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Students of Web Development

HTTP 5114 Dev Workshop



HUMBER

Fire Station and Fire Truck

Fire Station and Fire Truck

2-Level Fire Station & Functional Fire Truck

Set #60375



Module Description

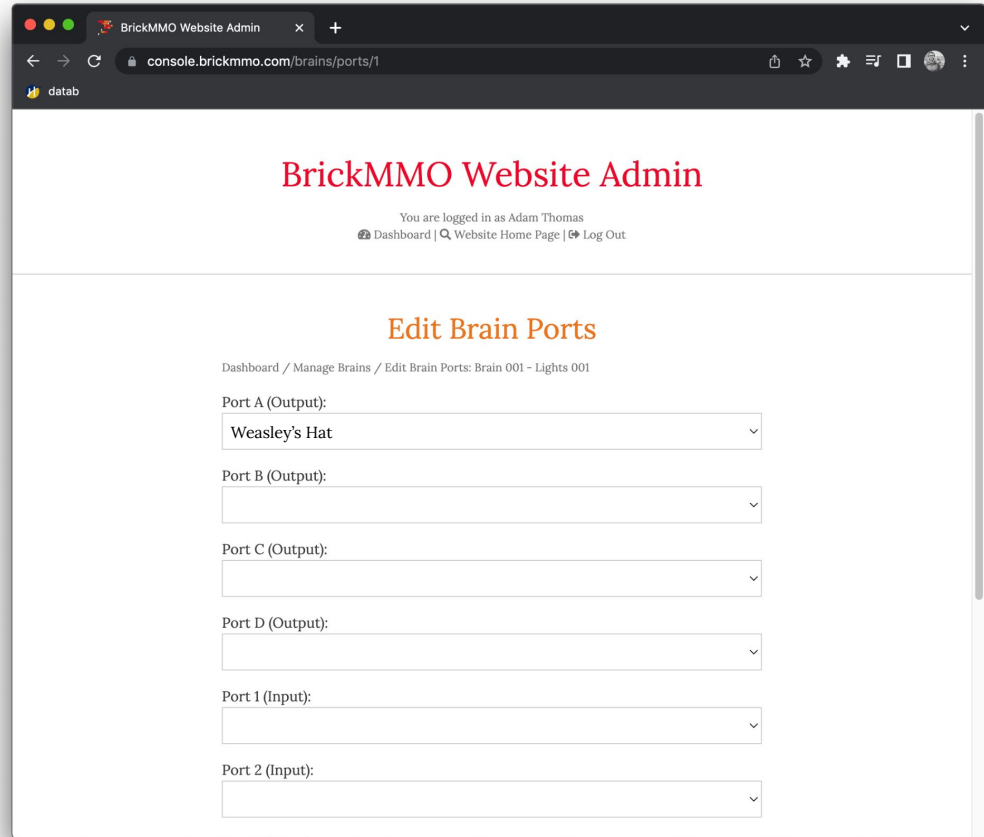
The fire station management system is equipped with a fire truck (nozzles, fire extinguishers and ventilators), administration, emergency dispatchers, firefighters and truck drivers, these entities will respond to a fire alarm when triggered within the city.



<https://www.lego.com/en-ca/product/fire-station-and-fire-engine-60375>

Requirements

- Fire Alarm in every house
- GPS System for navigation
- Map for tracking location



The screenshot shows a web browser window with the title 'BrickMMO Website Admin' and the URL 'console.brickmmo.com/brains/ports/1'. The page header includes the text 'You are logged in as Adam Thomas' and navigation links: 'Dashboard | Q Website Home Page | Log Out'. The main content area is titled 'Edit Brain Ports' and shows a breadcrumb trail: 'Dashboard / Manage Brains / Edit Brain Ports: Brain 001 - Lights 001'. Below this, there are six dropdown menus for configuring ports:

- Port A (Output): Weasley's Hat
- Port B (Output):
- Port C (Output):
- Port D (Output):
- Port 1 (Input):
- Port 2 (Input):

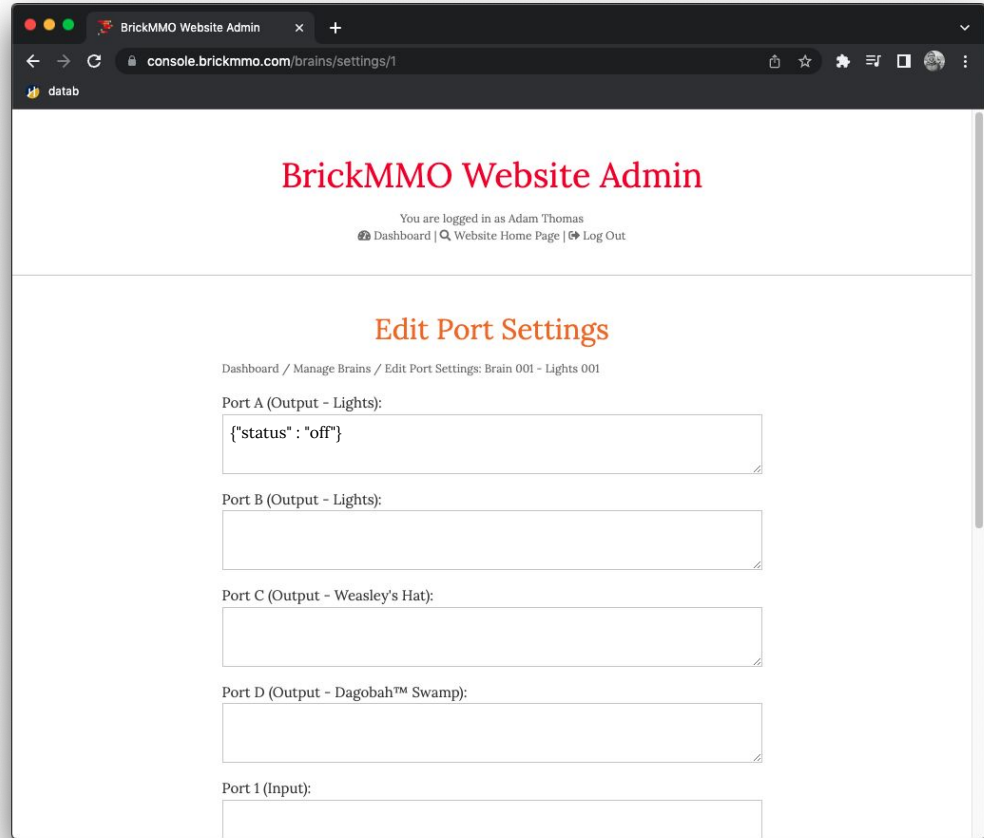
Sensors and Motors

- Sound Sensor
- Distance Sensor



Port Settings

- Port is “on” when the alarm is more on for more then 1 minute otherwise its “off”.
- Output port will be the Fire station from where the truck will go to destination.



The screenshot shows a web browser window with the title "BrickMMO Website Admin". The address bar shows the URL "console.brickmmo.com/brains/settings/1". The page content includes the title "BrickMMO Website Admin" in red, a login status "You are logged in as Adam Thomas", and navigation links "Dashboard | Q Website Home Page | Log Out". The main heading is "Edit Port Settings" in orange. Below it is a breadcrumb trail "Dashboard / Manage Brains / Edit Port Settings: Brain 001 - Lights 001". The form contains five sections, each with a label and a text input field:

- Port A (Output - Lights):
- Port B (Output - Lights):
- Port C (Output - Weasley's Hat):
- Port D (Output - Dagobah™ Swamp):
- Port 1 (Input):

IOT Loop

```
var map = map of the lego city
```

```
var emergencyLocation = null;
```

```
emergency = false;
```

```
if fireAlarmRings > 1 minute
```

```
    emergency == true
```

```
    emergencyLocation = building on fire location
```

```
    function goToLocation(emergencyLocation)
```

```
    {
```

```
        use the map and the emergencyLocation to get the route for the firestruck
```

```
    }
```

```
    if firestruck == available
```

```
        goToLocation()
```

```
        emergency = false
```

```
    else
```

```
        wait for firestruck to be available
```

```
else emergency is false
```


THANK YOU