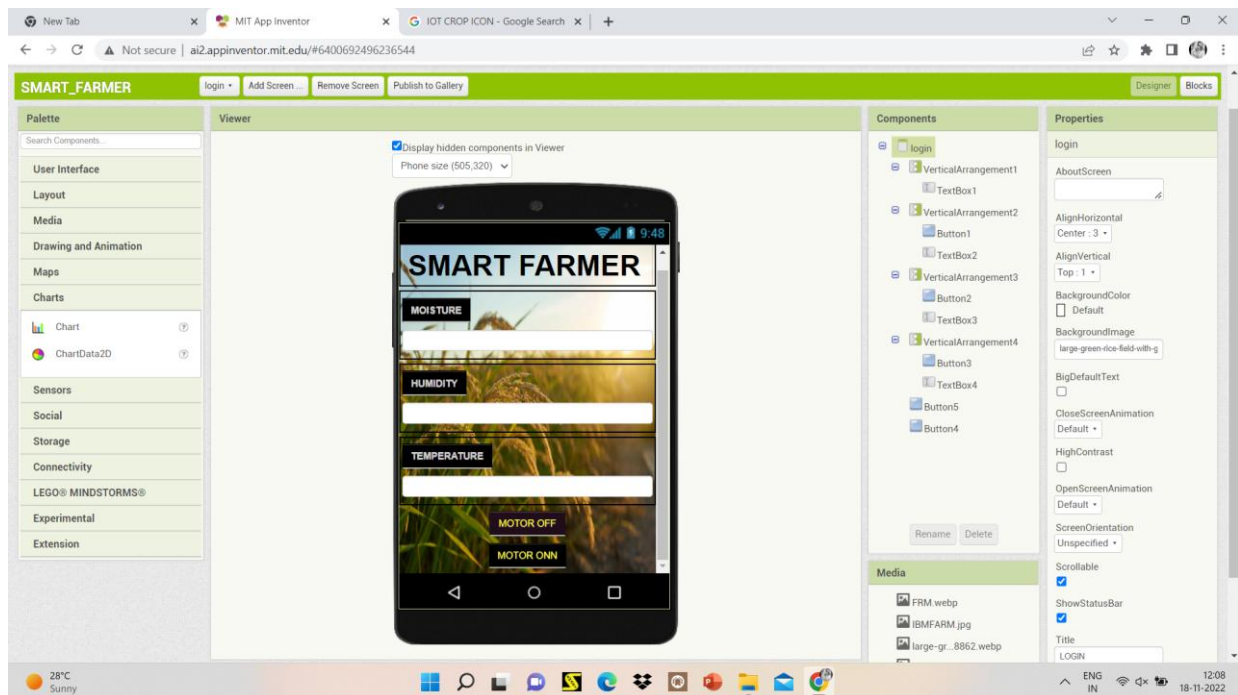
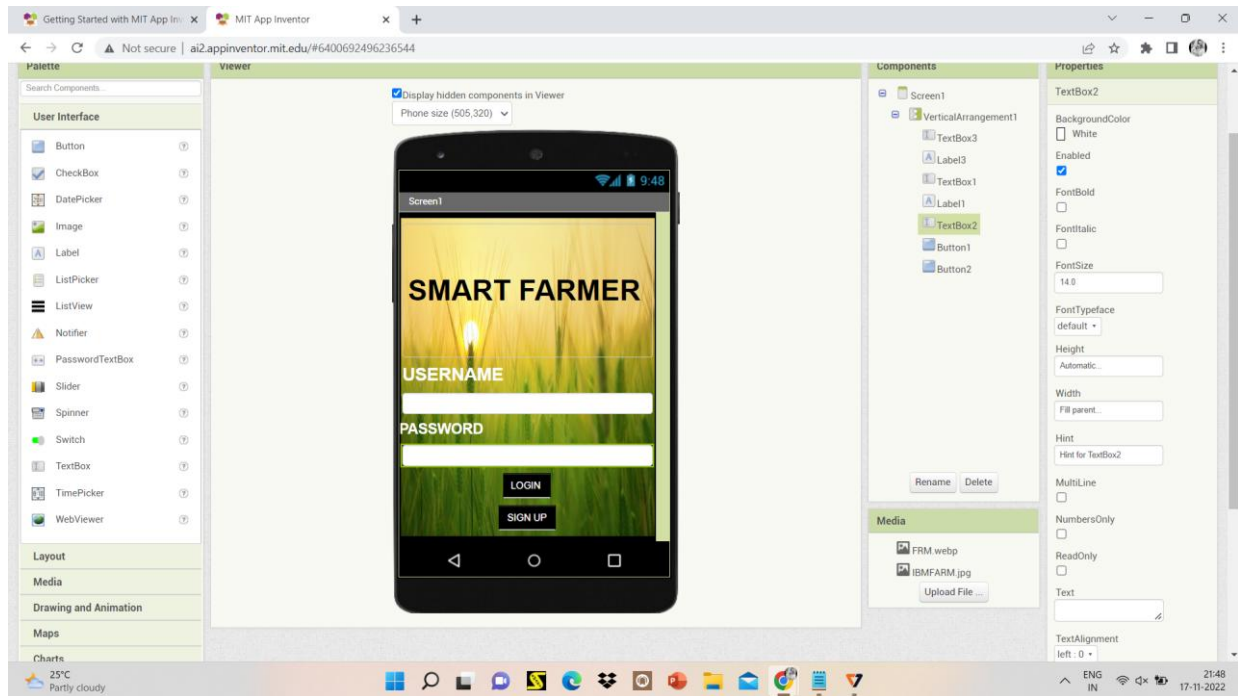


Develop A mobile application

Team Id: PNT2022TMID04707



Viewer

```
graph TD
    subgraph TimerFlow [Timer Flow]
        W1[when Clock1 -> Timer] --> S1[do set Web1 -> Uri -> to https://node-red-gowzy-2022-11-05-eu-gb.mybluem...]
        S1 --> C1[call Web1 -> Get]
    end

    subgraph Button1Flow [Button1 Flow]
        W2[when Button1 -> Click] --> S2[do set Web2 -> Uri -> to https://node-red-gowzy-2022-11-05-eu-gb.mybluem...]
        S2 --> C2[call Web2 -> Get]
    end

    subgraph Button2Flow [Button2 Flow]
        W3[when Button2 -> Click] --> S3[do set Web2 -> Uri -> to https://node-red-gowzy-2022-11-05-eu-gb.mybluem...]
        S3 --> C3[call Web2 -> Get]
    end

    subgraph Web1ResponseFlow [Web1 Response Flow]
        W4[when Web1 -> GotText] --> S4[do set TextBox1 -> Text -> to look up in pairs: key temperature]
        S4 --> C4[call Web1 -> JsonTextDecode]
        C4 --> J4[jsonText]
        J4 --> G4[get responseContent]
        G4 --> N4[not found]
        N4 --> S5[set TextBox2 -> Text -> to look up in pairs: key humidity]
        S5 --> C5[call Web1 -> JsonTextDecode]
        C5 --> J5[jsonText]
        J5 --> G5[get responseContent]
        G5 --> N5[not found]
        N5 --> S6[set TextBox3 -> Text -> to look up in pairs: key moisture]
        S6 --> C6[call Web1 -> JsonTextDecode]
        C6 --> J6[jsonText]
        J6 --> G6[get responseContent]
        G6 --> N6[not found]
    end
```

The flow diagram consists of three main sections:

- Timer Triggered Flow:** A 'when' node (Clock1 -> Timer) triggers a 'do' loop. Inside, 'Web1 -> Uri' is set to 'https://node-red-gowzy-2022-11-05-eu-gb.mybluem...' and 'Web1 -> Get' is called.
- Button Triggered Flows:** Two 'when' nodes (Button1 -> Click and Button2 -> Click) each trigger a 'do' loop. Both loops set 'Web2 -> Uri' to the same URL and call 'Web2 -> Get'.
- Web1 Response Handling:** A 'when' node (Web1 -> GotText) triggers a 'do' loop. It sets 'TextBox1 -> Text' to 'look up in pairs: key temperature'. This is followed by a 'call' node (Web1 -> JsonTextDecode), a 'jsonText' node, and a 'get responseContent' node. If 'not found', it sets 'TextBox2 -> Text' to 'look up in pairs: key humidity'. This pattern repeats for 'humidity' and 'moisture', each with its own 'call', 'jsonText', and 'get responseContent' nodes, and a 'not found' fallback.

At the bottom left, there are two warning icons (yellow triangles) with '0' next to them, and a 'Show Warnings' button. On the right side, there are three circular icons (a target, a plus, and a minus) and a trash can icon.