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from m5stack import *
from m5ui import *
from uiflow import *
import json
import time
from flow import ezdata
import wifiCfg
import unit
remoteInit()
setScreenColor(0x33ffff)
env3_0 = unit.get(unit.ENV3, unit.PORTA)
pir_0 = unit.get(unit.PIR, unit.PORTC)
ir_0 = unit.get(unit.IR, unit.PORTC)
rgb_0 = unit.get(unit.RGB, unit.PORTB)
switch_value = None
A = None
B = None
i = None
random2 = None
wifiCfg.autoConnect(lcdShow=False)
circle4 = M5Circle(55, 81, 20, 0xff9900, 0x33ffff)
circle2 = M5Circle(99, 132, 20, 0xFFFFFF, 0xFFFFFF)
circle0 = M5Circle(122, 120, 32, 0xFFFFFF, 0xFFFFFF)
circle9 = M5Circle(149, 132, 20, 0xFFFFFF, 0xFFFFFF)
circle3 = M5Circle(134, 120, 20, 0xFFFFFF, 0xFFFFFF)
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label0 = M5TextBox(216, 172, "T:", lcd.FONT_Default, 0x201616, rotate=0)
label1 = M5TextBox(215, 195, "P:", lcd.FONT_Default, 0x423535, rotate=0)
label2 = M5TextBox(214, 216, "H:", lcd.FONT_Default, 0x312828, rotate=0)
label3 = M5TextBox(257, 172, "Text", lcd.FONT_Default, 0x1e1212, rotate=0)
label4 = M5TextBox(257, 195, "Text", lcd.FONT_Default, 0x342727, rotate=0)
label6 = M5TextBox(0, 37, "Weather Condition", lcd.FONT_Default, 0x7e7777, rotate=0)
label5 = M5TextBox(257, 216, "Text", lcd.FONT_Default, 0x413636, rotate=0)
rect3 = M5Rect(111, 150, 1, 2, 0xFFFFFF, 0xFFFFFF)
label7 = M5TextBox(0, 224, "Date & Time", lcd.FONT_Default, 0x302727, rotate=0)
rect4 = M5Rect(124, 150, 1, 2, 0xFFFFFF, 0xFFFFFF)
label8 = M5TextBox(159, 61, "Movement", lcd.FONT_Default, 0xf31a08, rotate=0)
rect5 = M5Rect(140, 150, 1, 2, 0xFFFFFF, 0xFFFFFF)
rect6 = M5Rect(159, 150, 1, 2, 0xFFFFFF, 0xFFFFFF)
title0 = M5Title(title="Weather Station", x=3, fgcolor=0xFFFFFF, bgcolor=0x0000FF)
circle12 = M5Circle(134, 120, 20, 0xFFFFFF, 0xFFFFFF)
import random
# Describe this function...
def rain():
global switch_value, A, B, i, random2
label6.setText('Its Raining, Please Carry Your Umbrella! ')
 circle4.setBgColor(0x33ffff)
 rgb_0.setColorAll(0x3366ff)
 rect4.setBorderColor(0x33ffff)
 rgb.setColorAll(0x000099)
 rect3.setBorderColor(0x3333ff)
 rect4.setBorderColor(0x3333ff)
 rect5.setBorderColor(0x3333ff)
 rect6.setBorderColor(0x3333ff)
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random2 = random.randint(2, 50)
 rect3.setSize(height=random2)
 random2 = random.randint(2, 50)
 rect4.setSize(height=random2)
 random2 = random.randint(2, 50)
 rect5.setSize(height=random2)
 random2 = random.randint(2, 50)
 rect6.setSize(height=random2)
 while True:
  speaker.setVolume(2)
  speaker.sing(247, 1/4)
  wait(1)
  wait_ms(2)
# Describe this function...
def SdCard():
global switch_value, A, B, i, random2
 A = {'Humidity':(env3_0.humidity),'Temperature
':(env3_0.temperature),'Pressure':(env3_0.pressure)}
 B = json.dumps(A)
 with open('/sd/WeatherData.json', 'w+') as fs:
  fs.write(str(B))
# Describe this function...
def motion():
 global switch_value, A, B, i, random2
 if (pir_0.state) == 1:
  rgb.setColorFrom(1, 5, 0xff0000)
  rgb.setColorFrom(6, 10, 0xff0000)
  speaker.tone(1800, 200)
  label8.setText('Movement Detected')
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else:
  rgb.setColorFrom(6, 10, 0x000099)
  rgb.setColorFrom(6, 10, 0x000099)
  label8.setText('No Movements ')
# Describe this function...
def Hot():
 global switch_value, A, B, i, random2
 label6.setText('Stay At your House, Its really Hot out There!')
 rgb.setColorAll(0xff0000)
 speaker.setVolume(10)
# Describe this function...
def envData():
 global switch_value, A, B, i, random2
label3.setText(str(env3_0.temperature))
 label4.setText(str(env3_0.pressure))
 label5.setText(str(env3_0.humidity))
 wait(0.1)
# Describe this function...
def sunny():
 global switch_value, A, B, i, random2
 label6.setText("Sunny Outside, Don't worry about the Rain!")
 rgb_0.setColorAll(0xff6600)
 rect3.setBorderColor(0x33ffff)
 rect4.setBorderColor(0x33ffff)
 rect5.setBorderColor(0x33ffff)
 rect6.setBorderColor(0x33ffff)
 circle4.setBgColor(0xff6600)
 rgb.setColorAll(0xff6600)
```

```
for i in range(20, 31):
  lcd.circle(55, 81, i, color=0xff9900)
  lcd.circle(55, 81, (i - 1), color=0x33ffff)
  wait(0.05)
 lcd.circle(55, 81, 30, color=0x33ffff)
def switch_Stop_callback(switch_value):
 global A, B, random2, i, env3_0, pir_0, ir_0, rgb_0, envData, Hot, motion, rain, SdCard, sunny
 if switch_value == 0:
  while True:
   ir_0.txOn()
   if (ir_0.rxStatus()) == 0:
    print('Detected')
    wait(0.1)
   else:
    print('Not detected')
   label7.setText(str(ezdata.getCurrentISODateTime()))
   if (env3_0.humidity) >= 60:
    rain()
   elif (env3_0.temperature) >= 35:
    Hot()
   else:
    sunny()
   motion()
```

```
wait_ms(1)
   ezdata.setData('uhcZY8ciOvZHgfHRv7RqWMHvnNHZHsBA', 'Temperature', (env3_0.temperature))
   wait_ms(1)
   ezdata.setData('uhcZY8ciOvZHgfHRv7RqWMHvnNHZHsBA', 'Pressure', (env3_0.pressure))
   ezdata.setData('uhcZY8ciOvZHgfHRv7RqWMHvnNHZHsBA', 'Humidity', (env3_0.humidity))
   wait_ms(2)
   SdCard()
   envData()
   wait_ms(2)
 else:
  setScreenColor(0x000000)
def button_2_callback():
global A, B, switch_value, random2, i, env3_0, pir_0, ir_0, rgb_0, envData, Hot, motion, rain,
SdCard, sunny
for count in range(3):
  speaker.sing(880, 1)
  wait(1)
def button 3 callback():
global A, B, switch_value, random2, i, env3_0, pir_0, ir_0, rgb_0, envData, Hot, motion, rain,
SdCard, sunny
label3.setText(str(env3_0.temperature))
label4.setText(str(env3_0.pressure))
label5.setText(str(env3_0.humidity))
wait(0.1)
while True:
ir_0.txOn()
if (ir_0.rxStatus()) == 0:
  print('Detected')
  wait(0.1)
```

```
else:
 print('Not detected')
label7.setText(str(ezdata.getCurrentISODateTime()))
if (env3_0.humidity) >= 60:
 rain()
 rgb_0.setColorAll(0x3366ff)
elif (env3_0.temperature) >= 35:
 Hot()
 rgb_0.setColorAll(0xff0000)
else:
 sunny()
 rgb_0.setColorAll(0xff6600)
motion()
wait_ms(1)
ezdata.setData('uhcZY8ciOvZHgfHRv7RqWMHvnNHZHsBA', 'Humidity', (env3_0.humidity))
ezdata.setData('uhcZY8ciOvZHgfHRv7RqWMHvnNHZHsBA', 'Temperature', (env3_0.temperature))
wait_ms(1)
ezdata.setData('uhcZY8ciOvZHgfHRv7RqWMHvnNHZHsBA', 'Pressure', (env3_0.pressure))
wait_ms(2)
SdCard()
envData()
wait_ms(2)
```