

Good Morning Translator App

In this tutorial, you will create an app that displays the phrase *Good Morning* in different languages. The app's screen will have three buttons: one for Italian, one for Spanish, and one for German. When the user clicks any of these buttons, the translated phrase will appear in a Label component.

Step 1: Start App Inventor and begin a new project named *GoodMorning*. Create a new emulator.

Step 2: In the Designer, change the *Screen1* component's *AlignHorizontal* property to *Center* and change the *Title* property to *Good Morning App*.

Step 3: The *Screen1* component's *BackgroundColor* property determines the background color of the app's screen. By default, it is set to *White*. Click the property's current setting and select a color from the list that appears,

Step 4: Insert a Label component onto the screen and change the component's name to *LabelPhrase*. Set the component's *Text* property to *Good Morning*. Because we want the label's text to appear larger on the app's screen and easier to read, you will make it boldface and increase its size. Enable the *FontBold* property to make the label's text boldface, and change the *FontSize* property to 24 to make the label's text larger.

Step 5: Insert the following components, and set their properties as described:

- Insert a Button component, change its name to *ButtonItalian*, and set its *Text* property to *Italian*.
- Insert another Button component, change its name to *ButtonSpanish*, and set its *Text* property to *Spanish*.
- Insert another Button component, change its name to *ButtonGerman*, and set its *Text* property to *German*.

Step 6: Now you will write the app's code. These are the actions the app will perform:

- When the user clicks the *ButtonItalian* component, the *LabelPhrase* component's *Text* property will change to *Buongiorno*.
- When the user clicks the *ButtonSpanish* component, the *LabelPhrase* component's *Text* property will change to *Buenos Dias*.
- When the user clicks the *ButtonGerman* component, the *LabelPhrase* component's *Text* property will change to *Guten Morgen*.

Open the Blocks Editor, and click *ButtonItalian* in the Blocks column (it appears under *Screen1*). Drag the *when ButtonItalian do* block from the drawer and drop it into the workspace

Step 7: In the Blocks column, click *LabelPhrase* (it appears under *Screen1*). Drag the *set LabelPhrase.Text to* block from the drawer and drop it inside the *when ButtonItalian do* block.

Step 8: In the Blocks column, click *Text* (which appears under *Built-in*). Drag the text string block to the workspace, and snap it into the socket of the *set LabelPhrase.Text to* block. You will hear an audible click indicating that the blocks are snapped together.

Step 9: In the text string block, click the empty space that appears between the quotation marks, and type *Buongiorno*. That completes the *click* event handler for the *ButtonItalian* component.

Step 10: Now you will complete the *click* event handler for the *ButtonSpanish* component. Perform the following actions:

- In the Blocks column, click *ButtonSpanish* (it appears under *Screen1*). Drag the *when ButtonSpanish do* block from the drawer and drop it into the workspace.
- In the Blocks column, click *LabelPhrase* (it also appears under *Screen1*). Drag the *set LabelPhrase.Text to* block from the drawer and drop it inside the *when ButtonSpanish do* block.
- In the Blocks column, click *Text* (which appears under *Built-in*). Drag the text string block to the workspace and snap it into the socket of the *set LabelPhrase.Text to* block's socket.
- In the text string block, click the empty space that appears between the quotation marks and type *Buenos Dias*.

That completes the *Click* event handler for the *ButtonSpanish* component.

Step 11: Now you will complete the *click* event handler for the *ButtonGerman* component. Perform the following actions:

- In the Blocks column, click *ButtonGerman* (it appears under *Screen1*). Drag the *when ButtonGerman do* block from the drawer and drop it into the workspace.
- In the Blocks column, click *LabelPhrase* (it also appears under *Screen1*). Drag the *set LabelPhrase.Text to* block from the drawer and drop it inside the *when ButtonGerman do* block.
- In the Blocks column click *Text* (which appears under *Built-in*). Drag the text string block to the workspace, and snap it into the socket of the the *set LabelPhrase.Text to* block's socket.
- In the text string block, click the empty space that appears between the quotation marks, and type *Guten Morgen*.

That completes the *click* event handler for the *ButtonGerman* component.

Step 12: Test the app in the emulator.