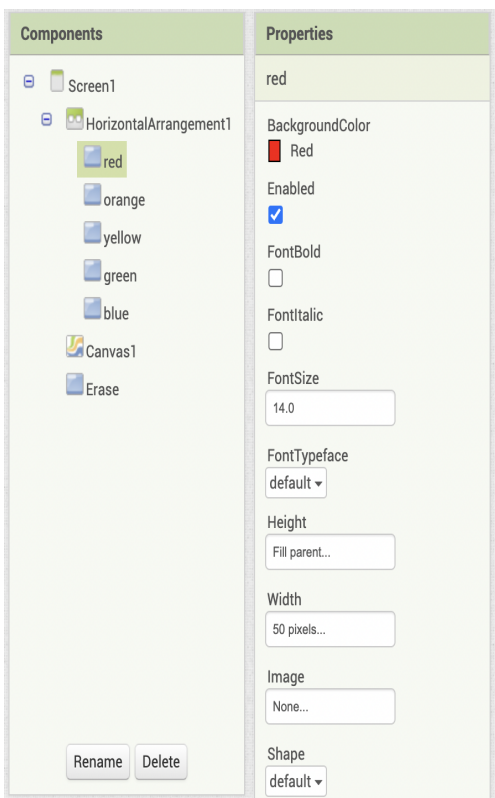
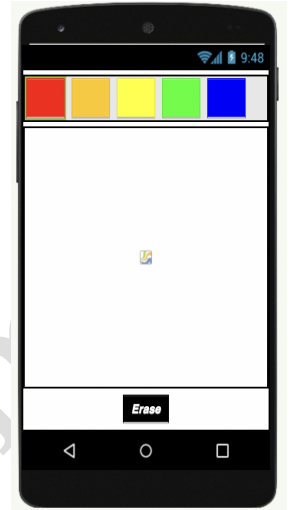


Simple paint app in MIT app inventor

1. After creating a new project, click on layout in the component palette and add Horizontal Arrangement.
2. In the properties palette change the width to “fill parent” and height to 50 pixels.
3. From the component palette bring 5 buttons to the viewer palette.
4. In the properties palette change the width to 50 pixels and height to fill parent and delete the text in each button.



5. Change the color of the four button as of your choice and rename the buttons to its color

6. Click on drawing and animation in the component palette and add Canvas to the viewer palette.

7. Change the width and height of the canvas to fill parent.

8. Add a button below the canvas from the component palette.

9. Change the text to “**Erase**” in the properties palette and rename the button to Erase

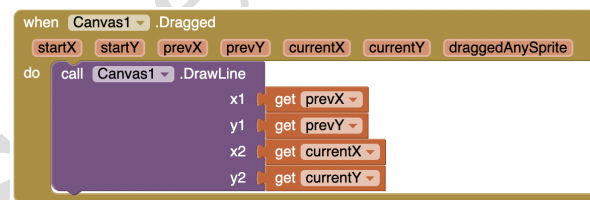
10. Click on the blocks button

11. Click on “Canvas1” and chose “When canvas1 .Dragged do” block.

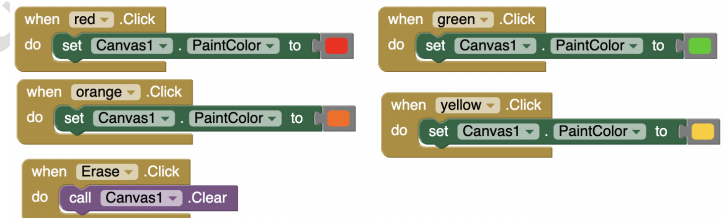
12. Click on “Canvas1” and chose “Call canvas1.Draw line” block and snap it to “When canvas1 .Dragged do”.

13. You can get the “get prevX” block by hovering your pointer over the “prevX” option present in the “When canvas1 .Dragged do” block. Snap the “get prevX” block to x1.
14. You can get the “get prevY” block by hovering your pointer over the “prevY” option present in the “When canvas1 .Dragged do” block. Snap the “get prevY” block to y1.
15. You can get the “get currentX” block by hovering your pointer over the “currentX” option present in the “When canvas1 .Dragged do” block. Snap the “get currentX” block to x2.

16. You can get the “get currentY” block by hovering your pointer over the “currentY” option present in the “When canvas1 .Dragged do” block. Snap the “get currentY” block to y2.



17. Click on “red” button in the blocks palette and drag “When red .Click do.” block



18. Click on Canvas1 and chose “set Canvas1. Paintcolor to” block.

19. Chose “color” on the blocks palette and snap the red colour to “set Canvas1. Paintcolor to” block.

20. Do the same with the other colors.

21. Click on the “erase” button in the blocks palette and drag the “When erase. Click do” block

22. Click on canvas and snap “Call canvas .Clear” block.

23. Now you can test you app