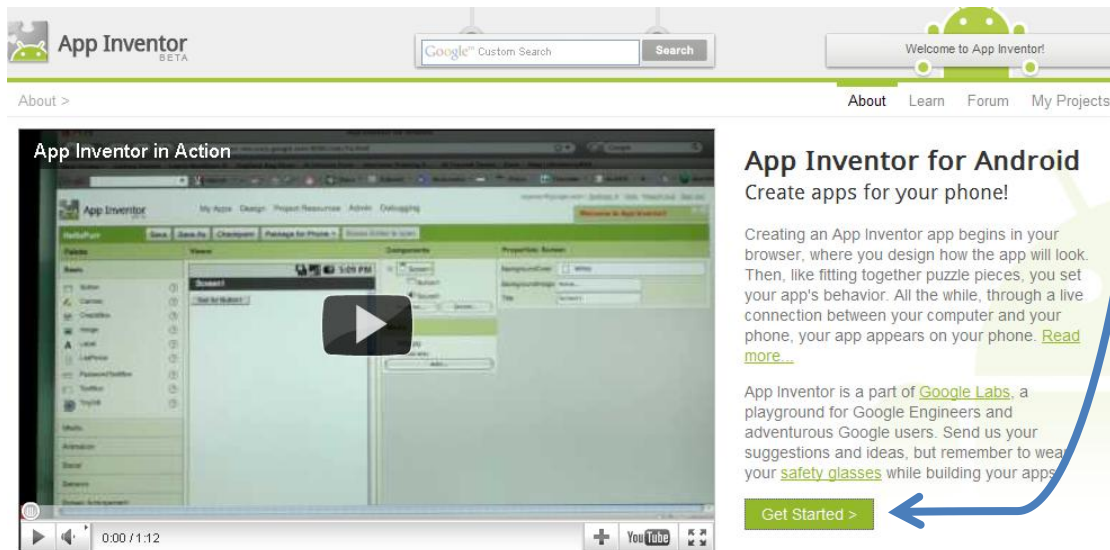


Android – Making an App

- Go to this website: <http://appinventor.googlelabs.com/about/>
- In the window that appears click the **Get Started >** button



- In the next window click the **Set up your computer** hyperlink:
[Learn > Setup >](#)

App Inventor Setup

As you use App Inventor to build apps on your computer, your app will appear bit by bit on your connected Android phone or a running emulator. You need to complete the following steps:

- Step 1: [Set up your computer](#)
- Step 2: Do one of the following, depending on whether you will develop on an Android phone or with the emulator:
 - [Set up your Android phone and build your first app with the phone](#), OR
 - [Build your first app with the emulator](#)

Set up your computer

- In the next window click on this link: **Java test page**. This makes sure you have the correct version of Java installed – if you don't you will be guided through how to download the correct version.

The screenshot shows the 'App Inventor Setup' page. At the top, there is a navigation bar with 'App Inventor BETA', a Google Custom Search box, and a 'Learn about App Inventor' button. Below the navigation bar, there are links for 'About', 'Learn', 'Forum', and 'My Projects'. The main heading is 'App Inventor Setup'. The text explains that as you use App Inventor to build apps, they will appear on your connected Android phone or emulator. It lists two main steps: 'Step 1: Set up your computer' and 'Step 2: Do one of the following, depending on whether you will develop on an Android phone or with the emulator:'. Step 2 includes 'Set up your Android phone and build your first app with the phone, OR' and 'Build your first app with the emulator'. The 'Set up your computer' section lists system requirements for computer and operating system, browser, and Java configuration. A blue arrow points from the 'Java test page' link in the 'Test your Java configuration' section to the 'Instructions for Windows' link in the 'Install the App Inventor Setup Software' section. Another blue arrow points from the 'Java test page' link in the first bullet point of the document to the 'Java test page' link in the screenshot.

App Inventor Setup

As you use App Inventor to build apps on your computer, your app will appear bit by bit on your connected Android phone or a running emulator. To make this happen you need to complete the following steps:

- **Step 1:** [Set up your computer](#)
- **Step 2:** Do one of the following, depending on whether you will develop on an Android phone or with the emulator:
 - [Set up your Android phone](#) and [build your first app with the phone](#), OR
 - [Build your first app with the emulator](#)

Set up your computer

System requirements:

Computer and operating system

- Macintosh (with Intel processor): Mac OS X 10.5, 10.6
- Windows: Windows XP, Windows Vista, Windows 7
- GNU/Linux: Ubuntu 8+, Debian 6+

Browser

- Mozilla Firefox 3.6 or higher
- Apple Safari 5.0 or higher
- Google Chrome 4.0 or higher
- Microsoft Internet Explorer 7 or higher

Test your Java configuration

Your computer needs to run Java 6 (also known as Java 1.6). You can download Java from www.java.com.

Test your Java configuration by performing both of the following tests:

1. Visit the [Java test page](#). You should see a message that Java is working and that the version is Java 1.6.
2. Run the AppInventor Java test by clicking on [this link](#). This will check that your browser is properly configured to run Java, and that your computer can launch applications with Java Web Start.

App Inventor will not work on your computer if these tests do not succeed. Don't go on to try to use App Inventor until you've dealt with the issue.

Install the App Inventor Setup Software

Before you can use App Inventor, you need to install some software on your computer. The software you need is provided in a package called *App Inventor Setup*. Follow the instructions for your operating system to do the installation.

- [Instructions for Mac OS X](#)
- [Instructions for GNU/Linux](#)
- [Instructions for Windows](#)

- At the bottom of this page click **Instructions for Windows**
- On the next window click the **Download** installer hyperlink and download and install the software.

- When you have done this, at the bottom of the page, click on **Build your first app with the emulator**

On the next page you should see something like this:

Building your first app with the emulator (Part 1): Hello Purr



Please visit [Building your first app with a phone](#) rather than proceeding here if you'd prefer to use a phone.

This page will get you started building your first app: A picture of a kitty that meows when you pet it. You can also [watch a video](http://www.youtube.com/watch?v=nC_x9iOby0g) (http://www.youtube.com/watch?v=nC_x9iOby0g) of this app being built. When you're done building Hello Purr, you'll be ready to design apps on your own. Before starting, make sure that you've [set up your computer](#).

As you build Hello Purr you'll learn how the three key tools of App Inventor work:

- The **Designer**, the place where you design your app. It runs in your web browser.
- The **Blocks Editor**, the place where you set the behavior of the app. It is a separate application with its own window.
- The **emulator**, a virtual mobile device that runs on your computer along side App Inventor.

To build *Hello Purr* you'll need a picture of the kitty and also a meow sound. Download these files to your computer:

- [kitty picture](#)
- [meow sound](#)

- Download the **kitty picture** and the **meow sound** file.
- Now go to the website: <http://appinventor.googlelabs.com>
- A new window will appear. Click on the **New** button on the top left hand corner of the screen.

The following smaller window will appear:

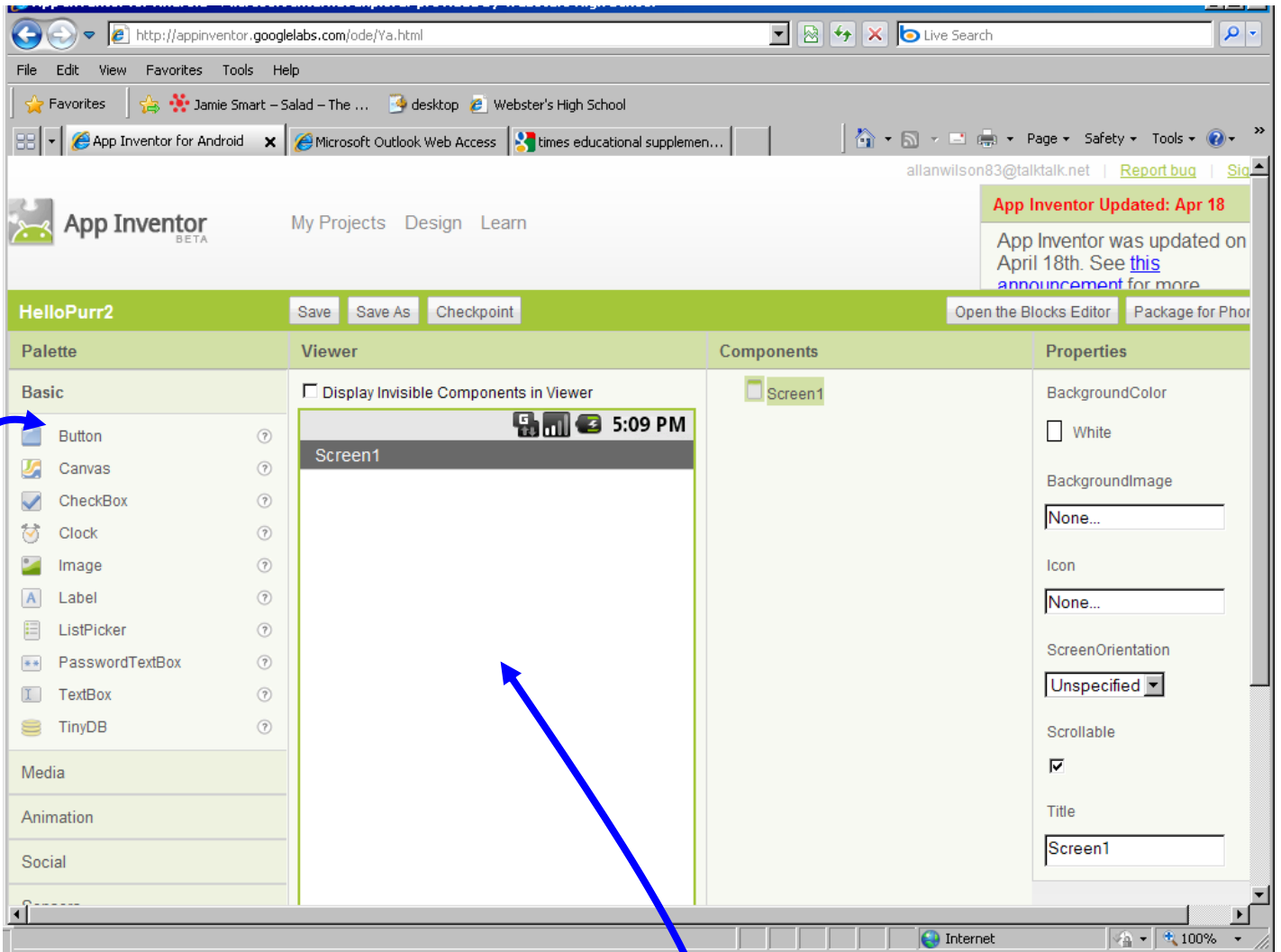
New App Inventor for Android Project...

Project name:

Cancel OK

- Call it **HelloPurr** and click the **OK** button (make sure there are no spaces in the file name).

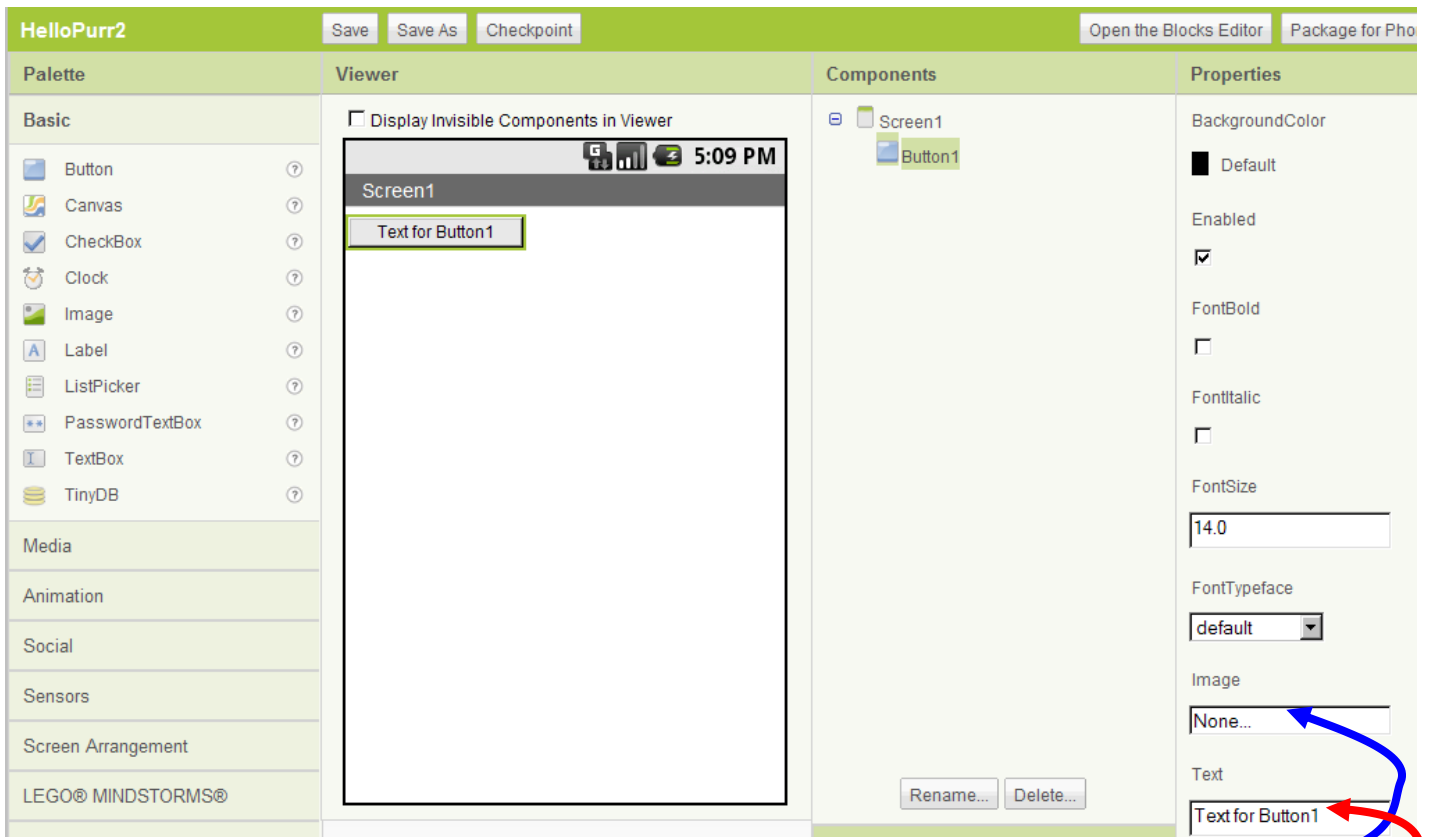
You will get a screen like this:



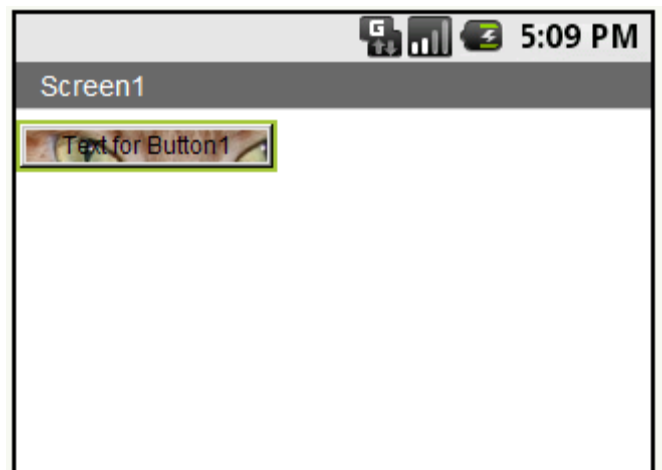
This is called the *Designer* screen.

Drag a **Button** to here

You should get something like this:



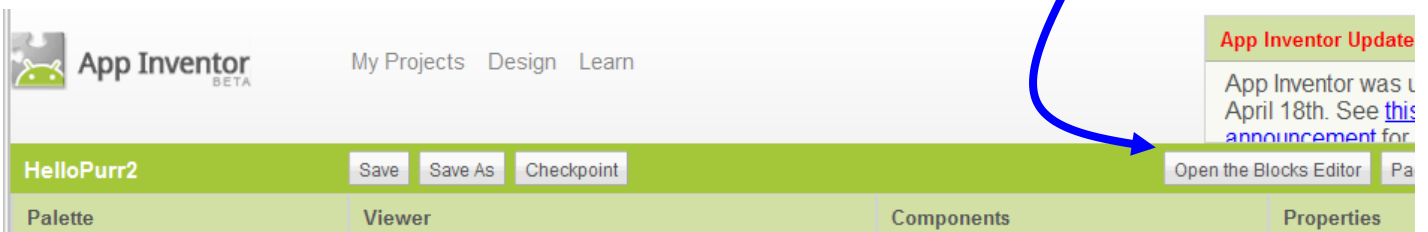
- Click here and then click the **Add..** button. Browse for your kitty picture and then click the **OK** button.
- Delete the **Text for Button1** here
- You should get something like this:
- The cat only partially appears:



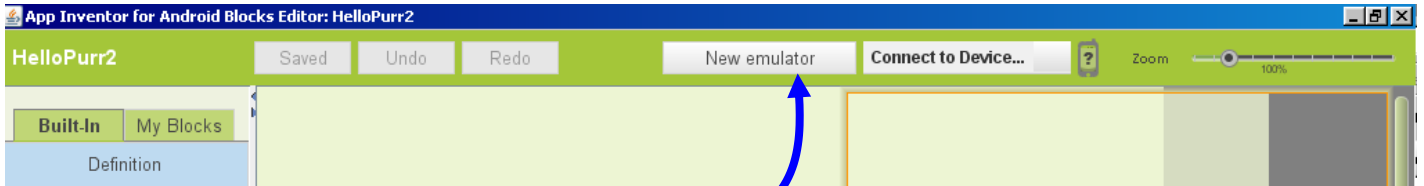
- Scroll down and set **Width** to **Fill parent...**
- Set the **Height** to **300 pixels...**
- You should get this:



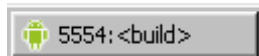
- Now scroll up and click on the **Open the blocks editor:**



- Click **Open** or **Ok** on any window that appears.
- A new window like this should eventually appear:



- Click the **New emulator** button at the top of the page
- Click on **OK** if another window appears
- You should notice a flashing prompt on the bottom task bar which is like the following:



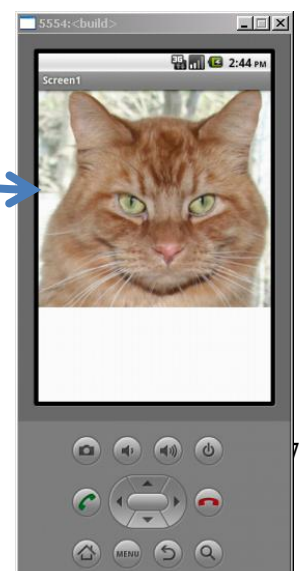
- Click on it and you should see a phone like this:



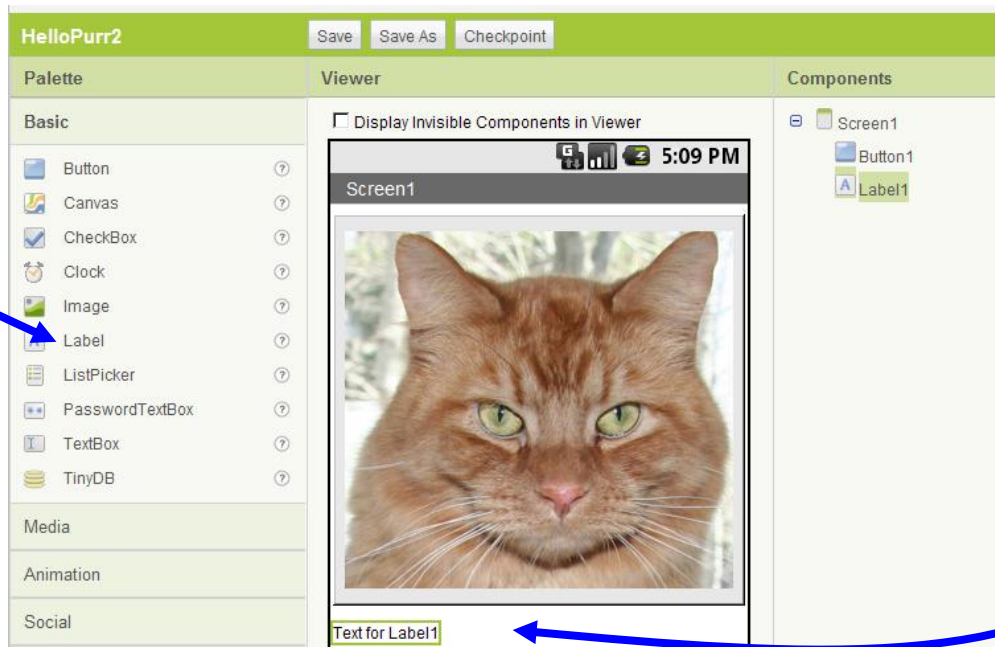
- Give it a while to set up and then click **Connect to device...** at the top of the screen. You should see a yellow arrow move across and then it will go to a green symbol like this:



- Drag the padlock symbol on the emulator to the right hand side of the telephone screen and you should see your cat:



- In the Designer window drag and drop a label under your picture of the cat:



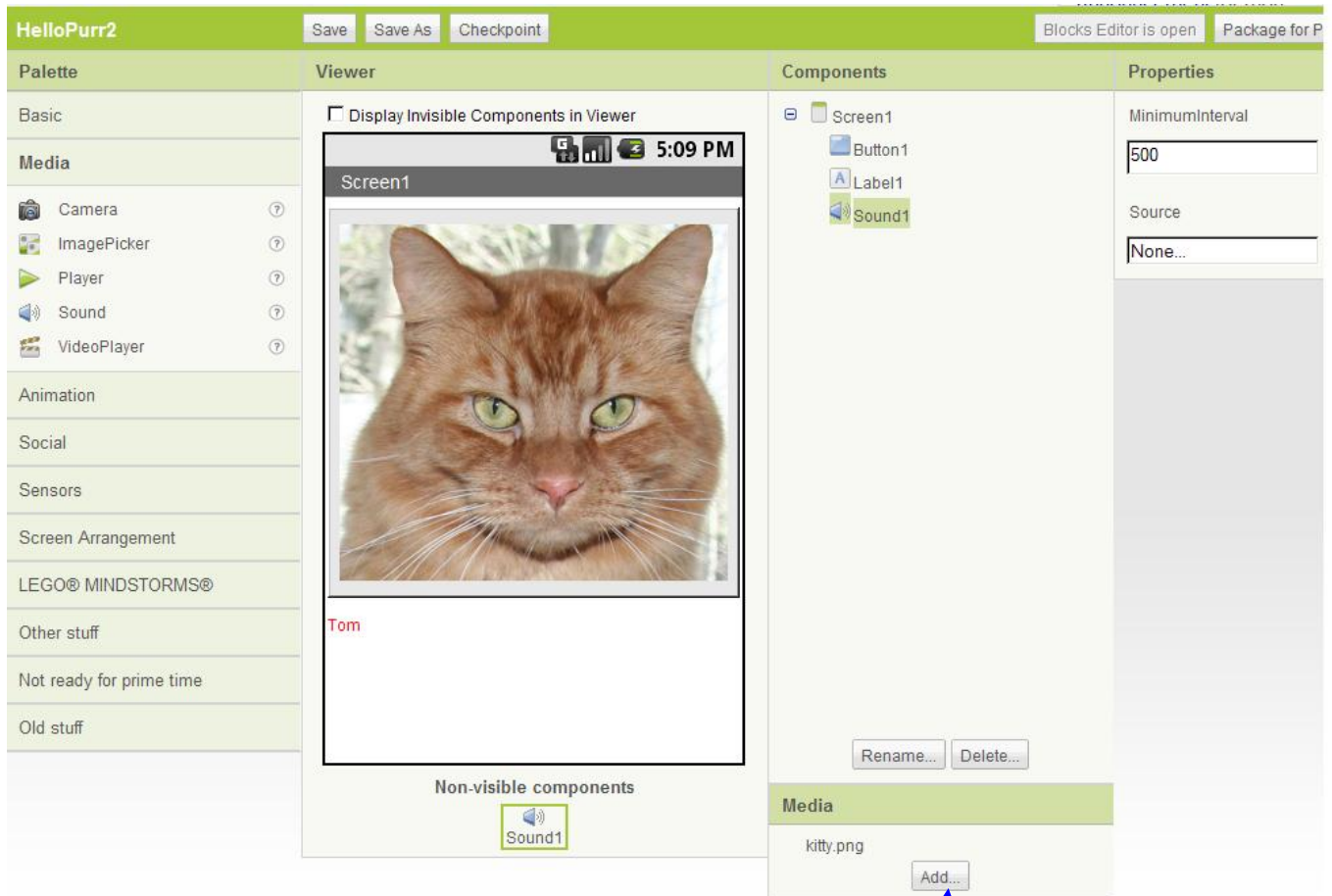
- Change the text label to anything you want. Do this with the colours etc



- Click on the **Media** button here

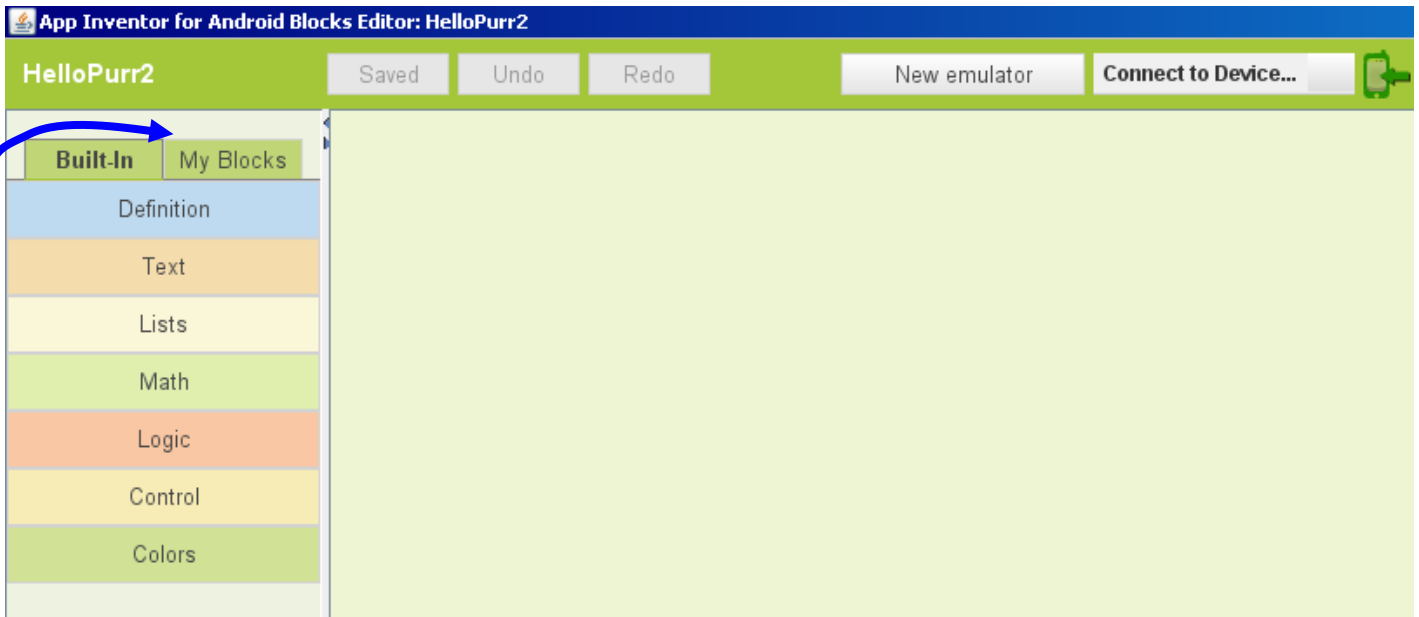
The following appears:

- Drag the **Sound** to here and it will show as this

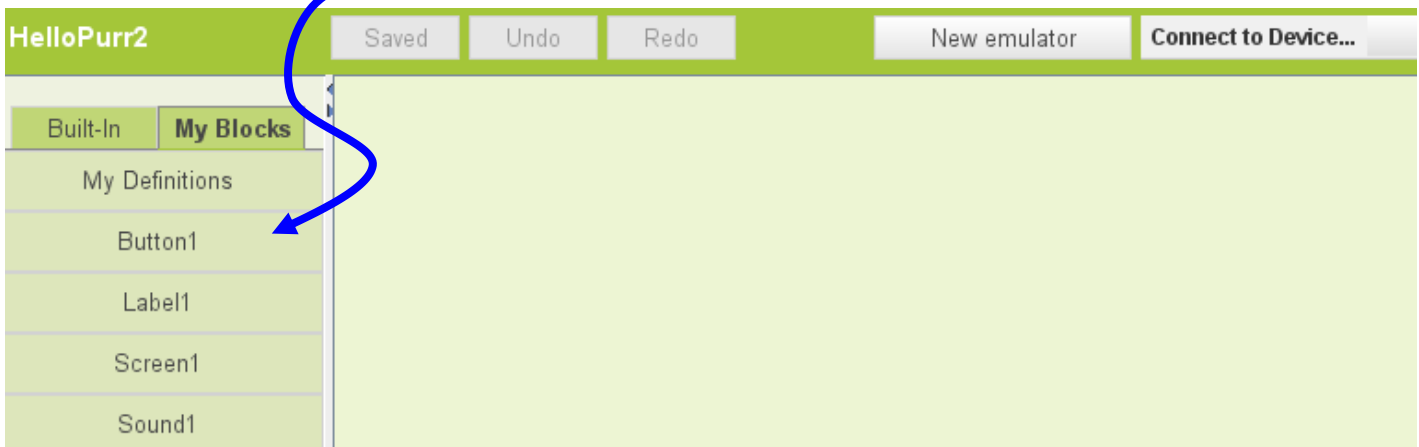


- Now click the **Add...** button and **Browse...** for the meow sound and then click **OK**
- In the Source menu set it to **meow.mp3** and click **OK**

- Go to the **Blocks Editor**. You should get a screen like this:



- Click on the **My Blocks** tab
- Now click on Button1



The following appears:

- Drag and drop **When Button1.Click do** on to here
- Click Sound1



The following window appears:

- Drag the call **Sound1.Play** on to the screen like this:



- Click on the cat on the emulator and you should here it play (if you don't have the emulator appearing, click on **New Emulator** button. Then click on the **Connect to Device...** button).



- You can then put the application on to your phone. In order to do this, you will need the particular driver that comes with your phone. I have an HTC Wildfire and to download the driver I typed in "**HTC**

wildfire download". Once you have done this and installed it, go to **Design View** and click the **Package for Phone** button. I then chose the **Download to Connected Phone** button (make sure you have the phone connected!). **HelloPurr** should now be in your apps settings.