



Coding School



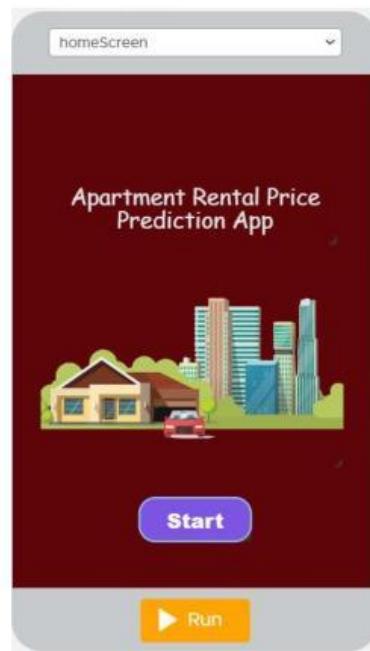
AI and Machine Learning



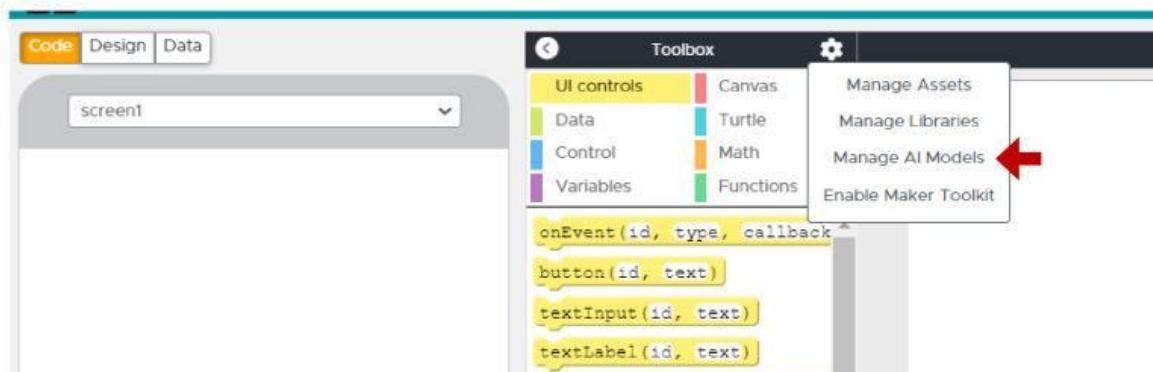
See the web page

Start here

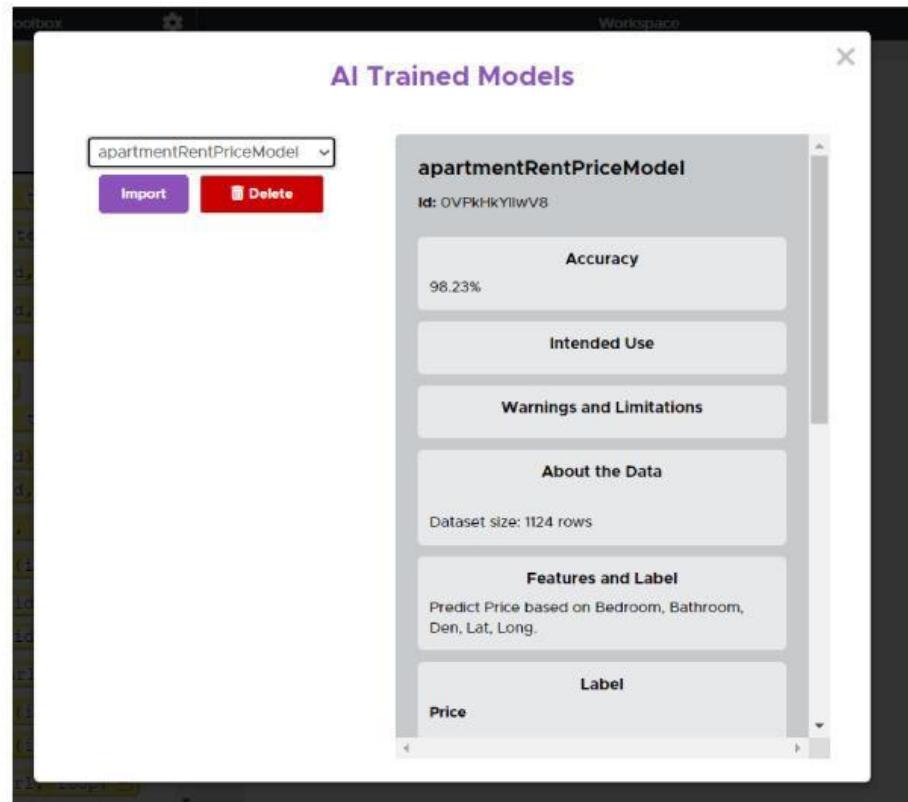
- ❖ Here, using the machine learning modal we created in homework 169, let's create a mobile app to predict the rental price of apartments by app lab.
- ❖ Let's create the mobile app as follows.



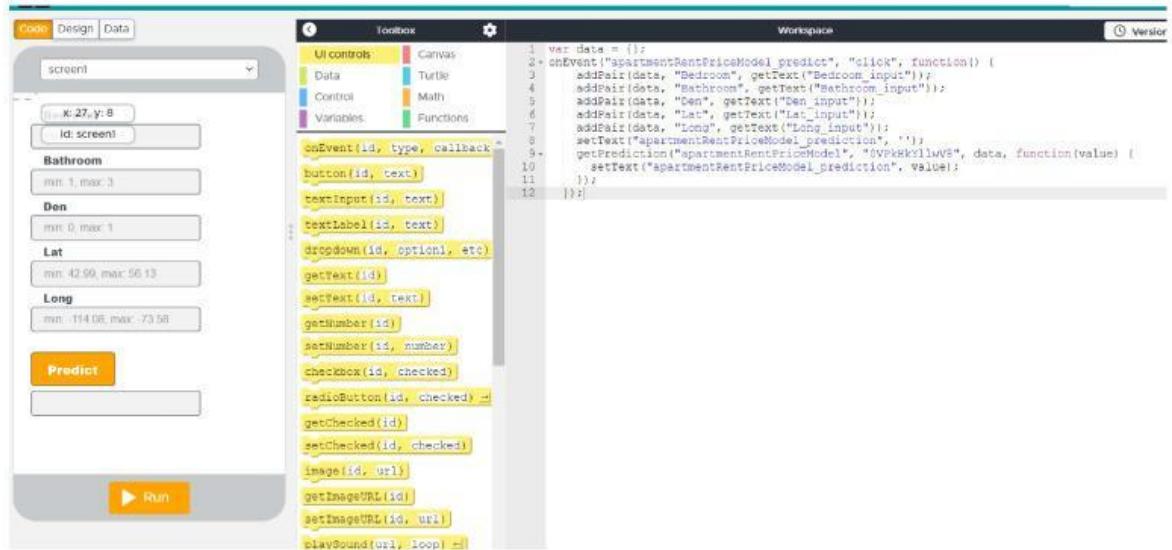
- ❖ First, import the "apartmentRentPriceModel" model you created for the app lab.
- ❖ Click on the setting button in the toolbox and click on Manage AI models.



- ❖ Now select the "apartmentRentPriceModel" model and click on the import button.

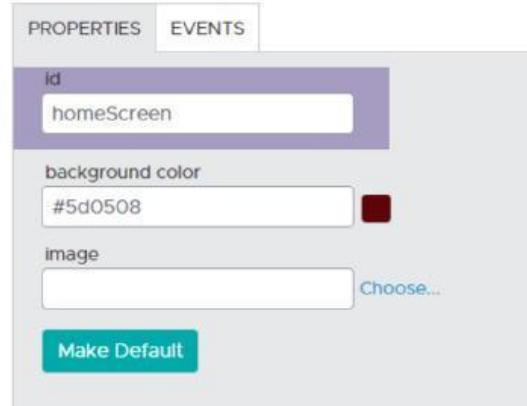


❖ Then the model is imported for the app lab as follows

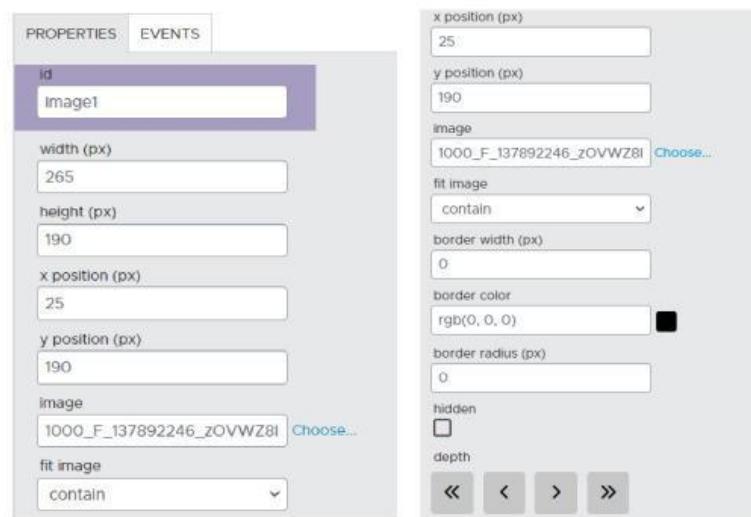


❖ Now let's add a home screen for this app.

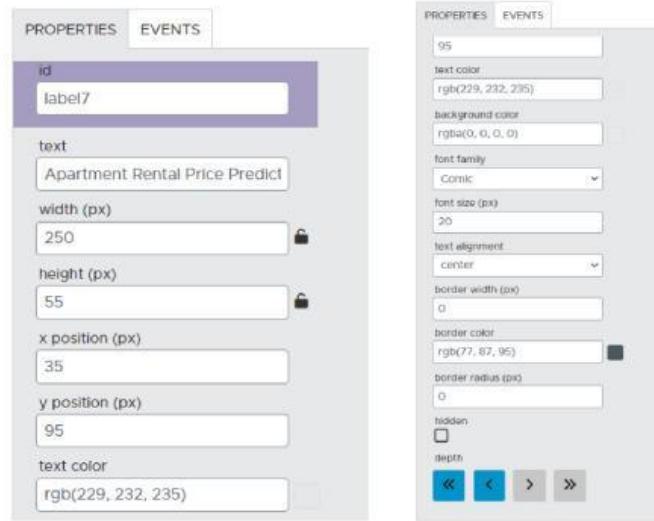
- ❖ Set the id of that screen as "homeScreen" and the following background color and make that screen the default screen. For that, click on the Make Default button.



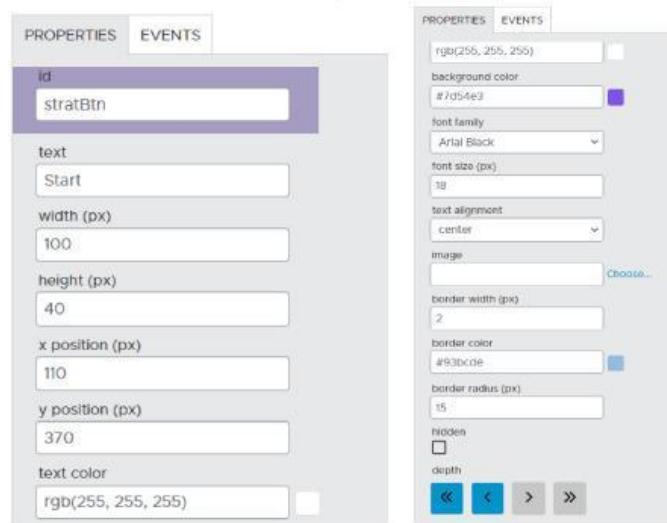
- ❖ Now add an image tag for the homeScreen.
- ❖ Click on Choose and add a suitable image for the home screen.
- ❖ Adjust the properties of the image you have selected as follows.



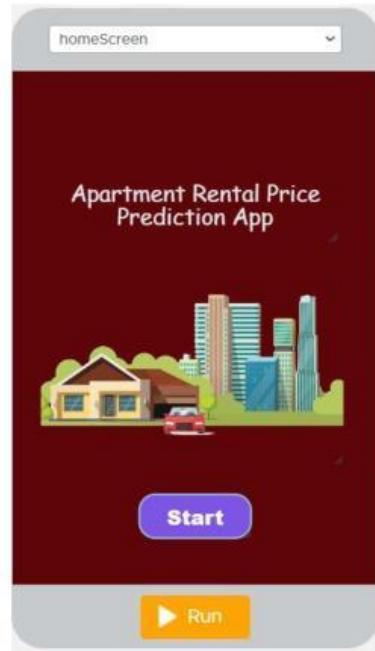
- ❖ Now add a label for that screen and adjust its properties as follows.
- ❖ Provide as “Apartment Rental Price Prediction App” for text.



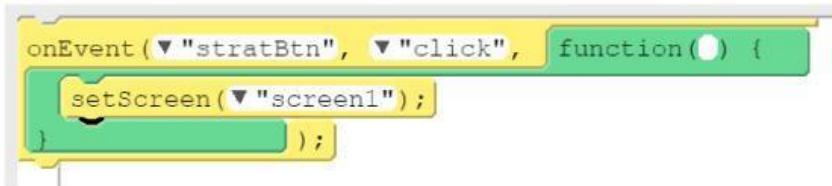
- ❖ Now provide the button for that screen. Give its id as stratBtn and text as start.



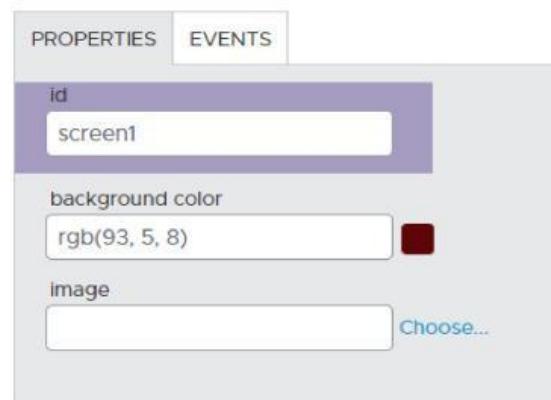
- ❖ Then the home screen will be created as follows.



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



- ❖ Now let's design screen1.



- ❖ Here we provide separate screen for each input to further improve the app.

- ❖ Let's prepare a separate screen for entering the number of bedrooms, number of bathrooms, number of storage rooms, and a screen for entering the location.
- ❖ Since four screens are needed here, let's duplicate the screen whose id is screen1 three times.
- ❖ Give the id of the duplicated screens as screen2, screen3 and screen4.
- ❖ Now in screen1 save only the label and text input related to the bedroom and delete other labels and text inputs.

The image shows a mobile application interface with four separate screen configurations and a preview screen below them.

Screen 1 (Top Left): Properties tab. **id:** screen1. **background color:** `rgb(93, 5, 8)`. **Image:** [Choose...].

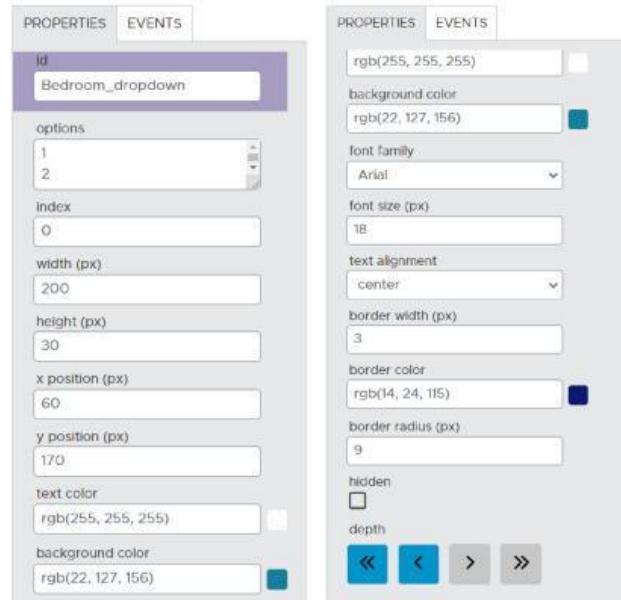
Screen 2 (Top Middle): Properties tab. **id:** screen2. **background color:** `rgb(93, 5, 8)`. **Image:** [Choose...]. **Make Default** button.

Screen 3 (Top Right): Properties tab. **id:** screen3. **background color:** `rgb(93, 5, 8)`. **Image:** [Choose...]. **Make Default** button.

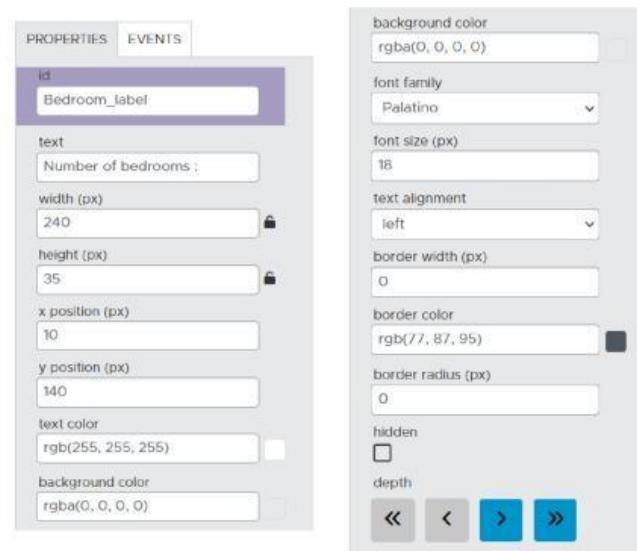
Screen 4 (Bottom Right): Properties tab. **id:** screen4. **background color:** `rgb(93, 5, 8)`. **Image:** [Choose...]. **Make Default** button.

Preview Screen (Bottom Center): Shows a red screen titled "Bedroom" with a text input field containing "min: 1, max: 3". The screen has a "Run" button at the bottom.

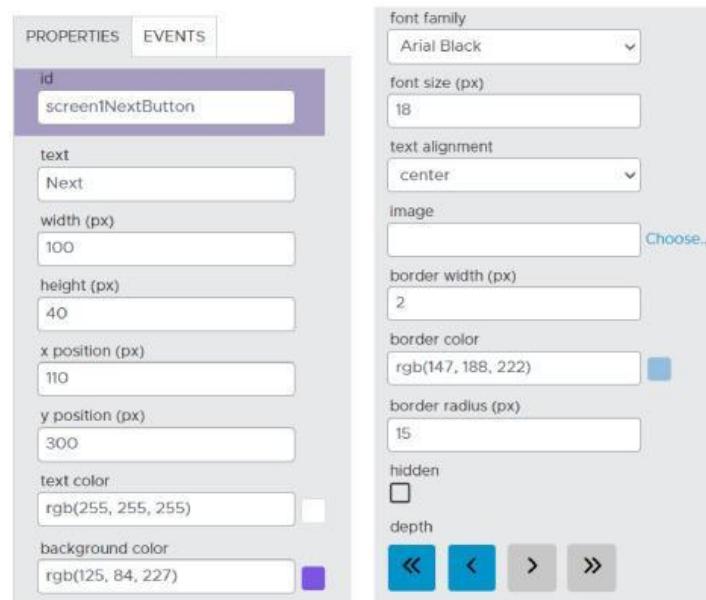
- ❖ Here the minimum value of the text input is 1 and the maximum value is 3. So let's remove the text input and replace it with a dropdown. Because if there is an input text, it can be given a desired value.
- ❖ Here, delete the bedroom text input (Bedroom_input).
- ❖ Now add a dropdown. Give the id for that dropdown as Bedroom_dropdown. Give options 1, 2, and 3.
- ❖ Now adjust the Properties of that dropdown as follows.



- ❖ Now change the Bedroom text on that screen to "Number of bedrooms:".
- ❖ Give the font color of the label as white and change its font size and font family.
- ❖ Adjust the properties of the label as follows.



- ❖ Now add a button for this screen.
- ❖ Give screen1NextButton as id of Button.
- ❖ Adjust the properties of that button as follows.



- ❖ Let's prepare the rest of this app in homework 171.