

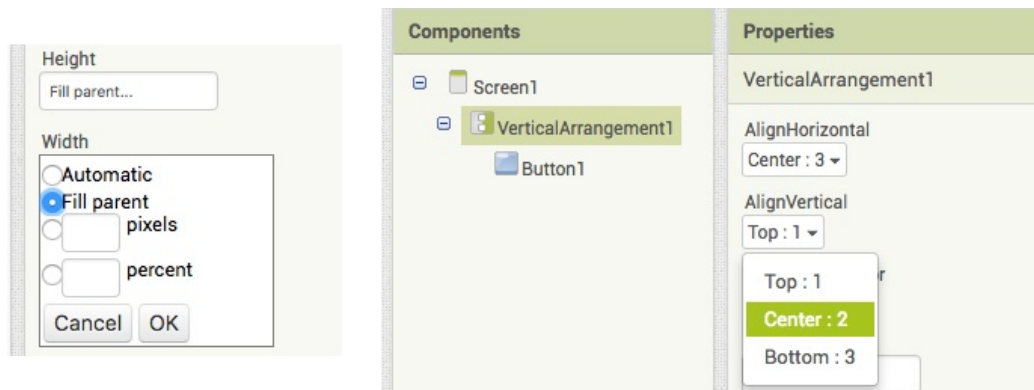
BEGINNER APP INVENTOR



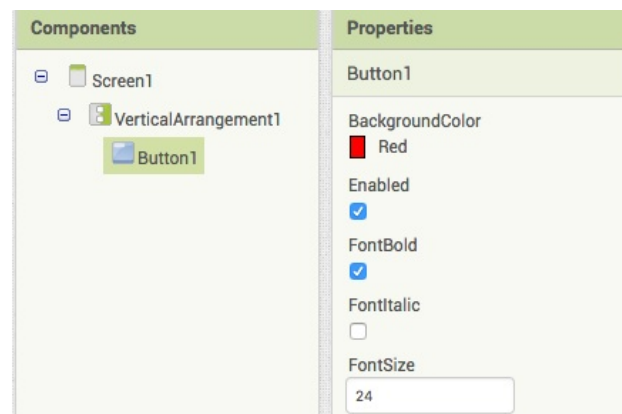
Big Red Button

I'm learning: App Inventor

- 1 You're going to make an app with a big button and a surprise message when you press it! Go to App Inventor and select "Start a new project" from the **Projects** menu. Give your project a name.
- 2 In the **Palette** on the left, click **Layout** and drag a **VerticalArrangement** onto the phone screen.
- 3 In the **Properties** pane on the right, click on the **Height** property, select **Fill parent** and click **OK**. Do the same for the **Width** property.
- 4 Now look in the **Palette** under **User Interface** and drag a **Button** onto your **VerticalArrangement** on the phone screen.
- 5 Over on the right, under **Components**, click on the `VerticalArrangement1` component. In the **Properties** pane, change the **AlignHorizontal** and **AlignVertical** both to **Center**. Did you see the button move to the middle of the phone screen?



- 6 Select `Button1` and in the **Properties**, scroll down and change the **Text** to "Do not press". If you want, change the **BackgroundColor** and various **Font** properties too.



- 7 Change the **Height** and **Width** properties to `150` **pixels** and change the **Shape** to **oval**.
- 8 Click the **Add Screen** button near the top of the page. Leave the name as Screen2 and click **OK**.
- 9 When the new screen loads, find the **Label** component under **User Interface** in the Palette and drag it onto the screen. Under **Properties**, change the **Text** to "This app will self destruct in 5 seconds".

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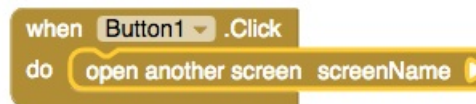
10 Under **Sensors** in the **Palette**, find the **Clock** and drag it onto the screen. It's an invisible component, so you won't see it on the screen. In the **Properties**, change the **TimerInterval** to `5000`.

11 Click **Blocks** in the top right. Click on `Clock1` and take out the `when Clock1.Timer do` block. Now click **Control** under the **Built-in** blocks, grab the `close application` block and snap it into your other block.



12 Switch to `Screen1` by selecting it from the button near the top.

13 Add the following blocks from **Button1** and **Control**.



14 Under **Built-in** select **Text** take the empty text block (you might have to scroll up, it's at the very top) and snap it into place. Click inside it and type "Screen2".



15 Your app is done! Try it out using the Emulator under **Connect** in the menu or select QR Code option under **Build** to get a link to install the app on your Android device.

- **Note:** To install via QR Code you need to turn on "Allow installation of apps from unknown sources" on your Android device.

