AppInventor Flash Cards

Defining + Using Variables

Properties, Functions, and Events

Moving Sprites with Button Clicks

Defining + Calling Procedures
You must define a "for" block. After the block, the variable can be read or modified as many times as necessary.

Click anywhere on the code window to the "Define..." tab to the "Variable" menu. The "Variable" menu should pop up. On the "Variable" menu, the "Define..." tab should pop up. On the "Variable" menu, the "Define..." tab should pop up.

Properties are operations that can be defined and read and modified.

Procedures are operations that can be defined and read and modified.

Procedure handlers are operations that can be defined and read and modified.

Click anywhere on the code window to the "Define..." tab to the "Variable" menu. The "Variable" menu should pop up. On the "Variable" menu, the "Define..." tab should pop up.

You may give your procedure a name, e.g., "restartGame," and then place the code that should be executed when the procedure is run inside the "restartGame" block.

You may call the procedure you have defined from within your blocks code.
Drag a Clock component onto the project. Add a handler for the "Timer" event of the Clock, and inside that handler, include code that you would want to execute every time the timer fires.