SYNOPSIS ON ANDROID PROJECT ENTITLED

“GET THROUGH APP”

In partial fulfilment of the requirements for the Degree of

**BACHELOR OF TECHNOLOGY**

**In**

**COMPUTER SCIENCE & ENGINEERING**



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(State Private University through State Legislature Act No. 10 of 2013 of Uttarakhand and approved by UGC)

**Dehradun, Uttarakhand - 248009, India.**

**Candidates’ Declaration**

We hereby certify that the work, which is being presented in the project synopsis, entitled **GetThroughApp**, as minor projectand submitted to the institute, is an authentic record of our own work carried out during the period **JAN-18 to MAY-18** under the supervision of Ms. Dimple Bajaj.

Date: Signature of the Candidates

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

Date: Signature of the Supervisor

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**Objective And Scope**

**Abstract**

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, 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.

**Introduction**

Get\_Through\_App is an application whose main objective is to help and suggest people about

1. Food trucks and their menus
2. Uniform for 1st year students
3. Bus pass for college bus users

It’s a complete personal app that could benefit the people who need to save time.

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.

**Problem Statement**

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.

**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

**Process Description**

**Existing and Proposed System**

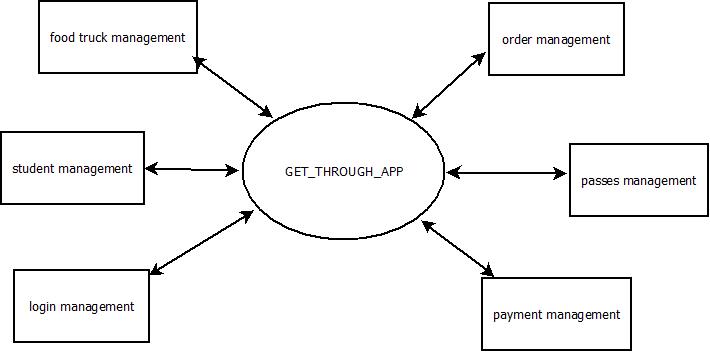
The existing system is a manual system where:

1. Students and faculties has to visit food trucks, looks up to them menu then order the food item and wait in order to get the food.
2. The students in the existing system has to a carry a bus pass in order to get themselves recognized as valid college bus users.
3. The first year students have to visit several times to get their uniform from the Dress camp sometimes by missing classes.

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.

**Resources And Limitations**

**Tools and Technologies Used**

**Technologies**

The technologies used in Developing this Project are as follows:

1. JAVA

2. XML

**JAVA**

Java programming language was originally developed by Sun Microsystems which was initiated

By James Gosling and released in 1995 as core component of Sun Microsystems' Java platform

(Java 1.0 [J2SE]).The latest release of the Java Standard Edition is Java SE 8. With the advancement of Java and itswidespread popularity, multiple configurations were built to suit various types of platforms. Forexample: J2EE for Enterprise Applications, J2ME for Mobile Applications.

**XML (Extensible Markup Language)**

XML is a software- and hardware-independent tool for storing and transporting data. The design

Goals of XML emphasize simplicity, generality, and usability across the Internet. It is a textual dataformat with strong support via Unicode for different human languages. Although the design ofXML focuses on documents, the language is widely used for the representation of arbitrary datastructures such as those used in web services.

**TOOLS**

1.Android Studio

2.Adobe Photoshop

**ANDROID STUDIO**

Android Studio is the official IDE for android application development. It works based on **IntelliJ IDE.** Android Studio was in early access preview stage starting from version 0.1 in May 2013, then entered beta stage starting from version 0.8 which was released in June 2014.

New features are expected to be rolled out with each release of Android Studio. The following

Features are provided in the current stable version:

• Gradle-based build support.

• Android-specific refactoring and quick fixes.

• Lint tools to catch performance, usability, version compatibility and other problems.

• ProGuard integration and app-signing capabilities.

• Template-based wizards to create common Android designs and components.

• Support for building Android Wear apps.

• Built-in support for Google Cloud Platform, enabling integration with Google Cloud Messaging and App Engine.

• An Android Virtual Device that is used to run and debug apps.

**ADOBE PHOTOSHOP**

An image editing software developed and manufactured by Adobe Systems Inc. Photoshop is

considered as one of the leaders in photo editing software. The software allows users to

Manipulate, crop, resize, and correct color on digital photos. The software is particularly popular

amongst professional photographers and graphic designers.

**Features**

* It takes few minutes for providing details which is much faster than doing things manually.
* It’s free of cost and can be accessed by anyone with an android Smartphone.
* UI is highly interactive and easy to use.
* Get\_Through\_App is a scalable application i.e. more details can be added to its database later.
* Application is really small in size and bug free.

**Limitations**

* Screen size or multiple device size compatibility can occur.
* It requires high data connection

**System Requirements**

**Hardware Requirements**

|  |  |
| --- | --- |
| **RAM** | 3 GB RAM minimum, 4 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 |

**Software Requirements**

|  |  |  |  |
| --- | --- | --- | --- |
| **OS version** | Microsoft Windows 10/8.1/8/7/Vista/2003/XP (32 or 64 bit) | Mac OS X 10.8.5 or higher, up to 10.10 to up 10.10.2 up 10.10.3 or 10.10.5 (Yosemite) | GNOME or KDE or Unity desktop on Ubuntu or Fedora or GNU/Linux Debian |
| **Software**  **Used** | Android Studio, Adobe Photoshop. | | |
| **Database**  **Server** | MySQL. | | |
| **JDK version** | Java Development Kit (JDK) 7 or higher | | |

# References

Books referred: Android Programming for Beginners by John Harton.

MOOC by Udemy : Android Application Development 2015

Online sources: 1. www.tutorialspoint.com

2. www.javatpoint.com

3. [www.youtube.com](http://www.youtube.com)

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