To use a plant watering robot using Arduino in the third person, you would typically follow these steps:

**1. Gather the necessary materials:**

Arduino board (such as Arduino Uno or Arduino Mega)

Motor driver module

Water pump

Moisture sensor

Relay module

Jumper wires

Power supply (battery or adapter)

Water container or reservoir

Pipes or tubing for water flow

**2. Connect the components:**

Connect the Arduino board to your computer using a USB cable.

Connect the motor driver module to the Arduino board according to the manufacturer's instructions.

Connect the water pump to the motor driver module.

Connect the moisture sensor to one of the Arduino's analog input pins.

Connect the relay module to the Arduino board, which will control the water pump's on/off state.

Ensure all the connections are secure and properly wired.

**3. Write the Arduino code:**

Open the Arduino IDE (Integrated Development Environment) on your computer.

Write a code that reads the moisture sensor's analog value and compares it to a predefined threshold.

If the moisture level is below the threshold, the Arduino should activate the relay module, turning on the water pump.

If the moisture level is above the threshold, the Arduino should deactivate the relay module, turning off the water pump.

You can add additional features like time intervals for watering and adjustable moisture thresholds to suit your needs.

Upload the code to the Arduino board.

**4. Assemble the robot:**

Place the moisture sensor into the soil of the plant you want to water.

Connect the water pump to a water container or reservoir, ensuring it is properly submerged.

Arrange the tubing or pipes to deliver water from the container to the plant.

Position the robot near the plants, making sure the moisture sensor is in contact with the soil and the water delivery system is correctly aligned.

**5. Test and adjust:**

Power up the Arduino board using the appropriate power supply.

Monitor the moisture readings from the sensor and observe if the water pump activates when the soil is too dry.

Adjust the moisture threshold in the code if necessary to achieve the desired watering frequency.

Check the water delivery system for any leaks or issues.

Fine-tune the code and hardware setup as needed to ensure proper functioning.

By following these steps, a third person can set up and operate a plant watering robot using Arduino. The robot will autonomously monitor the soil moisture level and water the plant when needed, providing a convenient solution for plant care.