

## PYTHON CODE (GAS, TEMPERATURE, HUMIDITY, PRESSURE)

<b>Date</b>	15 NOVEMBER 2022
<b>Team ID</b>	PNT2022TMID01812
<b>Project Name</b>	GAS LEAKAGE MONITORING AND ALERTING SYSTEM FOR INDUSTRIES

### PYTHON CODE

```
import random
print('Hazardous
Gas
Level=',str(random.randint(0,100)))
print('Temperature=',str(random.randint(0,100)))
print('Humidity=',str(random.randint(0,100)))
print('Pressure=',str(random.randint(0,100)))
```

### OUTPUT:

BrowseActionDevice TypesInterfaces

Add Device

Device ID	Status	Device Type	Class ID	Date Added	Descriptive Location
12345	Disconnected	sairaj	Device	12 Nov 2022 11:07 PM	

Identity

Device Information

Recent Events

State

Logs

The recent events listed show the live stream of data that is coming and going from this device.

Event	Value	Format	Last Received
event_2	{"Hazardous gas":34,"Temperature":42,"Humidit...	json	a few seconds ago
event_2	{"Hazardous gas":49,"Temperature":18,"Humidit...	json	a few seconds ago
event_2	{"Hazardous gas":57,"Temperature":34,"Humidit...	json	a few seconds ago
event_2	{"Hazardous gas":45,"Temperature":75,"Humidit...	json	a few seconds ago
event_2	{"Hazardous gas":14,"Temperature":36,"Humidit...	json	a few seconds ago

1 Simulation running

BrowseActionDevice TypesInterfaces

### Browse Devices

All DevicesDiagnose

This table shows a summary of all devices that have been added. It can be filtered, organized, and searched on using different criteria. To get started, you can add devices by using the Add Device button, or by using API.

Search by Device ID

Device ID	Status	Device Type	Class ID
12345	Disconnected	sairaj	Device
ultrasonic_sensor	Disconnected	ESP32_controller	Device

Items per page 50 | 1-2 of 2 items

Device Type: sairaj

Events1

New event type

Event type nameevent\_2

Send

Schedule

60Every Minute

Payload

Specify the event payload in the editor window or by uploading a CSV file.

0{

1"Hazardous gas":random(0,100),

2"Temperature":random(0,100),

3"Humidity":random(0,100),

4"Pressure":random(0,100)

5}

Upload a CSV file

Cancel

Save