

# Components

Palette		
User Interface		
	Button	
	CheckBox	
	DatePicker	
	Image	
	Label	
	ListPicker	
	ListView	
	Notifier	
	PasswordTextBox	
	Slider	
	Spinner	
	TextBox	
	TimePicker	
	WebView	

Palette		
User Interface		
Layout		
	HorizontalArrangement	
	HorizontalScrollArrangement	
	TableArrangement	
	VerticalArrangement	
	VerticalScrollArrangement	
Media		
Drawing and Animation		
Sensors		
Social		
Storage		
Connectivity		
LEGO® MINDSTORMS®		
Experimental		

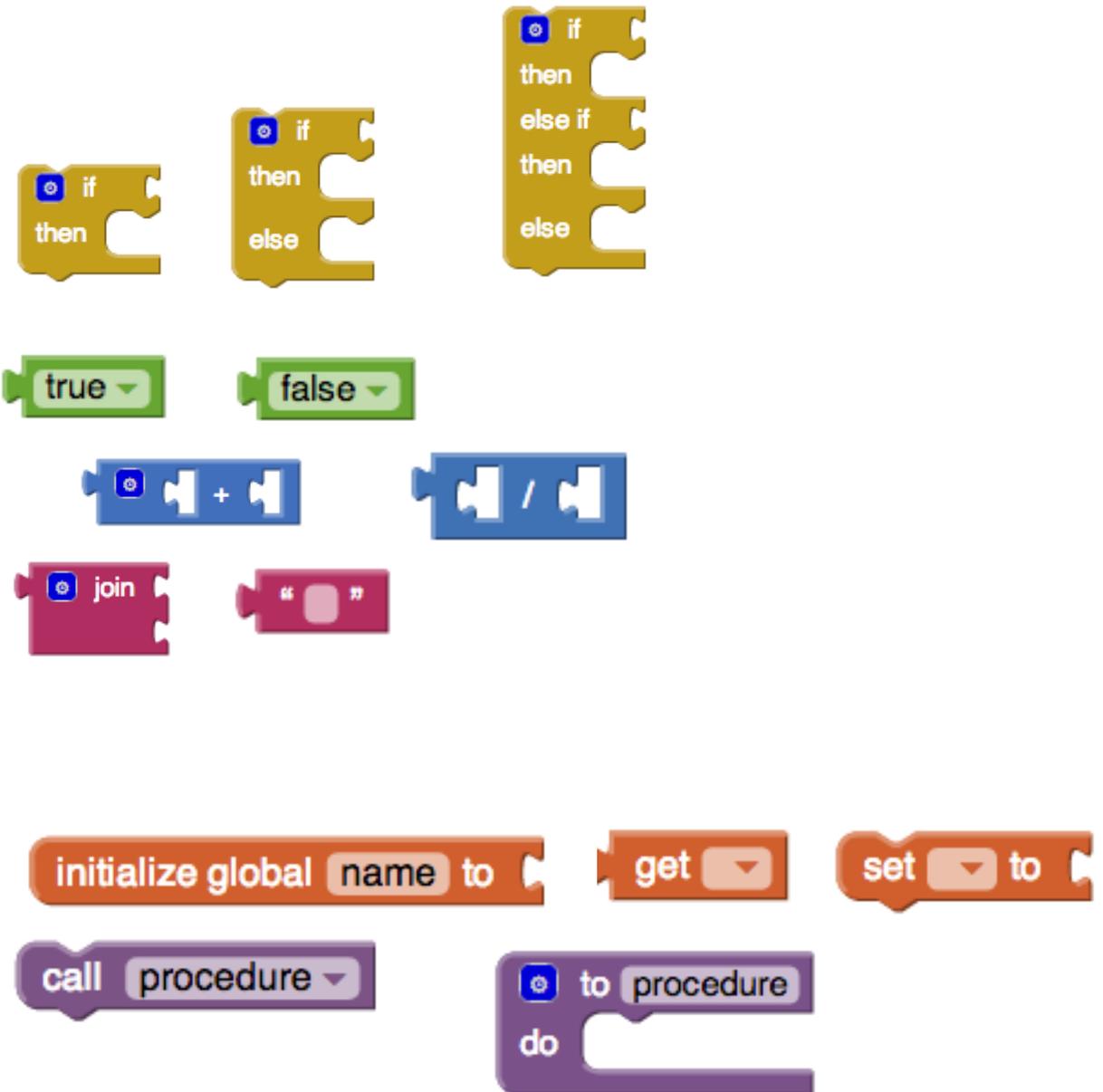
Palette		
User Interface		
Layout		
Media		
	Camcorder	
	Camera	
	ImagePicker	
	Player	
	Sound	
	SoundRecorder	
	SpeechRecognizer	
	TextToSpeech	
	VideoPlayer	
	YandexTranslate	
Drawing and Animation		
Sensors		

Palette		
User Interface		
Layout		
Media		
Drawing and Animation		
 Ball		
 Canvas		
 ImageSprite		
Sensors		
Social		
Storage		
Connectivity		
LEGO® MINDSTORMS®		
Experimental		
Extension		

Palette		
User Interface		
Layout		
Media		
Drawing and Animation		
Sensors		
 AccelerometerSensor		
 BarcodeScanner		
 Clock		
 GyroscopeSensor		
 LocationSensor		
 NearField		
 OrientationSensor		
 Pedometer		
 ProximitySensor		

Οι εντολές του AppInventor:

Built-in	
	Control Ελέγχου
	Logic Λογικές
	Math Μαθηματικές
	Text Κειμένου
	Lists Λίστες
	Colors Χρώματα
	Variables Μεταβλητές
	Procedures Διαδικασίες



# Εντολές σχετικές με αντικείμενα

Button



A vertical list of six Scratch event blocks for a button named 'Button1'. Each block is a 'when' event followed by a 'do' block. The events are: Click, GotFocus, LongClick, LostFocus, TouchDown, and TouchUp. The 'TouchUp' block has a 'Show Warnings' button below it.

```
when Button1 .Click
do

when Button1 .GotFocus
do

when Button1 .LongClick
do

when Button1 .LostFocus
do

when Button1 .TouchDown
do

when Button1 .TouchUp
do Show Warnings
```

Label



A vertical list of Scratch code blocks for a label named 'Label1'. The blocks are: Label1.BackgroundColor, set Label1.BackgroundColor to, Label1.FontSize, set Label1.FontSize to, Label1.HasMargins, set Label1.HasMargins to, Label1.Height, set Label1.Height to, set Label1.HeightPercent to, Label1.Text, set Label1.Text to, Label1.TextColor, set Label1.TextColor to, Label1.Visible, set Label1.Visible to, Label1.Width, set Label1.Width to, set Label1.WidthPercent to, and Label1 with a 'Show Warnings' button below it.

```
Label1 .BackgroundColor
set Label1 .BackgroundColor to

Label1 .FontSize
set Label1 .FontSize to

Label1 .HasMargins
set Label1 .HasMargins to

Label1 .Height
set Label1 .Height to
set Label1 .HeightPercent to

Label1 .Text
set Label1 .Text to

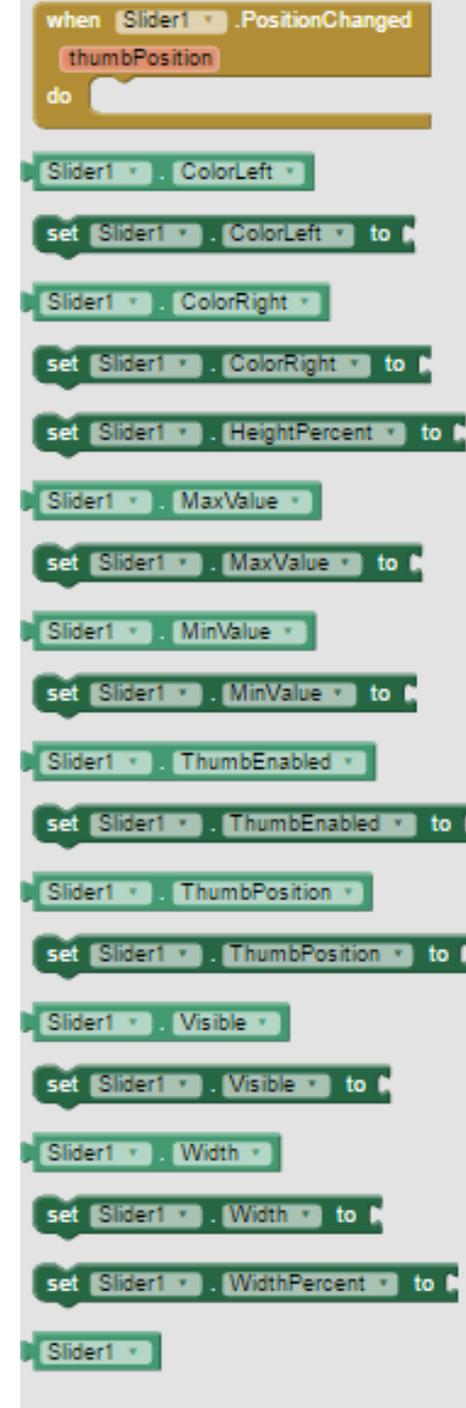
Label1 .TextColor
set Label1 .TextColor to

Label1 .Visible
set Label1 .Visible to

Label1 .Width
set Label1 .Width to
set Label1 .WidthPercent to

Label1
Show Warnings
```

Slider



A vertical list of Scratch code blocks for a slider named 'Slider1'. The blocks are: Slider1.PositionChanged, Slider1.ColorLeft, set Slider1.ColorLeft to, Slider1.ColorRight, set Slider1.ColorRight to, set Slider1.HeightPercent to, Slider1.MaxValue, set Slider1.MaxValue to, Slider1.MinValue, set Slider1.MinValue to, Slider1.ThumbEnabled, set Slider1.ThumbEnabled to, Slider1.ThumbPosition, set Slider1.ThumbPosition to, Slider1.Visible, set Slider1.Visible to, Slider1.Width, set Slider1.Width to, set Slider1.WidthPercent to, and Slider1.

```
when Slider1 .PositionChanged
do

Slider1 .ColorLeft
set Slider1 .ColorLeft to

Slider1 .ColorRight
set Slider1 .ColorRight to
set Slider1 .HeightPercent to

Slider1 .MaxValue
set Slider1 .MaxValue to

Slider1 .MinValue
set Slider1 .MinValue to

Slider1 .ThumbEnabled
set Slider1 .ThumbEnabled to

Slider1 .ThumbPosition
set Slider1 .ThumbPosition to

Slider1 .Visible
set Slider1 .Visible to

Slider1 .Width
set Slider1 .Width to
set Slider1 .WidthPercent to

Slider1
```

# Canvas

```
when Canvas1 .Dragged
  startX startY prevX prevY currentX currentY draggedAnySprite
do
```

```
when Canvas1 .Flung
  x y speed heading xvel yvel flungSprite
do
```

```
when Canvas1 .TouchDown
  x y
do
```

```
when Canvas1 .TouchUp
  x y
do
```

```
when Canvas1 .Touched
  x y touchedAnySprite
do
```

```
call Canvas1 .Clear
```

```
call Canvas1 .DrawCircle
  centerX
  centerY
  radius
  fill true
```

```
call Canvas1 .DrawLine
  x1
  y1
  x2
  y2
```

```
call Canvas1 .DrawPoint
  x
  y
```

```
call Canvas1 .DrawText
  text
  x
  y
```

```
call Canvas1 .DrawTextAtAngle
  text
  x
  y
  angle
```

```
call Canvas1 .GetBackgroundPixelColor
  x
  y
```

```
call Canvas1 .GetPixelColor
  x
  y
```

```
call Canvas1 .Save
```

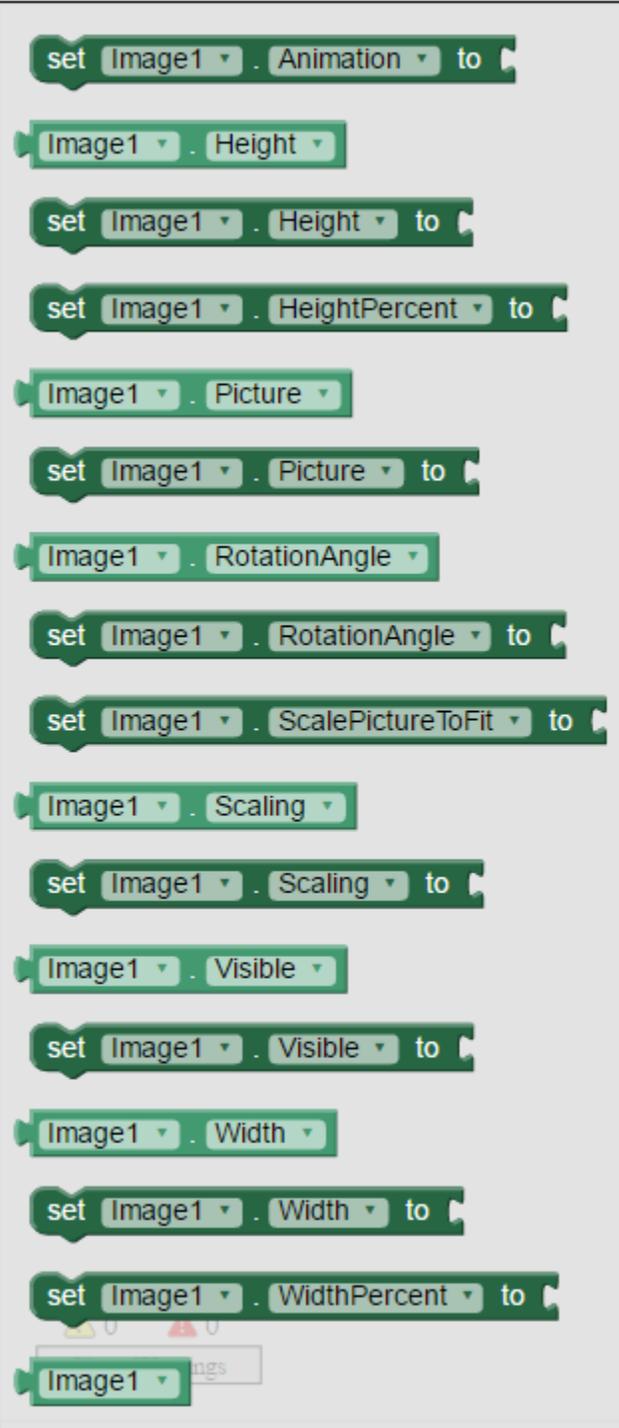
```
call Canvas1 .SaveAs
  fileName
```

```
call Canvas1 .SetBackgroundPixelColor
  x
  y
  color
```

```
Canvas1 .BackgroundColor
set Canvas1 .BackgroundColor to
```

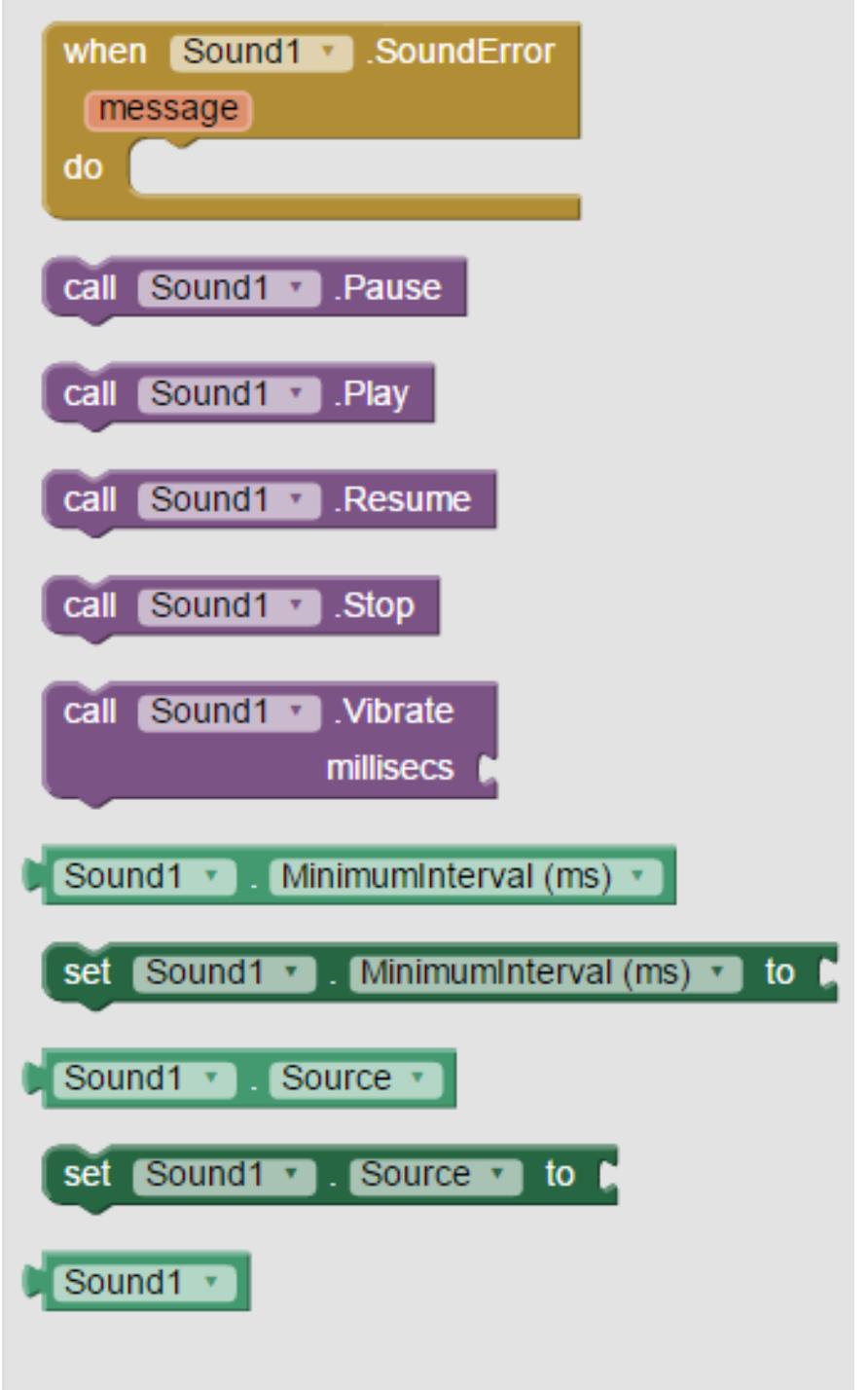
```
set Canvas1 .BackgroundColor to
Canvas1 .BackgroundImage
set Canvas1 .BackgroundImage to
Canvas1 .FontSize
set Canvas1 .FontSize to
Canvas1 .Height
set Canvas1 .Height to
set Canvas1 .HeightPercent to
Canvas1 .LineWidth
set Canvas1 .LineWidth to
Canvas1 .PaintColor
set Canvas1 .PaintColor to
Canvas1 .TextAlignment
set Canvas1 .TextAlignment to
Canvas1 .Visible
set Canvas1 .Visible to
Canvas1 .Width
set Canvas1 .Width to
set Canvas1 .WidthPercent to
Show Warnings
Canvas1
```

Image



```
set Image1 . Animation to  
Image1 . Height  
set Image1 . Height to  
set Image1 . HeightPercent to  
Image1 . Picture  
set Image1 . Picture to  
Image1 . RotationAngle  
set Image1 . RotationAngle to  
set Image1 . ScalePictureToFit to  
Image1 . Scaling  
set Image1 . Scaling to  
Image1 . Visible  
set Image1 . Visible to  
Image1 . Width  
set Image1 . Width to  
set Image1 . WidthPercent to  
Image1
```

Sound



```
when Sound1 . SoundError  
  message  
  do  
    call Sound1 . Pause  
    call Sound1 . Play  
    call Sound1 . Resume  
    call Sound1 . Stop  
    call Sound1 . Vibrate  
      millisecs  
    Sound1 . MinimumInterval (ms)  
    set Sound1 . MinimumInterval (ms) to  
    Sound1 . Source  
    set Sound1 . Source to  
    Sound1
```