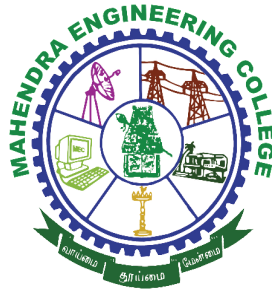


MAHENDRA ENGINEERING COLLEGE FOR WOMEN

IoT Based Safety Gadget for Child Safety Monitoring & Notification



TEAM ID: PNT2022TMID30411

TEAM MEMBERS:

VIMALA K (TEAM LEADER)

SNEHA

PRIYADHARSHINI M

VINOTHINI D

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 geo fence around the particular location. By continuously Checking the child's location notifications will be generated if the child Crosses the geo fence. 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. In this 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 via GPS.

IOT Based Safety Gadget for Child Safety Monitoring and Notification

- **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 other existing techniques in helping the victims.**
- **Moreover, it doesn’t need any manual operation. This paper recommends a new angled 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 tracks the beat rate for children and sends the emergency message by using the GSM to save contacts.**
- **Such method is actually supposed for children in today’s world.**
- **Hence, this provides a security to the children and secures the feeling of parents.**

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 :

(Dr. Sreeja B S, Aparajith Srinivasan, Akshaya R, Abirami S, Divya N.)

- **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 vital 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 every 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 replay back 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 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.*

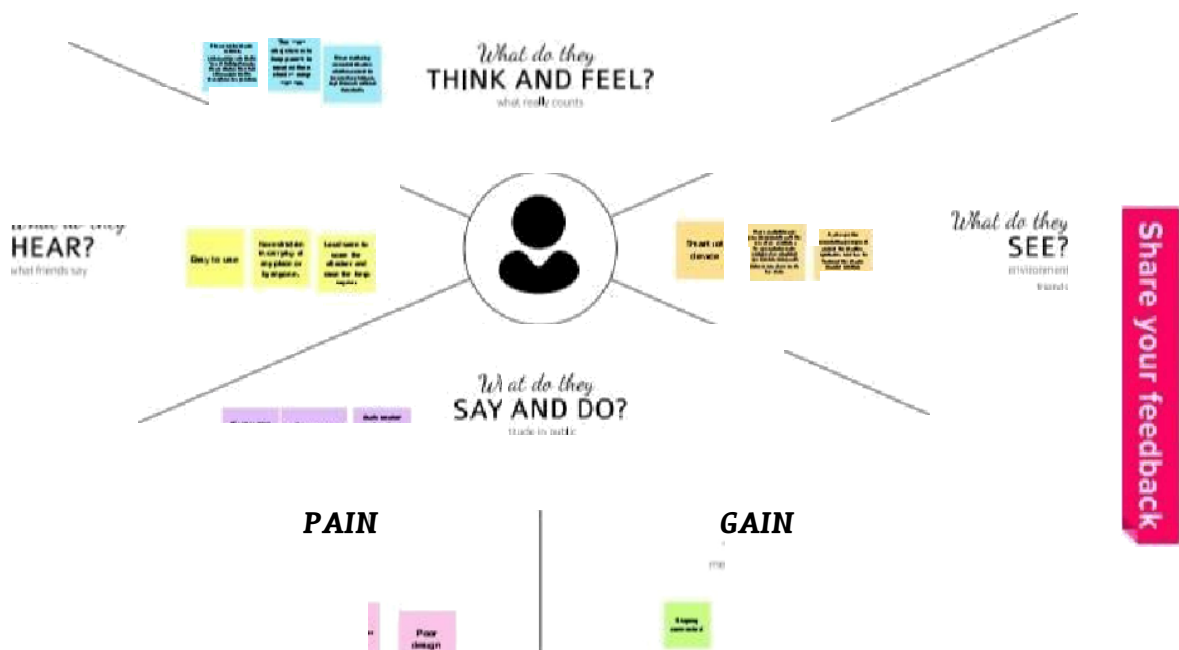
Disadvantages:

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

Problem statement:

Empathy Map Canvas

Build empathy and keep your focus on the user by putting yourself in their shoes.



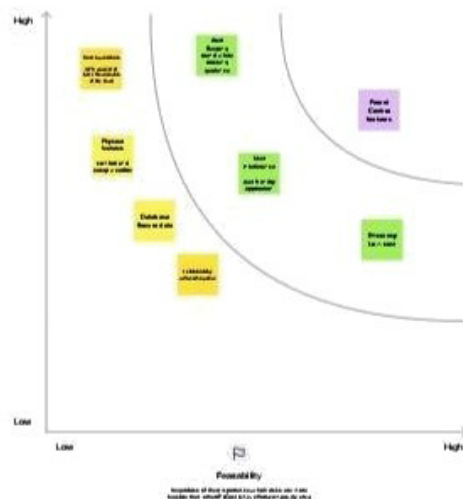
| | | | | | |
|--|--|--|-----------------------|--|--|
| | | | difficult to tracking | | |
|--|--|--|-----------------------|--|--|

Use this framework to rank ideas based on their feasibility and impact to visually compare the merits of multiple ideas. Deliver a set of ideas that your team wants to try out, and identify which others need to be prioritized.

What is it going to cost for me?

Collect your ideas in one place

Let down different ideas your team is interested in trying out. There could be different solutions or different approaches to the same solution. As teams go through the ideas in the ideation, one by one and place them on the grid. Take the time to discuss each idea and come to a consensus on where it should go.



Remember, if there is a problem with your data, you can always start off with a small, simple data set.



Have all these not
a common denominator?
They all include elements
of this form: persons
have a responsibility to others.



| | | | | |
|---------------------------------------|--|---|---|--------------------------------------|
| Define CS, fit into CC | <div>1. CUSTOMER SEGMENT(S) CS Who is your customer? i.e. looking parents of 1-12 yrs. kids</div> <div>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.</div> | <div>6. CUSTOMER CONSTRAINTS CC Which constraints prevent your customers from taking action or limit their choices of solutions? i.e. spending power, budget, no cash, network connectivity, available devices</div> <div>1) The network connectivity is not interrupted 2) Affordability.</div> | <div>5. AVAILABLE SOLUTIONS AS Which solutions are available to the customers when they face the problem? Or how to get the job done? What have they tried in the past? What goes & what do these solutions have? i.e. pen and paper to an alternative to digital technology</div> <div>Developing an application that is able to monitor and track the child.</div> | Explore AS, differentiate |
| Focus on J&P, fit into TR, address TR | <div>2. JOBS-TO-BE-DONE / PROBLEMS J&P Which job(s) are done (or problems) do you address for your customers? There could be more than one, require different skills.</div> <div>1) To constantly monitor the child. 2) Alert the parents via messages, once they cross the created geofence.</div> | <div>6. PROBLEM ROOT CAUSE RC What is the root cause? And this problem occurs? When is the issue more frequent than most in the area? i.e. kidnapping cases in the 1st instance of fear of danger in kidnapping</div> <div>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.</div> | <div>7. BEHAVIOUR BT What behaviours do you address the problem and get the job done? BT: Making relevant light and night vision, speed, location, image and handling, instantly processed, continuously updated, has data on kidnapping, theft, etc. (if appropriate)</div> <div>1) By setting a Geofence using GPS module. 2) Alert the parents by developing an application</div> | Focus on BT, fit into TR, address TR |
| Identify strong TR & EM | <div>3. TRIGGERS TR As a child can't be able to take care of itself and may commit any mistake unknowingly. 4. EMOTIONS: BEFORE / AFTER</div> <div>Before: uneasy, concerned, worried. After: assured, positive, hopeful.</div> | <div>8. YOUR SOLUTION SL 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.</div> | <div>8. CHANNELS of BEHAVIOUR BT 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.</div> | Identify strong TR & EM |
| Identify strong TR & EM | <div>Describe and explain when this has a problem case, a job and a trigger(s) i.e. Mr. Anderson's 10-year-old son is missing / kidnapped, parents panic, immediately dial 911 & design.</div> <div>Before: uneasy, concerned, worried. After: assured, positive, hopeful.</div> | | | Identify strong TR & EM |

Solution architecture is a complex process - With many sub-processes - that bridges the gap between business problems and technology solutions. It consists of:

Find the best technology solution to solve existing business problems.

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.

Revised solution Template:

| S. No. | Parameter | Description |
|--------|--|--|
| 1. | Problem Statement (Problem to be solved) | Child safety is the foremost common sense merging around the world. Parents terrify 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 condition and aims to live 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 very important. |
| 2. | Idea / Solution description | The "Idea of the proposal" is to design and implement the "Child Safety Wearable Device" for the safety of the children. According to this proposal, parents can monitor the security of their children at any |

| | | |
|--|--|--|
| | | <p>time.</p> <p>Panic button:</p> <p>When a child feels threatened in any situation, he/she can press the panic button, which sends an automatic message and a phone call to the parent or guardian, as well as a pre-set live GPS location. The panic button is a push button which can be pressed by a person in distress. It allows users to ask for help directly. The activation of a panic button immediately leads to an alarm and notification as explained above. It enables children to attract the attention of their parents. It is a security device.</p> <p>Heart beat sensor:</p> <p>The heart beat sensor detects the child's heart rate and delivers it to the guardian on a regular basis. Heart rate is a standard vital sign and has become a routine measurement in healthcare. The monitoring of this signal provides information about the physiological status of the child. Periodic update of heart beat is done through the GSM module to deliver frequent updates to the caregiver via SMS.</p> <p>Fall Detection and Alert:</p> <p>When the user falls, there will be a large spike in acceleration, which is detected and the live GPS location will be retrieved using the GPS module via serial communication, process the GPS data, and send the live location coordinates to the caretaker through SMS, indicating the possibility of the user falling. In addition, an automatic call will be made to the caretaker.</p> |
|--|--|--|

| | | |
|--|--|--|
| | | <p>Temperature Sensor:</p> <p>A temperature sensor is a device used to measure temperature. In our case, it is used to determine the temperature of the child's immediate environment. It uses the GSM module to deliver frequent updates to the caregiver via SMS.</p> <p>A battery is a device that is able to store electrical energy in the form of chemical energy, and that energy into electricality. Batteries are used in various things that we use in our household. Batteries are used to power things like remote controls, wall clocks, flashlights, hearing aids, weight scales, etc.</p> <p>An accelerometer is an electronic sensor that measures the acceleration for reacting on an object in order to determine the object's position in space and monitor the object's movement. They are used in many ways, such as in many electronic devices, smartphones, and wearable devices, etc. The data from the accelerometer is analysed using several threshold values. If there is any sudden fall movement. The user-supplied parameters, such as height, weight, and degree of activity, are used to adjust the threshold.</p> <p>GPS:</p> <p>The GPS stands for Global Positioning System. It is used for several functions. The main functions of GPS are to determine the location (position of the child), navigation (getting from one location to another), tracking (monitoring object or personal</p> |
|--|--|--|

| | | |
|--|--|--|
| | | <p>movement), mapping (creating maps of the world), timing (making it possible to take precise time measurements),</p> <p>GSM: The Global System for Mobile Communications module is intended for SMS monitoring. It is used for data security and data transmission. The GSM technology is used and uses mobile stations, base stations, and network systems. This module may be used to perform practically whatever a basic mobile phone can, such as send and receive SMS, text messages, make and receive phone calls, connect to the Internet via GPRS, TCP/IP, and so on. When the panic button is touched, a text message is sent to the registered phone, coupled with a phone call and a GPS location. Periodic updates are delivered to the caretaker through SMS using this module.</p> <p>Internet of Things (IoT): Internet of Things (IoT) is the latest technology that connects entire world. It is a system of interrelated computing devices, mechanical and digital machines, objects, animals or people that are provided with unique identifiers (UIDs) and the ability to transfer data over a network without requiring human-to-human or human-to-computer interaction. It establishes connectivity (through Internet) among the various devices or services or systems in order to little by little make automation development in all areas. Safety is the most wanted power for everyone in today's world. Technology is the best way to solve this problem. That's the reason to develop this project that can act as a rescue device and protect at the</p> |
|--|--|--|

| | | |
|----|-------------------------|--|
| | | time of danger. |
| 3. | Novel ty / Uniquene s s | <p>The novelty of this project is to use Internet Of Things to create a gadget that provides "Smart Child Safety" to protect children, which will be far more effective than current methoch in assisting victims. The child safety wearable system acts as a smart device. Child's surroundings can be located with the help of accurate and precise real-time location. Surroundir\g environment temperature, SO5 light along with Distre s s buzzers are provided in this system .This helps in locating their cii Id and also aids the bystanders to rescue the child. The other mai n purpose of this project is to use a GSM module to enable 5M5 communication between the child's wearable and the parent. Parents can text particular phrase s such as</p> <p>"LOCATION," '7EN1PERATURE", "SO5", "BUZZ," "UV," and</p> <p>so on, and the wearabl e device will answer with a text outlining the chi Id's current location, which wken pressed will show the child's exact location on Google maps. It also shows the temperature and UV radiation i ndex so that parents can keep an eye on their children' s surroundings. Also as a future scope, more power efficient model can be created that holds the battery for a I ongtime.</p> |

| | | |
|----|---------------------------------------|---|
| 5. | Business Model (Revenue Model) | <p>A business with a large profit margin naturally attracts many manufacturers to do it. Children's watches, even considered a "window" by them, continue to produce a large number of similar inferior products. Nowadays, GPS tracking technology is widely used in personal households and businesses. The GPS tracking market is rapidly growing and has an amazing potential in the future. People are becoming more and more concerned about their safety and the safety of their valuables. That's why families are starting to use mobile tracking apps and GPS trackers for their children and other loved ones. Companies are also tracking and managing their vehicles, delivery trucks, cargo or employees. According to Global Market Insights, "the vehicle tracking market size was valued at \$8 billion in 2015 and is anticipated to exceed \$22 billion by 2022." Really, there's no doubt you should start GPS tracking business today!</p> |
| 6. | Scalability of the Solution | <p>The proposed model can be used in each and every household in the smart world. It is helpful for the parents who are playing a role as an employee. As it ensures the safety of the children, it would be very much useful for the society. It can be used and monitored from anywhere.</p> |

User journey



watch

zone

emergency button

notification from the child



The parents /guardian simultaneously check the child

The child in danger zone the parents/guardian verify the child's location

Then parents check the received captured videos and recordings

Pain points

If the watch get lost

If any network issues occur

location if the smart watch

Opportunities



Market about the devices in advertisements

Child exact locations updating continuously without interpreted

The wearable devices features are update particular time



Functional Requirements:

| FR No. | Functional Requirement (Epic) | Sub Requirement (Story / Sub-task) |
|--------|--------------------------------|--|
| FR-1 | Register phone number | 1. Confirmation by sending OTP. |
| FR-2 | Navigation and tracking | 1. Monitor the live location of the child by GPS tracker. 2. Check whether the child is within the limited area or not. |
| FR-3 | Notification | 1. When the child is out of the range. 2. When the child is reaching and leaving the school. 3. Sudden changes in the health of the child. |
| FR-4 | Alarm ring and sending message | 1. When the panic button is ON. 2. When the child is kidnapped or 3. When the sensed data exceeds the threshold value. |
| FR-5 | Privacy and encryption | 2. End to end encryption where |

2. Access only by parents and some

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 compared to the features it provides. |

| Sprint | 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. | 4 | High | Anandakrishnan |
| Sprint-1 | Confirmation Email | USN-2 | As a user, I will receive a confirmation email once I have registered for the application | 4 | High | Anandakrishnan |
| Sprint-1 | Authentication | USN-3 | As a user, I can register for the application through Gmail and mobile app. | 4 | Medium | Anandakrishnan |
| Sprint-1 | Login | USN-4 | As a user, I can log into the application by entering email & password | 4 | High | Dinesh babu |
| Sprint-1 | Dashboard | USN-5 | As a user, I need to be able to view the functions that I can perform | 4 | 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 Low | Barichith |
| Sprint-5 | Communication | USN-3,1 | I should be able to communicate with my parents | | | Gurusheth |

Story Points Priority

| Sprint | Functional Requirement(Epic) | User Story Number | User Story / Task | Story Points | Priority | Team Members |
|----------|-------------------------------------|-------------------|--|--------------|----------|---|
| Sprint-3 | IoT Device – Watson communication | UHN-1,4 | The data from IoT device should reach IBM Cloud | 7 | 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 | 7 | High | Dinesh Babu and barichith |
| Sprint-4 | User – WebUI interface | USN-1,4 | The Web UI should get inputs from the user | 6 | High | Gurusheth and AnaMadishna |
| Sprint-4 | Geofencing | USN-2,3,d | The geofencing of the child should be done based on the geographical coordinates | 7 | High | Dinesh Babu, barichith, Gurusheth, Anandakrishnan |

Project Tracker, Velocity & Burndown Chart: (4 Marks)

| Sprint | Total Story Points | Duration | Sprint Start Date | Sprint End Date (Planned) | Story Points Completed (as on Planned End Date) | Sprint Release Date (Actual) |
|----------|--------------------|----------|-------------------|---------------------------|---|------------------------------|
| Sprint-1 | 20 | 6 Days | 24 Oct 2022 | 29 Oct 2022 | 20 | 29 Oct 2022 |
| Sprint-2 | 20 | 6 Days | 31 Oct 2022 | 05 Nov 2022 | 20 | 05 Nov 2022 |
| Sprint-3 | 20 | 6 Days | 07 Nov 2022 | 12 Nov 2022 | 20 | 12 Nov 2022 |
| Sprint-4 | 20 | 6 Days | 14 Nov 2022 | 19 Nov 2022 | 20 | 19 Nov 2022 |
| | | | | | | |
| | | | | | | |
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| | | | | | | |

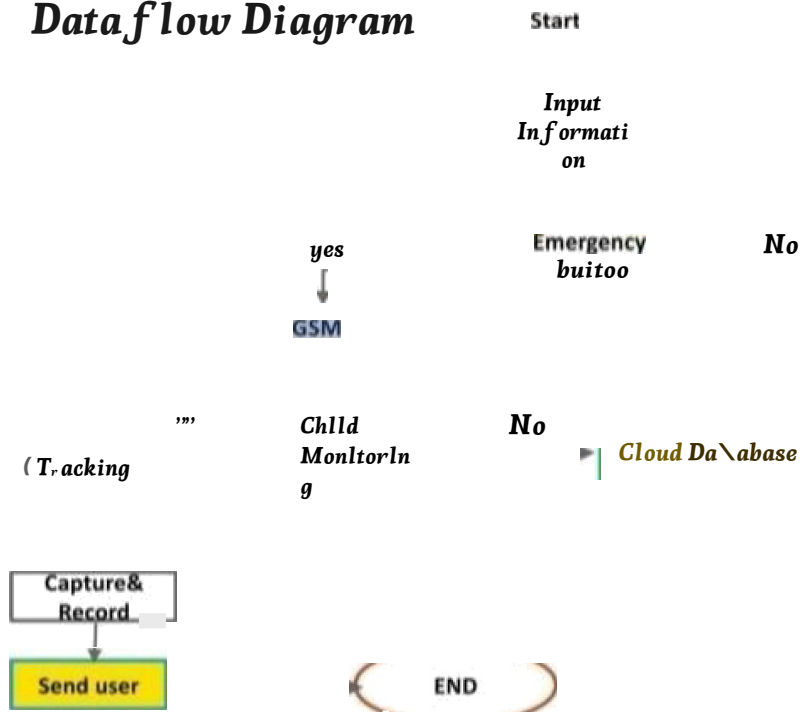
Velocity:

Imagine we have a 10-days 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)

$$AV = \frac{\text{total story points}}{\text{sprint duration}}, \dots$$

$$= -r^0_x = 2$$

Data flow Diagram



MILESTONES AND ACTIVITY LISTS

TEAM ID : PNT 2022 TMID 45857

IOT Based Safety Gadget For Child Safety Monitoring & Notification

1. Preliminary

1 IBM Cloud Services

2. Project Objectives

1 Abstract

1 Brainstorming

3. Create And Configure IBM Cloud Service

1 Create IBM Watson IoT Platform And Device

1 Create Node-RED Service

1 Create A Database In Cloudant DB

4. Develop The Python script

1 Develop A Python Script

5. Develop A Web Application Using Node-RED Service.

1 Develop The Web Application Using Node-RED

6. Ideation Phase

1 Literature Survey On The Selected Project & Information Gather In

1 Prepare Empathy Map

1 Ideation

7. Project Outcome

1 Phase 1 Proposal

1 Solution Preparation

1 Solution Fit

Solution Architecture

8. Project Design Phase -2

Customer journey

Functional Requirement

Data Flow Diagram

Technology Architecture

e

8. Project planning Phase

Key Milestones & Activity List

Sprint Delivery Plan

10. Project Development Phase

Project Development-Delivery Of Sprint

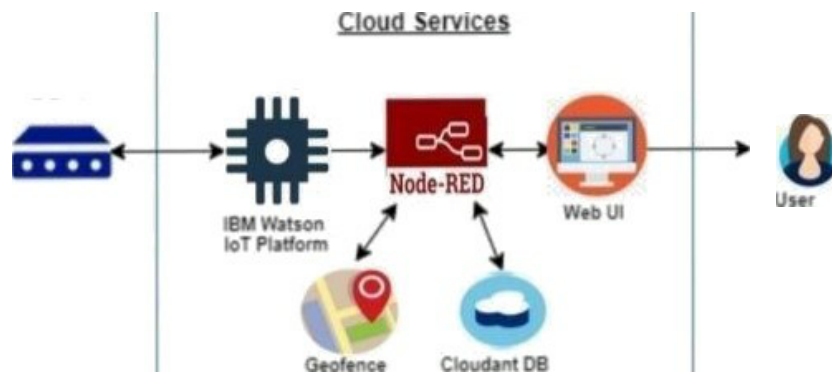
-1 Project Development-

Delivery Of Sprint-2 Project

Development-Delivery Of Sprint-3

, Project Development-Delivery Of Sprint-4

TECHNICAL ARCHITECTURE



FINAL CODE

PYTHON CODE:

```
import wiotp.sdk.device
import time
import json
myConfig =
("identity":
("orgId":"crmwppw
",
"typeld": "childdevice",
"devicetd ":"CHILD"

"auth": (
"token": "1234567890"

client = wiotp.sdk.device.DeviceClient(config=myConfig,
logHandlers=None)
client.connect()
while True:
name="smartbridge"
#in area location
latitide=11.651145
longitude=78.156674
#out area location
#latitide=11.651165
#longitude=78.15867
2
myData=('name':name, 'lat':latitide, "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.example.geo fence;
import android.app.PendingIntent;
import android.content.Context;
import android.content.ContextWrapper;
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 GeofenceHelper(Context base)

        super(base);

    public GeofencingRequest getGeofencingRequest(Geofence gec

        return new GeofencingRequest.Builder()
            .addGeofence(geofence)
            .setInitialTrigger(GeofencingRequest.INITIAL_TRIGGER_ENTER)
            .build();

    public Geofence getGeofence(String ID, LatLng latLng, float radius,
        transitionTypes)

        return new Geofence.Builder()
            .setCircularRegion(latLng.latitude, latLng.longitude, radius)
            .setRequestId(ID)
            .setTransitionTypes(transitionTypes)
            .setLoiteringDelay(5000)
            .setExpirationDuration(Geofence.NEVER_EXPIRE)
```

.build();

public PendingIntent getPendingIntent()

if (pendingIntent != null)

return pendingIntent;

***Intent intent = new Intent(this, GeofenceBroadcastReceiver.class.
pendingIntent = PendingIntent.getBroadcast(this, 2607, intent,
PendingIntent.FLAG_IMMUTABLE);
return pendingIntent;***

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.getLocalizedMessage();

ALERT NOTIFICATION:

```
package com.example.geo fence;
import android.content.BroadcastReceiver,
import android.content.Context
import android.content.Intent;
import android.location.Location;
import android.os.CountDownTimer,
import android.util.Log,
import android.widget.Toast;
import com.google.android.gms.location.Geo fence;
import com.google.android.gms.location.Geo fencingEvent
import java.util. List,
import android.as.Handler;
public class Geo fenceBroadcastReceiver extends BroadcastReceiver

private static final String TAG -
"Geo fenceBroadcastReceiv"; @Override public void
onReceive(Context context, Intent intent)

// TODO. This method is called when the BroadcastReceiyer is receiving
// an Intent broadcast

Toast.makeText(context, "GEOFENCE ENTERED", Toast.LENGTH SHORT)
final Toast mToastToShow; int toastDurationInMilliseconds - J
200000, mToastToShow - Toast.makeText(context, "GEOFENCE
EXITED", Toast.LENGTHLONG);
//SetthecountdowntodisplaythetoastCountDownTimertoastCountDov
toastCountDown - new CountDownTimer(toastDurationInMi1liSeconds, J0

public void onTick(long millisUntilFinished)

mToastToShow.show();

public void onFinish()

mToastToShow.cancel(),

};//ShowthetoastandstartsthecountdownmToastToShow.show(),
toastCountDown.start(),*/
NotificationHelper noti ficationHelper - new Noti ficationHelper(context);
noti ficationHelper.sendHighPriorityNoti fication("GEOFENCE 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.sendHighPriorityNotification("Exited the Location",
MapsActivity.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.