

Drink Name	Calories	Sodium	Carbohydrates	Sugar	Protien	Rating
Coca Cola	142	28mg	39g	39g	0.1g	Bad (2)
Sprite	140	60mg	38g	38g	0g	Bad (2)
Fanta	140	95mg	38g	36g	0g	Bad (2)
Orange Juice	156	0mg	35g	28g	1.4g	Worst (3)
Grape Juice	142	42mg	36g	35g	0g	Worst (3)
Diet coke	0	30mg	0g	0g	0g	Not Bad (1)
Ginger Ale	355	355mg	36g	35g	0g	Worst (3)
7up	147	36mg	38g	36g	0g	Bad (2)
Pepsi	150	35mg	41g	41g	0g	Bad (2)
Iced Tea Nestea	113	35mg	30g	30g	0g	Not Bad (1)
Five Alive Citrus	159	26mg	42g	40g	1.7g	Worst (3)
Fruitopia	120	25mg	31g	30g	0.1g	Worst (3)
Vitamin Water	72	0mg	19g	19g	0g	Not Bad (1)
Lemonade	157	23mg	43g	41g	0.3g	Worst (3)
Sparkling Water	0	30mg	0g	0g	0g	Not Bad (1)
Coca Cola Zero	0	28mg	0g	0g	0.1g	Not Bad (1)
Water	0	0mg	0g	0g	0g	Not Bad (1)
Sprite Zero	0	35mg	0g	0g	0.1g	Not Bad (1)
Fanta Cream Soda	140	95mg	35g	35g	0g	Bad (2)
Fanta Grape	150	95mg	39g	39g	0g	Bad (2)
Deit Pepsi	0	30mg	0g	0g	0g	Not Bad (1)
Mountain Dew	174	60mg	46g	46g	0g	Worst (3)

Using this data I researched from the internet I made a machine learning model. This data has all the ingredients mostly found in the soda and juices.

"Drinks on teeth"

Train

Collect examples of what you want the computer to recognise

Train

Learn & Test

Use the examples to train the computer to recognise numbers

Learn & Test

Make

Use the machine learning model you've trained to make a game or app, in Scratch or Python

Make



Recognising **numbers** as **Not_bad, Bad or Worst**

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+ Add new label

Not_bad

Sodium 28	Sodium 11
Carbo 0	Carbo 0
Sugar 0	Sugar 0
Protein 0.1	Protein 0

Calories 0	Calories 0
Sodium 60	Sodium 30
Carbo 0	Carbo 0
Sugar 0	Sugar 0
Protein 0	Protein 0

+ Add exampleDownload

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Bad

Sodium 35	Sodium 28
Carbo 41	Carbo 39
Sugar 41	Sugar 39
Protein 0	Protein 0.1

Calories 140	Calories 140
Sodium 95	Sodium 60
Carbo 38	Carbo 38
Sugar 36	Sugar 38
Protein 0	Protein 0

+ Add exampleDownload

7

Worst

Sodium 65	Sodium 29
Carbo 52	Carbo 41
Sugar 51	Sugar 39
Protein 0	Protein 0

Calories 159	Calories 159
Sodium 25	Sodium 26
Carbo 31	Carbo 42
Sugar 30	Sugar 40
Protein 0.1	Protein 1.7

+ Add exampleDownload

7

Using this model I trained a scratch model on it. I used my prior knowledge of Scratch programming on scratch.mit.edu. As shown here, I used some of the samples from the dataset to train the model on these three classes. Also After I finished this model shown above, I tested it and these are the pictures below

What have you done?

You have trained a machine learning model to recognise when numbers are Not_bad, Bad or Worst.

You created the model on Thursday, February 26, 2026 5:25 PM.

You have collected:

- 7 examples of Not_bad,
- 7 examples of Bad,
- 7 examples of Worst

I used 7 examples for each category as it showed a better result.

Try putting in some numbers to see how it is recognised based on your train

Calories	<input type="text" value="113"/>
Sodium	<input type="text" value="35"/>
Carbo	<input type="text" value="30"/>
Sugar	<input type="text" value="30"/>
Protein	<input type="text" value="0"/>

Test

Describe your model!

Recognised as **Not_bad**
with 65% confidence

Try putting in some numbers to see how it is recognised based on your training.

Calories	<input type="text" value="140"/>
Sodium	<input type="text" value="36"/>
Carbo	<input type="text" value="38"/>
Sugar	<input type="text" value="36"/>
Protein	<input type="text" value="0"/>

Test

Describe your model!

Recognised as **Bad**
with 92% confidence

Try putting in some numbers to see how it is recognised based on your training.

Calories	147
Sodium	36
Carbo	38
Sugar	36
Protein	0

Test

Describe your model!

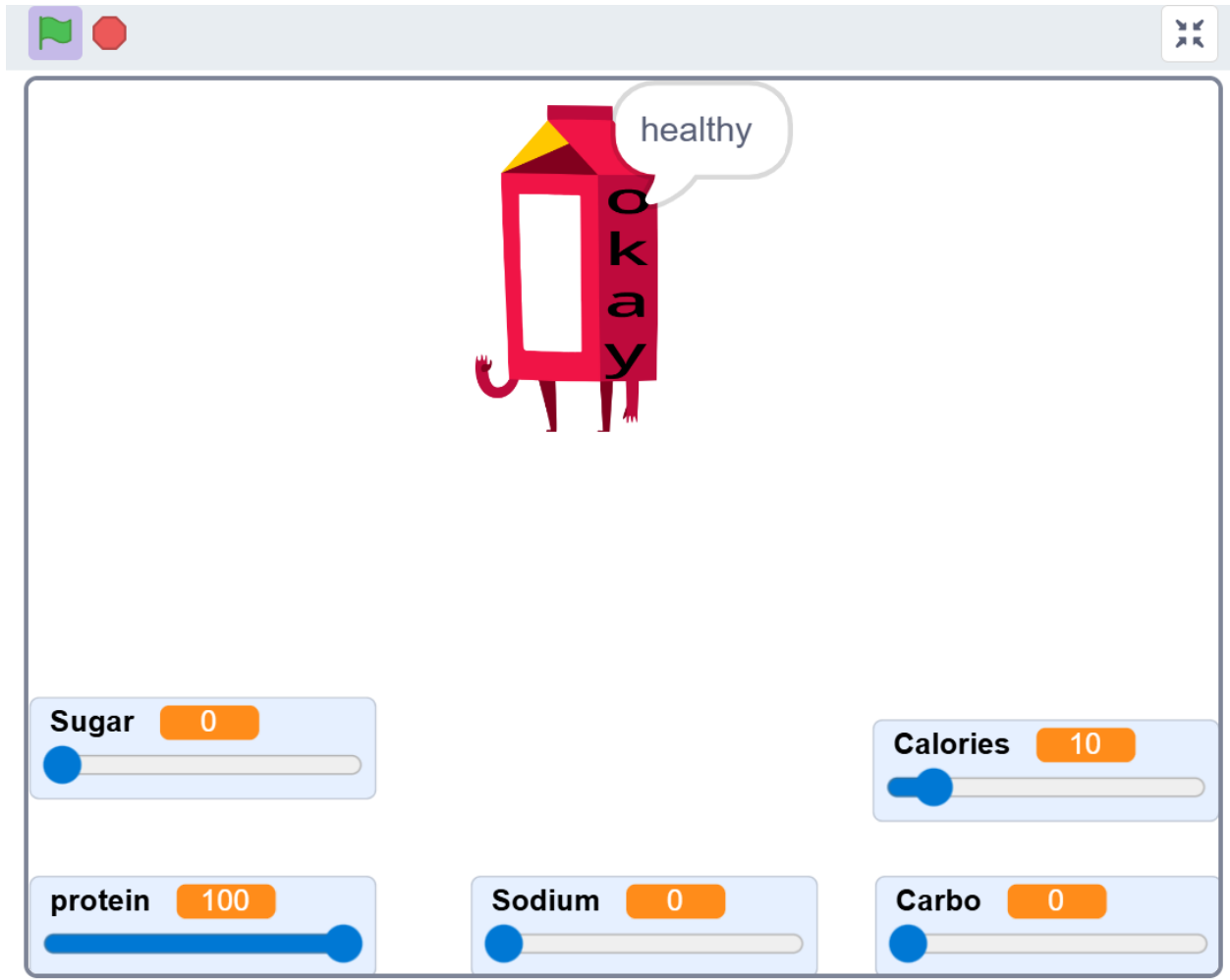
Recognised as **Worst**
with 52% confidence

This is my testing

The image shows a Scratch code editor with a script for evaluating a drink's quality. The script is triggered by a space key press and sets a 'label' variable to 'Not_bad'. It then asks the user for values for Calories, Sodium, Carbo, Sugar, and Protein. Depending on the user's input, the script branches into three paths: 'Not_bad', 'Bad', and 'Worst'. Each path includes a 'think' block, a 'switch costume' block, and a 'say' block.

```
when space key pressed
set label to recognise numbers Calories Sodium Carbo Sugar Protein (label)
ask provide the values... Type done in the bar below when done... and wait
wait until answer = done
if label = Not_bad then
think Hmm... for 2 seconds
switch costume to milk-b
say healthy for 10 seconds
if label = Bad then
think Hmm... for 2 seconds
switch costume to milk-c
say not bad for 10 seconds
if label = Worst then
think Hmm... for 2 seconds
switch costume to milk-e
say This is the worst for 10 seconds
```

Using this I did some tests to see if the drink is bad or not . This sample is from the used data from my ground truth dataset



I also embedded the slider bars to develop a tool out of tis model so any body could provide the values to predict the class for this drink

