

Donor Check - An Android Based Mobile Application

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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

This Project titled “**Donor Check-An Android Based Mobile Application: Donate Food, Clothe and Book**”, submitted by Farzana Akter Shathi (161-15-7004), Joynul Abedin (161-15-7222), Majharul Islam (161-15-7248), 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 5th December 2019.

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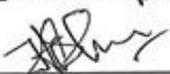
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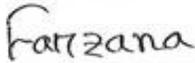
We hereby declare that, this project has been done by us under the supervision of **Itisha Nowrin, Lecturer, Department of CSE** Daffodil International University. We also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

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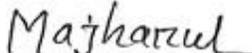
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ABSTRACT

We are human being. Food is a fundamental unit of life and it is also our daily living part. But some time we waste food and in Restaurant, lot of foods are unsold and uneaten. In our country there are many people who cannot arrange their requirement food. They live with hunger. Another requirement of human life is cloth. In winter season, poor people suffering much from cold and died for this reason. In our application anyone can donate clothes for helpless people. Finally knowledge has no age limit for learn. Our application has a feature for book donate; people can share important books which are not use in present time. That means old books can be reusable. We also share our book for those people who can learn and cannot buy. Since the valuable learning contained in at least one of the books, make the poor individual proficient, instructed, because a learned individual, an informed individual can make a huge commitment in building a cultivated family and society. Another important aspect of this project is it will also help the unprivileged people.

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CHAPTER 1

INTRODUCTION

1.1 Introduction

Foods, Cloths and Shelter are our basic needs. There are lots of poor people in Bangladesh who are passing their days with starvation and wearing dirt, rags clothes. But oddly enough, lots of people waste their foods and recycle clothes into dustbin. But if they donate or any charity organization donates to poor people, it will be a great work and well enough for poor people. At this point, we have stored lots of books and last sell these to paper buyers. But if we sell them at a low cost or free donate to the person who needs that will be beneficial for both person. Our project task at Android apps, where any people, restaurant owner can donate these and charity organization can see available foods, clothes or reading books to collect for donate.

According to the World Bank, Bangladesh's poverty rate fell from 82% in 1972, to 18.5% in 2010, to 13.8% in 2016, and below 9% in 2018, as measured by the percentage of people living below the international extreme poverty line [1].

To make this project, we have studied related work of android application. We also have analysis charity organization in Bangladesh. Technically, we have learned JAVA, XML, Google Authentication, Firebase Authentication, Real-time Database, and OOP by doing this project.

1.2 Motivation

Motivation help's one to gain success. Without this, no one can achieve anything. So while working on our project we also have to be motivated towards our goals this are some factors what pushes us to achieve our goal.

- The reality is that when we donate our food, clothe and book we help others who need it.
- When we donate to charity, we create opportunities to meet new people who believe in the same causes that inspire us. That, and making a real impact on those causes, can infuse our everyday life with more meaning.

- When we let our friends and family know of our charitable donations, they may find themselves more motivated to undertake their own effort to give.

1.3 Objective

Every person needs food for live. But some people cannot arrange require food. They live very struggle for food and also suffering from clothes. Basically poor people suffering from upcoming winter season. There are also many people want to know knowledge. But they are suffering from financial problem. They cannot fulfill their learning demand. Because books are more important for learning new thing. Above this reason we make an application that we smartly help poor people. So that they fulfill their fundamental of life. We also mental satisfied that we are help some people those are really helpless.

1.4 Expected Outcome

We developed our application for donor who wants to donate and for charity organization or fund. Charity Organization they are also donor, but here they act as donate item collector then they donate. Some outcomes are given bellow:

- Unprivileged People, Street Children get food, clothes which can give them something to live.
- People who cannot afford to buy books can get this.
- People who donate extra food, clothes or book, they don't have any waste.
- We want Street Children free country, a lot of food gets left unsold and uneaten, so some restaurants can take action to ensure that food is not wasted.
- Spread the social activity for a better society.

1.5 Report Layout

In our report, we arrange other discussion in several chapters, which are:

- In Chapter 1 covers a presentation of our donate app. Targets, expected yield are likewise include here.
- In Chapter 2 we discuss background of our application, how we plan our application and why we choose this.
- In Chapter 3 we discuss requirement specification of our project in details.
- In Chapter 4system design specification and how the system is designed like front end design is allowed.
- In Chapter 5 is based on system implementation and testing, where we find any bug about our application.
- Chapter 6 which is our final chapter, where we focus scope and conclusions about our application.

CHAPTER 2

BACKGRUND

2.1 Introduction

We have proposed 'Food, Cloth and Book Donation' application. It is a wireless donation system which is based on android devices. Android smart phones attract both the general and commercial users. Android is a Linux based operating system for mobile devices such as smart phones and tablets. Donation Based services using Android OS Motivated by the use of Android mobiles OS food donation and other applications. Bangladesh is one of the world's most densely populated nation's 150 million individuals, 26 percent of whom live below the poverty line. This is additionally a fiasco inclined nation of south Asia. Every year numerous individuals lose their property because of regular or manmade disasters like flood, landslide and so on. We have developed this application because we help the helpless poor people. The application is help to social work that every poor people get their fundamental unit of life.

2.2 Related Works

There are a few number of application and website available regarding this concept. We have study on these application and website. Here, we talk about the most useful application and website and similar to our application.

2.2.1 HBE

'HBE' is an Indian donate Food Cloths Books application. Founded in February 2, 2019 by Ashutosh Stark. It is a registered non-profit that provides a mobile based solution allowing excess food as well as cloths and books to be donated from the food who don't need service industry and people who don't need it to qualified charities that work with the needy. The user just have to register on the app and they have to choose what kind of donation they want. They can also donate Books and Cloths to needy once. Once the user sends the request volunteer will contact you and pick up the delivery and serve them to needy once. The user also notified about their donation.

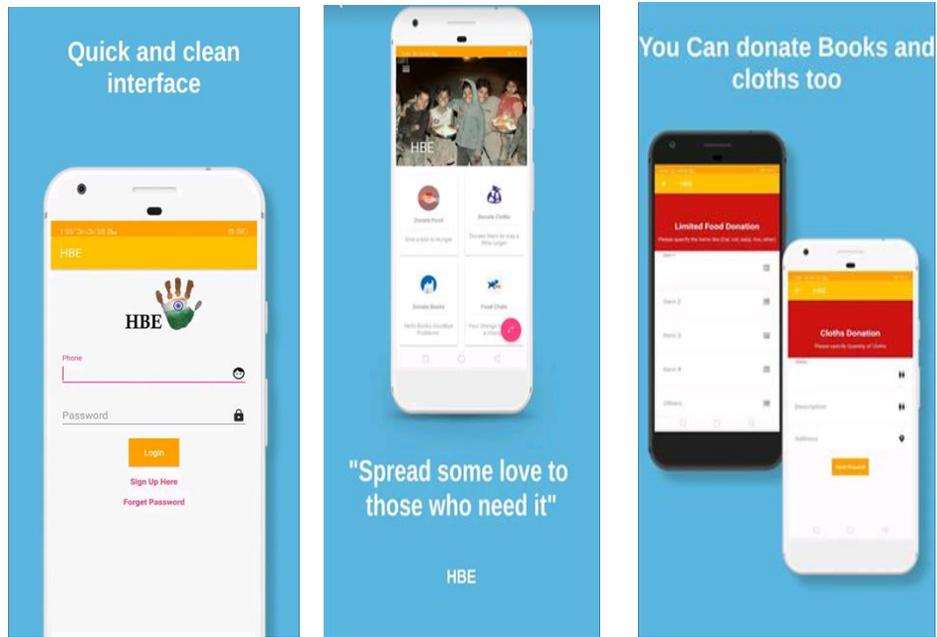


Figure 2.2.1: User Interface of HBE Application

2.2.2 Feeding hands

Feeding hands is an Indian donation application through which can donate food, clothes and books to charities that work for feeding poor and needy people. Founded in May 2017 by Akshay Rapatwar. One helping hand can feed many poor peoples those are facing problems from hunger, education and many other problems.

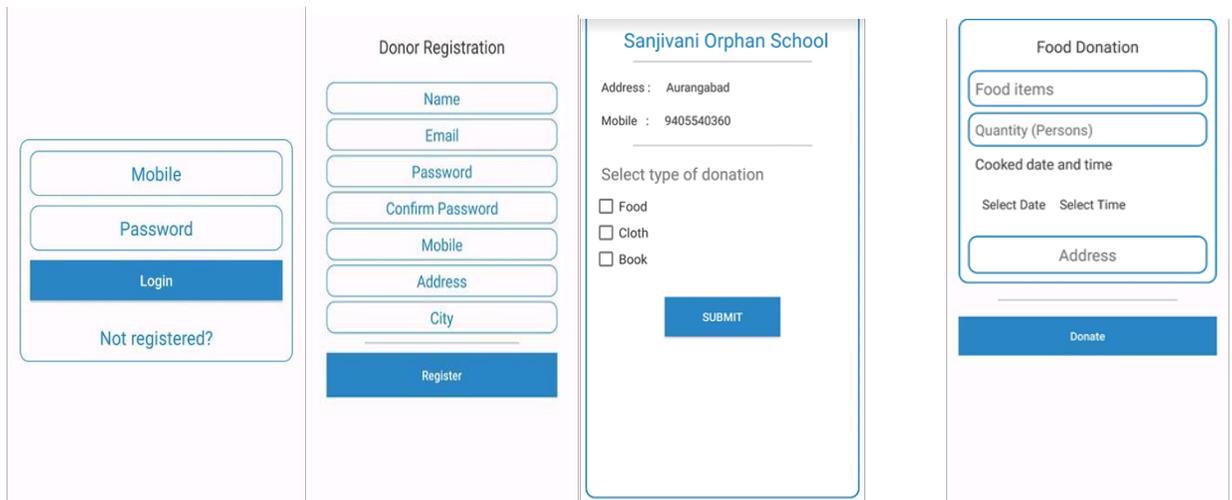


Figure 2.2.2: User Interface of Feeding hands Application

2.2.3 Kitab De

Kitab De is a book donate, exchange, sale, purchase application founded in September 23, 2018 by G7 Technology. Dr. Christopher Richard the Managing Director and Chief Software Architect of G7 Technology.

Donate:

Sometimes donate charity in accordance with our own strength, which can be in the form of charity money or any other thing, why donation given by us in the form of a book Yes, because the precious knowledge contained in one or more of the books, make the needy person knowledgeable, educated, Because a knowledgeable person, an educated person can make a significant contribution in building a civilized family and society.

Exchange:

Many people have to passion and habit of reading different types of books, due to which they buy various types of books, read them and imprison those books on the condition of theirs. By exchanging, we will not have to buy books repeatedly, which will save our extra time. And also if we have a passion for reading books, then read a lots of books, instead of having a book or any other book that has readable books of our own choice.

Sell- purchase:

We can sell and buy old books that have been read or used by this platform with a global deal, because we will get more than one option here. In the near future, with good value from the Book Store But we can buy all kinds of new books too.

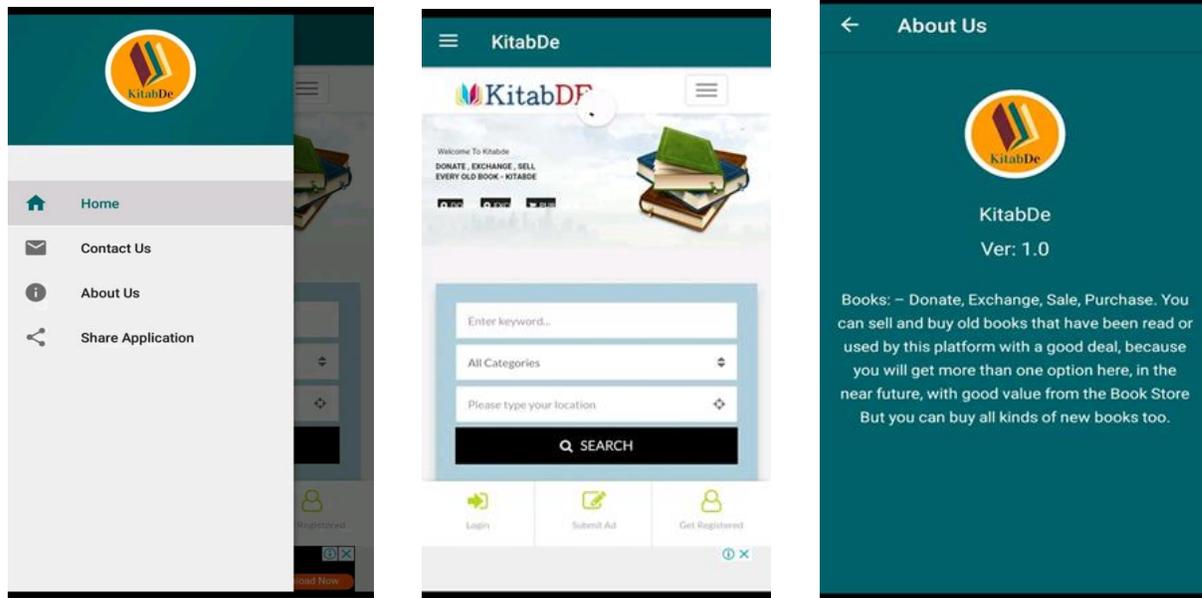


Figure 2.2.3: User Interface of KitabDe Application

2.3 Comparative Studies

We have studied some application and website regarding the concept of Donation. There are some application in play store those applications some features are related to our application. Some application are completely static. They just used name and some related information to their apps. Some Application added features but they just a small one feature that is not enough. Some application added website and phone number but they are not provide actual phone number and website address. We add three feature and User Notification system but in other application we don't see this kind of features.

2.4 Scope of the problem

First of all, this apps is user friendly and easy to use. We see other related applications from play store but they are some problem. We think or application will be helpful from all kind of people. We want to improve our application day by day and we will tried to add extra features. Our application has some special feature which makes our application better than other existing project and solves the problems. Some special features of our application are:

- Easy signup with Gmail Authentication
- No different registration structure for different type's user

- Easy User Interface (UI)
- Real time post update because of firebase
- Easy to make a donate availability post.
- Fast loading and High Performance.

2.5 Challenges

When you do something different then you must face some challenges. During different stages of this project we had to face a few challenges. We were able to successfully overcome those challenges. The Challenges we faced were:

- We have faced challenge when we want to create a real time database. We have overcome this challenge by using Google firebase.
- Designing and implementing a user friendly and interactive user interface using XML was also challenging for us.
- Some other common challenges was deadline, Requirements analysis, Quantity of code, Performance and efficiency of system.

CHAPTER 3

REQUIREMENT SPECIFICATION

3.1 Business Process Model

Business process modeling (BPM) is an assimilation of business process management & system engineering of an organization or enterprise. It describes the analytical representation of any organization or enterprise. It helps to increase business quality and also reduce business cost. Business process modeling can be changed or improved to get new business opportunities.

Business Process Model for Volunteer/Restaurant owner/ Charity organization Sign-In:

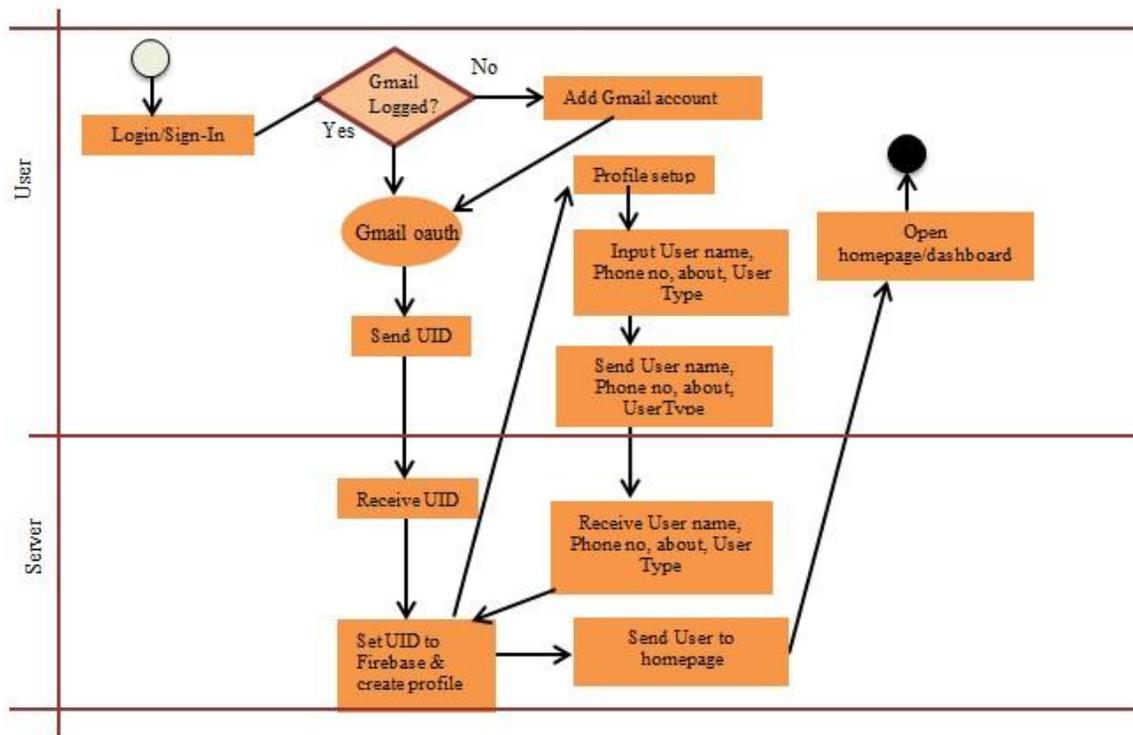


Figure 3.1.1: Business Process Model for Volunteer/Restaurant owner/Charity organization Sign-In

Business Process Model for Delete post

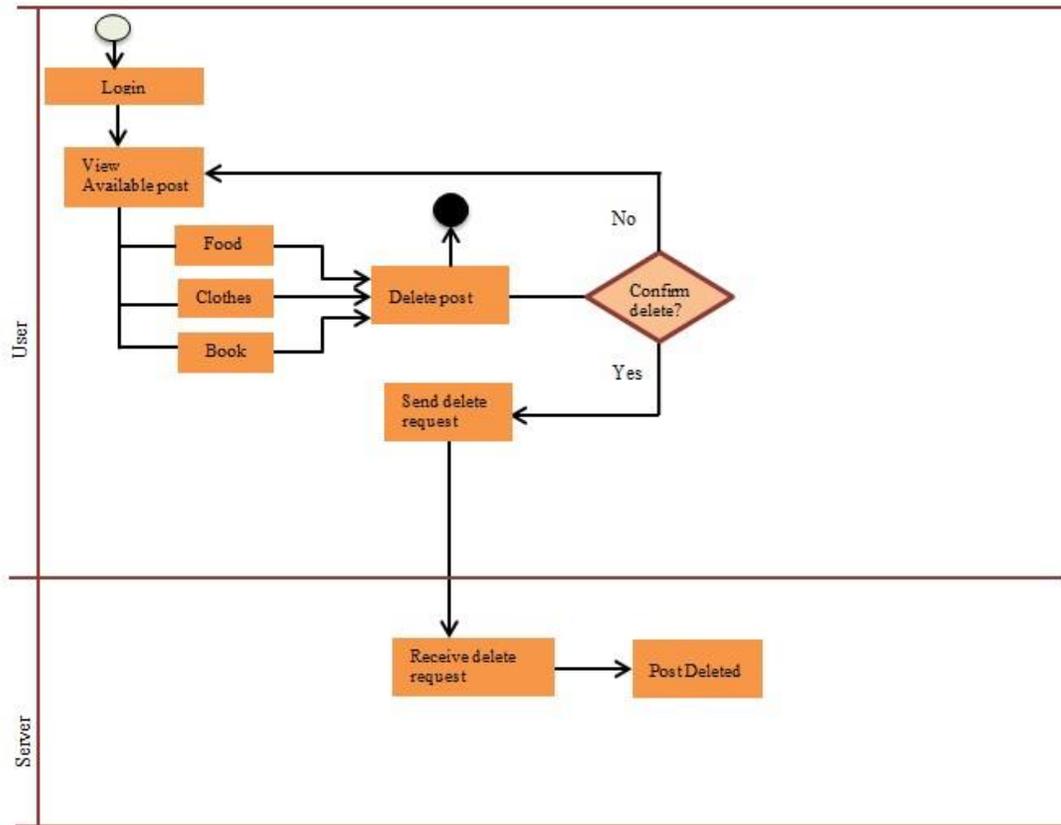


Figure 3.1.3: Business Process Model for Delete Post.

Business Process Model for Charity organization to call donor

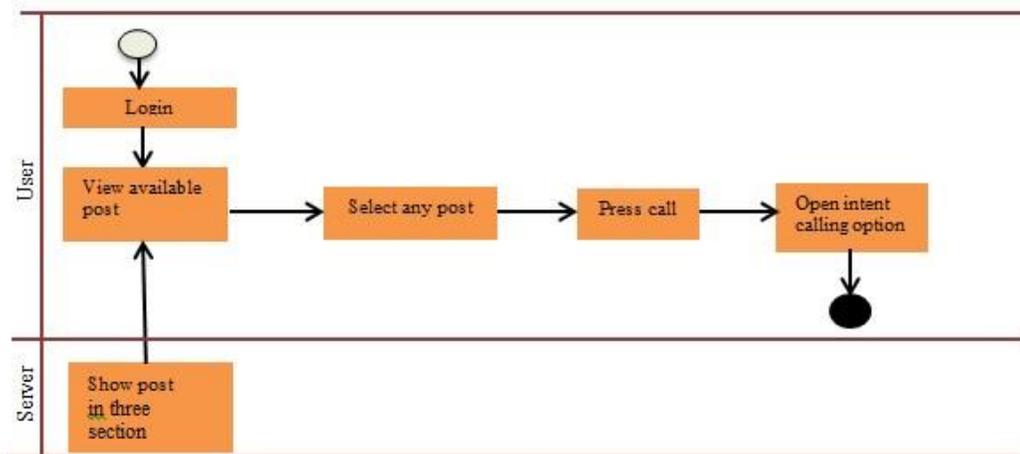


Figure 3.1.4: Business Process Model for Charity Organization to Call Donor

3.2 Business Process Model Description

Volunteer, Restaurant owner and Charity organization have to register easily through Gmail. If Gmail logged in, the device Gmail authentication send valid user-id (UID) to firebase and firebase will allow for completing next process of signup. After completing profile, user can post for donate. Volunteer can post for food, clothes and book. Restaurant owner can only post for food. When Volunteer or Restaurant owner placed a post it will appeared on Charity organization homepage. And Charity Organization can make call by pressing call button. Volunteer and Restaurant owner has right to delete their individual post.

3.3 Use Case diagram

A use case diagram shows all the action flows of a system along with the primary and secondary users. Where generally primary users are the human users and secondary users are technology based creations.

We attached the use case model for Restaurant and Individual user separately.

Use case Diagram for Volunteer:

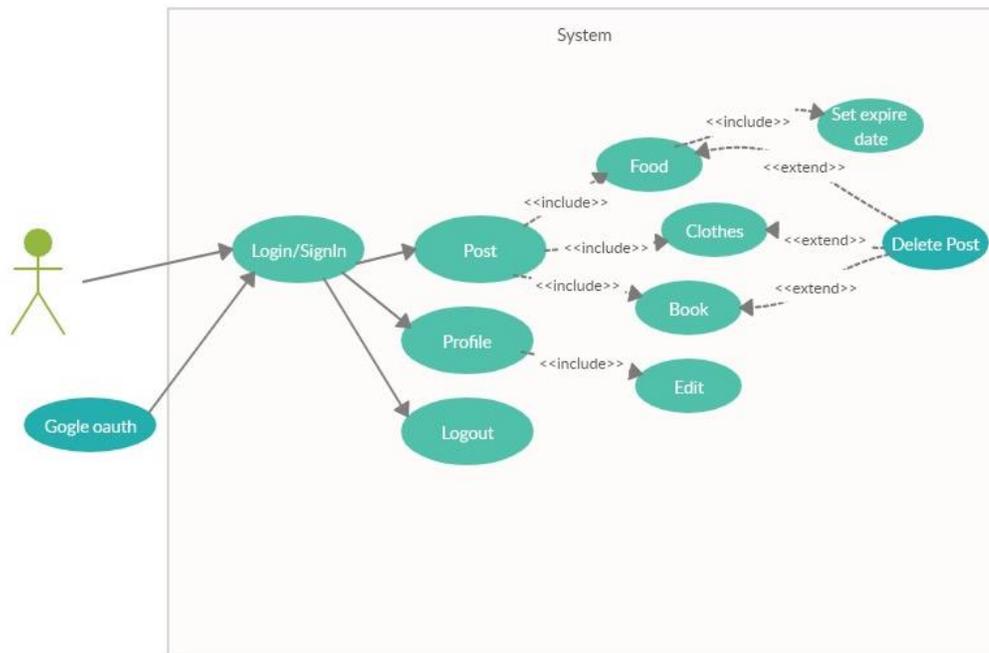


Figure 3.3.1: Use case Diagram for Volunteer

Use case Diagram for Restaurant owner:

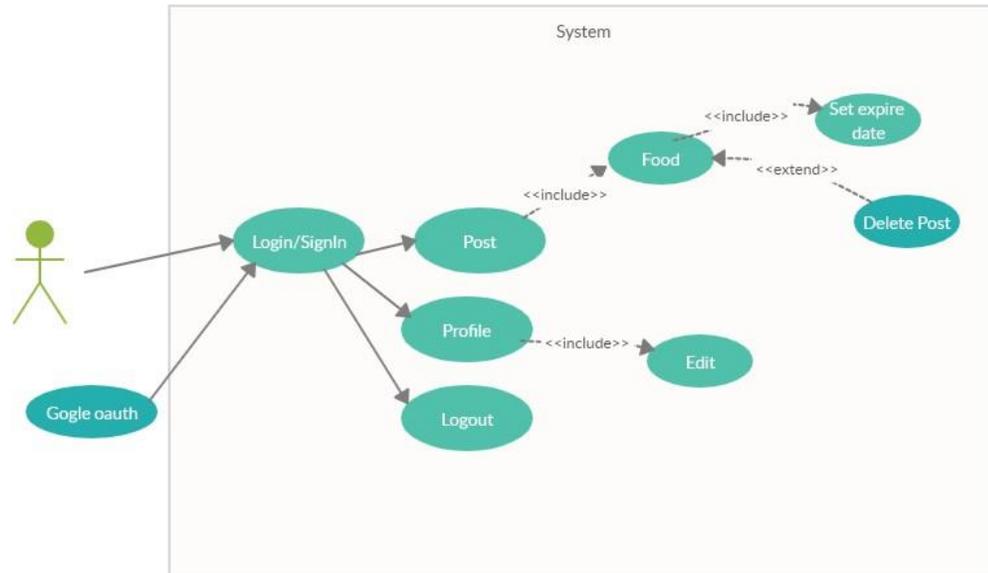


Figure 3.3.2: Use case Diagram for Restaurant owner

Use case Diagram for Charity organization:

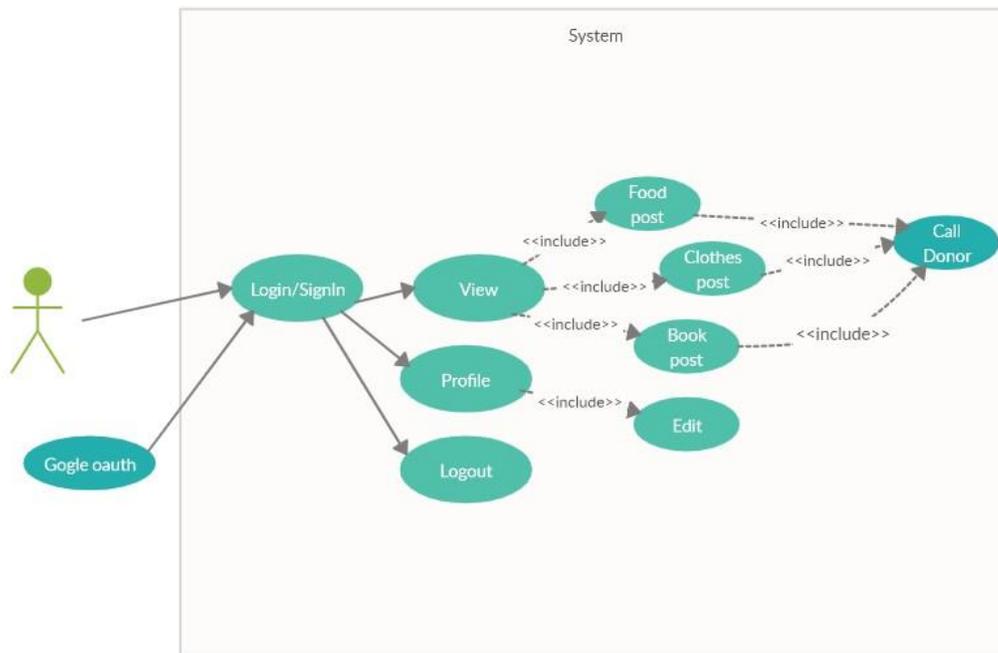


Figure 3.3.2: Use case Diagram for Charity organization

3.4 Use Case description

Use case descriptions are made to clarify the actions of the use case diagram. Pre-conditions and post conditions of an action performed are explained in use case description.

Table 3.4.1: Description of Use Case for Sign-In

Use case	Sign-In
Primary Actor	Volunteer, Restaurant owner, Charity organization
Secondary Actor	Gmail OAuth, Server
Actor's Goal	To sign-in to the application
Pre-condition	Provide registered Gmail account
Post condition	Continue to profile complete

Table 3.4.2: Description of Use Case for Login

Use case	Login
Primary Actor	Volunteer, Restaurant owner, Charity organization
Secondary Actor	Gmail OAuth, Server
Actor's Goal	To Login to the application
Pre-condition	Registered with Gmail
Post condition	View individual post if available

Table 3.4.3: Description of Use Case for Make Post

Use case	Make post
Primary Actor	Volunteer, Restaurant owner, Charity organization
Secondary Actor	Server
Actor's Goal	To make donate post
Pre-condition	Login to application and input necessary information (post type name, phone, description, set expire date for food post only) for making post
Post condition	View individual post after submit.

Table 3.4.4: Description of Use Case for Delete Post

Use case	Delete post
Primary Actor	Volunteer, Restaurant owner
Secondary Actor	Server
Actor's Goal	To make delete post
Pre-condition	Login to application. Select and hold post which want to delete
Post condition	View updated home after delete post.

Table 3.4.5: Description of Use Case for View Available Post and Call Donor

Use case	View Available post and call donor
Primary Actor	Charity organization
Secondary Actor	Server
Actor's Goal	To view available post and call donor
Pre-condition	Login to application. Press call button for calling to donor who post for donate.
Post condition	Intent call function of device will appear.

3.5 Design Requirements

Design requirement for Volunteer:

- Able to signup
- Login
- Make and view own post
- Can delete own post
- Edit profile
- Logout

Design requirement for Restaurant owner:

- Able to signup
- Login
- Make post only for food
- View own post
- Can delete own post
- Edit Profile
- Logout

Design requirement for Charity organization:

- Able to signup
- Login
- View available post
- Call donor from available post
- Edit profile
- Logout

CHAPTER 4

DESIGN SPECIFICATION

4.1 Front-end Design

Front-end design that means when user use and view the interface of the application. This interface called User Interface (UI).

We designed our front-end of project by XML in Android Studio. We also use SVGfile and Adobe Photoshop software for designing application logo and icon.

4.1.1 XML: Extensible Markup Language

Extensible Markup Language or XML is a specification or set of rules which developed by W3C. XML is quite similar to html. Both xml and html has markup symbol. XML designed that both human and machine can read. The format is textual and looks very simpler to understand. There are endless application f xml. Lots of document format that developed with XML syntax[5].

We use XML in our project for designing layouts, textview, edittext, button, floating menu.

4.1.2 SVG: Scalable Vector Graphics

Scalable Vector Graphics or SVG is based on XML which we have discussed on previous paragraph. Web browsers recognize XMLand display images which are SVG format, this image is displayed by the information provided to it [6]. We can compare vector image with bitmap image, bitmap is a fixed set of pixels andvector image is a fixed set of shapes. There are 14 features set of Scalable Vector Graphics, they are path, basic shapes, text, painting, color, gradients and patterns, clipping masking and compositing, filter effects, interactivity, linking, scripting, animation, fonts, metadata [7].

4.1.3 Adobe Photoshop

Adobe Photoshop is very well-known and widely used graphics editor. It is developed and published by Adobe Inc. Most people called it Photoshop. Initially Photoshop was used for printing work. This software supported Windows and macOS platform. Day by

day Adobe Photoshop updated with lot of features. Basically Photoshop can edit raster image, supports some color model like CMYK, RGB, CIELAB etc. It has own formats PSD and PSB. Though Photoshop has lot of features but it can be extended by plug-ins.[8].

4.2 Back-end Design

The back-end design is not visible for end user. It is basically how server, database and application work. Front-end and back-end both are connected each other, where front-end is the design of the application for user and back-end is the logic and condition which is only for developers.

We have used Java language in our project. And for database, we used Firebase for real time data parsing.

4.2.1 Java

Java is a well-known and widely used programming language. Java is owned by Oracle. It was first released in 1995. Bytecode of Java that can run by Java Virtual Machine (JVM). Java is open source, secure and fast programming language. There are some similarity of Java with C and C++. According to GitHub at 2019, Java is the most popular programming language. Though Kotlin is added into Android Studio, most of the android application developed with Java language. In Android Studio, Java Development Kit (JDK) is used[9].

4.2.2 Firebase

Firebase is a development platform for mobile and web application which is developed by Firebase, Inc. in 2011. In 2014 it acquired by Google. Firebase Real-time Database is their initial product; it synchronizes the data with an API through iOS, Android and Web devices, then data kept in Firebase's cloud [10]. Whatever you need to create a great mobile application, Firebase offers all its benefits. They have many services including database, analytics, notification, cloud messaging, monetization, authentication.

4.2.3 Firebase Authentication

Firebase Authentication it integrates with Firebase services and provides backend services. It has UI libraries which authenticate users to our application. It authenticates by phone numbers, passwords and popular identity providers like Google, Facebook, Twitter, Microsoft and more. Firebase has industry standards like OAuth 2.0 and OpenID Connect, so it can be easily integrated with custom backend [11].

4.3 Interaction Design and UX

Interaction design is a key component of UX or User Experience. It examines the system and user interaction via an interface. User Experience design is the process of creating products that provides usable and relevant experiences.

We have tried our best to make our application user-friendly and user-interactive.

4.4 Implementation Requirements

To implement our project, we used various types of tools, attributes and components. In this Implementation Requirements field, we have discussed about these.

4.4.1 Android Studio

Android Studio is the official integrated development environment (IDE) which is used for Google's Android application development. It is built in JetBrains' IntelliJ IDEA software, which is designed only for Android development. It supports programming languages such as Java, C++ and recently Kotlin is included [12].

4.4.2 Basic Android Overview

Android is a far-reaching stage, which implies it is a finished programming stack for a cell phone. It gives every one of the instruments structures to creating versatile applications essentially, rapidly and effectively. We structure our application with Extensible Markup Language (XML), association with database server with Java Language in Android Studio. Android is likewise open source stage where designer can make any sorts of UI which the engineer needs to plan his/her application.

4.4.3 The Emulator

Android Virtual Device in a short AVD is an emulator, which speaks to an individual android device to pursue a venture or application of any kind. To run and test any android application, designer can easily use this virtual device. When we worked for backend and designed our application we also run it to our real device and android emulator as well. The emulator is great but it will be slower for low-end Personal Computer (PC).

4.4.4 Android SDK

Software Development Kit, in a short it's called SDK. The development of Android is started with Android SDK. It has lot of improvement instruments which is used to build and operate any kind of android application. We have used Android SDK for buildup and furthermore testing our android application. Minimum SDK variant 19 (Android 4.4, Kitkat) is needed to run this.

4.4.5 Permissions Needed

- Internet permission
- Call permission
- Get Account permission

CHAPTER 5

IMPLEMENTATION AND TESTING

5.1 Implementation of Database

This process is where the developer installs the Database Management System on the proper hardware. Hardware and software runs best when the database optimizes. Then generates the database and loads the data. The initial data could be either new specifically collected data or existing data which import from a DBMS.

5.1.1 Database Design

We have used Firebase as data manager for storing data. When a registered volunteer or restaurant owner creates a donation post in our application, it will immediately appear on registered charity organization's homepage. If we use MySQL database we have to refresh the homepage of the application for getting new post if available. Firebase is a real time database. There is no need to refresh the homepage of the application. That's why we used Firebase instead of MySQL database. We attached our firebase and application screenshot below.

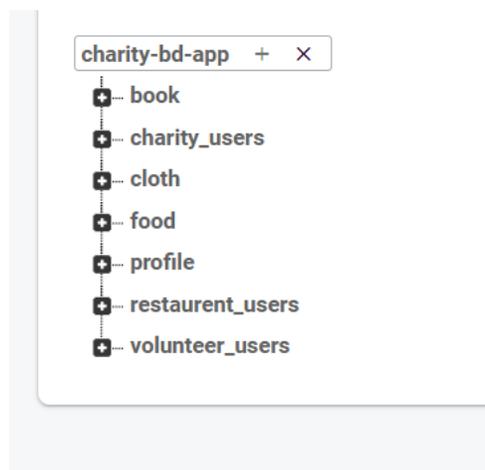


Figure 5.1.1.1 Database store format



Figure 5.1.1.2 Individual User data



Figure 5.1.1.3 Firebase JSON data of book post



Figure 5.1.1.4 Firebase JSON data of cloth post



Figure 5.1.1.5 Firebase JSON data of User profile information

5.2 Implementation of front-end design

It was extremely a major test to build up a front-end plan which will be pulled in by the clients. For interactive design, we have constantly attempted to make a straightforward and simpler UI structure of our android application. Any client can without much of a stretch comprehend the introduction of the data. We have utilized basically XML to plan our front-end. UI of certain pages are appended beneath.

We have attached some screenshot of our application in below:

In figure 5.2.1, it is the starting of our application for “Sign in with Google” and on above auto slider with food, cloth and book icon. When user clicked on “Sign in with Google” button for signup or for login if user logged out, then a window “Choose an account” will be appeared for select Gmail account.

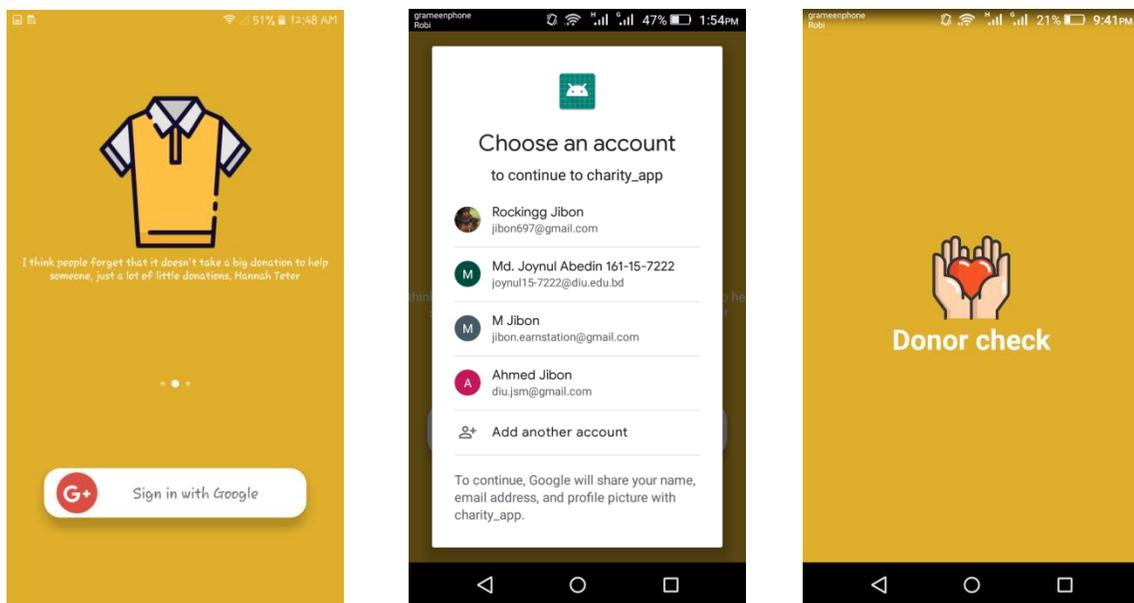


Figure 5.2.1: Screenshot of “Sign in with Google”

In Figure 5.2.2, after choosing Gmail account, Google authentication sends an UID to firebase server and check UID already in database or not. If it's new then a “Set Profile” page will be appeared to complete user profile.

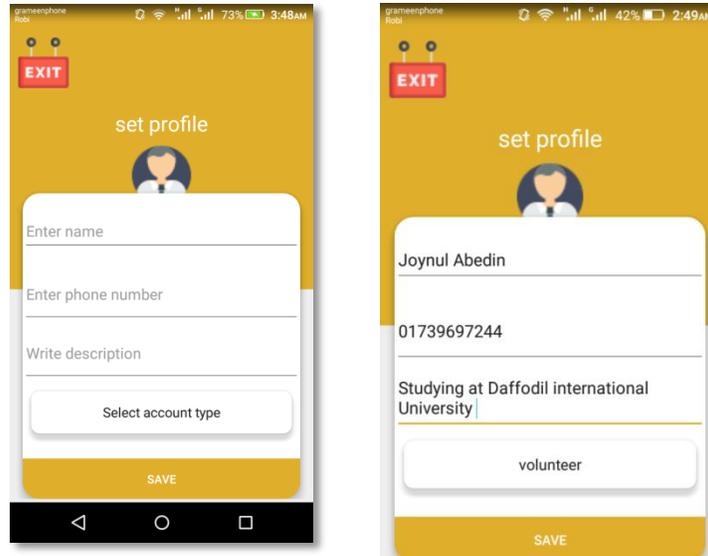


Figure 5.2.2: Screenshot of Set Profile

In Figure 5.2.3, after setup profile we can see a homepage where three different section for Food, Cloth and Book. Users post will be displayed here. For Restaurant owner only food section will be there. Since we have created account as volunteer in Figure 5.2.2, we can see all three sections.

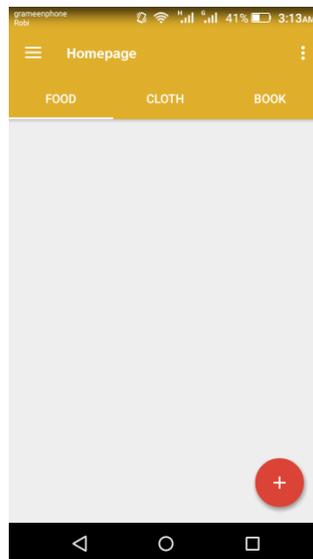


Figure 5.2.3: Screenshot of User Homepage

In Figure 5.2.4, for create a post user can click floating (+) button. Then three different post types will be there for volunteer and restaurant can only food post. User can select a post type what he/she wants to donate.

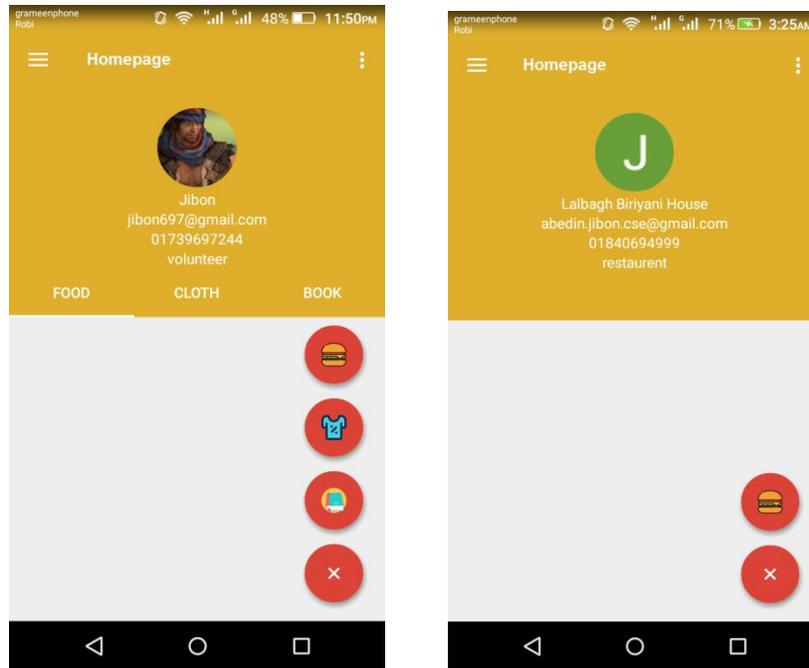


Figure 5.2.4: Screenshot of User Post Type Selection

In Figure 5.2.5, we can see input information of post window. It will look similar for Cloth and Book. Only different for food post. Because food has an expire date, that reason it has a set expire date option. On the specific set date, post will automatically delete.

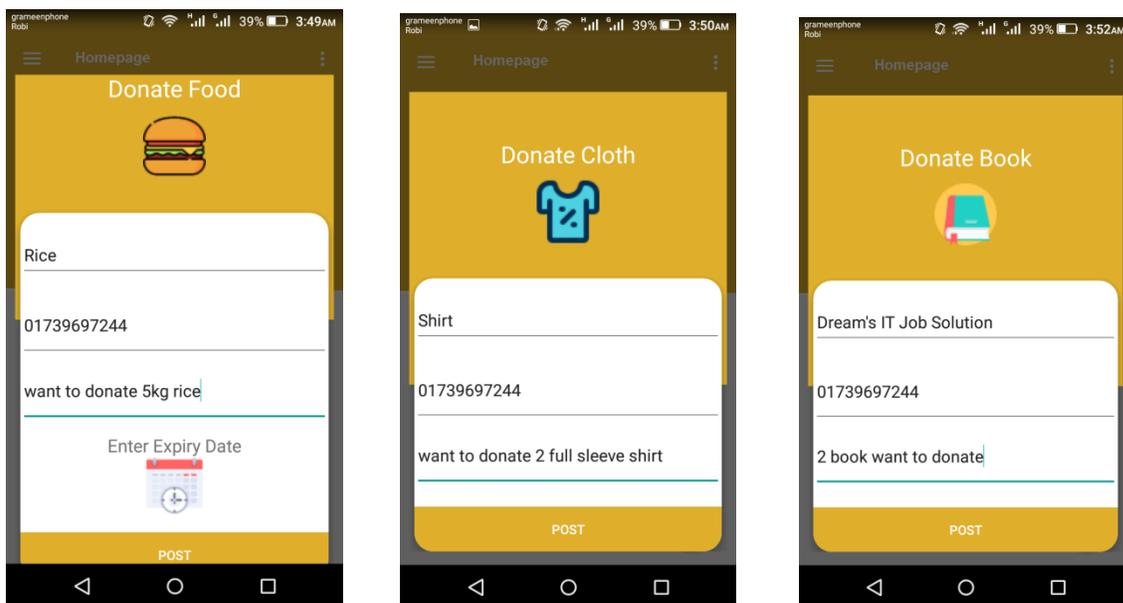


Figure 5.2.5: Screenshot of Different Donate PostInput.

In Figure 5.2.6, after submit donate post; it will be appeared on the user's homepage.

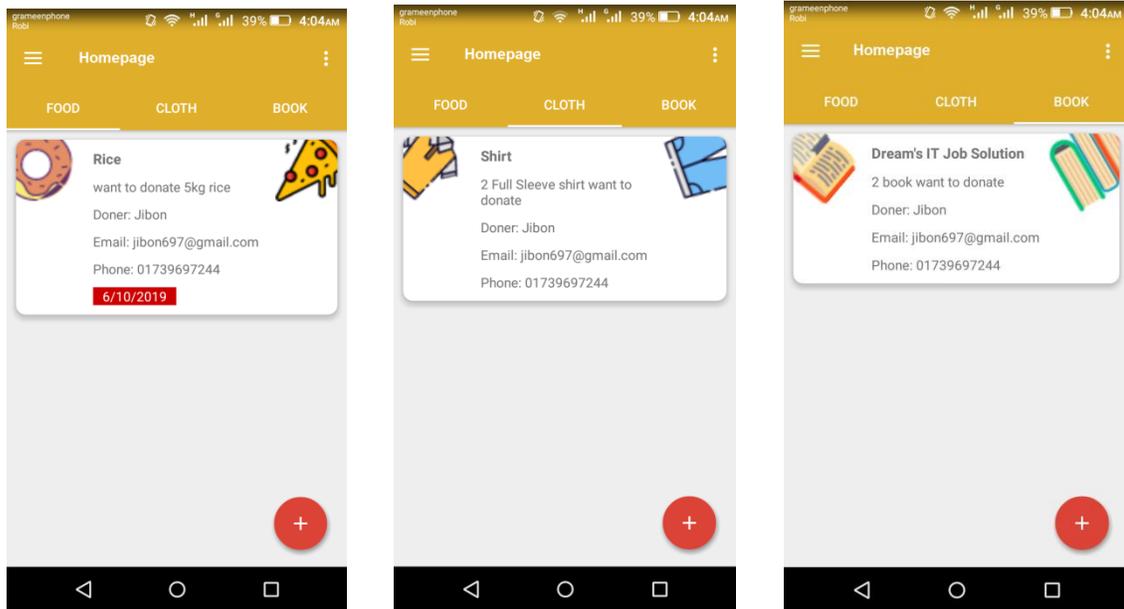


Figure 5.2.6: Screenshot of User's Post (Food, Cloth, and Book).

In Figure 5.2.7, user can delete his/her post by press and hold on individual post. Then a delete confirmation action will be shown. If user clicks on "OK", post will be deleted.

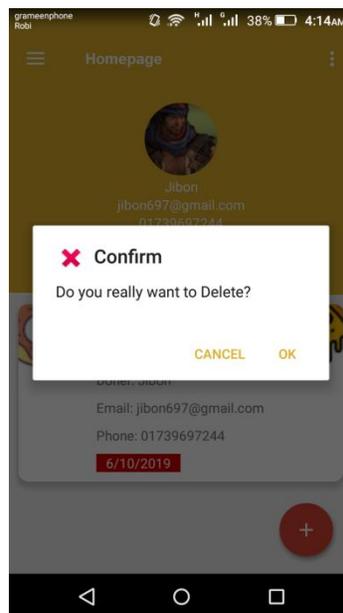


Figure 5.2.7: Screenshot of User Post Delete Confirmation.

In Figure 5.2.8, Charity Organization homepage, they can see all the available post given by Volunteer's and Restaurant Owner's.

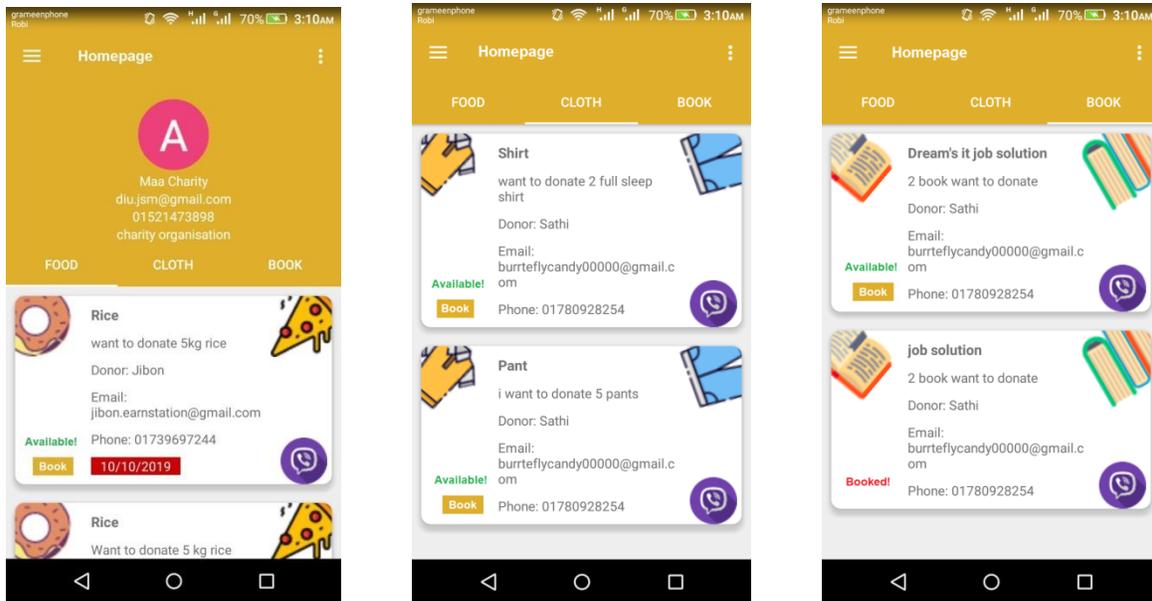


Figure 5.2.8: Screenshot of Charity Organization Homepage

Figure 5.2.9 shows Charity Organization make a call from donor post for confirm to collect donate item.

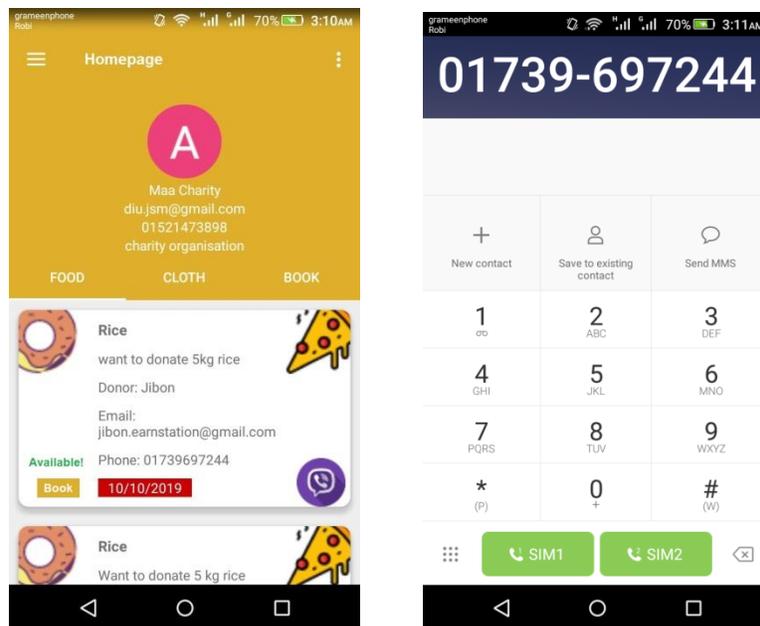


Figure 5.2.9: Screenshot of Charity Organization Calling to Donor, dialer open when clicking call icon.

Figure 5.2.10 Acceptance notification will receive on the top of Volunteer/Restaurant Owner's dashboard, when Charity Organization "Booked" any post.

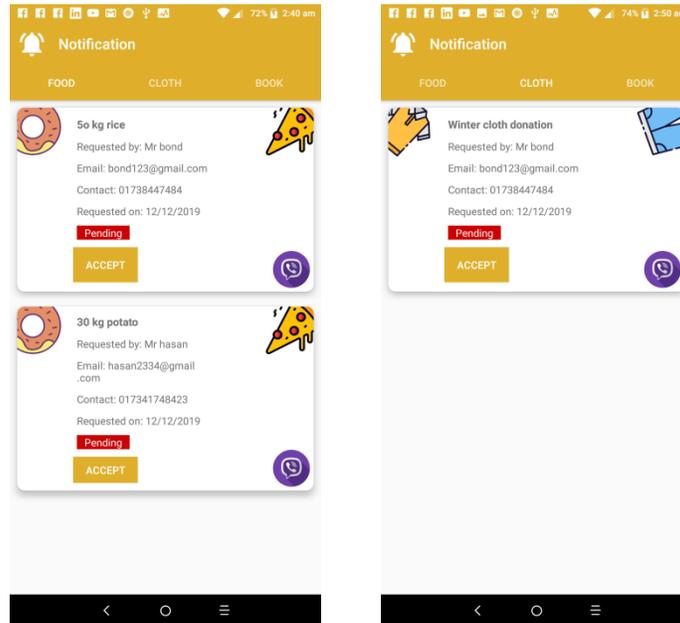


Figure 5.2.10: Screenshot of Notification and Acceptance Confirmation.

5.3 Implementation of interaction design

We tried to make our application, extremely user-interactive and easy to understand. We have used Google/Gmail authentication for sign-up and for login which is fully secured. If user device has logged in with Gmail account, he/she can easily register or login. No need to entering any password. User can edit his/her profile from application drawer menu. User can view his/her post after submit and can delete post if it's wrong.

5.4 Testing Implementation

Implementation is the process to accomplish the objectives and goals. We have finished our unit testing. Since we don't have a competent analyzer, we orchestrate each of the prerequisites. We understand user's requirement; then record them and tried to fulfill user's desire.

5.5 Test Results and Reports

We discovered every single expected outcome according to our testing background. We have tested our application on different devices, since our applications minimum requirement is Android 4.4 (Kitkat, API level 19). We have tested on Android 4.4 (Kitkat, API level 19), Android 5.1 (Lollipop, API level 22) and Android 7.0 (Nougat, API level 24). Our application has been perfectly worked. When Volunteer or Restaurant Owner posted for any donate item, it will instantly visible to Charity Organization user's homepage. They don't need to refresh for new post, because we have used firebase real-time database.

Table 5.5.1 Testing Implementation

Test Case Number	Test Description	Expected outcome	Result (Pass/Fail)
TC-01	Tap on Google Sign In	Opens logged Gmail	Pass
TC-02	After login opens the Homepage	Opens the homepage	Pass
TC-03	Tap on float button for making post	Expand post Selection	Pass
TC-04	Tap on submit button for complete a post submission	Post will be displayed on homepage	Pass Sometimes fails if internet connection lost
TC-05	Press and hold a post for delete post confirmation	A delete confirmation opened	Pass
TC-06	Notification for booking acceptance	Booking accepted	Pass
TC-07	Tap on profile to edit	Profile edit option	Pass
TC-08	Tap on “Book” button to booking the post	Post booked	Pass
TC-9	Tap on Call button to open phone dialer with number	Dialer open with donor phone number	pass
TC-10	Tap on Logout to logout from the app	Logout successfully	pass

Table 5.5.2 Testing User Percentage

SN	User Number	Percentage
01.	UID-001	100%
02.	UID-002	100%
03.	UID-003	100%
04.	UID-004	100%
05.	UID-005	100%
06.	UID-006	94.44%
07.	UID-007	100%
Total 7 User	Average Percentage=	99.20%

CHAPTER 6

CONCLUSION AND FUTURE SCOPES

6.1 Conclusion

This paper includes the concept, structure design, detailed implementation and testing types for our Donor Check application. We have experienced numerous issues. We also extended our insight into refreshed technology, such as Java programming, by settling each one of them. Within the Internet environment, our application runs smoothly. While implementing our project we have learned lot of new things and technologies and we tried to do our best. We are very proud and thankful to our supervisor who helps us to build our project.

6.2 Future Scope

Our future aim is to implement our project in our city and inspire among the people and different restaurants owner. In future we can add user review system, which helps to Charity Organization to know who is most regular donor. We can also add event joining system for both volunteer, restaurant owner and also for charity organization, which they can meetup with joining the event and discuss or arrange seminar about awareness of food waste, cloth waste and donate food, clothes and books. We want to add notification system in future for charity organization, when donor post for donate it will notify charity organization users phone if he/she registered and logged in.

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