GYALPOZHING
COLLEGE OF INFORMATION TECHNOLOGY

Proposal

For

Second Year Project

Bachelor of Science in Information Technology

Info Saver App

Submitted by

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Gyalpozhing College of Information Technology

Read carefully before filling the form.

Bachelors of Science in Information Technology

Gyalpozhing College of Information Technology

1. Please do not alter the layout of the application form. Information must be filled in the spaces provided, under set format.

2. Guidance notes in various fields should not be deleted.

3. Required information should be duly filled in the specified fields.

4. Required heads/fields which are not relevant to the project should be marked **N/A** (Not Applicable) or left blank and should not be deleted.

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Guidelines and Forms

Submission Procedure

Duly filled proposal forms completed in all respects should be submitted in form of soft copy and a hard copy to project guide and project coordinator. On receipt of the applications the proposals will be evaluated by reviewer panel and proposal would then be defended by student groups. The project group may need to revise the proposal in light of the evaluator's recommendations.

For further information, please contact:

Project Coordinator

Jigme Wangmo
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tsheringlhamo.gcit@rub.edu.bt

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Application for Final Year Project

1. Project Identification

A. Reference Number: (for office use only)
B. Project Title: Info Saver

C. Project Internal Guide:

Name:	
Designation:	
Organization:	
Mobile # :	Tel. # :
Email:	

C1. Project External Guide:

Name:	**NA**
Designation:	
Organization:	
Mobile # :	Tel. # :
Email:	

C2. Student Group Lead:

Name:	
Roll No:	
Department:	
Mobile # :	Tel. # :
Email:	

D. Organizations Involved in the Project:

(Please identify all affiliated organizations collaborating in the project, and describe their role/contribution to the project.)

D1. Industrial Organizations:

#	Organization Name	Role / Contribution
	NA	

D2. Academic Organizations:

#	Organization Name	Role / Contribution

D3. Funding Organizations:

#	Organization Name	Role / Contribution

NA	

E. **Key Words:**

(Please provide a maximum of 5 key words that describe the project. The key words will be incorporated in our database.)

F. **Research and Development Theme:**

The research and the development theme are:

- To provide an online platform to store the important information like the link of the websites, images and videos without downloading it.

- To save the data of the users that is used while downloading the important files.

- Reduces time consumption: The important information can be stored just in few minutes.

G. **Project Status:**

(Please mark ☑)

☑ New Modification to previous Project

Extension of existing project

H. **Project Duration:**	
Expected Starting Date:	
Planned Duration in months:	

2. **Scope, Introduction and Background of the Project**

A. Scope of the Project: The scope of the project is divided into two types and they are:

i/ System scope: This project will allow the users to add the important links of the websites or the files, images or the videos, and the articles that they come across while browsing. The users have to log in to this mobile app in order to keep or store their list of knowledge. The users can add the knowledge to their list and they can also make that information their favorite to find the information easily. The users can also delete the information from their list if they don't want it anymore.

ii/ User scope: This project aims to provide a proper and simple platform in Gyalpozhing to put their knowledge in an mobile app.

B. **Introduction (Project Background and Literature Review, Current State of the Art):**

(Detailed summary of what all has been done internationally in the proposed area quoting references and bibliography. Please note that this section demonstrates the depth of knowledge of the project team and builds the confidence of the evaluators about capability of the team in achieving the stated objectives.)

(Please describe the current state of the art specific to this research topic.)

In the past decade, technology has undergone incredible advancements. The cellphone is the perfect example of technology that went through a dramatic evolution to become the touch screen computers that we rely on today. In this modern era, with the evolution of technology, everything works on the internet with smart gadgets and we humans tend to find an easy and efficient way of doing every work. Apps have made lives easier for us and we have reached a point where we cannot imagine our lives without these apps. With the Info saver mobile app, the people will be able to put the valuable knowledge in this app which can be referred whenever they are in need of it.

After the mobile application was introduced in the market, mobile applications have become one of the main ways people communicate, shop, plan their lives, play, and even work. Mobile marketing provides a wonderful opportunity for marketers to engage with customers and candidates anytime, anywhere. This ability for marketers to be "constantly connected" has been made possible largely due to the emergence of mobile applications. The Info saver mobile application will be introduce mainly to manage the reading list of the articles, images and videos form the Internet. What people demand is that they want an easy and reliable ways to perform their tasks with wasting time and their resources. This mobile application exactly does that.

This application saves time of the users while searching the information and also saves time. You can also customize your new tab with optional elements: search bar, your most visited sites, your bookmarks, and a dark or light background. This mobile application act as a great

platform to save all the interesting things you find online. It will be helping the users to engage more deeply the text, comprehend dense subjects, and easily revisit to key passages in the future.

Literature Review:

Acoording to Kanter(2011) Let's define "information overload." It is too much un-categorized knowledge, but that isn't what undoubtedly causes all our information anxiety. In some cases, it is more about managing our stress and time better -- skills and techniques we can learn and make them a habit. So, some of the online platforms that store the most important thing, take a part in reducing our time consumption. So, when we are not able to keep track of the important things around us, it causes to spend a lot of time researching for those information which also leads to make us stressed.

According to Messieh (2016) to have an organized data and having track of what we are reading is an essential part of every individual. A source that helps to show the lists of things that we read and can be also referred in future can be much of time saving. Most of the people lost their source especially for those does research as they need lots of resources which makes them puzzle of from which source that particular information was got. In this duration, they waste their time searching for the source. The online tools that help the people to store their knowledge or information helps the people to organized the data.

According to admin(2017) The unstructured data is always a nightmare. The method is frustrating and the time that would have been used to achieve other objectives is wasted searching for it. Having an unorganized information impacts lots of people where some of they lose their jobs.

***C.* Challenges:**

(Please describe the challenges, specific to this research topic, currently being faced internationally.)

The challenges that will be faced are:

- To gain trust from the users.

- Is to create a product that appeals to a lot of people

***D.* Motivation and Need:**

The motivation for this idea was when some of my friends and even myself had difficult time to save the information from Internet that were useful and had to refer it in future too. There were no proper platform in which we can save the links so that we can refer online in future too. So, there is a need of such platform where we can save the online links for webpage or the articles or videos that is important for reading later.

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3.   Aim and Objectives of the Project

> *(Please write the actual aim of your project. Also, describe the measurable objectives of the project and define the expected results. Use results-oriented wording with verbs such as 'to develop..', 'to implement..', 'to research..', 'to determine..', 'to identify..' The objectives should not be statements and should not include explanations and benefits. The objective should actually specify in simple words what the project team intends to achieve (something concrete and measurable/ deliverable). Fill only those objectives that are applicable to the proposed project.)*

AIM: This project aims to develop a mobile application to provide a platform to allow the user to save an article or web page, videos, and images for later reading
.

OBJECTIVES : The objectives of this project are:

- **To provide platform to save the information from Internet.**

    This system will allow the users to save the knowledge or the information when they encounter while browsing from the Internet. The information will be available whenever the user wants to read it. The users only have to add the links or the information in this system.

- **To save time of the users**

    What the people have to do just now is that when they find or come across some important information, they have to save it to google drive, Facebook, and some other few sources but when they require that particular information, they have to search it in every source which makes use of their time a lot. So, with this app, the users just have to search in this platform rather than searching in various sources.

- **To save resources**

    The users are either saving the information on an inefficient platform or they download it. But this information is not frequently referred to or uses it. This leads to the wastage of the user's resources but with this mobile application, they can add their information to their list and can be referred when they are in need of it which saves the resources of the users.

4. Methodology

A. Development / Research / Test Methodology:

(Please describe the technical details and justification of your development and research plan and test plan and testing strategies. Identify specialized equipment, facilities and infrastructure which are required for the project and their utilization plan. The block diagrams, system flow charts, high level algorithm details etc. have to be provided in this section. Also, describe the overall methodology to be used for the particular research topic)
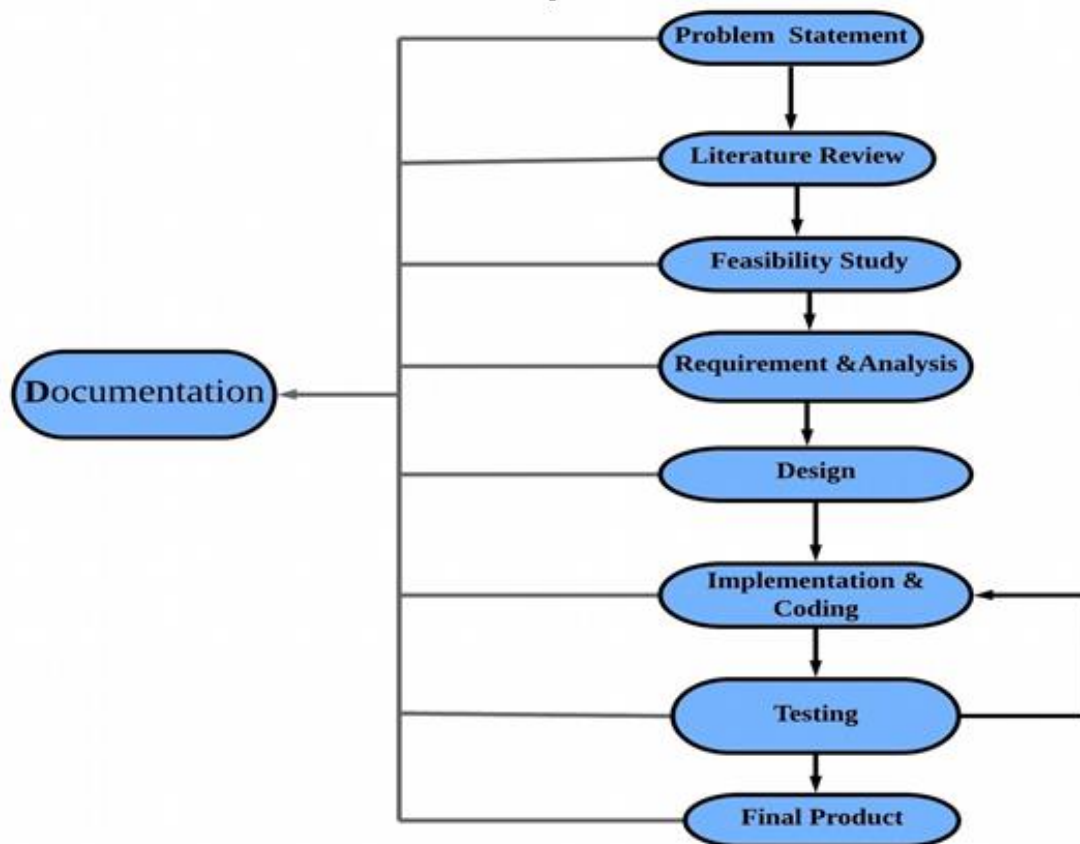
General Methodology

Figure 1

To develop an Info Saver mobile app, the Agile model. In Agile model, the tasks are divided into small time frames to deliver specific features for a release after every iteration.
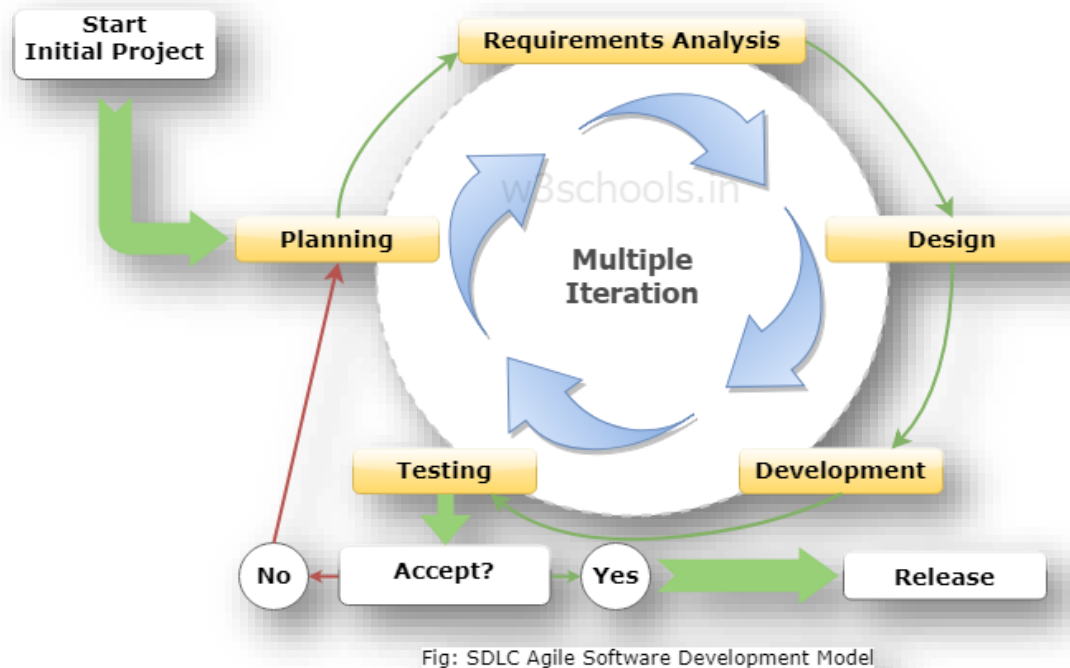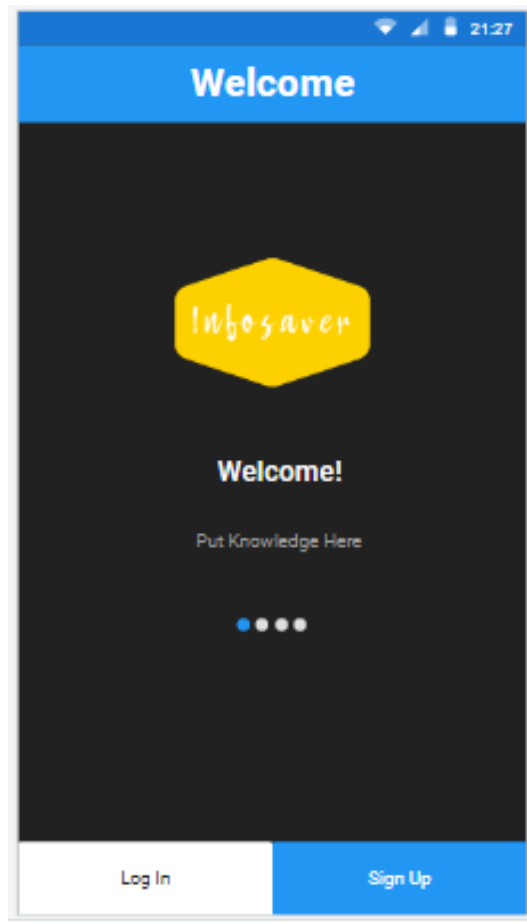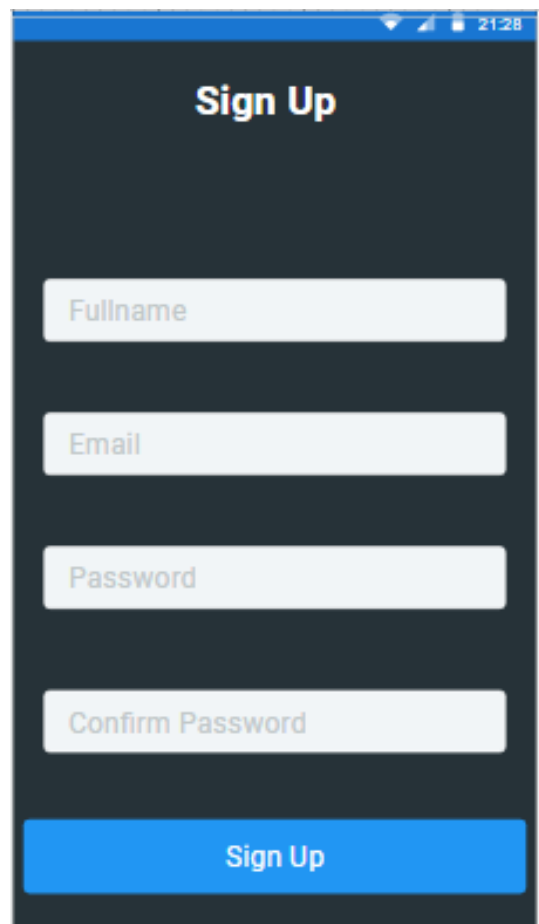

Figure 2: Agile model

The phases of Agile model are:
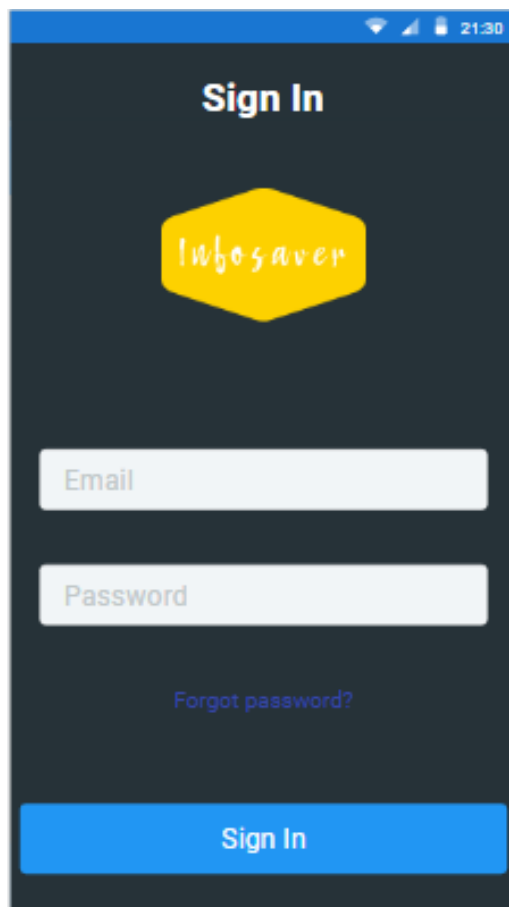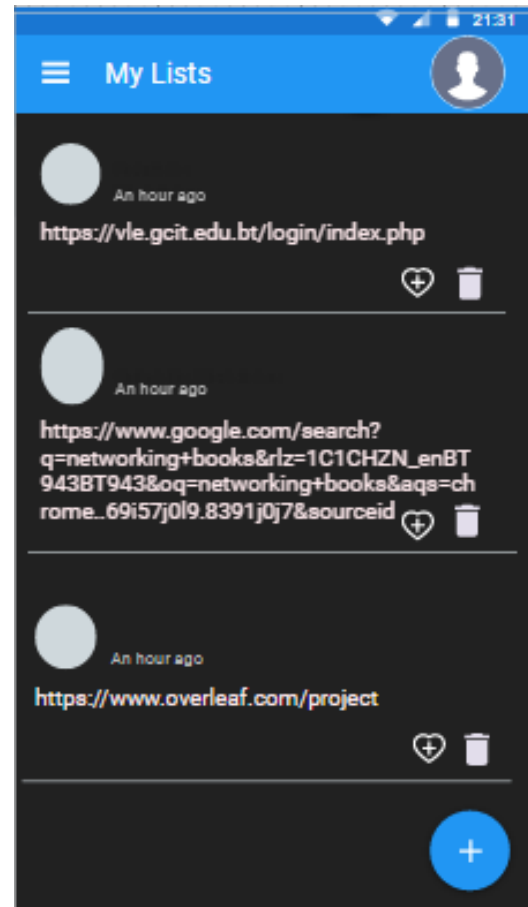
Requirement gathering and analysis:

In this phase, all the relevant information from the research papers and existing system related to this project will be gathered. Then some brain storming and survey related to the topic will be performed.

Design:

In this phase, the design of an android application based on the requirement specification from the users will be performed.

The prototype of this Project.

Figure 2	Figure 3

When the user opens the mobile app, the first welcome page (figure 2) will be displayed and from that page the users either login or sign Up if they are not registered. When the user clicks to Sign Up button on welcome page, the figure 2 page is displayed. The users have to register themselves in the system with some attributes like name, email and password.

Figure 4   **Figure 5**

From the welcome page shown in figure 2 , if the uses chooses the Sign In button then the sign In page gets displayed shown in figure 4. The users have to enter their email and password in order to get into this mobile app. The password is verified in the database. After successful login to the system, the home page of an app is displayed (figure 5) showing the lists of the information saved by user. Towards the end of the page, the add symbol is to allow the users to add the information to their lists. The users can add the information to their favorite by clicking at the love sign and they can even delete the information in their lists.
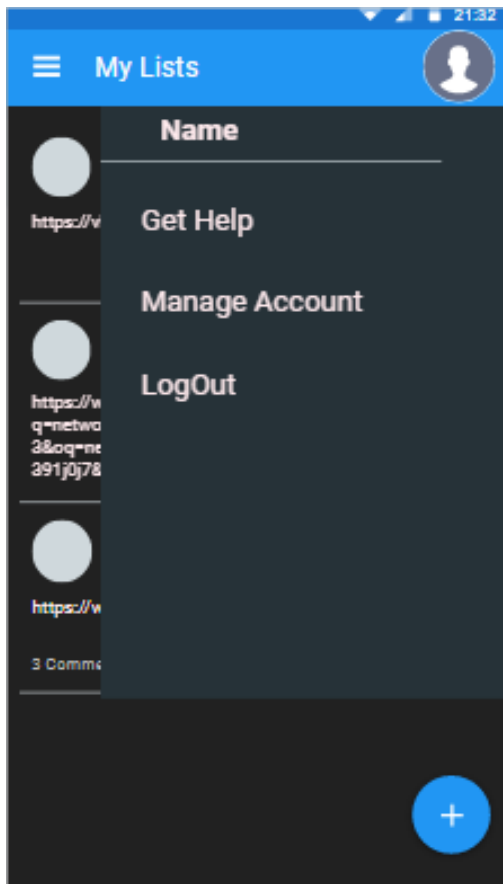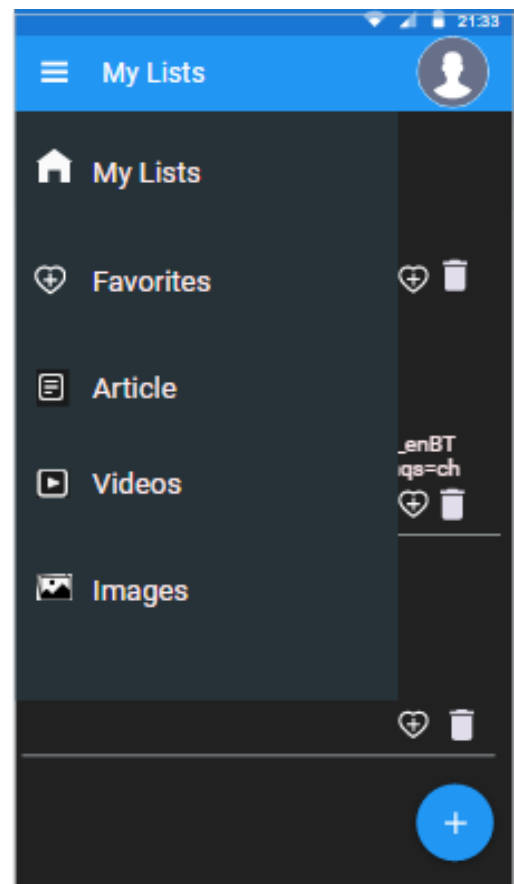
Figure 6

Figure 7

When the user clicks to their account, the figure 6 is displayed. This page will show the name of the account holder. The options that the users will be provided is Get Help, Manage Account where they can change an account if they holds one than one account and finally the logout option. When the user click on the option button with three lines, figure 7 page is displayed. It contains My Lists option showing all the lists of the information's link that they have added. The second one is favorite option showing the lists of information that the user has made as their favorite. The third one is article, it will display the articles that the users had add it. Next is videos and images that will show the lists of images and videos that user had added.
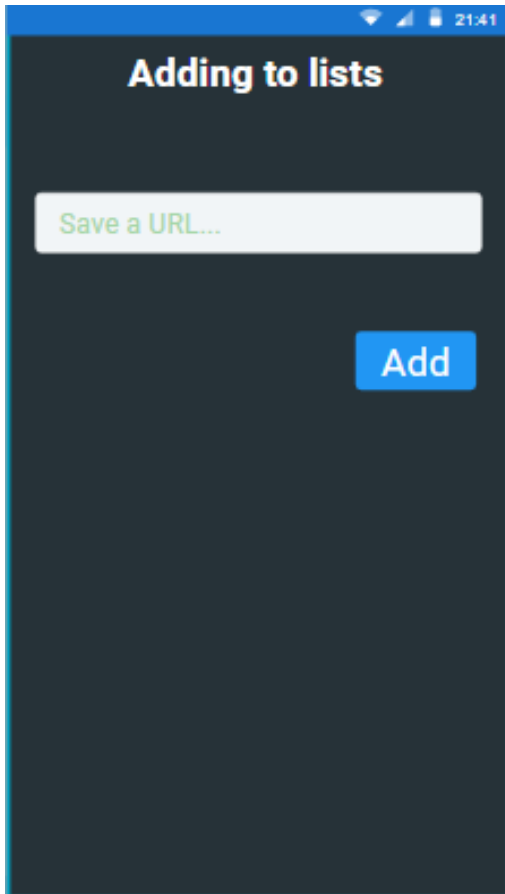
Figure 8

This page is displayed when the user wants to add an interesting information from Internet. The user just have to paste the URL and click on Add button then that link will be on their My Lists.

Implementation:

After the completion system design, the coding for applying the functionalities and features of this project will be started and the design documentation of the design phase will be converted to actual working system.

Testing:

In this phase, The outcome of the project or system will be examine and will be looking for the bugs simultaneously through the Development Life Cycle covering all the levels of testing like unit testing, integration testing, system testing and acceptance testing. In unit testing the all the features will be tested individually and makes each features bug free. Then in integration testing, the group of features are tested together in order to check whether the two features works together or not. In system testing, the whole system or features are tested together to check whether it fulfills all the features or not. The last testing method acceptance testing includes the users of this system to check the functionalities of the system and gives feedbacks.

Reason for choosing the Agile model for our project are:

1. Elasticity is very high.
2. The speed to the changes is high
3. Iterative in nature.
4. It is inexpensive while meeting the changing requirements as the working software is frequently delivered to the user.
5. Availability of risk identification factor.
6. High customer satisfaction.

B. Project Team:

Title / Position	Number
Project Internal Guide	
Project External Guide	
Student Team Members	
Others (please specify)	
Add more rows if required	

C. **Project Activities:**

(Please list and describe the main project activities, including those associated with the transfer of the research results to customers/beneficiaries. The timing and duration of research activities are to be shown in the Gantt chart in Section 8.)

Installation of software and tools:

- Installing android studio version, Android SDK, Java Development Kit

- The videos tutorials, online reference related to android app development, art programming language will the sources that I will gather the information from.

- Designing of user interface, database and of flow of the data by adapting numerousstrategy will be done.

- Make the documentation of all the phases.

.

Key Milestones and Deliverables:

(Please list and describe the principal milestones and associated deliverables of the project. A key milestone is reached when a significant phase in the project is concluded,.g. selection and simulation of algorithms, completion of architectural design and design documents, commissioning of equipment, completion of test, etc.) The timing of milestones is also to be shown in the Gantt chart in Section 8.

No.	Elapsed time from start (in months) of the project	Milestone	Deliverables
	-	Commencement of the project	

(Please add more rows if required.)			

5. **Benefits of the Project (Expected output/outcomes):**

> The benefits of this project are:
>
> - Users can save or add the information like links of websites, articles, videos and the images from the Internet.
> - They can access the information at any time.
> - The users can save resources.

6. **Risk Analysis/Feasibility**

> **A. Risks of the Project:**
>
> (Please describe the factors that may cause delays in, or prevent implementation of, the project as proposed above; estimate the degree of risk.)
>
> (Please mark ☑ where applicable)   Low   Medium   High
>
> Technical risk   ☑
>
> Timing risk   ☑
>
> Budget risk   ☑
>
> **A1. Comments(Describe the risk):**
>
> **Technical risk:** The technical risk is medium form this project as there is many resources which will help in developing this project.
>
> **Timing risk:** The timing risk is also medium because, we have less module so it can be completed.
>
> Budget risk: The budget risk is low because this project does not need any budget.

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7. **Project Approval Certificate**

(Approval of Project Proposal by the Competent Authority (Department Chairman) and Project Review Team is mandatory before the start of project execution.)

Project Review Team:

Sl #	Name	Signature

(Please add more rows if required.)

Project Coordinator

Name:

Designation:

Email:

Date: Signature:

Competent Authority – Head of Department

Name:

Designation:

Email:

Date: Signature

& stamp:

8. Reviewers Panel Comments

10. Project Schedule / Milestone Chart /Work plan

(Project schedule using MS-Project (or similar tools) with all tasks, deliverables, milestones, clearly indicated are preferred. Task should be measured in terms of hours)

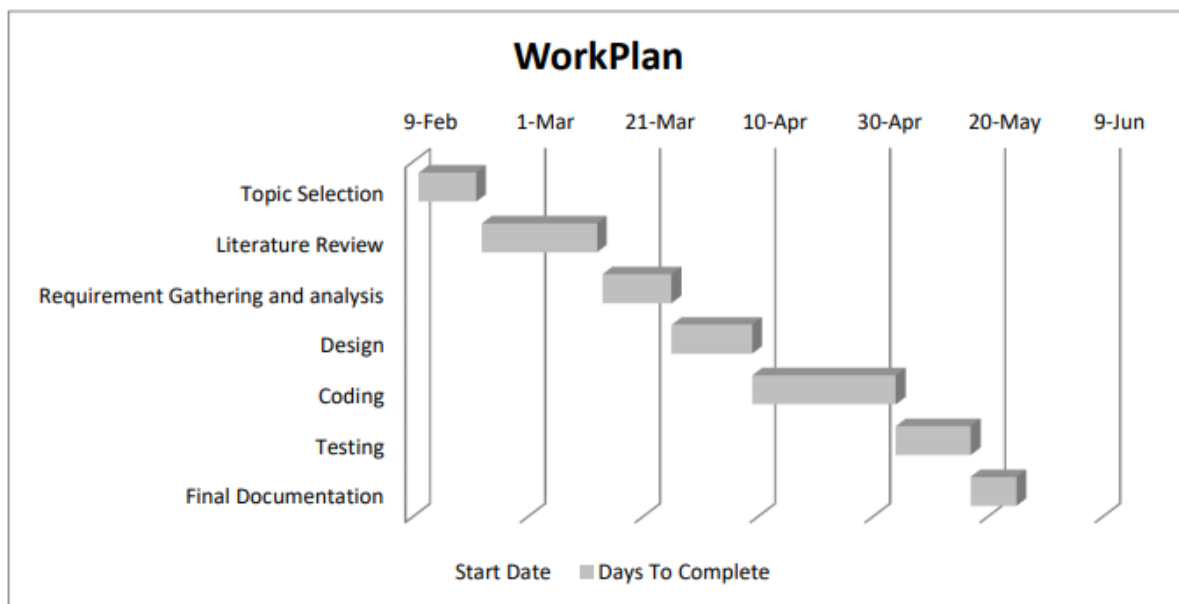| Activities	Start Date	Days To Complete	End Start
Topic Selection	10-Feb	10	20-Feb
Literature Review	21-Feb	20	13-Mar
Requirement Gathering and analysis	14-Mar	12	25-Mar
Design	26-Mar	14	8-Apr
Coding	9-Apr	25	3-May
Testing	4-May	13	16-May
Final Documentation	17-May	8	24-May

Figure 9: Gantt chart

13. Report Writing Guidelines

(Project report will be written under the specified guidelines.)

Bibliography

K, J. (2019, July 6). *The History and Evolution of Mobile Apps*. Web Solutions Blog.

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