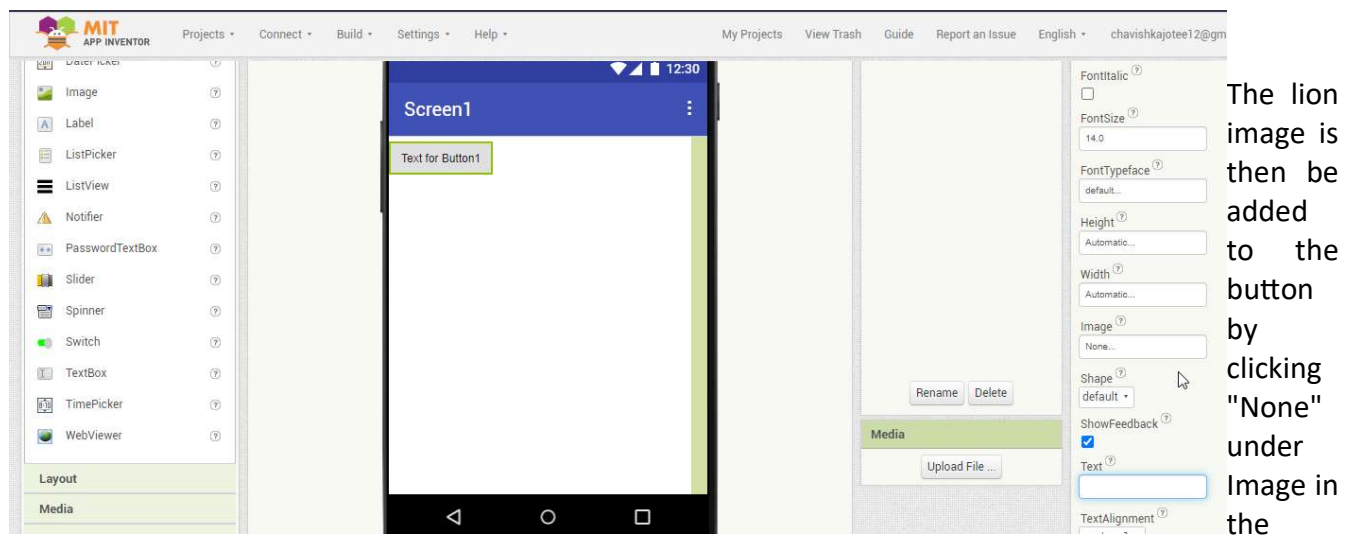


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**Module: PMH**  
**INFO 3**

### **Task 7 – Create your first App using MIT AppInventor**

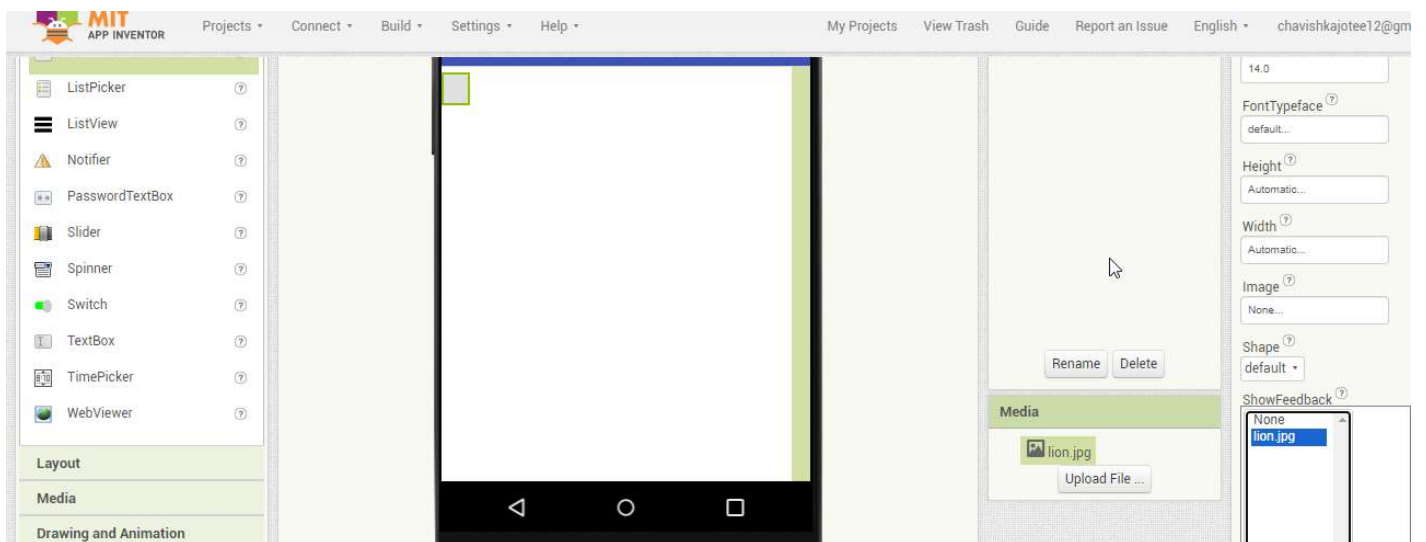
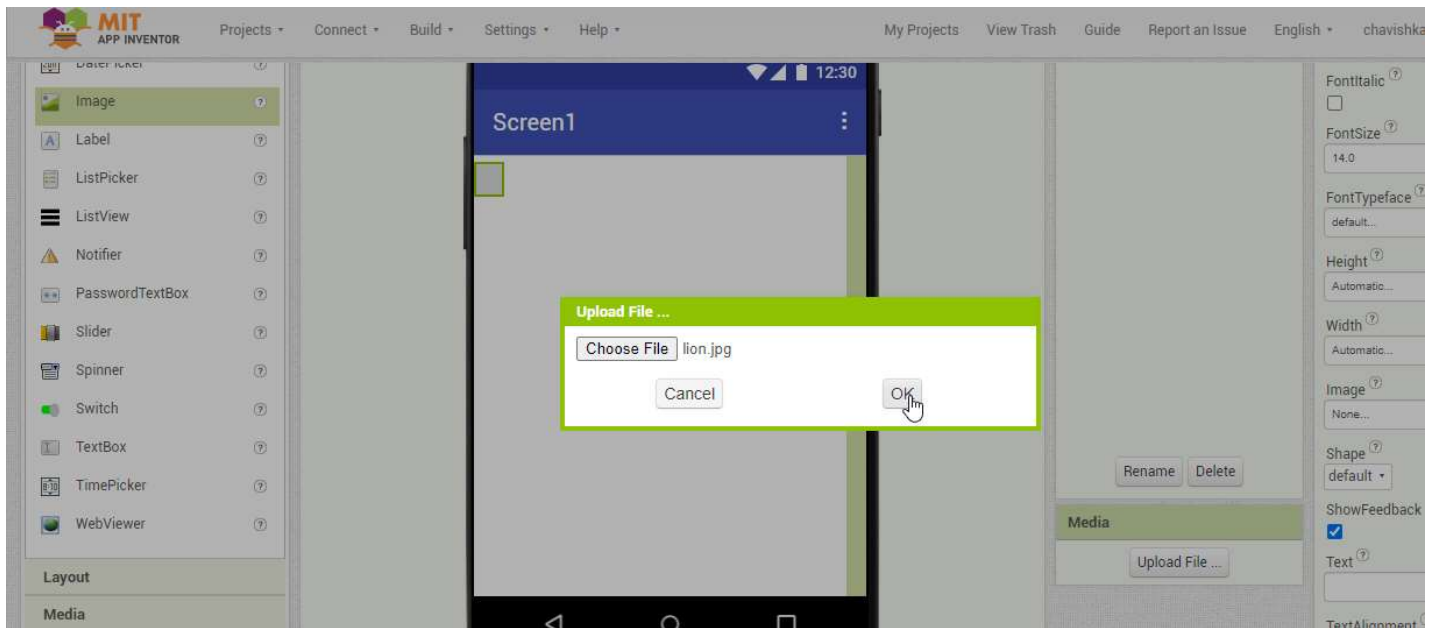
For this task, my objective was to create a simple app using the MIT AppInventor whereby on clicking on a lion image, a lion roar sound is played.

After signing in the MITAppInventor, a new project option is selected and the following screen is displayed with the Palette consisting of various components such as the button. The button component is then dragged and dropped from the User Interface palette onto the screen.

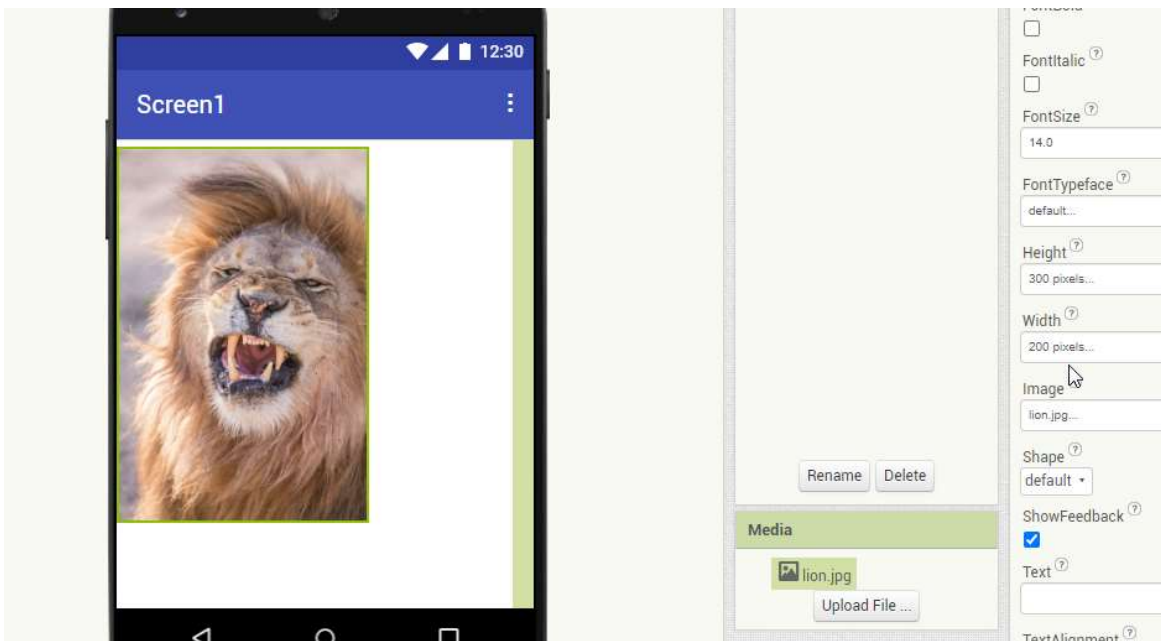


The lion image is then be added to the button by clicking "None" under Image in the

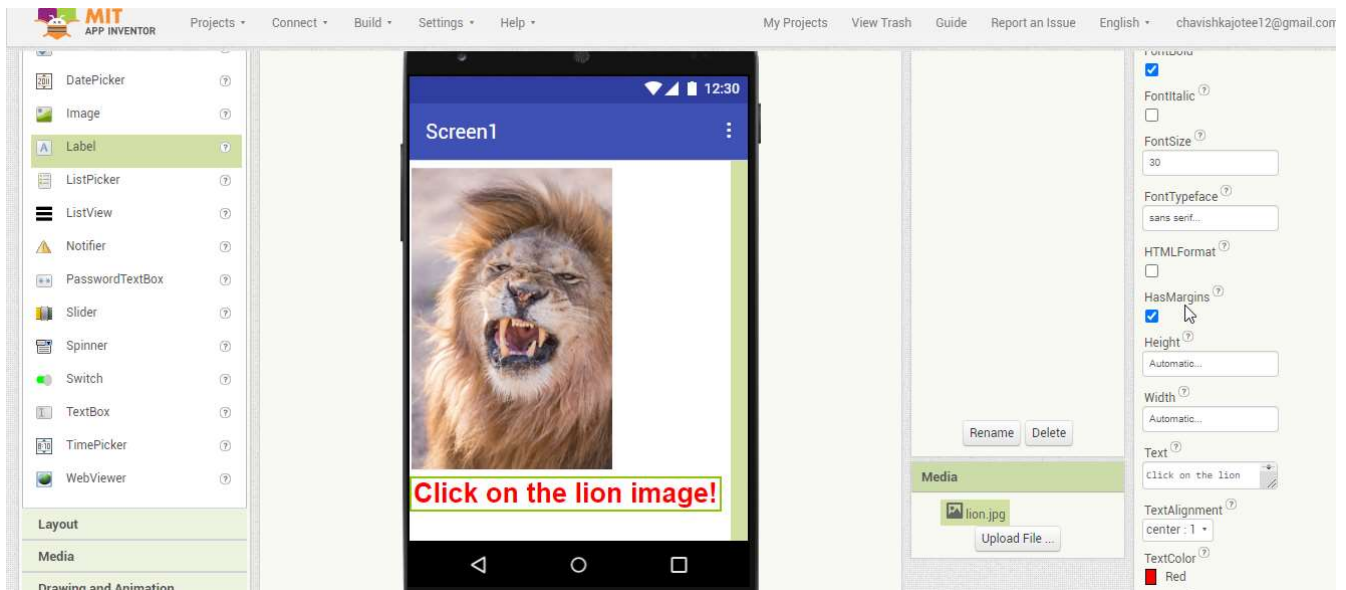
Properties pane, followed by "Upload File" as shown below. The lion.jpg file, previously downloaded, should be selected by browsing to its location. The image addition is finalized by clicking "Open" and then "OK". Moreover, to note that the button's text property is left blank so that there is no writing over the lion image.



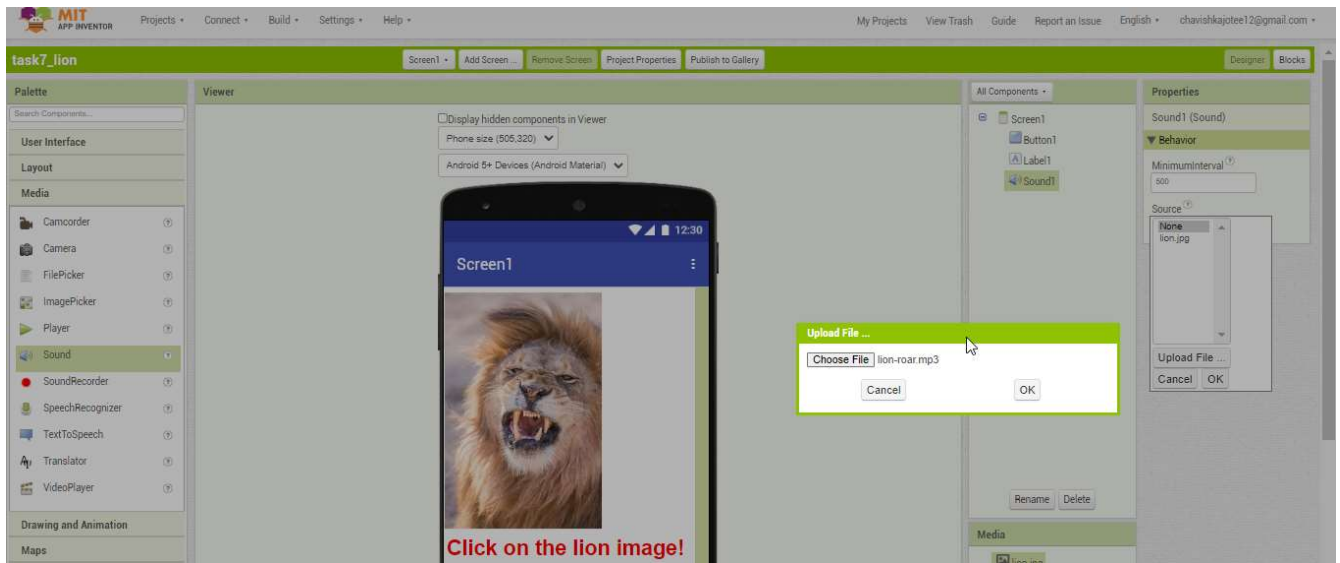
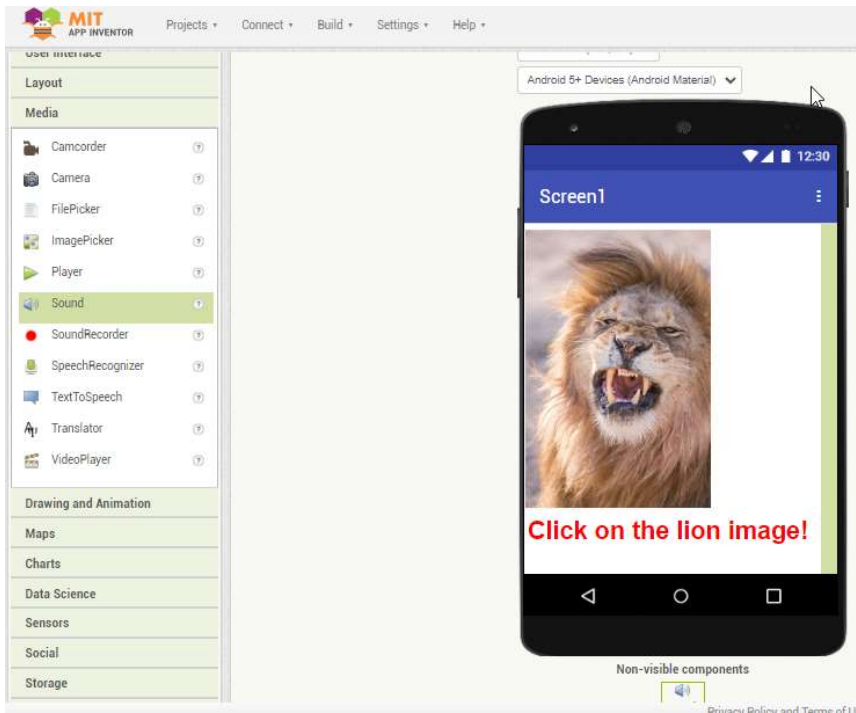
The height and width of the image are adjusted to 300 px and 200 px respectively in the Properties panel as shown below to provide space for a text label to be added below.



A Label component is then dragged and dropped from the User Interface palette to the Viewer, positioned below the lion image. Its Text property is modified to "Click on the lion image!", and its font size is adjusted to 30.



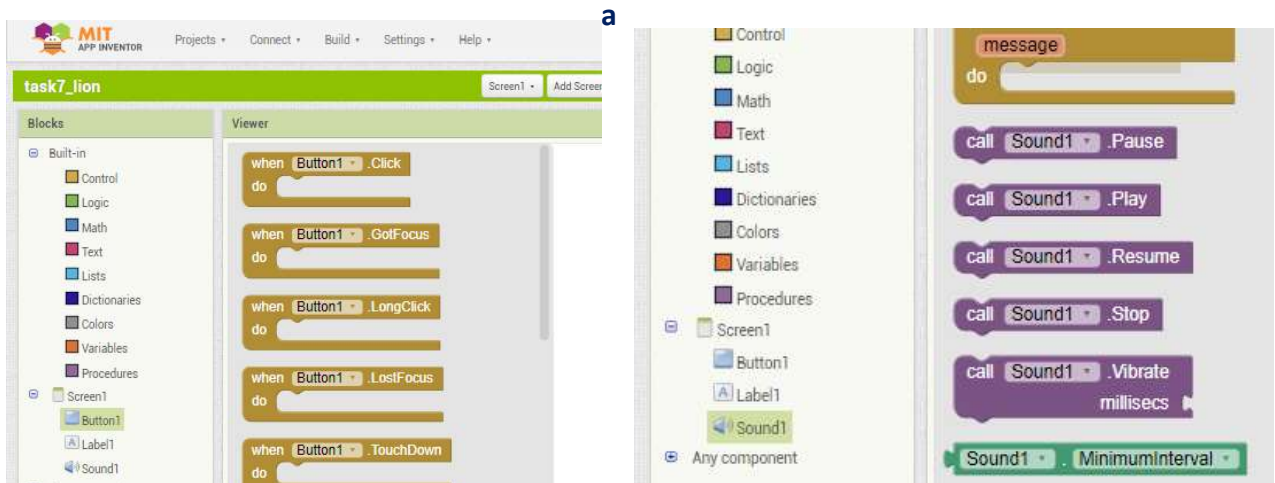
A Sound component is dragged from the Media drawer in the Palette and placed within the Viewer. Afterwards, to proceed, the lion.mp3 file is uploaded and finally, in the Properties pane, the Sound1 component is selected and its Source property is changed from None to lion.mp3.



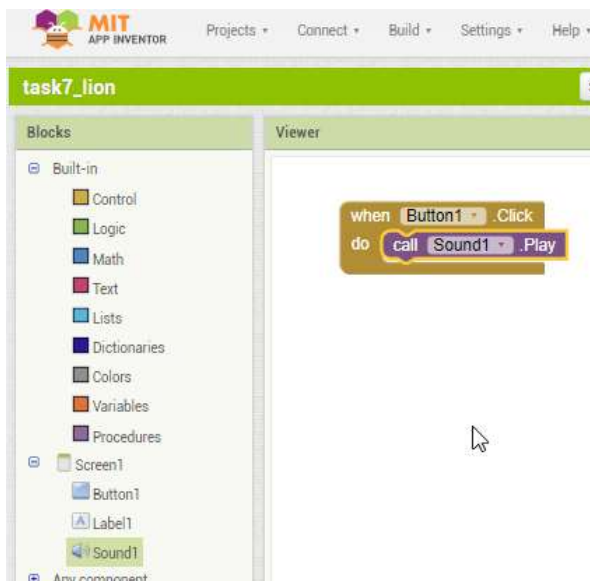
Moving onto the part to generate the sound, the blocks option is clicked.



The Button1 drawer on the left side of the Blocks Editor should be opened, dragged and dropped into the work area. This yellow block is an event handler block and handles how the mobile device responds to specific events, such as button presses or phone shaking. The Sound1 drawer is then opened, dragging the Sound1.Play block, and connecting it to the "do" section of the when Button1.Click block. The blocks will audibly click into place, similar to puzzle pieces.



The connected blocks are as shown.



On testing the app on my Android device using the MIT AI2 companion and scanning the QR code on my PC, the lion roar sound can indeed be heard when clicking on the lion image. Thus, the task 7 is complete whereby MIT AppInventor was used to create a simple app called 'LionRoar' where the user clicks on the lion picture which is a button programmed to produce a lion roar sound upon clicking on it.

