



# **IoT and AI Application for Implementation of Smart Gardening and Irrigation System**

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# CERTIFICATION

I certify that I have read this thesis and that it is fully adequate, in scope and quality, as a thesis for the degree of Master of Science.



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## **DECLARATION**

This is to certify that the work is entirely my own and not of any other person, unless explicitly acknowledged (including citation of published and unpublished sources). The work has not previously been submitted in any form to the Sri Lanka Institute of Information Technology or to any other institution for assessment for any other purpose.

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# **ABSTRACT**

## **IoT and AI Application for Implementation of Smart Gardening and Irrigation System**

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This thesis presents a smart gardening and irrigation system that utilizes the Internet of Things and artificial intelligence. This system uses innovative technologies to enhance plant maintenance's efficiency and long-term viability. The system integrated a network of sensors and analytics driven by artificial intelligence to monitor environmental conditions and plant health. This technique facilitated precise gardening and disease management. A smartphone application was created for that, which aims to provide gardeners with real-time data and control over their gardening systems. The mobile application was enhanced with user-friendly and intuitive features, making it even easier to use. This innovative technology represents a significant advancement in smart home systems and sustainable living practices. It aims to save water, optimize plant growth, and provide a personalized and intelligent gardening experience. The research provides a concise overview of the design, implementation, and potential impact of this technology, emphasizing its significance in promoting gardening solutions that are visually appealing and ecologically sustainable.

**Keywords:** Smart Gardening, Internet of Things, Artificial Intelligence, ESP32, Disease Detection

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# LIST OF ACRONYMS AND ABBREVIATION

<b>IoT</b>	Internet of Things
<b>AI</b>	Artificial Intelligence
<b>WSN</b>	Wireless Sensor Network
<b>UI</b>	User Interface
<b>UAT</b>	User Acceptance Test
<b>ML</b>	Machine Learning
<b>UX</b>	User Experience
<b>CC</b>	Cloud Computing
<b>RFID</b>	radio frequency identification
<b>AVC</b>	Agriculture Value Chain
<b>ESP32</b>	Espressif32
<b>PLS</b>	Partial Least Square
<b>SEM</b>	Structured Equation Model
<b>CR</b>	Composite Reliability
<b>TAM</b>	Technology Acceptance Model
<b>UTAUT</b>	Unified Theory of Acceptance and Usage Model