Project on

DISASTER MANAGEMENT

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CSE 2112: OBJECT-ORIENTED PROGRAMMING LAB

University of Dhaka

Presented by

Group -02

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Introduction

- The disaster management system is a project designed to address the needs of citizens, administrators, and responders during emergency situations.
- Its primary focus is to ensure smooth communication, disaster reporting, and help coordination.

Objective

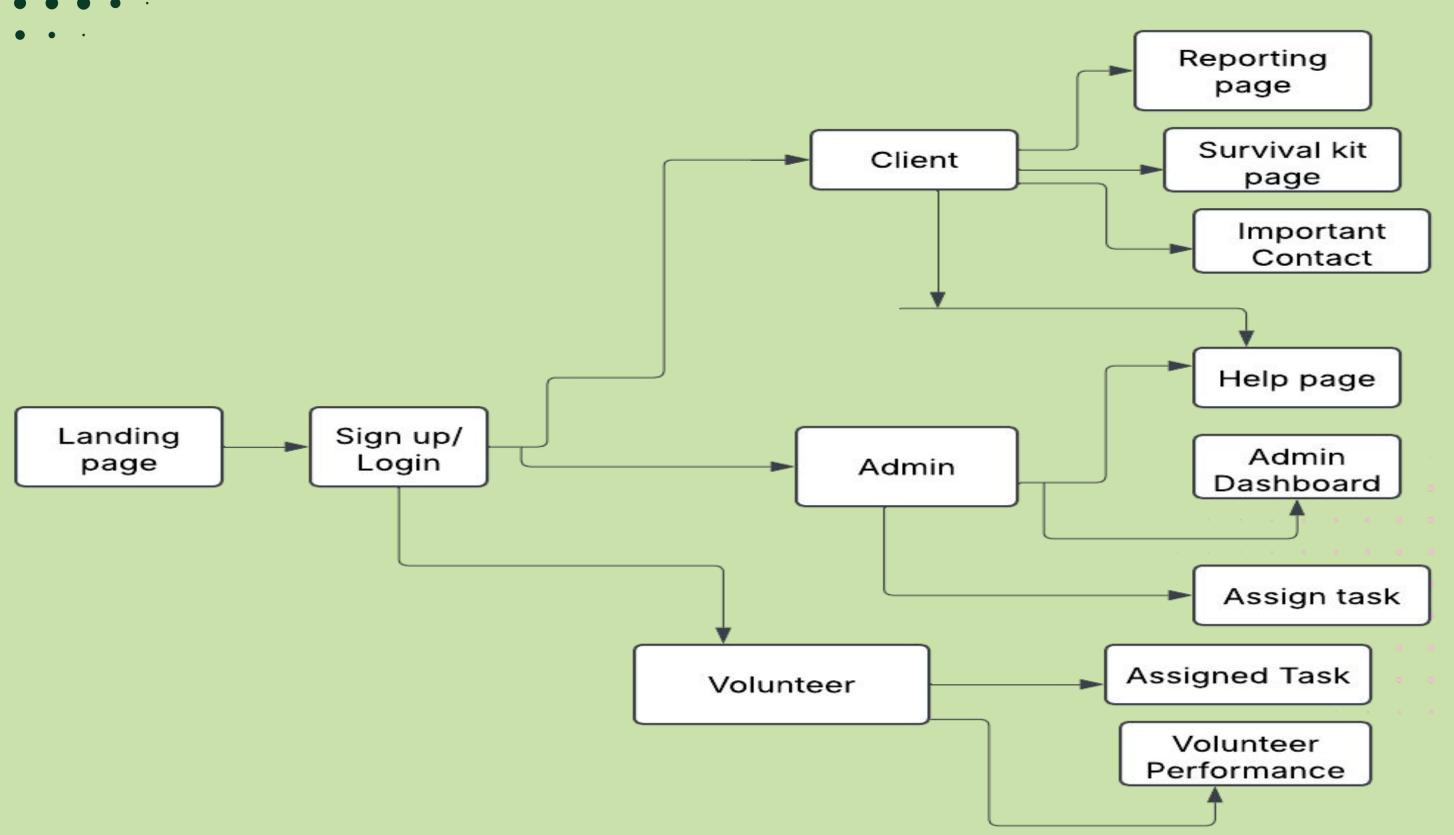
- Allow users to report disasters, receive survival guidance, and access emergency contacts.
- Enable admins to manage disaster reports, assign tasks.
- Provide volunteers with the ability to track their performance and report task completion.
- Facilitate smooth communication and coordination between clients and admin by chat application.

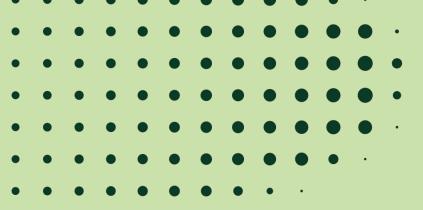
TOOLS

- IDE: IntelliJ
- Language: JAVA
- Framework: JavaFx
- Database: MySQL
- Testing: Manual testing for the overall system functionality



WORK OVERFLOW





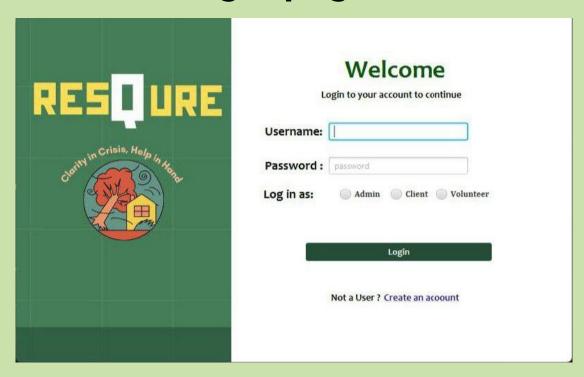
Sign up & Login

- -User will signup and login according to their role.
- -This feature ensures authentication of the users by database connection and exception handling.



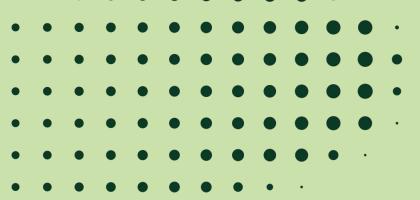
Landing page

Login page



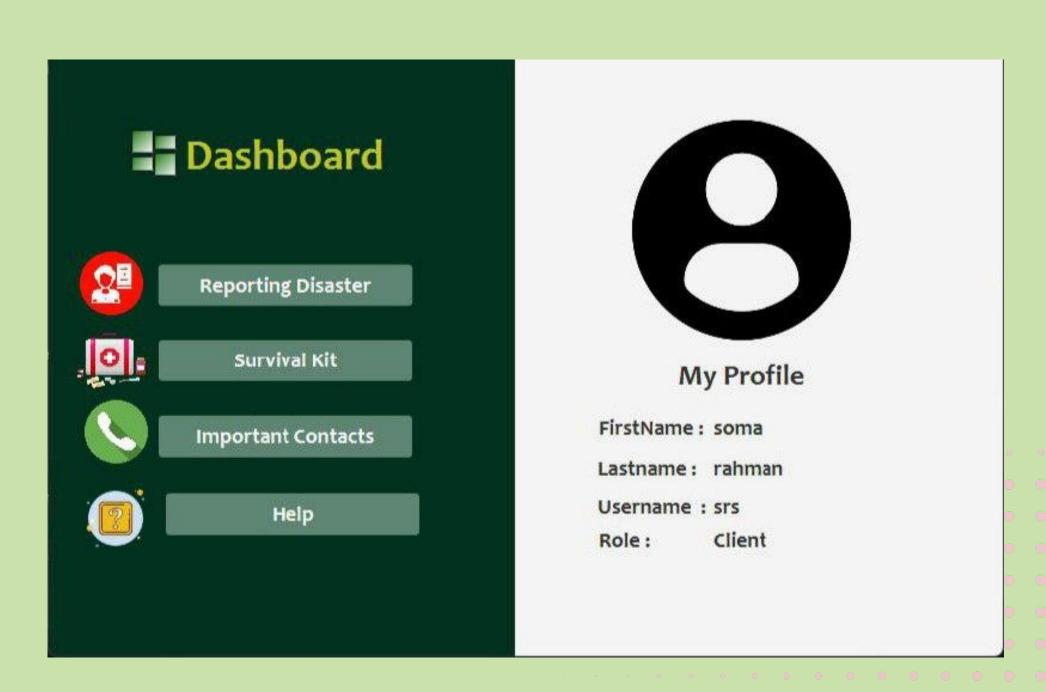
SignUp page





Client Dashboard

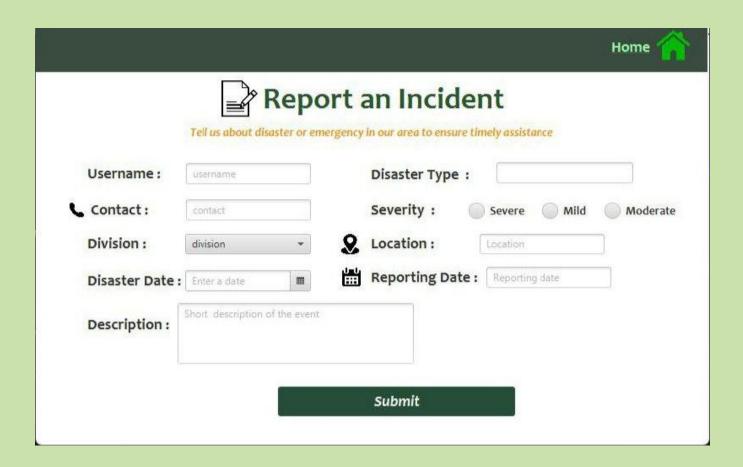
- -The Client's basic information is displayed.
- -The dashboard serves as the central platform for clients by providing access to key features.



Client Dashboard

Reporting Page

- -Users can submit disaster reports with location, severity, and description.
- -The information is stored in Admin's database for further help.
- -Using file writer method, a text based log file has been created.



Reporting page

Report Date: 2025-01-16
Name: soma
Contact: 018*****
Location: Dhaka
Severity: Severe
Description: Urgent need of food
Report Date: 2025-01-22
Name: soma
Contact:0181*****
Location: Chattogram
Severity: Severe
Description: Medical Support needed
Report Date: 2025-01-23
Name: soma
Contact: 0181*****
Location: Khulna
Severity: Severe
Description: lack of pure water
Report Date: 2025-01-03
Name: soma
Contact:0181*****

Report log
Information File

Survival Kit:

- -Offers specific advice based on the disaster type, special needs, and water availability.
- -Helps users calculate the amount of food and water required for a certain number of days and people
- If the user in need, they can ask the items to admin.





Survival Kit page

Important contact page:

- -Provides important contacts of different designation along with location.
- -The data can be filtered out by designation or location for faster outcome.

User Interface



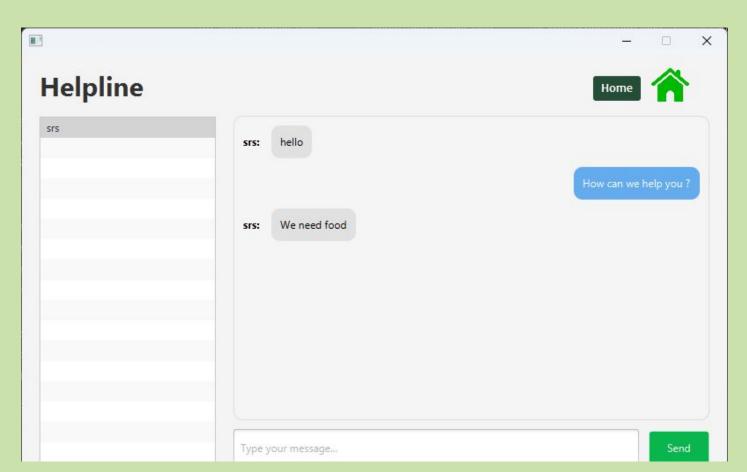


Important Contact page

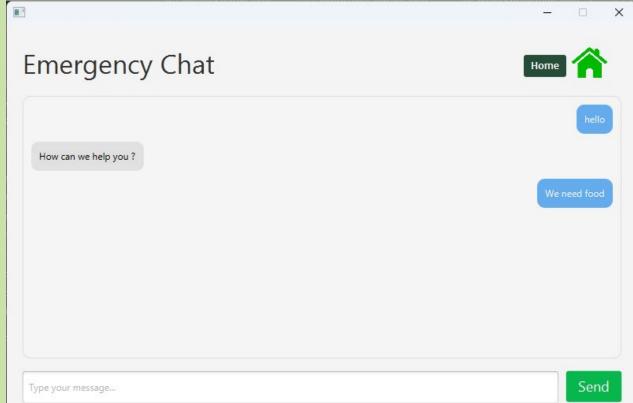
Chat Application:

-The chat application enables real-time communication between client and Admin ensuring quick response during emergency.

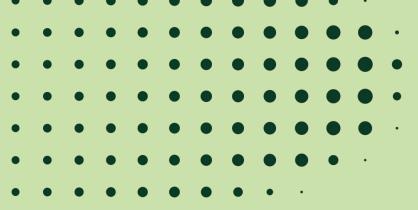
-We used server-socket to build this.



Admin Helpline page



Client Helpline page



Admin landing page:

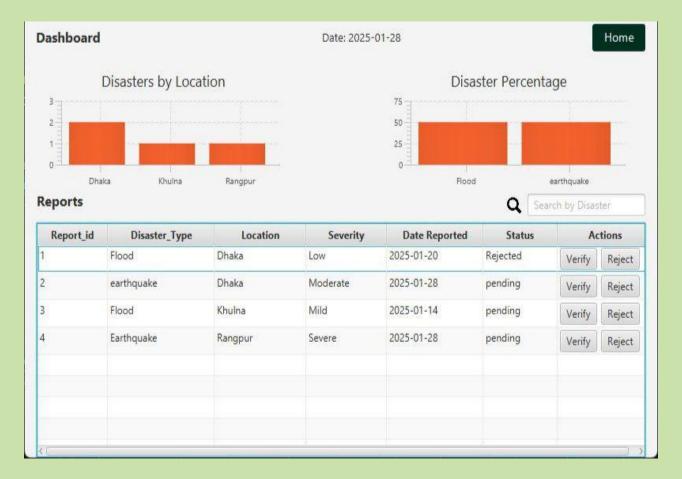
-The landing page serves as the central platform for admins by providing access to key features



Admin Landing Page

Admin Dashboard:

- -The dashboard provides all the reports submitted by the user.
- -The bar graph highlights predictions of people who are most in need.
- -The admin can verify and reject any report.





Admin Dashboard



Assign Tasks:

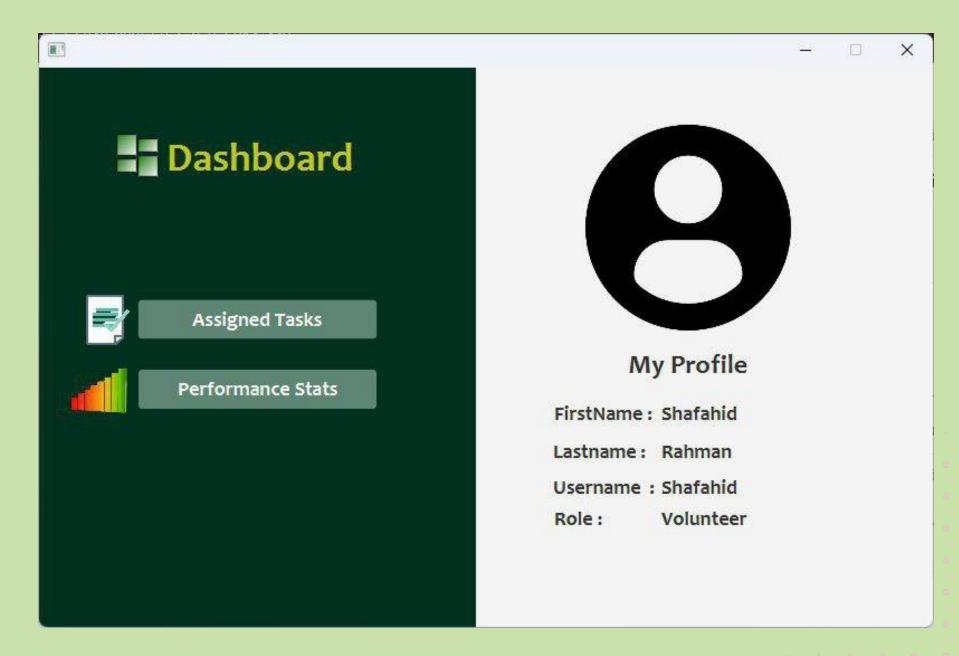
-Based on the clients need, admin can assign task to volunteers providing necessary information about the task.



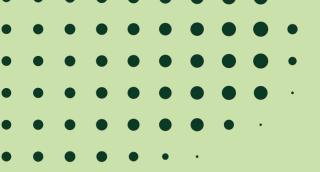
Assign task page

Volunteer Dashboard:

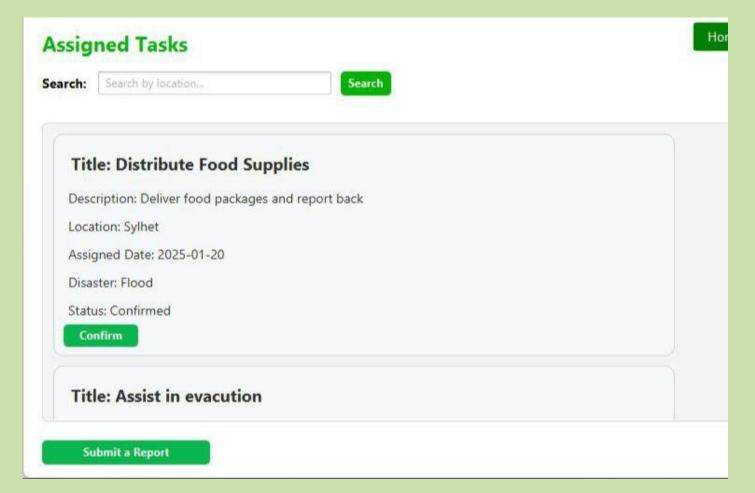
- -The Volunteer's basic information is displayed.
- -The dashboard serves as the central platform for volunteers by providing access to key features.

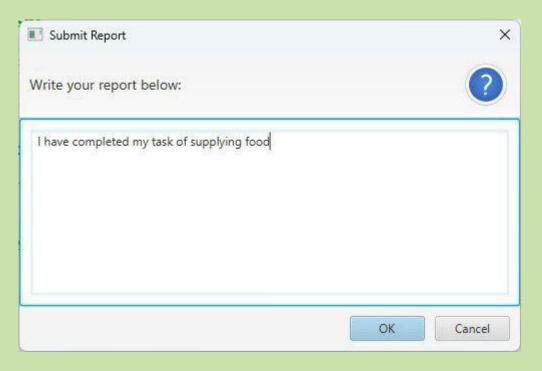


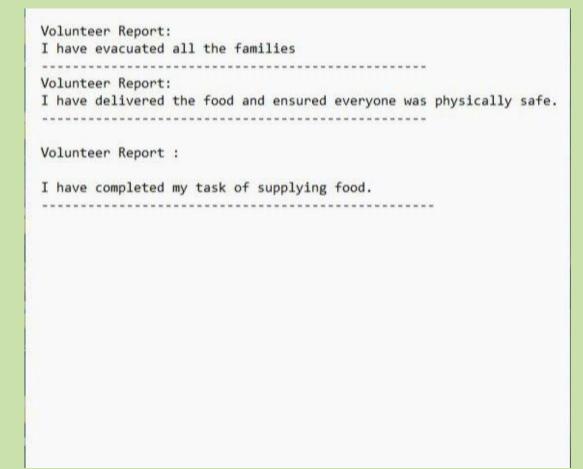
Volunteer Dashboard page



Volunteer Assigned Task:









The tasks that have been assigned by admin displays here



Volunteer can submit report after completing task



In the text file, the report can be viewed.

Volunteer Performance:

-This section demonstrates the number of pending and completed tasks performed by volunteer using a bar graph

User Interface



Volunteer Performance page

IMPLEMENTATION OF OOP PRINCIPLE

- -Encapsulation: Hides internal data and provides controlled access through methods.
- -Abstraction: Complex implementations by exposing only essential details.
- -Polymorphism: One interface to work with different data types or behaviors.
- -Inheritance: Reuse the code by allowing classes to inherit functionality from others.

FUTURE ENHANCEMENTS

-Potential Improvements:

- -Improving efficiency and user experience.
- -Automated notification alert.
- -Data visualization feature & map feature.

Thankyou