

Introduction to MIT

App Inventor

< ESC Club >





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Introduction to MIT App Inventor 2

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ENGLISH
SPANISH
CHINESE

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First, What is MIT App Inventor?

MIT App Inventor 2 is a web-based integrated development environment (IDE) that allows users to create applications for Android devices using a visual programming approach. Developed by the Massachusetts Institute of Technology (MIT)



Massachusetts
Institute of
Technology



What is MIT App Inventor pt.2

In MIT App Inventor, instead of writing code, users drag and drop blocks that represent different programming constructs and actions. This makes it intuitive to understand and assemble app functionalities.



Opening MIT App Inventor

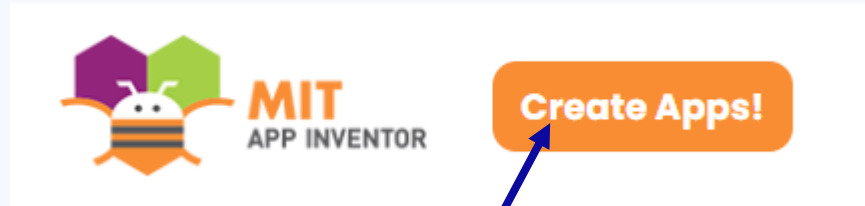
Opening the Website

First go onto your Web Browser and type “appinventor.mit.edu” into the search bar.



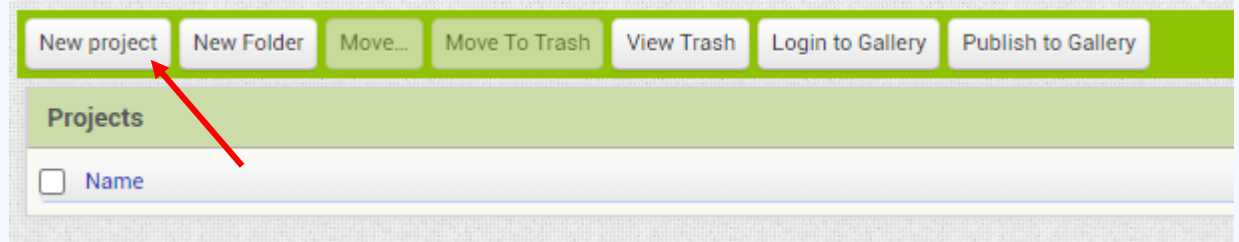
Create an Account

Then select an email to create an account by pressing the “Create Apps!” button.



Creating A Project

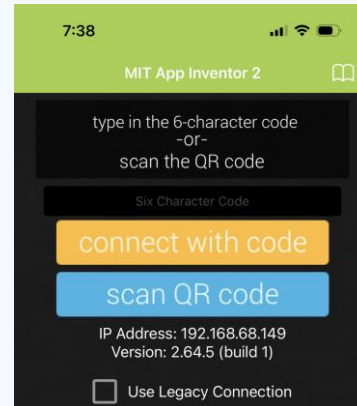
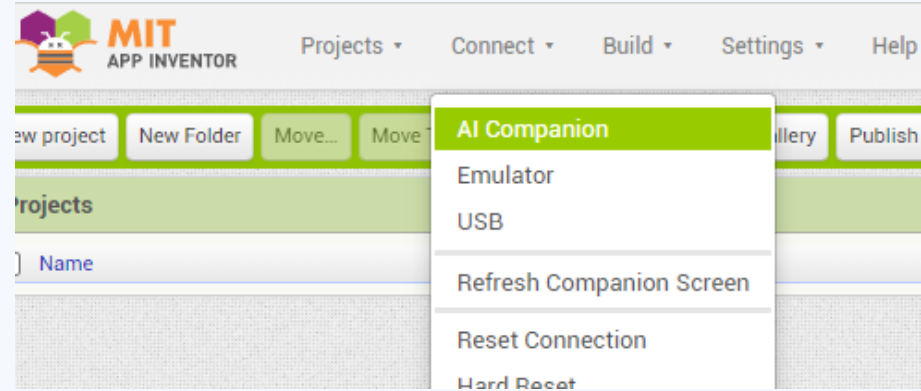
Then create a project using the “New Project” Button



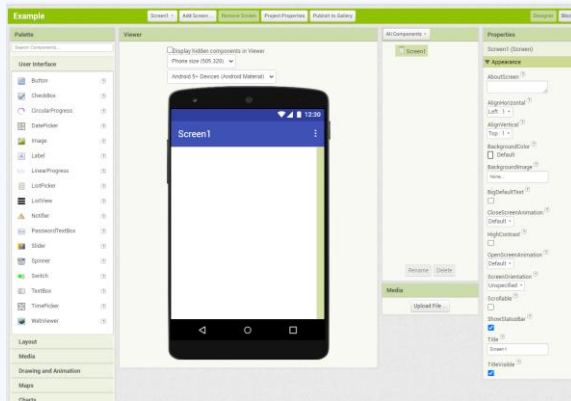
Linking Your Phone

1. Download and load the “MIT App Inventor” app
2. Click the Connect Button on the Website and select “AI Companion”
3. On the app select the scan qr code button and scan the qr code on the website

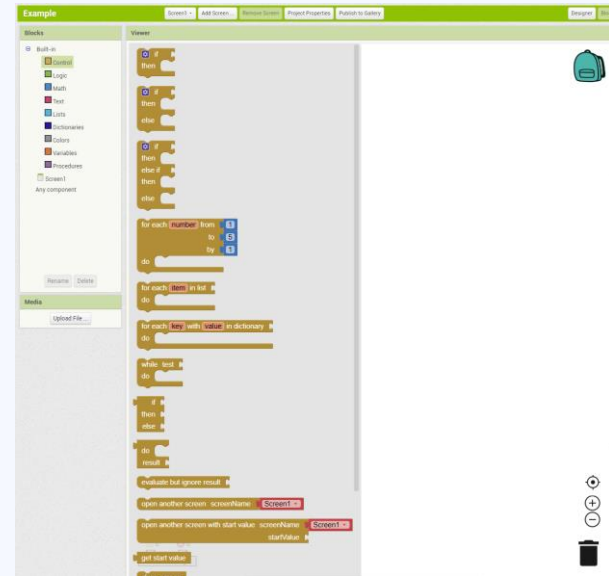
Note: The app and the website can only connect if they are on the same network (wifi)



Designer/Blocks



- Where you design the app
- What the user sees

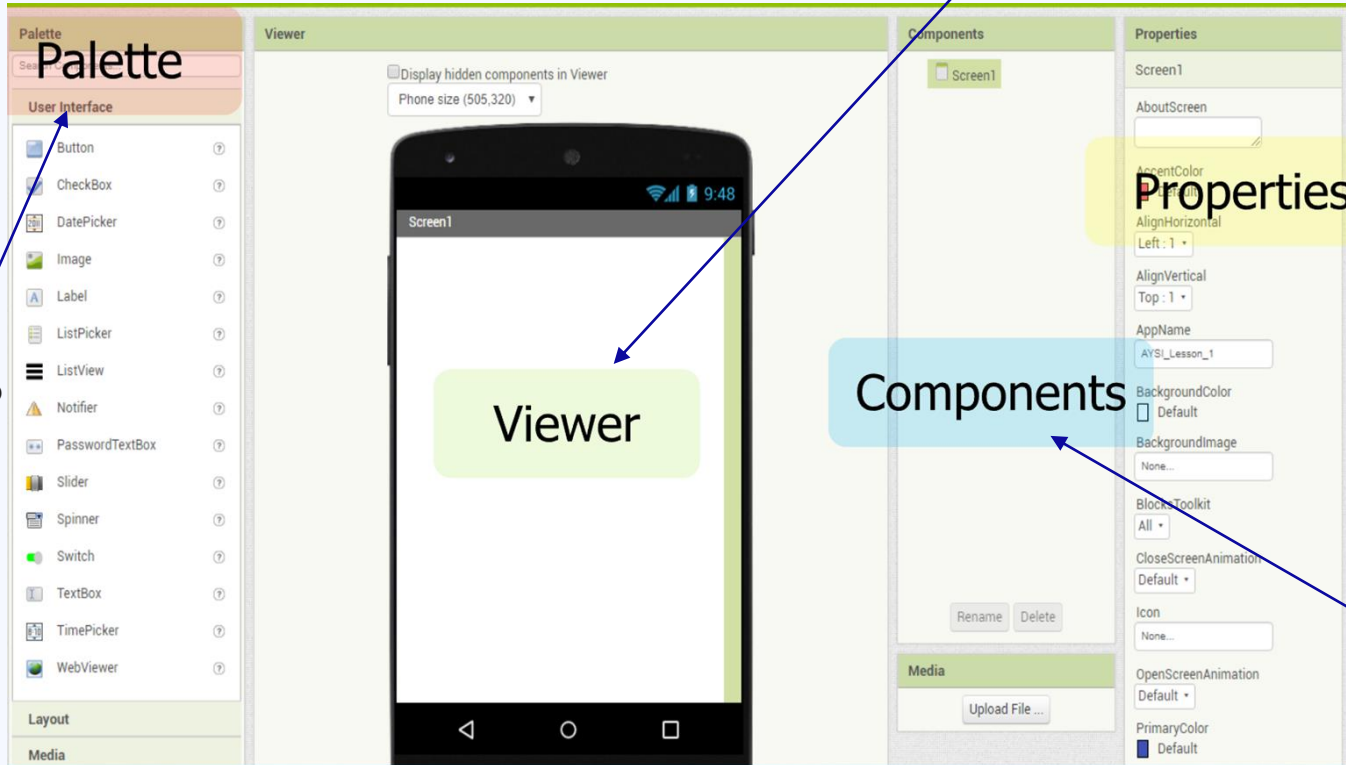


- Where the actual coding portion takes place
- Isn't seen by user

Interface: Designer

Where you view components as they appear on a screen

Where you view and edit the properties of the selected component



Where you will find components to insert into the design of your app

Components

Viewer

Properties

Where you can Rename, Delete, select the components you have on screen

Interface: Blocks

Where you find and access the blocks

The screenshot displays the Scratch interface. On the left is the 'Blocks' palette, which is organized into categories: Built-in (Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, Procedures, Screen1, Any component) and Media (Upload File...). The 'Math' category is currently selected. On the right is the 'Viewer' area, which shows a sequence of blue Scratch blocks: a '0' block, a 'decimal' block set to '0', an equals sign block, an addition block, a subtraction block, a multiplication block, a division block, a power block, a 'bitwise and' block, a 'random integer from 1 to 100' block, a 'random fraction' block, a 'random set seed to' block, and a 'min' block. A green callout box labeled 'Block Viewer' has an arrow pointing to the 'random integer from 1 to 100' block. The interface also features a backpack icon in the top right, a zoom control (minus, plus, reset) in the bottom right, and a trash can icon.

Where you use and view the blocks

End of Class 1

HW: Experiment with MIT APP inventor

Stay around if you have any immediate questions or:

Email me at
Joshua.xy.wang@gmail.com if you have
any questions

