

# Building Your First App

**Goal:** Create a working app for your Android phone

## What you need

- Computer
- Smartphone (Preferred, but optional)

## Project

### Part One: Building an App

1. Connect [your phone to the app creation tool](#).
2. Open the [Talk to Me](#) project and watch the video or [read the instructions](#) to build your app.
3. Switch between Design and Block View to create the app.
4. Once your app has been created test it on your phone or the simulator.



### Part Two: Tweaking the App

1. Watch the video [Talk to Me \(Part 2\)](#).
2. Add one or both of the new components -- 'Don't Shake Me' or 'User Inputted Text'
3. Test the app on your phone to make sure it works as designed.

### Part Three: Understanding the 'behind-the-scenes' code

Apps are built with Event Handlers which simply means: *If this Happens, Do This*. To make sure you understand the concept:

- Read [Event Handlers](#) and then write out the Talk to Me Part 2 app on paper. For example, part one could be written this way:
- Event: When the User Pushes the *Talk to Me Button* the phone, the phone responds by playing back the sentence "Hello World, " the phrase you programmed into the text block of your app.

### One Step Further

The best way to learn coding is to code, so now that you are comfortable with the app tool, create the [HelloPurr](#) app, but modify it with a different animal and animal sound.