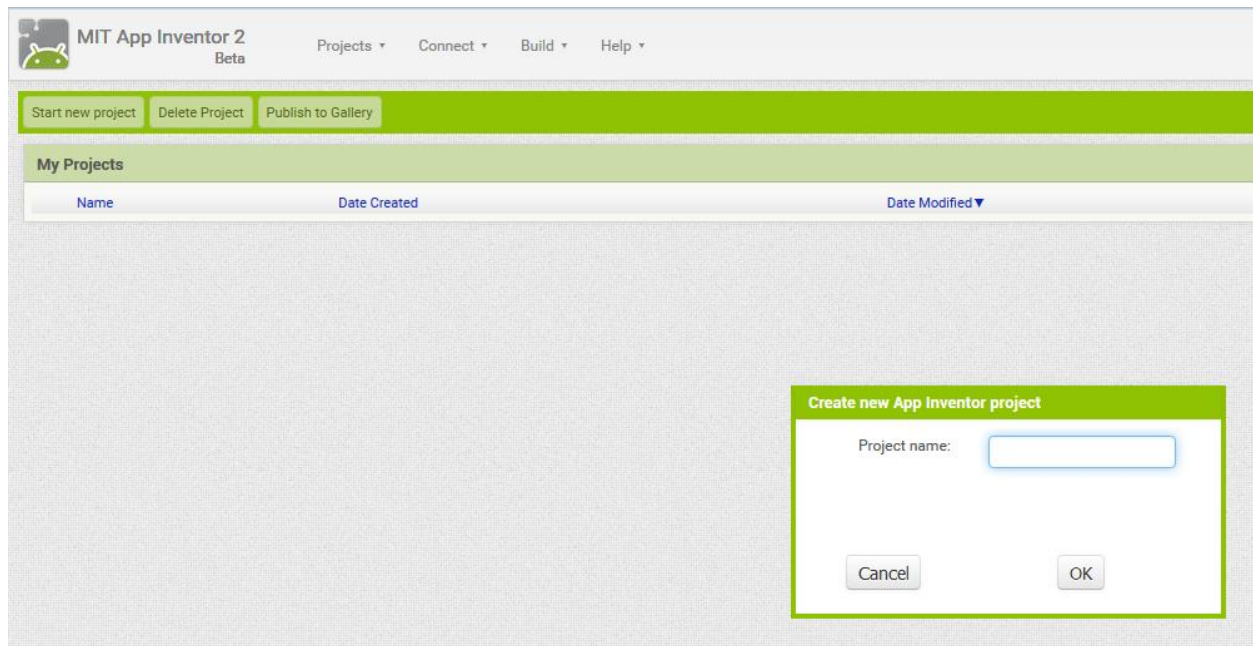**LAB 1**: **Getting Started in App Programming with Petting the Kitty**
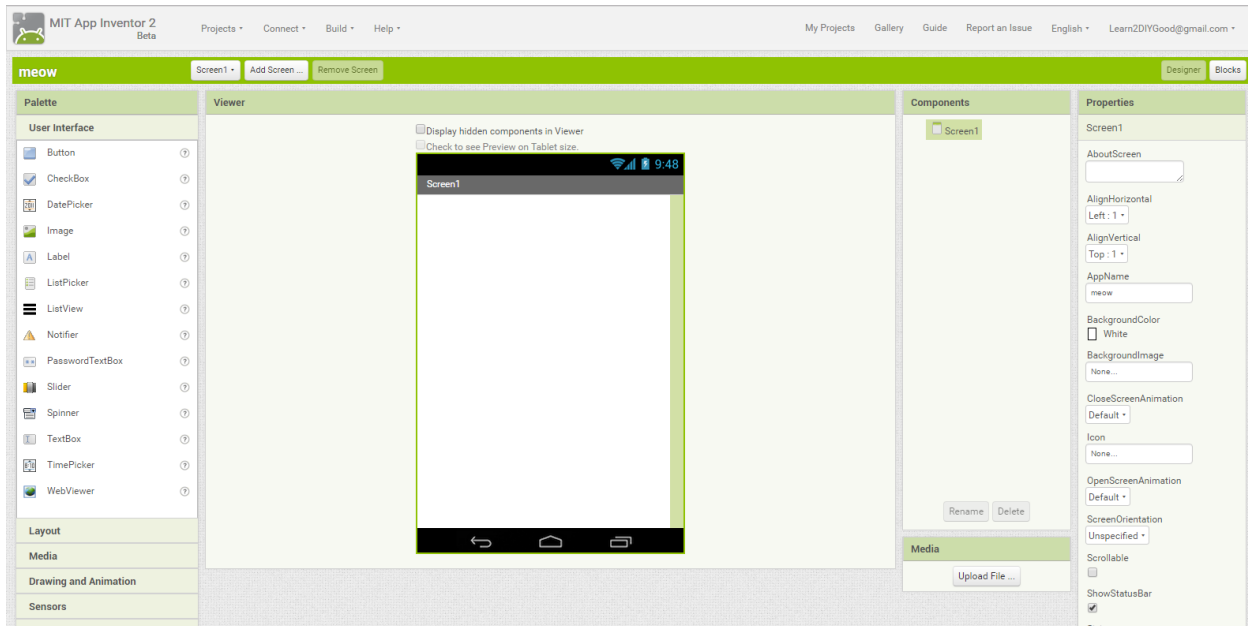
1. Sign up for google gmail if you don't already use have a gmail account.

2. Log onto app inventor at http://ai2.appinventor.mit.edu/
   with your google account information.

3. Start creating a new app by clicking on the button Start new project.

Name the project meow.
Then, open the project by clicking on the name of the project meow.
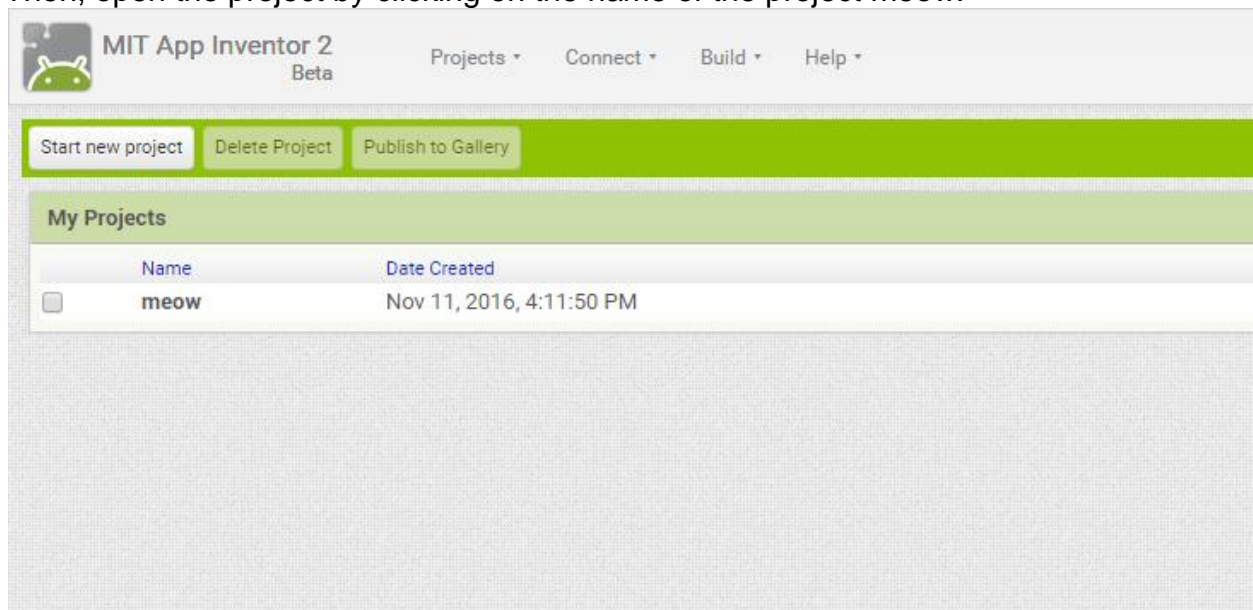
On the design screen of your project, you will see four panels. The palette panel on the left contains components for you to drag and drop to the virtual phone screen in the viewer panel. The components panel displays the building blocks in the order that you placed in the virtual phone screen. The last panel on the right allows you to modify the properties of the components in the virtual phone screen.

Design and build the meow app

1. Drag the label in the components tray and drop it on the virtual phone screen.
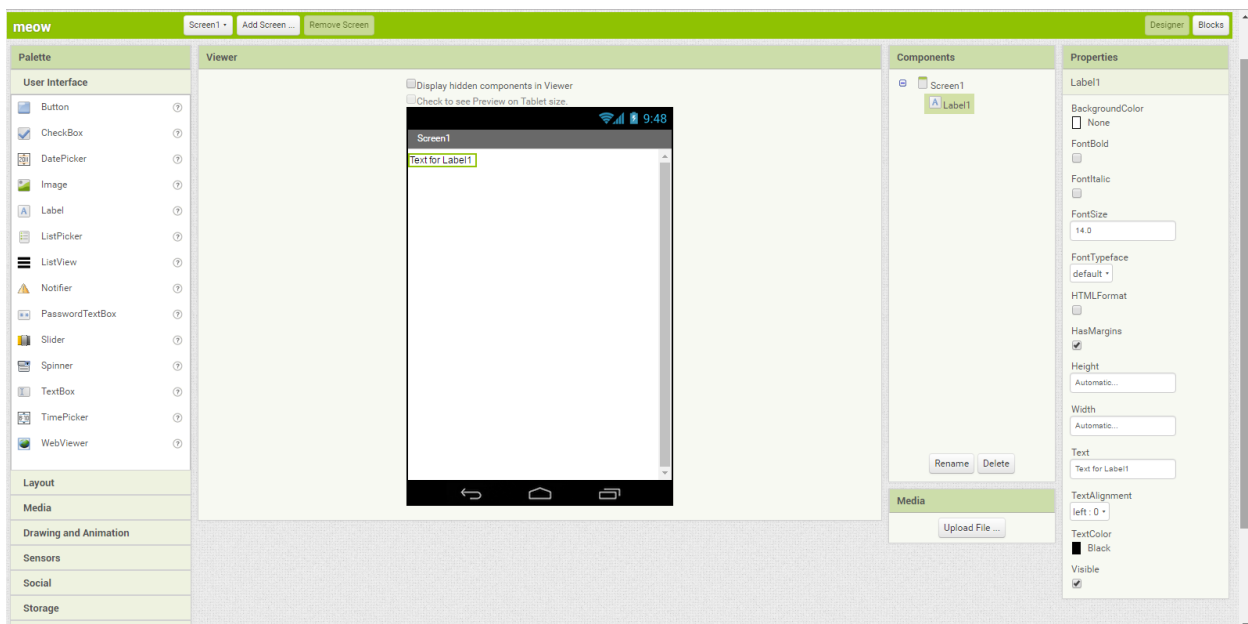
- The Label Label1 should already be highlighted.
  If it is not highlighted, click on Label1 to highlight it.

In the properties panel on Label1, do the following modification:
- Replace text on label to PET THE KITTY
- Change the font size to 32.
- Check box to make it bold.
- Change text color to make it blue.
- Change width to fill parent.
- Set text alignment to center

2. Download the multimedia files kitty.png and meow.mp3 from this website

3. Upload the two files in the Media panel.
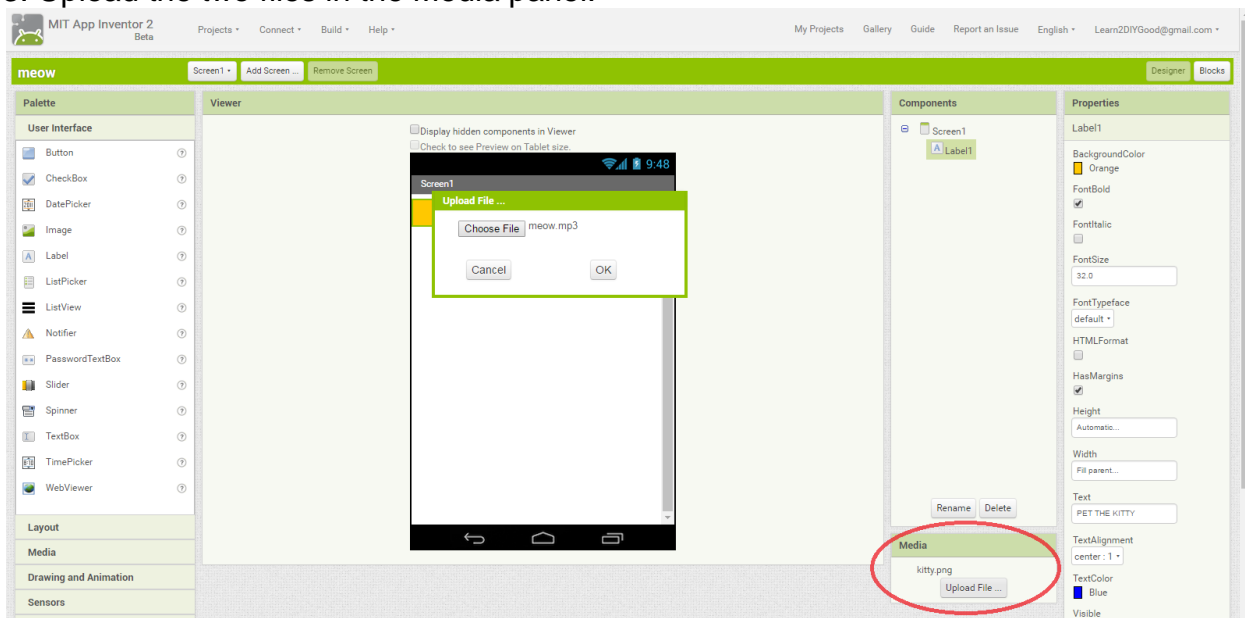
4. Put the button component in the virtual phone screen.
- Delete the text for Button1.
- Change both height and width to fill parent.
- Load the kitty.png at the image property. Now Button1 has a picture of kitty on it.

5. Click on Screen1 in the component panel.
- change the background color to orange.

6. Click on media on the palette panel.
- put Sound in screen1.
- Check to see that the Sound symbol is below Screen1.

7. After designing the layout of the app, we go to the
programming side by clicking on the Blocks view.

8. In the blocks view, under the screen1, there is Button1.
- click on Button1 and select Button1.click from the dropdown.
This block will determine what happens when the button1 is pressed.
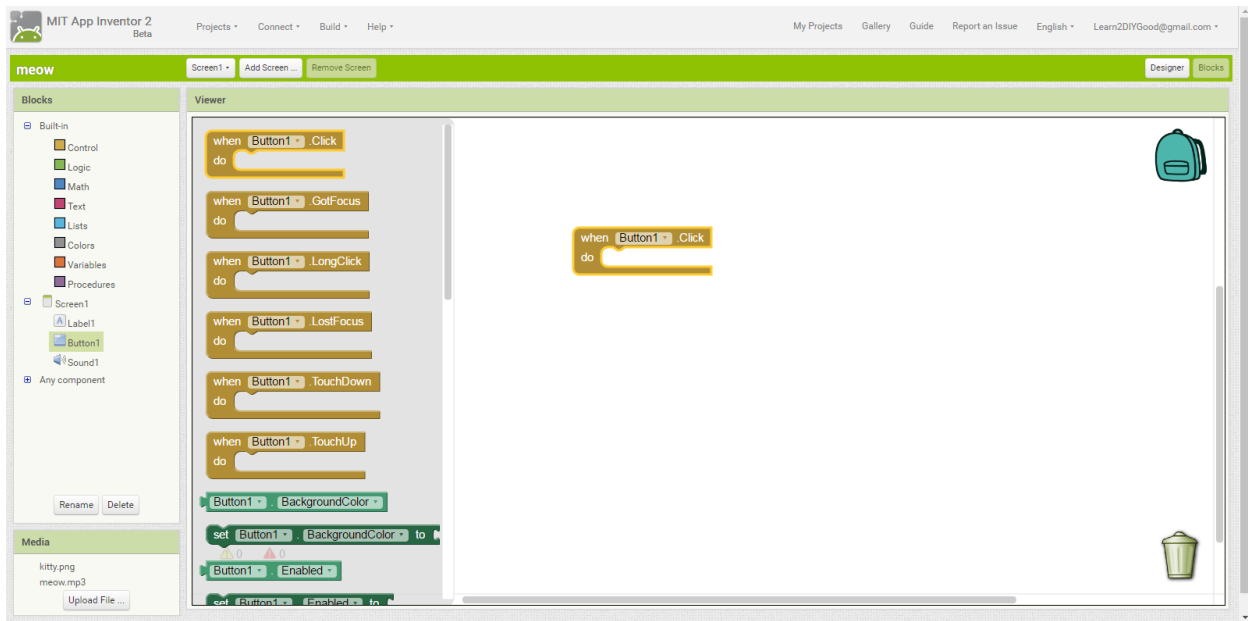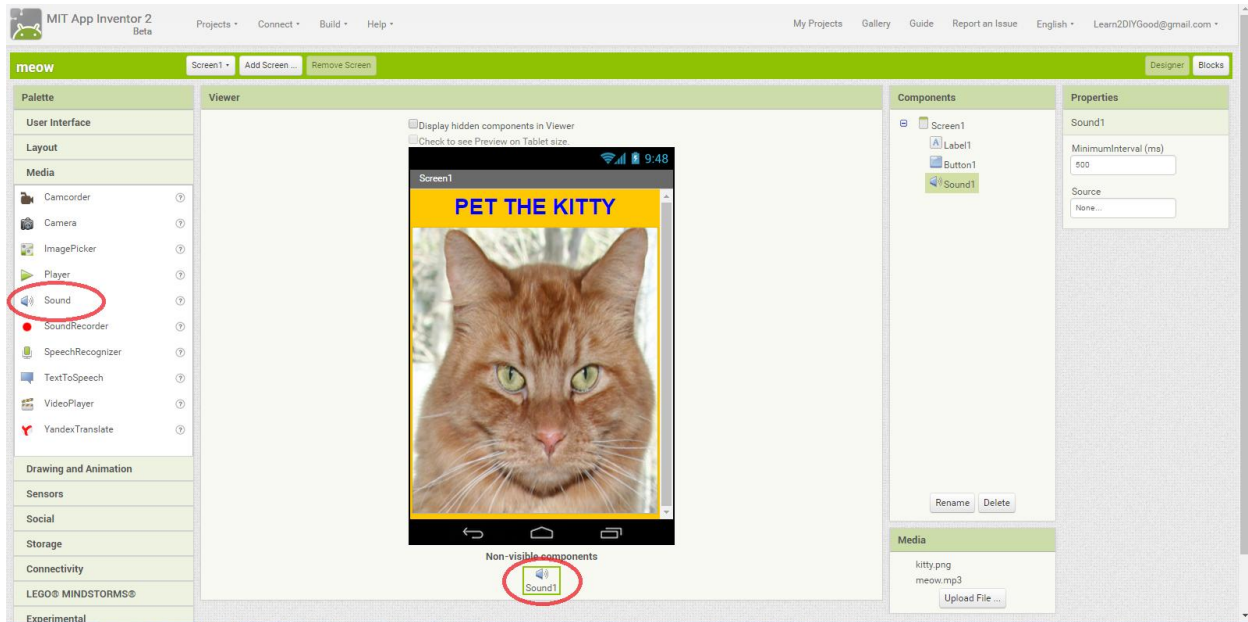
9. Click on Sound1 and select the component "set Sound1.Source to" from the dropdown.
- Bring a text box and snap it to the setSource block.
- Type in the text box: meow.mp3
- Add sound block to play the sound from the source file.
- Add the block for making the phone vibrate for 200 ms.
- Add a math number tag, and set it to 200.
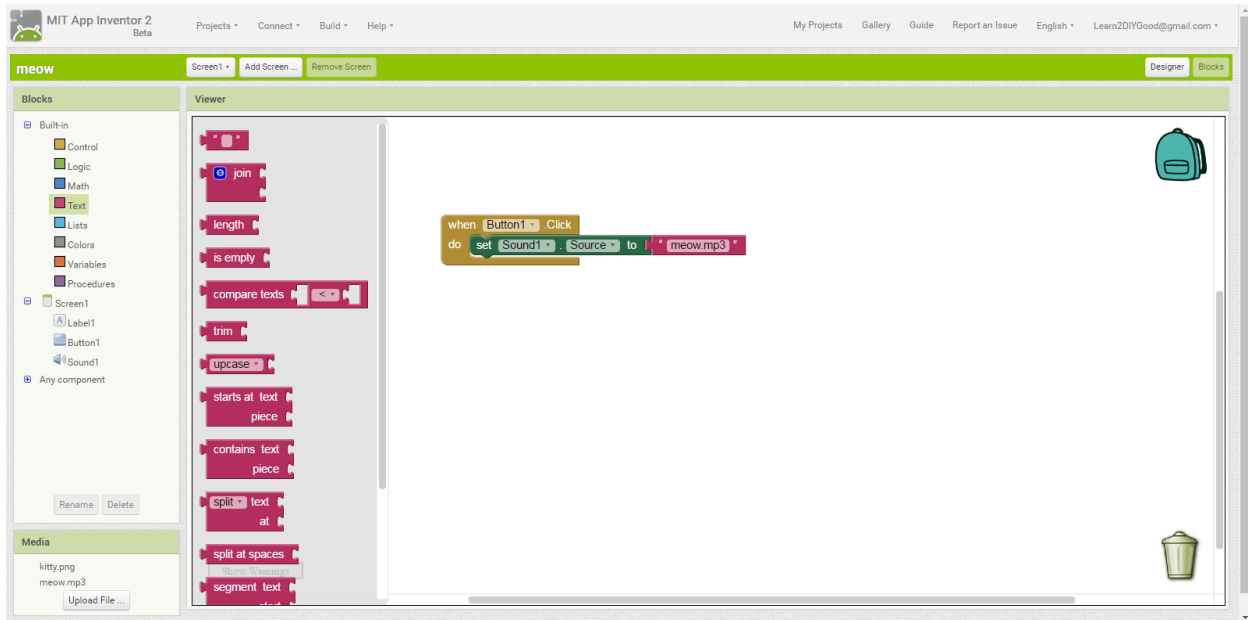
LAST THING

You just completed the designing and programming of you first app.
Now, you can run it on your android device by clicking on Build (highlighted by a blue circle in the picture below) and saving it as **apk** file on your computer. Then, transfer it to your android device for you to install and run it.