**Server Implementation**

We used java as a programing language. Arduino board periodically sends the moisture level to the server as a GET requests. We used separate servlets for handle each cases.

Welcome

Database

Server

Ajax

Finished

Login

Moisture

Watering

We implemented a simple login system which is handled by the login servlet. Arduino board is sends moisture levels to the moisture servlet as a GET requests. It is saved in the servlet context on the server side. Ajax can be used for update these values on the client side without refreshing the page. Watering servlet is for sends response to the server whether it is going to rain or not. So when the arduino board sends a request to the Watering servlet sever have to sends GET request to the open weather API and get the response from it. When the watering is finished arduino board will sends a request to the finished servlet including watering time as a parameter. Welcome servlet is to fetch all the result from servlet context and simulated in the main page.



