

# Computer Science – Year 8 – App Inventor Soundboard

<b>Sequence</b>	Putting instructions in a suitable order for your program to function properly.
<b>Selection</b>	A decision within a program which can either be Yes/No, True/ False. Allowing your program to take different paths. (IF statements)
<b>Iteration</b>	Repeating something – either using Forever, For, While or Repeat.
<b>Types of apps you can get</b>	An application program that has been developed for use on a particular platform or device.
<b>Audience and purpose</b>	Who is the program for and what is it going to do (to educate, to inform, to advise)
<b>Variables</b>	A value that can change, depending on conditions or on information passed to the program.
<b>Design</b>	This is the process that is used to develop a program.
<b>Media (and file types)</b>	The form and technology used to communicate information. Multimedia presentations can combine sound, pictures and videos, all of which are different types of media.

**Website:**

<http://ai2.appinventor.mit.edu> – Here you can research, code and find out more about what your App Inventor can do.

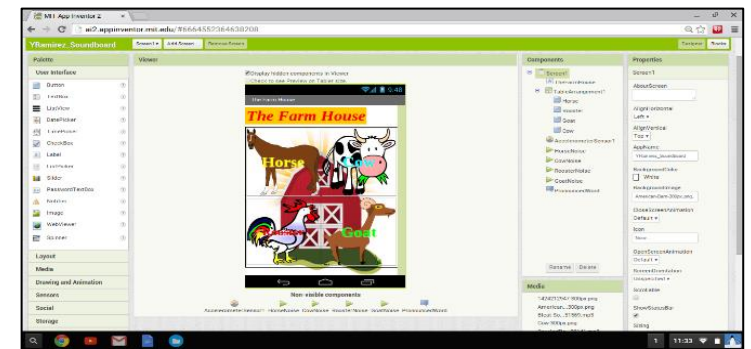
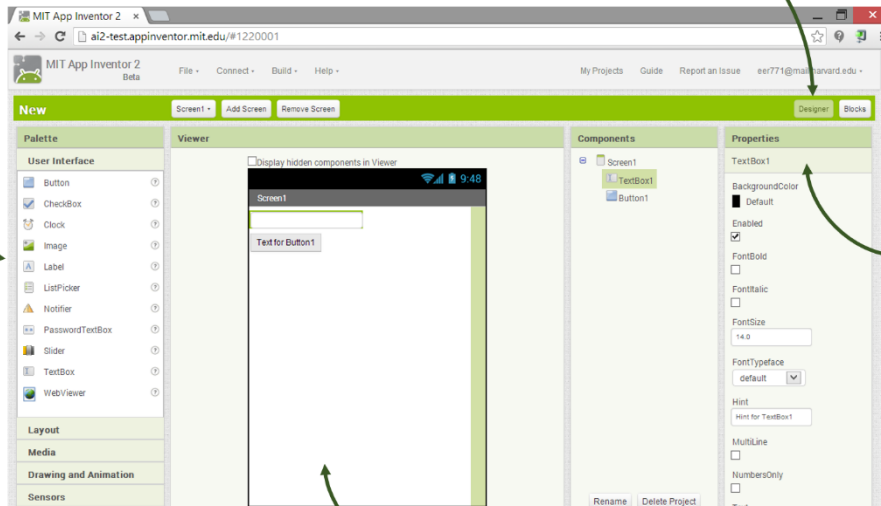


**Palette:** Find your components and drag them to the Viewer to add them to your app.

**Designer Button:** Click from any tab to go to the Designer tab.

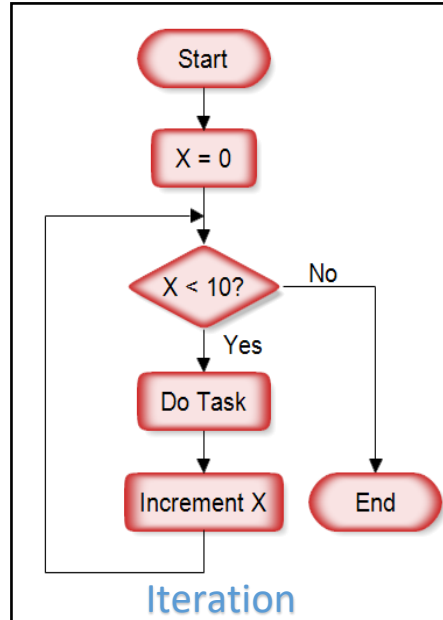
**Properties:** Select a Component in the Components List to change its properties (color, size, behavior) here.

**Viewer:** Drag components from the Palette to the Viewer to see what your app will look like.



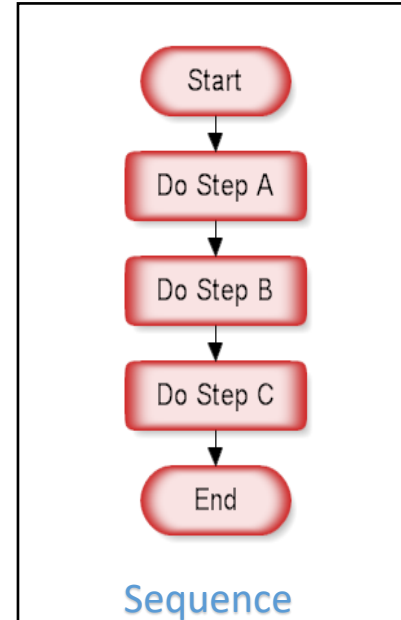
## File Types

- .bmp - Bitmap image
- .gif - GIF image
- .jpeg or .jpg - JPEG image
- .png - PNG image
- .psd - Photoshop image
- .mp4 - MPEG4 video file
- .mpg or .mpeg - MPEG video file
- .wmv - Windows Media Video file
- .mp3 - MP3 audio file
- .wav - WAV file



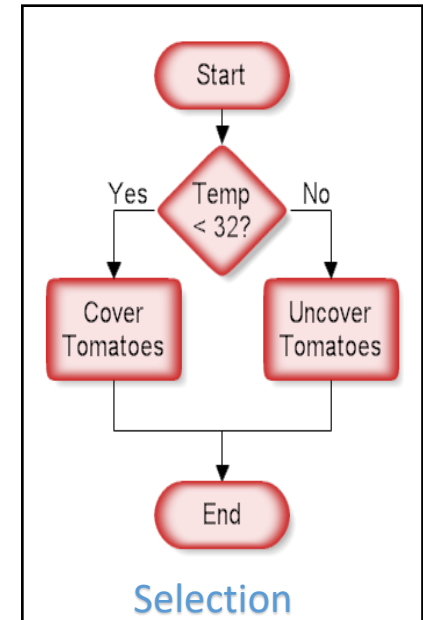
```

when TextGroupButton - Click
do
  set Texting1 - Message - to "Missing You!"
  set Texting1 - PhoneNumber - to "111-1111"
  call Texting1 - SendMessage
  set Texting1 - PhoneNumber - to "222-2222"
  call Texting1 - SendMessage
  set Texting1 - PhoneNumber - to "333-3333"
  call Texting1 - SendMessage
  
```



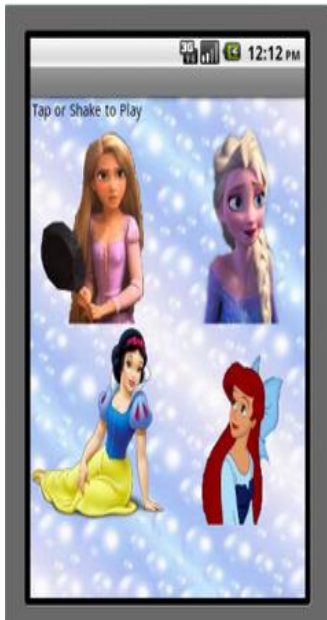
```

set global x - to CampoDeTexto1 - Text
set global y - to CampoDeTexto2 - Text
set VisorWeb1 - WebViewString - to 0 join get global x
set global x - to 0
set global y - to 0
call VisorWeb1 - GoToUrl
  url file:///mnt/sdcard/AppInventor/assets/piagoras.htm
set Reloj1 - TimerEnabled - to true
  
```



```

if get global dead - = - false
then
  set yellow - BackgroundColor - to #ffff00
  set cyan - BackgroundColor - to #00ffff
  set green - BackgroundColor - to #00ff00
  set red - BackgroundColor - to #ff0000
else if get global dead - = - true
then
  set global color - to random integer from 1 to 4
  set scoreAmount - Text - to get global score + 1
  close screen with plain text "Game Over"
  
```



## Variables

- String** - holds alphanumeric data as text.
- Integer** - holds whole numbers.
- Float** - holds numbers with a decimal point.
- Boolean** - holds either 'True' or 'False'.