COMPUTER ENGINEERING WORKSHOP

S.E. (CIS) OEL REPORT



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CHAPTER 1

PROBLEM DESCRIPTION

The goal of this project is to develop a weather application that can fetch real-time weather data for a specified city using an API. The application processes, stores, and displays this data in a user-friendly manner. It also maintains historical data, calculates averages, and provides alerts for extreme weather conditions.

KEY FEATURES

1. Weather Data Fetching

- The application retrieves real-time weather data for a city specified by the user via a shell script.

2. Data Storage

- **Raw Data**: Saved in JSON format to maintain a historical record of the original API responses.
- **Processed Data** Saved in a text file with a well-formatted layout for easy readability.

3. Alerts

- Sends popup alerts using **Zenity** when the temperature crosses predefined thresholds (high or low).

4. Average Calculation

- Computes and displays the average temperature for the last 24 readings (or multiples of 24).

5. Modular Design

- The program is divided into three files:
 - `main.c` for the program logic.
 - `functions.c` for reusable functions.
 - `functions.h` for function prototypes and data structure definitions.

6. Automation

- A `Makefile` automates the build process, while a shell script automates running the program at regular intervals using cron jobs.

7. <u>User Interface</u>

- Prints the current temperature and condition in a readable format to the terminal.

8. Ease of Use

- The city name is passed as an argument to the shell script, allowing flexibility and simplicity for the user.

This program combines real-time data fetching, storage, and user alerts, making it a comprehensive solution for monitoring weather conditions.

METHODOLOGY FOR DEVELOPING THE WEATHER APPLICATION

1. Requirement Analysis

- **Objective:** Identify core functionalities and features.

- Key Requirements:

- 1. Fetch weather data for a user-specified city using an API.
- 2. Store data in two formats: raw data (JSON) and processed data (text).
- 3. Maintain historical records for both raw and processed data.
- 4. Provide alerts for extreme temperatures using Zenity pop-ups.
- 5. Display the current temperature and condition in a clear format.
- 6. Compute and display the average temperature after 24 or multiples of 24 readings.
- 7. Allow the city name to be passed dynamically via a shell script.
- 8. Ensure maintainability with a modular structure (**`main.c`**, **`functions.c`**, **`functions.h`**).

2. System Design

- Modular Architecture

- `main.c`: Manages the overall flow of the program, including input handling, data fetching, and user alerts.
- `functions.c`: Implements reusable functions for data fetching, processing, storage, and calculations.

- `functions.h`: Contains function declarations and the `WeatherData` structure.

- Automated Workflow:

- A `Makefile` automates the compilation, linking, and cleaning processes.
- A shell script (**automation.sh**) allows periodic execution via **cron** jobs.

3. Implementation

a. City Name Input

- Used the command-line argument (`argv[1]`) to accept the city name.
- Implemented a formatting function to capitalize the first letter and lowercase the rest of the city name.

b. Fetching Weather Data

- Used `libcurl` to send API requests to OpenWeather.
- Saved the API response in a raw data file (**'raw_data.json'**).

c. Data Processing

- Parsed the JSON response using **`libcjson`** to extract the temperature and weather conditions.
 - Stored the processed data in a human-readable text file

(`processed_data_history.txt`).

d. Historical Data

- Appended each API response to `raw_data_history.json`.
- Maintained a cumulative record of processed data for analysis.

e. Alerts

- Integrated **Zenity** pop-ups to alert users about:
- High temperature (>30°C).
- Low temperature (<10°C).

f. Average Calculation

- Checked if the processed data file had 24 or a multiple of 24 readings.
- Calculated the average temperature and displayed it on the terminal.
- Logged the calculated average into `average_temperatures.txt`.

g. Automation

- Developed a shell script to run the application periodically.
- Added **cron** job compatibility for executing the shell script at regular intervals.

4. Testing

- Data Accuracy:
- Verified API responses were fetched correctly.

- Checked JSON parsing for accurate extraction of temperature and conditions.

- Alert Functionality:

- Simulated extreme weather conditions to ensure alerts triggered as expected.

- Automation:

- Tested the shell script for passing city names dynamically and running the program at scheduled times.

- File Management:

- Ensured raw and processed data histories were maintained correctly.

5. Deployment

- Packaged the application with:
- Source files: `main.c`, `functions.c`, `functions.h`.
- A `Makefile` for easy compilation.
- A shell script (**'automation.sh'**) for automation.

RESULTS

The weather application successfully meets the functional requirements, providing accurate and timely weather data while maintaining historical records.

KEY RESULTS

1. Real-Time Data Fetching

- Retrieves accurate weather data for the specified city using the **OpenWeather** API.

2. Data Storage

- Raw JSON responses saved in `raw_data.json` and appended to `raw_data_history.json`.
 - Processed data (temperature and conditions) saved in `processed_data_history.txt`.

3. Alerts

- High Temperature (>30°C): Zenity pop-ups notify the user.
- Low Temperature (<10°C): Pop-ups are triggered for cold weather.

4. Average Temperature Calculation

- Displays averages for every 24 or multiple of 24 readings.
- Logs averages into `average_temperatures.txt`.

5. Current Weather Display

- Shows current temperature and weather conditions in a formatted terminal output.

6. Automation

- Supports execution via shell script with **cron** compatibility for periodic updates.

OUTPUT SCREENSHOTS

- Terminal Output of current weather along with **zenity** alerts.

```
Current Weather for London:

Temperature: 5.49°C
Condition: few clouds

ALERT: Low Temperature! 5.49°C
MESA: error: ZINK: failed to choose pdev
libEGL warning: egl: failed to create dri2 screen
MESA: error: ZINK: failed to choose pdev
glx: failed to create drisw screen

Warning

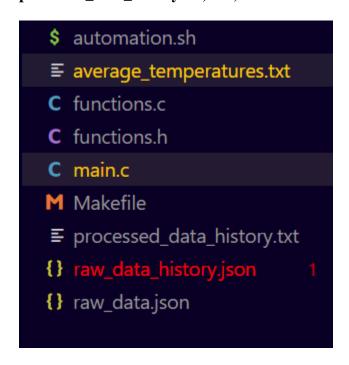
ALERT: Low Temperature!
```

Screenshot of the raw_data_history.json showing a portion of the fetched raw
 API response.

- Screenshot of **processed_data_history.txt** showing the formatted weather data.

```
Temperature: 3.41°C
Condition: overcast clouds
```

Screenshot showing the directory structure where files like main.c,
 functions.c, functions.h, Makefile, and data files (raw_data.json,
 processed_data_history.txt, etc.) are stored.



- Screenshot of the **average_temperature.txt** output showing the calculated average temperature when 24 readings are reached.

```
Average Temperature: 4.52°C

Average Temperature: 6.78°C

3
```

CONCLUSION

The application is functional, user-friendly, and modular, ensuring accurate weather monitoring with timely alerts and historical tracking.