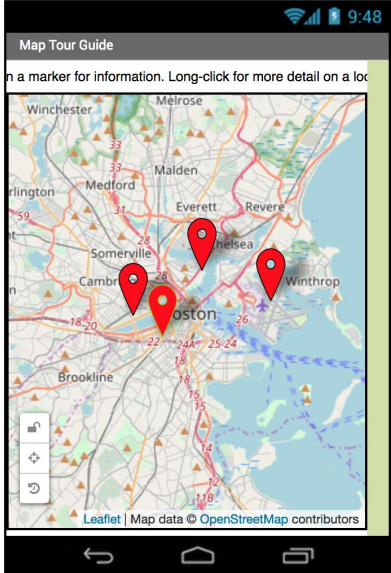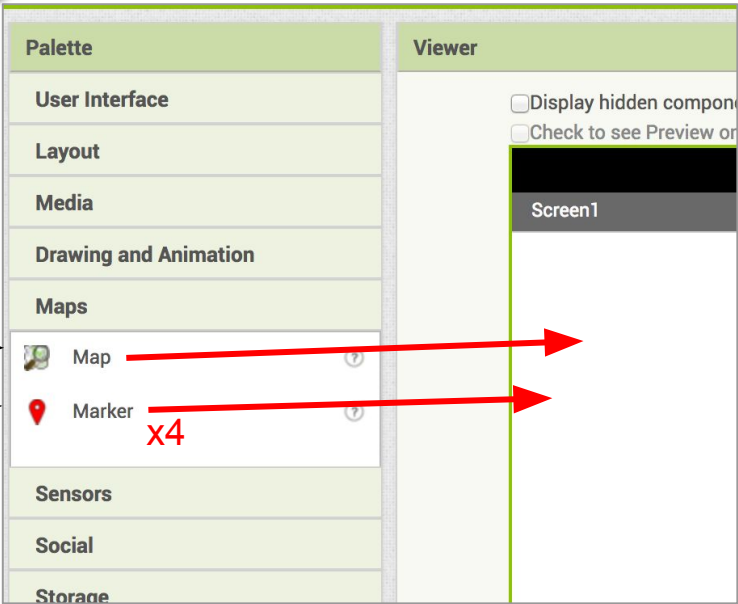# MALDEN TOUR GUIDE: SCREEN1

In this unit, you will make an app to show people some cool places in your area!

START HERE

1 Open the "**MapTourGuide**" template app.

2 Add a new **Map** component in the Designer, below the **InstructionLabel**.

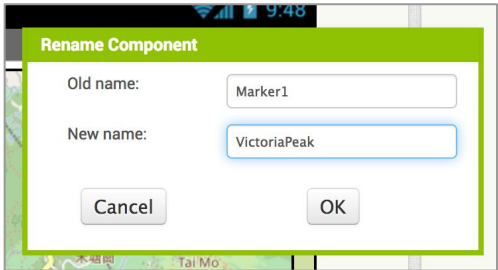**3** Drag four **Marker** components onto the Map.

Palette		Viewer
User Interface		☐ Display hidden compon
Layout		☐ Check to see Preview or
Media		
Drawing and Animation		Screen1
Maps		
Map	⑦	
Marker	⑦ x4	
Sensors		
Social		
Storage		

4 Change the *height* and *width* properties for Map1 to "**Fill Parent**".

Height

Fill parent...

Width

Fill parent...

5 In the *CenterFromString* property, erase what is there, and type in the latitude and longitude for Malden, separated by a comma (,). Your map should now show Malden.

Map1

CenterFromString

42.359144, −71.093612
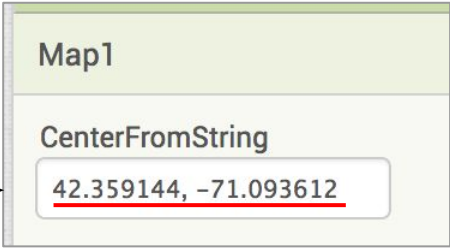
6 Change the names of your four markers to the locations and /landmarks they will represent. Use your Landmark Worksheet for the names. Remember, you cannot use spaces in component names!

Rename Component

Old name: Marker1

New name: VictoriaPeak

Cancel   OK

Properties

VictoriaPeak

Description
[ ]

Draggable
☐

EnableInfobox
☑

FillColor
🟥 Red

ImageAsset
None...

Latitude
22.275883

Longitude
114.145532

StrokeColor
⬛ Black

Title
[ ]

SETTING PROPERTIES

7 Using your Landmarks Worksheet, set the following properties for each marker: *Title* (name), *Description* (short description), *latitude* and *longitude*. - - - - - - →
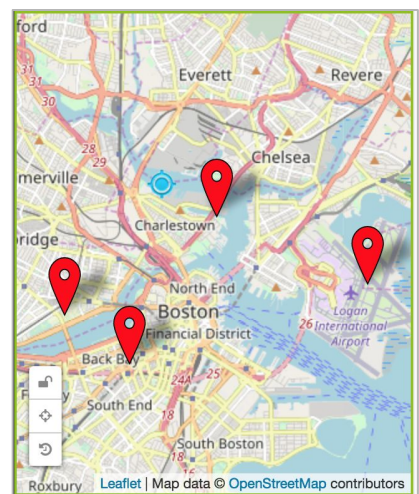
And make sure *EnableInfoBox* is checked!

8 To make sure all your markers are visible, drag the map in the Designer to move its center, and update the *ZoomLevel* for Map1.
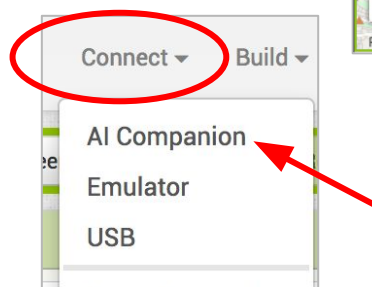
ZoomLevel
12

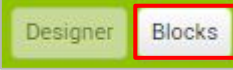If you lose view of your markers, you can zoom out by changing *ZoomLevel* to **10**.

9 Increase *ZoomLevel* by 1 or 2 and drag the map in the Designer so all 4 markers appear and are zoomed in. - - - - - - - →
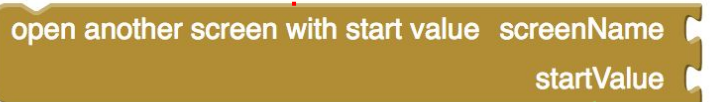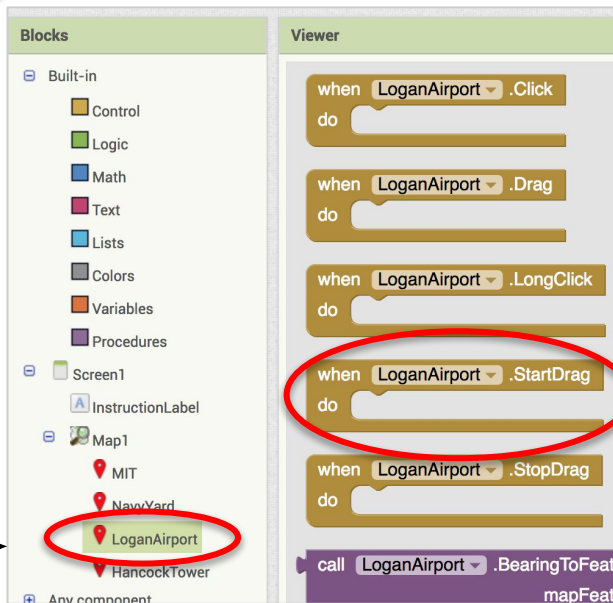
10 Test with the MIT AI2 Companion!
  ○ Test that a short click displays the title and short description for each marker.

Connect ▾   Build ▾

AI Companion
Emulator
USB

LET'S CONTINUE

11 Go to the Blocks Editor. ------➤ Designer | Blocks

12 Click on one of your markers in the Blocks window and drag out a **LongClick** event block.

13

This will open a second screen (**LocationScreen**). The "startValue" parameter lets us pass information to LocationScreen.

We'll fill in the parameters later.

Let's take a look at the second screen of your app. This will show the user more information about your four sites!

LOCATION SCREEN

This app will use two different screens, for two different parts of the app. Let's check out the second screen.
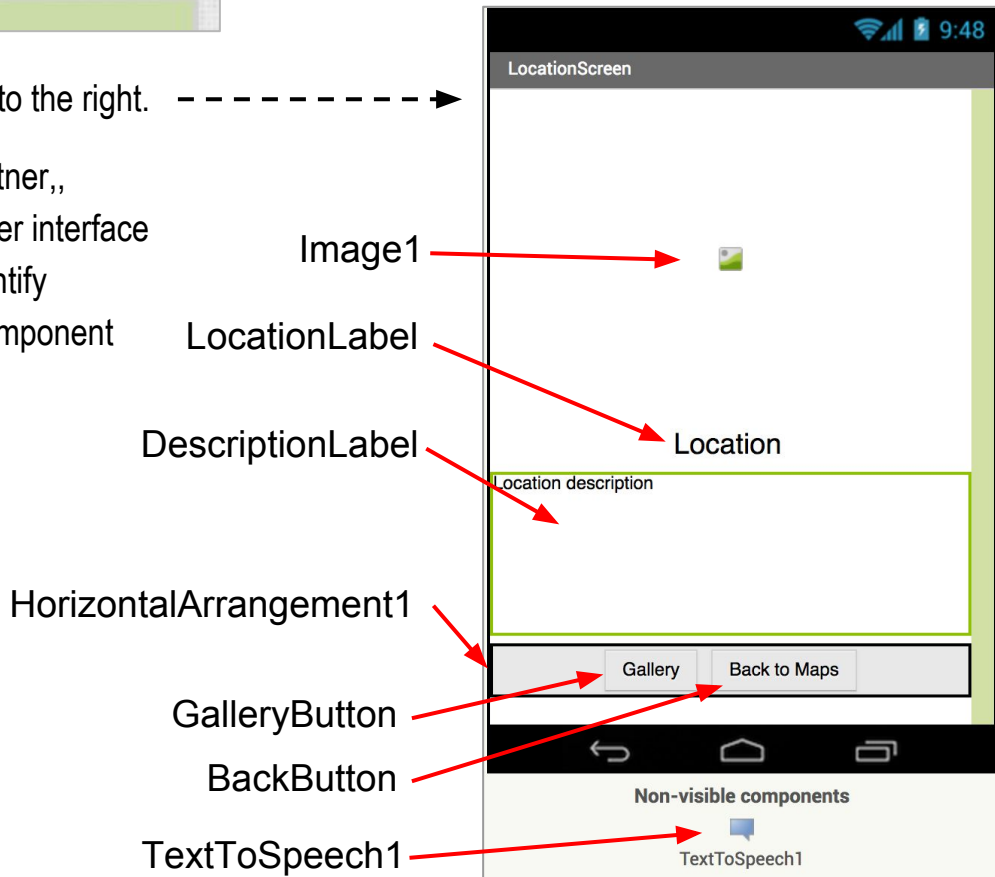
14 Open the "**LocationScreen**".

BostonTourGuide   Screen1 ▾   Add Screen ...   R

Palette

User Interface

GalleryScreen
LocationScreen
Screen1
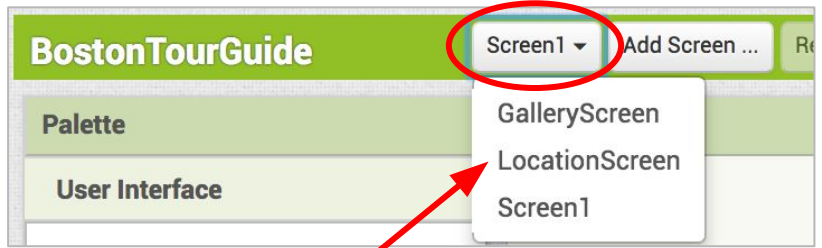
15 Switch to the Designer.

Designer   Blocks

The layout is shown to the right.
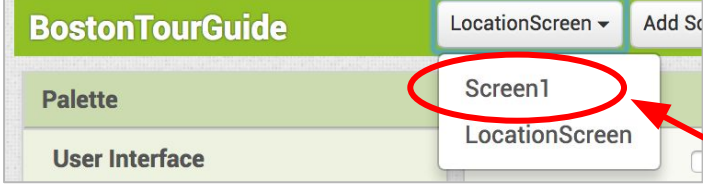
16 With your partner,, look at the user interface and try to identify what each component does.

📶 🔋 9:48

LocationScreen

Image1

LocationLabel

DescriptionLabel   Location

Location description

HorizontalArrangement1

GalleryButton   Gallery   Back to Maps

BackButton

Non-visible components

TextToSpeech1

TextToSpeech1

LET'S CONTINUE

Now that we've seen the Location Screen, let's go back to Screen1 and write the code to open the Location Screen.

17 Change back to Screen1, and switch back to the Blocks Editor.

BostonTourGuide LocationScreen ▾ Add Sc

Palette   Screen1
           LocationScreen
User Interface

18   Designer | **Blocks**

19 Fill in the screenName.

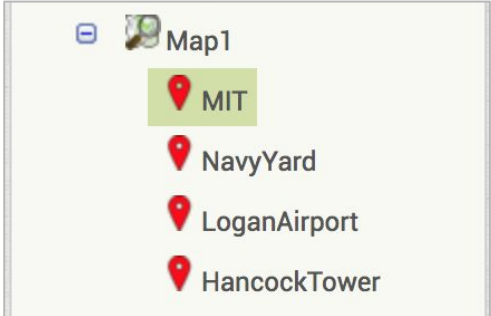" LocationScreen "

when LoganAirport ▾ .LongClick
do   open another screen with start value screenName
                                            startValue

20 The **startValue** will be the name of the marker's landmark. Note that you should type the name normally, with spaces, because it will be displayed in Locationscreen as we type it here.

" Logan Airport "

21 Repeat **LongClick** events for your other 3 markers.

⊟ 🗺 Map1
   📍 MIT
   📍 NavyYard
   📍 LoganAirport
   📍 HancockTower

22 Test with the MIT AI2 Companion. Make sure that a short-click on each marker pops up the info box for that location.

You'll complete the coding for the Location Screen in the next Student Guide.