Diploma in Applied SW Development

Mobile Development

App Building with MIT App Inventor

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Length: 100-300 words

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In brief, the idea for the app came from a video I had seen online where someone could easily link to shared materials on Google Drive to review class material if they had no access to a normal Moodle or college login. This is analogous to what the app does. It is organized into a few screens: A login screen with two separate components, one for a login button and another with buttons for the different ‘class’ material, and a number of other screens, each using a webviewer to access materials I have shared on Google Drive (in this instance, pdfs from this course, just three; all are shared with a link from Google Drive which the webviewers on App Inventor can access. So, in essence, someone starts the app, chooses which ‘class’ they want to review, clicks the button for this, and the screen for this uses the webviewer to read the shared content on Google Drive.

The design process for the separate screens was mostly straightforward, one screen dedicated to one pdf, which were accessed using a button click (e.g. Class 1, Class 2 etc.). The main screen, though, has two visible elements for starting the app and selecting the class, and a binary logic is used to turn one off when the other one starts. I didn’t use a separate ‘Back’ button on the app, instead using App Inventors logic to pick up on clicks of the phone’s Back button itself to return to the main screen.

Although simple, the only difficulty was swapping between the two visible elements on the main screen (which were both visible) but this was done with a true/false viewer in the logic for that screen.

Word count: 284