Adding behavior

The second stage in creating an app is to add functionality to components added to the user interface in App Inventor Designer. This stage employs the App Inventor Blocks Editor that allows you to easily add functionality without writing any program code. Follow these easy steps to add "Click" behavior functionality to components of the Hello project, added on the previous page:

1 On the App Inventor menu bar, click on the "Open the Blocks Editor" button – to launch the Blocks Editor in a new window
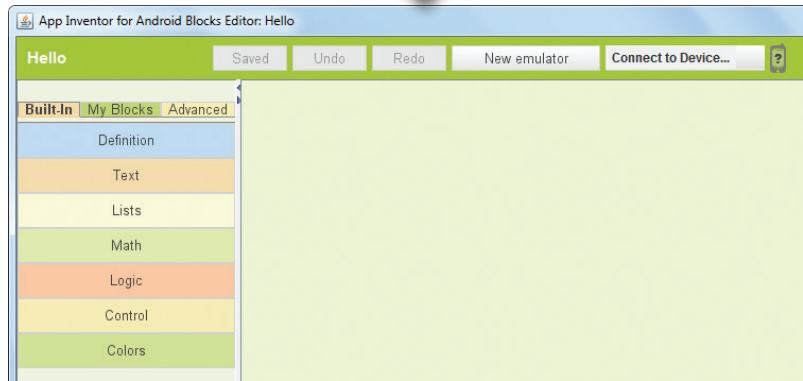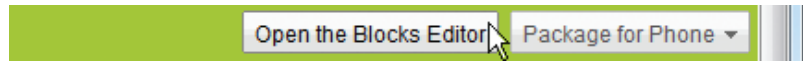
The Blocks Editor has three tabs entitled "Built-In", "My Blocks", and "Advanced", each having a number of uniquely labeled "drawers" – that each contain various individual colored blocks. The blocks contain text and can be snapped together, like jigsaw-puzzle pieces, to form instructions to be performed by the app.

2 Click on the "My Blocks" tab – to reveal its drawers

3 Next click the "Button1" drawer – to reveal its blocks

4 Now drag the top block containing the text "when Button1.Click do" onto the Blocks Editor workspace
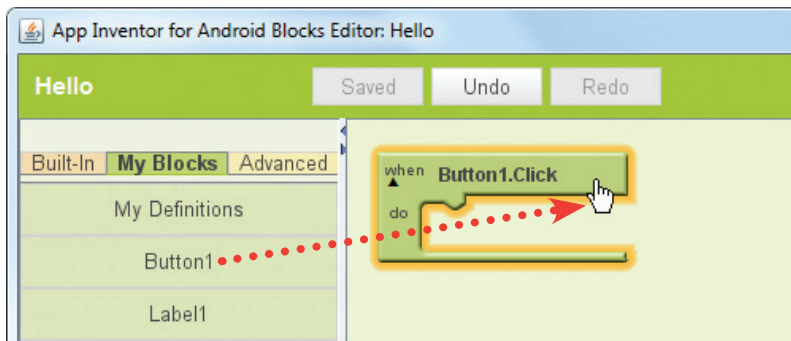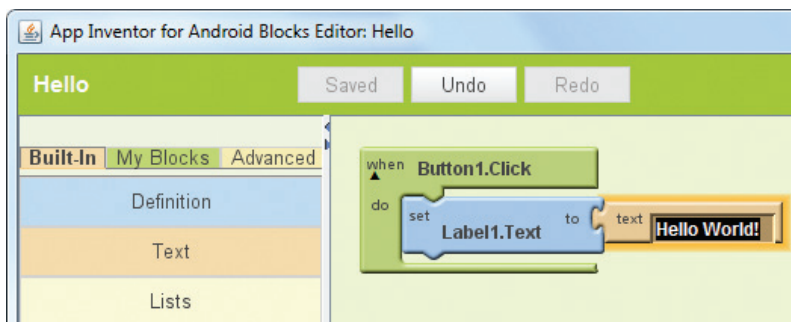
5 Click the "Label1" drawer and drag the "set Label1.Text to" block to the workspace – snapping it into the previous block
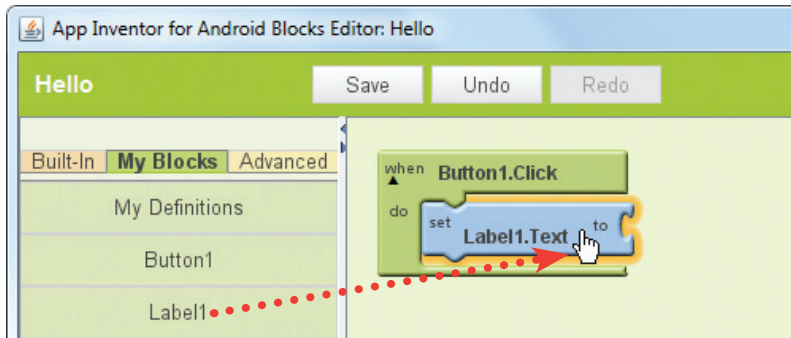
6 Click the Built-In tab, then open the "Text" drawer and snap its "text text" block into the previous block

7 Finally click on the text block's content, to make it editable, and change the content to "Hello World!"

Don't forget

Whenever you add a component to the interface in Designer it also gets a drawer added to the My Blocks tab in the Blocks Editor containing blocks to define its behavior.

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Beware

If you snap together blocks that form an invalid instruction the Blocks Editor will advise you of the error.