import time
This imports the time library so we can add delays in the program.

from adafruit_crickit import crickit
This imports the Crickit library so the CPX can talk to the Crickit board.

ss = crickit.seesaw
This creates a seesaw object which lets us read sensors and control outputs on Crickit.

photoresistor_1 = crickit.SIGNAL2
This connects the first photoresistor to signal pin 2.

photoresistor_2 = crickit.SIGNAL6
This connects the second photoresistor to signal pin 6.

moisture_sensor = crickit.SIGNAL8
This connects the moisture sensor to signal pin 8.

relay = crickit.SIGNAL7
This connects the relay to signal pin 7.

ss.pin_mode(photoresistor_1, ss.INPUT)
This sets the first photoresistor pin as an input.

ss.pin_mode(photoresistor_2, ss.INPUT)
This sets the second photoresistor pin as an input.

ss.pin_mode(moisture_sensor, ss.INPUT)
This sets the moisture sensor pin as an input.

ss.pin_mode(relay, ss.OUTPUT)
This sets the relay pin as an output so it can be switched on and off.

print("Plant monitoring system started")
This prints a message to show the program has started.

while True:
This creates a loop so the program runs forever.

moisture_value = ss.analog_read(moisture_sensor)
This reads how wet or dry the soil is.

light1 = ss.analog_read(photoresistor_1)
This reads the light level from the first photoresistor.

light2 = ss.analog_read(photoresistor_2)
This reads the light level from the second photoresistor.

print("Moisture:", moisture_value, "Light1:", light1, "Light2:", light2)
This displays all sensor values on the screen.

if moisture_value > 400:
This checks if the soil is dry.

ss.digital_write(relay, True)
This turns the relay on, which starts the water pump.

else:
This runs when the soil is not dry.

ss.digital_write(relay, False)
This turns the relay off, stopping the water pump.

time.sleep(1)
This waits one second before reading the sensors again.