
# LAB 1: GETTING STARTED WITH MIT APP INVENTOR 2

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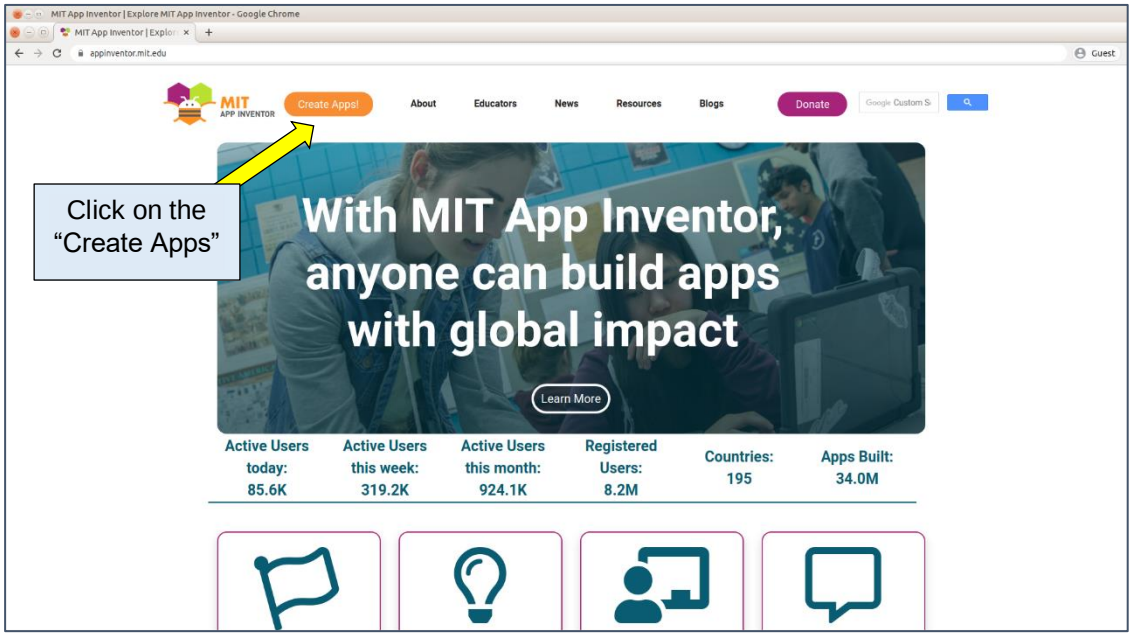
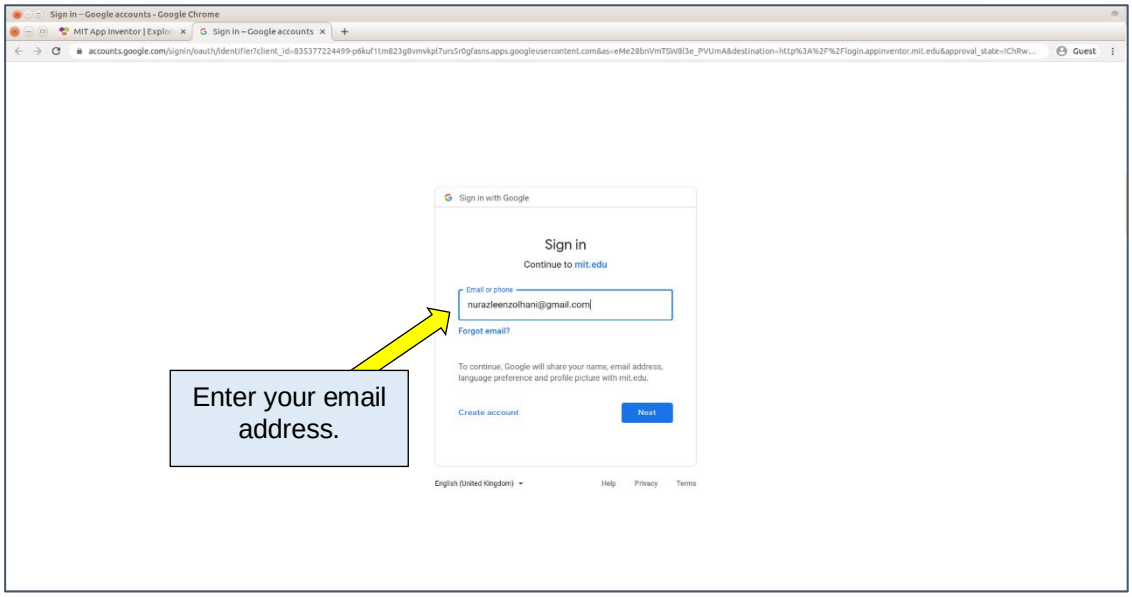
**Objective:**
In this lab we are going to walk through the MIT App Inventor and getting familiar with the layout, menus and panels available at the web application. MIT App Inventor is a web based application that allows user to create Android apps.

**Steps:**

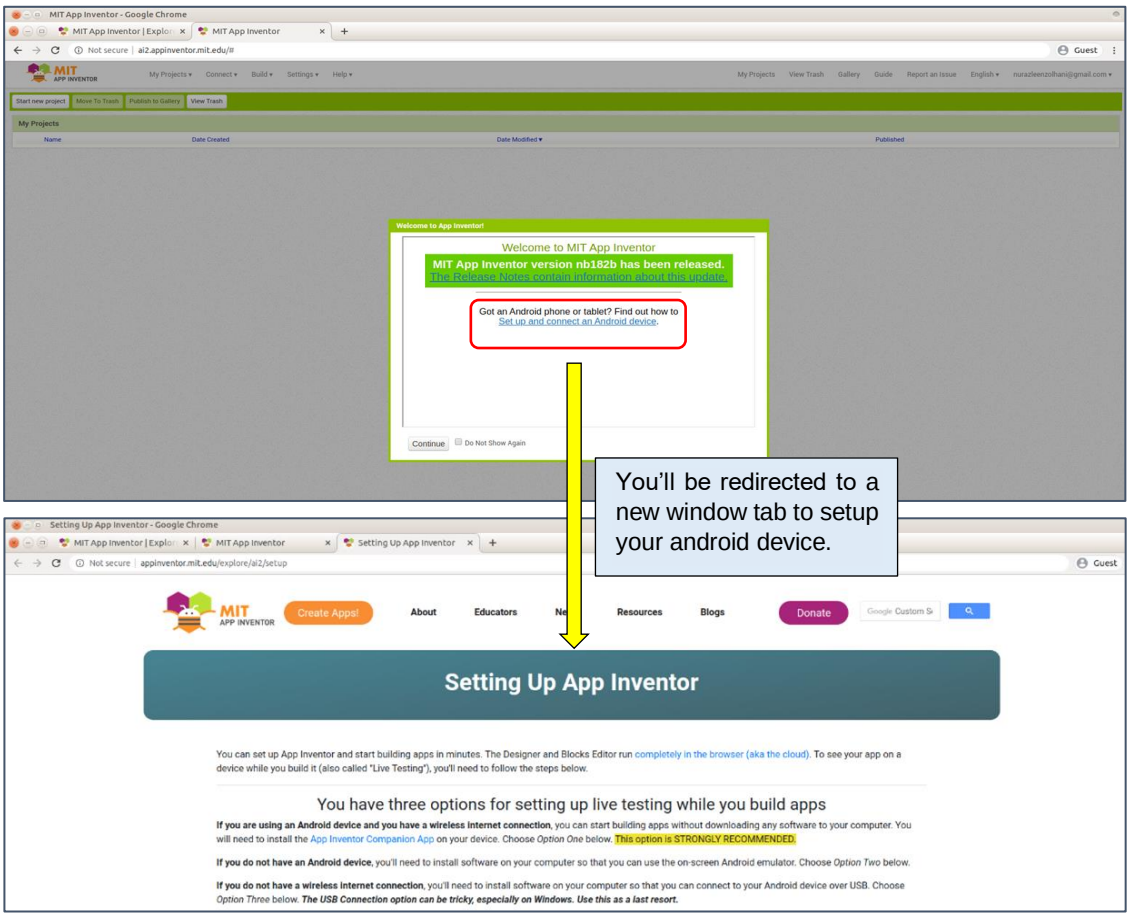
1. Launch your preferred web browser and typed in the following URL to access the MIT App Inventor [https://appinventor.mit.edu/](https://appinventor.mit.edu/)
2. At the homepage, click on the **Create Apps!** button.



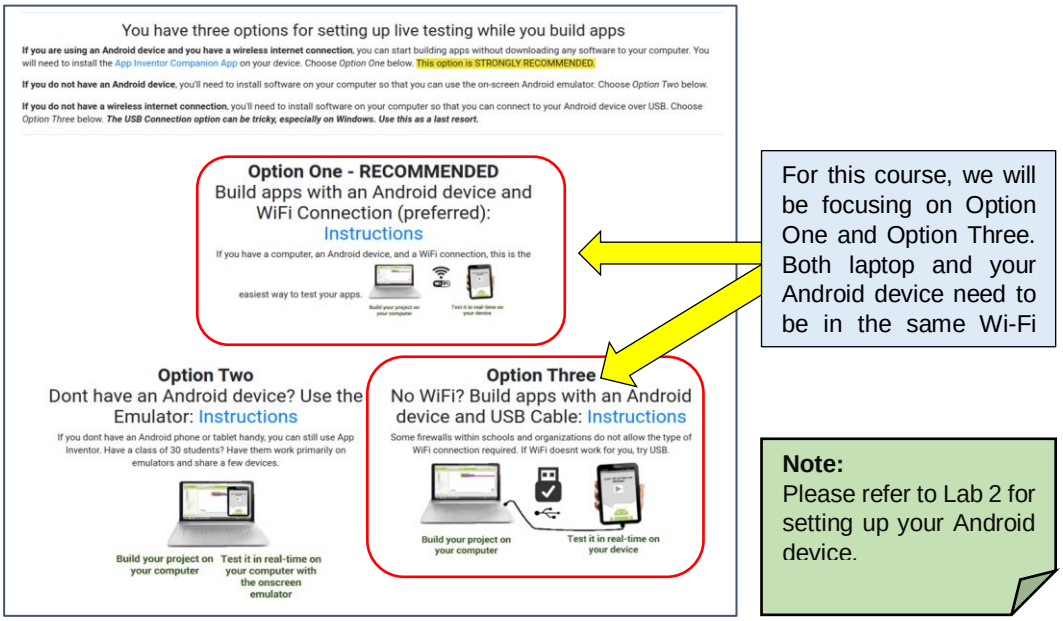

3. Then, you will be redirected to Sign-in to your Google Account. Key-in your email address and make sure you have the access to your email.



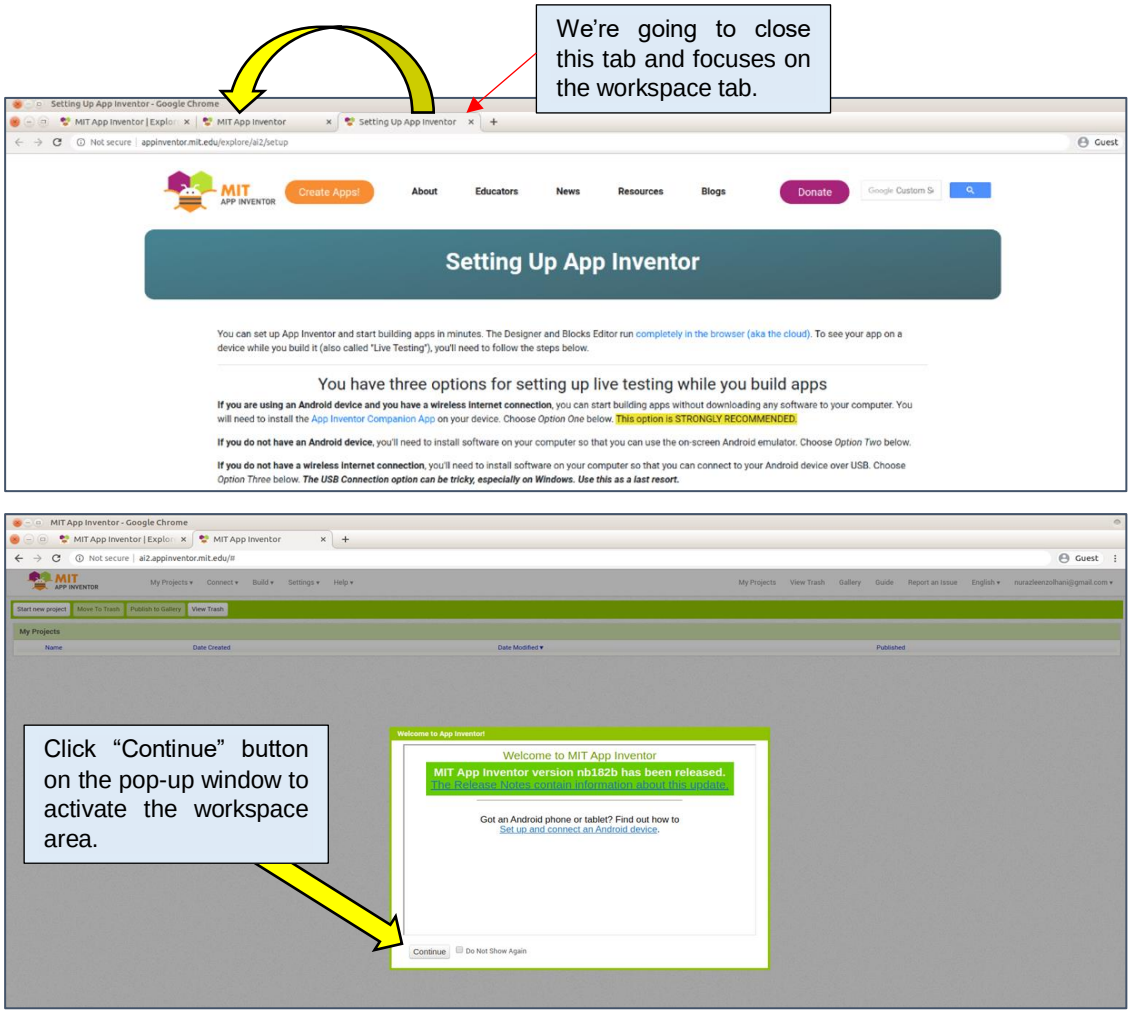
4. After signing-in to your Google Account, you will be redirect to the workspace in building your Android app. Here, you will be prompt with a pop-up windows asking you whether you want to setup your android device.



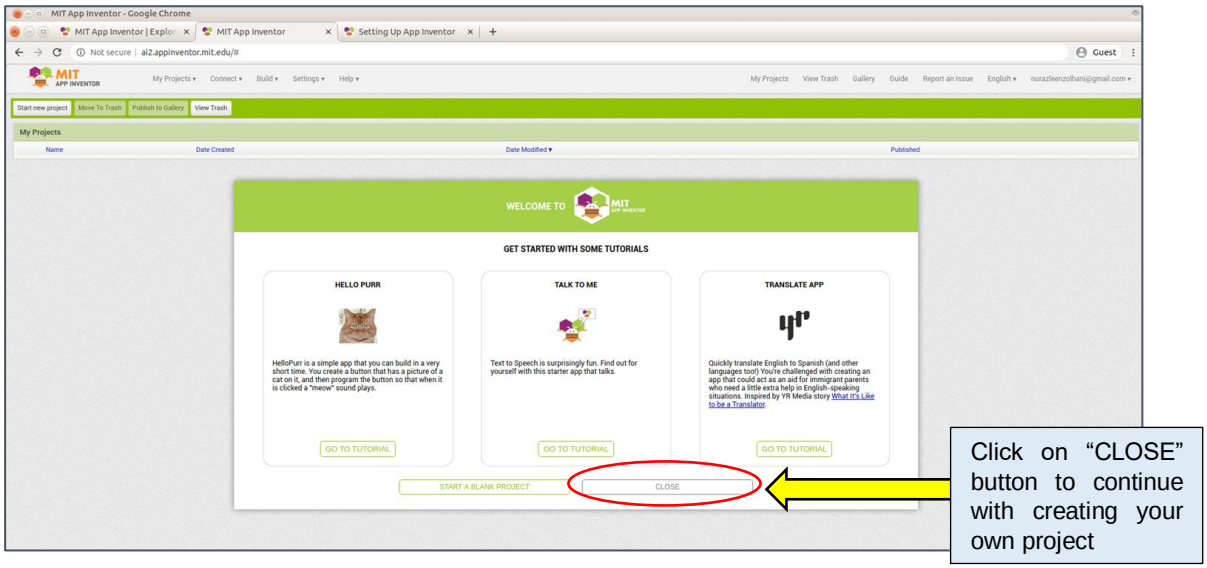

5. There are 3 options available to connect or setup your android device. If you have an Android device, you can opt for Option One or Option Three. If you don't have an Android device, you can opt for Option Two which uses an Android Emulator.



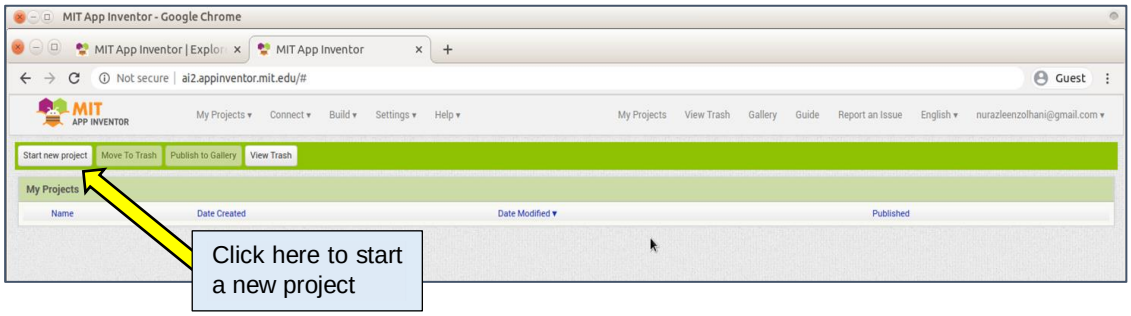
6. After you have setup your Android device, you can close the current tab and return back to the workspace tab as shown in the figure below.

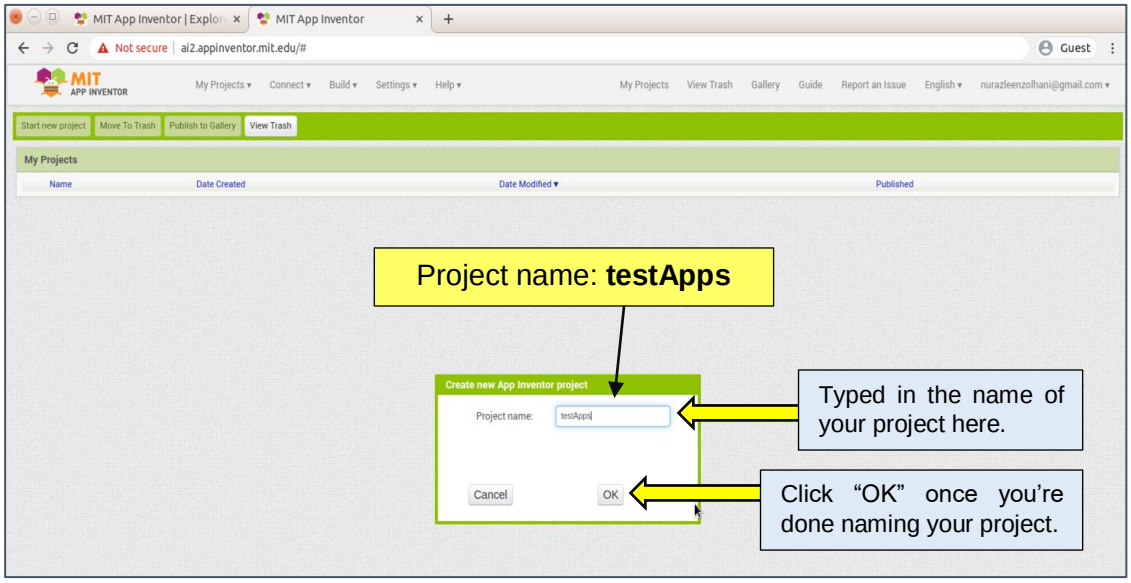



7. Once you've clicked on the "Continue", you will be presented with a welcome pop-up window. You can start building Android apps based on these tutorials or you can explore the MIT App Inventor on your own. In this lab, we're going to create our own project and familiarize with the layout, menus and panels in MIT App Inventor.

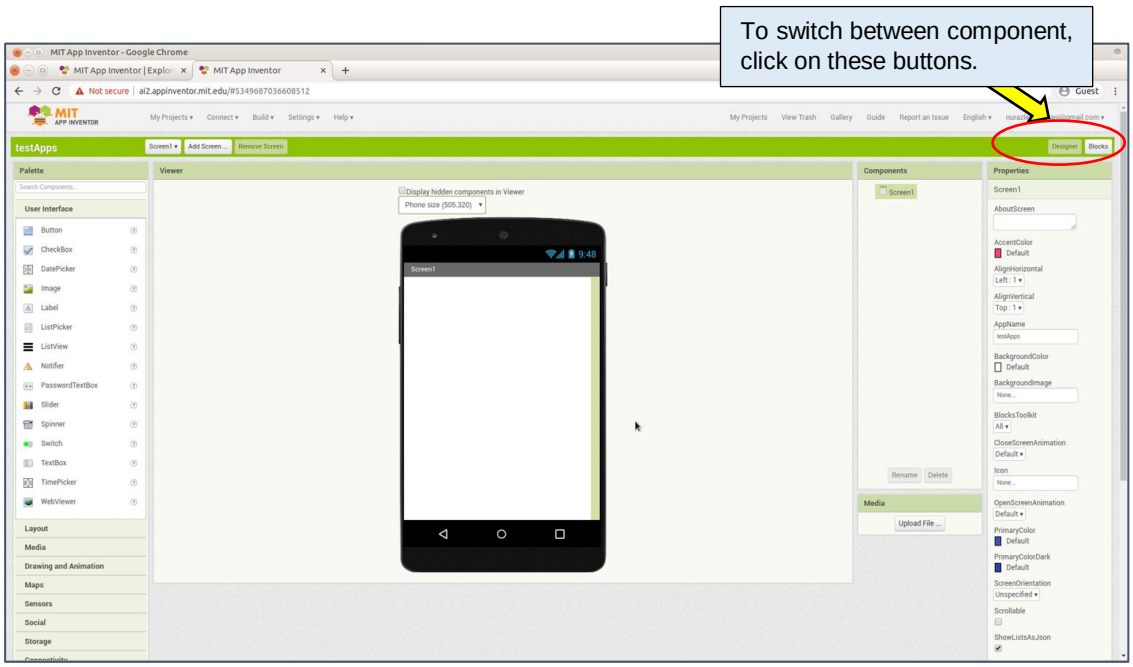


8. Then click on the **"Start new project"** button and you will be prompt with a pop-up window to key-in the name of the project.

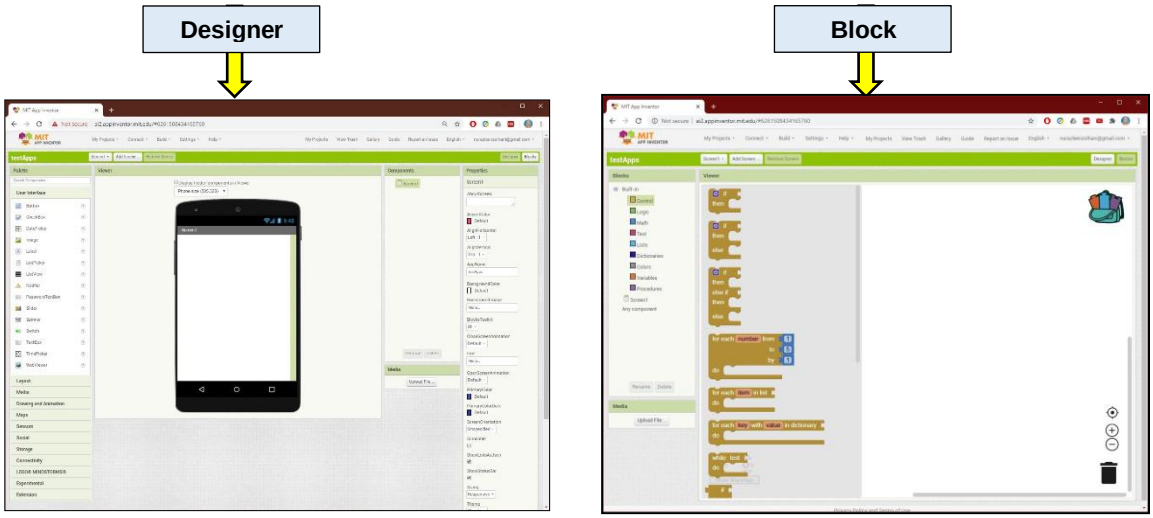


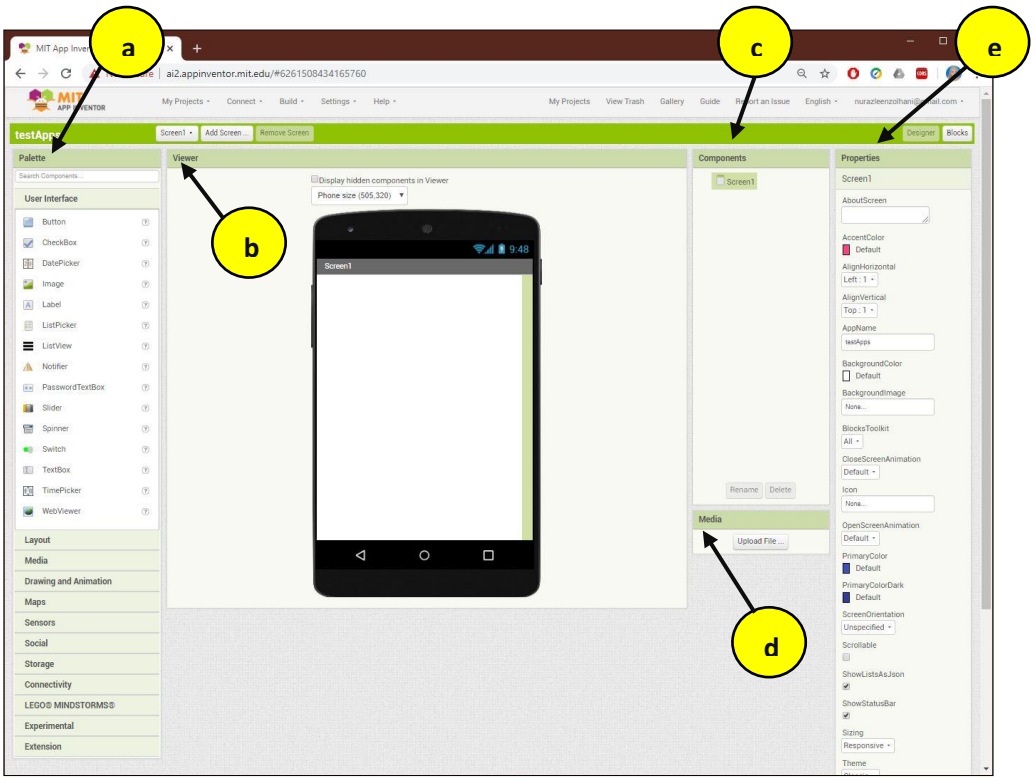

9. Then, you will be redirected to the MIT App Inventor design layout as shown in figure below. By default, you'll be presented with the Designer component. There are two types of component, which are **Designer** and **Block**. You can switch between components by clicking on the button at the top right side.



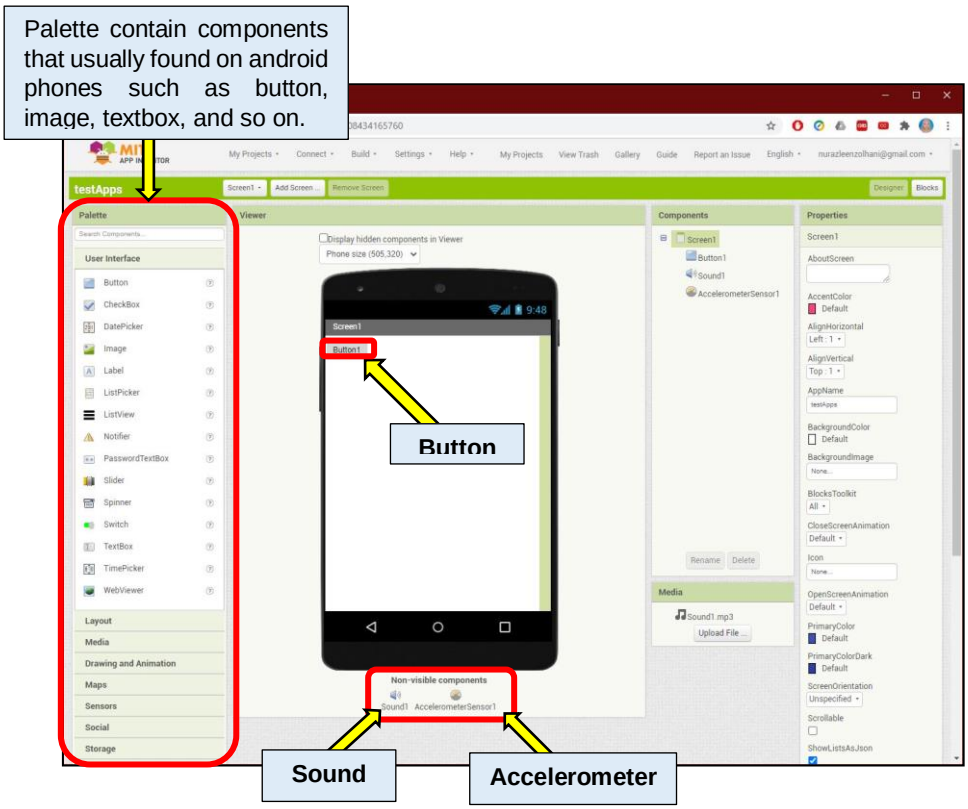
10. The MIT App Inventor Designer lets you design your apps by using the drag and drop method. Meanwhile, the MIT App Inventor Blocks lets you code your program by arranging the blocks of code.



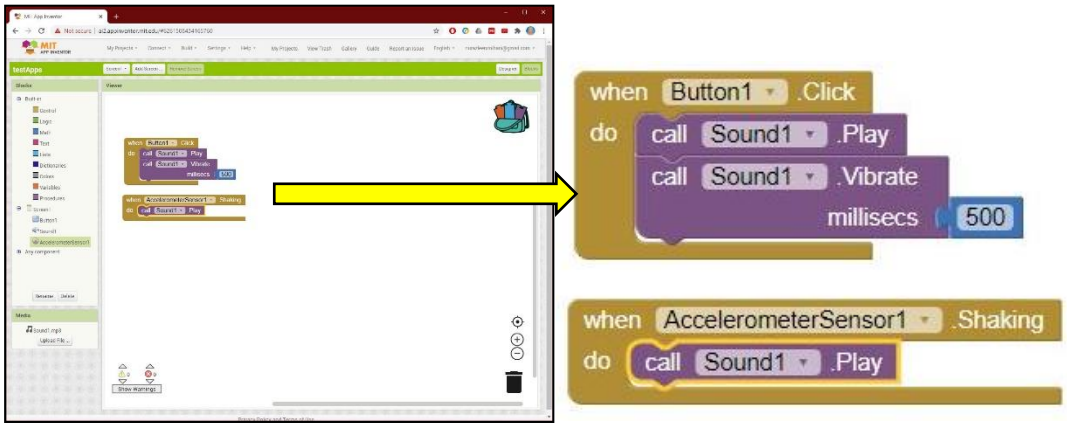

11. There are five (5) windows in the Designer of MIT App Inventor Designer.
    a. **Palette:** holds the components you can use in your program; separated into sub lists
    b. **Viewer:** shows components mapped out to what the app will look like
    c. **Components List:** lists components in the app
    d. **Media:** Allows developer to upload audio and pictures.
    e. **Properties:** Showing the selected component.



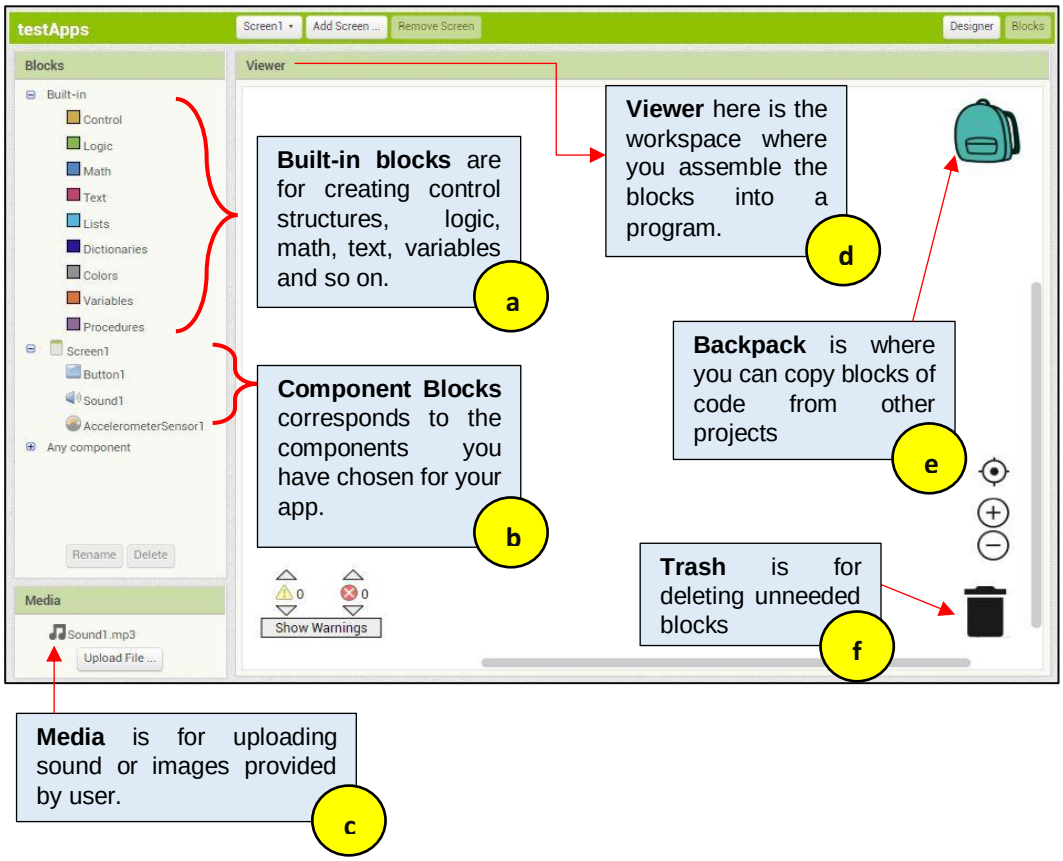
12. Figure below shows the screen design with a **Button**, a **Sound** and a **Sensor** which is the Accelerometer. All these components can be find at the **palette** on the left side of the MIT App Inventor Designer window.




13. Then, to specify how the components works, you can easily code them at the MIT App Inventor Block window as show in the figure below. The figure shows blocks of code showing the action of the Button and the Accelerometer sensor on the phone.



14. In the MIT App Inventor Block, there are 6 components that are important for us to remember which are
    - **a.** Built-in blocks
    - **b.** Component Blocks
    - **c.** Media
    - **d.** Viewer
    - **e.** Backpack
    - **f.** Trash



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References:


1. http://appinventor.mit.edu/explore/sites/all/files/teachingappcreation/unit1/MagicTrickHandout.pdf
2. https://appinventor.mit.edu/explore/library
3. https://appinventor.mit.edu/explore/ai2/tutorials
4. https://www.programwithappinventor.org/
5. https://www.amazon.com/Learning-MIT-App-Inventor-Hands-On/dp/0133798631/