## CONVO-LYSER

# MOBILE APPLICATION DEVELOPMENT (IT7013)

### **MEMBERS-**

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#### AIM-

To detect and extract various features from chats including polarity, sentiment, category, semantic relationships and bot detection. Additionally the conversations are also checked for paedophilic content.

#### **DESCRIPTION-**

This app has been developed using KivyMD framework (Python) using the PyCharm IDE. The main aim of this app is to analyse conversations for grooming characteristics and subsequently report them to the concerned authorities. The app also contains a portal for users to report abusive and offensive chats. The features of this app include-

- 1. Account Verification
- 2. Polarity analyser
- 3. Sentiment analyser
- 4. Aspect analyser
- 5. Semantic Analyser
- 6. Word Cloud
- 7. Dynamic statistics
- 8. Grooming Detection
- 9. Report Portal

**Account Verification-** Once the user signs up, his or her account is verified. The user needs to upload an ID proof containing their photo and date of birth. The app then requires camera permission to take a picture of the user. Using the photo in the ID proof and the current photo, the user is verified. Additionally, the age of the user is also verified using Photo OCR, so that the conversations uploaded by users below the age of 18 (minors) can be checked for grooming characteristics. OCR is implemented using Tesseract and facial recognition is implemented using an inbuilt package face recognition.

**Polarity, Sentiment and Aspect based analysis-** Sentiment analysis or opinion mining combines NLP and ML techniques to analyse unstructured text data for opinions and emotions. IBM Watson tone analyser and Natural

Language Understanding packages are used to analyse the conversation for polarity, emotions and aspects.

**Semantic Analyser-** Using Latent Dirichlet Allocation (LDA), words that are frequently used together in the conversation are grouped. LDA is an unsupervised method of performing topic modelling as the topics are not specified beforehand. The grouping is depicted with the help of a tree map where each section represents a particular grouping along with the corresponding words.

**Word Cloud-** The word cloud is composed of frequently used words in the conversation. The size of each word denotes its frequency, i.e., how often it is used. Therefore, the more frequently a word is used in the conversation, the larger it appears in the word cloud. This feature is implemented with the help of the inbuilt package wordcloud.

**Dynamic statistics-** This Module is meant to display women related news exclusively in the page. It uses BeautifulSoup to scrap the news from the news website. The links of the news is then copied on to a csv file. By importing Article from Newspaper3k package, the article is downloaded from the link, parsed using nlp and then the title of the articles are displayed as headlines.

**Grooming Detection-** A dictionary consisting of the words from the LIWC 2007 dictionary, common slang words used on social media platforms and sexual and abusive words were collected and split across the six grooming stages. The words in each line of the conversation were assigned a stage and the highest stage was recorded for the corresponding lines. The count of these six stages (S1- S6) are given as input to the classifier. A Support Vector Machine (SVM) was used to classify the conversation as grooming or non-grooming based on the features determined by the LIWC process. In case a conversation is found to display grooming characteristics, the concerned authorities will be informed.

**Report Portal**-The users can also voluntarily report incidents of abusive or offensive chats. They will have to provide few such instances along with the correspondent's number. The report will be forwarded to the concerned authorities and they will get in touch with the reporter.

#### **SOURCE CODE-**

#### Helpers.py

```
lusername_input =
MDTextField:
lpassword_input ="""
username_input = """
mycontact_input = """
MDTextField:
email_input = """
MDTextField:
```

```
password_input ="""
MDTextField:
abusername_input = """
MDTextField:
contact_input = """
MDTextField:
reason_input = """
```

#### Main3.py

```
# Final report portal screen linked to home screen with navigation drawer
from kivymd.app import MDApp
from kivy.lang import Builder
from kivy.core.window import Window
from kivy.core.whidow import Whidow
from kivymd.theming import ThemableBehavior
from kivymd.uix.boxlayout import BoxLayout
from kivy.uix.scrollview import ScrollView
from kivy.uix.screenmanager import ScreenManager
from kivymd.uix.button import MDRectangleFlatButton, MDFlatButton, MDTextButton
from kivymd.uix.dialog import MDDialog
from kivymd.uix.list import MDList
from kivy.graphics import Color
from kivy.utils import get_color_from_hex
import helpers
regex = '^[a-z0-9]+[\.]?[a-z0-9]+[@]\w+[.]\w{2,3}$'
Window.size = (300, 500)
navigation_helper = """
```

```
ScrollView
```

```
screen_helper = """
login_helper = """
```

```
signup_helper = """
class ContentNavigationDrawer(BoxLayout):
class DrawerList(ThemableBehavior, MDList):
sm = ScreenManager()
class DemoApp(MDApp):
  def build(self):
    self.theme_cls.primary_palette = "Blue"
    self.theme_cls.primary_hue = "500" # "700"
    self.theme_cls.theme_style = "Light"
    screen = Builder.load_string(login_helper)
    self.lusername = Builder.load_string(helpers.lusername_input)
     self.lpassword = Builder.load_string(helpers.lpassword_input)
    button = MDRectangleFlatButton(text='Submit',
                        pos_hint={'center_x': 0.5, 'center_y': 0.3},
on_release=self.log_show_data
    screen.add_widget(self.lusername)
```

```
screen.add_widget(self.lpassword)
  screen.add_widget(button)
  sm.add widget(screen)
  screen = Builder.load_string(signup_helper)
  self.username = Builder.load_string(helpers.username_input)
  self.mycontact = Builder.load_string(helpers.mycontact_input)
  self.email = Builder.load_string(helpers.email_input)
  self.password = Builder.load_string(helpers.password_input)
  button = MDRectangleFlatButton(text='Submit',
                     on release=self.sign show data
  screen.add widget(self.username)
  screen.add_widget(self.mycontact)
  screen.add_widget(self.email)
  screen.add_widget(self.password)
  screen.add_widget(button)
  sm.add_widget(screen)
  screen = Builder.load_string(navigation_helper)
  sm.add_widget(screen)
  screen = Builder.load_string(screen_helper)
  self.abusername = Builder.load_string(helpers.abusername_input)
  self.contact = Builder.load_string(helpers.contact_input)
  self.reason = Builder.load_string(helpers.reason_input)
  button = MDRectangleFlatButton(text='Submit',
                     on release=self.show data)
  screen.add_widget(self.abusername)
  screen.add widget(self.contact)
  screen.add widget(self.reason)
  screen.add_widget(button)
  sm.add widget(screen)
  return sm
def show_data(self, obj):
  if self.contact.text != "" and self.reason.text != "":
    if len(self.contact.text) == 10 and self.contact.text.isdigit():
       print("ABUSER NAME- " + self.abusername.text)
       self.abusername.text = '
       self.contact.text = '
       user_error = "Your response has been noted. The immediate responders will contact you soon."
       user_error = "Please enter a valid contact number."
    user error = "Please enter the required fields"
  self.dialog = MDDialog(
    text=user_error, size_hint=(0.8, 1),
    buttons=[MDFlatButton(text='Close', on_release=self.close_dialog)]
  self.dialog.open()
```

```
def close_dialog(self, obj):
  self.dialog.dismiss()
def info(self):
  self.dialog = MDDialog(
     buttons=[MDFlatButton(text='Close', on_release=self.close_dialog)]
  self.dialog.open()
def log show data(self, obj):
  if self.lusername.text != "" and self.lpassword.text != "":
    if len(self.lpassword.text) >= 8:
       sm.switch_to(Builder.load_string(navigation_helper))
       user_error = "Incorrect password. Please try again"
       self.dialog = MDDialog(
         text=user_error, size_hint=(0.8, 1),
         buttons=[MDFlatButton(text='Close', on_release=self.close_dialog), ]
       self.dialog.open()
     user_error = "Please enter the required details"
     self.dialog = MDDialog(
       text=user_error, size_hint=(0.8, 1),
       buttons=[MDFlatButton(text='Close', on_release=self.close_dialog), ]
     self.dialog.open()
def close dialog1(self, obj):
  self.dialog.dismiss()
def sign_show_data(self, obj):
  if self.username.text != "" and self.mycontact.text != "" and self.email.text != "" and self.password.text !=
     if len(self.mycontact.text) == 10 and self.mycontact.text.isdigit():
       if re.search(regex, self.email.text):
         if len(self.password.text) >= 8:
            print("CONTACT NUMBER- " + self.mycontact.text)
            print("EMAIL-" + self.email.text)
            print("PASSWORD- " + self.password.text)
            self.username.text = "'
            self.mycontact.text = ""
            self.email.text = "
            user error = ""
            user_error = "Please enter a valid password"
```

```
user_error = "Please enter a valid email id"
else:
    user_error = "Please enter a valid contact number."

else:
    user_error = "Please enter the required fields"
if user_error == "":
    sm.switch_to(Builder.load_string(navigation_helper))
else:
    self.dialog = MDDialog(
        text=user_error, size_hint=(0.8, 1),
        buttons=[MDFlatButton(text='Close', on_release=self.close_dialog)]
    )
    self.dialog.open()

DemoApp().run()
```

#### Sa\_fet.py

```
from kivymd.app import MDApp
from kivymd.theming import ThemableBehavior
from kivy.uix.screenmanager import ScreenManager
from kivymd.uix.list import MDList
from kivymd.uix.dialog import MDDialog
from kivymd.uix.button import MDRectangleFlatButton, MDFlatButton, MDTextButton
from kivy.lang import Builder
from kivy.core.window import Window
from kivy.uix.boxlayout import BoxLayout
from kivymd.uix.taptargetview import MDTapTargetView
Window.size = (300, 500)
conv_anal = """
```

```
height: self.texture_size[1]
screen_helper1 = """
screen_helper2 = """
```

```
font_style: "H5"
screen_helper3 = """
      title: 'ASPECT BASED ANALYSIS'
```

```
MDLabel:
    MDLabel:
class ContentNavigationDrawer(BoxLayout):
class DrawerList(ThemableBehavior, MDList):
sm = ScreenManager()
class conversation_analyser(MDApp):
 def build(self):
    screen = Builder.load_string(conv_anal)
    self.tap_target_view = MDTapTargetView(widget=screen.ids.button, title_text="USER 1 USER 2",
    sm.add widget(screen)
    screen = Builder.load_string(screen_helper1)
    sm.add_widget(screen)
    screen = Builder.load_string(screen_helper2)
    sm.add_widget(screen)
    screen = Builder.load_string(screen_helper3)
    sm.add_widget(screen)
```

```
return sm
  def tap_target_start1(self):
     if self.tap_target_view.state == "close":
       self.tap_target_view.start()
       self.tap_target_view.stop()
  def tap_target_start2(self):
     if self.tap_target_view.state == "close":
       self.tap_target_view.start()
       self.tap_target_view.stop()
  def close dialog(self, obj):
     self.dialog.dismiss()
  def info1(self):
     self.dialog = MDDialog(
       buttons=[MDFlatButton(text='Close', on_release=self.close_dialog)]
     self.dialog.open()
  def info2(self):
     self.dialog = MDDialog(
       size_hint=(0.9, 0.5), radius=[20, 7, 20, 7],
       buttons=[MDFlatButton(text='Close', on_release=self.close_dialog)]
     self.dialog.open()
  def info3(self):
     self.dialog = MDDialog(
       buttons=[MDFlatButton(text='Close', on_release=self.close_dialog)]
     self.dialog.open()
  def info4(self):
     self.dialog = MDDialog(
       buttons=[MDFlatButton(text='Close', on_release=self.close_dialog)]
     self.dialog.open()
  def callback(self, instance):
     print("Button is pressed")
     print('The button % s state is <%s>' % (instance, instance.state))
root = conversation_analyser()
root.run()
```

#### Stats.py

```
from kivymd.app import MDApp
from kivymd.theming import ThemableBehavior
from kivy.uix.screenmanager import ScreenManager
from kivymd.uix.list import MDList
from kivymd.uix.dialog import MDDialog
from kivymd.uix.button import MDRectangleFlatButton, MDFlatButton, MDTextButton
from kivy.lang import Builder
from kivy.core.window import Window
from kivy.uix.boxlayout import BoxLayout
from kivymd.uix.taptargetview import MDTapTargetView
Window.size = (300, 500)
newsscraping = """
             title: 'TRENDING ARTICLES ON WOMEN'
           MDLabel:
```

```
screen_helper1 = """
```

```
screen_helper2 = """
    MDLabel:
screen_helper3 = """
```

```
class ContentNavigationDrawer(BoxLayout):
class DrawerList(ThemableBehavior, MDList):
sm = ScreenManager()
class news_scrape(MDApp):
  def build(self):
    screen = Builder.load_string(newsscraping)
    self.tap_target_view = MDTapTargetView(widget=screen.ids.button,
    sm.add_widget(screen)
    screen = Builder.load_string(screen_helper1)
    sm.add_widget(screen)
    screen = Builder.load_string(screen_helper2)
    sm.add widget(screen)
    screen = Builder.load_string(screen_helper3)
    sm.add_widget(screen)
    return sm
  def tap_target_start1(self):
    if self.tap_target_view.state == "close":
       self.tap_target_view.start()
       self.tap_target_view.stop()
  def tap_target_start2(self):
    if self.tap_target_view.state == "close":
       self.tap_target_view.start()
       self.tap_target_view.stop()
  def close_dialog(self, obj):
    self.dialog.dismiss()
  def info1(self):
    self.dialog = MDDialog(
      text='2nd October, 2020\nHuman Rights',
       size_hint=(0.9, 0.5), radius=[20, 7, 20, 7],
       buttons=[MDFlatButton(text='Close', on_release=self.close_dialog)]
    self.dialog.open()
  def info2(self):
    self.dialog = MDDialog(
```

```
text='30th September, 2020\nWomen Empowerment',
size_hint=(0.9, 0.5), radius=[20, 7, 20, 7],
buttons=[MDFlatButton(text='Close', on_release=self.close_dialog)]
)
self.dialog.open()

def info3(self):
self.dialog = MDDialog(
text='28th September, 2020\nWomen Safety',
size_hint=(0.9, 0.5), radius=[20, 7, 20, 7],
buttons=[MDFlatButton(text='Close', on_release=self.close_dialog)]
)
self.dialog.open()

def info4(self):
self.dialog = MDDialog(
text='This section shows the latest articles on child and women empowerment, abuse, welfare and such obtained from the UN Women Updates.',
size_hint=(1, 0), radius=[20, 7, 20, 7],
buttons=[MDFlatButton(text='Close', on_release=self.close_dialog)]
)
self.dialog.open()

def callback(self, instance):
print("Button is pressed")
print("The button % s state is <%s>' % (instance, instance.state))

root = news_scrape()
root.run()
```

#### **SNAPSHOTS-**























