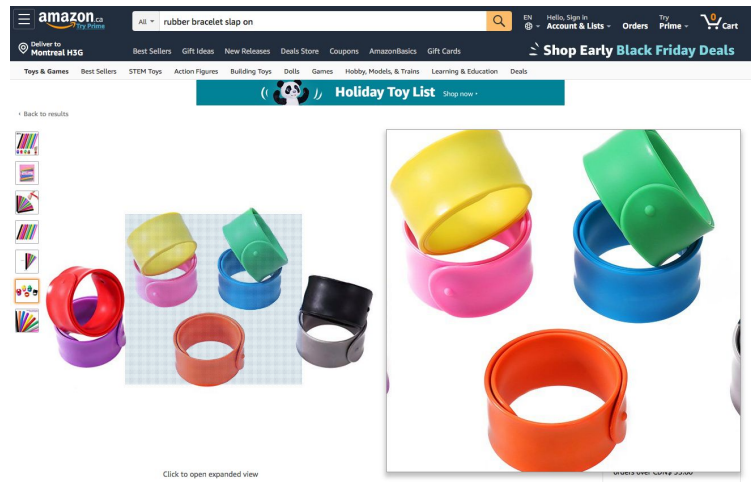
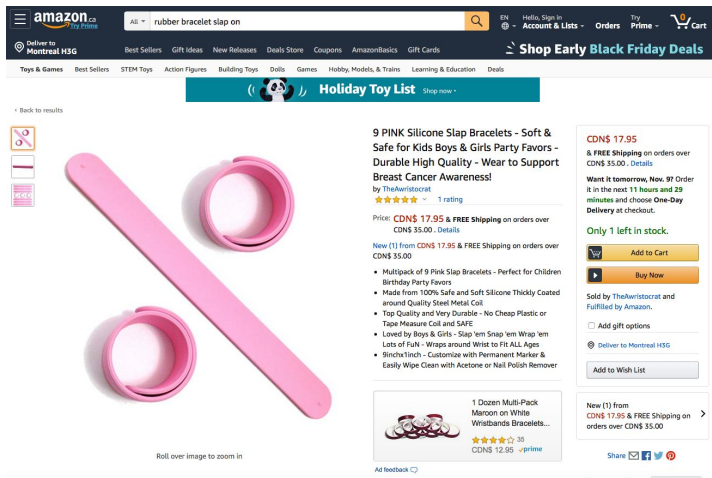
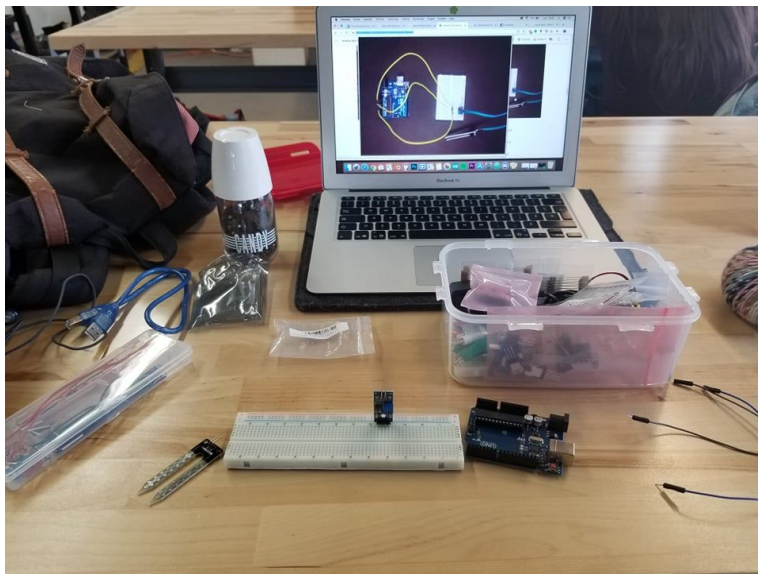


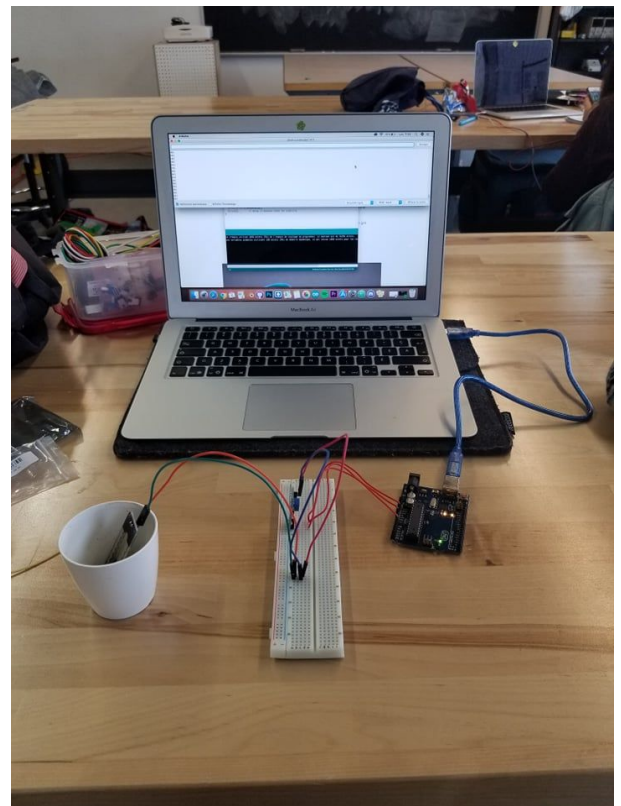
DOCUMENTING MY PROTOTYPE



For my bracelet I will use this kind of slap on rubber bracelet



Step 1: link the sensor with the arduino and to the computer



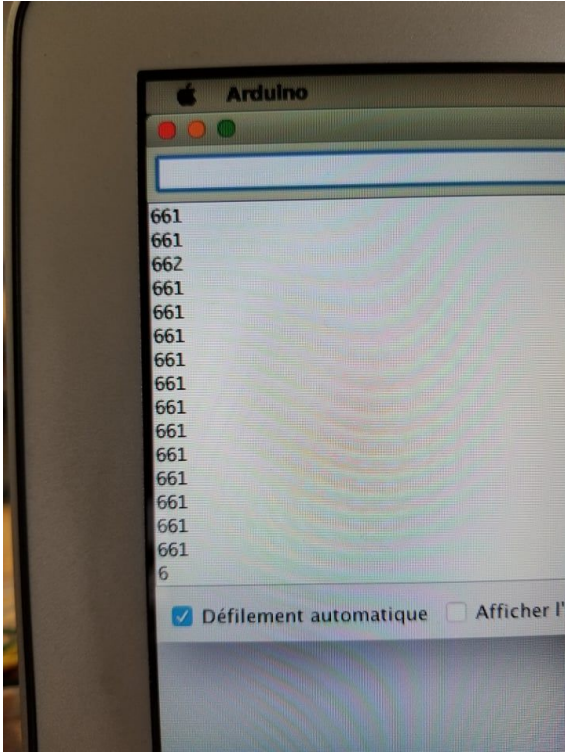
DOCUMENTING MY PROTOTYPE

Step 2: analyzing data

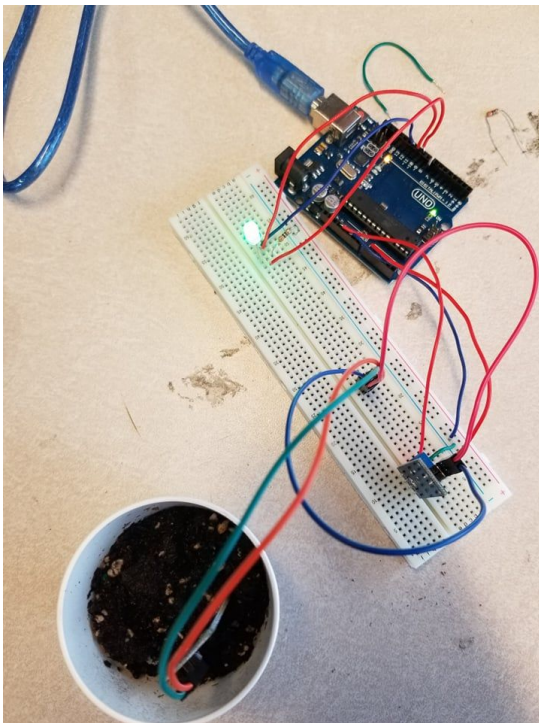
When I first plugged in everything, my circuit was not properly done and I had a really high variation of data. 660 when drt and 200 when humid.

I eventually modified my circuit and have now a smaller range of data: around 330 for dry and 190 for humid.

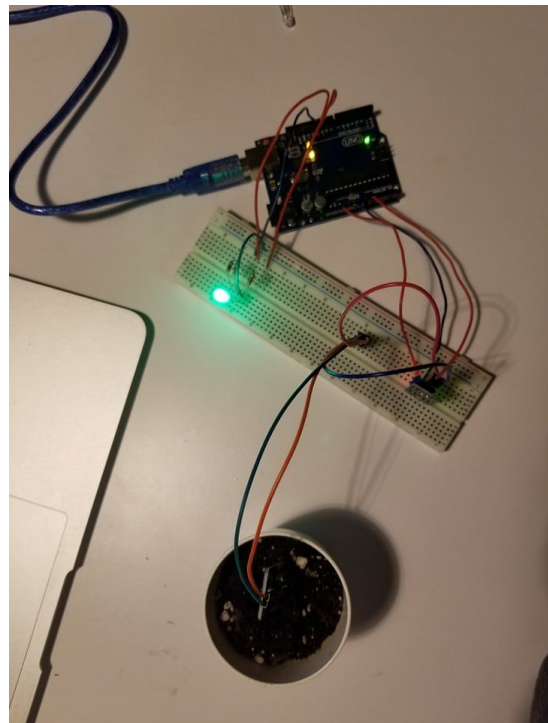
In the first version I had three resistors on the pins of my LED, but I change it for one resistor before the sensor and one on the power of the LED.



Step 3: adding the LED



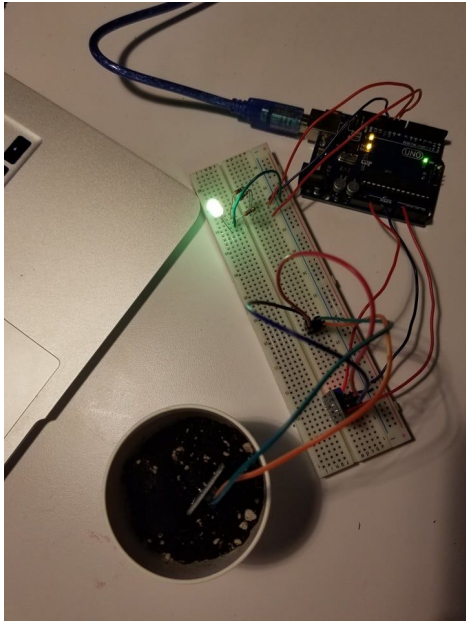
This version was before I changed my original circuit



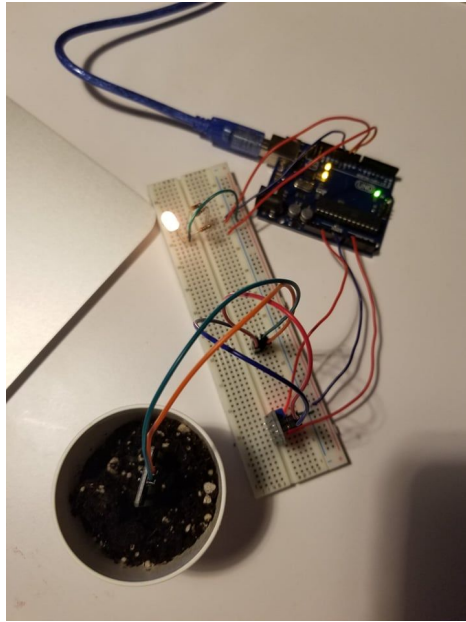
This version was after I changed the resistors

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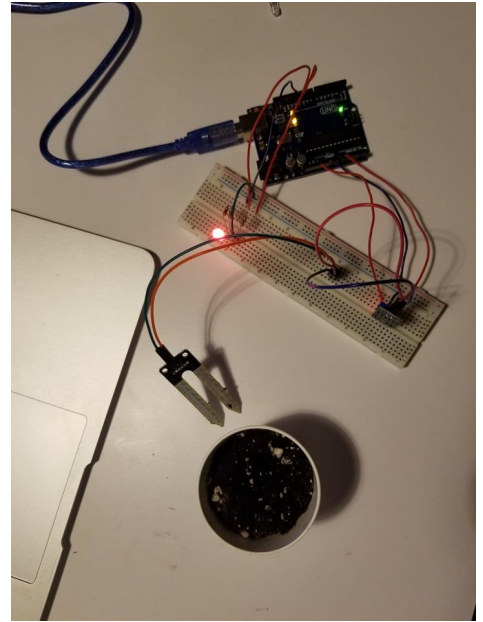
Step 4: making the LED change color depending on the level of humidity of the soil



green: humid



yellow: mid-way



red: dry

In these captures, the second level is represented by a yellow light, but in the most recent version the light is blue.

Step 5: make the red light blink when the soil has been dry for more than a certain amount of time

See video in the video folder on my Github.

Prototype > Video > Blinking light