Group 5

Food waste management system

Software Design Document

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Date: (26/09/2021)

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1. Introduction

1.1 Purpose

This software design document describes the architecture and system design of a food waste management system. The design document acts as an input for the development process. It helps the software developers to get an overview of the design of the food waste management. In this system donors and NGOs can have their own account. From their account donors can request for food donation, admin will verify donors applications and approve them, now NGOs can accept the food. Donors and receivers will be notified during festival seasons. Donor who donates more food during a particular week will be honored as "Achiever of the week" and they will be certified if they donate for 500 people. This system works for the people who are in need of food.

1.2 Scope

Food Waste Management System will enable donors and recipients (NGOs) to request for the food take up and accept the food respectively. Recipients can also request for the food using this system. It is mainly designed to offer food for the needy people t hrough NGOs and notify them when the donor is available.

Main modules of this system include:

Modules to manage the needs of this system

Donors requesting food take-up

Application approval by admin

NGOs accepting food take-up

Notifying donors and receivers during festival seasons

Displaying "Achiever of the week" to motivate donors

Certifying donors

Modules to manage user info

Admin managing donor/recipient info

Donor/recipient log in

Recipient viewing food take-up requests

Donor/recipient updating their profile if needed

1.3 Overview

An overview of the remaining sections is listed below

Section 2 provides a general description of the functionality, context and design of our project. It also provides any background information associated with our project.

Section 3 we have the architectural design that specifies the design entities that collaborate to perform all the functions included in the system. Each of these entities has an

abstract description concerning the services that it provides to the rest of the system. In turn, each design entity is expanded into a set of lower-level design operations that collaborate to perform its services. It also provides a decomposition of the subsystems in the architectural design. Information on the rationale for selecting the architecture described earlier including critical issues and trade-offs are considered.

Section 4 explains how the information domain of our system is transformed into data structures and how the major data or system entities are stored, processed and organized. A list of databases or data storage items are also included. An alphabetical list of the system entities or major data along with their types and descriptions are listed in this section.

Section 5 gives us a closer look at what each component does in a more systematic way.

Section 6 describes the functionality of the system from the user's perspective and explains how the user will use our system to complete all the expected features and the feedback information that will be displayed for the user. Description on screen objects and actions associated with those objects are mentioned.

Section 7 provides a cross-reference that traces components and data structures to the requirements in our SRS document.

2. SYSTEM OVERVIEW

Web application has been chosen for this project that runs on a web server, unlike computer-based software programs that are run locally on the operating system of the device. Web applications are accessed by the user through a web browser with an active network connection

Admin:

Administrator has full access to the system. He / She can view all the donors and receivers information. Administrator has the access verifying donor and receiver accounts so that they get a verified account.

Donor:

Donor are the people who donate food. Donors will request for food take-up. They also have the access for login, requesting for getting account verified, managing their information and logout.

Receiver:

Receivers are the people who check the app when they are in need of food. Receivers can accept the food take-up request by any donor. They also have access for login,requesting for getting account verified, managing their information and logout

3. System Architecture

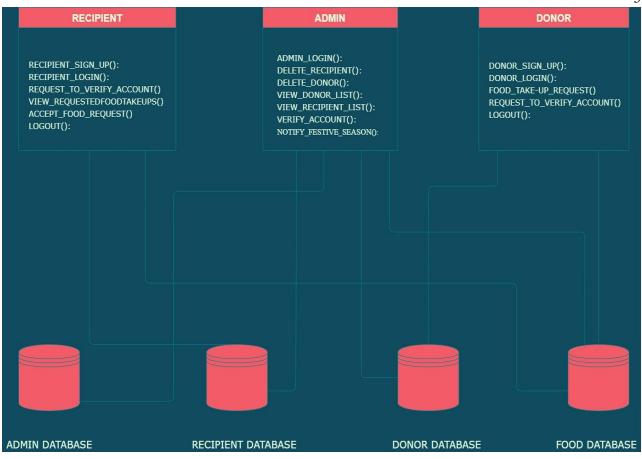
3.1 Architectural Design

This application consists of an Android application on the client side and PHPMySQL application on the server side.

The Android application is the part visible 18 to the user and one it interacts with, while the PHP/MySQL-based server-side component serves as an interface between the Android application and the database on the server.

The Food waste management system uses 3 main functions or modules:

- 1. Admin module
- 2. Donar module
- 3. Receiver module



3.2 Decomposition Description

1. Admin Module:

This module is for both donor and receiver to access the website. In this module, according to the type of user, i.e., donor or receiver further sub-modules are called.

SUB-MODULES associated with ADMIN:

- (i) Admin login
- (ii) Delete recipient/donor
- (iii) View recipient/donor
- (iv) Verify account
- (v) Notify festive season

DATABASES associated with ADMIN:

- (i) Donor Database
- (ii) Recipient Database
- (iii) Admin Database

(iv) Food Database

2. Receiver Module:

Once the receiver logs in to the website, they can check for the date, time, availability of food, quantity and book the food. Separate sub-modules perform each of these operations.

SUB-MODULES associated with RECIPIENT:

- (i) Recipient sign up
- (ii) Recipient login
- (iii) Request to verify account
- (iv) view/ accept food takeups
- (v) Logout

DATABASES associated with RECIPIENT:

- (i) Recipient Database
- (ii) Food Database

3) Donor Module:

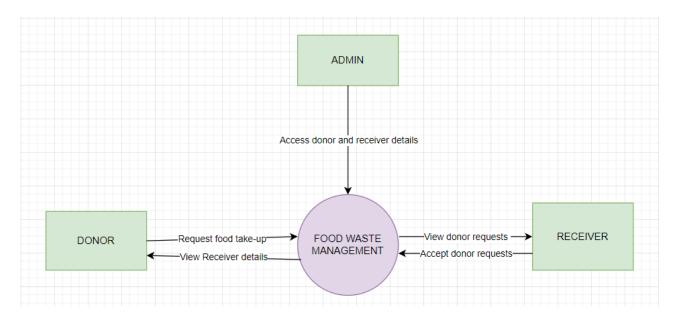
The various functions performed by admins like adding a new food with all its details, remove food once they are donated, changing the location and change the time and updating the information and maintaining the receiver's information are taken care of their respective sub-modules—

- (i) Donor sign up
- (ii) Donor login
- (iii) Food take up request
- (iv) Request to verify account
- (v) Logout

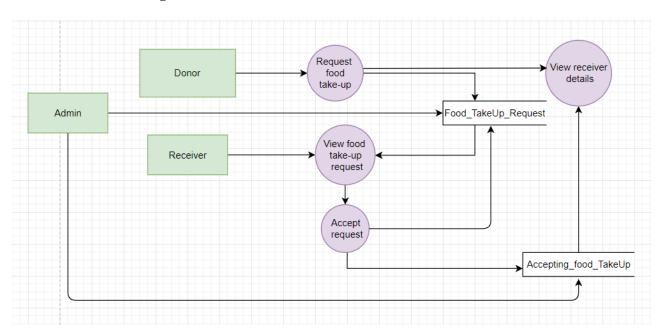
DATABASES associated with DONOR

- (i) Donor Database
- (ii) Food Database

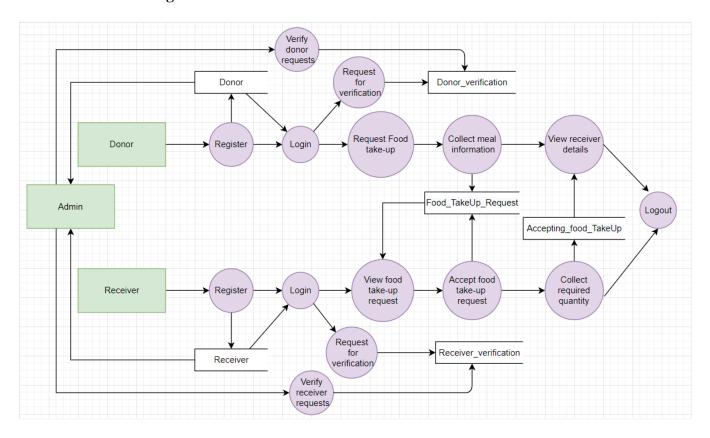
0-level Data Flow Diagram



1-level Data Flow Diagram



2-level Data Flow Diagram



3.3 Design Rationale

We use call and return architecture for the food waste management system as it supports system modifiability, scalability and performance. Under this we are working with the substyle –

Main program or Subprogram architectures. The main program structure decomposes into a number of subprograms or functions into a control hierarchy. Main program contains a number of subprograms that can invoke other components.

Some critical issues that we faced are –

- 1. Difficulty in parallel processing
- 2. Difficulty to distribute across traditional machines.
- 3. Exceptions to normal operation are awkward to handle.

4. DATA DESIGN

4.1 Data Description

Data flow diagram is used to explain the entities and its relationships with other entities. MySQL database can be used to store a database of food waste management systems.

4.2 Data Dictionary

Donor: Contains general information of a donor

Data	Туре	Description	
d_username	varchar(10)	Unique key to identify each donor	
d_name	varchar(20)	Donor name for log into the system	
d_phone	Int(10)	Contact number of donor	
d_addr	varchar(70)	Email of donor	
d_email	varchar(30)	Address of donor	
d_password	varchar(30)	Password of donor	

Receiver: Contains general information of receiver

Data	Туре	Description
r_username	varchar(10)	Unique key to identify each receiver
r_name	varchar(20)	receiver name for log into the system
r_phone	Int(10)	Contact number of receiver
r_addr	varchar(70)	Email of receiver
r_email	varchar(30)	Address of receiver
r_password	varchar(30)	Password of receiver

Admin : Contains general information of Admin

Data	Туре	Description
ad_username	varchar(10)	Unique key to identify admin
ad_name	varchar(20)	admin name for log into the system
ad_phone	Int(10)	Contact number of admin
ad_password	varchar(30)	password of admin

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ad_email	varchar(70)	email of admin

Food_TakeUp_request : Donors requesting for food take up

Data	Туре	Description	
d_username	Varchar(10)	Unique key to identify donor	
d_addr	Varchar(70)	Donor address	
d_phone	Int(10)	Contact number of donor	
req_id	Int(10)	Id for food request	
no_of_people_served	Int(500)	Indicates total number of people to be served	
items	varchar(50)	Items available	
food_takeup_addr	Varchar(80)	Address of food take up	
f_validity	Int	Food validity in hours	

Accepting_food_TakeUp: Receivers accepting food take up

Data	Туре	Description	
r_username	Varchar(10)	Unique key to identify receiver	
r_name	Varchar(10)	Receiver name	
r_addr	Varchar(70)	Address of receiver	
d_username	Varchar(10)	Unique key to identify donor	
req_id	Int(10)	Id for food request	

Donor_Verification : Admin verifying the donor's request

Data	Туре	Description
req_id	Int(10)	Id for food request
Ver_req_type	Varchar(20)	Request from donor
d_username	Varchar(10)	Donor username
status	Varchar(10)	Status shows Whether the request accepted or received

Receiver_Verification: Admin verifying the receiver's request

Data	Туре	Description
req_id	Int(10)	Id for food request
Ver_req_type	Varchar(20)	Request from receiver
r_username	Varchar(10)	receiver username
status	Varchar(10)	Status shows Whether the request accepted or received

5. COMPONENT DESIGN

In this section, we take a closer look at what each component does in a more systematic way. If

1.FOOD_TAKE-UP_REQUEST()

Redirects to a page to enter meal information

Get meal quantity, description

IF("Post" is clicked)

Store the food take-up request

Return to previous page

ELSE IF("Discard" is clicked)

Return to previous page

2.ACCEPT_FOOD_REQUEST()

Display the requests from donors

Recognize the request accepted by receiver

Pop up a window to enter quantity

IF("OK" is clicked)

IF(entered quantity=donated quantity)

Remove the food take-up request from database

ELSE

donated quantity=donated quantity-entered quantity

Close the pop up window

ELSE IF("Discard" is clicked)

Close the pop up window

3.NOTIFY FESTIVE SEASON()

Pop window appears to notify the festive season.

4.REQUEST_TO_VERIFY_ACCOUNT()

Redirects to a page to enter the details of donor/receiver

IF("Submit" is clicked)

Data is stored in database for verification

Return to previous page

ELSE IF("Discard" is clicked)

Return to previous page

5.VERIFY_ACCOUNT()

Redirects to a page which specifies the list of verify requests

Display the application which is clicked

IF("Accept" is clicked)

The account is updated as verified

Return to previous page

ELSE IF("Reject" is clicked)

The verification request is removed

Return to previous page

6.VIEW_REQUESTEDFOODTAKEUPS()

Get the food take up requests from system database

Display the list of requests to user

7.ADMIN/DONOR/RECIPIENT LOGIN()

Get the user privilege(Admin/Donor/Recipient), username and password from user.

IF user = "Admin" THEN

IF username exists in admin records and password matches THEN

Display "Successfully logged in"

Return to user's dashboard.

ELSE IF user = "Donor" THEN

IF username exists in donor records and password matches THEN

Display "Successfully logged in"

Return to user's dashboard.

ELSE IF user = "Recipient" THEN

IF username exists in recipient records and password matches THEN

Display "Successfully logged in"

Return to user's dashboard.

ELSE

Display "Wrong details!! try again".

Return to login page.

END IF

8.DONOR/RECIPIENT UPDATE_PROFILE()

Get current user details from the system database.

Display the current user details to the user.

Get the new user details from the user.

Update the user's record in the database.

IF update successful THEN

Display "Updated Successfully".

Return to user's dashboard.

ELSE

Display "Can't update details!! try again".

Return to edit profile page.

9.DONOR/RECIPIENT SIGN_UP()

Get the appropriate details from the user.

Check if the constraints for the details hold.

IF constraints satisfied THEN

Create a user(Donor/Recipient) record in the database.

Display "Successfully signed up"

Return to the donor/recipient login page.

ELSE

Display "re-enter the details".

Return to the donor/recipient sign up page.

10.LOGOUT()

Return to the home page.

11.VIEW DONOR/RECIPIENT LIST()

Ask the user(Admin) whether he/she wants to see the list of donors/recipients.

IF input = "Donor" THEN

Get the list of registered donors from the system database.

Display the list to the admin.

ELSE IF input = "Recipient" THEN

Get the list of registered recipients from the system database.

Display the list to the admin.

ELSE

Display "Wrong choice!!".

Return to user's dashboard.

END IF

12.DELETE DONOR/RECIPIENT()

Ask the user(Admin) whether he/she wants to delete the record of a donor/recipient.

IF input = "Donor" THEN

Get the donor's username from admin.

IF username exists in donor records THEN

Delete the corresponding donor's record.

Display "Record successfully deleted"

ELSE

Display "no donor record found"

END IF

ELSE IF input = "recipient" THEN

Get the donor's username from admin.

IF username exists in donor records THEN

Delete the corresponding donor's record.

Display "Record successfully deleted"

ELSE

Display "no recipient record found"

END IF

ELSE

Display "wrong choice!"

Return to the user's dashboard.

END IF

6. HUMAN INTERFACE DESIGN

6.1 Overview of User Interface

The main users of the food waste management system will be administrator, donor and recipient. The system is designed in such a way that it is user friendly.

Admin Interfaces

- Log in
- Viewing Donor
- Viewing Recipient
- Accepting Verification Request

Donor Interfaces

- Sign up
- Log in
- Editing Profile
- Requesting food take-up

Recipient Interfaces

- Sign up
- Log in
- Editing Profile
- Accepting food take-up

6.2 Screen Images



Figure 6.2.1: Login page



Figure 6.2.2: Admin viewing donors page



Figure 6.2.3: Admin viewing recipients page

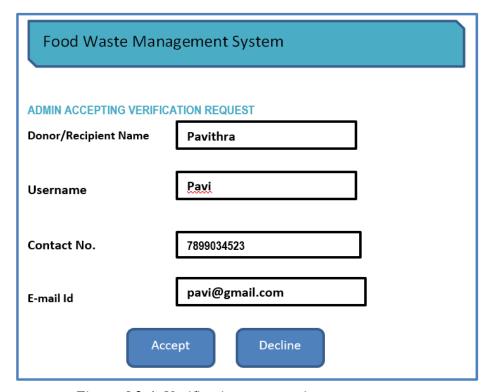


Figure 6.2.4: Verification request view page

DONOR/RECIPIENT SIGN UP	
User type (Donor/Recipient)	
Name Username Password	
Address Phone no Email - id	

Figure 6.2.5: Sign up page

Food Waste Mana	agement System		
DONOR REQUESTING FOOD TAKE UP			
No of people to be served			
Food <u>take</u> up request Address			
Food validity (in hrs)			
Items available			
Red	Request		

Figure 6.2.6: Food take up requesting page

Food Waste Management System				
DONOR/RECIPIENT EDITING PROFILE				
Name	Siva <u>kumar</u> G.P			
Password				
Address	Bharathi <u>nagar,Chennai</u> - 638001			
Phone no	97564 12688			
Email - id	sivasiva@gmail.com			
Update	Profile			

Figure 6.2.7: Edit profile page

Food Waste Management System				
RECIPIENT ACCEPTING FOOD TAKE UP				
No of people to be served	20			
Food <u>take</u> up request Address	MGR nagar Erode - 638638.			
<u>Food_validity</u> (in hrs)	4 hrs			
Items available	Idly,sambar,rice.			
Donor username	Keerthi			
Donor name	Keerthiga			
Phone no	99543 78016			
Email - id	keerthi021@gmail.com			
Accept	t			

Figure 6.2.8: Food take up request accepting page

6.3 Screen Objects and Actions

6.3.1 Log in

• User privilege

The user must enter whether he/she is an admin, donor or recipient.

• Username

- Username should contain 1 to 50 characters.
- It should be unique.
- It must start with a letter.

Password

It must contain at least 8 characters. Passwords are allowed only when it contains an uppercase letter, a lowercase letter and a digit.

6.3.2 Admin viewing donor table

In this screen admin can view the donor table which contains the details of donor such as,

- Username
- Donor name
- Contact No.
- E-mail Id
- Address

6.3.3 Admin viewing recipient table

In this screen admin can view the recipient table which contains the details of recipient such as,

- Username
- Recipient name
- Contact No.
- E-mail Id
- Address

6.3.4 Admin Accepting Verification Request

In this screen admin can accept the verification request send by donors and recipients.

Here the admin can see details of each user(donor/recipient). The details are,

- Donor/Recipient name
- Username
- Contact No.
- E-mail Id

After seeing all these details of the donor/recipient, the admin can accept the request by clicking the 'accept' button or reject by clicking 'decline' button.

6.3.5 Donor/Recipient Sign up

Sign up is only for the donor and recipient. In this screen the user have to fill details such as,

• User type

- User must enter whether he/she is a donor or recipient

Name

- It should be 1 to 50 characters
- User full name.

Password

- At least 8 characters
- It must contain an uppercase letter, a lowercase letter and a digit

Address

- User address
- Phone no
- User contact number

• E-mail Id

- User e-mail id

After filling all this details the user must click 'Sign up/Register' button in the screen

6.3.6 Donor Requesting Food Take up

In this screen the donors request the recipients to take up the food through this system.

The details donors have to fill are,

• No of people to be served

- Enter how many people can be served
- Food take up request Address
- The location where food is available
- Food Validity (in hrs)
- Donor must specify the time, how long the food will be available from the time of requesting

• Items available

- Food items available to donate

At last the donor must click the 'Request' button in the screen

6.3.7 Donor/Recipient editing Profile

In this screen donor/recipient can edit their profile details.

The details that can be edited are,

- Name
- Password
- Address
- Phone no
- E-mail id

After editing the new changes the user must click 'Update Profile' button in the screen

6.3.8 Recipient Accepting Food Take up

In this screen the recipients can accept the food take up request by donors.

The details that are available in this screen for recipient are,

- No of people can be served
- how many people to be served
- Food take up request Address
- The location where food is available
- Food Validity (in hrs)
- From the time of sending request how long the food is available
- Items available
- Food items available

After seeing all this details if the recipient wants to accept the request, then he/she must click 'accept' button

7. REQUIREMENTS MATRIX

S.No	Function Name	Design Reference	Applicable Roles	Description
1	FOOD_TAKE-UP_ REQUEST()	4.1	Donor	The registered donors can post the availability of food in their place with the help of this feature.
2	ACCEPT_FOOD_ REQUEST()	4.2	Receiver	The receivers can log in into their account and accept the food take-up request by the donors
3	NOTIFY_FESTIVE_ SEASON()	4.3	Admin	The receivers are notified during the festival season that there may be an increase in food take-up requests.
4	REQUEST_TO_ VERIFY_ACCOUNT()	4.4	Donor/Receiver	The donors and receivers can request the admin to get a verified account
5	VERIFY_ACCOUNT()	4.5	Admin	The admin can view and verify the donor and receiver application requesting for verified account

6	VIEW_REQUESTED FOODTAKEUPS()	4.6	Receiver	The food recipient(NGOs) after successfully logging in, can view the list of food takeups requested by the donors(restraunts). The recipients can accept any request from the list displayed.
7	ADMIN/DONOR/ RECIPIENT LOGIN()	4.7	Donor/Receiver	The registered donor/recipient visiting the site can log in to the system to get access to some user specific system features.
8	DONOR/RECIPIENT UPDATE_PROFILE()	4.8	Donor/Receiver	The donors and recipients can update their profile.
9	DONOR/RECIPIENT SIGN_UP()	4.9	Donor/Receiver	For the donor and recipient to have the privileges of a registered user, the donor and recipient must be able to sign up to the system.

10	VIEW_DONOR/ RECIPIENT LIST(), .DELETE DONOR/RECIPIENT()	4.10	Admin	The admin of the system can view the list of donors and recipients of the system and can remove any registered user from the system
11	LOGOUT()	4.11	Donor/Receiver	After using the intended features, the users (Admin/Donor/Recipient) can logout from the system.