App Inventor Java Bridge

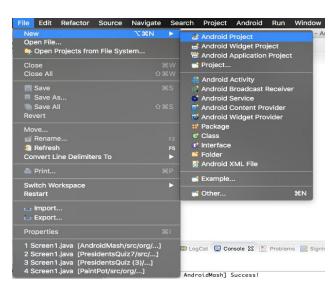
Importing Your Project into Eclipse

The App Inventor Java Bridge provides you with the Java equivalent of any App Inventor project you create. It generates a .zip project file that you can import into Android Studio or Eclipse. You can then run the project and edit the Java code to add functionality not available in App Inventor.

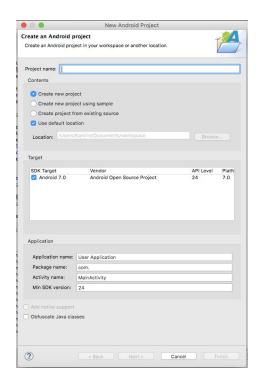
Once you have generated the project file in App Inventor, getting it properly imported and working in Eclipse or Android Studio is tricky. We recommend using Android Studio as it is simplest.

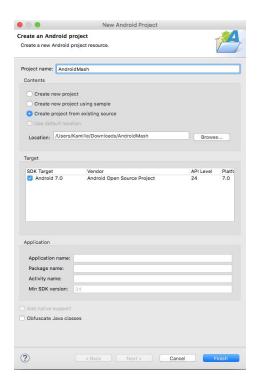
Instructions for Eclipse

1. Once you have opened your workbench in Eclipse, choose **File | New | Android Project**.



2. By default, **Create new project** will be selected as shown in the left picture. Select **Create project from existing source** and select **Browse** to find the unzipped project file. Now, select **Finish** to import the project into Eclipse as shown in the right.





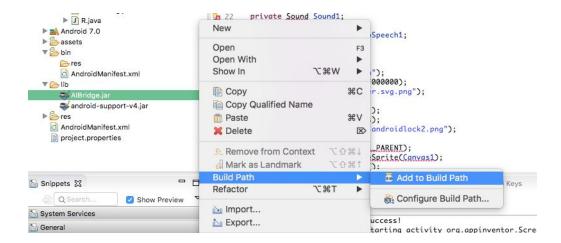
3. Screen1, under *project title* | src | org.appinventor | Screen1.java, will initially show errors once the project is opened.

```
- -
New kage Explor 🖾 🎁 File Explorer 📅 🗖
                                                 package org.appinventor;
                              2 20 import com_agogle.appinventor.components.runtime.HandlesEventDispatching;
15 public class Screen1 extends Form implements HandlesEventDispatching {
▼ 🚱 AndroidMash
   ▼ # src
                                                           private Canvas Canvas1;
                                                           private ImageSprite AndroidSprite;
private HarizontalArrangement HorizontalArrangement1;
      ▼ de org.appinventor
                                                  17
        ► Screen1.java
                                                 18
   ▼ 📴 gen [Generated Java Files]
                                                  19
                                                           private Label Label1;
                                                           private Label ScoreLabel;
                                                  D 20

▼ ⊕ org.appinventor

                                                           private Button ResetButton;
                                                 21
        ▶ ■ BuildConfig.java
                                                 22
                                                           private Sound Sound1;
        R.java
                                                  23
                                                           private Clock Clock1;
   ► Android 7.0
                                                 24
                                                           private TextToSpeech TextToSpeech1;
   ▶ ♣ assets
                                                    25
                                                           private Random random;
   ▶ ြ bin
                                                           protected void $define() {
                                                                                                                                                                       this.AlignHorizontal(3);
this.AppName("AndroidMash");
   ► @ lib
                                                                                                                                                                       28
   ▶ 📴 res
                                                 Da 29
                                                              this.BackgroundColor(0xFF000000);
     AndroidManifest.xml
                                                              this.Icon("Android_teacher.svg.png");
this.Scrollable(true);
this.Title("Android Mash");
                                                  30
     project.properties
                                                 31
32
33
33
                                                                                                                                                                       Canyas1 = new Canyas(this);
Canyas1.BackgroundImage("androidlock2.png");
Canyas1.Height(400);
                                                                                                                                                                       34
35
35
36
                                                              Canvas1. Width(LENGTH_FILL_PARENT);
                                                                                                                                                                       AndroidSprite = new ImageSprite(Canyas1);
AndroidSprite.Initialize();
                                                 № 37
```

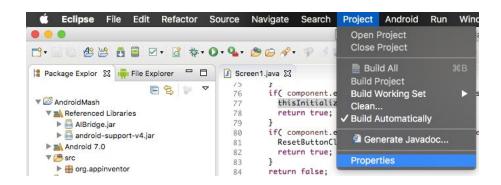
To remove the errors, add the two .jar files in the lib folder to the build path as shown below. Right click both .jar files and choose Build Path | Add to Build Path.



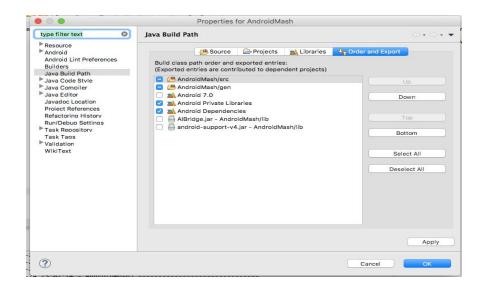
You will now find the two .jar files in **Referenced Libraries**, highlighted below, and the errors taken care of.



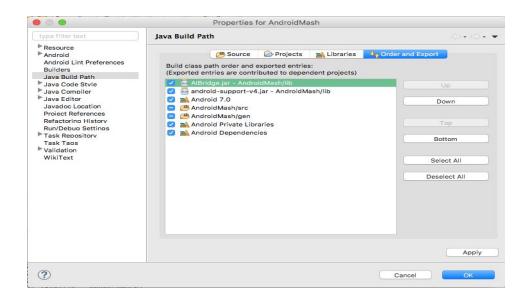
4. Finally, reconfigure the Java build path and compiler. We will first take care of the build path. In the toolbar above, choose **Project | Properties**.



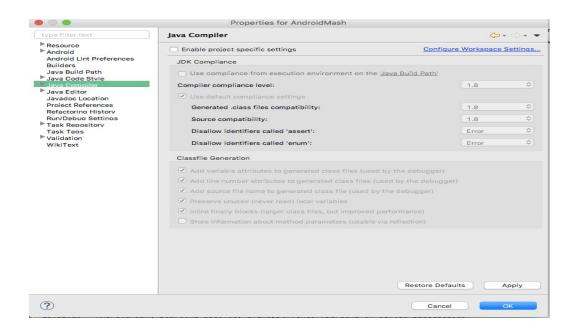
The Java build path window will initially pop-up as shown.



Select the .jar files at the bottom of the path. Click the **Up** button for both files until it meets the order shown below. After they're in the proper order, make sure their according checkboxes are checked and select **Apply** at the bottom. Allow the project to then rebuild.



Now, choose **Java Compiler** on the left menu bar to reconfigure the compiler settings. The initial settings are shown below.



Make sure the **Enable project specific settings** checkbox is selected so you can change the **Compiler compliance level** to 1.7. Select **Apply** and allow the project to rebuild. Your app is now ready to run.

