Chapter 1 Introduction

1.1 Introduction

We all live in one or another city corporation, municipality, or city. In our daily life, we face many problems in our city. To address these, we usually send a letter or application to our local government. But in the face of that appeal, our problem is exacerbated by the local government approach. So I decided to create a "Change Maker" application as a project with the general public in mind and to make the problems of urban life easier for the local government.

1.2 Background

In our daily life we face many problem to lives in our city. You want to notify our local government to solve these problem. But there are some restriction about it. First we have to write an application and then submit that to our local government. After our submission they justify that and take some step to solve that problem. This processing takes many time. And some time our applications are ignored for some causes. That's why I develop Change Maker app with some valuable feature.

1.3 Objectives

There is some strong objective of this app Change Maker,

- By using this application an ordinary citizen can easily take part in the development of his area.
- The local government will be able to manage the development projects keeping in view the needs of the people.
- This application will play an important role in the overall development of a city or area.

1.4 Conclusion

Using this application every local government can digitalize there complain sector. Also find out a problem statement in a city easily and the citizens of this city can participate in development of their cities directly.

Chapter 2 Literature Review

2.1 Introduction

We all are lives in a Society or city. In our daily life we always face some small and big problem. But we do not inform our local government for the slow procedure to solve that problem. If we can inform easily to our local government about the problem of our city and society then we can also take part to developing our country.

2.2 Analysis

Using Change Maker application a user or citizen can inform the local government about the problem beside him/her. Before developing this app I found some big issue to solve the problem properly. If one person submit an application of a problem then local government waste many time to detect the problem and problem location. So I implement google map location access and attached in the application. So user can submit problem with the proper location and also can send a picture or problem location.

2.3 Conclusion

Since there is a shifting method of analog traditional complain system to a digitalized and totally computed application based complain system. By this application the citizen can take extra benefit from the local government and the government employee could not avoid the function.

Chapter 3 Methodology

3.1 Introduction

Change Maker application in an online base application. To implement this app here I used java for the front-end development. This is an android project. So I use android studio to implement this app. For design I use XML language and for programming support I use Java Advance programming language.

Because this is an online base application as a back-end support I use Google firebase here. And for database access I used google firebase Real-time Database and Authentication system.

3.2 Algorithm

Here we discussed some steps of app working procedure-

- Step 1: At first user have to install our app.
- Step 2: Then users need to register and sign in our app.
- Step 3: After sign in user get a welcome screen with complain, history and contact activity.
- Step 4: The first option is "Complain". If user choose this option user can inform local government about the problem of the city.
- Step 5: The second option is "History". If the user choose this option user can check the previous problem what he submitted before.
- Step 6: The third option is "Contact". If user choose this option user can contact any emergency number of the city directly from the application.
- Step 7: In admin application admin can see the submitted problem details and take action about that problem.

3.3 Use-case Diagram

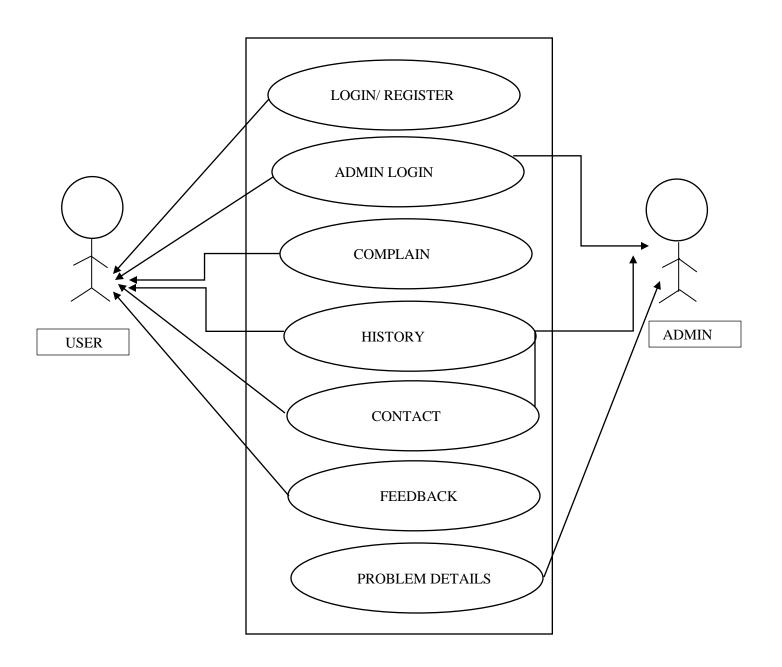


Figure 3.1: Use-case Diagram of Proposed System

3.5 Functional Decomposition

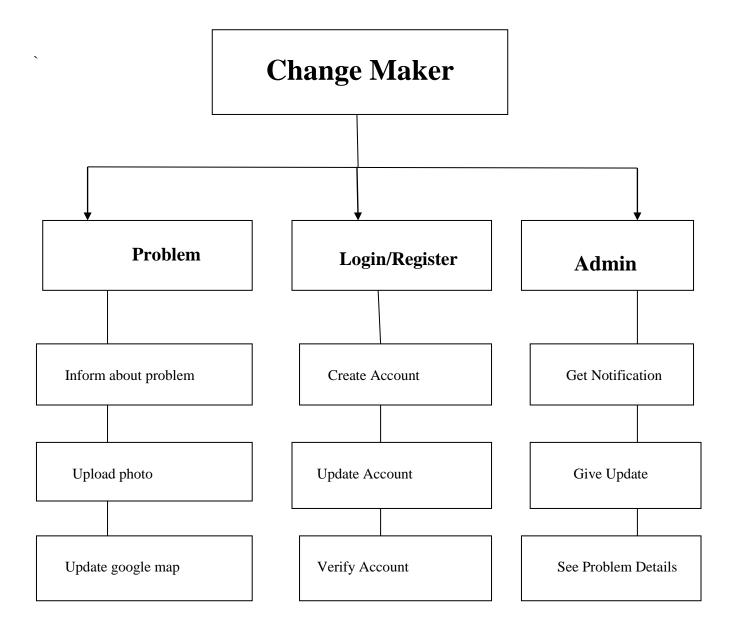


Figure 3.2: Functional Decomposition

3.5 Conclusion

Many of our government work are run on traditional analog system. But there are some extra benefit to Digitalization of every sector. This application should fast the daily life problem solving procedure of a citizen.

Chapter 4 Results and Discussion

4.1 Introduction

An app screen is an introductory screen that appears while your application loads in the background. You may see the company logo accompanied by some text or more imagery that enhances a user's first impression. The UI/UX design must be attractive for the user. So the user can feel comfort to use the applications.

4.2 App Screen View



Figure 4.1: Splash Screen



Figure 4.2: Login screen



Figure 4.3: Registration screen



Figure 4.4: Forget Password screen

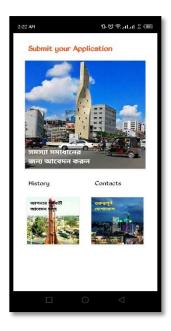


Figure 4.5: Home Page Screen



Figure 4.6: Submit Problem screen



Figure 4.7: Contact screen



Figure 4.8: Admin Splash screen



Figure 4.9: Admin Login screen

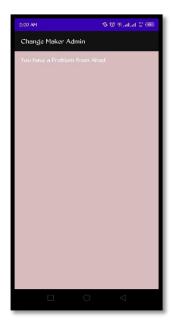


Figure 4.10: Admin Notification screen



Figure 4.11: Admin problem detail screen

4.3 TESTING

Testing is an integral part of the app development process. By running tests against your app consistently, you can verify your app's correctness, functional behavior, and usability before you release it publicly. You can manually test your app by navigating through it.

Alpha testing is when a closed group takes a stab at your software. Beta testing is when a group from the general public uses an early version of your app. Both are useful in software development and serve different purposes. At first we test our app between our team members. We create multiple account and test with different password. We give multiple time quiz and check scores. App successfully passed our test.

Android app beta testing is a phase of the software development lifecycle where a group of external users (beta testers) test your application in real-world environments to discover errors and provide you with feedback. We apply beta testing on our classmates. This time also passed our beta test.

4.4 CONCLUSION

After implementing this app I run it in many smart phone. This app is successfully running all mobile phone. Some time it is creating problem to install this app in some old mobile phone. Then I fixed it and run it properly.

Chapter 5 Conclusion

5.1 Introduction

Many think of digital cities as an end goal. In a way, our cities are already digital. Rather than thinking of digital cities as something that you can see, like faster trains, it's actually the hidden stuff, such as data, that have the power to really change the lives of citizens. We won't wake up one day and have digital cities. Similarly, we can't design a master plan and try to design the perfect city of the future in advance. This means that rather than transforming towards an end goal, the digital city transformation should focus on building a city platform that enables others to innovate. With this new mindset, cities will be able to leverage new technologies much faster, be more open, better engage citizens and protect their privacy.

5.2 Analysis

- Making use of the latest technology advances some apps for developing purposes get to be popular because of incorporating modern tech. It's a great place to introduce something revolutionary in everyday life.
- Ability to change and improve people's lives many startups owners dream about making an impact. Here's an opportunity.

5.3 Future Work

There are some Future update in this app-

- More government services like Important certificates
- Building tax and planning helps etc.

5.4 Conclusion

There's actually no silver bullet or one key technology that cities should embrace. As technology changes so fast these days, cities should shift their focus from the specifics of the technology to Platform Thinking, as well as how they can make data available in a consistent, secure way so third parties can innovate on their behalf. Under the City as a Platform model, the city only facilitates the flow of data between parties, rather than try to own the entire creation process or tech decisions. By using this application we can also take a step to digitalize our city.

References

- [1] www.w3schools.com/
- [2] www.developer.android.com
- [3] www.firebase.com
- [4] www.greekforgreeks.com