# Scripture App Builder (2 sessions)

Scripture App Builder now allows you to create Apps with a variety of features for several different audiences. As well as the readers/listeners, you can now create apps for reviewers and editors.

## Learning Outcomes

By the end of these sessions, you will

* Create apps suitable for **reviewers** (with annotation feature).
* Create apps that allows the text to be **edited**.
* Create a variety of apps suitable for **readers/listeners** which include both new and existing features.

## Learning Incomes

At the start of these sessions,

* reflect on what you already know.
* How can you move to the next level for each task? [Learner, practitioner, trainer, expert]

## Learning Task 1 Apps for reviewers

* + - 1. Make an app designed for reviewers to add and send notes.
* Create an app for a gospel from your shared Paratext project (or other suitable project)
* Add the notes feature and specify an email address
* Compile the app
* Install the app
* Create several notes, and send the notes
* Receive the notes on your computer.

## Learning Task 2 Apps for editors

* + - 1. Make an app designed so that the text can be edited.
* Create an app using a book from any Paratext project
* Add the editor feature
* Compile and install the app
* Can you see an edit button?
* If so, edit a verse and send the changes

## Learning Task 3 Apps for readers with new features

* + - 1. Using the help files, make app(s) designed for readers/listeners that includes many of the **new** features. For example:
				1. Navigation drawer image
				2. Allow user to choose options
				3. Allow sharing of the app
				4. Chapter and verse formatting
				5. Annotations (shared)
				6. Glossary (use Garab)

## Learning Task 4 Apps with audio

See the help file on “Using aeneas for Audio-text Synchronization” Chapter 4 page 10

* + - 1. Create an app for the Epistles of John (1-3 John) in Garab
				1. Create or modify an app
				2. Add the text files
				3. Add the audio files
				4. Use **aeneas** to create the timings files.
				(click on Main collection, audio synchronization tab, follow the wizard)
				5. Fine-tune as needed. (Chapter 5 page 12)
				6. Compile and install the app.

### Distributing the audio files.

* + - * 1. Change the audio files to be in an external folder not in the app [SAB Building apps 5.3. How do I distribute the audio files with the app? ]

## Learning Task 5 Experiment with other features

* + - 1. Using the help files, try out other features. For example:
				1. Illustrations using \fig codes in Paratext (e.g. Garab NT)
				2. Borders
				3. Expiry date
				4. Multiple scripts
				5. Content page
				6. Interface language
				7. Splash screen
			2. Experiment: Add some more advanced features
				1. Add special characters buttons to search
				2. Ignore diacritics in the search
				3. Changes – e.g. add small space before complex punctuation.
			3. Experiment: Make a picture story app with audio clips

## Learning Task 5 Apps

* + - 1. Once you are happy with your app, go through the App publishing checklist.
			2. Are you ready to publish? If not, what else do you need to do?
			3. How are you going to publish/share your app?

## Summary

Now that you have completed the tasks, confirm that you can

By the end of these sessions, you will

* Create an app suitable for **reviewers**
* Create and send \_\_\_\_\_ using the \_\_\_\_\_\_\_\_\_ feature
* Create an app which can allows the text to be **edited** using the \_\_\_\_\_\_\_ feature.
* Create a variety of Android Apps suitable for **readers**
* Text, audio, images, links, search, changes, borders, multiple texts/scripts,
* Work through the publishing checklist BEFORE distributing your app.

*Answers: notes, annotations, Editor*