

COMP 125

Visual Information Processing with Google App Inventor

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Lab: Working with SMS Autoreply

Overview

Create an app that allows you to program a custom autoreply to that will be sent as a response to incoming text messages.

What you need to do:

1. Create a new App Inventor project. Add 1 Label, 1 Text Box, and 1 Button, and the texting component. The Label should indicate that the autoreply message will be entered into the Text Box, and the Button should indicate that when it is pressed, it will set the text for the autoreply..
2. Open the blocks editor.
3. First, drag in a Button block that will listen for the Button to be clicked before performing an action.
4. The action should be to set your Label to whatever text is entered into the Text Box.
5. Next we're going to need to choose the block that will allow the phone to perform an action when a text message is received.
6. Then drag in the appropriate blocks for the parameters "number" and "messageText." The values may be left as the default names.
7. The "Do" blocks will need to include one to set the recipient number of the autoreply to the number that initially sent a text, one to set the Message property, and one to send the autoreply. The phone number will be set to the default "number." The message will be set to your label.

HINT: If it's not clear what or how to do this, review the NO TEXT WHILE DRIVING tutorial and the textbook Chp 4.

How to test your program:

With the emulator: you need to start TWO emulators. Use the normal SMS app on one emulator to send a SMS to your app on the other emulator. The emulator's phone number is the number that appears at the top of it window (e.g. 5554 or 5556). You can try it out even without your app running by sending SMS between the two emulators.

With a phone: connect and download the program to your phone. Use a friends phone to send your phone a message and see if the auto reply is sent ok.

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 go into Bb and submit the zip file in the assignment. Use the seven steps!

Grading:

10 points in Labs for a fully working app with all the right features. -4 if you don't send a reply for every SMS received. -2 for any missing Designer element. -2 for any other error or missing code in the Blocks Editor.

Lab assignment created by research group member Lindsey Brockman for Comp 125, Spring 2011.