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App Inventor 2 Graphics and Charts: Step-by-step guide to graphics programming

Edward Mitchell

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App Inventor 2 Graphics and Charts: Step-by-step guide to graphics programming Edward Mitchell Learn to create apps using simplified interactive image sprites and to control movement using a finger on the screen or by tilting the phone or tablet. Learn how to use the "Canvas" features for drawing, including a unique way to implement traditional animation features. Volume 4 introduces the use of graphics drawing features, including general graphics features, image sprites, animation and charting. Charting refers to the creation of line, column, scatter plot, and strip recorder charts commonly used in business and finance. This is volume 4 of a 4 volume set. Volume 1 introduces App Inventor programming, Volume 2 introduces advanced features and Volume 3 covers databases and files. Includes numerous sample apps, detailed explanations, illustrations, app source code downloads and links to video tutorials. Visit the web site at appinventor.pevest.com to learn more about App Inventor and find more tutorials, resources, links to App Inventor books and other App Inventor web sites.

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