

App For Fun

//AI2 Static Maps 101 //...the Google Static Map Tutorial for AI2

Need an active map, map pins, follow your location in real time, bla bla bla ? The [//AI2 Static Maps 101](#) // tutorial demonstrates how to use Static Maps. A subsequent tutorial will show how to use Static Maps along with the LocationSensor. A network or WIFI connection is required to use Google's Static Maps.



The **//AI2 Static Maps 101** //tutorial is here [MapsAI2-101](#)

****Slide Nine – a sliding block puzzle game tutorial for App Inventor****

 **Slide //Nine** is a timed (and move counted) sliding block puzzle using **//Any** //component **Button Text** and **Button Image** blocks. The example app **//Slide //Nine** //requires the user arrange eight scrambled numerals in a pattern on an Android screen or to unscramble a picture puzzle.

The complete tutorial is here [SlideNine](#) . The tutorial is mostly an explanation of how the puzzle works, you will have to download the aia to see and examine all the code.

//Poor Richard // ...an AI2 Multilingual Tip of Day app and Tutorial using TTS and Yandex Translate

This tutorial is about the framework for a multilingual 'Tip of the Day' app. **//Poor Richard's Almanac** //was a published, written and printed by Benjamin Franklin in the late 1700's in Colonial America. The almanac contained lots of "words of wisdom" for its readers. **//Poor Richard** //recites a few old English sayings from Mr. Franklin's almanac in various languages.

The full tutorial is here: [TipoftheDay](#)

The **//Canvas Graph** //tutorial demonstrates how to use the App Inventor 2 Canvas control to graph data. A developer can use the graphing capability of the Canvas to plot data in different ways. The aia code is the basis for graphing equations with user input of variables and real time graphing. Canvas Graph is an Expert level tutorial, it describes what, not how and requires downloading the aia source. The CanvasGraph.aia is [here](#). Download the CanvasGraph aia from the directory that appears in the link.

The full tutorial is here [GraphingwithAppInventor2Canvas](#) .

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//**CQ de AI2 Morse Code **  //- a tutorial demonstrating how to use Layouts
instead of screens and how to use the  //Any component  //components with
buttons.
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Morse code .. the dots and dashes come to life with the sound of the "dits and dahs." Use the app to learn Morse code or how to use a single screen to do lots of stuff with **//App Inventor 2** //

Steve Maclean

05/05/2015

From:

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//The Keyboard and Text input screens.//
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<https://www.physics.fr/dokuwiki/elevés/>
[Programme](#)
[Google Map](#)
[QR Code](#)

the entire process of creating this app. The aia for the finished app is available below.

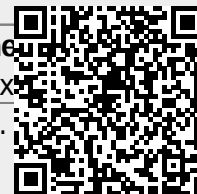
https://www.physix.fr/dokuwiki/elevés/doku.php?id=app_inventor_for_fun

contains all resources needed to build the described app with the provided mp3 files.

Last update: **2017/03/01 17:04**

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****Where am I?**** **



CKGE_TMP_i Where am I?// is a simple CKGE_TMP_i App Inventor// app. It tells you where you are. Well, sometimes because Google does not have a list of all street addresses; sometimes all Google knows is **No Address Available.** **** Yes, this app talks to you if your CKGE_TMP_i Android// has Text To Speech capability. The complete tutorial is here: Where am I Tutorial WhereamI // Dog Gone! //** is an App Inventor 2 tutorial for an Android tile matching game (//Dog Gone! //).

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{{https://web.archive.org/web/20150321000039im_/https://appinventorforfun.files.wordpress.com/2015/01/game1.png?direct&204x302}}
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https://web.archive.org/web/20150321000039im_/https://appinventorforfun.files.wordpress.com/2015/01/game4.png?nolink&205x302 The complete Dog Gone! tutorial is here:

AI2TileMatch . The pdf explains the entire process. Both a template aia and finished game aia files are available below. The template contains all the resources you need to build the described game with the provided tile set.

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****Ewen Maclean**