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Nota di contenuto	Cover -- Title Page -- Copyright Page -- Brief Contents -- Contents -- Preface -- Acknowledgements -- About the Authors -- Video Notes -- Chapter 1 Introduction to Programming and App Inventor -- 1.1 Introduction -- 1.2 What Is a Computer Program? -- 1.3 Introducing App Inventor -- Tutorial 1-1: Starting App Inventor and Creating a New Project -- 1.4 Getting Hands-On with App Inventor -- Tutorial 1-2: Creating the Screen for the Hello World App -- Tutorial 1-3: Completing the Hello World App -- Tutorial 1-4: Creating the Good Morning Translator App -- Review Questions -- Chapter 2 Working with Media -- 2.1 Displaying Images -- Tutorial 2-1: Changing the Screen's Background Image -- Tutorial 2-2: Switching the Screen's Background Image in Code -- Tutorial 2-3: Using the Image Component -- Tutorial 2-4: Creating the Flags App -- 2.2 Duplicating Blocks and Using Dropdowns -- 2.3 Sounds -- Tutorial 2-5: Creating the Guitar App -- Tutorial 2-6: Making the Phone Vibrate -- 2.4 Color Blocks -- 2.5 Layout Components -- Tutorial 2-7: Using Layout Components and Color Blocks -- 2.6 Commenting Blocks -- Tutorial 2-8: Adding Comments -- Review Questions -- Chapter 3 Input, Variables, and Calculations -- 3.1 The TextBox Component -- 3.2 Performing Calculations -- Tutorial 3-1: Calculating Fuel Economy -- Tutorial 3-2: Creating the Restaurant Tip Calculator App -- 3.3 Storing Data with Variables -- Tutorial 3-3: Creating the Kilometer Converter

App -- Tutorial 3-4: Creating the Change Counter App -- 3.4 Creating Blocks with Typeblocking -- 3.5 The Slider Component -- 3.6 Math Functions -- Review Questions -- Chapter 4 Decision Blocks and Boolean Logic -- 4.1 Introduction to Decision Blocks -- 4.2 Relational Operators and the if Block -- Tutorial 4-1: The Test Average App -- 4.3 The if then else Block -- Tutorial 4-2: Modifying the Test Average App.

Tutorial 4-3: Creating the Wages App -- 4.4 A First Look At Comparing Strings -- 4.5 Logical Operators -- Tutorial 4-4: Creating the Range Checker App -- 4.6 Nested Decision Blocks -- Tutorial 4-5: Creating the Grader App -- 4.7 The if then else if Block -- 4.8 Working with Random Numbers -- Tutorial 4-6: Simulating Coin Tosses -- 4.9 The Screen's Initialize Event -- 4.10 The ListPicker Component -- Tutorial 4-7: Creating the Time Zone App -- 4.11 The CheckBox Component -- Review Questions -- Chapter 5 Repetition Blocks, Times, and Dates -- 5.1 The Notifier Component -- 5.2 The while Loop -- Tutorial 5-1: The Ending Balance App -- 5.3 The for each Loop -- Tutorial 5-2: Calculating a Sum of Consecutive Numbers -- 5.4 The Clock Component -- Tutorial 5-3: Creating a Clock App -- 5.5 The DatePicker Component -- Review Questions -- Chapter 6 Procedures and Functions -- 6.1 Modularizing Your Code With Procedures -- 6.2 Procedures -- Tutorial 6-1: Creating the Lights App -- 6.3 Passing Arguments to Procedures -- Tutorial 6-2: Creating the AreaCircle App -- 6.4 Returning Values From Procedures -- Tutorial 6-3: The Cups To Ounces App -- Review Questions -- Chapter 7 Lists -- 7.1 Creating a List -- Tutorial 7-1: Creating a List -- 7.2 Iterating Over a List with the for each Loop -- Tutorial 7-2: Iterating Over a List with the for each Loop -- 7.3 Selecting an Item -- Tutorial 7-3: Selecting an Item in a List -- Tutorial 7-4: Using the length of list Function -- 7.4 Inserting and Appending Items -- Tutorial 7-5: Add Items to a List -- 7.5 Removing Items -- 7.6 Replacing Items -- Tutorial 7-6: Replacing and Removing List Items -- 7.7 Searching for an Item -- Tutorial 7-7: Creating a Number-Guessing Game -- 7.8 Other List Functions -- Review Questions -- Chapter 8 Storing Data on the Device -- 8.1 App Inventor Storage Components -- 8.2 The Application Sandbox. 8.3 File Component -- Tutorial 8-1: Creating a File -- 8.4 Retrieving a File -- Tutorial 8-2: Retrieving a File -- Tutorial 8-3: Appending a File -- 8.5 TinyDB -- 8.6 Tag-Value Pairs -- 8.7 Storing a Tag-Value Pair -- Tutorial 8-4: Storing Names and Phone Numbers -- 8.8 Retrieving a Value -- Tutorial 8-5: Storing and Retrieving Values -- 8.9 Tag-Value Pairs when the Value is a List -- Tutorial 8-6: Storing a List as a Value in a Tag-Value Pair -- 8.10 TinyDB Across Multiple Screens -- Tutorial 8-7: TinyDB across Multiple Screens -- Review Questions -- Chapter 9 Graphics and Animation -- 9.1 The Canvas Component -- Tutorial 9-1: Drawing on the Canvas -- 9.2 The Ball and ImageSprite Component -- Tutorial 9-2: Bouncing Ball -- Tutorial 9-3: Fishbowl - Using the ImageSprite Component -- 9.3 Using the Clock Component to Create Animations -- Tutorial 9-4: Crack the Egg -- 9.4 Dragging Sprites -- Tutorial 9-5: Drag Ball sprite Example -- Tutorial 9-6: Drag the Ball into the Box -- 9.5 Detecting Collisions -- Tutorial 9-7: Popping Balloons -- Review Questions -- Chapter 10 Working with Text -- 10.1 Concatenating Strings -- 10.2 Comparing Strings -- Tutorial 10-1: Comparing Strings -- 10.3 Trimming a String -- 10.4 Converting Case -- Tutorial 10-2: Trim and Convert to Format Tags -- 10.5 Finding a Substring -- Tutorial 10-3: Validate an Email Address -- 10.6 Replacing a Substring -- 10.7 Extracting a Substring -- 10.8 Splitting a Substring -- Tutorial 10-4: Validating Email - Valid Name and Top-Level Domain -- Review Questions -- Chapter 11 Text to Speech and

Text Messaging -- 11.1 The TextToSpeech Component -- Tutorial 11-1: Text to Speech -- 11.2 The Texting Component -- 11.3 Receiving Text Messages -- Tutorial 11-2: Creating the Speak Messages from Family App -- 11.4 Sending Text Messages -- Tutorial 11-3: Reply to Family -- Review Questions.
Chapter 12 Sensors -- 12.1 The LocationSensor -- Tutorial 12-1: Display Location -- 12.2 The OrientationSensor -- Tutorial 12-2: Cat and Mouse -- 12.3 The Accelerometer -- Tutorial 12-3: Shake to Clear Canvas -- 12.4 Using the ActivityStarter Component to launch Google Maps -- Tutorial 12-4: Open Google Maps -- Review Questions --
Chapter 13 Other App Inventor Capabilities -- 13.1 Recording Audio -- Tutorial 13-1: Record and PlayBack Audio -- 13.2 Taking a Photo with the Phone's Camera -- 13.3 The Camcorder Component -- 13.4 Using the ImagePicker Component -- Tutorial 13-2: Using the ImagePicker -- 13.5 Playing Video -- Tutorial 13-3: Playing Video -- 13.6 Selecting Contacts from the Contact List and Placing Phone Calls -- Tutorial 13-4: Using the Contact and Phone Number Pickers -- Tutorial 13-5: Using the PhoneCall component -- 13.7 Scanning a Barcode -- 13.8 Using Voice Recognition -- Tutorial 13-6: Speak a Text Message -- 13.9 Connecting to a Twitter Account -- Tutorial 13-7: Building a Twitter Application -- 13.10 TinyWebDB -- Review Questions -- Appendix A Setting Up App Inventor -- Appendix B Connecting an Android Device to App Inventor -- Appendix C Uploading Your Application to App Inventor Gallery and Google Play Store -- Appendix D Component Reference -- Appendix E Answers to Checkpoints -- Index.

Sommario/riassunto

In Starting Out with App Inventor for Android, Tony Gaddis and Rebecca Halsey teach the fundamentals of programming while simultaneously showing students how to create fun, useful, and imaginative apps. Because App Inventor allows students to create apps and see them running on a phone, programming becomes a personally meaningful skill. Gaddis's highly accessible, step-by-step presentation presents all the details needed to understand the "how" and the "why"-but never loses sight of the fact that most novice programmers struggle with this material. His gradual approach ensures that readers understand the logic behind developing high-quality programs. Teaching and Learning Experience This program presents a better teaching and learning experience-for you and your students. It will help: Engage Students with Dynamic Mobile Apps: Students not only learn how to create their own apps, they can actually see them run on their phone or the Android emulator. Enhance Learning with the Gaddis Approach: Gaddis's accessible approach features clear and easy-to-read code listings, concise real-world examples, and exercises in every chapter. Motivate Learning: When students learn they can easily create their own mobile apps, they become motivated to learn programming-whether that is in the CS0 or CS1 course. Integrate App Inventor in the Classroom: App Inventor can be used in a variety of ways in the classroom, and this text is designed to accommodate all of them.
