Lab: Paint Pot Starter

Overview
Complete the app in the text Chapter 2 through Test Your App following the addition of the Canvas1.Touched event. Stop right before the section titled “Adding the Drag Event That Draws a Line”

The text in this area includes:

What you need to do
Do only the part of the lab indicated above; you must stop there! No points if you do the full app. You must stop at the point indicated above. Follow along in the text up to that point.

Follow the steps in the book carefully and learn how App Inventor works! If you get stuck, try going back and checking the last couple of steps.

**Grading**
10 points total. No points if you do too little or too much of the app. -2 points for minor errors. -5 points for major errors and missing elements in the designer or blocks editor.

V3 (updates for changes in online text)
9 September 2014
V2 (updates for App Inventor 2)
14 August 2014
V1 (original)
WLHönig For Comp 125