

## PROJECT DEVELOPMENT PHASE

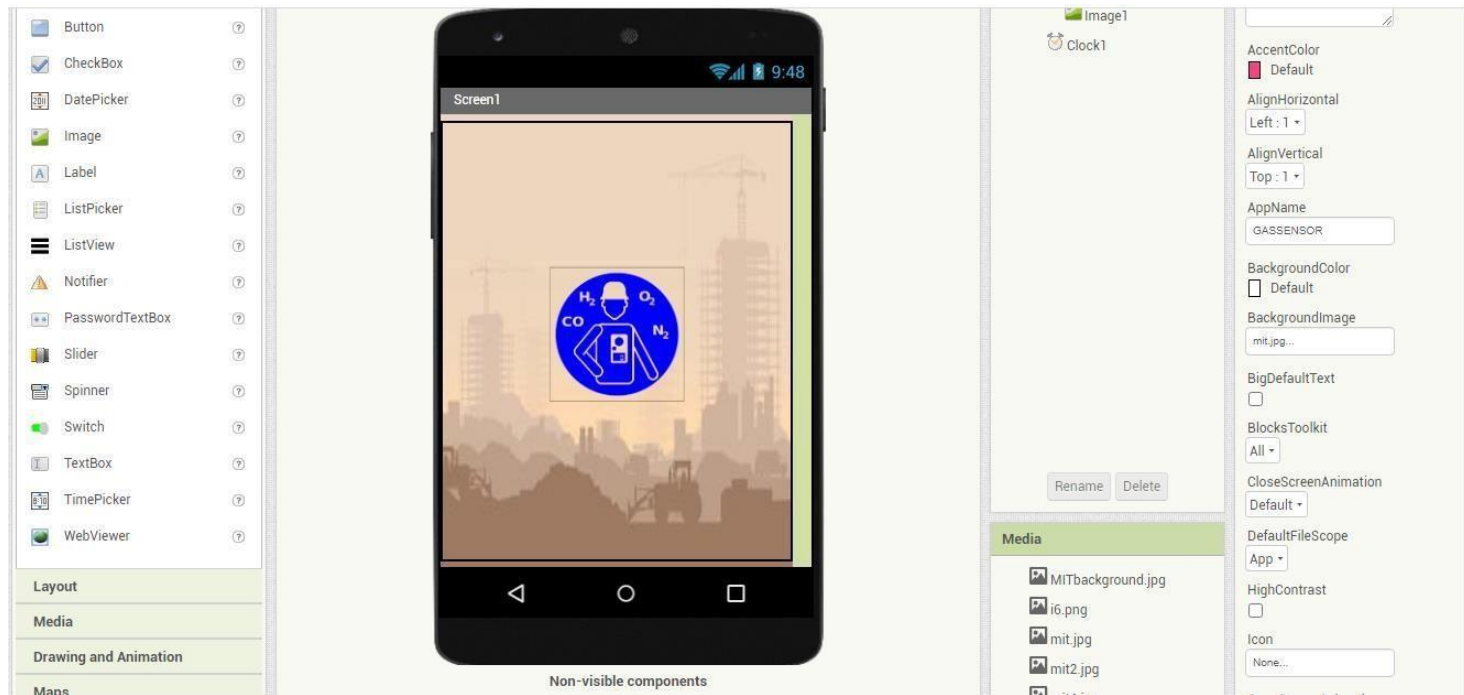
### Delivery Of Sprint-1

Date	10 NOVEMBER 2022
Team ID	PNT2022TMID28615
Project Name	GAS LEAKAGE MONITORING AND ALERTING SYSTEM FOR INDUSTRIES

### SPRINT 1:

Registration and Login Credentials.

Front End Of Screen-1 :



## Back End Of Screen-2 :

The screenshot displays the GASENSOR app editor interface. The top bar is green and contains the text "GASENSOR" on the left, and a series of buttons: "Screen1", "Add Screen ...", "Remove Screen", and "Publish to Gallery" in the center. On the right side of the top bar are two tabs: "Designer" (selected) and "Blocks".

The interface is divided into two main sections: "Blocks" on the left and "Viewer" on the right.

**Blocks Panel:**

- Built-in:**
  - Control
  - Logic
  - Math
  - Text
  - Lists
  - Dictionaries
  - Colors
  - Variables
  - Procedures
- Screen1:**
  - VerticalArrangement1
    - Image1
  - Clock1
- Any component**

**Viewer Panel:**

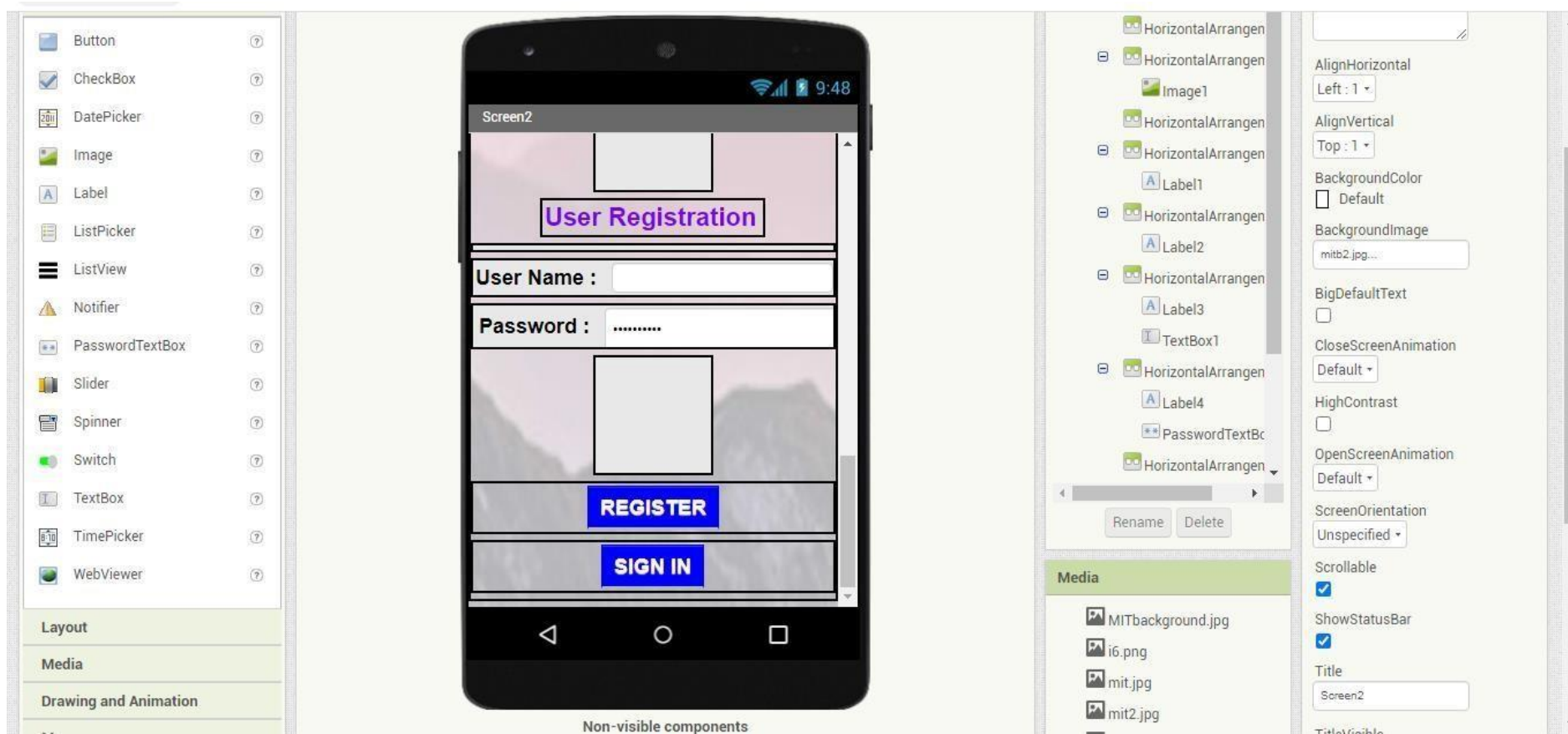
The central area shows a script block with the following logic:

```
when Clock1.Timer
do open another screen screenName Screen2
```

At the bottom left of the viewer, there are two warning indicators (a yellow triangle with an exclamation mark and a red circle with an X) both showing a count of "0", and a button labeled "Show Warnings".

On the right side of the viewer, there is a vertical toolbar with icons for zooming in (+), zooming out (-), and a trash can icon at the bottom.

## Front End Of Screen-2 :



## Back End Of Screen-2 :

**GASSENOR** Screen2 Add Screen ... Remove Screen Publish to Gallery Designer Blocks

**Blocks**

- Built-in
  - Control
  - Logic
  - Math
  - Text
  - Lists
  - Dictionaries
  - Colors
  - Variables
  - Procedures
- Screen2
  - VerticalArrangement1
    - HorizontalArrangement1
  - HorizontalArrangement1
  - Image1
  - HorizontalArrangement1
  - HorizontalArrangement1

**Viewer**

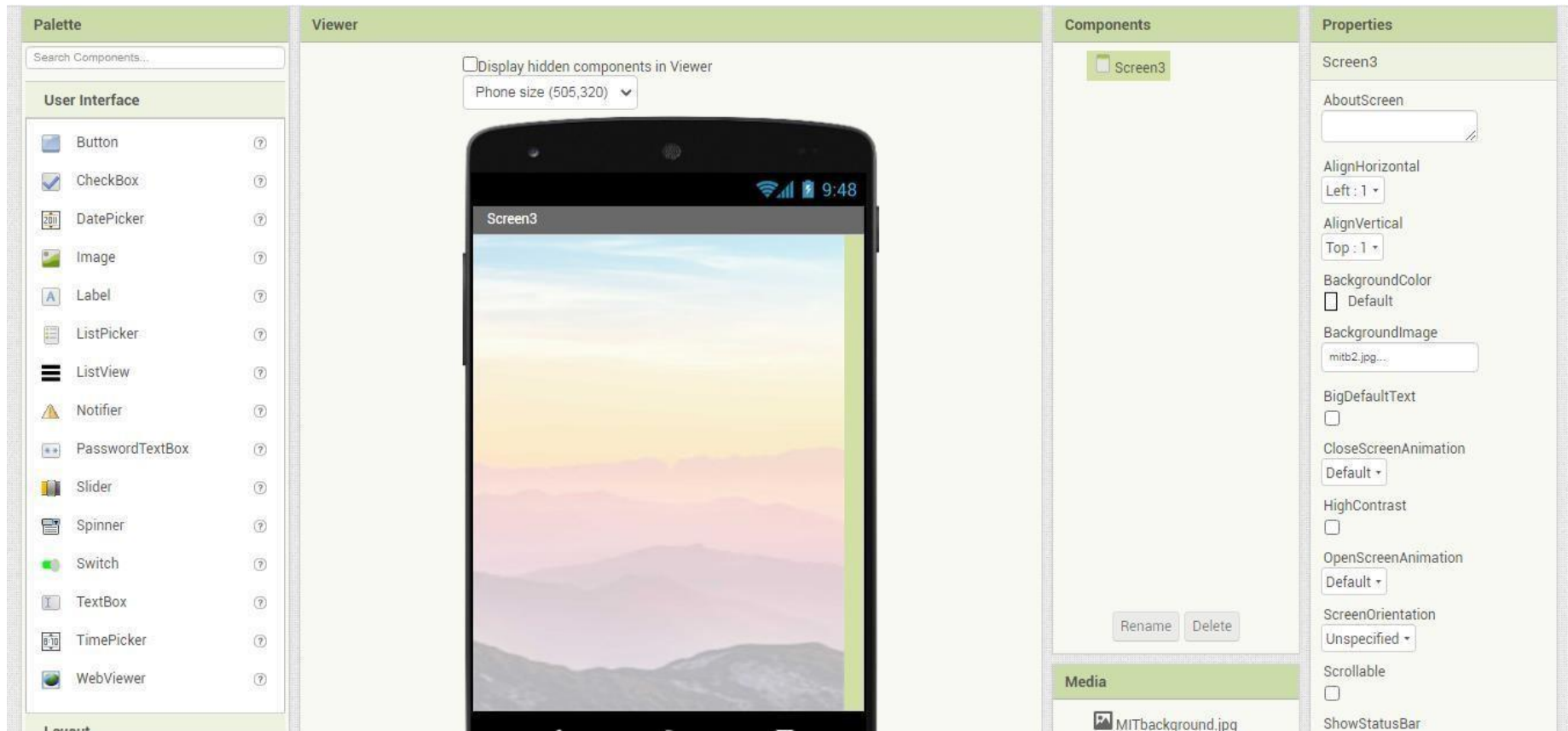
when Button2 .Click  
do  
call FirebaseDatabase1 .GetValue  
tag TextBox1 . Text  
valueIfTagNotThere " NA "

when Button1 .Click  
do  
call FirebaseDatabase1 .StoreValue  
tag TextBox1 . Text  
valueToStore PasswordTextBox1 . Text

when FirebaseDatabase1 .GotValue  
tag value  
do  
if  
get tag = TextBox1 . Text  
then  
if  
get value = PasswordTextBox1 . Text  
then  
open another screen screenName Screen3  
set Label2 . Text to " Wrong User Name & Password "

Show Warnings

### Screen-3 :



## Realtime Database :

It is used to store the registered User name and Password.

The screenshot displays the Firebase Realtime Database interface. On the left is a dark sidebar with the 'Firebase' logo and navigation links: 'Project Overview', 'Authentication', 'Realtime Database', 'Build', 'Release and monitor', 'Analytics', 'Engage', and 'All products'. The main panel shows the 'Realtime Database' for a project named 'GAS SENSOR'. A prominent red warning banner states: 'Your security rules are defined as public, so anyone can steal, modify or delete data in your database'. Below this, a JSON tree shows the database structure: a root node 'GASSENSOR' containing two entries, 'Sajee' with value '1234' and 'sajee' with value '123456'. The database URL is 'https://gas-sensor-786b6-default-rtdb.firebaseio.com/' and the location is 'United States (us-central1)'.

**Warning:** Your security rules are defined as public, so anyone can steal, modify or delete data in your database

```
https://gas-sensor-786b6-default-rtdb.firebaseio.com/
└── GASSENSOR
    ├── Sajee: "1234"
    └── sajee: "123456"
```

Database location: United States (us-central1)