Mobile Application Status Update:

In regards to our mobile application we have added all the functionality that we plan to add to view and control our greenhouse model system. We have a functional login activity, data visualization activity, and even a device control activity. The login activity sends a secured request from the app to our database hosted on Google Firestore for verification, upon successful verification the user is logged in and can now access the application to view and make changes to the greenhouse. The application allows the user to view important information regarding the greenhouse based on the information sent to the database from our sensors running on our Broadcom development platform as well as, activate and disable other devices as the user sees fit to allow for optimal greenhouse growing conditions. The application sends data to the database based on what the user is trying to do and the firmware code checks for database changes and acts on those changes. This is what we aimed to complete for our project and have now successfully completed our mobile application and are working to properly incorporate all the devices into the firmware code for further completion of the project. Since the shut down of the school we are no longer able to work on the project in a group scenario but are actively working together to finish as much of the project as possible with the resources available to us as a group.

The full code for the mobile application can be found here:
https://github.com/Aidenbolos/Green-Sense

This needs to be imported into Android Studio as a project from version control to view the individual activities and layout files used to compile the application.