

# MIT APP INVENTOR

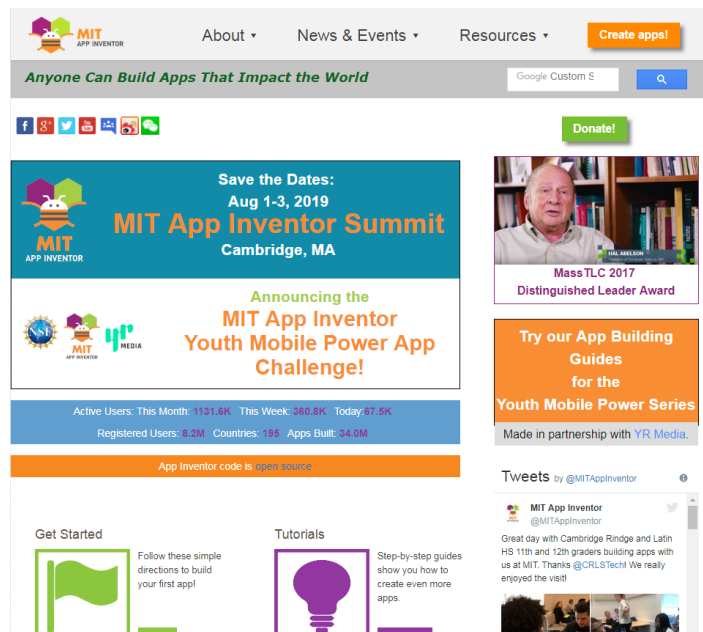
## MR.Visit

### Introduction

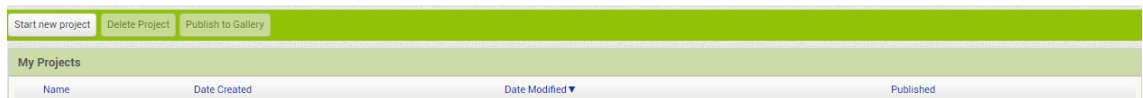
MR.Visit is an app which is made for helping tourists in the countries that are included in the APP's project. In this app we can find some important monuments and places that are located in those countries.

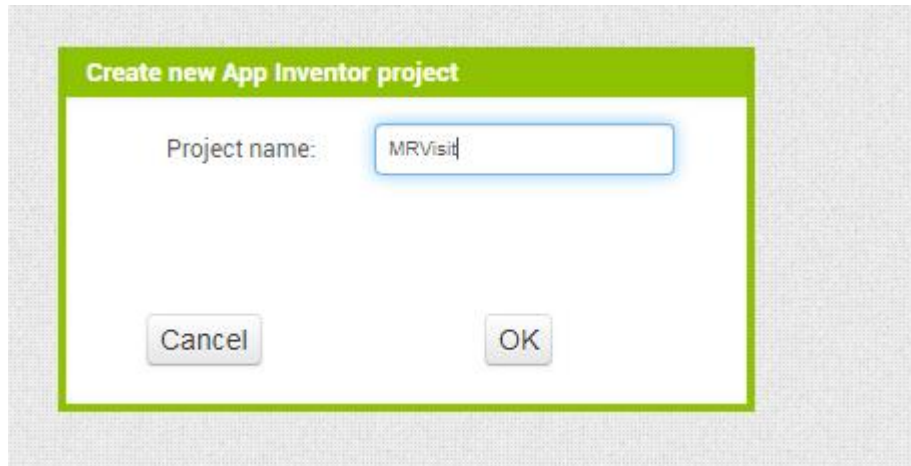
### Getting started

1. Go to the app inventor website, begin a new project titled "MR.Visit" and connect your phone.



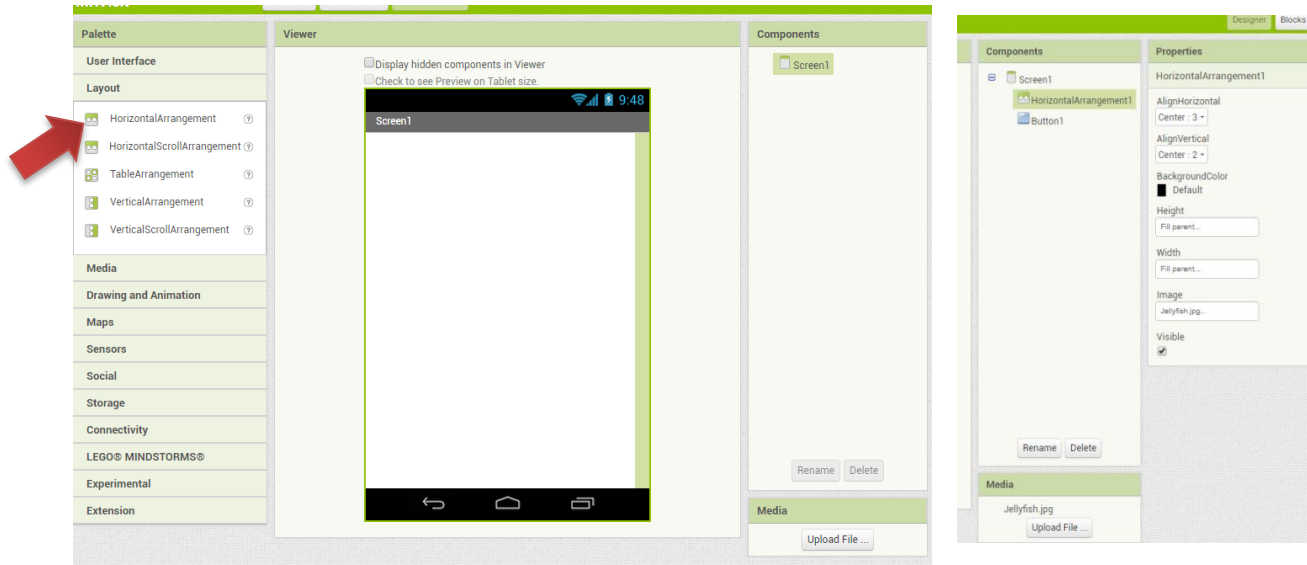
2. Start new project named "MRVisit"



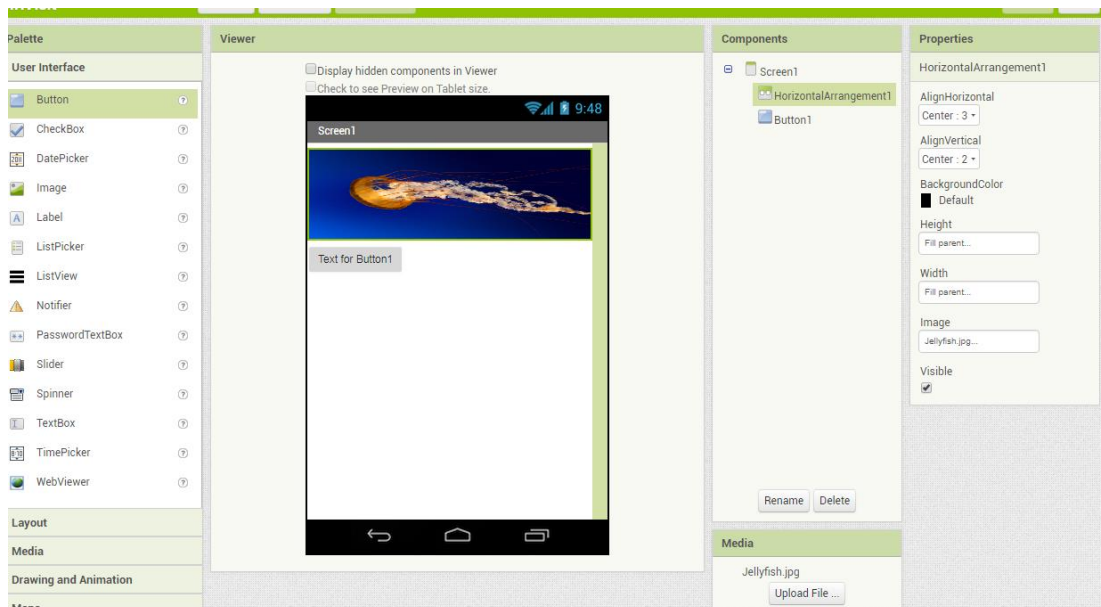


GO TO THE DESIGNER TAB

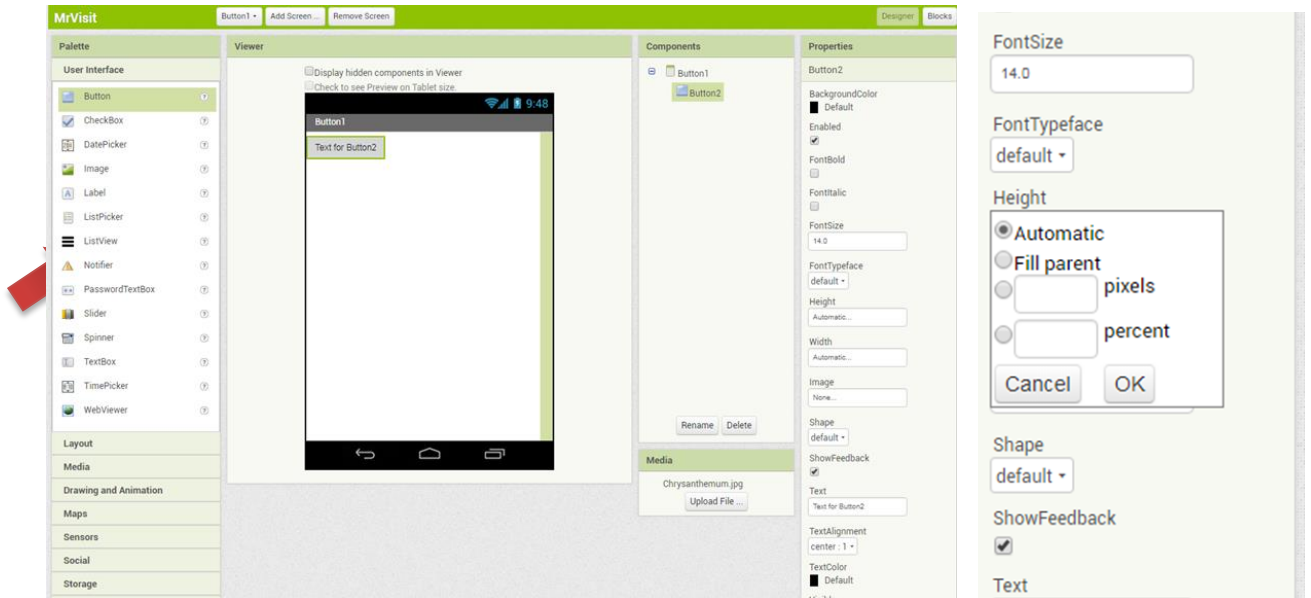
1. In the **Layout** drawer, drag out an **HorizontalArrangement** and drop it onto the viewer



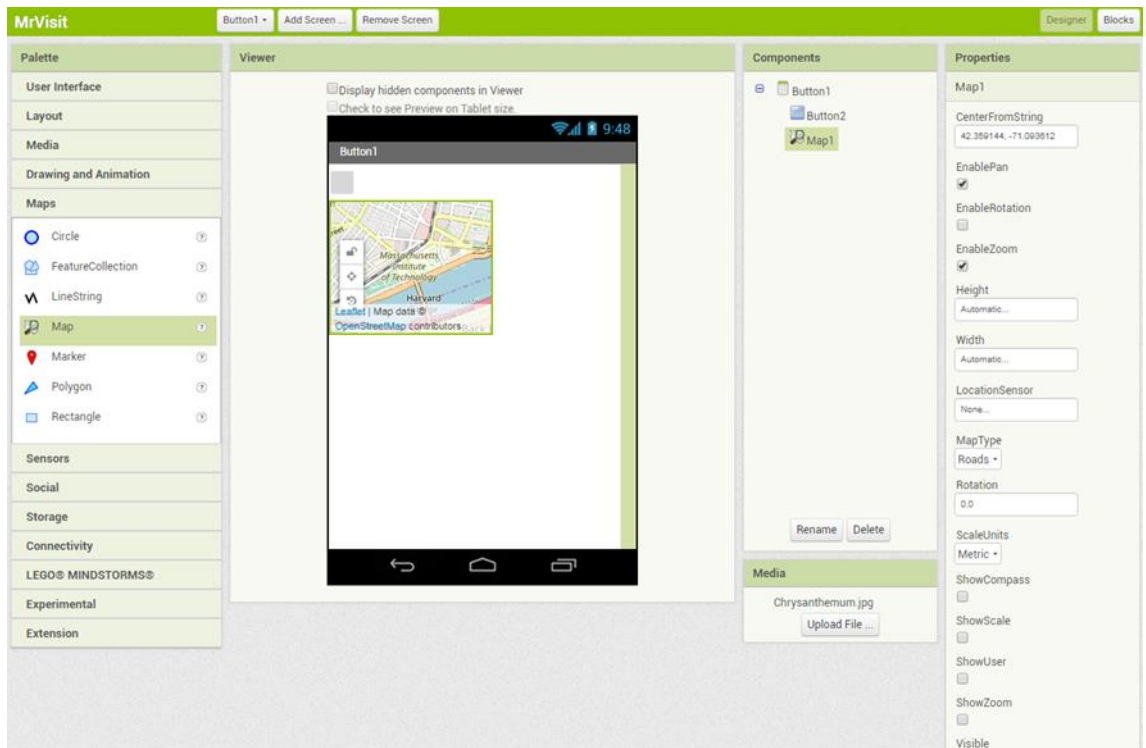
2. Also add a **Text Button (User interface)** and drag into the **HorizontalArrangement** which has already the image and configure the button.



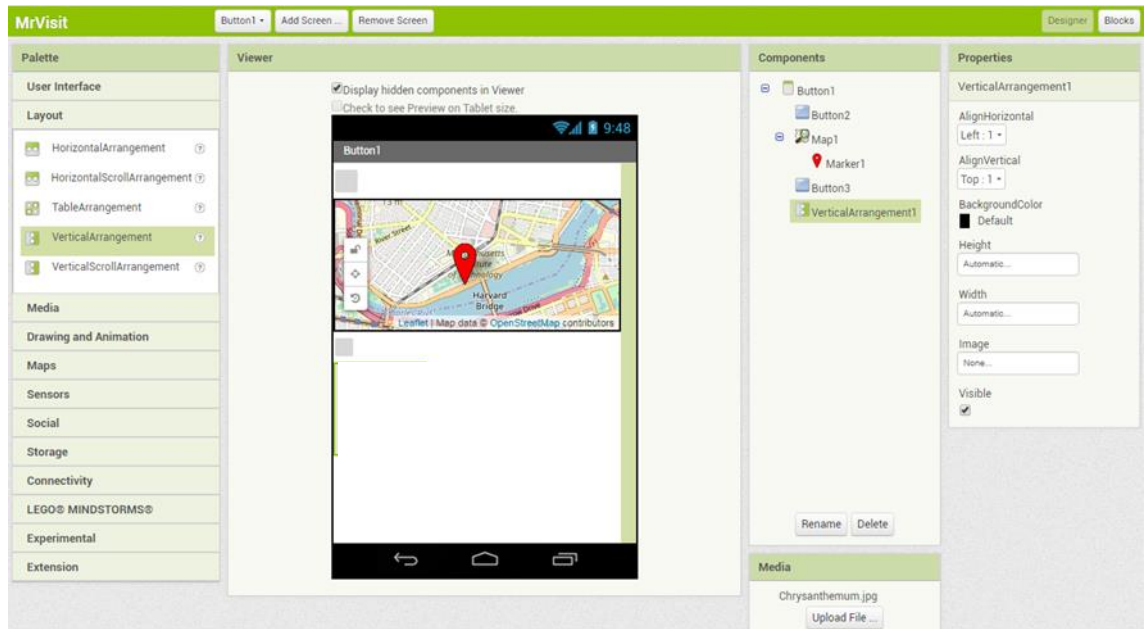
3. Add another screen called the name of one country, for instance, **Bulgaria**.
4. After that add a button in the new screen and configure it and set the Height property to 25 pixels.



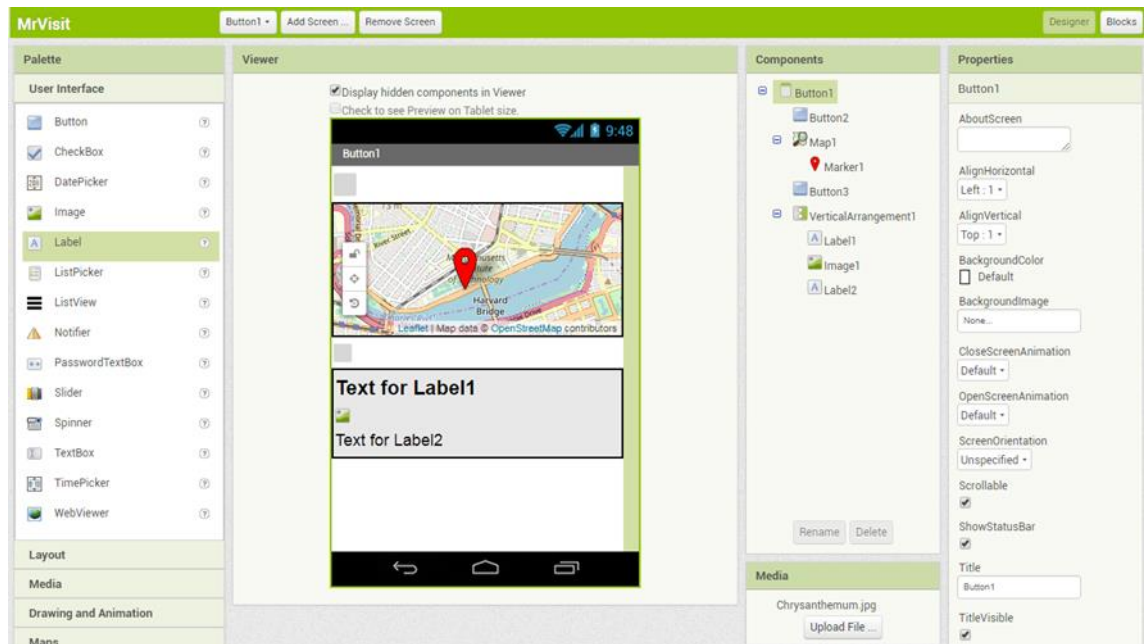
5. Next go to **Maps** and drag the **Map** into the screen. Configure it. Set the Height and Width Property to "Fill parent".



6. Now add a marker and write the latitude and longitude. Also add another button into the screen and set the Height and Width Property like the other button above.



- Put together a **VerticalArrangement** with two **Labels** (one for the title and the other for the explanation) with an **image** in between them.



- Go to the screen 1 and repete the same process more 4 times (one for each country).

### GO TO THE BLOCKS EDITOR



- Open the button 1 drawer to view the button's blocks. Choose the block **"When Button 1. Click"** and drag-and-drop it onto the work space. This picture shows the block for the screen 1.

```
when Button1 .Click
do open another screen screenName "Bulgaria"
```

2. After the screen 1 is ready go to the screen of the country (Bulgaria) and insert the same blocks drawers that are in the next picture (this picture contains more than one marker).

```
when Button2 .Click
do open another screen screenName "Screen1"
```

```
when Marker1 .Click
do set Map1 . Visible to false
   set VerticalArrangement1 . Visible to true
   set VerticalArrangement2 . Visible to false
   set Button3 . Visible to true
```

```
when Marker2 .Click
do set Map1 . Visible to false
   set VerticalArrangement1 . Visible to false
   set VerticalArrangement2 . Visible to true
```

```
when Button3 .Click
do set Map1 . Visible to true
   set VerticalArrangement1 . Visible to false
   set VerticalArrangement2 . Visible to false
   set Button3 . Visible to false
```

Repete the same process more 4 times to complete the app.