

Project 168

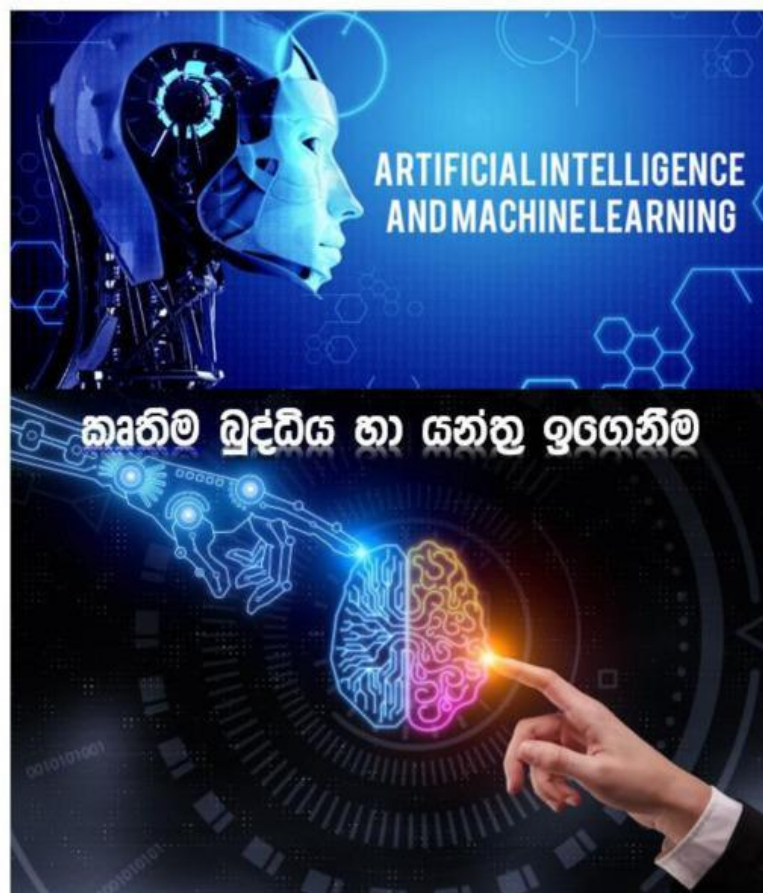
168



Coding School



AI and Machine Learning



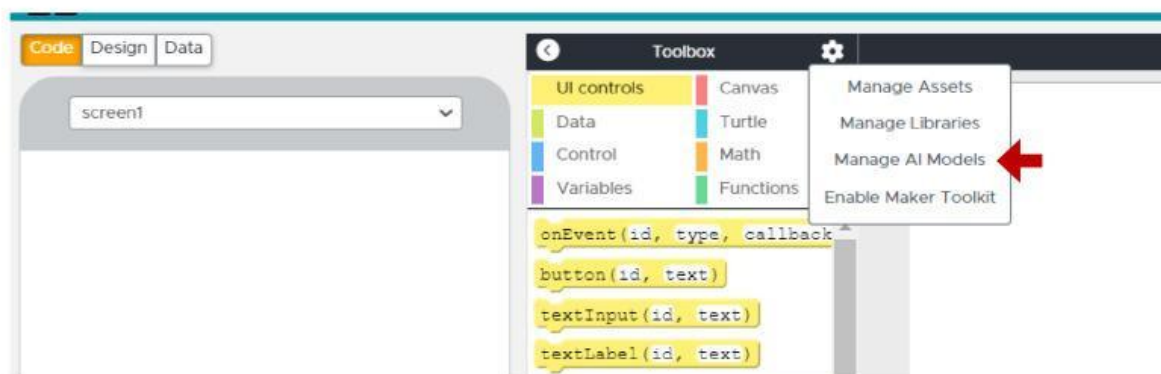
[See the web page](#)

[Start here](#)

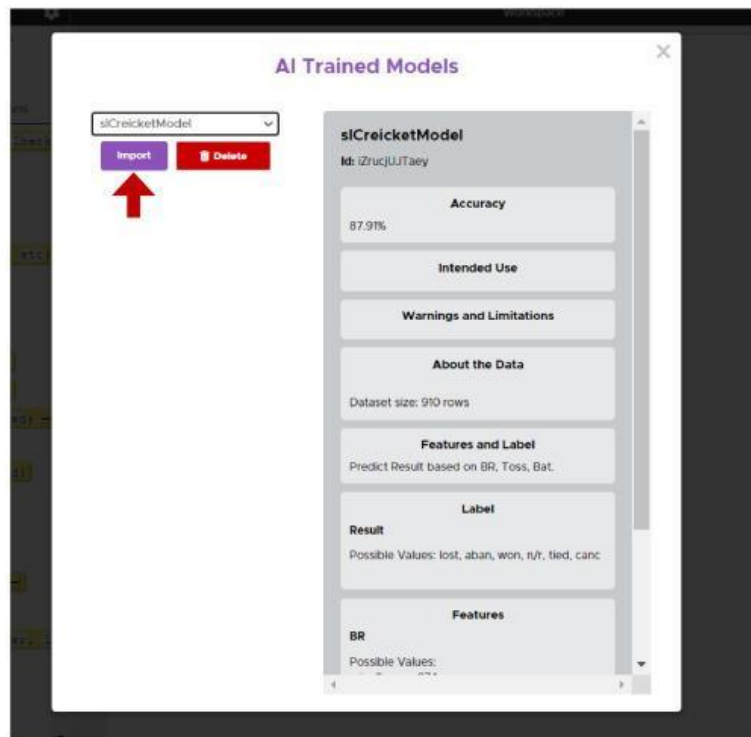
- ❖ Here, using the machine learning modal we created in homework 167, let's create a mobile app to predict whether the Sri Lankan cricket team will win or lose a match by the app lab.
- ❖ Let's create the mobile app as follows.



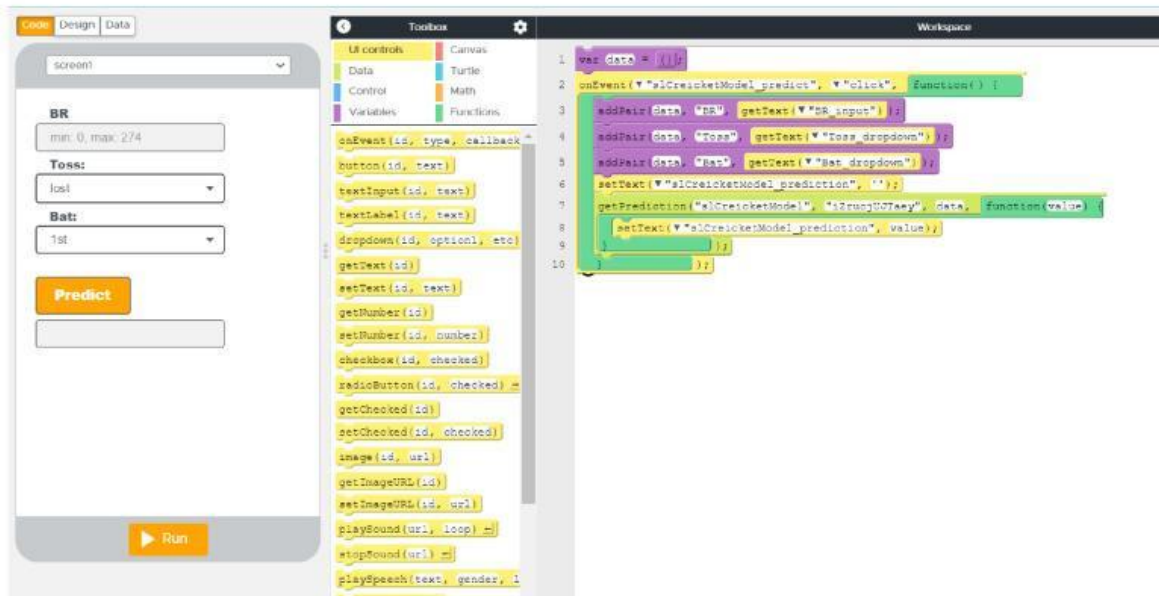
- ❖ First, import the "slCreicketModel" model you created for the app lab.
- ❖ Click on the setting button in the Toolbox and click on Manage AI models.



- ❖ Now select the “slCricketModel” model and click on the import button.



- ❖ Then the model is imported for the app lab as follows



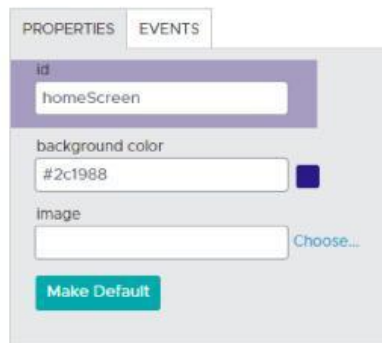
- ❖ Now let's add a home screen for this app.
- ❖ Click on Design for that.



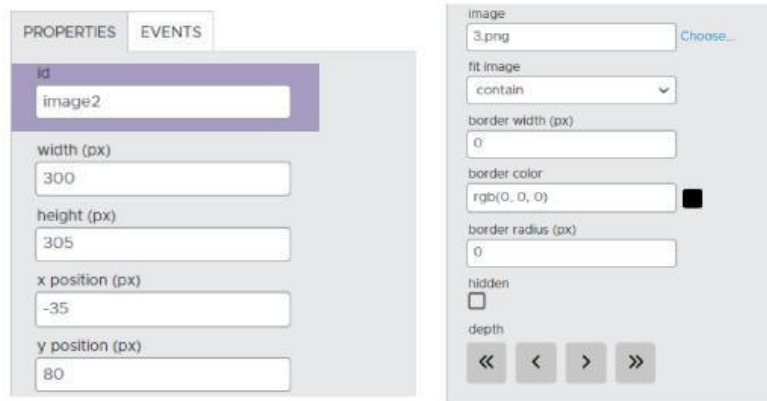
- ❖ Click on the dropdown below and add a new screen.



- ❖ Set the id of that screen as "homeScreen" and the following background color and make that screen the default screen. For that, click on the Make Default button.



- ❖ Now add an image tag for the homescreen.
- ❖ Click on Choose and add a suitable image for the home screen.
- ❖ Here we have selected image2 and set its properties as follows.



- ❖ Now add a label for that screen and adjust its properties as follows.
- ❖ Give as “Sri Lanka Cricket Prediction System” for Text.

PROPERTIES

EVENTS

id

label5

text

Sri Lanka Cricket Prediction Sy

width (px)

320

height (px)

65

x position (px)

-5

y position (px)

60

text color

rgb(255, 255, 255)

background color

rgba(0, 0, 0, 0)

background color

rgba(0, 0, 0, 0)

font family

Comic

font size (px)

25

text alignment

center

border width (px)

0

border color

rgb(77, 87, 95)

border radius (px)

0

hidden

☐

depth

<< < > >>

- ❖ Now provide the button for that screen. Give its id as stratBtn and text as start.

PROPERTIES

EVENTS

id

stratBtn

text

Start

width (px)

100

height (px)

40

x position (px)

100

y position (px)

390

text color

rgb(255, 255, 255)

background color

#72b361

font family

Arial Black

font size (px)

17

text alignment

center

image

Choose...

border width (px)

4

border color

#87b1d1

border radius (px)

16

hidden

☐

depth

<< < > >>

- ❖ Then the home screen will be created as follows.



- ❖ Now let's set it to go to screen1 when the start button is clicked.

```
onEvent (▼ "stratBtn", ▼ "click", function() {
  setScreen (▼ "screen1");
});
```

- ❖ Now let's design screen1.

PROPERTIES

EVENTS

id

screen1

background color

rgb(44, 25, 136)

image

Choose...

Make Default

- ❖ Give the x and y position for the labels and inputs in Screen1 as follows.

PROPERTIES

EVENTS

id

Bat_label

text

Bat

width (px)

75

height (px)

20

x position (px)

45

y position (px)

70

text color

rgb(255, 255, 255)

PROPERTIES

EVENTS

id

Bat_input

placeholder

min: 0, max: 274

width (px)

200

height (px)

30

x position (px)

50

y position (px)

95

text color

rgb(77, 87, 95)

PROPERTIES

EVENTS

id

Toss_label

text

Toss

width (px)

155

height (px)

35

x position (px)

45

y position (px)

140

text color

rgb(255, 255, 255)

PROPERTIES

EVENTS

id

Toss_dropdown

options

lost
won

index

0

width (px)

200

height (px)

30

x position (px)

50

y position (px)

165

PROPERTIES

EVENTS

id

Bat_label

text

Bat

width (px)

300

height (px)

18

x position (px)

45

y position (px)

275

text color

rgb(255, 255, 255)

PROPERTIES

EVENTS

id

Bat_dropdown

options

1st
2nd

index

0

width (px)

200

height (px)

30

x position (px)

50

y position (px)

240

PROPERTIES

EVENTS

id

slCricketModel_predict

text

Predict

width (px)

100

height (px)

40

x position (px)

110

y position (px)

300

text color

rgb(255, 255, 255)

PROPERTIES

EVENTS

background color

rgb(34, 179, 97)

font family

Comic

font size (px)

18

text alignment

center

image

Choose...

border width (px)

4

border color

rgb(135, 177, 209)

border radius (px)

15

hidden

☐

depth

- ❖ Give the properties for the button as follows.

- ❖ Now add another screen and give its id and background color as below.

The screenshot shows the 'PROPERTIES' tab for a screen named 'winScreen'. The 'id' field is set to 'winScreen'. The 'background color' field is set to 'rgb(44, 25, 136)' with a corresponding color swatch. The 'image' field is empty with a 'Choose...' button. A 'Make Default' button is at the bottom.

- ❖ Add a label and image for that screen and give the properties as below.

The first screenshot shows the 'label1' properties: id is 'label1', text is 'Sri Lanka won the match', width is 285, height is 65, x position is 10, y position is 80, and text color is 'rgb(255, 255, 255)'. The second screenshot shows the 'background color' properties: 'rgb(0, 0, 0)', font family is 'Courier', font size is 29, text alignment is 'center', border width is 0, border color is 'rgb(77, 87, 95)', border radius is 0, and the 'hidden' checkbox is unchecked. The third screenshot shows the 'image3' properties: id is 'image3', width is 180, height is 155, x position is 60, y position is 165, image is '2.jpg', and fit image is set to 'contain'.

- ❖ Now duplicate the winScreen.
- ❖ Give the id of that screen as loseScreen.
- ❖ Now give the label of loseScreen as Sri Lanka Lose the match.
- ❖ Change the image on that screen as well.
- ❖ Now when the predict button on screen 1 is clicked, let's make it move to the match screen according to the result.

- ❖ Here, if the result is won, let's move to the winScreen, and if the result is lose, let's move to the loseScreen.

```
var data = {};  
onEvent(▼ "slCreicketModel_predict", ▼ "click", function() {  
  addPair(data, "BR", getText(▼ "BR_input"));  
  addPair(data, "Toss", getText(▼ "Toss_dropdown"));  
  addPair(data, "Bat", getText(▼ "Bat_dropdown"));  
  getPrediction("slCreicketModel", "iZrucjUJTaeY", data, function(value) {  
    if (value == 'won') {  
      setScreen(▼ "winScreen");  
    }  
    else {  
      setScreen(▼ "loseScreen");  
    }  
  });  
});
```