

NELLAI COLLEGE OF ENGINEERING - MARUTHAKULAM.

TEAM ID: PNT2022TMID50299

PROJECT : SMART FARMER- IOT ENABLE SMART FARMING APPLICATION

Step 1: To create an interface for Smart Farming Application

Other bookmarks

MIT App Inventor interface showing the creation of a Smart Farming Application interface.

The interface is divided into several sections:

- Palette:** Contains various UI components categorized under "User Interface", "Layout", "Media", "Drawing and Animation", "Maps", "Charts", "Sensors", "Social", "Storage", "Connectivity", and "LEGO® MINDSTORMS®".
- Viewer:** Displays a mobile device screen with a green background image. A checkbox "Display hidden components in Viewer" is present, along with a "Phone size (805,320)" dropdown.
- Components:** Lists the components added to the screen, including "Screen3".
- Properties:** Shows the properties for the selected component, "Screen3".

Properties for Screen3:

- AboutScreen: [Text Field]
- AlignHorizontal: Left: 1
- AlignVertical: Top: 1
- BackgroundColor: Default
- BackgroundImage: [Image Selection]
- BigDefaultText: [Text Field]
- CloseScreenAnimation: Default
- HighContrast: [Checkbox]
- OpenScreenAnimation: Default
- ScreenOrientation: Unspecified
- Scrollable: [Checkbox]
- ShowStatusBar: [Checked]
- Title: Screen3
- TitleVisible: [Checked]

Step 2: Backend development for Smart Farming App

Other bookmarks



Projects ▾

Connect ▾

Build ▾

Settings ▾

Help ▾

My Projects

View Trash

Guide

Report an Issue

English ▾

alsameera36frozen@gmail.com ▾

sam_first_pro

Screen1 ▾

Add Screen ...

Remove Screen

Publish to Gallery

Designer

Blocks

Blocks

Viewer

Built-in

Control

Logic

Math

Text

Lists

Dictionaries

Colors

Variables

Procedures

Screen1

VerticalArrangement1

Image1

Clock1

Any component



Show Warnings

Rename

Delete

```
when Clock1.Timer
do
  set Clock1.TimerEnabled to false
  open another screen screenName Screen2
```




MIT App Inventor

MIT App Inventor

← → ↺ ⚠ Not secure ai2.appinventor.mit.edu/#5188947140280320

🔖 ☆ 🗂 👤 ⋮

🔖 Other bookmarks



Projects ▾ Connect ▾ Build ▾ Settings ▾ Help ▾

My Projects View Trash Guide Report an Issue English ▾ alsameera36frozen@gmail.com ▾

sam_first_pro

Screen2 ▾ Add Screen ... Remove Screen Publish to Gallery

Designer Blocks

Blocks

Built-in


- Control
- Logic
- Math
- Text
- Lists
- Dictionaries
- Colors
- Variables
- Procedures

Screen2

- VerticalArrangement1
 - HorizontalArrangen
- HorizontalArrangen
 - Image1
 - HorizontalArrangen
 - HorizontalArrangen

Rename Delete

Viewer



when Button3 . Click

do

- if
 - TextBox1 . Text = "farm" and PasswordTextBox1 . Text = "farm"
 - then open another screen screenName Screen3
 - else call Notifier1 . showAlert notice "check your credantials"

⚠ 0

✖ 0

Show Warnings

🎯 + - 🗑