NOISE POLLUTION MONITORING

Phase – 4 : Development Part 2

INTRODUCTION

Phase – 4 :

Development Part 2

In this part you will continue building your project.

Continue building the project by developing the noise pollution information platform and mobile app.

Use web development technologies (e.g., HTML, CSS, JavaScript) to create a platform that displays real-time noise level data.

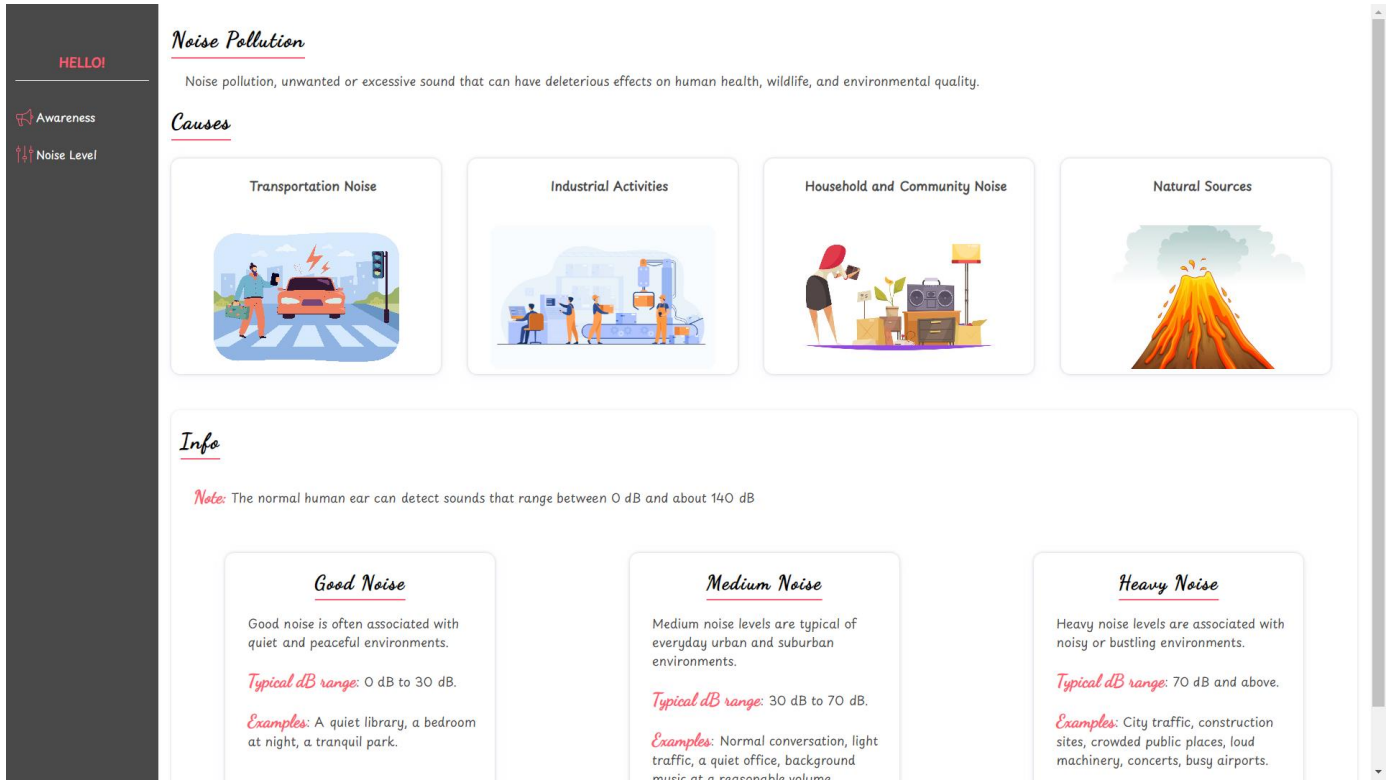
Design mobile apps for iOS and Android platforms that provide users with access to real-time noise level updates

Web Platform To Display Real Time Data

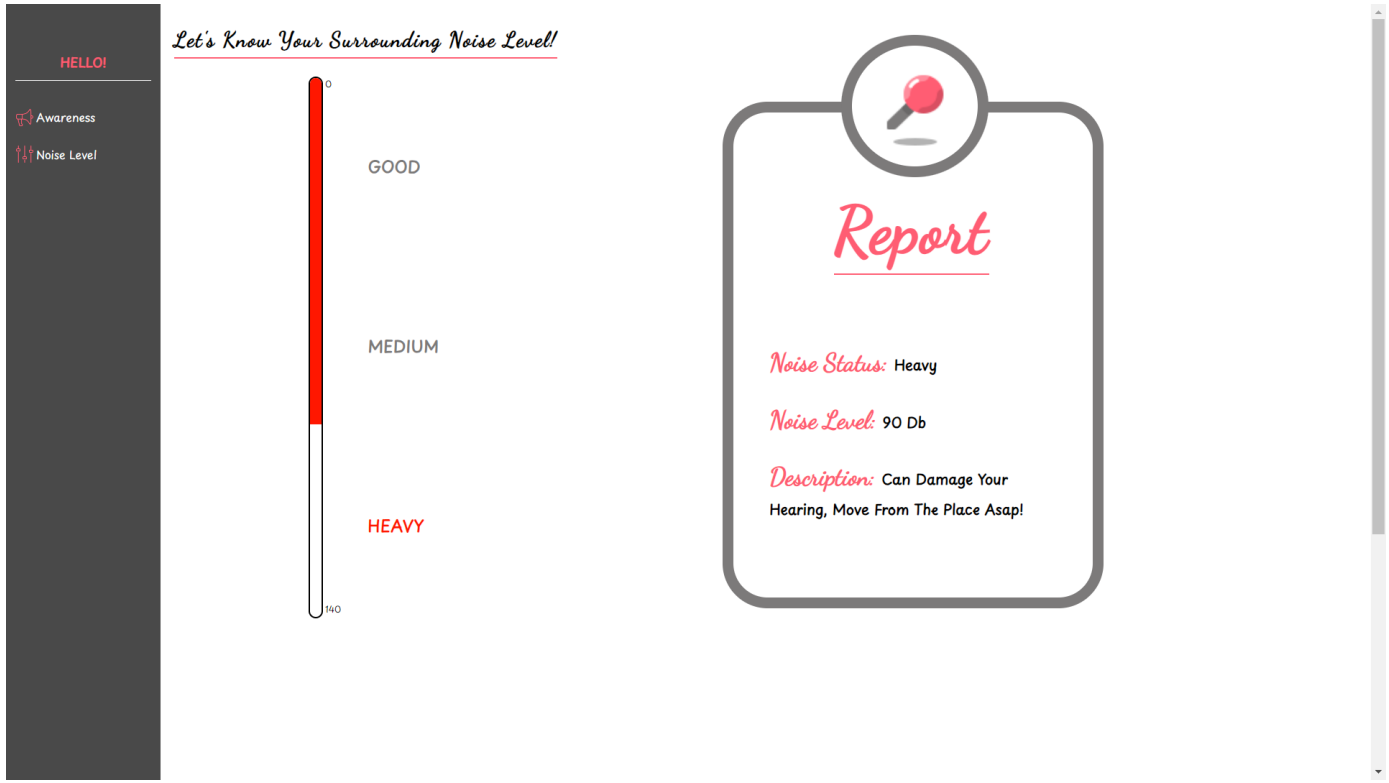
Technologies Used:

- ✓HTML
- ✓CSS
- ✓Java Script
- ✓Angular Framework

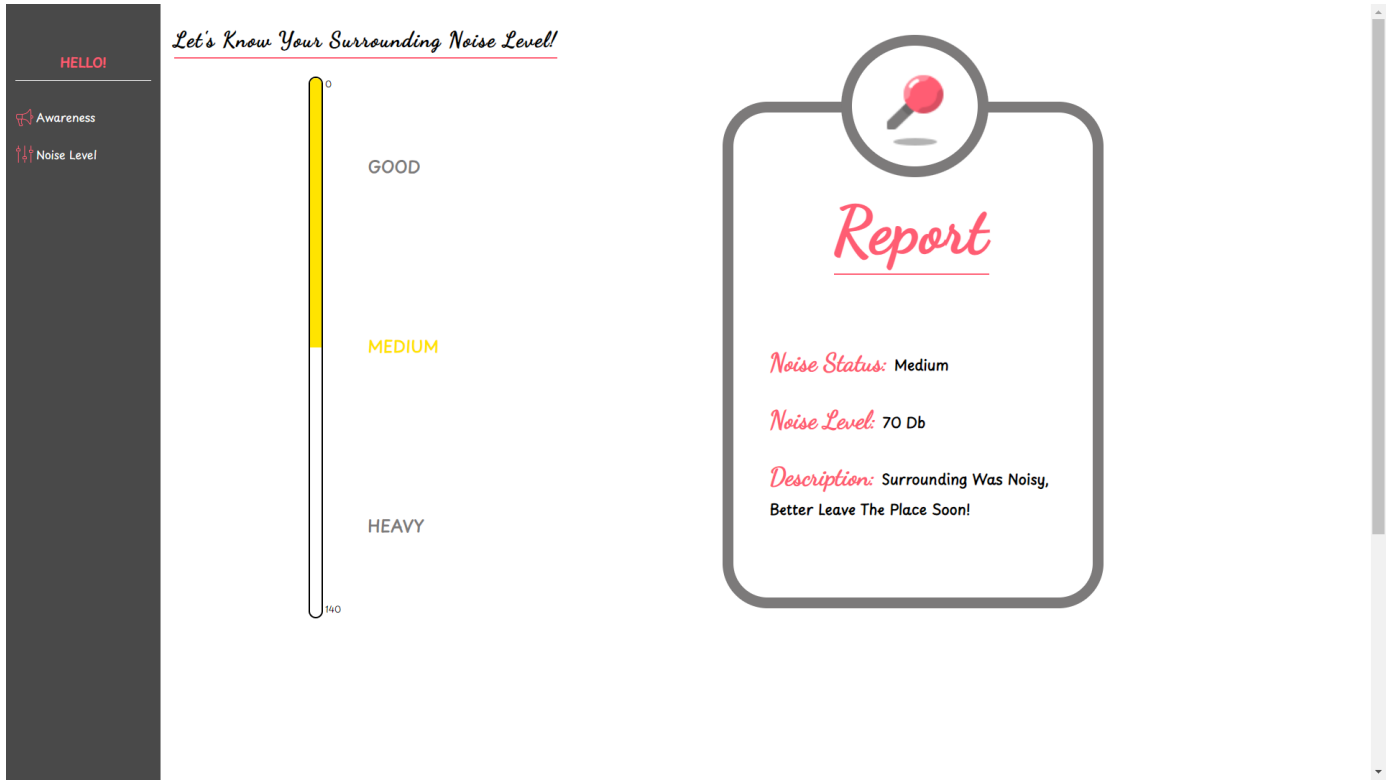
Screens From The Web Platform



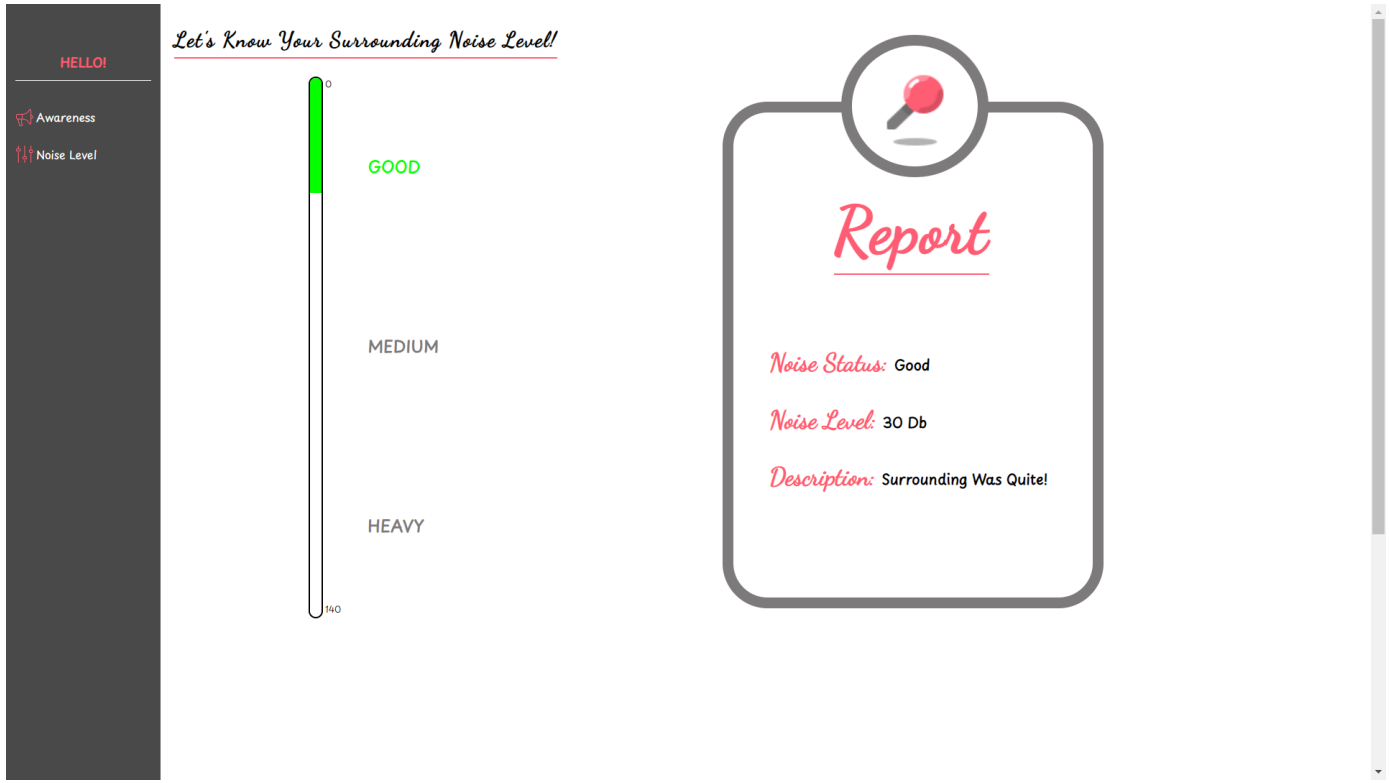
Screens From The Web Platform



Screens From The Web Platform



Screens From The Web Platform



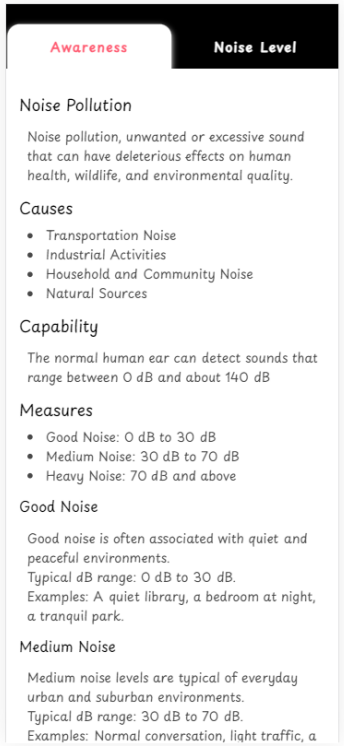
Application To Display The Data

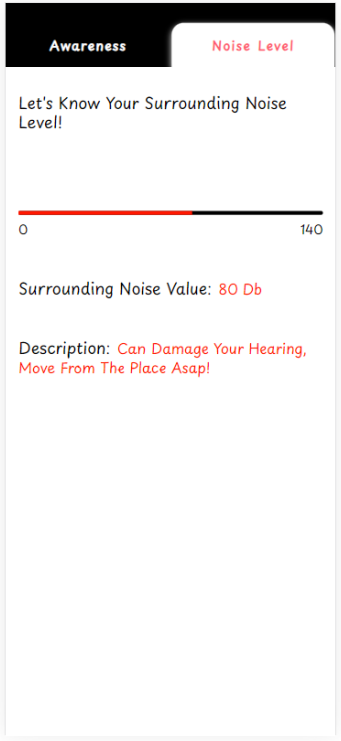
Technologies Used:

✓Ionic Framework

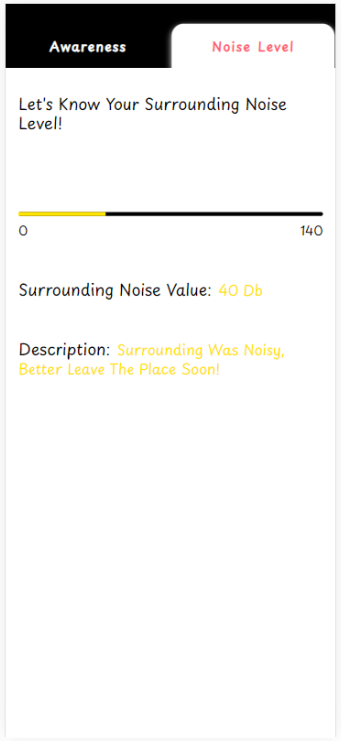
Reason To Use Ionic: Framework used to create apps which is compatible on both Android and IOS.

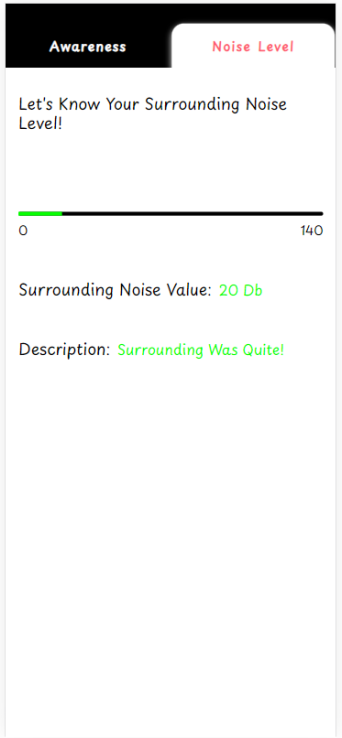
Screens From The Mobile App





Screens From The Mobile App





How The Data Displayed:

In your ESP32 project for noise monitoring, the data you collect (such as decibel levels) are typically stored in variables or memory within the ESP32 itself.

You can then retrieve this data and make it available for your application (mobile or web) to access through an HTTP API or other communication method.

Based on the data we can able to predict whether the environment is quite or noisy or heavy noisy.

THANK YOU