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Mobile Development

INFT 3101-02

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Contents

Block Code

Main Screen

```
when  NextScreenButton ▾  .Click
do    open another screen  screenName ◖ FeaturePage ▾
```
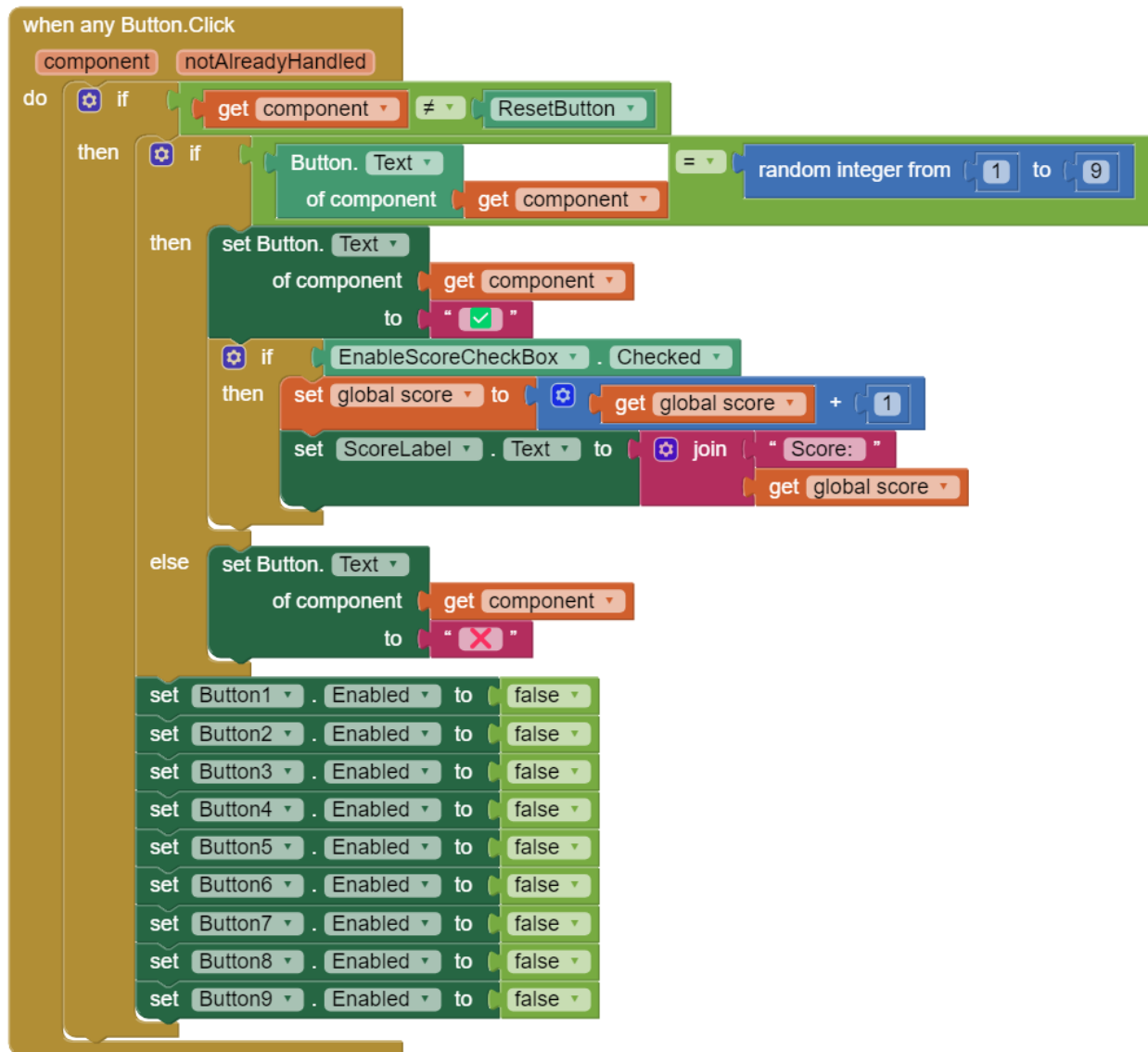
```
when  PlayerAvatarSelector ▾  .AfterPicking
do    set  PlayerAvatar ▾  .  BackgroundImage ▾  to ◖ PlayerAvatarSelector ▾  .  Selection ▾
```

```
when  SetPlayerName ▾  .Click
do    set  PlayerLabel ▾  .  Text ▾  to ◖ PlayerName ▾  .  Text ▾
```

```
when  ExitButton ▾  .Click
do    close application
```

Feature Page

```
initialize global score to 0

when any Button.Click
  component    notAlreadyHandled
do  if    get component ≠ ResetButton
    then  if   Button.Text of component  get component  = random integer from 1 to 9
          then  set Button.Text of component  get component  to "✅"
                if   EnableScoreCheckBox . Checked
                then set global score to  get global score + 1
                     set ScoreLabel . Text to  join " Score: " get global score
          else  set Button.Text of component  get component  to "❌"
          set Button1 . Enabled to false
          set Button2 . Enabled to false
          set Button3 . Enabled to false
          set Button4 . Enabled to false
          set Button5 . Enabled to false
          set Button6 . Enabled to false
          set Button7 . Enabled to false
          set Button8 . Enabled to false
          set Button9 . Enabled to false
```

```
when BackButton ▾ .Click
do   open another screen  screenName  Screen1 ▾


when EnableScoreCheckBox ▾ .Changed
do   ⚙ if    EnableScoreCheckBox ▾ . Checked ▾
     then   set ScoreLabel ▾ . Visible ▾ to   true ▾
     else   set ScoreLabel ▾ . Visible ▾ to   false ▾
            set ScoreLabel ▾ . Text ▾ to  " Score: 0 "
            set global score ▾ to  0


when ResetButton ▾ .Click
do   set Button1 ▾ . Text ▾ to  " 1 "
     set Button2 ▾ . Text ▾ to  " 2 "
     set Button3 ▾ . Text ▾ to  " 3 "
     set Button4 ▾ . Text ▾ to  " 4 "
     set Button5 ▾ . Text ▾ to  " 5 "
     set Button6 ▾ . Text ▾ to  " 6 "
     set Button7 ▾ . Text ▾ to  " 7 "
     set Button8 ▾ . Text ▾ to  " 8 "
     set Button9 ▾ . Text ▾ to  " 9 "
     set Button1 ▾ . Enabled ▾ to  true ▾
     set Button2 ▾ . Enabled ▾ to  true ▾
     set Button3 ▾ . Enabled ▾ to  true ▾
     set Button4 ▾ . Enabled ▾ to  true ▾
     set Button5 ▾ . Enabled ▾ to  true ▾
     set Button6 ▾ . Enabled ▾ to  true ▾
     set Button7 ▾ . Enabled ▾ to  true ▾
     set Button8 ▾ . Enabled ▾ to  true ▾
     set Button9 ▾ . Enabled ▾ to  true ▾
```

```
initialize global SecondsElapsed to 0

when TimeElapsed .Timer
do  set global SecondsElapsed to get global SecondsElapsed + 1
    set SecondsElapsedLabel . Text to join " Seconds Elapsed: "
                                            get global SecondsElapsed
```

Application Running

AISTARTER

10:04

FeaturePage

Back to Main Menu

Intuition Game

Click a square you think has an X in it:

1	2	3
4	5	6
7	8	9

Guess Again

☐ Keep Score

Seconds Elapsed: 0

LD PLAYER

10:07

FeaturePage

Back to Main Menu

Intuition Game

Click a square you think has an X in it:

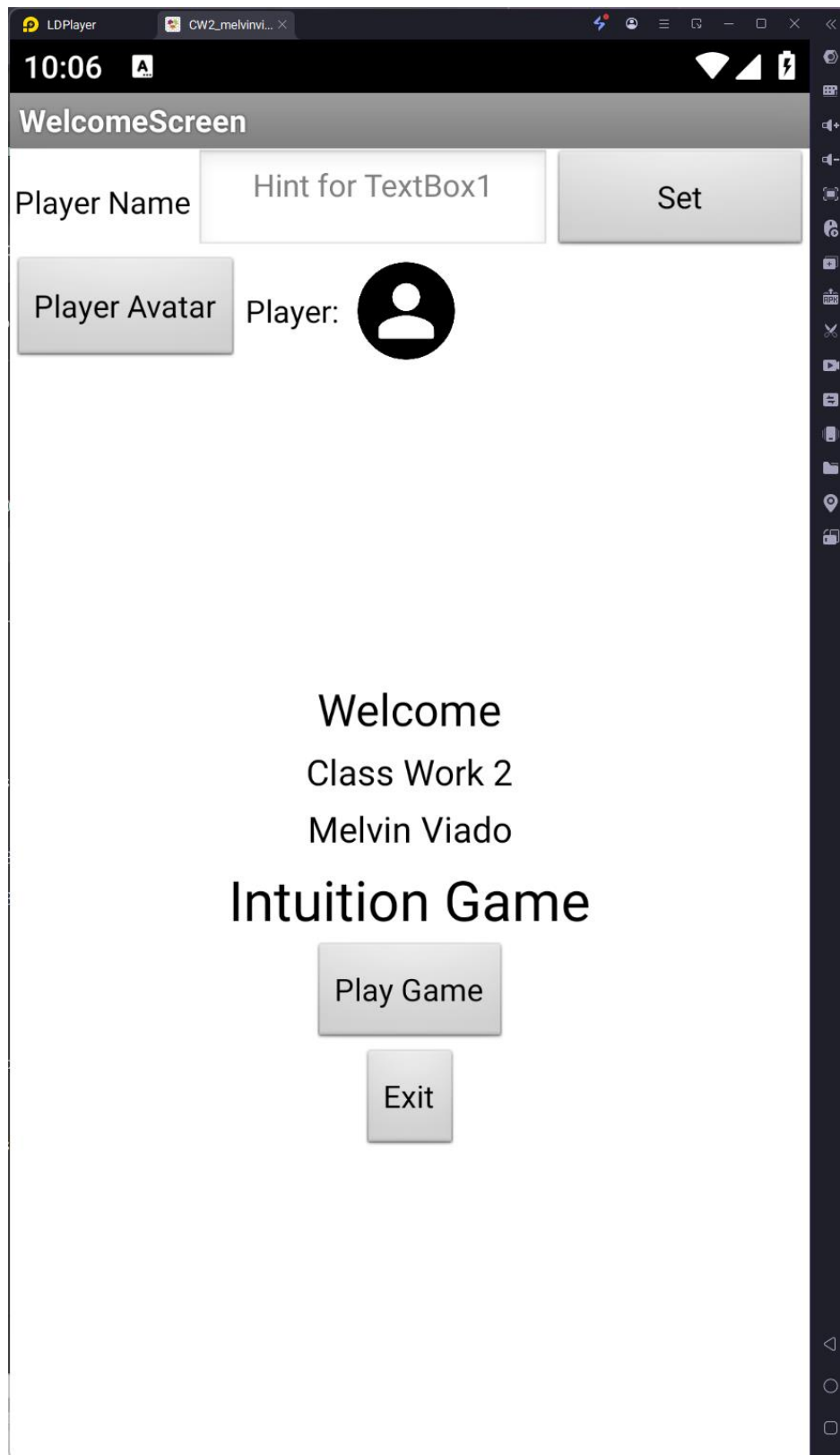|		
1	2	3
4	5	6
7	8	9

Guess Again

☐ Keep Score

Seconds Elapsed: 1

Reflection

Developing a simple mobile application using MIT App Inventor was an interesting experience. The first impression I had with this application creator was that it is great for beginners in programming. Using blocks for coding is a great simplification for creating functional applications. I find it great that you are able to focus on the logic rather than dealing with complicated syntax of any programming language.

One thing that this mobile application creator taught me was to think about projects in smaller, manageable components. For example, I initially set up the user interface of each screen, then I set up the logic for each button, then I incorporated a sensor at the end to add additional information to the user.

Overall, I enjoyed how speedy and intuitive the development process was using MIT App Inventor. The process reminded me of the foundational skills I developed at the beginning of my learning in programming languages. It gave me another view about creating mobile applications while engaging in the interactive process.