

# MINOR PROJECT PRESENTATION

## ANIMAL WELFARE AND WELLNESS WEB APPLICATION



### PRESENTATION BY

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# ABOUT PROJECT

- ❖ The project introduces the social software performance model and uses it to interpret the evolution and usage of social networking sites .
- ❖ Drawing the idea from influence of social networking sites on our day to day life, an application for the betterment of pets will be developed by using the concept of native application development.
- ❖ The motive behind developing this application is to search for shelters for abandoned animals and raise an awareness among people about the plight of strays and how each one of us can ensure a better and safer environment for these animals.
- ❖ The application allows the user to adopt a pet, volunteer towards the pet, purchase the products that are related to pets and donate the desired amount to the organization. Since this application is developed for a non-profitable organization, the amount donated will be utilized for the welfare of the pets.

# TECHNOLOGY USED

- ❖ HTML 5
- ❖ CSS, SCSS
- ❖ JavaScript
- ❖ Node.js
- ❖ MongoDB and Mongoose
- ❖ Bootstrap

# PROJECT DETAILS IN BRIEF

# Why we use HTML5, CSS and SCSS ?

- ▶ HTML5 Reducing the overlap between HTML, CSS, and JavaScript. Promoting design responsiveness and consistency across browsers.
- ▶ CSS helps you to keep the informational content of a document separate from the details of how to display it.
- ▶ Knowing SCSS helps us to customize Bootstrap.
- ▶ SCSS includes all of the CSS features and other features that are not available in CSS, making it a strong alternative for developers to use it.

# Why we use JavaScript ?

JavaScript **makes web pages dynamic**. In this project we used JavaScript to create a web server using Node.js.

A large number of web applications have a server-side to them. JavaScript is used to generate content and handle [HTTP](#) requests. JavaScript can also run on servers through **Node.js**. The [Node.js](#) provides an environment containing the necessary tools required for JavaScript to run on servers.

# Why we use Node.js ?

- ▶ The back end of the application uses NodeJS package managers like npm and yarn , also NodeJS provides functionalities to create easy-to-deploy development servers that are relatively easy to debug.
- ▶ Yarn saves every package it has downloaded in cache, so there is no need to download the package again and again. Yarn is fast, reliable and a secured software. The important features of yarn are that the package can work in offline mode, deterministic and it has good network performance

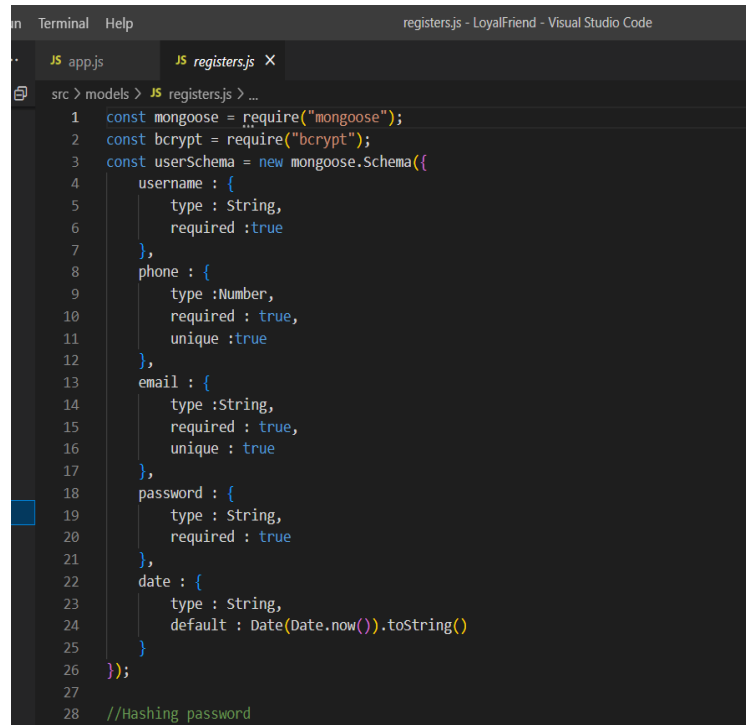
# Why we use MongoDB ?

MongoDB is a document database used to build highly available and scalable internet applications. With its flexible schema approach, it's popular with development teams using agile methodologies.

In this Project we created modules like login/signup page in which the users data is stored and user gets an authentication

to use the other modules of web application privately.

Which is created by using Schemas and CRUD operations in MongoDB.

A screenshot of the Visual Studio Code editor showing a file named 'registers.js'. The code defines a Mongoose schema for a user. It includes fields for 'username', 'phone', 'email', 'password', and 'date'. The 'username' field is a string, required, and unique. The 'phone' field is a number, required, and unique. The 'email' field is a string, required, and unique. The 'password' field is a string, required. The 'date' field is a string with a default value of 'Date(Date.now()).toString()'. The code is as follows:

```
1 const mongoose = require("mongoose");
2 const bcrypt = require("bcrypt");
3 const userSchema = new mongoose.Schema({
4   username : {
5     type : String,
6     required :true
7   },
8   phone : {
9     type :Number,
10    required : true,
11    unique :true
12  },
13  email : {
14    type :String,
15    required : true,
16    unique : true
17  },
18  password : {
19    type : String,
20    required : true
21  },
22  date : {
23    type : String,
24    default : Date(Date.now()).toString()
25  }
26 });
27
28 //Hashing password
```



# Requirements

## ❖ Hardware Requirements

1. **Processor:** Intel(R) Pentium(R) or above
2. **CPU Hard disk:** 500GB HDD
3. **RAM:** 4GB RAM

## ❖ Software Requirements


1. **Operating System:** Windows 7 and above
2. **Front End:** HTML 5, CSS,SCSS, JavaScript
3. **Back End:** JavaScript, Node.js, MongoDB, Mongoose

# Project Modules


The project is divided into different modules:

- **Login Page/Sign Up** — On this page, the user can create a new profile or log in to their profiles using their username and password. On the profile page, the user can view their profiles, what they have posted or shared.
- **Image feed** — This will be the news feed page, where user can see posts shared by Organizations and the recommended pages which contains all the necessary details about the adoption centers and the pets available to adopt.
- **Project SOS** — On this page, people can post about abandoned animals and help them find a home/shelter.
- **About us** — This page will show the details about the developer's team.  
Access to help box-Authentic users will get access to chat with the adoption center directly on the webpage with a feature of Help Box if a user is not willing to share the contact number.

FLUFFYSMILE



Email

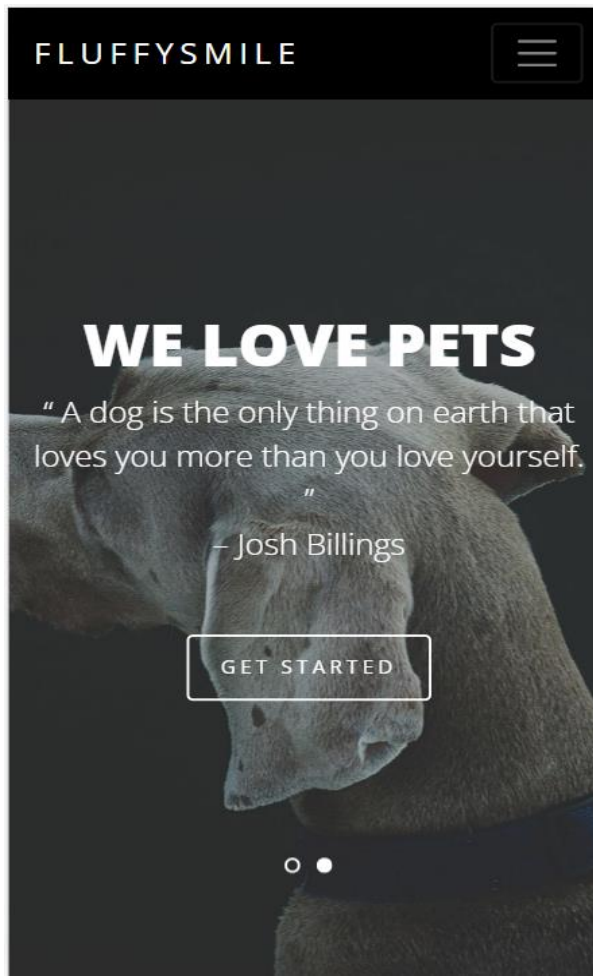



Password


SIGN IN

Not a member? [Sign Up](#)

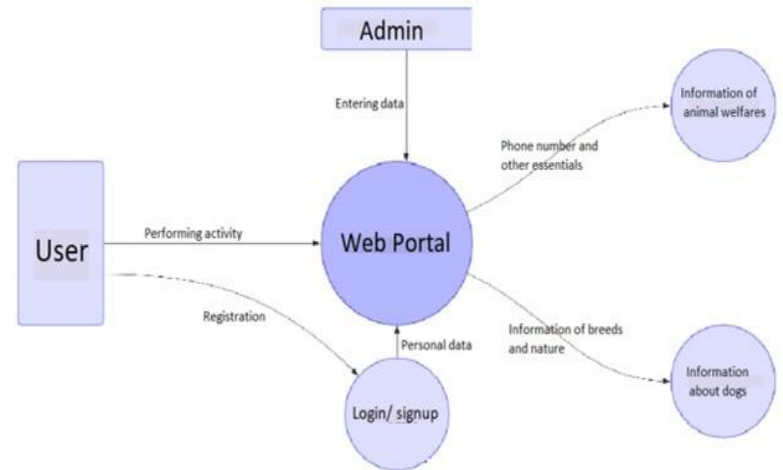
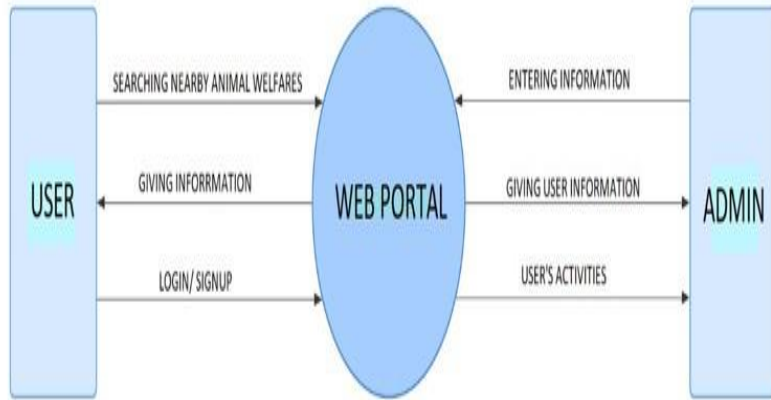
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Posh Foundation		
Breads : Lorem ipsum dolor sit amet		
Location : New Delhi		
Pets : 120 +	Founded : 2011	

Jeevashram Foundation		
Breads : Lorem ipsum dolor sit amet		
Location : New Delhi		
Pets : 350 +	Founded : 1990	

# Data-Flow-Diagrams



# Future Scope

The project aims to build a pet-friendly Web Application where the users can get connected, share their pet's pictures, and also share the picture of some abandoned animals they come across, through which a shelter can be searched for the poor animal. The project also displays items that can be bought by users for their pets' nourishment and care. The future implementation of this project is that later GPS location will be added to the site through which location of the abandoned animals and shelter for them can be reached easily. Other features like creative dog emoji and changes in the CSS of the page will be implemented. As the project is a pet-friendly site, more pet-friendly products will be added to the purchasing frame of the site.

# Conclusion

The proposed system is designed in HTML and developed using JavaScript. The back end of the project is developed using NodeJS to work with yarn and npm packages. The project is a web application that has similar functionality to either a desktop software application or a mobile application. The project aims to introduce a pet-friendly Web Application where shelters are found for an abandoned animal whose information is uploaded on the site by the users connected here, that in result raises awareness among people about the plight of strays and how each one of us can ensure a better and safer environment for these animals.



*Animals are such agreeable friends-they  
ask no questions, they pass no criticisms.*

*Thank you !*