PROJECT REPORT

ON

***“ON-ROAD ASSISTANCE”***

***Submitted by***

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***Under the Guidance of***

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Requirement for the Award of the Degree of

MCA (6 years)

In

International Institute of Professional Studies

Devi Ahilya Vishwavidyalaya, Indore, M.P.

**DECLARATION**

I hereby declare that the project entitled “On-Road Assistance” which is submitted by me for the partial fulfillment of the degree of Masters of Computer Application of International Institute of Professional Studies, Devi Ahilya Vishwavidyalaya ,Indore, comprises of the work that I have learned during my Internship at Cognizant Pvt.Ltd to International Institute of Professional Studies, Devi Ahilya Vishwavidyalaya ,Indore, comprises my own and due acknowledgement has been made in text to all other material referred.

Signature of Student

Date:

Place: Indore (M.P)

**ACKNOWLEDGEMENT**

For the successful completion of this project, I'd extend a sincere thanks to our project guide as well as trainer **Mr. Nilesh Gandhe Sir**, who has been there with us while building the complete code from scratch. Without his guidance and teaching, it'd have been impossible of us to create the project.

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I'd like to express my sincere thanks to a few of the faculties from my college for giving us such an amazing opportunity to work through the college semester in order to get a corporate experience and education and enhance my personal as well as professional skills.

**Director** Dr. A.K. Sapre

**Program Incharge** Mr. Jugendra Dongre

**Batch Mentor** Dr. Vivek Shrivastav, Mr. Basant Namdeo

**Project Guide** Mr. Basant Namdeo

I feel proud and privileged in expressing my deep sense of gratitude to all those who have helped me in presenting this project. I would be falling in my endeavor if I do not place my acknowledgement.

**CERTIFICATE**

This is to certify that the dissertation on “On-Road Assistance” submitted by “Sameer Chandwaskar” in partial fulfillment of the degree of Masters of Computer Application of International Institute of Professional Studies, Devi Ahilya Vishwavidyalaya, Indore, comprises of the work that I have learned during my Internship at Cognizant Pvt. Ltd. Where I worked as a part of the project.

**Internal Examiner External Examiner**

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Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**ABSTRACT**

With new vehicular addition to the roads each day, the traffic density has been creeping significantly. With increasing traffic, there has also been a strong pattern of tourist spot exploration by using their personnel vehicle. This causes more dependence on roadside assistance should there be a situation of vehicular breakdown, fuel insufficiency or accident. An app, which shall let the users to request for an on-road assistance will be a game changer to the automobile industry.

The solution developed will address the objective in a holistic manner and will have all the features and functionalities which shall let the portal allow a customer to perform a location based search, browse by the nature of service offered and contact info. This shall allow the mechanic to accept the request from the customer and a real time navigation can be performed. Customer rating for the service will be an added feature.

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**1.INTRODUCTION**

* 1. **Purpose**

The purpose of this document is to systematically capture requirements for the project and the system to be developed. The document also captures the functional requirements and serves as an input for the scope of project.

* 1. **Scope**

This product is a powerful web aggregation engine is a core enabling technology of Cognizant solutions and is a fundamental tool for improving the management of collections and deductions. This product is a great start to an efficiency initiative

* 1. **Aim**
* Project is about the mechanic and customer login in which there would be two user using the web.
* This project is about On-Road Assistance where the customer end would login to share the problems related to him/her like tyre puncture, need of petrol, accident or some basic needs related to the vehicle. And the customer would send request to the local mechanics present over that arena.
* Similarly, there would be mechanic end login where the mechanic would either accept or reject the request send by the customer.
* This accretion or rejection by the mechanic would be further notified to the customer end.
  1. **Objectives**
* Customer and Mechanic registration and credential authentication.
* Requests for service by customer
* Location based searching of mechanics.
* Accepting requests made by customer and providing service.
* Customer will also provide rating to the mechanic on the basis of the service.
* Real time navigation.
  1. **Methodology**

**SDLC**

In [software engineering](https://en.wikipedia.org/wiki/Software_engineering), a software development process is the process of dividing [software development](https://en.wikipedia.org/wiki/Software_development) work into distinct phases to improve [design](https://en.wikipedia.org/wiki/Software_design), [product management](https://en.wikipedia.org/wiki/Software_product_management), and [project management](https://en.wikipedia.org/wiki/Software_project_management). It is also known as a software development life cycle.

The methodology may include the pre-definition of specific [deliverables](https://en.wikipedia.org/wiki/Deliverable) and artifacts that are created and completed by a project team to develop or maintain an application.

Most modern development processes can be vaguely described as [agile](https://en.wikipedia.org/wiki/Agile_software_development). Other methodologies include [waterfall](https://en.wikipedia.org/wiki/Waterfall_model), [prototyping](https://en.wikipedia.org/wiki/Software_prototyping), [iterative and incremental development](https://en.wikipedia.org/wiki/Iterative_and_incremental_development), [spiral development](https://en.wikipedia.org/wiki/Spiral_development), [rapid application development](https://en.wikipedia.org/wiki/Rapid_application_development), and [extreme programming](https://en.wikipedia.org/wiki/Extreme_programming).

Some people consider a life-cycle "model" a more general term for a category of methodologies and a software development "process" a more specific term to refer to a specific process chosen by a specific organization.

**Client-Server Model**

Client–server model is a [distributed application](https://en.wikipedia.org/wiki/Distributed_application) structure that partitions tasks or workloads between the providers of a resource or service, called [servers](https://en.wikipedia.org/wiki/Server_(computing)), and service requesters, called [clients](https://en.wikipedia.org/wiki/Client_(computing)).

Often clients and servers communicate over a [computer network](https://en.wikipedia.org/wiki/Computer_network) on separate hardware, but both client and server may reside in the same system.

A server [host](https://en.wikipedia.org/wiki/Host_(network)) runs one or more server programs which share their resources with clients.A client does not share any of its resources, but requests a server's content or service function. Clients therefore initiate communication sessions with servers which await incoming requests.

**DAO Pattern**

Data Access Object Pattern or DAO pattern is used to separate low level data accessing API or operations from high level business services. Following are the participants in Data Access Object Pattern.

* Data Access Object Interface - This interface defines the standard operations to be performed on a model object(s).
* Data Access Object concrete class - This class implements above interface. This class is responsible to get data from a data source which can be database / xml or any other storage mechanism.
* Model Object or Value Object - This object is simple POJO containing get/set methods to store data retrieved using DAO class.