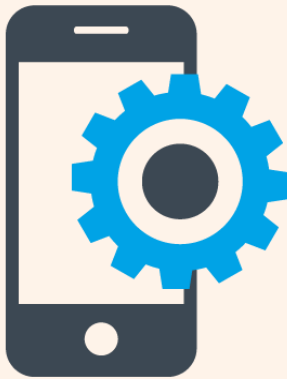


# Diploma in Mobile App Development Part 1

## LESSON 3

Coding for Beginners



MA Instructor: Oisin Feely



## Lesson 2: Who is your Audience?

Targeting your Audience

Who is Your User?

Planning Your App

Summary

Q & A



## Lesson 3: Coding for Beginners

Learning to Code

Adding the Design

Creating the Blocks

Taking it Further

Summary

Q & A

# Let's Begin!



**START**

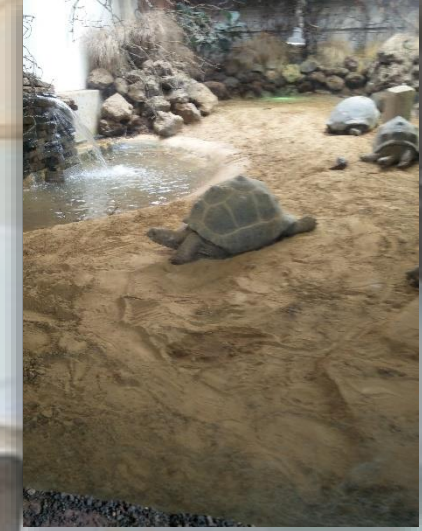
# Learning To Code



## Identify the Problem

Requirements

Specification



The User Should:

- Be Able to Select the Animal
- Be Able to Interact & Engage

Specifications for the App:

- Button Interaction
- Multiple Screens
- Information Layout
- Display a Welcome Message
- Navigation Menu

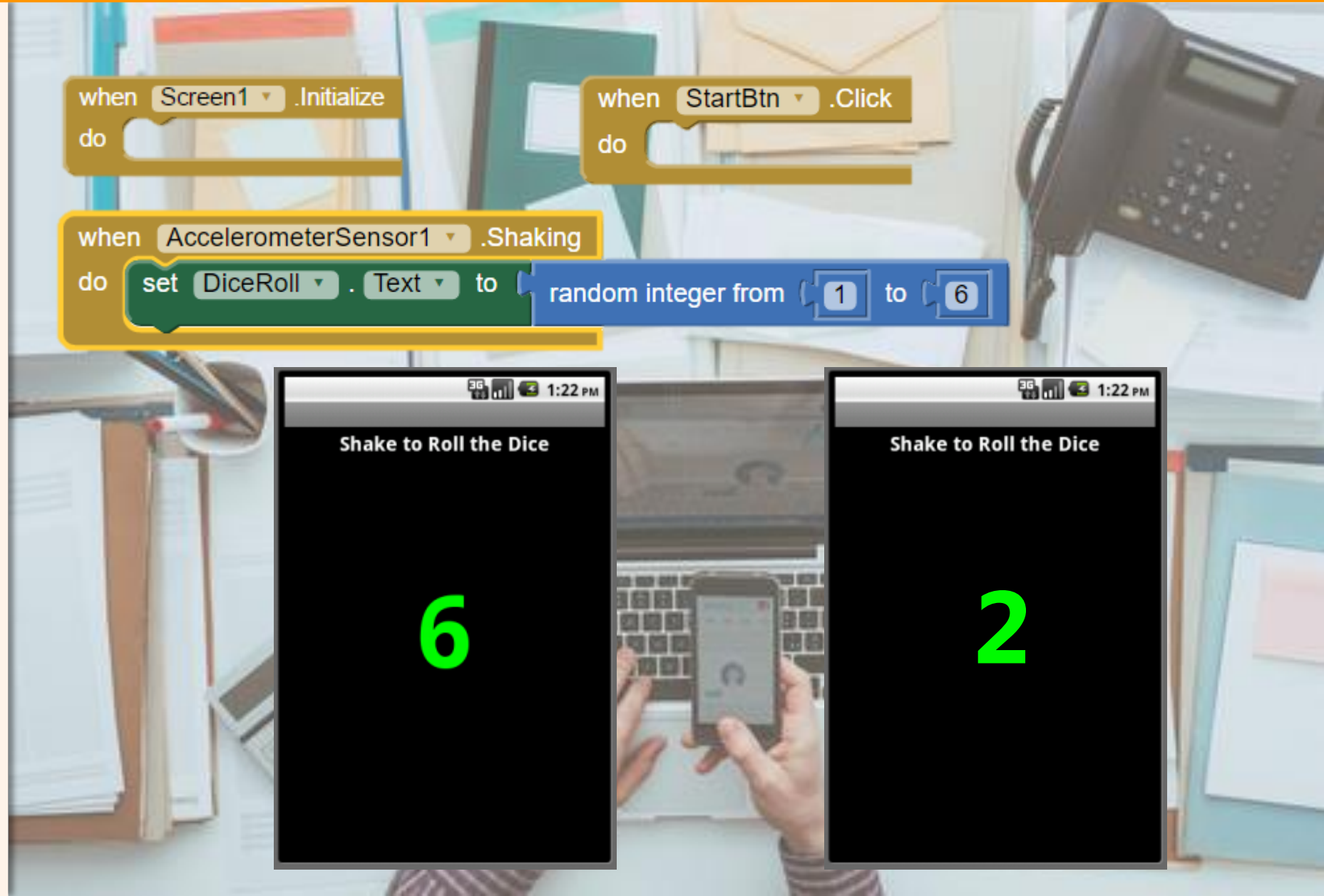
## In-App Events

Computers Never Sleep!

App Inventor is  
Event-Driven

Click a Button  
Tip the Device  
Receive a Text

Events Triggered



## Terminology

### Statements

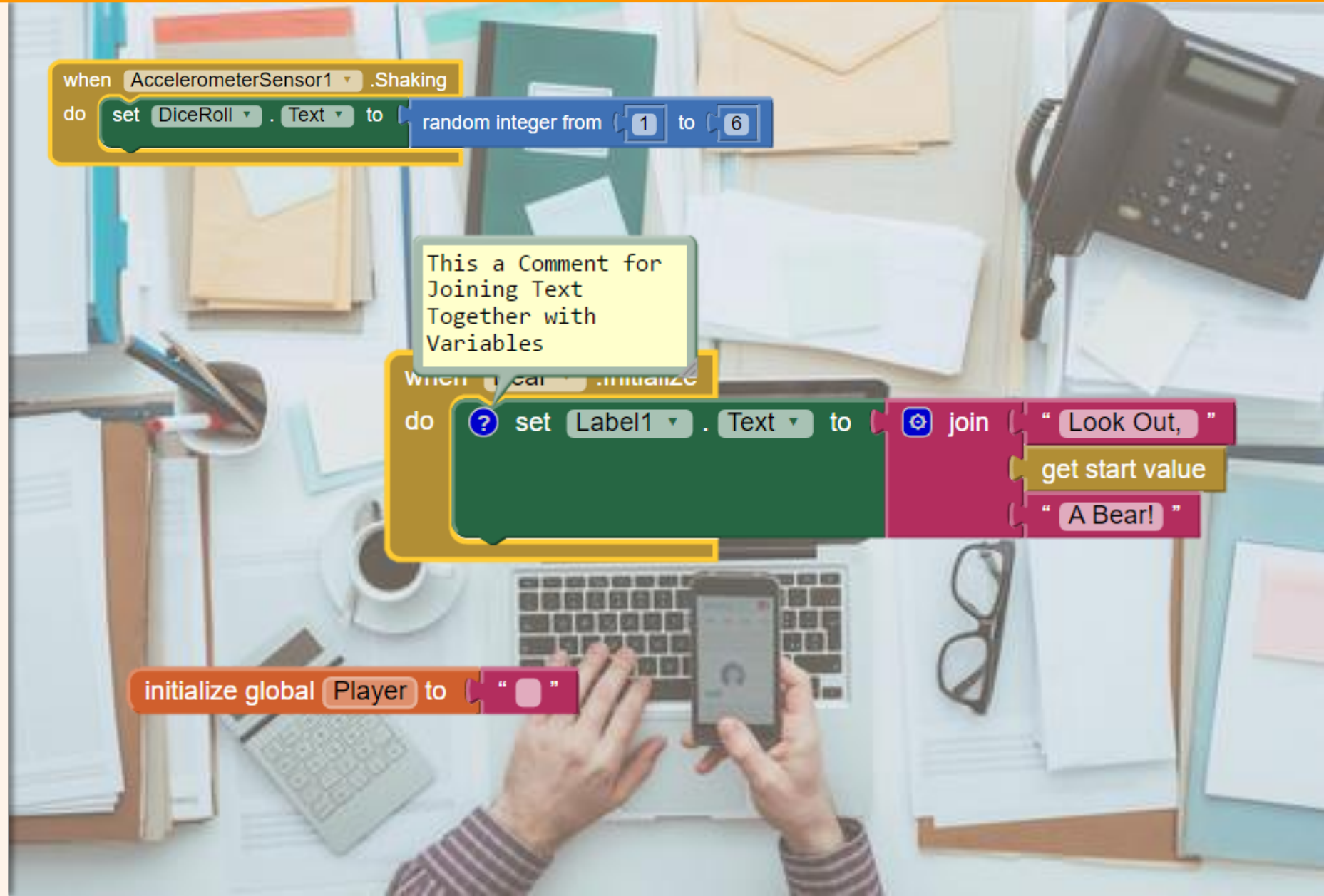
Instructions that direct the operation of the App

### Comments

Lines of Text that are not recognized by the Computer when the App is Running.

### Variables

Containers for storing data temporarily while the App is running in working memory.





## Variables

Keeping Score  
Tracking Events  
Storing Contacts

**String** - Characters together  
**Int** - Numeric Value  
**Boolean** - True/False value

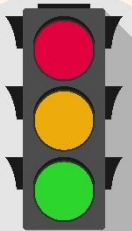
**Variables** can Store, Change &  
Reuse Data



## Decisions, Decisions

Variables can be used to make Decisions in the App

**IF a Condition is True  
THEN Run the next Statement**



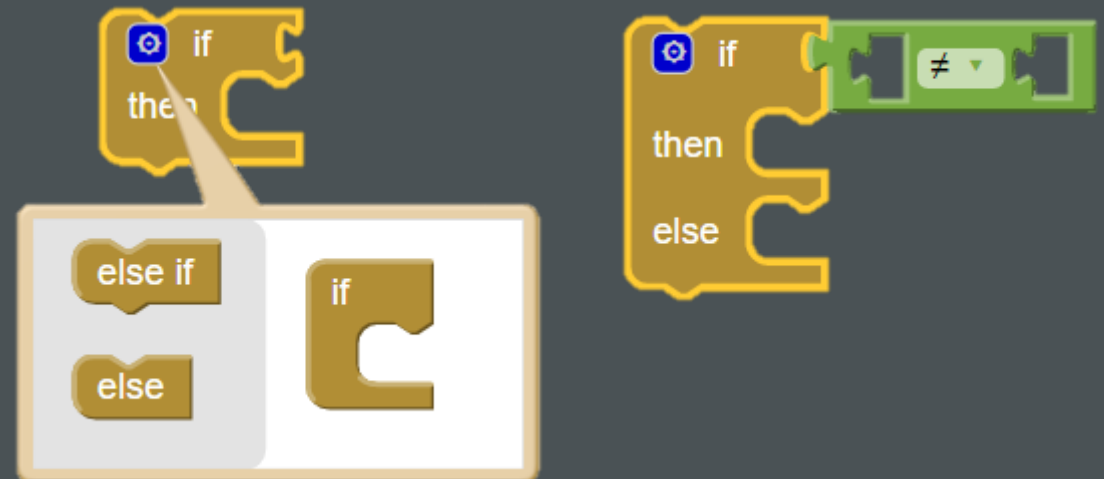
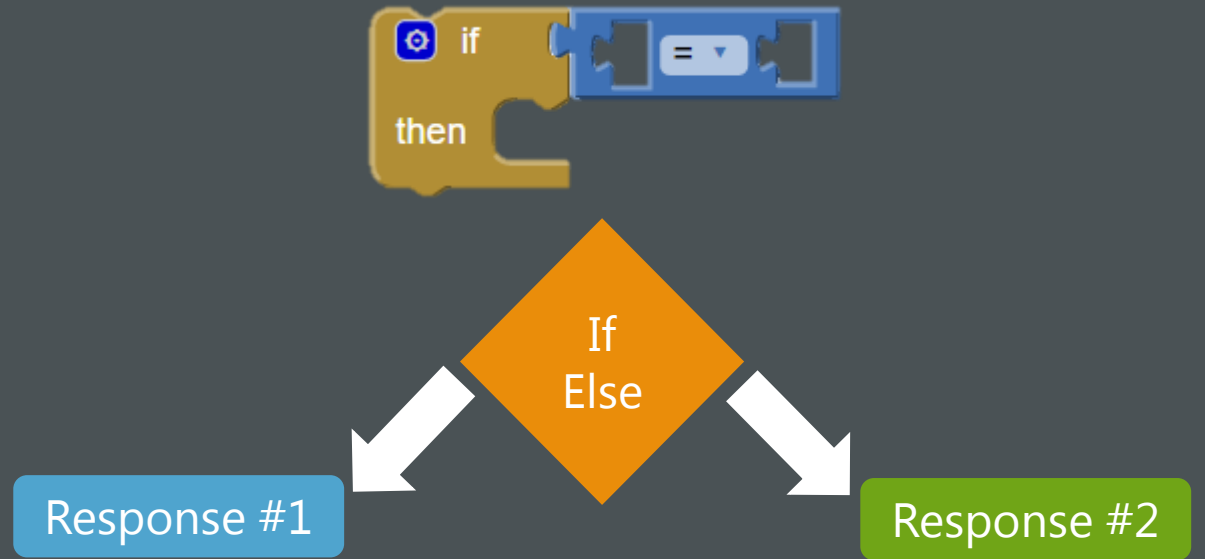
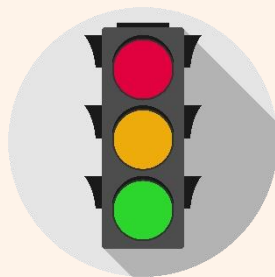
**Example:**  
**IF the Traffic Light = Green  
THEN Keep Driving**

**Extended Example:**

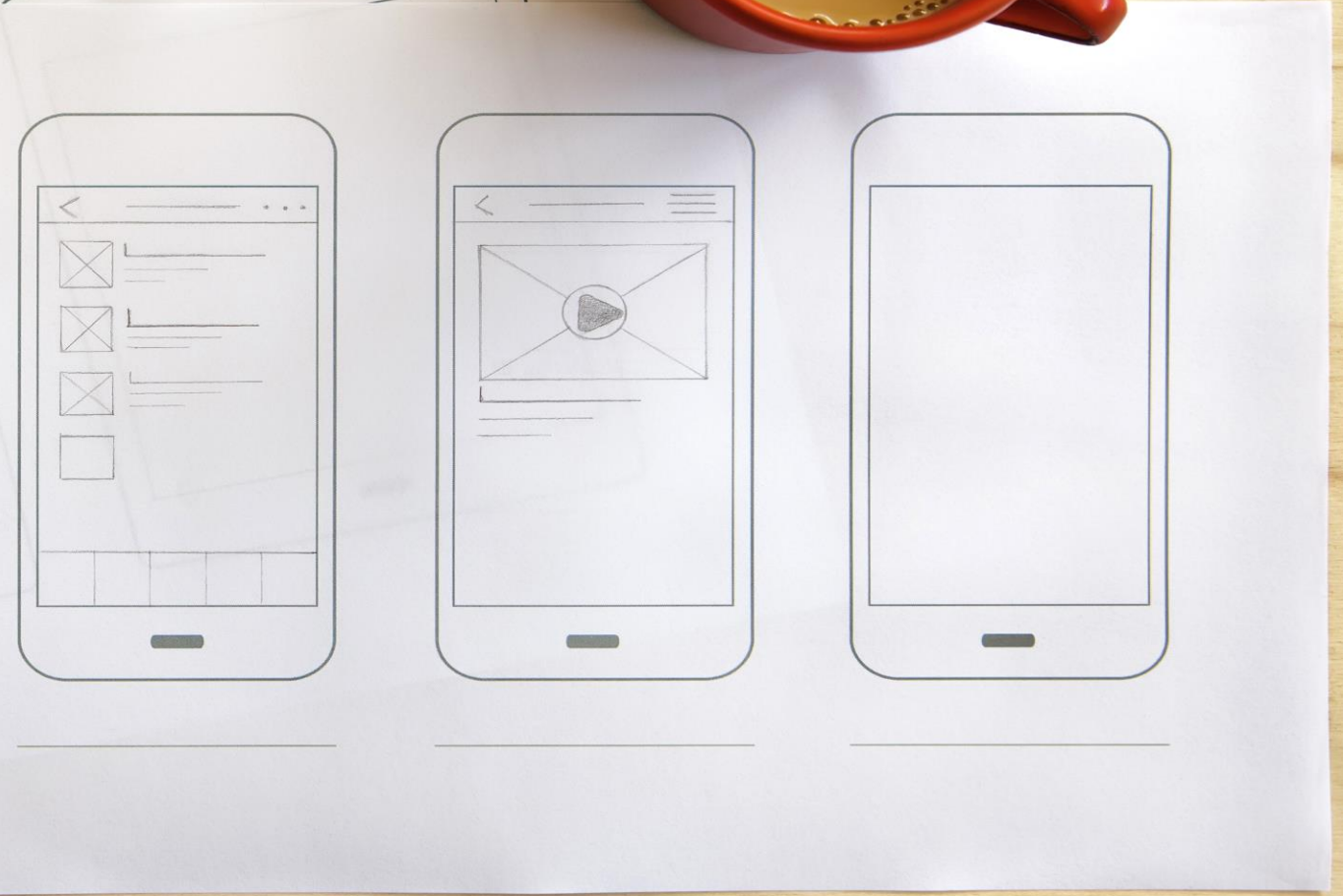
**IF the Traffic Light = Red  
THEN Stop**

**ELSE IF the Traffic Light = Orange  
THEN Prepare to Stop**

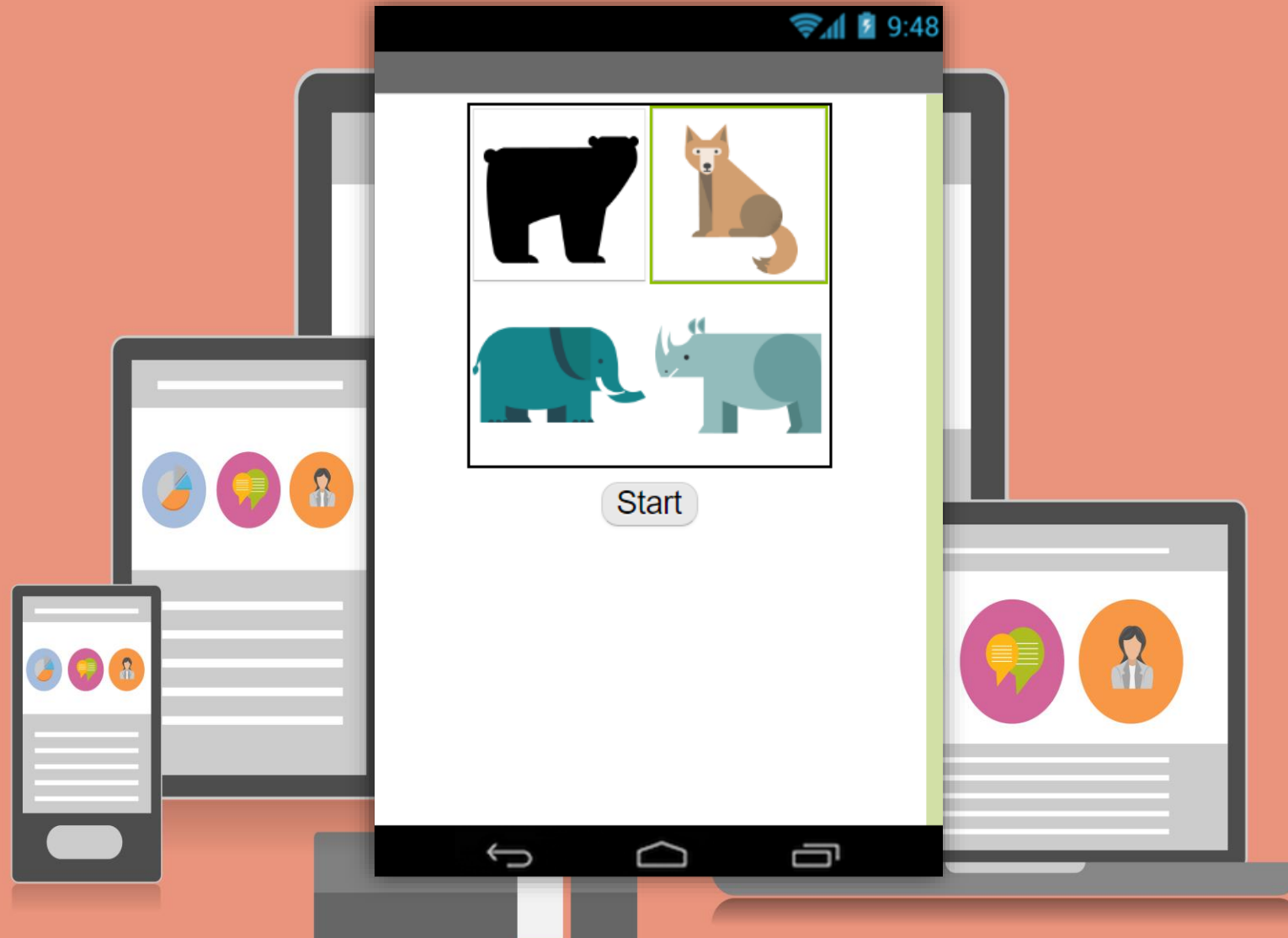
**ELSE Keep Driving**



# Building the User Interface



## Finished Product Sample



## What's Required?

### Elevator Pitch:

An App to enjoy visiting Animals in their Habitat

### How will it Be Used:

Find information on Animals

### Features:

Button Interaction  
Personalized Content

## Next Steps?

---

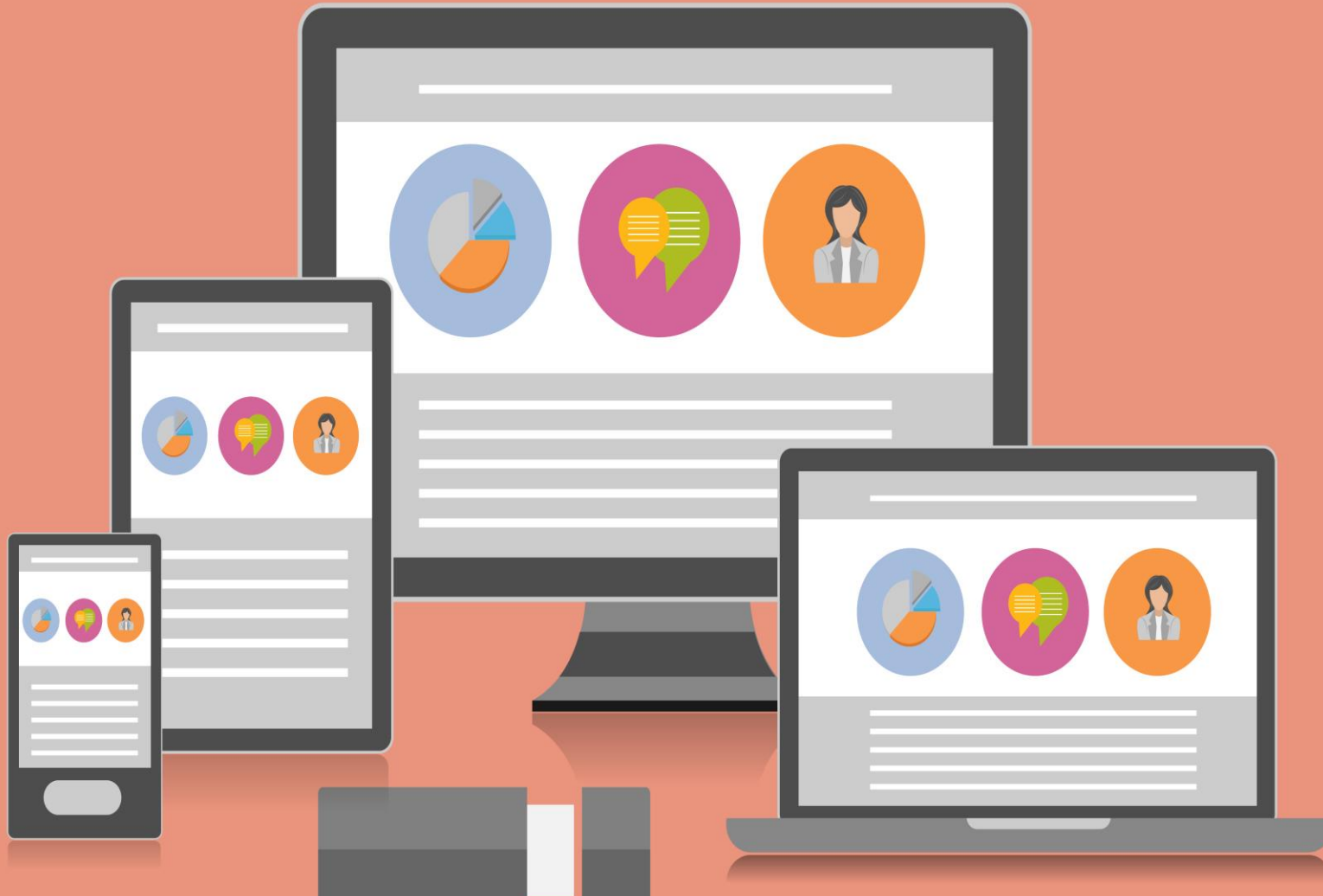
### What Else Will We Do?

QR Scanner

Treasure Hunt Element

More Animals

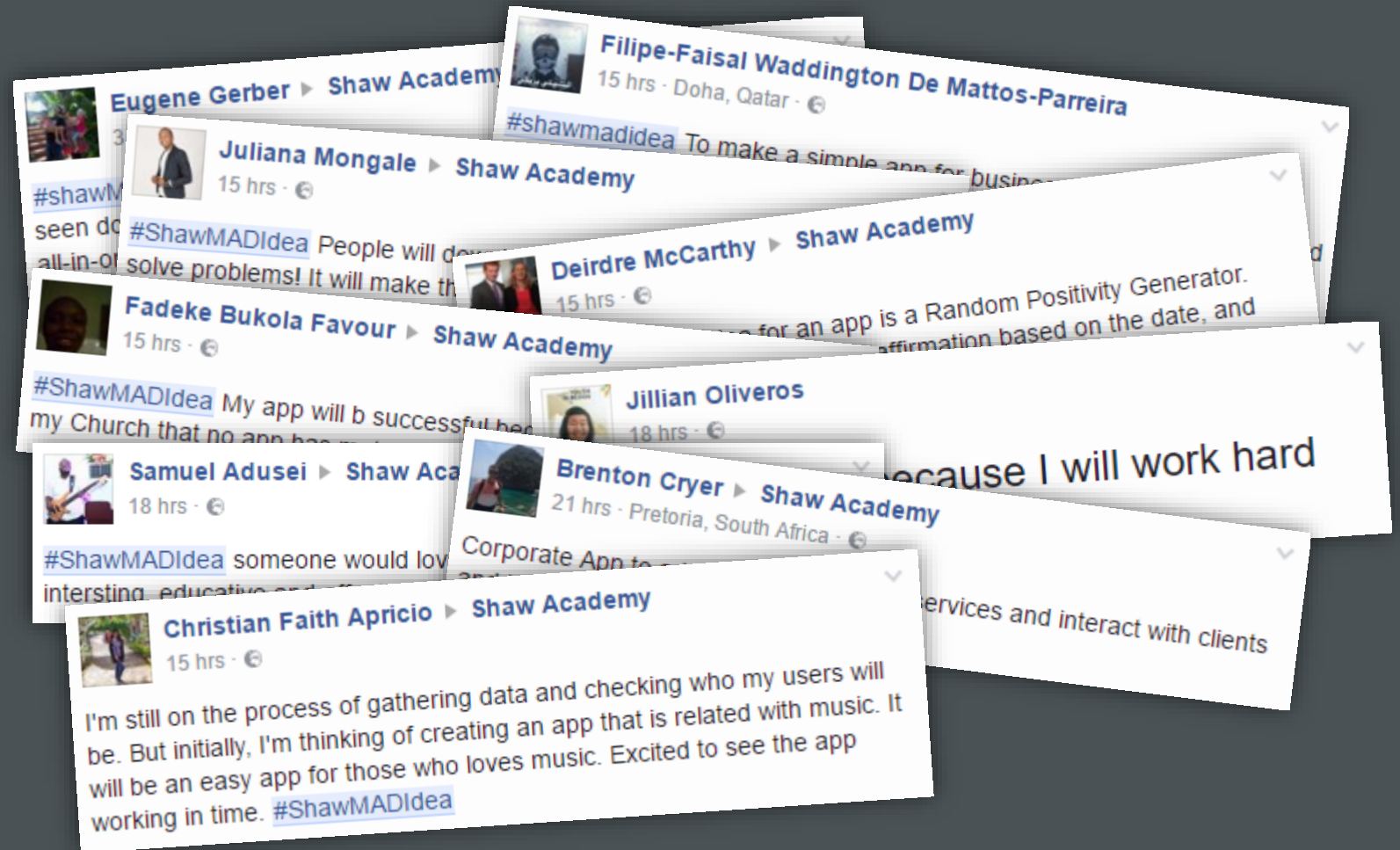
More Interactions



# Weekly Challenge #1



Why would Someone want to download & use **YOUR** App?



#ShawMADidea



- ## Post YOUR Elevator Pitch!
- ✓ Go To Shaw Academy's Facebook Page
  - ✓ Use the **#ShawMADApp** and Tell Us Your Elevator Pitch
  - ✓ Search **#ShawMADApp** to find Past Examples



# #ShawMADApp



- ✓ Variables & Decisions
- ✓ Implementing App Design
- ✓ Creating Events

**Congratulations** you have taken the next step in **Android App Development!**

- Attend Lessons **LIVE** to ask **Questions** in real time and benefit the most
- We're here to help, so contact us anytime!
- [mobile.app@shawacademy.com](mailto:mobile.app@shawacademy.com)





The next session is “The Development Lifecycle”

What is a Development Lifecycle?

The Iterative Process

Learning to Code

Taking it Further

Attend all of the lessons **LIVE** and your knowledge will grow

# QUESTION TIME

See you back for **Lesson 4**  
The Development Lifecycle



MAD Educator: Oisín Feely

Watching a Recording? Email Us:

[mobile.app@shawacademy.com](mailto:mobile.app@shawacademy.com)

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