**Input**

1. User

* Hydration Behavior
* Student Feedback

1. Hardware

* Arduino System
* Buttons
* Sensors

1. Software

* Hydration Tracking
* System Arduino Programming

**Output**

The expected outcomes include increased water

consumption, improved hydra -tion habits, and enhanced cog -nitive performance. Additionally,

less time wasted less pur-

students will experience less

reduction in the use of

purchasing water and a

tributing to envi-

plastic bottles, con-

ronmental

bility.

sustaina-

**Feedback**