

SHAKO-An Android Application

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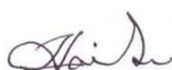


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APPROVAL

This Project titled “SHAKO”, submitted by BIPASHA AKTER,FAHMIDA JAHAN TONMI & MD.ASHIKUR RAHMAN 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 04th December, 2021.

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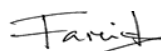
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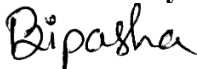
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ABSTRACT

‘SHAKO’ means bridge. This project is working like a bridge between donors and the poor or needy people. With the country's growing population and growth, food and clothing waste has reached new heights and there are many poor people who also need money. Many people want to help the poor and needy by donating food, clothing, or money, but they are unsure how to do so. Our application focuses on assisting the less fortunate by bringing together non-governmental organizations (NGOs) and ordinary citizens. This project is being created that allows donors to give food, clothes or money based on their ability while also allowing organizations to submit requests based on their needs. Donors will be able to choose from a variety of donation options. The details of donors who wish to donate will be provided to NGOs and organizations via our app, forming a network between donors, those who assist in contributing, and the real needy people to whom the donations are sent. This paper included the entire interface as well as the designs

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CHAPTER 1

Introduction

1.1 Introduction

In our country still now there are so many needy and poor people who are hungry for food and who need clothes. The donor who wants to donate food, clothes or money to them in the easiest way this app will help them. This app will work like a bridge among donors, NGOs and the needy or poor people. By using this app we can make needy or poor people smile.

1.2 Motivation

This project was inspired by a real-life scenario. Many people want to help the poor and needy by donating food, clothing, or money, but they are unsure how to do so. At various events or restaurants it is seen that food survives every day or at the end of the event there is a lot of food. This food can make the needy people smile through our application. We want that the actual poor needy people can get donations properly and donors can donate easily and tension free.

1.3 Objective

The objective of this project is to work like a bridge between the donors, NGOs and the actual poor or needy people. a site where

- NGOs will be able to create and set up their profile
- NGOs will be able to request donations from and comment on Donation Requests
- Corporate / Restaurant user's will be able to create and set up their profile
- Corporate / Restaurant user's will be able to request to Donate from and comment on Donation Requests.

- Donors will be able to create and set up their profile but don't need verification.
- NGOs will be able to see corporate / donors profile and contact information and contact to get the donation.
- Donors and corporate / Restaurant user's will be able to see and search for NGO profile and contact information and contact to give the donation.
- Admin will be able to see and verify users information on their profile
- Only Verified Users will be able to create new donation requests or comments
- Admin will be able to see and verify all donation requests

1.4 Expected Outcome

The expected outcome of this application is very important. By using this application NGO or organization can request for donation and comment on donation post. Corporate or restaurants can donate and comment on the donation seeker post. Donors can contact the donation seeker and then give a donation. The donation seeker also contacts the donor who has posted for giving donation and then takes the donation. By this the donor can help the needy or poor and the poor and needy can get donations. And then finally we can make them smile.

1.5 Report Layout

In this report, seven individual chapters are discussed to make this project report more compact and efficient for anyone.

Chapter 1 gives an important introduction about this android application.

Chapter 2 gives the detailed report about the background of this application.

Chapter 3 gives the descriptive information about requirement specification.

Chapter 4 gives the descriptive information about design specification.

Chapter 5 describes this project implementation and testing

Chapter 6 describes this project's impact on society, environment and sustainability.

Chapter 7 shows the future scope and conclusion of this project. This chapter concludes the entire project report with a useful conclusion where core findings of this project are briefly discussed.

CHAPTER 2

Background

2.1 Introduction

With the country's growing population and growth, food and clothing waste has reached new heights and there are many poor people who also need money. There are many hungry and needy poor people who are searching for food, clothes and money. Many people, restaurants/corporate wants to donate but they don't where they donate or whom they donate is actual needy or poor people. This application help them. They can donate here without any tension.

2.2 Related Works

There are some donation or charity applications which are not fully similar to our application.

“Cash Book: Taka Book app”, “BloodLine-Blood Bank APP BD”, “GiveZakat-Refugee Zakat Fund” etc are some donation app. In this app people can donate money and blood. But by our application “Shako” donor can donate money, clothes or food.

2.3 Comparative Analysis

There are some donation apps available now. In this app donors can donate one specific thing like money, blood etc.

That's why we made a project named “Shako” where donors can donate food, clothes, and money by posting in our application through an android phone with internet connection. The donation seeker can get donations in the same way. Both can communicate by the given information in our application.

2.4 Scope of the Problem

Mainly this project is more effective for donors and donation seekers. Who want to donate and who want to get donate find solution in our application

The scope of the problem is shown in table 2.1.

Scope In	Scope Out
<ol style="list-style-type: none">1. Android application for donor and donation seeker.2. Donation system in Online by android application.	<ol style="list-style-type: none">1. It is an IoT based donation app.2. It is an application for mobile.

Table 2.1: Scope of the problem

2.5 Challenges

In this project, the main attenuation is the internet connection. Without an internet connection, it will not operate. Because if a donor wants to donate and posts a donation, they must need mobile data or Wi-Fi connection to send data in “Shako”-s database. Same for donation seekers. Next, the application can be developed for IOS and blackberry users.

- ❖ The application must have a posting and commenting system.
- ❖ The application must have login and signup with Gmail address and password.
- ❖ Admin must have the ability to verify the NGO,Corporate/Restaurant and the donor.
- ❖ Admin must have the ability to approve the request.
- ❖ Admin must have the ability to see the approved list,request list.
- ❖ Admin must have the ability to control all the action.
- ❖ The application must have a logout.

Non-functional Requirement:

- ❖ The android application must have a user interface.
- ❖ The user interface must be mobile friendly.

Hardware and software requirement:

Hardware:

- i. Intel Core i5 processor
- ii. 8GB RAM
- iii. 1TB Hard Disk Drive
- iv. Monitor
- v. USB Port 3.0
- vi. Wireless Connection

A computer with adequate processing capability is required for this project. The computer requires that the developer have project development skills, such as coding, in order to create mobile applications and modify databases.

For using the application in mobile phones some requirement is needed which is shown in Table 3.1.

Description	Minimum Requirement
Processor	500MHz of more
RAM	2GB or more
Storage	1GB or more
Internet Connection	Yes

Table 3.1: Hardware Requirement for Mobile

Software:

- ❖ Front-End: Android Studio Development kit.
- ❖ Operating System: Android operating system
- ❖ Programming Language: Kotlin, XML.

For using the application some requirements are needed for software which is shown in Table 3.2.

Description	Minimum Requirements
Mobile Operating System	Android Version 7 or more
Internet connection	Yes

Table 3.2: Software Requirement

3.3 Use Case Modeling and Description

In this use case model, we see that there were four actors in this application. Here the first actor is Donor, one is Corporate/Restaurants, one is NGO and the other is Admin.

User flow diagram is shown below the Figure 3.2.

For Donor Module

- ❖ Login:

When Donor connects the background platform URL, a login interface will display. The donor uses the correct email address and password to log into the main interface. One donor can pre- set email and password for when the application is initially start.

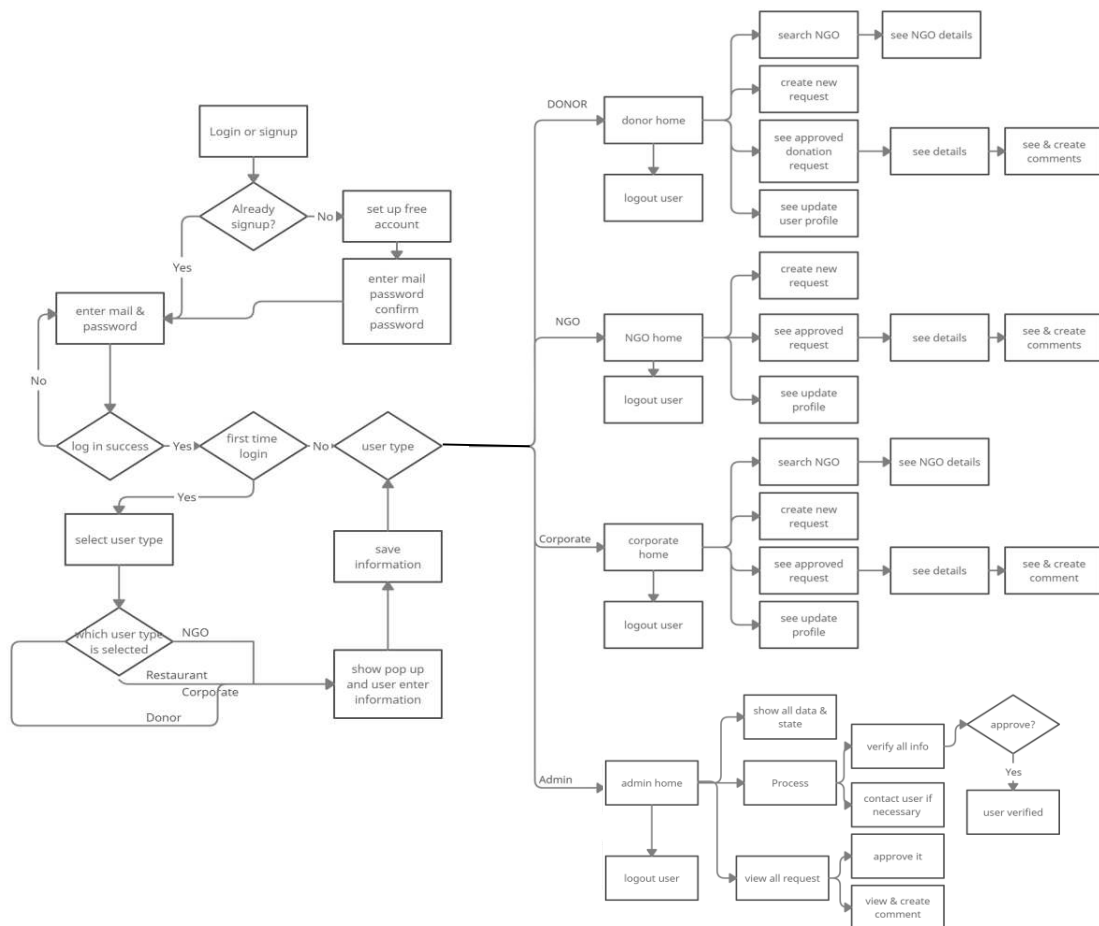


Figure 3.2: User Flow Diagram

❖ Sign Up:

When a donor wants to sign up into the application, first he needs to register by clicking the “sign up” button to enter the sign up page. Then he filled in mail address, password and confirmed password. Then he needs to choose the user type. After that the registration is completed.

❖ Donor home:

After completing sign up or login, the donor comes to the donor home. Here the donor can search for the NGO by name or zip code. He or she can see the details of the NGO which is approved by admin. They can post on the application and comment on the post which is approved by the admin. They can see their own profile. They can logout from the application.

For Corporate/Restaurant Module

❖ Sign Up

When a corporate/restaurant wants to sign up into the application, first he needs to register by clicking the “sign up” button to enter the sign up page. Then he filled in mail address, password and confirmed password. Then he needs to choose the user type. After that they need to fill up some information for verify. After the admin verifies the registration is completed.

❖ Login:

When a corporate/restaurant connects the background platform URL, a login interface will display. The corporate/restaurant uses the correct email address and password to log into the main interface. One corporate/restaurant can pre-set email and password for when the application is initially started.

❖ Corporate/Restaurant home:

After completing sign up or login, the corporate/restaurant comes to the corporate/restaurant home. Here the corporate/restaurant can search for the NGO by name or zip code. They can see the details of the NGO which is approved by admin. They can post on the application and comment on the post which is approved by the admin. They can see their own profile. They can logout from the application.

For NGO Module

❖ Sign Up

When a NGO wants to sign up into the application, first he needs to register by clicking the “sign up” button to enter the sign up page. Then he filled in mail address, password and confirmed password. Then he needs to choose the user type. After that they need to fill up some information for verify. After the admin verifies the registration is completed

❖ Login

After Sign up, the NGO can log in with the correct Email address and password to enter the application.

❖ NGO home:

After completing sign up or login, the NGO comes to the NGO home. Here they can post on the application and comment on the post which is approved by the admin. They can see their own profile. They can logout from the application.

For Admin Module

❖ Login

The admin can log in with the correct Email address and password to enter the application.

❖ Admin home:

After completing login, the Admin comes to the Admin home. Here he can see the details of approved request, request, post, comment. He can contact the NGO, Corporate/restaurant for verification of their registration. He can approve registration, post request. He can verify the profile. Admin can see their own profile. Admin can logout from the application.

3.4 Sequence Diagram

The logical data model is one kind of relational table. That is table with different entities. Here we have some relational tables like Users, NGO, Corporate, Donation request, Comments. The whole logical model is shown in Figure 3.3.

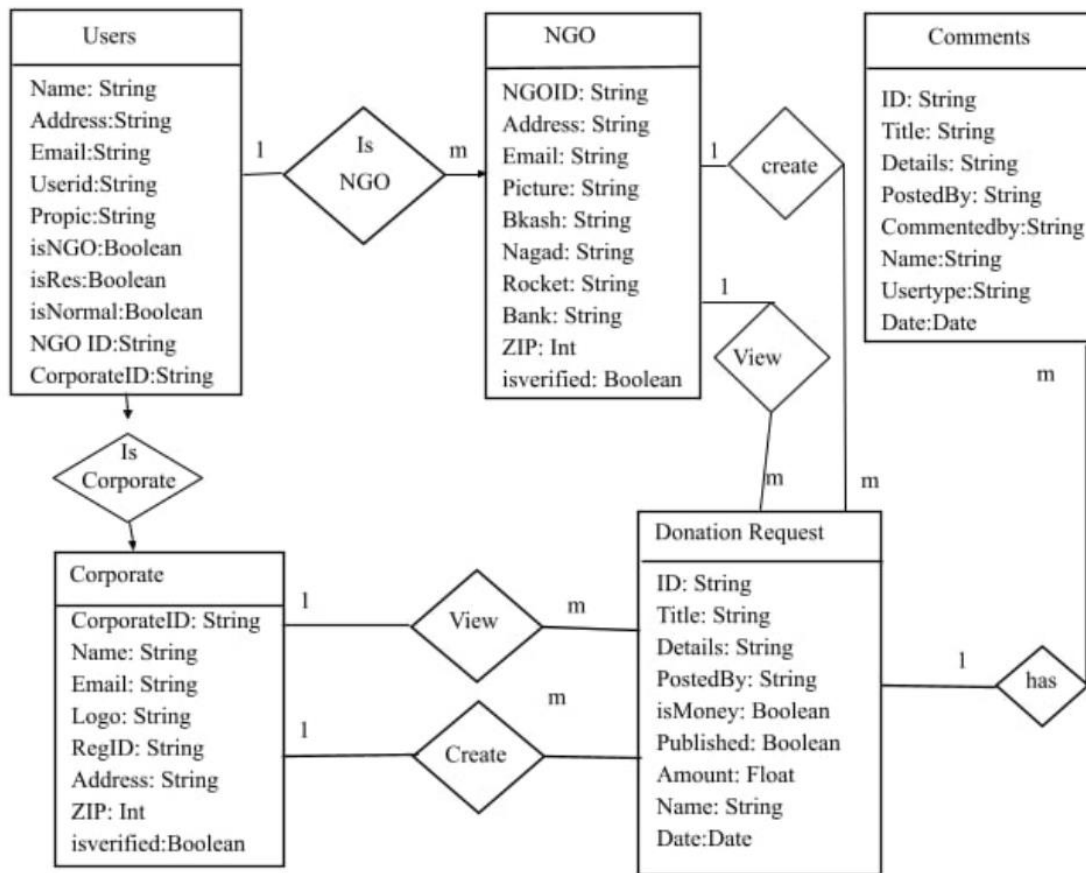


Figure 3.3: Logical Case Diagram

3.5 Design Requirement

Design Requirements is the functional characteristic which qualify to convert idea into design feature. In this part, I will describe the design requirement for of this application which is software requirements and hardware requirements. For implementation main body of the application software requirements are most important. Also hardware is important for design an application. The software requirement list is given below:

Software:

- Front-End: Android Studio.
- Operating System: Android OS
- Programming Language: Kotlin, XML.

The second most important part is hardware requirements. The hardware requirements list is given below:

- i. Intel core i5
- ii. 8GB RAM
- iii. 1TB hard disk drive
- iv. Monitor
- v. Internet Connectivity
- vi. Android Smart Phone.

CHAPTER 4

Design Specification

4.1 Front-End Design

In Our previous discussion we have discussed a list about the requirement of the application. Now, in this section we will discuss about the all requirements for our projects.

Software Requirement:

Android Studio: Whereas our project is an android based application so we choose android studio for building the main structure code. By using android studio, we make an android application for collection data from user.

Operating System: An operating system is most important software for run a computer. Computer memory manage done by operating system. An operating system manage central processing unit for a computer.

Programming Language: Programming language is used for automate, assemble, and maintain data and information. It is most useful and essential for building a software. By programing language an application or system will run and work.

Hardware Requirement:

Monitor: When user signup for the application those data will store in firebase database. For writing and run our code of a project we need a computer. So, a monitor is need for our project.

Internet Connectivity: When User sign up and login the application internet connection must need. Because the information of the user store in firebase.

Android Smart Phone: For installing the application an android smart phone is need. After installing the user can see a sign up page. After successfully complete the sign up user can use the application easily.

4.2 Back-End Design

In this discussion we are going to discuss about the back-end development for the project. Entire Backend formation given in Figure 4.1, 4.2, 4.3,4.4,4.5.

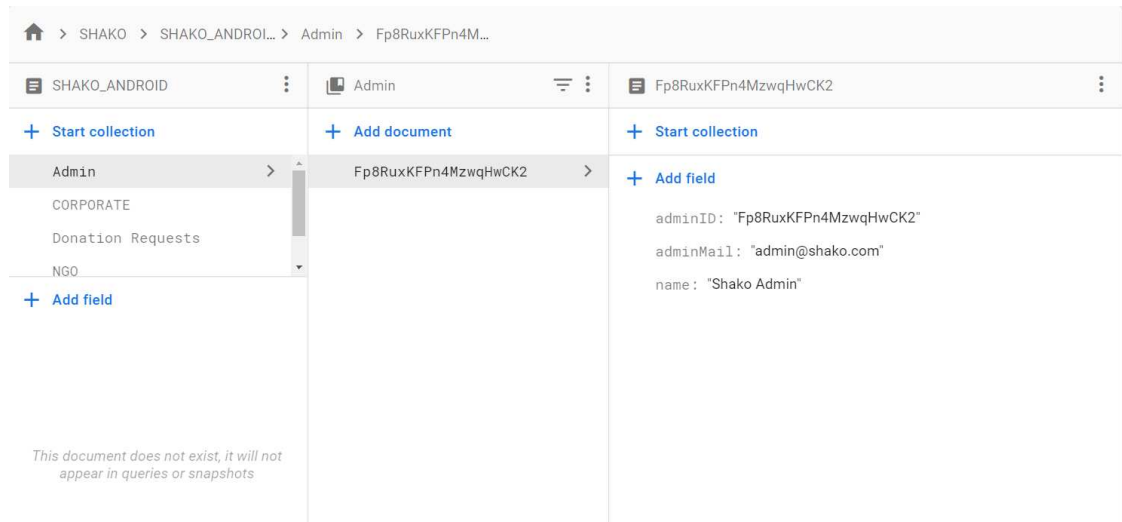


Figure 4.1: Back End Formation-1

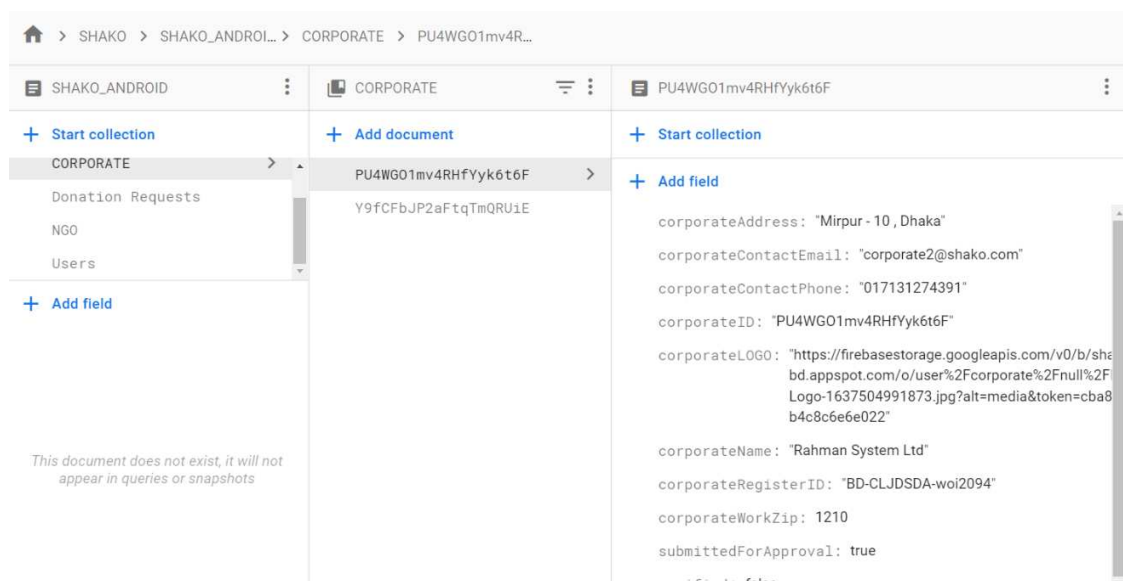


Figure 4.2: Back End Formation-2

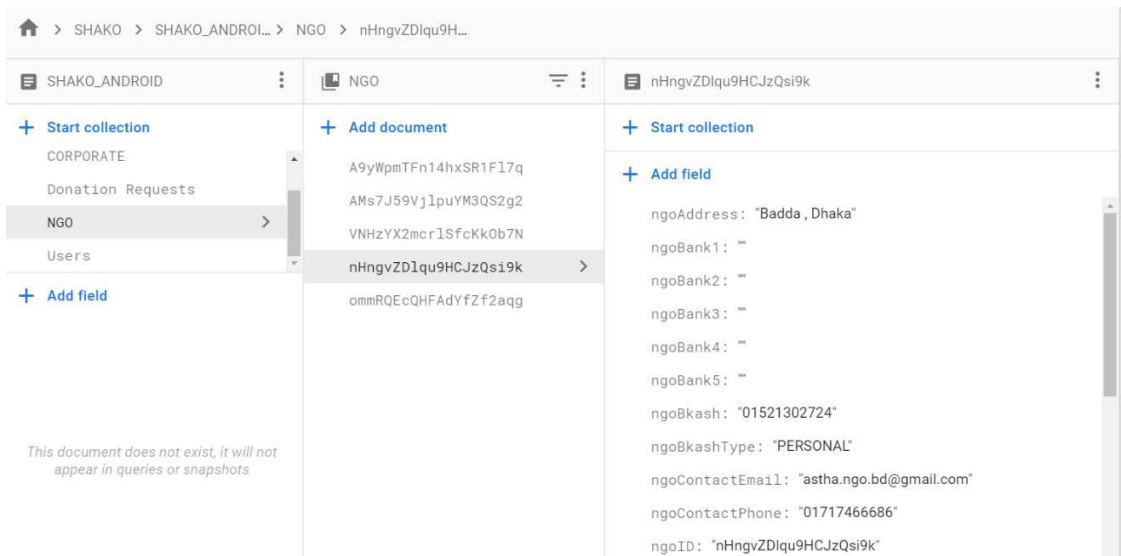


Figure 4.3: Back End Formation-3

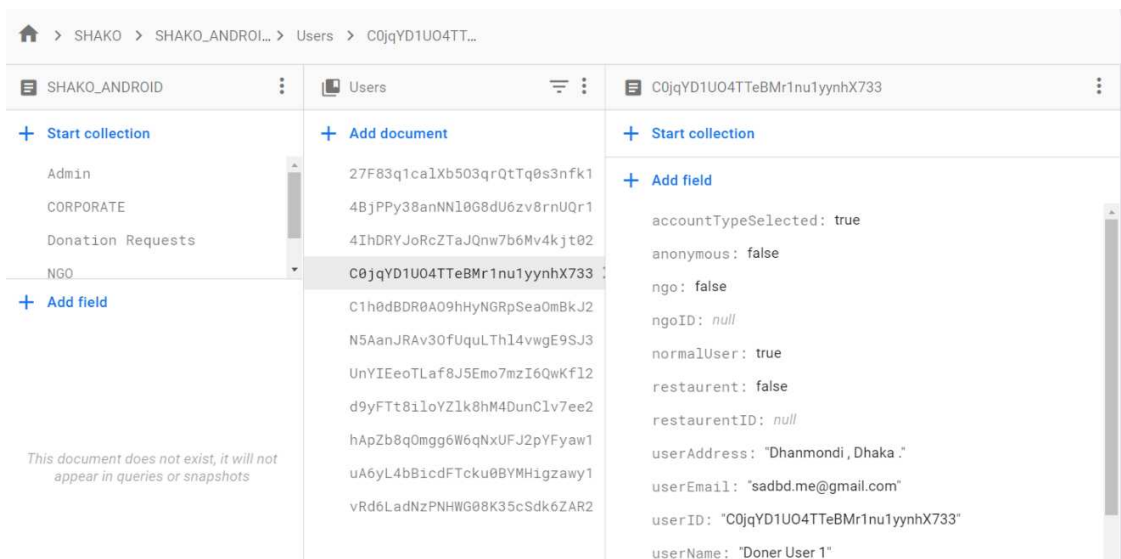


Figure 4.4: Back End Formation-4

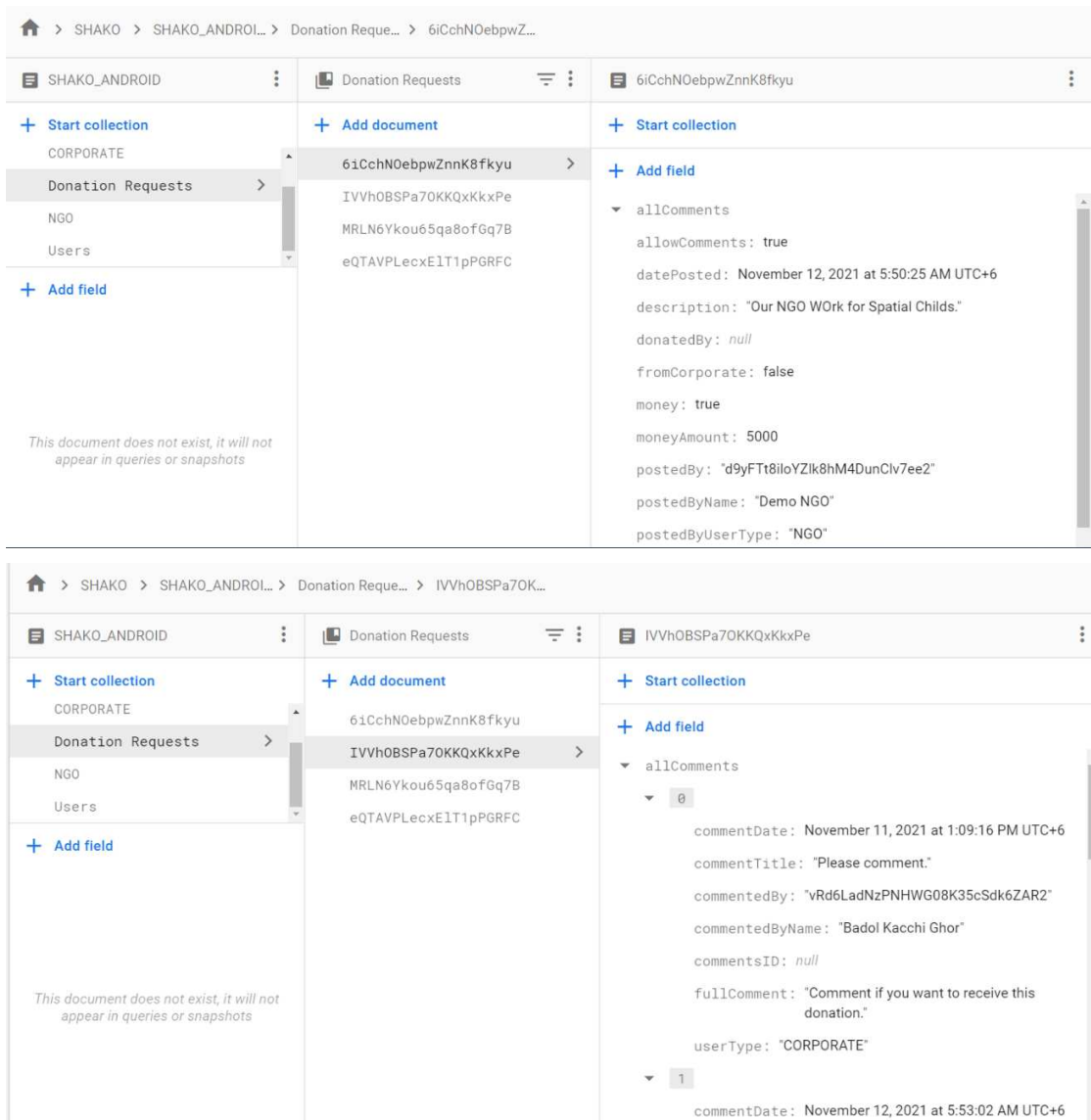


Figure 4.5: Back End Formation-5

4.3 Interaction Design and UX

Interaction Design is a strategy that allows developers to create better user-friendly applications and system interfaces. Visual portrayal, words, time, and behaviour are all examples of interaction design. I'm putting out my best effort to create an application that incorporates the aforementioned interactivity. For each program, the visual presentation is crucial. I could make the app more user-friendly. Basically, I'm using Firebase for the database and Android Native Framework for the user interface. I created a user-friendly application interface. My application is made up of four parts. Each module includes a sign-up and login interface. Every module user must save their information by clicking the sign up button. After completing the sign-up process, users can use the login option to access their module. There's also a Logout button here. The user can obtain a better response from the application if the program is improved.

User Experience, or UX, is an increasingly important component of any program. I conducted an online and in-person poll and received great feedback from people who have previously used similar applications. After that, I have some individuals perform exams for me. The app is more user-friendly and quicker.

4.4 Implementation Requirements

I described this idea as an Android-based application in a prior conversation. For the design interface, I'll need to employ a programming language, a framework, a database, and xml. The application architecture is built using the Kotlin language. Android Studio is where I create my code. This code allows me to complete my entire project. I'm designing this with the Android Native Framework. Using Firebase as a database for Android applications. So, for smooth connectivity, I also utilize Firebase. You'll need an internet connection to use this app. The application will get smarter as a result of the combination of hardware and software equipment and proper setup.

CHAPTER 5

IMPLEMENTATION AND TESTING

5.1 Implementation of Database

For donation system support, the program will require a database system to hold a large amount of data. Because Firebase database is well-known for Android database management, it was picked for the suggested database. Otherwise, the Firebase database system offers a user-friendly graphical interface for software developers working with client programs. With the client software, developers can interface with the Firebase database system. I mentioned the database system earlier. We also discussed how one module connects to another.

5.2 Implementation of Front-end Design

In this section, I will briefly discuss the application's front end design. XML code was used to create the user interface.

For the needs of the user, I'm using an Android application. Because Android is currently used by the majority of individuals. I use Android Studio to create my Android application, and the Kotlin programming language is used to code it.

My application has four modules, one for admin, one for donors, one for NGO and another one for corporate. Each module has a sign up page. In the sign Up page users must add their information such as Email address, Phone number, address, Name, Surname, Password and confirm password. After completing the sign up successfully then the user can login with an email address and password. For donor, corporate modules they can see the post, comments and information of NGO and also search for NGO in this application. When a donor, corporate and NGO post in the application. Firstly the admin approves the post otherwise the post is not shown in the application. They can contact each other by the given information in our application and can donate or get donation.

5.3 Implementation of Interaction

One of the most significant components of a system is its interaction design. Apps and websites are both related with interaction design. It may be used on anything that the user can touch. In general, interaction refers to the exchange of information between two or more entities. This communication might be between humans, between humans and applications, or between humans and systems.

For Normal donor module, donor must need to fulfil sign up and login for registration of this application. Then the donor can search for an NGO, can post for donation, can comment, donate and also logout. Interaction Design of Normal Donor is shown in Figure 5.1, 5.2.

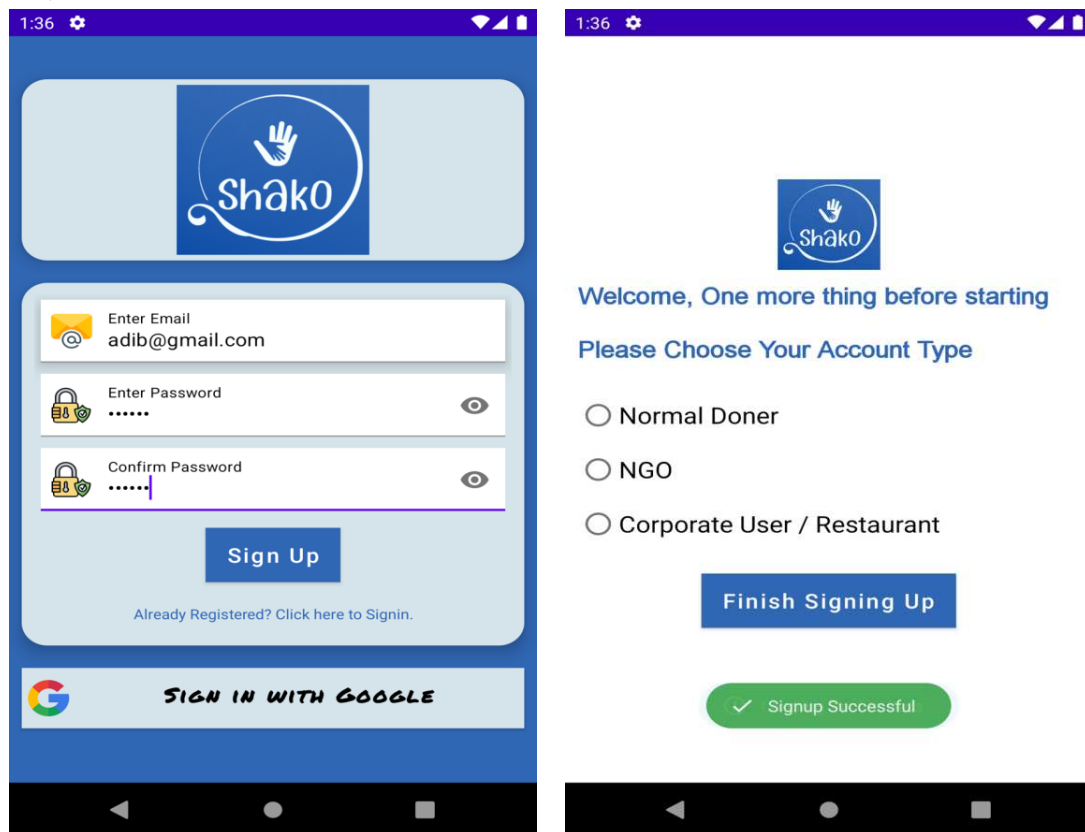


Figure 5.1: Interaction for Normal Donor

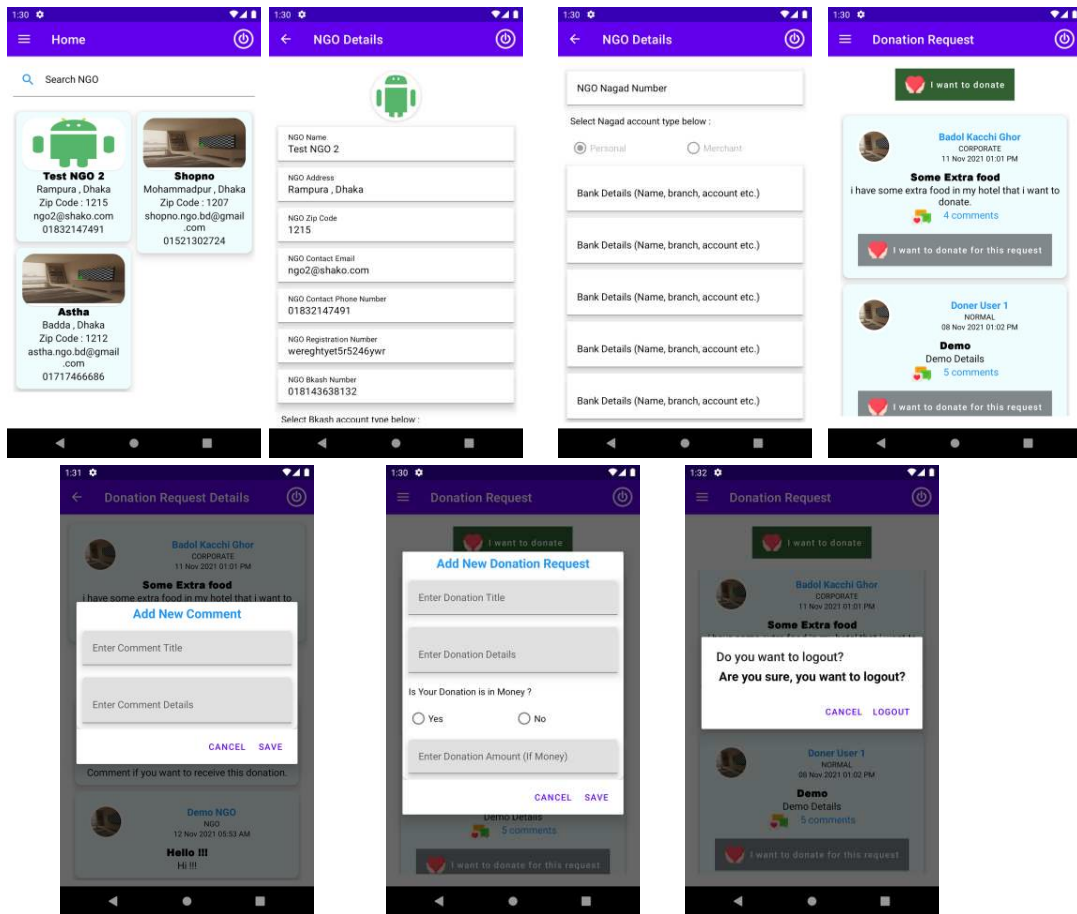


Figure 5.2: Interaction for Normal Donor - 2

For the Corporate/Restaurant module, Corporate fulfil sign up and login page for registration. Then the corporate can search for an NGO, can post for donation, can comment, donate and also logout.. Interaction Design of Corporate/restaurant is shown in Figure 5.3, 5.4.

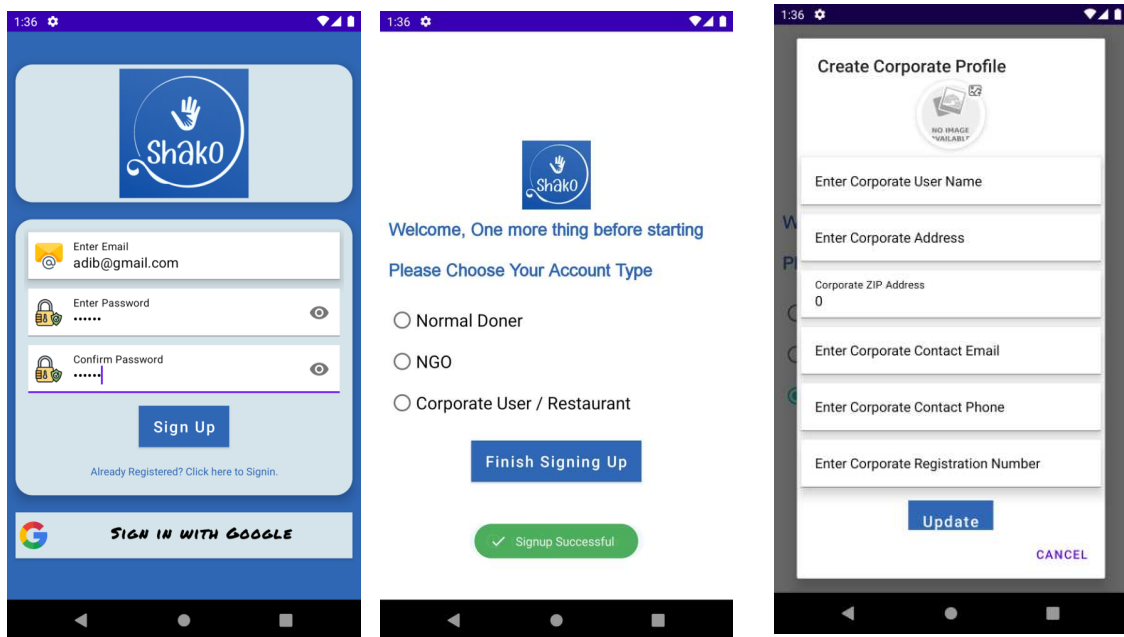


Figure 5.3: Corporate/Restaurant Interaction

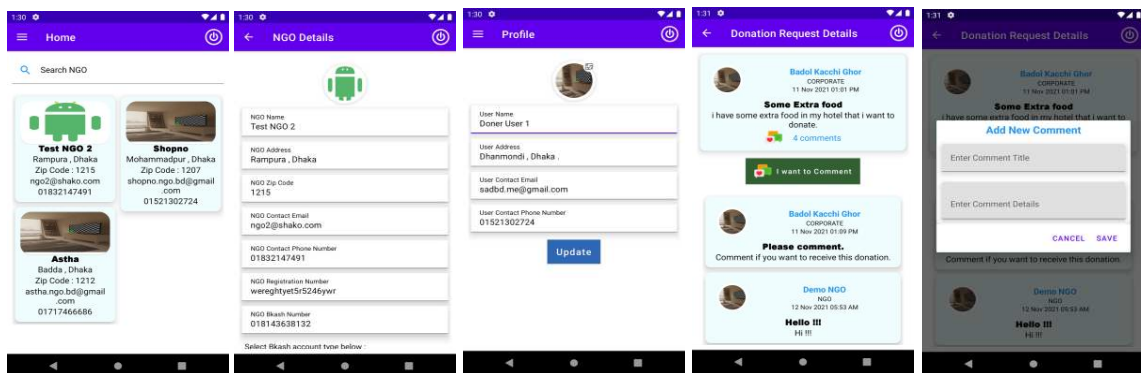


Figure 5.4: Corporate/Restaurant Interaction – 2

For the NGO module, NGO fulfil sign up and login page for registration. Then the NGO can search for a donor, can post for seeking donation, can comment, get donations and also logout. Interaction Design of NGO is shown in Figure 5.5, 5.6.

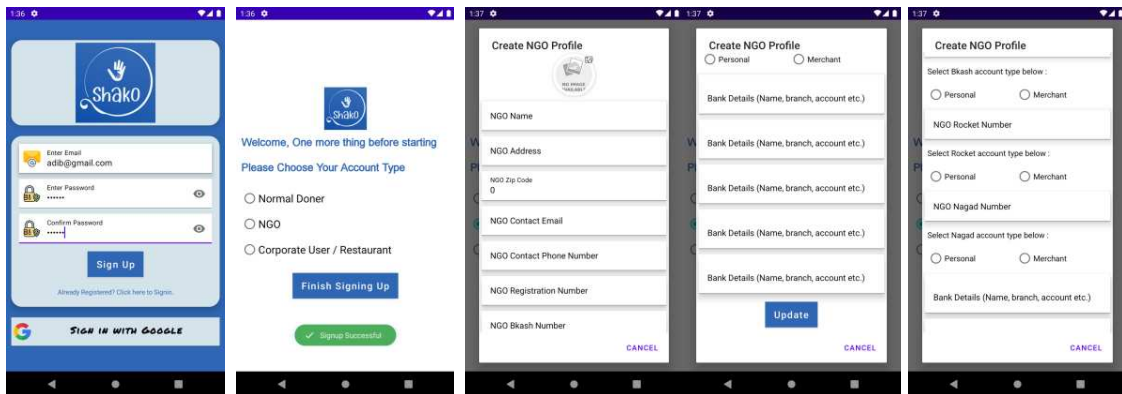


Figure 5.5: NGO Interaction

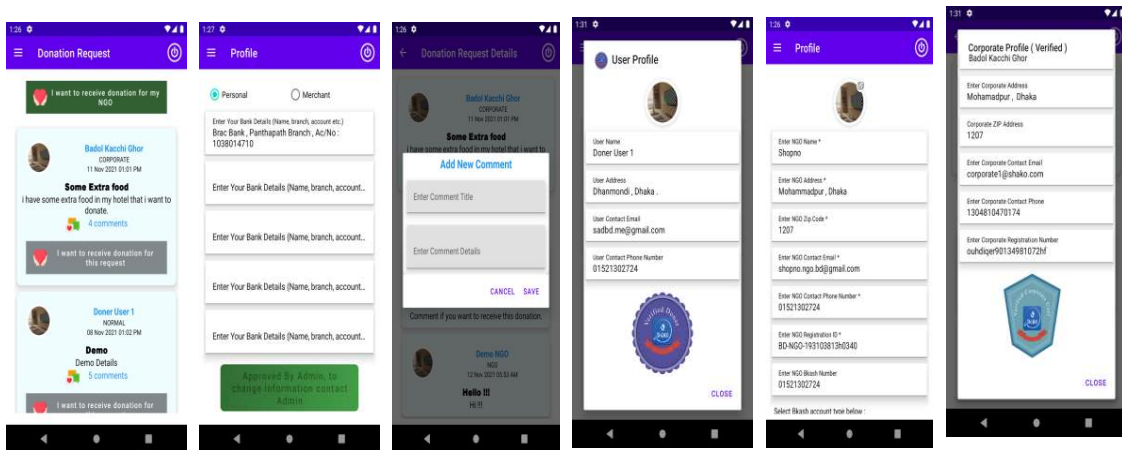


Figure 5.6: NGO Interaction-2

For the Admin module, Admin login in the page. Then Admin can see the donation request post and comment, NGO, corporate, restaurant verify request. Approve request. Admin can logout. Interaction Design of NGO is shown in Figure 5.7.

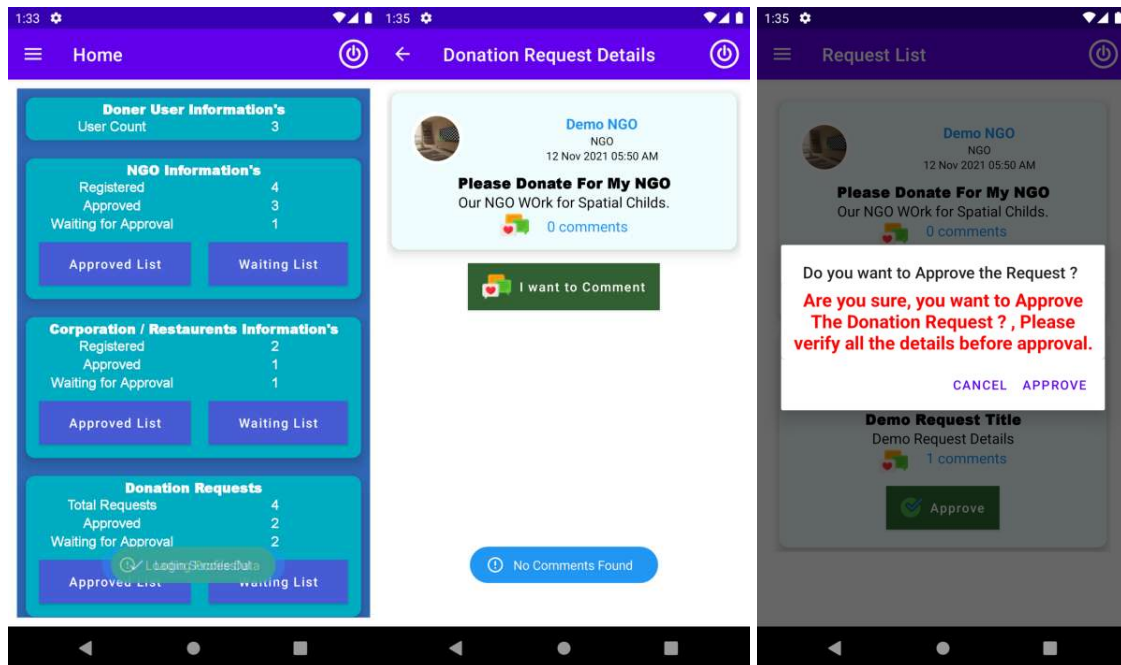


Figure 5.7: Admin Interaction

5.4 Testing Implementation

After the application is develop, it need to system testing. The required application is need to install in appropriate device for testing phase.

❖ Unit testing:

Unit testing is the first phase of testing any application or system. Developer are able to identify error and bug easily by doing unit testing. The system process and expected result needs to testing valid and invalid input. The unit testing for login system is shown in Table 5.1.

Event	Attribute and Value	Expected Result	Result
Verify that ID and password that enter by user and match the data in the database.	Login ID: valid ID Password: valid Pass	Login successfully.	Pass
Verify the invalid ID and password that enter by user and match with the data that store in database.	Login ID: valid ID Password: invalid Password OR Login ID: invalid ID Password: valid Password	Login failed and prompt out the error message to user.	Pass
Verify the situation that user does not enter any value	Login ID: null Password: null	Login failed and prompt out the error	Pass

Table 5.1: Unit Testing for Login System

❖ Functional Testing

After complete unit testing, Functional testing will begin for testing the develop application. The system application function will be testing in functional testing. Functional testing is performed with whole perform task with expected results. The functional testing is shown in Table 5.2.

Event	Attribute and Value	Expected Result	Result
Login as “Donor”	Login with donor information	Successfully Login.	Pass

Login as “Corporate/Restaurant”	Login with Corporate/Restaurant information.	Successfully Login.	Pass
Login as “NGO”	Login with NGO information	Successfully Login.	Pass

Table 5.2: Functional Testing for Different User Role

❖ System Testing

System testing is a crucial operation in the testing process. Before an application is released, system testing must be completed by the system developer. Software and hardware system testing are optional on a fully functional system. System testing examines not only the application's design but also its behavior. It has the anticipated outcome for resolving errors and bugs.

5.5 Test Results and Report

In this section we will discuss about the test result and report for this application.

❖ Security of the system:

One of the most crucial aspects of an Android application is security. Because it is an android-based online meal ordering system, it saves a variety of personal data. Again, a location system is required for ordering food. Various methods are employed to ensure the application's security. For the password hashing function, Laravel was utilized. Laravel does all of the password encrypting and decrypting for you.

❖ Responsive User interface:

The application's user interface adapts to any screen size. The Android native Framework was used to construct the user interface system. The UI of the Android app works on many types of screens, including smartphones, tablets, laptops, and desktops.

CHAPTER 6

Impact on Society, Environment and Sustainability

6.1 Impact on Society

We're attempting to improve the application, and it's what we'd call an android application that makes the way of donation easy. It is an useful application. It will make a beautiful the bonding between donor and the needy poor people. People can donate without any hassle and without any tension. By this application actual poor needy people will get help. This application is good for the society.

6.2 Impact on Environment

Because we are developing an android program or, as we like to call it, an android application, our structure has no significant environmental impact. We don't use any hardware, thus our framework is entirely software-based, with only an internet frame and no physical frames. We can categorically state that our structure has no impact on the environment, either favorable or harmful. It's absolutely risk-free to use, with almost no drawbacks.

6.3 Sustainability Plan

The goal of our application is to help the actual needy and poor people and also help the donor by making the easiest way. Our application will work like a bridge between the poor needy people and the donor. This application will bring happiness and make the needy poor people happy. Mainly this app will work for the welfare of of the people and the country.

CHAPTER 7

CONCLUSION AND FUTURE SCOPE

7.1 Discussion and Conclusion

The android application “SHAKO” has been effectively planned. Several modules from previous sections are included in this project. For the database, firebase was used, and xml was used to construct the user interface. In the android application, the native Android framework has been used. This project included all of the application's modules. The main function of this project has been implemented.

7.2 Scope of Further Developments

Debugging:

Some problems are notice after run the application for long time. The errors are small. But it helps to developer for improving their ability to finding bug.

IOS user:

Whereas the application develops for android system, IOS user cannot use the application. In future Developer can develop for the application for IOS user.

User:

Donors, Corporate, Restaurant, NGO can post with photos in the application.

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