



## Screen 1

```
when Screen1 v .Initialize

do Set Clock1 v . TimerEnabled v to false v

open another screen screenName Screen3 v
```

Screen 3

```
when Clock1 .Timer
do set Web1 . Url . to http://127.0.0.1:1880/Sensor
    call Web1 .Get
when Web1 .GotText
 url responseCode responseType responseContent
Event indicating that a request has finished.
                                       pairs call Web1 JsonTextDecode
                                                              jsonText | get responseContent +
                                    notFound not found
when Notifier1 .AfterChoosing
 choice
           get choice v < v 50
do 👩 if
    then call Notifier1 . ShowChooseDialog
                                         Farm is thirsty, should i turn ON the motor?
                               message
                                         * Choose to turn ON or OFF the motor
                                         . ON .
                              button1Text
                                         · OFF
                              button2Text
                              cancelable (true *
```