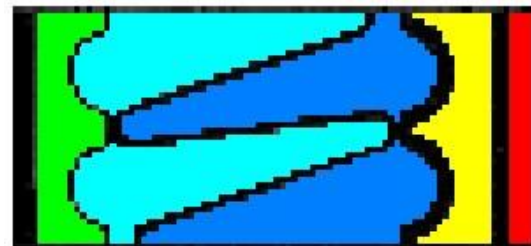




MIT
APP INVENTOR

App Inventor

MR. VISIT



ESCOLA SECUNDÁRIA DE BARCELINHOS - 403787

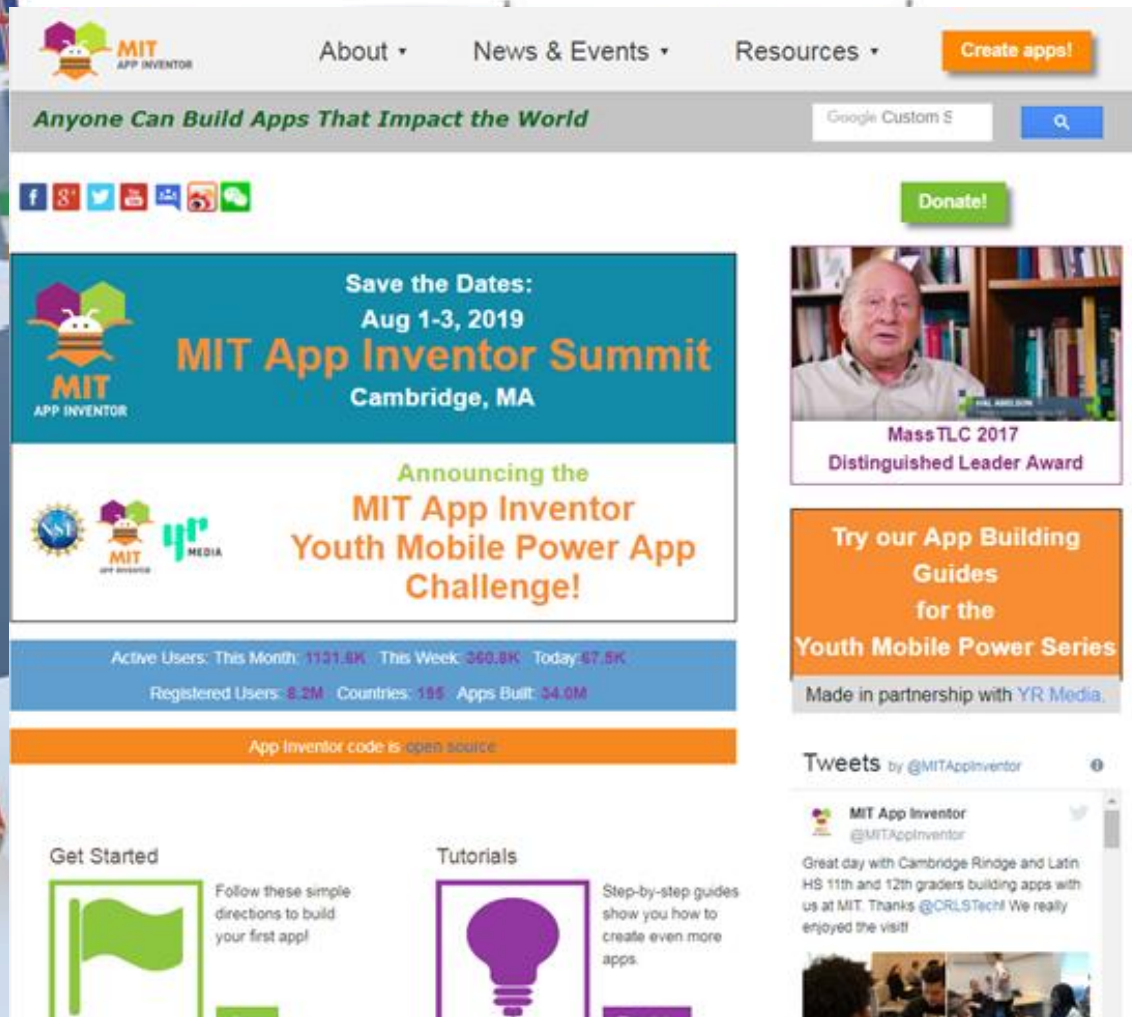


Bulgaria
The Czech Republic
The Republic of Macedonia
Portugal
Turkey





GO TO THE APP INVENTOR WEBSITE

A screenshot of the MIT App Inventor website. The header includes the MIT App Inventor logo, navigation links for "About", "News & Events", and "Resources", and a "Create apps!" button. Below the header is a search bar and social media icons. The main content area features a large banner for the "MIT App Inventor Summit" in Cambridge, MA, scheduled for August 1-3, 2019. Below this is an announcement for the "MIT App Inventor Youth Mobile Power App Challenge!". A statistics bar shows active users (1131.8K this month, 360.8K this week, 67.5K today) and registered users (8.2M), countries (195), and apps built (34.0M). An orange bar states "App Inventor code is open source". The footer has "Get Started" and "Tutorials" sections. A sidebar on the right includes a "Donate!" button, a video of a man speaking, a "Mass TLC 2017 Distinguished Leader Award" mention, a link to "Try our App Building Guides for the Youth Mobile Power Series", and a "Tweets" section with a tweet from @MITAppInventor.

MIT APP INVENTOR

About ▾ News & Events ▾ Resources ▾ [Create apps!](#)

Anyone Can Build Apps That Impact the World

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[Donate!](#)

Save the Dates:
Aug 1-3, 2019
MIT App Inventor Summit
Cambridge, MA

Announcing the
MIT App Inventor
Youth Mobile Power App
Challenge!

Active Users: This Month: 1131.8K This Week: 360.8K Today: 67.5K
Registered Users: 8.2M Countries: 195 Apps Built: 34.0M

App Inventor code is open source

Get Started
Follow these simple directions to build your first app!

Tutorials
Step-by-step guides show you how to create even more apps.

Try our App Building Guides for the Youth Mobile Power Series
Made in partnership with YR Media.

Tweets by @MITAppInventor

MIT App Inventor
@MITAppInventor
Great day with Cambridge Rindge and Latin HS 11th and 12th graders building apps with us at MIT. Thanks @CRLSTech! We really enjoyed the visit!



START A NEW PROJECT

The screenshot shows a web interface for managing Erasmus+ projects. At the top, there is a green bar with three buttons: "Start new project", "Delete Project", and "Publish to Gallery". Below this is a section titled "My Projects". In the foreground, a dialog box titled "Create new App Inventor project" is open. It contains a "Project name:" label and a text input field with the text "MRVisit". At the bottom of the dialog box are two buttons: "Cancel" and "OK". The background of the interface is a map of Europe with various national flags pinned to it.

Start new project Delete Project Publish to Gallery

My Projects

Create new App Inventor project

Project name:

Cancel OK



GO TO THE DESIGNER TAB

1º

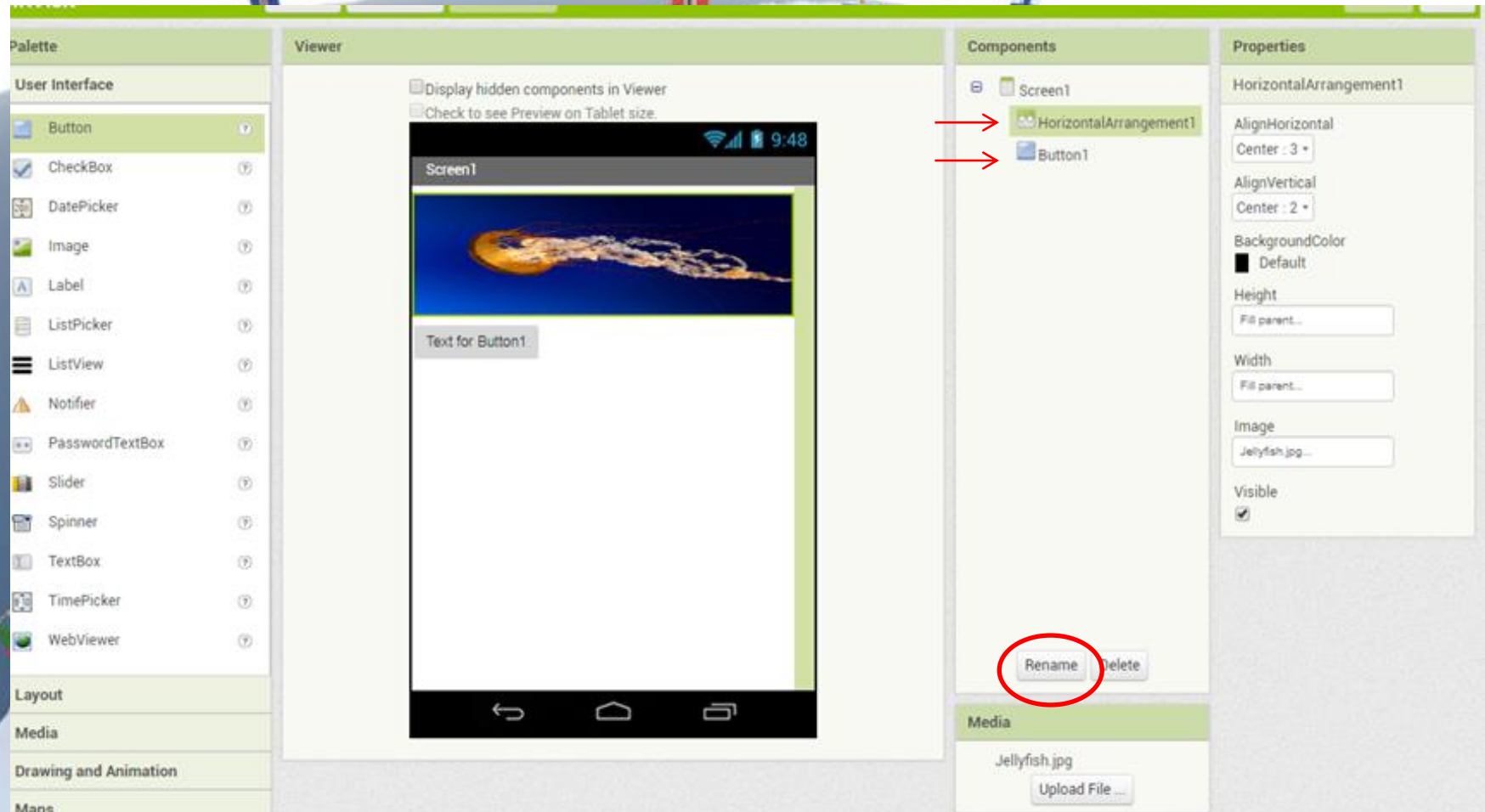
The screenshot displays the Scratch Designer interface, which is divided into several panels:

- Palette:** Located on the left, it contains categories like "User Interface", "Layout", "Media", "Drawing and Animation", "Maps", "Sensors", "Social", "Storage", "Connectivity", "LEGO® MINDSTORMS®", "Experimental", and "Extension". Under "Layout", various arrangement options are listed, such as "HorizontalArrangement", "HorizontalScrollArrangement", "TableArrangement", "VerticalArrangement", and "VerticalScrollArrangement".
- Viewer:** The central area shows a preview of the project on a mobile device screen. It includes a status bar at the top with a Wi-Fi icon, a battery icon, and the time "9:48". The screen is labeled "Screen1". Below the screen is a navigation bar with three icons: a back arrow, a home icon, and a recent apps icon. There are checkboxes for "Display hidden components in Viewer" and "Check to see Preview on Tablet size".
- Components:** Located on the right, it shows a list of components in the project, including "Screen1", "HorizontalArrangement1", and "Button1". There are "Rename" and "Delete" buttons for each component.
- Properties:** On the far right, it shows the properties for the selected component, "HorizontalArrangement1". Properties include "AlignHorizontal" (set to "Center : 3"), "AlignVertical" (set to "Center : 2"), "BackgroundColor" (set to "Default"), "Height" (set to "Fit parent..."), "Width" (set to "Fit parent..."), "Image" (set to "Jellyfish.jpg..."), and "Visible" (checked).
- Media:** At the bottom right, it shows a list of media files, including "Jellyfish.jpg", with an "Upload File ..." button.



GO TO THE DESIGNER TAB

2º





GO TO THE DESIGNER TAB

39

New Screen

Screen name:

Bulgaria

Cancel

OK



GO TO THE DESIGNER TAB

49

The screenshot shows the MrVisit app designer interface. The top bar is green with buttons for "Button1", "Add Screen...", and "Remove Screen". The "Designer" tab is selected. The interface is divided into four main panels: "Palette" (left), "Viewer" (center), "Components" (right), and "Properties" (right). The "Palette" panel shows a list of UI elements like Button, CheckBox, DatePicker, etc. The "Viewer" panel shows a preview of the app screen with a button labeled "Text for Button2". The "Components" panel shows a tree view of the app's components. The "Properties" panel shows the properties for the selected component, "Button2". A red arrow points to the "Height" property, which is set to "Automatic". A dialog box is open over the "Height" property, showing options: "Automatic" (selected), "Fill parent", and two empty input fields for "pixels" and "percent". The dialog box also has "Cancel" and "OK" buttons. The background of the slide features a map of Europe with several flags (Norwegian, Danish, Swedish, Finnish) placed on it.

MrVisit

Button1 Add Screen... Remove Screen Designer Blocks

Palette

User Interface

- Button
- CheckBox
- DatePicker
- Image
- Label
- ListPicker
- ListView
- Notifier
- PasswordTextBox
- Slider
- Spinner
- TextBox
- TimePicker
- WebViewer

Layout

Media

Drawing and Animation

Maps

Sensors

Social

Storage

Viewer

Display hidden components in Viewer

Check to see Preview on Tablet size

Button1

Text for Button2

Components

- Button1
- Button2

Rename Delete

Media

- Chrysanthemum.jpg
- Upload File...

Properties

Button2

BackgroundColor

Default

Enabled

FontBold

FontItalic

FontSize

14.0

FontTypeface

default

Height

Automatic

Fill parent

pixels

percent

Cancel OK

Shape

default

ShowFeedback

Text

Text for Button2

TextAlignment

center : 1

TextColor

Default



59

GO TO THE DESIGNER TAB

The screenshot shows the MrVisit application designer interface. The top bar is green and contains the title "MrVisit", a dropdown menu "Button1", and buttons "Add Screen ..." and "Remove Screen". On the right side of the top bar are tabs for "Designer" (selected) and "Blocks".

The interface is divided into four main panels:

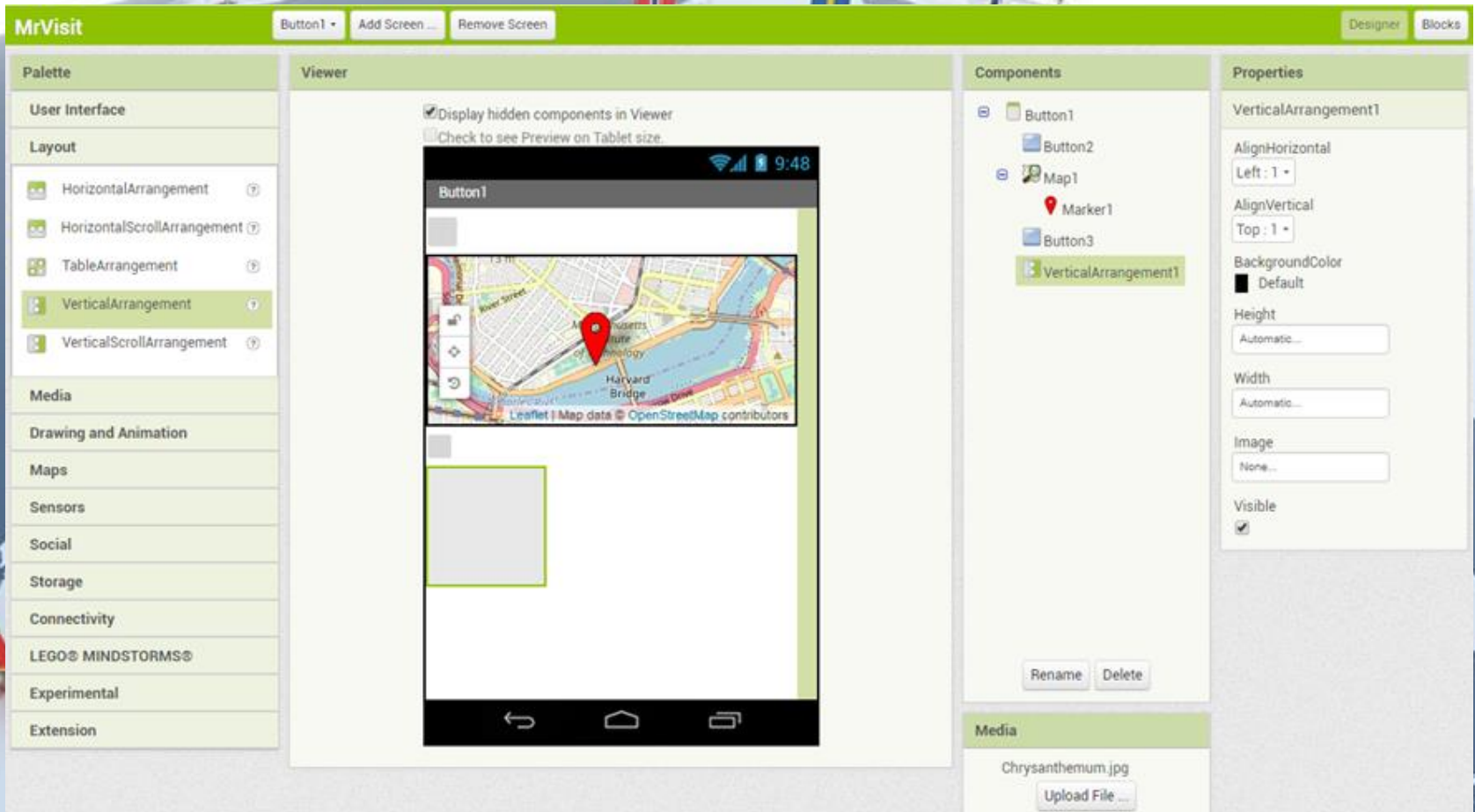
- Palette:** A list of components on the left. Under the "Maps" category, the "Map" component is selected and highlighted in green. Other categories include "User Interface", "Layout", "Media", "Drawing and Animation", "Sensors", "Social", "Storage", "Connectivity", "LEGO® MINDSTORMS®", "Experimental", and "Extension".
- Viewer:** A central area showing a preview of the application on a tablet. It displays a map of the MIT campus with a red location pin. Above the map is a button labeled "Button1". The status bar at the top of the tablet shows signal strength, battery, and the time "9:48".
- Components:** A list of components currently on the screen. It includes "Button1", "Button2", and "Map1". Below this list are "Rename" and "Delete" buttons.
- Properties:** A panel on the right showing the properties for the selected "Map1" component. Properties include "CenterFromString" (with coordinates "42.359144, -71.093612"), "EnablePan" (checked), "EnableRotation" (unchecked), "EnableZoom" (checked), "Height" (Automatic), "Width" (Automatic), "LocationSensor" (None), "MapType" (Roads), "Rotation" (0.0), "ScaleUnits" (Metric), "ShowCompass" (unchecked), "ShowScale" (unchecked), "ShowUser" (unchecked), "ShowZoom" (unchecked), and "Visible" (checked).

At the bottom of the Components panel, there is a "Media" section showing a file named "Chrysanthemum.jpg" and an "Upload File ..." button.



GO TO THE DESIGNER TAB

6º





GO TO THE DESIGNER TAB

79

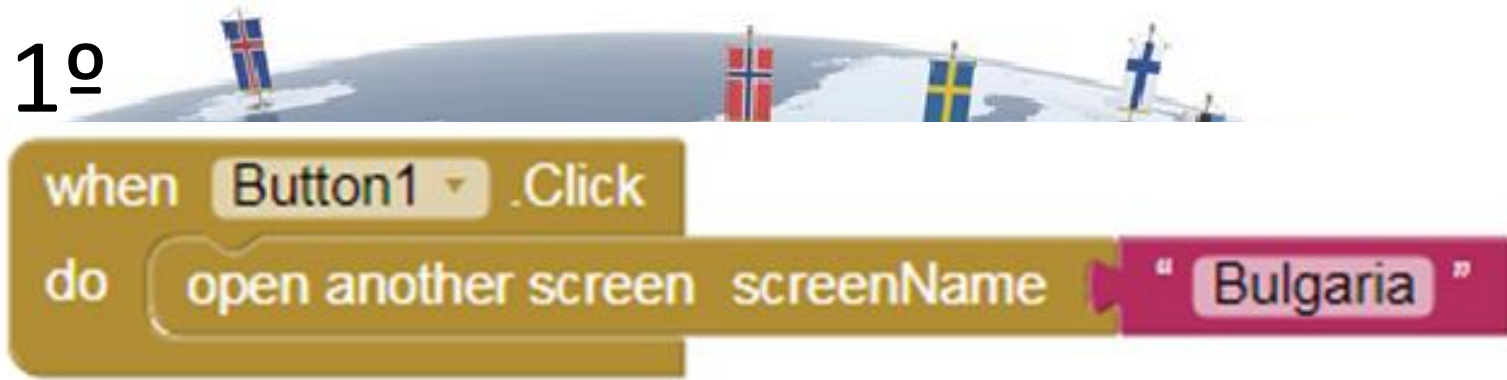
The MrVisit Designer interface is shown, featuring a green header bar with the "MrVisit" logo and navigation buttons like "Button1", "Add Screen...", and "Remove Screen". On the right of the header are tabs for "Designer" and "Blocks". The interface is divided into four main panels:

- Palette:** A list of UI components under "User Interface" (Button, CheckBox, DatePicker, Image, Label, ListPicker, ListView, Notifier, PasswordTextBox, Slider, Spinner, TextBox, TimePicker, WebViewer) and other categories like "Layout", "Media", "Drawing and Animation", and "Maps".
- Viewer:** A central area displaying a mobile app preview. It includes a status bar at the top with icons for Wi-Fi, signal, and battery, and a clock showing 9:48. The app content shows a map with a red location pin and labels like "Text for Label1" and "Text for Label2".
- Components:** A tree view of the app's components, including Button1, Button2, Map1, Marker1, Button3, VerticalArrangement1, Label1, Image1, and Label2. It includes "Rename" and "Delete" buttons at the bottom.
- Properties:** A panel for configuring the selected component (Button1). It includes properties like "AboutScreen", "AlignHorizontal", "AlignVertical", "BackgroundColor", "BackgroundImage", "CloseScreenAnimation", "OpenScreenAnimation", "ScreenOrientation", "Scrollable", "ShowStatusBar", "Title", and "TitleVisible".



GO TO THE BLOCKS EDITOR

1º



GO TO THE BLOCKS EDITOR

2º

```
when Button2 .Click
do open another screen screenName "Screen1"
```

```
when Marker1 .Click
do
  set Map1 . Visible to false
  set VerticalArrangement1 . Visible to true
  set VerticalArrangement2 . Visible to false
  set Button3 . Visible to true
```

```
when Marker2 .Click
do
  set Map1 . Visible to false
  set VerticalArrangement1 . Visible to false
  set VerticalArrangement2 . Visible to true
```

```
when Button3 .Click
do
  set Map1 . Visible to true
  set VerticalArrangement1 . Visible to false
  set VerticalArrangement2 . Visible to false
  set Button3 . Visible to false
```



FINAL EXAMPLE

when **ButtonBulgaria** .Click
do open another screen **screenName** " **Bulgaria** "

when **ButtonPortugal** .Click
do open another screen **screenName** " **Portugal** "

when **ButtonRepCheca** .Click
do open another screen **screenName** " **TheCzechRepublic** "

when **ButtonTurkey** .Click
do open another screen **screenName** " **Turkey** "

when **ButtonMacedonia** .Click
do open another screen **screenName** " **TheRepublicOfMacedonia** "



```
when Button1 .Click
do open another screen screenName "Screen1"
```

```
when MarkerWarrior .Click
do set VertArrangWarrior . Visible to true
   set Map1 . Visible to false
   set ButtonBack . Visible to true
```

```
when MarkerBridge .Click
do set VertArrangBridge . Visible to true
   set Map1 . Visible to false
   set ButtonBack . Visible to true
```

```
when MarkerTownHeraclea .Click
do set VertArrangTownHeraclea . Visible to true
   set Map1 . Visible to false
   set ButtonBack . Visible to true
```

```
when MarkerClockTower .Click
do set VertArrangClockTower . Visible to true
   set Map1 . Visible to false
   set ButtonBack . Visible to true
```

```
when MarkerStNicholas .Click
do set VertArrangSt_NicholasChurch . Visible to true
   set Map1 . Visible to false
   set ButtonBack . Visible to true
```

```
when ButtonBack .Click
do set Map1 . Visible to true
   set VertArrangBridge . Visible to false
   set VertArrangClockTower . Visible to false
   set VertArrangSt_NicholasChurch . Visible to false
   set VertArrangTownHeraclea . Visible to false
   set VertArrangWarrior . Visible to false
   set ButtonBack . Visible to false
```

