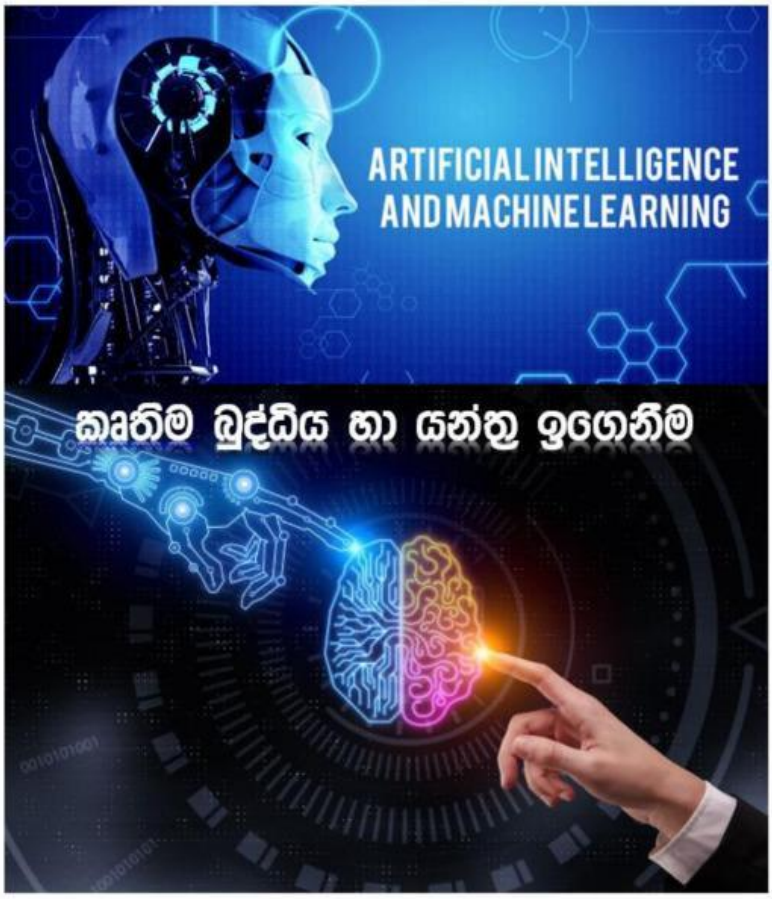
Project 168

DP EDUCATION

Coding School



AI and Machine Learning



See the web page

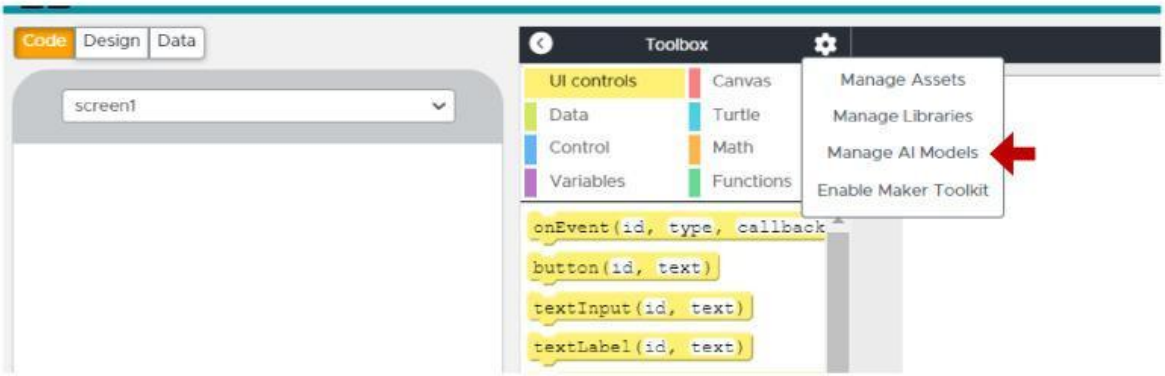
Start here

LIVEWORKSHEETS

- 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.

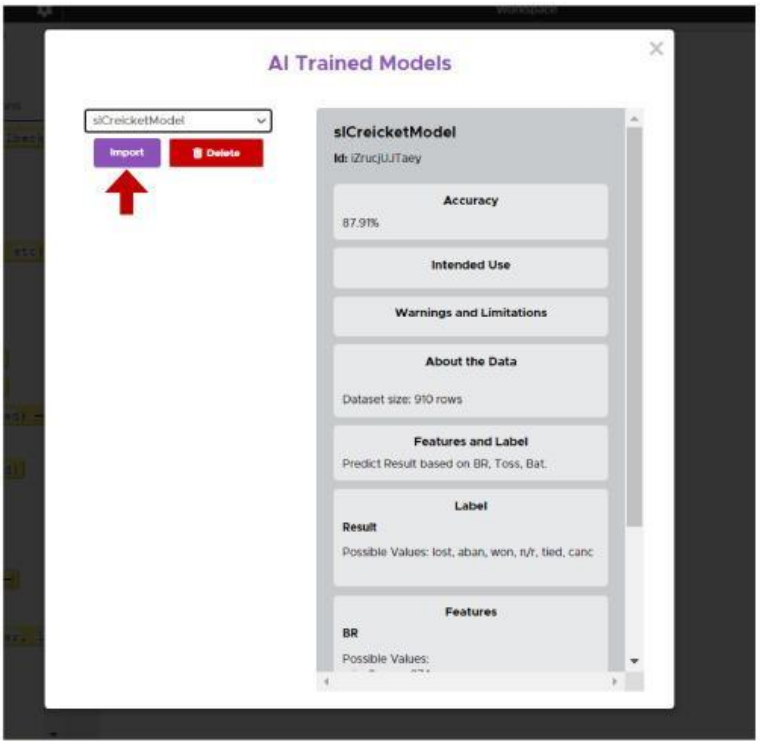


- First, import the "slCreicketModel" model you created for the app lab.
- Click on the setting button in the Toolbox and click on Manage AI models.



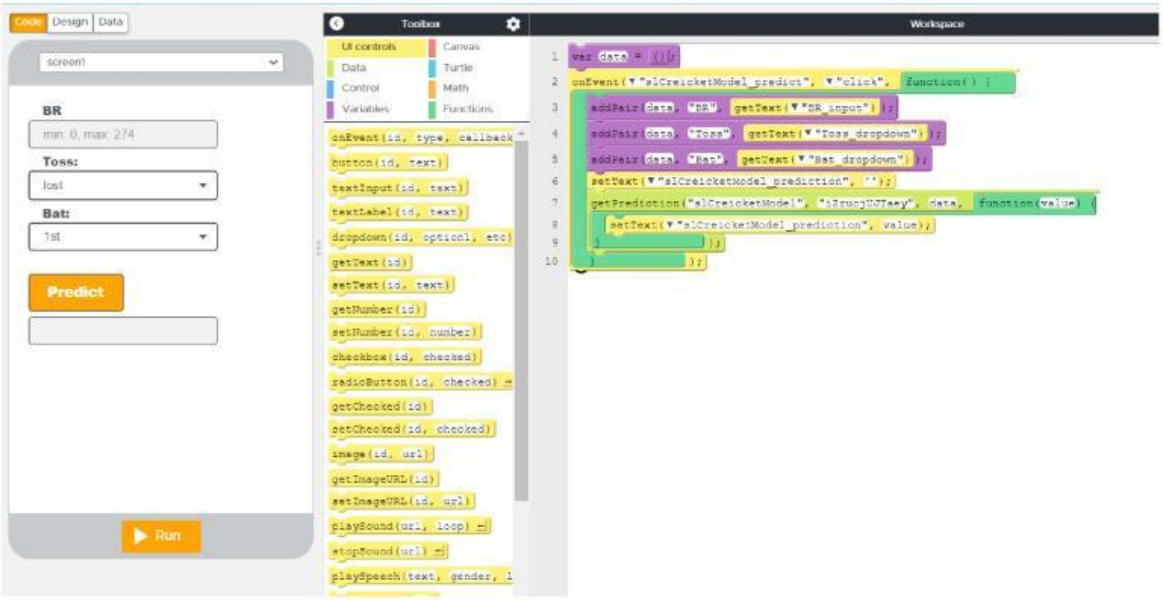
LIVEWORKSHEETS

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



LIVEWORKSHEETS

❖ 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.

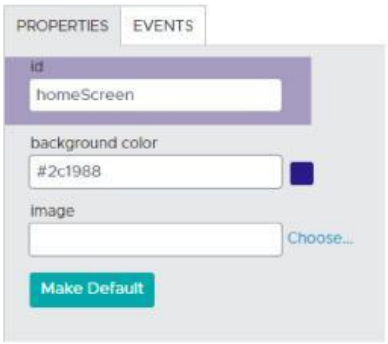


❖ Click on the dropdown below and add a new screen.

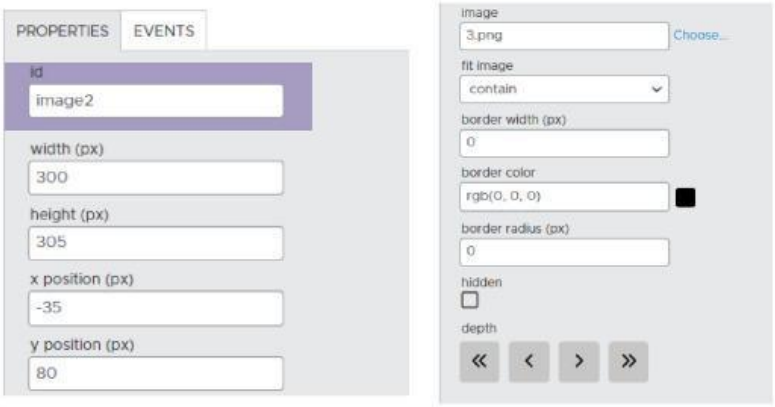


❖ Set the id of that screen as "homeScreen" and the following background color and make that screen the default screen. For that, click on the Make Default button.

LIVEWORKSHEETS

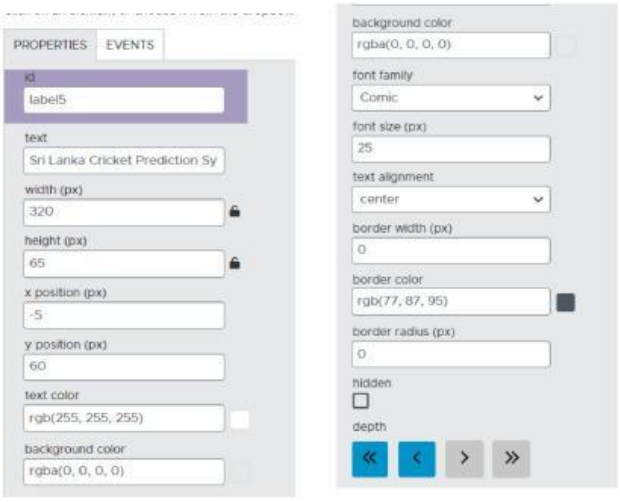


- Now add an image tag for the homescreen.
- Click on Choose and add a suitable image for the home screen.
- Here we have selected image2 and set its properties as follows.



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

LIVEWORKSHEETS



❖ 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.

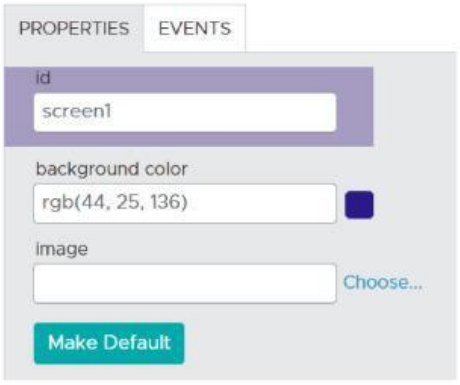


LIVEWORKSHEETS

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

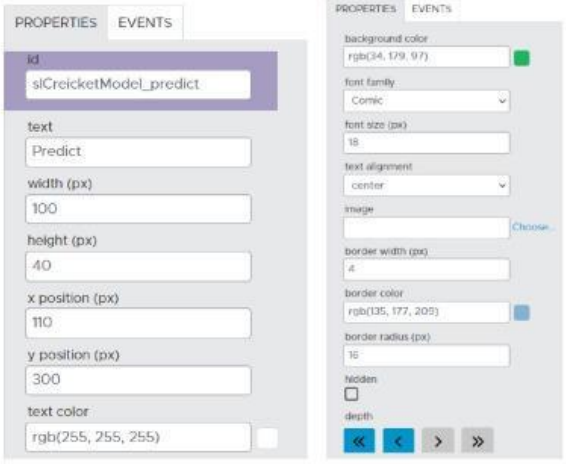
```
onEvent("stratBtn", "click", function() {
  setScreen("screen1");
});
```

❖ Now let's design screen1.



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

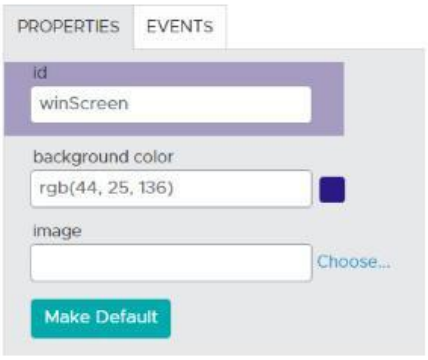




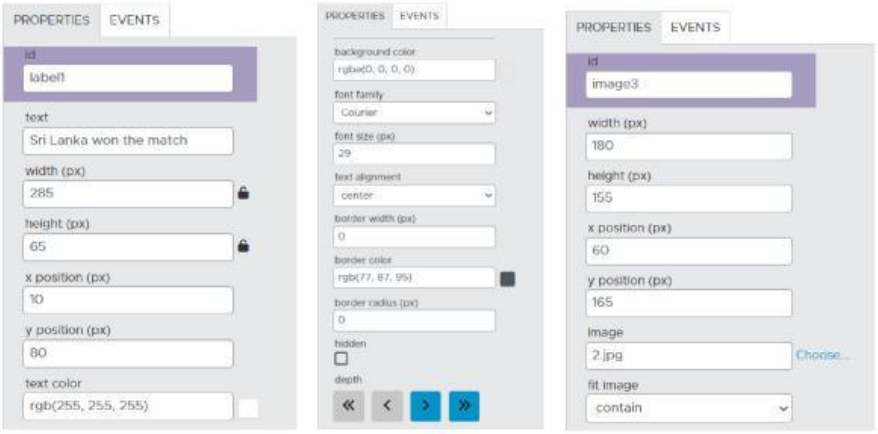
❖ Give the properties for the button as follows.

LIVEWORKSHEETS

❖ 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.

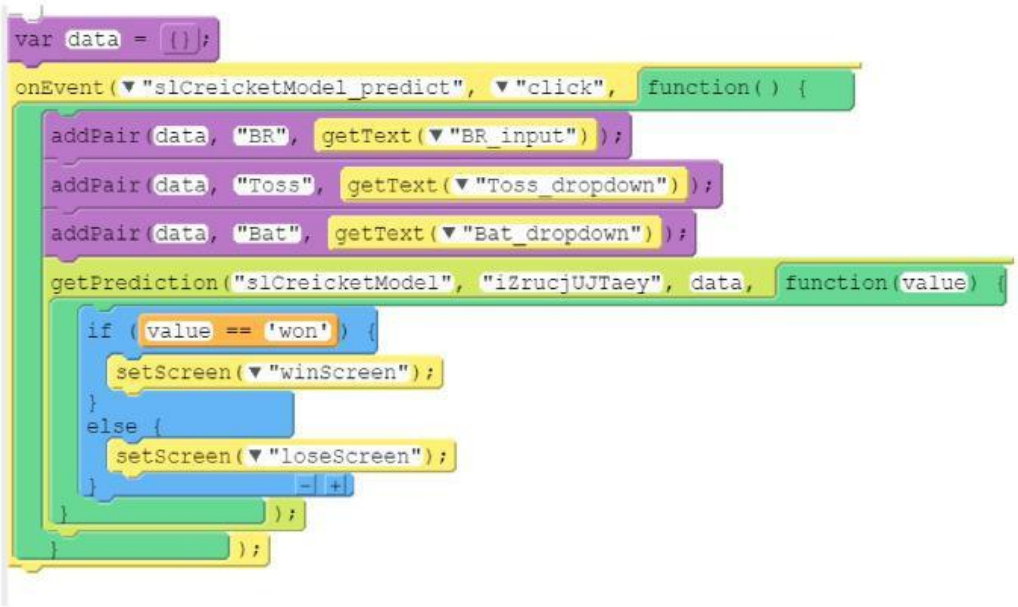
❖ Now give the label of loseScreen as Sri Lanka Lose the match.

❖ 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.

LIVEWORKSHEETS

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



LIVEWORKSHEETS