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DO-GOODER AN ANDROID APPLICATION FOR NEED IN DEED

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ABSTRACT
The Do-Gooder is an Android Application which is used to serve the Poor and Needy people. It is also used for food donation system where the restaurants will be able to find suitable charities in their local areas to donate their excess food on any day.
This will not only save a lot of food that otherwise goes to waste but it will also help lots of poor people. If the user will see any poor people like un educated children or old age people at foot path or at any place the user can upload there picture and details of that place in the application.

Keywords: ***Food Donation, share Location, Nearby NGO's and Old Age Homes, Sponsors***

I. INTRODUCTION

All the users, orphanages old age homes Ngo's sponsors must register with this app .Once the user clicks a picture ,pins location, and selects the category the information is sent to the orphanage/old age homes .the details of orphanages and old age homes is sent to sponsors. The information of uneducated children is send to NGOs.
The snap of remnants of food in any party is captured and the location is pinned, this information is sent to all the orphanages and old age homes nearby. the person who is nearby can take the food. This app provides the contact numbers and addresses of the blood banks nearby so that the person can know whether blood is available nearby and gets it. By using cloud for data storage we can easily get the information form anywhere.

II. OBJECTIVE AND SCOPE

In these days almost every person carries a mobile with him/her. The main objective of serve India application is to bring the needy and the organizations together and feed the stomachs of poor. To help a person by letting the details of blood bank nearby.

III. EXISTING SYSTEM

In today situation we find people abandoned from their family and facing many problems due to certain reasons. The major problem exists in finding an orphan and sending him to orphanage although we have many orphanages and old age homes and helping hands around the needy can't reach them. Food wastage has become a major issue. And each organization having individual apps for different organizations.

A. DISADVANTAGES

- Existing system can only having individual apps.
- No .other applications are available for other small organizations
- Location sharing is another problem , Food wastage is also major problem

IV. PROPOSED SYSTEM

The proposed system aims at providing help to an orphan, an uneducated child, old men in showing a way to their respective places which maybe an orphanage, old age home. The user will capture the picture of the needy and pins the location and selects the category of needy. Once the category is selected the information is send to orphanages, old age homes and NGOs based on categories regarding the person. Sponsors can also sponsor by easily knowing about the organization and its actions. Also In order to get required blood group in the blood bank nearby the person must manually visit all the blood banks which can be resolved by this app. Food wastage can also be controlled by donating that food to orphanages. Once the help is been arrived the greetings are sent to the user. For the security purpose the police men will also get the total information about the needy people by using this Application.

A. ADVANTAGES

- The snap of remnants of food in any party is captured and the location is pinned, this information is sent to all the orphanages and old age homes nearby.
- This app provides the contact numbers and addresses of the blood banks nearby so that the person can know whether blood is available nearby and gets it.
- . Once the user clicks a picture ,pins location, and selects the category the information is sent to the orphanage/old age home / NGO's .the details of orphanages and old age homes is sent to sponsors

V. BLOCK DIAGRAM

A. Architecture

- Architecture is the fundamental and unifying system structure defined in terms of system elements, interfaces, process, constraints, and behaviours and it is the structure of components, their relationships, principles and the guidelines governing their evolution over time.
- A System Architecture is the link between needs analysis, project scoping and functional analysis and the first descriptions of the system structure.

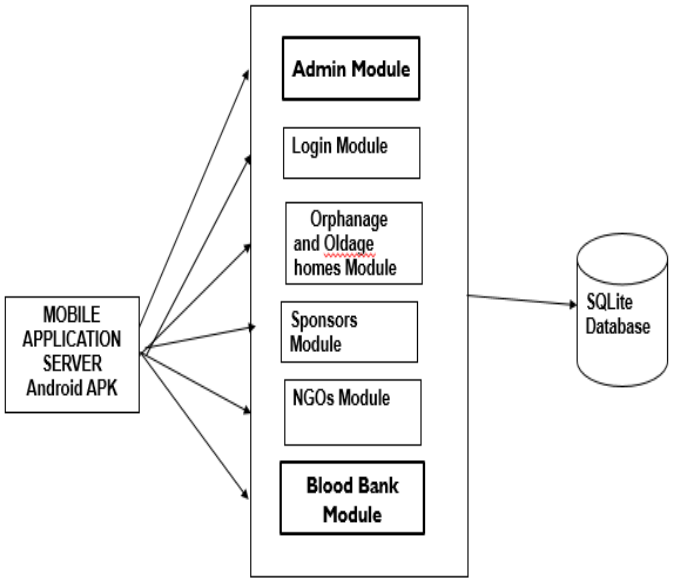
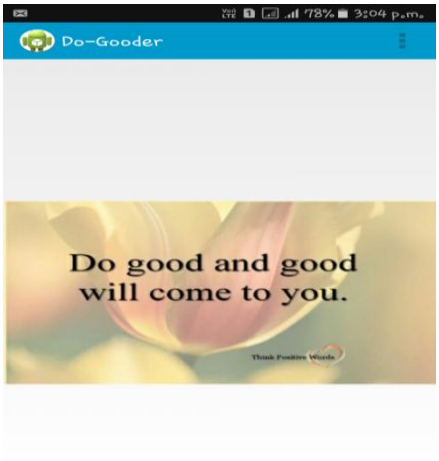


Fig: Block diagram

VI. RESULT

SCREENS :

Splash Activity: This appears when one initially launches the app



Admin Module:

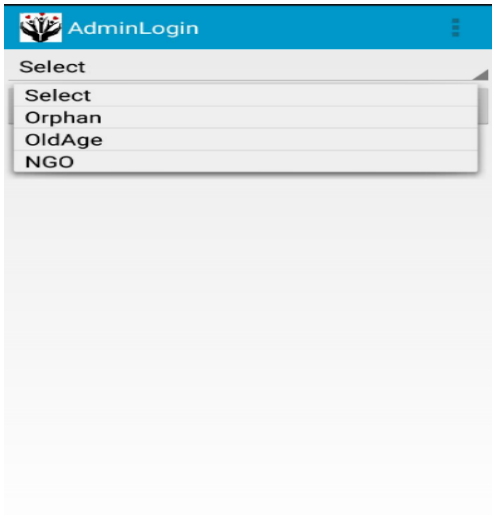


Fig: Category of Request

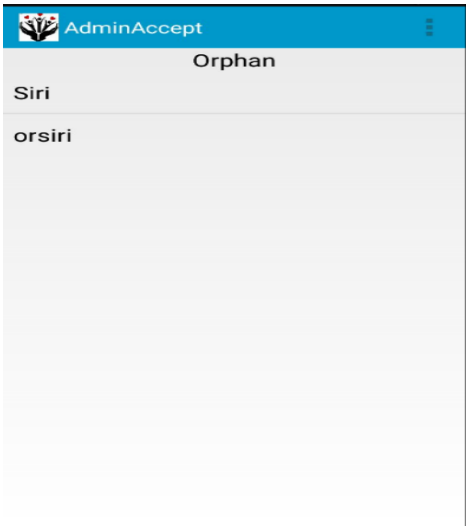


Fig: Admin Accept

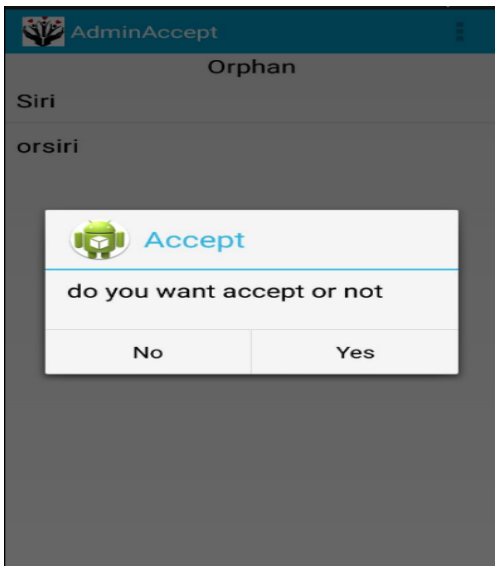


Fig: Admin Action

User Module:

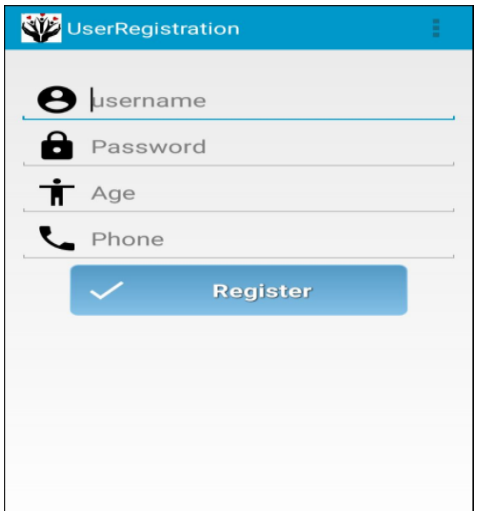


Fig: User Registration

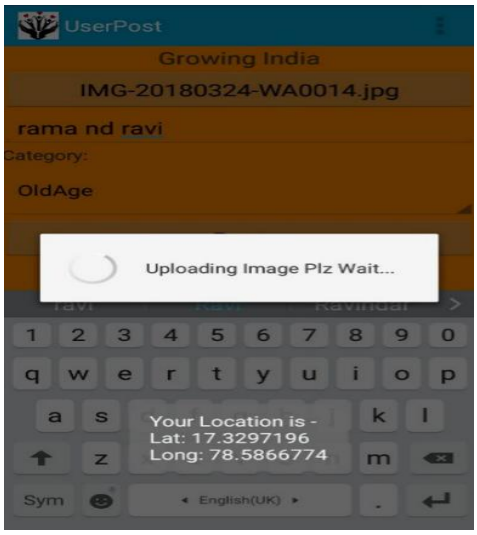


Fig: User Uploading Image

Fig: Check status list

OAH Module:

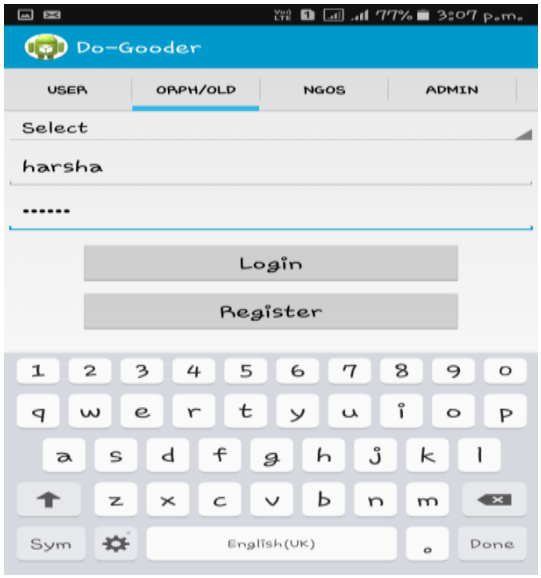


Fig: OAH Login

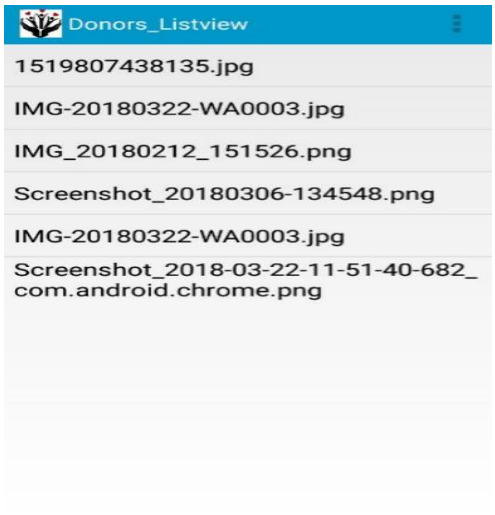


Fig: Request View

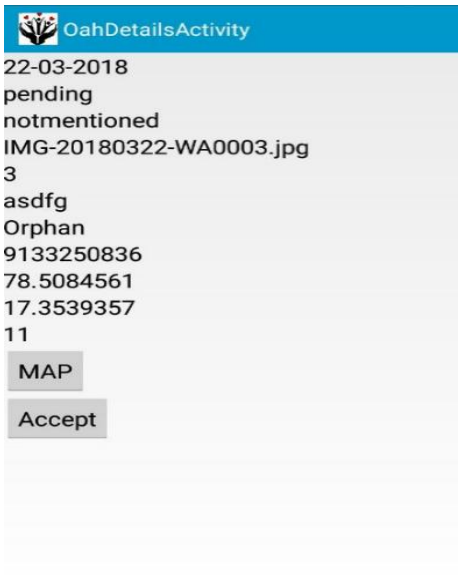


Fig: Request View in Details

NGO Module:

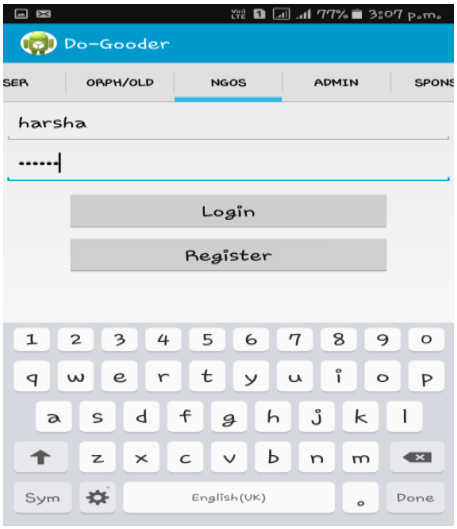


Fig: NGO's Login

Sponsor Module:

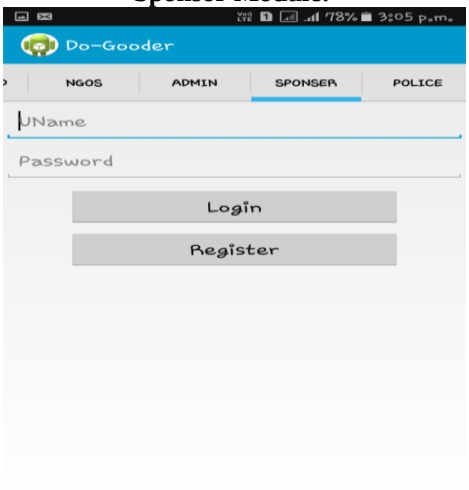


Fig: Sponsor Login

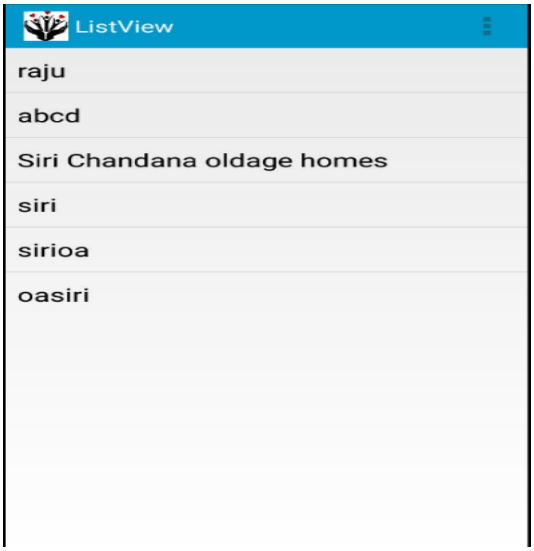


Fig: List of Requests

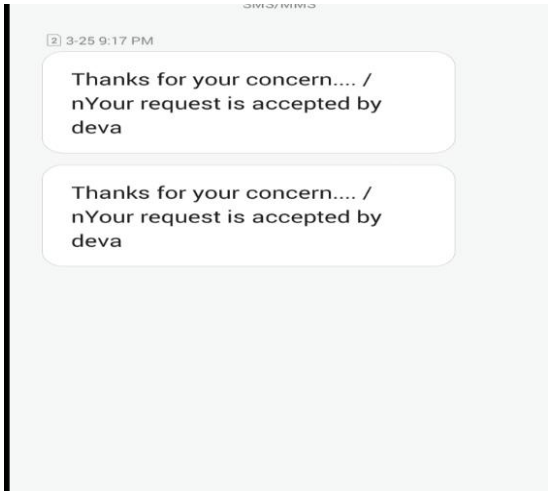


Fig: SMS to User

Police Module :

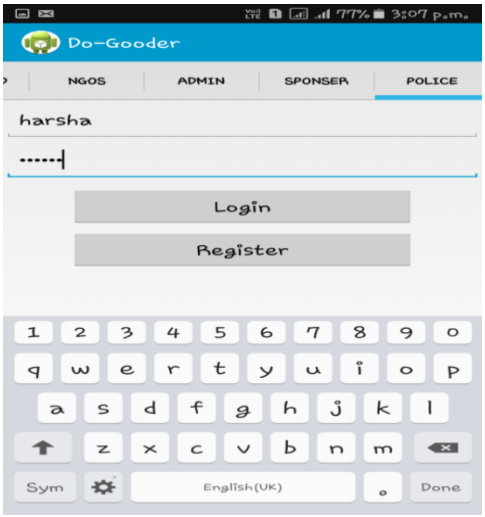


Fig: Police Login

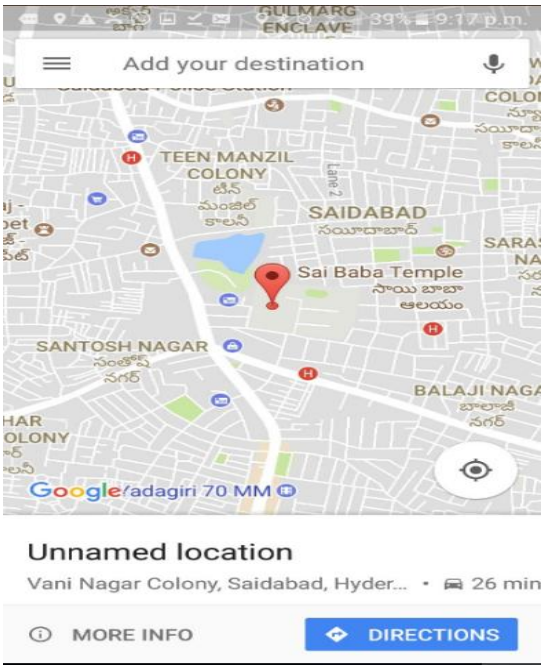


Fig: Tracing the Location

VII. CONCLUSION AND FUTURE WORK

In our busy life, one does not show interest to take an orphan to orphanage but with this app one can help needy in no time. Even we can know whether our request is accepted or not. We can reduce poverty. Food wastage can be reduced. Clothes can also be distributed to needy.

For Future Scope we can download the details posted. We can also add voice recordings. List of active users can also be generated. List of regular sponsors can also be viewed.

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