



APP INVENTOR

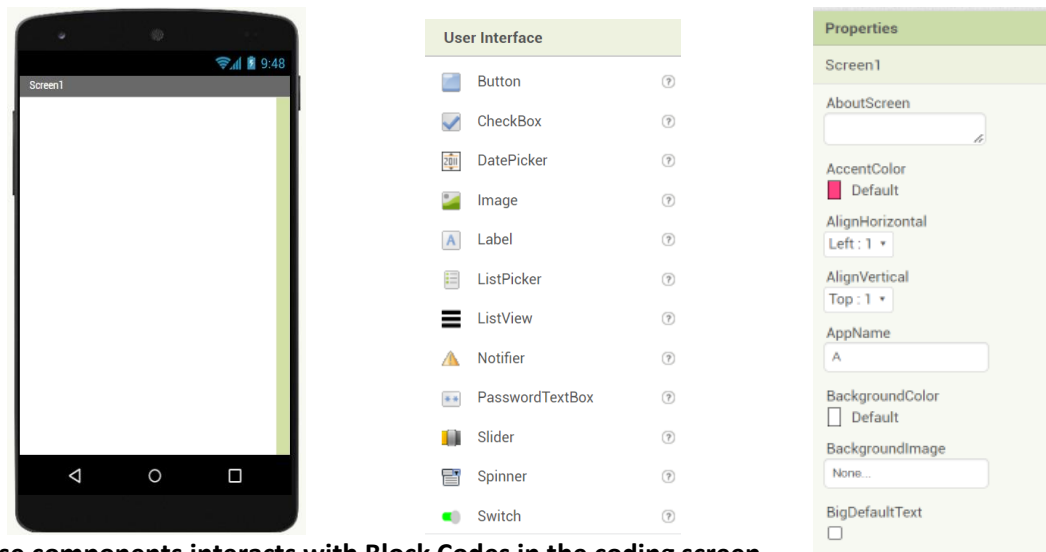
ENGLISH

What's App Inventor?

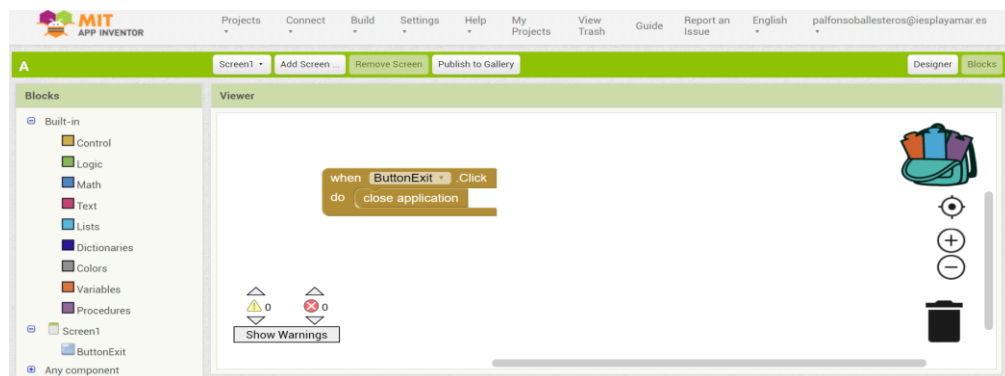
MIT App Inventor is a software development environment currently maintained by the Massachusetts Institute of Technology (MIT) for the development of applications for the Android operating system. The user can, visually and from a set of basic tools, link a series of blocks to create the application.

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

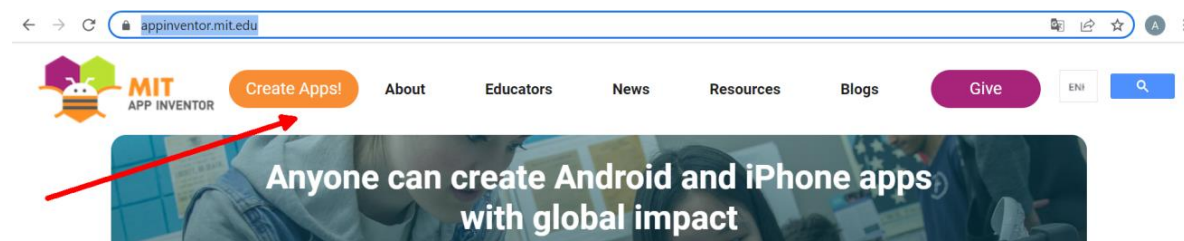


Let's Make some examples.

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

Entering the web

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





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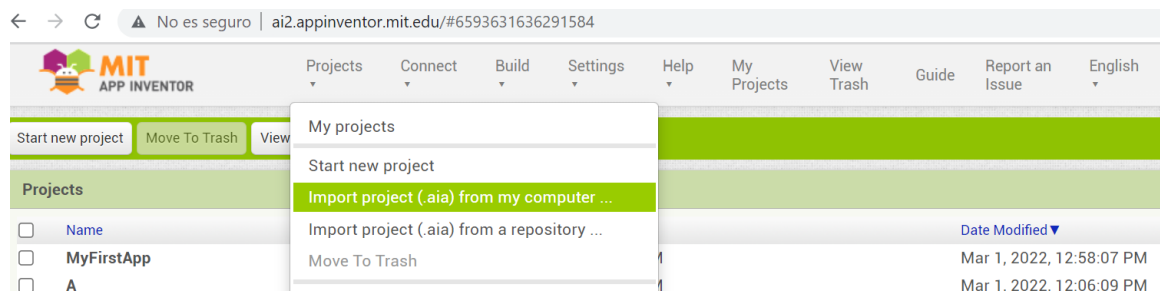
2. Login with you google account

First App – “Import an project”

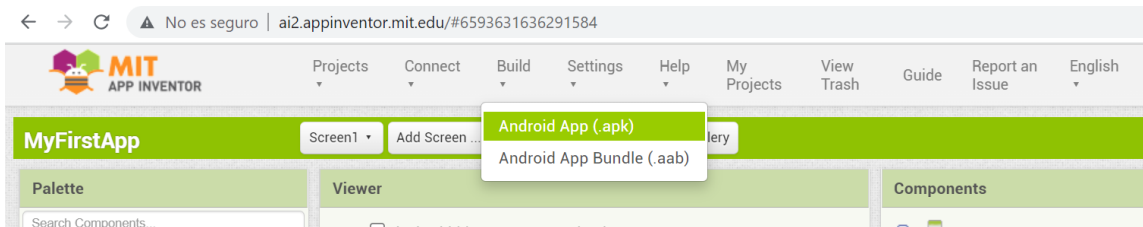
Enter this link <http://girlsboysprogramming.eu/app-inventor-mobile-programming-workshop/>
and get the first **aia** file



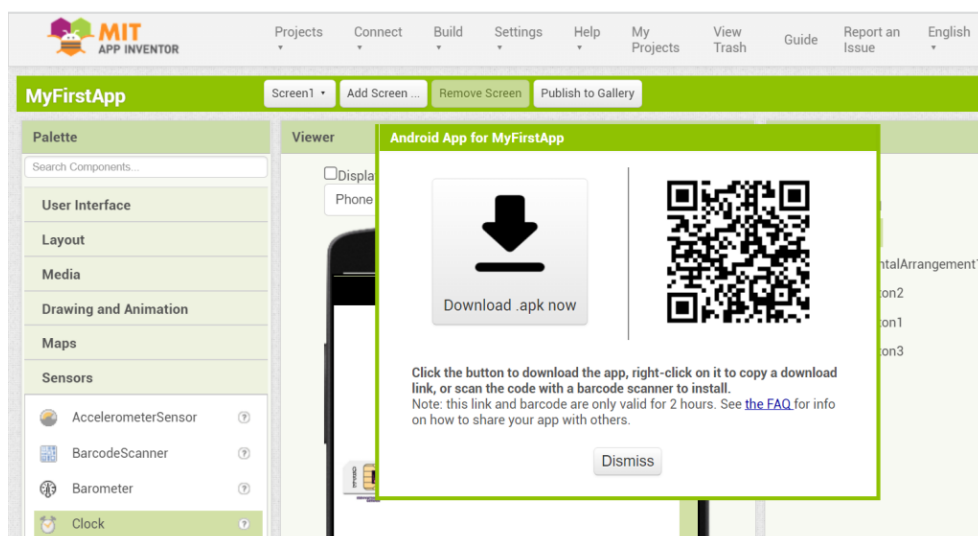
3. Then you have to import it



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



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



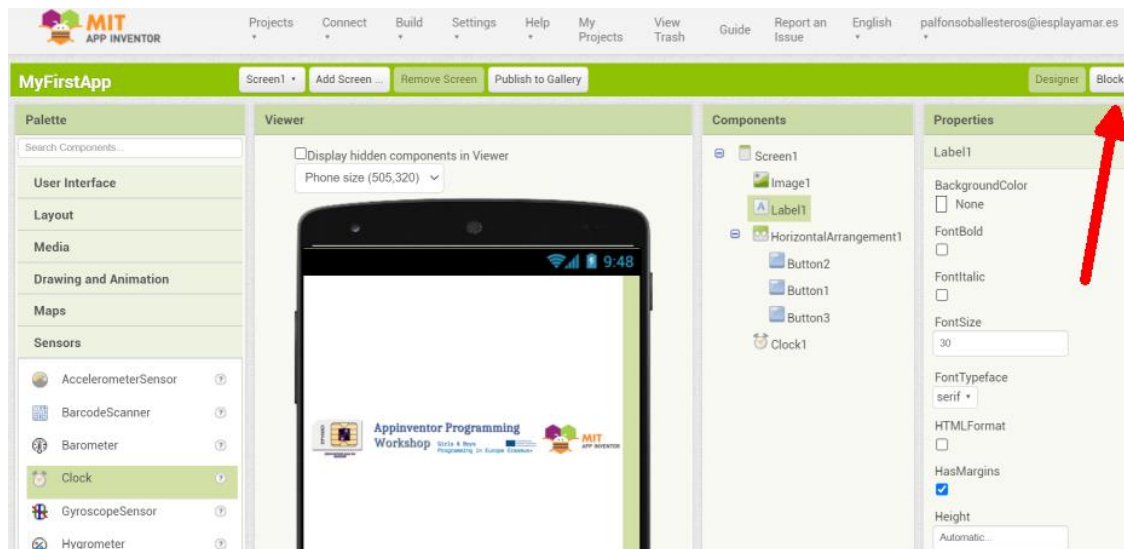


You will have to authorize your phone to accept this app :

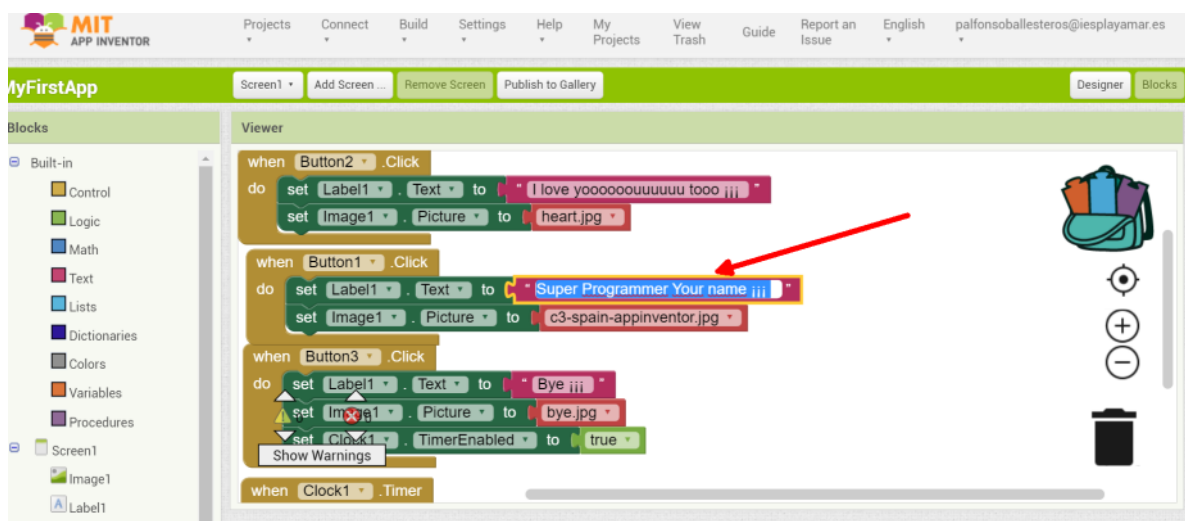
- When we download an .apk file, The android will warn us that the process is blocked.
- At the bottom of the screen we will see a notice indicating that **"applications from unknown sources cannot be installed"** and invites us to enter the **"Settings"**.
- Within the application we look for the **"Install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

Second App – “Modifying with your name”

1. Open the last project and go to Blocks



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



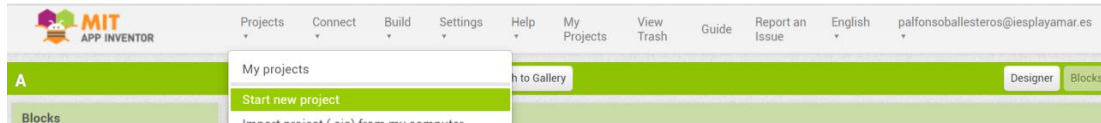
3. Repeat the process of the first app and probe it with your name ... now you can show your Friends that you are a **REAL PROGRAMMER** :)



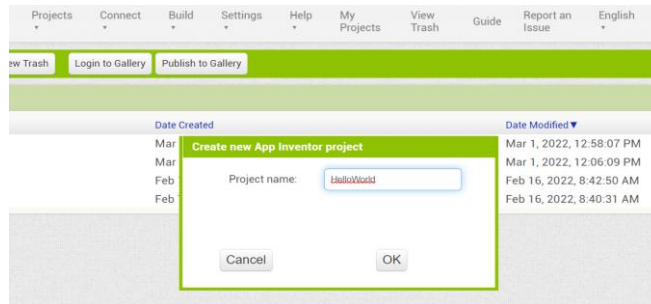
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App – “One app from scratch”

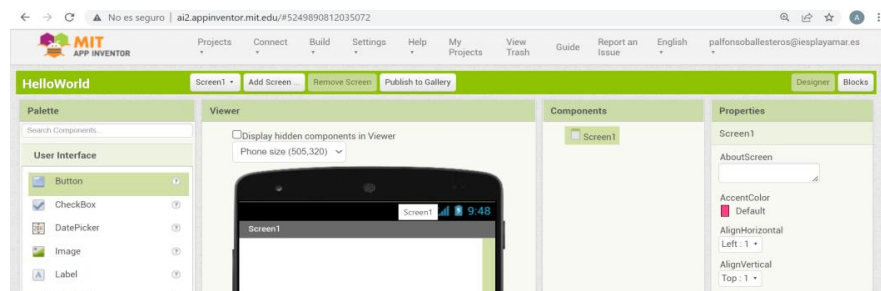
Press in Start new project



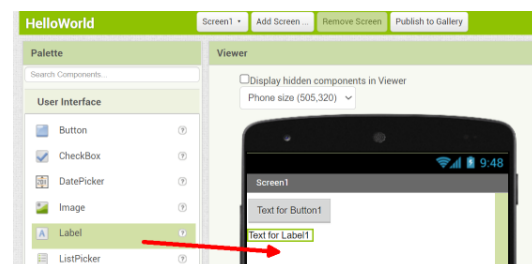
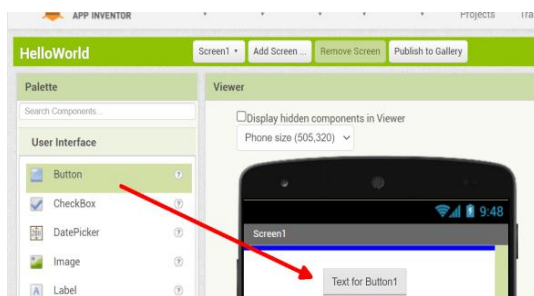
Put “HelloWorld” as Name



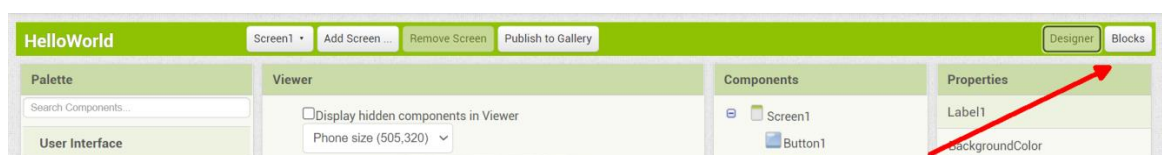
Click on the project in the screen



Drag a button and a label to the screen



Go to Blocks

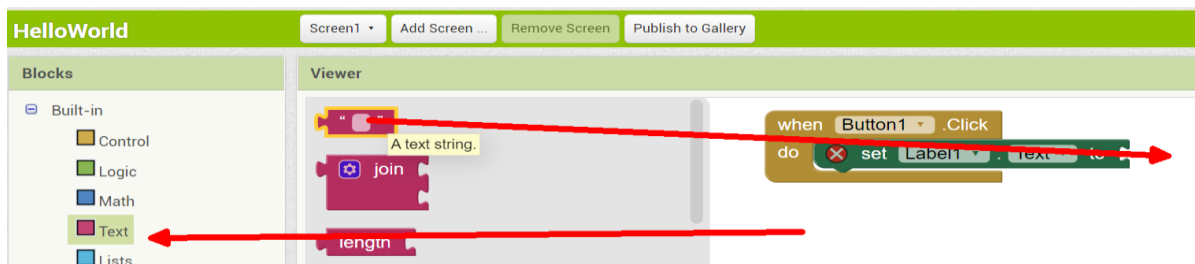




Press on **Button1** and drag the **block code when click**



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



Repeat the process of the first app and probe it with your name ...

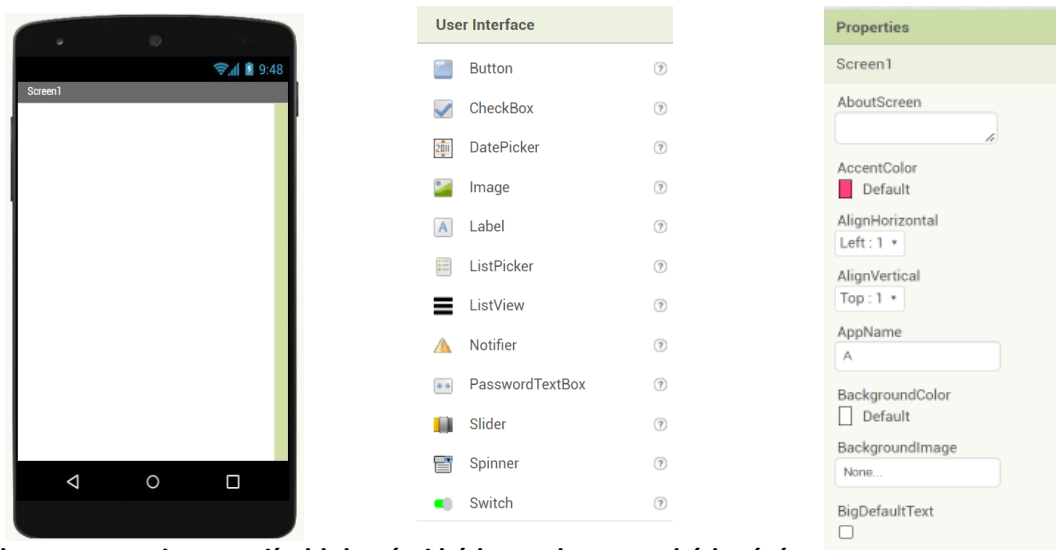
CZECH

Co je App Inventor?

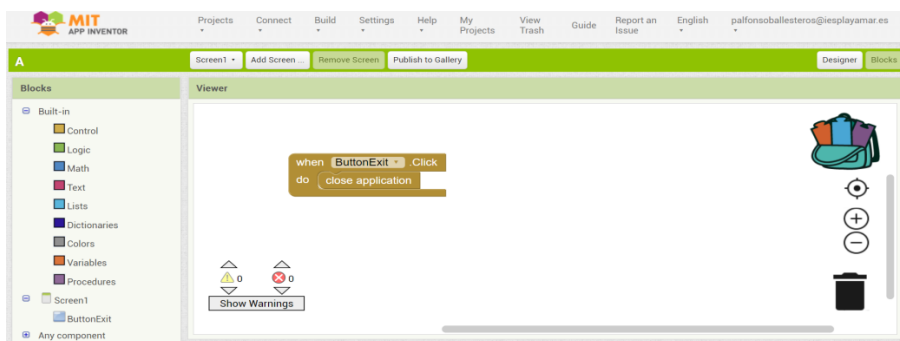
MIT App Inventor je softwarové vývojové prostředí, které v současnosti spravuje Massachusetts Institute of Technology (MIT) pro vývoj aplikací pro operační systém Android. Uživatel může vizuálně a ze sady základních nástrojů propojit řadu bloků a vytvořit aplikaci.

Jak funguje aplikace Inventor? Prostor má 4 základní koncepty:

Obrazovky obsahují prvky s vizuálními vlastnostmi.



Tyto komponenty interagují s blokovými kódy na obrazovce kódování

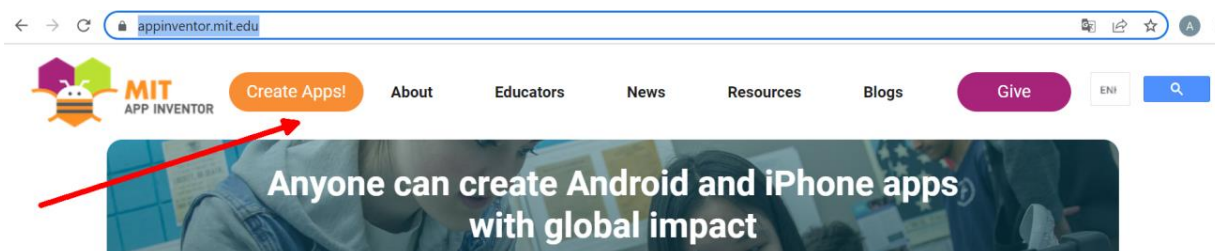


Vytvořte tyto příklady

Naprogramujete to na webu a otestujete aplikaci s našimi mobily.

Vstup na web

1. Napište do google „appinventor“ nebo stiskněte <https://appinventor.mit.edu/> a stiskněte **Create Apps!**



2. Přihlaste se pomocí svého účtu Google



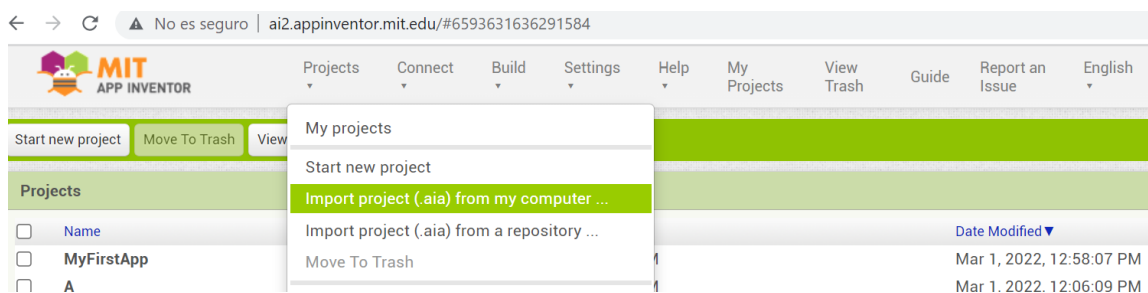
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První aplikace - „Importovat projekt“

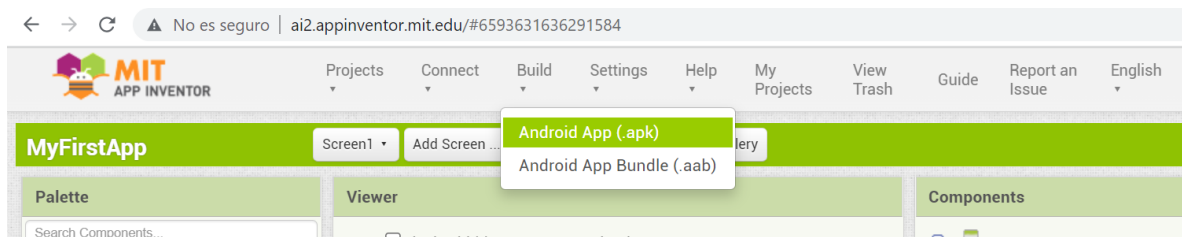
Zadejte tento odkaz <http://girlsboysprogramming.eu/app-inventor-mobile-programming-workshop/>
a získáte první soubor aia



Poté jej musíte importovat

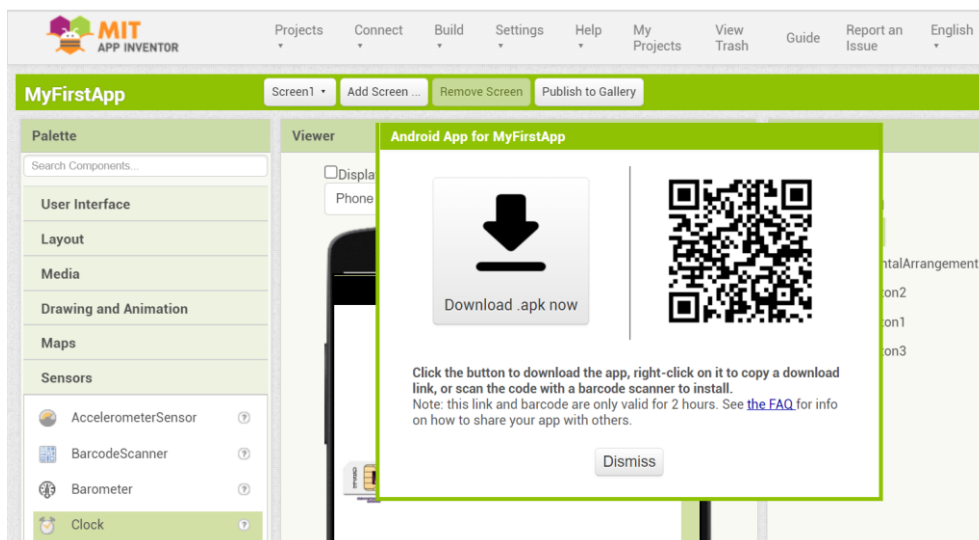


Ukážeme to na vašem mobilním telefonu v sestavení > Android App



Poté se objeví QR obrázek, který budete muset naskenovat mobilním telefonem.

K přijetí této aplikace budete muset svůj telefon autorizovat:

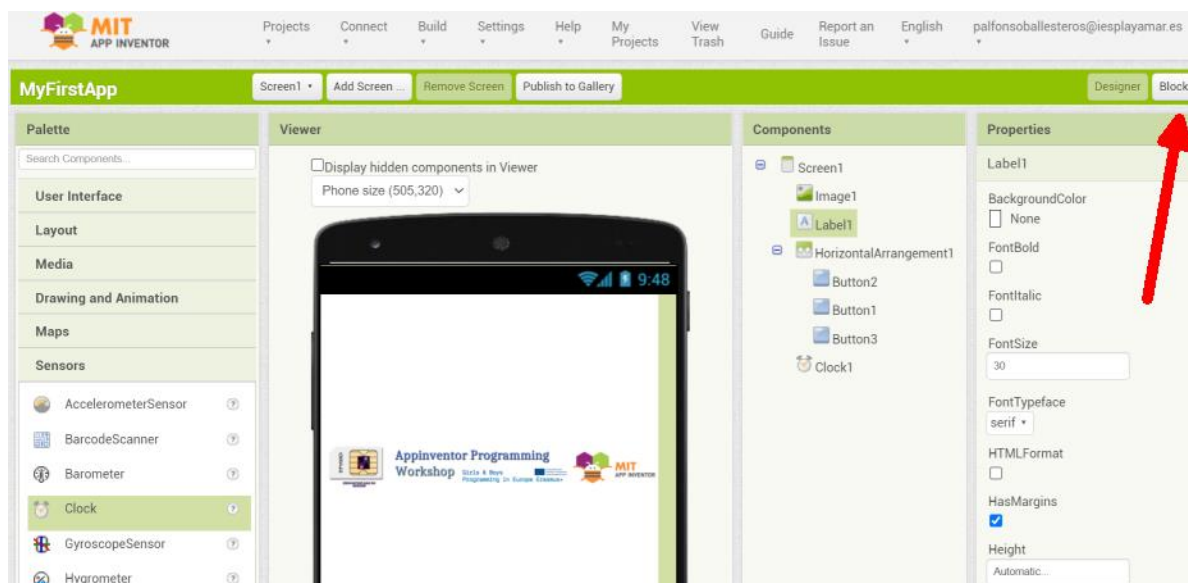




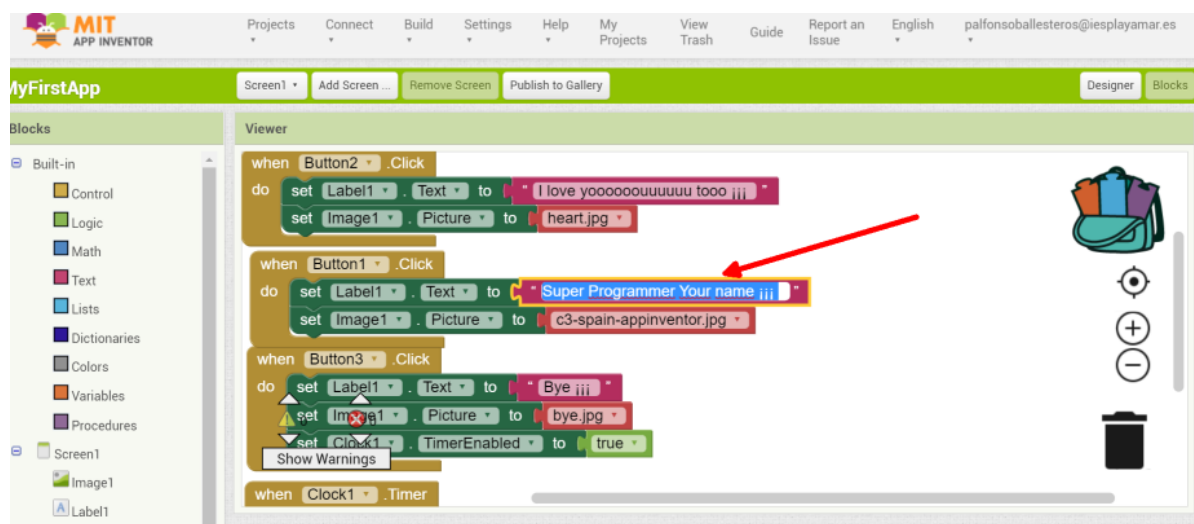
- Když stáhneme soubor .apk, Android nás upozorní, že proces je zablokován.
- Ve spodní části obrazovky uvidíme upozornění, že „aplikace z neznámých zdrojů nelze nainstalovat“ a vyzve nás ke vstupu do „Nastavení“.
- V aplikaci vyhledáme sekci „Instalovat neznámé aplikace“ a aktivujeme políčko.
- Vyzkoušejte aplikaci ve svém mobilním telefonu

Druhá aplikace – „Úprava s Vaším jménem“

1. Otevřete poslední projekt a přejděte na Bloky



2. Klikněte na blok Super programátor a zadejte své JMÉNO



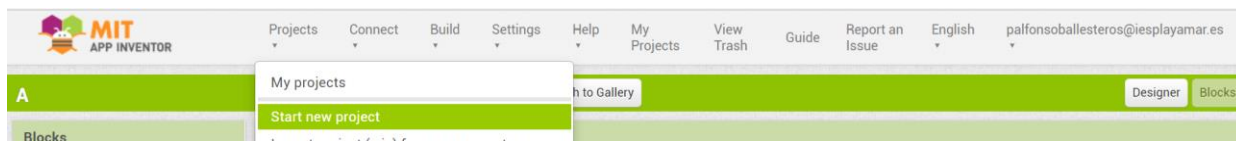
- ### 3. Opakujte proces první aplikace a vyzkoušejte ji se svým jménem... nyní můžete svým přátelům ukázat, že jste SKUTEČNÝ PROGRAMÁTOR :)

Třetí aplikace – „Jedna aplikace od začátku“

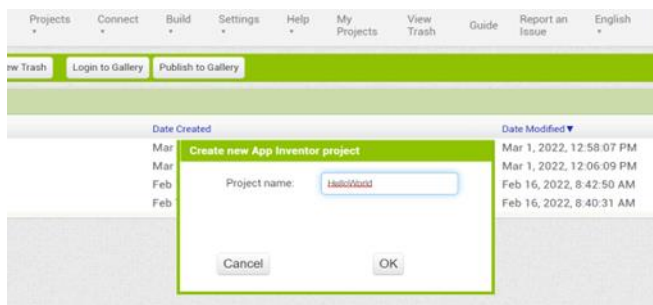


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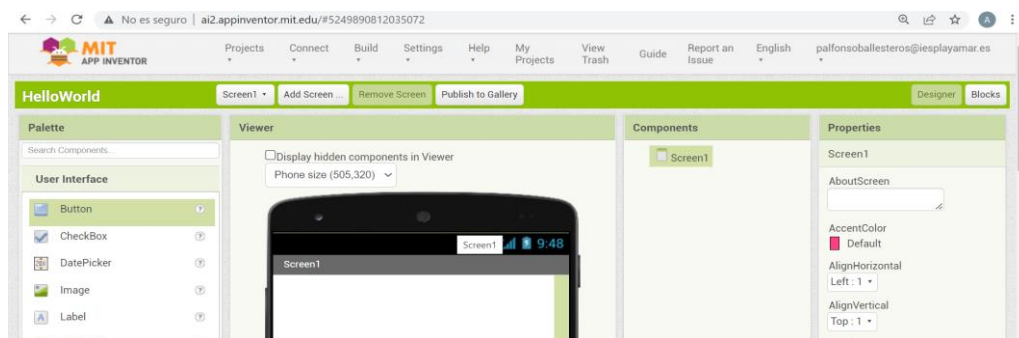
Stiskněte „Start new project“



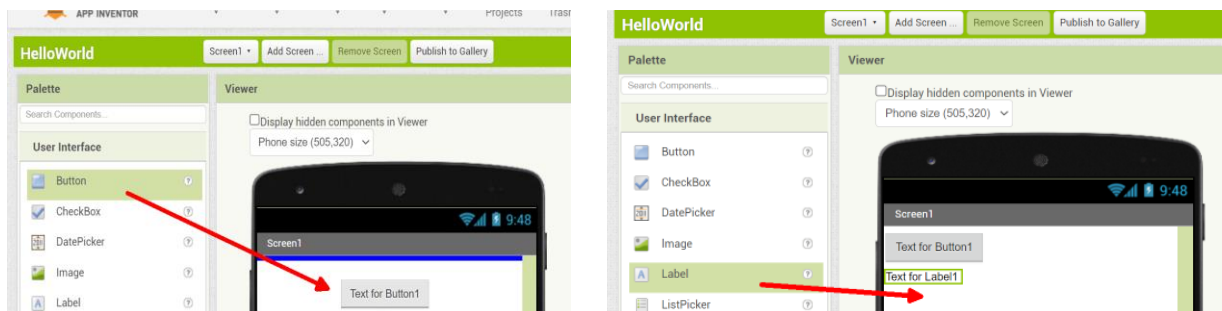
Jako Jméno zadejte „HelloWorld“



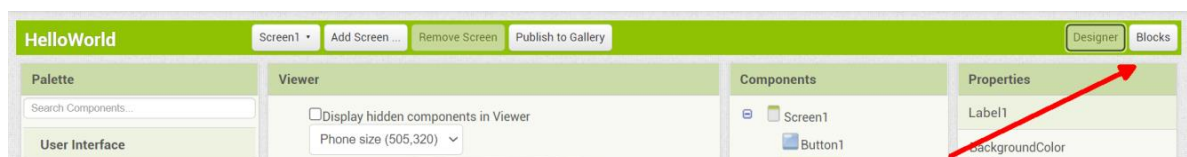
Klikněte na projekt na obrazovce



Přetáhněte tlačítko a štítek na obrazovku

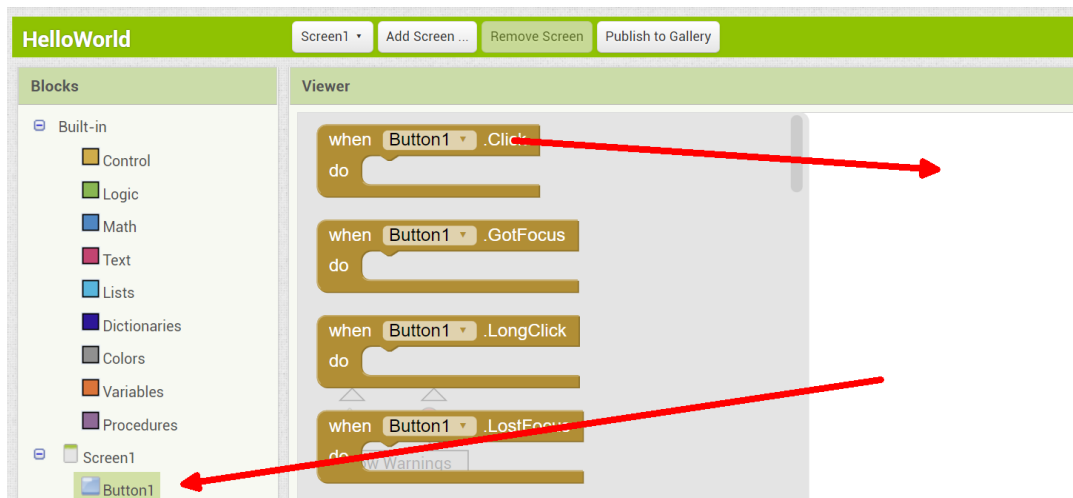


Přejděte na Bloky

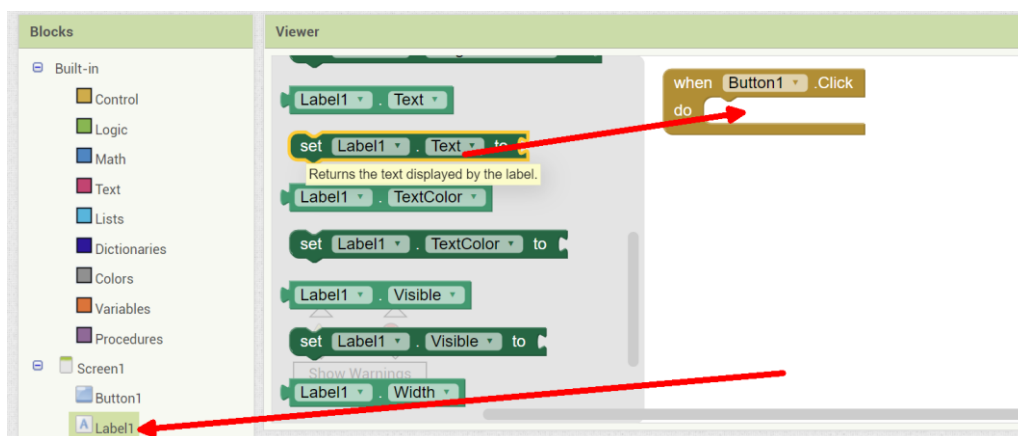




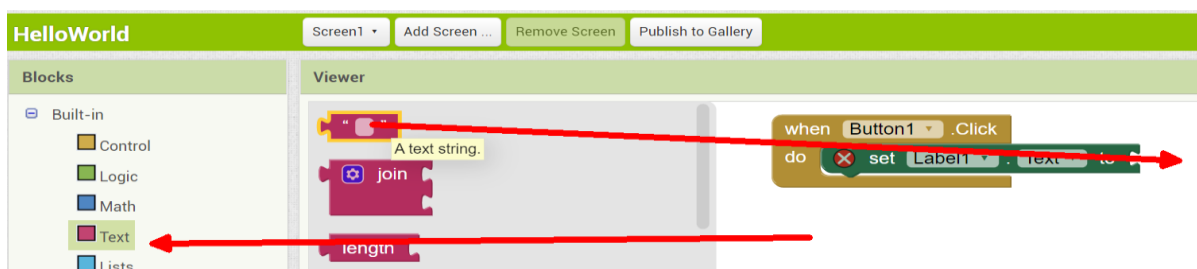
Stiskněte tlačítko Button1 a po kliknutí přetáhněte kód bloku



Stiskněte Label1 a přetáhněte text sady kódu bloku



Stiskněte Text a přetáhněte blokový kód " " do nastaveného kódu.



Upravte blokový kód " " a vložte své jméno.



Opakujte proces první aplikace a vyzkoušejte ji se svým jménem...



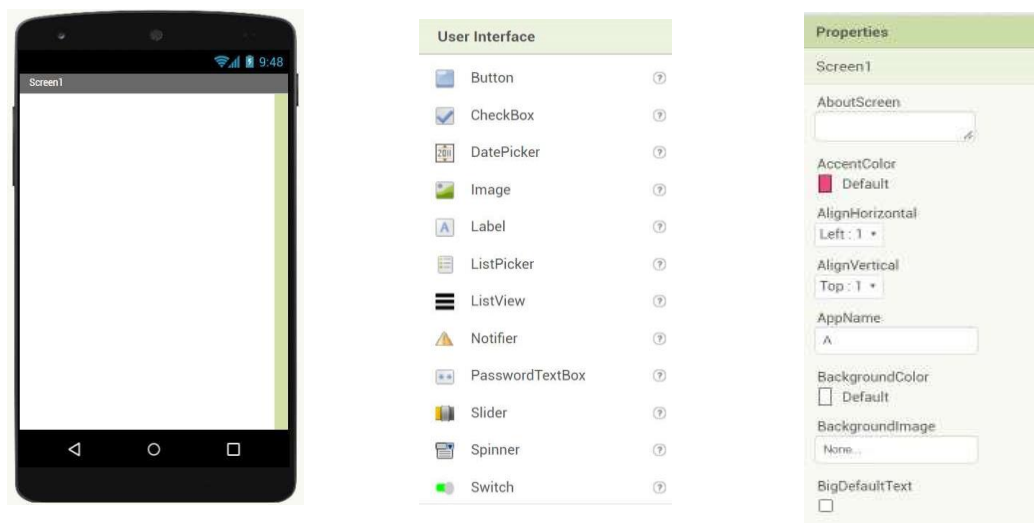
PORTUGAL

O QUE É O APP INVENTOR?

App Inventor do MIT é um ambiente de desenvolvimento de software atualmente mantido pelo Massachusetts Institute of Technology (MIT) para o desenvolvimento de aplicações para o sistema operativo Android. O utilizador pode, visualmente e a partir de um conjunto de ferramentas básicas, ligar uma série de blocos para criar a aplicação.

Como funciona o App Inventor? O ambiente tem 4 Conceitos básicos:

Os ecrãs contêm elementos visuais com propriedades



Estes componentes interagem com códigos de bloco no ecrã de codificação

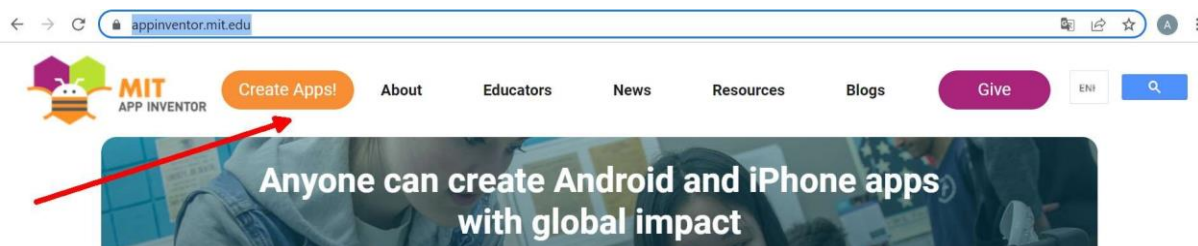


Vamos fazer alguns exemplos.

Vamos programá-lo na web e testar a app com os nossos telemóveis

Entrando na web

1. Google "appinventor" ou [pressione https://appinventor.mit.edu/](https://appinventor.mit.edu/) e pressione Criar Apps.





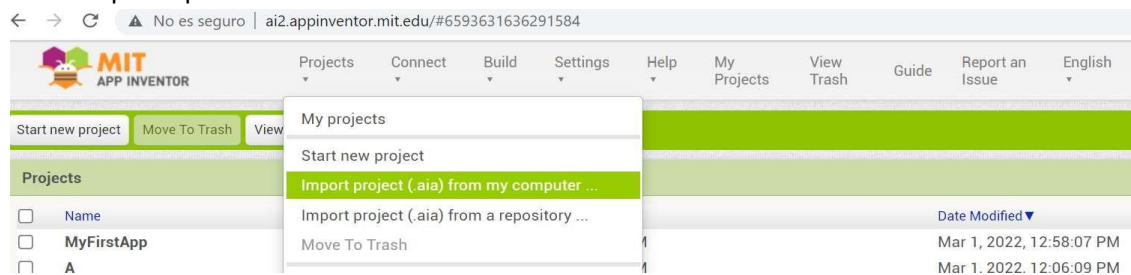
2. Faça login com a conta do Google

PRIMEIRA APP – " IMPORTE UM PROJETO"

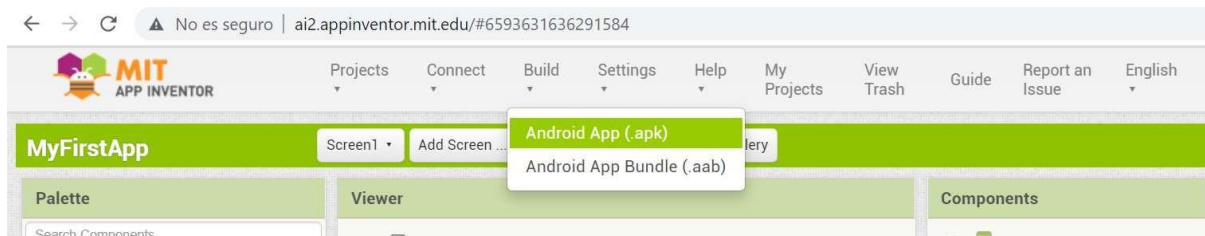
Introduza este link <http://girlsboysprogramming.eu/app-inventor-mobile-programming-workshop/> e obter o primeiro arquivo aia



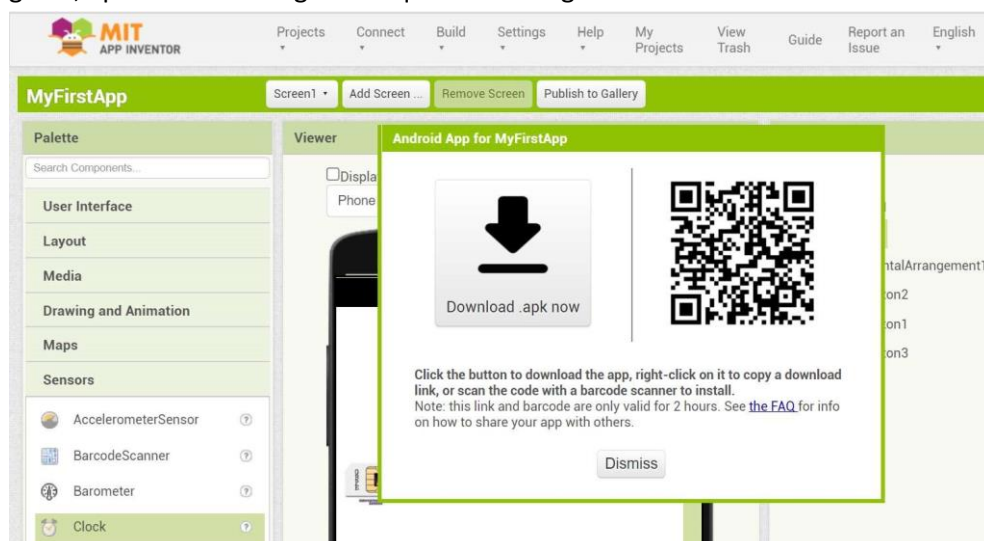
Então tem que importá-lo.



Vamos testá-lo no seu telemóvel, pressione construir > Aplicação Android



Em seguida, aparece uma imagem QR que terá de digitalizar com o seu telemóvel.



Terá de autoautorizar o seu telemóvel para aceitar esta aplicação:

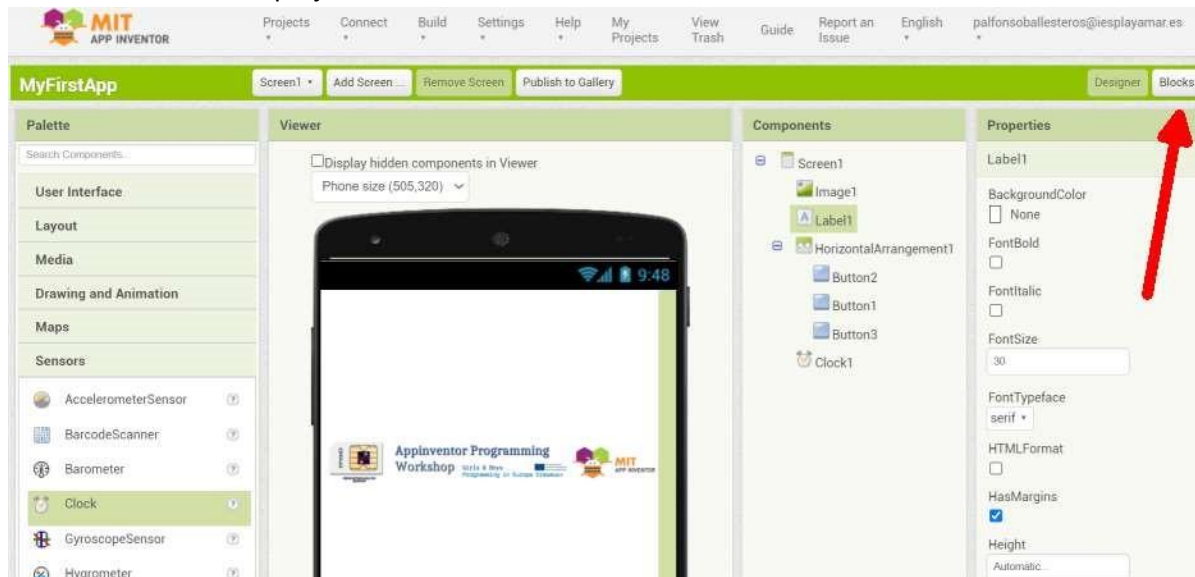


- Quando descarregamos um ficheiro .apk, o Android irá avisar-nos que o processo está bloqueado.
- Na parte inferior do ecrã veremos um aviso indicando que "aplicações de fontes desconhecidas não podem ser instaladas" e convida-nos a introduzir as "Definições".
- Dentro da aplicação procuramos a secção "Instalar aplicações desconhecidas" e ativar a caixa.

Testar a App no seu telemóvel

SEGUNDA APP – "MODIFICAR COM O SEU NOME"

1. Abra o último projeto e vá a Bloco



2. Clica no bloco de Super programador e coloque o seu NOME



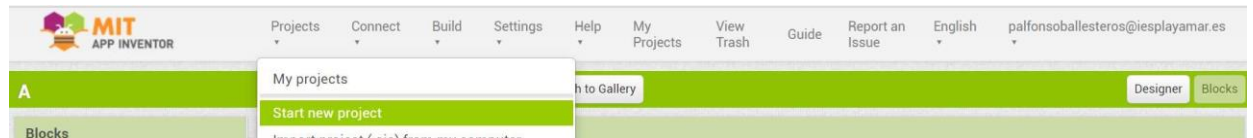
3. Repita o process da primeira aplicação e teste-a com o seu nome... agora pode mostrar aos seus Amigos que é um programador real :)

APP – "UMA APP A PARTIR DO INICIO"

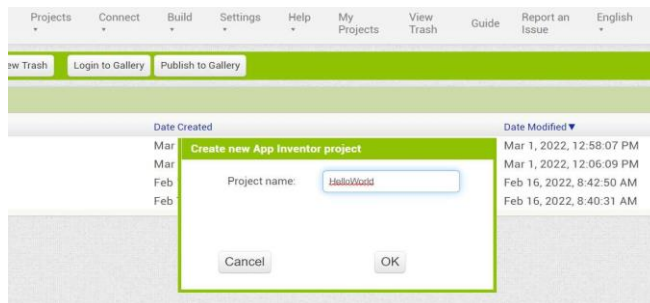
Pressione em Iniciar novo projeto



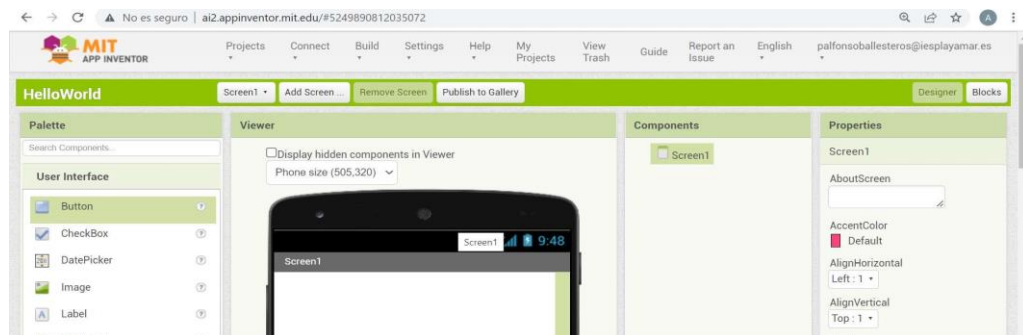
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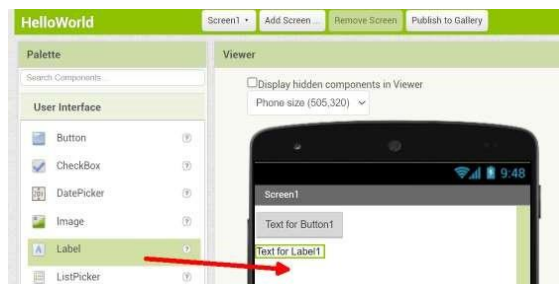
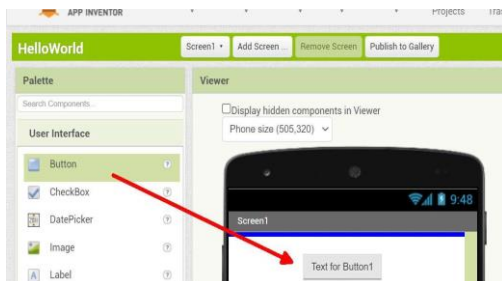
Coloque "HelloWorld" como nome



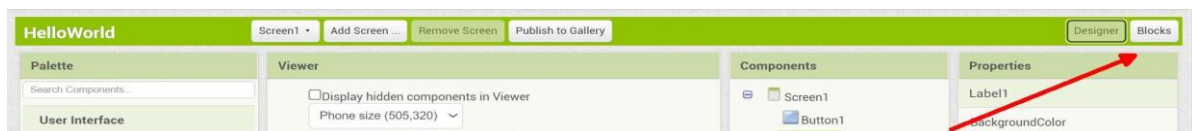
Clic no projeto no ecrã



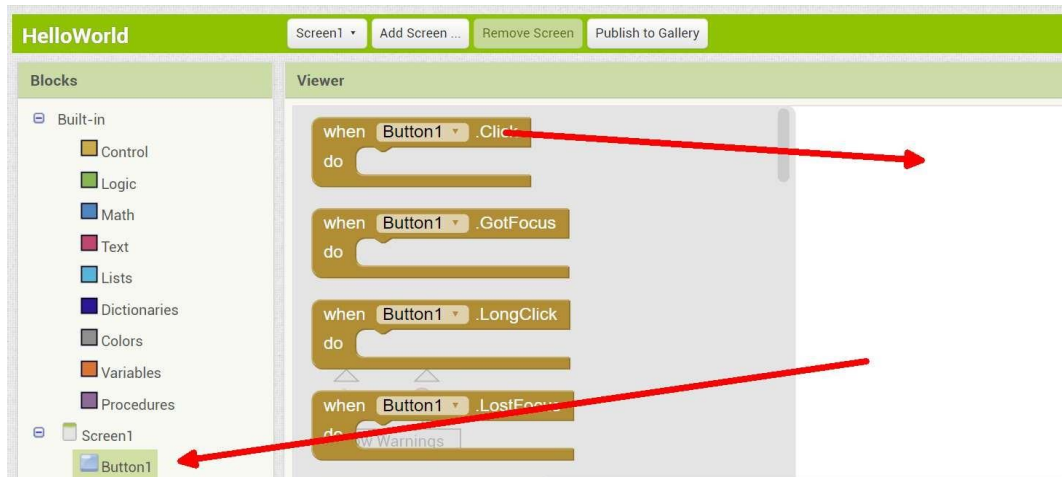
Arraste um botão e uma etiqueta para o ecrã



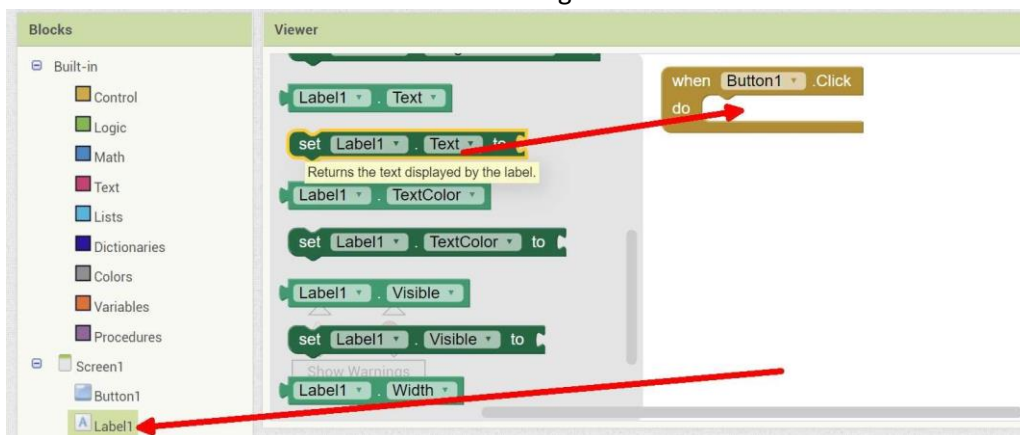
Ir a Blocos



Pressione o Botão1 e arraste o código do bloco ao clicar



Pressione na Rótulo1 e arraste o bloco de código Definir texto



Pressione o Texto e arraste o código de bloco " " para o código definido



Modifique o bloco de código " " para colocar o seu nome



Repita o process da primeira aplicação e teste-a com o seu nome... agora pode mostrar aos seus Amigos que é um programador



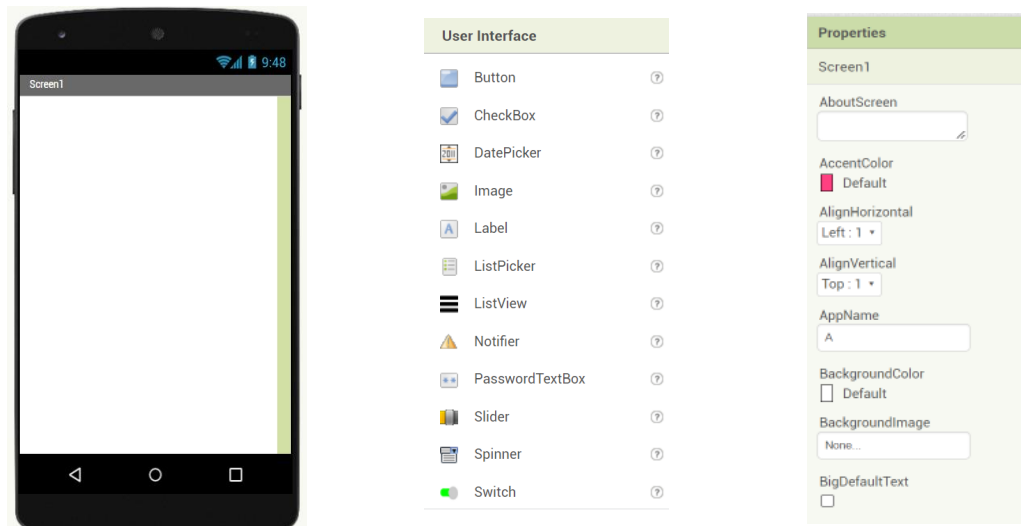
ICELAND

Hvað er App Inventor?

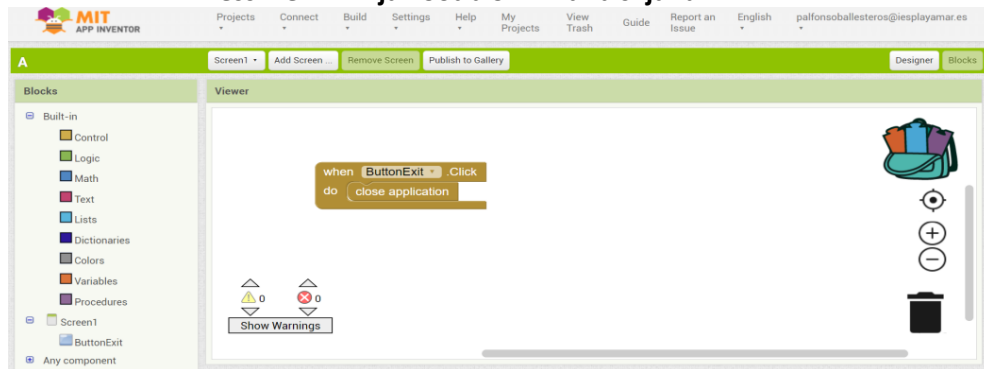
MIT App Inventor er forritunarumhverfi sem Massachusetts Institute of Technology (MIT) sér um til þess að búa til forrit í Android stýrikerfinu. Notandi getur, bæði sjónrænt og með einföldum tólum, tengt mismunandi kóðablokkir til þess að búa til app.

Hvernig virkar App Inventor? Umhverfið er með fjögur grunn kerfi:

Screens contains visual elements with Properties



Þessi kerfi virkja kóðablokkirnar á skjánum

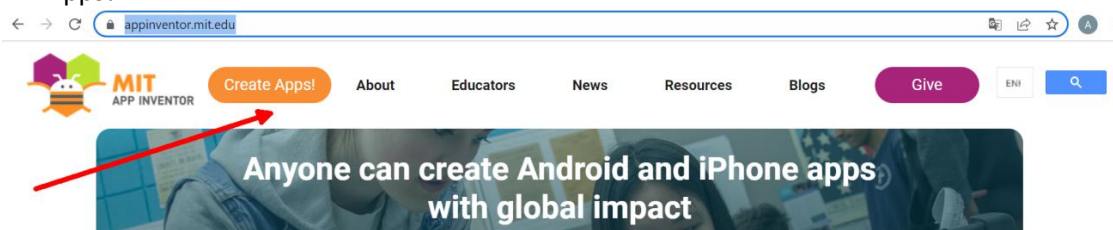


Gerum nokkur dæmi.

Við munum forrita þetta á netinu og nota svo appið í símanum okkar

Förum á vefsíðuna

1. Google "appinventor" eða nota linkinn <https://appinventor.mit.edu/> og ýta á Create Apps!





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2. Skráið ykkur inn á google account

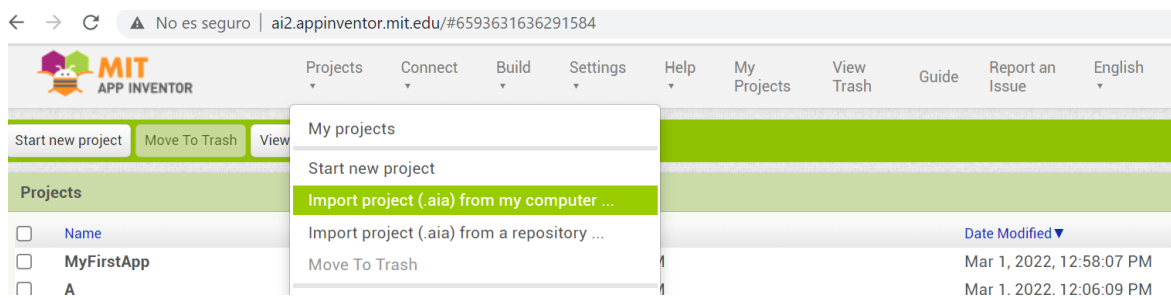
fyrsta appið – “ Import and project”

Skrifið þennan link <http://girlsboysprogramming.eu/app-inventor-mobile-programming-workshop/>

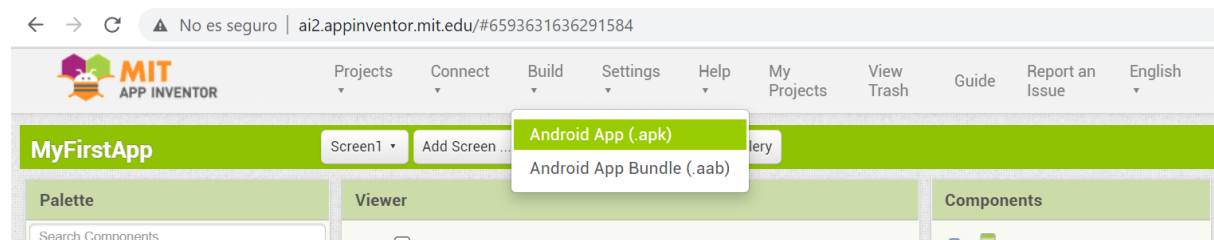
Og fáðið ykkar fyrstu aia file



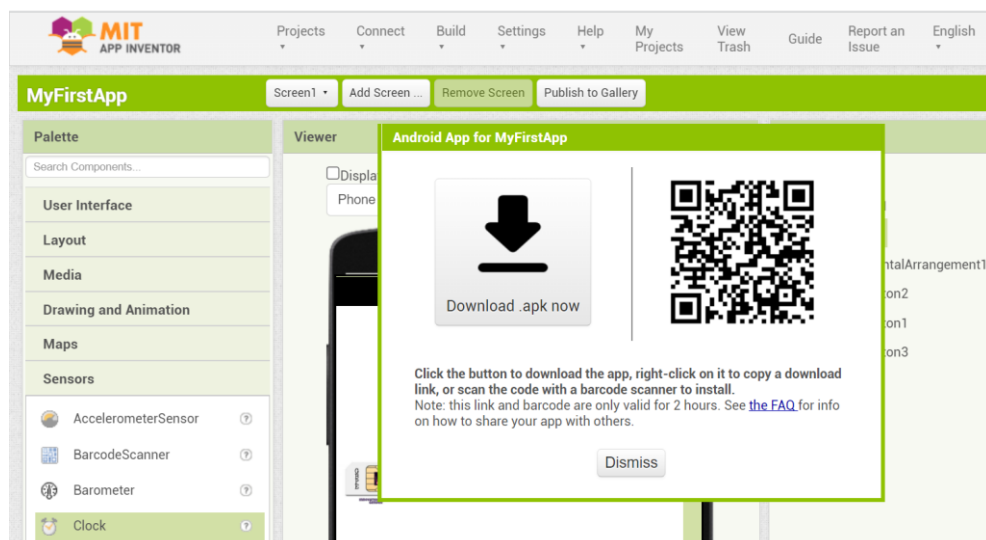
Svo þarf að flytja hana inn



Við ætlum að nota þetta í símanum. Ýtið á build> Android App



Við fáum QR kóða



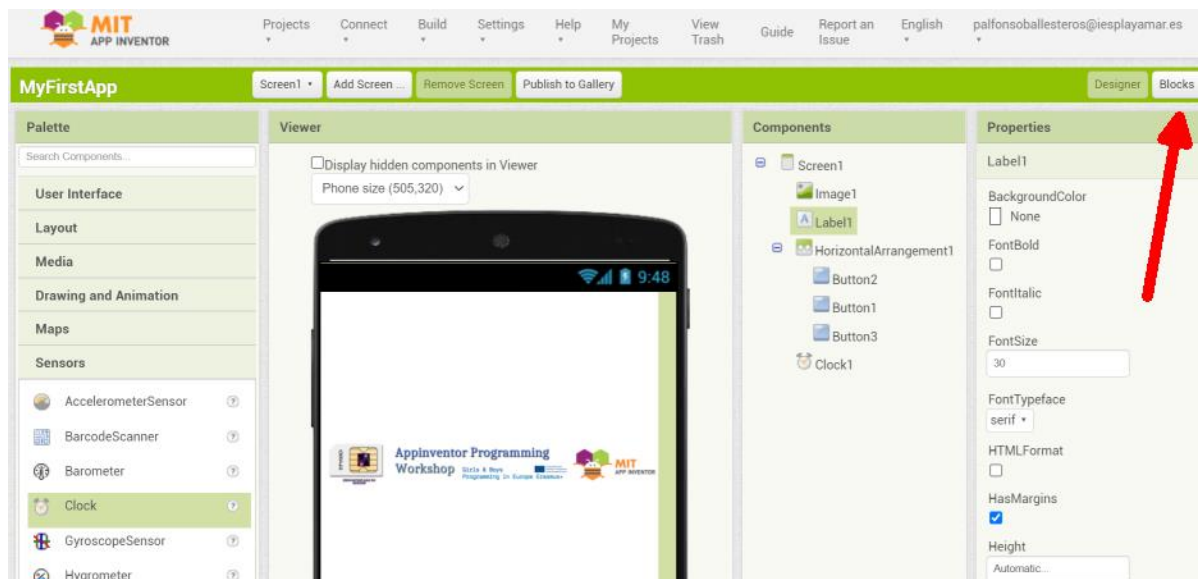


Og samþykkingu appið :

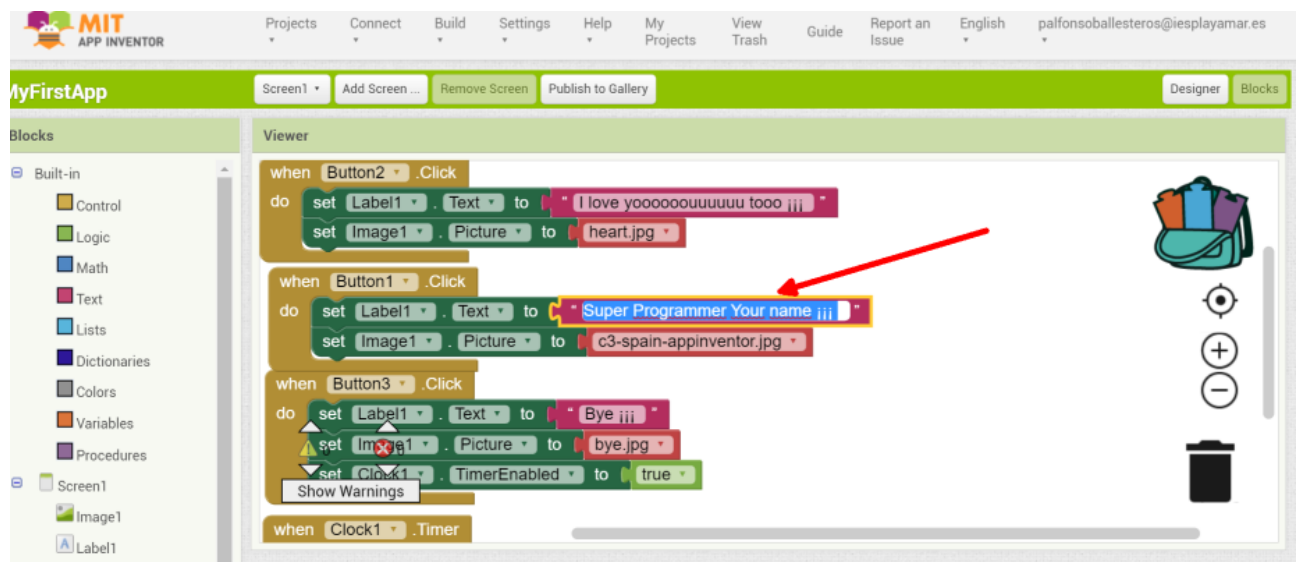
- Þegar við náum í .apk file, þá byrjar síminn á því að vara okkur við.
- Neðst á skjánum sjáum við "**applications from unknown sources cannot be installed**" og við veljum "**Settings**".
- Við leitum að "**Install unknown applications**" og veljum það.

Annað App – “Modifying with your name”

1. Opnum síðasta verkefni og förum í “Blocks”



2. Ýtum á Super programmer og setjum nafnið okkar



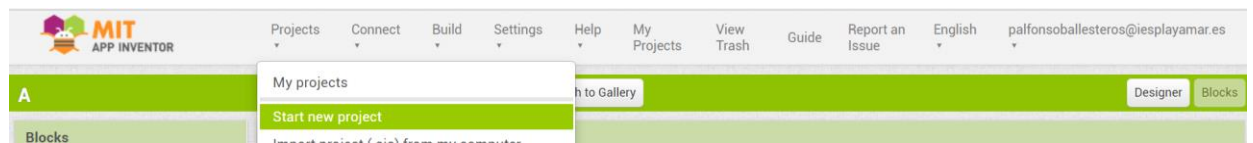
3. Endurtökum það sem við gerðum í fyrsta appinu. Nú getið þið sýnt vinum ykkar að þið séuð alvöru forritarar 😊

App – “One app from scratch”

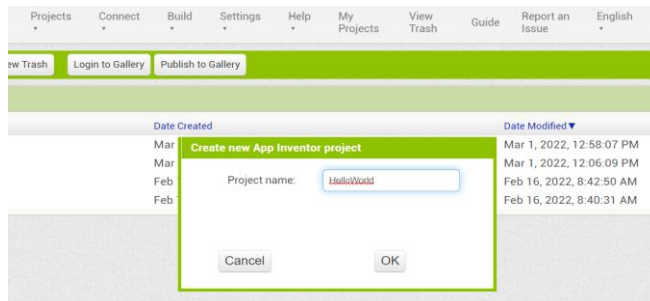
Ýtum á start new project



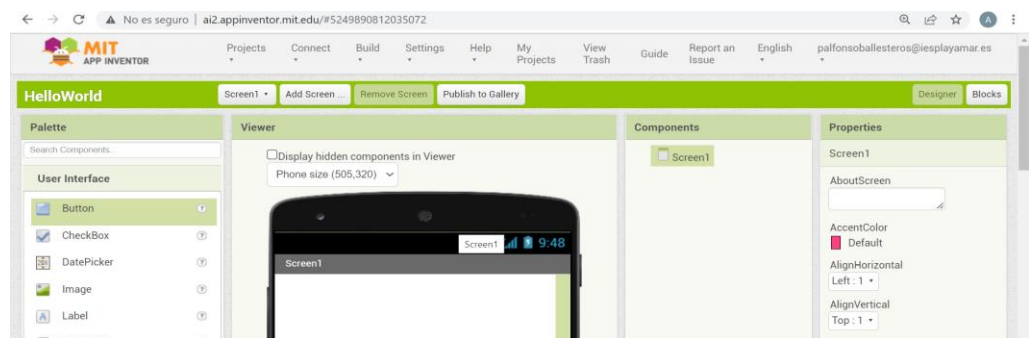
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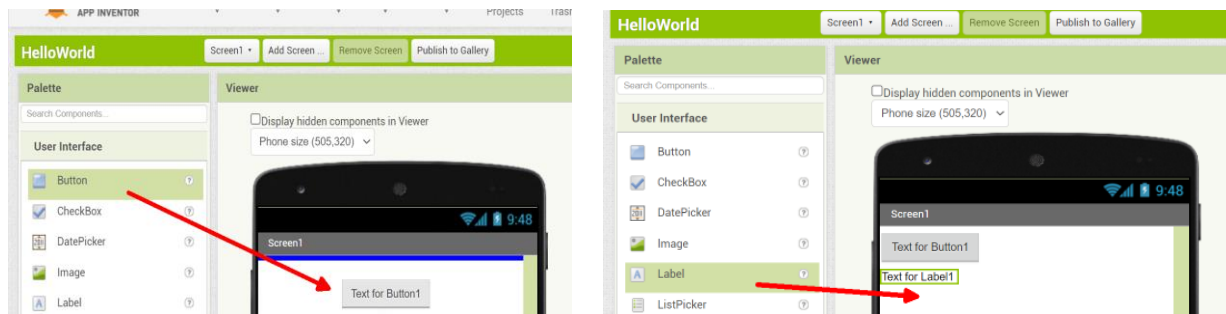
setjum "HelloWorld" sem nafnið



ýtum á verkefnið



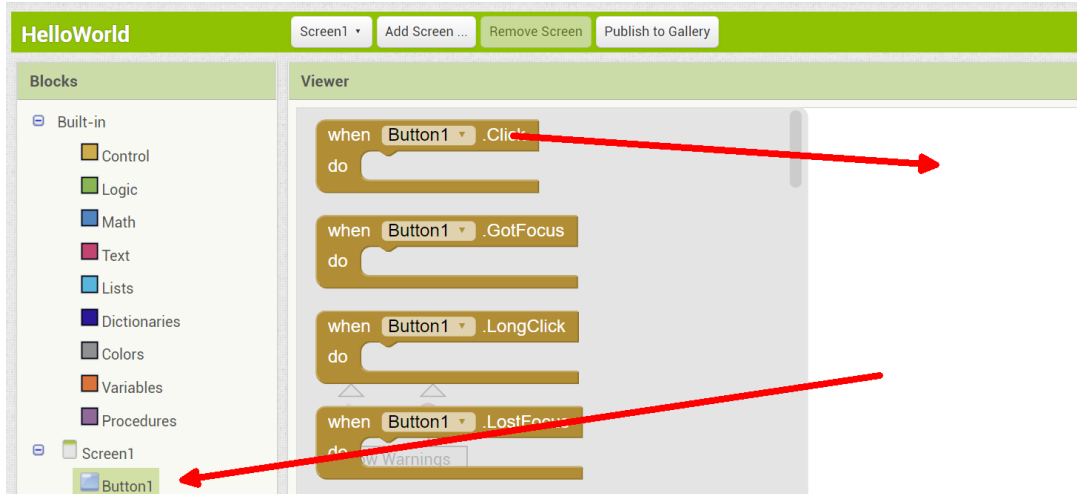
Drögum takka til og merki á skjáinn



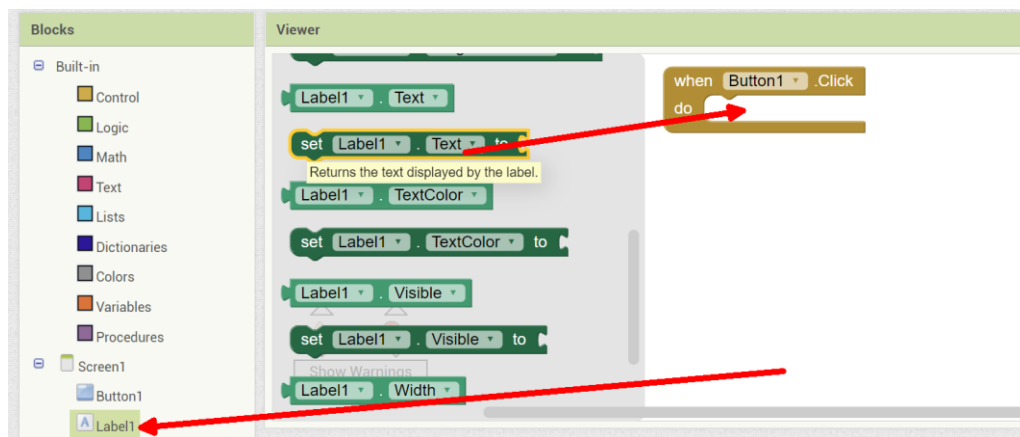
Farið í Blocks



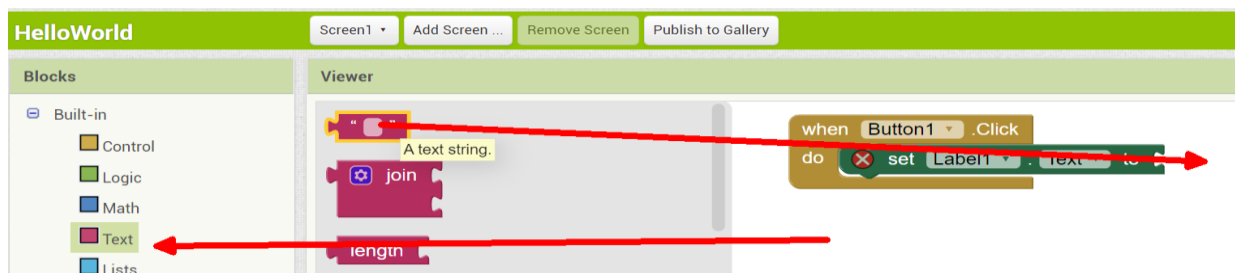
Ýtið á Button1 og dragið block code when click



Ýtið á **Label1** og dragið kóðablokkina **set text**



Ýtið á **Text** og dragið kóðablokkina **" "** í set kóðann



Setjið nafnið ykkar í kóðablokkina **" "**



Endurtakið svo það sem þið gerðuð í fyrsta forritinu



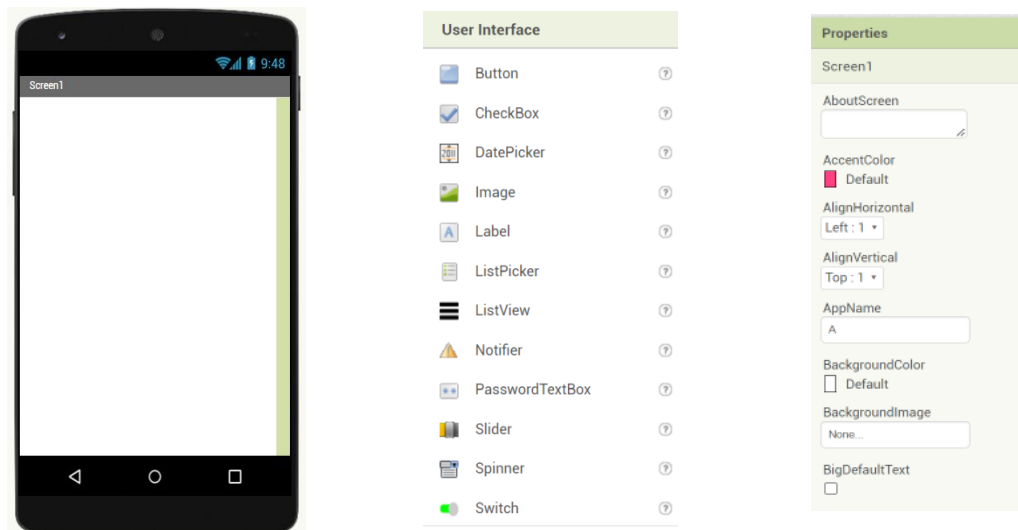
ITALIAN

cos'è App Inventor?

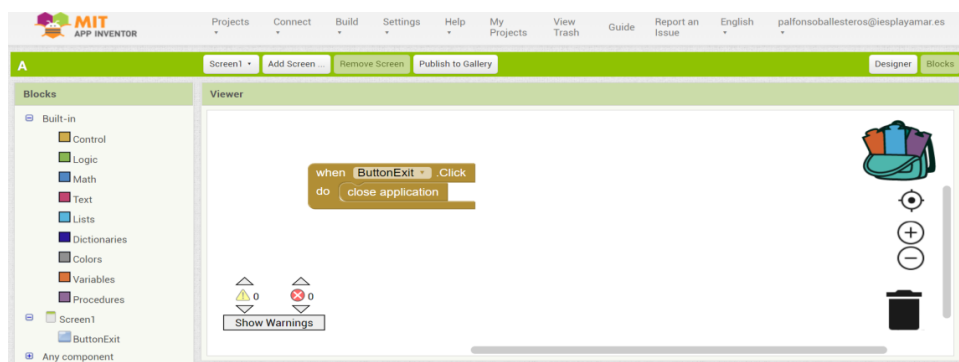
MIT App Inventor è un ambiente di sviluppo software attualmente gestito dal Massachusetts Institute of Technology (MIT) per lo sviluppo di applicazioni per il sistema operativo Android. L'utente può, visivamente e da una serie di strumenti di base, collegare una serie di blocchi per creare l'applicazione.

Come funziona App Inventor? L'ambiente ha 4 concetti di base :

Schermi contiene elementi visuali con Proprietà



Questi componenti interagiscono con i blocchi di codice nella schermata di codifica

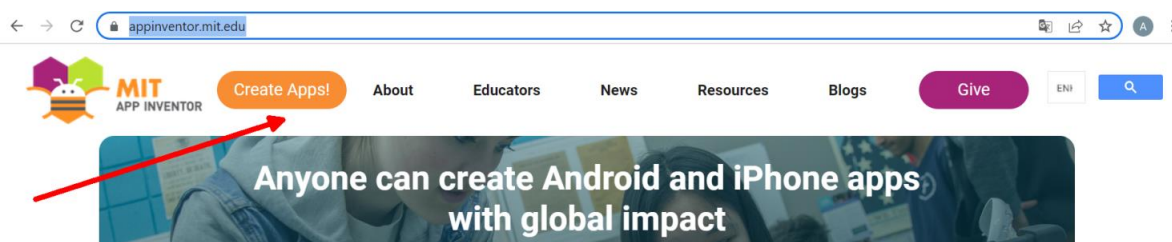


Facciamo qualche esempio.

Lo programmeremo sul web e sonderemo l'app con i nostri smartphone

Entriamo nel web

1. Google "appinventor" o seguire il link <https://appinventor.mit.edu/> e selezionare Create Apps





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2. Effettuare il Login con il proprio account Google

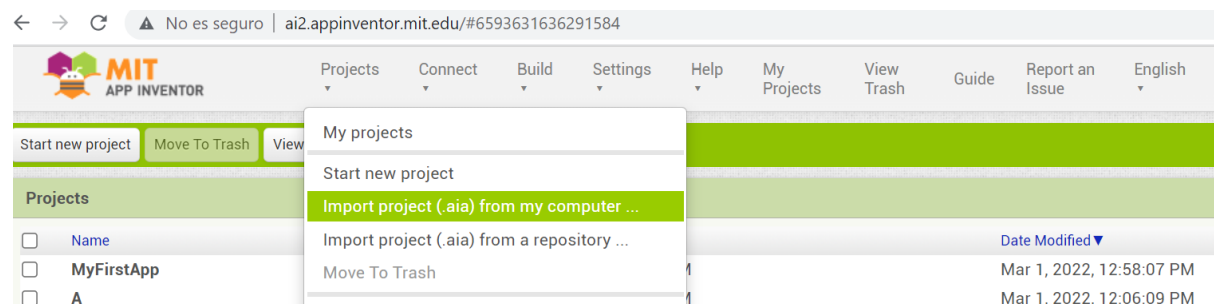
#1 App – “Importare un progetto”

Segui il link <http://girlsboysprogramming.eu/app-inventor-mobile-programming-workshop/>

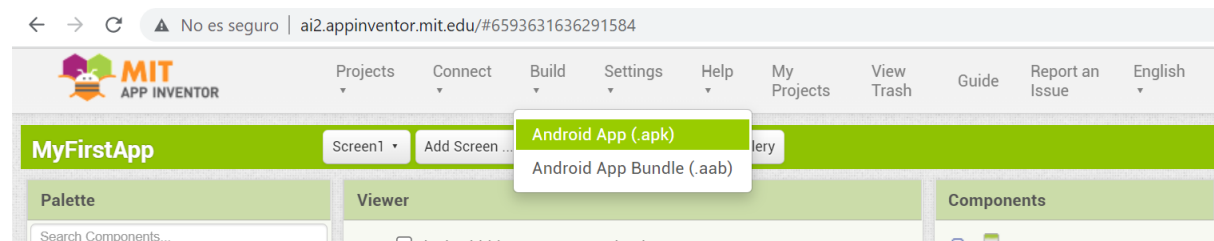
e seleziona il primo aia file



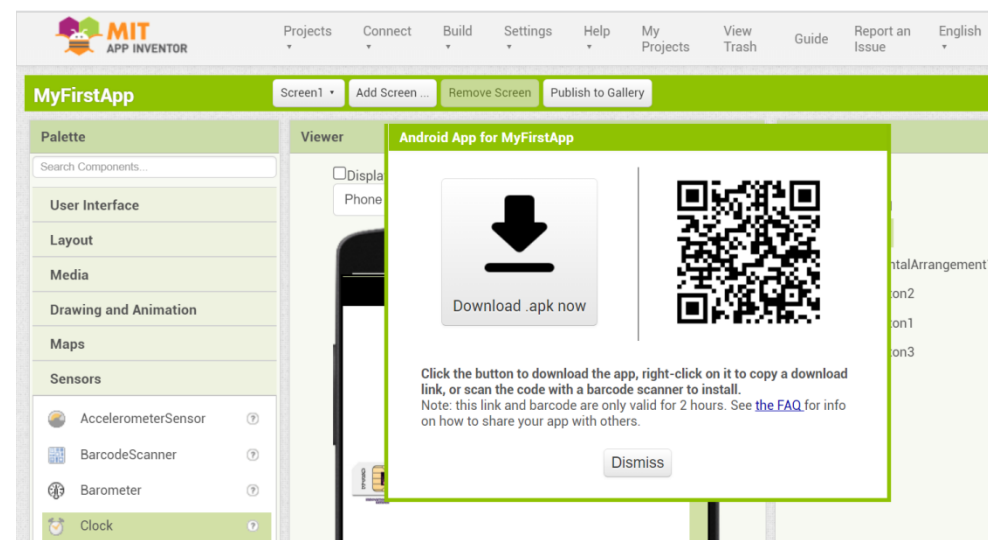
Ora devi importarlo



Lo dimostreremo sul tuo cellulare, premi in build > App Android



Quindi appare un'immagine QR che dovrai scansionare con il tuo cellulare.



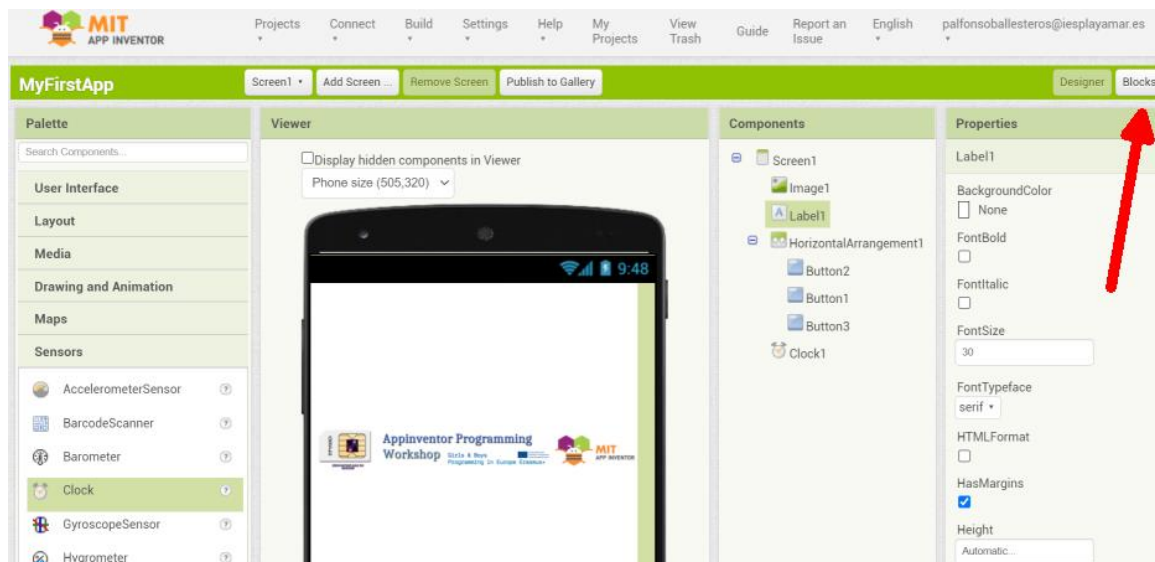
Dovrai autorizzare il tuo telefono ad accettare questa app:

- Quando scarichiamo un file .apk, Android ci avviserà che il processo è bloccato.
- Nella parte inferiore dello schermo vedremo un avviso che indica che "non è possibile installare applicazioni da fonti sconosciute" e ci invita ad entrare nelle "Impostazioni".
- All'interno dell'applicazione cerchiamo la sezione "Installa applicazioni sconosciute" e attiviamo la casella.

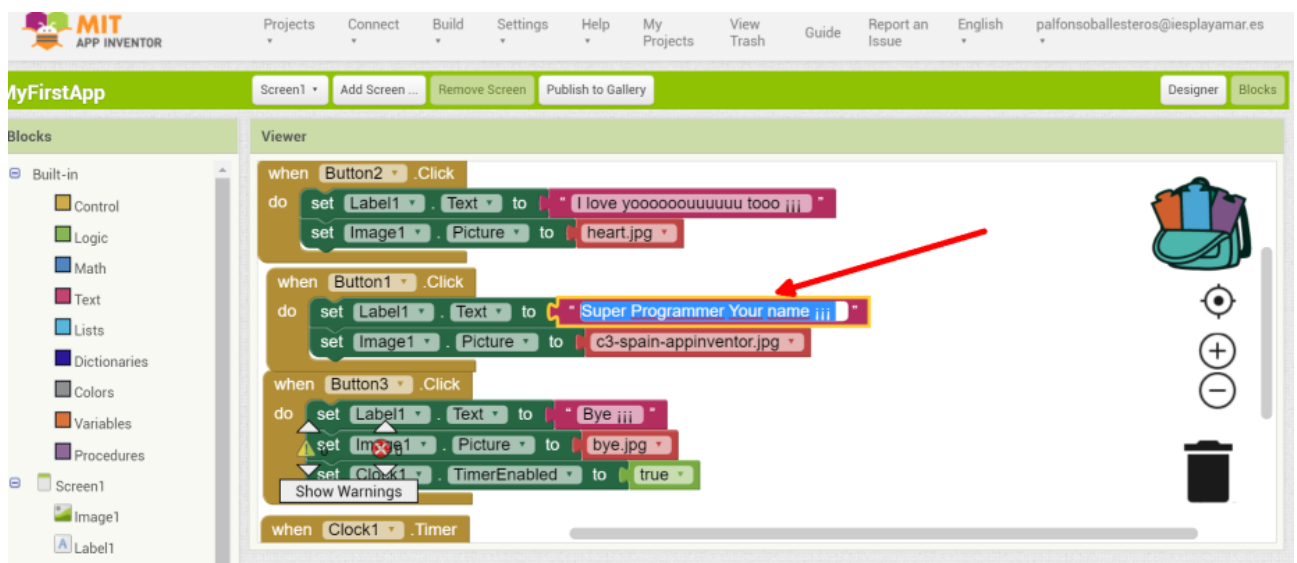
Prova l'app nel tuo cellulare

#2 App – “Modificare inserendo il tuo nome”

Apri l'ultimo progetto e vai a Blocks



Clicca sul blocco “Super programmer” e inserisci il tuo nome



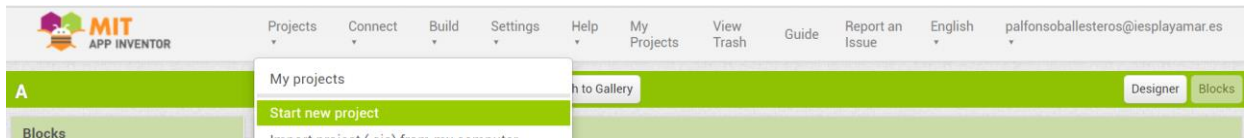


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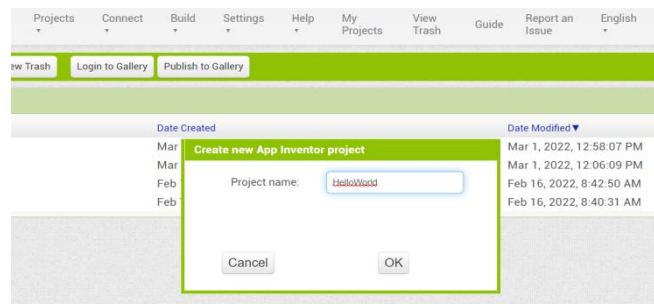
Ripeti la procedura della prima app e sondala con il tuo nome... ora puoi dimostrare ai tuoi amici che sei un **VERO PROGRAMMATTORE** :)

#3 App – “una app da scrach”

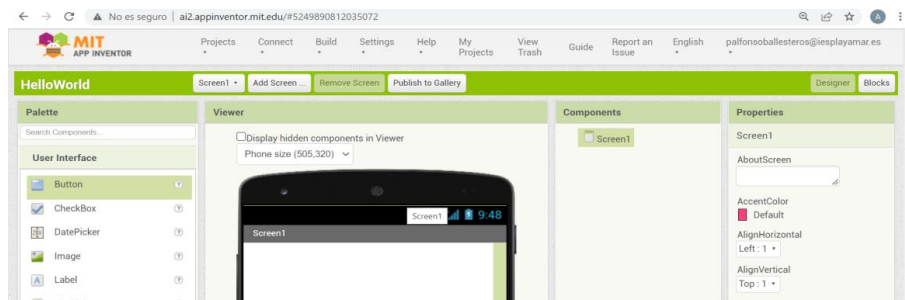
Premi Start new project



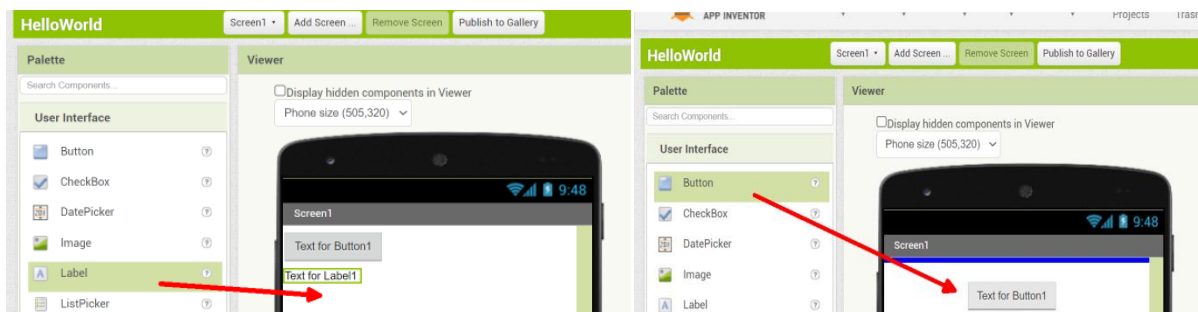
Inserisci “HelloWorld” come nome del progetto.



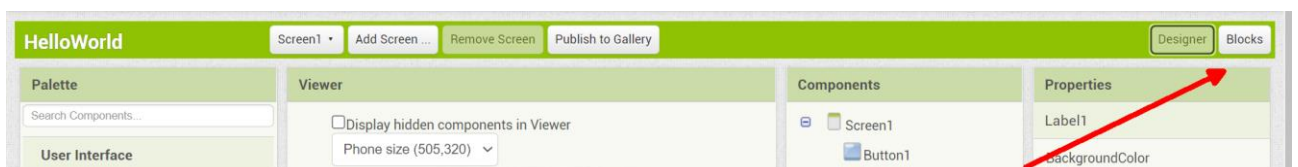
Clicca su progetta a schermo



Trascina un bottone ed un’etichetta sullo schermo

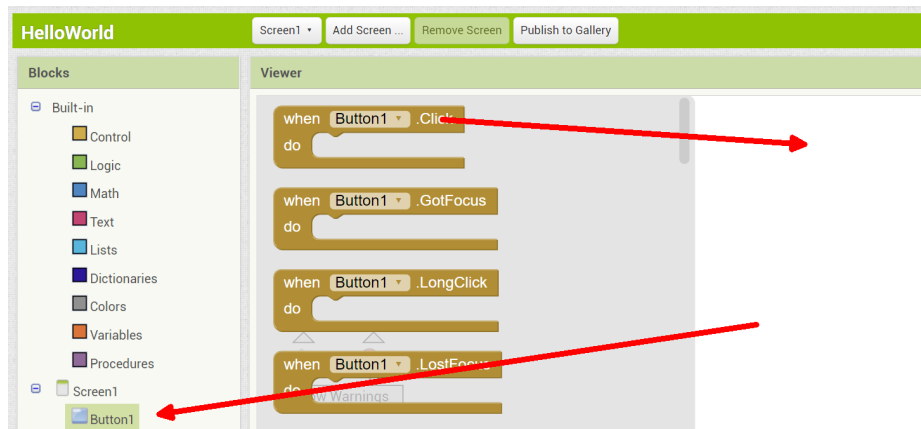


Vai a Blocks

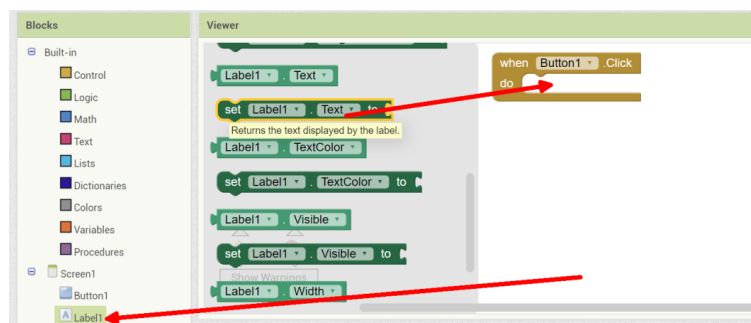




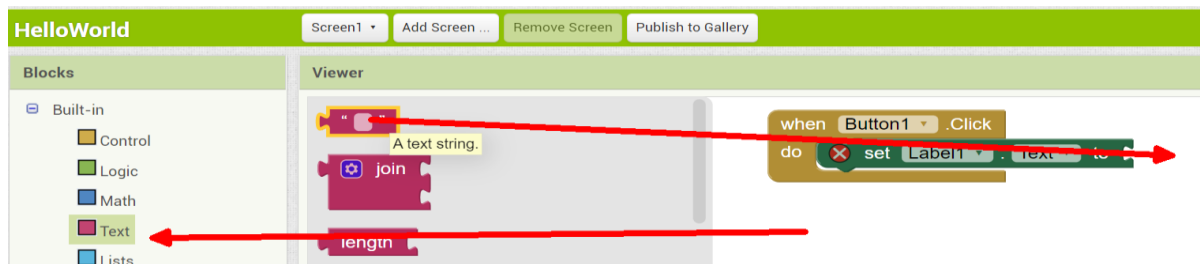
Clicca su **Button1** e trascina il blocco di codice **when click**



Clicca su **Label1** e trascina il blocco **set text**



Clicca su **Text** e trascina il blocco “ ” per impostare il codice



Modifica il blocco di codicee “ ” inserendo il tuo nome



Ripeti la procedura della prima app e provala con il tuo nome... ora puoi dimostrare ai tuoi amici che sei un VERO PROGRAMMATORE :)



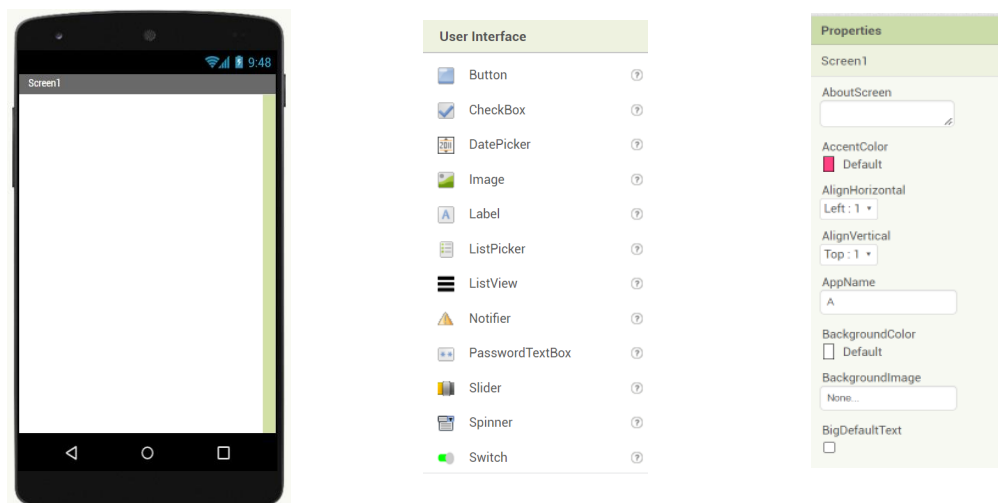
SPAIN

¿Qué es App Inventor?

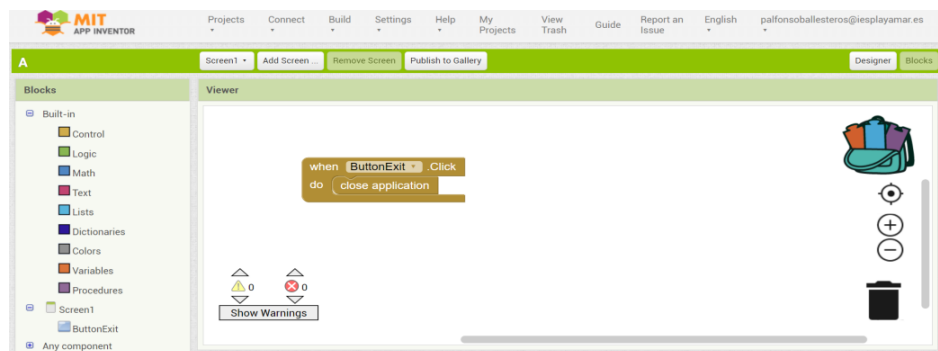
MIT App Inventor es un entorno de desarrollo de software actualmente mantenido por el Instituto Tecnológico de Massachusetts (MIT) para el desarrollo de aplicaciones para el sistema operativo Android. El usuario puede, de forma visual y desde un conjunto de herramientas básicas, vincular una serie de bloques para crear la aplicación.

¿Cómo funciona Inventor de la aplicación de trabajo? El Entorno de programación tiene 4 conceptos básicos: **pantallas, Block Codes**

Las pantallas contienen elementos visuales con propiedades



These components interacts with Block Codes in the coding screen

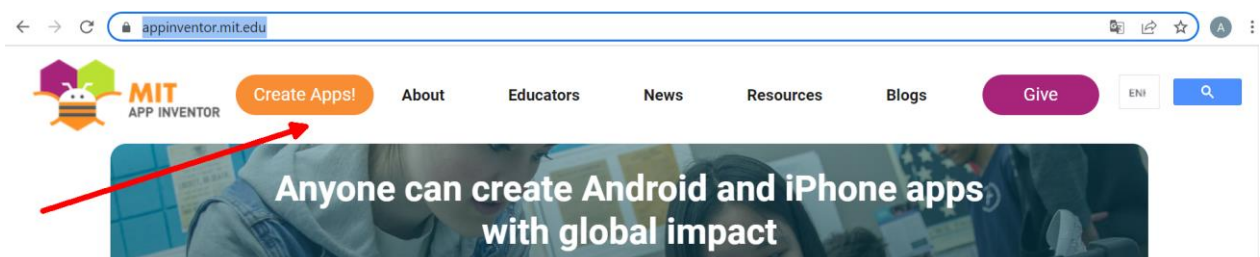


Hagamos algunos ejemplos.

Lo programaremos en la web y probaremos la aplicación con nuestros teléfonos Móviles

0º Entrando a la web

1. Googlea "appinventor" o presiona <https://appinventor.mit.edu/> y presiona Create Apps!





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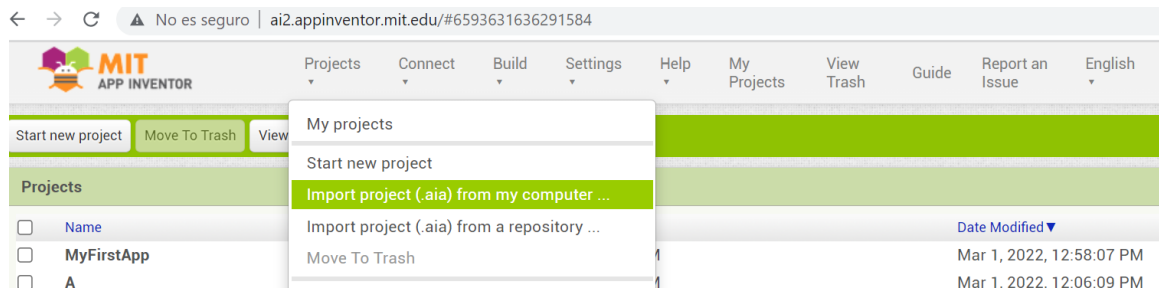
2. Inicie sesión con su cuenta de Google

primera App: “Importar un proyecto”

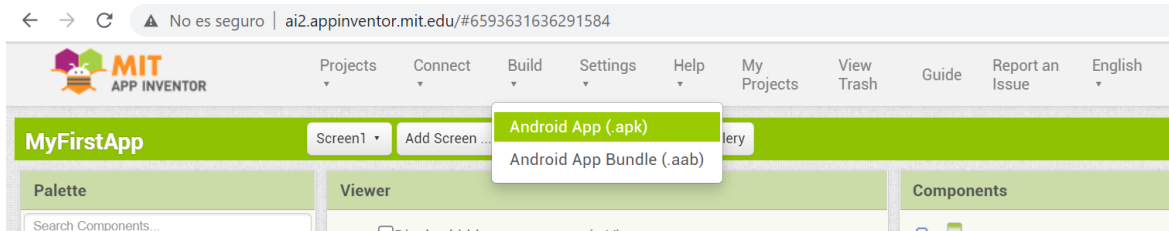
Entra en este enlace <http://girlsboysprogramming.eu/app-inventor-mobile-programming-workshop/> y obtén el primer archivo aia



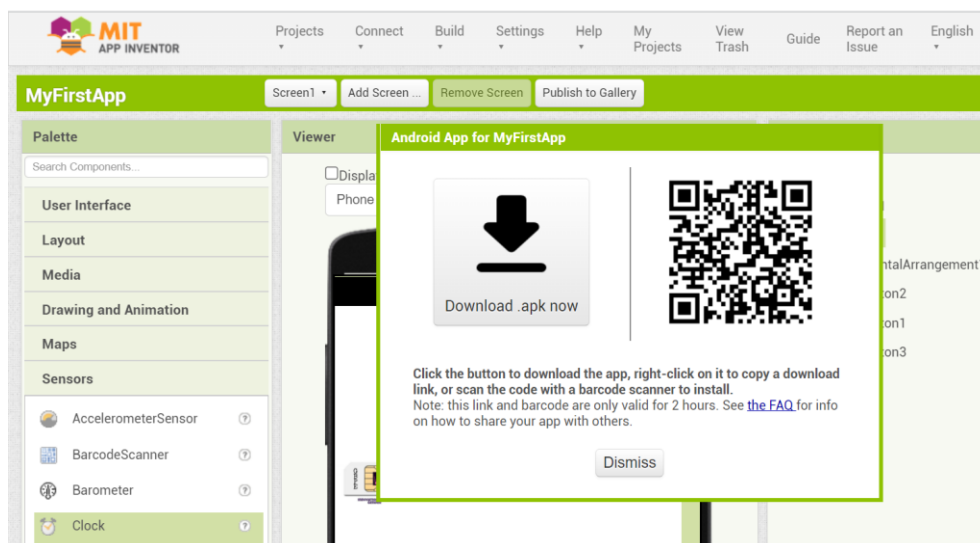
Entonces tienes que importarlo



Vamos a probarlo en tu móvil pulsa en build > Android App



Luego aparece una imagen QR que tendrás que escanear con tu teléfono móvil.





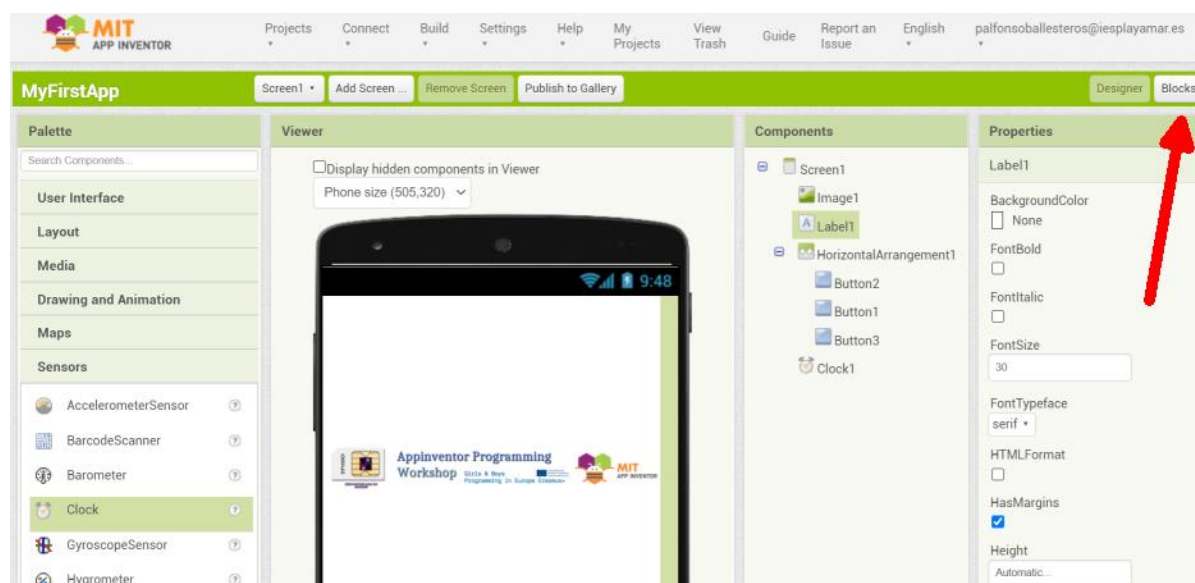
Deberá autorizar su teléfono para aceptar esta aplicación:

- Cuando descarguemos un archivo .apk, el android nos avisará que el proceso está bloqueado.
- En la parte inferior de la pantalla veremos un aviso que indica que "no se pueden instalar aplicaciones de fuentes desconocidas" y nos invita a entrar en "Configuración".
- Dentro de la aplicación buscamos el apartado "Instalar aplicaciones desconocidas" y activamos la casilla.

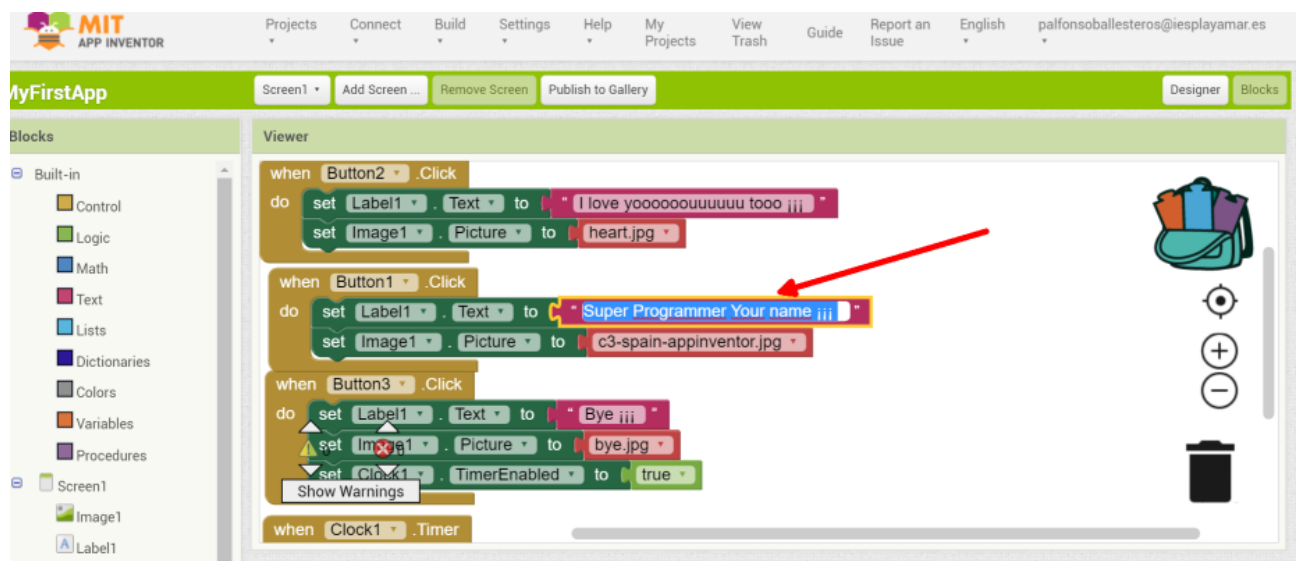
Prueba la aplicación en tu teléfono móvil

Segunda App: "Modificando con tu nombre"

1. Abra el último proyecto y vaya a Bloques



2. Haz clic en el bloque "Super programador y pon tu NOMBRE"



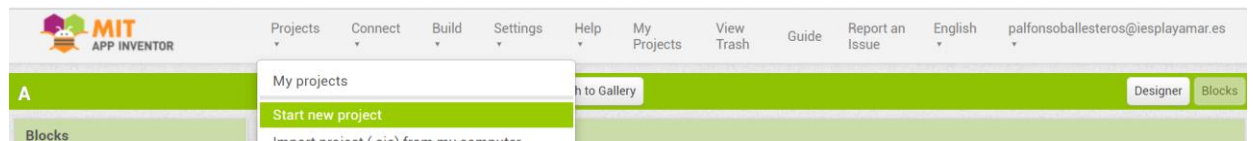
3. Repite el proceso de la primera aplicación y pruébalo con tu nombre... ahora puedes demostrarle a tus amigos que eres un PROGRAMADOR DE VERDAD :)



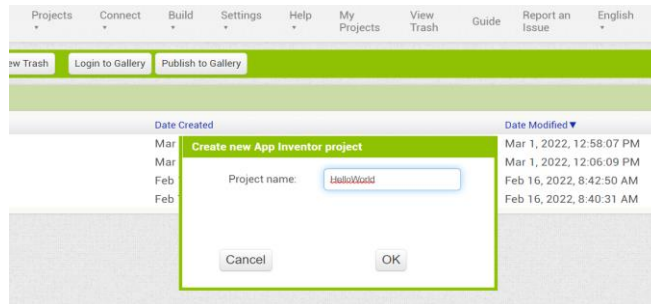
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Tercera App: "Una aplicación desde cero"

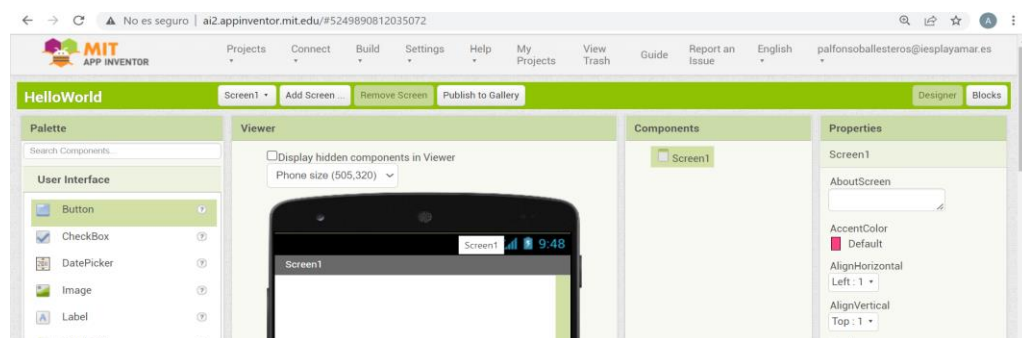
Presiona en Iniciar nuevo proyecto



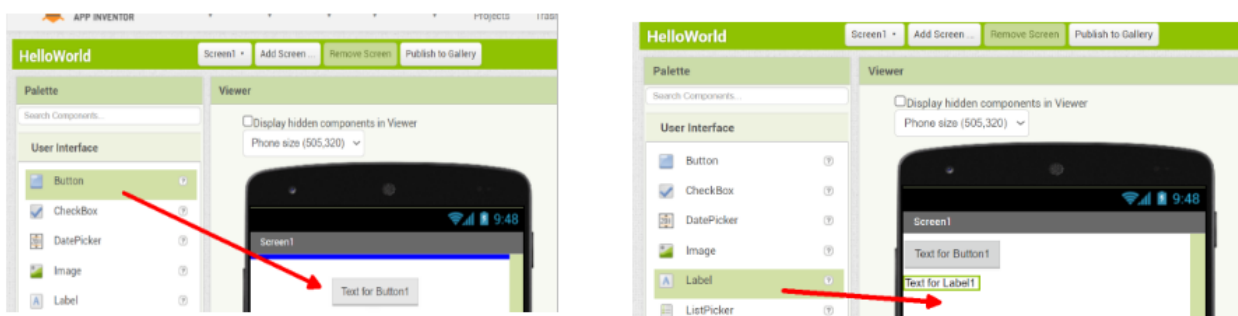
Ponga "HelloWorld" como nombre



Haga clic en el proyecto en la pantalla



Arrastre un botón y una etiqueta a la pantalla

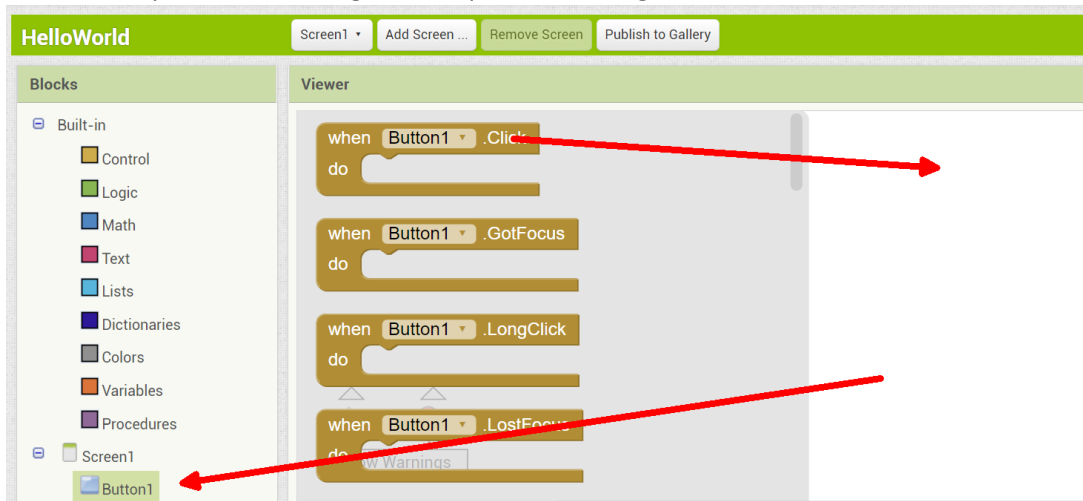


Ve a a Bloques

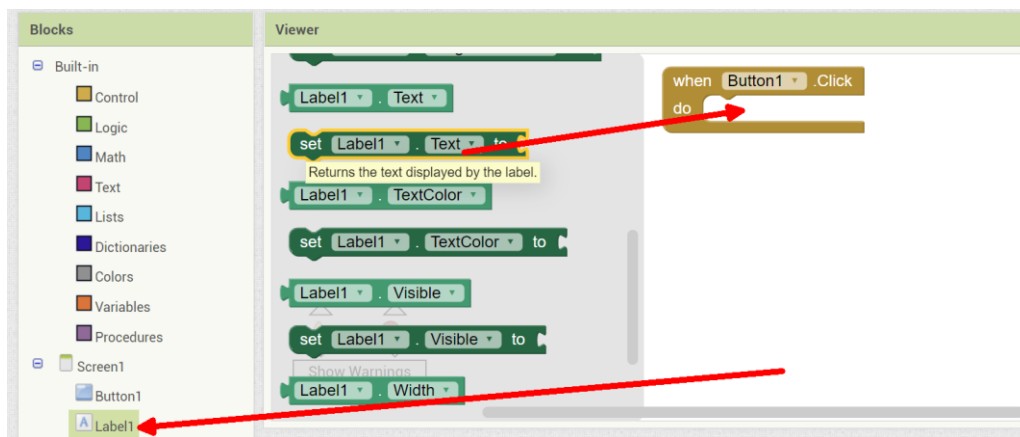




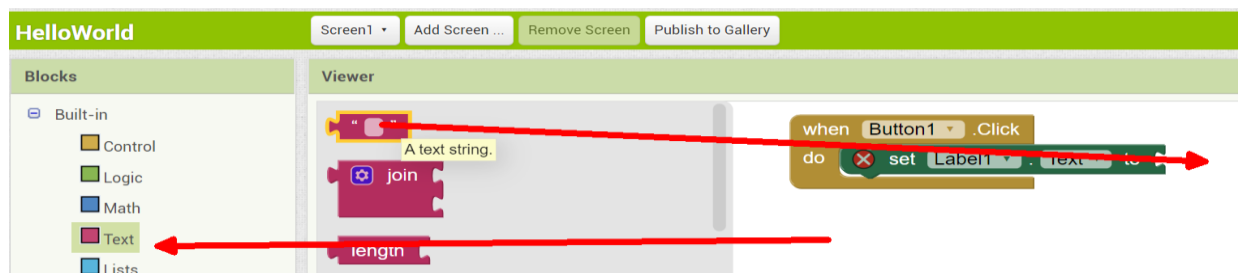
Presione el botón 1 y arrastre el código de bloque cuando haga clic



Presione en Label1 y arrastre el texto del conjunto de códigos de bloque



Presiona Texto y arrastra el código de bloque "" al código establecido



Modifica el código de bloque "" para poner tu nombre



Repita el proceso de la primera aplicación y pruébalo con tu nombre... ahora puedes mostrar a tus Amigos que eres un buen programador de Apps.