Beginning your first app

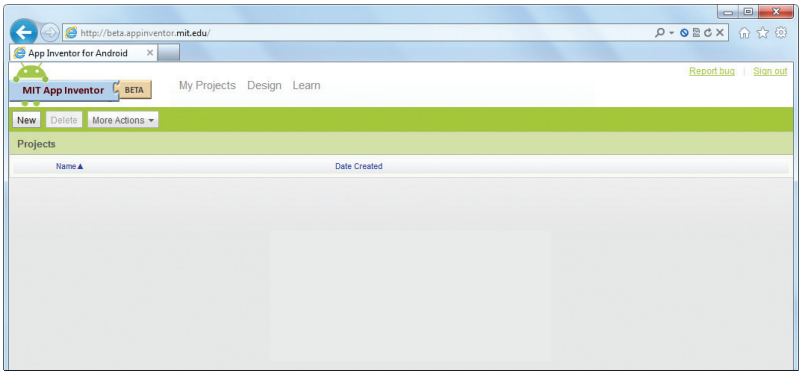
Having installed the Java libraries and implemented the App Inventor Setup, as described on the previous pages, you are ready to begin developing your first application for the Android platform – that will generate the traditional first program greeting:

Hot tip

You may be prompted to sign in to a Google Account before being allowed access to the App Inventor – sign in with an existing account or create a new account in order to continue.

1. Open a web browser and navigate to the App Inventor at **appinventor.mit.edu** then accept the "Terms of Service" if requested to open the App Inventor "Projects" page

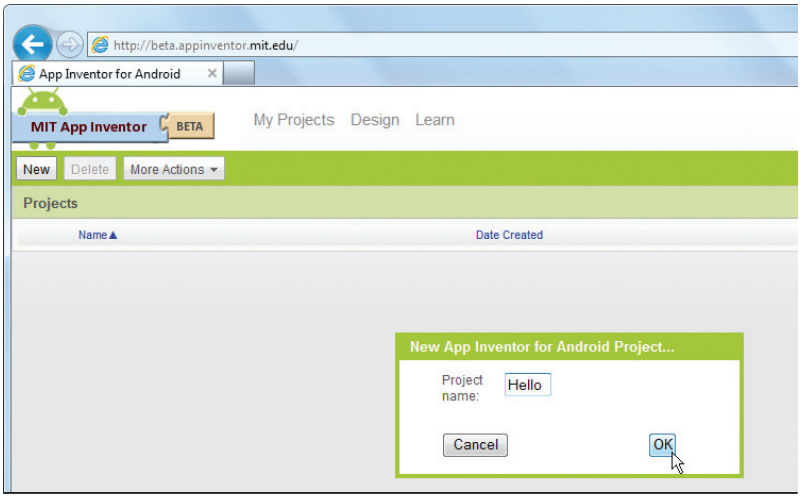
Upon your first visit the App Inventor Projects page appears with no previously created projects and looks like this:

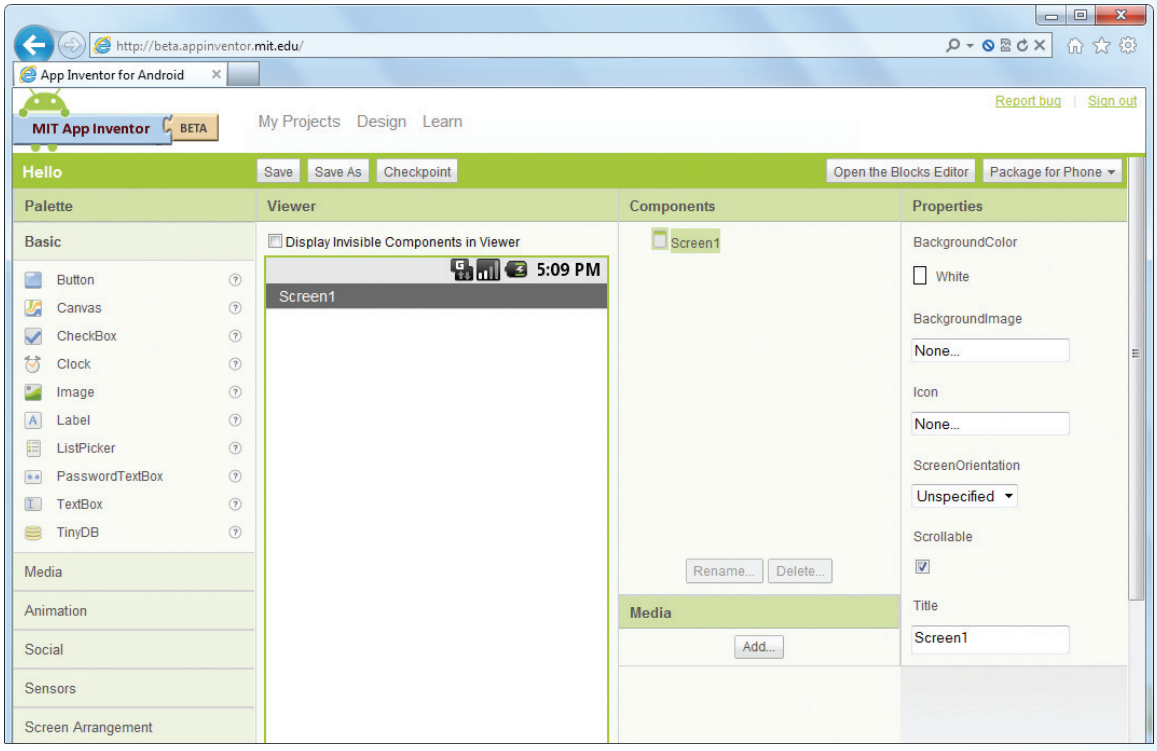


2. Click the "New" button to launch the New Android Project dialog, then type the Project Name **Hello** and click OK – to see a new empty project appear

Hot tip

Name new projects capitalized with an uppercase first character.





A newly created empty project first appears in App Inventor's "Designer" window. The Designer is where you add components to the application to design the user interface. It contains these five columns, which you should familiarize yourself with:

- **Palette :** containing individual components that can be added to the interface, grouped by category – such as "Basic"
- **Viewer :** visually representing components added to the interface – a screen container component is provided by default
- **Components :** listing components added to the interface – arranged hierarchically beneath the screen component
- **Media :** listing media resources used by the app – such as images, audio, and video files
- **Properties :** listing editable characteristics of the component currently selected in the Viewer column – such as "Screen1"



The Media column is located directly below the Components column.