Wild Life Sanctuary

MINI PROJECT – I

Submitted by

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Roll No:727622MCA012

in partial fulfilment of the requirements

For the award of the degree

Of

MASTER OF COMPUTER APPLICATIONS

DR. MAHALINGAM COLLEGE OF ENGINEERING AND THCHNOLOGY

POLLACHI-642 003

(Approved by AICTE, Affiliated to Anna University and

Accredited by NBA & NAAC with, A++ Grade)

JANUARY 2023

Dr. MAHALINGAM COLLEGE OF ENGINEERING

AND TECHNOLOGY POLLACHI-642 003

Department of Computer Applications(MCA)

MINI PROJECT – I REPORT

This is to certify that the project entitled

Wild Life Sanctuary

Is the bonafide record of project work done by

M . SRIPATHI

Roll No:727622MCA012

Of Master of Computer Applications during the year 2022-2024

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Project Guide	Head of the Department
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Submitted for the Project Viva-Voce examination held on ----------

----------	----------
Internal Examiner	External Examiner

DECLARATION

I affirm that the project work titled **"Wild Life Sanctuary"** being submitted in partial fulfilment for the award of **Mater of Computer Applications** is the original work carried out by me. It has not formed the part of any other project work submitted for award of any degree or diploma, either in this or any other university.

(signature of the Candidate)

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I certify that the declaration made above by the candidate is true.

(Signature of the Guide)

Dr.R. MUTHUSAMI, M.C.A.,M.Phil.,Ph.d

Head & Assistant Professor (SS)

ACKNOWLEDGEMENT

I express my gratitude to **Dr. C. RAMASWAMY, M.E., Ph.D., F.I.V., Secretary,** NIA Educational Institutions, Pollachi, for having provided me the facilities to do the project successfully.

I express my sincere thanks to **Dr.P.GOVINDASAMY, B.E., M.E..,Ph.D ., Principal,** Dr. Mahalingam college of Engineering and Technology, Pollachi, for having provided me the facilities to do the project successfully.

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Last but not the least, I would like to thank **my family** and **my friends** for putting up with me spending so much time providing encouragement and valuable suggestions, throughout the project tenure.

ABSTRACT

An android application that provides the information about all the wildlife sanctuaries of India. User can get the list of wildlife sanctuaries and view the details about that particular sanctuary. User can also get the distance and time required to reach the sanctuary from his current location. It aims at giving accurate idea of expenses involved and profit gained by tourism. It also aims at giving details about any considered animal.

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INTRODUCTION

1.1 Objectives

In this project we have created one application which is easy to access and user friendly. For the user interface we have used the JAVA. The purpose of this application is for smooth administration and to get a brief idea of overall expenses and profit the sanctuary deals with. It aims at giving accurate idea of expenses involved and profit gained by tourism. It also aims at giving details about any considered animal.

The Wildlife Sanctuary system keeps the record of animals, including animals age, weight, number of same species. The data cannot be shared with anyone without any authentication. Terms and conditions apply for security purposes. This system helps user to get faster, accurate and reliable data.

SYSTEM ANALSIS

CHAPTER 2

SYSTEM ANALYSIS

2.1 EXISTING SYSTEM

In all work done manually, processing the animal records was not easy to perform manually. The user has to search the data. The search was done manually so there were lots of changes for not getting the data or miss-match of searching data may occur. It's time to find the input data.

2.1.2 Drawbacks of the Existing System

The existing manual system is not efficient due to the following reasons.

- Maintain large volume of data,
- Its take's time to find,
- Lake of accuracy,
- Changes of human errors are more.

2.2 PROPOSED SYSTEM

- The purpose of our Wildlife Database Management System is to provide a simple tool in order to ease the existing manual data record system like expenses involved and profit gained by tourism, details about any considered animals.
- It will reduce considerably the difficulties faced on existing system, with minimum error and difficulties.

2.2.1 ADVANTAGES OF PROPOSED SYSTEM

- The wildlife sanctuaries are established to **protect the endangered species**.
- It is quite difficult to always relocate the animals from their natural habitat, therefore, protecting them in their natural environment is advantageous.
- The endangered species are specially monitored in the wildlife sanctuaries.

2.3 FEASIBILITY STUDY

Feasibility study is made to see if the project on completion will serve the purpose of the organization for the amount of work, effort and the time that spends on it. Feasibility study lets the developer for see the future of the project and the usefulness. A feasibility study of a system proposal is according to its workability, which is the impact on the organization, ability to meet the user needs and effective use of resources.

Two key considerations involved in the feasibility analysis are

- Operational Feasibility
- Technical Feasibility

2.3.1 Operational Feasibility

The aspects of study are to check the level of acceptance of the system by the user. This includes the process of training the user to use the system efficiently. The user must not feel threatened by the system, instead must accept it as a necessity. The level of acceptance by the user solely depends on the methods that are employed to educate the user about the system and to make them familiar with it.

2.3.2 Technical Feasibility

The system must be evaluated from the technical point of view first. The assessment of this feasibility must be based on an outline design of the system requirement in the terms input, output, program and procedures having identified an outline-systems, the investigation must go on to suggest the type of equipment required method developing the system of running the system once it has been designed.

Technical issues raised during the investigation are:

1. Does the existing technology sufficient one?
2. Can the system expand if developed?

SYSTEM SPECIFICATION

CHAPTER 3

SYSTEM SPECIFICATION

3.1 Hardware Specification

Processor - Internal Core i5 Processor

RAM - 8GB

3.2 Software Specification

Front End - JAVA

Operating System - Windows 10

Tools used - Android Studio

SOFTWARE DESCRIPTION

SOFTWARE DESCRIPTION

4.1 PROGRAMMING LANGUAGES

Java is a general-purpose computer programming language that is concurrent, class based, object-oriented, and specifically designed to have as few implementation dependencies as possible. It is intended to let application developers “write once, run anywhere” (WORA), meaning that compiled Java code can run on all platforms that support Java without the need for recompilation. The format of byte code is platform-independent. A virtual machine, called the Java Virtual Machine (JVM), is used to run the byte code on each platform. JVM delivers the optimal performance for Java applications using many advanced techniques.

4.1.1 FRONT END

The Java platform is a suite of programs that facilitate developing and running programs written in the Java programming language. A Java platform will include an execution engine (called a virtual machine), a compiler and a set of libraries; there may also be additional servers and alternative libraries that depend on the requirements. Java is not specific to any processor or operating system as Java platforms have been implemented for a wide variety of hardware and operating systems.

1. **Object Oriented** − In Java, everything is an Object. Java can be easily extended since it is based on the Object model World-Class Tool Support.
2. **Platform Independent** − Unlike many other programming languages including C and C++, when Java is compiled, it is not compiled into platform specific machine, rather into platform independent byte code. This byte code is distributed over the web and interpreted by the Virtual Machine (JVM) on whichever platform it is being run on.
3. **Architecture-neutral** − Java compiler generates an architecture-neutral object file format, which makes the compiled code executable on many processors, with the presence of Java runtime system.
4. **Portable** − Being architecture-neutral and having no implementation dependent aspects of the specification makes Java portable. Compiler in Java is written in ANSI C with a clean portability boundary, which is a POSIX subset.

5. Multithreaded − With Java's multithreaded feature it is possible to write programs that can perform many tasks simultaneously. This design feature allows the developers to construct interactive applications that can run smoothly.

6. Interpreted − Java byte code is translated on the fly to native machine instructions and is not stored anywhere. The development process is more rapid and analytical since the linking is an incremental and light-weight process.

7. Security. With built in Windows authentication and per-application configuration, you can be assured that your applications are secure.

8. Dynamic − Java is considered to be more dynamic than C or C++ since it is designed to adapt to an evolving environment. Java programs can carry extensive amount of run-time information that can be used to verify and resolve accesses to objects on run-time.

4.1.2 Features of SQLite

SQLite implements most of the SQL-92 standard for SQL but it lacks some features. For example, it has partial support for triggers, and it can't write to views

While it supports complex queries, it still has limited alter table support, as it can't modify or delete columns.

SQLite uses an unusual type system for a SQL-compatible DBMS.

Instead of assigning a type to a column as in SQL database systems, types are assigned to individual values; in language terms it is dynamically typed.

4.2 DEVELOPMENT TOOLS AND TECHNOLOGIES

Android is a software stack for mobile devices that includes an operating system, middleware and key applications. The android SDK provides the tools and APIs necessary to begin developing applications on the android platform using the java programming language.

Android is a Linux-based operating system for mobile devices such as smartphones and tablet computers. It is developed by the open handset alliance by Google. Google purchased the initial developer of the software, android Inc., in 2005.

The unveiling of the android distribution in 2007 was announced with the founding of the open handset alliance, a consortium of 86 hardware, software and telecommunication companies devoted to advancing open standards for mobile devices. Google releases the android code as open-source, under the apache license. Android has a large community of developers writing applications that extend the functionality of the devices. Developers write primarily in a customized version of java. Apps can be downloaded from third-party sites or through online stores such as Google play, the application store run by Google.

As of February 2012 there were more than 450,000 apps available, and the estimated number of applications downloaded from the android market.

4.2.1FEATURES:

- Android is a customizable operating system, and therefore users can customize it in their way. It has an opening screen, quick notification option, stylish yet straightforward UI, etc.
- It is an open-source application. A diverse range of applications can be chosen to install and use from the Android Play Store.
- It supports Touch-based keyboards. • It has a Customized Home screen. • It provides custom ROMs. Widgets for better UX.

PROJECT DESCRIPTION

CHAPTER 5

PROJECT DESCRIPTION

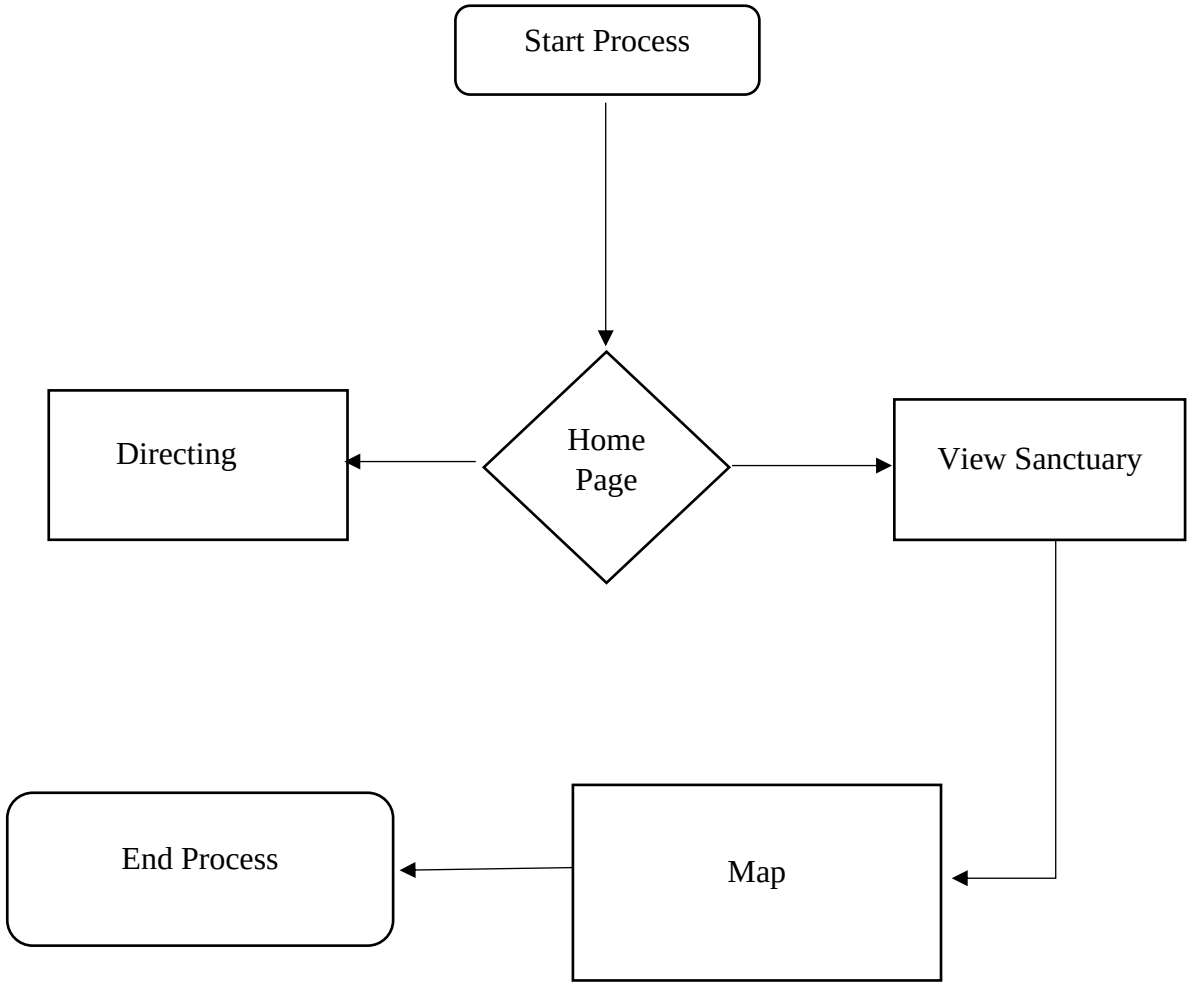
5.1 PROBLEM DEFINITION

An amusing website for promoting awareness and conservation of India's wildlife. Apart from arousing the alertness it will poses details information on various rare Indian animals along with coverage of all species of animals that roam in the woods of INDIA. With this, it will act as a platform for wildlife conservationists and ecologists to share their knowledge and recent trends in this field. It will incubate research and participation on subjects like animal communications, habitats, wildlife health issues.

5.2 OVERVIEW OF THE PROJECT

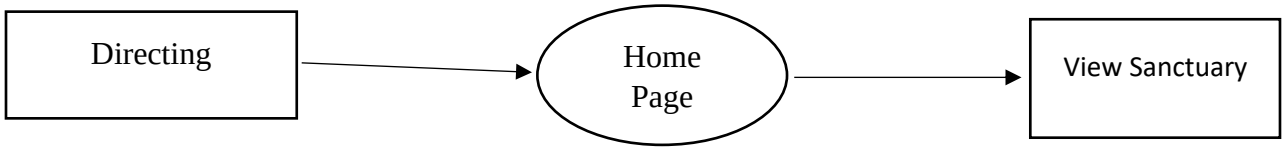
As the world is propelling step by step with new advances, each field is exploiting these innovations to develop. The project designed to overcome problems/issues faced during manual data record system. It aims at giving accurate idea of expenses involved and profit gained by tourism. It also aims at giving details about any considered animal.

5.2.1 System Flow Diagram

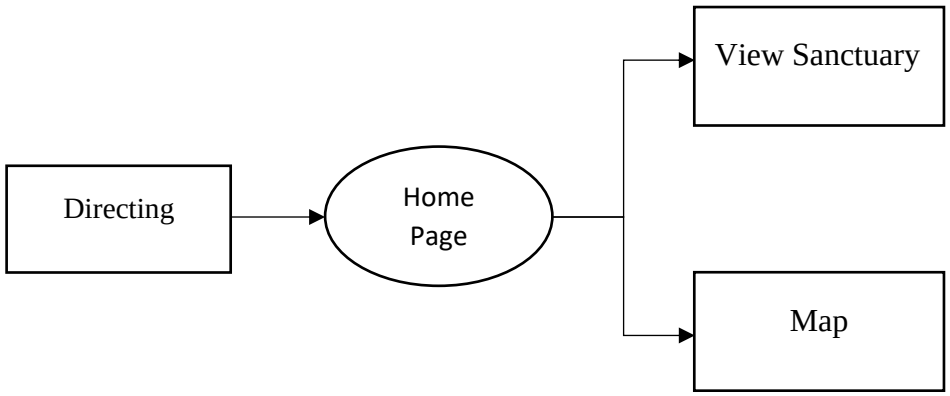


5.2.2 Data Flow Diagram

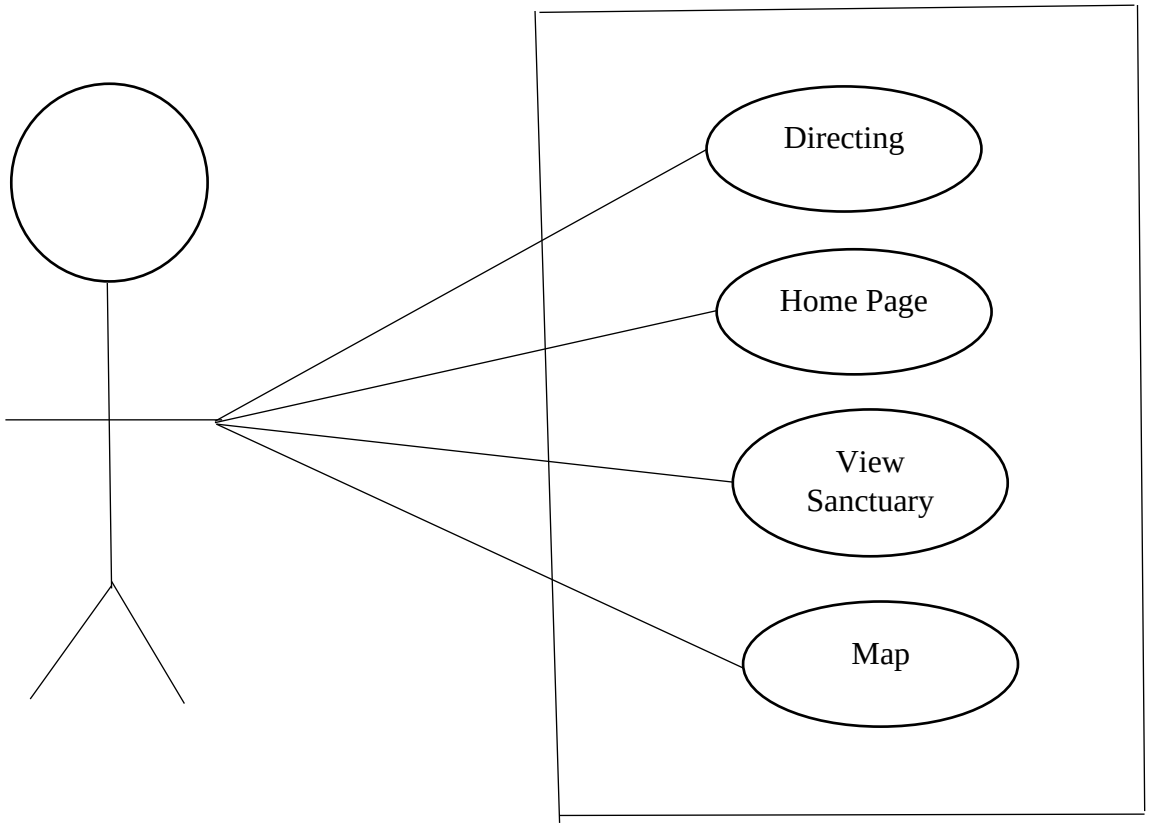
Level 0



Level 1



5.2.3 Use Case Diagram



CONCLUSION AND FUTURE ENHANCEMENT

CHAPTER 6

CONCLUSION AND FUTURE ENHANCEMENTS

6.1 CONCLUSION

The android Student Monitoring system app developed using java fully meets the objectives of the system for which it was developed. The application has reached a steady-state where all the bugs have been eliminated. The application is operated at a high level of efficiency and all the faculty and users associated with the system understand its advantage. The system solves the problem it was intended to solve.

The project has a very vast scope in the future. In the future, this project can be implemented in other colleges with extra technologies. The project can be updated in the near future as and when the requirement for the sane arises, as it is very flexible in terms of expansion. With the proposed software of database space manager ready and fully functional the client is now able to manage and hence run the entire work in a much better, accurate, and error-free manner.

6.2 FUTURE ENHANCEMENTS

This application can be easily implemented under various situations. User friendliness is provided in the application with various controls. The system makes the overall remedy management much easier and flexible. We can add new features as and when we require. Its cost is under the budget and make within given time period.

It is desirable to aim for a system with a minimum cost subject to the condition that it must satisfy the entire requirement. Reusable software reduces design, coding and testing cost by amortizing effort over several methods. Reducing the amount of code also simplifies understanding, which increases the likelihood that the code is correct.

APPENDICES

CHAPTER 7

APPENDICES

7.1 SAMPLE CODE:

```
package com.example.wildlife;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
public class MainActivity extends AppCompatActivity {
@Override
protected void onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
setContentView(R.layout.activity_main);
}
public void open(View view) {
Intent i = new Intent(this,MainActivity2.class);
startActivity(i);
}
}
package com.example.wildlife;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.net.Uri;
import android.os.Bundle;
import android.view.View;
public class MainActivity2 extends AppCompatActivity {
@Override
protected void onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
setContentView(R.layout.activity_main2);
```

```
}

public void open(View view) {

String url="https://www.karnatakatourism.org/tour-item/bhadra-wildlife-sanctuary-and-tiger-reserve/";

Intent i = new Intent(Intent.ACTION_VIEW);

i.setData(Uri.parse(url));

startActivity(i);

}

public void openSevai(View view) {

String url="https://www.keralatourism.org/destination/chinnar-wildlife-sanctuary-idukki/218/";

Intent i = new Intent(Intent.ACTION_VIEW);

i.setData(Uri.parse(url));

startActivity(i);

}

public void openParivahan(View view) {

String url="https://www.indiawildliferesorts.com/wildlife-sanctuaries/periyar-wildlife-sanctuary.html";

Intent i = new Intent(Intent.ACTION_VIEW);

i.setData(Uri.parse(url));

startActivity(i);

}

<?xml version="1.0" encoding="utf-8"?>

<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"

xmlns:app=http://schemas.android.com/apk/res-auto

xmlns:tools="http://schemas.android.com/tools"

android:layout_width="match_parent"

android:layout_height="match_parent"

tools:context=".MainActivity">

<TextView

android:layout_width="wrap_content"
```

```
android:layout_height="wrap_content"
android:layout_marginStart="150dp"
android:layout_marginTop="400dp"
android:text="@string/wildlife"
android:textSize="25sp"
app:layout_constraintBottom_toBottomOf="parent"
app:layout_constraintEnd_toEndOf="parent"
app:layout_constraintStart_toStartOf="parent"
app:layout_constraintTop_toTopOf="parent" />
<ImageView
android:id="@+id/imageView"
android:layout_width="168dp"
android:layout_height="184dp"
android:contentDescription=""
app:srcCompat="@drawable/wild"
tools:layout_editor_absoluteX="161dp"
tools:layout_editor_absoluteY="312dp"
android:layout_marginStart="100dp"
android:layout_marginTop="200dp"/>
<Button
android:id="@+id/button"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:text="@string/open1"
android:layout_marginTop="450dp"
android:layout_marginStart="140dp"
android:onClick="open"
tools:ignore="UsingOnClickInXml" />
<Button
android:id="@+id/button3"
```

android:layout_width="130dp"

android:layout_height="wrap_content"

android:layout_marginStart="120dp"

android:layout_marginTop="430dp"

android:onClick="openSevai"

android:text="@string/open1"

tools:layout_editor_absoluteX="166dp"

tools:layout_editor_absoluteY="318dp" />

<ImageView

android:id="@+id/imageView3"

android:layout_width="168dp"

android:layout_height="92dp"

android:layout_marginStart="100dp"

android:layout_marginTop="480dp"

android:contentDescription="TODO"

app:srcCompat="@drawable/wildd"

tools:layout_editor_absoluteX="161dp"

tools:layout_editor_absoluteY="312dp" />

<TextView

android:layout_width="328dp"

android:layout_height="111dp"

android:layout_alignParentStart="true"

android:layout_marginStart="36dp"

android:layout_marginTop="570dp"

android:text="@string/in_the_banks_of_periyar_lake_lays_the_pride_of_kerala_the_periyar_wildlife_sanctuary_and_national_park_this_is_a_protected_area_placed_in_the_idukki_and_pathanamthitta_districts_of_kerala_the_sanctuary_which_borders_with_tamil_nadu_is_located_in_the_cardamom_and_pandhalam_hills_in_the_western_ghats_the_wildlife_sanctuary_is_also_famous_for_its_tiger_reserve_and_elephant_reserve"

android:textSize="11sp"

app:layout_constraintBottom_toBottomOf="parent"

app:layout_constraintEnd_toEndOf="parent"

```
app:layout_constraintStart_toStartOf="parent"
app:layout_constraintTop_toTopOf="parent" />
<Button
android:id="@+id/button4"
android:layout_width="130dp"
android:layout_height="wrap_content"
android:text="@string/open1"
tools:layout_editor_absoluteX="168dp"
tools:layout_editor_absoluteY="477dp"
android:layout_marginStart="120dp"
android:layout_marginTop="690dp"
android:onClick="openParivahan"/>
</RelativeLayout>
```

7.2 SCREENSHOTS:

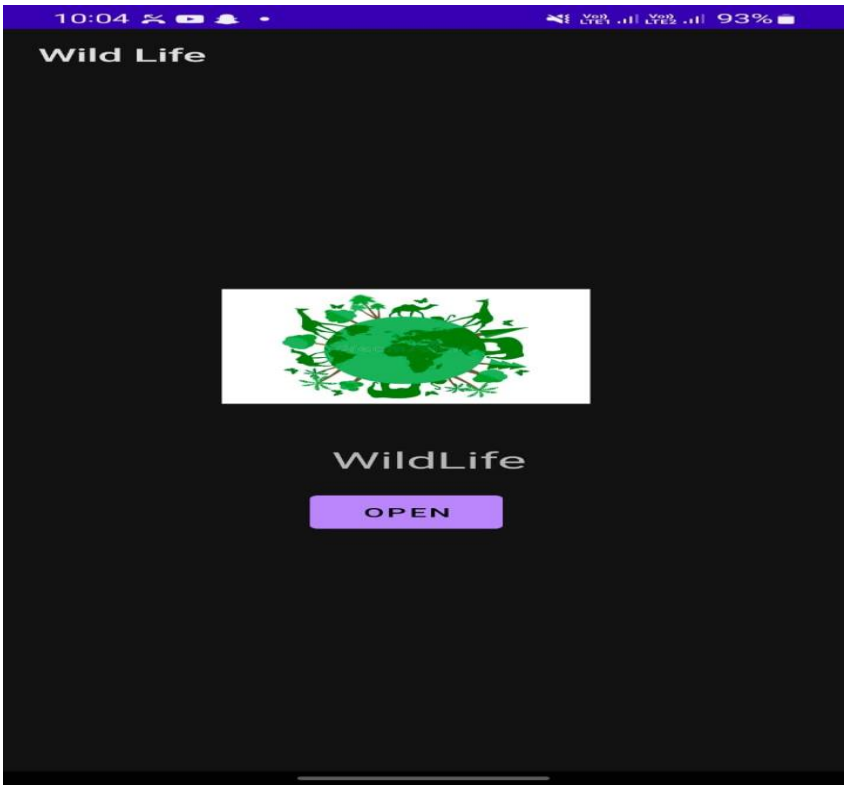


Figure:7.2.1 Splash Page

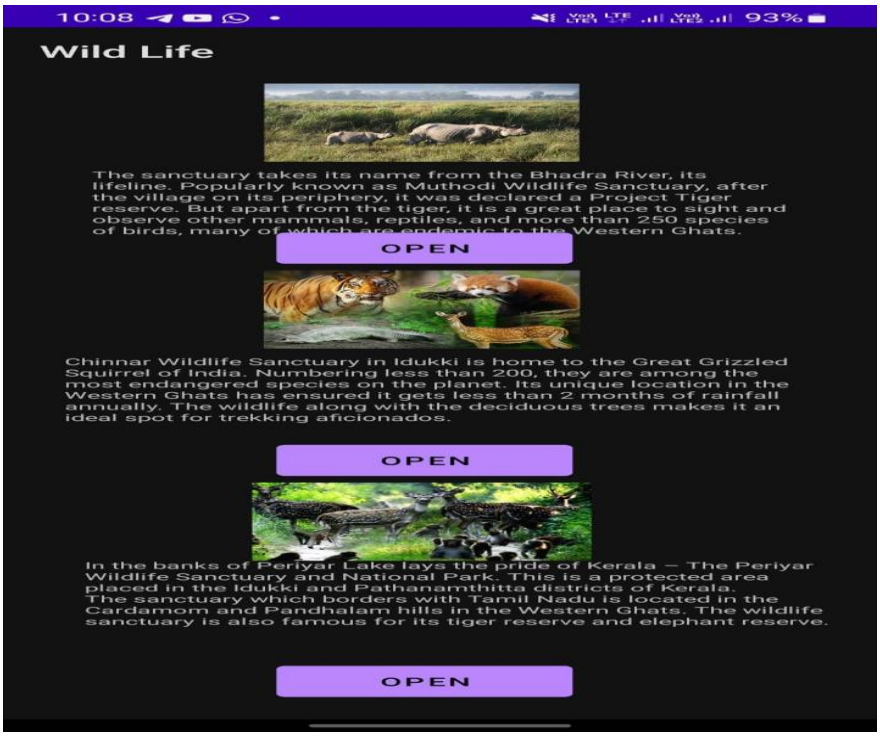


Figure:7.2.2 Selection Page

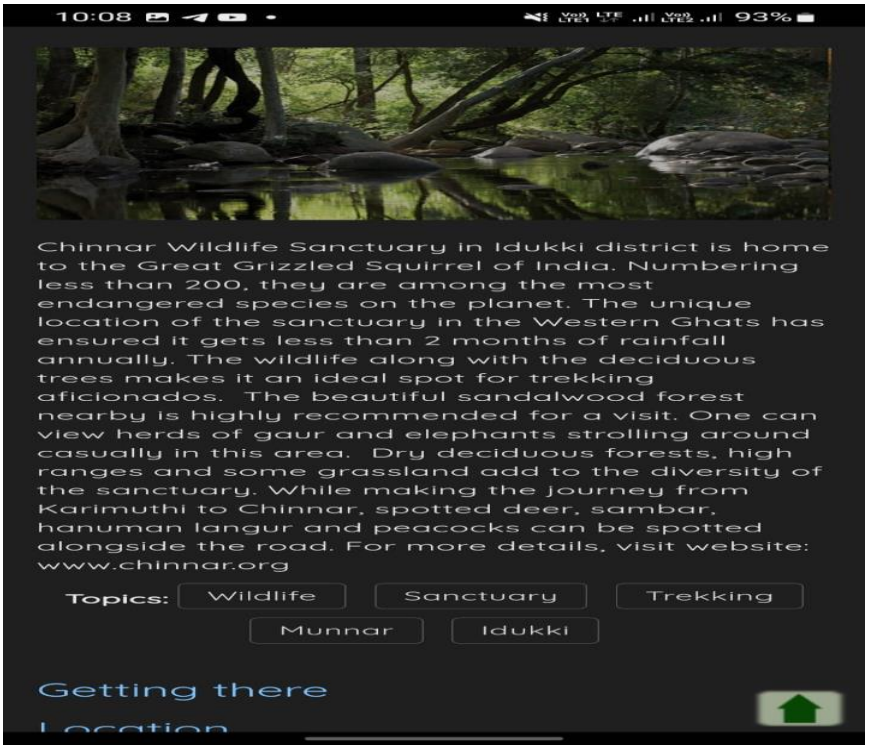


Figure:7.2.3 Information Page

Figure:7.4 Map Page

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8. REFERENCES

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