



Medved'ku, daj apku (aj vd'aka programku)!



MIT
APP INVENTOR



7. 2. 2019 Deň otvorených dverí – Vyučovanie informatiky













http://ics.upjs.sk/~snajder/prezentacie/2019_02_07_DOD/

Programovanie mobilných zariadení

```
when Button_Nahovor .Click
do call SpeechRecognizer1 .GetText

when SpeechRecognizer1 .AfterGettingText
result
do set TextBox_Vstup .Text to get result
```

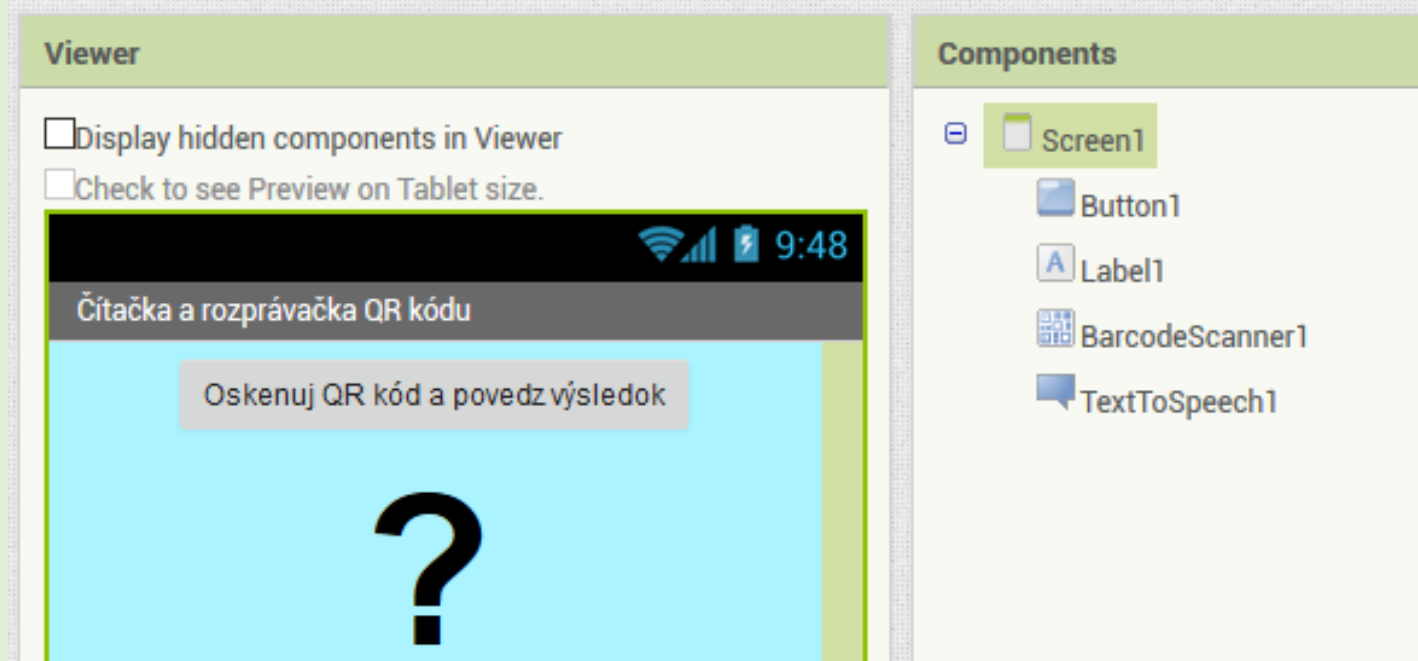


	Rotation Vector
	Gravity
	Light
	Accelerometer
	Geomagnetic Field
	Orientation
	Gyroscope
	Pressure
	Linear Acceleration
	Proximity
	Step Counter
	Location

Čítačka QR kódu

```
when Button1 .Click  
do call BarcodeScanner1 .DoScan
```

```
when BarcodeScanner1 .AfterScan  
  result  
do set Label1 .Text to get result  
  call TextToSpeech1 .Speak  
  message get result
```



Asistent pri cvičení

```
when ProximitySensor1 . ProximityChanged
  distance
do
  if [get distance = 0]
  then
    set Screen1 . BackgroundColor to [red]
    call Sound1 . Play
    call Sound1 . Vibrate
      millisecs [100]
  else
    set Screen1 . BackgroundColor to [white]
```

```
when AccelerometerSensor1 . Shaking
do
  call Sound2 . Play
```

Viewer

Display hidden components in Viewer

Check to see Preview on Tablet size.

Asistent cvikov

Približenia: 0

Senzor Približenia
(Re)Štart - približenia

Zatrasenia: 0

Senzor Zrýchlenia (zatrasenia)
(Re)Štart - zatrasenia

Components

- Screen1
 - HorizontalArrangement1
 - Label_Približenia0
 - Label_Približenia
 - CheckBox_Približenia
 - Button_Restart_Približeni
 - HorizontalArrangement2
 - Label_Zatrasenia0
 - Label_Zatrasenia
 - CheckBox_Zatrasenia
 - Button_Restart_Zatraseni
 - ProximitySensor1
 - AccelerometerSensor1
 - Sound1
 - Sound2

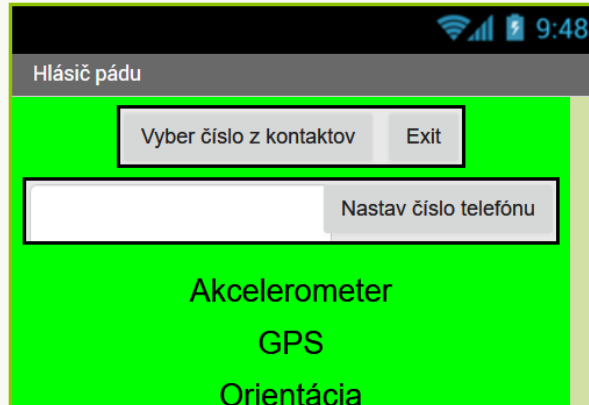
Hlásič pádu seniora

```
when AccelerometerSensor1 . AccelerationChanged  
  xAccel yAccel zAccel  
do  
  call vypis_hodnoty_senzorov  
  if  
    get global akceleracia < -5  
  then  
    call registracia_padu
```

```
to registracia_padu  
do  
  call Sound1 . Play  
  if  
    Label_cislo . Text ≠ " "   
  then  
    set Texting1 . PhoneNumber to Label_cislo . Text  
    set Texting1 . Message to  
      join  
        " Registrovani pad pana LS.\n Akceleracia: " & Label_akcelerometer . Text  
        "\n GPS: " & Label_GPS . Text  
        "\n Orientacia: " & Label_orentacia . Text  
    set Label_cislo . Text to " "  
    set global cakaj to 1  
    set global akceleracia to 9.8  
    set AccelerometerSensor1 . Enabled to false  
    set Clock1 . TimerEnabled to true  
    call Texting1 . SendMessage
```

Viewer

Display hidden components in Viewer
 Check to see Preview on Tablet size.



Hlásič pádu

Vyber číslo z kontaktov Exit

Nastav číslo telefonu

Akcelerometer
GPS
Orientácia

Components

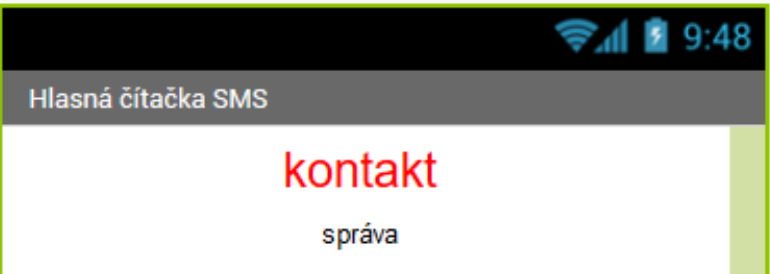
- Screen1
 - HorizontalArrangement2
 - PhoneNumberPicker1
 - Button_Exit
 - HorizontalArrangement1
 - TextBox1_cislo_telefonu
 - Button1_nastav_cislo
 - Label_cislo
 - Label_akcelerometer
 - Label_GPS

Hlasová čítačka SMS

```
when Texting1 . MessageReceived
  number messageText
do
  set Label_Kontakt . Text to get number
  set Label_Sprava . Text to get messageText
  call TextToSpeech1 . Speak
    message join ( " Došla Ti správa od "
      get number
      " Text správy: "
      get messageText
```

Viewer

Display hidden components in Viewer
 Check to see Preview on Tablet size.



Screen1

- Label_Kontakt
- Label_Sprava
- Texting1
- TextToSpeech1

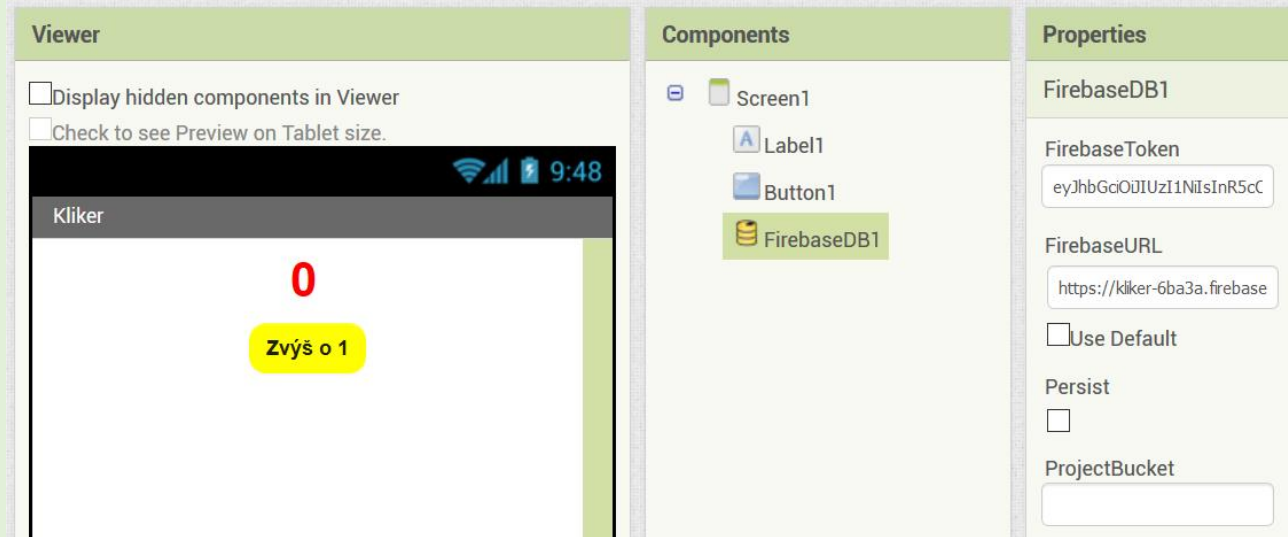
Internetové hlasovanie

```
when Screen1 Initialize
do call FirebaseDatabase1 .GetValue
    tag pocet
    valueIfTagNotThere 0
```

```
when Button1 Click
do set Label1 .Text to Label1 .Text + 1
    call FirebaseDatabase1 .StoreValue
        tag pocet
        valueToStore Label1 .Text
```

```
when FirebaseDatabase1 .GotValue
    tag value
do set Label1 .Text to get value
```

```
when FirebaseDatabase1 .DataChanged
    tag value
do set Label1 .Text to get value
```





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