

Smart water fountain

Implementation:

In smart water fountain there are some kind of programming language are used like

- *HTML

- *Java script

- *CSS

Program:

HTML:

```
<!DOCTYPE html>

<html>

<head>

  <title>Smart Water Fountain Control</title>

  <link rel="stylesheet" type="text/css" href="styles.css">

</head>

<body>

  <h1>Smart Water Fountain Control</h1>

  <div id="waterFountainStatus">

    <p>Status: <span id="status">Offline</span></p>

  </div>
```

```
<button id="startButton">Start Fountain</button>
```

```
<button id="stopButton">Stop Fountain</button>
```

```
<script src="script.js"></script>
```

```
</body>
```

```
</html>
```

CSS:

```
body {
```

```
    font-family: Arial, sans-serif;
```

```
    text-align: center;
```

```
    background-color: #f0f0f0;
```

```
}
```

```
h1 {
```

```
    color: #333;
```

```
}
```

```
button {
```

```
    padding: 10px 20px;
```

```
    font-size: 18px;
```

```
    margin: 10px;
```

```
    background-color: #3498db;
```

```
    color: #fff;
```

```
    border: none;
```

```
    border-radius: 5px;
```

```
    cursor: pointer;
```

```
}  
  
button:hover {  
    background-color: #2980b9;  
}
```

Java script:

```
const statusElement = document.getElementById("status");  
const startButton = document.getElementById("startButton");  
const stopButton = document.getElementById("stopButton");  
  
function startFountain() {  
    statusElement.textContent = "Running";  
}  
  
function stopFountain() {  
    statusElement.textContent = "Stopped";  
}  
  
startButton.addEventListener("click", startFountain);  
stopButton.addEventListener("click", stopFountain);
```

Conclusion:

In summary, the provided HTML, JavaScript, and CSS code offers a basic front-end interface for controlling a smart water fountain in an Internet of Things (IOT)