**SALESFORCE VIRTUAL INTERNSHIP PROGRAM (SFVIP) 2024**

**SALESFORCE DEVELOPER**

**GUIDED PROJECT - TO SUPPLY LEFTOVER FOOD TO POOR**

**"FOOD CONNECT** **"**

**DONE BY:**

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**OBJECTIVE:**

The main aim of this project is to create an application in salesforce, which provides complete details about the places where there is a requirement of food for poor and volunteers available for this service. Based on this details tasks are assigned to the volunteers based on their venues to provide foods to the poor, thus reducing the time taken to schedule the tasks manually.

**FOOD CONNECT - APP:**

The Application developed for this purpose is named as "Food Connect". This is created as a Lightning App. This App includes objects, tabs, flows, reports, dashboards, triggers, etc... Let us discuss in detail.

**Object:**

The objects which we created for this App are:

1. Venue
2. Task
3. Drop-off point
4. Volunteer
5. Execution Detail

1. **Venue:**

The purpose of this object is to get details about the venue, where the foods should be delivered for the poor. Based on this, the volunteers can be able to deliver foods to the poor in the right place. For this purpose the following fields are created:

* Contact Email
* Contact Phone
* Location
* Venue Location
* The Name field, created by field, last modified by field and owner field are automatically created, when we create the object.

1. **Task:**

The task object denotes the particular task which includes the details of sponsors, the drop-off point, the number of persons received this service, the date at which the task is performed, the foods given for them and the rating given for this task.The above details are recorded by having 'Lookup relationship' with the venue and the drop-off point objects.

For this purpose the following fields are created:

* Task Id
* Date
* Food category
* Number of people served
* Name of the person
* Phone
* Rating
* Feedback
* The Name field, created by field, last modified by field and owner field are  automatically created, when we create the object. The related objects are also available as fields in the object.

1. **Drop-off point:**

The Drop-off point object is used to mention a particular place in the venue, in order to make it easy to collect and deliver the foods. A distance formula is also used, in order to calculate the distance. For this purpose the following fields are created:

* Location 2
* Distance calculation
* State
* Distance
* The Name field, created by field, last modified by field and owner field are  automatically created, when we create the object. The related objects are also available as fields in the object.

1. **Volunteer:**

The volunteer object is used to get the details of the volunteer and the drop-off point where, the volunteer is going to deliver the foods.

For this purpose the following fields are created:

* Volunteer Id
* Available on (Date)
* Gender
* Age
* Email
* Contact number
* Address
* Date of Birth
* The Name field, created by field, last modified by field and owner field are automatically created, when we create the object.

1. **Execution Detail:**

This object is used to record the details of the task and the volunteer involved in the particular job .For this purpose the following fields are created:

* Execution Id
* The Name field, created by field and last modified by field are automatically created, when we create the object.

**Flows:**

The flow has been created in the venue object in order to get the details regarding the venue for delivering the food. This flow is added in the home page of the App.

**Tabs:**

The tabs have been created for all the objects (created in this particular app) and also for dashboard, reports and home page. This makes the work easier to select the objects by directly using the tabs.

**Trigger:**

In this App, the trigger is created in the drop-off point object. The Distance field is assigned to the Distance Calculation field by the trigger. The distance is assigned by using the sharing rules. The code used for this trigger is:

trigger DropOffTrigger on Drop\_Off\_point\_\_c (before insert) {

    for(Drop\_Off\_point\_\_c Drop : Trigger.new){

        Drop.Distance\_\_c = Drop.distance\_calculation\_\_c;

    }

}

**Profiles, Users, Public groups and Sharing settings:**

The profile is created in the name of NGO organization by cloning the standard platform user. Then three users have been created by using the salesforce platform license. The public groups have been created, for the three different users.

The sharing rules is used in the drop-off point objects for different groups by using different conditions.

**Reports, Dashboard and Home page:**

Two reports have been created in the lightning app. The first report is for venue with drop-off point and volunteer. The second report is for volunteers with execution details and tasks.

In the dashboard, the venue and drop-off point report and volunteer task report are added and an image is also added. These reports gives the tabular and graphical representation of the records respectively.

In the Home page, the dashboard and the flow is added. The flow added is the venue flow. Hence, we can add the records to the venue object directly from the home page.

**CONCLUSION:**

The lightning App developed in salesforce provides an user-friendly interface, which makes it easier for the users to provide the required data. As the App contains specific objects for venue, drop-off points, tasks, volunteers and execution details, it is easier to get the details about the date and place to deliver the foods. Relationships are created between the objects so that the related details are not asked again and again to the user  hence reducing the time spent for planning the tasks manually. Hence, this App provides an easier way of assigning task based on the availability of the volunteers in the particular venue and having specific drop-off points to deliver the foods reducing the time taken to plan the tasks manually.