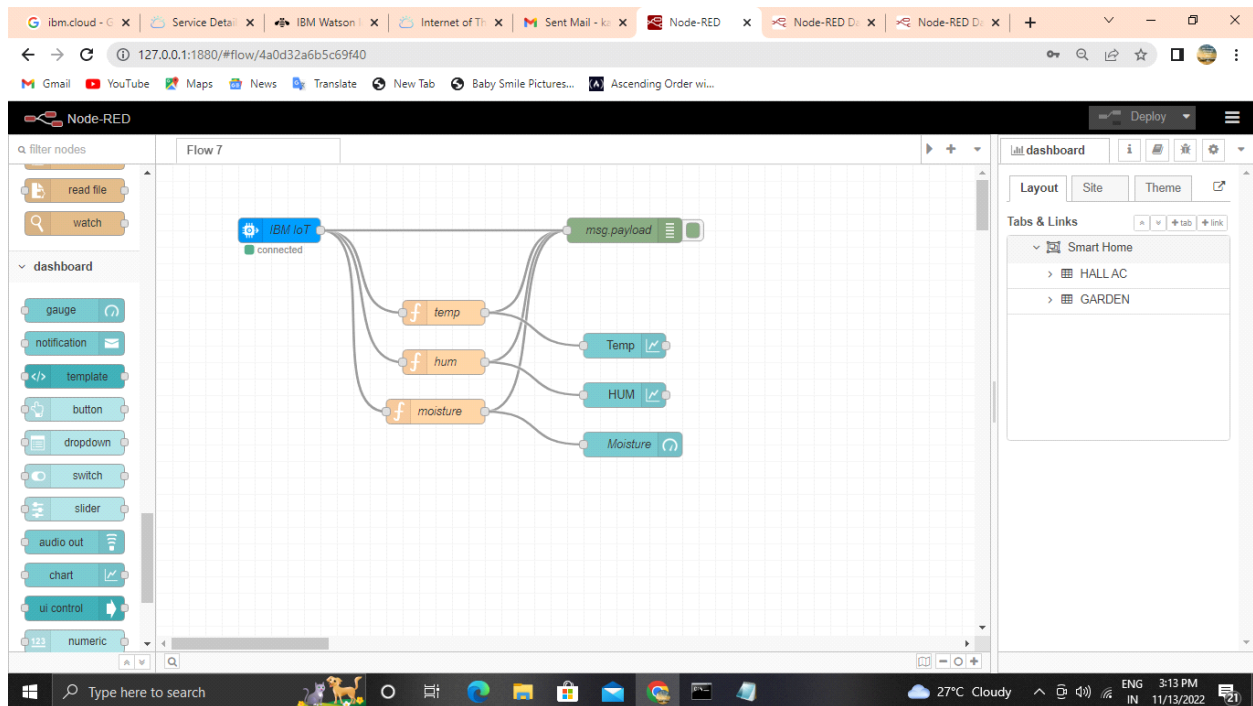
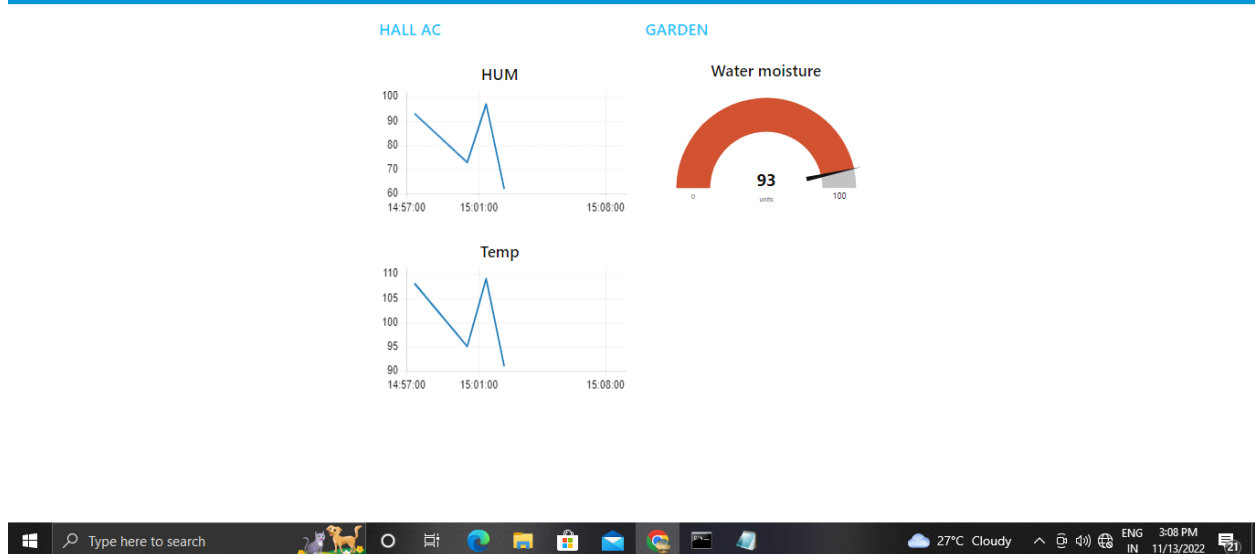
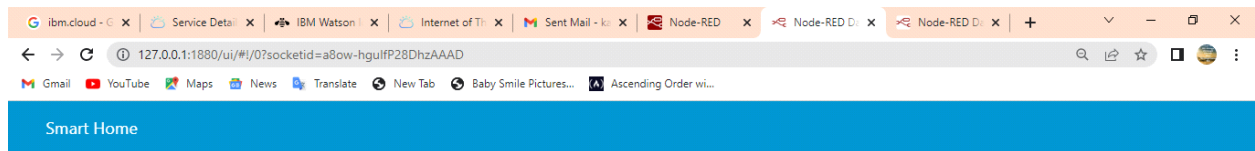
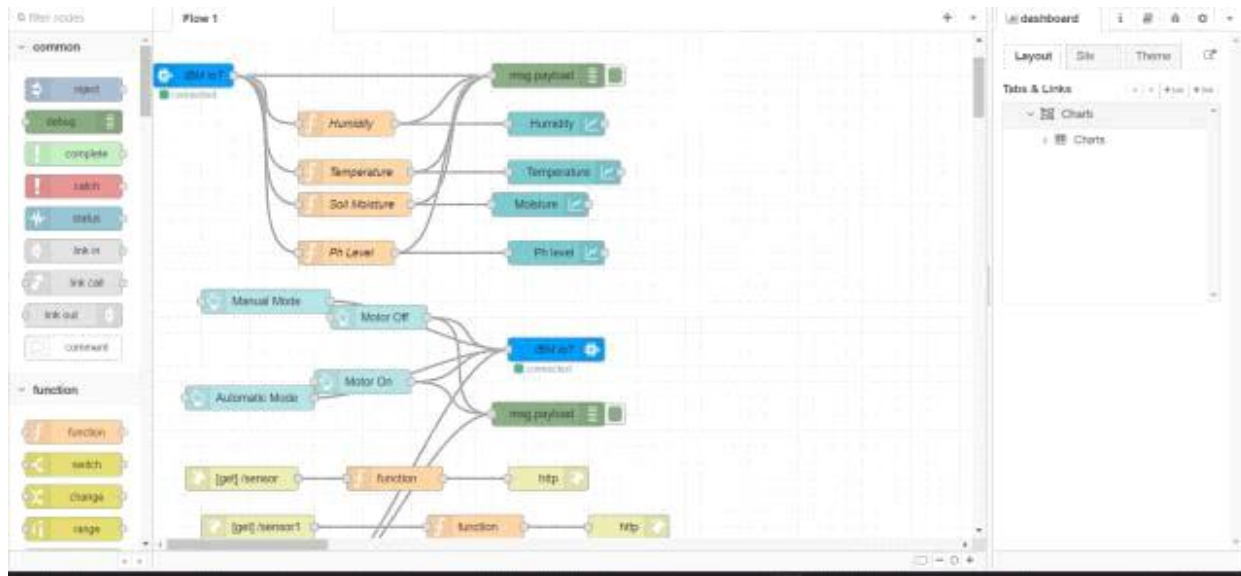


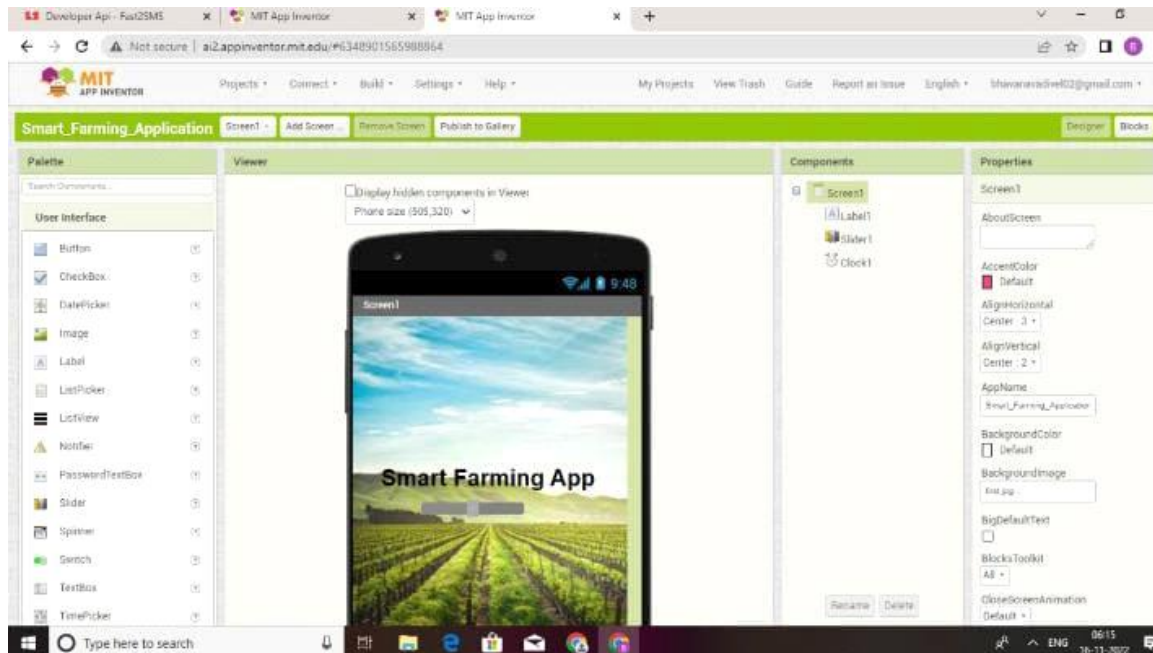
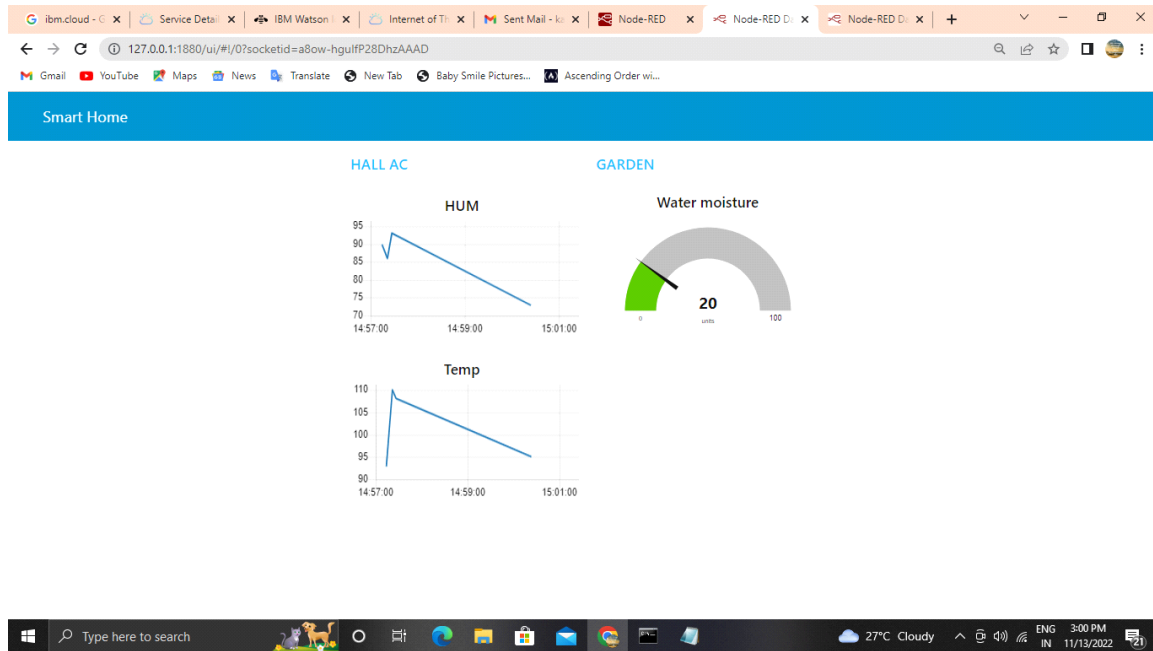
Sprint 4

Date	14 November 2022
Team ID	PNT2022TMID30750
Project Name	Project - SmartFarmer - IoT Enabled Smart Farming Application

- Designed all the modules and created all the features of the App.







MIT APP INVENTOR

Projects Connect Build Settings Help My Projects View Trash Guide Report an Issue English shivanandive42@gmail.com

Smart_Farming_Application Screen2 Add Screen Remove Screen Publish to Gallery Designer Blocks

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Dictionaries
 - Colors
 - Variables
 - Procedures
- Screens2
 - HorizontalArranger
 - Label1
 - TextBox1
 - HorizontalArranger
 - Label2
 - PasswordTextBox1

Viewer

when Button1 Click

do

- if TextBox1 Text = Admin and PasswordTextBox1 Text = 123456
- then
 - set Label3 Visible to false
 - open another screen screenName Screen3
- else
 - set Label3 Visible to true

Show Warnings

Type here to search

06:17 10-11-2022

- ScreenShots from the Mobile App

