8/12/2020

# IOT ANALYTICS IN HEALTH MONITORING

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## 1) INTRODUCTION

#### 1.1 Overview

Health Monitor is used to check if a person is following a healthy regime. It is used by collecting data on regular components of health such as body temperature or water level in the body.

## 1.2 Purpose

More skilful patient administration can help use the assets of the clinic all the more astutely and set aside cash. It is simpler to utilize the framework for patients and clinical experts. The checking framework is particularly helpful to screen patients with interminable sicknesses. Most ailments are serious, so it is important to screen the condition of the patient while at home, and rapidly react if well-being markers compound.

#### 2) LITERATURE SURVEY

## 2.1 Existing problem

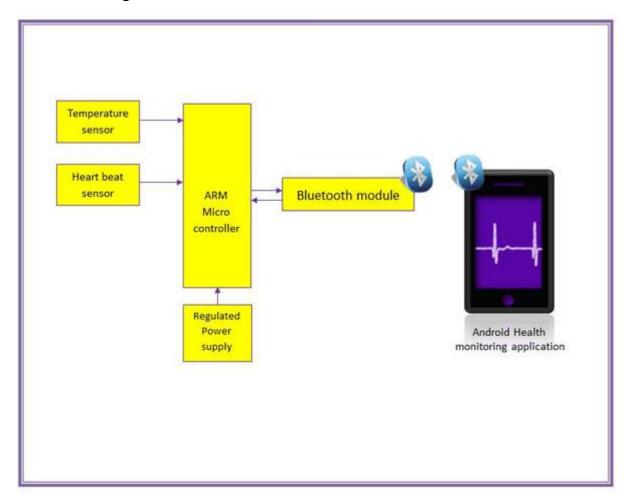
Many people run to the hospitals for a regular health check-up. Due to the Covid19 Pandemic, most of the patients couldn't visit the hospital for regular check-ups. This has increased panic in people and also ailments which people do not find cure to.

# 2.2 Proposed solution

The health Monitor is built to give people a better exposure to hoe they can have a regular check-up at home. Using the health monitor they can check their body temperature and know if their water levels are proper, and if not get appropriate cure.

# 3) THEORITICAL ANALYSIS

# 3.1 Block diagram



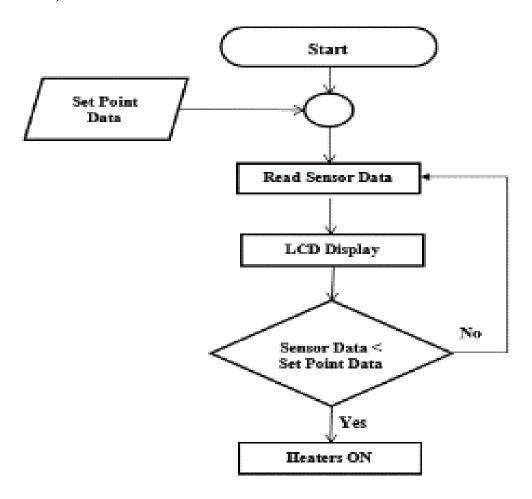
# 3.2 Software designing

Software components used are: 1.IBM cloud 2.IBM IOT platform 3.IBM Watson 4.node-red 5.Tinker cad 6.Python IDLE 7.MIT app inventor

# 4) EXPERIMENTAL INVESTIGATIONS

People who felt sick, immediately checked their temperature using the health monitor and found cure.

## 5) FLOWCHART



## 6) RESULT

Health monitor was built using IBM watson assistant, IOT sensor simulator to check the health parameters of a person.

## 7) ADVANTAGES & DISADVANTAGES

#### PROS:

- Many people can be helped at the same time in a short while.
- Health Monitor cannot spread virus and diseases to the people.

#### CONS:

- The Health monitor requires Internet and power supply. In most rural and remote areas, reliable source of power is a major challenge.

#### 8) APPLICATIONS

- Allows sending data from patients to health professionals in real time
- Improves patients' lifestyle.
- Makes healthcare more available
- Saves money.
- Timely detection and action for specific conditions which require quick attention.
- Assisted and rapid diagnoses that may help arrive at logical conclusions.
- Reduction in hospitalization and related time, effort, and costs.
- Better adherence to the medication schedule.
- Home or familiar premises may be more amenable for several patients than hospitals.

#### 9) CONCLUSION

Health monitor app is available on your phones. Any time, any place it can be accessible. It is very feasible and eco-friendly. This helps a lot of people to get their regular medical check-ups done and follow a healthy regime.

# 10) FUTURE SCOPE

With more High-end hardware and software, the Health Monitor can be customized and can be upgraded and improved for more efficiency and success rate.

#### 11) **BIBILOGRAPHY**

a.Github

b.ubuntupit

c.youtube

d.smart internz

## 12) APPENDIX

#### A. SOUURCE CODE

#### 1. DHT HUMIDITY AND TEMPERATURE:

```
#include <dht.h>
#define dht_apin A0
dht DHT;
void setup(){
 Serial.begin(9600);
 delay(500);
 Serial.println("DHT11 Humidity & temperature Sensor\n\n");
 delay(1000);
}
void loop(){
  DHT.read11(dht_apin);
  Serial.print("Current humidity = ");
  Serial.print(DHT.humidity);
  Serial.print("% ");
  Serial.print("temperature = ");
  Serial.print(DHT.temperature);
  Serial.println("C ");
  delay(5000);
}
   2. BUZZER ALARM:
// Declaring Pins
const int buzzerPin = 5;
const int ledPin = 6;
const int motionPin = 7;
const int buttonPin = 12;
// Setting Buzzer mode to False
```

```
boolean buzzer_mode = false;
// For LED
int ledState = LOW;
long previousMillis = 0;
long interval = 100; // Interval at which LED blinks
void setup()
 //The Following are our output
 pinMode(ledPin,OUTPUT);
 pinMode(buzzerPin,OUTPUT);
 //Button is our Input
 pinMode(buttonPin, INPUT);
 // Wait before starting the alarm
 delay(5000);
void loop()
 // To chech whether the motion is detected or not
 if (digitalRead(motionPin)) {
  buzzer_mode = true;
 // If alarm mode is on, blink our LED
 if (buzzer mode){
  unsigned long currentMillis = millis();
  if(currentMillis - previousMillis > interval) {
   previousMillis = currentMillis;
   if (ledState == LOW)
     ledState = HIGH;
   else
     ledState = LOW;
  // Switch the LED
  digitalWrite(ledPin, ledState);
  tone(buzzerPin,1000);
 // If alarm is off
```

```
if (buzzer_mode == false) {
 // No tone & LED off
 noTone(buzzerPin);
 digitalWrite(ledPin, LOW);
// If our button is pressed Switch off ringing and Setup
int button_state = digitalRead(buttonPin);
if (button_state) {buzzer_mode = false;}
 3. Connecting NodeMCU to WIFI:
      #include<ESP8266Wifi.h>
      #include < PubSubClient.h >
      #include <ArduinoJson.h>
      const char* ssid = "<yourWIFIssid>";
      const char* password = "<yourWIFIpassword>";
      #define ORG "xyz1kg"
      #define DEVICE TYPE "<Arduino"
      #define DEVICE ID "<ard123"
      #define TOKEN "12345678"
      char server[] = ORG ".messaging.internetofthings.ibmcloud.com";
      char authMethod[] = "use-token-auth";
      char token[] = TOKEN;
      char clientId[] = "d:" ORG ":" DEVICE_TYPE ":" DEVICE_ID;
      const char eventTopic[] = "iot-2/evt/status/fmt/json";
      const char cmdTopic[] = "iot-2/cmd/led/fmt/json";
      WiFiClient wifiClient:
      void callback(char* topic, byte* payload, unsigned int payloadLength)
       Serial.print("Message arrived [");
       Serial.print(topic);
       Serial.print("] ");
       for (int i = 0; i < payloadLength; i++) {
        Serial.print((char)payload[i]);
```

```
Serial.println();
 // Switch on the LED if an 1 was received as first character
 if (payload[0] == '1') {
  digitalWrite(BUILTIN_LED, LOW); // Turn the LED on (Note
that LOW is the voltage level
  // but actually the LED is on; this is because
  // it is acive low on the ESP-01)
 } else {
  digitalWrite(BUILTIN_LED, HIGH); // Turn the LED off by
making the voltage HIGH
PubSubClient client(server, 1883, callback, wifiClient);
int publishInterval = 5000; // 5 seconds//Send adc every 5sc
long lastPublishMillis;
void setup() {
 Serial.begin(9600); Serial.println();
 pinMode(LED_BUILTIN, OUTPUT);
 wifiConnect();
 mqttConnect();
void loop() {
 if (millis() - lastPublishMillis > publishInterval) {
  publishData();
  lastPublishMillis = millis();
 if (!client.loop()) {
  mqttConnect();
}
void wifiConnect() {
 Serial.print("Connecting to "); Serial.print(ssid);
 WiFi.begin(ssid, password);
 while (WiFi.status() != WL_CONNECTED) {
  delay(500);
  Serial.print(".");
```

```
Serial.print("nWiFi connected, IP address: ");
Serial.println(WiFi.localIP());
}
void mqttConnect() {
 if (!!!client.connected()) {
  Serial.print("Reconnecting MQTT client to "); Serial.println(server);
  while (!!!client.connect(clientId, authMethod, token)) {
   Serial.print(".");
   delay(500);
  if (client.subscribe(cmdTopic)) {
   Serial.println("subscribe to responses OK");
  } else {
   Serial.println("subscribe to responses FAILED");
  Serial.println();
void publishData() {
 // read the input on analog pin 0:
 int sensorValue = analogRead(A0);
 String payload = \{\'''d\'':\{\'''adc\'':'';
 payload += String(sensorValue, DEC);
 payload += "}}";
 Serial.print("Sending payload: "); Serial.println(payload);
 if (client.publish(eventTopic, (char*) payload.c_str())) {
  Serial.println("Publish OK");
 } else {
  Serial.println("Publish FAILED");
```

```
4. For Publishing the data using MQTT:
int Publish(char* payload, int payload_size) {
 int rc = -1;
 MQTTClient client = \{0\};
 MQTTClient_connectOptions conn_opts =
MQTTClient_connectOptions_initializer;
 MQTTClient_message pubmsg = MQTTClient_message_initializer;
 MQTTClient_deliveryToken token = {0};
 MQTTClient_create(&client, opts.address, opts.clientid,
           MOTTCLIENT PERSISTENCE NONE, NULL);
 conn_opts.keepAliveInterval = 60;
 conn opts.cleansession = 1;
 conn_opts.username = k_username;
 conn opts.password = CreateJwt(opts.keypath, opts.projectid, opts.algorithm);
 MQTTClient_SSLOptions sslopts = MQTTClient_SSLOptions_initializer;
 sslopts.trustStore = opts.rootpath;
 sslopts.privateKey = opts.keypath;
 conn_opts.ssl = &sslopts;
 unsigned long retry_interval_ms = kInitialConnectIntervalMillis;
 unsigned long total_retry_time_ms = 0;
 while ((rc = MQTTClient_connect(client, &conn_opts)) !=
MQTTCLIENT_SUCCESS) {
  if (rc == 3) { // connection refused: server unavailable
   usleep(retry_interval_ms * 1000);
   total_retry_time_ms += retry_interval_ms;
   if (total_retry_time_ms >= kMaxConnectRetryTimeElapsedMillis) {
    printf("Failed to connect, maximum retry time exceeded.");
    exit(EXIT_FAILURE);
   retry_interval_ms *= kIntervalMultiplier;
   if (retry_interval_ms > kMaxConnectIntervalMillis) {
    retry_interval_ms = kMaxConnectIntervalMillis;
  } else {
   printf("Failed to connect, return code %d\n", rc);
   exit(EXIT_FAILURE);
```

}

```
pubmsg.payload = payload;
pubmsg.payloadlen = payload_size;
pubmsg.qos = kQos;
pubmsg.retained = 0;
MQTTClient_publishMessage(client, opts.topic, &pubmsg, &token);
printf(
    "Waiting for up to %lu seconds for publication of %s\n"
    "on topic %s for client with ClientID: %s\n",
    (kTimeout / 1000), opts.payload, opts.topic, opts.clientid);
rc = MQTTClient_waitForCompletion(client, token, kTimeout);
printf("Message with delivery token %d delivered\n", token);
MQTTClient_disconnect(client, 10000);
MQTTClient_destroy(&client);
return rc;
```

## **B.** UI output Screenshot.

