Jeff’s Crystal Ball

Jeffrey I. Schiller
Massachusetts Institute of Technology

Introduction

- These are my thoughts
- They don’t represent a commitment of MIT App Inventor. We may implement some of them (we *will* implement some of them).
- But maybe not all
  - At some level its all about resources

The Three Parts of App Inventor

- Primarily App Inventor is a Javascript/HTML5 app that runs in your browser
- The App Inventor server mostly just serves the code to your browser *and* acts as a file server to store your projects
- Build Servers -- Linux servers that create Android Packages

Oh Yeah -- Incremental Development

- The “MIT App Inventor Companion”
- Let’s you see your project in real time.

Stand Alone Server

- App Inventor is coded to run in Google's App Engine environment
- Not everyone can access that environment
- How about a stand alone server you can run on your own server. Say a linux binary.
- Or maybe a Windows executable (!!)

Local Accounts

- Use an email address to login in addition to Google Accounts
- Code already exists (I wrote it :-)).
  - We use it for a special instance for China -- where Google is currently blocked
- Not sure if we will use this code on the MIT Instance.

Chrome App Anyone?

- We already have a Chrome App in the Google Chrome webstore
- It doesn’t do much, it just takes you to ai2.appinventor.mit.edu
- But what if it was your whole App Inventor environment. It would serve the client code and store your projects locally! (maybe)

Companion Communications via Proxy

- There are networks where the PC and Phone cannot communicate
- What if we route communication via a proxy
  - Phone and PC would both connect to the proxy
  - Such communication will usually be permitted
- Challenge is performance and local setup (how hard will it be to have a local proxy)

To the Moon!

- Have the Companion also be the server and project store. No server needed. Just your device and a computer (for the larger display)!