DISASTER RELIEF CAMP MANAGEMENT SYSTEM

MINI PROJECT REPORT

Submitted By

SHAHIN N (Reg No : MCT22MCA2027)

APJ Abdul Kalam Technological University

In partial fulfilment of the requirement for the award of the

Degree of

MASTER OF COMPUTER APPLICATIONS

DEPARTMENT OF COMPUTER APPLICATIONS

MOHANDAS COLLEGE OF ENGINEERING AND TECHNOLOGY

Anad, Nedumangadu, Thiruvananthapuram

695541

2023 - 2024

DEPARTMENT OF COMPUTER APPLICATIONS
MOHANDAS COLLEGE OF ENGINEERING AND TECHNOLOGY
Anad, Nedumangadu, Thiruvananthapuram-695541

CERTIFICATE

This is to certify that the report entitled **"Disaster Relief Camp Management System"** submitted by **SHAHIN N (Register No : MCT22MCA2027)** to **APJ Abdul Kalam Technological University** in partial fulfilment of the requirement for the award of the degree **MASTER OF COMPUTER APPLICATIONS** is bonafide record of the project work carried out by her under my guidance and supervision. This report in any form has not been submitted by any other University or Institute for any purpose.

Head of the Department

Project Coordinator

DECLARATION

I hereby declare that the project report **"Disaster Relief Camp Management System"**, submitted for partial fulfilment of the requirements for the award of degree of Master of Computer Applications of the APJ Abdul Kalam Technological University, Kerala is a bonafide work done by me under supervision of Prof Ms. Jayanthi T. I have adequately and accurately cited and referenced the original source. I also declare that I have adhered to ethics of academic honestly and integrity and have not misrepresented or fabricated any data or idea or fact or source in my submission. I understand that any violation of the above will be cause for disciplinary action by the institute and or the University and can also evoke penal action from the source which have thus not been properly cited or from whom proper permission has not been obtained. This report has not been previously formed the basis for the award of the degree, diploma or similar title of any other University.

Place : Thiruvananthapuram SHAHIN N

Date :

ACKNOWLEDGEMENT

At the outset, thank God Almighty for standing by me throughout the project and making it possible for me to complete the project within the stipulated time.

I wish to record my deep sense of gratitude to our Director, **Dr. ASHALATHA THAMPURAN**, for her extensive support and guidance throughout the course of my project.

I wish to record my deep sense of gratitude to our Principal, **Dr. S. SHEELA**, for her extensive support and guidance throughout the course of my project.

I am greatly thankful to our **HOD Ms. Sreeja. K**. (Department of Computer Applications) for her kind co-operation and guidance throughout the course of my project.

I am also thankful to our Project Guide **Ms. Jayanthi T** (Department of Computer Applications) for her kind co-operation and guidance throughout the course of my project.

I also extend my sincere thanks to all other faculty members of Department of Computer Applications and our friends for their co-operation and encouragements.

With Gratitude

SHAHIN N

ABSTRACT

The Disaster Relief Camp Management System is a comprehensive solution designed to address the multifaceted challenges arising from natural disasters, such as floods, tsunamis, and earthquakes. In the face of these calamities, effective management becomes paramount, as the aftermath often leaves communities displaced and in urgent need of assistance.

This system serves as a crucial tool for governments and relief organizations, streamlining the process of aiding affected populations. By facilitating the safe relocation of individuals from disaster-stricken areas to nearby secure locations, the system ensures a swift and organized response. Once established, the relief camps become hubs of essential information and resources.

Key functionalities include meticulous recording of occupant details, tracking the availability of beds, and maintaining an inventory of essential resources. This information is instrumental in coordinating relief efforts, optimizing resource allocation, and providing timely assistance to those in need.

Beyond its logistical advantages, the Disaster Relief Camp Management System significantly contributes to the overall resilience of communities. By promoting efficient communication and data management, the system enhances the ability to respond effectively to unforeseen challenges. This, in turn, fosters a sense of security and preparedness among affected populations.

In essence, this project goes beyond conventional disaster relief efforts. It stands as a testament to the power of technology in mitigating the impact of natural disasters, ensuring the well-being and safety of communities during their most vulnerable times. The Disaster Relief Camp Management System represents a proactive approach to disaster management, offering a comprehensive and compassionate solution in times of crisis.

TABLE OF CONTENTS

1. INTRODUCTION

In recent times, the world has witnessed an alarming increase in the frequency and intensity of natural disasters, ranging from floods and tsunamis to earthquakes. The aftermath of these calamities poses formidable challenges for governments and humanitarian organizations in providing prompt and effective assistance to affected populations. Recognizing the urgent need for a systematic and efficient approach to disaster relief, the Disaster Relief Camp Management System emerges as a crucial tool designed to navigate the complexities of managing displaced communities during times of crisis.

Natural disasters can disrupt the normal functioning of communities, displacing individuals and leaving them in dire need of shelter, food, and medical assistance. The Disaster Relief Camp Management System aims to address these challenges by providing a structured framework for the management of relief camps. These camps serve as temporary havens for those affected, offering a safe and organized environment where individuals can find a safe place from the immediate dangers posed by disasters.

The primary objective of this project is to streamline the process of establishing and managing relief camps, particularly in the aftermath of natural disasters like floods. This system facilitates the swift and safe relocation of individuals from disaster-stricken areas to predefined secure locations. Once a camp is set up, the system plays a pivotal role in systematically recording and managing critical information.

Key functionalities of the Disaster Relief Camp Management System include recording the number of occupants in the camp, documenting their personal details, monitoring the availability of beds, and managing the inventory of essential resources. This comprehensive approach ensures that relief efforts are well-organized, enabling authorities and relief workers to make informed decisions based on real-time data.

In essence, the project serves as a lifeline during times of crisis, providing a technological infrastructure that enhances the efficiency and effectiveness of disaster relief operations. By offering a systematic approach to managing displaced populations, the system contributes significantly to the overall well-being and safety of communities grappling with the aftermath of natural disasters. The Disaster Relief Camp Management System stands as a testament to

the power of technology in addressing humanitarian challenges, offering a ray of hope and assistance to those in their most vulnerable moments.

The disaster relief camp management system is a web application made using Java. The Disaster Relief Camp Management System comprises three pivotal modules: Admin, Camp Admin, and User, each playing a distinct role in orchestrating a seamless and effective response to natural disasters. The Admin module serves as the central command, wielding authority to create Camp Admin profiles, approve camp requests, and oversee the entire landscape of camps and users. With the ability to view camps, users, and queries, the Admin module stands as the backbone in ensuring the system's overall functionality.

Within this framework, the Camp Admin module emerges as the hands-on facilitator at the ground level. Empowered to create camps, upload crucial data, and manage camp-related tasks, the Camp Admin plays a critical role in coordinating relief efforts. They can also interact with users by approving registrations, handling camp spot modifications, and sending notifications, ensuring a dynamic and responsive management system at the camp level.

On the user front, the User module represents the individuals seeking refuge and assistance during disasters. Users can seamlessly navigate through available camps, book spots, monitor their booking status, and receive timely notifications about available camps. This user-centric approach enhances transparency and accessibility, enabling affected individuals to make informed decisions during critical times.

This tripartite structure of Admin, Camp Admin, and User modules establishes a comprehensive framework for disaster relief management. By providing specific roles and responsibilities, the system aims to streamline the entire process, from administrative oversight and camp establishment to user engagement. Together, these modules form a cohesive and efficient Disaster Relief Camp Management System, poised to make a significant impact in safeguarding and supporting communities during their most vulnerable moments.

2. SYSTEM ANALYSIS

2.1 EXISTING SYSTEM

Prior to the implementation of the Disaster Relief Camp Management System, traditional approaches to managing natural disasters relied heavily on manual and decentralized methods. In the absence of a centralized and technologically-driven system, the response to disasters faced several challenges.

- Manual Camp Establishment: In the traditional system, the process of setting up relief camps was largely manual. Coordination efforts were often hindered by the lack of a centralized platform, leading to delays in establishing safe zones for affected populations.
- Paper-Based Record Keeping: Recording and managing crucial information such as the number of camp occupants, available resources, and individual details were predominantly paper-based. This manual record-keeping system resulted in inefficiencies, data discrepancies, and difficulties in obtaining real-time insights.
- Limited Communication Channels: Communication between different stakeholders, including administrators, camp managers, and affected individuals, was constrained by traditional communication channels. This limitation hindered the timely dissemination of critical information and updates.
- Fragmented User Engagement: Affected individuals seeking refuge often faced challenges in accessing timely and accurate information about available camps. The lack of a user-friendly interface led to a fragmented and less responsive user engagement process.
- Dependency on Manual Approvals: Administrative tasks, such as approving camp requests and user registrations, were time-consuming due to manual processes. This dependency on manual approvals contributed to delays in providing essential services to those in need.

The existing system's reliance on manual processes, decentralized coordination, and limited technological infrastructure highlighted the need for a more efficient, centralized, and technology-driven approach. The Disaster Relief Camp Management System was conceived as

a solution to address these shortcomings, providing a comprehensive platform to streamline and enhance the entire disaster relief management process.

2.2 PROPOSED SYSTEM

The Disaster Relief Camp Management System represents a paradigm shift from traditional manual approaches to a streamlined, technology-driven solution. This proposed system introduces a cohesive and efficient platform designed to enhance the entire spectrum of disaster relief management.

- Centralized Administration: The proposed system introduces an Admin module, empowering administrators with the ability to create Camp Admin profiles, approve camp requests, and oversee camps and users. This centralized administration ensures a coordinated and swift response to disaster situations.
- Dynamic Camp Administration: The Camp Admin module allows for the creation of camps, seamless data uploads, and efficient management of camp-related tasks. Camp administrators can interact with users, approving registrations, modifying camp spots, and sending notifications. This dynamic approach enhances on-the-ground coordination and responsiveness.
- User-Centric Interface: The User module provides an intuitive and user-friendly interface for individuals seeking relief. Users can easily view available camps, book spots, monitor booking status, and receive timely notifications. This streamlined user engagement ensures accessibility and informed decision-making during critical times.
- Real-time Data Management: The proposed system replaces paper-based record-keeping with a robust digital infrastructure. Real-time data management includes recording the number of occupants, tracking available resources, and maintaining individual details. This transition to digital systems minimizes discrepancies and provides administrators with accurate, up-to-date information.
- Automated Approvals: Administrative tasks, such as approving camp requests and user registrations, are streamlined through automated processes. This automation reduces delays, allowing for quicker responses to the needs of affected populations.

2.3 FEASIBILITY STUDY

A feasibility study is conducted to select the best system that meets performance requirements. This entails an identification description, an evaluation of the candidate system and the selection of the best system that matches with needs. A statement of constraints the identification of the specific system objectives, and a description of outputs define a system's required performance. The analyst is then ready to evaluate the feasibility of the candidate system to produce these outputs. Three key considerations are involved in the feasibility analysis.

2.3.1 Technical Feasibility

The technical feasibility of the Disaster Relief Camp Management System is robust. Key aspects contributing to the system's technical feasibility include:

- Scalable architecture: The system is designed with a scalable architecture to accommodate varying scales of disaster relief operations. This flexibility ensures that the system can effectively adapt to the dynamic and often unpredictable nature of natural disasters.
- Database Management: Utilizing advanced database management systems, the system efficiently stores and retrieves critical information in real-time. This ensures data accuracy, reliability, and quick access to essential details, facilitating informed decision-making by administrators and camp managers.
- User-Friendly Interface: The system features a user-friendly interface for both administrators and end-users. This intuitive design enhances usability and accessibility, crucial factors in the high-stress situations often associated with disaster relief efforts.

2.3.2 Operational Feasibility

This mode of operational feasibility analysis includes the operational analysis of overall system. The system is tested under several circumstances with varying inputs in unit approach of testing to integrated approach of testing.

2.3.3 Economic Feasibility

Since, our system uses simple hardware components which are easily available. Thus, the overall system is economically feasible to be implemented by users.

3. SYSTEM REQUIREMENTS

3.1 Hardware Requirements

Processor	:	Intel i3 or equivalent CPU
Processor Speed	:	2.6 Ghz & above
RAM	:	4 GB & above
Hard Disk Capacity	:	50GB & above
Monitor	:	SVGA Colour Monitor
Proper Internet Connection		

3.2 Software Requirements

Front End	:	HTML, CSS, JS, Bootstrap
Back End	:	JAVA
Database	:	MySQL
IDE Used	:	Eclipse IDE
Operating System	:	Windows 10

4. SOFTWARE SPECIFICATION

Software specifications provide a detailed description of the technologies and tools used in my project.

4.1 HTML

HTML, or Hypertext Markup Language, is the standard markup language used to structure and present content on the World Wide Web. It provides a set of elements or tags that define the various components of a web page, such as headings, paragraphs, images, links, forms, and more. These elements are arranged in a hierarchical structure, forming the Document Object Model (DOM) that browsers use to render web pages.

HTML is not a programming language but a markup language that instructs browsers on how to display content. Elements are represented by tags enclosed in angle brackets, and most tags have opening and closing tags to define the beginning and end of the content they enclose. Attributes can be added to tags to provide additional information about the elements.

The core purpose of HTML is to semantically structure the content of a web page, making it accessible and easily understandable for both browsers and developers. It serves as the foundation for building web pages and is often combined with other technologies like CSS (Cascading Style Sheets) and JavaScript for enhanced presentation and interactivity. As the backbone of web development, HTML plays a crucial role in creating a standardized and consistent structure for information on the internet.

4.2 Cascading Style Sheet

CSS, or Cascading Style Sheets, is a style sheet language used in web development to describe the presentation and formatting of HTML documents. Its primary purpose is to separate the structure (HTML) of a webpage from its visual style, enabling developers to control the appearance of content across various devices and screen sizes.

CSS operates on a set of rules that define how HTML elements should be displayed. These rules consist of selectors that target specific HTML elements and declarations that specify the styling properties for those elements. Properties include aspects like color, font size, margin, padding, and positioning.

The "cascading" aspect of CSS refers to the order of precedence when multiple style rules apply to the same element. The most specific rule takes precedence, and styles can cascade down from more general rules to more specific ones. This mechanism allows for consistent styling across an entire website while still enabling customization for individual elements.

CSS is crucial for creating visually appealing and user-friendly web interfaces. It simplifies the process of maintaining a consistent look and feel across multiple pages and promotes the creation of responsive designs that adapt to different devices. By providing a powerful means of styling HTML elements, CSS significantly enhances the aesthetics and user experience of web pages.

4.3 JavaScript

JavaScript is a high-level, versatile programming language that is primarily used to enhance the interactivity and dynamism of web pages. Initially developed for client-side scripting in web browsers, JavaScript has evolved to become a versatile language capable of running on various platforms, including servers and mobile devices.

Its core functionality revolves around manipulating the Document Object Model (DOM), which represents the structure of an HTML document. JavaScript allows developers to dynamically change the content, structure, and style of a webpage in response to user interactions, creating a more engaging and responsive user experience.

Key features of JavaScript include its ability to handle events such as clicks and keyboard inputs, perform asynchronous operations like fetching data from servers, and dynamically update the content of a webpage without requiring a full page reload. These features make JavaScript a crucial component for building interactive web applications.

JavaScript is often used in conjunction with HTML and CSS to create a full-stack web development environment. With the advent of server-side JavaScript frameworks like Node.js, JavaScript can now be employed for both client-side and server-side development, enabling a more unified and efficient development process. Overall, JavaScript plays a pivotal role in modern web development by empowering developers to build dynamic, responsive, and feature-rich applications.

4.4 Bootstrap

Bootstrap is a popular open-source front-end framework developed by Twitter. It provides a set of pre-designed HTML, CSS, and JavaScript components, as well as a responsive grid system, to facilitate the rapid development of consistent, visually appealing, and mobile-friendly web pages.

The framework is built on the principles of mobile-first design, meaning that the default styling is optimized for smaller screens and progressively enhanced for larger ones. Bootstrap's grid system allows developers to create flexible and responsive layouts by dividing the page into a 12-column grid, enabling the creation of complex structures that adapt well to different screen sizes.

Bootstrap includes a variety of ready-made components such as navigation bars, buttons, forms, modals, and more. These components follow a consistent design language, making it easier for developers to create cohesive and aesthetically pleasing interfaces without the need for extensive custom styling.

Additionally, Bootstrap's utility classes enable quick adjustments to styling without writing custom CSS, enhancing flexibility and speed in the development process. Overall, Bootstrap is widely utilized in web development projects to expedite the creation of modern, responsive, and visually appealing user interfaces.

4.5 Java

Java is a versatile, object-oriented programming language known for its portability, reliability, and wide range of applications. Developed by Sun Microsystems (now owned by Oracle), Java was designed to be platform-independent, allowing developers to write code that can run on various devices without modification.

One of Java's key strengths is its "Write Once, Run Anywhere" (WORA) philosophy, enabled by the Java Virtual Machine (JVM). Java source code is compiled into an intermediate bytecode, which is then interpreted by the JVM. This architecture makes Java suitable for building cross-platform applications, as the bytecode can run on any device with a compatible JVM.

Java is commonly used in the development of enterprise-level applications, web applications, mobile applications (Android), and large-scale systems. Its strong support for multithreading,

robust memory management, and extensive standard libraries contribute to its popularity among developers.

The language's object-oriented nature promotes modular and scalable code structures, making it easier to manage and maintain complex software projects. Java's rich ecosystem includes frameworks, libraries, and tools that enhance development productivity and efficiency.

In addition to its application in traditional software development, Java has found applications in various domains, including server-side programming, scientific computing, cloud computing, and the Internet of Things (IoT). Its continued evolution, with regular updates and improvements, ensures that Java remains a relevant and powerful programming language in the ever-changing landscape of software development.

4.6 MySQL

MySQL is a widely used open-source relational database management system (RDBMS) that facilitates the efficient organization and retrieval of structured data. Developed by MySQL AB (now owned by Oracle Corporation), MySQL is known for its reliability, scalability, and ease of use.

Key features and aspects of MySQL include:

- Relational Database Management System (RDBMS): MySQL follows the relational model, allowing users to define, manage, and interact with structured data in tables with predefined relationships.
- Structured Query Language (SQL): MySQL uses SQL for database querying and manipulation. It supports a wide range of SQL commands for tasks such as data retrieval, insertion, updating, and deletion.
- Data Integrity and ACID Properties: MySQL enforces data integrity through features such as constraints, foreign keys, and transactions. It adheres to the ACID (Atomicity, Consistency, Isolation, Durability) properties, ensuring reliability and consistency in data operations.
- Scalability and Performance: MySQL is designed to handle varying levels of workload and can be scaled vertically or horizontally to accommodate growing data and user demands. Its performance optimization features contribute to efficient data retrieval and storage.

- Community and Enterprise Editions: MySQL is available in two editions: Community and Enterprise. The Community Edition is free and open-source, while the Enterprise Edition includes additional features and commercial support.

- Storage Engines: MySQL supports multiple storage engines, each with its strengths and use cases. Common engines include InnoDB (transactional and ACID compliant), MyISAM (optimized for read-heavy workloads), and MEMORY (for in-memory storage).

- Security Features: MySQL provides various security mechanisms, including user authentication, encryption, and access control. It allows administrators to configure fine-grained access permissions to databases and tables.

- Replication and High Availability: MySQL supports replication, allowing the duplication of a database to one or more slave databases. This feature enhances fault tolerance, scalability, and data redundancy, contributing to high availability.

- Community Support and Documentation: MySQL has a thriving community that actively contributes to its development and provides support through forums, documentation, and online resources. This collaborative environment aids users in troubleshooting and optimizing database performance.

- Integration and Compatibility: MySQL integrates seamlessly with various programming languages, web frameworks, and applications. It is compatible with many operating systems, making it a versatile choice for different development environments.

4.7 Eclipse IDE

Eclipse IDE (Integrated Development Environment) is a popular open-source development platform used for Java development, but it also supports various other programming languages through plug-ins. It provides a robust, extensible framework for building software and is widely used for developing Java applications, including desktop, web, and enterprise-level applications.

Key features of Eclipse IDE include:

• Workspace: Eclipse organizes your work into workspaces, which contain projects. A workspace is essentially a directory on your file system where all your projects and their related files are stored.

• Projects: In Eclipse, a project is a collection of files and settings that define your application. You can have multiple projects within a workspace.

• Perspectives: Eclipse supports different perspectives for different tasks, such as Java development, debugging, or database development. Each perspective provides a set of

• Views: Views are panels within Eclipse that display information or provide functionality. For example, the Project Explorer view shows the structure of your project, the Console view displays program output, and the Problems view shows compilation errors.

• Editors: Eclipse provides editors for various file types, such as Java, XML, and HTML. These editors offer syntax highlighting, content assist, and other features to enhance the development experience.

• Plug-ins: Eclipse's extensibility is one of its strengths. You can add functionality to Eclipse through plug-ins, either by installing existing ones or by creating your own.

• Debugging: Eclipse includes a powerful debugger that allows you to step through your code, set breakpoints, inspect variables, and more.

• Version Control Integration: Eclipse supports integration with version control systems such as Git and CVS, allowing you to manage your source code repositories directly from the IDE.

To get started with Eclipse IDE:

• Download and Install: Visit the [official Eclipse website](https://www.eclipse.org/) to download the Eclipse IDE for Java Developers or choose the version that suits your development needs.

• Launch Eclipse: Once installed, launch Eclipse and choose a workspace where your projects will be stored.

• Create or Import Projects: You can create a new project or import an existing one into your workspace.

• Explore Perspectives and Views: Familiarize yourself with different perspectives and views available in Eclipse to optimize your development workflow.

• Install Plug-ins: If needed, you can explore and install additional plug-ins to extend Eclipse's functionality.

5. WORK FLOW DIAGRAM

5.1 Workflow

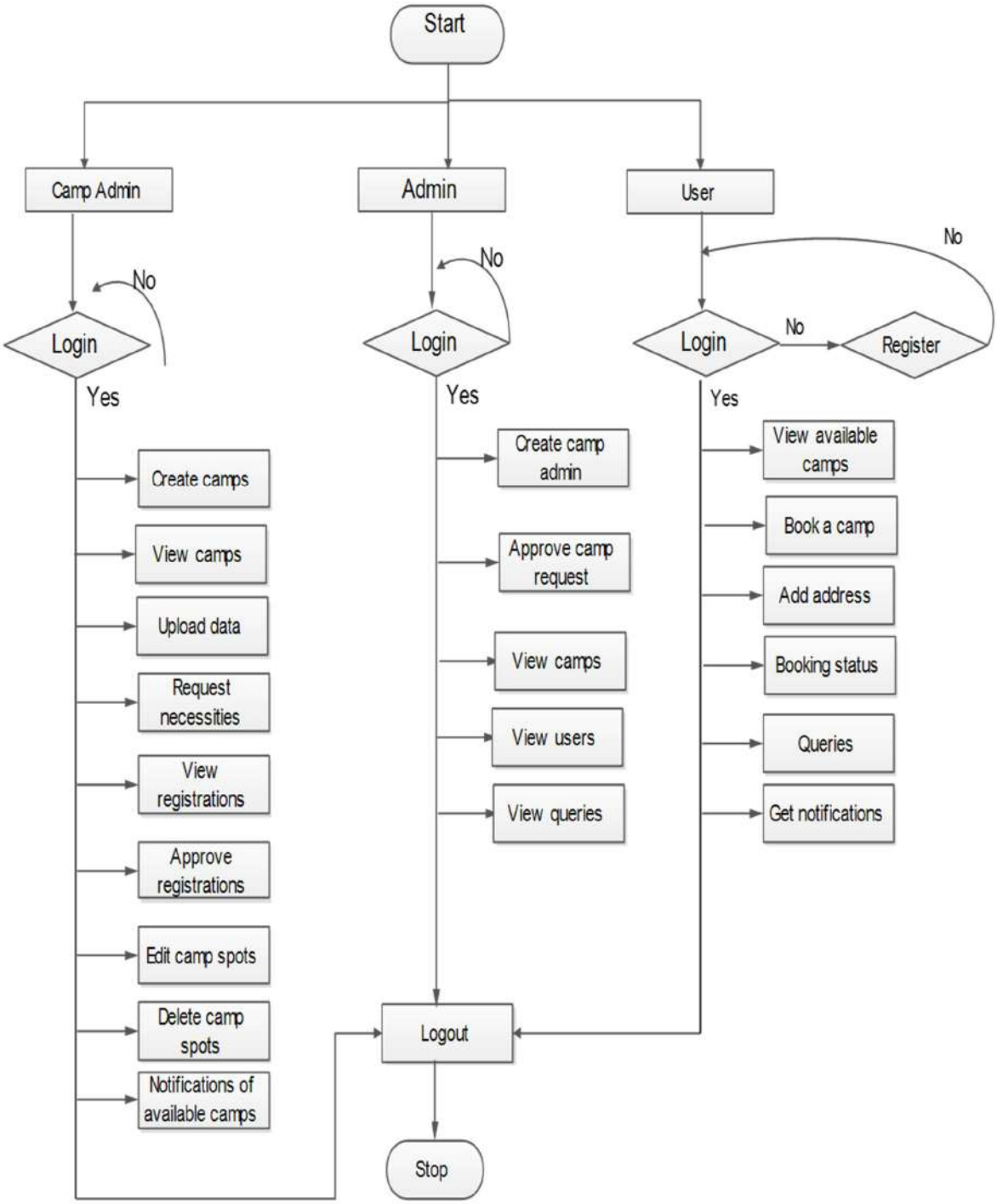

Fig. 5.1.1 : Workflow Diagram

6. SYSTEM DESIGN

Design is the first step in the development phase for any techniques and principles for the purpose of defining a device, a process or system in sufficient detail to permit its physical realization. It is the process of defining the components, modules, interfaces, and data for a system to satisfy specified requirements.

6.1 Data Flow diagram

Admin Level 1 DFD

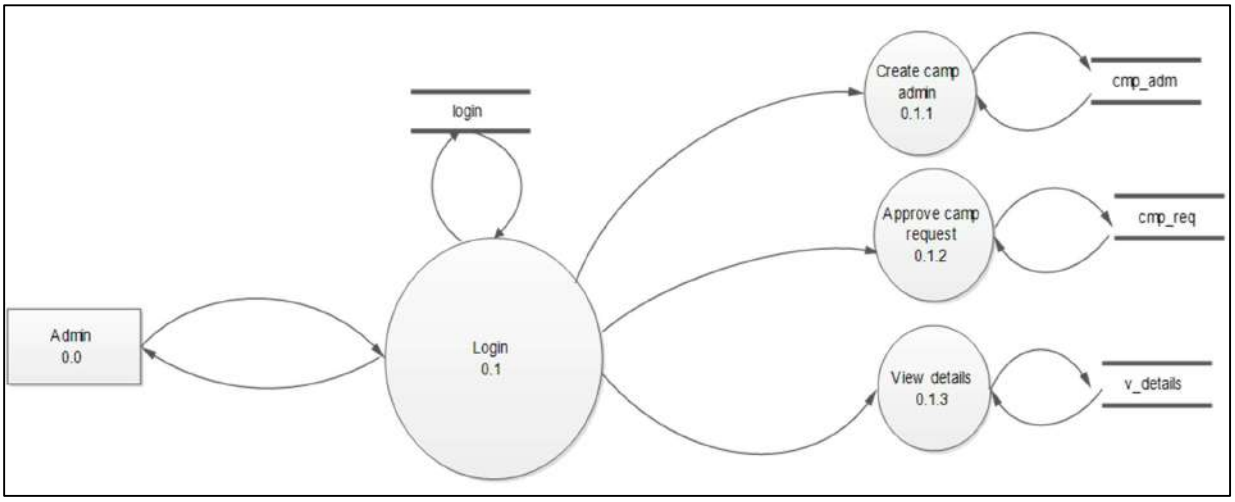

Figure 6.1.1

Admin Level 2 DFD

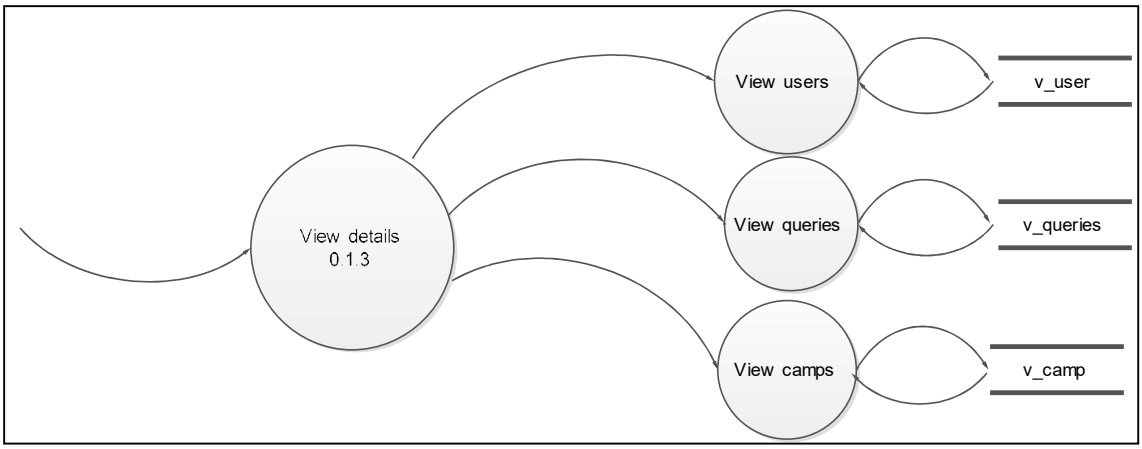

Figure 6.1.2

Camp Admin Level 1 DFD

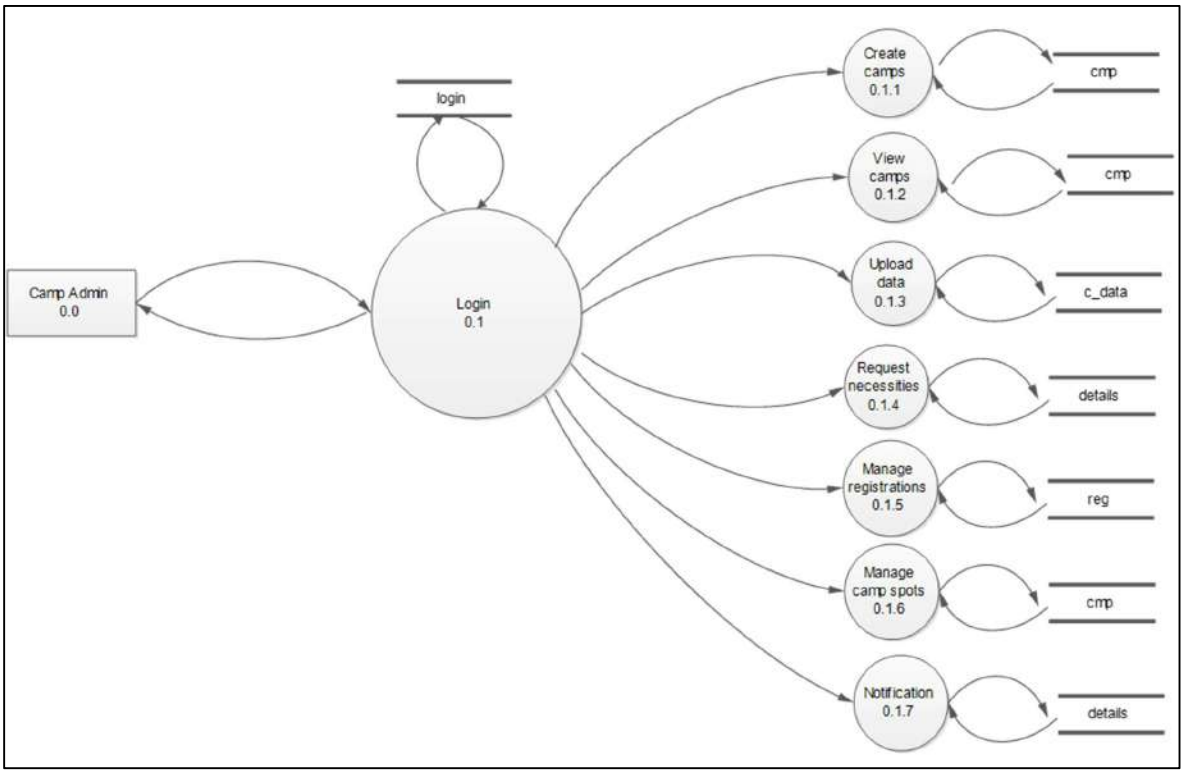

Figure 6.1.3

Camp Admin Level 2 DFD

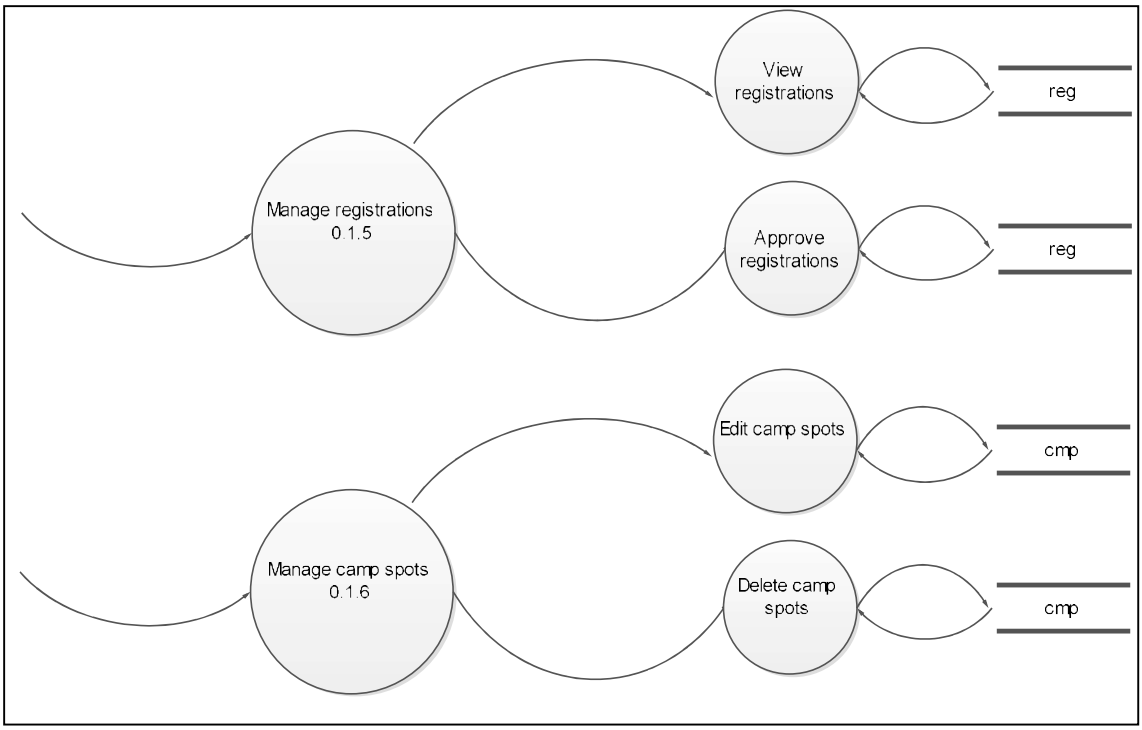

Figure 6.1.4

User level 1 DFD

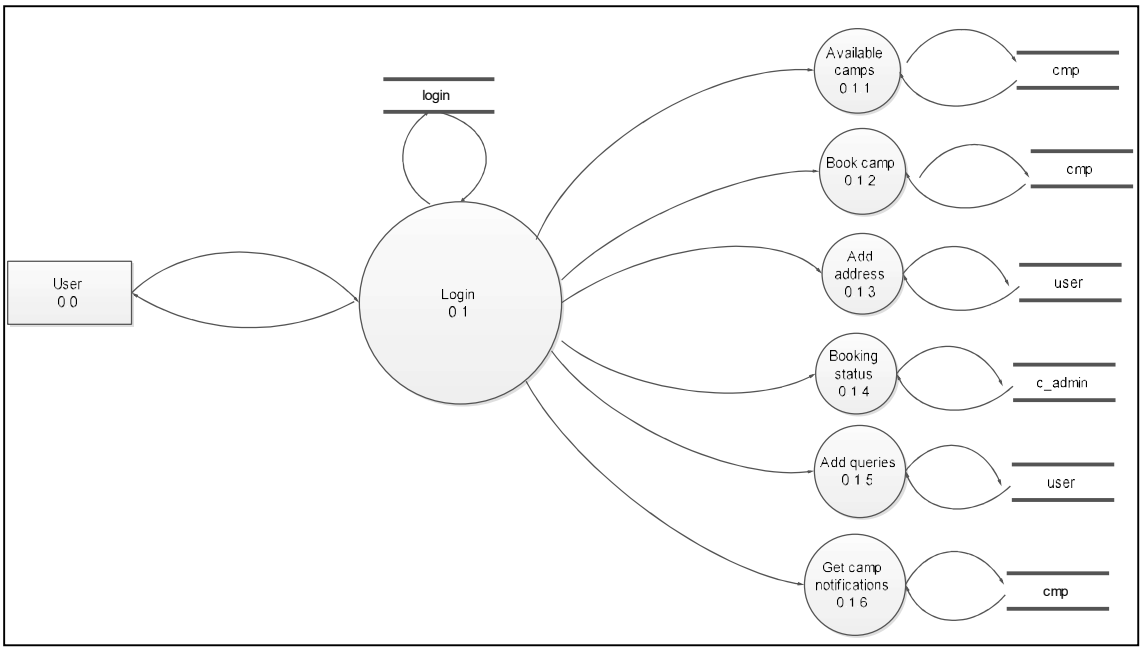

Figure 6.1.5

6.2 Usecase Diagram

Admin Usecase

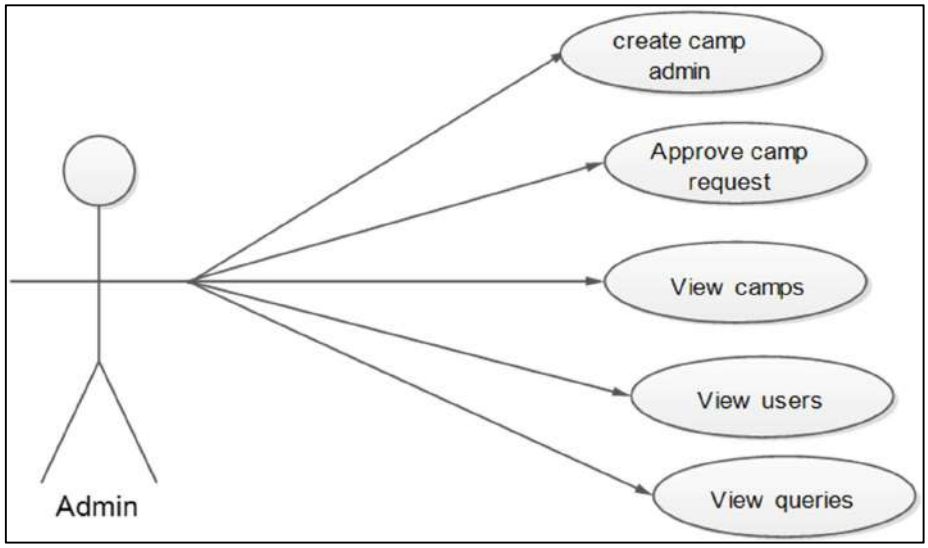

Figure 6.2.1

Camp Admin Usecase

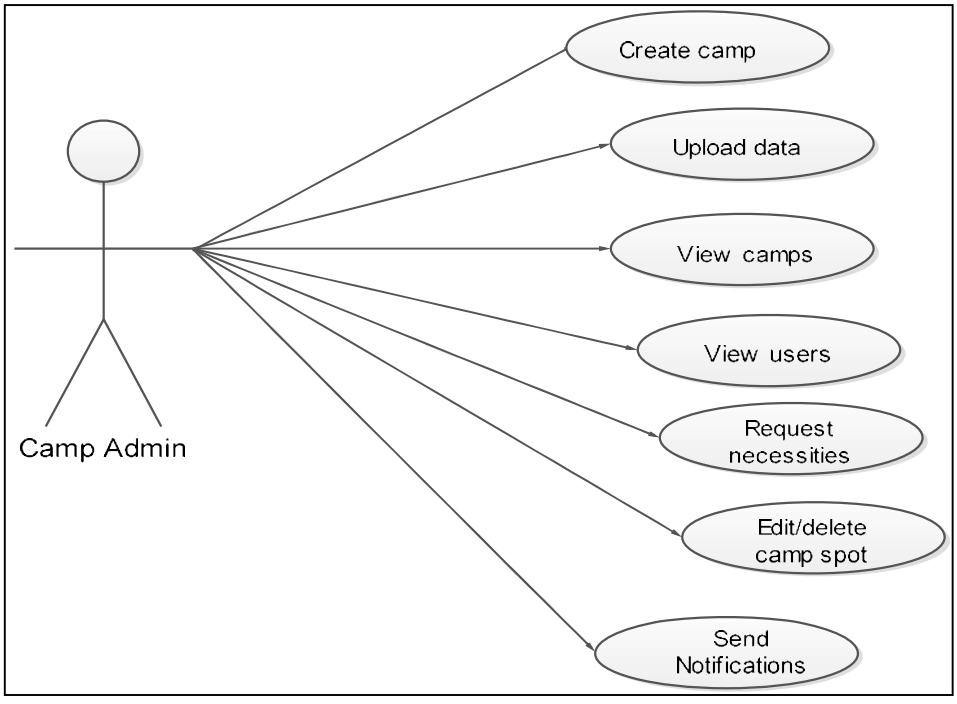

Figure 6.2.2

User Usecase

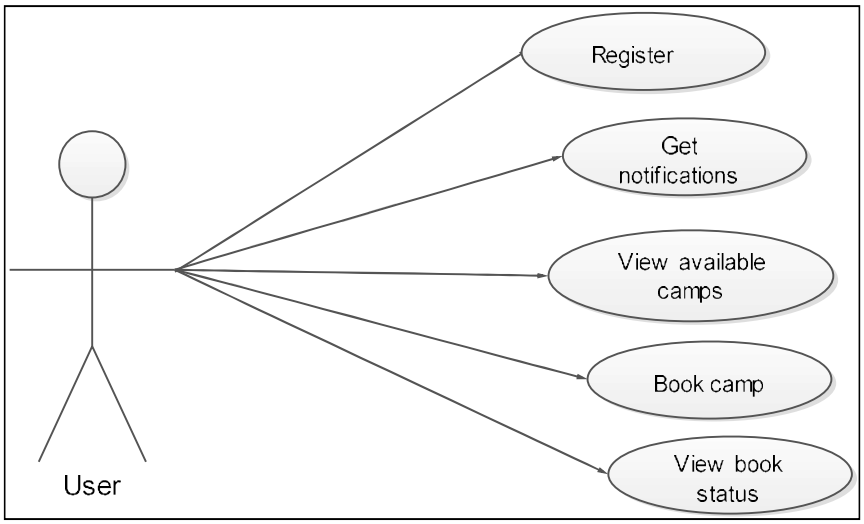

Figure 6.2.3

7. SYSTEM TESTING

Test case is a document that describes an input action, or event and an expected response to determine if a feature of an application is working correctly. A test case should contain particulars such as test case identifiers, test case, name, objectives, test conditions, input data requirements steps and expected results.

Sl. No.	TEST CASE	Actual Output	Expected Output	RESULT
1.	Camp admin creation	A Camp admin created.	Camp admin should be created	Pass
2.	View available camps	Lists all available camp.	Available camp should be listed	Pass
3.	View users	View registered users	Registered users details should be listed	Pass
4.	Create camps	A safe camp is created	Safe camp should be created	Pass
5.	Upload user details	Users gave number of members	Users should number of members in family	Pass
6.	Delete camp spots	Deleted camp successfully	A camp should be deleted	Pass
7.	Registration and Login	User registration successfull	User registration should be success	Pass
8.	Get notifications of available camps	User can see available camps	Users should see available camps	Pass
9.	Book a camp	User booked a camp successfully	Users should be able to book a camp	Pass

8. PRODUCT BACKLOG

SL NO	USER STORIES	PRIORITY	COMMENT FROM SCRUM MASTER	COMMENT FROM PRODUCT OWNER
1.	As a admin, he can login	HIGH		
2.	As a admin, he can create camp admin	HIGH		
3.	As a admin, he can view all activities	HIGH		
4.	As a camp admin, he can login using login credentials given from admin	HIGH		
5.	As a camp admin, he can create safe camps	HIGH		
6.	As a camp admin, he can show the location of the camps	HIGH		
7.	As a camp admin, he can send notifications to users about the safe camp	HIGH		
8.	As a camp admin, shows the occupancy in camp	HIGH		
9.	As a camp admin, requests for necessities	HIGH		
10.	As a camp admin, can see the details of people in camp	HIGH		
11.	As a user, he can register	HIGH		
12.	As a user, he can see the camp notifications	HIGH		
13.	As a user, he can see the location of the camp	HIGH		
14.	As a user, he can also choose the camp	MEDIUM		
15.	As a user, he can see the occupancy of the camps	HIGH		

9. SPRINT BACKLOG

Sprint No	Tasks	Status
1.	System design for Admin module, Camp Admin, User	Completed
2.	Front End building	Completed
3.	Database creation	Completed
4.	Testing	Completed
5.	Deployment	Completed
6.	Documentation	Completed

10. SCREENSHOTS

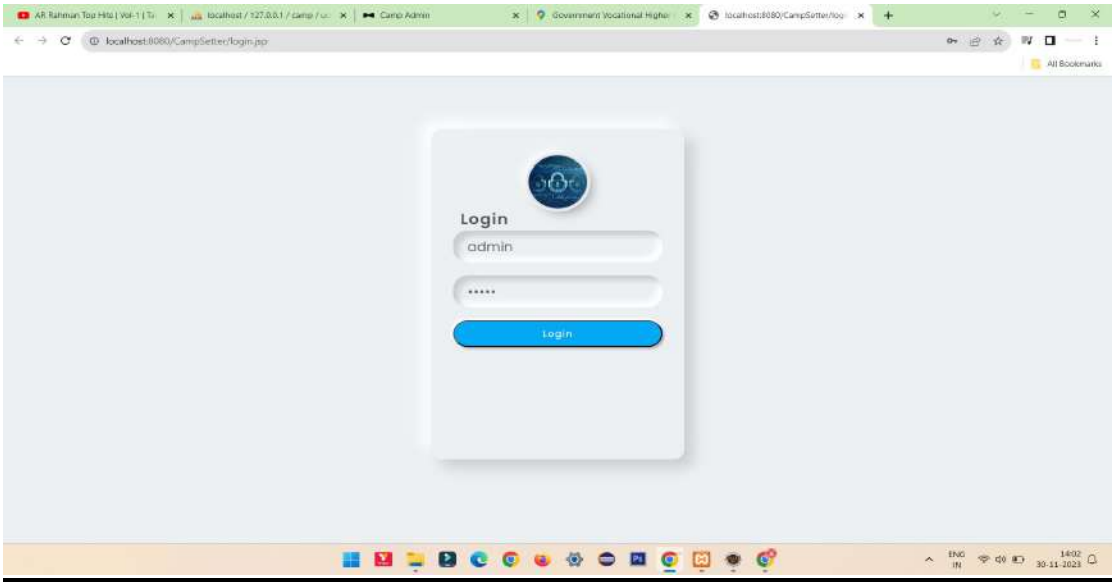

Figure 1 Login

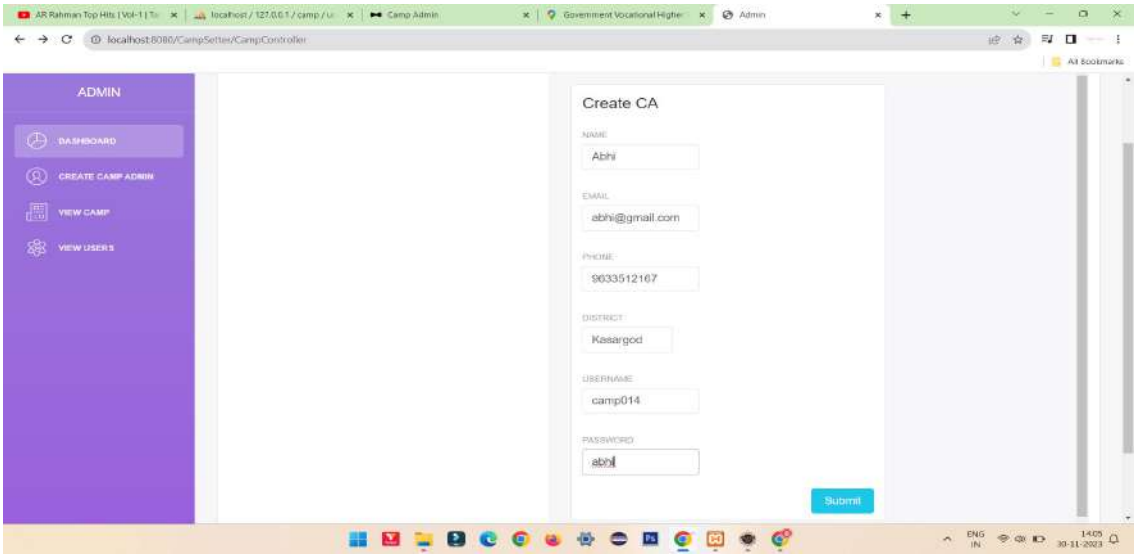

Figure 2 Create camp admin

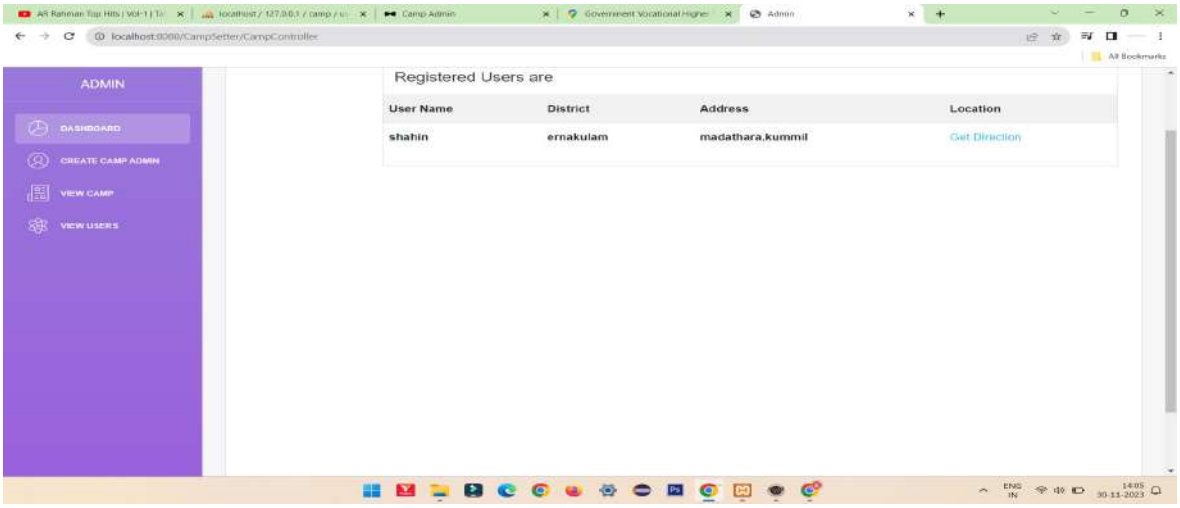

Figure 3 View users

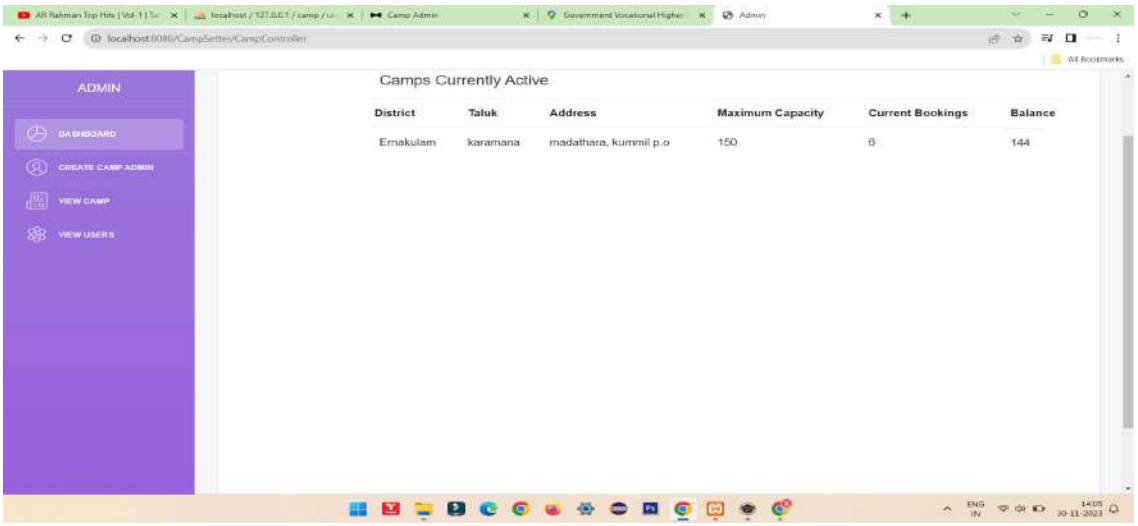

Figure 4 View available camps

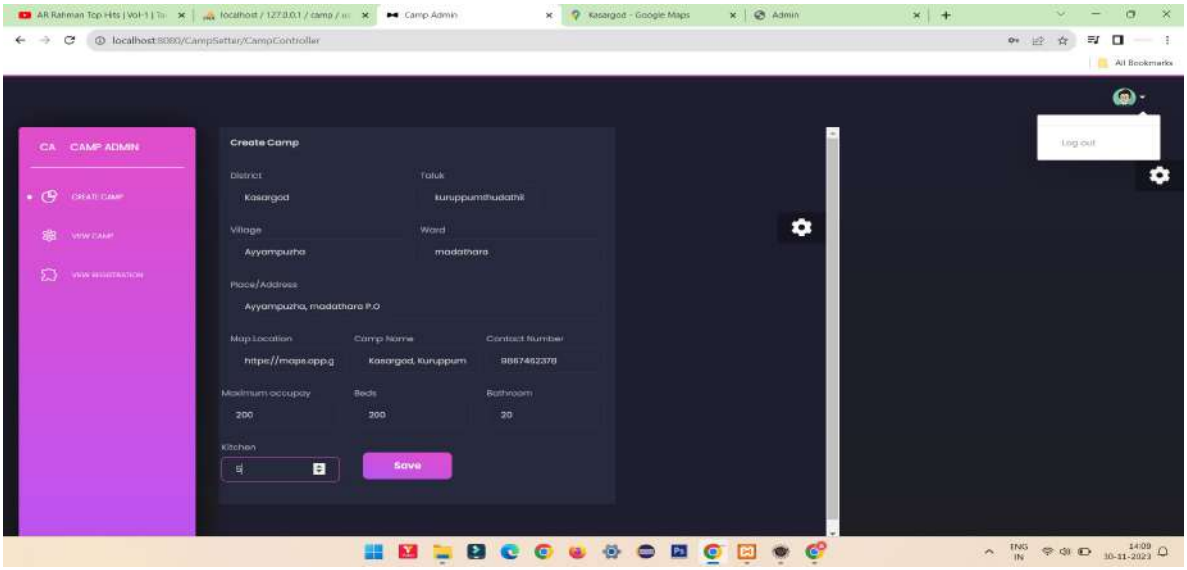

Figure 5 Create camp

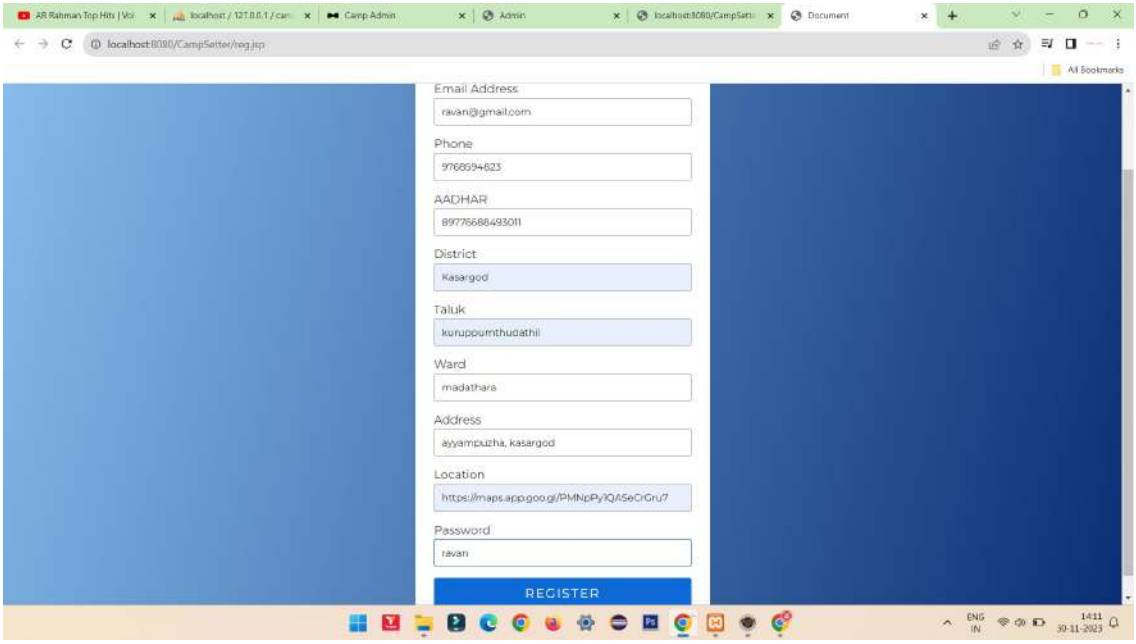

Figure 6 User registration

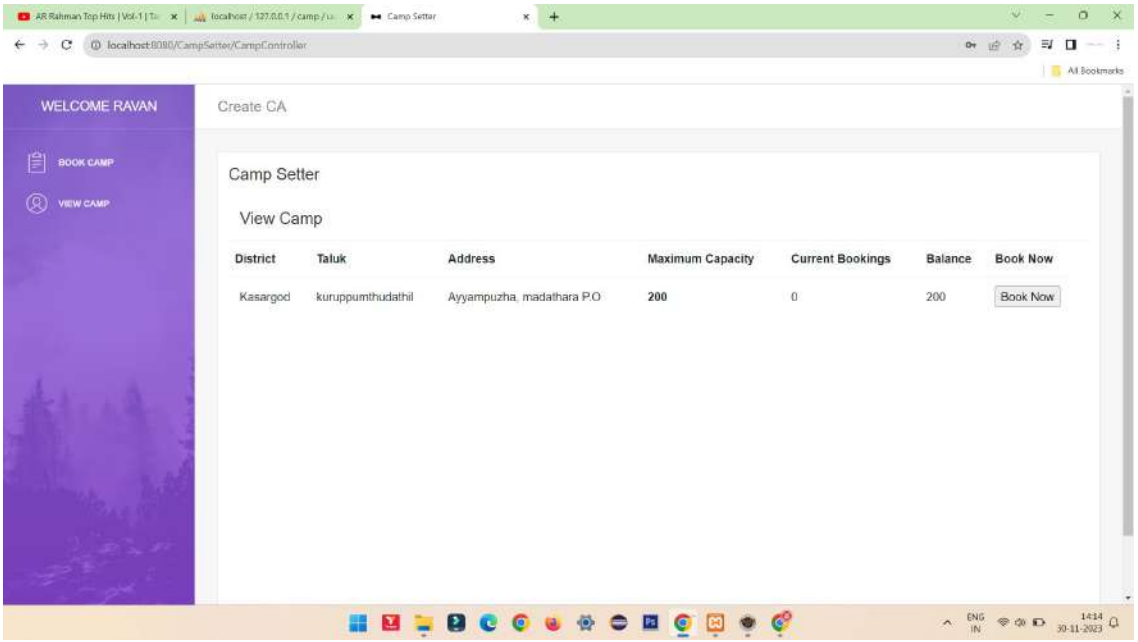

Figure 7 Book camp

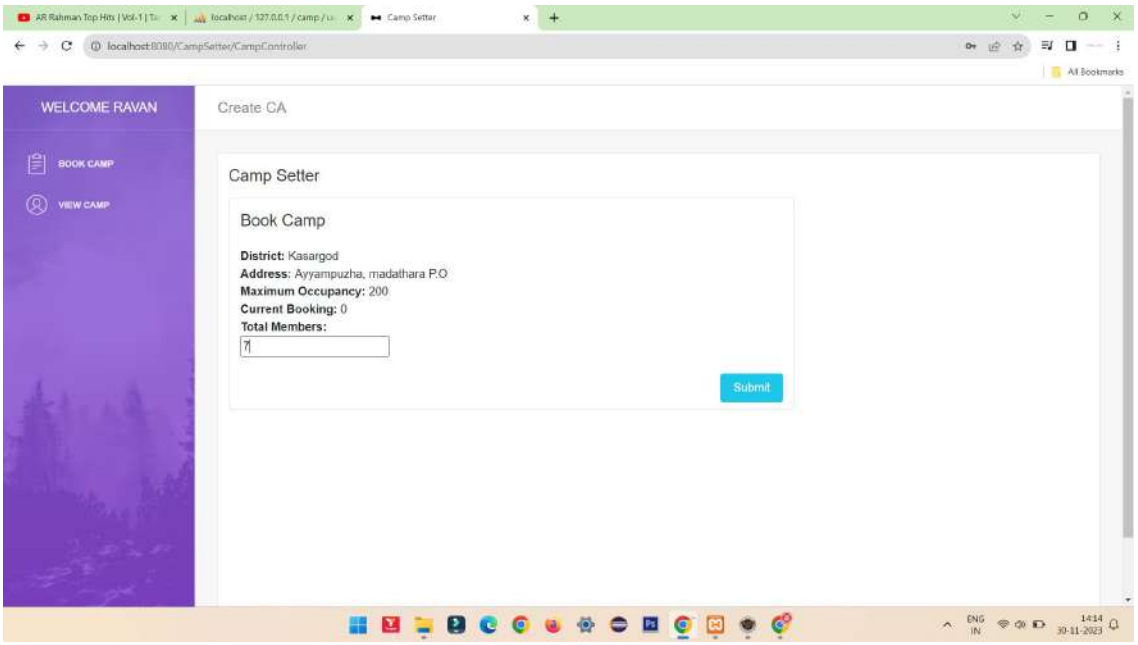

Figure 8 Add occupancy

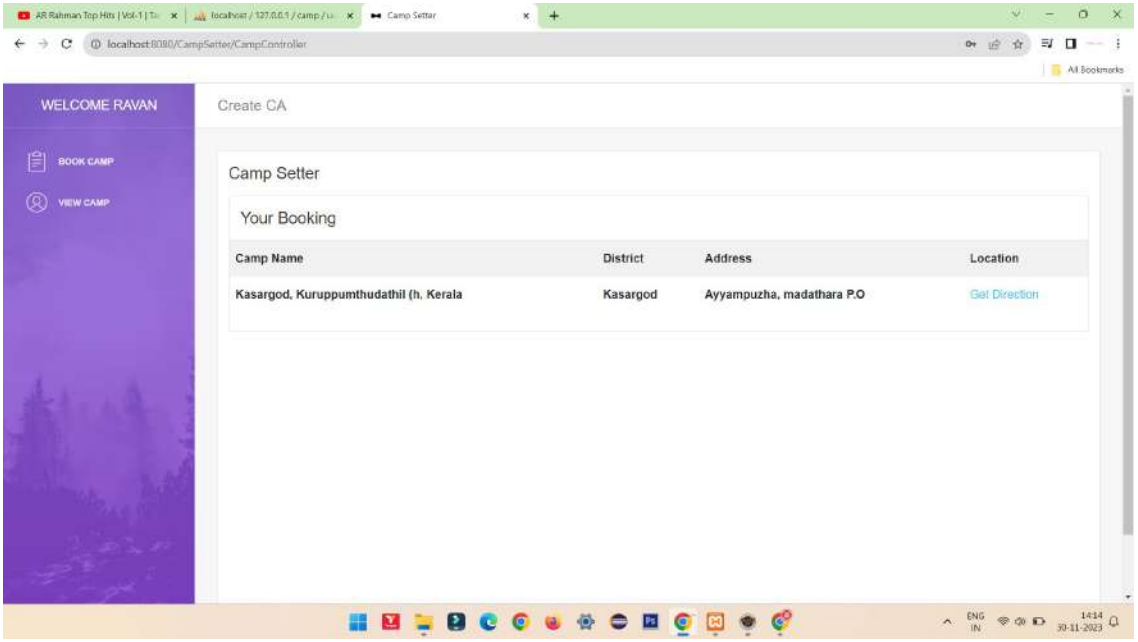

Figure 9 Book status

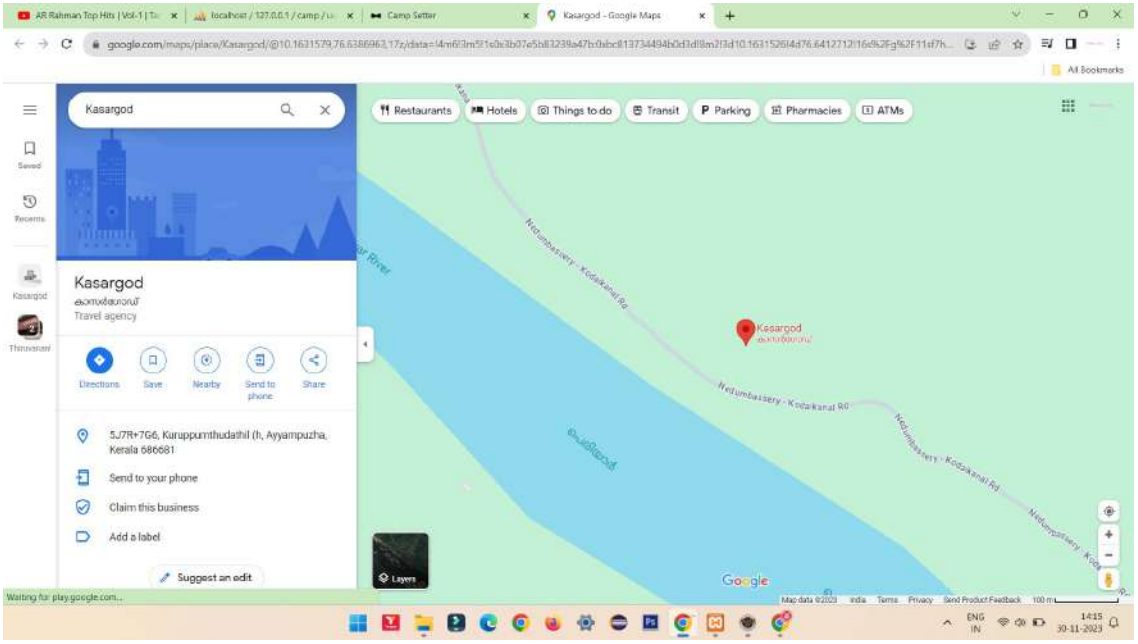

Figure 10 Camp map location

11. CONCLUSION

The Disaster Relief Camp Management System stands as a transformative solution, leveraging advanced technology to address the complex challenges associated with managing displaced populations during natural disasters. In the face of increasing frequency and severity of calamities like floods, earthquakes, and tsunamis, the need for a systematic and efficient approach to disaster relief has never been more critical.

This project introduces a comprehensive framework, seamlessly integrating the Admin, Camp Admin, and User modules to orchestrate a well-coordinated and responsive disaster relief system. The transition from manual, decentralized methods to a centralized, technology-driven platform marks a significant advancement, promising enhanced efficiency, accuracy, and accessibility.

The proposed system's technical feasibility is underscored by its scalable architecture, robust database management, user-friendly interface, mobile compatibility, security measures, integration capabilities, notification systems, and backup mechanisms. These features collectively contribute to a resilient and reliable infrastructure capable of withstanding the challenges posed by dynamic and unpredictable disaster scenarios.

As we conclude this endeavor, the Disaster Relief Camp Management System not only represents a technological achievement but, more importantly, a lifeline for communities in their most vulnerable moments. By streamlining administrative processes, improving communication channels, and providing a user-centric interface, this system aims to make a lasting impact on the efficiency and effectiveness of disaster relief efforts, ultimately contributing to the safety, well-being, and recovery of those affected by natural disasters.

12. REFERENCES

[1] Abraham Silbershatz, Henry F.Korth, and S. Sudarshan,Database System Concepts (Sixth Edition), McGraw-Hill Education,1997

[2] Herbert Schildt, Java: The Complete Reference (Ninth Edition), McGraw-Hill Education,2014

[3] Seyed M.M. (Saied) Tahaghoghi, Hugh E. Williams, Learning MySQL (Second Edition), O'Reilly Media, 2007

[4] Jon Duckett, HTML and CSS: Design and Build Websites (First Edition), Wiley, 2011

[5] https://www.w3schools.com/bootstrap/

[6] https://www.w3schools.com/js/

[7] https://chat.openai.com

[8] https://github.com/S-hahin/Mini-Project