

Building Mash A Mole App

Session 4

Android App Development camp organized by

YELLOW



Advanced Concepts

- Coding Concepts
 - *Event Handlers*
 - *Commands*
 - *Expressions (“getter and setter” blocks)*
 - *Declaring and working with Variables*
 - *Creating and calling Procedures*
 - *Sprite placement and layers*
 - *Timer use*



Building Apps In App Inventor

- *Mash A Mole Project*



Mobile Mash A Mole App

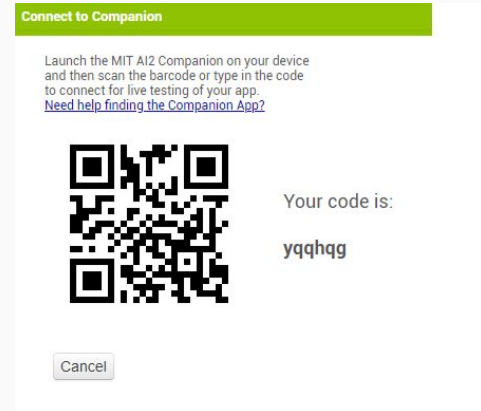
- *Follow Along with Instructor screen share*

On your phone/tablet:

- *Open the MIT AI2 Companion App*

On your computer:

- *Select **Connect** (1) dropdown*
- *Select **AI Companion** (2) wait while system compiles and packages the code (progress bar may be displayed)*
- *When packaging is complete, QR code will be displayed.*



On your phone/tablet:

- *Select scan QR code (1) and scan.*
- *Test all functions and when done, use the back arrow to exit.*

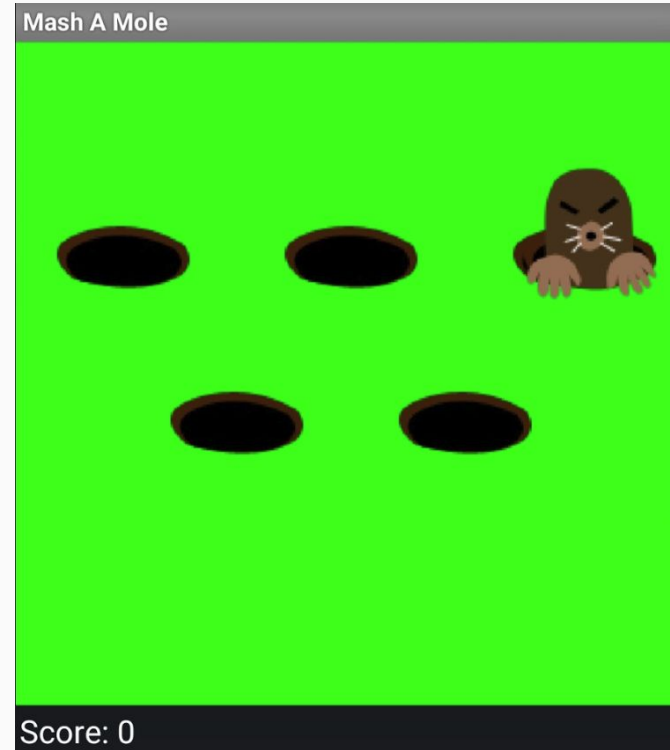
On your computer:

- *Click cancel to clear QR code window popup.*



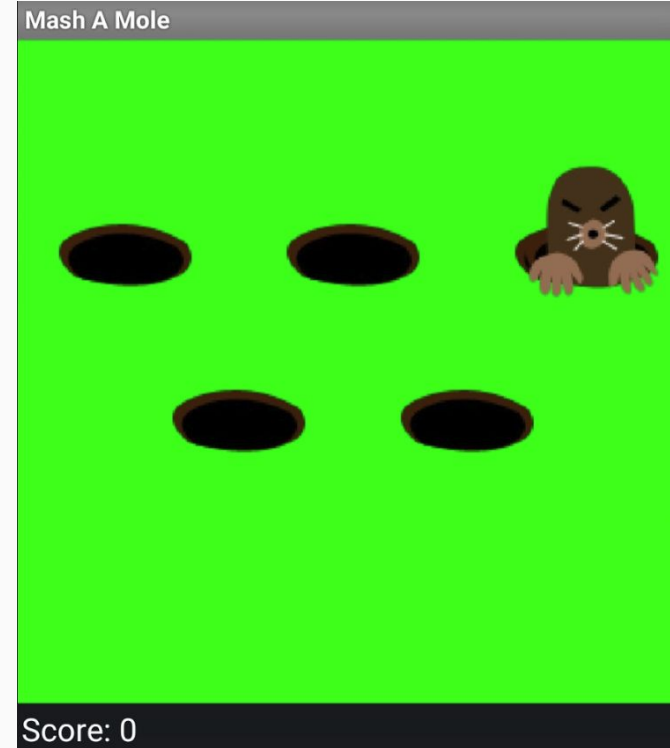
Try It!

- Build your own Mash A Mole App
- Use the resources provided to build your own version
 - *Customize your App*
 - *Add a Reset Button*
 - *Add a Stop Button*



Try It & Test

- *Test and confirm that your app works as expected*



What we learned...

- How To use App Inventor Designer to build the user interface
 - *Some elements are visible and some are not*



What we learned...

- How to use App Inventor Blocks Editor to build the application behaviors that respond to user inputs
 - *Creating Lists - Selecting Random Items*
 - *Sensor Controls*
- How to package and test an app



End of session

- Please return to the Cafeteria

