

MINI PROJECT REPORT

On

“3 IN ONE APP”

Submitted by

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Declaration

We hereby declare that the work which is being presented in the MINI Project **“3 In One App”**, in partial fulfillment of the requirements for MINI Project viva voce, is an authentic record of our own work carried by the team members under the supervision of our mentor Mr. Akash Kumar Jha.

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Course: B.Tech (Computer Science and Engineering)

Year: 3rd

Semester: 5th

Supervised By:
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Department of Training And Development, GLA University



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Certificate

This is to certify that the above statements made by the candidates are correct to the best of my/our knowledge and belief.

Supervisor

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Trainer

Dept. of T&D

Program Coordinator

(Mr. Shashi Shekhar)

Head Of Department

(Mr. Rohit Agarwal)

About the Project

An application (more commonly known as an app) is software that bundles together certain features in a way that is accessible to a user. There are millions of apps on both the App Store and Android app stores, offering services (or verticals). It is less time consuming and it saves a lot of data. In today's World There are many Apps and every app has different features, but keeping many apps Takes a lot of space and memory. Many Smartphones doesn't have so much of Space and Specification to store so many Apps. Every App has its unique memory Storage which occupies our memory and Space which results into lagging of Devices. So our 3 in One App helps out to solve These types of problems. Our App has Multiple feature in a single App. Just a click and you can access multiple Tasks at a same period of time. Our App has features like Calling, Sending Emails and also surf the web Browser.

Motivation

The issue of memory space in our smartphone and Gadgets is a big problem. We noticed issues and Tried to solve the problem by creating a Application In which we can do multiple task in a single app Which will take less time and it will also take less Memory as we don't have to download various app For using multiple tasks.

Requirements

a). Software Requirements:

- Technology Implemented: Java, Android Studio
- Languages/Technologies Used: Java
- IDE Used: Android Studio
- Web Browser: Google Chrome

Java: Java was originally developed by James Gosling at Sun Microsystems. It was released in May 1995 as a core component of Sun Microsystems' Java platform. The original and reference implementation Java compilers, virtual machines, and class libraries were originally released by Sun under proprietary licenses.

The original name for the programming language Java was Oak.

The main prospective was to develop advanced software for a wide variety of network devices and embedded systems. The goal was to develop a small, reliable, portable, distributed, real-time operating platform.

There were five primary goals in the creation of the Java language:

It must be simple, object-oriented, and familiar.

It must be robust and secure.

It must be architecture-neutral and portable.

It must execute with high performance.

Android Studio: Android Studio is the official integrated development environment (IDE) for Google's Android operating system, built on JetBrains'

IntelliJ IDEA software and designed specifically for Android development. It is available for download on Windows, macOS and Linux based operating systems. It is a replacement for the Eclipse Android Development Tools (E-ADT) as the primary IDE for native Android application development

b). Hardware Requirements:

- Processor Required: Android 10 or above
- Operating System: Not required
- RAM: 4GB or above
- Hardware Devices: Not Required
- Hard Disk: Not Required

Acknowledgement

We thank the almighty for giving us the courage and perseverance in completing the project. This project itself is an acknowledgement for all those people who have given us their heartfelt co-operation in making this project a grand success.

We extend our sincere thanks to Mr. Akash Kumar Choudhary, Trainer at “GLA University, Mathura” for providing his valuable guidance at every stage of this project work.

We are profoundly grateful towards the unmatched services rendered by him. And last but not least, we would like to express our deep sense of gratitude and earnest thanks giving to our dear parents for their moral support and heartfelt cooperation in doing the main project.

3 In One App

Abstract

The goal of Our Project is to make an App in which we can do Multiple works at a same time.No need to change apps for multiple usage as we can do multiple task In a Single Application.

In Our 3 in one App we have 3 features. We Have a Call Application In which we can call anyone directly through the App. The second Feature is Email Application in which we can we can send Email To anyone through the App.The Third Feature is we can use Web Browser in this App.So we can use these three feature In a Single App.

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CHAPTER 1

Introduction

An application (more commonly known as an app) is software that bundles together certain features in a way that is accessible to a user. There are millions of apps on both the App Store and Android app stores, offering services (or verticals). It is less time consuming and it saves a lot of data. In today's World There are many Apps and every app has different features, but keeping many apps Takes a lot of space and memory. Many Smartphones doesn't have so much of Space and Specification to store so many Apps. Every App has its unique memory Storage which occupies our memory and Space which results into lagging of Devices

CHAPTER-2

SOFTWARE DESIGN

Software design is the process of implementing software solutions to one or more sets of problems. One of the main components of software design is the software requirements analysis (SRA).

2.1 Data Flow Diagram:

A DFD also known as a ‘bubble chart’, has the purpose of clarifying system requirements and identifying those transformations. It shows the flow of data through a system. It is a graphical tool because it represents a picture. The DFD may be partitioned into levels that represent increasing information flow and functional details.

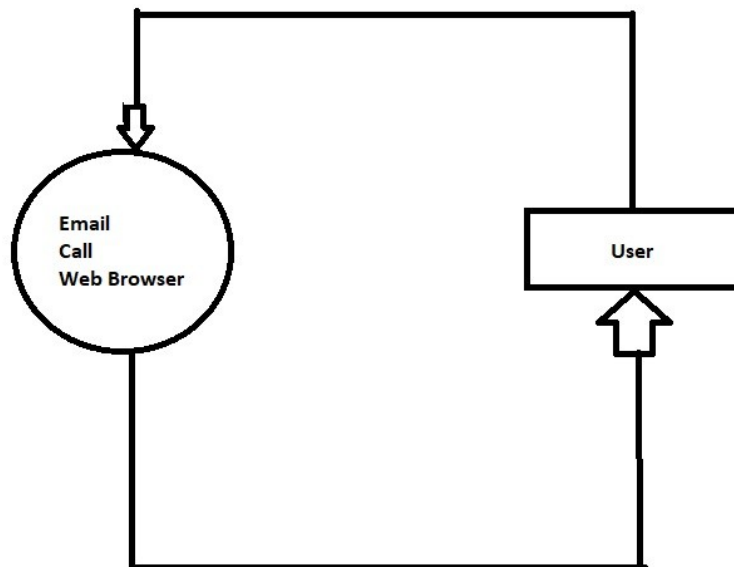
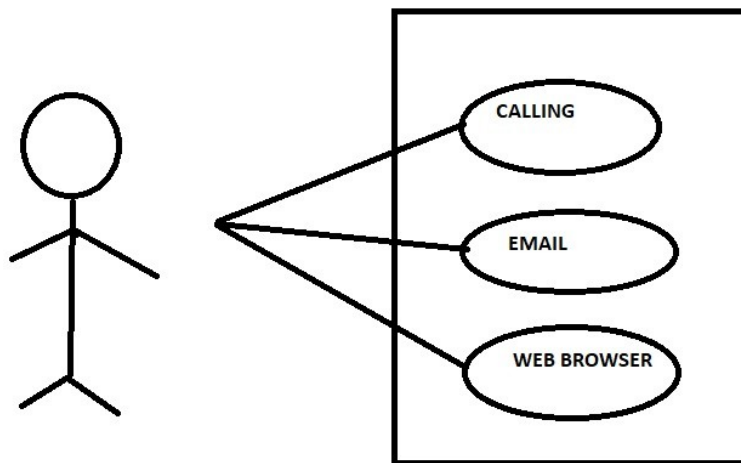


Fig : 3 in One App

2.2 Use Case Diagram:

Use Case Diagram gives a graphic overview of the actors involved in the system, different functions needed by those actors and how these different functions are interacted. The purpose of this is to capture the dynamic aspect of a system. However, this definition is too generic to describe the purpose. Use Case Diagrams are used to gather the requirements of a system including internal and external influences. These requirements are mostly design requirement



3 IN ONE APP

CHAPTER 3

ADVANTAGES

It overcomes all the problems of existing system :

It does not require much specification.

It is less time consuming.

Three function in single app.

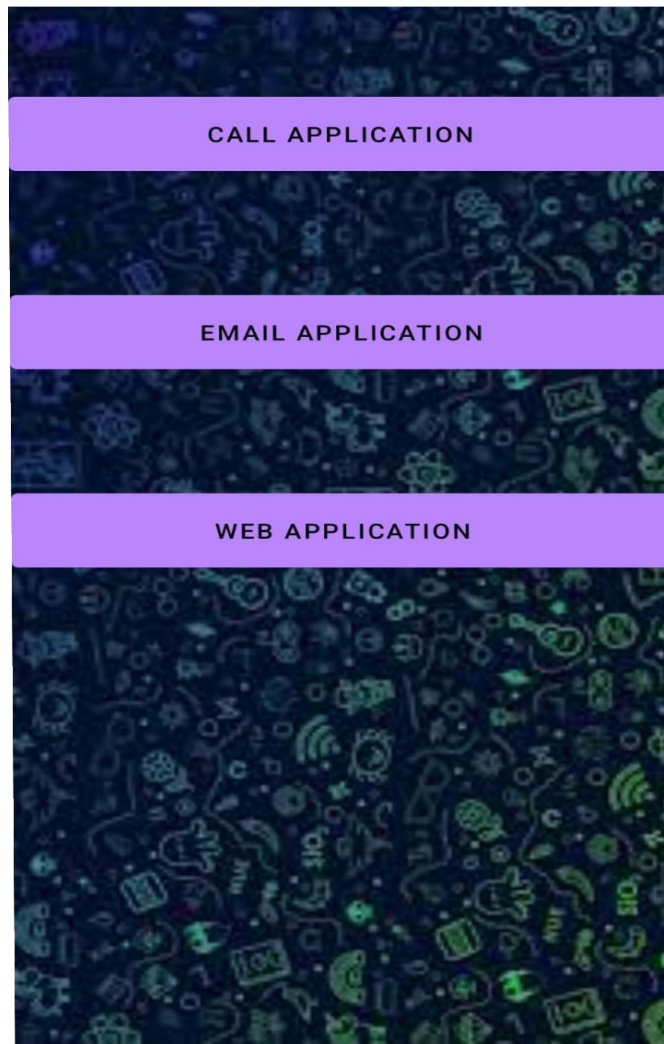
It require less space and memory.

Easy interface.

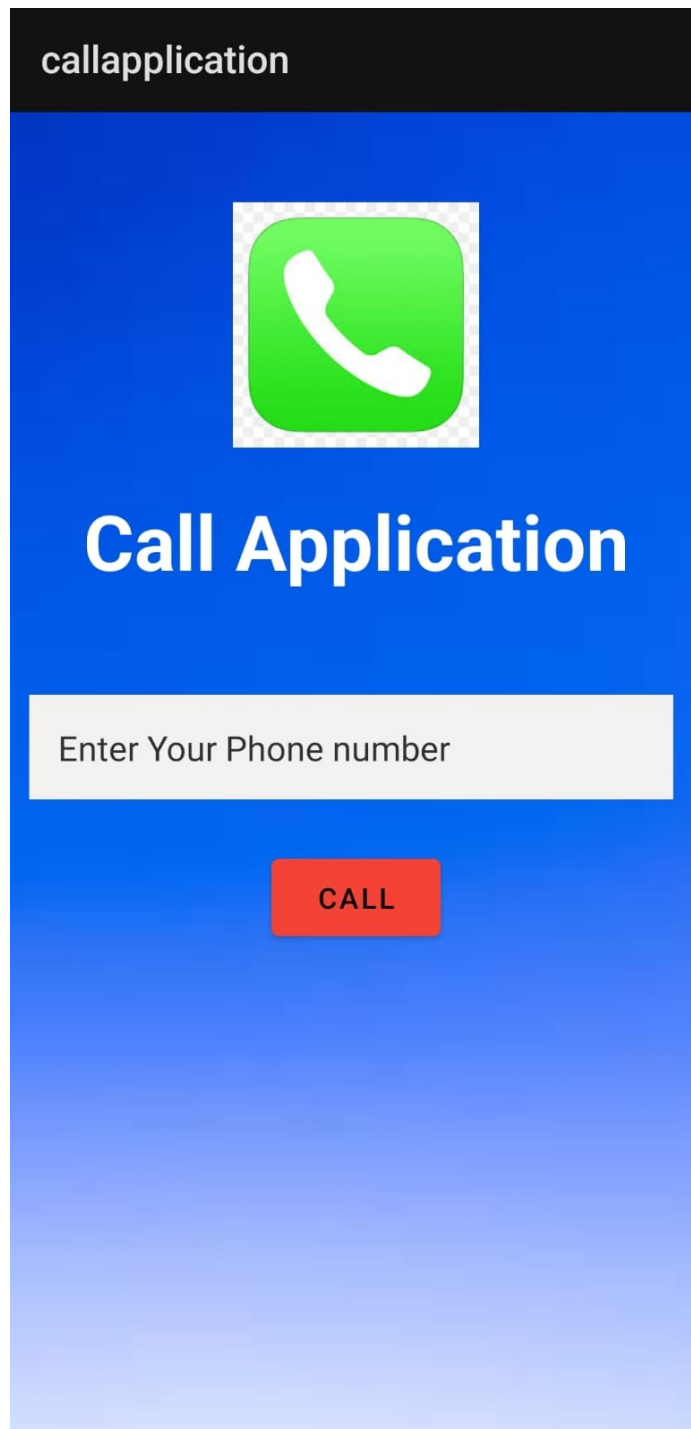
CHAPTER 4

List of Figures

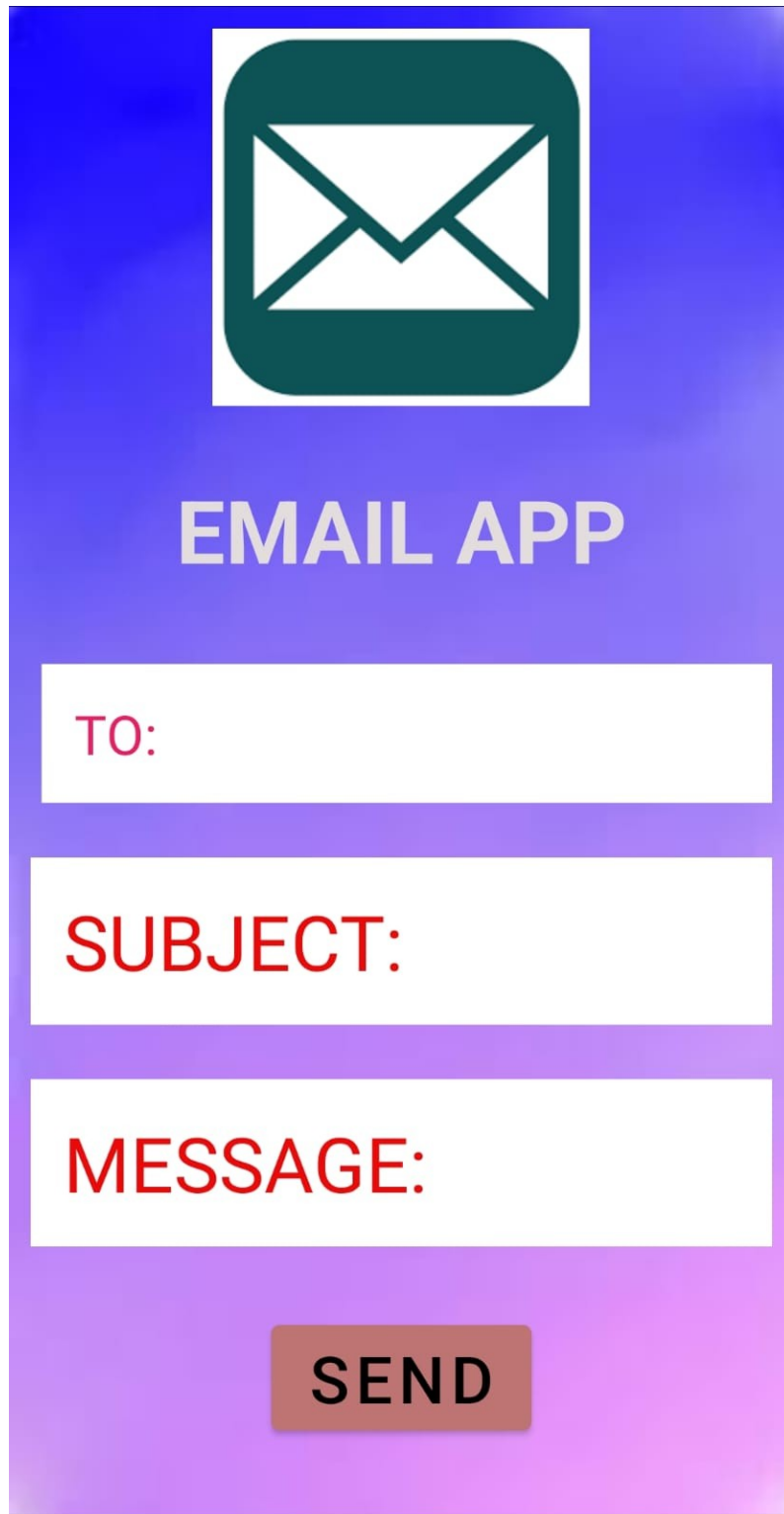
1. Index Page




2. Calling Page



3. Email Page



The image shows a mobile application interface for sending emails. It features a blue header with a white envelope icon inside a dark green rounded square. Below the icon, the text "EMAIL APP" is displayed in white. The main body of the app is purple and contains three white input fields. The first field is labeled "TO:" in red, the second is labeled "SUBJECT:" in red, and the third is labeled "MESSAGE:" in red. At the bottom of the app is a pink button with the word "SEND" in black.



EMAIL APP

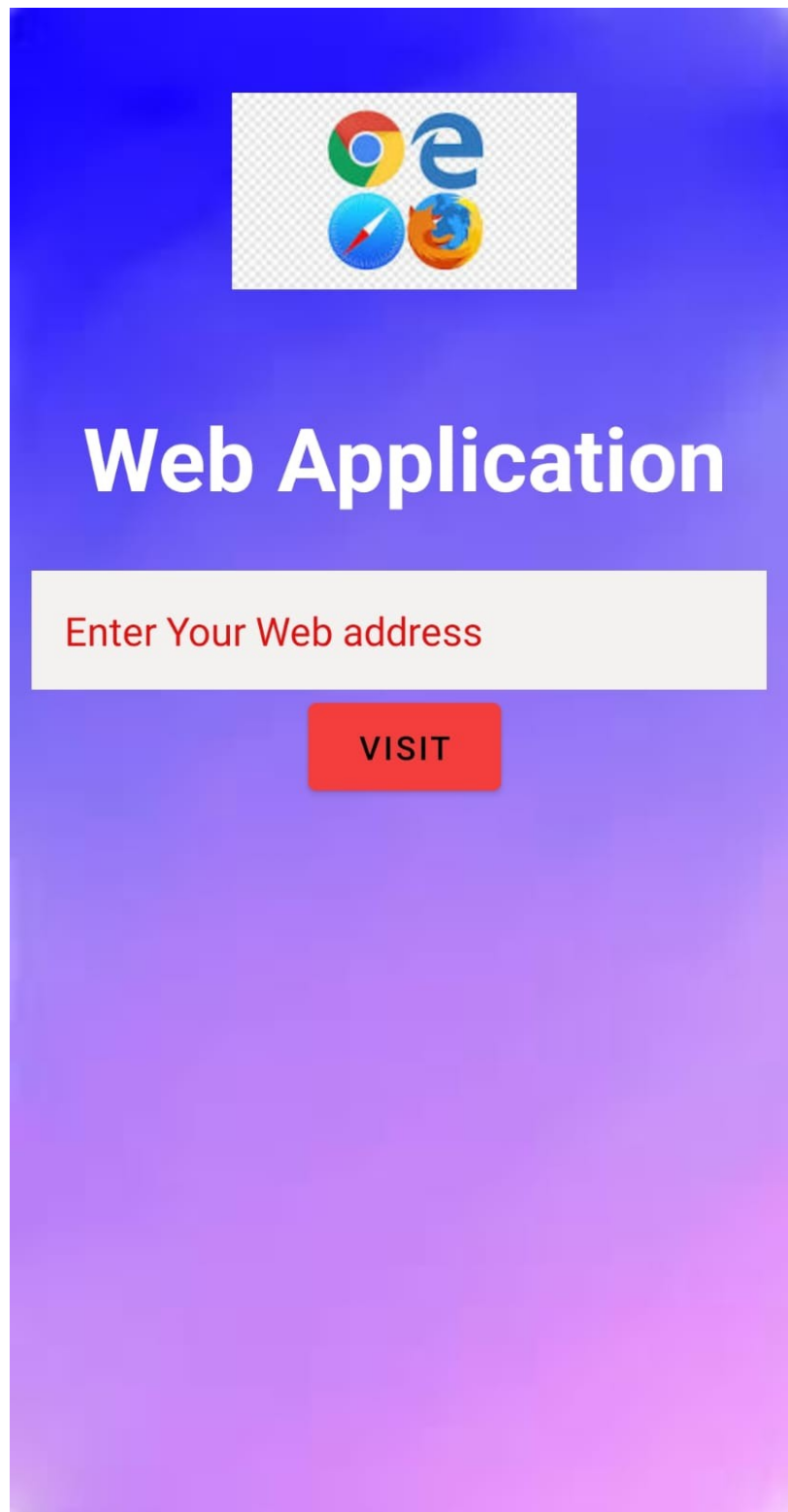
TO:

SUBJECT:

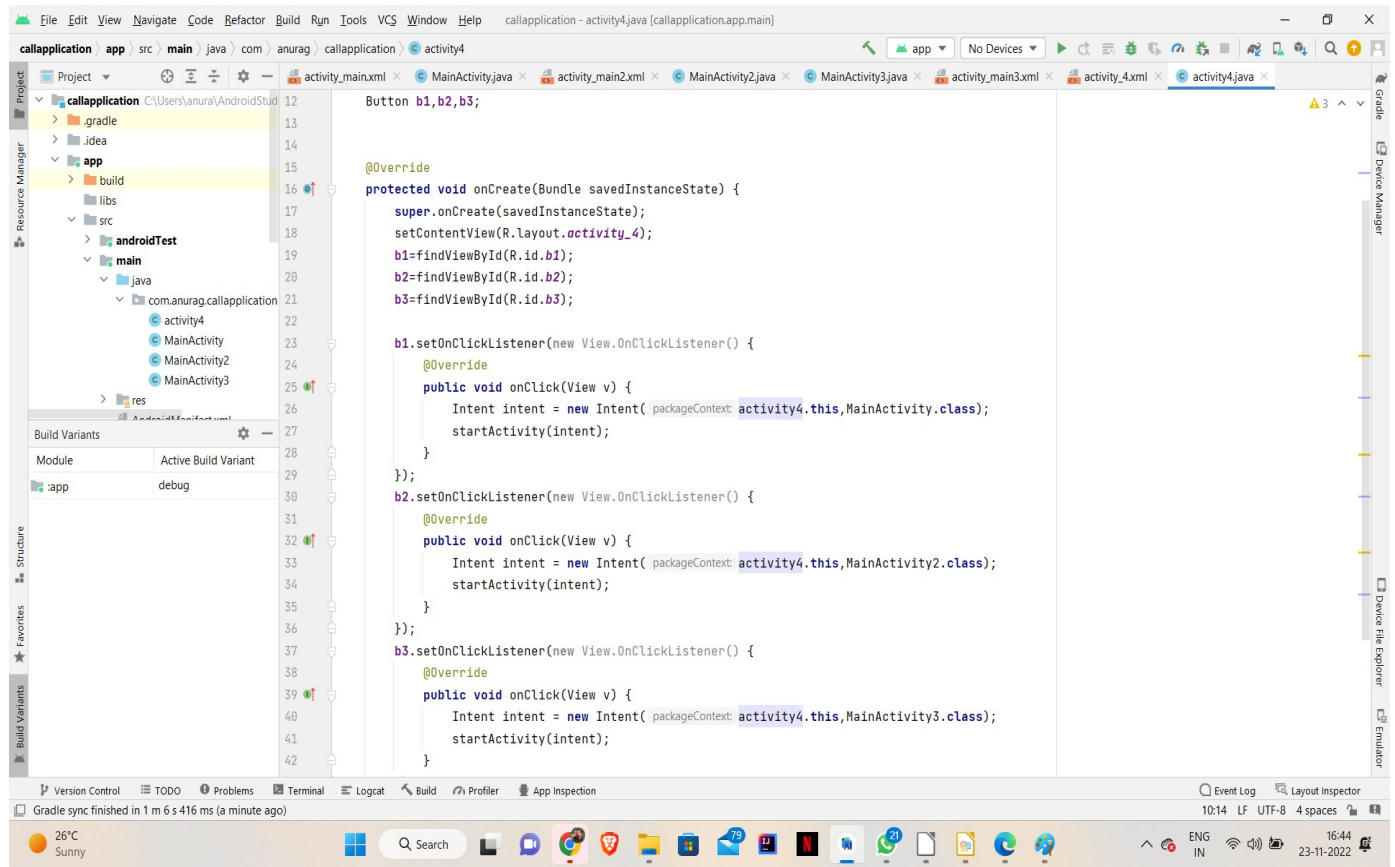
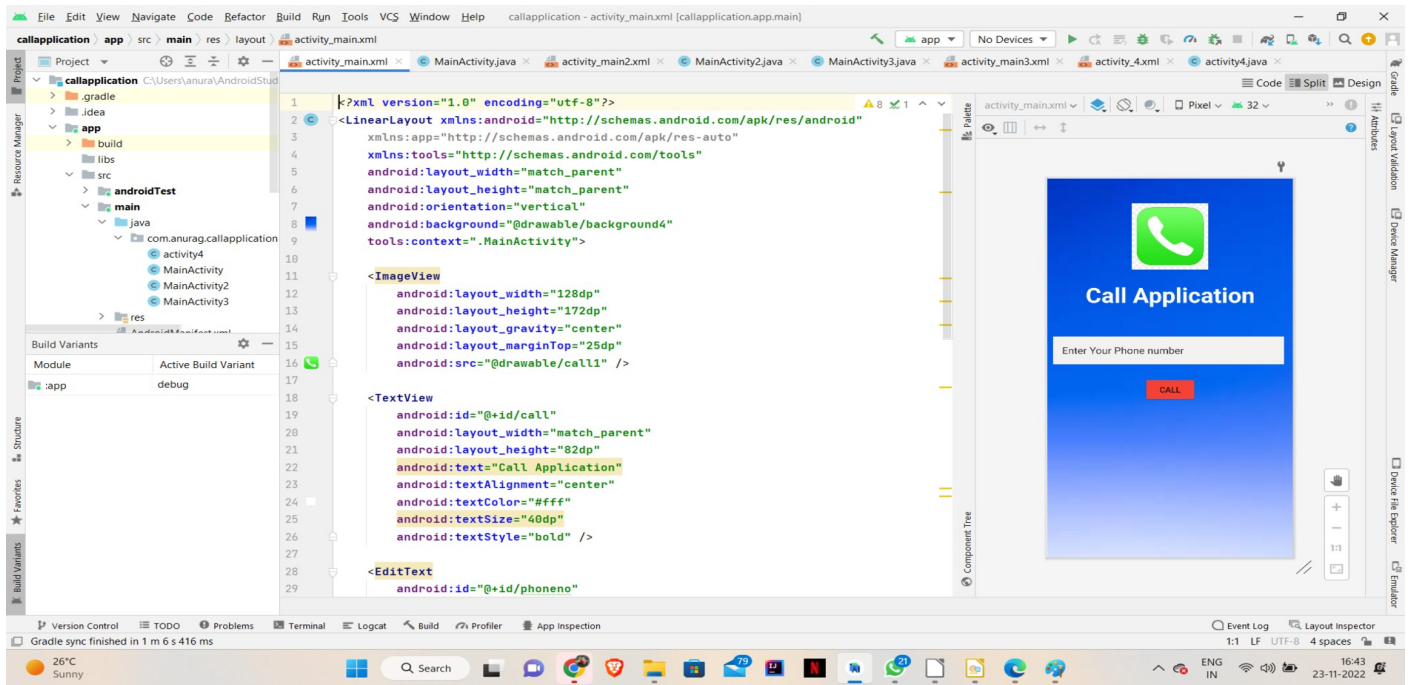
MESSAGE:

SEND

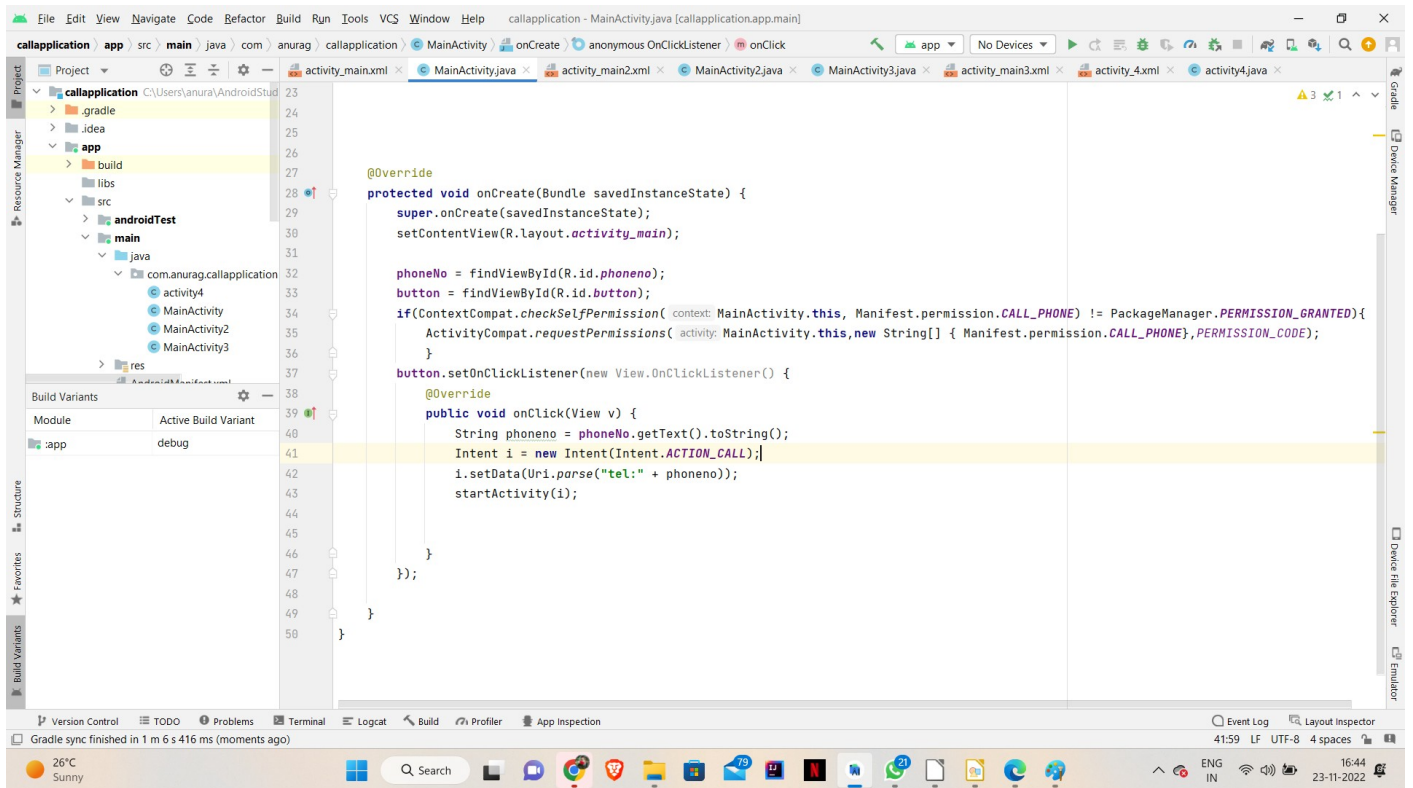
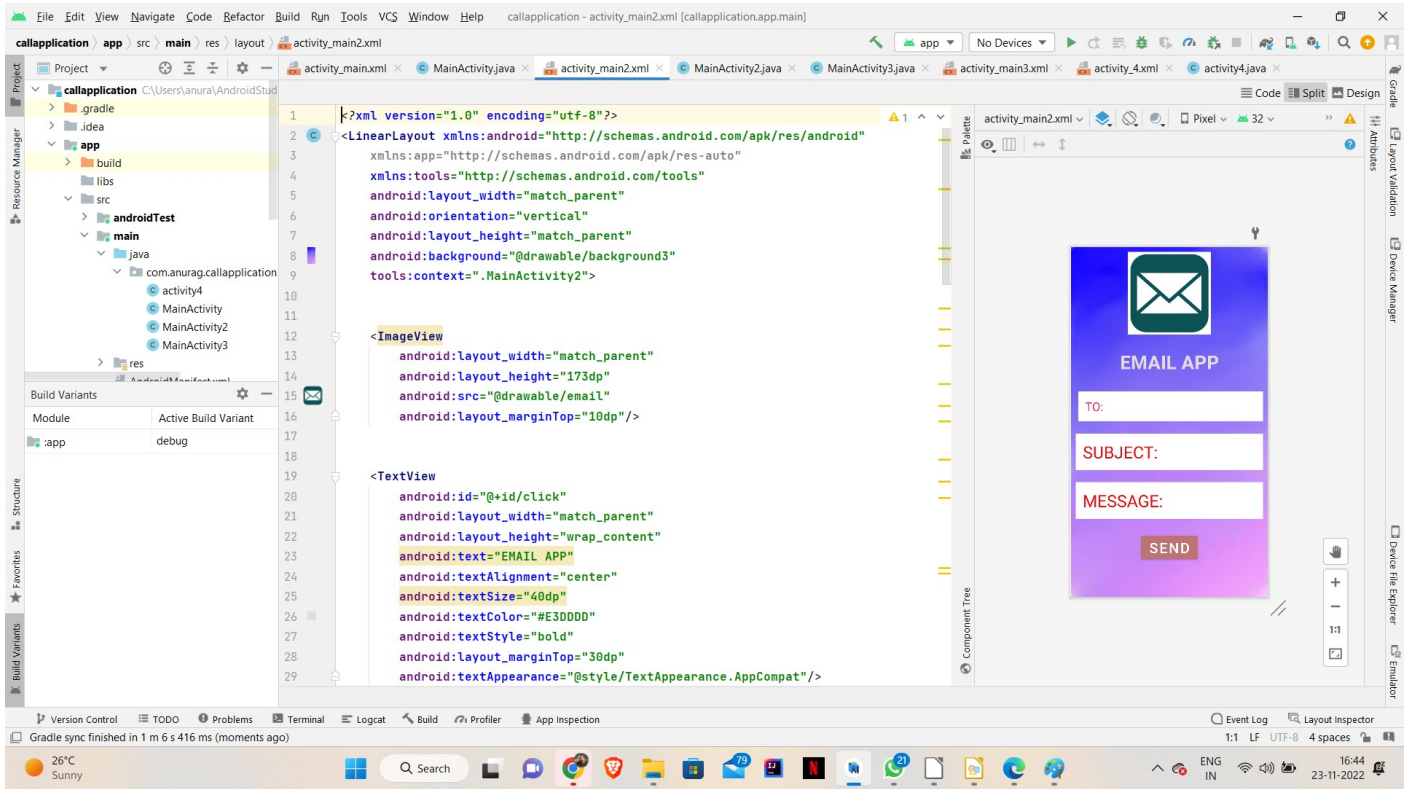
4. Web Browser Page



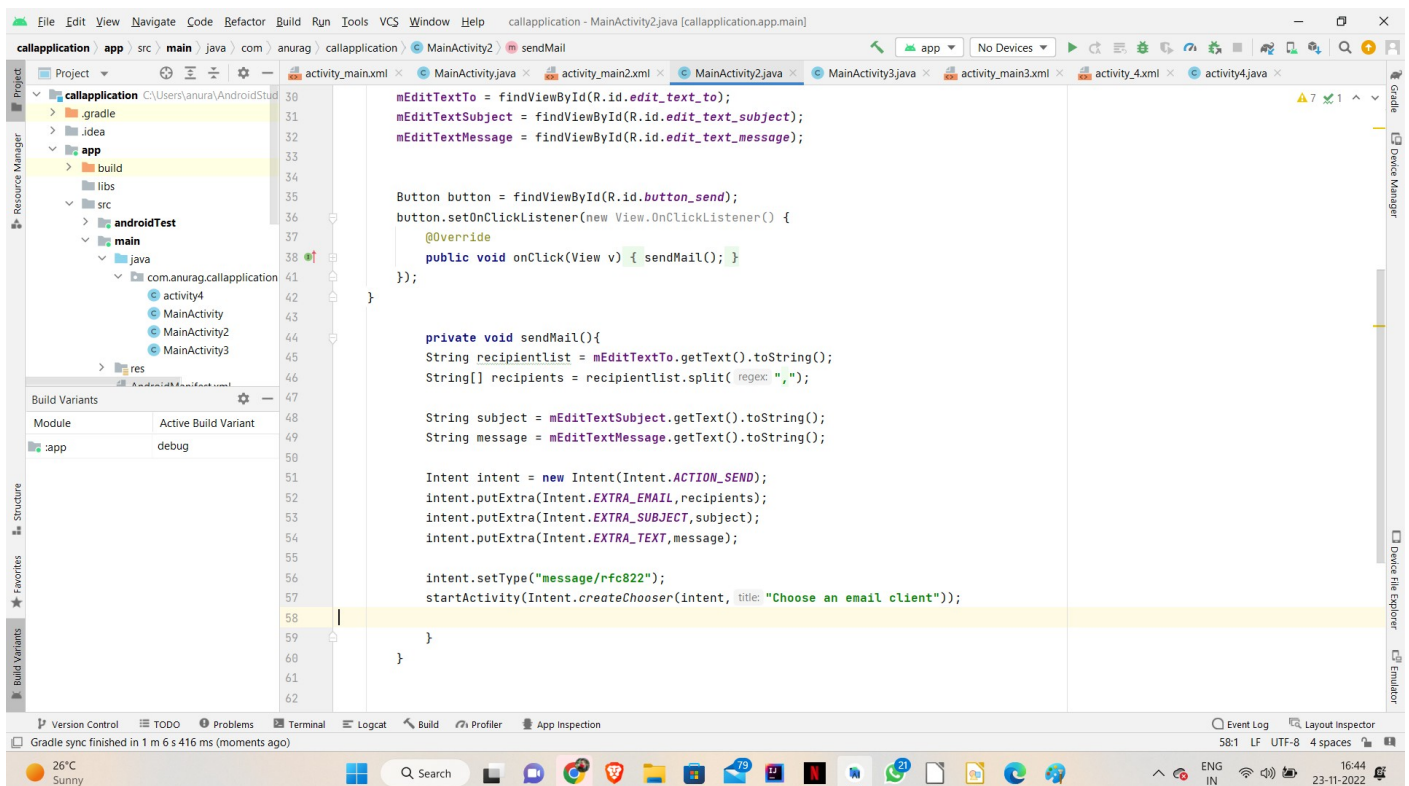
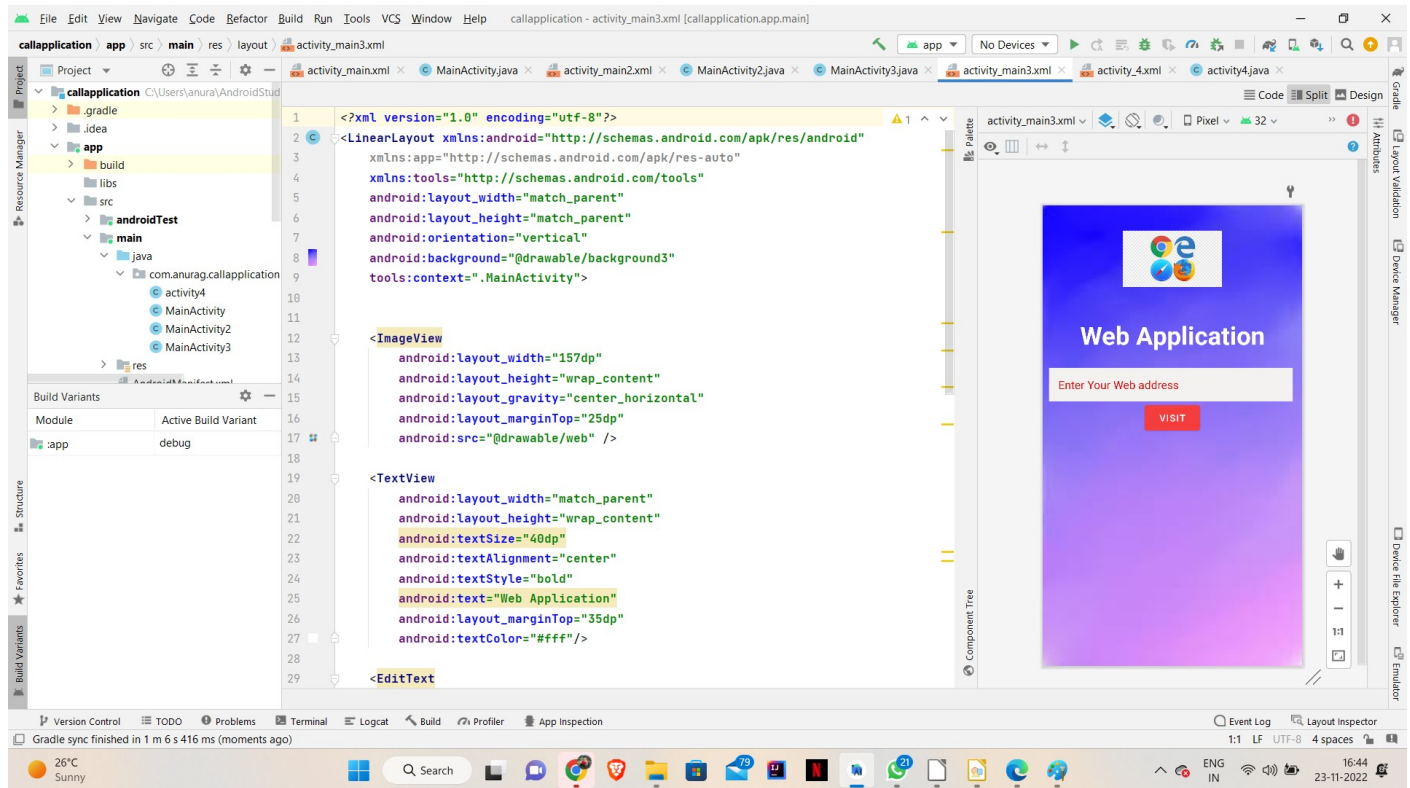
Call Page Code



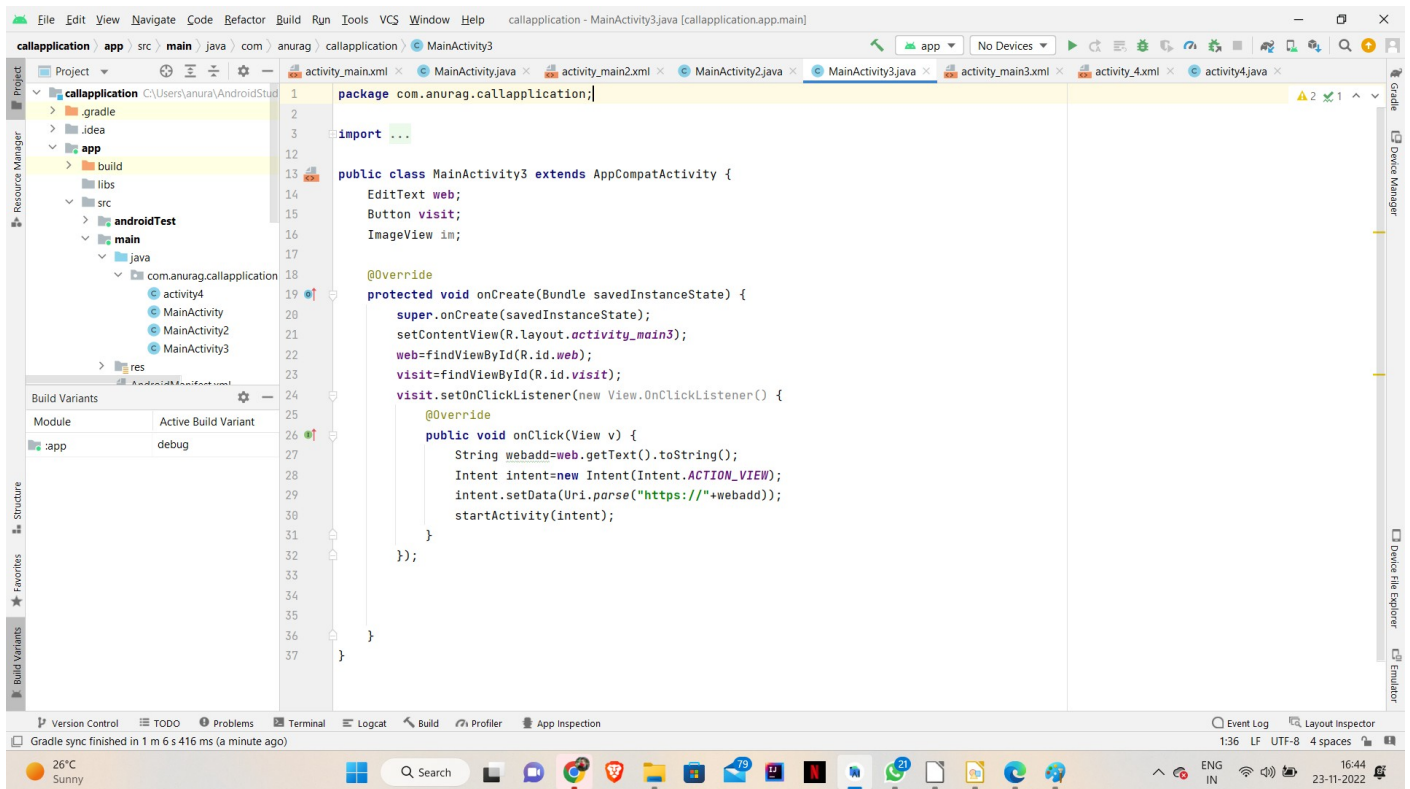
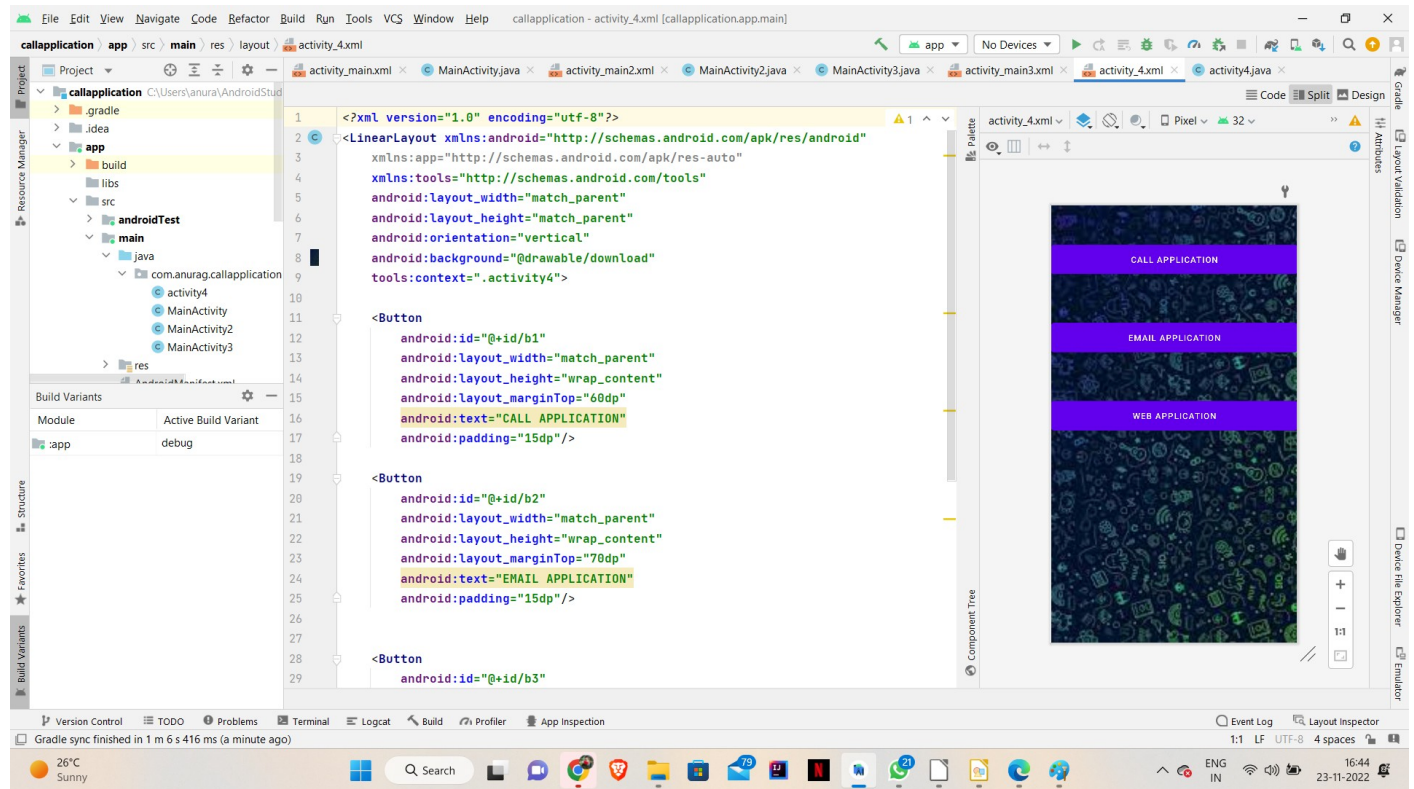
Email Page Code



Web browser Page Code



Index Page Code



CHAPTER 5

Software Testing

Once source code has been generated, software must be tested to uncover as many errors as possible before delivery. It is very important to work the system successfully and achieve high quality of software. Testing include designing a series of test cases that have a high likelihood of finding errors by applying software-testing techniques. System testing makes logical assumptions that if all the parts of the system are correct, the goal will be successfully achieved. The system should be checked logically. Validations and cross checks should be there. Avoid duplications of record that cause redundancy of data. In other Words, Testing is the process of evaluating a system or its component(s) with the intent to find whether it satisfies the specified requirements or not. It is executing a system in order to identify any gaps, errors, or missing requirements in contrary to the actual requirements.

The preliminary goal of implementation is to write source code and internal documentation so that conformance of the code to its specifications can be easily verified, and so that debugging, testing and modifications are eased. This goal can be achieved by making the source code as clear and straightforward as possible. Simplicity, clarity and elegance are the hallmark of good programs, obscurity, cleverness, and complexity are indications of inadequate design and misdirected thinking. Source code clarity is enhanced by structured coding techniques, by good coding style, by, appropriate supporting documents, by good internal comments,

and by feature provided in modern programming languages. The implementation team should be provided with a well-defined set of software requirement, an architectural design specification, and a detailed design description. Each team member must understand the objectives of implementation.

TERMINOLOGY

Error The term error is used in two ways. It refers to the difference between the actual output of software and the correct output, in this interpretation, error is essential a measure of the difference between actual and ideal. Error is also used to refer to human action that result in software containing a defect or fault.

Fault is a condition that causes to fail in performing its required function. A fault is a basic reason for software malfunction and is synonymous with the commonly used term Bug.

Failure is the inability of a system or component to perform a required function according to its specifications. A software failure occurs if the behavior of the software is the different from the specified behavior. Failure may be caused due to functional or performance reasons.

TYPES OF TESTING

a. Unit Testing The term unit testing comprises the sets of tests performed by an individual programmer prior to integration of the unit into a larger system. A

program unit is usually small enough that the programmer who developed it can test it in great detail, and certainly in greater detail than will be possible when the unit is integrated into an evolving software product. In the unit testing the programs are tested separately, independent of each other. Since the check is done at the program level, it is also called program teasing

b. Module Testing A module and encapsulates related component. So can be tested without other system module.

c. Subsystem Testing Subsystem testing may be independently design and implemented common problems are sub-system interface mistake in this checking we concenton it. There are four categories of tests that a programmer will typically perform on a program unit.

i Functional test

ii Performance test

iii Stress test

iv Structure test

Functional Test Functional test cases involve exercising the code with Nominal input values for which expected results are known; as well as boundary values (minimum values, maximum values and values on and just outside the functional boundaries) and special values.

Performance Test Performance testing determines the amount of execution time spent in various parts of the unit, program throughput, response time, and device utilization by the program unit. A certain amount of avoid expending too much effort on fine-tuning of a program unit that contributes little to the overall

performance of the entire system. Performance testing is most productive at the subsystem and system levels.

Stress Test Stress test are those designed to intentionally break the unit. A great deal can be learned about the strengths and limitations of a program by examining the manner in which a program unit breaks.

Structure Test Structure tests are concerned with exercising the internal logic of a program and traversing particular execution paths. Some authors refer collectively to functional performance and stress testing as “black box” testing. While structure testing is referred to as “white box” or “glass box” testing. The major activities in structural testing are deciding which path to exercise, deriving test data to exercise those paths, determining the test coverage criterion to be used, executing the test, and measuring the test coverage achieved when the test cases are exercised.

CHAPTER 6

Conclusion

We have completed our project within time limit with the coordination of our team members under the supervision of our mentor Mr. Akash Kumar Choudhary.

Our project repository is available at

<https://github.com/Anurag2002Jha/Mini-Project>

CHAPTER 8

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