MINI PROJECT- 2

(2021-22)

“PAWS”

Project Report

Institute of Engineering & Technology

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Declaration

I/we hereby declare that the work which is being presented in the Bachelor of technology. Project **"PAWS"**, in partial fulfilment of the requirements for the award of the ***Bachelor of Technology*** in Computer Science and Engineering and submitted to the Department of Computer Engineering and Applications of GLA University, Mathura, is an authentic record of my/our own work carried under the supervision of **Mr. Mandeep Singh, Technical Trainer, Dept. of CEA, GLA University.**

The contents of this project report, in full or in parts, have not been submittedto any other Institute or University for the award of any degree.

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ACKNOWLEDGEMENT

Presenting the ascribed project paper report in this very simple and official form, we would like to place my deep gratitude to GLA University for providing us the instructor Mr Mandeep Singh, our technical trainer and supervisor.

He has been helping us since Day 1 in this project. He provided us with the roadmap, the basic guidelines explaining on how to work on the project. He has been conducting regular meeting to check the progress of the project and providing us with the resources related to the project. Without his help, we wouldn't have been able to complete this project.

And at last, but not the least we would like to thank our dear parents for helping us to grab this opportunity to get trained and also my colleagues who helped me find resources during the training.

Thanking You

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Certificate

This is to certify that the project entitled "PAWS", carried out in Mini Project – I, is a bonafide work by Kumar Sanskar and Goldi Maurya is submitted in partial fulfilment of the requirements for the award of the degree Bachelor of Technology (Computer Science & Engineering).

Signature of Supervisor:

Name of Supervisor: Mr. Mandeep Singh (Technical Trainer)

Date:

ABSTRACT

- The purpose of this project is to build a web application program to reduce manual work of managing pet store and adoption as well as taking care of you pet while you are away. It is an online system through which customer creates a profile for their pet and can chat with another pet owner, profile contains pets details such as age, gender etc. This platform manages all the details of pets and owner of pets.
- After login customer profile page will be displaced with email id.
- We can chat through our paws id account.
- It automates manual procedure in an effective and effective way.

This software contains 3 pages:

1: Landing Page →

- Our landing page contains login/sign up.
- Create id
- After clicking on create it redirect to onboarding page.

2: Profile Page →

- Profile of user/pet

3: Database →

- MongoDB Cloud Atlas database
- Stores all detail of chats/messages
- Store all data of user taken from the onboarding form

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LIST OF FIGURES

CHAPTER-1

INTRODUCTION

1.1 CONTEXT

The purpose of this project is to build a web application program to reduce manual work of managing pet store and adoption as well as taking care of you pet while you are away. It is an online system through which customer creates a profile for their pet and can chat with another pet owner, profile contains pets details such as age, gender etc. This platform manages all the details of pets and owner of pets.

1.2 MOTIVATION:

- The project provides simple way for letting them posting on the internet platform or searching nearby animal lovers .
- Missions is to raise awareness towards pets and find loving homes/pet partners for them.
- The features provided in this Pet-finder website is able to assist the users to find a pet in a more effective way.
- The current system of finding partner for the pets is done manually which is time-consuming.

1.3 OBJECTIVE:

- The project provides simple way for letting them posting on the internet platform or searching nearby animal lovers.
- Missions is to raise awareness towards pets and find loving homes for them.
- This project is to automate the process of serving towards the welfare of the pets by giving the pets a place of shelter to live in, care for them with affection.

1.4 EXISTING SYSTEM

This platform is supported to eliminate and, in some cases, to reduce the hardship faced by animal lovers in finding partner for their of pets. Moreover, this system is designed to ease to carry out adoption of pets in smooth and effective manner. No formal or technical knowledge is needed by the user to use this platform.

1.5 SOURCES

The source of our project (including all the project work, documentations and presentations) will be available at the following link :

GitHub Repo Link –
https://github.com/KumarSanskar/PAWS

CHAPTER -2

SOFTWARE REQUIREMENT ANALYSIS

2.1 IMPACT OF "Paws" ON DAILY LIFE

The purpose of this project is to build a web application program to reduce manual work of managing pet store and adoption as well as taking care of you pet while you are away. It is an online system through which customer creates a profile for their pet and can chat with another pet owner, profile contains pets' details such as age, gender etc. This platform manages all the details of pets and owner of pets.

The project provides simple way for letting them posting on the internet platform or searching nearby animal lovers. Missions is to raise awareness towards pets and find loving homes for them. This project is to automate the process of serving towards the welfare of the pets by giving the pets a place of shelter to live in, care for them with affection.

2.1 PROBLEM STATEMENT

- Pet owners generally worry about partners for pet and have to look for it manually.
- Our main motivate is to provide Simple GUI for user to buy
- People can choose for opposite gender for their pet and chat with owner to decide things for later.

2.2 HARDWARE AND SOFTWARE REQUIREMENTS

HARDWAREREQUIREMENTS

•**Processor:** Intel-i3 or more

•**Operating System:** Windows7 or Higher

•**RAM:**4 GB or more

•**Hardware Devices:** NIL

•**Harddisk:**1TB or more

•**Display:**13inch Laptop or Higher

SOFTWARESPECIFICATION

•**Technology Implemented:** Web - Development

•**Language Used:** CSS, JAVASCRIPT, React js, Node.

•**Database:** Atlas Database

•**User Interface Design:** Graphical User Interface

•**Web Browser:** Chrome/Firefox/Microsoft Edge

MODULES AND FUNCTIONALITY

There are 3 types of modules in the system:

- **Lading Page**

Landing Page

This page contain Create Account and Login page.

Following are actions that take place related to the Landing Page of the system:

- Create account
- After creating account, it redirects to onboarding page

User Profile

Every other user will go through the registration process in order to register into the system.

Following are the required fields that are need to be filled in order to complete the process:

- **Password** – If you are a user, you will need to enter the password according to your convenience. Use a password that is easy to remember for you. Do not disclose this password to anyone. The reason being, the password will be used to login into the account, and if any other random person does some unusual activity with your account. You will be responsible and some legal action can be taken against you.
- **Email ID** – It is also important to provide the email address of the concerned user. This email address will be used for some verification process and as one of the modes to communicate**.**
- **Birthday –** this helps us to keep in record the date of birth of your pet so as to manage in future usage.
- **Gender of pet –** this allows us to store the gender of your pet so that we can show opposite gender for your pet.
- **Profile Picture of the pet –** this allows user to upload a picture of their pet which can be seen by other user also while deciding pet partner for their pet.

Atlas Database Page

- **user** – this stores details of user taken during the on-boarding.
- **message** – it store data of chat made in app.

Paws Application

The purpose of this project is to build a web application program to reduce manual work of managing pet store and adoption as well as taking care of you pet while you are away.

It is an online system through which customer creates a profile for their pet and can chat with another pet owner, profile contains pets details such as age, gender etc. This platform manages all the details of pets and owner of pets.

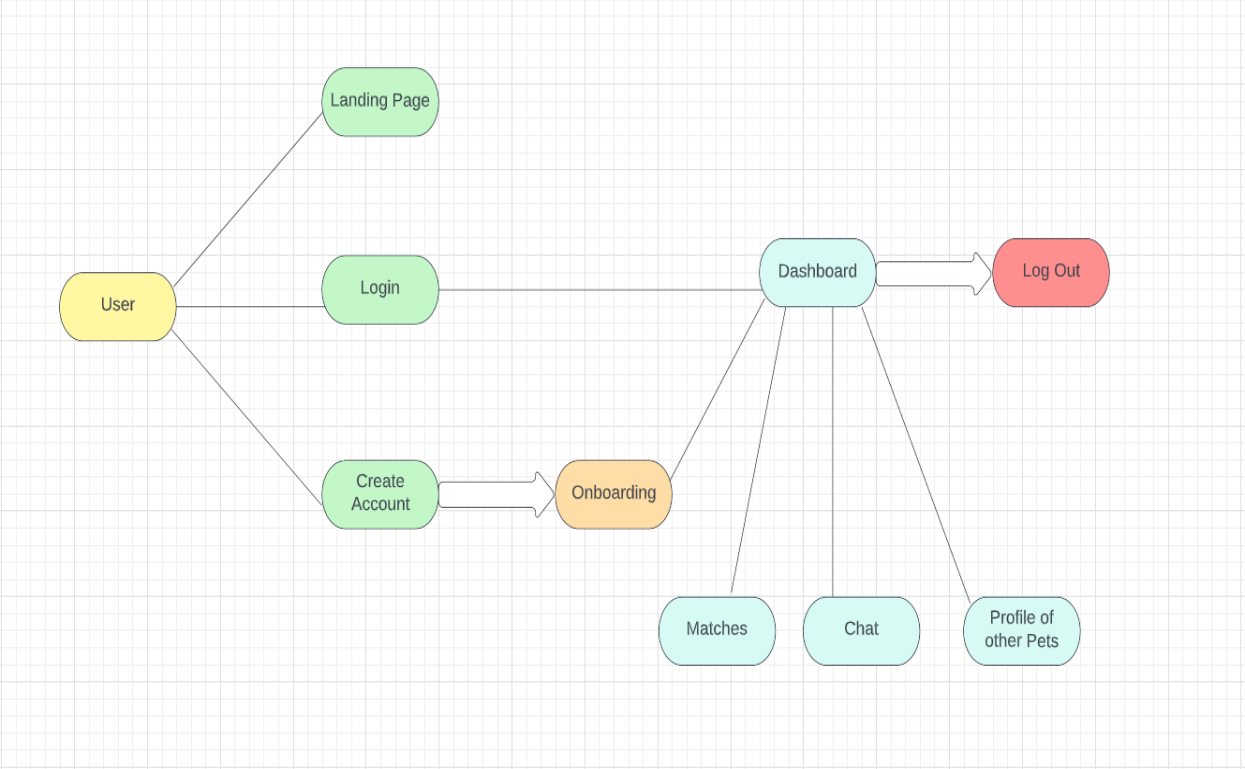
After login customer profile page will be displaced with email id.

We can chat through our paws id account. It automates manual procedure in an effective and effective way.

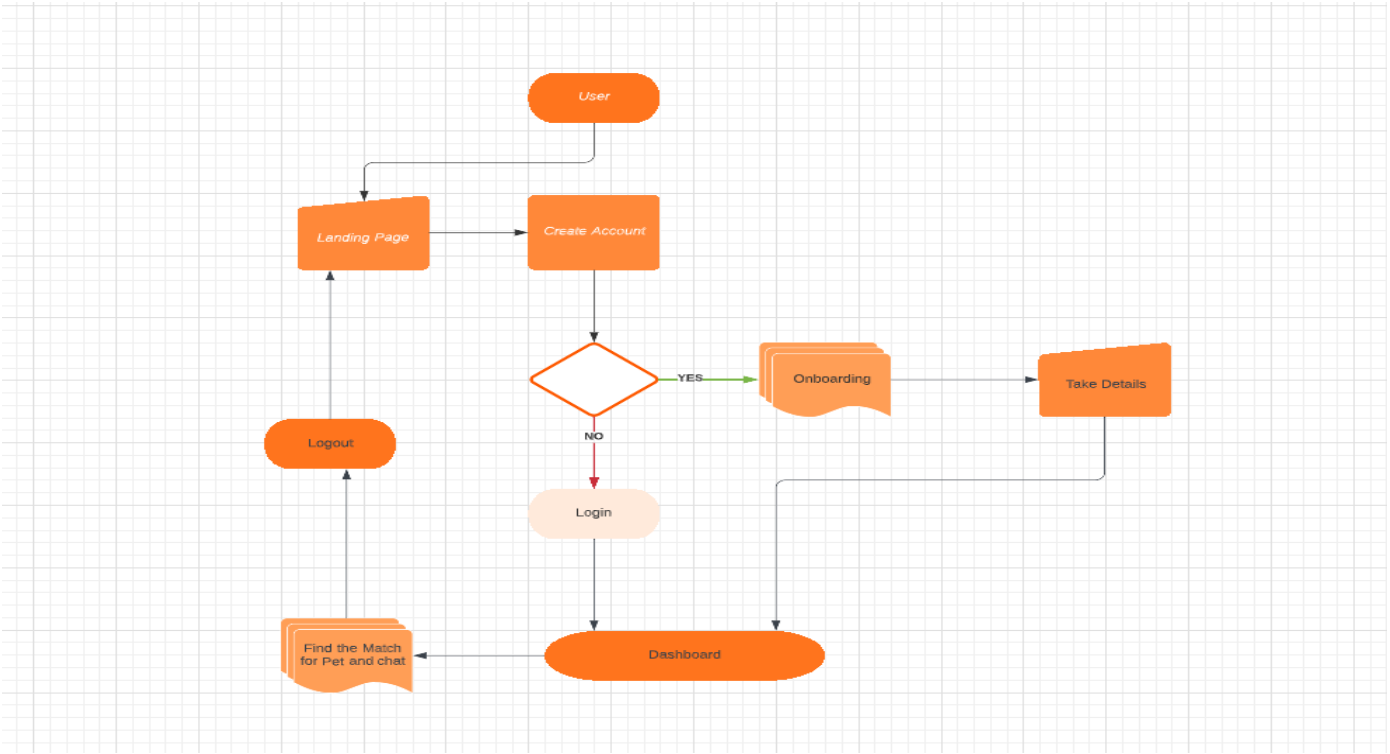
CHAPTER- 3

SOFTWARE DESIGN

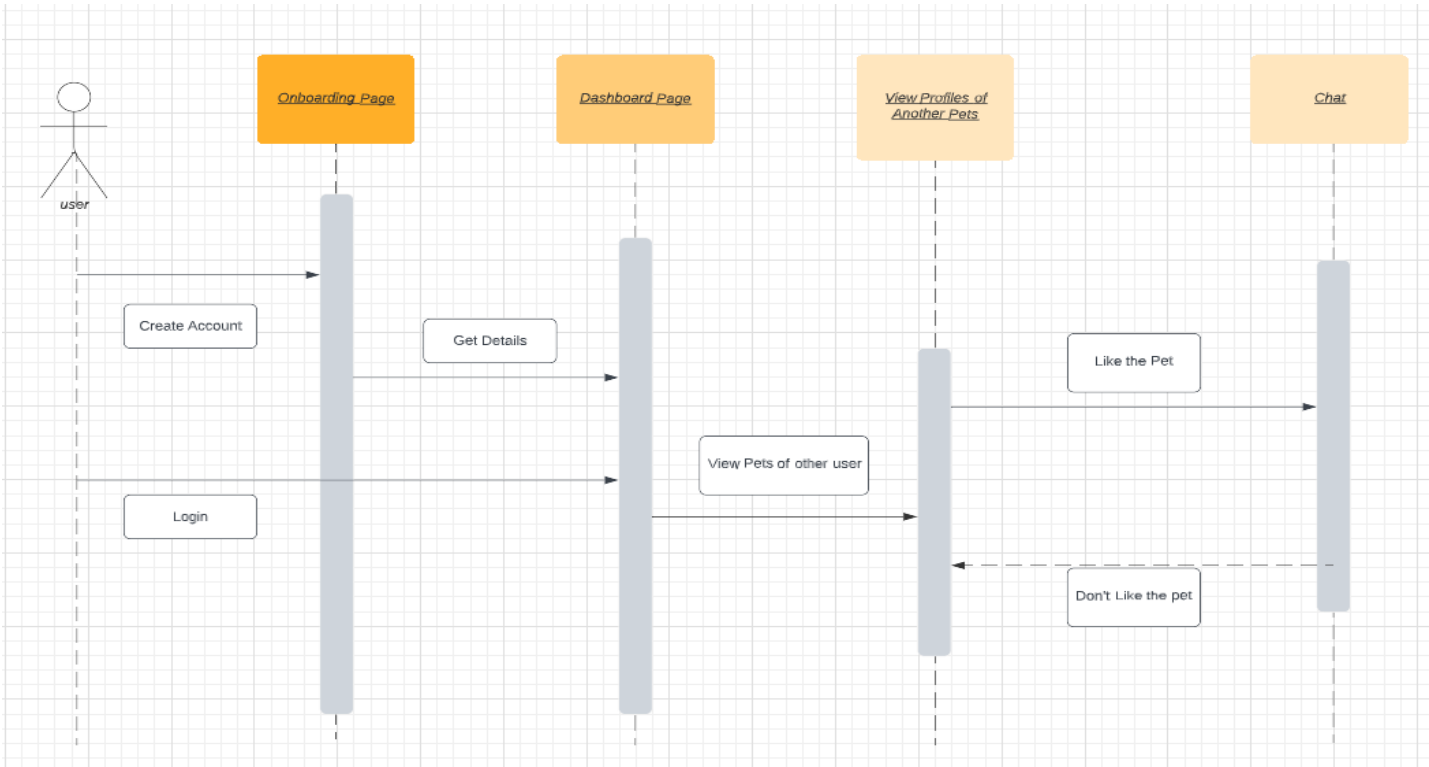
3.1 USE-CASE DIAGRAM:



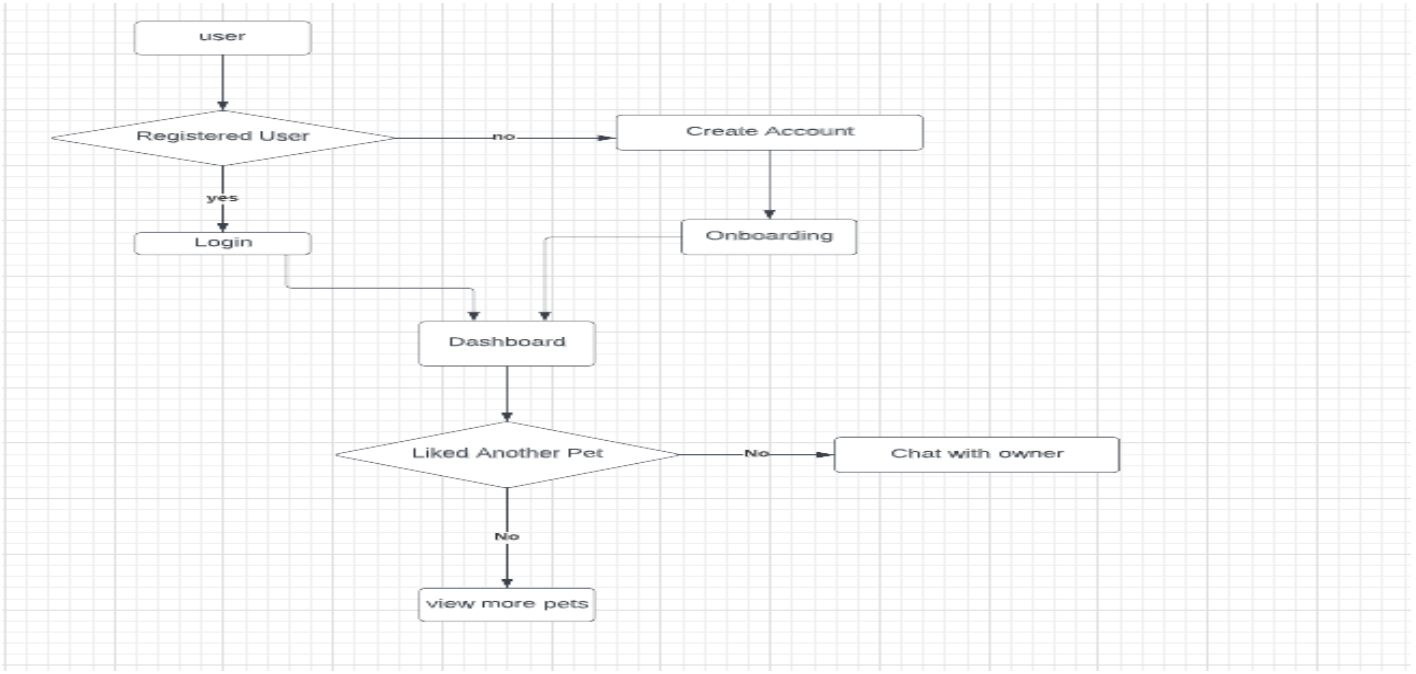
3.2 DATA FOW DIAGRAM



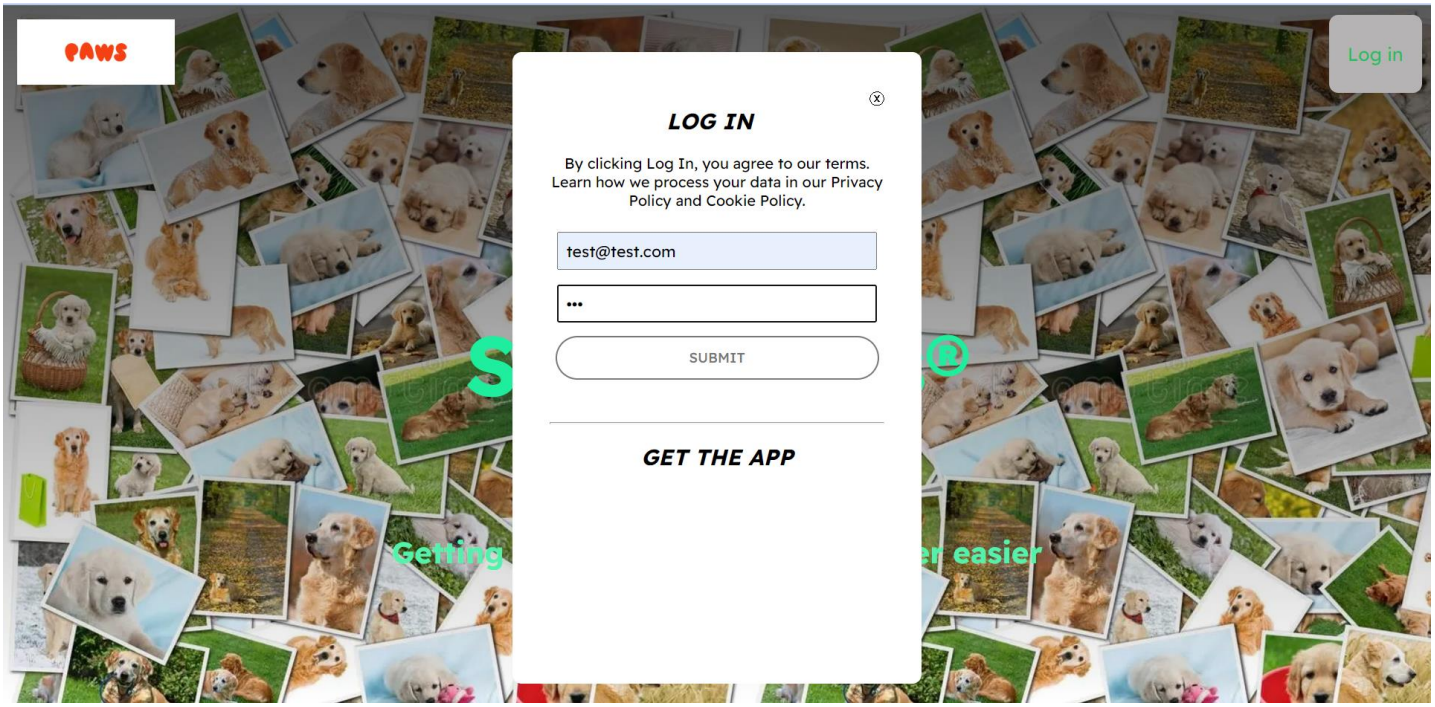
3.3 SEQUENCE DIAGRAM

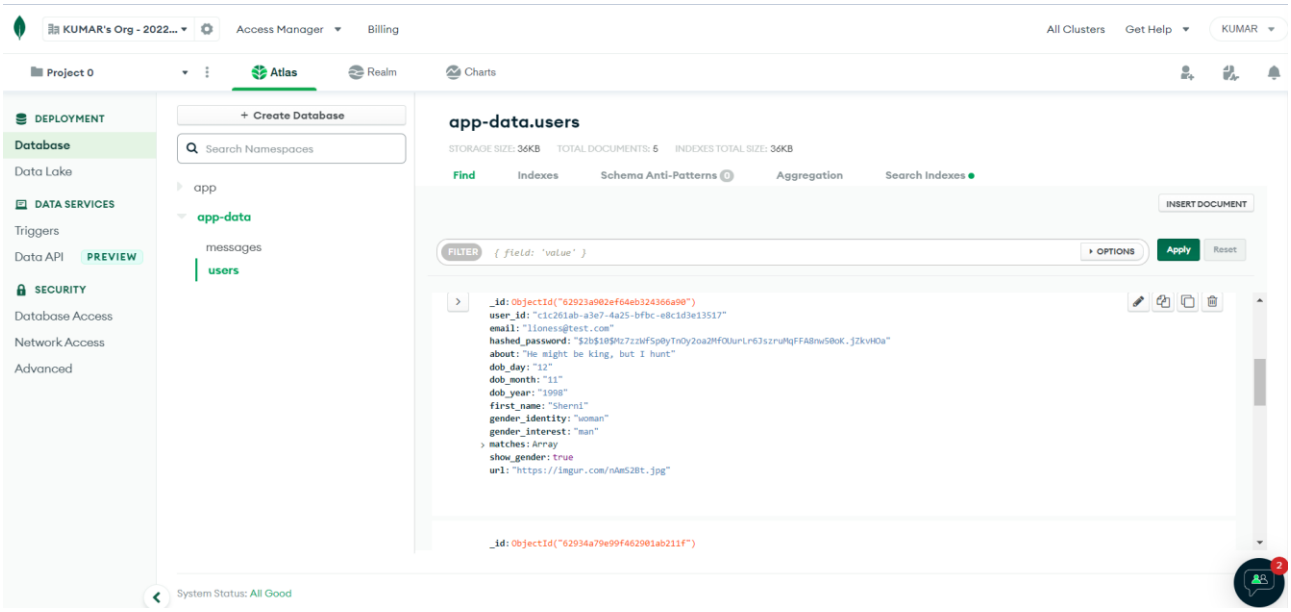


3.4 Flow Chart For User



Login Page Using Authentication from Database



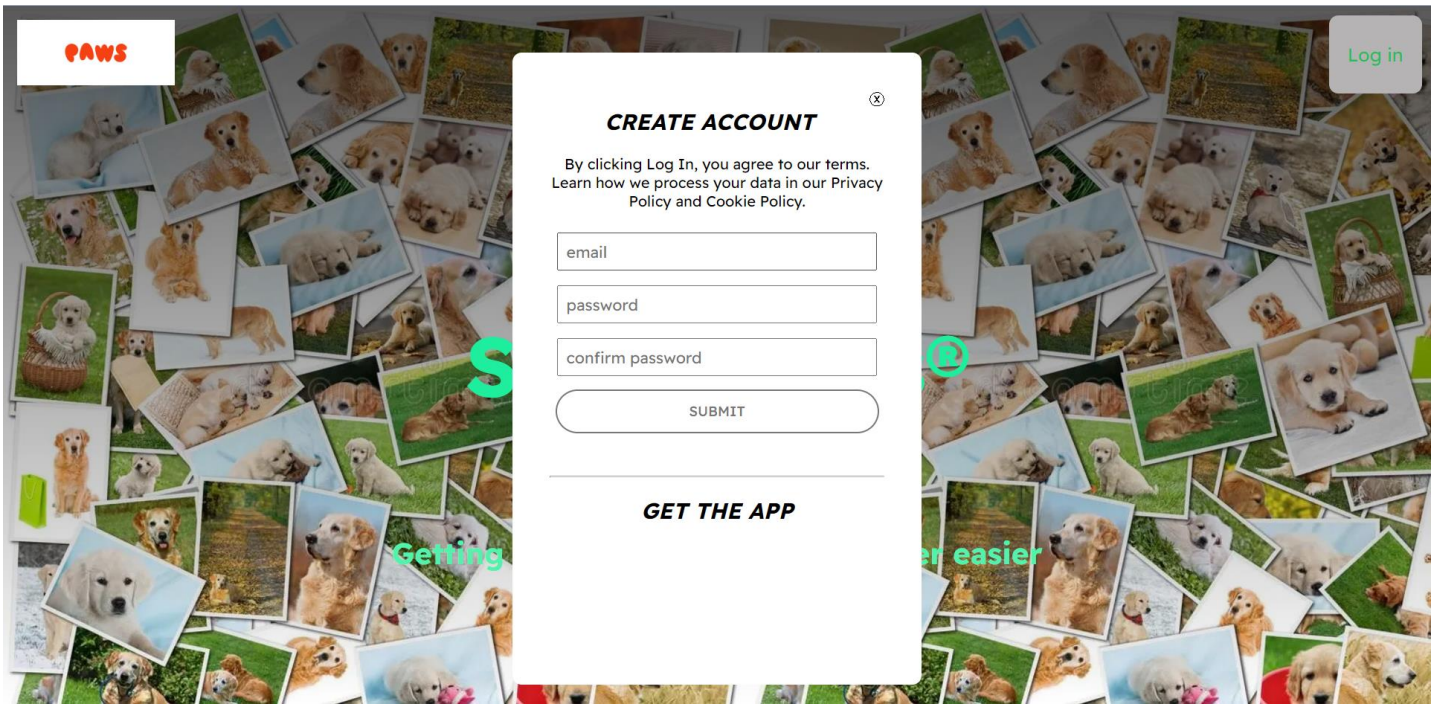


CHAPTER -5

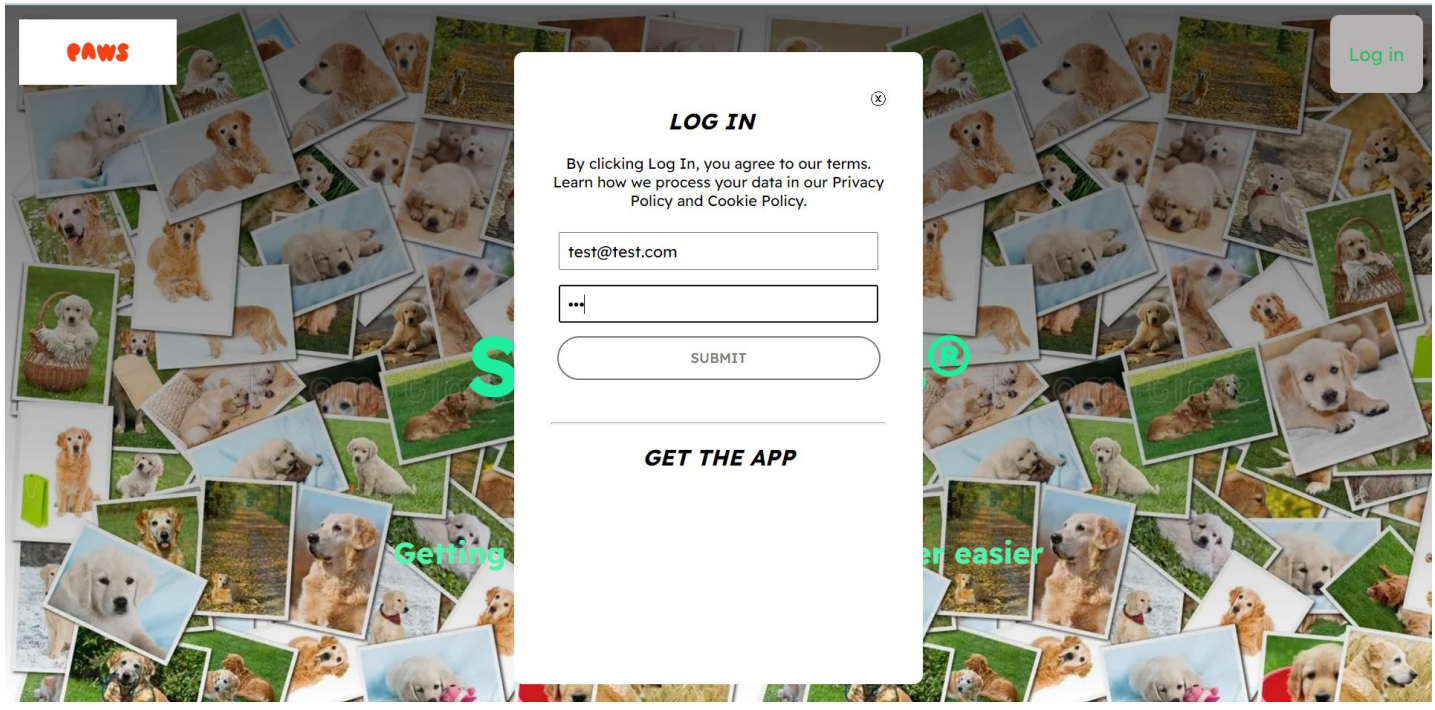
IMPLEMENTATION AND USER INTERFACE

Landing Page

Create Account



Log-in Page



Onboarding Page

CREATE ACCOUNT

Pet Name

butter

Birthday

04 05 2016

Gender

Male Female

Show Gender on my Profile

Show Me

Male Female

About me

Loves bones

Submit

Pet Photo

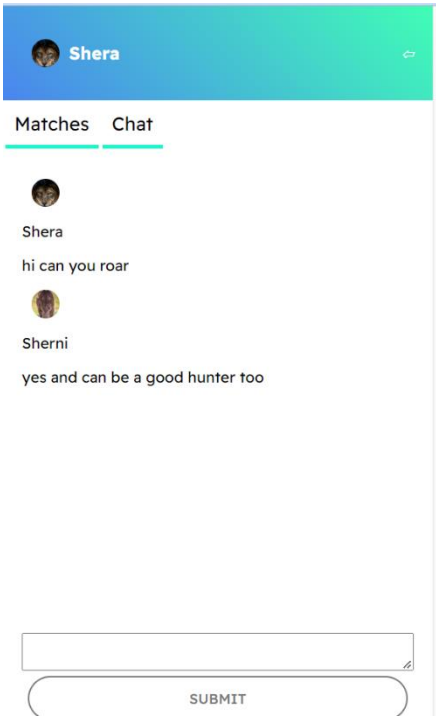
https://imgur.com/oMdVph0.jpg

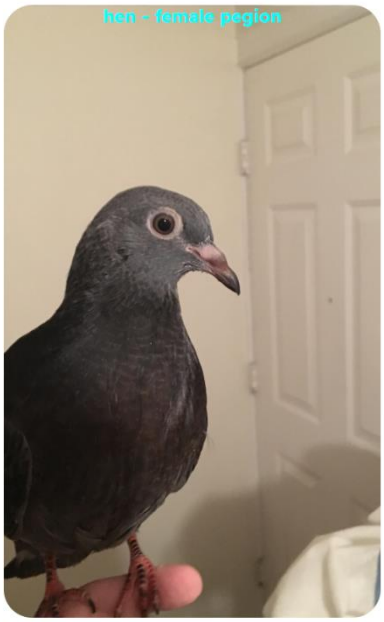
Dashboard Page

butter

Matches Chat

Chatting Feature in Dashboard





IMPLEMENTATION

App.js

```
import Home from './pages/Home'
import Dashboard from './pages/Dashboard'
import OnBoarding from './pages/OnBoarding'
import {BrowserRouter, Route, Routes} from 'react-router-dom'
import {useCookies} from 'react-cookie'

const App = () => {
   const [cookies, setCookie, removeCookie] = useCookies(['user'])

   const authToken = cookies.AuthToken

   return (
      <BrowserRouter>
         <Routes>
            <Route path="/" element={<Home/>}/>
            {authToken && <Route path="/dashboard" element={<Dashboard/>}/>}
            {authToken && <Route path="/onboarding"
element={<OnBoarding/>}/>}

         </Routes>
      </BrowserRouter>
   )
}

export default App
```

Technology used-

React - It is a JavaScript library and React applications built on it run in the browser, NOT on the server. Applications of this kind only communicate with the server when necessary, which makes them very fast compared to traditional websites that force the user to wait for the server to re-render entire pages and send them to the browser. React is used for building user interfaces - what the user sees on their screen and interacts with to use your web app. This interface is split up into components, instead of having one huge page you break it up into smaller pieces known as components. In more general terms, this approach is called Modularity.

It's declarative: React uses a declarative paradigm that makes it easier to reason about your application. It's efficient: React computes the minimal set of changes necessary to keep your DOM up-to-date. And it's flexible: React works with the libraries and frameworks that you already know.

CSS - Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language such as HTML. CSS is a cornerstone technology of the World Wide Web, alongside HTML and JavaScript.

CSS is designed to enable the separation of presentation and content, including layout, colors, and fonts. This separation can improve content accessibility; provide more flexibility and control in the specification of presentation characteristics; enable multiple web pages to share formatting by specifying the relevant CSS in a separate .css file, which reduces complexity and repetition in the structural content; and enable the .css file to be cached to improve the page load speed between the pages that share the file and its formatting.

JavaScript - is a client-side scripting language of web developed by Netscape in 1995 with the name LiveScript. JavaScript is used to build interactive websites with dynamic features and to validate form data. JavaScript is high-level, dynamic and browser interpreted programming language, supported by all modern web browsers. Apart from web browser, JavaScript is also used to build scalable web applications using Node JS. JavaScript is also being used widely in game development and Mobile application development.

JavaScript is also known as the Programming Language of web as it is the only programming language for Web browsers. JavaScript is an object-based scripting language which is lightweight and cross-platform. The programs in this language are called scripts. They can be written right in a web page's HTML and run automatically as the page loads. Scripts are provided and executed as plain text. They don't need special preparation or compilation to run. The browser has an embedded engine sometimes called a "JavaScript virtual machine".

Version of VsCode Used - 1.67(April 2022)

Basic Terminology -

Elements: Elements are designators that define the structure and content of objects within a page. Some of the more frequently used elements include multiple levels of headings (identified as <h1> through <h6> elements) and paragraphs (identified as the <p> element); the list goes on to include the <a>, , , , and elements, and many more.

Elements are identified by the use of less-than and greater-than angle brackets, < >, surrounding the element name.Thus, an element will look like the following:<a>

Tags: The use of less-than and greater-than angle brackets surrounding an element creates what is known as a tag. Tags most commonly occur in pairs of opening and closing tags.
An opening tag marks the beginning of an element. It consists of a less-than sign followed by an element's name, and then ends with a greater-than sign; for example, .A closing tag marks the end of an element. It consists of a less-than sign followed by a forward slash and the element's name, and then ends with a greater-than sign; for example, .

The content that falls between the opening and closing tags is the content of that element. An anchor link, for example, will have an opening tag of <a> and a closing tag of . What falls between these two tags will be the content of the anchor link. So, anchor tags will look a bit like this:<a>

Attributes: Attributes are properties used to provide additional information about an element. The most common attributes include the id attribute, which identifies an element; the class attribute, which classifies an element; the src attribute, which specifies a source for embeddable content; and the href attribute, which provides a hyperlink reference to a linked resource.

All of the HTML elements that can be used inside the <head> element are:

<base>
<link>
<meta>
<noscript>

Body Element: There can only be one <body> element in an HTML document because this element is the container that holds the content of the document. All of the content that you see rendered in the browser is contained within this element. In the example above, the content of the page is a headline and simple paragraph.

Self-Closing Elements- In the previous example, the <meta> element had only one tag and didn't include a closing tag. Fear not, this was intentional. Not all elements consist of opening and closing tags. Some elements simply receive their content or behavior from attributes within a single tag. The <meta> element is one of these elements. The content of the previous <meta> element is assigned with the use of the charset attribute and value. Other common self-closing elements include

 <embed> <hr> <img> <input>

<link> <meta> <param> <source> <wbr>

CHAPTER - 6 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

There are different types of testing some of them are listed below:

6.1 Installation Testing:

There are two types of apps on any device i.e., Pre-installed application and the applications which are installed later by the user.

For both of the above, installation testing is carried out by our teammates. It is ensuring smooth installation of the application without ending up in errors, partial installation etc.

6.2 Unit Testing

A unit test is a way of testing a unit - the smallest piece of code that can be logically isolated in a system. In most programming languages, that is a function, a subroutine, a method or property. The isolated part of the definition is important. In his book "Working Effectively with Legacy Code", author Michael Feathers states that such tests are not unit tests when they rely on external systems: If it talks to the database, it talks across the network, it touches the file system, it requires system configuration, or it can't be run at the same time as any other test.

6.3 User Testing

User testing is the process through which the interface and functions of a website, app, product, or service are tested by real users who perform specific tasks in realistic conditions. The purpose of this process is to evaluate the usability of that website or app and to decide whether the product is ready to be launched for real users. For relevant results, the testers shouldn’t be directed too much and should be allowed to interact with the website or app naturally, to see if the system is intuitive and comfortable enough to use by people who aren’tyet familiar with it.

6.4 Performance Testing

In this type of testing we have checked the performances of our application under some peculiar conditions are checked. Those conditions include:

- Low memory in the device.
- The battery in extremely at a low level.
- Poor/Bad network reception.

Performance is basically tested from 2 ends, application end, and the application server end. Our app is also performing well in this phase of testing as well. And we are getting positive feedback from user of our app.

6.5 Compatibility Testing

This application was tested and used on different devices like Dell Insipiron and Dell Vostro, Acer and Lenovo Laptop. The application worked fine and is stable. The application worked fine and there isn't any problem with compatibility.

CHAPTER: CONCLUSION

Conclusion-the system will be able to serve as a web base application when it is finally developed, where the users would be able to find a suitable partner for their pet without any hassle. This would effectively eliminate the need for dependence of users on pet stores and their owner.

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