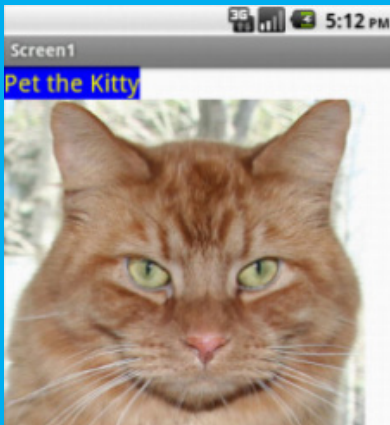


Hello Purr



HelloPurr: tap the kitty, hear him meow

Your first app (as shown in the picture) will be “HelloPurr,” a picture of a cat that meows when you touch it and purrs when you shake it.

Learning objectives:

- 🕒 key elements of App Inventor
 - Component Designer
 - Block Editor
- 🕒 adding media (sounds and images)
- 🕒 testing apps with App Inventor’s live testing

STEPS: <http://appinventor.mit.edu/explore/ai2/hellopurr.html>



Component Designer

- 🕒 is located on the left hand side of the Designer Window under the title **Palette**
- 🕒 components are the basic elements you use to make apps on the Android phone.
- 🕒 runs in your browser window, you use it to select components for your app and specify their properties
- 🕒 Some components are very simple, like a **Label** component, which just shows text on the screen, or a **Button** component that you tap to initiate an action.
- 🕒 Some components are visible on the phone screen and some aren’t.
- 🕒 To use a component in your app, you need to click and drag it onto the viewer in the middle of the Designer. When you add a component to the Viewer, it will also appear in the components list on the right hand side of the Viewer.

Click and drag components
To use a component in your app, you need to click and drag it onto the viewer in the middle of the Designer.

Components list
When you add a component to the Viewer, it will also appear in the components list on the right hand side of the Viewer.

Component properties
Component properties are the attributes of a component-- they define how the component will appear (and other things). To view and change the properties of a component you must first select the desired component in your list of components. To find out more about properties - check <http://www.appinventor.org/properties>

Components Properties

Pallete Group	Component Name	Components List	Purpose	Properties
User Interface	Button	Button1	Press to make the kitty meow.	Image: kitty.png Text: empty Height: Fill Parent Width: Fill Parent
User Interface	Label	Label1	Shows the text "Pet the Kitty."	Text: Pet the Kitty TextColor: Yellow BackgroundColor: Blue TextAlignment: center : 1
Media	Sound	Sound1	Play the meow sound.	Source: meow.mp3



Block Editor

- ☹ The Blocks Editor is where you program the behavior of your app
- ☹ This is where you tell the components what to do and when to do it. You're going to tell the kitty button to play a sound when the user taps it. If components are ingredients in a recipe, you can think of blocks as the cooking instructions.

The screenshot shows the CarltonDojo_HelloPurr app editor. The interface is divided into several sections:

- Top Bar:** Displays the app name "CarltonDojo_HelloPurr", a screen selector "Screen1", and buttons for "Add Screen ..." and "Remove Screen". On the right, there are tabs for "Designer" and "Blocks".
- Left Panel (Blocks):** Contains a "Built-in" category with various block types (Control, Logic, Math, Text, Lists, Colors, Variables, Procedures) and a "Screen1" category with component blocks (Button1, Label1, Sound1, AccelerometerSensor1). Below these are "Rename" and "Delete" buttons.
- Bottom Left (Media):** Shows a list of media files: "kitty.png" and "meow.mp3", with an "Upload File ..." button.
- Right Panel (Viewer):** Displays the visual representation of the app. It shows a button with a cat icon and a label. A code block is attached to the button, showing a "when Button1.Click" event followed by "do" actions: "call Sound1.Play" and "call Sound1.Vibrate" with a duration of "500" milliseconds.
- Annotations:**
 - A green callout box points to the "Built-in" category, stating: "Built-in Blocks are always available. They handle things like math, text, logic and control."
 - A red callout box points to the "Screen1" category, stating: "Component Blocks Correspond to the components you have chosen for your app."
 - A blue callout box points to the workspace area, stating: "WORKSPACE where you assemble the blocks into a program".
 - A blue callout box points to a trash icon, stating: "Trash For deleting unneeded blocks."
- Bottom Bar:** Shows warning indicators (0 yellow and 0 red triangles) and a "Show Warnings" button.



Block Editor



KEY IDEAS COVERED SO FAR:

- 🕒 You build apps by selecting components (ingredients) and then telling them what to do and when to do it.
- 🕒 You use the Designer to select components and set each component's properties. Some components are visible and some aren't.
- 🕒 You can add media (sounds and images) to apps by uploading them from your computer.
- 🕒 You use the Blocks Editor to assemble blocks that define the components' behavior
- 🕒 **when ... do ...** blocks define event handlers, that tell components what to do when something happens.
- 🕒 call ... blocks tell components to do things.

DISCUSSION

1. For the "Hello Purr" app, name a:
 - 🕒 visible component
 - 🕒 non-visible component
 - 🕒 property
 - 🕒 event-handler
2. What is an event handler? What does it consist of?
3. Challenge Task
 - 🕒 Modify the "Hello Purr" app so that the meow sound starts when you shake the phone. You'll need an AccelerometerSensor component. Explore on your own and see if you can figure it out. If you get stuck, ask one of the mentors for 'Shaking Phone' concept card.
 - 🕒 If you have extra time try to complete a tutorial for 'I have a dream speech' <http://www.appinventor.org/apps2/IHaveADream/IHaveADream.pdf> The tutorial is very similar to the Hello Purr app and introduces you to the 'Conditionals' <http://www.appinventor.org/Conditionals>. Try to see if you can complete the following quiz <http://www.appinventor.org/content/CourseInABox/Intro/Quiz1>

