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Project Title	IoT Based Safety Gadget for Child Safety Monitoring and Notification

Sprint 2 is about **LOGINandNOTIFIACATION** of the IoT device in Parent's Web Application for getting information about Child's Status. *LOGIN:*

This Coding is to built login page of parent's application to get information about child's condition. **Coding:**

```
<!DOCTYPE html>
<html> <head>
<meta name="viewport" content="width=device-width, initial-scale=1">
<title> Login Page </title>
<style>
Body {
font-family: Calibri, Helvetica, sans-serif; background-
color: #9FE2BF;
}
button {
background-color: #9FE2BF;
```

```
width: 100%; color:
black; padding:
15px; margin:
10px 0px; border:
none; cursor:
pointer;
} form { border: 3px solid
#f1f1f1;
}
input[type=text], input[type=password]
{ width: 100%; margin: 8px 0;
padding: 12px 20px; display:
inline-block; border: 2px white;
box-sizing: border-box;
}
button:hover {
opacity: 0.7;
}
.cancelbtn {
width: auto; padding:
10px 18px; margin:
10px 5px;
}
.container { padding: 25px;
background-color: #CCCCFF;
```

```
}
</style> </head>
<body>
  <center> <h1> Login Form </h1> </center>
  <form>
    <div class="container">
      <label>Device ID/Number: </label>
      <input type="password" placeholder="Enter Password" name="password" required>
      <label>E-Mail : </label>
      <input type="text" placeholder="Enter Username" name="username" required>
      <label>Password : </label>
      <input type="password" placeholder="Enter Password" name="password" required>
      <button type="submit">Login</button>
      <button class="loginBtn loginBtn--facebook">Login with Facebook.</button>
      <button class="loginBtn loginBtn--google">Login with Google.</button>
      <input type="checkbox" checked="checked"> Remember me
      <button type="button" class="cancelbtn"> Cancel</button>
      Forgot <a href="#"> password? </a>
    </div>
  </form>
</body>
</html>
```

NOTIFICATION:

This coding will make connection between IoT Device & Parent's application. When the child cross across the geofence message will be notified on parent's application.

Coding:

```
#include<WiFi.h>//library for wifi #include<PubSubClient.h>//library for MQTT
void callback(char* subscribetopic, byte* payload,unsigned int payloadlength);
//-----credentials of IBM Account-----
#define ORG "45z3o2"// IBM ORGANIZATION ID
#define DEVICE_TYPE "ESP32_Controller"//DEVICE TYPE MENTIONED IN IOT WATSON PLATFORM
#define DEVICE_ID "bme2"//DEVICE ID MENTIONED IN IOT WATSON PLATFORM
#define TOKEN "OKZ+q@JfPWDOd6wBTj"//Token
String data3;
float dist;
//-----customize the above value-----
char server[]=ORG ".messaging.internetofthings.ibmcloud.com";//server name
char publishtopic[]="ultrasonic/evt/Data/fmt/json";//topic name and type of event perform
and format in which data to be send*/
char subscribetopic[]="ultrasonic/cmd/test/fmt/String";//cmd REPRESENT Command tupe and
COMMAND IS TEST OF FORMAT STRING*/
```

```

char authMethod[]="use-token-auth";//authentication method char
token[]=TOKEN;

char clientid[]="d:" ORG ":" DEVICE_TYPE":" DEVICE_ID;//CLIENT ID
// .....

WiFiClient wifiClient;// creating an instance for wificlient
PubSubClient client(server, 1883 , callback , wifiClient);/*calling the predefined client id by passing parameter like
server id,portand wificredential*/ int LED =4; int trig =5; int echo=18; void setup(){ Serial.begin(115200);
pinMode(trig,OUTPUT); pinMode(echo,INPUT); pinMode(LED,OUTPUT); delay(10);

  Serial.println(); wificonnect();
  mqttconnect();
}

void loop()
{
    digitalWrite(trig,LOW);

    digitalWrite(trig,HIGH);

    delayMicroseconds(10);

    digitalWrite(trig,LOW);          float
    dur=pulseIn(echo,HIGH);          float
    dist=(dur * 0.0343)/2;

    Serial.print("distance in cm");

    Serial.println(dist); PublishData(dist);

    delay(1000);

    if

    (!client.loop()){ mqttconne

```

```

    ct();
}
}

/*.....retriving to cloud..... */ void PublishData(float

dist){ mqttconnect();//function call for connecting to ibm

/*creating the string in form of JSON to update the data to ibm cloud*/

String object;

if(dist<100)

{ digitalWrite(LED,HIGH); Serial.println("no

object is near"); object="Near"; } else

{ digitalWrite(LED,LOW); Serial.println("no

object found"); object="No";

}

String payload="{\"distance\":"; payload

+=dist; payload +=", \"object\":\":";

payload += object; payload += "\":";

Serial.print("Sending payload: ");

Serial.println(payload); if(client.publish(publishtopic, (char*) payload.c_str())){

Serial.println("Publish ok");/* if its sucessfully upload data on the cloud then it will print publish ok in serial monitor or else it

will print publish failed*/

} else{

Serial.println("Publish failed");

}
}

```

```

} void
  mqttconnect(){ if(!client.connected()){
    Serial.print("Reconnecting client to "); Serial.println(server);
    while(!client.connect(clientid,authMethod, token)){
      Serial.print("."); delay(500);
    }
    initManagedDevice();
    Serial.println();
  }}
void wificonnect()//function defenition for wificonnect
{
  Serial.println();
  Serial.print("Connecting to ");
  WiFi.begin("vivo 1816", "taetae95",6);//PASSING THE WIFI CREDENTIALS TO ESTABLISH CONNECTION
  while
    (WiFi.status() !=WL_CONNECTED){ de
      lay(500);
      Serial.print("."); }
  Serial.println("");
  Serial.println("WiFi connected");
  Serial.println("IP address");
  Serial.println(WiFi.localIP());
} void initManagedDevice(){ if(client.subscribe(subscribetopic)

```

```

){
    Serial.println((subscribetopic));
    Serial.println("subscribe to cmd OK");
}else{
    Serial.println("subscribe to cmd failed");
}
}
void callback(char* subscribetopic,byte*payload,unsigned int payloadLength)
{
    Serial.print("callback    invoked    for    topic:    ");
    Serial.println(subscribetopic);    for(int    i=0;    i<
payloadLength; i++){
        //Serial.print((char)payload[i]); data3
        +=(char)payload[i];
    }
    //Serial.println("dta: "+ data3);
    //if(data3=="Near")
    //{
    //Serial.println(data3);
    //digitalWrite(LED,HIGH);
    //}
    //else //{

```



```
//Serial.println(data3);

//digitalWrite(LED,LOW);//} data3="";

}
```

Output:

The screenshot displays an IoT simulation interface. On the left, a code editor shows MQTT-related code. The central 'Simulation' window features a circuit diagram with an ESP32 microcontroller, a sensor module, and an LED, connected by colored wires. On the right, a console window shows the execution output, including status messages and JSON payloads. The bottom of the screen shows a Windows taskbar with system information like temperature and date.

Code Editor:

```
MQTT
//te* payload,unsigned i
:count-----
ON ID
*//DEVICE TYPE MENTIONED
ENTIONED IN IOT WATSON
oken

//-----
:ofthings.ibmcloud.com"
ita/fmt/json";/*topic n
/
/test/fmt/String";/*cmd
authentication method

/PE": " DEVICE_ID;//CLIE
Instance for wificlient
(lback , wificlient);/*
```

Simulation Window:

ESP32

Console Output:

```
no object found
Sending payload: {"distance":141.21,"object":"No"}
Publish ok
Distancein cm141.21
no object found
Sending payload: {"distance":141.21,"object":"No"}
Publish ok
```

System Bar: 27°C Cloudy, 18:19, 31-10-2022

