



Plant.io

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Introduction

What and why

Why?



Gardens, even small ones, means **better and greener environment**



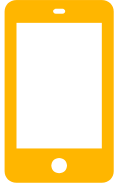
Society nowadays are so busy with their daily works, people rarely plant



Average people spent **24 minutes in playing mobile games a day** with their smartphone

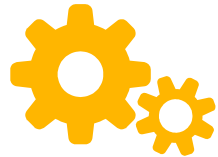


*We wanted to make an
application that helps you to
start your gardening life with
an enjoyable app and a real-
life plant with self-watering
pot*



What is this **app's** feature?

- Real-time plant's condition (soil moisture, light intensity, temperature)
- Automatic watering pot
- Fertilizing Scheduler
- General info and tips



How does it **work**?

1

Pot

In plant's pot, embedded system will be installed and used to deliver plant's condition using sensors and Wi-Fi module

2

Connect

App will request data on every connected launches and display it via interesting GUI

3

Mobile App

Plant's mood will be happy if two from three condition are specified good.

4

Additional Features

User can use additional features such as set the schedule for fertilizing plant and set plant's name

Project Plan

What are our plans?



Cost and budgeting

Arduino soil moisture hygrometer sensor	Rp. 21 000
LDR light sensor	Rp. 2000
Arduino Uno R3	Rp. 90 000
TMP36 temperature sensor	Rp. 12 000
Small water submersible pump	Rp. 30 000
Small hose	Rp. 12 000
Plastic plant pot	Rp. 10 000
Total	Rp. 177 000

System Requirements



Software Requirements

- Arduino IDE (embedded system programming)
- Android Studio (mobile application building)
- Visual Paradigm (diagram designing)
- Adobe Photoshop (interface and layout designing)
- Ms. Project and GitHub (project managing)

Hardware Tools

- Soil moisture sensor (LM293)
- LDR sensor (Model 3190)
- Temperature sensor (DHT11)
- Mini hose
- Water pump
- Arduino UNO R3
- Wi-Fi module (ESP8266)

Risk Analysis



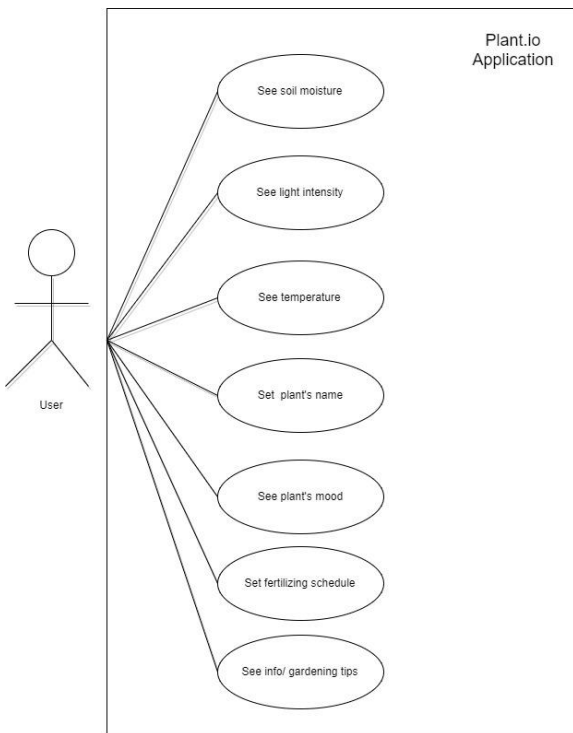
Risk Identification	Response Control
Lack of experience in android programming	Intense learning and reference searching
Interface design not interesting and user-friendly	Reference searching and sample user questioning
Project not reached on time	Consistent in doing works based on timeline
Delayed works due to sudden obstacles	Communicating each member's concern that might arise
Bugs in software or feature failures	Always evaluating and reviewing

Design Diagrams

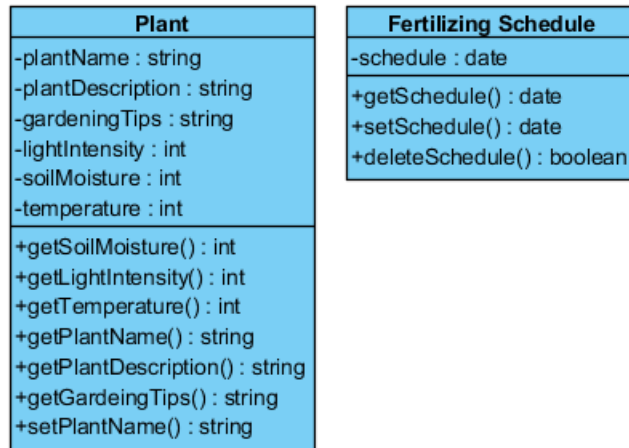
Project's UML design diagrams



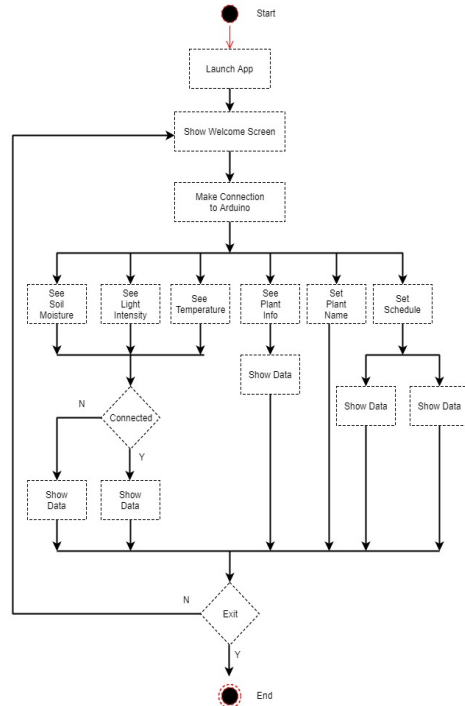
● Use-case diagram



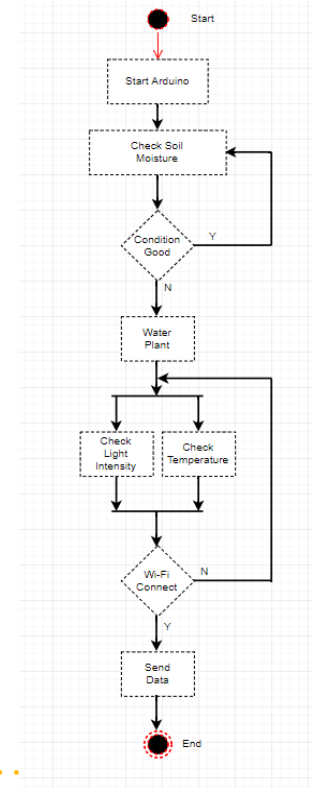
● Class diagram



● App activity diagram



● Pot activity diagram



Implementation

Snippets of codes

Mobile App

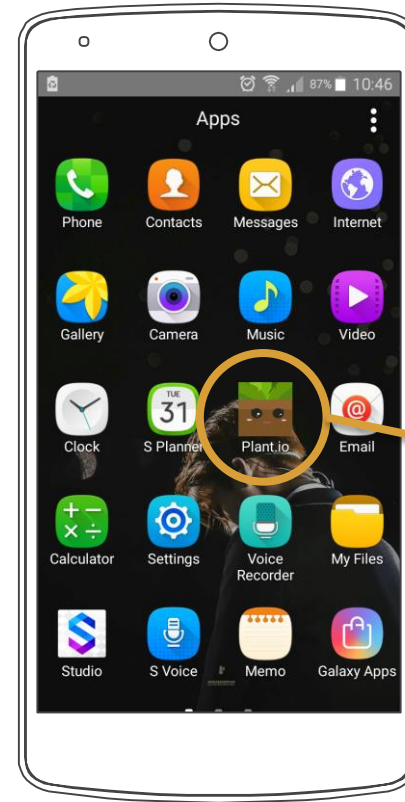
Aimed for: Android 4.0 and above

Developed using: Android Studio version 3.0

Using MVC model

Code divided to Java codes and XML codes

Consists of 8 Activity Java codes, 8 Activity Layout XML codes, and 1 android manifest XML code



Installed
app icon

Some code snips..



Wi-fi connectivity activity
code to send http get
request

Soil moisture
activity code to
display shared
preferences



```
public final static String RESPONSE = "SERVER_RESPONSE";
```

```
public String sendRequest(String ipAddress, String portNumber) {  
    String serverResponse = "ERROR";  
    try {  
  
        HttpClient httpClient = new DefaultHttpClient(); // create an HTTP client  
        // define the URL e.g. http://myIpAddress:myport/?pin=13 (to toggle pin 13 for example)  
        URI website = new URI( str: "http://" + ipAddress + ":" + portNumber);  
        HttpGet getRequest = new HttpGet(); // create an HTTP GET object  
        getRequest.setURI(website); // set the URL of the GET request  
        HttpResponse response = httpClient.execute(getRequest); // execute the request  
        // get the ip address server's reply  
        InputStream content = null;  
        content = response.getEntity().getContent();  
        BufferedReader in = new BufferedReader(new InputStreamReader(  
            content  
        ));  
        serverResponse = in.readLine();  
        // Close the connection  
        content.close();  
    } catch (ClientProtocolException e) {  
        // HTTP error  
        serverResponse = e.getMessage();  
        e.printStackTrace();  
    }  
}
```

```
SharedPreferences pref = getSharedPreferences( name: "HTTP_HELPER_PREFS", MODE_PRIVATE);  
if (pref.contains(RESPONSE)) {  
    conmoist.setText(pref.getString(RESPONSE, s1: ""));  
}  
else {  
    conmoist.setText("-");  
    condimoist.setText("NOT CONNECTED");  
}
```

```
editor.putString(RESPONSE, serverResponse);  
// return the server's reply/response text  
return serverResponse;
```

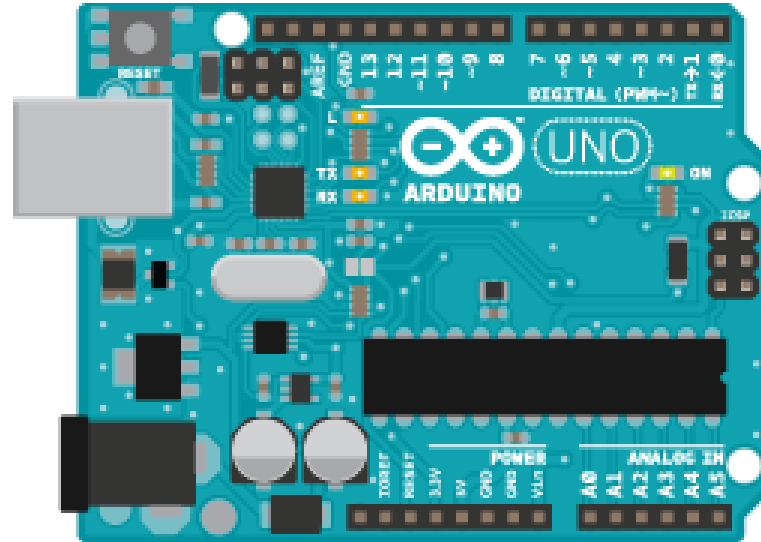


Saving to shared preferences

Pot system

Developed using: Arduino
IDE 1.8.4

Language: embedded C





Some code snips..

```
Serial.begin(9600);
pinMode(READSOILPIN, INPUT);
pinMode(DHT11_PIN, INPUT);
pinMode(SensorPin, INPUT);
pinMode(WATERPIN, OUTPUT);
esp8266.begin(9600);
sendCommand("AT+RST\r\n",2000,DEBUG); // reset module
sendCommand("AT+CWMODE=3\r\n",1000,DEBUG); // configure as access point
sendCommand("AT+CWSAP=\"Plant.io\", \"\",1,0\r\n",3000,DEBUG); //set SSID as Plantio and password as Rplgroup9
delay(10000);
sendCommand("AT+CWLIF=\r\n",1000,DEBUG);
sendCommand("AT+CIPMUX=1\r\n",1000,DEBUG); // configure for multiple connections
sendCommand("AT+CIPSERVER=1,80\r\n",1000,DEBUG); // turn on server on port 80 (http)
Serial.println("Server Ready");
```

Pin and Wi-Fi
configuration

```
int SensorValueSoil = analogRead(READSOILPIN);
Serial.print("Soil Moisture\t= ");
Serial.println(SensorValueSoil);
if(SensorValueSoil >= MAXDRYNESS)
{
    Serial.print("Soil Dry, Start Watering");
    digitalWrite(WATERPIN, HIGH);
    delay(WATERDELAY);
    digitalWrite(WATERPIN, LOW);
    delay(WATERPOSTDELAY);
}
```

Read data and self-water code

```
if(esp8266.available())
{
    // get the connection id so that we can then disconnect
    int connectionId = esp8266.read()-48;
    // subtract 48 because the read() function returns
    // the ASCII decimal value and 0 (the first decimal number) starts at 48

    String content;
    content = ("Soil Moisture:");
    content += SensorValueSoil;
    sendHTTPResponse(connectionId,content);
}
```

Prepare to send read data

Testing

Unit testing and analysis



Testing are
divided
into 3 main
parts

Performance
test

Compatibility
test

Functional test

Compatibility test



- Test goal is to find OS or device not compatible with the application

Tester Number	Device's Name	Device's OS	Passed or Failed
1	Samsung Galaxy S6 Edge	Android Nougat, API 24	Passed
2	Samsung Galaxy A5	Android Marshmallow, API 23	Passed
3	Asus Zenfone 3 Max	Android Marshmallow, API 23	Passed

Functional test



- Test goal is to compare the application's functionality with what the application was planned to be

Tester Number	Trials	Problems Encountered	Solution	Passed or Failed
1	5	Splash screen won't show, connection cannot be established	Working on the splash screen activity code and connection code	5 out of 6 test items passed
2	6	Scheduling screen won't show the calendar, connection cannot be established	Working on the scheduling screen activity code and connection code	5 out of 6 test items passed
3	4	Plant's name can't be saved, connection cannot be established	Working on the main screen activity code and connection code	5 out of 6 test items passed



Performance test

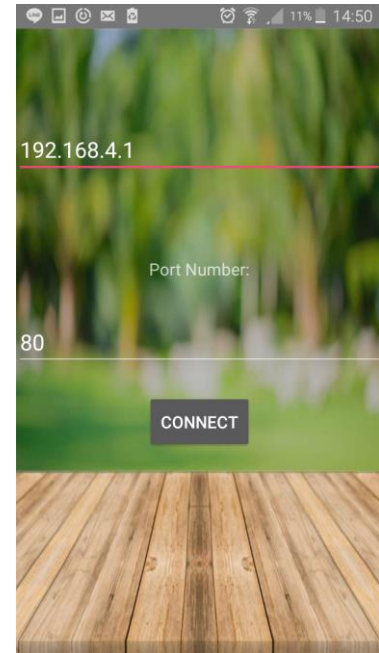
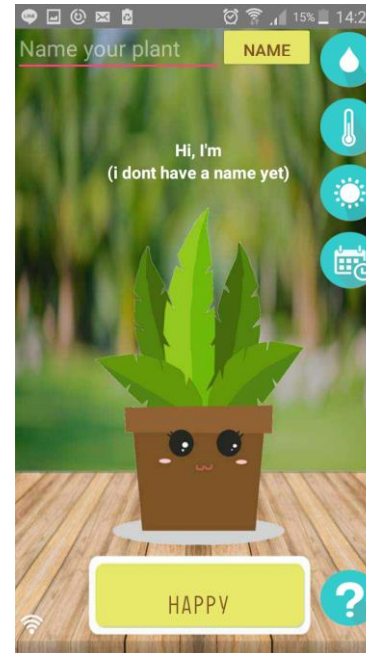
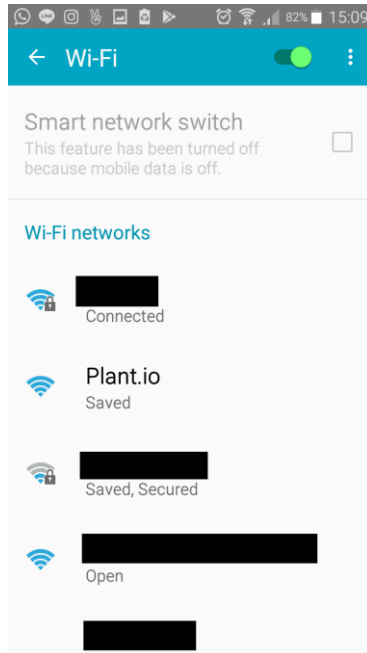
- Tested application will be measured by the amount of time needed to load screen and features

Test Device	Average of Loading Time (second)	Bug Found	Passed or Failed
1	1	Nothing	Passed
2	2	Nothing	Passed
3	2	Nothing	Passed

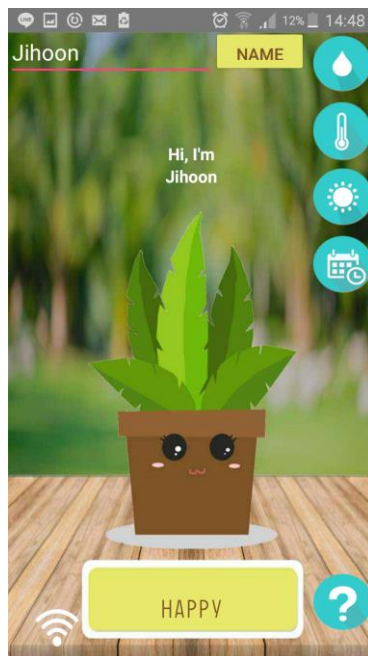
Release

The final product achieved and user's manual

Mobile App



Mobile App

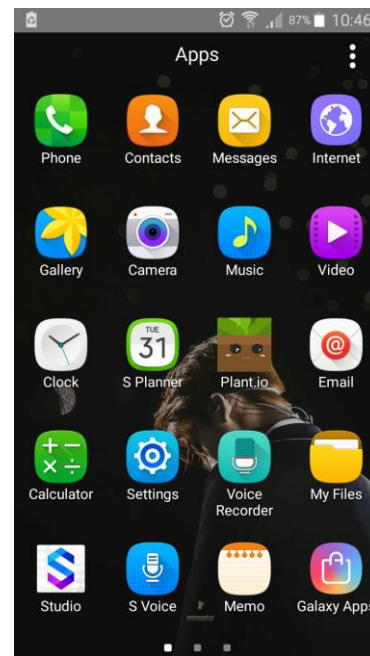
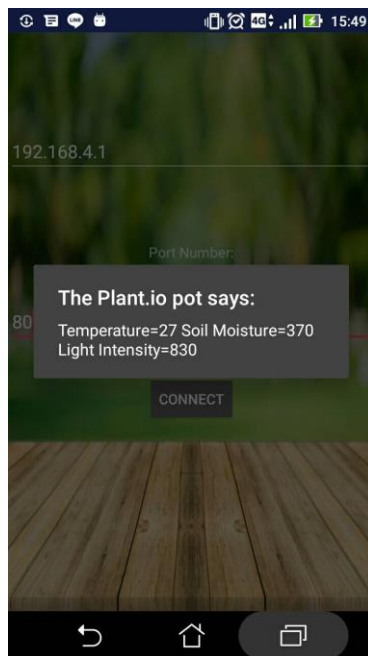
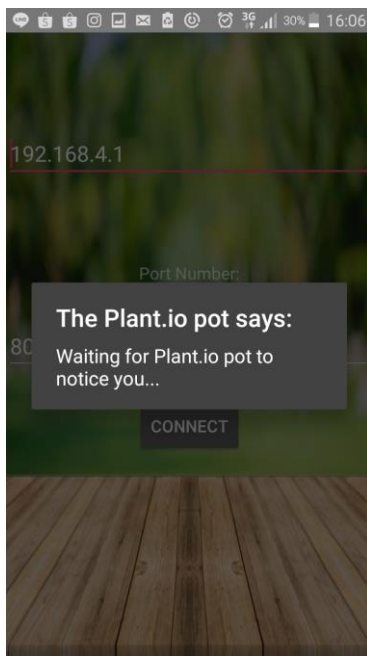


Mobile App





Mobile App



A close-up photograph of several bright yellow daisy flowers with dark brown centers, set against a dark background. The flowers are in sharp focus, with some petals showing fine details and textures. A white dotted line forms a rounded rectangular frame around the text and the smiley face icon.

Thank You

