



Girls & Boys Programming in Europe Erasmus+



C4 Spain GBPE Mobility

GBPE Erasmus+ project . 2019-1-CZ01-KA229-061282-1
"Girls & Boys are Programming in Europe"
girlsboysprogramming.eu

V2 Spain UIPEC Virtual Mobility

UIPEC Erasmus+ Project 2019-1-ES01-KA219-065673
"Using ITC to Preserve European Crafts"
eucrafts.eu

App Inventor Mobile Programming Workshop

Imparted By Prof. Alfonso Ballesteros (IES Playamar)

Appinventor Programming Workshop

Girls & Boys Programming in Europe Erasmus+



MIT
APP INVENTOR



Context

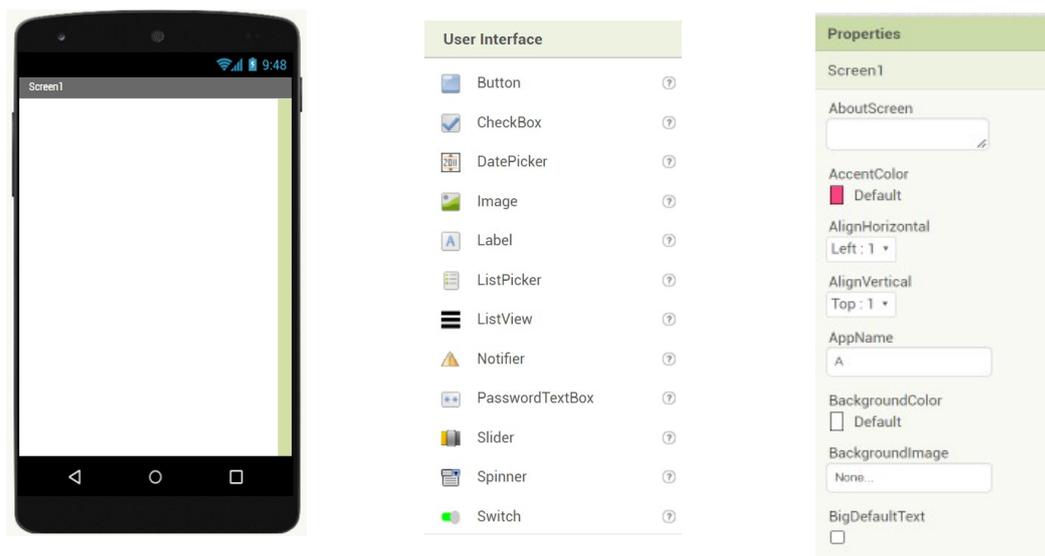
This workshop is made as one of the ICT formation activities part of the C4 Spain GBPE Mobility of the GBPE “Girls & Boys are Programming in Europe” Erasmus+ project . 2019-1-CZ01-KA229-061282-1 Erasmus +”. This activity will be also considered as part of a synergy activity for a Virtual Mobility of the UIPEC Erasmus+ Project 2019-1-ES01-KA219-065673 “Using ITC to Preserve European Crafts” . This Workshop has been imparted By **Alfonso Ballesteros from IES Playamar**.

What’s App Inventor?

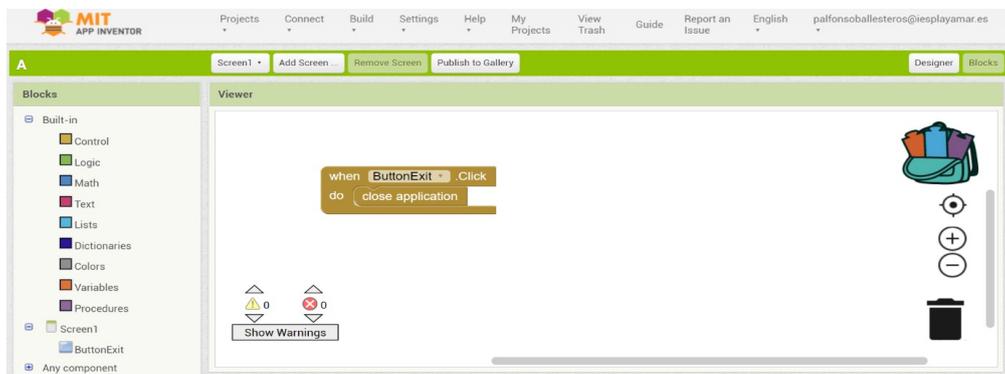
MIT App Inventor is a software development environment currently maintained by the Massachusetts Institute of Technology (MIT) for the development of applications for the Android operating system. The user can, visually and from a set of basic tools, link a series of blocks to create the application.

How does Work App Inventor? The enviroment have 4 basic Concepts :

Screens contains visual elements with Properties



These components interacts with **Block Codes** in the coding screen



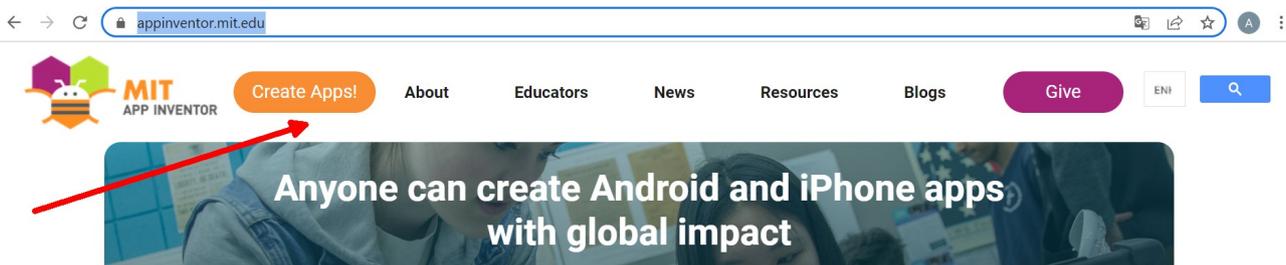


Let's Make some examples.

We will program it on the web and probe the app with our Meobile phones

0º Entering the web

1. Google "appinventor" or press <https://appinventor.mit.edu/> and press **Create Appsi**



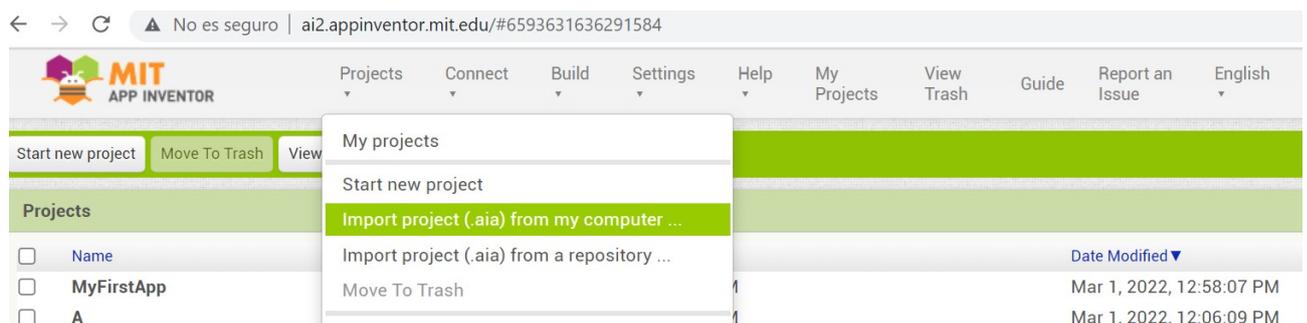
2. Login with you google account

1º first App – " Import an proyect"

Enter this link <http://girlsboysprogramming.eu/app-inventor-mobile-programming-workshop/> and get the first aia file

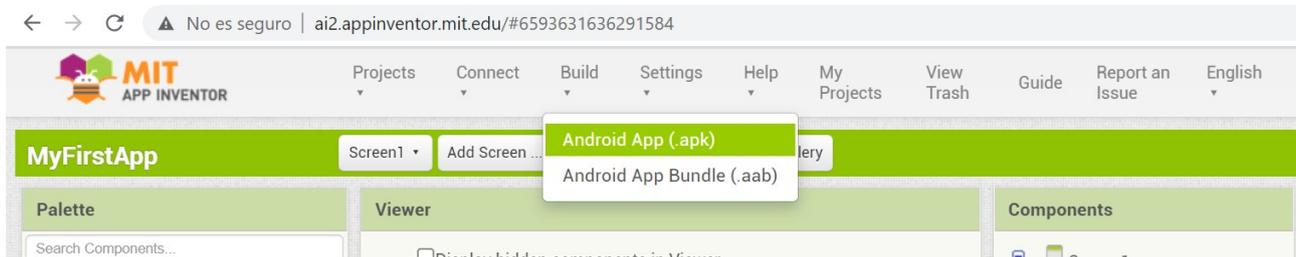


Then you have to import it

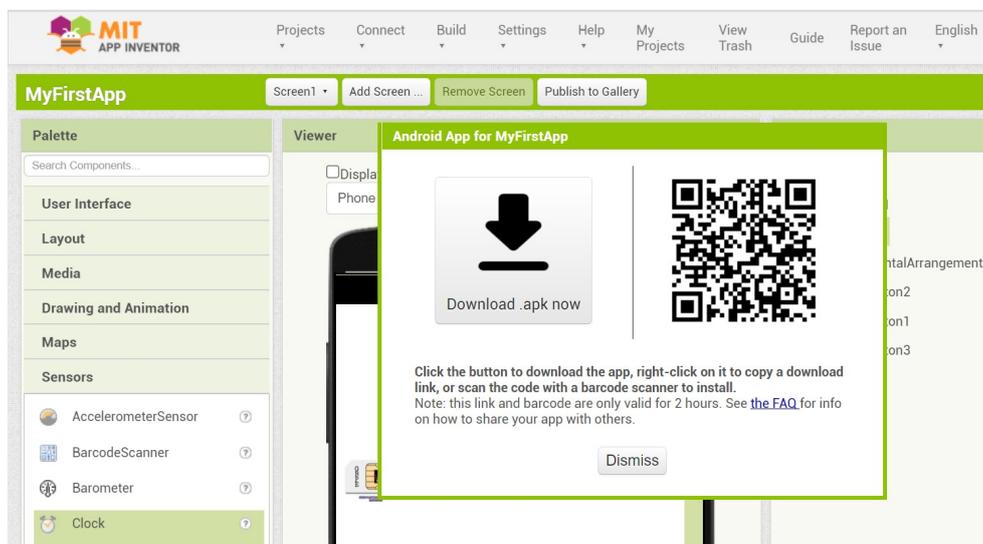




We are going to prove it on your mobile phone press in build > Android App



Then appears a QR image that you will have to scan with your mobile phone.



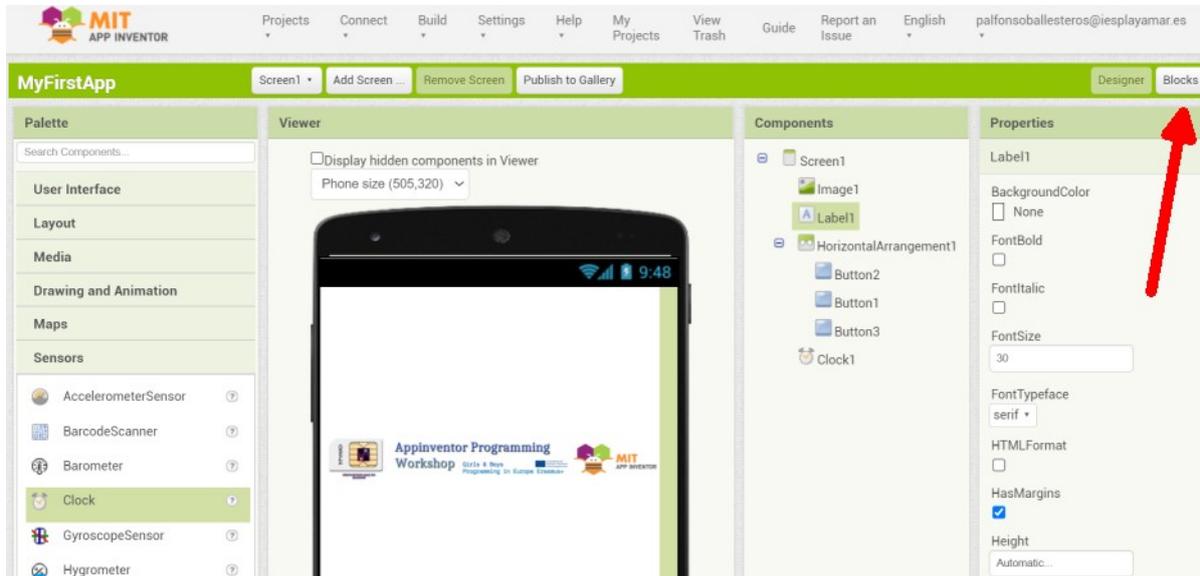
You will have to authorize your phone to accept this app :

- When we download an .apk file, The android will warn us that the process is blocked.
- At the bottom of the screen we will see a notice indicating that "**applications from unknown sources cannot be installed**" and invites us to enter the "**Settings**".
- Within the application we look for the "**Install unknown applications**" section and activate the box.

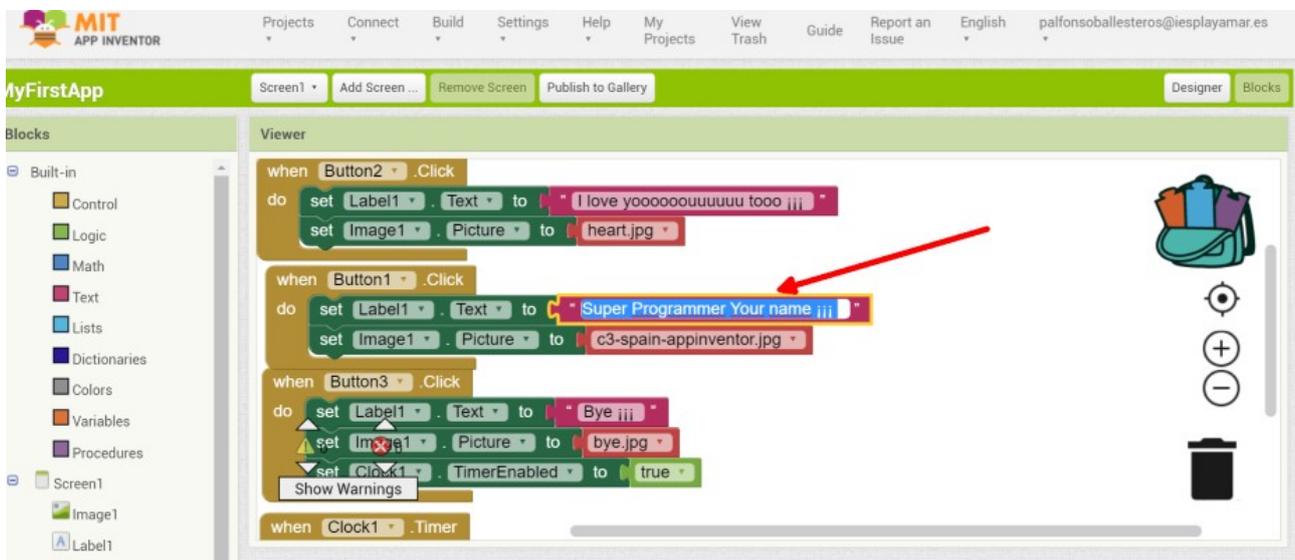
Probe the App in your mobile phone

2º Second App – “Modifying with your name”

1. Open the last project and go to Blocks



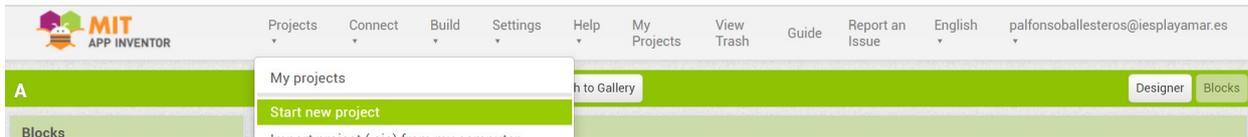
2. Clic on the Super programmer block and put your NAME



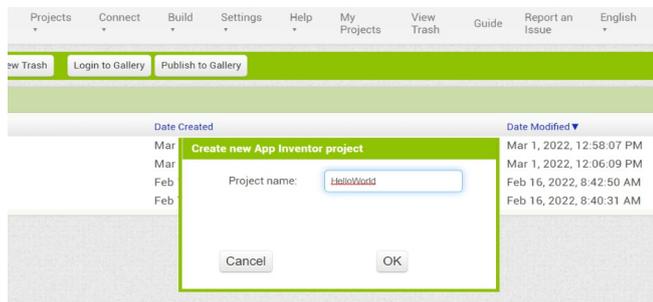
3. Repeat the process of the first app and probe it with your name ... now you can show your Friends that you are a **REAL PROGRAMMER** :)

3º App – “One app from scratch”

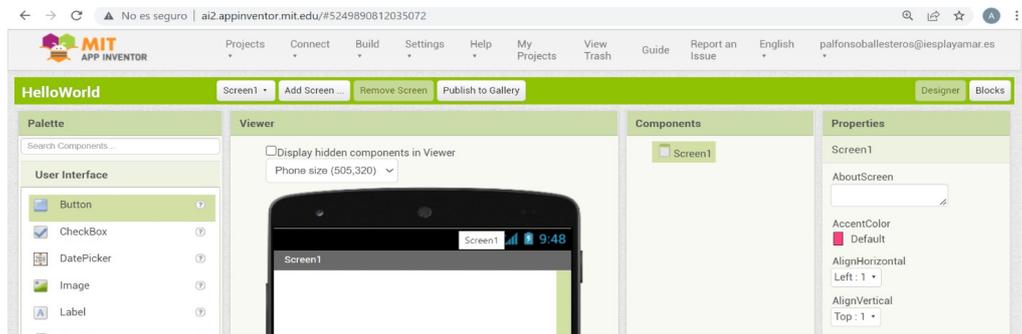
Press in Start new project



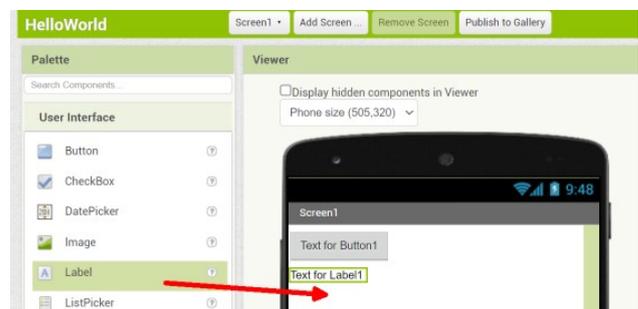
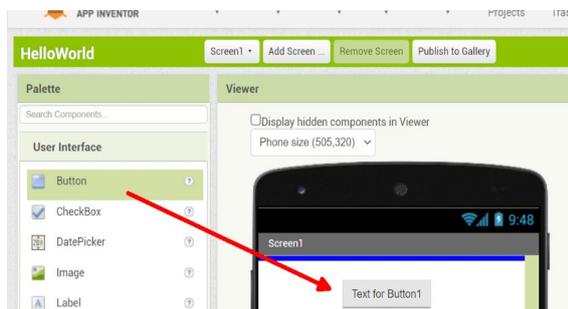
Put “HelloWorld” as Name



Clic on the project in the screen



Drag a button and a label to the screen



Go to Blocks



Press on **Button1** and drag the **block code when click**



Press on **Label1** and drag the block code **set text**



Press on **Text** and drag the block code **“ ”** to the set code





Modify the block code `“ ”` to put your name

```
when Button1 .Click  
do set Label1 . Text to "Hello World I'm Alfonso"
```

Repeat the process of the first app and probe it with your name ... now you can show your Friends that you are a

TRUE REAL PROGRAMMER :D :DD

Thanks!
☺



Connect with me in Etwinning for more ITC workshops “Alfonso Ballesteros”
In Twitter on the web [@DTSE_Erasmus](#)



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**Build your project on
your computer**



**Test it live on
your device**