

ECE 1778 – Creative Applications for Mobile Devices
January 2011
Assignment #A2, for Appers

Using The Google App Inventor Environment

The goal of this assignment is to build two of your own applications using the Google App inventor that you learned about in Assignment 1. You'll learn about lists and variables in this assignment.

1 Your First App

Create an app that has three buttons, and depending on which button is pressed, it displays a different picture.

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.

2 Bigger Tutorial/App

Do the tutorial on how to build an app that shows you how to build a quiz
<http://appinventor.googlelabs.com/learn/tutorials/quizme/quizme.html>

Modify this app in two ways:

- To be a 'name that tune' app by playing snippets of music and having the player give the name of the group or the song (pick one).
- To give the user a 'multiple choice' for answers.

3 To Hand In

Due: February 1st, before start of class. Submit this assignment on the Blackboard Portal. Be sure to submit it to the 'A2' assignment.

Submit: The downloaded files of the two apps you've made and downloaded to your computer (with the ‘.apk’ file extension) Be sure to include your student number along with your email.