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Psycho -Neural Data Deciphering and Tele-Monitoring Ecosystem

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Abstract- This project is designed to provide an in-depth analysis of mental health across different age groups by integrating data from social media usage, mobile radiation levels, and mental health screenings. The first stage involves collecting data on the amount of time individuals spend on various social media platforms. This information is categorized by age groups to identify patterns in social media usage and its potential effects on mental health, such as increased anxiety, depression, or other psychological disorders. Additionally, mobile radiation levels from different mobile devices are considered as another critical factor influencing mental well-being. The hypothesis is that prolonged exposure to mobile phone radiation may have adverse effects on mental health, especially when combined with excessive screen time. for individuals, breaking down the results by age group to determine the level of impact social media and mobile radiation have on mental well-being.

Keywords: mobile mental health, system analysis, requisite investigation

I. INTRODUCTION

In today's digital world, mental health is increasingly shaped by technological influences such as social media usage and mobile radiation exposure. This project aims to provide an in-depth analysis of how these factors impact mental well-being across different age groups. By integrating data from social media engagement, mobile radiation levels, and mental health screenings, the study seeks to establish meaningful correlations between technology use and psychological health outcomes. The first stage of the project involves collecting data on individuals' social media habits, including the amount of time spent on various platforms. This data is categorized by age groups to identify patterns that may contribute to mental health concerns such as anxiety, depression, and cognitive strain. In addition to social media usage, the study examines the potential impact of mobile phone radiation. Prolonged exposure to mobile radiation, particularly when combined with excessive screen time, is hypothesized to have adverse effects on mental well-being.To analyze these relationships, the system employs advanced statistical models to assess the connections between digital engagement, radiation exposure, and mental health outcomes. Mental health screening data, including stress levels, emotional stability, and cognitive functioning, is incorporated to enhance the study's accuracy.

PURPOSE OF THE SYSTEM

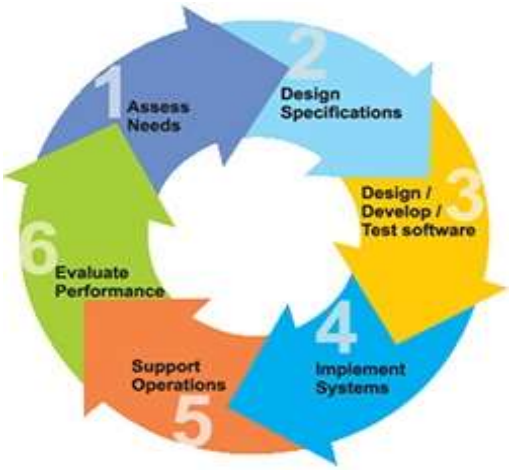
• Comprehensive Data Analysis: The system integrates multiple data sources, such as social media usage, mobile radiation exposure, and mental health screenings, providing a holistic view of mental health trends across different age groups.
• Real-Time Insights: By continuously collecting and analyzing data on social media engagement and mobile radiation exposure, the system provides real-time insights into the evolving mental health landscape, allowing for timely interventions.
• Personalized Mental Health Assessment: The system calculates individual mental health scores based on various factors, offering a personalized approach to understanding the impact of digital behaviors and environmental factors on mental well-being.

• Age-Specific Insights: The system categorizes data by age group, making it possible to identify specific mental health risks associated with different demographics, which can lead to targeted solutions for each age group.
• Identification of High-Risk Groups: By analyzing the relationship between social media usage, mobile radiation, and mental health, the system helps identify high-risk groups, enabling healthcare providers and policymakers to address these populations with focused mental health support.
• Data-Driven Decision-Making: The detailed reports generated by the system provide evidence-based insights into mental health trends, aiding in informed decision-making for mental health interventions, policy creation, and healthcare strategies.
• Proactive Mental Health Management: By linking behavioral patterns (social media, mobile usage) with mental health outcomes, the system encourages proactive management of mental health, helping individuals to adjust their digital habits to improve their well-being.
• Support for Healthcare Professionals: The system offers valuable tools for healthcare providers, helping them track mental health patterns and assess how external factors like mobile radiation and social media impact mental health, enhancing diagnostic accuracy and treatment plans.
• Long-Term Monitoring and Trends: The system enables ongoing tracking of mental health changes over time, providing data that can be used to study long-term trends and evaluate the effectiveness of interventions aimed at improving digital health habits.
• Public Awareness and Education: The insights provided by the system can be used to raise public awareness about the potential mental health risks of excessive screen time and mobile radiation, promoting healthier lifestyle choices and digital habits among the population.

II. SYSTEM ANALYSIS

The proposed system aims to comprehensively analyze and monitor mental health across different age groups by integrating multiple data sources, including social media usage, mobile radiation levels, and mental health screenings. This system will provide a robust framework for understanding how various external factors, such as digital engagement and environmental influences, contribute to mental health outcomes. In the first stage, the system will collect data on individuals' social media usage across various platforms. By categorizing the data based on different age groups, it will identify patterns in social media engagement and assess its potential impact on mental well-being. For example, excessive time spent on social media platforms may lead to increased levels of anxiety, depression, and other psychological disorders, especially among younger age groups .The second component of the system involves assessing mobile radiation exposure from different devices. Mobile phones are ubiquitous, but prolonged exposure to radiation from these devices may pose potential risks to mental health, particularly when combined with extensive screen time. The system will track and analyze radiation levels from various mobile devices and examine their correlation with mental health indicators, thus providing insights into their collective impact on well-being. To analyze this data, the system will utilize advanced statistical models and complex algorithms to establish connections between social media usage, mobile radiation exposure, and mental health outcomes. It will identify key trends, such as whether certain age groups are more susceptible to mental health issues due to these influences. In addition to the behavioral data, mental health screenings will be incorporated into the system.

SDLC Phase



HARDWARE AND SOFTWARE REQUIREMENTS

Developing Kit			
	Processor	RAM	Disk Space
Eclipse	Computer with a 2.6GHz processor or higher	2GB	Minimum 20 GB
Database			
MySQL 5.0	Intel Pentium processor at 2.6GHz or faster	Minimum 512 MB Physical Memory; 1 GB Recommended	Minimum 20 GB
HeidiSQL 8.3	Intel Pentium processor at 2.6GHz or faster	Minimum 512 MB Physical Memory; 1 GB Recommended	Minimum 20 GB

Software Requirements

- Front end : core java, css, js, servlet
- Web application : J2ee Frameworks, Hibernate
- Back end : MySQL 5.1

OVERVIEW OF SOFTWARE ENGINEERING

Software is more than just a program code. A program is an executable code, which serves some computational purpose. Software is considered to be collection of executable programming code, associated libraries and documentations. Software, when made for a specific requirement is called software product.

Engineering on the other hand, is all about developing products, using well-defined, scientific principles and methods.

Software engineering is an engineering branch associated with development of software product using well-defined scientific principles, methods and procedures. The outcome of software engineering is an efficient and reliable software product.

Definitions

IEEE defines software engineering as:

(1) The application of a systematic, disciplined, quantifiable approach to the development, operation and maintenance of software; that is, the application of engineering to software.

(2) The study of approaches as in the above statement.

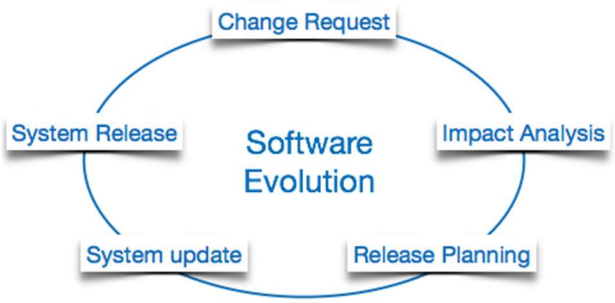
Fritz Bauer, a German computer scientist, defines software engineering as:

Software engineering is the establishment and use of sound engineering principles in order to obtain economically software that is reliable and work efficiently on real machines.

Software Evolution

The process of developing a software product using software engineering principles and methods is

referred to as software evolution. This includes the initial development of software and its maintenance and updates, till desired software product is developed, which satisfies the expected requirements.



Evolution starts from the requirement gathering process. After which developers create a prototype of the intended software and show it to the users to get their feedback at the early stage of software product development. The users suggest changes, on which several consecutive updates and maintenance keep on changing too. This process changes to the original software, till the desired software is accomplished. Even after the user has desired software in hand, the advancing technology and the changing requirements force the software product to change accordingly. Re-creating software from scratch and to go one-on-one with requirement is not feasible. The only feasible and economical solution is to update the existing software so that it matches the latest requirements.

Software Evolution Laws

Lehman has given laws for software evolution. He divided the software into three different categories:

- S-type (static-type) - This is a software, which works strictly according to defined specifications and solutions. The solution and the method to achieve it, both are immediately understood before coding. The s-type software is least subjected to changes hence this is the simplest of all. For example, calculator program for mathematical computation.
- P-type (practical-type) - This is a software with a collection of procedures.This is defined by exactly what procedures can do. In this software, the specifications can be described but the solution is not obvious instantly. For example, gaming software.
- E-type (embedded-type) - This software works closely as the requirement of real-world environment. This software has a high degree of evolution as there are various changes in laws, taxes etc. in the real world situations. For example, Online trading software.

E-Type software evolution

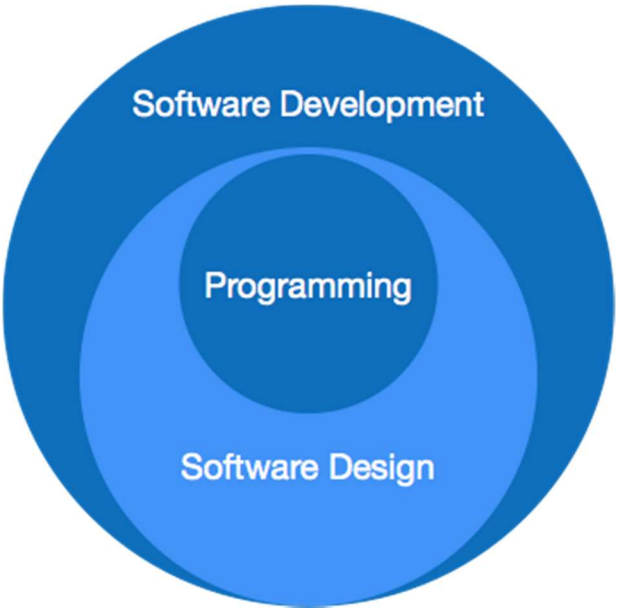
Lehman has given eight laws for E-Type software evolution -

- Continuing change - An E-type software system must continue to adapt to the real world changes, else it becomes progressively less useful.
- Increasing complexity - As an E-type software system evolves, its complexity tends to increase unless work is done to maintain or reduce it.
- Conservation of familiarity - The familiarity with the software or the knowledge about how it was developed, why was it developed in that particular manner etc. must be retained at any cost, to implement the changes in the system.
- Continuing growth- In order for an E-type system intended to resolve some business problem, its size of implementing the changes grows according to the lifestyle changes of the business.
- Reducing quality - An E-type software system declines in quality unless rigorously maintained and adapted to a changing operational environment.
- Feedback systems- The E-type software systems constitute multi-loop, multi-level feedback systems and must be treated as such to be successfully modified or improved.
- Self-regulation - E-type system evolution processes are self-regulating with the distribution of product and process measures close to normal.
- Organizational stability - The average effective global activity rate in an evolving E-type system is invariant over the lifetime of the product.

Software Paradigms

Software paradigms refer to the methods and steps, which are taken while designing the software. There are many methods proposed and are in work today, but we need to see where in the software engineering these paradigms stand. These can be combined into various categories, though each of them is contained in one another:

Programming paradigm is a subset of Software design paradigm which is further a subset of Software development paradigm.



Software Development Paradigm

This Paradigm is known as software engineering paradigms where all the engineering concepts pertaining to the development of software are applied. It includes various researches and requirement gathering which helps the software product to build. It consists of –

- Requirement gathering
- Software design
- Programming

Software Design Paradigm

This paradigm is a part of Software Development and includes –

- Design
- Maintenance
- Programming

Programming Paradigm

This paradigm is related closely to programming aspect of software development. This includes

- Coding
- Testing
- Integration

Need of Software Engineering

The need of software engineering arises because of higher rate of change in user requirements and environment on which the software is working.

- Large software - It is easier to build a wall than to a house or building, likewise, as the size of software become large engineering has to step to give it a scientific process.

Scalability- If the software process were not based on scientific and engineering concepts, it would be easier to re-create new software than to scale an existing one.

- Cost- As hardware industry has shown its skills and huge manufacturing has lower down the price of computer and electronic hardware. But the cost of software remains high if proper process is not adapted.
- Dynamic Nature- The always growing and adapting nature of software hugely depends upon the environment in which user works. If the nature of software is always changing, new enhancements need to be done in the existing one. This is where software engineering plays a good role.
- Quality Management- Better process of software development provides better and quality software product.

Characteristics of good software

A software product can be judged by what it offers and how well it can be used. This software must satisfy on the following grounds:

- Operational
- Transitional
- Maintenance

Well-engineered and crafted software is expected to have the following characteristics:

Operational

This tells us how well software works in operations. It can be measured on:

- Budget
- Usability
- Efficiency
- Correctness
- Functionality
- Dependability
- Security
- Safety

Transitional

This aspect is important when the software is moved from one platform to another:

- Portability
- Interoperability
- Reusability

- Adaptability

Maintenance

This aspect briefs about how well a software has the capabilities to maintain itself in the ever-changing environment:

- Modularity
- Maintainability
- Flexibility
- Scalability

In short, Software engineering is a branch of computer science, which uses well-defined engineering concepts required to produce efficient, durable, scalable, in-budget and on-time software products.

SOFTWARE DEVELOPMENT LIFE CYCLE

The Software Development Life Cycle is a process that ensures good software is built. Each phase in the life cycle has its own process and deliverables that feed into the next phase. There are typically 5 phases starting with the analysis and requirements gathering and ending with the implementation. Let's look in greater detail at each phase:

Stage 1: Scheduling and Requisite Analysis

During the discovery phase our team conducts a detailed requirement analysis and creates a work-breakdown structure.

Stage 2: Scheming the product design

We identify the design and architecture of the project. SRS is the reference for product architects to come out with the best architecture for the product to be developed.

Stage 3: Structure or Mounting the Product

In this stage of SDLC the actual development starts and the product is built. Different high level programming languages such as C, C++, Pascal, Java, C# and PHP are used for coding.

Stage 4: Testing the Product

Testing is the last phase of the Software Development Life Cycle before the software is delivered to customers. During testing, experienced testers start to test the system against the requirements.

Stage 5: Consumption in the Market and Safeguarding

Once the product has been fully tested and no high priority issues remain in the software, it is time to deploy to production where customers can use the system.

EXISTING SYSTEM

The existing systems for analyzing mental health primarily focus on individual factors such as psychological assessments, behavioral surveys, and physical health metrics. However, they often lack the integration of digital behaviors and environmental factors, such as the influence of social media engagement and mobile radiation exposure, which have become increasingly relevant in today's technology-driven society. Current mental health monitoring systems are often based on offline surveys or manual data collection, which can be time-consuming and may not provide real-time insights. These systems also tend to focus on specific age groups or demographics, without offering a comprehensive view of how technology and environmental factors interact to impact mental health across various age ranges. Additionally, existing systems tend to operate in silos, focusing on individual health assessments without connecting them to broader societal influences such as digital engagement or exposure to mobile phone radiation. The data collected is typically fragmented, and there is a lack of holistic approaches that combine various factors like social media usage, mobile radiation, and mental health indicators into a single analytical framework. As a result, current systems fail to capture the full spectrum of influences on mental health, making it difficult to assess the true impact of modern lifestyle factors on well-being. This project aims to address these gaps by integrating multiple sources of data, providing a more comprehensive, real-time analysis of mental health across different age groups and helping to create targeted interventions based on a broader understanding of influencing factors.

PROPOSED SYSTEM

The proposed system aims to comprehensively analyze and monitor mental health across different age groups by integrating multiple data sources, including social media usage, mobile radiation levels, and mental health screenings. This system

will provide a robust framework for understanding how various external factors, such as digital engagement and environmental influences, contribute to mental health outcomes. In the first stage, the system will collect data on individuals' social media usage across various platforms. By categorizing the data based on different age groups, it will identify patterns in social media engagement and assess its potential impact on mental well-being. For example, excessive time spent on social media platforms may lead to increased levels of anxiety, depression, and other psychological disorders, especially among younger age groups .The second component of the system involves assessing mobile radiation exposure from different devices. Mobile phones are ubiquitous, but prolonged exposure to radiation from these devices may pose potential risks to mental health, particularly when combined with extensive screen time. The system will track and analyze radiation levels from various mobile devices and examine their correlation with mental health indicators, thus providing insights into their collective impact on well-being. To analyze this data, the system will utilize advanced statistical models and complex algorithms to establish connections between social media usage, mobile radiation exposure, and mental health outcomes. It will identify key trends, such as whether certain age groups are more susceptible to mental health issues due to these influences. In addition to the behavioral data, mental health screenings will be incorporated into the system. These screenings will focus on factors such as emotional well-being, stress levels, cognitive function, and overall mental health status. By collecting this vital data, the system will gain a holistic view of an individual's psychological health, factoring in both external digital influences and inherent mental health conditions . Following the data analysis, the system will generate personalized mental health scores for individuals, broken down by age group. These scores will reflect the impact of social media usage and mobile radiation exposure on mental health, helping to identify individuals who may be at higher risk. Additionally, the system will compile the results into a detailed report, comparing mental health levels across various demographics. This report will provide valuable insights into how different age groups are affected by technology, thereby enabling more targeted interventions policymakers, and individuals to mitigate the potential negative impacts of digital engagement. It will encourage healthier digital habits, promote mental well-being, and foster a more balanced relationship between technology and mental health.

Advantage of Proposed System:

Comprehensive Data Analysis: The system integrates multiple data sources, such as social media usage, mobile radiation exposure, and mental health screenings, providing a holistic view of mental health trends across different age groups.

• Real-Time Insights: By continuously collecting and analyzing data on social media engagement and mobile radiation exposure, the system provides real-time insights into the evolving mental health landscape, allowing for timely interventions.

• Personalized Mental Health Assessment: The system calculates individual mental health scores based on various factors, offering a personalized approach to understanding the impact of digital behaviors and environmental factors on mental well-being.

• Age-Specific Insights: The system categorizes data by age group, making it possible to identify specific mental health risks associated with different demographics, which can lead to targeted solutions for each age group.

• Identification of High-Risk Groups: By analyzing the relationship between social media usage, mobile radiation, and mental health, the system helps identify high-risk groups, enabling healthcare providers and policymakers to address these populations with focused mental health support.

III. FEASIBLITY REPORT

Advancements in refrigeration technology, including low-GWP refrigerants and real-time performance monitoring, could greatly enhance the efficiency and sustainability of Solid Refrigerators.

Technical Feasibility

The technical feasibility of the project to analyze mobile device usage, social media engagement, and mental health outcomes across different age groups is high. The integration of data from mobile

radiation levels, social media usage patterns, and mental health screenings is technically viable, as mobile devices today are equipped with sensors capable of measuring radiation levels, and social media platforms provide APIs to collect user activity data. Collecting mental health data is also feasible through standardized digital screening tools, which can be administered via mobile apps or online surveys. Analyzing the data to identify correlations between mobile radiation exposure, social media usage, and mental health outcomes can be accomplished using statistical models and machine learning algorithms, which are capable of processing large datasets efficiently. By categorizing participants into age groups and applying statistical analysis, the system can identify patterns and determine if certain groups are more susceptible to the negative effects of mobile radiation and excessive screen time. Additionally, ensuring the security and confidentiality of participant data can be handled through encryption techniques, which are supported by modern mobile and cloud technologies. Therefore, the project's goals are technically feasible, given the availability of the necessary data, the capability of modern data analytics tools, and the infrastructure to support large-scale data collection and analysis.

Operational Feasibility

The operational feasibility of the project is strong, as it aligns with existing capabilities in data collection, processing, and analysis while also adhering to industry standards for data privacy and security. Collecting data from social media platforms, mobile devices, and mental health screenings is operationally feasible using current mobile applications, APIs, and digital survey tools, which can be easily integrated into the system. The mobile radiation data can be gathered through sensor-based applications or device-level data that is already available in many smartphones, making it simple to collect across a diverse set of users Mental health screening tools, which are widely used in both clinical and research settings, can be seamlessly integrated into the system to gather data on participants' emotional well-being, stress levels, and cognitive functioning. Operational challenges such as data accuracy, user consent, and managing large datasets can be addressed through user-friendly interfaces, clear consent forms, and well-established data management practices. The analysis of this data through statistical models is operationally feasible, given the availability of tools to handle large-scale datasets and perform correlation analysis. The results can then be processed and reported in a meaningful way for stakeholders, such as healthcare providers, policymakers, and users themselves. Data security and privacy concerns, particularly when handling sensitive mental health information, can be effectively managed by employing encryption algorithms and ensuring compliance with data protection regulations such as GDPR or HIPAA. Overall, the operational feasibility is high, as the project builds on existing technologies and practices that are widely used in both mobile app development and health-related research.

Economic Feasibility

The economic feasibility of this project is strong, considering its potential societal and financial benefits outweigh the initial investment and operational costs. The primary expenses involve setting up the infrastructure for data collection, such as APIs for social media platforms, mobile radiation measurement tools, secure cloud storage for sensitive data, and statistical modeling software for analysis. Development costs are reduced by leveraging open-source technologies and existing platforms for mental health assessments. Maintenance costs, such as system updates and personnel training, are manageable within a structured budget. The insights generated by the project have the potential to attract funding from healthcare organizations, mental health initiatives, and government bodies, given the project's focus on mitigating mental health risks. Moreover, the project addresses a growing global concern, increasing its marketability and demand. By identifying high-risk groups and providing actionable data, it can reduce the societal costs associated with untreated mental health issues, making it a cost-effective and impactful initiative.

IV. SOFTWARE REQUIREMENT SPECIFICATION

DEVELOPERS RESPONSIBILITIES OVERVIEW

The developer is responsible for:

- Developing the system, which meets the SRS and solving all the requirements of the system?
- Demonstrating the system and installing the system at client's location after the acceptance testing is successful.
- Submitting the required user manual describing the system interfaces to work on it and also the documents of the system.
- Conducting any user training that might be needed for using the system.
- Maintaining the system for a period of one year after installation.

PERFORMANCE REQUIREMENTS

Performance is measured in terms of the output provided by the application. Requirement specification plays an important part in the analysis of a system. Only when the requirement specifications are properly given, it is possible to design a system, which will fit into required environment. It rests largely in the part of the users of the existing system to give the required specifications because they are the people who finally use the system. This is because the requirements have to be known during the initial stages so that the system can be designed according to those requirements. It is very difficult to change the system once it has been designed and on the other hand designing a system, which does not cater to the requirements of the user, is of no use.

The existing system is completely dependent on the user to perform all the duties.

V. SYSTEM DESIGN

In today's digital world, mental health is increasingly shaped by technological influences such as social media usage and mobile radiation exposure. This project aims to provide an in-depth analysis of how these factors impact mental well-being across different age groups. By integrating data from social media engagement, mobile radiation levels, and mental health screenings, the study seeks to establish meaningful correlations between technology use and psychological health outcomes.The first stage of the project involves collecting data on individuals' social media habits, including the amount of time spent on various platforms. This data is categorized by age groups to identify patterns that may contribute to mental health concerns such as anxiety, depression, and cognitive strain. In addition to social media usage, the study examines the potential impact of mobile phone radiation. Prolonged exposure to mobile radiation, particularly when combined with excessive screen time, is hypothesized to have adverse effects on mental well-being.To analyze these relationships, the system employs advanced statistical models to assess the connections between digital engagement, radiation exposure, and mental health outcomes. Mental health screening data, including stress levels, emotional stability, and cognitive functioning, is incorporated to enhance the study's accuracy. The system then calculates individual mental health scores, providing insights into how various digital habits contribute to psychological well-being. These scores are further broken down by age groups to determine which demographics are most susceptible to these influences.The final phase of the project compiles the results into a comprehensive report, highlighting key trends and risk factors. This report serves as a valuable resource for identifying vulnerable populations and understanding how lifestyle factors shape mental health. Ultimately, this study aims to provide actionable insights for policymakers, healthcare professionals, and individuals, encouraging the adoption of healthier digital habits and proactive measures to mitigate technology's negative effects on mental well-being. By examining the combin

MODULES:

1. Admin.
2. Radiation Level.
3. Mental Analyzer.
4. Mental Level.
5. Testing

VI.MODULE DESCRIPTION

MODULE 1: ADMIN

The Admin Module is a comprehensive system component designed to manage and oversee the application's key functionalities. It starts with the admin registering users from various age groups and uploading their details to analyze mental health levels. This ensures a structured database for targeted assessments. The admin also handles employee status management, where they review applications and take actions such as approving employees by sending them login credentials and passwords via email or rejecting their applications with proper email notifications. Furthermore, the admin is responsible for approving decryption keys that enable employees to access sensitive and encrypted data securely. In addition to these tasks, the admin has access to view and analyze historical data, ensuring they can track progress and make informed decisions. They also play a critical role in approving the final reports submitted by various modules after thorough evaluation. This ensures that only accurate and validated data is incorporated into the system. The module is designed with a secure logout process to maintain data confidentiality and protect against unauthorized access. Overall, the Admin Module provides robust tools to manage users, employees, data security, and report approvals effectively.

MODULE 2: RADIATION LEVELS

The Radiation Levels Module is designed to manage the monitoring and reporting of mobile radiation data in a secure and controlled environment. The admin reviews the registration request and sends the status (accepted or rejected) via email. Upon receiving an acceptance status, the employee can log in to the module to proceed with further tasks. Once logged in, the employee encounters encrypted data and must submit a key request to the admin for decryption. After verifying and reviewing the calculated report, the employee completes their session by securely logging out of the system. This module ensures data security, precise calculations, and streamlined communication between employees and the admin.

MODULE 3: MENTAL ANALYZER

The Mental Analyzer Module is a dedicated system designed to manage and analyze mental health data securely and effectively. The module begins with the registration process, where employees must submit their details and await admin approval. The admin reviews the registration request and communicates the acceptance or rejection status to the employee via email. Upon receiving the acceptance email, the employee logs into the module and accesses their requests. Initially, the data is encrypted, and the employee must submit a key request to the admin to decrypt the information. The admin reviews and approves the request, sending the decryption key to the employee. With the key, the employee decrypts the data and proceeds to upload mental health data categorized by different age groups and categories. After the data upload, the module enables the employee to perform calculations on the data to generate meaningful insights. The calculated results are also encrypted for security purposes, requiring the employee to decrypt the data again for verification.

MODULE 4: MENTAL LEVEL

The Mental Level Module is designed to securely handle, analyse , and report on mental health data categorized by age groups and specific categories. The module workflow begins with employee registration, where employees submit their details and await admin approval. The admin reviews the registration and sends an email notifying the employee of their acceptance or rejection status. Upon receiving the acceptance status, the employee logs in to the system to access their requests. The data within the module is encrypted for security, Once decrypted, the employee uploads data related to the mental level status of various age groups and categories. After uploading the data, the employee performs calculations on the data to generate insights

MODULE 5: TESTING

The Testing Module is a critical component designed to manage the testing and analysis of mental health data across different age groups and categories. The workflow begins with employee registration, where employees submit their details and wait for admin approval.

VI. CONCLUSION

In conclusion, this project offers a comprehensive framework to analyze the interplay between social media usage, mobile radiation exposure, and mental health across diverse age groups. By leveraging advanced data collection and statistical modeling techniques, it identifies critical patterns and correlations that can inform targeted interventions. The insights gained not only highlight high-risk demographics but also provide actionable recommendations to mitigate the adverse effects of digital technology on mental well-being.

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