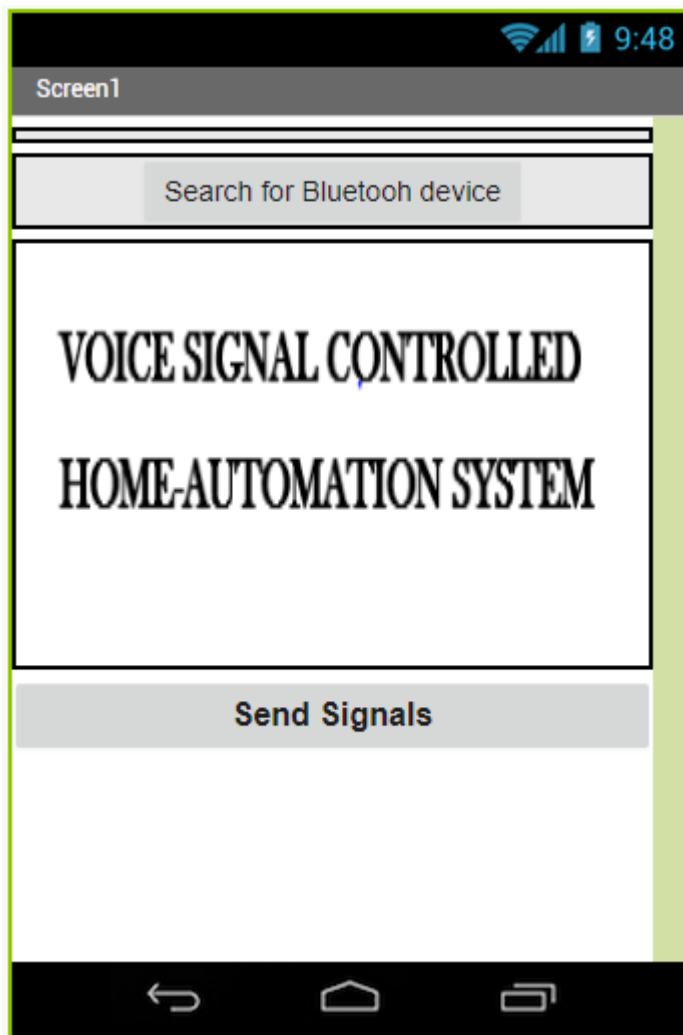
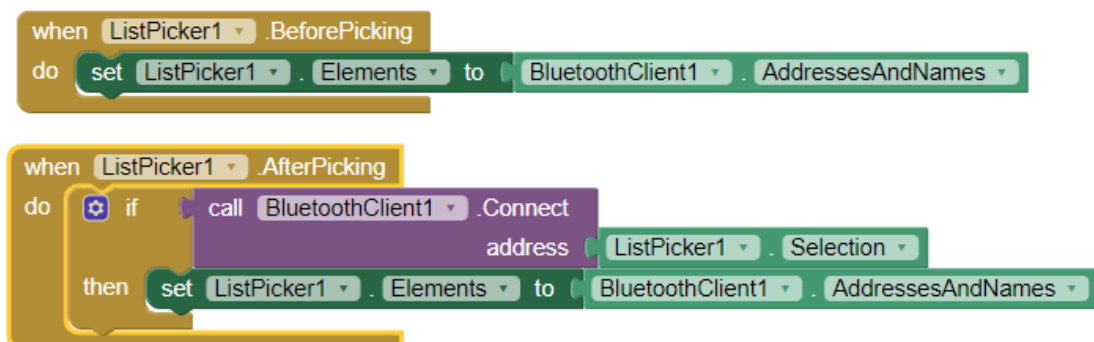




MOBILE APPLICATION



ALGORITHM



```
when Clock1.Timer
do
  if BluetoothClient1.IsConnected
  then
    set Label1.Text to "Connected"
    set Label1.TextColor to 
  if not BluetoothClient1.IsConnected
  then
    set Label1.Text to "Not Connected"
    set Label1.TextColor to 
```

```
when Button1.Click
do
  call SpeechRecognizer1.GetText
```

```
when SpeechRecognizer1.BeforeGettingText
do
  set Label2.Text to " "
```

```
when SpeechRecognizer1.AfterGettingText
  result
do
  set Label2.Text to SpeechRecognizer1.Result
  if SpeechRecognizer1.Result = "lights on"
  then
    call TextToSpeech1.Speak
      message "switching on the lights"
    call BluetoothClient1.SendText
      text "a"
  else if SpeechRecognizer1.Result = "lights off"
  then
    call TextToSpeech1.Speak
      message "switching off the lights"
    call BluetoothClient1.SendText
      text "b"
```

