Summer ’13 CIS 199 Assignment 1 – 100/100 points possible – Due Tuesday, 7-2, 11:59 PM

The goal of this assignment is to introduce the App Inventor environment and to create a simple Android app using App Inventor.


2. [20] Add a HorizontalArrangement to your Screen containing three Buttons named ResetButton, AddButton, and MultiplyButton with text Reset, +2, and *2, respectively.

3. [10] Add a Label named Label to your Screen with text 1. Your Screen should now look like:

4. [10] Open the Blocks Editor. Add a ResetButton.Click handler block which sets the Label text to 1.

5. [10] Add a AddButton.Click handler block which adds 2 to the number currently displayed by the Label text. For example, if the Label text is 3 and the AddButton is clicked, the Label text should be changed to 5.

6. [10] Add a MultiplyButton.Click handler block which multiplies the number currently displayed by the Label text by 2. For example, if the Label text is 3 and the MultiplyButton is clicked, the Label text should be changed to 6.

7. [20] Add another Button to your HorizontalArrangement which performs some relevant math operation other than addition or multiplication (e.g., subtraction, division, square root). Assign
an appropriate name and text for the Button. In the Blocks Editor, add a Click handler block which performs the math operation on the Label text.

Download your Assignment1 project directory to your computer (i.e. My Projects -> More Actions -> Download Source) and then upload to Blackboard (i.e., Course Documents -> Assignment 1).