

FYP - Final Report

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1 **CHAPTER 1**

INTRODUCTION

1.1. OVERVIEW

This project has been taken by experiencing the difficulties faced by the people while searching for the needy peoples. A lot of people who are willing to help the needy people are unable to distinguish them which is the main problem. Also, some needy people need help, but they do not know what to do and who to contact. If we talk only about Karachi there are a lot of people who need help, be it financial or any other form, but they are being a common man, so their voice is not raised to the concerned authorities.

1.2. OBJECTIVE

Some of the issues faced by the public are:

- To decide which person is needier.
- Waiting for the right person to donate.
- Have doubts whether the donated item is handed over to the right person or not.

Our application LET'S SERVE HUMANITY is creating a medium between the needy people and the ones who are willing to donate. If the project becomes successful, our goal to serve humanity will be fulfilled.

1.3. PROBLEM STATEMENT

Wherever we see if any problem is highlighted through social media it catches everyone's attention and the problem is solved. But many other problems are not highlighted, there are a lot of people who want to help others. But they do not get the platform from where they can help others. It is not only about money, but more than that. It can be helping a student financially in studies, providing clothes, or blood. People sometimes only help the people who are from their community only and are not willing

to help others want to build an application that can be used by everyone and not only a community, cast, religion. There will be no discrimination against any sect.

1.4. PROJECT SCOPE

Some applications are running around but again if an application already exists does not mean that it is perfect, nothing is perfect. There are some flaws that we identified in those applications that are:

- Some applications only had a list of categories with no detail of cases.
- While some applications had the cases but no progress of how things are going and what is the result in the end.

We have three categories for people to donate these are Donation, Sadaqat, and Zakat. We of course will utilize the donation based on their categories while keeping in mind our religious beliefs. There are certain elements that we will look upon our priority will be solely based upon the seasons. Most of the cases related to fees of the students come around 2 times of the year, Spring and Fall. So, at this time our focus will be on gathering students' fees and helping them in their studies. Most of the weddings take place 2 times a year, June-July, and Nov-Dec season. In these 2 seasons, our priority will be to look after the wedding expenses of people who cannot afford it. If we mentioned the priority it does not mean that at this time we will not look after any other cases in this duration. We will take care of all cases but first, our focus is on completing the high priority cases.

1.5. INTENDED AUDIENCE AND READING SUGGESTIONS

This project targets all the audience that includes both males and females that finds it difficult to arrange money for weddings, for school fees, with the age of above 15. And they should have a facility of internet available.

- Donors (who will donate the money through this application)
- Needy People (Those people who need help)
- The management team of LSH/Admin (who can give and update the details of the cases daily)

1.6. REFERENCES

This document is written by group members only as the idea of the project is original so there was no need to add a reference to other authors or publishers.

CHAPTER 2

LITERATURE REVIEW

There has been an increase in people begging around the city for a few years. We tend to see many street beggars stopping people around and asking for help daily. On the other hand, they also went door to door holding prescriptions and medical reports in their hands and even carry patients with them.

The beggar mafia has now become one of the major problems. If we stop at a traffic signal for some time, we can see one or few street beggars (most of the time it is a woman carrying an infant or a disabled child) who begs and asks for help. People here often get confused as to whether if they are going to give zakat or any other donations to someone really in need or not. So, to help such people in making sure, that their donations are not going into the hands of those begging and receiving donations as a part of their business (mafia), this mobile application will be anonymous, it will not disclose the name of the user who wants help, and the one who will be helping him.

CHAPTER 3

TOOLS & TECHNOLOGIES

- Visual Studio
- React Native (Frontend)
- Angular JS (Admin)
- Node.js (Backend)
- MongoDB (NoSQL Database)
- Stripe (Payment Gateway)

3.1. VISUAL STUDIO

It is used for the development of computer projects and programs, mobile applications, web applications, single-page applications. The software uses various languages like C++, C++/CLI, and Visual Basic .NET, C#, and F #, JavaScript, Typescript, XML, XSLT, HTML and CSS.

3.2. REACT NATIVE

It is an open-source framework developed by Facebook and it is used for designing and developing mobile applications and web applications of Android, IOS, Web applications, etc.

3.3. ANGULAR JS

It is a front-end framework designed and controlled by Google. It provides a framework for Model View Controller and Model View, View Model frameworks. It is used in MEAN Stack, which consists of Mongo DB framework, Express, and Node js Server.

3.4. NODE JS

It is an open-source backend cross-platform framework used for server-side scripting. It is more used by real-time web applications for server and client-side.

3.5. MONGO DB

Mongo DB is a no SQL database. Mongo DB uses JSON documents. It is more common with real-time web and mobile applications as the requirements are not still and keeps changing. Mongo DB provides updating and flexibility in designing the database.

3.6. STRIPE

Stripe is a payment gateway used for accepting payments, testing APIs, mostly related to eCommerce web and mobile applications.

CHAPTER 4

OVERALL DESCRIPTION

4.1. PRODUCT PERSPECTIVE

This mobile application can be used by all the registered users, such that it is creating a medium between the needy people and the ones who are willing to donate and the management staff of the LSH team. Registered Users can upload a case according to its needs by filling in the required details and others can donate by select the payment methods and case. Data will be stored in a database from where the management team of Let's Serve Humanity will use the database to add, modify, and delete data.

4.2. PRODUCT FEATURES

4.2.1 FOR DONORS:

- Donors need to create their accounts if they want to use the application for donations.
- Donors can find the cases on the front page based on the priority.
- Donors can review the amount given for any case.
- Donors can donate in more than one category and cases also.
- Donors can also select the category in which they have to donate their money.
- Donors can contact the management team and give feedback on the application.
- Donors can see the target amount, collected amount, and the time duration of the case.

4.2.2 NEEDY PEOPLE:

- Needy people need to create their accounts if they want to upload a case.
- Needy people can post a case according to their needs.
- Needy people will fill a form that includes the details about the case.
- Needy people can contact the management team of LSH using the application.

- The management team can give guidance if needy people find any difficulty.

4.2.3 THE MANAGEMENT TEAM OF LSH:

- The management team will receive the form filled by needy people.
- The management team can track the status of a case and keep updating it.
- The management team can verify the case and decide to approve or reject the case.
- The management team can arrange the cases based on their priority on the home screen.
- The management team can verify the cases of needy people before approving or rejecting any case and only the approved cases appear on the home screen.
- The management team can record donors and donate to each case.

4.3. USER CLASSES AND CHARACTERISTICS

Two types of users will be using this system. One is donors and the other one is needy people. Both donors and needy people will use this mobile application. Donors can use this application to see the details of any case and to donate money for it also will be able to donate casually. The Needy People can use this application to give the details of its needs so that donors can see it and help those who are in need.

4.4. OPERATING ENVIRONMENT

This system is operating on the web portal. This system will interact with the server and the database. The server operates on a windows 10 operating system with 40 GB ram and 100 TB storage. The data is stored using Mongo DB (database).

4.5. DESIGN AND IMPLEMENTATION CONSTRAINTS

- There can be various constraints for both mobile applicants and web users.
- Mobile applicants can face application malfunctions depending on their mobile type since this app requires internet or Wi-Fi connection, many people might not have this facility, the internet is not always or everywhere available, this might limit its effectiveness.

- Web-users might also face the problem. Internet downfall can cause my progress to slack.
- Not all systems are well built, some are of new technology while some are still old, the old systems have a slow response time.

4.6. USER DOCUMENTATION

The mobile application will facilitate the client's side by side when they will be performing actions. They will be trained by tutorials that will help them operate the system.

4.7. ASSUMPTIONS AND DEPENDENCIES

The application will provide 24hr details to the donors and the management of LSH if the internet is available. The product will always be used on mobile phones that have enough hardware resources available. A mobile application can face application malfunctions depending on their mobile type since the app requires the internet and it may not be available every time. Internet downfall can cause my progress to slack. Not all systems are well built; some are of new technology while the same is still old, the old systems have a slow response time. Application is dependent on ISP's to work properly, for proper communication between components of the system and between systems themselves. Another assumption for users is that the product will always be used on mobile phones that have enough performance. If the phone does not have enough hardware resources available for the application, for example, the users might have allocated them with other applications, there may be scenarios where the application does not work as intended or even at all.

4.8. SYSTEM FEATURES

4.8.1. SYSTEM FEATURES

The front of the mobile application contains approved cases.

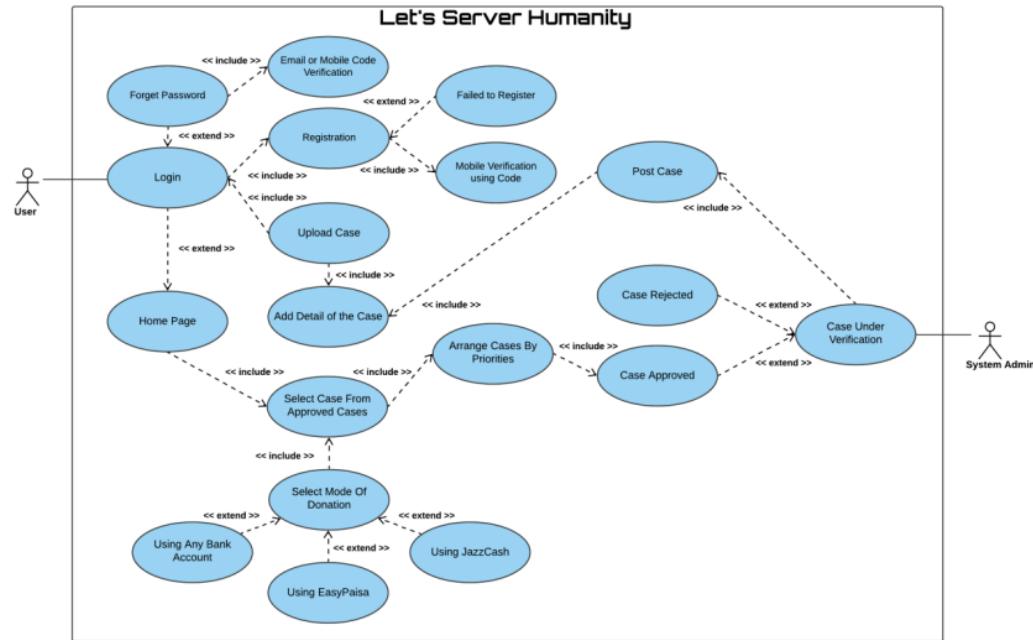
- The front page of the mobile application which is the home page contains all the current cases which are arranged priority-wise, which is, of course, the time factor, the priority will keep on changing according to the cases and seasons.
- The home page consists of all the approved cases.
- Clicking on any case will give the detail of the case.
- Payment options (easy paisa, jazz cash, bank transfer)
- On the home page, there is an option of casual donation for the donor.
- There shall be a login system for users.
- Backend for admin: It is required for verification or update cases etc.

4.8.2. FUNCTIONAL REQUIREMENTS

- The donor shall be able to check the status of the cases online.
- The donor shall be able to select the categories for donation.
- The donor shall be able to review its charity given for a case.
- Needy People shall be able to post their cases through the application.
- The management team of LSH shall be able to update the cases frequently.
- The system shall be able to allow the donor/needy people to contact the management in case of difficulty.
- The management team of LSH shall be able to have a close check of cases under their supervision.
- The system shall be able to notify the management team if any malfunction occurs or any mishaps happens.
- The management team shall be able to have a close look at the system to avoid any interruptions from unauthorized users.
- The system shall be able to notify the management team when the amount required for a case is achieved.

- The system shall be able to provide ease to both, donors, and needy people to get the work done efficiently and effectively.
- The system shall be able to prevent any disruption from an external entity.
- The needy people shall be able to fill requirements form to post a case.
- The system shall be able to notify the donor if he has donated for any case.

4.9. USE CASE DIAGRAM



4.9.1 USE CASE: SEE DETAILS

Description	The donor and management team can see details of the cases given by the needy person.
Preconditions	Needy Condition should enter its requirements.
Data	A needy person can fill the requirements on the form given by the admin.
Stimulus	A needy person clicks on submit after filling the requirement in the form.
Response	Admin will first verify the details and then display them on the application if verified.
Flow of event	<ul style="list-style-type: none">• Open mobile application• The user will log in to the system.• A needy person enters the requirements on the upload case page.• Admin will verify the requirements and display them on the approved case page.• Donors can see the details of the cases.
Postcondition	Donors can donate money by selecting a case.
Comment	Needy Persons must enter the correct requirement according to their needs because it will first be verified by the management team.

4.9.2 USE CASE: DONATE

Description	As the cases on the home page are shown, users can see the details of the cases and then donate for them.
Preconditions	Donors first need to be registered and logged in to the system.
Data	Donors can donate casually and should first select the case and then fill in the required details (Credit card number, CNIC number, etc.)
Stimulus	Donor clicks on donating after filling requirements in the payment details to proceed with the payment.
Response	The details will be verified first and then the donor will get a message of successful payment done.
Flow of event	<ul style="list-style-type: none">• Open mobile application• The donor will log in to the system.• The donor can casually donate by clicking the above donate button or will select a case from the home page and then donate by entering their details.• The details will be verified first and then the donor will receive a message of payment done successfully if verified.• Donors can see the donation which is collected for the case.
Postcondition	After the payment donors will be notified if the case is complete or still payment required if the target is not complete.
Comment	Donors must enter correct information because it will first be verified by the easy paisa, jazz cash, or any bank.

4.10 EXTERNAL INTERFACE REQUIREMENTS

4.10.1 USER INTERFACES

At first, the login page will be visible to both the donor and needy people. As soon as they log in to the application the cases page will appear on the screen. The status of running cases will be shown on the screen. Users can donate, add new cases, can view the projects of the LSH team, can get to know the history of LSH.

4.10.2 HARDWARE INTERFACES

Mobile phones are used to run specific applications and computers interact with application servers.

4.10.3 SOFTWARE INTERFACES

The mobile application communicates with the application servers to get information from the database to get the information about the usage. The communication between the database and the mobile application consists of operations concerning both reading and modifying the data.

4.10.4 COMMUNICATIONS INTERFACES

The communication between the different parts of the system is important since they depend on each other. However, in what way the communication is achieved is not important for the system and is therefore handled by the underlying operating systems for the mobile application.

4.11. NON-FUNCTIONAL REQUIREMENTS

4.11.1 USABILITY REQUIREMENTS

Both the management team and the donors can use this system to monitor but a donor cannot make changes in the system.

4.11.2. SECURITY REQUIREMENTS

The login and password of the user are required to login into the application. The data of donor/needy people is visible only to the donor/needy people and not to anyone else, in case of data being delivered to an unauthorized user, the donor/needy people will be notified.

4.11.3. EXTERNAL REQUIREMENTS

Those who have signed into the system will receive details, any outsider will not be permitted to access the system.

4.11.4. PERFORMANCE REQUIREMENTS

Those who have signed into the system will receive details, any outsider will not be permitted to access the system.

4.11.5. ORGANIZATIONAL REQUIREMENTS

The system should follow all the organizational norms, any functionality other than organizational norm should not be included in the system. The system should authorize specific users with limited access as it will be against organization culture to give access to personal records of donors and needy people.

4.11.6. OPERATIONAL REQUIREMENTS

The system is capable of handling 100 requests at a time means at one time the system is capable to perform either data entries or retrievals. Requests more than one thousand will be placed in the queue so that as soon as one user closes its operation other can continue with his own.

4.11.7. DEVELOPMENT REQUIREMENTS

Systems and subsystems should be developed using specific development tools and methods. Development methods other than specified ones cannot be used.

4.11.8. ETHICAL REQUIREMENTS

The system is well protected, it allows the needy people and donors to login and password to either see data or to access data. There are certain changes that you cannot make without certain authorizations.

4.11.9. REGULATORY REQUIREMENTS

The system obeys the laws of regulatory bodies and every functionality provided in systems does not exceed the limits and boundaries that are not specified by regulatory bodies.

4.11.10 SOFTWARE QUALITY ATTRIBUTES

The system is capable of handling 100 requests at a time means at one time the system is capable to perform either data entries or retrievals. Requests more than one thousand will be placed in the queue so that as soon as one user closes its operation other can continue with his own.

4.12 OPERATIONAL REQUIREMENTS

4.12.1 PERFORMANCE REQUIREMENTS

If at most 100,000 people logins into the application it will not affect its performance.

4.12.2 SAFETY REQUIREMENTS

The users can enter their correct information without any fear as their no such change of any system hack or anything like that in this application.

4.12.3 SECURITY REQUIREMENTS

Only the users that are registered through this app can only log in to the system nonregistered users have to register first to see what is inside the system. The system is protected from viruses.

4.12.4 TESTABILITY REQUIREMENTS

The system is easy to test it can also be divided into different modules so that it is easier for testing.

4.13 OTHER REQUIREMENTS

4.13.1 AVAILABILITY

The system shall be available 97% in a year and will be shut down for at least 4 hours on Sunday morning from 6 am to 9 am twice a year.

4.13.2 INSATIABILITY

The system shall be taken a minimum of 2 minutes on installation while the time is dependent on how fast the device will work. The maximum time taken would be 5 minutes for any amateur user.

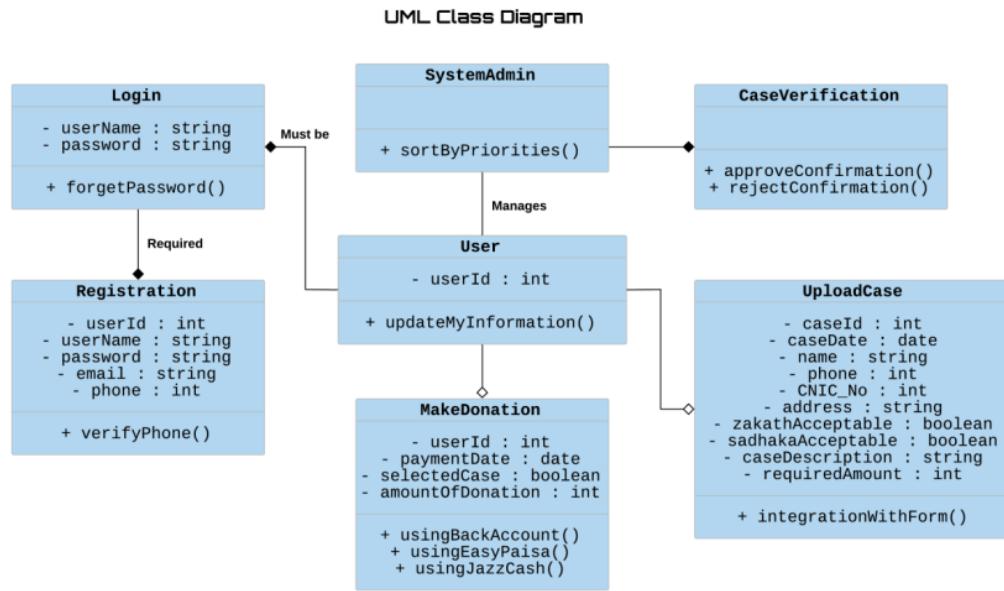
4.13.3 INTEGRITY

The Bridge of information between the donor and LSH team is based on encryption so that no other person can overwrite them.

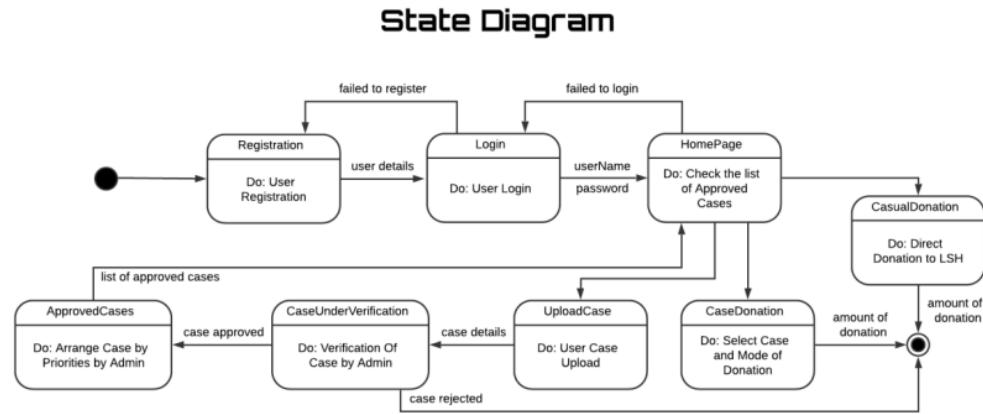
CHAPTER 5

SYSTEM DESIGN

5.1. UML CLASS DIAGRAM

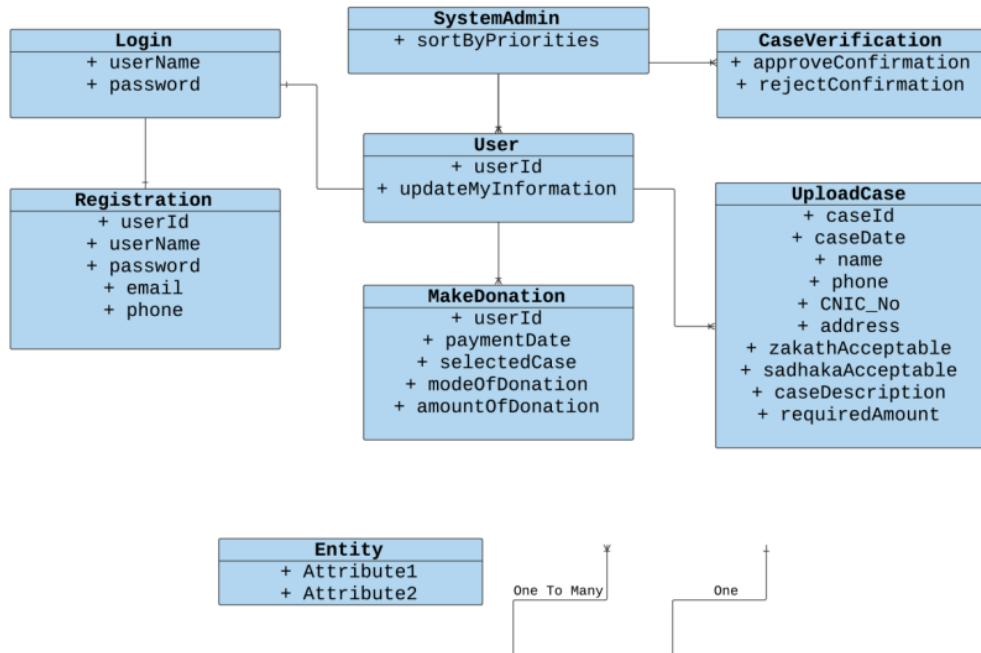


5.2. STATE DIAGRAM

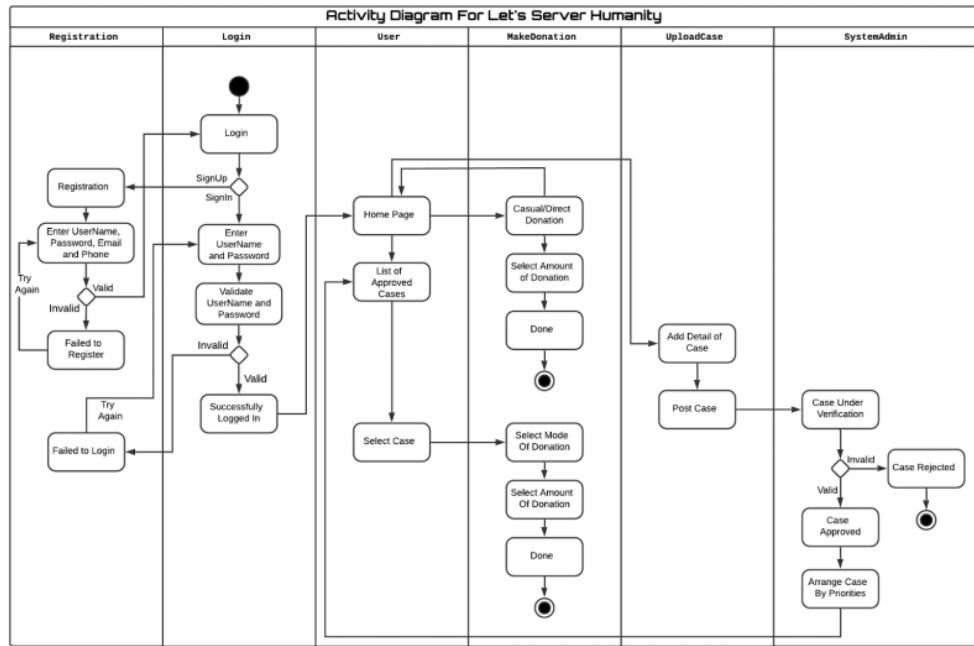


5.3. NoSQL – ER DIAGRAM

NoSQL - ER Diagram



5.4. ACTIVITY DIAGRAM



5.5.1. EVALUATION OF PROTOTYPE:

We have to use Jacob Nielsen's 10 principles to evaluate the prototype.

Principles	Yes or No	Reason
Visibility of the system	Yes	Each functionality is visible
Match between the real world	Yes	Yes, it's like the real world
User Control	Yes	User can control this system
Consistency and standard	Consistent	All pages follow the same template
Error Prevention	Yes	
Recognition rather than recall	No	
Flexibility and efficiency of use	Yes	
Aesthetic and minimalist	No aesthetic	Yes minimalist
Help and documentation	No	No guideline is needed
Recover from recognize and error	Yes	

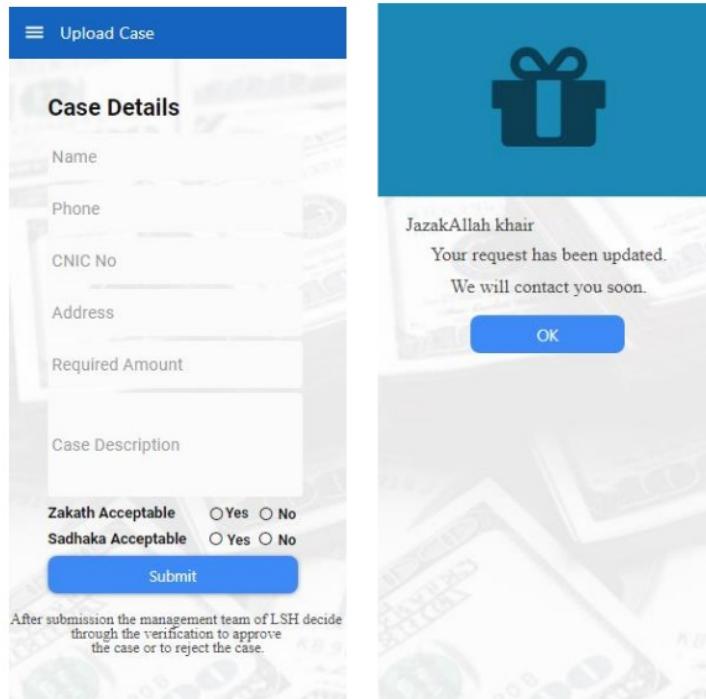
CHAPTER 6

SYSTEM IMPLEMENTATION

In this chapter we describe our android application and how it works and how it covers all our proposed scenarios also the internal components and how it also works the way of communication between the LSH team and donor, here our end users are a donor and the needy person.

6.1. NEEDY PERSON

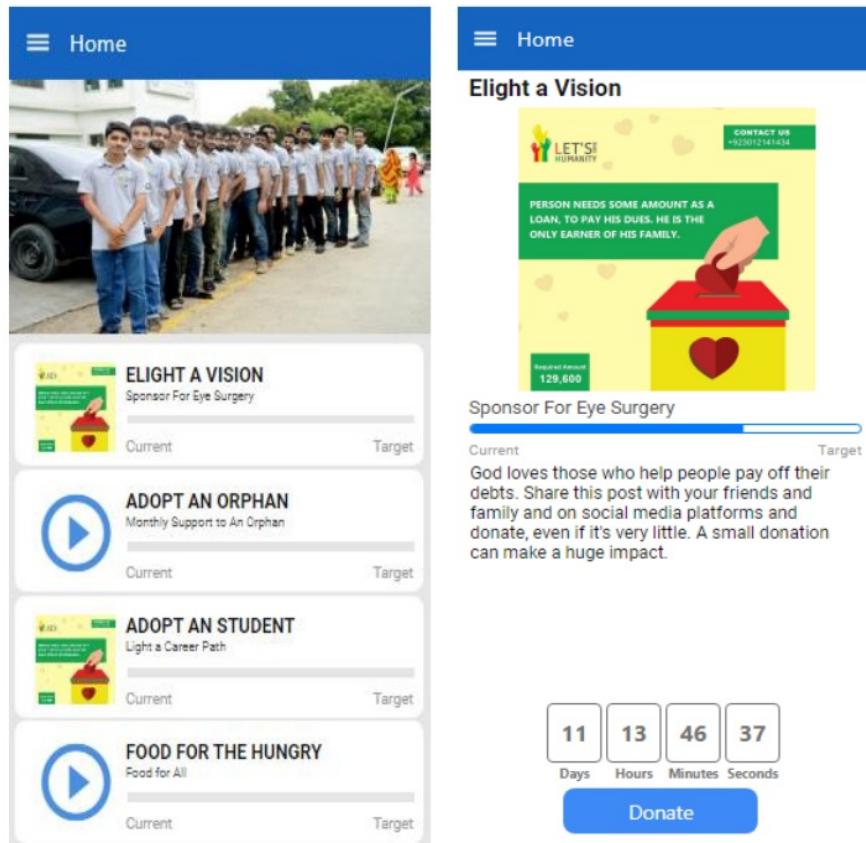
Needy people need to create their accounts if they want to upload a case after that they need to select the “Upload Case” from the drawer of the home page, then fill a form that includes the details about the case and click on “Submit”. After the submission, the management team of LSH decides through the verification to approve the case or to reject the case. If the case was approved, it will be present on the home screen and if the case was rejected it will be discarded. In both cases, the needy person notifies about the decision made by the management team of Let’s Server Humanity.

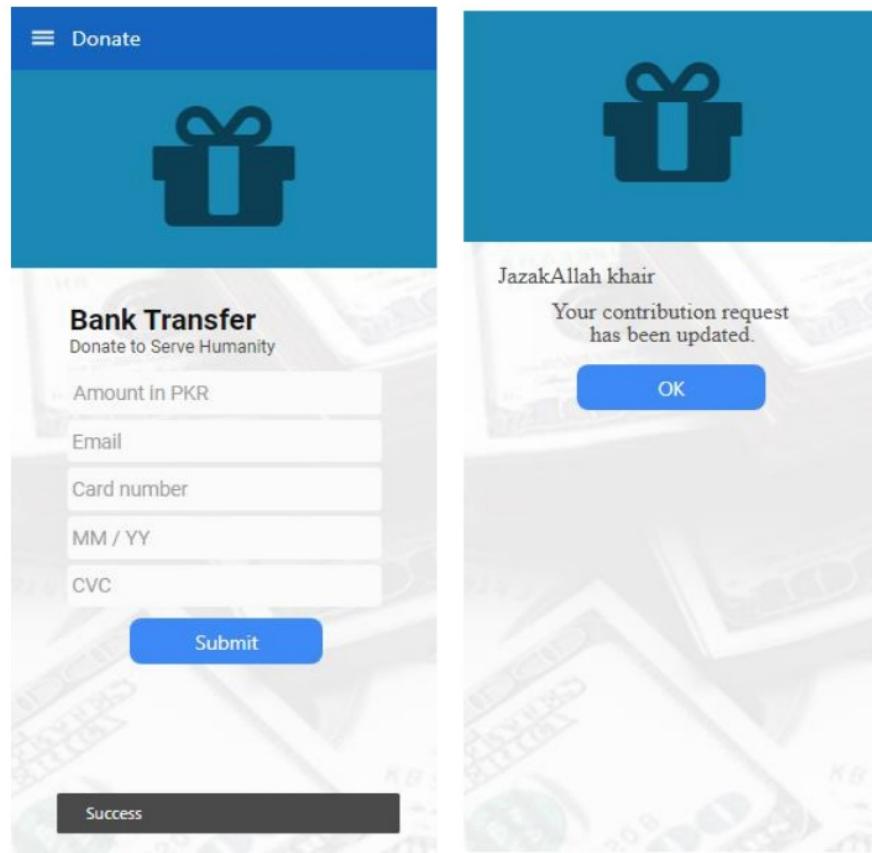


6.2. FOR DONORS

Donors need to create their accounts if they want to use the application for donations. There are two different ways to donate.

The first one is related to specific with the case donation. Hereafter the log in the donor needs to select any approved case which is listed on the home screen. Click the “Donate” button to proceed, it will be directed to the donate screen where the donor clicks on “Bank Transfer”, then fill a bank transfer form that includes the details about the donation and click on “Submit”. The second one is a direct donation which is not related to any specific case and the amount is used on any case depend on the situation and need, this decision is taken by the management team of Let's Server Humanity.





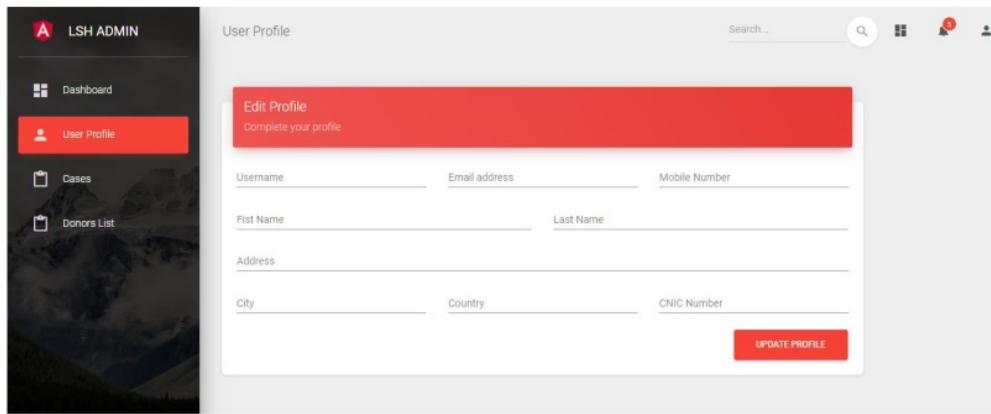
6.3. MANAGEMENT TEAM OF LSH (ADMIN)

- The management team will receive the form filled by needy people.
- The management team can track the status of a case and keep updating it.

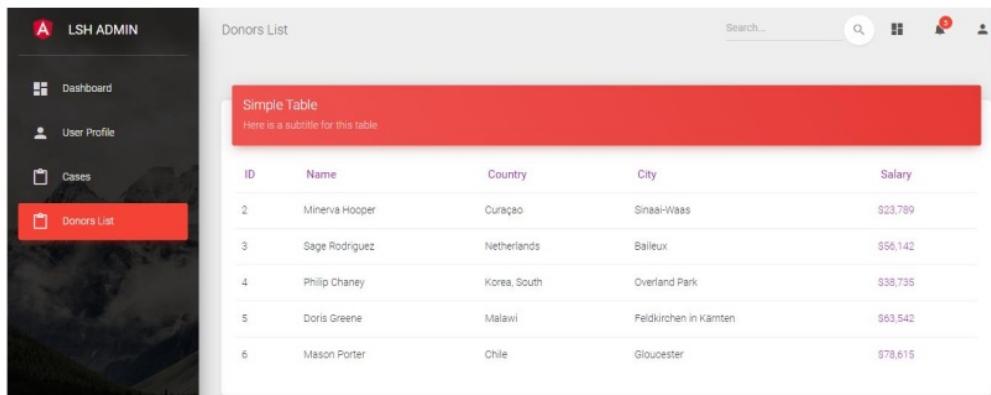
The image shows the LSH Admin dashboard. On the left is a sidebar with 'LSH ADMIN' and links for 'Dashboard', 'User Profile', 'Cases' (which is highlighted in red), and 'Donors List'. The main area is titled 'Cases' and shows a 'Cases List' for 'LSH Admin'. The table has columns: ID, Name, Country, City, Amount, and Details. Three rows are shown:

ID	Name	Country	City	Amount	Details
1	Raheel	42301-1231237-7	0321-0312099	20000	See Details
2	Adam	42305-9872237-7	03332016555	9000	See Details
3	Nimra	42201-9835217-9	0305-2236889	50000	See Details

Chapter 6. Implementation

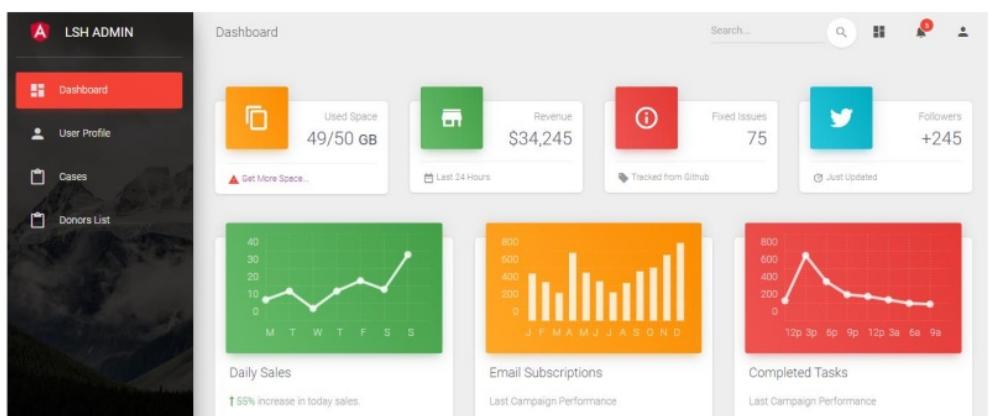


The screenshot shows the 'User Profile' edit screen. On the left is a dark sidebar with a red header 'LSH ADMIN' containing navigation items: Dashboard, User Profile (highlighted in red), Cases, and Donors List. The main area has a white header 'User Profile' with a search bar and user icons. A red banner at the top says 'Edit Profile' and 'complete your profile'. Below are input fields for Username, Email address, Mobile Number, First Name, Last Name, Address, City, Country, and CNIC Number. A red 'UPDATE PROFILE' button is at the bottom right.



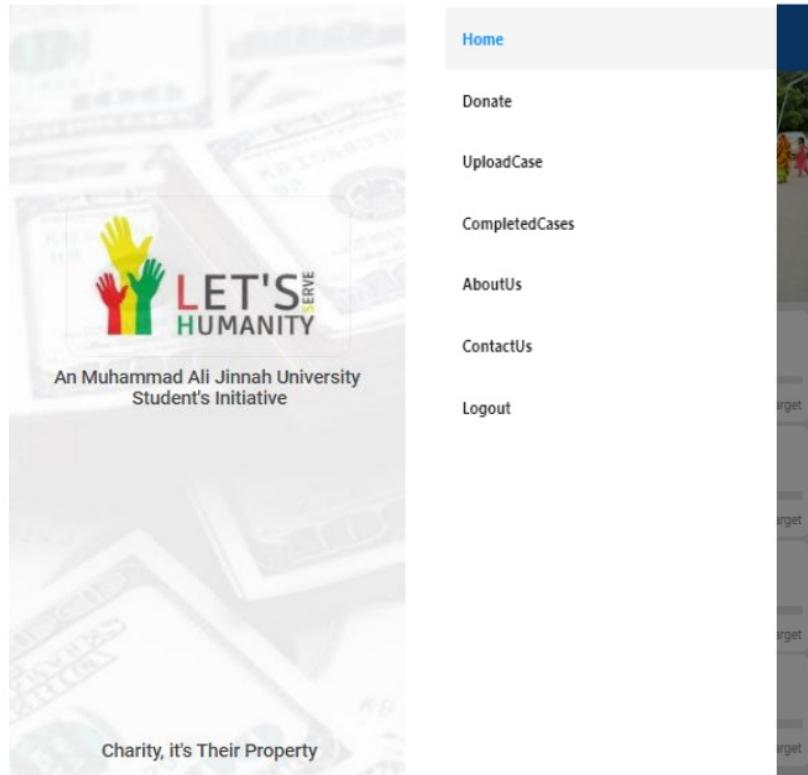
The screenshot shows the 'Donors List' screen. The sidebar is identical to the previous one. The main area has a white header 'Donors List' with a search bar and user icons. A red banner at the top says 'Simple Table' and 'Here is a subtitle for this table'. Below is a table with columns ID, Name, Country, City, and Salary. The data is as follows:

ID	Name	Country	City	Salary
2	Minerva Hooper	Curaçao	Sinai-Waas	\$23,789
3	Sage Rodriguez	Netherlands	Balleux	\$56,142
4	Philip Chaney	Korea, South	Overland Park	\$38,735
5	Doris Greene	Malawi	Feldkirchen in Kärtner	\$63,542
6	Mason Porter	Chile	Gloucester	\$78,615



The screenshot shows the 'Dashboard' screen. The sidebar is identical. The main area has a white header 'Dashboard' with a search bar and user icons. It features four cards: 'Used Space' (49/50 GB, orange icon), 'Revenue' (\$34,245, green icon), 'Fixed Issues' (75, red icon), and 'Followers' (+245, blue icon). Below are three charts: 'Daily Sales' (line chart showing an increase from ~10 to ~35), 'Email Subscriptions' (bar chart showing monthly counts from Jan to Dec), and 'Completed Tasks' (line chart showing counts from 12p to 9a).

6.4. OTHER SCREENS



Chapter 6. Implementation

The image displays four screenshots of a mobile application interface for "LET'S SERVE HUMANITY".

- Sign Up:** A form with fields for Username, Password, Confirm Password, Email, and Phone. It includes a checkbox for agreeing to Terms of Services and Privacy Policy, a "Register" button, and links for "Have an Account?" and "Sign In".
- Sign In:** A form with fields for Username and Password. It features a "Sign In" button, a "Forgot Password" link, and a "Sign Up" link.
- Forgot Password:** A form asking users to "Kindly enter the below detail." with a field for "Username or Email" and a "Search" button.
- New Password:** A form with fields for "New Password" and "Re Enter Password", with a "Submit" button.

Chapter 6. Implementation

The image displays three screenshots of a mobile application interface, likely for a charity organization.

Completed Cases: This section shows three completed cases under the heading "Elight a Vision Sponsor For Eye Surgery". Each case has a play button icon, the name "Elight a Vision", and the subtitle "Sponsor For Eye Surgery". Below each entry are two fields: "Current" and "Target".

Contact Us: This section features a blue header with the text "Contact Us" and icons for email, phone, and location. Below the header is a section titled "Get in Touch" with the sub-instruction: "Please fill out the quick form and we will be in touch with lightening speed." It includes input fields for Name, Phone, Email, and a large area for a Message, followed by a "Submit" button.

About Us: This section contains several bullet points explaining the organization's mission and philosophy:

- * Let's Serve Humanity (LSH) is a non - profit charitable organization which is an initiate of Muhammad Ali Jinnah University students.
- * This project has been taken by experiencing the difficulties faced by the people while searching the needy peoples. A lot of people who are willing to help the needy people are unable to distinguish them which is the main problem. Also, some needy people need help, but they don't know what to do and who to contact. If we talk only about Karachi there are a lot of people who need help, be it financial or any other form, but they are being a common man, so their voice is not raised to the concerned authorities.
- * We are in a digital era where information travels at the speed of light. When thoughts can travel at lightning speed, why not deeds. We do observe and have experienced the movement of goods and services by the click of a button.
- * Time and people are in a vicious cycle, we blame time for our short comings and time has played havoc in the life of few and brought innumerable happiness in many others.
- * Our application will help you reach that identified deserving needy at the click of a button.

6.5. PAYMENT DASHBOARD

The screenshot shows the 'All transactions' section of the payment dashboard. The sidebar on the left includes options like Home, Activate your account, Payments, Disputes, Top-ups, Payouts, All transactions (which is selected), Balances, Customers, Connected accounts, Products, Reports, and Developers. The main area has a search bar and a 'TEST DATA' button. It displays a table with columns: TYPE, NET, AMOUNT, FEE, DESCRIPTION, and AVAILABLE ON. The data shows several transactions: a Refund for \$61.56, a Charge for \$59.47, another Refund for \$61.56, another Charge for \$59.47, and a final Charge for \$2.09.

TYPE	NET	AMOUNT	FEE	DESCRIPTION	AVAILABLE ON
Refund	(\$61.56)	(\$61.56)	-	REFUND FOR CHARGE (Donate for Lets Serve Humanity)	Nov 9, 2020
Charge	\$59.47	\$61.56	(\$2.09)	Donate for Lets Serve Humanity	Nov 9, 2020
Refund	(\$61.56)	(\$61.56)	-	REFUND FOR CHARGE (Donate for Lets Serve Humanity)	Nov 9, 2020
Charge	\$59.47	\$61.56	(\$2.09)	Donate for Lets Serve Humanity	Nov 9, 2020
Charge	\$2.09	\$2.46	(\$0.37)	Donate for Lets Serve Humanity	Nov 9, 2020

The screenshot shows the 'Balances' section of the payment dashboard. The sidebar includes Home, Activate your account, Payments, Balances (selected), Customers, Connected accounts, Products, Reports, Developers, Viewing test data, and Settings. The main area has a search bar and a 'TEST DATA' button. It displays a message: 'Please add a USD denominated bank account to pay out your USD balance.' Below this, it shows the 'USD Balance' with a table for On the way to your bank, Funds on hold, and Total. It also shows sections for 'On the way to your bank' and 'Funds on hold'.

On the way to your bank	\$0.00	
Funds on hold	-\$2.09	!
Total	-\$2.09	

The screenshot shows the 'Customers' section of the payment dashboard. The sidebar includes Home, Activate your account, Payments, Balances, Customers (selected), Subscriptions, Invoices, Connected accounts, Products, Reports, and Developers. The main area has a search bar and a 'TEST DATA' button. It displays a table with columns: EMAIL, DESCRIPTION, DEFAULT SOURCE, and CREATED. Three customer entries are listed: sp17bsse0060@maju.edu.pk, abdwaseem1998@gmail.com, and abdwaseem1998@gmail.com, all associated with Abdullah Waseem.

EMAIL	DESCRIPTION	DEFAULT SOURCE	CREATED
sp17bsse0060@maju.edu.pk	Abdullah Waseem	... 4242	Nov 2, 2020, 9:40 PM
abdwaseem1998@gmail.com	Abdullah Waseem	... 4242	Nov 2, 2020, 9:30 PM
abdwaseem1998@gmail.com	Abdullah Waseem	... 4242	Nov 2, 2020, 9:20 PM

Chapter 6. Implementation

Screenshot of the Stripe Payments dashboard showing a list of transactions.

Payments

AMOUNT	DESCRIPTION	CUSTOMER	DATE
\$10.00 USD	Created by stripe.com/docs demo	sp17bsse0060@maju.edu.pk	Nov 2, 2020, 10:06 PM
\$10.00 USD	Created by stripe.com/docs demo	abdwaseem1998@gmail.com	Nov 2, 2020, 10:06 PM
\$10.00 USD	Created by stripe.com/docs demo	abdwaseem1998@gmail.com	Nov 2, 2020, 9:40 PM
Rs10,000.00 PKR	Refunded ↗	Donate for Lets Serve Humanity	Nov 2, 2020, 9:40 PM
Rs10,000.00 PKR	Refunded ↗	Donate for Lets Serve Humanity	Nov 2, 2020, 9:30 PM
Rs400.00 PKR	Succeeded ✓	Donate for Lets Serve Humanity	Nov 2, 2020, 9:20 PM
\$10.00 USD	Incomplete ⓘ	Created by stripe.com/docs demo	Nov 2, 2020, 8:59 PM

7 results

Screenshot of the Stripe Events dashboard showing a list of transactional events.

Events

EVENT	ID	DATE
Your balance has new available transactions	evt_1H10C3Ex9I2034BXwI17T1OP	11/9/20, 5:25:11 AM
A new payment pi_1Hj6TvEx9I20J4BX86WU0lT for \$10.00 USD was created	evt_1Hj6TvEx9I2034BXwI9041b	11/2/20, 10:06:12 PM
A new payment pi_1Hj6TvEx9I20J4BXz3q2QZO for \$10.00 USD was created	evt_1Hj6TvEx9I2034BXwIg7DZt6	11/2/20, 10:06:11 PM
A new payment pi_1Hj6TvEx9I20J4BXjhMVSlm for \$10.00 USD was created	evt_1Hj6TvEx9I2034BXjukueetr	11/2/20, 10:06:10 PM
The refund re_1Hj65nEx9I20J4BXj4baW54n for Rs10,000.00 has been completed	evt_1Hj65oEx9I2034EXFyyTb61	11/2/20, 9:41:16 PM
sp17bsse0060@maju.edu.pk was charged Rs10,000.00	evt_1Hj64mEx9I2034BXwAcTYesI	11/2/20, 9:40:12 PM
sp17bsse0060@maju.edu.pk added a new Visa ending in 4242	evt_1Hj64lEx9I2034BXxldgq6IS	11/2/20, 9:40:11 PM
A card payment method ending in 4242 was attached to customer cus_1jjXbWuchpKfmp	evt_1Hj64lEx9I2034BXxoa0Wm8A	11/2/20, 9:40:11 PM
sp17bsse0060@maju.edu.pk is a new customer	evt_1Hj64lEx9I2034BXzyQZ9vRv	11/2/20, 9:40:11 PM
The refund re_1Hj60fEx9I20J4BXTD3bqdIK for Rs10,000.00 has been completed	evt_1Hj60gEx9I2034BX7g77h7o	11/2/20, 9:35:57 PM
abdwaseem1998@gmail.com was charged Rs10,000.00	evt_1Hj5vLEx9I2034BX2717uRa3	11/2/20, 9:30:27 PM
abdwaseem1998@gmail.com added a new Visa ending in 4242	evt_1Hj5vKEx9I2034BXekZg5shb	11/2/20, 9:30:26 PM
A card payment method ending in 4242 was attached to customer cus_1jjOGaMjRaPlyh	evt_1Hj5vKEx9I2034XB8seNv0	11/2/20, 9:30:26 PM

CHAPTER 7

TESTING

Test cases are the mirror of the actual milestones of requirements met. That is why in this stage we look further to test the features functionally of the application in such a way that no component of the application collapses or goes into an unambiguous state. The procedure of testing the application is well clarified in a way that tester can effectively execute his job. In this period of testing, every test case is not about a Win-win situation but occasionally about Win or Lose position also when a certain action is done as an input. Below are some test cases that have been performed and which also verifies what has been established up to the mark and is according to prerequisites collected during the prerequisite gathering period.

7.1. GRAPHICAL USER INTERFACE TESTING

GUI testing is a way to check the user interface of the application as to how the device elements are presented to the users. GUI testing includes screen checking with the controls such as menus, buttons, and icons.

7.2. USABILITY TESTING

Usability checking is an indicator of whether End Users will utilize the device successfully. The aim is to verify whether the mobile applications are running smoothly and whether the product will satisfy the customer. Usability checking guarantees exactly how user-friendly a program is.

7.3. SOFTWARE PERFORMANCE TESTING

Computer efficiency's evaluation to assess the mobile application's actions under intense stress, and whether it works at full power. Quality checking can be used to verify certain device consistency characteristics, such as scalability, stability, and resource usage. It displays variable output assessments conducted on-demand to ensure successful results achieve success objectives.

7.4. COMPATIBILITY TESTING

Compatibility testing is carried out to assess its compatibility with the computing environment.

7.5. EXCEPTION HANDLING TESTING

Exceptional handling is used to determine the reaction to the program when the consumer provides uncertain or unwanted feedback. It demonstrates the experiments carried out to assess how well the code is performing while dealing with the exceptions.

7.6. LOAD TESTING

Load checking is used to verify how the program works under the standard as well as unpredictable load conditions. The various tests were performed by setting the mobile application to confirm the mobile application's load capability under different load conditions.

7.7. TEST CASES

Test Case No. 1

Project Name: Let's Serve Humanity			
Test Id	01	Test Designed By:	M. Abdullah
Test Title:	Test login functionality	Test Designed Date:	1 st May 2020
Description	Test login with invalid details (Password should contain 8 characters)		
S. No	Test Steps	Test Input	Expected Results
1	Open login	Click login	Successful
2	Enter username	Abd	Valid
3	Enter password	Abc123	Invalid
4	Click submit		Login failed

Test Case No. 2

Project Name: Let's Serve Humanity			
Test Id	02	Test Designed By:	M. Abdullah
Test Title:	Test login functionality	Test Designed Date:	1st May 2020
Description	Test login with valid details		
S. No	Test Steps	Test Input	Expected Results
1	Open login	Click login	Successful
2	Enter username	Abd	Valid
3	Enter password	Abd12345	Valid
4	Click submit		Login successful

Test Case No. 3

Project Name: Let's Serve Humanity			
Test Id	03	Test Designed By:	M. Abdullah
Test Title:	Test the register user functionality	Test Designed Date:	1st May 2020
Description	Verify register users with invalid details (Contact No. should be of 11 digits).		
S. No	Test Steps	Test Input	Expected Results
1	Open Register User	Click the register user option	Open successfully
2	Enter username	Abd	Valid
3	Enter password	Abd12345	Valid
4	Enter email	abd@abd.com	Valid
5	Enter contact number	123456	Invalid
6	Click submit		User registration unsuccessful

Test Case No. 4

Project Name: Let's Serve Humanity			
Test Id	04	Test Designed By:	Haris
Test Title:	Test the register user functionality	Test Designed Date:	2 nd May 2020
Description	Verify register user with invalid details (Contact No. should be of 11 digits; email should contain @).		
S. No	Test Steps	Test Input	Expected Results
1	Open Register User	Click the register user option	Open successfully
2	Enter username	Abd	Valid
3	Enter password	Abd12345	Valid
4	Enter email	abd.com	Invalid
5	Enter contact number	03032014568	Valid
6	Click submit		User registration unsuccessful

Test Case No. 5

Project Name: Let's Serve Humanity			
Test Id	05	Test Designed By:	Haris
Test Title:	Test the register user functionality	Test Designed Date:	2 nd May 2020
Description	Verify register user with invalid details (Contact No. should be of 11 digits; email should contain @; the password should be a minimum of 8 characters).		
S. No	Test Steps	Test Input	Expected Results
1	Open Register User	Click the register user option	Open successfully
2	Enter username	Abd	Valid
3	Enter password	Abd123	Invalid
4	Enter email	abd@gmail.com	Invalid

5	Enter contact number	03032014568	Valid
6	Click submit		User registration unsuccessful

Test Case No. 6

Project Name: Let's Serve Humanity			
Test Id	06	Test Designed By:	M. Abdullah
Test Title:	Test the register user functionality	Test Designed Date:	2 nd May 2020
Description	Verify register user with valid details (Contact No. should be of 11 digits; email should contain @; the password should be a minimum of 8 characters).		
S. No	Test Steps	Test Input	Expected Results
1	Open Register User	Click the register user option	Open successfully
2	Enter username	Abd	Valid
3	Enter password	Abd12345	Valid
4	Enter email	abd@gmail.com	Valid
5	Enter contact number	03032014568	Valid
6	Click submit		User registration successful

Test Case No. 7

Project Name: Let's Serve Humanity			
Test Id	07	Test Designed By:	M. Abdullah
Test Title:	Test the upload case functionality	Test Designed Date:	3 rd May 2020
Description	Verify upload case functionality with invalid details (Contact No. should be of 11 digits; CNIC no should contain 13 characters).		
S. No	Test Steps	Test Input	Expected Results

1	Open Upload Case	Click upload case option	Open successfully
2	Enter name	Zain	Valid
3	Enter contact number	03032014568	Valid
4	Enter CNIC no	42312451	Invalid
5	Enter address	123, Gulshan Iqbal Karachi.	Valid
6	Enter Required Amount	100,000	Valid
7	Enter Case Description	Urgent Requirement of fees	Valid
8	Click submit		Upload Case unsuccessful

Test Case No. 8

Project Name: Let's Serve Humanity			
Test Id	08	Test Designed By:	M. Abdullah
Test Title:	Test the upload case functionality	Test Designed Date:	3 rd May 2020
Description	Verify upload case functionality with invalid details (Contact No. should be of 11 digits; CNIC no should contain 13 characters).		
S. No	Test Steps	Test Input	Expected Results
1	Open Upload Case	Click upload case option	Open successfully
2	Enter name	Zain	Valid
3	Enter contact number	0303201	Invalid
4	Enter CNIC no	42312451	Invalid
5	Enter address	Block L, North Nazimabad, Karachi.	Valid
6	Enter Required Amount	70,000	Valid

7	Enter Case Description	Urgent Requirement of fees	Valid
8	Click submit		Upload Case unsuccessful

Test Case No. 9

Project Name: Let's Serve Humanity			
Test Id	09	Test Designed By:	Haris
Test Title:	Test the upload case functionality	Test Designed Date:	4 th May 2020
Description	Verify upload case functionality with valid details (Contact No. should be of 11 digits; cnic no should contain 13 characters).		
S. No	Test Steps	Test Input	Expected Results
1	Open Upload Case	Click upload case option	Open successfully
2	Enter name	Zain	Valid
3	Enter contact number	03032014568	Valid
4	Enter CNIC no	4231245145789	Valid
5	Enter address	123, Gulshan Iqbal Karachi.	Valid
6	Enter Required Amount	100,000	Valid
7	Enter Case Description	Urgent Requirement of fees	Valid
8	Click submit		Upload Case successful

Test Case No. 10

Project Name: Let's Serve Humanity			
Test Id	10	Test Designed By:	Haris
Test Title:	Test the donate functionality	Test Designed Date:	3 rd May 2020
Description	Verify donate functionality with invalid details (Account No. should be of 16 digits, CNIC no should contain 13 characters).		
S. No	Test Steps	Test Input	Expected Results
1	Open Case	Click on a case	Open successfully
2	Open Donate Button	Click on the donate button	Open Successfully
3	Select mode of payment	Jazz cash/ Easy paisa/ Bank transfer	Valid
4	Enter account number	03032014568	Invalid
5	Enter CNIC no	42312451	Invalid
6	Enter Amount	10,000	Valid
7	Enter Reason for Payment	Charity	Valid
8	Click submit		Donation unsuccessful

Test Case No. 11

Project Name: Let's Serve Humanity			
Test Id	11	Test Designed By:	M. Abdullah
Test Title:	Test the donate functionality	Test Designed Date:	3 rd May 2020
Description	Verify donate functionality with valid details (Account No. should be of 16 digits, CNIC no should contain 13 characters).		
S. No	Test Steps	Test Input	Expected Results
1	Open Case	Click on a case	Open successfully
2	Open Donate Button	Click on the donate button	Open Successfully
3	Select mode of payment	Jazz cash/ Easy paisa/ Bank transfer	valid
4	Enter account number	0303201456815498	valid
5	Enter CNIC no	4231245141254	valid
6	Enter Amount	10,000	valid
7	Enter Reason for Payment	Charity	valid
8	Click submit		Donation successful

FUTURE SCOPE

The future scope of our application is for a specific goal, it may be expanded to other uses or functionalities in the future.

Users can donate old/new clothes through this application. They can also donate books that are no longer useful for them, Blood donation can also be done through this application.

Below are some additional features to expand the scope of our application.

a) Artificial Intelligence

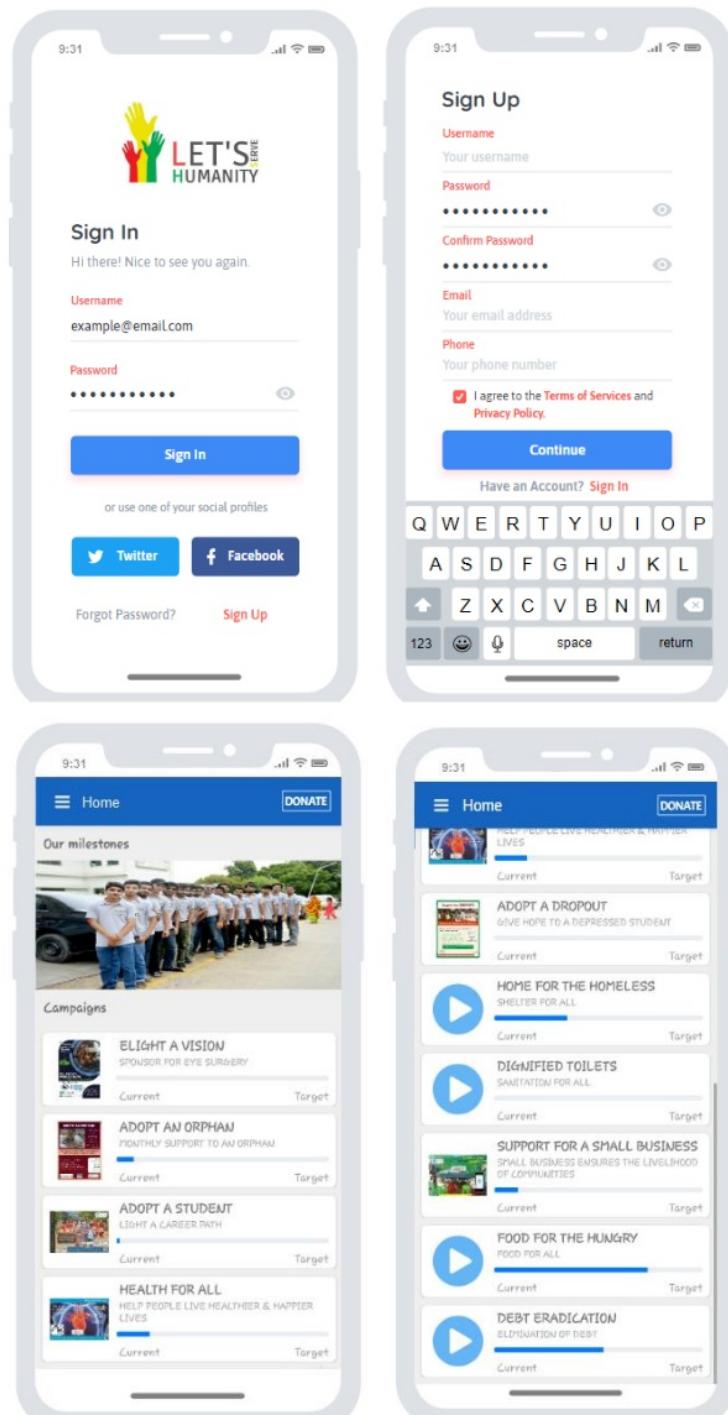
In the future we apply artificial intelligence in it through artificial intelligence we know about that the user uploading a case is in need or not. As the facts and proof can be manipulated but through AI our system will be more useful.

b) Web Application

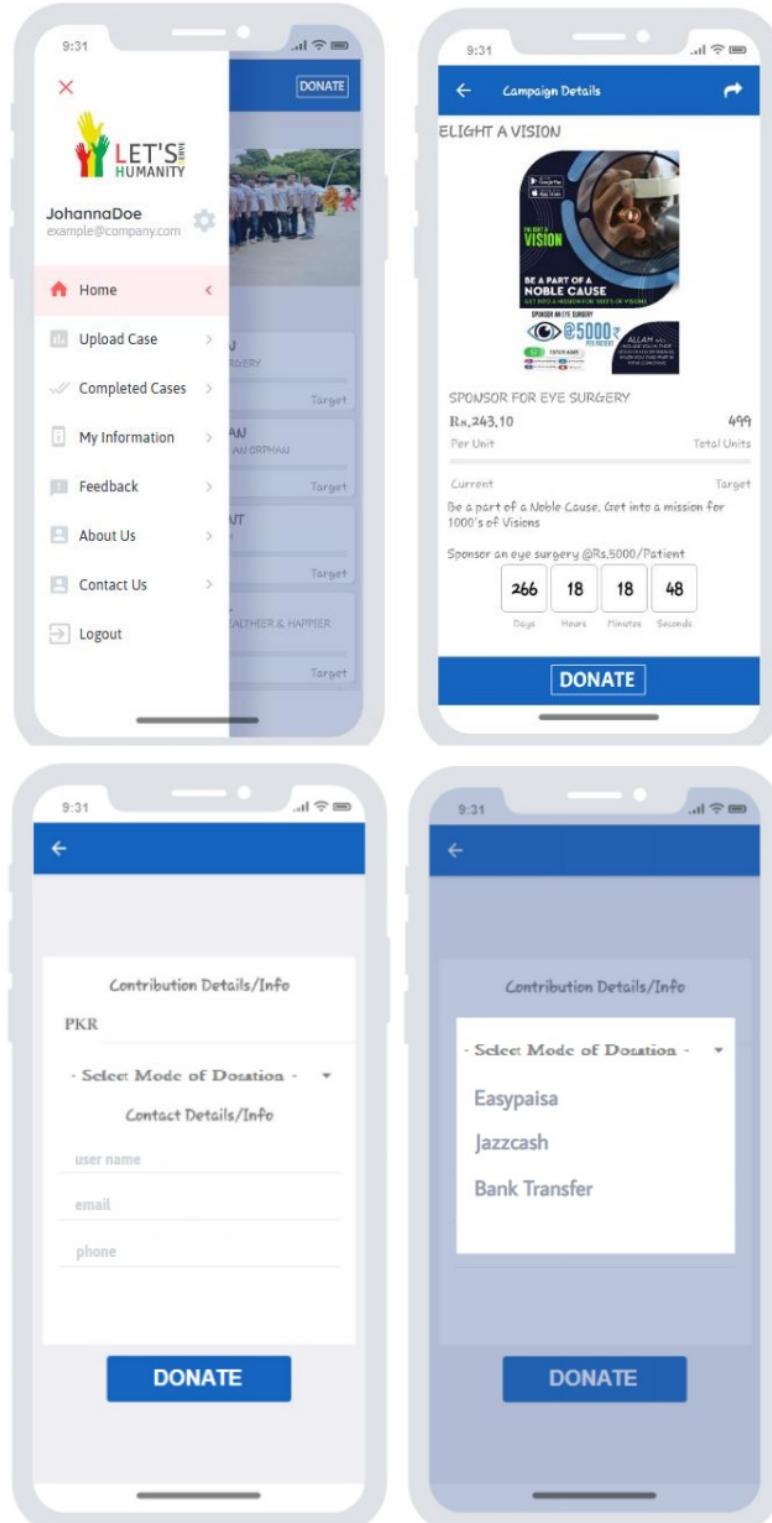
In the future, a web application will also be built that will increase the number of users associated with the application.

Appendix

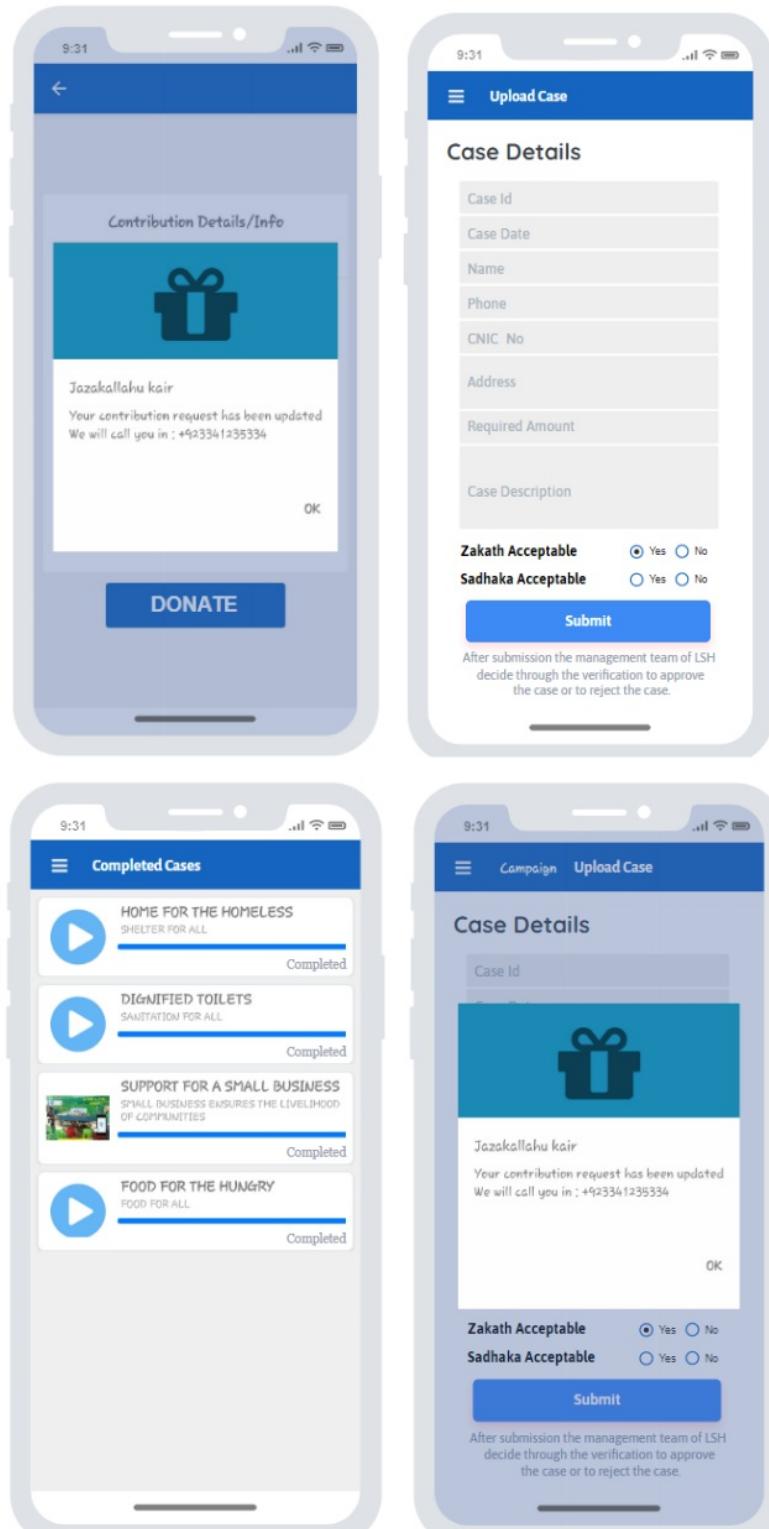
APPENDIX A: GLOSSARY



Appendix

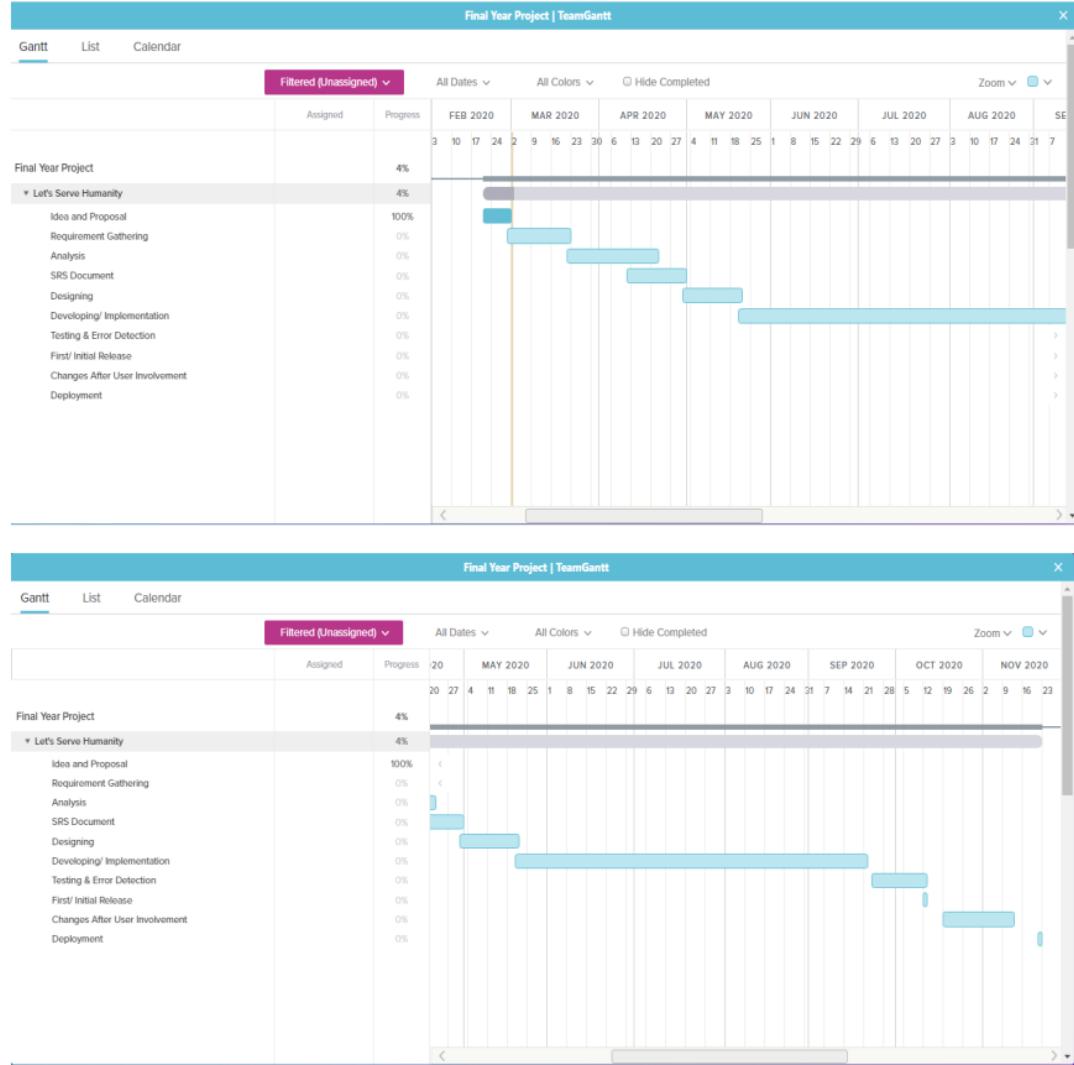


Appendix



Appendix

APPENDIX B: GANTT CHART



FYP - Final Report

ORIGINALITY REPORT



PRIMARY SOURCES

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