Project Development Phase Sprint-3

Date	18 November 2022
Team ID	PNT2022TMID26961
Project Name	Virtual Eye - Life Guard for Swimming Pools
	toDetect Active Drowning
Maximum Marks	4 Marks

```
import re import
       numpy as np
       import os
       from flask import Flask, app, request, render template, redirect, url for
       from tensorflow.keras import models from tensorflow.keras.models
       import load model from tensorflow.keras.preprocessing import image
       from tensorflow.python.ops.gen_array_ops import concat import cvlib
       as cv
       from cvlib.object_detection import draw_bbox
       import cv2 import time
       from playsound import playsound import
       requests
       #Loading the model from
       cloudant.client import Cloudant
       # Authenticate using an IAM API key
       client = Cloudant.iam('57f444d5-dfbd-4fc0-b752-dea54005c3cc-
       bluemix','HTLp9 GkWGDyMR9VHruMMwi qzZ43qaI3UVR77GOI2GX', connect=True)
       # Create a database using an initialized client my database
       = client.create_database('my_database')
app=Flask(__name___)
       #default home page or route
       @app.route('/') def
       index():
         return render template('index.html')
       @app.route('/index.html') def
       home():
         return render template("index.html")
```

```
#registration page
       @app.route('/register') def
       register():
          return render template('register.html')
       @app.route('/afterreg', methods=['POST'])
       def afterreg(): x = [x for x in
       request.form.values()] print(x) data = {
          ' id': x[1], # Setting id is optional
          'name': x[0],
          'psw':x[2]
          print(data)
query = {'_id': {'$eq': data['_id']}}
          docs = my database.get query result(query) print(docs)
print(len(docs.all()))
         if(len(docs.all())==0):
            url = my_database.create_document(data)
            #response = requests.get(url)
            return render_template('register.html', pred="Registration Successful, please
       login using your details") else:
            return render_template('register.html', pred="You are already a member,
       please login using your details")
       #login page
       @app.route('/login') def
       login():
          return render_template('login.html')
       @app.route('/afterlogin',methods=['POST']
       ) def afterlogin(): user = request.form[' id']
       passw = request.form['psw']
       print(user,passw)
query = {' id': {'$eq': user}}
          docs = my database.get query result(query) print(docs)
          print(len(docs.all()))
          if(len(docs.all())==0):
            return render_template('login.html', pred="The username is not found.")
          else:
```

```
if((user==docs[0][0]['_id'] and passw==docs[0][0]['psw'])): return
              redirect(url_for('prediction'))
            else:
              print('Invalid User')
       @app.route('/logout') def
       logout():
         return render template('logout.html')
       @app.route('/prediction') def
       prediction():
         return render template('prediction.html')
       @app.route('/result',methods=["GET","POST"])
       def res():
         webcam = cv2.VideoCapture('drowning.mp4')
         if not webcam.isOpened(): print("Could
            not open webcam")
            exit()
t0 = time.time() #gives time in seconds after 1970
         #variable dcount stands for how many seconds the person has been standing still for
         centre0 = np.zeros(2) isDrowning
         = False
         #this loop happens approximately every 1 second, so if a person doesn't move,
         #or moves very little for 10seconds, we can say they are drowning
         #loop through frames while
          webcam.isOpened(): #
                                     read
          frame from webcam status,
         frame = webcam.read()
            #print(frame) if
            not status:
              print("Could not read frame") exit()
            # apply object detection
            bbox, label, conf = cv.detect common objects(frame)
            #simplifying for only 1 person
            #print('bbox',bbox)
            #print('label',label)
            #print('conf',conf)
```

```
\#s = (len(bbox), 2)
    if(len(bbox)>0): bbox0
    = bbox[0] #centre =
    np.zeros(s) centre =
    [0,0]
      #for i in range(0, len(bbox)):
        #centre[i] =[(bbox[i][0]+bbox[i][2])/2,(bbox[i][1]+bbox[i][3])/2 ] centre
      =[(bbox0[0]+bbox0[2])/2,(bbox0[1]+bbox0[3])/2]
      #make vertical and horizontal movement variables
      hmov = abs(centre[0]-centre0[0]) vmov
      abs(centre[1]-centre0[1])
      #there is still need to tweek the threshold
      #this threshold is for checking how much the centre has moved x=time.time()
      threshold = 10 if(hmov>threshold or
      vmov>threshold): print(x-t0, 's') t0 =
      time.time() isDrowning = False
      else: print(x-t0, 's')
        if((time.time() - t0) >
        10):
          isDrowning = True
      #print('bounding box: ', bbox, 'label: ' label ,'confidence: ' conf[0], 'centre: ',
centre)
      #print(bbox,label ,conf, centre)
      print('bbox: ', bbox, 'centre:', centre, 'centre0:', centre0) print('Is
      he drowning: ', isDrowning)
      centre0 = centre
      # draw bounding box over detected objects
    #print('came here')
    out = draw_bbox(frame, bbox, label, conf,colors=None,write_conf=isDrowning)
    #print('Seconds since last epoch: ', time.time()-t0)
    # display output cv2.imshow("Real-time
    object detection", out) if(isDrowning == True):
    playsound('alarm.mp3') webcam.release()
    cv2.destroyAllWindows()
      #return render template('prediction.html',prediction="Emergency !!! The
Person is drowining")
      #return render template('base.html')
```

```
# press "Q" to stop if
    cv2.waitKey(1) & 0xFF == ord('q'):
        break

# release resources webcam.release()
    cv2.destroyAllWindows()
    return render_template('prediction.html',prediction="Emergency !!! The Person is drowining")

""" Running our application """
if _____name__ == "__main__":
app.run(debug=False)
```



