

The AppInventor Development Environment

The environment you will use to create your apps has two components:

- AppInventor Tool: an online tool at the MIT University in USA
- Phone Emulator: a software that runs locally on your computer

Please follow the following steps to setup the environment for the BCN AppParty

Step 1: Online AppInventor Tool

This is the tool you will use to build and design your app. It is a platform that enables you to control the different parts of an Android phone.

What you need to do:

- 1.0 You need a Google account to begin** - please create one if required.
- 1.1** Use the Chrome browser (navegador) for the following steps
- 1.2** Visit this link: <http://appinventor.mit.edu/explore/ai2/setup-emulator.html>
- 1.3** Follow the steps for your type of laptop (Mac OSX, Windows or Linux) in order to install a component called “aiStarter” onto your machine.

We will get to know the various parts of this environment by working through some tutorials together at the App Party next week.

Step 2: Local Phone Emulator for Windows platforms

SKIP THIS STEP IF YOU HAVE A MAC.

You will use the phone emulator to test your mobile app as you build it.

What you need to do:

- 2.1** Follow instructions for “Step 2” here:
<http://appinventor.mit.edu/explore/ai2/setup-emulator.html>

Step 3: Connect the Emulator to the AppInventor Tool

Now you will make sure the two components can communicate.

What you need to do:

- 3.1** After you have installed the software on your computer, go to the Appinventor Tool and select “Connect > Emulator” from the navigation menu. The phone emulator should eventually appear if all went well.