

UE22CS352B - Object Oriented Analysis & Design

Mini Project Report

Title: SMART WASTE MANAGEMENT SYSTEM

Submitted by:

NITHYA H.N.: PES1UG22CS400
PALLAVI. M. PATIL: PES1UG22CS407
PAVITRA. M. GABIGOL: PES1UG22CS412
POOJA ANGADI: PES1UG22CS415

Semester Section

Facultly Name

Dr. BHARGAVI MOKAKSHI

January - May 2025

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
FACULTY OF ENGINEERING
PES UNIVERSITY
(Established under Karnataka Act No. 16 of 2013)

PROBLEM STATEMENT:

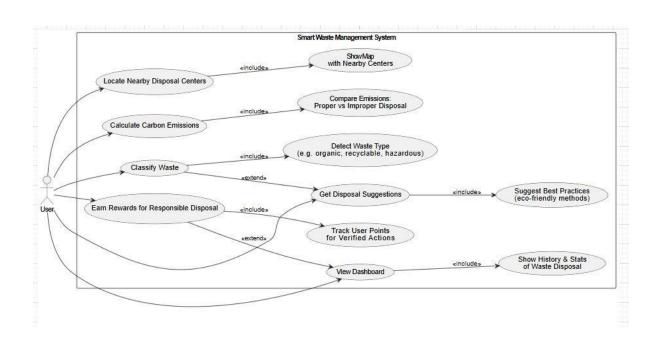
Improper waste disposal leads to environmental degradation and public health hazards. There is a lack of awareness, infrastructure, and incentives for proper waste segregation and disposal. This project aims to assist users in identifying, managing, and disposing of waste responsibly by leveraging technology, providing location-based services, and rewarding good practices.

KEY FEATURES:

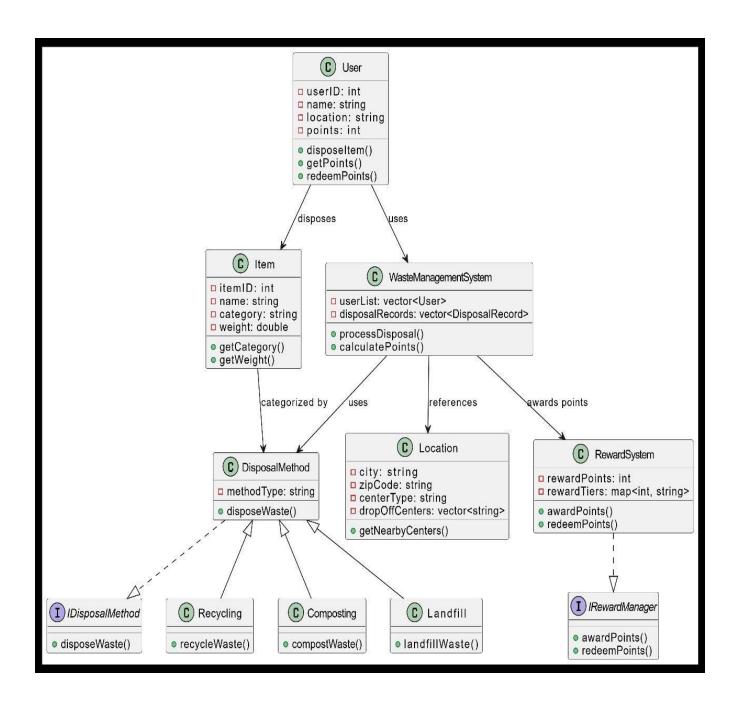
- Smart classification of waste into recyclable, organic, hazardous, or general.
- Suggestions for proper and eco-friendly disposal methods.
- Location-based discovery of nearby recycling and composting centers.
- Reward system granting points for verified responsible disposal.
- User dashboard to track personal disposal history and impact.
- Carbon Emission Calculator to estimate environmental benefit of proper waste management.

MODELS:

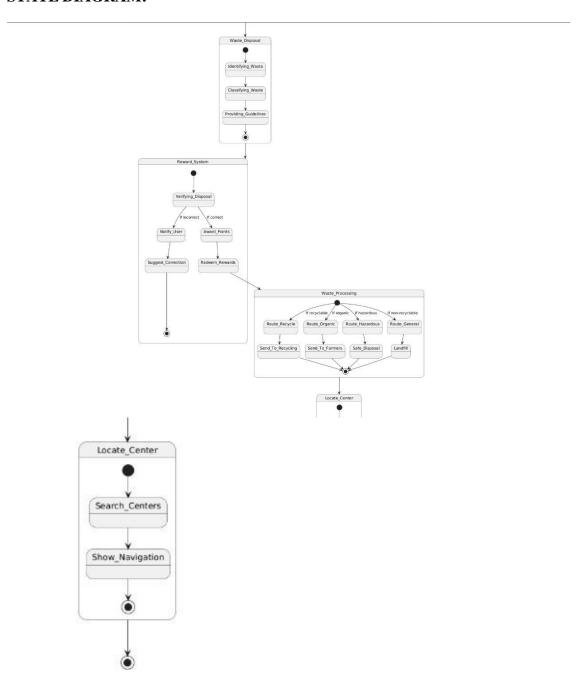
USE-CASE DIAGRAM:



CLASS DIAGRAM:

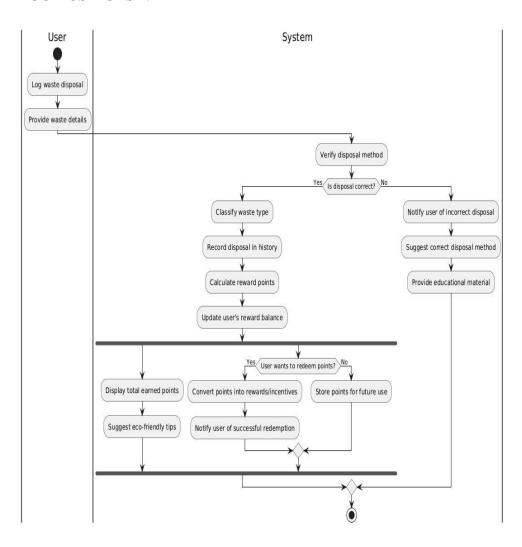


STATE DIAGRAM:

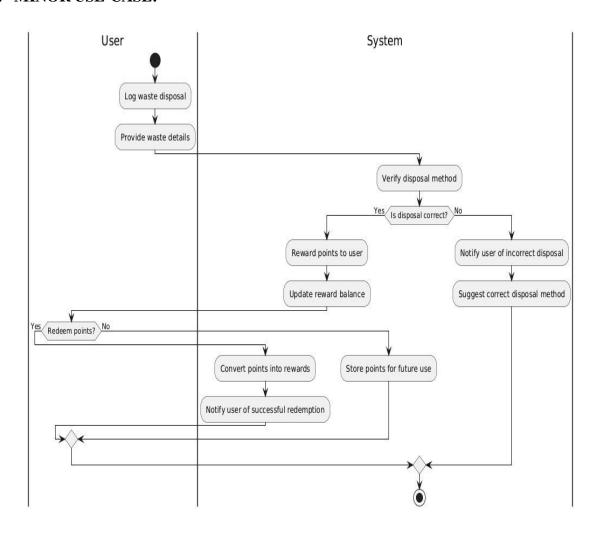


ACTIVITY DIAGRAM:

1. MAJOR USE-CASE:



2. MINOR USE-CASE:



Architecture Patterns, Design Principles & Design Patterns:

Architecture Pattern: Model–View–Controller (MVC)

Model:

- Represents data layer.
- E.g., WastePickup entity, connected via Spring Data JPA (WastePickupRepository).

View:

• UI elements (e.g., Thymeleaf templates) for data presentation and input capture.

Controller:

- Handles HTTP requests and maps them to services.
- E.g., WastePickupCreateController, WastePickupViewController.

Service Layer:

• Acts as intermediary applying business logic.

Design Principles:

1. Single Responsibility Principle (SRP)

Each controller handles one task (Create, Delete, Edit, View).

2. Open/Closed Principle (OCP)

FilteredWastePickupServiceImpl uses Factory Pattern to support easy extension.

3. Liskov Substitution Principle (LSP)

Interfaces ensure interchangeable service implementations.

4. Interface-Based Dependency

Abstractions are used for loose coupling and better testability.

Design Patterns:

1. Strategy Pattern

- Applied in FilteredWastePickupServiceImpl for dynamic filtering (e.g., by type, status).
- o Supports future extension via FilterStrategy interface.

2. Factory Pattern

- o FilterStrategyFactory selects appropriate strategy.
- Simplifies strategy object creation and promotes encapsulation.

3. Singleton Pattern

- o Used in LoggerService for centralized logging.
- o Ensures single instance with thread-safe access.

4. Observer Pattern

- o Implemented in WastePickupNotifier.
- o AdminObserver gets real-time updates when new waste pickups occur.

Github link to codebase:

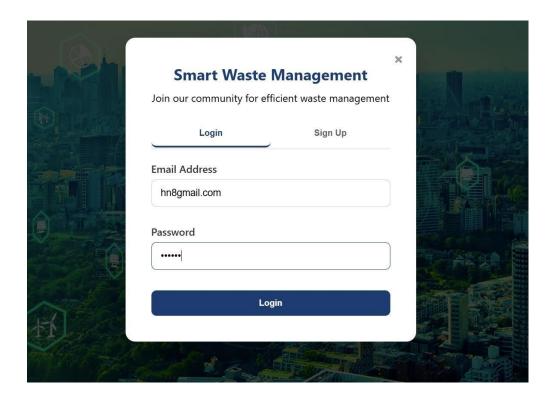
https://github.com/Nithyahn/OOAD_Project

SCREENSHOTS: UI

Sign Up:

	Smart Waste Management	×
	Join our community for efficient waste management	
The said	Login Sign Up	Control of the later with
	Full Name	
	Nithya	
	Email Address	
	hn8@gmail.com	
	Password	
		TAN ELL
	Confirm Password	
(F)		2
	Create Account	

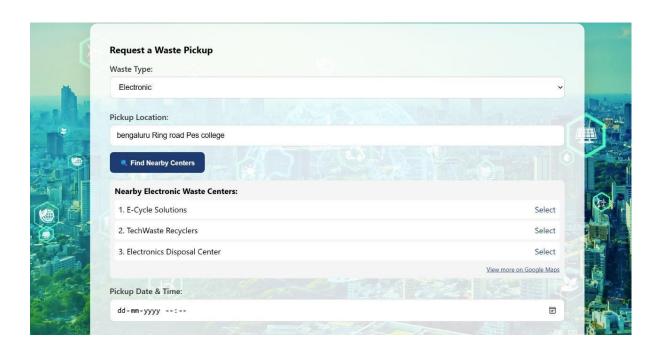
Login:



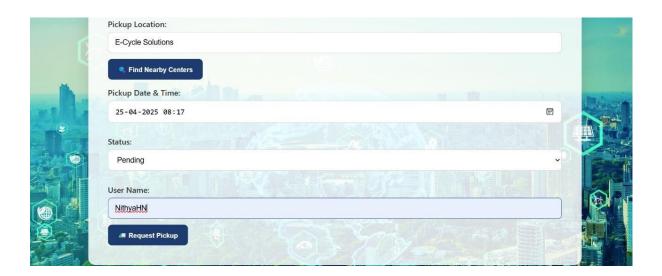
Home:



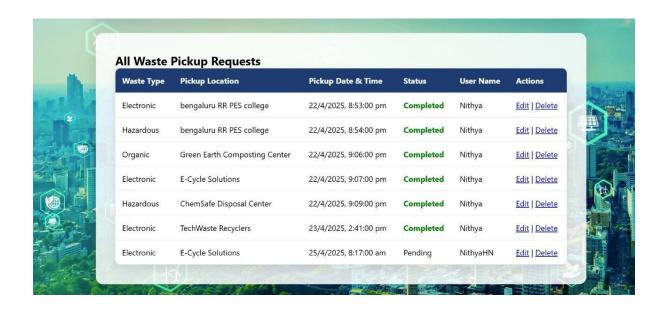
Request waste Pickup



Pickup Location:



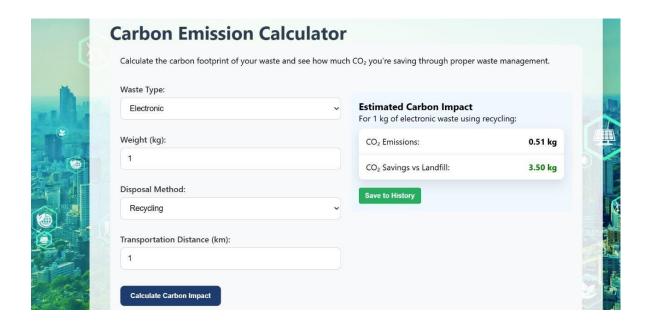
Waste Pickup completed:



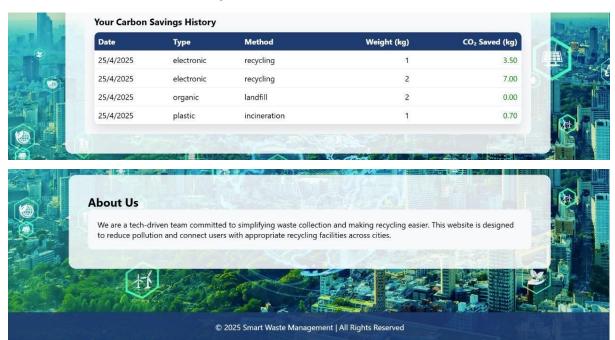
Reward System:



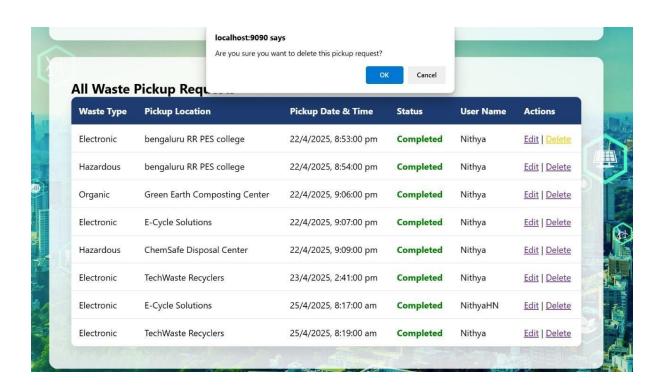
Carbon emission Calculator:



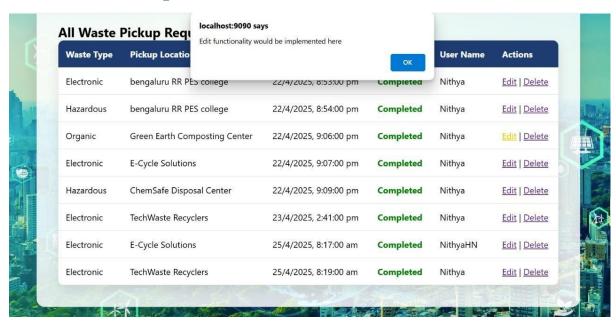
Carbon emission history:



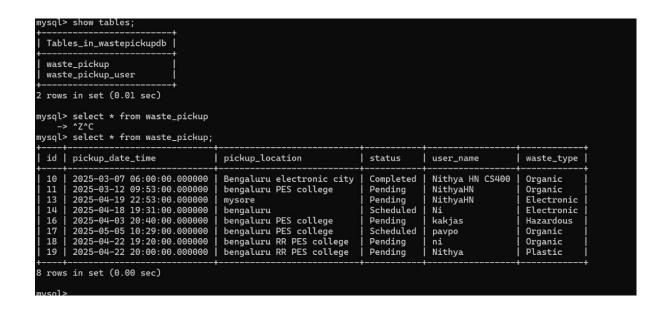
Delete WastePickup:



Edit WastePickup:



Data storing in the mysql Database:



Individual contributions of team members:

NAME	MODULE WORKED ON
NITHYA H.N.	View, Liskov and Factory pattern
PALLAVI. M. PATIL	Model, Open/closed principle and Strategy pattern
PAVITRA. M. GABIGOL	Model ,Interface Dependency principle and Singleton pattern
POOJA ANGADI	Controller, SRP and absorber pattern