

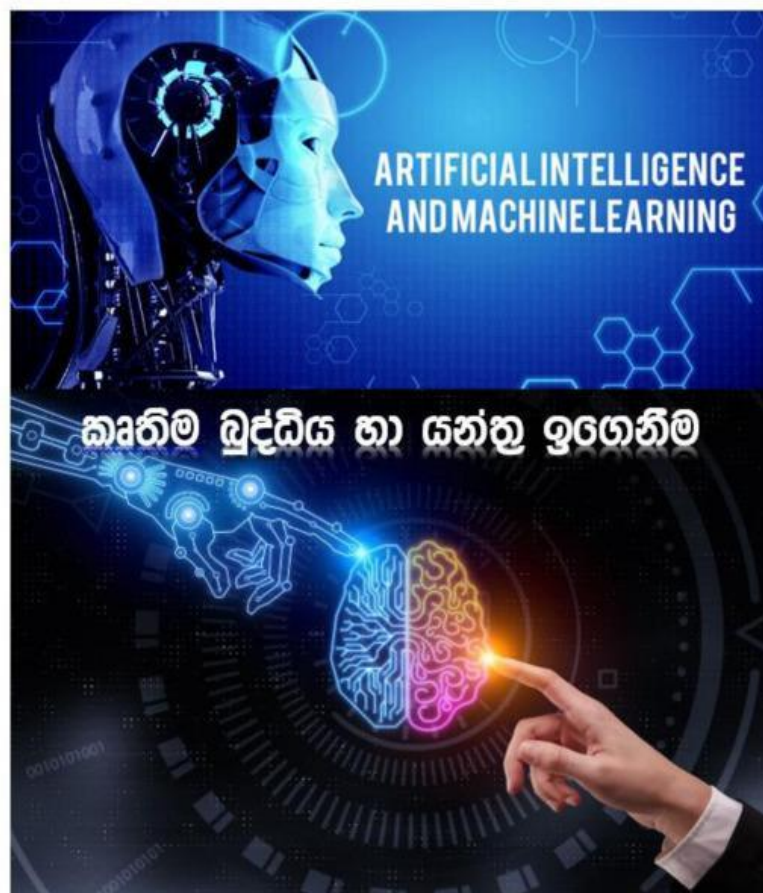
Project 162



**Coding
School**



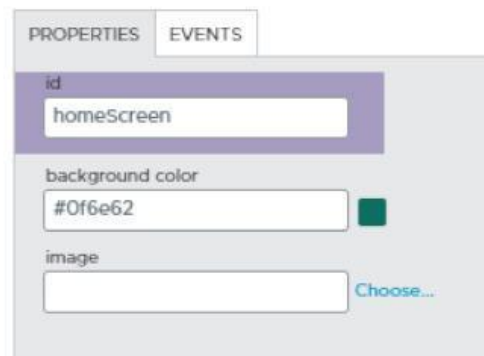
AI and Machine Learning



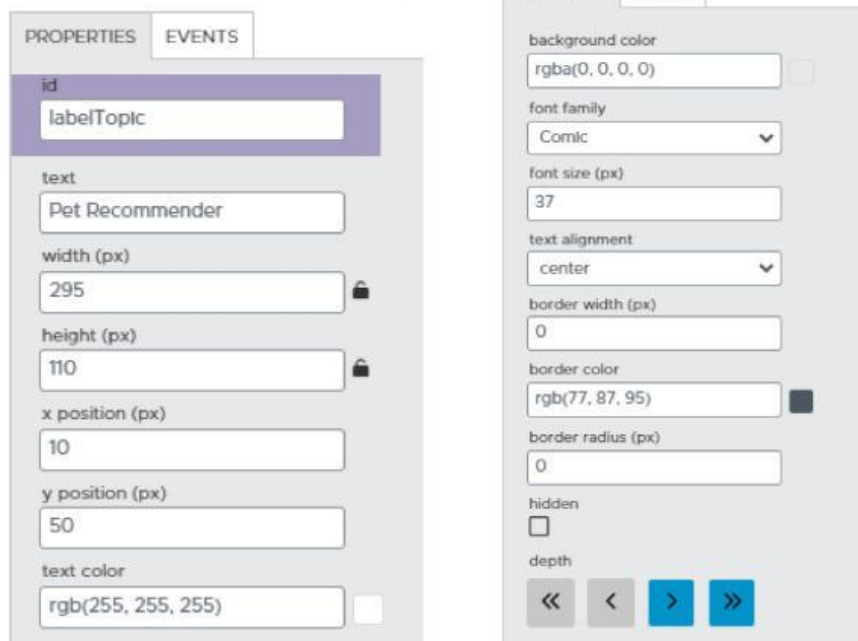
[See the web page](#)

[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

EVENTS

id

image1

width (px)

300

height (px)

300

x position (px)

10

y position (px)

70

image

image.png

Choose...

fit image

contain

image

image.png

Choose...

fit image

contain

image

image.png

Choose...

fit image

contain

border width (px)

0

border color

rgb(0, 0, 0)

border radius (px)

0

hidden

☐

depth

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

PROPERTIES

EVENTS

id

buttonNext

text

NEXT

width (px)

100

height (px)

35

x position (px)

110

y position (px)

355

text color

rgb(255, 255, 255)

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

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



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

PROPERTIES EVENTS

id
petRecommenderScreen


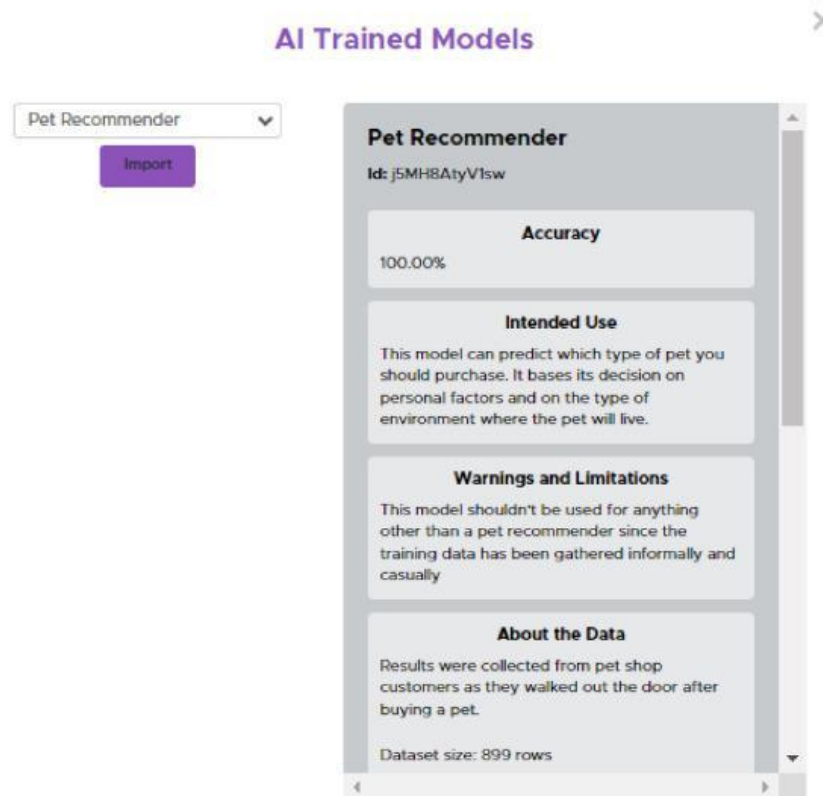
background color
rgb(15, 110, 98) 

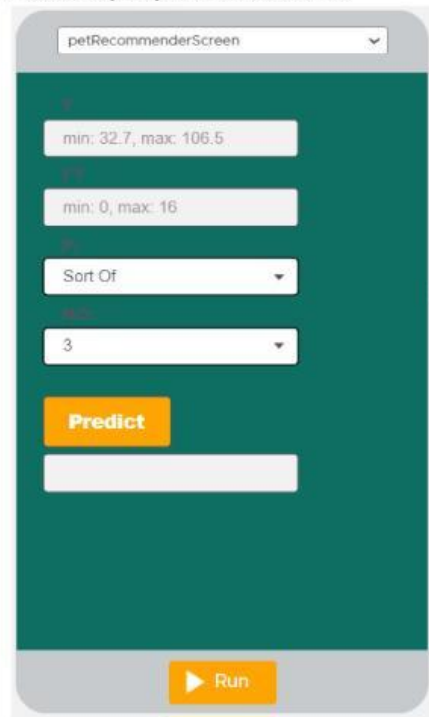
image
 [Choose...](#)

[Make Default](#)

- ❖ 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.

PROPERTIES

EVENTS

Id

PetRecommender_predict

text

Predict

width (px)

100

height (px)

40

x position (px)

100

y position (px)

310

text color

rgb(255, 255, 255)

background color

rgb(90, 149, 233)

background color

rgb(90, 149, 233)

font family

Arial Black

font size (px)

15

text alignment

center

image

Choose...

border width (px)

1

border color

rgb(77, 87, 95)

border radius (px)

12

hidden

☐

depth

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- ❖ 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", "j5MH8AtyVlew", 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.