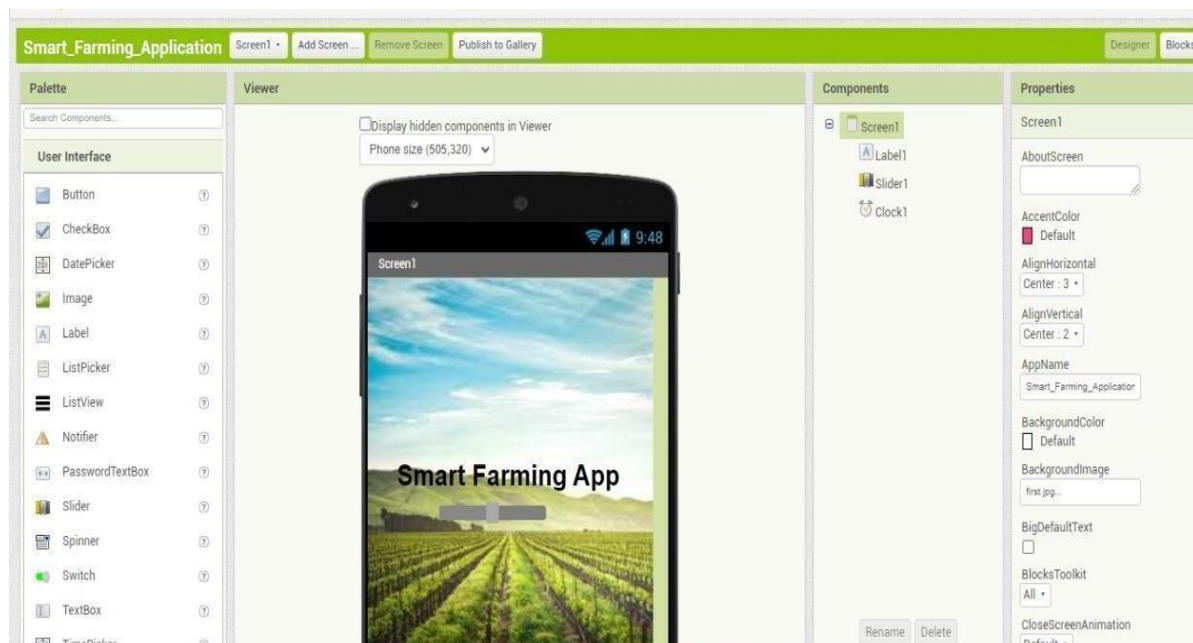


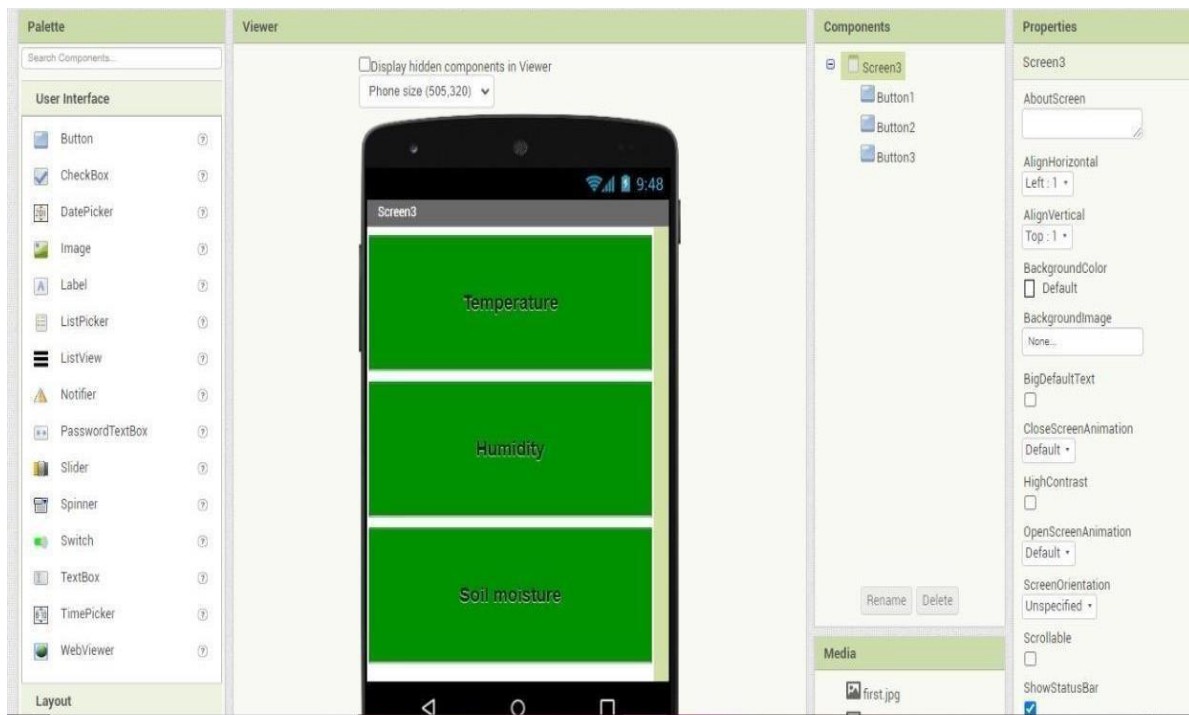
SPRINT 3

Date	12 November 2022
Team ID	PNT2022TMID30597
Project Name	Project – Smart Farmer - IoT Enabled Smart Farming Application

- Developing the Application for Smart farmer lot enabled smart farming Application project using MIT App Inventor.□







The screenshot displays the MIT App Inventor web interface. At the top, there's a green header bar with the project name 'Smart_Farming_Application' and buttons for 'Screen1', 'Add Screen...', 'Remove Screen', and 'Publish to Gallery'. Below the header, the interface is divided into three main sections: 'Blocks', 'Viewer', and 'Designer'.

The 'Blocks' section on the left contains a 'Built-in' category with various block types like Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, and Procedures. There's also a 'Screen1' category with specific components like Label1, Slider1, and Clock1. At the bottom of the 'Blocks' section are 'Any component' and buttons for 'Rename' and 'Delete'.

The 'Viewer' section on the right shows a block of code. It starts with a 'when Clock1.Timer' block, followed by a 'do' block. Inside the 'do' block, there's a 'set Slider1.ThumbPosition to Slider1.ThumbPosition + 1' block, and an 'if' block with the condition 'Slider1.ThumbPosition = 100'. If the condition is true, the action is 'open another screen screenName Screen2'.

The 'Designer' section at the bottom shows a simple UI layout. It includes a slider control labeled 'Slider1' and a button labeled 'Show Warnings'. There are also some warning icons and a trash can icon on the right side of the 'Designer' section.

Screenshots from the Mobile App

