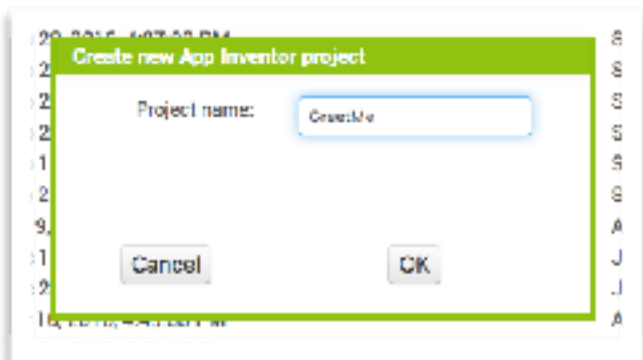
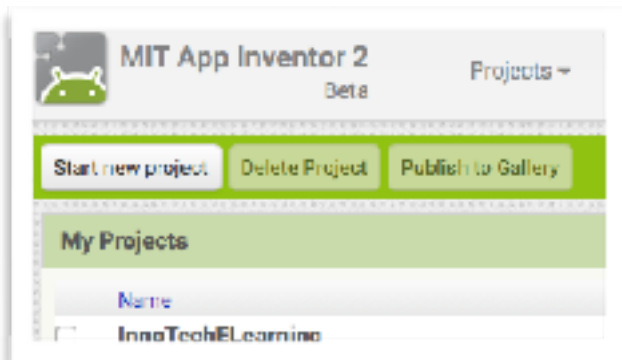
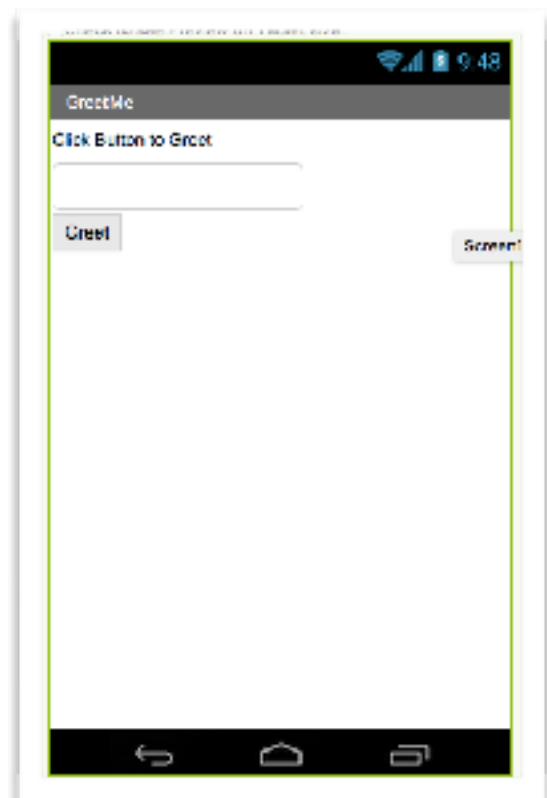
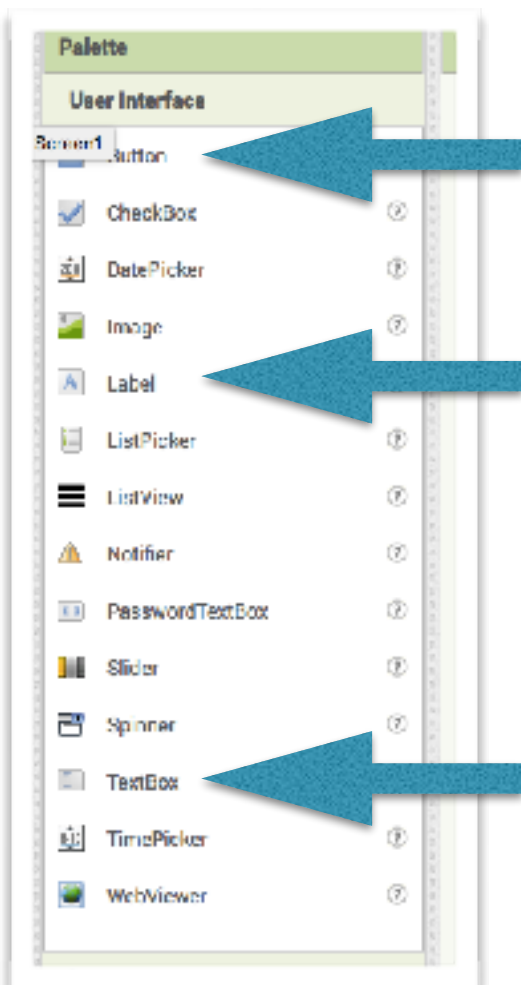


CSWCSS InnoTech Society
App Inventor 2 “GreetMe” App Teaching Instructions

PART I: BASE

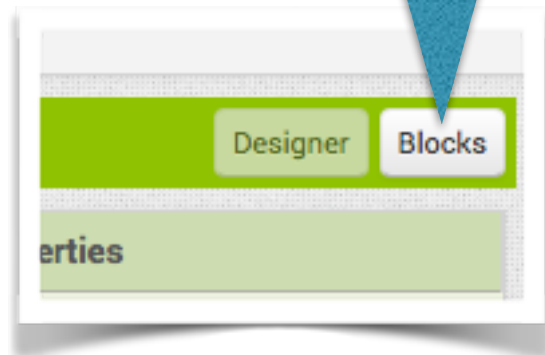
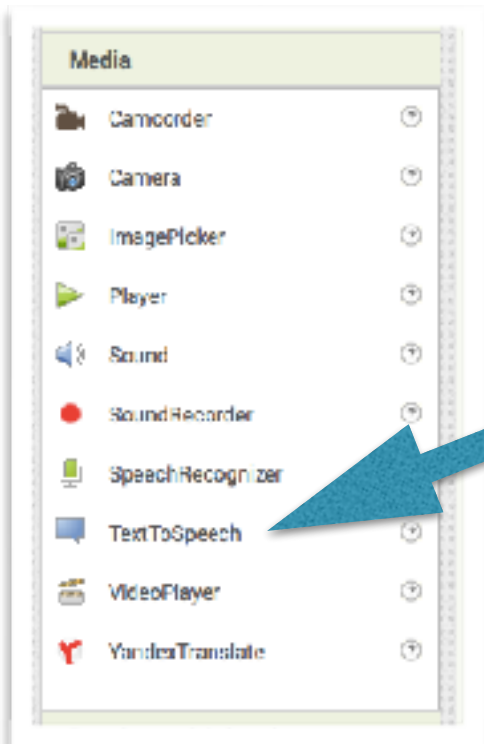


1. Login to MIT App Inventor 2 with your Google account.
2. Create a new project named **“GreetMe”** (without the dashes, no spaces allowed).
3. Drag in components from the **Palette**. From the right side bar, edit the **Text** of components.



Component	Text
Screen1	GreetMe
Label1	Click Button to Greet
TextBox1	
Button1	Greet

4. Under **Media**, insert **Text-to-Speech** component.



Text Section: "join"

Function: join two strings together

First String: "Hello " (have a space)

Second String: `TextBox1.Text`
(the text from the text box)

Result:
Hello John



Text-to-Speech

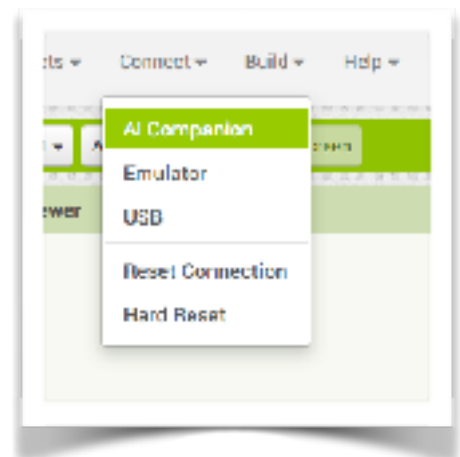
Function: say something

`TextToSpeech1.Speak`
message — the message to speak

5. Open **Blocks Editor**. Insert Blocks as above.
6. Click **Connect** from the top bar and then **AI Companion**.
On tablet, start **MIT AI2 Companion**.
7. Scan QR code on screen with tablet.

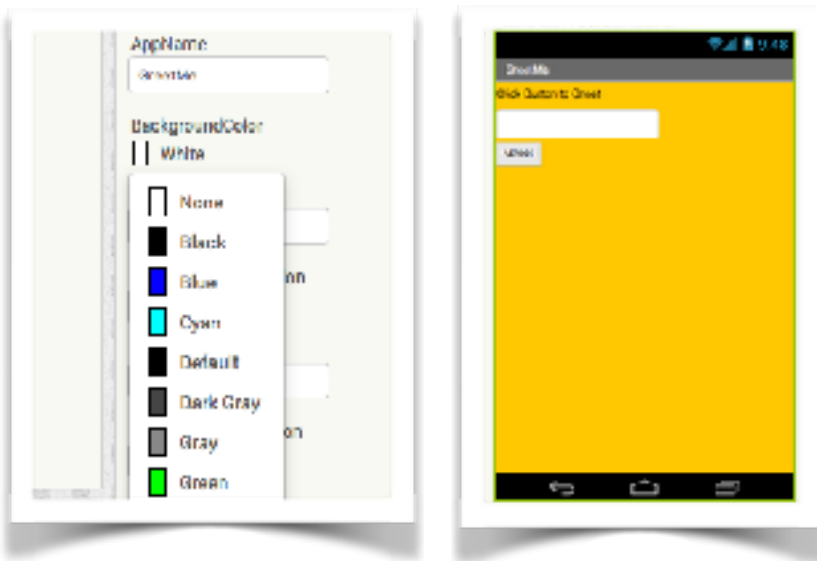
(Troubleshoot:

1. Not connected to same wifi network.
2. AI Companion not up to date.
3. TTS Engine not installed.
4. Volume too Low.)

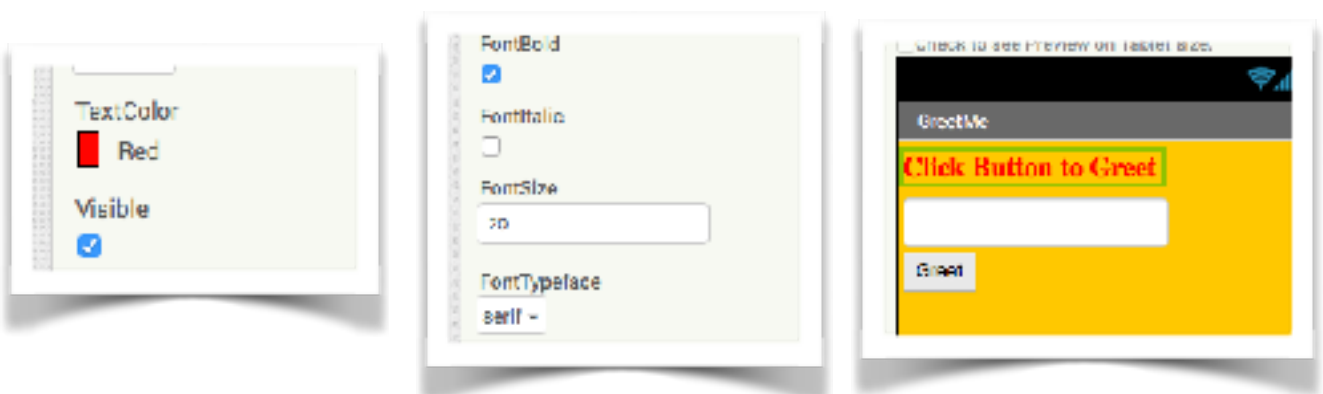


PART II: EXTENSION

1. Change Background Colour.



2. Change Text Color, Font Size, Style and Font Typeface.



TASK: Customise other Components