



App Inventor Introduction

An app is a set of event handlers. Each event handler has an event and a response. The response is a sequence of blocks that are executed when the event happens.

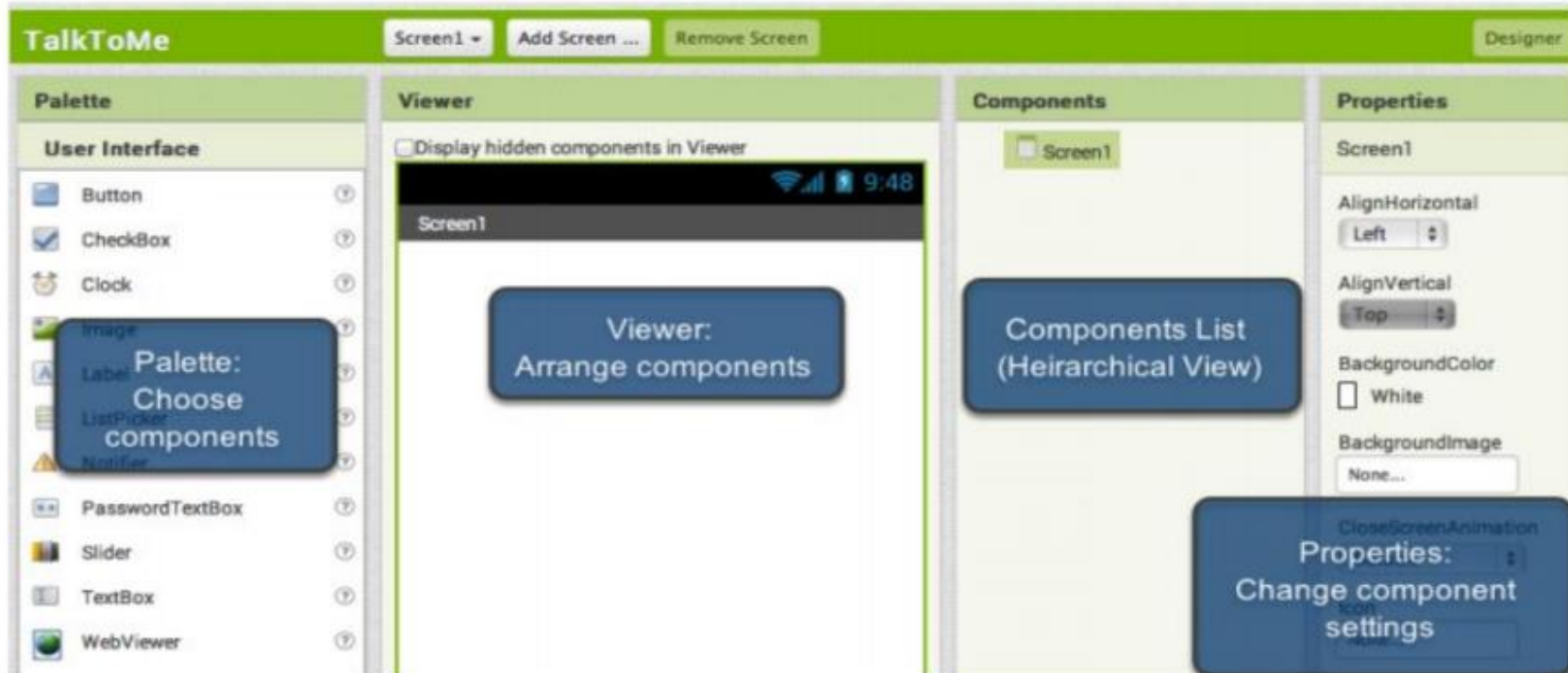


Did you know?

1. Building apps is not as hard as you might think, especially with App Inventor.
2. App Inventor is a blocks-based programming language for building mobile apps.
 - a. Inventor components work (left to right then top to bottom).
 - b. Blocks are the code that make the components “do” things.

You are now in the Designer, where you lay out the "user interface" of your app.

The Design Window, or simply "Designer" is where you lay out the look and feel of your app, and specify what functionalities it should have. You choose things for the user interface things like Buttons, Images, and Text boxes, and functionalities like Text-to-Speech, Sensors, and GPS.



The Blocks Editor

The Blocks Editor is where you program the behavior of your app. There are Built-in blocks that handle things like math, logic, and text. Below that are the blocks that go with each of the components in your app. *In order to get the blocks for a certain component to show up in the Blocks Editor, you first have to add that component to your app through the Designer.*

