

# Google AppInventor on the Cisco Cius

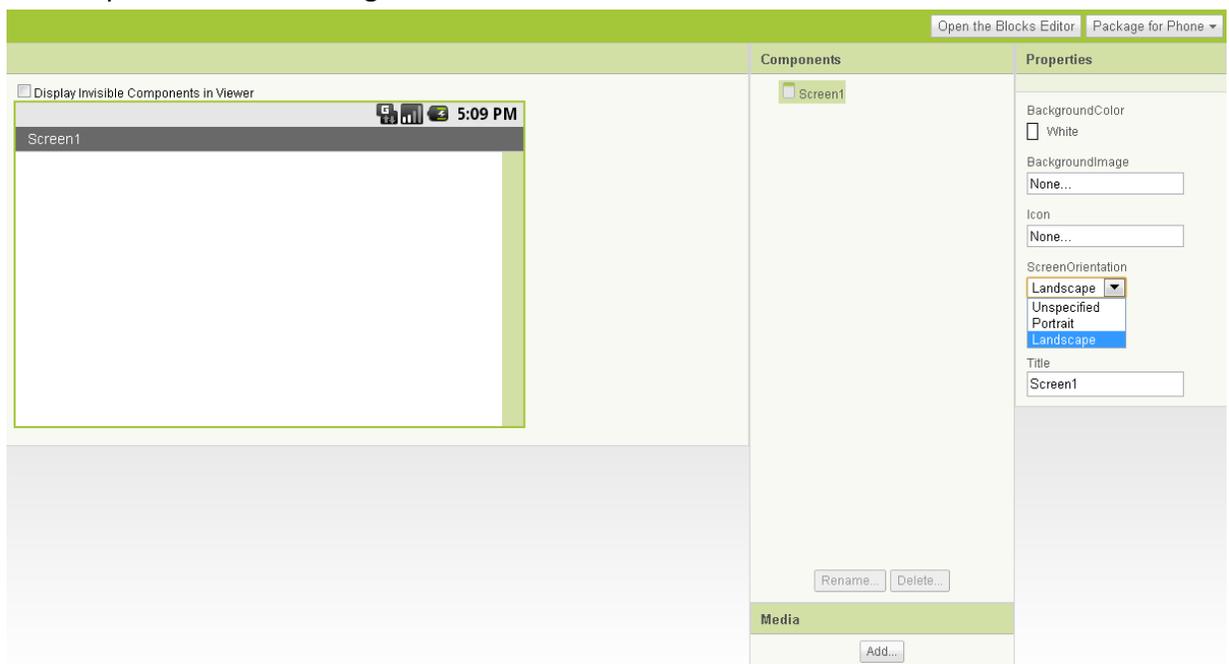
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## Getting Started

1. Go to <http://appinventor.googlelabs.com/learn/> for install instructions and tutorial.
2. Make sure you set up your Cius as an ADB.

## Making an Application

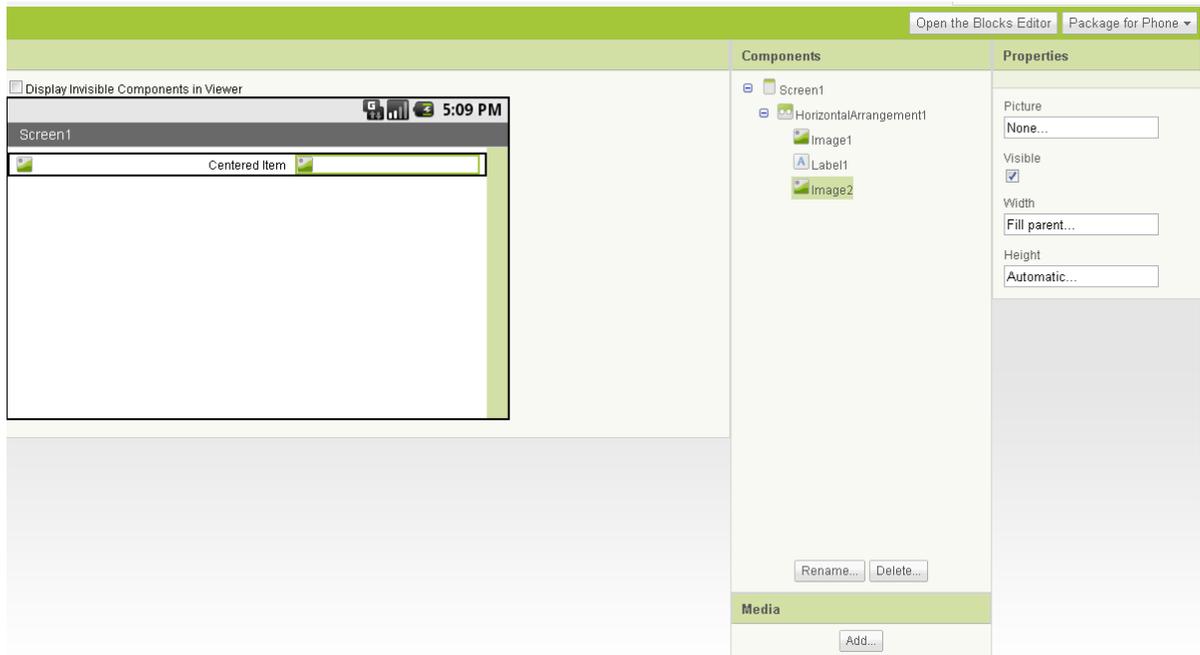
1. The AppInventor website has excellent tutorials, so I would suggest trying one of those.
2. The first thing to do when you start your application is to select Screen1 in the Components menu, then look at its properties. Change the ScreenOrientation to Landscape to make the Designer Window more like the Cius screen.



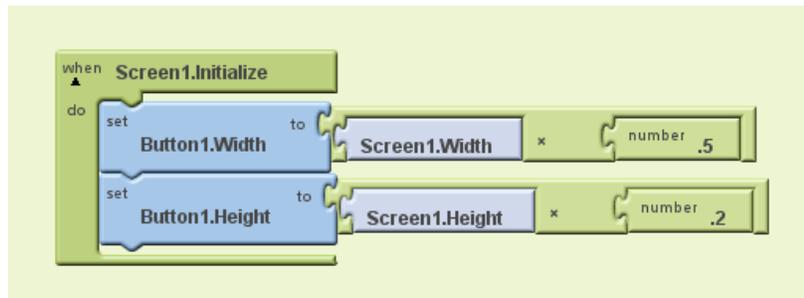
## Making it Look Good on the Cius

1. Unlike development on other tablets, applications work very well on the Cius. Many tablets have difficulty supporting full screen with AppInventor, but the Cius does not.
2. You can't center items in AppInventor.  
The easiest way to accomplish this is to make a HorizontalArrangement and set its width to fill parent. Then put two empty Image objects on both sides of the item you want to

center, and set their width to “Fill Parent”.

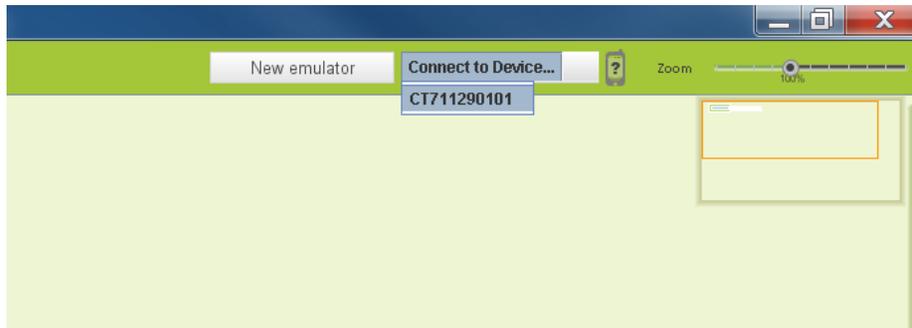


3. To make buttons or text look better on the Cius screen, follow these steps:
  - a. Go to the Block Editor screen.
  - b. Select your Screen1 block, and add a Screen1.Initialize block.
  - c. Inside the block, you can set your button's width and height to a percentage of the screen's width and height (such as  $\text{Screen1.width} * .5$ ).



## Testing an Application on the Cius

1. If you already set up your Cius as an ADB, you can click “Connect to Device” in the upper right corner of the Blocks Editor window.



2. If AppInventor has problems connecting to the Cius, try restarting the ADB server.

## Downloading an Application

1. You can package your application to your phone (Cius) or your computer.
2. If it fails, click the Save or Save As button and name the application. Try packaging the application again and it should work.

## Notes

1. All development is through the web browser, so a good internet connection is recommended.
2. You can use the “Checkpoint” button to save versions of your project.
3. You can use App2Market or Marketizer to publish your AppInventor applications to the Android Market.
4. You don't need to know a programming language to create applications using AppInventor.