

INTRODUCING TOUCH DEVELOP

TouchDevelop is an interactive environment for learning programming. It is mainly designed for mobile devices. It lets you create programs that works on mobile platforms such as iOS, android and windows. Go to this link <https://www.touchdevelop.com/>. Create an account and log in. You will be directed to the main page as shown in Figure 1. Select you coding skill by clicking the Skill level tab in the main page

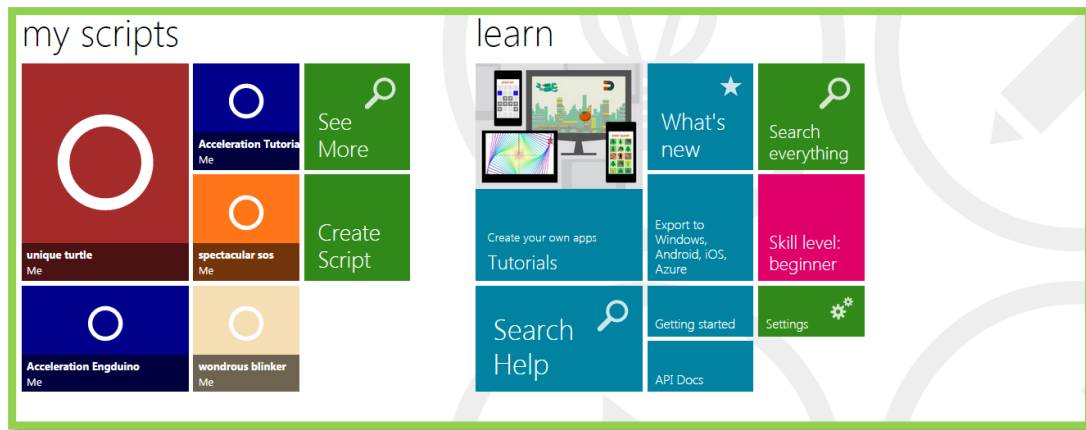
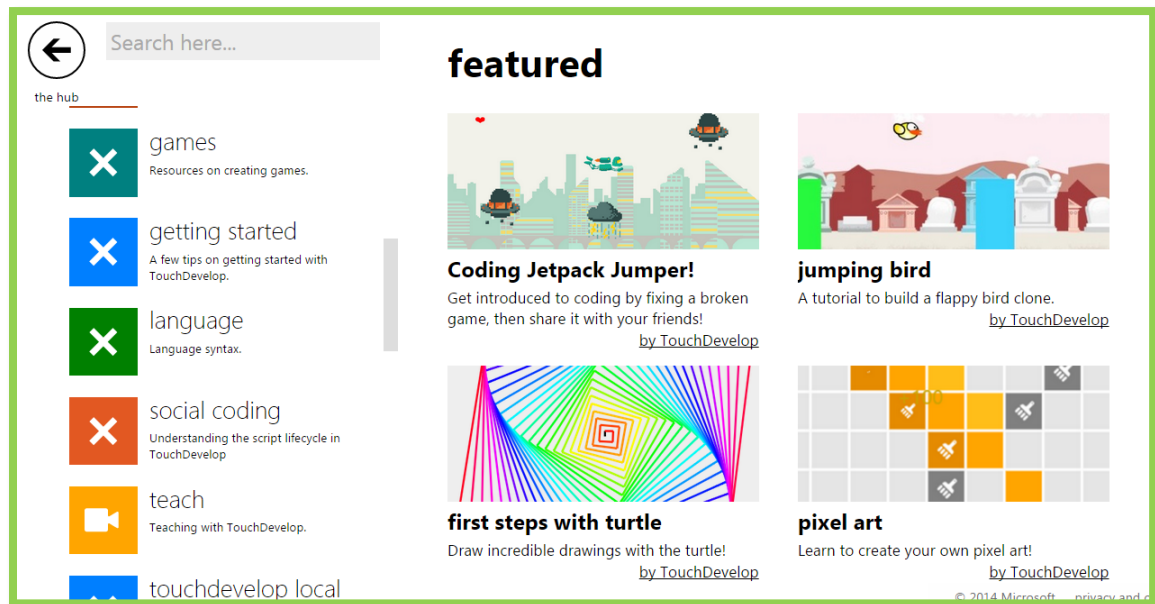
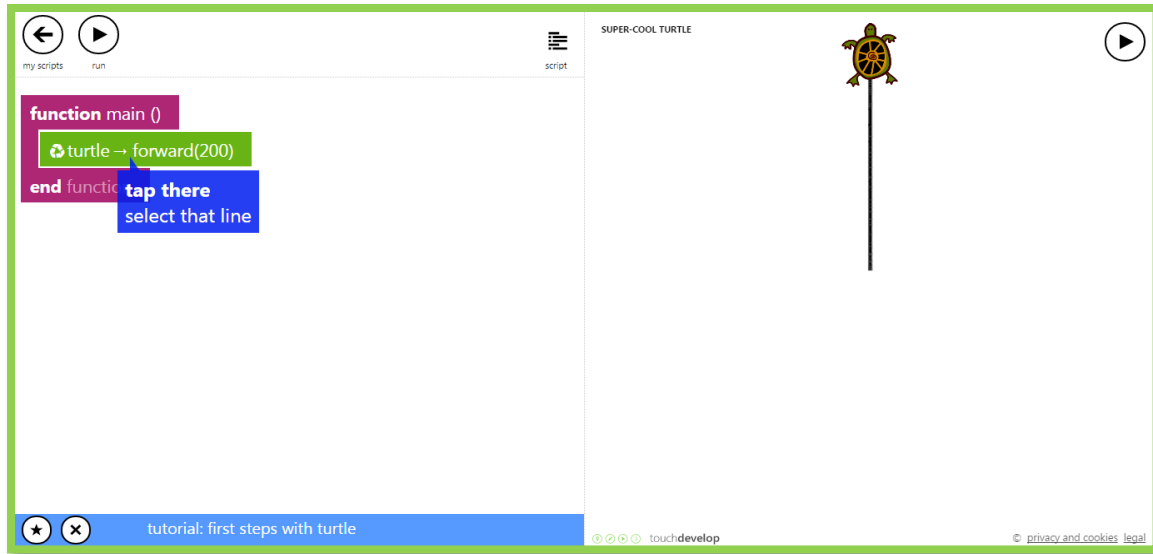


Figure 1 Touchdevelop home

HOW TO PRACTICE WITH EXISTING TUTORIALS

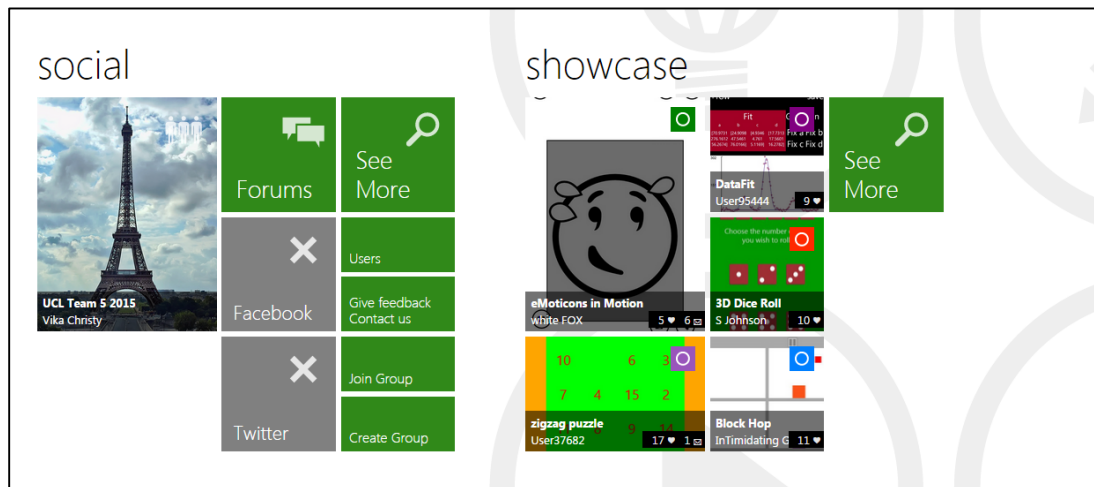
In the main page, click Tutorials. You will be directed to this page shown below. Click the “first steps with turtle” tutorial. If it is not in the featured page you can search for it in the search box in the top left. Also try the other tutorials such as jumping bird, coding jetpack jumper to get yourself familiar with TouchDevelop. If you need more help on using TouchDevelop, check out the TouchDevelop Programming on the Go. Get the book here: <https://www.touchdevelop.com/docs/book>.

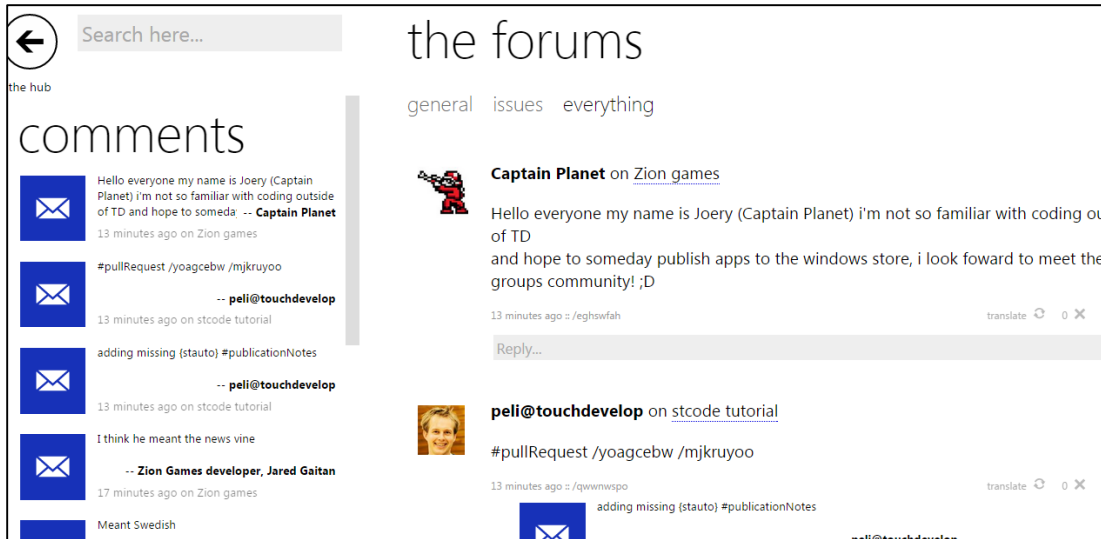




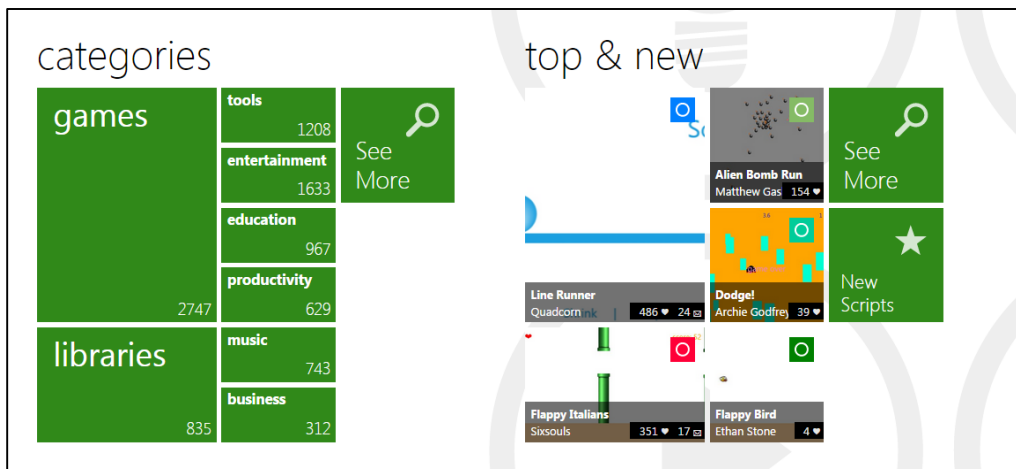
This is the script editor. To run the program, click the run button. Clicking the + button will add a new line. In this tutorial, the turtle goes forward by 200 meters. You can make the turtle go in difference directions and also change the colour.

SOCIAL





This is the form page, in this page you can ask questions and find solutions to your problems. In the social page you can create groups and share your achievements in Facebook or twitter. So you and your friends can edit each other's code and most importantly brainstorming!



This section has the libraries where you see the programs created by other people. You can find a range of functions in these libraries such as datatypes.

CREATING AN APP

To create an app, click create script, then choose a blank template.

The screenshot shows the TouchDevelop interface. At the top, a green banner reads "pick a script template...". Below it is a search bar labeled "search templates". A list of templates is displayed, each with a colored 'X' icon and a description:

- blank**: An empty script, which doesn't do anything.
- blank game**: Boiler plate code to create a game.
- blank app**: An empty app using pages and boxes.
- beginners**: A category header.
- blank turtle**: A template for a turtle.

A "cancel" button is located at the bottom right of the dialog. The background shows the "my scripts" section with various script thumbnails, some marked as "Invalid Me".

Below the dialog, the script editor is visible. It features a left sidebar with navigation icons: "my scripts" (back), "run" (play), and "undo" (undo). The main area shows a script structure:

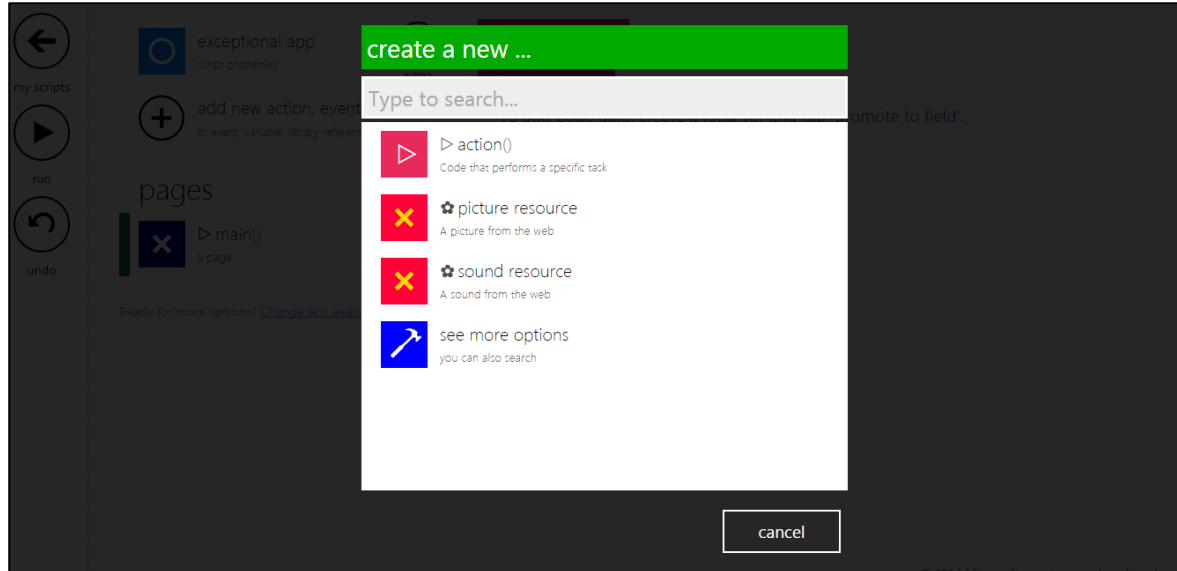
- unusual app** (script properties)
- add new action, event, ...** (or event, variable, library reference, record)
- pages**
 - main()** (a page)

Ready for more options? [Change skill level!](#)

The script content is displayed in a blocky, colorful format:

- page main ()**
- data**: To add page data, create a local var and tap 'promote to field'.
- initialize**: do nothing
- display**: do nothing
- end page**

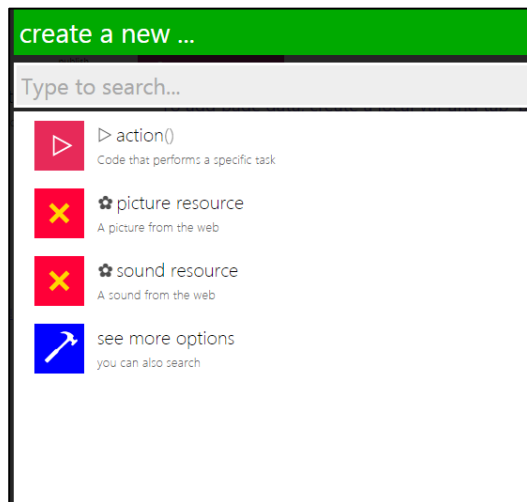
This is an example of blank app template. To create a new action click the plus button and click action, then a function will be created





Well, that's pretty much it to help you start with touchdevelop! But just to make sure it sticks in your brain, we'll just go straight to some tutorials.


CREATING AN ACTION

An action does a task. To create an action, click add new action, then click action. An action contains a function which can be linked to the main function. To link the action to the main function you have to add a line and type the name of the action in the search box and click the action.




 exceptional app
script properties

 publish

 add new action, event, ...
or event, variable, library reference, record

```
function do stuff ()  
  do nothing  
end function
```

code

 ▶ do stuff()
an action

```
function main ()  
  {template:empty}  
  add  
  {templatename:ADJ app}  
  ▶ main  
  add  
  function
```