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```
// for binary
void write_log_attendance(uint16_t person_id, uint8_t* timestamp) {
    char log_file[31]; // File path: /fatfs/log/2412121716.log
    snprintf(log_file, sizeof(log_file), "%s/%02d%02d%02d%02d.log", ATTENDANCE_DIR,
             timestamp[0], timestamp[1], timestamp[2], timestamp[3], timestamp[4]);

    ESP_LOGI("log_attendance", "file name: %s", log_file);

    FILE* f = fopen(log_file, "ab"); // Open in "append binary" mode
    if (f == NULL) {
        ESP_LOGE("log_attendance", "Failed to open log file for writing");
        return;
    }

    // write timestamp (6 bytes) and person ID (2 bytes) as binary data
    fwrite(timestamp, sizeof(uint8_t), 6, f);
    uint8_t temp= person_id>>8;
    fwrite(&temp, sizeof(uint8_t), 1, f); // Write person ID once (high bytes)
    temp= person_id & 0x00ff;
    fwrite(&temp, sizeof(uint8_t), 1, f); // Write person ID once (low bytes)

    fclose(f);
    ESP_LOGI("attendance", "Attendance ID: %d logged in file: %s", person_id, log_file);
}
```

6 byte timestamp

2byte person id

```
}
icnPrint(NETWORK_ICON_POSS_X, NETWORK_ICON_POSS_Y, WIFI_WIDTH, WIFI_HEIGHT,&wifiIcon,WHITE ,*buff);

if(dataAvailable)icnPrint(NETWORK_ICON_POSS_X-13, NETWORK_ICON_POSS_Y, 11, 11,&cloudPending,RED ,*buff);

// if(networkStatus==STOMP_CONNECTED){//WSS_CONNECTED
if(networkStatus==WSS_CONNECTED){//WSS_CONNECTED
    icnPrint(NETWORK_ICON_POSS_X+14,NETWORK_ICON_POSS_Y+5,7,7 ,&connectedIcon,GREEN,*buff);//+8
}else{
    icnPrint(NETWORK_ICON_POSS_X+15,NETWORK_ICON_POSS_Y+6,2,7,&disconnectedIcon,RED,*buff);//+9
}

animationTime = xTaskGetTickCount();
writedataTime(*buff , current_time, clockType);
```

binary wifi logo

wss status icon

```
bool motion = false;
```

```
if(sleepEnable==SLEEP){
```

check sleep mode

```
    if (xQueueReceive(xQueueFrameI, &(moveDetection), portMAX_DELAY))// motion detection  
    {
```

received move frame

```
        //-----motion detection -----  
        uint32_t moving_point_number = dl::image::get_moving_point_number((uint16_t *)frame->buf, (uint16_t *)moveDetection->buf, frame->height);  
        if (moving_point_number > 50)
```

calculate move frame

```
        {  
            ESP_LOGE(TAG, " Motion detected!");  
            motion =true;  
        }  
        // end-----
```

```
    }// motion end
```

```
}
```