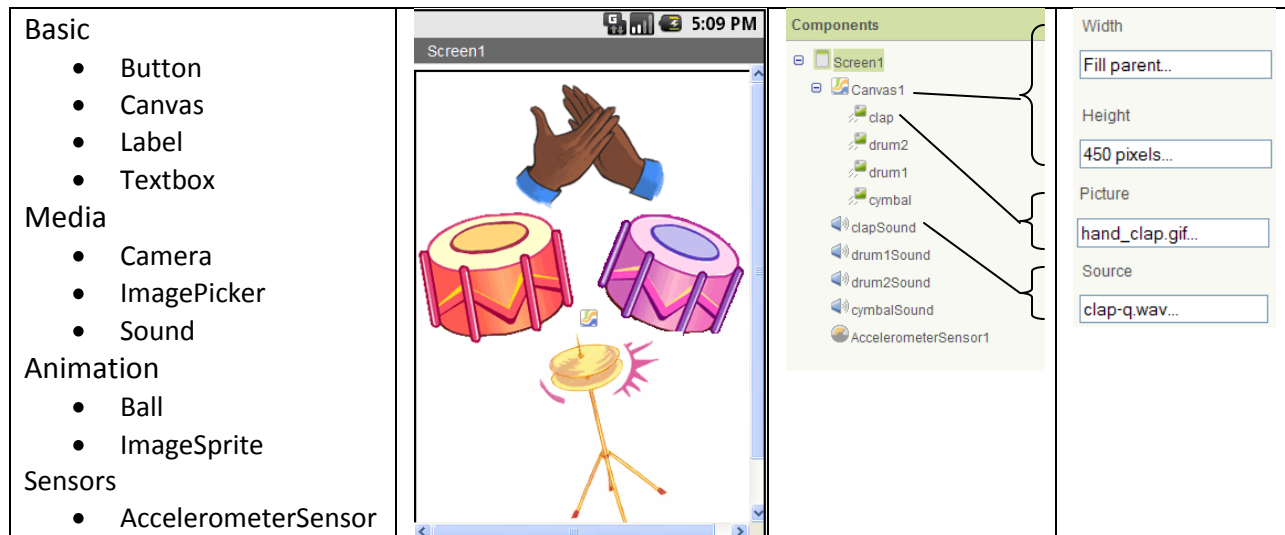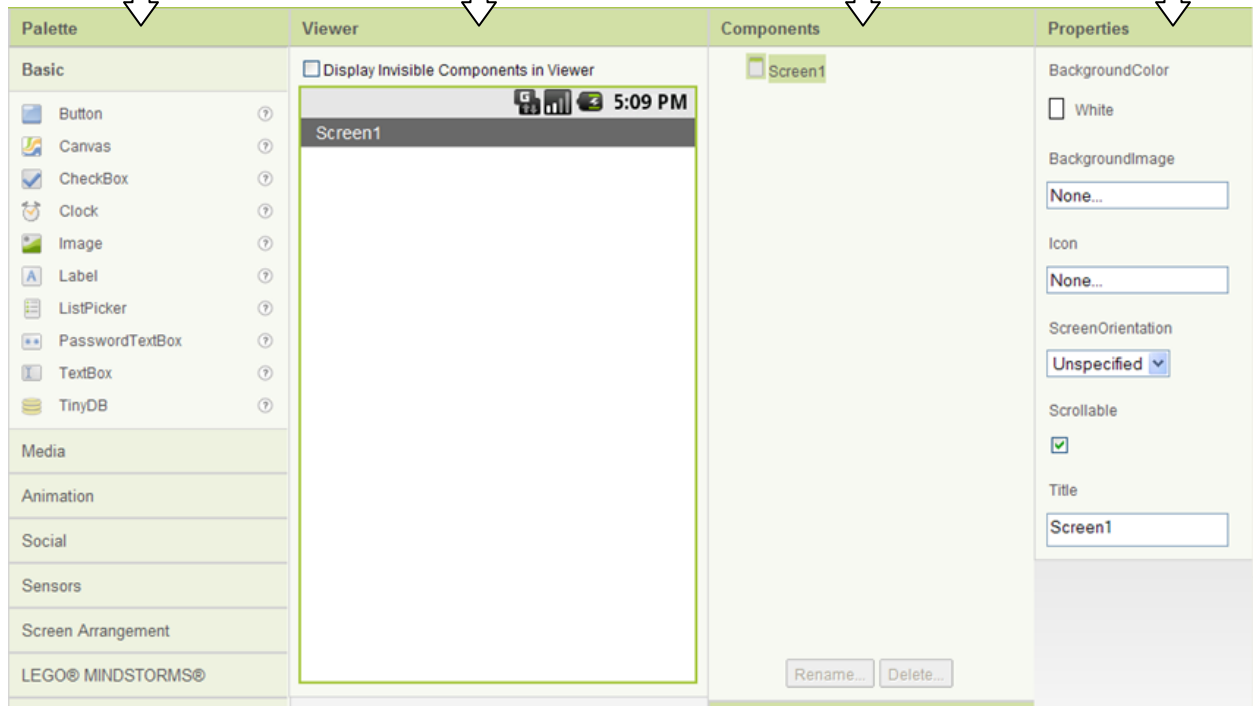# App Inventor Designer

User Interface components like the Canvas, ImageSprite, Sound, Buttons, and the AccelerometerSensor are listed here.

Shows the phone display. Drag the user interface components here to add them to the screen.

The name and organization of the components on Screen1. Use the buttons below to rename and delete the components.

The properties of the current component.

Palette	Viewer	Components	Properties
Basic	☐ Display Invisible Components in Viewer	☐ Screen1	BackgroundColor
🖼 Button ⑦			☐ White
🖌 Canvas ⑦	📶📶🔋 5:09 PM		
☑ CheckBox ⑦	Screen1		BackgroundImage
⏱ Clock ⑦			None...
🖼 Image ⑦			
A Label ⑦			Icon
📋 ListPicker ⑦			None...
⚏ PasswordTextBox ⑦			
I TextBox ⑦			ScreenOrientation
🗄 TinyDB ⑦			Unspecified ▼
Media			
Animation			Scrollable
Social			☑
Sensors			Title
Screen Arrangement			Screen1
LEGO® MINDSTORMS®		Rename... Delete...	

Basic	Screen1	Components	Width
• Button	📶📶🔋 5:09 PM	⊟ ☐ Screen1	Fill parent...
• Canvas		⊟ 🖌 Canvas1	
• Label		🎵 clap	Height
• Textbox		🎵 drum2	450 pixels...
Media		🎵 drum1	
• Camera		🎵 cymbal	Picture
• ImagePicker		🔊 clapSound	hand_clap.gif...
• Sound		🔊 drum1Sound	
Animation		🔊 drum2Sound	Source
• Ball		🔊 cymbalSound	clap-q.wav...
• ImageSprite		⚪ AccelerometerSensor1	
Sensors			
• AccelerometerSensor			

App Inventor Blocks Editor

This is the area where you create your programs. Drag the blocks from the left into this area. The components you created have blocks in My Blocks.

Drag the orange box to see different areas

Built-In Blocks

Definition
Text
Lists
Math
Logic
Control
Colors

to **procedureWithResult** arg
do
return

to **procedure** arg
do
call clapSound.Play

def **variable** as

name **name**

text **text**

join

call **make text** text

call **length** text

is text empty? text

text< text1 text2

text= text1 text2

text> text1 text2

call **make a list**
item

call **select list item** list index

call **replace list item** list index replacement

call **remove list item** list index

call **insert list item** list index item

number **123**

>

>=

<

<=

=

not =

+

–

if test
then-do

ifelse test
then-do
else-do

choose test
then-do
then-return
else-do
else-return