**PROJECT REPORT**

**ON**

**ONLINE CHATTING WEBSITE WITH SPAM MESSAGE DETECTION**

Submitted in partial fulfillment of the requirement for the award of degree in

# **MASTER OF COMPUTER APPLICATIONS**

of the

# **APJ ABDUL KALAM TECHNOLOGICAL UNIVERSITY**

Submitted by

**ANOOP B K**

**(NCE21MCA-2009)**

Under the guidance of

**Mr. PRAMOD K, MCA ASSOCIATE PROFESSOR**



##### DEPARTMENT OF MCA

**NEHRU COLLEGE OF ENGINEERNG AND RESEARCH CENTRE,**

##### (NAAC Re-Accredited with “A” grade) PAMPADY, THIRUVILWAMALA, THRISSUR-680567

**APRIL 2023**

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###### Semester 4 MCA (2021-23)

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**APRIL 2023**



## **NEHRU COLLEGE OF ENGINEERING AND RESEARCH CENTRE**

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### DECLARATION

I hereby declare that the project report entitled “**ONLINE CHATTING WEBSITE WITH SPAM MESSAGE DETECTION**” Submitted to the **DEPARTMENT OF MCA at Nehru College of Engineering and Research Centre** in partial fulfilment of the requirement for the award of degree in **MASTER OF COMPUTER APPLICATIONS** from **APJ ABDUL KALAM TECHNLOGICAL UNIVERSITY**, is a record of original work done by me under the guidance of **Mr. PRAMOD K**, Associate Professor of the Department of MCA, during my Fourth Semester MCA course period 2023.

**ANOOP B K**

**NEHRU COLLEGE OF ENGINEERING AND RESEARCH CENTRE, PAMPADY**



### CERTIFICATE

This is to certify that, the project work entitled **“ONLINE CHATTING WEBSITE WITH SPAM MESSAGE DETECTION”** has been presented by **ANOOP B K, NCE21MCA-2009** of Fourth Semester MCA in Partial Fulfilment of the requirement for the award degree **MASTER OF COMPUTER APPLICATIONS, APJ ABDUL KALAM TECHNOLOGICAL UNIVERSITY.**

We also certify that the work done is original.

###### Project Guide Head of the Department

**Principal External Examiner**

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### ABSTRACT

Spam is a hot topic for decades. After all the tech advancements still all of us stumble upon spam messages then and now. Spam has become more realistic where a normal people could not distinguish whether it is real or not. Random job offers appearing on your WhatsApp messenger from unknown source, Spam messages on every comment section of almost all the social medias. Occasionally, individuals may receive spam messages from their friends. Tech giants are spending millions to keep these spammers from their application. The project titled “ONLINE CHATTING WEBSITE WITH SPAM MESSAGE DETECTION” is aimed to provide a spam free chatting system to users. To detect and avoid spam messages we can use natural language processing and machine learning. In this system we developed a machine learning model using TF-IDF Vectorizer algorithm and Decision Tree Classifier to predict a SMS is a spam or non-spam(ham) and it was discovered that the model out performs existing models. The TF-IDF algorithm is a common technique in natural language processing (NLP) for text data preprocessing and feature extraction. This algorithm is used for feature extraction in this system. A decision tree classifier is a type of supervised learning algorithm that is commonly used in machine learning for classification tasks. Decision trees can be trained quickly and can handle large datasets with many features. This is important in the context of SMS spam detection, where there may be a large number of messages to classify and many features to consider. This model is used to predict the spam messages in this online chatting website. In this website user can register and login if his request of registration is accepted by the admin. The user can send friend request to other users and can send SMS to their friends. The system evaluates messages and predicts whether they are spam or ham.

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**Chapter 1**

**Introduction**

In current days mainly in our state the fuel pumps are operated manually. These fuel pumps cause time consuming and require more man power. In the current system have so many difficulties. Such that, there is no proper method for the booking and delivery of petrol and diesel to the customer in a particular location for helping people who get stuck in a place when no petrol pumps are nearby. It is very difficult to locate a nearest petrol pump using the current system. We can only see the nearest fuel stations from google map. To place petrol pumps in distant area is very costly to provide excellent facility to the customers. All these problems are sorted out by the use of IOT E-Fuel Delivery On Demand, which requires less time to operate and it is effective and can be use anywhere.

#### **Background**

We all know that during the epidemic, online businesses grew and became more important than ever. Online businesses existed before the lockdown, but they were not as popular. It only locks down when people recognize the benefits of on-demand online services. Today we are waiting in long queues at fuel stations, refuel while you are at home or work. It is very time consuming. And much more rush to fuel station to fetch fuel. The main aim of the system is to manage the booking and delivery of petrol and diesel to the customer in a particular location by the oil marketing companies. In existing system almost all petrol pumps have a controlling unit to perform the tasks like managing collect the money etc. petrol or diesel is available to the customer when they reached the pump.

#### **Motivation**

The Fuel Delivery is one such service domain. The on-demand fuel business and fuel distribution app development have been raised to serve the community in this segment, and have already proven successful in their first attempts. Until now, such services were only available in the US and London. However, the fuel supply sector is on the verge of disrupting the economy and continues to have a positive impact around the world. IOT BASED E-PUMP is a web based application, is to manage the booking and delivery of petrol and diesel to the customer in a particular location. It mainly focuses on helping people who get stuck in a place when no petrol pumps are nearby you can soon have the comfort of buying them on one click, without going to the fuel pump. As the work at petrol pump is done manually so it becomes hard for the supervisor to maintain a daily record. So we have developed this system to computerize all the reporting work of petrol pump. Our project gives the supervisor to maintain a daily record in an easiest way.

#### **Objective**

The idea of this project came about because online businesses are growing and becoming more important than ever.

The objectives of this project are:

* + To deal with emergencies & save time. Convenient for customers

#### **Contribution**

The major contributions in this project are:

* + Designed and developed a system for timely delivery of required fuel

#### **Report Organization**

The project report is divided into six sections. Section 2 describes literature survey. Section 3 describes the methodology and section 4 describes agile methodology used for implementing the project. Section 5 gives

the results and discussions. Finally, Section 6 gives the conclusion.

**Chapter 2**

**Literature Survey**

Technology now powers the globe, and with an expanding and innovative universe, people want quick satisfaction. We want everything to be quick, from meals to internet speed to product deliveries to everything else that might possibly be conceivable.

The Fuel Delivery is aware of the rise of urgency, which is mostly there to preserve one's valuable time and, on occasion, to preserve one's finances. Researchers asserted a few years ago that the nation's economy is being disrupted by a lack of infrastructure expansion due to the unavailability of gasoline at manufacturing/production facilities, building sites, and other similar sectors when it is needed. A remedy was required to stop the problems caused by gasoline. The Fuel Delivery addresses the issues of handling fuel safely and effectively.

Fuel is what keeps us moving and what keeps us awake. When it comes to hospitals and other healthcare facilities, every second that the fuel produces electricity is important. Because of the complicated nature of the tasks that hospitals and healthcare organisations engage in, interruptions of even a few seconds can make or break them. Since every second of downtime puts lives in danger and increases the possibility of crucial data being compromised, even a few seconds may be more than enough to save human lives. Due to the shortages, this data compromise may even cause the employees to suffer because they would be unable to complete their responsibilities properly or at all. This project makes it simple to address all the aforementioned issues.

**Chapter 3**

**Methodology**

#### 

#### **Introduction**

Specific system for developing a fuel delivery application for those who need to refuel their vehicles at any place and at any time. The three modules used by the user, the fuel station and the admin in this application. The admin can check the fuel station details and then it will see the user modules. Branch information such as fuel station address and fuel supply type can be added.

#### **Modules and Descriptions**

**Admin**

The admin can run the system from a web application through his browser. The admin

can also log in with a password and a user ID. The system also has an admin dashboard where you can add new fuels and change the descriptions. The admin can see the new orders and the status of each order.

In addition, the admin can accept or reject the listing requests for each fuel station, and an admin can monitor them.

**User**

A user can register with the system using their email and phone number. Registered

users can login with their email id and password. The logged in user can see their dashboard.

Everything is clearly listed on the dashboard. From there, each user can understand all their own things at a glance and jump into each part with a single tap.

**Fuels Module**

Each fuel and its units are handled by the admin. So, each fuel is unique and there are no duplicates. From this list of fuels, the fuel is added to each fuel station and their price is determined. By doing so the customer can easily search.

Wallet Module

Customers can add any amount of money to their wallet. The customer can place an order based on the balance in this wallet.

Fuel Station Owner

A gas station owner can register with the system using their email and phone number. The owner of the registered fuel station can log in with their email id and password. The logged in fuel station owner can see their dashboard. Everything is clearly marked on the dashboard. From there, every petrol station owner can understand everything at a glance and jump to each side with a single tap. Each fuel station owner can compile their fuel stations, the fuels available there and their pricing information and change them later. You can view incoming orders to each file station and change their status.

Fuel Stations Module

The registered gas station owner can add the address of their gas station and the fuel available there. Admin checked gas stations will be published in a way that is visible to the user.

Order Module

The registered customer will search for the fuel they need as well as the location. The customer can choose from the result obtained there. The order can be placed with the selected gas station after giving the information on where to deliver and how much fuel is required on which day. At the same time the amount billed from the customer's wallet will be deducted.

Delivery Module

The fuel station owner can add the delivery section along with the login information. Logged in users will be able to know the details of the customer to be delivered and change the delivery status after delivery.

#### Workflow

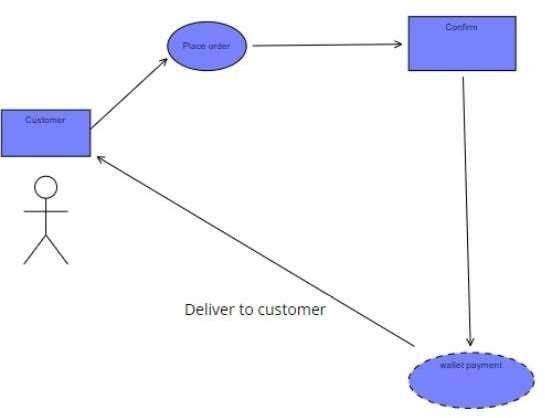
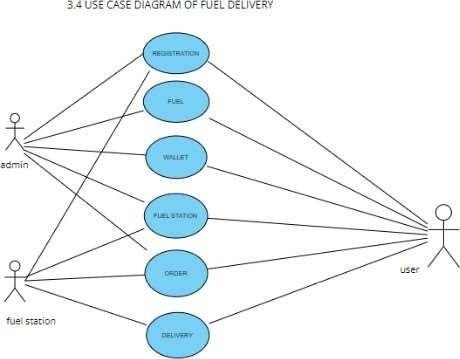
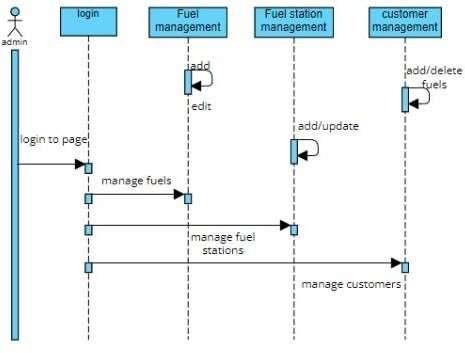


Fig.3.3 : Workflow Diagram

#### UML Use Case Diagrams



* 1. UML Sequence Diagrams



**Chapter 4**

**Agile Methodology**

# **Introduction**

After the initial studies it is found that agile model of software development is suitable and is the best method for the development of this system. Agile methodology mainly focused on the client satisfaction through continuous delivery. Also, it sets a minimum number of requirements and turns them in to a deliverable product. As this project has many individual requirements which can be delivered in parts and the user can gradually improve their work efficiency. Agile methodology has a family of methods of which scrum is selected for the development of this project. Scrum is process framework that has been used to manage complex product development. It is not a process or technique for building products rather it is a framework within which various processes can be employed. Also, it is suitable method to support the development process. It focuses on lean software development and has in building better software effectively and efficiently.

Agile is one of the most widely used and recognized software development frameworks. The methodology those experts agreed upon was described as „lightweight‟ and fast. Agile is also about being the adaptive and continuous improvement, as much as it is about constant feedback and speed of delivery.

Agile is a software development approach where a self-sufficient and cross-functional team works on making continuous deliveries through iterations and evolves throughout the process by gathering feedback from the end users.

The major rules in scrum methodology are

* + 1. The product owner (PO) : Who represents the stakeholder and the business.
    2. The scrum master : Ensures the process followed, removes obstructions, and protects the development system
    3. Development team: Cross functional, self-organizing team who actually do the actual analysis, design implementation and testing process.

They work together in iterative time boxed durations called sprints. The first step is the creation of the product backlog by the PO. It‟s a to-do list of stuff to be done by the scrum team. Then the scrum team selects the top priority items and tries to finish them within the time box called a sprint. An easier way to remember all of this is to memorize the 3-3-5 frame-work. It means that a scrum project has 3 roles, 3 artifacts, and 5 events

These are:-

1. Roles : Product Owner, Scrum Master, and development team.
2. Artifacts : Product Backlog, Sprint Backlog and Product Increment.
3. Events : Sprint, Sprint planning, Daily Scrum, Sprint review and Sprint retrospective

The framework begins with a simple premise start with what can be seen or known. After that the progress is tracked and tweak as necessary. The three pillars of scrum are transparency, inspection and adaptation. In scrum everyone has a role.

The Git is used as the version control system for this project. Version control is a system that records changes to a file or set of files over time so that a specific version can be recalled later. Version control systems are a category of software tools that help a software team for managing changes to source code over time. Version control software keeps track of every modification to the code in a special kind of database. If a mistake is made, developers can turn

back the clock and compare earlier versions of the code to help fix the mistake while minimizing disruption to all team members.

A user story is a tool used in agile software development to capture a description of software feature from an end-user perspective. The user story describes the type of user, what they want and why. A user story helps to create a simplified description of a requirement.

## **User Story**

A user story is a tool used in agile software development to capture a description of software feature from an end-user perspective. The user story describes the type of user, what they want and why. A user story helps to create a simplified description of a requirement.

|  |  |  |  |
| --- | --- | --- | --- |
| User Story ID | As a  <Type of user> | I want to perform  <some task> | So that I can  <achieve some goal> |
| 1 | Fuel Station Owner &  User | Register to the  system | Access the system |
| 2 | Fuel Station Owner, User & Admin | Login | Access the account |
| 3 | Fuel Station Owner | Add fuels | Store fuel details  with pricing |
| 4 | User | Search | Fuel availability &  pricing |
| 5 | User | Order | To buy fuel |
| 6 | Fuel Station Owner | Deliver | Deliver fuel to  customer |

Table 4.1: User Story

## **Product Backlog**

A product backlog is a list of the new features, changes to existing features, bug fixes, infrastructure changes or other activities that a team may deliver in order to achieve a specific outcome. The product backlog is the single authoritative source for things that a team works on. That means that nothing gets done that isn‟t on the product backlog. Conversely, the presence of a product backlog item on a product backlog does not guarantee that it will be delivered. It represents an option the team has for delivering a specific outcome rather than a commitment.

It should be cheap and fast to add a product backlog item to the product backlog, and it should be equally as easy to remove a product backlog item that does not result in direct progress to achieving the desired outcome or enable progress toward the outcome. The Scrum Product Backlog is simply a list of all things that needs to be done within the project. It replaces the traditional requirements specification artifacts. These items can have a technical nature or can be user-centric e.g., in the form of user stories. The product backlog of the system is given in Table 4.2

|  |  |  |  |
| --- | --- | --- | --- |
| PRODUCT BACKLOG | | | |
| ID | Name | Priority | Estimate [Hrs] |
| 1 | Registration | 1 | 40 |
| 2 | Login | 2 | 40 |
| 3 | Add fuels | 3 | 24 |
| 4 | Search | 4 | 24 |
| 5 | Order | 5 | 32 |
| 6 | Deliver | 6 | 32 |
| 7 | Reports | 7 | 32 |

Table 4.2: Product Backlog

#### **Project Plan**

A project plan that has a series of tasks laid out for the entire project, listing task durations, responsibility assignments, and dependencies. Plans are developed in this manner based on the assumption that the Project Manager, hopefully along with the team, can predict up front everything that will need to happen in the project, how long it will take, and who will be able to do it. Project plan is given in Table 4.3

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| User story ID | Task Name | Start Date | End Date | Days | Status |
| **Sprint 1** | |  |  | **9** | **Completed** |
| 1 | User Section Design | 1/04/2022 | 3/04/2022 | 3 | Completed |
| 2 | Fuel owner Section  Design | 4/04/2022 | 6/04/2022 | 3 | Completed |
| 3 | Admin Section Design | 7/04/2022 | 11/04/2022 | 3 | Completed |
| 4 | Page connection  (links) | 12/04/2022 | 14/04/2022 | 2 | Completed |
| 5 | Testing | 17/04/2022 | 17/04/2022 | 1 | Completed |
| **Sprint 2** | |  |  | **10** | **Completed** |
| 6 | Database table design & Connectivity | 23/04/2022 | 29/04/2022 | 3 | Completed |
| 7 | Registration &  testing | 7/05/2022 | 17/05/2022 | 4 | Completed |
| 8 | Login & testing | 28/05/2022 | 3/06/2022 | 3 | Completed |
| 9 | Manage fuel station & testing | 5/06/2022 | 7/06/2022 | 5 | Completed |
| **Sprint 3** | |  |  | **9** | **Completed** |
| 10 | Admin section users listing | 8/06/2022 | 11/06/2022 | 2 | Completed |
| 11 | Search & order | 11/06/2022 | 17/06/2022 | 3 | Completed |
| 12 | Google map API  integration | 19/06/2022 | 20/06/2022 | 2 | Completed |
| 13 | Testing | 21/06/2022 | 24/06/2022 | 2 | Completed |
| **Sprint 4** | |  |  | **5** | **Completed** |
| 14 | Reports | 25/06/2022 | 27/06/2022 | 3 | Completed |
| 15 | Testing | 28/06/2022 | 29/06/2022 | 2 | Completed |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Sprint 5** | |  |  | **4** | **Completed** |
| 16 | Deploy to server | 3/07/2022 | 5/07/2022 | 2 | Completed |
| 17 | Testing | 9/07/2022 | 11/07/2022 | 2 | Completed |

Table 4.3: Project plan

The Project has Seven sprints:

* + 1. Sprint 1

Five tasks are planned at this stage. Complete design for this project including user section, fuel owner section and admin section. Links between these pages and overall testing.

* + 1. Sprint 2

Four tasks are planned at this stage. Database Table Design & Manage Database Connectivity, Registration Module, Login Module & Manage Fuel Station Section.

* + 1. Sprint 3

Four tasks are planned at this stage. Customer and fuel owner listing in admin section, customer search and place order, Google map API integration for location marking and testing.

* + 1. Sprint 4

Only two tasks are planned at this stage. Report generation and full testing.

* + 1. Sprint 5

Only two tasks are planned at this stage. Deploy to Linux server and test everything on server.

#### **Sprint Backlog (Plan)**

The sprint backlog is a list of tasks identified by the Scrum team to be completed during the Scrum sprint. During the sprint planning meeting, the team selects some number of product backlog items, usually in the form of user stories, and identifies the tasks necessary to complete each user story. Most teams also estimate how many hours each task will take someone on the team to complete.

1. Sprint 1

Five tasks are planned at this stage. Complete design for this project including user section, fuel owner section and admin section. Links between these pages and overall testing. Sprint backlog (planning) for sprint 1 is given in Table 4.4.

1. Sprint 2

Four tasks are planned at this stage. Database Table Design & Manage Database Connectivity, Registration Module, Login Module & Manage Fuel Station Section. Sprint backlog (planning) for sprint 2 is given in Table 4.5.

1. Sprint 3

Four tasks are planned at this stage. Customer and fuel owner listing in admin section, customer search and place order, Google map API integration for location marking and testing. Sprint backlog (planning) for sprint 3 is given in Table 4.6.

1. Sprint 4

Only two tasks are planned at this stage. Report generation and full testing. Sprint backlog (planning) for sprint 4 is given in Table 4.6.

1. Sprint 5

Only two tasks are planned at this stage. Deploy to Linux server and test everything on server. Sprint backlog (planning) for sprint 5 is given in Table 4.7.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Backlog items | User story #1 Hours | User Section  Design | Fuel owner Section  Design | Admin Section  Design | Page connection  (links) | Testing |
| Completion  date |  | Hours | Hours | Hours | Hours | Hours |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Original estimate in hrs |  | 10 | 8 | 9 | 4 | 5 |
| Day 1 03/04/2022 | Hours | 3 | 0 | 0 | 0 | 0 |
| Day 2  04/04/2022 | Hours | 4 | 0 | 0 | 0 | 0 |
| Day 3  05/04/2022 | Hours | 3 | 0 | 0 | 0 | 0 |
| Day 4  07/04/2022 | Hours | 0 | 3 | 0 | 0 | 0 |
| Day 5  09/04/2022 | Hours | 0 | 2 | 0 | 0 | 0 |
| Day 6  12/05/2022 | Hours | 0 | 3 | 0 | 0 | 0 |
| Day 7  14/04/2022 | Hours | 0 | 0 | 3 | 0 | 0 |
| Day 8  19/04/2022 | Hours | 0 | 0 | 3 | 0 | 0 |
| Day 9 25/04/2022 | Hours | 0 | 0 | 3 | 0 | 0 |

Table 4.4: Sprint Backlog (Plan) - Sprint 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Backlog items | User story #1 Hours | Database table design &  Connectivity | Registration & testing | Login & testing | Manage fuel station & testing |
| Completion date |  | Hours | Hours | Hours | Hours |
| Original estimate in hrs |  | 11 | 13 | 9 | 10 |
| Day 1 26/04/2022 | Hours | 4 | 0 | 0 | 0 |
| Day 2  28/04/2022 | Hours | 4 | 0 | 0 | 0 |
| Day 3  30/04/2022 | Hours | 3 | 0 | 0 | 0 |
| Day 4 02/05/2022 | Hours | 0 | 5 | 0 | 0 |
| Day 5 03/05/2022 | Hours | 0 | 3 | 0 | 0 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Day 6  04/05/2022 | Hours | 0 | 2 | 0 | 0 |
| Day 7 06/05/2022 | Hours | 0 | 3 | 0 | 0 |
| Day 8  07/05/2022 | Hours | 0 | 0 | 3 | 0 |
| Day 9  09/05/2022 | Hours | 0 | 0 | 2 | 0 |
| Day 10 13/05/2022 | Hours | 0 | 0 | 4 | 0 |

Table 4.5: Sprint Backlog (Plan) - Sprint 2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Backlog items | User story #1 Hours | Admin section users listing | Search & order | Google map API  integration | Testing |
| Completion  date |  | Hours | Hours | Hours | Hours |
| Original estimate in hrs |  | 8 | 11 | 7 | 5 |
| Day 1 14/06/2022 | Hours | 5 | 0 | 0 | 0 |
| Day 2  15/06/2022 | Hours | 3 | 0 | 0 | 0 |
| Day 3  17/06/2022 | Hours | 0 | 5 | 0 | 0 |
| Day 4  18/06/2022 | Hours | 0 | 4 | 0 | 0 |
| Day 5  20/06/2022 | Hours | 0 | 2 | 0 | 0 |
| Day 6  21/06/2022 | Hours | 0 | 0 | 4 | 0 |
| Day 7 22/06/2022 | Hours | 0 | 0 | 3 | 0 |
| Day 8  01/07/2022 | Hours | 0 | 0 | 0 | 3 |
| Day 9 02/07/2022 | Hours | 0 | 0 | 0 | 2 |

Table 4.6: Sprint Backlog (Plan) - Sprint 3

|  |  |  |  |
| --- | --- | --- | --- |
| Backlog items | User story #1 Hours | Reports | Testing |
| Completion date |  | Hours | Hours |
| Original estimate in hrs |  | 9 | 5 |
| Day 1 03/07/2022 | Hours | 2 | 0 |
| Day 2  04/07/2022 | Hours | 4 | 0 |
| Day 3  05/07/2022 | Hours | 3 | 0 |
| Day 4 06/07/2022 | Hours | 0 | 2 |
| Day 5 07/07/2022 | Hours | 0 | 3 |

Table 4.7: Sprint Backlog (Plan) - Sprint 4

|  |  |  |  |
| --- | --- | --- | --- |
| Backlog items | User story #1 Hours | Deploy to server | Testing |
| Completion date |  | Hours | Hours |
| Original estimate in hrs |  | 6 | 5 |
| Day 1 08/07/2022 | Hours | 4 | 0 |
| Day 2 09/07/2022 | Hours | 2 | 0 |
| Day 3 10/07/2022 | Hours | 0 | 3 |
| Day 4 11/07/2022 | Hours | 0 | 2 |

Table 4.8: Sprint Backlog (Plan) - Sprint 5

#### **Sprint Backlog (Actual)**

Actual sprint backlog is what adequate sprint planning is actually done by project team there may or may not be difference in planned sprint backlog. The detailed sprint backlog (Actual) is given below.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Backlog items | User story #1 Hours | User Section  Design | Fuel owner Section  Design | Admin Section  Design | Page connection  (links) | Testing |
| Completion  date |  | Hours | Hours | Hours | Hours | Hours |
| Original  estimate in hrs |  | 10 | 8 | 9 | 4 | 5 |
| Day 1  04/04/2022 | Hours | 3 | 0 | 0 | 0 | 0 |
| Day 2  06/04/2022 | Hours | 4 | 0 | 0 | 0 | 0 |
| Day 3  22/04/2022 | Hours | 3 | 0 | 0 | 0 | 0 |
| Day 4  23/04/2022 | Hours | 0 | 3 | 0 | 0 | 0 |
| Day 5  24/04/2022 | Hours | 0 | 2 | 0 | 0 | 0 |
| Day 6  25/04/2022 | Hours | 0 | 3 | 0 | 0 | 0 |
| Day 7  26/04/2022 | Hours | 0 | 0 | 3 | 0 | 0 |
| Day 8 27/04/2022 | Hours | 0 | 0 | 3 | 0 | 0 |
| Day 9  28/04/2022 | Hours | 0 | 0 | 3 | 0 | 0 |
| Day 10  29/04/2022 | Hours | 0 | 0 | 0 | 2 | 0 |
| Day 11  30/04/2022 | Hours | 0 | 0 | 0 | 2 | 0 |
| Day 12  01/05/2022 | Hours | 0 | 0 | 0 | 0 | 5 |

Table 4.9: Sprint Backlog (Actual) - Sprint 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Backlog items | User story #1 Hours | Database table design &  Connectivity | Registration & testing | Login & testing | Manage fuel station & testing |
| Completion  date |  | Hours | Hours | Hours | Hours |
| Original estimate in hrs |  | 11 | 13 | 9 | 10 |
| Day 1 02/05/2022 | Hours | 4 | 0 | 0 | 0 |
| Day 2  03/05/2022 | Hours | 4 | 0 | 0 | 0 |
| Day 3  12/05/2022 | Hours | 3 | 0 | 0 | 0 |
| Day 4  19/05/2022 | Hours | 0 | 5 | 0 | 0 |
| Day 5  25/05/2022 | Hours | 0 | 3 | 0 | 0 |
| Day 6  29/05/2022 | Hours | 0 | 2 | 0 | 0 |
| Day 7 30/05/2022 | Hours | 0 | 3 | 0 | 0 |
| Day 8 01/06/2022 | Hours | 0 | 0 | 3 | 0 |
| Day 9  03/06/2022 | Hours | 0 | 0 | 2 | 0 |
| Day 10  05/06/2022 | Hours | 0 | 0 | 4 | 0 |
| Day 1 07/06/2022 | Hours | 0 | 0 | 0 | 2 |
| Day 12  08/06/2022 | Hours | 0 | 0 | 0 | 2 |
| Day 13  09/06/2022 | Hours | 0 | 0 | 0 | 3 |
| Day 14  11/06/2022 | Hours | 0 | 0 | 0 | 1 |
| Day 15 13/06/2022 | Hours | 0 | 0 | 0 | 1 |

Table 4.10: Sprint Backlog (Actual) - Sprint 2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Backlog items | User story #1 Hours | Admin section users listing | Search & order | Google map API  integration | Testing |
| Completion  date |  | Hours | Hours | Hours | Hours |
| Original estimate in hrs |  | 8 | 11 | 7 | 5 |
| Day 1 17/06/2022 | Hours | 5 | 0 | 0 | 0 |
| Day 2  18/06/2022 | Hours | 3 | 0 | 0 | 0 |
| Day 3  19/06/2022 | Hours | 0 | 5 | 0 | 0 |
| Day 4  20/06/2022 | Hours | 0 | 4 | 0 | 0 |
| Day 5  21/06/2022 | Hours | 0 | 2 | 0 | 0 |
| Day 6  22/06/2022 | Hours | 0 | 0 | 4 | 0 |
| Day 7 23/06/2022 | Hours | 0 | 0 | 3 | 0 |
| Day 8 24/06/2022 | Hours | 0 | 0 | 0 | 3 |
| Day 9  25/06/2022 | Hours | 0 | 0 | 0 | 2 |

Table 4.11: Sprint Backlog (Actual) - Sprint 3

|  |  |  |  |
| --- | --- | --- | --- |
| Backlog items | User story #1 Hours | Reports | Testing |
| Completion date |  | Hours | Hours |
| Original estimate in hrs |  | 9 | 5 |
| Day 1 26/06/2022 | Hours | 2 | 0 |
| Day 2  27/06/2022 | Hours | 4 | 0 |
| Day 3  28/06/2022 | Hours | 3 | 0 |
| Day 4 29/06/2022 | Hours | 0 | 2 |
| Day 5 30/06/2022 | Hours | 0 | 3 |

Table 4.12: Sprint Backlog (Actual) - Sprint 4

|  |  |  |  |
| --- | --- | --- | --- |
| Backlog items | User story #1 Hours | Deploy to server | Testing |
| Completion date |  | Hours | Hours |
| Original estimate in hrs |  | 6 | 5 |
| Day 1 01/07/2022 | Hours | 4 | 0 |
| Day 2 02/07/2022 | Hours | 2 | 0 |
| Day 3 03/07/2022 | Hours | 0 | 3 |
| Day 4 04/07/2022 | Hours | 0 | 2 |

Table 4.13: Sprint Backlog (Actual) - Sprint 5

#### **Product Backlog Review**

REVIEW FORM

Sprint 1

Version: 1.0 Date 07/06/2022

|  |  |  |
| --- | --- | --- |
| User Story ID | Comments from Scrum master  if any | Comments from Product Owner  if any |
| 1 | A dark theme is easier on the eyes  and looks better | Nice theme |
| 2 | - | - |
| 3 | - | - |
| 4 | Some link missing | Easy to use |

Table 4.14: Sprint Backlog Review - Sprint 1

Sprint 2

Version: 1.0 Date 15/06/2022

|  |  |  |
| --- | --- | --- |
| User Story ID | Comments from Scrum master  if any | Comments from Product Owner  if any |
| 6 | Nice | - |
| 7 | Check validation for email | - |
| 8 | - | - |
| 9 | Re-check fuel pricing | Fuel pricing mismatch |

Table 4.15: Sprint Backlog Review - Sprint 2

Sprint 3

Version: 1.0 Date 26/06/2022

|  |  |  |
| --- | --- | --- |
| User Story ID | Comments from Scrum master  if any | Comments from Product Owner  if any |
| 10 | Status change update | - |
| 11 | - | Easy to search |
| 12 | Perfect | - |

Table 4.16: Sprint Backlog Review - Sprint 3

Sprint 4

Version: 1.0 Date 1/07/2022

|  |  |  |
| --- | --- | --- |
| User Story ID | Comments from Scrum master  if any | Comments from Product Owner  if any |
| 14 | - | - |

Table 4.17: Sprint Backlog Review - Sprint 4

Sprint 5

Version: 1.0 Date 5/07/2022

|  |  |  |
| --- | --- | --- |
| User Story ID | Comments from Scrum master if any | Comments from Product Owner if any |
| 16 | Fix database connection | Can‟t load pages – Showing white  screen |

Table 4.18: Sprint Backlog Review - Sprint 5

#### **Sprint Review**

At the end of each sprint a Sprint Review meeting is held. During this meeting the Scrum Team shows which Scrum Product Backlog items they completed (according to the Definition of Done) during the sprint. This might take place in the form of a demo of the new features. Backlog items that are not completed shall not be demonstrated. Otherwise, this might suggest that these items are finished as well. Instead, incomplete items/remaining activities shall be taken back into the Scrum Product Backlog, re-estimated and completed in one of the following sprints. The Sprint Review meeting should be kept very informal. No PowerPoint slides should be used and time for preparation and performing the meeting should be limited. During the meeting the Scrum Product Owner inspects the implemented backlog entries and accepts the solution or adds new stories to the Scrum Product Backlog to adapt the functionality. Participants in the sprint review typically include the Scrum Product Owner, the Scrum Team and the Scrum Master. Additionally, management, customers, and developers from other projects might participate as well.

REVIEW FORM

Sprint 1

Version: 1.0 Date 03/04/2022

|  |  |  |
| --- | --- | --- |
| User Story ID | Comments from Scrum master  if any | Comments from Product Owner  if any |
| 1 | A dark theme is easier on the eyes  and looks better | Nice theme |
| 2 | - | - |
| 3 | - | - |
| 4 | Some link missing | Easy to use |

Table 4.19: Sprint Review - Sprint 1

Sprint 2

Version: 1.0 Date 07/04/2022

|  |  |  |
| --- | --- | --- |
| User Story ID | Comments from Scrum master  if any | Comments from Product Owner  if any |
| 6 | Nice | - |
| 7 | Check validation for email | - |
| 8 | - | - |
| 9 | Re-check fuel pricing | Fuel pricing mismatch |

Table 4.20: Sprint Review - Sprint 2

Sprint 3

Version: 1.0 Date 09/04/2022

|  |  |  |
| --- | --- | --- |
| User Story ID | Comments from Scrum master  if any | Comments from Product Owner  if any |
| 10 | Status change update | - |
| 11 | - | Easy to search |
| 12 | Perfect | - |

Table 4.21: Sprint Review - Sprint 3

Sprint 4

Version: 1.0 Date 22/05/2022

|  |  |  |
| --- | --- | --- |
| User Story ID | Comments from Scrum master  if any | Comments from Product Owner  if any |
| 14 | - | - |

Table 4.22: Sprint Review - Sprint 4

Sprint 5

Version: 1.0 Date 26/05/2022

|  |  |  |
| --- | --- | --- |
| User Story ID | Comments from Scrum master if any | Comments from Product Owner if any |

|  |  |  |
| --- | --- | --- |
| 16 | Fix database connection | Can‟t load pages – Showing white  screen |

Table 4.23: Sprint Review - Sprint 5

#### **Testing and Validation**

Sprint 1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test # | Date | Action | Expected result | Actual Result | Pass?  (Yes/No) |
| 1 | 05/04/2022 | User section  Design | Complete user  interface design | Complete user  interface design | Yes |
| 2 | 07/04/2022 | Fuel owner section design | Complete fuel owner interface design | Complete fuel owner interface design | Yes |
| 3 | 09/04/2022 | Admin section  design | Complete admin  interface design | Complete admin  interface design | Yes |
| 4 | 15/04/2022 | Page connection (links) | Links between all the pages | Links between all the pages | Yes |

Table 4.24: Testing and Validation - Sprint 1

Sprint 2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test # | Date | Action | Expected result | Actual Result | Pass?  (Yes/No) |
| 1 | 25/04/2022 | Database table design & Connectivity | Design all database table | Design all database table | Yes |
| 2 | 30/04/2022 | Registration | All type of user  registration | All type of user  registration | Yes |
| 3 | 06/05/2022 | Login | All type of user  login | All type of user  login | Yes |
| 4 | 15/05/2022 | Manage fuel  station | Add & update fuel  station | Add & update  fuel station | Yes |

Table 4.25: Testing and Validation - Sprint 2

Sprint 3

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test # | Date | Action | Expected result | Actual Result | Pass?  (Yes/No) |
| 1 | 18/05/2022 | Admin section  user listing | List customers &  fuel owners | List customers &  fuel owners | Yes |
| 2 | 25/05/2022 | Search & Order | Search fuel & place order | Search fuel & place order | Yes |
| 3 | 30/05/2022 | Google map API  integration | Create Google map API & implement on address | Create Google map API & implement on  address | Yes |

Table 4.26: Testing and Validation - Sprint 3

Sprint 4

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test # | Date | Action | Expected result | Actual Result | Pass?  (Yes/No) |
| 1 | 03/06/2022 | Reports | Generate report for  admin & fuel owners | Generate report  for admin & fuel owners | Yes |

Table 4.27: Testing and Validation - Sprint 4

Sprint 5

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Test # | Date | Action | Expected result | Actual Result | Pass?  (Yes/No) |
| 1 | 05/06/2022 | Deploy to  server | Deploy to Linux  server | Deploy to Linux  server | Yes |

Table 4.28: Testing and Validation - Sprint 5

#### **Git**

Git is a free and open-source distributed version control system designed to handle everything from small to very large projects with speed and efficiency. To show the continuous development of the project the Git lab histories are shown in Appendix

**Chapter 5**

**System Design and Implementation**

#### Database

Table name: users



Table name: fuels



Table name: fuel stations

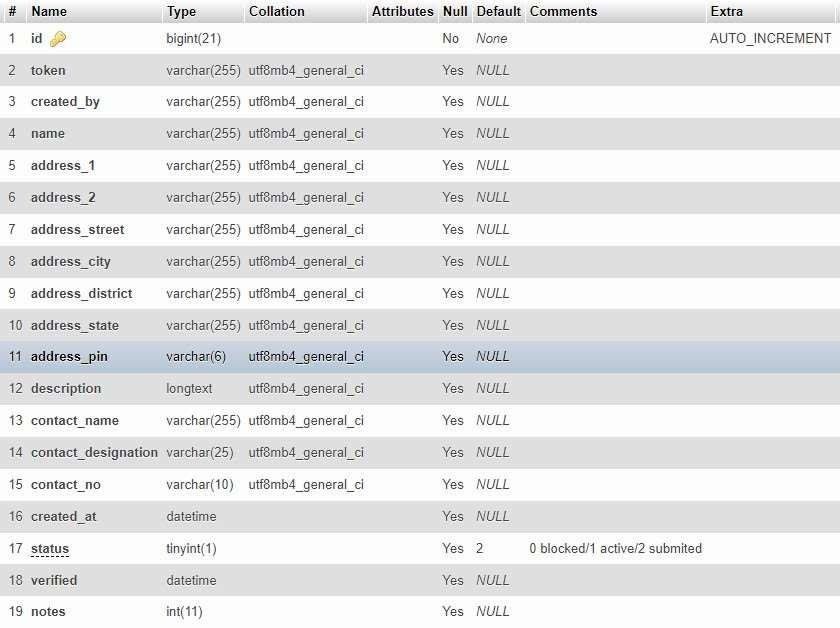


Table name: fuel stations\_fuels

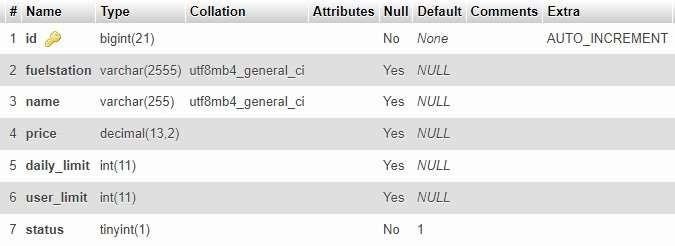


Table name: orders



Table name: rating

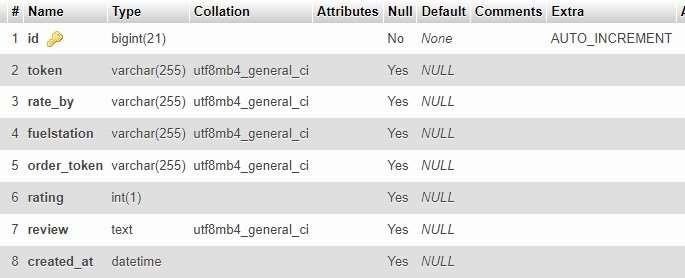


Table name: vehicles

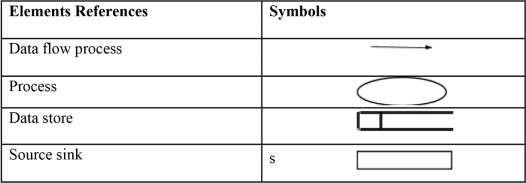


##### DATA FLOW DIAGRAM

The database may be defined as an organized collection of related information. The organized information serves as a base from which further recognizing can be retrieved desired information or processing the data. The most important aspect of building an application system is the design of tables. The data flow diagram is used for classifying system requirements to major transformation that will become programs in system design. This is the starting point of the design phase that functionally decomposes the required specifications down to the lower level of details. It consists of a series of bubbles joined together by lines.

Dataflow analysis studies the use of data in each activity. It documents this finding in DFD‟s. Dataflow analysis give the activities of a system from the viewpoint of data where it originates and how they are used or hanged or where they go, including the stops along the way from their destination. The components of dataflow strategy span both requirements determination and system‟s design. The first part is called dataflow analysis. As the name suggests, we didn‟t use the dataflow analysis tools exclusively for the analysis stage but also in the designing phase with documentation. Notations used in Dataflow Diagrams

The logic data flow diagrams can be drawn using only four simple notations i.e., special symbols or icons and the annotation that associates them with a specific system. Since the choice of notation we follow, does not affect impede or catalyse the system process; we used three symbols from YOURDON notation and one from Gain and Sarson notation as specified below.



Process: describes how input data is converted to output Data Data Store: Describes the repositories of data in a system

Data Flow: Describes the data flowing between process, Data stores and external entities. Sources: An external entity causing the origin of data.

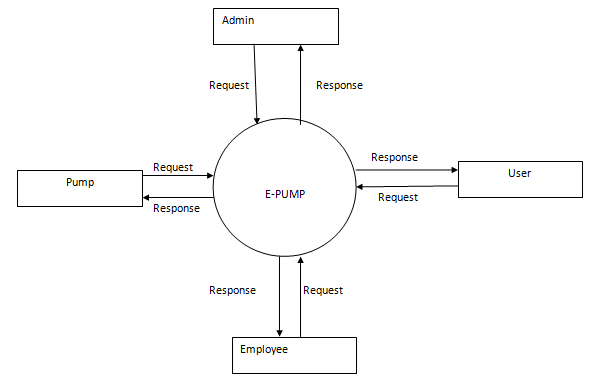
Sink: An external entity, which consumes the data Several rules of thumb are used in drawing DFDs:-

* Process should be named and numbered for easy reference.
* The direction of flow is from source to destination, although they may flow back to a source. One way to indicate this is to draw a long flow line back to the source. An alternative way is to repeat the source symbol as a destination.
* When a process is exploded into lower-level details, they are numbered.
* The names of data stores, sources, and destinations are written in capital letters. Process and data flow names have the first letter of each word capitalized.

A level 0 DFD, also called a context level, represents the entire software elements as a single bible with input and output indicated by incoming and outgoing arrows respectively. Additional process and information flow parts are represented in the next level i.e. Level 1 DFD. Any process, which is complex in Level 1, will be further represented into sub functions in the next level .i.e

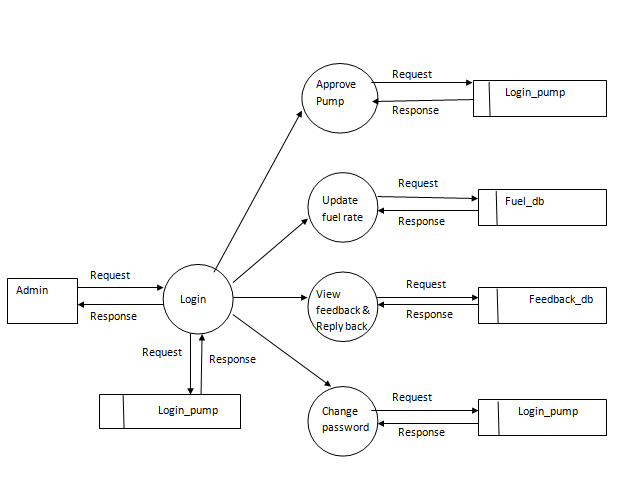
The DFD is designed to aid communication. DFD shows the minimum contents of data stores. In order to show what happens within a given process, then the detailed explosion of that process is shown. The DFD methodology is quite effective, especially when the required design is unclear and the user and the analyst need a notational language for communication.

**LEVEL 0**

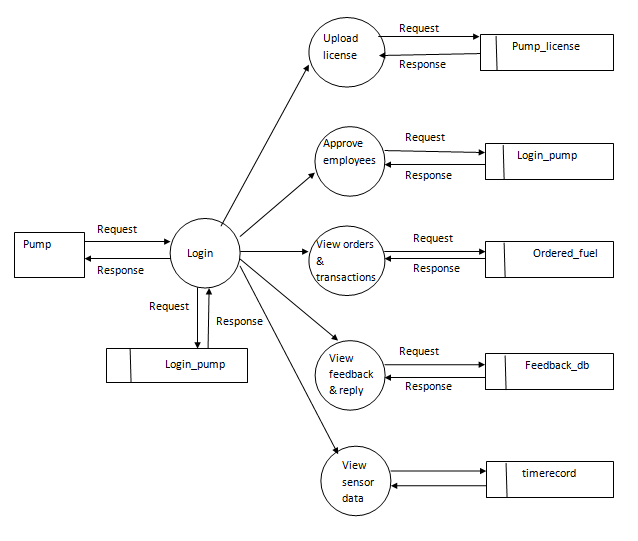


**REGISTRATION MODULE**

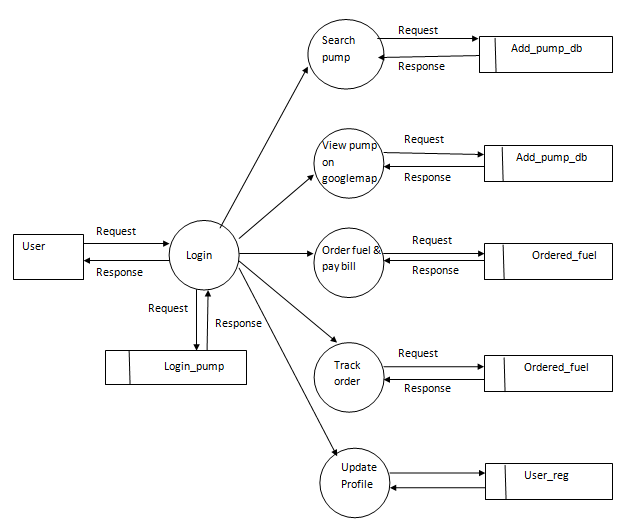
ADMIN



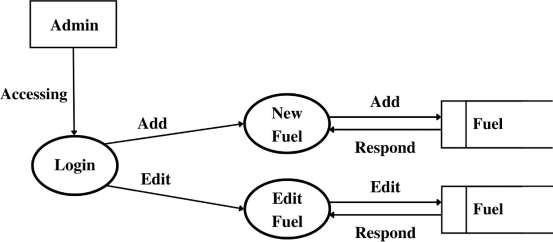
FUEL STATION



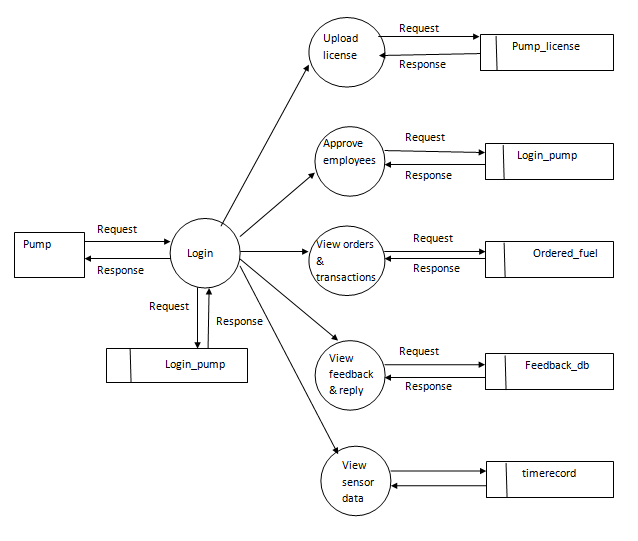
USER



ADMIN FUELS

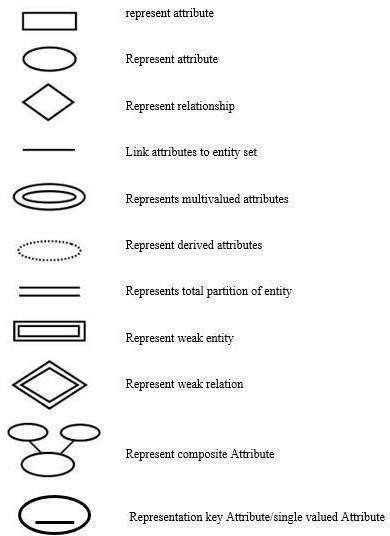


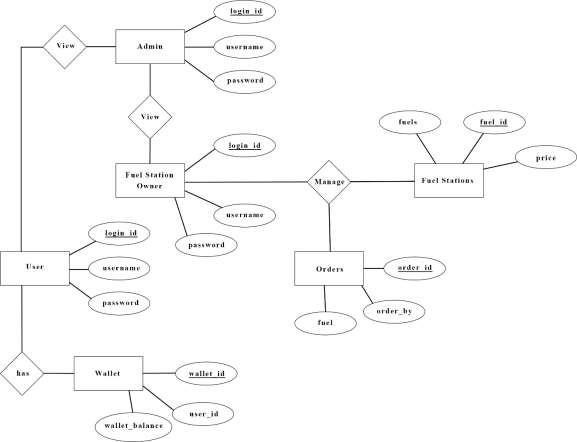
EMPLOYEE



##### ER DIAGRAM

ENTITY-RELATIONSHIP DIAGRAM (ERD) displays the relationships of entity set stored in a database. In other words, we can say that ER diagrams help you to explain the logical structure of databases. At first look, an ER diagram looks very similar to the flowchart. However, ER Diagram includes many specialized symbols, and its meanings make this model unique. The purpose of ER Diagram is to represent the entity framework infrastructure.





**Chapter 6**

**Conclusion**

As the on-demand delivery service market is updating and progressing day by day. Our lifestyle is also changing with it. Before having applications for the cab, food, laundry, beauty and some other. Now one more new service is hitting the industry and this is for fuelling your vehicle on request, whenever required.

On demand fuel delivery services can be very useful for the customers just like so many other services like food delivery apps and taxi booking apps. Access to the internet and smartphones have been instrumental in making many on-demand services popular among people. In this situation where fuel prices are increasing day by day, the facility of booking in advance and getting fuel at the same price is very useful. Fuel station owners also benefit greatly from this type of delivery because they can grow their business a little more this way. We developed this application focusing on the customer's struggle to refuel at a gas station. Because most of the time there will be a long queue to refuel.

All modules are tested separately and put together to form the required software. Thus, the entire system identified by the system was achieved. The system solves the problems caused by the existing system and offers an easy way to refuel any vehicle at any time through a web application.

The system is designed and developed with the needs of a customers in mind. In conclusion, we would like to thank all the people who helped us to complete this project successfully.

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3. Brief Introduction to the android application published by google-developer-training Explained about android, its features and advantages.
4. <https://developer.android.com/reference/android/webkit/WebView>
5. [https://www.arkasoftwares.com/blog/fuel-delivery-app-development-learn-to-generate-](https://www.arkasoftwares.com/blog/fuel-delivery-app-development-learn-to-generate-online-revenue/) [online-revenue/](https://www.arkasoftwares.com/blog/fuel-delivery-app-development-learn-to-generate-online-revenue/)
6. <https://app-scoop.com/blog/how-to-develop-an-on-demand-fuel-delivery-app>

**Appendix**

###### Source Code

<?php session\_start();

include('include/dbConnect.php'); include('include/helper.php');

if (isset($\_SESSION['SESS\_USER\_TOKEN']) && trim($\_SESSION['SESS\_USER\_TOKEN']) != '') {

header("location: ../app/");

}

$err = '';

$err2 = '';

if (isset($\_POST['submit'], $\_POST['user\_type'], $\_POST['name'], $\_POST['email'],

$\_POST['contact\_no'], $\_POST['password'])) {

$token = genToken();

$user\_type = $\_POST['user\_type'];

$name = $\_POST['name'];

$email = $\_POST['email'];

$contact\_no = $\_POST['contact\_no'];

$password = $\_POST['password'];

$qryadmn = $db->prepare("SELECT \* FROM users WHERE email = '$email'");

$qryadmn->execute();

if ($qryadmn->rowcount() > 0) {

$err = 'Email already registered with us.';

} else {

$db->prepare("INSERT INTO users (user\_type, token, name, email, password, contact\_no) VALUES ('$user\_type', '$token', '$name', '$email', '$password', '$contact\_no')")->execute();

?>

<script>

window.location.href = '../?login';

</script>

<?php

}

}

?>

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="utf-8">

<meta http-equiv="X-UA-Compatible" content="IE=edge">

<meta name="viewport" content="width=device-width, initial-scale=1, maximum-scale=1, shrink-to-fit=no">

<title>REGISTER | QUICKFUEL</title>

<link rel="icon" type="image/x-icon" href="assets/img/favicon.png" />

<link href="https://fonts.googleapis.com/css?family=Nunito:400,600,700" rel="stylesheet">

<link href="assets/css/loader.css?v1" rel="stylesheet" type="text/css" />

<script src="assets/js/loader.js"></script>

<link href="bootstrap/css/bootstrap.min.css" rel="stylesheet" type="text/css" />

<link href="assets/css/plugins.css" rel="stylesheet" type="text/css" />

<link href="assets/css/authentication/form-1.css" rel="stylesheet" type="text/css" />

<link rel="stylesheet" type="text/css" href="assets/css/forms/theme-checkbox-radio.css">

<link rel="stylesheet" type="text/css" href="assets/css/forms/switches.css">

</head>

<body class="form">

<div id="load\_screen">

<div class="loader">

<div class="loader-content">

<div class="spinner-grow align-self-center"></div>

</div>

</div>

</div>

<div class="form-container">

<div class="form-form">

<div class="form-form-wrap">

<div class="form-container">

<div class="form-content">

<h1 class="">Get started with a <br /> free account</h1>

<p class="signup-link">Already have an account? <a href="../">Log in</a></p>

<form action="../register.php" method="post" class="text-left">

<div class="form">

<div class="field-wrapper terms\_condition">

<div class="n-chk new-checkbox checkbox-outline-primary">

<label class="new-control new-checkbox checkbox-outline-primary">

<input type="radio" class="new-control-input" name="user\_type" value="user" required>

<span class="new-control-indicator"></span><span>REGISTER AS USER</span>

</label>

</div>

</div>

<div class="field-wrapper terms\_condition">

<div class="n-chk new-checkbox checkbox-outline-primary">

<label class="new-control new-checkbox checkbox-outline-primary">

<input type="radio" class="new-control-input" name="user\_type" value="fuel" required>

<span class="new-control-indicator"></span><span>REGISTER AS FUEL STATION</span>

</label>

</div>

</div>

<div id="username-field" class="field-wrapper input">

<svg xmlns="[http://www.w3.org/2000/svg"](http://www.w3.org/2000/svg) width="24" height="24" viewBox="0 0 24 24" fill="none" stroke="currentColor" stroke-width="2" stroke-linecap="round" stroke- linejoin="round" class="feather feather-user">

<path d="M20 21v-2a4 4 0 0 0-4-4H8a4 4 0 0 0-4 4v2"></path>

<circle cx="12" cy="7" r="4"></circle>

</svg>

<input id="username" name="name" type="text" class="form-control" placeholder="FULL NAME" required>

</div>

<div id="username-field" class="field-wrapper input">

<svg xmlns="[http://www.w3.org/2000/svg"](http://www.w3.org/2000/svg) width="24" height="24" viewBox="0 0 24 24" fill="none" stroke="currentColor" stroke-width="2" stroke-linecap="round" stroke- linejoin="round" class="feather feather-phone"><path d="M22 16.92v3a2 2 0 0 1-2.18 2

19.79 19.79 0 0 1-8.63-3.07 19.5 19.5 0 0 1-6-6 19.79 19.79 0 0 1-3.07-8.67A2 2 0 0 1 4.11

2h3a2 2 0 0 1 2 1.72 12.84 12.84 0 0 0 .7 2.81 2 2 0 0 1-.45 2.11L8.09 9.91a16 16 0 0 0 6

6l1.27-1.27a2 2 0 0 1 2.11-.45 12.84 12.84 0 0 0 2.81.7A2 2 0 0 1 22 16.92z"></path></svg>

<input id="contact\_no" name="contact\_no" type="text" pattern="[7-9]{1}[0-9]{9}" class="form-control" placeholder="CONTACT NUMBER" required>

</div>

<div id="email-field" class="field-wrapper input">

<svg xmlns="[http://www.w3.org/2000/svg"](http://www.w3.org/2000/svg) width="24" height="24" viewBox="0 0 24 24" fill="none" stroke="currentColor" stroke-width="2" stroke-linecap="round" stroke- linejoin="round" class="feather feather-at-sign">

<circle cx="12" cy="12" r="4"></circle>

<path d="M16 8v5a3 3 0 0 0 6 0v-1a10 10 0 1 0-3.92 7.94"></path>

</svg>

<input id="email" name="email" type="email" value="" placeholder="E-MAIL ADDRESS" required>

</div>

<div id="password-field" class="field-wrapper input mb-2">

<svg xmlns="[http://www.w3.org/2000/svg"](http://www.w3.org/2000/svg) width="24" height="24" viewBox="0 0 24 24" fill="none" stroke="currentColor" stroke-width="2" stroke-linecap="round" stroke- linejoin="round" class="feather feather-lock">

<rect x="3" y="11" width="18" height="11" rx="2" ry="2"></rect>

<path d="M7 11V7a5 5 0 0 1 10 0v4"></path>

</svg>

<input id="password" name="password" type="password" value="" placeholder="PASSWORD" required>

</div>

<div class="field-wrapper terms\_condition">

<div class="n-chk new-checkbox checkbox-outline-primary">

<label class="new-control new-checkbox checkbox-outline-primary">

<input type="checkbox" class="new-control-input" required>

<span class="new-control-indicator"></span><span>I agree to the <a href="javascript:void(0);"> terms and conditions </a></span>

</label>

</div>

</div>

<?php if ($err != '') {

echo '<p class="text-danger">' . $err . '</p><br>';

} ?>

<div class="d-sm-flex justify-content-between">

<div class="field-wrapper toggle-pass">

<p class="d-inline-block">Show Password</p>

<label class="switch s-primary">

<input type="checkbox" id="toggle-password" class="d-none">

<span class="slider round"></span>

</label>

</div>

<div class="field-wrapper">

<button type="submit" name="submit" class="btn btn-primary" value="">Register</button>

</div>

</div>

</div>

</form>

</div>

</div>

</div>

</div>

<div class="form-image">

<div class="l-image">

</div>

</div>

</div>

<script src="assets/js/libs/jquery-3.1.1.min.js"></script>

<script src="bootstrap/js/popper.min.js"></script>

<script src="bootstrap/js/bootstrap.min.js"></script>

<script src="assets/js/authentication/form-1.js"></script>

</body>

</html>

<?php session\_start();

include('include/dbConnect.php'); include('include/helper.php');

if (isset($\_SESSION['SESS\_USER\_TOKEN']) && (trim($\_SESSION['SESS\_USER\_TOKEN']) != '')) {

?>

<script>

window.location.href = '/app/';

</script>

<?php

} else {

if (isset($\_COOKIE['LU001']) && $\_COOKIE['LU001'] == true) {

$remember\_token = $\_COOKIE['LU001'];

$stmt = $db->prepare("SELECT \* FROM users WHERE remember\_token = ? AND status = 1 LIMIT 0,1");

$stmt->bindParam(1, $remember\_token);

$stmt->execute();

$usercount = $stmt->rowCount(); if ($usercount > 0) {

$user\_rows = $stmt->fetch(PDO::FETCH\_ASSOC);

$\_SESSION['SESS\_USER\_TOKEN'] = $user\_rows['token'];

$\_SESSION['SESS\_USER\_NAME'] = $user\_rows['name'];

$\_SESSION['SESS\_USER\_TYPE'] = $user\_rows['user\_type'];

$\_SESSION['SESS\_USER\_EMAIL'] = $user\_rows['email'];

setcookie("LU001", $remember\_token, time() + (10 \* 365 \* 24 \* 60 \* 60), '/');

?>

<script>

window.location.href = window.location.origin + '/app/';

</script>

<?php

}

}

}

$err = '';

$err2 = '';

$redirect = '../app/';

$otpVerification = 0;

if (isset($\_GET['signout'])) {

$err = 'Logged out successfully';

} elseif (isset($\_GET['expired'])) {

$err = 'Session expired, please login again.';

}

if (isset($\_GET['login'])) {

$err2 = 'Registration successfull, you can login now.';

}

if (isset($\_GET['updated'])) {

$err2 = 'Password updated, please login with new password.';

}

if (isset($\_POST['submit'], $\_POST['email'], $\_POST['password'])) {

$remember\_token = genToken();

$email = $\_POST['email'];

$password = $\_POST['password'];

$redirect = $\_POST['redirect'];

$qryadmn = $db->prepare("SELECT \* FROM users WHERE email = '$email' AND password = '$password'");

$qryadmn->execute();

if ($qryadmn->rowcount() > 0) {

$rowadmn = $qryadmn->fetch(); if ($rowadmn['status'] == 1) {

$\_SESSION['SESS\_USER\_TOKEN'] = $rowadmn['token'];

$\_SESSION['SESS\_USER\_NAME'] = $rowadmn['name'];

$\_SESSION['SESS\_USER\_TYPE'] = $rowadmn['user\_type'];

$\_SESSION['SESS\_USER\_EMAIL'] = $rowadmn['email']; setcookie("LU001", $remember\_token, time() + (10 \* 365 \* 24 \* 60 \* 60), '/');

$db->prepare("UPDATE users SET remember\_token = '$remember\_token' WHERE token = '" . $rowadmn['token'] . "'")->execute();

include("include/fcm.php"); header("location: $redirect");

} else {

$err = 'Something went wrong!<br>Contact QUICKFUEL to fix.';

}

} else {

$err = 'Username or password is wrong! Try Again.';

}

}

?>

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="utf-8">

<meta http-equiv="X-UA-Compatible" content="IE=edge">

<meta name="viewport" content="width=device-width, initial-scale=1, maximum-scale=1, shrink-to-fit=no">

<title>LOGIN | QUICKFUEL</title>

<link rel="icon" type="image/x-icon" href="assets/img/favicon.png" />

<link href="https://fonts.googleapis.com/css?family=Nunito:400,600,700" rel="stylesheet">

<link href="assets/css/loader.css?v1" rel="stylesheet" type="text/css" />

<script src="assets/js/loader.js"></script>

<link href="bootstrap/css/bootstrap.min.css" rel="stylesheet" type="text/css" />

<link href="assets/css/plugins.css" rel="stylesheet" type="text/css" />

<link href="assets/css/authentication/form-1.css" rel="stylesheet" type="text/css" />

<link rel="stylesheet" type="text/css" href="assets/css/forms/theme-checkbox-radio.css">

<link rel="stylesheet" type="text/css" href="assets/css/forms/switches.css">

</head>

<body class="form">

<div id="load\_screen">

<div class="loader">

<div class="loader-content">

<div class="spinner-grow align-self-center"></div>

</div>

</div>

</div>

<div class="form-container">

<div class="form-form">

<div class="form-form-wrap">

<div class="form-container">

<div class="form-content">

<h1 class="">Log In to <span class="brand-name">QUICKFUEL</span></h1>

<p class="signup-link">New Here? <a href="register.php">Create an account</a></p>

<form action="../" method="post" class="text-left">

<input type="hidden" name="redirect" value="<?php echo $redirect ?>">

<div class="form">

<div id="username-field" class="field-wrapper input">

<svg xmlns="[http://www.w3.org/2000/svg"](http://www.w3.org/2000/svg) width="24" height="24" viewBox="0 0 24 24" fill="none" stroke="currentColor" stroke-width="2" stroke-linecap="round" stroke- linejoin="round" class="feather feather-at-sign">

<circle cx="12" cy="12" r="4"></circle>

<path d="M16 8v5a3 3 0 0 0 6 0v-1a10 10 0 1 0-3.92 7.94"></path>

</svg>

<input id="username" name="email" type="email" class="form-control" placeholder="E- MAIL ADDRESS" required>

</div>

<div id="password-field" class="field-wrapper input mb-2">

<svg xmlns="[http://www.w3.org/2000/svg"](http://www.w3.org/2000/svg) width="24" height="24" viewBox="0 0 24 24" fill="none" stroke="currentColor" stroke-width="2" stroke-linecap="round" stroke- linejoin="round" class="feather feather-lock">

<rect x="3" y="11" width="18" height="11" rx="2" ry="2"></rect>

<path d="M7 11V7a5 5 0 0 1 10 0v4"></path>

</svg>

<input id="password" name="password" type="password" class="form-control" placeholder="PASSWORD" required>

</div>

<?php if ($err != '') {

echo '<p class="text-danger">' . $err . '</p><br>';

} ?>

<?php if ($err2 != '') {

echo '<p class="text-success">' . $err2 . '</p><br>';

} ?>

<div class="d-sm-flex justify-content-between">

<div class="field-wrapper toggle-pass">

<p class="d-inline-block">Show Password</p>

<label class="switch s-primary">

<input type="checkbox" id="toggle-password" class="d-none">

<span class="slider round"></span>

</label>

</div>

<div class="field-wrapper">

<button type="submit" name="submit" class="btn btn-primary" value="">Log In</button>

</div>

</div>

<!-- <div class="field-wrapper">

<a href="auth\_pass\_recovery.html" class="forgot-pass-link">Forgot Password?</a>

</div> -->

</div>

</form>

</div>

</div>

</div>

</div>

<div class="form-image">

<div class="l-image">

</div>

</div>

</div>

<script src="assets/js/libs/jquery-3.1.1.min.js"></script>

<script src="bootstrap/js/popper.min.js"></script>

<script src="bootstrap/js/bootstrap.min.js"></script>

<script src="assets/js/authentication/form-1.js"></script>

</body>

</html>

<?php

include("include/auth-all.php"); include('../include/dbConnect.php'); include('../include/helper.php'); include('include/verify.php');

?>

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="utf-8">

<meta http-equiv="X-UA-Compatible" content="IE=edge">

<meta name="viewport" content="width=device-width, initial-scale=1, maximum-scale=1, shrink-to-fit=no">

<title>DASHBOARD | QUICKFUEL</title>

<link rel="icon" type="image/x-icon" href="../assets/img/favicon.png" />

<link href="../assets/css/loader.css" rel="stylesheet" type="text/css" />

<script src="../assets/js/loader.js"></script>

<link href="https://fonts.googleapis.com/css?family=Nunito:400,600,700" rel="stylesheet">

<link href="../bootstrap/css/bootstrap.min.css" rel="stylesheet" type="text/css" />

<link href="../assets/css/plugins.css" rel="stylesheet" type="text/css" />

<link href="../plugins/apex/apexcharts.css" rel="stylesheet" type="text/css">

<link href="../assets/css/dashboard/dash\_2.css" rel="stylesheet" type="text/css" />

</head>

<body>

<?php include("include/header.php");

?>

<div class="main-container" id="container">

<div class="overlay"></div>

<div class="search-overlay"></div>

<?php include("include/sidebar.php");

?>

<!-- BEGIN CONTENT PART -->

<div id="content" class="main-content">

<div class="layout-px-spacing">

<div class="row layout-top-spacing">

<?php

if ($\_SESSION['SESS\_USER\_TYPE'] == 'user') {

include("include/dashboard/user.php");

} elseif ($\_SESSION['SESS\_USER\_TYPE'] == 'admin') { include("include/dashboard/admin.php");

} elseif ($\_SESSION['SESS\_USER\_TYPE'] == 'fuel') { include("include/dashboard/fuel.php");

}

?>

</div>

</div>

</div>

</div>

<script src="../assets/js/libs/jquery-3.1.1.min.js"></script>

<script src="../bootstrap/js/popper.min.js"></script>

<script src="../bootstrap/js/bootstrap.min.js"></script>

<script src="../plugins/perfect-scrollbar/perfect-scrollbar.min.js"></script>

<script src="../assets/js/app.js"></script>

<script>

$(document).ready(function() { App.init();

});

</script>

<script src="../assets/js/custom.js"></script>

<script src="../plugins/apex/apexcharts.min.js"></script>

<script src="../assets/js/dashboard/dash\_2.js"></script>

</body>

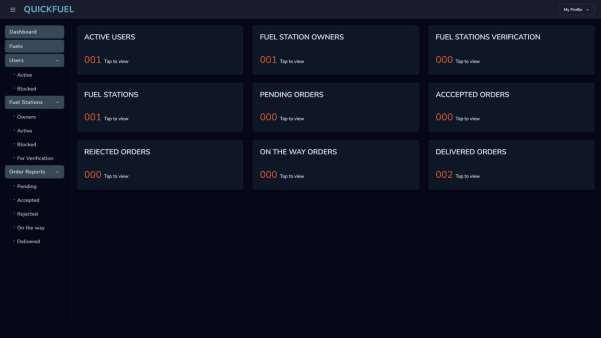
</html>

Output

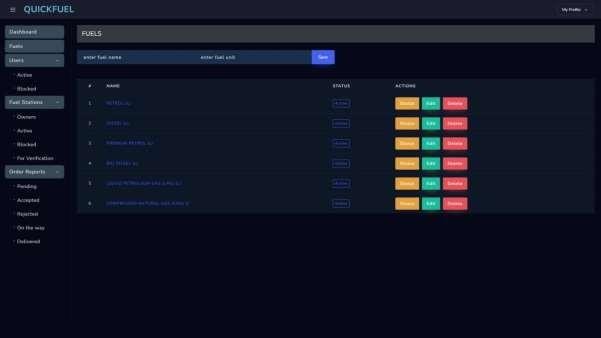
LOGIN



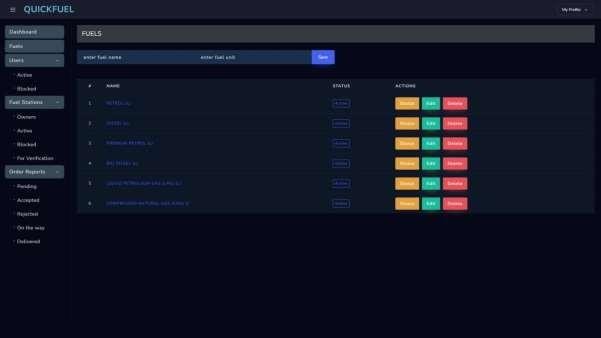
ADMIN HOME PAGE



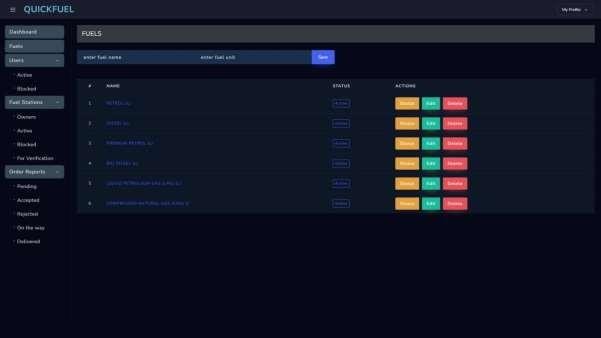
MANAGE FUELS



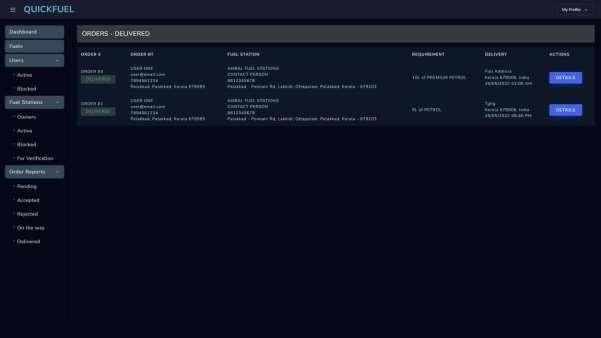
CUSTOMER LIST



FUEL STATION LIST



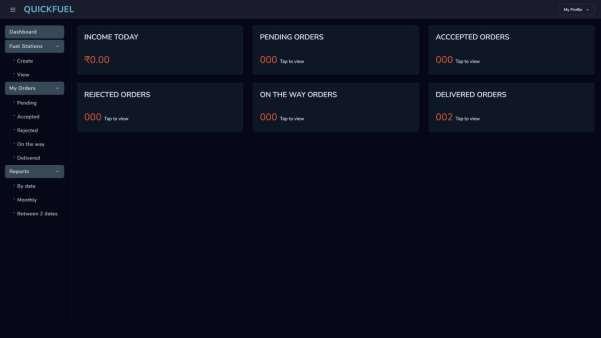
DELIVERY LIST



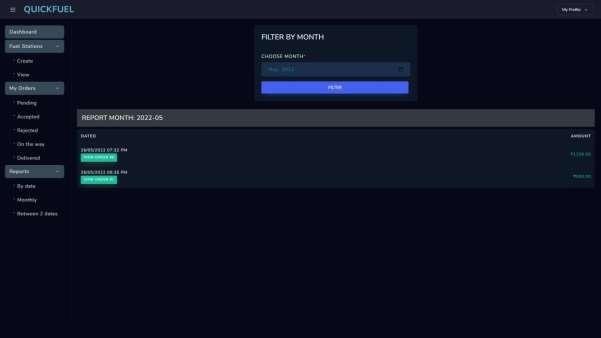
CUSTOMER & FUEL STATION OWNER – REGISTRATION



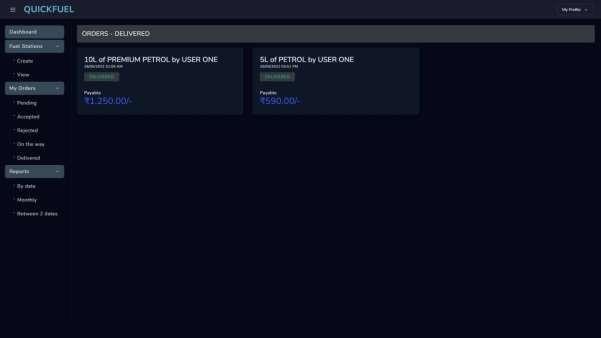
FUELSTATION OWNER DASHBOARD



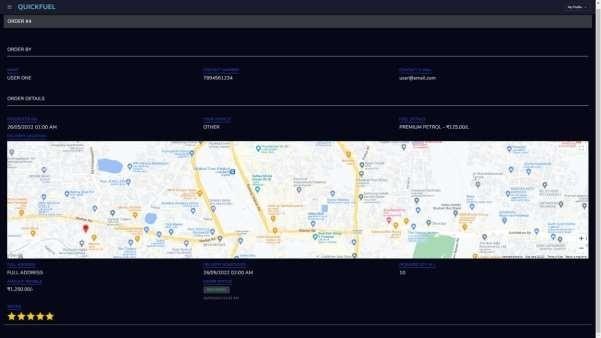
MONTHLY REPORT



DELIVERED LIST



ORDER DETAILS



CUSTOMER DASHBOARD



CUSTOMER PROFILE



CUSTOMER ORDERS



MY VEHICLE



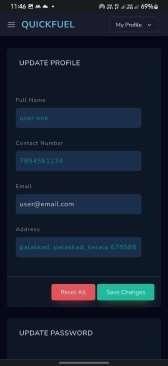
SEARCH FUEL STATION



PLACE ORDER



UPDATE PROFILE

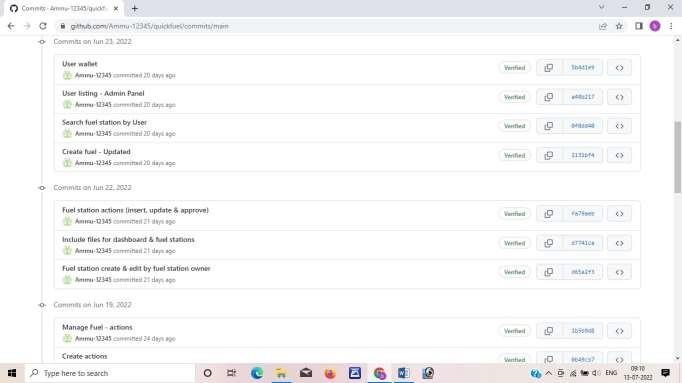
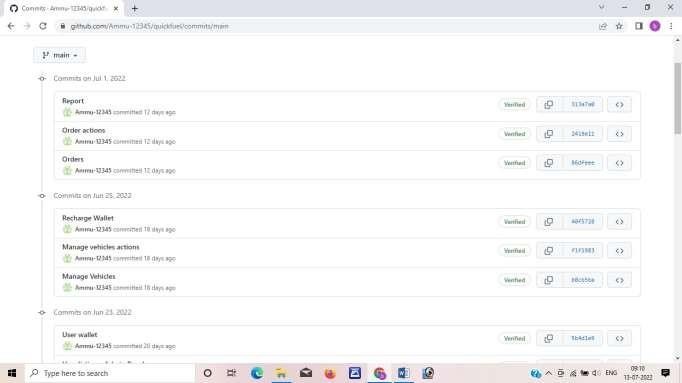


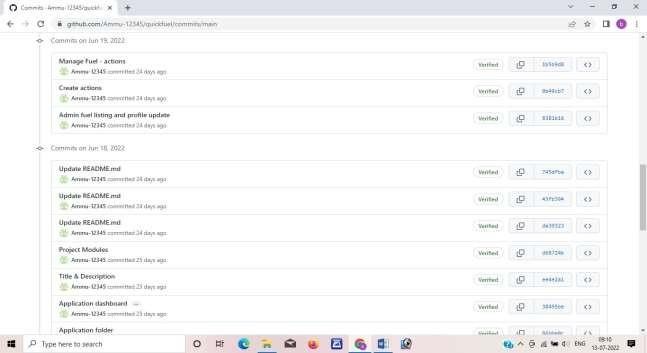
UPDATE PASSWORD

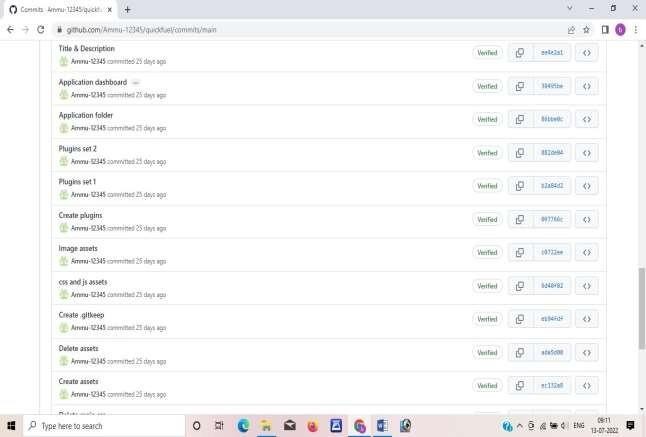


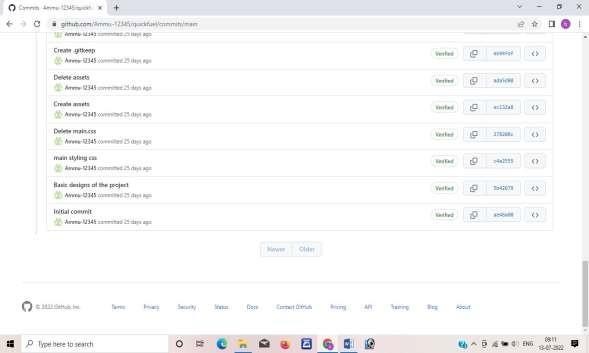
Git History

Commits Graph









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**FUEL DELIVERY ON DEMAND**

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##### ABSTRACT

The Fuel Delivery on Demand application to develop delivery on demand fuel depends on the user order and request. Due to growth of automobiles in market, fuel consumption became more. In existing system, unfortunately because of some reason if vehicle stops due to lack of fuel, it will be very hard for the owner to push the vehicle to the nearest fuel station. In some cases, people go to new location and sometimes they won’t be having any idea of the fuel stations to refuel their vehicles. The proposed system to develop application to deliver the fuel to those who need to refuel vehicles at any location and time. In this application three modules using user, fuel station, admin. Admin can verify Fuel Station details, then it will see user modules. Fuel Station can add their branch information like address, and kind of fuel provide. User can search by locality or station name and book the fuel on online app. Our objective develops using PHP and MySQL as our backend database with responsive application design using HTML, CSS & JavaScript. User can use it as an android app with real-time push notifications.

##### INTRODUCTION

We all know that during the epidemic, online businesses grew and became more important thanever. Online businesses existed before the lockdown, but they were not as popular. It only locksdown when people recognize the benefits of on-demand online services. It is now very commonto bring basic daily necessities like food and medicine to your doorstep. Therefore, this is the best time for companies to supply goods.The Fuel Delivery app is one such service domain. The on-demand fuel business and fuel distribution app development have been raised to serve the community in this segment, and have already proven successful in their first attempts. Until now, such services were only available in the US and London. However, the fuel supply sector is on the verge of disrupting the economy and continues to have a positive impact around the world.The idea of this project came about because online businesses are growing and becoming more important than ever. The major contributions in this project are Designed and developed a system for timely delivery of required.

##### LITERATURE SURVEY

Technology now powers the globe, and with an expanding and innovative universe, people want quick satisfaction. We want everything to be quick, from meals to internet speed to product deliveries to everything else that might possibly be conceivable.

The Fuel Delivery is aware of the rise of urgency, which is mostly there to preserve one's valuable time and, on occasion, to preserve one's finances. Researchers asserted a few years ago that the nation's economy is being disrupted by a lack of infrastructure expansion due to the unavailability of gasoline at manufacturing/production facilities, building sites, and other similar sectors when it is needed. A remedy was required to stop the problems caused by gasoline. The Fuel Delivery addresses the issues of handling fuel safely and effectively.

Fuel is what keeps us moving and what keeps us awake. When it comes to hospitals and other healthcare facilities, every second that the fuel produces electricity is important. Because of the complicated nature of the tasks that hospitals and healthcare organisations engage in, interruptions of even a few seconds can make or break them. Since every second of downtime puts lives in danger and increases the possibility of crucial data being compromised, even a few seconds may

be more than enough to save human lives. Due to the shortages, this data compromise may even cause the employees to suffer because they would be unable to completetheir responsibilities properly or at all.

##### Methodology

Specific system for developing a fuel delivery application for those who need to refuel their vehicles at any place and at any time. The three modules used by the user, the fuel station andthe admin in this application. The admin can check the fuel station details and then it will see the user modules. Branch information such as fuel station address and fuel supply type can be added.

**RESULT ANALYSIS** :

The result after the usage of Fuel delivery application is mentioned here, The data set is collected from various users that are registered in this application

18

16

14

12

10

8

6

july

june May

April

4

2

0

Admin Fuel station User

owner

Admin

fuels

User User wallet

vehicle

##### CONCLUSION

As the on-demand delivery service market is updating and progressing day by day. Our lifestyleis also changing with it. Before having applications for the cab, food, laundry, beauty and some other. Now one more new service is hitting the industry and this is for fuelling your vehicle onrequest, whenever required.On demand fuel delivery services can be very useful for the customers just like so many otherservices like food delivery apps and taxi booking apps. Access to the internet and smartphones have been instrumental in making many on-demand services popular among people. In this situation where fuel prices are increasing day by day, the facility of booking in advance and getting fuel at the same price is very useful. Fuel station owners also benefit greatly from this type of delivery because they can grow their business a little more this way. We developed this application focusing on the customer's struggle to refuel at a gas station. Because most of the time there will be a long queue to refuel.

##### REFERENCE

1. Luis Rivera-González ,David Bolonio and others “Long-Term Forecast of Energy and Fuels Demand Towards a Sustainable Road Transport Sector in Ecuador (2016–2035): ALEAP Model Application” in proceedings of MDPI journals in 2019.
2. Pradeep Agarwal “India's Petroleum Demand: Empirical Estimations and Projections forthe Future” published in IEG university New Delhi in 2012.
3. Brief Introduction to the android application published by google-developer-trainingExplained about android, its features and advantages.
4. <https://developer.android.com/reference/android/webkit/WebView>
5. [https://www.arkasoftwares.com/blog/fuel-delivery-app-development-learn-to-generate-online-](https://www.arkasoftwares.com/blog/fuel-delivery-app-development-learn-to-generate-online-revenue/) [revenue/](https://www.arkasoftwares.com/blog/fuel-delivery-app-development-learn-to-generate-online-revenue/)

https://app-scoop.com/blog/how-to-develop-an-on-demand-fuel-delivery-app