In this classwork, you will use **MIT App Inventor** to create a custom app with at least **two screens**. The topic of the app is open, meaning you can build an app that reflects your own interests or a unique concept. However, your app must follow specific guidelines regarding functionality, input types, and design elements to make it a unique creation. This task will help you learn how to manage multiple screens, various input types, and create a personalized, creative app that stands out.

To ensure originality, you are required to incorporate a **minimum number of different input types** and design components, making it challenging to replicate any existing app found online. This will also allow you to practice working with various UI components and logic blocks.

**Instructions:**

1. **Set up MIT App Inventor:**

* **Go to** [**MIT App Inventor**](https://appinventor.mit.edu/) **and create an account or log in.**
* **You can either use a physical Android device to test your app or use an Android emulator of your choice.**

1. **App Requirements:**

* **App Topic: The topic is of your choice, but it should serve a clear purpose (e.g., productivity tool, game, quiz, educational app, hobby-related app, etc.).**
* **Multi-Screen Functionality: Your app must contain at least two screens.**
  + **Screen 1: Introduction or main screen (e.g., a welcome screen or main menu).**
  + **Screen 2: Feature page (e.g., the actual functionality of the app, user interaction).**
* **Required Components:**
  + **Include at least five different input types from the following list:**
    - **Text input fields (e.g., user can enter a name, a message, or other data).**
    - **Buttons (to trigger actions or navigate between screens).**
    - **Check boxes or radio buttons (to select options).**
    - **Dropdown menus (for selecting from predefined options).**
    - **Sliders (to control numerical values).**
    - **Image or video upload or display (user interaction with multimedia content).**
    - **Canvas for drawing (where users can interact with visual elements).**
  + **Incorporate at least one sensor or external data interaction (e.g., location sensor, accelerometer, camera, or text-to-speech).**
* **Personalization: Add personalized content and design. Customize colors, fonts, and images to suit the theme of your app and create an engaging, user-friendly interface.**

1. **App Behavior:**

* **Ensure that your app has meaningful functionality based on the chosen topic. Examples include:**
  + **A quiz with user interaction and score calculation.**
  + **A simple game where users can input values and see outcomes.**
  + **A productivity tool, like a to-do list with custom user entries and categories.**
* **Use logical blocks in the Blocks Editor to control the behavior of different components (e.g., button clicks, input handling, screen navigation).**

1. **Run and Test the App:**

* **Test the app on a physical Android device using the MIT AI Companion app, or install an external Android emulator.**
* **Ensure the app runs smoothly across both screens and that all inputs and functionality work correctly.**

1. **Submit:**

* **Submit your MIT App Inventor project file (.aia file).**
* **A professional report including:**
  + **A copy of your app’s blocks code (screenshots of the Blocks Editor).**
  + **Screenshots of the app running on both the screens.**
  + **A short reflection on the process, describing your experiences and challenges faced.**

**Tasks to Complete:**

1. **Design and Create the App (50%):**

* **Design a multi-screen app on a topic of your choice.**
* **Ensure you follow the minimum component requirements (at least five different input types and one sensor or external data interaction).**
* **Personalize the app and ensure it reflects your unique theme and design.**

1. **Run and Test the App (30%):**

* **Test the app on both a physical device or an external Android emulator of your choice.**
* **Ensure smooth functionality across both screens and check for bugs.**

1. **Prepare and Submit a Report (20%):**

* **Include your app’s blocks code in the report (screenshots from the Blocks Editor).**
* **Add screenshots of both screens running on the device or emulator.**
* **Write a reflection on the assignment, detailing challenges, experiences, and what you learned from using MIT App Inventor.**

**Submission Guidelines:**

Submit the following items through the designated portal:

1. **MIT App Inventor Project File:**
   * **Export your MIT App Inventor project as an .aia file and upload it. Ensure the file is named using the following format:  
     LastName\_FirstName\_MITApp.aia.**
2. **Report (Word or PDF document):**
   * **Submit a professional report in Word or PDF format, including:**
     + **Screenshots of your app’s Blocks Editor showing the code logic.**
     + **Screenshots of both app screens running on your Android device or external emulator.**
     + **A reflection on the assignment, detailing challenges, experiences, and what you learned from the task.**
   * **The report should be well-structured and include:**
     + **A cover page with the title, your name, course code, and submission date.**
     + **Page numbers and a table of contents.**
     + **A professional and organized layout with clear sections, proper headings, and formatting.**

**Submit the .aia file and the report as separate, clearly labeled files before the submission deadline.**