TurtleCode

Course Structure :: For Class 9 – 12

Android Application Development

1. **Introduction to MIT App Inventor, familiarity with the interface**

2. **"Hello World" Application - Starting with basic buttons**

3. **if-else conditional block - Making a Piano Application**

4. **Learning about Events - Handling Events with Pop-ups**

5. **Adding Timer Functionality - Timing your movements across the Maze Application**

6. **Using Accelerometer - Control the Ball from falling using Gravity**

7. **Canvas, Ball and Sprites - Making things move**

8. **Using Database - Save the user informations - ToDoApp**

9. **Making your Own Music Player Application - Final Project 1**

10. **Making your Own Music Player Application - Final Project 2**

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