

G52GRP Final Report

Proximity Based Attendance Management via Bluetooth Low Energy

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1 Abstract

The aim of this project is to develop an Android app which uses proximity range detection to register the attendance of students in classrooms. Imagine a student entering a classroom, as the student with a smartphone moves into the proximity Bluetooth range of another student's phone when they have already registered their attendance, their phone will automatically connect to the nearby student's phone. This will trigger the user's automatic attendance recording system. This cascade of registrations will initiate with the course lecturer opening the course for registration and a first round of students getting registered by coming into the range of the lecturer's phone. This first round of students will then be able to act as proxy for registering other students, so that not every single student has to enter the lecturer's Bluetooth transmission range (typically around 10m).

The app will use Bluetooth Low Energy for proximity detection of nearby smartphones, and for data exchange. This project attempts to leverage a technology that lets phones within a certain location collaborate to perform certain tasks. One current application of this technology is contact tracing of COVID-19 cases.

2 Introduction

2.1 Problem Description

University of Nottingham Malaysia has a mobile application called *UNM Instatt* to aid lecturers and students take attendance during academic sessions. Instead of signing on paper, students will press an icon within a limited time frame to indicate themselves as present after the lecturer has turned on the signing-in feature. Students will get to monitor their attendance rate and check their timetable schedule in the application and likewise for lecturers.

However, some students might forget to sign-in even though they attended the class. In that case, lecturers need to sign in manually for them. There is also no notification when attendance is opened to be signed and students might miss the signing time frame. The process of attendance taking is also disruptive to the academic process as students need to open the application every time to record attendance.

2.2 Proposed Solutions

This project aims to create an application called Beam that can automatically record attendance of students in class. This application will run in the background and use Bluetooth Low Energy (BLE) to detect the students' proximity to lecturer or students who already recorded attendance. Once the lecturer enabled sign-in of attendance on his device, that device will send a token through BLE to other BLE-enabled devices nearby. The application will communicate with a server once the token has been received and the server will record attendance for the students. Once the student's attendance is recorded, the student's device will act as a beacon which shares the lecturer's token to nearby devices so that students whose devices are out of the lecture's device Bluetooth range could receive the lecturer's token. There will be a separate website which handles the timetable scheduling and registration of lecturer and student details.

Furthermore, the application will notify students to turn on Bluetooth once attendance is open to sign in. When the device received a token from the lecturer or from other present students, the application will record timestamps to ensure attendance record matches the actual timetable.

2.3 Qualifications and Limitations

One of the limitations of this application is that it could not detect proxy devices. Students who will not attend class can just hand their devices over to their friends who will attend to sign their attendance. Unless the lecturer counts the number of physical students in the class and tally with the number of students in the attendance record, which is a time-consuming process, students can take attendance with the application on behalf of their friends. If there is a separate device, such as an infrared sensor, that can detect the number of physical students in class automatically, then proxies can be eliminated, albeit at a high monetary cost. Furthermore, students who have already taken attendance can bring their devices to their friends outside the classroom to record attendance for them. Some students may turn off Bluetooth after taking attendance to save on battery consumption. Without Bluetooth, the device cannot act as a beacon for other students' who have not taken attendance.

2.4 Development Constraints

Since this project is not commissioned by University of Nottingham Malaysia (UNM), the application will be linked with an artificial database instead of the real UNM student registry. Even though the data used in this project does not identify with any real user, the data processed will be encrypted as a good practice of data handling.

Testing cannot be performed in the university making it significantly harder to test for security requirements such as leakage of personal data to unauthorised parties amongst others.

The use of an artificial database and the fact that the app will not be used by multiple students means that the app will never be tested on many devices making it considerably harder to test for several performance requirements, for instance how smooth the app runs on different Android devices or different networks.

2.5 Target Audience

This project aims to improve the existing attendance management application of *UNM Instatt*. Hence, this application is created for UNM lectures and students.

3 Literature Review

3.1 Using Android Devices and BLE

There are some existing solutions that utilizes BLE to record attendance. One of them is to attach a sensor to each students' identity card which could interact with the application installed in the lecturer's Android device. This sensor contains a unique string that can be associated with the student card it is attached to. During class, the lecturer will open the application to scan the sensors to collect the students' data into the application. To avoid attendance taken by proxy (students carrying more than one identity card or students standing outside the classroom during class), an infrared sensor could be installed in each classroom at the correct location and angle that can count the number of students who are physically present in the class. If the number of present students recorded by the application does not match the data recorded by the infrared sensor, the lecturer will receive an error message from the application [1].

Another way is to install BLE beacon in each classroom that transmit a "magic number" to each nearby Android devices with the required application installed. Through a web-based attendance management system, the lecturer could set the ID and name of the class prior to the class. During class, the lecturer will turn on the BLE beacon to send a "magic number" to students' Android devices nearby. Furthermore, the lecturer also turns on registration for attendance on the web-based attendance management system, which offers some basic management features such as list of attendance rate and records and import, export, and manual alteration of attendance records. The application installed in students' device allows the students to scan their student identity cards through Near Field Communication (NFC) reader. It is also not necessary to scan their cards with their own device and any device with the application installed could scan their student card. Meanwhile, the Android devices will receive the "magic number" from the BLE beacon. To record students' attendance, the application will send the "magic number" and the scanned student card and name to the server [2].

Other than that, Bluetooth beacons can be installed to each room so that students' device can scan their presence and extract the beacon's UUID. The students will install an application which logs them into their respective user account and scan their surroundings in search for Bluetooth beacon's UUIDs. Each room will be represented by a beacon's UUID. The administrator server will then match the extracted UUID, retrieval timestamp, and user account, all which are sent from the application installed in the student's device, with the database to check if the student is present in the correct room during academic sessions [3].

3.2 Using BLE Indoor Positioning Technology

There is also an alternative method of attendance management which does not require any mobile application. The university could install four Bluetooth station modules in strategic locations in a room. The Bluetooth module is a sensor system programmed in Python over Raspberry Pi which is also equipped with Bluetooth USB dongles. They are installed in the walls of each room to connect with powerlines and the Local Area Network (LAN). In this system, the lecturer could set the classes and list of students on the web-based attendance management system. On the other hand, students will also register the media access control (MAC) address of their device on the web-based system.

During academic sessions, the web-based system will send the list of student MAC address based on the timetable registered by the lecturer to the Bluetooth modules. The Bluetooth modules will then scan for Bluetooth devices nearby and detect their RSSI and MAC address.

The RSSI data will be processed using fingerprint localization method based on Artificial Neural Network (ANN) to estimate the location of the student in the classroom and the MAC address can be associated with a student. The data collected will be sent to the server and matched with the records in the database to register the students' attendance [4].

3.3 Android Bluetooth Low Energy

Android introduced Bluetooth Low Energy (BLE) functionality in Android 4.3 (API level 18). BLE has a lower power consumption in comparison to Classic Bluetooth. The transfer of data (known as attributes) between two BLE capable devices is based around the Generic Attribute Profile (GATT) which is built on top of the Attribute Protocol (ATT) [5].

ATT defines a standard protocol for attribute transfer between BLE devices by defining how attributes are formatted for transfer. Each attribute is uniquely identified by a Universally Unique Identifier (UUID) which is a standardised 128-bit format for a string ID. Attributes that are transferred are formatted as either services, characteristics, or descriptors. A service is a collection of characteristics. A characteristic contains a single value and any number of descriptors which are attributes for describing the characteristic. These descriptors may specify the characteristic's use, minimum and maximum values, unit of measurement, etc. A GATT profile specifies what kind of attributes are transferred. Bluetooth SIG provides existing profiles (such as Alert Notification Profile and Heart Rate Profile) for common BLE devices, but custom GATT profiles may also be written by developers. Custom GATT profiles defines a new service and characteristics of the service.

Android documentation specifies roles taken by two BLE capable devices that are connected. Regarding making a connection between two BLE devices, there exists two roles, the central and peripheral roles. The device that acts as the central scans for devices by looking for advertisements of services. Once a device is found, the central device is responsible for initiating a connection. The peripheral device is responsible for sending out advertisements of its services defined by a GATT profile. After the connection is created, the devices take on two new roles, either GATT client or GATT server. Usually, the central device takes the client role while the peripheral takes the server role. The GATT client is responsible for making requests to read or write into the characteristics inside the server's service which are defined by a GATT profile. The GATT server is responsible for notifying the client of characteristic changes and responding to client requests.

3.4 Firebase

Firebase is a platform developed by Google for creating and maintaining mobile and web applications as their Flagship product for app development [6]. There are 18 products available split into 3 groups, namely Develop, Quality and Grow. For our application we are using Firebase to host our application as well as the Authentication and Realtime Database features available on the firebase platform.

We decided to use Firebase Hosting to host our app not only because it's free, but also because of the simplicity of using Firebase to understand our backend statistics such as the amount of data downloaded, the amount of storage used as well as the ease of using the built-in authentication features available. Since Firebase is cloud-hosted and free, it is both cost effective and the risk of losing data is minimal.

Firebase Authentication provides a way for developers to identify the users who access the application or website. There are many different types of authentication but project we have used the "email and password" based authentication type. We have decided to make use of a function that allows users to create accounts either on the firebase console itself or in their mobile apps. Developers or System Administrators update or register data on the Firebase

Realtime Database after successfully signing into the website. Every user account in the system has a corresponding User ID whether they are a lecturer or a student. Admin accounts also have User IDs but they are not useful in this project.

Firebase Realtime Database is a NoSQL cloud-hosted database whereby data as JavaScript Object Notation (JSON) tree and can be synchronised in realtime to every connected client. The database is structured as a JSON tree with parent and child nodes with their respective keys. For cross-platforms apps (e.g. Android and Web), every client shares the same data instance and simultaneously receive the same updates made in the database [7]. We keep the data denormalized in the database so that the data can be downloaded efficiently as separate queries instead of fetching all the data nested in a particular location. This is because when client fetches data, all the child nodes are retrieved. If too much data is nested in a location, the client might end up downloading data which is not needed. Granting users read and write access to a location also grants read and write access to all child nodes, so we try to keep the data structure as flat as possible [8].

Note that all the Firebase Services used within this project encrypt data in transit with HTTPS and in the Google Servers [9].

3.5 Vue.js

Vue is a framework for building user interface of a website and is especially useful in creating single-page application (SPA). Developers can write templates, which are based in HTML syntax, and bind them with the components instance data of a website. The component templates most useful in this project is a type called x-template, which allows the developer to write HTML code inside a script tag [10]. Instead of creating multiple html files and redirects, they can be written in a single JavaScript file or a single HTML file under script tags. They can also create a navigation bar and allow users to switch between different templates by using the Vue-router-library. Routes can be created as paths to templates so that the router can link to the items in the navigation bar to their respective templates [11]. The main purpose of using Vue in this project is to allow the user to access multiple templates without refreshing the webpage.

3.6 Selenium Browser Automation

Selenium WebDriver simulates how a real user would use a browser, on local or remote machines. It works with all major browsers, including Chrome, Edge, Firefox, etc. This WebDriver also refers both to the language binding and implementations of the browser controlling code. It is an objected-oriented API designed as a compact programming interface. In this project, we will use Python to implement the WebDriver and create a script to drive browser automation. The script will be used to populate the database and test the functionalities of the administration website.

4 Requirements Specification

4.1 Functional Requirements

a. Authentication

- i. Application will redirect user to login screen if user is unauthenticated
- ii. User authentication state is saved and remains outside of app lifecycle
- iii. Users authenticated using student credentials will enter *student mode*
- iv. Users authenticated using lecturer credentials will enter *lecturer mode*

b. Display and Navigation

- i. Within the main screen, users can swipe left and right to navigate between 4 different screens
- ii. Within the 1st screen, users can view a pulsing animation of the BEAM logo
- iii. Within the 2nd screen, users can view the daily schedule of sessions they'll be teaching or attending
- iv. Within the 3rd screen, users can view the weekly schedule of sessions they'll be teaching or attending
- v. Within the 4th screen, users can view attendance statistics for the module they're teaching or enrolled in
- vi. Users can press the settings icon on the top right to navigate to a settings screen
- vii. Within the settings screen, the user can logout delete existing authentication state

c. Lecturer Mode

- i. On arrival at main screen, app will schedule background services for opening attendance when each session begins (Updating database, sending out attendance tokens)
- ii. On arrival at main screen, app will schedule background services for closing attendance when each session ends (Updating database)
- iii. During background service for opening attendance, lecturer will be notified that the device is sending out attendance tokens to other devices
- iv. By pressing a row containing a session, lecturer can view the attendance statistics of a particular session
- v. By pressing a module in the 4th screen, lecturer can view average attendance percentage of students enrolled

d. Student Mode

- i. On arrival at main screen, app will schedule background services for taking attendance when each session begins
- ii. During background service for taking attendance, user will be notified that the device is scanning for other devices and receiving tokens
- iii. On successful taking of attendance, user is notified that attendance has been taken
- iv. On successful taking of attendance, device switches to sending out tokens to other devices and user is notified of this
- v. By pressing a row containing a session or module, student can view their detailed attendance history of the module

e. Bluetooth Requirements

- i. App can open a GATT server to advertise a custom GATT Service
- ii. App can scan for BLE devices that advertise a custom GATT Service
- iii. App can read characteristics of the advertised service from other BLE devices
- iv. App runs all Bluetooth functionality as a background service (doesn't require app to be open)

f. Administration Website

- i. This is a website built to initialise the Firebase database with lecturer details, attendance record of each academic sessions by module, academic sessions of each modules, module details, academic plan consists of sets of modules, student details, attendance record of each student by academic module and academic session, timetable, and account user details.
- ii. This website aims to simulate a university administration site where the admins can access and update the database.
- iii. The landing page of this website only has only feature: admin account login.
- iv. Successful logins will redirect the user to a single-page application with four main features: Student Registration, Lecturer Registration, Add or Remove Module, Update Timetable.
- v. All four main features will load on the same page without any page refresh and can be accessed via the navigation bar.

g. Firebase Realtime Database

- i. The system should store student data which can queried using student authentication account's UID. The data shall consist of first name, last name, programme, and email.
- ii. The system should store lecturer data which can queried using lecturer's authentication account's UID. The data shall consist of first name, last name, faculty, position, and email.
- iii. The system should store module data which can queried using module id. The data shall consist of module name, lecture ids and student ids.

- iv. The system should store academic plan data which can queried using programme. The data shall consist of the module ids of the modules of a programme.
- v. The system should store timetable data which can queried using date (YYYYMMDD). Academic sessions are recorded by module id and have details such as session type, status, time begin, and time end.
- vi. The system should store attendance record data which can queried using module id and session id.
- vii. The system should group each academic session by module id.
- viii. The system should store the academic sessions attended by a student, grouped by module id.
- ix. The system stores each user account details including programme, user role, and modules.

4.2 Non-Functional Requirements

a. Development Environment

- i. Java SE Development Kit 8 will be the main programming language used for implementing app functionality
- ii. XML will be used for defining views and layouts for the app
- iii. Gradle build tools will be used for managing dependencies such as the Android SDK and Firebase API
- iv. Android Studio will be the IDE used for developing the app

b. Application Dependencies

- i. Android Software Development Kit will be used for developing the app
- ii. Firebase API will be used for user authentication and storing and retrieving records in a cloud database

c. Availability

- i. App will support Android devices with Android 5.0 or above
- ii. App will only run on devices connected to the Internet
- iii. App will only run on devices with Bluetooth enabled

d. Security Requirements

- i. Data transmitted between Firebase servers and the app should be encrypted with HTTPS
- ii. Data stored in servers should be encrypted
- iii. Password should be hidden on the interface
- iv. Only attendance tokens are transferred between devices and received from other devices for the operation of the app

e. Performance Requirements

- i. App should open in 2 seconds after the user clicks on the app icon.
- ii. UI frames must not take longer than 700ms to render.
- iii. App UI should respond to user input in 200ms.

5 Final Design

6 Testing Methodology

7 Implementation Results

8 Conclusion

9 Reflective Comments

10 Appendix

11 References

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