

A PROJECT REPORT
ON
“ANDROID APP FOR CONFERENCE ALERT”

Submitted to
UNIVERSITY OF MUMBAI

In Partial Fulfilment of the Requirement for the Award of

BACHELOR’S DEGREE IN
COMPUTER ENGINEERING

BY

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| SHAIKH FAIZAN QAMRUDDIN MEHRUNISSAH | 15DCO64 |
| KHAN DARAKHSHAN ZAIN ASMA BEGUM | 13CO07 |
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UNDER THE GUIDANCE OF
PROF. MUKHTAR ANSARI



DEPARTMENT OF COMPUTER ENGINEERING
Anjuman-I-Islam's Kalsekar Technical Campus
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Plot No. 2 3, Sector - 16, Near Thana Naka,
Khandagaon, New Panvel - 410206

2017-2018

AFFILIATED TO
UNIVERSITY OF MUMBAI

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ON**

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CERTIFICATE

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is a record of bonafide work carried out by them, in the partial fulfilment of the requirement for the award of Degree of Bachelor of Engineering (Computer Engineering) at *Anjuman-I-Islam's Kalsekar Technical Campus, Navi Mumbai* under the University of MUMBAI. This work is done during year 2017-2018, under our guidance.

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At last we must express our sincere heartfelt gratitude to all the staff members of Computer Engineering Department who helped me directly or indirectly during this course of work.

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Project I Approval for Bachelor of Engineering

This project entitled *Android App for Conference Alert* by *Deshmukh Ravish (14CO21)*, *Shaikh Faizan (15DCO64)*, *Khan Darakshan (13CO07)*, *Ansari Bilal (14CO23)* is approved for the degree of *Bachelor of Engineering in Department of Computer Engineering*.

Examiners

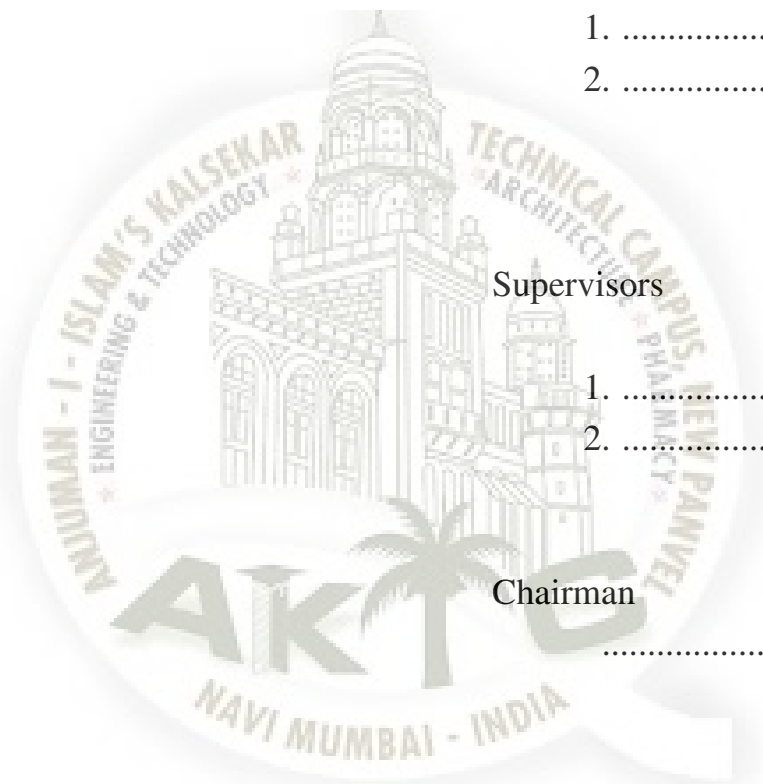
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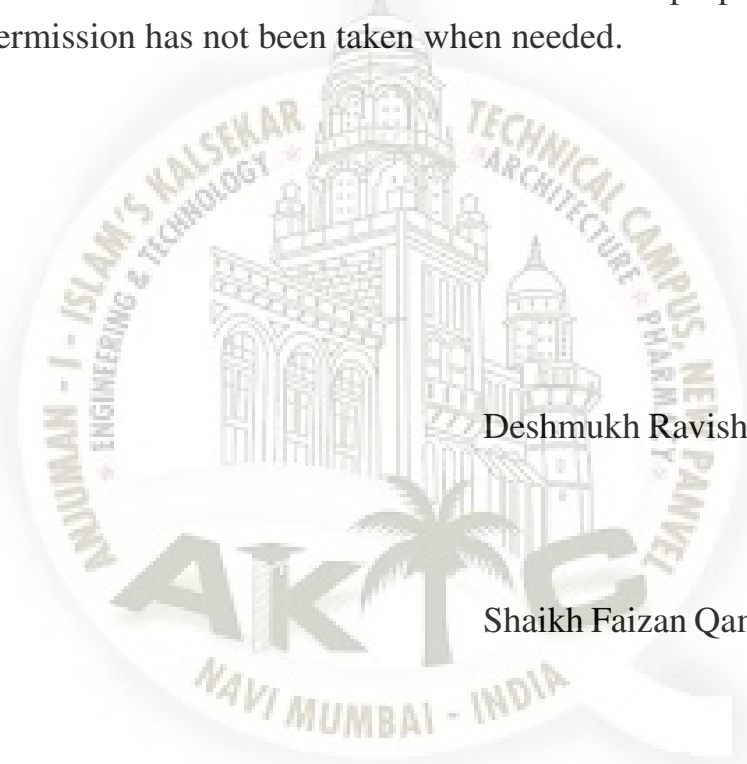
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Declaration

We declare that this written submission represents my ideas in my own words and where others ideas or words have been included, We have adequately cited and referenced the original sources. We also declare that We have adhered to all principles of academic honesty and integrity and have not misrepresented or fabricated or falsified any idea/data/fact/source in my submission. We understand that any violation of the above will be cause for disciplinary action by the Institute and can also evoke penal action from the sources which have thus not been properly cited or from whom proper permission has not been taken when needed.



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ABSTRACT

Conference is nothing but the group of people coming together to discuss some topic or finding solution for some problem. This paper mainly focuses on Academic conferences such as developing an Android application for academic conferences alert such as IEEE paper conferences etc. This application provide the user with the information about the conferences with the Venues, Date and Timing that will make will easier to attend the conferences that are going to be held. Scrapping is also going to be done to get the data. This application will make it easier for the user to know about the conferences.

Keywords: Data Scrapping, Conferences, Notifier

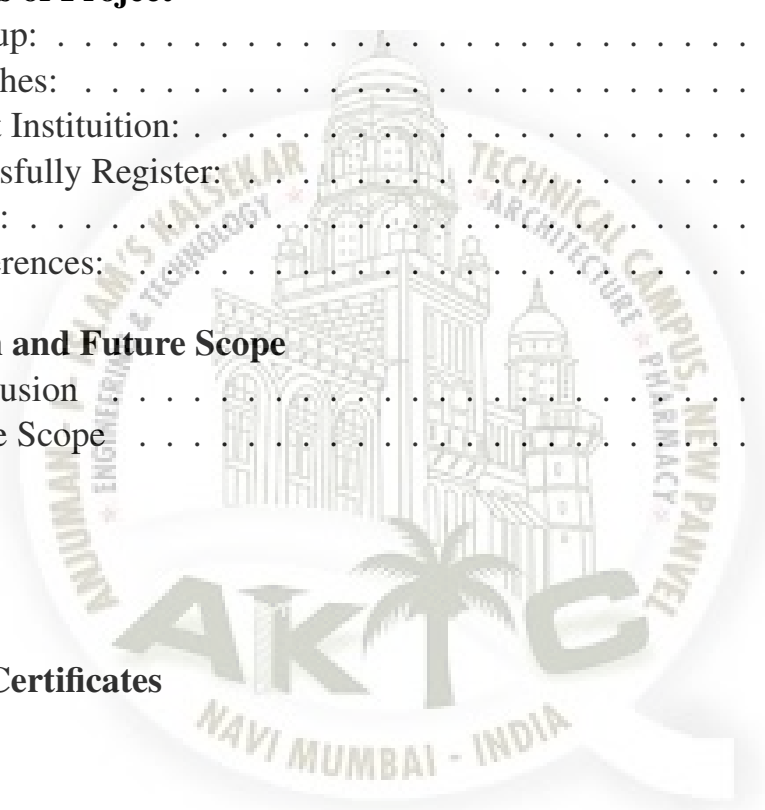


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Chapter 1

Introduction

Conference is a formal meeting in which group of people gather in order to talk about ideas or problems related to topic. Conferences can be of various types such as Business Conferences, Academic Conferences, Teacher-Parents Conferences, etc. Our Paper focuses on Academic Conferences such as IEEE Paper conferences, etc. As nowadays Academic Conferences have become very much important from student point of view as they get opportunity to showcase their talent in the field of their interest. Scrapping will also be used for the development of this project. Scrapping means getting the useful data from various websites for our own purpose.

1.1 Purpose

The main purpose of developing this application is to make it easy for the user to get knowledge about the conferences that are going to take place with venues, dates and timings. As nowadays most of the people have smart phones with them it would become easy for the users to get notification directly on their phones instead of surfing various sites for getting the information about the conferences.

1.2 Project Scope

Since there is no application available in the market for such kind of conferences, this application will prove to be a boon that will be providing direct information about the conferences. After surveying the market we found that there is no application available for conferences. People find it difficult to surf various sites to get detailed information about the conferences, so to make it easy as most of the people have smart phones nowadays it will become easy for them and also prove beneficial to the market.

1.3 Project Goals and Objectives

1.3.1 Goals

Our main aim is to alert the user about the conferences that are going to be held with their venues, dates and timings. The goal is also to provide the information only about the field the user is interested in.

1.3.2 Objectives

It is simple to use, small size portable stand-alone device with its own power source, energy capable with instantaneous alert, truly cheap for residential and personal use

1.4 Organization of Report

In Chapter 1, we have considered Project overview under which we have explained various important terminologies like Introduction of the project, Motivation (what exactly motivated us to develop an android application), problem definition, About the current system, Problems in current system, Advantages over current system, Goals and objectives, Scope Applications.

In Chapter 2, we have discussed about various papers that we have referred for our project. we have mentioned the description, pros and cons, and how to overcome the problems under every paper. A total of 3 papers have been referred.

In Chapter 3, we have discussed about the requirement analysis, under it we have considered about the platform requirement (supporting OS for the software), Software requirement and Hardware requirement along with feasible study.

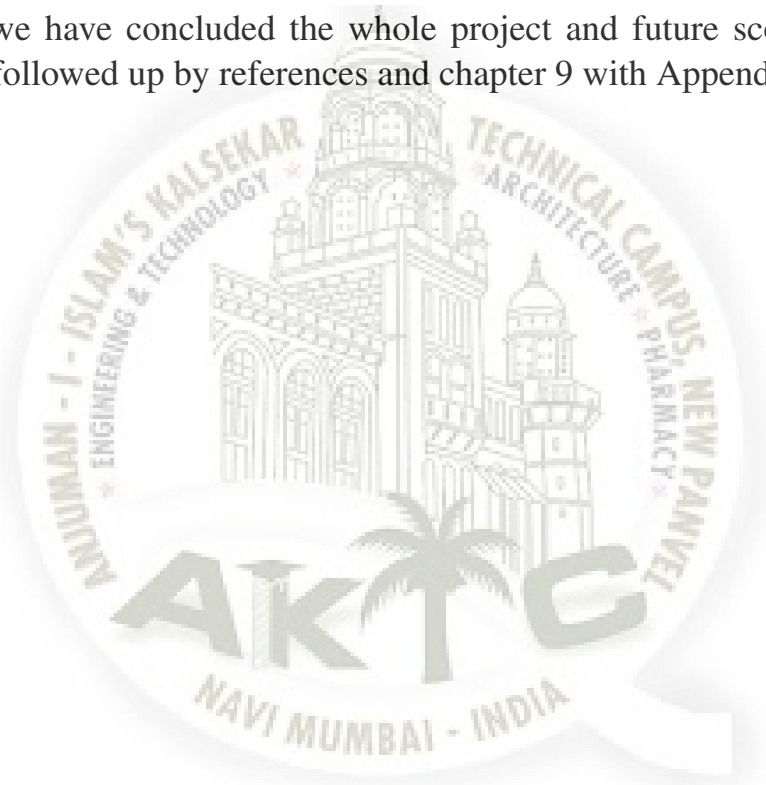
In Chapter 4, we can see the system design and architecture, various diagrams can be seen in this chapter which represents the software, diagrams included are - System Architecture, Use case diagram, Data Flow diagram and Component diagram.

In Chapter 5, we can see the Methodology. Here we have explained the project in detail by dividing in to modules (modular design). Various modules of Android Application are explained with the help of few diagram viz;,,Sequence diagram,Deployment diagram.

In Chapter 6, we discuss about implementation details, the assumption and dependencies.This part contains details of the implementation of the methodology that we discussed earlier.In short it describes how the methodology is implemented.

In Chapter 7, we have shown the test cases and result along with analytical discussion.This part contains the result of the output of our project.

In Chapter 8, we have concluded the whole project and future scope along with the limitations.followed up by references and chapter 9 with Appendix.



Chapter 2

Literature Survey

2.1 Just Reminder

Just Reminder is an app that just does reminders. You simply open the app, add whatever you have to do, add the time and date, and then you're done. The app organizes your reminders by date. You can also have them repeat hourly, daily, monthly, or even by the minute. Those who go premium can also get a password lock, separate notification tones for each reminder, and it'll remove the ads. The feature set isn't immense, but it checks all of the right boxes that reminder apps should.

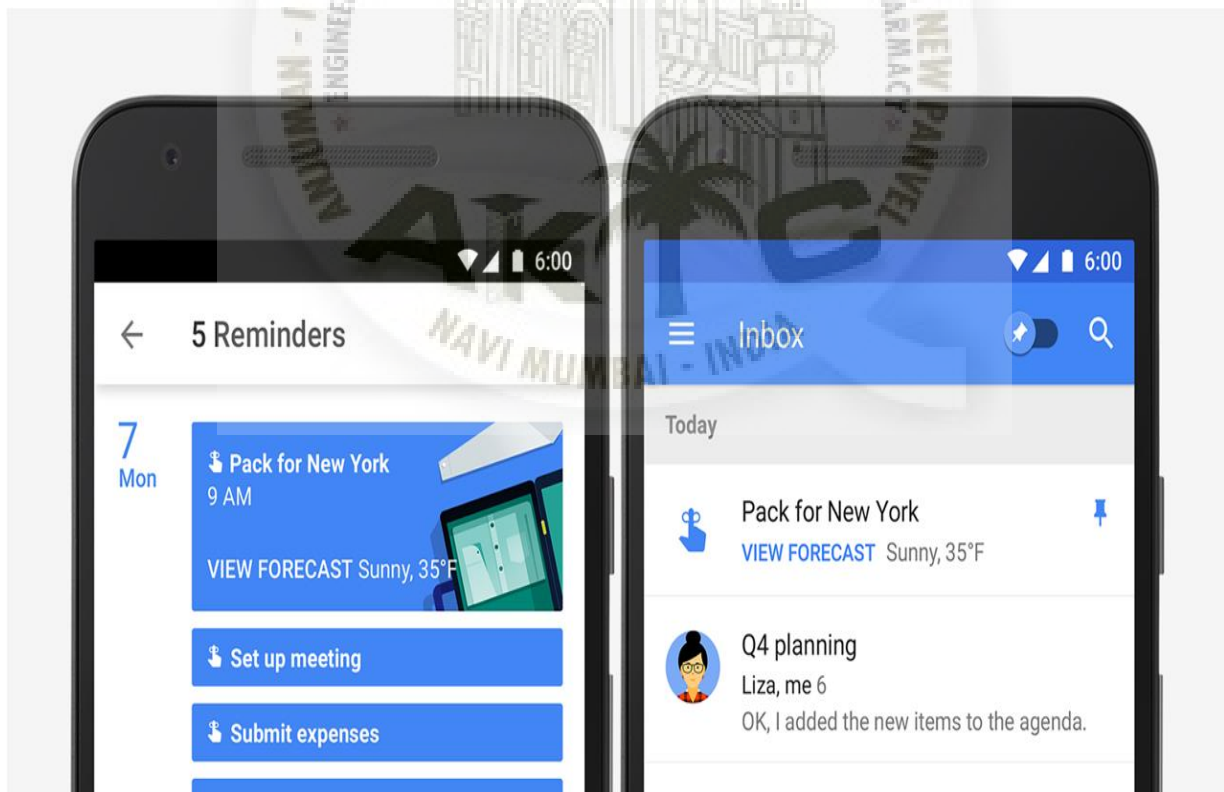


Figure 2.1: Just Reminder

2.1.1 Advantages of Paper

- a. Simple all-in-one reminder app for Android to just remind you everything at a specified time.
- b. Can set To Do / Task Reminders, Phone Call Reminders, Birthday Reminders, Anniversary Reminders and Bills Reminders with just few clicks.
- c. With Speech-to-Text, no need to type to create an Reminder.ss

2.1.2 Disadvantages of Paper

- a. The weakness of this application is, it does not delete the reminder as soon as the event is over.

2.1.3 How to overcome the problems mentioned in Paper

- a. We are developing an Android Application so that it becomes easy for the users to get knowledge about various conferences that are going to be held.
- b. People don't need to surf various sites to get the information about the upcoming academic conferences.
- c. Reminders will be provided to the users as the date of the conferences come closer. As most of the people have android phones so without consuming lot of time they will be getting update about the conferences.

2.2 To Do

It is an application that makes easy to set any reminder to the user. We can set any reminder such as reminder for meetings, any important function etc. we can set alarm according to the time . This application also enable us to send reminder to anyone through mails.

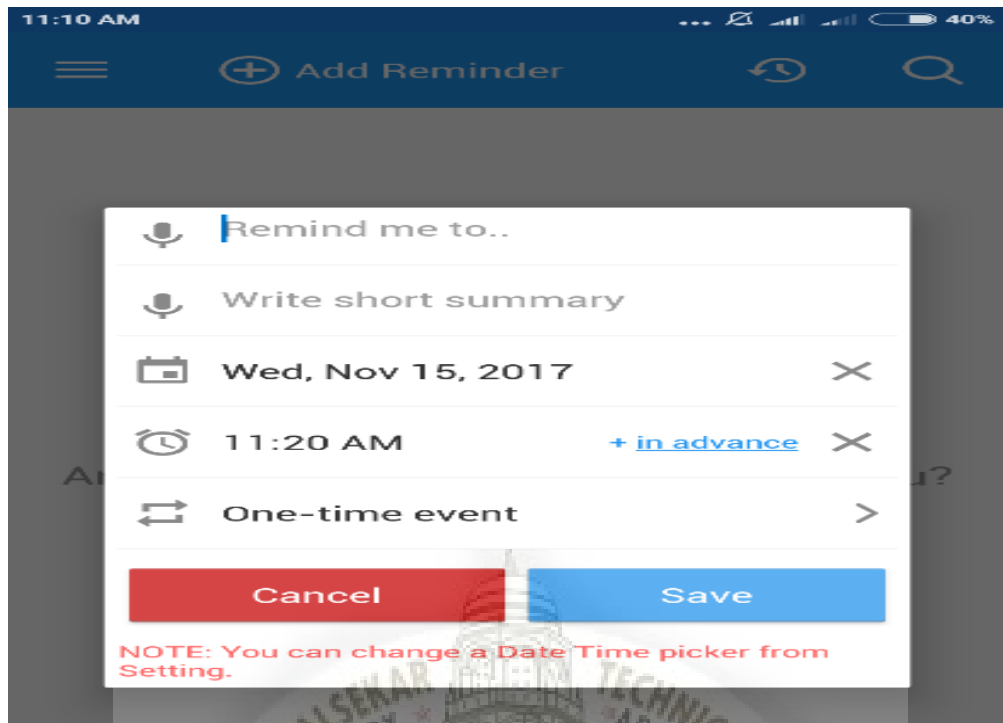


Figure 2.2: To DO

2.2.1 Advantages of Paper

- Make life easier” It’s a quick, simple and easy to use reminder app.
- No Stress, Feel Relaxed.
- Now there’s no need to remember all those things that you have to do, because To Do Reminder will do that for you! It’s quick and easy to use

2.2.2 Disadvantages of Paper

- This application do not delete the reminder even after the event gets over.

2.2.3 How to overcome the problems mentioned in Paper

- We are developing an Android Application so that it becomes easy for the users to get knowledge about various conferences that are going to be held.
- People don’t need to surf various sites to get the information about the upcoming academic conferences.
- Reminders will be provided to the users as the date of the conferences come closer.
 - As most of the people have android phones so without consuming lot of time they will be getting update about the conferences.

- d. As soon as the event get over the details about the conference will automatically get deleted so the data don't get overlapped in the database.

2.3 BZreminder

- This application enables us to set reminder for various events. Events like birthdays, meetings, examinations, conferences, etc. This app makes it easy for the user to remember the things he wants to do.

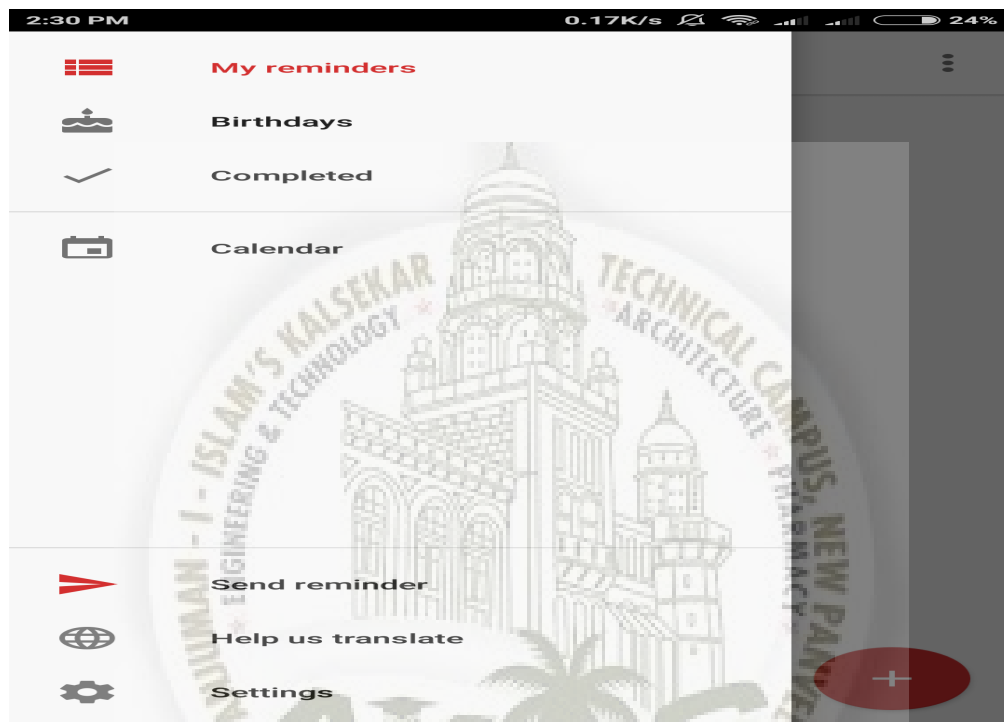


Figure 2.3: BZreminder

2.3.1 Advantages of Paper

- a. Easy to use and flexible to-do list app.
- b. With this app you can JUST REMEMBER EVERYTHING that you want to do, and improve your productivity
- c. Easy to use and straightforward reminder to-do list app.

2.3.2 Disadvantages of Paper

- a. This app does not triggers reminders by itself.
- b. The uninformed reminders are also stored in it.

2.3.3 How to overcome the problems mentioned in Paper

- a. We are developing an Android Application so that it becomes easy for the users to get knowledge about various conferences that are going to be held.
- b. People don't need to surf various sites to get the information about the upcoming academic conferences.
- c. Reminders will be provided to the users as the date of the conferences come closer.
- d. As most of the people have android phones so without consuming lot of time they will be getting update about the conferences.
- e. As soon as the event get over the details about the conference will automatically get deleted so the data don't get overlapped in the database.

2.4 Technical Review

2.4.1 Android Studio 2.2.0

Android Studio is the official integrated development environment (IDE) for Google's Android operating system, built on JetBrains' IntelliJ IDEA software and designed specifically for it. It is available for download on Windows, macOS and Linux based operating systems. It is a replacement for the Eclipse Android Development Tools (ADT) as primary IDE for native Android development.

Advantages of Technology

This feature is supposed to improve work flows by letting one see changes right on the device or emulator. All the changes can be seen in live mode which means that one can code continuously and run the app, accelerating the edit, build, and run cycles. When you click on Instant Run button, the changes are analyzed and determined how they can be deployed in the fastest way. Instant Run works with all types of Android Devices or emulators which are capable of running API 14 (Ice Cream Sandwich) or higher.

Reason to use this Technology

Android Frameworks and the IDE together to create the Constraint Layout. This powerful new layout manager helps you design large and complex layouts in a flat and streamlined hierarchy. The Constraint Layout integrates into your app like a standard Android support library, and was built in parallel with the new Layout Editor. Android Studio 2.2 includes 20+ new features across every major phase of the development process: design, develop, build, test. From designing UIs with the

new Constraint Layout, to developing C++ code with the Android NDK, to building with the latest Jack compilers, to creating Espresso test cases for your app, Android Studio 2.2 is the update you do not want to miss. Here's more detail on some of the top highlights.

2.4.2 MySQLite

SQLITE is a relational database management system contained in a C programming library. In contrast to many other database management systems, SQLite is not a client-server database engine. Rather, it is embedded into the end program. SQLite is ACID-compliant and implements most of the SQL standard, using a dynamically and weakly typed SQL syntax that does not guarantee the domain integrity. SQLite is a popular choice as embedded database software for local/client storage in application software such as web browsers. It is arguably the most widely deployed database engine, as it is used today by several widespread browsers, operating systems, and embedded systems (such as mobile phones), among others. SQLite has bindings to many programming languages.

Advantages of Technology

Reading and writing from an SQLite database is often faster than reading and writing individual files from disk. The application only has to load the data it needs, rather than reading the entire file and holding a complete parse in memory. Small edits only overwrite the parts of the file that change, reducing write time and wear on SSD drives. The application file is portable across all operating systems, 32-bit and 64-bit and big- and little-endian architectures. A federation of programs, perhaps all written in different programming languages, can access the same application file with no compatibility concerns. Multiple processes can attach to the same application file and can read and write without interfering with each another.

Reason to use this Technology

Because an SQLite database requires no administration, it works well in devices that must operate without expert human support. SQLite is a good fit for use in cell-phones, set-top boxes, televisions, game consoles, cameras, watches, kitchen appliances, thermostats, automobiles, machine tools, airplanes, remote sensors, drones, medical devices, and robots: the "internet of things". Client/server database engines are designed to live inside a lovingly-attended data center at the core of the network. SQLite works there too, but SQLite also thrives at the edge of the network, fending for itself while providing fast and reliable data services to applications that would otherwise have dodgy connectivity. **Readable and Maintainable Code.** While writing a software application, you must focus on the quality of its source code to simplify maintenance and updates.

Chapter 3

Project Planning

3.1 Members and Capabilities

Table 3.1: Table of Capabilities

| SR. No | Name of Member | Capabilities |
|--------|-----------------|--------------------------|
| 1 | Deshmukh Ravish | Database, UI Design |
| 2 | Shaikh Faizan | Documentation, UI Design |
| 3 | Khan Darakhshan | Coding, Database |
| 4 | Ansari Bilal | Coding |

3.2 Roles and Responsibilities

Table 3.2: Table of Responsibilities

| SR. No | Name of Member | Role | Responsibilities |
|--------|-----------------------|-------------|--------------------------|
| 1 | Deshmukh Ravish Zafar | Team Leader | Database, UI Design |
| 2 | Shaikh Faizan | Member | Documentation, UI Design |
| 3 | Khan Darakhshan | Member | Coding, Database |
| 4 | Ansari Bilal | Member | Coding |

3.3 Assumptions and Constraints

Assumptions

The assumption of our project is to assume a data that based on the user knowledge, user experience and useful information is available on hand. We assume that the data we provide is purely true because this purely data is manage and stored online and must be secure from the unauthorized user.

Constraints

In our project, we make schedule for a project to complete on time based on different constraints that required in our project. We may also include the scope of the project

and the cost of the project that required for completing the project. Different quality attributes in projects and resources required in project. No risk to larence is present in our project.

3.4 Project Management Approach

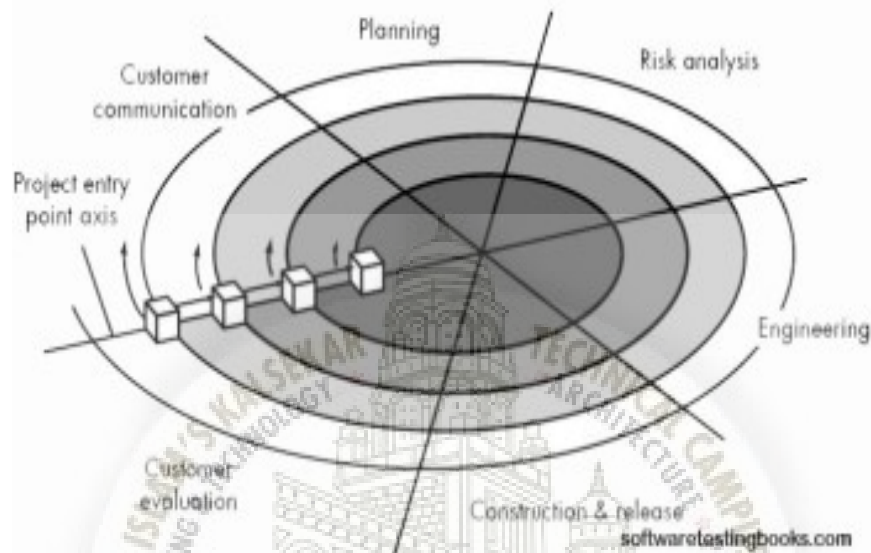


Figure 3.1: Spiral Model

In our project we had used spiral model for implementing all the phases successfully. This model involves strategies, which is a combination of incremental and prototype models. This model is suitable for planning and implementing to achieve the goal of the project. It maintains a systematic step wise approach.

These are the different phases involved in our project:

3.4.1 Planning

In any project planning phases are most important phase whenever we are going to make any project. So we need to gather proper information related to our project so therefore we had searched different websites which are related to conferences to understand the structure of the websites to scarp.

3.4.2 Risk Analysis

The risk analysis phase focused on the risk and alternate solutions. Structured of the android application plays a important role for scarping. So rst we have to focus on the structure of the android application if we are not getting expected result so we have to go through the structured of the android application.

3.4.3 Engineering Phase

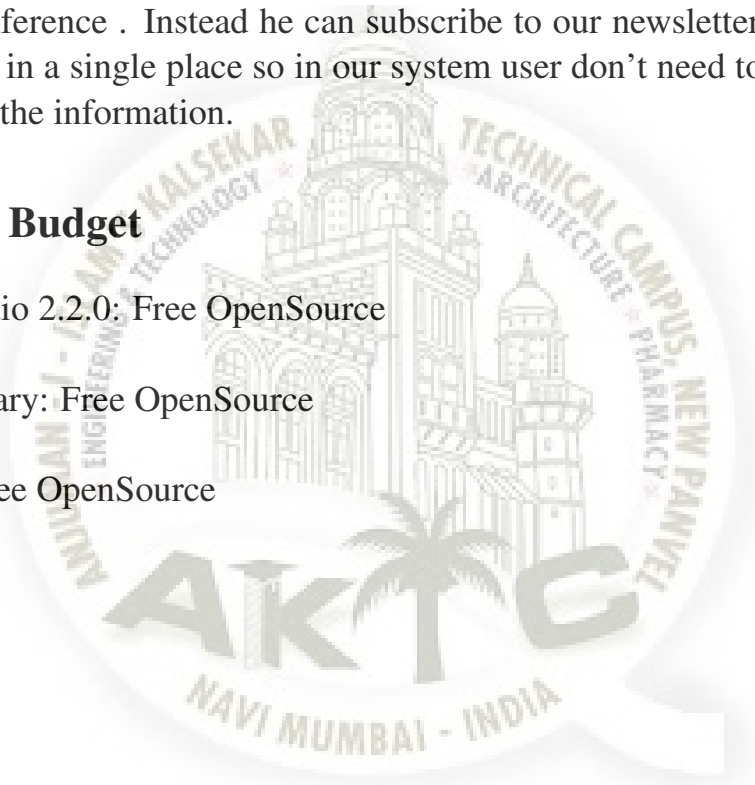
Testing are also important for any system so before implementation of the project rst we have to also test the cases that we are going to implement in our project. We have used android studio. We will get the scrapped data from the websites. when we are implement the testing part so we are successfully getting the data from the website' that we have targeted.

3.5 Ground Rules for the Project

After using our Android Application on conference alert our ground rule is that user does not have to go to many websites in search of what conference he wants that is related to conference . Instead he can subscribe to our newsletter in order to get full information in a single place so in our system user don't need to go to different website's to get the information.

3.6 Project Budget

- 1) Android Studio 2.2.0: Free OpenSource
- 2) Request Library: Free OpenSource
- 3) Date-Util: Free OpenSource



3.7 Project Timeline

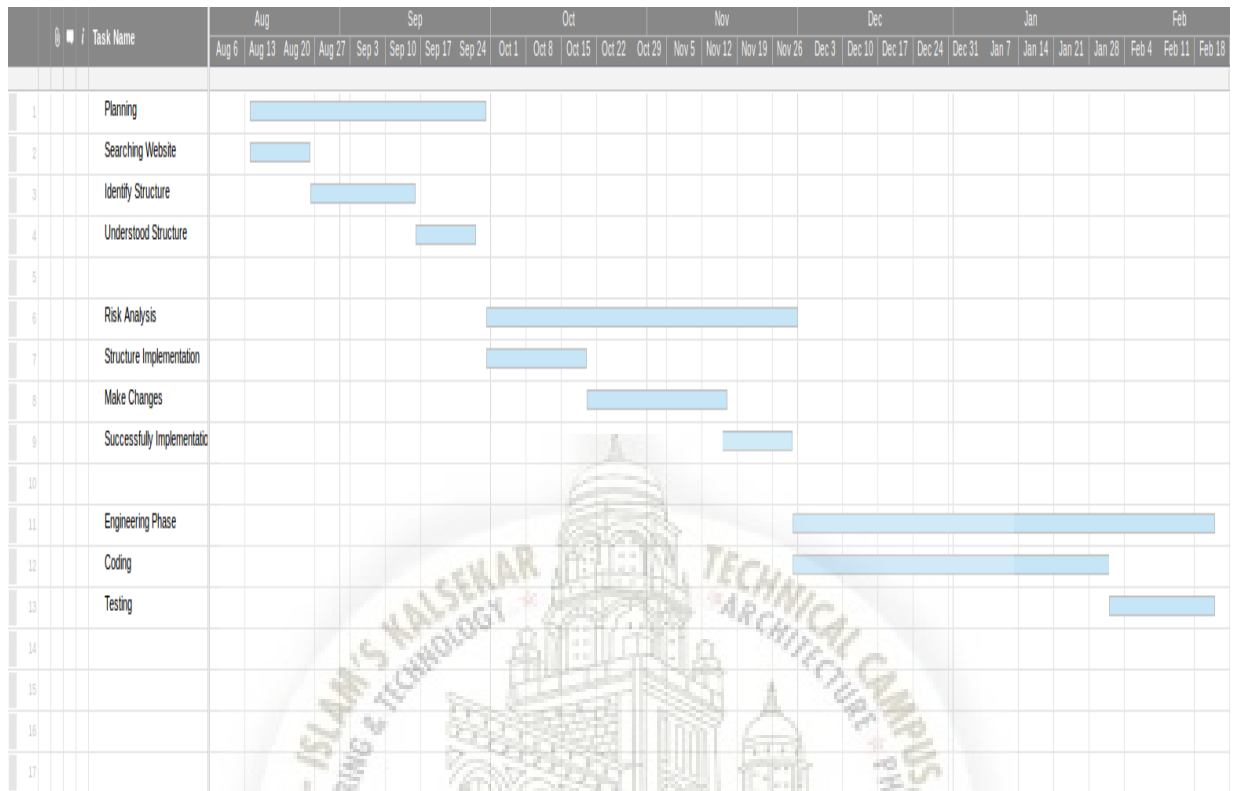
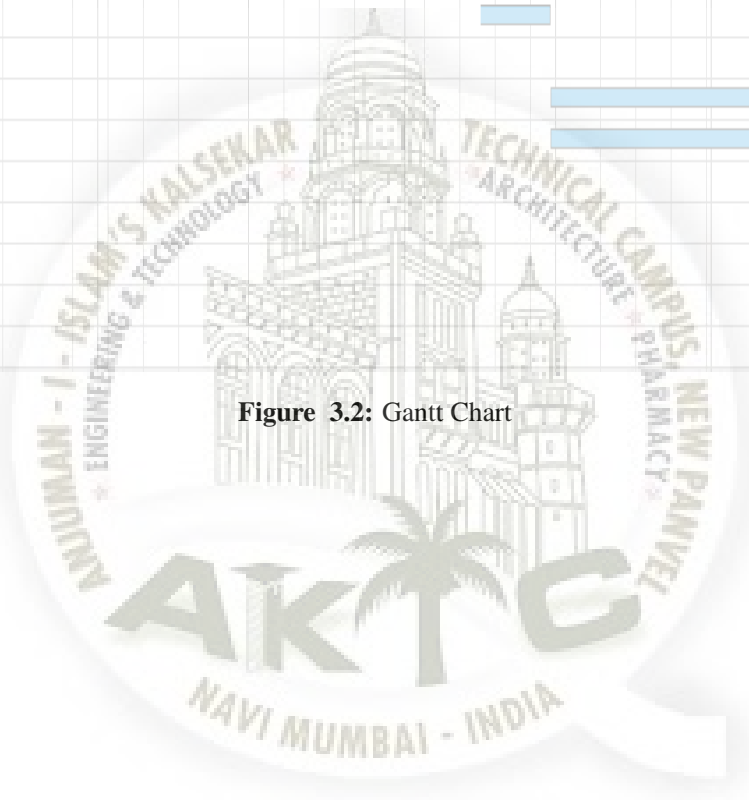


Figure 3.2: Gantt Chart



Chapter 4

Software Requirements Specification

4.1 Overall Description

This Software Requirement Specification is the requirement work product that formally specifies the Android Application on conference alert. The objectives of this document therefore is to formally describe the system's high level requirements including functional requirement, non-functional requirement business rules and constraints.

4.1.1 Product Perspective

The various system tool that have been used in developing the back-end and other tools of the project are being discussed in this section. The back-end is implemented using MySQL which is used to design the database. MySQL is the world second most widely used open source relational database management. The SQL phrase stands for structured query. Android has native support for multi-touch which was initially made available in handsets such as the HTC Hero. The feature was originally disabled at the kernel level (possibly to avoid infringing Apple's patents on touch-screen technology at the time). Google has since released an update for the Nexus One and the Motorola Droid which enables multi-touch natively.

4.1.2 Product Features

The system will provide all the data related to the conference to the user. Depending upon the user's role, he/she will be access the data related to the conference after doing the registration. This Application will be providing the user with detailed information about the Conferences along with dates, timings, venues, etc.

4.1.3 User Classes and Characteristics

Educational Level:

At least graduate and should be comfortable with English language.

Technical Expertise:

Should be a high or middle level employee of the organization comfortable with using general purpose applications on a computer.

4.1.4 Operating Environment

We use the Linux Operating Environment for running the Python software. We use minimum 500GB HardDisk ,4GB RAM and we use Android version of the operating 2.2.0.

4.1.5 Design and Implementation Constraints

Hardware Requirement:

Processor: Intel Pentium III or Equivalent RAM: 4GB

Software and Technologies:

- 1) MySQL: MySQL is the most popular Open Source Relational SQL Database Management System.
- 2) Python: Python is a general-purpose interpreted, interactive, object-oriented, and high-level programming language.

4.2 System Features

4.2.1 System Feature

- 1) Control Presentation.
- 2) Creation of data.
- 3) Organization through web applications.

Description and Priority

The requirements for this feature set describe how the system provides and controls presentation, creation, and organization throughout the Android Application. The system's users are provide information and features related to the conference from which all of their communication with the system will take place.

Stimulus/Response Sequences

Stimulus: A user wants to provide a different data of the conference.

Response: The system creates an api or json file and then provide keyword to display conference to the system

Stimulus: A user defines a new term in their personal glossary

Response: The user's personal glossary is updated, and places links to other people's definition of the term

Stimulus: A user wants to organize the various information related conference that are currently looking for it.

Response: The user's workspace allows the user to organize the information related to conference he/she is currently looking at.

Functional Requirements

User Interface:

- a)The software provides good graphical interface for the user any administrator can operate on the system, performing the required task such as create, update, viewing the details of the book.
- b)Allow user to view the quick reports.
- c)Verification and searching facility based on different criteria.

Hardware Interface

Operating system: Linux

Hard disk: 500GB

RAM:4GB Processor:Pentium(R)Dual-Core CPU

Software Interface:

Python language

MySQL Android studio 2.2.0

4.3 External Interface Requirements

4.3.1 User Interfaces

The user should get the details about the Conferences he is interested in . He should get the details with dates,timings,venues,etc.

4.3.2 Hardware Interfaces

Android enabled device: The android enabled device should have android version above 5.0, API level 15+, accelerometer, gyroscope, compass. In order for the

smooth functioning of the application the android device must have atleast 2GB of ram and atleast 500mb of free storage on device. The application can also function on a tablet device.

4.3.3 Software Interfaces

Describe the connections between this product and other specific software components (name and version), including databases, operating systems, tools, libraries, and integrated commercial components. Identify the data items or messages coming into the system and going out and describe the purpose of each. Describe the services needed and the nature of communications. Refer to documents that describe detailed application programming interface protocols. Identify data that will be shared across software components. If the data sharing mechanism must be implemented in a specific way (for example, use of a global data area in a multitasking operating system), specify this as an implementation constraint.

4.3.4 Communications Interfaces

Connections to the system will be over TCP/IP connections.

4.4 Nonfunctional Requirements

4.4.1 Performance Requirements

The system must be interactive and the delays involved must be less. When we connecting to the server the delay is because the data is stored or manage online very safely and securely. The data is reliable to the user to see this data very correctly.

4.4.2 Safety Requirements

The data that use for implementation which concerned with the possible loss or harmful used of the data. The data is stored online is very secure because these data is access by only authorized user by providing user-name and password to the android application. The external policies and safety issue that the product design must be satisfied.

4.4.3 Security Requirements

The server on which the Online Data is stored will have its own security to prevent unauthorized write/delete access. The PC on which the database resides will have its own security. Only the Editor will have physical access to the machine and the program on it.

Chapter 5

System Design

5.1 System Requirements Definition

System requirement definitions specify what the system should do, its functionality and its essential and desirable system properties. The techniques applied to elicit and collect information in order to create system specifications and requirement definitions involve consultations, interviews, requirements workshop with customers and end users. The objective of the requirements definition phase is to derive the two types of requirement:

5.1.1 Functional requirements

They define the basic functions that the system must provide and focus on the needs and goals of the end users.

Use-case Diagram

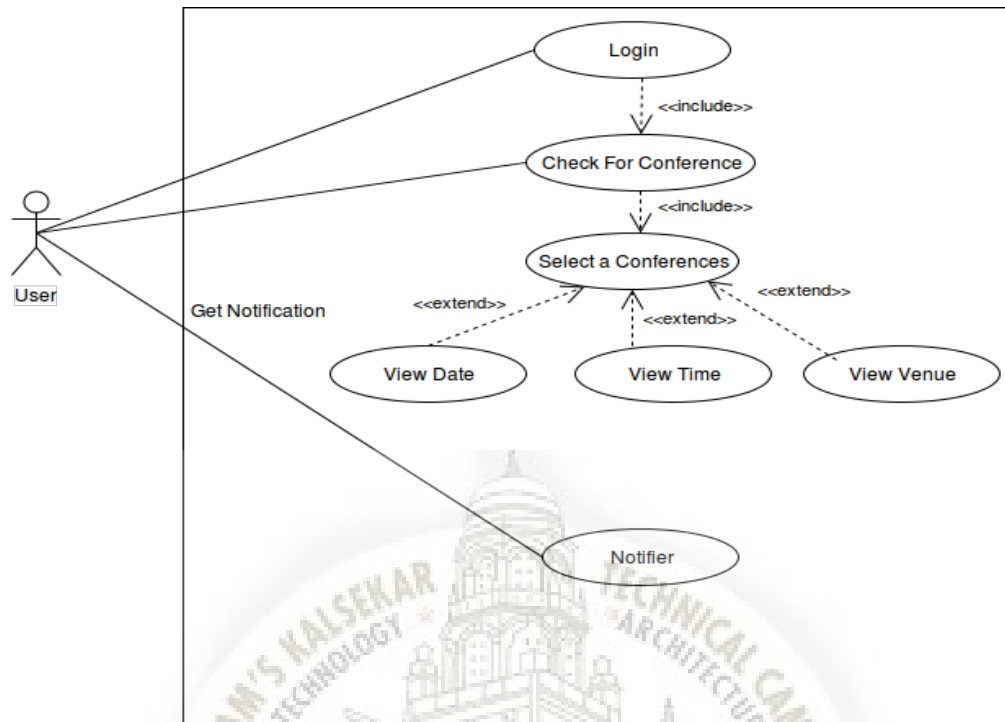


Figure 5.1: UseCase

The flow of usecase diagram is as follows: First the user will login through the application then he will check for the conferences he is interested in. Then he will select the conference in which he is going to take part. Then he will be getting the knowledge about the conferences with dates, venues and timings with the help of notifier. As soon as the event gets over, the deactivate notifier will automatically delete the reminder of the event that user has selected.

Data Flow Diagram

A data flow diagram (DFD) is a graphical representation of the "flow" of data through an information system, modelling its process aspects. A DFD is often used as a preliminary step to create an overview of the system without going into great detail, which can later be elaborated.

Level 0 DFD

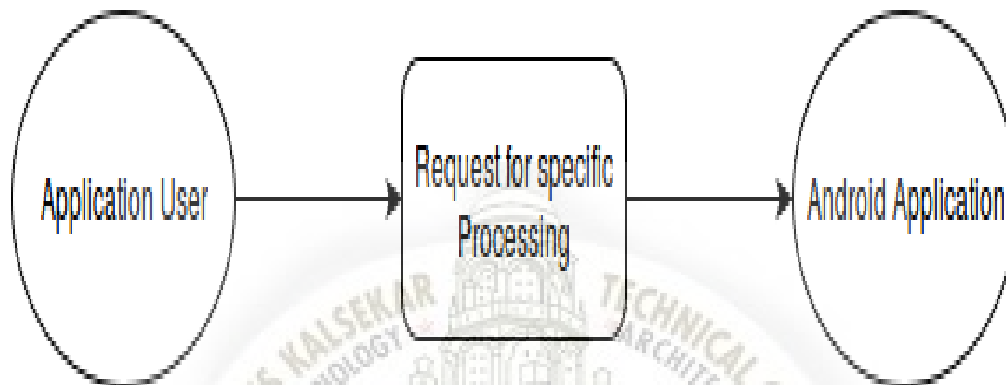


Figure 5.2: Level 0 DFD

Level 1 DFD

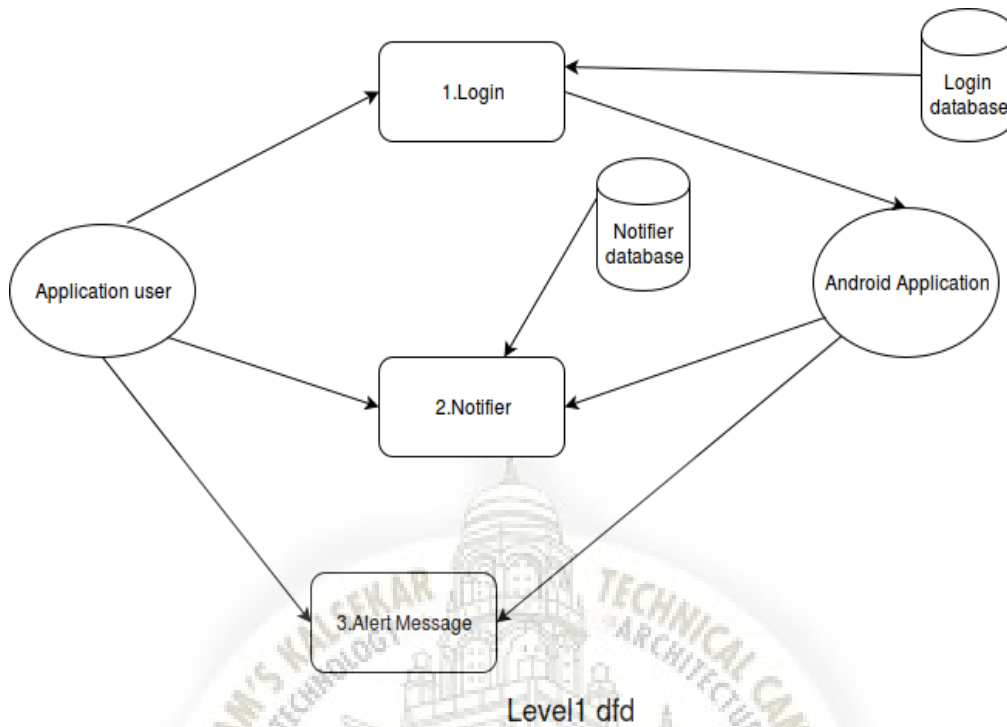


Figure 5.3: Level 1 DFD

Level 2 DFD

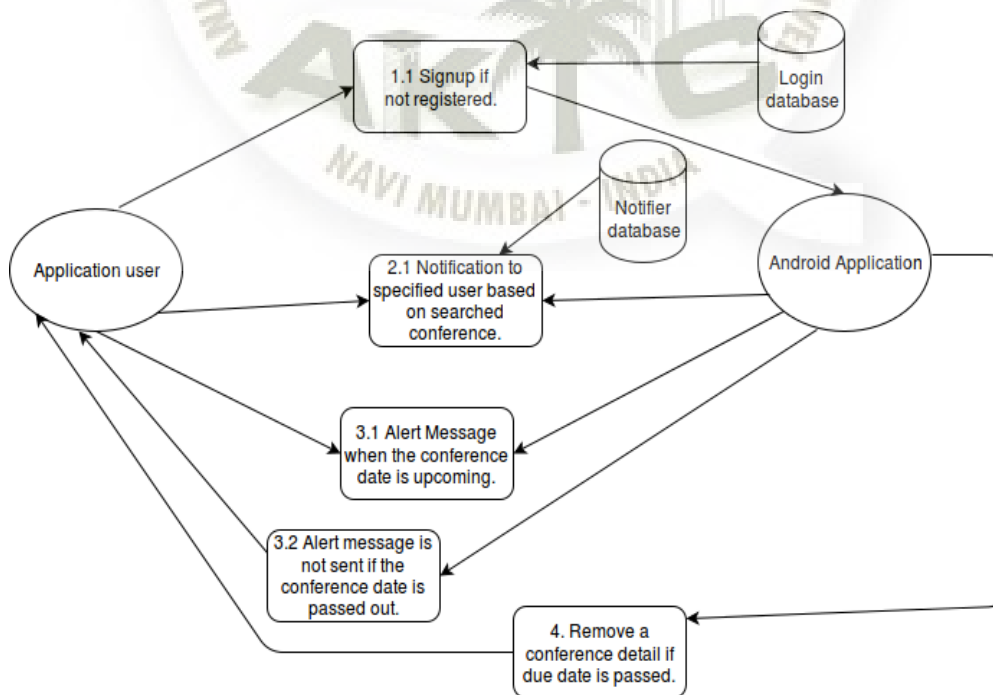


Figure 5.4: Level 2 DFD

5.3 Sub-system Development

Our application is to make it easy for the user to get knowledge about the conferences that are going to take place with venues, dates and timings. As nowadays most of the people have smart phones with them it would become easy for the users to get notification directly on their phones instead of surfing various sites for getting the information about the conferences.

5.3.1 Fetch Engine:

As this is in-house project, we will be getting the scrapped data from the other group and then our notifier will provide user with detailed information about the event he is interested in. After the user does registration, he will select the event in which he wants to attend such as in presentation, publication, conference, competition. Once he selects the activity, the user will be getting the reminder as soon as the date of the event comes closer through auto notifier.

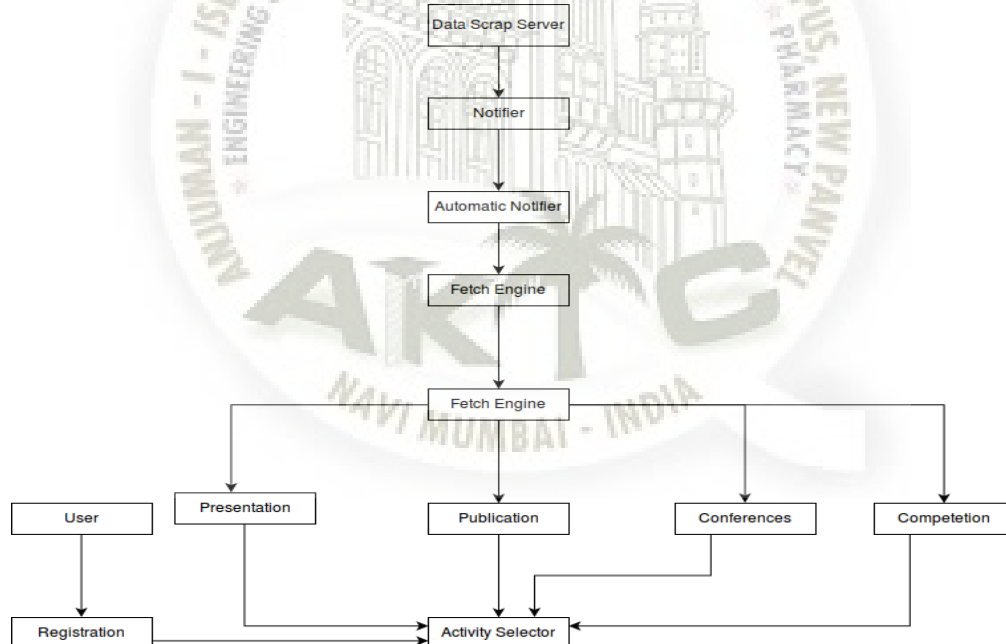


fig:Flow Diagram For Fetch Engine

Figure 5.6: Fetch Engine

5.3.2 Activate Notifier:

Activate Notifier is going to notify the user about the upcoming events that he has selected. Once the user has selected the event, once the user has selected the event, reminder set by the user, he will be getting the alerts about the event.

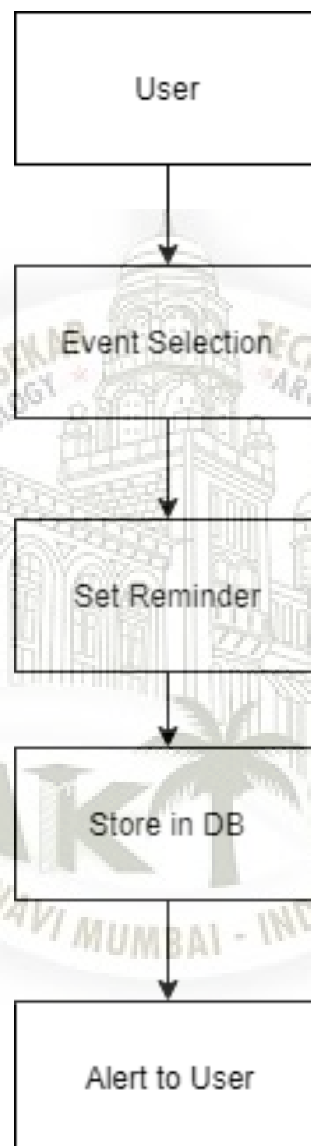


Figure 5.7: Activate Notifier

5.3.3 Deactivate Notifier:

Deactivate Notifier will delete the information about the event that has passed. As soon as the event that user had selected gets over, deactivate notifier will automatically delete the reminder of that event

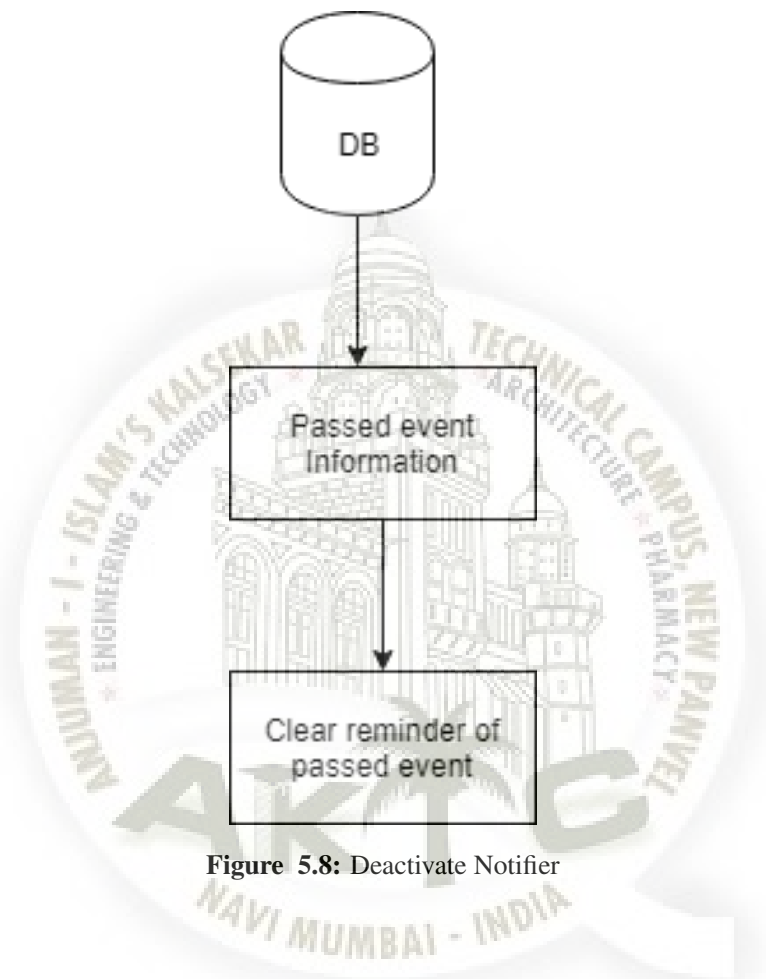


Figure 5.8: Deactivate Notifier

5.4 Systems Integration

5.4.1 Sequence Diagram

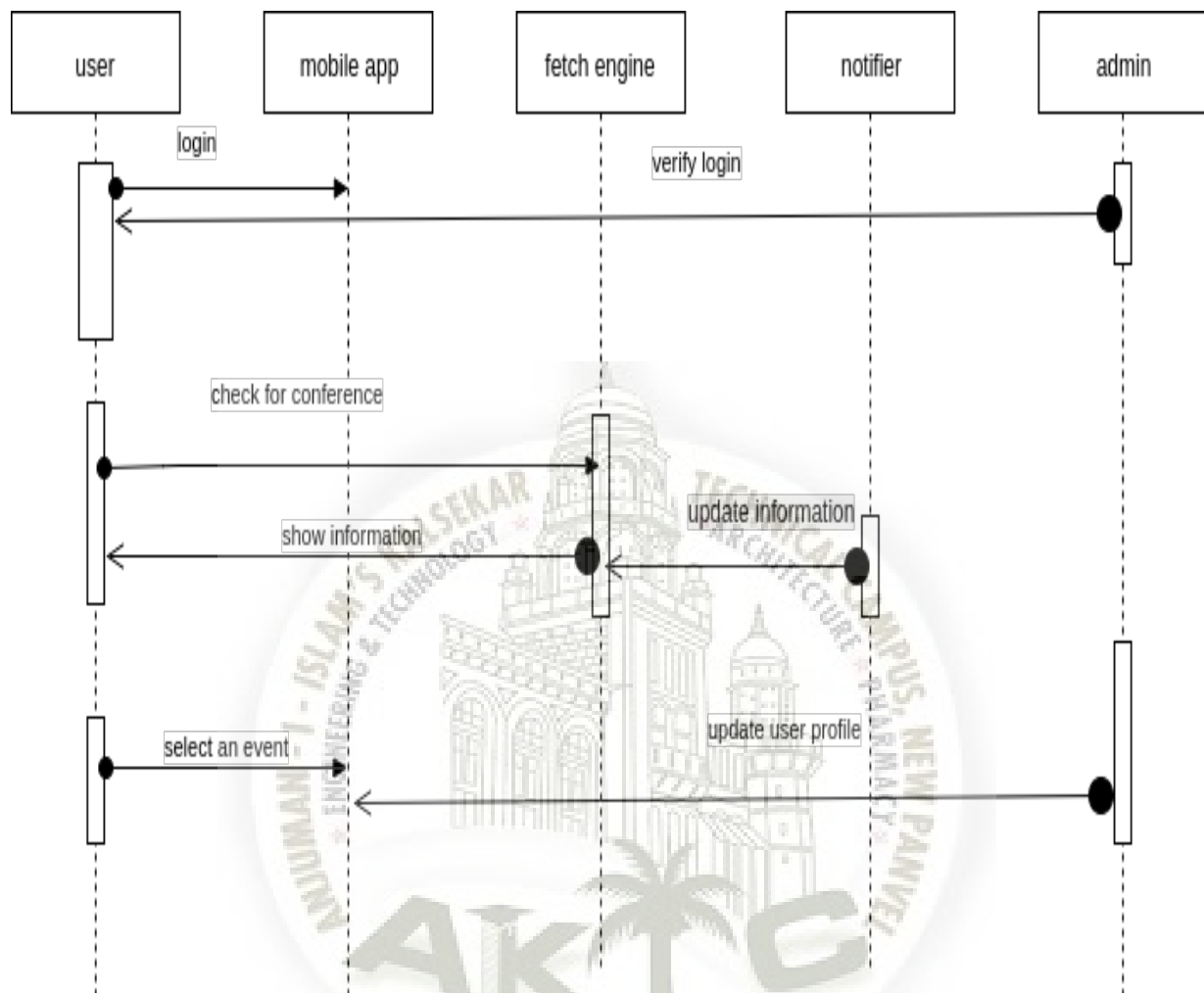


Figure 5.9: Sequence Diagram

A sequence diagram shows object interactions arranged in time sequence. It depicts the objects and classes involved in the scenario and the sequence of messages exchanged between the objects needed to carry out the functionality of the scenario.

5.4.2 Component Diagram

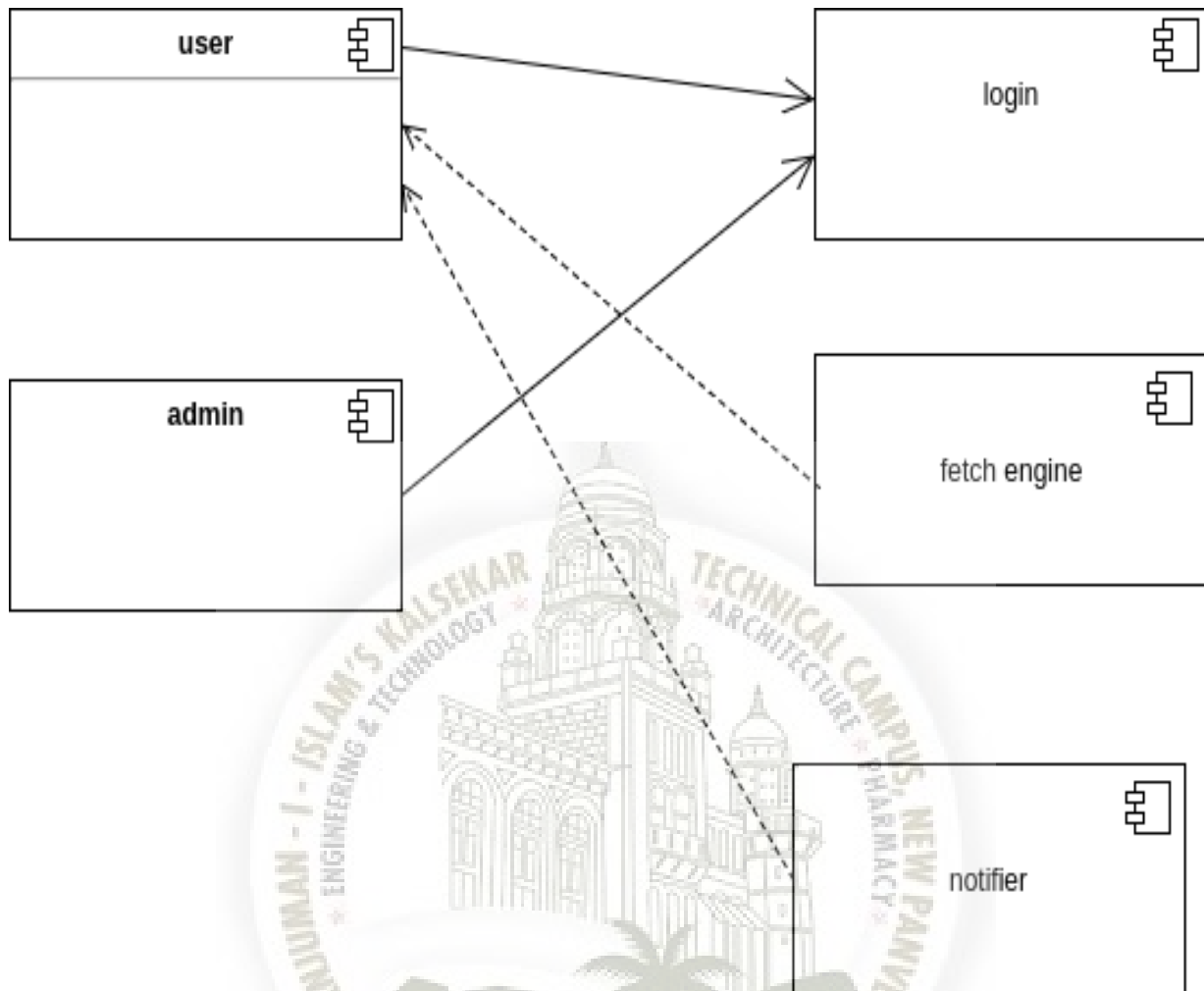


Figure 5.10: Component Diagram

After the login done by the user ,the fetch engine will fetch the data from data scrapper and according to the selected event he will get the knowledge about the selected event. All the details such as venues, dates, timings etc.

5.4.3 Deployment Diagram

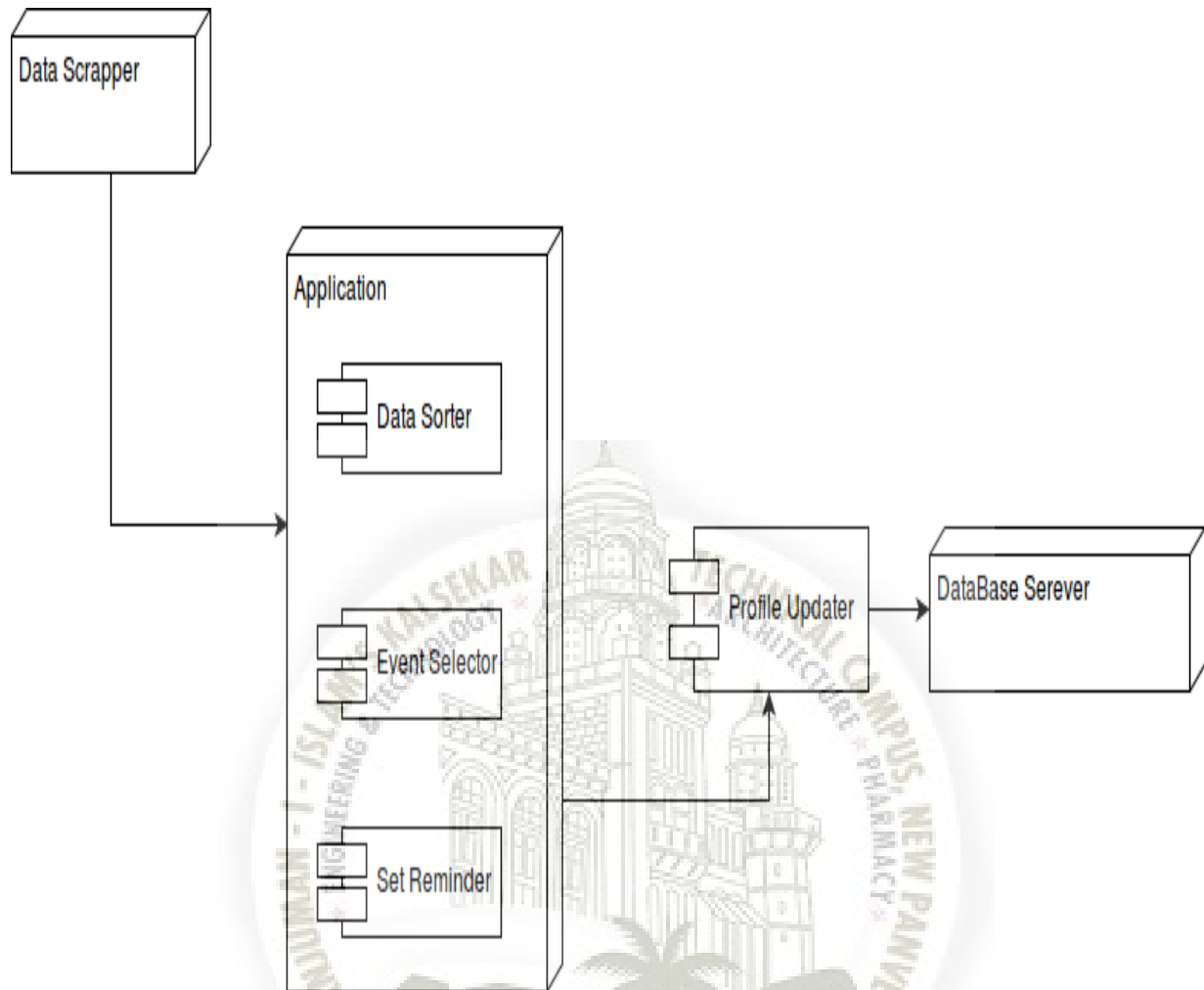


Figure 5.11: Deployment Diagram

This diagram of our system shows the deployment stages of our system which all together makes the whole system.

Chapter 6

Implementation

6.1 User Registration

16:37

ravish

ravishdeshmukh14@gmail.com

8976166424

.....

Engineering

REGISTER

Figure 6.1: User Registration

```
1 <?php
2
3 include("db.php");
4 $conn = new mysqli($h, $u, $p, $d);
5
```

```
6 function emailExist($email,$phone,$conn){
7
8     $query = "SELECT email, phone FROM users;";
9     $result = $conn->query($query);
10    while($row = $result->fetch_assoc()){
11        if($email==$row['email'] || $phone==$row['phone']){
12            return true;
13        }
14    }
15    return false;
16 }
17
18 if(isset($_GET['register'])){
19
20     $name = $_POST['name'];
21     $email = $_POST['email'];
22     $phone = $_POST['number'];
23     $collid = $_POST['collid'];
24     $deptid = $_POST['deptid'];
25     $ctype = $_POST['ctype'];
26     $password = $_POST['pass'];
27     $token = $_POST['token'];
28
29     $sql = "INSERT INTO users VALUES(null,'$name','$email','$phone','$collid','$
30         $deptid','M','$password','$ctype','$token)";
31     if(emailExist($email,$phone,$conn)){
32         echo "Email or phone number already exist";
33     }
34     else{
35         if($result=$conn->query($sql)){
36             echo "User Registration Successful";
37         }
38         else{
39             echo "Registration Failed";
40         }
41     }
42 }
43 else{
44     echo "Insecure Connection";
45 }
```

6.2 User Login



Figure 6.2: User Login

```

1  <?php
2
3  include("db.php");
4
5  $conn = new mysqli($h,$u,$p,$d);
6
7  function authenticate($email,$pass,$conn){
8
9      $sql = "select email,password from users;";
10     $result = $conn->query($sql) or die("cannot execute");
11
12     while($row = $result->fetch_assoc()){
13         if($email == $row['email'] && $pass === $row['password']){
14
15             return true;
16         }
17     }
18     return false;
19 }
20 function getKey($email,$pass,$conn){
21

```

```
22 $sql = "select email,password,token from users;";
23 $result = $conn->query($sql) or die("cannot execute");
24
25 while($row = $result->fetch_assoc()){
26     if($email == $row['email'] && $pass === $row['password']){
27
28         return $row['token'];
29     }
30 }
31 return '';
32 }
33
34 if(isset($_GET['authenticate'])){
35     $email = $_POST['email'];
36     $pass = $_POST['password'];
37     if(authenticate('mohdshibli27@gmail.com','hello',$conn)){
38         $token = getKey('mohdshibli27@gmail.com','hello',$conn);
39         echo $token;
40     }
41     else{
42         echo "Failed";
43     }
44 }
45
46 ?>
```



6.3 Selecting the College

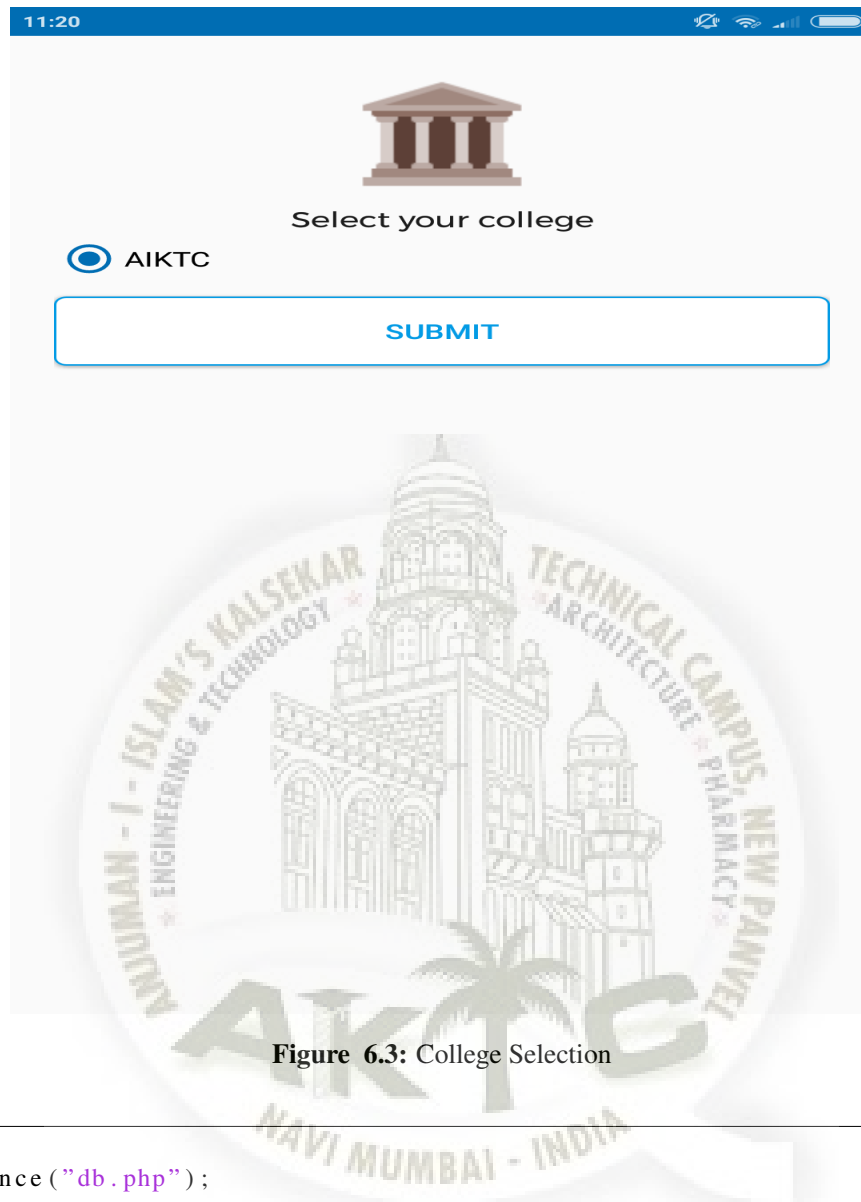


Figure 6.3: College Selection

```

1 <?php
2 include_once("db.php");
3
4 $db = new mysqli($h, $u, $p, $d);
5 if($db->connect_errno >0){
6     die('Can not connect to Db '. $db->connect_error);
7 }
8
9 else
10 {
11     $s = $db->prepare('select collegeid, cname from college');
12     if($s->execute())
13     {
14         $s->bind_result($i, $n);
15         while($s->fetch())
16         {
17             $college[] = array('cid'=>$i, 'cname'=>$n);
18         }
19         $s->free_result();
20         $s->close();
21         echo json_encode(array('serverres'=>$college));

```

```
22     }  
23     else  
24     {  
25         die('Error while fetching college names.');26     }  
27     $db->close();  
28 }  
29 ?>
```



6.4 Selecting of Department

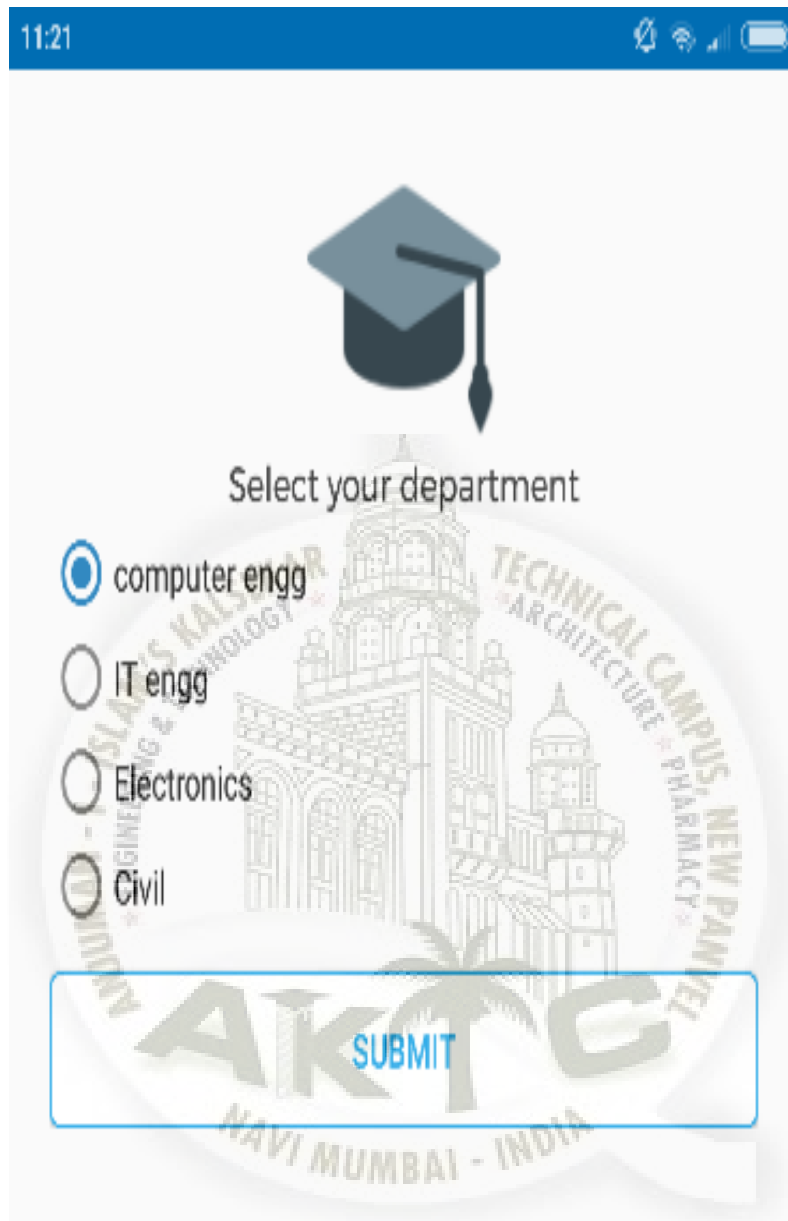


Figure 6.4: Department Selection

```

1 <?php
2 // $cid = json_decode($_POST['cid']);
3 $cid = $_POST['cid']; //from android app upon selecting college
4 include_once("db.php");
5
6 $db = new mysqli($h, $u, $p, $d);
7 if($db->connect_errno > 0){
8     die('Can not connect to Db '. $db->connect_error);
9 }
10 else
11 {
12     $s = $db->prepare('select deptid,deptname from department');
13     if($s->execute())
14     {

```

```
15     $s->bind_result($i,$n);
16     while($s->fetch())
17     {
18         $depts[] = array('did'=>$i, 'dname'=>$n);
19     }
20     $s->free_result();
21     $s->close();
22     echo json_encode(array('serverres'=>$depts));
23 }
24 else
25 {
26     die('Error while fetching department.');
```

```
27 }
28 $db->close();
29 }
```

```
30 ?>
```



Chapter 7

System Testing

WRITE HERE.

7.1 Test Cases and Test Results

| Test ID | Test Case Title | Test Condition | System Behavior | Expected Result |
|---------|-------------------|---------------------------|---------------------------|----------------------------|
| T01 | Login | User should be registered | Will connect to fire-base | Should login into system |
| T02 | Conferences Alert | User should be registered | Connect database to | Notification will be added |

7.2 Sample of a Test Case

Title: Android Application for conference alert successfully

Description: A registered user should be able to successfully get the detailed information about the conference once he logs in.

Precondition: the user must already be registered with an email address and password.

Assumption: a supported browser is being used.

Test Steps:

1. In the 'email' field, enter the email of the registered user.
2. Click the 'Next' button.
3. Enter the password of the registered user
4. Click 'Sign In'

Expected Result: A page displaying the gmail user's inbox should load, showing any new message at the top of the page.

Actual Result: The Application provides the user with the conferences details he is interested in. Once he registers he will get the choices such as in which field he is interested in such as IT field, Civil field, Electronics field, etc. once the user fills all the details he will get the notifications about the conferences with dates, timings and venues. upload the image of result

7.2.1 Software Quality Attributes

Specify any additional quality characteristics for the product that will be important to either the customers or the developers. Some to consider are: adaptability, availability, correctness, flexibility, interoperability, maintainability, portability, reliability, reusability, robustness, testability, and usability. Write these to be specific, quantitative, and verifiable when possible. At the least, clarify the relative preferences for various attributes, such as ease of use over ease of learning.

Chapter 8

Screenshots of Project

8.1 Sign-up:

16:37

ravish

ravishdeshmukh14@gmail.com

8976166424

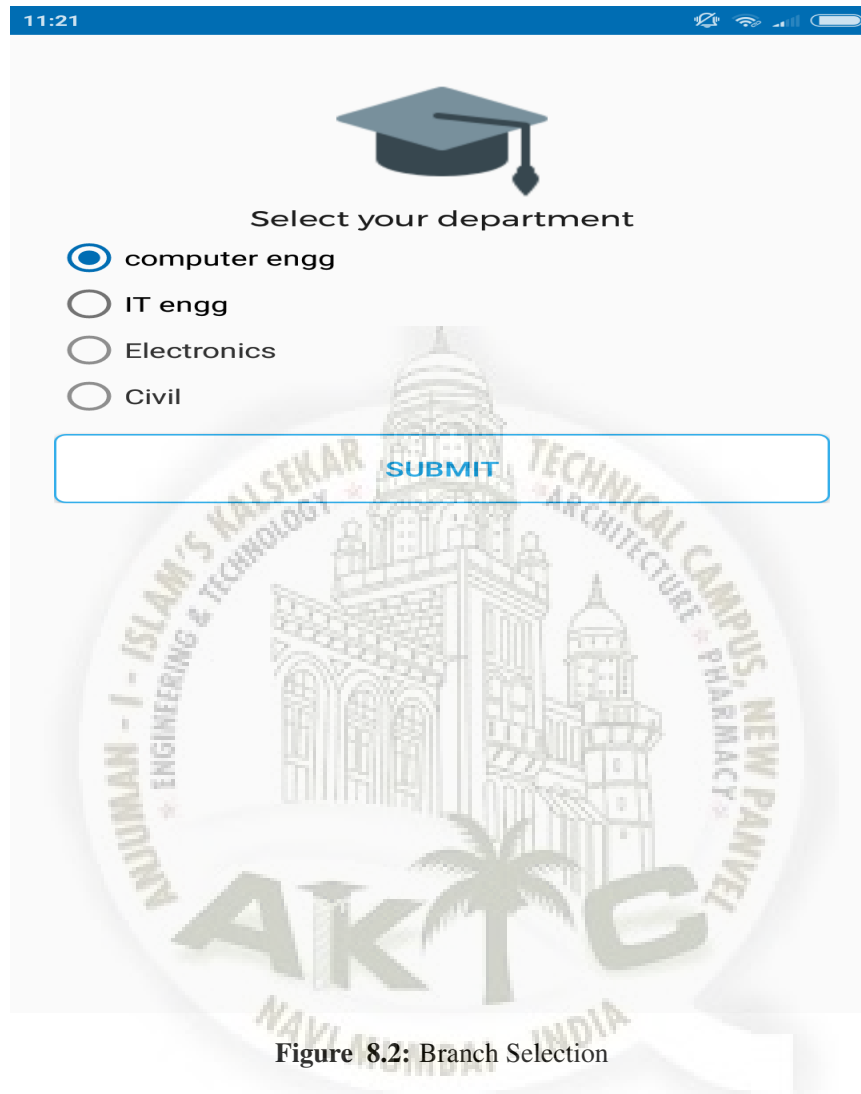
.....

Engineering

REGISTER

Figure 8.1: Sign-up

8.2 Branches:



11:21

Select your department

computer engg

IT engg

Electronics

Civil

SUBMIT

ANJUMAN - I - ISLAM'S KALSEKAR ENGINEERING & TECHNOLOGY

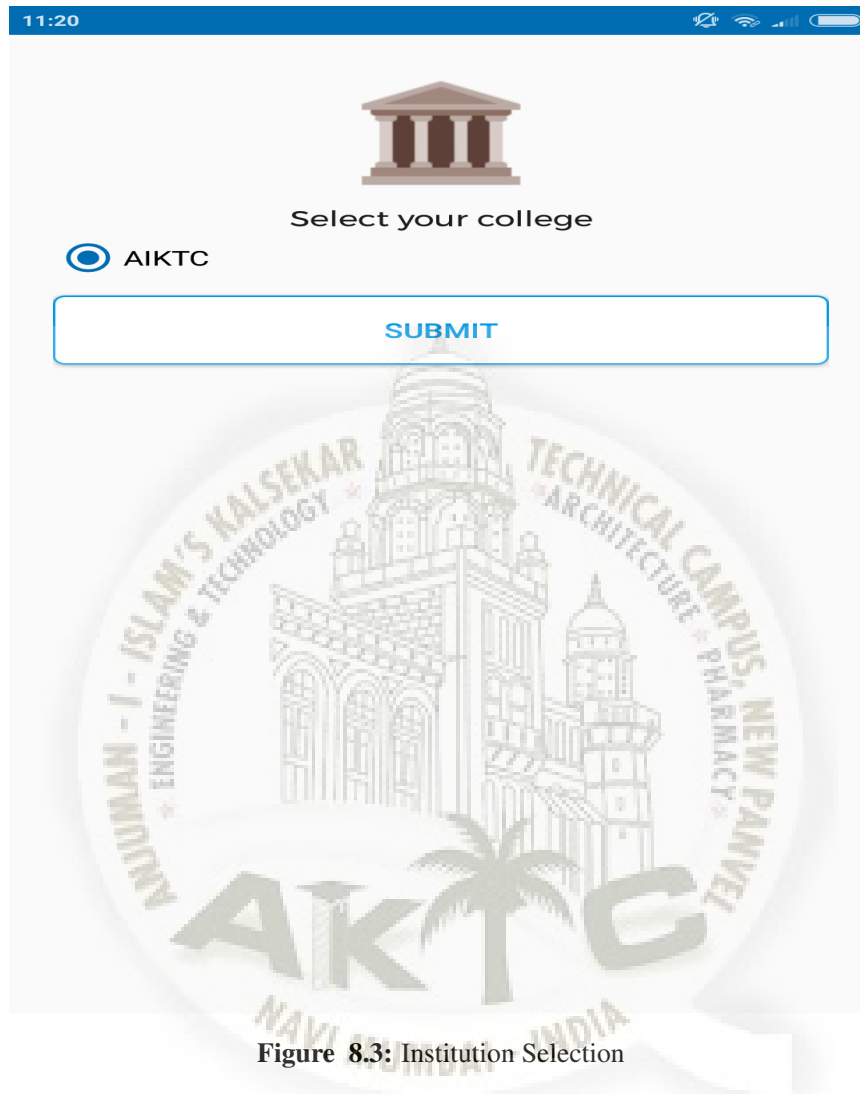
TECHNICAL CAMPUS, NEW PANVEL ARCHITECTURE - PHARMACY

AIKTC

NAVIMUMBAI INDIA

Figure 8.2: Branch Selection

8.3 Select Institution:



The screenshot shows a mobile application interface for selecting an institution. At the top, there is a blue status bar with the time 11:20 and various icons. Below the status bar is a brown icon of a classical building with four columns. Underneath the icon, the text "Select your college" is displayed. A radio button is selected next to the text "AIKTC". Below this, there is a blue button labeled "SUBMIT". In the background, there is a large, faint watermark of the AIKTC logo, which includes the text "ANJUMAN - I - ISLAM'S KALSEKAR ENGINEERING & TECHNOLOGY", "TECHNICAL CAMPUS, NEW PANVEL ARCHITECTURE - PHARMACY", "AIKTC", and "NAVI MUMBAI INDIA".

Figure 8.3: Institution Selection

8.4 Successfully Register:

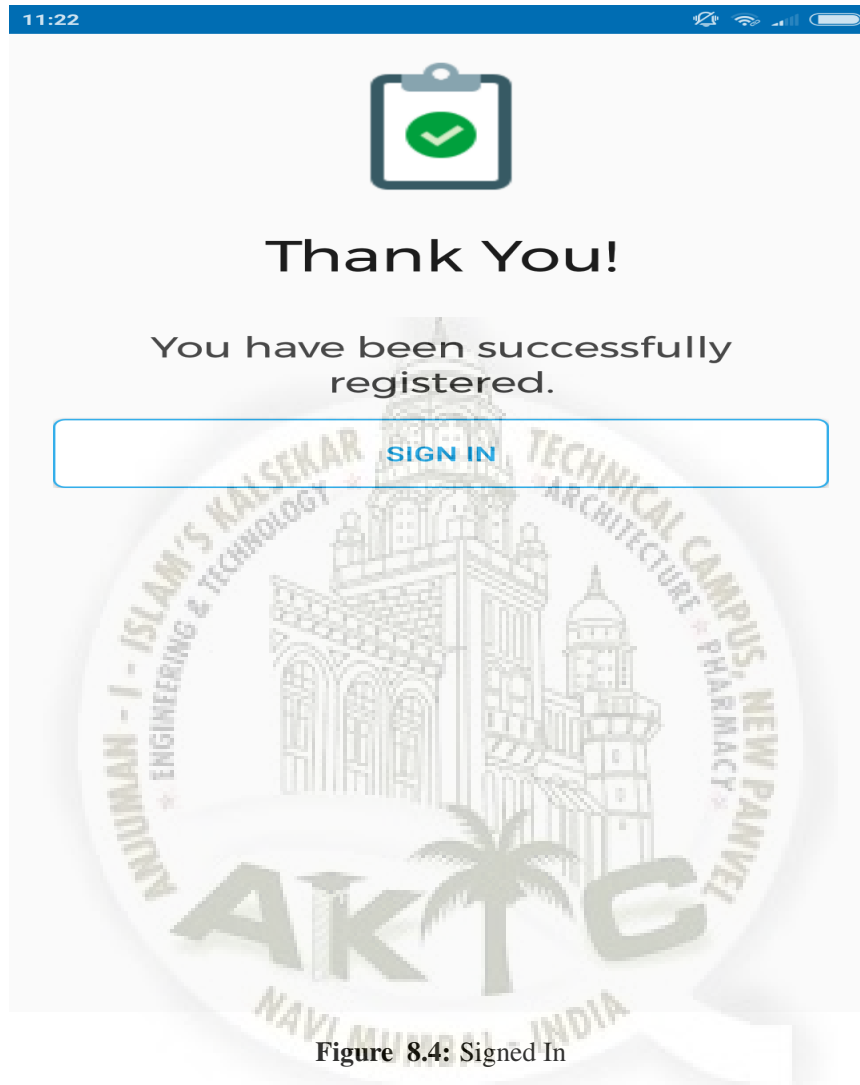


Figure 8.4: Signed In

8.5 Login:



Figure 8.5: Login

8.6 Conferences:

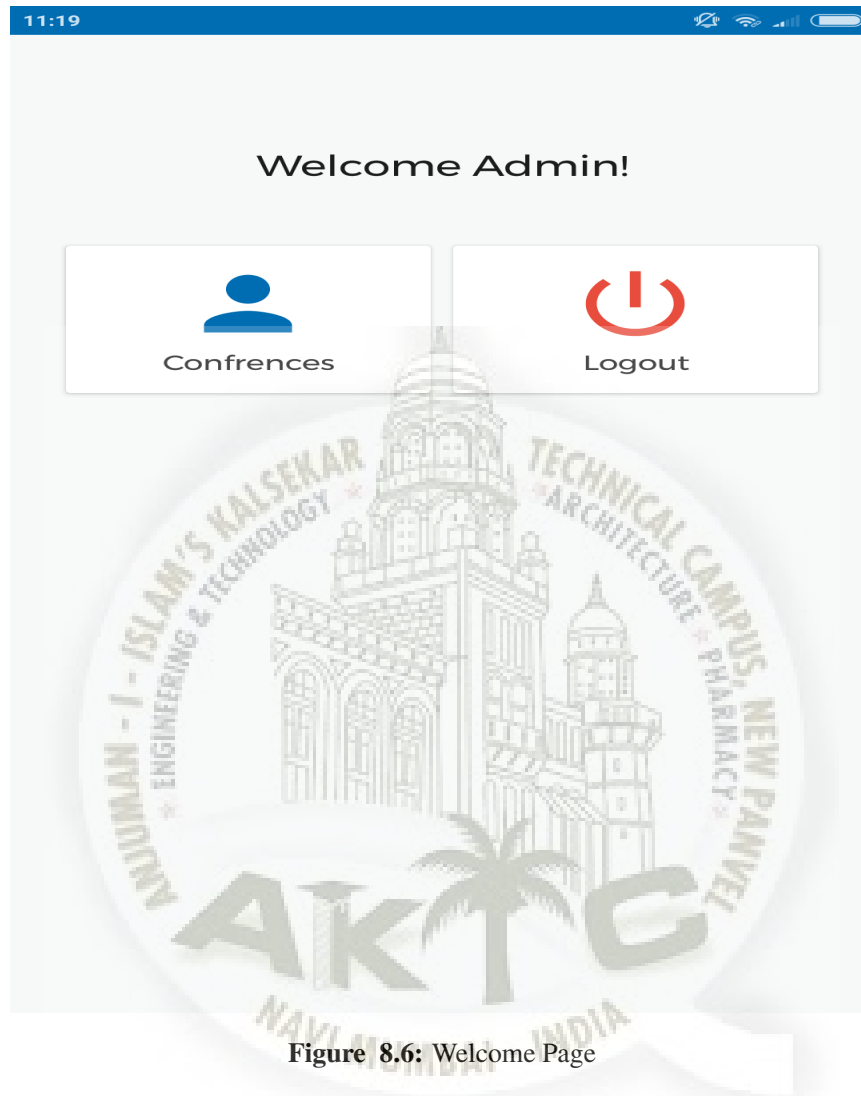


Figure 8.6: Welcome Page



Figure 8.7: Select Conference

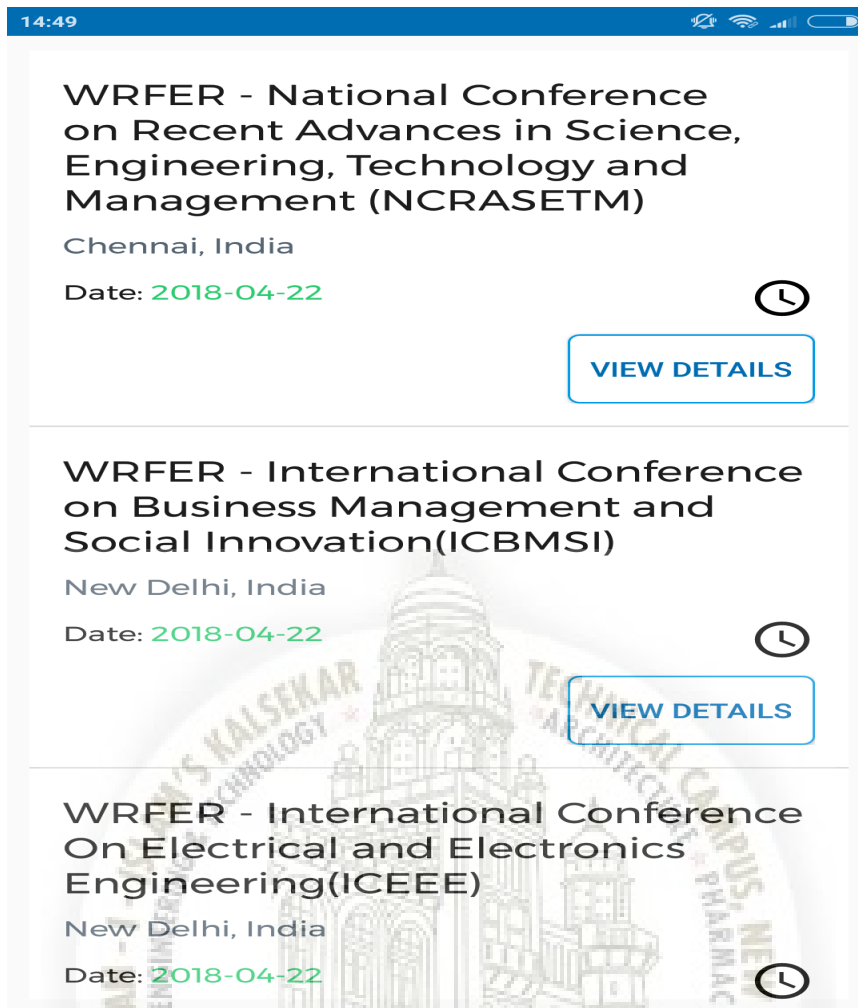


Figure 8.8: Select Conference

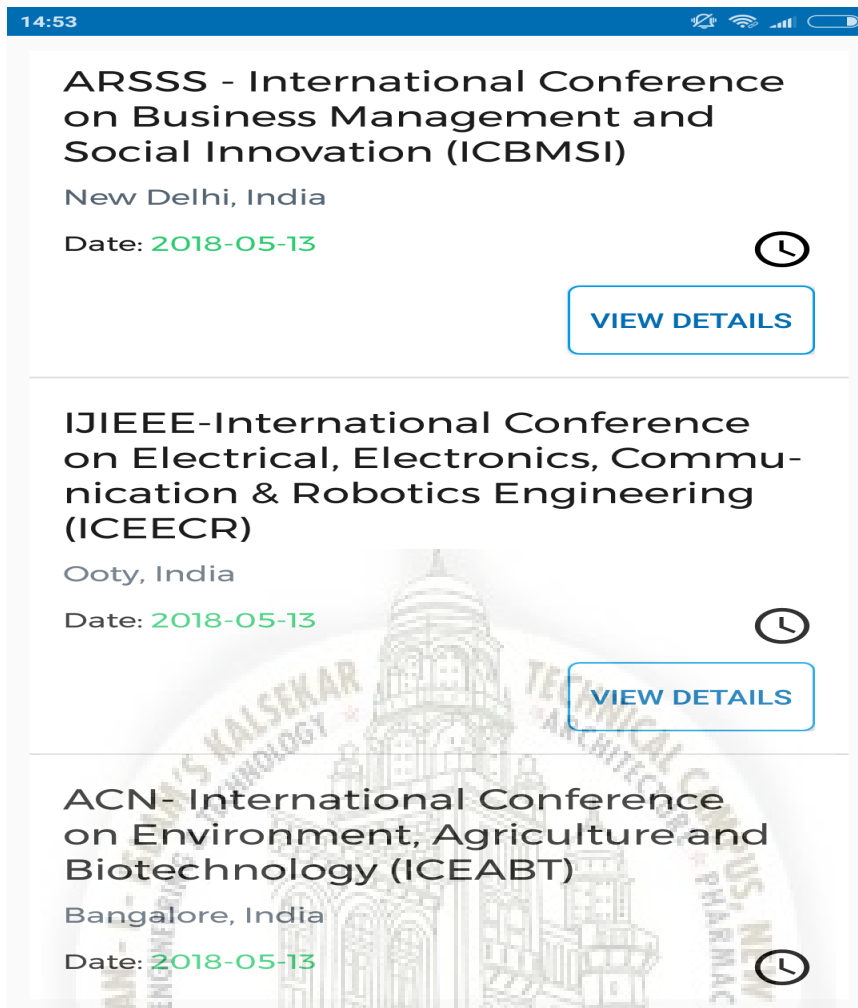


Figure 8.9: Select Conference

Chapter 9

Conclusion and Future Scope

9.1 Conclusion

Hence our Application is to provide the information or we can call it as notification to the users about the conferences with venues, dates and timings that are going to be held. As soon as the event get over the deactivate reminder will delete all the reminders. Hence it will prove beneficial for the users as they will not require to surf on various sites for getting detailed knowledge about the conferences.

9.2 Future Scope

As a part of future work, we hope to make this application more beneficial to the users. If a person misses the conference then we can provide him with the total information and the news about that conferences. Once the user register on our android application so all upcoming events and conference information will be notified to the users via message, e-mail before a week. If users gives response to the notification so the users will get reminder before a day through message.

References

- [1] <https://play.google.com/store/apps/details?id=in.smssoft.justremindh1=en>
App Houze Co
- [2] <https://play.google.com/store/apps/details?id=com.ToDoReminder.genhl=en>
App Innovation
- [3] <https://play.google.com/store/apps/details?id=com.bzzzapph1=en>
BZ Reminder Team



Achievements

1. Conferences

- (a) *Android Application For Conference Alert*; Deshmukh Ravish Zafar, ICTCE , February 2018 (Venue : Thakur College of Engineering and Technology)

2. Project Competitions

- (a) *Android Application For Conference Alert*; Deshmukh Ravish Zafar, Shaikh Faizan Qamruddin, Khan Darakshan Zain, Ansari Bilal, ELECTROWIZ , April and 2018 (Venue : Datta Megha college of Engineering and Technology)





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Certificate of Appreciation

This is to certify that Dr./Mr./Ms. Ravish Deshmukh has presented/published a Short length paper with the title Android Application for Academic Conference Alerts. in the Conference on Recent Trends in Computer Engineering (CRCTE 2018) organized during February, 23rd & 24th, 2018 at Thakur College of Engineering and Technology.

(Signature)
(Dr. Sheetal Rath)
Convener

(Signature)
(Dr. R. R. Sedarkar)
Technical Chair

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