



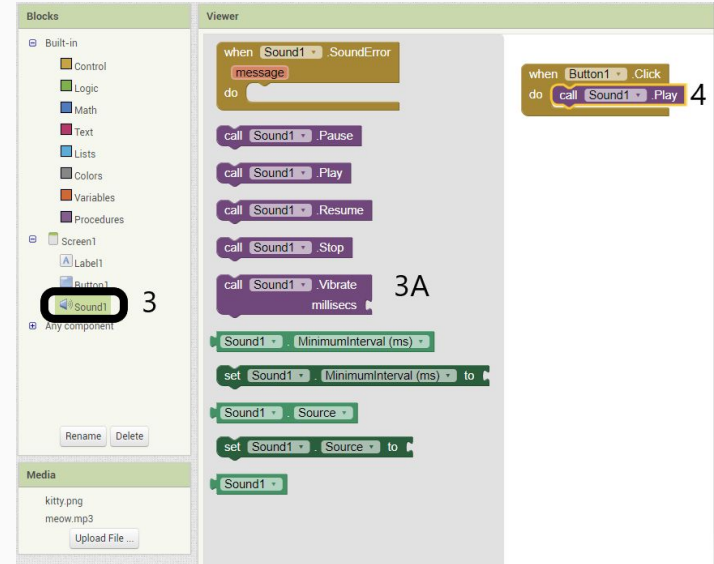
TECHNOLOGY CAMP

Building Magic 8 Ball

Day 2 : Session 3

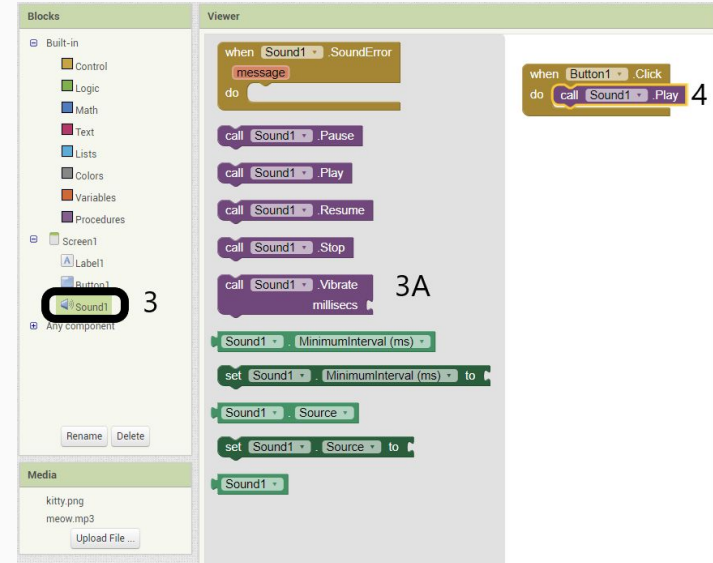
Blocks Editor

- The brown blocks are “event handlers” that are used to determine how the phone responds to user input (e.g. click, shake)*



Blocks Editor

- *The purple blocks are “command” blocks that fit within “event handlers”. The “command” blocks indicate the action that happens in response to the user input.*
- *When fit together, the blocks can be read to describe the user and phone action*



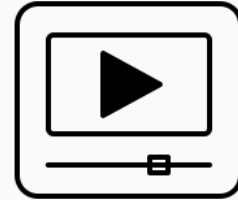
Access App Inventor

- *Using your Google Account*
- *Login to: <http://ai2.appinventor.mit.edu>*



Magic 8-Ball Tutorial

- <https://www.youtube.com/watch?v=9EiBEFUU-xk>



Mobile 8 Ball App

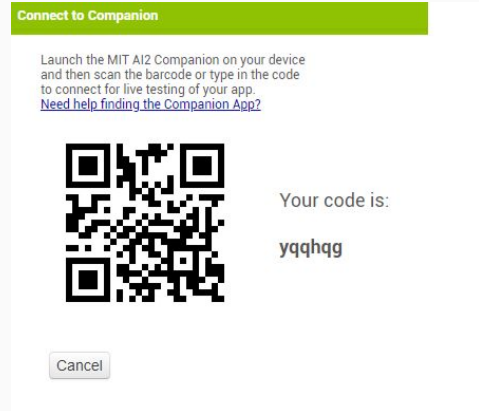
- *Follow Along with Instructor screen share*

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 & Customize

- Build your own Mobile 8 Ball App
- Use the resources provided to build your own version
 - *Customize your App*
 - *Make it Speak*
 - *Update App Name, Icon Image*



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

- *Time for break*
- *Snacks are served in the Cafeteria*
- *Remember to use restrooms*

