

# AppInventor Tutorial - The Psychic

## Summary

We are going to create an Android app for psychic predictions. The user asks their phone a close-ended question about their future, for example: “will I become rich?”, shakes it, and an answer appears at random.

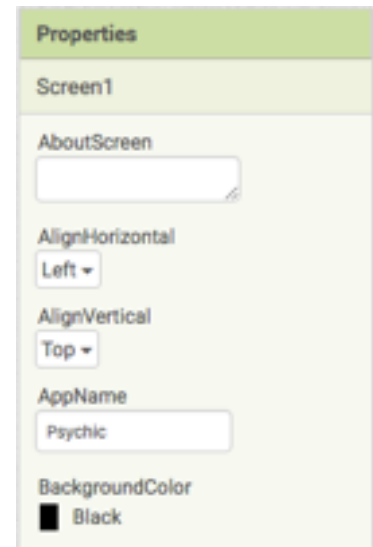
To begin, sign in to AppInventor and create a new project called “Psychic”.

## Part I - Design

### Step 1. Set the screen properties (Component: Screen)

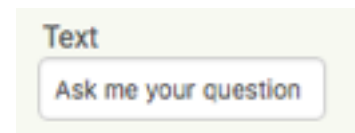
First, let’s take care of the screen properties by going in “Properties” on the far right.

We want the elements to be aligned in the center (AlignHorizontal : center), on top (AlignVertical : Top), and above all the background to be black (BackgroundColor :Black).



### Step 2. Add text (Component: Label)

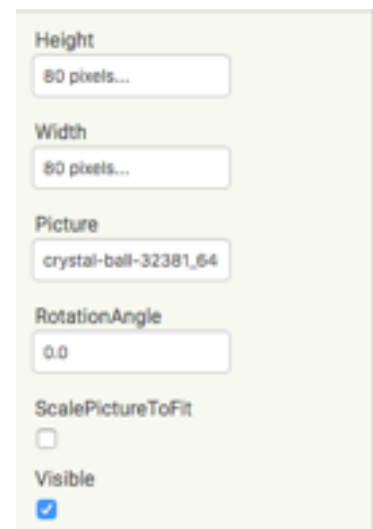
Use the Palette/User Interface area on the left to add a label to your add. It will explain to the users what they need to do. Change the color of your text with TextColor and the font size to 30.0 (FontSize) thanks to the Properties area (far-right).



### Step 3. Add an image (Component: Media)

We will put an image under our text. To do so, add an image in the Palette/User Interface area. We now need to define which image to show. To do so, we downloaded a royalty-free image of a crystal ball. Once downloaded on your laptop, you need to import the image into your app. To insert the image in your app, click on the “Picture” component, select “upload”, and add the image.

You will need to modify the size of your picture, by modifying the Height and Width characteristics, as shown by the picture on the right.

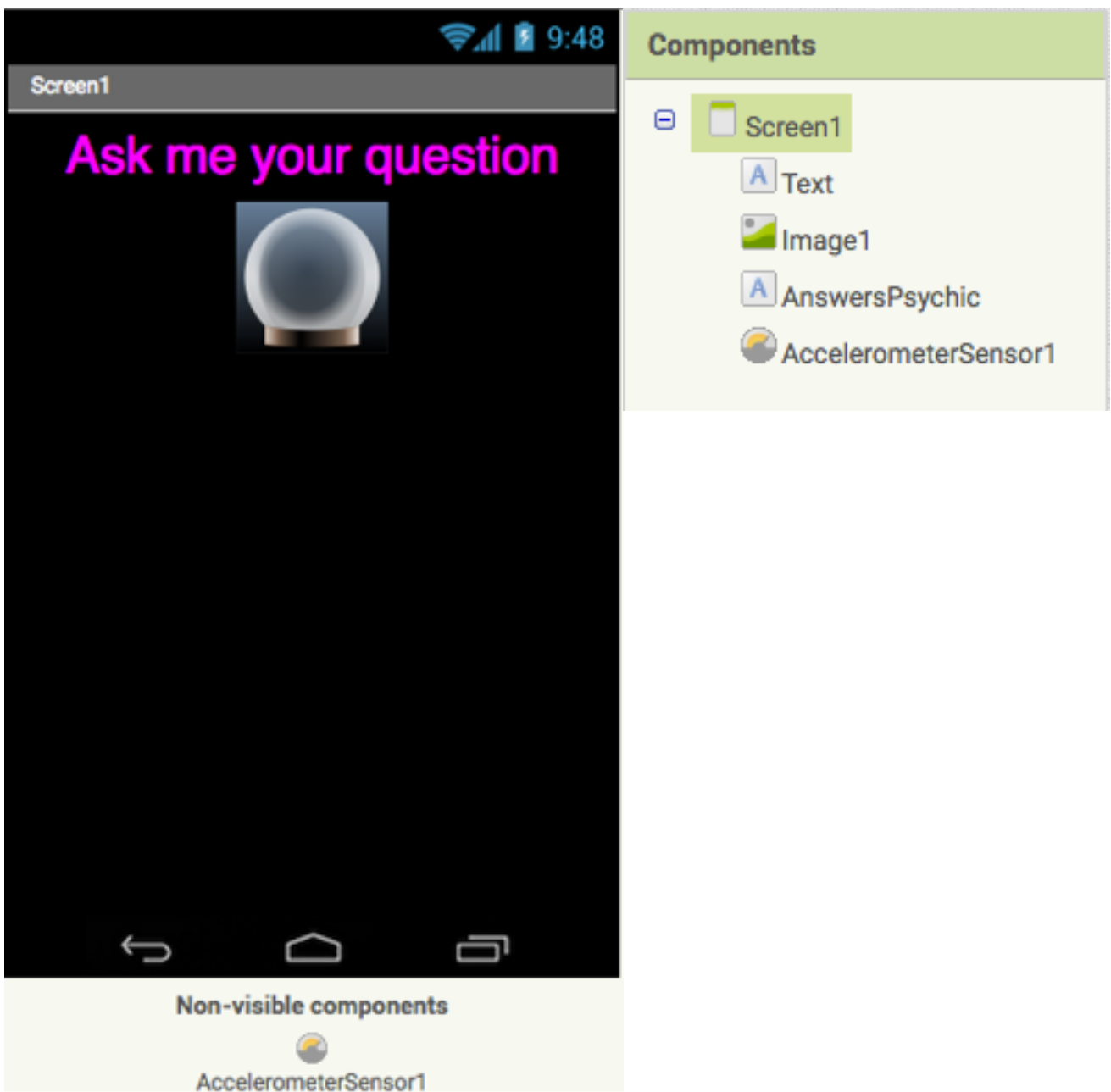
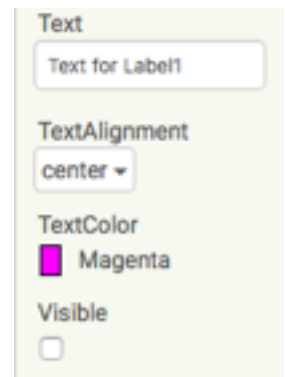


#### Step 4. Add the accelerometer and the last label (Components: AccelerometerSensor and Label)

In the Sensors area of the Palette, take the AccelerometerSensor and add it to your app. You also need to add a new Label under the picture, which will be used to show the answers of the psychic. However, you will need to hide the text: the answer can't be visible before shaking the phone. To do so, untick the option "Visible" in the parameters.

Don't forget to change the color and the size of the text.

Now, your app should look like this:

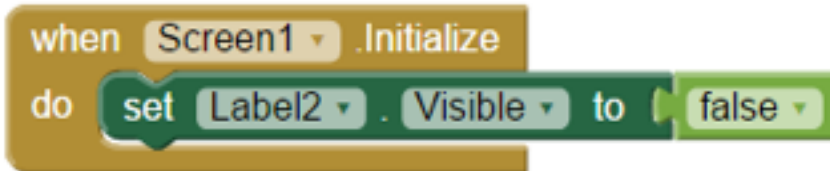


## Part II - Programming

Now that we have created the interface, let's get to programming by going in the "Blocks" area.

### Step 1. Initialization block

The first block allows to hide our "AnswersPsychic" Label when the app initializes.



### Step 2. Create a list

Very good! Now, we will create a list of answers that our app will be able to show. To do so, we will create a list. Click on the small blue square of "Make a list" to add an item.



### Step 3. Shaken block

And, finally, here is the code to make it so that when the phone is shaken, the label "AnswersPsychic" becomes visible and chooses at random one of the sentences of our list "answer".

Congratulations, all you have left to do is click on the "Build" button to get your app via a QRCode!



## Part III - To go further

Here are some things you can do with your app:

- Add answers
- Make your phone say the sentences (using Text-to-Speech)
- Work on the graphic design to make your app prettier