

## Artificial Vision for Visually Impaired

This manual will help you setup all the layers/assets to fully run this project. This project is based on 3-tier architecture as follows:

1. Frontend layer (user facing – Android/IOS application)
2. Middleware layer (API for connecting Frontend layer with Backend layer)
3. Backend layer (Google Colab hosted AI-model)

Each layer requires its own setup with different tools and configurations, which will be explained in detailed manner in below sections.

### 1. Frontend layer

- List of installations required:
  - NodeJS
  - NPM
  - Java JDK 1.8 (with JAVA\_HOME environment variable set)
  - Android Studio (with ANDROID\_SDK\_ROOT environment variable set)
  - Microsoft Visual Studio Code

Setup:

- Once all installations are done, open the SourceCode/FrontEnd folder in MS Visual Code
- Open the integrated terminal window and check if the terminal is set to this path
- Run the command “npm install” – this will install all the Frontend project libraries and dependencies
- On your android device, enable the Developer Tools option by clicking the Build Number in phone settings continuously.
- In the developer tools, enable the option for Android Debugging.
- To verify the connection with laptop, connect the mobile device with your laptop using USB charging cable.
- Run the command “adb devices” to see entry of your mobile in command prompt. This ensures your mobile is connected for debugging session using ADB.
- Now run the command “ionic cordova run android”. (This step will take time and install app on your mobile)
- Once you see the app installed in your mobile, you can disconnect the mobile from laptop.

### 2. API Layer

- Softwares required:
  - You need to create an account with <https://anvil.works>
  - Once that is done, you need to create a new application.
  - In the server code, paste the contents of .py file inside SourceCode/API
  - And run the application.

### 3. Backend Layer

- Softwares required:
  - Account with Google colab.
  - Open the .ipynb file from SourceCode/BackEnd
  - From the above options, in runtime menu click Run all