CEIT 440 Handout1 – Creating First Application – Sound box

1. Create a new project. Drag and Drop the “button” (can be seen from picture below) to the empty screen.

2. Go to properties of the “Button”, Click on the Image and Upload an image and select the image you have just uploaded.
3- Next step is placing a sound component into the screen. Under Media tab, you can find Sound component. Just drag and drop the “Sound” to the screen.

4- Then, just like you did on “button step” upload a sound

5- That’s all for design part, now open the blocks tab
6- To create our program we should use blocks. To assign a role (or add an event) to button, Click on the button under the “Screen 1” and drag and drop “When button1.click ... Do” block to the white area.

7- However this event is empty. We should add another block under button’s event to make it working. Click on “Sound1” under Screen1 and Drag and Drop “Call Sound1.Play” inside the “When Button1.Click... Do” block.
Your basic android application is ready test it.

How about adding vibrations to it? Can you do it?