

# IT -3 3 2 : INTEGRATIVE PROGRAMMING AND TECHNOLOGIES



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# PROJECT DESCRIPTION

PEOPLE ARE DRIVEN BY HUNGER TO SEARCH THROUGH WASTE BAGS FOR FOOD.

MANY FAMILIES STRUGGLE TO PAY FOR THREE MEALS EVERY DAY.

THE TEAM WILL DEVELOP THE MOBILE APPLICATION TO MAKE SURE THAT THE FOOD WASTE FROM THE MARKET WOULD BE DONATED TO PEOPLE IN NEED BECAUSE FOOD WASTE IS A PROBLEM WE CANNOT AND SHOULD NOT IGNORE.

THE MOBILE APPLICATION REQUIRES THE USER'S EMAIL ADDRESS AND PASSWORD.

THE USER HAS THE ABILITY TO UPLOAD A PRODUCT.

THE USER WILL ALSO ENTER THE NAME OF THE PRODUCT, EXPIRATION AND THE QUANTITY OF THE PRODUCT.



TOO GOOD TO GO  
FOOD WASTE

# METHODOLOGY

FIGURE 1 SHOWS THE AGILE METHODOLOGY.

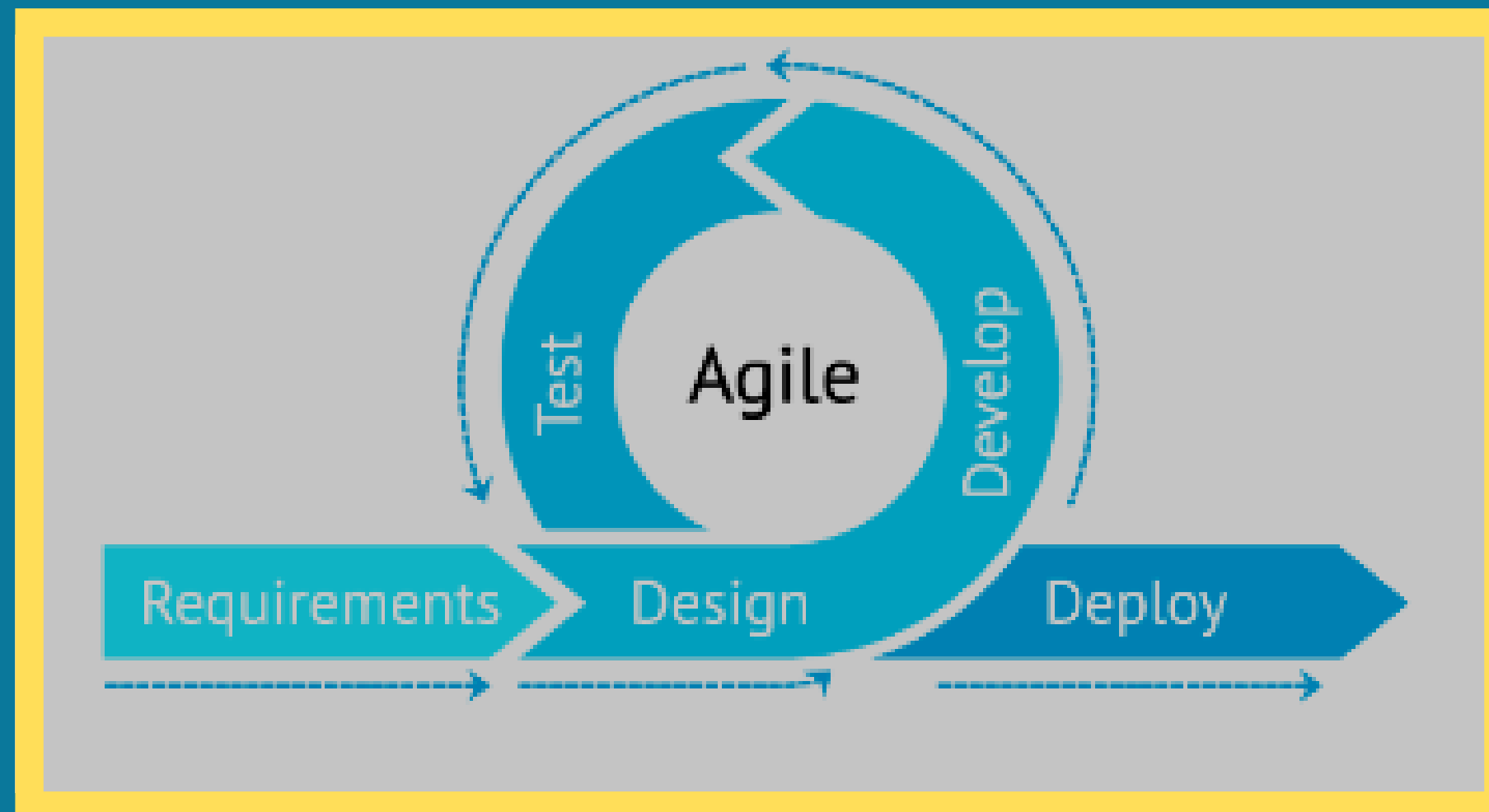
THE TEAM CHOSE AGILE METHOD IN CREATING THE SYSTEM BECAUSE THIS METHOD IS

TYPICALLY USED IN SOFTWARE DEVELOPMENT.

AT ANY PHASE IN THE DEVELOPMENT PROCESS, THE TEAM FACES ERRORS, AND THE TEAM

CAN FIX AND RETURN TO THE FIRST STAGE EVEN WITHOUT COMPLETING ALL THE

STAGES OF THE DEVELOPMENT PROCESS.



# INITIATION AND REQUIREMENT ANALYSIS

IN THIS PHASE, THE TEAM HAD A BRAINSTORMED TO WHAT WILL BE THE OBJECTIVES OF THE PROJECT. IT IS TO CREATE AN APPLICATION THAT WILL HELP THE COMMUNITY TO REDUCE SPOILED FOODS. THE APPLICATION'S OBJECTIVE IS TO HELP GROCERY STORES REDUCE FOOD WASTE USING THE APPLICATION WITH USER-FRIENDLY DESIGN.

## DESIGNING THE APPLICATION

IN DESIGNING THE APPLICATION, THE TEAM WILL DECIDE WHICH SOFTWARE TOOLS THEY WILL USE. ALSO, THEY WILL USE A WIREFRAME AND PROTOTYPE TO ILLUSTRATE HOW THE APPLICATION WILL WORK AND WHAT IT WILL LOOK LIKE. THE TEAM PLANNED TO MAKE THE APPLICATION EASY TO USE.

# DEVELOPMENT

IN THIS PHASE, THE TEAM WILL START THE CODING OF THE APPLICATION. THIS STAGE WILL ALSO LET THE DESIGN TURN INTO AN ACTUAL APPLICATION THAT THE USER WILL USE AS WELL AS THIS STAGE IS WHERE THE OBJECTIVE OF THE APPLICATION WILL MEET.

## APP TESTING AND DEBUGGING

AFTER COMPLETING THE REQUIREMENTS, THE TEAM WILL TEST AND DEBUG THE APPLICATION'S PERFORMANCE. THIS IS WHERE THEY WILL CHECK IF THE APPLICATION IS CLEAN AND READY FOR LAUNCHING.



# LAUNCH

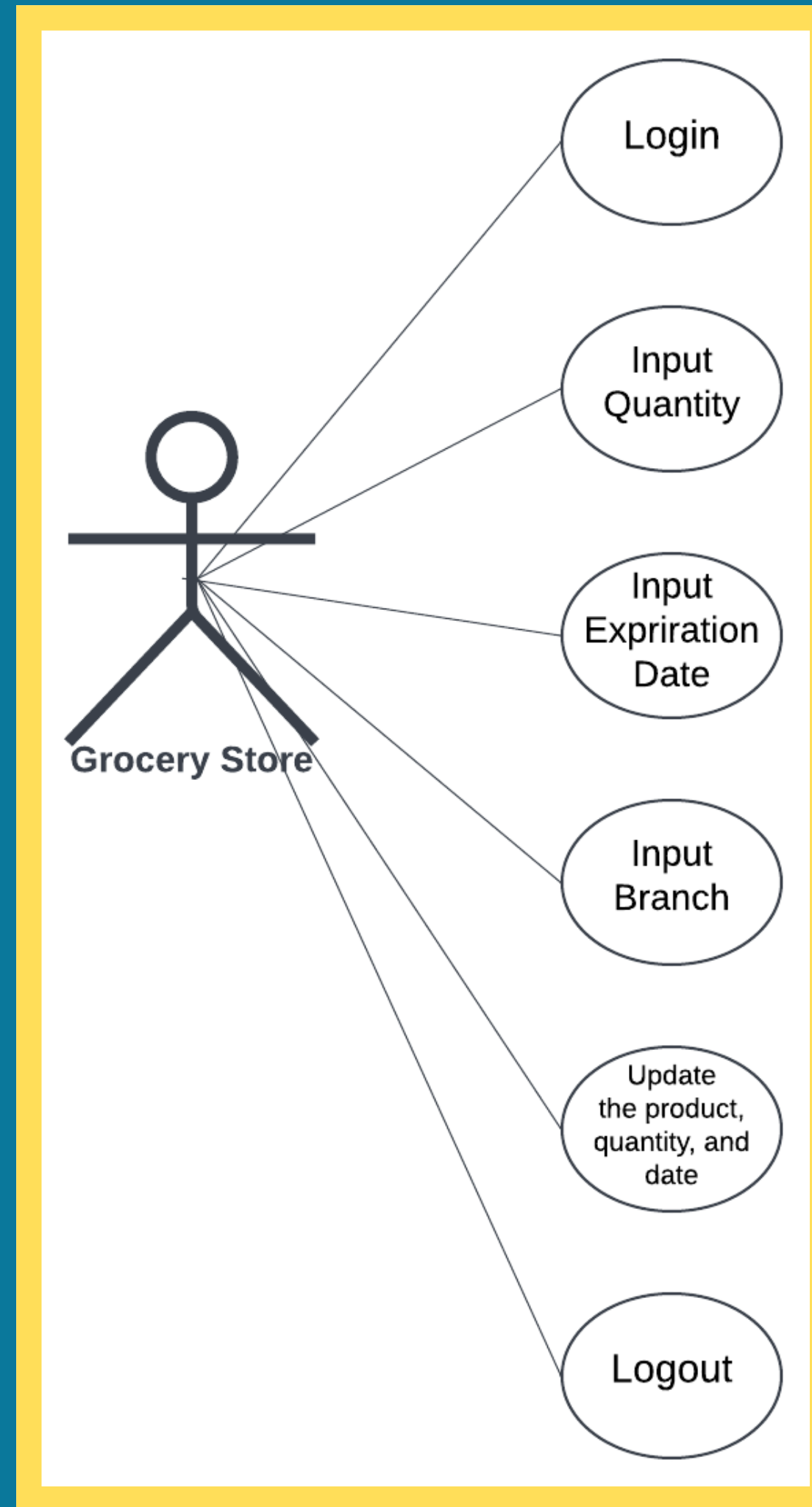
**AFTER TESTING AND DEBUGGING, THIS STAGE IS WHERE THE APPLICATION WILL BE LAUNCHED TO THE USERS.**

# REVIEW/MONITORING

**IN THIS STAGE, THE TEAM WILL MONITOR IF THE APPLICATION GETS AN ISSUE AND ERRORS THAT MAY OCCUR SO THEY CAN MANAGE TO RESOLVE IT.**

# SYSTEM ARCHITECTURE

THE FIGURE SHOWS WHAT THE USER CAN DO TO THE APPLICATION. THE USER CAN LOG IN AND UPDATE THE QUANTITY OF THE PRODUCT, ITS EXPIRATION DATE, AND THE USER'S BRANCH.



# GITHUB REPOSITORY: [HTTPS://GITHUB.COM/PATRICIA-MAE/TOO-GOOD-TO-GO-FOOD-WASTE](https://github.com/patricia-mae/too-good-to-go-food-waste)

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Actions

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1 branch

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Go to file

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Code

patricia-mae assets

1f28033 1 hour ago 8 commits

assets	assets	1 hour ago
input	input	1 hour ago
login	login	1 hour ago
modal/item	modal	1 hour ago
pages	pages	1 hour ago
product	product	1 hour ago
README.md	Initial commit	6 days ago
app-routing.module.ts	app	1 hour ago
app.component.html	app	1 hour ago
app.component.scss	app	1 hour ago

About

finalproj

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README.md	Initial commit	6 days ago
app-routing.module.ts	app	1 hour ago
app.component.html	app	1 hour ago
app.component.scss	app	1 hour ago
app.component.spec.ts	app	1 hour ago
app.component.ts	app	1 hour ago
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services.service.spec.ts	app	1 hour ago
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README.md

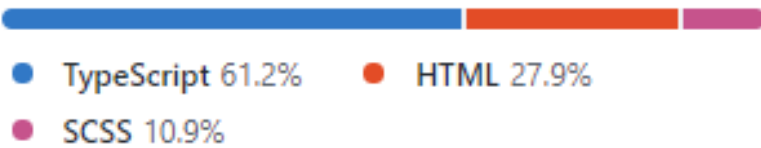
too-good-to-go-food-waste

finalproj

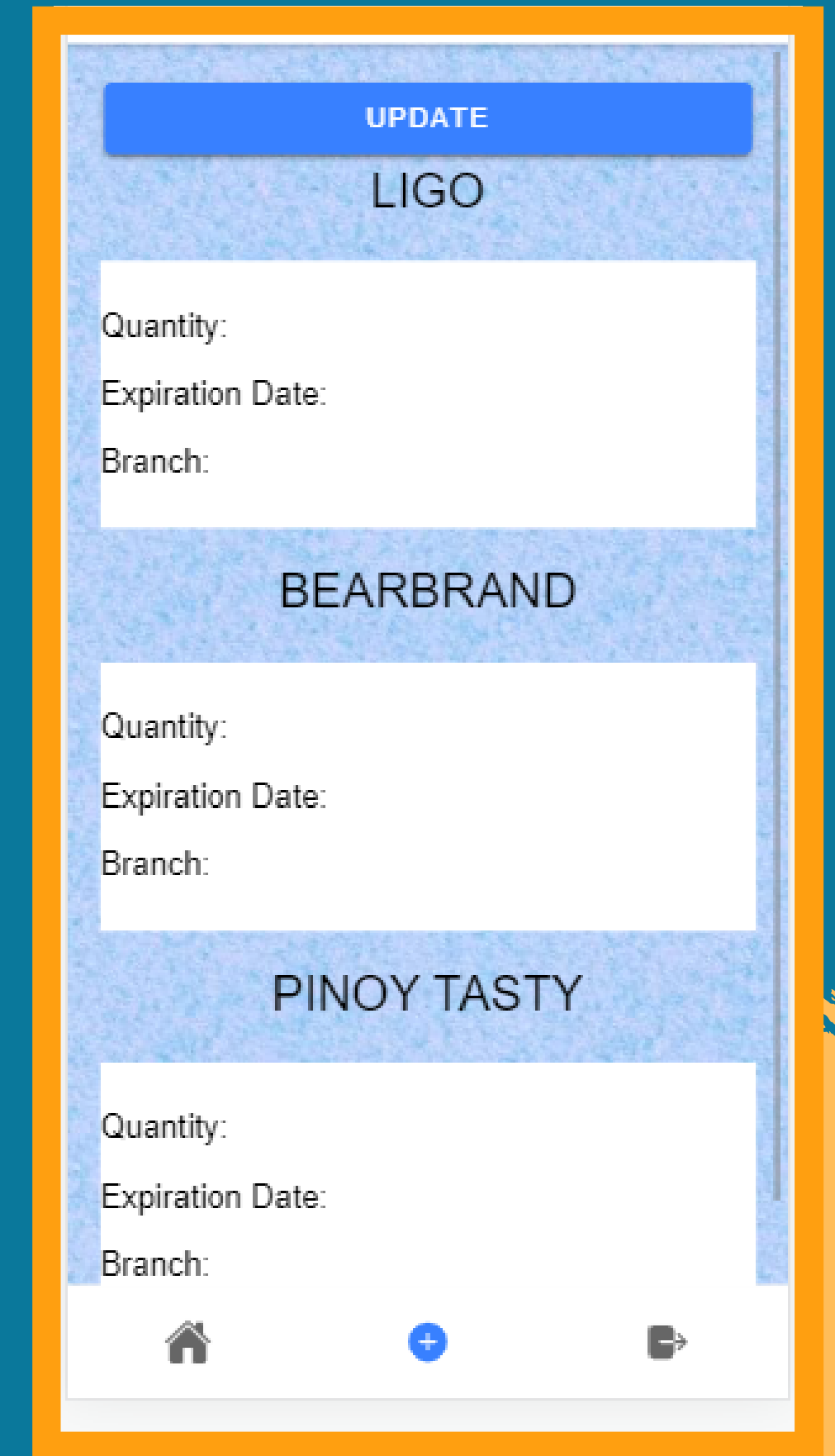
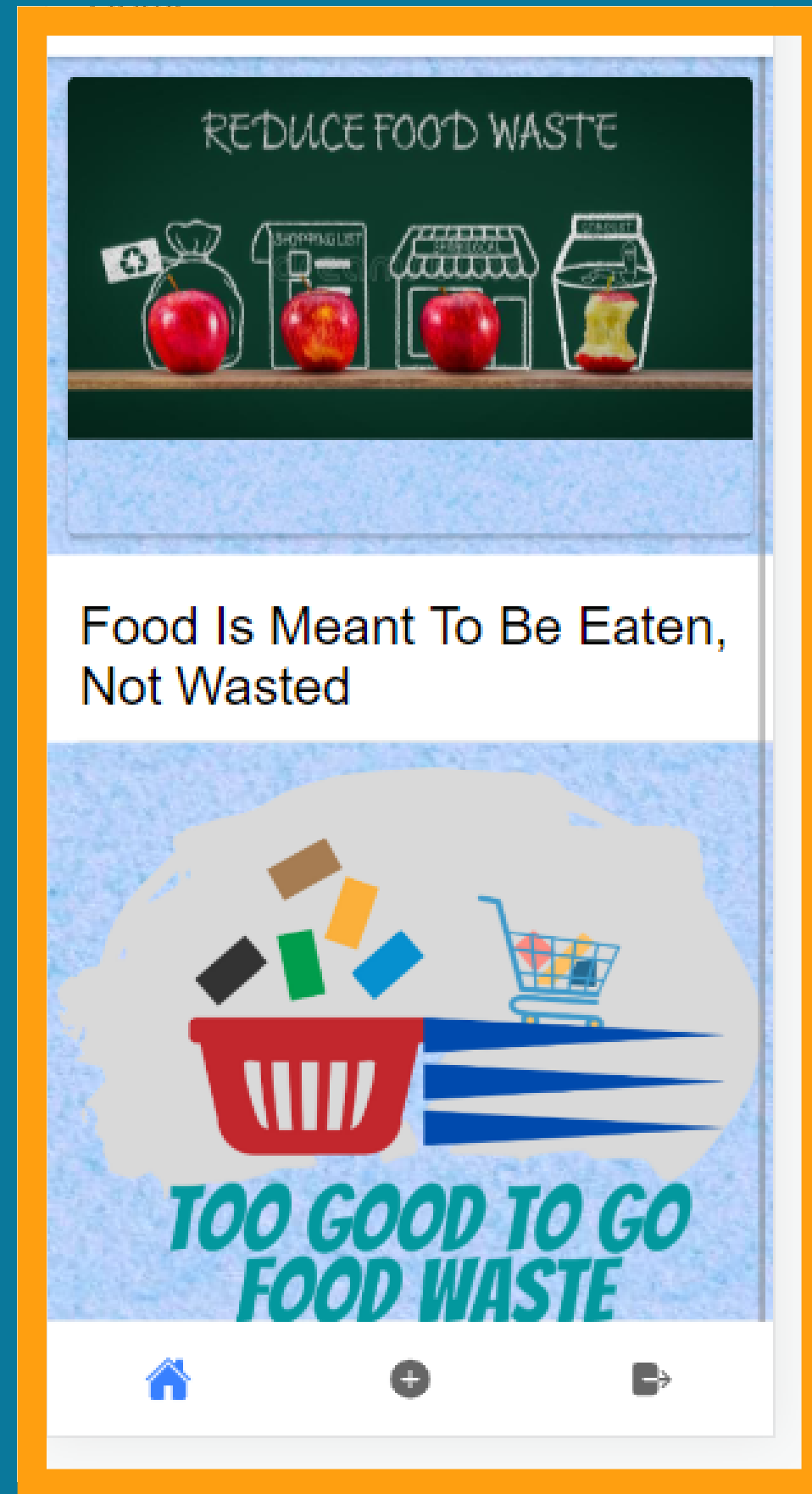
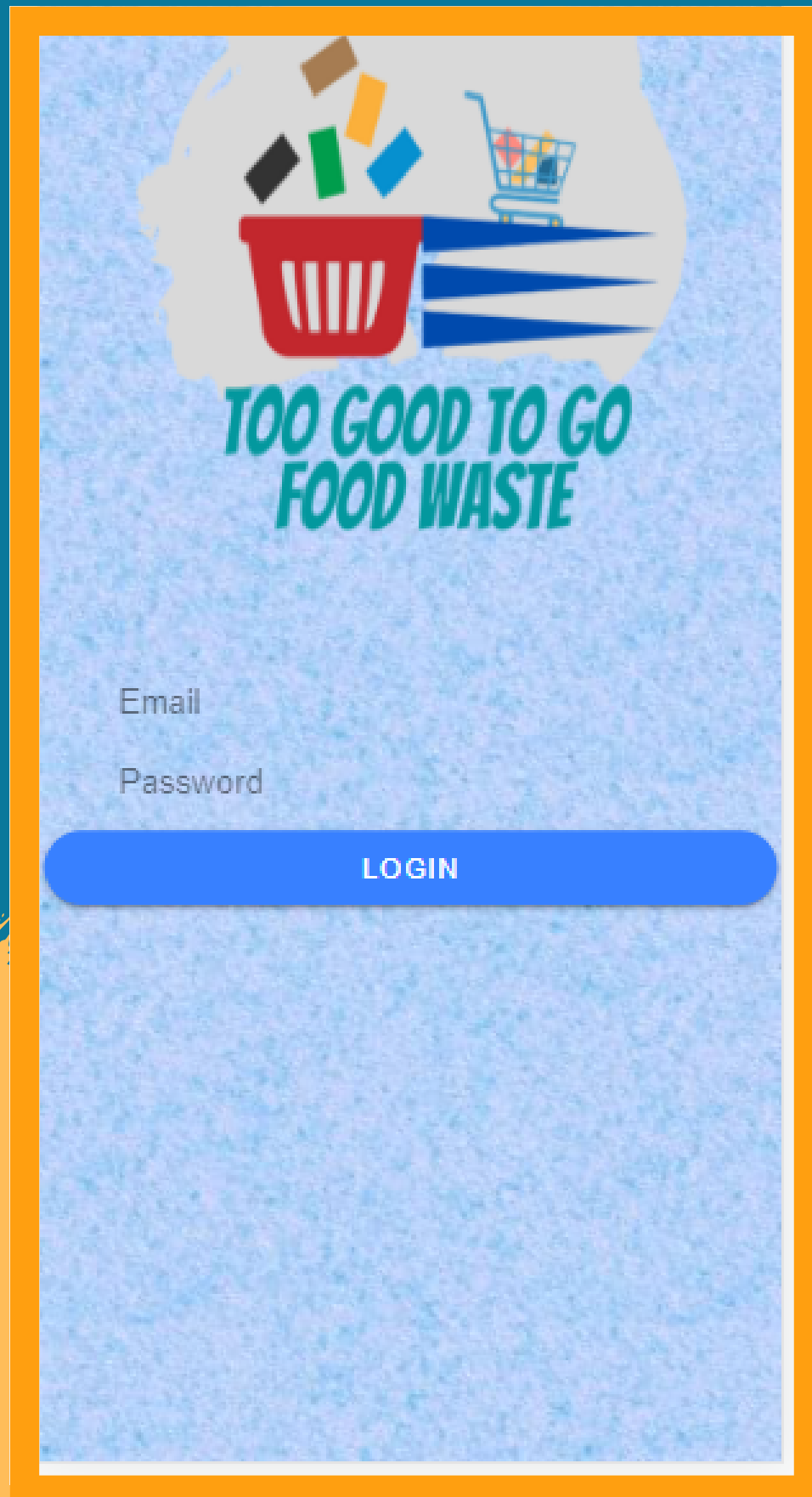
Packages

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Languages



# APPLICATION SCREENSHOT



# TEAM MEMBERS

**ANTES, AIDONN  
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