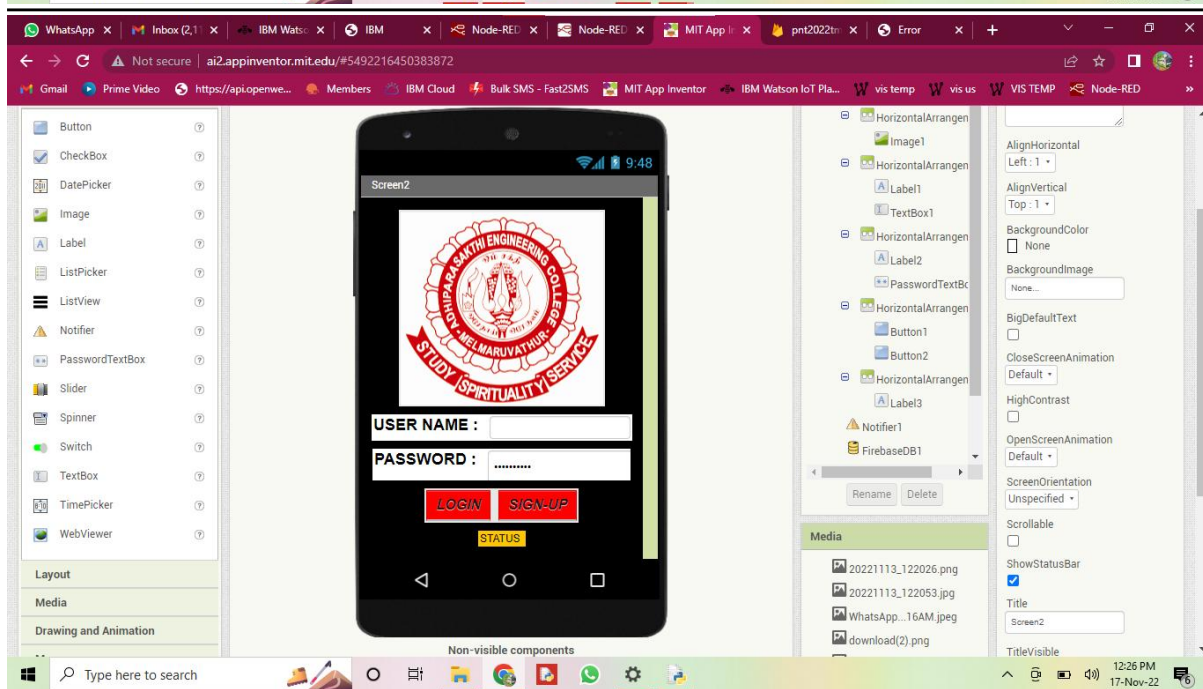
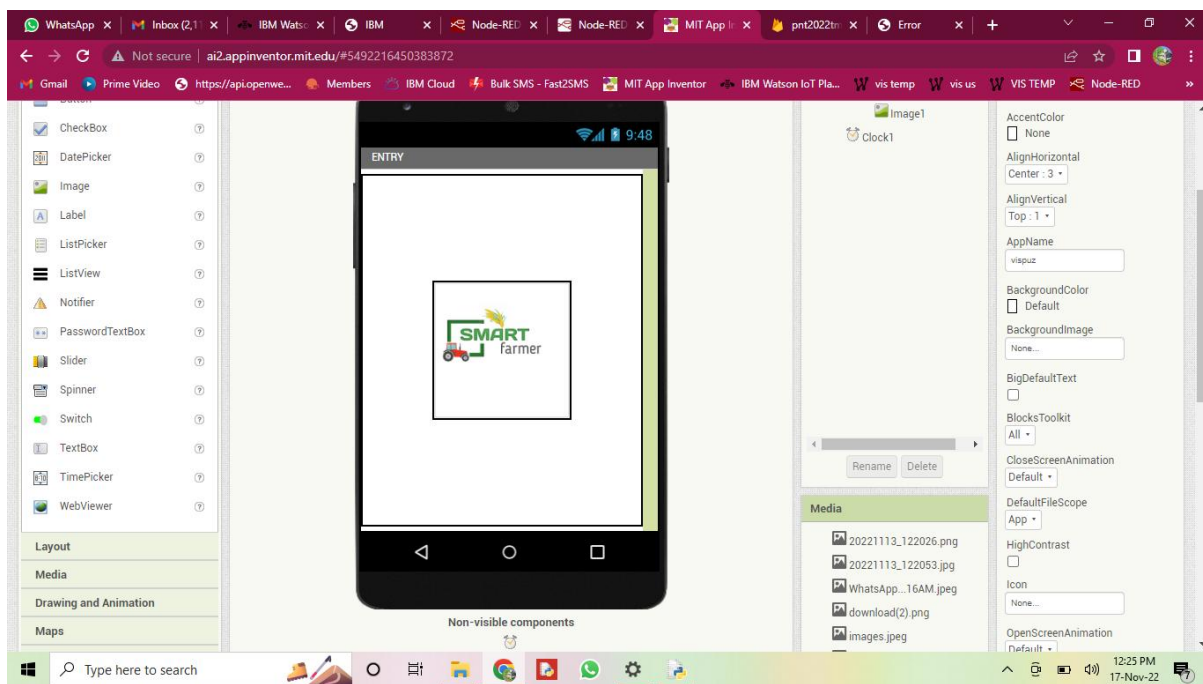
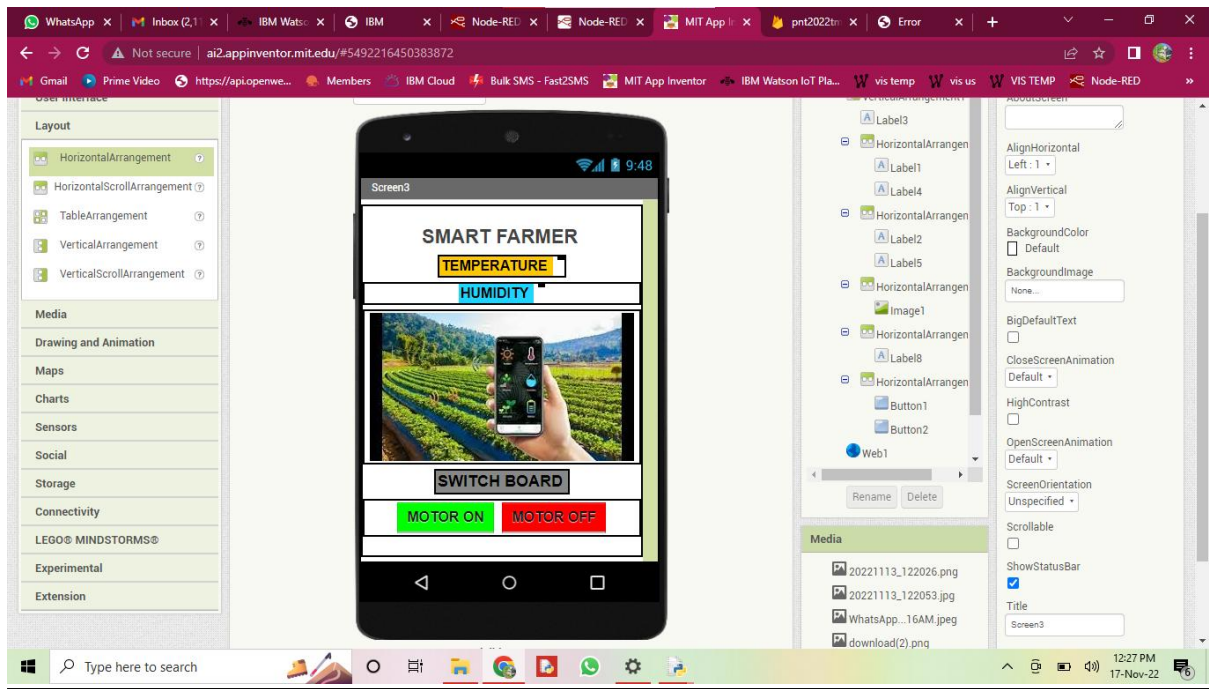


Date	16 November 2022
Team ID	PNT2022TMID38652
Project Name	SmartFarmer - IoT Enabled Smart Farming Application

## **MOBILE APPLICATION USING MIT APP INVENTOR**





WhatsApp x Inbox (2,1) x IBM Watson x IBM x Node-RED x Node-RED x MIT App Inventor x pnt2022m x Error x +

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vispuz Screen1 Add Screen... Remove Screen Publish to Gallery Designer Blocks

Blocks

- Built-in
  - Control
  - Logic
  - Math
  - Text
  - Lists
  - Dictionaries
  - Colors
  - Variables
  - Procedures
- Screen1
  - VerticalArrangement1
  - HorizontalArrangement1
  - Image1
  - Clock1
  - Any component

Viewer

when Clock1.Timer do set Clock1.TimerEnabled to false open another screen screenName Screen2

Show Warnings

Type here to search

12:29 PM 17-Nov-22

WhatsApp x Inbox (2,1) x IBM Watson x IBM x Node-RED x Node-RED x MIT App Inventor x pnt2022m x Error x +

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vispuz Screen2 Add Screen... Remove Screen Publish to Gallery Designer Blocks

Blocks

- Built-in
  - Control
  - Logic
  - Math
  - Text
  - Lists
  - Dictionaries
  - Colors
  - Variables
  - Procedures
- Screen2
  - VerticalArrangement1
  - HorizontalArrangement1
  - Image1
  - Label1
  - TextBox1

Viewer

when Button1.Click do call FirebaseDB1.GetValue tag TextBox1.Text valueIfTagNotThere N/A call Screen2.HideKeyboard

when Button2.Click do call FirebaseDB1.StoreValue tag TextBox1.Text valueToStore PasswordTextBox1.Text call Notifier1.ShowDialog message Registration Completed title Status buttonText okay call Screen2.HideKeyboard

when FirebaseDB1.GetValue do if get tag == TextBox1.Text then if get value == PasswordTextBox1.Text then open another screen screenName Screen3 else call Notifier1.ShowDialog message Use Your Brain Again title Status buttonText okay

Show Warnings

Type here to search

12:28 PM 17-Nov-22

The screenshot displays the MIT App Inventor web interface. At the top, there's a navigation bar with various icons and a search bar. Below this, a green header bar contains the project name 'vispuz' and several buttons: 'Screen3', 'Add Screen...', 'Remove Screen', and 'Publish to Gallery'. On the right of this bar are 'Designer' and 'Blocks' tabs. The left sidebar, titled 'Blocks', lists various building blocks categorized into Built-in (Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, Procedures) and Screen3 (VerticalArrangement1, Label3, HorizontalArrangement, Label1, Label4, HorizontalArrangement). The main workspace is divided into a 'Viewer' area on the left and a 'Designer' area on the right. The 'Viewer' area shows a visual programming script with three event-driven blocks: 'when Click1 Timer', 'when Button1 Click', and 'when Button2 Click'. Each event block contains a 'set Web1 Uri to' block followed by a 'call Web1 Get' block. The 'Designer' area shows a mobile app preview with a blue backpack icon and a 'Show Warnings' button at the bottom. The bottom of the screen features a Windows taskbar with various application icons and a system clock showing 12:28 PM on 17-Nov-22.

3:43

VoLTE 4G VoLTE 77%

ENTRY





3:44

VoLTE 4G VoLTE 77%

Screen2

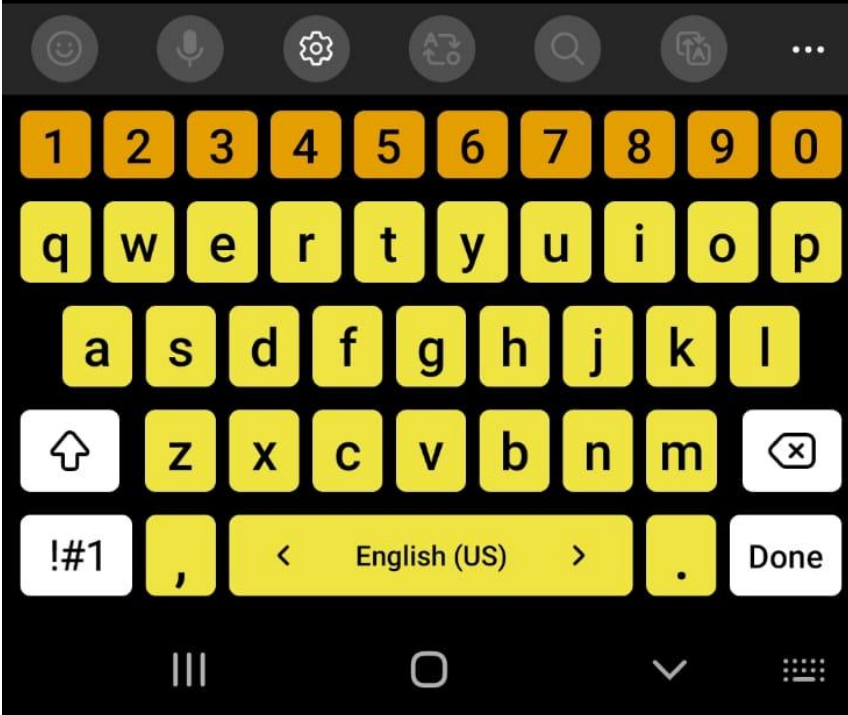


USER NAME : vishnu

PASSWORD : ....

LOGIN

SIGN-UP



3:44

VoLTE 4G LTE1 VoLTE 77%

Screen2



Status

Welcome SMARTFARMER

okay

PASSWORD : ....

LOGIN

SIGN-UP



3:44

VoLTE 4G VoLTE 77%

MAJOR

# SMART FARMER

TEMPERATURE

HUMIDITY

SOIL MOISTURE



WATER MOTOR

CONTROLLER

MOTOR ON

MOTOR OFF

