

ANDROID APPS DEVELOPMENT FOR MOBILE GAME

Peter Lo

Who am I?

Lo Chi Wing, Peter



- **Email:** Peter@Peter-Lo.com
- **Facebook:** <http://www.facebook.com/PeterLo111>

X4-XT-CDP-0261-A @ Peter Lo 2016

2

Course Outline

Lesson 1	Introduction to App Inventor 2
Lesson 2	Programming Logic and Layout
Lesson 3	Canvas and Animation
Lesson 4	Multimedia
Lesson 5	Sensor and Location
Lesson 6	Data Storage
Lesson 7	Communicating with Web

X4-XT-CDP-0261-A @ Peter Lo 2016

3

Where can you find the material?

- Workshop Notes and Exercises
 - ▣ <http://www.Peter-Lo.com/Teaching/X4-XT-CDP-0261-A>
- Getting Started with MIT App Inventor 2
 - ▣ <http://appinventor.mit.edu/explore/get-started.html>
- AppInventor.org
 - ▣ <http://www.appinventor.org>

X4-XT-CDP-0261-A @ Peter Lo 2016

4

Reference Book

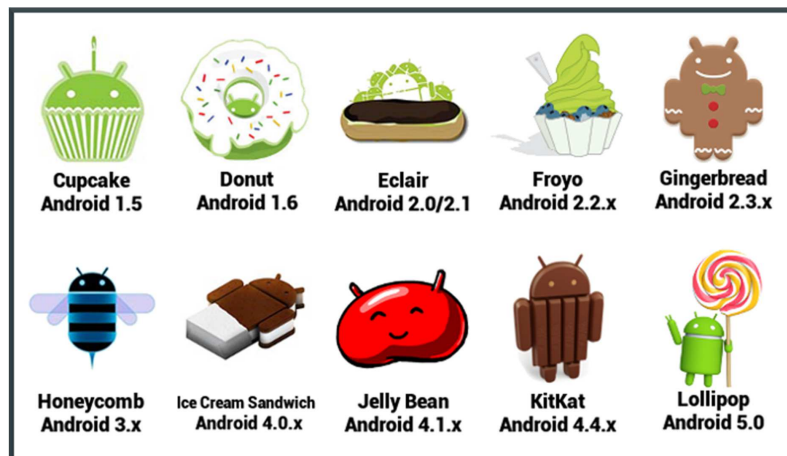
- David Wolber, Hal Abelson, Ellen Spertus, Liz Looney, *App Inventor 2: Create your own Android Apps*, 2nd Edition, O'Reilly Media, Inc., 2014 (ISBN-10: 1491906847)

What is Android?

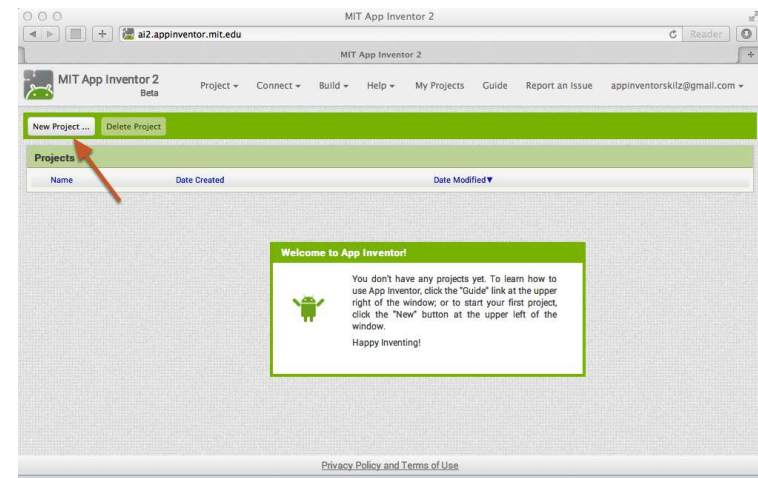
- A Linux-based operating system for mobile devices.
- An open-source project and is distributed free of charge.
- Developed by the Open Handset Alliance and Google Inc.
- Supporting telephony, messaging, emailing, contact management, calendar, entertainment, multimedia experience, location services, mapping, social interaction, etc.



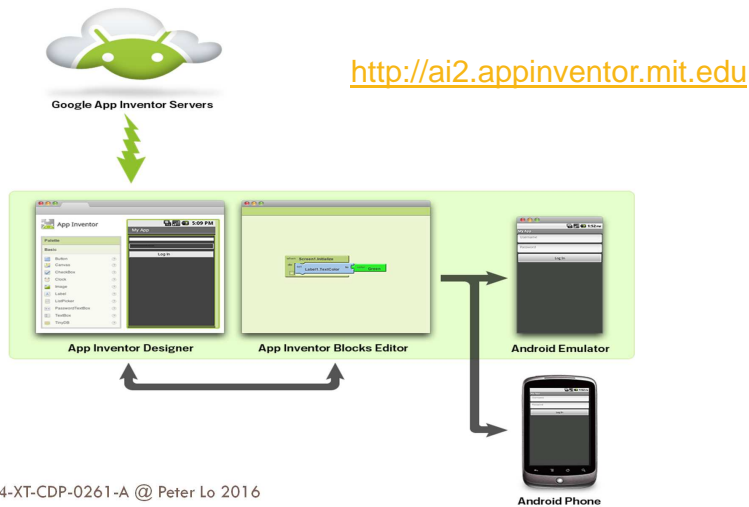
Android Family



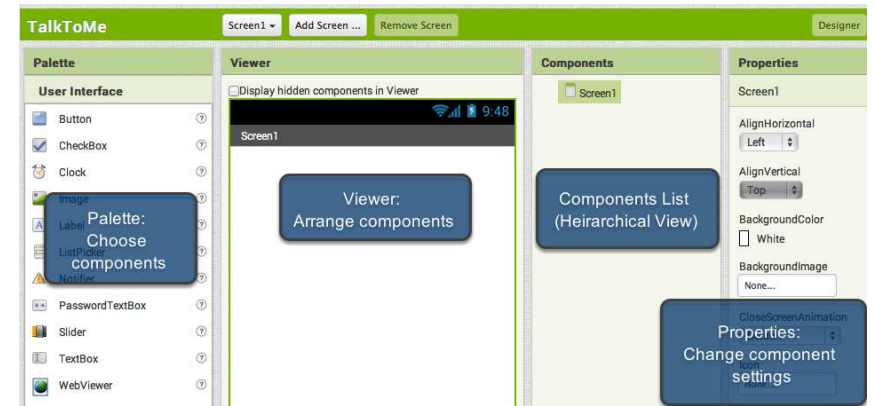
App Inventor 2



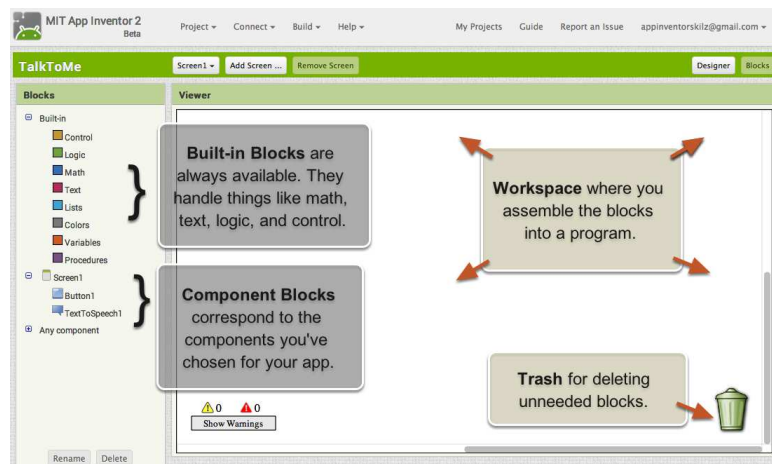
How it work?



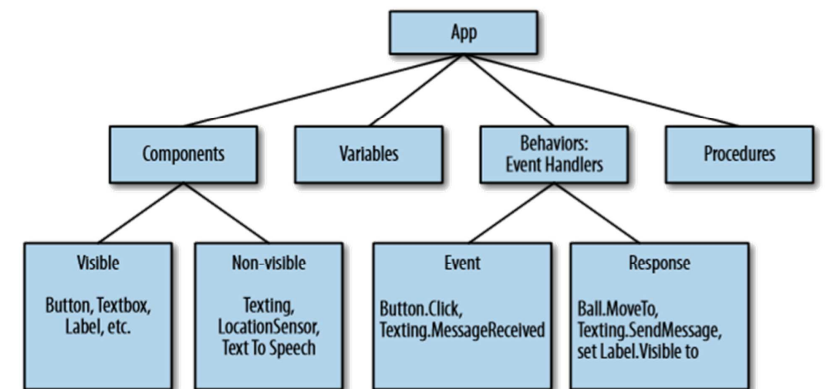
App Inventor Designer



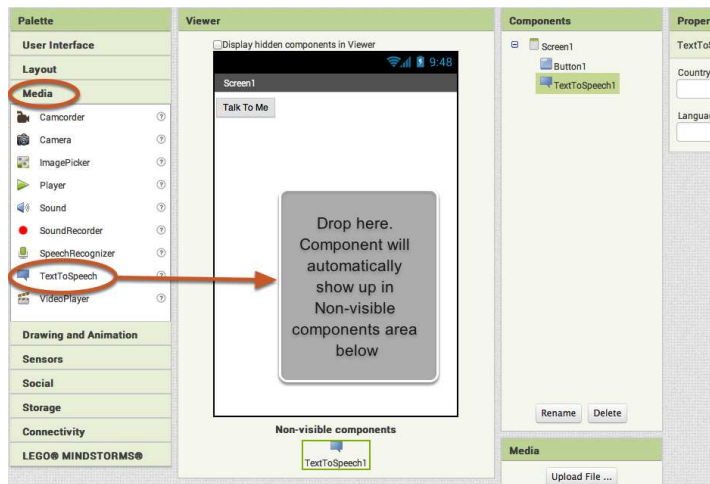
App Inventor Blocks Editor



Architecture



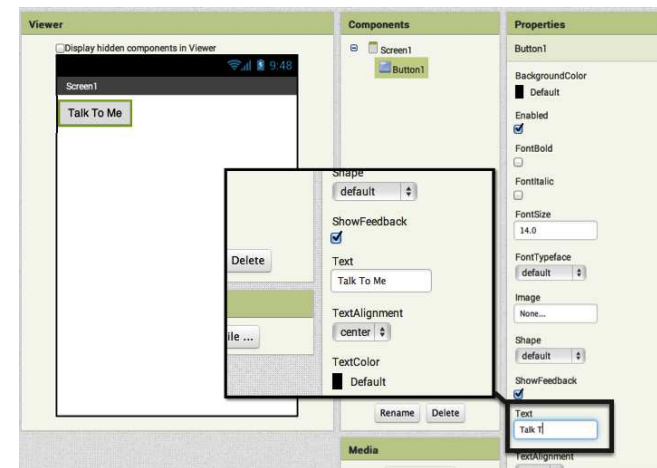
Step 1: Design Layout



X4-XT-CDP-0261-A @ Peter Lo 2016

13

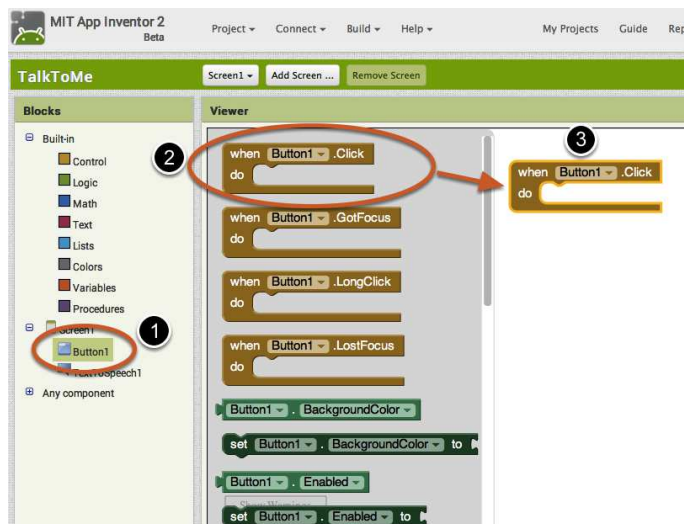
Step 2: Define Properties



X4-XT-CDP-0261-A @ Peter Lo 2016

14

Step 3: Handling Event



15

Step 4: Setup Action



16