

**IOT BASED SAFETY GADGET FOR CHILD SAFETY MONITORING
AND NOTIFICATION**

A PROJECT REPORT

Submitted by

POORNIMA A	(ROLL NO:92172019102098)
MATHI UDHAYA PANDIAN D	(ROLL NO: 92172019102076)
PROMOTH KUMAR M	(ROLL NO:92172019102103)
RAKESH R	(ROLL NO: 92172019102106)

TEAM ID : PNT2022TMID16940

in partial fulfillment for the award of the degree

of

BACHELOR OF ENGINEERING

IN

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

ABSTRACT

ABSTRACT

The safety and security of children is a major problem in the current era. The children are too young to take care of themselves. We cannot monitor the children at all times in school, play area, and outside place. In this paper, we discuss the concept of child safety device based on Internet of things. The aim of this device is to provide safety to the child by allowing the parent to locate the child and view their surroundings. This device can be used to monitor the temperature and motion of the child. If any problem persists, the GSM mobile communication module automatically sends a text message to the parent as SMS. The other features of the device are emergency light and alarm buzzer which are activated when the button is pressed by the child in a distress situation to seek the attention of the bystanders. The accelerometer and vibration sensors are used to detect the motion of the child. The camera is used to capture the environment of the child. The image taken is processed using convolutional neural network (CNN) which predicts the background like play area, railway station, beach, road, or classroom. The GPS module is used to record current location of the device which is used to track the device if the child is missing. Hence, this device provides a security cover to the child in today's time.

TABLE OF CONTENTS

TABLE OF CONTENTS

CHAPTER NO.	TITLE	PAGE NO.
	ABSTRACT	3
1	INTRODUCTION	9

	1.1 PROJECT OVERVIEW	9
	1.2 PURPOSE	9
2	LITERATURE SURVEY	12
	2.1 EXISTING PROBLEM	12
	2.2 REFERENCES	13
	2.3 PROBLEM STATEMENT DEFINITION	15
3	IDEATION & PROPOSED SOLUTION	18
	3.1 EMPATHY MAP CANVAS	18
	3.2 IDEATION & BRAINSTROMING	20
	3.3 PROPOSED SOLUTION	22

	3.4 PROBLEM SOLUTION FIT	25
4	REQUIREMENT ANALYSIS	28
	4.1 FUNCTIONAL REQUIREMENT	28
	4.2 NON - FUNCTIONAL REQUIREMENT	31

5	PROJECT DESIGN	34
	5.1 DATA FLOW DIAGRAMS	34
	5.2 SOLUTION & TECHNICAL ARCHITECTURE	35
	5.3 USER STORIES	36
6	PROJECT PLANNING & SCHEDULING	39
	6.1 SPRINT PLANNING & ESTIMATION	39
	6.2 SPRINT DELIVERY SCHEDULE	42
	6.3 REPORTS FROM JIRA	47
7	CODING & SOLUTIONING	50
	7.1 CREATE AND CONFIGURE IBM CLOUD SERVICES	50
	7.2 CREATE AND ACCESS NODE-RED	53
	7.3 CREATE A DATABASE IN CLOUDANT DB AND DEVELOP THE PYTHON SCRIPT	55
	7.4 CREATE THE MOBILE APPLICATION USING MIT APP INVENTOR	58
8	RESULTS	62

9	ADVANTAGES & DISADVANTAGES	65
	9.1 ADVANTAGES	65
	9.2 DISADVANTAGES	65
10	CONCLUSION	68
11	FUTURE SCOPE	70

INTRODUCTION

CHAPTER 1

INTRODUCTION

The introduction about the child safety monitoring and notifying using IoT based gadgets are briefly discussed in this chapter.

1.1 PROJECT OVERVIEW

Internet of Things (IoT) plays a major role in every day to day life. The major difference between IoT and embedded system is that a dedicated protocol/software is embedded in the chip in case of embedded system, whereas, IoT devices are smart

devices, which are able to take decisions by sensing the environment around the device. The development of sensors technology, availability of internet connected devices; data analysis algorithms make IoT devices to act smart in emergency situations without human interventions. So, IoT devices are applied in different fields such as agriculture, medical, industrial, security and communication applications. IoT systems are useful within a system to do deeper automation, analysis, and integration. IoT contributes to technology by advances in software, hardware and modern tools. It even uses existing and upcoming technology in the fields of sensing, networking and robotics. IoT brings global changes by its advanced elements in the social, economic, and political impact of the users.

The internet of things (IoT) refers to the set of devices and system that stay with real-world sensor and to the internet. During years' Child safety is under threat and it is very important to provide a technology- based solution which will help them under panic situations and monitor them using a smart gadget. The proposed system is equipped with GSM and GPS modules for sending and receiving call and SMS between safety gadget and parental phone, the proposed system also consists of Wi-Fi module used to implement IoT and send all the monitoring parameters to the cloud for android app monitoring on parental phone. Android application can be used to track the current location of safety gadget using its location coordinates on parental phone android app and also via SMS request from parent phone to safety gadget. Panic alert system is used during panic situations and automatic SMS alert and phone call is triggered from safety gadget to the parental phone seeking for help and also monitored for plug and unplug from hand, as soon the gadget is unplugged from hand a SMS is triggered to parental phone and the alert parameter is also updated to the cloud.

1.2 PURPOSE

1.As we all know, kids are the heartbeat of every parent, and when it comes to a child with special needs, parents have to be extra careful. They have to take extra care of their child.

2.Child tracker helps the parents in continuously monitoring the child's location. They can simply leave their children in school or parks and create a geofence around the location.

3.By continuously checking the child's location notifications will be generated if the child crosses the geofence. Notifications will be sent according to the child's location to their parents or caretakers. The entire location data will be stored in the database.

4.Child can also initiate emergency notification to the parents in-case of unsafe situation.

5.Enable tracking of the child's location and capturing of data remotely such as where the child located distance etc.

6.To show the child's actual data with reference values.

7.Enable sending of notification if the child is out of location or when the device realizes abnormal conditions/ situations.

8.Develop a prototype of IOT wearable smart band connected to parent's Mobile apps so that they can monitor the actual condition of children at anytime and anyplace.

LITERATURE SURVEY

CHAPTER 2

LITERATURE SURVEY

The introduction about the literature survey gone through for the project are briefly discussed in this chapter.

2.1 EXISTING PROBLEM

As we all know, kids are the heartbeat of every parent, and when it comes to a child with special needs, parents have to be extra careful. They have to take extra care of their child. Child tracker helps the parents in continuously monitoring the child's location. They can simply leave their children in school or parks and create a geofence around the location. By continuously checking the child's location notifications will be generated if the child crosses the geofence. Notifications will be sent according to the child's location to their parents or caretakers. The entire location data will be stored in the database. Child can also initiate emergency notification to the parents in-case of unsafe situation.

This research demonstrates Smart IoT device for child safety and tracking, to help the parents to locate and monitor their children. If any abnormal readings are detected by the sensor, then an SMS and phone call is triggered to the parents mobile. Also, updated to the parental app through the cloud. The system is equipped with GSM and GPS modules for sending and receiving call, SMS between safety gadget and parental phone. The system also consists of Wi-Fi module used to implement IoT and send all the monitored parameters to the cloud for android app monitoring on parental phone. Panic alert system is used during panic situations alerts are sent to the parental phone, seeking for help also the alert parameters are updated to the cloud. Boundary monitoring system is implemented on safety gadget with the help of BEACON technology, as soon as the safety gadget moves far away from the BLE listener gadget an alert is provided to itself.

2.2 REFERENCES

[1] CHILD SAFETY WEARABLE DEVICE

The purpose of this device is to help the parents to locate their children with ease. At the moment there are many wearable In the market which helps to track the daily activity of children and also helps to find the child using Wi-Fi and Bluetooth services present on the device.

Merits: This wearable over other wearable is that it can be used in any phone and it is not necessary that an expensive smartphone is required and doesn't want to be very tech savvy individual to operate.

Demerits: As, this device's battery gives short life-time. High power efficient model will have to be used which can be capable of giving the battery life for a longer time.

[2]CHILD SAFETY&TRACKING MANAGEMENT SYSTEM BY USING GPS.

This paper proposed a model for child safety through smart phones that provides the option to track the location of their children as well as in case of emergency children is able to send a quick message and its current location via Short Message services.

Merits: The advantages of smart phones which offers rich features like Google-maps, GPS, SMS etc.

Demerits: This system is unable to sense human behavior of child.

[3] CHILDREN LOCATIONMONITORING ON GOOGLE MAPS USING GPS AND GSM

This paper provides an Android based solution for the parents to track their children in real time. Different devices are connected with a single device through channels of

internet. The concerned device is connected to server via internet. The device can be used by parents to track their children in real time or for women safety. The proposed solution takes the location services provided by GSM module. It allows the parents to get their child's current-location via SMS.

Merits: A child tracking system using android terminal and hoc networks. **Demerits:**

This device cannot be used in rural areas.

2.3 PROBLEM STATEMENT DEFINITION

More families are now spending time on work and social duties, hence away from their children. This causes increased concerns towards their safety and whereabouts, and has made keeping a track of their activities quite challenging. Crimes against children are increasing Year on Year. According to a study, roughly 60,000 children go missing in India every year . There is an assumption that every 10 minutes, a child goes missing. Mumbai and Delhi have the highest rate when compared to other metro cities . . Schools and working places need high surveillance for ensuring the safety among children and women. During the emergency, mobile apps alert the control room of nearby police station or caretakers of children. The solution to this problem is to design an IoT device, which senses the child's location and environment and during emergency, it should send the alert to the parents automatically

Problem Statement (PS)	I am (Customer)	I'm trying to	But		Because	Which makes me feel
PS-1	Searching for up to day news about child safety	Find the technology on trend	The cost of the gadget was not effectively Sufficient to use		It shows a incorrect location and insufficient battery life	It's make some tracking confusion
PS-2	Searching for up to day news about child safety	To get the child safety Equipment's	I couldn't able to get proper network connection		There are so many fake equipment's are shared over the internet	It's make a lot of confusion to buy the Safety gadget

IDEATION & PROPOSED SOLUTION

CHAPTER 3

IDEATION & PROPOSED SOLUTION

3.1 EMPATHY MAP CANVAS

An empathy map is a simple, easy-to-digest visual that captures knowledge about a user's behaviors and attitudes. It is a useful tool to help teams better understand their users..

Creating an effective solution requires understanding the true problem and the person who is experiencing it. The exercise of creating the map helps participants consider things from the user's perspective along with his or her goals and challenge.



IoTbased safety gadget for child monitoring




Fig 3.1 Empathy Map Canvas

3.2 IDEATION & BRAINSTORMING




Brainstorming provides a free and open environment that encourages everyone within a team to participate in the creative thinking process that leads to problem solving. Prioritizing volume over value, out-of-the-box ideas are welcome and built upon, and all


participants are encouraged to collaborate, helping each other develop a rich amount of creative solutions. Use this template in your own brainstorming sessions so your team can unleash their imagination and start shaping concepts even if you're not sitting in the same room.



Brainstorm & idea prioritization


Use this template in your own brainstorming sessions so your team can unleash their imagination and start shaping concepts even if you're not sitting in the same room.

 10 minutes to prepare
 1 hour to collaborate
 2-8 people recommended



Before you collaborate

A little bit of preparation goes a long way with this session. Here's what you need to do to get going.

 10 minutes

A

Team gathering
Define who should participate in the session and send an invite. Share relevant information or pre-work ahead.

B

Set the goal
Think about the problem you'll be focusing on solving in the brainstorming session.


C

Learn how to use the facilitation tools
Use the Facilitation Superpowers to run a happy and productive session.

[Open article](#) →


1

Define your problem statement
What problem are you trying to solve? Frame your problem as a How Might We statement. This will be the focus of your brainstorm.

 5 minutes


PROBLEM


How might we [your problem statement]?





Key rules of brainstorming


To run a smooth and productive session


 Stay in topic.

 Encourage wild ideas.

 Defer judgment.

 Listen to others.

 Go for volume.

 If possible, be visual.

2

Brainstorm

Write down any ideas that come to mind that address your problem statement.

🕒 10 minutes

TIP
You can select a sticky note and hit the pencil (switch to sketching) icon to start drawing!

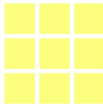
Amar



Yuktesh



Person 3



Person 4



Person 5



Person 6



Person 7



Person 8



3

Group ideas

Take turns sharing your ideas while clustering similar or related notes as you go. In the last 10 minutes, give each cluster a sentence-like label. If a cluster is bigger than six sticky notes, try and see if you can break it up into smaller sub-groups.

🕒 20 minutes

Person 4

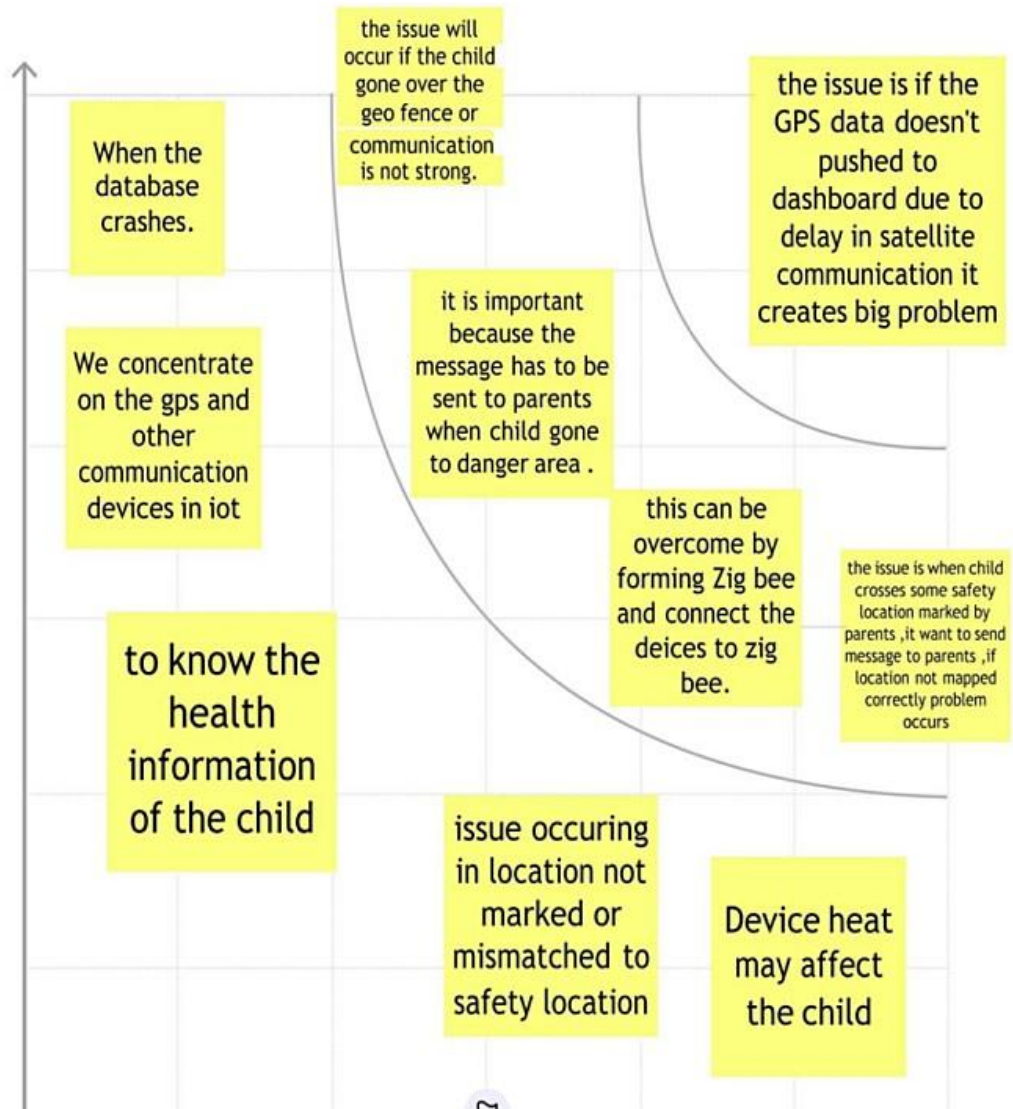
TIP
Add customizable tags to sticky notes to make it easier to find, browse, organize, and categorize important ideas as themes within your mind.

4

Prioritize

Your team should all be on the same page about what's important moving forward. Place your ideas on this grid to determine which ideas are important and which are feasible.

🕒 20 minutes



3.3 PROPOSED SOLUTION

SI.NO .	PARAMETER	DESCRIPTION
e f 1.	Problem Statement (Problem to be solved)	<p>More families are now spending time on work and social duties, hence away from their children. This causes increased concerns towards their safety and whereabouts, and has made keeping a track of their activities quite challenging. Crimes against children are increasing Year on Year. According to a study, roughly 60,000 children go missing in India every year . There is an assumption that every 10 minutes, a child goes missing. Mumbai and Delhi have the highest rate when compared to other metro cities . . Schools and working places need high surveillance for ensuring the safety among children and women. During the emergency, mobile apps alert the control room of nearby police station or caretakers of children. The solution to this problem is to design an IoT device, which senses the child's location and environment and during emergency, it should send the alert to the parents automatically</p>
2.	Idea / Solution description	<p>There is a need to use IoT-based child safety monitoring and notification system because Child safety is a challenging problem nowadays due to antisocial elements in the society.</p> <p>.</p>

3.	Novelty / Uniqueness	The novelty of the work is that the system automatically alerts the parent by sending SMS, when immediate attention is required for the child during emergency.
4.	Social Impact /Customer Satisfaction	This mainly focuses on the child safety monitoring and notification providing security to the children it should send the alert to the parents automatically
5.	Business Model(Revenue Model)	

I

r

e

		<p>This device will be given to the children for monitoring them regularly, We can use both web application as well as mobile application or either one of it as the front end user interface, cloud, and database as the back end for storing and retrieving information, and a device for monitoring.</p>
	Scalability of the Solution	<p>This IOT based safety gadget for child safety monitoring and notification system makes it easy for parents to track their children and to visually monitor them on regular basis, which makes them ensure the safety of their children and reduces the rate of incidents of child abuse..</p>

		<p>This device will be given to the children for monitoring them regularly, We can use both web application as well as mobile application or either one of it as the front end user interface, cloud, and database as the back end for storing and retrieving information, and a device for monitoring.</p>
--	--	---

t
,

3.4 PROBLEM SOLUTION FIT

1. CUSTOMERS SEGMENT'(S) Working parents or busy parents of 0–10-year-old kids	6. CUSTOMER CONSTRAINTS	5. AVAILABLE SOLUTIONS
	Lack of affordable, reliable and hassle-free technology, Lack of availability of secure and easy Ui.	There are existing solutions that offer location tracking for kids but they are not very efficient, cost effective and reliable all at the same time. This trade off should be addressed.

Focus on J&P: Identify TR, understand RC	J&P	RC	BE	Focus on J&P: Identify BE, understand RC
2. JOBS-TO-BE-DONE / PROBLEMS Instantaneous tracking and updating of child's location, <u>geofencing</u> and notifying parents of any abnormalities		9. PROBLEM ROOT CAUSE Customers have to do this to protect their children from potential threats and to ensure the safety while <u>being far</u> away from them.		7. BEHAVIOUR Customers panic, prevent their children from going out on their own, try using easily available technologies

Identify strong TR & EM	3. TRIGGERS	10. YOUR SOLUTION	8. CHANNELS of BEHAVIOUR	Identify strong TR & EM
	TR	SL	ONLINE	
	Coming across news about children being kidnapped and abducted, missing cases being reported	Building a reliable technology that can address all the customer needs while being reliable and secure ensuring efficient functioning.	Tracking their kid's location with their mobile phones' GPS, reading news about child safety and other child missing cases.	
	4. EMOTIONS: BEFORE / ALTER EM Before: Feel insecure, worried, scared and confused After: Relieved, calm, confident, happy.		OFFLINE Customers accompany their children to ensure safety, send them together with other reliable people, seek for protection in public places.	

Fig 3.5 Problem Solution Fit

REQUIREMENT ANALYSIS

CHAPTER 4

REQUIREMENT ANALYSIS

In this chapter, the requirement analysis of the proposed system has been discussed along with the brief explanation about its advantages.

4.1 FUNTIONAL REQUIREMENT

Following are the functional requirements of the proposed solution.

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	App installation	Installation through link Installation through play store
FR-4	Settings geofence	Setting by user to find child location
FR-5	Detecting child location	Detecting location via app Detecting location via SMS
FR-6	User Interface	User Login Form. Admin Login Form.
FR-7	Database	Stored in cloud for seamless connectivity. Parents and kids link with the distance and the location values obtained from the mobile devices are stored here. The values include parent id, kid id, distance, longitude, latitude etc.

FR-8	Server	<p>It connects the database and the front end application.</p> <p>The back-end server has been implemented to run as a service and is deployed in an IBM cloud instance.</p> <p>The backend server has been implemented to run as a service and is deployed in an IBM cloud instance.</p>
FR-9	GPS tracking	<p>The system is implemented with a GPS module, which acquires the location information of the user and stores it to the database.</p>
FR-10	API	<p>The value collected is sent to the database using an API.</p>
FR-11	React JS	<p>We are using react is as front end for us project.</p> <p>Node JS for the back end we are using node is.</p>
FR-12	GPS modules	<p>It receives data directly from satellites.</p>

FR-13	Battery Life	<p>If the child or parent forgets to charge the device for a whole day then also the device will work. That's why we aim to make this device last the whole day with one charge.</p> <p>It should be long-lasting.</p>
FR-14	Location History	<p>The location history will help to track the child's activity so that the aren't will be updated. Location history will be there for 30 days.</p> <p>For example if the child gets missing with the help of location history the aren't can track down their child's activity and also can find their child.</p>

4.2 NON-FUNCTIONAL REQUIREMENT

Following are the non-functional requirements of the proposed solution.

FR No.	Non-functional Requirements	Description
NFR-1	Usability	Device have GSM can help to inform the parents or relatives about the current situations of the child by deliver the message immediately to save the child.
NFR-2	Security	<p>Make children parents more assure about their kid's security, we have a feature in our device called Geo-Fence.</p> <p>Whenever your child crosses that specific area, you will get an instant notification on your phone.</p>
NFR-3	Reliability	<p>Portable</p> <p>Easy to use</p> <p>Flexibility</p>
NFR-4	Performance	<p>Create a Child tracker which helps the parents with continuously monitoring the child's location.</p> <p>The notification will be sent according to the child's location to their parents or caretakers.</p> <p>The entire location data will be stored in the database.</p>

NFR-5	Availability	<p>Track your child even in a crowd</p> <p>Get travel details of kids at any time</p> <p>Know the current location</p>
NFR-6	Scalability	<p>Gadget ensures the safety and tracking of the children.</p> <p>Parents need not worry about their children.</p>
NFR-7	Evaluability	<p>The system should be able to deliver promptly to the financing authority.</p> <p>In the case of non-profit organizations, the solution should be 'advancing the mission'.</p>
NFR-8	Dynamicity	<p>IoT devices may have the capability to adapt dynamically and change based on their conditions.</p>
NFR-9	Desirability	<p>Navigation should be made easy.</p> <p>The user should be able to search and find the information he needs without much hassle.</p>

This chapter dealt with the functional and non-functional requirement analysis of proposed system.

PROJECT DESIGN

CHAPTER 5

PROJECT DESIGN

5.1 DATA FLOW DIAGRAMS

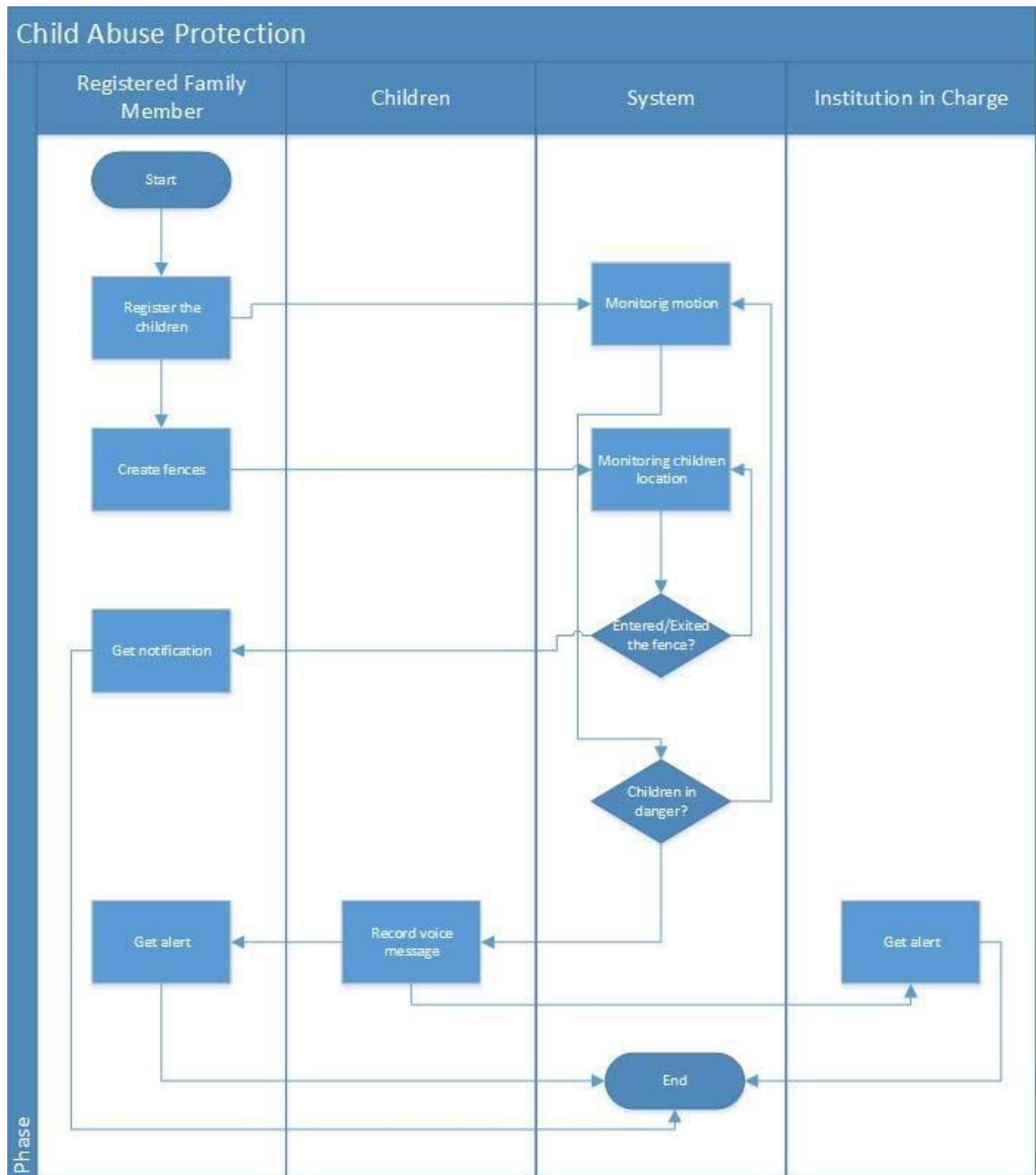


Fig 5.1 Dataflow Diagram

5.2 SOLUTION & TECHNICAL ARCHITECTURE

5.2.1 SOLUTION 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.

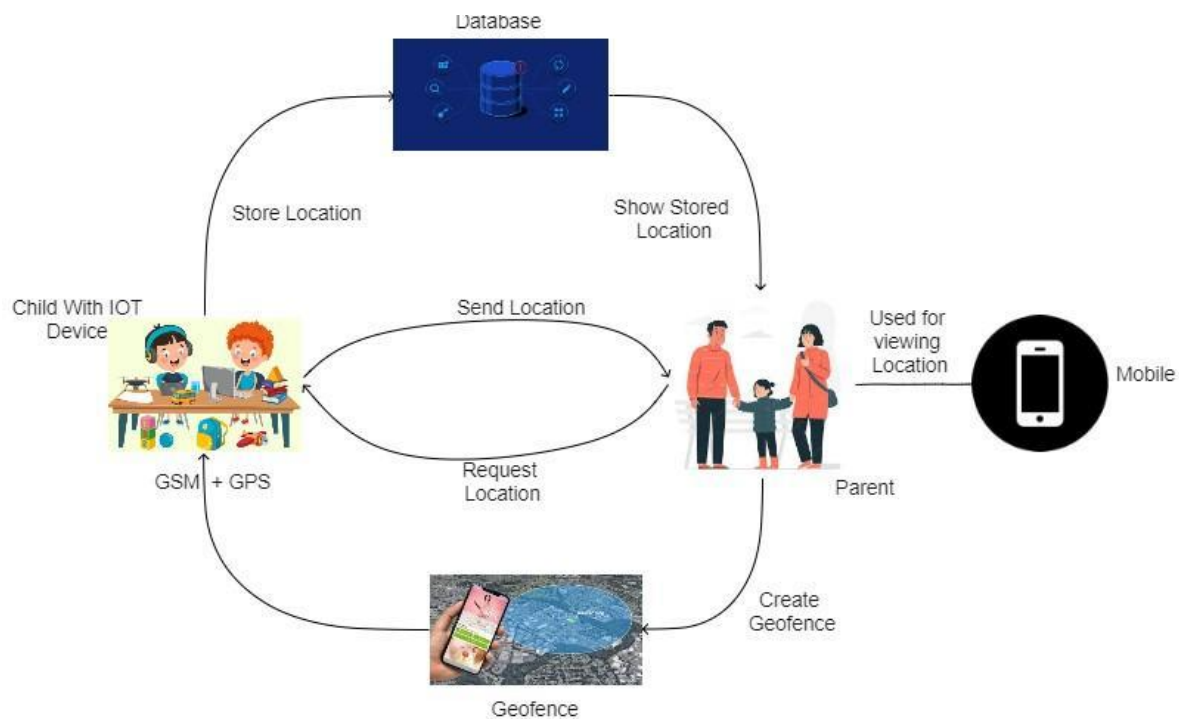


Fig 5.2 Solution Architecture Diagram

5.2.2 TECHNICAL ARCHITECTURE

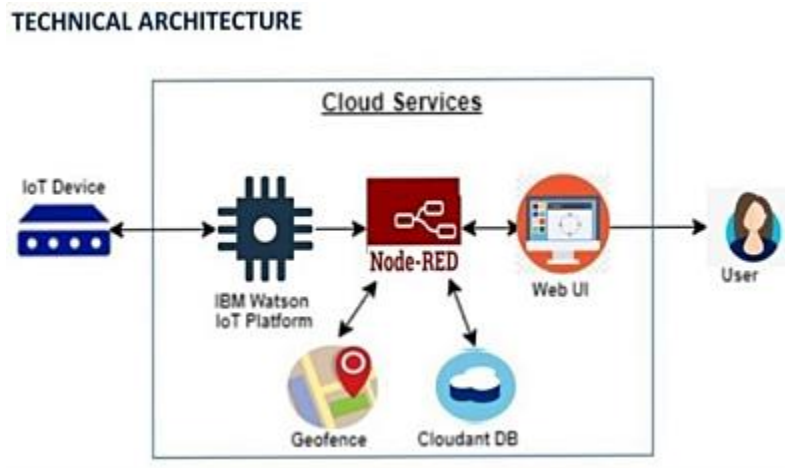


Fig 5.3 Technical Architecture Diagram

5.3 USER STORIES

User Type	Functional Requirement (Epic)	User Story Number	User Story / Task	Acceptance criteria	Priority	Release
Customer (Mobile user) and (Web user)	Registration	USN-1	As a user, I can register my account by entering my email, password, and confirming my password.	I can access my account / dashboard	High	Sprint-1

		USN-2	As a user, I will receive confirmation email once I have registered myself	I can receive confirmation email & click confirm	High	Sprint-1
		USN-3	As a user, I can register for the application through apple account	I can register & access the dashboard with apple account Login	High	Sprint-2
	Login	USN-4	As a user, I can log into the application by entering user id & password		High	Sprint1

Customer Ca re Executi ve	Login		As I enter I can view the working of the application and scan for any glitches and monitor the operation and check if all the users are authorized.	I can login only with my provided credentials	Medium	Sprint - 3
---------------------------------------	-------	--	--	---	--------	---------------

Table 5.1 User Stories

PROJECT PLANNING & SCHEDULING

CHAPTER 6

PROJECT PLANNING & SCHEDULING

6.1 SPRINT PLANNING & ESTIMATION

MILESTONE NAME	ACTIVITI ES	MILESTO NE NUMBER	DESCRIPTION	COMPLETI ON DATE

PREREQUISITES			Create the IBM account and download the necessary software for your chosen category of the project	27/08/2022
IDEATION PHASE	Literature Survey	1	Literature survey on the selected project by gathering and referring research paper and publications	02/09/2022
	Empathy Map	1	Create an empathy map that list the user's pains and gains	08/09/2022
	Problem Statement	1	Summarize the problem that customer needs to be solved	09/09/2022

	Brainstorming	1	Gather many different ideas from the team mates and prioritize the idea based on feasibility and innovative	16/9/2022
--	---------------	---	---	-----------

PROJECT DESIGN PHASE -1	Proposed Solution	2	Prepare the proposed solution document that you proposed to solve the problem statement which should include feasibility ,business model ... etc.	24/9/2022
	Solution Architecture	2	Prepare Solution architecture diagram for the proposed solution	01/10/2022
	Problem Solution Fit	2	Prepare Solution Fit Document for the proposed solution	01/10/2022
PROJECT DESIGN PHASE -2	Customer Journey Map	3	Prepare a customer journey map to understand how the user interact and experience your product	08/10/2022
	Data Flow Diagram	3	Draw the data flow diagram for you proposed solution	12/10/2022
	Solution Requirements	3	Create a solution requirement document for the proposed solution	14/10/2022

	Technology Stack	3	Prepare the technology stack diagram for the proposed solution	14/10/2022
PROJECT PLANNING	Milestone And Activity List	4	Create a document to show your milestones as well as activity in your development cycle	06/11/2022
	Sprint Delivery Plan	4	Create a sprint plan for the project	06/11/2022
PROJECT DEVELOPMENT PHASE	Sprint-1	5	Delivery of the sprint-1	07/11/2022
	Sprint-2	6	Delivery of the sprint-2	10/11/2022
	Sprint-3	7	Delivery of the sprint-3	13/11/2022
	Sprint-4	8	Delivery of the sprint-4	17/11/2022

Table 6.1 Sprint Planning and Estimation

6.2 SPRINT DELIVERY SCHEDULE

SPRI NT	FUNCTIONAL REQUIREME NT (EPIC)	USER STORY NUMB ER	USER STORY / TASK	STORY POIN TS	PRIORI TY	TEAM MEMBE RS
Sprint-1	Login	USN-1	As a customer, I might ensure login credential through gmail ease manner for the purpose of sending alert message to the parents or guardians (or) informing through normal message.	2	High	Monalisa M Madhusri J

Sprint-1	Registration	USN-2	As a user, I have to registered my details and tools details in a simple and easy manner by considering the safety of child, this registered system sends notification to the parents.	2	High	Kiruthika D Rahamath Shihaha S
Sprint-2	Dashboard	USN-3	As a user, In case of any emergency situation parents(I) must get the alert notification and location of the child.	3	Medium	Monalisa M Madhusri J Kiruthika D Rahamath Shihaha S

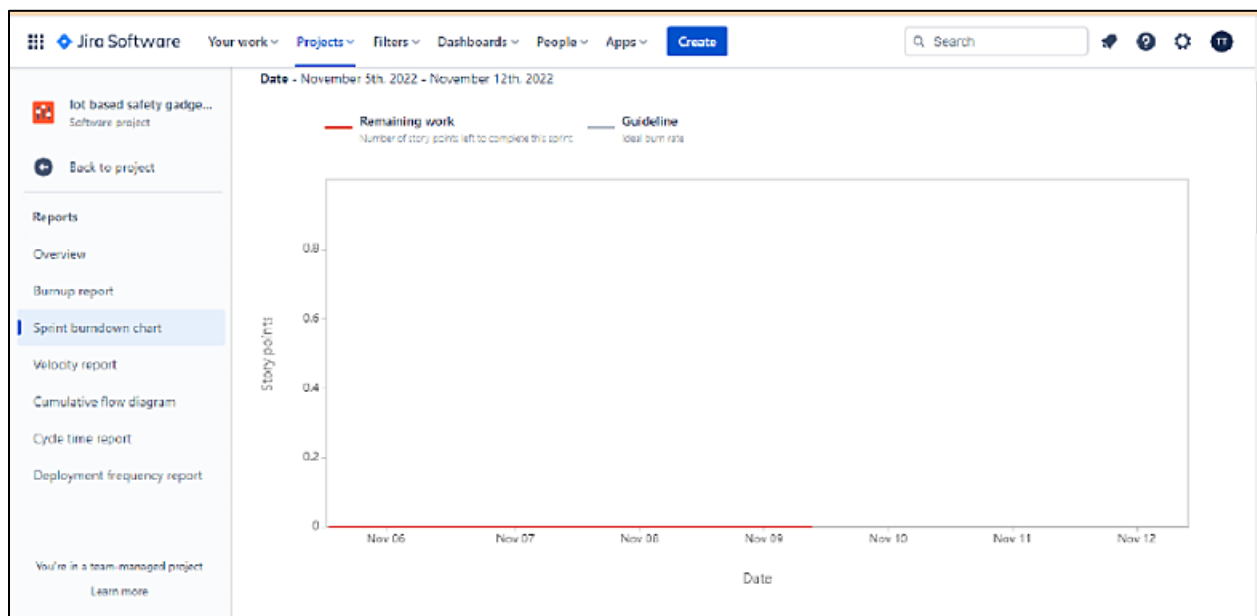
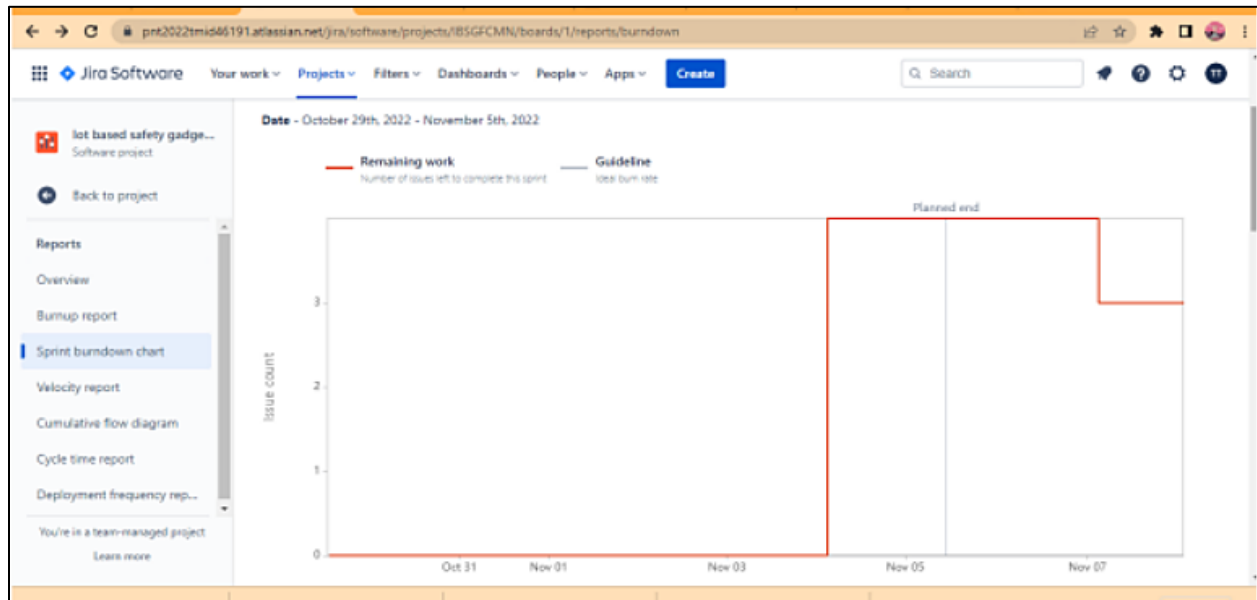
Sprint-3	Dashboard	USN-4	As a user, I(parent) need to safeguard child and tracking the child's location and it is important to notify near police station incase of more emergency .	2	High	Kiruthika D Madhusri J
Sprint-3	Dashboard	USN-5	As a user, Its good to have a IOT based system to safeguard monitoring without presence of parent.	2	High	Monalisa M Rahamath Shihana S

Sprint 4	Monitoring the environment	USN 1	User can monitor the situation of the environment from a dashboard that displays sensor information about the environment and child health.	2	High	Madhusri J Rahamath Shihaha S
Sprint- 4	Event Notification	USN 6	Sending an alert SMS to the parents and guardians in case of panic situation.	2	High	Monalisa M Kiruthika D

Table 6.2 Sprint Delivery Schedule

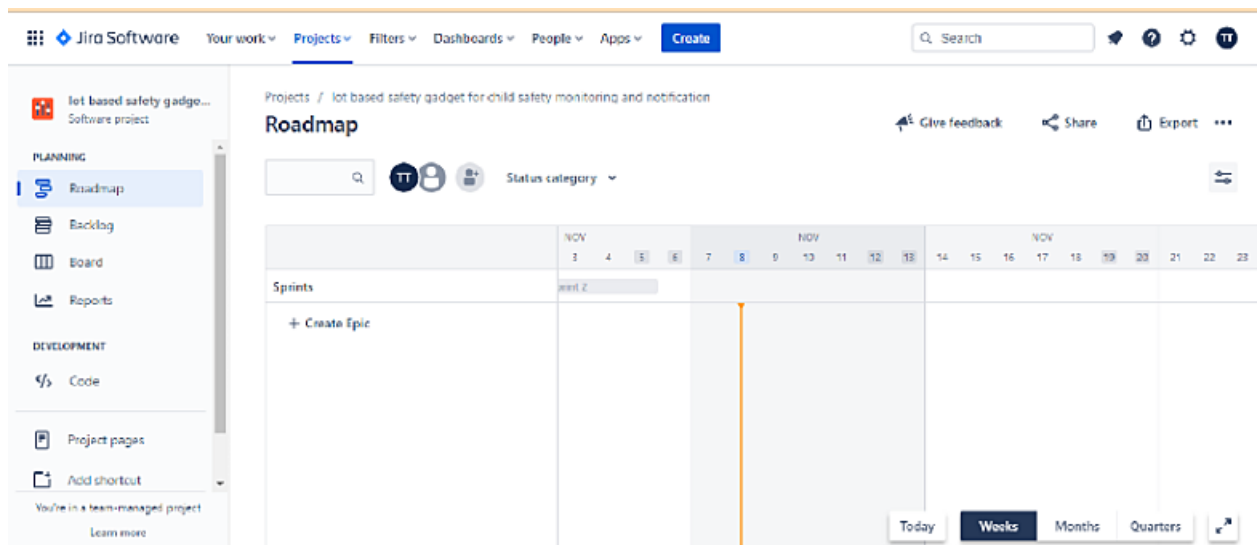
6.3 REPORTS FROM JIRA

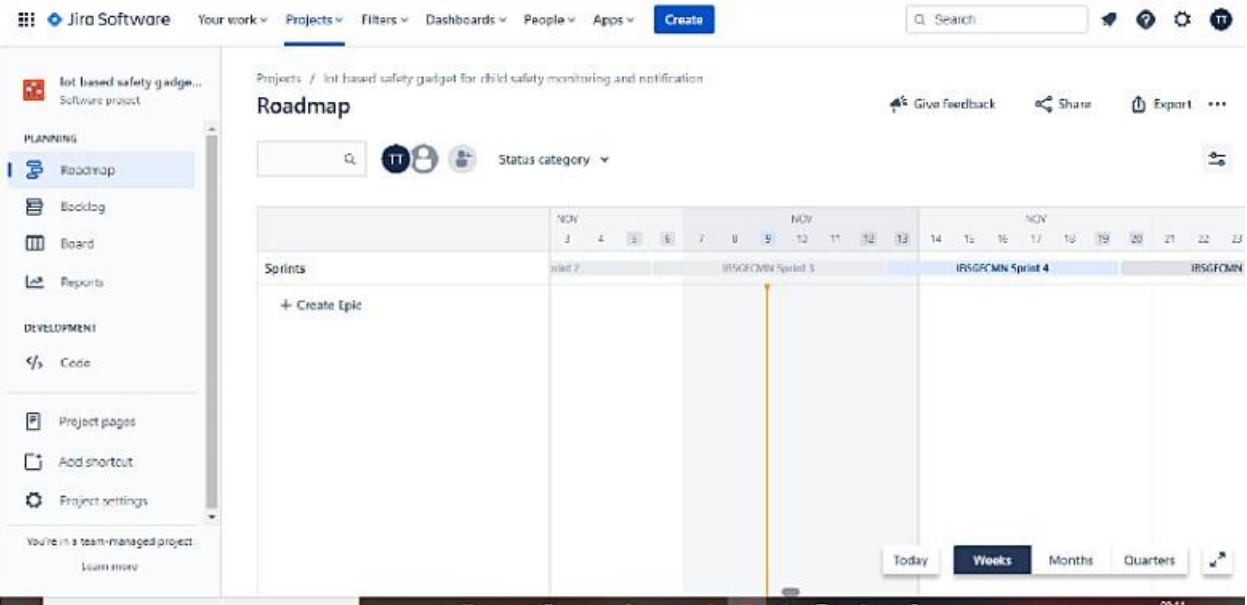
BURNDOWN CHART





ROADMAP





CODING AND SOLUTIONING

CHAPTER 7 CODING AND

SOLUTIONING

7.1 CREATE AND CONFIGURE IBM CLOUD SERVICES

USN 1: As a user I need to enroll the cloud registration

USN 2: As a user, I will create IBM cloud account.

USN 3: After creating cloud account launch IBM Watson IOT platform by accessing cloud account .

USN 4: Create the node in IBM Watson platform

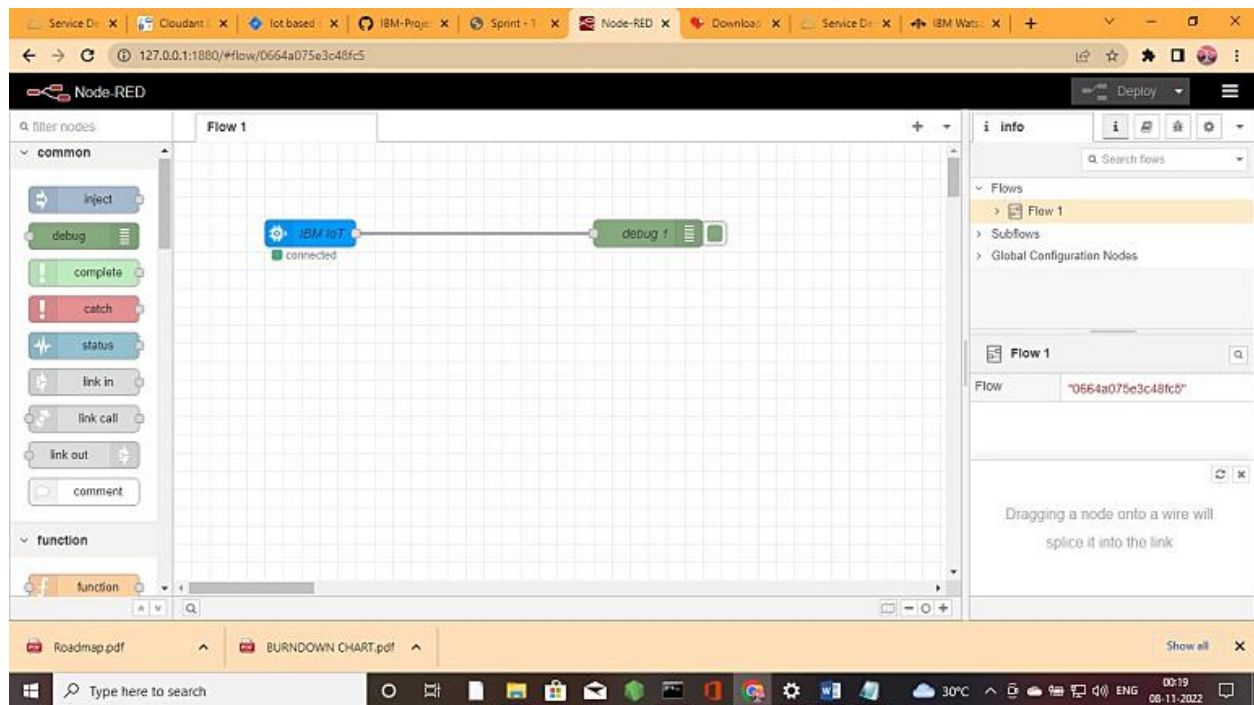
USN 5: After Creating node get device Type and id

USN 6: Simulate the node created

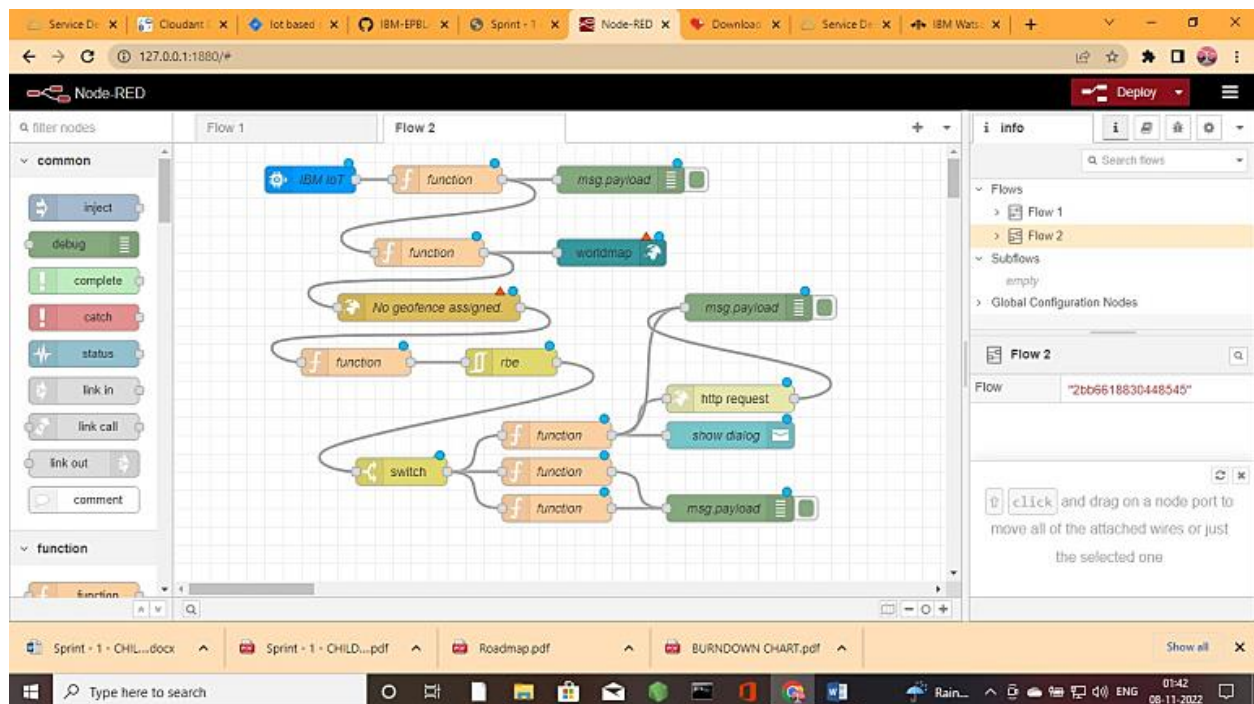
7.2 CREATE AND ACCESS NODE-RED

USN 7: As a user, I can create Node-red by app deployment

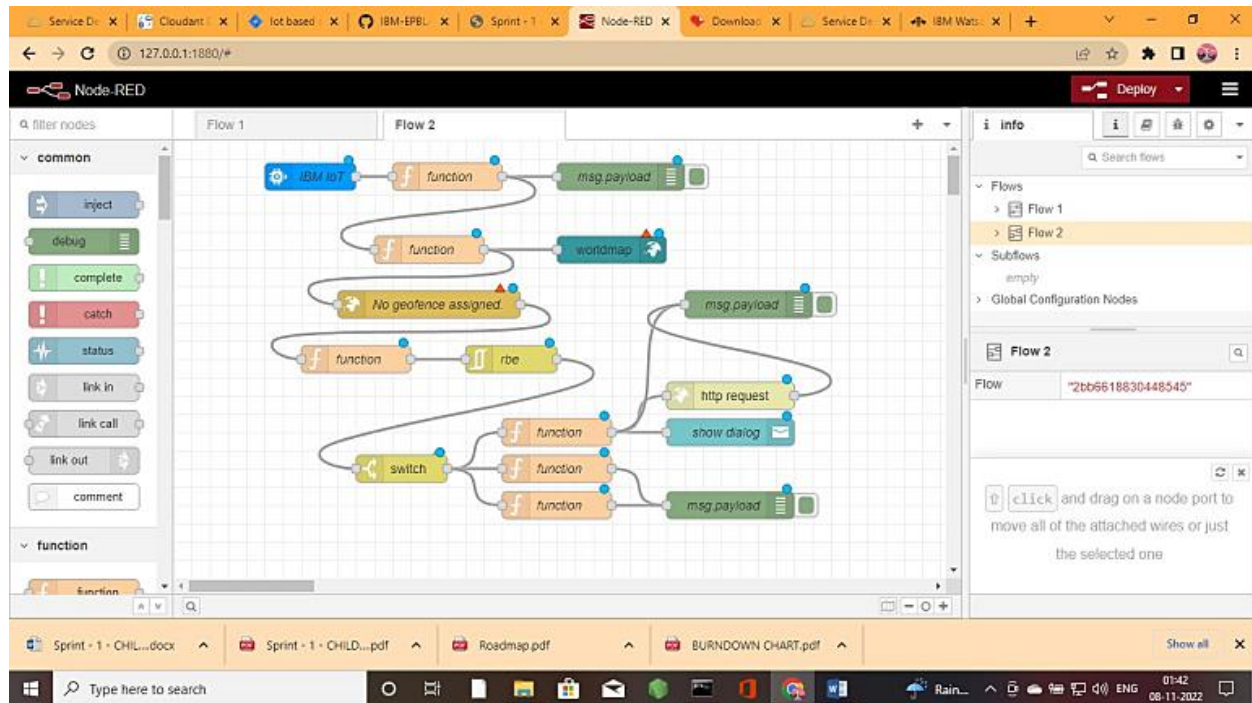
USN 8: Connect IBM Watson with node red through API key



USN 9 : Design the project flow using Node-Red



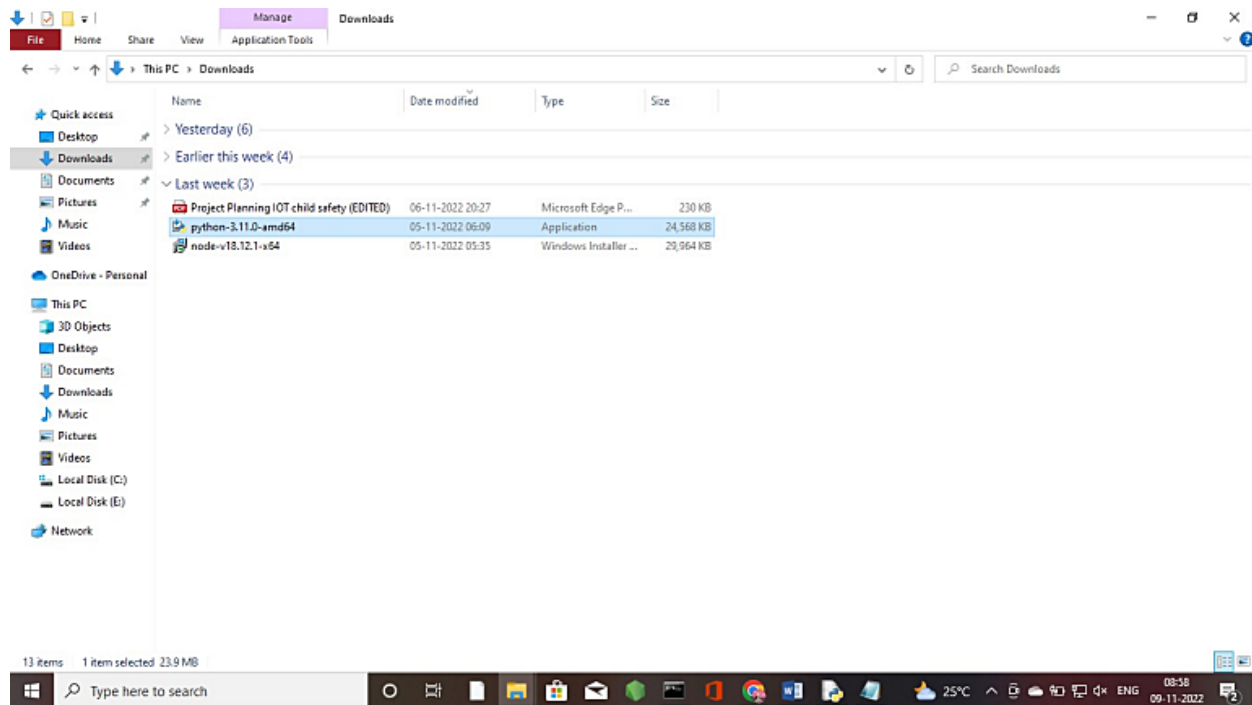
USN 10: Check for the proper connections and the output in the node red application



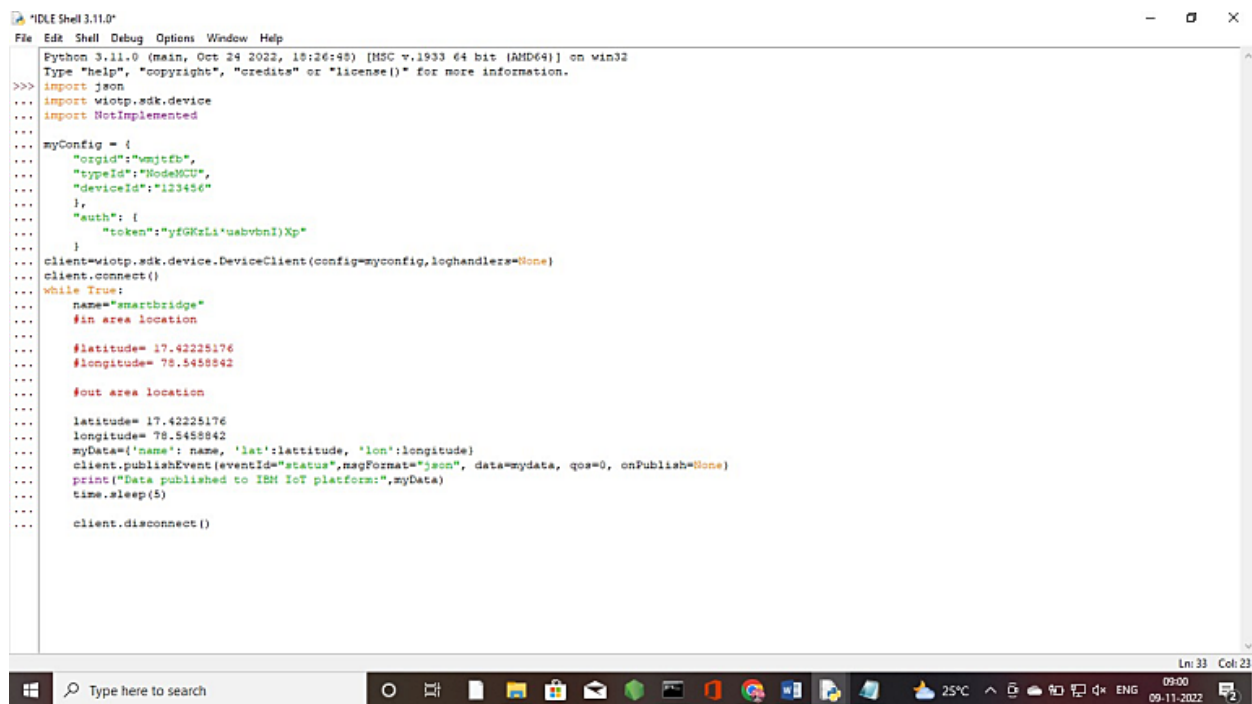
7.3 CREATE A DATABASE IN CLOUDANT DB AND DEVELOP THE PYTHON SCRIPT

USN 11: Launch the Cloudant DB and Create database to store the location data

USN 12: Install the python software



USN 13: Develop the python scripts to publish details to IBM IoT Platform



USN 14: Integrate the device id, authentication token in python script

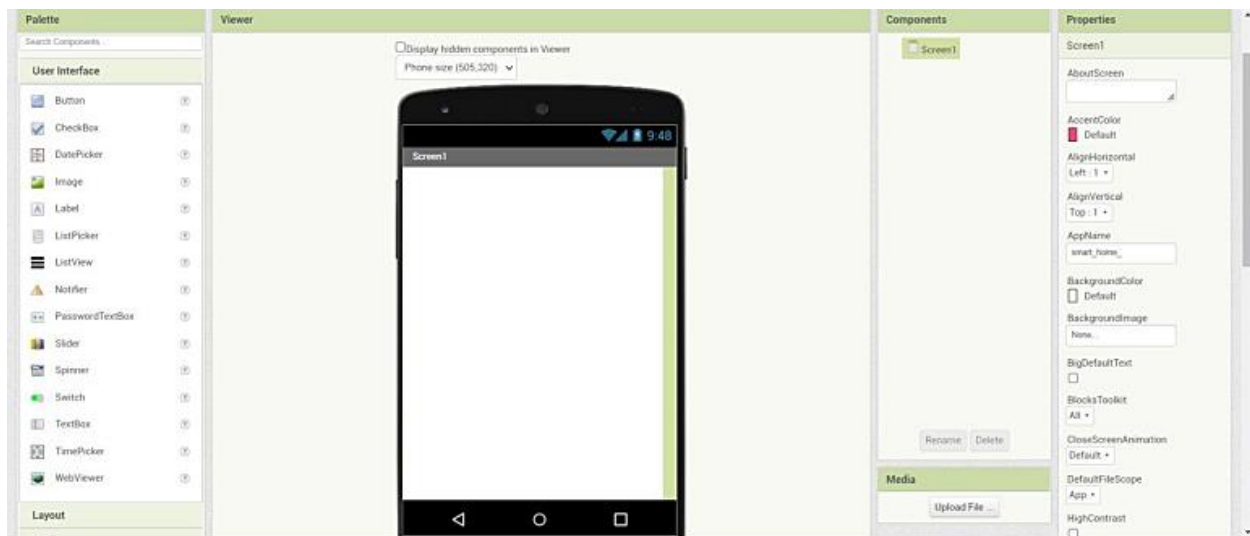
```
"IDLE Shell 3.11.0"
File Edit Shell Debug Options Window Help
Python 3.11.0 (main, Oct 24 2022, 18:26:48) [MSC v.1933 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>> import json
... import wiotp.sdk.device
... import NotImplemented
...
... myConfig = {
...     "orgId": "vmjctfb",
...     "typeId": "NodeMCU",
...     "deviceId": "123456"
... }
...
... "auth": {
...     "token": "yfGKzLi'uaBvbnI)Xp"
... }
...
... client=wiotp.sdk.device.DeviceClient(config=myconfig, loghandlers=None)
... client.connect()
... while True:
...     name="smartbridge"
...     #in area location
...
...     #latitude= 17.42225176
...     #longitude= 78.5458842
...
...     #out area location
...
...     latitude= 17.42225176
...     longitude= 78.5458842
...     myData={'name': name, 'lat':latitude, 'lon':longitude}
...     client.publishEvent(eventId="status",msgFormat="json", data=mydata, qos=0, onPublish=None)
...     print("Data published to IBM IoT platform:",myData)
...     time.sleep(5)
...
...     client.disconnect()
```

USN 15: Develop the python code for publishing the location (latitude & longitude) to IBM IoT Platform

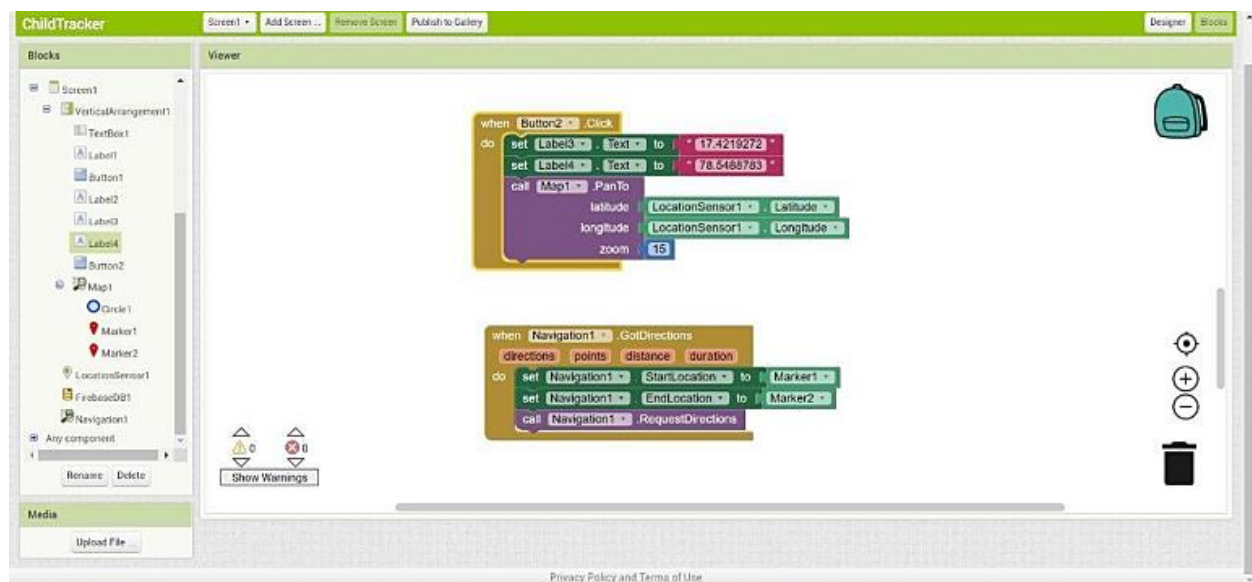
```
"IDLE Shell 3.11.0"
File Edit Shell Debug Options Window Help
Python 3.11.0 (main, Oct 24 2022, 18:26:48) [MSC v.1933 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>> import json
... import wiotp.sdk.device
... import NotImplemented
...
... myConfig = {
...     "orgId": "vmjctfb",
...     "typeId": "NodeMCU",
...     "deviceId": "123456"
... }
...
... "auth": {
...     "token": "yfGKzLi'uaBvbnI)Xp"
... }
...
... client=wiotp.sdk.device.DeviceClient(config=myconfig, loghandlers=None)
... client.connect()
... while True:
...     name="smartbridge"
...     #in area location
...
...     #latitude= 17.42225176
...     #longitude= 78.5458842
...
...     #out area location
...
...     latitude= 17.42225176
...     longitude= 78.5458842
...     myData={'name': name, 'lat':latitude, 'lon':longitude}
...     client.publishEvent(eventId="status",msgFormat="json", data=mydata, qos=0, onPublish=None)
...     print("Data published to IBM IoT platform:",myData)
...     time.sleep(5)
...
...     client.disconnect()
```

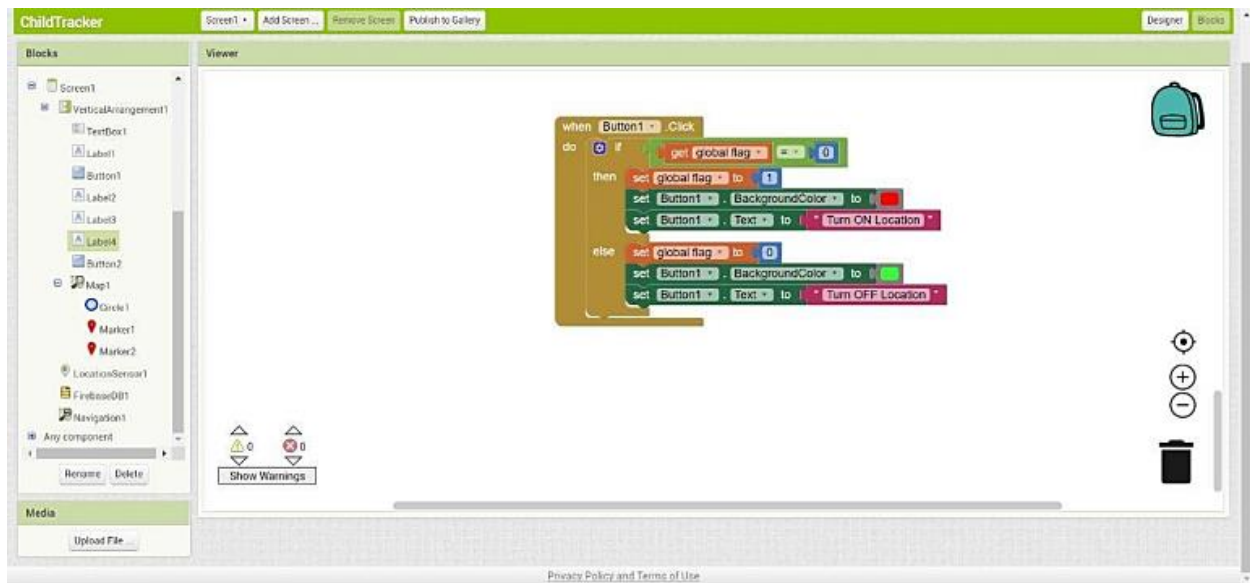
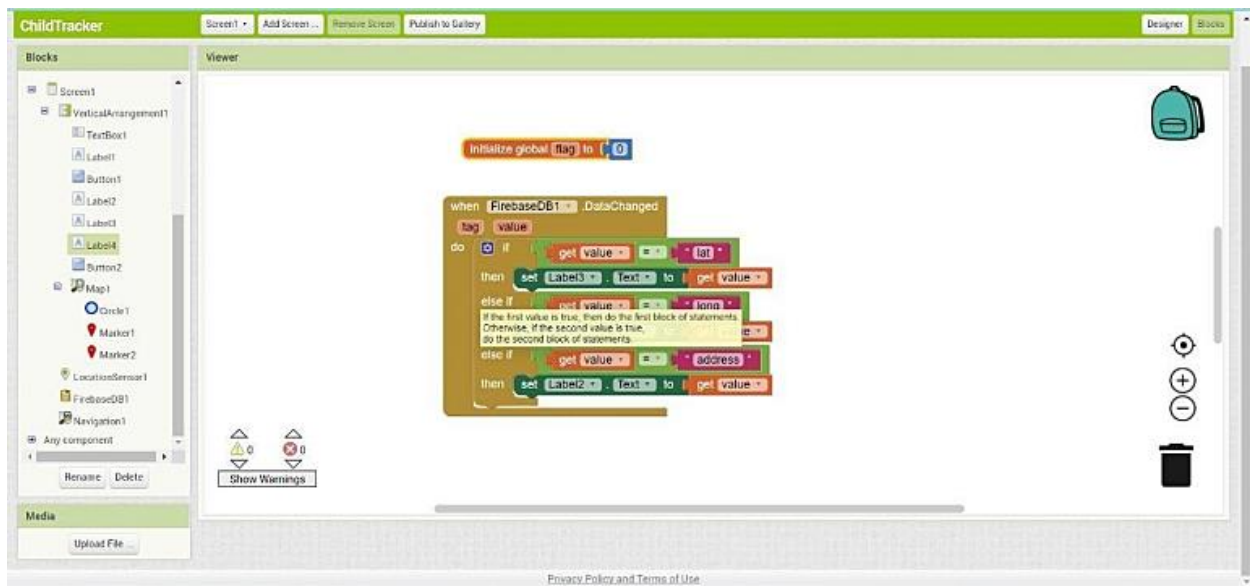
7.4 CREATE THE MOBILE APPLICATION USING MIT APP INVENTOR

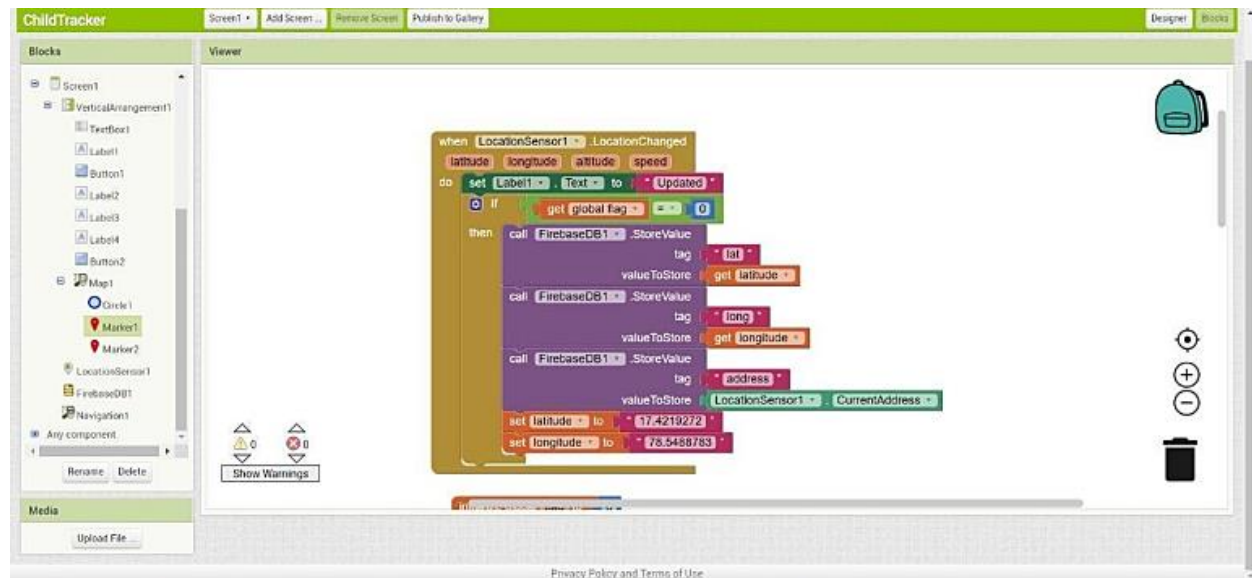
CREATE APP IN MIT APP INVENTOR



BLOCK CONFIGURATION





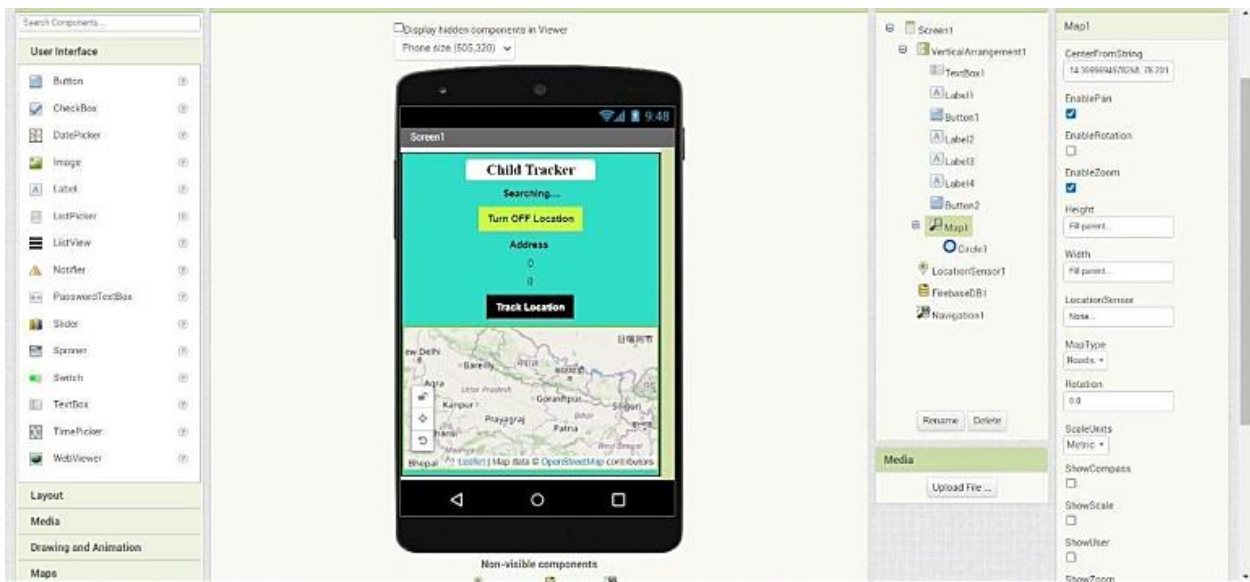


Thus, this chapter dealt with the coding and development process of proposed system.

RESULTS

CHAPTER 8

RESULT



Screen1

Child Tracker

Updated

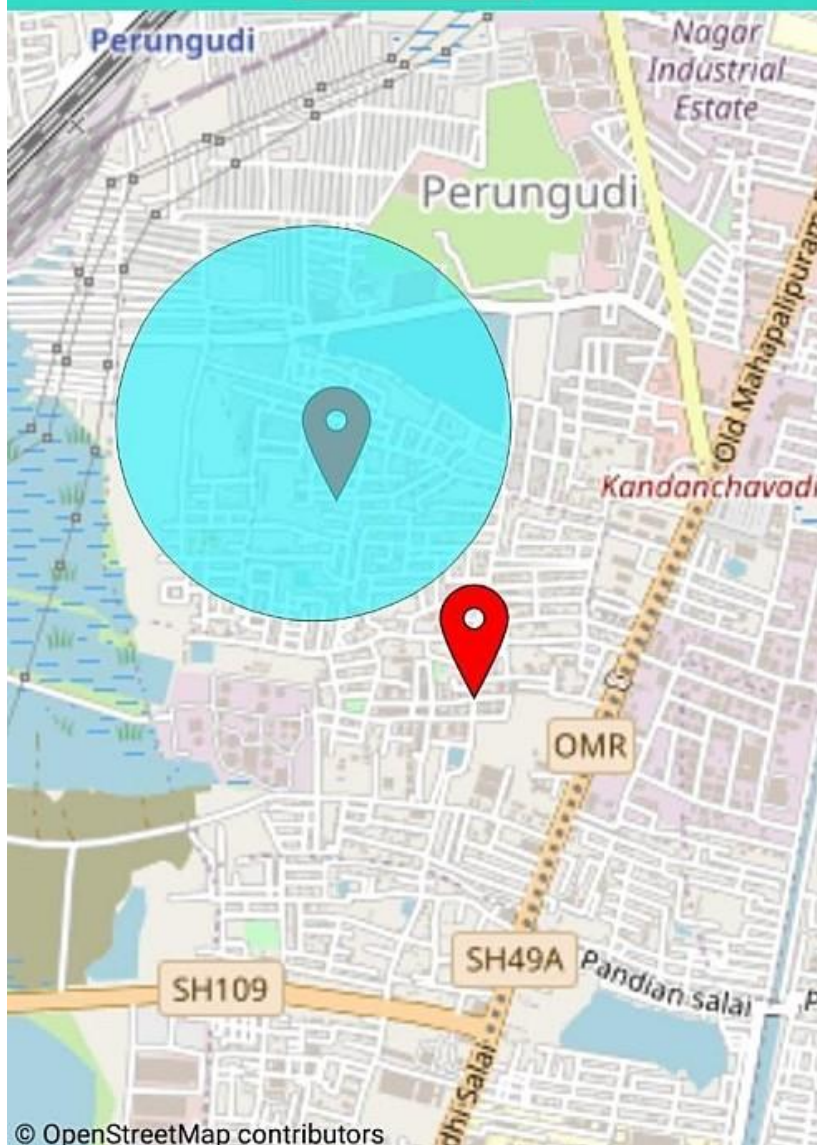
Turn ON Location

Address

17.4219272

78.5488783

Track Location



ADVANTAGES AND DISADVANTAGES

CHAPTER 9

ADVANTAGES AND DISADVANTAGES

9.1 ADVANTAGES

- A Child's GPS Tracker reports any potential dangers and protects them in the process.
- It acts as a communication tool for parents and can be helpful even when traveling.
- Usually, children tend to wander a lot. With the help of GPS Tracking devices, you can easily and quickly know where your children are.
- Parents will get all the details like their kid boarding/de-boarding school bus. Also, they can get emergency alerts when the child fails to board or de-board at the other stop.
- Prevent abduction and let your children play and walk around safely. Our Personal GPS trackers for kids are great options for parents for monitoring their children 24/7.

9.2 DISADVANTAGES

- Young children may refuse to cooperate unless allowed to play with their gadgets.
- Excess use of electronic gadgets can lead to children spending less time outdoors and limiting their social interaction.
- It may lead to poor concentration in studies and lack of interest in day-to-day activities.
- Excessive gadgets use can lead to poor health, a sedentary lifestyle, and bad eating habits.

CONCLUSION

CHAPTER 10

CONCLUSION

This research demonstrates Smart IoT device for child safety and tracking, to help the parents to locate and monitor their children. If any abnormal readings are detected by the sensor, then an SMS and phone call is triggered to the parents mobile. Also, updated to the parental app through the cloud. The system is equipped with GSM and GPS modules for sending and receiving call, SMS between safety gadget and parental phone. The system

also consists of Wi-Fi module used to implement IoT and send all the monitored parameters to the cloud for android app monitoring on parental phone. Panic alert system is used during panic situations alerts are sent to the parental phone, seeking for help also the alert parameters are updated to the cloud. Boundary monitoring system is implemented on safety gadget with the help of BEACON technology, as soon as the safety gadget moves far away from the BLE listener gadget an alert is provided to itself.

This wearable device has a superior mode for viewing and locating the children's whereabouts with correct latitude and longitude, which is especially useful when using Google maps. This could assist to reduce the number of attacks on children while also making them feel protected and secure. The major goal of this project is to create a device that protects youngsters from risky circumstances while also assisting them in combating them.

FUTURE SCOPE

CHAPTER 11

FUTURE SCOPE

A camera module for surveillance of the child's surrounds can be added to improve the system's performance. It's also possible to do it with a Raspberry Pi and Lily pad. It is possible to develop a more energy-efficient type that can keep the battery for a longer period of time.

This system can be further enhanced by installation of mini camera inside smart gadget for better security so that live footage can be seen on parental phone during panic situations. The system can be modified by installation of small solar panels for charging the battery of smart gadget to gain maximum battery backup.

For surveillance of the child's surroundings, to get a clearer picture of the location, this wearable can also contain a camera module incorporated in it. The camera will be collecting information in the same manner as the GPS module. It will be on stand by conserving power waiting for the particular keyword "SNAPSHOT" to be sent from the user's smart phone to the GSM shield will activate the camera to start clicking a snapshot of the surrounding and save the file temporarily on the external micro SD card. After which Arduino UNO will access the saved image from the micro SD storage and transfer it to the GSM module which send it to the user via SMS/MMS text.