

# App Inventor 2 Tutorial Rockr

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**Autodesk Inventor 2018 A Tutorial Introduction** Sep 14 2021 This unique text and video set presents a thorough introduction to Autodesk Inventor for anyone with little or no prior experience with CAD software. It can be used in virtually any setting from four year engineering schools to on-the-job use or self-study. Unlike other books of its kind, it begins at a very basic level and ends at a very advanced level. It's perfect for anyone interested in learning Autodesk Inventor quickly and effectively using a "learning by doing" approach. Additionally, the extensive videos that are included with this book make it easier than ever to learn Inventor by clearly demonstrating how to use its tools. The philosophy behind this book is that learning computer aided design programs is best accomplished by emphasizing the application of the tools. Students also seem to learn more quickly and retain information and skills better if they are actually creating something with the software program. The driving force behind this book is "learning by doing." The instructional format of this book centers on making sure that students learn by doing and that students can learn from this book on their own. In fact, this is one thing that differentiates this book from others: the emphasis on being able to use the book for self-study. The presentation of Autodesk Inventor is structured so that no previous knowledge of any CAD program is required. This book uses the philosophy that Inventor is mastered best by concentrating on applying the program to create different types of solid models, starting simply and then using the power of the program to progressively create more complex solid models. The Drawing Activities at the end of each chapter are more complex iterations of the part developed by each chapter's objectives. CAD programs are highly visual, there are graphical illustrations showing how to use the program. This reinforces the "learn by doing" philosophy since a student can see exactly what the program shows, and then step through progressive commands to implement the required operations. Rather than using a verbal description of the command, a screen capture of each command is replicated.

[Tutorial Mudah Membuat Aplikasi Android Dengan MIT APP INVENTOR \(AI2\)](#) Jun 30 2020 Judul : Tutorial Mudah Membuat Aplikasi Android Dengan MIT APP INVENTOR (AI2) Penulis : Agus Suharto Ukuran : 15,5 x 23 cm Tebal : 140 Halaman ISBN : 978-623-62339-7-9 Sinopsis : MIT App Inventor adalah sebuah tools pemrograman berbasis blocks yang memungkinkan para pemula untuk memulai pemrograman dan membangun aplikasi untuk perangkat mobile Android. Block disini adalah kumpulan atau code block berbentuk graphic seperti puzzle yang berwarna warni, dimana didalamnya terdapat komponen komponen Logic, Control, Math, Text, Lists, Colors, Variables, dan Procedures. Untuk para Pemandang baru dapat mengembangkan dan menjalankan aplikasi pertamanya pada MIT App Inventor dalam waktu kurang dari satu jam, dan dapat memprogram aplikasi yang lebih kompleks dalam waktu yang jauh lebih singkat dibandingkan dengan aplikasi berbasis teks dengan bahasa pemrograman tradisional. Buku ini berupa tutorial bagaimana membuat aplikasi untuk pemula bersumber dari tutorial web resmi <http://ai2.appinventor.mit.edu/> dan aplikasi yang dibuat oleh penulis sendiri. Buku ini layak dimiliki untuk semua kalangan SD, SMP, SMA , Mahasiswa , para pendidik berbagai jurusan, serta masyarakat umum yang ingin belajar bagaimana membuat aplikasi android tanpa harus coding, dengan tutorial langkah demi langkah yang mudah, dan nantinya sebagai referensi ke tingkat mahir

atau sebagai profesi pengembang aplikasi berbasis android .

*Parametric Modeling with Autodesk Inventor 2020* Sep 02 2020 Parametric Modeling with Autodesk Inventor 2020 contains a series of seventeen tutorial style lessons designed to introduce Autodesk Inventor, solid modeling, and parametric modeling. It uses a hands-on, exercise-intensive approach to all the important parametric modeling techniques and concepts. The lessons guide the user from constructing basic shapes to building intelligent mechanical designs, to creating multi-view drawings and assembly models. Other featured topics include sheet metal design, motion analysis, 2D design reuse, collision and contact, stress analysis, 3D printing and the Autodesk Inventor 2020 Certified User Examination. Autodesk Inventor 2020 Certified User Examination The content of Parametric Modeling with Autodesk Inventor 2020 covers the performance tasks that have been identified by Autodesk as being included on the Autodesk Inventor 2020 Certified User examination. Special reference guides show students where the performance tasks are covered in the book.

**Autodesk Inventor 2021 Basics Tutorial** Feb 25 2020 A step-by-step tutorial on Autodesk Inventor basics Autodesk Inventor is used by design professionals for 3D modeling, generating 2D drawings, finite element analysis, mold design, and other purposes. This tutorial is aimed at novice users of Inventor and gives you all the basic information you need so you can get the essential skills to work in Autodesk Inventor immediately. This book will get you started with the basics of part modeling, assembly modeling, presentations, and drawings. Next, it teaches you some intermediate-level topics such as additional part modeling tools, sheet metal modeling, top-down assembly feature, assembly joints, dimension & annotations, model-based dimensioning, frame generator. Brief explanations, practical examples, and stepwise instructions make this tutorial complete.

**Autodesk Inventor 2021 A Tutorial Introduction** Jun 23 2022 This unique text and video set presents a thorough introduction to Autodesk Inventor for anyone with little or no prior experience with CAD software. It can be used in virtually any setting from four year engineering schools to on-the-job use or self-study. Unlike other books of its kind, it begins at a very basic level and ends at a very advanced level. It's perfect for anyone interested in learning Autodesk Inventor quickly and effectively using a "learning by doing" approach. Additionally, the extensive videos that are included with this book make it easier than ever to learn Inventor by clearly demonstrating how to use its tools. The philosophy behind this book is that learning computer aided design programs is best accomplished by emphasizing the application of the tools. Students also seem to learn more quickly and retain information and skills better if they are actually creating something with the software program. The driving force behind this book is "learning by doing." The instructional format of this book centers on making sure that students learn by doing and that students can learn from this book on their own. In fact, this is one thing that differentiates this book from others: the emphasis on being able to use the book for self-study. The presentation of Autodesk Inventor is structured so that no previous knowledge of any CAD program is required. This book uses the philosophy that Inventor is mastered best by concentrating on applying the program to create different types of solid models, starting simply and then using the power of the program to progressively create more complex solid models. The Drawing Activities at the end of each chapter are more complex iterations of the part developed by each chapter's objectives. Since CAD programs are highly visual, there are graphical illustrations showing how to use the program. This reinforces the "learn by doing" philosophy since a student can see exactly what the program shows, and then step through progressive commands to implement the required operations. Rather than using a verbal description of the command, a screen capture of each command is replicated.

*App Inventor 2 Advanced Concepts* Nov 23 2019 MIT App Inventor 2 is a fast and simple way to create custom Android apps for smart phones or tablets. Volume 2 in the series introduces debugging methods, explains additional controls not covered in Volume 1, introduces "agile" methods for developing a real world app, and provides sample code for using the TinyDB database. This App Inventor 2 series is targeted at adult learners (high school and up). App Inventor 2 provides a simplified "drag and drop" interface to layout your app's screen design. Then implement the app's behavior with "drag and drop" programming blocks to quickly assemble a program in a graphical interface. Volume 1 of this series covered the basics of the App Inventor user interface Designer and the Blocks programming editor, plus basic "blocks" programming concepts and tools for arithmetic, text processing, event handling, lists and other features. Volume 2 builds upon Volume 1 to provide tips on debugging programs when the apps work incorrectly, how to use hidden editing features, and how to install your own apps on to your phone or tablet for general use. Code samples are provided for using the Notifier component for general use or for debugging, for user interface control tricks such as buttons that change color continuously or implementing the missing "radio buttons" component, using ListPicker and Spinner for list selections, and using the WebViewer to display web pages in your app. The book includes a large section on designing and building a sample real world application and finishes with a chapter on using the TinyDB database. Chapters Introduction Chapter 1 - App Inventor Tips Chapter 2 - Debugging App Inventor Programs Chapter 3 - User Interface Control Tricks Chapter 4 - Designing and Building a Real World Application Chapter 5 - Tip Calculator Version 2 Chapter 6 - Tip Calculator Version 3 Chapter 7 - Tip Calculator Version 4 Chapter 8 - Tip Calculator Version 5 Chapter 9 - Using the TinyDB database

**Autodesk Inventor 2022 A Tutorial Introduction** Mar 20 2022 This unique text and video set presents a thorough introduction to Autodesk Inventor for anyone with little or no prior experience with CAD software. It can be used in virtually any setting from four year engineering schools to on-the-job use or self-study. Unlike other books of its kind, it begins at a very basic level and ends at a very advanced level. It's perfect for anyone interested in learning Autodesk Inventor quickly and effectively using a "learning by doing" approach. Additionally, the extensive videos that are included with this book make it easier than ever to learn Inventor by clearly demonstrating how to use its tools. The philosophy behind this book is that learning computer aided design programs is best accomplished by emphasizing the application of the tools. Students also seem to learn more quickly and retain information and skills better if they are actually creating something with the software program. The driving force behind this book is "learning by doing." The instructional format of this book centers on making sure that students learn by doing and that students can learn from this book on their own. In fact, this is one thing that differentiates this book from others: the emphasis on being able to use the book for self-study. The presentation of Autodesk Inventor is structured so that no previous knowledge of any CAD program is required. This book uses the philosophy that Inventor is mastered best by concentrating on applying the program to create different types of solid models, starting simply and then using the power of the program to progressively create more complex solid models. The Drawing Activities at the end of each chapter are

more complex iterations of the part developed by each chapter's objectives. Since CAD programs are highly visual, there are graphical illustrations showing how to use the program. This reinforces the "learn by doing" philosophy since a student can see exactly what the program shows, and then step through progressive commands to implement the required operations. Rather than using a verbal description of the command, a screen capture of each command is replicated. Included Videos Each book includes access to extensive video training created by author Scott Hansen. The videos follow along with the table of contents of the book. Each chapter has one or more videos in which the author demonstrates how to use the tools that are covered in that chapter. Most videos follow an exercise from start to finish. The exercises created in the video are very similar to the exercise found in the corresponding chapter. Throughout the videos Scott Hansen describes how to perform each step, the reason behind these steps, and some of the other options available with the various tools. The author's clear and simple description of each exercise is a perfect companion to the text and makes learning Autodesk Inventor easier than ever. There are twenty-seven videos with three hours and forty-five minutes of training in total.

**Building a Second Brain** Jul 20 2019 A WALL STREET JOURNAL BESTSELLER A FINANCIAL TIMES BUSINESS BOOK OF THE MONTH A FAST COMPANY TOP SUMMER PICK 'Well-written, cogent and useful manual' - David Allen, author of Getting Things Done 'Forte's ideas really work.' - Seth Godin, author of This is Marketing 'Completely changed my life' - Ali Abdaal, YouTuber and Entrepreneur 'A survival guide to managing the complexities of modern life' - Chris Guillebeau, author of The \$100 Startup Discover the full potential of your ideas and make powerful, meaningful improvements in your work and life by Building a Second Brain. For the first time in history, we have instantaneous access to the world's knowledge. There has never been a better time to learn, to create and to improve ourselves. Yet, rather than being empowered by this information, we're often overwhelmed, paralysed by believing we'll never know or remember enough. This eye-opening and accessible guide shows how you can easily create your own personal system for knowledge management, otherwise known as a Second Brain. A trusted and organised digital repository of your most valued ideas, notes and creative work, a Second Brain gives you the confidence to tackle your most important projects and ambitious goals. From identifying good ideas, to organising your thoughts, to retrieving everything swiftly and easily, it puts you back in control of your life and information.

**Autodesk Inventor Professional 2023 for Designers, 23rd Edition** Nov 04 2020 Autodesk Inventor Professional 2023 for Designers is a comprehensive book that introduces the users to Autodesk Inventor 2023, a feature-based 3D parametric solid modeling software. All environments of this solid modelling software are covered in this book with a thorough explanation of commands, options, and their applications to create real-world products. The mechanical engineering industry examples that are used as tutorials and the related additional exercises at the end of each chapter help the users to understand the design techniques used in the industry to design a product. Additionally, the author emphasizes on the solid modelling techniques that will improve the productivity and efficiency of the users. After reading this book, the users will be able to create solid parts, sheet metal parts, assemblies, weldments, drawing views with bill of materials, presentation views to animate the assemblies and apply direct modelling techniques to facilitate rapid design prototyping. Also, the users will learn the editing techniques that are essential for making a successful design Salient Features Comprehensive book consisting of 20 chapters organized in a pedagogical sequence. Detailed explanation of all concepts, techniques, commands, and tools of Autodesk Inventor Professional 2023. Step-by-step instructions that guide the users through the learning process. Real-world mechanical engineering designs as tutorials and projects. Self-Evaluation Test, Review Questions, and Exercises are given at the end of the chapters. Table of Contents Chapter 1: Introduction Chapter 2: Sketching, Dimensioning, and Creating Base Features and Drawing Chapter 3: Adding Constraints to Sketches Chapter 4: Editing, Extruding, and Revolving the Sketches Chapter 5: Other Sketching and Modeling Options Chapter 6: Advanced Modeling Tools-I Chapter 7: Editing Features and Adding Automatic Dimensions to Sketches Chapter 8: Advanced Modeling Tools-II Chapter 9: Assembly Modeling-I Chapter 10: Assembly Modeling-II Chapter 11: Working with Drawing Views-I Chapter 12: Working with Drawing Views-II Chapter 13: Presentation Module Chapter 14: Working with Sheet Metal Components Chapter 15: Introduction to Stress Analysis Chapter 16: Introduction to Weldments \* Chapter 17: Miscellaneous Tools \* Chapter 18: Working with Special Design Tools \* Chapter 19: Introduction to Plastic Mold Design \* Chapter 20: Introduction to Inventor Nastran \* Index (\* For free download)

Become an App Inventor Apr 21 2022 "Have you ever wanted to build your own mobile apps? App Inventor, a free and revolutionary online program from MIT, lets you do just that. With the help of this companion guide chock-full of colorful graphics and easy-to-follow instructions, readers can learn how to create six different apps, including a working piano, a maze game, and even their own chat app to communicate with friends--then use what they've learned to build apps of their own imagination. User-friendly code blocks that snap together allow even beginners to quickly create working apps. Readers will also learn about young inventors already using their own apps to make a difference in their communities, such as the girls from Moldova whose app helps alert residents when local well water is contaminated. Or the boys from Malden, Massachusetts, whose app lets users geotag potholes to alert city hall when repairs are needed. With this inspiring guide, curious young dreamers can become real inventors with real-world impact."--Publisher's website

MEM30004A – Introduction to Autodesk Inventor Jun 11 2021 The resource covers producing basic engineering drawings using a CAD system. This unit applies to the production of three dimensional models using computer aided design and drawing software and associated equipment. This will include the use of region and solid modelling techniques, section views, and pre-drawn library files. Work also includes extraction of properties and application of basic rendering techniques. This unit covers producing basic engineering drawings using a CAD system, under the direction of a supervisor. This unit applies to the production of three dimensional models using computer aided design and drawing software and associated equipment. This will include the use of region and solid modelling techniques, section views, and pre-drawn library files. Work also includes extraction of properties and application of basic rendering techniques. A CD containing all drawing templates can be purchased by contacting blakline@bigpond.net.au for \$10 plus postage.

Learning Autodesk Inventor 2020 Dec 25 2019 This book will teach you everything you need to know to start using Autodesk Inventor 2020 with easy to understand, step-by-step tutorials. This book features a simple robot design used as a project throughout the book. You will learn to model parts, create assemblies, run simulations and even create animations of your robot design. An unassembled version of the same robot used throughout the book can be bundled with the book. No previous experience with Computer Aided Design(CAD) is needed since this book starts at an

introductory level. The author begins by getting you familiar with the Inventor interface and its basic tools. You will start by learning to model simple robot parts and before long you will graduate to creating more complex parts and multi-view drawings. Along the way you will learn the fundamentals of parametric modeling through the use of geometric constraints and relationships. You will also become familiar with many of Inventor's powerful tools and commands that enable you to easily construct complex features in your models. Also included is coverage of gears, gear trains and spur gear creation using Autodesk Inventor. This book continues by examining the different mechanisms commonly used in walking robots. You will learn the basic types of planar four-bar linkages commonly used in mechanical designs and how to use the GeoGebra Dynamic Geometry software to simulate and analyze 2D linkages. Using the knowledge you gained about linkages and mechanism, you will learn how to modify your robot and change its behavior by modifying or creating new parts. In the final chapter of this book you learn how to combine all the robot parts into assemblies and then run motion analysis. You will finish off your project by creating 3D animations of your robot in action. There are many books that show you how to perform individual tasks with Autodesk Inventor, but this book takes you through an entire project and shows you the complete engineering process. By the end of this book you will have modeled and assembled nearly all the parts that make up the TAMIYA® Mechanical Tiger and can start building your own robot.

**Autodesk Inventor 2019 for Beginners - Part 1** May 30 2020 This book is a combination of focused discussions, real-world examples, and practice exercises. This will help you learn the latest version of Autodesk Inventor quickly and easily. This book is well organized so that you can learn and implement the software. The tutorials at the end of each chapter will allow you to jump right and start using the important features of the software. The interesting examples used in tutorials will show how the software is used in the design process. With all the basic topics of part modeling, this book is a good companion. Table of Contents 1. Getting Started with Autodesk Inventor 2. Sketch Techniques 3. Extrude and Revolve Features 4. Placed Features 5. Patterned Geometry 6. Sweep Features 7. Loft Features 8. Additional Features and Multibody Parts 9. Modifying Parts

*Autodesk Inventor Professional 2022 for Designers, 22nd Edition* Aug 21 2019 Autodesk Inventor Professional 2022 for Designers is a comprehensive book that introduces users to Autodesk Inventor 2022, a feature-based 3D parametric solid modeling software. All environments of this solid modelling software are covered in this book with a thorough explanation of commands, options, and their applications to create real-world products. The mechanical engineering industry examples that are used as tutorials and the related additional exercises at the end of each chapter help the users to understand the design techniques used in the industry to design a product. Additionally, the author emphasizes solid modelling techniques that will improve the productivity and efficiency of the users. After reading this book, the users will be able to create solid parts, sheet metal parts, assemblies, weldments, drawing views with bill of materials, presentation views to animate the assemblies and apply direct modelling techniques to facilitate rapid design prototyping. Also, the users will learn the editing techniques that are essential for making a successful design.

Up and Running with Autodesk Inventor Simulation 2010 Jan 26 2020 Inventor Simulation is an essential part of the Autodesk Digital Prototyping process. It allows engineers and designers to explore and test components and products virtually, visualizing and simulating real-world performance. Up and Running with Autodesk Inventor Simulation 2010 is dedicated to the requirements of Inventor users who need to quickly learn or refresh their skills, and apply the dynamic simulation, assembly analysis and optimization capabilities of Inventor Simulation 2010. Step-by-step approach gets you up and running fast Discover how to convert CAD models to working digital prototypes, enabling you to enhance designs, reduce over design, failure, and the need to create physical prototypes Extensive real-world design problems explore all the new and key features of the 2010 software, including assembly stress analysis; parametric optimization analysis; creating joints effectively; avoiding redundant joints; unknown force; logic conditions; and more... Tips and guidance you to tackle your own design challenges with confidence

*App Inventor 2* Oct 27 2022 Yes, you can create your own apps for Android devices—and it's easy to do. This extraordinary book introduces you to App Inventor 2, a powerful visual tool that lets anyone build apps. Learn App Inventor basics hands-on with step-by-step instructions for building more than a dozen fun projects, including a text answering machine app, a quiz app, and an app for finding your parked car! The second half of the book features an Inventor's Manual to help you understand the fundamentals of app building and computer science. App Inventor 2 makes an excellent textbook for beginners and experienced developers alike. Use programming blocks to build apps—like working on a puzzle Create custom multi-media quizzes and study guides Design games and other apps with 2D graphics and animation Make a custom tour of your city, school, or workplace Control a LEGO® MINDSTORMS® NXT robot with your phone Build location-aware apps by working with your phone's sensors Explore apps that incorporate information from the Web

Autodesk Inventor 2015 Tutorial Oct 23 2019 This tutorial book helps you to get started with Autodesk's popular 3D modeling software using step-by-step tutorials. It starts with creating parts of an Oldham Coupling Assembly, assembling them, and then creating print ready drawings. This process gives you an overview of the design process and provides a strong base to learn additional tools and techniques. The proceeding chapters will cover additional tools related to part modelling, assemblies, sheet metal design, and drawings. Brief explanations and step-by-step tutorials help you to learn Autodesk Inventor quickly and easily. • Get an overview of the design process • Familiarize yourself with the User Interface • Teach yourself to create assembly presentations • Create custom sheet formats and templates • Learn additional part modelling tools with the help of real-world exercises • Learn to create different variations of a part • Learn Top-down assembly design and Design Accelerator • Learn to create and animate mechanical joints • Create basic sheet metal parts • Create custom punches and insert them into the sheet metal part • Create and annotate sheet metal drawings • Learn to add GD&T annotations to the drawings Downloadable tutorial and exercise file from the companion website. Table of Contents 1. Getting Started with Inventor 2015 2. Part Modeling Basics 3. Assembly Basics 4. Creating Drawings 5. Additional Modeling Tools 6. Sheet Metal Modeling 7. Top-Down Assembly and Motion Simulation 8. Dimensions and Annotations

*Autodesk Inventor 2020 A Tutorial Introduction* Aug 13 2021 This unique text and video set presents a thorough introduction to Autodesk Inventor for anyone with little or no prior experience with CAD software. It can be used in virtually any setting from four year engineering schools to on-the-job use or self-study. Unlike other books of its kind, it begins at a very basic level and ends at a

very advanced level. It's perfect for anyone interested in learning Autodesk Inventor quickly and effectively using a "learning by doing" approach. Additionally, the extensive videos that are included with this book make it easier than ever to learn Inventor by clearly demonstrating how to use its tools. The philosophy behind this book is that learning computer aided design programs is best accomplished by emphasizing the application of the tools. Students also seem to learn more quickly and retain information and skills better if they are actually creating something with the software program. The driving force behind this book is "learning by doing." The instructional format of this book centers on making sure that students learn by doing and that students can learn from this book on their own. In fact, this is one thing that differentiates this book from others: the emphasis on being able to use the book for self-study. The presentation of Autodesk Inventor is structured so that no previous knowledge of any CAD program is required. This book uses the philosophy that Inventor is mastered best by concentrating on applying the program to create different types of solid models, starting simply and then using the power of the program to progressively create more complex solid models. The Drawing Activities at the end of each chapter are more complex iterations of the part developed by each chapter's objectives. Since CAD programs are highly visual, there are graphical illustrations showing how to use the program. This reinforces the "learn by doing" philosophy since a student can see exactly what the program shows, and then step through progressive commands to implement the required operations. Rather than using a verbal description of the command, a screen capture of each command is replicated.

**Autodesk Inventor 2022: A Power Guide for Beginners and Intermediate Users** Jun 18 2019 Autodesk Inventor 2022: A Power Guide for Beginners and Intermediate Users textbook has been designed for instructor-led courses as well as self-paced learning. It is intended to help engineers and designers, interested in learning Autodesk Inventor, to create 3D mechanical designs. This textbook is an excellent guide for new Inventor users and a great teaching aid for classroom training. It consists of 14 chapters and a total of 790 pages covering major environments of Autodesk Inventor such as Sketching environment, Part modeling environment, Assembly environment, Presentation environment, and Drawing environment. The textbook teaches you to use Autodesk Inventor mechanical design software for building parametric 3D solid components and assemblies as well as creating animations and 2D drawings. This textbook not only focuses on the usages of the tools/commands of Autodesk Inventor but also on the concept of design. Every chapter in this textbook contains Tutorials that provide users with step-by-step instructions for creating mechanical designs and drawings with ease. Moreover, every chapter ends with Hands-on Test Drives that allow users to experience for themselves the user friendly and powerful capacities of Autodesk Inventor.

Autodesk Inventor Professional 2019 for Designers, 19th Edition Apr 28 2020 Autodesk Inventor Professional 2019 for Designers is a comprehensive book that introduces the users to Autodesk Inventor 2019, a feature-based 3D parametric solid modeling software. All environments of this solid modeling software are covered in this book with thorough explanation of commands, options, and their applications to create real-world products. The mechanical engineering industry examples that are used as tutorials and the related additional exercises at the end of each chapter help the users to understand the design techniques used in the industry to design a product. Additionally, the author emphasizes on the solid modeling techniques that will improve the productivity and efficiency of the users. After reading this book, the users will be able to create solid parts, sheet metal parts, assemblies, weldments, drawing views with bill of materials, presentation views to animate the assemblies, and apply direct modeling techniques to facilitate rapid design prototyping. Salient Features: Detailed explanation of all concepts, techniques, commands, and tools of Autodesk Inventor Professional 2019 Tutorial approach to explain the concepts Step-by-step instructions and real-world mechanical engineering designs as tutorials and projects Additional information in the form of notes and tips Self-Evaluation Test, Review Questions, and Exercises at the end of each chapter for the users can assess their knowledge. Technical support by contacting 'techsupport@cadcam.com' Additional learning resources at 'allaboutcadcam.blogspot.com'. Table of Contents Chapter 1: Introduction Chapter 2: Drawing Sketches for Solid Models Chapter 3: Adding Constraints and Dimensions to Sketches Chapter 4: Editing, Extruding, and Revolving the Sketches Chapter 5: Other Sketching and Modeling Options Chapter 6: Advanced Modeling Tools-I Chapter 7: Editing Features and Adding Automatic Dimensions to Sketches Chapter 8: Advanced Modeling Tools-II Chapter 9: Assembly Modeling-I Chapter 10: Assembly Modeling-II Chapter 11: Working with Drawing Views-I Chapter 12: Working with Drawing Views-II Chapter 13: Presentation Module Chapter 14: Working with Sheet Metal Components Chapter 15: Introduction to Stress Analysis Chapter 16: Introduction to Weldments \* Chapter 17: Miscellaneous Tools \* Chapter 18: Working with Special Design Tools \* Chapter 19: Introduction to Plastic Mold Design \* Index \*(Free download from CAD/CIM Website) Free Teaching and Learning Resources Part files used in tutorials, exercises\*, and illustrations Instructor Guide with solution to all review questions and exercises\* (\* For faculty only)

**Autodesk Inventor Professional 2021 for Designers, 21st Edition** Aug 01 2020 Autodesk Inventor Professional 2021 for Designers is a comprehensive book that introduces the users to Autodesk Inventor 2021, a feature-based 3D parametric solid modeling software. All environments of this solid modelling software are covered in this book with a thorough explanation of commands, options, and their applications to create real-world products. The mechanical engineering industry examples that are used as tutorials and the related additional exercises at the end of each chapter help the users to understand the design techniques used in the industry to design a product. Additionally, the author emphasizes on the solid modelling techniques that will improve the productivity and efficiency of the users. After reading this book, the users will be able to create solid parts, sheet metal parts, assemblies, weldments, drawing views with bill of materials, presentation views to animate the assemblies and apply direct modelling techniques to facilitate rapid design prototyping. Also, the users will learn the editing techniques that are essential for making a successful design. Salient Features: Comprehensive book consisting of 19 chapters organized in a pedagogical sequence. Detailed explanation of all concepts, techniques, commands, and tools of Autodesk Inventor Professional 2021. Tutorial approach to explain the concepts. Step-by-step instructions that guide the users through the learning process. Real-world mechanical engineering designs as tutorials and projects. Self-Evaluation Test, Review Questions, and Exercises are given at the end of the chapters Table of Contents Chapter 1: Introduction Chapter 2: Drawing Sketches for Solid Models Chapter 3: Adding Constraints and Dimensions to Sketches Chapter 4: Editing, Extruding, and Revolving the Sketches Chapter 5: Other Sketching and Modeling Options Chapter 6: Advanced Modeling Tools-I Chapter 7: Editing Features and Adding Automatic Dimensions to Sketches Chapter 8: Advanced Modeling Tools-II Chapter 9:

Assembly Modeling-I Chapter 10: Assembly Modeling-II Chapter 11: Working with Drawing Views-I Chapter 12: Working with Drawing Views-II Chapter 13: Presentation Module Chapter 14: Working with Sheet Metal Components Chapter 15: Introduction to Stress Analysis Chapter 16: Introduction to Weldments (For free download) Chapter 17: Miscellaneous Tools (For free download) Chapter 18: Working with Special Design Tools (For free download) Chapter 19: Introduction to Plastic Mold Design (For free download) Index

*Unofficial LEGO MINDSTORMS NXT 2.0 Inventor's Guide* Mar 08 2021 Helps readers harness the capabilities of the LEGO MINDSTORMS NXT set and effectively plan, build and program NXT 2.0 robots, offering an overview of the pieces in the NXT set, practical building techniques, instruction on the official NXT-G programming language and step-by-step instructions for building, programming and testing a variety of sample robots. Original.

*Autodesk Inventor 2023: A Power Guide for Beginners and Intermediate Users* Dec 17 2021 Autodesk Inventor 2023: A Power Guide for Beginners and Intermediate Users textbook has been designed for instructor-led courses as well as self-paced learning. It is intended to help engineers and designers, interested in learning Autodesk Inventor, to create 3D mechanical designs. This textbook is an excellent guide for new Inventor users and a great teaching aid for classroom training. It consists of 14 chapters and a total of 790 pages covering major environments of Autodesk Inventor such as Sketching environment, Part modeling environment, Assembly environment, Presentation environment, and Drawing environment. The textbook teaches you to use Autodesk Inventor mechanical design software for building parametric 3D solid components and assemblies as well as creating animations and 2D drawings. This textbook not only focuses on the usages of the tools/commands of Autodesk Inventor but also on the concept of design. Every chapter in this textbook contains Tutorials that provide users with step-by-step instructions for creating mechanical designs and drawings with ease. Moreover, every chapter ends with Hands-on Test Drives that allow users to experience for themselves the user friendly and powerful capacities of Autodesk Inventor. Table of Contents: Chapter 1. Introduction to Autodesk Inventor Chapter 2. Drawing Sketches with Autodesk Inventor Chapter 3. Editing and Modifying Sketches Chapter 4. Applying Constraints and Dimensions Chapter 5. Creating Base Feature of Solid Models Chapter 6. Creating Work Features Chapter 7. Advanced Modeling - I Chapter 8. Advanced Modeling - II Chapter 9. Patterning and Mirroring Chapter 10. Advanced Modeling - III Chapter 11. Working with Assemblies - I Chapter 12. Working with Assemblies - II Chapter 13. Creating Animation and Exploded Views Chapter 14. Working with Drawings

**Learning MIT App Inventor** Aug 25 2022 With MIT's App Inventor 2, anyone can build complete, working Android apps—without writing code! This complete tutorial will help you do just that, even if you have absolutely no programming experience. Unlike books focused on the obsolete Google version, Learning MIT App Inventor is written from the ground up for MIT's dramatically updated Version 2. The authors guide you step-by-step through every task and feature, showing you how to create apps by dragging, dropping, and connecting puzzle pieces—not writing code. As you learn, you'll also master expert design and development techniques you can build on if you ever do want to write code. Through hands-on projects, you'll master features ranging from GPS to animation, build high-quality user interfaces, make everything work, and test it all with App Inventor's emulator. (You won't even need an Android device!) All examples for this book are available at [theapplanet.com/appinventor](http://theapplanet.com/appinventor) Coverage includes: Understanding mobile devices and how mobile apps run on them Planning your app's behavior and appearance with the Designer Using the Blocks Editor to tell your app what to do and how to do it Creating variables and learning how to use them effectively Using procedures to group and reuse pieces of code in larger, more complicated apps Storing data in lists and databases Using App Inventor's gaming, animation, and media features Creating more sophisticated apps by using multiple screens Integrating sensors to make your app location-aware Debugging apps and fixing problems Combining creativity and logical thinking to envision more complex apps

**Learning Autodesk Inventor 2012** Sep 21 2019 Everything you need to know to start using Autodesk Inventor 2012. The book features a simple robot design used as a project throughout the book. It teaches how to model parts, create assemblies, run simulations and even create animations of your robot design.

Learn Autodesk Inventor 2018 Basics Feb 07 2021 Get started with the basics of part modeling, assembly modeling, presentations, and drawings in this step-by-step tutorial on Autodesk Inventor fundamentals. Next, this book teaches you some intermediate-level topics such as additional part modeling tools, sheet metal modeling, top-down assembly features, assembly joints, and dimension and annotations. Engaging explanations, practical examples, and step-by-step instructions make this tutorial book complete. Once you have read Learn Autodesk Inventor 2018 Basics you will be able to use Autodesk Inventor for 3D modeling, 2D drawings, finite element analysis, mold design, and other purposes, just like a design professional. You will gain all the basic information and essential skills you need to work in Autodesk Inventor immediately. What You'll Learn Carry out virtual 3D modeling for your next 3D printing projects Design molds for 3D printing and other projects Generate 2D drawings Who This Book Is For Novice users of Autodesk Inventor.

**Autodesk Inventor Professional 2020 for Designers, 20th Edition** Jan 06 2021 Autodesk Inventor Professional 2020 for Designers is a comprehensive book that introduces the users to Autodesk Inventor 2020, a feature-based 3D parametric solid modeling software. All environments of this solid modelling software are covered in this book with a thorough explanation of commands, options, and their applications to create real-world products. The mechanical engineering industry examples that are used as tutorials and the related additional exercises at the end of each chapter help the users to understand the design techniques used in the industry to design a product. Additionally, the author emphasizes on the solid modelling techniques that will improve the productivity and efficiency of the users. After reading this book, the users will be able to create solid parts, sheet metal parts, assemblies, weldments, drawing views with bill of materials, presentation views to animate the assemblies and apply direct modelling techniques to facilitate rapid design prototyping. Also, the users will learn the editing techniques that are essential for making a successful design. Salient Features: Comprehensive book consisting of 19 chapters organized in a pedagogical sequence. Detailed explanation of all concepts, techniques, commands, and tools of Autodesk Inventor Professional 2020. Tutorial approach to explain the concepts. Step-by-step instructions that guide the users through the learning process. More than 54 real-world mechanical engineering designs as tutorials and projects. Self-Evaluation Test, Review Questions, and Exercises are given at the end of the chapters so that the users can assess their knowledge. Technical support by contacting 'techsupport@cadcim.com'. Table of Contents Chapter 1: Introduction Chapter 2: Drawing Sketches for Solid Models Chapter 3: Adding Constraints and Dimensions to Sketches

Chapter 4: Editing, Extruding, and Revolving the Sketches Chapter 5: Other Sketching and Modeling Options Chapter 6: Advanced Modeling Tools-I Chapter 7: Editing Features and Adding Automatic Dimensions to Sketches Chapter 8: Advanced Modeling Tools-II Chapter 9: Assembly Modeling-I Chapter 10: Assembly Modeling-II Chapter 11: Working with Drawing Views-I Chapter 12: Working with Drawing Views-II Chapter 13: Presentation Module Chapter 14: Working with Sheet Metal Components Chapter 15: Introduction to Stress Analysis Chapter 16: Introduction to Weldments (For free download) Chapter 17: Miscellaneous Tools (For free download) Chapter 18: Working with Special Design Tools (For free download) Chapter 19: Introduction to Plastic Mold Design (For free download) Index

App Inventor 2 Graphics, Animation & Charts Apr 09 2021 MIT App Inventor is the fast and simple way to develop Android apps. Using a programming system that runs in your Internet browser, just drag and drop user interface components and link together program functions on screen, and then run your app directly on your Android phone or tablet. Learn to create apps using simplified interactive image sprites and to control movement using a finger on the screen or by tilting the phone or tablet. Learn how to use the "Canvas" features for drawing, including a unique way to implement traditional animation features. Includes numerous sample apps, detailed explanations, illustrations, app source code downloads and video tutorials. Volume 4 introduces the use of graphics drawing features, including general graphics features, image sprites, animation and charting. Charting refers to the creation of line, column, scatter plot, and strip recorder charts commonly used in business and finance. This is volume 4 of a 4 volume set. Volume 1 introduces App Inventor programming, Volume 2 introduces advanced features and Volume 3 covers databases and files. Visit the web site at [appinventor.pevest.com](http://appinventor.pevest.com) to learn more about App Inventor and find more tutorials, resources, links to App Inventor books and other App Inventor web sites.

Learning Autodesk Inventor 2022 Jul 12 2021 This book will teach you everything you need to know to start using Autodesk Inventor 2022 with easy to understand, step-by-step tutorials. This book features a simple robot design used as a project throughout the book. You will learn to model parts, create assemblies, run simulations and even create animations of your robot design. An unassembled version of the same robot used throughout the book can be bundled with the book. No previous experience with Computer Aided Design(CAD) is needed since this book starts at an introductory level. The author begins by getting you familiar with the Inventor interface and its basic tools. You will start by learning to model simple robot parts and before long you will graduate to creating more complex parts and multi-view drawings. Along the way you will learn the fundamentals of parametric modeling through the use of geometric constraints and relationships. You will also become familiar with many of Inventor's powerful tools and commands that enable you to easily construct complex features in your models. Also included is coverage of gears, gear trains and spur gear creation using Autodesk Inventor. This book continues by examining the different mechanisms commonly used in walking robots. You will learn the basic types of planar four-bar linkages commonly used in mechanical designs and how to use the GeoGebra Dynamic Geometry software to simulate and analyze 2D linkages. Using the knowledge you gained about linkages and mechanism, you will learn how to modify your robot and change its behavior by modifying or creating new parts. In the final chapter of this book you learn how to combine all the robot parts into assemblies and then run motion analysis. You will finish off your project by creating 3D animations of your robot in action. There are many books that show you how to perform individual tasks with Autodesk Inventor, but this book takes you through an entire project and shows you the complete engineering process. By the end of this book you will have modeled and assembled nearly all the parts that make up the TAMIYA® Mechanical Tiger and can start building your own robot.

**Your First Design in Autodesk® Inventor® 2017** Mar 28 2020 The best way to get to know Autodesk® Inventor® is make a design of any simple device, which will show all the main steps of creating and editing a design. By creating a simple device you will know the correct way of doing the design in Autodesk Inventor 2017 and familiarize yourself with the basic commands. Follow the step-by-step exercises covered in this guide, read the descriptions accompanying the operations and Autodesk Inventor 2017 will become much less mysterious. This manual is intended for people for whom this is the first contact with Autodesk Inventor software. However, individuals who have some familiarity with the program can find here a lot of interesting information. To complete design proposed in this manual you don't need to download any files - you create all the files yourself when working on the exercises in the presented sequence. Exercises proposed in this manual has been prepared in Autodesk Inventor 2017 software. However, most of the material contained in this book can also be used with previous versions of Autodesk Inventor software. If you correctly follow all the exercises contained in this manual, you will know how to: model single simple mechanical parts in a separate part file or in the context of an assembly place individual part files into an assembly file and control their position using constraints insert standard parts from the Content Center and create bolted connections verify the kinematics of the assembly model prepare a basic visual presentation of designed product containing rendered illustrations and the video animation prepare exploded presentation of the product create a technical documentation of the designed product, including views, dimensions, descriptions, parts list, etc. create drawings with exploded view for presentations or assembly instructions. create a new product design based on an existing design, maintaining links with new technical drawings and new rendered illustrations. carry out basic administrative operations on files with maintaining files relationships.

App Inventor 2 Databases and Files Jul 24 2022 App Inventor 2: Databases and Files is a step-by-step guide to writing apps that use TinyDB, TinyWebDB, Fusion Tables and data files for information storage and retrieval. Includes detailed explanations, examples, and a link to download sample code. This is the first tutorial to cover all of these App Inventor database and file features. If your apps need to work with data or files - you need this book! TinyDB stores data on your smart phone or tablet and is a primary way for App Inventor apps to save data, even when the app is no longer running or if the device is turned off. TinyWebDB is similar to TinyDB, but stores your data on a remote server in the network cloud. Multiple apps can share a TinyWebDB database, plus you can update the content of your TinyWebDB using just a web browser. This means you can distribute an app whose content can change over time - just by changing the values in TinyWebDB. A big challenge is the need to set up a TinyWebDB server - this book shows how to do that through free services offered by Google. Fusion Tables provide a powerful, cloud-based database system for App Inventor apps. Creating, retrieving, updating and deleting data is done using the industry standard Structured Query Language or SQL. Fusion Tables reside in the Google network cloud - this book shows you how to set up and configure Fusion Tables for you own apps using free services of Google. As your app requirements grow, Google's cloud can provide low cost servers and bandwidth for your needs. Underneath the Android OS user interface, there is a file system, similar to the file system found on Windows or Mac OS X. With App Inventor your

apps can write and read data from files, and if using the special "CSV" format, App Inventor data can be shared with many spreadsheet programs. This book shows you how to create, use and access data files, and how to convert data to and from the CSV format. Over 28,000 words. Over 250 screen shots and illustrations. Numerous sample programs and code. App Inventor 2: Databases and Files - Table of Contents 1 - Introduction 2 - Using the TinyDB database 3 - Implementing Records Using Lists in TinyDB 4 - Simulating Multiple TinyDB Databases 5 - How to Use Multiple Tags in TinyDB 6 - Introduction and Setup: TinyWebDB 7 - Managing TinyWebDB in the Cloud 8 - Programming for TinyWebDB - Demo 1 9 - Adding a Tags List to TinyWebDB – Demo 2 10 - Handling Multiple Users with TinyWebDB – Demo 3 11 - Implementing a Student Quiz Application using TinyWebDB 12 - Introduction to Fusion Tables 13 - Developing Your Fusion Table App 14 - Using Text Files in App Inventor

**App Inventor 2** May 10 2021 Yes, you can create your own apps for Android devices—and it's easy to do. This extraordinary book introduces you to App Inventor 2, a powerful visual tool that lets anyone build apps. Learn App Inventor basics hands-on with step-by-step instructions for building more than a dozen fun projects, including a text answering machine app, a quiz app, and an app for finding your parked car! The second half of the book features an Inventor's Manual to help you understand the fundamentals of app building and computer science. App Inventor 2 makes an excellent textbook for beginners and experienced developers alike. Use programming blocks to build apps—like working on a puzzle Create custom multi-media quizzes and study guides Design games and other apps with 2D graphics and animation Make a custom tour of your city, school, or workplace Control a LEGO® MINDSTORMS® NXT robot with your phone Build location-aware apps by working with your phone's sensors Explore apps that incorporate information from the Web

*Hello App Inventor!* Dec 05 2020 Summary Hello App Inventor! introduces creative young readers to the world of mobile programming—no experience required! Featuring more than 30 fun invent-it-yourself projects, this full-color, fun-to-read book starts with the building blocks you need to create a few practice apps. Then you'll learn the skills you need to bring your own app ideas to life. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Have you ever wondered how apps are made? Do you have a great idea for an app that you want to make reality? This book can teach you how to create apps for any Android device, even if you have never programmed before. With App Inventor, if you can imagine it, you can create it. Using this free, friendly tool, you can decide what you want your app to do and then click together colorful jigsaw-puzzle blocks to make it happen. App Inventor turns your project into an Android app that you can test on your computer, run on your phone, share with your friends, and even sell in the Google Play store. Hello App Inventor! introduces young readers to the world of mobile programming. It assumes no previous experience. Featuring more than 30 invent-it-yourself projects, this book starts with basic apps and gradually builds the skills you need to bring your own ideas to life. We've provided the graphics and sounds to get you started right away. And a special Learning Points feature connects the example you're following to important computing concepts you'll use in any programming language. App Inventor is developed and maintained by MIT. What's Inside Covers MIT App Inventor 2 How to create animated characters, games, experiments, magic tricks, and a Zombie Alarm clock Use advanced phone features like: Movement sensors Touch screen interaction GPS Camera Text Web connectivity About the Authors Paula Beerand Carl Simmons are professional educators and authors who spend most of their time training new teachers and introducing children to programming. Table of Contents Getting to know App Inventor Designing the user interface Using the screen: layouts and the canvas Fling, touch, and drag: user interaction with the touch screen Variables, decisions, and procedures Lists and loops Clocks and timers Animation Position sensors Barcodes and scanners Using speech and storing data on your phone Web-enabled apps Location-aware apps From idea to app Publishing and beyond

**App Inventor 2 Essentials** Jan 18 2022 A step-by-step introductory guide to mobile app development with App Inventor 2 About This Book Get an introduction to the functionalities of App Inventor 2 and use it to unleash your creativity Learn to navigate the App Inventor platform, develop basic coding skills and become familiar with a blocks based programming language Build your very first mobile app and feel proud of your accomplishment Follow tutorials to expand your app development skills Who This Book Is For App Inventor 2 Essentials is for anyone who wants to learn to make mobile apps for Android devices – no prior coding experience is necessary. What You Will Learn Perform technical setup and navigate the App Inventor platform Utilize the interactive development environment by pairing a mobile device with a computer using Wi-Fi or USB Build three apps: a game, an event app and a raffle app Create the user interface of the app in the Designer and program the code in the Blocks Editor Integrate basic computer science principles along with more complex elements such fusion tables and lists Test and troubleshoot your applications Publish your apps on Google Play Store to reach a wide audience Unleash your creativity for further app development In Detail App Inventor 2 will take you on a journey of mobile app development. We begin by introducing you to the functionalities of App Inventor and giving you an idea about the types of apps you can develop using it. We walk you through the technical set up so you can take advantage of the interactive development environment (live testing). You will get hands-on, practical experience building three different apps using tutorials. Along the way, you will learn computer science principles as well as tips to help you prepare for the creative process of building an app from scratch. By the end of the journey, you will learn how to package an app and deploy it to app markets. App Inventor 2 Essentials prepares you to amass a resource of skills, knowledge and experience to become a mobile app developer Style and approach Every topic in this book is explained in step-by-step and easy-to-follow fashion, accompanied with screenshots of the interface that will make it easier for you to understand the processes.

Autodesk Inventor 2022 For Beginners Oct 15 2021 This book is a combination of focused discussions, real-world examples, and practice exercises. This will help you learn the latest version of Autodesk Inventor quickly and easily. It is well organized so that you can learn and implement the software. The tutorials at the end of each chapter will allow you to jump right and start using the important features of the software. The interesting examples used in tutorials will show how the software is used in the design process. With all the basic topics of part modeling, assembly modeling, and drawings this book is a good companion. Table of Contents 1. Getting Started with Autodesk Inventor 2. Sketch Techniques 3. Extrude and Revolve Features 4. Placed Features 5. Patterned Geometry 6. Sweep Features 7. Loft Features 8. Additional Features and Multibody Parts 9. Modifying Parts 10 Assemblies 11 Drawings 12 Surface Design

Autodesk Inventor 2021 For Beginners Feb 19 2022 This book is a combination of focused discussions, real-world examples, and practice exercises. This will help you learn the latest version of



Autodesk Inventor quickly and easily. It is well organized so that you can learn and implement the software. The tutorials at the end of each chapter will allow you to jump right and start using the important features of the software. The interesting examples used in tutorials will show how the software is used in the design process. With all the basic topics of part modeling, assembly modeling, and drawings this book is a good companion. Table of Contents 1. Getting Started with Autodesk Inventor 2. Sketch Techniques 3. Extrude and Revolve Features 4. Placed Features 5. Patterned Geometry 6. Sweep Features 7. Loft Features 8. Additional Features and Multibody Parts 9. Modifying Parts 10 Assemblies 11 Drawings 12 Surface Design

*MEM30004A Advanced Autodesk Inventor* Oct 03 2020 This unit covers using a CAD program to produce and plot basic three dimensional view drawings. The resource book applies to the production of three dimensional models using computer aided design and drawing software and associated equipment. This will include the use of region and solid modelling techniques, section views, and pre-drawn library files. Work also includes extraction of properties and application of basic rendering techniques. A CD containing exercise templates can be obtained by contacting [blakline@bigpond.net.au](mailto:blakline@bigpond.net.au) for \$10 plus postage.

**Autodesk Inventor 2021: A Power Guide for Beginners and Intermediate Users** Nov 16 2021 Autodesk Inventor 2021: A Power Guide for Beginners and Intermediate Users textbook has been designed for instructor-led courses as well as self-paced learning. It is intended to help engineers and designers, interested in learning Autodesk Inventor, to create 3D mechanical designs. This textbook is an excellent guide for new Inventor users and a great teaching aid for classroom training. It consists of 14 chapters and a total of 790 pages covering major environments of Autodesk Inventor such as Sketching environment, Part modeling environment, Assembly environment, Presentation environment, and Drawing environment. The textbook teaches you to use Autodesk Inventor mechanical design software for building parametric 3D solid components and assemblies as well as creating animations and 2D drawings. This textbook not only focuses on the usages of the tools/commands of Autodesk Inventor but also on the concept of design. Every chapter in this textbook contains Tutorials that provide users with step-by-step instructions for creating mechanical designs and drawings with ease. Moreover, every chapter ends with Hands-on Test Drives that allow users to experience for themselves the user friendly and powerful capacities of Autodesk Inventor.

*App Inventor* Sep 26 2022 A guide to using App Inventor to create Android applications presents step-by-step instructions for a variety of projects, including creating location-aware apps, data storage, and decision-making apps.

*App Inventor 2 Introduction* May 22 2022 MIT App Inventor 2 is the fast and easy way to create custom Android apps for smart phones or tablets. This guide introduces the basic App Inventor features - you can likely create your first simple app in about an hour, and understand the basic components of App Inventor in a full day. App Inventor 2 is free to use and you can use it for commercial applications too. App Inventor 2: Introduction is targeted at adult learners (high school and up) and shows how to design your app's user interface with "drag and drop" interface controls to layout your app's screen design. Then implement the app's behavior with unique "drag and drop" programming blocks to quickly assemble the program in a graphical interface. This introduction covers the basics of the App Inventor user interface Designer and the Blocks programming editor, plus basic "blocks" programming concepts and tools for arithmetic, text processing, event handling, lists and other features. Updates and additional tutorials are available on the book's web site at [appinventor.pevest.com](http://appinventor.pevest.com)