

PROJECT DEVELOPMENT PHASE

SPRINT - 3

Team ID	PNT2022TMID32732
Project Name	Industry Specific Intelligent Fire Management System

STEP 1 : FRONT PAGE

The screenshot displays the MIT App Inventor web interface. The top navigation bar includes links for Projects, Connect, Build, Settings, and Help. The main workspace is divided into three sections: Blocks, Viewer, and Media.

Blocks Section: The left sidebar shows a list of built-in blocks categorized by Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, Procedures, and Screen1. The Screen1 category is expanded, showing VerticalArrangement1, HorizontalArrangement1, Image1, and Clock1. The Any component section is also visible.

Viewer Section: The central workspace shows a visual representation of the app's front page. A blue backpack icon is positioned in the top right corner. A logic block is visible in the center, consisting of a 'when' block (Clock1.Timer) and a 'do' block (set Clock1.TimerEnabled to false, followed by open another screen screenName Screen2).

Media Section: The bottom left sidebar shows a list of media files: 1f8d3d6a...d9f09.jpg, 2016.png, 2018.jpg, and 2772549.webp.

Bottom Bar: The bottom of the interface features a 'Show Warnings' button and a 'Designer' tab.



STEP 2 : LOGIN PAGE

The screenshot displays the App Inventor web interface. The top navigation bar includes links for Projects, Connect, Build, Settings, and Help. The main workspace is divided into three sections: Blocks, Viewer, and a right-hand toolbar.

Blocks Panel: The left sidebar shows a list of built-in blocks categorized by type: Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, and Procedures. The 'Screen2' category is selected, showing a list of screen components like VerticalArrangement1, HorizontalArrangement, and Image1.

Viewer Panel: The central workspace shows a logic block for a login page. The logic is as follows:

- when Button2.Click** (Trigger)
- do** (Loop)
- if** (Condition): `TextBox1.Text = "bharath" and PasswordTextBox1.Text = "ibm"`
- then** (True branch): `open another screen screenName Screen3`
- else** (False branch): `call Notifier1.ShowAlert notice "Check your credentials"`

Right-hand Toolbar: The toolbar contains icons for zooming in (+), zooming out (-), and a trash can icon. A 'Show Warnings' button is located at the bottom left of the workspace.



Username

Password

Submit



Username

team

Password

...

Submit

STEP 3 : THE APP AND THE NODE RED IS CONNECTED USING USING HTTP REQUEST (JSON File)

The screenshot displays the App Inventor web interface. The top navigation bar includes links for Projects, Connect, Build, Settings, and Help. The main workspace is divided into a left sidebar and a central viewer.

Left Sidebar:

- Blocks:** A list of built-in blocks categorized by type: Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, and Procedures. Below this is a list of components for 'Screen3', including 'HorizontalArrangemen', 'Label1', 'HorizontalArrangen', 'TextBox1', and another 'HorizontalArrangemen'.
- Media:** A list of media files: '1f8d3d6a...d9f09.jpg', '2016.png', '2018.jpg', and '2772549.webp'.

Central Viewer:

The viewer shows a visual programming script with the following logic:

- when Clock1.Timer** (Trigger)
 - do**
 - set Web1.Url** to `"https://169.51.203.163:30784/data"`
 - call Web1.Get**
- when Web1.GotText** (Trigger)
 - do**
 - set TextBox1.Text** to `look up in pairs key "temp"`
 - pairs** call `Web1.JsonTextDecode` (jsonText) `get responseContent`
 - notFound** `"not found"`
 - set TextBox2.Text** to `look up in pairs key "hum"`
 - pairs** call `Web1.JsonTextDecode` (jsonText) `get responseContent`
 - notFound** `"not found"`
 - set TextBox3.Text** to `look up in pairs key "gaslevel"`
 - pairs** call `Web1.JsonTextDecode` (jsonText) `get responseContent`
 - notFound** `"not found"`

At the bottom left of the viewer, there are warning indicators (0 yellow triangles and 0 red crosses) and a 'Show Warnings' button. On the right side of the viewer, there are icons for zooming in (+), zooming out (-), and a trash can.

Temperature

14°C

Humidity

30%

Gas Level

90%

NODE RED UI OUTPUT

