Phase 4 project:

Project Title: noice pollution monitoring

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Team members:

- M.Rohit (620821205020)
- C.Barath620821205007)
- K.Depak(620821205012)
- S.HariHaran(620821205018)
- V.BHUVANESHWARAN(620821205008)

Noice pollution monitoring

The platform to receive and display real-time noise pollution data, including noice rate by using html , css, javascript

HTML :

```
<!DOCTYPE html>
<html>
<head>
    <title>Noise Pollution Information</title>
    <link rel="stylesheet" type="text/css" href="styles.css">
</head>
<body>
```

```
    <h1>Noise Pollution Information</h1>
    <div id="noise-data">Loading real-time data...</div>

    <script src="script.js"></script>
</body>
</html>
```

CSS :

```
    body {
    font-family: Arial, sans-serif;
    text-align: center;
}

h1 {
    color: #333;
}

#noise-data {
    font-size: 24px;
    color: #007BFF;
}
```

JAVASCRIPT :

```
function updateNoiseData() {
    // Simulate fetching real-time data, replace this with actual data retrieval logic
    const noiseLevel = Math.floor(Math.random() * 101);
// Random noise level between 0 and 100
```

```
    document.getElementById('noise-data').textContent = `Current Noise Level: ${noiseLevel} dB`;
}

// Update data every 5 seconds (for demonstration)
setInterval(updateNoiseData, 5000);
updateNoiseData(); // Initial update
```

Android App (Java):

Here's a simplified Android app in Java that displays real-time noise data

Program :-

```
import android.os.Bundle;
import android.os.Handler;
import android.widget.TextView;
import androidx.appcompat.app.AppCompatActivity;

public class MainActivity extends AppCompatActivity {

    private TextView noiseTextView;
    private Handler handler = new Handler();

    @Override
    protected void onCreate(Bundle savedInstanceState) {
```

```
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        noiseTextView = findViewById(R.id.noiseTextView);

        // Simulate fetching real-time data every 5 seconds (for demonstration)
        handler.postDelayed(new Runnable() {
            @Override
            public void run() {
                updateNoiseData();
                handler.postDelayed(this, 5000);
            }
        }, 0);
    }

    private void updateNoiseData() {
        // Simulate fetching real-time data, replace this with actual data retrieval logic
        int noiseLevel = (int) (Math.random() * 101); // Random noise level between 0 and 100
        noiseTextView.setText("Current Noise Level: " + noiseLevel + " dB");
    }
}
```

This code provides a simple web page that displays a noise level value (simulated with random numbers) and updates it every 5 seconds.