HELLO, IT'S ME!

In this activity, you will create a project with App Inventor and use your own photo and voice to tell people who you are.
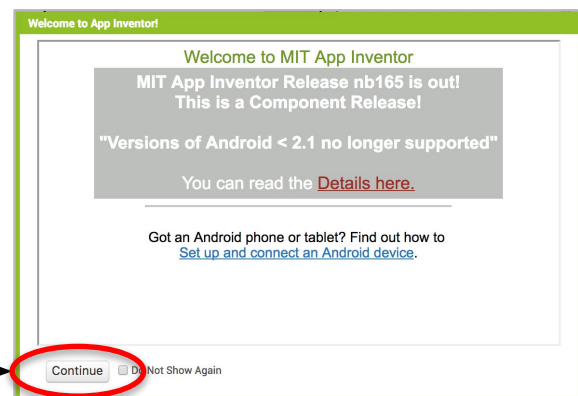
START HERE
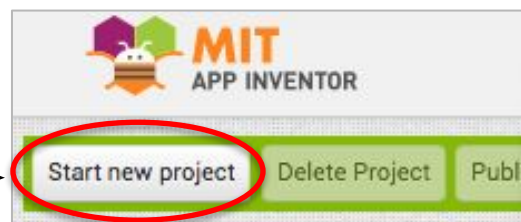
1 Go to the MIT App Inventor website (http://ai2.appinventor.mit.edu).

2 Log in with your Gmail address and password, or use the one supplied by your teacher.
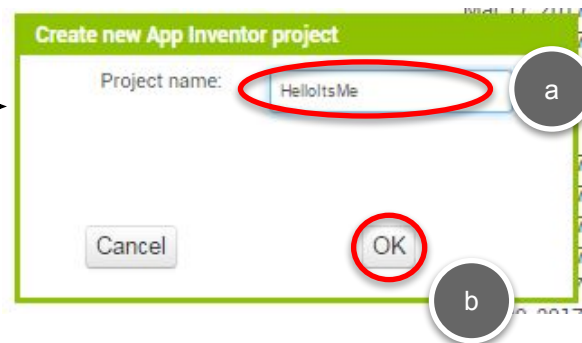
3 Read the announcements, then click "Continue."
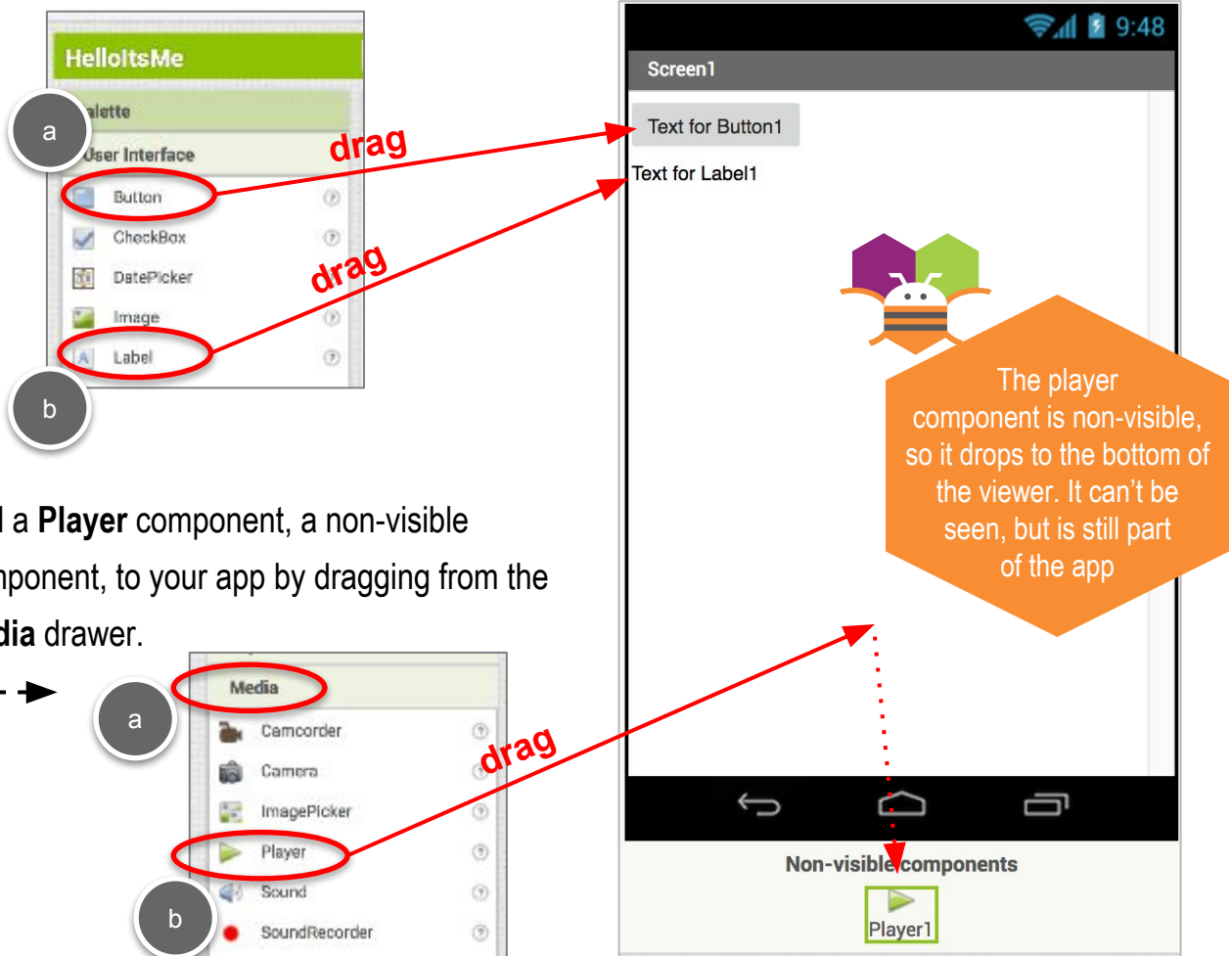
4 Click the **Start new project** button.

5 Name your project "HelloItsMe", then click **OK**.

a

b

LET'S CONTINUE

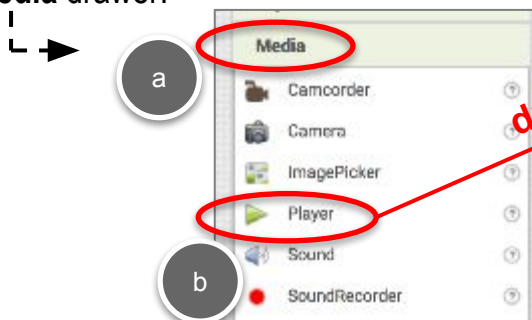**6** Add a **Button** and a **Label** component to your app by dragging them from the **User Interface** Drawer in the Palette to the Viewer.
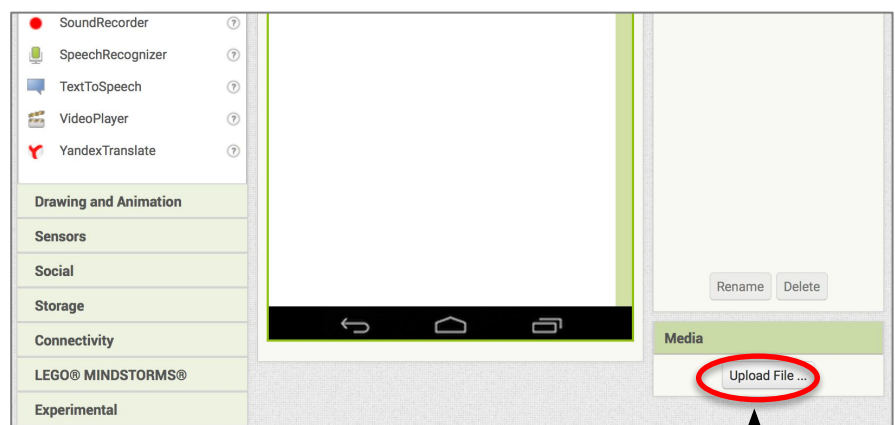
HelloItsMe

Palette

a

User Interface

Button

CheckBox

DatePicker

Image

Label

b

drag

drag

Screen1

Text for Button1

Text for Label1

The player component is non-visible, so it drops to the bottom of the viewer. It can't be seen, but is still part of the app

Non-visible components

Player1

7 Add a **Player** component, a non-visible component, to your app by dragging from the **Media** drawer.

Media

a

Camcorder

Camera

ImagePicker

Player

Sound

SoundRecorder

b

drag
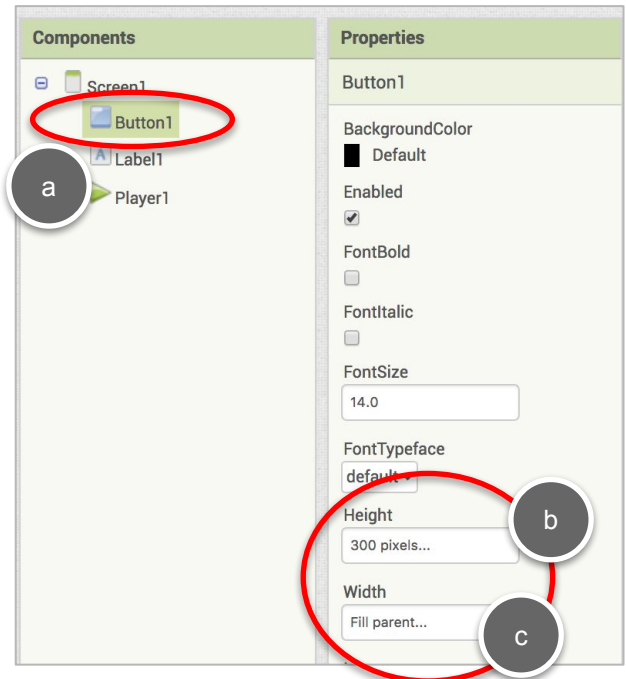
8 You should have an image of yourself and a recording of your voice, saying hello and something about you. Upload your picture and your voice recording as media for the app.
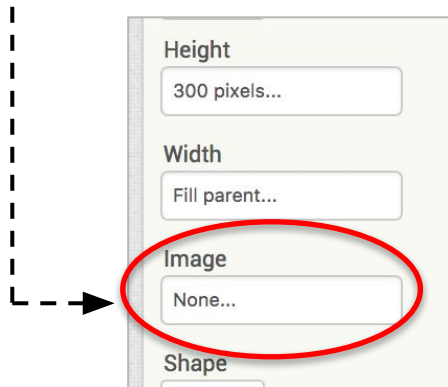
SoundRecorder

SpeechRecognizer

TextToSpeech

VideoPlayer

YandexTranslate

Drawing and Animation

Sensors

Social

Storage

Connectivity

LEGO® MINDSTORMS®

Experimental

Rename   Delete

Media

Upload File ...

LET'S CONTINUE!

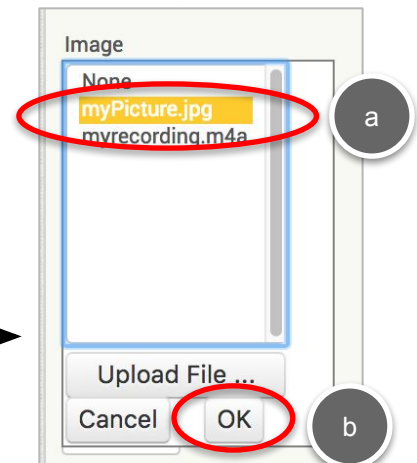**9** Click on **Button1** in the Components window and change the button properties as follows:
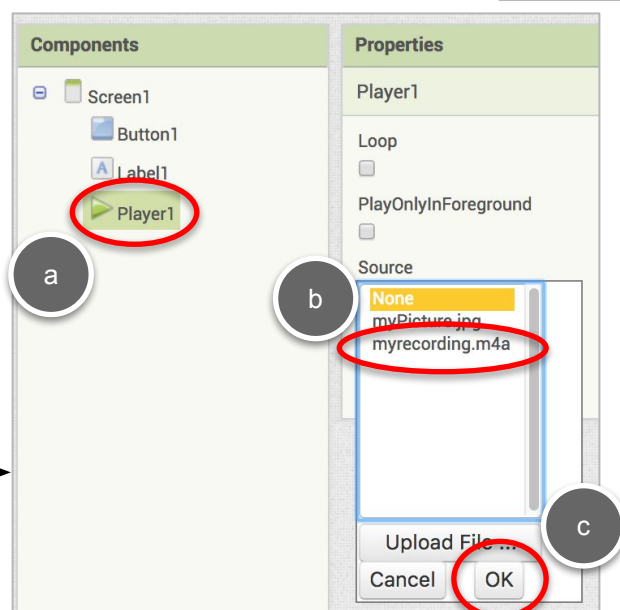
Height: 300 pixels

Width: Fill parent

Components

Screen1
  Button1
  Label1
  Player1

a

Properties

Button1

BackgroundColor
  Default

Enabled
  ☑

FontBold
  ☐

FontItalic
  ☐

FontSize
  14.0

FontTypeface
  default

Height
  300 pixels...   **b**

Width
  Fill parent...   **c**

10 Find **Image** in the Properties window and click on the word "None".

Height
  300 pixels...

Width
  Fill parent...

Image
  None...

Shape

Image

None
myPicture.jpg   **a**
myrecording.m4a

Upload File ...

Cancel   OK   **b**

11 Click on your photo that you uploaded earlier, step 8, then click **OK** to use your image.

12 Choose **Player1** from the Components list, and set its *Source* property to the voice recording file that you uploaded earlier, then click OK to use your sound file.

Components

Screen1
  Button1
  Label1
  Player1   **a**

Properties

Player1

Loop
  ☐

PlayOnlyInForeground
  ☐

Source   **b**

None
myPicture.jpg
myrecording.m4a

Upload File ...   **c**

Cancel   OK

MIT
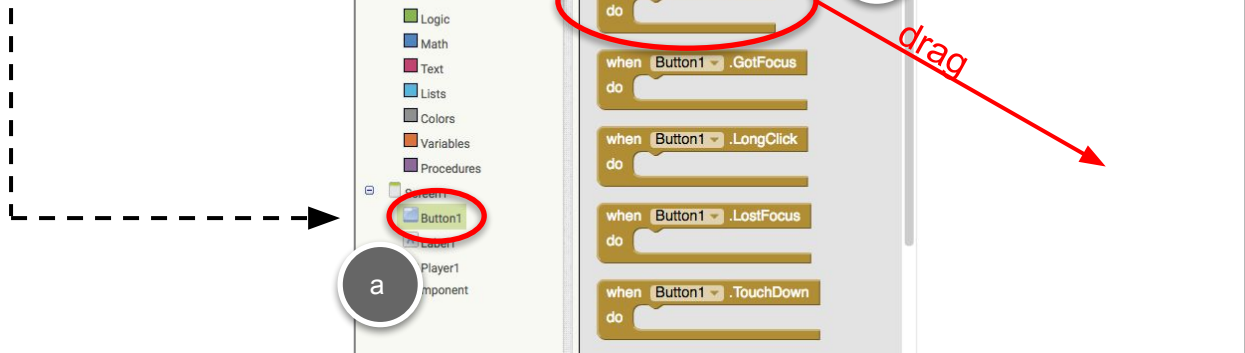APP INVENTOR

BLOCKS EDITOR

13 Click the **Blocks** button and go to the Blocks Editor.
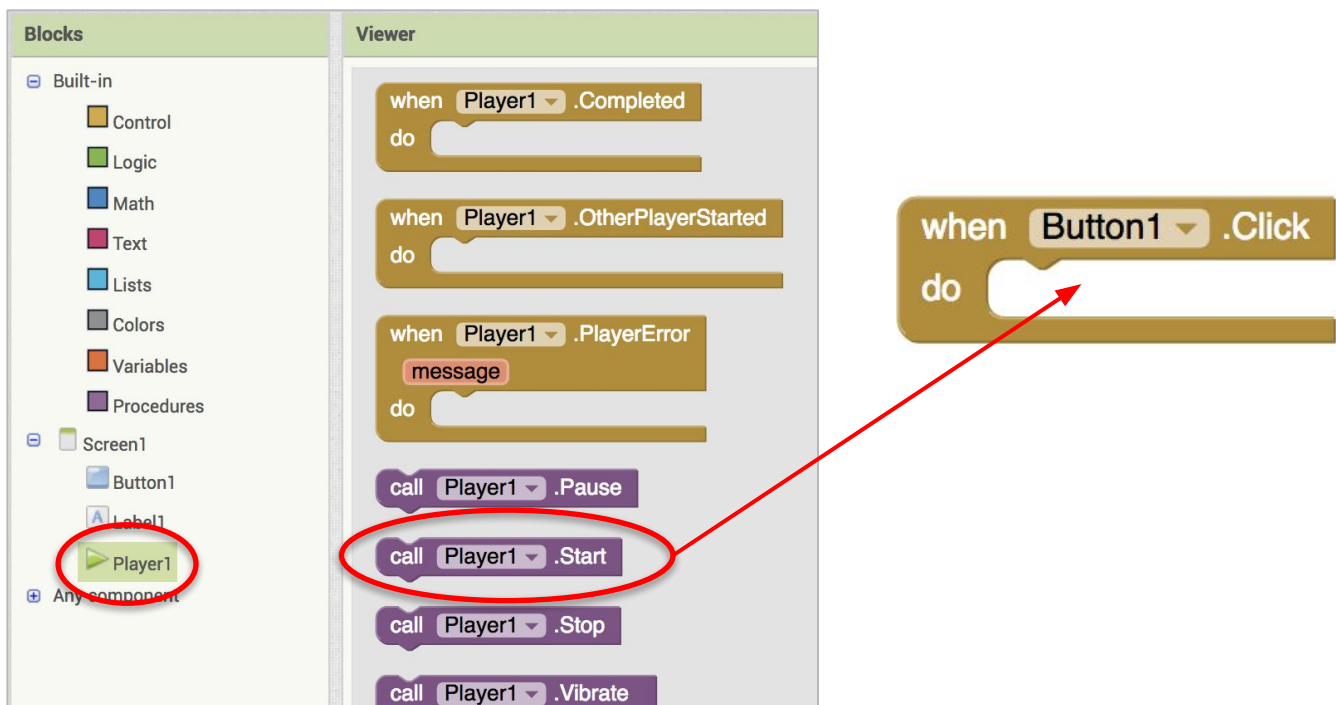
14 Click on **Button1** in the Blocks Component Drawer, then drag out the **Button1.Click** block.

15 Then click on **Player1** in the Blocks window on the left, drag out the **Player1.Start** block and snap it into the **Button1.Click** block.
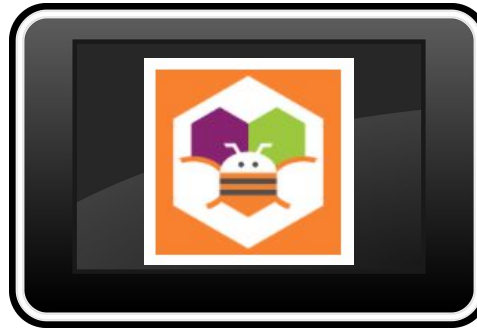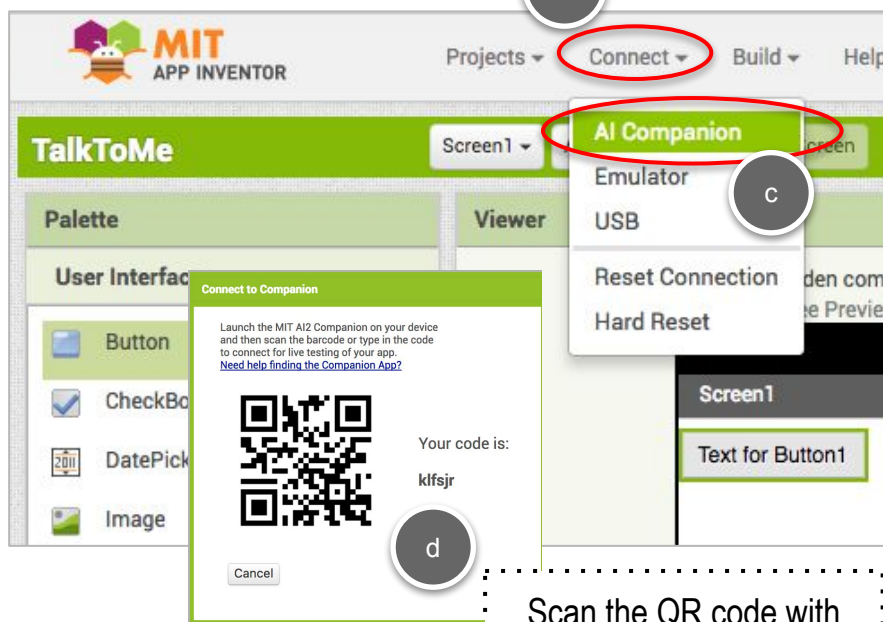
TESTING!

16 Now test the app on your tablet!
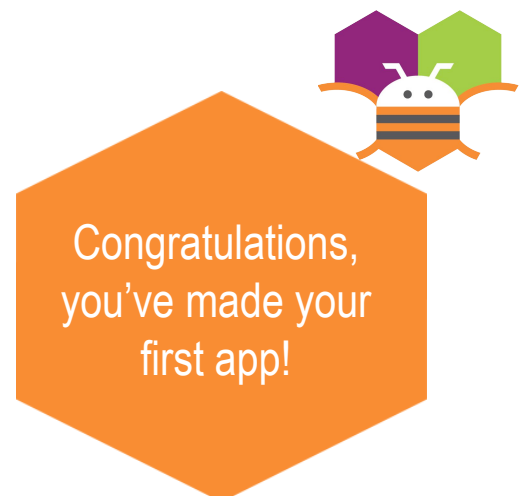
a Start MIT AI2 Companion on your tablet

b **c** AI Companion

TalkToMe

Palette | Viewer

User Interface

Connect to Companion

Launch the MIT AI2 Companion on your device and then scan the barcode or type in the code to connect for live testing of your app.
Need help finding the Companion App?

Button

CheckBox

DatePick

Image

Your code is:

klfsjr

d

Cancel

Projects ▾   Connect ▾   Build ▾   Help

Screen1 ▾

AI Companion
Emulator
USB
Reset Connection
Hard Reset

Screen1

Text for Button1

Scan the QR code with MIT AI2 Companion

17 Test your app. If you press the button with your picture, can you hear your voice?

Congratulations, you've made your first app!

Extend Your App

Here are a few features you could add if you wanted to expand your app

Change the background color

Add a Label with your Name

Add a second button for a second person

What other ideas do you have?