

Project Development- Delivery Of Sprint-4

Date	18 November 2022
Team ID	PNT2022TMID38017
Project Name	IoT Based Safety Gadget for Child Safety Monitoring & Notification

WEB USER INTERFACE

FIREOUTH.HTML

HTML,CSS AND JS CODE:

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width,initial-scale=1.0">
  <link rel="stylesheet" href="/FIREOAUTH.css">
  <link rel="stylesheet"
href="https://cdnjs.cloudflare.com/ajax/libs/nprogress/0.2.0/nprogress.min.css">
  <link
rel="shortcut
icon"
href="https://raw.githubusercontent.com/tharunoptimuspd/firepwa/main/favicon.ico?token=GHSAT0AAAAAABR46HVJ5M5L3QGFRZRQXOISYUJUWAA"
type="image/xicon">
  <style> html, body
  { height: 100%;
margin: 0;
font-family: -apple-system, BlinkMacSystemFont,"Segoe UI",
Roboto, Oxygen
Ubuntu, Cantarell, "Open Sans", "Helvetica Neue",sans-serif; font-
weight: 300;
} a
{
```

```

        text-decoration: none;
color: #007bff; font-
weight: 500; font-size:
1.2rem; } h3 {
        font-size: 1.4rem;
} h3, h4 {
        margin: 0;
        padding: 0.3rem 0;
}
.wrapper { display: flex;
        flex-direction: column;
        align-items: center;
        justify-content: center;
        height: 100%; text-
        align: center;
}
.oneClickSignin { padding: 0.5rem;
        border: 1px solid #44444444; border-
        radius: 5px; box-shadow: 0 0 3px 0px
        #44444444; opacity: 0.2; pointer-
        events: none;
}
.qrcode { opacity: 0.1;
}
.learnAboutFire
{ padding-top: 1.25em;
}
.qrHolder { display: none; margin-
        top: 3rem;
}

```

```

        .qrContainer { align-items: center; display: flex;
            justify-content: center; padding: 8px; margin:
            2rem auto; box-shadow: 0 0px 6px 1px rgb(0
            0 0 / 16%); border: 1px solid #444444444;
            border-radius: 6px; width: 200px; height:
            200px;
        }
    </style>
    <title>Fire OAuth</title>
    <script> if (window.location.hostname !==
        "localhost") { if
            (location.protocol !== "https:") {
                location.replace(
                    `https:${location.href.substring(lo
                    cation.protocol.length
                    )}`
                )
            }
        }
    </script>
</head>
<body>
    <div class="wrapper">
        <h3 class="pageTitle">Login with SAFETY</h3>
        <div class="qrAuthorize">
            <h4 class="subTitle">Scan QR from your Fire OAuth
App</h4>
            <div class="qrContainer">
                <canvas id="qr-code" class="qrcode"></canvas>
            </div>
        </div>
    </div>

```

```

<div class="oneClickSignin">
  <h4>Have Fire PWA on this device?</h4>
  <a target="_blank" id="authorizeOverLink"
href="https://firepwa.netlify.app/authorize?sessionId"
rel="noopener">Click to Authorize </a>
</div>
<div class="learnAboutFire">
  <a target="_blank" href="https://fireoauth.netlify.app"
rel="noopener">LearnMore about SAFETY</a>
</div>
</div>
<scriptsrc="https://cdnjs.cloudflare.com/ajax/libs/nprogress/0.2.
0 /nprogress.min.js"></script>
<scriptsrc="https://cdnjs.cloudflare.com/ajax/libs/qrious/4.0.2/qr
i ou s.min.js"></script>
<script
src="https://cdnjs.cloudflare.com/ajax/libs/socket.io/4.2.0/soc
ket.io.js"></script>
<script>

```

```

const FIRE_API_KEY = "635b790a3bcc6b59c4b772d0"const
FIRE_ENDPOINT =

```

```

"https://fire.adaptable.app/api/apis/generate"
const CHANNEL_NAME = "fireOAuthChannel"
const broadcastingChannel = new
BroadcastChannel(CHANNEL_NAME) const
FIRE_SERVER_SOCKET_ENDPOINT =
"https://fire.adaptable.app"
let socket = io(FIRE_SERVER_SOCKET_ENDPOINT)let
qr let qr code = document.querySelector(".qr code")let
oneClickSignin =

```

```

document.querySelector(".oneClickSignin") let pageTitle =
    document.querySelector(".pageTitle")let subTitle =
    document.querySelector(".subTitle") function
    setOpacity(opacity)
    { oneClickSignin.style.opacity = opacity
    oneClickSignin.style.pointerEvents = opacity ===
    "1" ? "auto" : "none"
    qrcode.style.opacity = opacity
    } async function getSessionID() {let
    response
    try {
        response = await
fetch(`${FIRE_ENDPOINT}/${FIRE_API_KEY}`, {
        method: "GET",
        headers: {
            "Content-Type": "application/json",
        }
    })
    } catch (error)
    { console.log(error) return null }
    let data = await response.json() let {
    sessionId, chatRoomId } = data
    return { sessionId, chatRoomId }
    } function
generateQR(value)
    {(qr = new QRious({ element:
        document.getElementById("qr-code"), size:
        200, level: 'M', value:
        value,
        ))) } function changeHREF ({sessionId,
chatRoomId})

```

```

    {let firePwaUrlHostname =
"https://firepwa.netlify.app"let
    originURL =
encodeURIComponent(window.location.origin)
    let url =
`${firePwaUrlHostname}/authorize.html?sessionId=${session
Id}&chatRoomId=${chatRoomId}&url=${originURL}` let a =
document.getElementById("authorizeOverLink") a.href =
url } async function fire() {NProgress.set(0.4) let {
sessionId, chatRoomId } = await getSessionID()
if(sessionId === undefined || chatRoomId === undefined
|| sessionId === null || chatRoomId === null) {
pageTitle.innerHTML = "Something went wrong"
subTitle.innerHTML = "Please try again later "return
}
setOpacity("1")
NProgress.done()let data = { sessionId, url:
encodeURIComponent(window.location.origin)
} data = JSON.stringify(data)
generateQR(data)
changeHREF({sessionId,
chatRoomId}) socket.emit("join room",
sessionId)
}
fire()
socket.on("trusted token", (token) => {let
data = {}
data.success = true
data.token = token
broadcastingChan
n

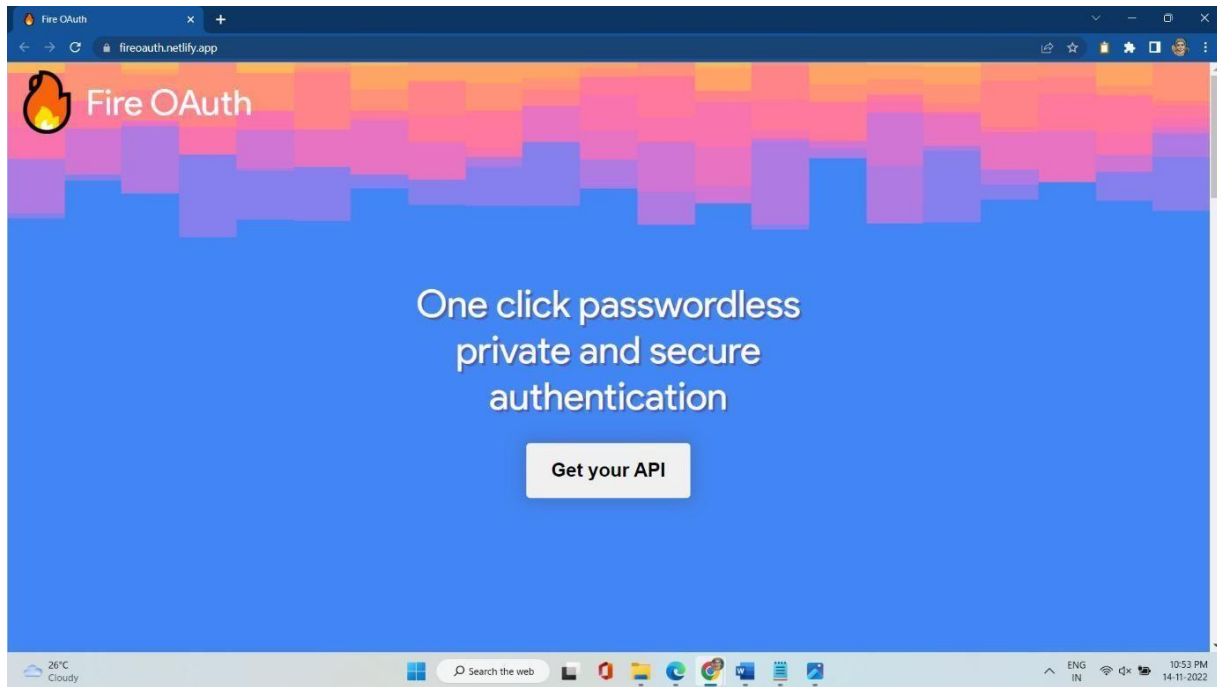
```

```
        el.postMessage(data, window.location.protocol + '//' + window.location.hostname + window.location.port + window.location.pathname + window.location.search + window.location.hash);
    a) window.close()
    })
</script>
</body>
</html>
```

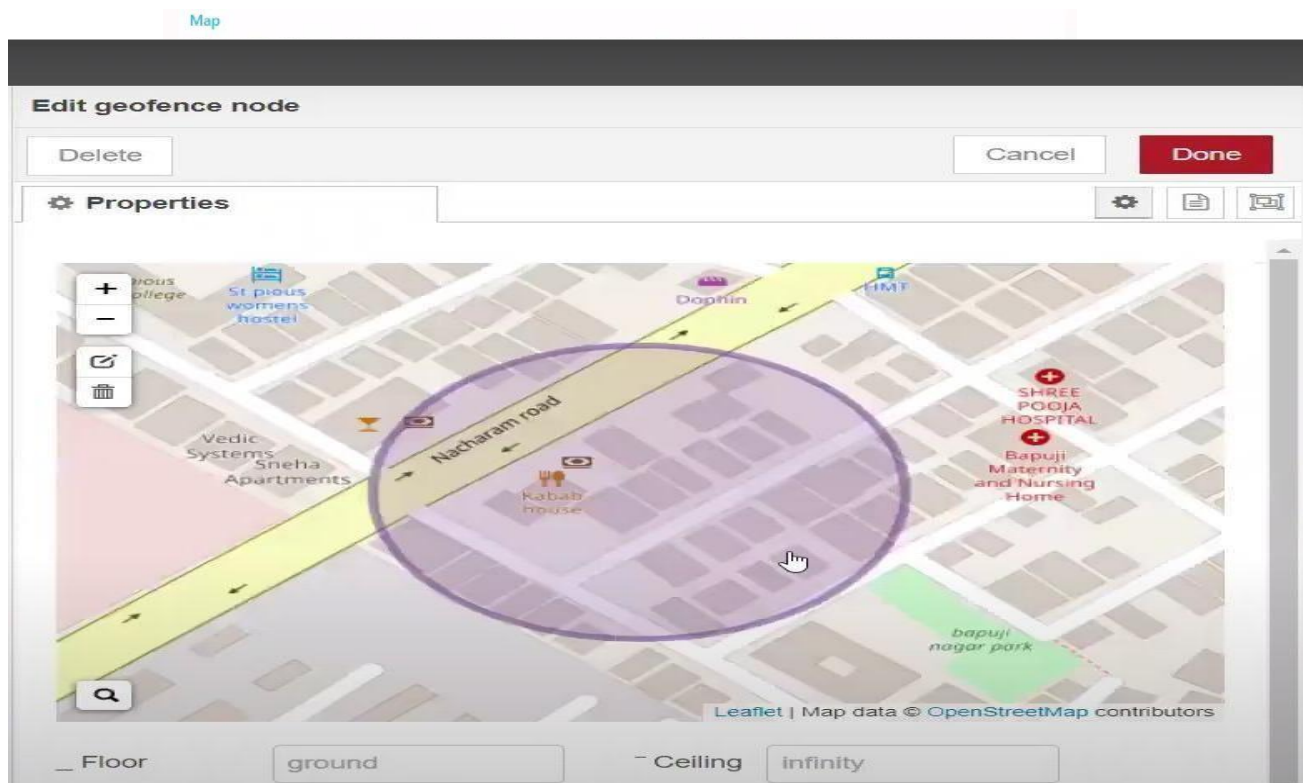
OUTPUT:



OUTPUT: After Clicking Learn More About Safety



GEOFENCE NODE:



LOCATION:

After running the script, the web UI shows “Child is not in the particular area”

Map



RESULT: Successfully Completed.