

Overview of Components

Components are the basic building blocks of your app. The behaviour and look are of your apps are customised with components.

Component categories

For easier access of components, they are grouped into various categories.

- [Screen](#)
- [User Interface](#)
- [Layout](#)
- [Media](#)
- [Drawing and Animation](#)
- [Maps](#)
- [Sensors](#)
- [Social](#)
- [Storage](#)
- [Utilities](#)
- [Dynamic Components](#)
- [Connectivity](#)
- [Google](#)
- [Monetization](#)
- [LEGO Mindstorms](#)
- [Experimental](#)

Data Types

The properties of a component and parameters of a method or event may be of one of the following types:

- [Asset](#)
- [Color](#)
- [Number](#)
- [Text](#)

Asset

An **Asset** type property can be set from the Designer by selecting an **Asset** from the uploaded assets for the app. From the Blocks Editor, it can be set using a [Text](#) block containing the path to that Asset.

Color

A **Color** found under the **Color** category.

Number

A Designer property of this type can be set by filling a number in the textbox. From the blocks editor, the **Number** block can be found under the **Math** category.

Text

A **Text** is simply a string. It can have alphanumeric characters. For some properties and parameters, certain pre-determined **Text** are only allowed, which would be documented with them.