



**TECHNOLOGY CAMP**

**Building Mash-A-Mole**

**Day 2 : Session 4**

## 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

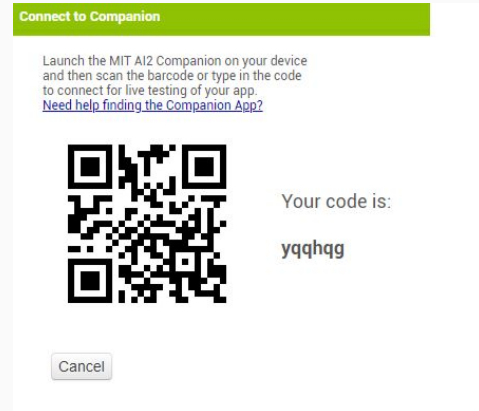
- *Follow Along with Instructor screen share*

## 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.*

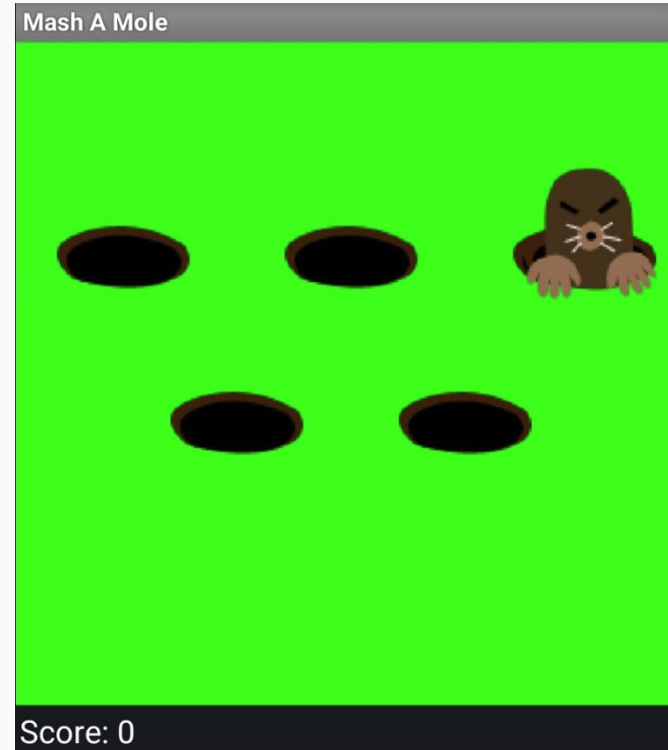
## On your computer:

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



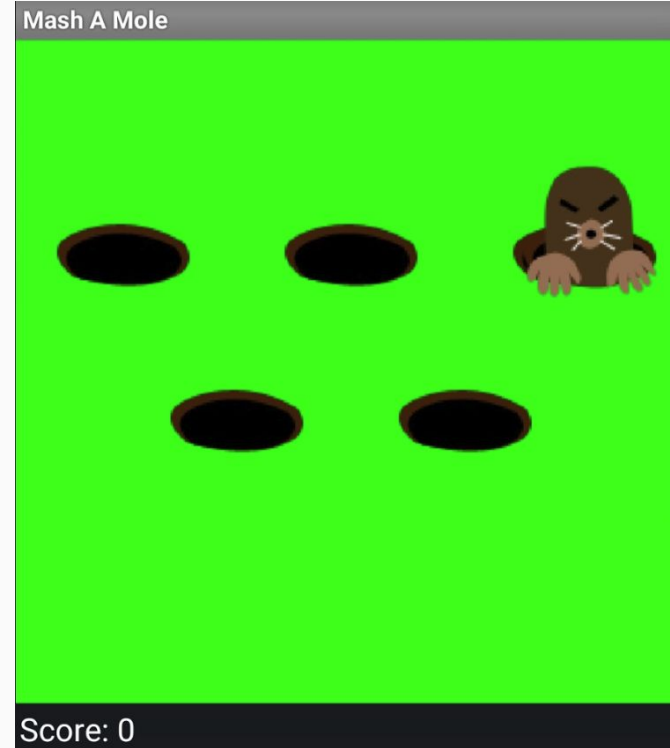
## Try It!

- 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 to be picked up.

