



Food Waste Management System

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CERTIFICATE

This project “**Food Waste Management System Web App**” presented by **Mustajab Amin (64340) & Muhammad Arqum (64397)** under the direction of their project advisor and approved by the project examination committee, has been presented to and accepted by the CoCIS, in partial fulfilment of the requirements for the bachelor’s degree of Computer Science.

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ABSTRACT

The commonly known fact about hunger in the world is not shortage of food but rather access to the food. The amount of world's food thrown in garbage is one-third of the total food. Right now, world produces enough food to feed every person on the planet. In order to help, we have developed an web based application that will provide a platform to the restaurants to donate their leftovers to those in need. The main objective of this project based on web and mobile application is to make sure to deliver leftover food by restaurant to NGOs which will then provide it to those in need. This system consists of four modules that are admin, NGO's, restaurants and drivers. The majority of the population today uses smart phones with active internet connectivity, which is the basic requirement for this product to function properly. NGOs will send request to restaurants for food and if they will have leftover food, they will accept request and select available rider to pick up from restaurants. On the other hand, restaurants can also donate food by sending request to NGO and after acceptance of request they will donate food.

ACKNOWLEDGEMENT

In the name of Allah, the most Gracious and the Most Merciful.

Peace and blessing of Allah be upon Prophet Muhammad ﷺ

First, praise of Allah, for giving us this opportunity, the strength and the patience to complete our FYP finally, after the challenges and difficulties. We would like to thank our supervisor **Sir Talha Vidhani** for his guidance, motivation and most his significant contribution in this project, expert **Sir Saad Akbar, Mam Saboohi** and **Miss Yumna** for giving us the opportunity to work on this project. We would also like to thanks our parents for financial and moral support and our friends who have helped and motivated us throughout. May Allah reward them all abundantly. Ameen

DEDICATION

This report is dedicated to PAF-KIET University, our Teacher, our Supervisor, our Parents, our fellow colleagues and the hard-working students of PAF-KIET, with a hope that they will succeed in every aspect of their Academic Career and this project may help them in any aspect of their life.

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CHAPTER 1

1. Introduction

1.1. Motivations

We usually see a lot of leftover food being dumped in trash by restaurants and hotels. so we had a idea how we can save this food from being dumped in trash. There are a lot of NGOs around us which ask our support to help the people in need. so we decided to build a system between restaurants and NGOs where NGOs can directly ask for food from restaurant's if they have some leftover. On the other hand, if restaurants have leftover food and they want to donate it they can as well without getting into trouble of finding ngos to donate food. In this manner food will not be wasted and NGOs can provide food to those who are in need of it.

1.2. Problem Statement

A drastic increase can be seen in food waste as per data given by food and agriculture organization ,1/3 food produce by human consumption is wasted globally, which account for almost 1.3 billion tons per year. On the other hand, as per WHO 20% of population face extreme food shortage. Hence there is need to come up with a solution that can reduce food waste and help people in need.

- Restaurants doesn't have any idea what to do with leftover food so they dump it in trash.
- NGOs have no idea who to ask for food or who has excess of it

1.3. Objectives and Contributions

- **Sends a notification to the restaurant.**

The user can create the order of food tap the button to send a notification to the restaurant and request for the food.

- **Reduces the amount of time asking for food**

The NGOs no longer needs to call and check with every restaurant for food. They don't need to waste their energy by calling different restaurants every day and every time. They just need to make a list of food and send a restaurants and wait for their response. In a same manner restaurant also don't need to ask every ngos to take their remaining food just send request and wait for their response.

- **restaurants can also donate**

On some occasion where restaurant cook abundant of food or there is a strike on that day or some reservations have been cancelled due to bad circumstances. They can donate food without waiting for NGOs request. And save food from dumping into trash and help those in need.

- **Safe and dependable.**

We have super admin so only he can register Ngos, Restaurants and Riders. So no fake restaurants and ngos can register themselves.in this way only authentic business will be involved in it and we will be assure that our food is reaching to right people

1.4. Project Scope

The scope of this project is to develop and implement a food waste management System. This project will overcome the problems associated with the excess/leftover food from restaurants. and distribute to the needy people through NGOs. NGOs will collect the leftover or excess food from above mentioned venues for the distribution to the needy people. And if restaurants have abundant of food they can also donate it to ngos and if ngos need that food they will accept their request and send their rider to pick up food from restaurant and donate it to people in need.

1.5. Organization of the Report

1. Introduction
2. Literature Review
3. Project Planning
4. Project Diagram
5. GUI of Web Application
6. Conclusion

CHAPTER 2

2. Literature Review/Process Review

2.1. Introduction

Food waste is a critical issue with significant environmental, social, and economic implications. Web applications have emerged as promising tools for addressing food waste by enabling efficient management and waste reduction throughout the food supply chain. This literature review aims to explore the existing research on food waste management web applications, highlighting key features, benefits, challenges, and future directions.

2.2. Literature Review

A comprehensive search of academic databases, industry reports, and relevant websites was conducted using keywords such as "food waste," "web application," "technology," and "sustainability." The review focused on recent articles published within the last decade to ensure up-to-date information.

Features of Food Waste Management Web Applications:

Food waste management web applications encompass various features, including food inventory tracking, expiration date monitoring, donation coordination, meal planning, recipe suggestions for utilizing leftovers, user feedback mechanisms, and data analytics for waste monitoring and optimization (Gómez-Verdejo et al., 2021; Ganti et al., 2020).

Benefits of Food Waste Management Web Applications:

Web applications for food waste management offer several advantages, such as improved inventory management, reduced food waste, cost savings for businesses, enhanced food safety, increased donation opportunities, and heightened consumer engagement and awareness (Ganti et al., 2020; Pareigis et al., 2020).

User Acceptance and Adoption:

Factors influencing user acceptance of food waste management web applications include ease of use, perceived usefulness, trust, and social norms. User-centric design and intuitive interfaces are critical in promoting adoption and engagement (Yoon & Kwon, 2019; Pareigis et al., 2020).

Integration with Supply Chain Partners:

Successful food waste management web applications require collaboration and integration with supply chain partners, including suppliers, retailers, food service providers, and waste management organizations. Streamlining processes and ensuring seamless data sharing are essential for maximizing impact (Gómez-Verdejo et al., 2021; Heikkilä et al., 2021).

Data Security and Privacy:

Due to the collection and storage of sensitive data, ensuring data security and privacy is paramount. Researchers have addressed concerns related to data protection, privacy regulations compliance, and secure infrastructure development for data management (Heikkilä et al., 2021; Zuin & Rodrigues, 2020).

Impact Assessment and Evaluation:

Food waste management web applications' effectiveness can be evaluated through frameworks and indicators that assess their environmental, social, and economic impacts. These include waste reduction, resource conservation, greenhouse gas emissions reduction, cost savings, and social benefits (Gómez-Verdejo et al., 2021; Zuin & Rodrigues, 2020).

Conclusion:

Food waste management web applications have demonstrated potential in reducing food waste and promoting sustainable practices. While the features and benefits are promising, challenges such as user adoption, data security, and integration with supply chain partners remain. Future research should focus on usability studies, user-centered design approaches, comprehensive impact assessments, and cross-sector collaboration to enhance the effectiveness and scalability of these web applications.

In conclusion, food waste management web applications offer valuable solutions for addressing food waste. By leveraging technology and engaging users, these applications can transform food waste management practices and contribute to a more sustainable and efficient food system.

2.3. Functional and Non-Functional Requirements

2.3.1. Functional Requirements

- Ngos and restaurant must register to use this application.
- Only driver's approved by admin will be able to sign in the application.

2.3.2. Non-Functional Requirements

1. Performance Requirements

1.1. Application will perform with minimal lag.

1.2. Realtime database.

2. Reliability

2.1. Ensure Data consistency

3. Security

3.1. Password protection

2.4. Project Significance

The significances of this project are:

- Provide leftover food from restaurant to NGO's which can be provided to those in need.
- Reduce the wastage of food.
- Register NGO's and restaurant so we don't have to search for them explicitly.

2.5. Software Platform

The IDE which we are using to build mobile application is Android Studio and language used is javascript on the other hand for web app we have used visual studio code and used codeigniter 3 framework using php language.

2.6. Services

1. Google Cloud Platform:

1.1.Google Places Api.

2. Firebase Functions:

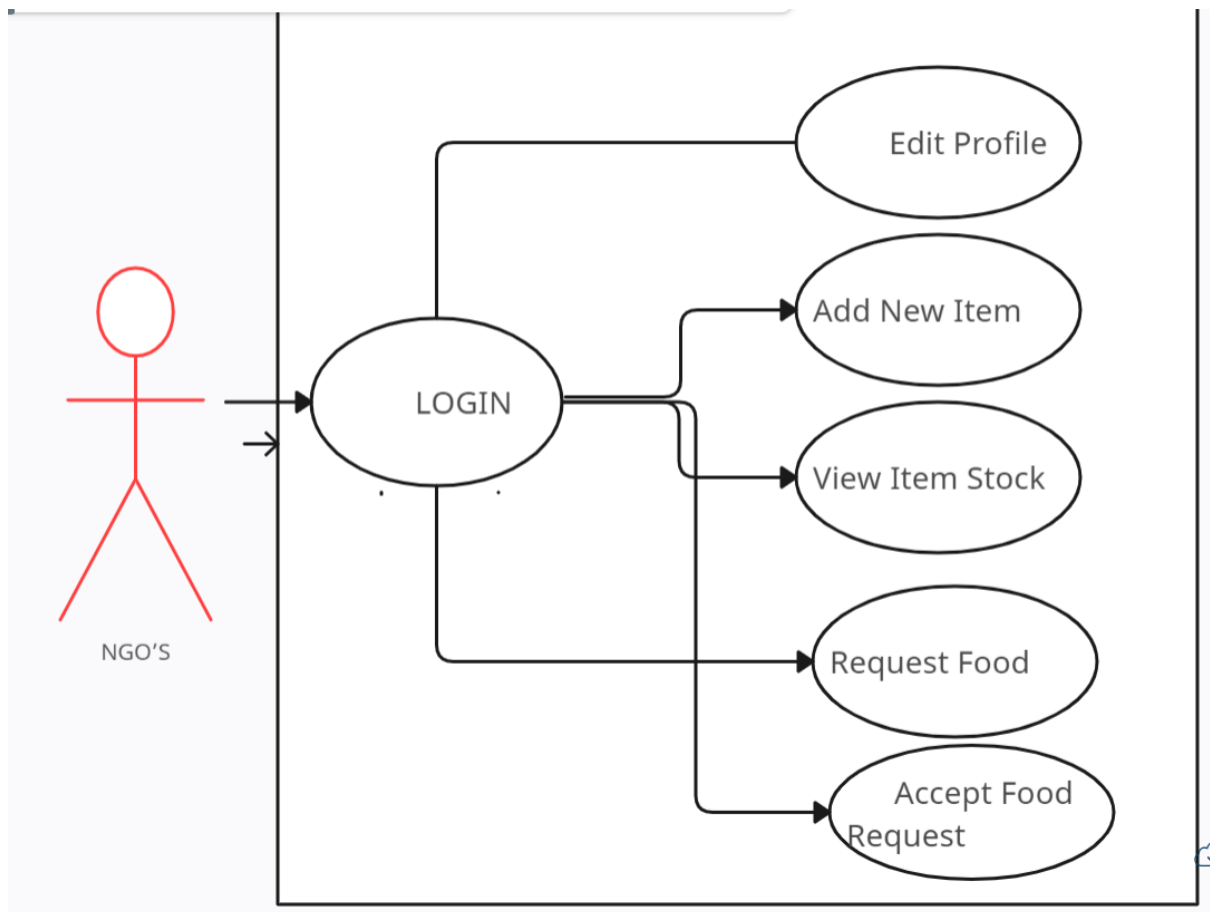
2.1.Firebase messaging service.

CHAPTER 3

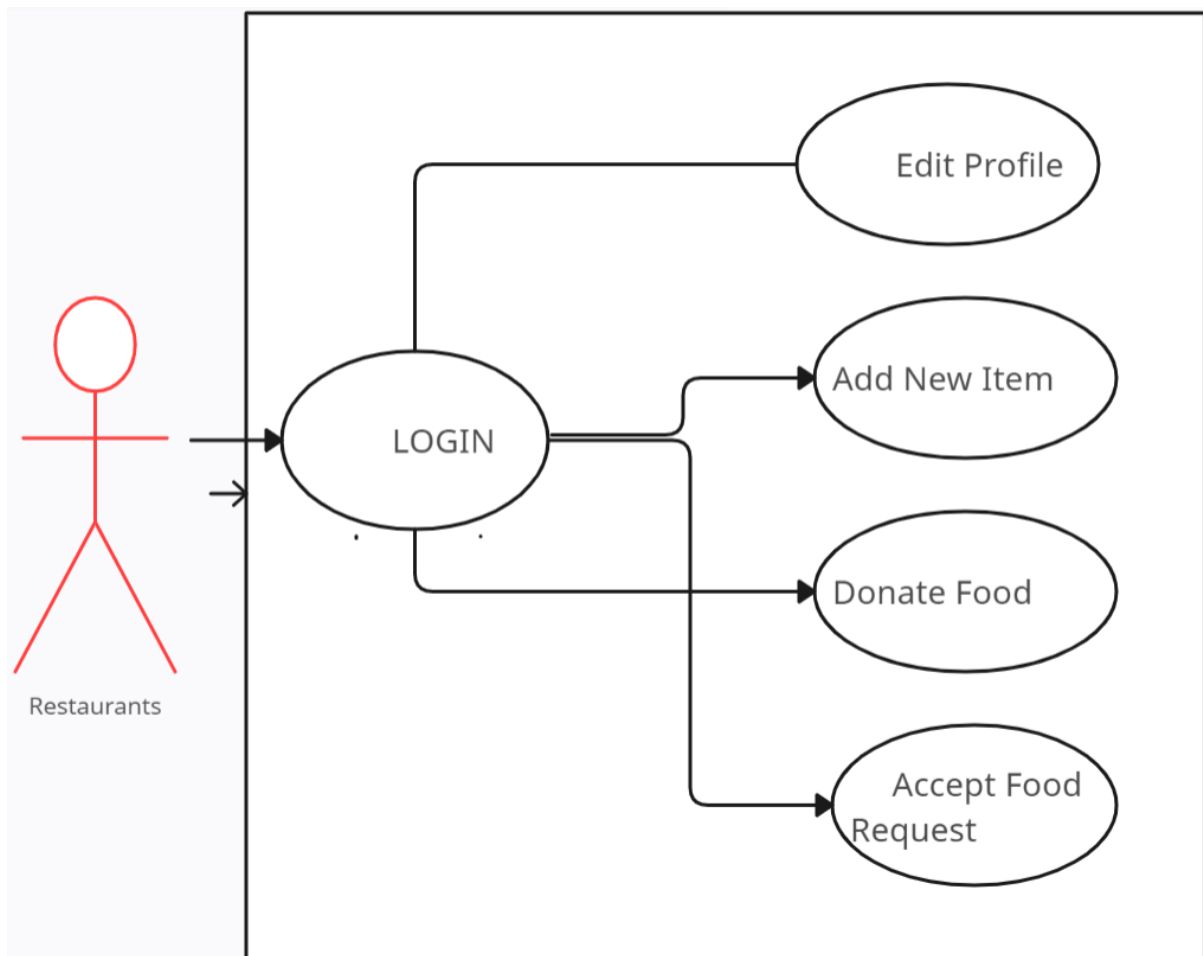
3. Projects diagrams

Based on the above literature review and project scope here are some diagrams, which illustrates that what will be our project or the system is capable to reach the desired results.

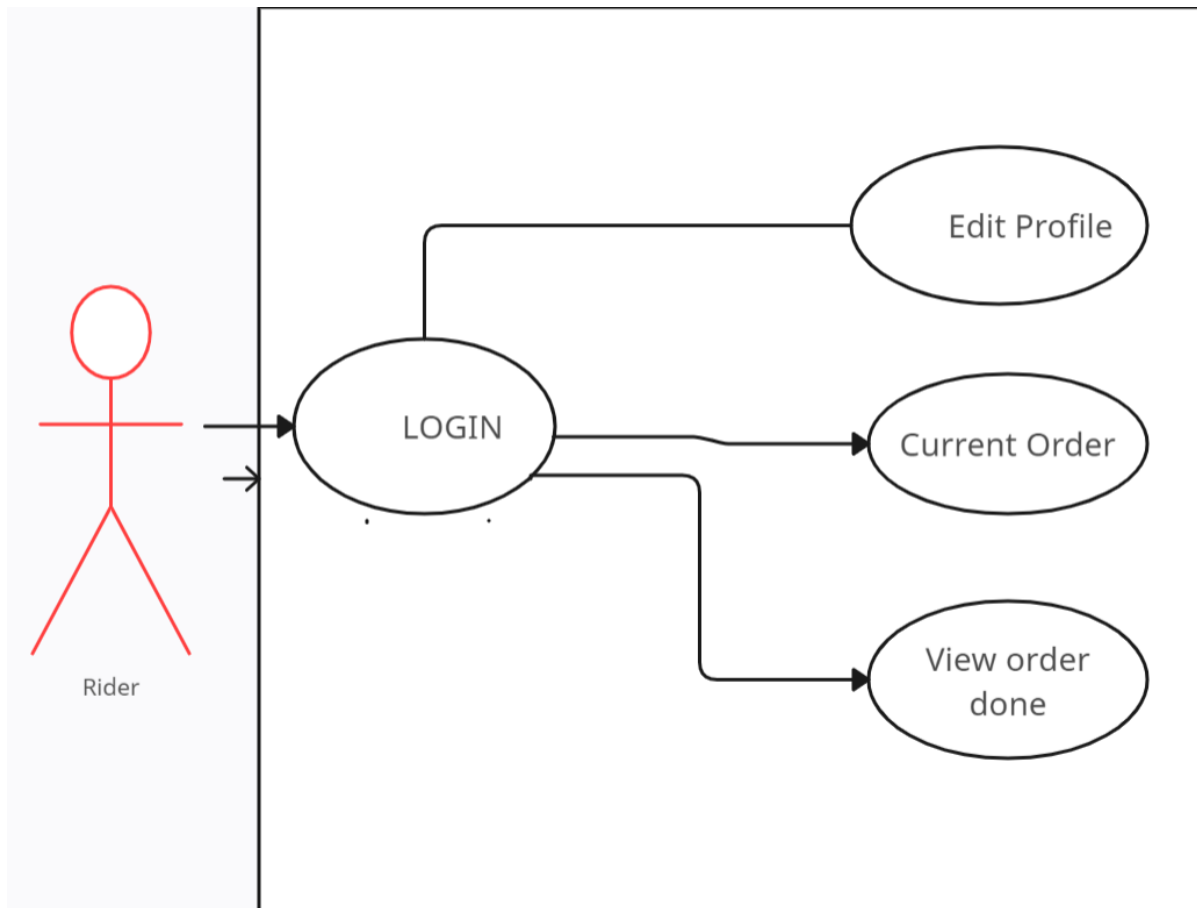
3.1. Use Case Diagrams



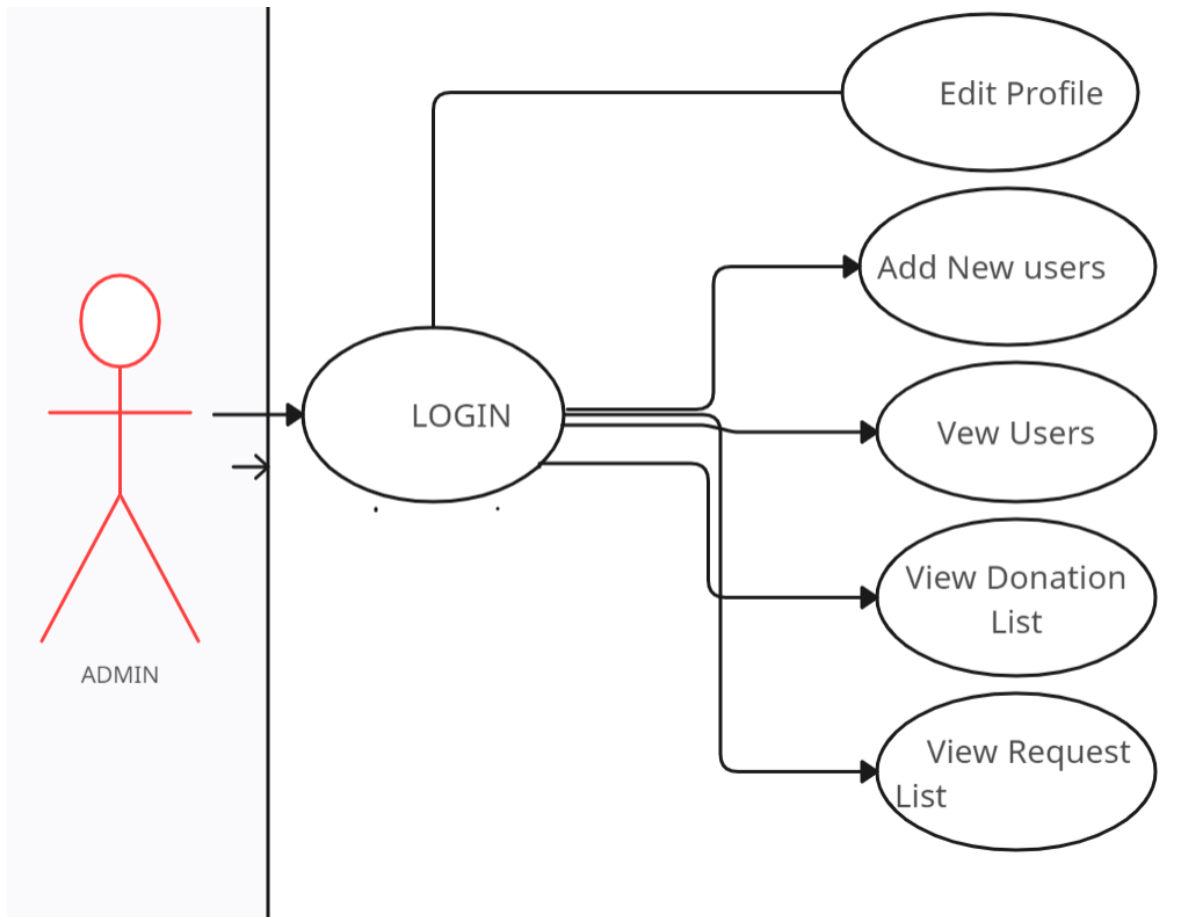
Ngos can perform its functionality only after they have login in into application. After login they can perform certain functionality through this app which are send food request to restaurants, add new items, view item in stock, accept food request of restaurants and edit their profile.



Restaurants s can perform its functionality only after they have login in into application. After login they can perform certain functionality through this app which are send food request to ngos, add new items, accept food request of ngos and edit their profile.

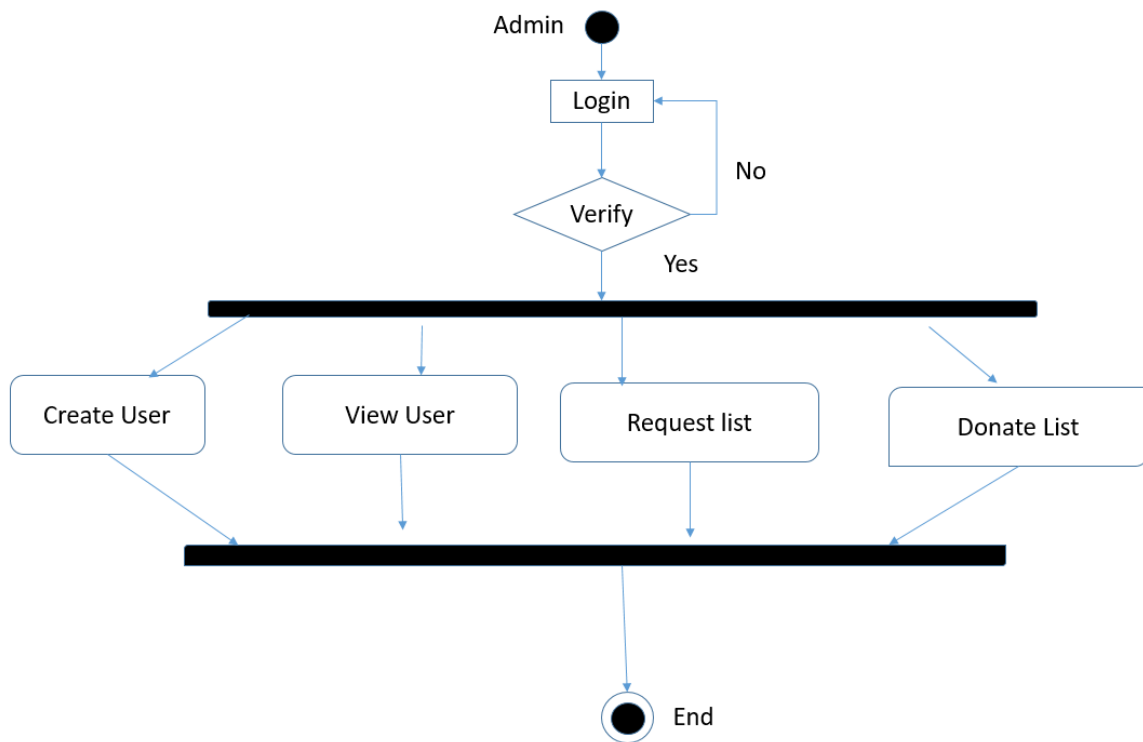


Rider can perform its functionality only after they have login in into application. After login they can perform certain functionality through this app which are view current orders, view orders that are done and edit their profile.

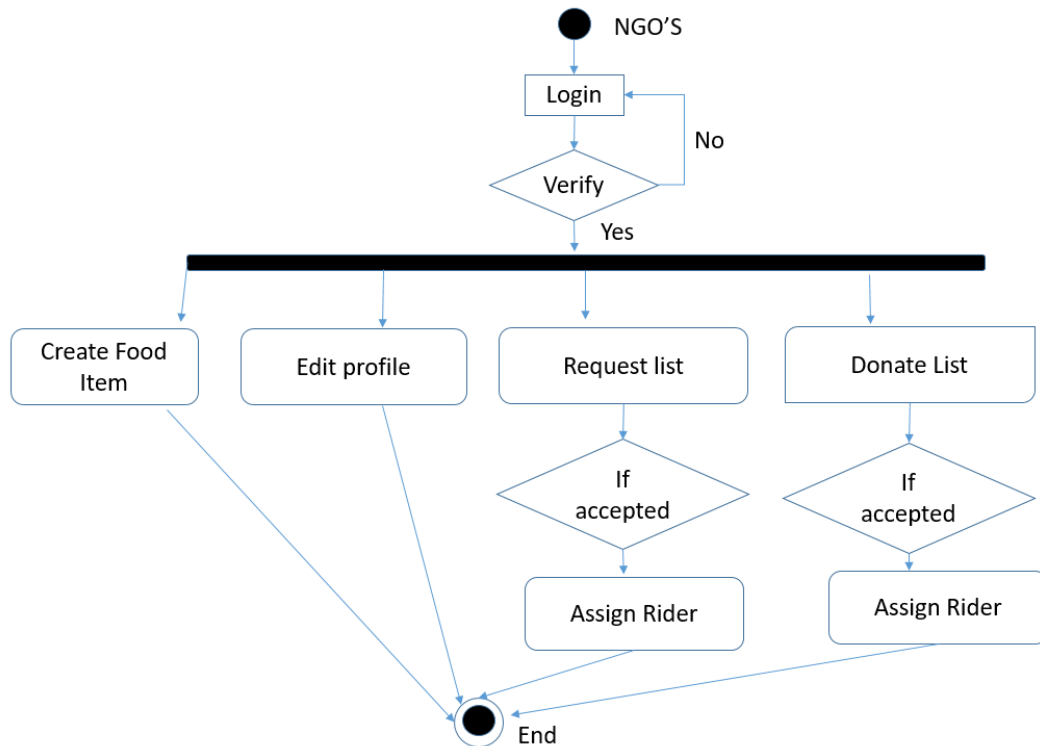


Admin can perform its functionality only after they have login in into application. After login they can perform certain functionality through this app which are add new users, view current users, view donation list and edit their profile.

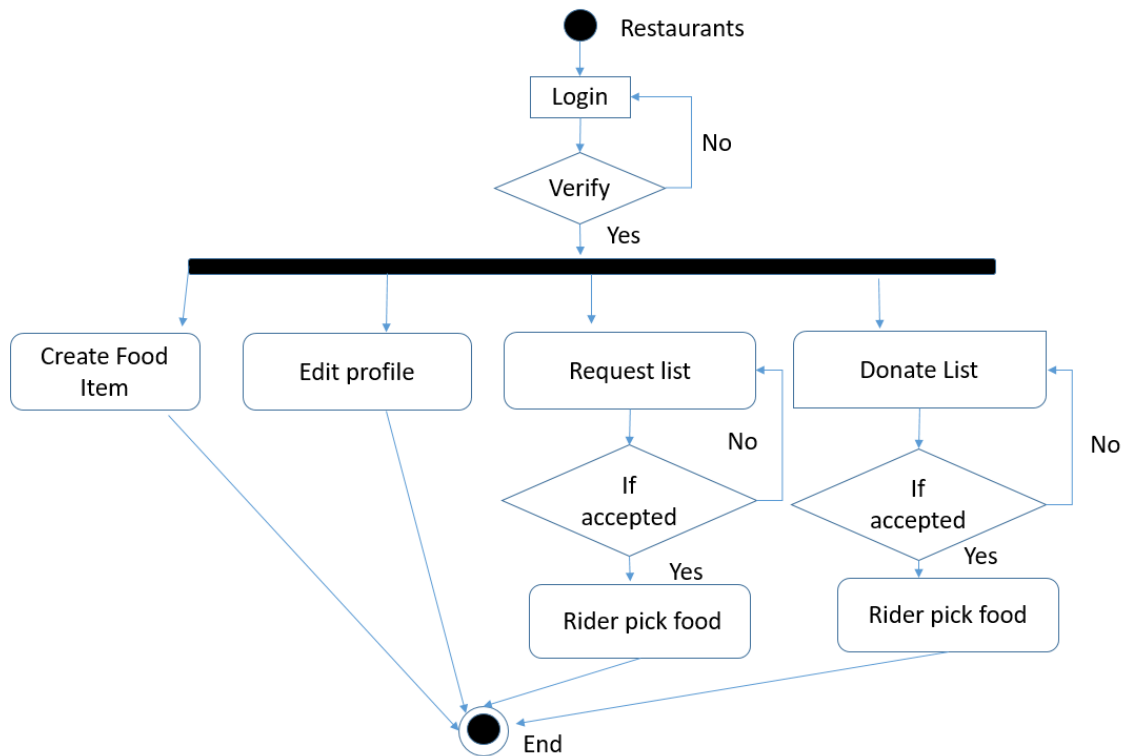
3.2 Activity diagram (diagram correction)



At first admin will login and if its username and password are right he will be redirected to the main page of application and if its incorrect he will remain on login page. After login in he can perform its functionality of creating users, view current users, view donation list and view request list.



At first ngo will login and if its username and password are right he will be redirected to the main page of application and if its incorrect he will remain on login page. After login in he can perform its functionality of creating food items, view donation list and view request list.If in request list he accept the request then he can assign the rider and if he rejects it he doesn't need to assign the rider.



At first restaurnats will login and if its username and password are right he will be redirected to the main page of application and if its incorrect he will remain on login page. After login in he can perform its functionality of creating food items, view donation list and view request list.If its request is accepted by the ngo then rider will pick up food from restaurant.

1.1. Inside Project

3.4.1.Android Studio

Android Studio is the official Integrated Development Environment (IDE) for Android app development, based on IntelliJ IDEA. On top of IntelliJ's powerful code editor and developer tools, Android Studio offers even more features that enhance your productivity when building Android apps.

3.4.2.Google Firebase

Firebase is an app development platform that helps you build and grow apps and games users love. Backed by Google and trusted by millions of businesses around the world.

CHAPTER 4

2. Project Planning

2.1. Project Timeline Summary

2.2. Project Timeline Details

S.no	Start Date	End Date	Week	Task	Status
1	9/10/2021	23/10/2021	Meeting # 01	Introduction And Discussion	Complete
2	23/10/2021	6/11/2021	Meeting # 02	admin Login and user Registration	Complete
3	6/11/2021	20/11/2021	Meeting # 03	User Profile Design	Complete
4	20/11/2021	4/12/2021	Meeting # 4	Admin Panel	Complete
5	4/12/2021	18/12/2021	Meeting # 05	Ngo send request	Complete
6	18/12/2021	1/1/2022	Meeting # 06	Restaurant receive request	Complete
7	19/2/2022	5/3/2022	Meeting # 07	Restaurant send request	Complete
8	5/3/2022	19/3/2022	Meeting # 08	Ngo recieve request	Complete
9	19/3/2022	2/4/2022	Meeting # 09	Rider profile	Complete
10	2/4/2022	16/4/2022	Meeting # 10	Assign order to rider to pick up food	Complete
11	16/4/2022	30/4/2022	Meeting # 11	Mobile application for rider	Complete
12	30/4/2022	14/5/2022	Meeting # 12	Finalizing of Application and Project Report	Complete

2.3. Black-box Testing

Black Box Testing, also known as Behavioral Testing, is a software testing method in which the internal structure/ design/ implementation of the item being tested is not known to the tester. These tests can be functional or non-functional, though usually functional. Testing, either functional or non-functional, without reference to the internal structure of the component or system.

This technique is the procedure to derive and/or select test cases based on an analysis of the specification, either functional or non-functional, of a component or system without reference to its internal structure.

Black Box testing method is applicable to the following levels of software testing:

- Integration Testing
- System Testing
- Acceptance Testing

The higher the level, and hence the bigger and more complex the box, the more black box testing method comes into use.

2.4. Test Cases

Test cases are a crucial component of software testing and quality assurance. They are detailed, specific scenarios or conditions that are designed to evaluate whether a software application, system, or component functions correctly and meets its intended requirements. Test cases serve as a set of instructions for testers to follow, providing a structured approach to validate that the software performs as expected.

TEST CASE # 1

Test Case Title: Create User

Preconditions: User needs to register first.

Actions:

Take Steps:

- 1) Admin click on the Create user
 - 2) Fill the details and click on save
-

Expected Results: User Registered
Successfully

Tested By: Arqum

Result	Pass
--------	------

TEST CASE # 2

Test Case Title: User Login

Preconditions: User must be registered

Actions

Take Steps

- 1) User clicks on the login button
 - 2) User Enter their credentials
 - 3) User clicks on sign in
-

Expected Results: User get home screen of
profile

Tested By: Mustajab amin

Result	Pass
--------	------

TEST CASE # 3

Test Case Title: NGO SendFood Request

Preconditions: User must be logged In

Actions:

- 1) NGO click on create new order button
 - 2) NGO enter food items and quantity
 - 3) NGO send request
-

Expected Results: Request Sent to
restaurant

Tested By: Arqum

Result	Pass
--------	------

TEST CASE # 4

Test Case Title: Restaurant Accept food Request

Preconditions: User must be logged In

Actions:

- 4) Restaurant click on view order
 - 5) Restaurant click on edit order
 - 6) Restaurant accept request
-

Expected Results: Ngo get notification of accepted order

Tested By: Arqum

Result	Pass
--------	------

TEST CASE # 5

Test Case Title: NGO Assign Rider

Preconditions: User must be logged In

Actions:

- 7) NGO click on view order
 - 8) NGO click on edit order
 - 9) NGO assign rider
-

Expected Results: rider get notification of order

Tested By: Mustajab

Result	Pass
--------	------

TEST CASE # 6

Test Case Title: Rider deliver Food

Preconditions: User must be logged In and online

Actions:

- 10) Rider click on view order
 - 11) Rider click on map for location
 - 12) After delivering food rider click on mark as deliver button.
-

Expected Results: all user get notification of complete order.

Tested By: Mustajab

Result	Pass
--------	------

TEST CASE # 7

Test Case Title: Restaurant Send Food Request

Preconditions: User must be logged In

Actions:

- 13) Restaurant click on create new order button
 - 14) Restaurant enter food items and quantity
 - 15) Restaurant send request
-

Expected Results: Request Sent to ngo

Tested By: Arqum

Result	Pass
--------	------

TEST CASE # 8

Test Case Title: Ngo Accept food Request

Preconditions: User must be logged In

Actions:

- 16) NGO click on view order
 - 17) NGO click on edit order
 - 18) NGO accept request
-

Expected Results: Restaurant get notification of accepted order

Tested By: Arqum

Result	Pass
--------	------

TEST CASE # 9

Test Case Title: Ngo Assign Rider

Preconditions: User must be logged In

Actions:

19) NGO click on view order

20) NGO click on edit order

21) NGO assign rider

Expected Results: rider get notification of order

Tested By: Mustajab

Result	Pass
--------	------

TEST CASE # 10

Test Case Title: Rider deliver Food

Preconditions: User must be logged In and online

Actions:

22) Rider click on view order

23) Rider click on map for location

24) After delivering food rider click on mark as deliver button.

Expected Results: all user get notification of complete order.

Tested By: Mustajab

Result	Pass
--------	------

TEST CASE # 11

Test Case Title: Restaurant reject Food Request

Preconditions: User must be logged In and online

Actions:

25) Restuarst click on view order
26) Restaurant select an orders and rejects it.

Expected Results: The NGO should receive a notification indicating that the restaurant has rejected the food request.

Tested By: Mustajab

Result	Pass
--------	------

TEST CASE # 12

Test Case Title: Ngo reject Food Request

Preconditions: User must be logged In and online

Actions:

27) Ngo click on view order
28) Ngo select an orders and rejects it.

Expected Results: The Restaurant should receive a notification indicating that the ngo has rejected the food request.

Tested By: Mustajab

Result	Pass
--------	------

TEST CASE # 13

Test Case Title: Rider Rejects to deliver Food

Preconditions: User must be logged In and online

Actions:

29) Rider click on view order
30) Rider selects the assigned delivery and rejects it.

Expected Results: All relevant parties (NGO, restaurant, and rider) should receive

notifications indicating that the rider has rejected the delivery.

Tested By: Mustajab

Result

Pass

TEST CASE # 14

Test Case Title: User Profile Update

Preconditions: User must be logged In and online

Actions:

- 31) User clicks on "Edit Profile."
 - 32) User updates their profile information.
 - 33) Clicks on the "Save" button.
-

Expected Results: User's profile information should be updated successfully.

Tested By: Mustajab

Result

Pass

TEST CASE # 15

Test Case Title: Invalid User Registration

Preconditions: None

Actions:

- 34) User attempts to register with invalid or incomplete details.
 - 35) Clicks on the "Save" button.
-

Expected Results: User receive an error message indicating that registration was unsuccessful due to invalid or incomplete details.

Tested By: Arqum

Result

Pass

TEST CASE # 16

Test Case Title: User Logout

Preconditions: User must be logged In and online

Actions:

36) User clicks on the "Logout" button.

Expected Results: User should be logged out and redirected to the login page.

Tested By: Mustajab

Result	Pass
--------	------

TEST CASE # 17

Test Case Title: Invalid User Login

Preconditions: User must be registered.

Actions:

37) User enters incorrect login credentials.

38) Clicks on the "Sign In" button.

Expected Results: User should receive an error message indicating that the login attempt failed due to incorrect credentials.

Tested By: Mustajab

Result	Pass
--------	------

TEST CASE # 18

Test Case Title: Password Reset

Preconditions: User must be registered and logged out.

Actions:

39) User clicks on the "Forgot Password" link.

40) User enters their email address and requests a password reset.

Expected Results: User should receive a password reset email with instructions on resetting the password.

Tested By: Mustajab

Result	Pass
--------	------

TEST CASE # 19

Test Case Title: Order History

Preconditions: User must be logged in.

Actions:

41) User clicks on "Order History."

Expected Results: user should see a list of their past orders.

Tested By: Mustajab

Result	Pass
--------	------

TEST CASE # 20

Test Case Title: User Profile Picture Upload

Preconditions: User must be logged in.

Actions:

42) User clicks on "Edit Profile."

43) User uploads a profile picture.

44) Clicks on the "Save" button.

Expected Results: The user's profile picture should be successfully uploaded and displayed in their profile.

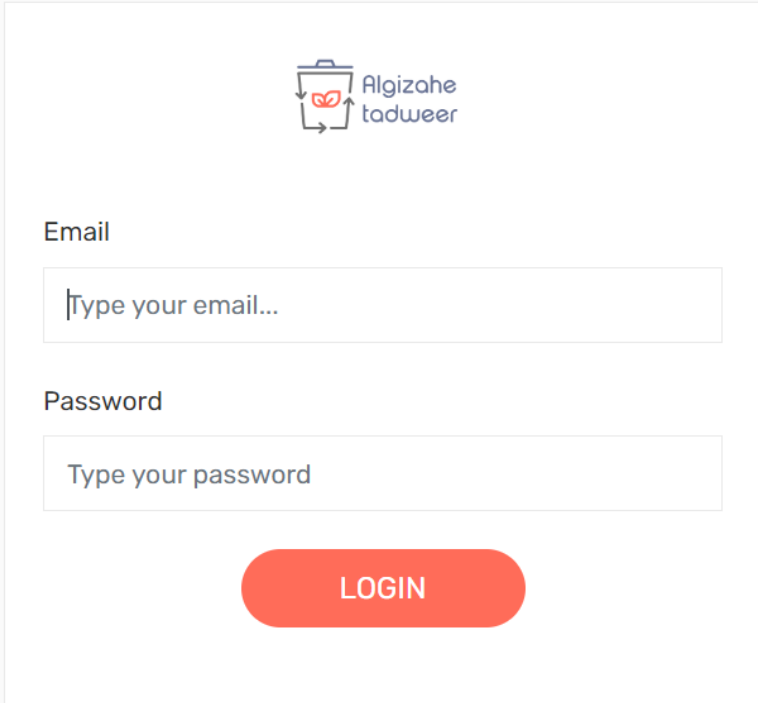
Tested By: Mustajab

Result	Pass
--------	------

CHAPTER 5

3. GUI of Web Application

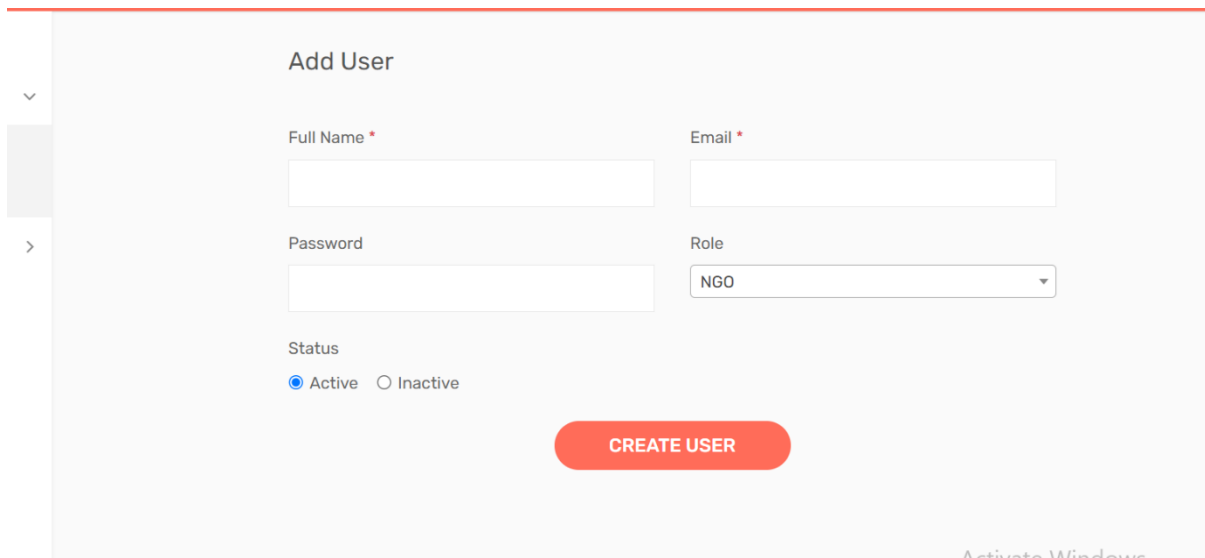
3.1. Login Interface



The login interface is a white rectangular box centered on a light gray background. At the top center of the box is the logo for 'Algizahe tadweer', which consists of a blue trash can icon with a red heart inside and the text 'Algizahe tadweer' to its right. Below the logo, the word 'Email' is displayed in a small, dark gray font. Underneath 'Email' is a white text input field with a light gray border and the placeholder text 'Type your email...'. Below the email field, the word 'Password' is displayed in a small, dark gray font. Underneath 'Password' is a white text input field with a light gray border and the placeholder text 'Type your password'. At the bottom center of the login box is a red, rounded rectangular button with the word 'LOGIN' in white, uppercase letters.

Login interface will be same for all users either you are ngo , restaurant or rider

3.2. Sign up Interface



The screenshot displays a web interface for adding a new user. On the left, there is a vertical sidebar with a grey background, featuring a downward arrow icon at the top and an upward arrow icon below it. The main content area has a light grey background and is titled "Add User". It contains four input fields: "Full Name" and "Email" are text boxes with red asterisks indicating they are required; "Password" is a text box; and "Role" is a dropdown menu currently showing "NGO". Below these fields is a "Status" section with two radio buttons: "Active" (which is selected) and "Inactive". At the bottom center of the form is a red button with the text "CREATE USER". In the bottom right corner of the interface, there is a faint watermark that reads "Activate Windows".

Signup interface will also be same for all users they can be differentiated into different users by selecting their roles such as ngo, restaurant or rider.

CHAPTER 6

4. Conclusion and Future Work

4.1. Limitation

- This project is deployed locally not globally.
- This system will counter one request at a time cannot handle multiple request.
- This web app will only work for ngos and restaurants.
- Prior to registration they cannot either ask for food or donate it.

4.2. Conclusion

In conclusion, we have developed a web app which allow the users (i.e., Ngos or Restaurants) to get on a single platform which is Algizae tadweer through which users can request leftover food from anywhere which can be deliver by rider at their respective location. With our app ngo don't need to check out with every restaurant to ask for food and in a same manner restaurant doesn't have to search for ngo to donate food.

4.3. Future Works

There is always a chance of improvement, following are the aspects where the system requires some time to be analyzed and modified

- Improve quality of UI Design.
- Improve quality of Database.
- Enhance Application Functionality and Features.
- Allow multiple request at a time.
- Donate food without registration.

APPENDIX

Admin.php:

```
<?php defined('BASEPATH') OR exit('No direct script access allowed');
```

```
class Admin extends MY_Controller {
    public $data = [];
    function __construct() {
        parent::__construct();
        if(!$this->session->userdata('id') || $this->session->userdata('role') != 'admin'){
            return redirect(base_url('login'));
        }
        $this->data["current_user_id"] = $this->user_id = $this->session->userdata('id');
    }//end construct

    public function index(){
        redirect(base_url('admin/profile'));
    }//index

    public function dashboard(){
        $this->load->view('dashboard', $this->data);
    }//index

    public function profile(){
        $this->data['current_slug'] = 'My Profile';

        if($_POST){
            if($this->form_validation->run('profile') == FALSE){
                $this->data['user_profile'] = $this->users->view_profile($this->user_id);
                $this->load->view('profile', $this->data);
            }else{
                $post = $this->input->post();
            }
        }
    }
}
```

```

$user_pass = $this->input->post('user_pass');
$img_id = $this->input->post('img_id');

if(!empty($user_pass)){
    if(strlen($user_pass) >= 6){
        $post['user_pass'] = md5($this->input-
>post('user_pass'));
    }else{
        $this->session->set_flashdata('error', 'Password must be
graterthan 5 digits');

        redirect(base_url('admin/profile'));
    }
}else{
    if(isset($_POST['user_pass'])){
        unset($post['user_pass']);
    }
}

$profile_pic = $_FILES['profile_pic'];

if(!empty($profile_pic['name'])){
    $img_path = 'profile/admin/';
    if($new_name = $this->_upload_file($profile_pic['name'],
$profile_pic['type'], $profile_pic['tmp_name'], $profile_pic['size'], $img_path)){
        $post['profile_pic'] = $new_name;
        unlink('./assets/'.$img_path.$img_id);
    }else{
        $post['profile_pic'] = $img_id;
    }
    unset($post['img_id']);
}else{
    $post['profile_pic'] = $img_id;
    unset($post['img_id']);
}

```

```

        if($this->users->update_profile($post, $this->user_id)){
            $this->session->set_flashdata('feedback',"Profile Updated
Successfully.");
            redirect(base_url('admin/profile'));
        }else{
            $this->session->set_flashdata('error',"Profile Not Update. Plz
Try Again!.");
            redirect(base_url('admin/profile'));
        }//model
    }//validation
} else{
    $this->data['user_profile'] = $this->users->view_profile($this->user_id);
    $this->load->view('profile', $this->data);
} //post
} //profile

public function users($action="", $id=0){
    if($action=="add"){
        if($_POST){
            if($this->form_validation->run('create_user') == FALSE){
                $this->session->set_flashdata('error',validation_errors());
                redirect(base_url('admin/users/add'));
            }else{
                $post = $this->input->post();
                $post['user_pass'] = md5($post['user_pass']);

                if($this->users->create_user($post)){
                    $this->session->set_flashdata('feedback',"Create User
Successfully.");
                    redirect(base_url('admin/users/manage'));
                }else{
                    $this->session->set_flashdata('error',"User Not Create.
Plz Try Again!.");
                    redirect(base_url('admin/users/manage'));
                }
            }
        }
    }
}

```



```

    }else{
        $this->data['rs_view'] = $this->users->view_profile($id);
        $this->data['current_slug'] = 'Edit User';
        $this->data['current_page'] = 'users';
        $this->load->view('admin/users/edit', $this->data);
    }//end else post
} //edit

if($action=="manage"){
    $this->data['user_id'] = $this->user_id;
    $this->data['rs_manage'] = $this->users->view_all_user();
    $this->data['current_page'] = 'user_list';
    $this->data['current_slug'] = 'User List';
    $this->load->view('admin/users/manage', $this->data);
} //manage
} //users

public function signout(){
    $this->_signout();
} //signout

}

```

A. Gantt chart

Task	Oct	Nov	Dec	Jan	Feb	Mar	April	May
Do the Literature Survey								
Design the Application								
Design the Database								
Design User Interface								
Develop Application								
Built Database								
Built User Interface								
Test Application								
Test Database								
Test User Interface								
Maps Integration								
Application Integration								
Perform Integration Testing								
Write the Proposal								
Write Final Report								
Presentation								

