A0-App Inventor Installation on Your Own Computer

Overview
Follow all the steps to get MIT App Inventor running on your own computer. Expect to take some time and do a bit of fiddling with the steps! Run all the parts of App Inventor (Designer, Blocks Editor, Emulator). Turn in a screen shot to show you have completed the work. EASY POINTS!

What you need to do
Follow these instructions fully; use the links and help files if necessary. Take time and read the instructions – it can be a bit complex:

1. Use the computer you will use in class

2. Use any existing google account. Or, make up a new one if you want:
   a. Getting a Google Account (if you don’t already have one you want to use)
      https://www.google.com/accounts/NewAccount
   b. You can use your Loyola email address such as myName@luc.edu

3. Follow the setup instructions here
   Note that there are many other useful tutorials found there.
   a. Click on “Setup”
   b. Check your configuration against the System Requirements listed.
   c. Install Java 1.6 (if necessary) and test your Java configuration (links provided).
   d. Install the App Inventor software (I will be using Windows in class. This is what our lab has.
      However, there are instructions for Mac and Linux as well.)
   e. Build your first app with the emulator. (See Step #4 below.)
   f. If you have an Android Phone, *also* set up your phone and Build your first app on a phone.

4. What is required: getting the App Inventor running on your computer – all three parts: Designer, Blocks Editor, Emulator. (You can attempt to run the Hello Purr app but it’s not necessary. Play around with the parts of App Inventor as much as you like.)
   a. When you have them all running, open a project, open the blocks editor, and start up the emulator. The project can be empty, that’s fine for now.
   b. Take a screen shot of your computer to show them running. In the screen shot be sure you can see the Designer, with the Blocks Editor and Emulator open on top of it.
   c. If you are not familiar with screen shots see How to do a Screen Shot at
      http://take-a-screenshot.org
d. If you are having troubles, post questions in the Blackboard class Discussion board. You can help others by answering their questions and noting things that you learned. IT COUNTS for CLASS PARTICIPATION POINTS when you help others!

5. You’re done! Thanks for the hard work!

**How and what to turn in** Take a screen shot of your Designer, Blocks Editor, and Emulator. Put them all into one word processing doc and submit in Blackboard. Make sure they can all be seen (do multiple screen shots if necessary). Make sure it shows your computer screen. Turn your file with the screen shot(s) in using the Blackboard Assignment. You must be on time to get points.

Below is an example of a screen shot showing the Designer (top screen), the Blocks Editor (bottom screen), and the Emulator (the little telephone in the bottom screen). I dragged the Blocks Editor screen on top of the Designer screen, but you can take two screen shots.

For this screen shot, I actually began the application, but you don’t have to for this assignment. You can simply begin the new project, click on “Blocks”, and then click on “Connect→Emulator”. This is a lot easier than what we have to do in our lab to connect to the emulator!

**Grading** 50 points in Assignments for a screen shot from your computer showing you have successfully installed and run all three parts of App Inventor. -5 for any missing component. *No points if it’s not from your computer.* The goal of this assignment is to get you and your computer ready to go! Exception: If you do not have your own computer, you may work with another student on his or her computer and turn in the screen shots from that computer. Both of you should indicate this collaboration in the assignment box on Sakai.