Hungry (Food Waste Management)

Abstract:

Everyday people used to waste foods. In order to reduce that food wastage problem through android application I planned to do this project. In this project the guest can login & enter their Location, amount of food and type of food available. Then a simple notification is given to the agent. After seeing the notification the agent among that location can login & can gather the details of the donor.

The donor can hold an account in this application & whenever there is food wastage he can login and enter the details of food and location. The agent can also hold an account and can retrieve the details. After retrieving the details the agent can collect food from the donor and can redistribute to the orphans or others.

This project is food redistribution is an enormously successful social innovation that tackles food waste and food poverty. The user’s details are maintained confidential because it maintains a separate account for each user.This project consists of four modules. They are...

1. Login & registration
2. Notification
3. Guest
4. Agent

Login &Registration:

This phase involves login & registration for both the guest and Agent.The user’s details are maintained confidential by maintaining separate account for each user. At the same time only the agent can view the details of the registered guest.

Notification:

This phase involves the notification to the agent by the guest. The user will send the notification which contains the location of food available via notification bar. This is achieved by using notification button.

Guest:

Here the guest is nothing but the donor who donates food. The donor can hold an account in this application & whenever there is food wastage he can login and enter the details of food and location. Details of food include amount of food available and type of food.

Agent:

The agent can also hold an account and can retrieve the details. After retrieving the details the agent can collect food from the donor and can redistribute to the orphans or others. By receiving the notification the agent can collect the food and redistribute it.

**Technologies and Languages used to Develop**

1. Android
2. Java
3. XML

**Debugger and Emulator**

1. Android Dalvik Debug Monitor service
2. Android Emulator(Android Virtual Device)

For running the application the following are the Software Requirements:

* Operating System: Android 2.1 or higher versions

**Hardware Requirements**

For developing the application the following are the Hardware Requirements:

* Processor: Pentium IV or higher
* RAM: 256 MB
* Space on Hard Disk: minimum 512MB

For running the application:

* Device: Android version 2.1 and higher
* Minimum space to execute: 1.0MB