PAW FINAL PRESENTATION

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01 PROBLEM

background & existing challenges



PROBLEM

Reason for the Project

Just like mentioned in the documents, our main reason for this project is to raise awareness on animals with special conditions. Those animals are less likely to survive on their own and they need much more love.

We want to address their special needs to the most suitable candidates with our system. Also with this project we want to decrease the workload of shelters and increase the life quality of these animals.



PROBLEM

Challenges

In order to maintain accuracy in such systems, there must be control mechanism that prevent the creation of false information. Another challenge might be personal information security which is critical in projects where two users need to contact each other directly from their private communication channels. Ensuring safety of the pets is also an essential factor when it comes to the adoption.



02 OBJECTIVES

goals to achieve



OUR GOALS













SECURITY & PRIVACY







LITERATURE REVIEW

related work or projects & gaps



LITERATURE REVIEW

Related Projects

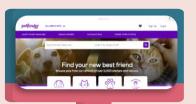
There are tons of different projects with animal adoption purposes. Some of them highly usable and some of them are not. But there is one common point in each project. They don't emphasize disabled or ill pets in their projects. There is no separate section for them. So, our project tries to fill this gap in similar projects.



LITERATURE REVIEW







A COMPARISON

	PetRescue	ASPCA	Petfinder	
Pet Lists	X	X	X	
Donation	X	X	X	
Readings	X	X	X	
Volunteering		X		
Rescued Pets	X	X	X	



PROJECT OVERVIEW

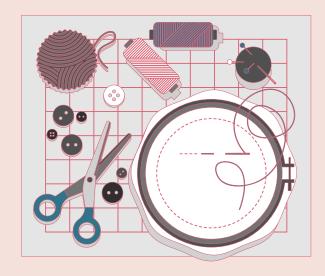


tools, technologies, and methodologies



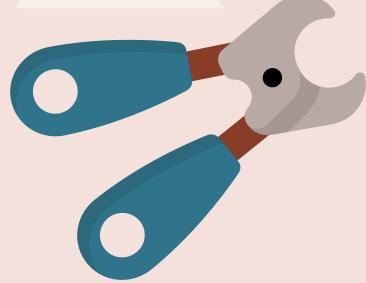
Tools & Technologies

Our project mainly focuses on pet adoption with disabled or ill animals. Users can view listed pets and with necessary processes they can adopt or list a pet of their own. This project is made by using Flask framework. We also used some pre-defined Bootstrap libraries, Visual Studio Code as our IDE and SQLite for the creation of our database.









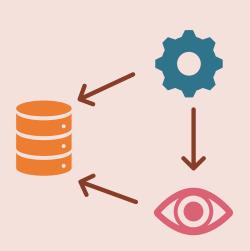
ARCHITECTURE

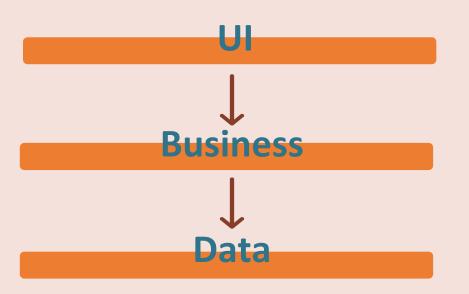
interaction of components





MODEL VIEW CONTROLLER MVC







IMPLEMENTATION

algorithms & techniques

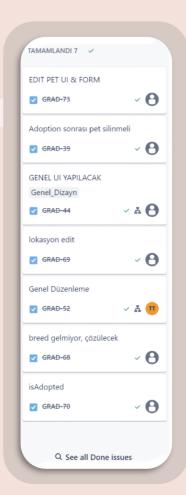


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Implementation

- ✓ Models -> Pet, User, AdoptionRequest, Donation, FavoritePet, UserAnswers
- ✓ Auth -> Authentication (login, logout, sign up)
- ✓ View -> Functions
- ✓ SQLAlchemy -> SQLite
- ✓ Bcrypt -> Hashing
- ✓ Jinja2 -> Dynamic HTML
- ✓ Werkzeug -> Processing requests & responses
- ✓ OpenLayers -> Map API









- Prioritization
- To do, in process, done
- A clear view







COMPONENTS

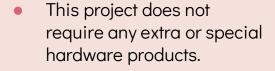
hardware & software



Hardware & Software







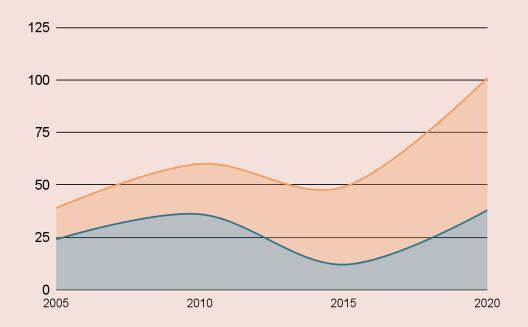


- Application Tier:
- HTML CSS
- Flask
- Database Service:
- SQLite
- Communication Protocols:
- HTTP and TCP/IP
- API:
- OpenLayers









RESULTS

presenting results

Some Quantitative Results

Response Times

- Site Navigation: less than 2 seconds
- Pet Addition: less than 2 seconds
- Pet Deletion: less than 2 seconds
- Questionnaire Results: 2 seconds
- Donation: less than 1 second
- Password Update: less than
 2 seconds

Accuracy

- Pet Information: Accurate
- Pet Status: Visible for the adopted & not adopted separately
- Feedback: Notifications
- Admin Panel: Synchronization between users

Efficiency

- Responsiveness: UI
- Search & Filter: accessing relevant information
- Navigation: Ease of use
- Security Measures: hashing passwords, no direct involvement with database
- Constraints: credit card section, emails, double check deletions

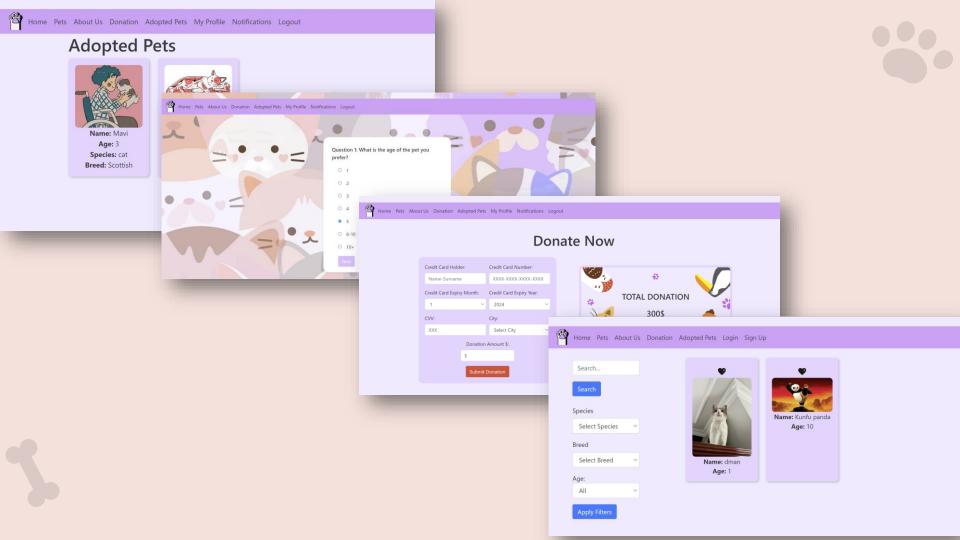
User Table



ID	Email	Password	F_name	L_name	Pets	Verified	Favorite pets
1	X@gmail.com	hashed1	Selin	Karol	Pakize	1	Fadik
2	Y@gmail.com	hashed2	Taylan	Tanyeri	NULL	0	NULL

Pet Table

ID	User ID	Name	Age	Speci es	Breed	Medic al D	Report	File Path	Image	Image Path	
1	1	Pakize	2	Bird	Chick en	Old,si ck	x.pdf	users/ x	img1	users/ x1	
2	3	Fadik	5	Cat	Tekir	angry	y.pdf	users/ y	img2	users/ y1	



09 CHALLENGES

technical challenges & obstacles











CHALLENGES

Technical Challenges

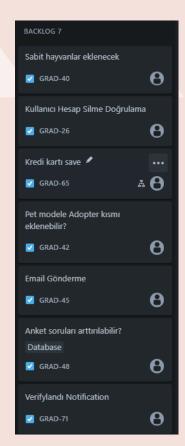
Project had some glitch on verification mechanism. At first, we wanted to handle those requests via emails, not directly by an admin. We devoted a lot of time for this part but later we realized it was time consuming due to security reasons. So, this part was moved to the backlog.

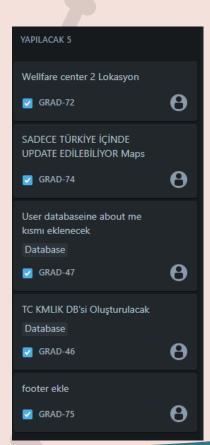
Also, in our location information our aim was to use Google Maps API but because of the billing issues we could not be able to pull it off. After a brief search on internet, we decided to use Open Layers.



FUTURE WORKS









THANKS!

Selin & Taylan

