

MIT APP INVENTOR

Projects

Start new project Delete Project Publish to Gallery

My Projects

	Name	Date Created	Date Modified ▼	Published
<input type="checkbox"/>	THREE_CLICKS	Nov 8, 2018, 2:36:18 AM	Nov 8, 2018, 4:09:35 AM	No
<input type="checkbox"/>	TWO_CLICKS	Nov 8, 2018, 12:08:18 AM	Nov 8, 2018, 2:32:21 AM	No
<input type="checkbox"/>	ONE_CLICK	Nov 7, 2018, 11:02:29 PM	Nov 8, 2018, 12:05:14 AM	No

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New Project

The screenshot shows the MIT App Inventor web interface. At the top, there's a navigation bar with the MIT App Inventor logo and links for Projects, Connect, Build, and Help. Below this is a green bar with buttons for 'Start new project', 'Delete Project', and 'Publish to Gallery'. The main area displays a table titled 'My Projects' with columns for Name, Date Created, Date Modified, and Published. A dialog box titled 'Create new App Inventor project' is open in the center, prompting for a 'Project name' with the text 'SAMPLE_APP' entered. The dialog has 'Cancel' and 'OK' buttons.

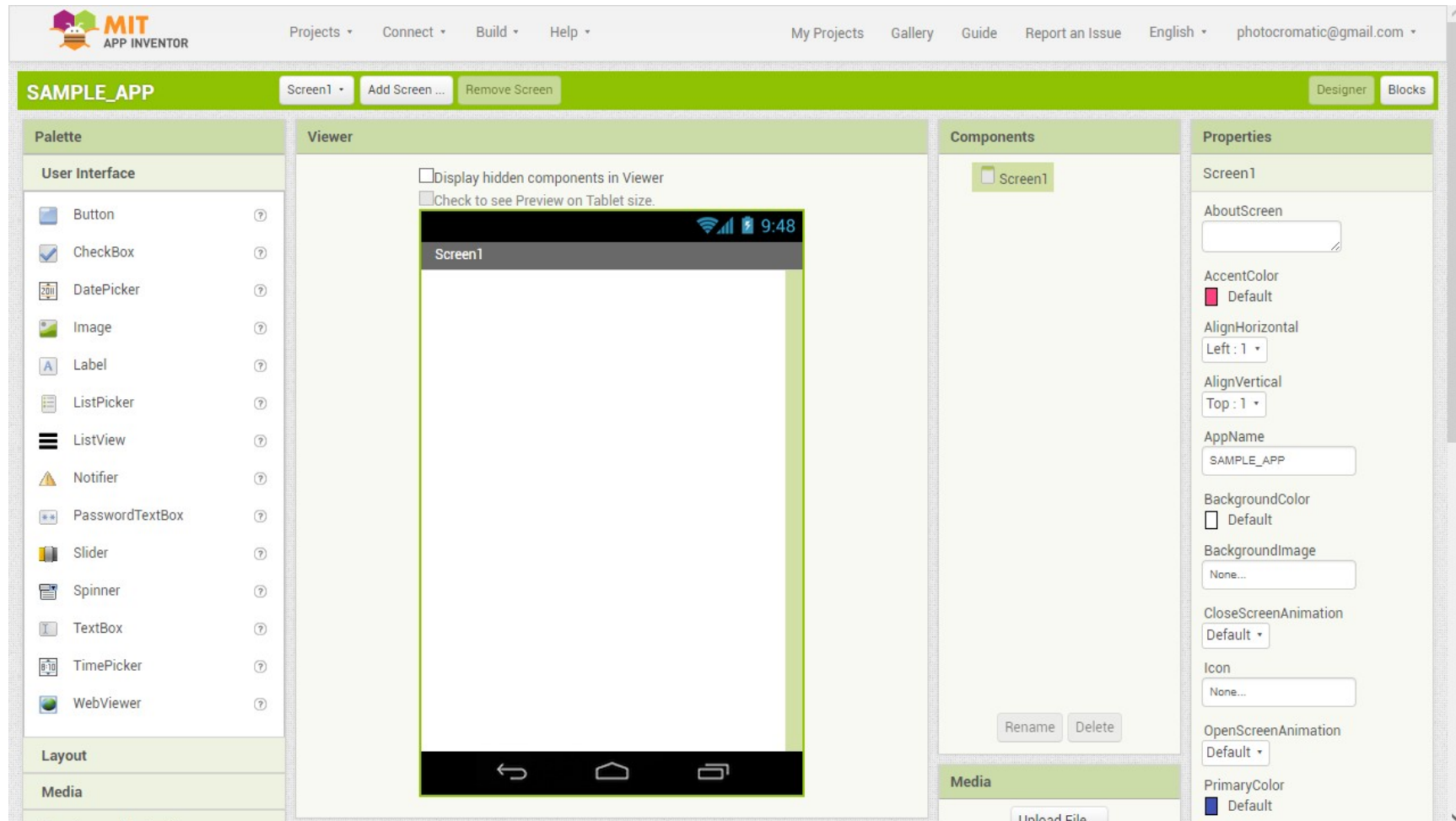
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<input type="checkbox"/>	ONE_CLICK	Nov 7, 2018, 11:02:29 PM	Nov 7, 2018, 11:02:29 PM	No

Create new App Inventor project

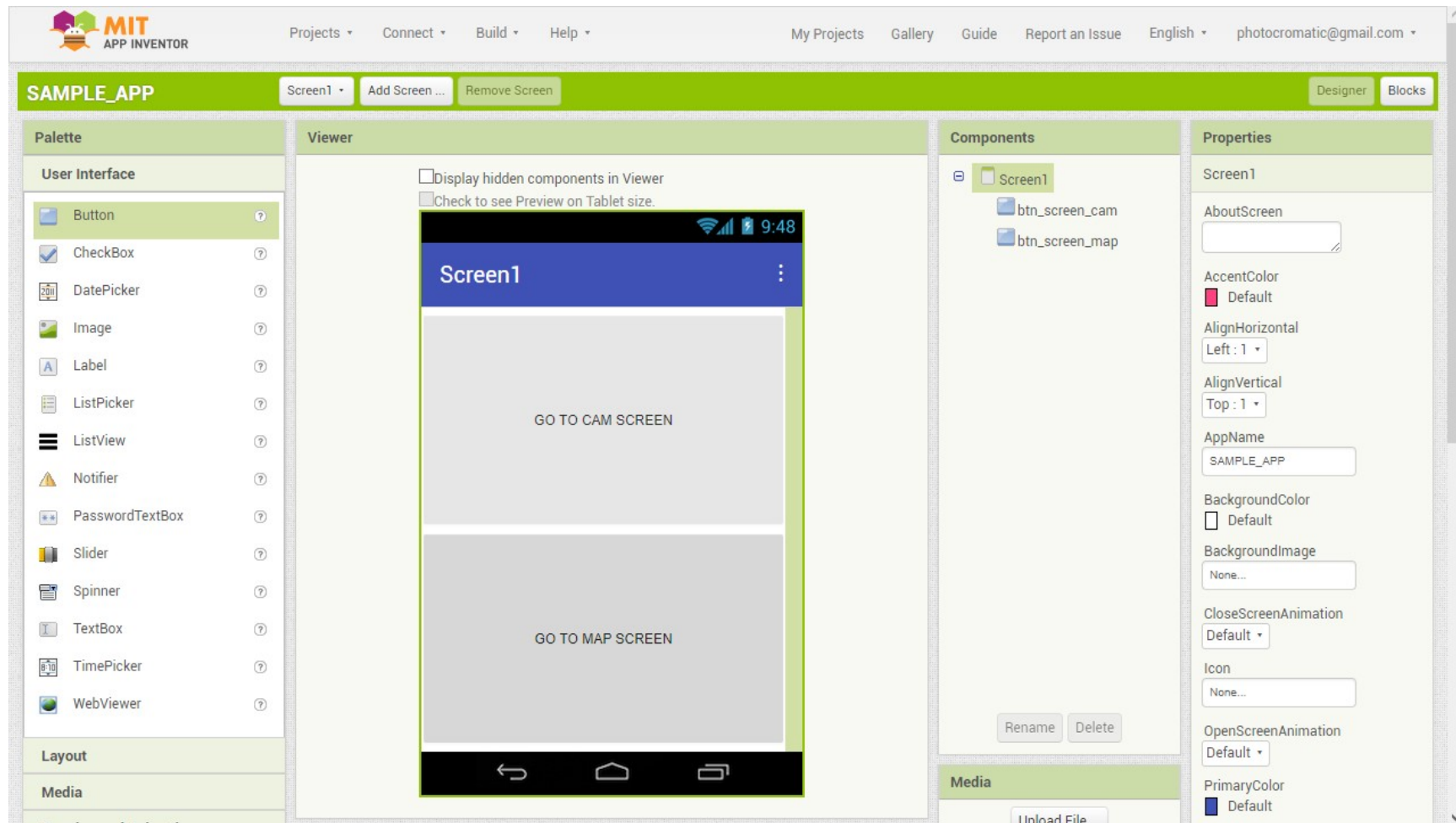
Project name:

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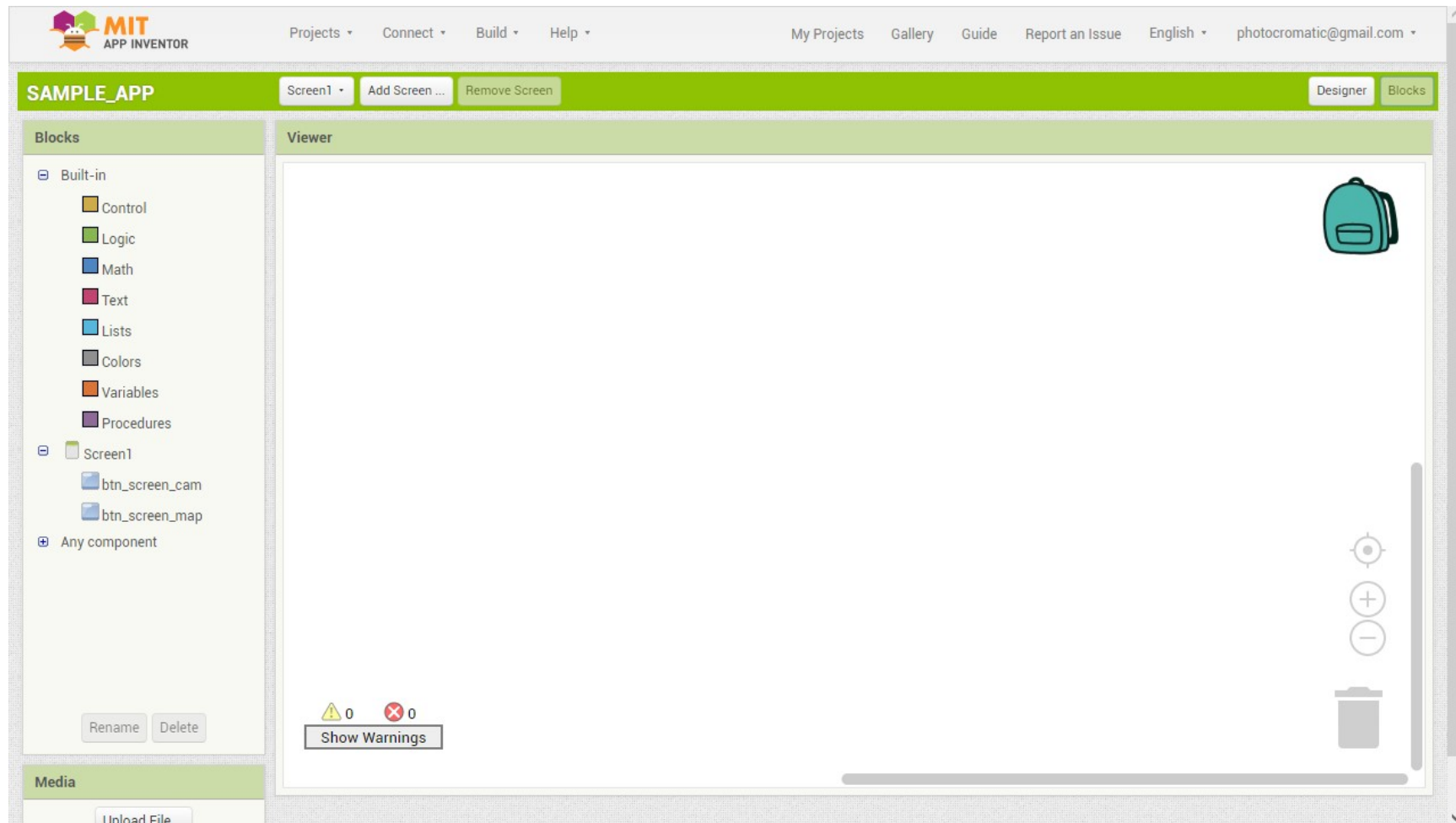
App Inventor Panels



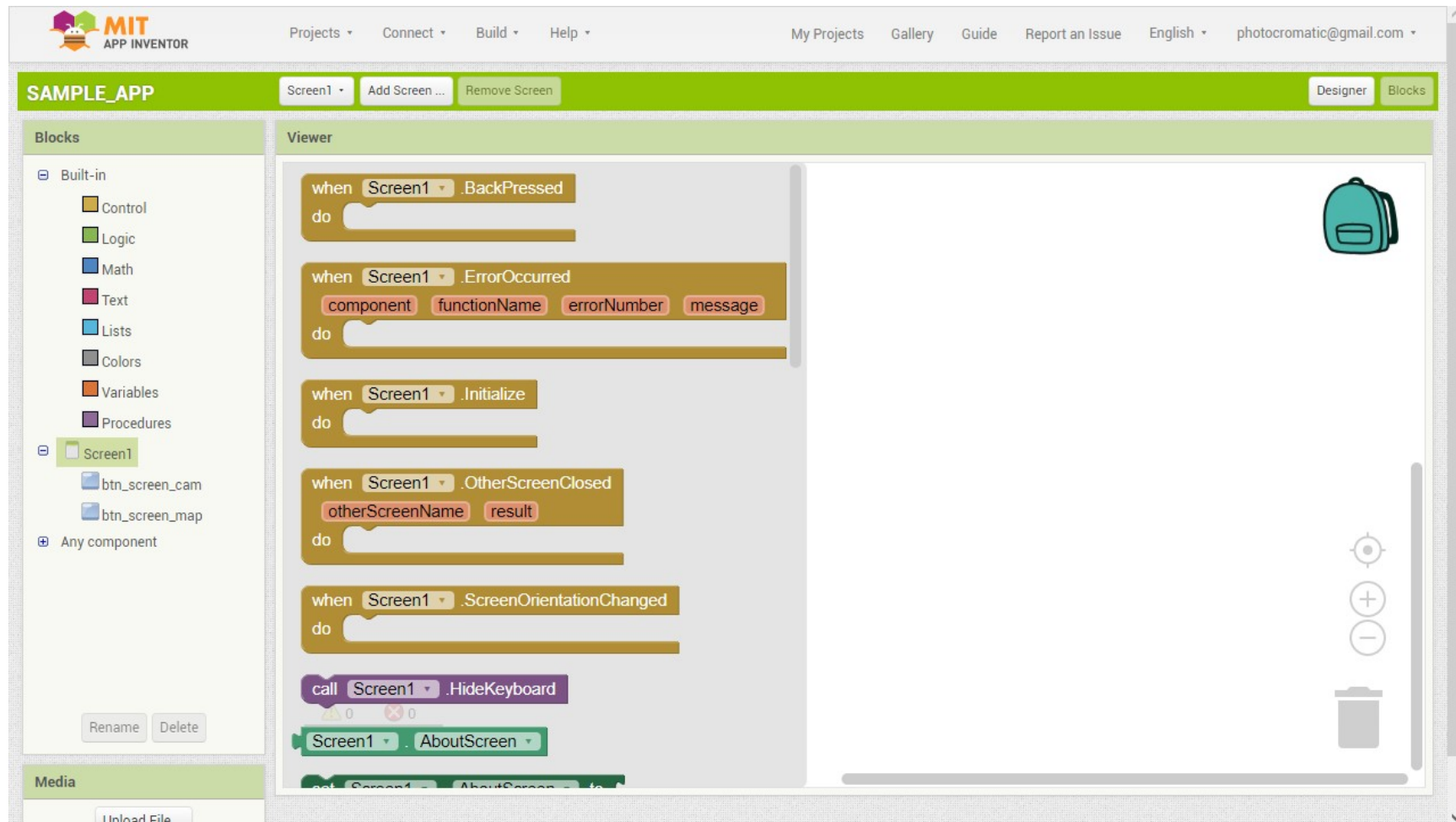
App UI, Components, Properties



Blocks Section



Components Logic



App Logic

The screenshot displays the MIT App Inventor web interface. The top navigation bar includes the MIT App Inventor logo, a menu with 'Projects', 'Connect', 'Build', and 'Help', and user information for 'photocromatic@gmail.com'. The main workspace is titled 'SAMPLE_APP' and features a 'Designer' tab and a 'Blocks' tab. On the left, the 'Blocks' panel lists various categories: Built-in (Control, Logic, Math, Text, Lists, Colors, Variables, Procedures), Screen1 (btn_screen_cam, btn_screen_map), and Any component. The 'Viewer' panel on the right shows the logic for the app. It begins with two global variables: 'current_screen' initialized to 'Screen1' and 'current_bg_color' initialized to 10. A 'when Screen1.Initialize' event triggers a 'do' block containing an 'if' statement. The 'if' statement checks if 'current_screen' is 'Screen1'. If true, it calls the 'createBGColor' procedure and then opens another screen named 'ScreenCam'. The 'createBGColor' procedure is defined as a 'do' block that sets the 'BackgroundColor' of 'btn_screen_cam' to a color created from a list of three random integers, each ranging from 0 to 255. At the bottom of the workspace, there are warning icons (0 warnings) and a 'Show Warnings' button. A media panel at the bottom left shows an 'Unload File' button.

MIT APP INVENTOR

Projects Connect Build Help My Projects Gallery Guide Report an Issue English photocromatic@gmail.com

SAMPLE_APP Screen1 Add Screen ... Remove Screen Designer Blocks

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Colors
 - Variables
 - Procedures
- Screen1
 - btn_screen_cam
 - btn_screen_map
- Any component

Rename Delete

Media

Unload File

Viewer

```
initialize global current_screen to "Screen1"
initialize global current_bg_color to 10

when Screen1.Initialize
do
  set global current_screen to "Screen1"
  if get global current_screen = "Screen1"
  then call createBGColor
  open another screen screenName "ScreenCam"

to createBGColor
do
  set btn_screen_cam.BackgroundColor to make color
  make a list
  random integer from 0 to 255
  random integer from 0 to 255
  random integer from 0 to 255
```

Show Warnings