

App Lab - Logging On



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Go to
<https://code.org/educate/applab>

The screenshot shows the App Lab website interface. At the top, there is a navigation bar with links for 'Learn', 'Teach', 'Projects', 'Stats', 'Help Us', and 'About'. On the right side of the navigation bar, there are buttons for 'Create' and 'Sign in'. The main content area features a large 'App Lab' banner with a colorful illustration of a smartphone and various app icons. Below the banner, there is a description of App Lab as a programming environment and a 'Try it out' button. A callout box points to this button with the text 'Select Try it out'. Below the banner, there are two smaller sections: 'Intro to App Lab (Ages 13+)' and 'App Lab in the classroom'. The 'Intro to App Lab' section includes a video player icon and a description of the introductory content. The 'App Lab in the classroom' section includes a video player icon and a description of the launch video.

Learn Teach Projects Stats Help Us About

Create Sign in

App Lab

App Lab is a programming environment where you can make simple apps. Design an app, code in JavaScript with either block-based or text-based programming, then share your app in seconds.

Ages 13+, all modern browsers, English only

Try it out

Select
Try it out

Intro to App Lab (Ages 13+)

Create your own app in JavaScript using block based programming. Or take your skills to the next level with text-based programming. (English Only)

App Lab in the classroom

This launch video introduces five reasons App Lab could be a great tool for students learning programming.

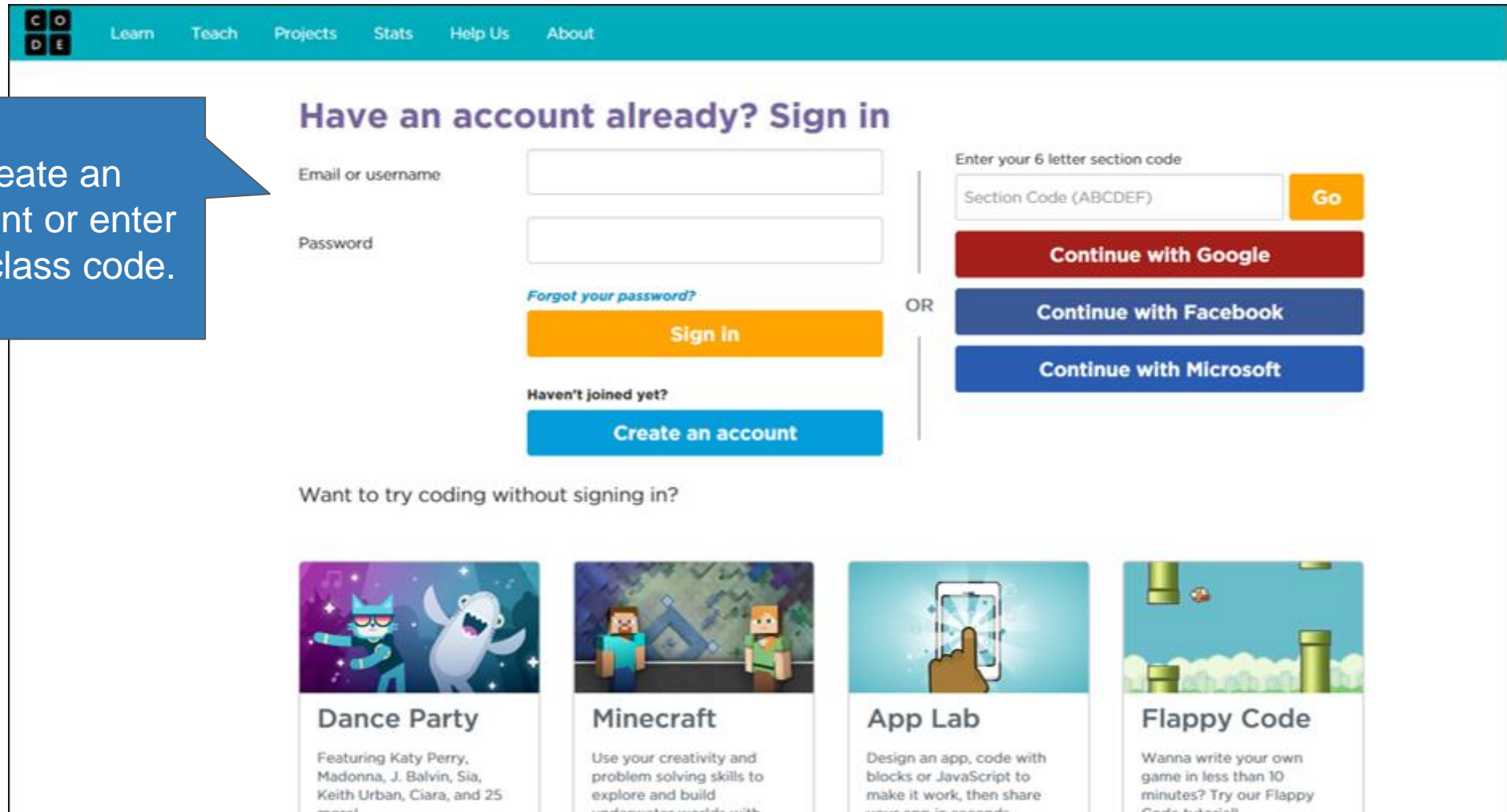
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Create an account or enter your class code.



The screenshot shows the App Lab login interface. At the top, there is a navigation bar with the 'CODE' logo and links for 'Learn', 'Teach', 'Projects', 'Stats', 'Help Us', and 'About'. The main heading is 'Have an account already? Sign in'. Below this, there are two input fields: 'Email or username' and 'Password'. A blue button labeled 'Sign in' is positioned below the password field. A link for 'Forgot your password?' is located above the 'Sign in' button. Below the 'Sign in' button is a blue button labeled 'Create an account'. To the right of the main form, there is a section for 'Enter your 6 letter section code' with an input field and a yellow 'Go' button. Below this are three large buttons: 'Continue with Google' (red), 'Continue with Facebook' (blue), and 'Continue with Microsoft' (blue). An 'OR' separator is placed between the main form and the social login options. At the bottom, there is a section titled 'Want to try coding without signing in?' featuring four cards: 'Dance Party' (with a cat and a bear), 'Minecraft' (with Minecraft characters), 'App Lab' (with a hand touching a smartphone), and 'Flappy Code' (with a Flappy Bird-style game).

App Lab - Adding Elements to Screen



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The screenshot displays the App Lab interface in Design mode. The top navigation bar has three tabs: Code, Design (selected), and Data. The main workspace shows a mobile app preview with a blue background and a 'loginScreen' label at the top. A 'Run' button is visible at the bottom of the preview. To the right of the preview is the Design Toolbox, which contains various UI elements like Button, Text Input, Label, Dropdown, Radio Button, Checkbox, Image, Canvas, Screen, Text Area, Chart, and Slider. Further right is the Properties panel for the selected 'loginScreen' element, showing its ID and background color set to '#23acd0'. A color picker is open, showing a gradient and a color bar.

Select the *Design* mode tab

Set a screen background colour

App Lab - Adding an Image



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The screenshot shows the App Lab interface. At the top, there are tabs for 'Code', 'Design' (which is selected), and 'Data'. Below the tabs is a dropdown menu showing 'loginScreen'. The main area is a mobile screen with a blue background and a grey header. In the center of the screen is a square placeholder with a camera icon. At the bottom of the screen is a grey bar with a white play button and the word 'Run'. To the right of the screen is the 'Design Toolbox' with the heading 'Drag the elements into your app!'. It contains various UI elements: Button, Text Input, Label, Dropdown, Radio Button, Checkbox, Image, Canvas, Screen, Text Area, Chart, and Slider. The 'Image' element is highlighted. To the right of the toolbox is the 'Properties' panel with the heading 'Click on an element or choose it from the desktop'. It has two tabs: 'PROPERTIES' and 'EVENTS'. The 'PROPERTIES' tab is active. It shows the following fields: 'id' (value: 'image1'), 'width (px)' (value: '100'), 'height (px)' (value: '100'), 'x position (px)' (value: '115'), 'y position (px)' (value: '75'), 'image' (with a 'Choose...' button), 'fit image' (value: 'contain'), 'border width (px)' (value: '0'), and 'border color' (value: '#000000').

1. Drag an image placeholder onto the screen

3. Resize using the properties box or by dragging the placeholder

2. Pick your image by selecting **Choose**

App Lab - Adding Other Elements

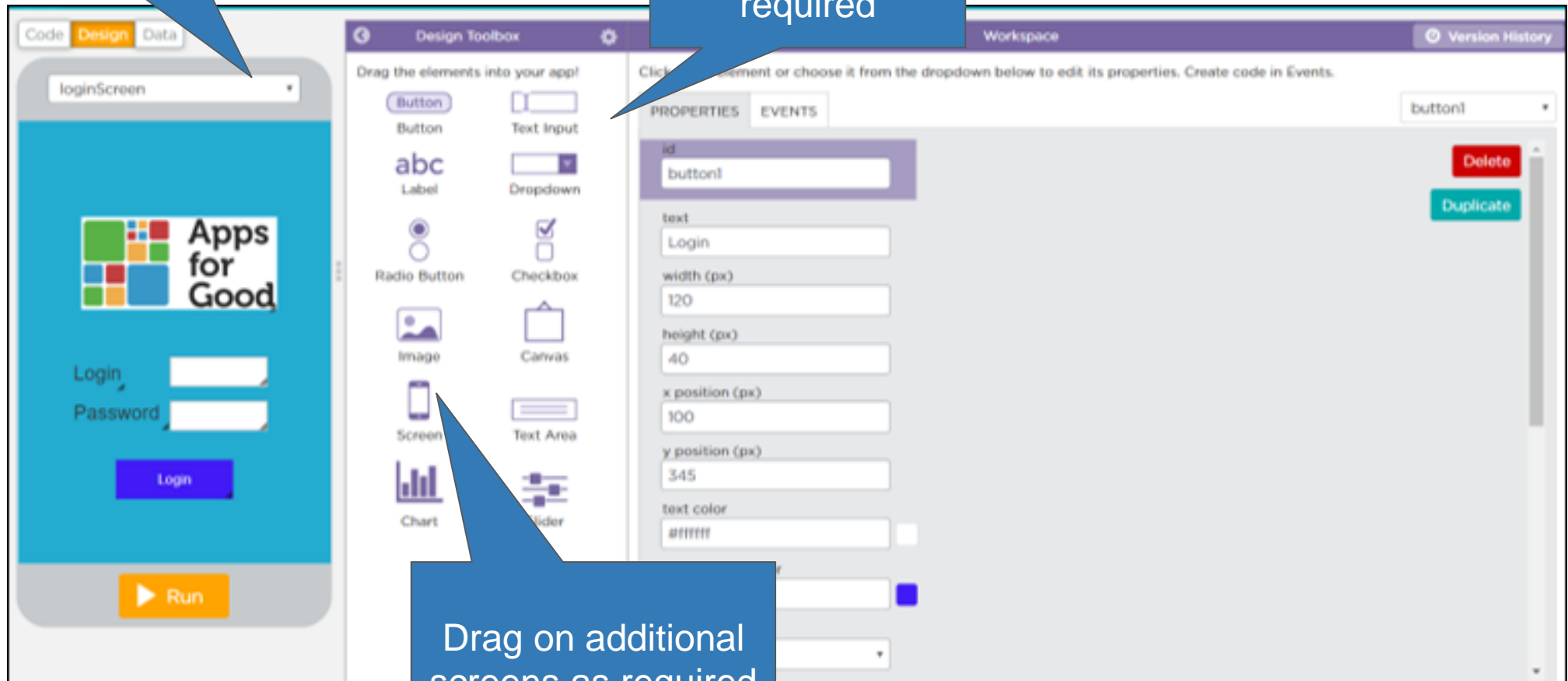


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Switch between screens using dropdown

Drag on other elements as required



Drag on additional screens as required

App Lab - Linking Screens



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Apps
for
Good

The screenshot shows the App Lab interface with a project named "Untitled Project" saved 5 days ago. The interface is divided into three main sections: a workspace on the left showing a mobile app preview, a toolbox in the middle, and a code editor on the right. The workspace shows a login screen with a blue header, a logo, and input fields for "Login" and "Password" with a "Login" button. The toolbox lists various UI controls like Canvas, Turtle, Math, and Functions. The code editor shows a block of code: `onEvent (▼ "button1", ▼ "click", function () { setScreen (▼ "screen1") });`. Five blue callout boxes provide instructions: 1. Switch to Code mode here (pointing to the Code tab), 2. From UI controls select *onEvent* and drag it onto the workspace (pointing to the `onEvent` block in the code), 3. From the dropdown, select the button you want to link to another screen and "click" in the next box (pointing to the dropdown menu in the code), 4. Drag on a *setScreen* block from UI controls and select the screen you want to link to (pointing to the `setScreen` block in the code), 5. Click on *Run* to test (pointing to the Run button in the workspace).

1. Switch to **Code** mode here

2. From UI controls select ***onEvent*** and drag it onto the workspace

3. From the dropdown, select the button you want to link to another screen and "***click***" in the next box

4. Drag on a ***setScreen*** block from UI controls and select the screen you want to link to

5. Click on ***Run*** to test