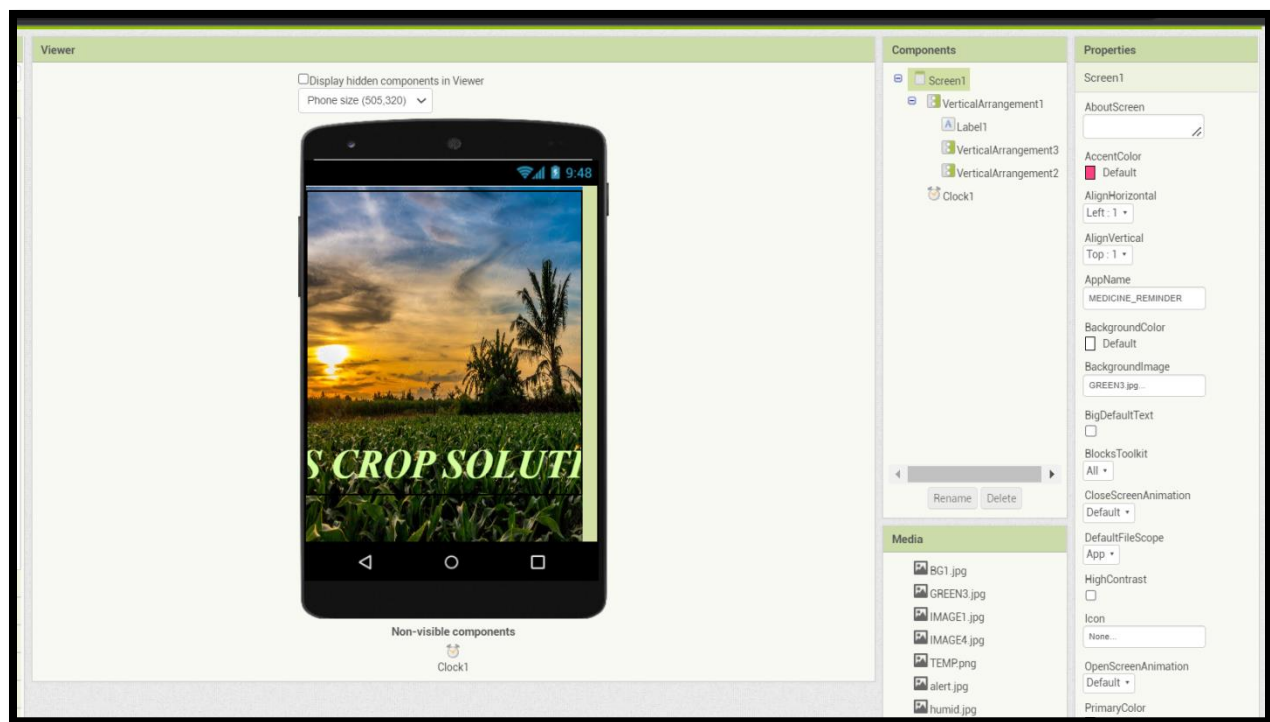


SPRINT-2

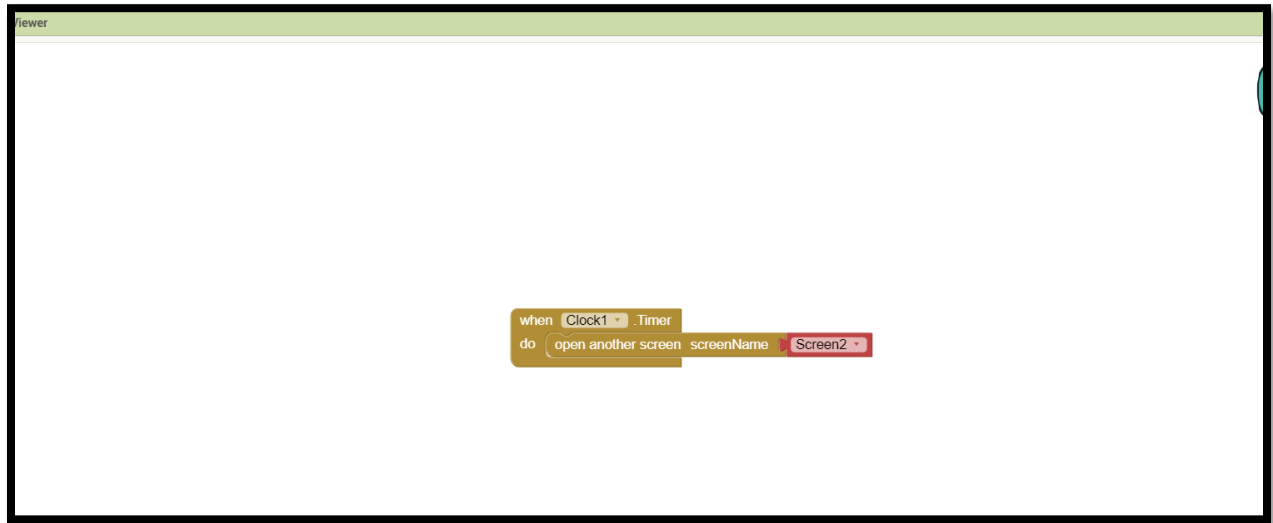
Date	12 TH NOVEMBER 2022
Team ID	PNT2022TMID35809
Project Name	Project - IOT based Smart Crop Protection for Agriculture

MOBILE APP

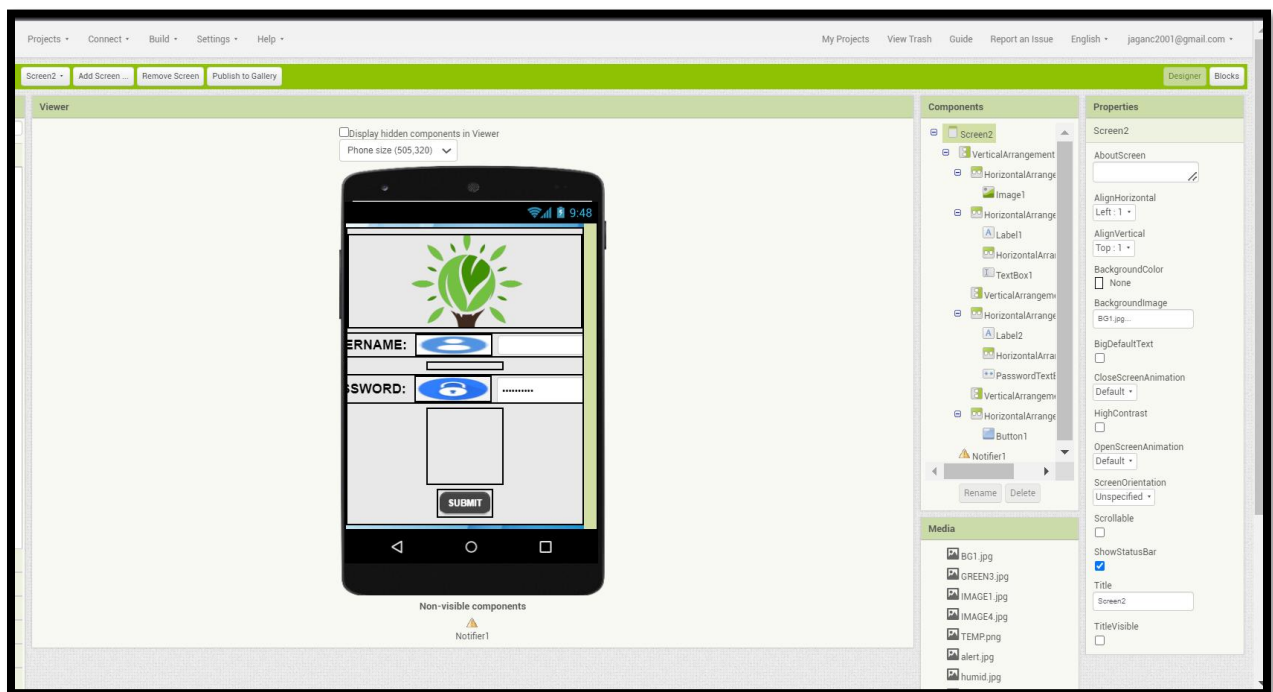
1) SCREEN-1 DESIGNER SIDE:



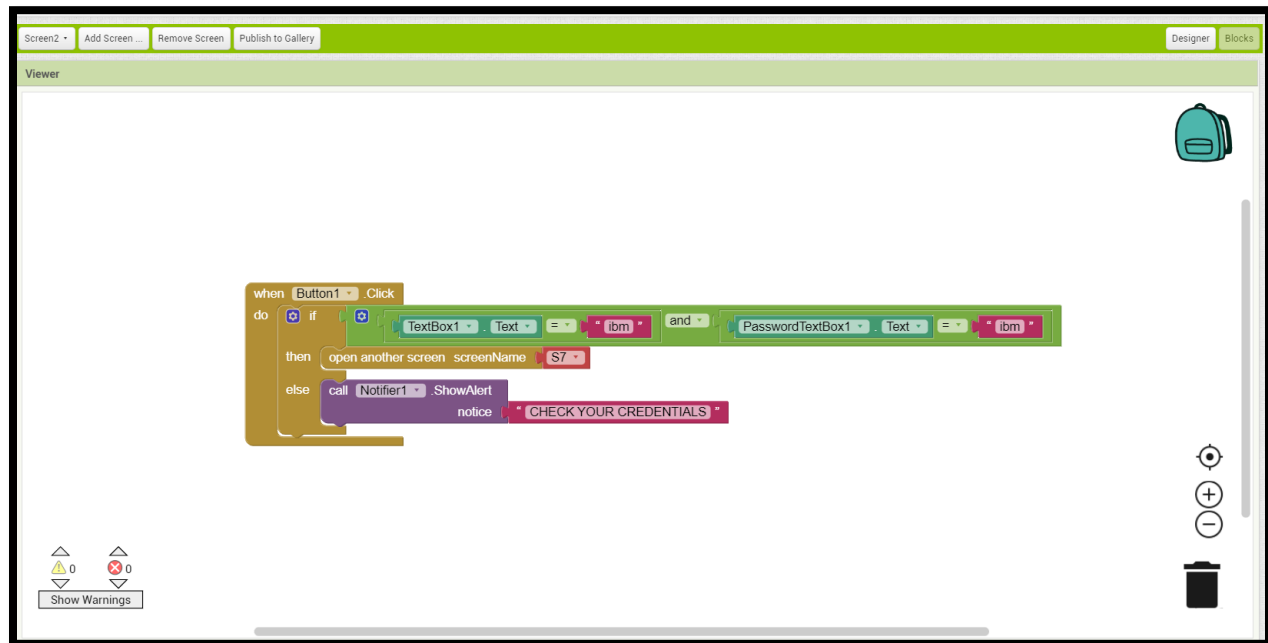
2) SCREEN-1 BLOCKS FOR COMMAND AND CONTROLS:



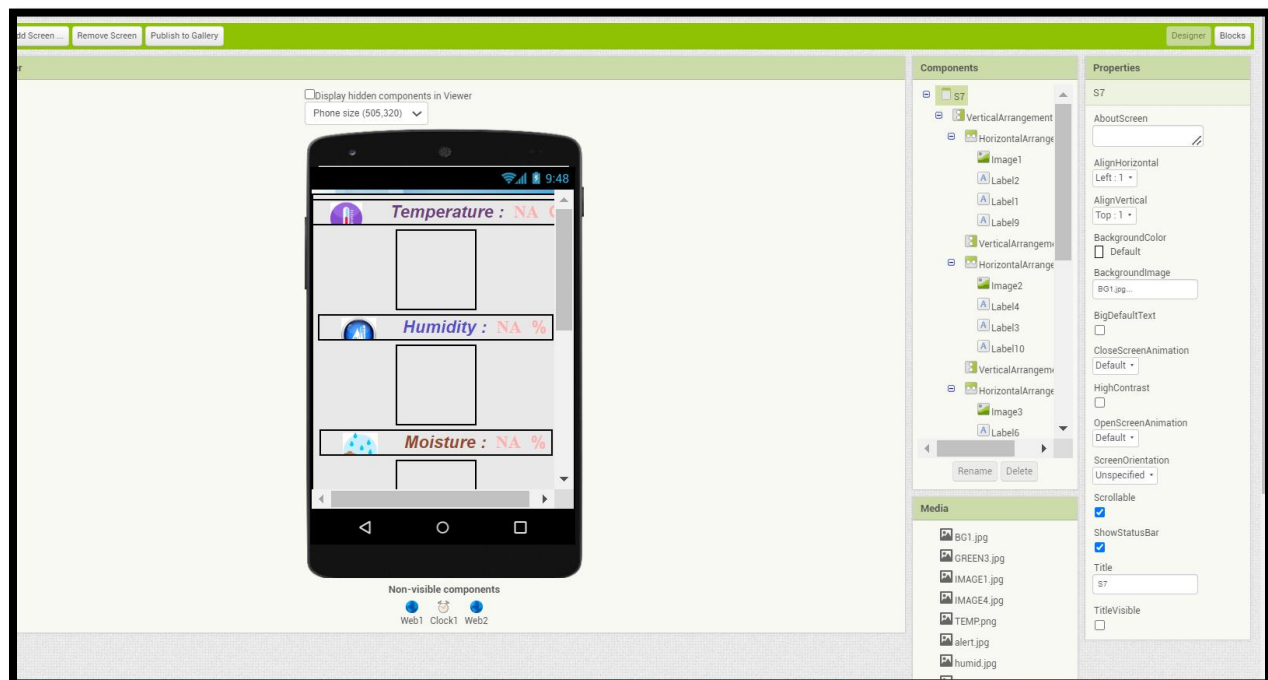
3).SCREEN-2 DESIGNER SIDE:



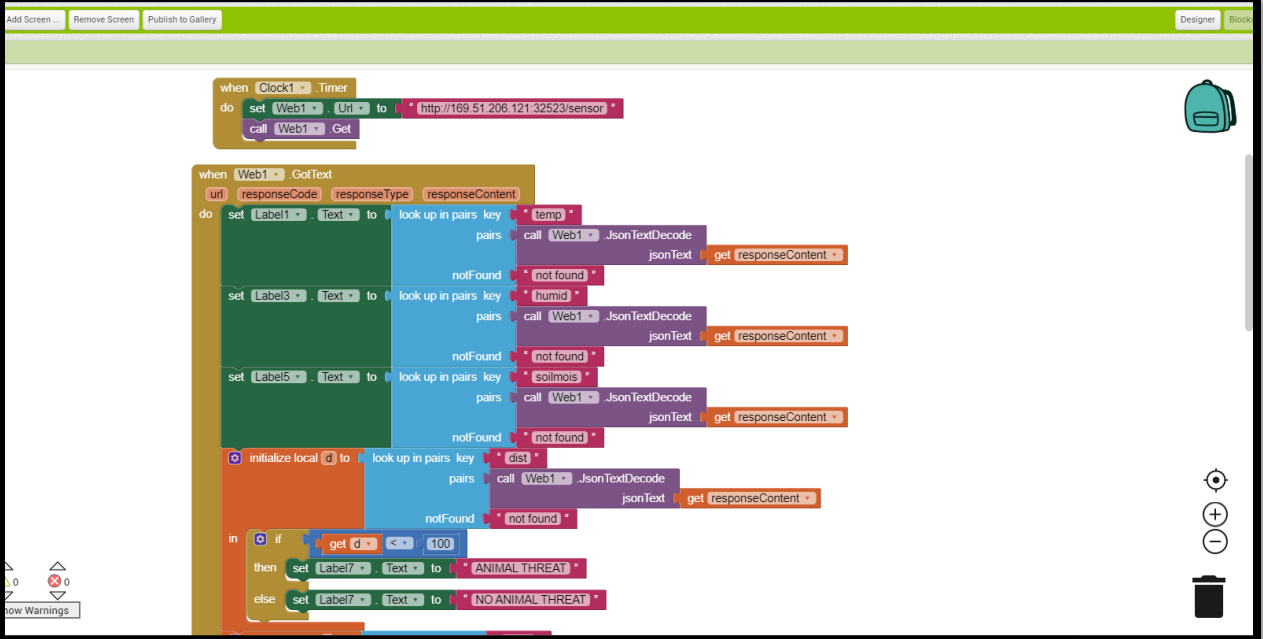
4).SCREEN-2 BLOCKS FOR COMMAND AND CONTROLS:



5).SCREEN-3 DESIGNER SIDE:



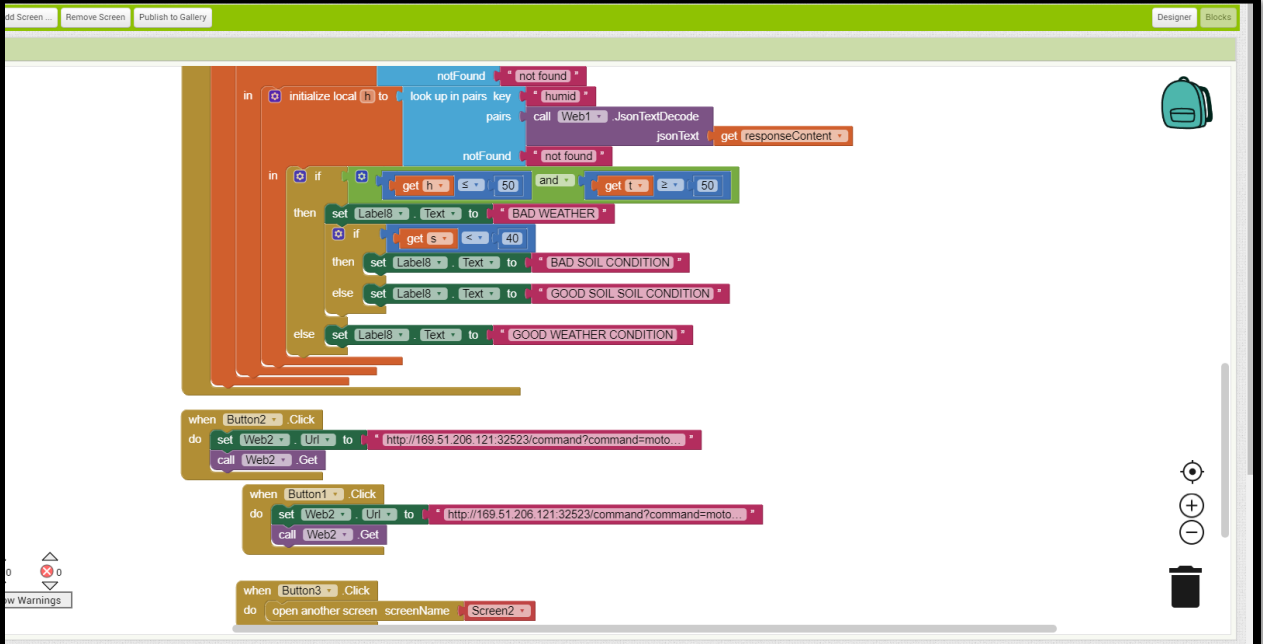
6). SCREEN-3 BLOCKS FOR COMMAND AND CONTROLS:



This Scratch script is designed for Screen 3. It begins with a 'when Clock1 - Timer' event, followed by setting 'Web1 - Url' to 'http://169.51.206.121:32523/sensor' and calling 'Web1 - Get'. A 'when Web1 - GotText' event triggers a 'do' loop that processes the response. The loop uses 'look up in pairs' blocks to extract 'temp', 'humid', and 'soilmois' values, each followed by a 'call Web1 - JsonTextDecode' and 'jsonText' block to get the 'responseContent'. A 'notFound' block is used for each value. An 'initialize local d' block is followed by a 'look up in pairs' block for 'dist', also with a 'call Web1 - JsonTextDecode' and 'jsonText' block. An 'in if' block checks if 'get d' is less than or equal to 100. If true, 'Label7 - Text' is set to 'ANIMAL THREAT'; otherwise, it is set to 'NO ANIMAL THREAT'.

```
when Clock1 - Timer
do
  set Web1 - Url to http://169.51.206.121:32523/sensor
  call Web1 - Get

when Web1 - GotText
do
  set Label1 - Text to look up in pairs key temp pairs call Web1 - JsonTextDecode jsonText get responseContent
  notFound not found
  set Label3 - Text to look up in pairs key humid pairs call Web1 - JsonTextDecode jsonText get responseContent
  notFound not found
  set Label5 - Text to look up in pairs key soilmois pairs call Web1 - JsonTextDecode jsonText get responseContent
  notFound not found
  initialize local d to look up in pairs key dist pairs call Web1 - JsonTextDecode jsonText get responseContent
  notFound not found
  in if
    if get d <= 100
    then set Label7 - Text to ANIMAL THREAT
    else set Label7 - Text to NO ANIMAL THREAT
```



This Scratch script continues the logic for Screen 3. It starts with an 'in initialize local h' block, followed by a 'look up in pairs' block for 'humid', a 'call Web1 - JsonTextDecode' block, and a 'jsonText' block to get the 'responseContent'. A 'notFound' block is used. An 'in if' block checks if 'get h' is less than or equal to 50 and 'get t' is less than or equal to 50. If true, 'Label8 - Text' is set to 'BAD WEATHER'. If false, an 'if' block checks if 'get s' is less than or equal to 40. If true, 'Label8 - Text' is set to 'BAD SOIL CONDITION'. If false, 'Label8 - Text' is set to 'GOOD SOIL SOIL CONDITION'. An 'else' block sets 'Label8 - Text' to 'GOOD WEATHER CONDITION'. A 'when Button2 - Click' event triggers a 'do' loop that sets 'Web2 - Url' to 'http://169.51.206.121:32523/command?command=moto' and calls 'Web2 - Get'. A 'when Button1 - Click' event triggers a 'do' loop that sets 'Web2 - Url' to 'http://169.51.206.121:32523/command?command=moto' and calls 'Web2 - Get'. A 'when Button3 - Click' event triggers a 'do' loop that opens another screen named 'Screen2'.

```
in initialize local h
  look up in pairs key humid pairs call Web1 - JsonTextDecode jsonText get responseContent
  notFound not found
  in if
    if get h <= 50 and get t <= 50
    then set Label8 - Text to BAD WEATHER
    if
      if get s <= 40
      then set Label8 - Text to BAD SOIL CONDITION
      else set Label8 - Text to GOOD SOIL SOIL CONDITION
    else set Label8 - Text to GOOD WEATHER CONDITION

when Button2 - Click
do
  set Web2 - Url to http://169.51.206.121:32523/command?command=moto
  call Web2 - Get

when Button1 - Click
do
  set Web2 - Url to http://169.51.206.121:32523/command?command=moto
  call Web2 - Get

when Button3 - Click
do
  open another screen screenName Screen2
```