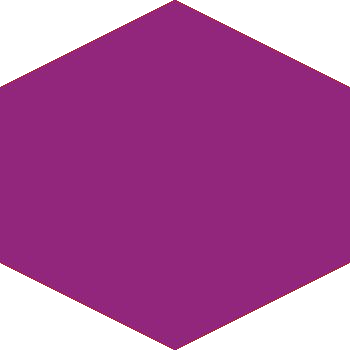
HELLO, IT’S ME!

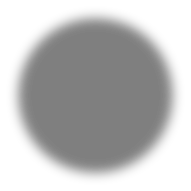


# Start Here

在这个活动中, 你将使用app inventor创建一个项目，项目中要用你的照片和语音介绍自己。

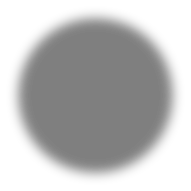
Unit 1: Hello It’s Me

进入 App Inventor中文网站 (http://app.gzjkw.net/).



❏1

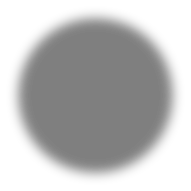
使用账号密码，登录该网站。



❏2

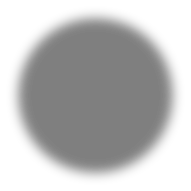


点击新建项目，有两个地



❏3

方可以新建



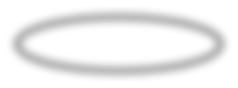
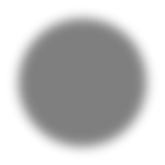
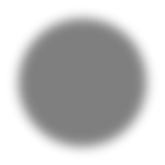
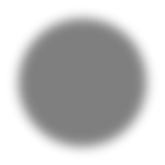
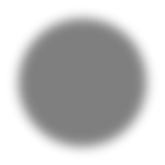
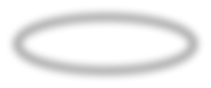
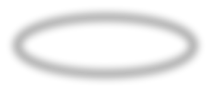
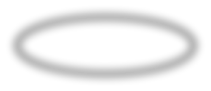
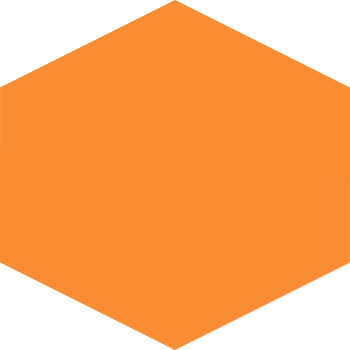
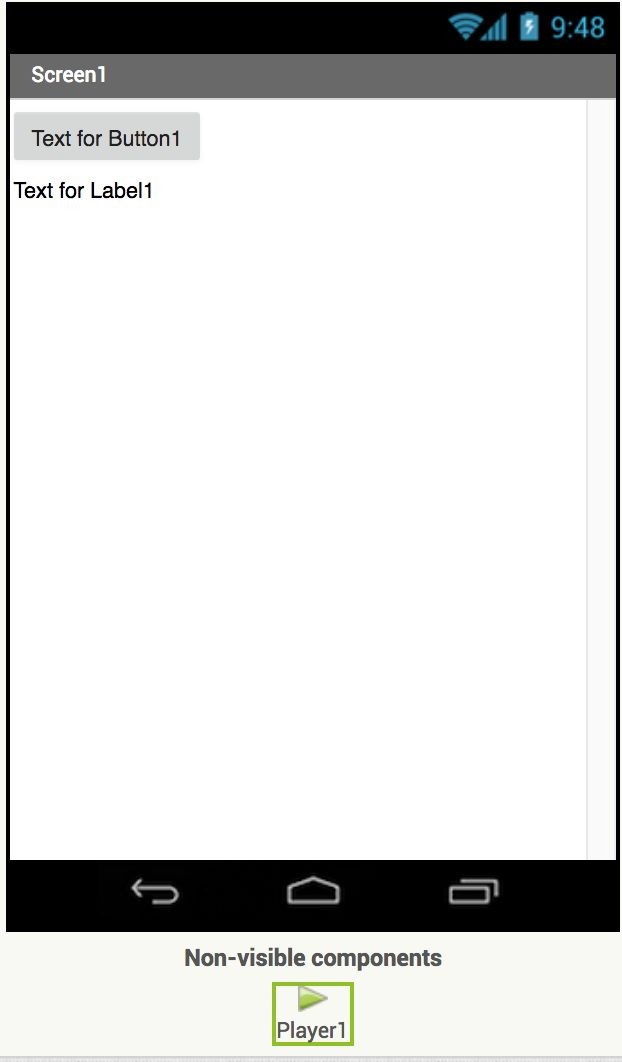
❏4

项目起名t “HelloItsMe”, 然后点击确定。 a

b

# LET’S CONTINUE

添加一个按钮和标签到screen1中.



a

b

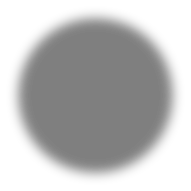
拖动一个音频播放器到界面中，你会在下方不可见区域中见到这个组件

The **Player** component is non-visible, so it drops to the bottom of

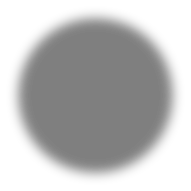
the viewer. It can’t be seen, but is still part of the app

a

b



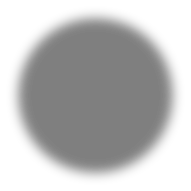
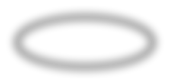
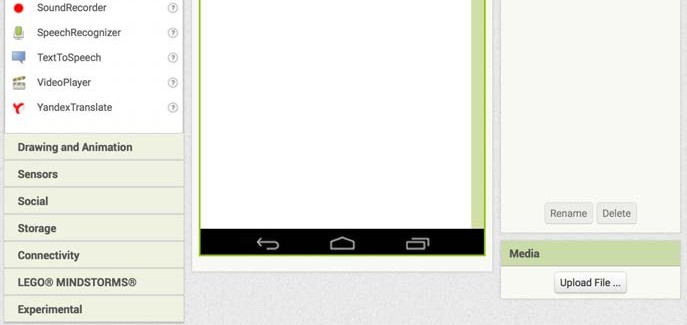
❏5



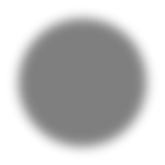
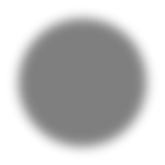
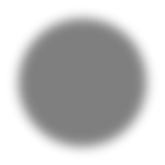
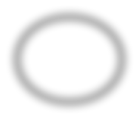
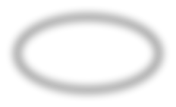
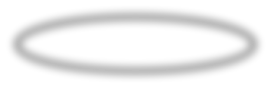
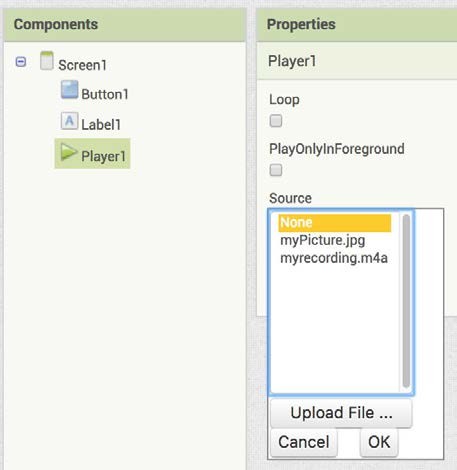
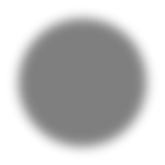
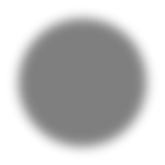
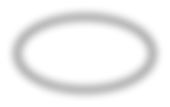
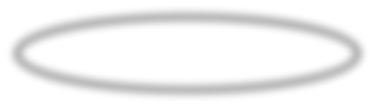
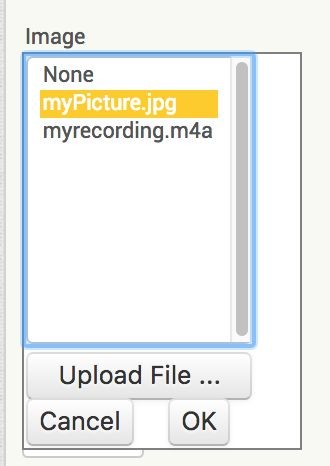
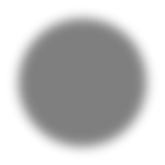
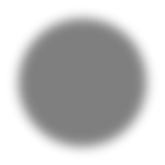
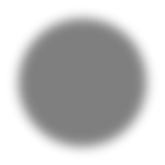
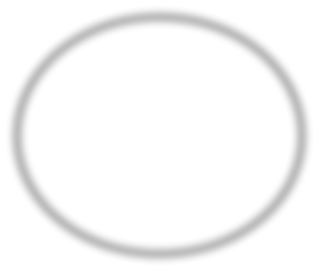
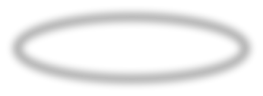
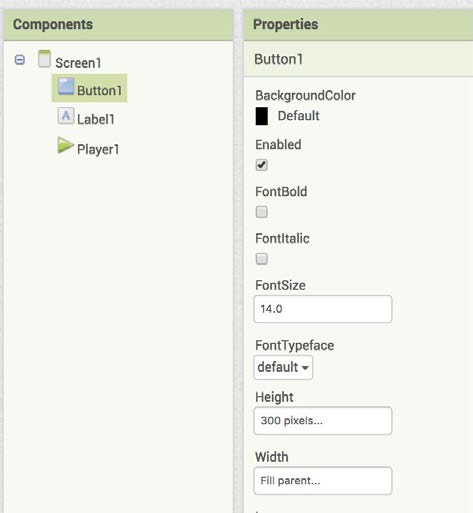
❏7



准备一张自己的图片，并且录一段自我介绍的音频，上传到项目素材中去，作为本项目的媒体文件。

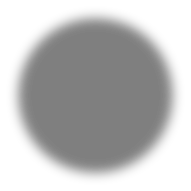


8●



# LET’S CONTINUE!

更改按钮1的属性: a



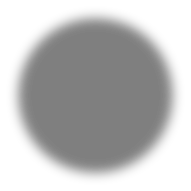
❏9

## 高度: 300 pixels



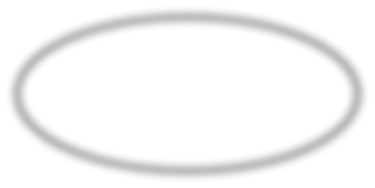
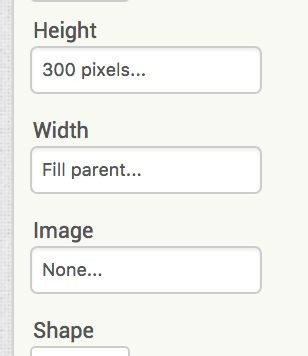
## 宽度: “充满”

按钮1，图像属性。



1●0

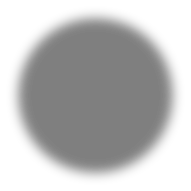
b



c

a

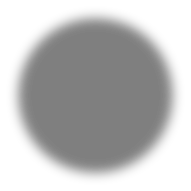
选择你已上传好的自己的照片。



1●1

b

Choose **Player1** from the Components list, and set its *Source* property to the voice recording file that you



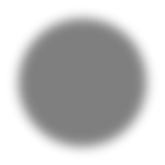
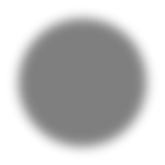
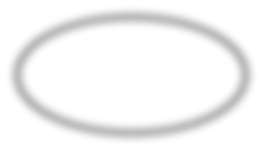
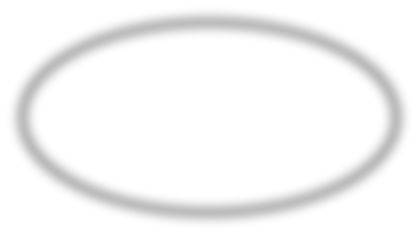
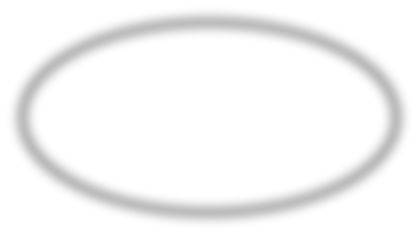
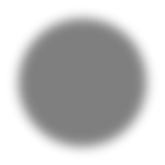
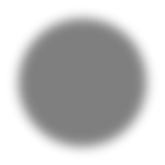
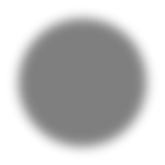
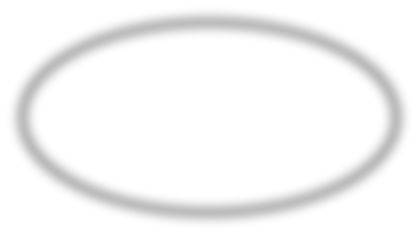
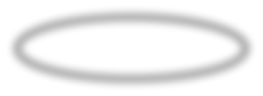
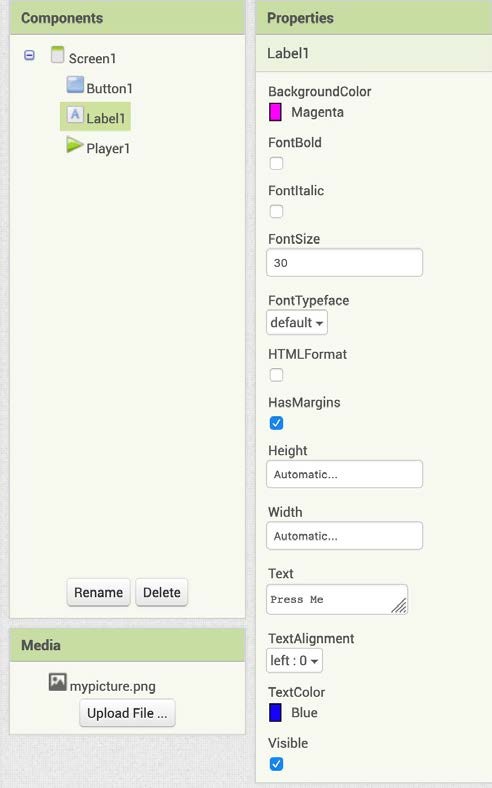
1●2

uploaded earlier, then click a

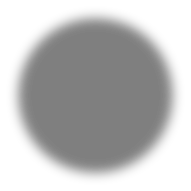
OK to use your sound file. b

c

# LET’S CONTINUE!



Click on **Label1** in the Components window and change the Label properties as follows:



❏13

**Text**: **Press Me** a d

## FontSize: 30px



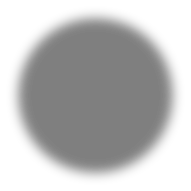
**BackgroundColor**: ***choose a color***

**TextColor**: ***choose a color*** c

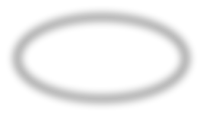
b

e

Click the **Blocks** button and go to the Blocks Editor.

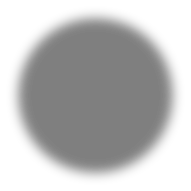
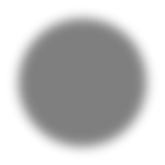
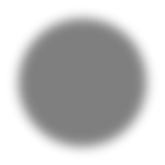
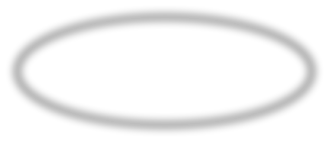
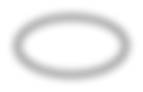
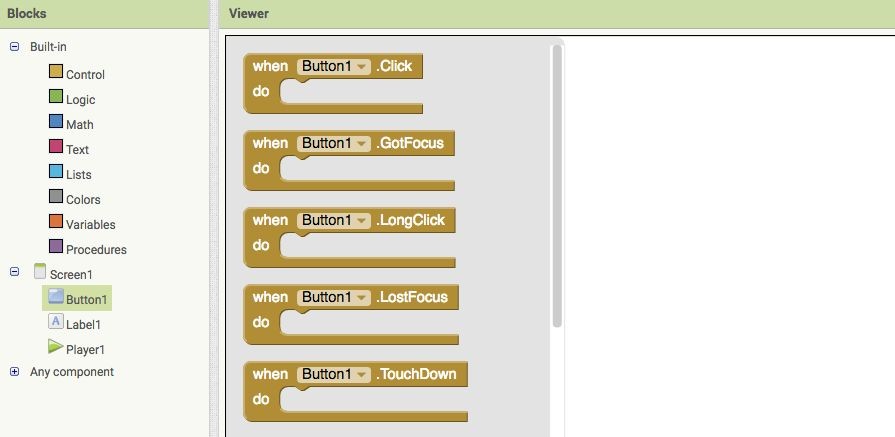


1●4



# BLOCKS EDITOR

Click on **Button1** in the Blocks Palette to see the blocks available for



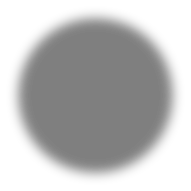
1●5

**Button1**, then drag out b

the **Button1.Click** block.

a

Then click on **Player1** in the Blocks window on the left, drag out the **Player1.Start**



16●

block and snap it into the **Button1.Click** block.

