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This App Inventor 2 series is targeted at adult learners (high school and up). App Inventor 2 provides a simplified "drag and drop" interface to layout your app's screen design. Then implement the...

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This App Inventor 2 series is targeted at adult learners (high school and up). App Inventor 2 provides a simplified "drag and drop" interface to layout your app's screen design. Then implement the app's behavior with "drag and drop" programming blocks to quickly assemble a program in a graphical interface.

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Read "App Inventor 2: Advanced Concepts Advanced Concepts including TinyDB" by Edward Mitchell available from Rakuten Kobo. MIT App Inventor 2 is a fast and simple way to create custom Android apps for smart phones or tablets.

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App Inventor apps - and Android itself - rely on two concepts known as "event driven topics to use App Inventor, but learning a bit about these concepts is helpful to understanding App Inventor, the App Inventor documentation and learning other Android , ...

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MIT App Inventor 2 is a fast and simple way to create custom Android apps for smart phones or tablets. Volume 2 in the series introduces debugging methods, explains additional controls not covered in Volume 1, introduces "agile" methods for developing a real world app, and provides sample code for using the TinyDB database.

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App Inventor provides two types of conditional blocks: if and ifelse, both of which are found in the Control drawer of the Built-In palette. You can plug any Boolean expression into the test slot of these blocks. A Boolean expression is a mathematical equation that returns a result of either true or false.

App Inventor 2 Concepts

MIT App Inventor 2 is a fast and simple way to create custom Android apps for smart phones or tablets. Volume 2 in the series introduces debugging methods, explains additional controls not covered in Volume 1, introduces "agile" methods for developing a real world app, and provides sample code for using the TinyDB database.

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Creating an App Inventor App begins in your browser where you design how the app will look.

MIT App Inventor

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Presidents Quiz - Advanced | unit5-app-inventor-2

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Absolute App Inventor 2 book will take you beyond basic tutorials and will cover concepts that will help you to become a better mobile App Inventor. If you are new to programming or App Inventor, then this book will show you how to properly start-off designing and developing mobile apps and will then gradually take you through understanding ...

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Broadcast Hub - App Inventor 2 - Advanced Tutorial FrontlineSMS is a software tool used in developing countries to monitor elections, broadcast weather changes, and connect people who don't have access to the Web but do have phones and mobile connectivity.

MIT App Inventor 2 is a fast and simple way to create custom Android apps for smart phones or tablets. Volume 2 in the series introduces debugging methods, explains additional controls not covered in Volume 1, introduces "agile" methods for developing a real world app, and provides sample code for using the TinyDB database. This App Inventor 2 series is targeted at adult learners (high school and up). App Inventor 2 provides a simplified "drag and drop" interface to layout your app's screen design. Then implement the app's behavior with "drag and drop" programming blocks to quickly assemble a program in a graphical interface. Volume 1 of this series covered the basics of the App Inventor user interface Designer and the Blocks programming editor, plus basic "blocks" programming concepts and tools for arithmetic, text processing, event handling, lists and other features. Volume 2 builds upon Volume 1 to provide tips on debugging programs when the apps work incorrectly, how to use hidden editing features, and how to install your own apps on to your phone or tablet for general use. Code samples are provided for using the Notifier component for general use or for debugging, for user interface control tricks such as buttons that change color continuously or implementing the missing "radio buttons" component, using ListPicker and Spinner for list selections, and using the WebViewer to display web pages in your app. The book includes a large section on designing and building a sample real world application and finishes with a chapter on using the TinyDB database. Chapters Introduction Chapter 1 - App Inventor Tips Chapter 2 - Debugging App Inventor Programs Chapter 3 - User Interface Control Tricks Chapter 4 - Designing and Building a Real World Application Chapter 5 - Tip Calculator Version 2 Chapter 6 - Tip Calculator Version 3 Chapter 7 - Tip Calculator Version 4 Chapter 8 - Tip Calculator Version 5 Chapter 9 - Using the TinyDB database

Yes, you can create your own apps for Android devices—and it's easy to do. This extraordinary book introduces you to App Inventor 2, a powerful visual tool that lets anyone build apps. Learn App Inventor basics hands-on with step-by-step instructions for building more than a dozen fun projects, including a text answering machine app, a quiz app, and an app for finding your parked car! The second half of the book features an Inventor's Manual to help you understand the fundamentals of app building and computer science. App Inventor 2 makes an excellent textbook for beginners and experienced developers alike. Use programming blocks to build apps—like working on a puzzle Create custom multi-media quizzes and study guides Design games and other apps with 2D graphics and animation Make a custom tour of your city, school, or workplace Control a LEGO® MINDSTORMS® NXT robot with your phone Build location-aware apps by working with your phone's sensors Explore apps that incorporate information from the Web

MIT App Inventor 2 is the fast and easy way to create custom Android apps for smart phones or tablets. This guide introduces the basic App Inventor features - you can likely create your first simple app in about an hour, and understand the basic components of App Inventor in a full day. App Inventor 2 is free to use and you can use it for commercial applications too. App Inventor 2: Introduction is targeted at adult learners (high school and up) and shows how to design your app's user interface with "drag and drop" interface controls to layout your app's screen design. Then implement the app's behavior with unique "drag and drop" programming blocks to quickly assemble the program in a graphical interface. This introduction covers the basics of the App Inventor user interface Designer and the Blocks programming editor, plus basic "blocks" programming concepts and tools for arithmetic, text processing, event handling, lists and other features. Updates and additional tutorials are available on the book's web site at appinventor.pevest.com

This book will show you how to build apps with little or even no programming skills! It will show you how to use drag-and-drop visual programming for designing and building fully functional mobile apps for Android using MIT (Massachusetts Institute of Technology) App Inventor 2. Absolute App Inventor 2 book will take you beyond basic tutorials and will cover concepts that will help you to become a better mobile App Inventor. If you are new to programming or App Inventor, then this book will show you how to properly start-off designing and developing mobile apps and will then gradually take you through understanding more advanced concepts. If you have already used App Inventor, use this book to learn about optimization, DRY principle, design patterns and concepts that will teach you how to design & develop apps that will run more efficiently and to learn about concepts that have not been covered in other App Inventor books. The book covers good programming designs using DRY (Don't Repeat Yourself) Principle by using App Inventor Procedures. The book also covers how to use proper abstraction and produce much cleaner code through use of App Inventor Advanced "Any Component".

App Inventor 2: Databases and Files is a step-by-step guide to writing apps that use TinyDB, TinyWebDB, Fusion Tables and data files for information storage and retrieval. Includes detailed explanations, examples, and a link to download sample code. This is the first tutorial to cover all of these App Inventor database and file features. If your apps need to work with data or files - you need this book! TinyDB stores data on your smart phone or tablet and is a primary way for App Inventor apps to save data, even when the app is no longer running or if the device is turned off. TinyWebDB is similar to TinyDB, but stores your data on a remote server in the network cloud. Multiple apps can share a TinyWebDB database, plus you can update the content of your TinyWebDB using just a web browser. This means you can distribute an app whose content can change over time - just by changing the values in TinyWebDB. A big challenge is the need to set up a TinyWebDB server - this book shows how to do that

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through free services offered by Google. Fusion Tables provide a powerful, cloud-based database system for App Inventor apps. Creating, retrieving, updating and deleting data is done using the industry standard Structured Query Language or SQL. Fusion Tables reside in the Google network cloud - this book shows you how to set up and configure Fusion Tables for you own apps using free services of Google. As your app requirements grow, Google's cloud can provide low cost servers and bandwidth for your needs. Underneath the Android OS user interface, there is a file system, similar to the file system found on Windows or Mac OS X. With App Inventor your apps can write and read data from files, and if using the special "CSV" format, App Inventor data can be shared with many spreadsheet programs. This book shows you how to create, use and access data files, and how to convert data to and from the CSV format. Over 28,000 words. Over 250 screen shots and illustrations. Numerous sample programs and code. App Inventor 2: Databases and Files - Table of Contents 1 - Introduction 2 - Using the TinyDB database 3 - Implementing Records Using Lists in TinyDB 4 - Simulating Multiple TinyDB Databases 5 - How to Use Multiple Tags in TinyDB 6 - Introduction and Setup: TinyWebDB 7 - Managing TinyWebDB in the Cloud 8 - Programming for TinyWebDB - Demo 1 9 - Adding a Tags List to TinyWebDB - Demo 2 10 - Handling Multiple Users with TinyWebDB - Demo 3 11 - Implementing a Student Quiz Application using TinyWebDB 12 - Introduction to Fusion Tables 13 - Developing Your Fusion Table App 14 - Using Text Files in App Inventor

MIT App Inventor is the fast and simple way to develop Android apps. Using a programming system that runs in your Internet browser, just drag and drop user interface components and link together program functions on screen, and then run your app directly on your Android phone or tablet. Learn to create apps using simplified interactive image sprites and to control movement using a finger on the screen or by tilting the phone or tablet. Learn how to use the "Canvas" features for drawing, including a unique way to implement traditional animation features. Includes numerous sample apps, detailed explanations, illustrations, app source code downloads and video tutorials. Volume 4 introduces the use of graphics drawing features, including general graphics features, image sprites, animation and charting. Charting refers to the creation of line, column, scatter plot, and strip recorder charts commonly used in business and finance. This is volume 4 of a 4 volume set. Volume 1 introduces App Inventor programming, Volume 2 introduces advanced features and Volume 3 covers databases and files. Visit the web site at appinventor.pevest.com to learn more about App Inventor and find more tutorials, resources, links to App Inventor books and other App Inventor web sites.

With MIT's App Inventor 2, anyone can build complete, working Android apps—without writing code! This complete tutorial will help you do just that, even if you have absolutely no programming experience. Unlike books focused on the obsolete Google version, Learning MIT App Inventor is written from the ground up for MIT's dramatically updated Version 2. The authors guide you step-by-step through every task and feature, showing you how to create apps by dragging, dropping, and connecting puzzle pieces—not writing code. As you learn, you'll also master expert design and development techniques you can build on if you ever do want to write code. Through hands-on projects, you'll master features ranging from GPS to animation, build high-quality user interfaces, make everything work, and test it all with App Inventor's emulator. (You won't even need an Android device!) All examples for this book are available at theapplanet.com/appinventor Coverage includes: Understanding mobile devices and how mobile apps run on them Planning your app's behavior and appearance with the Designer Using the Blocks Editor to tell your app what to do and how to do it Creating variables and learning how to use them effectively Using procedures to group and reuse pieces of code in larger, more complicated apps Storing data in lists and databases Using App Inventor's gaming, animation, and media features Creating more sophisticated apps by using multiple screens Integrating sensors to make your app location-aware Debugging apps and fixing problems Combining creativity and logical thinking to envision more complex apps

A step-by-step introductory guide to mobile app development with App Inventor 2 About This Book Get an introduction to the functionalities of App Inventor 2 and use it to unleash your creativity Learn to navigate the App Inventor platform, develop basic coding skills and become familiar with a blocks based programming language Build your very first mobile app and feel proud of your accomplishment Follow tutorials to expand your app development skills Who This Book Is For App Inventor 2 Essentials is for anyone who wants to learn to make mobile apps for Android devices - no prior coding experience is necessary. What You Will Learn Perform technical setup and navigate the App Inventor platform Utilize the interactive development environment by pairing a mobile device with a computer using Wi-Fi or USB Build three apps: a game, an event app and a raffle app Create the user interface of the app in the Designer and program the code in the Blocks Editor Integrate basic computer science principles along with more complex elements such fusion tables and lists Test and troubleshoot your applications Publish your apps on Google Play Store to reach a wide audience Unleash your creativity for further app development In Detail App Inventor 2 will take you on a journey of mobile app development. We begin by introducing you to the functionalities of App Inventor and giving you an idea about the types of apps you can develop using it. We walk you through the technical set up so you can take advantage of the interactive development environment (live testing). You will get hands-on, practical experience building three different apps using tutorials. Along the way, you will learn computer science principles as well as tips to help you prepare for the creative process of building an app from scratch. By the end of the journey, you will learn how to package an app and deploy it to app markets. App Inventor 2 Essentials prepares you to amass a resource of skills, knowledge and experience to become a mobile app developer Style and approach Every topic in this book is explained in step-by-step and easy-to-follow fashion, accompanied with screenshots of the interface that will make it easier for you to understand the processes.

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Summary Hello App Inventor! introduces creative young readers to the world of mobile programming—no experience required! Featuring more than 30 fun invent-it-yourself projects, this full-color, fun-to-read book starts with the building blocks you need to create a few practice apps. Then you'll learn the skills you need to bring your own app ideas to life. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Have you ever wondered how apps are made? Do you have a great idea for an app that you want to make reality? This book can teach you how to create apps for any Android device, even if you have never programmed before. With App Inventor, if you can imagine it, you can create it. Using this free, friendly tool, you can decide what you want your app to do and then click together colorful jigsaw-puzzle blocks to make it happen. App Inventor turns your project into an Android app that you can test on your computer, run on your phone, share with your friends, and even sell in the Google Play store. Hello App Inventor! introduces young readers to the world of mobile programming. It assumes no previous experience. Featuring more than 30 invent-it-yourself projects, this book starts with basic apps and gradually builds the skills you need to bring your own ideas to life. We've provided the graphics and sounds to get you started right away. And a special Learning Points feature connects the example you're following to important computing concepts you'll use in any programming language. App Inventor is developed and maintained by MIT. What's Inside Covers MIT App Inventor 2 How to create animated characters, games, experiments, magic tricks, and a Zombie Alarm clock Use advanced phone features like: Movement sensors Touch screen interaction GPS Camera Text Web connectivity About the Authors Paula Beerand Carl Simmons are professional educators and authors who spend most of their time training new teachers and introducing children to programming. Table of Contents Getting to know App Inventor Designing the user interface Using the screen: layouts and the canvas Fling, touch, and drag: user interaction with the touch screen Variables, decisions, and procedures Lists and loops Clocks and timers Animation Position sensors Barcodes and scanners Using speech and storing data on your phone Web-enabled apps Location-aware apps From idea to app Publishing and beyond

Learn to build mobile apps for Android devices with MIT App Inventor, a visual drag-and-drop programming language like Scratch. You've swiped and tapped your way through countless apps, but have you ever created one? Now you can, thanks to Learn to Program with App Inventor. In less than an hour, you'll be able to build and run your first app! App Inventor is a free software for making Android apps. All you need is a PC with an Internet connection to build your app, and a mobile phone for testing. You'll use a simple drag-and-drop interface, which minimizes errors and avoids too much typing. A certified App Inventor Master Trainer, Logan breaks down each project into logical steps, lists the components you'll need, and then shows you how to create screen designs, control program flow with conditionals and loops, and store data in variables and lists. Once you've tested the app on your phone, you can test what you learned with challenges at the end of each chapter. You'll build cool apps like: * Hi, World!: Use your voice to send a text message * Practice Makes Perfect: Rehearse a speech or dance routine with this video recording app * Fruit Loot: Catch randomly falling fruit in this exciting game * Beat the Bus: Track a friend's journey using location services and maps * Virtual Shades: Take a selfie, then try on some virtual sunglasses Join the 6 million people who have tried App Inventor, and make the journey from app user to app inventor.

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