



**Aprenda
App Inventor**

Mãos à obra.. APP SACODE

Palette

User Interface

Layout

Media

Drawing and Animation

Sensors

AccelerometerSensor

BarcodeScanner

Clock

GyroscopeSensor

LocationSensor

NearField

OrientationSensor

Pedometer

ProximitySensor

Social

Storage

Connectivity

LEGO® MINDSTORMS®

Experimental

Viewer

☐ Display hidden components in Viewer

☐ Check to see Preview on Tablet size.

Non-visible components

AccelerometerSensor1

Components

Screen1

Rename Delete

Media

Upload File ...

Properties

Screen1

AboutScreen

AlignHorizontal

Left : 1 ▾

AlignVertical

Top : 1 ▾

AppName

sacode

BackgroundColor

☐ White

BackgroundImage

None...

CloseScreenAnimation

Default ▾

Icon

None...

OpenScreenAnimation

Default ▾

ScreenOrientation

Unspecified ▾

Scrollable

☐

ShowListsAs.Json

☐

APP SACODE

The screenshot displays the App Sacode IDE interface, which is divided into four main panels:

- Palette:** Located on the left, it contains various UI components categorized under "Sensors". The "AccelerometerSensor" is highlighted with a white arrow.
- Viewer:** The central area shows a preview of the app. It includes a status bar at the top with signal, battery, and time (9:48) indicators. Below the status bar is a large white rectangle representing the app's content area. At the bottom, there is a black bar with three white icons (back, home, recent apps). Below the viewer, the text "Non-visible components" is displayed, followed by a small icon and the label "AccelerometerSensor1".
- Components:** Located on the right, it shows a list of components. "Screen1" is selected, and "AccelerometerSensor1" is added to it. A white arrow points to the "AccelerometerSensor1" component.
- Properties:** The rightmost panel shows the properties for the selected component. It includes fields for "AboutScreen", "AlignHorizontal", "AlignVertical", "AppName", "BackgroundColor", "BackgroundImage", "CloseScreenAnimation", "Icon", "OpenScreenAnimation", "ScreenOrientation", "Scrollable", and "ShowListsAsJson".

APP SACODE

Sacode Screen1 • Add Screen ... Remove Screen Designer

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Colors
 - Variables
 - Procedures
- Screen1
 - AccelerometerSensor1
- Any component




Rename Delete

Media

Upload File ...

Viewer

1 0
Show Warnings



APP SACODE

Sacode | Screen1 | Add Screen ... | Remove Screen | Designer | Blocks

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Colors
 - Variables
 - Procedures
- Screen1
 - AccelerometerSensor1
- Any component

Rename | Delete

Media

Upload File ...

Viewer

when AccelerometerSensor1 . AccelerationChanged
xAccel yAccel zAccel
do

when AccelerometerSensor1 . Shaking
do

AccelerometerSensor1 . Available

AccelerometerSensor1 . Enabled

set AccelerometerSensor1 . Enabled to

AccelerometerSensor1 . MinimumInterval (ms)

set AccelerometerSensor1 . MinimumInterval (ms) to

AccelerometerSensor1 . Sensitivity

set AccelerometerSensor1 . Sensitivity to

AccelerometerSensor1 . XAccel

AccelerometerSensor1 . YAccel

AccelerometerSensor1 . ZAccel

AccelerometerSensor1

APP SACODE

The screenshot displays the App Sacode development environment. The interface is divided into several sections:

- Top Bar:** Features the 'Sacode' logo, a dropdown menu for 'Screen1', and buttons for 'Add Screen ...' and 'Remove Screen'. On the right, there are tabs for 'Designer' and 'Blocks'.
- Left Panel (Blocks):** A tree view showing available components. Under 'Built-in', categories include Control, Logic, Math, Text, Lists, Colors, Variables, Procedures, and Screen1. Under 'Screen1', 'AccelerometerSensor1' is listed. At the bottom of this panel are 'Rename' and 'Delete' buttons.
- Bottom Left (Media):** Contains an 'Upload File ...' button.
- Center (Viewer):** The main workspace for building the app. It currently contains a single block: 'when AccelerometerSensor1 .Shaking' with a 'do' slot below it. A teal backpack icon is visible in the top right corner of the viewer area.
- Bottom Center:** A status bar showing '1' warning (yellow triangle) and '0' errors (red triangle), with a 'Show Warnings' button.
- Bottom Right:** A trash can icon for deleting elements.

APP SACODE

The screenshot displays the AppSACode application interface, which is used for defining the visual and behavioral aspects of an application screen.

Top Bar: The interface has a green header bar. On the left, it says "Sacode". In the center, there are buttons for "Screen1", "Add Screen...", and "Remove Screen". On the right, there are buttons for "Designer" and "Blocks".

Left Panel (Blocks): This panel contains a tree view of available components. Under "Built-in", there are categories like Control, Logic, Math, Text, Lists, Colors, Variables, and Procedures. The "Screen1" category is currently selected, showing a list of screen properties: AccelerometerSensor1 and Any component. Below this list are "Rename" and "Delete" buttons. At the bottom of the panel is a "Media" section with an "Upload File..." button.

Center Panel (Viewer): This panel displays a list of properties for the selected "Screen1". The properties are listed in a scrollable area. A white arrow points from the "Screen1" category in the left panel to this list. The properties include:

- set Screen1 . BackgroundColor to
- Screen1 . BackgroundImage
- set Screen1 . BackgroundImage to
- Screen1 . CloseScreenAnimation
- set Screen1 . CloseScreenAnimation to
- Screen1 . Height
- Screen1 . OpenScreenAnimation
- set Screen1 . OpenScreenAnimation to
- Screen1 . ScreenOrientation
- set Screen1 . ScreenOrientation to
- Screen1 . Scrollable
- set Screen1 . Scrollable to
- Screen1 . ShowStatusBar
- set Screen1 . ShowStatusBar to
- Screen1 . Title

Right Panel (Designer): This panel shows a visual representation of the screen. It is a white canvas with a green border. A blue backpack icon is in the top right corner, and a green trash can icon is in the bottom right corner. A yellow "when AccelerometerSensor1 . Shaking" event block is placed on the canvas, with a "do" block below it. A white arrow points from the "set Screen1 . BackgroundColor to" block in the center panel to the top of the designer canvas.

APP SACODE

The screenshot displays the AppScode application interface, which is divided into several sections:

- Top Bar:** Contains the text "Sacode" on the left, a dropdown menu set to "Screen1", and buttons for "Add Screen ..." and "Remove Screen". On the right side of the top bar are buttons for "Designer" and "Blocks".
- Left Panel (Blocks):** A vertical list of categories for code blocks:
 - Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists (highlighted with a green background)
 - Colors
 - Variables
 - Procedures
 - Screen1
 - AccelerometerSensor1
 - Any componentAt the bottom of this panel are "Rename" and "Delete" buttons.
- Viewer:** The central workspace for building code. It contains a stack of blue blocks:
 - "pick a random item list"
 - "index in list thing" (with a white arrow pointing to it from the left)
 - "list"
 - "select list item list" (with a white arrow pointing to it from the left)
 - "index"
 - "insert list item list"
 - "index"
 - "item"
 - "replace list item list"
 - "index"
 - "replacement"
 - "remove list item list"
 - "index"
 - "append to list list1"
 - "list2"
 - "copy list list"
 - "is a list? thing"
 - "list to csv row list"
- Right Panel:** A large white area for the script. It contains a script starting with a yellow "when AccelerometerSensor1 .Shaking" block, followed by a green "do set Screen1 . BackgroundColor to" block. A green trash can icon is located in the bottom right corner of this panel.

APP SACODE

The screenshot displays the MIT App Inventor 2 Beta web interface. At the top, the header includes the MIT App Inventor 2 Beta logo, navigation links for Projects, Connect, Build, and Help, and user information for My Projects, Gallery, Guide, Report an Issue, English, and a user email (anaflavia7x@gmail.com).

The main workspace is divided into two panels: **Sacode** and **Viewer**. The **Sacode** panel on the left contains a **Blocks** palette with categories: Built-in, Control, Logic, Math, Text, Lists, Colors, Variables (highlighted), Procedures, Screen1, AccelerometerSensor1, and Any component. Below the palette are **Rename** and **Delete** buttons, and a **Media** section with an **Upload File ...** button. The **Viewer** panel on the right shows a visual representation of the code blocks. It contains a sequence of blocks: **initialize global name to**, **get**, **set to**, **initialize local name to** (in a loop), and another **initialize local name to** (in a loop). Below these is a **when AccelerometerSensor1 Shaking** event block with a **do** block containing **set Screen1 BackgroundColor to** and **pick a random item list**. The **Viewer** panel also features a **Designer** button and a **Blocks** button. At the bottom of the **Viewer** panel, there are icons for a backpack and a trash can, and a status bar showing 2 green and 0 red warning icons with a **Show Warnings** button.

APP SACODE

The screenshot displays the App Sacode web application interface. At the top, a green header bar contains the 'sacode' logo, a dropdown menu for 'Screen1', and buttons for 'Add Screen ...' and 'Remove Screen'. On the right side of the header are 'Designer' and 'Blocks' tabs.

The main workspace is divided into two primary sections: 'Blocks' on the left and 'Viewer' on the right.

Blocks Panel: This panel lists various block categories under 'Built-in': Control, Logic, Math, Text, Lists, Colors, Variables, and Procedures. The 'Variables' category is highlighted with a large white arrow. Below these categories are 'Screen1' and 'AccelerometerSensor1'. At the bottom of the blocks panel are 'Rename' and 'Delete' buttons, and a 'Media' section with an 'Upload File ...' button.

Viewer Panel: This panel shows a sequence of programming blocks. The visible blocks are:

- 'initialize global name to'
- 'get' (with a white arrow pointing to it)
- 'set' to
- 'initialize local name to' in
- 'initialize local name to' in, followed by a 'Shaking' block, and then 'Screen1 BackgroundColor' to 'pick a random item list'.

At the bottom of the viewer panel, there is a status bar showing '4' (with a yellow triangle icon) and '0' (with a red triangle icon), and a 'Show Warnings' button. On the right side of the viewer, there is a blue backpack icon and a green trash can icon.

At the very bottom of the page, there is a link for 'Privacy Policy and Terms of Use'.

APP SACODE

The screenshot displays the App Sacode application interface, which is a block-based programming environment. The interface is divided into several sections:

- Top Bar:** Features the "sacode" logo on the left, a dropdown menu for "Screen1", and buttons for "Add Screen ..." and "Remove Screen". On the right, there are tabs for "Designer" and "Blocks".
- Left Panel (Blocks):** A sidebar containing a "Built-in" category with various block types (Control, Logic, Math, Text, Lists, Colors, Variables, Procedures) and a "Screen1" category with "AccelerometerSensor1". A "Any component" button is at the bottom.
- Right Panel (Viewer):** The main workspace for building the application. It contains a sequence of blocks: a "when AccelerometerSensor1 . Shaking" block, followed by a "do" block containing a "set Screen1 . BackgroundColor" block, a "to" block, a "pick a random item list" block, and a "get" block. The "get" block is connected to a "global lista" variable. A large white arrow points to the "get" block.
- Bottom Left:** A "Media" section with an "Upload File ..." button.
- Bottom Center:** A "Show Warnings" button with a warning icon and a count of 3.
- Bottom Right:** A trash can icon.

At the very bottom of the interface, there is a link for "Privacy Policy and Terms of Use".

APP SACODE

sacode Screen1 ▾ Add Screen ... Remove Screen Designer Blocks

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Colors
 - Variables**
 - Procedures
- Screen1
 - AccelerometerSensor1
- Any component

Rename Delete

Media

Upload File ...

Viewer

initialize global name to

get

set to

initialize local name to in

initialize local name to in

Shaking

do set Screen1 BackgroundColor to pick a random item list get global lista

3 0 Show Warnings

Privacy Policy and Terms of Use

APP SACODE

sacode

Screen1 ▾ Add Screen ... Remove Screen

Designer Blocks

Blocks

Built-in

Control

Logic

Math

Text

Lists

Colors

Variables

Procedures

Screen1

AccelerometerSensor1

Any component

Rename

Delete

Media

Upload File ...

Viewer

initialize global lista to

when AccelerometerSensor1 ▾ .Shaking

do set Screen1 ▾ .BackgroundColor ▾ to pick a random item list get global lista ▾

3 0

Show Warnings

APP SACODE

The screenshot displays the App Sacode application interface, which is a block-based programming environment. The interface is divided into several sections:

- Top Bar:** Features the "sacode" logo on the left, a "Screen1" dropdown menu, and buttons for "Add Screen ..." and "Remove Screen". On the right side of the top bar are "Designer" and "Blocks" tabs.
- Blocks Panel (Left):** A sidebar containing a "Built-in" category with various block types: Control (orange), Logic (green), Math (blue), Text (pink), Lists (light blue, highlighted with a large white arrow), Colors (grey), Variables (orange), and Procedures (purple). Below these is a "Screen1" category with "AccelerometerSensor1" and an "Any component" category. At the bottom of this panel are "Rename" and "Delete" buttons.
- Viewer (Center):** The main workspace where code blocks are assembled. It shows a sequence of blocks: "create empty list", "make a list" (highlighted with a large white arrow), "add items to list" (with inputs "list" and "item"), "is in list? thing" (with input "list"), "length of list" (with input "list"), "is list empty? list" (with input "list"), "pick a random item" (with input "list"), "index in list" (with inputs "thing" and "list"), "select list item" (with inputs "list" and "index"), and "insert list item" (with input "list"). A "Show Warnings" button is located below the "insert list item" block. A large white arrow points from the "make a list" block to the "add items to list" block. A "Background Color" block is visible behind the "is list empty?" block. A "pick a random item" block is connected to a "get global lista" block. The "Viewer" section also includes a trash can icon in the top right and a green trash can icon in the bottom right.
- Media Panel (Bottom Left):** Contains an "Upload File ..." button.

At the bottom of the interface, there is a link for "Privacy Policy and Terms of Use".

APP SACODE

sacode Screen1 Add Screen ... Remove Screen Designer Blocks

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists**
 - Colors
 - Variables
 - Procedures
- Screen1
 - AccelerometerSensor1
- Any component

Rename Delete

Media

Upload File ...

Viewer

initialize global lista to make a list

item list item item

when AccelerometerSensor1 Shaking do set Screen1 BackgroundColor to pick a random item list get global lista

3 0 Show Warnings

Privacy Policy and Terms of Use

APP SACODE

sacode Screen1 Add Screen ... Remove Screen Designer Blocks

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Colors
 - Variables
 - Procedures
- Screen1
- AccelerometerSensor1
- Any component

Rename Delete

Media

Upload File ...

Viewer

Initialize global lista to make a list

item list

when AccelerometerSensor1 Shakes

to set Screen1 Background Color to pick a random item list get global lista

2 0

Show Warnings

APP SACODE

The screenshot displays the App Sacode application interface, which is designed for creating simple mobile applications using a block-based programming language. The interface is divided into several key sections:

- Top Bar:** Features the 'sacode' logo on the left, a dropdown menu for 'Screen1', and buttons for 'Add Screen ...' and 'Remove Screen'. On the right side of the top bar are buttons for 'Designer' and 'Blocks'.
- Left Panel (Blocks):** A sidebar containing a hierarchical list of components. Under 'Built-in', there are categories like Control, Logic, Math, Text, Lists (highlighted), Colors, Variables, and Procedures. Below these are 'Screen1' and 'AccelerometerSensor1'. At the bottom of this panel are 'Rename' and 'Delete' buttons.
- Right Panel (Viewer):** The main workspace for building the application. It contains:
 - Initialization:** A large orange block labeled 'initialize global lista to' followed by a blue block 'make a list' with a color palette.
 - Logic:** A 'when AccelerometerSensor1 . Shaking' block containing a 'do' block with the sequence: 'set Screen1 . BackgroundColor to pick a random item list' and 'get global lista'.
 - Warnings:** At the bottom left of the viewer, there are two warning icons (yellow and red triangles) with a '0' next to each, and a 'Show Warnings' button.
 - UI Elements:** A green backpack icon in the top right and a green trash can icon in the bottom right of the viewer area.
- Bottom Bar:** Includes a 'Media' section with an 'Upload File ...' button and a footer link for 'Privacy Policy and Terms of Use'.

Vamos para a MELHOR PARTE!! [TESTAR]

The screenshot displays the MIT App Inventor 2 web interface. At the top, the 'Build' menu is open, showing two options: 'App (provide QR code for .apk)' and 'App (save .apk to my computer)'. A black arrow points to the 'App (save .apk to my computer)' option. The interface includes a top navigation bar with 'Projects', 'Connect', 'Build', and 'Help' menus. Below this is a green bar with the 'sacode' app name, 'Screen1', and 'Add Screen ...' button. The left sidebar contains a 'Blocks' panel with categories like Control, Logic, Math, Text, Lists, Colors, Variables, and Procedures. The 'Screen1' component is selected, showing an 'AccelerometerSensor1' component. The main workspace, labeled 'Viewer', shows a code block: 'when AccelerometerSensor1 .Shaking do set Screen1 . BackgroundColor to pick a random item list get global lista'. The bottom of the interface has a 'Media' panel with an 'Upload File ...' button and a 'Show Warnings' button.

MIT App Inventor 2 Beta

Projects Connect Build Help

My Projects Gallery Guide Report an Issue English Snykuchiki@gmail.com

sacode Screen1 Add Screen ...

App (provide QR code for .apk)
App (save .apk to my computer)

Designer Blocks

Blocks

Built-in

- Control
- Logic
- Math
- Text
- Lists
- Colors
- Variables
- Procedures

Screen1

- AccelerometerSensor1

Any component

Rename Delete

Media

Upload File ...

Viewer

initialize global lista to make a list

when AccelerometerSensor1 .Shaking do set Screen1 . BackgroundColor to pick a random item list get global lista

Show Warnings