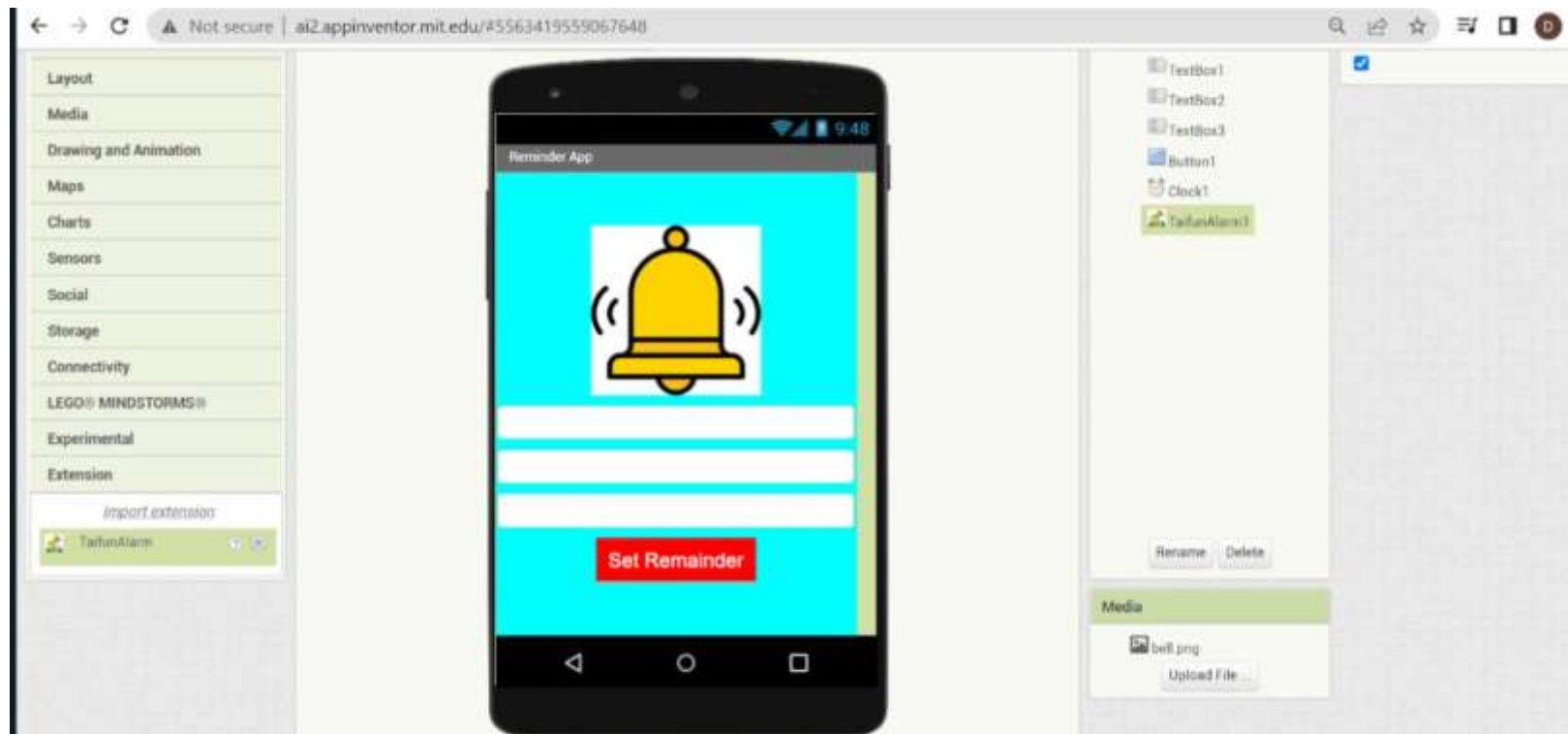
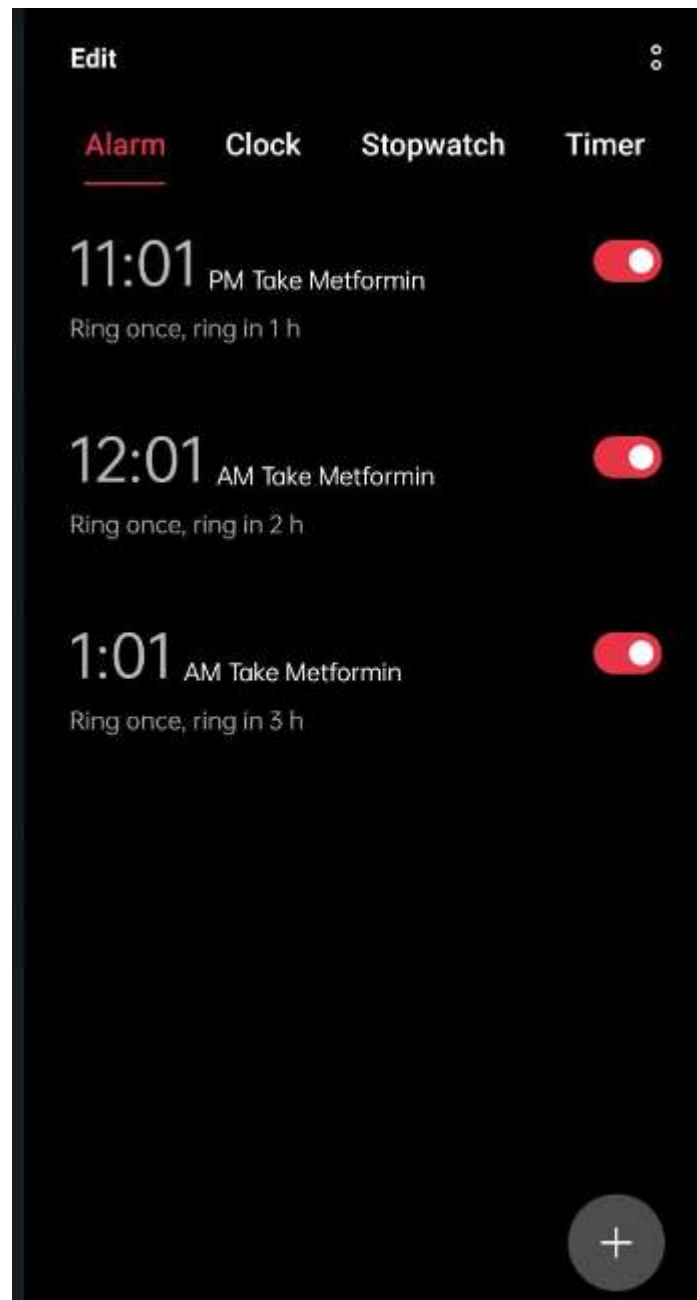


MEDICINE REMAINDER APP USING MITAPP

Date	18 November 2022
Team ID	PNT2022TMID24841
Project Name	Personal Assistance for Seniors Who Are Self Reliant

MEDICINE REMAINDER SCREENSHOT:





BLOCK CODE:

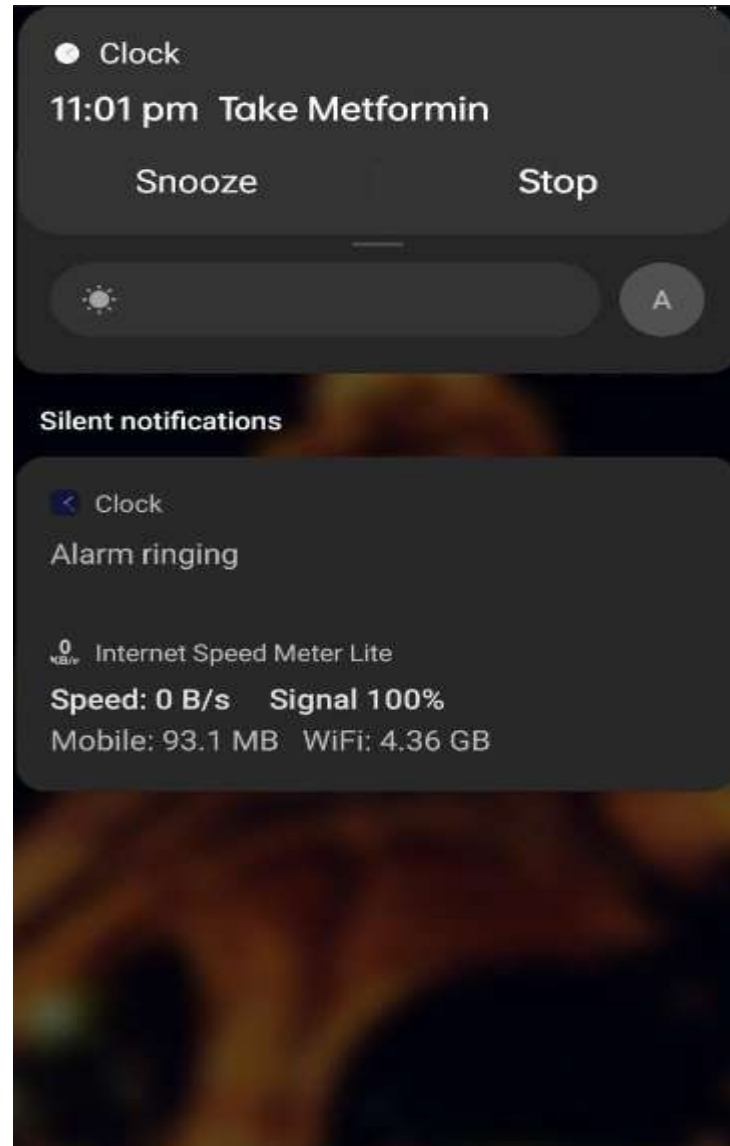
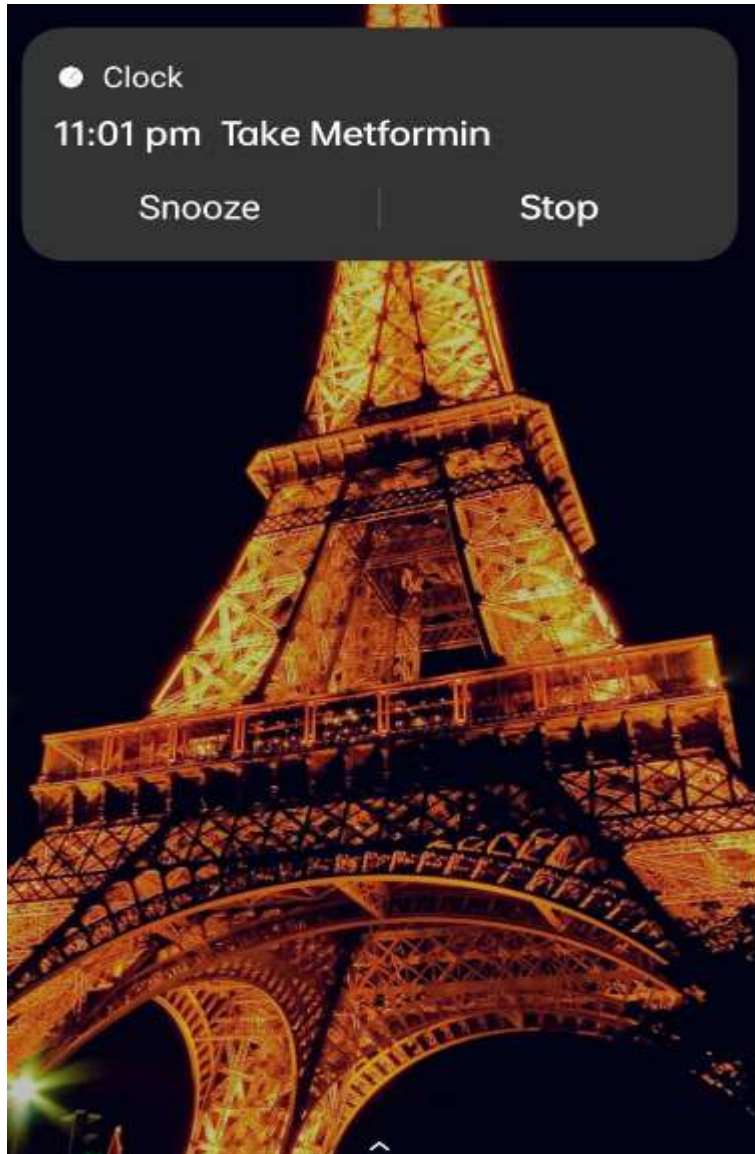
The screenshot displays the MIT App Inventor web interface for a project named "MedicineReminder". The browser address bar shows the URL `ai2.appinventor.mit.edu/#5563419559067648`. The interface includes a top navigation bar with links for Projects, Connect, Build, Settings, and Help. Below this, the project name "MedicineReminder" is shown along with buttons for "Screen1", "Add Screen...", "Remove Screens", and "Publish to Gallery". On the right side of the top bar are buttons for "Design" and "Blocks".

The left sidebar contains a "Blocks" panel with categories: Built-in, Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, Procedures, and Screen1. Under the "Screen1" category, the following components are listed: Image1, TextBox1, TextBox2, TextBox3, Button1, Clock1, and TailfunAlarm1.

The main "Viewer" area displays a block of code. The code begins with a "when Button1.Click" block, followed by a "do" block containing a "for each number from TextBox1.Text" loop. Inside the loop, there is a "to" block with a "by" block. The "by" block contains a "call TailfunAlarm1.Set" block. The "call" block has three arguments: "message" (set to "TextBox3.Text"), "hour" (set to "call Clock1.Hour" followed by a "+" block and "get number"), and "minute" (set to "call Clock1.Minute" followed by an "instant" block and "call Clock1.Now").

At the bottom left of the code area, there are two warning icons (a yellow triangle and a red X) and a "Show Warnings" button. On the right side of the code area, there is a vertical toolbar with icons for a backpack, a target, a plus sign, a minus sign, and a trash can.

ALARM:



TEXT TO SPEECH-BLOCK CODE:

The screenshot displays the MIT App Inventor web interface for a project named "MedicineReminder". The interface is divided into several sections:

- Header:** Includes the MIT App Inventor logo, navigation links (Projects, Connect, Build, Settings, Help), and user information (My Projects, View Trash, Guide, Report an Issue, English, deepthika@student.tce.edu).
- Project Bar:** Shows the project name "MedicineReminder" and actions like "Screen2", "Add Screen", "Remove Screen", and "Publish to Gallery".
- Blocks Panel:** Located on the left, it lists various block categories (Built-in, Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, Procedures) and specific components (Screen2, Image1, Button1, Label1, TextToSpeech1, Clock1) under "Any component".
- Viewer:** The central workspace showing the visual representation of the app. It includes a "when Button1.Click" event handler with a "do" block containing a "call TextToSpeech1.Speak" block and a "message" block. The "message" block is connected to a "join" block, which is then connected to a "call Clock1.Hour" block, followed by an "Instant" block and a "call Clock1.Now" block. Below this, there is a "when Clock1.Timer" event handler with a "do" block containing a "set Label1.Text to" block, a "join" block, and a "call Clock1.Hour" block, followed by an "Instant" block and a "call Clock1.Now" block. The "set Label1.Text to" block is connected to a "join" block, which is then connected to a "call Clock1.Minute" block, followed by an "Instant" block and a "call Clock1.Now" block. Below this, there is a "call Clock1.Second" block, followed by an "Instant" block and a "call Clock1.Now" block.
- Media Panel:** Located at the bottom left, it shows a list of media files, including "bell.png" and "GDCAN.png".

The code in the viewer is as follows:

```
when Button1.Click
do
  call TextToSpeech1.Speak
  message
  join
  call Clock1.Hour
  Instant
  call Clock1.Now
  8
  call Clock1.Minute
  Instant
  call Clock1.Now
  call Clock1.Second
  Instant
  call Clock1.Now

when Clock1.Timer
do
  set Label1.Text to
  join
  call Clock1.Hour
  Instant
  call Clock1.Now
  8
  call Clock1.Minute
  Instant
  call Clock1.Now
  call Clock1.Second
  Instant
  call Clock1.Now
```

TEXT TO SPEECH SCREENSHOT:

