



Hi friends!

My name is **Youssef** and I am trying to create my first AppInventor application for kids. It will play one of the **sounds** made by a baby (smile or cry) and will show the baby's **picture** (happy or sad) when clicking on the specific **button**.

Task 1: Help Youssef to put the steps below in their specific order (Use numbers from 1 to 8). **(4 marks)**

Order	Steps
	Create a new project (Projects → Start new project)
	Pass to the blocks mode to code the application's solution.
	Test the application.
	Build the viewer of the application.
	Connect to AppInventor.
	Save the project.
	Type the name of the new project.
	Define the properties of each inserted component.

Task 2: While programming the application, Youssef noted that there are three (3) windows. Complete the name of each window (Please see Appendix at page 3/4 for more details) using words from the following list:
(3 marks)

Emulator – Blocks Mode – Designer Mode

Window	Window's name
Figure 1 from Appendix at page 3	
Figure 2 from Appendix at page 4	
Figure 3 from Appendix at page 4	

Task 3: Check the right proposition (s): **(2.5 marks)**

1- AppInventor permits to create:

- ☐ Android projects;
- ☐ IOS projects;
- ☐ Micro:bit projects.

2- A virtual smart phone, provided by AppInventor application, that will show what the program will look like running on an Android device:

- ☐ Ai Compagnon;
- ☐ Emulator;
- ☐ Workspace.

3- An action done by the user, such as pressing a button:

- ☐ Data;
- ☐ Output;
- ☐ Event.

4- It is how a smart phone displays or communicates information:

- ☐ Input;
- ☐ Output;
- ☐ Event.

5- An executable file, realized by AppInventor and which can be installed in the smart phone, has the extension:

- ☐ aia;
- ☐ apk.

Task 4: (Answer to the questions below using figure 1 from the Appendix at page 3)

a- What is the name of the project created by Youssef? **(1 mark)**

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b- The background of the project is the picture: (Check the correct proposition) **(1 mark)**

- ☐ baby smile;
- ☐ Baby_Smile;
- ☐ Baby_Cry;
- ☐ devoi1.

c- What are the components used by Youssef to build the project's interface? **(2 marks)**

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d- Does Youssef defined an icon (logo) to his project? (Check the correct proposition) **(0.5 marks)**

- ☐ Yes;
- ☐ No.

Task 5: (Answer to the questions below using figure 2 from the Appendix at page 4)

a- How many warnings does the code contain? **(1 mark)**

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b- When testing the project, Youssef get two (2) mistakes:

Mistake 1	When clicking on Cry_button, the picture of a baby crying doesn't appear!
Mistake 2	Sometimes, when clicking on Cry_button, he hears the two sounds at the same time!

Correct these two mistakes. **(5 marks)**

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Good Luck
genius creator!

