

**ATMIYA UNIVERSITY**  
**RAJKOT**



A

Report On

**AAHAAR APP**

Under subject of

**MAJOR PROJECT**

B.TECH, Semester – VI

(Computer Engineering)

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**Prof. Tosal M. Bhalodia**

(Head of the Department)

Academic Year

**(2022-23)**

## **CANDIDATE'S DECLARATION**

We hereby declare that the work presented in this project entitled “ **AAHAAR APP** ”submitted towards completion of project in **7<sup>th</sup> Semester** of B. Tech. (Computer Engineering) is an authentic record of our original work carried out under the guidance of “**Prof. Nirali Borad**”.

We have not submitted the matter embodied in this project for the award of any other degree.

Semester: 7<sup>th</sup>

Place: Rajkot

### **Signature:**

Vishva Trambadiya (201002030)

Ishita Thanki (201002028)

Anjali Tilva (201002029)

## CERTIFICATE

Date:

This is to certify that the “**AAHAAR APP**” has been carried out by **Vishva Trambadiya** under my guidance in fulfillment of the subject Mini Project in **COMPUTER ENGINEERING (7<sup>th</sup> Semester)** of Atmiya University, Rajkot during the academic year 2022..

Prof. Sadhana Sorathiya

**(Project Guide)**

Prof. Tosal M. Bhalodia

**(Head of the Department)**

## ACKNOWLEDGMENT

We have taken many efforts in this project. However, it would not have been possible without the kind support and help of many individuals and organizations. We would like to extend our sincere thanks to all of them.

We are highly indebted to **Prof. Nirali Borad** for their guidance and constant supervision as well as for providing necessary information regarding the Major Project titled “**AAHAAR APP**”. We would like to express our gratitude towards staff members of Computer Engineering Department, Atmiya University for their kind co- operation and encouragement which helped us in completion of this project.

We even thank and appreciate to our colleague in developing the project and people who have willingly helped us out with their abilities.

Vishva Trambadiya (201002030)

Ishita Thanki (201002028)

Anjali Tilva (201002029)

## **ABSTRACT**

This is Food Donation android Application designed to reduce food wastage by donating excess food to poor or needy people .this application is based on java and currently under the development phase.

As mentioned about in the the description there is lot of food wastage that occurs daily at restaurants and cafes. Instead of throwing away the same as trash, it can be used to feed the homeless. Also,since the pickup is arranged for by the enterprise, the restaurants/cafes need not worry about it . Benefiters will be both the restaurants/cafes and the needy.

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**Chapter-1**  
**Project Introduction**



## **1.1 Introduction:**

This is Food Donation android Application designed to reduce food wastage by donating excess food to poor or needy people .this application is based on java and currently under the development phase.

## **1.2 Scope**

This project is all about the AAHAAR APP. This App provide the food to poor and needy people . This App is build in Android Studio in Java.

## **1.3 Technical Description:**

### **1.3.1. Front End: Java**

Java is a high-level, class-based, object-oriented programming language that is designed to have as few implementation dependencies as possible. It is a general-purpose programming language intended to let programmers write once, run anywhere meaning that compiled Java code can run on all platforms that support Java without the need to recompile. Java applications are typically compiled to bytecode that can run on any Java virtual machine (JVM) regardless of the underlying computer architecture. The syntax of Java is similar to C and C++, but has fewer low-level facilities than either of them. The Java run time provides dynamic capabilities that are typically not available in traditional compiled languages.

### **Advantages of Java:**

- Simple.
- Object-Oriented Programming language.
- Secure language.
- Cheap and economical to maintain.
- Platform-independent.
- Supports portability feature.
- Automatic Garbage Collection.

## **Chapter-2**

### **System Analysis**

## **2.1 Study of current system**

This project is all about the AAHAAR APP. This App provide the food to poor and needy people . This App is build in Android Studio in Java.

## **2.2 Introduction of our system**

This is Food Donation android Application designed to reduce food wastage by donating excess food to poor or needy people .this application is based on java and currently under the development phase.

As mentioned about in the the description there is lot of food wastage that occurs daily at restaurants and cafes. Instead of throwing away the same as trash, it can be used to feed the homeless. Also,since the pickup is arranged for by the enterprise, the restaurants/cafes need not worry about it. Benefiters will be both the restaurants/cafes and the needy.

## **2.3 Hardware and Software Requirement**

### **2.3.1 Hardware requirement**

#### **Server side**

- Processor: 3.6 GHz
- RAM: 2GB
- Hard Disk: 80GB

#### **Client side**

- Processor: 2.40 GHz
- RAM: 1 GB
- Hard Disk: 1 GB

### **2.3.2 Software requirement**



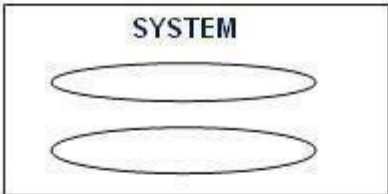
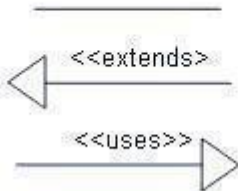
- Android Studio
- Windows or Higher OS

**Chapter-3**  
**System Design**

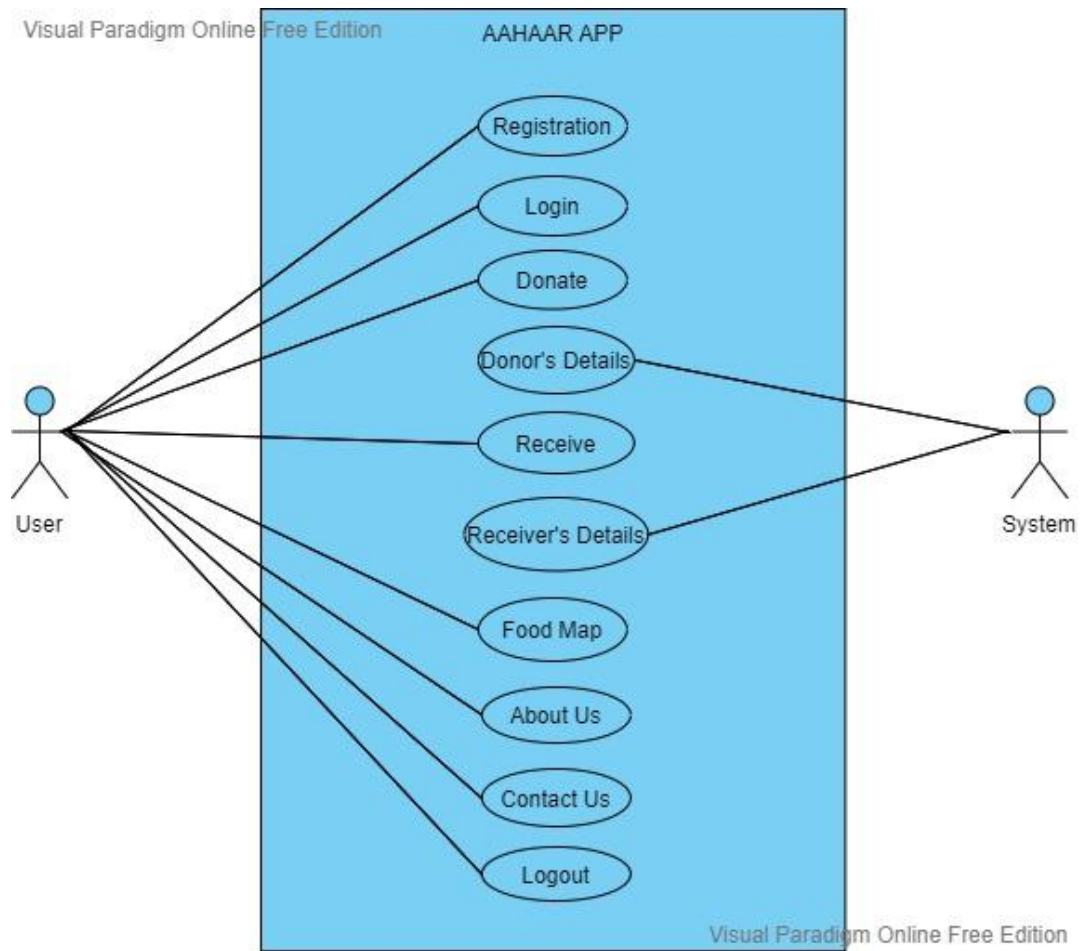
### 3.1 Use-case:

- Use Cases are structured outline or templates for description of user requirements.
- Use case diagram are graphical representation that may be decomposed into further levels of abstraction.
- Use case diagram graphically represent what happen if any actor is interact with a system.
- The purpose of use case diagram is to capture the dynamic aspect of a system.

#### 3.1.1 Use-case Symbol:

Symbol	Reference Name
	Actor
	Use Case
	System
	Relationship

### 3.1.2 Use-Case Diagram:












## 3.2 Activity Diagram:

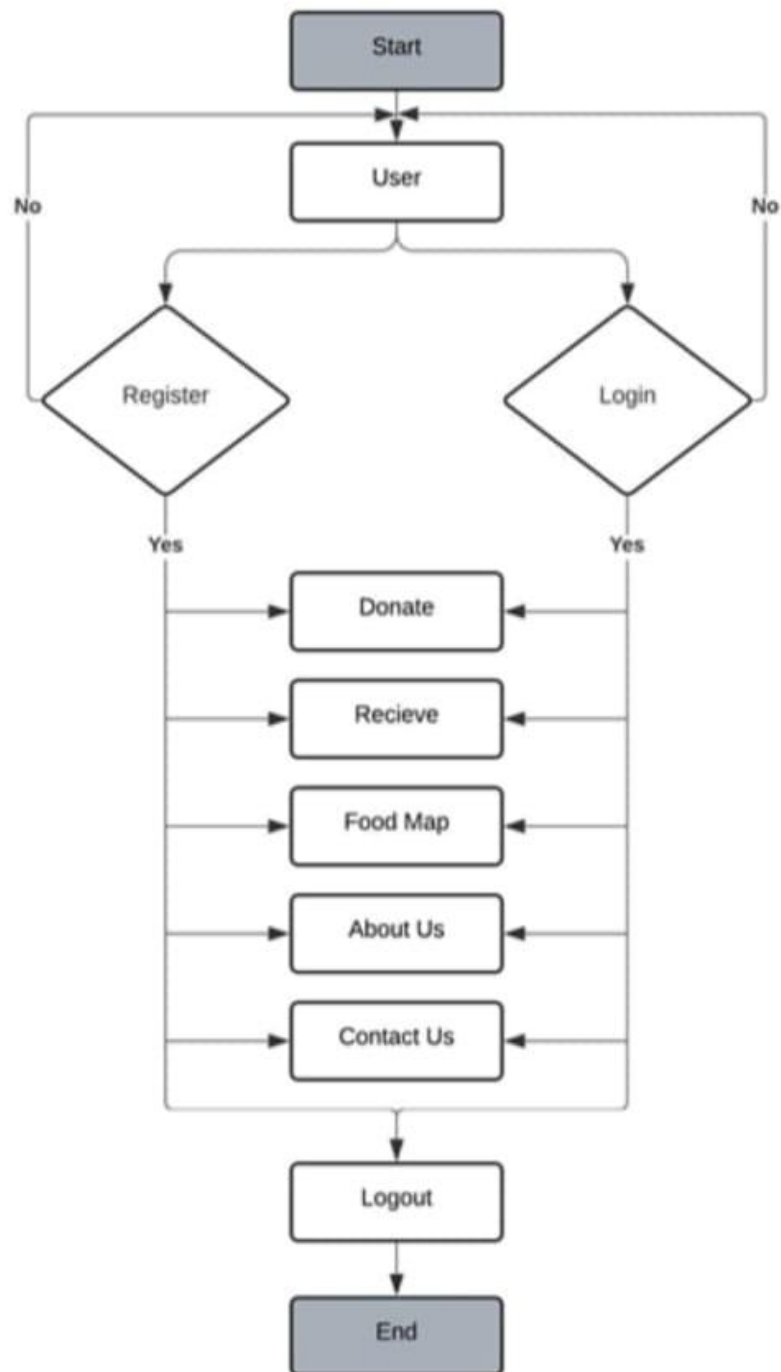
- Activity diagrams are a kind of behavior diagram.
- Activity modelling means to describe sequencing and conditions of actions.

### 3.2.1 Activity Symbol:

#### Basic Notation of the Activity Diagram

<b>Initial Node</b> 	<p>A black circle is the standard notation for an initial state before an activity takes place. It can either stand alone or you can use a note to further elucidate the starting point.</p>
<b>Activity</b> 	<p>The activity symbols are the basic building blocks of an activity diagram and usually have a short description of the activity they represent.</p>
<b>Control Flow</b> 	<p>Arrows represent the direction flow of the flow chart. The arrow points in the direction of progressing activities.</p>
<b>Branch</b> 	<p>A marker shaped like a diamond is the standard symbol for a decision. There are always at least two paths coming out of a decision and the condition text lets you know which options are mutually exclusive.</p>
<b>Fork</b> 	<p>A fork splits one activity flow into two concurrent activities</p>
<b>Join</b> 	<p>A join combines two concurrent activities back into a flow where only one activity is happening at a time.</p>
	<p>The final flow marker shows the ending point for a process in a flow. The difference between a final flow node and the end state node is that the latter represents the end of all flows in an activity.</p>
<b>Complete Activity Flow</b> 	<p>The black circle that looks like a selected radio button is the UML symbol for the end state of an activity. As shown in two examples above, notes can also be used to explain an end state.</p>
<b>Notes</b> 	<p>The shape used for notes.</p>

### 3.2.2 Activity Diagram:

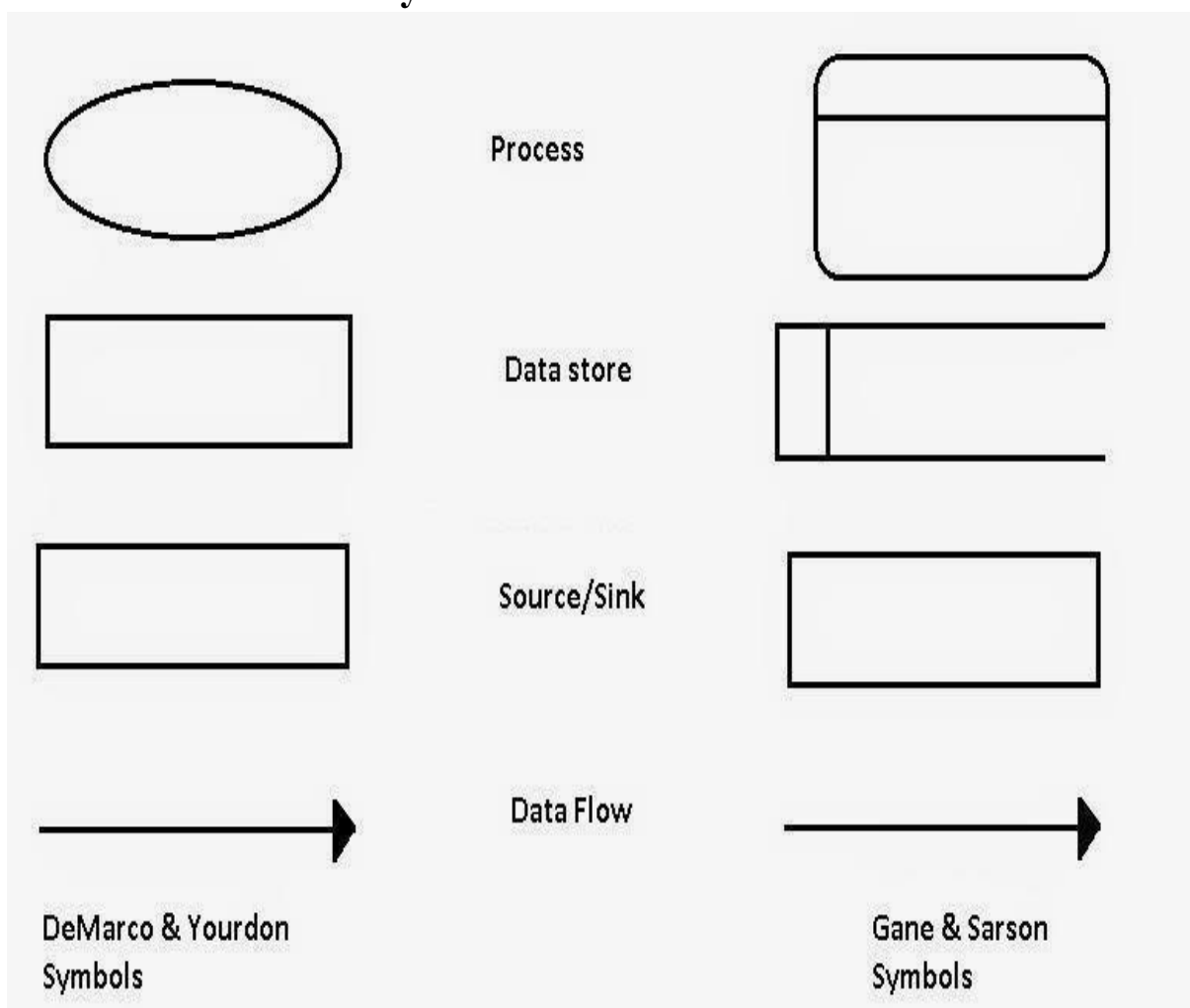




### 3.3 Data Flow Diagram:

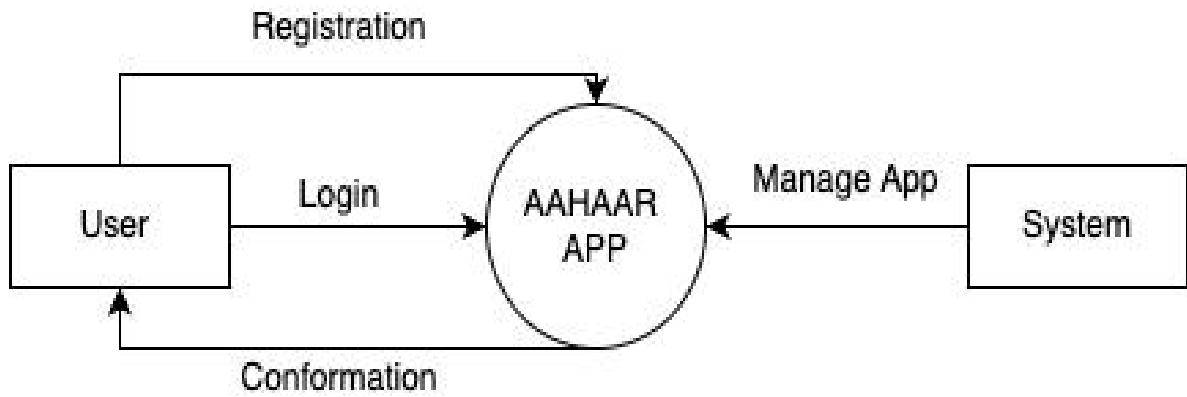
- Data flow diagrams illustrate how data is processed by a system in terms of inputs and outputs.
- It shows the flow of data from external entities into the system, shows how the data moved from one process to another, as well as its logical storage.

#### 3.3.1 Data Flow Symbol:



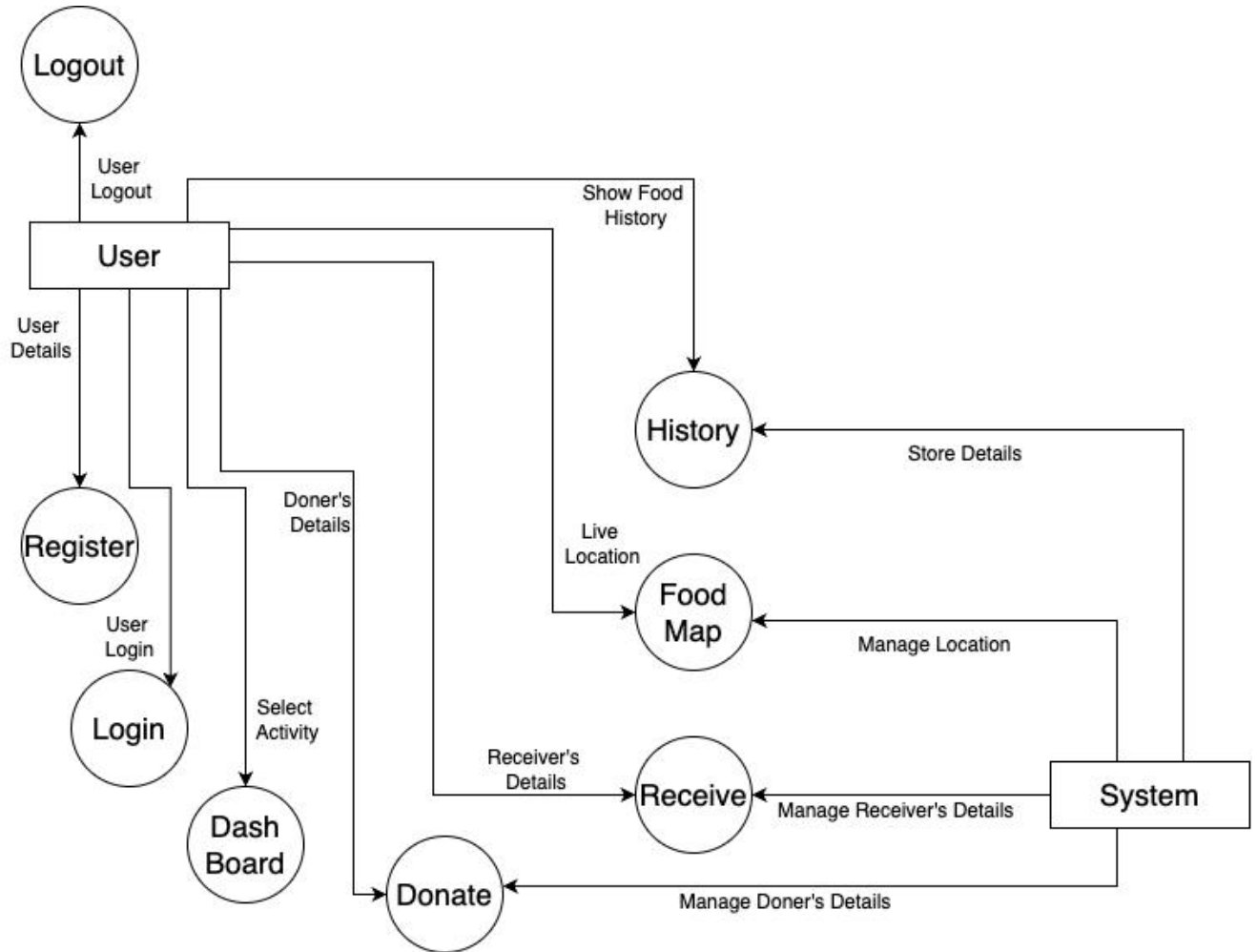
### 3.3.2 Data Flow Diagram:

#### Context level 0



**LEVEL 0**

## Context level 1



**LEVEL 1**

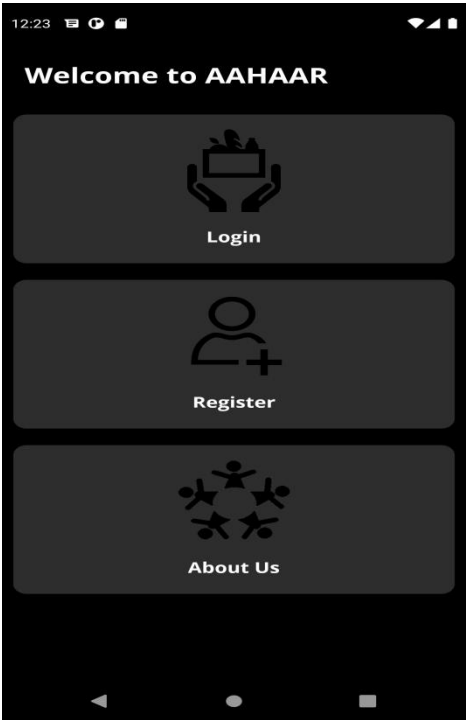
**Chapter-4**  
**Project Management**

**4.1 Glimpse of project:**

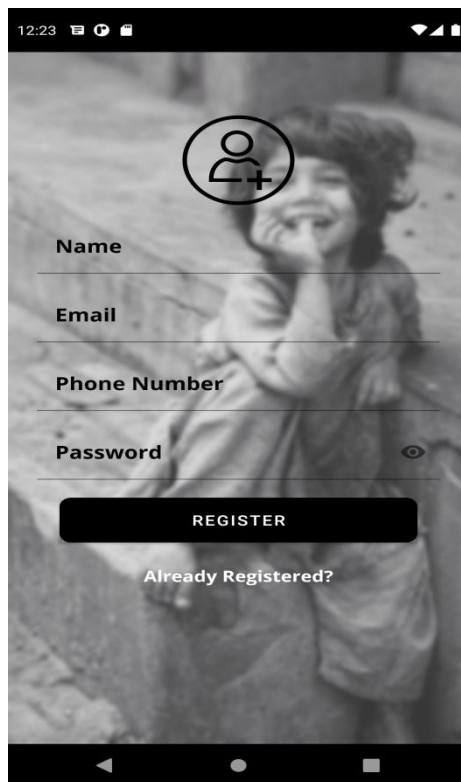
**4.1.1 Splash Screen:**



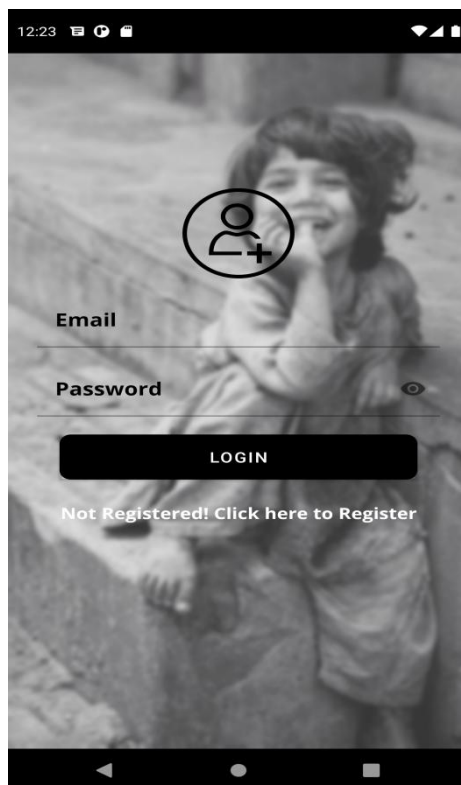
**4.1.2 Home Screen:**



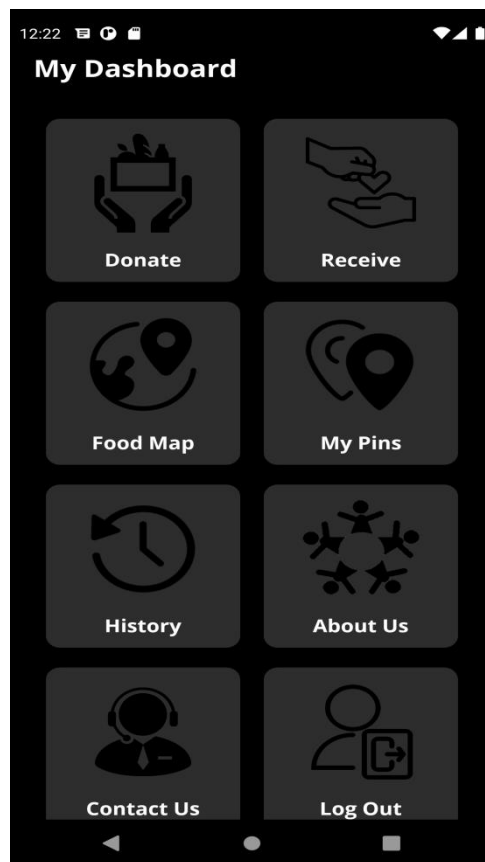
### 4.1.3 Register Screen:



### 4.1.4 Login Screen:



#### 4.1.5 Dashboard Screen:



#### 4.2 Conclusion :

Our main goal is to poor and needy people happy with our food donation

#### 4.3 Bibliography :

[www.Google.com](http://www.Google.com)