



ARTIFICIAL INTELLIGENCE
AND MACHINE LEARNING

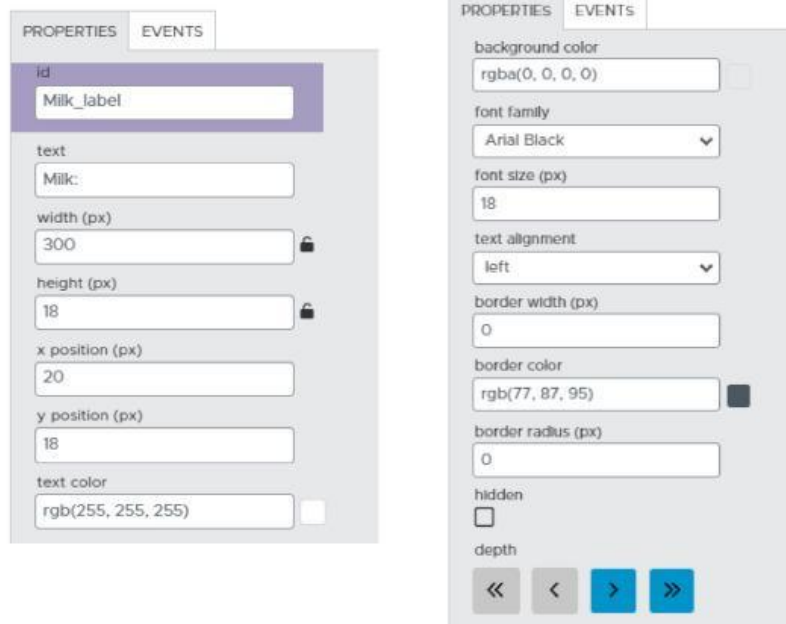
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- ❖ Here we further improve the mobile app in the fourth part of lesson 10 of the AI and machine learning course on Code.org.



- ❖ Now let's change the colour of the labels in screen1.



- ❖ Give the font size of each label as 18. Set the text colour as rgb(255, 255, 255)

❖ And give the font size of the dropdown as 15.

The image shows two side-by-side screenshots of the 'PROPERTIES' panel in a design tool. The left panel shows the 'Milk_dropdown' widget with its 'options' set to 'Yes' and 'No', and 'font size' set to 15. The right panel shows the 'font size (px)' property set to 15.

The image shows a screenshot of a mobile app interface. It features a form with six dropdown menus labeled 'Milk:', 'Toothed:', 'Backbone:', 'Domestic:', 'Catsize:', and 'Legs:'. The 'Predict' button is orange and the 'Run' button is blue.

- ❖ Duplicate screen1 to add another screen to this app.

screen2

Milk:
Yes

Toothed:
Yes

Backbone:
Yes

Domestic:
No

Catsize:
Yes

Legs:
4

Predict

Run

- ❖ Now from the labels and dropdowns on screen1, save only the labels and dropdowns related to milk, toothed and backbone and delete the other labels and dropdowns.
- ❖ Also give the font size of the dropdown as 15
- ❖ Delete the Predict button and the corresponding text input area.
- ❖ Give x and y position of Milk_label as below.
 - x – position : 45
 - y – position : 50
- ❖ Give x and y position of toothed_label as below.
 - x – position : 45
 - y – position : 135
- ❖ Give the x and y position of Backbone_label as below.
 - x – position : 45
 - y – position : 225

❖ Give the x and y position of milk_dropdown as below.

- x – position : 55
- y – position : 90

❖ Give x and y position of milk_dropdown as below.

- x – position : 55
- y – position : 170

❖ Give x and y position of milk_dropdown as below.

- x – position : 55
- y – position : 265

❖ Now give a button for that screen.

The image shows two side-by-side screenshots of a design tool's property panels for a button.

The left panel is titled "PROPERTIES" and "EVENTS". It contains the following fields:

- id: buttonNext
- text: Next
- width (px): 100
- height (px): 40
- x position (px): 105
- y position (px): 325
- text color: rgb(255, 255, 255)
- background color: #aeb34c

The right panel shows the following fields:

- background color: #aeb34c
- 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): 16
- hidden: ☐
- depth: << < > >>

❖ Then screen1 will be displayed as follows.

- ❖ Now code to move to screen2 when the Next button is clicked.

```
onEvent (▼ "buttonNext", ▼ "click", function () {
  setScreen (▼ "screen2");
});
```

- ❖ Now from the labels and dropdowns on screen 2, save only the labels and dropdowns related to domestic, catsize and lags and delete the other labels and dropdowns.
- ❖ Leave the Predict button and delete the text input area next to that button.
- ❖ For domestic label, give the id of the label as Domestic_label. Also give the id of its dropdown as Domestic_dropdown.
- ❖ Give x and y position of domestic_label as below.
 - x – position : 45
 - y – position : 50

- ❖ Give x and y position of domestic_dropdown as below.
 - x – position : 55
 - y – position : 90
- ❖ According to the cat size label, give the id of the label as Catsize_label. Also give the id of its dropdown as Catsize_dropdown.
- ❖ Give the x and y position of Catsize_label as follows.
 - x – position : 45
 - y – position : 135
- ❖ Give the x and y position of the Catsize_dropdown as follows.
 - x – position : 55
 - y – position : 170
- ❖ According to the Legs label, give the id of the label as Legs_label. Also give the id of its dropdown as Legs_dropdown.
- ❖ Give the x and y position of the Legs_label as follows.
 - x – position : 45
 - y – position : 225
- ❖ Give x and y position of milk_dropdown as below.
 - x – position : 55
 - y – position : 265

- ❖ For the Predict button, give the id as animalClass3_predict and give the styles as follows.

PROPERTIES EVENTS

id
animalClass3_predict

text
Predict

width (px)
100

height (px)
40

x position (px)
105

y position (px)
325

text color
rgb(255, 255, 255)

background color
rgb(174, 179, 76)

background color
rgb(174, 179, 76)

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)
16

hidden
☐

depth
0

- ❖ Now give another screen and give its background colour as below.

PROPERTIES EVENTS

id
screen3

background color
rgb(86, 92, 138)

image
Choose...

Make Default

- ❖ Now add label to that screen and give its styles as below.

PROPERTIES EVENTS

id
animalClass3_prediction

text

width (px)
175

height (px)
25

x position (px)
70

y position (px)
200

text color
rgb(255, 255, 255)

background color
rgba(0, 0, 0, 0)

background color
rgba(0, 0, 0, 0)

font family
Arial Black

font size (px)
21

text alignment
center

border width (px)
0

border color
rgb(77, 87, 95)

border radius (px)
0

hidden
☐

depth
0

- ❖ Now, when the Predict button is clicked, code it to go to screen3 and the predicted result to be displayed in the label animalClass3_prediction.

```
onEvent(▼ "animalClass3_predict", ▼ "click", function() {  
  addPair(data, "Milk", getText(▼ "Milk_dropdown"));  
  addPair(data, "Toothed", getText(▼ "Toothed_dropdown"));  
  addPair(data, "Backbone", getText(▼ "Backbone_dropdown"));  
  addPair(data, "Domestic", getText(▼ "Domestic_dropdown"));  
  addPair(data, "Catsize", getText(▼ "Catsize_dropdown"));  
  addPair(data, "Legs", getText(▼ "Legs_dropdown"));  
  setText(▼ "animalClass3_prediction", '');  
  getPrediction("animalClass3", "XDgr1BWtasTg", data, function(value) {  
    setText(▼ "animalClass3_prediction", value);  
    setScreen(▼ "screen3");  
  });  
});
```