ICT108 Tutorial 11

This is the last tutorial sheet for the term.

Objectives:
• Introduction to Creating Apps for Android platform

Submission Due: No submission is required for this tutorial. However, you are encourage to complete this tutorial.

NOTE: Due to the security settings of the lab machines, AppInventor may not run properly in some machines. In such cases, you are encouraged to run it on your own machine.

App Inventor for Android

Quick Facts:
• Create Android apps easily without having to actually know programming
• A WYSIWYG (What You See IS What You Get) editor
• Develop the whole Apps in your browser.

You will need a Google account for this exercise. If you haven’t have one, you can register at https://accounts.google.com/NewAccount

Reference:
http://appinventor.mit.edu/explore/

Exercises:

1. Setup the Apps Inventor at your own computer by going through the steps at http://appinventor.mit.edu/explore/setup-mit-app-inventor.html

2. This application does not require you to have an Android device to complete the exercises. If you have an Android device, you can set up at http://appinventor.mit.edu/explore/setup-device.html

3. Creating a simple Apps by going through the tutorial (PaintPot) at http://appinventor.mit.edu/explore/content/paintpot-part-1.html

4. If you have completed the part 1 of the PaintPot tutorial, you can continue with Part 2 at http://appinventor.mit.edu/explore/content/paintpot-part-2.html

5. Next, you can learn to create a simple game by going through the tutorial (MoleMash) at http://appinventor.mit.edu/explore/content/molemash.html