Name : Ramkrishna Patidar

Enrollment number: 0801CS211073

'Animal Rescue'

Project Report

Statistically Information of Animal Rescue Project Program:

Starting Date: 12^{th} November, 2022

Starting Time : 07:37 am

End Date : 15^{th} November, 2022

End time : 10:30 pm

Time Required : 20 hours : 17 minute

Total Lines of Code: 322 Number of functions: 10

Coding Standards : Sun Microsystems

Objective of Project:

The main objective of this project is to take care of the injured animals. We see many animals on road, street or villages that are suffering from injury. They need help, treatment and one who take care of them.

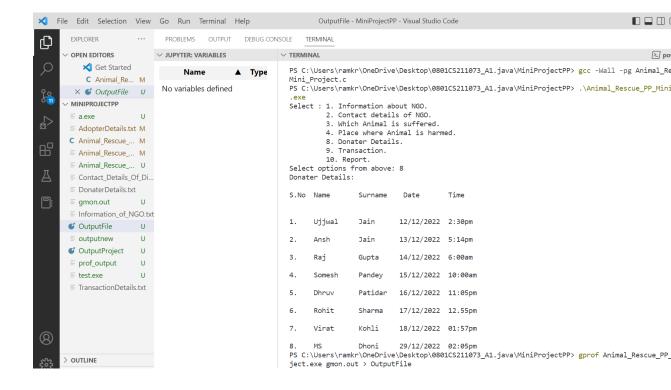
So by the help of this Application One can inform that which animal is harmed and at what place, so that the medical team reaches and cure them. One can also donate money if the people want that we can grow.

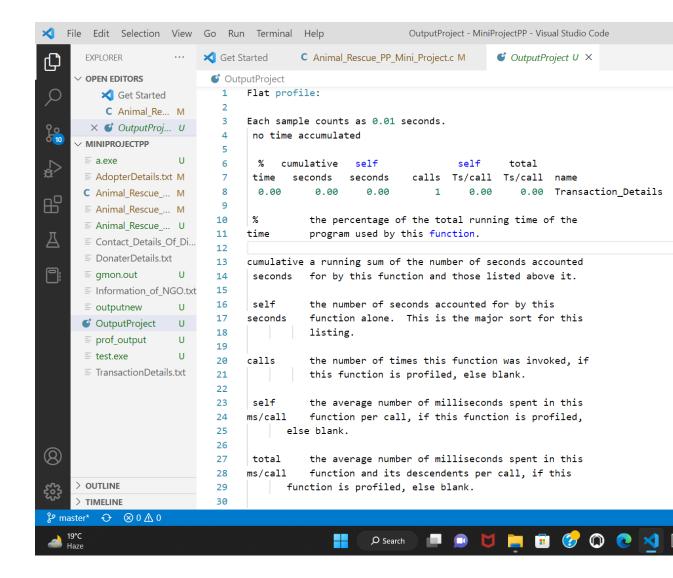
Function Descriptions:

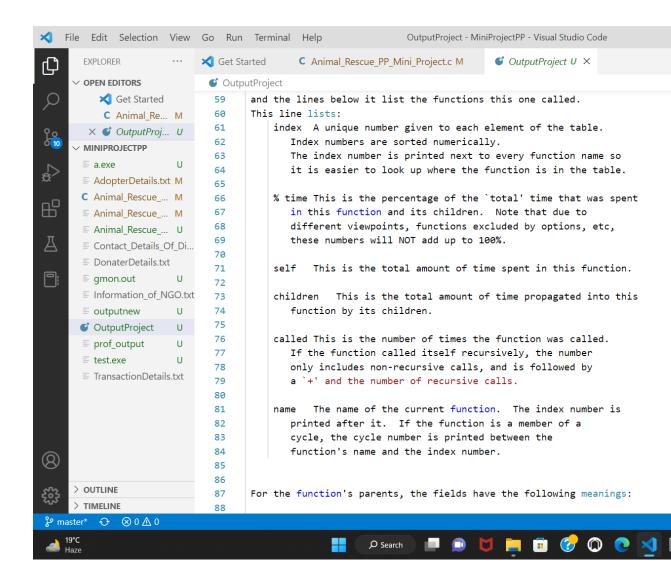
- 1) main(): The program starts executing from this function.
- 2) Information_about_NGO(): This function gives the information about NGO(Animal Rescue) example,NGO branches,workers,aim of this application etc..
- 3) Contact_Details(): This function gives the contact details of various branch of NGO.
- 4) Animal_Type(): This function is used to identify which animal is harmed.
- 5) Place_where_animal_is_harmed(): This function ask user, at which place animal is harmed. 6) Animal_Adoption(): If anyone want to adopt animal, they can register the name by the help of this function.
- 7) Adopter_Details(): Adopter_Details function gives details of the name of person,date,time of adoption etc..
- 8) Donation_To_NGO(): Money can be credited by this function.

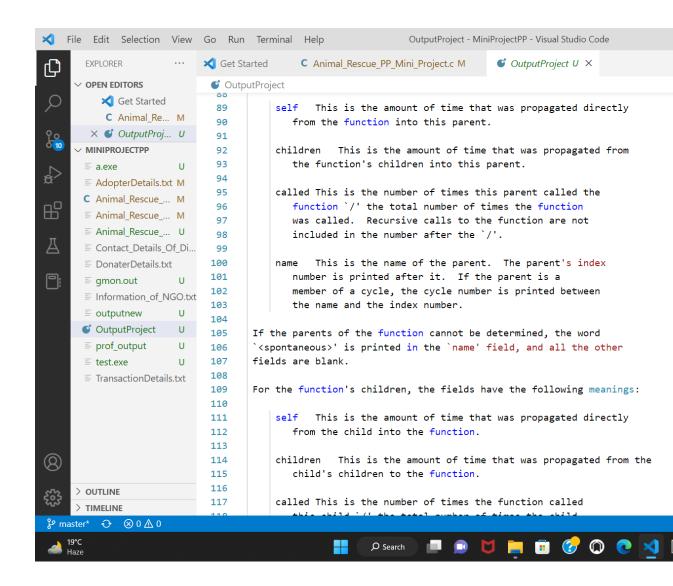
- 9) Donater_Details(): Shows the details of the person who donate the money in NGO.
- 10) Transaction Details(): This function Shows the transaction details.
- 11) Report(): If anyone have some issue they can freely express their emotion with the help of this function.

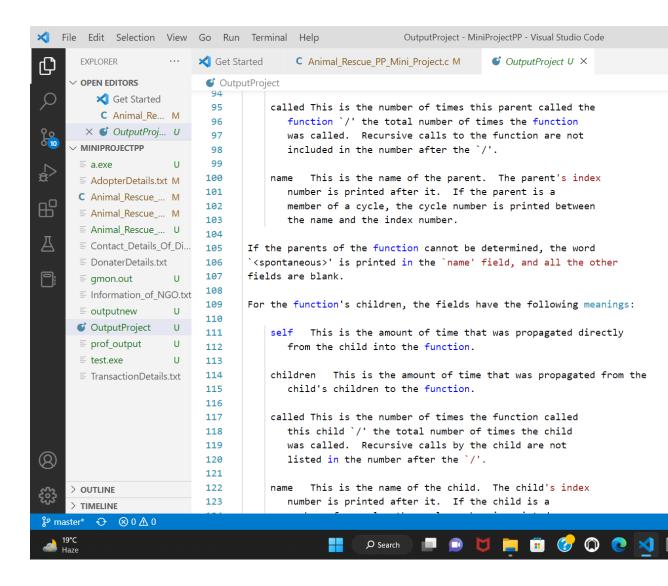
Profiling

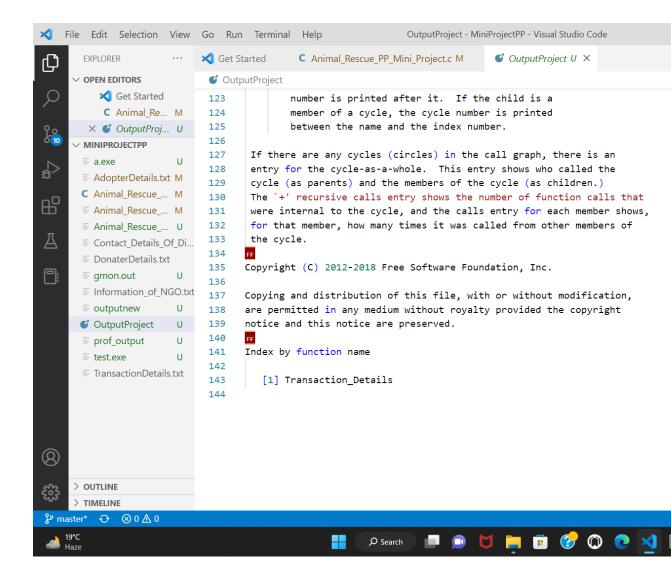












Code:

```
/*
This\ Program\ is\ made\ for\ the\ purpose\ of\ Animal\ Rescue\ in\ some\ specific\ area.
In this Program the user can contact to Animal Rescue NGO and the user can tell
at which place animal is harmed, so that the medical team is arrived at that pla
NGO also has shelter. If any animal is injured seriously then the team bring
them to Shelter.
*/
#include <stdio.h>
    // Declaration of Information_about_NGO function.
    void
    Information_about_NGO();
    // Declaration of Contact_Details function.
    void
    Contact_Details();
    // Declaration of Animal_Type function.
    Animal_Type(char[]);
    // Declaration of Place_where_Animal_is_harmed function.
    Place_where_Animal_is_harmed(char[]);
    // Declaration of Animal_Adoption function.
    void
    Animal_Adoption(char []);
    // Declaration of Adopter_Details function.
    void
    Adopter_Details();
    // Declaration of Donation_To_NGO function.
    void
    Donation_To_NGO();
    // Declaration of Donater_Details function.
    void
    Donater_Details();
    // Declaration of Transaction_Details function.
```

```
void
         Transaction_Details();
         // Declaration of Report function.
         void
        Report();
int main()
         //Options for user.
         printf("Select\_:\_1.\_Information\_about\_NGO.\n\t\_2.\_Contact\_details\_of\_NGO.\n\t
         printf("\_3.\_Which\_Animal\_is\_suffered. \setminus n \setminus t\_4.\_Place\_where\_Animal\_is\_harmed. \setminus n \cup t\_4.\_Place\_where\_Animal\_is\_harmed.
         printf("-5._Want_to_Adopt_Animal?\n\t_6._Adopter_Details.\n\t");
         printf("\_7.\_Donation.\n\t\_8.\_Donater\_Details.\n\t");
         printf("\_9.\_Transaction.\setminus n \setminus t \_10.\_Report.\setminus n");
                                                                          // Declaration of select_options to select abo
        short int select_options;
         printf("Select_options_from_above:_");
         \operatorname{scanf}("\%hu",\&\operatorname{select\_options});
                                                                           // creating buffer.
        char
                           buffer;
         scanf("%c",&buffer);
        char
                           Animal [20];
                                                                         // Declaration of Animal string.
                           Animal_Adopted [20]; // Declaration of Animal_Adopted string.
        char
                           name [100];
                                                                         // Declaration of name string.
        char
Switch case is used to implement the selected option.
      switch(select_options)
                  case 1 :
                                      Information_about_NGO(); // calling of the Information_about_NG
                                       printf(" \n");
                                      break;
```

case 2 :

```
printf("_Dear_Sir!\n_Thankyou_for_contacting_us.\n\n");
        Contact_Details(); // calling of the Contact_Details function.
         break;
case 3 :
        printf("Please_Enter_which_animal_is_suffered_:_");
        fgets (Animal, 20, stdin);
        Animal_Type (Animal); // calling of the Animal_Type function.
        break;
case 4:
        printf("Please_Enter_the_location_where_Animal_is_harmed:_");
        char
                  location [100];
        fgets (location, 100, stdin);
        Place_where_Animal_is_harmed(location); // calling of the Place_
        break;
case 5 :
        \verb|printf| ("Animal_is_Recovered_from_injury. \\ \\ | nIf_you_want_ito_Adopt_it|) |
        printf("Please_Enter_your_full_name_:_");
        fgets (name, 100, stdin);
        printf("Enter_the_animal_you_want_to_Adopt:_");
        fgets (Animal_Adopted, 20, stdin);
        Animal_Adoption (name); //calling of the Animal_Adoption function
                                // file pointer to point the character of
        FILE
                  *fh;
        fh = fopen("AdopterDetails.txt", "a");
        fprintf(fh, "%s_\t_\%s_\t_\%s_\_\s", name, "10/04/2023", "02:45pm"
        fclose (fh);
        break;
case 6:
       printf("Adopter_Details:\n\n");
```

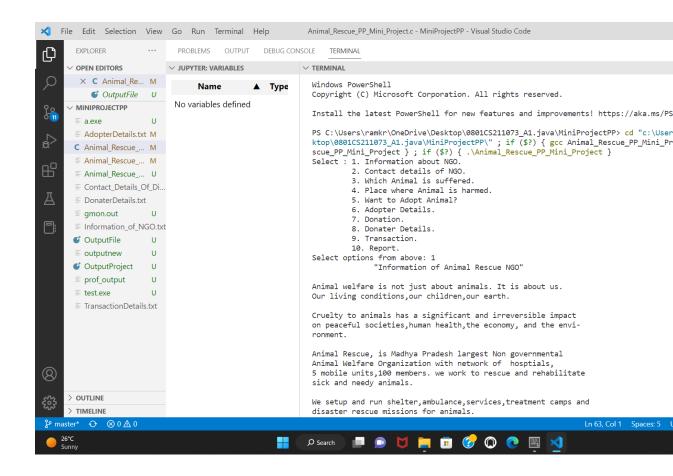
```
Adopter_Details(); //calling Adopter_Details function.
               break;
        case 7 :
              Donation_To_NGO(); // calling Donater_To_NGO function.
              break;
       \mathbf{case} \ 8 :
               printf("Donater_Details:\n\n");
               Donater_Details(); // calling Donater_Details function.
              break;
        case 9 :
               printf("Transaction_Details:\n\n");
               Transaction_Details(); // calling Transaction_Details function.
              break;
        case 10 :
                         // calling Report function.
              Report ();
              break;
        default:
             printf("Please_choose_valid_option.");
    }
    return 0;
}
The \ Information\_about\_NGO \ function \ gives \ the \ information \ about \ NGO.
void
Information_about_NGO()
FILE
         *fh; // file pointer to point the character of the Information_about_N
        fh = fopen("Information_Of_NGO.txt","r");
```

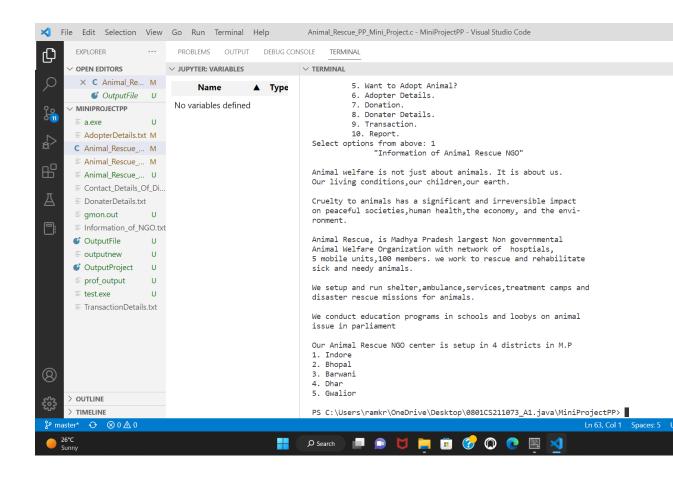
```
char character;
        while ((character = fgetc(fh)) != EOF){
         putchar(character);
        fclose (fh);
    }
Contact_Details function gives the contact details of the various branch of the
void
Contact_Details()
FILE
                // file pointer to point the character of Contact_Details.txt fi
     fh = fopen("Contact_Details_Of_Different_Branch.txt","r");
     char character;
     while ((character = fgetc(fh)) != EOF) {
        putchar(character);
     fclose (fh);
}
Animal_Type function shows which Animal is injured example: Dog, cat, cow, horse et
*/
void
Animal_Type(char Animal[])
printf("Animal_injured_or_suffering_is_::\%s", Animal);
}
Place\_where\_Animal\_is\_harmed\ function\ shows\ the\ location\ where\ animal\ is\ harmed.
void Place_where_Animal_is_harmed(char location[])
 printf("location_where_Animal_is_harmed_is_%s",location);
/*
```

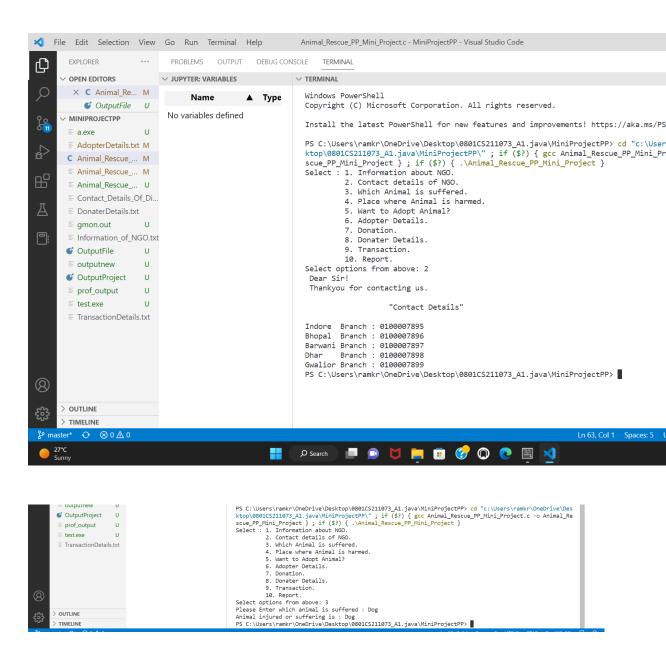
```
Animal_Adoption function is used to give name of the person who adopt the animal
*/
void
Animal_Adoption (char name [])
 printf("Thankyou_%s_Sir!_for_adoption.\nWe_hope_that_you_take_care_them.", name)
Adopter_Details function gives details of the name of person, date, time of adopti
void
Adopter_Details()
FILE
         *fh; // file pointer to point the character of the AdopterDetails.txt
     fh = fopen("AdopterDetails.txt","r");
     char character ;
     while ((character = fgetc(fh)) != EOF) {
          putchar (character);
     fclose (fh);
}
If anyone is willing to help the NGO, so he/she can donate money to NGO using Dor
void
Donation_To_NGO()
  printf("Support_us, So_we_can_reach_and_rescue_animals_in_every_part_of_India.\
  printf("Enter_the_amount_of_money_you_want_to_donate_:_");
  scanf ("%d", & money);
  if (money != 0)
   printf("Thankyou_so_much_for_your_support.\nHave_a_nice_day!!");
  else printf("Enter_the_valid_amount.");
}
```

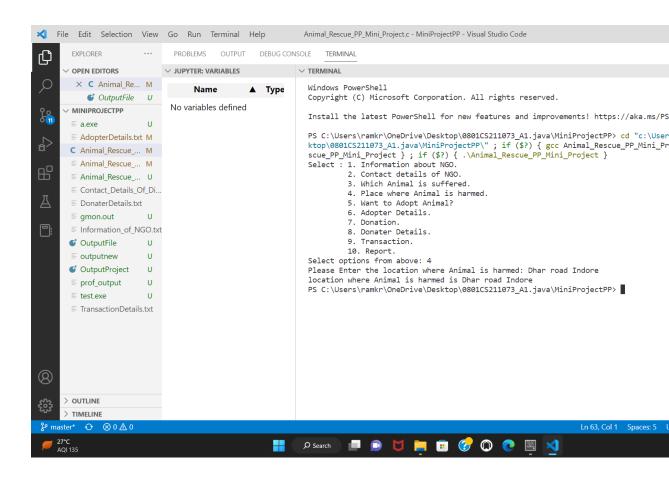
```
Donater_Details function shows the name of person who donate money, date, time.
void
Donater_Details()
                // file pointer to point the character of the DonaterDetails.txt
FILE
     fh = fopen("DonaterDetails.txt", "r");
     char character;
     while ((character = fgetc(fh)) != EOF) {
        putchar(character);
     fclose (fh);
}
Transaction\_Details\ function\ gives\ all\ transaction\ histroy\,.
*/
void
Transaction_Details()
FILE
         *fh; // file pointer to point the character of the TransactionDetails.
     fh = fopen("TransactionDetails.txt", "r");
     char character ;
     while ((character = fgetc(fh)) != EOF) {
        putchar(character);
     fclose (fh);
}
If user has face any problem so user can report this, so that the NGO team can r
void
Report ()
             report [500];
    char
    gets (report);
```

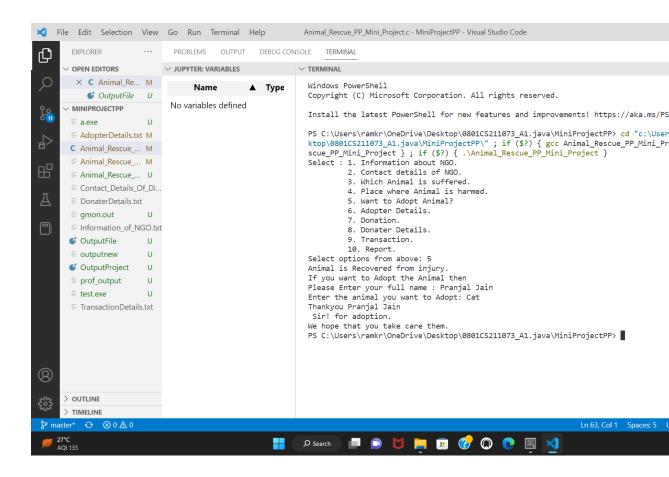
Outputs:

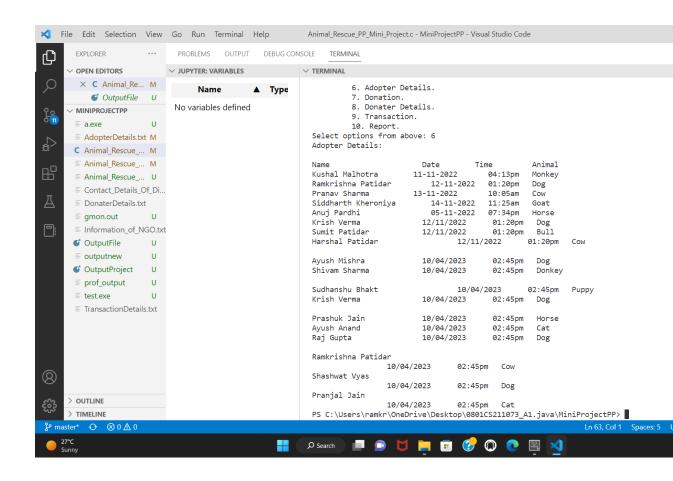


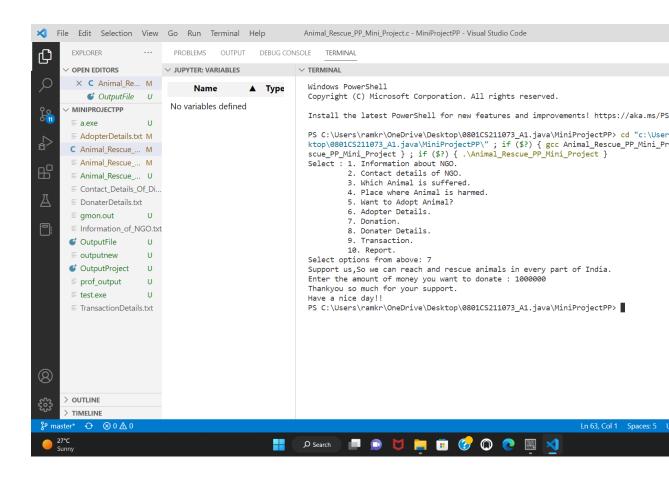


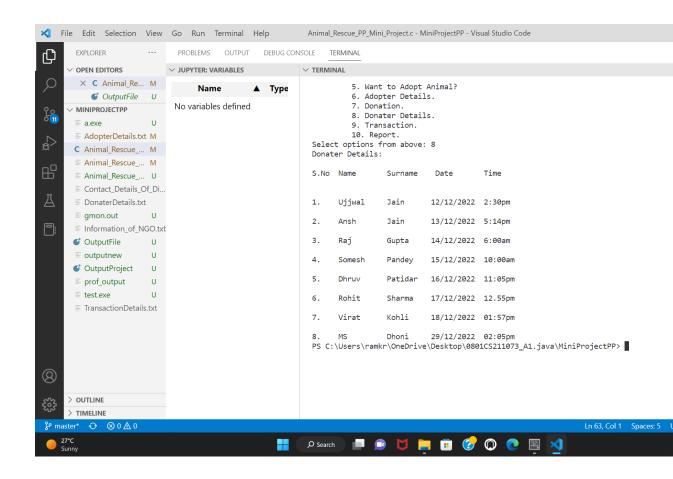


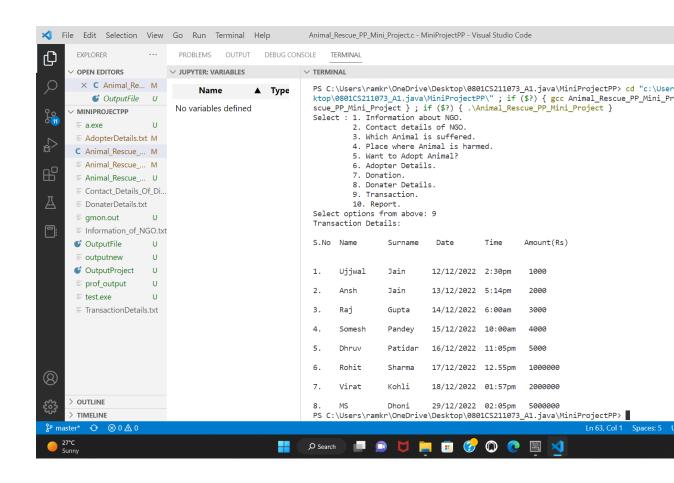


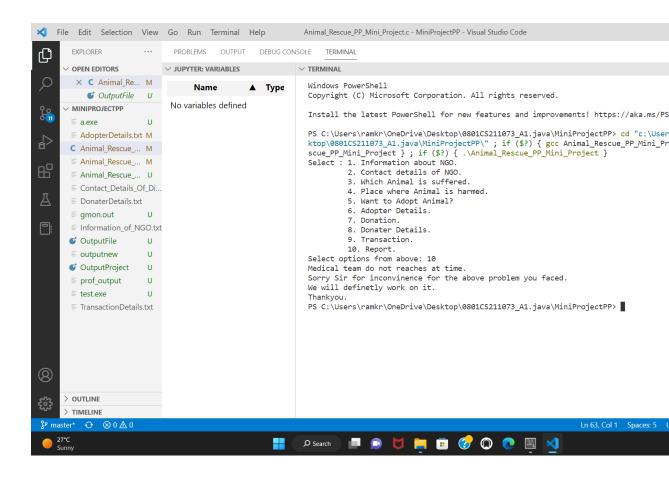












Debugging Activity:

