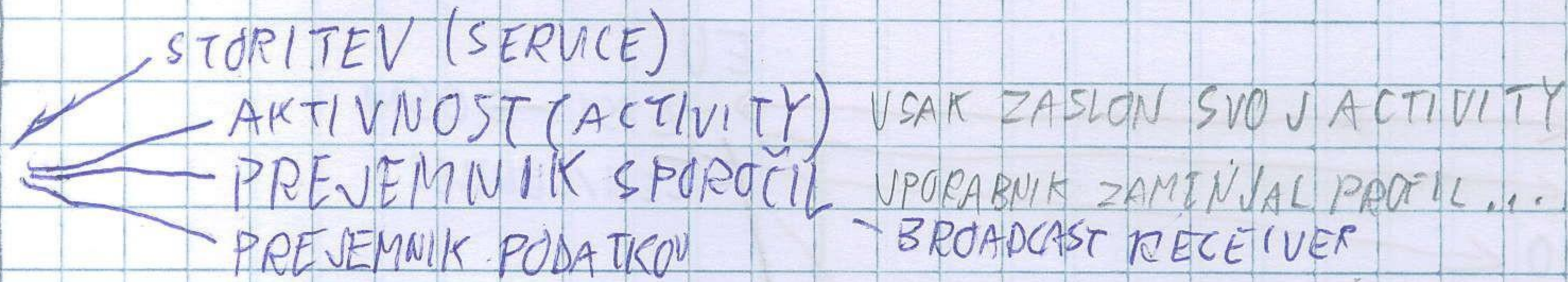


ANDROID APLIKACIJE

14. 12. 2012



↓
ENA .XML DATOTEKA V KATERI OPIŠEMO APLIKACIJO,
PERMISNI, REŠOURSI

MIT APP INVENTOR



kmmsapp

Save Save As Checkpoint Add Screen Remove Screen

Open the Blocks Editor Package for Phone

Palette

Basic

- Button
- Canvas
- CheckBox
- Clock
- Image
- Label
- ListPicker
- PasswordTextBox
- TextBox
- TinyDB

Media

Animation

Social

Sensors

Screen Arrangement

LEGO® MINDSTORMS®

Other stuff

Not ready for prime time

Viewer

Screen1



Components

- Screen1
 - HorizontalArrangement1
 - Button1
 - Button2
 - Button3
 - Canvas1
 - HorizontalArrangement2
 - Button4
 - ImagePicker2

Rename Delete

Media

- Garfield1 .jpg
- garfield2 .jpg

Upload new...

Properties

AlignHorizontal: **Left**

AlignVertical: **Top**

BackgroundColor: White

BackgroundImage: **None...**

CloseScreenAnimation: **Default**

Icon: **None...**

OpenScreenAnimation: **Default**

ScreenOrientation: **Unspecified**

Scrollable:

Title: **Screen1**

VersionCode: **1**

VersionName: **1.0**

Built-In My Blocks Advanced

Definition

Text

Lists

Math

Logic

Control

Colors

when Button1.Click

do

- set Canvas1.PaintColor to color Red

when Button2.Click

do

- set Canvas1.PaintColor to color Green

when Button3.Click

do

- set Canvas1.PaintColor to color Cyan

when Canvas1.Touched

- x: name x
- y: name y
- touchedSprite: name touchedSprite

do

- call Canvas1.DrawCircle
 - x: value x
 - y: value y
 - r: number 5

when Canvas1.Dragged

- startX: name startX
- startY: name startY
- prevX: name prevX
- prevY: name prevY
- currentX: name currentX
- currentY: name currentY
- draggedSprite: name draggedSprite

do

- call Canvas1.DrawLine
 - x1: value prevX
 - y1: value prevY
 - x2: value currentX
 - y2: value currentY
- set Canvas1.LineWidth to number 5

when Button4.Click

do

- call Canvas1.Clear

when ImagePicker2.AfterPicking

do

- call ImagePicker2.Open
- set Canvas1.BackgroundImage to ImagePicker2.Selection

