

APP INVENTOR – ЛЕСНО КАТО ПЪЗЕЛ

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КАКВО Е APP INVENTOR?

App Inventor е:

свободен софтуер

графично средство за създаване на програми за операционната система Android, без за целта да са необходими специални умения в програмирането

Процесът на създаване става директно чрез подреждането и свързване на „блокчета“ с различни функции, които в целостта си описват логиката и работата на създаваната програма



START

<http://appinventor.mit.edu/explore/>

Create apps!

Свързване чрез google account

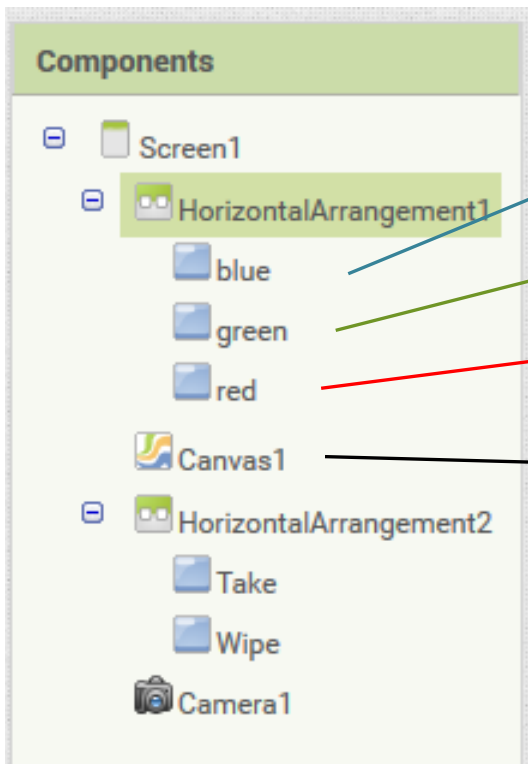
The screenshot shows the MIT App Inventor website homepage. At the top, there is a navigation bar with links for 'About', 'News & Stories', and 'Resources'. A 'Create apps!' button is visible in the top right corner. Below the navigation bar, there is a search bar and a 'Google Custom Search' button. The main content area features a video player titled 'Middle School Girls Learning App Inventor!' with a play button. Below the video, there are statistics: 'Active Users This Month: 235.4K', 'Active Users This Week: 120.0K', 'Registered Users: 3.7M', 'Countries: 193', and 'Apps Built: 10.4M'. A featured article titled 'Youth Radio App Inventor App' is displayed, with a sub-headline 'Build a Hip Hop History App' and 'Mobile App Ideation'. Below this, there are four main sections: 'Get Started' (with a 'Start' button), 'Tutorials' (with a 'Tutorials' button), 'Teach' (with a 'Teach' button), and 'Forums' (with a 'Forums' button). On the right side, there is a 'Get Involved with MIT App Inventor' section, a 'Recent News' section, and a 'Tweets' section showing social media updates.

СЪЗДАВАНЕ НА ПЪРВОТО ПРИЛОЖЕНИЕ

В Screen1 създаваме следните компоненти:

Projects/ Start New Project/ Project name:

КОМПОНЕНТИ В SCREEN1:



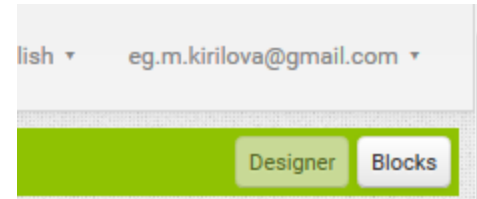
TextColor: blue

TextColor: green

TextColor: red

BackgroundImage

BLOCKS:



```
when red .Click
do set Canvas1 . PaintColor to red

when blue .Click
do set Canvas1 . PaintColor to blue

when green .Click
do set Canvas1 . PaintColor to green
```

```
when Wipe .Click
do call Canvas1 .Clear

when Take .Click
do call Camera1 .TakePicture

when Camera1 .AfterPicture
image
do set Canvas1 . BackgroundImage to get image
```

ПРОДЪЛЖЕНИЕ НА КОДА

initialize global `r` to `1`

when `Canvas1` .Touched

`x` `y` `touchedAnySprite`

do call `Canvas1` .DrawCircle

centerX `get x`

centerY `get y`

radius `get global r`

fill `true`

when `Canvas1` .Dragged

`startX` `startY` `prevX` `prevY` `currentX` `currentY` `draggedAnySprite`

do call `Canvas1` .DrawLine

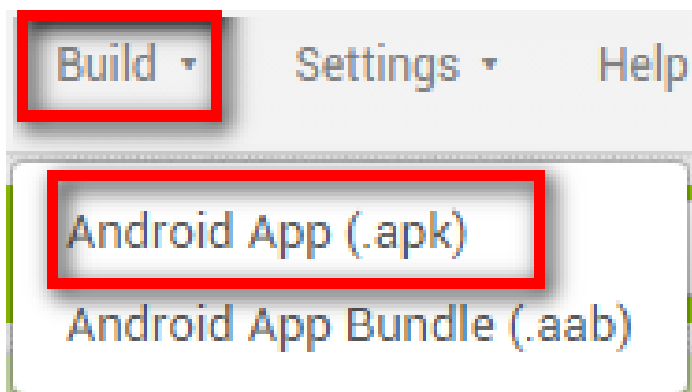
x1 `get prevX`

y1 `get prevY`

x2 `get currentX`


y2 `get currentY`

СЪЗДАВАНЕ НА ПРИЛОЖЕНИЕТО




ИНСТАЛИРАНЕ НА ТЕЛЕФОН

Android App for MoleMash



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Click the button to download the app, right-click on it to copy a download link, or scan the code with a barcode scanner to install.
Note: this link and barcode are only valid for 2 hours. See [the FAQ](#) for info on how to share your app with others.

Dismiss

ВИДЕА:

<http://appinventor.mit.edu/explore/ai2/beginner-videos.html>

ПРИМЕР 2

<https://appinventor.mit.edu/explore/ai2/molemask>

