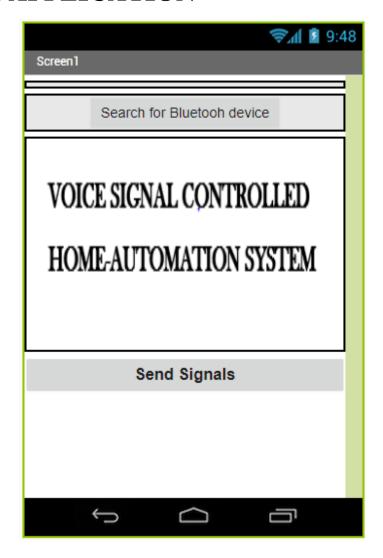
MOBILE APPLICATION



ALGORITHM

```
when ListPicker1 v . BeforePicking
do set ListPicker1 v . Elements v to BluetoothClient1 v . AddressesAndNames v

when ListPicker1 v . AfterPicking
do if call BluetoothClient1 v . Connect
address ListPicker1 v . Selection v

then set ListPicker1 v . Elements v to BluetoothClient1 v . AddressesAndNames v
```

```
when Clock1 v .Timer

do if BluetoothClient1 v .IsConnected v
then set Label1 v .Text to ( Connected v
set Label1 v .TextColor v to v
if not BluetoothClient1 v .IsConnected v
then set Label1 v .Text v to v Not Connected v
set Label1 v .TextColor v to v
set Label1 v .TextColor v to v
set Label1 v .TextColor v to v
set Label1 v .GetText

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

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

```
else if SpeechRecognizer1 . Result . TextToSpeech1 . Speak
message . Switching on the fan . SendText
text . C . else if SpeechRecognizer1 . Result . Ext . G . TextToSpeech1 . Speak
message . Switching off the fan . SendText
text . G . Speak
message . Switching off the fan . SendText
text . G . SendText
te
```