

APSC 1001

Thinkable App Development Environment – Welcome APP

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Photo: Kartik Bulusu

Build your first Mobile Apps - WelcomeAPP

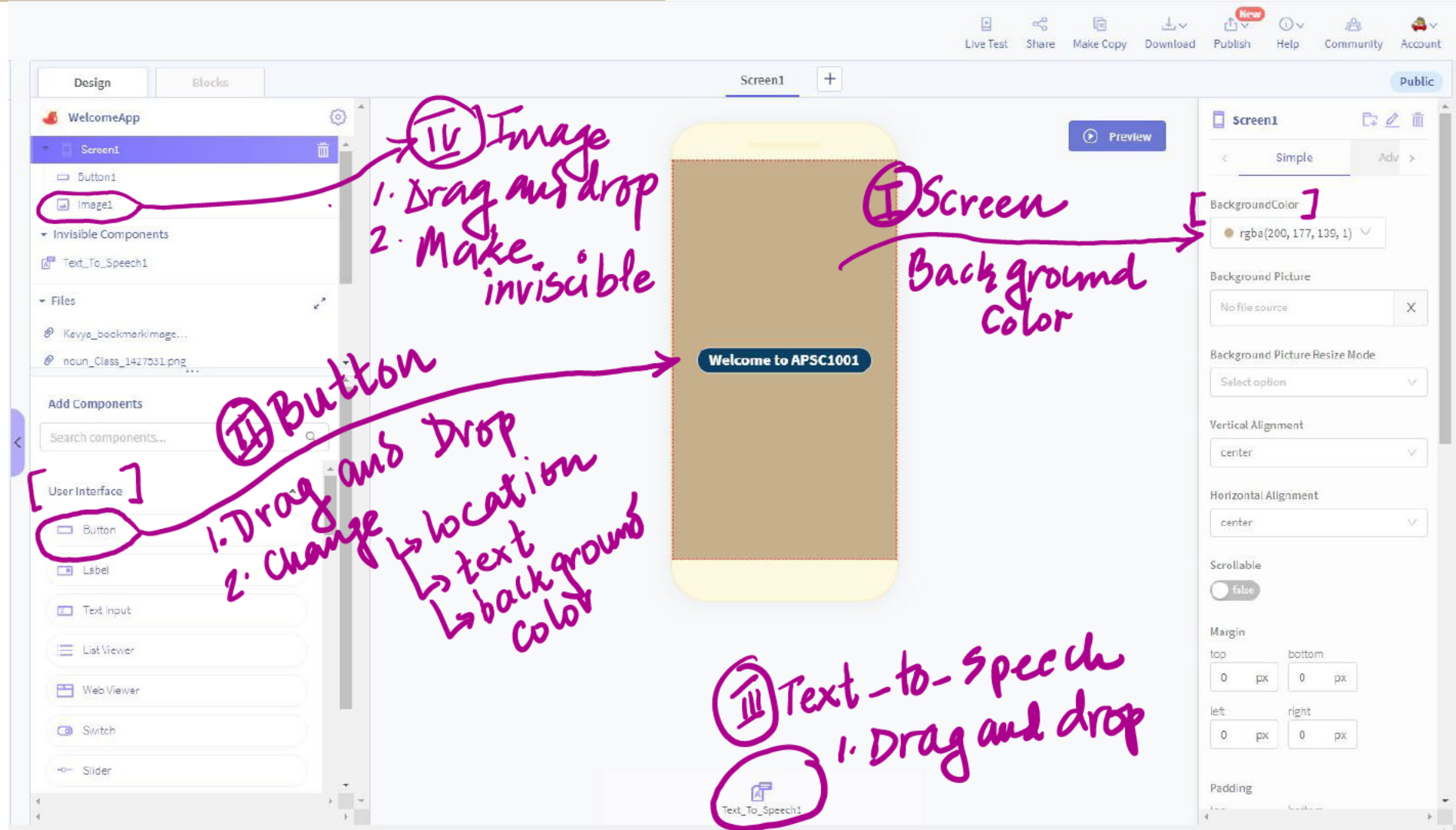
GOALS:

1. Make a simple user interface with
 - (i) a Button,
 - (ii) an Icon, and
 - (iii) a voice feature.
2. When the button is clicked, a voice welcomes your class.

The screenshot shows the Thunkable web interface for designing a mobile app. Handwritten annotations in red ink include:

- Now?** and **WORKFLOW** written at the top left.
- 1** and **2** circled around the 'Design' and 'Blocks' tabs respectively.
- 3** circled around the 'Live Test' button in the top right.
- OPTIONAL STEPS** written below the 'Live Test' button.
- STEP (1)** **DESIGN your user interface** written in the center.
- STEP (2)** **CREATE your code BLOCKS** written below step 1.
- STEP (3)** **LIVE TEST** written below step 2.
- STEP (4)** **BE AWESOME!** written below step 3, with a small drawing of a person.
- Think of this as your mobile phone ... sort of!** written below the mobile phone preview.
- Tutorials are great! Use this to minimize.** written at the bottom left, with an arrow pointing to the 'Tutorials' tab.

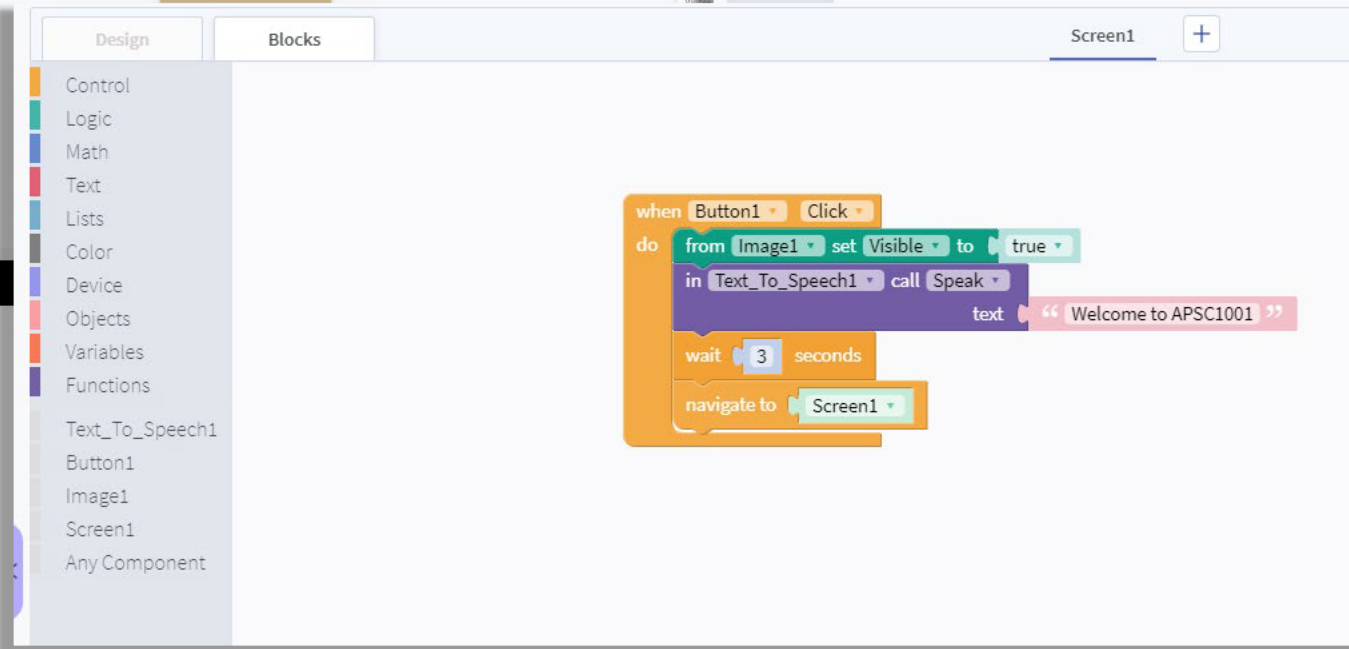
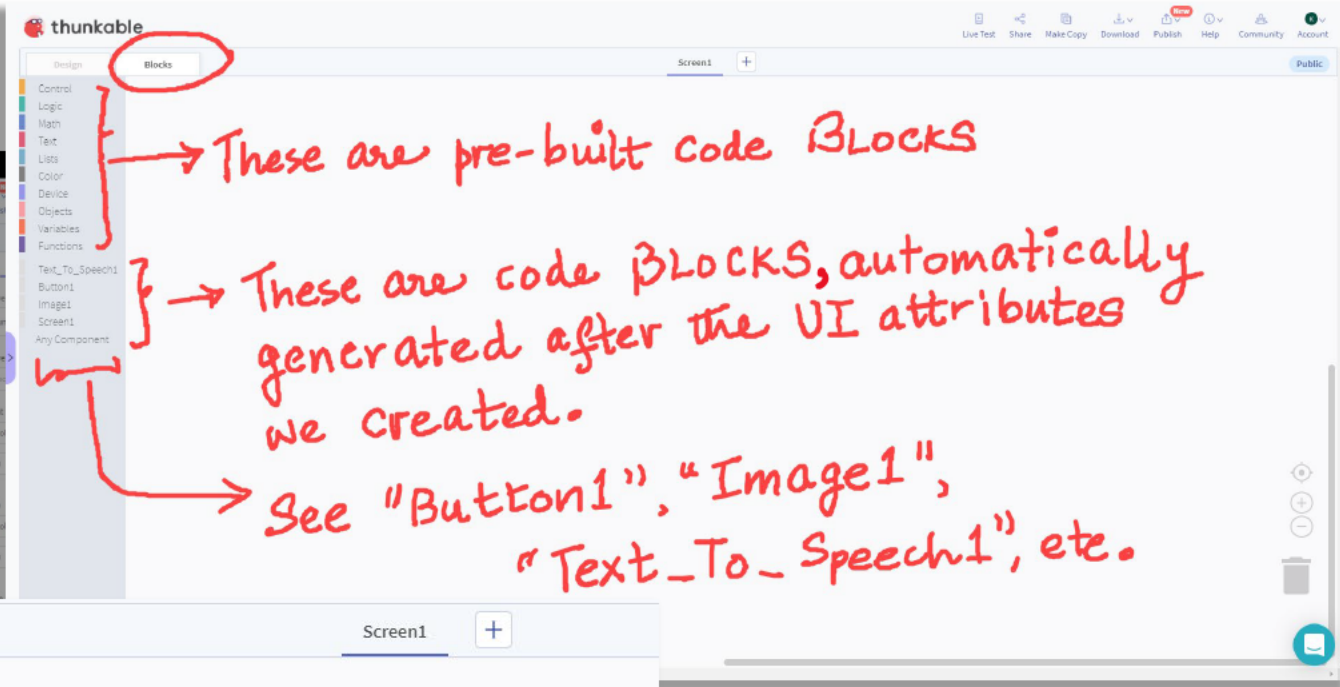
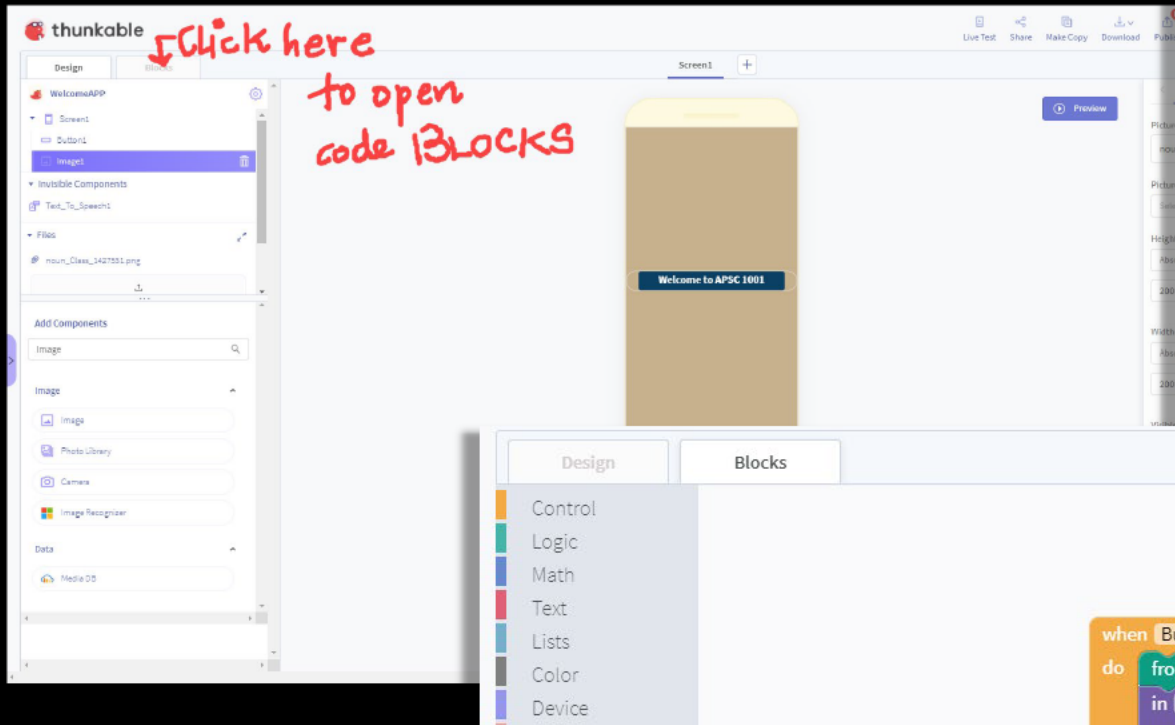
Step 1: Create the User Interface (UI)



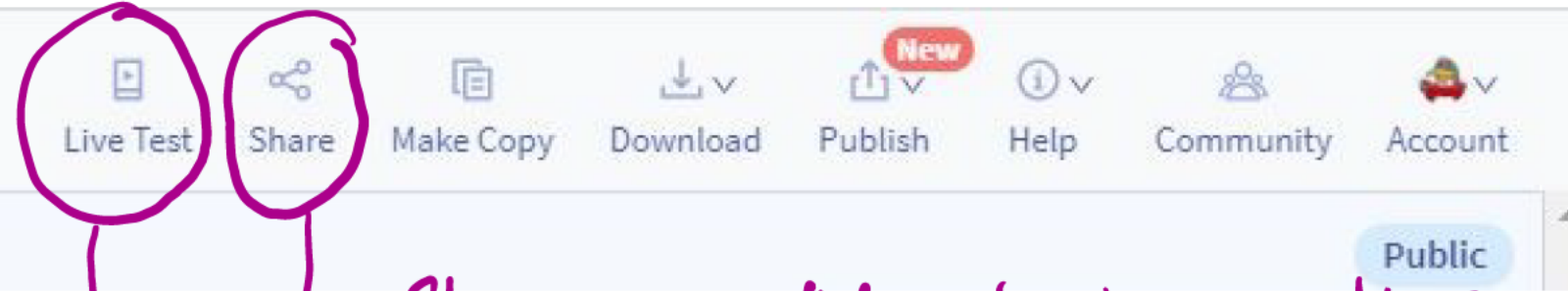
GWU Buff
Color:
R = 200
G = 177
B = 139
A = 100

GWU Blue
Color:
R = 0
G = 64
B = 101, A = 100

Step 2: Create CODE BLOCKS



Step 3: Live Test



→ Share: 1. Will help in creating a shareable weblink that you can use to submit your assignment
2. And share it with anyone who is awesome.

→ Live Test:
1. Will give you a clear and clean working version of your APP and

2. Will test the same version onThunkableLive installed on your mobile phone.