

An UDP Report
on
“Love Food Hate Waste”

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CERTIFICATE

This is to certify that the Love Food Hate Waste report submitted by Priyanka Maity (200339616157) and Chetna Padhiyar (200339616167) of Computer Engineering of PIET-DS is the record of work carried out by them under our supervision and guidance. The work has reached a level required for being accepted for examination.

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ABSTRACT

We are going to develop a project named Love Food Hate Waste. The project we are go for the people who doesn't get food. That's why we are developing our project name Love Food Hate Waste. By which people can donate extra food to the people who needed it by the help of NGOs. Like hotels extra food, weddings or functions extra food. One most advantage of our project is if any extra food is there but we can't eat because it was spoil then we can give it for making biogas.

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CHAPTER 1: INTRODUCTION

1.1 PROJECT SUMMARY

We will be creating a Love Food Hate Waste by which anyone can donate food by the help of NGOs to the people who doesn't get food. The project we are go for the people who doesn't get food. That's why we are developing our project name Love Food Hate Waste. By which people can donate extra food to the people who needed it by the help of NGOs. Like hotels extra food, weddings or functions extra food.

One most advantage of our project is if any extra food is there but we can't eat because it was spoil then we can give it for making biogas. Food is hailed as nectar, and wastage of food is considered a sin. Food wastage is a huge problem arising in today's world. It has become a serious issue in our society in the last years that affects "poor and rich countries" equally.

Do you know that one-third of all food globally goes to waste? That's enough to feed 3 billion people! If food waste were a country it would be the third-largest greenhouse gas emitter on the planet! As per one data, the average person in India wastes 137 grams of food every single day. That's 0.96 kg per week or 50 kg per year. In India, 40% of the food is wasted which is equivalent to Rs 92,000 crores a year.

1.2 EXISTING SYSTEM

At present there is no such existing system present in our country. So this project is a new and unique idea which have a potential to change how we can handle food waste system. This unique idea can help solve many problems that are faced in today's system.

1.3 PROPOSED SYSTEM

We can provide the food that is left in hotels/restaurants or like wedding food to those who need it, through the application.

The food which was wasted we can use it like biogas and also use it like a fertilizer in farm. We can connect Waste management companies, Agricultural sector, Sewage treatment plants, Food industry companies with biogas plant.

1.4 **ADVANTAGES**

- We can provide extra food to the people who need it.
- Keeps the environment clean and fresh.
- Creates employment.
- Waste management will help you to earn money.
- We can use waste food to produce biogas.
- We can make organic fertilizer from waste food.
- We can register for giving their extra food through NGOs to the people who needed it.

1.5 **SCOPE**

- **Registration**
User can register for giving their extra food through NGOs to the people who needed it.
- **Doner**
Users can take a note and give the extra food to the NGOs like hotels, weddings, functions, home (extra food).
- **Acceptor**
The people who doesn't have money to buy food then we can help them by giving our extra food (like hotels, weddings, functions, home (extra food)).

CHAPTER 2: SYSTEM REQUIREMENT SYTUDY

2.1 FEASIBILITY STUDY

- It is one of the important stages of system development stages.
- When a new system is proposed the main pointy taken into consideration is weather the system is feasible for not.
- If the proposed system does not pass the feasibility test then the further development of the project must be immediately stopped.
- If the system fails the feasibility test then the work must bestopped otherwise all further work done is wasted.
- This study consist of 3 steps which are listed below
Operational feasibility
Technical feasibility
Economic feasibility

OPERATIONAL FEASIBILITY

- Operational feasibility stated that the system should workunder conditions for it to be operationally feasible
- The operations that checks weather the system is feasible ornot are as follows:
- An unauthorized person cannot make any changes in storedinformation.
- The system will operate only when servers as well as networkaare up.

TECHNICAL FEASIBILITY

- For the system it should be technical feasible.
- There should be some computer attached to the server, these nodes.
- While a network should have been established between the server and the node.
- The minimum memory requirement is 2 GB.

ECONOMIC FEASIBILITY

- It checks whether the system is under budget or not.
- If the amount spent behind developing is more than the profit made by then the system is not considered to be economic feasible hence the organization must see the profit made by system is compatible by the amount spent to develop it.
- To check if the proposed system is feasible or not the
- Organization must consider the following steps.
- There should be a network established in organization and licensed version of Android Studio. If their requirements are available then the system is economically feasible.

We have performed this feasibility test and are happy to state that our project passed all the 3 feasibility tests that are operational feasibility, technical feasibility and the economic feasibility.

2.2 TOOLS AND TECHNOLOGY

SOFTWARE REQUIREMENTS

1) Frontend

2) Backend

1) Frontend

Cascading Style Sheets (CSS)

CSS is a stylesheet language used to describe the presentation of a document written in HTML or XML (including XML dialects such as SVG, MathML or XHTML). CSS describes how elements should be rendered on screen, on paper, in speech, or on other media.

CSS is among the core languages of the **open web** and is standardized across Web browsers according to W3C specifications. Previously, the development of various parts of CSS specification was done synchronously, which allowed the versioning of the latest recommendations. You might have heard about CSS1, CSS2.1, or even CSS3. There will never be a CSS3 or a CSS4; rather, everything is now CSS without a version number.

After CSS 2.1, the scope of the specification increased significantly and the progress on different CSS modules started to differ so much, that it became more effective to develop and release recommendations separately per module. Instead of versioning the CSS specification, W3C now periodically takes a snapshot of the latest stable state of the CSS specification and individual modules progress. CSS modules now have version numbers, or levels, such as CSS Color Module Level 5.

JavaScript

JavaScript is used by programmers across the world to create dynamic and interactive web content like applications and browsers. JavaScript is so popular that it's the most used programming language in the world, used as a client-side programming language by 97.0% of all websites. Client-side languages are those whose action takes place on the user's computer, rather than on the server.

JavaScript is versatile enough to be used for a variety of different applications, like software, hardware controls, and servers. JavaScript is most known for being a web-based language, because it's native to the web browser. The web browser can naturally understand the language, like how a native English speaker can naturally understand English.

HTML

- HTML stands for Hyper Text Markup Language.
- HTML is the standard markup language for creating Web pages.
- HTML describes the structure of a Web page.
- HTML consists of a series of elements.
- HTML elements tell the browser how to display the content.
- HTML elements label pieces of content such as "this is a heading", "this is a paragraph", "this is a link", etc.
- The <html> element is the root element of an HTML page.
- The <head> element contains meta information about the HTML page.
- The <title> element specifies a title for the HTML page (which is shown in the browser's title bar or in the page's tab).
- The <body> element defines the document's body, and is a container for all the visible contents, such as headings, paragraphs, images, hyperlinks, tables, lists, etc.
- The <h1> element defines a large heading.
- The <p> element defines a paragraph.

PHP

PHP is a general-purpose scripting language geared toward web development. It was originally created by Danish-Canadian programmer Rasmus Lerdorf in 1994.

- PHP performs system functions, i.e. from files on a system it can create, open, read, write, and close them.
- PHP can handle forms, i.e. gather data from files, save data to a file, through email you can send data, return data to the user.
- You add, delete, modify elements within your database through PHP.
- Access cookies variables and set cookies.
- Using PHP, you can restrict users to access some pages of your website.
- It can encrypt data.

2) Backend

Python

- Python is a high-level, general-purpose programming language.
- Its design philosophy emphasizes code readability with the use of significant indentation.
- Python is dynamically-typed and garbage-collected.
- It supports multiple programming paradigms, including structured, object-oriented and functional programming.

C++

- C++ is a cross-platform language that can be used to create high-performance applications.
- C++ was developed by Bjarne Stroustrup, as an extension to the C language.
- C++ gives programmers a high level of control over system resources and memory.
- The language was updated 4 major times in 2011, 2014, 2017, and 2020 to C++11, C++14, C++17, C++20.

Java

- Java is a widely used object-oriented programming language and software platform that runs on billions of devices, including notebook computers, mobile devices, gaming consoles, medical devices and many others.
- The rules and syntax of Java are based on the C and C++ languages.

Kotlin

- Kotlin is an open-source, statically-typed programming language that supports both object-oriented and functional programming.
- Kotlin provides similar syntax and concepts from other languages, including C#, Java, and Scala, among many others.
- Kotlin does not aim to be unique—instead, it draws inspiration from decades of language development.










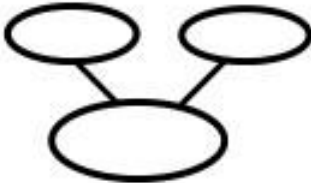

CHAPTER 3: DIAGRAMS

3.1 E-R DIAGRAM

An Entity Relationship (ER) Diagram is a type of flowchart that illustrates how “entities” such as people, objects or concepts relate to each other within a system. ER Diagrams are most often used to design or debug relational databases in the fields of software engineering, business information systems, education and research.

Also known as ERDs or ER Models, they use a defined set of symbols such as rectangles, diamonds, ovals and connecting lines to depict the interconnectedness of entities, relationships and their attributes.

SYMBOLS OF E-R DIAGRAM

	Represents Entity
	Represents Attribute
	Represents Relationship
	Links Attribute(s) to entity set(s) or Entity set(s) to Relationship set(s)
	Represents Multivalued Attributes
	Represents Derived Attributes
	Represents Total Participation of Entity
	Represents Weak Entity
	Represents Weak Relationships
	Represents Composite Attributes
	Represents Key Attributes / Single Valued Attributes

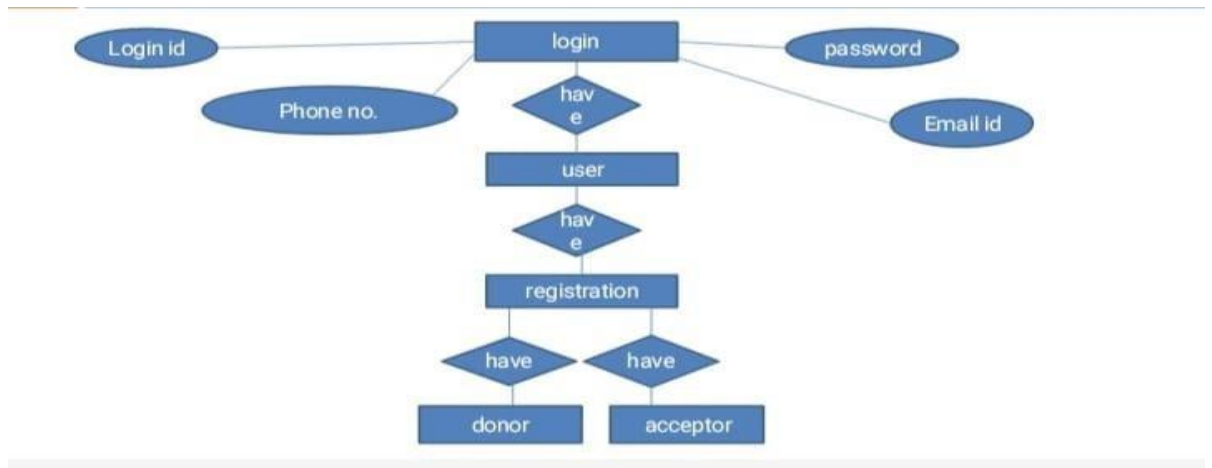


Fig 3.1.1: Login

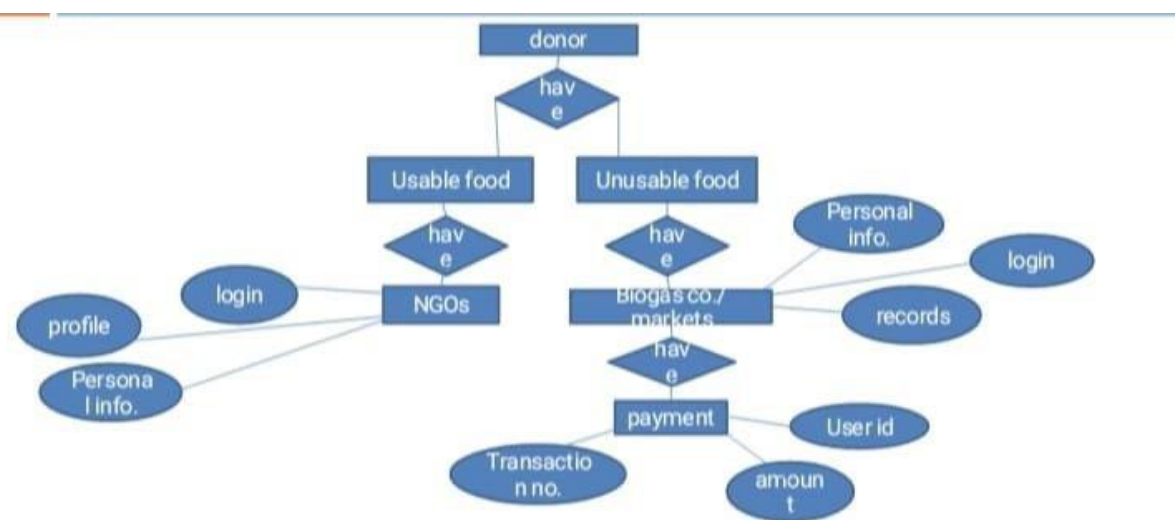


Fig 3.1.2: Donor

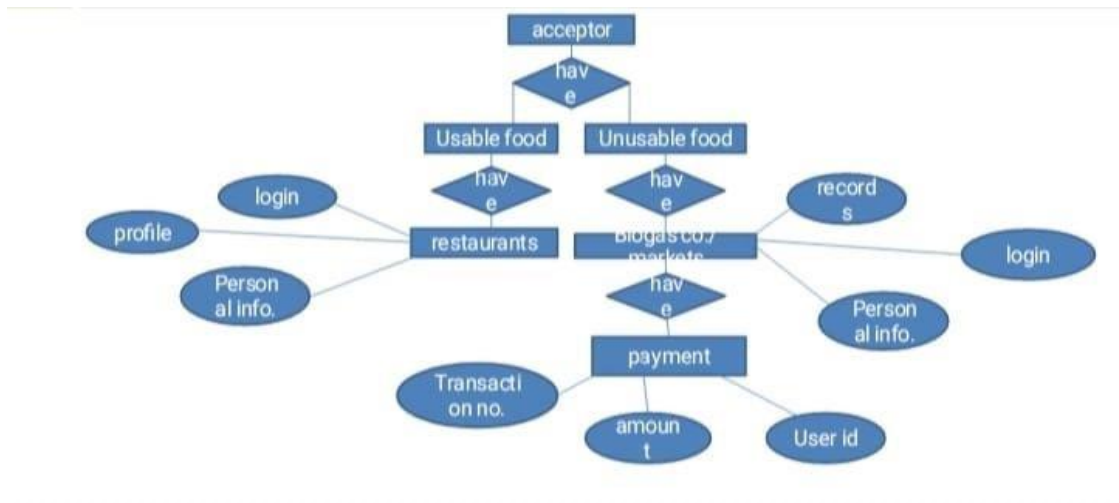


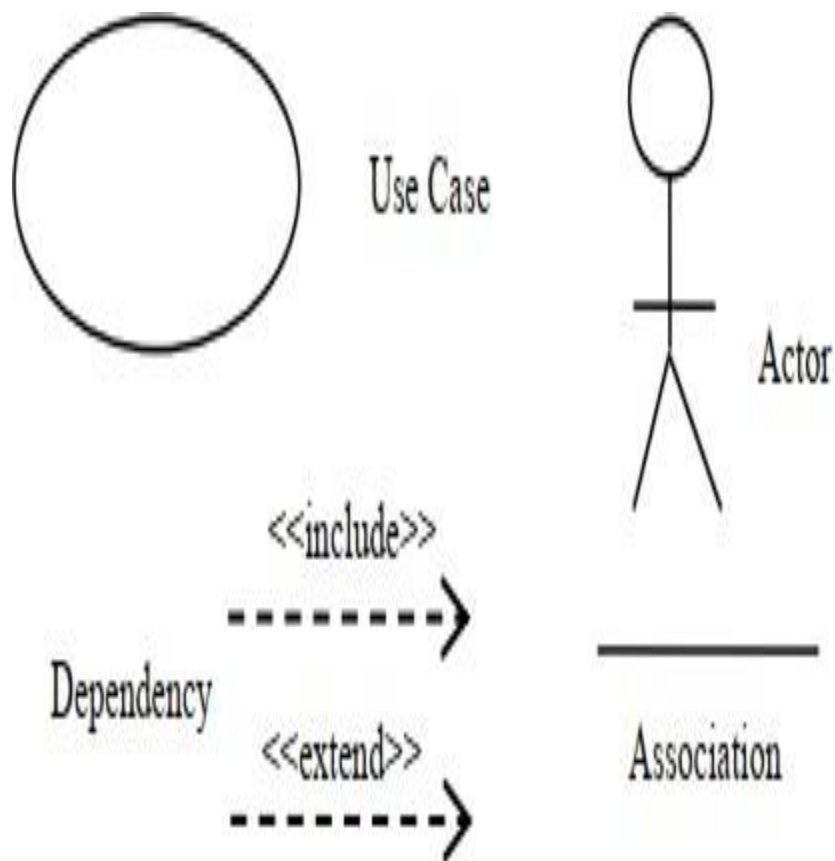
Fig 3.1.3: Acceptor

3.2 USE CASE DIAGRAM

A use case diagram is a graphical depiction of a user's possible interactions with a system. A use case diagram shows various use cases and different types of users the system has and will often be accompanied by other types of diagrams as well.

The use cases are represented by either circles or ellipses.

SYMBOLS OF USE CASE DIAGRAM



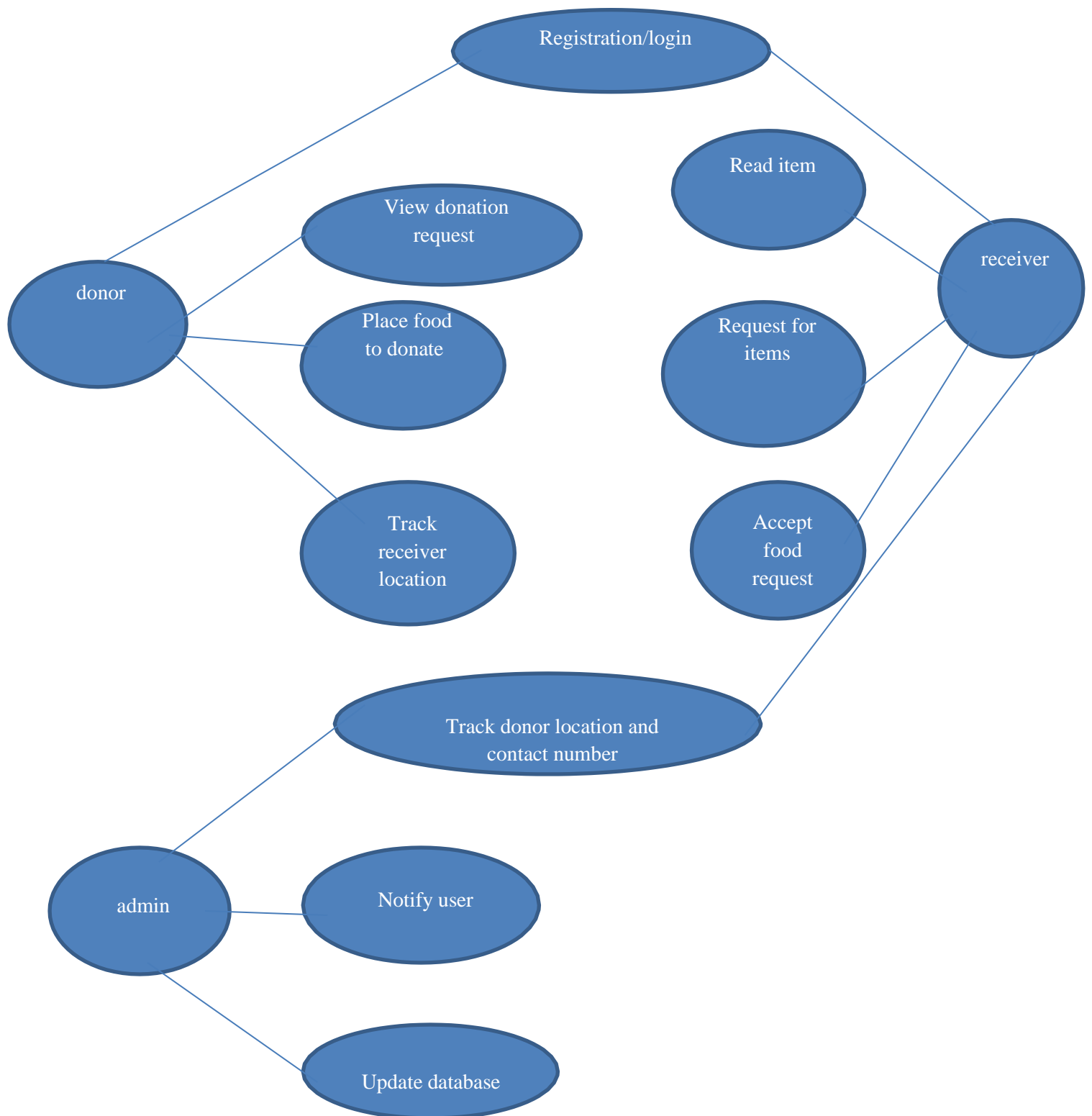






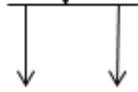
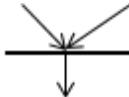

Fig 3.2: Use Case Diagram

3.3 ACTIVITY DIAGRAM

Activity diagrams are graphical representations of workflows of stepwise activities and actions with support for choice, iteration and concurrency.

An activity diagram visually presents a series of actions or flow of control in a system similar to a flowchart or a data flow diagram. Activity diagrams are often used in business process modeling. They can also describe the steps in a usecase diagram.

SYMBOLS OF USE ACTIVITY DIAGRAM

Sr. No	Name	Symbol
1.	Start Node	
2.	Action State	
3.	Control Flow	
4.	Decision Node	
5.	Fork	
6.	Join	
7.	End State	

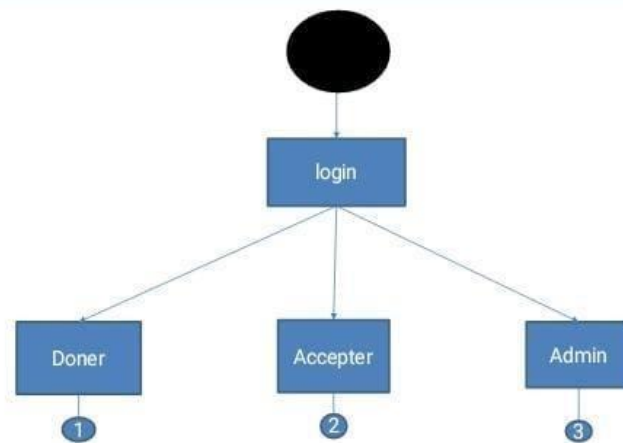


Fig 3.3.1: Login

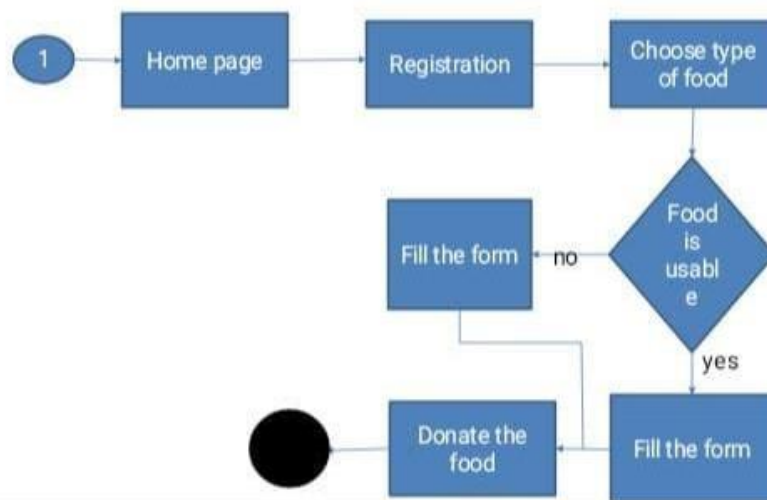


Fig 3.3.2: Donate Food

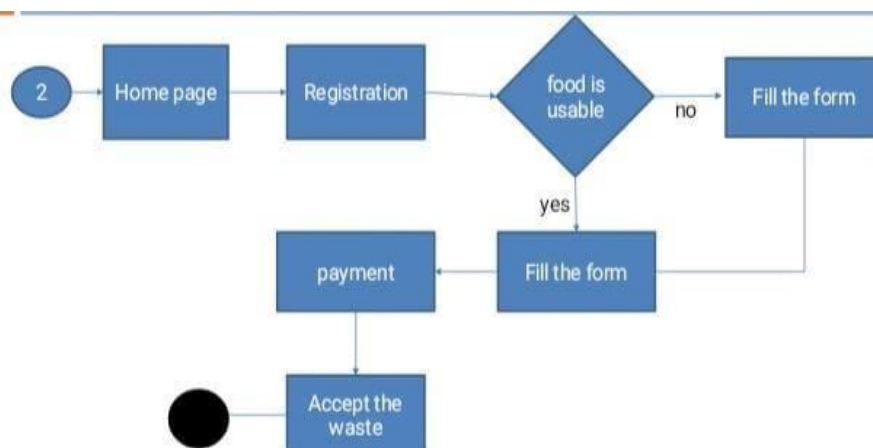







Fig 3.3.3: Accept Food

3.4 **SYSTEM FLOW DIAGRAM**

System flowcharts are a way of displaying how data flows in a system and how decisions are made to control events. To illustrate this, symbols are used. They are connected together to show what happens to data and where it goes.

SYMBOLS OF SYSTEM FLOW DIAGRAM

Symbol	Name	Function
	Start/end	An oval represents a start or end point
	Arrows	A line is a connector that shows relationships between the representative shapes
	Input/Output	A parallelogram represents input or output
	Process	A rectangle represents a process
	Decision	A diamond indicates a decision

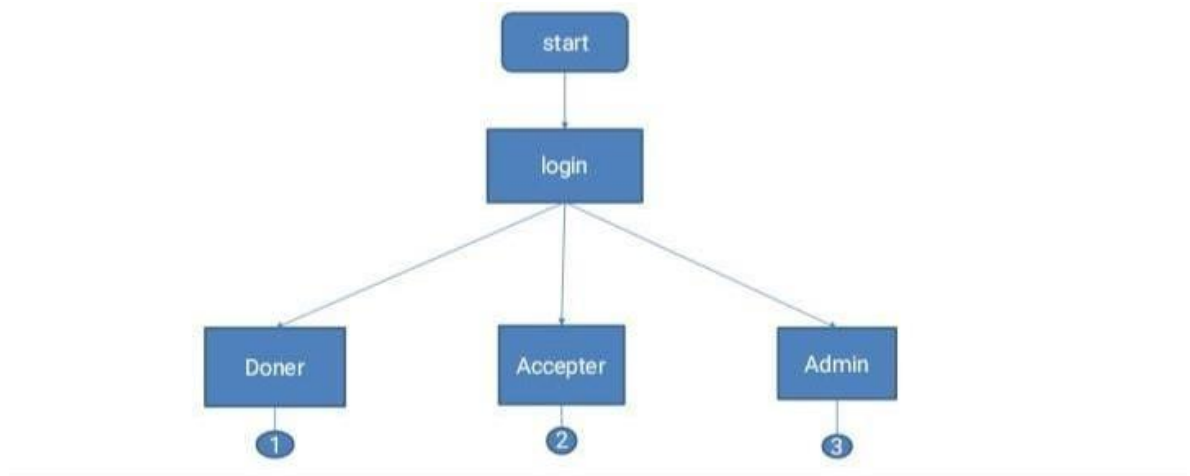


Fig 3.4.1: Login

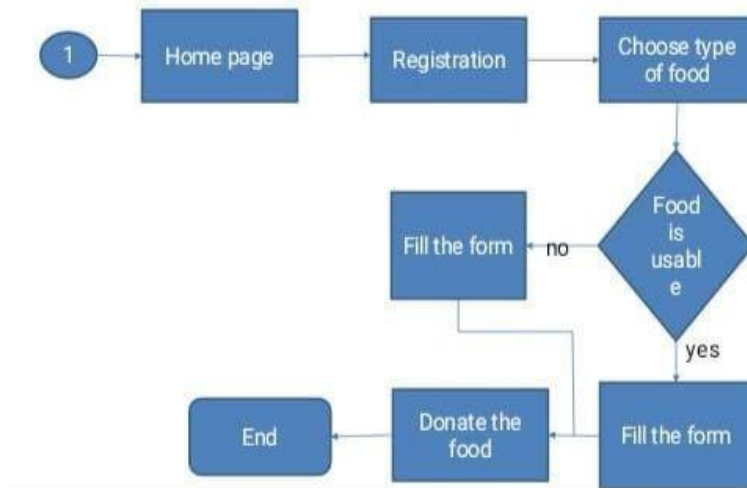


Fig 3.4.2: Donate Food

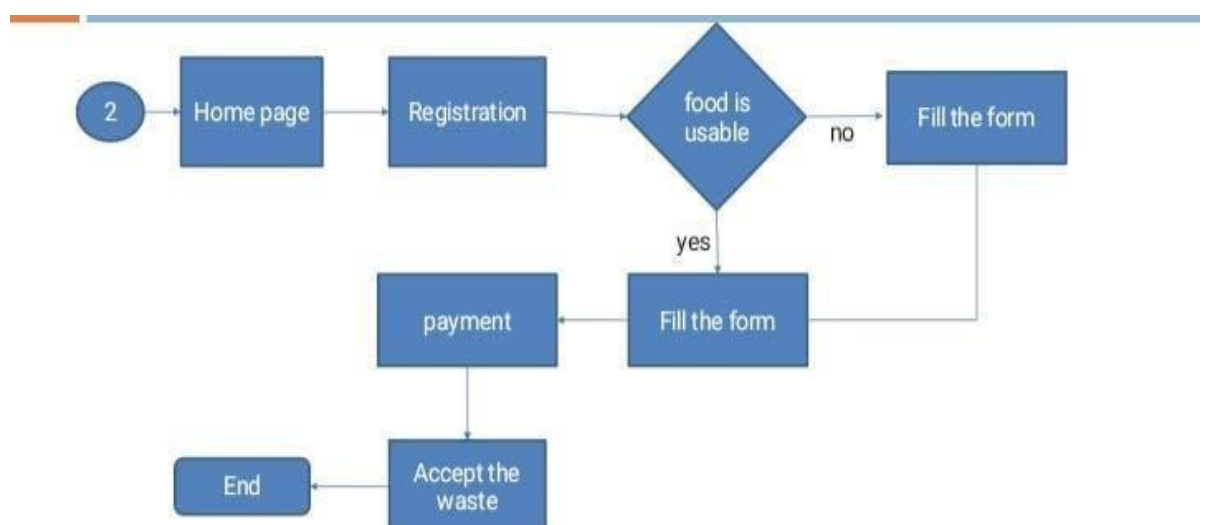


Fig 3.4.3: Accept Food

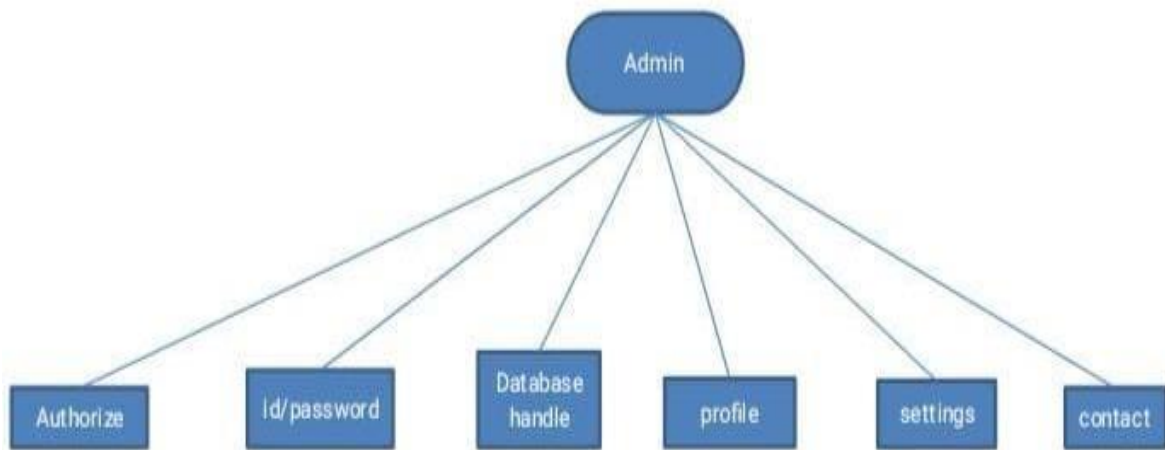








Fig 3.4.4: Admin

3.5 CLASS DIAGRAM

In software engineering, a class diagram in the Unified Modeling Language is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, operations, and the relationships among objects.

SYMBOLS OF CLASS DIAGRAM

Class Diagram Relationship Type	Notation
Association	
Inheritance	
Realization/ Implementation	
Dependency	
Aggregation	
Composition	

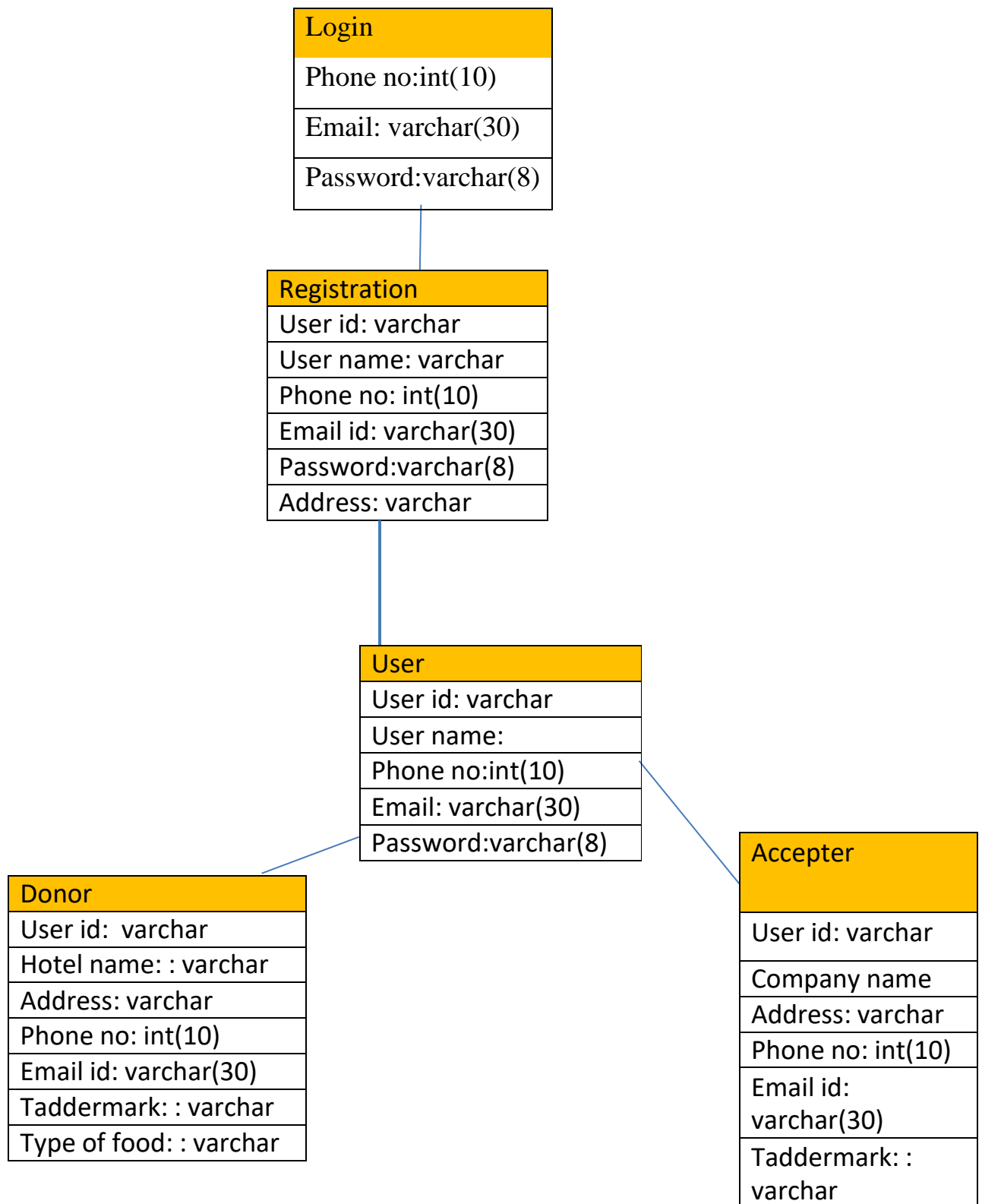


Fig 3.5: Class Diagram

3.1 DATA DICTIONARY

Data dictionary is an information which contains meta data. It is usually a part of the system catalog. Data dictionary contains description of schema i.e., overall logical structure of the database.

This can involve information such as table names, owners, column, column name, data types, size and constraints.

Table : Login

Login			
Field name	Data type	Description	Constraints
Phone no.	Int(10)	User phone no	Primary key
Email id	Varchar(30)	User email id	Not null
Password	Varchar(8)	User password	Not null

Table : User Table

User table			
Field name	Data type	Description	Constraints
User id	Int(8)	User id	Primary key

User name	Varchar	User full name	Not null
Phone no.	Int(10)	User phone no	Not null
Email id	Varchar(30)	User email id	Not null
Password	Varchar(8)	User password	Not null

Table : Registration

Registration			
Field name	Data type	Description	Constraints
User id	Int(8)	User id	Primarykey
User name	Varchar	User fullname	Not null
Phone no.	Int(10)	User phoneno.	Not null
Email id	Varchar(30)	User emailid	Not null
Password	Varchar(8)	User password	Not null
Address	<u>Varchar</u>	Address ofuser	Not null

Table : Doner Table

Doner Table			
Field name	Data type	Description	Constraints
User id	varchar	User id no	Primary key
Hotel name	Varchar	Hotel name	Not null
Address	Varchar	Address of hotel	Not null
Phone no.	Int	Phone no. of hotel	Not null
Email id	Varchar(30)	Email id of hotel	Not null
Trademark	Varchar	Mark of location	Not null
Type of food	Varchar	Usable or Unusable	Not null

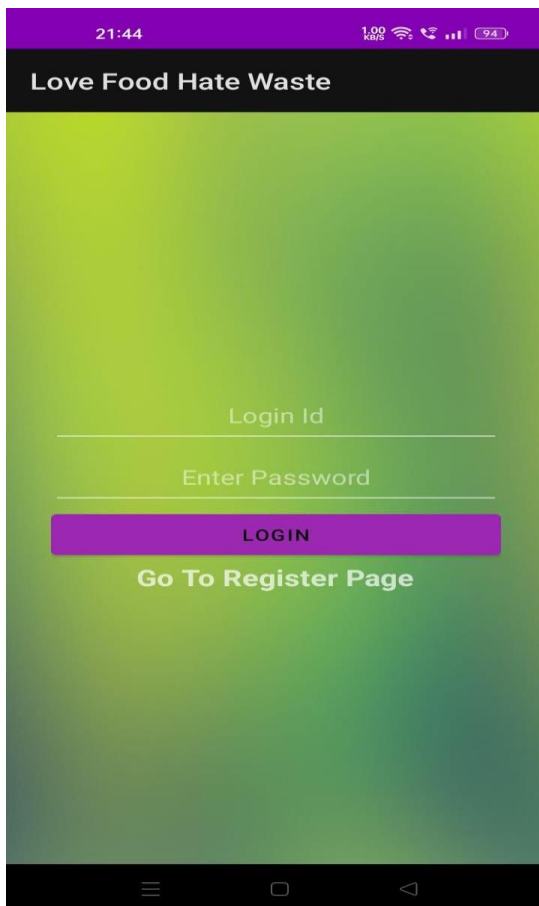
Table : Acceptor Table

Acceptor Table			
Field name	Data type	Description	Constraints
User id	varchar	User id	Primary key
Company name	Varchar	Hotel name	Not null
Address	Varchar	Address of hotel	Not null

Phone no.	Int	Phone no. of hotel	Not null
Email id	Varchar(30)	Email id of hotel	Not null
Trademark	Varchar	Mark of location	Not null

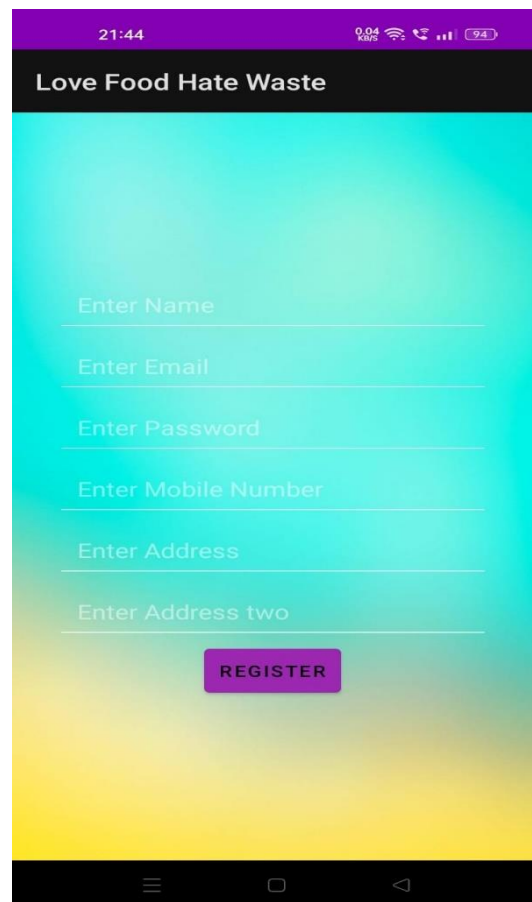
CHAPTER 4: IMPLEMENTATION

Login:-



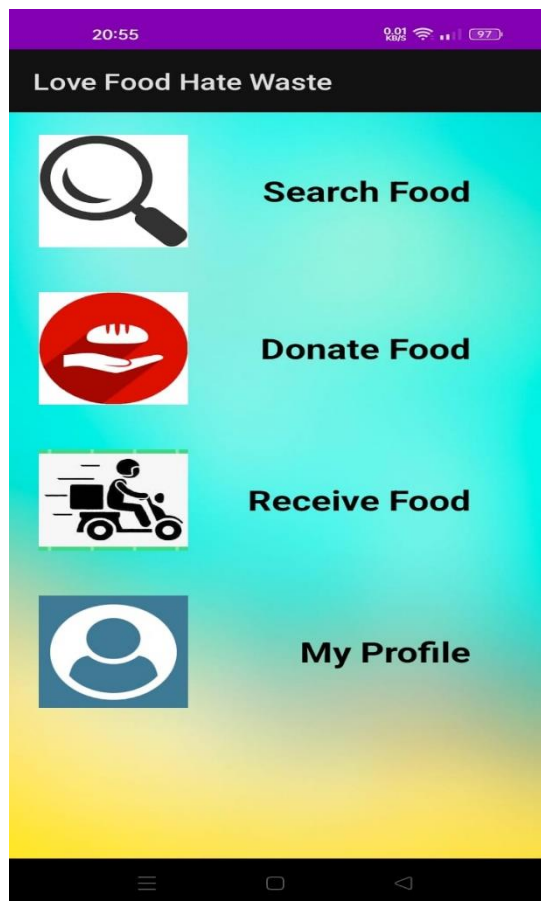
The login screen features a green-to-blue gradient background. At the top, a black header bar contains the text "Love Food Hate Waste". Below the header, there are two input fields: "Login Id" and "Enter Password". A red "LOGIN" button is positioned below the password field. At the bottom, a link "Go To Register Page" is displayed. The status bar at the top shows the time as 21:44, 100% battery, and signal strength.

Register:-

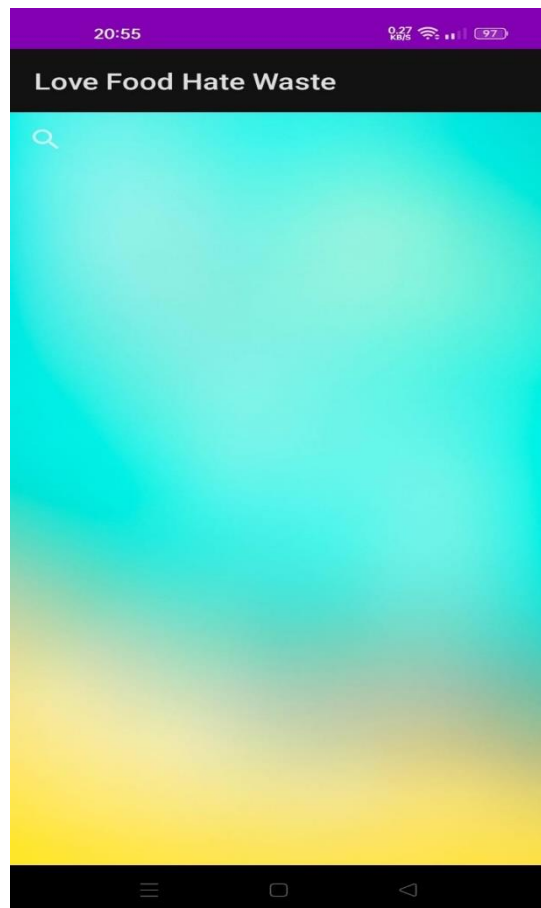


The register screen features a blue-to-yellow gradient background. At the top, a black header bar contains the text "Love Food Hate Waste". Below the header, there are six input fields: "Enter Name", "Enter Email", "Enter Password", "Enter Mobile Number", "Enter Address", and "Enter Address two". A red "REGISTER" button is positioned below the "Enter Address two" field. The status bar at the top shows the time as 21:44, 94% battery, and signal strength.

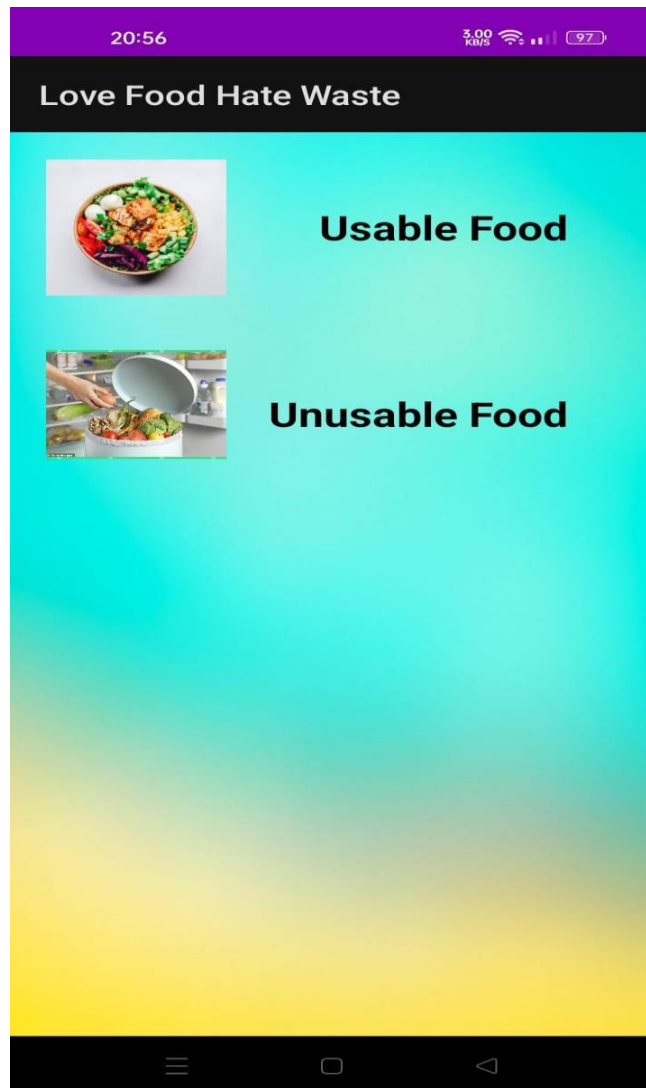
Home Page:-



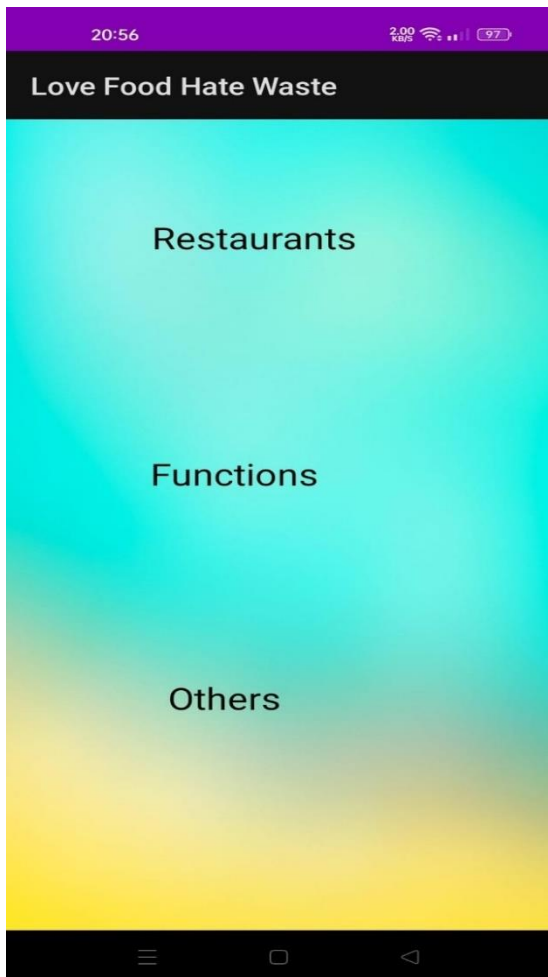
Search Food:-



Donate Food:-



Usable Food:-



Unusable Food:-



CHAPTER 5: CONCLUSION

We are going to develop a service called Love Food Hate Waste which will help to the people who doesn't get food. By the help of this application we can easily connect the doner and acceptor in one application. We can give the extra food of hotels, restaurants(extra food) to the people who doesn't get food by the help of NGOs.

Also we can give the markets spoil food to the industries for making biogas plants.

CHAPTER 6: FUTURE SCOPE

- In 2022, the food waste management industry is expected to be worth \$62.6 billion.
- According to Future Market Insights (FMI), the total market value is estimated to reach US\$ 116.4 billion by 2032, with a CAGR of 6.4 per cent for the years 2021-32.
- Waste Management in India is basically all those activities, which are required to manage waste from its beginning to the final disposal.
- Waste Management majorly includes things like the collection, transport, treatment, and the ultimate disposal of waste with a high level of monitoring and regulation.

CHAPTER 7: BIBLIOGRAPGY

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