



**Attendance:**  
**[tiny.cc/event-attendance](https://tiny.cc/event-attendance)**





# App Dev League

Day 6: Intro to MIT App Inventor



# Agenda

---

1. Overview of MIT App Inventor
2. Look at Light Bulb
3. Look at Digital Doodle
4. Look at Paint Cat



# An Overview



# MIT App Inventor

---

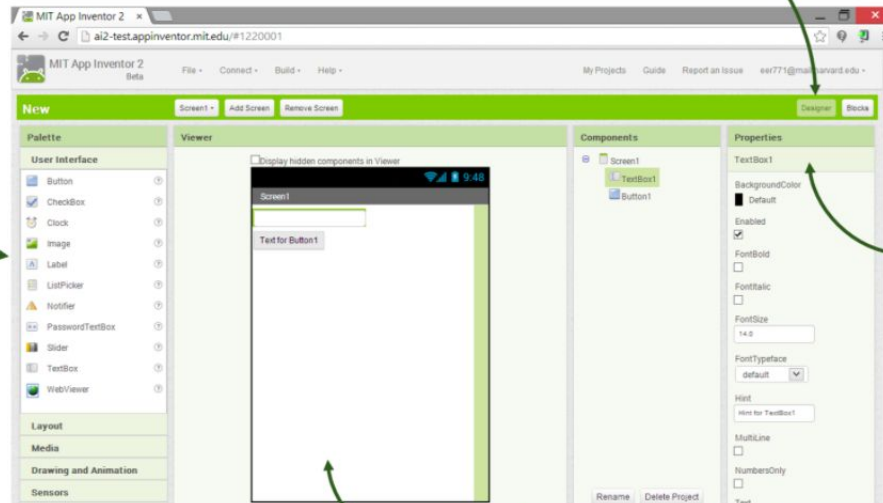
- Convenient way to make apps
- Requires installation for emulator
- Installation: <http://tinyurl.com/basicappdev-installation>



# Designer Section

**Palette:** Find your components and drag them to the Viewer to add them to your app.

**Designer Button:**  
Click from any tab to go to the Designer tab.



**Properties:** Select a Component in the Components List to change its properties (color, size, behavior) here.

**Viewer:** Drag components from the Palette to the Viewer to see what your app will look like.



# Blocks Section

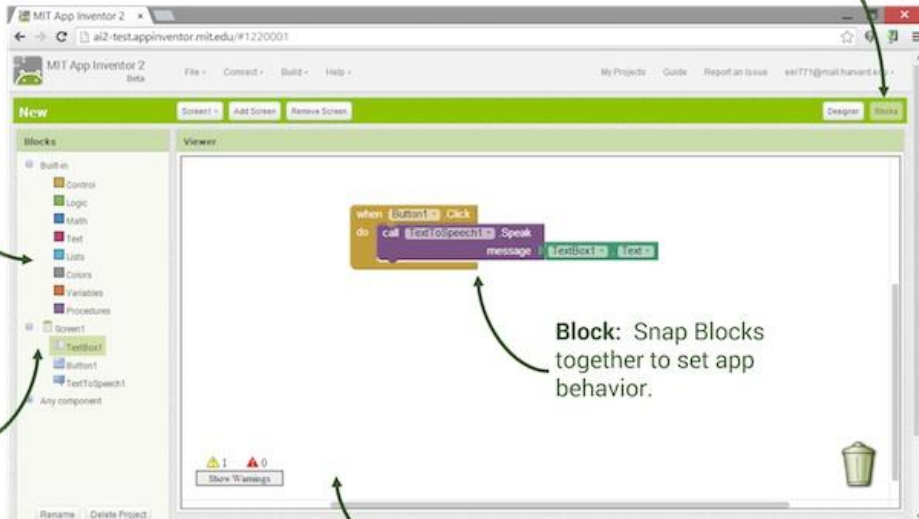
**Built-In Drawers:** Find Blocks for general behaviors you may want to add to your app and drag them to the Blocks Viewer.

**Blocks Button:** Click from any tab to go to the Blocks tab.

**Component-Specific Drawers:** Find Blocks for behaviors for specific Components and drag them to the Blocks Viewer.

**Block:** Snap Blocks together to set app behavior.

**Viewer:** Drag Blocks from the Drawers to the Blocks Viewer to build relationships and behavior.



# Light Bulb

2





# App #1: Light Bulb

---

A light bulb that toggles on and off at the click of a button!



# Digital Doodle



3



# App #2: Digital Doodle

---

Draw anything you want on your phone screen!



# Paint Cat



# App #3: Paint Cat

---

Draw in 3 different colors!



# Content Review

5



# Content Review

---

## → App #1: Light Bulb

- ◆ Buttons + Images
- ◆ Hiding and showing elements
- ◆ Editing elements

## → App #2: Digital Doodle

- ◆ Interacting with the mouse position
- ◆ Drawing lines



# THANKS!

ANY QUESTIONS?

You can find more info @

- ◇ <https://www.appdevleague.org>
- ◇ <https://linktr.ee/AppDevLeague>

