Tirumala Reddy Konireddy

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Lab 05 report

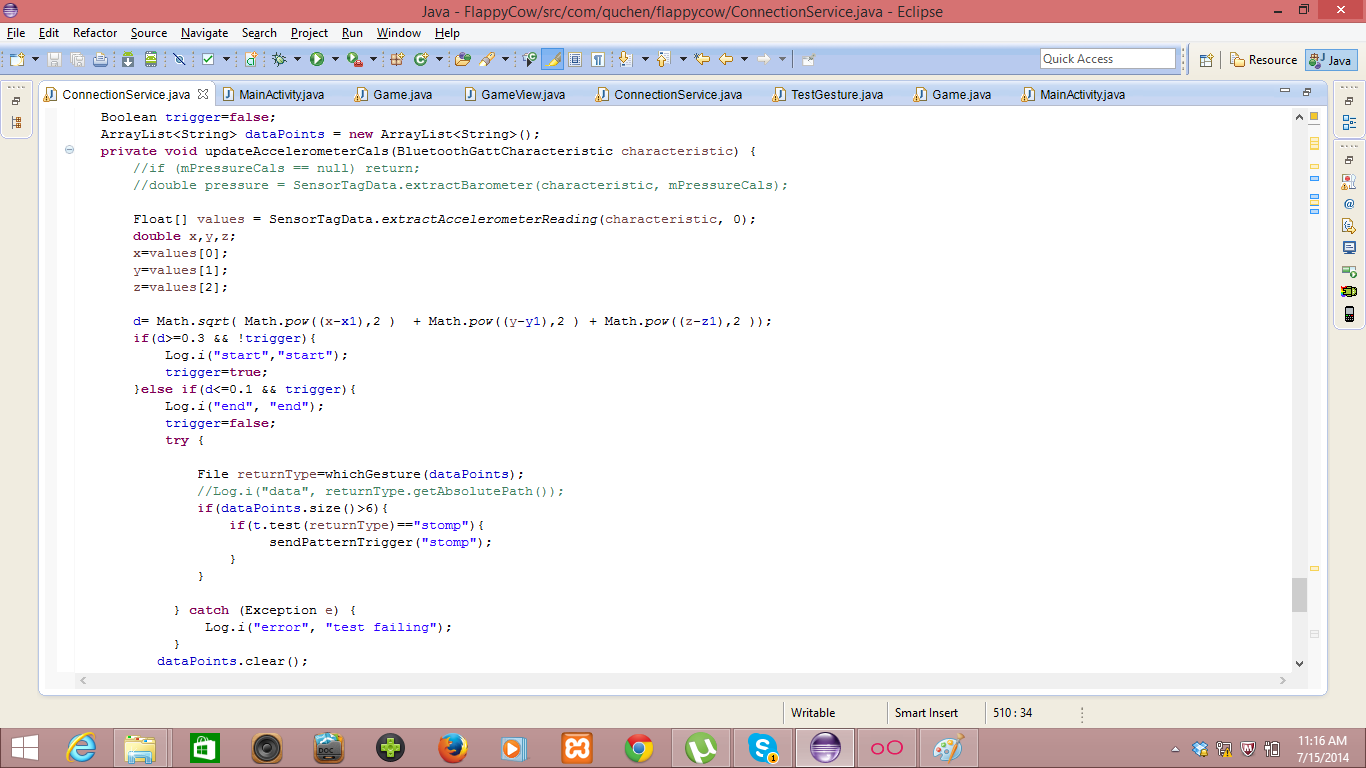
Sensor Data Collection and HBase Uploading and Retrieval

**Open Source Android Game**

I had chosen the Open Source Android Game TheGot2Run Game for our Lab 5 Assignment.

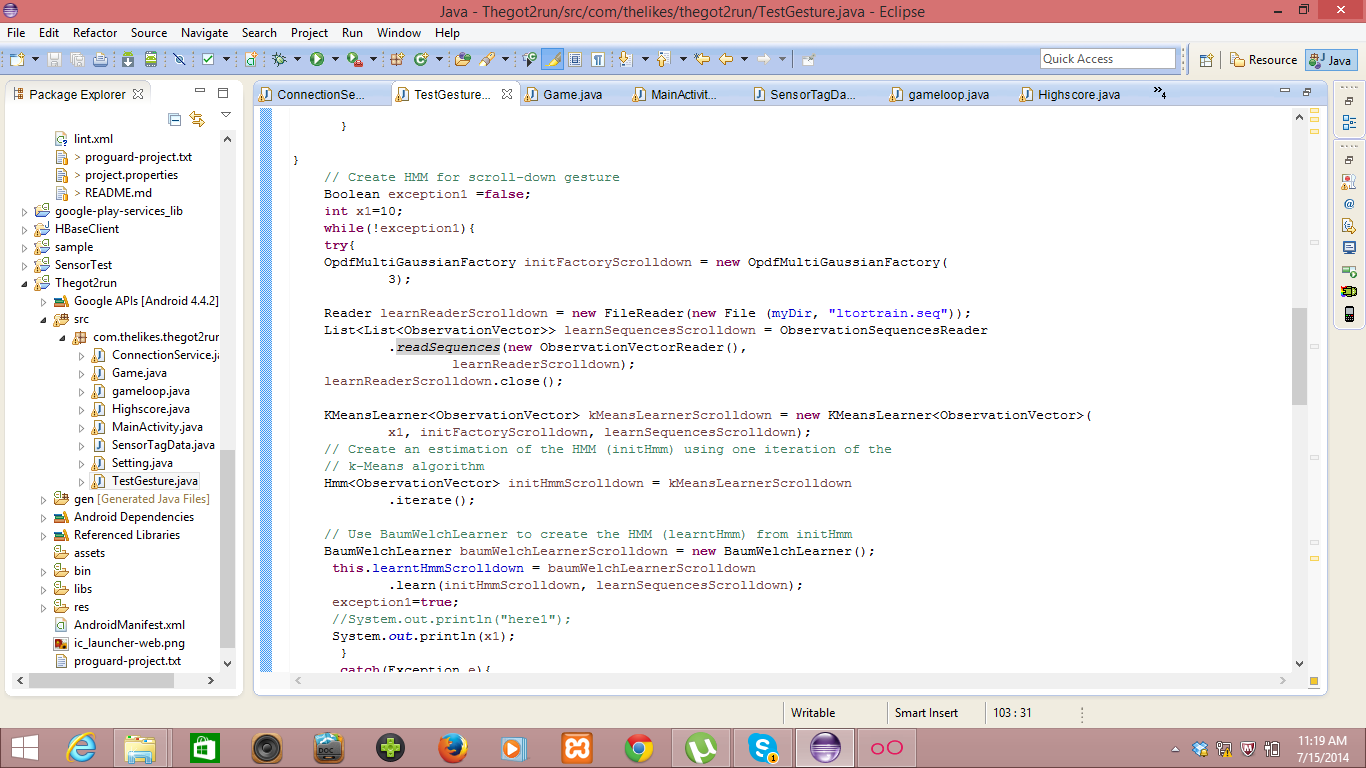
**Modified Code**

I had used a connection service program to connect the Android game to BLE Sensor Tag and extract Accelerometer data of BLE Sensor Tag.



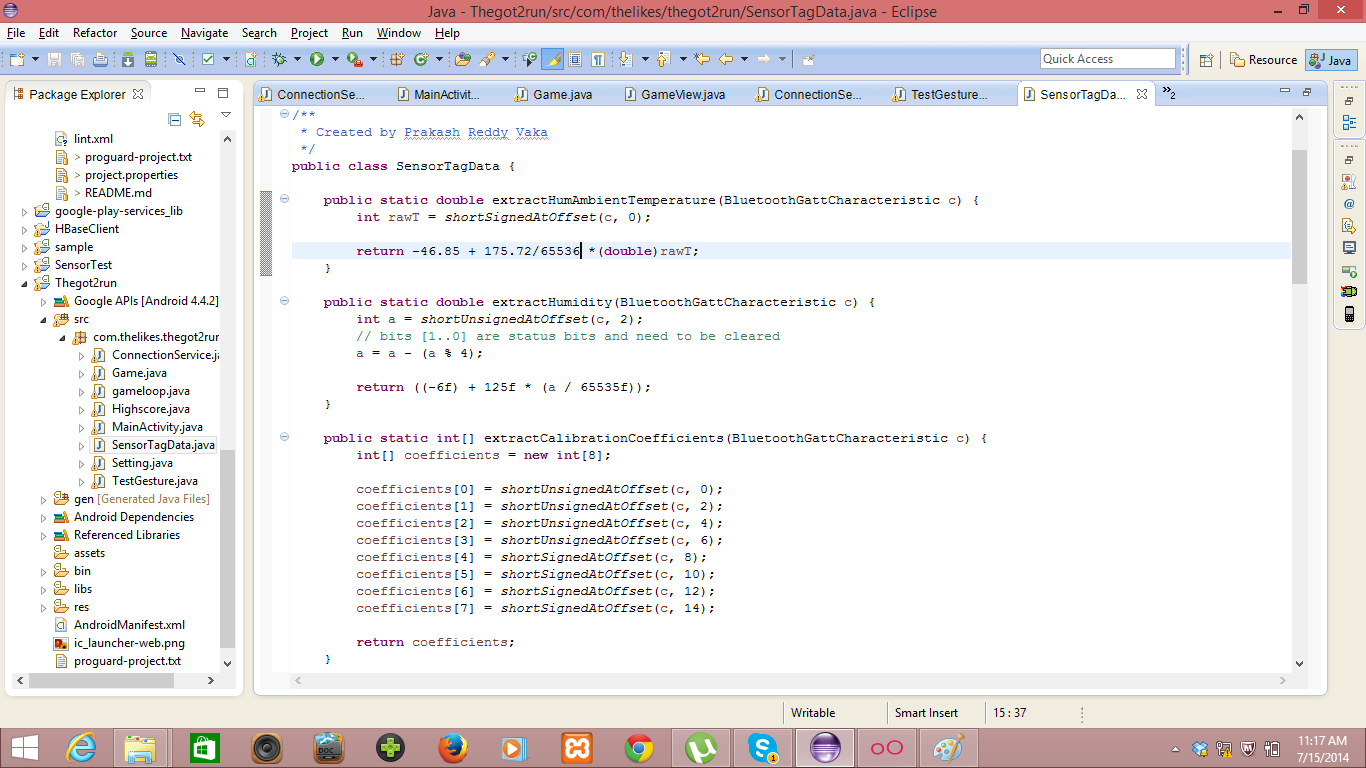
I am using a distance vector calculation formula inorder to capture the motion.

i.e., D = √(x1-x)2 +(y1-y)2+(z1-z)2

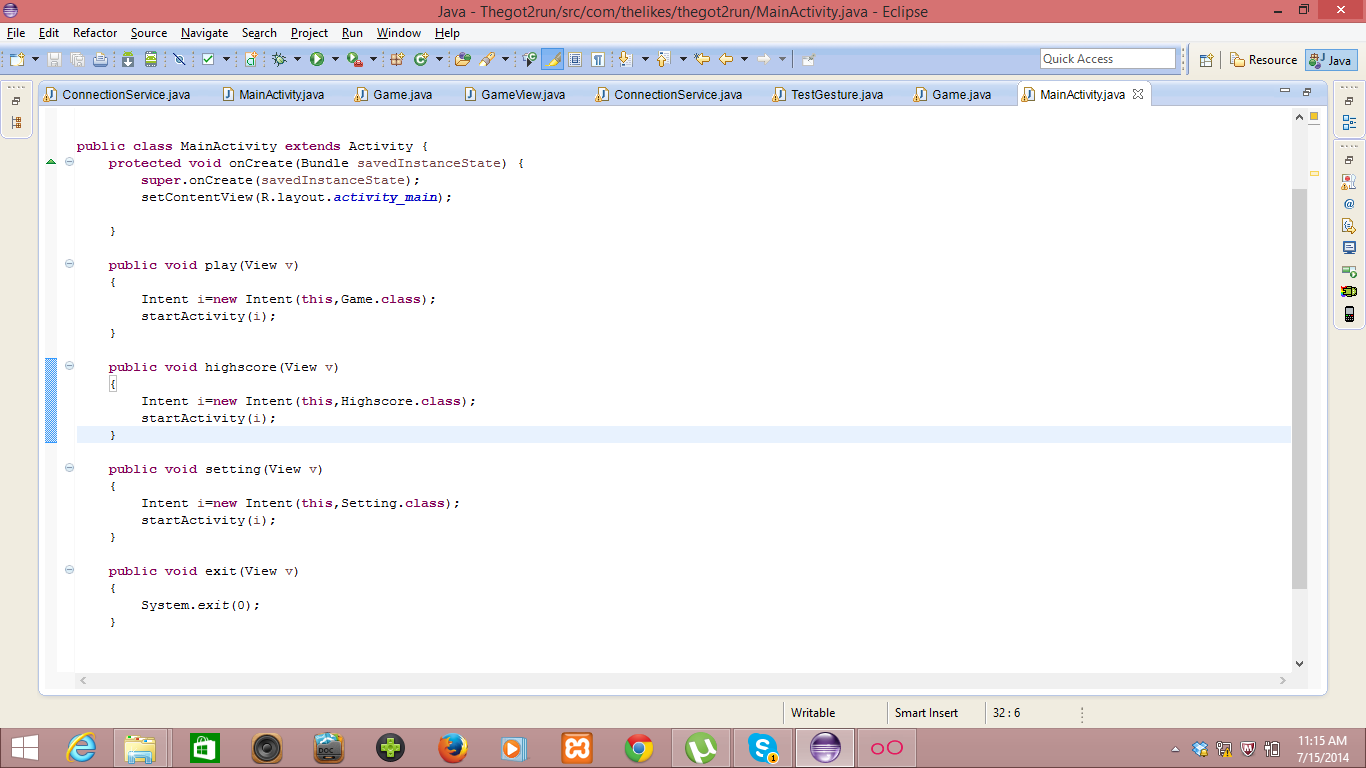


We had used a broadcast receiver service for broadcasting accelerometer data to all activities running on Android Operating System as above.

We had used the Sensor Tag extraction data class for accelerometer data extraction.

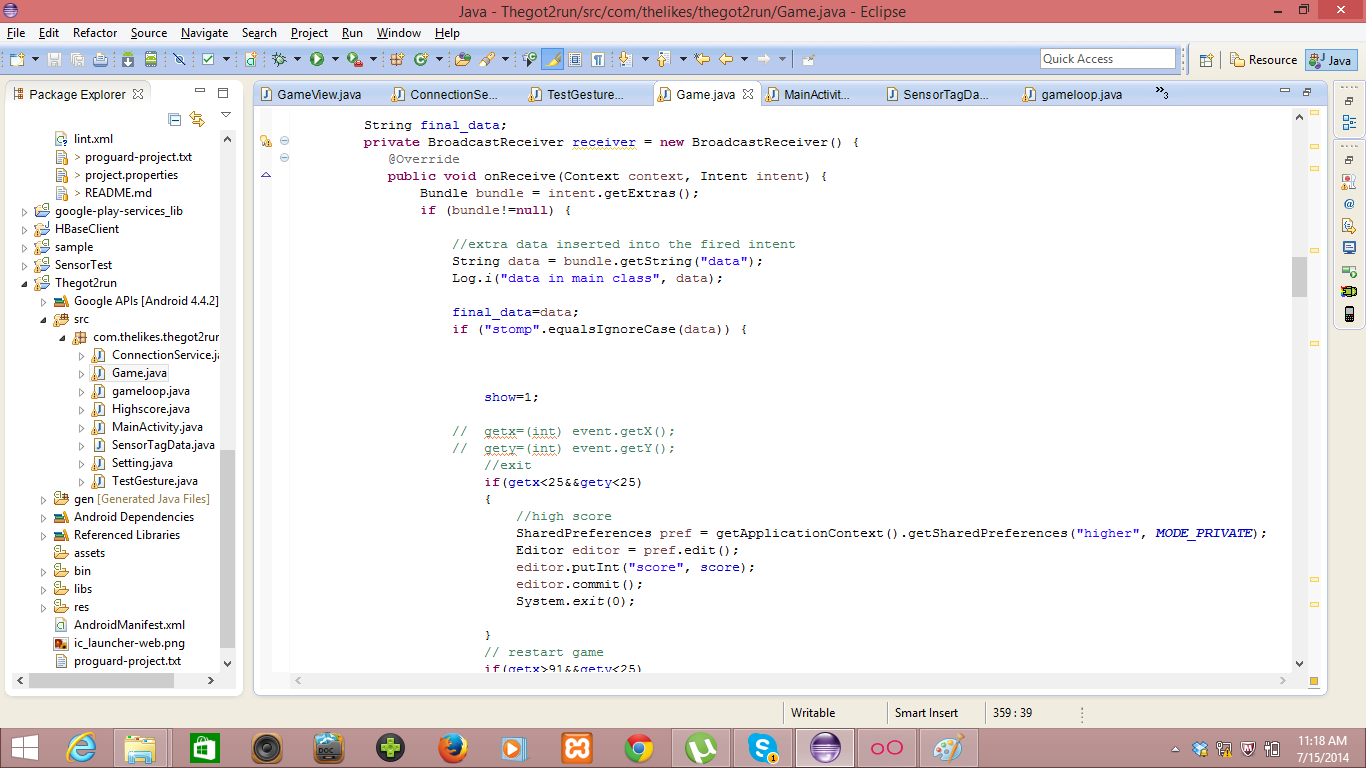


**Modified Got2RunCode:**

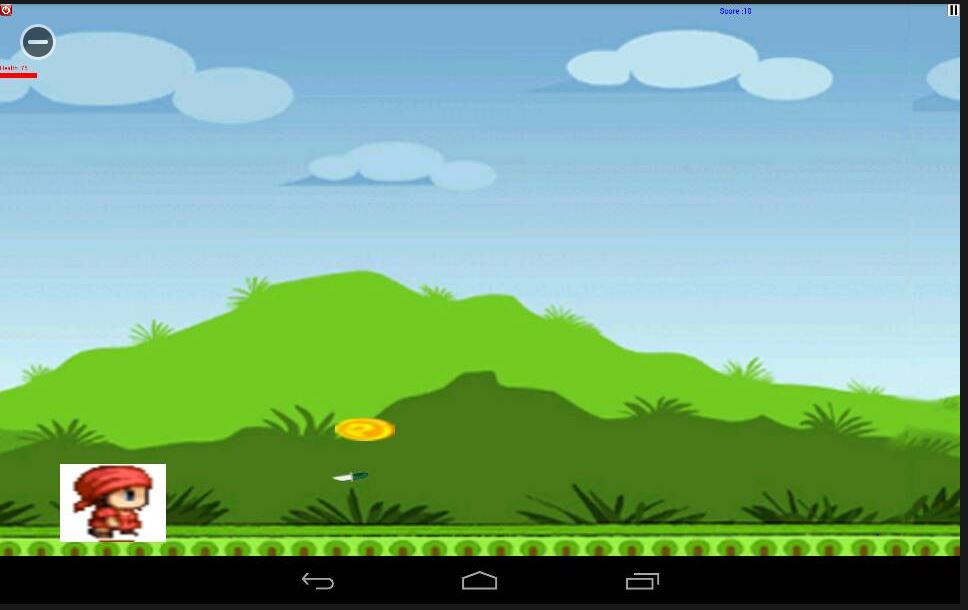
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**Receiver of Broadcasted Accelerometer Data:**

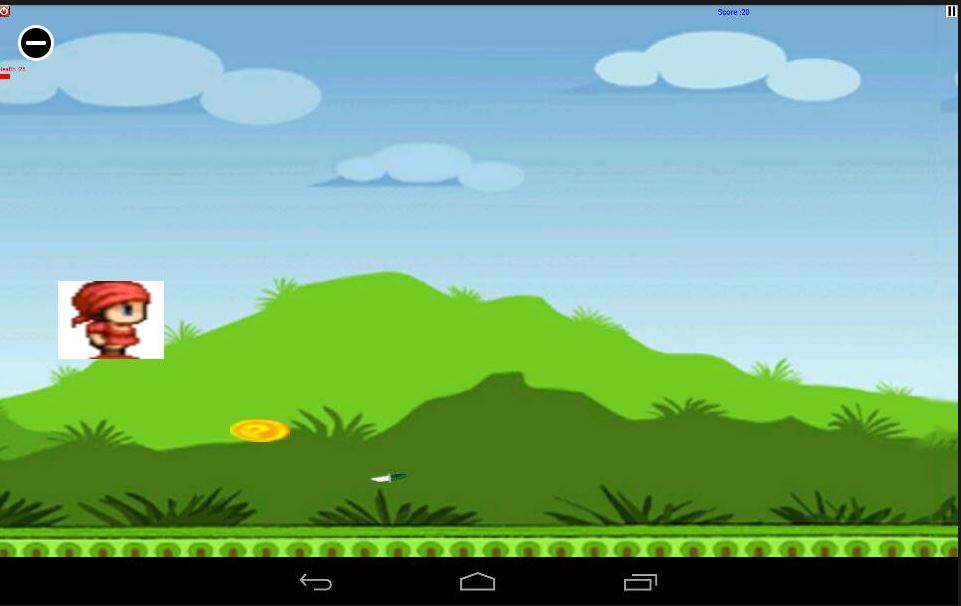
Receiving of Broadcasted Accelerometer Data.

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Here we are checking whether a motion is captured or not and trigger the jump activity in Android Game.

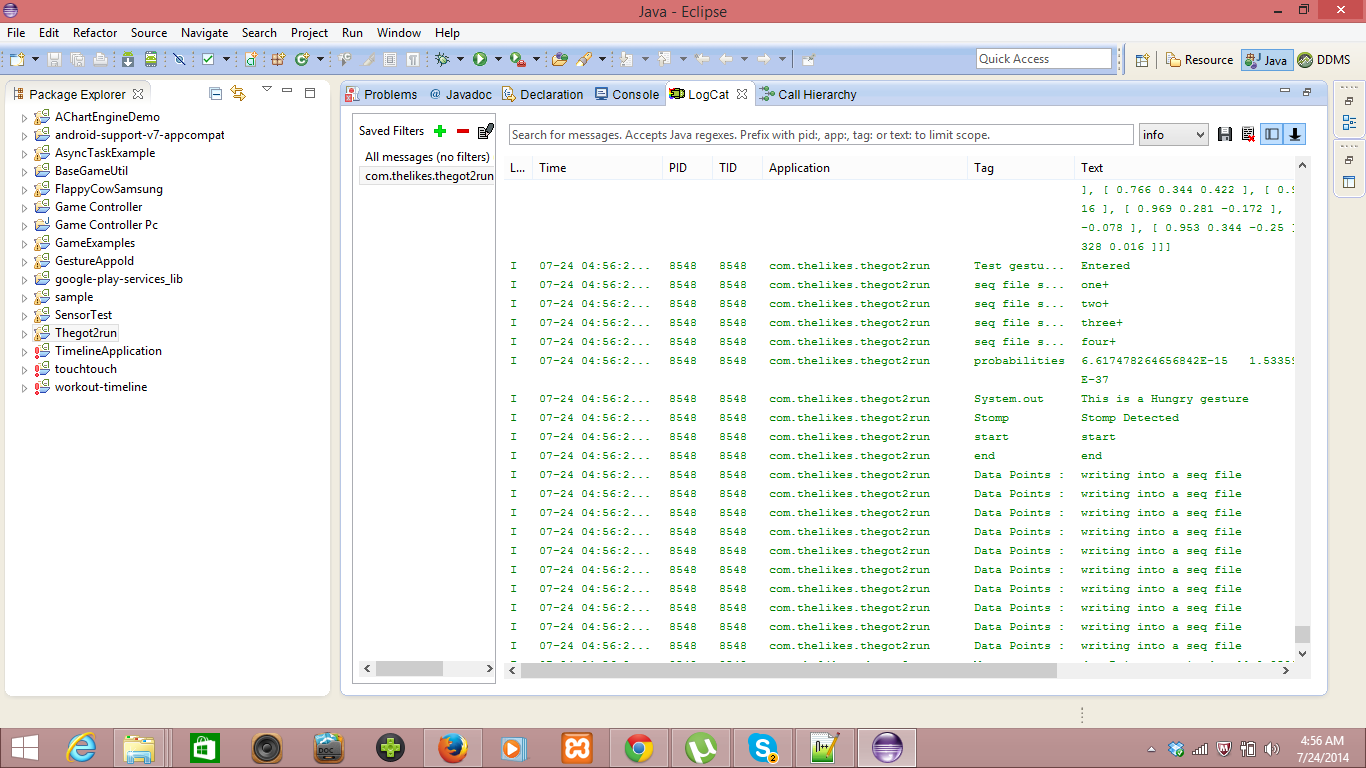


**Jump**

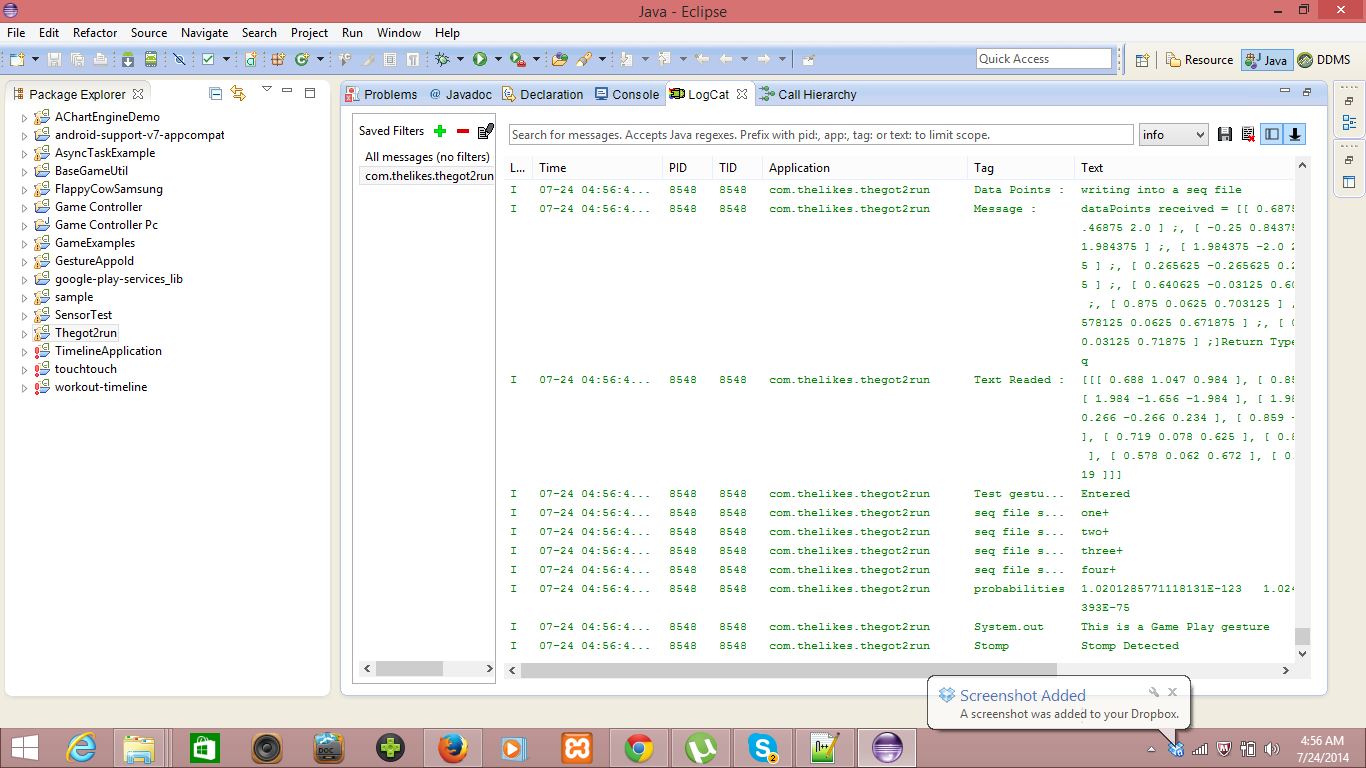


I had tested all my three gestures as below.

**Hungry gesture captured in Logcat:**



**Game Play gesture captured in Logcat:**



**Thirsty Gesture captured in Logcat:**

