Hello World App

Step 1: If App Inventor is already running on your computer, go to the *My Projects* page, which will appear similar to Figure 1-48. (Your list of projects will be different.)

If App Inventor is not running on your computer:

- Go to ai2.appinventor.mit.edu with your browser.
- Click the *Create* link that appears on that page.
- If prompted, log into your Google account.
- Go to the My Projects page

Step 2: Click the *New Project* button that appears above the list of projects. In the dialog box that appears, enter *HelloWorld* as the project name and click the *OK* button. The project will be created, and the Designer will appear.

Step 3: The Screen1 component should already be selected in the Components column. In the Properties column, change the AlignHorizontal property to *Center*, and change the Title property to read *My Hello World App*.

Step 4: Drag a Label component from the Palette to the Viewer. This creates a Label component named Label1, with its Text property set to *Text for Label1*.

Step 5: Because the name Label1 is not very descriptive, you should change the component's name. Make sure the Label1 component is selected in the Components column, and click the *Rename* button (which appears at the bottom of the Components column). Enter LabelMessage as the component's new name, and click *OK*. The component's new name should now appear in the Components column.

Step 6: Make sure the LabelMessage component is selected in the Components column, and in the Properties column, delete the contents of the Title property. (The Title property should appear empty.)

Notice that the label now appears as a small dot in the viewer. This is because the label's Width and Height properties are both set to *Automatic*. The label's size will automatically adjust to match the size of the text that it displays. Because the Text property is now empty, the label displays nothing, and its size automatically shrinks down to nothing. In fact, the only way that you can see the label in the Viewer is to select it in the Components column. The green border that indicates the component is selected will appear as a dot.

Step 7: Now you will create a Button component. Drag the Button component from the User Interface section of the Palette to the Viewer. Notice that as you drag the component, a thin blue line appears in the viewer, showing where the component will be inserted. You want the blue line to appear below the Label component when you release the mouse button. This creates a Button component named Button1, with its Text property set to *Text for Button1*.

Step 8: Make sure the Button1 component is selected in the Components column, and change the component's name to ButtonDisplayMessage. Then, in the Properties column, change the Text property to *Click Here To See a Message*.

Step 9: You've added all of the components that you will need for this app. Although you haven't written any code, this would be a good time to preview the app's screen in the emulator. Click the *Connect* button in the upper area of the App Inventor screen, and then click *Emulator* on the menu that appears. It might take several minutes for the emulator to be created in the computer's memory. Once the emulator has been created and initialized,