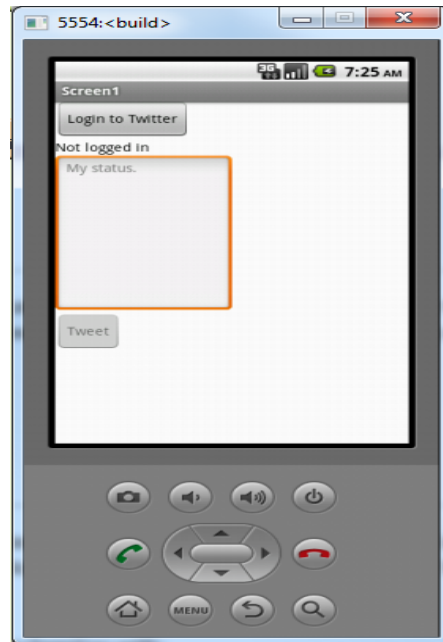


Tweeter... Tell the world

Introduction

In this tutorial you will create a simple application that will allow you to login into your twitter account, and then allowing you to send a tweet. Once you finish this tutorial you app will look like:



The setup

Connect to the App Inventor web site and start a new project. Name it Tweeter, and also set the screen's title to Tweeter. Open the Blocks Editor and connect to the phone. Wait for the device to connect before continuing.

After completing this tutorial you will be more familiar with:

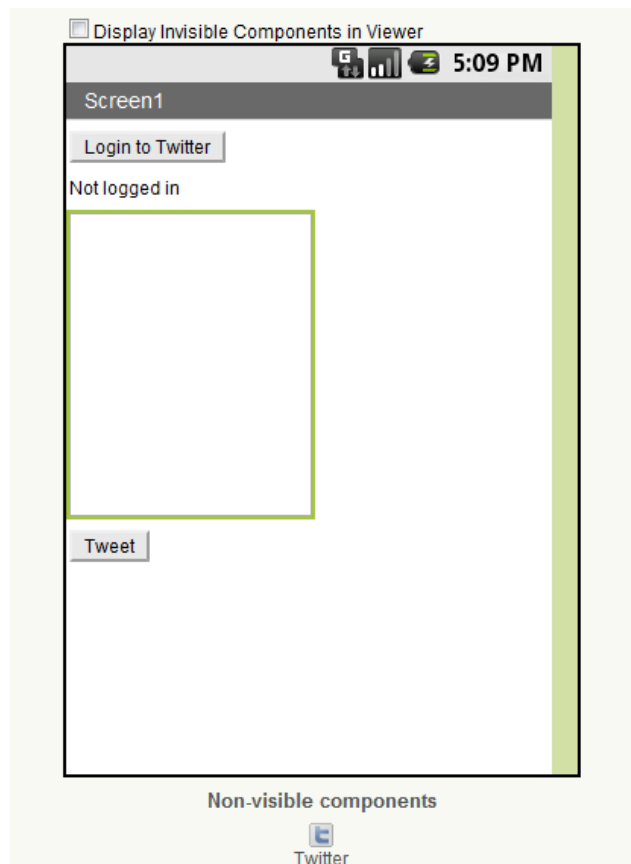
- Buttons
- Labels
- How to log into Twitter
- Object Properties

The Components

To create this game we will need the following components. For each of the components below drag one from the Palette onto the Viewer.

- A **Button**, and then rename it 'Login'. This button, when pressed, will bring the user to a page where they can log into Twitter. Change the **Text** property to "Login into Twitter"
- A **Label**, and then rename it 'Label'. This will let the user know if they are logged in into Twitter or not. Change the **Text** property to "Not logged in".
- A **Twitter** (underneath Social tab), and then rename it 'Twitter'. This is a nonvisible component to allow you to log into Twitter.
- A **TextBox**, and then rename it Status. Make its width automatic, make the height "200 pixels", and disable the box. This is where the user will enter the text that they will send as a tweet. Change the **Hint** property to "My status.".
- A **Button**, and then rename it Tweet. The user will press this button to send a tweet.

After adding all the components the screen should look like:



Connect the Components

Now we are going to start connected some pieces, to give the functionality to login to twitter.

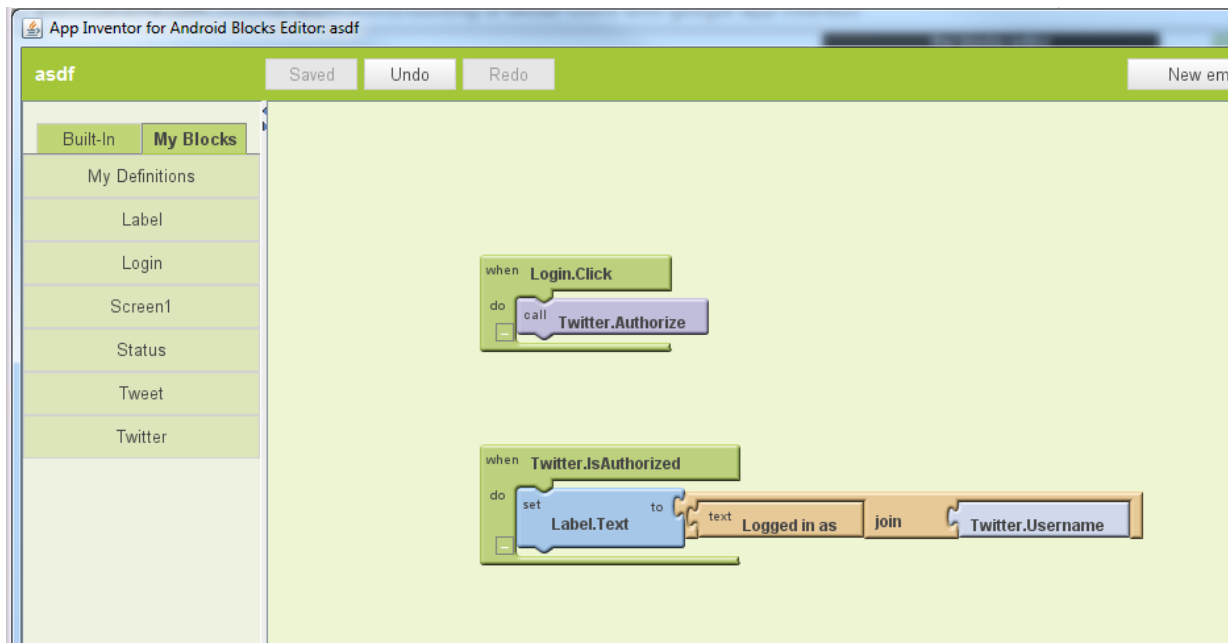
Go to the block editor, and hit [My blocks](#) so that everything that we just added to the screen is visible.

- Get the piece [when Login.Click](#), under Login, and drag it out.
- Get the piece [call Twitter.Authorize](#), under Twitter, and drag it out and put it underneath [when Login.Click](#).

Now you can log into Twitter! When the Login button is pressed it will bring the user to a page to log into Twitter! Unfortunately, there is nothing to show the user that they are logged in, so we are going to add something to do that right now.

- Get the piece [when Twitter.IsAuthorized](#), under Twitter, and drag it out.
- Get the piece [set Label.Text to](#), under label, and drag it underneath [when Twitter.IsAuthorized](#)
- Create a text, and make it a Join (third option down).
- Create a text, (a text, first option), fill it with "Logged in as ", and place it in the first spot of the text Join
- Get the piece [Twitter.Username](#), under Twitter, and drag it into the second spot of the text Join

When completed with all these steps, your Block Editor screen should look like:



Now your app will correctly display to the user when they log in, and who they are logged in as!

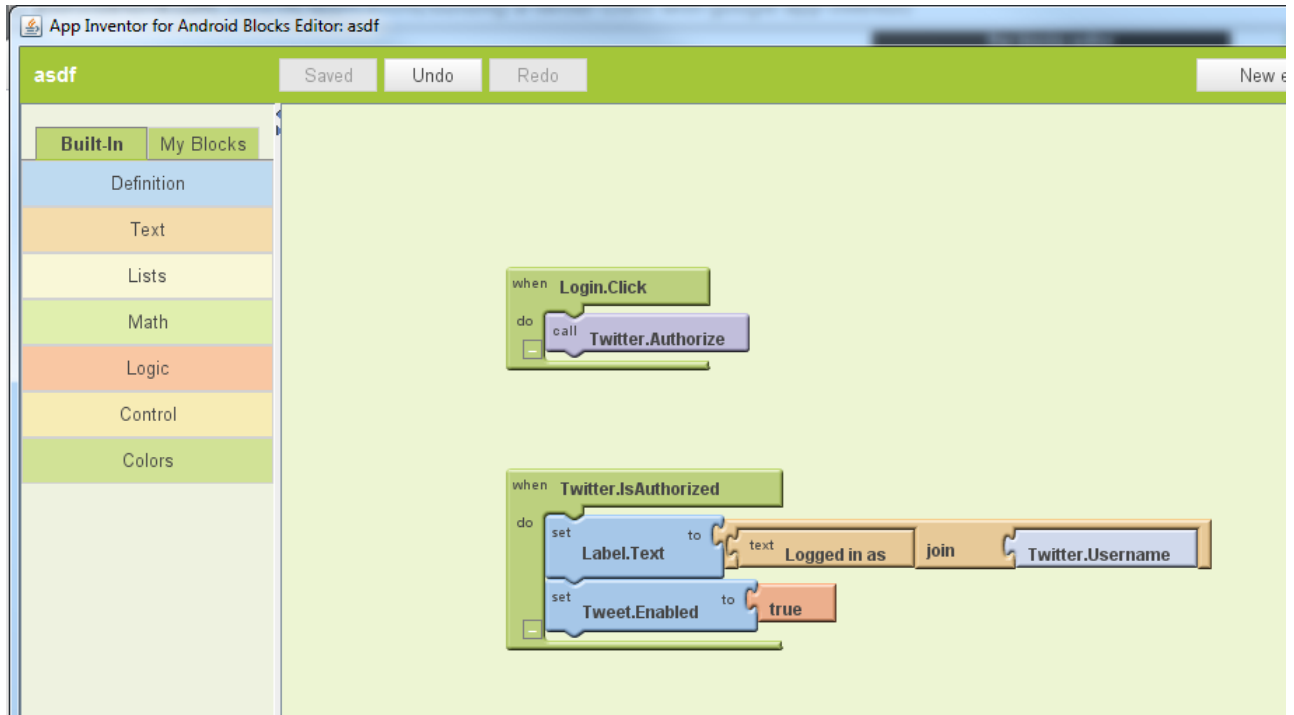
Send a tweet

Now that the application allows the user to log into twitter, we will add the feature to allow the user to send a tweet.

When a user is not logged in, we don't want to user to be able to tweet, because they are not logged in! To do this we will disable the tweet button until the user logs in.

- At the component screen, uncheck the **Enabled** checkbox for the Tweet **Button**. We did this already.
- Get the piece **set Tweet.Enabled to**, under Tweet, and put it underneath the **set Label.Text to** within the **when Twitter.IsAuthorized** block.
- Get the piece **true**, (underneath logic) and add this to the end of **set Tweet.Enabled to**. This will enable the Tweet **Button** so the user can sent a Tweet when they are logged in.

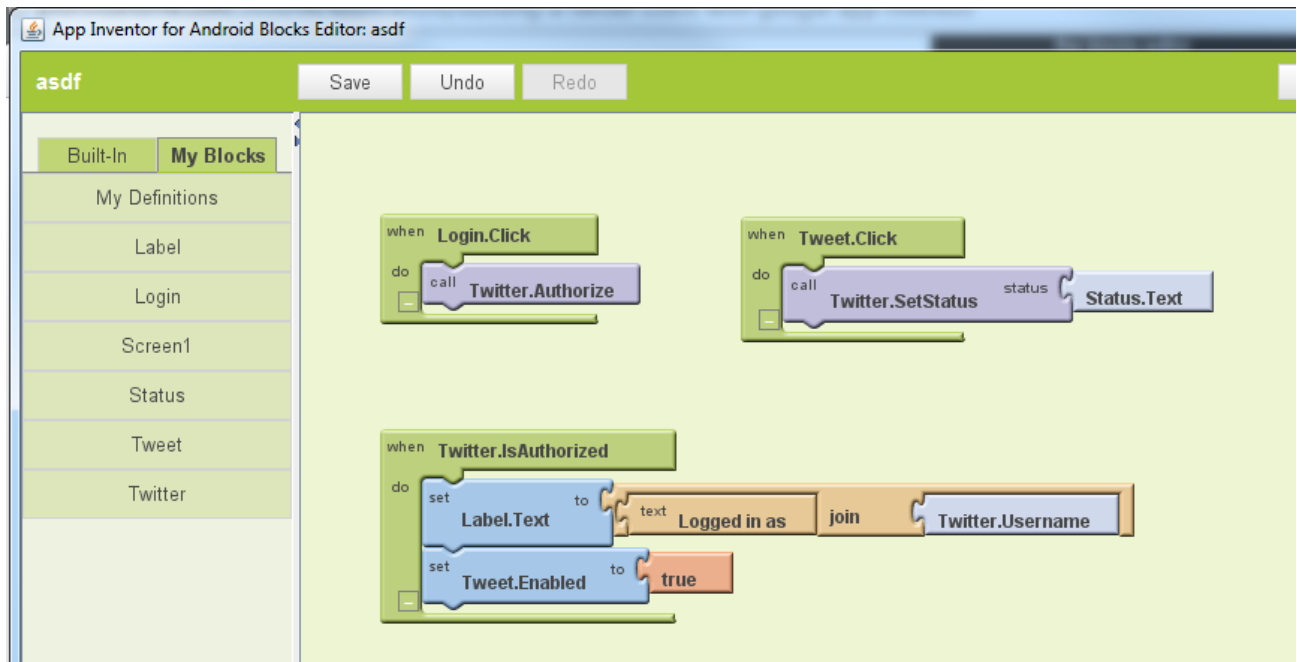
Once completed with those steps your block editor should look like.



Now we will add the logic so the user can send a Tweet!

- Get the piece [when Tweet.Click](#), under Tweet, and drag it out.
- Get the piece [call Twitter.SetStatus status](#), under Twitter, and drag it out and place it underneath [when Tweet.Click](#).
- Get the piece [Status.Text](#), under Status, and drag it to the end of [call Twitter.SetStatus status](#).

When finished, your block editor should look like:



You're Twitter client is now finished! You can now log into twitter and send a tweet!

Extensions!

- Add a button that will log you out of Twitter if the user is currently logged in. (Hint: use `Twitter.DeAuthorize!`) Don't forget to disable the tweet button when a user is not logged in.
- Add a label at the top that shows the users current status (only if they are logged in!)