

Info sheet 1: The Designer – The appearance of your app

Here you can find all elements you can add to your app.

Your smartphone's screen: All elements are dragged into it. You'll see the appearance of your app while composing it.

The components you already added. Click to alter.

Here you can modify the properties of your components.

Here you can switch between Designer and Blocks Editor.

For starters, you will mostly work with the categories **User Interface**, **Layout**, **Media** and **Drawing and Animation**.

The screenshot shows the App Inventor Designer interface. At the top, there's a 'Test' header with 'Screen1', 'Add Screen...', and 'Remove Screen' buttons. Below this are four main panels: 'Palette', 'Viewer', 'Components', and 'Properties'. The 'Palette' panel on the left is divided into categories: 'User Interface' (containing Button, CheckBox, DatePicker, Image, Label, ListPicker, ListView, Notifier, PasswordTextBox, Slider, Spinner, TextBox, TimePicker, WebViewer), 'Layout', 'Media', 'Drawing and Animation', 'Sensors', 'Social', 'Storage', and 'Connectivity'. The 'Viewer' panel in the center shows a smartphone screen with a 'Screen1' header and a 'Text for Button1' label. Below the viewer is a 'Non-visible components' section with 'Camera1' and 'Sound1'. The 'Components' panel on the right lists 'Screen1', 'Button1', 'Image1', 'Canvas1', 'Camera1', and 'Sound1'. Below this list are 'Rename' and 'Delete' buttons. The 'Properties' panel on the far right shows settings for 'Screen1', including 'AboutScreen', 'AlignHorizontal' (Left), 'AlignVertical' (Top), 'BackgroundColor' (White), 'BackgroundImage' (None...), 'CloseScreenAnimation' (Default), 'Icon' (None...), 'OpenScreenAnimation' (Default), 'ScreenOrientation' (Unspecified), 'Scrollable' (checked), 'Title' (Screen1), 'VersionCode' (1), and 'VersionName' (1.0). At the bottom of the 'Components' panel is an 'Upload File...' button. Red arrows point from text boxes to these various parts of the interface.

Here you find the components of your app that are not displayed on screen (e.g. sounds).

Here you can upload files to use them in your app (e.g. sounds or pictures).

Rename or delete the selected component.

Info sheet 2: The Blocks Editor – The abilities of your App

Here you find built-in blocks. They are colour coded to help you find the suitable ones.

Here you can find the components you previously added in the Designer.

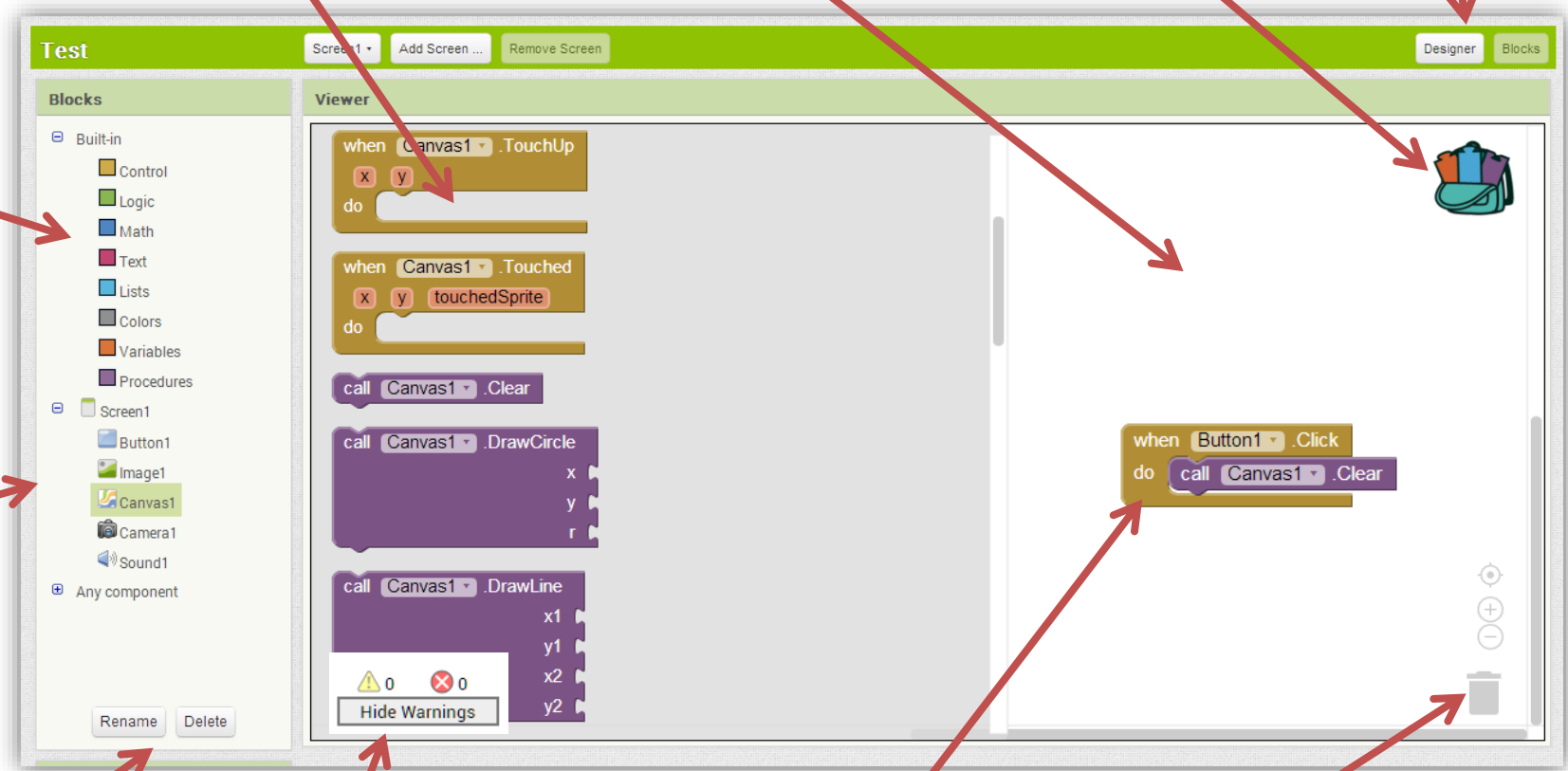
Here you can rename and delete the currently selected component.

Block selection menu, here shown for a canvas. You can drag and drop the blocks onto the workspace.

The workspace. Here you compose your blocks.

The backpack. You can store blocks in it to exchange them between screens or projects.

Here you can switch between Designer and Blocks Editor.



Errors and warnings.

A completed block, here for a button that clears the canvas when clicked.

The recycle bin. Use with caution! With the buttons above it you can zoom in and out and centre the view on your blocks.