An Android Dev Project Report On

Nearby Places Finding Application Using Kotlin In Android Studio

Application Name: NearMe

Submitted By:

Gopal Nandi

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NearMe

Build A Nearby places finding Android App – Project

Problem Statement

As many time we try to find out nearby places around us., for example restaurants, ATM, Stores and many more places. However, with the assistance of this app, you can easily find out such places around you.

EXISTING SYSTEM

The server requires more memory space as it stores all the location details. Existing Android Places Finder system needs a high internet connection to access the places from a mobile phone, from sitting at a place only.

The existing Android Places Finder system does not even provide all the details and sometimes the system was not updated and thus user gets wrong information. Searching and filter options are also not easily activated in the existing system.

PROPOSED SYSTEM

The admin enters the details of the location in the server and the user can search and find the places that he needs from his mobile device. The location details are stored in the server with the location address, image, description, and logo. This system is revolutionary system which

will allow users to find any place just with one click which make peoples life easier and good.

The Android Places Finder system is user-friendly and finds the location details from the list of the theatres, restaurants, gyms, hotels, and other attractions quickly. The user can utilize the app from anywhere. This app will be available for anyone who wants to make use of this application to find palces on map.

MODULES

Given are the modules for android places finder system:

USER MODULE: Users need to have to make an account in order to access the places and information related to it. Users can add themselves to the subscription form to get the latest updates related to places as well. Users can access to other user's review about the place also, via this module.

PLACES MODULE: All the places and information related to those places such as visiting places there, charges, specialties and so on are added in this module and can be updated timely as well.

ADMIN MODULE: This module of Android Places Finder is well designed for the administration maintaining department. Through this module, admin can update about every new place, their relevant details and every information related to it. This module will help to add, update, delete and insert all new data and already added data.

Technologies-Used

- Kotlin
- JAVA
- Basic4Android
- Android Dev

Hardware Requirements

- Hard Disk – 2 GB.
- RAM – 1 GB.
- Processor – Dual Core or Above.
- Mouse
- Joystick
- Keyboard
- Monitor

Software Requirements

- Notepad
- Android debug bridge
- Android software development kit (SDK)
- Windows 10
- Netbeans
- Notepad

URL's

- GitHub URL

https://github.com/smartinternz02/SPSGP-74084-Virtual-Internship---Android-Application-Development-Using-Kotlin

- Demo URL

https://drive.google.com/file/d/1SVhQo6WMJr8EzUPJydkn6kQ3ty90cBhe/view?usp=drivesdk

ACCOUNT ID's

GitHub id: https://github.com/Gopal-Nandi

Google Dev. Id: https://g.dev/gopalnandi

SmartInternz id: https://smartinternz.com/student-profile/feed/U0IyMDIyMDIyMTk0OA==

SmartInternz registered email id: gopalnandi68@gmail.com

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Gopal Nandi