

Δημιουργία εφαρμογών για
κινητά τηλέφωνα:

Magic Moon

No Name Team:

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Σινιάρη Διονύσης

Χατζηκωνσταντίνου Θωμαή

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Περιεχόμενα

Τι είναι το App Inventor; Πώς λειτουργεί;

Λίγα λόγια για την εφαρμογή μας

Η πορεία μας μέχρι τώρα

Σχέδια για το μέλλον

Τι είναι το App Inventor; Πώς λειτουργεί;

Δημιουργήθηκε από την Google το 2010

Είναι εφαρμογή δημιουργίας εφαρμογών για
Android

Ιδανικό για άπειρους χρήστες

Αποτελείται από

- Το παραθυρικό περιβάλλον σχεδίασης και
- Τα Blocks

Περιβάλλον Σχεδίασης

The screenshot displays the App Inventor web interface. At the top left is the App Inventor logo with 'BETA' underneath. To its right are navigation links: 'My Projects', 'Design', 'Learn', and 'Admin'. A red banner on the right says 'Welcome to App Inventor!'. Below the navigation is a green bar with the project name 'test2' and buttons for 'Save', 'Save As', and 'Checkpoint'. On the far right of this bar are buttons for 'Open the Blocks Editor' and 'Package for Phone'. The main workspace is divided into four panels: 'Palette', 'Viewer', 'Components', and 'Properties'. The 'Palette' panel on the left lists various UI components under categories like 'Basic', 'Media', 'Animation', 'Social', 'Sensors', 'Screen Arrangement', and 'Other stuff'. The 'Viewer' panel in the center shows a mobile screen layout with a status bar at the top displaying '5:09 PM' and a header area labeled 'Screen1'. The 'Components' panel on the right shows a single component named 'Screen1' with 'Rename...' and 'Delete...' buttons. The 'Properties' panel on the far right shows the configuration for the selected 'Screen' component, including options for 'BackgroundColor' (set to 'White'), 'BackgroundImage' (set to 'None...'), 'Icon' (set to 'None...'), 'Scrollable' (checked), and 'Title' (set to 'Screen1').

App Inventor BETA

My Projects Design Learn Admin

Welcome to App Inventor!

test2 Save Save As Checkpoint Open the Blocks Editor Package for Phone

Palette Viewer Components Properties

Basic

- Button
- Canvas
- CheckBox
- Clock
- Image
- Label
- ListPicker
- PasswordTextBox
- TextBox
- TinyDB

Media

Animation

Social

Sensors

Screen Arrangement

LEGO® MINDSTORMS®

Other stuff

Screen1 5:09 PM

Screen1

Screen1

Screen

BackgroundColor

White

BackgroundImage

None...

Icon

None...

Scrollable

Title

Screen1

Rename... Delete...

Blocks

The image shows the MIT App Inventor 2 interface for a project named "BlueBotRC". The interface is divided into several sections:

- Top Bar:** MIT App Inventor 2 Beta, Project, Connect, Build, Help, and My Projects.
- Project Name:** BlueBotRC, with buttons for Screen1, Add Screen, and Remove Screen.
- Blocks Panel (Left):** A sidebar with categories: Built-in, Control, Logic, Math, Text, Lists, Colors, Variables, Procedures, Screen1, BluetoothClient1, and Any component.
- Viewer (Center):** A workspace for visual programming blocks.
 - when Screen1 - Initiate:** A sequence of six "set Enabled to false" blocks for btnForward, btnStop, btnReverse, btnRight, and btnLeft.
 - when lstPairedBluetoothDevices - BeforePicking:** A "set Elements to BluetoothClient1 - AddressesAndNames" block.
 - when lstPairedBluetoothDevices - AfterPicking:** A "evaluate but ignore result" block containing a "call BluetoothClient1 - Conned address" block, followed by an "if BluetoothClient1 - isConnected" block. The if block contains several "set" blocks for lstPairedBluetoothDevices (Enabled to false, Visible to false), lblConnectionStatus (Text to Status Connected, TextColor to white, BackgroundColor to green), and btnForward, btnStop (Enabled to true).
- Event Listeners (Right):** A vertical stack of "when Click" events for btnForward, btnReverse, btnRight, btnLeft, and btnStop. Each event is followed by a "call BluetoothClient1 - Send1ByteNumber" block with a "number" input field.

Λίγα λόγια για την εφαρμογή μας

Απλή

Εύκολη στη χρήση

Σύντομη

Αστεία

Διαθέσιμη για
ανδρες και γυναικες



Η Πορεία μας μέχρι τώρα

Palette

User Interface

- Button
- CheckBox
- DatePicker
- Image
- Label
- ListPicker
- ListView
- Notifier
- PasswordTextBox
- Slider
- Spinner
- TextBox
- TimePicker
- WebView

Layout

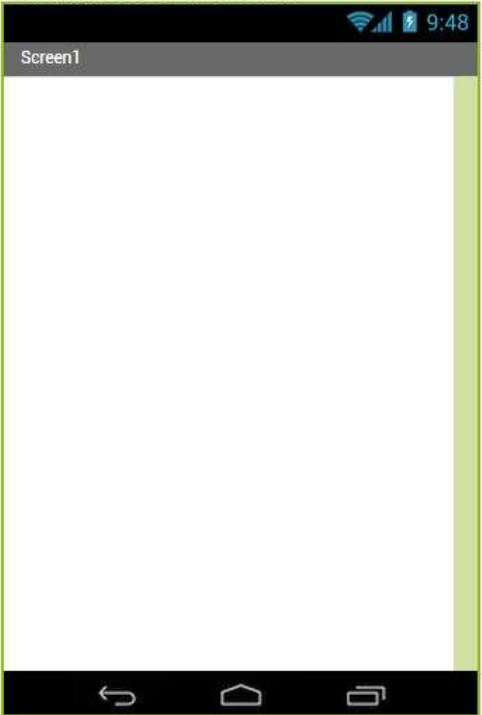
Media

Drawing and Animation

Sensors

Viewer

Display hidden components in Viewer
 Check to see Preview on Tablet size.



Screen1

Components

- Screen1

Rename Delete

Media

Upload File ...

Properties

Screen1

AboutScreen

AlignHorizontal: Left

AlignVertical: Top

AppName: TheMoon

BackgroundColor: White

BackgroundImage: None

CloseScreenAnimation: Default

Icon: None

OpenScreenAnimation: Default

ScreenOrientation: Unspecified

Scrollable

ShowStatusBar



Palette

User Interface

- Button
- CheckBox
- DatePicker
- Image
- Label
- ListPicker
- ListView
- Notifier
- PasswordTextBox
- Slider
- Spinner
- TextBox
- TimePicker
- WebView

Layout

Media

Drawing and Animation

Sensors

Viewer

Display hidden components in Viewer
 Check to see Preview on Tablet size.

Screen1

Upload File ...

Επιλογή αρχείου Δεν επιλέχθηκε κανένα αρχείο.

Cancel OK

Components

- Screen1

Rename Delete

Media

- Upload File ...

Properties

Screen1

AboutScreen

AlignHorizontal
Left : 1

AlignVertical
Top : 1

AppName
TheMoon

BackgroundColor
White

BackgroundImage
None

Upload File ...
Cancel OK

Scrollable

ShowStatusBar

Palette

User Interface

- Button
- CheckBox
- DatePicker
- Image
- Label
- ListPicker
- ListView
- Notifier
- PasswordTextBox
- Slider
- Spinner
- TextBox
- TimePicker
- WebView

Layout

Media


Drawing and Animation

Sensors

Viewer

Display hidden components in Viewer

Check to see Preview on Tablet size.



The viewer shows a mobile app interface with a screen titled 'Screen1'. The screen displays a vibrant image of a galaxy. The interface includes a status bar at the top with signal strength, Wi-Fi, and battery icons, and the time '9:48'. At the bottom, there are three navigation icons: back, home, and recent apps. A red circle highlights the entire mobile app preview area.

Components

- Screen1

Media

- 37721760-galaxy.jpg
- Upload File ...

Properties

Screen1

AboutScreen

AlignHorizontal: Left : 1

AlignVertical: Top : 1

AppName: TheMoon

BackgroundColor: White

BackgroundImage: 37721760-galaxy.jpg...

CloseScreenAnimation: Default

Icon: None...

OpenScreenAnimation: Default

ScreenOrientation: Unspecified

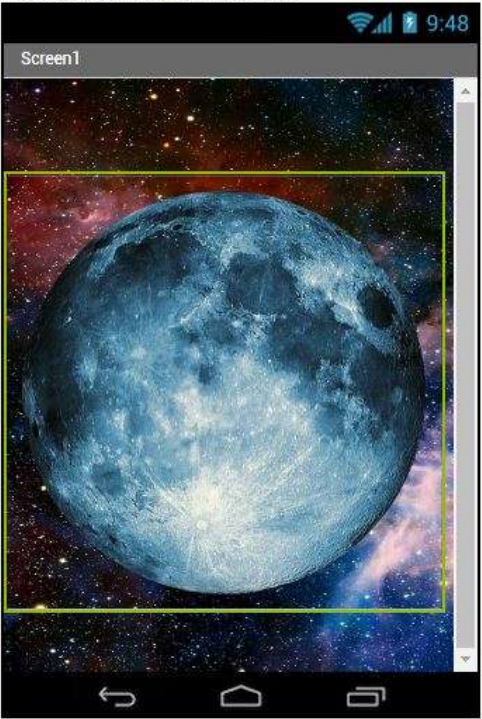
Scrollable

ShowStatusBar



- User Interface
 - Button
 - CheckBox
 - DatePicker
 - Image
 - Label
 - ListPicker
 - ListView
 - Notifier
 - PasswordTextBox
 - Slider
 - Spinner
 - TextBox
 - TimePicker
 - WebView
- Layout
- Media
- Drawing and Animation

Display hidden components in Viewer
Check to see Preview on Tablet size.



Non-visible components
Player1 Clock1 Player2 Notifier1

- Screen1
 - Label4
 - Button1
 - Label3
 - Player1
 - Clock1
 - Player2
 - Notifier1
- Media
 - 37721760-galaxy.jpg
 - 8ball.jpg

Button1

BackgroundColor
None

Enabled

FontBold

FontItalic

FontSize
20

FontTypeface
default

Height
310 pixels

Width
310 pixels

Image
moon.png

Shape
default

ShowFeedback

Text

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Colors
 - Variables
 - Procedures
- Screen1
 - Label4
 - Button1
 - Label3
 - Player1
 - Clock1
 - Player2
 - Notifier1
- Any component

Rename Delete

Viewer

```

when Button1.Click
do
  if Button1.Width == 310
  then
    set global time to 3
    initialize global time to 10000
    set Button1.FontSize to 20
    set Clock1.TimerEnabled to Clock1.TimerEnabled
    set Button1.Text to "Με τί μοιάζει το μισό φεγγάρι;"
    set Button1.TextColor to 
  else if Button1.Width == 311
  then
    set global time to 103
    set Clock1.TimerInterval to 1500
    set Button1.Text to "Γιατί δεν αγοράζεις ψάρια από μένα ρε;"
    set Button1.FontSize to 20
  else if Button1.Width == 312
  then
    set global time to 600

when Clock1.Timer
do
  set global time to get global time - 1
  if get global time == 1
  then
    call Player2.Start
    set Button1.Text to "Με το άλλο μισό. Χα"
    set Button1.Width to 311
  if get global time == 101
  then
    call Player2.Start
    set Clock1.TimerInterval to 2000
    set Button1.Text to "Καταρχήν δεν μου α"
    set Button1.Width to 312
  if get global time == 100
  then
    set Button1.FontSize to 0
  
```