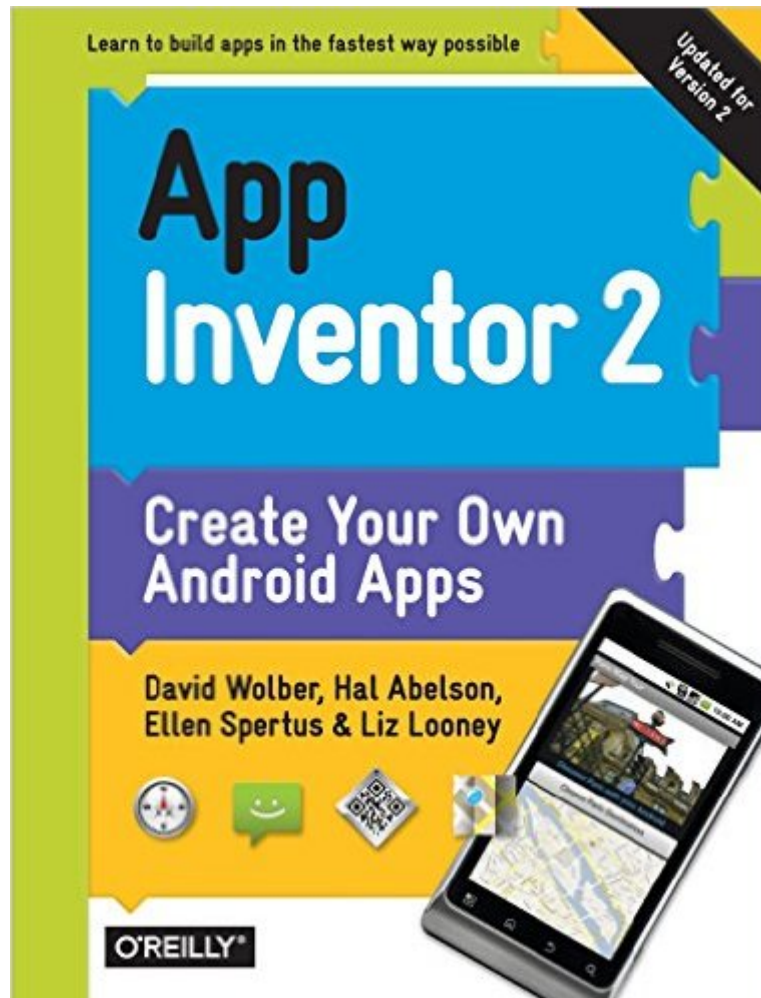# The book was found

App Inventor 2

Synopsis

Yes, you can create your own apps for Android devicesâ "and itâ ™s easy to do. This extraordinary book introduces you to App Inventor 2, a powerful visual tool that lets anyone build apps. Learn App Inventor basics hands-on with step-by-step instructions for building more than a dozen fun projects, including a text answering machine app, a quiz app, and an app for finding your parked car!The second half of the book features an Inventorâ ™s Manual to help you understand the fundamentals of app building and computer science. App Inventor 2 makes an excellent textbook for beginners and experienced developers alike.Use programming blocks to build appsâ "like working on a puzzleCreate custom multi-media quizzes and study guidesDesign games and other apps with 2D graphics and animationMake a custom tour of your city, school, or workplaceControl a LEGO® MINDSTORMSÂ® NXT robot with your phoneBuild location-aware apps by working with your phoneâ ™s sensorsExplore apps that incorporate information from the Web

Book Information

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Customer Reviews

The App Inventor 2 book explains how to use the App Inventor 2 website to develop an Android application. You'll go to the ai2.appinventor.mit.edu website to actually develop your app and then you will transfer it to your Android phone or tablet (Note that you have to have a google account to use the App Inventor website.) App Inventor 2 states that it supports Android 2.3 (Gingerbread) or higher, but there were postings in the forum which indicated that there may be problems with

Android Kitkat (4.4) and Lollipop (5.0) versions.You develop your app in the Designer and Blocks Editor on the App Inventor 2 website. During the development process you'll need to test your app. There are 3 options for testing: 1) Download the App Inventor Companion App to your Android device and then connect your computer to it by wi-fi. (Note: If you are using a desktop computer connected to the internet by a cable your desktop computer may not have wifi.) 2) You can install the Emulator on your computer to test your apps. For Windows and Linux you also need to install the aiStarter software and update it. or 3) You can connect your Android device by USB cable, which is not recommended for Windows because it is "tricky" due to driver issues. You have to scrounge up the appropriate drivers for your device(s).Following the examples in the book is pretty easy for the most part. However people who have never written computer code and are not familiar with some programming concepts (such as variables, databases, events, etc) may feel a little challenged. Also there are some things which did not seem to be the most intuitive. For example, when you want to assign a numeric value to a variable, you don't just type in a number.

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