
Repl Repl

What's the "Repl"

Read-Eval-Print Loop

The App Inventor Debugging App

Life of the Repl

Download the App itself to the phone

Download "assets" (images and sound) to the phone

Download and evaluate the "blocks" as Scheme

The first two are done via the Android Debug Bridge (adb). Requires special access via USB

The Blocks are loaded over a network connection facilitated by adb

HelloPurr Blocks

```
(define-event Button1 Click()(set-this-form)
  (call-component-method 'Sound1 'Play (*list-
for-runtime* ) '()))
```

[abbreviated]

Wireless

Cannot use special adb access

Connect via the Network

Download the App via normal means (aka Play Store or side load. Launch via launcher).

Download Assets via the network. The "repl" is an HTTP server (!!)

Download the blocks via the network -- identical to the USB case with one twist

The Twist

What IP address should the blocks editor talk to?

Enter the Rendezvous Server

The phone posts its IP address and a six digit code to the Rendezvous Server

The blocks editor polls the server using the same six digit code, to learn the phone's IP address
