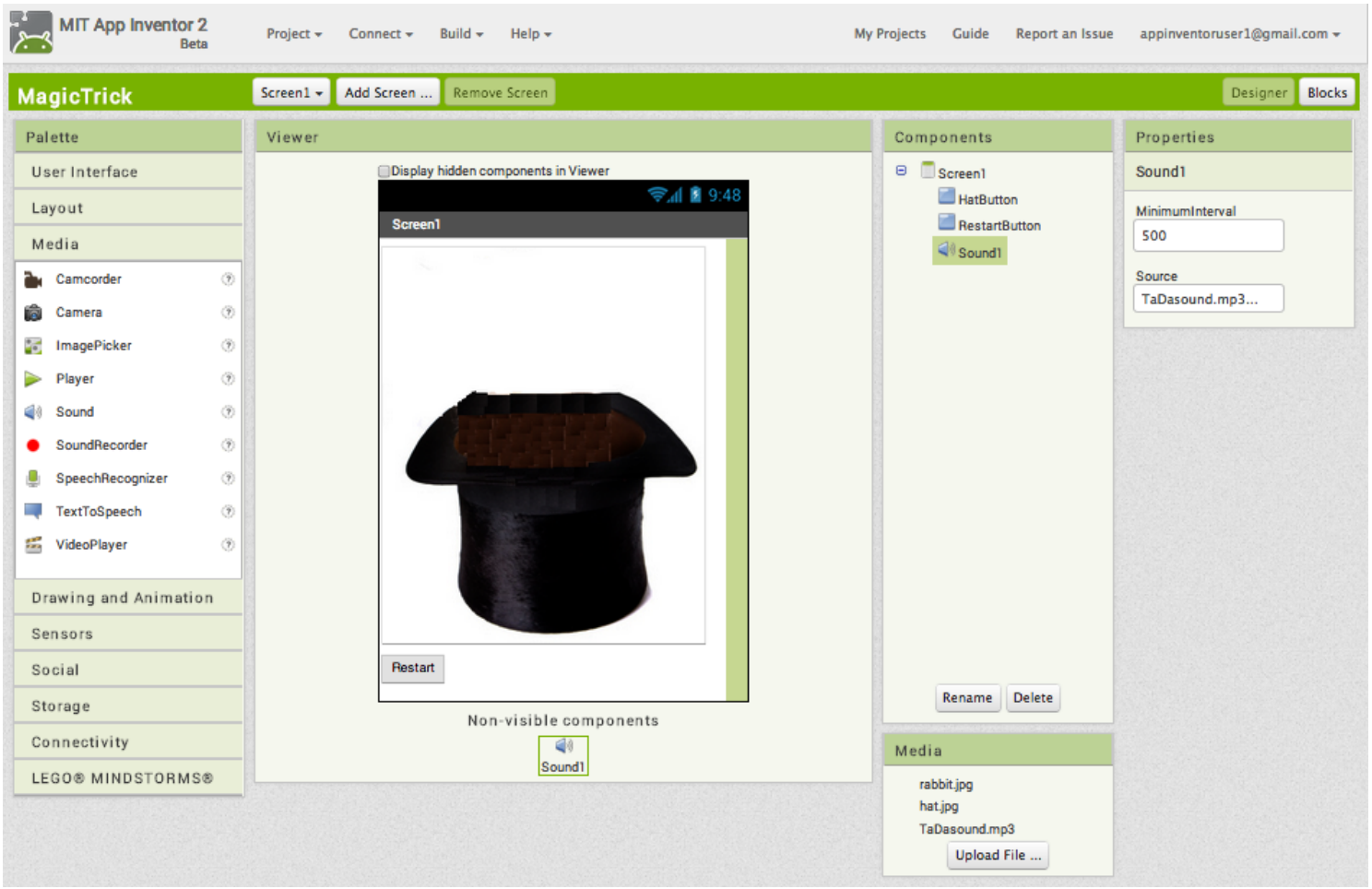
MagicTrick Part 2

Before you begin this lesson, make sure you've completed MagicTrick Part 1!
This lesson is an extension on Part 1 and will show you how to shake the phone to perform the trick.

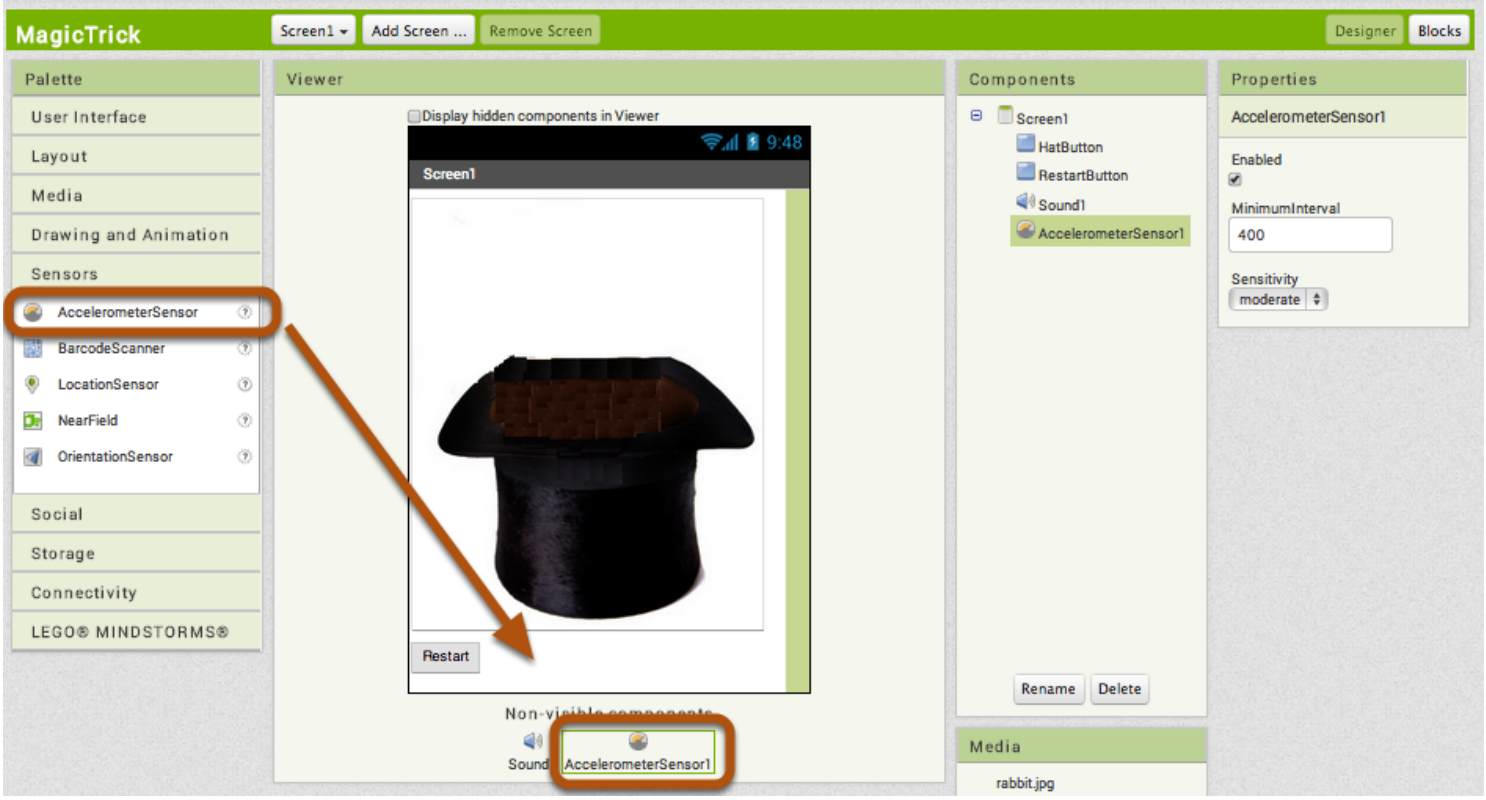
Getting Started

Make sure you are logged on to ai2.appinventor.mit.edu and MagicTrick (from Part 1) is showing in your Designer.



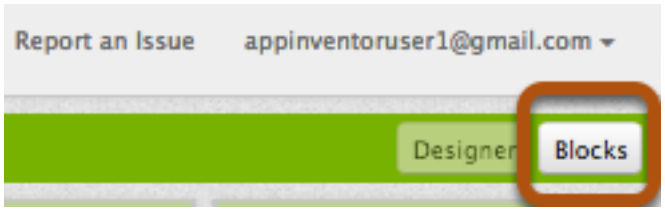
Adding the Accelerometer Sensor Component

Go to Sensors. Click and drag the *Accelerometer Sensor* into the Viewer. Notice that it drops down under "Non-visible components" because it is not something that will show up on the app's user interface.



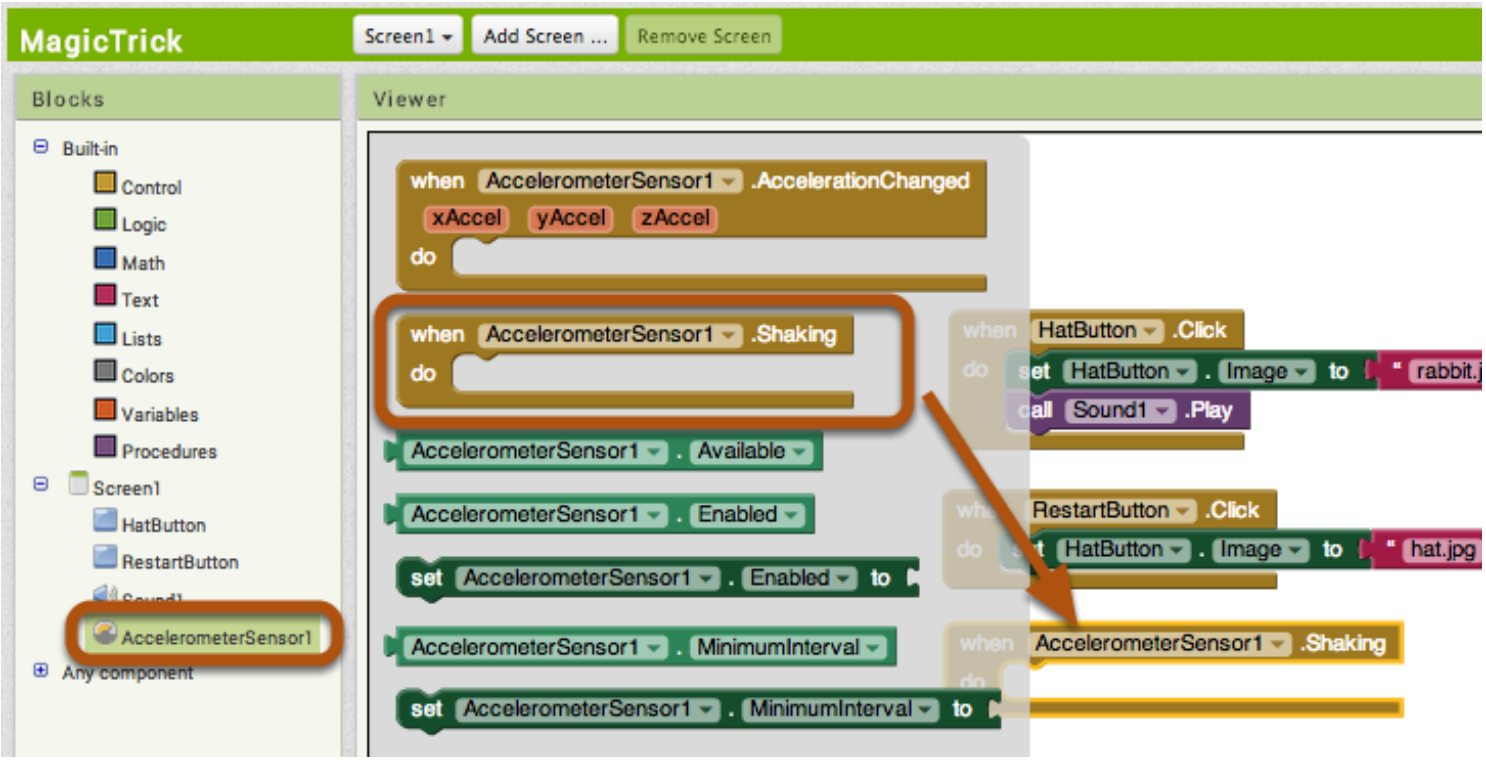
Switch to the Blocks Editor.

Now switch back to the Blocks Editor so we can program the phone to perform the trick when shaking. Click Blocks to switch.



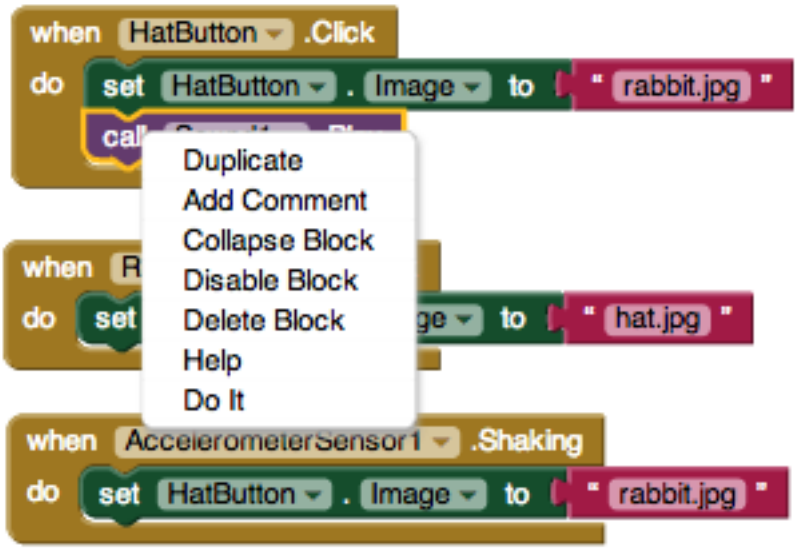
Program with the Sensor

Click on AccelerometerSensor1 under Screen1. Click and drag the block that says "when AccelerometerSensor1.Shaking". This is an event handler that is called when the phone is shaken.



Duplicating the Blocks

When the phone is shaking, we want the image to change and the sound to play. We can use the "duplicate" feature to copy the blocks. Right click on the "set HatButton.Image to" block and select duplicate. Move this block into the "Shaking" event handler. Repeat for the "call Sound1.Play" block.



Try it out!

Try shaking the phone! Does the image change? Does the sound play?

Great job!

You just finished MagicTrick Part 2! Great job!