

# Sprint-3

<b>Team ID</b>	PNT2022TMID17235
<b>Project Name</b>	Personal Assistance for Seniors Who Are Self Reliant

## TASK :-

Using MIT app Inventor ,Create a dashboard (application for your project using MIT app, design the model and test the app).

## APP CONTENTS:

- ☐ Login & signup
- ☐ Home Screen
- ☐ Alarm System
- ☐ Emergency Contacts

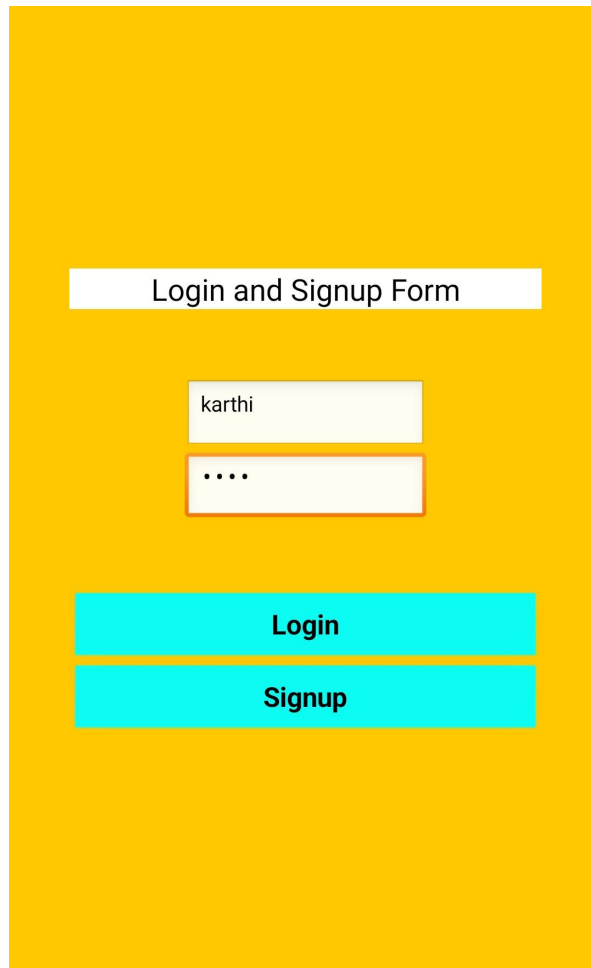
## APP DEMO:

❖ The following screenshots are the sample pages of our app in a mobile view.

❖ App is built using MIT app inventor and simulation using MITAI2 Companion.

❖ We make use of Node red, IBM Watson, TTS service &Cloudant DB, for the project's workflow.

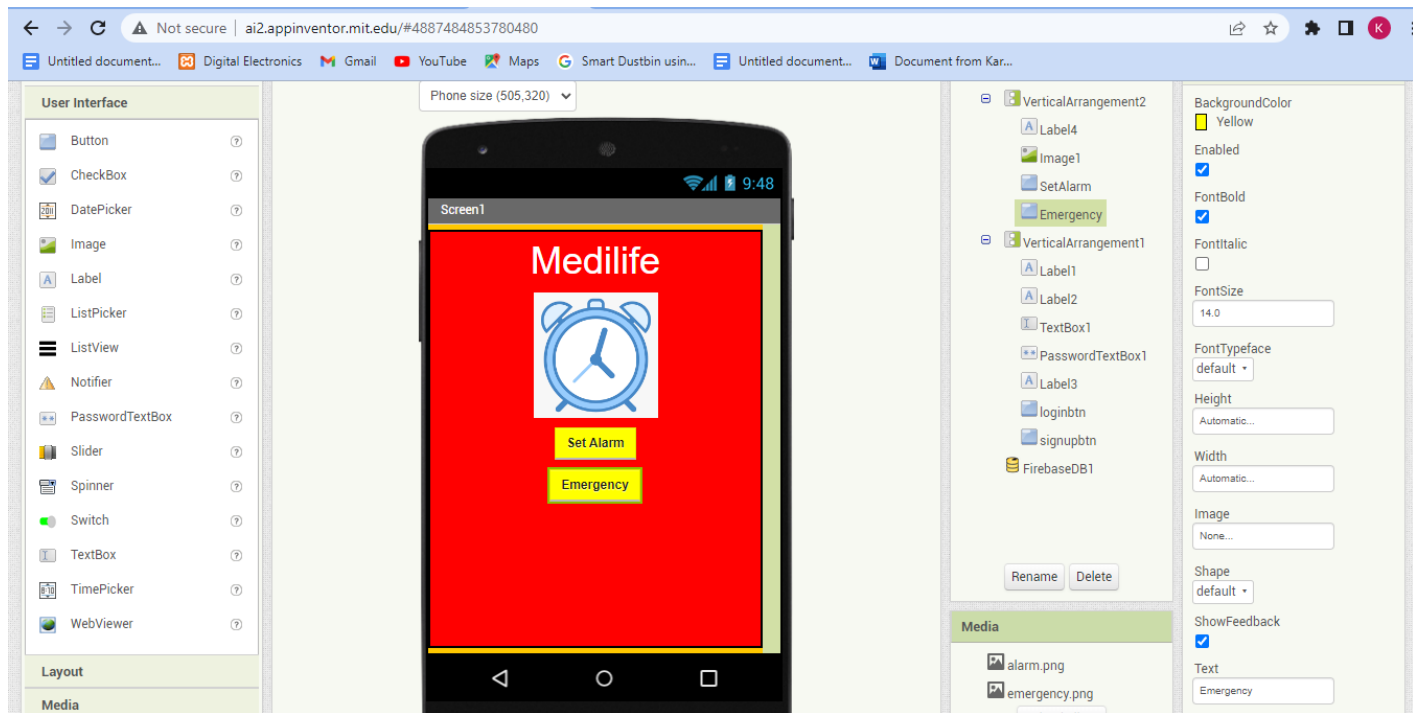
### 1)SIGNUP/LOGIN SCREEN:



A UI mockup of a login and signup form. The form is centered on a solid yellow background. At the top, there is a white rectangular box containing the text "Login and Signup Form". Below this box are two stacked white input fields. The first input field contains the text "karthi". The second input field contains four dots "....". Below the input fields are two stacked cyan rectangular buttons. The top button is labeled "Login" and the bottom button is labeled "Signup".

- ❖ In login/signup page, user can enter the username & password to sign up for the first time using the app.
- ❖ After successful signup, User can use their username & password credentials to login into the app.
- ❖ After successful login, User can be redirected to home screen


## **2)HOME SCREEN:**



- ❖ In the Home Screen, user can able to see all the options and features of our app.
- ❖ Home Screen have the following features,
  - Set alarm
  - Med Shop
  - Med Chat
  - Emergency

### 3) SET ALARM SCREEN:

**Medicine Alarm**



**Enter Your Medication Details:**

**MEDICINE NAME:**

**MEDICINE DOSAGE:**

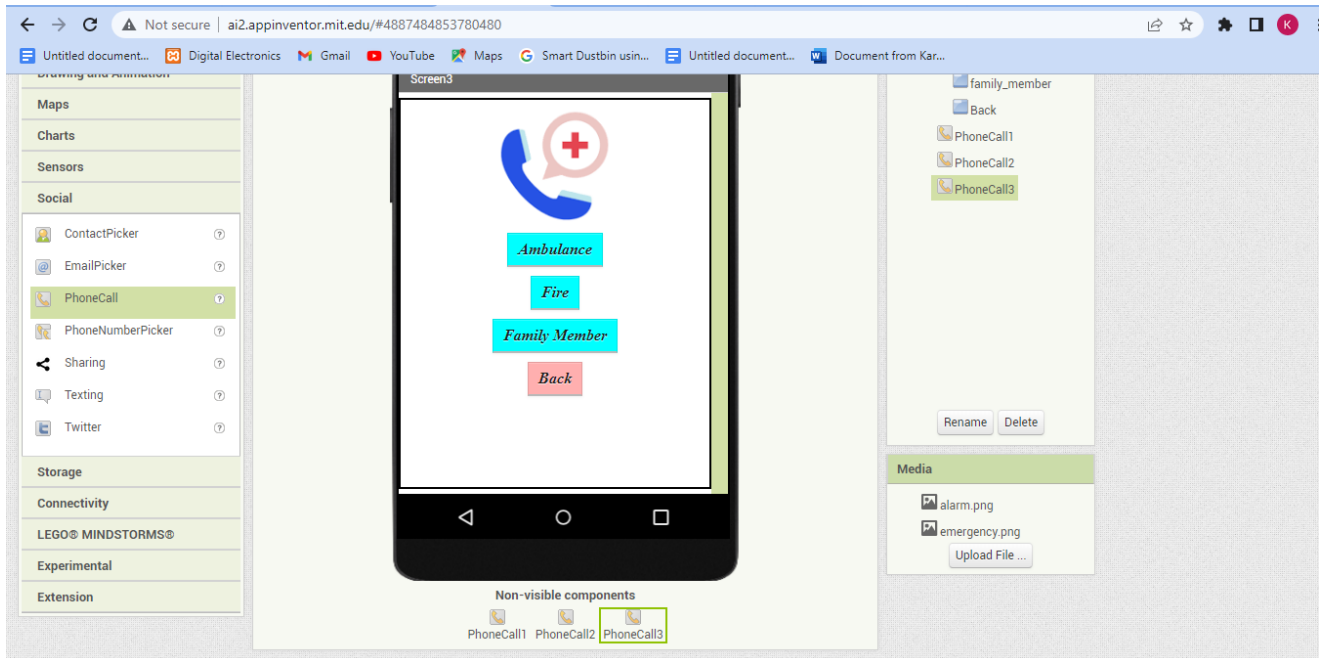
**SELECT TIME:**

**SELECT DATE:**

☐ Tick the check Box when you take the medicines

- ❖ In this Screen, user can able to see all the options to set the alarm.
- ❖ User can first add their medicine name & Dosage in the appropriate textboxes.
- ❖ Then they have an option to set the alarm with the help of date and time picker.
- ❖ After submitting all the details, user can get reminder about the intaking of medicines as per the information given by the user.

### 3) EMERGENCY SCREEN:



- ❖ In this Screen, user can make a phone call.
- ❖ By default, App provides important phone numbers which will be used in emergency situations.
- ❖ By click the button, user will able to make the phone call.

# CODE BLOCKS-MIT APP INVENTOR:

## Login Screen

The screenshot displays the MIT App Inventor web interface for a project named "medilife". The browser address bar shows the URL "ai2.appinventor.mit.edu/#4887484853780480". The interface includes a top navigation bar with links for Projects, Connect, Build, Settings, and Help. Below this, a project management bar shows "Screen1", "Add Screen...", "Remove Screen", and "Publish to Gallery". The main workspace is divided into three sections: "Blocks", "Viewer", and "Designer".

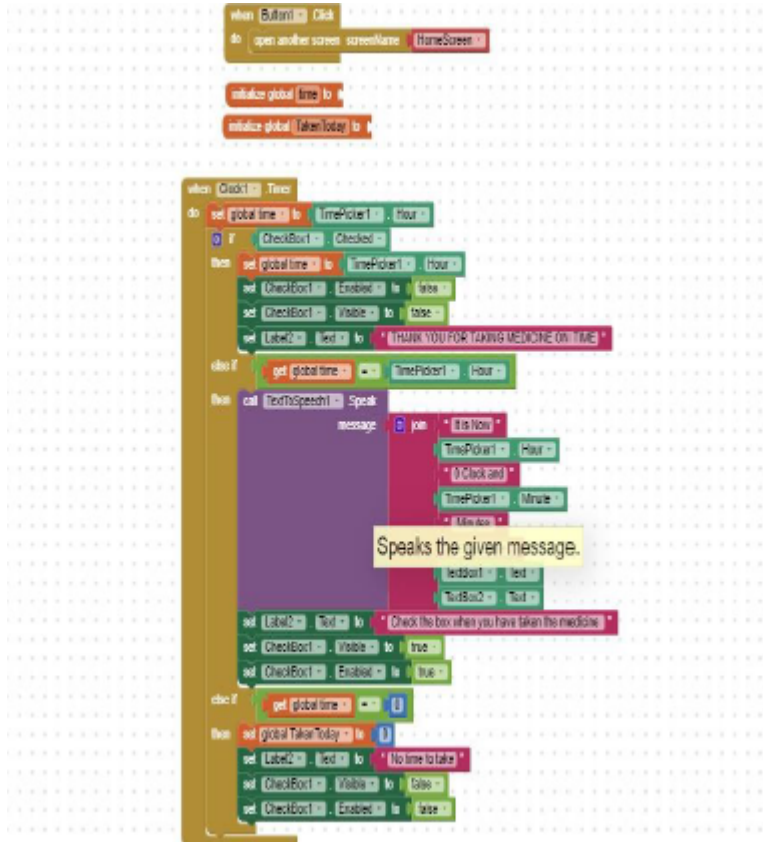
The "Blocks" section on the left lists various built-in components and procedures, including Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, Procedures, Screen1, VerticalArrangement2, Label4, Image1, SetAlarm, Emergency, and VerticalArrangement1.

The "Viewer" section in the center shows the logic blocks for the login screen. It features three main event-driven blocks:

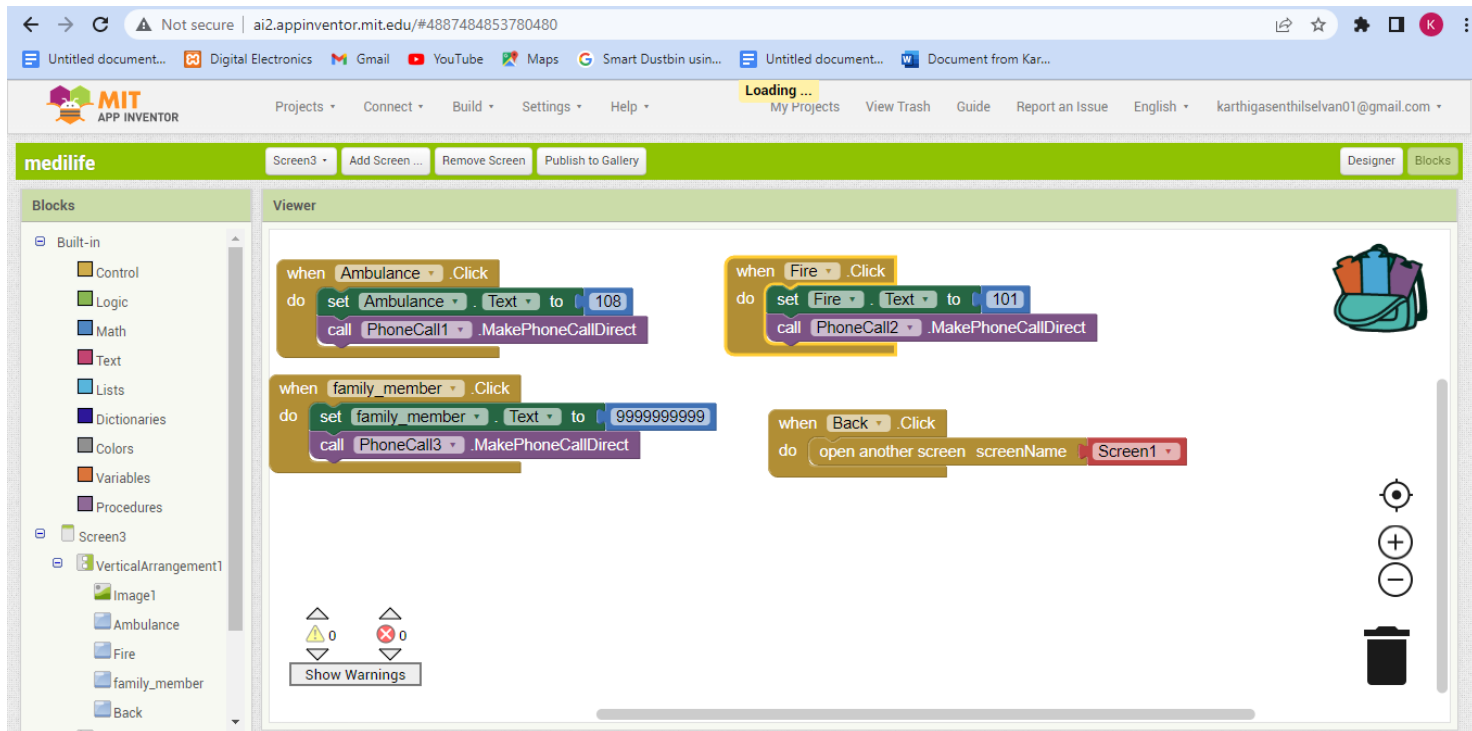
- when loginbtn.Click**: A "do" block containing a "call FirebaseDB1.GetValue" block. The "tag" is set to "TextBox1.Text" and the "valueIfTagNotThere" is set to "NA".
- when signupbtn.Click**: A "do" block containing a "call FirebaseDB1.StoreValue" block. The "tag" is set to "TextBox1.Text" and the "valueToStore" is set to "PasswordTextBox1.Text".
- when FirebaseDB1.GetValue**: A "do" block containing an "if" block. The "if" block checks if "get tag" is equal to "TextBox1.Text". If true, it contains another "if" block that checks if "get value" is equal to "PasswordTextBox1.Text". If this second condition is true, it sets "VerticalArrangement1.Visible" to false and "VerticalArrangement2.Visible" to true. If the second condition is false, it sets "Label2.Text" to "Wrong Username & Password".

The "Designer" section on the right shows a visual representation of the login screen, including a login button, a signup button, and a warning message. The warning message is displayed in a red box with the text "Wrong Username & Password".

# Alarm



# Emergency



## RESULT:

Thus ,by the end of Sprint 3,Project dashboard is designed and tested successfully.