

Part 3: Using AI to Improve the Project

For this part, we looked at how AI tools can help improve our Automated Pet Feeder project.

1. Improving the Logic

We used AI to review our Step 4 plan. It helped us make small improvements:

- Checking if the hopper has food before dispensing.
- Giving the pet enough time to eat.
- Recording each feeding clearly, even if the food was not eaten.

2. Thinking of Other Ideas

AI suggested some other ways to make the feeder better:

- Using different sensors to check the bowl more accurately.
- Adjusting portion sizes automatically depending on the pet's hunger.
- Making this easier to change feeding times.

3. Real-Life Implementation

AI also gave this ideas for building the feeder with real hardware:

- Using an Arduino or Raspberry Pi to control the motor and sensors.
- Adding a weight sensor to see if the food is being eaten.
- Using a buzzer or light to alert staff if something goes wrong.

Conclusion

AI helped us make the logic better, think of new solutions, and understand how the feeder could work in real life. It made our project clearer and easier to follow.