

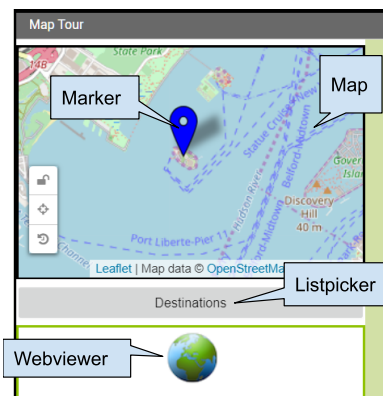
Map Tour Overview

I can:

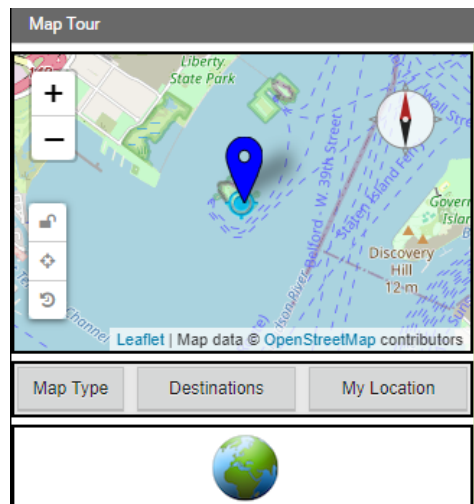
- Use the Map, ListPicker, and WebViewer UI components in MIT App Inventor
- Use lists to store and access destinations on the map and use an API (Application Programming Interface) to display Wikipedia pages of destinations

Getting Started

Open App Inventor and start a new project called Map Tour. Decide on 3 destinations/landmarks for your Map Tour. Choose well-known locations that appear in Wikipedia.



After Enhancements:



User Interface

| UI Component | Name | Properties |
|------------------------|--|---|
| Screen | Screen1 | <ul style="list-style-type: none"> Background Color of your choice Title - Map Tour |
| Maps/Map | Map1 | <ul style="list-style-type: none"> Height - 50 percent Width - fill parent Check Show Compass, Show User, Show Zoom, try different Map Types Center from String: set to a latitude, longitude using https://www.latlong.net/ or https://gps-coordinates.org/ or maps.google.com (right click on location and choose what's here). |
| Maps/Marker | Marker1, Marker2, Marker3 (rename with name of your locations) | <ul style="list-style-type: none"> Check Enable InfoBox Title - Name of your location Set latitude and longitude from https://www.latlong.net/ if you do not see its location initially on the map. |
| ListPicker | ListPicker1 - Rename DestinationListPicker | <ul style="list-style-type: none"> Text - Destinations Width - Fill Parent |
| User Interface/WebView | WebView1 | <ul style="list-style-type: none"> Width - Fill Parent |

Coding the App

| Abstraction: List Variables | Values |
|-----------------------------|--|
| destinations | A list of destinations created using a make a list block, for example "Statue of Liberty", "Chichen Itza" |
| destinationsLatLong | A list of latitude, longitude strings corresponding to the destinations in the destinations list, for example ["40.689249, -74.0445", "20.684285, -88.567783"] which correspond to the latitude, longitude strings for the Statue of Liberty and Chichen Itza. |

| Event Handlers | Algorithms |
|--------------------------------------|---|
| DestinationsListPicker.BeforePicking | Set DestinationsListPicker.Elements to the destinations list. |

| | |
|---|---|
| DestinationsListPicker. AfterPicking | -Set Map1.CenterFromLatLng to select a list item from destinationsLatLng list using DestinationsListPicker.SelectedIndex. -Call WebViewer1.GotoURL and join the text " https://en.wikipedia.org/wiki/ " and DestinationsListPicker.Selection (you may need to add a replace text block to this to replace spaces with underscores (_)). |
|---|---|

Testing the App

| Inputs | Expected Outputs | Actual Outputs |
|--------------------|--|--|
| Pick a destination | The map should change to the picked destination and the Web Viewer should display the wikipedia page for the destination if it exists. Make sure you try all on your list. | location's longitude and latitude, and as it loads it loads wiki |

Required Enhancements

Be creative! We will add a database for the next iteration.

1. Add more destinations to your map tour. Make sure you have at least 3 destinations.
2. **MapType ListPicker:** Add a ListPicker to choose the Map Type with the Elements Roads, Aerial, and Terrain. These elements can be set in the UI or in the code in the BeforePicking event handler. After picking, use the user's Selection to set the Map.MapType to 1 for Roads, 2 for Aerial, and 3 for Terrain. You could do this with an if block using the blue mutator button to add if/elseif/else parts to make a 3 way choice.
3. **Zoom Slider:** Add a slider to your UI to control the zoom level on the map. You may want a horizontal arrangement to arrange these new controls. In the slider's properties, set the MaxValue to 20, MinValue to 1, and ThumbPosition to 13. The slider has a When Slider Position Changed event handler that is called when the user slides the slider. Inside this event, you can change the Map1's Zoom property to value in the Slider's ThumbPosition.
4. **My Location button and GPS:** OpenStreetMap keeps track of the user's location using GPS. The Map's properties UserLatitude and UserLongitude will give the latitude and longitude of the device currently running your app if the device has GPS capabilities. Add a button called My Location. When it is clicked, use the Map.PanTo procedure to go to the Map's UserLatitude, UserLongitude, Map.ZoomLevel. **NOTE: This enhancement may not work with all devices and indoors.**

Screenshots of Blocks 5 pts. (see rubric below)

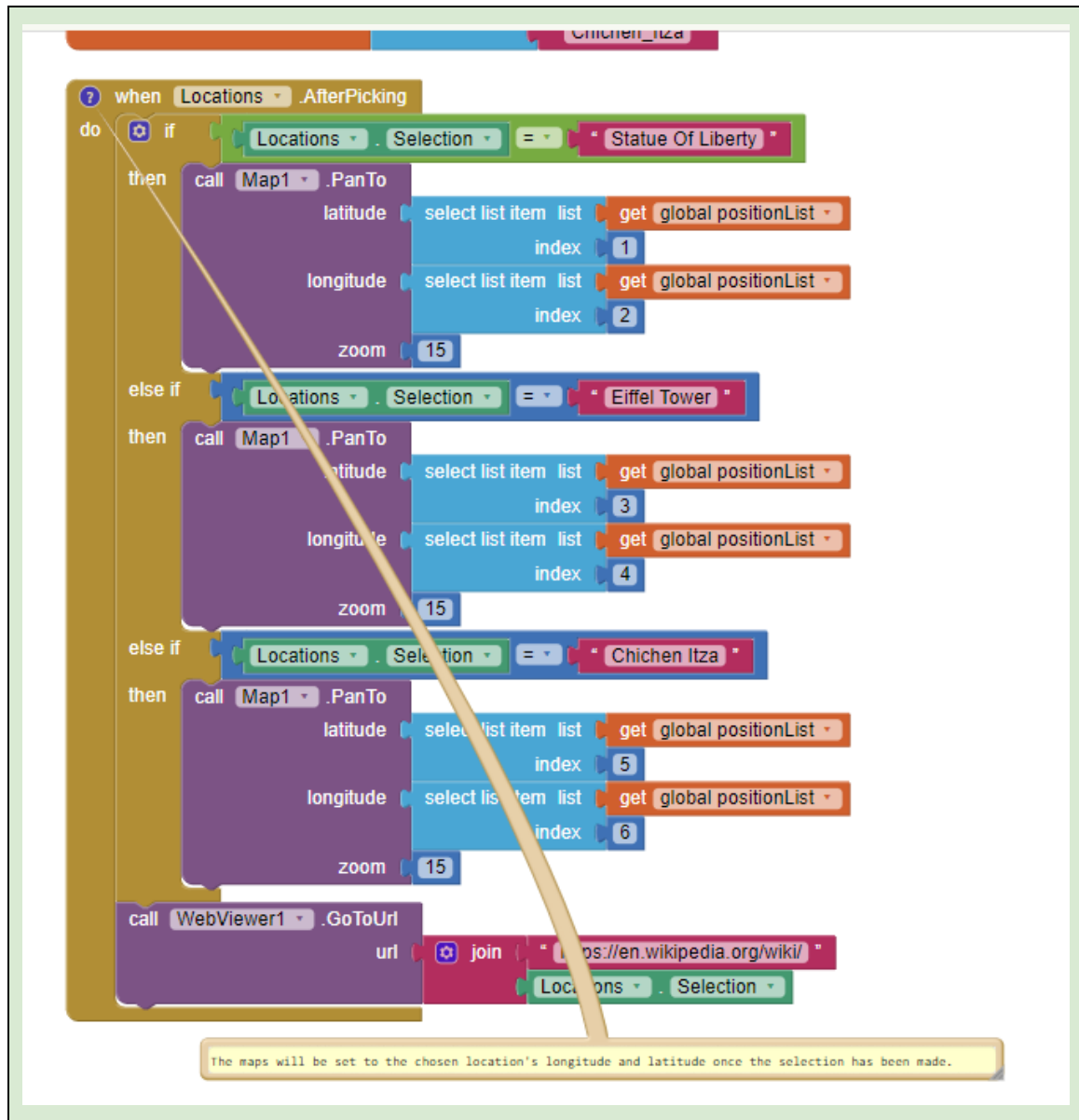
The image displays two screenshots of Scratch code blocks. The top screenshot shows two 'initialize global' blocks. The first block initializes 'positionList' to a list of six numbers: 40.689247, -74.044502, 48.8584, -2.2945, 20.6843, and -88.5678. The second block initializes 'locationList' to a list of three strings: 'Statue_of_Liberty', 'Eiffel_Tower', and 'Chichen_Itza'. The bottom screenshot shows three event-driven code blocks. The first block, triggered by 'Slider1' position change, sets 'Map1' zoom level to the slider's thumb position. The second block, triggered by 'MapType' selection, uses an if-then-else structure to set the map type to 'Road', 'Aerial', or 'Terrain' based on the selection. The third block, triggered by 'Button1' click, enables 'LocationSensor1' and shows a message dialog with the current latitude and longitude, titled 'Your Location'.

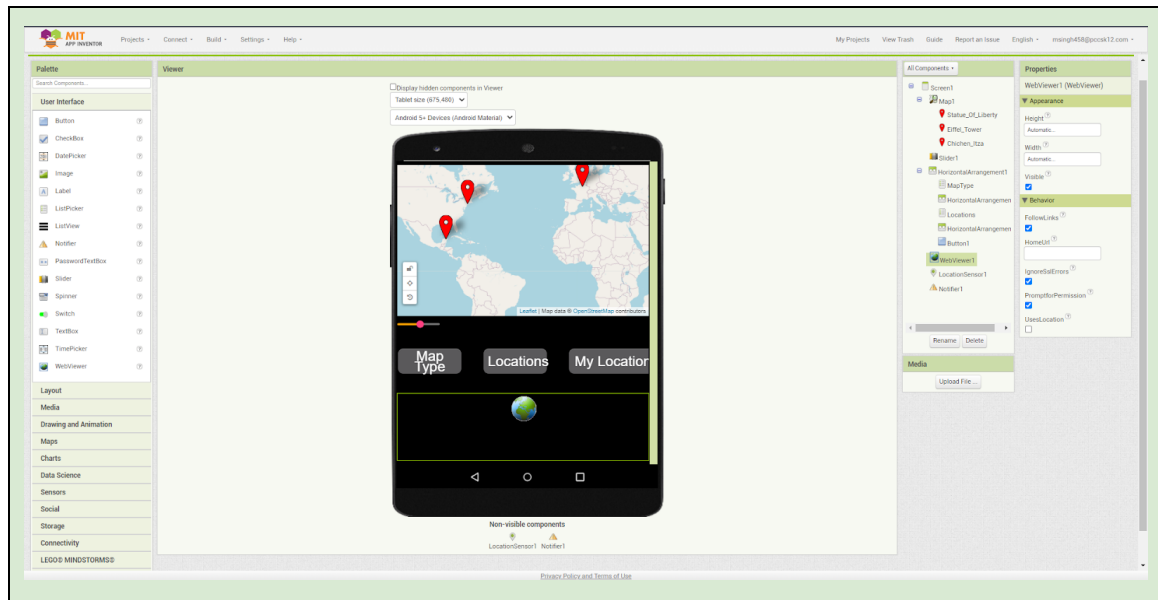
```
initialize global positionList to [make a list of 6 items: 40.689247, -74.044502, 48.8584, -2.2945, 20.6843, -88.5678]
initialize global locationList to [make a list of 3 items: Statue_of_Liberty, Eiffel_Tower, Chichen_Itza]

when Slider1 .PositionChanged
  thumbPosition
  do set Map1 . ZoomLevel to absolute Slider1 . ThumbPosition

when MapType .AfterPicking
  do if MapType . Selection = Road
    then set Map1 . MapType to MapType Road
  else if MapType . Selection = Aerial
    then set Map1 . MapType to MapType Aerial
  else if MapType . Selection = Terrain
    then set Map1 . MapType to MapType Terrain

when Button1 .Click
  do set LocationSensor1 . Enabled to true
  call Notifier1 .ShowMessageDialog
    message join Latitude: LocationSensor1 . Latitude Longitude: LocationSensor1 . Longitude
    title Your Location
    buttonText OK
```

**Screenshot of Designer View**



Rubric

| Criteria | Exemplary/Outstanding | Proficient | Does not meet expectations |
|-----------------------|--|--|---|
| User Interface Design | GUI is very appealing; layout is clear. It is very easy for the user to navigate. Evidence of your effort towards considering the user. Demo working app to Mrs. O'Neil. | GUI meets specifications and is easy to navigate. | Basic or incomplete and/or no demo to Mrs. O'Neil. |
| Naming Components | All variable names have been changed and given names that are descriptive of their content and type. | Most names have been changed to descriptive names. | Few or no names were changed from their defaults. |
| Code Organization | Code is well organized and easy to read AND code contains no dangling, useless blocks. Appropriate comments for code. | Code is arranged and code contains no dangling and useless blocks. Some comments or too many. | Code has little or no organization and is difficult to read. No comments explaining code. |

| | | | |
|--------------------------------|---|--|---|
| Feature Implemented | All features are fully implemented to specifications AND code compiles and runs with no errors. Required enhancements implemented and you used creativity to improve the app. | Most features are fully implemented to specifications AND code compiles and runs with no errors. | Missing two or more features and/or code does not compile without errors. |
| Use of appropriate algorithms. | Code demonstrates use of appropriate algorithms. | Most of the code uses appropriate algorithms. | Algorithm does not fully function. |