

AN ANDROID BASED PROJECT ON JOB SOLUTION AND SERVICES

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This Report Presented in Partial Fulfillment of the Requirements for the Degree of
Bachelor of Science in Computer Science and Engineering

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DAFFODIL INTERNATIONAL UNIVERSITY

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APPROVAL

The project titled “**AN ANDROID BASED PROJECT ON JOB SOLUTION AND SERVICES**”, Submitted by Rifat Jahan Jishan, ID No: 151-15-5244; Kingshuk Kumar Paul, ID No: 151-15-4750 and Hafsa Benta Rashid, ID No: 151-15-5252 to the Department of Computer Science and Engineering, Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Computer Science and Engineering and approved as to its style and contents. The presentation has been held on 06 November 2018.

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DECLARATION

We hereby declare that this project is done by our group under the supervision of **Mr. Saiful Islam, Lecturer, Department of CSE**, Daffodil International University. We also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

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ABSTRACT

We all know that the people of Bangladesh are much more than our country's size. So, in some cases we face some basic problems of food, clothes, accommodation and treatment of our basic needs. So, we can solve this problem if we can arrange jobs for all classes of people. By which the job for all kind of people will be the source of income and they will be able to fulfill their basic needs. Our app is a platform that will help to make the income of all people. Moreover, we are moving forward towards transforming our Bangladesh into Digital Bangladesh. Now we all use the Internet. We think everything is convenient online. So, our applications will help people to earn online. We always need people's help for our daily work. Because our street condition is bad and many traffic outside, so we need someone who comes home to help our daily work. Our app will be available to help people 24 hours a day, which will help people save their physical hardships and time.

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CHAPTER 1

INTRODUCTION

1.1 Introduction

From the beginning of human race, people are dependent upon one another. In our day to day life we need various people for various support in our life. From the beginning of human race people started to fulfill their demand by exchanging belongings within themselves. Like if someone had food they used to trade those with someone who had clothing. Same way now a days we trade our skill and belongings, but in a larger scale. The process is slightly different now. People trade their belongings and skills in exchange of money, and vice versa. In this modern world, with the help of technologies we have grasped the world within our palm. So, people want everything without any difficulties at their doorstep. With this prelude in this paper we will describe our project where people will be able to find anything required for our day to day life with the help of our application. Again, people who will provide those service to the people will be able to create an ID and provide their service to the people in need easily.

1.2 Motivation

The world has become so easy to reach day by day that every sector has become a competitive field. So, people are developing every system so affordable and convenient for everyone. Still in our country it's difficult to get all type of services together. Also, people don't know where to go to get a comparative better service. In that aspect we have thought to create an application where all sorts of solutions will be available. We need various services almost every day in our life. Like, someone needs an electrician at their house to fix something, someone needs doctor to get some consultancy, or plumber, or maid, or transport and so many things. On the other hand, people are waiting with those service to provide it to the people. With the help of our application people won't need to search for these services by going here and there. All these services will be available within a button reach. Our main motivation was to help people from both ends, so that the world become more effective and convenient. It will also

reduce the wastage of time. People will be able to utilize those time to think or do some different arena, something creative.

1.3 Objectives

- ◆ To help Artists and customer to find their ideal jobs.
- ◆ Assist people with their daily requirements.
- ◆ Will provide the option for the user to look at the personal information of respective artists.
- ◆ Using this application any artist can search for their choice of job and apply for that.
- ◆ Using google map API for location.
- ◆ Reduce the wastage of personal time.
- ◆ Artists and customer will be able to chat and discuss their requirements.
- ◆ Users can review their respective services to improve the system.
- ◆ To create a healthy community by both users.
- ◆ To ensure security and transparency with the service.

1.4 Expected Outcome

- ◆ Any artist will be able to apply for their ideal job.
- ◆ Artists and customer both will be able to set their profile with required information.
- ◆ Artists will be able to see all type of jobs available.
- ◆ Artists will be able to see the jobs in which he/she has been selected.
- ◆ Artists and customer will be able to chat and discuss their requirements.
- ◆ Customer's location will be available to the artists when he/she will be selected for any job.

1.5 Report Layout

Chapter 1: Introduction

In this chapter we have discussed about the introduction, motivation, objectives and expected outcome of the project. Later pursued by the report design.

Chapter 2: Background

we discussed about the background conditions of our project. We additionally discussed the related works, correlation with other hopeful frameworks, the extent of the issue and difficulties of the project.

Chapter 3: Requirement Specifications

This section is about the necessities like business process displaying, the prerequisite gathering and investigation, the utilization case model of the venture and their depiction, the sensible information demonstrate and the structure prerequisites.

Chapter 4: Design Specification

In this part we have all the designs of the project. Front-end design, back-end design, interaction design and UX and the implementation requirements.

Chapter 5: Implementation and Testing

This chapter contains the implementation of database, front-end designs, interactions, test implementation and the test results of the project.

Chapter 6: Conclusion and Future Scope

We discussed about the conclusion and the scope for further developments which pretty much derive about the project.

CHAPTER 2

BACKGROUND

2.1 Introduction

We are living in a modern world though we face many difficulties to get various services with a better standard. Our project is an Android-based application. It's designed to build a platform where people will offer their service and customer will be able to choose the service they need. Our project will maintain all the information related to the service, artists and customer.

Our project contains the following features:

- ◆ Post Job
- ◆ Category
- ◆ Search Job
- ◆ Apply for Job
- ◆ Start Job
- ◆ Finish Job
- ◆ Location
- ◆ Chatting
- ◆ Payment
- ◆ Completed Job
- ◆ Review
- ◆ Support System

2.2 Related Works

After deciding to creating this Android based application, we looked through online and found few apps like ours. One of the comparatively better apps is *sheba.xyz*. But we found various shortcomings within those apps. So, we are planning to overcome those issues and make it more user friendly and trustworthy.

2.3 Comparative Studies

We already know that there are many applications which provide job sector to many job seeker and services to many customers. But most of the application we know does it virtually and provides technical supports. There is no app in our country which provides services to the door. Services that we need physically as like repairing our daily accommodations. people need to go to the providers or look for them to get services. Our app solves that problem. We have created a platform where job seekers can search for their work and consumers can post what they needed. Now people don't need to go out and look for services or work. They can find these sitting anywhere and then go for work.

2.4 Scope of Problem

We are focusing to develop this application without any problems. However, due to various limitations and lack of experience our application has got few problems, which we intend to solve and implement as soon as possible in near future. The control of any job starts and finish option lies with the artist only, customers will not have this feature. To provide any review, only customers will be able to give any review to the artists, but artist will not have the option to review the customers. In the end, we have not started online transactions yet, because it involves few complicacies through bank level and due to the time limitation, we couldn't manage that.

2.5 Challenges

When you need to accomplish something then unquestionably you need to confront a few difficulties and deterrents. Consequently, our task has a few difficulties as well. We have confronted a few issues while doing the development as we are new in this arena. We endeavored to actualize it with no mistake still we require all the more testing to guarantee it. We are students, so our primary challenge is to keep up time other than our other fundamental works at our regular routine. On the off chance that we were not able finish the project on time it would be an extraordinary lament for us. So, we needed to partition our time to finish every one of the errands to finish the entire project. To permit search at different places and to give the correct data in the meantime through

the reaction framework as online is extremely intense and particularly perplexing. We needed to complete a considerable measure of arranging and needed to look over those and do appropriate coding, empower seek and to check results on our application. We endeavored to make a point to the client alright with application's UI. Furthermore, we made a decent attempt to make a point to give the best understanding to our clients.

CHAPTER 3

REQUIREMENT SPECIFICATION

3.1 Business Process Modeling

Business process displaying (BPM) in business process administration and frameworks designing is the movement of speaking to procedures of an undertaking, with the goal that the current procedure might be dissected, enhanced, and mechanized. BPM is normally performed by business investigators, who give ability in the demonstrating discipline; by topic specialists, who have specific information of the procedures being displayed; or all the more regularly by a group involving both. Then again, the procedure model can be gotten straightforwardly from occasions' logs utilizing process mining instruments.

The business objective is frequently to expand process speed or lessen process duration; to build quality; or to diminish costs, for example, work, materials, scrap, or capital expenses. By and by, an administration choice to put resources into business process displaying is frequently spurred by the need to report prerequisites for a data innovation venture.

Change administration programs are regularly required to incorporate any enhanced business forms. With advances in programming plan, the vision of BPM models winding up completely executable (and fit for recreations and round-trip designing) is coming nearer to the real world.

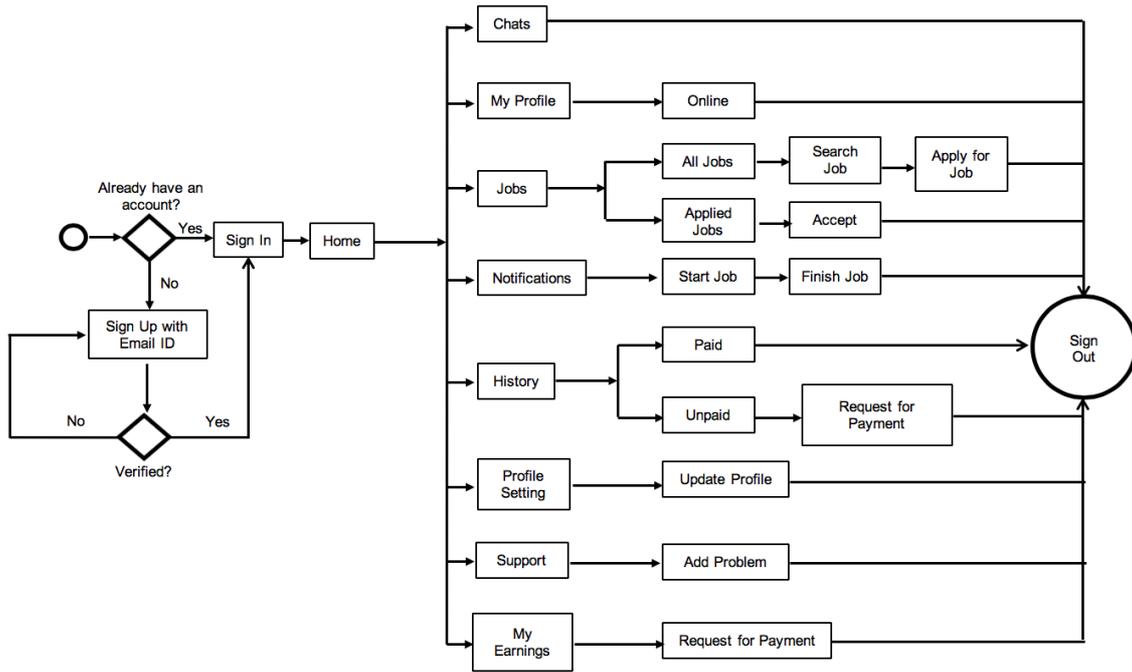


Fig 3.1.1: Business Process Model for Artist

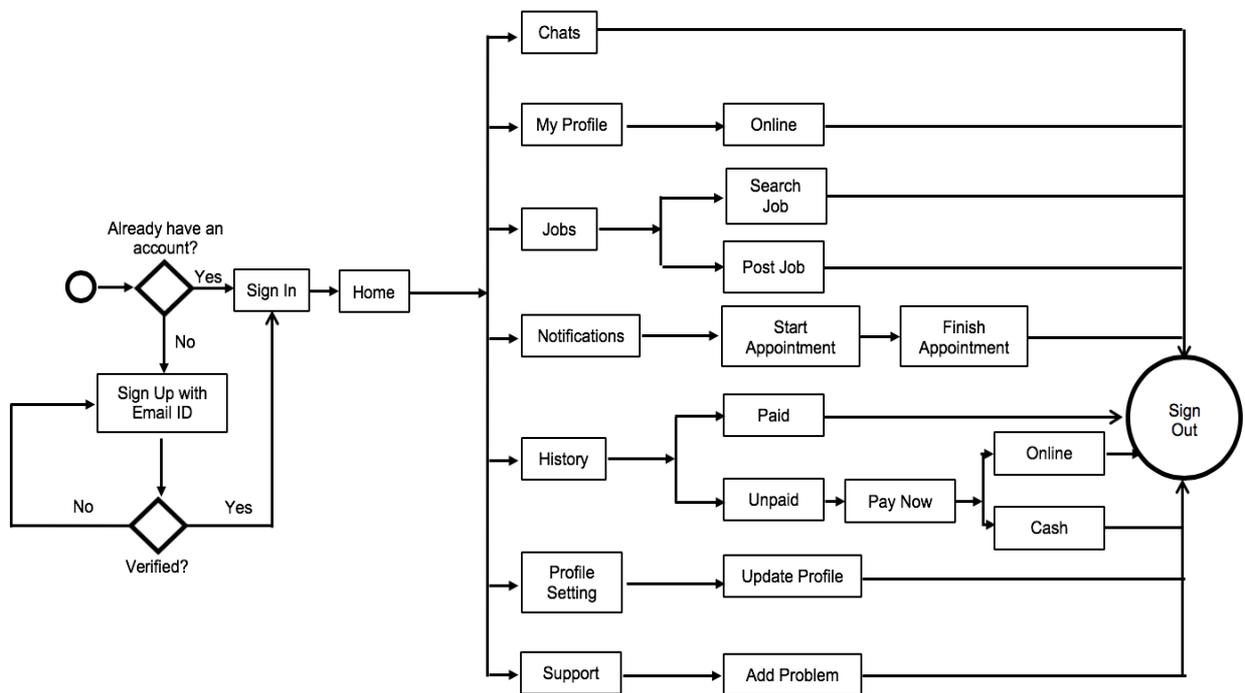


Fig 3.1.2: Business Process Model for Customer

3.2 Requirement Collection and Analysis

Our framework is gathered tremendous measure of information when any client enrolls in our framework. We examination information and consider the information that we gather from client. administrator can get to the information and watch out for the client that on the off chance that they do any hostile work they can without much of a stretch discover. There are two types of requirement, one is functional requirement and the other is nonfunctional requirement.

3.2.1 Functional Requirement

Functional requirement are the activities that's the application software can easily perform.

In our project there are so many functional requirements like, a sing up section, a sing in section, a chat section, a search job section, a apply for job section, a post for job section, sign out section, location section.

3.2.2 Non-functional Requirement

Non-functional prerequisites in our application are help to advance execution, memory devouring, being more proficient, smoother activity and load on rapidly as conceivable to our application. Application's UI ought to be easy to understand and stunning for phenomenal client encounter.

3.3 Use Case Modeling and Description

A use case is a methodology used in system analysis to identify, clarify, and organize system requirements. The use case is made up of a set of possible sequences of interactions between systems and users in a particular environment and related to a particular goal. It consists of a group of elements (for example, classes and interfaces) that can be used together in a way that will have an effect larger than the sum of the separate elements combined. The use case should contain all system activities that have

significance to the users. A use case can be thought of as a collection of possible scenarios related to a particular goal, indeed, the use case and goal are sometimes considered to be synonymous.

A use case has these characteristics:

1. Use to compose utilitarian requirements.
2. Modelling the objectives of the on-screen character associations.
3. Record way from trigger occasion to objectives.

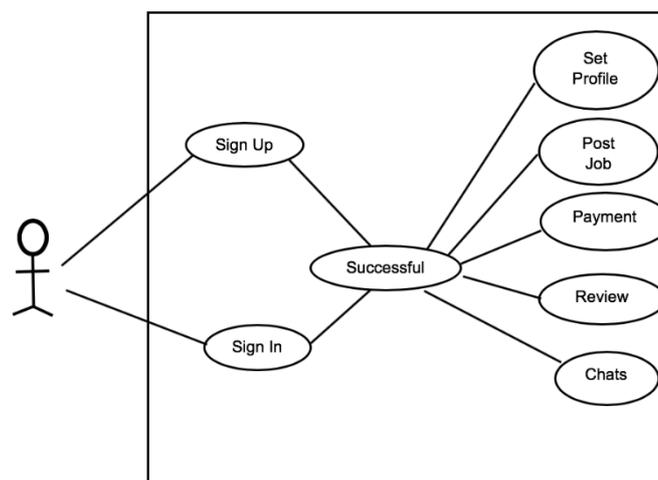


Fig 3.3.1: Use Case Modeling for Daily Assist.

- 3.3.1.1. Use Case Name: Use Case Modeling for Daily Assist (Customer)
- 3.3.1.2. Actor: Customer
- 3.3.1.3. Pre-Condition: Registration
- 3.3.1.4. Internal Path:
 - 3.3.1.4.1. Enter Full Name
 - 3.3.1.4.2. Enter Email Id
 - 3.3.1.4.3. Enter Password
 - 3.3.1.4.4. Click Sign Up Button
- 3.3.1.5. Exception Path:
 - 3.3.1.4.1.1: Wrong Name
 - 3.3.1.4.2.1: Wrong Email Id
 - 3.3.1.4.3.1: Wrong Password
- 3.3.1.6. Notes: Customer need to use their email id for using our app.

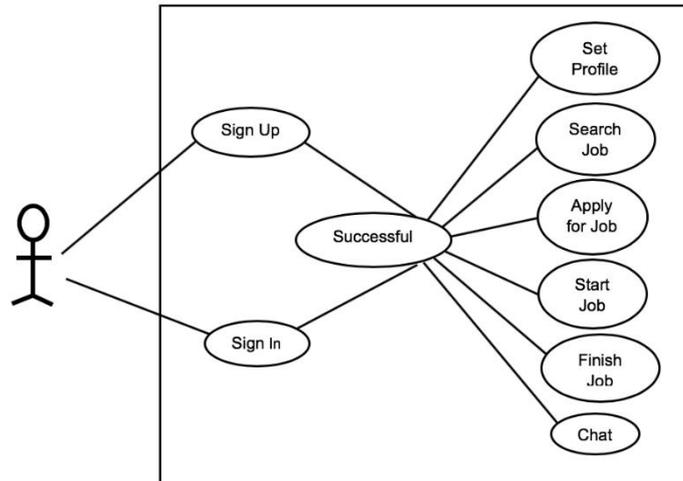


Fig 3.3.2: Use Case modeling for Daily Artist.

3.3.2.1. Use Case Name: Use Case Modeling for Daily Artist

3.3.2.2. Actor: Artist

3.3.2.3. Pre-Condition: Registration

3.3.2.4. Internal Path:

3.3.2.4.1. Enter Full Name

3.3.2.4.2. Enter Email Id

3.3.2.4.3. Enter Password

3.3.2.4.4. Click Sign Up Button

3.3.2.5. Exception Path:

3.3.2.4.1.1. Wrong Name

3.3.2.4.2.1. Wrong Email Id

3.3.2.4.3.1. Wrong Password

3.3.2.6. Notes: Artist need to use their email id for using our app.

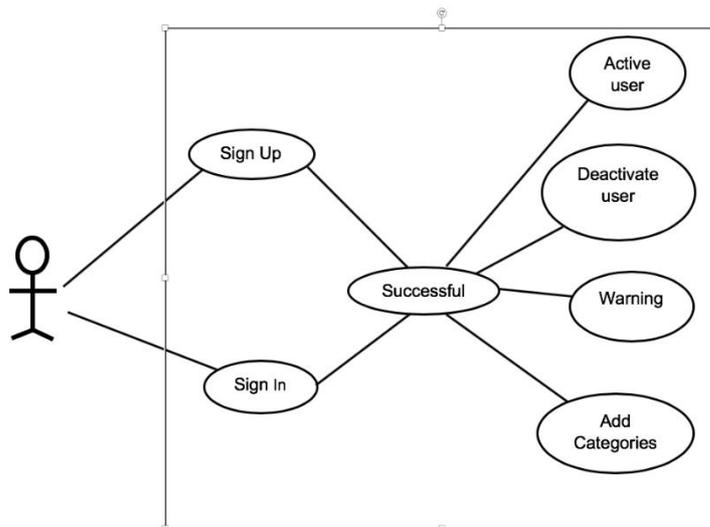


Fig 3.3.3: Use Case modeling for Admin.

- 3.3.3.1. Use Case Name: Use Case Modeling for Admin
- 3.3.3.2. Actor: Admin
- 3.3.3.3. Pre-Condition: Registration
- 3.3.3.4. Internal Path:
 - 3.3.3.4.1. Enter Full Name
 - 3.3.3.4.2. Enter Email Id
 - 3.3.3.4.3. Enter Password
 - 3.3.3.4.4. Click Sign Up Button
- 3.3.3.5. Exception Path:
 - 3.3.3.4.1.1. Wrong Name
 - 3.3.3.4.2.1. Wrong Email Id
 - 3.3.3.4.3.1. Wrong Password
- 3.3.3.6. Notes: Admin need to use their email id for using our app.

3.4 Logical Data Model

The way toward speaking to data architecture and organization graphically with no physical usage or the database administration framework innovation included respect to the in putting away the information is called logical data modeling. It gives all the data about the different elements and the connections between the substances present in a database.

The structure for the firebase is given in Figure

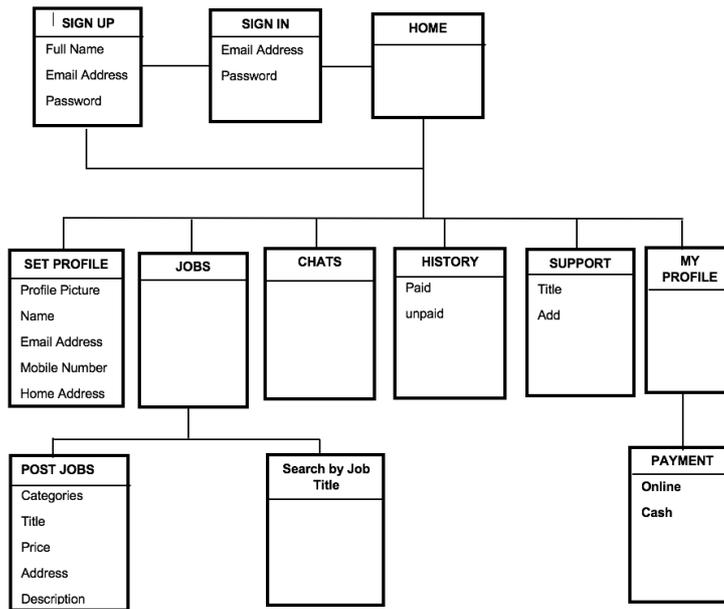


Fig 3.4.1: Logic Data Model for Daily Assist.

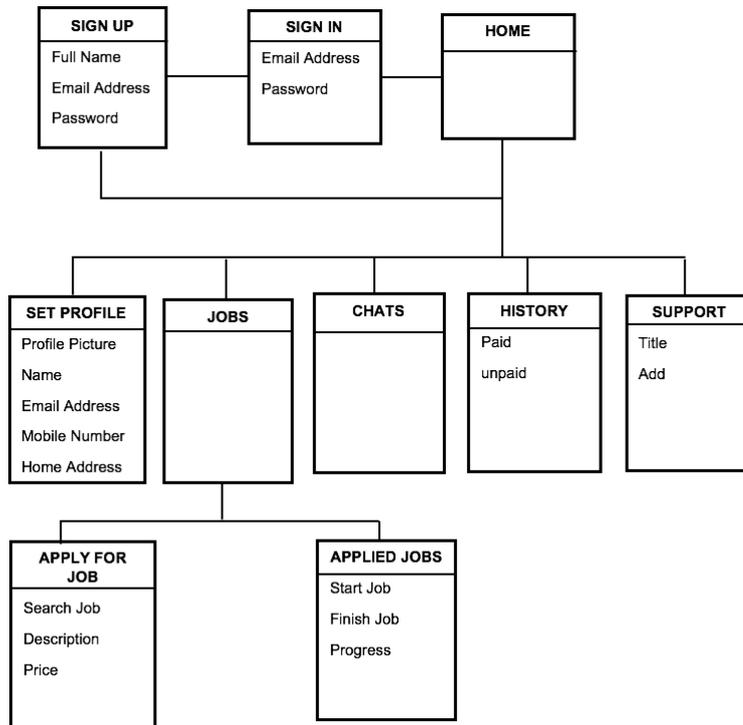


Fig 3.7: Logic Data Model for Daily Artist.

3.5 Design Requirements

The design requirements are a standout amongst the most essential piece of an application which makes an application one of a kind from some other existing application accessible. In our application we have fundamentally centered around better client experience and easy to understand interface to make the client feel good. We are chipping away at our own particular issue explanation, framework or client encounter which we are planning. We additionally give some new highlights by which the client can without much of a stretch work our framework.

Here are some design requirements of our app:

- ◆ In our application we have designed a registration section so that any user can be registered to our application.
- ◆ We have designed multiple search options where user can search with specific option.
- ◆ Our app contains map
- ◆ We design an option for making chat in between artists and customer.

CHAPTER 4

DESIGN SPECIFICATION

4.1 Front-end Design

In any application the front-end design is the visual piece of an application. By which the client connects with. In the viewpoint of designing, Front-end design is a standout amongst the most vital and basic sections for the application. It speaks to the presentation layer and with the assistance of it, client can specifically communicate with this.

It is critical to develop a straight forward and justifiable front-end plan or GUI for the client of an application. Consequently, while building up the application we attempted to keep our plan as basic as could be allowed with the goal that the client can without much of a stretch access the application and feel comfortable. We attached our application front-end design as follows:

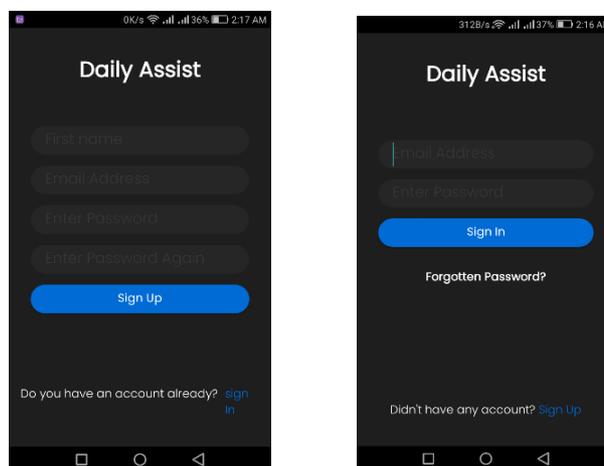


Fig 4.1.1: Daily Assist Sign Up and Sign In

Fig 4.1.1 shows if a customer wants to use our application, they will have to register. For registration, the customer has to use his email ID and click the sign-up button. If the customer's email id is correct customers will be able to use our applications as well as

clicking on the sign-up button. If the customer is already registered customer can use our application by clicking the Sign In button.

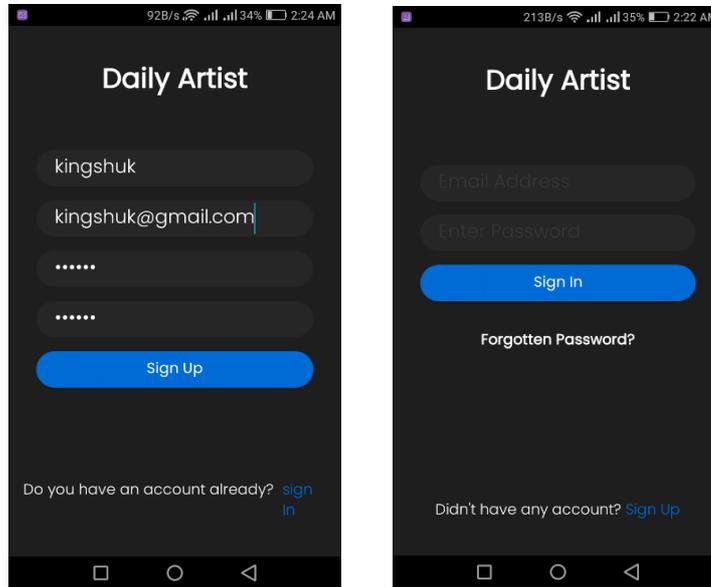


Fig 4.1.2: Daily Artist Sign Up and Sign In

Fig 4.1.2 shows the use of our application to customers and artists is the same. If any artist registration is not done, then he will have to register first. If he's registration completed, then he can use his email ID for using our application.



Fig 4.1.3: Daily Artist current booking location

Fig 4.1.3 shows as soon as you enter an Artist application, you can see the location of the current booking.

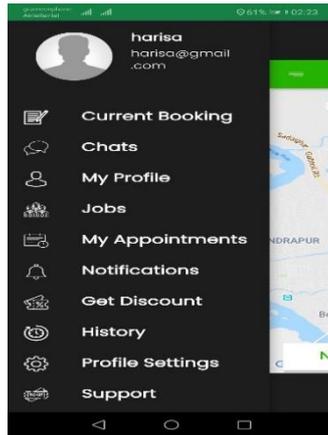


Fig 4.1.4: Artist Home page

Fig 4.1.4 shows All the features of our application. From here, the Artist can go to the option of current bookings, can go to chat options, my Profile, job application, notification, History, Profile Settings and Support Options.

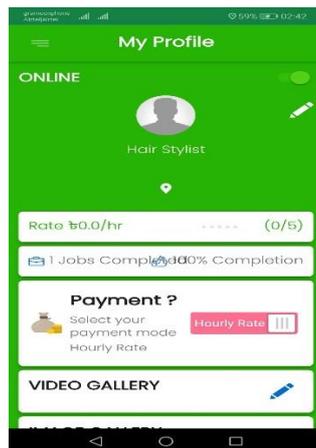


Fig 4.1.5: Artist My Profile

Fig 4.1.5 shows my profile option allows artists to set their own profiles. He can see the number of Job completed in this option. Here, Artists can set their Hourly Payment rate. Artists can set video and images in video gallery and image gallery. He will be able to set his skills in some work by going to the Artist's add skills option. Artists will be able to see review Artist Review option.

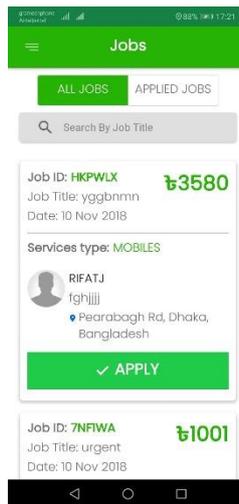


Fig 4.1.6: Artist Jobs

Fig 4.1.6 shows from here; the artist will be able to search for a good job. And the artist can apply for any useful job. In order to apply for the job, the artist must write the description and write the price and click on the Yes button. The artist will be able to see the apply job by using applied job option.

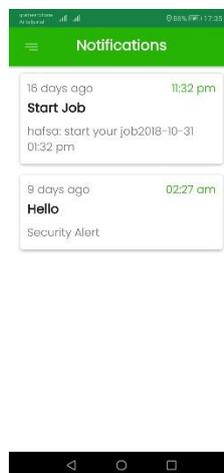


Fig 4.1.7: Artist Notification

Fig 4.1.7 shows from here artist can see Notifications. From start job artist will be able to see when he will start working. If anyone wants to do chat with the artist, artist will be able to see the chat notification.

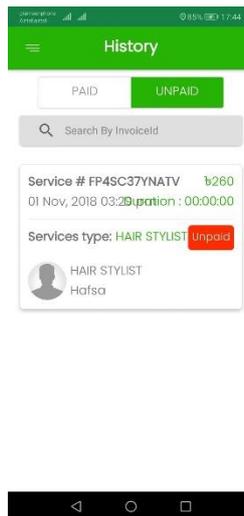


Fig 4.1.8: Artist History

Fig 4.1.8 shows artist history. The job payment that has been completed is seen in the Artist Paid option. And he will also be able to see the unpaid payment for the work that was not paid to the artist.

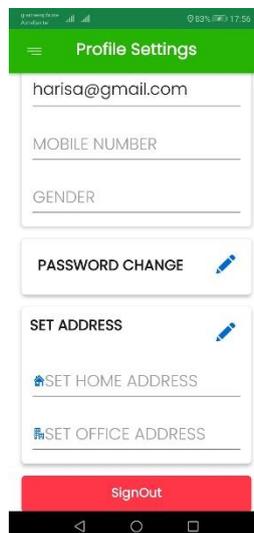


Fig 4.1.8: Artist Profile settings

Fig 4.1.8 shows from here; the artist can then set the profile. In profile setting, he can give his personal information. Where he can save his full name, email address, mobile number and gender. Artisan can change his password from here. From here, the artist can set his home and official address.

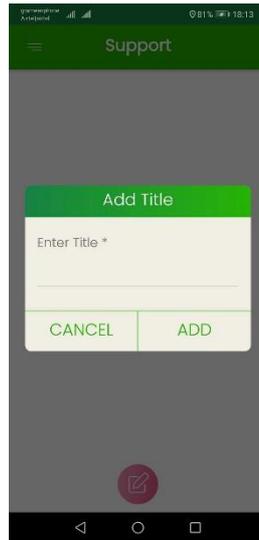


Fig 4.1.9: Artist and Customer support

Fig 4.1.9 shows if artists and customers are facing any problems, we will help them through them by support system. For that, the Artists and Customers will have to add the problem title to their problem.

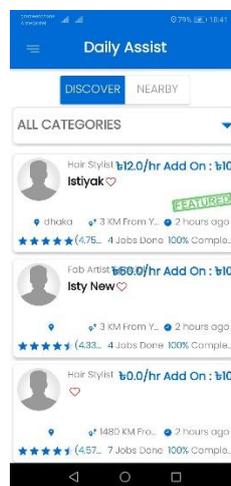


Fig 4.1.10: Customer Home Page

Fig 4.1.10 shows the works of all categories that the artist posts. Customers can select category and search jobs. Customers will be able to see their nearest artist position from the nearby option.

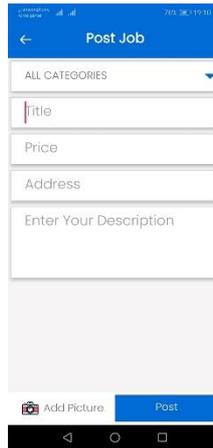


Fig 4.1.11: Customer Post Job Option

Fig 4.1.11 shows from here, the customer will be able to post a job for help, for post jobs, customers will have to select the category, have to enter the title, Price, address and the description. Customers will also be able to post any picture here.

4.2 Back-end Design

The Back-end configuration is the part that working behind of the task. The client can't see or tell the back-end part. There is just a single way client can associate with the application by front-in plan. Also, the client can't see the back-end structure and how this part is functioning. In each application back-end does nearly everything that occurs on the server of the application. In android application, to deal with back-end part is more mind boggling than a web application, since segments of android gadget are constrained. Thus, we endeavored to keep our back-end as straightforward as could be allowed.

To creating and keeping up the back-end segment we utilized Firebase Database on our application. Our application's back-end configuration is as per the following:

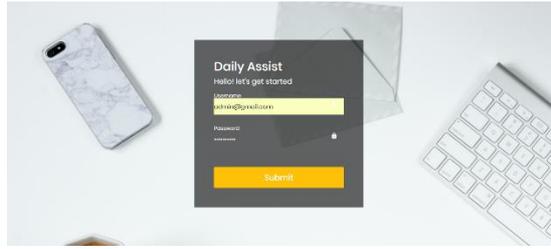


Fig 4.2.1: Logging into our admin panel.

Fig 4.2.1 shows the way admin will enter in admin panel. Admin will need to use email id to enter in admin panel. If you are an admin and you want an admin, then you can add another person as an admin.

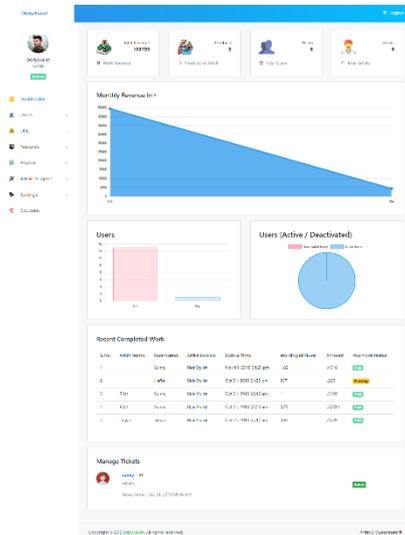


Fig 4.2.1: This is the dashboard where an admin can check some of the important recent activities.

Fig 4.2.2 shows from here admin will see monthly reviews. Admin will be able to see Active and Deactivated users. Admin can take the information that has been done to complete a recently process.

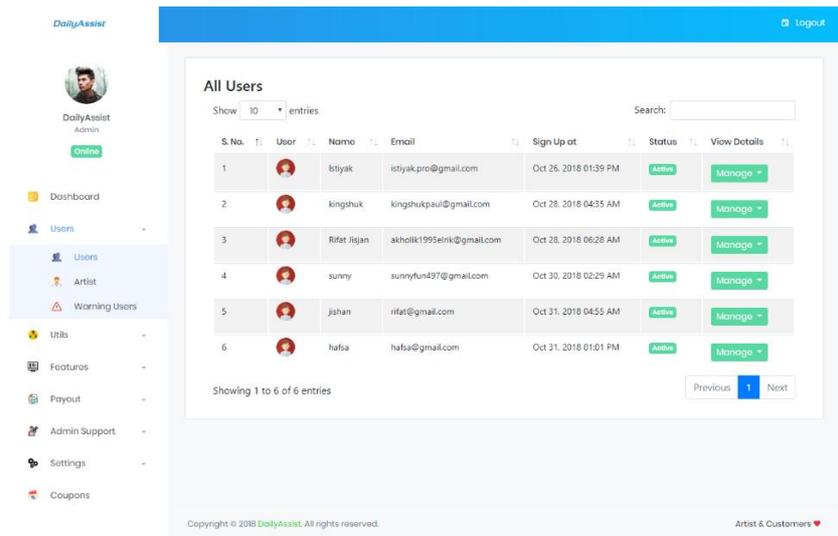


Fig 4.2.3: In this screen an admin can check all the registered users and can active, deactivate or give a warning to a user.

Fig 4.2.3 shows from here admin can see all its user's personal information. A user can activate if admin wishes. If a user has some bad review, then the admin can deactivate the user or admin can warn the user.

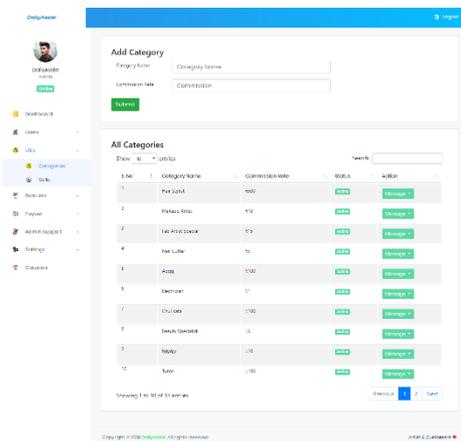


Fig 4.2.4: Shows all the current categories. An admin can insert new category or delete or manage current categories.

4.3 Interaction Design and UX

Cooperation configuration speaks to association between the client and the application. Connection configuration considered the techniques to such an extent that the client issue space, preparing the issues and finding the results. It likewise performs exercises by the with respect to results about and deal with the issue in the application.

Entirely any application client encounter for the most part centers around the general encounters between the clients and the application. In our application, above all else the highlights can collaborate with the client. We are for the most part centering the security of the application and there is a choice where the client needs to enroll and signing in the application by utilizing his/her checked data such like email and secret phrase.

In our application for UX we have endeavored to give our client some incredible encounters by including some new highlights. For better execution and experience for the client, we attempted to keep our application straightforward and simpler to utilize.

4.4 Implementation Requirements

To execute a project, we have to utilize distinctive kind of tools, components those assistance us to build up a project effectively. So, in our application development we also utilized a few tools and components. In the Implementation Requirement segment, we predominantly examined about all the tools and components that we have used to build up our project.

4.4.1 Android Studio

In view of our project is tied in with making an android application, Android Studio is vital apparatus. Android Studio is the speediest devices to manufacture android applications on every sort of Android device. The fundamental highlights are brilliant code changing, investigating. execution tooling, a versatile shape structure, and a minute manufacture/send system to make radiant applications. We utilize the Android

Studio as our application IDE. Since here we are examining the Android Studio, so firstly we need to know some fundamental data about Android.

4.4.2 The Emulator

We require emulator for running our application on a physical gadget versus an imitated gadget. It is basically indistinguishable thing from the real gadget. The emulator is a real code emulator that implies it runs a similar code base as the genuine device.

4.4.3 Android SDK

During creating android application, Android SDK is one of the very essential tools. This SDK is vital apparatus that contains the libraries for improvement and the test system to test the application. We utilize android studio together to run and build up all the Android application.

4.4.4 Firebase

To build up our application, we have to save our information in a database. So, we have utilized firebase as our data manager. Since the Firebase Real-time database is a cloud-facilitated database. In Firebase, data is put away as JSON and synchronized progressively to each associated customer in the application. When we have to construct cross-stage applications with iOS, Android, and JavaScript SDKs, the majority of the customers share one real-time Database instance and the clients automatically get updated with the most up to date information by Firebase.

CHAPTER 5

IMPLEMENTATION AND TESTING

5.1 Implementation of Database

This part is centered around how we actualize our database. As we referred to before that for our undertaking we utilized Firebase database. Firebase is a constant database. It has likewise some different highlights like detailing, distributed storage verification, Hosting et cetera. Since Firebase is a constant database, so there is no need of direct SQL question to play out the activities.

5.1.1 Database Design

Firebase real time Database Security Rules discloses to us how we should structure our information and from where our information can be perused or written to. By the Authentication highlight we can control we approaches information, and how they get to it.

Since it is a real time and No SQL database. For this the structure and advancement are not the same as social database. Constant database can serve a few a great many clients with trading off the nature of responding rapidly and decidedly.

Our main database name is **‘Daily Assist’**

Under this database there are a few sections for various reason and activity in our Database Which are:

1. User Sign in and Registration information
2. User’s profile information
3. User’s updated information



Fig 5.1.1.1: Sign in panel for admins.

Fig 5.1.1.1 shows the way admin will enter in admin panel. Admin will need to use email id to enter in admin panel. If you are an admin and you want an admin, then you can add another person as an admin.

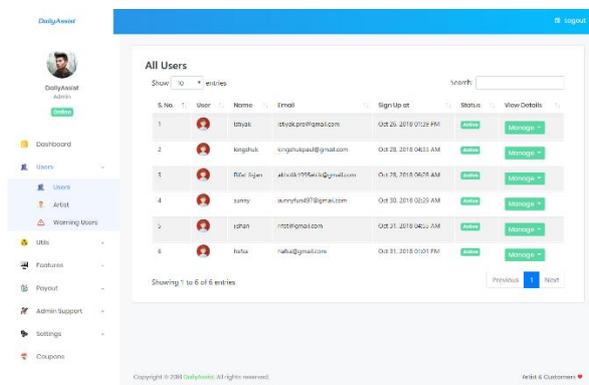


Fig 5.1.1.2: Database of registered users.

Fig 5.1.1.2 shows from here admin can see all its user's personal information. A user can activate if admin wishes. If a user has some bad review, then the admin can deactivate the user or admin can warn the user.

5.1.2 Storing Process of Data

To use our apps, firstly user need to sign in. Firebase authentication process gave us several choices. Figure shows the information, such as user can sign in by using their E-mail ID.

All registered user's identification is stored in our database. In the event that any client gives any email which isn't store in our database, they can't sign in to our framework. store in our database, they can't sign in to our framework. Firebase utilizes validation

rules, to find if a client gives amend sign in record or not. Figure 5.2 shows approved client table in Firebase Database.

5.2 Implementation of Front-end Design

What number of clients will utilize a system, is totally depend on the simple design and ease of use of the system. at the point when a client opens our application, they will right off the bat see the front-end design. Android device estimate is shifting starting with one device then onto the next device. Some device is equipped with substantial equipment, a few has larger screen, and some are too little. Additionally, android routinely update the version of their OS. For this we need to make design device independent and it is exceptionally challenging. Thus, we attempt our best to keep our design stunning additionally easy to understand. We utilize extremely basic UI design, for this if any client opens any feature of our application, by just looking on the symbol, they will comprehend what this feature do.

5.3 Implementation and Interaction

The accomplishment of a system is totally relying upon the interaction with the user. now a days, interaction is found all over. Interaction is which makes a system mainstream and appealing to a user. Along these lines, it is vital to make a system intelligent. We build up some novel feature to interface our system with user.

We execute our system with responsive UI for better user encounter. For this, we utilize simple icon, text link and button. The system is absolutely user benevolent and user can without much of a stretch connect with our system.

Our application is effectively actualized and has amazing interaction with the users.

5.4 Testing Implementation

Testing implementation is procedure of testing the implementation of a system, where tester or system architect will see different cases and detail, is it implementable or it has restrictions. Android applications are first tried inside the improvement condition

utilizing emulators and some android smartphone. Emulators give a virtual method to test application on the cell Phone to which engineers might not have physical access. Android Smartphone utilized for testing and introduce application document for checking her, for example, camera, sensor, picture transfer and programming highlight additionally check phone call.

The official android SDK emulator a mobile device emulator which imitates the majority of the equipment and programming highlight of a normal mobile device.

We have also tested the application with the following ways:

Installing Application	We have tested our app in various version of android. And it's a great pleasure for us that our app passed the test and successfully installed in every version as we expected.
User Verification	Our app successfully passed this test also, which is a user verification process by verifying valid mobile number of the user with a verification code.
Homepage	Each time after log in into our app, the home page arrived successfully and showed all feature correctly.
Search Job	This feature allows artists to search any kind of jobs.
Applied for Job	With this feature, artist will be able to apply for any job he/she wants.
Post Job	This feature allows artists to post any job.
Location	With this, artists will be allowed to see customer's location.
Payment	This feature allows customer to pay the artists.
Chatting	This feature allows customers and artists to establish communication through chatting within themselves.
Sign Out	After clicking Sign Out button, it signs out the user from the account successfully.

5.5 Test Results and Reports

It's a formal method to speak to the test Report. Report contains the data which we assessed in an expert and composed way. Report portray the working condition and demonstrates the test result with test objective. When we tested our application with android emulator it effectively introduced and run more often than not however some mistake was available at our application. In the wake of altering our project, we have settled those blunders and afterward every one of the highlights are working appropriately.

By observing the report, we can appraise if the system is prepared for dispatch or not. There are a few sorts of testing:

- ◆ Localization
- ◆ Installation/ upgrade
- ◆ Usability
- ◆ System interoperability
- ◆ Functionality
- ◆ Security
- ◆ Performance

So, towards the end we can do the outcomes as the advantages of convenience testing to the finish of the client.

- ◆ Good application quality.
- ◆ Application is easy to use.
- ◆ Application is positively accepted by users.
- ◆ Easy and understandable UI for interaction.

CHAPTER 6

CONCLUSION AND FUTURE SCOPE

6.1 Discussion and Conclusion

This system will be a revolutionary invention in the android history, if people can use it properly. This will be a platform where all sorts of day to day problems and required service will be fulfilled. People will get this just by sitting at their home. All services will go to their doorstep. People will be able to compare the service through various review and comments. So, selecting and getting a quality service will be an easy job to get.

Our motivation to develop this application is by seeing the frustration and failure of delivering quality service, by seeing that people are always facing problem to get a quality service. In that aspect we took some initiative to solve this problem. At least people will now rely on smartphone and not by going somewhere and search for a quality service. Which also reduces time constraints.

6.2 Limitations

Like all the things in our reality nothing is 100% flawless. Our application additionally has a few impediments. We will attempt our best to lessen the confinement of our application in future version.

A portion of the impediments are:

- ◆ As we have used Firebase and Monitoring system, user will have to connect to the internet at all time.
- ◆ For seeing someone's location and using monitoring system, location service has to be enabled.

6.3 Scope for Future Developments

A portion of the work we could have done on this project:

- ◆ We will make this application accessible for all platforms.
- ◆ We will provide update to this application.
- ◆ We will give more insights about various job sectors.
- ◆ We can give contact data of more law enforcement agencies.
- ◆ System will actualize new UI if the greater part of the clients recommends it.

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APPENDIX