



CET4104 – MOBILE PROGRAMMING

Week 9 – 10.05.2023

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IMPORTANT NOTES

- 1- Our final exam will be take home exam, and please refer to itslearning platform for your project2 descriptions.
- 2- Our makeup course hour will be next week on 19th of May at 12:00 via Teams again.
- 3- Since we covered todays topic in last lecture together with the remaining weeks topic, today we will cover MIT APP Inventor

ballgame

Screen1 ▼

Add Screen ...

Remove Screen

Publish to Gallery

Designer

Blocks

Blocks

Built-in

Control

Logic

Math

Text

Lists

Dictionaries

Colors

Variables

Procedures

Screen1

VerticalArrangement1

Label1

Canvas1

Ball1

OrientationSensor1

Clock1

Any component

Rename

Delete

Media

Upload File ...

Viewer

when OrientationSensor1 .OrientationChanged

azimuth pitch roll

do set Ball1 . Heading to OrientationSensor1 . Angle

when Ball1 .Flung

x y speed heading xvel yvel

do set Ball1 . Heading to get heading

set Ball1 . Speed to 20 + get speed

when Ball1 .EdgeReached

edge

do call Ball1 .Bounce

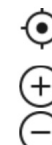
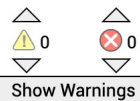
edge get edge

when Clock1 .Timer

do set Ball1 . Speed to Ball1 . Speed - 5

if Ball1 . Speed ≤ 0

then set Ball1 . Speed to 0



TICTACTOE GAME

MIT APP INVENTOR

Projects Connect Build Settings Help My Projects View Trash Guide Report an Issue English mustafacoskun@hotmail.com

tictactoe Screen1 Add Screen ... Remove Screen Publish to Gallery Designer Blocks

Palette

Search Components...

User Interface

Layout

Media

Drawing and Animation

Maps

Charts

Sensors

Social

Storage

Connectivity

LEGO® MINDSTORMS®

Experimental

Extension

[Import extension](#)

TicTacToe

Viewer

☐ Display hidden components in Viewer

Phone size (505,320)

Reset Game O Turn

Components

Screen1

VerticalArrangement1

HorizontalArrangement1

Button1

Label1

TicTacToe1

Properties

HorizontalArrangement1

AlignHorizontal
Center : 3

AlignVertical
Center : 2

BackgroundColor
Default

Height
Fill parent...

Width
Fill parent...

Image
None...

Visible
☒

Media

Upload File ...

Non-visible components

TicTacToe1

tictactoe

Screen1 ▼

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Blocks

Blocks

Built-in

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

Screen1

- VerticalArrangement1
- HorizontalArrangement1
 - Button1
 - Label1
- TicTacToe1

Any component


Rename

Delete

Media

Upload File ...

Viewer



```
when Screen1.Initialize
do call TicTacToe1.InitializeView
  component VerticalArrangement1

when Button1.Click
do call TicTacToe1.ResetGame

when TicTacToe1.OnXTurn
do set Label1.Text to "X Turn"

when TicTacToe1.OnOTurn
do set Label1.Text to "O Turn"

when TicTacToe1.OnWinnerFound
  winner
do if
  then set Label1.Text to "Winner is X"
  else set Label1.Text to "Winner is O"
```

