

# Lesson 3: Building an App: Multi-Screen App



Adapted from [code.org](https://code.org) curriculum

# Objectives:



- ❧ Develop and design a plan for multi-screen application
- ❧ Collaborate with a "thought partner" during the implementation of a project
- ❧ Create a multi-screen application in App Lab using simple UI elements and event handling

# Getting Started



- ☞ Today: Multi-screen App mini project
- ☞ You will get a chance to make an app of your own design that uses multiple screens and lets you practice using design mode and programming some simple user interactions.
- ☞ You will have a “coding buddy”
- ☞ Work independently, but talk to your partner for rapid feedback and help

# Review



- ☞ Let's look at the three tips in code studio...
- ☞ “Help” means:
  - ☞ Helping a friend work through their ideas
  - ☞ Helping a friend get “unstuck” from a bug of a particular kind.
  - ☞ Suggesting a strategy for getting something done.
  - ☞ Pointing out a cool idea
- ☞ “Help” does not mean:
  - ☞ Writing code for a friend
  - ☞ Giving your project to a friend to use as a starting point
  - ☞ Telling your friend what to do

# Mini Project Timeline



- ☞ Day 1: Review the Activity Guide, sketch your idea, start programming
- ☞ Day 2: Complete programming, at 8:20 we will peer review, incorporate peer feedback
- ☞ Grade:
  - ☞ 50% your project
  - ☞ 50% your feedback



# Vocabulary:



- ⌘ Event-driven program - a program designed to run blocks of code or functions in response to specified events (e.g. a mouse click)
- ⌘ Event handling - an overarching term for the coding tasks involved in making a program respond to events by triggering functions.