

Project 162



Coding School



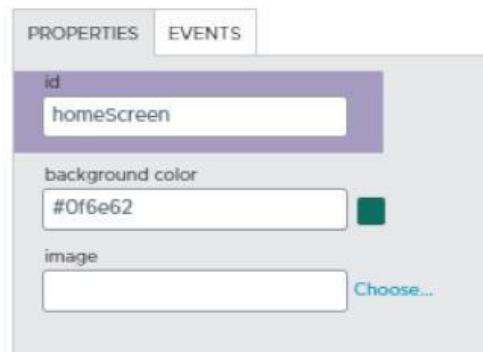
AI and Machine Learning



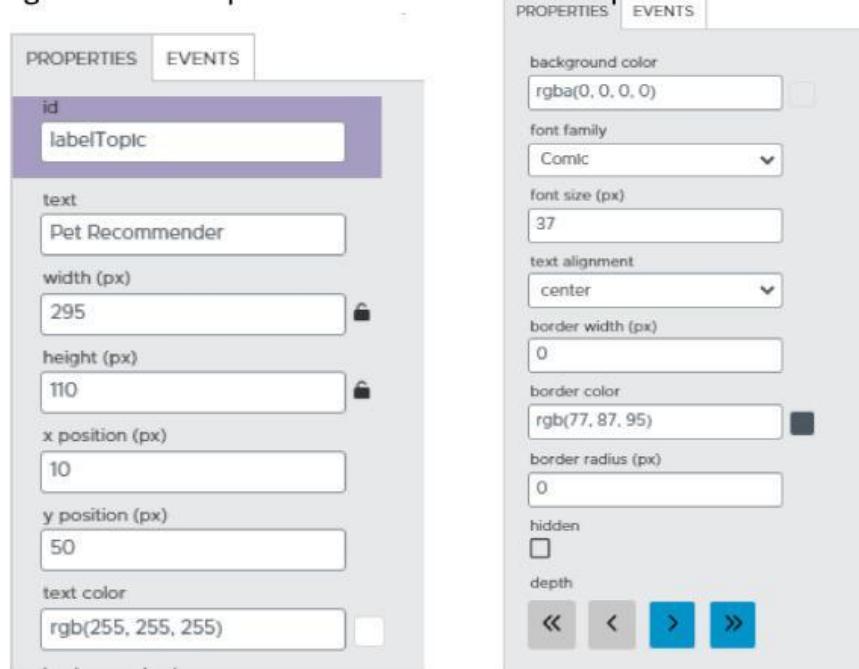
See the web page

Start here

- ❖ Here we look at the homework for lesson 11 of the AI and machine learning course available on Code.org.
- ❖ The first parts of this lesson can be experienced using an app created by him.
- ❖ The second part is to create a pet recommender app using app lab.
- ❖ Let's create that app.
- ❖ Now let's design the homeScreen.
- ❖ First let's add a background color for the home screen.



- ❖ Now give a label as pet recommender at the top of that screen.



- ❖ Now let's add an image for the home screen
- ❖ Add the image "image.png" given here.

Properties Panel (Left):

- id:** Image1
- width (px):** 300
- height (px):** 300
- x position (px):** 10
- y position (px):** 70
- image:** Image.png (Choose...)
- fit image:** contain

Properties Panel (Right):

- image:** Image.png (Choose...)
- fit image:** contain
- border width (px):** 0
- border color:** `rgb(0, 0, 0)`
- border radius (px):** 0
- hidden:**
- depth:** << < > >>

- ❖ Now let's add a button for this screen.
- ❖ Give its id to buttonNext.

Properties Panel (Left):

- id:** buttonNext
- text:** NEXT
- width (px):** 100
- height (px):** 35
- x position (px):** 110
- y position (px):** 355
- text color:** `rgb(255, 255, 255)`

Properties Panel (Right):

- background color:** `rgb(90, 149, 233)`
- font family:** Arial Black
- font size (px):** 15
- text alignment:** center
- image:** (Choose...)
- border width (px):** 0
- border color:** `rgb(133, 14, 68)`
- border radius (px):** 18
- hidden:**
- depth:** << < > >>

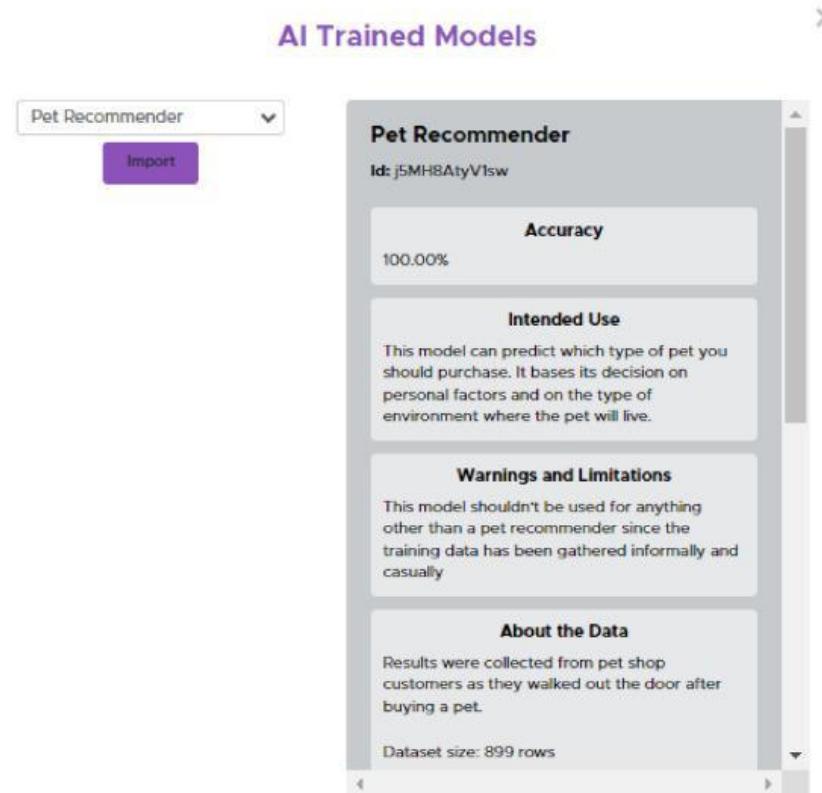
- ❖ Then the home screen will be displayed as below.



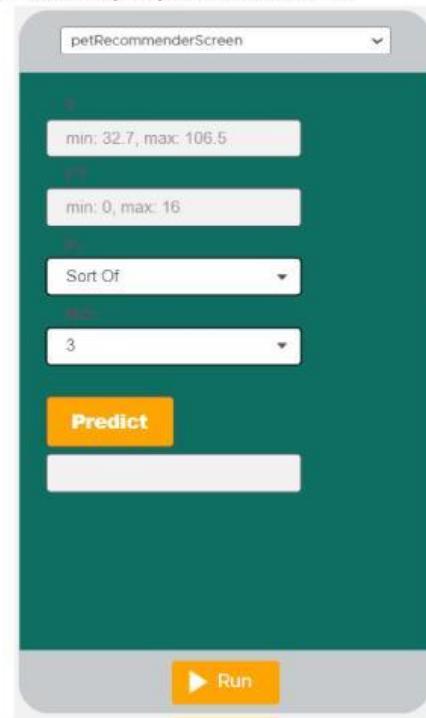
- ❖ Now add a screen to import the pet recommender model.



- ❖ Import the Pet recommender model.



- ❖ Then the screen will be displayed as below.

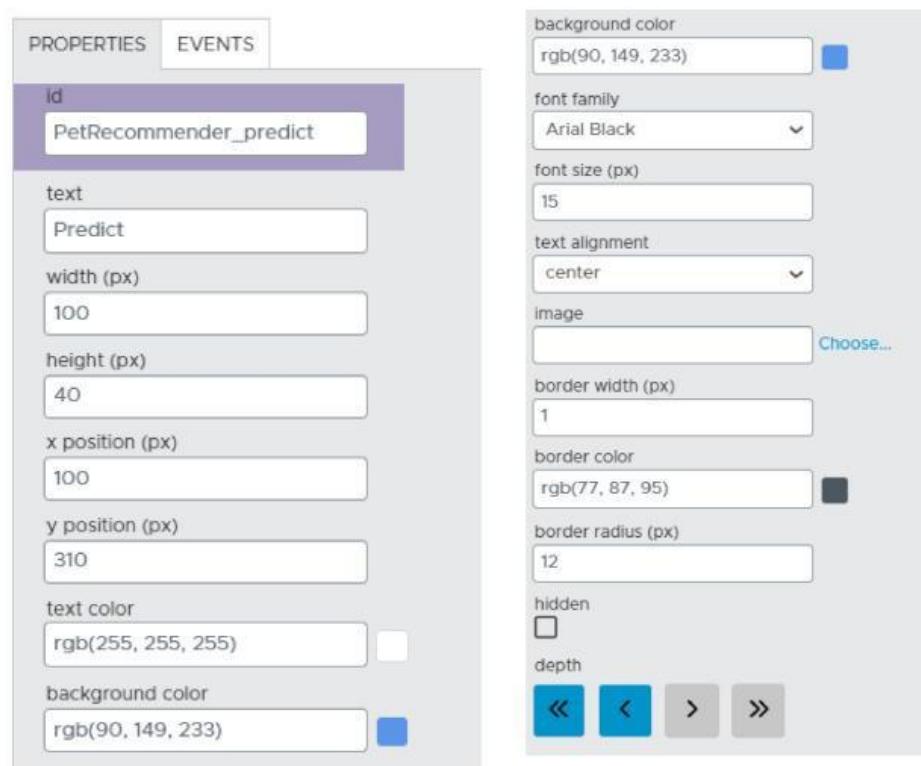


- ❖ Code to move to the pet recommender screen when the next button is clicked from the home screen.

```
onEvent("buttonNext", "click", function() {
  playSound("sound://default.mp3", false);
  setScreen("petRecommenderScreen");
});
```

- ❖ Now let's style the petRecommenderScreen.
- ❖ First let's change the styles of the labels.
- ❖ Change the following styles of labels as follows.
 - text color : `rgb(255, 255, 255)`
 - font size (px) : 15
- ❖ Give the x and y position of the `T_label` as follows.
 - x – position : 25
 - y – position : 22
- ❖ Give the x and y position of the `T_FT_label` as follows.
 - x – position : 25
 - y – position : 90
- ❖ Give the x and y position of the `P_label` as follows.
 - x – position : 25
 - y – position : 160
- ❖ Give x and y position of `NO_label` as below.
 - x – position : 25
 - y – position : 227
- ❖ Change the following styles of text input and drop down as follows.
 - text color : `rgb(26, 124, 202)`
 - font size (px) : 15
 - width (px) : 250
 - height (px) : 35
 - border radius (px) : 10

- ❖ Give x and y position of T_input as below.
 - x – position : 25
 - y – position : 45
- ❖ Give x and y position of FT_input as below.
 - x – position : 25
 - y – position : 115
- ❖ Give the x and y position of the P_dropdown as follows.
 - x – position : 25
 - y – position : 185
- ❖ Give x and y position of NO_dropdown as below.
 - x – position : 25
 - y – position : 255
- ❖ Give the following style for the Predict button.



- ❖ Now let's code to move to the match screen according to the result when predicted.

```
var data = {};  
  
onEvent("PetRecommender_predict", "click", function() {  
    addPair(data, "T", getText("T_input"));  
    addPair(data, "FT", getText("FT_input"));  
    addPair(data, "P", getText("P_dropdown"));  
    addPair(data, "NO", getText("NO_dropdown"));  
  
    getPrediction("Pet Recommender", "j5MH8AtyVlsw", data, function(value) {  
        if (value == "Fish") {  
            setScreen("fishScreen");  
        }  
        if (value == "Iguana") {  
            setScreen("iguanaScreen");  
        }  
        if (value == "Parakeet") {  
            setScreen("parakeetScreen");  
        }  
        if (value == "Dog") {  
            setScreen("dogScreen");  
        }  
    });  
});
```

- ❖ Add images to each of those screens.