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Food Donation Application

Objective of Application

This application's primary goal is to link food donors and receivers in order to expedite food donations. Donors can put their excess food on the app. Ultimately, the app aims to close the gap between food donors who have extra and recipients who are in need by giving them a platform to communicate and manage the donation process. Donors can log in, contribute food supplies with ease.

Intended Users

- Donor

Software Design Decisions

The application was crafted using Android Studio, then evaluated on an emulator. Java serves as the foundational programming language for its development.

- Layout and Design

To support various screen sizes, the majority of app screens use a scroll view with a linear style. This guarantees that on any device, all text and widgets will show appropriately.

Throughout the whole software, the top app bar and bottom navigation bar are a recurring pattern. Because of the quantity of icons shown, there are minor differences in the navigation bars for students and tutors.

- User Qualities

Due to their greater access to the app's features, student users were given priority.

Tutors' features can be added mostly after student ones.

If additional time were available, it was intended to provide a calendar and notes area for instructors.

Libraries Used and Code Screenshots

```

package com.fooddonation.routing

import androidx.compose.runtime.Composable
import androidx.navigation.compose.NavHost
import androidx.navigation.compose.composable
import androidx.navigation.compose.rememberNavController
import com.fooddonation.ui.about_us.AboutUsScreen
import com.fooddonation.ui.contact_us.ContactUsScreen
import com.fooddonation.ui.login.LoginScreen
import com.fooddonation.ui.main.MainScreen
import com.fooddonation.ui.register.RegisterScreen
import com.fooddonation.ui.splash.SplashScreen
import com.fooddonation.ui.thankScreen.ThankScreen

@Composable
fun Navigation() {
    val navController = rememberNavController()

    NavHost(
        navController = navController,
        startDestination = Screen.SplashScreen.route
    ) {
        composable(route = Screen.SplashScreen.route) {
            SplashScreen(navController = navController)
        }
        composable(route = Screen.LoginScreen.route) {
            LoginScreen(navController = navController)
        }
        composable(route = Screen.RegisterScreen.route) {
            RegisterScreen(navController = navController)
        }
        composable(route = Screen.MainScreen.route) {
            MainScreen(navController = navController)
        }

        composable(route = Screen.ContactUsScreen.route) {
            ContactUsScreen(navController = navController)
        }
        composable(route = Screen.ThankScreen.route) {
            ThankScreen(navController = navController)
        }
        composable(route = Screen.AboutUsScreen.route) {
            AboutUsScreen(navController = navController)
        }
    }
}
}

```

Fig-5. Navigation routing Used Code with Libraries

```

package com.fooddonation.ui.about_us

import android.annotation.SuppressLint
import android.widget.Toast
import androidx.compose.foundation.*
import androidx.compose.foundation.layout.*
import androidx.compose.material.icons.Icons
import androidx.compose.material.icons.rounded.ArrowBack
import androidx.compose.material3.*
import androidx.compose.runtime.*
import androidx.compose.ui.Alignment
import androidx.compose.ui.ExperimentalComposeUiApi
import androidx.compose.ui.Modifier
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.platform.LocalContext
import androidx.compose.ui.res.stringResource
import androidx.compose.ui.text.TextStyle
import androidx.compose.ui.text.font.FontWeight
import androidx.compose.ui.text.input.KeyboardType
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp
import androidx.navigation.NavController
import com.fooddonation.R
import com.fooddonation.ui.theme.FoodDonationAppTheme
import com.fooddonation.ui.theme.black
import com.fooddonation.ui.theme.white
import com.fooddonation.ui.theme.yellow
import com.fooddonation.utils.FoodDonationBorderField
import com.fooddonation.utils.RoundedButton
import com.fooddonation.utils.isValidEmail

@OptIn(ExperimentalMaterial3Api::class, ExperimentalComposeUiApi::class)
@SuppressLint("UnusedMaterial3ScaffoldPaddingParameter")
@Composable
fun AboutUsScreen(navController: NavController) {
    val context = LocalContext.current
    val scrollState = rememberScrollState()
    FoodDonationAppTheme {
        Scaffold {
            Column(
                modifier = Modifier
                    .fillMaxSize()
                    .background(color = yellow)
                    .padding(top = 40.dp)
                    .verticalScroll(scrollState)
            )
        }
    }
}

```

Fig-6. AboutUsScreen UI Used Code with Libraries

```

package com.fooddonation.ui.drawer

import androidx.compose.foundation.Image
import androidx.compose.foundation.background
import androidx.compose.foundation.clickable
import androidx.compose.foundation.layout.*
import androidx.compose.foundation.shape.CircleShape
import androidx.compose.material.Text
import androidx.compose.material3.ExperimentalMaterial3Api
import androidx.compose.material3.MaterialTheme
import androidx.compose.runtime.Composable
import androidx.compose.ui.Alignment
import androidx.compose.ui.Modifier
import androidx.compose.ui.draw.clip
import androidx.compose.ui.layout.ContentScale
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.res.stringResource
import androidx.compose.ui.text.input.KeyboardType
import androidx.compose.ui.text.input.PasswordVisualTransformation
import androidx.compose.ui.text.style.TextAlign
import androidx.compose.ui.unit.dp
import com.fooddonation.ui.theme.black
import com.fooddonation.R
import com.fooddonation.ui.theme.white
import com.fooddonation.ui.theme.yellow
import com.fooddonation.utils.FoodDonationBorderField

@Composable
fun DrawerHeader() {
    Spacer(modifier = Modifier.background(yellow).padding(top = 45.dp))
    Column(
        verticalArrangement = Arrangement.Center,
        horizontalAlignment = Alignment.CenterHorizontally,
        modifier = Modifier.background(color = white).padding(top = 45.dp)
            .fillMaxWidth()
    ) {
        Image(
            painterResource(id = R.drawable.ic_donation),
            contentDescription = null,
            contentScale = ContentScale.Crop,
            modifier = Modifier
                .clip(CircleShape).size(150.dp)
        )
        Spacer(modifier = Modifier)

        androidx.compose.material3.Text(
            text = stringResource(id = R.string.app_name),
            textAlign = TextAlign.Center,
            style = MaterialTheme.typography.bodyLarge,
            color = black,

```

Fig-7. NavDrawer UI Libraries Used and Code

```

package com.fooddonation.ui.login

import android.annotation.SuppressLint
import android.util.Log
import android.widget.Toast
import androidx.compose.foundation.*
import androidx.compose.foundation.layout.*
import androidx.compose.foundation.shape.RoundedCornerShape
import androidx.compose.material3.*
import androidx.compose.runtime.*
import androidx.compose.ui.Alignment
import androidx.compose.ui.ExperimentalComposeUiApi
import androidx.compose.ui.Modifier
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.layout.ContentScale
import androidx.compose.ui.platform.LocalContext
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.text.TextStyle
import androidx.compose.ui.text.input.KeyboardType
import androidx.compose.ui.text.input.PasswordVisualTransformation
import androidx.compose.ui.text.style.TextAlign
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp
import androidx.compose.ui.window.Dialog
import androidx.compose.ui.window.DialogProperties
import androidx.navigation.NavController
import com.google.firebase.firestore.ktx.firestore
import com.google.firebase.ktx.Firebase
import com.fooddonation.R
import com.fooddonation.routing.Screen
import com.fooddonation.ui.restaurantPreference.RestaurantPreference
import com.fooddonation.ui.theme.FoodDonationAppTheme
import com.fooddonation.ui.theme.black
import com.fooddonation.ui.theme.white
import com.fooddonation.ui.theme.yellow
import com.fooddonation.utils.FoodDonationBorderField
import com.fooddonation.utils.RoundedButton
import com.fooddonation.utils.isValidEmail
import com.google.firebase.auth.FirebaseAuth

@OptIn(ExperimentalMaterial3Api::class, ExperimentalComposeUiApi::class)
@SuppressLint("UnusedMaterial3ScaffoldPaddingParameter")
@Composable
fun LoginScreen(navController: NavController) {
    val context = LocalContext.current
    val preference = remember {
        RestaurantPreference(context)
    }
}

```

Fig-8. LoginScreen UI Libraries Used and Code

```

package com.fooddonation.ui.restaurantPreference

import android.content.Context
import android.content.SharedPreferences

class RestaurantPreference(context: Context) {
    private val sharedPreferences: SharedPreferences =
        context.getSharedPreferences("grocery_database", Context.MODE_PRIVATE)

    fun saveData(key: String, value: Boolean) {
        val editor = sharedPreferences.edit()
        editor.putBoolean(key, value)
        editor.apply()
    }

    fun getData(key: String, defaultValue: Boolean = false): Boolean {
        return sharedPreferences.getBoolean(key, defaultValue) ?: defaultValue
    }
}

```

Fig-9. RestaurantPreference UI Libraries Used and Code

```

package com.fooddonation.utils

import java.util.regex.Pattern

fun isValidEmail(s: String): Boolean {
    val emailPattern = ("^(([\w-]+\.\.)+[\w-]+|([a-zA-Z]{1}|[\w-]{2,}))@"
        + "((((0-1)?[0-9]{1,2}|25[0-5]|2[0-4][0-9])\.\.((0-1)?"
        + "[0-9]{1,2}|25[0-5]|2[0-4][0-9]))\.\.((0-1)?"
        + "([0-1]?[0-9]{1,2}|25[0-5]|2[0-4][0-9])\.\.((0-1)?"
        + "[0-9]{1,2}|25[0-5]|2[0-4][0-9])){1}|"
        + "([a-zA-Z]+[\w-]+\.\.)+[a-zA-Z]{2,4})$")
    val pattern = Pattern.compile(emailPattern)
    val matcher = pattern.matcher(s)

    return !matcher.matches()
}

```

Fig-10. Extension utils Libraries Used and Code

```

package com.fooddonation.utils

import androidx.compose.foundation.clickable
import androidx.compose.foundation.focusable
import androidx.compose.foundation.layout.fillMaxWidth
import androidx.compose.foundation.layout.padding
import androidx.compose.foundation.shape.RoundedCornerShape
import androidx.compose.foundation.text.KeyboardActions
import androidx.compose.foundation.text.KeyboardOptions
import androidx.compose.material3.*
import androidx.compose.runtime.Composable
import androidx.compose.ui.ExperimentalComposeUiApi
import androidx.compose.ui.Modifier
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.platform.LocalSoftwareKeyboardController
import androidx.compose.ui.text.font.FontWeight
import androidx.compose.ui.text.input.KeyboardCapitalization
import androidx.compose.ui.text.input.KeyboardType
import androidx.compose.ui.text.input.VisualTransformation
import androidx.compose.ui.unit.Dp
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp
import com.fooddonation.ui.theme.black

@OptIn(ExperimentalMaterial3Api::class, ExperimentalComposeUiApi::class)
@Composable
fun FoodDonationBorderField(
    value: String,
    placeholder: String,
    onValueChange: (String) -> Unit,
    onClick: () -> Unit = {},
    isEnabled: Boolean = true,
    readOnly: Boolean = false,
    keyboardType: KeyboardType = KeyboardType.Text,
    keyboardCapitalization: KeyboardCapitalization = KeyboardCapitalization.Sentences,
    visualTransformation: VisualTransformation = VisualTransformation.None,
    leadingIcon: @Composable (() -> Unit)? = null,
    trailingIcon: @Composable (() -> Unit)? = null,
    horizontalPadding : Dp = 0.dp,
    verticalPadding : Dp = 3.dp,
    colors : TextFieldColors? = null,
    label : @Composable (() -> Unit)? = null,
) {
    val keyboardController = LocalSoftwareKeyboardController.current

```

Fig-11. FoodDonation utils Libraries Used and Code

```

package com.fooddonation.utils

import androidx.compose.foundation.background
import androidx.compose.foundation.layout.Box
import androidx.compose.foundation.layout.PaddingValues
import androidx.compose.foundation.layout.fillMaxWidth
import androidx.compose.foundation.layout.padding
import androidx.compose.foundation.shape.RoundedCornerShape
import androidx.compose.material3.Button
import androidx.compose.material3.ButtonDefaults
import androidx.compose.material3.Text
import androidx.compose.runtime.Composable
import androidx.compose.ui.Alignment
import androidx.compose.ui.Modifier
import androidx.compose.ui.graphics.Brush
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.text.font.FontWeight
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp
import com.fooddonation.ui.theme.black
import com.fooddonation.ui.theme.yellow

@Composable
fun RoundedButton(text: String, isEnabled : Boolean = true, onClick: () -> Unit, textColor : Color =
Color.White) {
    GradientButton(
        onClick = onClick,
        modifier = Modifier.padding(vertical = 5.dp).fillMaxWidth(),
        textColor = textColor,
        isEnabled = isEnabled,
        gradient = Brush.horizontalGradient(listOf(yellow, yellow)),
        text = text
    )
}

```

Fig-12. RoundedButton utils Libraries Used and Code

Social, Legal, Ethical and Security Issue

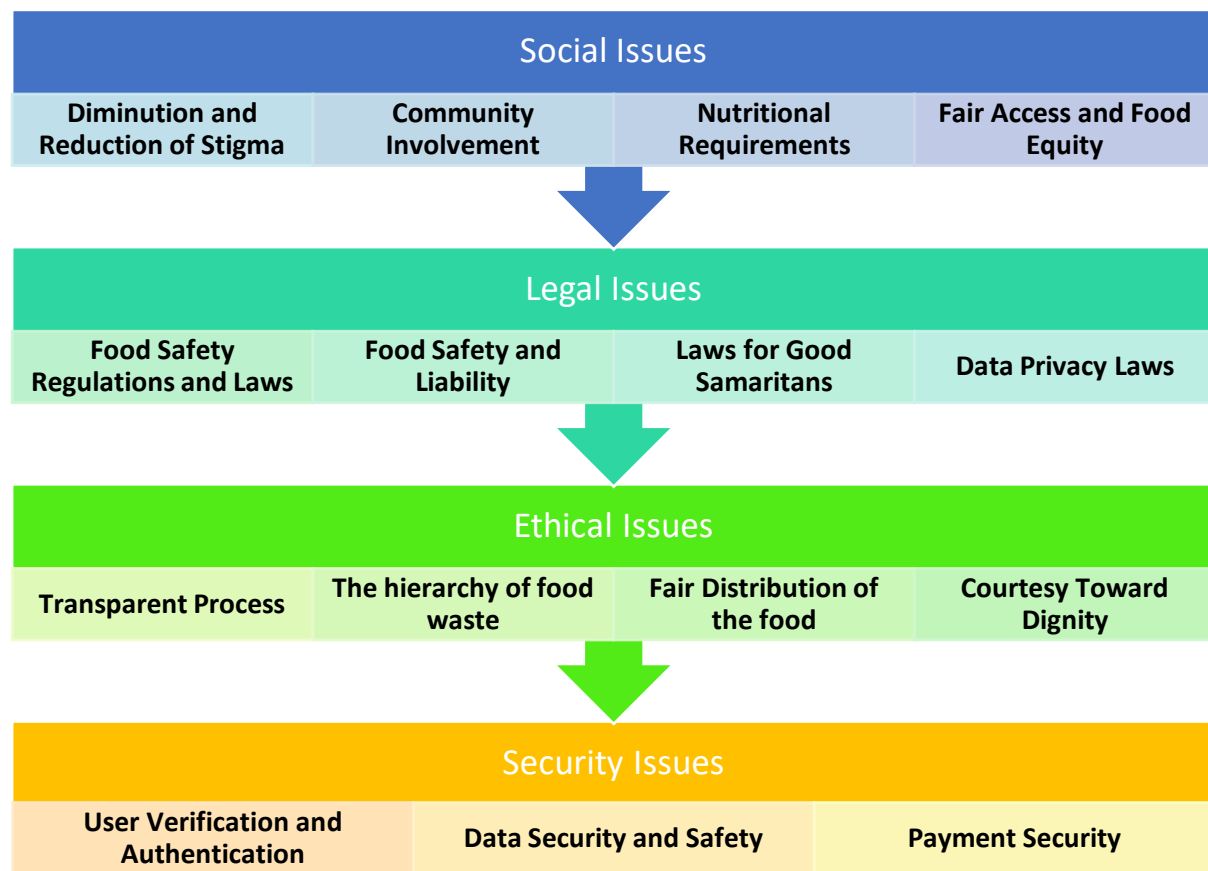


Fig-13. Social, Legal, Ethical and Security Issue

Social Issues

S. No.	Social Issues	Description
1.	Diminution and Reduction of Stigma	The Food Donation App need making for effort to addressing stigmas that can come with using it to getting food help and creating a welcome atmosphere. Because using the app might be interpreted as an indication of poverty, which would stigmatize users.
2.	Nutritional Requirements	The Food Donation App should Ensure the dietary restrictions such as allergies and religious beliefs during the time of food donation and pick-up.

3.	Community Involvement	In order to provide long-term solutions to the hunger problem, the Food Donation App ought to make an effort to inspire the large social community to participate and work collaboratively.
4.	Fair Access and Food Equity	‘Will the app really reach the most disadvantaged populations?’ is a concern that the creator of the food donation app needs to address. It is possible that some will profit more from technology than others, especially those who are less privileged. It is imperative that the Food Donation App works for equitable distribution of donated food to underprivileged individuals or groups in order to prevent partiality or marginalization.

Legal Issues

S. No.	Legal Issues	Description
2.	Food Safety and Liability	As per the Guidance from Food Standards Agency (FSA) , the Food Donation App's administrator must provide explicit terms of service and disclaimers, as well as address liability concerns in the event that eating donated food has any adverse health impacts.
3.	Laws for Good Samaritans	The Food Donation App needs to be aware of how local good Samaritan laws may be applied to safeguard both donors and recipients by The Limitation Act 1939 .
4.	Data Privacy Laws	To secure user's personal information that gathered and stores them during the donation process, the food donation app need safeguards user data and makes effort to comply with privacy rules. Contains details regarding the type and amount of food supplies, also information about donors and beneficiaries. The needful laws are General Data Protection Regulation (GDPR) and Privacy and Electronic Communications Regulations (PECR)

Ethical Issues

S. No.	Ethical Issues	Description
2.	The hierarchy of food waste	An application should consider activities that are high-ranked on the food ladder, like reduce, reuse, and feed hungry, instead of only handing out leftovers!
3.	Fair Distribution of the food	To stopping all partiality and misuse, this food giving app should has strong measures in place to assure the fair and equal division of donated food
4.	Courtesy Toward Dignity	The goal for this food donating app is to respect food recipient's independence and honour by considering their cultural awareness and preferences

Security Issues

S. No.	Security Issues	Description
1.	User Verification and Authentication	The goal for this food-donating app should be securing user accounts from intruding by implementation strong user authenticating procedures to thwart out-of-place access! Moreover, the app must try to avoid impersonating and false accounts. Confirming user identities should be a necessity for this.
2.	Data Security and Safety	Protecting user data be crucial for this food donate program, locations and maybe sensitive dietary info.

Development Strategy

Agile developers are using an umbrella phrase for a bunch of project managing methods that stress flexibility, teamwork, and constantly enhancing. Scrum stands out as one of the widely favoured structures under Agile. Hence this Agile method is used.

Phases

Sprint Product Backlogs

The Sprint Product Backlogs are used to represent the complete development idea for the Food Donation Mobile Application. The Upcoming image list the cards in the Sprint Product Backlogs: -

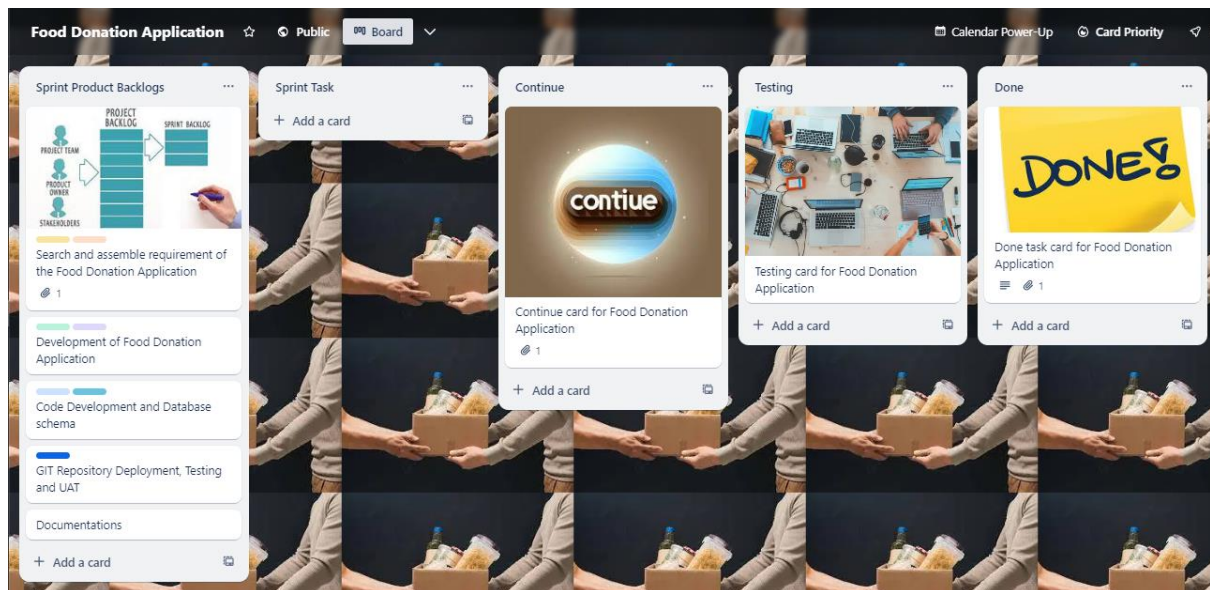


Fig-14. Sprint products backlogs

Phase-1

In this phase, the cards are moved from each sprint to the Continue sprint. The four sprints are-

Sprint-1: Gather and Assemble Requirement for Food Donation Application

Sprint-2: Wire Frame Design in combination with UI&UX

Sprint-3: Coding, Git Repository for Version Control of UI design, Database schema

Sprint-4: Testing of mobile App, Deployment, UAT & Documentation

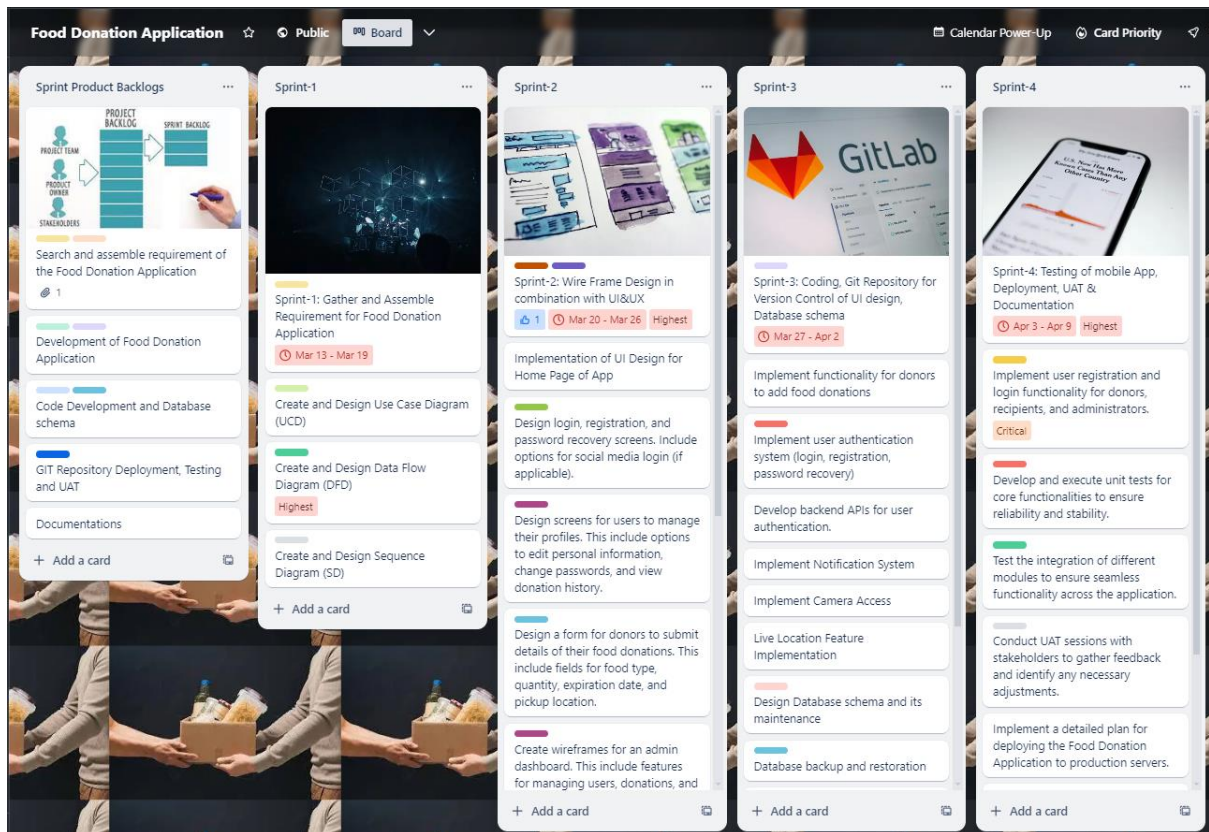


Fig-15. Sprint 1

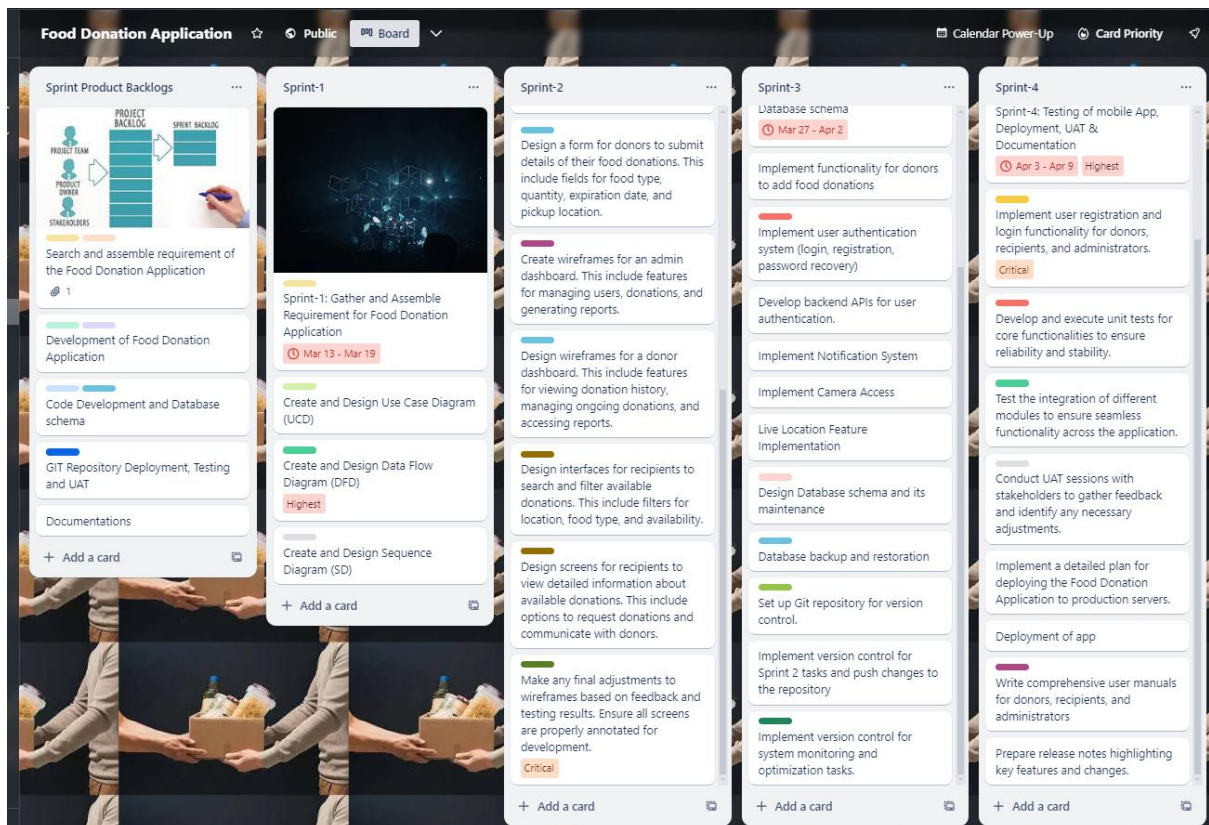


Fig-16. Sprint 2

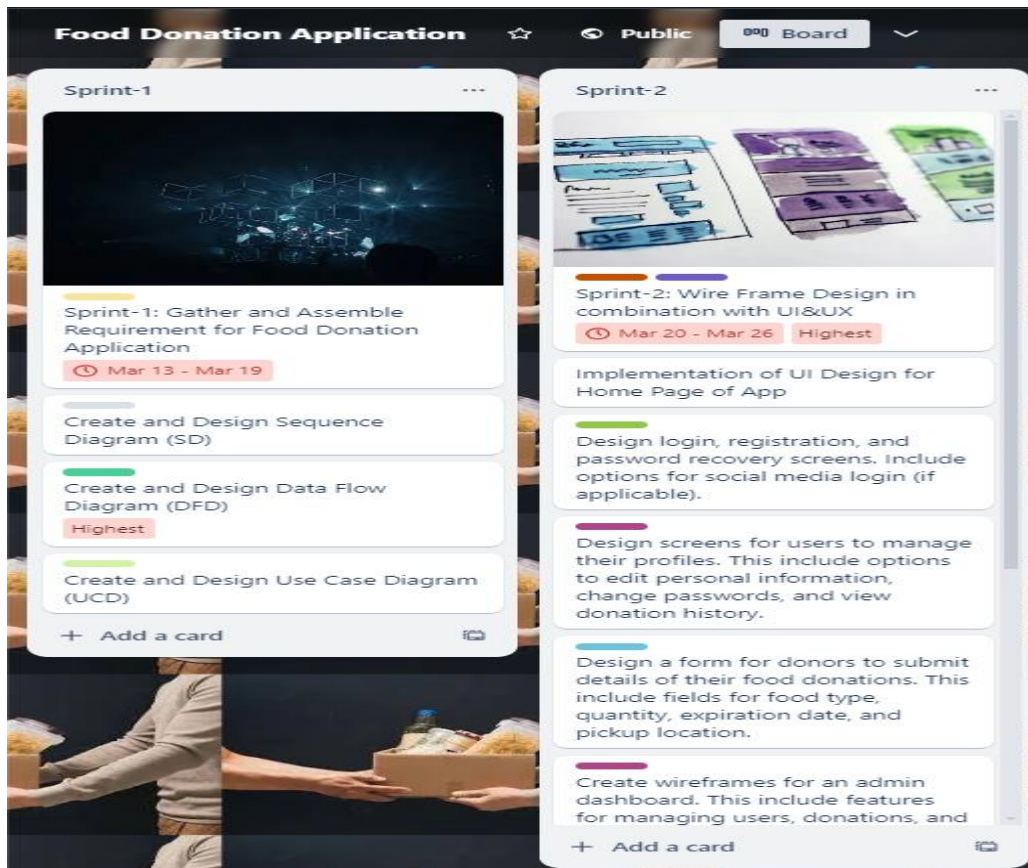


Fig-17. Sprint 2

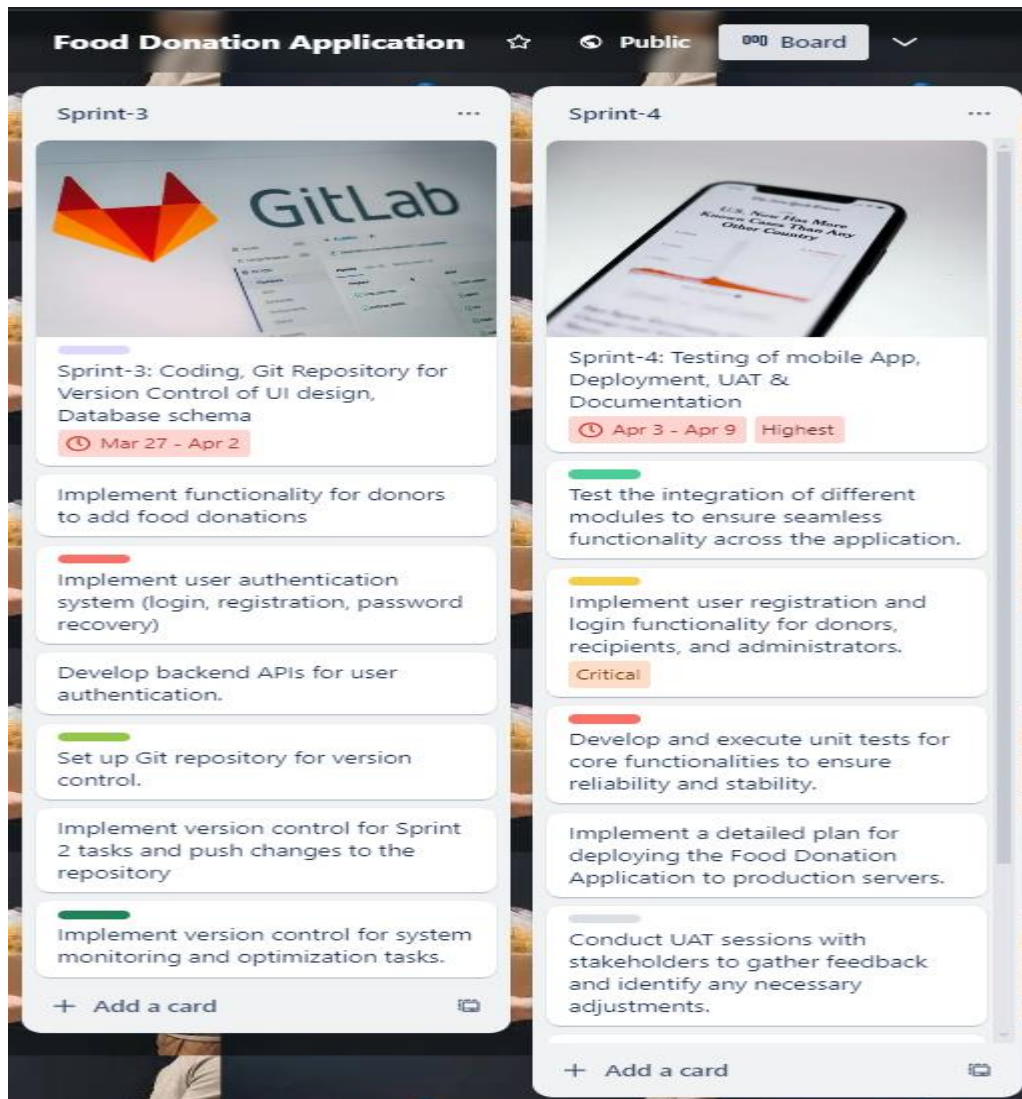


Fig-18. Sprint 3

Phase-2

The all sprint cards are moved to the 'continue' list for the step wise development of the application.

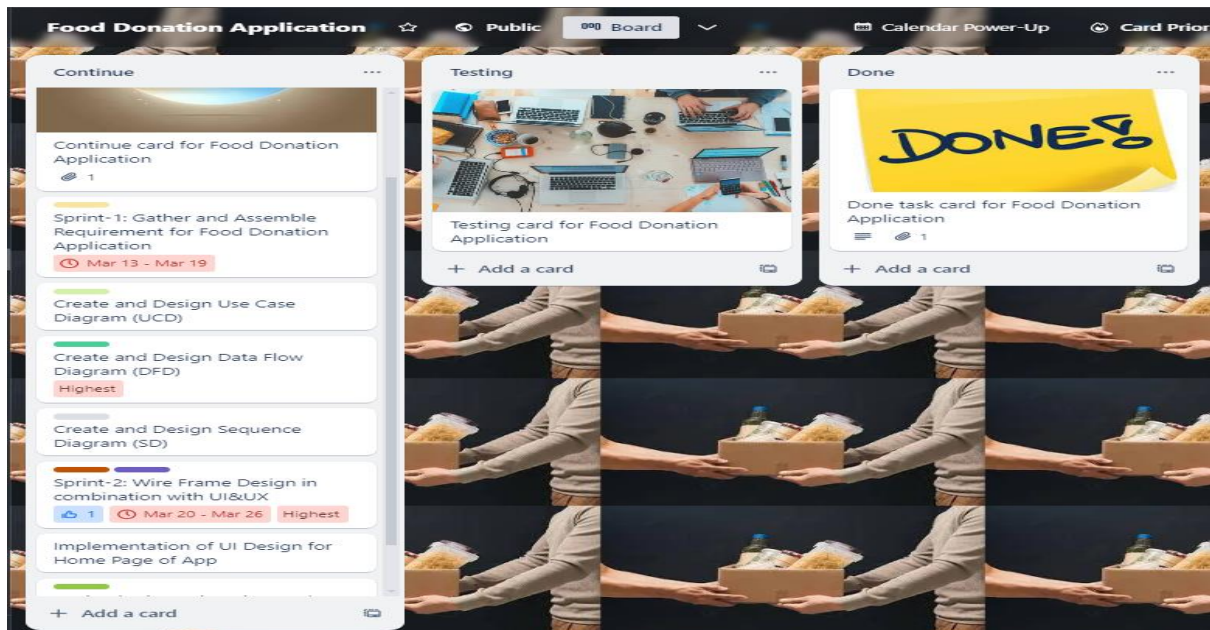


Fig-18. Continue List

Phase-3

After completion of the tasks, the testing is started as per the development procedure.

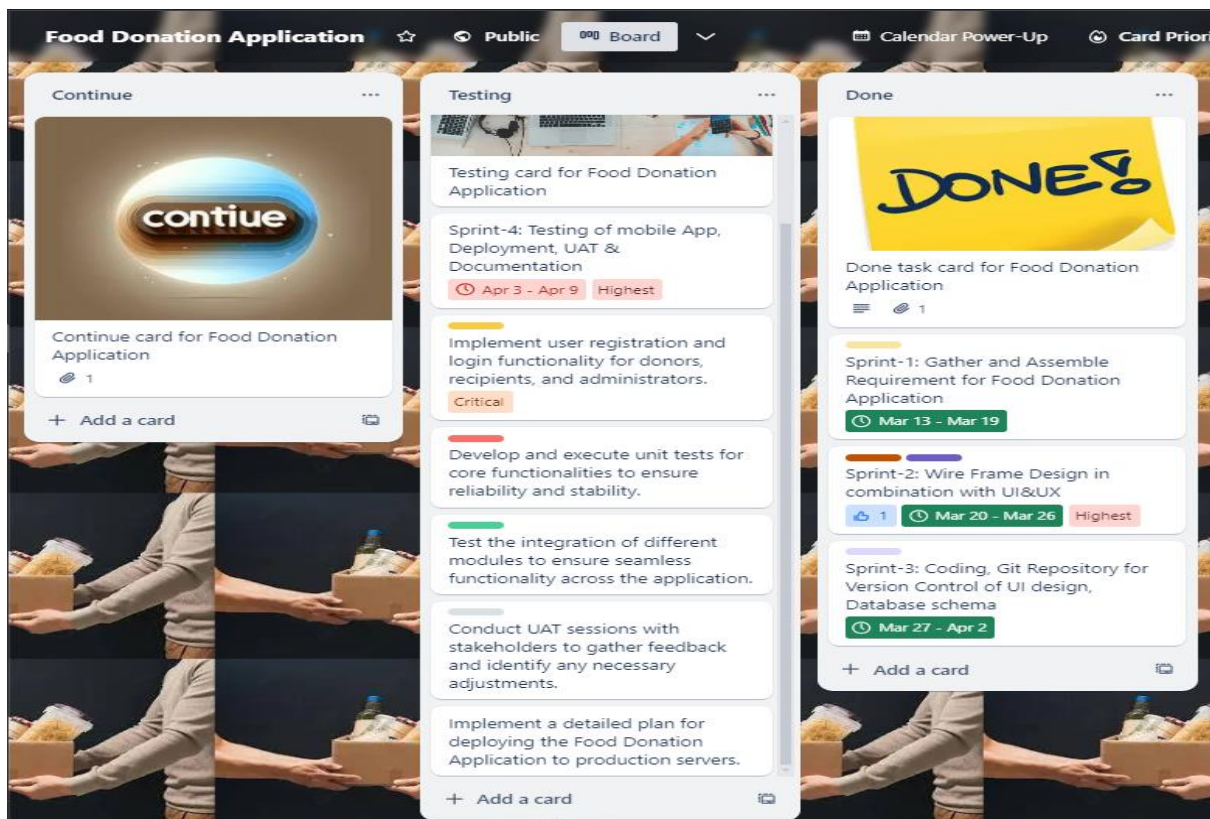


Fig-19. Testing Start

Phase-4

This is the final phase of the development of the scrum. After successful testing the application is deployed and the version is control using Git.

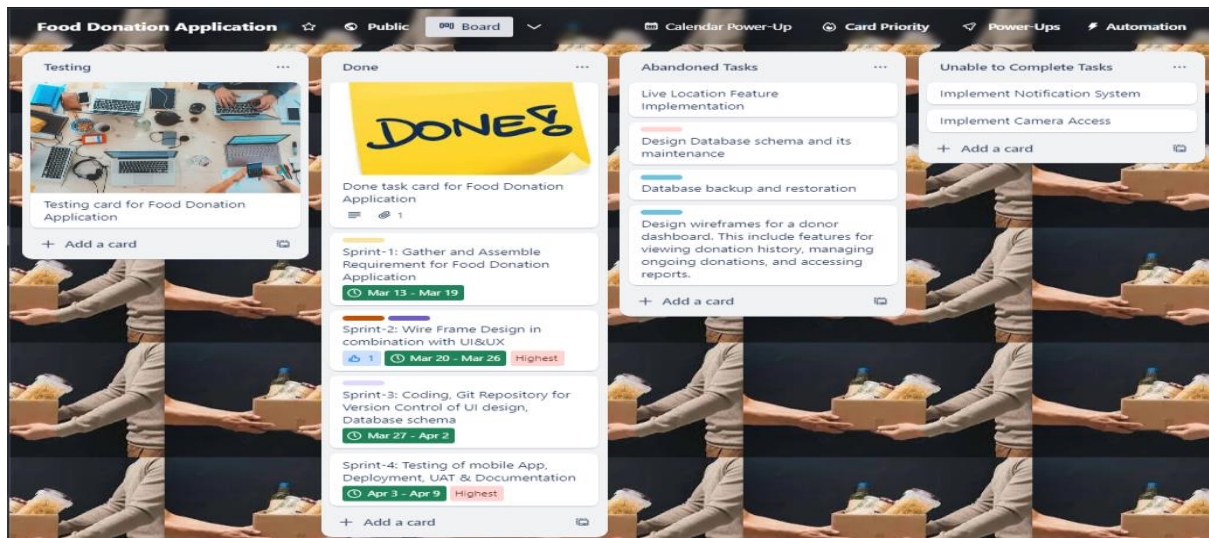


Fig-20. Application control using Git

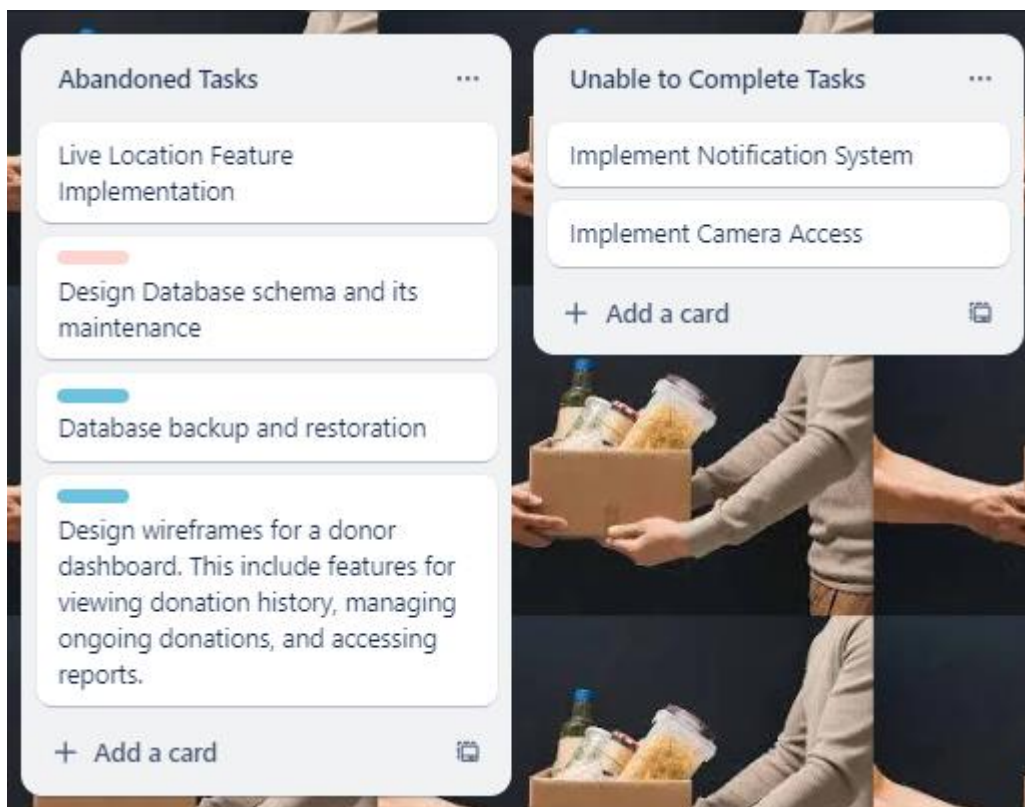


Fig-21. Abandoned Tasks

Burn Down Chart

Sprint 1

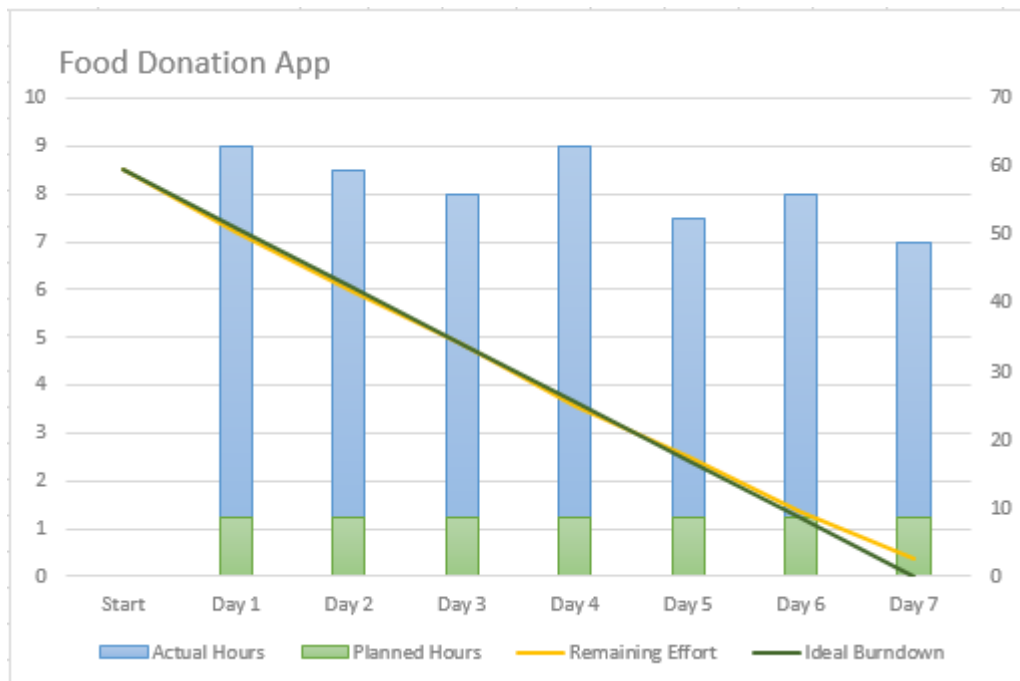


Fig-22. Burn down chart 1

Sprint 2

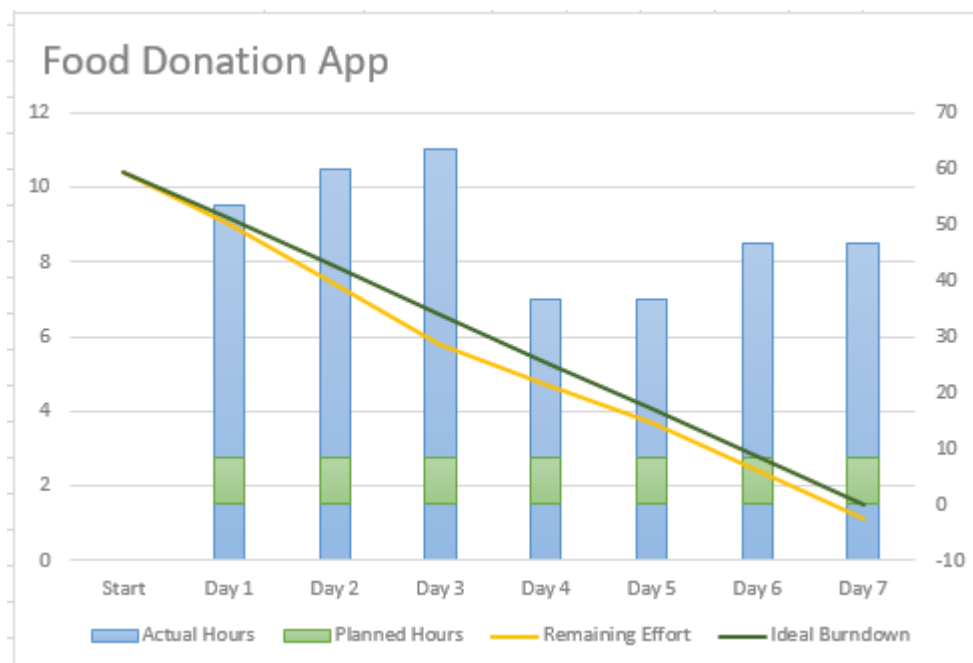


Fig-23. Burn down chart 2

Sprint 3

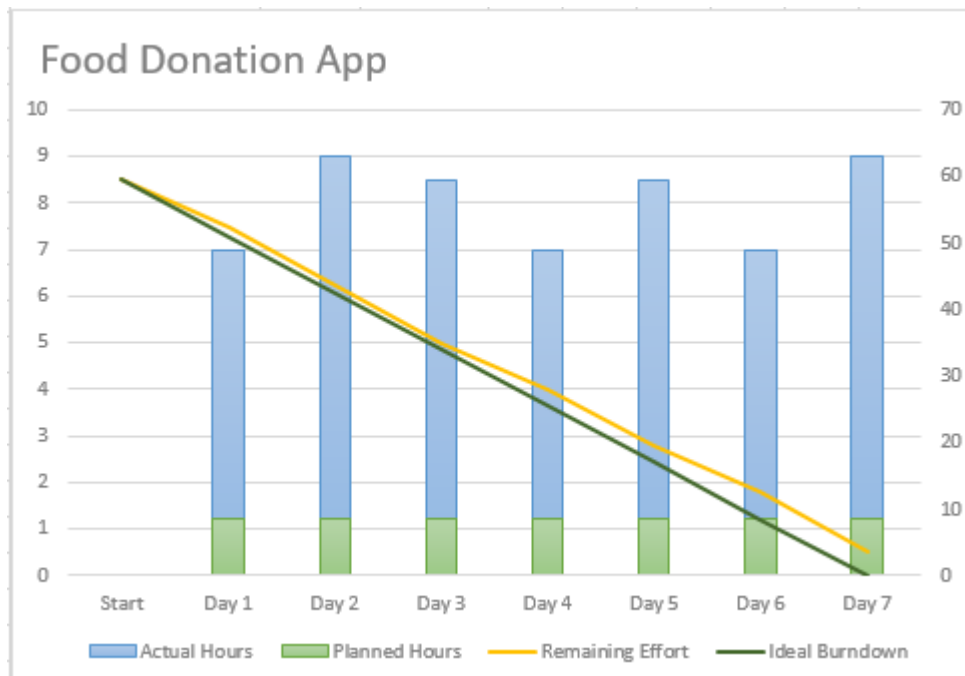


Fig-24. Burn down chart 3

Sprint 4

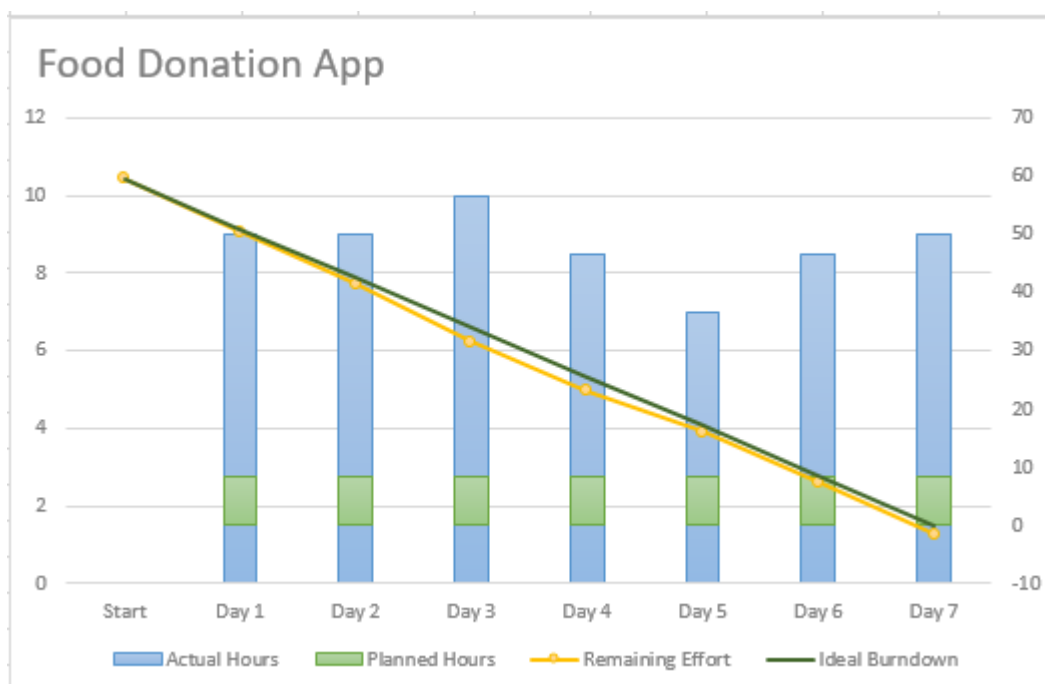


Fig-25. Burn down chart 4

Food Donation Application (UI)

1. Welcome Page –



Fig-26. Welcome page

2. Login Page –

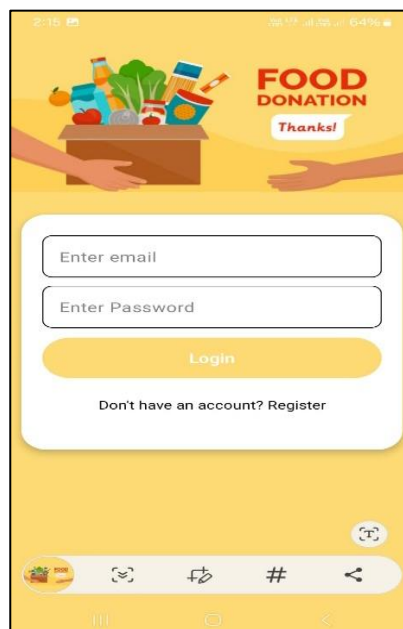
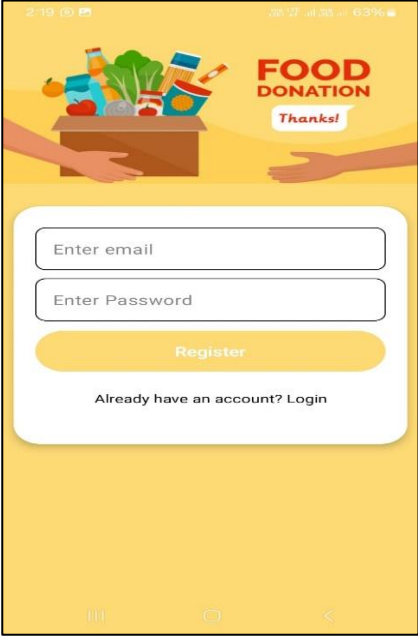


Fig-27. Login Page

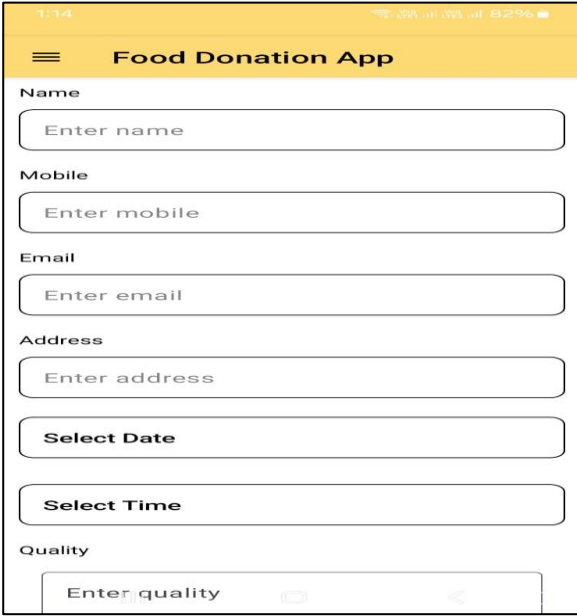
3. Registration Page –



The registration page features a yellow background. At the top, there is an illustration of a hand placing a box of food items (vegetables, fruits, and canned goods) next to another hand. To the right of the illustration, the text "FOOD DONATION" is displayed in bold red letters, with "Thanks!" in a small white box below it. Below the illustration, there is a white rounded rectangle containing the registration form. The form has three input fields: "Enter email", "Enter Password", and a yellow "Register" button. Below the button, there is a link that says "Already have an account? Login". The status bar at the top shows the time as 2:19, signal strength, and battery level at 63%.

Fig-28. Registration Page

4. Home Page –



The home page has a yellow header with a hamburger menu icon on the left and the text "Food Donation App" in the center. Below the header, there is a form with several input fields and buttons. The fields are labeled "Name", "Mobile", "Email", "Address", "Select Date", "Select Time", and "Quality". Each label is followed by a corresponding input field. The "Select Date" and "Select Time" fields are buttons. The "Quality" field is a text input with a camera icon and a back arrow on the right. The status bar at the top shows the time as 1:14, signal strength, and battery level at 82%.

Fig-29. Home Page

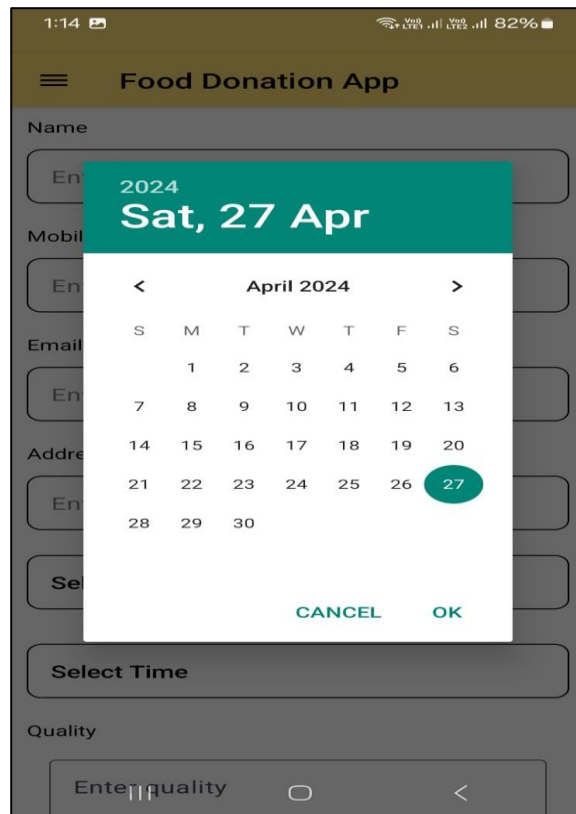


Fig-30. Home Page (calendar)

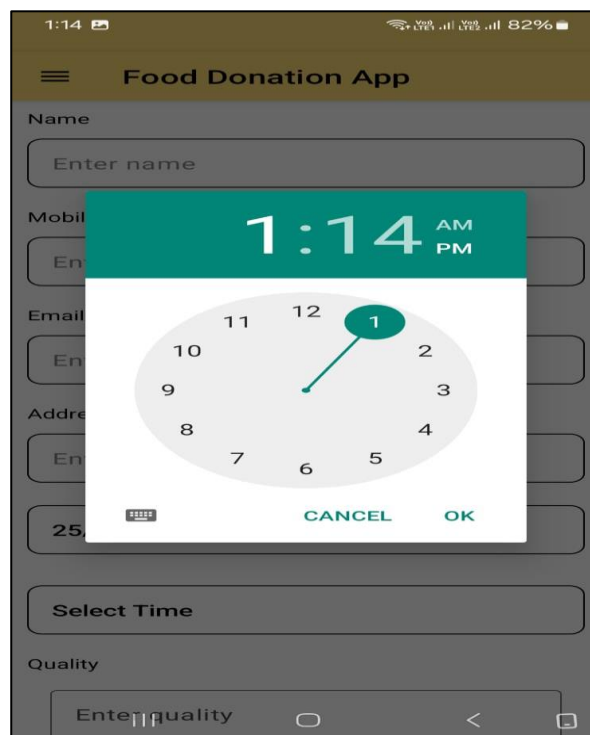


Fig-31. Home Page (time)

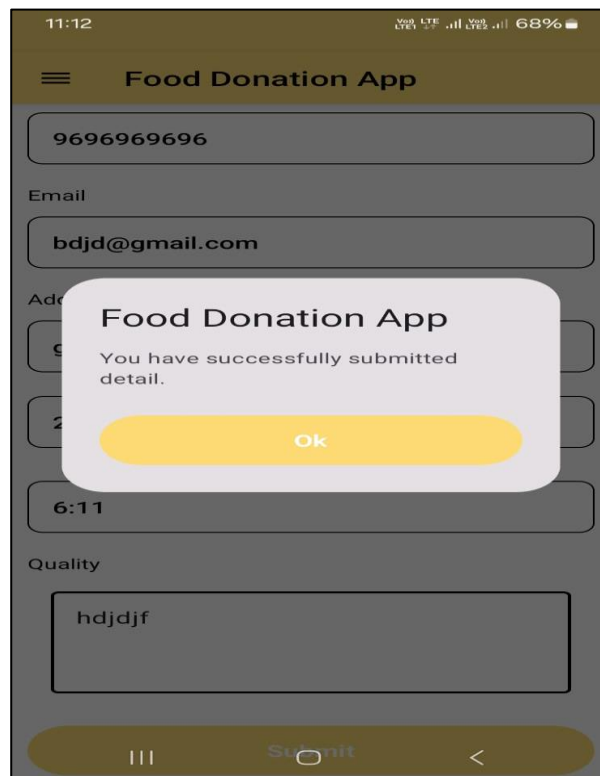


Fig-32. Home Page (Submit)

5. Thanks Screen –

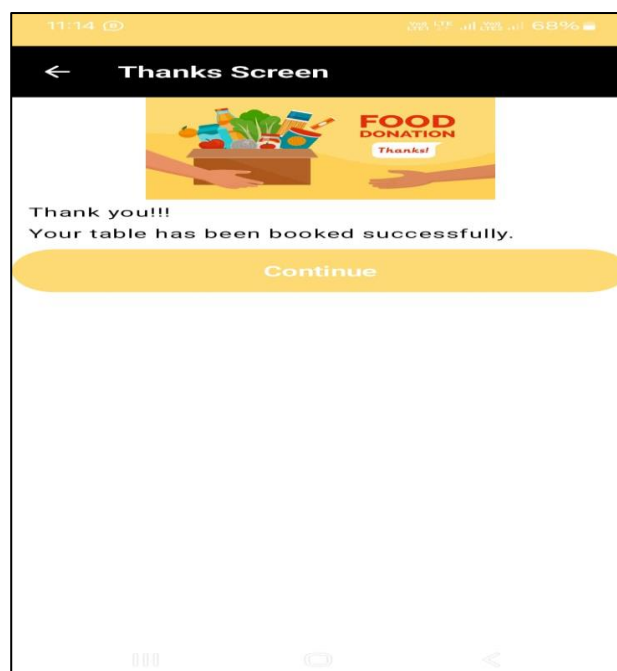


Fig-33. Home Page (Thanks Screen)

6. About Us –

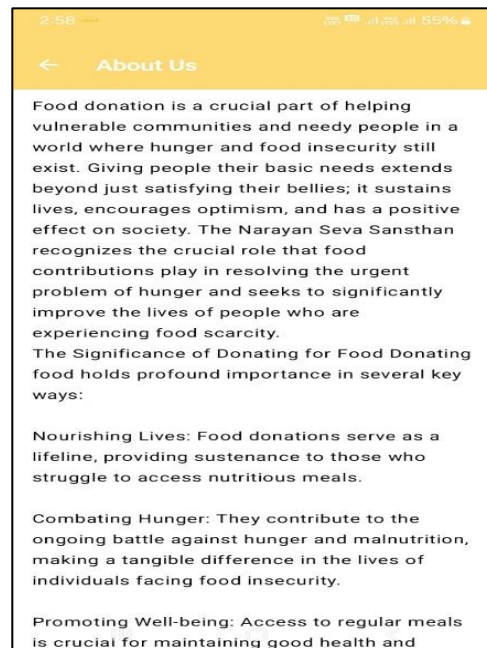


Fig-34. About Us Page

7. Contact Us Page –

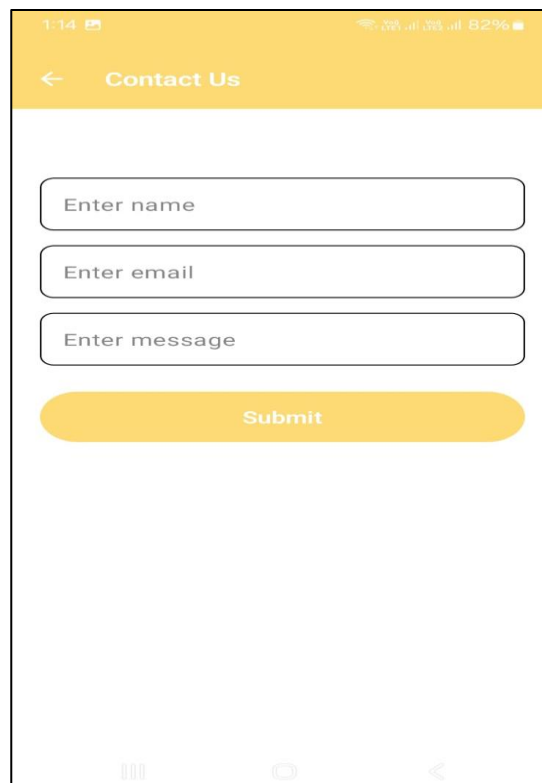


Fig-35. Contact Us Page

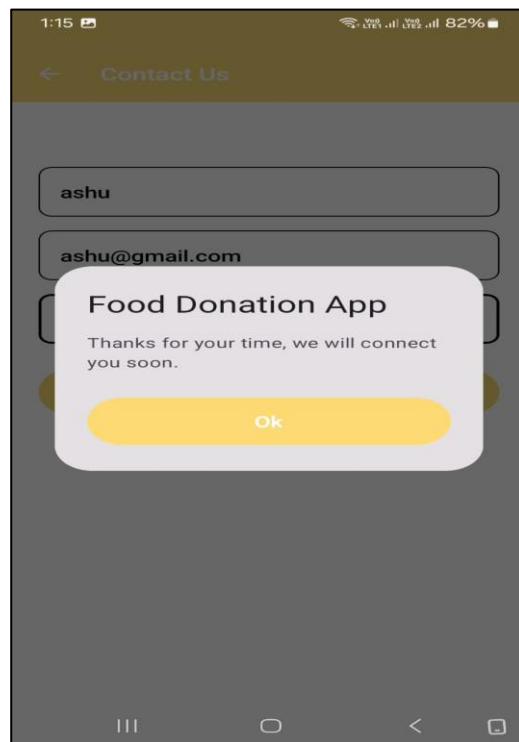


Fig-36. Contact Us Page II

8. Log out Page –

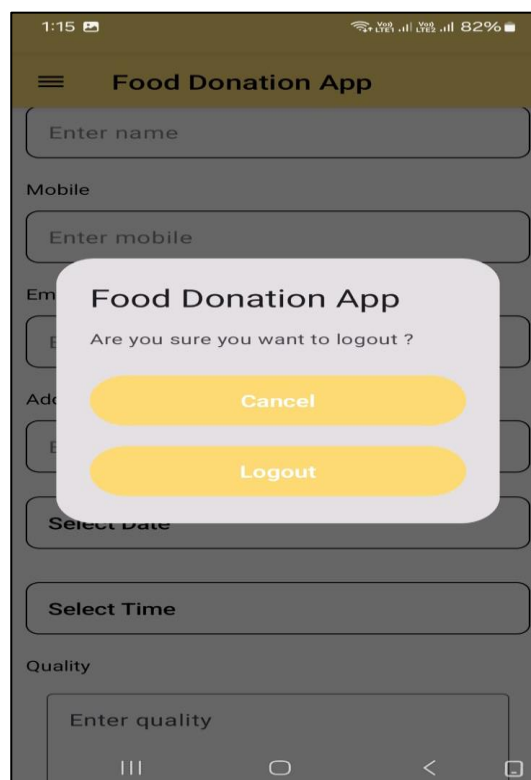


Fig-37. Log Out Page

GIT

1st commit

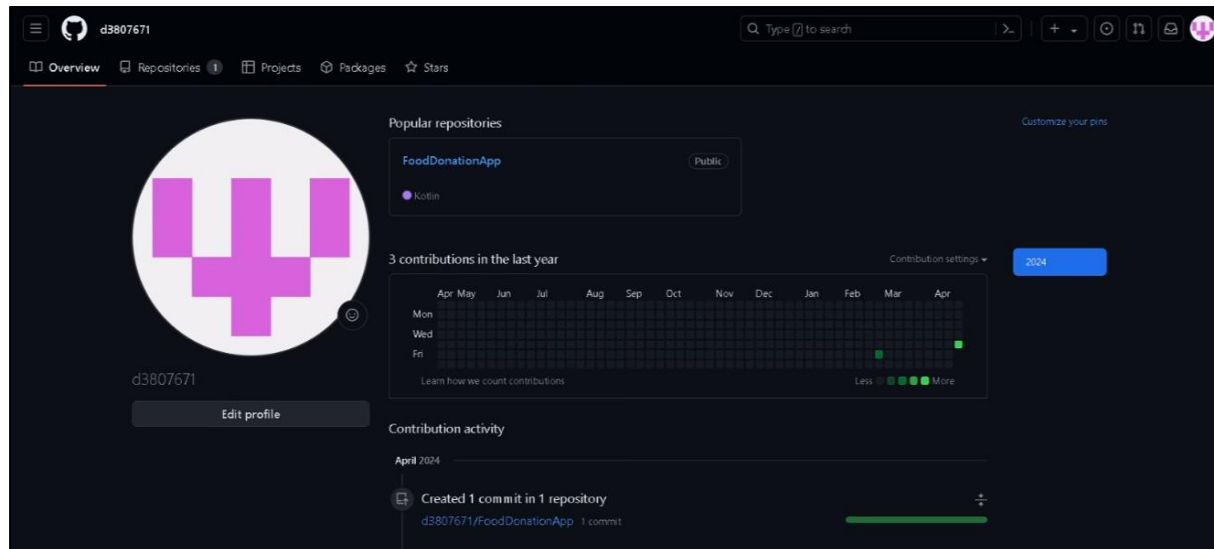


Fig-38. First Commit I

```
puli pavankalyan@DESKTOP-S9BN44A MINGW64 ~/Downloads/first commit/Food Donation App/FoodDonationApp (master)
$ git remote add origin https://github.com/d3807671/FoodDonationApp.git

puli pavankalyan@DESKTOP-S9BN44A MINGW64 ~/Downloads/first commit/Food Donation App/FoodDonationApp (master)
$ git push origin master
Enumerating objects: 96, done.
Counting objects: 100% (96/96), done.
Delta compression using up to 8 threads
Compressing objects: 100% (77/77), done.
Writing objects: 100% (96/96), 133.09 KiB | 2.11 MiB/s, done.
Total 96 (delta 7), reused 0 (delta 0), pack-reused 0 (from 0)
remote: Resolving deltas: 100% (7/7), done.
To https://github.com/d3807671/FoodDonationApp.git
 * [new branch]      master -> master

puli pavankalyan@DESKTOP-S9BN44A MINGW64 ~/Downloads/first commit/Food Donation App/FoodDonationApp (master)
$ |
```

Fig-39. First Commit II

```

puli pavankalyan@DESKTOP-S9BN44A MINGW64 ~/Downloads/first commit/Food Donation App/FoodDonationApp (master)
$ git commit -m "first commit"
[master (root-commit) e6c9e7e] first commit
54 files changed, 2506 insertions(+)
create mode 100644 .gitignore
create mode 100644 app/.gitignore
create mode 100644 app/build.gradle
create mode 100644 app/google-services.json
create mode 100644 app/proguard-rules.pro
create mode 100644 app/src/androidTest/java/com/fooddonation/ExampleInstrumentedTest.kt
create mode 100644 app/src/main/AndroidManifest.xml
create mode 100644 app/src/main/java/com/fooddonation/MainActivity.kt
create mode 100644 app/src/main/java/com/fooddonation/routing/Navigation.kt
create mode 100644 app/src/main/java/com/fooddonation/routing/Screen.kt
create mode 100644 app/src/main/java/com/fooddonation/ui/about_us/AboutUsScreen.kt
create mode 100644 app/src/main/java/com/fooddonation/ui/contact_us/ContactUsScreen.kt
create mode 100644 app/src/main/java/com/fooddonation/ui/drawer/NavDrawer.kt
create mode 100644 app/src/main/java/com/fooddonation/ui/drawer/TopBar.kt
create mode 100644 app/src/main/java/com/fooddonation/ui/login/LogInScreen.kt
create mode 100644 app/src/main/java/com/fooddonation/ui/main/MainScreen.kt
create mode 100644 app/src/main/java/com/fooddonation/ui/register/RegisterScreen.kt
create mode 100644 app/src/main/java/com/fooddonation/ui/restaurantPreference/RestaurantPreference.kt
create mode 100644 app/src/main/java/com/fooddonation/ui/splash/SplashScreen.kt
create mode 100644 app/src/main/java/com/fooddonation/ui/thankScreen/ThanksScreen.kt
create mode 100644 app/src/main/java/com/fooddonation/ui/theme/Color.kt
create mode 100644 app/src/main/java/com/fooddonation/ui/theme/Theme.kt
create mode 100644 app/src/main/java/com/fooddonation/utills/Extension.kt
create mode 100644 app/src/main/java/com/fooddonation/utills/FoodDonationBorderField.kt
create mode 100644 app/src/main/java/com/fooddonation/utills/RoundedButton.kt
create mode 100644 app/src/main/res/drawable-v24/ic_launcher_foreground.xml
create mode 100644 app/src/main/res/drawable/ic_donation.jpg
create mode 100644 app/src/main/res/drawable/ic_launcher_background.xml
create mode 100644 app/src/main/res/mipmap-anydpi-v26/ic_launcher.xml
create mode 100644 app/src/main/res/mipmap-anydpi-v26/ic_launcher_round.xml
create mode 100644 app/src/main/res/mipmap-anydpi-v33/ic_launcher.xml
create mode 100644 app/src/main/res/mipmap-hdpi/ic_launcher.webp

```

Fig-40. First Commit III

```

puli pavankalyan@DESKTOP-S9BN44A MINGW64 ~/Downloads/first commit/Food Donation App/FoodDonationApp (master)
$ git add .

puli pavankalyan@DESKTOP-S9BN44A MINGW64 ~/Downloads/first commit/Food Donation App/FoodDonationApp (master)
$ git status
On branch master

No commits yet

Changes to be committed:
  (use "git rm --cached <file>..." to unstage)
    new file:   .gitignore
    new file:   app/.gitignore
    new file:   app/build.gradle
    new file:   app/google-services.json
    new file:   app/proguard-rules.pro
    new file:   app/src/androidTest/java/com/fooddonation/ExampleInstrumentedTest.kt
    new file:   app/src/main/AndroidManifest.xml
    new file:   app/src/main/java/com/fooddonation/MainActivity.kt
    new file:   app/src/main/java/com/fooddonation/routing/Navigation.kt
    new file:   app/src/main/java/com/fooddonation/routing/Screen.kt
    new file:   app/src/main/java/com/fooddonation/ui/about_us/AboutUsScreen.kt
    new file:   app/src/main/java/com/fooddonation/ui/contact_us/ContactUsScreen.kt
    new file:   app/src/main/java/com/fooddonation/ui/drawer/NavDrawer.kt
    new file:   app/src/main/java/com/fooddonation/ui/drawer/TopBar.kt
    new file:   app/src/main/java/com/fooddonation/ui/login/LogInScreen.kt
    new file:   app/src/main/java/com/fooddonation/ui/main/MainScreen.kt
    new file:   app/src/main/java/com/fooddonation/ui/register/RegisterScreen.kt
    new file:   app/src/main/java/com/fooddonation/ui/restaurantPreference/RestaurantPreference.kt
    new file:   app/src/main/java/com/fooddonation/ui/splash/SplashScreen.kt
    new file:   app/src/main/java/com/fooddonation/ui/thankScreen/ThanksScreen.kt
    new file:   app/src/main/java/com/fooddonation/ui/theme/Color.kt
    new file:   app/src/main/java/com/fooddonation/ui/theme/Theme.kt
    new file:   app/src/main/java/com/fooddonation/utills/Extension.kt
    new file:   app/src/main/java/com/fooddonation/utills/FoodDonationBorderField.kt
    new file:   app/src/main/java/com/fooddonation/utills/RoundedButton.kt
    new file:   app/src/main/res/drawable-v24/ic_launcher_foreground.xml
    new file:   app/src/main/res/drawable/ic_donation.jpg
    new file:   app/src/main/res/drawable/ic_launcher_background.xml
    new file:   app/src/main/res/mipmap-anydpi-v26/ic_launcher.xml
    new file:   app/src/main/res/mipmap-anydpi-v26/ic_launcher_round.xml
    new file:   app/src/main/res/mipmap-anydpi-v33/ic_launcher.xml
    new file:   app/src/main/res/mipmap-hdpi/ic_launcher.webp

```

Fig-41. First Commit IV

```

puli pavankalyan@DESKTOP-S9BN44A MINGW64 ~/Downloads/first commit/Food Donation App (master)
$ git config user.name "d3807671"

puli pavankalyan@DESKTOP-S9BN44A MINGW64 ~/Downloads/first commit/Food Donation App (master)
$ git config user.email "D3807671@live.tees.ac.uk"

```

Fig-52. First Commit V

```
puli pavankalyan@DESKTOP-S9BN44A MINGW64 ~/Downloads/first commit/Food Donation App
$ git init
hint: Using 'master' as the name for the initial branch. This default branch name
hint: is subject to change. To configure the initial branch name to use in all
hint: of your new repositories, which will suppress this warning, call:
hint:
hint:   git config --global init.defaultBranch <name>
hint:
hint: Names commonly chosen instead of 'master' are 'main', 'trunk' and
hint: 'development'. The just-created branch can be renamed via this command:
hint:
hint:   git branch -m <name>
Initialized empty Git repository in C:/Users/puli pavankalyan/Downloads/first commit/Food Donation App/.git/

puli pavankalyan@DESKTOP-S9BN44A MINGW64 ~/Downloads/first commit/Food Donation App (master)
$ git config user.name "d3807671"
```

Fig-43. First Commit VI

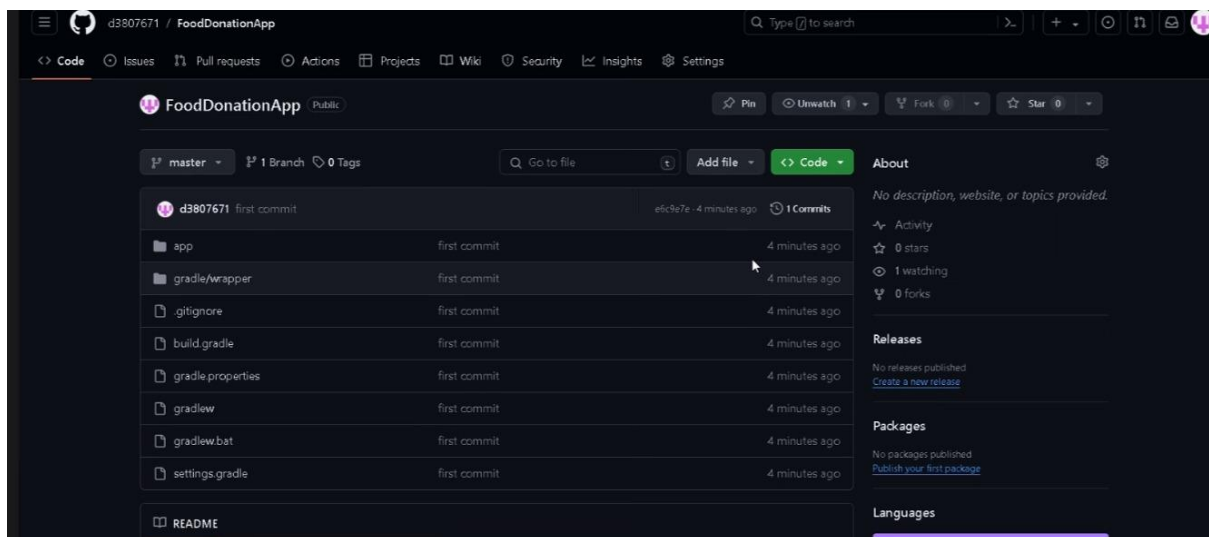


Fig-44. First Commit VII

2nd commit

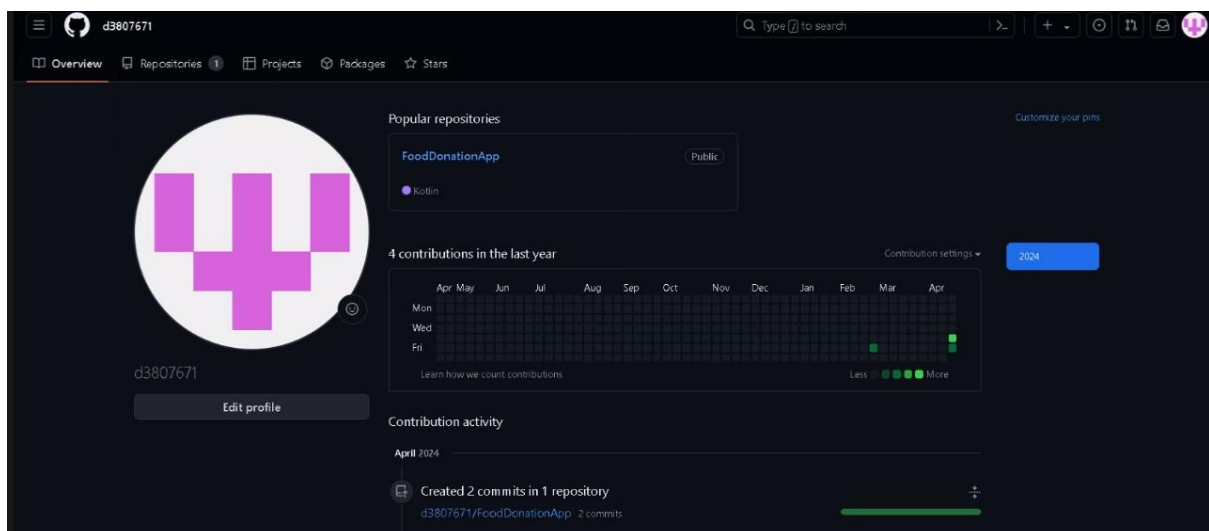


Fig-45. Second Commit I

```
puli pavankalyan@DESKTOP-S9BN44A MINGW64 ~/Downloads/2nd Commit/clone/FoodDonationApp (master)
$ git push
Enumerating objects: 39, done.
Counting objects: 100% (39/39), done.
Delta compression using up to 8 threads
Compressing objects: 100% (14/14), done.
Writing objects: 100% (20/20), 3.88 KiB | 1.29 MiB/s, done.
Total 20 (delta 9), reused 0 (delta 0), pack-reused 0 (from 0)
remote: Resolving deltas: 100% (9/9), completed with 8 local objects.
To https://github.com/d3807671/FoodDonationApp.git
e6c9e7e..ce01592 master -> master

puli pavankalyan@DESKTOP-S9BN44A MINGW64 ~/Downloads/2nd Commit/clone/FoodDonationApp (master)
$
```

Fig-46. Second Commit II

```
puli pavankalyan@DESKTOP-S9BN44A MINGW64 ~/Downloads/2nd Commit/clone/FoodDonationApp (master)
$ git commit -m "second commit"
[master ce01592] second commit
6 files changed, 342 insertions(+), 185 deletions(-)

puli pavankalyan@DESKTOP-S9BN44A MINGW64 ~/Downloads/2nd Commit/clone/FoodDonationApp (master)
```

Fig-47. Second Commit III

```
puli pavankalyan@DESKTOP-S9BN44A MINGW64 ~/Downloads/2nd Commit/clone/FoodDonationApp (master)
$ git add .
warning: in the working copy of '.gitignore', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'app/build.gradle', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'app/google-services.json', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'app/proguard-rules.pro', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'app/src/androidTest/java/com/fooddonation/ExampleInstrumentedTest.kt', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'app/src/main/java/com/fooddonation/MainActivity.kt', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'app/src/main/java/com/fooddonation/ui/drawer/NavDrawer.kt', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'app/src/main/java/com/fooddonation/ui/theme/Color.kt', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'app/src/main/java/com/fooddonation/ui/theme/Theme.kt', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'app/src/main/java/com/fooddonation/Utils/RoundedButton.kt', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'app/src/main/res/drawable-v24/ic_launcher_foreground.xml', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'app/src/main/res/drawable/ic_launcher_background.xml', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'app/src/main/res/mipmap-anydpi-v26/ic_launcher.xml', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'app/src/main/res/mipmap-anydpi-v26/ic_launcher_round.xml', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'app/src/main/res/mipmap-anydpi-v33/ic_launcher.xml', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'app/src/main/res/values/colors.xml', LF will be replaced by CRLF the next time Git touches it
```

Fig-48. Second Commit IV

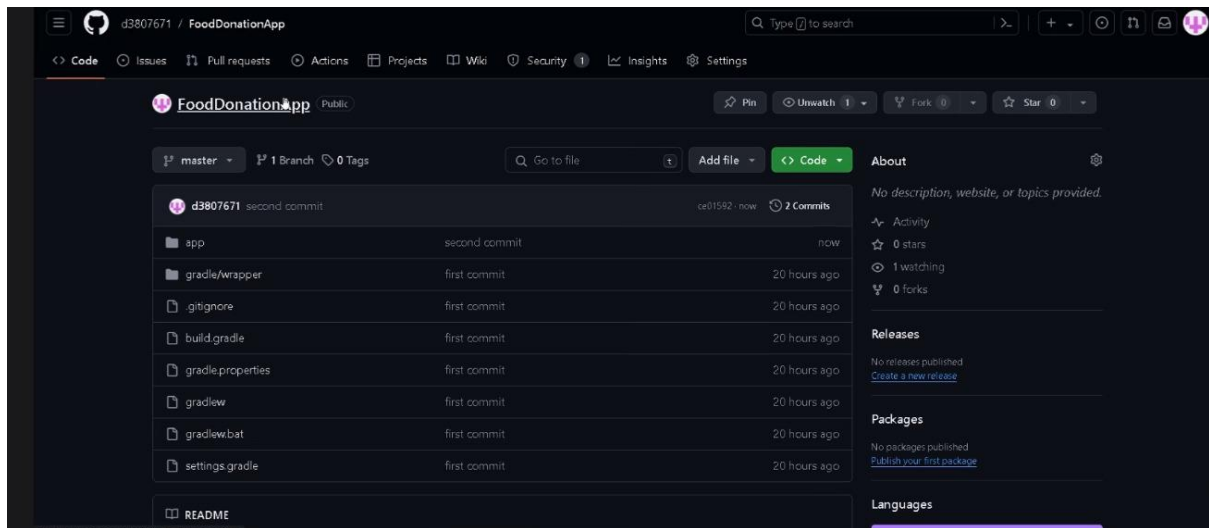


Fig-49. Second Commit V

3rd commit

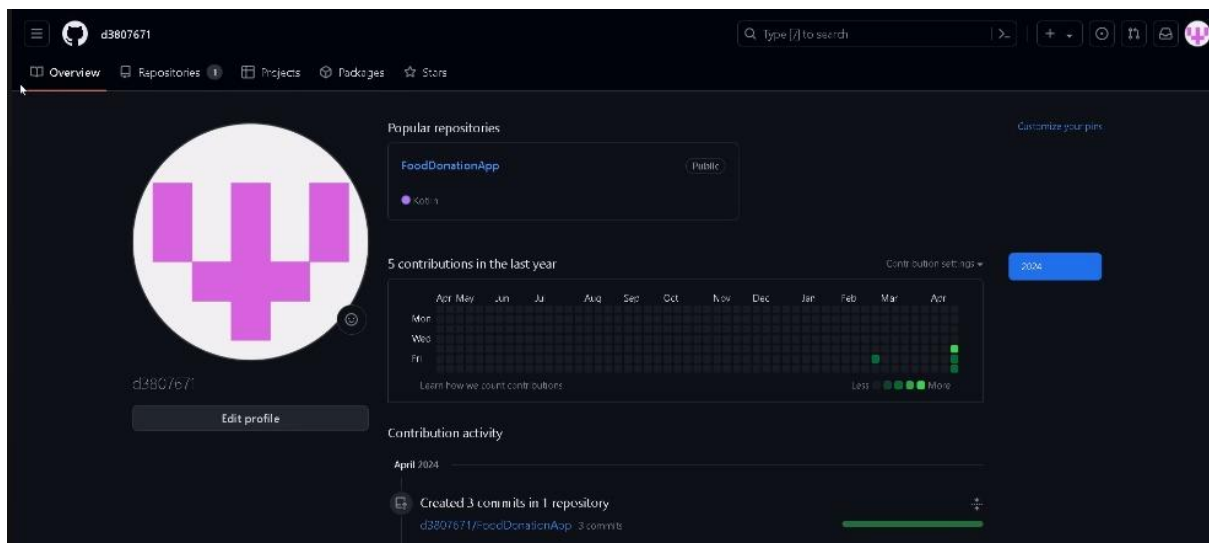


Fig-50. Third Commit I

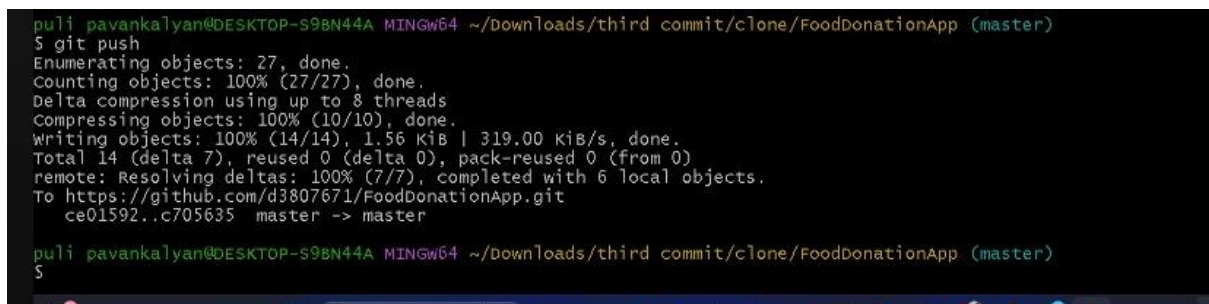


Fig-51. Third Commit II

```

puli pavankalyan@DESKTOP-S9BN44A MINGW64 ~/Downloads/third commit/clone/FoodDonationApp (master)
$ git commit -m "third commit"
[master c705635] third commit
3 files changed, 58 insertions(+), 150 deletions(-)

puli pavankalyan@DESKTOP-S9BN44A MINGW64 ~/Downloads/third commit/clone/FoodDonationApp (master)
$ git push

puli pavankalyan@DESKTOP-S9BN44A MINGW64 ~/Downloads/third commit/clone/FoodDonationApp (master)
$ git commit -m "third commit"
[master c705635] third commit
3 files changed, 58 insertions(+), 150 deletions(-)

puli pavankalyan@DESKTOP-S9BN44A MINGW64 ~/Downloads/third commit/clone/FoodDonationApp (master)
$ git push

```

Fig-52. Third Commit III

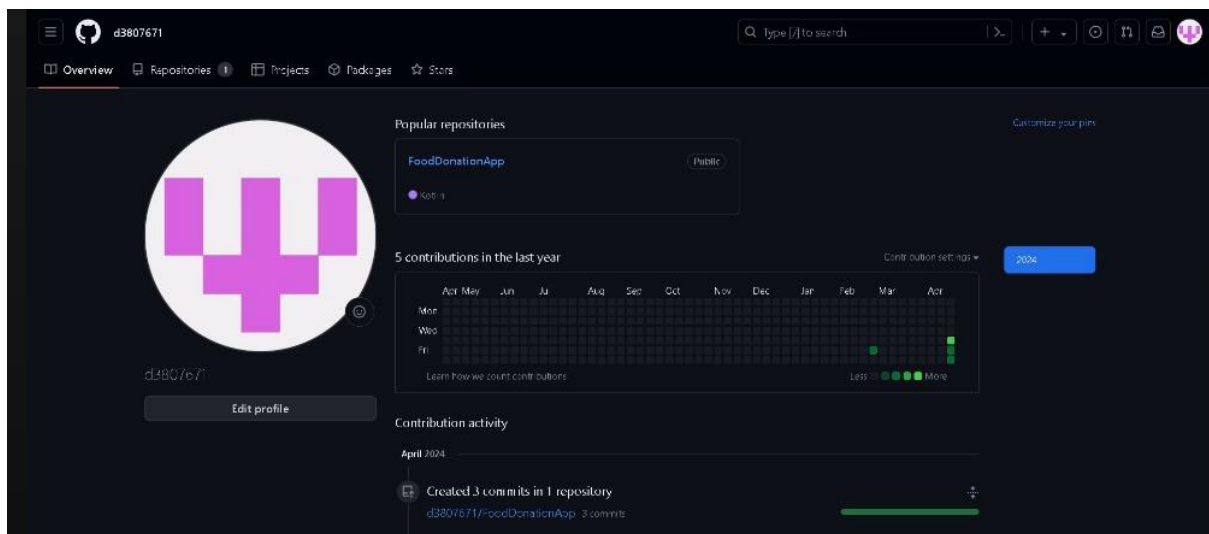


Fig-53. Third Commit IV

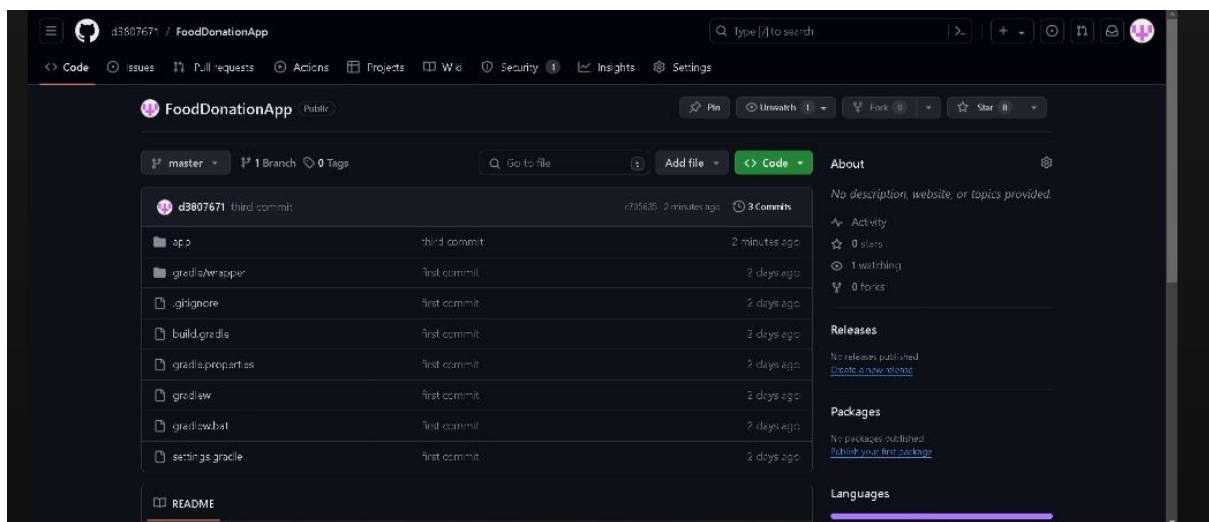


Fig-54. Third Commit V

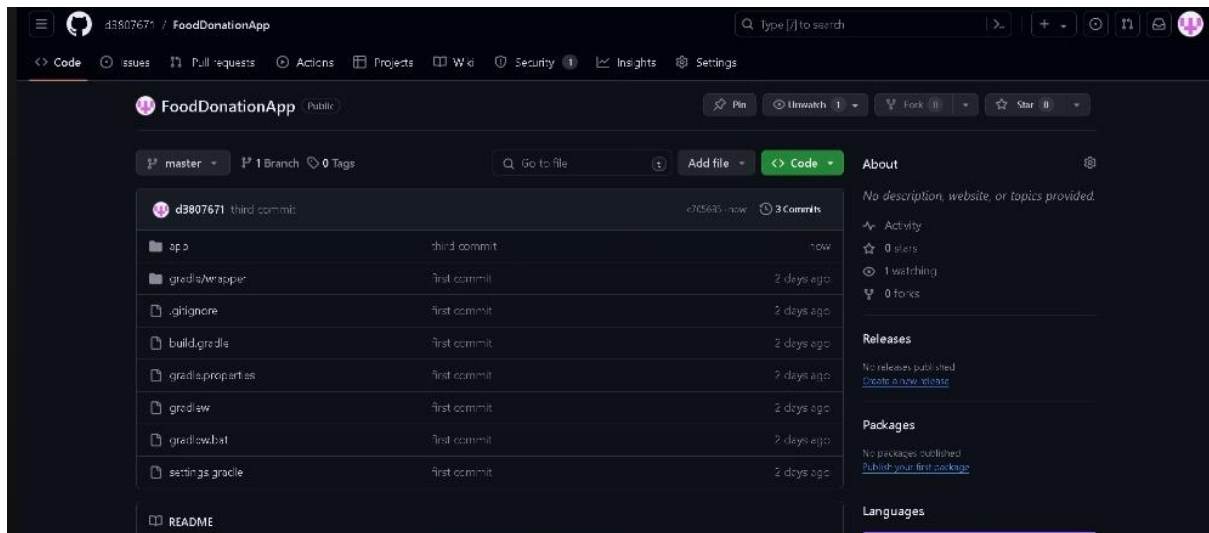


Fig-55. Third Commit VI

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