Project 168

i68

DP EDUCATION | Coding School

AI and Machine Learning

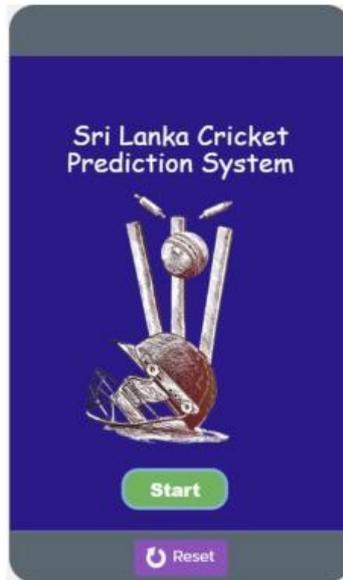ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING

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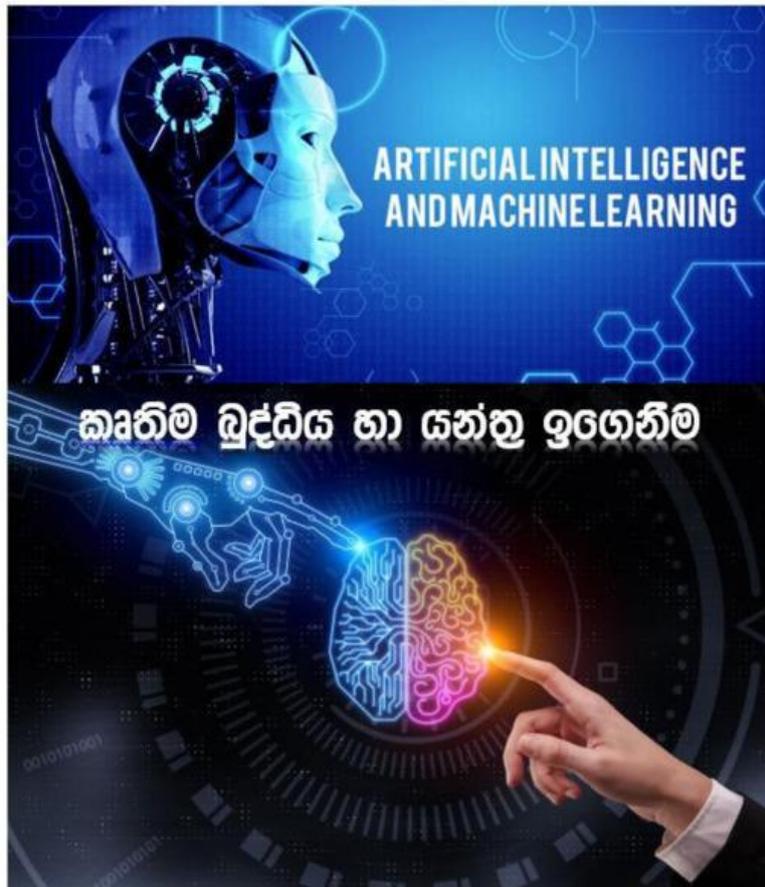
See the web page

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.

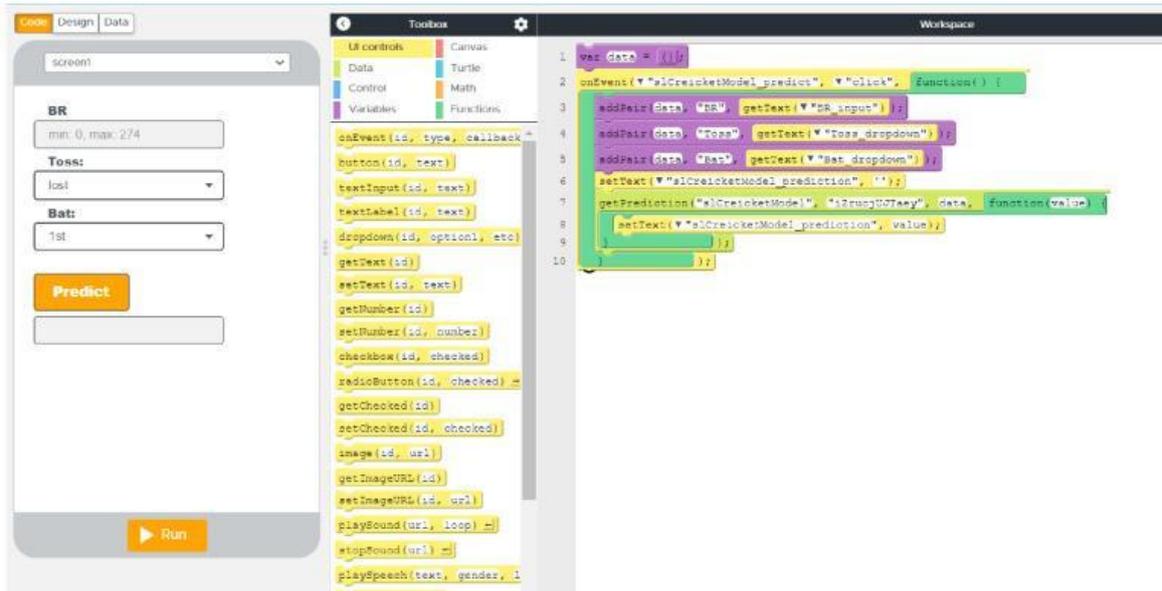

❖ First, import the "slCreicketModel" model you created for the app lab.

❖ Click on the setting button in the Toolbox and click on Manage AI models.
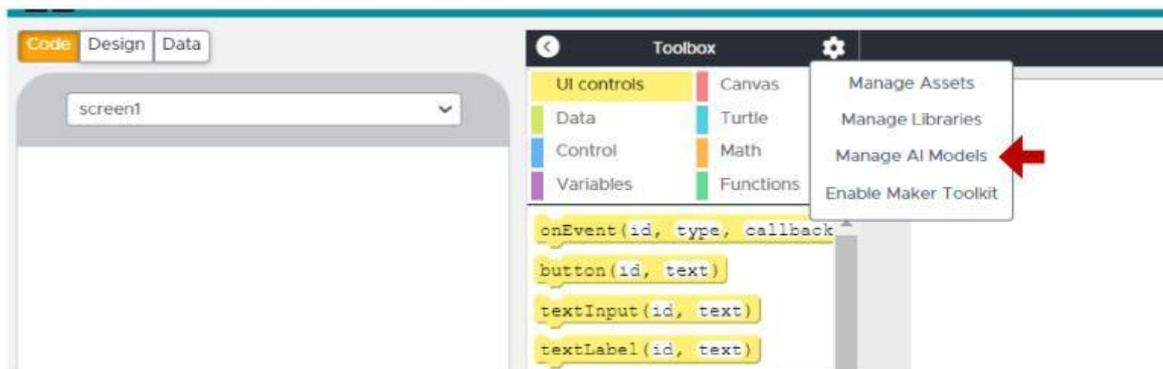
❖ Now select the "slCreicketModel" model and click on the import button.
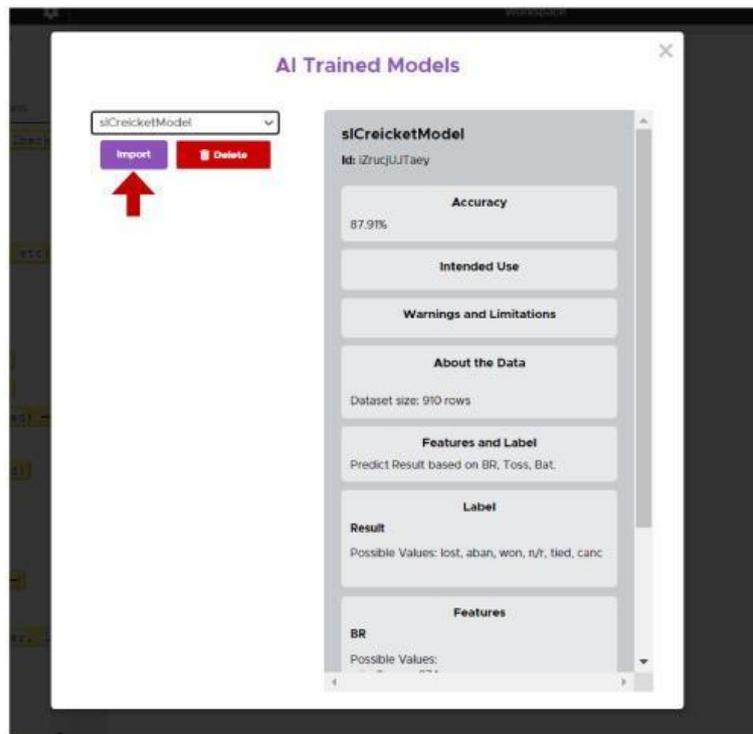
❖ Then the model is imported for the app lab as follows

❖ 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.

PROPERTIES EVENTS

id
homeScreen

background color
#2c1988

image
Choose...

Make Default
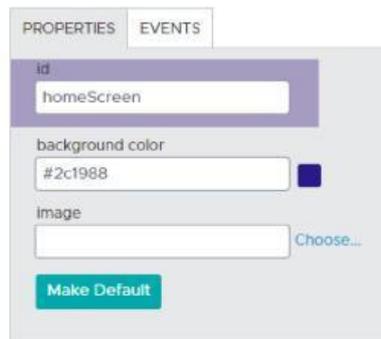
❖ Now add an image tag for the homescreen.

❖ Click on Choose and add a suitable image for the home screen.

❖ Here we have selected image2 and set its properties as follows.

PROPERTIES EVENTS

id
image2

width (px)
300

height (px)
305

x position (px)
-35

y position (px)
80

image
3.png   Choose...

fit image
contain

border width (px)
0

border color
rgb(0, 0, 0)

border radius (px)
0

hidden
☐

depth
« < > »
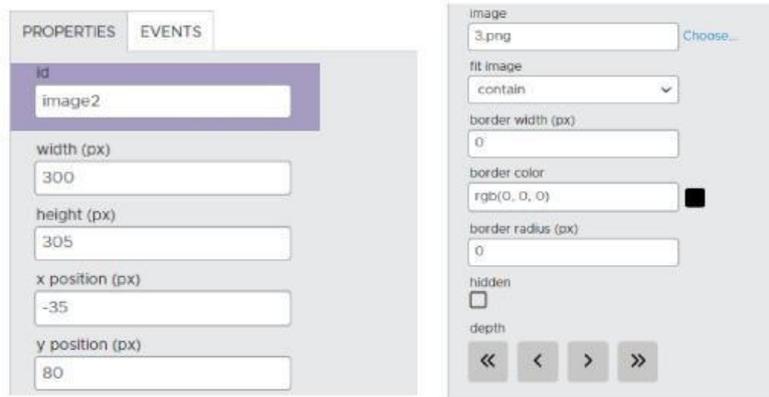
❖ Now add a label for that screen and adjust its properties as follows.

❖ Give as "Sri Lanka Cricket Prediction System" for Text.
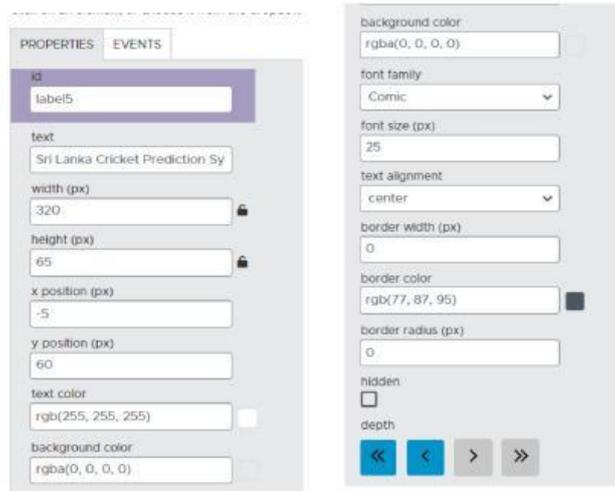
❖ Now provide the button for that screen. Give its id as stratBtn and text as start.

❖ 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");
});
```
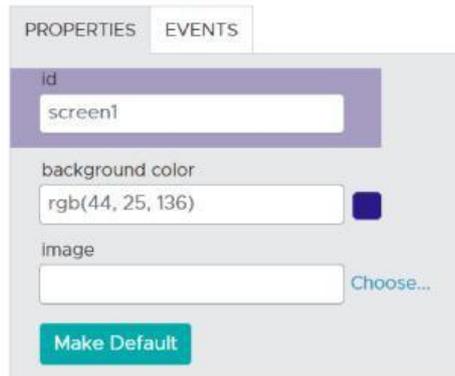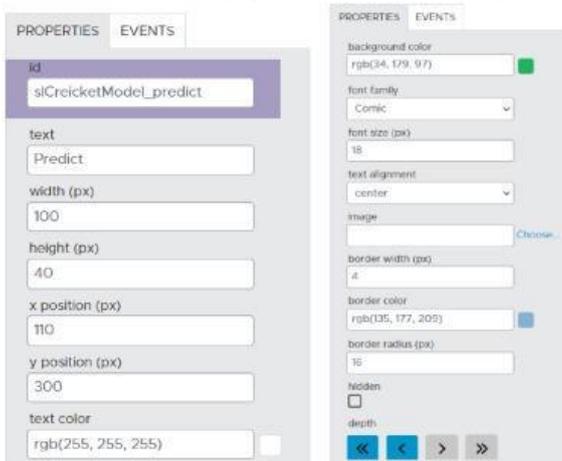
❖ Now let's design screen1.

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
BR_label

text
BR

width (px)
75

height (px)
20

x position (px)
45

y position (px)
70

text color
rgb(255, 255, 255)

id
BR_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)
195

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)
215

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
slCreicketModel_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)
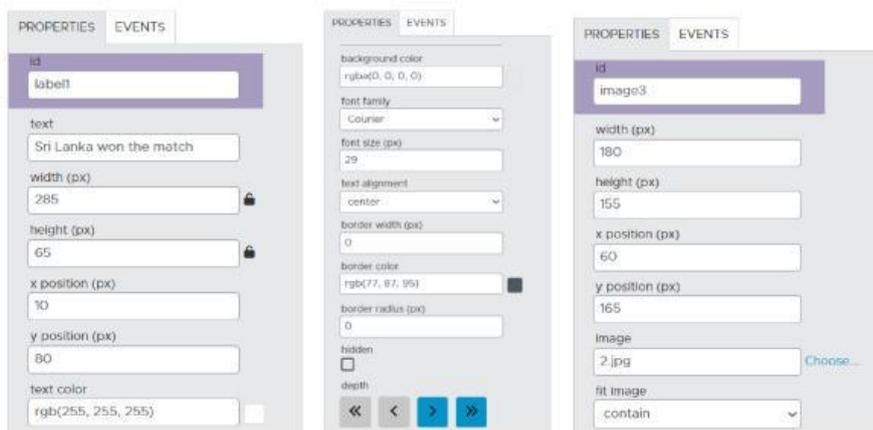
border radius (px)
16

hidden
☐

depth
« ‹ › »

❖ Give the properties for the button as follows.

❖ Now add another screen and give its id and background color as below.
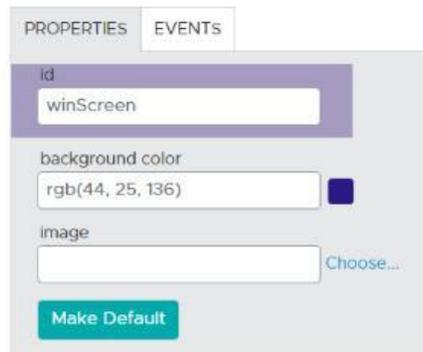
❖ Add a label and image for that screen and give the properties as below.

❖ 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");
        }                          - +
    });
});
```