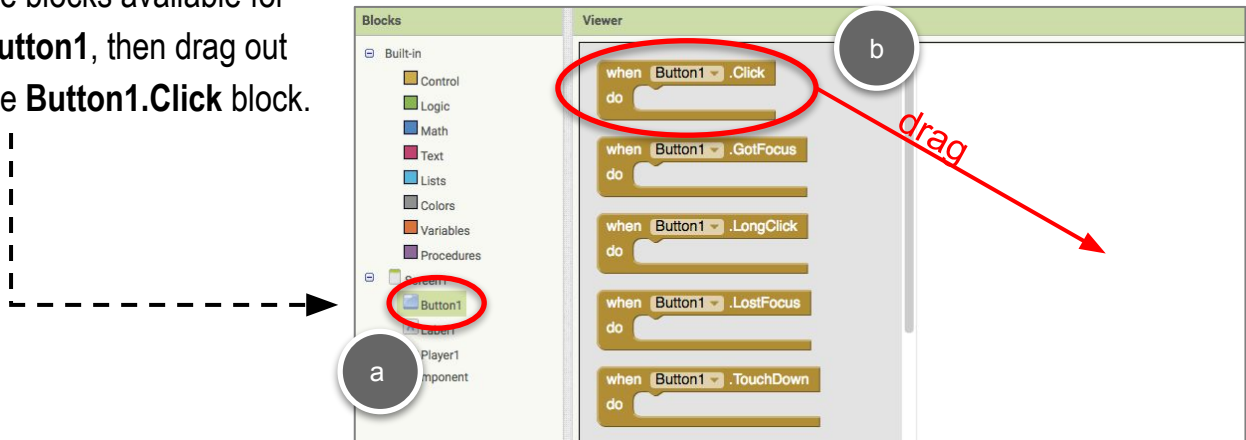**TextColor**: *choose a color*

14 Click the **Blocks** button and go to the Blocks Editor.
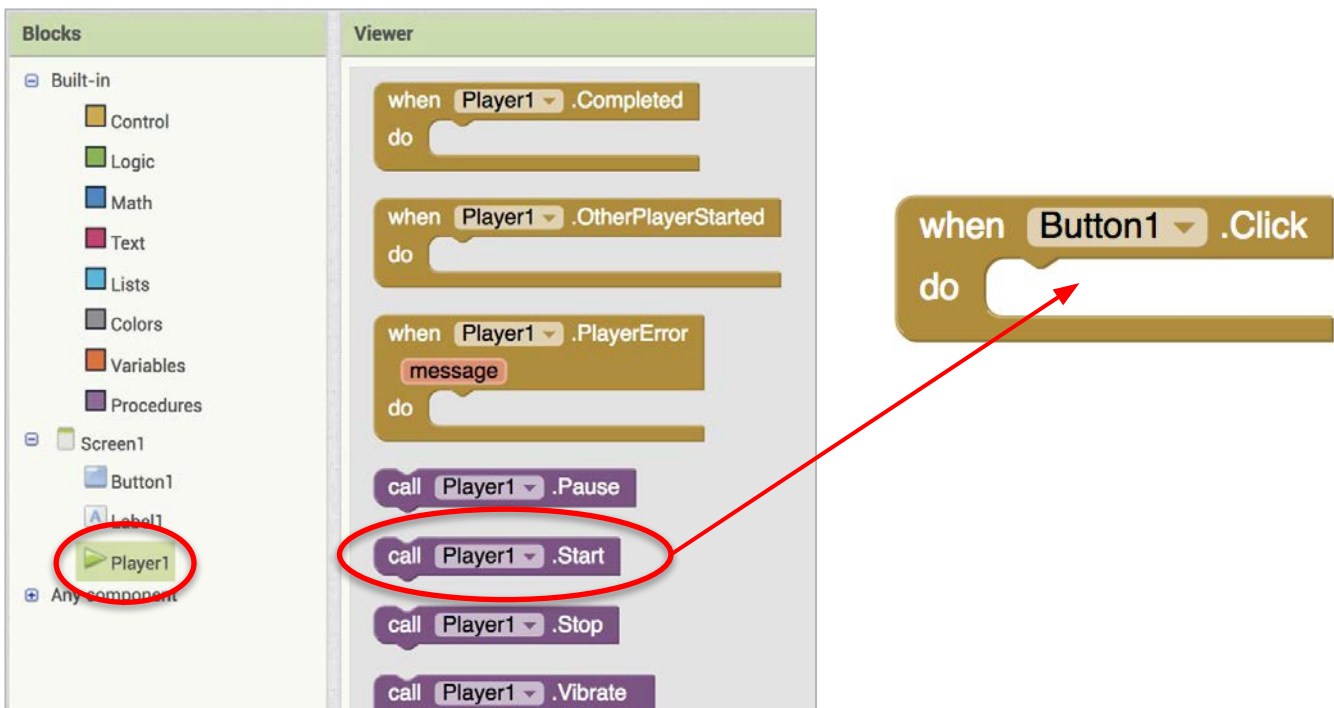
BLOCKS EDITOR

15 Click on **Button1** in the Blocks Palette to see the blocks available for **Button1**, then drag out the **Button1.Click** block.
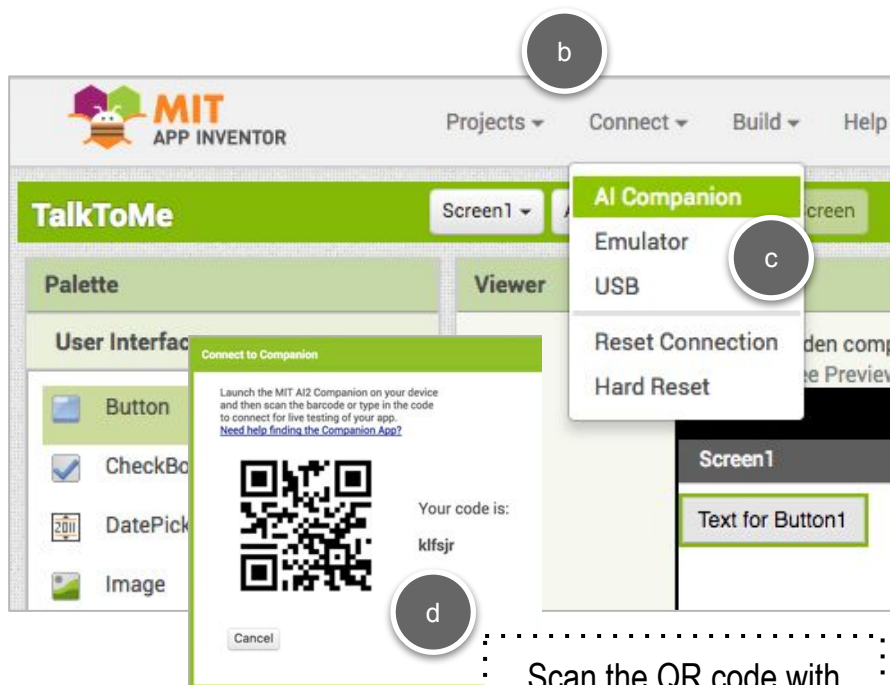
16 Then click on **Player1** in the Blocks window on the left, drag out the **Player1.Start** block and snap it into the **Button1.Click** block.

TESTING!

17 Now test the app on your mobile device!!

a Start MIT AI2 Companion on your tablet

b

c

MIT APP INVENTOR

TalkToMe

Projects ▾   Connect ▾   Build ▾   Help

Screen1 ▾

AI Companion
Emulator
USB
Reset Connection
Hard Reset

Palette   **Viewer**

User Interface

Connect to Companion

Button

CheckBo

DatePick

Image

Launch the MIT AI2 Companion on your device and then scan the barcode or type in the code to connect for live testing of your app.
Need help finding the Companion App?

Your code is:

klfsjr

Cancel

d

Screen1

Text for Button1

Scan the QR code with MIT AI2 Companion

18 Test your app. If you press the button with your picture, can you hear your voice?

Congratulations, you've made your first app!

Here are a few features you could add if you wanted to expand your app

Change the background color

Add a Label with your Name

Add a second button for a second person

What other ideas do you have?