App Title: "VESlumni"

Welcome to VESlumni, your dedicated hub for connecting with fellow VESIT alumni. This virtual meeting place lets you share updates, engage in discussions, and stay connected with our vibrant community. With features like posting updates, viewing news feeds, and staying informed about events and placements, VESlumni is your go-to for alumni connections and reliving college memories. Join us on this journey of camaraderie and stay connected with VESIT's thriving network through VESlumni.

Problem Statement:

Develop "VESlumni" – a comprehensive mobile app for VESIT alumni, promoting seamless interaction, update sharing, and community engagement. The app aims to enhance the overall alumni experience by providing a central platform for discussions, on going events, and placement updates. VESlumni Connect aspires to be an indispensable tool for fostering connections within the VESIT network, ensuring a vibrant and connected community of alumni.

Software Requirements:

Platform Requirements:

- 1. Flutter SDK: Required for cross-platform app development.
- 2. Dart Programming Language: Utilized for coding the application logic. 3.Integrated Development Environment (IDE): Preferred IDEs such as Visual Studio Code or IntelliJ IDEA for coding and debugging.
- 4. Version Control System: Utilize Git for version control to manage codebase changes effectively.

Flutter Packages:

- 1.firebase_core: ^2.24.0: Provides the necessary functionality for initializing Firebase in a Flutter app.
- 2.firebase_auth: ^4.15.0: Enables authentication with Firebase, allowing users to sign in and manage their authentication state.
- 3.provider: any: A state management solution for Flutter applications, facilitating the sharing of data between widgets efficiently.
- 4.cloud_firestore: ^4.13.3: A Flutter plugin to use Cloud Firestore, Google's cloud

database. It allows you to store and sync data between users in real-time.

5.firebase_storage: ^11.5.6: Provides a Flutter API to use Firebase Cloud Storage, allowing you to upload and download files from the cloud.

6.image_picker: ^1.0.5: Allows users to pick images and videos from the device's gallery or camera.

7.cached_network_image: ^3.0.0: Efficiently loads and caches images from the network.

8.flutter_local_notifications: ^16.2.0: Enables the display of local notifications on the device.

9.firebase_messaging: ^14.7.9: Handles Firebase Cloud Messaging (FCM) to send and receive push notifications.

10.intl: ^0.19.0: Provides internationalization and localization support for Flutter applications.

11.url launcher: ^6.2.2: Launches URLs in the device's browser

12.flutter test: sdk: flutter: Flutter testing library for writing unit and widget tests.

13.flutter_lints: ^3.0.1: A set of lint rules to ensure code quality and adherence to best practices in Flutter projects.

VESlumni features:

1.Alumni Networking:

Connect with fellow alumni from VESIT, fostering a vibrant and supportive

community. Stay updated on the latest achievements, milestones, and life events of your peers.

2.News Feed and Posting: Share updates, news, and achievements with the VESlumni community through a dynamic posting feature. Explore a personalized news feed to stay informed about the activities and accomplishments of your connections.

3. Chatting Functionality:

Engage in conversations with other alumni, facilitating seamless communication..

4. College Events and Placements:

Access information about ongoing and upcoming college events. Stay informed about placement status and other college updates.

5.User Profiles:

Create and customize your alumni profile with details about your job status.

Firebase Integration:

Set up a Firebase account to utilize Firebase services for various functionalities like real-time database, authentication, cloud messaging, etc. Create a new project and add the app to your desired platform. After app registration, download config files...add firebase sdk dependencies. and initialize firebase on your project app.

Hardware Requirements:

- 1. Android or iOS device for testing and deployment
- 2. Minimum of 2GB RAM for development purposes
- 3. Internet connection for accessing backend services and testing online features
- 4. Sufficient storage space for installing development tools and storing project files