LEADING UNIVERSITY

Department Of Computer Science and Engineering

PROJECT TITLE:

Mechanic Lagbe

Course: CSE 3300

SUPERVISED BY:

Rana M Luthfur Rahman Pir

Assistant Professor

Proctor(Acting),LU

Dept. of CSE

AUTHORS:

Name	ID
Atikul Islam Sumon	2012020122
Bishwo Nikhil Paul	2012020143
Enamur Rabbi Ferdausi	2012020144

53rd batch, Department of CSE

Date of Submission: 26th February 2023

Approval

The project is "**Mechanic Lagbe**" submitted by **Atikul Islam Sumon, ID:2012020122, Bishwo Nikhil Paul,ID:2012020143 and Enamur Rabbi Ferdausi,ID:2012020144** respectively to the Department of Computer Science and Engineering, Leading University, has been accepted as satisfactory in partial fulfillment for the requirement of Project-I.

Approved By:

_____

SUPPERVISOR

Rana M Luthfur Rahman Pir

Assistant Professor

Proctor(Acting),LU

Department of CSE

DECLARATION

We hereby declare that this project has been done by us under the supervision of Rana M Luthfur Rahman Pir, Assistant Professor of the Department of Computer Science & Engineering, Leading University, Sylhet. The work here is in original and to the best of our knowledge, it has never been presented anywhere else for academic or any other purpose.

Submitted by:

_____

Atikul Islam Sumon

ID:2012020122

Department of Computer Science & Engineering

Leading University, Sylhet.

_____

Bishwo Nikhil Paul

ID:2012020143

Department of Computer Science & Engineering

Leading University, Sylhet.

_____

Enamur Rabbi Ferdausi

ID:2012020144

Department of Computer Science & Engineering

Leading University, Sylhet.

DEDICATION

We dedicate this work to all the teachers, students and support stuff of the Department of Computer Science and Engineering, at the Leading University, for their tireless and selfless efforts they have spared in making us who we are today.

To

Head of the Department,

Department of Computer Science and Engineering,

Leading University, Sylhet.

Subject: An Application for permission to approve the project-I proposal.

Sir,

With due respect and humble submission to state that, we would like to inform you that we are the students of CSE department, (batch name) .We are interested to make an android based application for our 3rd year project(project I).So, we kindly need your permission to start our work as soon as possible.

So, It will be grateful for us if you kind enough to permit us and oblige thereby.

We remain,

Sir

Your most obediently,

Work Plan

We have followed a proper work plan to complete the project work in due time, We have to maintain a time schedule in months.

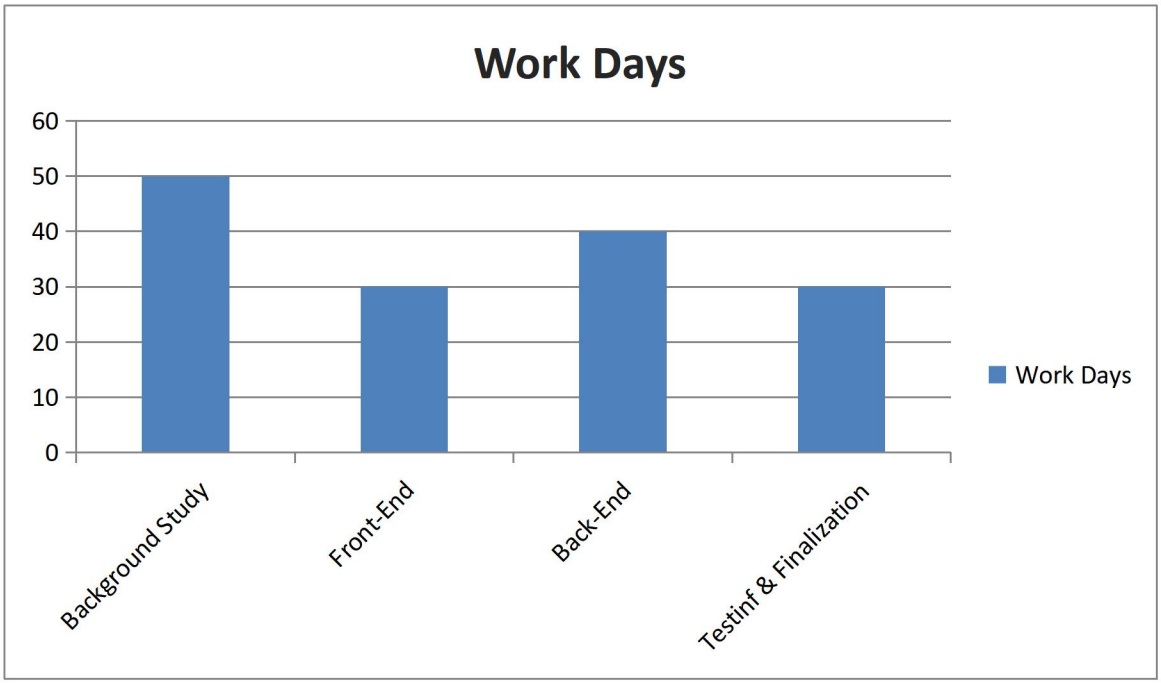
Task Distribution:

We distributed our tasks as follows:

Time Scheduling:

Working Fields	Time Limit
Background Study	**50days**
Front end Designing	**30days**
Backend Coding	**40days**
Testing & Finalization	**30days**

Work Steps



Details of Step:

Target1: Background Study.

Target2: Front end Designing

Target3: Back end Coding

Target4: Testing and finally

Summarize all activities regarding development and write the project documentation for submission.

Supervision Agreement

The program outlined in this project is adequate for the 3rd year project of Computer Science and Engineering. The supplies and facilities required are available and we are willing to supervise and evaluate the project work.

Supervisor Signature

_____

SUPERVISOR

Students Signature

_____

(Author 1)

_____

(Author 2)

_____

(Author 3)

ACKNOWLEDGEMENT

‘Mechanic Lagbe’ is an android application. This application work to solve the mechanical problems. It is common for people to go to unknown places and get into mechanical trouble. The main purpose of this project is avoiding this problem.

In this project user can easily contact with mechanic from any places. In this application, there have information about different types of vehicle mechanic. When they select vehicle types and search the location, they can get all mechanic of this area and here they find some information of mechanic contain with the name, contact number for communication. Therefore, they will be able to see the information of more than one mechanic and will be able to take the services of the mechanics as per their choice. They also can directly call the mechanic from here.

The project will be implemented by flutter. ‘Mechanic Lagbe’ application helps to save our time and money.

An Android Application for“Mechanic Lagbe”

“Application name”

Abstract

'Mechanic Lagbe' is an android application. This application work to solve the mechanical problems. It is common for people to go to unknown places and get into mechanical trouble. The main purpose of this project is avoiding this problem.

In this project user can easily contact with mechanic from any places. In this application, there have information about different types of vehicle mechanic. When they select vehicle types and search the location, they can get all mechanic of this area and here they find some information of mechanic contain with the name, contact number for communication. Therefore, they will be able to see the information of more than one mechanic and will be able to take the services of the mechanics as per their choice. They also can directly call the mechanic from here.

The project will be implemented by flutter. 'Mechanic Lagbe' application helps to save our time and money.

Contents

Chapter 1

Introduction

1.1About the Project

Lorem ipsum dolor sit amet, consectetuer adipiscing elit. Maecenas porttitor congue massa. Fusce posuere, magna sed pulvinar ultricies, purus lectus malesuada libero, sit amet commodo magna eros quis urna. Nunc viverra imperdiet enim. Fusce est.

Vivamus a tellus. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Proin pharetra nonummy pede. Mauris et orci. Aenean nec lorem.

In porttitor. Donec laoreet nonummy augue. Suspendisse dui purus, scelerisque at, vulputate vitae, pretium mattis, nunc. Mauris eget neque at sem venenatis eleifend. Ut nonummy.

Fusce aliquet pede non pede. Suspendisse dapibus lorem pellentesque magna. Integer nulla. Donec blandit feugiat ligula. Donec hendrerit, felis et imperdiet euismod, purus ipsum pretium metus, in lacinia nulla nisl eget sapien.

1.1.1 Key features

Chapter 2

Background Research

We have gone through the related applications with our project. We gathered various ideas about the android based application for hospital management.

2.1.1 Sebaghar

Sebaghar is a digital medical service in Bangladesh. Sebaghar is offering multi-types of telemedicine services.

“Sebaghar” is a one-stop digital health service provider app where you can get video consultation from reputed doctors. Nowadays online doctor consultation is one of the vital services for remote area patients. Sebaghar is the best way to get in contact with physicians in Bangladesh. Experience the best telemedicine service in Bangladesh.

Sebaghar makes it very convenient to locate excellent doctors and book appointments with them. Type the complaints to see a list of confirmed doctors directly with comprehensive details about their professional credentials, training, payments and more. You may also read real patient reviews before picking the period that fits you and scheduling your appointment.

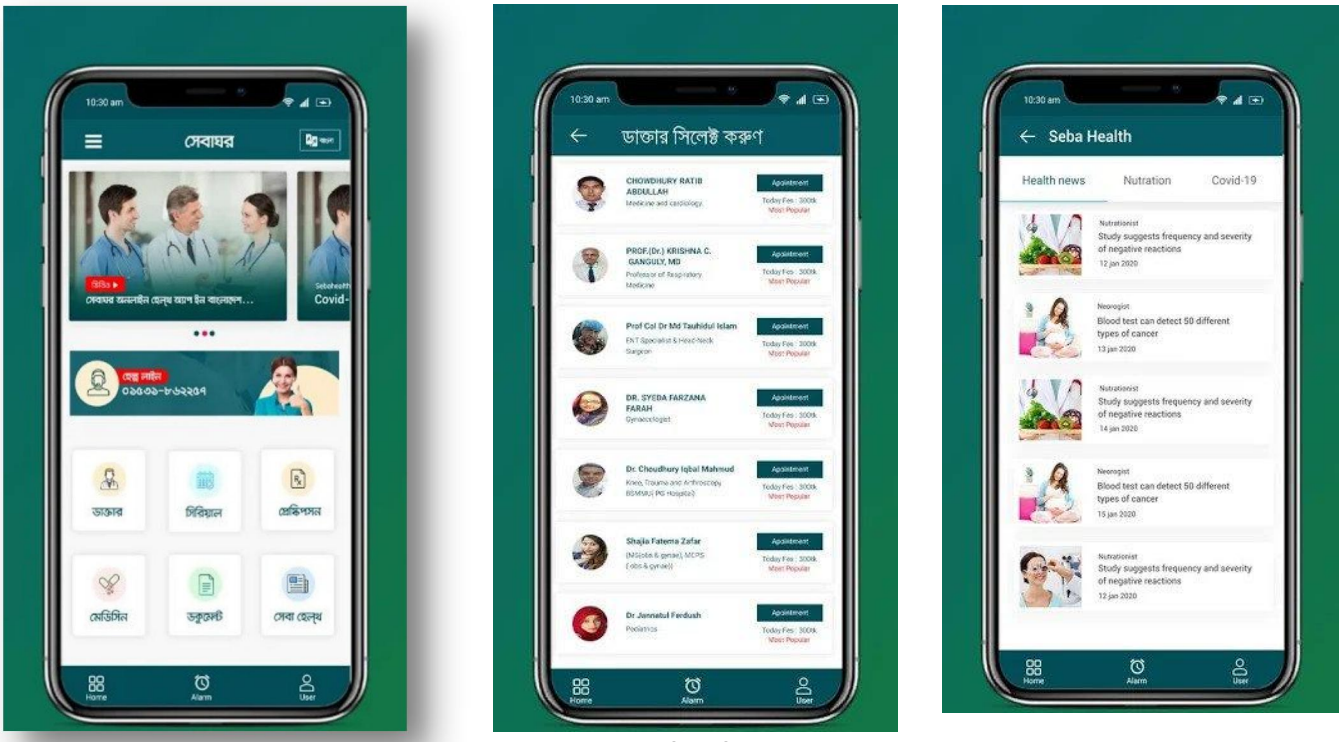


Fig 2.1.1:Sebaghar

2.1.2 Health Line

Healthline patient & hospital management solution eliminate paper based processes in health care organizations, it also manages patient information and allows doctors, clinicians and administrators make well informed decisions.

Improve patient outcomes with consolidated patient data on a central platform designed cover hospital management without any paper work.100% offline(use without internet) Increase your revenues and profits Measure and optimize to create better strategies and tactics using standard information system and standard reports

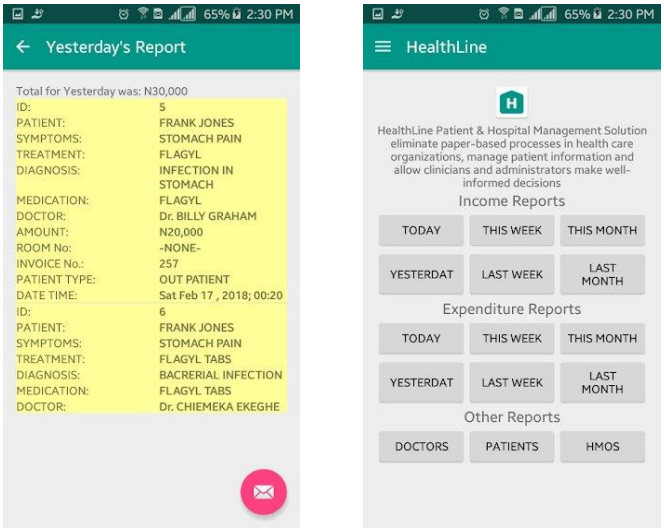


Fig 2.1.2: Health Line

2.1.3 Dr Diary

Dr. Diary and simply add clinic, patients and start adding their daily appointments, manage prescriptions, create bills and more easily.

— Appointment booking with new and existing patient
— Add and manage patients
— Payment and invoice create

— Patient Prescription with test and medicine option

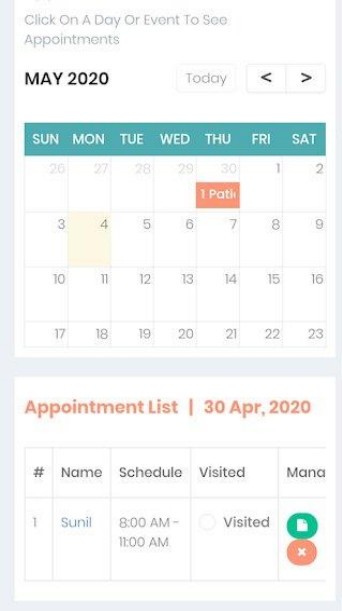


Fig 2.1.3: Dr Diary

2.2 Programming Language, Frameworks and Storages

To develop our project we need some specialized tools and software to support our requirements**.**

For Development

- Java JDK
- Language: Java, XML
- Operating System: Windows 7,8,10

For App

- IDE: Android Studio V4.1

2.2.1 Java JDK

Why Java JDK?

The Java Development Kit (JDK) is a software development environment used fordeveloping Java applications and applets. It includes the Java Runtime Environment (JRE), an interpreter/loader (java), a compiler (javac), an archiver (jar), a documentationgenerator (javadoc) and other tools needed in Java development.

People new to Java may be confused about whether to use the JRE or JDK. To run Java applications and applets, simply download the JRE. However, to develop Javaapplications and applets as well as run them, the JDK is needed

For developers who wish to work in an integrated development environment (IDE), aJDK bundled with Net beans can be downloaded from the Oracle website. Such IDESspeed up the development process by introducing point-and-click and drag-and-dropfeatures for creating an application.

2.2.2 Language Java

Why Java?

Java was originally developed by James Gosling at Sun Microsystems (which has since been acquired by Oracle Corporation) and released in 1995 as a core component of SunMicrosystems' Java platform. The language derives much of its syntax from C and C++,but it has fewer low-level facilities than either of them.

The Java language is a key pillar in Android, an open source mobile operating system.Although Android, built on the Linux kernel, is written largely in C, the Android SDKuses the Java language as the basis for Android applications. The byte code languagesupported by the

Android SDK is incompatible with Java byte code and runs on its ownvirtual machine, optimized for low-memory devices such as smart phones and tabletcomputers. Depending on the Android version, the byte code is either interpreted by theDalvik virtual machine, or compiled into native code by the Android Runtime.

2.2.3 Language XML

Why XML?

• XML can be used to describe and identify information accurately andunambiguously, in a way that computers can be programmed to 'understand' yourinformation (well, at least manipulate as if they could understand it).

• XML allows sets of documents which are all the same type to be created andhandled consistently and without structural errors, because it provides astandardized way of describing, controlling, or allowing/disallowing particulartypes of document structure. [Note that this has absolutely nothing whatever to dowith formatting, appearance, or the actual text or data content of your documents,only the structure of them.

• XML provides a robust and durable format for information storage and transmission. Robust because it is based on a proven standard, and can thus be tested and verified; durable (persistent) because it uses plain-text file formatswhich will outlast proprietary binary ones.

• XML provides a common syntax for messaging systems for the exchange ofinformation between applications. Previously, each messaging system had its ownformat and all were different, which made inter-system messaging unnecessarilymessy, complex, and expensive. If everyone uses the same syntax it makeswriting these systems much faster and more reliable.

• XML information can be manipulated programmatically (under machine control),so XML documents can be pieced together from disparate sources, or taken apartand re-used in different ways. 'They can be converted into any other format withno loss of information.

• XML lets you separate form (appearance) from content. Your XML file containsyour document information (text, data) and identifies its structure: yourformatting and other processing needs are identified separately in a style sheet orprocessing system. The two are combined at output time to apply the requiredformatting to the text or data identified by its structure (location, position, rank,order, or whatever).

Any of the Design Goals listed in the XML Specification.

2.2.4 Language HTML

Why HTML?

1. HTML is easy to use and understand
2. All browsers support HTML
3. HTML and XML syntax is very similar
4. HTML is free most development tools support HTML
5. HTML is most search engine friendly
6. In most cases, HTML is all for our need

2.2.5 Android Studio version 4.1

Why Android Studio V4.1?

At present, more than 99.9% of the Smartphone's, including HTC, LG and SamsungModels use Android as their operating system (OS), and expecting that Android will bein smart watches, laptops. Car very Soon. Android powered devices including tablets havebecome the foremost need of all the tech-savvy people across the world and the primereason is it provides an Open Source platform for the development of great apps plusallows app developers to immediately publish them. Instead lots of developers want toget associated with Android application because of incredible growth.

Besides, Android Studio platform developers also use Eclipse to develop applications,but always thought of Eclipse like a "Student-Project IDE (Integrated DevelopmentEnvironment)" and learned about it.

Android Studio is best from the others in 6 distinct areas. These are:

• **Gradle Integration** — Android Studio uses the quick growing Gradle buildsystem that is so integrated, and Gradle is really a great tool. If you want to gowith Android Studio, no need to worry about being stuck with Gradle systembecause it is really good.

• **Advanced Code Completion** —Both Android Studio and Eclipse feature thetypical Java code auto completion. But, we usually found that the codeCompletion is really better on AS compare to Eclipse which looks to get a bitperplexed at times and doesn't provide precise results most of the time.

• **User Interface (UI**)— We know Eclipse interface and quirks very well, It is bigand somewhat overwhelmed, but we have to face it because most IDES areoverwhelming when you use them first time. So, keeping this in mind and foundthat the tools and menu items in Android Studio tend to get me where we want tobe a little more promptly and effortlessly than their counterparts in Eclipse. Inaddition, AS was built purposely for Android, while Eclipse was built to all-purpose IDE that can be used with any language and platform.

• **Organization of Project** — Although, both IDES work in a different way to helpus manage and organize our projects, but when we want to work on many projectsin Eclipse we need to merge them into a workspace. In an attempt to switch to adifferent workspace, we have to choose the path, after that Eclipse restarts andthis always looked awkwardadditionally. On the other side, Android Studio usesmodules to manage and organize our code modules have their own Gradle buildfiles which mean it can state their own dependencies. In compare AS looks morenatural, but if we have been using Eclipse for some time, then it takes a little bittime to get used to.

• **System stability** — Android Studio is now released with very less bugs, andprovides a more stable performance guarantee than Eclipse and the system needsare lower too. AS is quick, while we need I or 2 minutes for building releaseversions of complex projects in Eclipse, but can make the same project within 30seconds in AS.

• **Drag-and-Drop** — Android Studio has GUI (Graphical User Interface). ButEclipse does not have. However, the drag-and-drop feature is not essential for coders, who are not very much concerned regarding the visual elements of theirapplications. A developer needs to have detailed knowledge Of Visual Basic, sothat the developer can use the drag-and-drop feature appropriately. It's a newfeature in Android Studio, but its state of being absent in Eclipse does not matte greatly.

Chapter 3

System Requirements

3.1 Minimum Software Requirements

3.1.1 Android 4.1 APIs

API Level: 16

Android 4.1 (JELLY BEAN) is a progression of the platform that offers improvedperformance and enhanced user experience. It adds new features for users and appdevelopers. This document provides an introduction to the most notable and useful newAPIs for app developers.

To better optimize your app for devices running Android 4.1, you should set your targetSdkVersion to "16", install it on an Android 4. I system image, test it, thenpublish an update with this change. You can use APIs in Android 4. I while alsosupporting older versions by adding conditions to your code that check for the systemAPI level before executing APIS not supported by your minSdkVersion. As an app developer, Android 4.1 is available to you from the SDK Manager as a systemimage you can nm in the Android emulator and an SDK platform against which you canbuild your app. You should download the system image and platform as soon as possibleto build and test your app on Android 4.1.

3.2 Codenames, Tags, and Build Numbers

3.2.1 Platform Codenames, Versions, API Levels, and NDK Releases

Android development happens around families of releases that use code names orderedalphabetically.
The code names match the following version numbers, along with API levels and NDKreleases provided for convenience:

Table: Android versions and API Level

Code Name	Version	API Level
(no code)	12	API Level 31
(no code)	11	API Level 30
(no code)	10	API Level 29
Pie	9	API Level 28
Oreo	8.1.0	API Level 27
Oreo	8.0.0	API Level 26
Nougat	7.1	API Level 25
Nougat	7.0	API Level 24
Marsahmallow	6.0	API Level 23
Lollipop	5.1	API Level 22
Lollipop	5.0	API Level 21
kitKat	4.4-4.4.4	API Level 19
Jelly Bean	4.3.x	API Level 18
Jelly Bean	4.2.x	API Level 17
Jelly Bean	4.1.x	API Level 16
Ice Cream Sandwich	4.0.3-4.0.4	API Level 15,NDK 8
Ice Cream Sandwich	4.0.1-4.0.2	API Level 14,NDK 7
Honeycomb	3.2x	API Level 13
Honeycomb	3.1	API Level 12,NDK 6
Honeycomb	3.0	API Level 11
Gingerbread	2.3.3-2.3.7	API Level 10
Gingerbread	2.3-2.3.2	API Level 9,NDK 5
Froyo	2.2.x	API Level 8,NDK 4
Eclair	2.1	API Level 7,NDK 3
Eclair	2.0.1	API Level 6
Eclair	2.0	API Level 5
Donut	1.6	API Level 4,NDK 2
Cupcake	1.5	API Level 3,NDK 1
(no code)	1.1	API Level 2
(no code)	1.0	API Level 1

3.3 Maximum Software Requirements

3.3.1 Android version 9

API Level: 28

Android 9.0 “Pie” is the ninth version and 16th major release of Android Operating System, released publicly on August 6, 2018. It was preceded by Android 8.1 “Oreo” and succeeded by Android 10. It was initially called Android P. With Android 9 update, Google introduced ‘Adaptive Battery’ and ‘Automatic Brightness Adjust’ functionality.

It brought the feature NFC peer-to-peer sharing method that allowed two devices to share fast when they are nearby. It introduced a transforming version of colors to android OS ecosystem. With Android 9 update, Google introduced ‘Adaptive Battery’ and ‘Automatic Brightness Adjust’ functionality. This improved battery levels with changed battery scenario for Android users. Notification in Android 9 was smarter, more powerful, bundled together, and “reply” feature inside notification bar.

Android Pie utilizes a refresh of Google's "material design" language, unofficially referred to as "Material Design 2.0". The revamp provides more variance in aesthetics, encouraging the creation of custom "themes" for the base guidelines and components rather than a standardized appearance. Bottom-aligned navigation bars are also more prominent. As applied to Android Pie's interface, rounded corners (influenced by the proprietary Google theme used by in-house software implementing Material Design 2.0) are more prominent. In addition, Pie contains official support for screen cutouts ("notches"), including APIs and system behaviors depending on their size and position. Android certification requirements restrict devices to two cutouts, which may only be along the top or bottom of the screen.

This improved battery levels with the changed battery scenario for Android users. As of April 2020, it is the most popular Android version with 37.4% of Android phones running on this version.

Chapter 3

Project Methodology

4.1 Project Module

Hospital Staff and Doctors

-Login

-Homepage

-Add new patient record

-Doctors Information

-Equipments and Room

-Medicine

-Prescription Details

-Schedule and Records

-Register

4.2 Overview of Implemented Topics

4.2.1 Hospital Staff and Doctors

Login

- HomePage- After login as a hospital stuff or Doctor You will see the homepage first. There contains various options of add new patient record, Doctors Information, Equipment,Room and blood bank, Drug by indication, prescription and Appointment.

- Add new patient Record-This option for adding a patient record. One receptionist can add patient details through this.

- Doctors information-Doctor information contains information of all doctors of the hospital

- Equipment-Doctors and Receptionist can also see the list equipment's available in the hospital.

- Room and blood bank-In this option receptionist can add room for patient and contact with blood bank for blood.

- Drug by indication- Here various kinds of drug details are available.

- Prescription- In this option Doctor can make prescription for patient.

- Schedule and Records-Hospital Staff can see,add or update Doctor's Schedule using this option.

Chapter 5

System Design

5.1.1 Context Data Flow Diagram

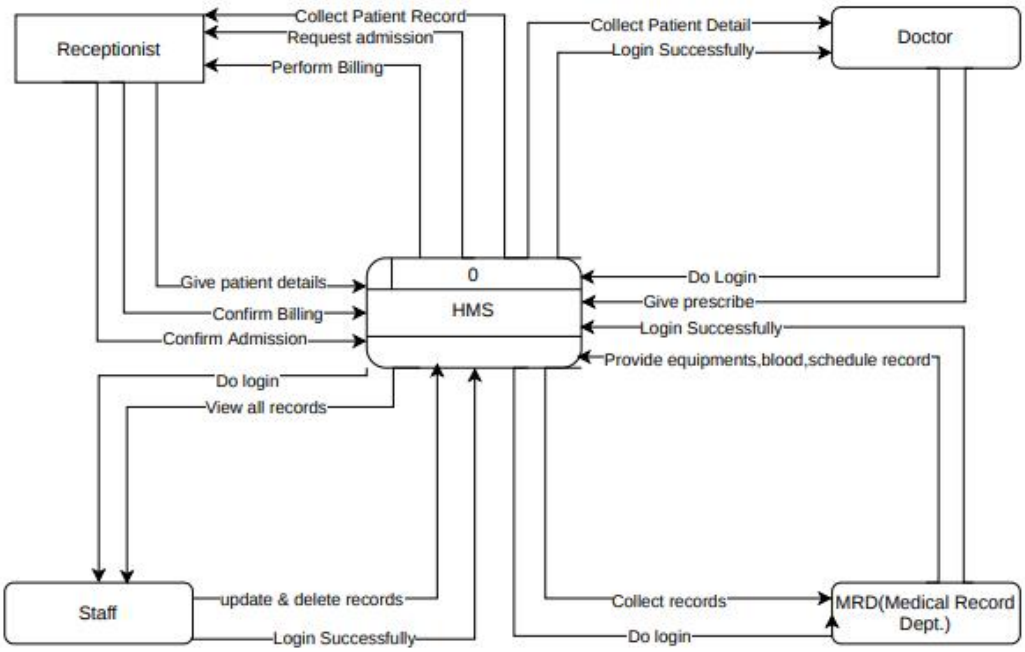


Fig5.1.2: Data Flow diagram

5.1.2 Data Flow Diagram

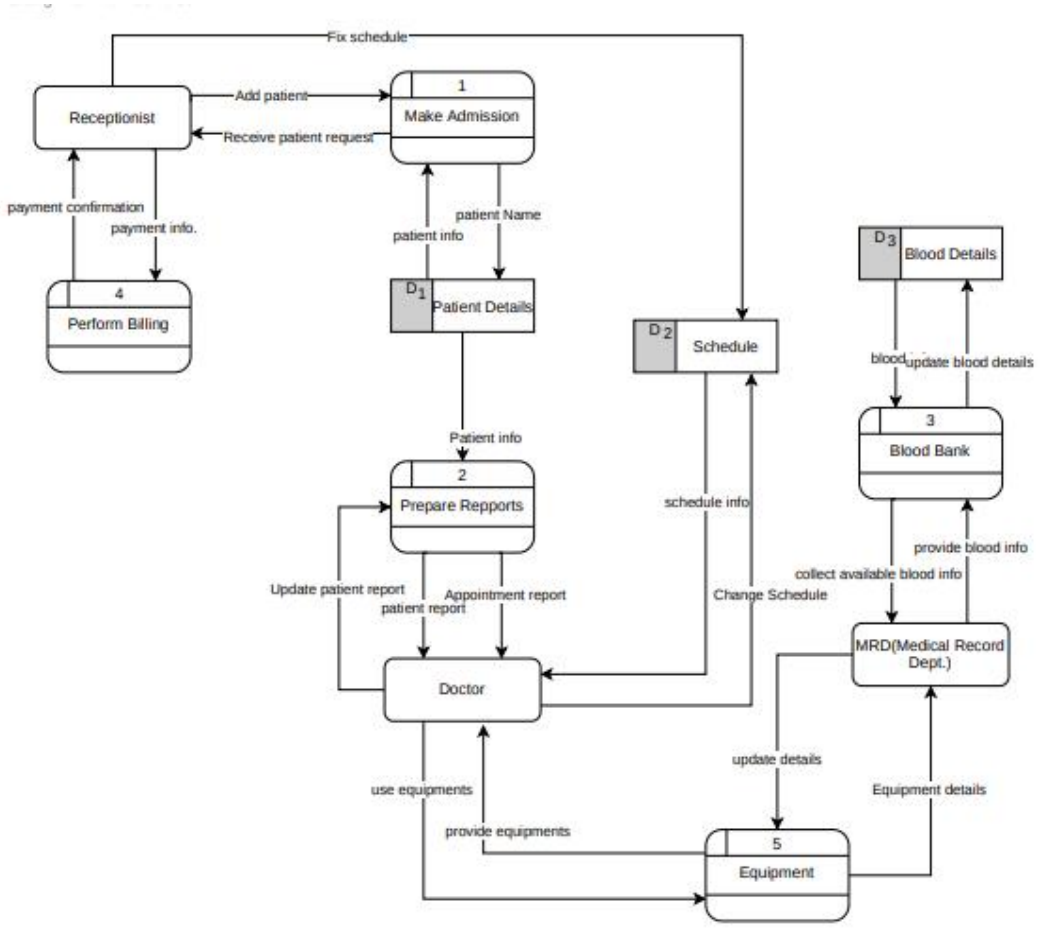


Fig5.1.2: Data Flow diagram

5.2 Entity Relationship Diagram(ER Diagram)

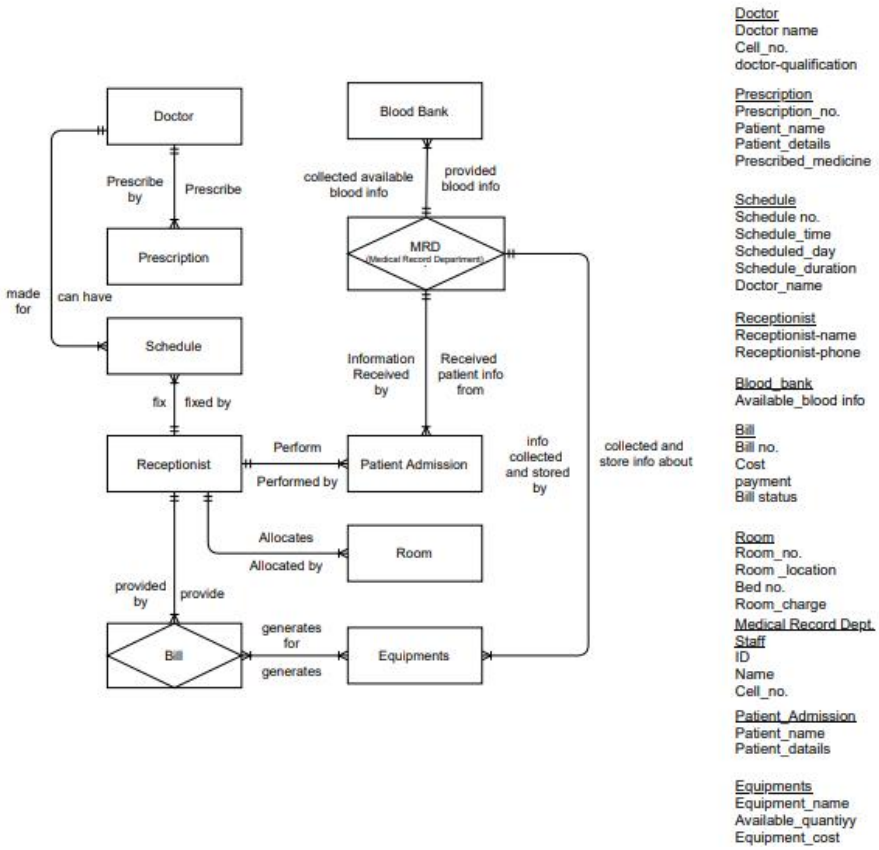


Figure 5.2: Entity Relationship Diagram

5.3 Use Case Diagram

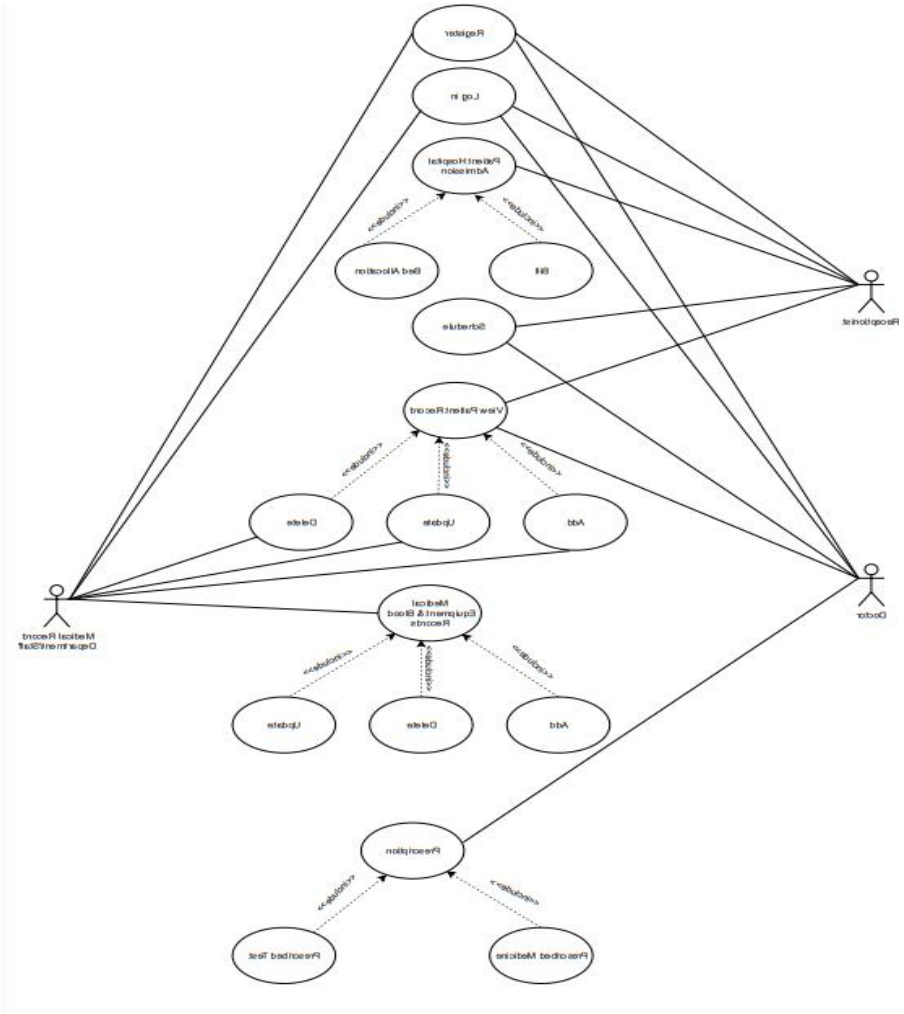


Figure 5.3: Use Case Diagram

5.4 Interface

Fig 5.4.1: Splash screen of “MediCore”

User (Doctor, Receptionist or otherstaff) can login or Registration using this pages. For login they have to add an email address and password.

For registration user have to add their full name, email, and password and phone number.

We add these features with the

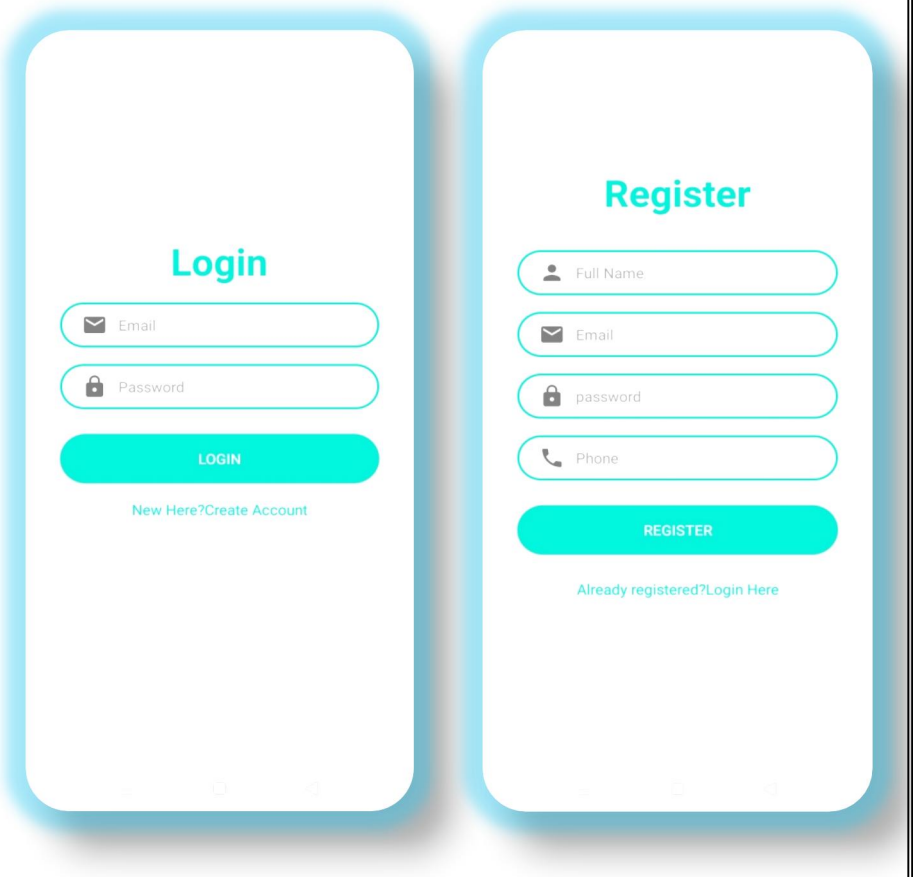


Fig 5.4.3: Login& Registration Page

help of Firebase. So, user have to do it online.

Here the Home Page and Navigation bar of our application. From where user can go to any option to do any particular task. Through Navigation bar one can easily come back to home, go to doctor scheduleor can be lodged out

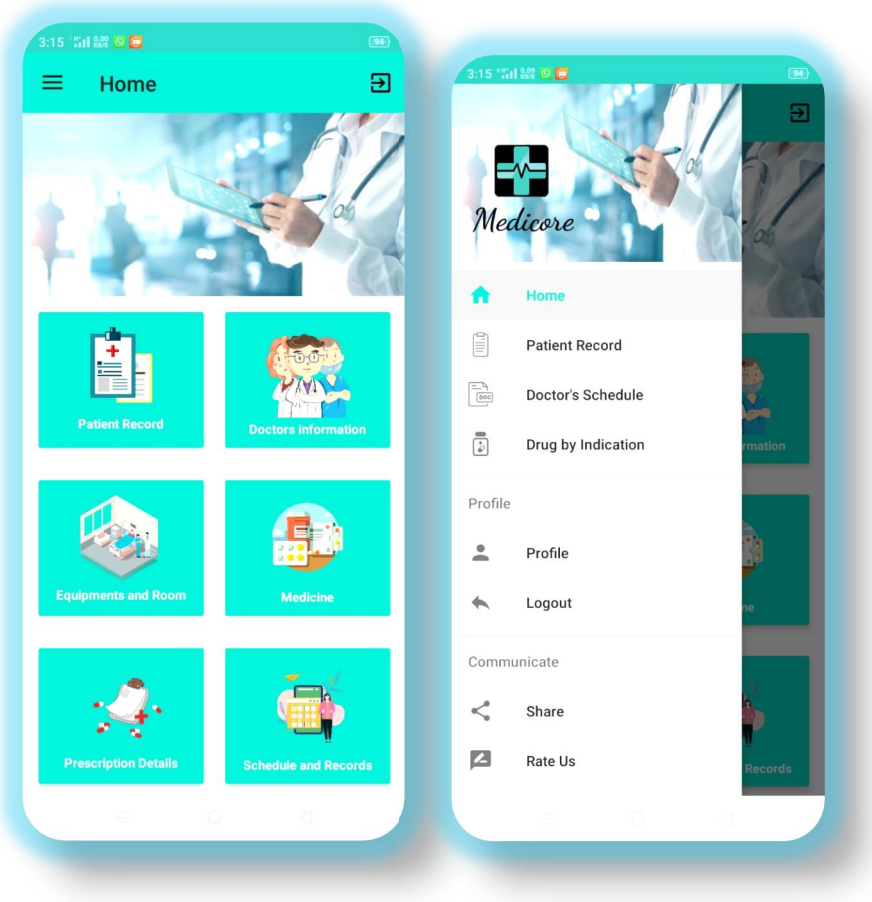


Fig 5.4.5: Home Page and Navigation

❖ **Doctor's Information**

Here is the information of doctors of different Department.

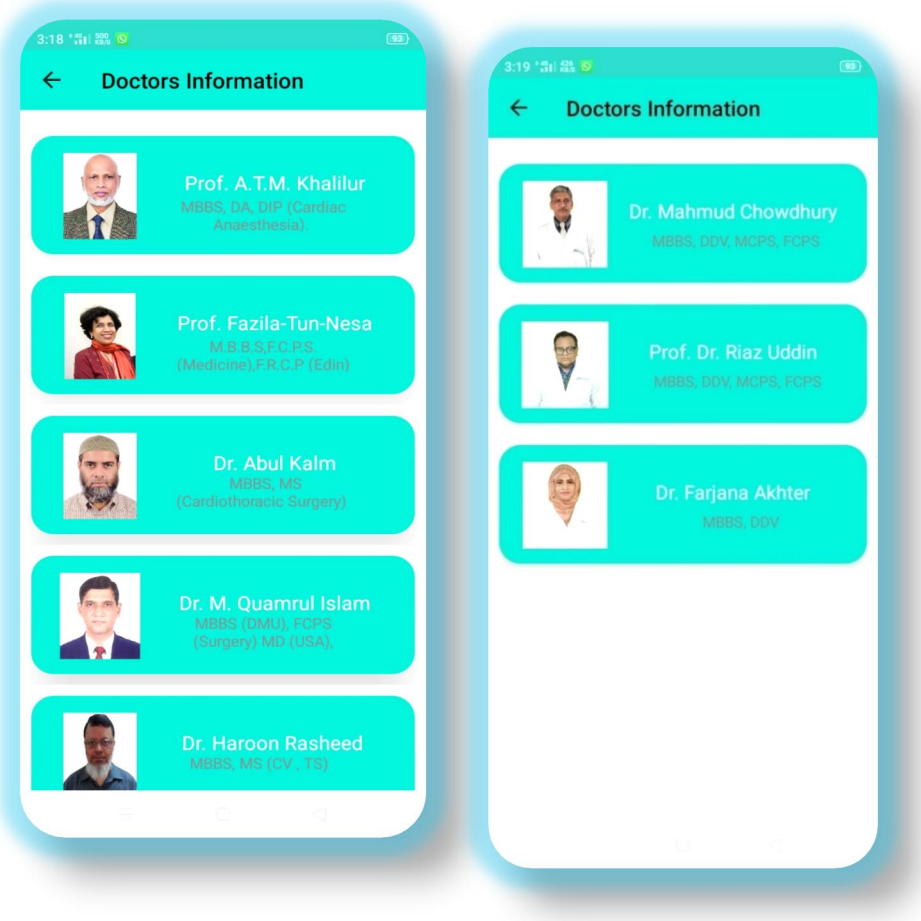
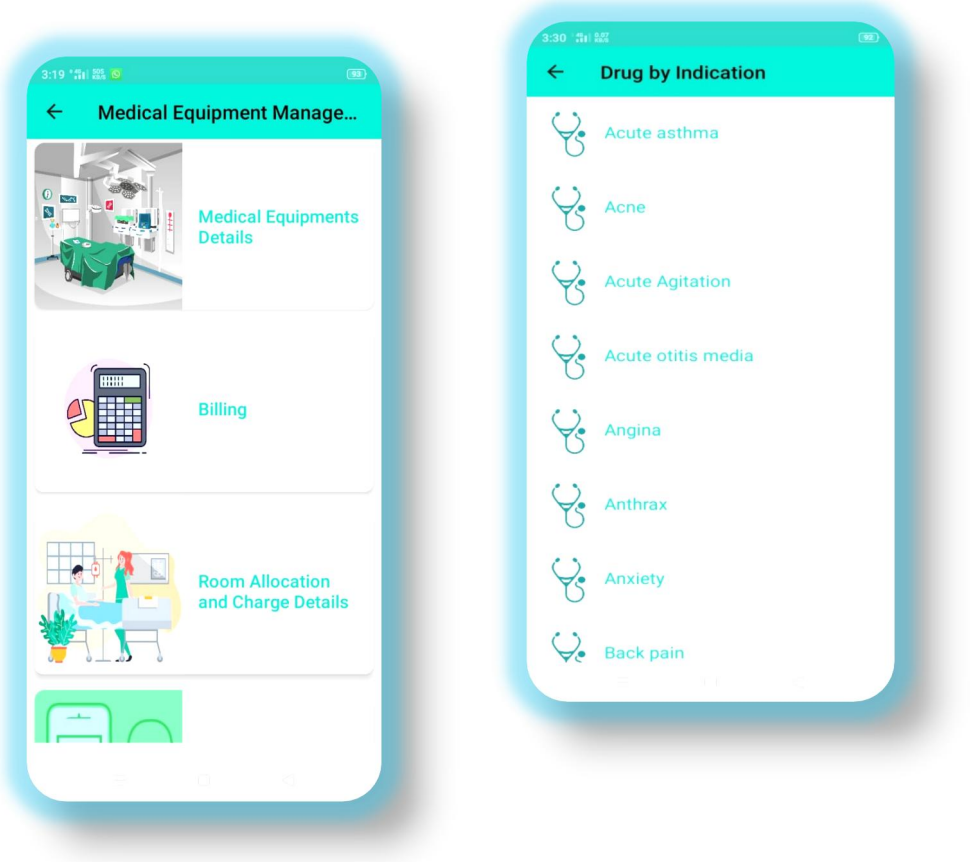


Fig 5.4.8: Doctors Information



Medical equipment Management directory keep all the euipments details of hospital. Any medical staff can access this directory when they need to know the information.

Drug by indication

Fig: medical equipment&Drug by indication

keep name of medicines related to various diseases.

In schedule & record directory we kept Doctor Schedule & record, other staff record and Nurse Record.

User can Rate this app using

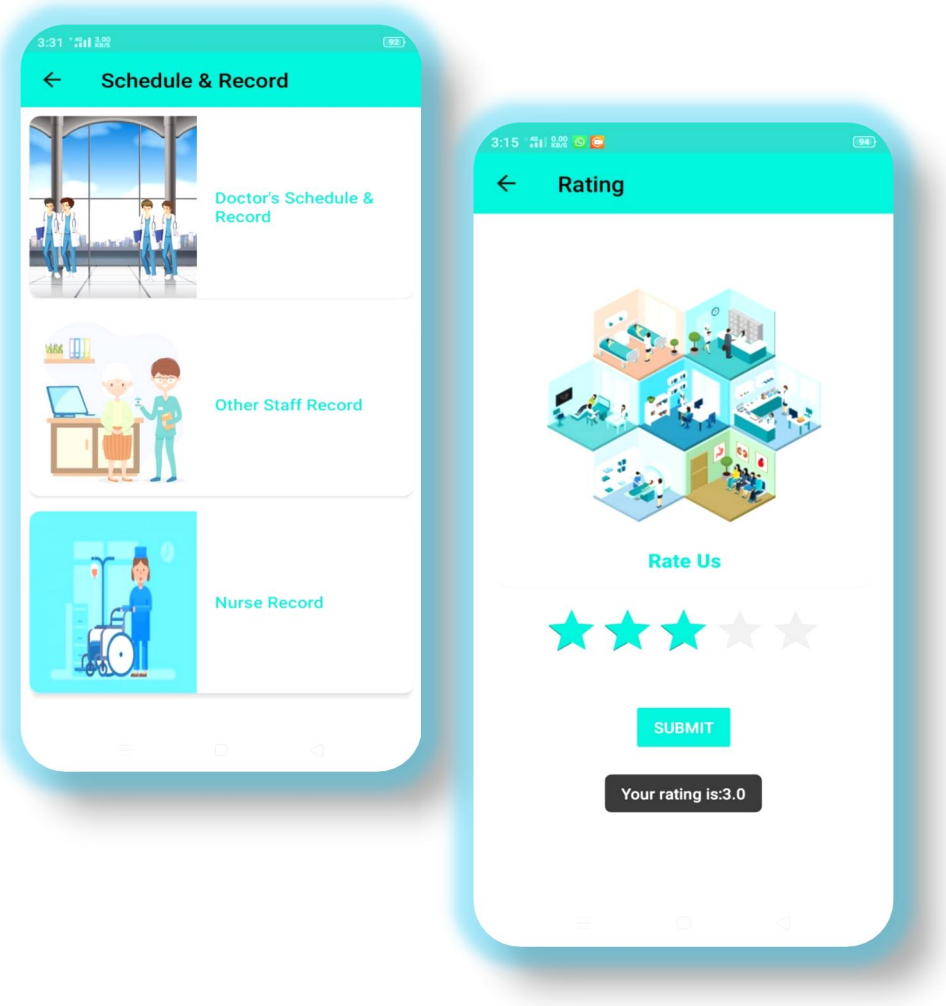


Fig: Doctors record, other Staff Record and App Ratings

ratting option.

Chapter 6

Testing and Result

6.1 Testing Objectives

Application Testing is a set of activities conducted through scripts with the motive offinding errors in software. It deals with tests for the entire application. It helps to enhancethe quality of your applications while reducing costs, maximizing ROI, and saving development time.

Application testing can be done in various categories like GUI, functionality, database(backend), load test, etc. For Application Testing, the testing lifecycles involve variousphases which include requirement analysis, test planning, test analysis. Test design, testexecution & bug reporting, etc.

6.2 Test Procedure

1. **Unit Testing:** Unit testing plays a role early phase of software testing cyclewhich helps in detecting bugs; and once properlyplanned and executed. It reducecost ofquality.However, unit tests are not written well. Or they are executed incorrectly, bugsthrough into production phase. can cost a company thousands,

2. **Black Box testing:**Black Box tastings a software testing techniques in which functionality of software undertest (SUT) tested without looking at the internal structure. Implementation details of internal paths of software, type of testing based entirely on the software requirements an specifications.

Black Box testing – Steps

Here are the general steps to carry out any type of Black Box Testing.

- Initially requirements and specifications of the system examined.
- Tester chooses valid inputs to check whether SUT processes correctly. Also some invalid inputs(negative test scenario) are chosen to verify that the SUT able to detect them.
- Tester determines expected 0Lüptns for au those invalids.
- Software tester compares the actual outputs with the expected outputs.

6.3 Application testing Tools

There are various testing tools for Application Testing. Selection of tools depends onwhat type of testing you want to perform. For different platform different tools arerecommended. Application testing tools ensure performance, usability and functionalityof applications across a variety of devices.

Here are few of them.

- Selenium
- IBM Rational Robot
- RFT (Rational Functional Tester)
- Load Runner (HP Performance Tester)
- Apache Jmeter

6.4Test for Mobile Application Testing

A complete mobile testing application strategy includes device and network infrastructure Selection of target devices, and an effective combination of manual and automated testing tools to cover both non-functional and functional testing.

For mobile application, things to be tested are

- Installation
- OTA
- Wi-Fi
- Data Cable

- Bluetooth
- Un installation
- Application logo
- Splash
- Low Memory
- Visual Feedback
- Exit Application Start/Restart of Application

Chapter 7

Future Work

7.1 Research on dedicated users

Research comprises "creative work undertaken on a systematic basis in order to increasethe efficiency including more flexibility in application. It is used to establish or confirmfacts, reaffirm the results of previous work, solve new or existing problems, support users,or develop new features. A research project may also be an expansion on past work in thefield. To test the validity of instruments, procedures, or experiments, research mayreplicate elements of prior projects or the project as a whole. The primary purposes ofbasic research (as opposed to applied research) are documentation, discovery,interpretation, or the research and development (R&D) of methods and systems for theadvancement of human knowledge.

7.2 Adding more features

- **Phone verifications** we will add phone verifications which is important in thatkind of applications.
- **Credit card payment** system this option will help buyer to pay easily afterordering their food.
- **Better notification system** we have notification for admin notifications system for buyers and owners also.
- **Using own server** now we use server from Google Firebase for this app. We will make our own server in future.
- **Owner notification** system it will notify owner that they received any order frombuyers.
- **Better interface performance** we will provide better interface for this applications.

Chapter 8

Conclusion

8.1 Evaluation of Objectives and Aims

The plan was to develop an android based application named “Medicore” which can be accessed through apps. In this app Hospital staff can maintain the day-to-day state of admission/discharge of patients, list of doctors, report generation, and etc. They can upload or delete the patient record and also can update the patient information according to the situation.

We team ‘Medicore’ almost through the mark what we have planned earlier. Some unavoidable situation may arise but we will solve it out.

8.2 Evaluation of Performance

Our Application Evaluation Report provides analysis of how well our application is performing.

By identifying what areas of our application don’t work correctly and improving them it can lead to a significant improvement in our applications’ performance.

Chapter 9

Bibliography

[2.1.1] SebhaGhar.Page on play.google.com.website.Updated on 25th Feb,2021

Retrieved from

https://play.google.com/store/apps/details?id=com.bdtask.sebaghor&hl=en&gl=US

[2.2.1] Java JDK 2018. Page on techopedia.com website. Accessed on 6th Novembar,2020. Retrieved from https://www.techopedia.com/definition/5594/java-development*it-jdk

[2.2.5] Android Studio 2018. Page On developer-android.corn website. Accessed on 6th May,2020. Retrieved from https://developer.androidcomjstudio/

[2.2.2] Learn Java for Android Development, Authors: Friesen- Jeff Published on 2010. zulkamine2076,Youtube channel by Zulkamine Mahmud. Basic Java, OPP viewed all over the project session.

[2.2.5] Stack Overflow, Founded in 2008. stackoverflow.comhttps://www youtube.Com/user/zulkamine2076 the newbostron youtube channel by Bucky

[2.2.2]Basic about android studio, UI of android app. Viewed all over the project session https:/iwww.youtube.com/user/thenewb0stonwiseAss, youtube channel which used for RecyclerView, viewed on 2nd November 2019
https://www.youtube.com/channel/UCSwuCetC3YlOIY7bqVW 5GHg

[4.1. 1]Color Icon https://icons8.com/icoWnew-iconsJcolor

[5.2.2]Google Firebase Database https://console.firebase.google.com
EDMT Dev youtube channel. Making Order Food Application Viewed all over theproject session
https://www.youtube.com/user/edmtdev

[5.2.2JPRABEESH R K youtube channel. Android Material Design Tutorial
https•.//w•.w.'.youtube.com/user/prabeshrk

[S.2.2]Firecasts youtube channel.Google Offcial Firebase Tutorial
https://www.youtube.com/user/firecasts

Olsen, L. A., Technical writing and professional communication. 2nd ed. LondonMcGraw- Hill companies. p.310-329

Schwalb, K. , 2006. Information technology project management ed. Delhi: BabaBarkha Nath Printers. p.38-69.

Gerson, S. J. & Gerson, S. M., 2000. Technical Writing process & product. 3rdedition.

Sommerville, I.., 2001 Software engineering. 6th ed. Delhi: Pearson Education.