

# Using App Inventor Online

In a browser, type <https://appinventor.mit.edu/>.

For the next step, you must have a gmail account. If you don't, you must create one.

Create Apps!

Once the webpage loads, click the “Create Apps” button. Then you are prompted to log into your gmail account, Once you have logged in, the AppInventor developers page will open.

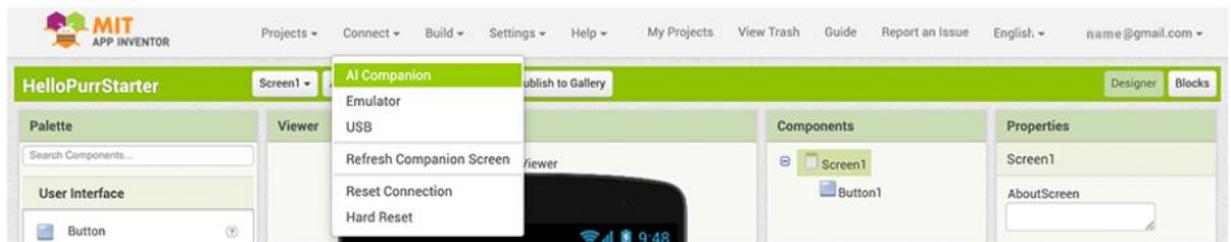
## Connect your Phone or Tablet over WiFi

This allows you to test your app as you create it.

[Webpage on Instructions to connect your phone or tablet over WIFI](#)

Download and install the MIT App Inventor Companion app on your Android or iOS device.

1. Download and install the MIT App Inventor Companion app on your Android or iOS device.
2. Connect both your computer and your device to the **SAME** Wi-Fi network.
3. Open an App Inventor project and connect it to your device



- Go to App Inventor and open a project (or create a new one – use *Project > Start New Project* and give your project a name).
- Then Choose “Connect” and “AI Companion” from the top menu in your browser:
- A dialog with a QR code will appear on your PC screen. On your device, launch the MIT App Companion app just as you would do any app. Then click the “Scan QR code” button on the Companion, and scan the code in the App Inventor window:



- Within a few seconds, you should see the app you are building on your device. It will update as you make changes to your design and blocks, a feature called “live testing.”

# Troubleshooting:

If your app does not appear on your device, the most likely problems are:

- You may have an outdated version of the App Inventor Companion App. Download the latest Companion App above.
- Your device may not be connected to Wi-Fi. Make sure you see an IP address at the bottom of the AI Companion App screen on your phone or tablet.
- Your device may not be connected to the same Wi-Fi network as your computer. Make sure both devices are connected to the same wifi network name.
- Your school or organization may have network protocols in place such that the wifi connection is not allowed. If this is the case, you can still use App Inventor with the emulator, or you can use a USB cable to connect your device. [Go back to the main setup page for these options.](#)