

CONFIGURE THE MOBILE APP FOR CONTROLLING MOTOR USING BUTTONS

The image displays the MIT App Inventor web interface, showing the configuration of a mobile app for controlling a motor using buttons. The interface is divided into several sections:

- Left Panel (Components):** Lists various components available for use, including HorizontalArrangement, Label, TextBox, Button, and Web. The 'Web' component is selected under the 'Connectivity' category.
- Center Canvas:** Shows the visual layout of the app. It includes a title bar 'RIVER WATER MONITORING', a 'PH VALUE' input field, a 'WATER TURBIDITY' input field, and two buttons labeled 'LIGHT ON' and 'LIGHT OFF'. A 'Web1' component is visible at the bottom of the canvas.
- Right Panel (Logic Designer):** Displays the logic blocks for the app. It shows two event-driven blocks: 'when Button2.Click' and 'when Button1.Click'. Both blocks trigger a 'set Web1.Url to' block with the URL 'https://node-red-wycgx-2022-11-17.eu-gb.mybluemix.net/'. The 'Button2.Click' block also includes a 'call Web1.Get' block, followed by a 'look up in pairs key' block with the key 'turbidity'. The 'look up in pairs' block is connected to a 'JsonTextDecode' block, which then connects to a 'get responseContent' block. The 'Button1.Click' block also triggers a 'call Web1.Get' block.
- Bottom Panel (Non-visible components):** Lists components that are not currently visible on the canvas, including 'Web1'.

The interface is running in a web browser, and the URL bar shows 'ai2.appinventor.mit.edu/#6219939854548992'. The bottom status bar indicates the time as 21:58 on 18-11-2022.