

# **Mata Kuliah Pemrograman Mobile**



**Raihan Rachmadani**  
**NIM 1841720167**

**D4 Teknik Informatika**  
**Jurusan Teknologi Informasi**  
**Politeknik Negeri Malang**

# Jobsheet Pemrograman Mobile 2020

# Chapter 2 Simple App With MIT App Inventor

## Pendahuluan

In this practice you will learn the step necessary to create mobile app in MIT App Inventor

## Lesson Objectives

1. Students understand how to create paint pic app
2. Student able to create pong app

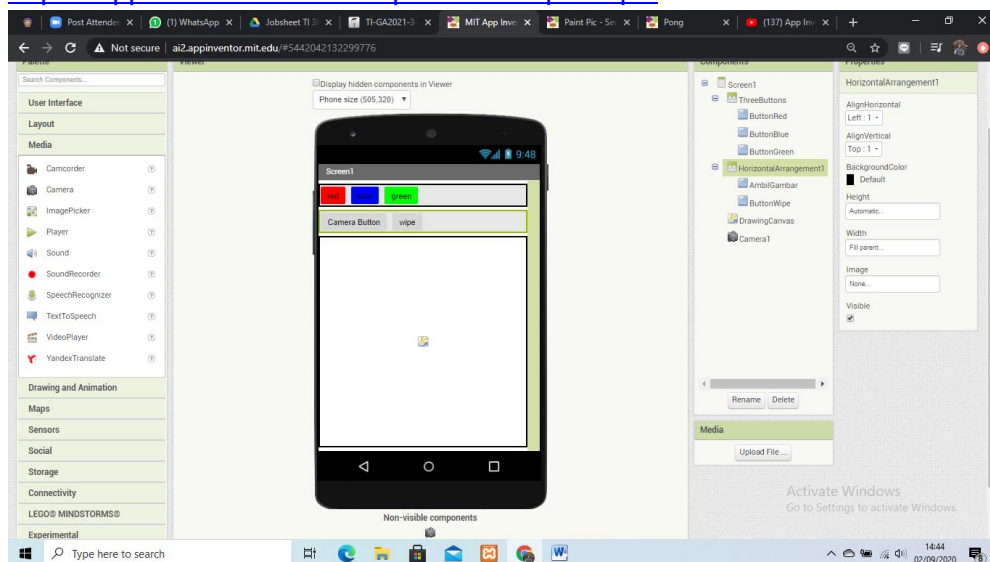
## Alat dan Bahan

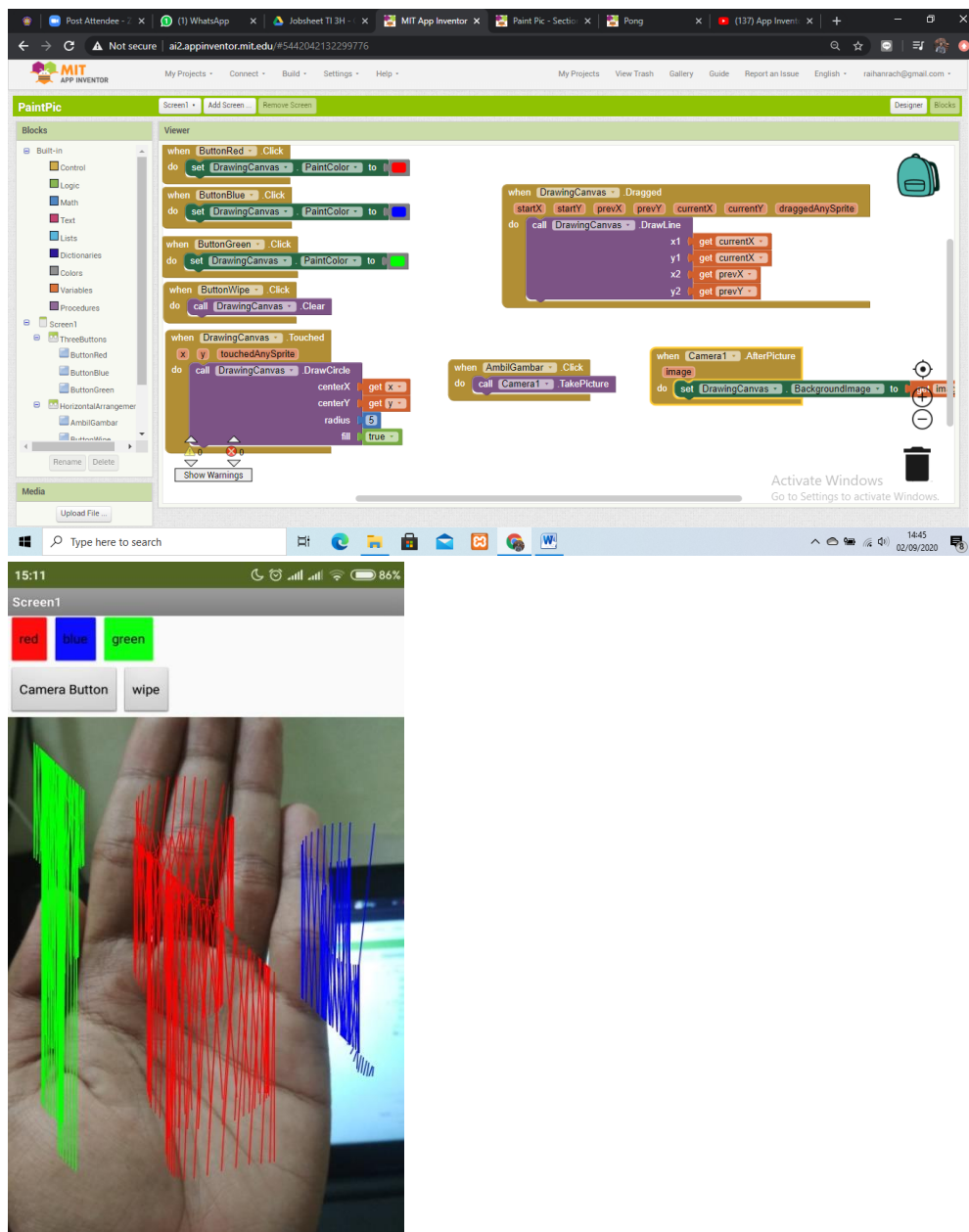
1. Laptop atau PC
2. MIT Appinventor

## Jobsheet

1. Do this challenge in a group of 2 person
2. Do this project on MIT App Inventor.

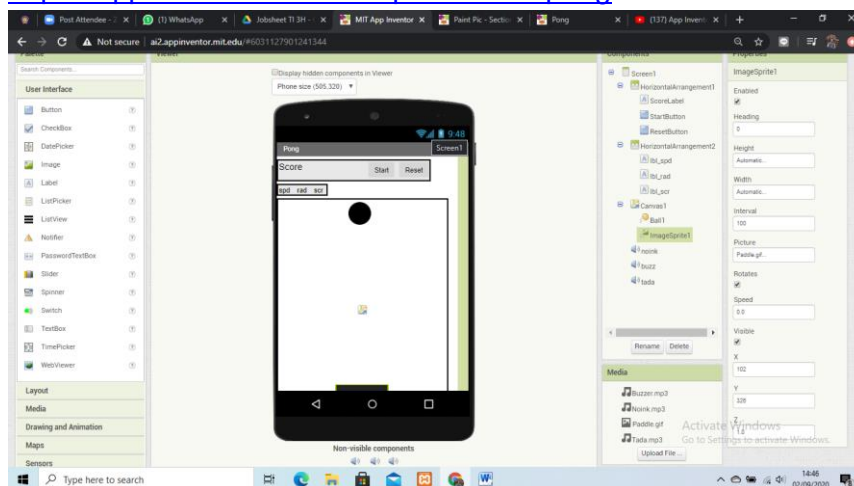
<https://appinventor.mit.edu/explore/teach/paint-pic>

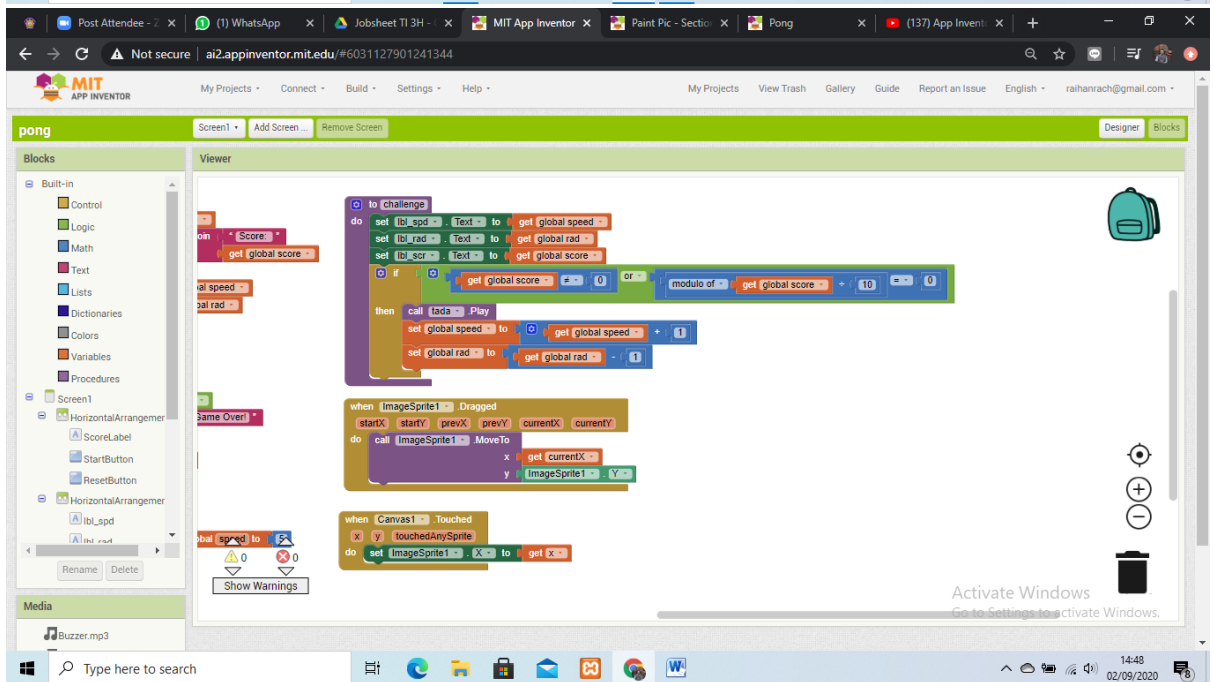
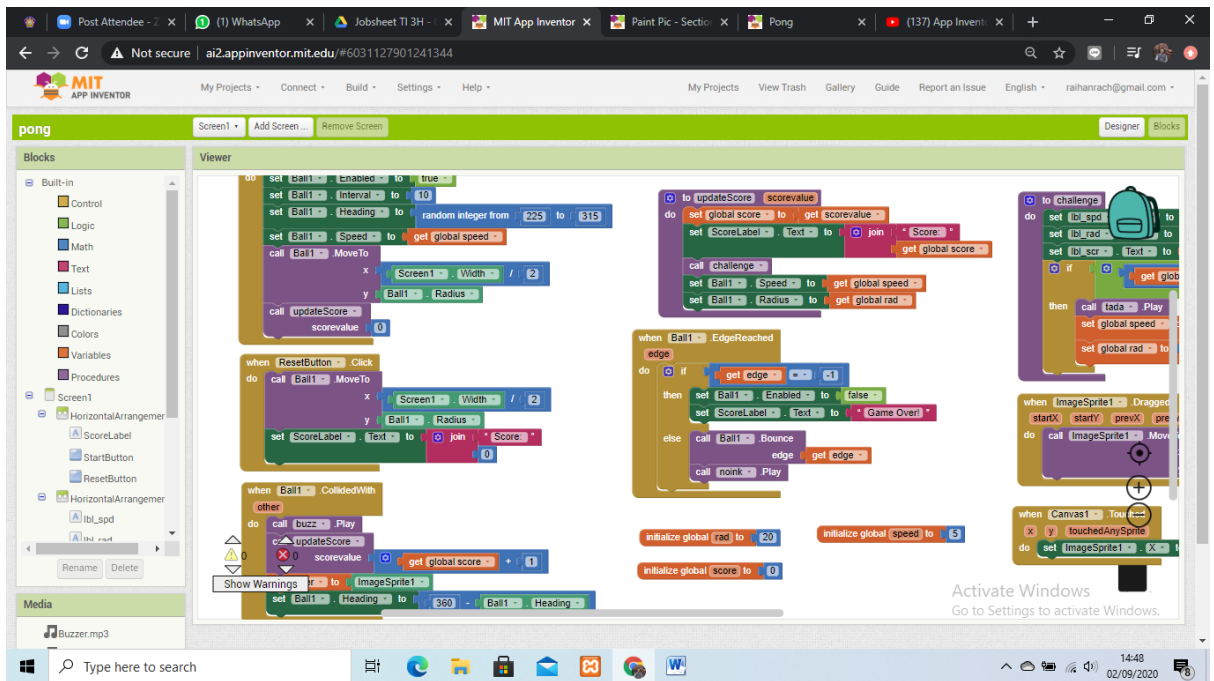


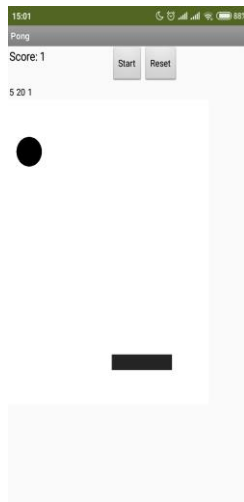


3. Do this project on MIT App Inventor.

<https://appinventor.mit.edu/explore/teach/pong>







## Bahan Belajar

Berikut ini adalah bahan belajar untuk pertemuan selanjutnya silahkan dipelajari dahulu sebelum kelas dimulai :

1. Android Fundamental Course Practice "Pelajaran 1.2A Membuat UI Interaktif Pertama Anda.