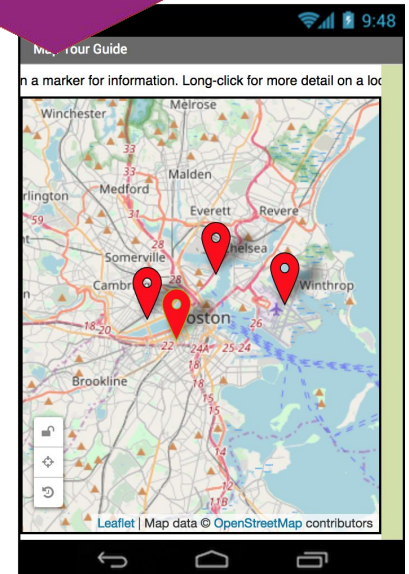
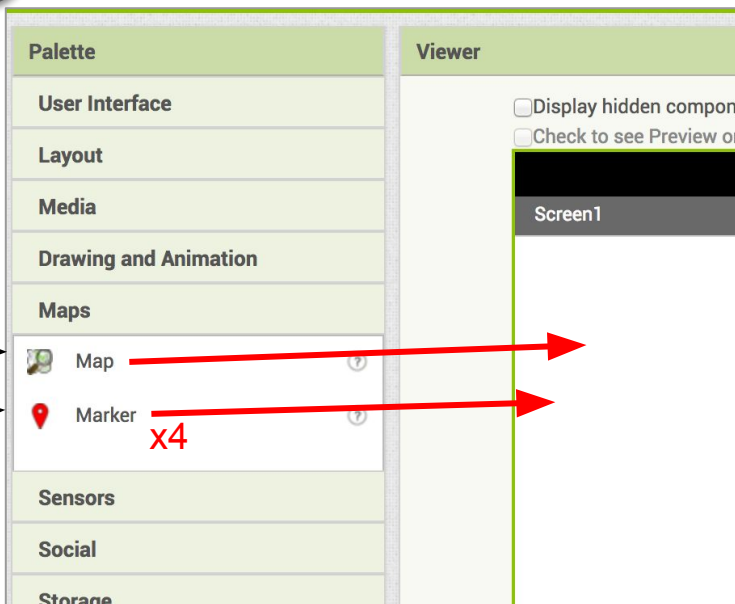


TOUR GUIDE: SCREEN1

START HERE

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

- 1 Open the “**TourGuide**” template project.
- 2 Add a new **Map** component in the Designer, below the **InstructionLabel**.
- 3 Drag four **Marker** components onto the Map.



- 4 Change the *Height* and *Width* properties for Map1 to “**Fill Parent**”.

Height
Fill parent...

Width
Fill parent...

- 5 In the *CenterFromString* property, erase what is there, and type in the latitude and longitude for your chosen city, separated by a comma (,). Your map should now show the area around your city.

Map1

CenterFromString
42.359144, -71.093612

- 6 Change the names of your 4 markers to the locations/landmarks they will represent. Use your Landmark Worksheet for the names. Remember, you cannot use spaces in component names!

Rename Component

Old name: Marker1

New name: MIT

Cancel OK

SETTING PROPERTIES

7

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!

8

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.

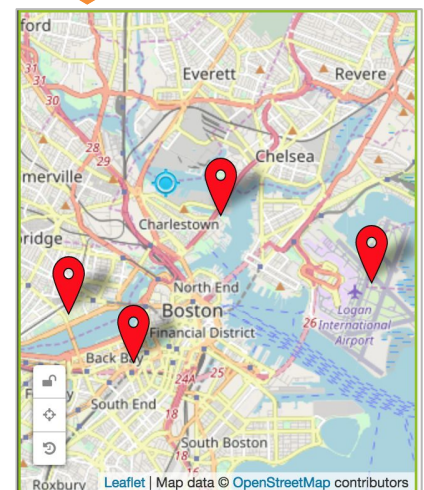
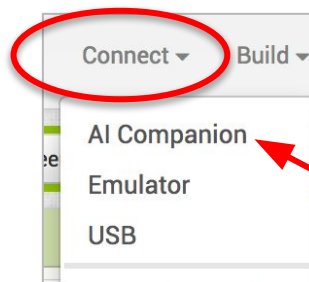
9

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

10

Test with the MIT AI2 Companion!

- Test that a short click
 displays the title and
 short description for each
 marker.



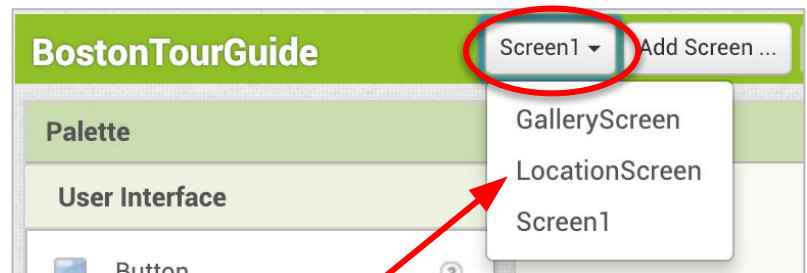
LOCATION SCREEN

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



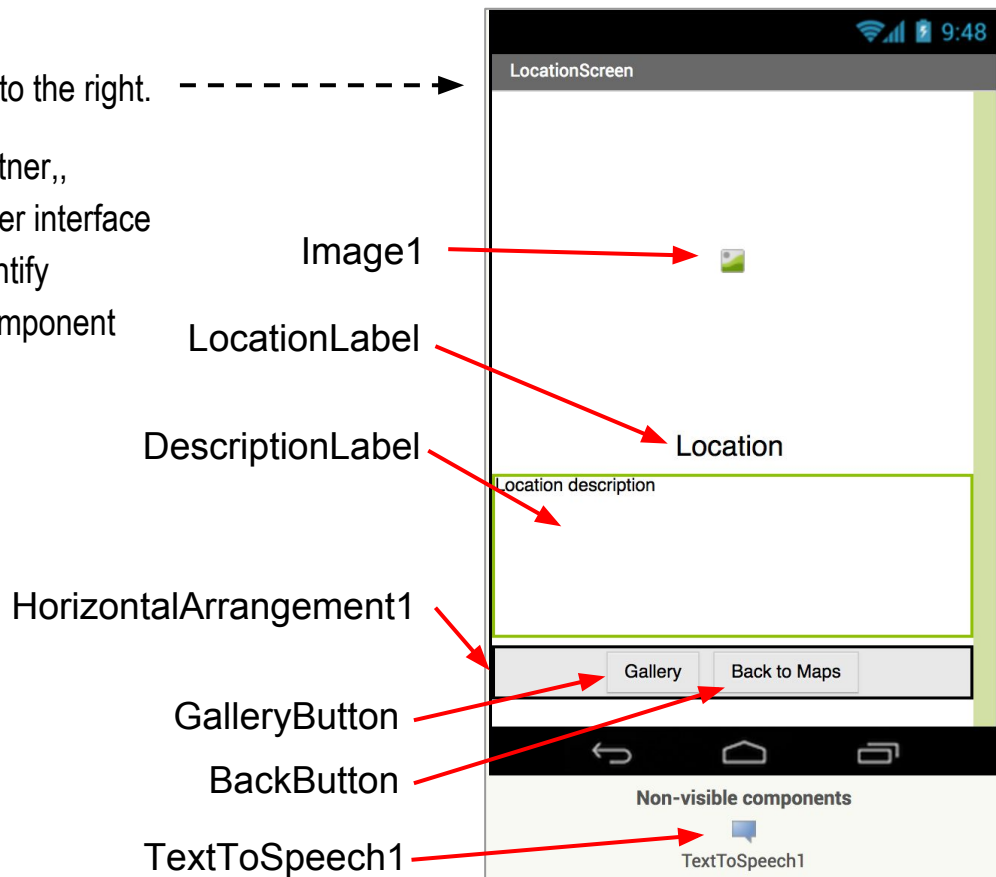
The second screen of your app will show the user more information about your four sites!

- 11 Open the “**LocationScreen**”:- ➡



- The layout is shown to the right. ----- ➡

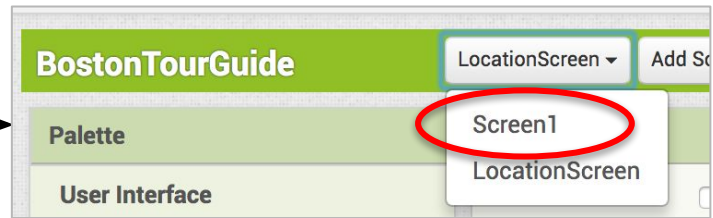
- 12 With your partner,, look at the user interface and try to identify what each component does.



OPEN ANOTHER SCREEN

13

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

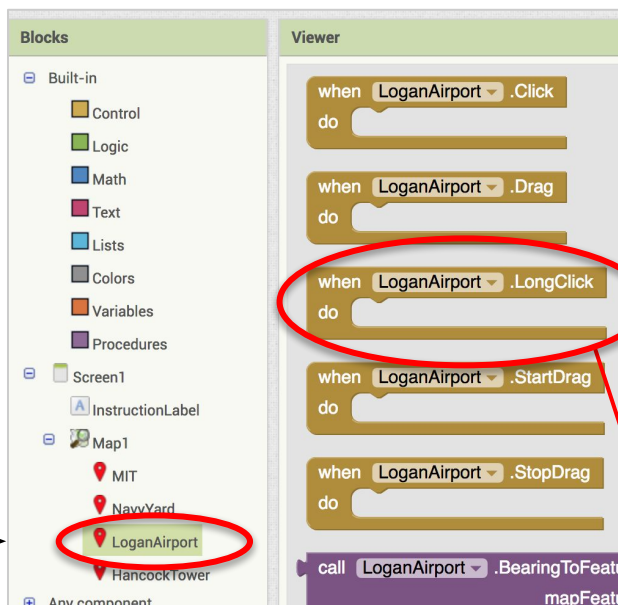


14

Designer Blocks

15

Click on one of your markers in the Blocks window and drag out a **LongClick** event block.



OPEN ANOTHER SCREEN

16

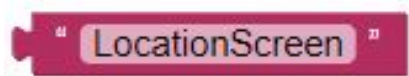
From the Control drawer, drag in a **open another screen with start value** block and snap it into the **LongClick** event block.

The screenshot shows the MIT App Inventor interface. On the left, the 'Built-in' drawer is open, and the 'Control' category is selected, with the 'open another screen with start value' block highlighted. A dashed arrow points from the instruction text to this block. On the right, the 'LoganAirport' LongClick event block is shown with a 'do' slot. A red dotted arrow points from the 'open another screen with start value' block in the drawer to the 'do' slot. Below the drawer, a red circle highlights the 'open another screen with start value' block, and a red arrow points from it to a larger, detailed view of the block at the bottom right. The detailed view shows the block with 'screenName' and 'startValue' parameters.




This will open a second screen (**LocationScreen**), and you'll pass it the name of the marker clicked in the "startValue" parameter

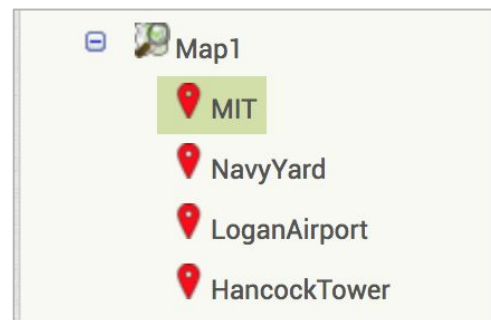
OPEN ANOTHER SCREEN (continued)

17 Fill in the screenName with a Text block. -----> 

```
when LoganAirport .LongClick
do open another screen with start value screenName
startValue
```

18 The **startValue** will be the name of the marker's ----->  landmark. Note that you should type the name normally, with spaces. This will eventually be displayed in LocationScreen, so you want the spaces to appear.

19 Repeat **LongClick** events for your other 3 markers. ----->




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	