



MIT App Inventor 2

Beginner's Workshop

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MIT App Inventor란?

originally
provided by
Google in 2010

maintained
by MIT
since 2012

Having
block-based
tools

more than 6
million
registered users



Visual-
programming
environment

400,000 unique
monthly active
users from 195
countries

Motto:
**Anyone can build apps
that impact the world!**

**22 million
apps**

교수학습 자원

Anyone Can Build Apps That Impact the World Google Custom S Q

Resources

Displaying 1 - 20 of 20

Resource Type:

- Article/Press
- Curriculum
- Tool
- Video
- Other
- Book
- Paper
- Tutorial
- Workshop

Grade Level:

- 6-8
- 9-12
- Undergraduate
- Master's and Above

Subject:

- Math
- Science
- Computer Science
- Entrepreneurship

Filter Reset

Resource Description	Resource Type
Mobile Computer Science Principles Course Mobile Computer Science Principles (Mobile CSP) is an endorsed provider of the Advanced Placement Co	Curriculum
App Inventor Maker Cards: Quick Start Guides This set of cards can be used in a workshop or a "Maker Faire" type of event. They give quick tidbits of code for building mini-apps with App Inventor.	Curriculum, Tool, Tutorial

Resource URL: [App Inventor Concept Cards Multipage PDF](#)

Grade Level: • 6-8
• 9-12
• Undergraduate

Difficulty Level: • Basic

Subject: • Math
• Science
• Computer Science

Resource Type: • Curriculum
• Tutorial

교수학습 자원

- AppInventor.org: site for learning and teaching how to program mobile apps with MIT's App Inventor, including tutorials, videos, teaching materials for teachers (중-고등-대학교 수준별로)
- Teach.appinventor.mit.edu: educational community for MIT App Inventor educators
- groups.google.com/forum/#!forum/mitappinventortest
support forum for MIT App Inventor users

사용자 인터페이스 - Designer

Design Editor

Blocks Editor

The image shows the MIT App Inventor Designer interface. At the top, there is a navigation bar with 'MIT App Inventor' logo, 'Projects', 'Connect', 'Build', and 'Help' menus. Below this, the user's name 'emre' is displayed, along with 'Screen1', 'Add Screen...', and 'Remove Screen' buttons. On the right side of the top bar, there are 'Designer' and 'Blocks' tabs, with 'Designer' being the active tab. The main workspace is divided into several panels:

- Palette:** A vertical list of UI components categorized into 'User Interface', 'Layout', 'Media', 'Drawing and Animation', 'Sensors', 'Social', 'Storage', 'Connectivity', 'LEGO® MINDSTORMS®', 'Experimental', and 'Extension'. The 'User Interface' category is expanded, showing components like Button, CheckBox, DatePicker, Image, Label, ListPicker, ListView, Notifier, PasswordTextBox, Slider, Spinner, TextBox, TimePicker, and WebView.
- Viewer:** A central area showing a preview of the app's interface. It includes a status bar at the top with signal strength, Wi-Fi, and battery icons, and a time of 9:48. Below the status bar, there is a text input field and a button labeled 'Click me'. At the bottom, there is a 'Non-visible components' section showing 'LocationSensor1' and 'Camera1'.
- Components:** A panel on the right showing a tree view of the app's components. It includes 'Screen1', 'TextBox1', 'Button1', 'LocationSensor1', and 'Camera1'. There are 'Rename' and 'Delete' buttons at the bottom.
- Properties:** A panel on the right showing the properties of the selected component, 'Button1'. It includes various settings such as 'BackgroundColor', 'Enabled', 'FontBold', 'FontItalic', 'FontSize' (set to 14.0), 'FontTypeface', 'Height', 'Width', 'Image', 'Shape', 'ShowFeedback', 'Text' (set to 'Click me'), 'TextAlignment' (set to center), 'TextColor', and 'Visible'.

Annotations with red boxes and arrows highlight key features:

- A red box around the 'Designer' and 'Blocks' tabs at the top right, with a green callout box labeled 'Design Editor' pointing to the 'Designer' tab and another green callout box labeled 'Blocks Editor' pointing to the 'Blocks' tab.
- A red box around the 'Palette' on the left, with a red arrow pointing to a green callout box labeled 'Drag and drop components'.
- A red box around the 'Viewer' in the center, with a red arrow pointing to a green callout box labeled 'Interface of designated app'.
- A red box around the 'Properties' panel on the right, with a red arrow pointing to a green callout box labeled 'Properties of the selected component (color, font, size)'.

사용자 인터페이스 - Blocks

The image shows the MIT App Inventor interface with several red boxes highlighting key areas. The top right corner has a 'Designer' and 'Blocks' tab, with 'Blocks' selected. The left sidebar contains a 'Blocks' panel with categories like Control, Logic, Math, Text, Lists, Colors, Variables, and Procedures, and a 'Screen1' panel with components like TextBox1, Button1, LocationSensor1, and Camera1. The main workspace shows a block: 'when Button1 .Click' followed by 'do open another screen screenName: blog'. Three green callout boxes with red arrows explain the interface: 'Blocks for general behaviors' points to the top-level categories; 'Blocks for behaviors of specific components' points to the component-specific blocks; and 'Block viewer' points to the block itself.

MIT App Inventor

Projects Connect Build Help

My Projects Gallery Guide Report an Issue English oztrk.yunus.emre@gmail.com

emre Screen1 Add Screen Remove Screen Designer Blocks

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Colors
 - Variables
 - Procedures
- Screen1
 - TextBox1
 - Button1
 - LocationSensor1
 - Camera1
- Any component

Rename Delete

Media

KakaoTal...06355.jpg Upload File ...

when Button1 .Click

do open another screen screenName: blog

Blocks for general behaviors

Blocks for behaviors of specific components

Block viewer

Show Warnings

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앱 테스트 방법



**Build your project on
your computer**



**Test it in real-time on
your device**

For Android
Owners



**Build your project on
your computer** **Test it in real-time on
your computer with
the onscreen
emulator**

For others

Packaging as an .apk

The screenshot displays the MIT App Inventor web interface. At the top, the 'Build' menu is highlighted with a red box. A dropdown menu is open, showing two options: 'App (provide QR code for .apk)' and 'App (save .apk to my computer)'. The main workspace shows a mobile app preview with a 'Reset' button. The left sidebar contains a 'User Interface' palette with various components like Button, CheckBox, DatePicker, Image, Label, ListPicker, ListView, Notifier, PasswordTextBox, Slider, Spinner, TextBox, TimePicker, and WebViewer. The right sidebar shows a 'Components' list for 'Screen1' including MyCanvas, Mole, ScoreLabel, ResetButton, Noise, and MoleTimer. The top navigation bar includes 'Projects', 'Connect', 'Build', and 'Help' menus, along with links for 'My Projects', 'Gallery', 'Guide', 'Report an Issue', and 'English'.

Break:
Development Environment preparation
for workshop

Next:
Developing "Ballbounce" app