



CLASS VII - COMPUTER SCIENCE JANUARY MONTH NOTES

Chapter 9 : APP DEVELOPMENT

A. Tick (✓) the correct option.

1. Apps can be downloaded on Android devices from
(c) Google play store
2. MIT App Inventor is
(a) Block-based
3. Which of the following is used to test the app?
(a) Emulator
4. Testing of an app involves
(c) Both (a) and (b)

B. Fill in the blanks.

1. Apps created for desktop computers are called **Desktop Applications**
2. **Social Networking** apps allow the users to share information and pictures
3. **Emulator** is used to run and test your apps.
4. The **Block Editor** contains blocks of instructions.

C. Write 'T' for true and 'F' for false for the following statements.

1. Mobile devices have a play store to download apps. **T**
2. App inventor is a free, web-based tool that allows you to create mobile apps using a blocks-based programming language. **T**
3. The property window contains blocks of instructions. **F**
4. The block window lets to test the app. **F**

D. Short answer questions.

1. What is an app?

- An app is a software to do a task.
- Apps created for desktop computers or laptops are called desktop applications and apps created for mobile devices are called mobile apps.

2. What is an emulator?

An emulator is used to run and test apps.

3. How can you add blocks in your app?

There are two buttons on the top right corner of the screen.

These buttons allow you to switch between the two different views:

Designer: It displays the screen where you create the interface.

Blocks: It switches the screen where you create the program code. When you click the Blocks option, the block editor window appears.

4. Write any two advantages of apps.

The two advantages of apps are:

- Educational apps can be used to download and play interactive educational content from various apps.
- Social networking apps allow you to exchange messages and share photos and interactive content with other users.

E. Long answer questions.

1. Explain the types of apps.

- Apps can be categorised into different types based on the type of service they offer. Given below are some of the major types of apps.
- Gaming Apps: There are many types of games that you can play on your computer, tablet and smartphone. Some of them are free and some are paid. A few examples are A Dark Room, Human Heroes etc.
- Educational Games: There are thousands of educational apps to learn and explore more in a particular subject. A few examples are Photomath, Amazon Kindle, etc.
- Entertainment Apps: There are many apps for shopping, fitness, fashion, and much more. You can also watch movies and listen to music on your mobile. A few examples are Netflix, YouTube Kids, TuneIn Radio, etc.
- Social Networking Apps: Social networking apps are used to connect with family and friends, send/receive messages and share photos, etc. A few examples are Facebook, WhatsApp, Twitter, etc.
- E-commerce Apps: E-commerce means buying and selling products over the internet. You can buy or sell products and services from anywhere and at any time in the world. Some of the popular e-commerce apps are Flipkart, Amazon, Snapdeal, Myntra, etc.

2. How apps can be used?

- An app is a software to do a task.
- Apps created for desktop computers or laptops are called desktop applications and apps created for mobile devices are called mobile apps.
- You may use a range of different apps in your everyday life.
- There are thousands of apps used today for different purposes.
- You may use apps to book a train or flight ticket, play games, check the weather, shop online, order food, watch videos, listen to music, chat etc.
- Today businesses use apps to promote their business.
- They advertise, buy and sell products through the apps.
- An app can run online or offline, on a computer, smartphone, tablet, etc.

3. Explain the purpose of the Component Designer and the Blocks Editor.

- The purpose of the component designer is, it contains the components for the app and is also used to specify the properties of selected components.
- The components are used to design the interface of the app using buttons, text boxes and labels.
- Block editor contains blocks of instructions that are used to create scripts.
- It is also used to specify the actions of components by giving specific instructions.
- The Blocks pane contains various blocks to make components functional.

4. List any four properties of the Label.

- In programming languages, a label is a sequence of characters that identifies a location within the source code.
- A few properties of the label are given below:
- Labels take the form of an identifier, often followed by a punctuation character (e.g., a colon).
- In many high-level languages, the purpose of a label is to act as the destination of a GOTO statement.