

# BUILDING MOBILE APP

**Design UI To Display The Water Turbidity, PH Values:**

<b>DATE</b>	<b>15 Nov. 22</b>
<b>TEAM ID</b>	<b>PNT2022TMID40953</b>
<b>PROJECT NAME</b>	<b>REAL TIME RIVER WATER QUALITY MONITORING AND CONTROL SYSTEM</b>
<b>MAXIMM MARK</b>	<b>4 MARKS</b>

MIT App Inventor - Chromium

Not secure | ai2.appinventor.mit.edu/#5141946700791808

**Palette**

Search Components...

**User Interface**

Layout

Media

Drawing and Animation

Maps

Charts

**Sensors**

- AccelerometerSensor
- BarcodeScanner
- Barometer
- Clock**
- GyroscopeSensor
- Hygrometer
- LightSensor
- LocationSensor
- MagneticFieldSensor
- NearField
- OrientationSensor
- Pedometer
- ProximitySensor
- Thermometer

**Viewer**

☐ Display hidden components in Viewer

Phone size (505,320)

Screen1

Water Quality Monitor

pH\_value :

Turbidity :

**Non-visible components**

- Web1
- Clock1

**Components**

- Screen1
  - VerticalArrangement1
    - HorizontalArrangement1
      - Label1
    - HorizontalArrangement2
      - Label2
      - TextBox1
    - HorizontalArrangement3
      - Label3
      - TextBox2
  - Web1
  - Clock1

**Properties**

TextBox1

BackgroundColor: Default

Enabled: ☒

FontBold: ☐

FontItalic: ☐

FontSize: 16

FontTypeface: default

Height: Fill parent...

Width: Fill parent...

Hint:

MultiLine: ☐

NumbersOnly: ☒

ReadOnly: ☒

Text:

TextAlignment: left: 0

TextColor: Default

3:52

0.73  
KB/S



Va

lte



74

Screen1

## ***Water Quality Monitor***

**pH\_value :**

**Turbidity :**

