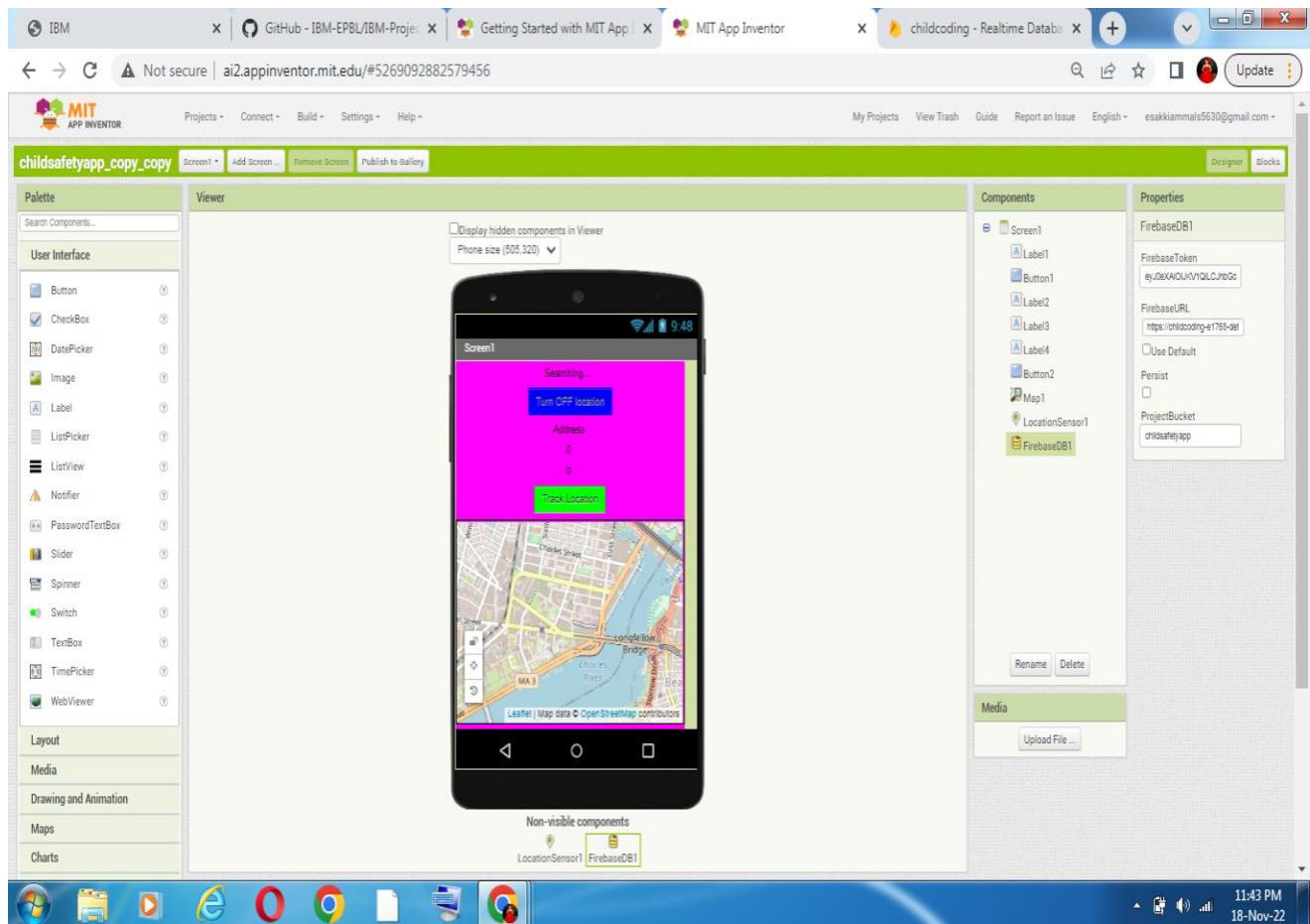


TEAM ID:PNT2022TMID33842

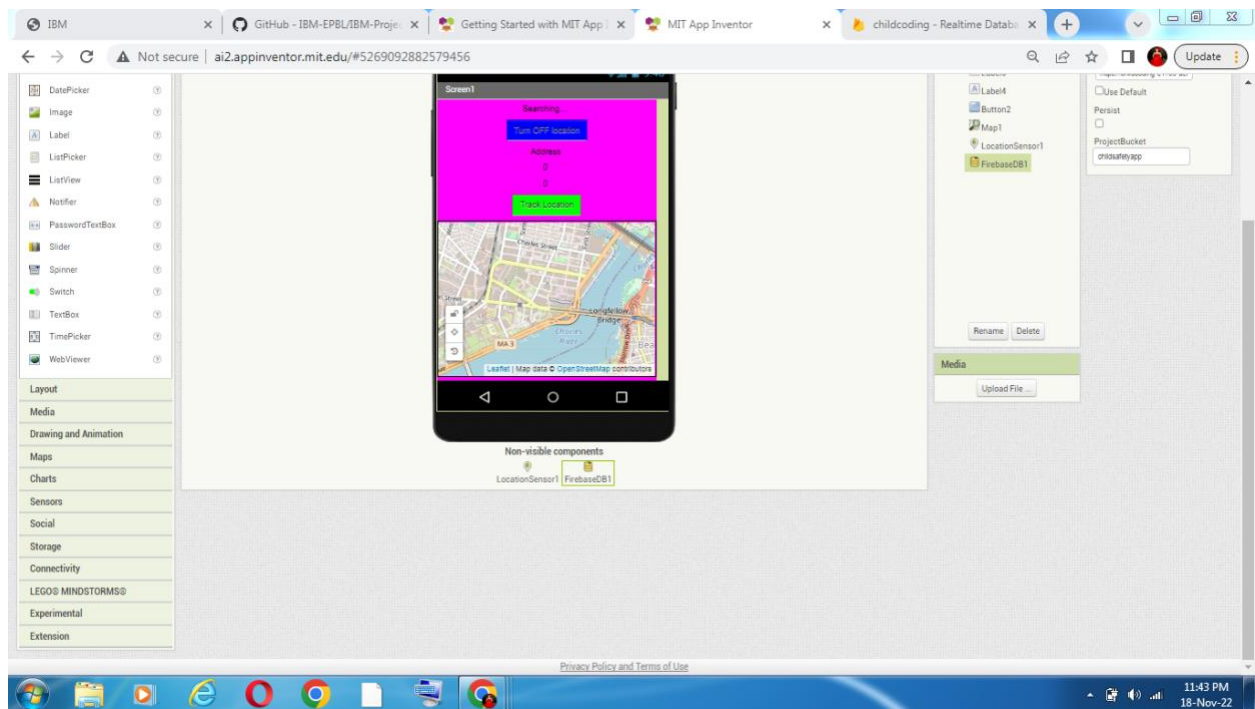
PROJECT NAME:IOT BASED SAFETY GADGETS FOR CHILD SAFETY MONITORING AND NOTIFICATION TO CREATE AN APP IN MIT APP INVENTOR

STEPS:

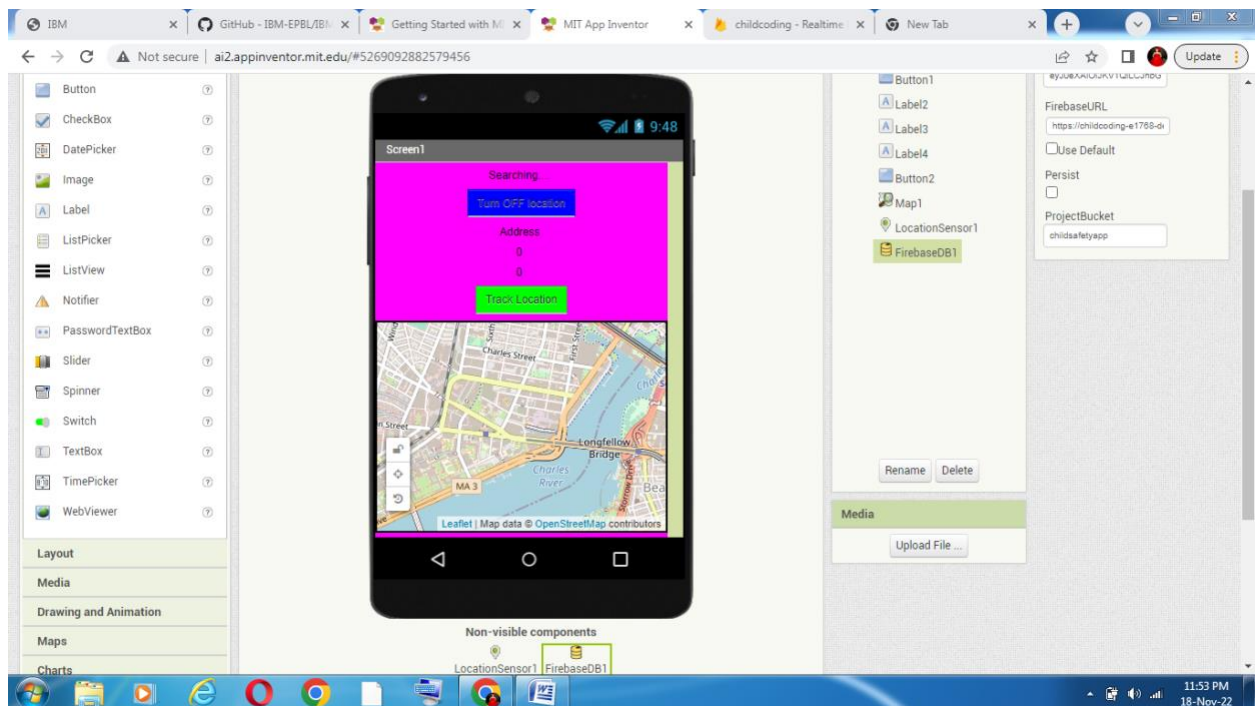
1.Set the front end page by giving the suitable labels and buttons



2. Give the suitable credentials for creation of firebase database and add the location sensor



3. Add the map option for tracking the location



4. Arrange the blocks according to track the location and address of the location

The screenshot displays the MIT App Inventor web interface for a project named "childsafetyapp_copy_copy". The interface is divided into several sections:

- Top Bar:** Includes the MIT App Inventor logo, navigation links (Projects, Connect, Build, Settings, Help), and user information (My Projects, View Trash, Guide, Report an Issue, English, esakkiammals5630@gmail.com).
- Left Panel:**
 - Blocks:** A palette of built-in blocks categorized into Control, Logic, Math, Text, Lists, Dictionaries, Colors, Variables, Procedures, and Screen1. Screen1 includes Label1, Button1, Label2, Label3, Label4, Button2, and Map1.
 - Media:** A section for uploading files.
- Center Panel (Viewer):** Displays the visual representation of the app and its logic. The logic is organized into three main event-driven blocks:
 - when LocationSensor1 LocationChanged:** This block triggers when the location sensor data changes. It contains a "do" loop with an "if" condition checking "get global flag == 0". If true, it sets "Label1 . Text" to "updated", then calls "FirebaseDB1 . StoreValue" three times to store "lat", "long", and "address" (from "LocationSensor1 . CurrentAddress").
 - when Button1 Click:** This block triggers when Button1 is clicked. It contains a "do" loop with an "if" condition checking "get global flag == 0". If true, it sets "global flag" to 1, "Button1 . BackgroundColor" to red, and "Button1 . Text" to "Turn ON Location". If false, it sets "global flag" to 0, "Button1 . BackgroundColor" to green, and "Button1 . Text" to "Turn OFF Location".
 - when FirebaseDB1 DataChanged:** This block triggers when data from the database changes. It contains a "do" loop with an "if" condition checking "get tag == lat". If true, it sets "Label3 . Text" to "get value". If false, it checks "get tag == long" (sets "Label4 . Text") or "get tag == address" (sets "Label2 . Text").
- Right Panel:** Includes a "Designer" tab, a "Blocks" button, and a "Show Warnings" button.
- Bottom Bar:** Shows the Windows taskbar with various application icons and the system clock (11:45 PM, 18-Nov-22).

5. Give the tags and firebase data updations for proper address retrieval of the location

