

App Inventor

Un Xeito doado de
Facer
APPS

MIT
App Inventor



Que é MIT App Inventor?



MIT
App Inventor

MIT App Inventor ou App Inventor: é unha plataforma web na que os alumnos poden diseñar e programar unha App para o seu mobile ou tableta.

Url: ai2.appinventor.mit.edu

¿Para qué utilizamos as Apps?



MIT
App Inventor

Para promocionar libros da biblioteca
Para falar do patrimonio
Para publicitar un monument, empresa, museo...

Exemplo



when Video .Click

do open another screen screenName "Video"

when Autor .Click

do open another screen screenName "Autor"

when Frases .Click

do open another screen screenName "Frases"

when Personajes .Click

do open another screen screenName "Personajes"

¿Qué é unha App?

parte de diseño

Parte do código

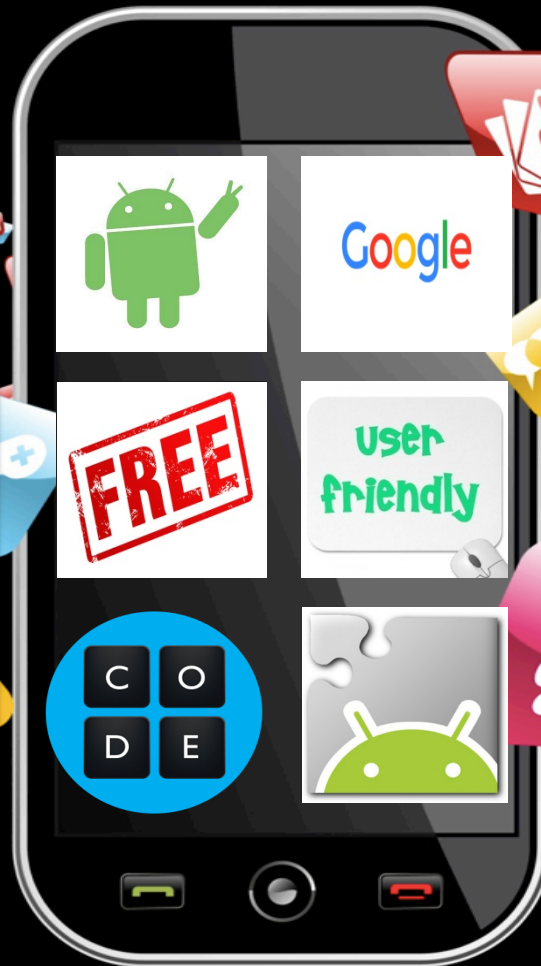


Coñecemos App Inventor

1) Slo podemos utilizar a App con aparellos Android .

2) MIT App Inventor é Open Source, libre para utilizar

3) Para crear unha App non precisas coñecementos de programación



4) Precisas unha conta de Google

5) É moi fácil de utilizar e motiva moito ao alumnado

Actualizase en tempo real

Esto é posible porque o código QR pode comunicarse co terminal no que o queremos visionar.

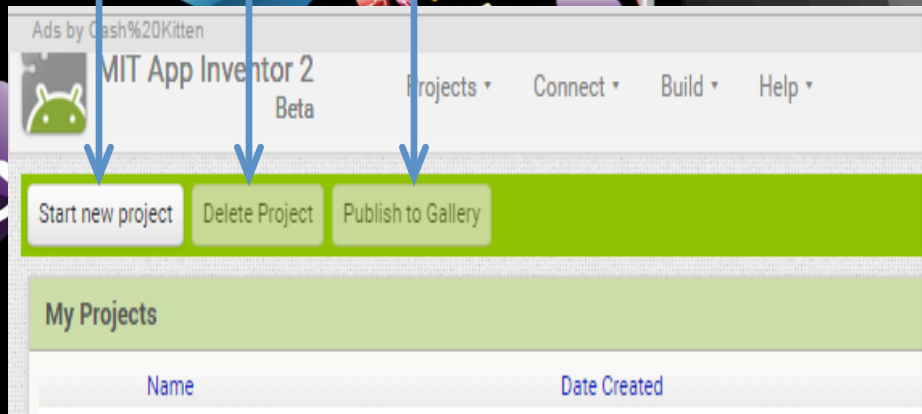
O código QR pódese ler utilizando smartphones, que enlazan con textos, e-mails, pax Web, n°s de teléfono etc.



Real Time™



Empeza a crear a túa App



Cando abres App Inventor vemos 3 botons:

- Empeza un novo proxecto
- Borra o proxecto
- Publicao na galería

Ponlle un título !

Precisamos
un título
para o noso
proxecto
para despois
localizalo ...!

Create new App Inventor project

Project name:

Cancel

OK

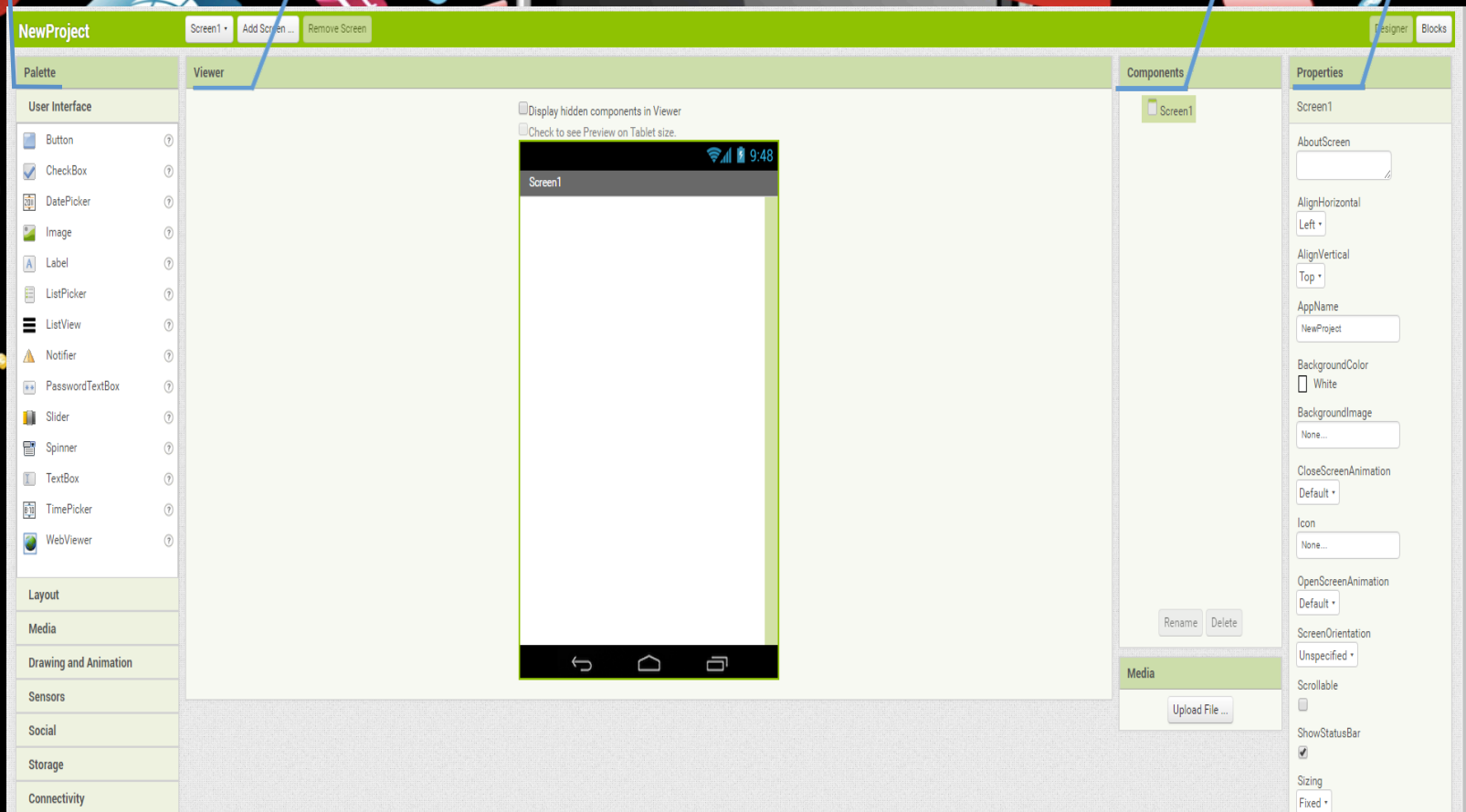
Parte de diseño

Palette

Viewer

Components

Properties



Palette

User Interface

- Button
- CheckBox
- DatePicker
- Image
- Label
- ListPicker
- ListView
- Notifier
- PasswordTextBox
- Slider
- Spinner
- TextBox
- TimePicker
- WebView

Layout

Media

Drawing and Animation

Sensors

Social

Storage

Connectivity

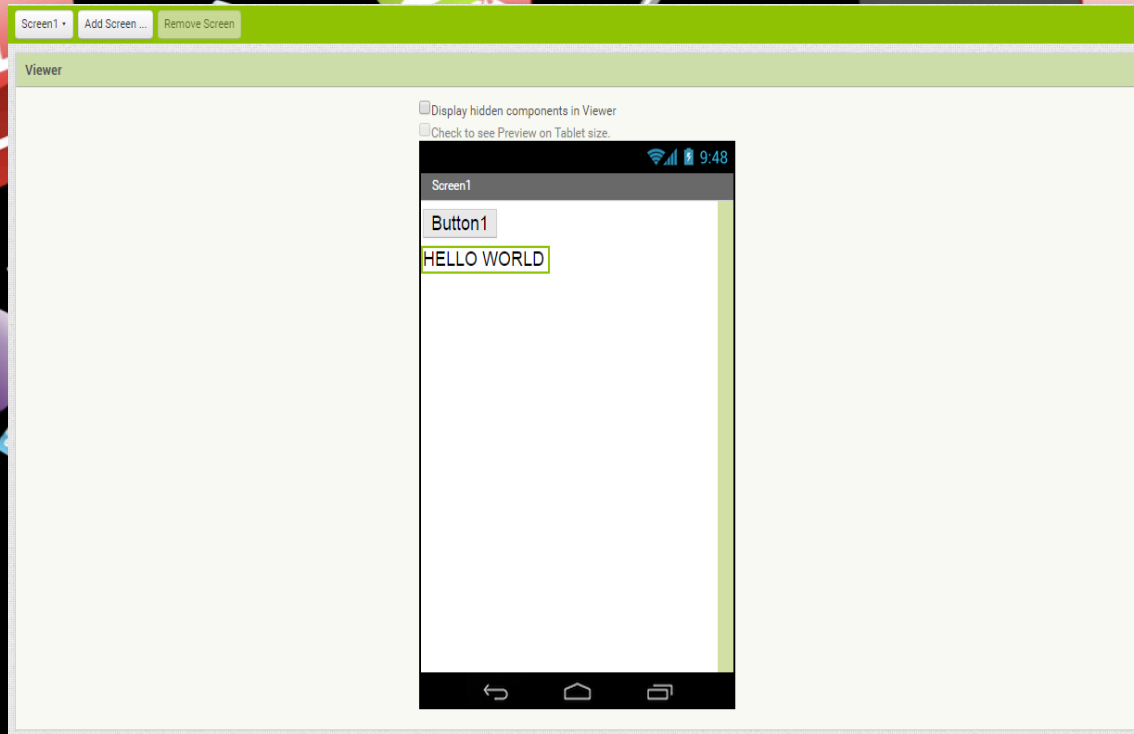
The Palette

Na « *Palette* » aparece todo o que podes poñer na túa App.

Hai 8 categorías de items que podemos utilizar:

- User Interface
- Layout
- Media
- Drawing and Animation
- Sensors
- Social
- Storage
- Connectivity

Visor



O visor é a parte gráfica da App. App Inventor mostramos em **tempo-real** que passa na nossa App e como se ve.

Components

Button1

A Label1

Delete

Media

Upload File ...

[illegible]

Aquí podes
ver todos os
items da túa
App,
renomealos,
borralos,
subir
ficheiros...

In the *Properties* space you can control your components and set their color, font size, height, width etc...

Pantalla de bloques

Blocks

Viewer

The screenshot displays the Scratch 'Pantalla de bloques' (Blocks Screen) interface. The top bar is green and contains the 'Test' button, a dropdown menu showing 'Screen1', and buttons for 'Add Screen' and 'Remove Screen'. On the right side of the top bar are the 'Designer' and 'Blocks' tabs. The main interface is divided into two panes: 'Blocks' on the left and 'Viewer' on the right. The 'Blocks' pane has a light green header and contains a list of built-in block categories: Control, Logic, Math, Text, Lists, Colors, Variables, Procedures, Screen1, and Any component. Each category is represented by a small colored square icon. Below the list are 'Rename' and 'Delete' buttons. A 'Media' section at the bottom of the 'Blocks' pane includes an 'Upload File ...' button. The 'Viewer' pane is a large white area for previewing the project. It has a light green header and a small blue backpack icon in the top right corner. In the bottom left corner of the 'Viewer' pane, there are two warning icons (a yellow triangle and a red triangle) with the number '0' next to each, and a 'Show Warnings' button. In the bottom right corner of the 'Viewer' pane, there is a trash can icon. The background of the entire image is black and decorated with various colorful icons related to Scratch, such as a game controller, musical notes, a person, a car, and playing cards.

Como facelo?

É moi simple! Tes que arrastrar o bloque que escolliches ata o *visor*, entón unilo con outro bloque emparellando o final como se fose un puzzle!



Built-in

Control

Logic

Math

Text

Lists

Colors

Variables

Procedures

Screen1

Any component

Os blocques

Hai varias clases
de blques que
podes utilizar:

- Control
- Logic
- Math
- Text
- Lists
- Colors
- Variables
- Procedures

Bloques de Control and Lógica

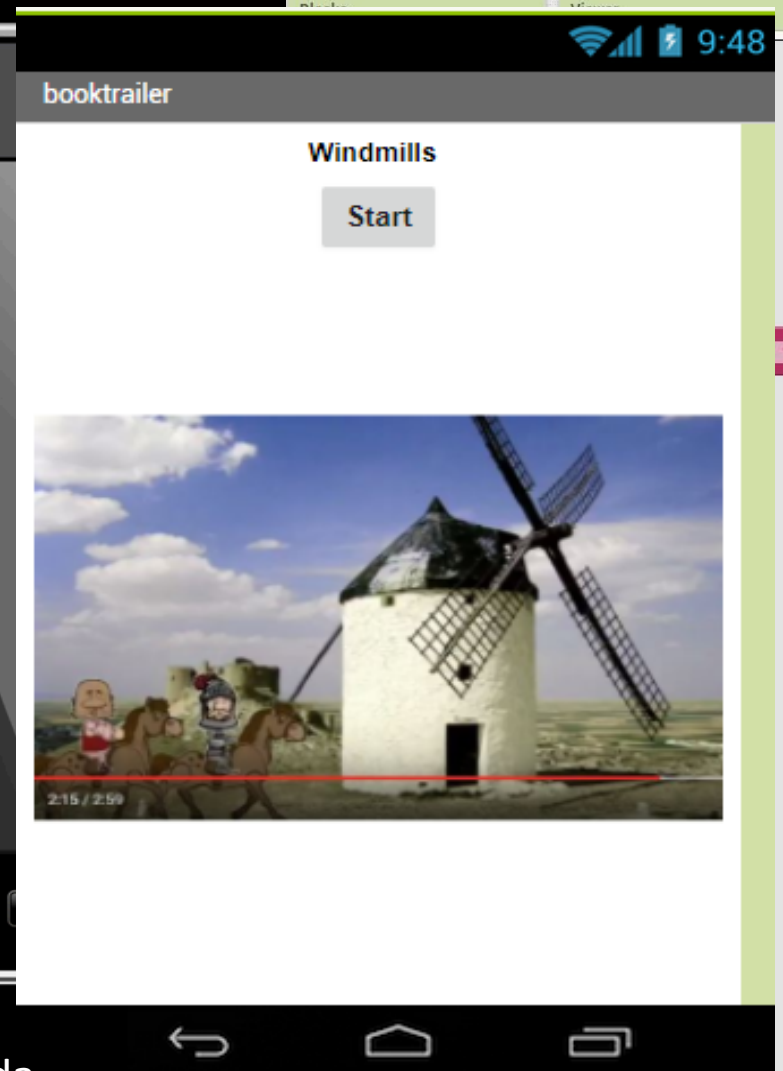
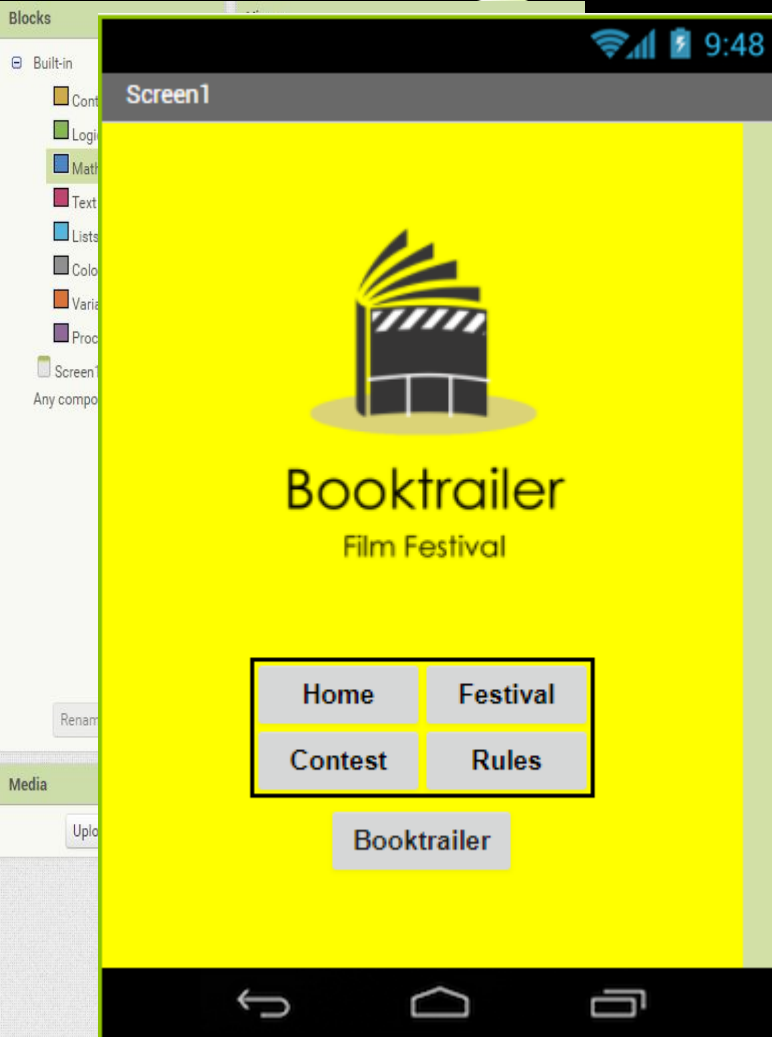
This screenshot shows the 'Control' blocks category in a visual programming environment. The 'Blocks' panel on the left lists various control structures: 'if', 'then', 'do', 'for each', 'while', 'test', 'do', 'if', 'then', 'else', 'do', 'result', 'evaluate but ignore result', 'open another screen', 'open another screen with start value', 'get start value', and 'close screen'. The 'Viewer' panel on the right shows a sequence of these blocks: an 'if' block followed by a 'then' block, a 'for each' block with 'number' from 1 to 5 by 1, a 'do' block, a 'while' block with 'test', a 'do' block, an 'if' block with 'then' and 'else' branches, a 'do' block with 'result', an 'evaluate but ignore result' block, an 'open another screen' block with 'screenName', an 'open another screen with start value' block with 'screenName' and 'startValue', a 'get start value' block, and a 'close screen' block.

Co *Control Blocks* podes establecer as accións que se realizan na app. Por exemplo, co primeiro bloque, podes facer algo se a condición é verdade. Como establecer unha condición?

Co *Bloque lógico* claro! por exemplo, podemos eleixir que unha acción suceda cando dous números son iguais !.

This screenshot shows the 'Logic' blocks category in a visual programming environment. The 'Blocks' panel on the left lists various logic blocks: 'true', 'false', 'not', 'and', 'or', 'evaluate but ignore result', 'open another screen', 'open another screen with start value', 'get start value', and 'close screen'. The 'Viewer' panel on the right shows a sequence of these blocks: a 'true' block, a 'false' block, a 'not' block, an 'and' block, and an 'or' block. At the bottom right, there are warning icons and a 'Show Warnings' button.

More examples



CPI O Cruce- Cerceda