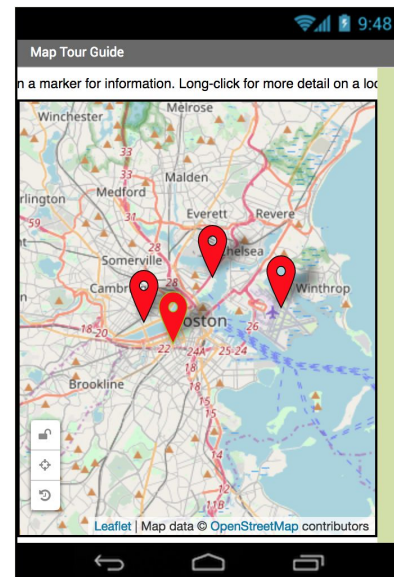# TOUR GUIDE: SCREEN1

In this unit, you will make an app to show people some of the cool places to visit in your area!

<u>START HERE</u>

1 Open the "**TourGuide**" template project in MIT App Inventor.

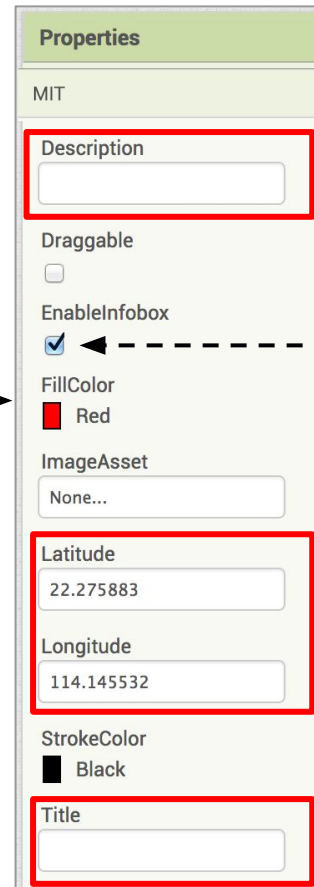**2** Add the following components to Screen1.

Drawer	Component	Name	Property	Setting
Maps	Map	Map1	*Width* *Height* *CenterFromString* *ZoomLevel*	"**Fill Parent**" "**Fill Parent**" Enter latitude,longitude for your city Set to a number where all markers appear (4-12)
Maps	Marker(4)	Name according to your Landmarks.	*set Properties as shown on page 2.*	

MIT
APP INVENTOR

SETTING PROPERTIES

3 Using your Landmarks Worksheet, set the following properties for each marker: *Title* (name), *Description* (short description), *Latitude* and *Longitude*.

Properties

MIT

Description

Draggable
☐

EnableInfobox
☑

FillColor
🟥 Red

ImageAsset
None...

Latitude
22.275883

Longitude
114.145532

StrokeColor
⬛ Black

Title

> And make sure *EnableInfoBox* is checked!

4 To make sure all your markers are visible, drag the map in the Designer to move its center, and update the *ZoomLevel* for Map1.

ZoomLevel
12

If you lose view of your markers, you can zoom out by changing *ZoomLevel* to **10**.

> Zoom levels range from 1-20, with 1 being the whole world, and 20 being zoomed in on an address.

5 Increase *ZoomLevel* by 1 or 2 and drag the map in the Designer so all 4 markers appear and are zoomed in.

6 Test with the MIT AI2 Companion!
- ○ Test that a short click displays the title and short description for each marker.

Connect ▾ Build ▾

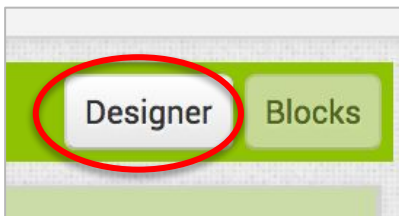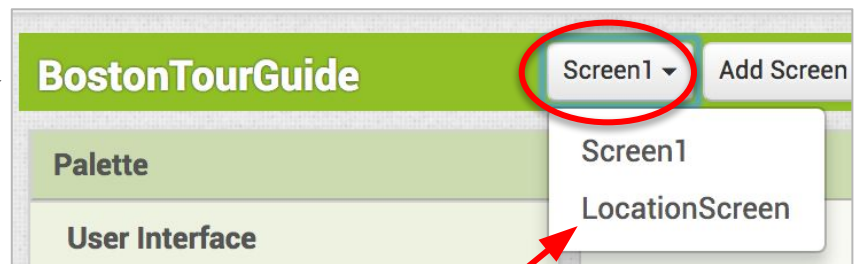AI Companion
Emulator
USB

MIT APP INVENTOR

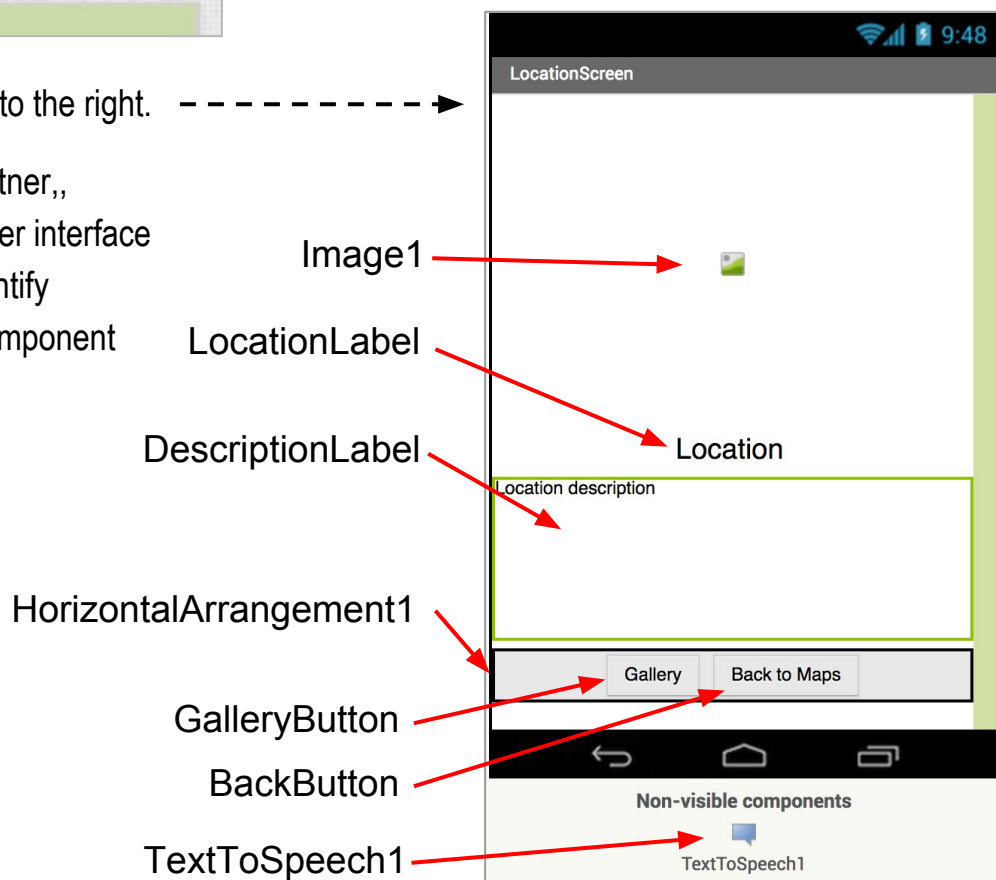Take a look at the second screen of your app, that will show the user more information about your four sites!
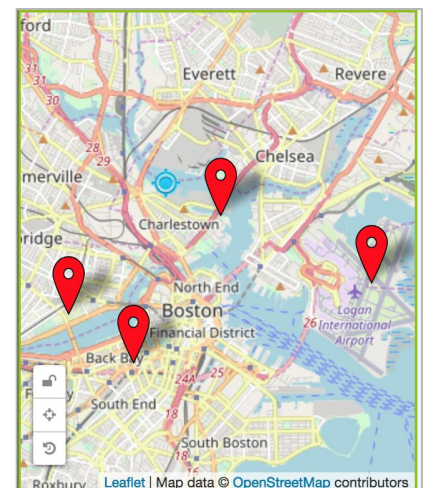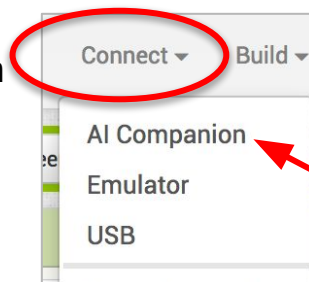
LOCATION SCREEN

This app will use two different screens, for two different parts of the app. Check out the second screen.

7 Open the "**LocationScreen**".

BostonTourGuide — Screen1 ▾ — Add Screen

Screen1

Palette

User Interface

LocationScreen

8 Switch to the Designer.

Designer | Blocks

The layout is shown to the right.
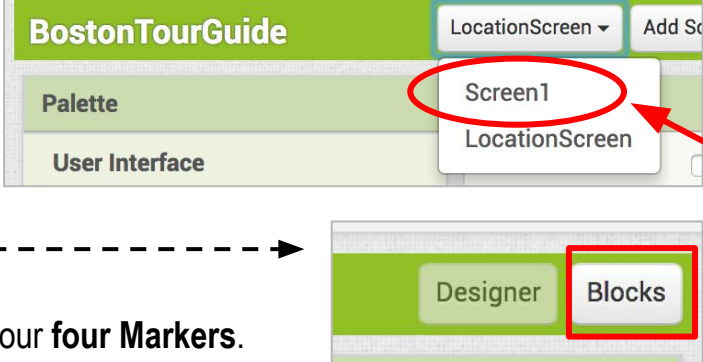
9 With your partner,, look at the user interface and try to identify what each component does.

LocationScreen

Image1

LocationLabel

Location

DescriptionLabel

Location description

HorizontalArrangement1

Gallery | Back to Maps

GalleryButton

BackButton

Non-visible components

TextToSpeech1

TextToSpeech1

MIT APP INVENTOR

OPEN ANOTHER SCREEN

Now that you've seen the Location Screen, go back to Screen1 and write the code to open the Location Screen.

10 Change back to Screen1, and switch to the Blocks Editor.

11 Add **LongClick** event blocks for each of your **four Markers**. In the **LongClick** event, open the LocationScreen, passing it the Title of the Marker as the **startValue**.

Here is an example using a Marker called LoganAirport. Note the spaces in the text block.
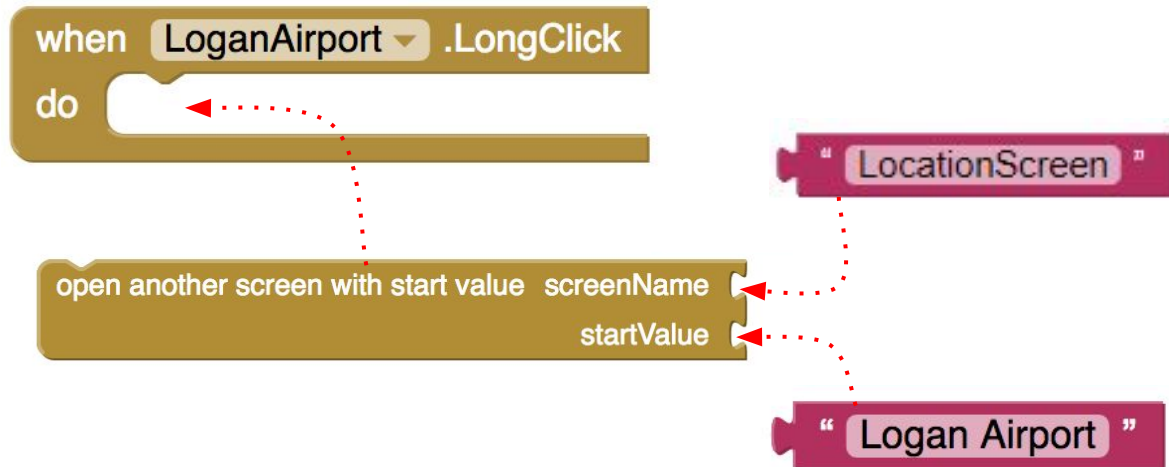
In the next lesson, you will code the LocationScreen to display more information about your landmarks!

COMPUTATIONAL THINKING CONCEPTS

The following are the Computational Thinking Concepts used in Screen1.

Tour Guide
1. Events
2. Naming