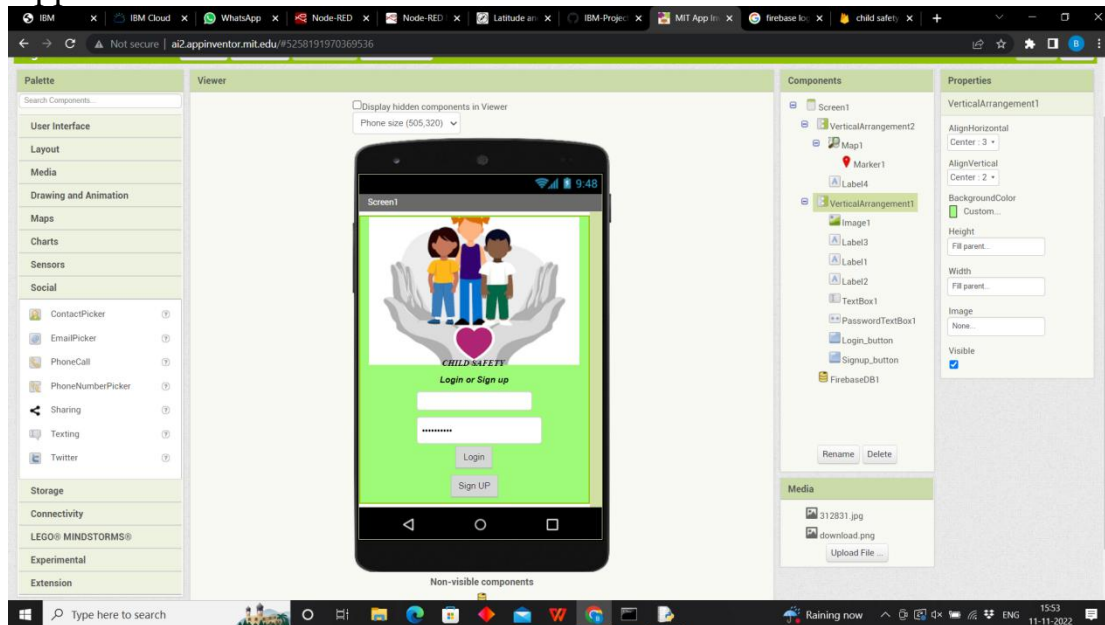


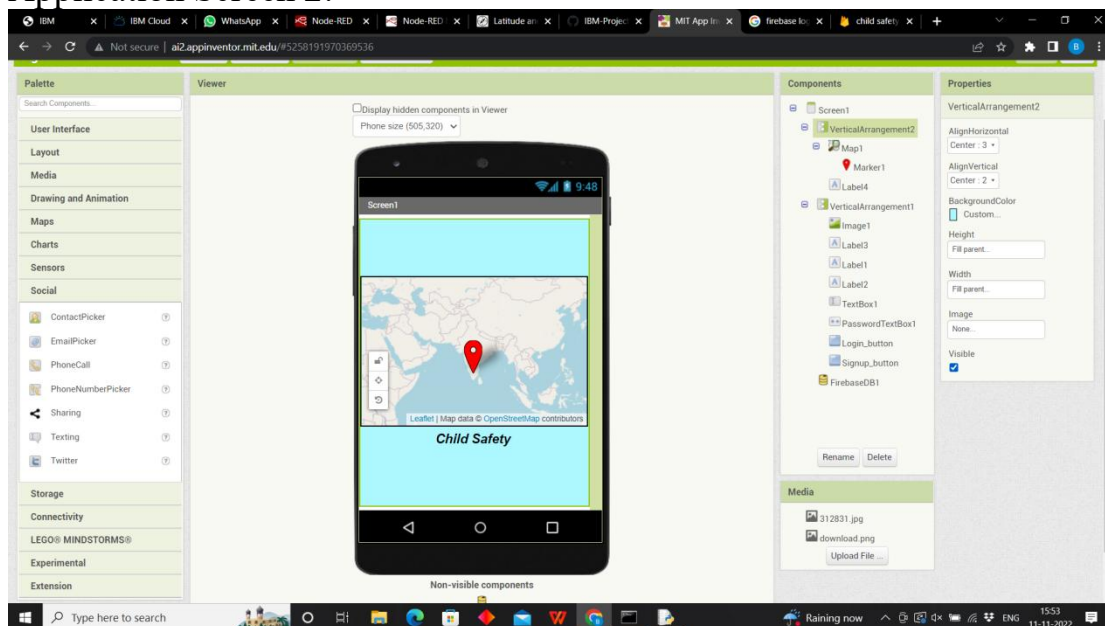
## Sprint-1

Project	IoT Based Safety Gadget for Child Safety Monitoring and Notification
Team Id	PNT2022TMID19486
Member1	Dharani Dharan A
Member2	Balaji L
Member3	Benildus R
Member4	Gowtham S

### Application screen 1:



### Application Screen 2:



## Application Code:

Viewer

The image shows a Scratch-style block-based code editor with three main scripts:

- Signup Script:** When the `Signup_button` is clicked, call `FirestoreDB1` `.StoreValue` with `tag` set to `TextBox1.Text` and `valueToStore` set to `PasswordTextBox1.Text`.
- Login Script:** When the `Login_button` is clicked, call `FirestoreDB1` `.GetValue` with `tag` set to `TextBox1.Text` and `valueIfTagNotThere` set to `"NA"`.
- FirestoreDB1 GotValue Script:** When `FirestoreDB1` gets a value, check if the `tag` is equal to `TextBox1.Text`. If true, check if the `value` is equal to `PasswordTextBox1.Text`. If true, set `VerticalArrangement1.Visible` to `false`, set `VerticalArrangement2.Visible` to `true`, and set `Label1.Text` to `"Incorrect username or password"`. If the `tag` is not equal to `TextBox1.Text`, do nothing.

There are also warning indicators at the bottom left (0 warnings) and a trash icon at the bottom right.

## Cloud code:

child safety

Go to docs

B

### Realtime Database

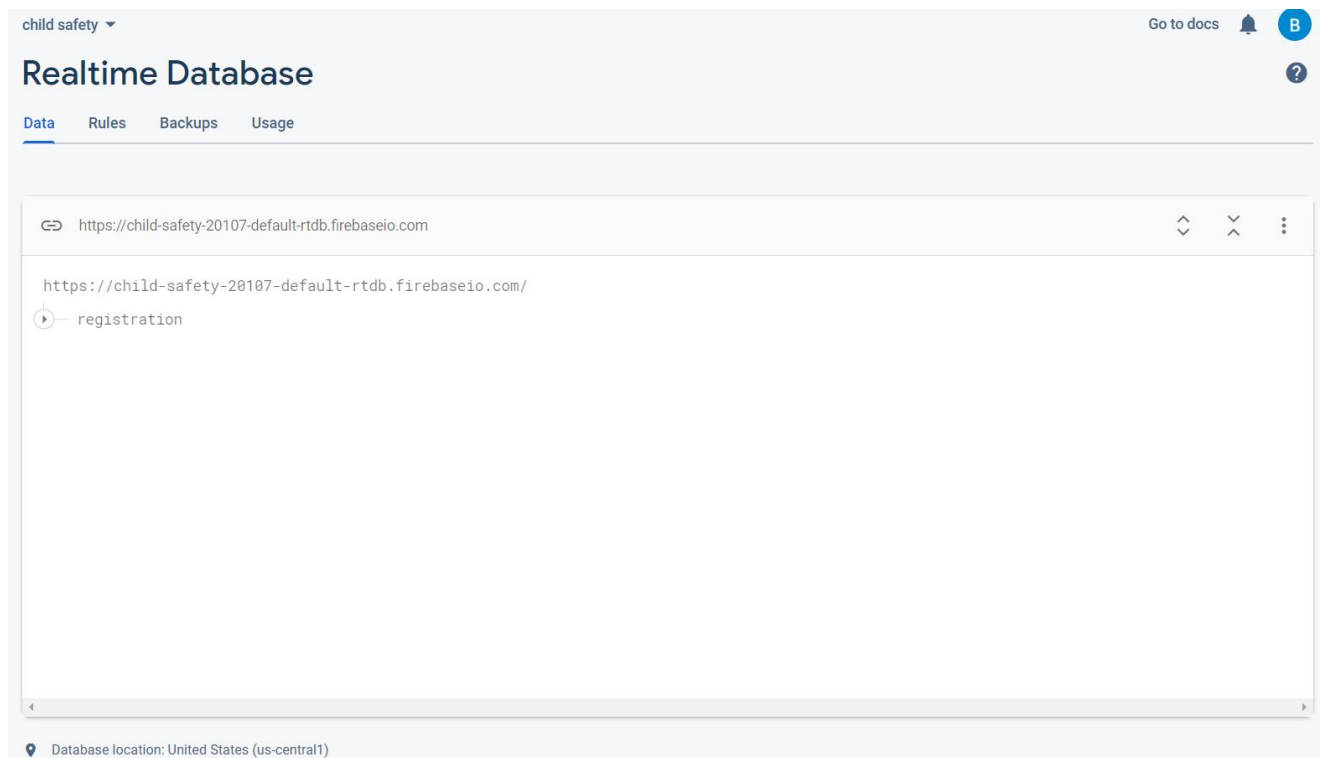
Data Rules Backups Usage

Edit rules Monitor rules

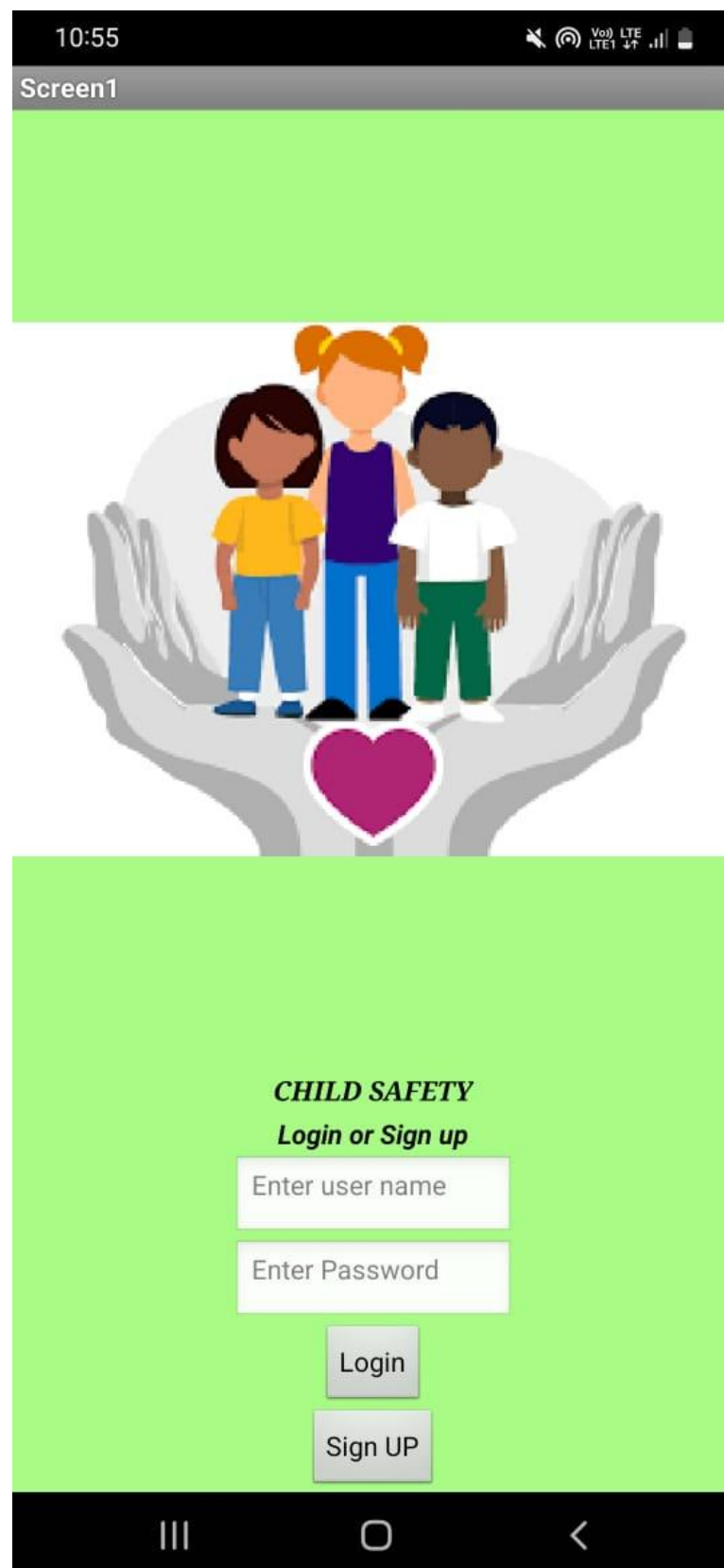
Rules Playground

```
1 {
2   "rules":
3   {
4     ".read": true,
5     ".write": true
6   }
7 }
```






## Real time database in cloud




Mobile application:



Register in the application by signing up using the Username and password

10:56     


Screen1



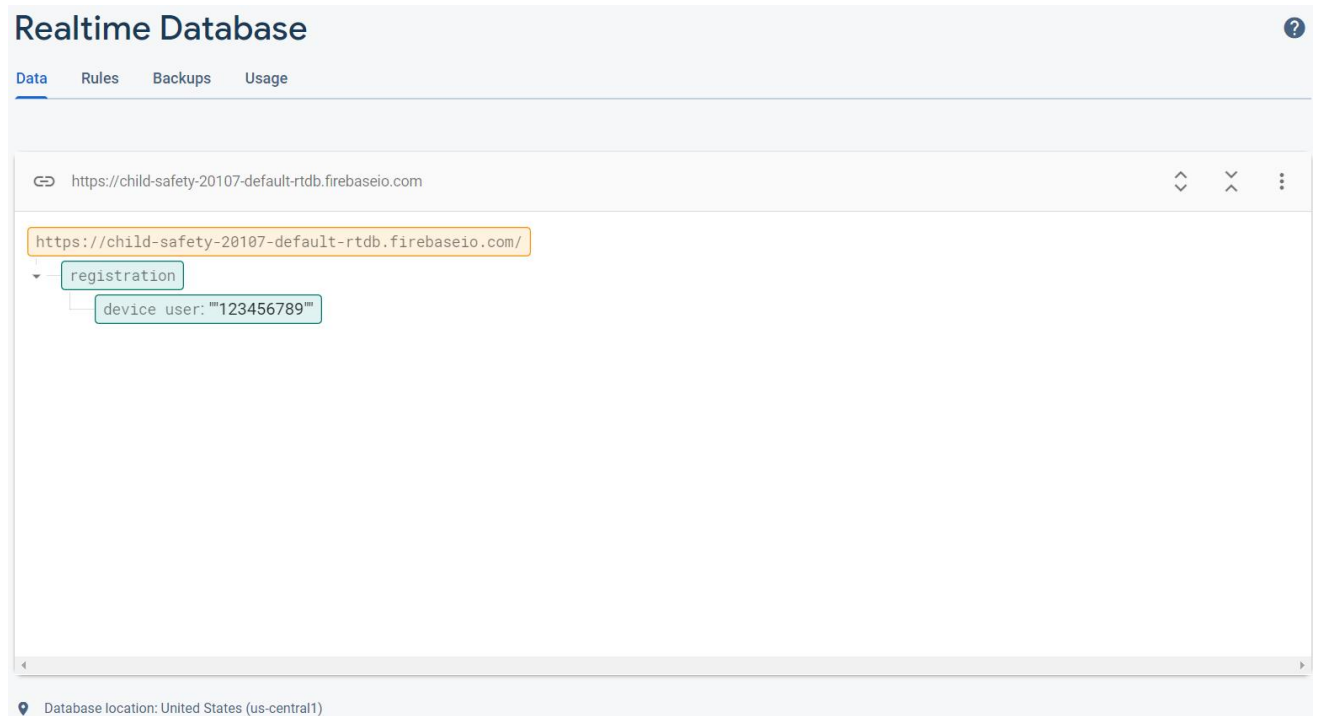
***CHILD SAFETY***  
***Login or Sign up***

Login

Sign UP



The user name and password used to register will be stored in the cloud.



After log in by using the registered email and password it will move to the next page.

