

Creating a Phone App

Exercise

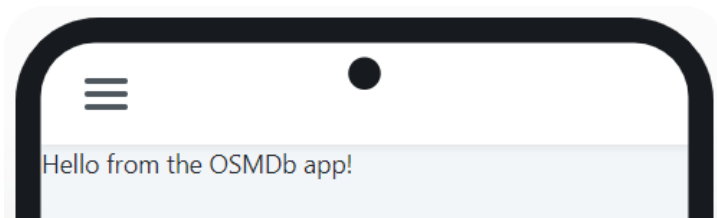
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Outline

In this exercise, we will create our first phone app. This app will manage movies and the people involved in them, such as the cast and crew.

Over the next few exercises, we will progressively build the app with new functionalities. For now, we'll start by creating a **Phone App** called *OSMDb_<your_initials>*. Please replace the *<your_initials>* with your initials to make sure the app is different from all the other participants.

After the app is created, we want to create a Screen with a simple message saying *Hello!*



Resources

For this exercise, we will use an image as the icon of the app, *OSMDb-icon.png*. The image can be found in the Resources folder of the Boot Camp materials.

Hands-on

This is the first exercise of a set of exercises that will progressively build a phone app called *OSMDb*, a simple app to manage movies and their cast and crew.

Create the app

In this exercise, we will create the app using the *OSMDb* icon and with a simple description of what the app does.

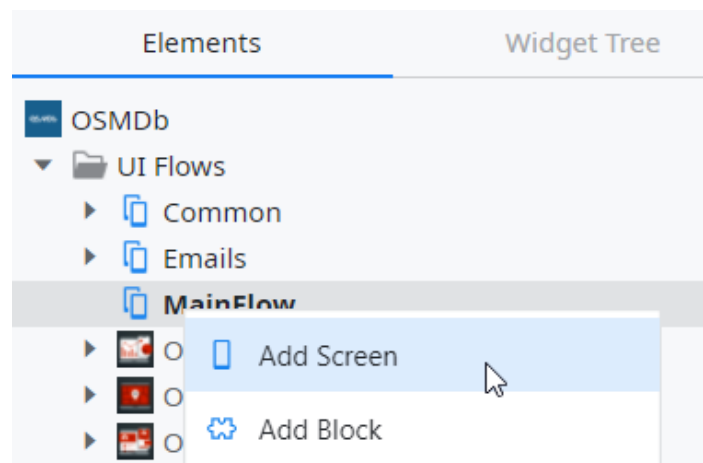


Since the Boot Camp scenario is shared between all the students, *the app names should be unique. So the name should be followed by your initials* to distinguish them.

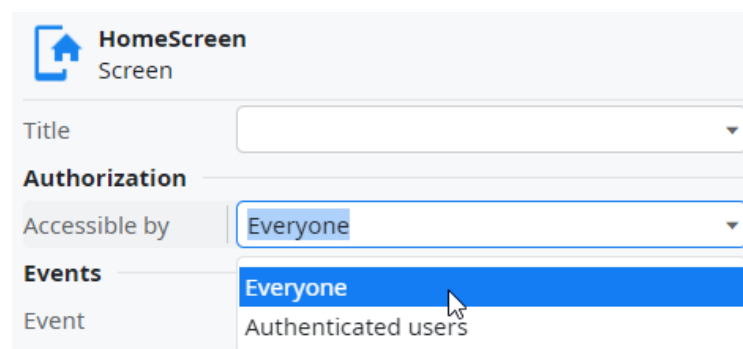
Create the First Screen

In this part, we will create the very first Screen of the app.

We will create an Empty Screen and use an expression to display the message: *"Hello from the OSMDb app!"*



At this time, we're not concerned about security issues, so make sure the Screen is accessible by **Everyone**.



In the end, we can publish the app and open it in the browser.

