App Inventor

Lesson 01 – Learning Objective
- Understand the features of the main App Inventor interfaces
- Understand the process of writing App Inventor programs
- Recognize and use interface layout components
- Write the first mobile application (Hello World)
- Differentiate between label and textbox
- Retrieve and change the properties of different objects in a program
- Understand the concept of object-oriented programming
- Write programs to retrieve and change the properties of different objects
- Configure the location of objects in a mobile application as required

Lesson 02 – Learning Objective
- The application of constants and variables
- How to upload photos
- Learning the concept of multidirectional judgment
- Connecting devices for real-time testing
- Adding components to create user interfaces
- Selecting components and updating some of their properties
- Renaming components

Lesson 03 – Learning Objective
- Learn to use the Talking Dialog Box component
- Learn how to use the TinyDB database
- Understanding canvas and picture wizards
- Writing the Greedy Snake application