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**COMSATS Institute of Information Technology,**

**Park Road, Chak Shahzad, Islamabad Pakistan**

**Android Navigation App for Blinds**

***By***

**Ahmed Khateeb CIIT/SP12-BCS-028/ISB**

***Supervisor*Miss Faiza Tahir**

***Bachelor of Science in Computer Science (2012-2016)***

**The candidate confirms that the work submitted is their own and appropriate  
 credit has been given where reference has been made to the work of others**.

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**Park Road, Chak Shahzad, Islamabad Pakistan**

**Android Navigation App for Blinds**

**A project presented to**

**COMSATS Institute of Information Technology, Islamabad**

**In partial fulfillment**

**of the requirement for the degree of**

***Bachelors of Science in Computer Science (2012-2016)***

**By**

**Ahmed Khateeb CIIT/SP12-BCS-028/ISB**

**DECLARATION**

We hereby declare that this software, neither whole nor as a part has been copied out from any source. It is further declared that we have developed this software and accompanied report entirely on the basis of our personal efforts. If any part of this project is proved to be copied out from any source or found to be reproduction of some other. We will stand by the consequences. No Portion of the work presented has been submitted of any application for any other degree or qualification of this or any other university or institute of learning.

Ahmed Khateeb

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**CERTIFICATE OF APPROVAL**

It is to certify that the final year project of BS (CS) “Travelling Tool for Blind” was developed by “**Ahmed Khateeb (CIIT/SP12-BCS-028)**” under the supervision of “Miss Faiza Tahir” and that in their opinion; it is fully adequate, in scope and quality for the degree of Bachelors of Science in Computer Sciences.

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**Supervisor**

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**External Examiner**

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**Head of Department**

**(Department of Computer Science)**

**Executive Summary**

I Blind people need someone's support to travel from one place to another. If they need to go to their desired destination using public transport then they will need someone to tell them about the bus stop. In bus they need someone to guide them repeatedly about the intended end of their journey, like, how far their destination is, either they are in right bus or not, either they have to leave the bus in current stop or not etc.

This project is based on Android. This app will be linked with Android's voice assistant "Google Now" which will help our app to launch by voice input even if the phone is locked, this means that user don't have to open the app manually. When the app will be launched, it will tell the user about their current location, weather condition and temperature. When the user will double tap anywhere on the screen, our app will become ready to get input. App will work according to the input. For example, user says, "Set destination, Blue Area", then app will ask for the confirmation, set the destination and will tell the estimated time. Then app will guide the user about the route on every turn. If the user will divert from the path specified, our app will give vibration feedback and let the user know. Moreover, when the user will pass by special objects like hospital, bus stop, restaurants etc, then the app will tell them, e.g.: "There is a hospital on your left after 100 meters" all by voice.

.

**Acknowledgement**

All praise is to Almighty Allah who bestowed upon us a minute portion of His boundless knowledge by virtue of which we were able to accomplish this challenging task.

I’m greatly indebted to our project supervisor “Miss Faiza Tahir”. Without their personal supervision, advice and valuable guidance, completion of this project would have been doubtful. We are deeply indebted to them for their encouragement and continual help during this work.

And I’m also thankful to my parents and family who have been a constant source of encouragement for us and brought us the values of honesty & hard work.

Ahmed Khateeb

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**Abbreviations**

|  |  |
| --- | --- |
| **SRS** | Software Require Specification |
| **App** | Application |
| **FYP** | Final Year Project |
|  |  |
|  |  |

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# Chapter 1: Introduction

# Brief

This project will help blind people to navigate and travel from source to destination all by voice input/output and vibration feedback as they can understand the voice and feel the vibration feedback.

# Relevance to Course Modules

This project is related to the following courses I’ve studied during BS,

1. **ICP:** Programming knowledge was necessary to complete this project.
2. **OOP:** This project is based on Object Oriented Concepts.
3. **DS and Algorithms:** Instant voice response will be needed.
4. **SE:** So that the project will be complete in time and available resources.
5. **Networking:** Communication with GPS/Server’s location.

# Project Background

This project is based on Google Maps, it is the best map’s SDK out there for Android Apps. Google Maps is a web mapping service developed and supported by Google. The service's frontend utilizes JavaScript, XML and AJAX.

By using the Google Maps API, it is possible to embed Google Maps site into an external website and app, on to which it specific data can be overlaid.

I’ll use Google Map’s API in this project to get the map and draw & manipulate that map. Then I’ll add my own additional functionality according to the project and convert the navigation module and some triggers to voice.

# Literature Review

Google’s map application named “Google Maps” is the best application on Android platform, Maps.me is also the very good product in this genre. But both applications doesn’t have fully enabled voice assistance.

Project “Be my Eye” doing good job in the market, its goal is same as our, but functionality and implementation is different.

# Analysis from Literature Review (in the context of your project)

Google Maps somehow have the voice input option, but it just convert the voice into text just into the search text field. On the other hand, we should be afraid of the project “Be my Eye” but luckily it is not available on Android.

# Methodology and Software Lifecycle for This Project

I’ve used "Incremental Model" in the development life cycle of our project.

* + 1. Rationale behind Selected Methodology

I’ve used Incremental Model because I’ve divided this project in different modules and each module is developed separately. More importantly, I didn’t wanted to wait for the completion of all modules to test the working project, I complete the module, integrate it in project and see the partially working project.

**Chapter 2: Problem Definition**

This chapter discusses the precise problem to be solved. It should extend to include the outcome.

# Problem Statement

Problem statement goes here.

# Deliverables and Development Requirements

Deliverables and development requirements.

# Current System (if applicable to your project)

A brief description of an existing system. Figure 2.1 is the sample figure, please follow the same style of numbering and caption for the whole report.



**Figure 2.1: Sample picture**

The following table (Table 2.1) is sample table; please follow the same style of numbering and caption for the whole report.

**Table ‎2.1: Sample Table**

|  |  |  |
| --- | --- | --- |
| **Header 1** | **Header 2** | **Header 3** |
| Text | Text | Text |
|  |  |  |

The following list style is the sample to consistently follow in the whole report.

* List items 1
* List items 2

# Chapter 3: Requirement Analysis

Software Requirements Specification (SRS) report should be included in this chapter.

# Use Cases

Use cases are a widely used and highly regarded format for capturing requirements. Before writing functional requirement use cases can help you to understand the requirements in the way user expect. Following table presents you not only the template to write use case(s) as well as guides you to write each section with example.

|  |  |
| --- | --- |
| **Use Case ID:** | Enter a unique numeric identifier for the Use Case. e.g. UC-1.2.1 |
| **Use Case Name:** | Enter a short name for the Use Case using an active verb phrase. e.g. Withdraw Cash |
| **Actors:** | [An actor is a person or other entity external to the software system being specified who interacts with the system and performs use cases to accomplish tasks. Different actors often correspond to different user classes, or roles, identified from the customer community that will use the product. Name the actor that will be initiating this use case (primary) and any other actors who will participate in completing the use case (secondary).] |
| **Description:** | [Provide a brief description of the reason for and outcome of this use case.] |
| **Trigger:** | [Identify the event that initiates the use case. This could be an external business event or system event that causes the use case to begin, or it could be the first step in the normal flow.] |
| **Preconditions:** | [List any activities that must take place, or any conditions that must be true, before the use case can be started. Number each pre-condition. e.g.   1. Customer has active deposit account with ATM privileges 2. Customer has an activated ATM card.] |
| **Postconditions:** | [Describe the state of the system at the conclusion of the use case execution. Should include both *minimal guarantees* (what must happen even if the actor’s goal is not achieved) and the *success guarantees* (what happens when the actor’s goal is achieved. Number each post-condition. e.g.   1. Customer receives cash 2. Customer account balance is reduced by the amount of the withdrawal and transaction fees] |
| **Normal Flow:** | [Provide a detailed description of the user actions and system responses that will take place during execution of the use case under **normal, expected** conditions. This dialog sequence will ultimately lead to accomplishing the goal stated in the use case name and description.   1. Customer inserts ATM card 2. Customer enters PIN 3. System prompts customer to enter language performance English or Spanish 4. System validates if customer is in the bank network 5. System prompts user to select transaction type 6. Customer selects Withdrawal From Checking 7. System prompts user to enter withdrawal amount 8. … 9. System ejects ATM card] |
| **Alternative Flows:**  **[Alternative Flow 1 – Not in Network]** | [Document **legitimate** branches from the main flow to handle special conditions (also known as extensions). For each alternative flow reference the branching step number of the normal flow and the condition which must be true in order for this extension to be executed. e.g. Alternative flows in the *Withdraw Cash* transaction:  4a. In step 4 of the normal flow, if the customer is not in the bank network   1. System will prompt customer to accept network fee 2. Customer accepts 3. Use Case resumes on step 5   4b. In step 4 of the normal flow, if the customer is not in the bank network   1. System will prompt customer to accept network fee 2. Customer declines 3. Transaction is terminated 4. Use Case resumes on step 9 of normal flow   Note: Insert a new row for each distinctive alternative flow. ] |
| **Exceptions:** | [Describe any anticipated **error conditions** that could occur during execution of the use case, and define how the system is to respond to those conditions.  e.g. Exceptions to the Withdraw Case transaction  2a. In step 2 of the normal flow, if the customer enters and invalid PIN   1. Transaction is disapproved 2. Message to customer to re-enter PIN 3. Customer enters correct PIN 4. Use Case resumes on step 3 of normal flow] |
| **Includes:** | [List any other use cases that are included (“called”) by this use case. Common functionality that appears in multiple use cases can be split out into a separate use case that is included by the ones that need that common functionality. e.g. steps 1-4 in the normal flow would be required for all types of ATM transactions- a Use Case could be written for these steps and “included” in all ATM Use Cases.] |
| **Special Requirements:** | [Identify any additional requirements, such as nonfunctional requirements, for the use case that may need to be addressed during design or implementation. These may include performance requirements or other quality attributes.] |
| **Assumptions:** | [List any assumptions that were made in the analysis that led to accepting this use case into the product description and writing the use case description.  e.g. For the *Withdraw Cash* Use Case, an assumption could be:  The Bank Customer understands either English or Spanish language.] |
| **Notes and Issues:** | [List any additional comments about this use case or any remaining open issues or TBDs (To Be Determined) that must be resolved. e.g.   1. What is the maximum size of the PIN that a use can have?] |

# Functional Requirements

Many people have a hard time finding their way in a new building. We considered this situation a useful test case for a location-based service provided through our mobile augmented reality system. The system should guide a user on the way through the building by showing him directions.

# Non-Functional Requirements

Many people have a hard time finding their way in a new building. We considered this situation a useful test case for

# Chapter 4: Design and Architecture

This chapter will discuss the design and architecture of your system.

# System Architecture

Explain and justify the choice of system architecture for your project.

# System Design

As system design varies from system to system, therefore you are required to explore which design pattern is suitable for your system. For guidelines an IEEE Recommended Practice for Software Design Descriptions (section 5 and 6) is provided with this template.

# Chapter 5: Implementation

This chapter will discuss implementation details supported by UML diagrams (if applicable). You will not put your source code here. Source code should separately be submitted. Any of the following sections may be included based on your project.

# Component Diagram

Present and explain component diagrams of your project.

# Network and Protocol Choice

It goes here.

# Choice of Object Middleware

RMI vs.CORBA vs. DCOM etc.

# User Interface

Details about user interface.

# Chapter 6: Testing and Evaluation

This chapter may include the following sections.

# Verification

Verification section.

# Validation

Validation section.

# Usability Testing

Usability testing section.

# Module / Unit Testing

Unit testing.

# Integration Testing

Integration testing.

# System Testing

System testing.

# Acceptance Testing

Acceptance testing.

# Stress Testing

Stress testing.

# Hardware Configuration for Testing

Hardware configuration.

# Evaluation

Evaluation section.

# Deployment

Evaluation section.

# Maintenance

Evaluation section.

# Chapter 7: Conclusion and Future Work

This chapter concludes the project and highlights future work.

# Conclusion

Conclusion section.

# Future Work

Future work section.

# References

References to any book, journal paper or website should properly be acknowledged. Please consistently follow the style. The following are few examples of different resources i.e. journal article, book, and website.

1 Lyda M.S. Lau, Jayne Curson, Richard Drew, Peter Dew and Christine Leigh, (1999), Use Of VSP Resource Rooms to Support Group Work in a Learning Environment, ACM 99, pp-2. (Journal paper example)

2 Hideyuki Nakanishi, Chikara Yoshida, Toshikazu Nishmora and Turu Ishada, (1996), FreeWalk: Supporting Casual Meetings in a Network, pp 308-314 (paper on web) http://www.acm.org/pubs/articles/proceedings/cscw/240080/p308-nakanishi.pdf

3 Ali Behforooz & Frederick J.Hudson, (1996), Software Engineering Fundamentals, Oxford University Press. Chapter 8, pp255-235. (book reference example)

4 Page Author, Page Title, http://www.bt.com/bttj/archive.htm, Last date accessed. (web site)