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.