Chapter 1

An Introduction to Programming

Learning MIT App Inventor

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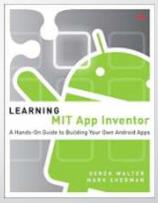


An Introduction to Programming

- Operating systems
  - Kernel
  - Application frameworks
  - Memory
  - Storage
- User interface
  - Design principles
  - Specifics to Android UI

Android

- Platform strengths
  - Developer tools
  - Open platform
  - Memory management
  - Location awareness
  - Google apps and services
  - Material design
  - Intents (sharing through applications)
  - Widgets

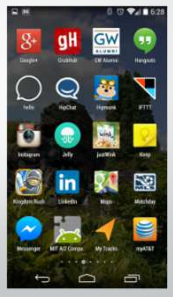
Building Apps for Android

Programming
- Java
- Android Studio

Visual Programming
- App Inventor
- Designer
- Blocks Editor

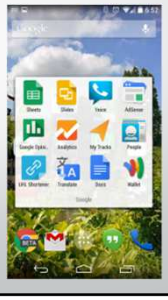
Applications

- Popularity on mobile devices
- Google Play Store
- Complex capabilities
- User expectations



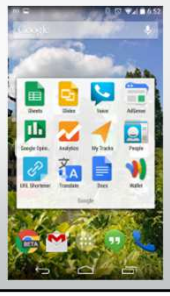
Google Services

- Deep ties to Android
- Large suite of native Google apps



Programming Languages

- Value in learning programming
- Visual programming
- Strengths of App Inventor
- Where you can go beyond App Inventor



Summary

- Operating systems power mobile devices
- Android is the world's most popular
  - Extendable
  - Customization options
- Good programming is what makes for excellent applications
- MIT App Inventor is an easy-to-learn yet powerful development tool

For Further Details

- See Chapter 1 in *Learning MIT App Inventor*
- Check out more tutorials online at theapplanet.com/appinventor