Setting Up App Inventor

Set up App Inventor to test your app while you build (also called "Live Testing"). Check out the four options below:

- **If you have an iPhone or Android phone (or tablet) and a Wi-Fi internet connection**, choose *Option One* below (==strongly recommended==).

- **If you have a Chromebook**, choose *Option Two* below.

- **If you do not have a phone or tablet**, choose *Option Three* below.

- **If you have an Android device but do not have a Wi-Fi connection**, choose *Option Four* below. ***(This can be tricky, especially on Windows. Use as a last resort.)***

Option One - RECOMMENDED
Test your apps with an iPhone or Android phone and a Wi-Fi connection: [Instructions]

If you have a computer, a smartphone, and a Wi-Fi connection, this is the easiest way to create and test your apps. Simply install the MIT App Inventor companion app on your phone and test your apps through a Wi-Fi connection.

Option Two
Test your apps with a Chromebook: [Instructions]

Many Chromebooks are capable of running Android apps. That lets you create, test, and run the finished app on the same device.

**Build your project on
your Chromebook**

**Test it live on
your Chromebook**

Option Three
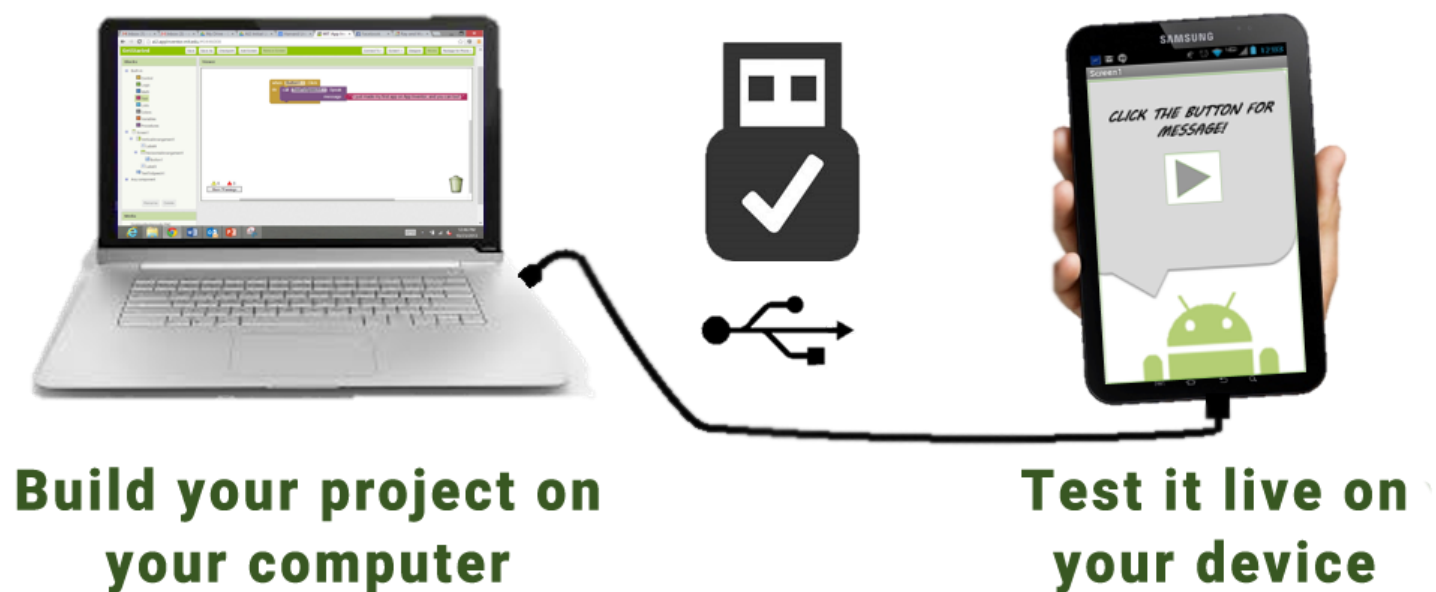## Don't have a device? Test apps with an emulator: [Instructions](#)

If you don't have a phone or tablet handy, you can still use App Inventor by installing the emulator software on your computer. Have a class of 30 students? Have them work primarily on emulators and share a few devices.

**Build your project on
your computer**

**Test it live on your
computer with the
onscreen emulator**

Option Four
No Wi-Fi? Test apps with an Android device and a USB Cable:
[Instructions](#)

Some firewalls within schools and organizations do not allow the type of Wi-Fi connection required for App Inventor. If Wi-Fi doesn't work for you, try USB (Android only).

Build your project on your computer

Test it live on your device

System requirements

Note: Internet Explorer is not supported. We recommend Chrome or Firefox.

Computer and operating system

- Macintosh (with Intel processor): Mac OS X 10.5 or higher
- Windows: Windows XP, Windows Vista, Windows 7
- GNU/Linux: Ubuntu 8 or higher, Debian 5 or higher (Note: GNU/Linux live development is only supported for WiFi connections between computer and smartphone/tablet.)

Browser

- Mozilla Firefox 3.6 or higher (Note: If you are using Firefox with the NoScript extension, you'll need to turn the extension off. See the note on the [troubleshooting page](#).)
- Apple Safari 5.0 or higher
- Google Chrome 4.0 or higher
- **Note:** Microsoft Internet Explorer is not supported

Phone or Tablet (or use the on-screen emulator)

- iOS 9.0 or later on iPhone, iPad, or iPod Touch
- macOS 11 or higher on computers with Apple M1 Silicon
- Android Operating System 2.1 ("Eclair") or higher for Android devices

Make Your First App

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MIT App Inventor

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