

SPRINT 3

Date	17 November 2022
Team ID	PNT2022TMID07461
Project Name	Smart Farmer-IoT Enabled SmartFarming Application

Creating Mobile app using MIT app Inventor

SMART FARMER APPLICATION

App Inventor + IoT can work together to help us understand, and change, our everyday lives.

Blocks:

The screenshot displays the MIT App Inventor web interface for a project named "SmartFarmer". The interface is divided into three main sections: a left sidebar for "Blocks", a central "Viewer" area for logic blocks, and a right sidebar for "Designer" and "Blocks" views.

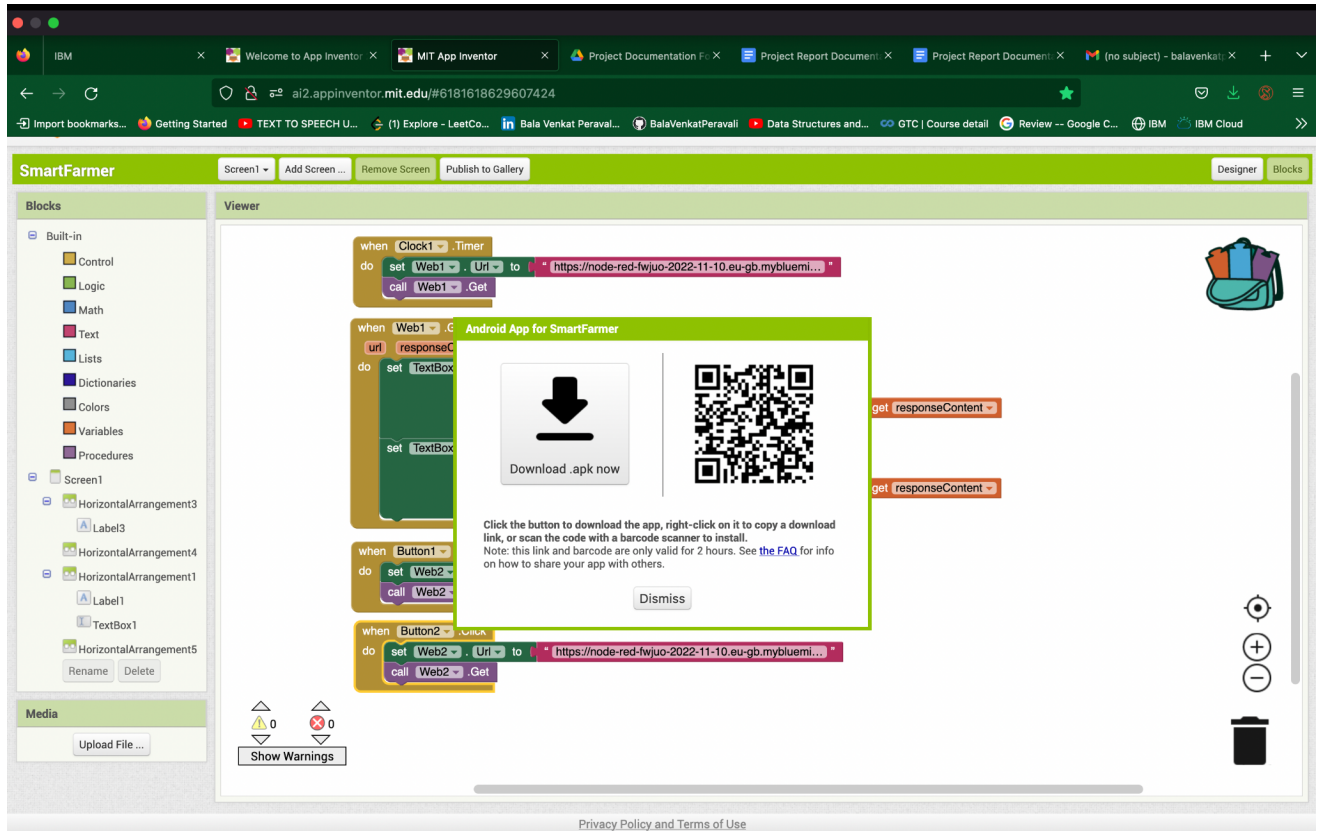
Blocks Panel (Left): Shows a list of built-in blocks categorized into Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, and Procedures. The "Screen1" section is expanded, showing components like HorizontalArrangement3, Label3, HorizontalArrangement4, Label1, HorizontalArrangement1, and TextBox1.

Viewer Panel (Center): Displays the logic for the application. The logic is organized into three main sections:

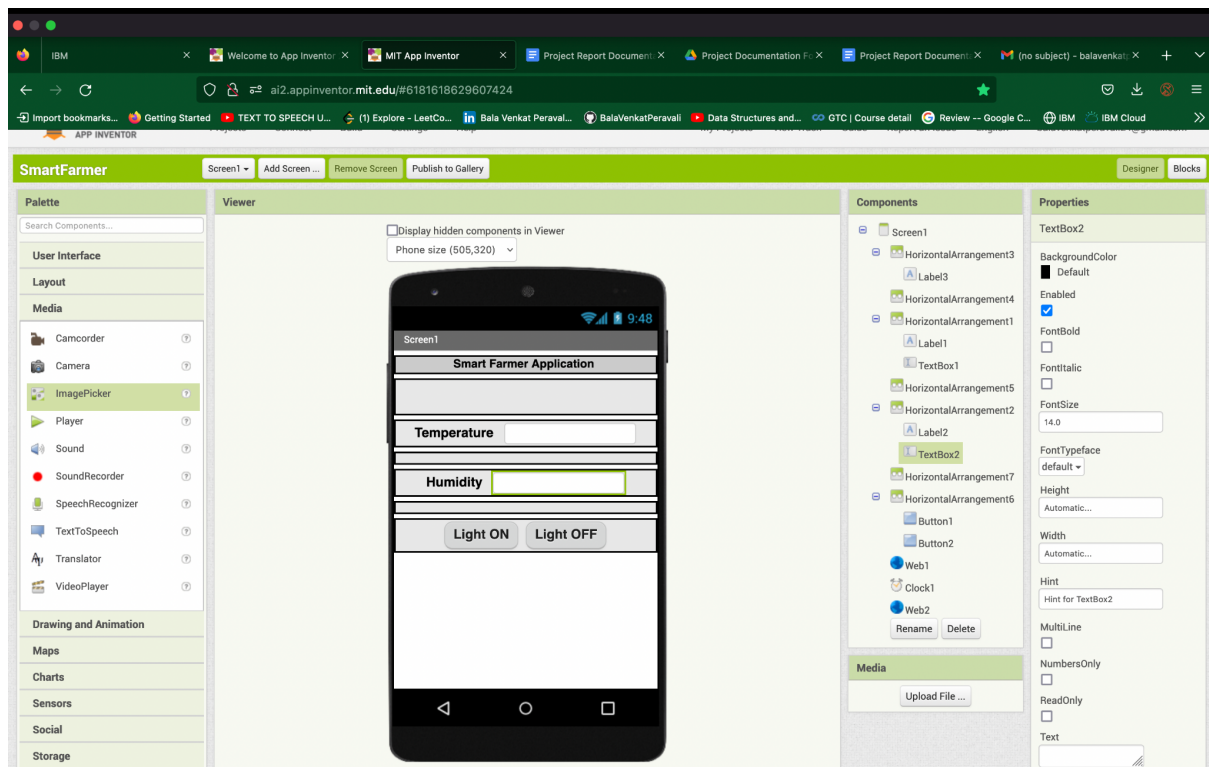
- When Clock1.Timer:** A sequence of blocks: "set Web1.Url to 'https://node-red-fwjuo-2022-11-10.eu-gb.mybluemix...'", followed by "call Web1.Get".
- When Web1.GetText:** A complex logic block containing a "do" loop. Inside the loop, it sets "TextBox1.Text" to "look up in pairs key 'Humidity'", then calls "Web1.JsonTextDecode" with "responseContent" as the "jsonText" parameter. It then checks for "not found" and sets "TextBox2.Text" to "look up in pairs key 'Humidity'".
- When Button1.Click:** A sequence of blocks: "set Web2.Url to 'https://node-red-fwjuo-2022-11-10.eu-gb.mybluemix...'", followed by "call Web2.Get".

Designer Panel (Right): Shows a visual representation of the app's interface, including a mobile phone icon and a "Show Warnings" button at the bottom.

QR CODE FOR APK DOWNLOAD:



Designer :



OUTPUT SCREEN:

