App Inventor

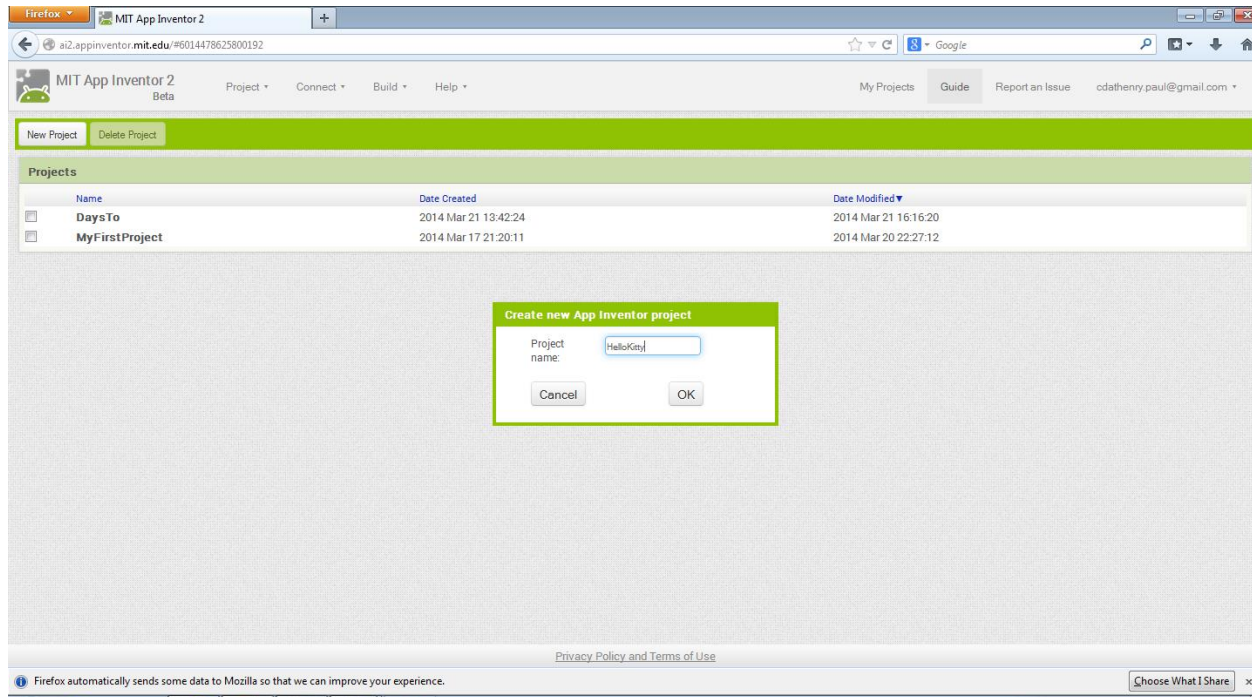This week we are going to make a HelloKitty app.

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When you stroke the kitty the app will play a meow sound and vibrate.
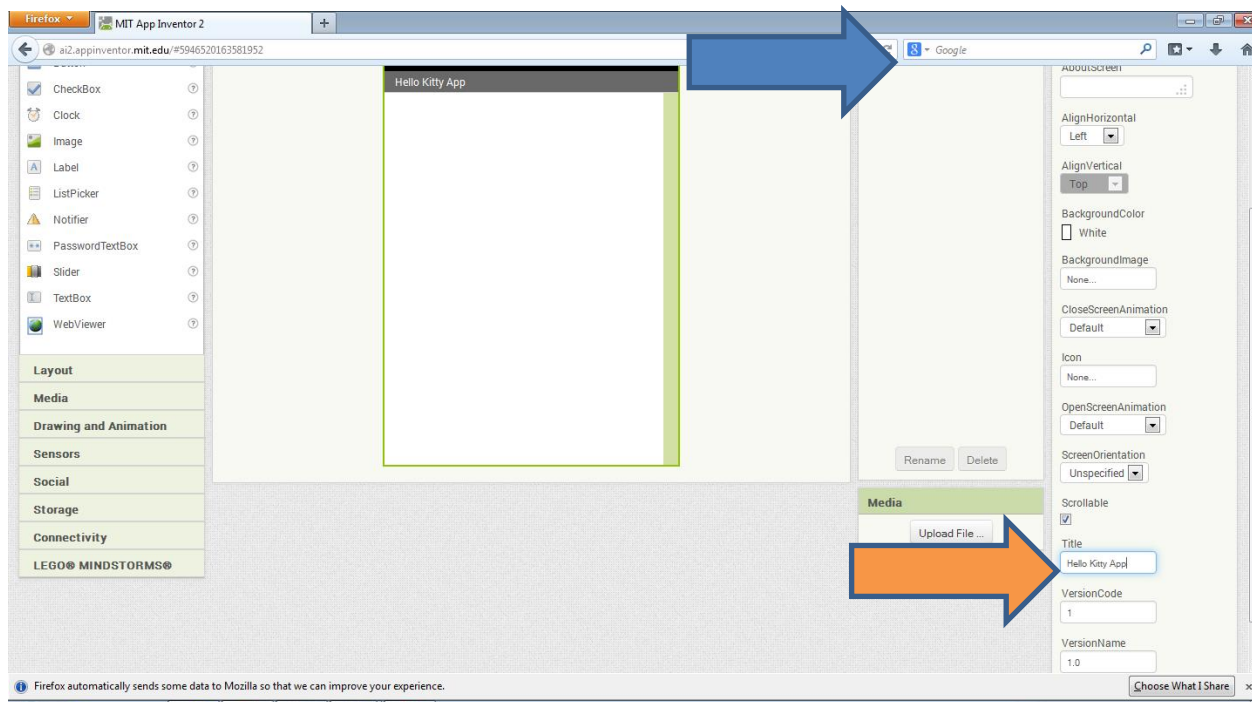
App Inventor – Step 1

Click on the New Project button. The project name is HelloKitty.
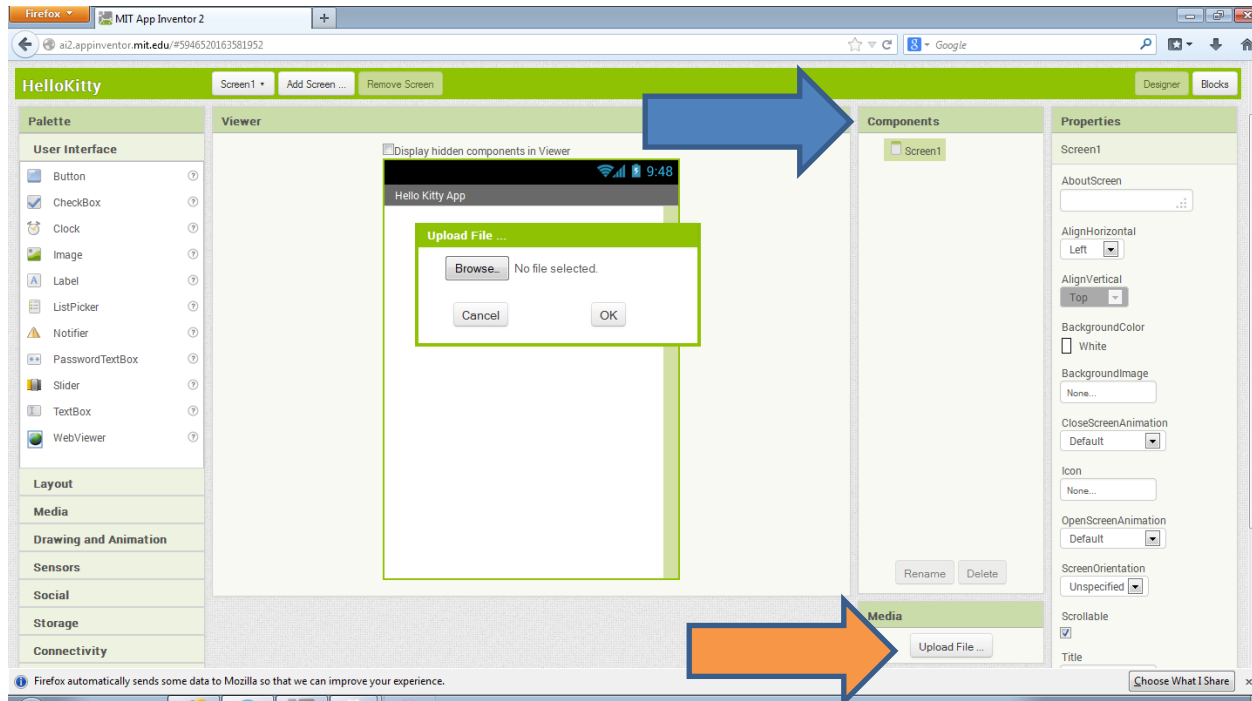
App Inventor – Step 2

Select the Component column. Change the Title.
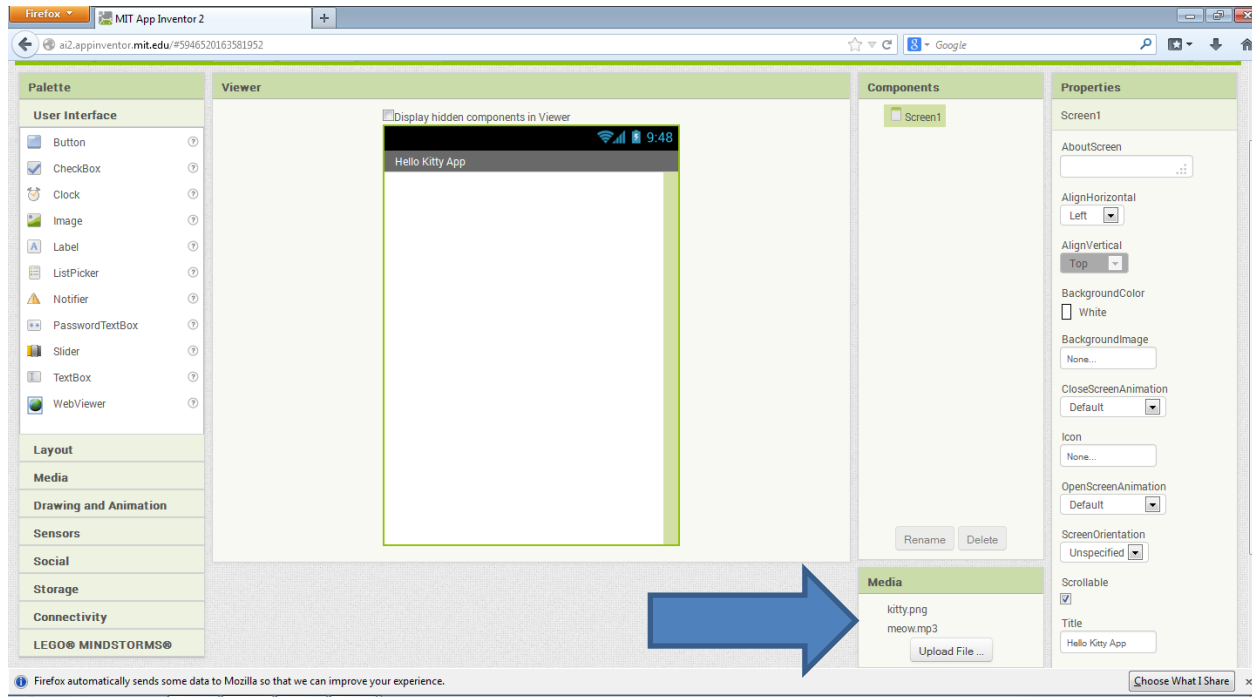
App Inventor – Step 3

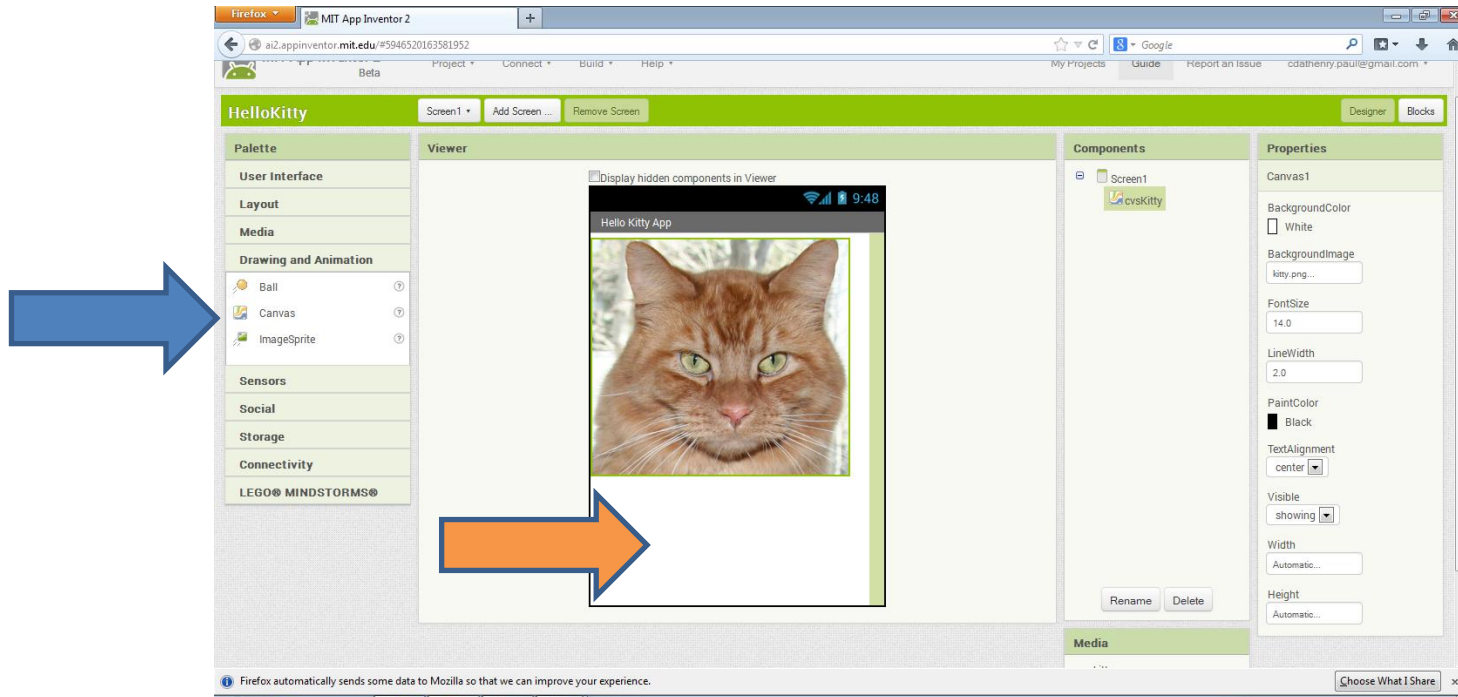In the Component column click the Upload File... button.

App Inventor – Step 4

Select and upload the kitty.png and weow.mp3 files.

App Inventor – Step 5

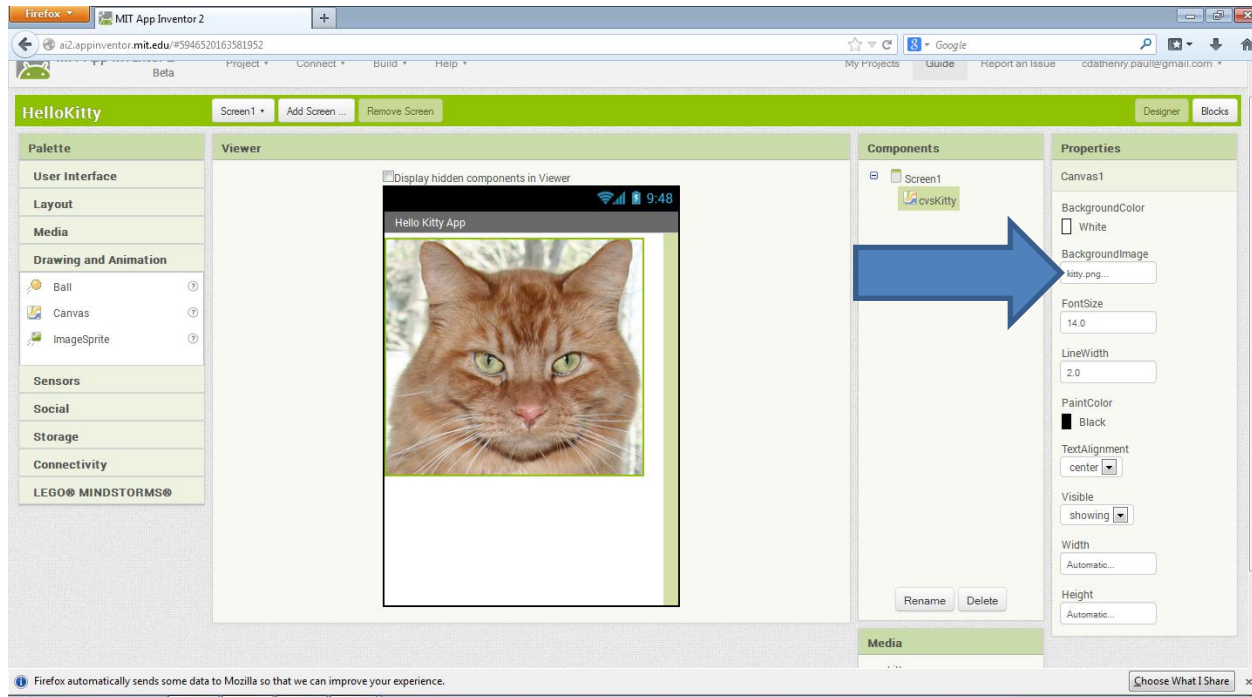Drag and drop a Canvas control from the Palette. Rename the control to cvsKitty.
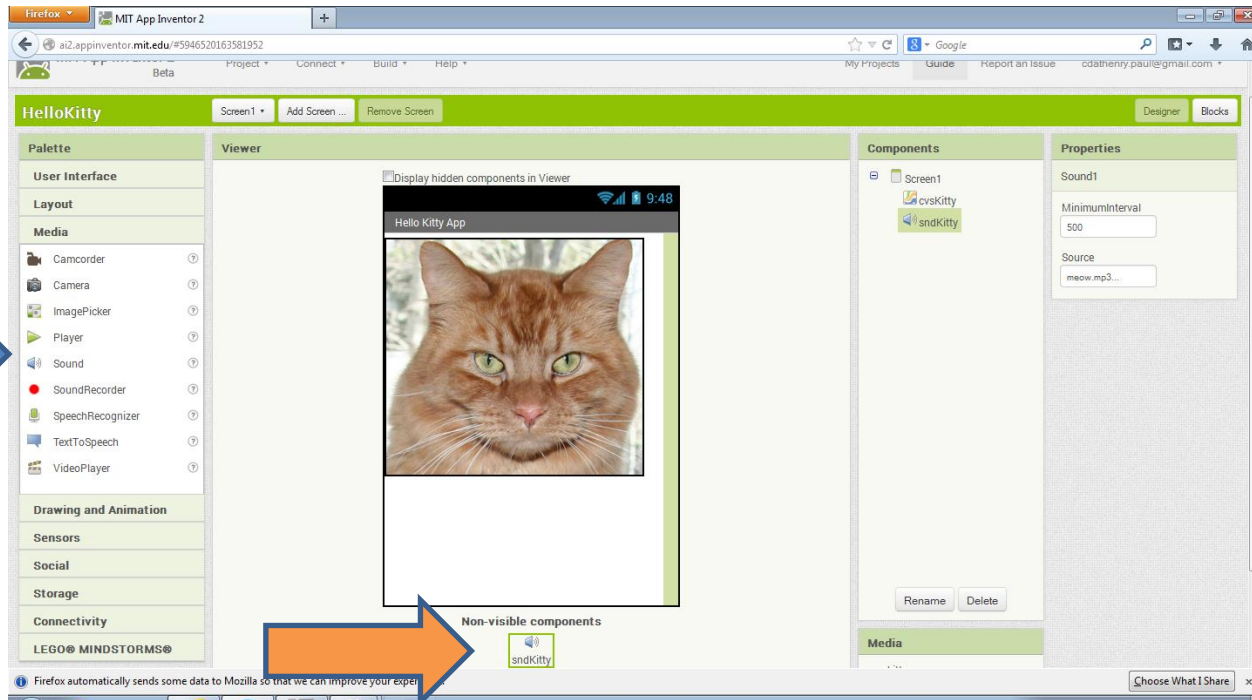
App Inventor – Step 6

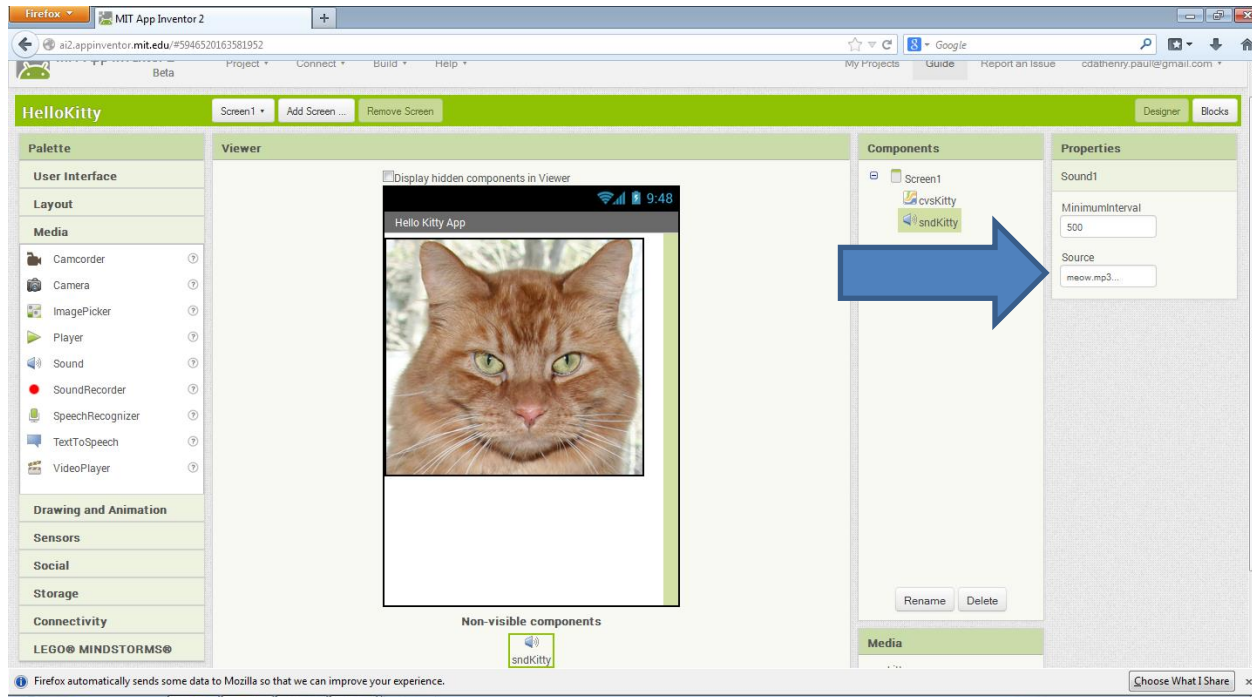Change the Background image to the kitty.png file.

App Inventor – Step 7

Drag and drop a Sound control from the Palette. Rename the control to sndKitty.
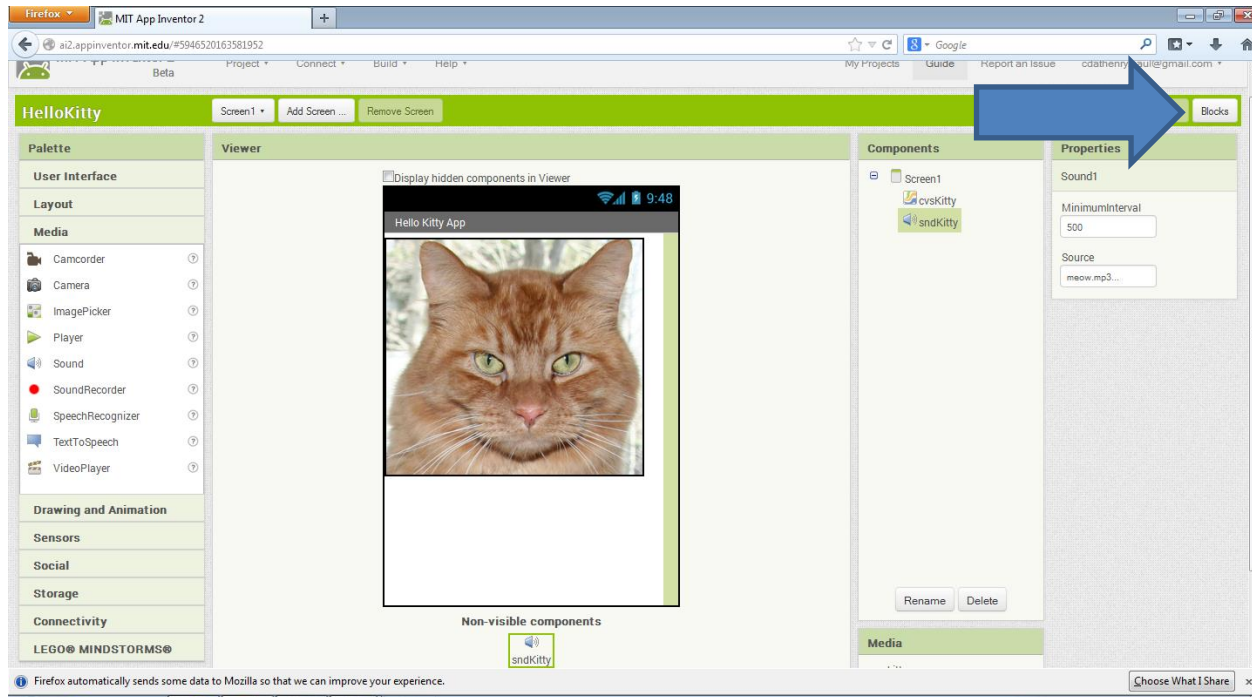
App Inventor – Step 8

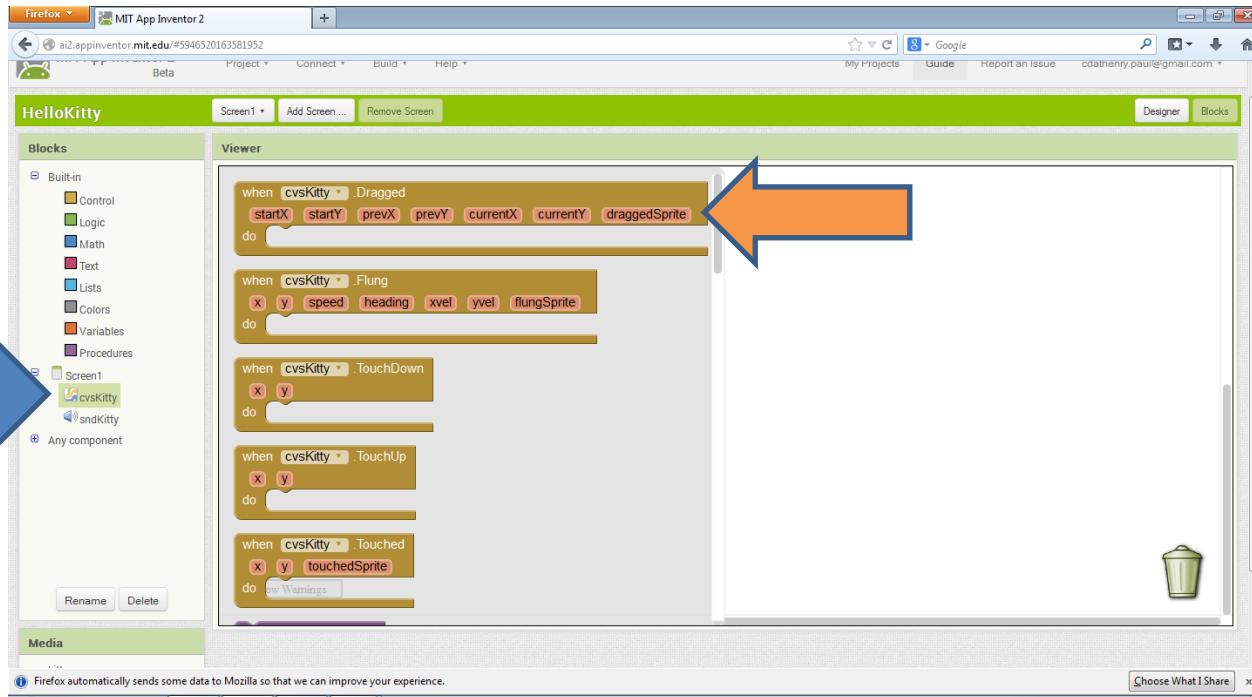Change the Source to meow.mp3.

App Inventor – Step 9

Click the Blocks button.

App Inventor – Step 10

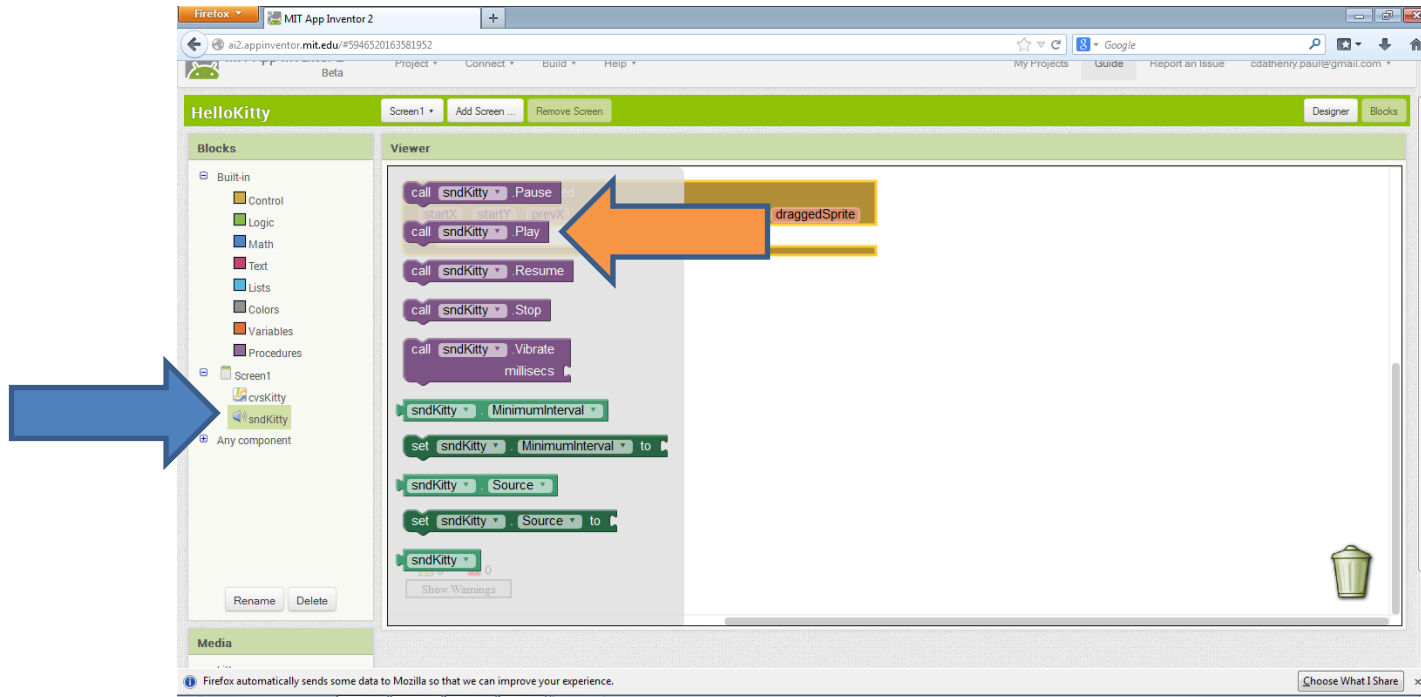Click the Canvas control. Select the "when … Dragged" script block.
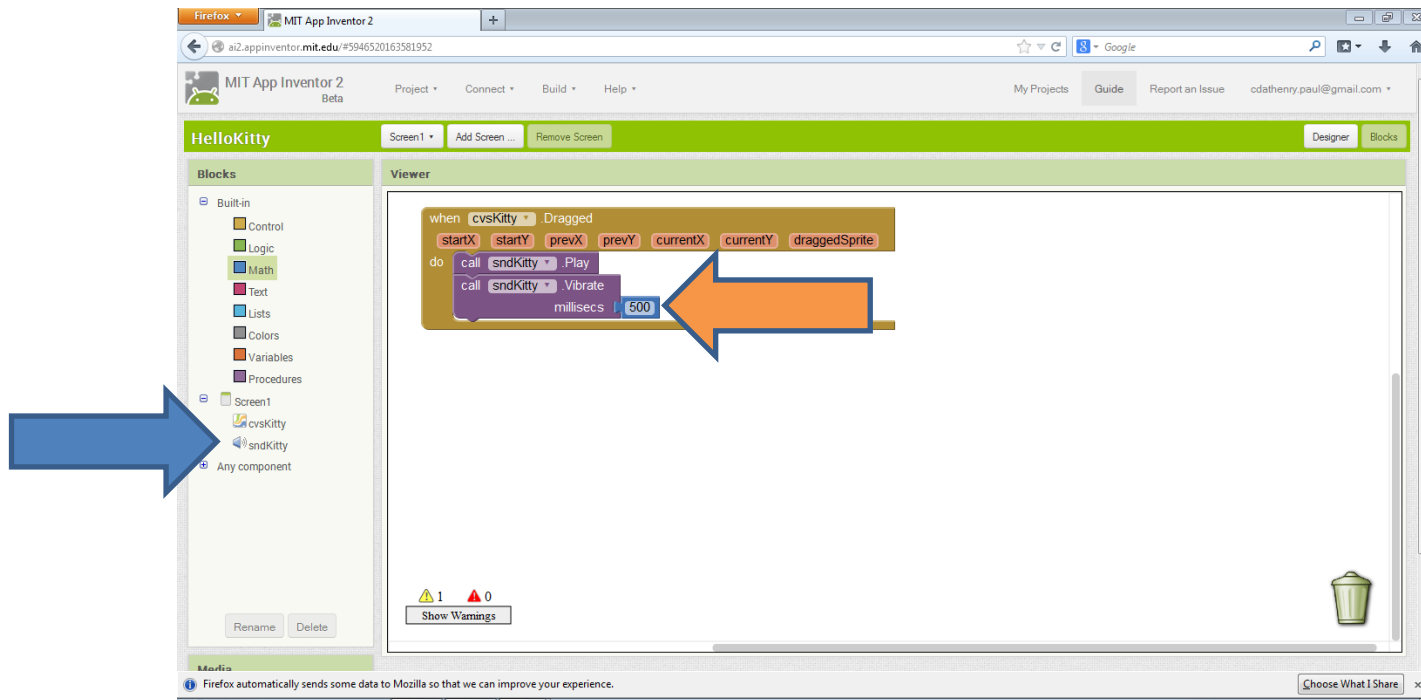
App Inventor – Step 11

Click the Sound control. Select the "call … .Play" script block.

App Inventor – Step 12

Click the Sound control. Select the "call ... .Vibrate" script block. From the Math block add 500 as the value.
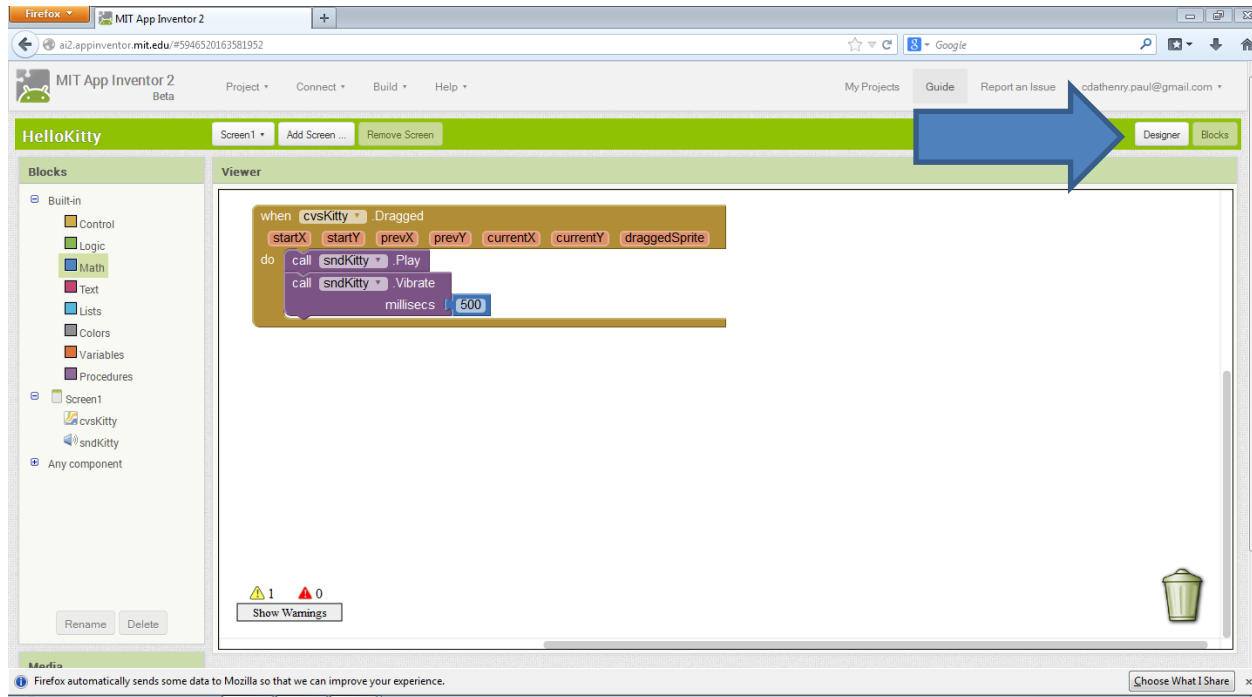
App Inventor – Step 13

Click the Connect, Emulator Menu. When the app starts stroke the kitty.
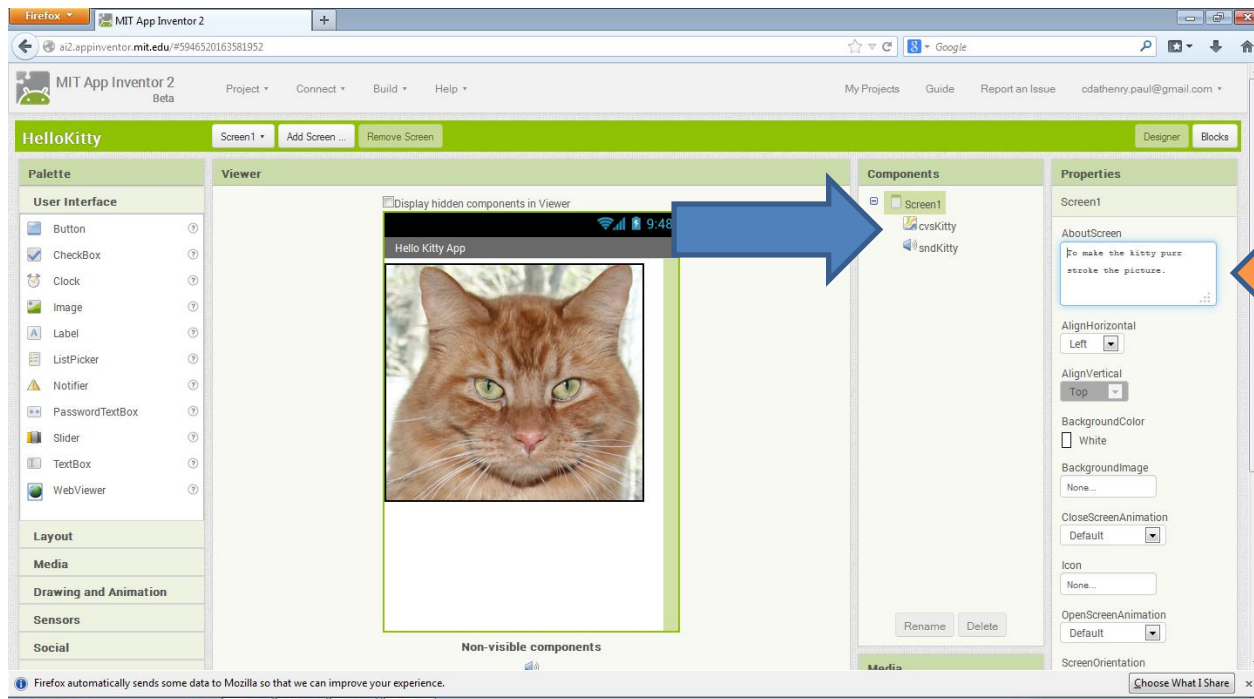
App Inventor – Step 14

Click the Designer button.

App Inventor – Step 15

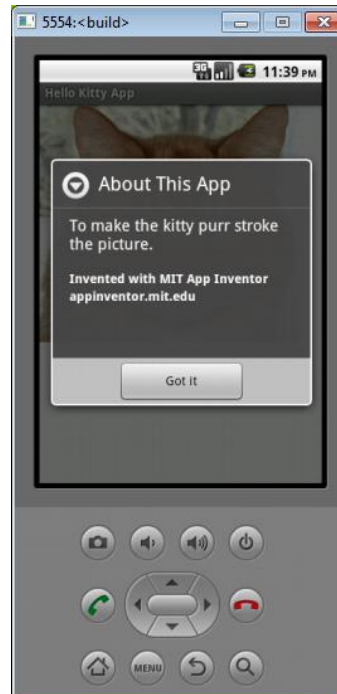Select the Screen component. Add text to the AboutScreen block.

App Inventor – Step 16

In the Emulator click the Menu button.
Click the About this application button.

The About This App dialog box is displayed.

App Inventor