ECE 1778 - Creativity and Programming for Mobile Devices
January 2011
Assignment #A1, for Appers

Learning the Google App Inventor Environment

The goal of this assignment is to set up the Google App Inventor environment, and to do two tutorials, creating two simple applications, and running them on the emulator.

1   Computers and Accounts

You can either use your own windows/linux/mac computer, or the computers in the ECE laboratory in the Sandford Fleming building, Room 2204 (ask the TA Braiden Brousseau (braiden.brousseau@utoronto.ca) for the room access code for the room access code). If you are using the ECE computers, make sure you have requested an account from the course TA.

Once you know what computer you are using, you will need to use or acquire a Google account. Go here to create a Google account:
https://www.google.com/accounts/NewAccount

2   Set up Google App Inventor for Your Computer

Go to the following website on your computer:
http://appinventor.googlelabs.com/about/

If this is all very new to you, please watch the video of the person creating their first application with app inventor. Then follow the instructions under getting started:
http://appinventor.googlelabs.com/learn/setup/

Follow **step 1 – set up your computer.** Then, for step 2, selected **Build your first app with the emulator**, (unless you have a google android phone handy to plug into the computer, in which case you can follow the other links that use an actual phone).

If you are using the ECE computers, see the document – **Using Google App Inventor on ECE Computers**, available on the course website.

3   Do the Hello Purr Tutorial

The first application that teaches how to do the basic things in App Inventor is called 'hello purr', which creates an app that is a picture of a kitten. When you touch it, it makes a purring sound. Follow the instructions here for doing the tutorial on the phone

emulator:
http://appinventor.googlelabs.com/learn/setup/hellopurr/hellopurremulatorpart1.html

Once you have your app working, save the application using the '**package for phone'** button on the upper right hand side of the **Designer** (the web page, not the blocks editor), and select 'download to this computer.' You will submit this as part of what you hand in.

4   Do the Paint Pot Tutorial

Now you're ready for a (slightly) more serious application. Follow the instructions given here, to create an application that lets you paint pictures on the screen:

http://appinventor.googlelabs.com/learn/tutorials/paintpot/paintpot-part1.html

Again, once you have this working create a 'package for phone' version of it to hand in.

5   Start Thinking about the Project

I'd like you to put your mind to ideas you have, by yourself, for the course project. Write a 1-page description of your idea for the project. Describe, in a few sentences, the motivation for the project, and then the functionality of the application.

6   To Hand In

Due date: January 25th, before start of class. Submit by email to the course TA.
What to submit:
1. The downloaded files of the two apps you've made and downloaded to your computer (with the '.apk' file extension)
2. A 1 page document describing any issues or problems you encountered with this assignment.
3. A 1 page document describing the best current idea that you have for an application for the project in this course, as described in Section 5 above.