**MECHANIC FINDER WEB APP**

**By**

**GROUP BSE22-20**

**DEPARTMENT OF INFORMATION TECHNOLOGY**

**SCHOOL OF COMPUTING AND INFORMATICS TECHNOLOGY**

**A Context Paper Submitted to the School of Computing and Informatics Technology for the Study Leading to a Project in Partial Fulfillment of the Requirements for the Award of the Degree of Bachelor of**

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Mechanic Finder App

Automobiles especially vehicles and motorbikes have been the major means of transport in Uganda today. But they usual breakdown or get into accidents and fail to work and this happen in any location that one may not even know a lot about. This system will help to find mechanics from nearby locations. User can get mechanic just by logging into the app and setting up the profile. In the system there are three entity namely, Admin, Mechanic and user. Admin can login, manage users and mechanics by can add and remove features of the app and is in charge of notifications. Mechanics can register their details including location and contacts to garage and specifics of what automobiles they major in and this info can be viewed by Users. Users can signup and login by using credentials which will be provided by mail. They can check for nearby garages and choose one that meet the specification of their road problems and automobile.

* **Modules:**

The system comprises of 3 major modules with their sub-modules as follows:

1. **Admin:**

* **Login:** Admin can login using credentials.
* **Manage users and mechanics.**
* **Add and remove features on the app.**
* **Handle notifications and updates on the app**

1. **Mechanics:**

* **Register:** Mechanics can register and obtain credentials.
* **Login:** Mechanics can login using credentials.
* **Add garage details:** mechanics can add location and contact details of their garage
* **Accept service request from user.**

1. **Users**

* **Register and login:** Users can register and login with their credentials.
* **Check for garages nearby:**
* **Choose garage of preference.**
* **Request for service or call the garage for help**

##### **Project Lifecycle:**

##### **Description**

The waterfall Model is a linear sequential flow. In which progress is seen as flowing steadily downwards (like a waterfall) through the phases of software implementation. This means that any phase in the development process begins only if the previous phase is complete. The waterfall approach does not define the process to go back to the previous phase to handle changes in requirement. The waterfall approach is the earliest approach that was used for software development.

**PHP**

* **Hardware Requirement:**
* i3 Processor Based Computer or higher
* Memory: 1 GB
* Hard Drive: 50 GB
* Monitor
* Internet Connection
* **Software Requirement:**
* Windows 7 or higher
* WAMP Server
* Notepad++
* My SQL 5.6
* Google Chrome Browser
* **Advantages**
* Saves time especially when one’s mechanic is very far from where breakdown occurred
* Users will be able to get qualified mechanics based on what ride they own.
* Tutors shares a wealth of knowledge, experience, and academic degrees which they have.
* **Limitation**
* Data need to be entered properly otherwise; outcome may won’t be accurate.
* Time
* Little computer knowledge by the mechanics around town.
* Finding out how to financially benefit as a developer.
* **Application**
* This system can be used by the multiple peoples to get servicing on their automobiles in case of breakdown.