

# **MAHENDRA ENGINEERING COLLEGE FOR WOMEN**

## **IoT Based Safety Gadget for Child Safety Monitoring & Notification**



TEAM ID	: PNT2022TMID30411
TEAM MEMBER	: VIMALA K (TEAM LEADER)
	SNEHA A
	PRIYADHARSHINI M
	VINOTHINI D
INDUSTRIAL MENTOR	: MANIMEGALAI
FACULTY MENTOR	: S V RAJESWARI



## **INTRODUCTION**

Child safety is a challenging problem nowadays due to antisocial Elements in the society. The crime rate is day by day increasing. Schools and working places need high surveillance for ensuring the Safety among children. Smart Gadget major role for ensuring the Safety, where some mobile based applications provide alert systems. During the emergency, Application alert the control room of nearby Police station or caretakers of children. The literature shows that Location tracking devices are available in the market, but it does not Provide the complete solution to the problem. 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.

## **PROJECT OVERVIEW**

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 particular 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.

## PURPOSE

IoT Based Safety Gadget for Child Safety Monitoring & Notification Plays a key role in providing better care for the lost children until they Reconvene with the parents.

present era, most of the wearable Devices today are designed based on the location, activity temperature, Pressure, etc of the child and in form the parents via GPS.

Therefore it is intended to use voice call as the way of communication between the Parent mobile and child's wearable device.

The system operates on the Microcontroller board and the functions of sending and receiving Notifications, calls, voice messages

- Now-a-days attacks on children are increasing at an unprecedented rate and the victims are in dangerous conditions, where they are not allowed to contact the family members.
- The key idea planned in this research work is an advanced technology that offers "Smart Child Safety" for the children.
- Therefore, the awareness of this method is to send an SMS from children's wear to their parent or guardian.
- In the prevailing structure, there is no monitoring method for child, it should create many problems for them and the no protection mechanism to protect the child from the misbehavior.
- In addition, there is no aware device for the child's protection; it must be completed by hand only.
- Thus, the planned method will be highly effective when compared to the existing techniques in helping the victims.
- Moreover, it doesn't need any manual operation. This paper recommends a new fan-gled technology for child protection by using GSM so that the children will not feel abandoned while facing such social problems.
- The problem solved here using Arduino UNO, GSM, sensors, MEMS, temperature and panic button by using IOT.
- In such case, Heartbeat Sensor track the best rate for children and send the emergency message by using the GSM to save contacts.
- Such method is actually support for children in today's world.
- Hence, this provides a security to the children and secure the feeling of parent.

## Keyword:

Arduino UNO; wearable device; IOT; GSM; GPS

## Advantages:

- Staying connected,
- Data accuracy,
- Efficiency.

### **Disadvantages:**

- High cost but once it is implemented the expenses can be reduced.

## **Intelligent Child Safety System using Machine Learning in IoT Devices**

### **Author :**

- Child safety and tracking is of most importance as children are the most vulnerable
- With increasing crime rates such as child kidnapping, child trafficking, child abuse and so on such as child kidnapping, child trafficking, child abuse and so on the need for an advanced smart security system has become a necessity.
- With this motivation, a self-alerting "INTELLIGENT CHILD SAFETY SYSTEM USING MACHINE LEARNING IN IOT DEVICES" is developed to aid parents to monitor and track their children in real time as an alternative to stay beside them.
- This system is intended as an everyday wearable device on the child, in the form of a wrist band, hand glove, arm band or a belt
- The system is designed to continuously monitor the location and body vitals of children. This electronic system comprises of an Arduino controller, a Raspberry-Pi and sensors to detect the changes in parameters such as temperature, BVP (Blood Volume Pulse) and GSR (Galvanic Skin Response).
- The system also uses a GSM and GPS module. Decision Tree Classifier Algorithm is used to detect any distress situation with sensor values as inputs.
- The location of the victim is traced using the GPS module and is sent to the registered contact numbers as a text message using a GSM module.
- The work lies in the autonomous decision-making process with increased accuracy. Keywords: Child safety, GPS, GSM, Sensors, Arduino, Raspberry-Pi, Decision Tree Classifier, Autonomous Decision, Intelligent Child Safety System using Machine Learning in IoT Devices.

### **Advantage:**

- According to the child mental and physical condition, when kids are in danger automatically the message notification will be sent to the parents (registered number).
- Distance is not a barrier to track a child location - (GPS Tracker).

### **Disadvantage:**

- Decision Tree Classifier Algorithm is a complex structure.
- Cost is too high

# IoT Based Safety Gadget for Child Safety Monitoring and Notification

## Authors:

(H.M. Sabaa Fathima )

- This project discusses the concept of a smart wearable device for little children
- The major pros of this wearable over other wearable is that it can be used in any cellphone and doesn't necessarily require an expensive smartphone and not a very tech savvy individual to operate.
- The purpose of this device is to help the parents to locate their child with ease.
- At the moment there are many wearables in the market which help track the daily activity of children and also help find the child using Wi-Fi and Bluetooth services present on the device.
- But Wi-Fi (Wireless Fidelity) and Bluetooth appear to be an unreliable medium of communication between the parent and child.
- Therefore, the focus of this project is to have an SMS text enabled communication medium between the child's wearable and the parent as the environment for GSM mobile communication.
- The parent can send text as SMS with specific keywords such as "LOCATION", "TEMPERATURE", "SOS", "BUZZ", etc., to the wearable device
- The device will playback with a text containing the real time accurate location of the child and will also provide the surrounding temperature, so that the parents can keep track if the temperature is not suitable for the child.
- The secondary measure implemented was using a bright SOS Light and distress alarm buzzer present on the wearable device which can be activated by the parents via SMS text to display the SOS signal brightly and sound an alarm which a bystander can instantly react for the child's safety till the parents arrive or they could contact the parents and help locate them.
- Hence this project aims at providing parents with a sense of security for their child in today's time.

## Keywords :

Children, Arduino, Safety, Wearable.

## Advantages:

- The ability to locate and track your child in real time is all made possible with IoT-enabled technology. There are many other benefits that IoT-enabled child tracks include; Keeps track of children in case of abduction.

## Disadvantages:

- The child could not produce the exact alert command during a panic condition.

- 
- # EMPATHY MAP
- THINK?**
- What does he/she think?
  - What really counts?
  - Major aspirations/plans??
- HEAR?**
- What does he/she hear?
  - What friends say?
  - What Family members say?
  - What influencers say?
- SAY?**
- What does he/she say?
  - Attitude in public?
  - Appearance?
- DO?**
- What does he/she do?
  - Behaviour toward others?
- SEE?**
- What does he/she see?
  - Environment? friends?
  - What the school offers?
- FEEL?**
- How does he/she feel?
  - Major preoccupations?
  - Worries?
- MIA**

[illegible]

Define CS, fit into CC	<b>1. CUSTOMER SEGMENT(S)</b> <small>Who is your customer? - Is your customer a business or individual?</small> 1) Parents who are not able to look after their child. 2) Care-taker who are aged. 3) Customer who can't be with their child.	<b>6. CUSTOMER CONSTRAINTS</b> <small>What constraints prevent your customers from solving problem or from their choosing of solution? i.e. spending power, budget, no cash, network connection, available devices</small> 1) The network connectivity is not interrupted 2) Affordability.	<b>8. AVAILABLE SOLUTIONS</b> <small>Which solutions are available to the customers when they face the problem? - Do they need to get the job done? What tools they have in the past? What process, tools do these solutions have? i.e. pen and paper is an alternative to digital solutions</small> Developing an application that is able to monitor and track the child.	Explore AS, differentiate

Focus on AS, fit into CC, understand CC	<b>2. JOBS-TO-BE-DONE / PROBLEMS</b> <small>Which jobs-to-be-done (or problems) do you address for your customer? There could be more than one, explore different roles</small> 1) To constantly monitor the child. 2) Alert the parents via messages, once they cross the created geofence.	<b>4. PROBLEM ROOT CAUSE</b> <small>What is the root cause of all the problems observed? What is the basic reason for the problem to occur? Why did it happen? Is it a consequence of the business model or a consequence of the change in requirements?</small> Most of the children are getting kidnapped and facing many issues and these cases are growing rapidly. Each and every day the children are being assaulted and facing many problems and issues.	<b>7. BEHAVIOUR</b> <small>What jobs your customer do to address the problems and get the job done? Do they use any tools, what tools they use? Do they use any tools, what tools they use? Do they use any tools, what tools they use?</small> 1) By setting a Geofence using GPS module. 2) Alert the parents by developing an application	Focus on AS, fit into CC, understand CC

Identify strong TB & CB	<b>3. TRIGGERS</b> <small>As a child can't be able to take care of itself and may commit any mistake unknowingly.</small> 4. INSTIGATIONS: BEFORE / AFTER	<b>5. YOUR SOLUTION</b> To design a gadget that monitors the location of the child and also alert the parents in case of any emergency situation like child out of geofence.	<b>6. CHANNELS of BEHAVIOUR</b> Online: Application is developed to track the child's location and send an alert message to the parents in case of abnormality. Offline: biosensors and an emergency buzzer can be used.	Identify strong TB & CB

Identify strong TB & CB	Before: uneasy, concerned, worried. After: assured, positive, hopeful.		Identify strong TB & CB

**Solution** architecture is a complex process -

With many sub-processes - that bridge the gap

between business, problems and technology

Business models. Its goals are to:

Find the best technology solution to solve existing business problems.

1. Describe the structure, characteristics, behavior, and other aspects of the software project stakeholders.

Define features, development phases, and business requirements.

Provide specifications according to which the solution is derived, managed, and delivered. solution

#### Reposed solution Template:

**Solution** architecture is a complex process -

With many sub-processes - that bridge the gap

between business problems and technology

Business. Its goals are to:

Find the best technology solution to solve existing business problems.

1. Describe the structure, characteristics, behavior, and other aspects of the software project.

Define features, development phases, and output requirements.

Provide specifications according to which the solution is derived, managed, and delivered. solution

#### Reposed solution Template:

		Description
1.	Problem Statement (Problem to be solved)	Child safety is the foremost common issue emerging around the world. Parents are terrified to send their kids to schools located at longer distances due to the behaviour of unexpected strangers. For every 40 seconds, a child is missing in this world which is a major drawback of the society. Parents are responsible for taking care of their own children as the children are immature about what happens to them. Nowadays, due to economic conditions and aims to have on their child's future and career, parents are forced to travel for work. Hence, it becomes difficult for them to cling on to their children all the time. This problem must be rectified as the safety of children is



		veryImportant,
2.	idea / Solution descriptfon	The"Ideaof.thepropasal"Isodesignand fmplemeM the "Chlld Safety Wearable Devlce' for the safety of the children. According to thls proposal, parents can mo"nl tor.these securityéftheirchfldreriatany

FR No.	Functional Requirement (Epic)	Sub Requirement (Story / Sub-task)
FR-1	Register phone number	
FR-2		<ol style="list-style-type: none"> <li>1. Monitor the live location of the child by GPS tracker.</li> <li>2. Check whether the child is within the limited area or not.</li> </ol>
FR-3		<ol style="list-style-type: none"> <li>1. When the child is out of the range.</li> <li>2. When the child is reaching and leaving the school.</li> <li>3. Sudden changes in the health of the child.</li> </ol>
FR-4	Alarm ring and sending message	<ol style="list-style-type: none"> <li>1. When the panic button is SON.</li> <li>2. When the child is kidnapped or</li> <li>3. When the sensed data exceeds the threshold value.</li> </ol>
FR-5	Privacy and encryption	2. End to end encryption where

#### Non Functional Requirements:

NFR No.	Non-functional Requirement	Description
NFR-1	Usability	The system shall be usable within few
NFR-2	Security	The system and sensed data can be accessed only by the parents not by the strangers.
NFR-3	Maintainability	The system shall be maintainable whenever failure occurs.
NFR-4	Accuracy	The system shall give the accurate result for different factors using sensing material. As a messages.
NFR-5	Reliability	The timing of the notification directly affects how the effectiveness of the system is
NFR-6	Performance	The system is cost effective comparing to the features it provides.

	Functional Requirement(Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Registration	USN-1	As a user, I can register for the application by entering my email, and password, and confirming my password.		High	Anandakrishnan
Sprint-1	Confirmation Email	USN-2	As a user, I will receive a confirmation email once I have registered for the application		High	Anandakrishnan
Sprint-1	Authentication		As a user, I can register for the application through Gmail and mobile app.		Medium	Anandakrishnan
Sprint-1	Login	USN-4	As a user, I can log into the application by entering email & password		High	Dinesh babu
Sprint-1	Dashboard	USN-5	As a user, I need to be able to view the functions that I can perform		High	Dinesh babu
Sprint-2	Notification	USN-1	As a user, I should be able to notify my parent and guardian in emergency situations	10	High	Barichith
Sprint-2	Store data	USN-2	As a user, I need to continuously store my location data into the database.	10	Medium	Barichith
Sprint-5	Communication	USN-3,1	I should be able to communicate with my parents			Gurusheth

	Functional Requirement(Epic)	User Story Number	User Story / Task			Team Members
Sprint-3	IoT Device — Watson communication	UHN-1,4	The data from IoT device should reach IBM Cloud		Medium	Gurusheth and AnaMadishna
Sprint-3	Node RED- Cloudant DB communication	UHN-5,2	The data stored in IBM Cloud should be properly integrated with Cloudant DB		High	Dinesh Babu and barichith
Sprint-4	User — WebUI interface	USN-1,4	The Web UI should get inputs from the user		High	Gurusheth and AnaMadishna
Sprint-4	Geofencing	USN-2,3,d	The geofencing of the child should be done based on the geographical coordinates		High	Dinesh Babu, barichith, Gurusheth, Anandakrishnan

AV=

sprint duration

$$= \frac{20}{2} = 10$$

Velocity:

Imagine we have a 10-day sprint duration and the velocity

of the team is 20 (points per sprint). Let's calculate the team's average velocity (AV) per iteration unit (story points per day)

## MILESTONES AND ACTIVITY LISTS

TEAM ID : PNT 2022 TMID 30411

IOT Based Safety Gadget For Child Safety Monitoring & Notification

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7 IBM Cloud Services

### a. Project Objectives

7 Abstract

F Brainstorming

### b. Create And Configure IBM Cloud Service

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Node•

Red Servi

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T Create A Database In Clodanf DB

40 develop The Python script

7 Develop A Python Script

### 1. Develop A Web Application Using Node•RED Service.

T Develop The Web Application Using Node•RED

2. IdeationPhase

FLiteratureSurv9yOnTheSelect  
edProject&InformationGatherl  
n9 T Prepare EmpathyMap  
7 Ideation

3. Project 0'selgn  
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areSalutionFit

Solution Architecture

4. Project Design  
Phase -2  
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Functional Requirement

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## 8. Project planning Phase

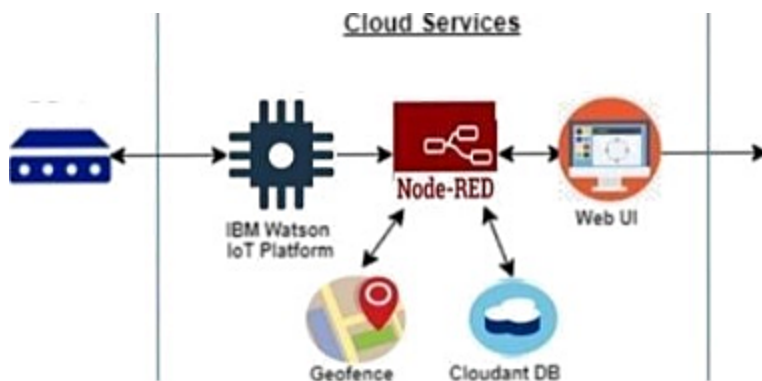
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## 10. Project Development Phase

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## TECHNICAL ARCHITECTURE



## FINAL CODE

### PYTHON CODE:

```
import wiotp.sdk.device
im
p
or
"token": "1234567890"
```

```
client =
wiotp.sdk.device.DeviceClient(config=myConfi
g, logHandlers=None)
client.connect()
myData=('name':name, 'lat':latitude,
```



```

        "lon":longitude}
        client.publishEvent(eventId="status",
        msgFormat="json", data=m qos=0,
        onPublish= None)
        print("Published data Successfully: %s",
        myData)
        time.sleep(5)
        client.disconnect()

```

## ADDING GEOFENCE:

```

package
com.exa
mple.geo
fence;
import
android.a
pp.Pendi
ngIntent;
import
android.c
ontent.C
ontext;
import
android.content.
ContextWrape
r; 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
```

```
Geofence
```

```
Helper(Context
```

```
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
```

```
getPendingInte
```

```
nt() if
```

```
(pendingIntent
```

```
! -null)
```

```
return pendingTntent;
```

```
Intent intent-
```

```
newIntent(this, GeofenceBroadcastRecei  
ver.clas. pendingTntent -
```

```
PendingIntent.get Broadcast(tnis. 2607,  
intent,
```

```
PendingIntent.FLAG_IMMUTABLE);
```

```
return pendingTntent;
```

```

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.getLocalisedMessage();

```

## ALERT NOTIFICATION:

```

package com.example.geofence;

import android.content.BroadcastReceiver,
import
android
.content
t.Content
xt
import

```

```

import android
import android.content.Intent;
import android.location.Location;
import android.os.CountDownTimer;
import android.util.Log;
import android.widget.Toast;
import com.pooglegoogle.android.qms.location.Geofence;
import com.pooglegoogle.android.qms.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)  
final Toast mToastToShow; int  
toastDurationInMilliseconds = 200000,  
mToastToShow =  
Toast.makeText(context, "GEOFENCE  
EXITED", Toast.LENGTH_LONG);  
// Set the countdown to display the toast  
CountDownTimer toastCountDown =  
new  
CountDownTimer(toastDurationInMilliseconds,  
1000) {  
  
    public void onTick(long  
        millisUntilFinished)  
    {  
        mToastToShow.show();  
    }  
  
    public void  
        onFinish()  
    {  
        mToastToShow  
            .cancel  
            ();  
    }  
}; // Show the toast and start the countdown
```

```

ownmToastToShow.show(),
toastCountDown.start(),*/
NotificationHelper notificationHelper = new
NotificationHelper(context);
notificationHelper.sendHighPriorityNotification("GEOFE
NCE TRANSITION

```

```

MapsActivity.class);

```

```

GeofencingEvent geofencingEvent =
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:

```

```
notificationHelper.sendHighPriorityNolification("Exited the  
Locaiion ", , MapsActiviyy.class),  
break,
```

Result:

successfully completed.

## FUTURESCOPE

This project is actually developed for parents to keep track The child where about. Nowadays, child is easier influenced by their Friends, and they might even get cheated or kidnapped by any of the Strangers. By developing this system can track child current location. The application will deal with the Android platform and is Utilized for GPS following between different mobile devices .The Application is mindful to keep track the location of the device. The parent Or child account can be edit by parents. The application will include the Route history trace where the parent track for the route their child Traversed during a certain period of time. The application in the device Will update the location of the child to the application by having the Interval time for 30 in, 1 hour and 2 hour. Parent can select the interval Time to view the current location of the child. Parent also can make call From the application if any inconvenience happens when the location not Found or track.







