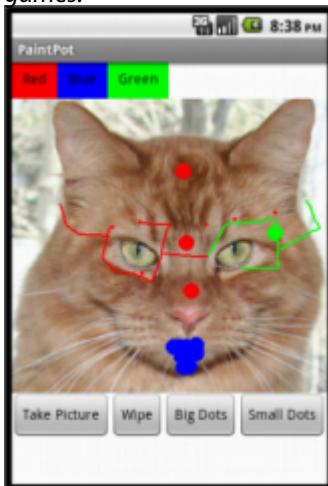# PaintPot

This tutorial introduces the Canvas component for creating simple, two-dimensional (2D) graphics. You'll build PaintPot, an app that lets the user draw on the screen in different colors, and then update it so that the user can take a picture and draw on that instead. On a historical note, PaintPot was one of the first programs developed to demonstrate the potential of personal computers, as far back as the 1970s. Back then, making something like this simple drawing app was a very complex undertaking, and the results were pretty unpolished. But now, with App Inventor, anyone can quickly put together a fairly cool drawing app, which is a great starting point for building 2D games.

Figure 2-1.

Figure 2-2. The PaintPot app

With the PaintPot app shown in *Figure 2-1*, you can:

- Dip your finger into a virtual paint pot to draw in that color.

- Drag your finger along the screen to draw a line.

- Poke the screen to make dots.

- Use the button at the bottom to wipe the screen clean.

- Change the dot size to large or small with the buttons at the bottom.

- Take a picture with the camera and then draw on that picture.

What You'll Learn

This tutorial introduces the following concepts:

- Using the Canvas component for drawing.

- Handling touch and drag events on the device surface.

- Controlling screen layout with arrangement components.

- Using event handlers that have arguments.

- Defining variables to remember things like the dot size the user has chosen for drawing.

Getting Started

Navigate to *the App Inventor website*. Start a new project and name it "PaintPot". Click Connect and set up your device (or emulator) for live testing (see *http://appinventor.mit.edu/explore/ai2/setup* for help setting this up).

Next, on the right of the Designer, go to the Properties panel and change the screen title to "PaintPot". You should see this change on the device, with the new title displayed in the title bar of your app.

If you're concerned about confusing your project name and the screen name, don't worry! There are three key names in App Inventor:

- The name you choose for your project as you work on it. This will also be the name of the application when you package it for the device. Note that you can click Project and Save As in the Component Designer to start a new version or rename a project.

- The component name, Screen1, which you'll see in the Components panel. You can't change the name of this initial screen in the current version of App Inventor.

- The title of the screen, which is what you'll see in the app's title bar. This starts out being the same as the component name, Screen1, which is what you used in HelloPurr. But you can change it, as we just did for PaintPot.

Designing the Components

You'll use these components to make the app:

- Three `Button` components for selecting red, blue, or green paint, and a `HorizontalArrangement` component for organizing them.

- One `Button` component for wiping the drawing clean, two for changing the size of the dots that are drawn, and one for invoking the camera to take a picture.

- A `Canvas` component, which is the drawing surface. `Canvas` has a `BackgroundImage` property, which you'll set to the *kitty.png* file from the HelloPurr tutorial in *Chapter 1.* Later in this chapter, you'll modify the app so that the background can be set to a picture the user takes.

CREATING THE COLOR BUTTONS

First, create the three color buttons by following these instructions:

1. Drag a `Button` component onto the Viewer, change its `Text` attribute to "Red", and then make its `BackgroundColor` red.

2. In the Viewer, in the components list, click `Button1` to highlight it (it might already be highlighted) and click Rename to change its name from `Button1` to `RedButton`. Note that spaces aren't allowed in component names, so it's common to capitalize the first letter of each word in the name.

3. Similarly, make two more buttons for blue and green, named `BlueButton` and `GreenButton`, placing them under the red button vertically. Check your work up to this point against *Figure 2-2.*
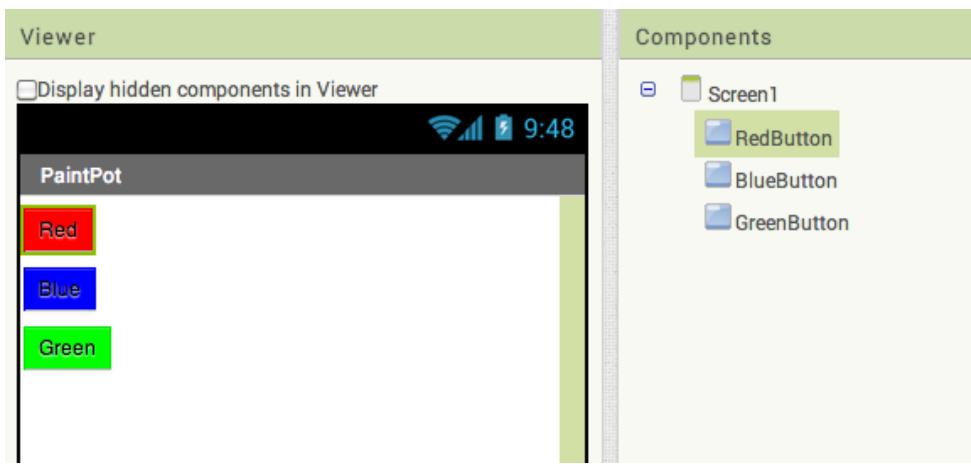

Figure 2-3. The Viewer showing the three buttons created

Note that in this project, you're changing the names of the components rather than leaving them as the default names, as you did with HelloPurr. Using more

meaningful names makes your projects more readable, and it will really help when you move to the Blocks Editor and must refer to the components by name. In this book, we'll use the convention of having the component name end with its type (for example, RedButton).
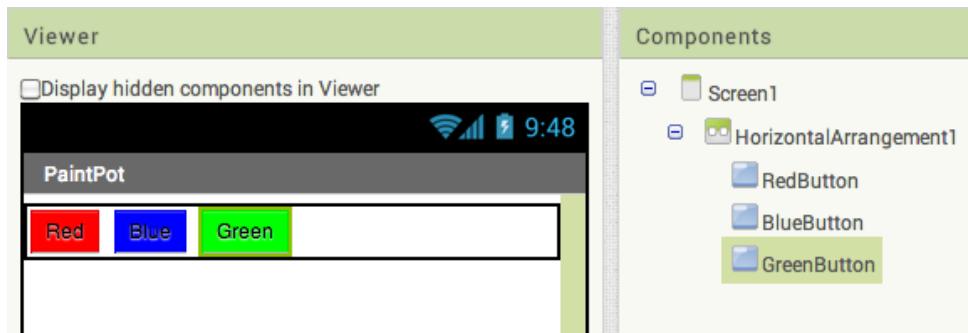

Test your app *If you haven't clicked Connect and connected your device, do so now and check how your app looks on your device or in the emulator.*

USING ARRANGEMENTS FOR BETTER LAYOUTS

You should now have three buttons stacked one atop another. But for this app, you want them all lined up side by side, across the top of the screen, as shown in *Figure 2-3*. You do this using a HorizontalArrangement component:

1. From the Palette's Layout drawer, drag out a HorizontalArrangement component and place it under the buttons.

2. In the Properties panel, change the Width of the HorizontalArrangement to "Fill parent" so that it fills the entire width of the screen.

3. Move the three buttons one by one into the HorizontalArrangement component. *Hint*: You'll see a blue vertical line that shows where the piece you're dragging will go.

Figure 2-4. The three buttons within a horizontal arrangement

   If you look in the list of project components, you'll see the three buttons indented under the HorizontalArrangement component. This indicates that the buttons are now subcomponents of the HorizontalArrangement component. Notice that all the components are indented under Screen1.

You can center the entire row of buttons on the screen by changing Screen1's AlignHorizontal property to "Center".

Test your app *On the device, you should see your three buttons lined up in a row at the top of the screen, although things might not look exactly as they do on the Designer. For example, the outline around* HorizontalArrangement *appears in the Viewer but not on the device.*

In general, you use screen arrangements to create simple vertical, horizontal, or tabular layouts. You can also create more complex layouts by inserting (or nesting) screen arrangement components within one another.

ADDING THE CANVAS

The next step is to set up the canvas where the drawing will occur:

1. From the Palette's Drawing and Animation drawer, drag a Canvas component onto the Viewer. Change its name to DrawingCanvas. Set its Width to "Fill parent" so that it will span the entire width of the screen. Set its Height to 300 pixels, which will leave room for the two rows of buttons.

2. If you've completed the HelloPurr tutorial (*Chapter 1*), you have already downloaded the *kitty.png* file. If you haven't, you can download it at *http:// appinventor.org/bookFiles/HelloPurr/kitty.png*.

3. Set the BackgroundImage of the DrawingCanvas to the *kitty.png* file. In the Properties section of the Components Designer, the BackgroundImage will be set to None. Click the field and upload the *kitty.png* file.

4. Set the PaintColor of the DrawingCanvas to red so that when the user starts the app but hasn't clicked on a button yet, his default color will be red. Check to see that what you've built looks like *Figure 2-4*.
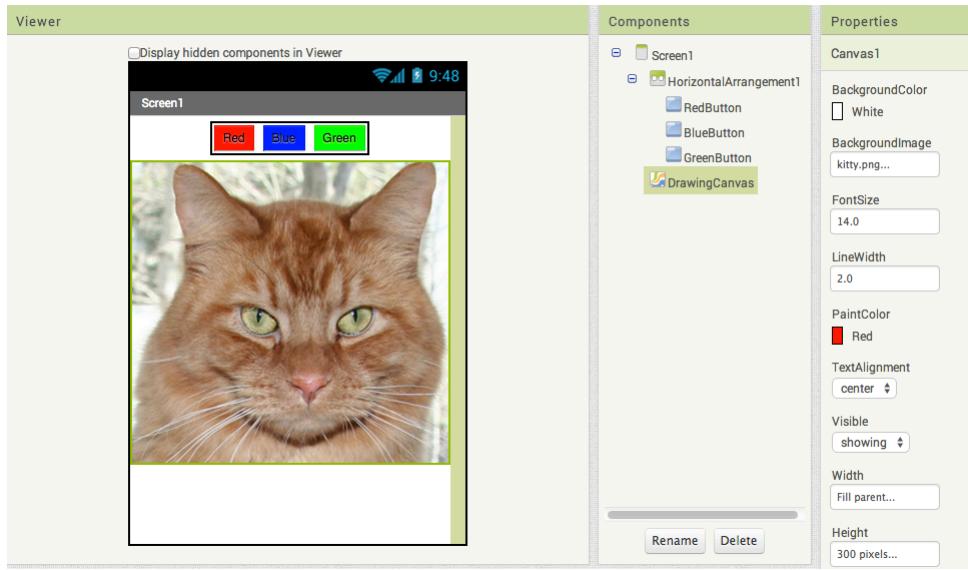
Figure 2-5. The DrawingCanvas component has a BackgroundImage of the kitty picture

ARRANGING THE BOTTOM BUTTONS AND THE CAMERA COMPONENT

1. From the Palette, drag out a second HorizontalArrangement and place it under the canvas. Then, drag two more Button components onto the screen and place them in this bottom HorizontalArrangement. Change the name of the first button to TakePictureButton and its Text property to "Take Picture". Change the name of the second button to WipeButton and its Text property to "Wipe".

2. Drag two more Button components from the Palette into the HorizontalArrangement, placing them next to WipeButton.

3. Name the buttons BigButton and SmallButton, and set their Text to "Big Dots" and "Small Dots", respectively.

4. From the Media drawer, drag a Camera component into the Viewer. It will appear in the non-visible component area.

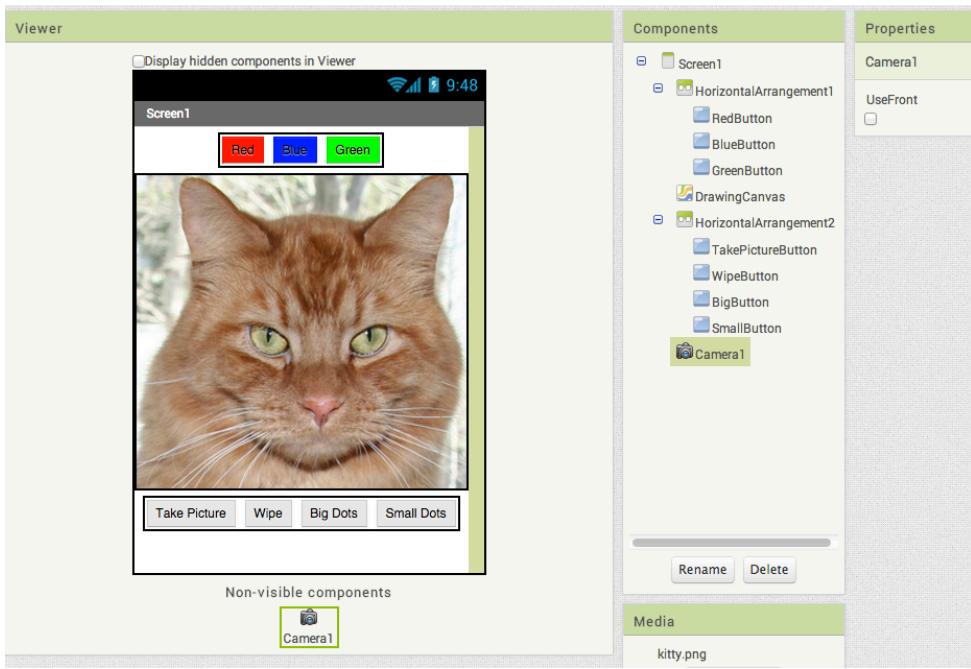You've now completed the steps to set the appearance of your app, which should look like *Figure 2-5*.

Figure 2-6. The complete user interface for PaintPot

Test your app *Check the app on the device. Does the kitty picture now appear under the top row of buttons? Is the bottom row of buttons in place below the picture?*

Adding Behaviors to the Components

The next step is to define how the components behave. Creating a painting program might seem overwhelming, but rest assured that App Inventor has done a lot of the heavy lifting for you: there are easy-to-use blocks for handling the user's touch and drag actions, and for drawing and taking pictures.

In the Designer, you added a Canvas component named DrawingCanvas. Like all Canvas components, DrawingCanvas has a Touched event and a Dragged event. You'll program the DrawingCanvas.Touched event so that a circle is drawn in response to the user touching her finger on the screen. You'll program the DrawingCanvas.Dragged event so that a line is drawn as the user drags her finger across the canvas. You'll then program the buttons to change the drawing color, clear the canvas, and change the canvas background to a picture taken with the camera.

ADDING THE TOUCH EVENT TO DRAW A DOT

First, you'll arrange things so that when you touch the *DrawingCanvas*, you draw a dot at the point of contact:

1.   In the Blocks Editor, select the drawer for the DrawingCanvas and then drag the DrawingCanvas.Touched block to the workspace. The block has parameters for x, y, and touchedSprite, as shown in *Figure 2-6*. These parameters provide information about the location of the touch.

Figure 2-7. The event comes with information about where the screen is touched

> **Note** *If you've completed the HelloPurr app in Chapter 1, you're familiar with* Button.Click *events, but not with Canvas events.* Button.Click *events are fairly simple because there's nothing to know about the event other than that it happened. Some event handlers, however, come with information about the event called arguments. The* DrawingCanvas.Touched *event provides the x and y coordinates of the touch within the DrawingCanvas. It also lets you know if an object within the* DrawingCanvas *(in App Inventor, this is called a sprite) was touched, but we won't need that until Chapter 3. The x and y coordinates are the arguments we'll use to identify where the user touched the screen. We can then draw the dot at that position.*

2.   From the DrawingCanvas drawer, drag out a DrawingCanvas.DrawCircle command and place it within the DrawingCanvas.Touched event handler, as shown in *Figure 2-7*.
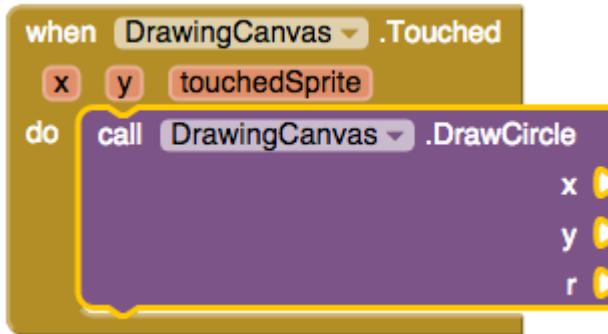
Figure 2-8. When the user touches the canvas, the app draws a circle

On the right side of the DrawingCanvas.DrawCircle block, you'll see three sockets for the arguments we need to plug in: x, y, and r. The x and y arguments specify the location where the circle should be drawn, and r determines the radius (or size) of the circle. This event handler can be a bit confusing because the DrawingCanvas.Touched event also has an x and y; just keep in mind that the x and y for the DrawingCanvas.Touched event indicate where the user touched, whereas the x and y for the DrawingCanvas.DrawCircle event are open sockets for you to specify where the circle should be drawn. Because you want to draw the circle where the user touched, you'll plug in the x and y values from DrawingCanvas.Touched as the values to use for the x and y parameters in DrawingCanvas.DrawCircle.

> **Note** *You can access the event parameter values by mousing over them in the* when *block, as shown in Figure 2-8.*
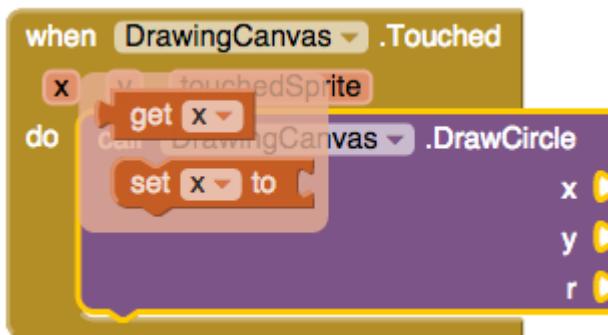

Figure 2-9. Mouse over an event parameter to drag out a get block for obtaining the value

3.   Drag `get` blocks out for the x and y values and plug them into the sockets in the `DrawingCanvas.DrawCircle` block, as shown in *Figure 2-9*.
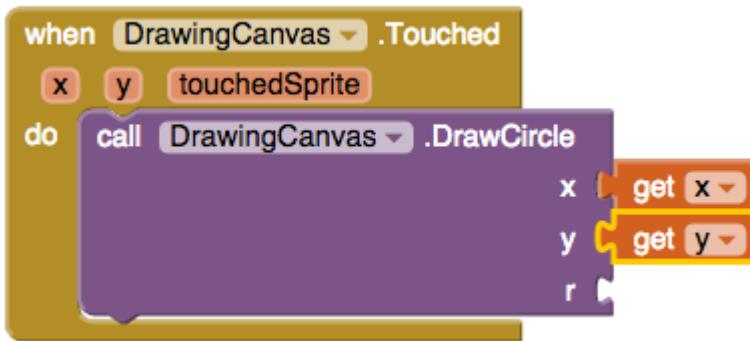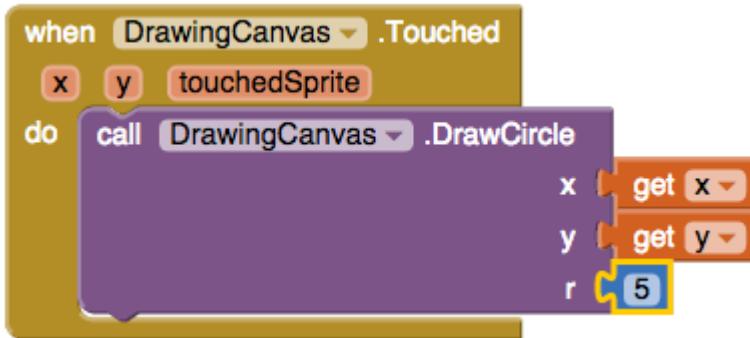

Figure 2-10. The app now knows where to draw (x,y), but we still need to specify how big the circle should be

4. Now, you'll need to specify the radius, r, of the circle to draw. The radius is measured in pixels, which is the tiniest dot that can be drawn on a device's screen. For now, set it to 5: click in a blank area of the screen, type 5 and then press Return (this will create a number block automatically), and then plug that into the `r` socket. When you do, the yellow box in the bottom-left corner will return to 0 because all the sockets are now filled. *Figure 2-10* illustrates how the final `DrawingCanvas.Touched` event handler should look.

> **Note** *If you type a "5" in the Blocks Editor and press Return, a number block with a "5" in it will appear. This feature is called typeblocking: if you start typing, the Blocks Editor shows a list of blocks whose names match what you are typing; if you type a number, it creates a number block.*

Figure 2-11. When the user touches the DrawingCanvas, a circle of radius 5 is drawn at the location of the touch (x,y)

Test your app *Try out what you have so far on the device. When you touch the DrawingCanvas, your finger should leave a dot at each place you touch. The dots will be red if you set the* DrawingCanvas.PaintColor *property to red in the Component Designer (otherwise, it's black, as that's the default).*

ADDING THE DRAG EVENT THAT DRAWS A LINE

Next, you'll add the drag event handler. Here's the difference between a touch and a drag:

- A *touch* is when you place your finger on the DrawingCanvas and then lift it without moving it.

- A *drag* is when you place your finger on the DrawingCanvas and move it around while keeping it in contact with the screen.

In a paint program, dragging your finger in an arc across the screen appears to draw a curved line that follows your finger's path. What you're actually doing is drawing numerous tiny, straight lines; each time you move your finger, even a little bit, you draw the line from your finger's last position to its new position.

1.   From the DrawingCanvas drawer, drag the DrawingCanvas.Dragged block to the workspace. You should see the event handler as it is shown in *Figure 2-11*. The DrawingCanvas.Dragged event comes with the following arguments:

    ◦ startX, startY: the position of your finger at the point where the drag started.

- currentX, currentY: the current position of your finger

- prevX, prevY: the immediately previous position of your finger.

- draggedSprite: a Boolean value, it will be true if the user drags directly on an image sprite. We won't use this argument in this tutorial.

Figure 2-12. A Dragged event has even more arguments than Touched

2.   From the DrawingCanvas drawer, drag the DrawingCanvas.DrawLine block into the DrawingCanvas.Dragged block, as shown in *Figure 2-12*.
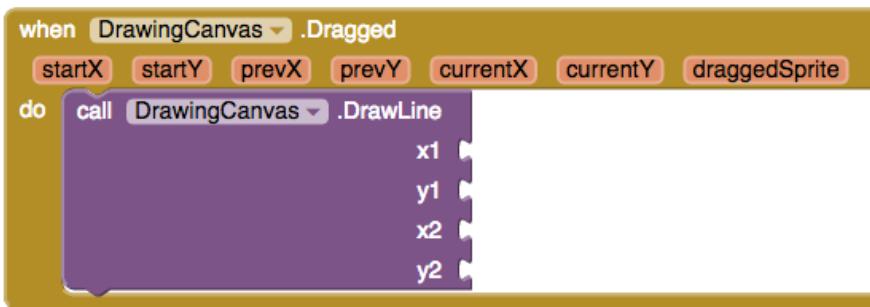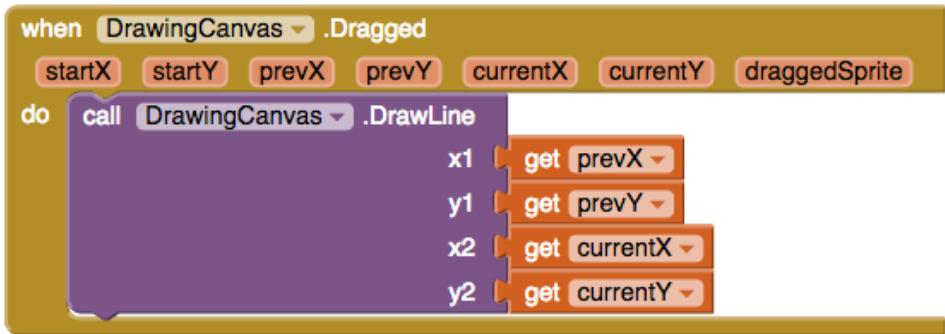

Figure 2-13. Adding the capability to draw lines

The DrawingCanvas.DrawLine block has four arguments, two for each point that determines the line. (x1,y1) is one point, whereas (x2,y2) is the other. Can you figure out what values need to be plugged into each argument? Remember, the Dragged event will be called many times as you drag your finger across the DrawingCanvas. The app draws a tiny line each time your finger moves, from (prevx,prevy) to (currentX,currentY).

3. Drag out get blocks for the arguments you need. A get prevX and get prevY should be plugged into the x1 and y1 sockets, respectively. A get currentX and get currentY should be plugged into the x2 and y2 sockets, respectively, as shown in *Figure 2-13*.

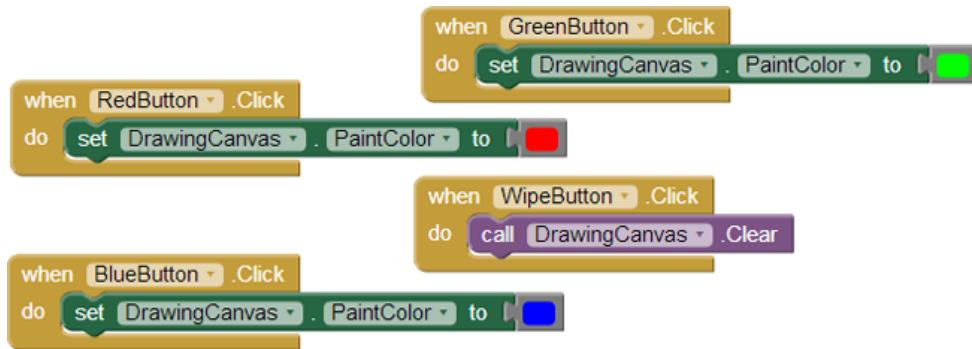**Figure 2-14.** As the user drags, the app will draw a line from the previous spot to the current one

> **Test your app** *Try this behavior on the device. Drag your finger around on the screen to draw lines and curves. Touch the screen to make dots.*

CHANGING THE COLOR

The app you've built lets the user draw, but so far everything has been in red. Next, add event handlers for the color buttons so that users can change the paint color, and another for the WipeButton to let them clear the screen and start over.

In the Blocks Editor:

1. Open the drawer for `RedButton` and drag out the `RedButton.Click` block.

2. Open the DrawingCanvas drawer. Drag out the `set DrawingCanvas.PaintColor to` block (you might need to scroll through the list of blocks in the drawer to find it) and place it in the "do" section of `RedButton.Click`.

3. Open the Colors drawer and drag out the block for the color red and plug it into the `set DrawingCanvas.PaintColor to` block.

4. Repeat steps 2–4 for the blue and green buttons.

5. The final button to set up is `WipeButton`. Drag out a `WipeButton.Click` from the WipeButton drawer. From the DrawingCanvas drawer, drag out `DrawingCanvas.Clear` and place it in the `WipeButton.Click` block. Confirm that your blocks appear as they do in *Figure 2-14*.

Figure 2-15. Clicking the color buttons changes the DrawingCanvas's PaintColor; clicking Wipe clears the screen

Test your app *Try out the behaviors by clicking each of the color buttons and seeing if you can draw different colored circles. Then, click the Wipe button to see if the canvas is cleared.*

LETTING THE USER TAKE A PICTURE

App Inventor apps can interact with the powerful features of an Android device, including the camera. To spice up the app, let the user set the background of the drawing by taking a picture with the camera.

The `Camera` component has two key blocks. The `Camera.TakePicture` block launches the camera application on the device. The event `Camera.AfterPicture` is triggered when the user has finished taking the picture. You'll add blocks in the `Camera.AfterPicture` event handler to set the `DrawingCanvas.BackgroundImage` to the image that the user just shot.

1. Open the TakePictureButton drawer and drag the `TakePictureButton.Click` event handler into the workspace.

2. From `Camera1`, drag out `Camera1.TakePicture` and place it in the `TakePictureButton.Click` event handler.

3. From `Camera1`, drag the `Camera1.AfterPicture` event handler into the workspace.

4. From `DrawingCanvas`, drag the `set DrawingCanvas.BackgroundImage to` block and place it in the `Camera1.AfterPicture` event handler.

5. `Camera1.AfterPicture` has an argument named `image`, which is the picture that was just taken. You can get a reference to it by using a get block from the

Camera1.AfterPicture block, and then plug it into

DrawingCanvas.BackgroundImage.
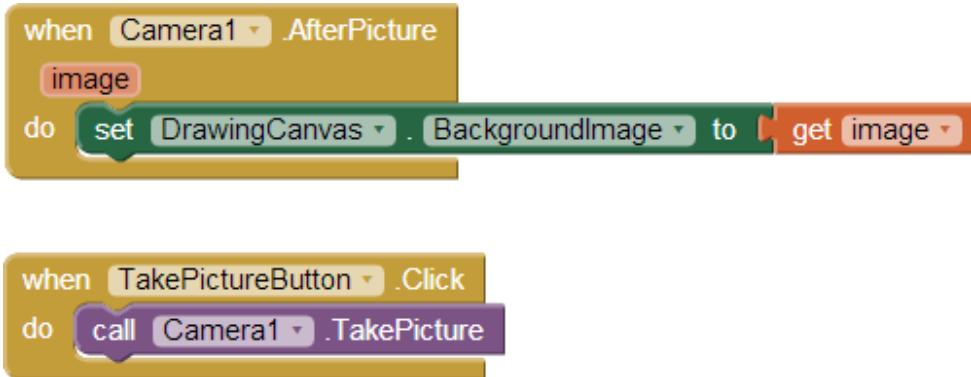
The blocks should look like *Figure 2-15*.

Figure 2-16. When the picture is taken, it's set as the background image for DrawingCanvas

Test your app *Try out this behavior by clicking Take Picture on your device and taking a picture. The image of the cat should change to the picture you just took, and then you can draw on that picture. (Drawing on Professor Wolber is a favorite pastime of his students, as exemplified in Figure 2-16.)*

CHANGING THE DOT SIZE

The size of the dots drawn on the DrawingCanvas is determined in the call to DrawingCanvas.DrawCircle, where the radius argument r is set to 5. To change the size, you can put in a different value for r. To test this, try changing the 5 to a 10 and testing it out on the device to see how it looks.

The catch here is that the user is restricted to whatever size you set in the radius argument. What if the user wants to change the size of the dots? Let's modify the program so that the user, not just the programmer, can change the dot size. We'll program the button labeled "Big Dots" to change the dot size to 8, and program the button labeled "Small Dots" to adjust the size to 2.

To use different values for the radius argument, the app needs to know which one we want to apply. We have to instruct it to use a specific value, and it has to store (or remember) that value somehow so that it can keep using it. When your app needs to remember something that's not a property, you can define a *variable*. A variable is a *memory cell*; you can think of it like a bucket in which you can store data that can vary,

which in this case is the current dot size (for more information about variables, see *Chapter 16*).

Figure 2-17. The PaintPot app with an "annotated" picture of Professor Wolber

Let's start by defining a variable named `dotSize`:

1. In the Blocks Editor, from the Variables drawer of the Built-in blocks, drag out an `initialize global name to` block. Within the initialize block, change the text "name" to "dotSize".

2. Notice that the `initialize global dotSize to` block has an open socket. This is where you can specify the initial value for the variable, or the value to which it defaults when the app begins. (This is often referred to as "initializing a variable" in programming terms.) For this app, initialize the `dotSize` to 2 by creating a number 2 block (use the typeblocking feature: type a "2" in the Blocks Editor and then press Return) and then plugging it into `initialize global dotSize to`, as shown in *Figure 2-17*.

Figure 2-18. Initializing the variable dotSize with a value of 2

REFERENCING THE DOTSIZE VARIABLE IN DRAWCIRCLE

Next, we want to change the argument of `DrawingCanvas.DrawCircle` in the `DrawingCanvas.Touched` event handler so that it uses the value of `dotSize` rather than

always using a fixed number. (It might seem like we've "fixed" dotSize to the value 2 rather than made it variable because we initialized it that way, but you'll see in a minute how we can change the value of dotSize and, therefore, change the size of the dot that is drawn.)

1. Drag out a get block from the initilize global dotsize to block. You should see a get global dotSize block that provides the value of the variable.

2. Go to the DrawingCanvas.DrawCircle block, drag the number 5 block out of the r slot, and then place it into the trash. Then, replace it with the get global dotSize block (see *Figure 2-18*). When the user touches the DrawingCanvas, the app will now determine the radius from the variable dotSize.
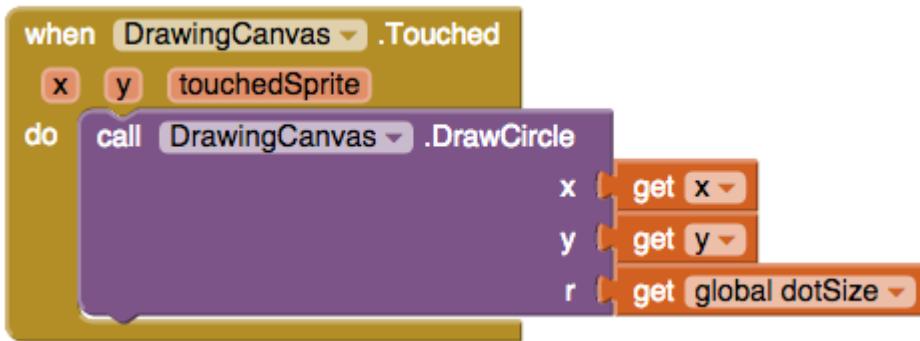

Figure 2-19. Now the size of each circle is dependent on what is stored in the variable dotSize
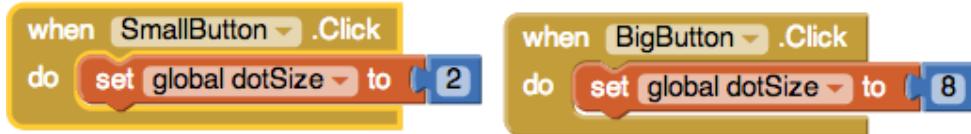
CHANGING THE VALUE OF DOTSIZE

Your app will now draw circles that are sized based on the value in the variable dotSize, but you still need code so that dotSize changes (right now it stays as 2) according to what the user chooses. You'll implement this behavior by programming the SmallButton.Click and BigButton.Click event handlers:

1. Drag out a SmallButton.Click event handler from the SmallButton drawer. Next, mouse over the "dotsize" within the initialize global block and drag out the set global dotSize to block. Plug it into SmallButton.Click. Finally, create a number 2 block and plug it into the set global dotSize to block.

2. Make a similar event handler for BigButton.Click, but set dotSize to 8. Both event handlers should now show up in the Blocks Editor, as shown in *Figure 2-19*.

Note *The "global" in* `set global dotSize` *refers to the fact that the variable can be used in all the event handlers of the program (globally). In App Inventor, you can also define variables that are "local" to a particular part of the program (see Chapter 21 for details).*

Figure 2-20. Clicking the buttons changes the dotSize; touches thereafter will draw at that size

Test your app *Try clicking the size buttons and then touching the DrawingCanvas. Are the circles drawn with different sizes? Are the lines? The line size shouldn't change because you programmed dotSize to only be used in the* `DrawingCanvas.DrawCircle` *block. Based on that, can you think of how you'd change your blocks so that users could change the line size, as well? (Hint: DrawingCanvas has a property named LineWidth.)*

The Complete App: PaintPot

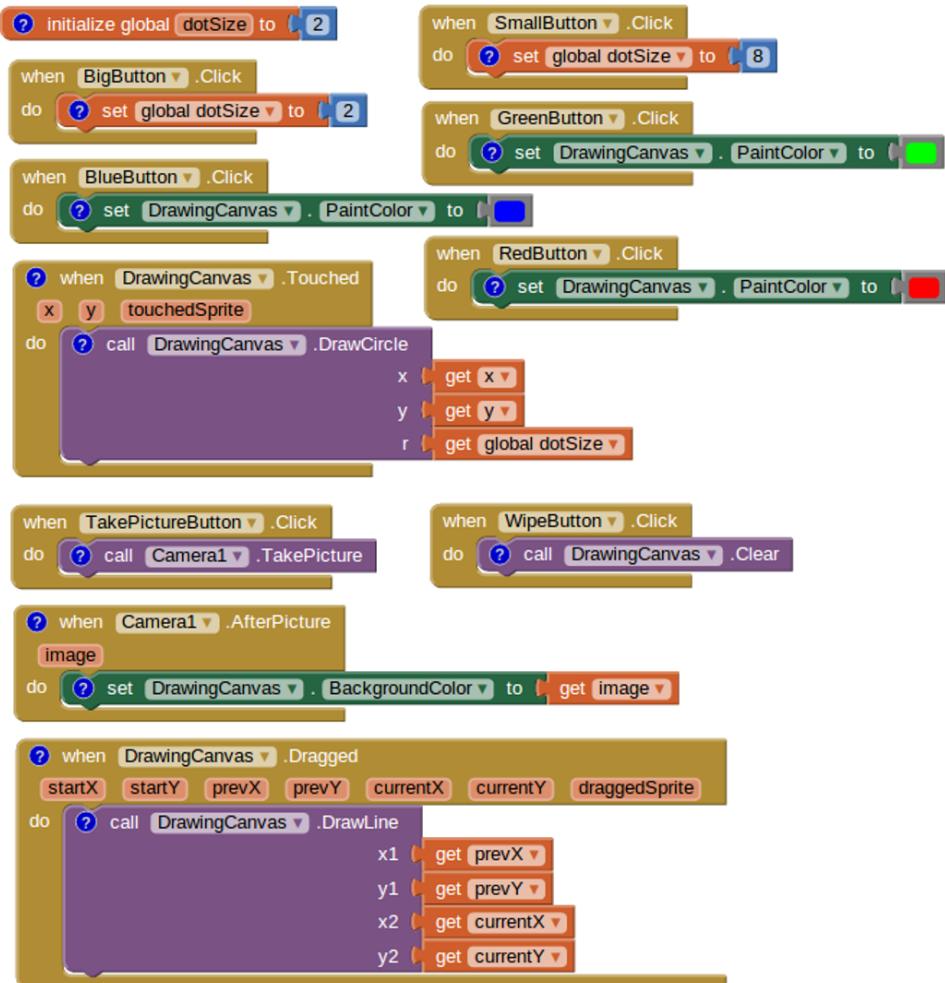*Figure 2-20* illustrates our completed PaintPot app.

Figure 2-21. The final set of blocks for PaintPot

Variations

Here are some variations that you can explore:

- The app's user interface doesn't provide much information about the current settings (for example, the only way to know the current dot size or color is to draw something). Modify the app so that these settings are displayed to the user.

- Let the user specify values other than 2 and 8 for the dot size by using a Slider component.

Summary

Here are some of the ideas we covered in this chapter:

- The Canvas component lets you draw on it. It can also sense touches and drags, and you can map these events to drawing functions.

- You can use screen arrangement components to organize the layout of components instead of just placing them one below another.

- Some event handlers come with information about the event, such as the coordinates of where the screen was touched. This information is represented by arguments. When you drag out an event handler that has arguments, App Inventor creates `get` and `set` items within the block to use to reference these arguments.

- You create variables by using `initialize global name to` blocks from the Variables drawer. Variables let the app remember information, such as dot size, that isn't stored in a component property.

- For each variable you define, App Inventor automatically supplies a `get global` reference that gives the value of the variable, and a `set global` block for changing the value of the variable. To access these, mouse over the variable's name in its initialization block.

This chapter showed how you can use the Canvas component for a painting program. You can also use it to program animations, such as those you'd find in 2D games. To learn more, check out the MoleMash game in *Chapter 3*, the Ladybug Chase game in *Chapter 5*, and the discussion of animation in *Chapter 17*.