



MAHENDRA INSTITUTE OF TECHNOLOGY
(AUTONOMOUS)

Mahendhirapuri, Mallasamudram, Namakkal- 637 503

Office of the Controller of Examinations



A PROJECT REPORT

Submitted by

DINESH K (611619104028)

DHANUSH V (611619104024)

DHARANIDHARAN G (611619104025)

DHARANI DHARAN G (611619104026)

In partial fulfilment for the award of the degree of

BACHELOR OF ENGINEERING

In

COMPUTER SCIENCE AND ENGINEERING

MAHENDRA INSTITUTE OF TECHNOLOGY

(AUTONOMOUS)

MAHENDHIRAPURI, MALLASAMUDRAM,

NAMAKKAL- 637 503

JULY 2022

MAHENDRA INSTITUTE OF TECHNOLOGY

(Autonomous)

Mahendhirapuri, Mallasamudram, Namakkal DT- 637 503

Department of Computer Science and Engineering

BONAFIDE CERTIFICATE

Certified that this project report “**IOT BASED SAFETY GADGET FOR CHILD SAFETY MONITORING**

& NOTIFICATION” is the bonafide work of “**BALAKUMAR P, DINESHKUMAR P, SRISIVA M, ABISHEK P**” who carried out the project work under my supervision.

.....

SIGNATURE

Dr. J.STANLY JAYAPRAKASH

HEAD OF THE DEPARTMENT

**Associate Professor,
Department of CSE,
Mahendra Institute of
Technology
Namakkal- 637 503**

.....

SIGNATURE

Ms. B.MANJUBHINI

SUPERVISOR

**Assistant Professor,
Department of CSE,
Mahendra Institute of
Technology
Namakkal- 637 503**

Submitted for the project Viva-Voice examination held on_____

Internal Examiner

External Examiner

ACKNOWLEDGEMENT

We would like to take this opportunity to say our thanks to the people who have helped us make this project a reality.

We wish to express our sincere thanks to our honorable chairman, **Shri. M.G.Bharath Kumar B.Ed., M.A., M.I.S.T.E.**, of our Educational trust, Kalipatty and the Managing Directors **Er.Ba.Mahendiran B.E.**, and **Er.Maha Ajay Prasad B.E.**, providing an extraordinary infrastructure.

We would like to express our sincere thanks to **Dr.T.Elango M.E., Ph.D.**, the principal of our college, for their kind encouragement and blessings to do this project.

We also thank **Dr.J.Stanly Jayaprakash M.E., Ph.D.**, Head of the Department, Department of Computer Science and Engineering for the encouragement, valuable suggestions and support in doing this project.

We would like to thank our internal guide **Mrs.C.Gayathri.M.E, .(Ph.D).**, Department of Computer Science and Engineering for the kind co-operative and support rendered in making our project as success.

We would like to say our sincere thanks to all other faculties, Department of Computer Science and Engineering for their active and kind guidance and advices for our project.

Above all we would like to express my sincere gratitude and thanks to our parents for their valuable comments and suggestions for making this success.

III

ABSTRACT

This paper is mainly streamed towards child safety solutions by developing a gadget which can be tracked via its GPS locations and also a panic button on gadget is provided to alert the parent via GSM module calling for help. Parental android app is developed to manage and track the device anytime. Smart gadget device is always connected to parental phone which can receive and make phone calls and also receive SMS on gadget via GSM module, also a wireless technology is implemented on device which is useful to bound the device within a region of monitoring range, if device is moving out of monitoring range then an alert will be triggered on binding gadget, this helps you keep a virtual eye on child. Health monitoring system on gadget checking for parameters like heart beat/pulse rate and temperature is included which can be monitored on parental app. Gadget also monitors whether it is plugged on hand or not using contact switch and alert the parent as soon as it is unplugged.

IV

TABLE OF CONTENT

CHAPTER NO	TITLE	PAGE NO
	ABSTRACT	IV
	LIST OF FIGURES	
	LIST OF ABBREVIATIONS	
1	INTRODUCTION	1
	1.1 Project Overview	1
	1.2 Purpose	1
2	LITERATURE SURVEY	3
	2.1 Existing problem	
	2.2 References	
	2.3 Problem Statement Definition	
3	IDEATION & PROPOSED SOLUTION	4
	3.1 Empathy Map Canvas	4

	3.2	Ideation & Brainstorming	5
	3.3	Proposed Solution	7
	3.4	Problem Solution fit	8
		V	
4		REQUIREMENT ANALYSIS	9
	4.1	Functional requirement	9
	4.2	Non-Functional requirements	9
5		PROJECT DESIGN	11
	5.1	Data Flow Diagrams	11
	5.2	Solution & Technical Architecture	11
	5.3	User Stories	12
6		PROJECT PLANNING & SCHEDULING	16
	6.1	Sprint Planning & Estimation	16
	6.2	Sprint Delivery Schedule Reports from JIRA	17
7		CODING & SOLUTIONING	18
		(Explain the features added in the project along with code)	
	7.1	Feature 1	18
	7.2	Feature 2	21

Database Schema (if Applicable)

VI

8	TESTING	25
	8.1 Test Cases	25
	8.2 User Acceptance Testing	25
9	RESULTS	27
	Performance Metrics	
10	ADVANTAGES & DISADVANTAGES	32
11	CONCLUSION	32
12	FUTURE SCOPE	33
13	APPENDIX	34
	13.1 Source Code	34
	13.2 GitHub & Project Demo Link	34

1. Introduction

1.1 Project Overview

Creating a device that can be followed using GPS locations and has a panic button to inform the parent via a GSM module, this invention is primarily focused on improving child safety. An Android app for parents is created to control and monitor the device at any time. Smart gadget devices are always connected to parents' phones, which can receive and make phone calls as well as SMS gadget via a GSM module. Additionally, wireless technology is implemented on the device, which is useful to bind the device within a region of monitoring range; if the device is moving out of monitoring range, an alert will be triggered on a binding gadget, helping you maintain a virtual watch over the child. An alert will be sent to a bound device if the device moves outside of the monitoring range, allowing you to keep a virtual check on the child. Devices come with a health monitoring system that checks for factors including heart rate, pulse, and temperature. The parental app allows for the monitoring of these indicators. Using a contact switch, the device also keeps track of whether or not it is plugged in and notifies the parent the moment it is unplugged.

1.2 Purpose

Approximately 80% of all reports of child abuse are made nowadays, with 74% of the victims being girls and the remaining 20% being males. In this world, a child goes missing every forty seconds. Children are

the foundation of a country; if their future was threatened, it would have an effect on the development of the whole country.

1

The emotional and mental stability of the children is compromised as a result of the abuse, ruining their futures and careers. The things that happen to these defenseless kids are not their fault. Therefore, parents are in charge of raising their own children. However, parents are compelled to seek money because of the state of the economy and their desire to concentrate on their child's future and job. Consequently, it becomes challenging for them to constantly cling to their kids. We have created a setting in our system where this issue can be effectively solved. It enables parents to keep a close eye on their kids in real time while concentrating on their own careers without having to take any physical action. In essence, kids cannot tell their parents about the abuse they experience on a regular basis. They are too young to really comprehend what truly occurs to them. Parents find it challenging to recognize when their children are being abused. So, the main objective of this module is to help working parents to be free from worry about their children by tracking their movements at any time. An autonomous real-time monitoring system is required for every child worldwide in order to stop attacks on children.

2. Literature Survey

[1] **Authors:** Akash Moodbidri, Hamid Shahnasser

Title: Child safety wearable device.

Published in: 2017 IEEE. This gadget is designed to make it easier for parents to find their kids.

There are already a lot of wearables available on the market that may be used to track children's daily activity as well as to locate them utilizing the Wi-Fi and Bluetooth capabilities of the device.

Merits: The advantage of this wearable over others is that it can be operated with any phone; a high-end smartphone is not necessary, and it doesn't require a person to be highly tech knowledgeable.

Demerits: Due to its low battery life, this device.

[2] **Authors:** M Nandini Priyanka, S Murugan, K. N. H. Srinivas, T. D. S. Sarveswararao, E. Kusuma Kumari.

Title: Smart IoT Device for Child Safety and Tracking.

Published in: 2019 IEEE.

The Link-It ONE board, programmed in embedded C, is used to construct the system. It is connected to temperature, heartbeat, touch, GPS, GSM, and digital camera modules. The work is innovative in that when a child is in need of rapid attention during an emergency, the system instantly notifies the parent or caregiver by sending an SMS.

Merits: The child's heartbeat, temperature, and touch are employed as parameters in a parametric analysis, and the results are shown.

Demerits: To put in place an IoT gadget that offers a comprehensive remedy for issues with child safety.

[3] **Authors:** Dheeraj Sunehera, Pottabhatini Laxmi Priya.

Title: Children Location Monitoring on Google Maps Using GPS and GSM.

Published in: 2016 IEEE.

This study offers parents an Android-based tool to follow their kids in real-time. Through internet-connected channels, various gadgets can communicate with one another. The concerned gadget has an internet connection to the server. Parents can use the gadget to keep track of their kids in real-time or to protect ladies. The location services offered by the GSM module are used in the suggested solution. It enables parents to receive an SMS with their child's location information.

Merits: Uses an Android terminal and ad hoc networks, a child tracking system.

Demerits: This device cannot be used in rural areas.

[4] **Authors:** Aditi Gupta, Vibhor Harit.

Published in: 2016 IEEE.

Title: Child Safety & Tracking Management System by using GPS.

This study offered a model for child safety using smartphones that give parents the option to track their children's whereabouts as well as the ability for kids to send a fast message and their current location in case of an emergency via Short Message Services.

Merits: The benefits of smartphones that offer a wealth of capabilities like GPS, SMS, Google Maps, etc.

Demerits: This system is unable to detect child-like human behavior.

References:

- [1] Aditi Gupta, Vibhor Harit, 'Child Safety & Tracking Management System by using GPS, GeoFencing & Android Application: An Analysis,' 2016 Second International Conference on Computational Intelligence & Communication Technology.
- [2] Dheeraj Sunehera, Pottabhatini Laxmi Priya, 'Children Location Monitoring on Google Maps Using GPS and GSM,' 2016 IEEE 6th International Conference on Advanced Computing.
- [3] M Nandini Priyanka, S Murugan, K. N. H. Srinivas, T. D. S. Sarveswararao, E. Kusuma Kumari, 'Smart IoT Device for Child Safety and Tracking' International Journal of Innovative Technology and Exploring Engineering, Volume 8, Issue 8, June 2019.
- [4] Akash Moodbidri, Hamid Shahnasser (Jan. 2017) 'Child safety wearable device', International Journal for Research in Applied Science & Engineering Technology, Vol. 6 Issue 2, pp. 438-444.

3.Ideation and Proposed Solution

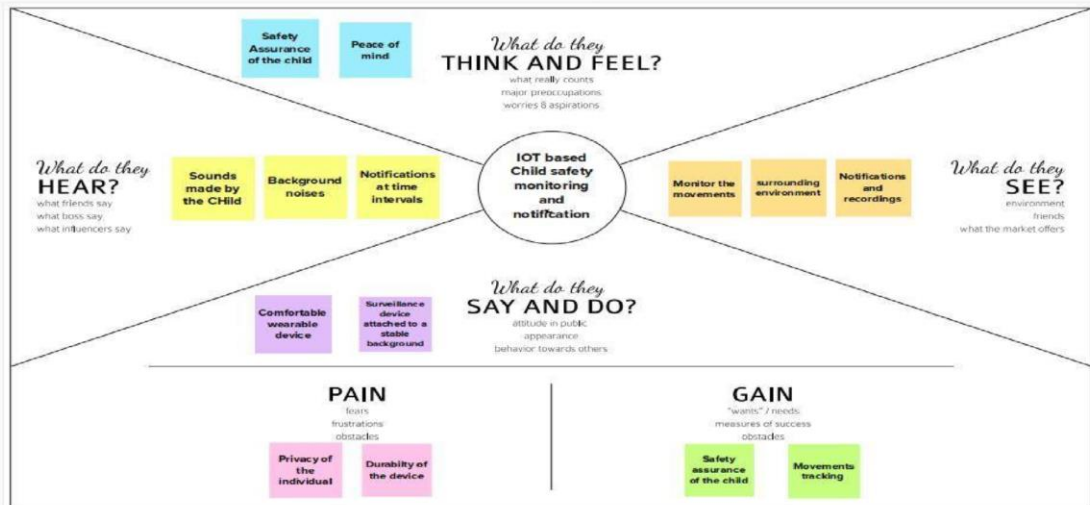
3.1Empathy map canvas

Empathy Map Canvas

Gain insight and understanding on solving customer problems.

1

Build empathy and keep your focus on the user by putting yourself in their shoes.



3.2 Ideation and brainstorming

Idea 1:

A compact wearable gadget with a pressure switch. The user can apply pressure to the device by squeezing or compressing it as soon as an attacker is preparing to attack the person or as soon as the person perceives any insecurity from a stranger. Instantaneously the pressure sensor detects this pressure, and a call is placed to the victim's parents' or guardian's mobile phone numbers that were put in the device at purchase, along with a regular SMS that includes the victim's location. The identical message will be delivered to the police if the call goes unanswered for an extended period of time. Further, a message with the person's current location is sent to the parent or guardian's phone by standard SMS if the person enters an area that is typically offlimits to them.

Idea 2:

By creating a device that can be followed using GPS locations and has a panic button to inform the parent via a GSM module, this invention is primarily focused on improving child safety. An Android app for parents is created to control and monitor the device at any time. Smart gadget device is always connected to parents' phone, which can receive and make phone calls as well as SMS on gadget via GSM module. Additionally, wireless technology is

implemented on the device, which is useful to bind the device within a region of monitoring range; if the device is moving out of monitoring range, an alert will be triggered on a binding gadget, helping you maintain a virtual watch over the child. An alert will be sent to a bound device if the device moves outside of the monitoring range, allowing you to keep a virtual check on the child. Devices come with a health monitoring system that checks for factors including heart rate, pulse, and temperature. The parental app allows for the monitoring of these indicators. Using a contact switch, the device also keeps track of whether or not it is plugged in and notifies the parent the moment it is unplugged.

Idea 3:

According to the latest surveys, the number of cases of child abduction and missing children in India is steadily rising. One of the primary worries for parents today is the safety of their children on school buses and outside of school premises, The suggested system makes an effort to give kids security features using new techniques that are introduced to the current safety system for better defense. A portable unit, a cloud platform, and an Android application make up the proposed system. A raspberry pi 2 model B, a GPS receiver with antenna, and a pulse rate sensor make up the portable device. Using a GPS receiver and a heartbeat sensor, this device will track the child's location in terms of latitude, longitude, and altitude. These data are transmitted to a raspberry pi module, which uses internet connectivity to inject them into elasticsearch. The android program has

a user interface that displays the child's location on a map, the

6

path they took, and their rate of movement. The child's heart rate is also continuously tracked by the application.

3.3 Proposed solution

S.No	Parameter	Descrip on
1.	Problem Statement (Problem to be solved)	To prevent children for abuse and make them safe
2.	Idea / Solu on descrip on	compact wearable gadget with pressure bu on which can the parents can find the a acker easier
3.	Novelty / Uniqueness	Pressure bu on with Gsm
4.	Social Impact / Customer Sa sfac on	It is useful to working parents when they are leaving children
5.	Business Model (Revenue Model)	wearable gadget

7

6.	Scalability of the Solu on	compact and easy to use
----	----------------------------	-------------------------

3.4 Problem solution fit

Define CS, fit into CC	1. CUSTOMER SEGMENT(S) <small>Who is your customer? i.e. working parents of 0-5 yrs. kids</small> Parents CS: working parents whose children are 0-5yrs	6. CUSTOMER CONSTRAINTS <small>What constraints prevent your customers from taking action or doing their business as expected? i.e. spending power, budget, no cash, network connection, available devices</small> Budget CC: The average visit of duration or last date of visit of customers	5. AVAILABLE SOLUTIONS <small>Which solutions are available to the customers when they face the problem or need to get the job done? What have they tried in the past? What pros & cons do these solutions have? i.e. pen and paper is an alternative to digital, networking</small> Wearable gadget-pressure sensor AS: Today ,the recent technology which helps in wearable gadget is IOT based pressure button ,where in past days it is not implemented,because of which children can be safe	Explore AS, differentiate
	2. JOBS-TO-BE-DONE / PROBLEMS <small>Which jobs-to-be-done (or problems) do you address for your customers? There could be more than one, explore different jobs</small> Creation of pressure sensor J&P: The user can apply pressure to the device by squeezing and pressing and detect and call to the parents or guardian	9. PROBLEM ROOT CAUSE <small>What is the real reason that this problem exists? What is the basic story behind the need to do this job? i.e. customers have to do it because of the change in requirements</small> Child monitoring RC: Due to the attackers ,the for children is difficult.so,in order to overcome this,we have found latest technology of wearable child monitoring system	7. BEHAVIOUR <small>What does your customer do to address the problem and get the job done? Identify related, first the right solar panel modules, calculate usage and benefits, network associated, customers spend time on networking with I.e. Government</small> Better maintenance BE: 1) In order to protect children 2) Parent's should do proper maintenance	

Identify strong TR & EM	3. TRIGGERS <small>What triggers customers to act? i.e. seeing their neighbor installing solar panels, reading about a more efficient solution in the news.</small> TR: On by watching neighbors	10. YOUR SOLUTION SL <small>If you are working on an existing business, write down your current solution first, fill in the canvas, and check how much it fits reality. If you are working on a new business proposition, then keep it blank until you fill in the canvas and come up with a solution that fits within customer limitations, solves a problem and matches customer behavior.</small> SL: The perfect output of my problem solution is designing a IOT based wearable gadget with pressure sensor, to monitor children from attackers and thief	8. CHANNELS BEHAVIOR CH 8.1 ONLINE <small>What kind of actions do customers take online? Extract online channels from #7</small> CH: A quick response to queries	Identify strong TR & EM
	4. EMOTIONS: BEFORE / AFTER EM <small>How do customers feel when they face a problem or a job and afterwards? i.e. lost, insecure > confident, in control - use it in your communication strategy & design.</small> EM: BEFORE: Insecure AFTER: feeling secured ,happy		8.2 OFFLINE <small>What kind of actions do customers take offline? Extract offline channels from #7 and use them for customer development.</small> They have to take risk	

4. Requirement analysis

4.1 Functional requirements

FR No.	Functional Requirement (Epic)	Sub Requirement (Story / Sub-Task)
FR-1	User Registration	Registration through Form Registration through Gmail
FR-2	User Confirmation	Confirmation via Email Confirmation via OTP
FR-3	Notification	Notification Via Mobile App and normal message
FR-4	Monitoring	App to monitor the child location
FR-5	Health monitoring	Heart beat rate , Temperature

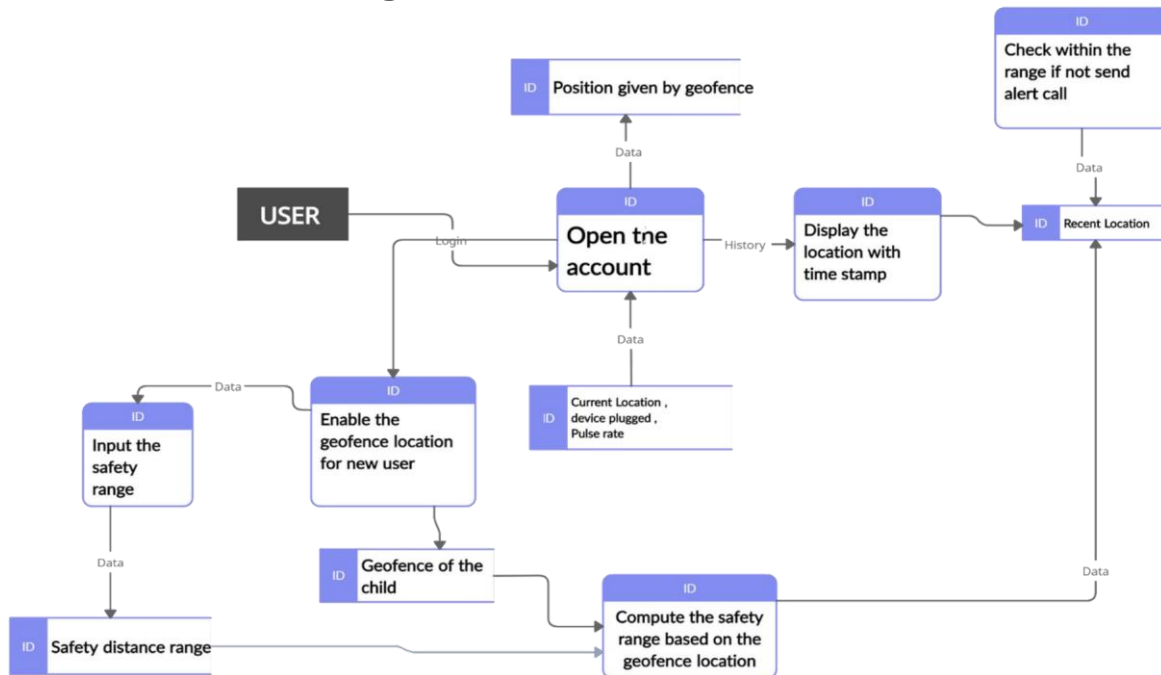
4.2 Non-Functional requirements:

FR No.	Non-Functional Requirement	Description
NFR-1	Usability	This model has GSM that can help to notify the parents in case of emergency or the smart band not connected
NFR-2	Security	Parents can feel secure because if the child forget or not connect the band it

		<p>will notify the parents and if panic button is pressed it will send alert message and parents able to track the location</p>
NFR-3	Reliability	<ul style="list-style-type: none"> • Easy to use • Portable • Flexible • Cost effective
NFR-4	Performance	<ul style="list-style-type: none"> • Create a Child tracker which helps the parents with continuously monitoring the child's location. • The notification will be sent according to the • child's location to their parents or caretakers.
NFR-5	Availability	<ul style="list-style-type: none"> • Track your child even in a crowd • Know the current location
NFR-6	Scalability	<ul style="list-style-type: none"> • This model ensures the safety and tracking of the children. Parents need not worry about their children.

5.PROJECT DESIGN

5.1 Data Flow Diagrams



5.2 Solution & Technical Architecture


Solution architecture is a complex process – with many sub-processes – that bridges the gap between business problems and technology solutions. Its goals are to:

- Find the
- best tech solution to solve existing business problems.
- Describe the structure, characteristics, behavior, and other aspects of the software to project stakeholders.

- Define features, development phases, and solution requirements.
- Provide specifications according to which the solution is defined, managed, and delivered.

5.3 User Stories

User Type	Functional Requirement (Epic)	User Story Number	User Story / Task	Acceptance criteria	Priority	Release
----------------------	--	----------------------------------	------------------------------	--------------------------------	-----------------	----------------

Cust o m er (Mo bil e user)	Registr a on	USN-1 (FATH ER)	<p>As a user, I can register by entering my email, and password, and confirming my password. I can access the location</p>  <p>of my</p>	I can access my account/dashboard and receive a confirmation email & click confirm	High	Spri nt- 1
			children using the credentials provided as a Father.			

		USN-2 (MOTHER)	As a user, I can register by entering my email, and password, and confirming my password. I can access the location of my children using the credentials provided as a Mother.	I can access my account/dashboard and receive a confirmation email & click confirm	High	Sprint-1
--	--	-------------------	--	--	------	----------

		USN-3 (GUARDIAN/ CARETAKER)	As a user, I can monitor the children's activities using a safety gadget monitoring system.	I can access my account/dashboard and receive a confirmation email & click confirm	Medium	Sprint-1
	Login	USN-4	As a user, I can log into the application by entering my email & password.	I can access my account/dashboard.	Medium	Sprint-2

	Dashboard	USN-5	As a user, I can fix the geofence for my child's location so	I can monitor the current location of my child.	High	Sprint- 2
--	-----------	-------	--	---	------	--------------

			<p>that I will receive alerts if my child crosses the geo- fence and monitor the child's</p> <p>pulse and</p> <p>check whether the device is plugged in or not.</p>			
--	--	--	---	--	--	--

6. PROJECT PLANNING & SCHEDULING

6.1 Sprint planning and estimation

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Registration	USN-1	As a Parent/Guardian, I can register for the application by entering my email, password, and confirming my password.	2	High	Padam Satya Reshma
Sprint-1		USN-2	As a Parent/Guardian, I can register for the application through Gmail	1	Medium	Preethiga

Sprint-1	User Confirmation	USN-3	As a parent I will receive connection , location in sms / email once I have entered this application	1	High	Logapriya
Sprint-1	Login	USN-4	As a parent/ guardian , I can log into the application by entering email and password.	2	High	Subalakshmi

6.2 Sprint delivery schedule

Sprint	Total Story Points	Duration	Sprint Start Date	Sprint End Date (Planned)	Story Points Completed on Planned Date) (as Ended	Sprint Release Date (Actual)
--------	--------------------	----------	-------------------	---------------------------	---	------------------------------

Sprint - 1	20	4 Days	24 Oct 2022	29 Oct 2022	20	29 Oct 2022
Sprint - 2	20	5 Days	28 Oct 2022	05 Nov 2022	20	04 Nov 2022
Sprint -	20	8 Days	02 Nov 2022	12 Nov 2022	20	11 Nov 2022

3						
Sprint - 4	20	9 Days	10 Nov 2022	19 Nov 2022	20	19 Nov 2022

7. CODING & SOLUTIONING (Explain the features added in the project along with code)

7.1 Feature 1 :

(Adding Geofence)

- Geofence is like a round wall covering the given location. So parents can use them to mark the location where their children are going .
- Multiple Geofence can be added.

CODING:

```
package  
com.example.geofence; import  
android.app.PendingIntent; import  
android.content.Context; import  
android.content.ContextWrapper;  
import android.content.Intent;  
import android.widget.Toast;  
  
import  
com.google.android.gms.common.api.ApiException;  
import com.google.android.gms.location.Geofence;  
import  
com.google.android.gms.location.GeofenceStatusCodes;  
import  
com.google.android.gms.location.GeofencingRequest;  
import com.google.android.gms.maps.model.LatLng;  
public class GeofenceHelper extends ContextWrapper {  
  
    private static final String TAG = "GeofenceHelper";  
    PendingIntent pendingIntent;  
  
    public GeofenceHelper(Context base) {  
        super(base);  
    }  
}
```

```

    public GeofencingRequest getGeofencingRequest(Geofence
geofence) { return new GeofencingRequest.Builder()
.addGeofence(geofence)

        .setInitialTrigger(GeofencingRequest.INITIAL_TRIGGER_ENTER)

        .build();
    }

    public Geofence getGeofence(String ID, LatLng latLng, float
radius, int transitionTypes) {
        return new Geofence.Builder()

            .setCircularRegion(latLng.latitude, latLng.longitude, radius)

            .setRequestId(ID)
.setTransitionTypes(transitionTypes)

            .setLoiteringDelay(5000)

            .setExpirationDuration(Geofence.NEVER_EXPIRE)

            .build();
    }

    public PendingIntent getPendingIntent()
    { if (pendingIntent != null) { return
pendingIntent;
    }

    Intent intent = new Intent(this,

```



```

GeofenceBroadcastReceiver.class);

    pendingIntent = PendingIntent.getBroadcast(this, 2607, intent,
                                           20
PendingIntent.FLAG_IMMUTABLE);

    return pendingIntent;
}

public String getErrorString(Exception e) {
    if (e instanceof ApiException) {
        ApiException apiException = (ApiException) e;
        switch (apiException.getStatusCode()) {
            case GeofenceStatusCodes
                .GEOFENCE_NOT_AVAILABLE:
                return "GEOFENCE_NOT_AVAILABLE";
            case GeofenceStatusCodes
                .GEOFENCE_TOO_MANY_GEOFENCES:
                return "GEOFENCE_TOO_MANY_GEOFENCES";
            case GeofenceStatusCodes
                .GEOFENCE_TOO_MANY_PENDING_INTENTS:
                return "GEOFENCE_TOO_MANY_PENDING_INTENTS";
        }
    }
    return e.getLocalizedMessage();
}

```

7.2 Feature 2 (Alert Notification)

- Once geofence is added , when the child enters the geofence a notification will be sent

21

- When the child leaves the geofence a notification will be sent .

```
package com.example.geofence; import
android.content.BroadcastReceiver; import
android.content.Context; import
android.content.Intent; import
android.location.Location; import
android.os.CountDownTimer; import
android.util.Log; import android.widget.Toast;
import com.google.android.gms.location.Geofence;
import
com.google.android.gms.location.GeofencingEvent
import java.util.List; import android.os.Handler;

public class GeofenceBroadcastReceiver extends BroadcastReceiver {

    private static final String TAG = "GeofenceBroadcastReceiv";

    @Override
    public void onReceive(Context context, Intent intent) {

        // TODO: This method is called when the BroadcastReceiver is
        receiving

        // an Intent broadcast
```

```

        //.

        /*Toast.makeText(context, "GEOFENCE_ENTERED",
Toast.LENGTH_SHORT).show();

        final Toast mToastToShow;

                22

        int toastDurationInMilliseconds = 1200000;
mToastToShow = Toast.makeText(context, "GEOFENCE_EXITED",
Toast.LENGTH_LONG);

        // Set the countdown to display the toast

        CountdownTimer toastCountDown;

        toastCountDown = new

CountdownTimer(toastDurationInMilliseconds, 100000) {

        public void onTick(long

millisUntilFinished) {            mToastToShow.show();
}

        public void onFinish() {

        mToastToShow.cancel();

        }

        };

        // Show the toast and starts the countdown

        mToastToShow.show();

        toastCountDown.start();*/

NotificationHelper notificationHelper = new

```

```
NotificationHelper(context);
notificationHelper.sendHighPriorityNotification("GEOFENCE_TRANSITION_ENT
ER",
```

```
    "", MapsActivity.class);
```

```
    GeofencingEvent geofencingEvent =
```

23

```
    GeofencingEvent.fromIntent(intent);
```

```
    if (geofencingEvent.hasError())
```

```
        Log.d(TAG, "onReceive: Error receiving geofence event...");
```

```
        return;
```

```
    }
```

```
    List<Geofence> geofenceList
```

```
    =
```

```
    geofencingEvent.getTriggeringGeofences
```

```
    ();    for (Geofence geofence:
```

```
    geofenceList) {
```

```
        Log.d(TAG, "onReceive: " + geofence.getRequestId());
```

```
    }
```

```
    //    Location location = geofencingEvent.getTriggeringLocation();
```

```
    int transitionType = geofencingEvent.getGeofenceTransition();
```

```
    switch (transitionType) {
```

case

Geofence.GEOFENCE_TRANSITION_ENTER:

**notificationHelper.sendHighPriorityNotification("Entered the
Location", "", MapsActivity.class);**

break;

case Geofence.GEOFENCE_TRANSITION_EXIT:

24

**notificationHelper.sendHighPriorityNotification("Exited the Location ", "",
MapsActivity.class);**

break;

}

}

}

8. TESTING

8.1 Test Cases

Resolu on	Severity 1	Severit y2	Severit y3	Severit y4	Subtotal
By Design	11	4	2	2	19
Duplicate	1	1	2	0	4
External	2	3	0	1	6
Fixed	10	2	3	20	35
Not Reproduc ed	0	0	2	0	2
Skipped	0	0	2	1	3
Won't Fix	0	5	2	1	8
Totals	24	15	13	25	77

2. Test Case Analysis

Sec on	Total Cases	Not Tested	Fail	Pass
Print Engine	5	0	1	4

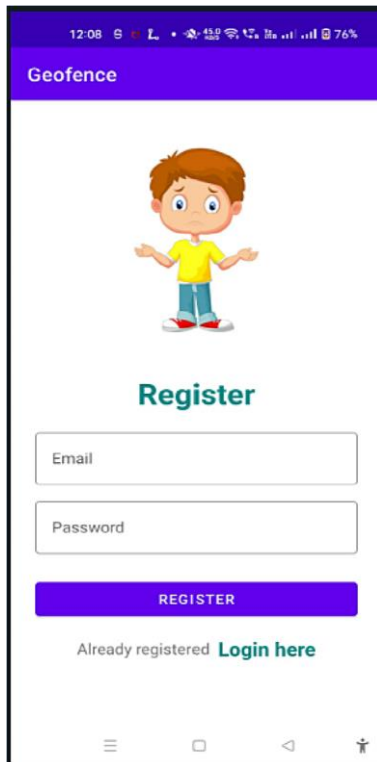
Client Applica on	47	0	2	45
Security	3	0	0	3
Outsource Shipping	2	0	0	2
Excep on Repor ng	11	0	2	9
Final Report Output	5	0	0	5
Version Control	3	0	1	2

9. RESULTS

1.User Registration :

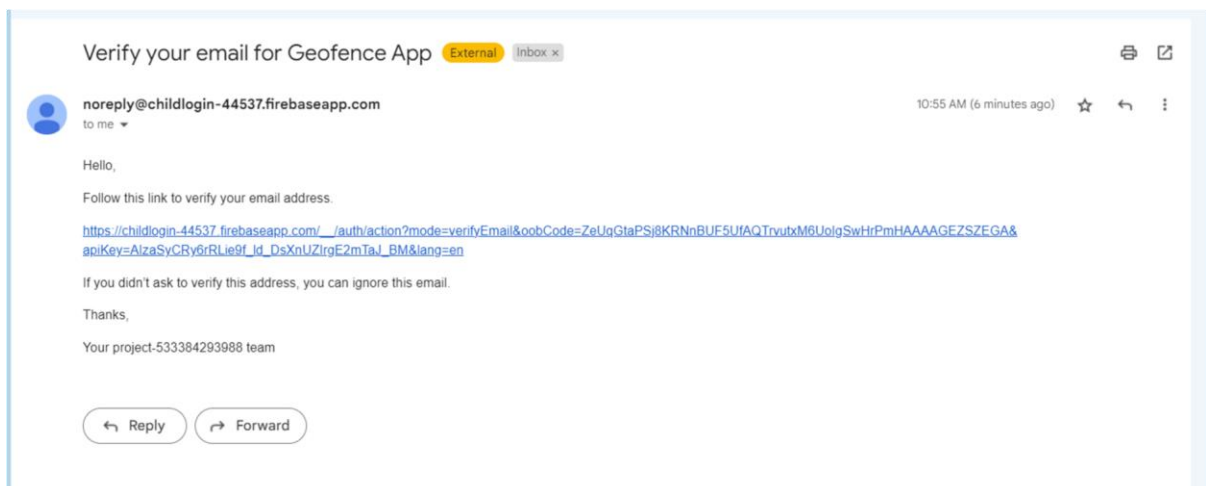
Users get registered to the app using their mail and create their password. On the user is registered a verification mail will be sent to the user mail id. The user needs to verify the account. All user details are stored in the firebase and verification mail is sent by firebase authentication .

Registration Page :



The image shows a mobile app interface for 'Geofence'. At the top, there's a status bar with the time 12:08 and battery level 76%. Below the status bar is a purple header with the word 'Geofence' in white. The main content area has a white background. In the center, there's a cartoon illustration of a boy with brown hair, wearing a yellow shirt and blue pants, with his arms outstretched. Below the illustration, the word 'Register' is written in a bold, teal font. Underneath 'Register', there are two input fields: 'Email' and 'Password'. Below these fields is a purple button with the word 'REGISTER' in white. At the bottom of the registration section, there's a link that says 'Already registered Login here'. At the very bottom of the screen, there's a navigation bar with four icons: a hamburger menu, a home icon, a back arrow, and a person icon.

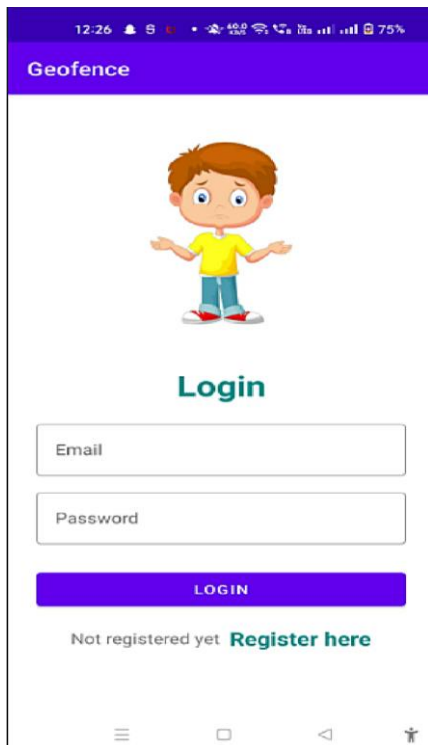
Verification mail



2. User Login


Users with their registered mail and password will login to the account . As the details are stored in firebase, when invalid email or password is entered a message say invalid email or password occur .

Login page :



12:26 5 75%

Geofence



Login

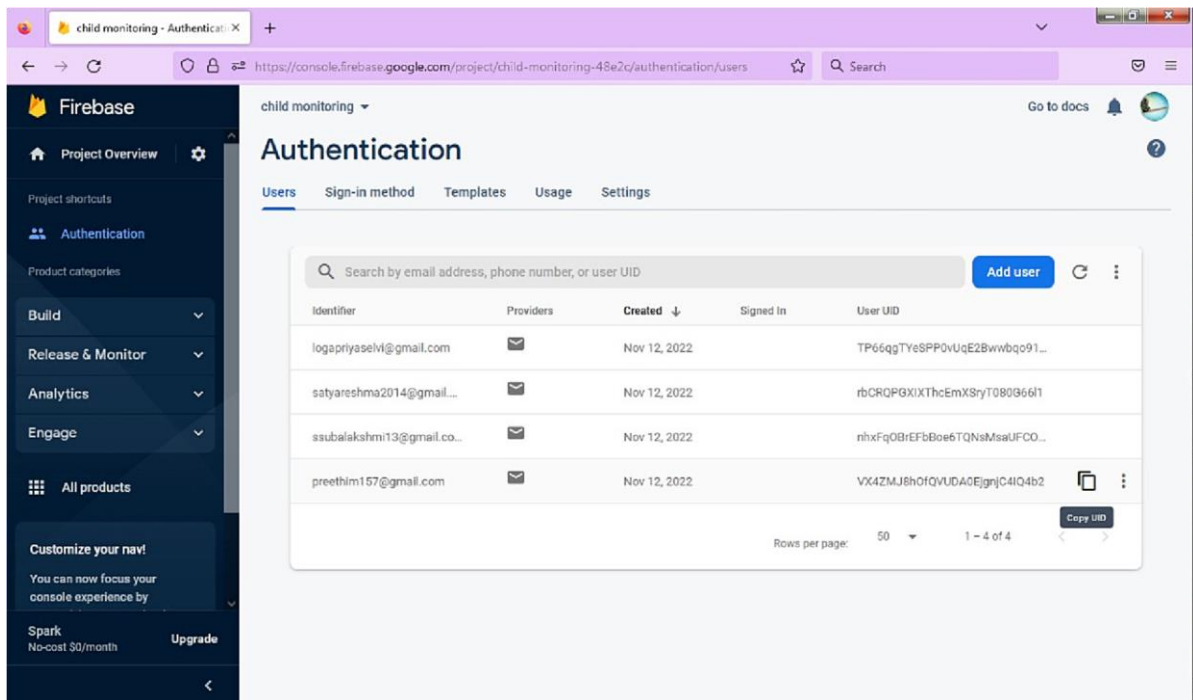
Email

Password

LOGIN

Not registered yet [Register here](#)

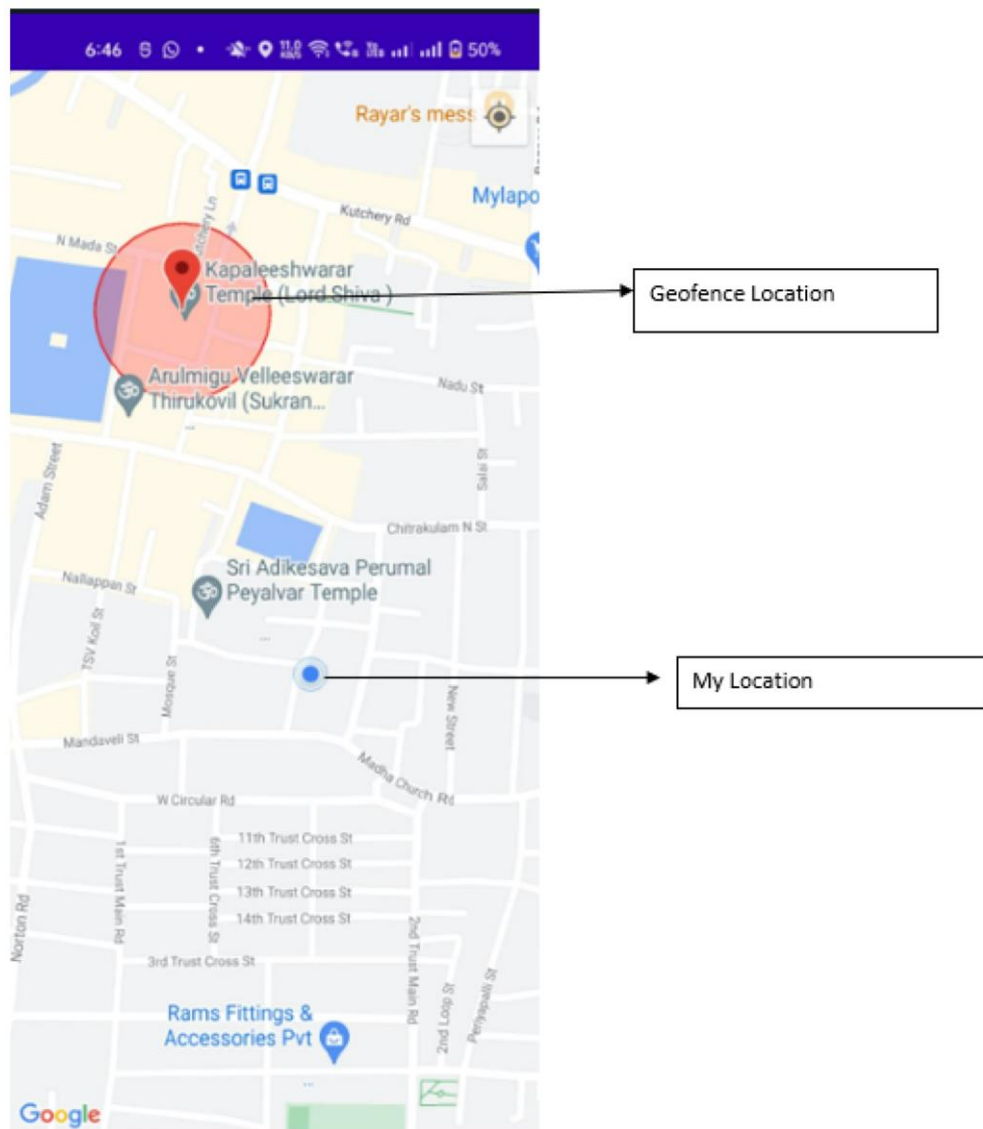
User Details



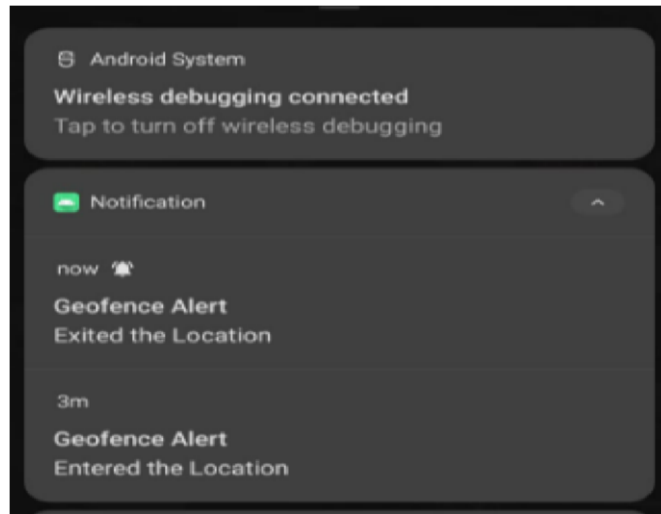
3. Adding Geofence and Alert Notification

Users can add geofence in the location where they want to add or where their child is going to play so they can monitor the child location . Once the child enters the geofence alert notification says entered the location will be displayed . When the child leaves the geofence alert notification says exited the location will be displayed.

Geofence



Notification



10. Advantages and Disadvantages

The parent can monitor their child from anywhere at any time, and also get a notification when the child goes away from the permitted radius. It also allows the parent to know if their child is in any dangerous situation. The disadvantages of this system are that the child could not produce the exact alert command during a panic condition. The command produced may not match the previously stored command. This project requires manual intervention.

11. Future Scope

In our system, we use the Internet of Things, GPS, GSM, and Raspberry Pi to automatically monitor the youngster in real time. When we utilize a web camera and GPS to actively monitor, this system needs network

connections, satellite communication, and a high-speed data connection. It is challenging to keep an eye out for any network problems or satellite connection problems. Additionally, there is a lag when streaming videos through the server. The Zigbee concept or accessing the system without the internet and employing high-speed server transmission can therefore be used in the future to solve these problems.

12. Conclusion

Future is similar to the word children. Young people are the future pillars of one's nation, as Dr. A.P.J. Abdul Kalam once said, thus it is important to protect today's children's dreams and lives in order to give them a better future. Therefore, every parent should take good care of their own children to prevent them from being victims of abuse that will completely harm them on a physical, mental, and emotional level, wrecking our future. Due to the significance of our future, our product makes it simple for parents to track their kids and regularly visually monitor them, enabling them to assure their safety and lowering the incidence of child abuse.

13 Appendix

13.1 Source code

Source code link:

[https://github.com/IBM-EPBL/IBM-Project-29575-1660127224/tree/main/Fi nal%20Deliverable](https://github.com/IBM-EPBL/IBM-Project-29575-1660127224/tree/main/Fi%20nal%20Deliverable)

13.2 GitHub and Project demo link

GitHub link: <https://github.com/IBM-EPBL/IBM-Project-305561660148833>

Demolink:

https://drive.google.com/file/d/1LPI3Coo0JUlgo0wdsG6x75HibjM2Z35n/view?usp=share_link

