

# Translate English to German

Create an app to help you learn German

- 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*

## Welcome to MIT App Inventor!

Continue Without An Account

or

Your Revisit Code:  -  -  -

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

## App Overview:

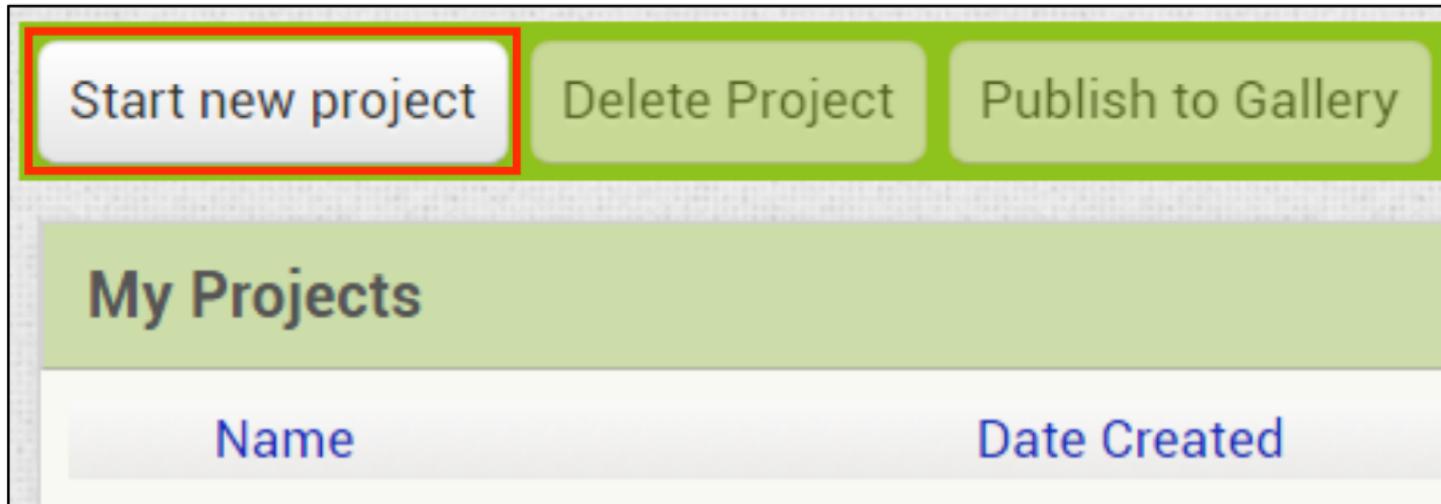
When you are done you and your friends will be able to use this app to:

- *Type a word or phrase in English and translate it to written German*
  - *Have your phone read the translated text out loud in German*

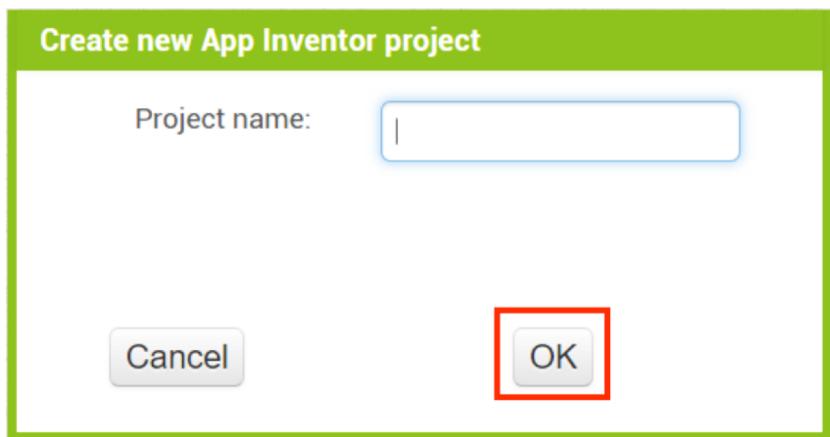




- Click “Start a new Project” in the upper left corner



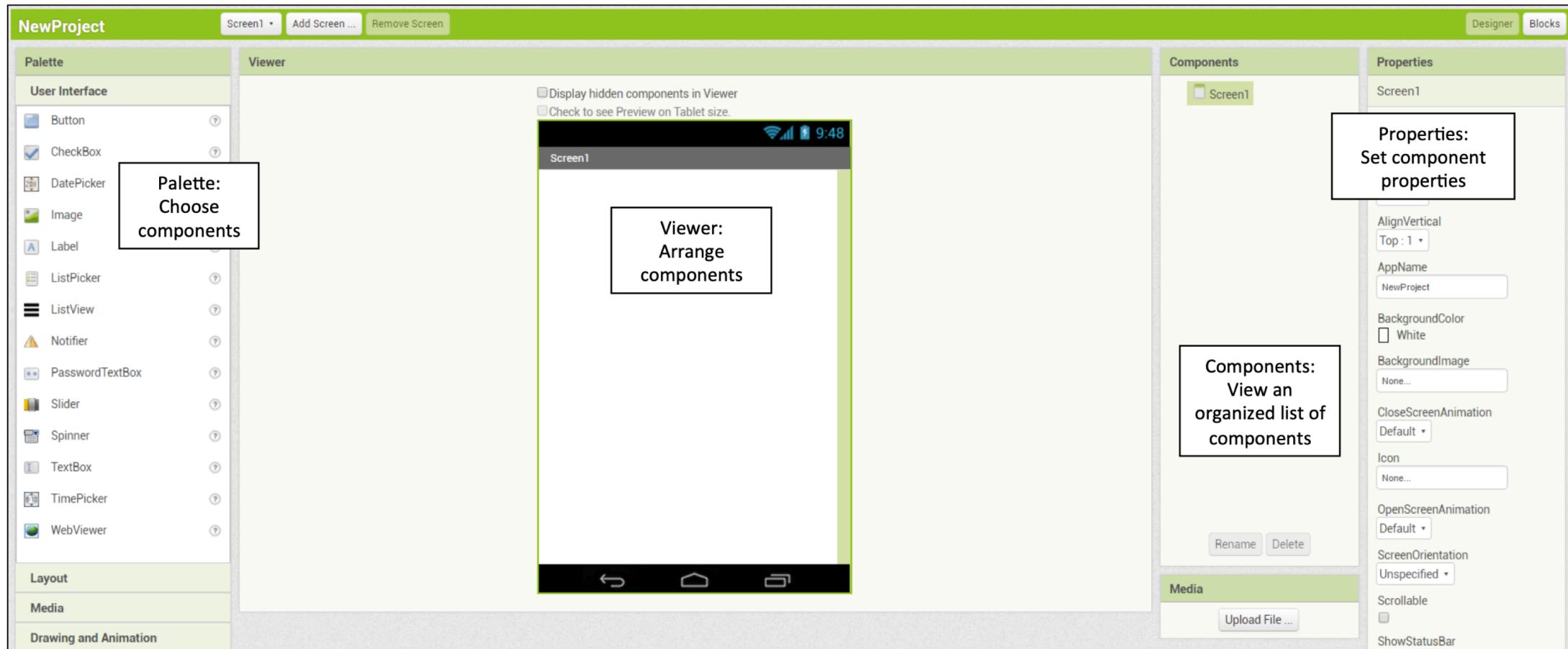
- Give it a name and click “OK” to get started!



For this tutorial  
you can call your  
app  
EnglishtoSpanish

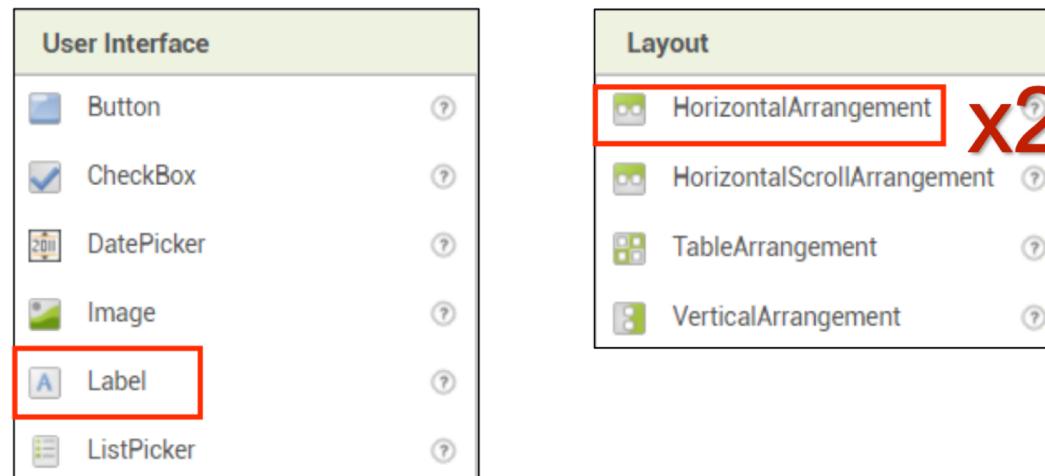


## 5 Familiarize yourself with the designer window



## 6 Add Components

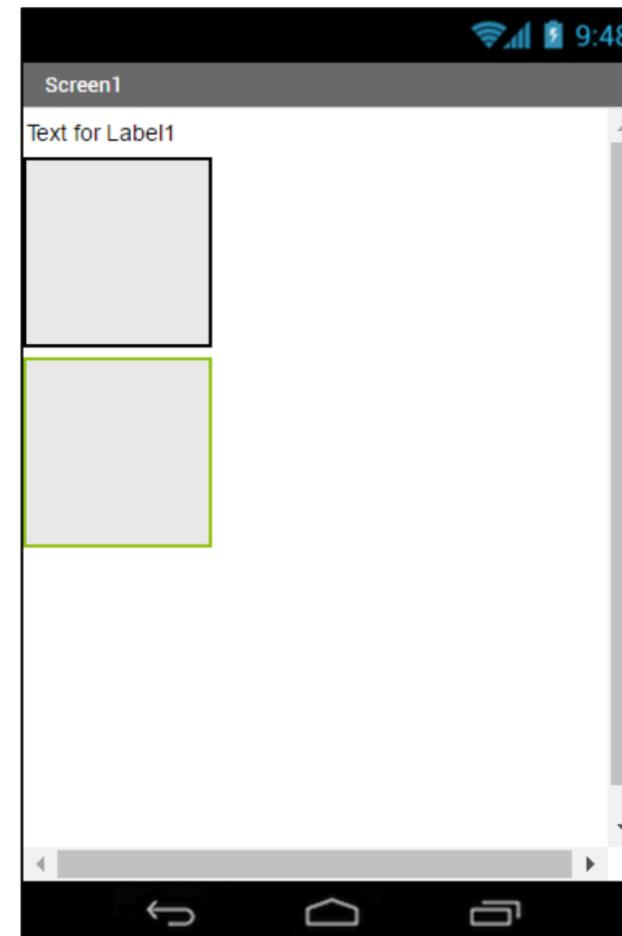
First, we will build the app's layout by adding three components –a **Label**, and two **HorizontalArrangements**. Find these components in the Palette and drag and drop them onto the Viewer.



Components are the building blocks of App Inventor apps!



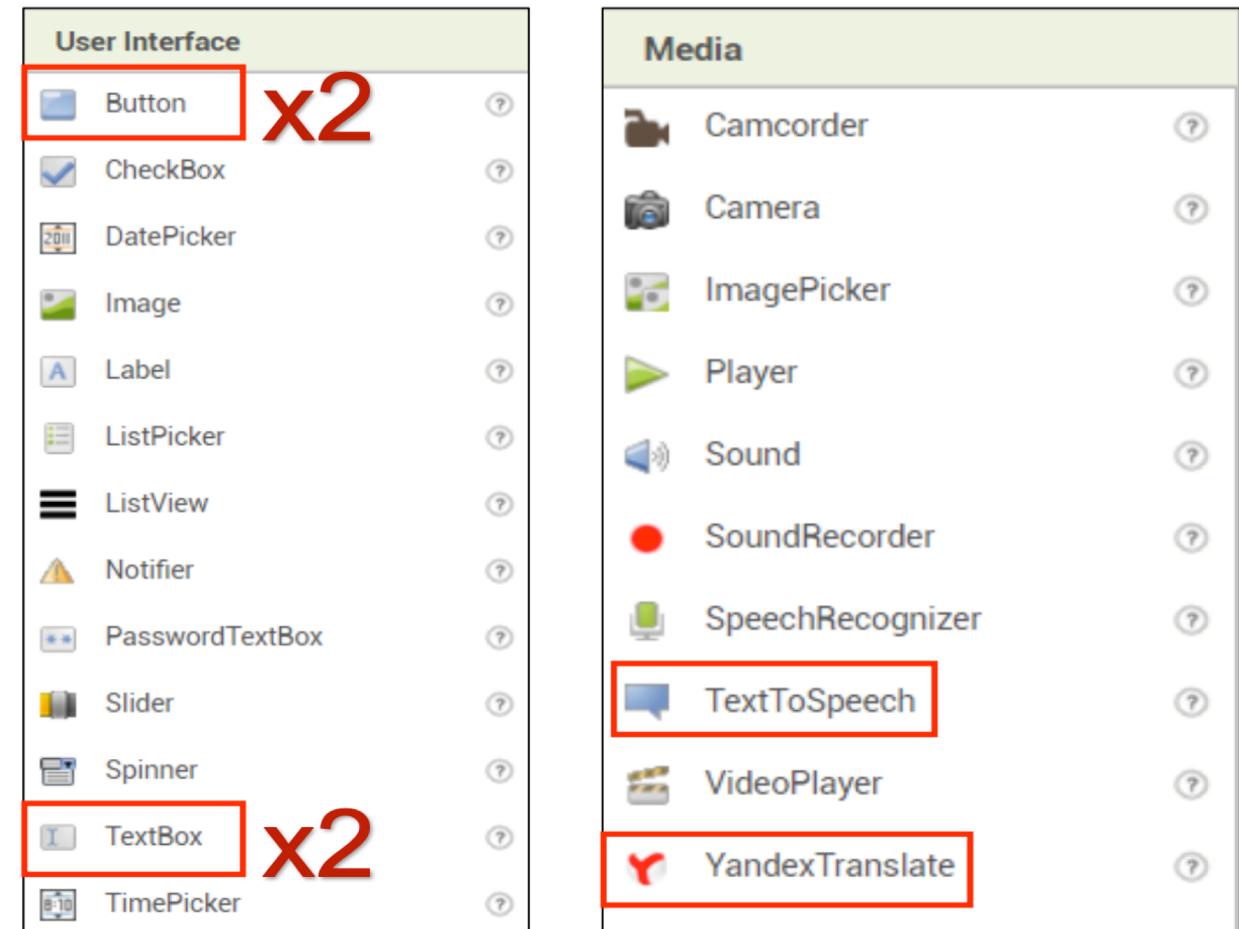
# Your screen should now look like this:



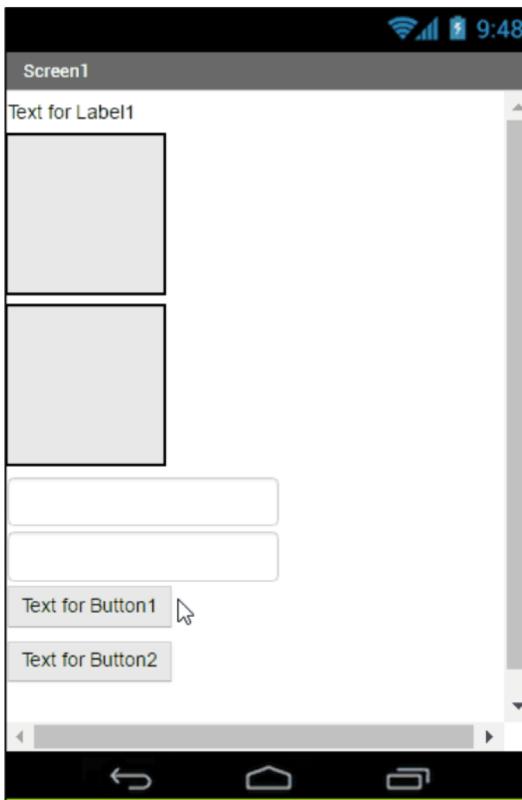
Make sure to arrange the components so that the Label is on top of the HorizontalArrangements!



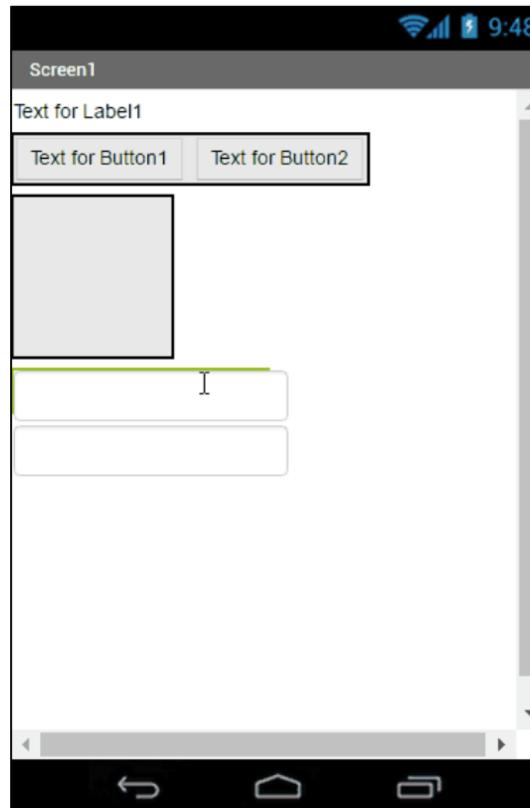
Now we will add the rest of the components. We will need six more in total—two TextBoxes, two Buttons, one YandexTranslate, and one TextToSpeech. Find these components in the Palette and place them in the view – don't worry about where you put them for now!



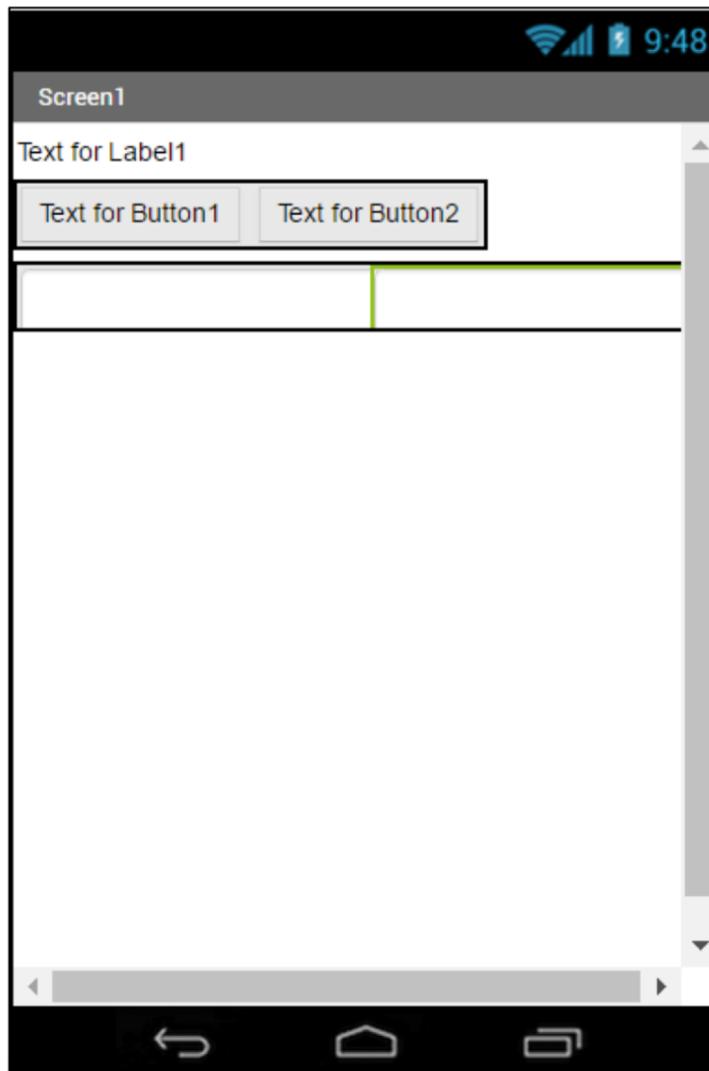
Place the two TextBox components side by side in the uppermost HorizontalArrangement. Do this by dragging and dropping in the Viewer.



Place the two Button components side by side in the lower HorizontalArrangement in the same way you placed the Buttons.

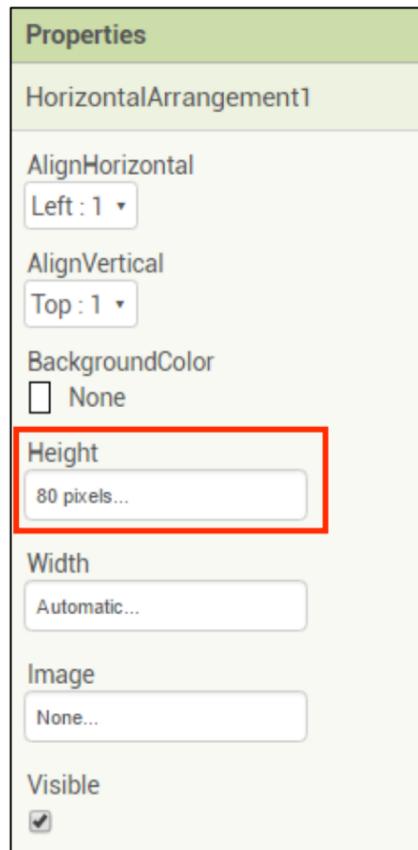


# Your screen should now look like this:



## 7

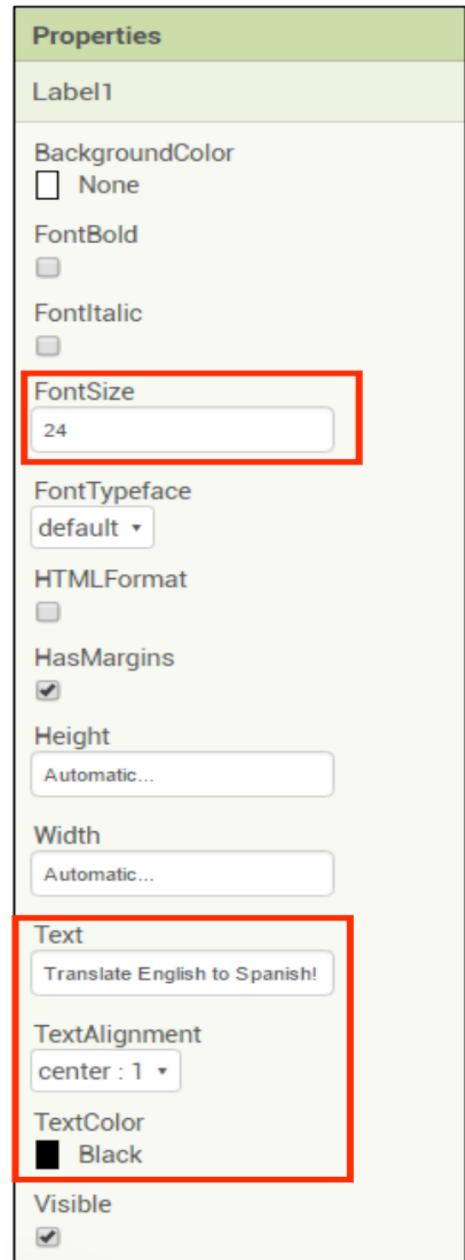
## Set Properties



Now we will change some component properties to start truly building our app! To view and change a component's properties, find it in the "Components" list and click on it.

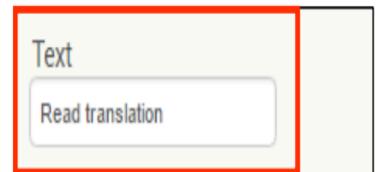
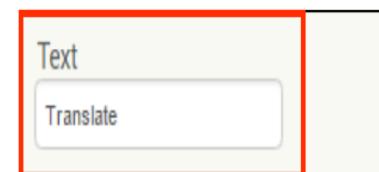
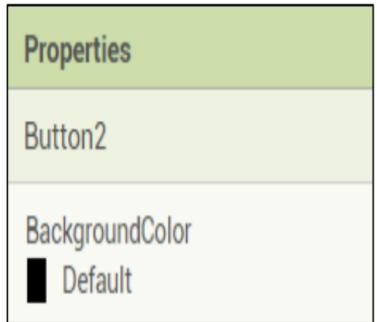
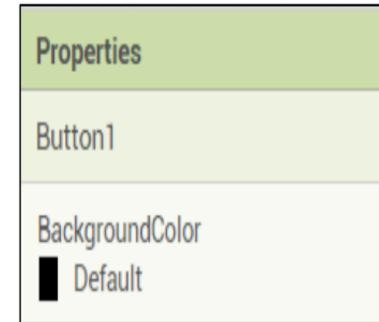
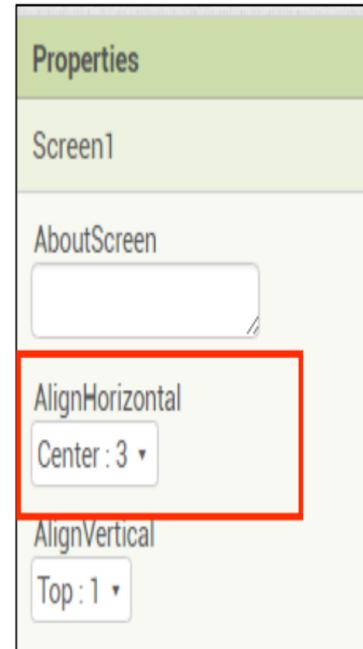
First, select the uppermost HorizontalArrangement and set its height to 80 pixels

Then select "Label1" and set "FontSize" to 24. Also set "Text" to "Translate English to Spanish!" and "TextAlignment" to center. If you'd like, you can also change "TextColor" to a color of your choosing!

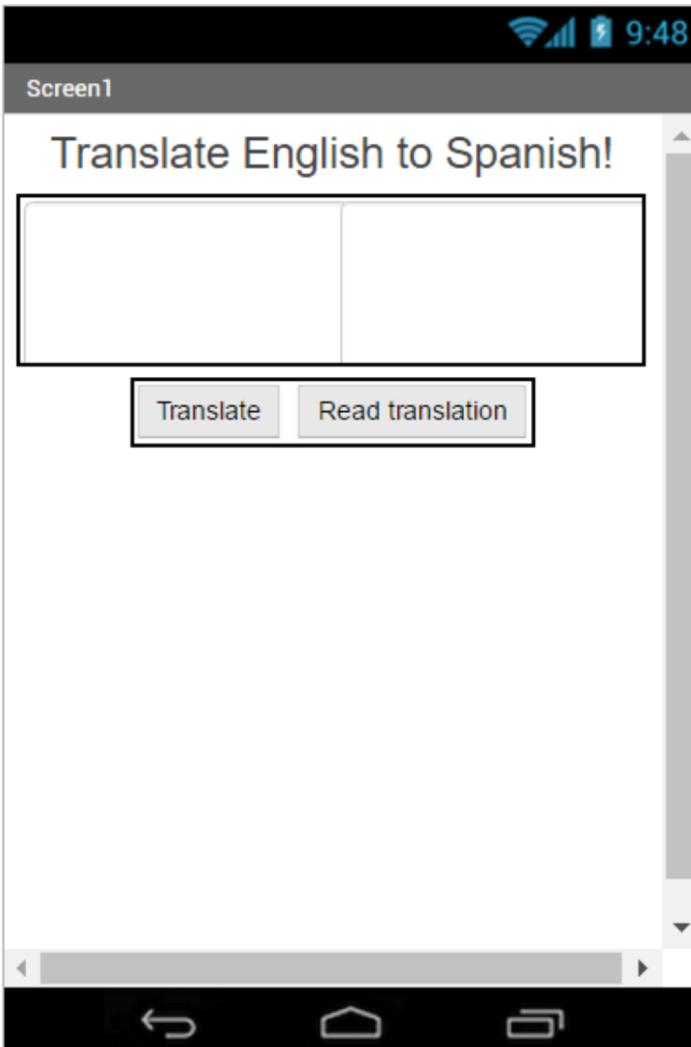


Now we just a few more properties to set – centering the screen and adding text to both of our buttons! First, set “Text” of Button1 to “Translate” and “Text” of Button2 to “Read translation.” Then click on “Screen1” and set “**AlignHorizontal**” to “Center”

Double-check your properties to make sure you don't miss anything!

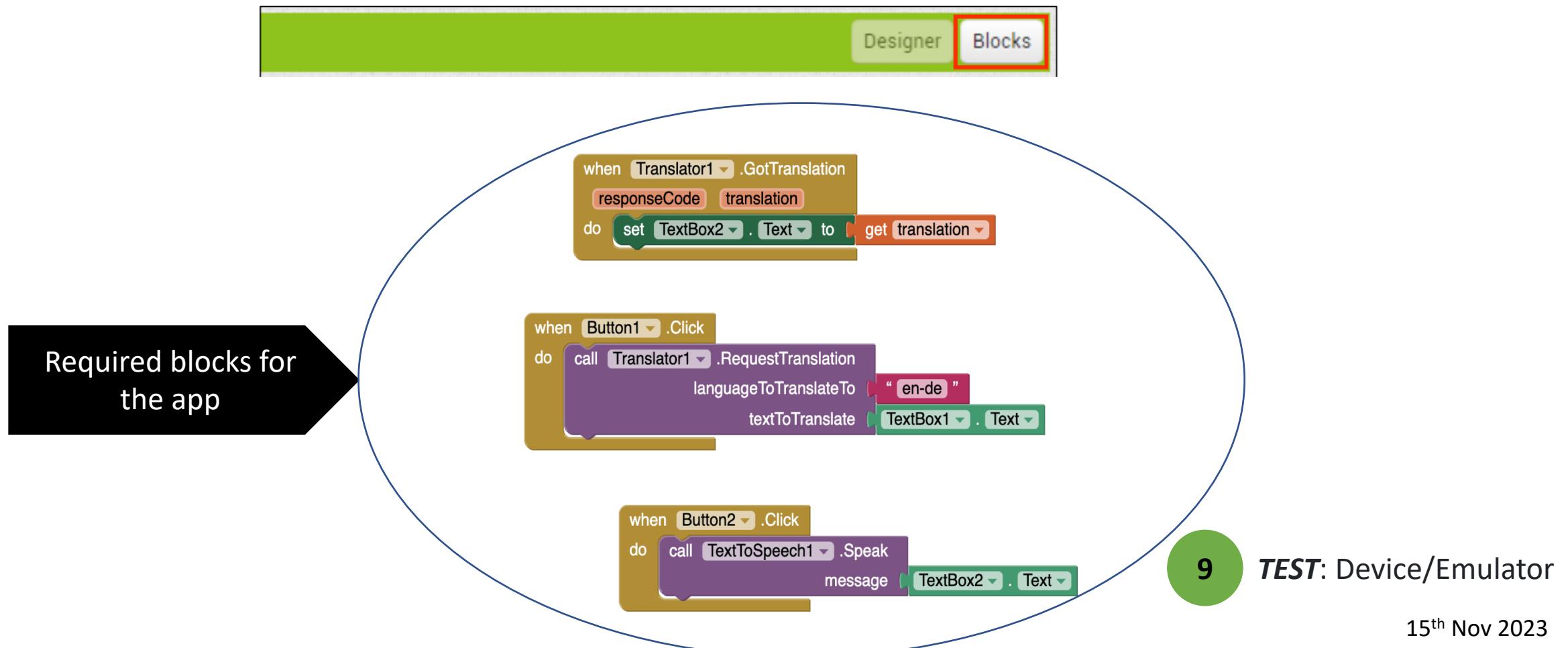


# Your screen should now look like this:



## 8 Switch to the blocks window to write code!

Now that all the components have been added to the app, we will write code to tell app what to do with them! To do so, switch to the Blocks Editor window by clicking the “Blocks” button in the upper right corner.





## Great work! Now extend this app

Here are some ideas for extending this app. You can probably think of many more!

- *Challenge 1: Change language and see how it works*

### ***Suggestions for Further Exploration***

- Translation app to read paragraph of text
- Learn international translation codes available for different languages