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Talk To Me Directions

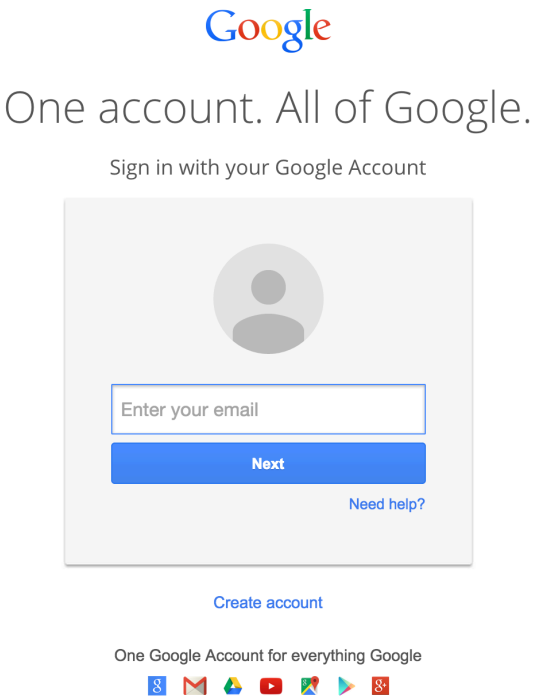
Getting Started:

1. Go to the App Inventor website

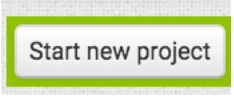
   http://appinventor.mit.edu

2. Click Create 

and log in with your Google username and password.



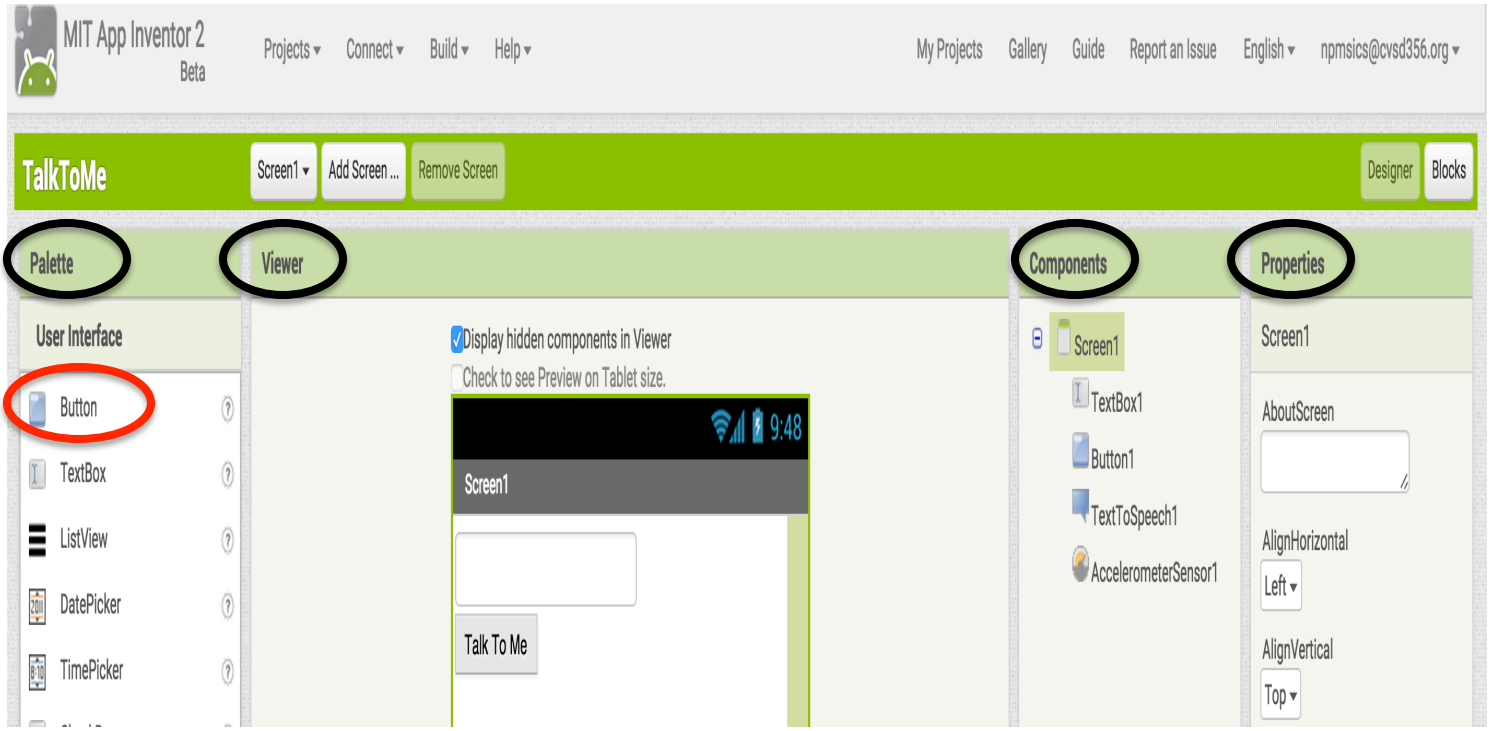
3. Once you have created your account; select Start New Project on the upper left of your window.

And name your project "TalkToMe" no spaces or symbols.

Designer:

4. The Designer window is where you lay out how you want your app to look. The Palate lets you choose components, the Viewer lets you arrange components, the Components list tells you what components are in your app so far, the Properties window will let you edit any component you select from the Components list.



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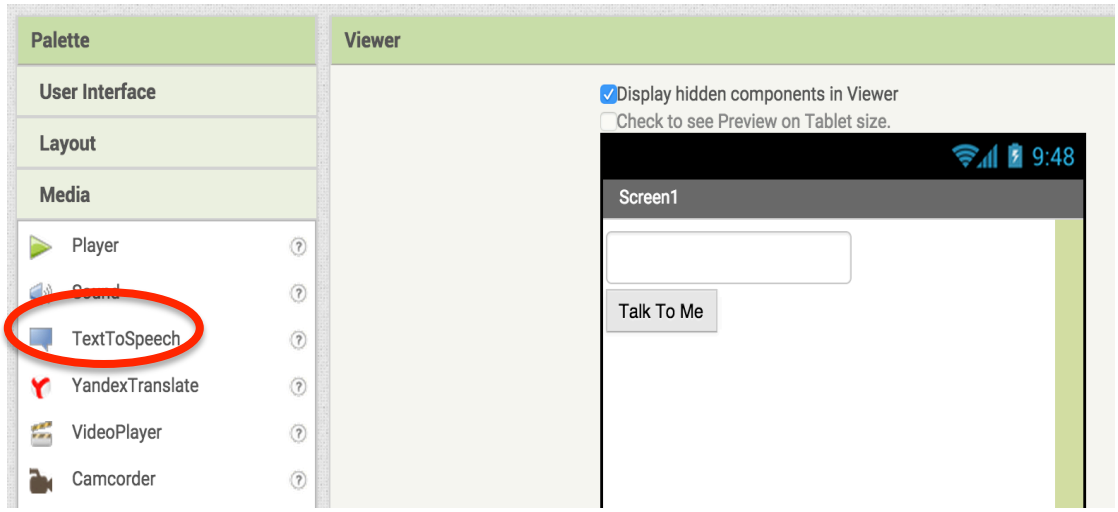
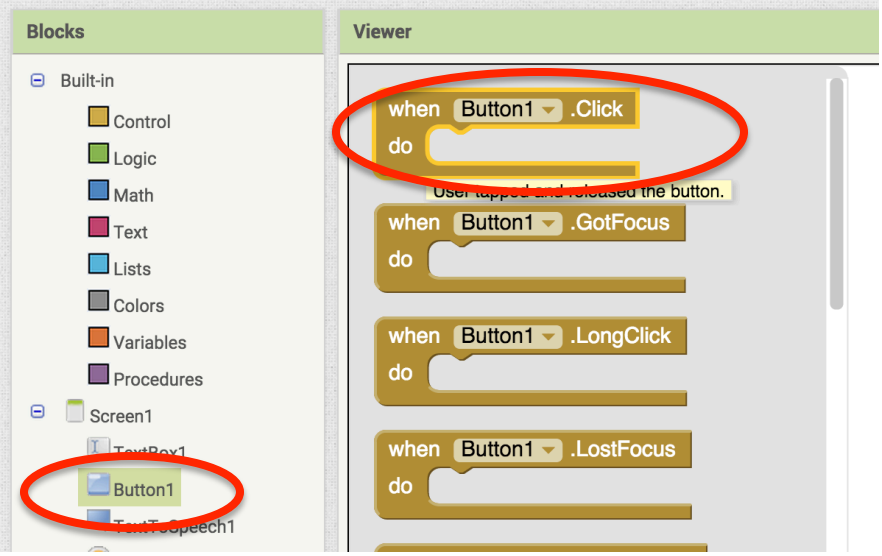
5. We need a button – Click and hold “Button” from the palette, drag it over to the viewer and drop it.
6. On the Components pane select “Button1”. In the Properties pane you can now change the text of the button to “Talk To Me”. The text on the button changes right away.
7. Grab a “TextToSpeach” component from the Palette and drag it into the Viewer. It will show up at the bottom of the screen as it is a Non-Visible component.



Switch to the Blocks Editor

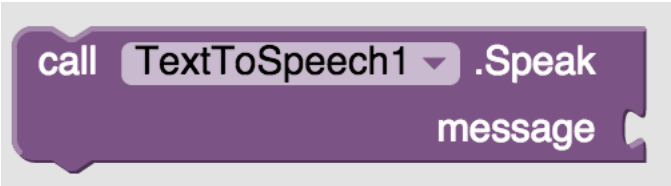
8. In the upper right side of the screen is a button that says “Blocks” click on it to move to your blocks window.
9. The blocks editor is where you program the behavior of your app. There are Built-in blocks and ones specific to each component.
10. Click on the button component in the Blocks panel, now you can see all the options to control the button Events.



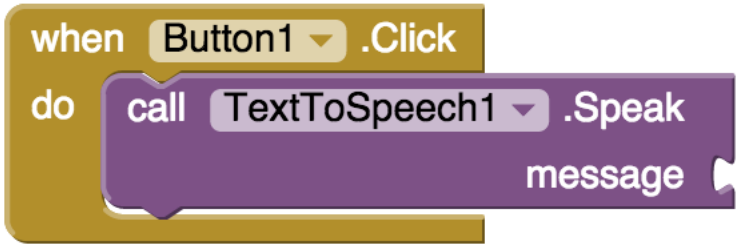
11. Select “When Button1 Clicked” and drag it out into the workspace.
12. This block is an Event Handler for the button, it says what will happen when the button is clicked. Notice that Event Handlers are brown. In this case: we

want the app say something out loud.

13. Click on the TextToSpeach component in the Blocks panel and find the

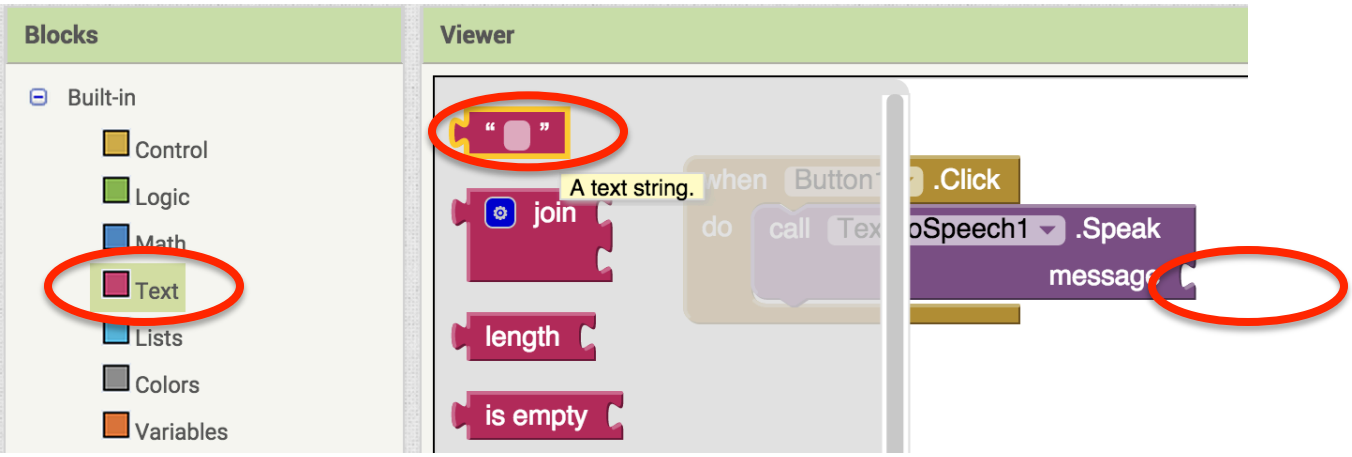


block. Notice it is purple because it is calling a built in procedure, it also has a notch at the top to help it fit into the Event Handler. Drag it out into the workspace. Place it inside the Event Handler for the button click.



14. You can see that the procedure "call TextToSpeech1.Speak has an open socket. This is where we will put the text we want the apps to read when the button is clicked.

15. Go to the Built In section of the blocks panel and select Text. Select the pink blank socket with the " ", and drag it out into the workspace and put it into the open socket on the procedure.



16. Click inside the text block and type "Congratulations! You've made your first app!"

Now Let's Test It!

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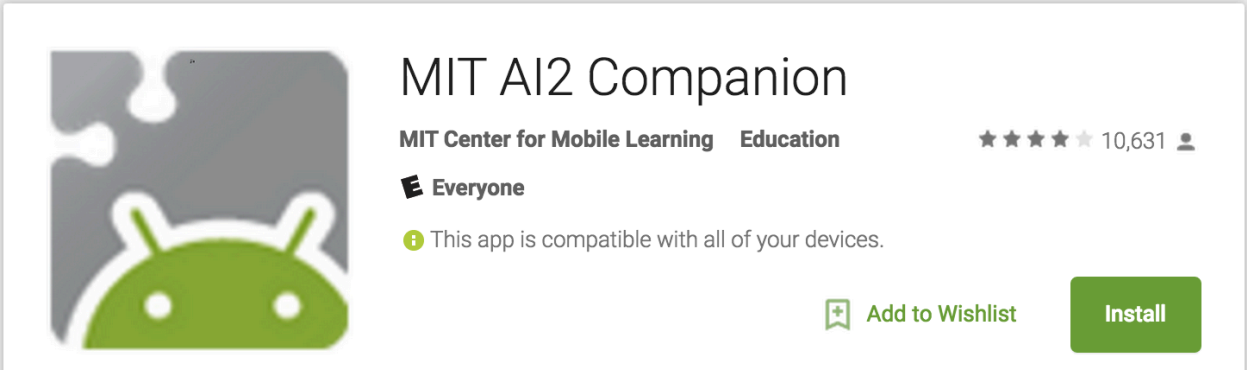
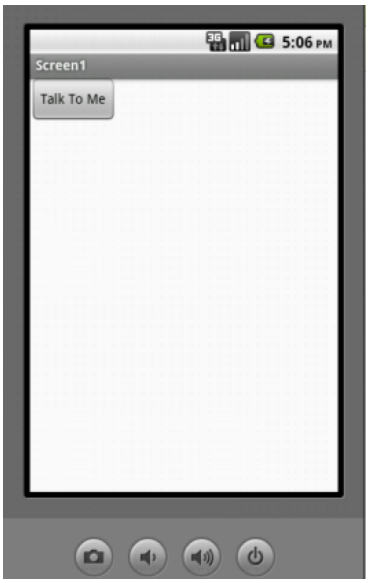
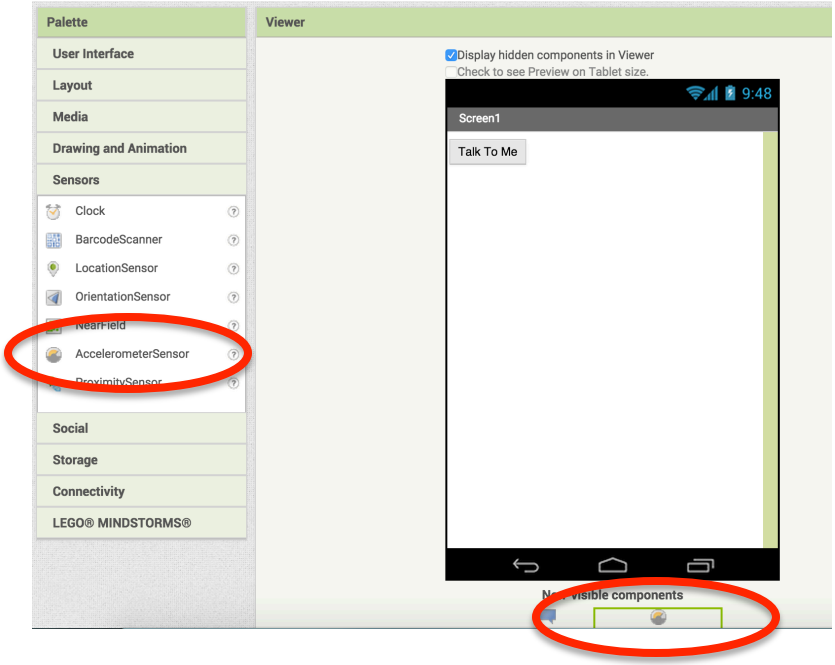
17. To test your app you need to have the AI Companion installed on your Android tablet, or phone. It is available for free at https://play.google.com/store/apps/details?id=edu.mit.appinventor.aicompanion3&hl=en



18. Go up to Connect on the App Inventor website and pull down to AI Companion. This will give you a QR code that you can scan from inside the app on your device. Once you click Connect, you will be able to see your app run on your device.
19. When you click the button it should say "Congratulations! You've made your first app!"
20. Lets add an Accelerometer sensor. This component will allow the movement of the tablet to control when the app speaks.
21. In the sensor drawer of the Pallet drag the AccelerometerSensor into the Viewer. This is a non-visible item, so it will show up on the bottom of the viewer.





22. Go to the Blocks and click on the Accelerometer to select the event handler for when you shake the Accelerometer.
23. You can right click on a block to duplicate it. Duplicate the purple CallTextToSpeach procedure and put the new one into the AccelerometerShaken event handler. I changed the text to say "Stop Shaking Me!"

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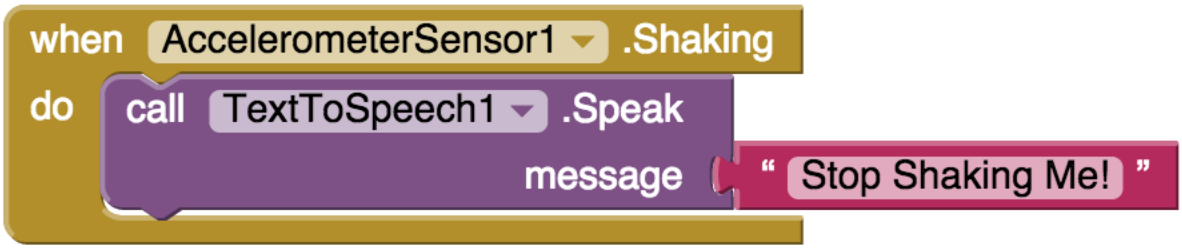
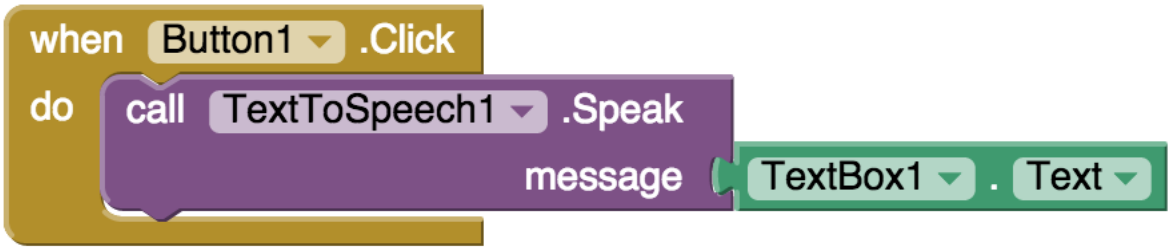


24. You can also have the app say anything that is in a textbox. In the designer drag a Textbox over from the User Interface Palette to the Viewer. In Blocks click on the Textbox and select the block that sets the textbox to it's text and put that chunk on the Event Handler for WhenButtonClicked.



25. Now when you click the button it will say whatever is in the text box!
26. What does the AcclerometerSensor do?

27. What is an Event Handler?

28. What else could you have this app do?

29. What did you learn today? Give at least 3 things…