

Hello World App Part 2

Step 1: Make sure the Hello World project is open in App Inventor, the Blocks Editor is opened, and an emulator is created and connected to App Inventor.

Step 2: In the Blocks column, click `ButtonDisplayMessage`. a drawer will open, containing blocks related to the `ButtonDisplayMessage` component. Click and drag the `when ButtonDisplayMessage do` block to the workspace.

Step 3: In the Blocks column, click `LabelMessage`. a drawer will open, containing blocks related to the `LabelMessage` component. Drag the `set LabelMessage.Text to` block into the empty space inside the `when ButtonDisplayMessage do` block. There will be an audible click indicating that the blocks are snapped together.

Step 4: In the Blocks column, click `Text` (which appears under *Built-in*). A drawer will open. Drag the text string block to the workspace, and snap it into the socket of the `set LabelMessage.Text to` block. You will hear a click indicating that the blocks are snapped together

Step 5: Now you will change the value of the text string block to *Hello World*. Click the empty space that appears between the quotation marks, type *Hello World*, and press Enter

Step 6: You are ready to test the app. In the emulator, click the *Click Here To See a Message* button.