



ByLinedu

tecnología inclusiva



MIT
APP INVENTOR



ByLinedu
asoc. sin ánimo de lucro

Primera app con AppInventor



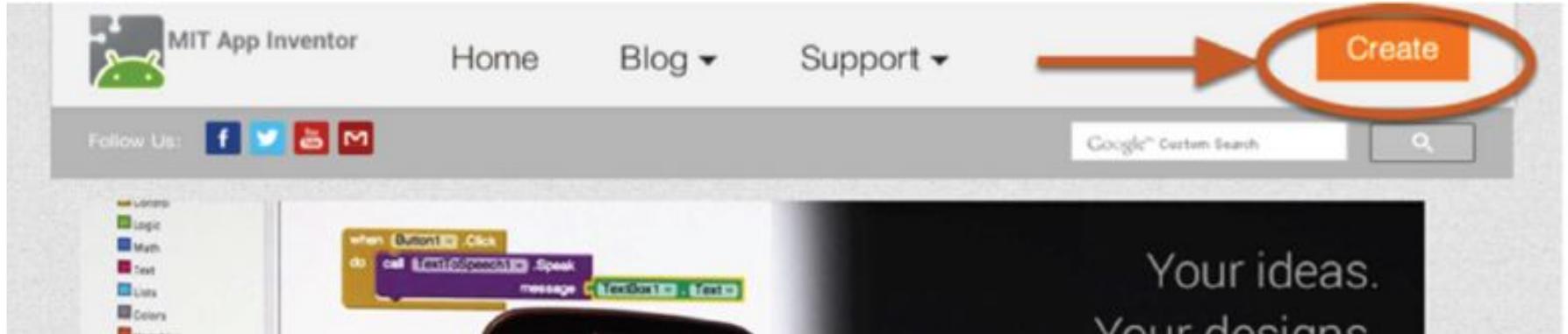
Entramos en la siguiente página:

ai2.appinventor.mit.edu

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Pulsar sobre CREATE



Welcome to App Inventor!

Welcome to MIT App Inventor

MIT App Inventor Release nb165 is out!
This is a Component Release!

"Versions of Android < 2.1 no longer supported"

You can read the [Details here.](#)

Got an Android phone or tablet? Find out how to
[Set up and connect an Android device.](#)

Continue

Do Not Show Again

Idioma



[My Projects](#)

[Gallery](#)

[Guide](#)

[Report an Issue](#)

English ▾

@bylined

Nuevo proyecto



The screenshot shows the MIT App Inventor web interface. At the top left is the MIT App Inventor logo. To the right are three navigation menus: 'Proyectos' with a dropdown arrow, 'Conectar' with a dropdown arrow, and 'Generar' with a dropdown arrow. Below these is a green horizontal bar containing three buttons: 'Comenzar un proyecto nuevo...', 'Cerrar proyecto', and 'Publish to Gallery'. The 'Comenzar un proyecto nuevo...' button is circled in red. Below this bar is a section titled 'Proyectos' with a table header 'Nombre'.

Título: Hablame



Crear un nuevo proyecto de App Inventor

Nombre del proyecto:

Añadir botón

1 User Interface

- Button
- CheckBox
- Clock
- Image
- Label
- ListPicker
- Notifier
- PasswordTextBox

2

Viewer

Display hidden components in Viewer

Screen1

Text for Button1 **3**

Components

- Screen1
 - Button1

1. Click and hold on "Button"
2. Drag over to the Viewer and drop.
3. A Button appears on the Viewer.

Cambiamos el texto del botón

The image shows a software development interface with three main panels: Viewer, Components, and Properties.

- Viewer:** Displays a mobile screen titled "Screen1" with a status bar at the top showing signal strength, Wi-Fi, and the time 9:48. A button labeled "Talk To Me" is visible on the screen.
- Components:** Shows a tree view with "Screen1" containing a sub-component "Button1".
- Properties:** Lists various attributes for "Button1":
 - BackgroundColor: Default
 - Enabled:
 - FontBold:
 - FontItalic:
 - FontSize: 14.0
 - FontTypeface: default
 - Image: None...
 - Shape: default
 - ShowFeedback:
 - Text: Talk T
 - TextAlignment: (partially visible)

A context menu is open over the button in the Viewer, showing options: Shape (default), ShowFeedback (checked), Text (Talk To Me), TextAlignment (center), and TextColor (Default). The "Text" property in the Properties panel is also highlighted with a black box, showing the value "Talk T".

Agregar Text-to-Speech

The image shows a mobile application development interface with three main panels: Palette, Viewer, and Components.

- Palette:** A sidebar on the left containing various component categories. The **Media** category is circled in red. Within this category, the **TextToSpeech** component is also circled in red. An orange arrow points from this component to the viewer.
- Viewer:** The central area showing a mobile screen. At the top, it says "Screen1" and "Talk To Me". A large grey box in the center contains the text: "Drop here. Component will automatically show up in Non-visible components area below". Below the viewer, a "Non-visible components" area is visible, containing a "TextToSpeech1" component.
- Components:** A sidebar on the right showing the hierarchy of components on the screen. It lists "Screen 1", "Button1", and "TextToSpeech1".

Vamos a programar la app



The screenshot displays the App Inventor web interface. At the top, there is a navigation bar with links for "My Projects", "Guide", and "Report an Issue", along with a user profile "appinventorskilz@gmail.com". Below this is a green header bar with two tabs: "Designer" and "Blocks". The "Blocks" tab is highlighted with a red circle. The main workspace is divided into three panels: a "Components" panel on the left showing a hierarchy with "Screen1" containing "Button1"; a "Properties" panel on the right for "Button1" with settings for "BackgroundColor" (Default), "Enabled" (checked), and "FontBold" (unchecked); and a small mobile device preview on the far left showing a status bar with signal strength, battery, and the time "9:48".

El editor de bloques

The image shows the MIT App Inventor 2 web interface. The top navigation bar includes 'Project', 'Connect', 'Build', and 'Help' menus, along with 'My Projects', 'Guide', 'Report an Issue', and a user email. The main workspace is titled 'TalkToMe' and contains a 'Screen1' component. The left sidebar, labeled 'Blocks', is organized into 'Built-in' and 'Component' categories. The main area is labeled 'Viewer' and contains a large workspace for assembling blocks. A trash icon is located at the bottom right.

Built-in Blocks are always available. They handle things like math, text, logic, and control.

Component Blocks correspond to the components you've chosen for your app.

Workspace where you assemble the blocks into a program.

Trash for deleting unneeded blocks.

MIT App Inventor 2
Data

Project ▾ Connect ▾ Build ▾ Help ▾

My Projects Guide Report an Issue appinventorskila@gmail.com ▾

TalkToMe Screen1 ▾ Add Screen ... Remove Screen

Designer Blocks

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Colors
 - Variables
 - Procedures
- U Screen1
 - Button1
 - TextToScreen1
- Any component

Viewer

0 0
New Warnings

Crear un evento al hacer clic en el botón

The screenshot displays the MIT App Inventor 2 Beta interface for a project named "TalkToMe". The interface is divided into three main sections: "Blocks", "Viewer", and a "Properties" area on the right.

- Blocks:** A sidebar on the left lists various block categories. The "Screen1" category is expanded, and the "Button1" block is highlighted with a red circle and labeled with a circled "1".
- Viewer:** The central workspace shows a vertical stack of event blocks for "Button1". The top block, "when Button1 .Click", is circled in red and labeled with a circled "2". An orange arrow points from this block to the right.
- Properties:** On the right side, a "when Button1 .Click" block is shown with a "do" field, labeled with a circled "3".

The top navigation bar includes "Project", "Connect", "Build", and "Help" menus, along with "My Projects", "Guide", and "Rep" links. The "TalkToMe" header includes "Screen1", "Add Screen ...", and "Remove Screens" buttons.

Programar la acción del botón

The screenshot displays the MIT App Inventor 2 Beta interface for a project named "TalkToMe". The interface is divided into three main sections: "Blocks", "Viewer", and "Properties".

- Blocks:** A sidebar on the left lists various block categories: Built-in, Control, Logic, Math, Text, Lists, Colors, Variables, and Procedures. The "TextToSpeech1" block is highlighted with a red circle and labeled with the number "1".
- Viewer:** The central workspace shows the visual representation of the app. A button labeled "TextToSpeech1" is visible. A red circle with the number "2" highlights the "call TextToSpeech1 .Speak message" block in the code area.
- Code Area:** The right side of the viewer shows the event-driven programming logic. A "when Button1 .Click" event is selected, and a "do" block contains the "call TextToSpeech1 .Speak message" block. This entire event block is highlighted with a red circle and labeled with the number "3".

An orange arrow points from the "call TextToSpeech1 .Speak message" block in the code area to the "TextToSpeech1" block in the viewer, indicating the connection between the code and the UI element.



Introducir el mensajea reproducir

The screenshot shows the Scratch 'TalkToMe' project interface. The 'Blocks' panel on the left lists various categories, with the 'Text' category highlighted and circled in orange. The 'Viewer' panel on the right displays a script starting with a 'when Button1 Click' block, followed by a 'do' block containing a 'TextToSpeech1.Speak message' block. This 'TextToSpeech1.Speak message' block is also circled in orange, and an orange arrow points from the 'Text' block category to it. Other blocks visible in the 'Viewer' include 'join', 'length', 'is empty', 'compare texts', and 'trim'.



Añadir el acelerómetro

Si volvemos al editor, podemos agregar el sensor del acelerómetro

The screenshot shows the LEGO Mindstorms software editor interface. On the left is the 'Palette' with various categories: User Interface, Layout, Media, Drawing and Animation, Sensors, Social, Storage, Connectivity, and LEGO MINDSTORMS. The 'Sensors' category is expanded, and 'AccelerometerSensor' is circled in red and labeled with a '1'. An orange arrow points from this sensor to a '2' in a circle on the 'Viewer' pane. The 'Viewer' pane shows a screen titled 'Screen1' with a 'Talk To Me' button. At the bottom of the 'Viewer' pane is the 'Non-visible components' area, where 'AccelerometerSensor1' is highlighted with a green box and labeled with a '3'. The 'TextToSpeech1' component is also visible in this area. The top right of the 'Viewer' pane shows a status bar with a battery icon, signal strength, and the time 9:48.

Programar el evento para agitar el móvil



The image shows the MIT App Inventor interface with two main panels: 'Blocks' and 'Viewer'.

Blocks Panel: Lists various categories of blocks. Under 'Built-in', the 'AccelerometerSensor1' block is circled in red.

Viewer Panel: Displays a script of blocks. The following blocks are visible from top to bottom:

- A 'when AccelerometerSensor1 . AccelerationChanged' block with sub-blocks for 'xAccel', 'yAccel', and 'zAccel', followed by a 'do' block containing a 'call TextToSpeech1 . speak' block.
- A 'when AccelerometerSensor1 . Shaking' block, which is circled in red. An orange arrow points from this block to a 'Congratulations' speech bubble on the right.
- 'AccelerometerSensor1 . Available' block.
- 'AccelerometerSensor1 . Enabled' block.
- 'set AccelerometerSensor1 . Enabled to' block.
- 'AccelerometerSensor1 . MinimumInterval' block.
- 'set AccelerometerSensor1 . MinimumInterval to' block.

Texto a reproducir, se original



TalkToMe Screen1 Add Screen ... Remove Screen Designer Blocks

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Colors
 - Variables
 - Procedures
- Screen1
 - Button1
 - TextToSpeech1
 - AccelerometerSensor1
- Any component

Viewer

```
when Button1.Click
do call TextToSpeech1.Speak
    message "Congratulations! You've made your first app."

when AccelerometerSensor1.Shaking
do call TextToSpeech1.Speak
    message "Stop Shaking Me!"
```

Añadimos una caja de texto



The screenshot displays the Android Studio IDE with three main panels: Palette, Viewer, and Components.

- Palette:** The 'User Interface' section is active. The 'TextBox' component is circled in red. An orange arrow points from this circled 'TextBox' to the text box in the Viewer.
- Viewer:** Shows a preview of 'Screen1'. At the top, there is a status bar with icons for Wi-Fi, signal strength, and the time '9:48'. Below the status bar, a text box is added to the screen. Below the text box is a button labeled 'Talk To Me'.
- Components:** A tree view on the right shows the hierarchy of components for 'Screen1':
 - Screen1
 - Textloox1 (highlighted in green)
 - Button1
 - TextToSpeech1
 - AccelerometerSensor1

Back to the Blocks Editor!

coger el texto que se escriba en la caja



The image shows the MIT App Inventor interface. On the left is the 'Blocks' panel, and on the right is the 'Viewer' panel. The 'Blocks' panel shows a hierarchy of components: 'Built-in' (Control, Logic, Math, Text, Lists, Colors, Variables, Procedures) and 'Screen1' (TextBox1, Button1, TextToSpeech1, AccelerometerSensor1). The 'Viewer' panel shows a sequence of code blocks for 'TextBox1':

- set TextBox1 . Height to
- TextBox1 . Hint
- set TextBox1 . Hint to
- TextBox1 . MultiLine
- set TextBox1 . MultiLine to
- TextBox1 . NumbersOnly
- set TextBox1 . NumbersOnly to
- TextBox1 . Text** (circled in orange)
- set TextBox1 . Text to

On the right side of the 'Viewer' panel, there are two 'when do' blocks, each with a purple 'c' block. An orange arrow points from the circled 'TextBox1 . Text' block to the right.

Quedar  algo as 



TalkToMe Screen1 Add Screen ... Remove Screen Designer Blocks

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Colors
 - Variables
 - Procedures
- Screen1
 - TextBox1
 - Button1
 - TextToSpeech1
 - AccelerometerSensor1
- Any component

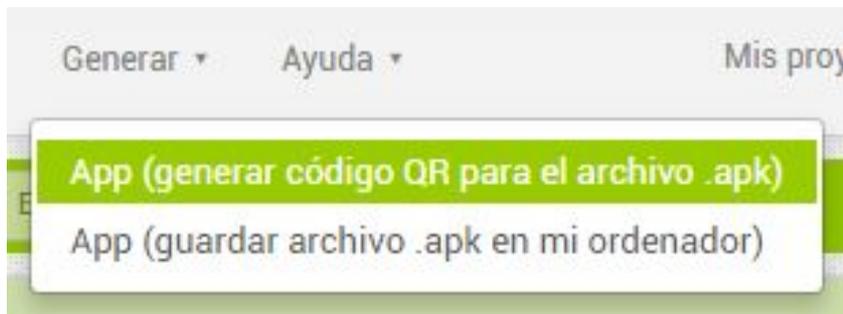
Viewer

```
when Button1.Click
do
  call TextToSpeech1.Speak
  message TextBox1.Text

when AccelerometerSensor1.Shaking
do
  call TextToSpeech1.Speak
  message "Stop Shaking Me!"
```

¡Enhorabuena por la primera aplicación!

Prueba en el móvil la app definitiva



escanea con el móvil con
BIDI o una app similar

Gracias



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