

Build Your Own App

Reflection and Screenshots



Reflection

It is my hope that by the end of these nine weeks together, you have learned a thing or two about coding. Maybe I taught you something or maybe you had the time to discover something on your own. Please answer the following questions with complete sentences and complete explanations. You are not graded on what you write but HOW you write it.

Click [here](#) for the reflection.

What did you plan to build?

Problem/Need: Entertainment

Expected end user: anyone

Brief description: An atypical xylophone with a semi-hidden easter egg.

Questions about your app:

Do you have the following components in your app:

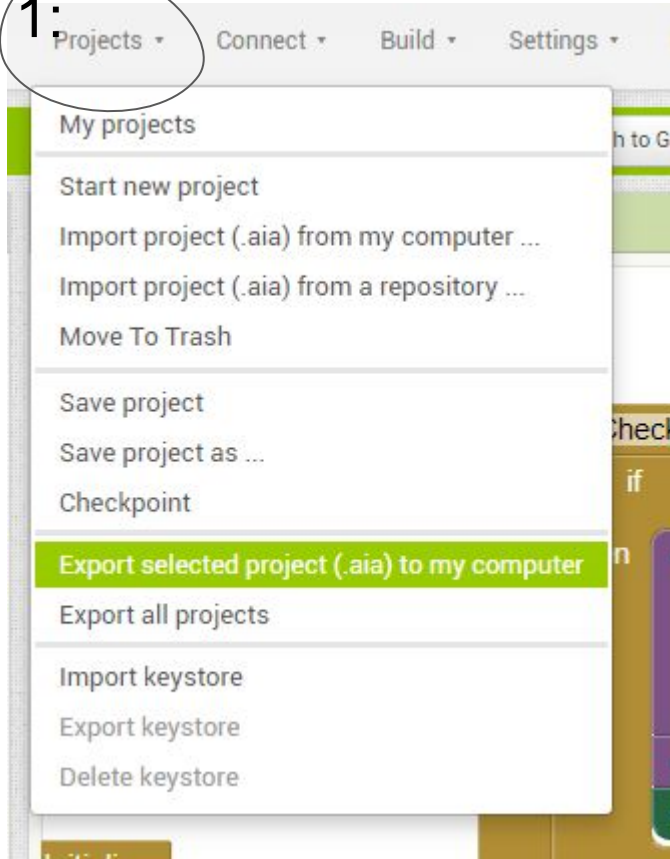
- A Button **Yes** or No (highlight your answer)
- A Sound/Player **Yes** or No (highlight your answer)
- A Vertical or HorizontalArrangement **Yes** or No (highlight your answer)
- An Image **Yes** or No (highlight your answer)
- An If/then conditional statement **Yes** or No (highlight your answer)
- A Variable **Yes** or No (highlight your answer)

Does your app work? **Yes** or No (highlight your answer)

If it doesn't work, why not.

Email me the file of your app

Step 1:



Now the project should be in your computer's Downloads.

Step 2: Open up an email.

Step 3: Click the Attach icon (a paper clip)

Step 4: Go to your downloads folder and select your app.

Step 5: Recipient is me:

[jengebretson@northampton-k12.u](mailto:jengebretson@northampton-k12.us)

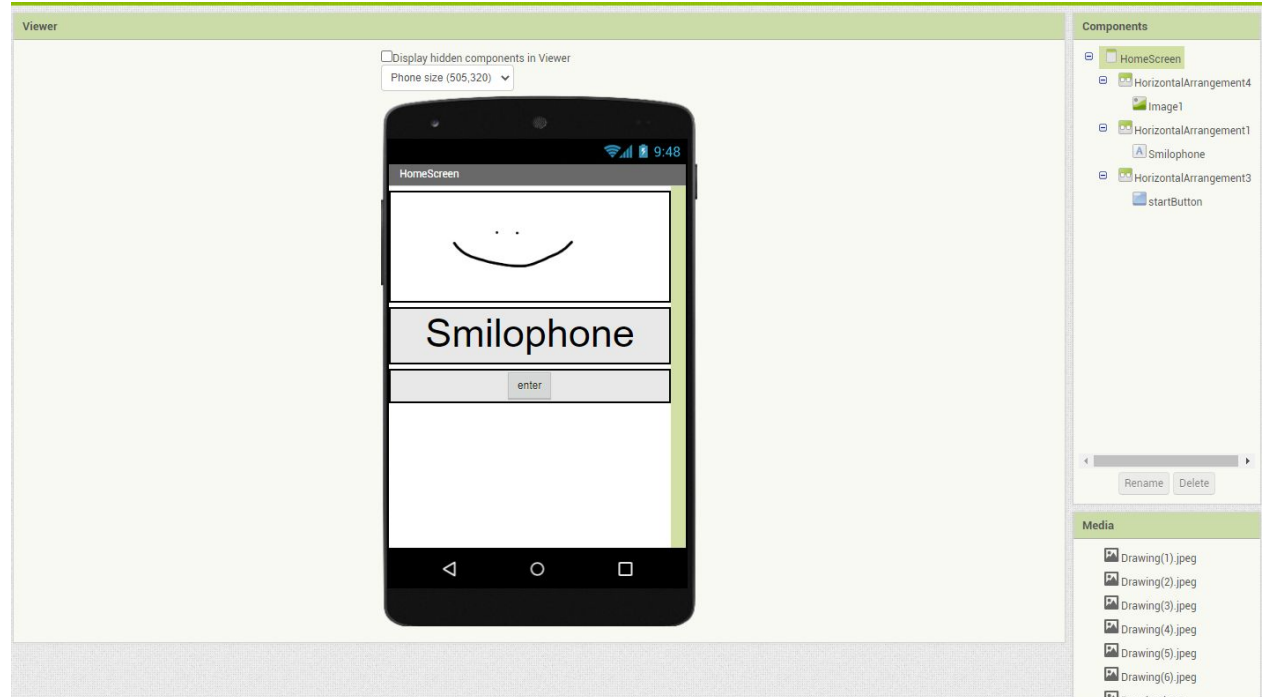
s

Step 6: Subject is your name

Designer View

Add a screenshot for your Designer View. Take a screenshot of the **Viewer** and **Components** Windows. **Make sure all the components are renamed to fit what the components actually are in your app.** If you have more than one screen please put the other screens on the following slides.

Screen Name: HomeScreen



Blocks View

Please add several codes to each slide so I can see the codes. **I do not want all codes on one slide because then the codes are not big enough for me to see.**

Screen Name: HomeScreen



Designer View

2nd screen - Screen Name: Screen1

The image shows the Android Studio Designer View for a mobile application screen named "Screen1". The interface is divided into several sections:

- Viewer:** The main area shows a mobile phone mockup. The screen displays a yellow vertical bar on the left with a simple smiley face. Below this is a text label "Welcome to Smilophone". At the bottom, there are three buttons: "home", "reset total notes", and "meet the maker". The phone's status bar at the top shows the time as 9:48 and various icons. Above the phone, there are settings: a checkbox for "Display hidden components in Viewer" (unchecked) and a dropdown for "Phone size (505,320)".
- Components:** A panel on the right lists the components used on the screen. It includes:
 - Screen1 (root)
 - TotalNotesLabel
 - HorizontalArranger (containing yellow, darkBlue, green, purple, red, blue, pink)
 - HorizontalArranger (containing smilophonewelcom)
 - HorizontalArranger (containing home, resetButton, meetandgreet)
 - yellowNote
- Media:** A panel at the bottom right lists media assets, including Drawing(1).jpeg through Drawing(6).jpeg.
- Non-visible components:** A row of icons at the bottom represents components that are not currently visible on the screen, including yellowNote, darkBlueNote, purpleNote, greenNote, redNote, pinkNote, and blueNote.

Blocks View

Continued blocks from Screen1.

```
when meetandgreet .Click
do open another screen screenName meetandgreet
```

```
when home .Click
do open another screen screenName HomeScreen
```

```
initialize global totalnotes to 0
```

```
to update_totalnotes
do set global totalnotes to get global totalnotes + 1
set TotalNotesLabel .Text to join " Total notes played: "
get global totalnotes
```

```
when resetButton .Click
do set global totalnotes to 0
set TotalNotesLabel .Text to join " Total notes played: "
get global totalnotes
```

Blocks View

Continued blocks from screen Screen1.

```
when darkBlue .Click
do
  call darkBlueNote .Stop
  call darkBlueNote .Play
  call update_totalnotes
```

```
when green .Click
do
  call greenNote .Stop
  call greenNote .Play
  call update_totalnotes
```

```
when pink .Click
do
  call pinkNote .Stop
  call pinkNote .Play
  call update_totalnotes
```

```
when purple .Click
do
  call purpleNote .Stop
  call purpleNote .Play
  call update_totalnotes
```

```
when yellow .Click
do
  call yellowNote .Stop
  call yellowNote .Play
  call update_totalnotes
```

```
when blue .Click
do
  call blueNote .Stop
  call blueNote .Play
  call update_totalnotes
```

```
when red .Click
do
  call redNote .Stop
  call redNote .Play
  call update_totalnotes
```

Designer View

3rd screen - Screen Name: meetandgreet

The image displays the Designer View for a mobile application screen named 'meetandgreet'. The interface is divided into several sections:

- Viewer:** The main area shows a mobile phone simulation. At the top, there is a checkbox labeled 'Display hidden components in Viewer' and a dropdown menu for 'Phone size (505,320)'. The phone screen displays the title 'meetandgreet', a 'help' button, and a large empty content area. Below the phone, there is a section for 'Non-visible components' with a play icon and the label 'scream'.
- Components:** A panel on the right side lists the components used in the design. The components are: 'meetandgreet', 'HorizontalArrangement3', 'HorizontalArrangement2', 'help', 'HorizontalArrangement1', 'maker', and 'scream'. Below the list are 'Rename' and 'Delete' buttons.
- Media:** A panel at the bottom right lists several drawing files: 'Drawing(1).jpeg', 'Drawing(2).jpeg', 'Drawing(3).jpeg', 'Drawing(4).jpeg', 'Drawing(5).jpeg', 'Drawing(6).jpeg', and 'Drawing.jpeg'.

Blocks View

3rd screen - Screen Name: meetandgreet

```
when maker .Click
do
  set maker . Picture to Drawing__8_-removebg-preview.png
  if scream . IsPlaying
  then
    call scream .Stop
    call scream .Start
  else
    set maker . Picture to Drawing__8_-removebg-preview.png
    call scream .Start
```

```
when help .Click
do
  open another screen screenName Screen1
```

```
when scream .Completed
do
  set maker . Picture to Drawing__7_-removebg-preview.png
```