

PROJECT DEVELOPMENT PHASE

SPRINT – 3

Team ID	PNT2022TMID53674
Project Name	Industrial Specific Fire Management System
Date	8 November 2022

TASK:

A mobile application for monitoring the Environmental parameters around the region of sensor has been developed using MIT mobile App inventor.

Screens Information:

1. **Screen – 1:** It is the entry screen of the mobile application and will be displayed only for 3 seconds.
2. **Screen – 2:** It is the login page of the application. Each user has their own user id and password, which is known only to them. After validating the credential, User can access the data produced by their devices.
3. **Screen – 3:** It shows the temperature & humidity level in the web application even in the mobile application too.

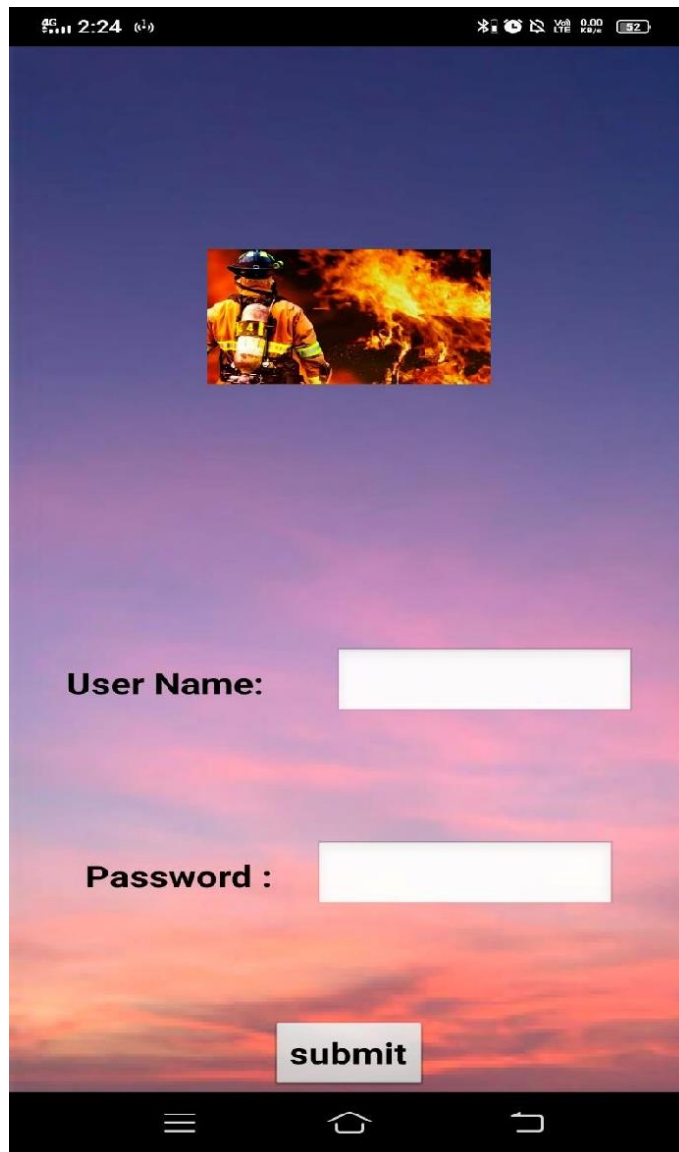
Designer:

- Images displayed in the Designer section, displays the Front-End of the user interface.
- Regular users can view the Designer section whenever they start the application.

SCREEN-1:




Screen 2:



The image shows a mobile application interface for a login screen. The background is a vibrant sunset sky with orange, pink, and purple hues. In the upper center, there is a small rectangular image of a firefighter in full gear, including a helmet and oxygen tank, standing in front of a large fire. The status bar at the top is black and displays various icons: signal strength, time (2:24), battery level (52%), and other system icons. The login form consists of two white input fields with black text labels. The first field is labeled "User Name:" and the second is labeled "Password :". Below these fields is a grey button with the text "submit" in black. At the very bottom, there is a black navigation bar with three white icons: a hamburger menu, a home icon, and a back arrow.

2:24 52%

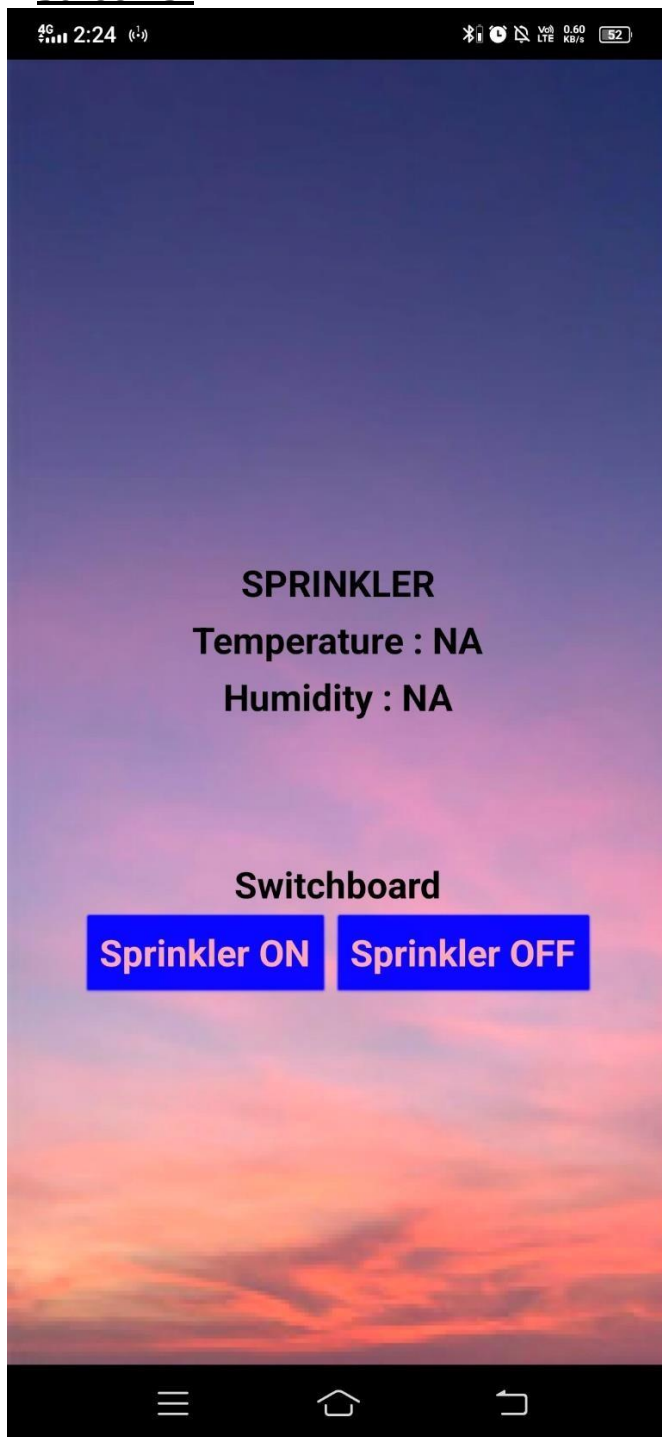


User Name:

Password :

submit

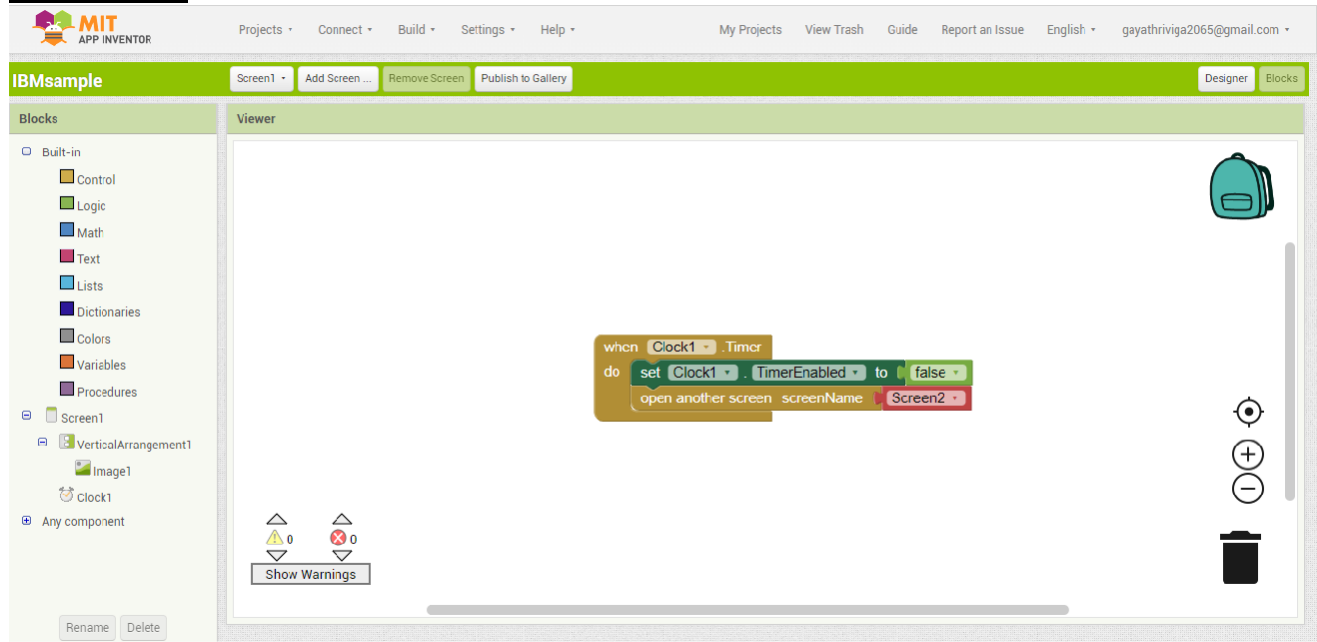
Screen 3:



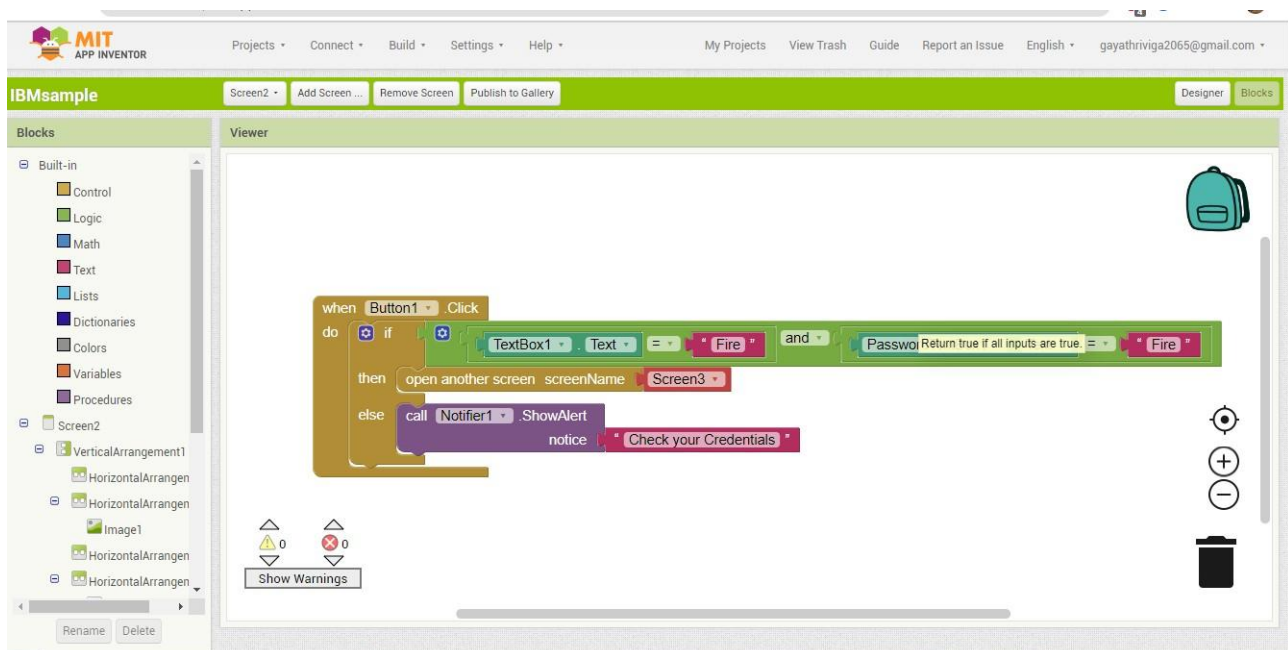
BLOCKS:

- Images displayed in the Blocks section, displays the Back-End of the Mobile Application.
- Only developers have access to view and modify it.
- Proper working of the Application solely depends on the code developed in the Block section.

SCREEN-1:



SCREEN-2:



SCREEN-3:

The screenshot displays the Node-RED interface for a screen named "Screen3". The top bar shows the screen name and actions: "Screen3", "Add Screen...", "Remove Screen", and "Publish to Gallery". The left sidebar lists available components: "Label1" through "Label6", "HorizontalArrangen" (likely HorizontalArrangement), "Button1", "Button2", "Web1", "Web2", and "Clock1".

The main workspace shows a flow with the following steps:

- when Clock1 . Timer** (yellow block) triggers the flow.
- do** (green block) contains:
 - set Web1 . Url** to `https://node-red-joxbk-2022-10-12.us-east.myblue...` (purple block).
 - call Web1 . Get** (purple block).
- when Web1 . GotText** (yellow block) triggers a conditional execution:
 - do** (green block) contains:
 - set Label3 . Text** to `look up in pairs key temp` (blue block).
 - set Label5 . Text** to `look up in pairs key hum` (blue block).

The conditional logic for the "when Web1 . GotText" block is detailed in the table below:

url	responseCode	responseType	responseContent
			temp
			hum
			not found
			not found

The flow also includes a "Show Warnings" button at the bottom left and a "Designer" button at the top right.