COMP 125

Visual Information Processing with Google App Inventor
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Lab: Pictures and Sounds

Overview

Learn more about App Inventor Designer and how to set up multiple items in your app's user interface. Understand how to work with sound and images. Get comfortable with tinkering with your app using the App Inventor tools.

What you need to do

This assignment builds upon the Google Hello Purr tutorial; be sure you have done and understand that first!

Build a new app in a new project. You can call your project Lab1. While going through the next steps, use the Emulator to check and see how the app is working.

Explore the Designer Palette and see the kinds of Components you can use.

1. Use one HorizontalArrangement component and one VerticalArrangement component in your app's visible window (Get them from the Screen Arrangement Palette).
2. Place two or three buttons into each arrangement and experiment with the layout options. See how you can adjust the size of your buttons.
3. Add at least three images to your app and at least three sounds files. Try out different ways of adding them.
   a. Use Add in the button's image property
   b. Use Add in the Designer's Media area (lower center) and then select the new image from the button's property
   c. Similarly for the sound playing components
4. Connect the three sounds to buttons (you pick which ones) that use the three images (as in Hello Purr).

5. Give the "empty" buttons some text since they don't have any images. You might say "Empty" or "Future Use". Adjust the colors of the empty buttons and/or their fonts.
6. Change the names of the buttons and sound components to be meaningful.
7. Add at least two non visible components to your app. Give them meaningful names too. Maybe a Sensor component or TextToSpeech (Under Other).

Now use the Blocks Editor to add dynamic behavior to your app
8. Wire at least three buttons to sounds so that the sound plays when the button is pushed.
9. Optional: play with your other non visible components. See what you can get them to do.

How and What to turn in
After you are finished and have a fully working app, go to the App Inventor main page (the one that lists all your projects, click on My Projects to get there from the open project). Click the checkbox next to the assignment you want to turn in. Under More Actions, click Download source. Save the zip file to a place you can remember. Then submit the zip file in the assignment.

Mac Users: follow the special steps carefully; See
http://people.cs.luc.edu/whonig/comp-125/lecture-notes/

Grading
10 points total. 5 points for all the items in your Designer browser window. 5 points for the Blocks all set up and working right. -1 for each component missing. -2 for each block missing.

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