Adding components

The first stage in creating an app is to design the user interface by adding components from the Palette in App Inventor Designer. Follow these easy steps to add components to the Hello project, begun on the previous page, on your own system:

1 Click on the Palette column's Basic category to reveal the component items it contains

2 Next click on a Label component in the Palette column's Basic category and drag a copy of it to the Viewer column – then release the mouse button to drop it there
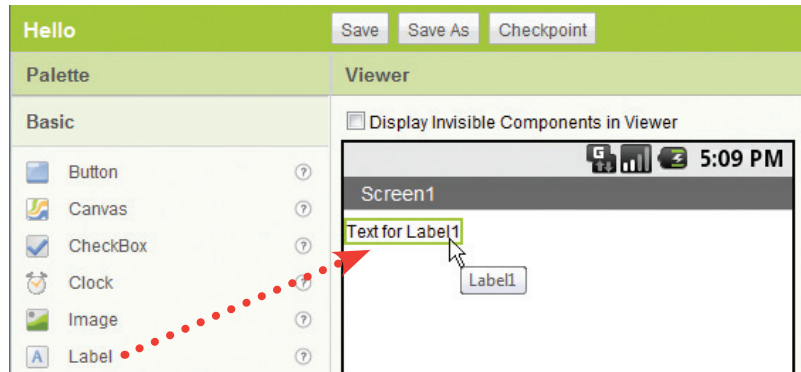
3 Now click on a Button component in the Palette column's Basic category and drag a copy of it to the Viewer column – then release the mouse button to drop it there
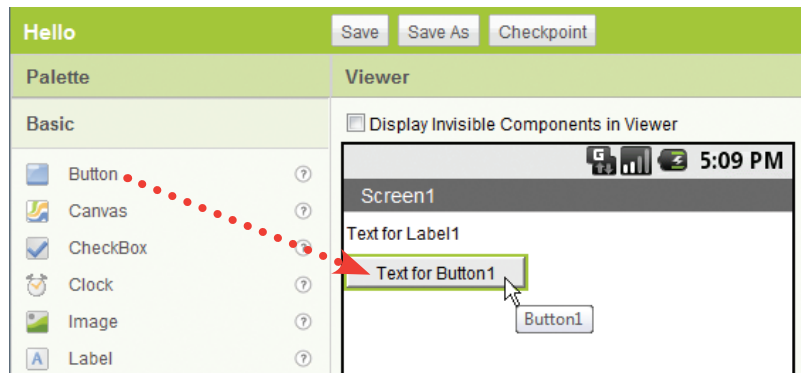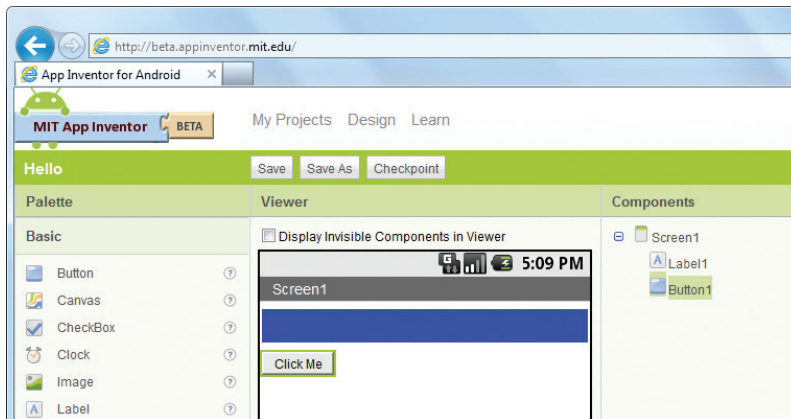
4 Click on the Label component added to the Viewer to select it – see its characteristics appear in the Properties column

Items listed in the Properties column can be edited by clicking on them to change text values, check/uncheck boxes, or choose from alternatives that appear in pop-up dialog boxes.

5 Edit the Label component's characteristics in the Properties column to set its BackgroundColor to "Blue", FontBold to checked, Font Size to "30.0", Text to blank, TextColor to "Yellow", and Width to "Fill parent..." – see the Label's appearance change in the Viewer

6 Now click on the Button component in the Viewer to select it – see its characteristics appear in the Properties column

7 Edit the Button component's characteristics in the Properties column to set its Text to "Click Me" – see the Button's appearance change in the Viewer

Properties

BackgroundColor
■ Blue

FontBold
☑

FontItalic
☐

FontSize
30.0

FontTypeface
default ▼

Text

TextAlignment
left ▼

TextColor
□ Yellow

Visible
☑

Width
Fill parent...

Height
Automatic...

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The components added to the Viewer have been automatically named "Label1" and "Button1" by App Inventor but as yet have no functionality. The next stage in creating an app is to add functionality – making the Button respond to a user action by displaying a response message in the Label component.