HackBI VI: App Inventor Cheatsheet

**Main Vocabulary (in Component Designer)**

Component Designer:

* The Component Designer is the place where you can see the Palette, the Viewer, the Components, and the Properties of those components.
* The Component Designer is the place where you design or create the look of your app.

Component:

* A component is like an ingredient in a cooking recipe.
* An app is basically a bunch of components that are combined togethers
* The Components are in the Palette
  + Examples of components are: Buttons, Labels, TextBoxes

Palette:

* The Palette is on the far left side of the Component Designer
* The Palette is the place where you get all the components that you can use to create your app

Viewer:

* The Viewer is the place that you drag your components into
* The Viewer shows you what your app will look like on a phone

Component List:

* The Components List is to the right of the Viewer
* The Components List is a list of all components you are using

Properties:

* The Properties are to the far right side
* Properties are different parts of a component
  + Examples of Properties: TextColor, FontSize, Shape

Media:

* Media components are images, songs, and videos that you can put into your app
* On the Component Designer screen, Media is a section inside the Palette labeled “Media”

**Main Vocabulary (in Blocks Editor)**

Blocks:

* Blocks are the commands or instructions that you will use to make your app do things
* The Blocks are located to the far left side

Control (Event Listeners):

* Event Listeners are the Yellow colored blocks
* The “Control” drawer is located on the left side of the screen in the “Blocks” section
* When you click on the “Control” drawer, you will find blocks with the word “when”. These blocks are called Event Listeners. Event Listeners are the blocks that let
  + Example: when Button1.Click do:

Variables:

* Variables are the Orange colored blocks
* Variables are objects that have not been given a value yet
* Example: get x, set y to 0

Procedures:

* Procedures are the Purple colored blocks that have the words “do” or “call”
* Procedures are the types of blocks that allow you to male actions happen
* Procedure blocks have the words “do” or “call”
* Example:
  + To Turn Light On
    - Do: Move Toward Switch
    - Do: Flip switch up

Parameters and Arguments:

* Parameters are the names of variables waiting to receive values
* Arguments are the values that are sent to parameters

Global and Local variables:

* Global variables are variables that are accessible by all events listeners and procedures
* Local variables are variables that are only accessible by one event listener or procedure