

# **GREENCONNECT**

## **MAJOR PROJECT REPORT**

**SUBMITTED IN PARTIAL FULFILMENT OF THE REQUIREMENTS FOR THE AWARD  
OF THE DEGREE OF**

**BACHELOR OF TECHNOLOGY  
(Computer Science and Engineering)**



**Submitted By:**

**Arshita Rehal(2203707)  
Jasleen Kaur(2203728)  
Prabhjot Kour(2203527)**

**Submitted To:**

**Dr.Kiran Jyoti  
Professor and Head of Departement**

**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING**

**GURU NANAK DEV ENGINEERING COLLEGE**

**LUDHIANA, 141006**

# ABSTRACT

In the era of digital sustainability, effective waste management platforms are essential for promoting environmental awareness and responsible recycling. **Green Connect** is a real-time, AI-assisted web platform designed to enhance recycling efficiency through intelligent data management and user collaboration. Built using the full-stack JavaScript architecture (MongoDB, Node.js, and Tailwind CSS), it provides an interactive interface where users can submit recyclable items, earn rewards, and access creative upcycling suggestions. The system enables real-time data exchange between users, recyclers, and municipal authorities, ensuring transparency and quick processing of recycling activities. AI modules assist by generating personalized upcycling ideas and analyzing waste patterns to promote sustainable habits. Secure authentication and cloud-based data storage ensure user privacy and reliability.

This project demonstrates how technology can unify citizens, recyclers, and authorities into a single digital ecosystem, simplifying recycling processes, encouraging sustainable behavior, and contributing toward a cleaner, greener future.

# ACKNOWLEDGEMENT

We are highly grateful to Dr. Sehijpal Singh, Principal, Guru Nanak Dev Engineering College (GNDEC), Ludhiana, for providing us with the opportunity to undertake our major project on GreenConnect.

We sincerely thank Dr. Kiran Jyoti, Head of the Department, Computer Science and Engineering, GNDEC Ludhiana, for her constant support, valuable suggestions, and encouragement throughout the course of this project.

We would like to express our heartfelt gratitude to our project guide, Dr. Kiran Jyoti, whose expert guidance, constructive feedback, and consistent motivation have been instrumental in the successful completion of this project.

We also extend our sincere thanks to the faculty members of the Computer Science and Engineering Department, GNDEC, for their continuous academic support and encouragement during this work.

Lastly, we are thankful to everyone who directly or indirectly contributed to the successful completion of this project and this report.

**Arshita Rehal**

\_\_\_\_\_

**Jasleen Kaur**

\_\_\_\_\_

**Prabhjot Kour**

\_\_\_\_\_

## LIST OF FIGURES

Fig. No.	Figure Description	Page No.
3.2.1	Block Diagram of System Architecture	16
3.2.2	Flow Chart	18
3.2.3	ER Diagram	21
5.2.1	Home Page	36
5.2.2	Upload Waste Page	37
5.2.3	Schedule Pickup page	38
5.2.4	Dashboard	39
5.2.5	Reward page	40
5.4.1	Users Collection	43
5.4.2	Recycling Collection	43

# TABLE OF CONTENTS

Contents	Page No.
<i>Abstract</i>	i
<i>Acknowledgement</i>	ii
<i>List of Figures</i>	iii
<i>Table of Contents</i>	iv
<b>Chapter 1: Introduction</b>	1-5
1.1 Introduction of the Project	1
1.2 Project Category	1
1.3 Problem Formulation	2
1.4 Identification/Recognition of Need	2
1.5 Existing System	3
1.6 Objectives	4
1.7 Proposed System	4
1.8 Unique Features of the Proposed System	5
<b>Chapter 2: Requirement Analysis and System Specification</b>	6-13
2.1 Feasibility Study	6
2.2 Software Requirements Specification (SRS)	8
2.3 SDLC Model	11
2.4 System Requirements	12
<b>Chapter 3: System Design</b>	14-25
3.1 Design Approach (Object-Oriented Design)	14

---

<b>Contents (contd.)</b>	<b>Page No.</b>
3.2 Detailed Design	15
3.3 User Interface Design	23
3.4 Methodology	24
<b>Chapter 4: Implementation and Testing</b>	<b>27-31</b>
4.1 Frontend Technologies	27
4.2 Backend Technologies	27
4.3 Security Measures	28
4.4 Testing Techniques	29
4.5 Test Cases Designed for the project work	29
<b>Chapter 5: Results and Discussions</b>	<b>32-44</b>
5.1 User Interface Representation	32
5.2 Snapshots of System	36
5.3 BackEnd's Representation	40
5.4 Snapshots of Database Tables	40
<b>Chapter 6: Conclusion and Future Scope</b>	<b>45-46</b>
6.1 Conclusion	45
6.2 Future Scope	45
<b>References</b>	<b>46</b>

# **1. INTRODUCTION**

## **1.1 Introduction of the Project**

Green Connect is an AI-powered waste management system created to promote a cleaner and greener future through the use of smart and efficient technology. It focuses on solving the growing problem of improper waste segregation caused by rapid urbanization and lack of awareness. Using artificial intelligence, the system can accurately detect different types of waste such as plastic, paper, glass, and organic material, and then guide users on how to dispose of them correctly. This helps in reducing pollution, preventing landfill overflow, and preserving recyclable resources for reuse.

The platform also connects individuals and communities with local recyclers to ensure that segregated waste is collected and processed properly. By combining technology with environmental awareness, Green Connect motivates people to adopt sustainable habits and make eco-friendly choices. Developed using React for the frontend and Node.js for the backend, it ensures a responsive and scalable design suitable for both households and larger communities. Overall, Green Connect turns waste management from a daily challenge into a smart opportunity for conserving resources and protecting the planet.

## **1.2 Project Category**

Green Connect is an AI-powered web application designed for efficient waste management and environmental sustainability. It falls under the category of application-based software and eco-friendly web solutions. The system uses artificial intelligence to identify different types of waste and guides users toward proper segregation. Green Connect ensures smooth performance across desktop and other devices, making waste management

smarter, practical, and impactful.

### 1.3 Problem Identification

The idea for **Green Connect** emerged from the growing environmental challenges caused by improper waste management and lack of public awareness regarding recycling practices. Many individuals are willing to contribute to a cleaner environment but face difficulties in locating proper collection services or understanding how their waste contributions are utilized.

The key problems identified were:

- Lack of a unified digital platform for managing and tracking eco-friendly activities like waste pickup and recycling.
- Inefficient communication between users and collection agencies, leading to missed pickups and poor coordination.
- Limited motivation or reward-based encouragement for citizens to actively participate in waste segregation and collection drives.
- Lack of centralized monitoring to evaluate individual or community-level environmental impact.

### 1.4 Identification/Recognition of Need

- The need for a single, user-friendly platform to connect individuals, collectors, and organizations for waste collection and eco-initiatives.
- A system that allows users to schedule pickups, upload proof of waste submission, and earn rewards for participation.



- Integration of real-time updates and notifications to keep users informed about collection status and environmental contributions.
- A dashboard providing visual insights into user activity, rewards, and contribution statistics.
- Secure and scalable design ensuring user privacy, system reliability, and smooth functionality across devices.

## 1.5 Existing System

The traditional approach to managing waste and promoting eco-friendly practices relies on multiple disconnected tools and platforms that function independently of one another:

- Communication tools such as WhatsApp or email are used by citizens to report waste issues or contact local authorities.
- Separate web portals or manual registers are maintained for tracking waste collection and recycling activities.
- Data related to waste generation, segregation, and recycling is often stored in spreadsheets or isolated systems without central integration.

This fragmented system causes delays, inefficiency, and poor transparency in waste management. Since different platforms are used separately, coordination among authorities, recyclers, and citizens becomes difficult, often leading to data loss and miscommunication.

Moreover, there is no intelligent support for predicting waste trends or optimizing collection routes. The lack of a unified, real-time platform makes sustainable waste management less effective and harder to maintain, highlighting the need for an integrated system to connect all stakeholders efficiently.

## 1.6 Objectives

1. To develop a web platform with AI-based waste recognition and segregation guidance.
2. To connect users with nearby recycling vendors, NGOs, and municipal services
3. To allow users to track vendors and schedule trash pickups for waste collection.

## 1.7 Proposed System

The proposed system, **Green Connect**, provides a unified platform to manage waste collection, recycling, and awareness activities efficiently in real time.

- The system enables citizens to identify waste types and schedule pickups through an interactive dashboard.
- The AI module assists in predicting waste generation patterns and optimizing collection routes to reduce fuel use and improve efficiency.
- The web-based platform is responsive and user-friendly, ensuring accessibility across desktops, tablets, and mobile devices.
- Role-based access ensures secure interaction between citizens, recyclers, and municipal authorities.
- The system promotes environmental awareness through visual insights, reports, and data-driven recommendations.

## 1.8 Unique Features of the Proposed System

- **Unified Eco-Management Platform:** Green Connect integrates multiple users on a single platform for better coordination in waste identification and collection.

- **AI-Powered Optimization:** The system employs artificial intelligence to predict waste generation patterns and suggest efficient collection routes, improving time and cost efficiency.
- **Interactive Dashboard:** A user-friendly dashboard allows users to view reports, monitor collection progress, and analyze environmental performance easily.
- **Responsive Web Interface:** The platform is designed to work smoothly across desktop, tablet, and mobile devices, ensuring accessibility for all users.
- **Environmental Awareness Insights:** Green Connect generates informative eco-reports and insights to promote awareness about sustainable waste practices.
- **Scalability and Future Integration:** The modular design supports future expansion, allowing integration with IoT sensors, smart bins, or government systems for advanced automation.

## 2. Requirement Analysis and System Specification

### 2.1 Feasibility Study

#### 2.1.1 Technical Feasibility

The proposed **Green Connect** system is technically feasible as it is developed using modern, reliable, and well-supported web technologies. The platform ensures scalability, maintainability, and efficient environmental data management through a combination of optimized frontend and backend frameworks. Its architecture focuses on providing real-time updates, efficient data visualization, and seamless interaction between users and municipal authorities.

- **Frontend:** Developed using Tailwind CSS, React and JavaScript for a responsive and interactive user interface. The design ensures accessibility across multiple screen sizes and provides smooth navigation for users.
- **Backend:** Built with Node.js to handle environmental data processing, API requests, and communication between various system components efficiently and securely.
- **Data Visualization:** Uses dashboard to display waste collection data, recycling statistics, and environmental insights for better decision-making.
- **AI Integration:** Incorporates modules to predict waste generation patterns, suggest optimized collection schedules, and provide sustainability recommendations.
- **Deployment:** The system can be hosted on any standard web server or cloud-based platform, ensuring easy scalability and accessibility through modern web browsers.

### 2.1.2 Economic Feasibility

The proposed **Green Connect** system is economically feasible as it leverages cost-effective and open-source technologies. The system can be deployed on affordable cloud hosting services, reducing the need for expensive infrastructure or hardware investments.

- **Open-Source Tools:** Technologies such as Node.js, Tailwind CSS, and JavaScript are free to use, eliminating licensing costs and lowering the overall budget.
- **Low Maintenance Cost:** The modular architecture allows easy updates, reducing the cost of future enhancements and maintenance.
- **Minimal Hardware Requirements:** The system runs efficiently on standard web servers and user devices without requiring specialized or high-end hardware.
- **Scalable Hosting:** Cloud-based deployment options offer flexibility to scale the system according to user demand, ensuring resources are only used as needed.
- **Reduced Operational Expenses:** Automation of waste identification and management processes saves time, and manpower.

Overall, the implementation of **Green Connect** offers a sustainable and affordable digital solution for improving waste management and environmental coordination without significant financial burden.

### 2.1.3 Operational Feasibility

The proposed **Green Connect** system is operationally feasible as it is designed with a user-friendly interface and efficient workflow that supports real-world environmental management activities. The system can be easily adopted by users with minimal technical knowledge, ensuring smooth implementation and daily operation. Its clear layout and responsive design make it accessible on various devices, promoting consistent usability.

- **Ease of Use:** The interface is simple and intuitive, allowing users to easily identify waste data, report issues, and access environmental insights without specialized training.
- **Accessibility:** The platform can be used across different devices such as desktops, tablets, and mobile phones, making it convenient for all users.
- **Reliability:** The system provides stable performance with real-time updates, ensuring continuous availability and smooth operation.
- **Scalability:** The design supports gradual expansion of features, user base, and functionality without major changes to the existing setup.

Thus, **Green Connect** is operationally sound, ensuring that its deployment and use will effectively support sustainable waste identification and environmental awareness efforts.

## 2.2 Software Requirements Specification (SRS)

### 2.2.1 Data Requirements

- **Recycling:** { id, type, quantity, points, userId, createdAt }
- **Users:** { id, name, points, recycled, badge }
- **Upcycling Suggestion:** { id, userID, imageID, upcyclingIdeas, timestamp }
- **Reward Transaction:** { id, userID, rewardID, pointsRedeemed, timestamp }

These entities will be stored in MongoDB collections and linked through project and user references, ensuring fast queries and a scalable structure.

### 2.2.2 Functional Requirements

- **Waste Identification:** The system shall allow users to upload images or select waste types to categorize materials such as plastic, paper, or metal.
- **Recycling Data Entry:** The system shall allow users to input recycling details, including waste type, quantity, and earned points.
- **Points and Rewards:** Users shall earn points based on the amount and type of waste recycled and can redeem them for rewards.
- **Leaderboard and Badges:** The system shall display user rankings and award badges based on performance and contributions.
- **Upcycling Suggestions:** The platform shall provide creative upcycling ideas for recyclable materials, promoting reuse and sustainability.
- **Data Analytics:** The system shall generate insights on total waste recycled, top contributors, and most common waste types.
- **Community Engagement:** Users shall be able to view local recycling data.
- **Secure Data Storage:** All user and recycling data shall be securely stored and managed in the MongoDB database.

### 2.2.3 Performance Requirements

- **Response Time:** The system shall respond to user requests (e.g., submitting recycling data or viewing leaderboard) within 2 seconds.
- **Scalability:** The platform shall support a growing number of users without significant degradation in performance.

- **Optimization:** All API calls and data queries shall be optimized to reduce latency and enhance user experience.
- **Resource Usage:** The system shall efficiently utilize server and database resources to prevent overload.

#### 2.2.4 Dependability Requirements

- **Data Integrity:** All recycling records, user points, and rewards shall be preserved accurately without data corruption.
- **Security:** Sensitive information, such as user credentials and points, shall be encrypted during storage and transfer.
- **Consistency:** Real-time data synchronization shall ensure all users view up-to-date information across the platform.

#### 2.2.5 Maintenance Requirements

- **System Updates:** The system shall allow periodic updates without affecting ongoing user activities.
- **Modular Design:** Each module (recycling, reward, upcycling) shall be developed independently for easy maintenance and upgrades.
- **Documentation:** Proper technical documentation shall be maintained for developers to ensure smooth future modifications.
- **Bug Fixes:** The system shall support quick identification and resolution of bugs through version-controlled updates.



### 2.2.6 Security Requirements

- **Data Encryption:** All recycling and environmental data shall be encrypted during storage and transmission to ensure confidentiality.
- **Secure Communication:** The system shall use HTTPS protocol to safeguard data exchange between the client and the server. . .
- **Database Security:** Input validation and sanitization shall be enforced to prevent SQL injection and similar attacks.
- **Data Backup:** Regular and secure data backups shall be maintained to recover in case of accidental loss or corruption.

### 2.2.7 Look and Feel Requirements

- **User Interface:** The system shall have a clean, simple, and eco-themed interface for easy navigation.
- **Color Scheme:** The interface shall prominently use shades of green, white, and light grey to represent sustainability and cleanliness.
- **Layout Consistency:** All pages shall maintain uniform layout, spacing, and typography for a cohesive experience.
- **Icons and Graphics:** Minimalistic icons and relevant graphics shall be used to depict recycling and upcycling activities. .

## 2.3 SDLC Model

The development of **Green Connect** follows the **Agile model**, as the project has well-defined objectives and clear functional requirements. Each phase is completed before moving to the next, ensuring systematic progress.

- **Requirement Analysis:** Identifying user needs for waste identification, recycling suggestions, and awareness generation.
- **System Design:** Planning the architecture, user interfaces, and data flow for smooth operation.
- **Implementation:** Developing modules using HTML, CSS, JavaScript, React and Node.js.
- **Testing:** Verifying that all features perform accurately and efficiently.
- **Deployment & Maintenance:** Hosting the system online and ensuring timely updates and fixes.

This model ensures a clear flow from one phase to another, making it easier to track progress and maintain quality throughout the development process.

## 2.4 System Requirements

### 2.4.1 Software Requirements

- **Operating System:** Windows 10+ or any compatible OS for development and execution.
- **Frontend:** HTML, CSS, and JavaScript for interface development ensuring simplicity and responsiveness.
- **Backend:** Node.js for handling logic and server operations, ensuring fast and scalable request processing.
- **Design Framework:** Tailwind CSS for consistent styling and modern interface layout.

- **APIs and Libraries:** Integration of environmental data APIs for recycling information and sustainability metrics.
- **Development Tools:** VS Code for coding, GitHub for version control, and Postman for testing system endpoints.

#### 2.4.2 Hardware Requirements

- **Processor:** Multi-core Intel or AMD processor for smooth system performance.
- **Storage:** Minimum 32 GB microSD or SSD for storing images and system data.
- **Camera / Vision Sensor:** High-resolution camera (8–12 MP) for accurate waste identification.
- **Network:** Stable and high-speed internet connection for efficient data processing and communication.

## 3. System Design

### 3.1 Design Approach (Object-Oriented Design)

Green Connect provides a technology-driven solution to this problem by using artificial intelligence to identify waste types and guide users in proper segregation. The platform connects households directly with local recyclers and waste collectors, ensuring that segregated waste is processed responsibly.

The Green Connect system follows an **Object-Oriented Design (OOD)** approach. This methodology focuses on representing the system as a collection of interacting objects, each encapsulating data and behavior related to waste identification, recycling, and user interaction.

- **Encapsulation:** Each component such as User, Recycling Center, and Waste Item is represented as an object that hides its internal details and exposes only necessary functionalities through well-defined interfaces.
- **Inheritance:** Common attributes and operations are inherited by specialized objects.
- **Polymorphism:** Objects such as different types of recyclables (plastic, metal, paper) implement common methods like `calculateRecyclingPoints()` differently according to their specific data.
- **Abstraction:** Complex processes such as waste classification and upcycling suggestion generation are represented through simplified interfaces, allowing easier management and system modification.
- **Modularity:** The entire system is divided into modules — User Management,

Recycling Tracking, Upcycling Suggestions, and Reward System — ensuring better maintainability and scalability.

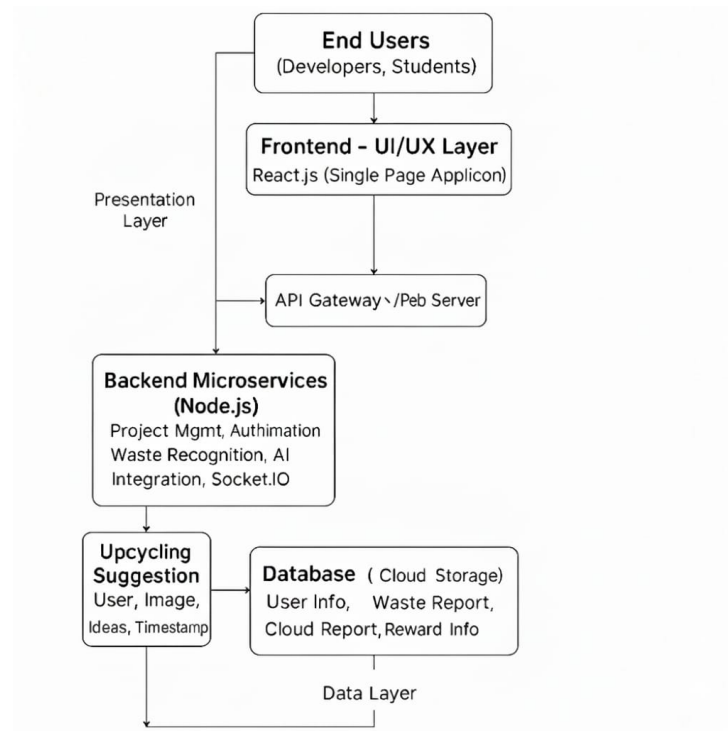
The object-oriented approach allows Green Connect to remain extensible, secure, and easy to maintain, while ensuring that new features like AI-based waste analysis or smart recycling recommendations can be integrated smoothly without affecting existing components.

## 3.2 Detailed Design

The architecture of **Green Connect** follows a three-tier design to ensure scalability, maintainability, and efficient data handling. . This structured design allows smooth interaction between all components, supports real-time operations, and facilitates easy integration of future features such as predictive analytics and optimized recycling workflows.

### 3.2.1 System Architecture

The architectural design of Green Connect focuses on efficient waste identification and community-driven sustainability. It is built using a full-stack structure consisting of MongoDB, Node.js, and a dynamic frontend interface. The architecture follows a modular approach, ensuring that each layer—frontend, backend, and database—handles its dedicated function independently. The frontend manages user interaction and data visualization, the backend processes logic and communication, and MongoDB efficiently stores recycling records and user data, maintaining scalability, reliability, and seamless data flow throughout the system.



**Figure 3.2.1: Block Diagram of System Architecture**

- Frontend (User Interface):** The frontend of the *Green Connect* system serves as the main interaction layer between users and the platform. It provides a simple, responsive, and user-friendly interface that allows users to record recycling activities, check their performance, and access sustainability insights. The design ensures smooth navigation and accessibility across devices. The frontend interacts with the backend through RESTful APIs to exchange data efficiently and display real-time updates.
- Backend (Node.js):** The backend handles the system's logic and data processing. Built using Node.js, it manages recycling data, point calculations, and user ranking updates. It is responsible for processing requests from the frontend, managing communication with the database, and ensuring accurate data handling. The backend includes modules for waste data storage, badge assignment, and leaderboard generation. Security and data validation are maintained through middleware functions, ensuring reliable and safe operations.

- **Database (MongoDB):** MongoDB is used as the main database to store all recycling-related information. It maintains collections such as *users*, *recycling records*, and *badges*. Data is organized using Mongoose schemas to ensure consistency while allowing flexibility for unstructured entries. The database handles real-time updates for recycling quantities, earned points, and timestamps. Its fast read/write capability supports smooth functioning even with multiple concurrent users.

## System Flow

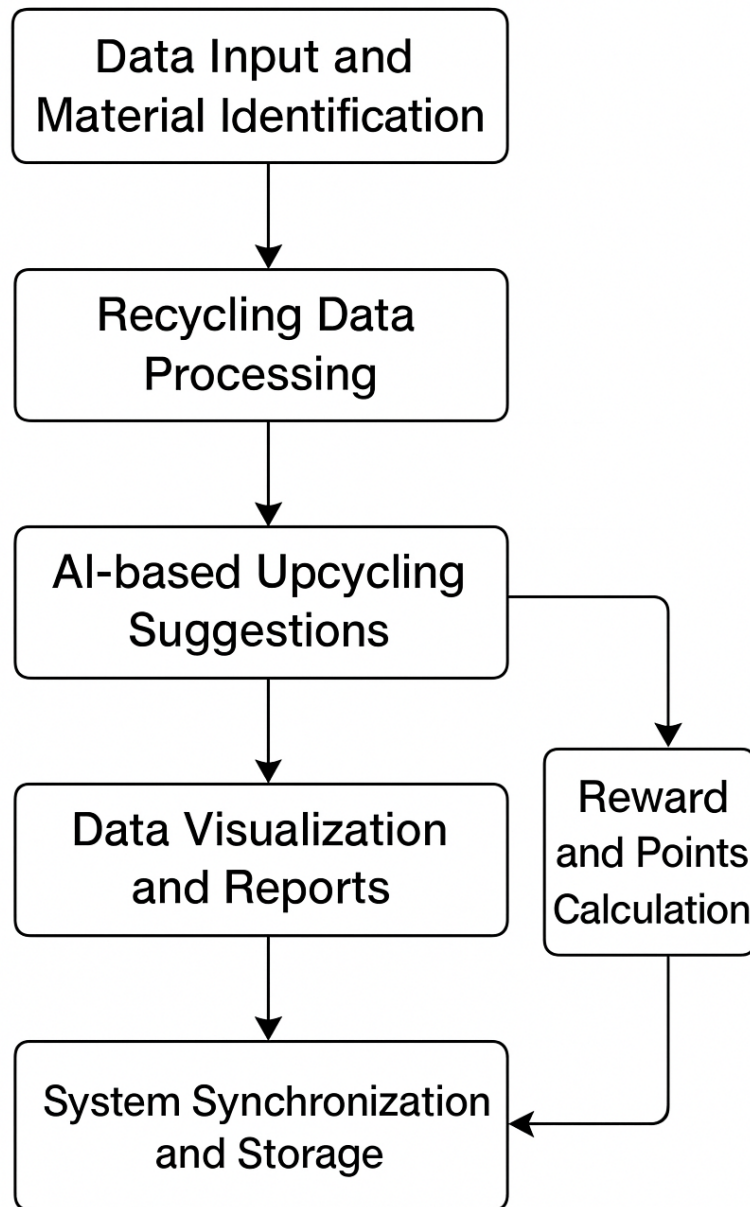


Figure 3.2.2: Flow chart

The system flow of **Green Connect** outlines how users interact with the platform—from identifying recyclable materials to receiving AI-based upcycling suggestions and reward details. The following steps describe the overall working of the system:



- **Data Input and Material Identification:** The user begins by uploading an image or selecting a material category (plastic, metal, paper, etc.). The system processes this input and identifies the type of recyclable item using a predefined dataset and AI-based pattern recognition.
- **Recycling Data Processing:** Once the item type is identified, the system stores its details—such as material type, weight, and recyclability score—in the database. This information helps in tracking recycling contributions and understanding material patterns for sustainability analysis.
- **AI-based Upcycling Suggestions:** The system’s AI module analyzes the identified material and provides creative upcycling ideas. These suggestions help users repurpose waste items into useful or decorative products, promoting an eco-friendly lifestyle.
- **Reward and Points Calculation:** Based on the type and quantity of recyclable material, the system calculates eco-points as virtual rewards. These points encourage continued participation and can be used to unlock further sustainability insights or recommendations.
- **Data Visualization and Reports:** The processed data is displayed through charts and summary reports, showing total recycled materials, earned points, and AI-generated insights. This visual representation helps users track their environmental contribution effectively.
- **System Synchronization and Storage:** All user interactions and AI-generated data are stored in the MongoDB database. The backend continuously updates and synchronizes the data to maintain accuracy and ensure smooth system operation.

Overall, this workflow ensures smooth data processing, real-time AI interaction, and

efficient tracking of recycling activities, promoting sustainability through intelligent automation..

### **3.2.3 ER Diagram (Database Design)**

The Entity-Relationship (ER) design for the GreenConnect defines how different components of the platform interact with each other to manage recycling, reward tracking, and sustainability activities. The system primarily includes four main entities: User, Recycling, upcyclingSuggestion, and RewardTransaction. Each entity holds specific attributes representing user data, recycling activity details, creative upcycling ideas, and reward point transactions. The relationships among these entities ensure smooth data flow — linking users with their recycling records, upcycling contributions, and earned or redeemed rewards — providing a unified structure that supports efficient tracking, analysis, and environmental engagement within the platform.

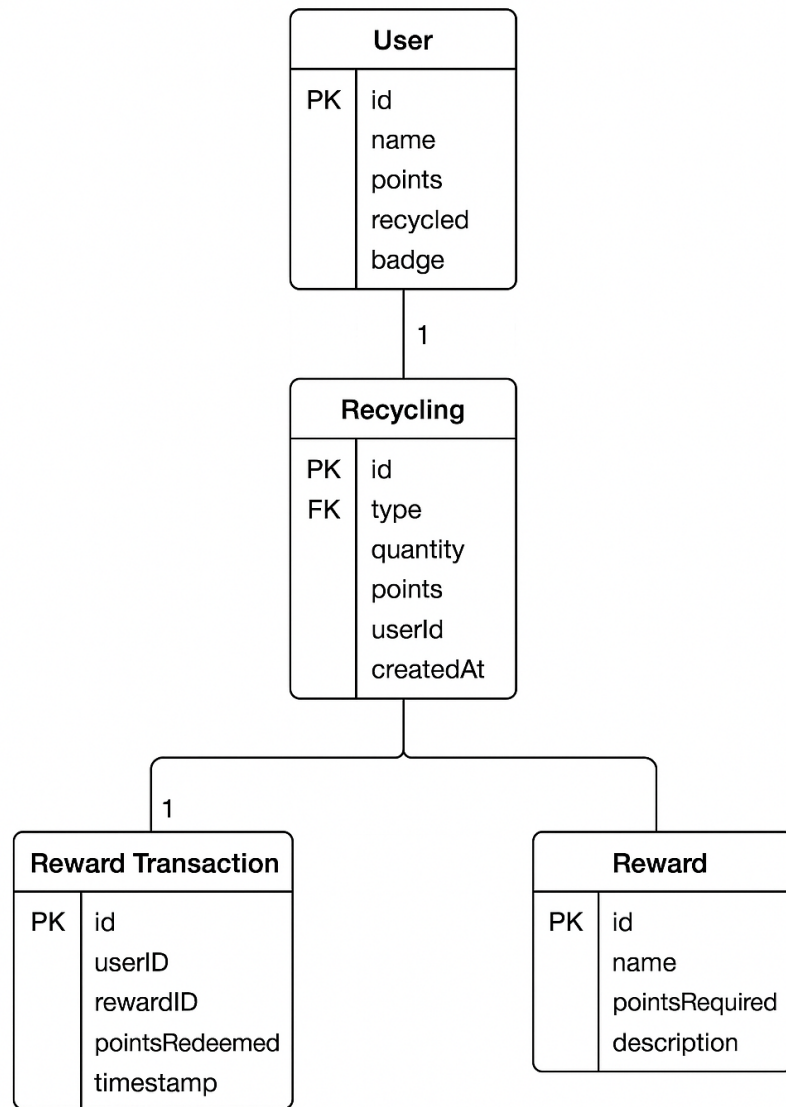


Figure 3.2.3: ER Diagram

- **Recycling**

- **Attributes:** *id*, *type*, *quantity*, *points*, *userId*, *createdAt*.
- **Relationships:** Each recycling record is linked to a user who performs the recycling activity.
- **Primary Key:** *id* (MongoDB ObjectId).
- **Foreign Key:** *userId* (references *User*).

- **User**

- **Attributes:** id, name, points, recycled, badge.
- **Relationships:** A user can perform multiple recycling activities, earn points, and redeem rewards.
- **Primary Key:** id (MongoDB ObjectId).

- **Upcycling Suggestion**

- **Attributes:** id, userID, imageID, upcyclingIdeas, timestamp.
- **Relationships:** Each suggestion belongs to one user and may include images or ideas for reusing materials.
- **Primary Key:** id (MongoDB ObjectId).
- **Foreign Key:** userID (references *User*).

- **Reward Transaction**

- **Attributes:** id, userID, rewardID, pointsRedeemed, timestamp.
- **Relationships:** Connects users with rewards they redeem using collected points.
- **Primary Key:** id (MongoDB ObjectId).
- **Foreign Keys:** userID (references *User*), rewardID (references *Reward*).

### 3.2.4 Key Relationships

- **User–Recycling (One-to-Many):**

- A user can perform many recycling actions.
- Each recycling entry belongs to exactly one user.

- **User–Upcycling Suggestion (One-to-Many):**
  - A user can submit multiple upcycling suggestions.
  - Each suggestion belongs to one user.
- **User–Reward Transaction (Many-to-Many via RewardTransaction):**
  - A user can redeem multiple rewards.
  - A reward can be redeemed by many users.
- **Recycling–User (Many-to-One):**
  - Each recycling record is linked to a single user.
  - Multiple records can exist for one user.

### 3.3 User Interface Design

The user interface of the recycling and reward management system is crafted to be clean, user-friendly, and visually appealing. It emphasizes ease of navigation, interactive engagement, and accessibility to encourage users to participate actively in recycling and reward activities.

#### 3.3.1 Design Principles

- **User-Centered Design:** The interface is designed keeping users in mind, allowing easy access to recycling data, rewards, and upcycling suggestions through clear menus and dashboards.
- **Responsive Design:** Developed using modern web technologies to ensure smooth functionality and adaptability across desktops, tablets, and mobile devices.

- **Visual Hierarchy:** Important sections such as recycling stats, points earned, and available rewards are highlighted for quick user attention and better task management.
- **Consistency:** Uniform color themes, icons, and button styles are used throughout the platform to maintain familiarity and enhance user comfort.
- **Accessibility:** The design supports accessibility guidelines, enabling easy use with assistive tools and ensuring smooth navigation for all types of users.

### 3.4 Methodology

The project followed the Agile framework to ensure flexibility, efficiency, and continuous improvement throughout the development cycle. This approach allowed smooth integration of new requirements like reward management, recycling tracking, and upcycling suggestion modules without disrupting the workflow.

- **Iterative Development:** The project was divided into multiple short iterations, allowing continuous updates and refinements. Each cycle focused on implementing, testing, and improving specific modules such as recycling data handling, points calculation, and reward redemption.
- **Continuous Integration and Testing:** After completing each phase, modules were tested for performance, accuracy, and consistency. The system was continuously integrated to maintain stable functionality and to ensure the smooth flow of data between user activity, reward transactions, and database updates.
- **Risk Mitigation:** Core modules like data storage, points system, and recycling tracking were prioritized first to establish a stable structure. This early development minimized risks related to performance, data accuracy, and scalability when

integrating later features like upcycling suggestions and reward transactions.

- **Review and Refinement:** After every iteration, a detailed review was performed to analyze issues, assess functionality, and refine workflows. Feedback from testing helped enhance user experience, fix data inconsistencies, and optimize application speed and accuracy.

The Agile methodology helped in creating a flexible, scalable, and user-oriented recycling management system, ensuring smooth performance and easy adaptability during the entire development lifecycle.

### 3.4.1 Development Phases

- **Planning:** The first step involved defining the scope and objectives of the system. Modules such as , recycling record handling, reward tracking, and upcycling suggestions were identified. Requirements were collected to ensure all data interactions between users and the database were efficient and reliable.
- **Sprint Planning:** The project was divided into smaller sprints. Each sprint targeted one module — for example, adding recycling entries or calculating reward points. This approach supported focused development and regular progress tracking.
- **Development:** The system was developed using the MERN stack — MongoDB for data storage, Node.js for backend logic, and React for frontend interaction. The architecture ensured smooth communication between components, efficient point calculation, and secure data management.
- **Testing:** Various levels of testing such as unit, integration, and user acceptance testing were conducted. Each module — including reward redemption, recycling

tracking, and user updates — was tested for accuracy, consistency, and error-free execution.

- **Deployment:** The backend will be hosted on a cloud platform for reliable database connectivity, while the frontend was deployed for global access. Deployment pipelines ensured seamless updates without affecting user data or performance.
- **Review and Retrospective:** After deployment, reviews were held to assess functionality and gather insights for future improvements. Feedback led to refinements in performance, user interface, and data synchronization across different modules.



## 4. Implementation and Testing

### 4.1 Frontend Technologies

1. **React.js:** The frontend of the system was built using React.js to ensure smooth user interaction and efficient component-based development.
  - Functional components and React Hooks were used for handling state, rendering dynamic data, and managing component lifecycle.
  - React Router handled navigation between key sections such as recycling records, reward history, and upcycling suggestion forms.
  - Context API was used for managing global states like user points, recycling data, and rewards across all components.
2. **Tailwind CSS:** Tailwind CSS was used for rapid UI development and consistent styling throughout the system.
  - Utility-first classes ensured a responsive and adaptive design across mobile, tablet, and desktop devices.
  - Custom color themes and layout grids were implemented to maintain a clean, minimal, and user-friendly interface.

### 4.2 Backend Technologies

1. **Node.js:** Node.js served as the backend runtime environment, managing all server-side logic and data processing tasks efficiently.
  - APIs were created for user management, recycling data submission, point calculation, and reward redemption.

- Asynchronous operations handled data requests smoothly without blocking server responses.
  - Middleware ensured proper request validation and controlled routing.
2. **MongoDB** : MongoDB was used as the main database for storing user, recycling, reward, and upcycling suggestion data.
- Mongoose schemas were defined for Users, Recycling, Upcycling Suggestion, and Reward Transaction entities.
  - Relationships between collections were maintained to ensure referential integrity and easy data retrieval.
  - Indexing was optimized to improve query performance, especially for user-based lookups and reward history tracking.

### 4.3 Security Measures

- **Authentication and Validation:** Secure routes were implemented to validate user data and prevent unauthorized actions such as fake recycling entries or invalid reward claims.
- **CORS and HTTPS:** Secure communication was maintained through HTTPS protocols and CORS policies to prevent unauthorized data access and cross-origin attacks.
- **Input Validation and Sanitization:** All user inputs—such as recycling type, quantity, and upcycling ideas—were validated and sanitized to prevent cross-site scripting and injection vulnerabilities.

## 4.4 Testing Techniques

- **Unit Testing:** Each module—like recycling submission, reward transaction, and user point calculation—was tested individually to ensure correctness and functionality.
- **Integration Testing:** The interaction between frontend and backend components was tested to ensure smooth data flow between the user interface and the database.
- **Performance Testing:** The system was tested for efficiency, focusing on database response times, API call speeds, and UI rendering for better user experience.
- **User Acceptance Testing (UAT):** The complete system was tested from a user perspective to ensure that recycling tracking, upcycling suggestions, and reward redemption worked intuitively and without errors.

Overall, the implementation and testing phases ensured that the system was robust, secure, and responsive, offering users a smooth and efficient experience in managing their recycling activities and reward-based engagement.

## 4.5 Test Cases Designed for the Project Work

The testing phase of the GreenConnect project was conducted to ensure that every module worked properly and met the project’s environmental and functional goals. The main focus was on verifying that users could schedule waste pickups, upload proof of recycling, track rewards, and view progress through an interactive dashboard. Each module was tested thoroughly to confirm that the system behaves as expected, remains stable, and provides a smooth user experience.

#### 4.5.1 Pickup Request Creation

- **Objective:** To ensure that users can create new pickup requests for recyclable or waste materials.
- **Input:** Pickup Type, Quantity, Location, and Preferred Date.
- **Expected Output:** The request should be stored in the database and displayed in the “Active Pickups” section with a “Pending” status.

#### 4.5.2 Update Pickup Status

- **Objective:** To confirm that administrators or pickup agents can update the status of a request.
- **Input:** Pickup ID and Updated Status (e.g., Scheduled, Completed, Cancelled).
- **Expected Output:** The request status should be successfully updated in the database and reflected on the user’s dashboard.

#### 4.5.3 Upload Proof of Recycling

- **Objective:** To verify that users can upload an image as proof of proper waste disposal or recycling.
- **Input:** Image file (JPEG/PNG) and corresponding Pickup ID.
- **Expected Output:** The uploaded proof should be saved in the system and marked as “Under Verification” until approved by the admin.

#### 4.5.4 Proof Verification by Admin

- **Objective:** To confirm that the admin can verify user-uploaded proofs and update the reward points accordingly.

- **Input:** Proof ID and Verification Decision (Approve/Reject).
- **Expected Output:** Upon approval, reward points should be added to the user's account and the status updated to "Verified."

#### 4.5.5 Rewards and Points Calculation

- **Objective:** To ensure that users earn reward points based on verified recycling activity.
- **Input:** Approved Pickup Requests and Proof Verification Data.
- **Expected Output:** The correct number of reward points should be calculated and displayed on the user's rewards page.

#### 4.5.6 Dashboard Data Display

- **Objective:** To verify that the user dashboard accurately displays total pickups, rewards, and recycling activity.
- **Input:** User ID to fetch related data.
- **Expected Output:** The dashboard should display real-time statistics such as number of pickups, verified proofs, and total reward points.

#### 4.5.7 Performance Report Generation

- **Objective:** To confirm that the system can generate performance reports based on sales, pickups, and recycling statistics.
- **Input:** Selected Month and Year.
- **Expected Output:** The report should include total pickups, verification rate, and profit/loss estimation for that period.

## 5. Results and Discussions

### 5.1 User Interface Representation

#### 5.1.1 Brief Description of Various Modules of the System

##### 1. Dashboard

- **Overview:** The Dashboard is the central part of the GreenConnect system where users can view all key activities, including their pickup requests, rewards, and proof submissions. It provides a clear summary of recycling activity and performance insights in a single view.
- **Features:**
  - Displays total pickups requested, completed, and verified.
  - Shows earned reward points and recent proof uploads.
  - Provides access buttons to schedule new pickups or view detailed performance reports.
  - Real-time updates of activity data for better user awareness.
- **Description:** The Dashboard acts as the main control panel for users to track their environmental contribution and activity within GreenConnect. Its clean and card-based layout ensures all data is accessible at a glance and helps users stay motivated to recycle consistently.

##### 2. Pickup Management Module

- **Overview:** The Pickup module enables users to request, view, and manage waste

or recyclable item pickups from their location. It is designed for easy scheduling and transparent status tracking.

- **Features:**

- Allows users to create a new pickup request by providing item details, location, and preferred date.
- Displays current and past pickup requests with their status (Pending, Scheduled, Completed).
- Enables admins or authorized staff to update the request status.
- Ensures all data is stored in the database for tracking and analysis.

- **Description:** This module is the core of GreenConnect, handling the full cycle of waste collection—from request submission to completion. Its design prioritizes simplicity and usability so users can quickly schedule pickups and monitor progress.

### 3. Proof Upload Module

- **Overview:** The Proof Upload section allows users to provide photographic evidence of recycling or waste disposal for verification and reward allocation.

- **Features:**

- Upload image files (JPEG/PNG) as proof linked to a completed pickup.
- Displays uploaded proofs with status labels — “Under Review,” “Verified,” or “Rejected.”
- Ensures proof data and images are securely stored in the system.
- Admins can review and update verification results.

- **Description:** The Proof Upload module promotes transparency and accountability. By requiring proof of proper recycling, the system ensures genuine participation while encouraging environmentally responsible actions.

#### 4. Rewards and Points Module

- **Overview:** This module calculates and displays the user's earned points based on their verified recycling actions and participation in waste pickup programs.
- **Features:**
  - Automatically awards points after proof verification.
  - Displays the total reward balance and recent transactions.
  - Includes redemption options or eco-badges for top recyclers (optional).
  - Provides visual indicators for progress tracking and motivation.
- **Description:** The Rewards section encourages consistent engagement by recognizing users' contributions to environmental sustainability. Its simple layout and real-time updates make it easy to track rewards growth.

#### 5. Performance Reports Module

- **Overview:** The Reports module generates monthly or custom performance summaries based on user and system data. It provides insights into overall activity, progress, and impact.
- **Features:**
  - Generates reports showing the number of pickups completed, total weight recycled, and average verification rate.
  - Includes visual graphs and charts for easy understanding.



- Allows users to filter reports by date or category.
- Summarizes overall impact metrics for environmental tracking.
- **Description:** The Reports module serves as an analytical tool, helping both users and administrators measure performance and environmental contribution over time. The interface is interactive and visually oriented for better data comprehension.

## 6. Admin Panel

- **Overview:** The Admin Panel is designed to manage user requests, verify proofs, and oversee system operations efficiently.
- **Features:**
  - View and manage all pickup requests and uploaded proofs.
  - Approve or reject submissions and assign reward points.
  - Monitor user activity and system performance metrics.
  - Access reporting tools for monthly summaries and platform analytics.
- **Description:** The Admin Panel ensures the system remains organized, transparent, and fair. It empowers administrators to maintain data accuracy, handle verifications promptly, and track platform growth.

## 7. Responsive User Interface Design

- **Technologies Used:** HTML, CSS, JavaScript (or React if used), and Tailwind CSS for styling.
- **Features:**
  - Mobile-first responsive design for smooth access on all screen sizes.

- Clean layout with color-coded modules for easy navigation.
  - Intuitive forms and cards for better usability.
  - Consistent design and accessibility across all devices.
- **Description:** The user interface of GreenConnect focuses on simplicity, clarity, and user convenience. The responsive structure ensures that both users and admins can access the system seamlessly, whether on mobile devices or desktops.

## 5.2 Snapshots of System

### 5.2.1 Home Page:

The page serves as the main entry point to the GreenConnect platform, introducing the core mission to "Turn Trash Into Treasure" by connecting users with local recyclers and AI-powered upcycling ideas. It immediately presents the two primary user pathways: either clicking "Upload Waste" to get creative repurposing ideas, or clicking "Schedule Pickup" to arrange for waste collection, establishing the dual functionality of the system—promoting both reuse and responsible disposal—right from the start.

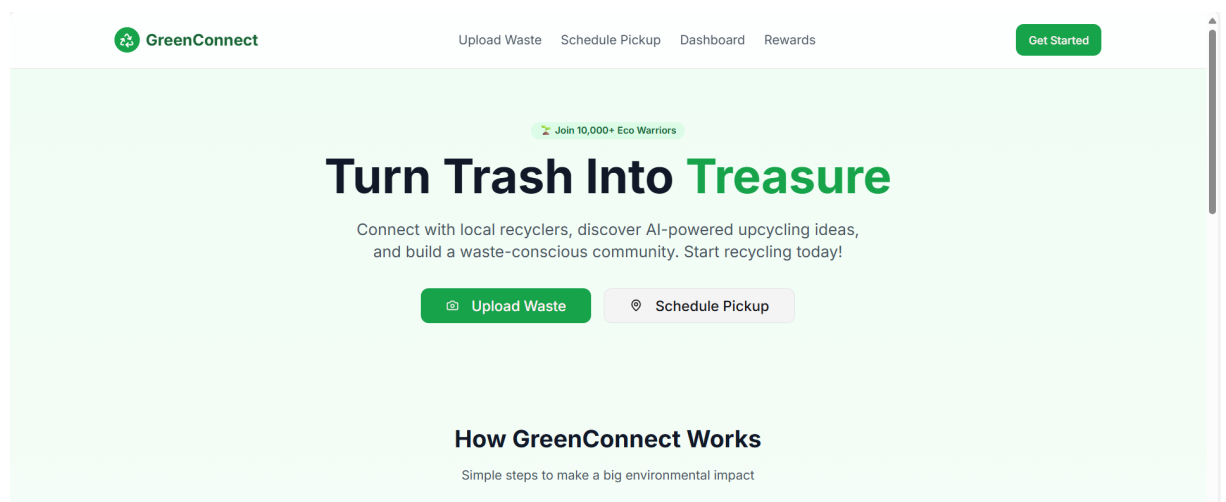


Figure 5.2.1: Home Page

### 5.2.2 Upload Waste page:

This page details the platform's focus on reuse by providing an AI-Powered Upcycling Assistant tool, which allows the user to upload a photo of a specific waste item. The function of this component is to generate creative suggestions for giving the item "a new life," thereby engaging the user in the upcycling process before they resort to traditional disposal and encouraging a reduction in the waste stream.

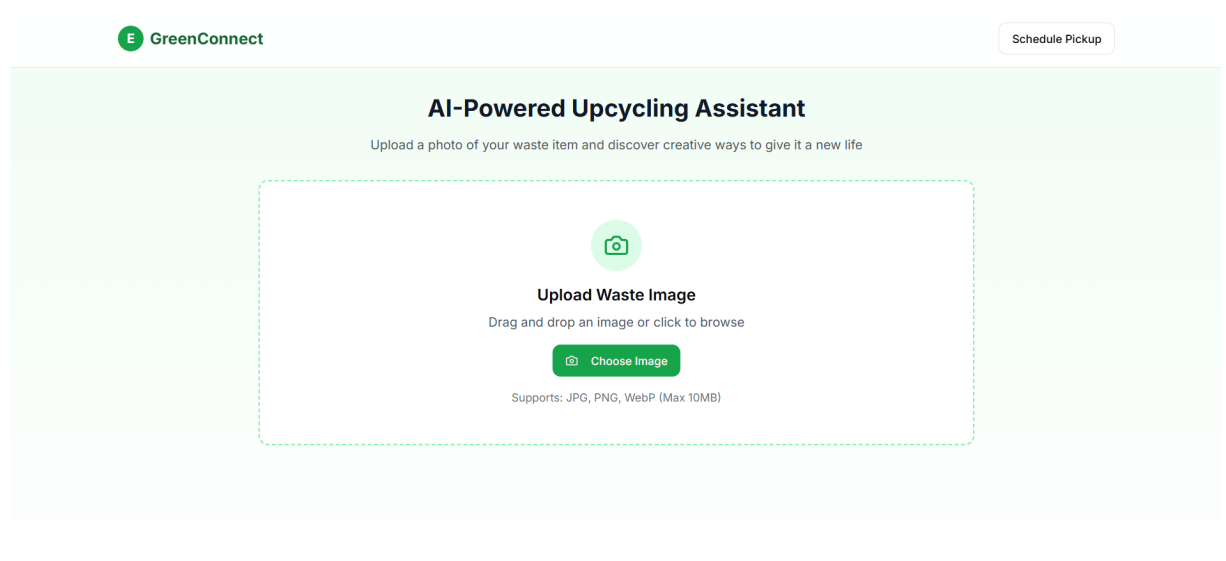


Figure 5.2.2: Upload Waste page

### 5.2.3 Schedule Pickup page

The page represents the core recycling facilitation function, detailing the process of connecting users with verifiable disposal services. Users input their location and the specific waste types they need to get rid of, and in return, the platform presents a selection of "Available Recyclers Near You," along with key details like distance, specializations, and

next availability, allowing the user to select and schedule a convenient and responsible pickup time.

Figure 5.2.3: Schedule Pickup page

#### 5.2.4 Dashboard

This image show the dashboard of the system , the "Add New Recycling Record" form suggests that the platform also allows users to manually report personal recycling efforts. By requiring details like waste type, quantity, and a photo, the platform validates these manual contributions and assigns the corresponding Green Points and updates the user's metrics (like CO saved and Rank), directly connecting individual effort to the platform's incentive structure. It also displays the the performance reports and graphs.



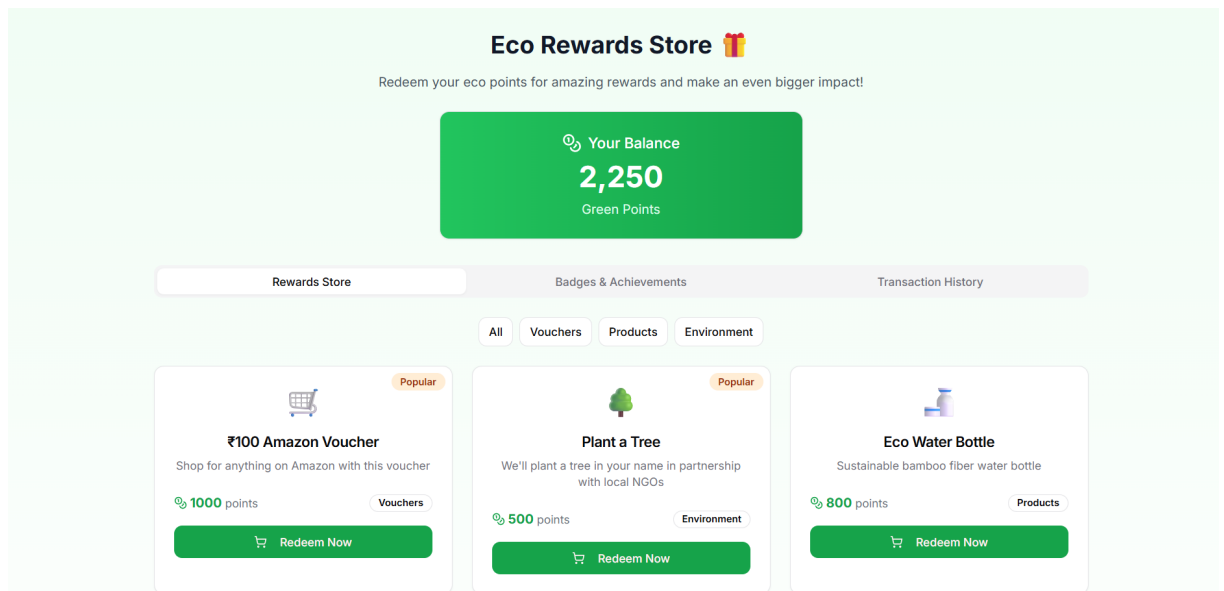


Figure 5.2.5: Reward page

### 5.3 Backend’s Representation

The backend of the GreenConnect project is built using **Node.js** framework. It functions as the central logic layer, bridging the user-facing frontend with the cloud-hosted database. The backend handles key functionalities such as user authentication, recycling data processing, point calculation, reward management, and upcycling assistance integration.

The backend communicates with a **MongoDB Atlas** database using the **Mongoose** library. Mongoose enforces schema-based data modeling, which ensures data consistency and supports efficient **CRUD** (Create, Read, Update, Delete) operations across all application entities.

### 5.4 MongoDB Collections and Data Modeling

The database is structured into several collections, each dedicated to managing a specific functional aspect of the GreenConnect platform:

### 5.4.1 Users Collection

Stores all registered **Green Warrior** user details, including `username`, `email`, and `encrypted password`. Key metrics such as `points`, total `recycled` quantity, and achieved `badge` status are maintained here, and displaying the user's overall impact.

- **Attributes:** `id`, `name`, `points`, `recycled`, `badge`.

### 5.4.2 Recycling Collection

Records every instance of waste disposal or manual recycling activity. This collection is populated both by scheduled pickups and user-submitted records from the dashboard. Each document includes the waste `type`, `quantity (kg)`, the number of `points` awarded, and is linked to the user who submitted the record.

- **Attributes:** `id`, `type`, `quantity (kg)`, `points`, `userId`, `createdAt`.
- **Relationship:** `userId` (Foreign Key referencing *User*).

### 5.4.3 Upcycling Suggestion Collection

Manages data generated by the **AI-Powered Upcycling Assistant**. Each document tracks the `userId` who made the request, a reference to the uploaded `imageID`, the generated `upcyclingIdeas` text, and a `timestamp`. This collection ensures personalized history and tracking of AI tool usage.

- **Attributes:** `id`, `userID`, `imageID`, `upcyclingIdeas`, `timestamp`.
- **Relationship:** `userID` (Foreign Key referencing *User*).

The backend adheres to a **RESTful API** structure, ensuring a clear and scalable separation between routes and controller logic. **Node.js** provides the robust runtime environment, managing all server-side logic, point calculations, and asynchronous data

processing efficiently. **Mongoose schemas** facilitate the organized maintenance of relationships between collections, ensuring data integrity (e.g., linking a recycling record back to its user).

## 5.5 Snapshots of Database Tables

The database of Greenconnect is implemented using MongoDB, a NoSQL database that stores data in flexible JSON-like documents. It provides scalability and efficient querying for real-time collaboration features. The main collections include Users and recycling. Each collection has a specific purpose as described below.

### 5.5.1 Users Collection

This collection gives a direct view into the project's MongoDB users collection, which is the backend repository for the "Green Warrior" user profiles. It displays sample documents that confirm the schema design, illustrating that each user record successfully stores core performance metrics: the user's name , their accumulated points , the total recycled quantity, and their current badge status. This collection serves the critical function of tracking individual impact, calculating the rewards balance, and enabling the dashboard and rewards store features seen on the frontend.



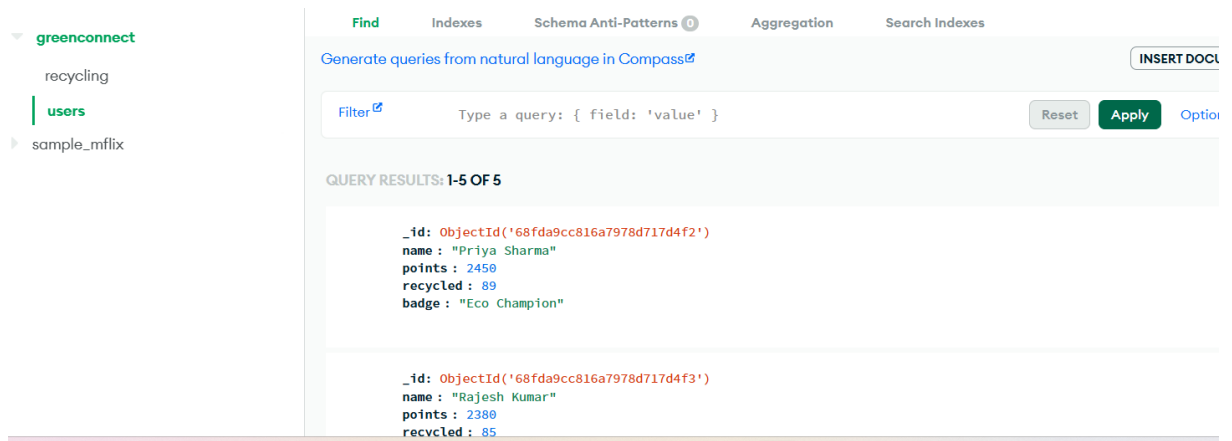


Figure 5.4.1: Users Collection

### 5.5.2 Recycling Collection

This collection shows data from the MongoDB recycling collection, which logs every single waste disposal event handled by the GreenConnect platform. The displayed document confirms that each record captures key data points such as the waste type, the quantity (kg), the points awarded, and the userId responsible for the record. This collection is essential for two primary backend functions: it provides the historical data required to aggregate the total recycled weight for the user's dashboard and serves as the ledger for calculating and verifying the Green Points awarded, which are then stored in the users collection.

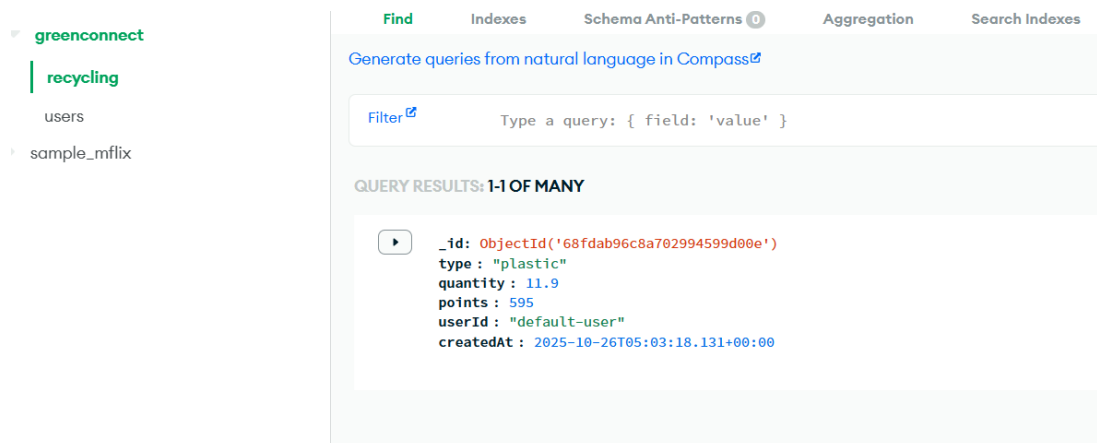


Figure 5.4.2: Recycling Collection

Each of the above collections is interconnected through unique identifiers, enabling seamless interaction among users and recycling in the GreenConnect system.

## 6. Conclusion and Future Scope

### 6.1 Conclusion

The development of GreenConnect has resulted in an effective and user-friendly platform that promotes sustainable waste management and connects users with nearby recyclers. The system simplifies the process of waste categorization, recycler listing, and request handling, ensuring transparency and efficiency in environmental efforts. With its clean interface and structured database management, GreenConnect provides a smooth experience for both users and recyclers. The platform successfully bridges the gap between waste producers and recyclers, contributing towards a cleaner and greener community.

### 6.2 Future Scope

To further enhance the functionality and impact of GreenConnect, several improvements can be implemented in the future:

1. **Smart Waste Monitoring:** Integration of IoT-based smart bins that automatically send data about waste levels to recyclers for timely collection.
2. **Government and NGO Collaboration:** Establish partnerships with local authorities and environmental organizations for verified recycler listings and awareness programs.
3. **Machine Learning for Prediction:** Use predictive analytics to estimate future waste generation trends and plan recycling activities accordingly.

With these advancements, GreenConnect can become a digital hub promoting sustainability and community action for a cleaner planet.

## REFERENCES

- [1] R. Kumar, “Using Machine Vision for Automated Waste Sorting in Recycling Facilities,” *Journal of Cleaner Production*, vol. 112, pp. 2048–2056, 2016. Discusses image-based recognition systems to improve efficiency and accuracy in recycling processes. <https://doi.org/10.1016/j.jclepro.2015.07.097>
- [2] T. Lee, “Deep Learning Framework for Trash Classification using Convolutional Neural Networks,” *Advances in Neural Information Processing*, vol. 45, pp. 120–130, 2017. Presents CNN models for identifying and categorizing waste automatically for smart recycling solutions.
- [3] L. Thomas, “Gamification Approaches to Encourage Recycling Behaviors in Urban Communities,” *International Journal of Environmental Research and Public Health*, vol. 16, no. 11, p. 1911, 2019. Explores game-based techniques to motivate people. <https://doi.org/10.3390/ijerph16111911>
- [4] N. Singh, “AI-Based Waste Management System Using TensorFlow.js,” *Green-TechHub*, March 2, 2025. Describes a web-based intelligent waste segregation platform powered by TensorFlow.js. <https://greentechhub.org/ai-waste-management-tensorflow>
- [5] P. Mehta, “Gamification in Environmental Sustainability Platforms,” *EnviroSoft Solutions*, March 10, 2025. Examines how gamified features in sustainability platforms enhance user engagement. <https://envirosolutions.com/gamification-sustainability>
- [6] E. Clark, “Cloud Deployment Strategies for Environmental Platforms,” *Tech-Green*, March 18, 2025. Discusses cloud deployment models and sustainability-focused hosting methods. <https://techgreen.org/cloud-deployment-eco-platforms>