

## **Develoement Phase Sprint 1**

Team ID: PNT2022TMID12702

Project Name: Project- Signs with Smart Connectivity for Better Safety

## Main.py

```
📢 Get Started
                main.py
                                weather.py 1 • brain.py
 main.py > ...
       import brain
       myLocation = "Chennai, IN"
       APIKEY = "bf4a8d480ee05c00952bf65b78ae826b"
       localityInfo = {
           "schools" : {
               "schoolZone" : True,
               "activeTime" : ["7:00", "17:30"] # schools active from 7 AM till 5:30 PM
           "hospitalsNearby" : False,
           "usualSpeedLimit" : 40 # in km/hr
       print(brain.processConditions(myLocation,APIKEV,localityInfo))
      MICRO CONTROLLER CODE WILL BE ADDED IN SPRINT 3 AS PER OUR PLANNED SPRINT SCHEDULE
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```

## weather.py



Wondershare Wondershare



```
Get Started
                                   weather.py 1 

                  main.py
                                                      brain.py
brain.py > ...
       import weather
       from datetime import datetime as dt
       # IMPORT SECTION ENDS
       # UTILITY LOGIC SECTION STARTS
       def processConditions(myLocation,APIKEY,localityInfo):
            weatherData = weather.get(myLocation,APIKEY)
            finalSpeed = localityInfo["usualSpeedLimit"] if "rain" not in weatherData else localityInfo["usualSpeedLimit
            finalSpeed = finalSpeed if weatherData["visibility"]>35 else finalSpeed/2
            if(localityInfo["hospitalsNearby"]):
                doNotHonk = True
                if(localityInfo["schools"]["schoolZone"]==False):
                     # neither school nor hospital zone
                     doNotHonk = False
                     now = [dt.now().hour,dt.now().minute]
                    activeTime = [list(map(int,_.split(":"))) for _in_localityInfo["schools"]["activeTime"]]
doNotHonk = activeTime[0][0]<=now[0]<=activeTime[1][0] and activeTime[0][1]<=now[1]<=activeTime[1][1]
            return({
                "speed" : finalSpeed,
                "doNotHonk" : doNotHonk
       # UTILITY LOGIC SECTION ENDS
```

## Code Flow:

