App Inventor Goals
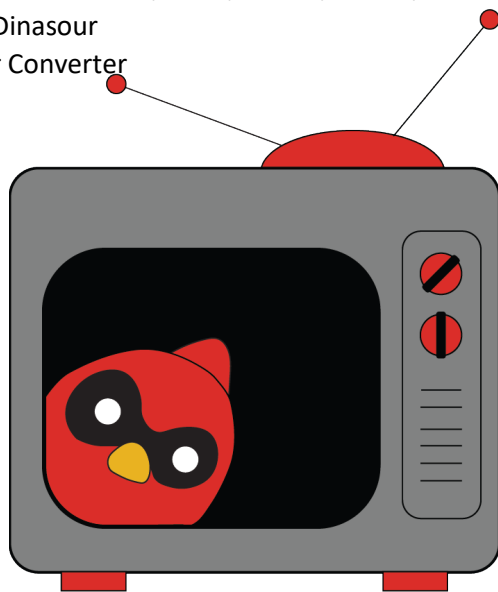# Summer 2022 HackCamp at Bishop Ireton

App Inventor

1. Part 1 - Building a user interface
   a. Adding components
      i. Label
      ii. Text field
   b. Setting properties
      i. Color
      ii. Font Size
      iii.
   c. Layouts
   d. Adding a Canvas
   e. Adding Sprites
   f. Adding a Clock sensor
   g. Adding a button
   h. Adding a screen
2. Part 2 – Coding behind the interface
   a. Creating a variable for timer/score
   b. Making timer display
   c. Making the button do something
   d. Making the sprite bounce off the edge
   e. Count collisions
3. Part 3 – Running the app on the phone/tablet/emulator
4. Part 4 - Save/Import files
5. Part 5 – Create the apk file to share
6. Apps to Share
   a. Initial one with score/timer/button/canvas/ball
   b. HackBI Dinasour
   c. Number Converter

App Inventor Goals
Summer 2022 HackCamp at Bishop Ireton

Number Convertor App Planning

1. Title
2. Vertical Arrangement
3. Horizontal Arrangement (FROM)
   a. Label
   b. Picker
4. Table – All Buttons, 1 row, 2 columns
   a. Vertical Arrangement
      i. Table (4 rows, 3 columns) Decimal Buttons (0 through 9)
      ii. Table (1 row, 2 columns) Binary Buttons
      iii. Table (4 rows, 4 columns) Hexadecimal Buttons
   b. Vertical Arrangement (non-numeric buttons)
      i. Clear
      ii. Equals
      iii. Backspace
5. Horizontal Arrangement (TO)
   a. Label
   b. Picker