PHASE 4: NOISE POLLUTION

REAL-TIME NOISE LEVEL DATA

HTML:

```
<!DOCTYPE html>
<html>
 <head>
  <title>Noise Level Platform</title>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <link rel="stylesheet" href="style.css">
 </head>
 <body>
  <div class="container">
   <h1>Noise Level Platform</h1>
   <div class="noise-level">
    <h2>Noise Level:</h2>
    <p id="noise-level-value">0 dB</p>
   </div>
  </div>
  <script src="script.js"></script>
 </body>
</html>
```

CSS:

Style.css

```
* {
 box-sizing: border-box;
 margin: 0;
 padding: 0;
}
```

```
body {
  font-family: Arial, sans-serif;
  background-color: #f2f2f2;
}

.container {
  max-width: 800px;
  margin: 0 auto;
  padding: 20px;
}

.noise-level {
  background-color: #fff;
  border-radius: 10px;
  box-shadow: 0 0 10px rgba(0, 0, 0, 0.2);
  padding: 20px;
  text-align: center;
}

.noise-level h2 {
  font-size: 24px;
  font-weight: bold;
  margin-bottom: 10px;
}

#noise-level-value {
  font-size: 48px;
  font-weight: bold;
  color: #ff0000;
}
```

JAVA SCRIPT:

Script.js

```
const noiseLevelValue = document.getElementById('noise-level-value');


function updateNoiseLevelValue(value) {
  noiseLevelValue.textContent = `${value} dB`;
}


// Example of updating the noise level value every second
setInterval(() => {
  const randomValue = Math.floor(Math.random() * 101);
  updateNoiseLevelValue(randomValue);
}, 1000);
```