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## International Journal of Multidisciplinary Research in Science, Engineering and Technology (IJMRSET)

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# Real Time Bus Tracking App

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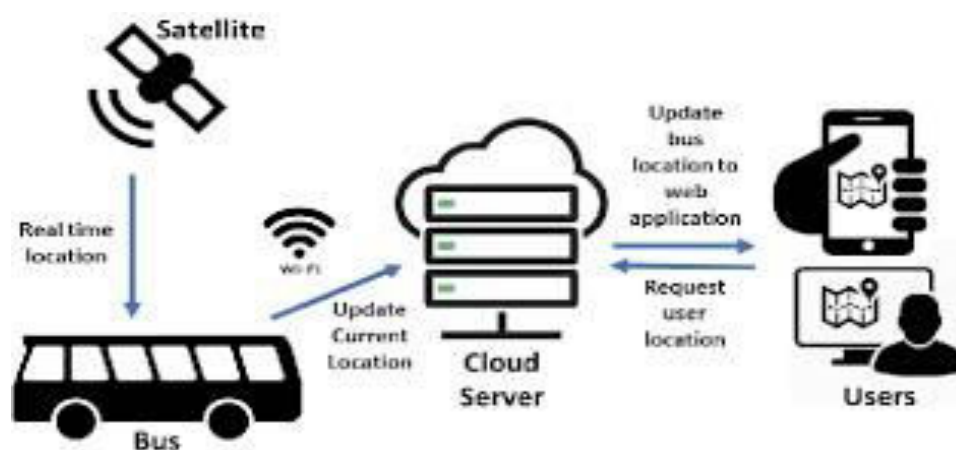
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**ABSTRACT:** This paper presents the development of a real-time vehicle tracking system using Arduino, aimed at enhancing the efficiency of public transportation systems. The system utilizes a GPS module connected to an Arduino microcontroller to continuously track the location of vehicles, such as buses, in real time. This data is transmitted to a cloud server via a GSM module, where it is processed and made available to users through a mobile application. The application allows users to track the precise location of buses, estimate arrival times, and receive notifications about delays or route changes. The system is designed to be cost-effective, scalable, and reliable, making it suitable for large-scale deployment in urban environments. The integration of Arduino allows for flexible and low-power operation, making it ideal for public transport tracking.

## I. INTRODUCTION

Efficient public transportation is vital for urban mobility. However, many transportation systems lack the infrastructure to provide real-time tracking data for vehicles. Users experience dissatisfaction due to the uncertainty of vehicle arrivals, leading to inefficient use of time. Delays and route changes are often not communicated effectively, resulting in unreliable transportation experiences. This paper introduces a real-time vehicle tracking system designed to address these issues by providing users with live bus location updates and enhancing the overall transparency of bus services. The system leverages Arduino, GPS, and GSM technologies to provide timely and accurate location updates, transmitted to a central server and displayed to users via a web or mobile interface.



## II. LITERATURE REVIEW

The development of real-time vehicle tracking systems, particularly for public transportation, has been a subject of considerable research and development. This section explores existing literature and technologies relevant to our live bus tracking system, drawing connections to established concepts and prior work [1]

- **GPS-based Vehicle Tracking Systems:** The fundamental technology underpinning this project is the Global Positioning System (GPS). Literature in embedded real-time systems, such as the work by Gray (2020) highlights the principles and applications of GPS in accurately determining the location of moving objects. Integrating GPS receivers with microcontrollers allows for autonomous data acquisition, a core element of our hardware implementation [2]





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- **Wireless Communication for Data Transmission:** Transmitting the real-time location data from the buses to a central server necessitates the use of wireless communication technologies. GSM/GPRS modules, as outlined in our hardware requirements provide a cost-effective and widely accessible solution for this purpose, leveraging existing cellular networks. Research on communication buses for automotive applications, such as the work by Nolte, Hansson, and Lo Bello (2007) provides context for the challenges and considerations in such communication [3]
- **Mobile Application Development for Real-Time Data Visualization:** The user interface for accessing and visualizing the bus location data is crucial for user adoption. Mobile application development, particularly for the Android platform using languages like Kotlin, offers a powerful means to present this information in an intuitive and user-friendly manner. Existing public transport applications demonstrate the utility of features such as live map views, route displays, and estimated arrival times [4]

### III. METHODOLOGY

The development of the real-time bus tracking system involved a systematic approach, integrating hardware components, developing software applications, and conducting thorough testing. This section details the steps taken to design and implement the system.

#### 1. Hardware Implementation

The hardware implementation focused on setting up the physical components on the bus to capture and transmit location data.



- **GPS Module Interfacing:** A GPS module (e.g., Neo-6M) was connected to the Arduino Uno board to acquire real-time location data, including latitude, longitude, speed, and altitude. The GPS module communicates with the Arduino using UART communication, sending NMEA sentences that the Arduino parses to extract relevant information.
- **GSM/GPRS Module Integration:** A GSM/GPRS module (e.g., SIM800/SIM900) was interfaced with the Arduino to enable wireless data transmission. This module utilizes cellular networks to send the GPS data to a remote server, using HTTP requests to a web service.
- **Arduino Programming:** The Arduino microcontroller was programmed using the Arduino IDE to manage data flow between the GPS and GSM/GPRS modules.

#### 2. Software Development

The software development involved creating the applications and systems necessary to process, store, and display the tracking data.



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- **Backend Server Development:** A backend server was developed to receive, process, and store the GPS data transmitted from the buses. Technologies such as Node.js or Python with Flask were considered for server development. The server also manages user authentication and facilitates communication between the mobile application and the database.
- **Database Design and Implementation:** A database was designed to store the real-time location data, vehicle information, and user details. Real-time database schema includes attributes such as Vehicle ID, Timestamp, Latitude, Longitude, and other relevant tracking information. An ER diagram was created to properly design the database.
- **API Development:** RESTful APIs were developed to enable communication between the mobile application and the backend server. These APIs handle requests for vehicle locations, route information, user authentication, and other functionalities. API development tools were used to test and debug the API endpoints.
- **Mobile Application Development:** A user-friendly mobile application was developed for the Android platform using Kotlin and Android Studio. The application provides features such as:
  - Displaying the real-time location of buses on a map (e.g., using Google Maps API).
  - Allowing users to search for specific buses or routes.
  - Providing estimated time of arrival (ETA) information.
  - Sending alerts and notifications to users.
  - Displaying historical tracking data.

### 1. System Testing

The system underwent rigorous testing to ensure functionality, reliability, and performance.

- **Hardware Testing:** Individual hardware components (GPS module, GSM/GPRS module, Arduino board) were tested to verify their proper functioning and communication.
- **Software Testing:** The backend server, APIs, and mobile application were tested for functionality, data accuracy, and user experience. Unit testing, integration testing, and user acceptance testing were conducted to identify and resolve any software issues.
- **Integrated System Testing:** The complete system, including the hardware components on the bus, the backend server, and the mobile application, was tested in a real-world environment. This testing phase evaluated the system's ability to accurately track buses in real-time, transmit data reliably, and provide a seamless user experience.

### Features and Functionalities

- **Real-time bus tracking on a map:** The app displays the current location of buses on a map interface, likely using a mapping service like Google Maps. The bus locations are updated in real-time, providing users with an accurate view of bus positions. The user interface will display real-time GPS data on an interactive map (e.g., using Google Maps API). The vehicle's current position will be marked and updated based on the data received from Arduino.
- **Display of estimated arrival times (ETA):** The app calculates and displays the estimated time of arrival for each bus at upcoming stops. This calculation is based on the bus's current location, speed, and the distance to the stops. The app uses algorithms to predict arrival times, taking into account factors like traffic conditions or historical data.



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- **Route information:** The app provides users with detailed route information, including the sequence of stops and the path of the bus. Users can select a specific route to view its stops and the current location of buses on that route. The route information can be displayed on the map, allowing users to visualize the bus's journey.
- **Alerts and Notifications:** The app sends users real-time alerts and notifications about bus arrivals, delays, and route changes. Users can customize their notification preferences to receive alerts for specific routes or stops. For example, a user might set up a notification to be alerted when their bus is 5 minutes away from their stop.

### IV. CONCLUSION

- **Summary of Achievements:**

- Reiterate the successful development of a real-time vehicle tracking system using Arduino, GPS, and GSM/GPRS.
- Emphasize the system's ability to provide live location updates to users through a mobile application.

- **Impact and Significance:**

- Discuss the potential benefits of your system for improving public transportation efficiency and enhancing the user experience.
- Highlight the system's cost-effectiveness and scalability.

- **Future Work:**

Suggest potential areas for future improvement or expansion of the system.  
This could include:

- Integration with smart city infrastructure.
- Enhanced data analytics for route optimization.
- The use of AI for predictive capabilities.
- Inclusion of additional sensor data for vehicle monitoring

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