

Name: \_\_\_\_\_  
Class: \_\_\_\_\_  
Date: \_\_\_\_\_

## App Inventor Programming: Magic Trick

*Instructions:* The following are screen shots from an introductory App Inventor program called MagicTrick. When the program is running on a phone, when you tap the hat, the phone makes a sound and a rabbit appears from the hat. Look at the program and try to figure out what it does. Answer the questions below:

### Phone:

Explain what happens from the user's point of view:

---

---

What happens if the user touches the empty hat?

---

---

What happens if the user touches the hat with the rabbit inside?

---

---

What happens if the user presses the Reset button?

---

---

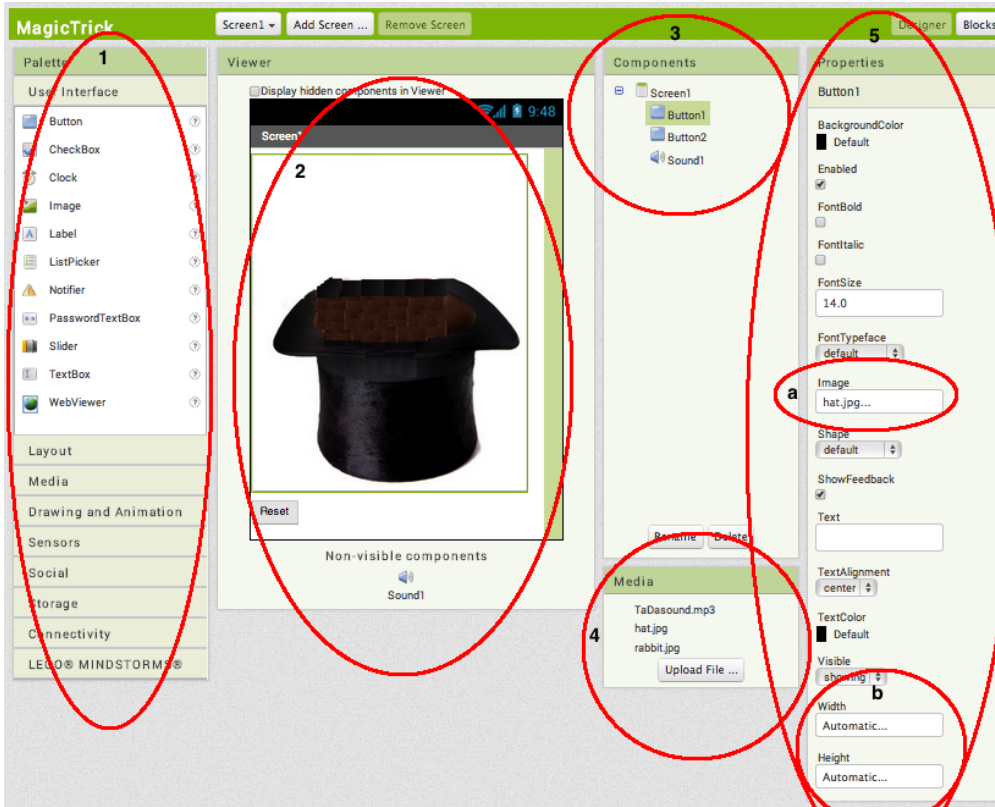
What happens if the user shakes the phone? Talk to it?

---

---



## Component Designer:



1. *Palette*: holds the components you can use in your program; separated into sub-lists
2. *Viewer*: shows components mapped out to what the app will look like
3. *Component List*: lists components in the app
4. *Media*: lists media files in the app
5. *Properties* of selected component
  - a. What does this mean about the image property for the button? What is it telling the computer?
  - b. What does this mean about the width and height for the button? What is it telling the computer?

b. What does this mean about the width and height for the button? What is it telling the computer?

---

---

### Properties for Button2 (the Reset Button)

c. What does this mean that the background color of the button is *Default*?

---

---

d. What does it mean that the FontSize is *18.0*?

---

---

e. What this mean that the shape is *rounded*?

---

---

## Blocks Editor:

```
when Button1 .Click
do
  call Sound1 .Play
  set Button1 . Image to "rabbit.jpg"
```

```
when Button2 .Click
do
  set Button1 . Image to "hat.jpg"
```

Explain this program:

---

---

---

What are the events that cause something to happen?

---

---

---

What happens after each event?

---

---

---