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CHAPTER - 1

INTRODUCTION

1.1 PROJECT OVERVIEW

Swimming is an aquatic sport. But in the water beginners feel hard to breathe which results in drowning accident. Swimmers who have mastered swimming skills will also drown when they suffer from sudden cramps and stress. This paper proposes YOLO algorithm for swimmer behavior recognition on the basis of underwater camera. This method identifies the swimmer's behavior and drowning behavior through real-time acquisition of underwater related images and alarm and data of the drowning behavior. Here, underwater camera monitoring the swimmer posture. Whereas, drowning also occurs when the victim had no intention of going into the water. However, in this project it would be able to detect near drowning using at least 1 but not more than 5 seconds of video sequence with no false positives.

1.2 PURPOSE

This system is to be implemented along the swimming pools to save human life. By studying body movement patterns and connecting cameras to artificial intelligence (AI) systems we can devise an underwater pool safety system that reduces the risk of drowning. Usually, such systems can be developed by installing more than 16 cameras underwater and ceiling and analyzing the video feeds to detect any anomalies. but AS a POC we make use of one camera that streams the video underwater and analyses the position of swimmers to assess the probability of drowning, if it is higher then an alert will be generated to attract lifeguards' attention.

CHAPTER - 2 LITERATURE SURVEY

2.1 EXISTING PROBLEM

Underwater cameras have the drawback of missing the early struggle above the water. Early on, failure to recognize a drowning scene could result in a longer rescue time, which is a significant issue to consider in a time-critical emergency. The main disadvantage of a wearable-based system is the discomfort of use. Vision-based systems and wearable sensor-based systems are two types of existing drowning detection technologies. Vision-based technologies are further subdivided into those that use underwater cameras and those that use above-water cameras. The detection accuracy of drowning person is not accurate and fast.

2.2 SURVEY WORK

2.2.1 Drowning behaviour detection in swimming pool based on deep learning (fei lei et al,2022)

In order to quickly help lifesavers judge whether people are drowning in the swimming pool, this paper proposes one efficient behavior recognition approach by means of video sequences of underwater. First, by analyzing the spatial distribution of swimming pool when swimmers are normally swimming, the data labelling and swimmer detection methods are determined. Second, a behavior recognition framework of swimmers on the basis of YOLOv4 algorithm (BR-YOLOv4) is proposed in this paper. The spatial relationship between the location information of the target and swimming/drowning area of swimming pool is analyzed to further determine the swimmer's drowning or

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swimming behavior. All the results show that the method proposed in this paper meets the Realtime detection requirements and does well in swimmer behavior recognition and provides technical support for reducing drowning accidents in public swimming pools.

2.2.2 Detection of early dangerous state in deep water of indoor swimming pool based on surveillance video (fan wang et al,2022)

Early detection of dangerous condition in the deep-water zone of swimming pool based on surveillance. This paper proposes feature extraction, feature expression and assessment criteria, including a method for evaluating normal swimming speed based on the time series of swimmers, a method for assessing an upright state that is not limited by the camera angle, and the rules for assessing state. They collected real-life data from the swimming pool and conducted related experiments. This method can easily and efficiently detect the swimmer who is in danger at an early stage and provide necessary rescue reminders to lifeguards.

2.2.3 Development of internet of things (iot) based anti-drowning device (etus et al ,2022)

This study targeted on the event of associate degree IoT based antidrowning device to scale back the loss of lives to drowning. Agile methodology was adopted for this work, the planning and its implementation created a wristband transmitter strap and attendant alert modules with a pulse reader, a GPS huntsman, Arduino Nano and professional mini, and a red liquid substance to find a drowning person exactly. The device schematic was simulated on

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Proteus software system and coded mistreatment Arduino IDE. The elements were coupled and tested, and therefore the results showed that abnormal heartbeats between 0-60 and higher than one hundred twenty triggered associate degree alert for help. The system desires a stable net affiliation for its operations and is deployed to immediate watching, time period chase, and fast location of victims.

2.2.4 Computer vision enabled drowning detection system (handalage et al, 2021)

The current systems expected to handle the matter of guaranteeing safety at swimming pools have vital issues thanks to their technical aspects, like underwater cameras and method aspects like the requirement for human intervention within the rescue mission. the utilization of an automatic visual-based observation system will facilitate to scale back drownings and assure pool safety effectively. This study introduces a revolutionary technology that identifies drowning victims in an exceedingly minimum quantity of your time and dispatches an automatic drone to save lots of them. victimization convolutional neural network (CNN) models, it will discover a drowning person Whenever such a scenario like this is often detected, the expansive tube-mounted self-driven drone can proceed a rescue mission, sounding AN alarm to tell the close lifeguards. The system conjointly keeps an eye fixed out for doubtless dangerous actions that would lead to drowning. This system's ability to save lots of a drowning victim in below a second has been incontestable in epitome experiments' performance evaluations.

2.2.5 Automated and intelligent system for monitoring swimming pool safety based on the iot and transfer learning (alotaibi, aziz et al, 2020)

Integrating the net of Things and laptop vision has been utilized in pool machine-controlled police work systems. many studies are projected to beat off-time police work drowning incidents supported employing a sequence of videos to trace human motion and position. This paper proposes Associate in Nursing economical and reliable discovering system that utilizes one image to detect and classify drowning objects, to stop drowning incidents. The projected system utilizes the IoT Associate in Nursing transfer learning to produce an intelligent and automatic answer for off-time watching pool safety. additionally, a specialized transfer learning-based model utilizing a model pretrained on "ImageNet", which may extract the foremost helpful and sophisticated options of the captured image to differentiate between humans, animals, and alternative objects, has been projected, the most aims of this is often to scale back human intervention by process and causing the classification results to the owner's mobile device

2.2.6 Automated vision-based surveillance system to detect drowning incidents in swimming pools (alshbatat et al, 2020)

This paper projected a period system which will track swimmers during a pool victimization machine learning techniques and prevents drowning accidents is projected. The system consists of a Raspberry Pi with the Raspbian software, a Pixy camera, associate degree Arduino Nano board, stepper motors, associate degree device, and motor drivers. The projected system relies on the

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colourbased algorithmic rule to position and rescue swimmers United Nations agency are drowning. The device then sends associate degree alarm to the lifeguards. The results from experiments indicate that the system incorporates a distinctive capability to watch and track swimmers, thereby sanctionative it to mitigate and curb the quantity of deaths by drowning.

2.2.7 The swimmers motion detection using improved vibe algorithm (hayat et al,2019)

Swimming is one of the best exercises which helps to reduce stress. However, Swimmers may difficult to breath because of lose balance or face difficulty because of lack of training and so on leads to drowning and often leads to death. So, many researchers tried inventions to detect the drowning person but their accuracy is not up to the mark. This paper proposed a swimmer's motion detection based on motion detection algorithm (VIBE algorithm) to detect the drowning person. An improved VIBE swimmer detection algorithm is proposed, and the algorithm is used to determine the swimmer's position. First, Images captured by a camera then change the images into Gary scale images after that background model initializing then background judgment technique and update background Model and foreground feature determination. When the moving target exists in the first frame, the improved VIBE base target detection algorithm eliminates the ghosting noise and processed to detect the person. This algorithm detects the drowning person with exact position but it still needed to improve some deficiencies.

2.2.8 A novel drowning detection method for safety of swimmers (roy et al 2018)

Effective drowning detection strategies square measure essential for the security of swimmers. during this paper, a completely unique sort of drowning detection methodology addressing several limitations of prevailing drowning detectors is projected. The projected methodology ensures detection of drowning and coverage at the sooner stages. The projected drowning detection methodology is additionally a generic answer that suites totally different water bodies from pools to oceans, associate degreed an economically viable methodology helpful for each low- and middle-income countries. The example of the drowning detection methodology is developed and incontestable and model of the system is simulated in Proteus style suite. The results of the simulation and hardware experimentation are rumored.

2.3 PROBLEM STATEMENT DEFINITION

Problem	I am	I'm trying	But	Because	Which
Statement	(Customer)	to			makes me
(PS)					feel
PS-1	Swimmer (Beginner)	Learn swimming	I am afraid of drowning	Lack of Training	Fear
PS-2	Lifeguard	Monitor & save swimmers	It is a difficult task to monitor	I can't able to monitor all the people at the same time	Burden & stress
PS-3	Swimmer	Practice swimming	I am afraid of drowning	Loss of balance or consciousness sometimes	Panic
PS-4	Trainer	Teach swimming	I can't able to pay attention to all learners	I can't monitor all the learners at the same time	Humiliated

CHAPTER - 3 IDEATION & PROPOSED SOLUTION

3.1 EMPATHY MAP CANVAS

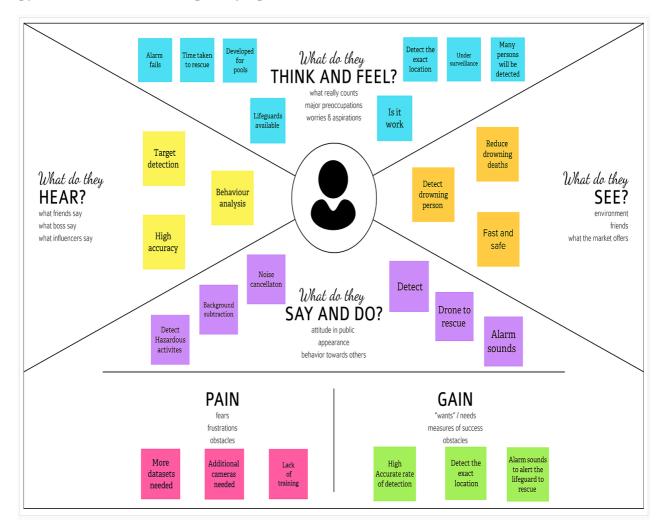


Fig 3.1.1 Empathy Map

3.2 IDEATION & BRAINSTORMING

Fig 3.2.1 Brainstorming and Idea Prioritization

3.3 PROPOSED SOLUTION

S.No.	Parameter	Description
1.	Problem Statement	Abnormal behaviour or activity detection and prevent
	(Problem to be solved)	from drowning.
2.	Idea / Solution	Our model using YOLO Model, we can predict
	description	drowning people in swimming pool.
		In specific, we use YOLO algorithm to get high
		accuracy results.
3.	Novelty / Uniqueness	Since we use YOLO algorithm, it takes less time to
		proceed, compare to other algorithm.
		The alarm will be triggered immediately right after
		the detection.
4.	Social Impact /	Yearly 1.2 million people face unplanned death due to
	Customer Satisfaction	drowning globally.
		This dead rate will be reduced by implementing this
		solution.
5.	Business Model	Hence it is a lifesaving model, it can be used by
J.	(Revenue Model)	beginners and irregular swimmers.
	(Revenue Proder)	It alerts near by swimmers who rescue the drowning
		one.
		one.
6.	Scalability of the	YOLO model has a great flexibility architecture
	Solution	compare to others.
		Increase in depth scaling and width scaling and
		resolution scaling we can increase the scalability of
		this model.
		Real-time Object detection of yolo algorithm has high
		accuracy and fast.

3.4 PROBLEM SOLUTION FIT

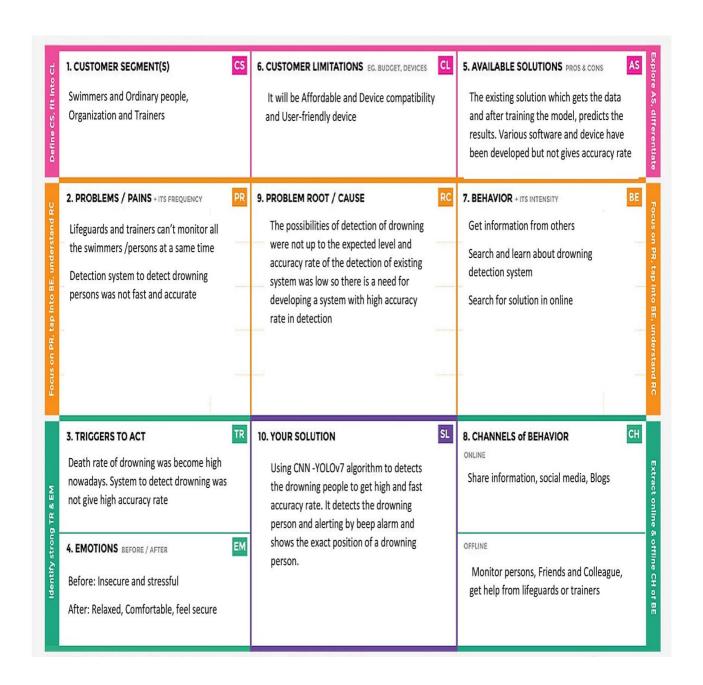


Fig 3.4.1 Problem Solution Fit

CHAPTER - 4 REQUIREMENT ANALYSIS

4.1 FUNCTIONAL REQUIREMENTS

FR	Functional	Sub Requirement (Story / Sub-Task)
No.	Requirement (Epic)	
FR-1	User Registration	Registration Via Email
FR-2	User Confirmation	Create and store the data
FR-3	User Login	Login using Credentials
FR-4	Alarm system	Detect the drowning person Alert the lifeguard by trigger the alarm
FR-5	Output	Image detection Report generation

4.2 NON- FUNCTIONAL REQUIREMENTS

NFR	Non-Functional	Description
No.	Requirement	
NFR-1	Usability	It detect drowning and this model is used for detection of drowning
NFR-2	Security	Observing each and every body movement of the swimmers.
NFR-3	Reliability	Suitable for all the swimming pools.
NFR-4	Performance	Life guard can visually access the developing situation within seconds of the event first occurring and initiate the rescue procedure when necessary.
NFR-5	Availability	Software Accessible all the time
NFR-6	Scalability	It helps to detect drowning with high accuracy and fast

CHAPTER - 5 PROJECT DESIGN

5.1 DATA FLOW DIAGRAM

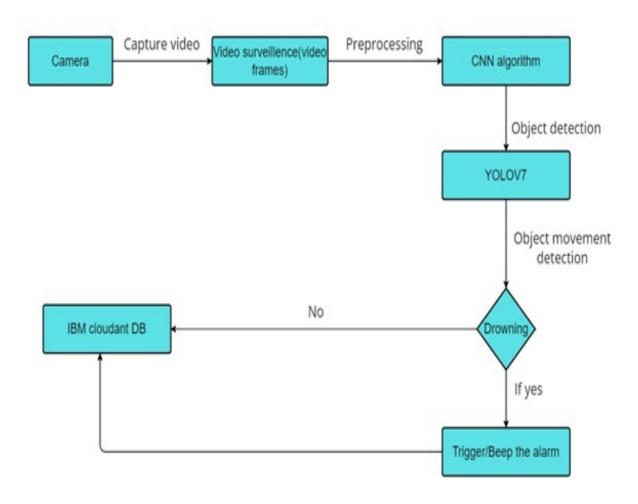


Fig 5.1.1 Dataflow Diagram

5.2 SOLUTION &TECHNICAL ARCHITECTURE

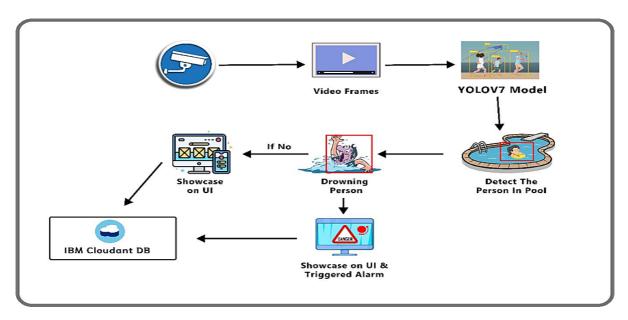


Fig 5.2.1 Solution Architecture

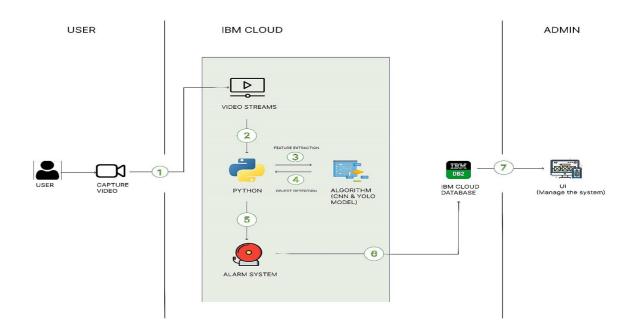


Fig 5.2.2 Technical Architecture

5.3 USER STORIES

	Functional	User	User Story	Acceptance		
User Type	Requirement	Story	/ Task	criteria	Priority	Release
	(Epic)	Number				
Customer	Register	USN-1	Register	User can	Medium	Sprint-1
(Web User)			into the	access the		
			application	account.		
	Login	USN-2	Login into	User can	Medium	Sprint-1
			the	login into the		
			application	application.		
			by using			
			login			
			Credentials			
		USN-3	Stores the	Storage the	High	Sprint-2
			database	database		
		USN-4	Logout	logout from	Medium	Sprint-4
			from the	application		
			application			
Admin	Pre-	USN-5	Train and	Train the	High	Sprint-1
	processing		test the	model by		
			model	using		
				datasets		
	Detection of	USN-6	Detection	Detection	High	Sprint -2
	drowning		the person			
			by using			
			trained			
			model			

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	USN-7	Swimmers	Detection of	High	Sprint-3
		can be	drowning		
		detected			
		through			
		their			
		actions			
Alarm rings	USN -8	Alarm	Alarm Beeps	High	Sprint-4
		rings When			
		the system			
		detects			
		drowning			
		person			

CHAPTER-6 PROJECT PLANNING & SCHEDULING

6.1 SPRINT PLANNING & ESTIMATION

Sprint	Functional	User	User Story /	Story	Priority	Team
	Requirement	Story	Task	Points		Members
	(Epic)	Number				
Sprint-1	Registration	USN-1	As a user, I can	3	High	Jothika S
			register for the			
			application by			
			entering my			
			email, password,			
			and confirming			
			my password.			
Sprint-1	Login	USN-2	As a user, I can	3	High	Kavitha R
			log into the			
			application by			
			entering email &			
			password.			
Sprint-1		USN-3	In prediction	3	Medium	Kaviya K
			page, as a user, I			
			can upload the			
			data for detect			
			the drowning			
			person.			
Sprint-1	Dataset	USN-4	We can collect	3	High	Ajitha R
	collection		number of			
			datasets; we can			
			get high			
			accuracy			
			depends on			
			collecting the			
			number of			

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			datasets.			
Sprint-2	Data Pre- processing	USN-5	The dataset is extracted and is used to train the model.	3	High	Ajitha R
Sprint-2	Train the model	USN-6	Train the model.	5	High	Jothika S
Sprint-2		USN-7	Test the model.	8	High	Kaviya K
Sprint-3	Detection	USN-8	Load the trained model.	5	High	Ajitha R
Sprint-3		USN-9	Now the real- time data to classify it by using a trained model to predict the output of the given real-time input.	8	High	Jothika S
Sprint-4		USN-10	If in case the person is drowning, the system will ring an alarm to notify for rescue the person.	8	High	Kavitha R
Sprint-4	Logout	USN-11	As a user, I can detect and logout from the application.	3	Medium	Kaviya K

6.2 SPRINT DELIVERY SCHEDULE

Sprint	Total Story Points	Duration	Sprint Start Date	Sprint End Date (Planned)	Story Points Complet ed (as on Planned End Date)	Sprint Release Date (Actual)
Sprint-1	12	6 Days	24 Oct 2022	29 Oct 2022	12	01 Nov 2022
Sprint-2	16	6 Days	31 Oct 2022	05 Nov 2022	16	06 Nov 2022
Sprint-3	13	6 Days	07 Nov 2022	12 Nov 2022	13	13 Nov 2022
Sprint-4	11	6 Days	14 Nov 2022	19 Nov 2022	11	19 Nov 2022

6.3 REPORTS FROM JIRA

SPRINT-1

Fig 6.3.1 Sprint - 1

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SPRINT-2

Fig 6.3.2 Sprint - 2

SPRINT-3

Fig 6.3.3 Sprint - 3

SPRINT-4

Fig 6.3.4 Sprint - 4

CHAPTER-7 CODING & SOLUTIONING

7.1 FEATURE 1

Object Detection:

By efficiently seeing through the water and enabling the system to track swimmers to determine whether they are drowning, it aids in the analysis of the videos taken by the cameras. Here, the swimmer is identified, image features are retrieved, and image processing is done to aid in finding the drowning person.

Fig 7.1.1 Coding & Solutioning

7.2 FEATURE 2

Alarm System:

This proposed system beeps alarm when person is drowning. Detect the object by using this algorithm accurately and fast.

Fig 7.2.1 Coding & Solutioning

CHAPTER-8 TESTING

8.1 TEST CASES

Test case ID	Component	Test	Steps To Execute	Expected Result	Test Data	Actual	Status
		Scenario				result	
LoginPage_TC_OO1	Index Page	Verify user is	1.Click URL and go	Login page should display	http://127.0.0.1:5000/	Working as	Pass
		able to see	2.Click on Login option on the			expected	
		the Login	navigation bar				
		page	3. Verify login page displayed or				
			not				
LoginPage_TC_OO2	Login page	Verify the UI	UI elements:	Application should show	http://127.0.0.1:5000/log	Working as	Pass
		elements in	a. email text box	below UI elements:	in	expected	
		Login	b. password text box	a. email text box			
			c. Login button	password text box			
			d. new customer? Create account	c. Login button with orange			
			link	colour			
			e. Last password? Forgot	d. new customer? Create			
			password	account link			
				e. Last password? Forgot			
				password			

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LoginPage_TC_OO3	Login page	Verify user is	1.Enter URL and click go	Login into the prediction	Email:	Working as	Pass
		able to log	2.Click on Login option on the	page	2k19cse005@kiot.ac.in	expected	
		into	navigation bar		password:		
		application	3. Enter Valid email in email text		Ajitha@52		
		with Valid	box				
		credentials	4.Enter valid password in				
			password text box				
			5.Click on login button				
LoginPage_TC_004	Login page	Verify user is	1.Enter URL and click go	Application should show	Email:	Working as	Pass
		able to log	2. Click on Login option on the	'Invalid email or password '	2k19cse005@kiot.ac.in	expected	
		into	navigation bar	validation message.	password: Ajitha#12		
		application	3.Enter Invalid password or				
		with Invalid	email				
		credentials	5.Click on login button				
Designation TC OOF	In day Days	77: f	1 Click LIDI and an	Desistance displaced	hu//127.0.0.1.5000/	XA71:	Deser
RegisterPage_TC_OO5	Index Page	Verify user is	1.Click URL and go	Register page displayed	http://127.0.0.1:5000/regi	Working as	Pass
		able to see	2.Click on Register option on the		ster	expected	
		the Register	navigation bar				
		page	3. Verify Register page displayed				
			or not				

RegisterPage_TC_OO6	Register page	Verify the UI	UI elements:	Application should show	http://127.0.0.1:5000/regi	Working as	Pass
		elements in	a. email text box	below UI elements:	ster	expected	
		Register	b. password text box	a. email text box			
			c. Username	b. password text box			
			d. Register button	c. Username			
			e. already have an account?	d. Register button			
			Login	e. already have an account?			
				Login			
RegisterPage_TC_OO7	Register page	If user don't	1.Enter URL and click go	Application should show	Email:	Working as	Pass
		have an	2.Click on Register option on the	'Registration Successfully	2k19cse005@kiot.ac.in	expected	
		account?	navigation bar	please login using your	password:		
		Register	3. Enter Username	details' validation message.	Ajitha@52		
		User has	4. Enter Valid email in email text				
		able to	box				
		register	5.Enter valid password in				
			password text box				
			6. Re-enter the password for				
			confirmation				
			7.Click on Register button				

RegisterPage_TC_008	Register page	If user have	1.Enter URL and click go	Application should show '	Email:	Working as	Pass
		an account?	2.Click on Register option on the	Already a member please	2k19cse005@kiot.ac.in	expected	
			navigation bar 3. Enter Username	login using your details'	password: Ajitha#12		
			4. Enter Valid email in email text	validation message.			
			box				
			5.Enter valid password in				
			password text box				
			6. Re-enter the password for				
			confirmation				
			7.Click on Register button				
PredictionPage_TC_O	Prediction	Verify File	1.Click URL and go	File upload for detection	http://127.0.0.1:5000/pre	Working as	Pass
10	Page	upload for	2.Click on Register option on the	1	diction	expected	
		detection	navigation bar			1	
			3. After Login into application				
			4.choose a file for detection in				
			prediction page				

LogoutPage_TC_O11	Prediction	Verify user is	1.Click URL and go	Logout page displayed	http://127.0.0.1:5000/log	Working as	Pass
	Page	able to see	2.Click on Register option on the		out	expected	
		the	navigation bar				
		Prediction	3. After Login into application				
		page	4. prediction page displayed				
			5. In prediction page, click the				
			logout option in navigation bar				
			6. Verify logout page displayed or				
			not				

8.2 USER ACCEPTANCE TESTING

1. Purpose of Document

The purpose of this document is to briefly explain the test coverage and open issues of the [ProductName] project at the time of the release to User Acceptance Testing (UAT).

2. Defect Analysis

This report shows the number of resolved or closed bugs at each severity level, and how they were resolved

Resolution	Severity 1	Severity 2	Severity 3	Severity 4	Subtotal
By Design	7	4	1	2	14
Duplicate	1	0	3	0	4
External	2	2	0	1	5
Fixed	8	2	2	10	22
Not Reproduced	0	0	1	0	1
Skipped	0	0	1	1	2
Won't Fix	0	3	2	1	6
Totals	18	11	10	15	54

3. Test case Analysis

This report shows the number of test cases that have passed, failed, and untested

Section	Total Cases	Not Tested	Fail	Pass
Print Engine	11	0	0	11
Client Application	48	0	0	48
Security	1	0	0	1
Outsource Shipping	3	0	0	3
Exception Reporting	9	0	0	9
Final Report Output	4	0	0	4
Version Control	2	0	0	2

CHAPTER-9

RESULTS

9.1 PERFORMANCE METRICS

S.No.	Parameter	Values	Screenshot
1.	Model Summary	YOLO (You Only Look Once) is a method / way to do object detection. It is the algorithm /strategy behind how the code is going to detect objects in the image. The official implementation of this idea is available through DarkNet (neural net implementation from the ground up in C from the author).	
2.	Accuracy	Training Accuracy - 75% Validation Accuracy -73%	
	Accuracy Score	Drowning Detected- NO Accuracy Score - 75.8%	
	Accuracy Score	Drowning Detected- YES Accuracy Score - 85%	
3.	Confidence Score (Only Yolo Projects)	Class Detected - 70% Confidence Score - 78.3%	

CHAPTER-10

ADVANTAGES & DISADVANTAGES

ADVANTAGES

- The system's unique capacity to track swimmers and monitor them allows it to reduce and prevent drowning-related fatalities.
- The detection accuracy of the proposed system is high.
- Fast detection of drowning person.

DISADVANTAGES

- This system needs constant observation.
- Detection of person in low light or night time.

CHAPTER-11 CONCLUSION

In conclusion, this study has demonstrated that the visual processing skills of people with experience of lifeguarding and lifesaving skills can be assessed in a simple computer test. The core findings of these experiments are clear, with lifeguards detecting drowning swimmers faster and more frequently than non-lifeguards. There was some evidence that small gains in time to first fixate the drowning swimmers and the processing time may add up to make the significantly faster response times of lifeguards in detection of drowning swimmers.

CHAPTER-12 FUTURE SCOPE

The system could benefit from having an additional set of cameras to recognise and confirm a drowning or a dangerous behaviour on the premises in the future for convenience's sake. The collection of a night time dataset that boosts the precision of the data in low light could help both drown and hazardous activity identification.

CHAPTER-13 APPENDIX

13.1 SOURCE CODE

```
import cylib as cy
from cvlib.object_detection import draw_bbox
import cv2, time
import numpy as np
from playsound import playsound
from flask import Flask, render template, request, redirect
from cloudant.client import Cloudant
client = Cloudant.iam('83752889-cd2c-4ae9-8a1c-98286fc2dc8f-
bluemix','FHh8N5uZqElNN8QpfHgys93ANfx_-cX_Eytq6WkULDEo',
connect=True)
app=Flask(__name__)
my_database = client.create_database('my_database')
app=Flask( name )
@app.route('/')
def index():
  return render_template('index.html')
@app.route('/index.html')
def home():
  return render_template("index.html")
@app.route('/register')
def register():
  return render_template('register.html')
@app.route('/afterreg', methods=['POST'])
def afterreg():
  x = [x \text{ for } x \text{ in request.form.values()}]
```

```
print(x)
  data = {
     'email': x[1], # Setting _id is optional
     'username': x[0],
     'password': x[2]
  }
  print(data)
  query = {'email': {'$eq': data['email']}}
  docs = my_database.get_query_result(query)
  print(docs)
  print(len(docs.all()))
  if (len(docs.all()) == 0):
     url = my database.create document(data)
     return render_template('register.html', pred="Registration Successful,
please login using your details")
  else:
     return render_template('register.html', pred="You are already a member,
please login using your details")
@app.route('/login')
def login():
  return render_template('Login.html')
@app.route('/afterlogin', methods=['POST'])
def afterlogin():
  user = request.form['email']
  passw = request.form['password']
  query = {'email': {'$eq': user}}
  docs = my database.get query result(query)
  if (len(docs.all()) == 0):
     return render_template('Login.html', pred="The username is not found.")
```

```
else:
    if ((user == docs[0][0]['email']) and passw == docs[0][0]['password']):
       return redirect("/prediction")
     else:
       return render_template('Login.html', pred="Invalid email or password")
@app.route("/demo")
def demo():
  return render_template('demo.html')
@app.route('/logout')
def logout():
  return render_template('Logout.html')
@app.route("/prediction", methods = ['GET', 'POST'])
def predict():
  if request.method == 'POST':
     image = request.files['file']
     webcam = cv2.VideoCapture(image.filename)
     t0 = time.time()
     centre0 = np.zeros(2)
     isDrowning = False
     while True:
       status, frame = webcam.read()
       if not status:
         print("Could not read frame")
         exit()
       bbox, label, conf = cv.detect common objects(frame)
       if(len(bbox)>0):
            bbox0 = bbox[0]
            centre = [0,0]
            centre = [(bbox0[0]+bbox0[2])/2,(bbox0[1]+bbox0[3])/2]
            hmov = abs(centre[0]-centre0[0])
```

```
vmov = abs(centre[1]-centre0[1])
         x=time.time()
            threshold = 10
            if(hmov>threshold or vmov>threshold):
              print(x-t0, 's')
              t0 = time.time()
              isDrowning = False
            else:
              print(x-t0, 's')
              if((time.time() - t0) > 10):
                 isDrowning = True
            print('bbox: ', bbox, 'centre:', centre, 'centre0:', centre0)
            print('Is he drowning: ', isDrowning)
            centre0 = centre
       out = draw_bbox(frame, bbox, label, conf,isDrowning)
       cv2.imwrite('image.jpg',out)
       if isDrowning:
         playsound('alarm.mp3')
       cv2.imshow("Real-time object detection", out)
       if cv2.waitKey(1) & 0xFF == ord('q'):
         break
    webcam.release()
    cv2.destroyAllWindows()
  return render_template('prediction.html')
if __name__=="__main__":
 app.run(debug=True)
```

13.2 GITHUB & PROJECT DEMO LINK

GITHUB LINK:

https://github.com/IBM-EPBL/IBM-Project-18772-1659689839

PROJECT DEMO LINK:

https://youtu.be/pG8yFDtJQgg

CHAPTER-14 REFERENCES

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