MIT App Inventor

Creating your First Application in MIT App Inventor

Greeting Card

Aim:

A button displays a thousand words. Sharing greeting cards, images & wishes is a special way to convey to others.

Components:

- Screen
- Button
- Textbox
- Label

Screen:

Top-level component containing all other components in the program.

Button:

Buttons are components that users touch to perform some action in your app. Buttons detect when users tap them. Many aspects of a button's appearance can be changed. You can use the Enabled property to choose whether a button can be tapped.

Textbox:

Users enter text in a text box component. The initial or user-entered text value in a text box component is in the Text property. If Text is blank, you can use the Hint property to provide the user with a suggestion of what to type. The Hint appears as faint text in the box.

Label:

Labels are components used to show text. A label displays text which is specified by the Text property.

Designer Part:

If you don't have any projects created in App Inventor, you will land in the Projects View.
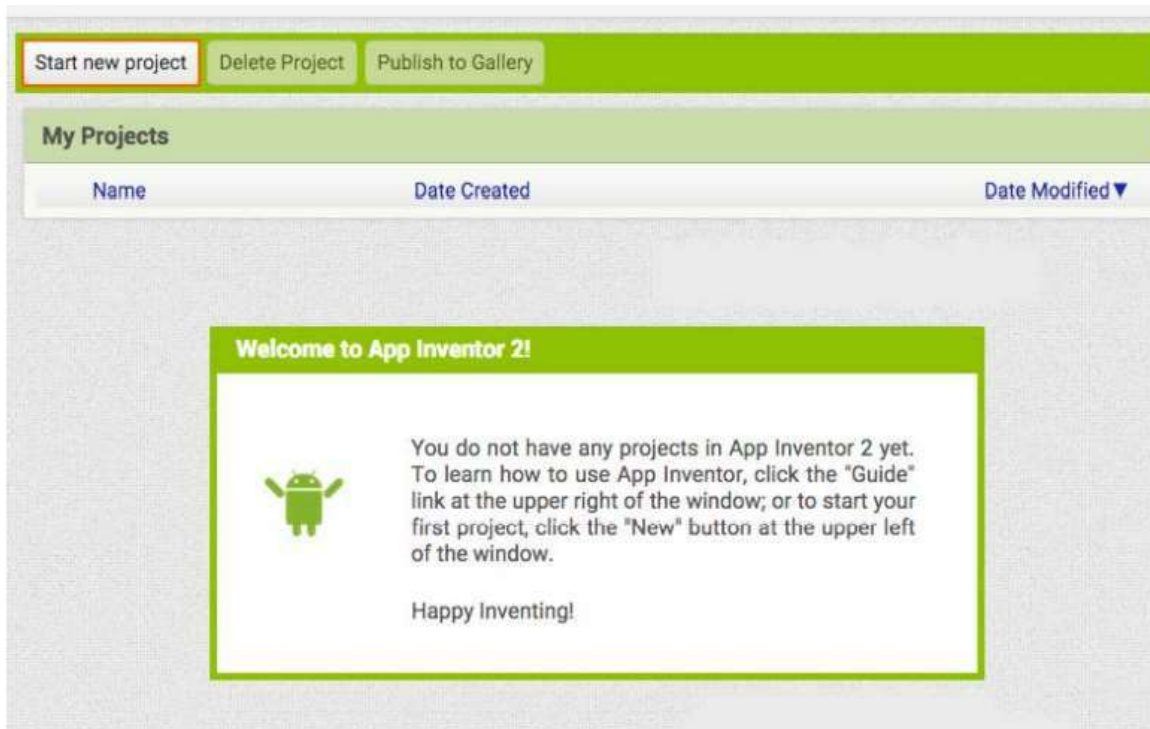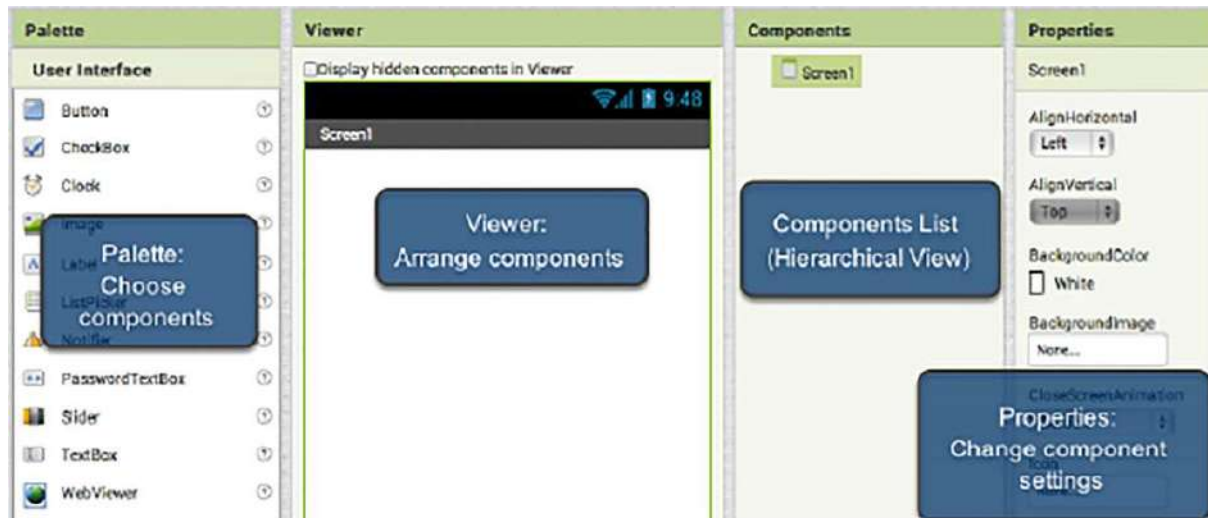

Start a new project by clicking the "Start new project" button.

Name the project "helo" (no spaces)
Type in the project name (underscores are allowed, spaces are not) and click OK.

The "Designer" is where you create the Graphical User Interface (GUI) or the look and feel of your app. You choose components like Buttons, Images, and Text boxes.
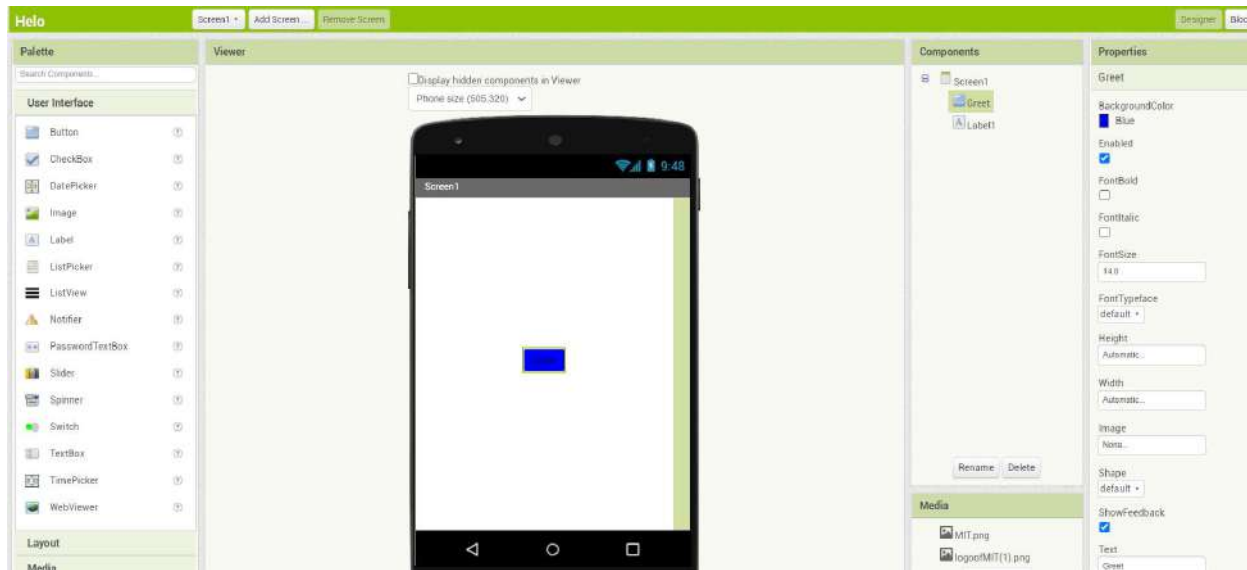
 After taking a screen from User Interface here we have kept a picture like a speech representation.

Add a Button: -

Click and hold on the word "Button" in the Palette. Drag your mouse over to the Viewer. Release the mouse. A new button will appear on the Viewer.
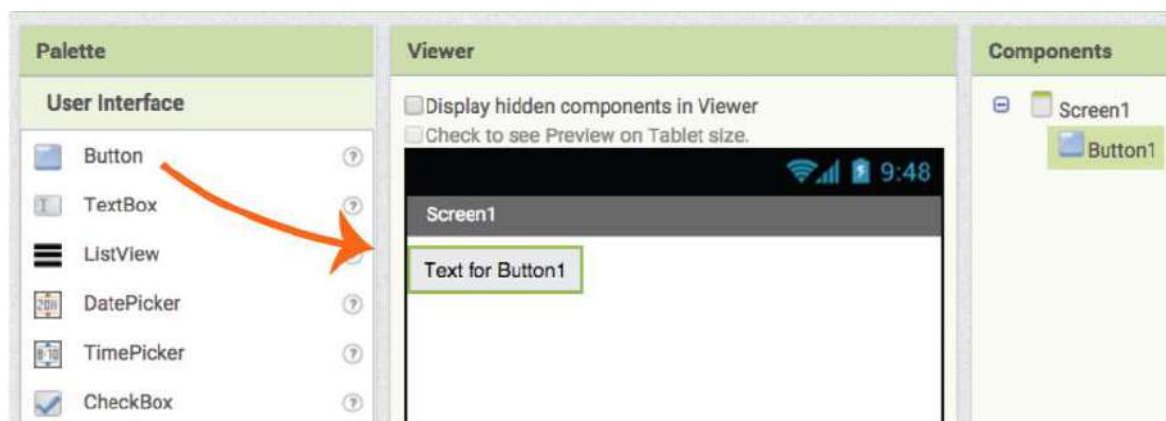
And we can rename the text on the button. In this project we are changing that name to as Greet.
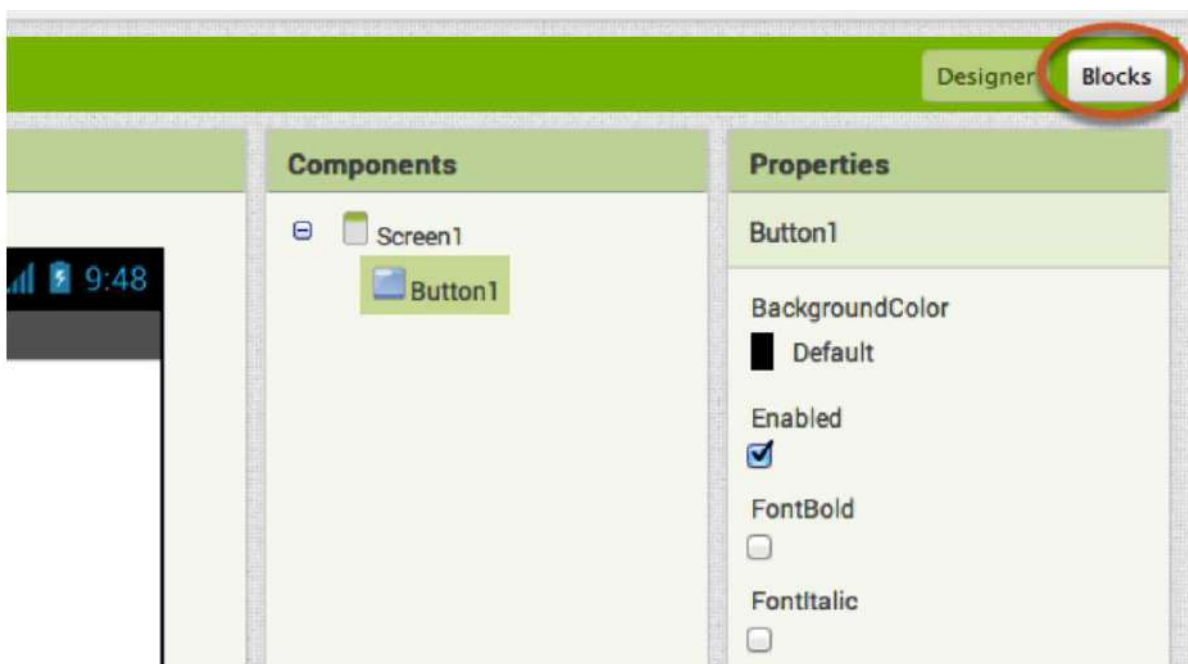
Here we are added two pictures for label which are MIT and logo.

Blocks Part:

Switch over to the Blocks Editor:

It's time to tell your app what to do. The Blocks Editor is where you program the behaviour of your app. Click the button "Blocks" to move over to the Blocks Editor. You will often toggle between the Designer and Blocks Editor as you develop apps.

Blocks Editor: -

There are Built-in blocks that handle things like math, logic, and text. Below that are the blocks that go with each of the components you add to your app. In order to get the blocks for a certain component to show up in the Blocks Editor, you first add that component to your app in the Designer.


Make a button click event: -

Click on the Button1 drawer. Click and hold the when Button1.Click event block. Drag it over to the Viewer and drop it there. This block will launch when the button on your app is clicked. It is called an "Event Handler".
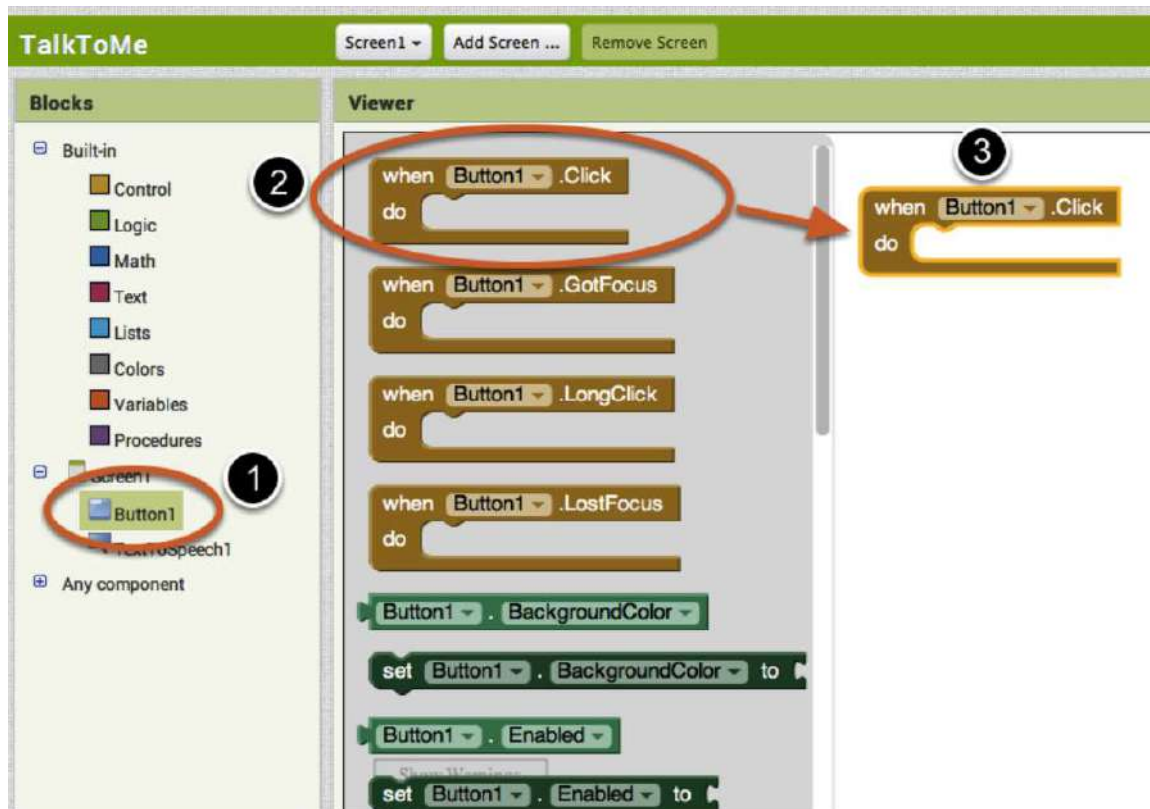
Program to display greeting action: -

Click and hold the greet button. Drag it over to the Viewer and drop it there. This is the block that will make the display wishes. Because it is inside the Button. Click, it will run when the button on your app is clicked.
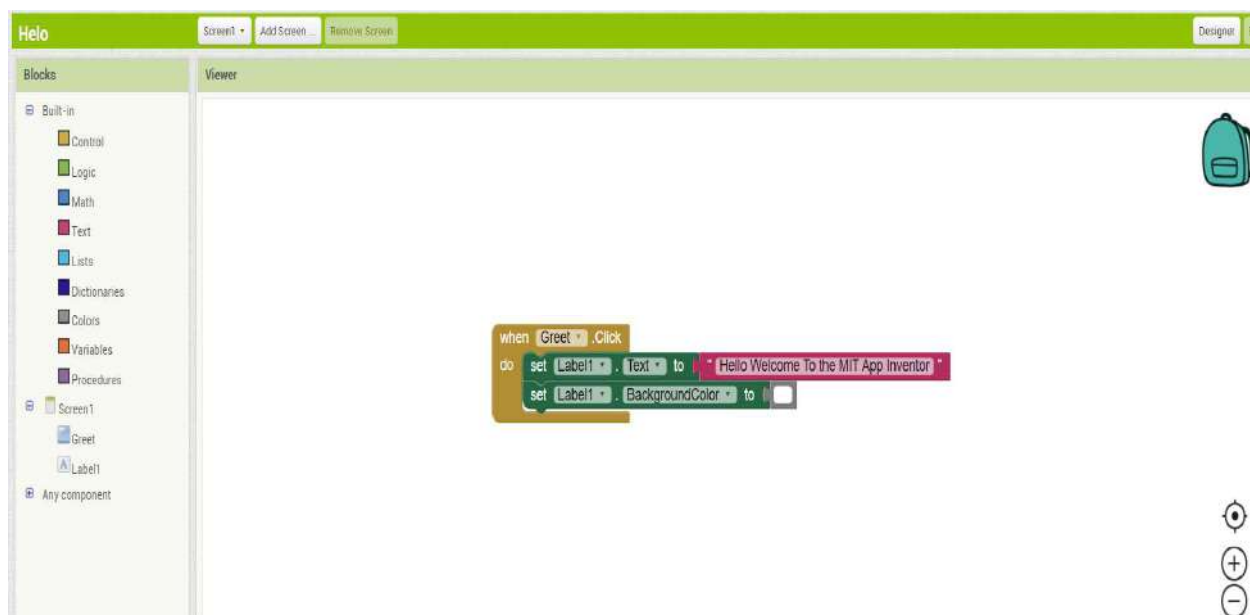
Fill in the message inside Greet Block: -

Now you need to type what you want wishes in the display. Greet block what to type. Click on the button, drag out a text block and plug it into the socket labelled "message".

Output:

Conclusion:

We are entering the text into the text box as you can see in the above picture. After entering the data, you just click the button which is named by Greet then it gives below the button.

THANK YOU