PaintPot

Assignment 1
Due: 13th Feb, 2014

PaintPot lets you scribble in different colors by touching the screen to draw dots and lines. Concepts introduced in this project include: Canvas components for drawing; event handlers that take arguments, including touch and drag events; and Arrangement components for controlling screen layout. Part 2 extends the project to draw dots of different sizes, as an introduction to global variables. Variation: PaintPic extends this app to use the camera component to take a new picture for drawing upon

http://appinventor.mit.edu/explore/ai2/paintpot-part1.html

http://appinventor.mit.edu/explore/ai2/paintpot-part2.html

Requirements

1. Complete the Part 1 and Part 2 of the assignment and then add five different components (features) to the project.
2. Write your name on top of the image
3. Add a Yellow color Button
4. Add another button for shape
5. The project name should be your last name (Sharma_paintpot.aia

Turning it In

Download your Mind Reader project at the App Inventor site as depicted below
http://appinventor.mit.edu/explore/ai2/share.html

This will create ".aia" file that you will submit to Blackboard. Also submit a word file explaining the 5 extra features implemented.

Turn in this program using Blackboard by 5PM (before the class) on the day due. No late programs will be accepted. Turn it in to the Blackboard

Uninstalling an app you downloaded

1. Visit your device's **Settings** menu > **Apps** or **Application manager**
2. Touch the app you'd like to uninstall.
3. Select **Uninstall**.