

# “TALK TO ME”

This step-by-step picture tutorial will guide you through making a “*talking app*”.

- 1 Open **Google Chrome** browser and type the URL <https://code.appinventor.mit.edu> in the **address bar** of the browser

*Following Screen appears in response of the step 1*

The image shows a web interface titled "Welcome to MIT App Inventor!". Below the title is a button labeled "Continue Without An Account". Below this button is the word "or". Further down is a form box containing the text "Your Revisit Code:" followed by four empty input boxes separated by hyphens. At the bottom of this form box is a button labeled "Enter with Revisit Code".

**Welcome to MIT App Inventor!**

Continue Without An Account

or

Your Revisit Code:  -  -  -

Enter with Revisit Code

- 2 Click “*Enter with Revisit Code*” after entering your code.

### 3 Naming the project

If you don't have any projects created in App Inventor, you will land in the Projects View.

**Start a new project by clicking the "Start new project" button.**

(If you have already created projects, App Inventor will list all the project created.)  
Type in the project name (**underscores are allowed, spaces are not**) and click OK.



Create new App Inventor project

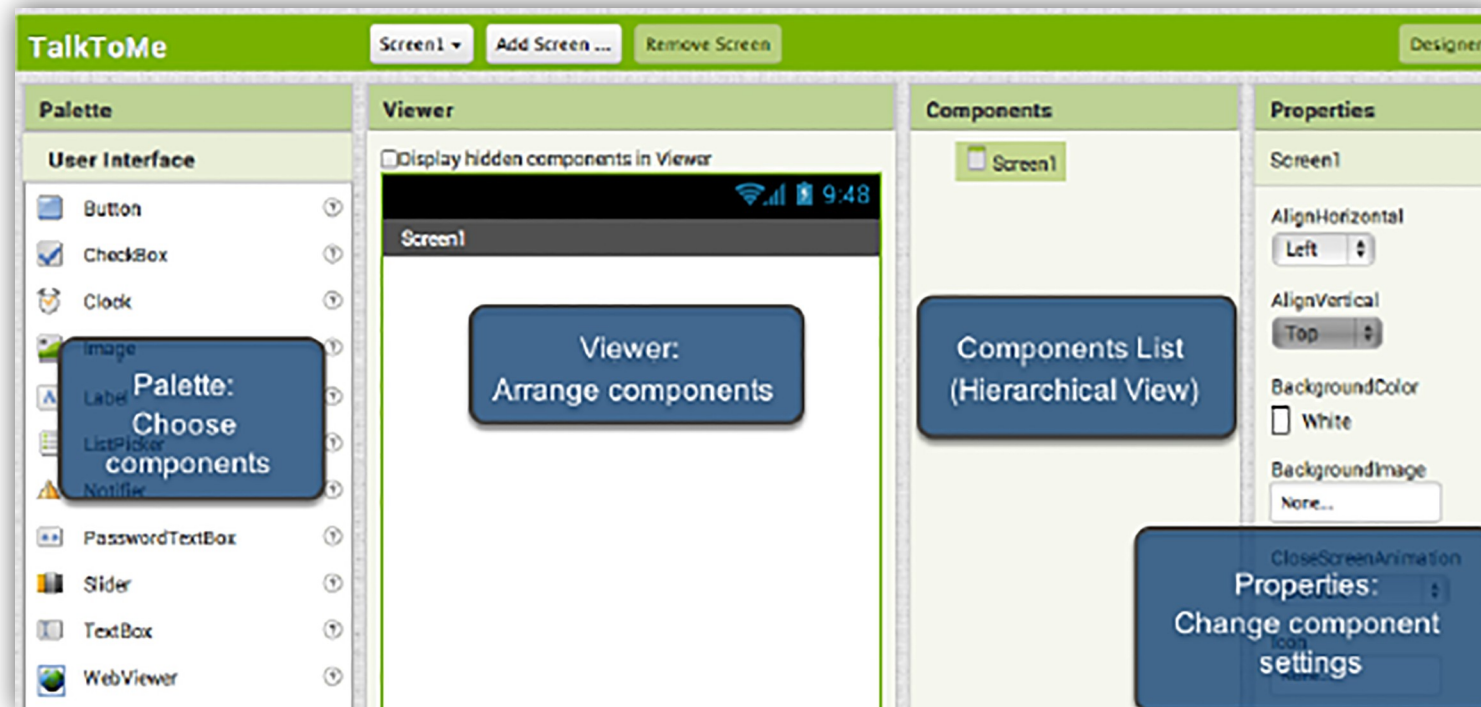
Project name:

Click OK after entering the Project Name

## Designer Window

### App Inventor opens the Designer window

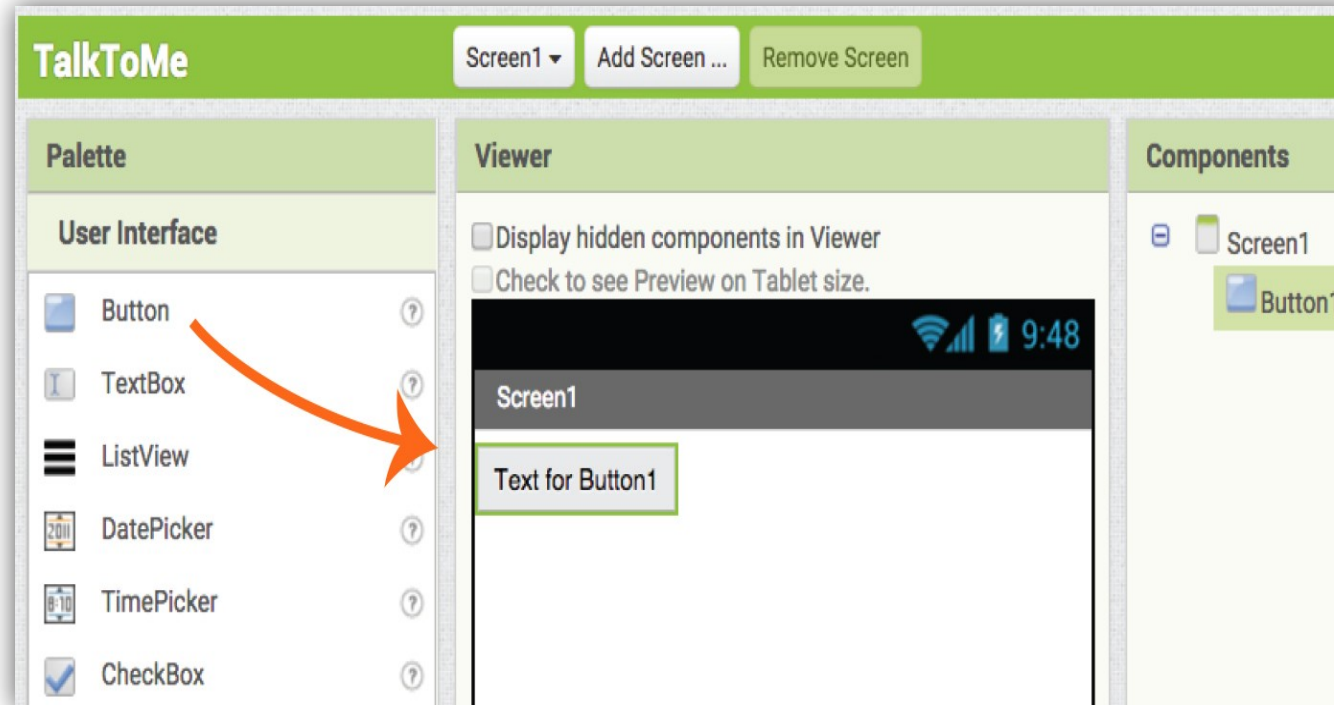
The "Designer" is where you create the Graphical User Interface (GUI) or the look and feel of your app. You choose **components** like **Buttons**, **Images**, and **Text boxes**, and functionalities like Text-to-Speech, Sensors, and GPS.



## 4

**Add a Button**

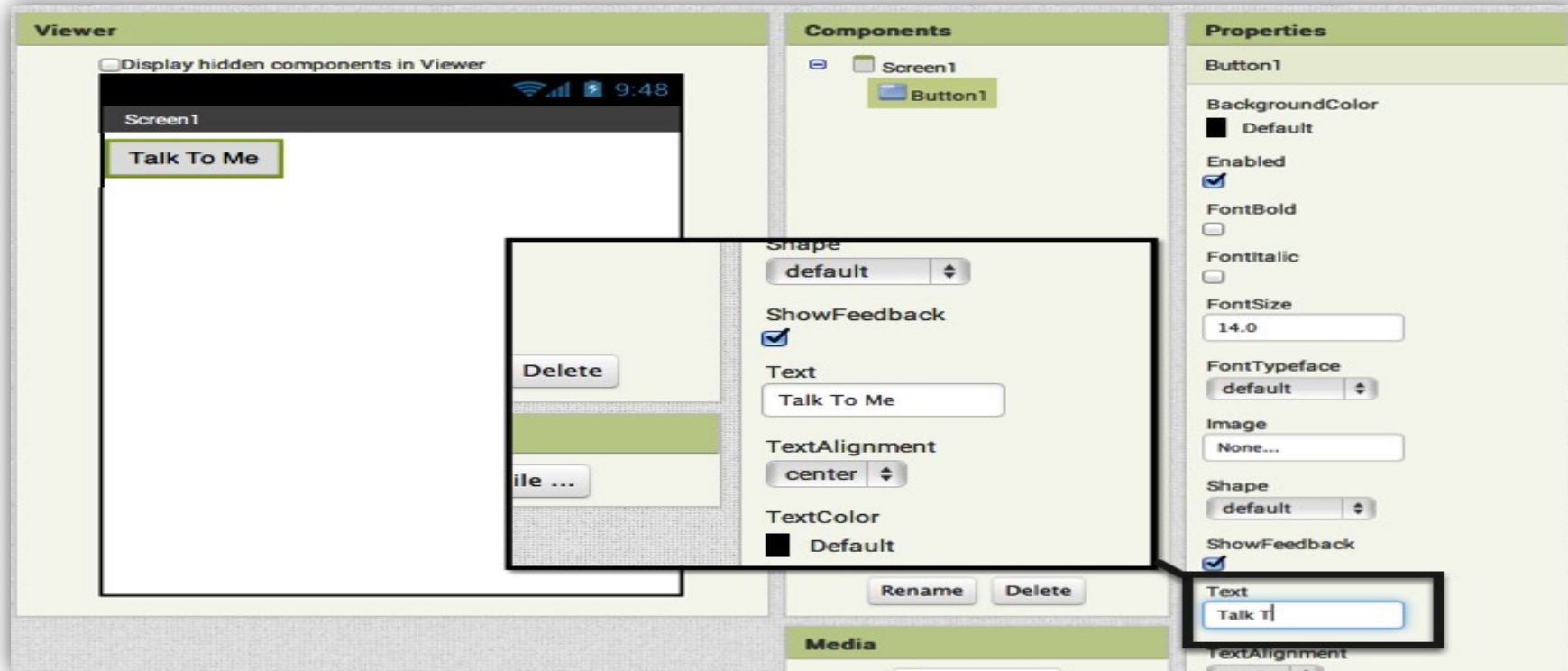
Drag a button from the “***User Interface***” to the “***Viewer***”. A new button will appear on the ***Viewer***.



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## Change the Text on the Button

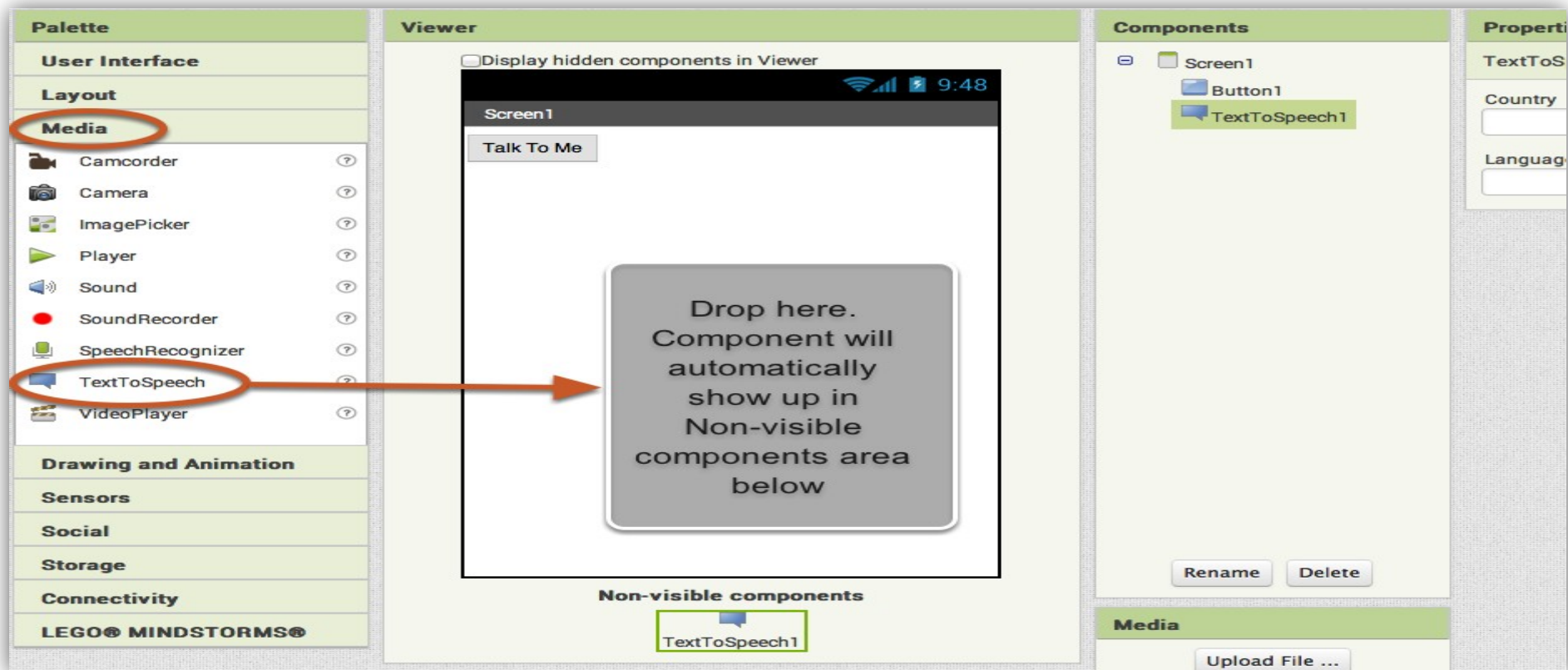
In the **properties panel**, change the text for the **Button**.  
Under the **Text property**, select "Text for Button 1", delete it and type in "Talk To Me".  
Notice that the text on your app's button changes right away too.



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## Add a Text-to-Speech Component to your app

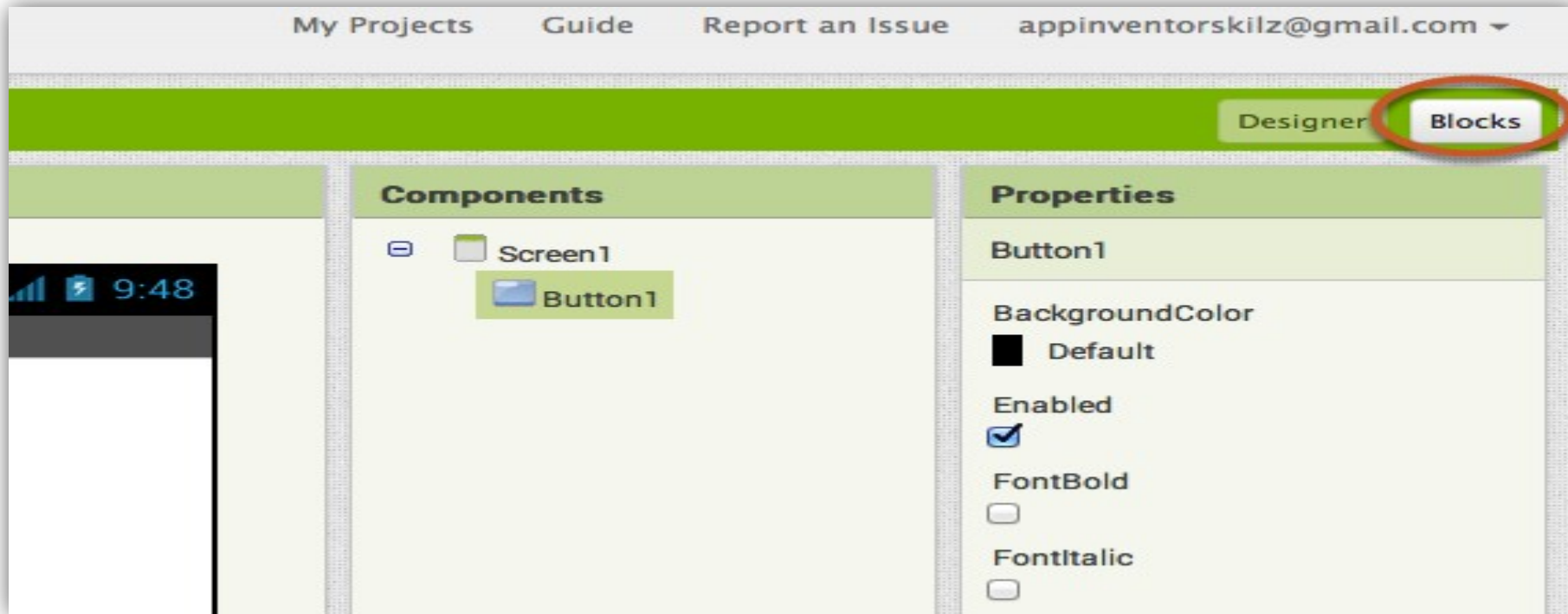
Go to the **Media drawer** in the **Palette** and drag and drop a TextToSpeech component onto the viewer. Notice that it drops down under "**Non-visible components**" because it is not something that will show up on the app's user interface. It's more like a tool that is available to the app.



## 7

**Switch over to the Blocks Editor**

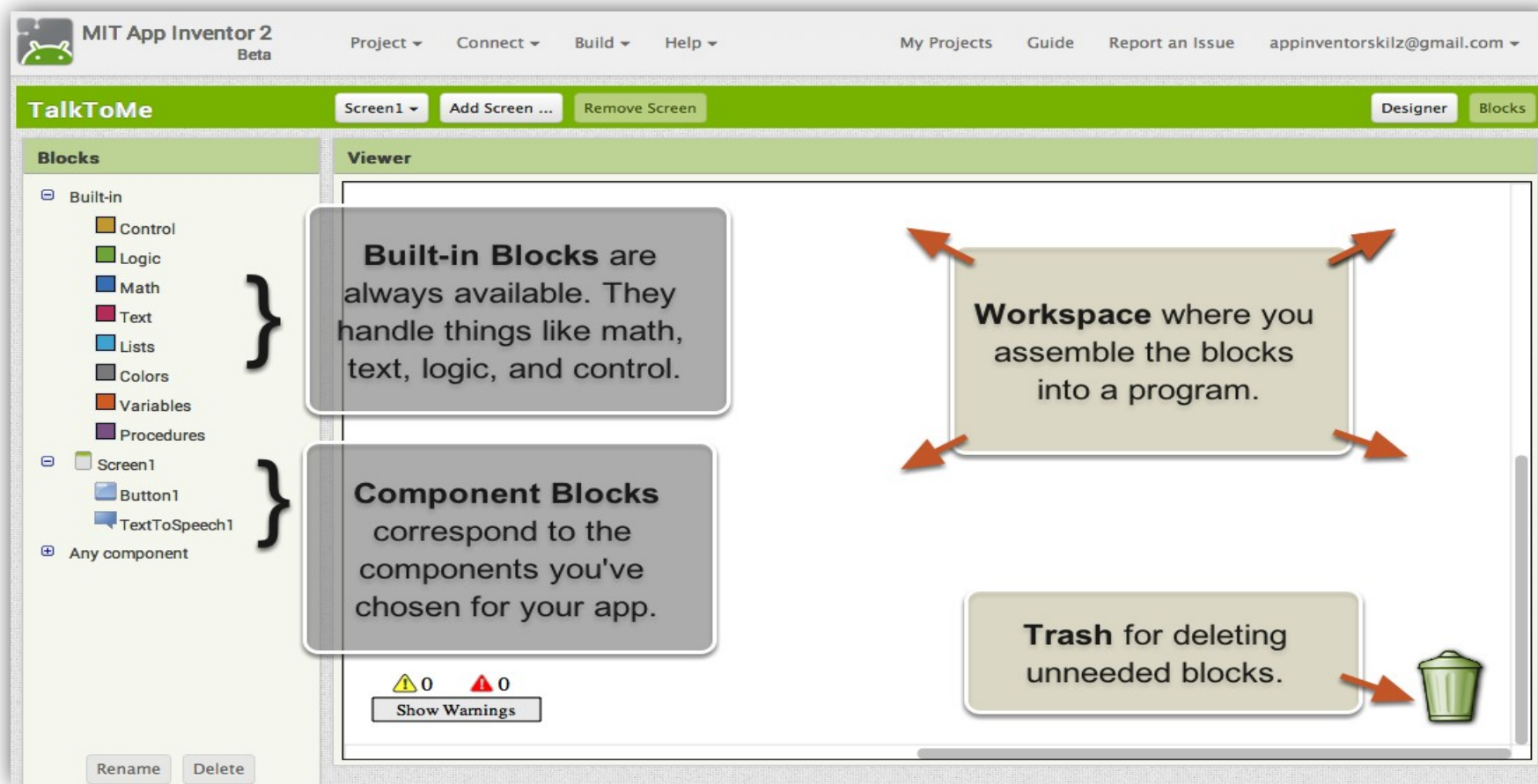
It's time to tell your app what to do. The **Blocks Editor** is where you program the behavior of your app. Click the button "**Blocks**" to move over to the Blocks Editor. You will often *toggle* between the **Designer** and **Blocks Editor** as you develop apps.





## The Blocks Editor

There are Built-in blocks that handle things like **math**, **logic**, and **text**. Below that are the blocks that go with each of the **components** you add to your app. (In order to get the blocks for a certain component to show up in the **Blocks Editor**, you first add that component to your app in the **Designer**.)





## Make a button click event

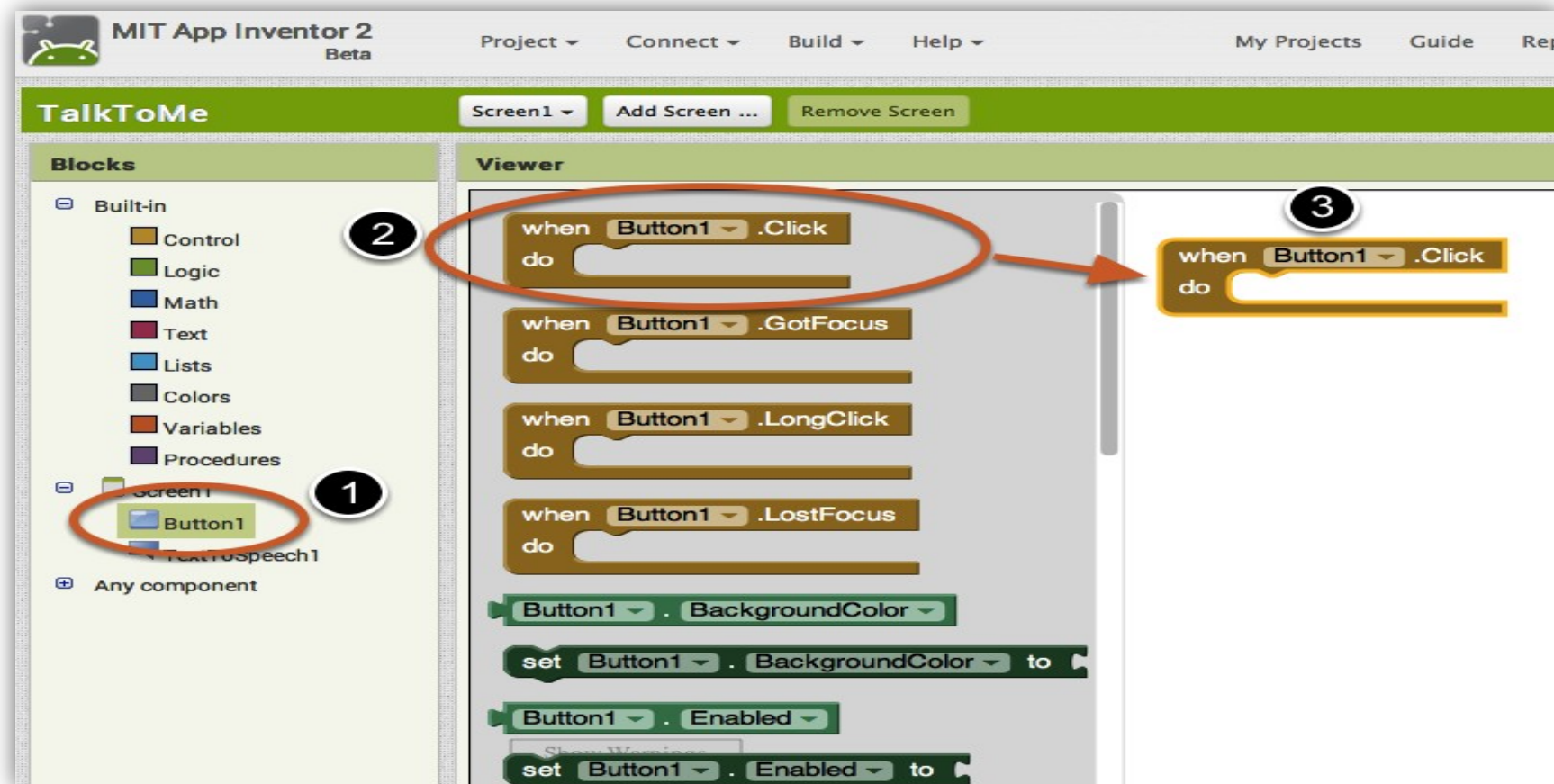
Click on the **Button1 drawer**.

Click and hold the **when Button1.Click do** event block.

Drag it over to the **Viewer** and drop it there.

This block will launch when the button on your app is clicked.

It is called an "**Event Handler**".



## Code the TextToSpeech action

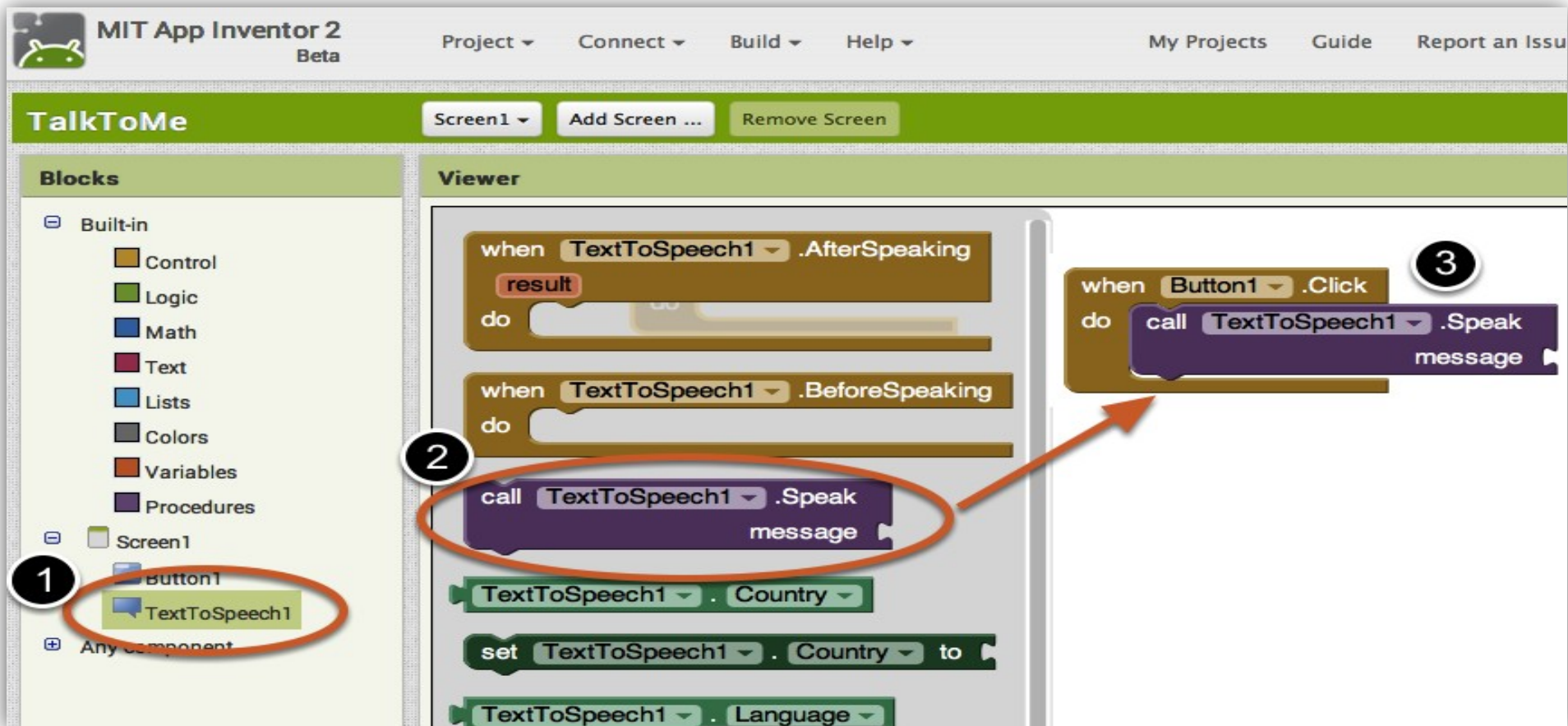
Click on the TextToSpeech drawer.

Click and hold the **call TextToSpeech1.Speak** block.

Drag it over to the Viewer and drop it there.

This is the block that will make the phone speak.

Because it is inside the Button.Click, it will run when the button on your app is clicked.



The screenshot shows the MIT App Inventor 2 Beta interface. The top bar includes the MIT App Inventor logo, the text "MIT App Inventor 2 Beta", and navigation links: Project, Connect, Build, Help, My Projects, Guide, and Report an Issue. Below the top bar is a green header for the project "TalkToMe", with buttons for "Screen1", "Add Screen ...", and "Remove Screen".

The interface is divided into two main sections: "Blocks" on the left and "Viewer" on the right.

In the "Blocks" section, under the "Built-in" category, the "TextToSpeech1" block is circled with a red line and labeled with a circled "1".

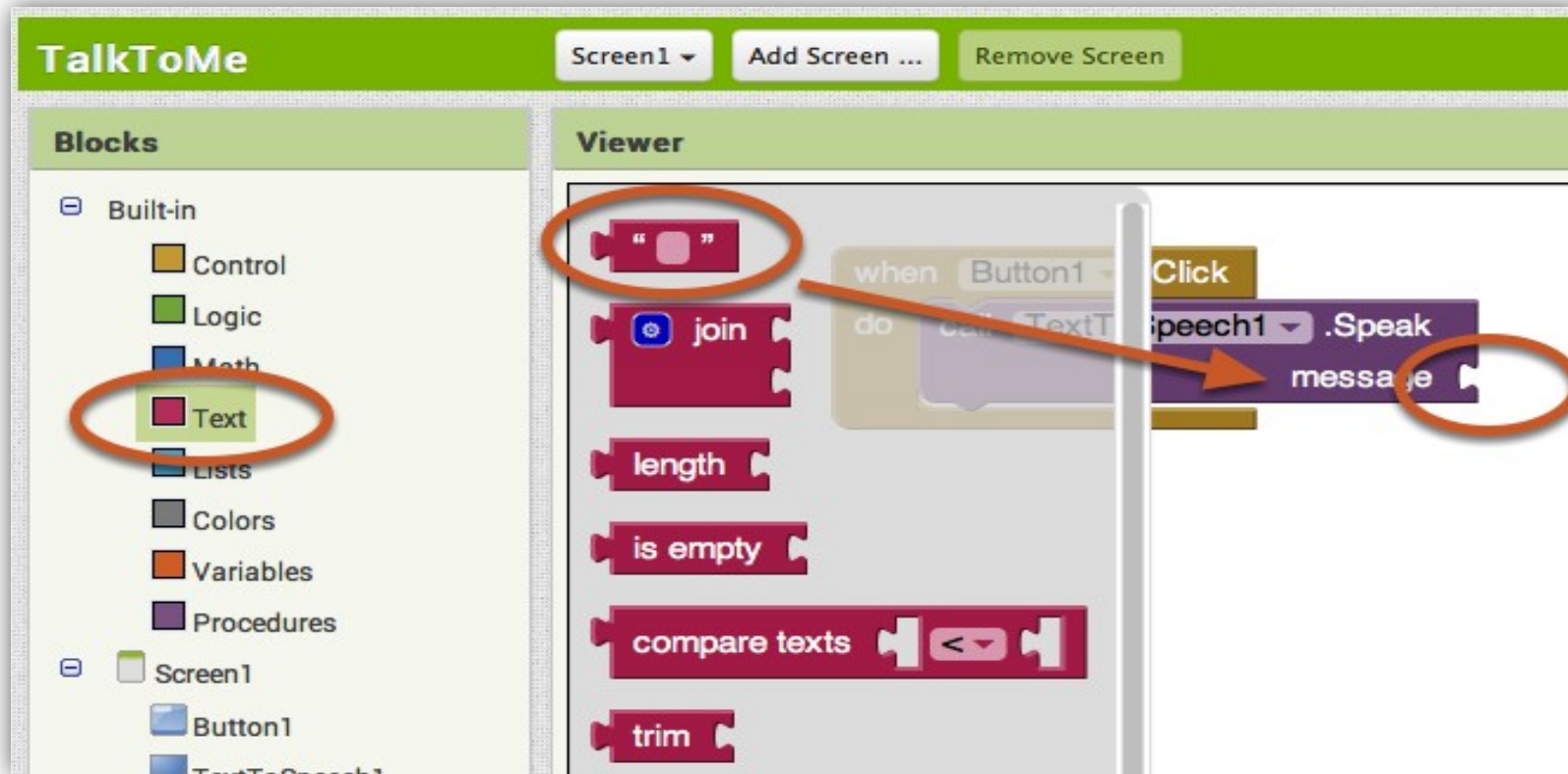
In the "Viewer" section, the code blocks are visible. A block labeled "call TextToSpeech1.Speak message" is circled with a red line and labeled with a circled "2". An arrow points from this block to the "call TextToSpeech1.Speak message" block in the "when Button1.Click" block, which is labeled with a circled "3".

Other visible code blocks in the Viewer include:

- when TextToSpeech1.AfterSpeaking
- when TextToSpeech1.BeforeSpeaking
- TextToSpeech1.Country
- set TextToSpeech1.Country to
- TextToSpeech1.Language

## Fill in the message socket on TextToSpeech.Speak Block

Now you need to tell the TextToSpeech.Speak block what to say. Click on the Text drawer, drag out a **text** block and plug it into the socket labeled "message".



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## Specify what the app should say when the button is clicked

Click on the text block and type in "Congratulations! You've made your first app."

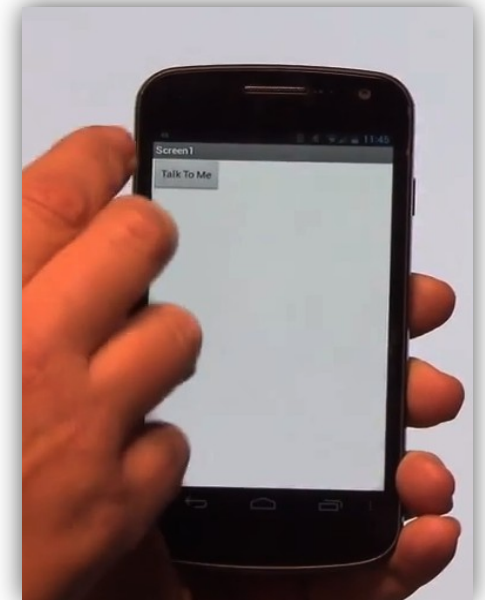


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## Now test it out!

Go to your connected device and click the button.

Make sure your volume is up! You should hear the phone speak the phrase out loud.



- End -