

Problema 1: Imagínense que tenemos una palabra y no sabemos cómo pronunciarla.

The screenshot shows the MIT App Inventor 2 design view for an application named "Lector". The interface is divided into several sections:

- Paleta (Palette):** A list of UI components such as Botón, CasillaDeVerificación, SelectorDeFecha, Imagen, Etiqueta, SelectorDeLista, VisorDeLista, Notificador, CampoDeContraseña, Deslizador, Desplegable, CampoDeTexto, SelectorDeHora, and VisorWeb.
- Visor (Viewer):** A central area showing a mobile device screen. The screen displays a cartoon character at a podium with a microphone. A yellow button labeled "Leer" is visible in the top right corner of the screen. Below the screen, the text "Componentes no visibles" and "TextoAVoz1" are shown.
- Componentes (Components):** A tree view showing the hierarchy of components: Screen1, DisposiciónHorizontal1, CampoDeTexto1, Leer, Imagen1, and TextoAVoz1.
- Propiedades (Properties):** A panel for the selected "Imagen1" component, showing properties like Alto, Ancho, Foto (set to "men-public-speaking-c"), ÁnguloRotación (0.0), EscalarFotoAlTamañoMáximo (unchecked), and Visible (checked).
- Medios (Media):** A section showing a media file "men-publ...5x575.jpg" with a "Subir archivo..." button.

At the bottom of the interface, there is a link for "Política de privacidad y condiciones de uso".

The screenshot shows the MIT App Inventor 2 logic view for the "Lector" application. The interface is divided into several sections:

- Bloques (Blocks):** A list of logic blocks categorized into Integrados, Control, Lógica, Matemáticas, Texto, Listas, Colores, Variables, Procedimientos, and Screen1.
- Visor (Viewer):** A central area showing a logic block diagram. The diagram consists of a "cuando" block with "Leer.Clic" as the trigger, followed by an "ejecutar" block containing two sub-blocks: "llamar TextoAVoz1.Hablar" and "mensaje CampoDeTexto1.Texto".
- Medios (Media):** A section showing a media file "men-publ...5x575.jpg" with a "Subir archivo..." button.

At the bottom of the interface, there is a link for "Política de privacidad y condiciones de uso".

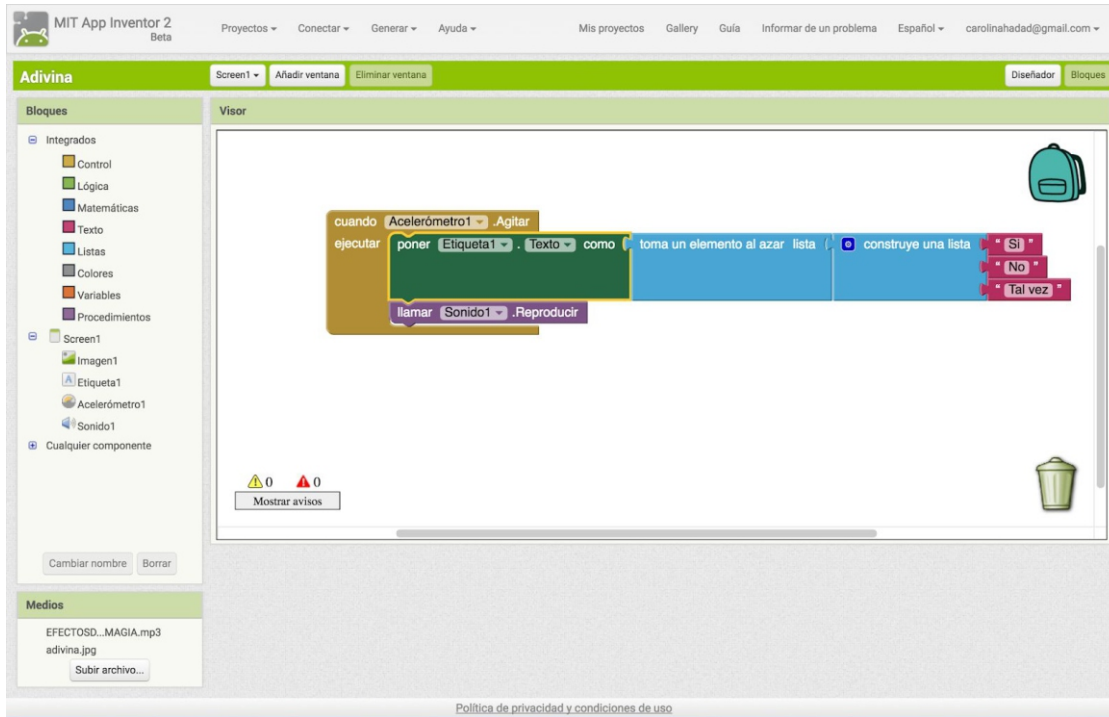
Problema 2: Escuchamos una frase y no sabemos cómo se escribe.

The screenshot shows the MIT App Inventor 2 interface. The top navigation bar includes 'Proyectos', 'Conectar', 'Generar', 'Ayuda', 'Mis proyectos', 'Gallery', 'Guía', 'Informar de un problema', 'Español', and 'carolinahadad@gmail.com'. The main workspace is divided into three panels: 'Paleta' (left), 'Visor' (center), and 'Componentes' (right). The 'Paleta' panel shows various UI components like 'Botón', 'CasillaDeVerificación', 'SelectorDeFecha', etc. The 'Visor' panel displays a mobile app preview with a 'Pantalla Inicial' screen. The screen has a blue header with the text 'Escuchar' and a subtitle 'Apretá el botón y decí una palabra. El resultado aparecerá acá'. Below the header is an illustration of four people with speech bubbles. The 'Componentes' panel shows a tree view of the app's components: 'Screen1', 'Escuchar', 'EtiquetaResultado', 'Imagen1', and 'ReconocimientoDeVoz1'. The 'Propiedades' panel on the right shows the properties for the 'EtiquetaResultado' component, including 'ColorDeFondo', 'Negrita', 'Cursiva', 'Tamaño de letra', 'TipoDeLetra', 'HTMLFormat', 'HasMargins', 'Alto', 'Ancho', 'Texto', 'PosiciónDelTexto', 'ColorDeTexto', and 'Visible'. The 'Medios' panel at the bottom shows a list of media files: 'ScreenSh...18PM.png' and 'traductor.jpg'.

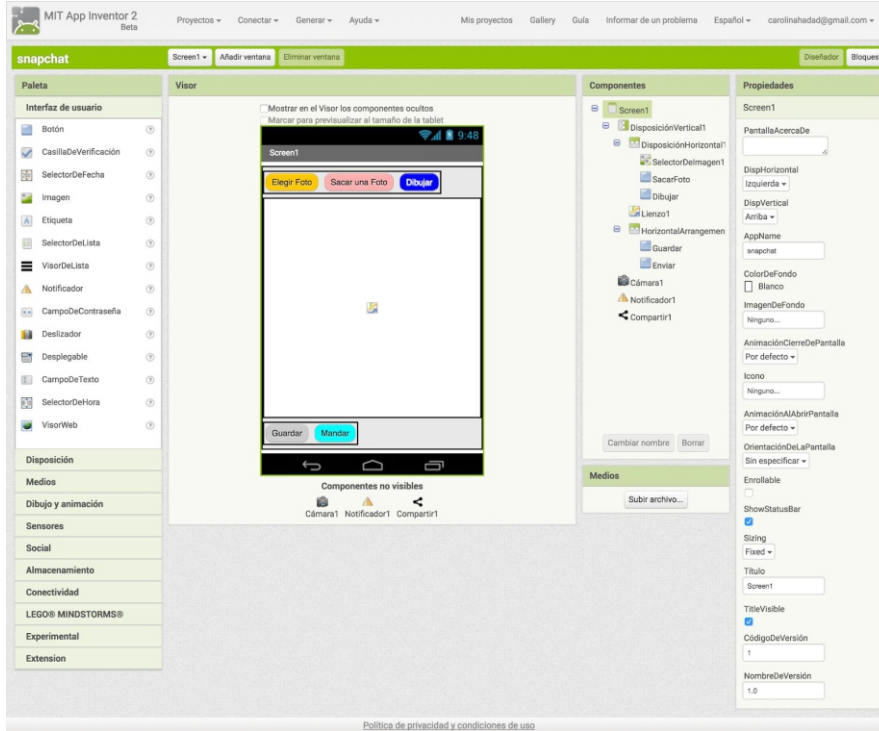
The screenshot shows the MIT App Inventor 2 interface with the 'Bloques' (Logic Bricks) panel open. The 'Visor' panel shows the mobile app preview with a 'Mostrar avisos' button at the bottom. The 'Bloques' panel is divided into 'Integrados' and 'Screen1'. The 'Screen1' section shows the logic bricks for the app: a 'cuando Escuchar .Clic' event triggers the 'ejecutar llamar ReconocimientoDeVoz1 .ObtenerTexto' block. This block then triggers another event: 'cuando ReconocimientoDeVoz1 .DespuésDeObtenerTexto Resultado', which triggers the 'ejecutar poner EtiquetaResultado . Texto como tomar Resultado' block. The 'Medios' panel at the bottom shows the same list of media files as in the previous screenshot.

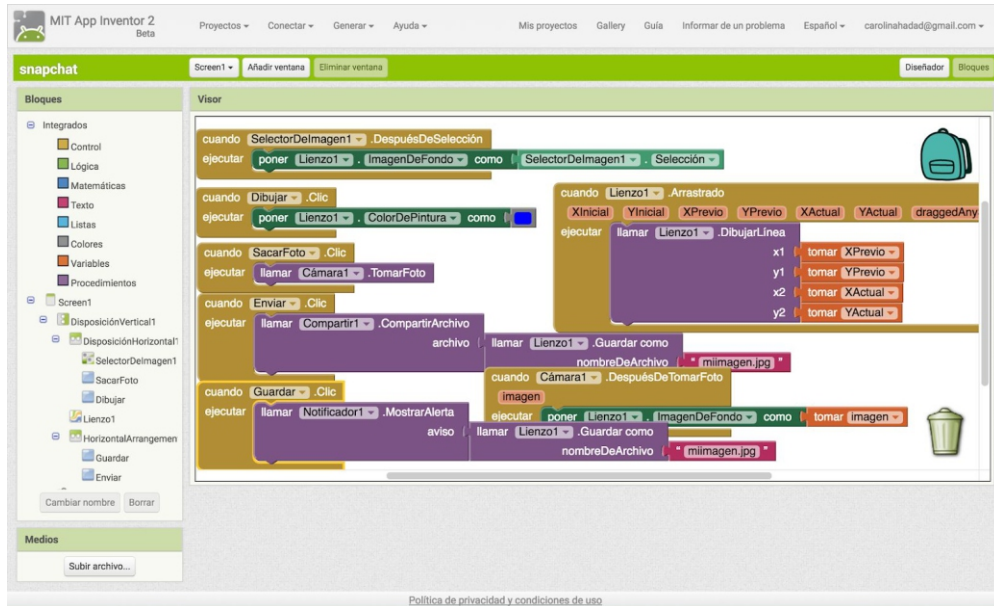
Problema 3: Adivina. Al sacudir el celular aparece una respuesta al azar.

The screenshot shows the MIT App Inventor 2 web interface. The application is named "Adivina" and is currently in the "Diseñador" (Designer) view. The main workspace displays a mobile app preview with a woman in a blue headscarf holding a white ball. Below the image is a text label that says "Hacé una pregunta...". The interface includes a "Paleta" (Palette) on the left with various UI components like "Botón", "CasillaDeVerificación", "SelectorDeFecha", "Imagen", "Etiqueta", "SelectorDeLista", "VisorDeLista", "Notificador", "CampoDeContraseña", "Deslizador", "Desplegable", "CampoDeTexto", "SelectorDeHora", and "VisorWeb". The "Componentes" (Components) panel on the right shows the current screen layout: "Screen1" containing "Imagen1", "Etiqueta1", "Acelerómetro1", and "Sonido1". The "Propiedades" (Properties) panel for "Etiqueta1" shows settings such as "ColorDeFondo" (Ninguno), "Negrita", "Cursiva", "Tamaño de letra" (20.0), "TipoDeLetra" (monoespacio), "HTMLFormat", "HasMargins" (checked), "Alto" (Automático...), "Ancho" (Automático...), "Texto" (Hacé una pregunta...), "PosiciónDelTexto" (Izquierda), "ColorDeTexto" (Azul), and "Visible" (checked). The "Medios" (Media) panel shows a sound effect "EFECTOSD...MAGIA.mp3" and an image "adivina.jpg". The top navigation bar includes "Proyectos", "Conectar", "Generar", "Ayuda", "Mis proyectos", "Gallery", "Guía", "Informar de un problema", "Español", and "carolinahadad@gmail.com".



Problema 4: Hacer una app que permita sacar o elegir una foto, dibujarla y compartirla por redes sociales.





Problema 5: Listado de Tareas: Que se puedan ir agregando tareas a una lista y que al marcarlas como hechas, desaparezcan.

