

Green University of Bangladesh

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MealMate

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Lab Project Status		
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Chapter 1

Introduction

1.1 Overview

MealMate is an Android-based donation application designed to minimize food wastage and support underprivileged communities. The application connects donors—such as restaurants, event organizers, and households—with organizations or individuals in need. Apart from food, the app also facilitates the donation of other essential items such as clothes, books, and utensils. By integrating modern technology with social responsibility, MealMate aims to foster sustainable practices and reduce the adverse effects of excessive waste on the environment.

1.2 Motivation

The motivation behind MealMate arises from the growing problem of food wastage in Bangladesh, particularly in urban areas where large events and restaurants generate significant amounts of unused food. Despite this surplus, millions of people still go hungry every day. Additionally, unmanaged waste contributes to environmental pollution and carbon emissions. The absence of a centralized, convenient platform for donating excess food and other essentials further intensifies the problem. MealMate is designed to address these issues by providing a structured system that encourages donations, reduces waste, and helps underprivileged communities.

1.3 Problem Definition

1.3.1 Problem Statement

Despite the availability of surplus food and essential items, there is no effective system in place to bridge the gap between donors and recipients. As a result, valuable resources are wasted, leading to environmental degradation, while underprivileged communities continue to suffer from hunger and lack of basic necessities.

1.3.2 Complex Engineering Problem

Elaborated in below Table:

Table 1.1: Summary of the attributes touched by the mentioned projects

	, ,
Name of the P Attributess	Explain how to address
P1: Depth of knowledge required	Moderate understanding of mobile app development, real-time database management, and cloud integration.
P2: Range of conflicting requirements	Balancing user-friendliness, performance, and data security for smooth operation.
P3: Depth of analysis required	Understanding donation patterns, user behavior, and optimizing location-based allocation.
P4: Familiarity of issues	Awareness of food safety, logistical challenges, and data privacy concerns.
P5: Extent of applicable codes	Implementing secure coding practices, authentication mechanisms, and map-based services.
P6: Extent of stakeholder involvement and conflicting requirements	Addressing needs of donors, recipients, and volunteers while maintaining operational efficiency.
P7: Interdependence	Integrating real-time database, map API, and notification systems for seamless functionality.

1.4 Design Goals/Objectives

The primary objectives of MealMate are:

Ob1: Minimize food wastage by enabling efficient collection and distribution of excess food.

Ob2: Offer a seamless platform for donating other essentials such as clothes, books, and utensils.

Ob3: Promote sustainable consumption practices and encourage a culture of sharing and social responsibility.

Chapter 2

Design/Development/Implementation of the Project

2.1 Introduction

This chapter focuses on the design, architecture, algorithms, and implementation details of the MealMate Android application. The development process follows a structured approach, ensuring usability, performance, and scalability while addressing the problem of food wastage and resource donation.

2.2 Architectural design

MealMate follows a three-tier architecture:

1. Presentation Layer (Front-End)

Developed using Android Studio.

Provides user interface for donors, recipients, and volunteers.

Integrates map API for location selection and real-time navigation.

2. Application Layer (Business Logic)

Handles user authentication, donation requests, and status updates.

Processes donation information and matches donors with recipients based on proximity and availability.

3. Data Layer (Back-End)

Firebase/MongoDB for storing user profiles, donation records, and real-time updates.

Ensures secure data storage with authentication and encryption.

2.3 Generalized Algorithm

- Step 1: User Registration/Login using Firebase Authentication.
- Step 2: Donor lists food or essential items for donation.
- Step 3: App checks recipient requests and matches availability.
- Step 4: Location and pickup/delivery details shared through Map API.
- Step 5: Donation marked as completed once collected by recipient/volunteer.
- Step 6: Database updated and user notified.

2.4 Project Details

MealMate is an Android-based donation application designed to minimize food wastage and support underprivileged communities. It provides a platform where donors can list surplus food, clothes, books, and utensils, while recipients can browse and request available items. The app integrates Firebase for real-time data storage, authentication, and notifications, along with Google Maps API for location tracking and pickup coordination. A Subtractive Filtering Algorithm ensures only valid donations are displayed, while the Reverse Affine Method reallocates unclaimed donations to nearby recipients. MealMate combines technology and social responsibility to promote sustainability and community welfare.

2.5 Procedure

2.5.1 Functional Requirements

- User Authentication: Secure login for donors and recipients.
- Donation Listing: Option to list food, clothes, books, and utensils.
- Real-Time Updates: Notifications for donation acceptance, pickup, and completion.
- Location Services: Map API integration for precise drop-off and collection points.
- Data Storage: Cloud-based database for records and analytics.

2.5.2 Non-Functional Requirements

- Scalability: Ability to handle large user base and data growth.
- Security: Encrypted communication between app and database.
- Performance: Quick response time for database queries and UI interactions.
- Usability: Intuitive design for users with minimal technical knowledge.
- Availability: High uptime with Firebase hosting and database services.

2.5.3 SDLCModel Selection

- The project adopts the Agile Model of Software Development Life Cycle.
- Allows iterative development and quick incorporation of user feedback.
- Facilitates regular updates, testing, and enhancement.
- Ensures faster delivery of core features while improving functionality over time.

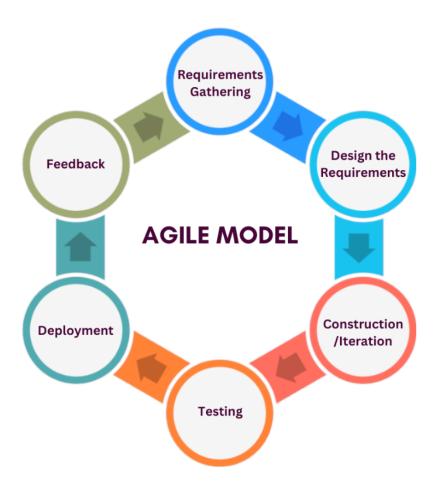


Figure 2.4: Agile Model

.

2.6 Implementation

This Mealmate details the implementation

2.6.4 Code

About

```
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.view.View;
public class About extends AppCompatActivity {
  protected void onCreate(Bundle savedInstanceState) {
      setContentView(R.layout.activity about);
      instagram = findViewById(R.id.instagram);
      facebook = findViewById(R.id.facebook);
      twitter = findViewById(R.id.twitter);
          Intent myWebLink = new Intent(Intent.ACTION VIEW,
          startActivity(myWebLink);
           Intent myWebLink = new Intent(Intent.ACTION_VIEW,
          startActivity(myWebLink);
          Intent myWebLink = new Intent(Intent.ACTION_VIEW,
          startActivity(myWebLink);
```

Contact

```
package com.example.mealmate v2;
import android.widget.Button;
import android.widget.EditText;
public class Contact extends AppCompatActivity {
  protected void onCreate(Bundle savedInstanceState) {
      setContentView(R.layout.activity contact);
      name = findViewById(R.id.name);
      email = findViewById(R.id.email);
      message = findViewById(R.id.message);
      submit = findViewById(R.id.submit);
          String n = name.getText().toString().trim();
          String e = email.getText().toString().trim();
          String m = message.getText().toString().trim();
          if(n.isEmpty() || e.isEmpty() || m.isEmpty()){
  private void sendEmail(String name, String email, String message) {
      Intent intent = new Intent(Intent.ACTION SENDTO);
      intent.putExtra(Intent.EXTRA SUBJECT, subject);
          startActivity(Intent.createChooser(intent, "Send email
via"));
       } catch (android.content.ActivityNotFoundException ex) {
Toast.LENGTH SHORT).show();
```

```
// Clear fields after sending
this.name.setText("");
this.email.setText("");
this.message.setText("");
}
```

Donate

```
import android.content.pm.PackageManager;
import android.widget.Button;
import android.widget.FrameLayout;
import android.widget.Toast;
import androidx.core.app.ActivityCompat;
import com.google.android.gms.location.FusedLocationProviderClient;
import com.google.android.gms.location.LocationServices;
import com.google.android.gms.maps.CameraUpdateFactory;
import com.google.android.gms.maps.GoogleMap;
import com.google.android.gms.maps.SupportMapFragment;
import com.google.android.gms.maps.model.LatLng;
import com.google.android.gms.maps.model.MarkerOptions;
public class Donate extends AppCompatActivity {
  SQLiteHelper dbHelper;
  private GoogleMap mMap;
  protected void onCreate(Bundle savedInstanceState) {
       super.onCreate(savedInstanceState);
      setContentView(R.layout.activity donate);
      donorName = findViewById(R.id.donorname);
       foodItem = findViewById(R.id.fooditem);
      description = findViewById(R.id.description);
```

```
submit = findViewById(R.id.submit);
       dbHelper = new SQLiteHelper(this);
      FrameLayout mapContainer = findViewById(R.id.mapContainer);
      SupportMapFragment mapFragment = (SupportMapFragment)
getSupportFragmentManager()
               .findFragmentById(R.id.mapContainer);
       if (mapFragment == null) {
          mapFragment = SupportMapFragment.newInstance();
           getSupportFragmentManager().beginTransaction()
                   .replace(R.id.mapContainer, mapFragment)
      mapFragment.getMapAsync(googleMap -> {
          mMap.getUiSettings().setZoomControlsEnabled(true);
           if (ContextCompat.checkSelfPermission(this,
Manifest.permission.ACCESS FINE LOCATION)
                   == PackageManager. PERMISSION GRANTED) {
               FusedLocationProviderClient fusedLocationClient =
LocationServices.getFusedLocationProviderClient(this);
fusedLocationClient.getLastLocation().addOnSuccessListener(location ->
                   if (location != null) {
LatLng(location.getLatitude(), location.getLongitude());
mMap.moveCamera(CameraUpdateFactory.newLatLngZoom(userLoc, 15));
               ActivityCompat.requestPermissions(this,
String[]{Manifest.permission.ACCESS FINE LOCATION},
          mMap.setOnMapClickListener(latLng -> {
              mMap.addMarker(new MarkerOptions()
                       .title("Donation Location"));
```

```
submit.setOnClickListener(v -> {
           String name = donorName.getText().toString().trim();
          String item = foodItem.getText().toString().trim();
          String ph = phone.getText().toString().trim();
          String desc = description.getText().toString().trim();
           if (TextUtils.isEmpty(name)) {
           if (TextUtils.isEmpty(item)) {
           if (TextUtils.isEmpty(ph)) {
           if (TextUtils.isEmpty(desc)) {
              Toast.makeText(Donate.this, "Please select a location
desc, selectedLat, selectedLng);
              donorName.setText("");
              phone.setText("");
```

Food Map

```
package com.example.mealmate v2;
import androidx.fragment.app.FragmentActivity;
import com.google.android.gms.maps.CameraUpdateFactory;
import com.google.android.gms.maps.GoogleMap;
import com.google.android.gms.maps.OnMapReadyCallback;
import com.google.android.gms.maps.SupportMapFragment;
import com.google.android.gms.maps.model.BitmapDescriptorFactory;
import com.google.android.gms.maps.model.LatLng;
import com.google.android.gms.maps.model.MarkerOptions;
oublic class FoodMap extends FragmentActivity implements
OnMapReadyCallback {
  private SQLiteHelper dbHelper;
  protected void onCreate(Bundle savedInstanceState) {
       super.onCreate(savedInstanceState);
      setContentView(R.layout.activity food map);
      dbHelper = new SQLiteHelper(this);
      SupportMapFragment mapFragment = (SupportMapFragment)
getSupportFragmentManager()
               .findFragmentById(R.id.google map);
       if (mapFragment != null) {
          mapFragment.getMapAsync(this);
      mMap = googleMap;
      mMap.getUiSettings().setZoomControlsEnabled(true);
      Cursor cursor = dbHelper.getAllDonations();
          while (cursor.moveToNext()) {
cursor.qetString(cursor.getColumnIndexOrThrow(SQLiteHelper.COL DONOR N
AME));
cursor.getString(cursor.getColumnIndexOrThrow(SQLiteHelper.COL FOOD IT
EM));
               String desc =
cursor.getString(cursor.getColumnIndexOrThrow(SQLiteHelper.COL DESCRIP
TION));
cursor.getDouble(cursor.getColumnIndexOrThrow(SQLiteHelper.COL LAT));
cursor.getDouble(cursor.getColumnIndexOrThrow(SQLiteHelper.COL LNG));
```

History

```
import android.database.Cursor;
import android.os.Bundle;
import android.widget.LinearLayout;
import android.widget.TextView;
import android.widget.Toast;
import android.widget.Toast;
import androidx.appcompat.app.AppCompatActivity;
import androidx.cardview.widget.CardView;
import android.content.Context;
import android.view.ViewGroup;

public class History extends AppCompatActivity {
    LinearLayout showData;
    SQLiteHelper dbHelper;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_history);

        showData = findViewById(R.id.showdata);
        dbHelper = new SQLiteHelper(this);
        Context context = this;
```

```
Cursor cursor = dbHelper.getAllDonations();
       if (cursor.getCount() == 0) {
cursor.getString(cursor.getColumnIndexOrThrow(SQLiteHelper.COL_DONOR_N
               String foodItem =
cursor.getString(cursor.getColumnIndexOrThrow(SQLiteHelper.COL FOOD IT
               String description =
cursor.getString(cursor.getColumnIndexOrThrow(SQLiteHelper.COL DESCRIP
TION));
"\n" + description;
               CardView cardView = new CardView(context);
               LinearLayout.LayoutParams cardParams = new
LinearLayout.LayoutParams(
                       LinearLayout.LayoutParams.MATCH PARENT,
                       LinearLayout.LayoutParams.WRAP CONTENT
               cardParams.setMargins(0, 0, 0, 10);
               cardView.setLayoutParams(cardParams);
               cardView.setRadius(12f);
               cardView.setCardElevation(5f);
               cardView.setClickable(true);
               TextView dataText = new TextView(context);
               dataText.setText(dataTextString);
dataText.setTextColor(getResources().getColor(R.color.white));
               dataText.setPadding(20, 20, 20, 20);
               showData.addView(cardView);
       cursor.close();
```

History Adapter

```
import android.view.LayoutInflater;
import android.view.ViewGroup;
import androidx.annotation.NonNull;
import java.util.ArrayList;
public class HistoryAdapter extends
RecyclerView.Adapter<HistoryAdapter.HistoryViewHolder> {
  ArrayList<HistoryItem> list;
  public HistoryViewHolder onCreateViewHolder(@NonNull ViewGroup
parent, int viewType) {
      View v =
LayoutInflater.from(context).inflate(R.layout.item history, parent,
      return new HistoryViewHolder(v);
  public void onBindViewHolder(@NonNull HistoryViewHolder holder, int
position) {
      HistoryItem item = list.get(position);
      holder.type.setText(item.getType());
      holder.description.setText(item.getDescription());
      holder.delete.setOnClickListener(v -> {
```

```
notifyItemRemoved(position);
});
}

@Override
public int getItemCount() {
    return list.size();
}

public static class HistoryViewHolder extends
RecyclerView.ViewHolder {

    TextView name, type, description;
    View delete;

    public HistoryViewHolder(@NonNull View itemView) {
        super(itemView);
        name = itemView.findViewById(R.id.name);
        type = itemView.findViewById(R.id.type);
        description = itemView.findViewById(R.id.description);
        delete = itemView.findViewById(R.id.delete);
}
}
```

History Item

```
package com.example.mealmate_v2;

public class HistoryItem {
    private String name, type, description;

    public HistoryItem(String name, String type, String description) {
        this.name = name;
        this.type = type;
        this.description = description;
    }

    public String getName() { return name; }
    public String getType() { return type; }
    public String getDescription() { return description; }
}
```

Landing Page

```
package com.example.mealmate_v2;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
```

```
import androidx.appcompat.app.AppCompatActivity;
import androidx.cardview.widget.CardView;

public class LandingPage extends AppCompatActivity {

    CardView cardLogin, cardRegister, cardAboutus;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_landingpage);

        cardLogin = findViewById(R.id.cardLogin);
        cardRegister = findViewById(R.id.cardRegister);
        cardAboutus = findViewById(R.id.cardAboutus);

        cardLogin.setOnClickListener(v -> startActivity(new
Intent(LandingPage.this, Logup.class)));
        cardRegister.setOnClickListener(v -> startActivity(new
Intent(LandingPage.this, Signup.class)));

        cardAboutus.setOnClickListener(v -> startActivity(new
Intent(LandingPage.this, About.class)));
    }
}
```

LogUp

```
package com.example.mealmate_v2;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.content.SharedPreferences;
import android.os.Bundle;
import android.text.TextUtils;
import android.widget.*;
public class Logup extends AppCompatActivity {
    EditText mEmail, mPassword;
    Button mLoginBtn;
    TextView mRegister; // for signup page link
    SQLiteHelper dbHelper;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_logup);
        mEmail = findViewById(R.id.email);
        mPassword = findViewById(R.id.password);
        mLoginBtn = findViewById(R.id.login);
```

```
dbHelper = new SQLiteHelper(this);
      mLoginBtn.setOnClickListener(v -> {
           String email = mEmail.getText().toString().trim();
           String password = mPassword.getText().toString().trim();
           if (TextUtils.isEmpty(email)) {
           if (TextUtils.isEmpty(password)) {
               Toast.makeText(Logup.this, "Login Successful",
Toast.LENGTH SHORT).show();
getSharedPreferences("LoginPrefs", MODE PRIVATE);
               editor.apply();
               startActivity(new Intent(Logup.this,
MainActivity.class));
              Toast.makeText(Logup.this, "Invalid Email or Password",
          Intent intent = new Intent(Logup.this, Signup.class); // <-</pre>
          startActivity(intent);
```

MainActivity

```
package com.example.mealmate_v2;
import android.content.Intent;
```

```
mport android.content.SharedPreferences;
import androidx.appcompat.app.AppCompatActivity;
import androidx.cardview.widget.CardView;
public class MainActivity extends AppCompatActivity {
  protected void onCreate(Bundle savedInstanceState) {
      super.onCreate(savedInstanceState);
      setContentView(R.layout.activity main);
      donate = findViewById(R.id.cardDonate);
      receive = findViewById(R.id.cardReceive);
      logout = findViewById(R.id.cardLogout);
      foodmap = findViewById(R.id.cardFoodmap);
      mypin = findViewById(R.id.cardMyPin);
      about = findViewById(R.id.cardAboutus);
      contact = findViewById(R.id.cardContact);
      SharedPreferences prefs = getSharedPreferences("LoginPrefs",
MODE PRIVATE);
      boolean isLoggedIn = prefs.getBoolean("isLoggedIn", false);
      if (!isLoggedIn) {
           Intent intent = new Intent(MainActivity.this, Logup.class);
          intent.addFlags(Intent.FLAG ACTIVITY CLEAR TOP |
          startActivity(intent);
      donate.setOnClickListener(v -> startActivity(new
Intent(getApplicationContext(), Donate.class()));
      receive.setOnClickListener(v -> startActivity(new
Intent(getApplicationContext(), Receive.class)));
      foodmap.setOnClickListener(v -> startActivity(new
Intent(getApplicationContext(), FoodMap.class)));
      about.setOnClickListener(v -> startActivity(new
Intent(getApplicationContext(), About.class)));
      mypin.setOnClickListener(v -> startActivity(new
Intent(getApplicationContext(), MyPin.class)));
      history.setOnClickListener(v -> startActivity(new
Intent(getApplicationContext(), UserdataActivity.class()));
```

```
contact.setOnClickListener(v -> startActivity(new
Intent(getApplicationContext(), Contact.class)));

// ------ LOGOUT ------
logout.setOnClickListener(v -> {
    SharedPreferences.Editor editor = prefs.edit();
    editor.putBoolean("isLoggedIn", false);
    editor.apply();

    Intent intent = new Intent(MainActivity.this, Logup.class);
    intent.addFlags(Intent.FLAG_ACTIVITY_CLEAR_TOP |
Intent.FLAG_ACTIVITY_CLEAR_TASK | Intent.FLAG_ACTIVITY_NEW_TASK);
    startActivity(intent);
    });
}
```

MyPin

```
package com.example.mealmate v2;
import android.content.pm.PackageManager;
import androidx.core.app.ActivityCompat;
import com.google.android.gms.location.FusedLocationProviderClient;
import com.google.android.gms.location.LocationServices;
import com.google.android.gms.maps.CameraUpdateFactory;
import com.google.android.gms.maps.GoogleMap;
import com.google.android.gms.maps.OnMapReadyCallback;
import com.google.android.gms.maps.SupportMapFragment;
import com.google.android.gms.maps.model.LatLng;
import com.google.android.gms.maps.model.MarkerOptions;
import com.google.android.gms.tasks.OnSuccessListener;
OnMapReadyCallback {
  private FusedLocationProviderClient fusedLocationClient;
  protected void onCreate(Bundle savedInstanceState) {
       setContentView(R.layout.activity my pin);
LocationServices.getFusedLocationProviderClient(this);
```

```
SupportMapFragment mapFragment = (SupportMapFragment)
getSupportFragmentManager()
               .findFragmentById(R.id.google map);
       if(mapFragment != null) {
          mapFragment.getMapAsync(this);
  public void onMapReady(GoogleMap googleMap) {
      if (ActivityCompat.checkSelfPermission(this,
Manifest.permission.ACCESS FINE LOCATION) !=
PackageManager. PERMISSION GRANTED
               && ActivityCompat.checkSelfPermission(this,
Manifest.permission.ACCESS COARSE LOCATION) !=
PackageManager. PERMISSION GRANTED) {
          ActivityCompat.requestPermissions(this, new
String[]{Manifest.permission.ACCESS_FINE_LOCATION},
      mMap.setMyLocationEnabled(true); // show blue dot
               LatLng userLocation = new LatLng(location.getLatitude(),
location.getLongitude());
              mMap.addMarker(new
MarkerOptions().position(userLocation).title("You are here"));
mMap.moveCamera(CameraUpdateFactory.newLatLngZoom(userLocation, 15f));
  public void onRequestPermissionsResult(int requestCode, @NonNull
String[] permissions, @NonNull int[] grantResults) {
       super.onRequestPermissionsResult(requestCode, permissions,
grantResults);
grantResults.length > 0 && grantResults[0] ==
PackageManager. PERMISSION GRANTED) {
          onMapReady(mMap); // permission granted, reload map
```

Receive

```
import android.widget.EditText;
import android.widget.Toast;
import com.google.android.gms.maps.CameraUpdateFactory;
import com.google.android.gms.maps.GoogleMap;
import com.google.android.gms.maps.OnMapReadyCallback;
import com.google.android.gms.maps.SupportMapFragment;
import com.google.android.gms.maps.model.BitmapDescriptorFactory;
import com.google.android.gms.maps.model.LatLng;
import com.google.android.gms.maps.model.Marker;
OnMapReadyCallback {
  private SQLiteHelper dbHelper;
  protected void onCreate(Bundle savedInstanceState) {
       super.onCreate(savedInstanceState);
      setContentView(R.layout.activity receive);
       receiverName = findViewById(R.id.receivername);
      description = findViewById(R.id.description);
      dbHelper = new SQLiteHelper(this);
      SupportMapFragment mapFragment = (SupportMapFragment)
getSupportFragmentManager()
               .findFragmentById(R.id.mapContainer);
       if (mapFragment != null) {
          mapFragment.getMapAsync(this);
       submit.setOnClickListener(v -> {
          String name = receiverName.getText().toString().trim();
          String desc = description.getText().toString().trim();
          if (name.isEmpty() || desc.isEmpty()) {
```

```
Toast.makeText(this, "Enter all fields",
Toast.LENGTH SHORT).show();
map", Toast.LENGTH SHORT).show();
          if (inserted) {
              description.setText("");
              selectedLocation = null;
                  selectedMarker.remove();
  public void onMapReady(GoogleMap googleMap) {
      LatLng dhaka = new LatLng(23.8103, 90.4125);
      mMap.moveCamera(CameraUpdateFactory.newLatLngZoom(dhaka, 12));
      mMap.setOnMapClickListener(latLng -> {
```

SignUp

```
package com.example.mealmate v2;
import androidx.appcompat.app.AppCompatActivity;
import android.widget.*;
public class Signup extends AppCompatActivity {
  protected void onCreate(Bundle savedInstanceState) {
      setContentView(R.layout.activity signup);
      mFullName = findViewById(R.id.name);
      mEmail = findViewById(R.id.email);
      mPassword = findViewById(R.id.password);
      mPhone = findViewById(R.id.phone);
      mLoginBtn = findViewById(R.id.login);
      dbHelper = new SQLiteHelper(this);
```

```
String name = mFullName.getText().toString().trim();
               String email = mEmail.getText().toString().trim();
               String password = mPassword.getText().toString().trim();
               String phone = mPhone.getText().toString().trim();
               if (TextUtils.isEmpty(name)) {
               if (TextUtils.isEmpty(email)) {
               if (TextUtils.isEmpty(password)) {
               if (password.length() < 6) {</pre>
phone, password);
               if (inserted) {
                   startActivity(new Intent(Signup.this,
MainActivity.class));
                   finish();
Toast.LENGTH SHORT).show();
      mLoginBtn.setOnClickListener(v -> {
           startActivity(new Intent(Signup.this, Logup.class));
```

SQLLite Helper

```
package com.example.mealmate_v2;
import android.content.ContentValues;
import android.content.Context;
import android.database.Cursor;
```

```
import android.database.sqlite.SQLiteDatabase;
import android.database.sqlite.SQLiteOpenHelper;
public class SQLiteHelper extends SQLiteOpenHelper {
  public static final String TABLE USERS = "users";
  public static final String COL USER ID = "id";
  public static final String COL USER NAME = "name";
  public static final String COL USER PHONE = "phone";
  public static final String COL USER PASSWORD = "password";
  public static final String TABLE DONATIONS = "donations";
  public static final String COL DONATION ID = "id";
  public static final String COL DONOR NAME = "donor name";
  public static final String COL FOOD ITEM = "food item";
  public static final String COL DONOR PHONE = "donor phone";
  public static final String COL DESCRIPTION = "description";
  public static final String COL LAT = "latitude"; // New column
  public static final String COL LNG = "longitude"; // New column
      super(context, DATABASE NAME, null, DATABASE VERSION);
  public void onCreate(SQLiteDatabase db) {
      db.execSQL("CREATE TABLE " + TABLE USERS + " (" +
      db.execSQL("CREATE TABLE " + TABLE_DONATIONS + " (" +
  public void onUpgrade (SQLiteDatabase db, int oldVersion, int
newVersion) {
```

```
db.execSQL("DROP TABLE IF EXISTS " + TABLE USERS);
      db.execSQL("DROP TABLE IF EXISTS " + TABLE DONATIONS);
      onCreate(db);
String password) {
      SQLiteDatabase db = this.getWritableDatabase();
      ContentValues values = new ContentValues();
      values.put(COL USER EMAIL, email);
      values.put(COL USER PASSWORD, password);
      } catch (Exception e) {
      SQLiteDatabase db = this.getReadableDatabase();
COL USER PASSWORD + "=?",
              new String[]{email, password});
      cursor.close();
      return exists;
  public boolean insertDonation (String donorName, String foodItem,
String phone, String description, double lat, double lng) {
      SQLiteDatabase db = this.getWritableDatabase();
      ContentValues values = new ContentValues();
      values.put(COL DONOR NAME, donorName);
      values.put(COL DONOR PHONE, phone);
      values.put(COL LAT, lat); // save latitude
      SQLiteDatabase db = this.getReadableDatabase();
```

UserDataActivity

```
package com.example.mealmate v2;
import android.database.Cursor;
import androidx.recyclerview.widget.LinearLayoutManager;
import androidx.recyclerview.widget.RecyclerView;
import java.util.ArrayList;
public class UserdataActivity extends AppCompatActivity {
  RecyclerView recView;
  HistoryAdapter adapter;
  SQLiteHelper dbHelper;
  protected void onCreate(Bundle savedInstanceState) {
      super.onCreate(savedInstanceState);
      setContentView(R.layout.userdata);
      recView = findViewById(R.id.rec view);
      recView.setLayoutManager(new LinearLayoutManager(this));
      dbHelper = new SQLiteHelper(this);
cursor.getString(cursor.getColumnIndexOrThrow(SQLiteHelper.COL DONOR N
AME));
               String foodItem =
cursor.getString(cursor.getColumnIndexOrThrow(SQLiteHelper.COL FOOD IT
               String description =
cursor.getString(cursor.getColumnIndexOrThrow(SQLiteHelper.COL DESCRIP
description));
      adapter = new HistoryAdapter(this, itemList);
      recView.setAdapter(adapter);
```

Chapter 3

Performance Evaluation

3.1 Simulation Environment/ Simulation Procedure

In this section, we delve into the intricacies of the experimental setup and procedures employed to simulate outcomes effectively

3.1.1 Environment Configuration

The MealMate application was developed and tested on Android Studio with an emulator running Android 12. The backend services were hosted on Firebase, providing authentication, database storage, and real-time synchronization. Google Maps API was integrated to enable location-based services. Performance testing was conducted using both emulator and real Android devices to ensure compatibility, responsiveness, and scalability across various screen sizes and network conditions.

3.1.2 User Scenarios

Testinginvolved multiple real-world user scenarios, such as:

- 1. A donor listing food items after an event.
- 2. A recipient browsing nearby donations and requesting pickup.
- 3. The system reallocating unclaimed donations to other recipients using the Reverse Affine Method.
- 4. Removal of expired or already-claimed donations through the Subtractive Filtering Algorithm.
- 5. These scenarios ensured that core features functioned seamlessly under normal and edge-case conditions.

3.2 Results Analysis/Testing

2.6.4 Output

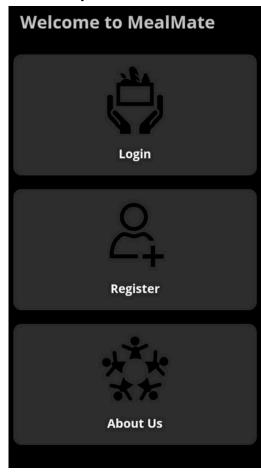


Figure 1.0: Welcome Page

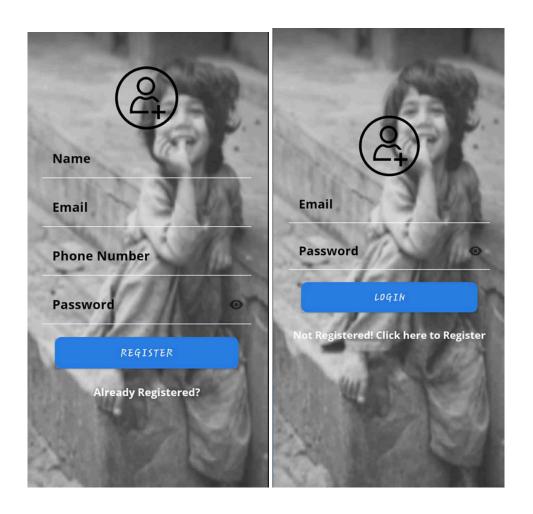


Figure 1.2: Login & Registration

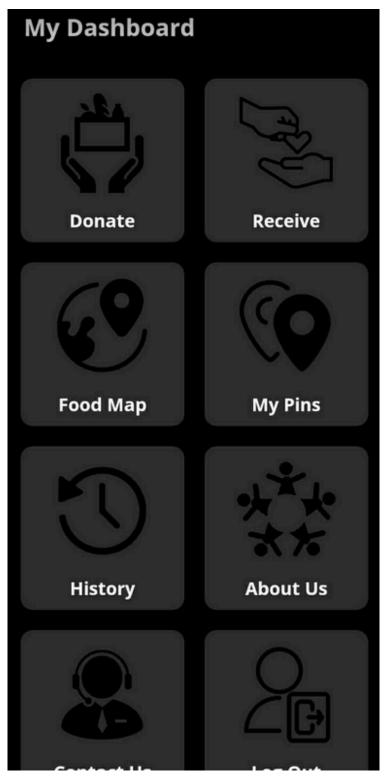


Figure 1.3: Dashboard

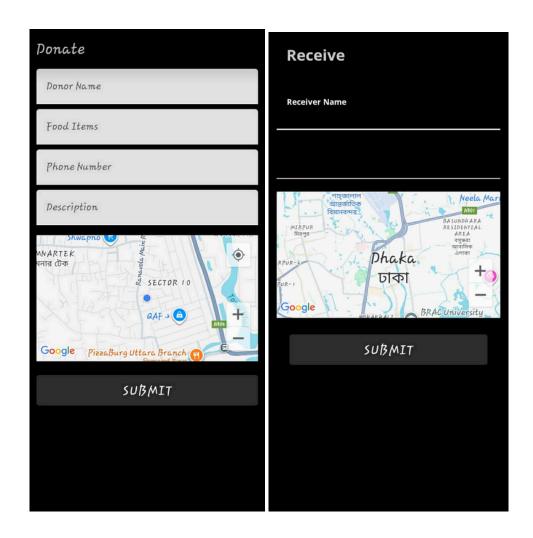


Figure 1.4: Donation and Receive.

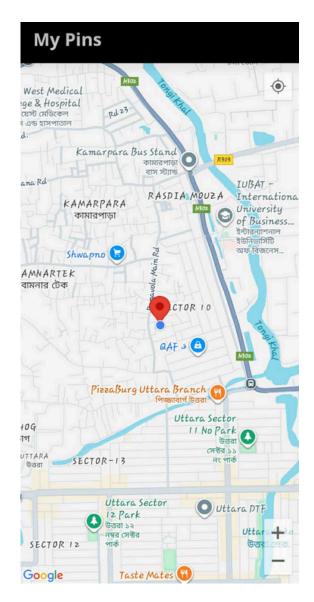


Figure 1.5: My and Food Location

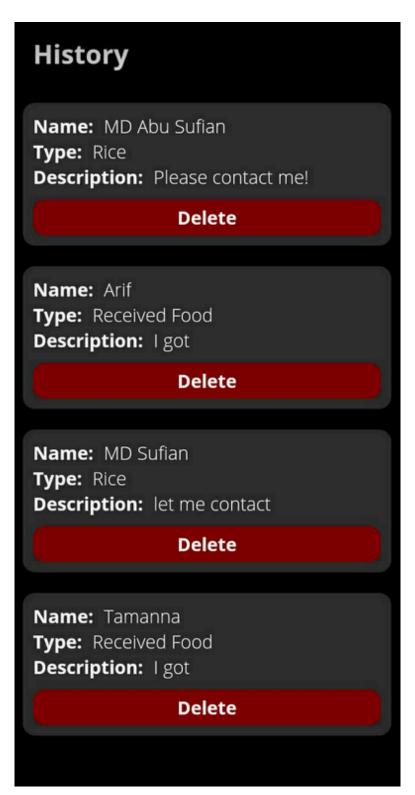


Figure 1.6: Meal History

3.3 Results Overall Discussion

Testing confirmed that MealMate performs efficiently across different use cases. The Subtractive Filtering Algorithm effectively maintained a clean and accurate donation list, while the Reverse Affine Method ensured optimal reallocation of resources. The system handled concurrent users without noticeable lag, maintained real-time synchronization, and provided a user-friendly experience. These results demonstrate the feasibility of using MealMate as a scalable and reliable platform for donation management.

Chapter 4

Conclusion

4.1 Discussion

MealMate addresses a pressing issue in Bangladesh—food wastage amidst widespread poverty—by creating a technological bridge between donors and recipients. The app successfully integrates real-time database management, location-based services, and efficient filtering/reallocation algorithms to minimize waste and maximize social impact.

4.2 Limitations

Despite its promising performance, the project has certain limitations:

- Limited to Android users; iOS support is yet to be developed.
- Relies heavily on internet connectivity for real-time updates.
- Volunteer-based delivery system not yet automated.
- Does not include AI-based prediction for demand and supply optimization.

4.3 Scope of Future Work

Future development of MealMate will focus on enhancing its usability, scalability, and overall impact. Planned improvements include creating an iOS version to extend accessibility beyond Android users and integrating Al-based analytics to predict donation demand and optimize resource distribution. Additional features, such as a reputation and rating system for donors, recipients, and volunteers, will improve reliability and accountability. Expanding partnerships with NGOs, charities, and government organizations will further strengthen the donation network. Moreover, introducing offline functionality and automated logistics support can make the app more versatile in regions with limited internet connectivity.