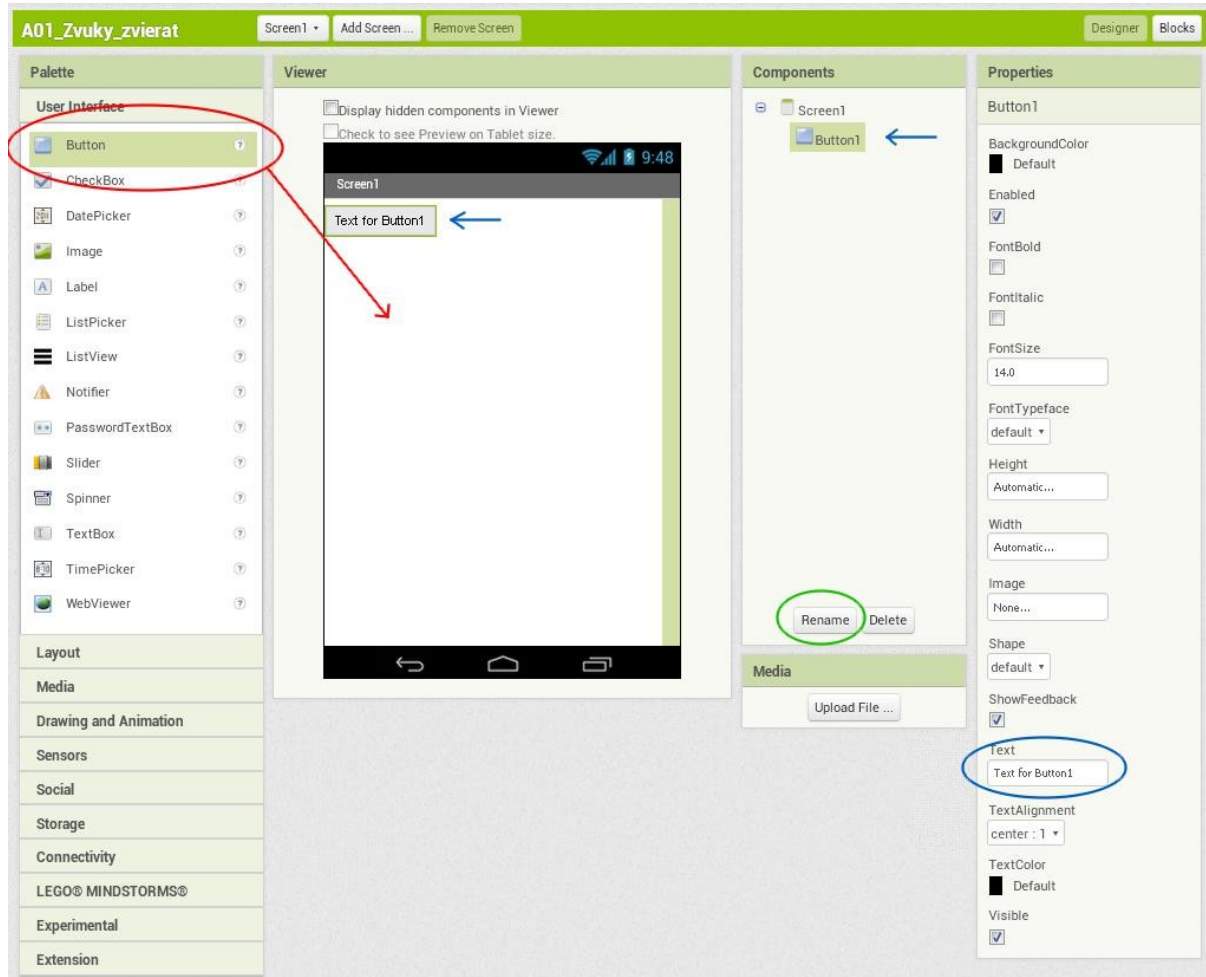# 01 ANIMAL SOUNDS - WORKSHEET

1. At the beginning of the lesson you tried to run the **App Inventor** environment on computers, connect to the
   it with your Google account and connect it to your mobile device.
   In the process, you have created your first project, which has only one button so far. On the computer screen, the project looks like this:
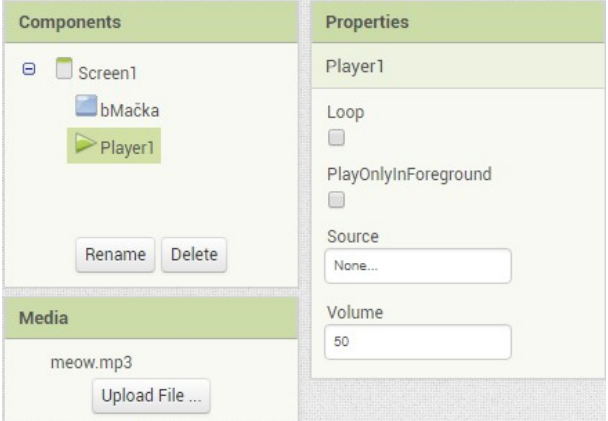

A button is displayed on the mobile screen with the text **for Button1**.

Continue exploring the App Inventor environment in the development of your first project and answer

Questions:

Question	Answer
In the right **Properties** section, examine the **Text** property for the **Button1** component. What changes if you change the **Text** property? Write the text **Meow** on the button. Note that when we change the text on the button, it is immediately shown on the display of the connected mobile phone (if this does not happen, the connection is broken and the mobile phone needs to be	

reconnected to the computer according to the instructions in point 4 from the beginning of the lesson).	
Try pressing the button on your mobile. What happens? Does the button respond when pressed?	
In the **Components** area, explore the **Rename** option (see the green circled button in the image at the beginning of this worksheet). Rename **Button1** to **bCat**. What has been renamed by this?	
From the Components palette (**Palette** area) of the **Media** group, find the **Player** component and drag it with the mouse to the **Viewer** area. Where is the component located? What is his name?	
Try the project. Is it doing anything yet? Try to explain why.	
Press the **Blocks** button in the upper right corner of the window. The program will switch to another screen (the **Blocks** screen). Explore the **Blocks** screen. Write down what two areas the screen has **Blocks**? What is in the windows that open when I click on the list items on the left side of the screen?	

Explore the blocks for the **bCat** component. Locate the event (yellow-brown block) that occurs when the user presses this button on their mobile. Which is the event? Drag it from the list to the **Viewer** area.	
Review the blocks for the **Player1** component. Note the event **call Player1.Start** and paste it into the **bCat** button event (the one you put in the **Viewer** area in the previous step). Try the project. Is he playing anything? Formulate a hypothesis as to why this is so.	
Switch to the **Designer** screen. In the **Components** area, select **Player1** and at the bottom of **Media** explore **Upload File...** Use it to add the audio file **meow.mp3[i]** to the project. Explore **Properties** for **Player1**. In the picture on the right, mark (circle) the section where the audio file can be selected. Insert **meow.mp3** audio file and try out the project. When will the sound be played?	
Add a picture of a cat to the **Media** section **kitty.png[ii]** . Explore **Properties of** the **bCat** button. Which property seems to allow you to add an image to the button? Use that property so that the button has a picture of a cat from the **kitty.png** file. Then, apparently, there's no need for a **Meow** headline**!** Delete this headline. Try the project.	

2. Add a second button to the project with a picture and sound of another animal.
   <u>Tips:</u>
   - For example, use a picture of a dog from the file **beky.png** and a brechot from
     http://soundbible.com/1476-Dog-Growl-Then-Bark.html
     (download mp3 file)
   - If the second button no longer fits on the screen, then explore the properties of the
     bCat button, find and use the properties that will make the button smaller. Do the
     same with the new button so that both buttons fit on the mobile screen.

After today's lesson, I know

☐ start the **App Inventor** environment

☐ navigate the **App Inventor** environment, switch between **Design** and **Blocks** screens and use them

☐ connect your mobile (tablet) to **App Inventor**

☐ transfer multimedia files (image and audio) from your computer to **App** Inventor and use their

☐ use the **Player** component to play the audio