



# **Lorenzo A.**

## **3 A**

# **App Inventor**

**App Inventor è un ambiente di sviluppo per applicazioni Android, creato da Google, ma ora di proprietà di un altro istituto Tecnologico. E' pensato per semplici applicazioni per Android ad uso personale, che possono essere anche pubblicate sullo store di Google**



**Durante lo sviluppo è possibile installare le applicazioni inviandole direttamente sul cellulare/tablet tramite WiFi o USB, provarle su un emulatore Android per PC, oppure utilizzare direttamente la versione online.**





# Scratch

**Scratch è un linguaggio di programmazione, e il suo ambiente di sviluppo e d'autore sono gratuiti. Il linguaggio, ispirato alla teoria costruzionista dell'apprendimento e progettato per l'insegnamento della programmazione tramite primitive visive, è adatto a studenti, e a tutti coloro che vogliono avvicinarsi alla programmazione.**



SCRATCH



# Istituto Tecnico Tecnologico e Liceo Scientifico Statale Biagio Pascal di Roma

Scratch v3.92

File Modifica Suggerimenti>About

Batman per Cowinning

Movimento Aspetto Suono Penna Variabili e Liste Situazioni Controllo Sensori Operatori Altri Blocchi

quando si clicca su

quando si preme il tasto spazio

quando si clicca questo sprite

quando lo sfondo passa a night c

quando rumorosità > 10

quando ricevo message1

invia a tutti message1

invia a tutti message1 e attendi

quando si clicca su

ripeti 10 volte

fai 50 passi

suona tamburo 1 per 0.25 battute

fai -50 passi

suona tamburo 7 per 0.25 battute

ripeti 10 volte

ruota di 15 gradi

ruota di 15 gradi

dire Ciao a tutti da Fabio! Forza Cowinning! per 2 secondi

Sprite

Nuovo sprite:

Stage 2 sfondi

Nuovo sfondo:

Batman

X: 240 Y: 39



# Istituto Tecnico Tecnologico e Liceo Scientifico Statale Biagio Pascal di Roma

The screenshot displays the MIT App Inventor 2 Beta web interface. The browser address bar shows the URL `127.0.0.1:8888/#5348024557502464`. The page title is "MIT App Inventor 2 Beta". The main workspace is titled "Calcolatrice2" and is in "Designer" mode. The interface is divided into several panels:

- Palette:** Contains various UI components categorized into "User Interface" (Button, CheckBox, DatePicker, Image, Label, ListPicker, ListView, Notifier, PasswordTextBox, Slider, Spinner, TextBox, TimePicker, WebViewer), "Layout", "Media", "Drawing and Animation", "Sensors", "Social", "Storage", and "Connectivity".
- Viewer:** Shows a preview of the calculator application on a mobile device screen. The screen displays a numeric keypad, a display area, and a "CE" button. A "Notifier1" component is visible below the viewer.
- Components:** A tree view showing the hierarchy of components on the screen, including "Screen1", "HorizontalArrangement", "VerticalArrangement", "LB\_storia", "LB\_testo", "BN\_canc", "TableArrangement1", and several "Button" components.
- Properties:** A panel on the right showing the properties for the selected "Screen1" component, such as "AboutScreen", "AlignHorizontal", "AlignVertical", "AppName", "BackgroundColor", "BackgroundImage", "CloseScreenAnimation", "Icon", "OpenScreenAnimation", "ScreenOrientation", "Scrollable", "ShowStatusBar", "Sizing", "Title", and "TitleVisible".

The bottom of the image shows the Windows taskbar with the system clock at 19:00.



MIT App Inventor 2 Beta

Projects Connect Build Help My Projects Gallery Guide Report an Issue English p.carrondelacarriere@gmail.com

Ungrandclassique Screen1 Add Screen ... Remove Screen Designer Blocks

Blocks

- Built-in
  - Control
  - Logic
  - Math
  - Text
  - Lists
  - Colors
  - Variables
  - Procedures
- Screen1
  - Label3
  - Label1
  - Label2
  - Sélectionneur\_de\_liste1
  - TextBox1
  - Label9
  - Button1
  - Button2

Viewer

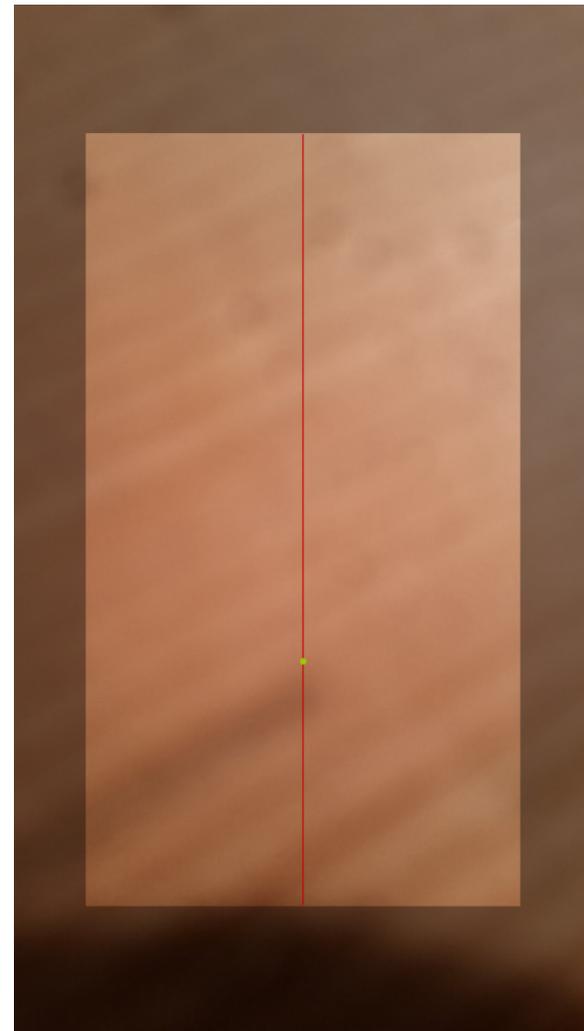
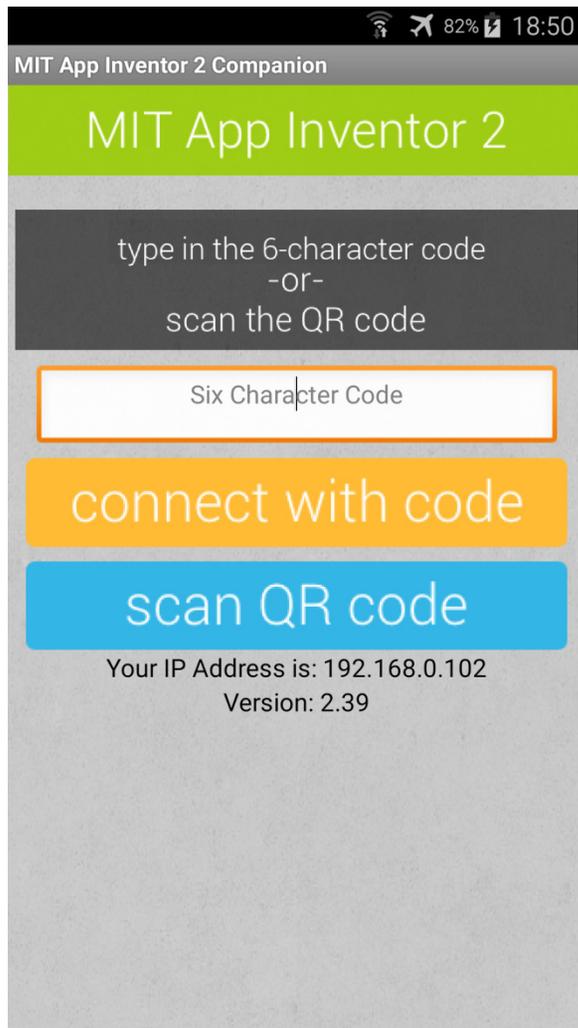
```
initialize global boiteX to random integer from 1 to 3
```

```
when Button1 .Click do if get global boiteX = 1 then set Label2 . BackgroundColor to red set global boiteX to random integer from 1 to 3 set Label2 . Text to "-1 vie !! " set global vie to get global vie - 1 if get global vie = -1 then set Button1 . Visible to false set Button2 . Visible to false set Button3 . Visible to false
```

0 Show Wa



# MIT AI2 Companion





# Il Gioco

MIT App Inventor 2 Beta

Manuale\_delle\_Piante\_Carnivore

Blocks

- Built-in
  - Control
  - Logic
  - Math
  - Text
  - Lists
  - Colors
  - Variables
  - Procedures
- Screen1
  - Specie
  - Malattie
  - Back\_arr\_specie
  - Main
    - ListView1
      - VerticalArrangement3
        - Image10
        - Label10

Media

- AcquaV.png
- Background2.jpg
- LuceV.png
- TemperaturaV.png
- Titolo.png
- TitoloNPTHS.png
- Umidita.png
- ae28548b...cea69.jpg
- afd.jpg

Viewer

```
set main . Visible to true
set Back_arr_specie . Visible to false
set Screen1 . Scrollable to false
set Screen1 . TitleVisible to true
set Screen1 . BackgroundImage to "background.jpg"

when ListView1 . AfterPicking
do
  if ListView1 . SelectionIndex = 1
  then set Screen1 . BackgroundImage to "ae28548b681a5fab9a17363fe88cea69.jpg"
  else if ListView1 . SelectionIndex = 2
  then set Screen1 . BackgroundImage to "ae28548b681a5fab9a17363fe88cea69.jpg"
  set Screen1 . Scrollable to true
  set Screen1 . TitleVisible to false
  set Main . Visible to false
  set Specie . Visible to true
  set Back_arr_specie . Visible to true
  else if ListView1 . SelectionIndex = 3
  then set Screen1 . BackgroundImage to "Background2.jpg"
  set Screen1 . TitleVisible to false
  set Screen1 . Scrollable to true
  set Main . Visible to false
  set Back_arr_specie . Visible to true
  else if ListView1 . SelectionIndex = 4
  then set Screen1 . TitleVisible to false
  else if ListView1 . SelectionIndex = 5

when Spinner1 . AfterSelecting
selection
do
  if get selection = Nepent
```



# Il Gioco

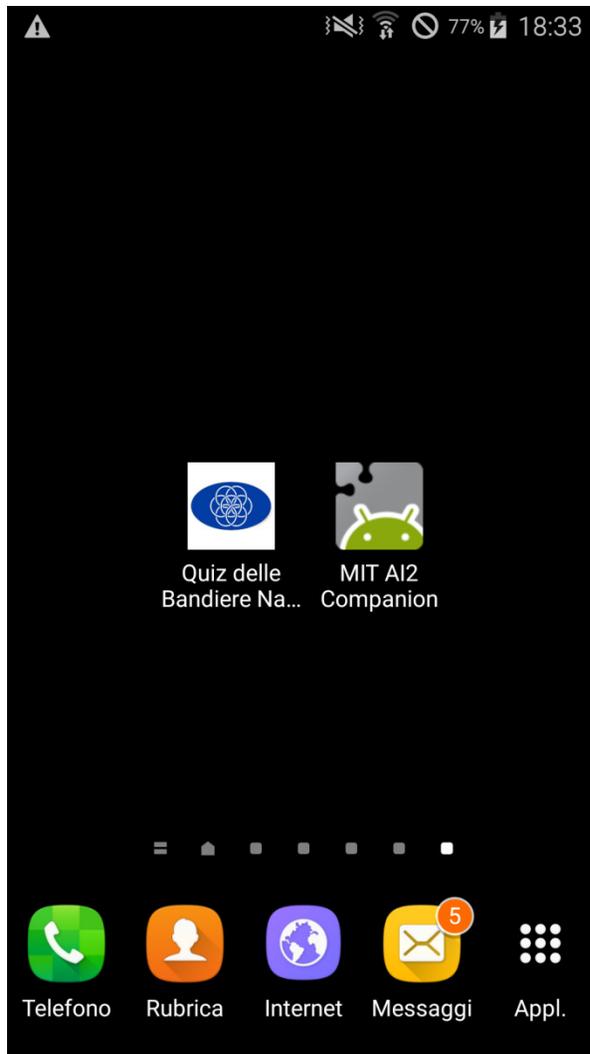
The screenshot displays the MIT App Inventor web interface in a browser window. The browser's address bar shows the URL `localhost:8888/?locale=en#6403555720167424`. The MIT App Inventor header includes the text "MIT App Inventor 2 Beta" and navigation links for "Projects", "Connect", "Build", and "Help". The main workspace is titled "Quiz\_delle\_Bandiere\_Nazionali" and is divided into four panels:

- Palette:** A list of user interface components such as Button, CheckBox, DatePicker, Image, Label, ListPicker, ListView, Notifier, PasswordTextBox, Slider, Spinner, TextBox, TimePicker, and WebViewer.
- Viewer:** A central preview area showing a mobile app screen. The screen has a blue background with a white circular logo consisting of interlocking rings. The text "Benvenuto" is visible at the top of the screen. The status bar at the top of the preview shows signal strength, Wi-Fi, battery, and the time 9:48.
- Components:** A panel on the right showing the selected component "Screen1" with "Rename" and "Delete" buttons.
- Properties:** A panel on the far right showing the configuration for "Screen1", including fields for "AboutScreen", "AlignHorizontal", "AlignVertical", "AppName" (set to "Quiz delle Bandiere Nazionali"), "BackgroundColor" (set to "White"), "BackgroundImage" (set to "flag\_20x30-Copia.jpg..."), "CloseScreenAnimation", "Icon" (set to "iconnnna.jpg..."), "OpenScreenAnimation", "ScreenOrientation", "Scrollable", "ShowStatusBar" (checked), "Sizing" (set to "Fixed"), and "Title" (set to "Benvenuto").

At the bottom of the browser window, a "Media" panel lists various image files, including "Albania.png", "Brasile.png", "Bulgaria.png", "Button-C...-icon.png", "Button-Next-icon.png", "Canada.png", "Colombia.png", "Costa\_d\_avorio.png", and "Ecuador.png". The Windows taskbar at the bottom of the screen shows the date and time as 19:26 on 02/05/2017.



## Il Quiz





## Il Quiz

