Andhra Pradesh State Skill Development Corporation

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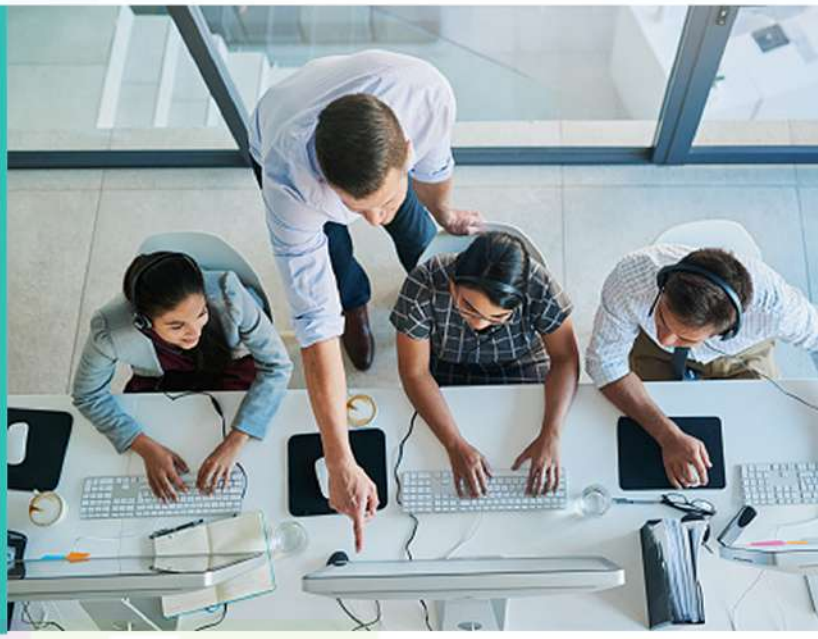


MIT App Inventor

Creating Call and Message Application

Mobile

Aim:

Mobile Operations is a hosted application enabling operators, maintenance users to access process and move on their personal smart phone devices. Mobile users use this application regardless of their location.

Components:

- Screen
- Button
- Textbox
- Label
- Horizontal arrangement
- Contact Picker
- PhoneCall
- Texting

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.

Horizontal Arrangement:

Use a horizontal arrangement component to display a group of components laid out from left to right. This component is a formatting element in which you place components that should be displayed from left to right.

Contact Picker:

A contact picker is a button that displays a list of contacts to choose from when the user taps it.

Phone Call:

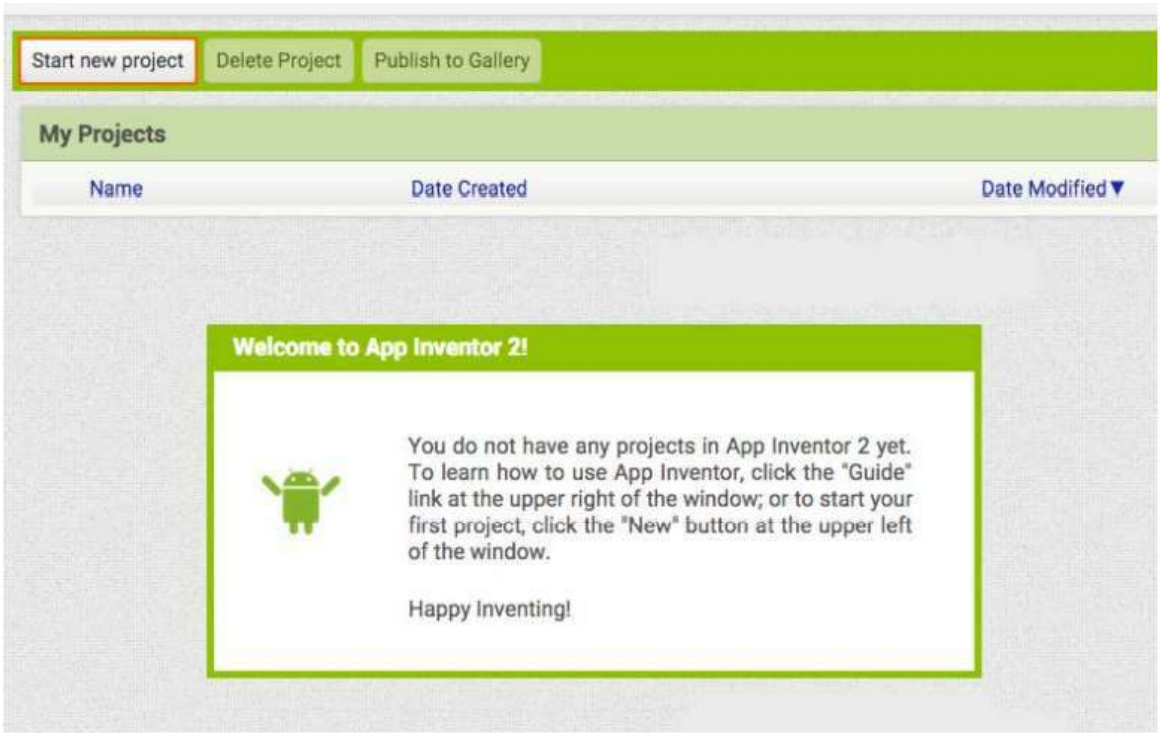
A PhoneNumberPicker is a kind of button: when you press it, it brings up your phone contacts list and lets you pick someone. Change the name of the PhoneNumberPicker to "Top Pick", and change its Text to "Press to pick a number to call".

Texting:

The user interface for Text Group is simple: it has a text box for entering the message to send, a button to send the message, a label that reports when the message is sent, and a Texting component.

Designer Part:

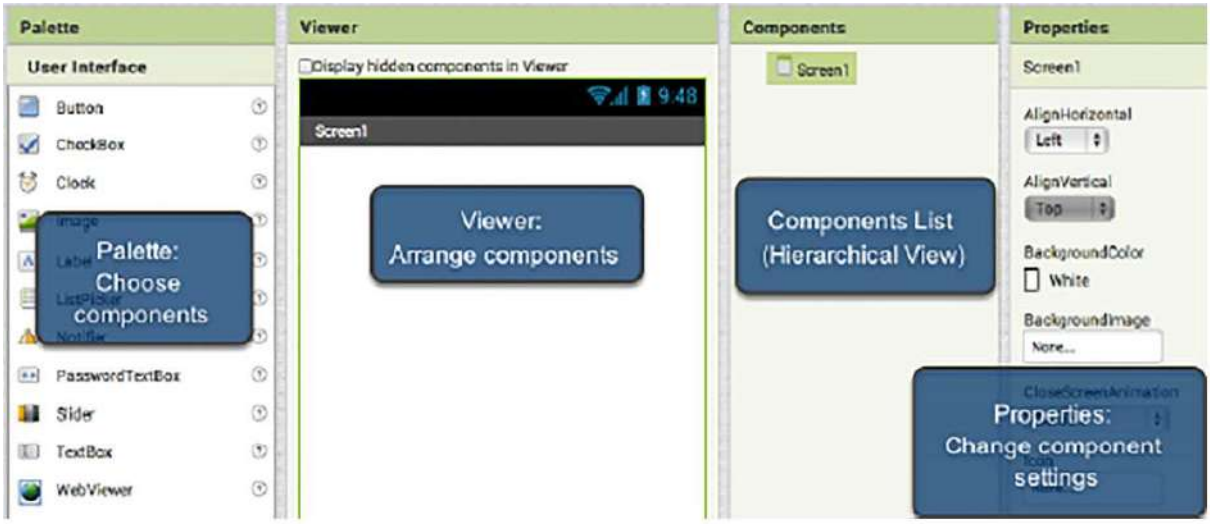
If you don't have any projects created in App Inventor, you will land in the Projects View.



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

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

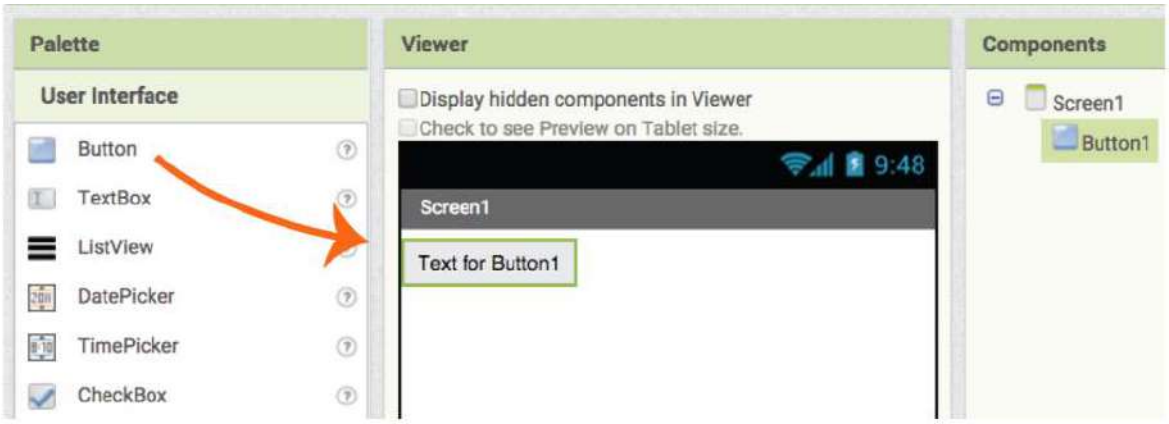
The "Designer" is where you create the Graphical User Interface (GUI) or the look and feel of your app. You choose components like Buttons, Images, and Text boxes.



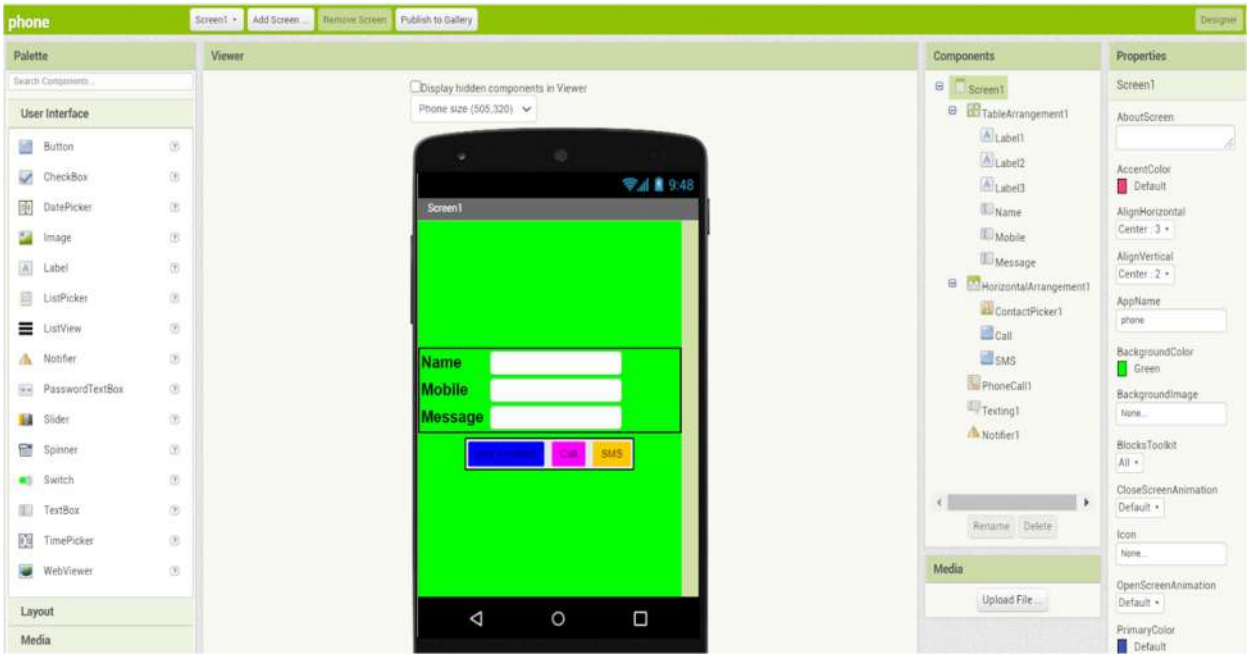
After taking a screen from User Interface here we have kept a picture like a speech representation.

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 three labels which are named by Name, Mobile and Message.
- Secondly, we have taken three text boxes. One for enter name of contact, another for Number of user and last one for message what we want to send.
- Thirdly we added one horizontal arrangement for Contact picker and two buttons namely pick a contact, call and SMS as you can see in the above picture.

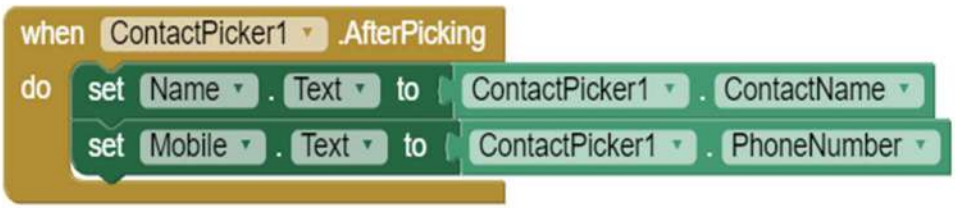
Switch over to the Blocks Editor:

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: -

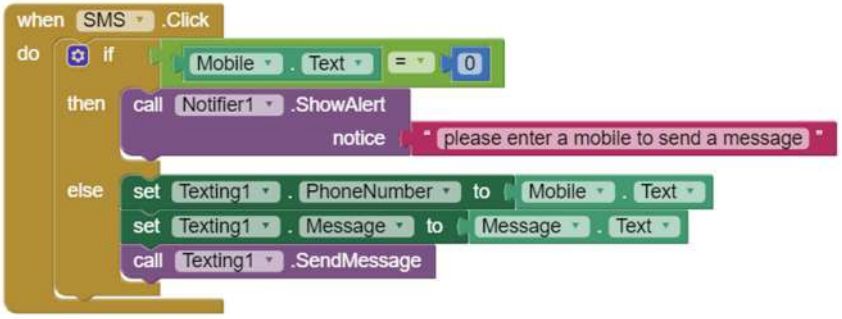
There are Built-in blocks that handle things like math, logic, and text. Below that are the blocks that go with each of the components you add to your app. In order to get the blocks for a certain component to show up in the Blocks Editor, you first add that component to your app in the Designer.

Contact Picker: -



When you click on pick a contact in our application it just opened contact list in out mobile after we can select what we want.

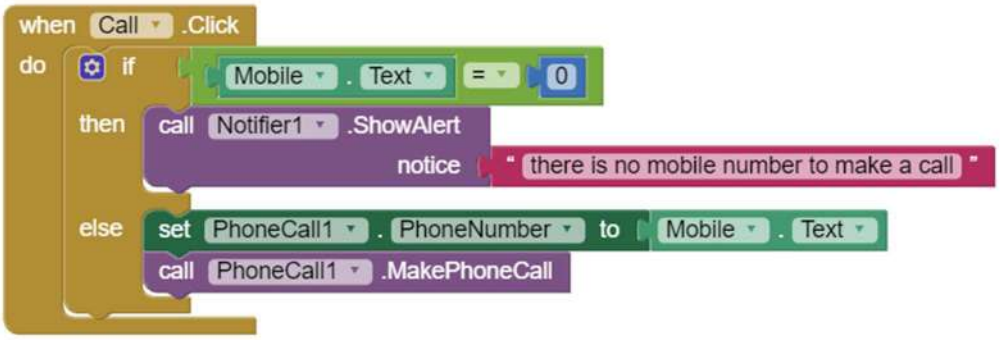
SMS:



When we click on the SMS button it just checks two conditions.

1. If we have text and mobile number it opened then it shows message like ‘please enter a mobile number to send a messgae’.
2. If the above condition false it just text a message to number what you selected and call that number.

Call: -

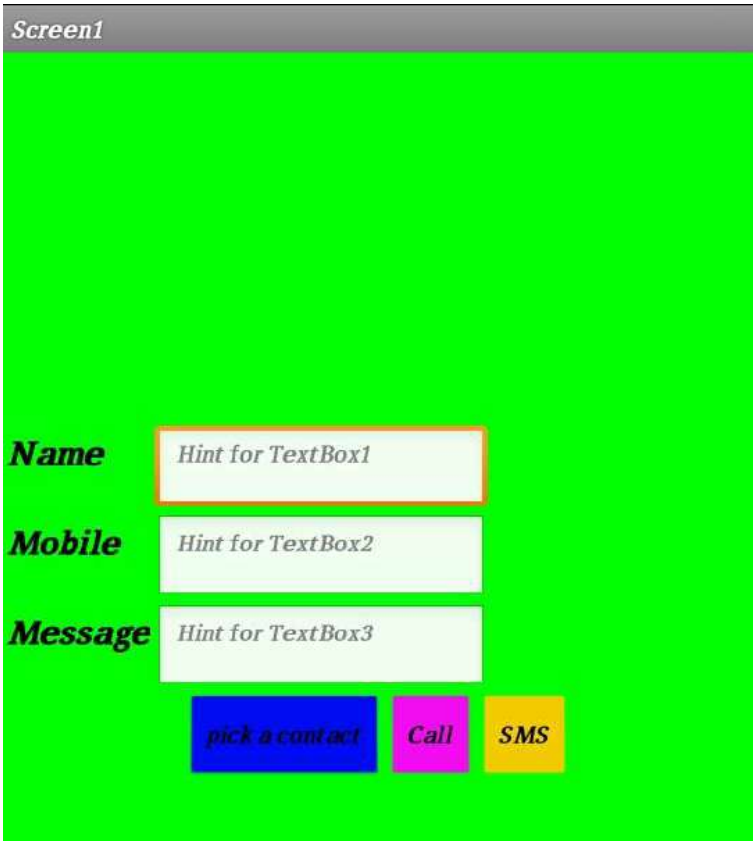


When you click on call button it is opened number board in your mobile after you entered number or you can select any number already in your mobile if just call to that user.

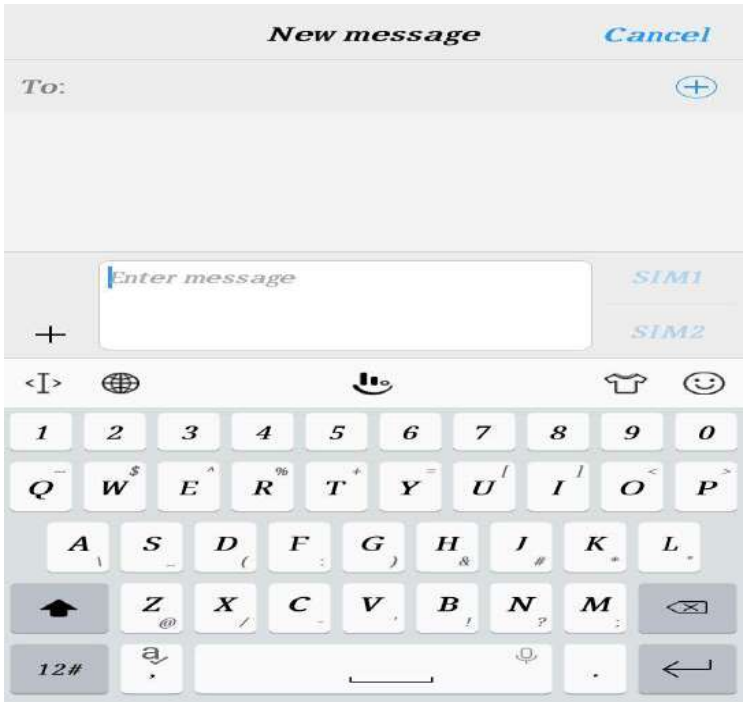
Program to display greeting action: -

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.

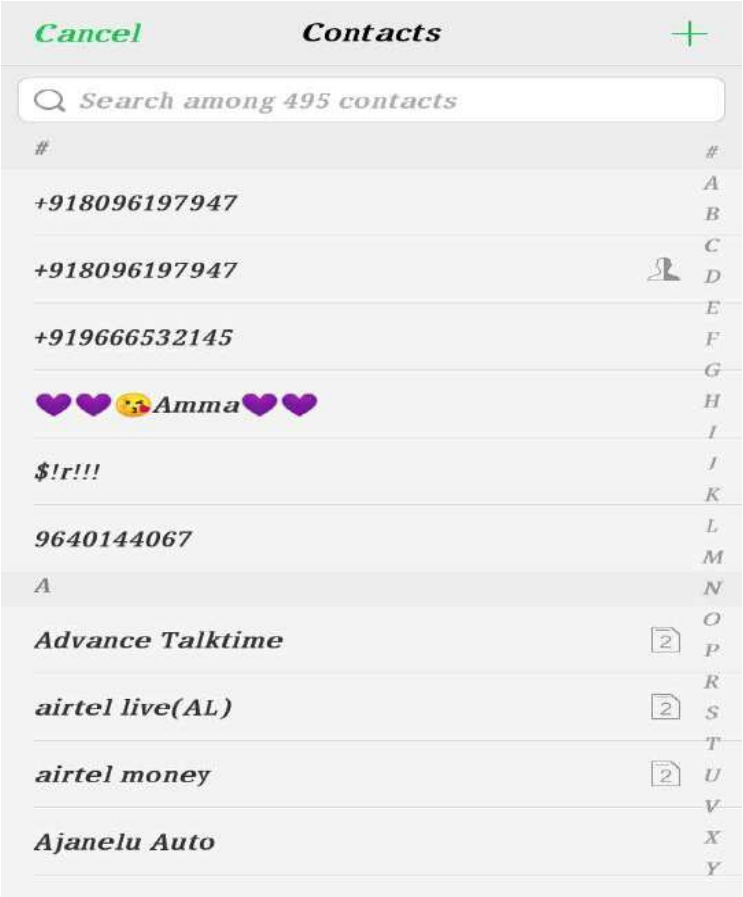
Output:



This is the screen opened when we click on application in out mobile.



Secondly when we click on SMS button it opened like above picture.



After when we click on Call button it opened keyboard if we want to enter number you can or else you can directly choose number in your contact list.

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 pick a contact, Call and SMS then it gives corresponding output.

THANK YOU