

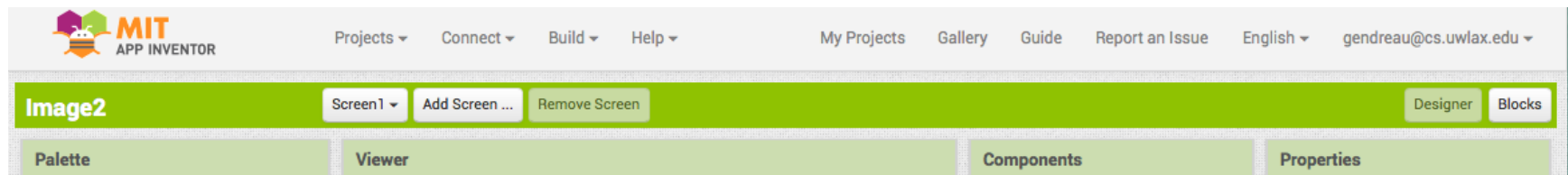
CS4HS 2017-18

Workshop 2

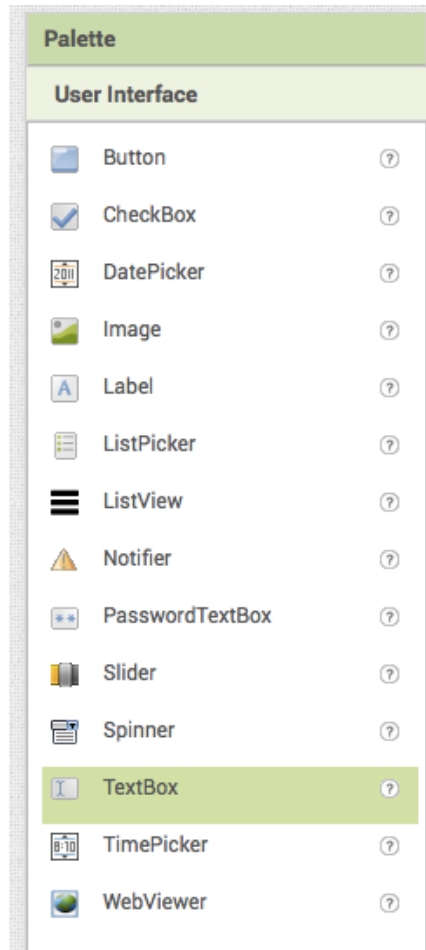
AppInventor

- Block based programming environment developed at MIT
- Programs can run on an Android device or an Android Simulator
- Mobile Computer Science Principles Course
 - <http://mobile-csp.org/>

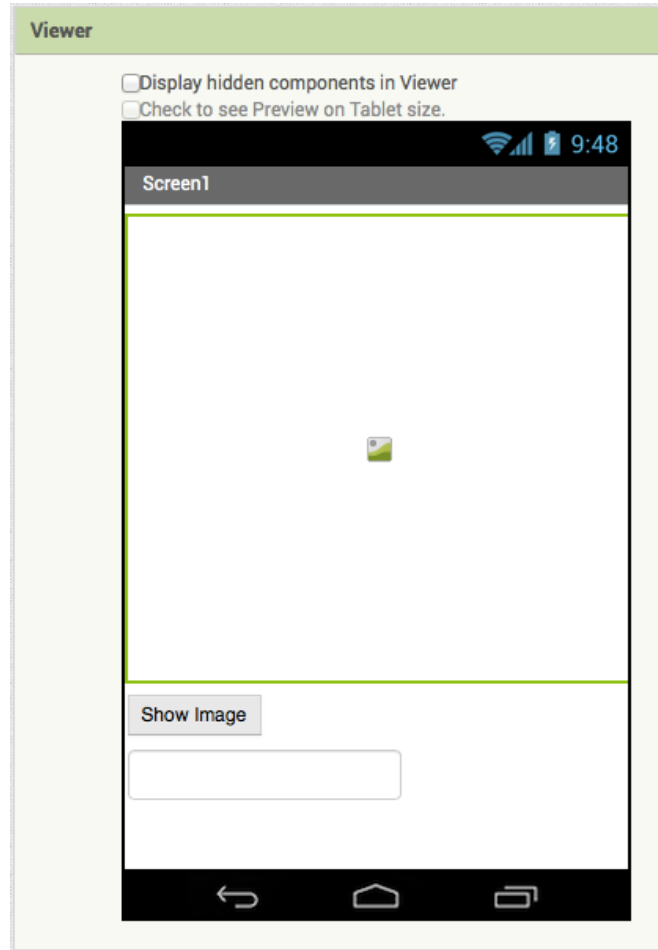
AppInventor



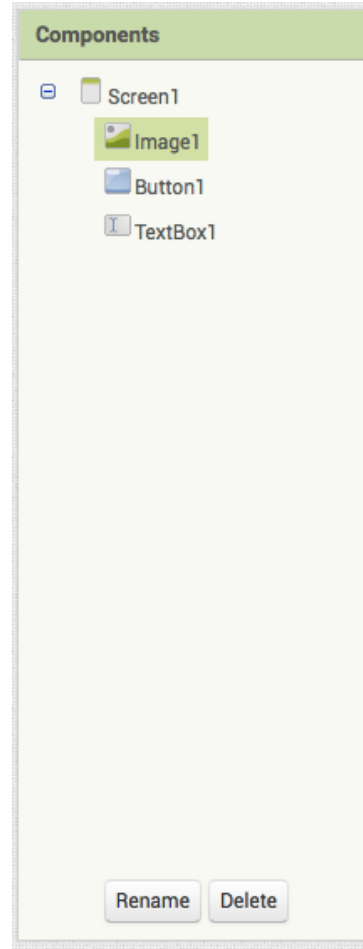
AppInventor UI Design



AppInventor UI Design



AppInventor UI Design



AppInventor UI Design

Properties

Image1

Height

70 percent...

Width

100 percent...

Picture

None...

RotationAngle

0.0

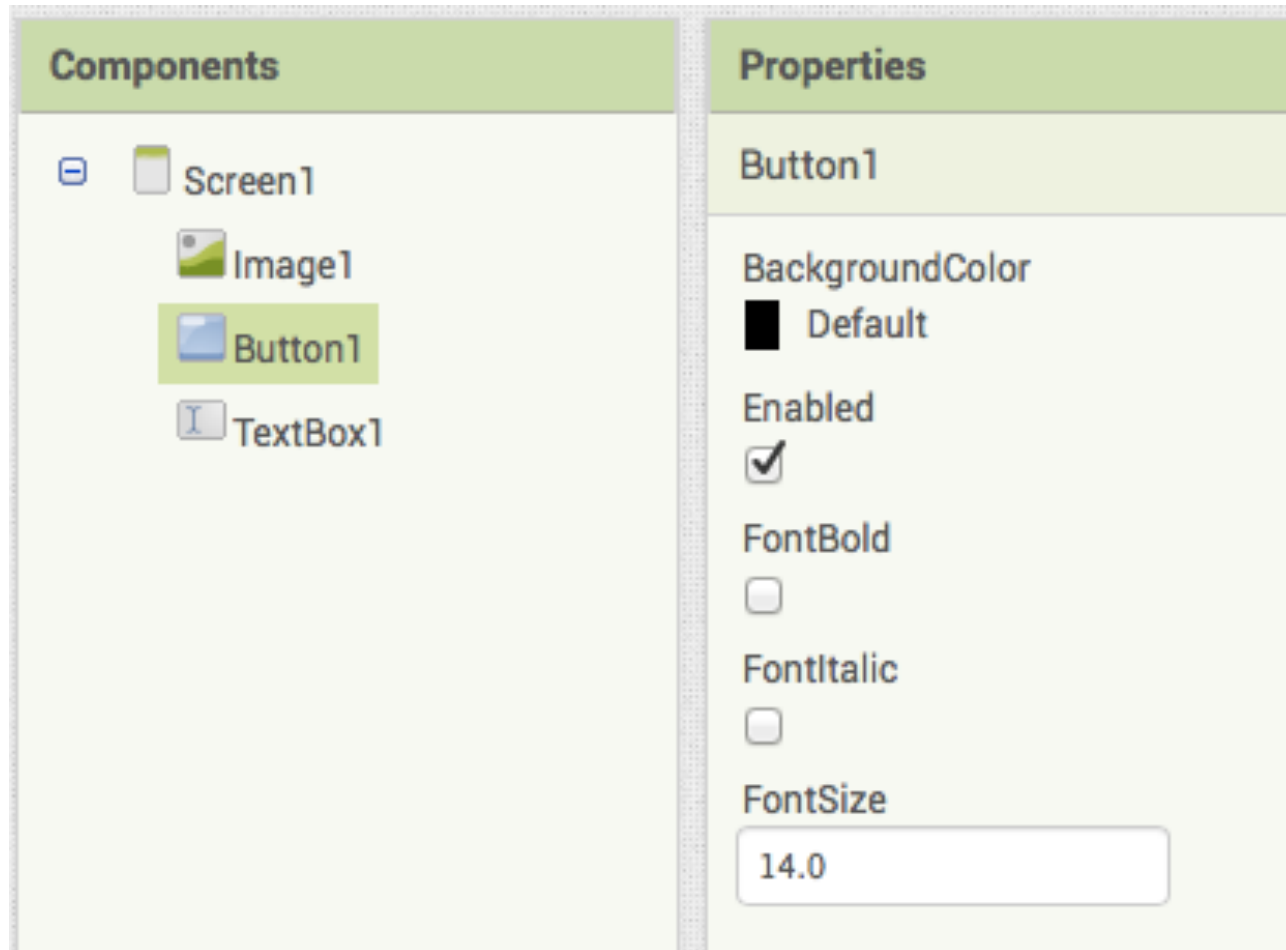
ScalePictureToFit

☒

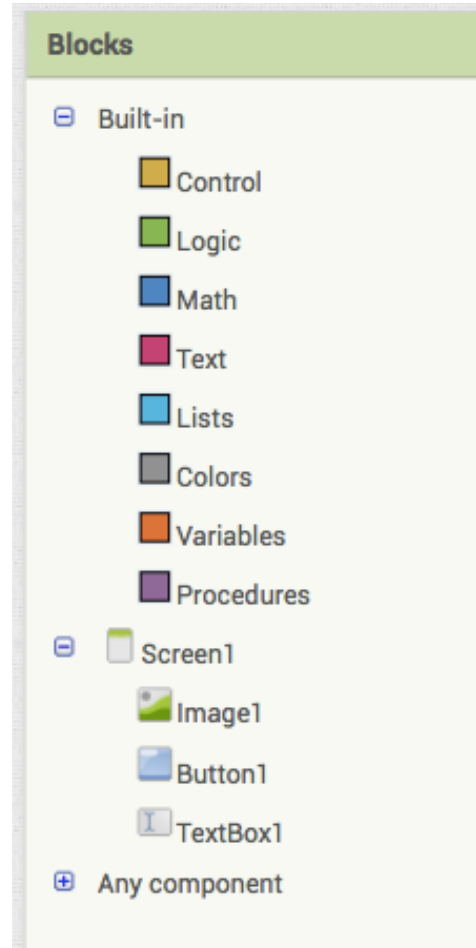
Visible

☒

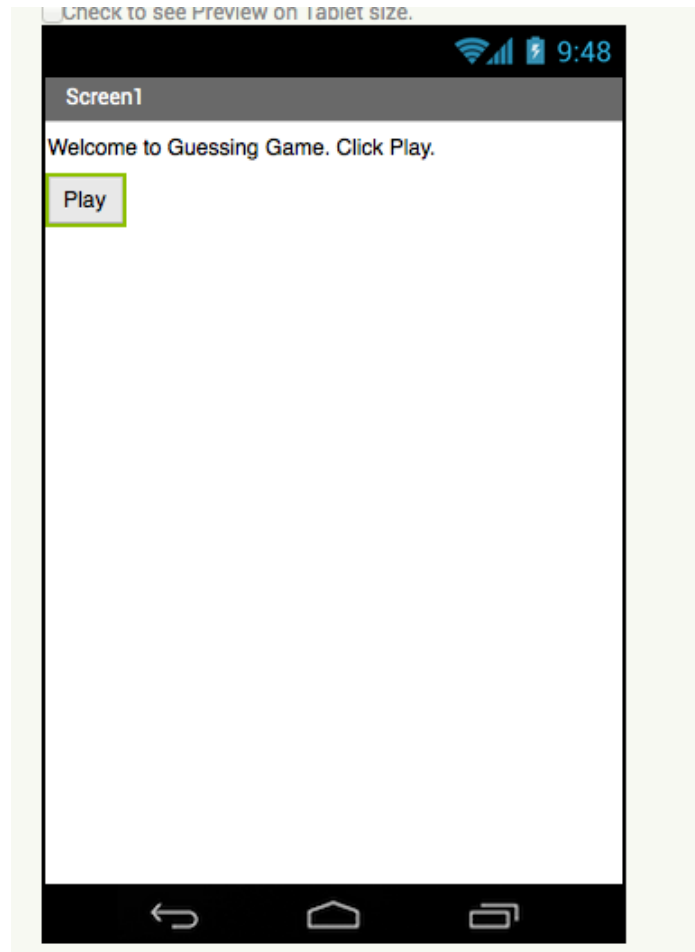
AppInventor UI Design



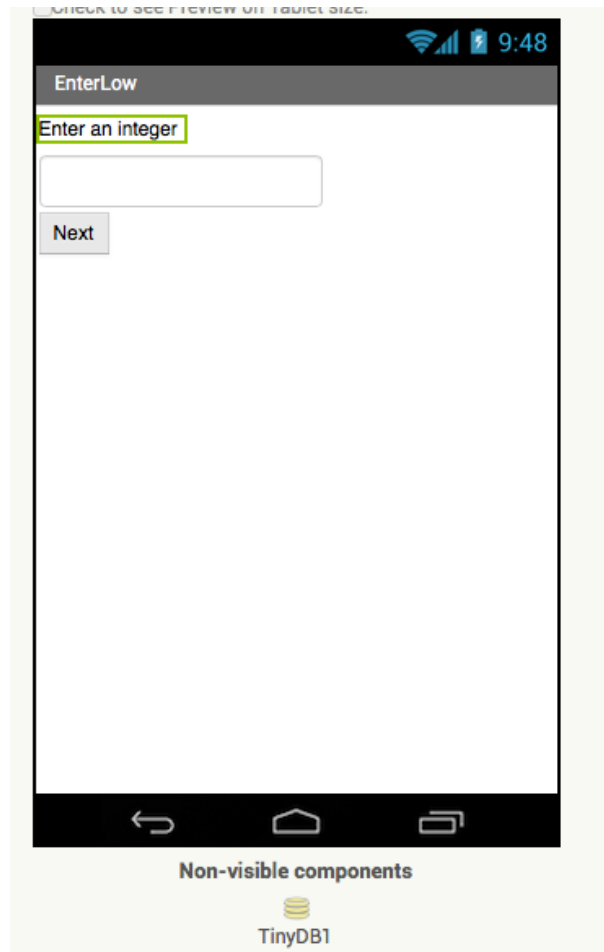
AppInventor Block Development



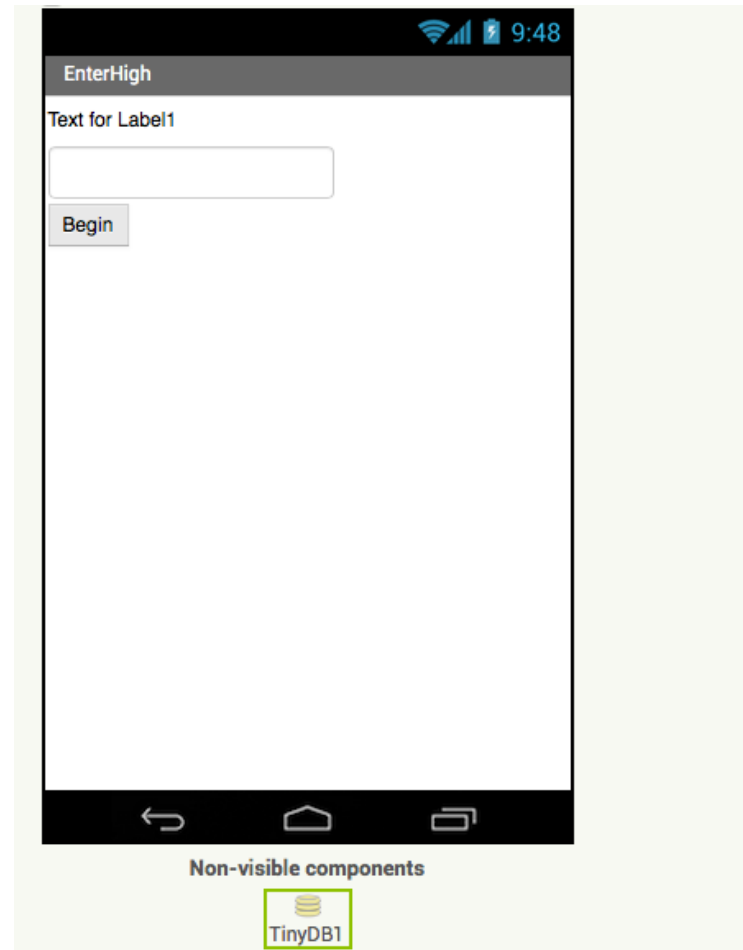
Screen 1



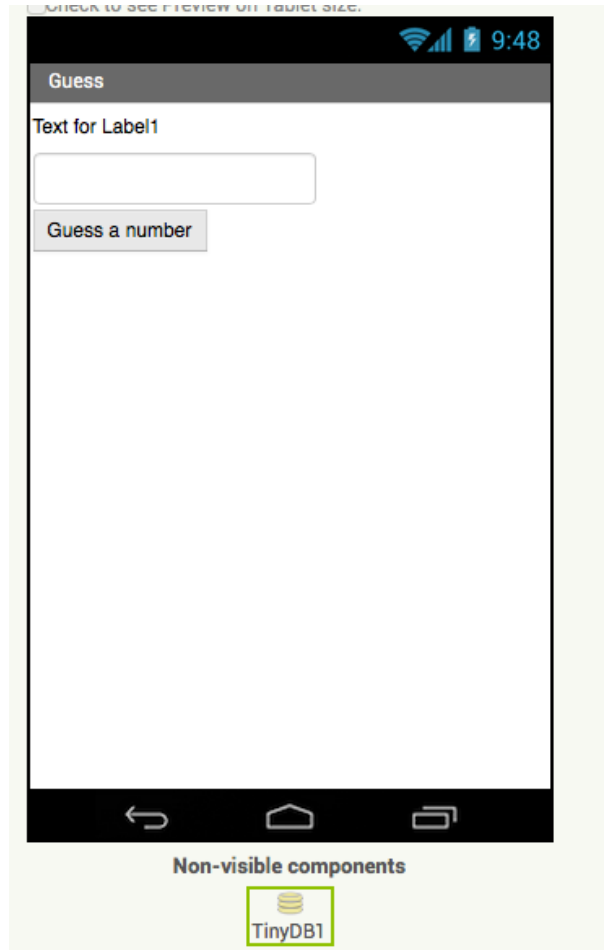
EnterLow Screen



EnterHigh Screen



Guess Screen



Start Screen Code

when **Button1** .Click

do open another screen **screenName** "EnterLow"

EnterLow Screen Code

initialize global `low` to `0`

when `Button1` .Click

do

call `TinyDB1` .StoreValue

tag

`" low "`

valueToStore

`TextBox1` . Text

open another screen `screenName`

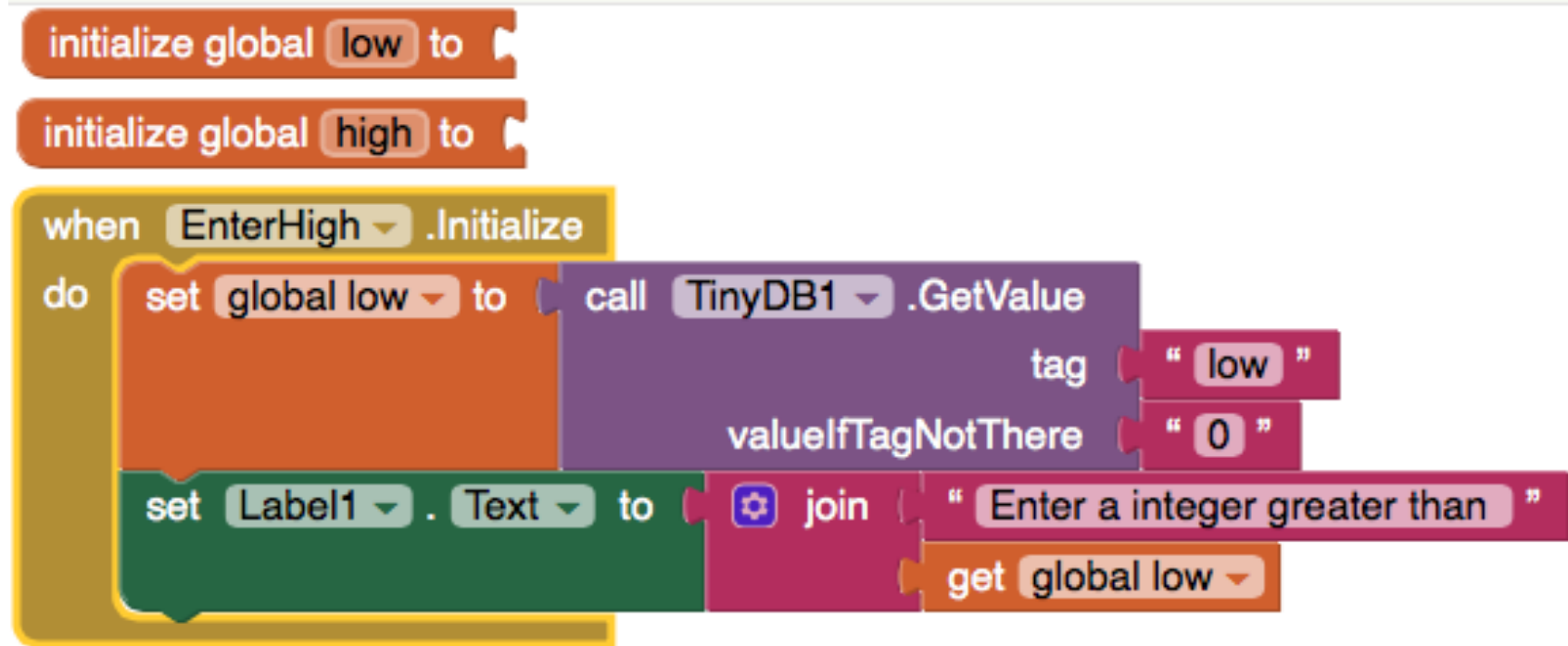
`" EnterHigh "`

when `EnterLow` .Initialize

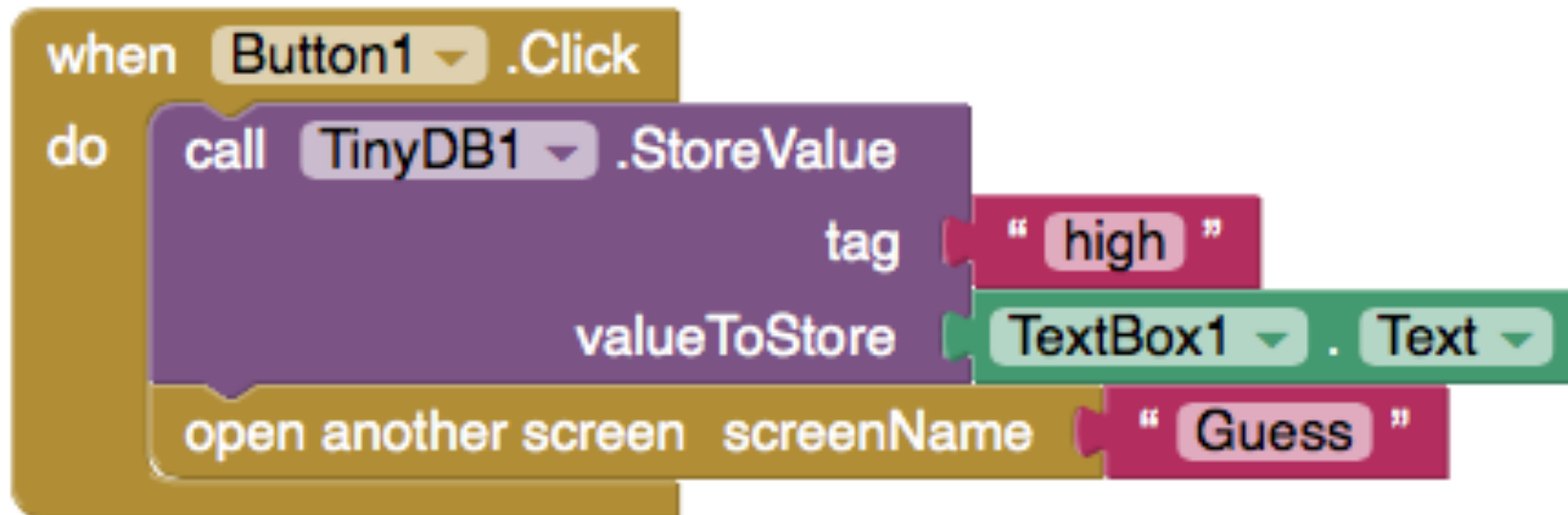
do

call `TinyDB1` .ClearAll

EnterHigh Screen Code 1



EnterHigh Screen Code 2



Guess Screen Code 1

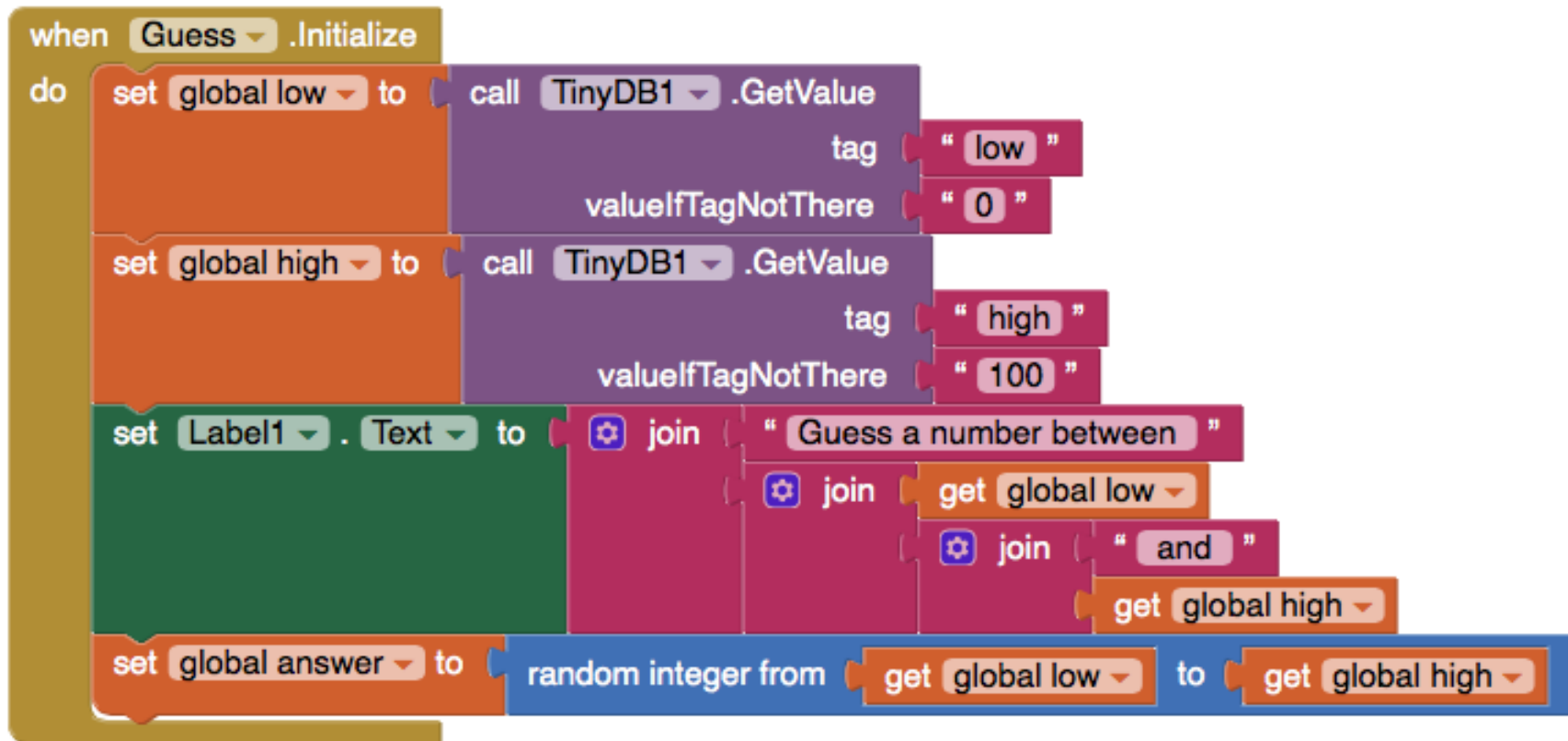
initialize global **low** to

initialize global **high** to

initialize global **answer** to

initialize global **guess** to

Guess Screen Code 2



Guess Screen Code 3

