

CANDIDATE/S DECLARATION

I hereby certify that the work, which is being presented in the report/project report, entitled “**GET THROUGH APP**” in partial fulfilment for the award of the Degree of **Bachelor of Technology** and submitted to the institution is an authentic record of my/our own work carried out during the period of January-2018 to April-2018 under the supervision of Ms. Dimple Bajaj.

Date: 14th April, 2018

Signature of the candidate

This is to certify that the above statement made by the candidate is correct to the best of my/our knowledge.

Date:

Signature of the Supervisor

CERTIFICATE

This is to certify that the project report entitled “**GET THROUGH APP**” being submitted by “**ABHISHEK GARG**” in partial fulfillment for the award of the Degree of Bachelor of Technology in Computer Science and Engineering to the Dehradun Institute of Technology (An Autonomous Institution of Uttarakhand Technical University) is a record of bona fide work carried out by them under my guidance and supervision.

The results embodied in this project report have not been submitted to any other University or Institute for the award of any Degree or Diploma.

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Lastly, we would like to express our deep apperception towards our classmates and our indebtedness to our parents for providing us the moral support and encouragement.

ABSTRACT

In recent years students have to wait for long even after getting a date to get uniforms, due to many reasons such as unavailability of the uniforms or the tailors. But students have to suffer due to this. Faculty also scolds students for not coming in proper uniform. They don't need to stand in long queues and miss classes in order to get their uniform. This app can help 1st year students who are new to college in getting their uniform with much ease and without considerable delay.

The students have to wait in order to get food which consumes a lot of time.

The students going by bus has to show the bus passes to the authority to get recognized as bus user. There are chances of forgetting their bus passes at home or losing it somewhere. So this app can be proved useful to reduce these problems.

Get_Through_App is an android application mainly designed to help thousands of people in DIT University for making day to day activities much easier. It allows the user to login into the app and then select one of the three options from the list given in the application, these options include: Food, Uniform and Bus Pass. The application will move to a new screen on pressing one of the buttons giving details about the food trucks and their menus, issuing bus passes for college bus users and giving details to the first year students about their collection of uniform from Dress camp.

This application will be helpful to students as well as the faculties regarding food. It will be helpful to first year students who are new to the college. It will be helpful to students who avail the college bus. This application proves to be beneficial to the people of the University as it increases efficiency and reduces time.

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LIST OF ABBREVIATIONS

- App- Application
- Pass- Bus pass
- E-R- Entity-Relationship
- GTA- Get_Through_App

CHAPTER 1

INTRODUCTION

1.1 Definition and Overview

- It is a complete personal app that could benefit the people who need to save time.
- GTA is an app whose main objective is to help and suggest people about: Food trucks and their menus, Uniform for 1st year students, Bus pass for college bus users
- The food sub-app will lead us to the screen where we are supposed to see details of the food trucks and their respective menu.
- Further the user can go to a particular truck and add food items in their cart and can proceed to order by making payment.
- The uniform sub-app is explicitly made for the first year students to get the uniform on time by the Dress Camp.
- This app leads the user to the screen where the students will be provided a specific date and a time slot which is divided as pre lunch time slot and post lunch time slot.
- In the bus pass sub-app, the users will be able to carry a digital bus pass. This will decrease the chances of forgetting the existing bus pass at home or the chances of losing their bus pass is also significantly reduced.

1.2 Objective

The project aims to fulfil following objectives:

- Precisely designed to help students in DIT University for making day to day activities like ordering food and getting uniforms much easier.
- Ordering food online from the app reduces time and decreases workload and pressure of the food vendors.

- Carrying digital bus passes to reduce chances of forgetting or losing.

1.3 Motivation

Android Smartphone is accessible to a very large segment of society.

Keeping in mind the major routine of students and faculty our team has decided to find a solution to this problem by building Android application which helps to reduce one's time and helps them to get on with their necessity. This simple yet very helpful idea is what motivated the team to select as our minor project.

This application can be next milestone in the direction of dealing with day to day activities with ease and through this project our team would like to contribute to this noble field and help by making it available to everyone

1.4 Purpose

It is a complete personal app that could benefit the people who need to save time. To overcome the problems created by the existing system our team have come up with the proposed system which reduces time consumption and is feasible.

In our application, at first the user will login and then will come to the home page where user will find three options: Food, Uniform and Bus pass,

Once the user selects food, he will be sent to a screen where he will get the information regarding all the food trucks which are available in the college. On further tapping a truck's image he will be redirected to the screen where he will find the menu and the ratings of that particular truck. From there he can add food items in his cart and order them by setting quantities according to his needs and he can also order food to be packed This will help the user to save his time.

When the user selects Uniform button he will be taken to a screen which is explicitly made for 1st year students. These students can book slots flexibly to

collect their uniform. These slots are bounded by limiting number of students per day and are divided as pre lunch slot and post lunch slot.

When the user presses the bus pass button he will be redirected to a screen where he will be able to see the screen as a bus pass itself. All the information about the student will be shown in the screen and it will help them to carry it easily.

CHAPTER 2

OVERALL DESCRIPTION

2.1 Project Perspective

This is totally self-contained app and works efficiently. It provides simple database rather than complex ones for high requirements and it provides good and easy graphical user interface for new as well as experienced users of the mobile so that they can do their work without any problem.

2.2 Project Functions

- The project allows a user to order food, book slots for uniform purchase and carry bus pass.
- The user will be able to browse through the food items present in the database and order accordingly.
- Users will also be able to carry the bus pass and issue a new one once the validity is over.
- The user will also be also given a feature where user is also allowed to book slots according to their time preferences.

2.3 Constraints and Assumptions

Constraints

- The user must be connected over the network before operating the appliance.
- The mobile application is limited only to android OS.
- The version of Android Smartphone used must be greater than 4.0.3.

Assumptions

- The user will operate the appliance only when he is logged in.
- The user will order food from only one bus at a time.
- The user will issue a single bus pass from his account.
- The user is smart enough to operate an android application.
- The user knows how to connect to internet.

2.4 E-R diagram

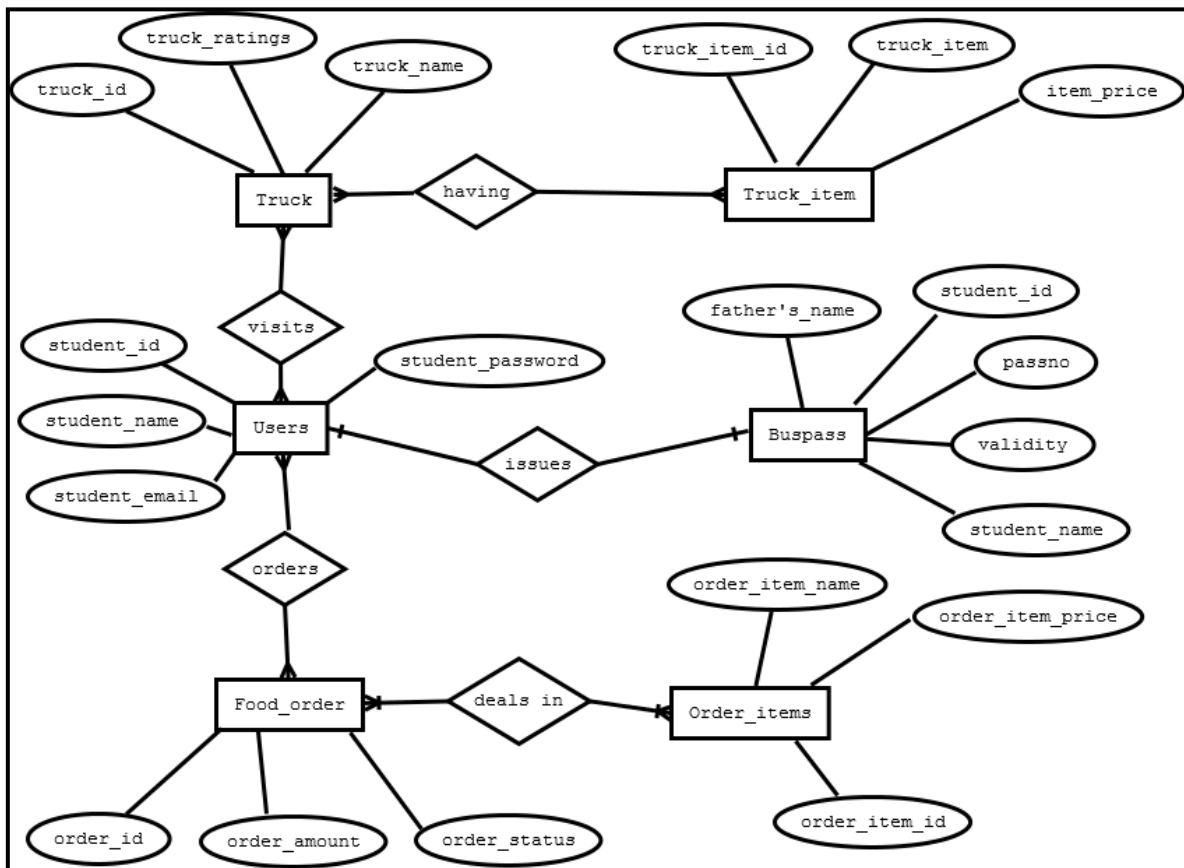


FIG NO 1

E-R DIAGRAM

CHAPTER 3

SYSTEM REQUIREMENTS

3.1 External Interface Requirement

3.1.1 Hardware interface

- **RAM:** 6 GB RAM minimum, 8 GB RAM recommended
- **Disk Space:** 500 MB disk space
- **Space for Android SDK:** At least 1 GB for Android SDK, emulator system images, and caches
- **Screen resolution:** 1280x800 minimum screen resolution

3.1.2 Software interface

- **OS Version:** Microsoft Windows 10/8.1/8/Vista/XP(32 or 64 bits),Mac OS X 10.8.5or higher, up to 10.10 or 10.10.2 or 10.10.3 or 10.10.5 , GNOME or KDE or Unity desktop on Ubuntu or Fedora
- **Software Used:** Android Studio,PhpMyAdmin
- **Database Server:** MySQL
- **JDK Version:** Java Development Kit(JDK) 7 or higher

3.2 Functional Requirements

TEST CASES

1. User Interface

Condition Being Tested	Expected Result
Display member login page	Displays Username and Password text boxes.
Application Details	Page displaying information the application
Food trucks list	Displays the list of all food trucks with their corresponding menus.
Food item list	Page displaying information for various food items.
Bus Pass	Displays the information to be filled by the students to generate the pass
Uniform	Displays the information to be filled by the students to book the slots
Logout	Displays a dialog box to logout of the application

TABLE NO:1

Test Cases for User Interfaces

Functionality Check:

1. Login Page

Condition being tested	Username / Password	Expected Result
Blank User ID with blank password and role	Empty string / Empty string/student or food vendor	Application does not open

invalid User ID with valid password and role	empty string / "admin@123"/ student or food vendor	Application does not open
Valid user ID and invalid password and role	"admin001"/ Empty string/student or food vendor	Application does not open
valid User ID with valid password and role	"admin001" / "admin@123"/ food vendor	Food vendor home page appears
valid User ID with valid password and role	"admin001" / "admin@123"/ student	Home page appears

TABLE NO:2

Functionality check for login page

3.3 Non-functional Requirements

4.1 SAFETY REQUIREMENTS

If there is extensive damage to a wide portion of the database due to catastrophic failure, such as a disk crash, the recovery method restores a past copy of the database that was backed up to archival storage (typically tape) and reconstructs a more current state by reapplying or redoing the operations of committed transactions from the backed up log, up to the time of failure.

4.2 SECURITY REQUIREMENTS

Security systems need database storage just like many other applications. However, the special requirements of the security market mean that vendors must choose their database partner carefully.

4.3 SOFTWARE QUALITY ATTRIBUTES

AVAILABILITY: The application is freely available all the time just by having adequate internet connections.

CORRECTNESS: The application correctly orders food item and gives accurate dates for picking up the uniform. It also correctly displays pass information.

MAINTAINABILITY: The administrators should maintain correct information about the trucks, food item and orders.

USABILITY: The application should satisfy a maximum number of students needs.

CHAPTER 4

CONCLUSION AND FUTURE WORK

4.1 Conclusions

To overcome the problems created by the existing system our team have come up with the proposed system which reduces time consumption and is feasible.

In our application, at first the user will login and then will come to the home page where user will find three options: Food, Uniform and Bus pass. Under the Food option we can order the food items from anywhere and at anytime. This saves the time which was being wasted previously. Under the uniform section, the students are able to book slots according to their preference so that they do not have to miss their classes and get uniform on time.

The bus pass displays the information of the student instantly without wasting time and the student remains free from the worry of losing it or forgetting it at their home.

This Project aims to fulfil the requirement of the students of the University with the use of latest technology in trend to its best and produce the best possible results to be able to penetrate into daily routines of University.

4.2 Scope for Future Work

- We could integrate an app for sprint usage. Since most of the students prefers Sprint for print related work and other activities which may be proved useful in daily routine.
- We could extend this app for numerous college related activities which can be made quick and easy by following this rather than the conventional method.

CHAPTER 5

RESULT AND EVALUATION

Screenshot:

1. Introductory screen-



FIG NO 2

(This is introductory screen of the application)

2. Login-

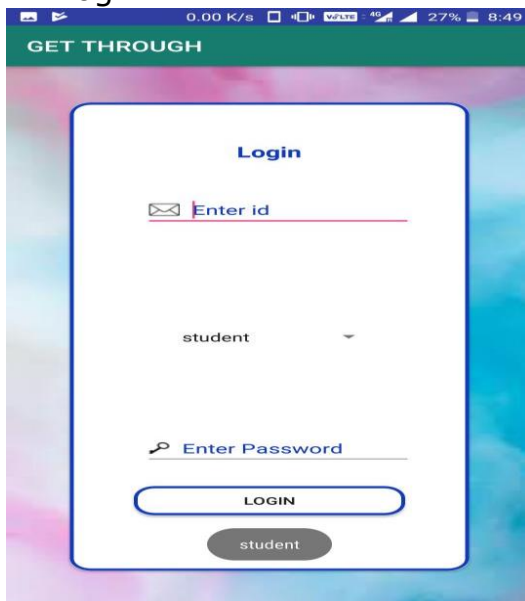


FIG no 3

(This is the login page where each type of user can login to their account)

3. Home page-

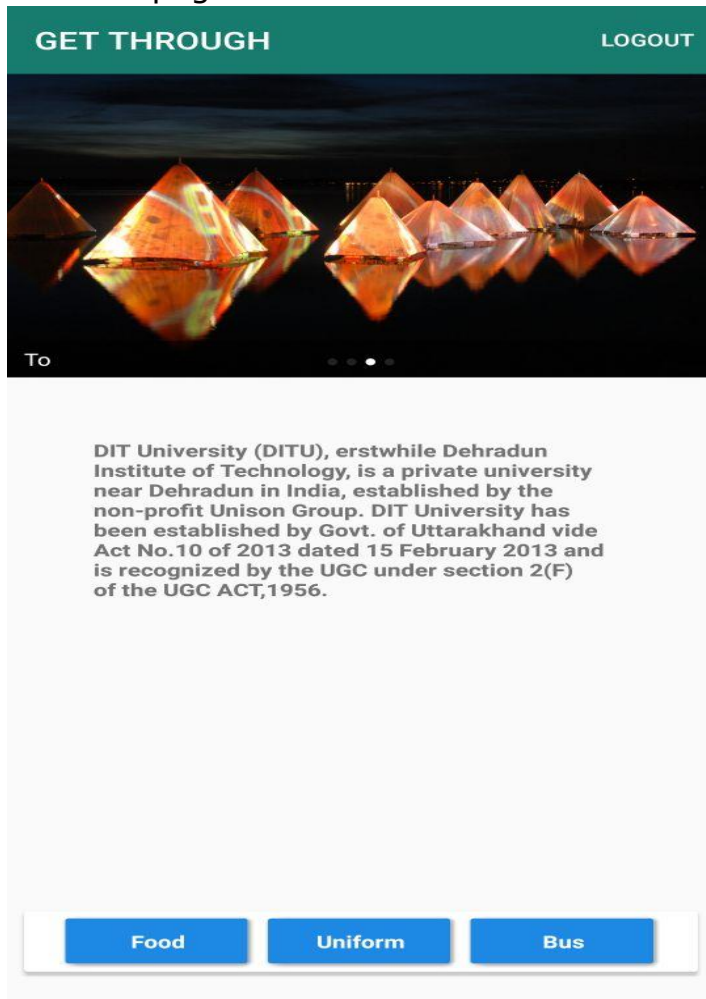


FIG no 4

(This is the home page containing description about DIT)

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