

# COMP 125

## Visual Information Processing with Google App Inventor

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## App Inventor Installation on Your Own Computer

### Overview

Follow all the steps to get Google App Inventor running on your own computer. Expect to take some time and do a bit of fiddling with the steps! Run all the parts of App Inventor (Designer, Blocks Editor, Emulator). Turn in a screen shot to show you have completed the work. EASY POINTS!

### What you need to do

Follow these instructions fully; use the links and help files if necessary. Take time and read the instructions – it can be a bit complex:

1. Use the computer you will use in class. It will also need to work with Adobe Connect.
  - a. You can test your Adobe Connect compatibility at
  - b. [https://connect.luc.edu/common/help/en/support/meeting\\_test.htm](https://connect.luc.edu/common/help/en/support/meeting_test.htm)
2. Use any existing google account. Or, make up a new one if you want:
  - a. Getting a Google Account (if you don't already have one you want to use) <https://www.google.com/accounts/NewAccount>
  - b. You can use your Loyola email address such as [myName@luc.edu](mailto:myName@luc.edu) and set that up as a google account name.
  - c. IMPORTANT: remember the email address you have used; you will need to use it every time to get into App Inventor
3. Follow the instructions at
  - a. <http://appinventor.mit.edu/explore/get-started?>
  - b. Click the Setup Instructions Link
  - c. EVERYONE must set up the emulator (even if you have an Android device to use)/ If you don't have a phone or tablet – no problem. The emulator lets you run apps on your computer. Follow the instructions at <http://appinventor.mit.edu/explore/ai2/setup-emulator.html>

- d. IF you have an Android device, you will see two ways to work with it. Pick one and get it to work.
4. Currently we are using App Inventor 2 (not App Inventor 1 or “beta”). Be sure you use the correct App Inventor 2 instructions.
  - a. Currently App Inventor works best with Firefox and Chrome.
  - b. Play around with the parts of App Inventor as much as you like.
5. What is required: getting the App Inventor running on your computer – all three parts: Designer, Blocks Editor, Emulator.
  - a. When you have them all running, open a project, open the blocks editor, and start up the emulator. The project can be empty, that’s fine for now.
  - b. The first time you run the emulator it can take some time. Be patient.
  - c. Take a screen shot of your computer to show them running. In the screen shot be sure you can see the Designer, with the Blocks Editor and Emulator open on top of it.
  - d. If you are not familiar with screen shots see How to do a Screen Shot at
  - e. <http://people.cs.luc.edu/whonig/comp-125/assignments/>
6. If you are having troubles, post questions in the class Discussion board. You can help others by answering their questions and noting things that you learned. IT COUNTS for CLASS PARTICIPATION POINTS when you help others!
  - a. See the help and support sections of the App Inventor 2 web for hints and suggestions
7. You’re Done! Thanks for the hard work

### **How and what to turn in**

Take a screen shot of your Designer, Blocks Editor, and Emulator Put them all into one word processing or pdf file and submit in Sakai. Make sure they can all be seen (do multiple screen shots if necessary). Make sure it shows your computer screen.

Turn your file with the screen shot(s). You must be on time to get points.

### **Grading**

40 points in Assignments for a screen shot from your computer showing you have successfully installed and run all three parts of App Inventor. -5 for any missing component. \*No points if it’s not from your computer.\* The goal of this assignment is to get you and your computer ready to go!