

A
Project
Report on
Emergency Alert System

Developed By

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With Sincere Regards,

1. Aanandi Pankhania
2. Princy Nadpara

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1. INTRODUCTION

1.1 Project Overview

Emergency Alert App is a Mobile Application. As we can see that now a days people are not safe especially girls. This app helps you instantly connect with your people in any dangerous situation. You can dial your emergency contact with a single click and also can send a default text message saying that you are in danger and help is needed. This system is for people's safety and well-being there would be a default numbers for Police and ambulance too and a contact of a person's choice in case if the person doesn't want to involve police at that moment.

1.2 Purpose

- To protect personal safety and get emergency helpline with instant help by using the application.
- To notify user's friends or family in convenient, easier and fastest way. User can notify friends or family using the pre-set message when they reached home safety with one click of button or pop out dialog.
- To authenticate user by using secure pin to verify the identity and prevent anonymous or malicious attack.

1.3 Scope

- Having a system that can send notifications by pressing button to our selected contacts with our GPS location and emergency message.
- It is easy to access and also takes less time, By pressing single button we can send SMS to particular contact.
- Speed of delivery – when you want to keep people safe during an emergency situation, timing is critical. An emergency notification system will enable you to send messages instantly to your employees.
- Delivery to different devices – a good alerting system will be able to send messages to different kinds of devices via different methods, such as pop-up notifications, SMS messages and so on.

1.4 Objective

- User friendly System and easy to use.
- Our application is designed to work on android devices only on current time and we plan to implement it on other platforms like: IOS and Windows phone.
- Our application is designed to serve at a small level but in future we plan to implement it at a higher level as enterprise level.
- We can also implement functionality like GPS tracking in this project as well.

1.5 Technology and Literature Review

- Tool: Android Studio.
- Database implementation: Firebase Realtime database
- Language: Java.
- Type: Mobile Application for android.

Android Studio:

Android Studio is the official Integrated Development Environment (IDE) for Android app development, based on IntelliJ IDEA A unified environment where you can develop for all Android devices. Apply Changes to push code and resource changes to your running app without restarting your app.

Firebase Realtime Database:

The Firebase Realtime Database is a cloud-hosted database. ... When you build cross-platform apps with our iOS, Android, and JavaScript SDKs, all of your clients share one Realtime Database instance and automatically receive updates with the newest data.

2. PROJECT MANAGEMENT

2.1 Feasibility Study

2.1.1 Technical Feasibility

In technical feasibility, we study all technical issues regarding the proposed system. It is mainly concerned with the specifications of the equipment and the software, which successfully satisfies the end-user's requirement. The technical needs of the system may vary accordingly but include:

- The feasibility to produce outputs in a given time.
- One must have good internet connectivity.
- Response time under certain conditions.
- Ability to process a certain volume of the transaction at a particular speed.
- Facility to communicate data.

2.1.2 Time Schedule feasibility

The complexity of the software's used to develop this project need technical prowess but that can be managed in the allocated time. Tight schedule always helps us to learn in a short period of time. So, respecting the tight schedule in considering the fixed objectives of the project, it is expected to be feasible product regarding the schedule concern.

2.1.3 Operational Feasibility

The system will be used if it is developed well then be resistant from users that undermine the possible application benefits.

- **Client Support:**
 - Client and user support for the present system is there, as the current procedure used takes more time and effort than the proposed system.
 - It will help in the time saving and fast processing and dispersal of user request and application.
 - New products will provide all the benefits of present system with better performance such as improved information, better management and collection of the reports.
- **User Support:**
 - User involvement in the building of the present system is sought to keep in mind the user specific requirement and needs.
 - Users will have control over their own information.

2.1.4 Implementation Feasibility

Implementation feasibility is concerned with specifying external resources and software that will successfully satisfy the requirements. This system is built in Android Studio as a Mobile Application. As many of these kinds of Android Applications are available in market, so this system is feasible for implementation.

2.1.5 Economical Feasibility

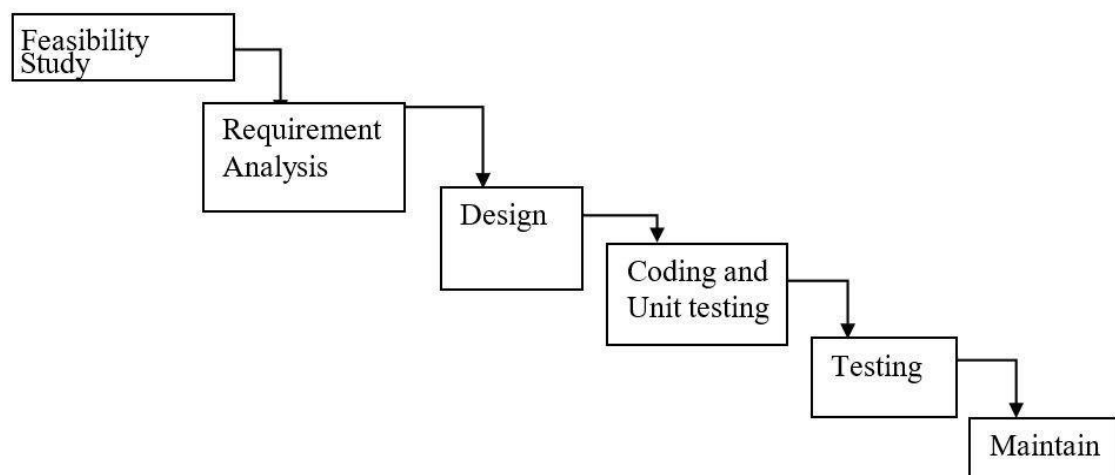
This will include three major costs as described below:

- Cost of Hardware and Software
- Cost of Software to be acquired to build and run the product is a one-time cost.
- Buying a back and database is the major part of hardware and Software cost.
 - Benefits in reduced cost, error and saving will be made by reduction of present system expenses, time saving and increased accuracy.
- Cost Avoidance:
Future cost reduction in the form of reduction in the number of administrative staff needed and manual records maintained in organization. Rise in cost will be avoided.

2.2 Project Planning

2.2.1 Project Development Approach and Justification

Iterative Waterfall Model



1. **Feasibility Study:** Doing research about the technology and other factors that affect the project development.
2. **Requirement Analysis:** Gathering the resources required for the developing the project and the estimate of the process of moving forward with the application development.
3. **Design:** Make the database architecture and design the UI of the application.
4. **Coding and Unit Testing:** Write the code for different functionalities and test them individually and solve the bugs if present.
5. **Testing:** Integrating the whole application and doing various tests on it to catch any errors and bugs.
6. **Maintain:** After release the application for use to other users give required maintenance.

2.2.2 Project Plan

In managing any project, the whole plan of the project is made before its actual implementation. The plan of the project helps team to work as per the schedule and helps to successfully complete the project. To plan a project the main requirements that are calculated are cost, duration, effort, scheduling, manpower, resource allocation, risk management etc. The plan of our project is as follows:

1. Gather the definition.
2. Check whether the definition is feasible or not in given deadline.
3. Requirement gathering.
4. Analysis on gathered requirements.
5. Designing.
6. Coding and Unit Testing.
7. Integration and System Testing.
8. Deployment.

2.2.3 Operational Feasibility

Milestones:

1. Milestone is an end-point of the software process activity.
2. At each milestone there should be formal output, such as report, that can be represented to the management. The weekly report is submitted to project guide, which include day to day work report.
3. Milestone represents the end of the distinct, logical stage in the project.

Deliverables:

1. Deliverables is a project report that is delivered to the administrator of the project.

2.2.4 Roles and Responsibilities

Name	Analysis	Designing	Frontend	Backend	Testing	Documentation
Princy Nadpara (IT080)	Yes	Yes	Yes	Yes	Yes	Yes
Aanandi Pankhania (IT088)	Yes	Yes	Yes	Yes	Yes	Yes

2.3 Project Scheduling

Table 2.3 Project Scheduling

ID	TASK	START DATE	END DATE	DURATION
1	Analysis	21/12/2021	31/12/2021	11 Days
2	Design	08/01/2021	29/01/2021	21 Days
3	Coding	08/02/2021	05/03/2021	26 Days
4	Testing	08/03/2021	15/03/2021	07 Days
5	Maintenance	15/03/2021	22/03/2021	14 Days

3. STUDY REQUIREMENTS STUDY

3.1 Study of Current System

The current applications contain some of these features. They are exploratory in nature. They are provided to the users as per the demand. Customers have used such applications and benefitted by it.

3.2 Problems and Weakness of Current System

The applications available are not up to the mark. They may contain only some sections mentioned above. Not all sections are available in a single application. Some of the available applications are not user friendly, as well as they require more furnishing of the UI. The main purpose of them is exploration and less emphasis is given on educational components.

3.3 User Characteristics (Type of users who is dealing with the system)

The users can be any category of people considering the people of every age group, the app is made. Every person no matter of younger age or older age, focuses on fitness these days. Our app provides the facility of tracking them steps while walking or running which the basic exercises, all age group can perform.

3.4 Hardware and Software Requirements (minimum requirements to run your system)

For **operation\ development** of the application the requirements are listed as follows:

- Operating System: Windows OS
- Android Studio
- Database: Firebase

Hardware Requirements for testing and executing the app:

- Mobile Device with Android OS (above Android 8).

3.5 Constraints

3.5.1 Hardware Limitations

- Mobile Device with Android OS (above Android 8).
- To use this platform internet connection is required.

3.5.2 Interfaces to Other Applications

- There is no such system that use this application as interface.
- The application requires front end to be interactive.

3.5.3 Reliability Requirements

- The application must adhere to the reliability requirements as needed and should run smoothly on device.

3.5.4 Criticality of the Application

- The application doesn't respond if there is no storage left on the device.

3.5.5 Safety and Security Consideration

- The application does an email verification if an account is tried to login from different device.

3.6 Assumptions and Dependencies

1. User has sufficient privileges to access internet.
2. Server is running smoothly.
3. Database updates are giving expected and accurate results.

4. SYSTEM ANALYSIS

4.1 Requirements of New System (SRS)

4.1.1 User Requirements

R1: Registration

Description: Users have to register first if they are new to the system.

Input: User enters the details listed in description.

Processing: System checks whether same username or password exist in system, if found then redirected to same page and message displayed.

Output: User gets successfully registered message and redirected to login page.

R2: Login

Description: If user want to access the functionality of our application and they already registered the they can use login functionality. For login user provide username and password. First time login will first lead to verification process.

Precondition: User should be registered.

Input: User enters the email and password.

Processing: System checks user credential correctness. If incorrect then error message displayed on same page.

Output: User get successfully logged in message and redirected to home page.

R3: Forgot Password

Description: If a User forgets his/her password then he/she can set a new password.

Input: Enter the email address and a link to change user's password will be sent to the email registered and in browser user can change his/her 's password.

Output: Password changed and edited in the database.

R4: SOS

Description: there will be one default message "HELP ME!!!I'M IN DANGER" and a button to send this SMS.

Input: Tap on the SOS button.

Output: Default message will be sent to both of the contacts.

R5: Call

Description: User can call his/her 's emergency contacts we also can add contacts or numbers for police or ambulance also.

Input: Tap on call now button.

Output: profile edited.

R6: View Data

Description: When user Selects this option user will get data of themselves which is present in the database.

Input: Enter the details of that field which user wants to change.

Output: profile edited.

R7: Logout

Description: If user is logged in to the system and if they want to logout then uses logout button. User session are deleted and logout from the system.

Precondition: User should be logged in.

Input: User click the logout button.

Output: User gets successfully logged out from the system, redirected to the home page and user session are deleted.

4.1.2 Admin Requirements

R1: Add Member

Description: Admin can add the team member by providing the details also.

Input: Admin enters the details of him/her.

Output: Member inserted into system's database.

4.1.3 Application Overview

1: Home Page

Description: After logging in/ signing up in the application , the home page will show up which has two buttons for redirecting user to different pages and some buttons for calling and messaging functionalities.

Input: Login into the Application.

Output: Home page with details described above.

2: My Details Page

Description: This page displays the details of the user and his/her 's emergency contacts it also contains edit button.

Input: User clicks on the My Account button.

Output: Details of the User.

3: Edit Profile Page

Description: This profile lets user change his/her 's details.

Input: User clicks on the Edit button which is on my details page.

Output: Details of the User.

4.2 Non-Functional Requirements

4.2.1 Response Time:

- The Emergency Alert System application should be able to respond to the queries submitted by the user without much delay.
- When a user connects for an emergency, the application should not take much time to return the results.
- Considering the application is of the moderate size, it should be able to display more results at a time on each page.
- when the user looks up for any particular data, the user should also be able to logon to the system using high speed internet.
- Most of the requests sent to the application should be answered in less than 5 seconds.

4.2.2 The Security of the System:

- Users can access the system through registering and confirming in the system, and the user cannot acquire any service information from this service system in the case of without the registration.
- The database may get crashed at any time of any issues so it is required to keep backup.

4.2.3 The Reliability of the System:

- Customers need a legitimate login system to accurately access to this system.

4.2.4 The Portability and Scalability of the system:

- When appearing a new user, it can extend the function of the system on the basis of the original one and will not affect the existing function.

4.2.5 The Maintainability of the System:

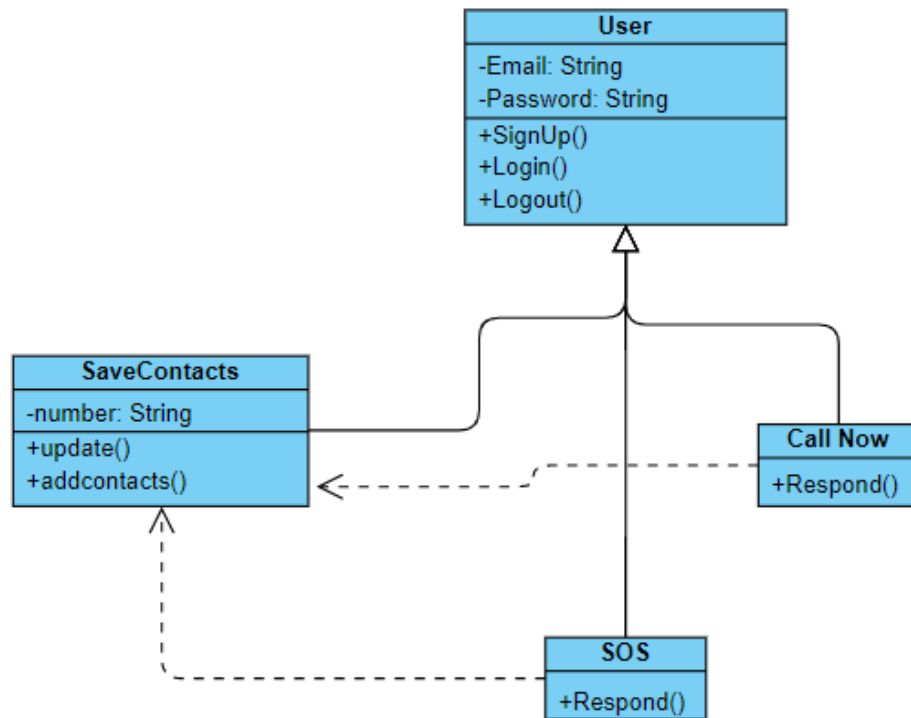
- Ensure to solve the faults in the system within 24 hours.

4.3 Features of New System

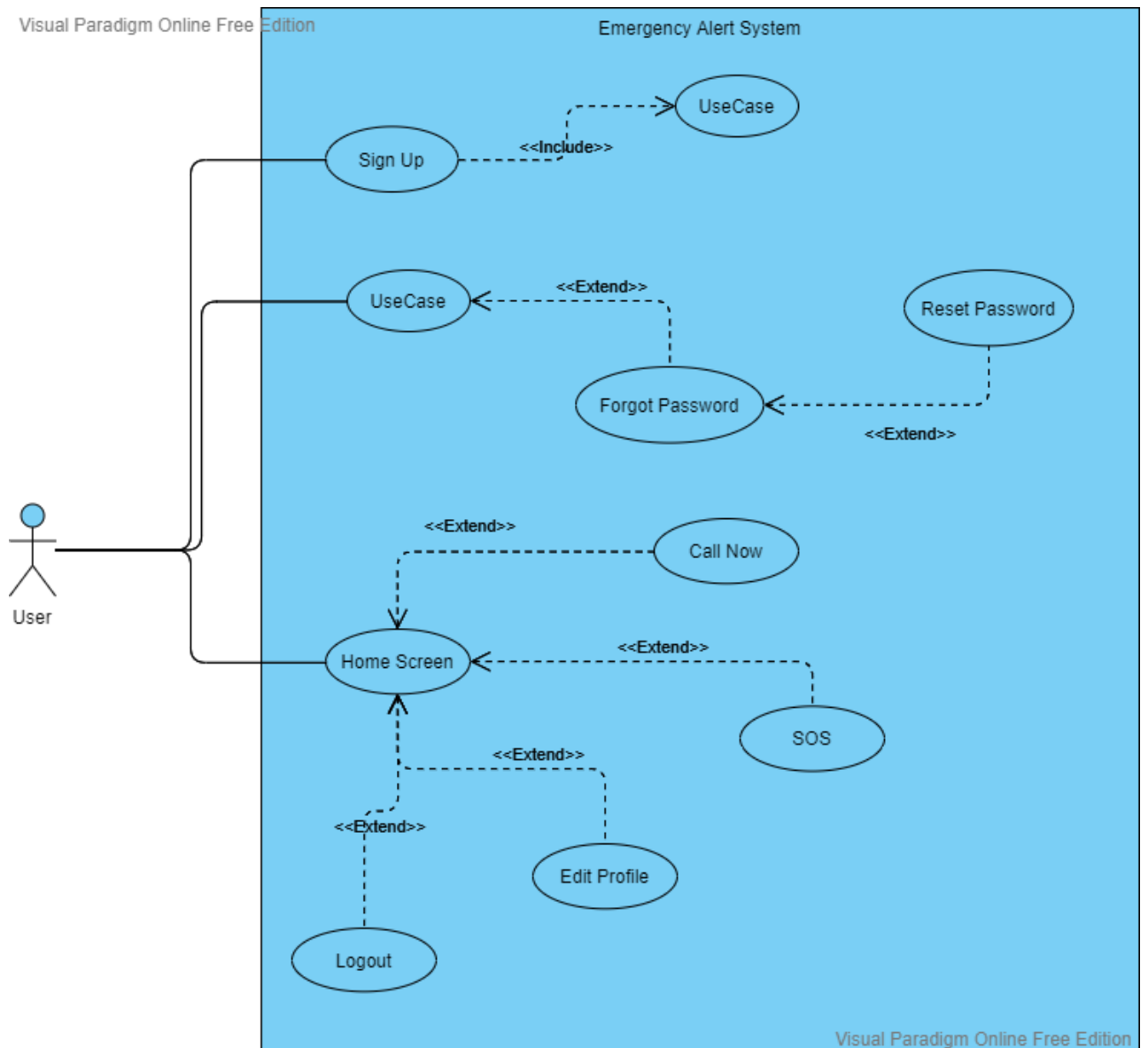
- GUI of the new system is good and understandable to the user.
- The user can buy products from bazaar with their coins.
- There is also a mode for calculating the running steps.

5. SYSTEM DESIGN

5.1 Class Diagram

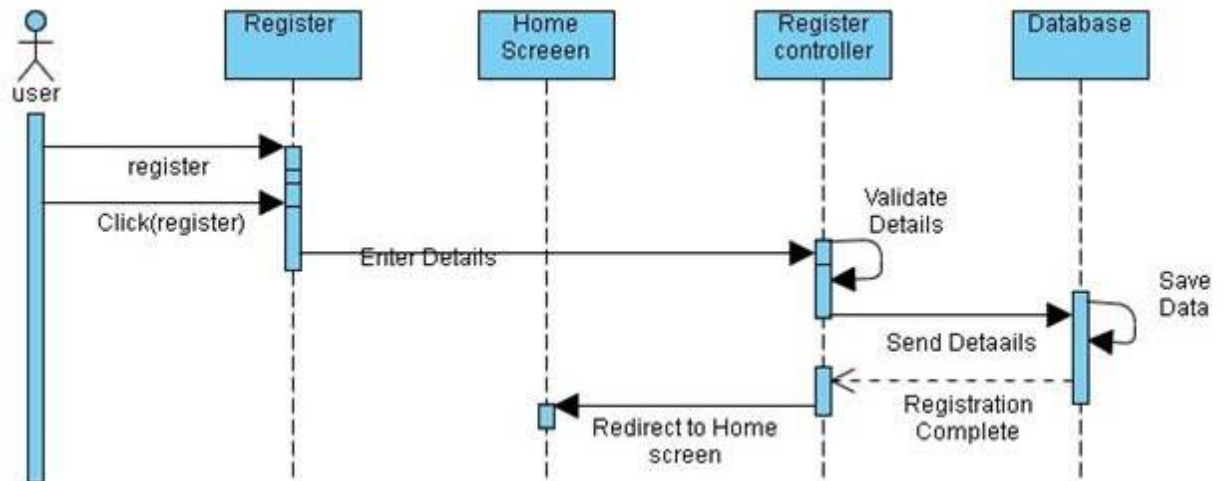


5.2 Use Case Diagram

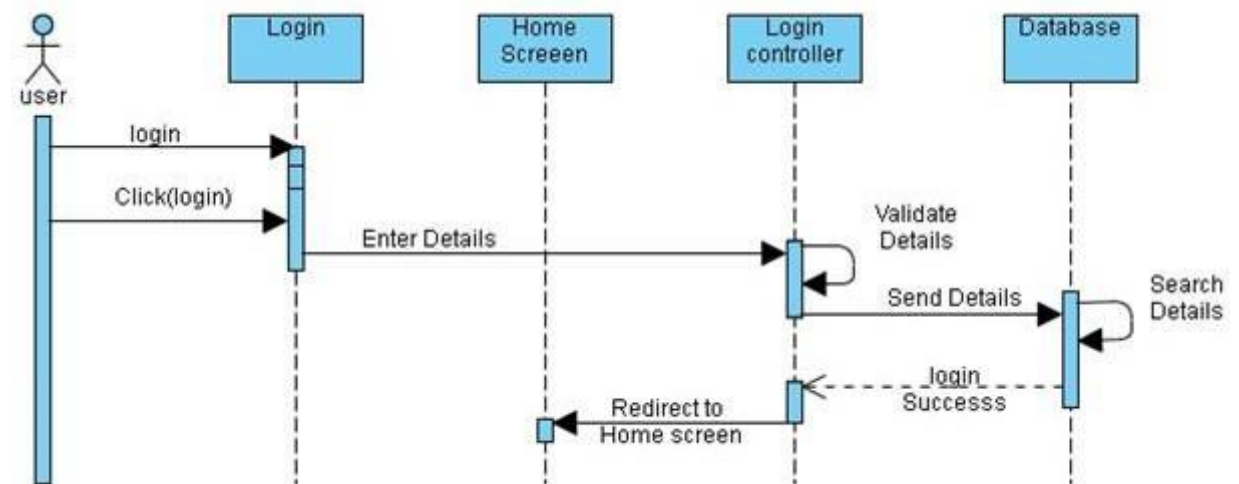


5.3 Sequence Diagrams

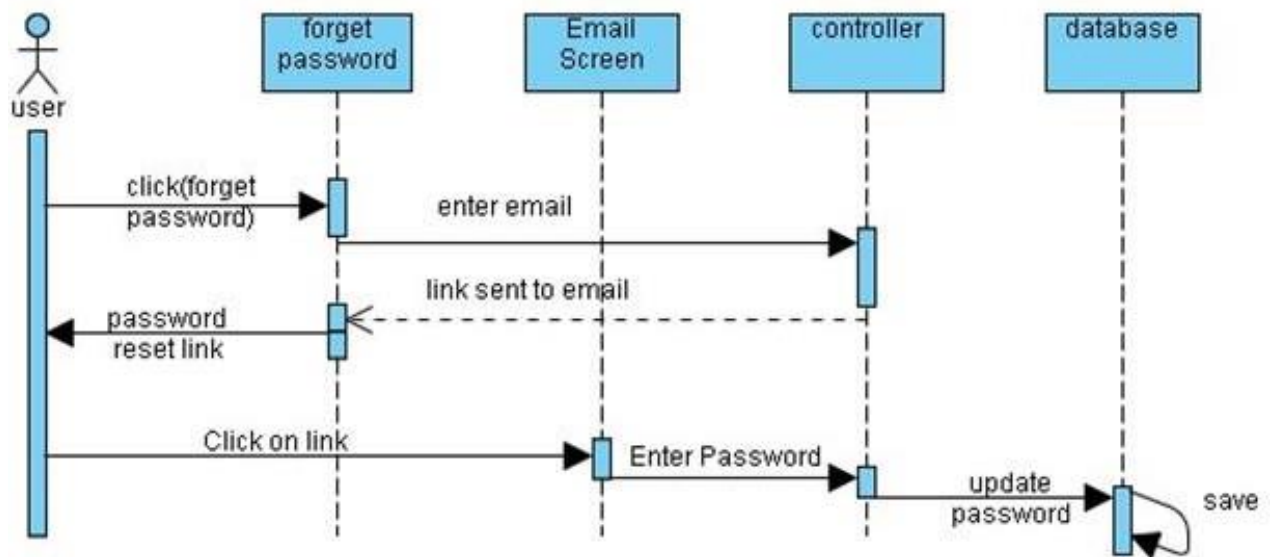
5.3.1 User Registration



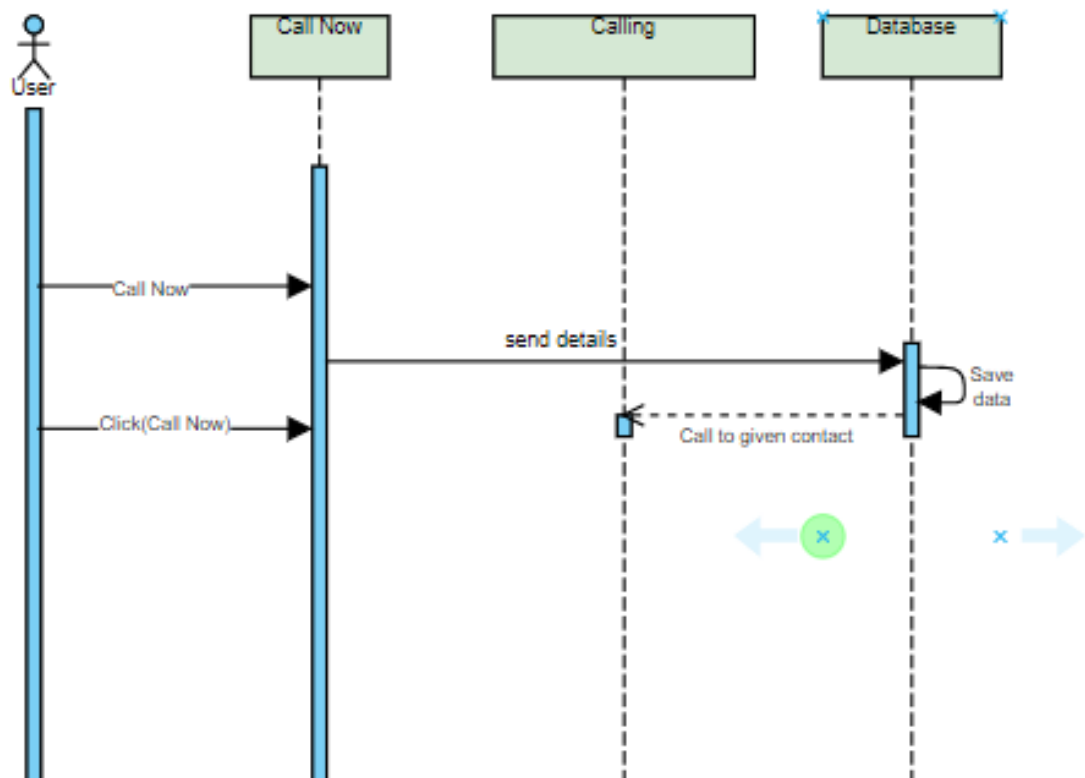
5.3.2 User Login



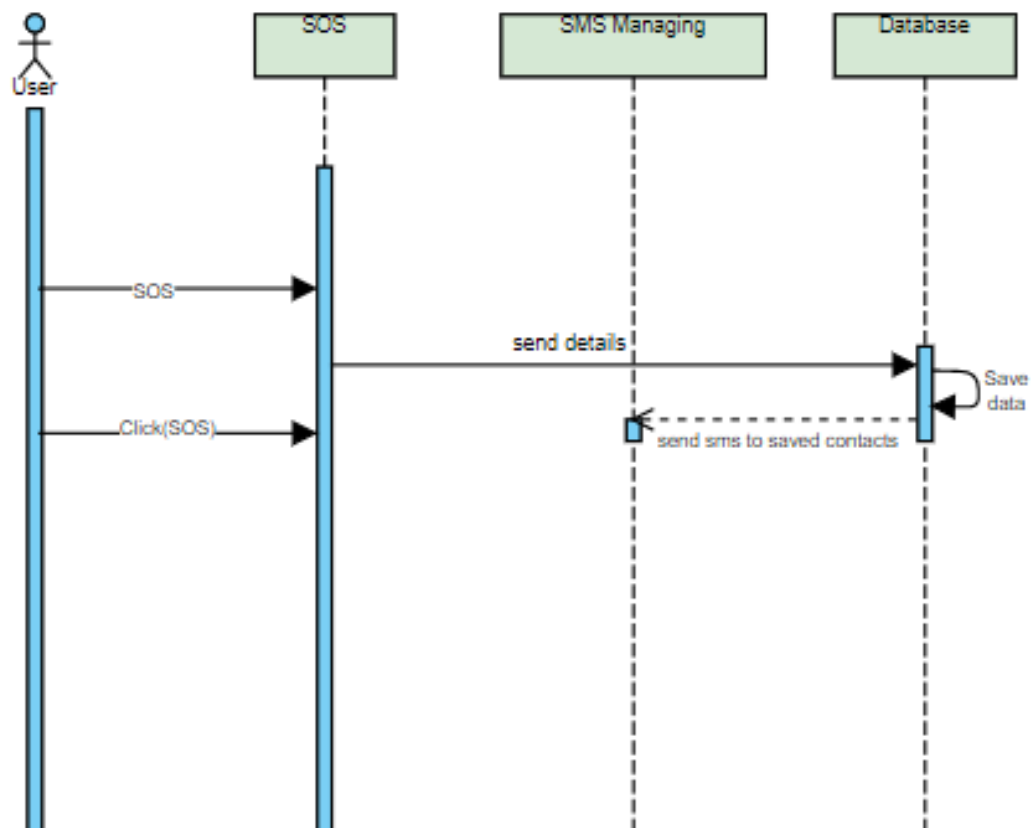
5.3.3 Forgot Password



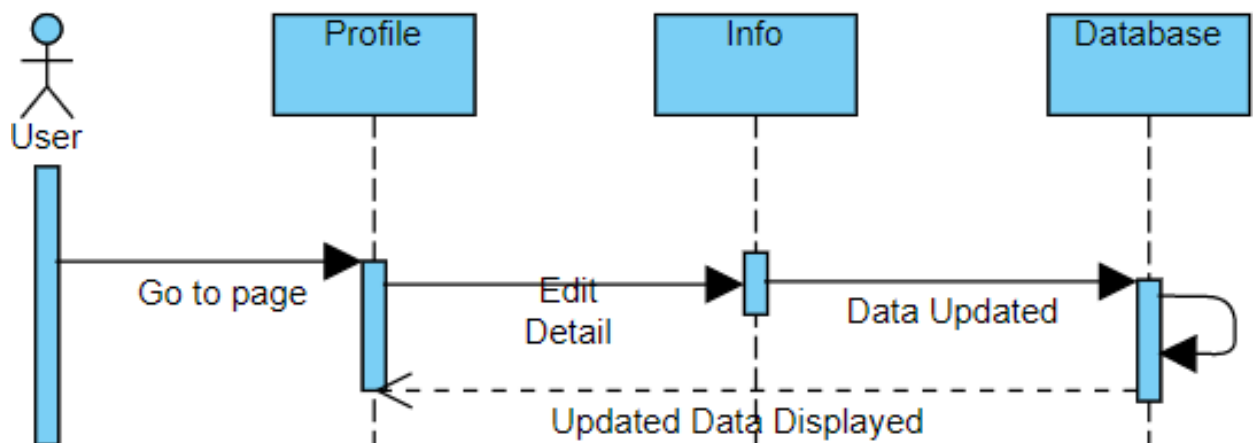
5.3.4 Calling



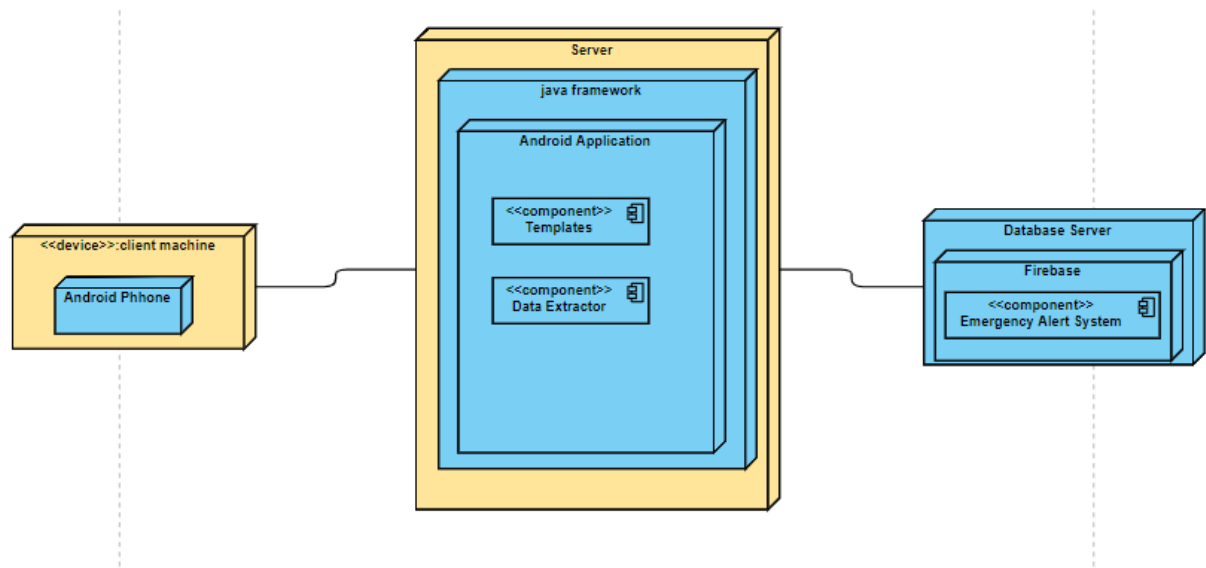
5.3.5 Sending message



5.3.6 Edit Profile



5.4 Deployment Diagram



6. IMPLEMENTATION PLANNING

6.1 Implementation Environment

- The application is a single user system with GUI. For the implementation of the project, we will need following as basic platforms and tools:
 1. Android java: Provides an SDK environment to carry out the building of the application.
 2. Android Studio: Android Studio is the official integrated development environment for Google's Android operating system, built on JetBrains' IntelliJ IDEA software and designed specifically for Android development.
 3. Firebase: The Firebase Realtime Database is a cloud-hosted that lets you store and sync data between your users in Realtime.

6.2 Programs/Modules Specification

The following modules will be implemented:

1. **SOS:**
Description: Enables the user to send the SMS to helper in emergency situation by one click.
2. **CALL:**
Description: User can call in emergency to police or Firestation.

6.3 Coding Standards

- We've followed standard Android Studio indentation and coding standards for java coding in application development.

6.4 Coding Snippets

```
Button btn =(Button) findViewById(R.id.button) ;
btn.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View v) {
        Toast.makeText(getApplicationContext(),"Thanks for clicking ",Toast.LENGTH_SHORT).show();
    }
}
```

7. TESTING

7.1 Testing Plan

What is “Software Testing”?

Testing involves operation of a system or application under controlled conditions and evaluating the results. The controlled conditions should include both normal and abnormal conditions.

Testing should intentionally attempt to make things go wrong to determine if things happen when they don't happen when they should. It is oriented to 'detection'.

The need for Testing:

No matter how good a programmer is, no application will ever be one hundred percent correct. Testing was important to us in order to ensure that the application works as efficient as possible and conforms to the needs of the system. Testing was carried out throughout the development of the application, not just the application has been developed, as at this stage it took a great deal of effort to fix any bugs or design problems that were occurred.

7.2 Testing Strategy

When our application was configured and customized in the system, the test was observed that this configuration or customization does not cause any improper processing or violation. The following care was taken when the application was developed at the local machine. The interface may have something not proper, which can be tested by this checklist:

1. Number of input parameter equal to number of arguments?
2. Parameter and argument attributes match?
3. Number of arguments transmitted to called forms equal to number of parameters?
4. Attributes of arguments transmitted to called forms to attributes of parameters?
5. Number of attributes and order of arguments to built-in functions, correct?
6. The local data structures for a form are common source of errors. The following types of errors should be searched for,
7. Improper or inconsistent typing
8. Erroneous initialization or default values
9. Incorrect (misspelled or truncated) variables names
10. Inconsistent data types

11. Underflow, overflow and addressing exception
12. As far as unit testing is concerned, we did it at the time of coding in an informal but extensive way, so as to reduce number of problems arising out of incorrect syntax, incorrect variable, function names etc.
13. Close the database connection when not required.

7.3 Testing Methods

White Box Testing:

Also known as glass box, structural, clear box and open box testing. A software testing technique where by explicit knowledge of the internal workings of the item being tested are used to select the test data. Unlike black box testing, white box testing uses specific knowledge of programming code to examine outputs. The test is accurate only if the tester knows what the program is supposed to do, it means that he must be completely aware that for particular input a particular output must be obtained. The main benefit of this type of testing is Tester can see if the program diverges from its intended goal. This test concentrates on the examination of the code rather than the specification. We have included three different forms of white box testing.

Statement Coverage Criterion:

This is the simplest coverage criterion. We are checking in it that each statement of the program was executed “at least once”.

Branch Coverage Criterion:

An improvement over statement is Branch Coverage. In that we are running a series Of test to ensure that all branches are tested at least once.

Path Coverage Criterion:

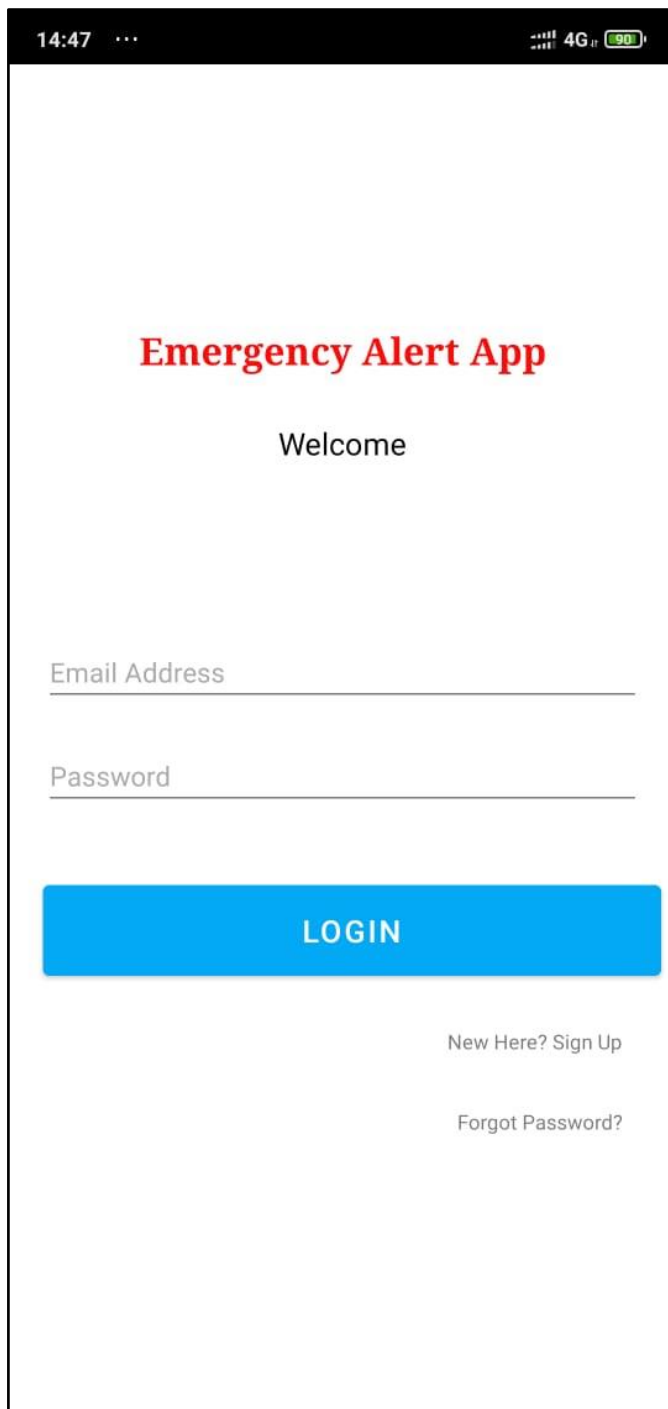
There are many errors which were not detected by statement or branch testing. The reason is that some errors are related to some combination of branches and it may not check in other test. We are checking in this test if all path of programs are executed or not.

7.4 Test Cases

Sr. No.	Purpose	Input	State	Expected Output	Actual Output	Test Result
1	User Login	Registered Email, Correct Password, Submit	Logout	Success	Success	Pass
2	User Login	Unregistered Email, Password	Logout	Ask user to Register First	Ask user to Register First	Pass
3	User Register	Username, age, Email, Password, contact1, contact2	New User	Success	Success	Pass
4	User Register	Empty Name, Email, Type, Submit	New User	Failure	Failure	Pass
5	Send SMS	onClick	Logged In	Success	Success	Pass
6	Call	onClick	Logged In	Success	Success	Pass

8. USER MANUAL

8.1 Login page



The screenshot shows a mobile application interface for the 'Emergency Alert App'. At the top, a black status bar displays the time '14:47', signal strength, '4G' network, and a 90% battery icon. The app's title 'Emergency Alert App' is centered in red. Below it, the word 'Welcome' is centered in black. There are two input fields: 'Email Address' and 'Password', both with light gray placeholder text. A prominent blue 'LOGIN' button is centered below the fields. At the bottom, there are two links: 'New Here? Sign Up' and 'Forgot Password?'. The entire interface is enclosed in a black rectangular border.

14:47 ... 4G 90

Emergency Alert App

Welcome

Email Address

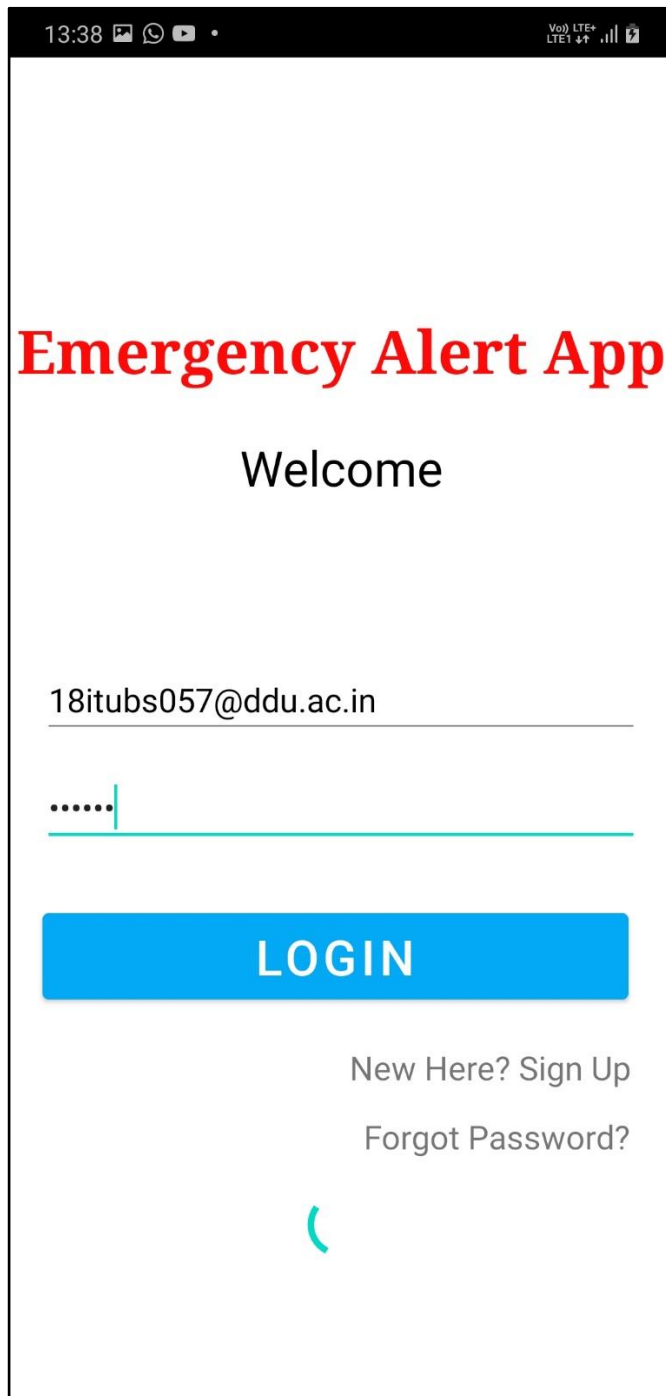
Password

LOGIN

New Here? Sign Up

Forgot Password?

8.1.1 After Filling Details and click on LOGIN button



The screenshot shows the login interface of the 'Emergency Alert App'. At the top, the status bar displays the time 13:38 and network status VoLTE+ LTE1. The app title 'Emergency Alert App' is in red, followed by 'Welcome' in black. The email field contains '18itubs057@ddu.ac.in' and the password field is masked with dots. A blue 'LOGIN' button is centered below the fields. At the bottom, there are links for 'New Here? Sign Up' and 'Forgot Password?', and a green circular loading indicator is visible.

13:38 VoLTE+ LTE1

Emergency Alert App

Welcome

18itubs057@ddu.ac.in

.....

LOGIN

New Here? Sign Up

Forgot Password?

(

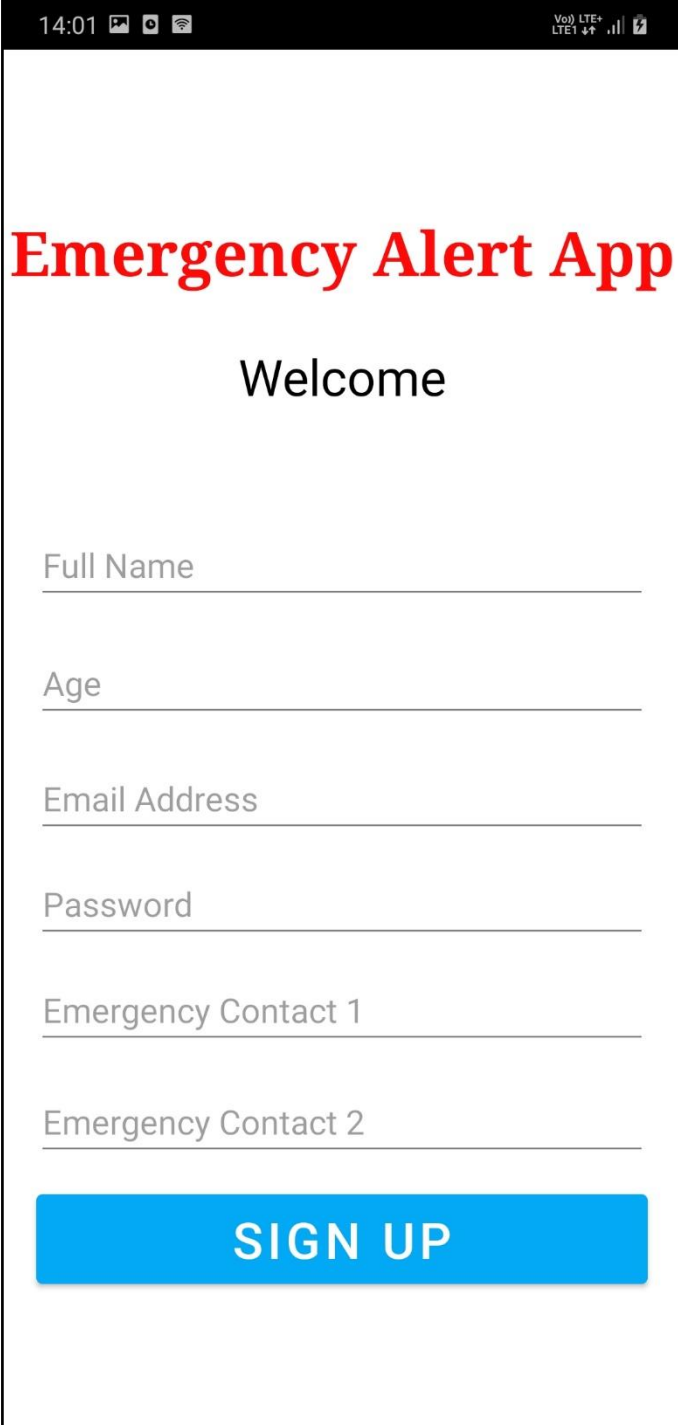
8.1.2 Validation

The image displays two side-by-side screenshots of the 'Emergency Alert App' login interface, illustrating validation errors. Both screens show the title 'Emergency Alert App' in red, a 'Welcome' message, and input fields for 'Email Address' and 'Password'. A blue 'LOGIN' button is at the bottom, along with links for 'New Here? Sign Up' and 'Forgot Password?'.

Left Screenshot (13:37): The 'Email Address' field is empty, and a red error message 'Email is required' is displayed. The 'Password' field is also empty.

Right Screenshot (13:44): The 'Email Address' field contains 'aanandirp123@gmail.com'. The 'Password' field contains six dots, and a red error message 'Password should have more than 6 letters...' is displayed.

8.2 Sign up Page



The image shows a mobile application interface for signing up. At the top, there is a status bar with the time 14:01, signal strength, and battery level. Below the status bar, the title "Emergency Alert App" is displayed in a large, bold, red font. Underneath the title, the word "Welcome" is centered in a black font. The sign-up form consists of six text input fields, each with a label above it: "Full Name", "Age", "Email Address", "Password", "Emergency Contact 1", and "Emergency Contact 2". At the bottom of the form, there is a prominent blue button with the text "SIGN UP" in white, uppercase letters.

14:01 VoLTE+ LTE1

Emergency Alert App

Welcome

Full Name

Age

Email Address

Password

Emergency Contact 1

Emergency Contact 2

SIGN UP

8.2.1 Validations:

The screenshot displays the 'Emergency Alert App' registration interface. At the top, the status bar shows the time as 14:10, 4G connectivity, and a 92% battery level. The app title 'Emergency Alert App' is centered in red, followed by a 'Welcome' message. The registration form includes fields for 'Full Name', 'Age', 'Email Address', 'Password', 'Emergency Contact 1', and 'Emergency Contact 2'. A red exclamation mark icon is positioned above the 'Full Name' field, and a black tooltip with the text 'Full name is required' points to it. A large blue 'SIGN UP' button is located at the bottom of the form.

14:10 4G 92%

Emergency Alert App

Welcome

Full Name

Age

Email Address

Password

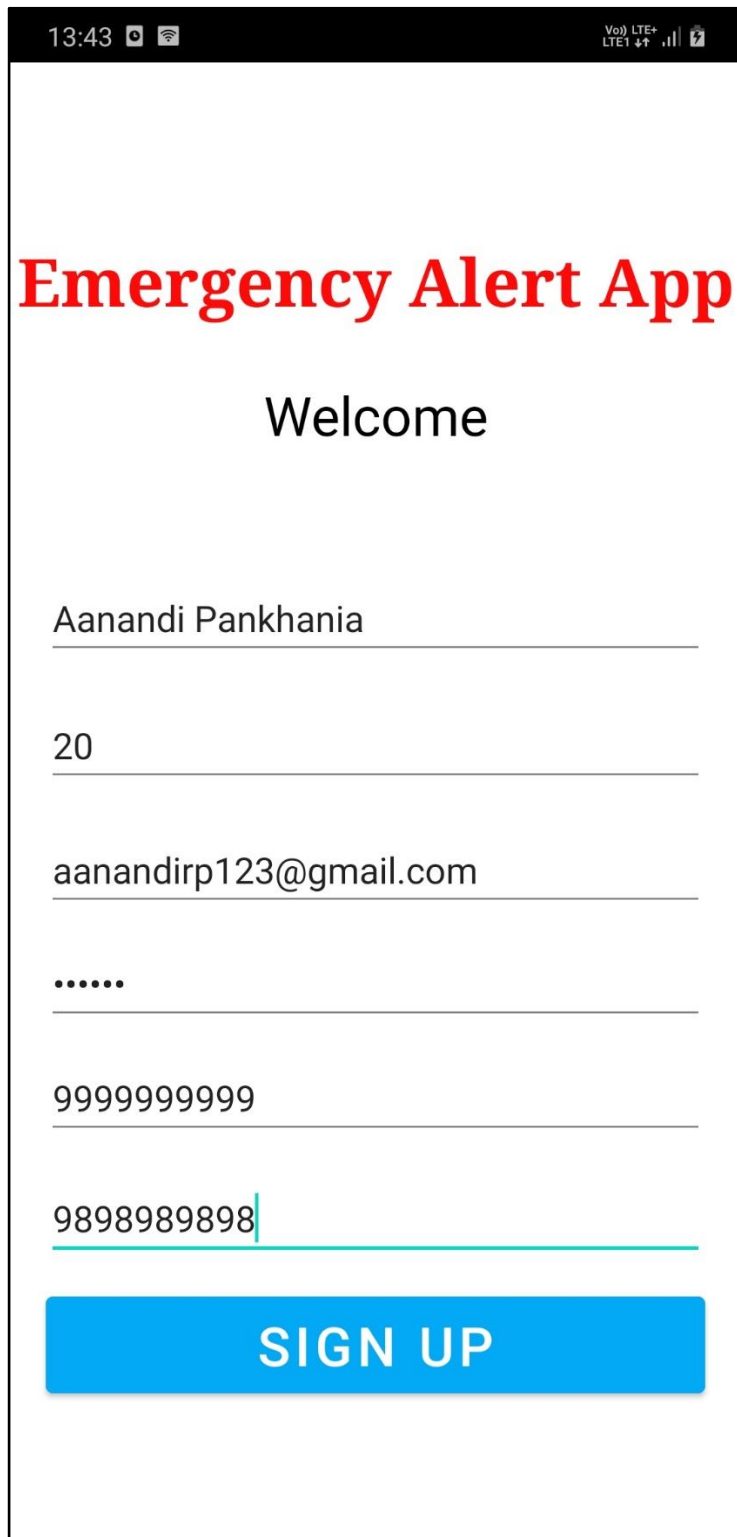
Emergency Contact 1

Emergency Contact 2

SIGN UP

Full name is required

8.2.2 After Filling up details



The screenshot shows a mobile app interface for an "Emergency Alert App". At the top, the status bar displays the time 13:43, signal strength, and battery level. The app title "Emergency Alert App" is in large red font, followed by "Welcome" in black. Below are six input fields: a name field containing "Aanandi Pankhania", an age field containing "20", an email field containing "aanandirp123@gmail.com", a password field with six dots, a phone number field containing "9999999999", and another phone number field containing "9898989898" with a blue cursor. At the bottom is a large blue "SIGN UP" button.

13:43

VoLTE+ LTE1

Emergency Alert App

Welcome

Aanandi Pankhania

20

aanandirp123@gmail.com

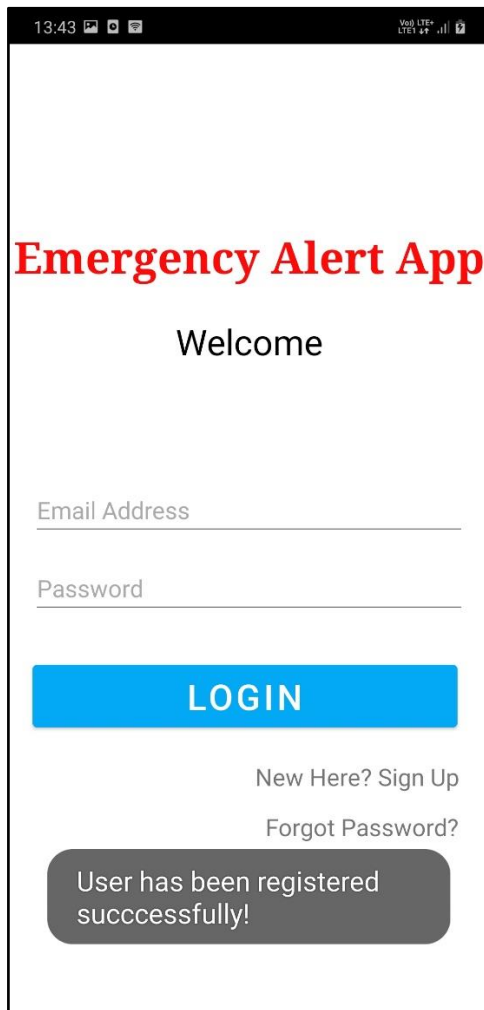
.....

9999999999

9898989898

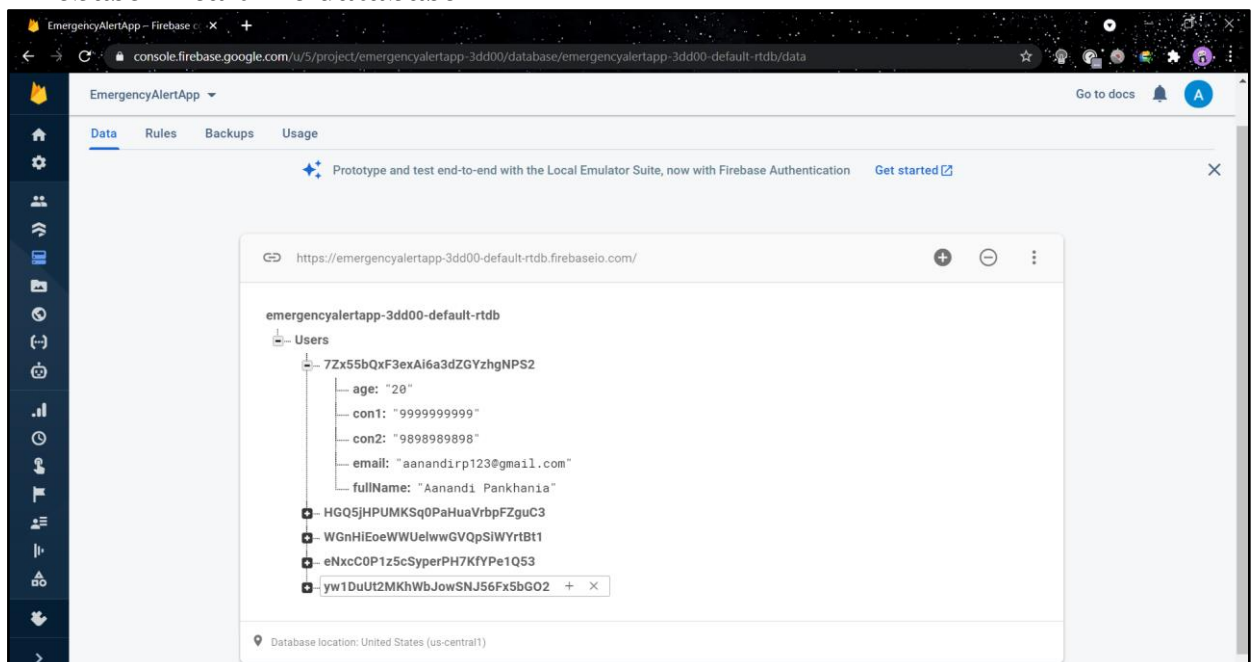
SIGN UP

8.3 After Successful registration



The screenshot shows a mobile app interface for 'Emergency Alert App'. At the top, the title 'Emergency Alert App' is in red. Below it, the word 'Welcome' is centered. There are two input fields: 'Email Address' and 'Password'. A blue 'LOGIN' button is positioned below the password field. Under the button, there are two links: 'New Here? Sign Up' and 'Forgot Password?'. At the bottom, a dark grey rounded rectangle contains the text 'User has been registered successfully!'.

Firestore- Realtime database



8.4 Email Verification

The screenshot shows a mobile app interface for 'Emergency Alert App'. At the top, the status bar displays the time 13:44, battery level, and network status (VoLTE, LTE+). The app title 'Emergency Alert App' is in red. Below it, the word 'Welcome' is centered. A login form contains an email field with 'aanandirp123@gmail.com' and a password field with six dots. A blue 'LOGIN' button is below the form. Under the button, there are links for 'New Here? Sign Up' and 'Forgot Password?'. A dark grey rounded rectangle at the bottom of the form area contains the text 'check your email for verification'. The bottom of the screen shows the Android navigation bar with three icons: a square, a circle, and a triangle.

13:44

VoLTE LTE+

Emergency Alert App

Welcome

aanandirp123@gmail.com

.....

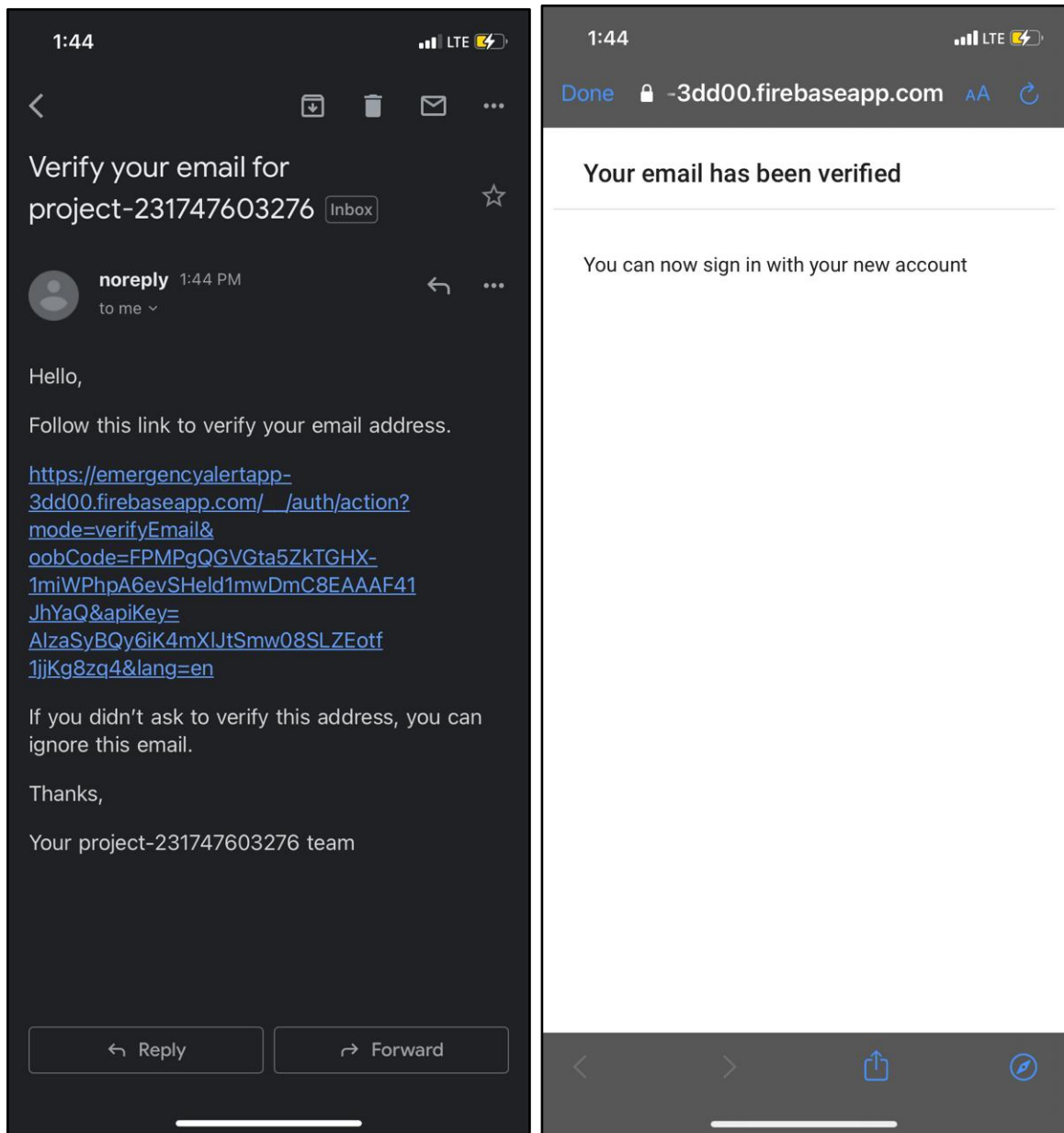
LOGIN

New Here? Sign Up

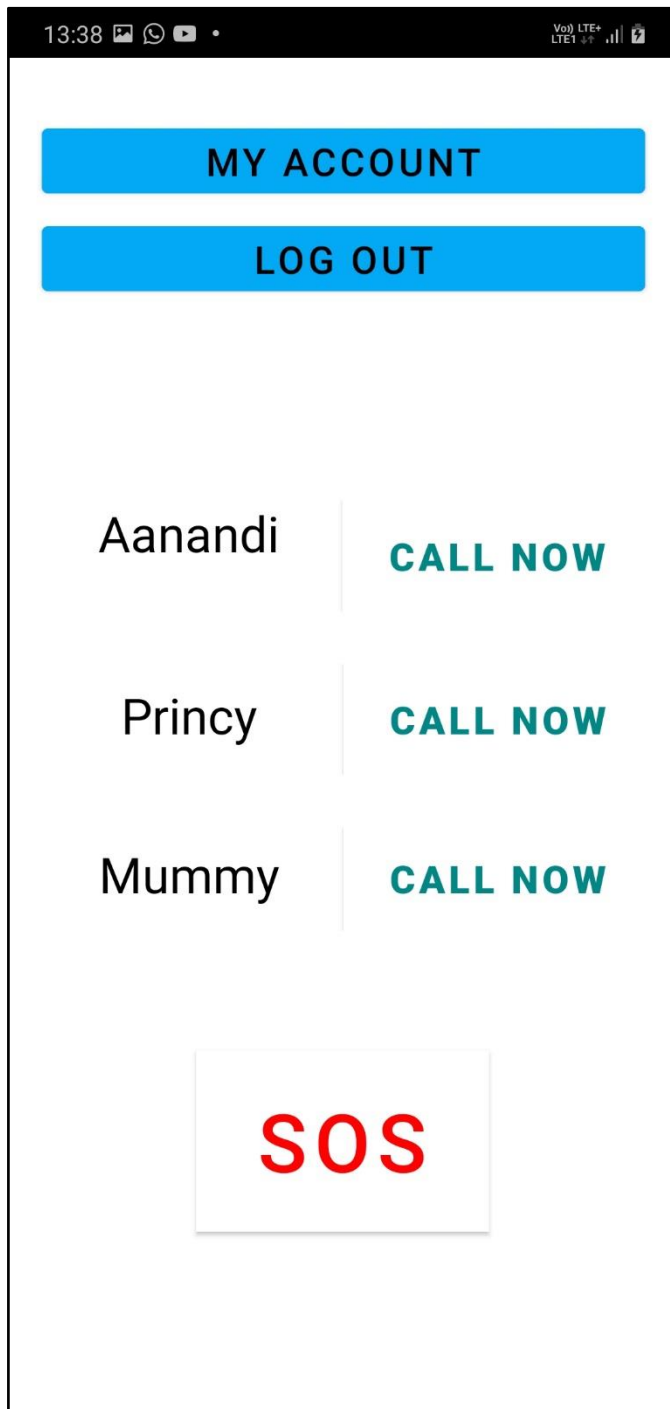
Forgot Password?

check your email for verification

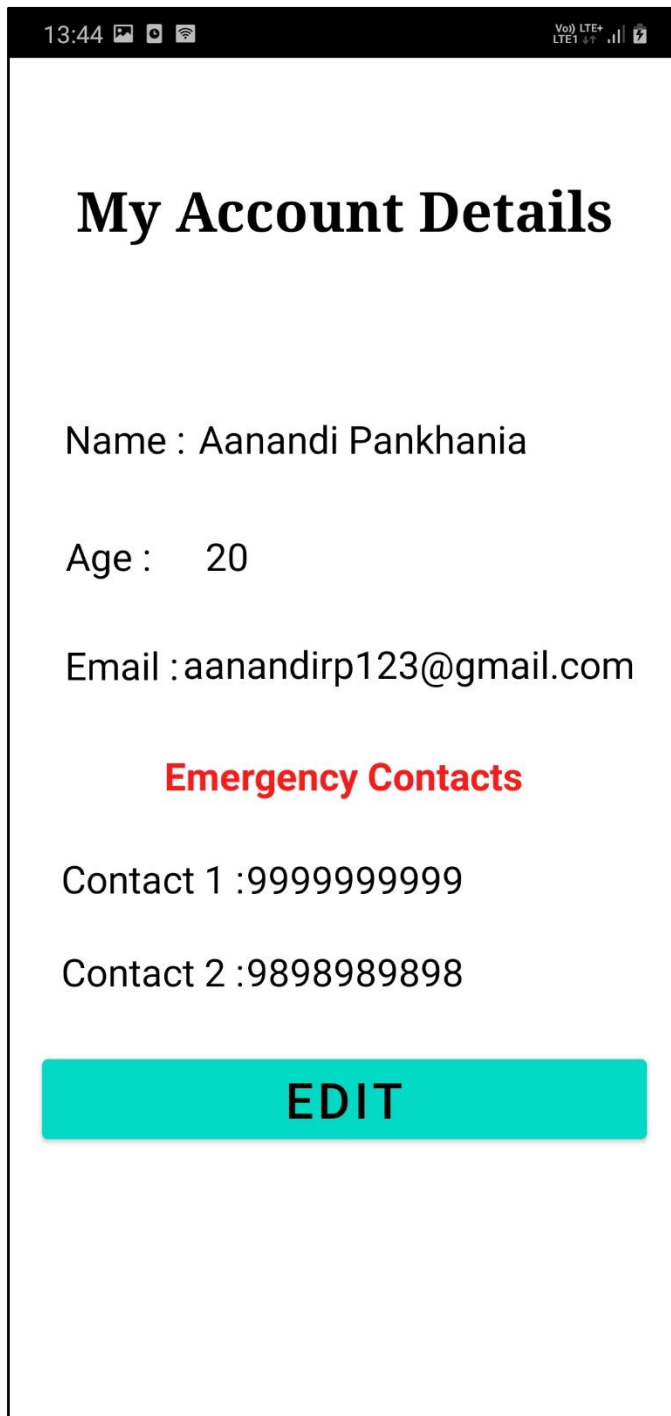
Mail:



8.5 Home Page



8.6 User Details when click on “My Account”



The screenshot shows a mobile application interface for 'My Account Details'. At the top, there is a status bar with the time 13:44, signal strength, and battery level. The title 'My Account Details' is displayed in a large, bold, black font. Below the title, the user's information is listed: Name: Aanandi Pankhania, Age: 20, and Email: aanandirp123@gmail.com. A red section header 'Emergency Contacts' follows. Below it, two contact numbers are listed: Contact 1: 9999999999 and Contact 2: 9898989898. At the bottom, there is a large red button with the text 'EDIT' in white, bold, uppercase letters.

13:44

VoLTE+
LTE1

My Account Details

Name : Aanandi Pankhania

Age : 20

Email : aanandirp123@gmail.com

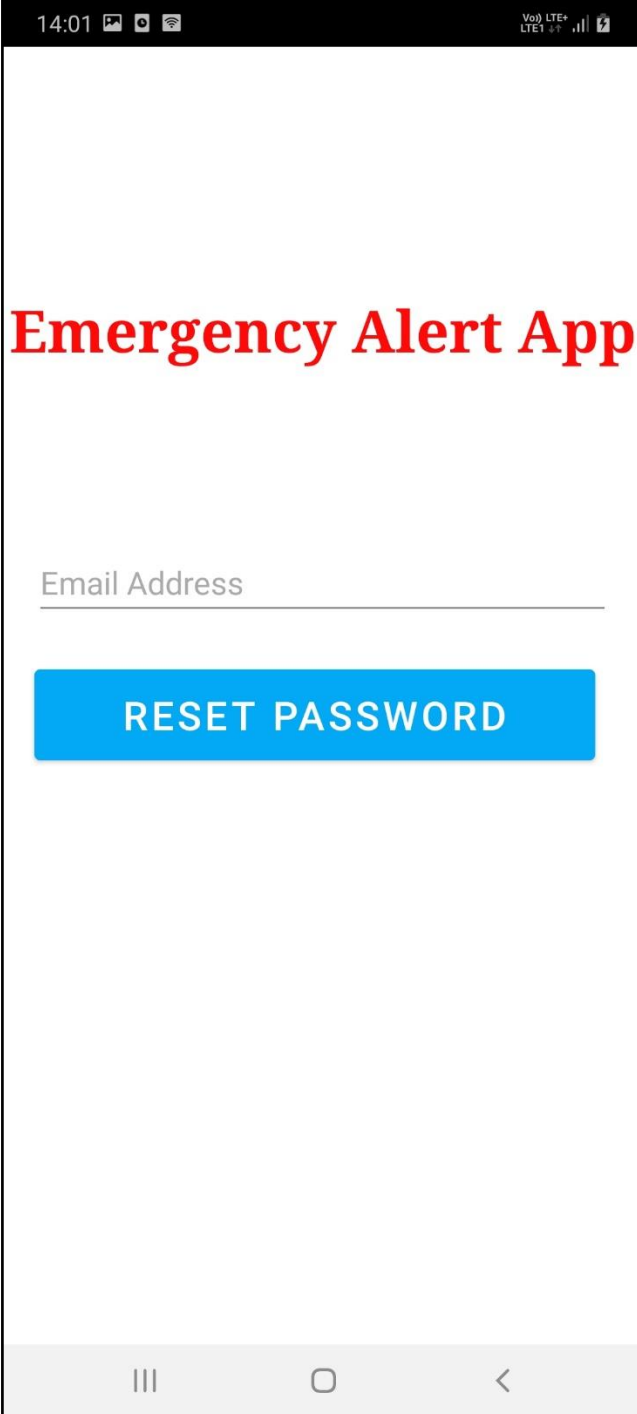
Emergency Contacts

Contact 1 : 9999999999

Contact 2 : 9898989898

EDIT

8.7 When User Forgets Password:



The screenshot shows a mobile application interface for password reset. At the top, the status bar displays the time 14:01, signal strength, and battery level. The app title "Emergency Alert App" is prominently displayed in red. Below it, there is a text input field labeled "Email Address". A blue button with the text "RESET PASSWORD" is positioned below the input field. The bottom of the screen shows the standard Android navigation bar with back, home, and recent apps icons.

14:01

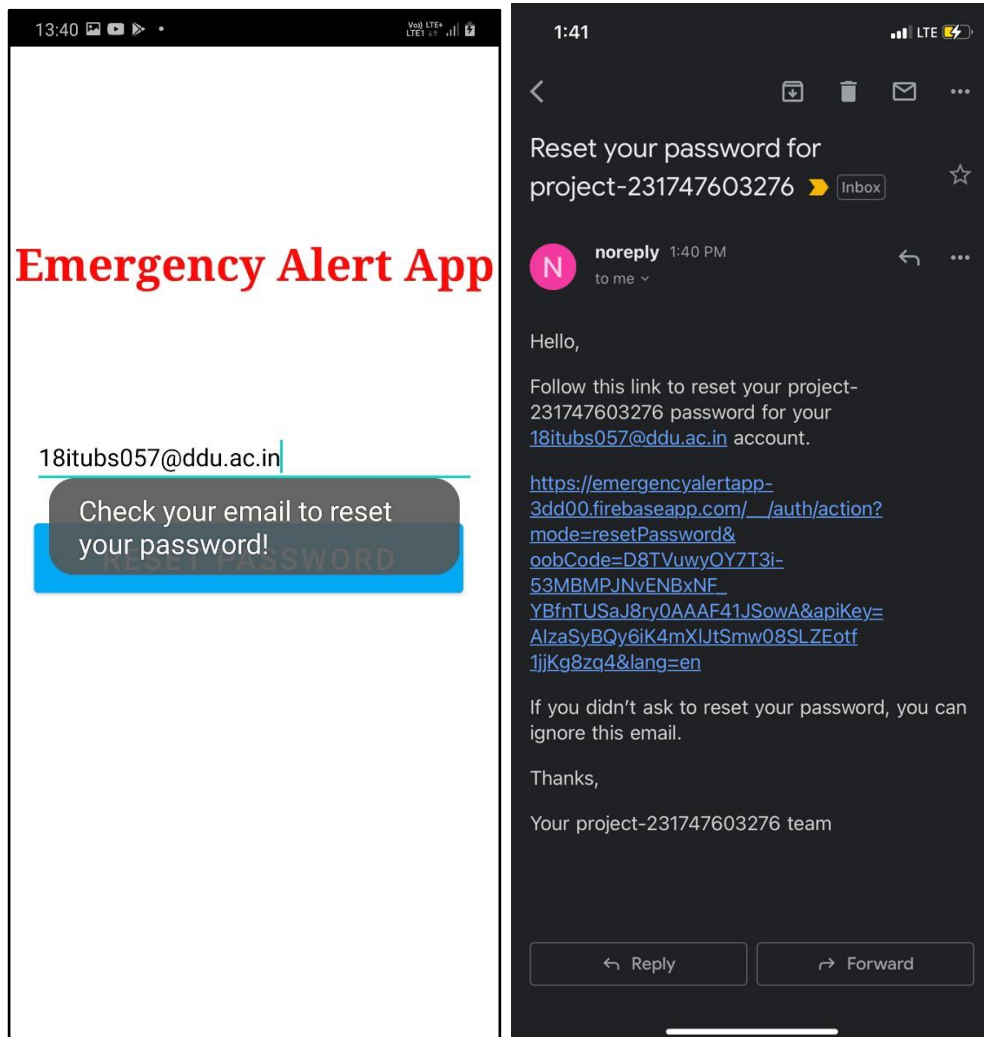
VoLTE+
LTE1

Emergency Alert App

Email Address

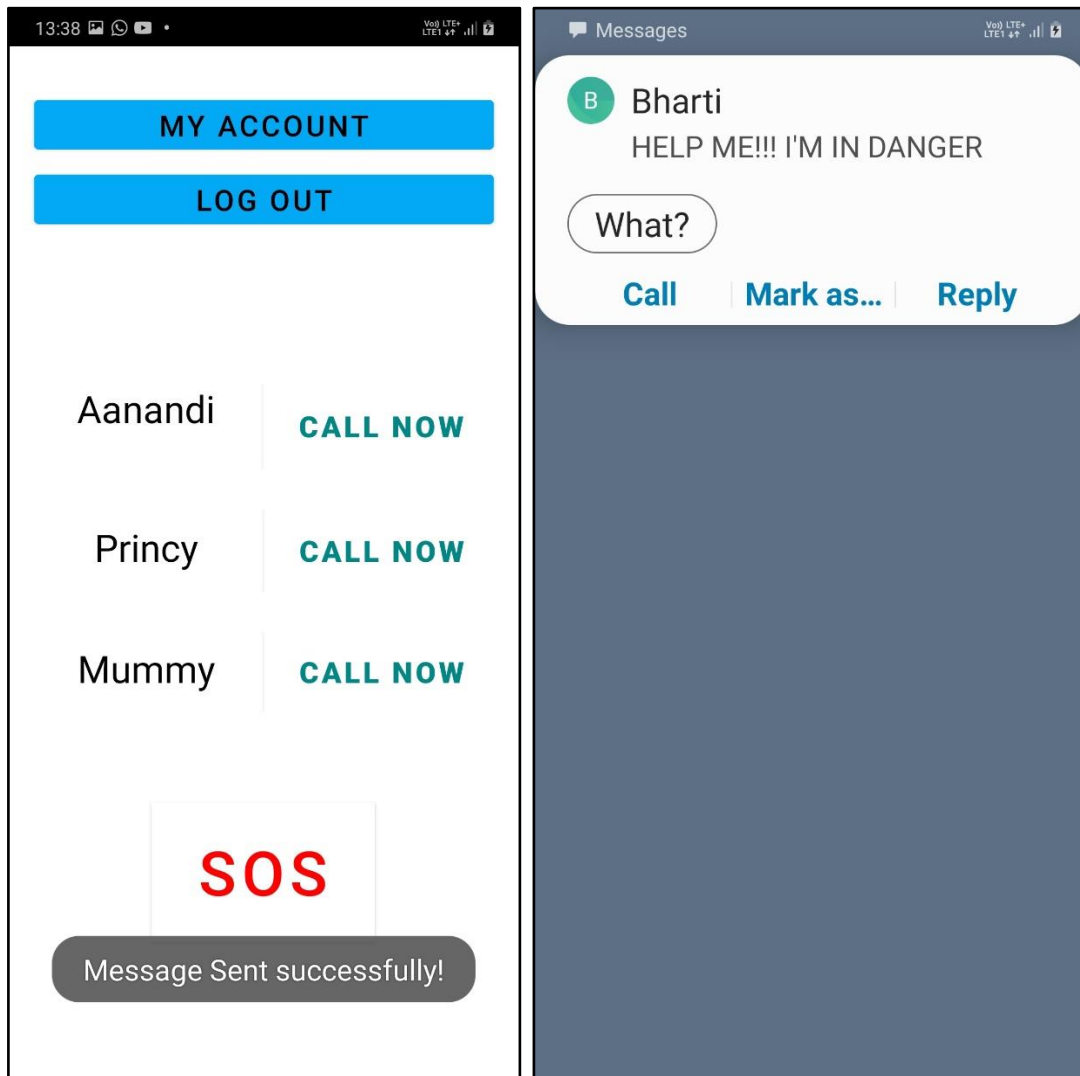
RESET PASSWORD

8.7.1 After Filling up details and mail to change the password



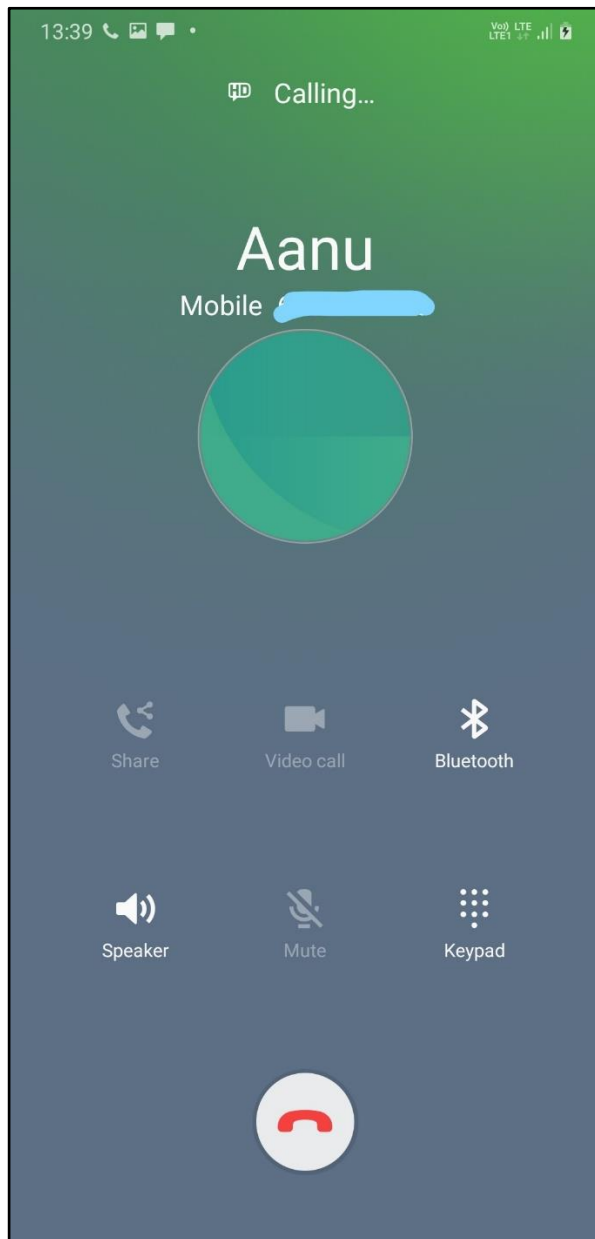
8.8 Main Functionalities

8.8.1 When User clicks on “SOS” button:



//This message would be sent to both of the contacts

8.8.2 When User clicks on “CALL NOW” button:



8.9 When Providing Wrong Credentials

The screenshot shows the login interface of the 'Emergency Alert App'. At the top, the status bar displays the time 14:09, signal strength, 4G network, and a 92% battery level. The app title 'Emergency Alert App' is in red, followed by a 'Welcome' message. The email field contains 'aanandirp123@gmail.com' and the password field is masked with dots. A blue 'LOGIN' button is present. Below it are links for 'New Here? Sign Up' and 'Forgot Password?'. A white toast message at the bottom states 'Failed to Login'.

14:09 ... 4G 92%

Emergency Alert App

Welcome

aanandirp123@gmail.com

.....

LOGIN

[New Here? Sign Up](#)

[Forgot Password?](#)

Failed to Login

9. CONCLUSION AND DISCUSSION

9.1 Conclusion

After completing this project on the EMERGENCY ALERT SYSTEM, I can conclude that by making this project We come to know the basic knowledge of android studio and also java framework. This project includes easy calling and sending SMS functionality with one click which can be easily understood by the user and it also increases its reliability. Now I am able to talk any issue related with this system. The whole credit goes to my subject teacher Prof. Ravindra A. Vyas; They refined our ideas and make this project wonderful. thank you...

9.2 Discussion

9.2.1 Self-Analysis of Project Viabilities

According to us, this project is absolutely a good start for learning the Android Studio and gaining experience on project. This project gave all of us the confidence to believe in ourselves and a great experience of how to work as a team. It also boosted our technical coding as well as time management skill. It is useful if it is managed according to the goal for which it is made.

9.2.2 Problems Encountered

Following are problems encountered during this project,
1.We are not able to use contacts that saved on database.
2.Update profile page is not working.

9.2.3 Summary of Project Work

It has been successfully completed the project. The prior knowledge of software engineering has helped immensely in overcoming the various roadblocks. We have done work with pre-planned scheduling related with time constraints and result oriented progress in project development.

9.2.4 References

- https://www.youtube.com/watch?v=Y4-roxOZqc8&list=PL65Ccv9j4eZJ_bg0TlmxA7ZNbS8IMyl5i
- <https://developer.android.com/>
- https://www.tutorialspoint.com/android/android_studio.htm
- <https://www.javatpoint.com/android-tutorial>
- <http://stackoverflow.com/>
- <https://firebase.google.com/>
- <https://firebase.google.com/docs/database/android/start>
- <https://firebase.google.com/docs/auth/android/firebaseui>