Jobsheet Pemrograman Mobile 2020

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# Bab 1 Introduction to Mobile Development

## Pendahuluan

In this practice you will learn the step necessary to create mobile app in MIT App Inventor

## Tujuan Pembelajaran

1. Students understand the concept of application on mobile platforms.
2. Students understand the model for developing app using MIT App Inventor.
3. Students are able to install apps using MIT App Inventor.
4. Student able to create navigation on MIT App Inventor, designer blocks editor emulator and physical phone.
5. Students are able to use the accelerometer, image and list picker on MIT App Inventor.
6. Student are able to create simple app using MIT App Inventor.

## Alat dan Bahan

1. Laptop atau PC
2. MIT Appinventor

## Jobsheet

1. Do this challenge in a group of 2 person (with Rizky Putra Pradhana Budiman)
2. Find tutorials about connecting your android smartphone to MIT App Inventor.

<https://appinventor.mit.edu/explore/ai2/setup-device-usb.html>

1. Find tutorials about compiling App from MIT App Inventor to your Smartphone.

<https://appinventor.mit.edu/explore/content/hellopurr>

1. Find tutorials about using blocks on MIT App Inventor.

<http://appinventor.mit.edu/explore/content/definition-blocks>

1. Do this project on MIT App Inventor.

h[ttps://appinventor.mit.edu/explore/teach/magic-8-ball](https://appinventor.mit.edu/explore/teach/magic-8-ball)

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## Bahan Belajar

Berikut ini adalah bahan belajar untuk pertemuan selanjutnya silahkan dipelajari dahulu sebelum kelas dimulai :

1. Android Fundamental Course Practice “Pelajaran 1.2A Membuat UI Interaktif Pertama Anda.