Worksheet

2

Name: ....

Roll No: .... Class: .... Section: ....

Date: ....

DEVELOPING MOBILE APPS

A.   Fill in the blanks.

1.   .... is used to create applications for smart phones.

2.   An .... block that will handle what happens when the button on your app is clicked.

3.   .... contains all the predefined blocks in the application.

4.   .... view is the place where we combine blocks to execute an application.

B.   Answer Briefly.

1.   Write about the two main windows of App Inventor. What do they do?

    ....

    ....

2.   How do we test an app while we are developing it in App Inventor?

    ....

    ....

3.   How can you share your App with your friend?

    ....

    ....

4.   How would you build and test apps in the App Inventor if you didn't have a phone?

    ....

    ....

Grade: ⭐ ⭐ ⭐ ⭐ ⭐

Teacher's Signature: ....