A PROJECT REPORT ON

# "WASTE FOOD MANAGEMENT SYSTEM"

Submitted in partial fulfilment of the requirements of

M.Sc(Computer Science)-I

Semester-II

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2021-2022

# CERTIFICATE

This is to certify that the project title "WASTE FOOD MANAGEMENT SYSTEM" has been successfully developed by Ms.Pooja Vishwas Patil and Ms.Bhagyshree Dipak Kudale partial fulfilment of the requirement of M.Sc(Computer Science) Semester-II

Project Guide

Head of Department

Internal Examiner 13/06/22

External Examiner 13/6/22

# ACKNOWLEDGEMENT

We are happy to present the project "WASTE FOOD MANAGEMENT SYSTEM" in android.

A project titled "WASTE FOOD MANAGEMENT SYSTEM" would not have been complete without the valuable guidance and acknowledge of Prof. Varsha Shirore and all staff members .We acknowledge them for their moral support.

This project is substantially upgrading our skills of software development which we intend to good use in developing better system in future.

In conclusion , we would like to express our thanks to management for providing us all facilities for completion of our project.

Finally we extend our thanks to our all M.Sc(Computer Science)Staff to help us all time.

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## Introduction

A single restaurant wastes about 1000 pounds of food in a month. Restaurants, caterers, corporate dining rooms, hotels promptly distribute perishable and prepared foods to hungry people in their communities. In this system hotels can provide food to NGOs by requesting them. No food waste is the mission of this system. In this system there are 3 major entities namely, Admin, Donor and NGO. Admin can login and manage restaurants and NGO's by adding them and updating the list. Donors can login and update their profiles. They can also view the accepted food list which is yet to pick up. Donors can add access to food details. They can also accept requests from NGO. Donors can also view the accepted, pending and previous today's Access Food list which are accepted by NGO. They will be getting notifications. NGO can login and update their profile by providing details. They can view and accept the donor request and also food details. They can accept and assign an employee for food pick up. They will get notifications.

## Existing System

In the existing system if anyone has extra food because of any function in lawns or restraunts or in their home it will become waste because instantly there is no way to share that food with anyone if they are having lots of food. Even if they want to give that extra food to any orphanage or needy people they don't have time or don't have an idea about that. So that we have created an application to sponsor that extra food to needy people or nearby orphanages.

NGO are non-profit making agencies that are constituted with a vision by a group of like-minded people, committed for the uplift of the poor, marginalized, unprivileged, underprivileged, impoverished, downtrodden and the needy and they are closer and accessible to the target groups.

• Food surplus and shortage usually exist within a few miles of each other.

• Increasing in populations led to food crisis, there are many people in NGO's and it become difficult to have food storage for all the time.

## Need of a system

- Manual system is time consuming.
- Leftover food has to be managed in a proper way.
- Hungry people get a meal at least one time.
- Create a system where donors can donate food to NGO for needy people.
- Donating food to the needy is a great way to improve the conditions in your neighbourhood or community.
- Donating food to worthy people or organizations helps counter poverty, hunger and at the same time, it can improve harmony, friendliness, and trust among residents.

## Scope of Proposed System

Many people face starvation because of food shortage. Food shortages in developing countries are common. The people most affected are smallholders. There are several ways and means to help the needy but nothing works better than making a contribution to an organization dedicated to helping poor communities to battle against poverty. People living in NGO also face food shortage issues. This application can help needy people to eat food. With the help of this application, donors can serve food to many people. This can feed many poor and needy people

## Feasibility study

Feasibility study is the first step before starting any project. The main aim of the feasibility study is to determine whether developing the product is financially and technically feasible or not. In the Feasibility study we also test whether the product would be profitable. The Feasibility study involves the analysis of the problem and collection of data which would be input to the system, the processing required to be carried in this data. The output data required to be produced by the system. The collected data are analyzed to arrive at the following:

## 1)Technical Feasibility

Technical feasibility means whether the project is working in a perfect manner. It means the project must support or perform all the technical functions for which it is implemented. While designing the "FEED THE NEEDY" application the basic knowledge of Android system, JAVA language and other related technical knowledge.

## 2) Economical Feasibility

Economical feasibility is a term which is related to estimation of cost required for the project. This project is feasible under economic conditions. Because this system requires less manpower. And the internet connection only The presence of hardware, software and other various technical resources reduce the cost for the application. Hence the system being economically feasible.

## 3) Operational Feasibility

Operational feasibility means the project must perform its operation perfectly. If the project is working properly then we can say that the project is Operational feasibility.

The user can easily operate the system. The user does not require any additional information to access the system. The user only inputs the information properly. This application is directly used by the user and needs no other operator to coordinate the system so the system can be judged operationally feasible.

# HARDWARE SOFTWARE REQUIREMENT

## HARDWARE REQUIREMENTS

"The entire physical equipment's i.e. Input device, processor, output device and interconnecting equipment of computer is called as hardware"

1. RAM Minimum 4GB
2. Minimum core i3 Processor and Above
3. Keyboard
4. Mouse
5. 500 GB Minimum Free Hard Disk Space.

## SOFTWARE REQUIREMENTS

"The utility programs which are required to drive the Hardware of the computer are called software."

1. Windows 10
2. Android Studio
3. Java
4. Emulator

## Fact Finding techniques

### 1)Interviewing

Interviewing is the most frequently used, and usually the most useful, fact-finding procedure used. We can interview to collect information face-to-face. There can be several objectives for using interviewing, such as finding out facts, verifying those facts, clarifying these released facts, generating enthusiasm, getting the end-user involved, identifying requirements, and gathering ideas and opinions. However, using the interviewing practice must require proper communication skills for dealing effectively with people who have different values, priorities, opinions, motivations, and personalities.

### 2)Observation

Observation is one of the most successful fact-finding techniques carried out for understanding a system. Using this technique, it is achievable to either participate in or observe a person perform activities to learn about the system.

### 3)Research

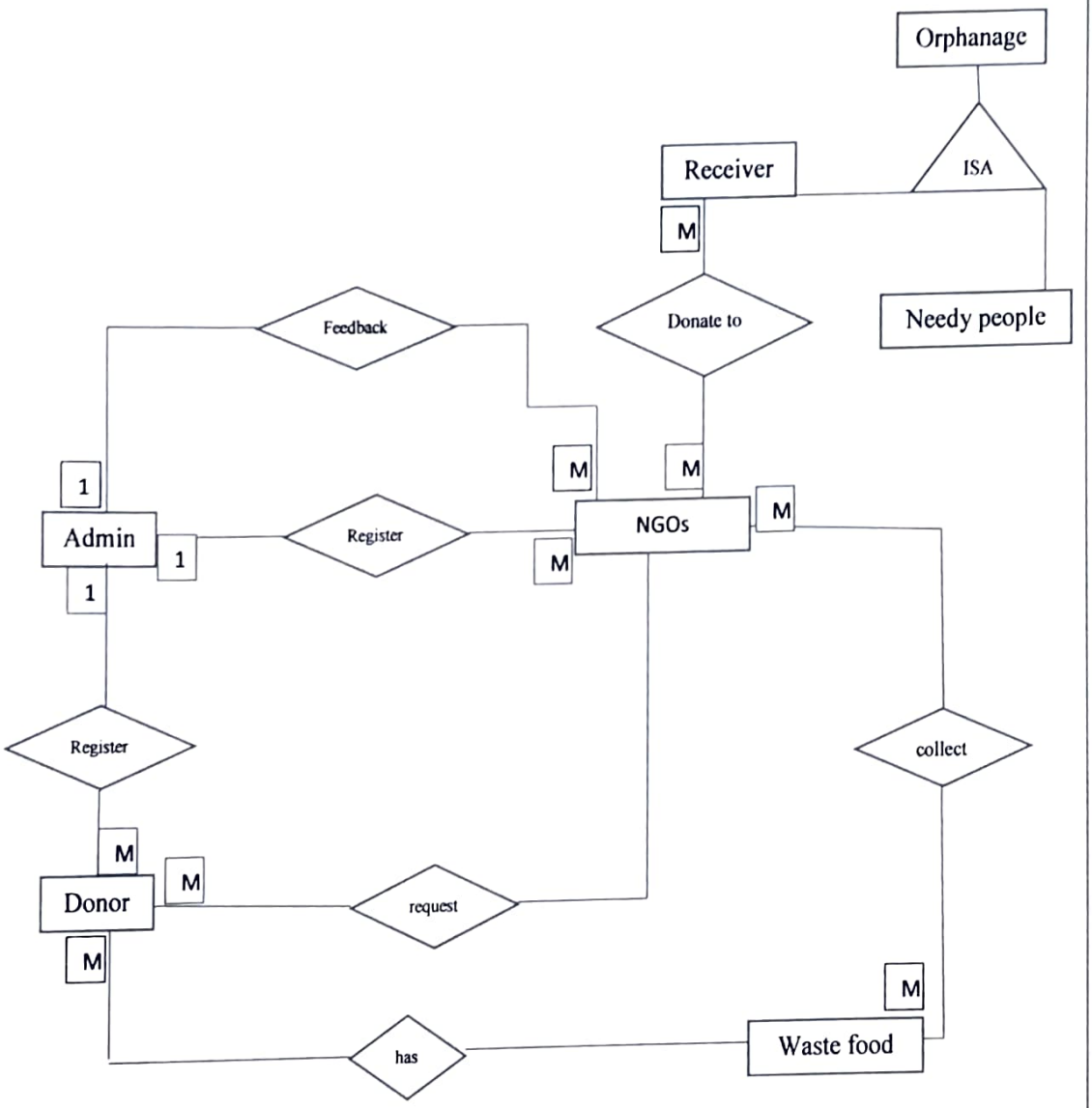
A useful fact-finding technique is to research the application or the problem that you are dealing with and want to put within a database. Computer trade journals, reference books, and the Internet are good sources of information that can make available the vast quantity of information on how others have solved similar problems/issues plus whether or not any software packages exist to resolve or even partially solve your current problem.

## 4)Questionnaires

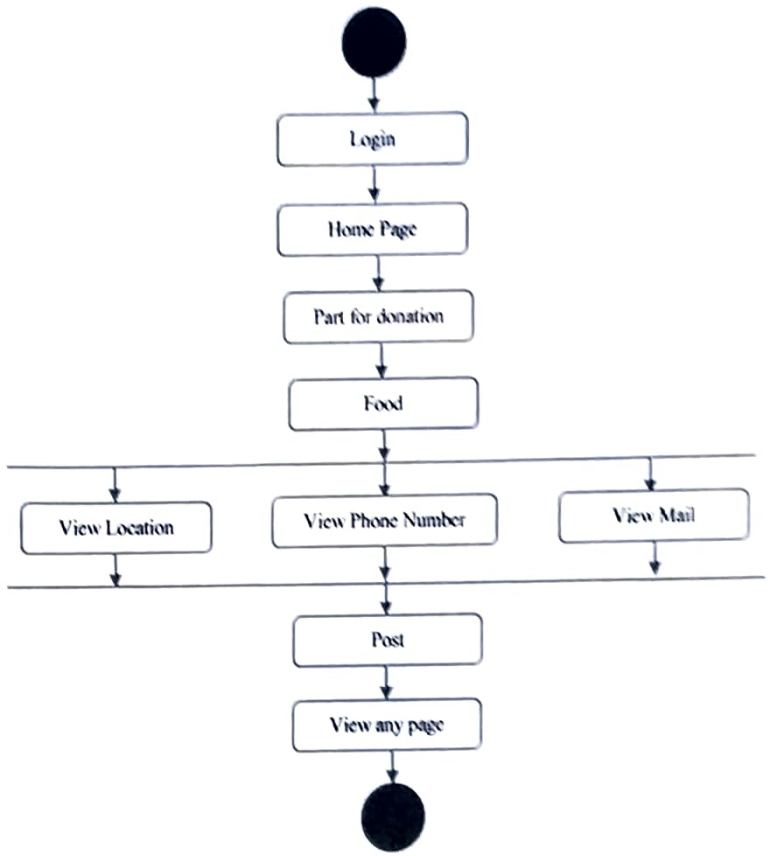
Another fabulous fact-finding method is to conduct surveys through questionnaires. Questionnaires are special-purpose documents that allow facts to be gathered from a large number of people while upholding some control over their responses. When dealing with a large number of listeners or audience, no other fact-finding technique can tabulate the same facts so efficiently. There are two types of questions that can be asked in a questionnaire, namely free-format and fixed-format. Free-format questions offer the respondent greater freedom inputting answers. Fixed-format questions require specific responses from individuals, and for the given question, the respondent must choose from the available answers.

# UML DIAGRAM

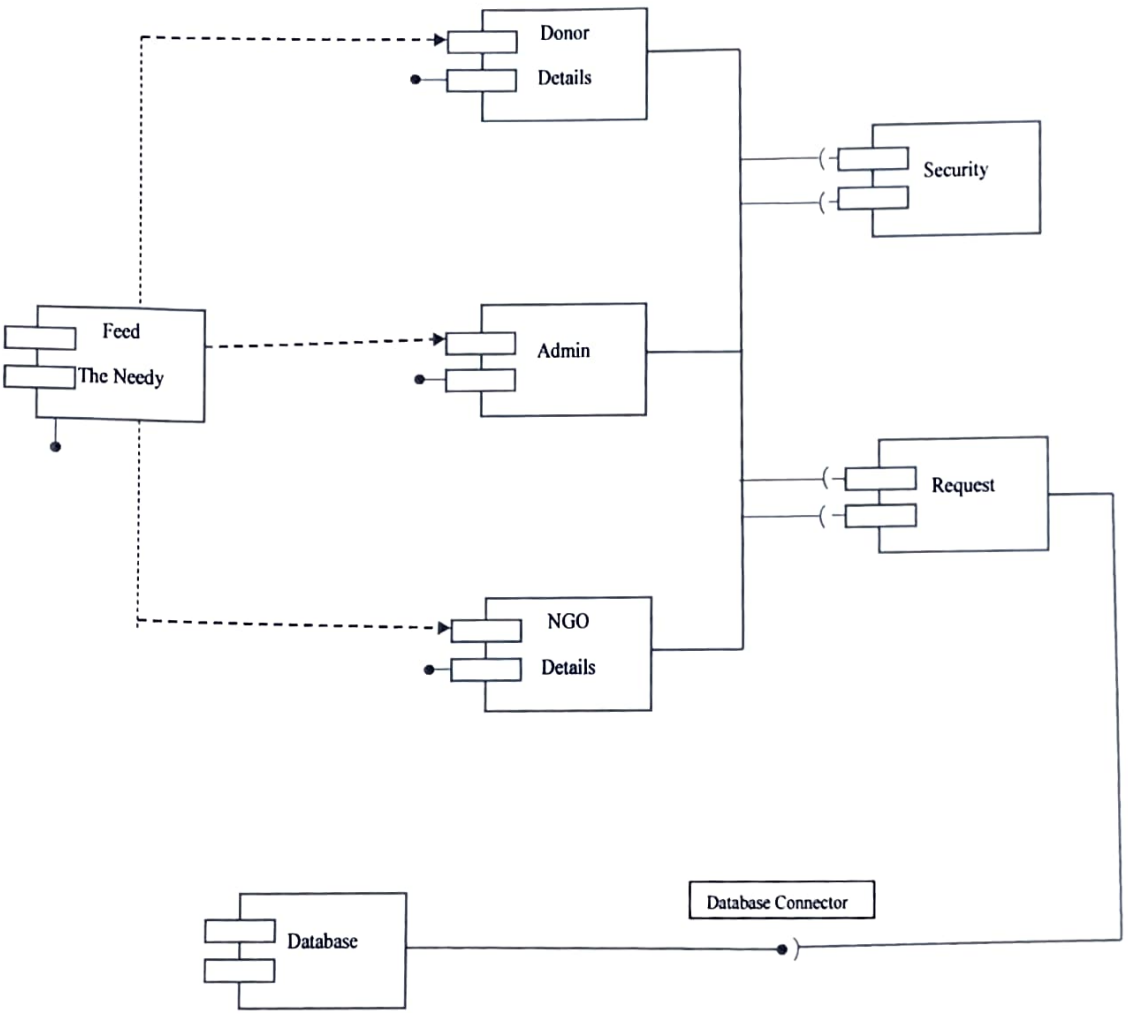
## 1)E-R Diagram


Orphanage
ISA
Receiver
Needy people
M
Donate to
Feedback
M
M
1
Admin
1
Register
NGOs
M
M
1
Register
collect
M
Donor
M
request
M
M
has
Waste food

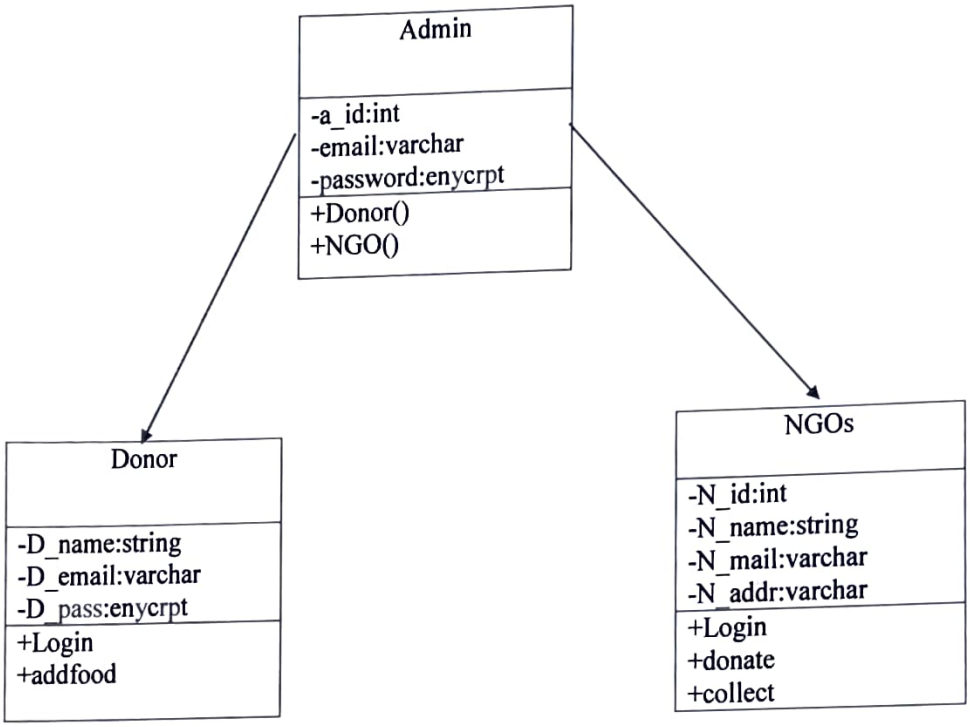
## 2)Activity Diagram



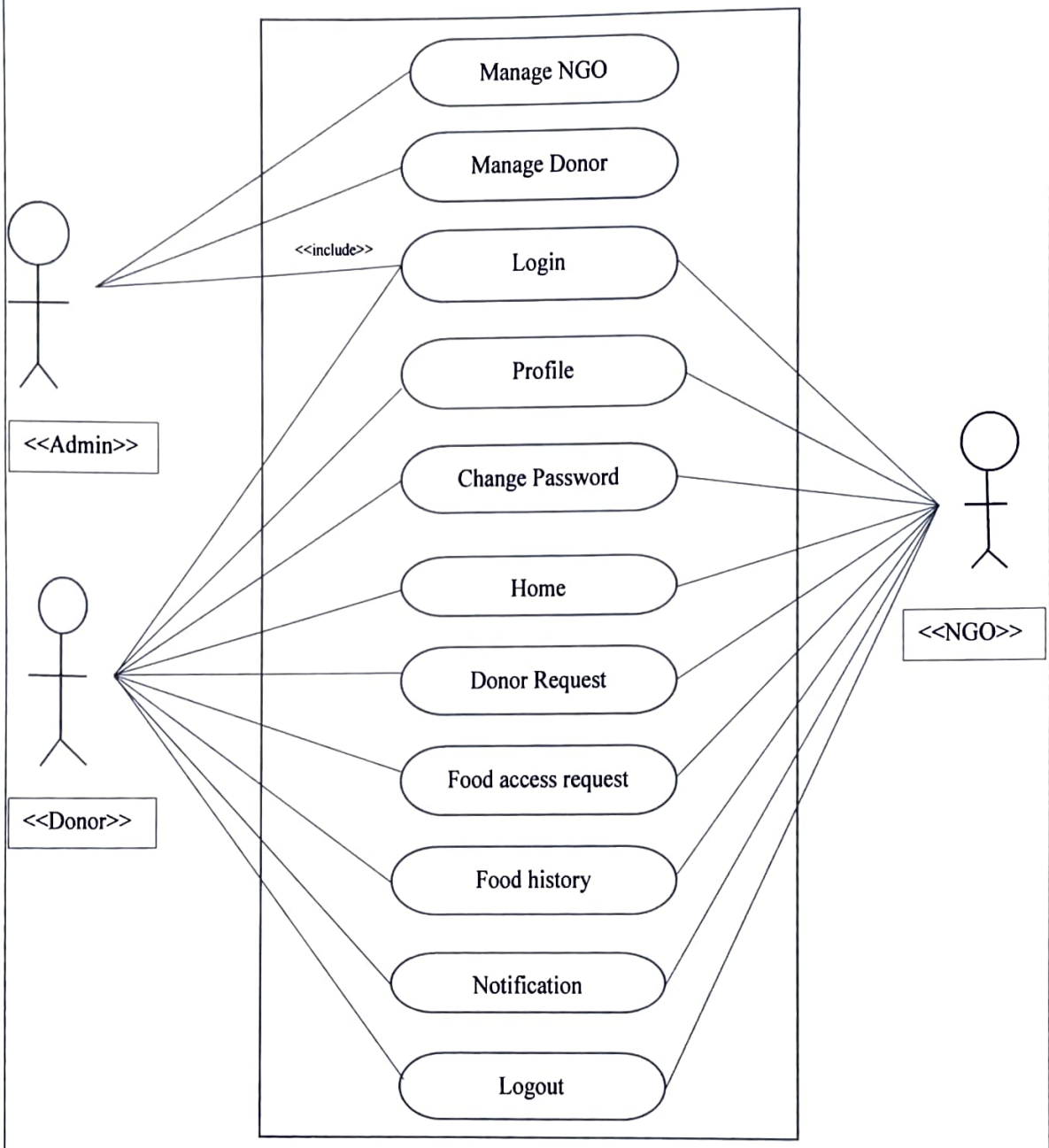
## 3)Component Diagram



## 4)Class Diagram



## 5)Use-Case Diagram



## Data Dictionary

### 1. Admin

| Field Name | Data type | Description |
|---|---|---|
| admin_id | int | Primary key |
| email | Varchar(20) | Not null |
| password | Varchar(20) | Not null |

### 2. Donor

| Field Name | Data type | Description |
|---|---|---|
| D_id | int | Primary key |
| D_name | Char(20) | Not null |
| D_addr | Cahr(30) | Not null |
| D_email | Varchar(20) | Not null |
| Password | Varchar(20) | Not null |
| Contact | Varchar(20) | Not null |
| Admin_id | int | Foreign key |

### 3. NGO

| Field Name | Data type | Description |
|---|---|---|
| N_id | int | Primary key |
| N_name | Char(20) | Not null |
| N_addr | Cahr(30) | Not null |
| N_email | Varchar(20) | Not null |
| Password | Varchar(20) | Not null |
| Contact | Varchar(20) | Not null |
| Admin_id | int | Foreign key |

### 4. Don_Ngo

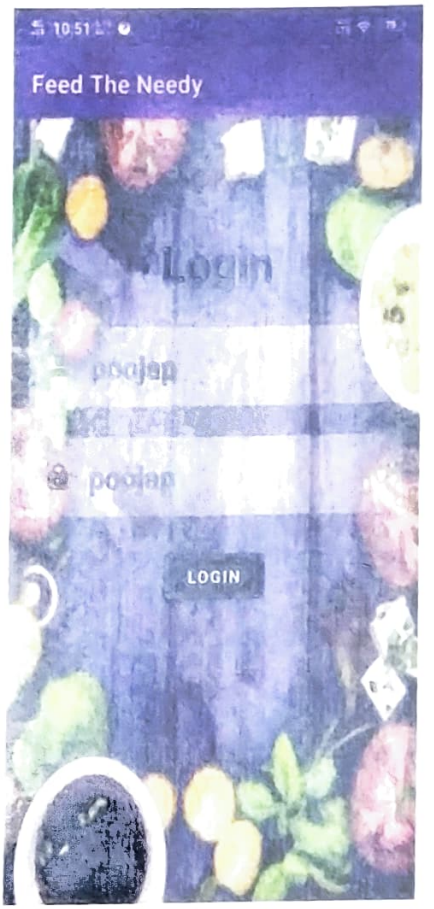
| Field Name | Data type | Description |
|---|---|---|
| D_id | int | Foreign key |
| N_id | int | Foreign key |

# USER INTERFACE

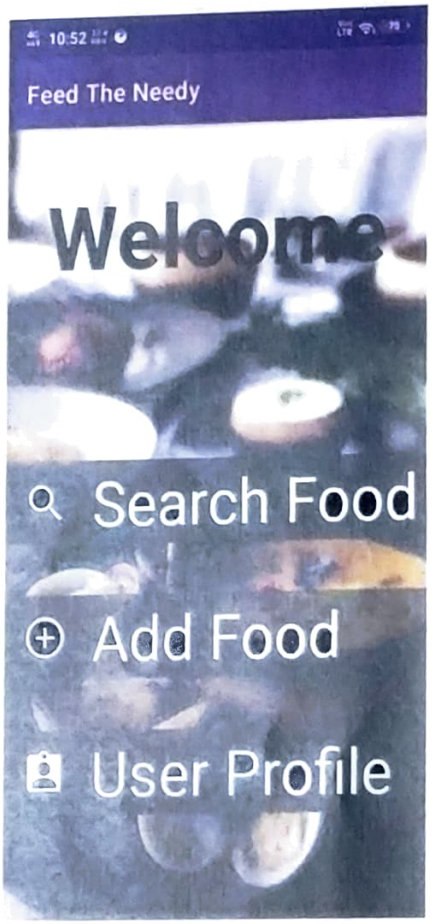
**HOME PAGE**

**REGISTRATION PAGE**

**LOGIN PAGE**

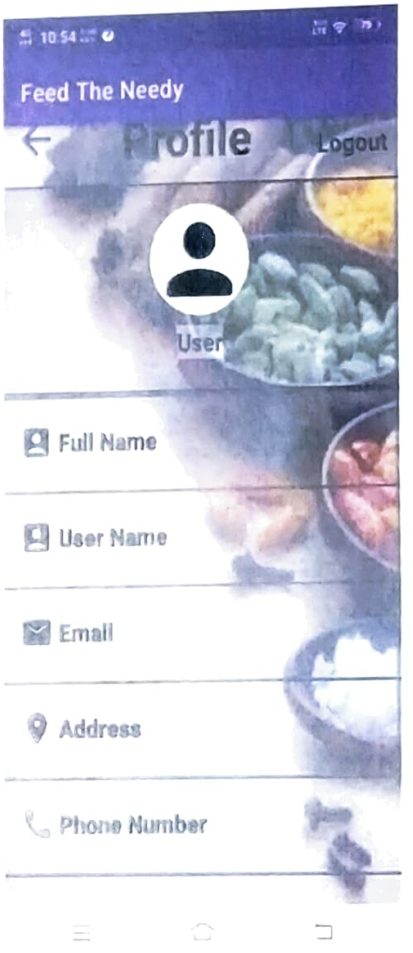



**HOME PAGE**



## ADD FOOD PAGE

## PROFILE PAGE



# CONCLUSION

This was our project of System Design about "Food Donation App" developed in Android based on Java language. The Development of this system takes a lot of efforts from us. We think this system gave a lot of satisfaction to all of us. Though every task is never said to be perfect in this development field even more improvement may be possible in this application. We learned so many things and gained a lot of knowledge about development field. We hope this will prove fruitful to us.

# BIBLIOGRAPHY

1) https://www.google.com
2) https://boosttrap.com
3) https://w3school.com