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*.

Rename or delete the selected component.

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).

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

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.

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

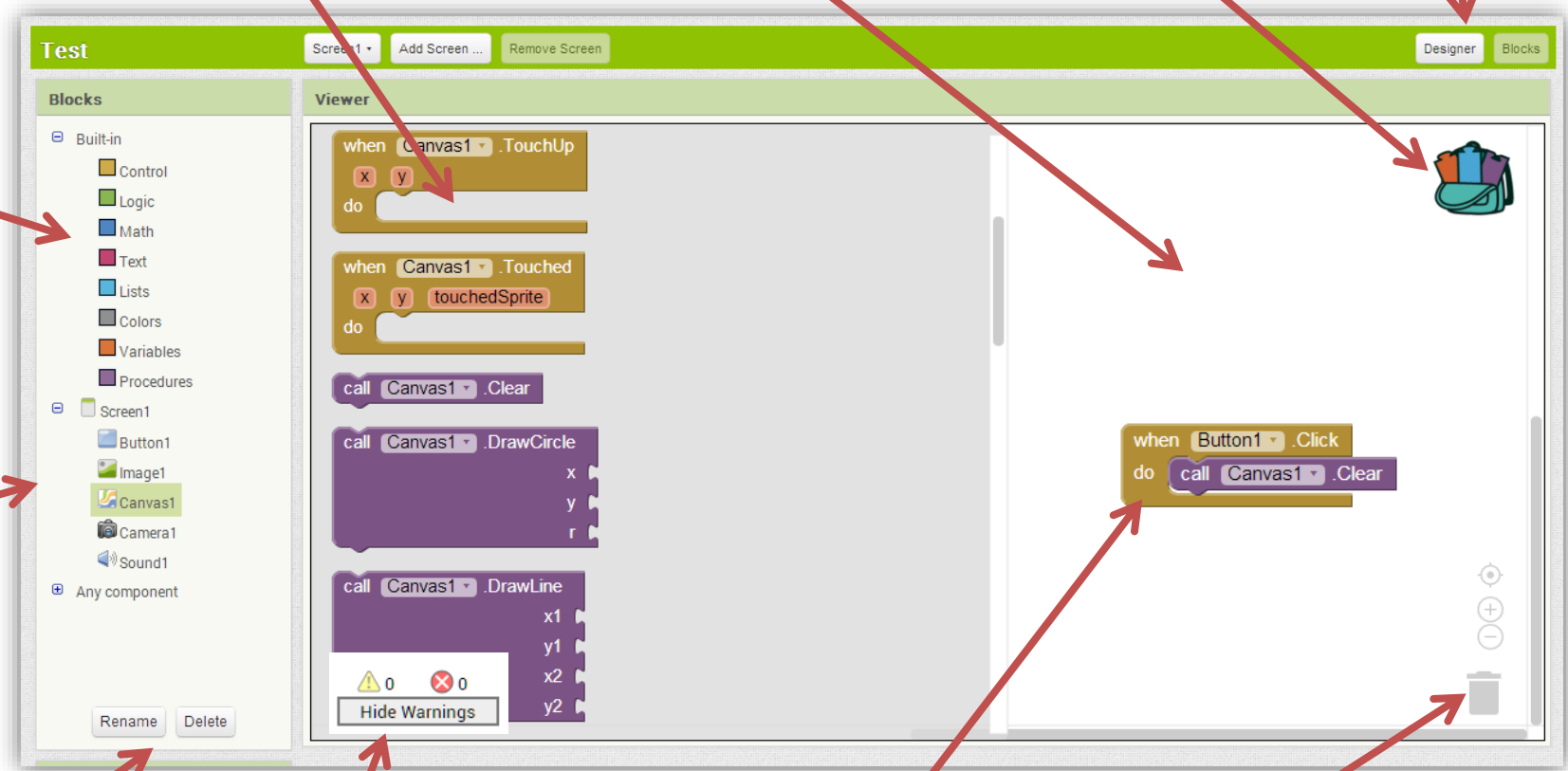Here you can find the components you previously added in the Designer.

Here you can rename and delete the currently selected component.

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.