Project code :

```
import json
import pygame
import sys
import ibmiotf.application # IBM IoT Watson Platform Module
import ibmiotf.device
import time
import random
from threading import Thread
pygame.mixer.init()
pygame.mixer.music.load('C:/Users/ELCOT/Downloads/medicine.mp3')
pygame.mixer.music.play()


#provide your IBM watson device credential
organization="cfdgac"
deviceType="rasberry"
deviceId="2409"
authMethod="token"
authToken="87654321"

for i in range(0,20):
    time=["22:03","12:04","01:05","05:06"]
    medicinename=["paracetamol","aspirin","asithral","sinrest"]
    name="mani"
medicine=random.choice(medicinename)
medicinetime=random.choice(time)


def publisher_thread():
    thread=Thread(target=publish_data)
    thread.start()


def publish_data():
    # Exception Handling
    try:
        deviceOptions = {"org": organization, "type": deviceType, "id": deviceId, "auth-method":
authMethod,
                         "auth-token": authToken}
        deviceCli = ibmiotf.device.Client(deviceOptions)
    # .....................................................

    except Exception as e:
```

```
        print("Caught exception connecting device: %s" % str(e))
        sys.exit()

    deviceCli.connect()  # Connect to IBM Watson IoT Platform
    while True:
        pygame.mixer.music.play()
        mydata={"patintname":name,"medicinename":medicinename,"time":time}


        def myOnPublishCallback():
            print("Data published to IBM Plataform:",mydata)

        success = deviceCli.publishEvent("event", "json", mydata, qos=0,
on_publish=myOnPublishCallback)
        time.sleep(1)
        if not success:
            print("Not connected to IoTF")



publisher_thread()
```