Date:

EXPERIMENT: 11

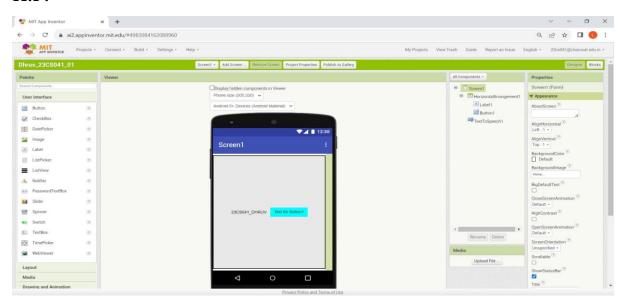
AIM: Design following mobile applications using MIT app inventor: i. Talk to me app ii. Ball bounce app iii. Digital Doodle app and iv. Bluetooth client app

OBJECTIVES:

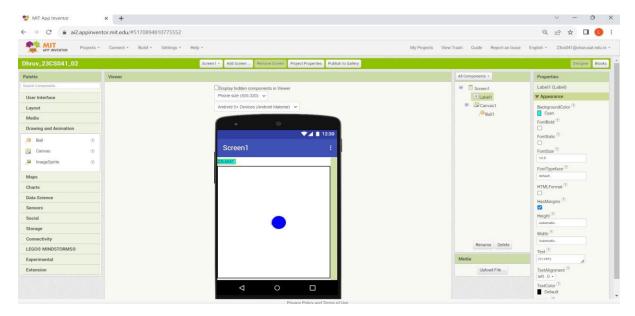
- 1. Design and Simulate Talk to me app
- 2. Design and Simulate Ball Bounce app
- 3. Design and Simulate Digital Doodle app
- 4. Design and Simulate Bluetooth client app

UI DESIGN:

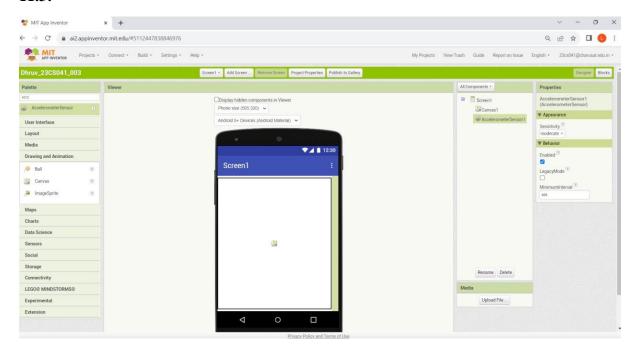
11.1:



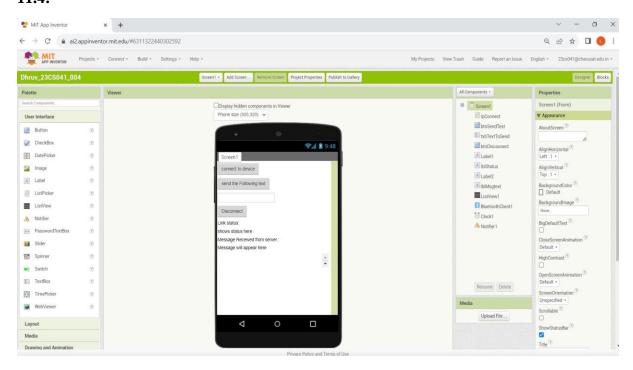
11.2:



11.3:



11.4:



CODE:

11.1:

11.2:

```
when Ball v. Flung

x y speed heading xvel yvel

do set Ball v. Heading v to get heading v

set Ball v. Speed v to get speed v

when Ball v. EdgeReached

edge

do call Ball v. Bounce

edge get edge v
```

11.3:

```
when Canvas1 v .Dragged

startX startY prevX prevY currentX currentY draggedAnySprite

do Call Canvas1 v .DrawLine

x1 get prevX v

y1 get prevY v

x2 get currentX v

get currentY v
```

```
when AccelerometerSensor1 . Shaking
do call Canvas1 . Clear
```

11.4:

```
when Screen1 v .BackPressed

do if not BluetoothClient1 v . Enabled v
then call Notifier1 v .ShowAlert
notice v "Bluetooth is not enable-use settings to turn..."

when IpConnect v .BeforePicking

do set IpConnect v .Elements v to BluetoothClient1 v . AddressesAndNames v
set IbIStatus v . Text v to BluetoothClient1 v . AddressesAndNames v
```

```
when IpConnect .AfterPicking
              call BluetoothClient1 .Connect
                                          address
                                                     IpConnect ▼ . Selection ▼
     then
             call BluetoothClient1 .SendText
                                           text Client connected
                                       to Client connected
             set IbiStatus . Text
when btnSendText ▼ .Click
            BluetoothClient1 . IsConnected .
     🔅 if
     then call BluetoothClient1 .SendText
                                              txbTextToSend • Text •
                                         text |
                                         " Message Send "
            set IbiStatus . Text to
when btnDisconnect .Click
do call BluetoothClient1 .Disconnect
     set IbiStatus . Text to Disconnected
when Clock1 .Timer
then if call BluetoothClient1 .BytesAvailableToReceive > 1 0
       then set IbiStatus . Text to call BluetoothClient1 . BytesAvailableToReceive
           set ListView1 v . ElementsFromString v to call BluetoothClient1 v .ReceiveText
                                                     numberOfBytes | call | BluetoothClient1 | BytesAvailableToReceive
when Screen1 .ErrorOccurred
 component functionName errorNumber
                                       message
do set IbiStatus . Text to
                                         " Error "
                                         get component *
                                         " 🜎 "
                                         get errorNumber •
                                         " 🕠 "
                                         get functionName •
                                         " 📢 "
                                         get message *
```