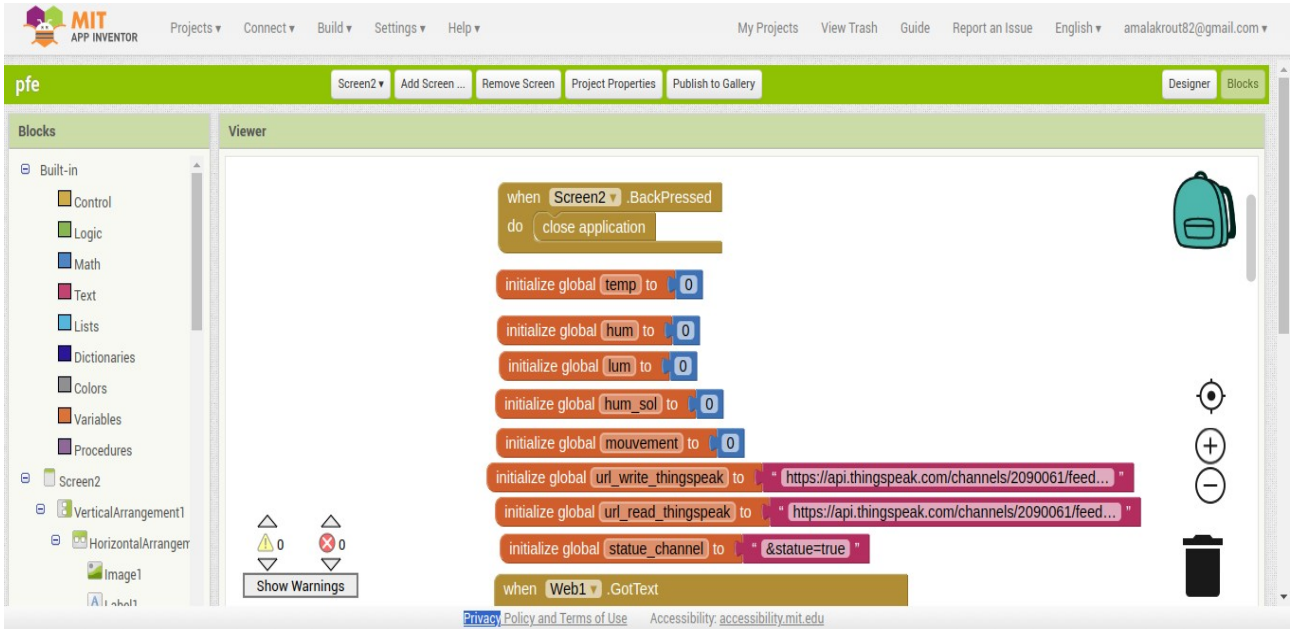
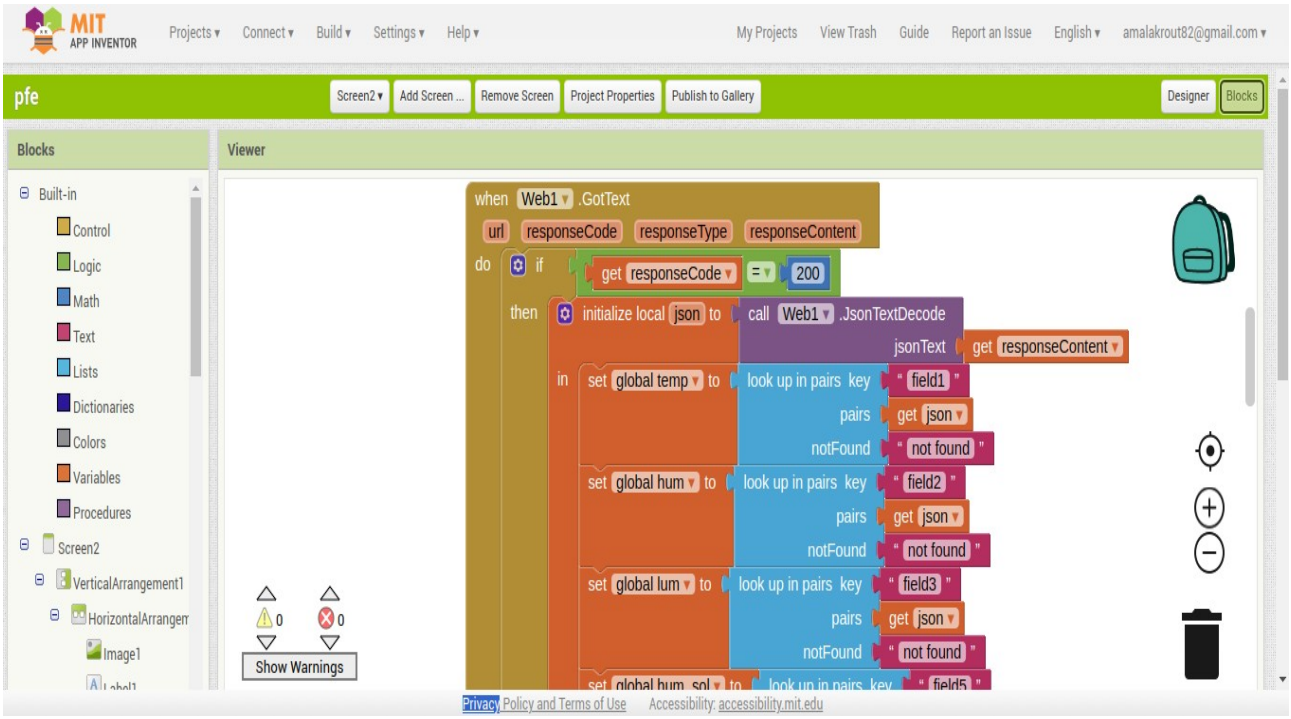
Connect ThingSpeak to App Inventor



1



2

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pfe
Screen2 ▾ Add Screen ... Remove Screen Project Properties Publish to Gallery
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Control
Logic
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Text
Lists
Dictionaries
Colors
Variables
Procedures
Screen2
VerticalArrangement1
HorizontalArrangen
Image1
Viewer
set global hum to look up in pairs key field2 pairs get json notFound not found
set global lum to look up in pairs key field3 pairs get json notFound not found
set global hum_sol to look up in pairs key field5 pairs get json notFound not found
set global mouvement to look up in pairs key field4 pairs get json notFound not found
Show Warnings
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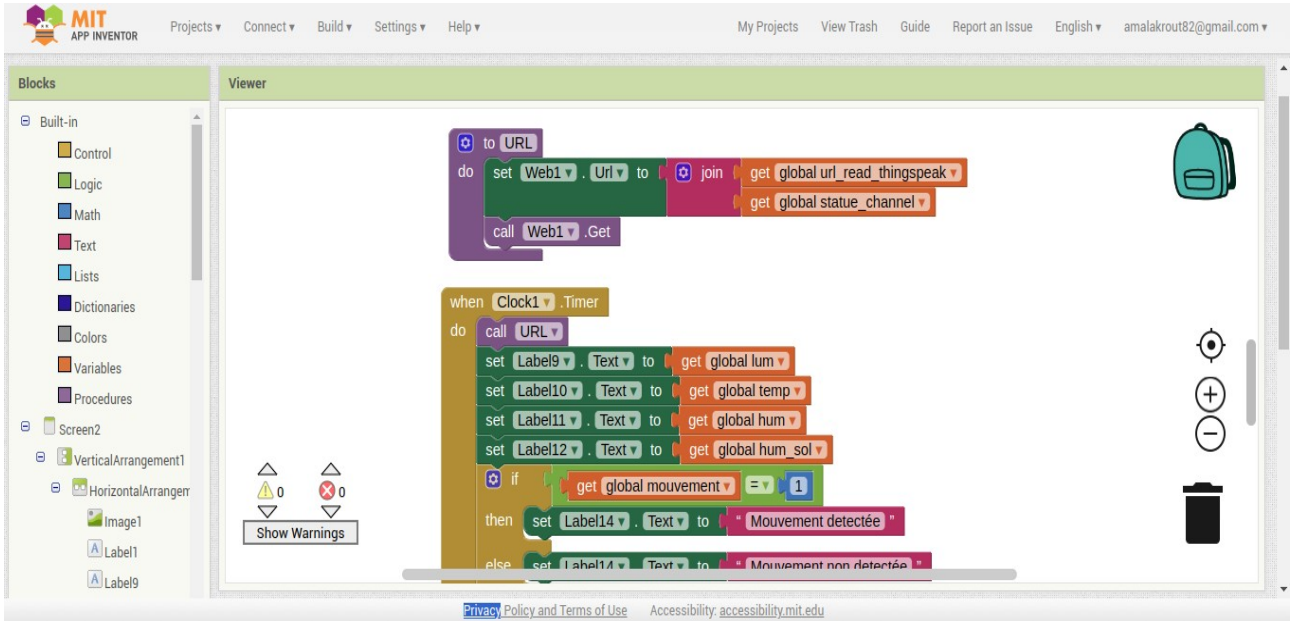
3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Label1
Label9
Viewer
to URL
do set Web1 . Url to join get global url_read_thingspeak get global statue_channel
call Web1 .Get
when Clock1 .Timer
do call URL
set Label9 . Text to get global lum
set Label10 . Text to get global temp
set Label11 . Text to get global hum
set Label12 . Text to get global hum_sol
if get global mouvement = 1
then set Label14 . Text to Mouvement detectée
else set Label14 . Text to Mouvement non detectée
Show Warnings
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4

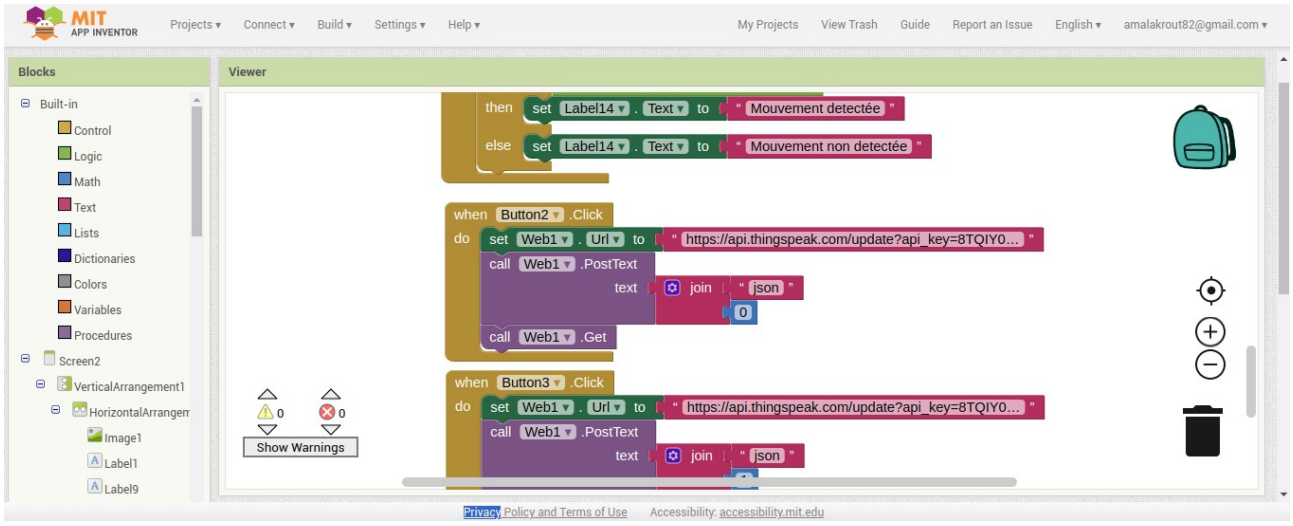
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Image1
Label1
Label9
Viewer
then set Label14 . Text to Mouvement detectée
else set Label14 . Text to Mouvement non detectée
when Button2 .Click
do set Web1 . Url to https://api.thingspeak.com/update?api_key=8TQIY0...
call Web1 .PostText
text join json 0
call Web1 .Get
when Button3 .Click
do set Web1 . Url to https://api.thingspeak.com/update?api_key=8TQIY0...
call Web1 .PostText
text join json
Show Warnings
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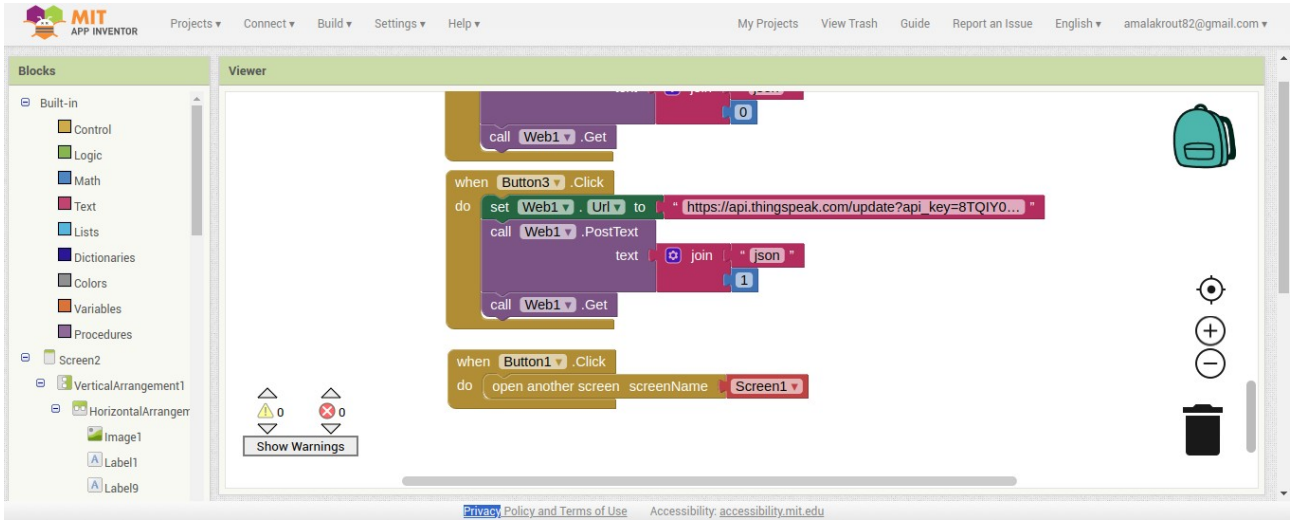
5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HorizontalArrangen
Image1
Label1
Label9
Viewer
call Web1 .Get
0
when Button3 .Click
do set Web1 . Url to " https://api.thingspeak.com/update?api_key=8TQIY0... "
call Web1 .PostText
text join " json "
1
call Web1 .Get
when Button1 .Click
do open another screen screenName Screen1
0
0
Show Warnings
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