


Bus tracking system project in android ppt

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1. 1 Chapter 1 UPDATE There are buses available for passengers traveling distances, but not many passengers have full information about these buses. Full information, namely the number of buses that go to the right destination, bus numbers, bus time, routes through which the bus will pass, the time plug for the bus to get there, the maps that will guide the passenger with his/her route and, most importantly, track the current location of the bus and give the right time for the bus to get to the bus stop. The proposed system is working to overcome the above problems. An Android system app that gives the necessary information about all buses traveling in Pune. This information overcomes the challenges faced by the previously built Pune Bus Guide app. The platform chosen for this kind of android system, the reason is the Android operating system came on a very large scale and belongs to almost every second person. In addition, Android is a user-friendly platform that provides easy access for all users. The number of applications made for the Android operating system has been growing on a large scale since its inception. Android is an open source mobile software environment. Raised by Google, the operating system was made of linux-based and uses Java programming language. It has a virtual machine that is used to optimize the use of memory as well as resources. This app was developed using IDE (Android Studio 1.6) with ADT (Android Development Tools) and Android SDK (Software Development Kit). There are a number of limitations that need to be met. 2. 2 1.1 The main purpose of the proposed work is to improve the bus system by adding additional features to the application, such as the exact timing of buses, the correct bus numbers and, in addition, the addition of a GPS tracker. This study takes input in the form of selecting the source and destination and choosing a bus traveling the distance to display all the route information, as well as tracking the location of the bus concerned and giving a map for the same. Over the past two decades there has been a growing interest in the development of an Android-based platform. Our review of this area shows that there have been only a few approaches that provide automated tools for the operation of the application: 1. The application was implemented in Pune, called Pune Bus Guide. This app gives way to its destination correctly, but the number of disadvantages it has is greater than the number of benefits. It does not show passengers the current location, even if it is connected to GPS. Except This app proved useless as it does not display bus numbers, so it is very difficult for passengers to know the number and time of arrival of the respective buses. It has no real real bus tracking service or not even generate cards for users ease. This app has never been updated since its development. In addition, this app has bugs, making it even more difficult for the user to use it. 2. Another application that was implemented in Mumbai, called M-Indicator - Mumbai has flaws like: It displays a question that is the same as what is on the Internet. Its latest updates have given challenges to every Android mobile support even the latest version of the device. The bus module from A to B created problems. Whenever the option for the source to its destination is selected, the field is still empty, i.e. bus routes are not displayed. 3. An app built in Delhi called Delhi Bus Navigator has drawbacks like: The app works smoothly when offline, but works very poorly when connected to the Internet. The app only provides information about direct routes. It does not provide information on alternative routes. This app has bugs that make it lag behind all the time. Most of the time, the app is cut on demand for specific bus routes. 3. 3 4. An app developed in Bengaluru called Bangalore BMTC Info has flaws such as: the app is never in an updated state. The app is served on the wrong routes on several buses and does not give any updates to fix them. After minimizing and restoring the application, it can't search for anything. This app is cut almost always. The app is not user-friendly with a sophisticated user interface (UI). 5. An application developed in Chennai called Chennai Bus Route has the following drawbacks: the app works fine, but the bus time was not mentioned. Not all bus stops are updated. The app doesn't display maps. 1.2 Scope many cities have found that the GPS tracking system will not only improve the efficiency of city buses, but also encourage passengers to take advantage of the city's bus system. Many city bus systems have found that a GPS tracking system that allows you to monitor the location and arrival time of your bus actually increase the number of people using city buses for routine communication. The app is user-friendly that everyone can access for free. The main idea of this project was to guide the bus travelers with routes, all possible stops that come on their way to their destination and, in addition, display maps and track their location and show the estimate of the remaining time needed to reach. The aim is to overcome all the shortcomings that all previous applications and quick and accurate results. The proposed system was divided into two modules as follows. Module 1 provides information on all routes from source to destination and gives maps for the same. Module 2 provides information on all buses along the line Bus numbers that pass through selected stops track the location of the chosen bus and send this information to the passenger, giving him/her the time to assess what it takes for the bus to reach. This is done using Client-Server technology. 4. 4 1.3 Life Cycle Software Development Frameworks the lifecycle of system development provides system designers and developers with the opportunity to monitor the sequence of activities. It consists of a set of steps or steps in which each stage of the SDLC uses the results of the previous one. The System Development Cycle (SDLC) follows the important steps that developers need, such as planning, analysis, design, and implementation, and are explained in the section below. A number of models of the life cycle of the system development (SDLC: waterfall, fountain and spiral construction and correction, rapid prototyping, incremental, synchronization and stabilization have been created. feasibility study: establishes a high-level view of the project and defines its objectives. System analysis, process definition: Refines the project's objectives into certain functions and the work of the proposed application. and then checks errors, errors and compatibility. Receiving, installing, deploying: the final phase of initial development, when the software is in operation and the actual business is running. Service: What happens during the rest of the software life: changes, corrections, add-ons and moves to another computing platform and more? This, the least glamorous and perhaps the most important step of all, continues, seemingly forever. 5. Figure 1.1 The System Development Cycle 1.4 The Feasibility Study usually includes a thorough assessment of the operational (needs), financial and technical aspects of the proposal. The feasibility study is a test of the system proposal made to determine whether the user's needs can be met with modern software and hardware technologies, whether the system will be cost-effective from a business point of view and whether it can be developed with budgetary constraints in mind. the rationale should be relatively cheap and done as soon as possible. Depending on the study, it is decided whether more detailed analysis should be continued. When a new project is proposed and usually undergoes a feasibility study. A feasibility study is being carried out to determine whether the proposed system can be developed at the expense of available resources and what the cost should be

taken into account. The facts examined in the feasibility study were - Technical feasibility - Economic feasibility - Behavioral feasibility 6. 6 1.4.1 The technical feasibility of technical feasibility includes the availability and availability of technology in the development market. The technical feasibility assessment should be based on outlines of system requirements in terms of input, output, files, programmes and procedures. This can be qualified in terms of data volumes, trends, frequency of updates, activity cycles, etc. in order to introduce a technical system. 1.4.2 Economic feasibility This feasibility study presents tangible and intangible benefits from the project by comparing development and operating costs. The cost-benefit analysis method is often used as a basis for assessing economic feasibility. This system needs more initial investment than the existing system, but it may be justified that it will improve the quality of service. Thus, the feasibility study should be based on the following points: Improvement leading to the existing method in terms of accuracy, timeliness. Cost comparison and estimated the life expectancy of the equipment. 1.4.3 Behavioral/operational feasibility This analysis includes how it will work when it is installed and an assessment of the political and management environment in which it is implemented. Humans are inherently resistant to change, and computers are known to contribute to change. The new proposed system is very useful for users and therefore it will receive a wide audience from all over the world. 7. 7 CHAPTER-2 SYSTEM ANALYSIS To develop and create a FLEET-based GPS tracking system that will provide dual-service communications with drivers. It uses the following environments and tools to develop the project application. All the information is below. In this chapter, we'll discuss Android, designed as a software stack that includes apps, operating system, time environment, average programs, services, and libraries. This architecture is perhaps best presented visually. Each stack layer and the relevant elements in each layer are tightly integrated and carefully configured to provide the optimal application development and execution environment for mobile devices. 2.1 Android Android is a mobile operating system (OS) currently developed by Google based on the Linux kernel and designed primarily for mobile touchscreens such as smartphones and tablets. Android's user interface is mainly based on direct manipulation using touch touch which are poorly matched by real actions such as swipes, tapping and pinching to manipulate on-screen objects, along with a virtual keyboard for typing. In addition to touch devices, Google has developed Android TV for TVs, Android Auto for cars, and Android Wear for wristwatches, each with a specialized user interface. Android variants are also used on laptops, game consoles, digital cameras and other electronics. Now we have phones that can even access GPS, GPRS, Wi-Fi, NFC and a lot of other interesting and advanced features that you can't even imagine. So in this mobile world this complication. Android is one of those operating system platforms that have made it easy for manufacturers to develop high class phones. Stored and copied in a thread where actual data is transmitted. Because of its native characteristics, it works in the background and is waiting for a possible transfer operation. They are called immediately after pressing a button. Services extract values from a static class called 8. 8 FinalValues.java via advanced intent data. They basically include the final values. EXTRAS_GROUP_OWNER_ADDRESS and Android OS. As you know, Android is a Linux-based operating system led by Google. It is mainly designed for mobile devices to bring simplicity, functionality and efficiency to the market. Android is an open source project and it has a large number of developers writing applications. Developers write apps mainly in Java (Stephen Shankland, 2007), and apps can be downloaded mainly through an official online store called Google Play. There are currently 600,000 apps available on Google Play, and 20 billion apps have been downloaded from the store so far (engadget, 2012). 2.1.1 Android Review works on Linux with libraries and libraries written in C. Dan Morrill, An Android Engineer at Google, explained that Android is not a specification, or a distribution in the traditional sense of Linux. This is not a set of interchangeable components. Android is a piece of software that you port to your device. (Dan Morrill, 2010) Android uses the Dalvik virtual machine to run Dalvik Executable code translated from Java main code. All standard APIs are defined in terms of classes, interfaces, methods, and objects. In terms of the hardware platform, ARM architecture is the main platform for Android. However, there is also support for the x86 architecture. 2.1.2 Android Architecture works on Linux under Dalvik VM. Dalvik has a stored compiler in which the time storage code stored in memory is compiled into machine code. The byte code can be defined as the intermediate level. JIT reads integration in many sections and dynamically compiles in order to run the program faster. Java checks on dependent parts of the code, and thus the code is compiled only before it is executed. When he is compiled once, he he and set to be ready for later uses. 9. 9 Figure 2.1 Android Architecture 10. 10 2.2 Android Studio and Android SDK Android Studio is the official IDE for the development of Android apps based on IntelliJ IDEA. In addition to IntelliJ's powerful code editor and developer tools, Android Studio offers even more features that improve performance when creating Android applications, such as: Gradle-based Flexible Build System - Build Options and Multiple APK File Generation Patterns, to help you create common app features - a rich layout editor with editing support for drag and fall usability, compatibility, and other issues: the code shrinks with ProGuard, and the resource shrinks with Gradle - built-in support for Google's cloud platform, making it easy to integrate Google Cloud Messaging and App Engine Android provides a custom plug-in for Android Development called Android Development (ADT). It's designed to create android apps. This allows the developer to create new Android projects, create and debug applications, and export APKs. 2.3 S'Lite Database S'Lite is a relational database management system contained in the C programming library. Rather, it's built into the final program. S'Lite meets ACID requirements and implements most of the S'L standard, using dynamically and weakly on S'L syntax, which does not guarantee the integrity of the domain. S'Lite is a popular choice as a built-in database software for local/customer storage in software applications such as web browsers. This is arguably the most widely deployed database engine, as it is now used by several widely used 11 browsers. 11 systems, and built-in systems, among others. S'Lite has links to many programming languages. 2.4 GPS Tracking Unit A GPS tracking unit is a device usually used by a moving car or person that uses the Global Positioning System to determine and track its exact location and, therefore, the location of its carrier at intervals. Recorded location data can be stored in a tracking unit or transferred to a central location database or internet-connected computer using a cellular (GPRS or SMS), radio or satellite modem built into the device. This allows you to display the location of the asset on the background of the map, either in real time or when analyzing the track later, using GPS tracking software. Data tracking software for smartphones with GPS capabilities. 2.5 GPS Tracking Unit Architecture GPS tracker essentially contains a GPS module to receive a GPS signal and calculate coordinates. For data recorders, it contains a large memory for storing coordinates, and data pushers additionally contain a GSM/GPRS modem to transmit this information to a central computer or either SMS or via GPRS in the form of IP packages. 2.5.1 The basics of the GPS concept are based on the time and known position of specialized satellites. Satellites carry very stable atomic clocks synchronized with each other and with ground clocks. Any drift from the true time stored on earth is corrected daily. In addition, satellite locations are known with great accuracy. GPS receivers have watches as well; however, they are out of sync with the true time and are less stable. GPS satellites continuously transmit their current time and position. The GPS receiver tracks several satellites and solves equations to determine the exact position of the receiver and its deviation from the true time. At least four satellites must be in view of the receiver in order to calculate four unknown quantities (three position coordinates and a deviation clock from satellite time). 12. 12 2.5.2 Mobile phones with GPS capabilities are partly conditioned by rules that encourage mobile phone tracking, including E911, most GPS receivers are built into mobile phones with varying degrees of coverage and accessibility to users. Commercial navigation software is available for most 21st century smartphones, as well as for some Java-enabled phones that allow them to use an internal or external GPS receiver (in the latter case, a serial or Bluetooth connection). Some phones using auxiliary GPS (A-GPS) function poorly when out of range of their carrier's cell towers. Others can travel around the world with GPS satellite signals as well as a special portable GPS receiver does, upgrading their work in A-GPS mode when in range. Still others have a hybrid positioning system that can use other signals when GPS signals are insufficient. 2.5.3 Mobile Mobile Messaging plays an important role in LBS. Messages, especially SMS, were used in conjunction with various LBS applications, such as location-based mobile advertising. SMS is still the main technology for mobile advertising/marketing campaigns on mobile phones. A classic example of LBS SMS applications is the delivery of mobile coupons or discounts to mobile subscribers, who are next to advertising restaurants, cafes, cinemas. Singapore mobile operator Mobile One implemented such an initiative in 2007 that involved many local marketers that was reportedly a huge success in terms of accepting subscribers. Companies offering location-based messages (sometimes called geo-messages) include Coupons App (USA), Central (International), Jin (International), BluePont (USA), Dodgeball (USA) and Beamster (Austria). 13. 13 Chapter 3 System Requirement Specification A Requirements Specification Specification Specification (shortened SRS when it should be different from the specification requirements for SRS software) is a structured collection of information that embodies the requirements of the system. A A The analyst, sometimes titled System Analyst, is responsible for analyzing the business needs of his clients and stakeholders to help identify business problems and offer solutions. In the lifecycle of systems development, BA typically acts as a liaison between the business side of the enterprise and the it technology department or external service providers. The specification of software requirements provides the basis for an agreement between customers and contractors or suppliers (in market projects these roles can be played by marketing and development departments) about what a software product should do and what it should not do. The specification of software requirements allows you to carefully evaluate the requirements before the design can begin and reduces the later redesign. It should also provide a realistic basis for assessing the cost of products, risks and graphs. The software specification document requires enough and necessary requirements to develop the project. To obtain the requirements we need to have a clear and deep understanding of the products that will be developed or developed. This is achieved and improved with detailed and continuous communication with the project team and the customer until the software is completed. 14. 14 3.1 Equipment Requirements : System Processor : Pentium P4 - Mobile Processor : 1 GHz or higher : Authentic Intel and RAM : 1GB or higher : 200MB or above 3. 2 Software Requirements : - Operating System : Windows XP - Technology Used : Android 4.1 or above - IDE : Android Studio - Emulators : Micro emulator 555 - Plug-in : ADT plug-in - Back-End : php, S'IET - Front end: Android SDK 3.3 Web Server Requirement: The web server subsystem should use insert-db.php and get.php to receive http://3/response requests to the web application subsystem and database subsystem. 15 15 3.4 Api device resolution card requires some permissions to establish a connection. They should have a mention in the Android manifest file. These permissions: Internet This permission is required to access the Internet via the app. - ACCESS_COARSE_LOCATION This permission is required to obtain the user's current location and bus using the gsm ACCESS_FINE_LOCATION This permission is required to obtain the user's current location and bus using the gsm network 16. 16 Chapter 4 System Design This chapter describes features, snippets, classes, architecture, and the application itself, providing the necessary information on the core components. First, general information is provided along with the project's components and classes. The architectural details of the application are subsequently discussed. Section 3.3 describes the classes and methods of this section. 4.1 App Review Begins Location manager. This is to track the user's location. A detailed description of the location manager is provided in this section. Then, the user interface processing and user experience adjusts all the necessary selections. 4.2 Components To get a detailed view of system mechanisms, the project can be grouped into three segments. This is as a location manager, snippets and services AsyncTask. The process in the activity class and the intention of the broadcast recipient, the main fragments occur where they control all the processing and methods, both when listing nodes and when establishing a connection. The main operations of the entire system are carried out with these two classes, namely, as MainActivity.java and GPSTracker.java 4.2.1 The nursery location This class provides access to the system's location services. These services allow apps to receive periodic updates to the device's geographic location or earn an app specified by Intention when the device enters the proximity of a given geographic location. You don't instantly get this class directly; instead, get it through Context.getSystemService (Context.LOCATION_SERVICE). 17. If not specified, all location API methods require ACCESS_COARSE_LOCATION or ACCESS_FINE_LOCATION permissions. If your app only has a rough resolution, it will not have access to GPS or passive location providers. Other vendors will still return location results, but the upgrade rate will be stifled and the exact location will be confusing to a rough level of accuracy. 4.2.2 Fragment fragment fragments process major operations in this project, such as tracking, connecting, opening sockets, showing bus parts. They have a short responsibility to manage all session and set-up operations. Fragments also include asynchronous methods for text and text transmission, as well as sockets. The fragment is part of the user interface or the behavior of the application that can be placed in the action, and it is a specific operation or interface that works within the framework of a larger action. The fragment is closely related to the action in which it is located and cannot be used separately from it. Although the Fragment defines its own life cycle, this life cycle depends on its activity: if activity is stopped, no fragments within it can be started; when the activity is destroyed, all the fragments will be destroyed (Android, 2012). Of course, opinions can also be used in this regard. However, it is much wise to use fragments here for some reason. First of all, snippets are effective in creating applications for different such as tablets and phones. If the developer wants to share views on different devices with different orientations and show them in two activities; or show all content as one on other devices, using a snippet gives high hiring. In other words, fragments can act as a small activity that can essentially have several of them on one screen. In addition, these many activities can cooperate and cooperate in terms of communicating with each other as long as they are visible. By controlling the back stack, pressing the Back button removes dynamically added fragments until the activity itself is complete. Finally, it can have all sorts of services, operations such as AsyncTask, listeners and access to the database. 18. 18 4.2.3 AsyncTask - Connection services and data transfer operations are made by DeviceFragment.java class using methods, sendPostReqAsyncTask class expands AsyncTask!i: String, void, string!gt. AsyncTask process provides an easy way to maintain the background process with out-of-work on other details such as threads and message cycles. Its meth-ods callback help the user with task planning and user interface updates. When the task is completed, it goes through 4 steps. However, in order to use the AsyncTask class, at least one method, doInBackground, must be redefined. Methods, i. doInBackground () - This part runs in a separate thread from the user interface and con-sists the entire code that the application runs. It is called after onPreExecute () and before onPostExecute () . ii. onPreExecute () - Called before the flow starts. It is used to customize the task that you need to complete in advance. iii. onProgressUpdate () - Allows you to makeInBackground a method of transferring data to the user interface stream. iv. onPostExecute () - Works after background flow. It takes results from the doInBackground method. In this project AsyncTasks are called on the server side - a public blank insertToDatabase (..) Method in the Server.java class - after the bus is assigned. All tasks then move into the background process, where the longitude and latitude of the bus are inserted onto the server coming from the services. 19. 19 Services are designed to open, connect the customer outlet and establish communication between the sides of the server. When a connection is established, files and audio data are the final values. EXTRAS_GROUP_OWNER_PORT. Port numbers are defined as 8989 and 8988 for audio transmission and transmission, respectively. Services and AsyncTasks are used in this study for a reason. By definition, a service is used if there is a need to perform any lengthy process in the back ground. File-sharing and audio transfer are supported by the service so as not to block the foreground process and ensure that the operation is not interrupted. Services are best practice when there are services for critical operations, such as le exchange or data transfer. On the other hand, AsyncTasks provides a way to maintain background processing without processing low-level parts of such streams, cycles its callback methods help you plan tasks and update the interface when you need to. Since le sharing and transmitting audio data is done, which is essentially isolated, related to the user interface, using the zlt/String, ggt; is best practice. 4.3 Block Chart Figure 4.1 System Block Chart Customer must enter the app. To search for the bus, the customer must enter the bus number at the search bar. You then see a map showing the bus's current location. It can also receive an alert when the bus arrives at the nearest stop. When the app is launched, home activity receives routes from the server and connects it to spinner 20. 20 for the customer to choose it. When a customer chooses a route, the appropriate stops are taken from the server and tied to the spinner to select the customer. If the customer chooses Track Bus, the location of the bus for this route is provided. If the customer chooses to show the map, the location of the bus on the map will appear. 4.4 Stream Chart Figure 4.2 Customer Side Stream Chart 21. 21 Figure 4.3 Server Side Stream Chart 22. 22 4.5 The DFD Data Flow Chart was first developed by Larry Constian as a way of expressing the system in graphic form. DFD, also known as the Bubble Chart, aims to refine the system's requirements and identify major transformations that will become programs in the design of the system. DFD 1 SYMBOLS. SUGAR defines the source or destination of system data 2. ARROW determines the flow of data or data in motion. This is the pipeline through which information flows. 3. CIRCLE or BUBBLE (Some people use over the bubble) is a process converted into a coming data stream into an outgoing data stream. 4. OPEN RECTANGLE is a data repository or data alone or a temporary data repository. 23. 23 4.5.1 Data Flow Chart Level 0 System User Request Server Location Request Location Send Location Database Figure 4.4 Data Flow Chart 24. 24 4.6 Dictionary of Data Table 1. Description of the field name type Bus_number Integer Primary Key from Varchar to Varchar Time Varchar Table 2.Route Field Description of the type Route_Name Varchar Primary Key from Varchar to Varchar Number_of_Buses Integer Bus_Number Integer 25. 25 4.7 Entity Relationship Chart (E-R Chart) We can express the overall logical structure of the database graphically with the ER chart. Its components: 1. Rectangles representing ingets. 2. Ellipses representing attributes. 3. Diamonds representing relationship sets. 4. Lines that link attributes to ingestion sets and ingestion sets with relationship sets 26. 26 Figure 4.4 E-R Chart (Customer Side) 27. 27 Figure 4.5 E-R Chart (Server Side) 28. 28 Chapter 5 implementation project is developed in four parts, where each part is responsible for different aspects. Essentially, the core activity is handling instant and pre-configuration processes for the Location Manager class, such as managing the previous location, current location, distance two locations and a status check to see if the GPS is on or off. It also consists of standard Android lifecycle methods, such as onPause(), onPause(), and on their. Specifically, onDestory () and onKeyDown () control the post-configuration of the or-der process to set up the device for regular use. These processes include killing services and o dynamics settings again. 5.1 A survey location based on the bus tracking system server should automatically start installing or loading. It can then find the current latitude and longitude value with the previous latitude and longitude value, and store it in the server database. The database manager use to manage the app's database, then the user will check for the bus and receives information from the database for that particular location, then the application will behave according to the user interface app simply allowing the user to add, delete and update the database. 29. 29 Figure 5.1 Work component LBS using this app - Passengers can easily choose the bus route number and stop them from the list of bus routes numbers and know where the bus is and how long it will take to get to their stop. They can also know the exact location of the bus on the Google map, giving them a better idea of the bus's location. This app helps students and staff track their buses as well as college power to effectively manage. 30. Activity Chart 5.2 Activity Chart is basically a flow chart to represent a thread, a form of one action to another. Activities can be described as system work. Thus, the control flow is stretched from one operation to another. This thread can be consistent, branched or parallel. Figure 5.2 Activity Chart 31. 31 5.3 The Use Chart In the SimpleSt Chart is a representation of the user's interaction with the system, showing the relationship between the user and the various usage cases in which the user participates. The case chart can identify different types of system users and different uses and is often accompanied by other types of diagrams as well. Figure 5.3 Use Case Chart 32. 32 Chapter 6 TESTING Testing is a process that identifies bugs in the program. This is a basic measure of the quality used in software development. During software development. During testing, the program is run with a set of test cases, and the program's output for test cases is evaluated to determine if the program is working as expected. 6.1 TESTING STRATEGIES To make sure the system has no bugs, different levels of testing strategies that apply at different stages of software development: 6.1.1 Modular testing: testing is carried out on individual modules as they are completed and completed. It is limited only to the requirements of the designer. Each module can testing using the following two strategies: Black box testing: In this strategy, some test cases are generated as input conditions that fully meet all functional requirements for the program. This testing was used to find errors in the following categories: Wrong or Missing Features Interface Errors, Data Structure Errors, or External Access to the Database, Performance Errors, and Initialization and Termination Errors. In this testing, only the output is checked for correctness. The logical flow of data is not verified. White Box testing: In these test cases, each module is generated by the logic of the module, drawing the flow graphs of this module and logical solutions are checked on all occasions. It was used to create test cases in the following cases: The guarantee that all independent paths have been completed. Make all logical decisions on your true and false sides. Run all cycles at its borders and within your operational boundaries - Run internal data structures to ensure their validity 6.1.2 Integration testing: Integration testing ensures that the software and subsystems work together as a whole. It tests the interface of all modules to make sure the modules behave properly when integrating together. 6.1.3 System testing: includes home testing of the entire system before delivery to the user. Its purpose is to satisfy the user to ensure that the system meets all the requirements of the customer specifications. 6.1.4 Acceptance Tests: This is a pre-test in which the entire system is tested on the customer's website on real data to find errors. 34. 34 6.2 Testing of testing approaches can be done in two ways: the bottom-up approach 6.2.1: testing can be done starting with the smallest and lowest modules and continuing one at a time. For each module in the lower end of the test, the short program performs the module and provides the necessary data, so the module is asked to perform as it would when embedded in a larger system. When lower-level modules are tested attention is drawn to those at the next level that use lower-level ones they are tested individually and then linked to previously reviewed lower-level modules. 6.2.2 Top-down approach: This type of testing starts with top-level modules. Because detailed actions normally performed in lower-level procedures are not provided, stubs are written. The stub is a module shell triggered by a top-level module, and that if used correctly, the message returns to the call module, indicating that the correct interaction has occurred. Trying to check the correctness of the lower-level module is not 6.3 Check and verification: The system has been successfully tested and implemented and has thus ensured that all requirements listed in the software requirements specification are fully met. In the event of erroneous input, the relevant messages are displayed. In the area of project management, software testing and software development, verification and verification (VVD) is the process of verifying that the software system meets specifications and that it fulfills its purpose. It can also be called software quality control. Typically, the responsibility of software testers is part of the software development lifecycle. 35. 35 The test checks whether the product design is satisfactory or meets the purpose (high-level check), i.e. the software meets the user requirements. This is done through dynamic testing and other forms of review. Checking and checking are not the same thing, although they are often confused. Boehm briefly expressed the difference between checking: Are we building the product correctly? Check: Are we building the right product? In accordance with the Opportunity Maturity Model (CMMI-SW v1.1), Software Verification: Software Evaluation Process to determine whether products in this phase meet the conditions introduced at the beginning of this phase -IEEE- STD-610. Software Verification: The process of evaluating software during or at the end of the development process to determine whether it meets these requirements (IEEE-STD- 610). In other words, software testing ensures that the product was built to meet design requirements and specifications, while checking the software ensures that the product really meets the user's needs and that the specifications were correct in the first place. Checking the software ensures that you built this properly checking software ensures that you have built the right thing. A software check confirms that the product, as intended, will carry out its intended use. In terms of testing: A malfunction is an incorrect or missing function in the code. Failure is a manifestation of a malfunction during execution. Malfunction - In accordance with its specification, the system does not meet the specified functionality. 36. 36 CHAPTER 7 IMAGES OF PROJECT 37. 37 38. 38 39. 39 40. 40 41. 41 Chapter 8 FUTURE SCOPE - This project will be put on a cloud platform so that it will be available to every Android user. The app will prove useful for every bus traveler, or even tourists. Not just buses, but this app will be useful for every person traveling by any means of transport. Location tracking will give the exact location of the bus, which will make it easy for passengers to travel. 42. 42 Chapter 9 of the STUDY area improves results. This project is implemented on the Android platform. In addition, the project added various attributes that will be beneficial to the system. The requirements and specifications were listed above. This project project Android and the S'L domain. Using the GPS system, the app will automatically display maps and routes in different locations, as well as track the location of the bus using the client server technology and roll it over to the client device. It uses basic measurements of the distance between the two locations and provides the necessary information about each route for people to easily pick up buses or any other transport possible on the specified route. Specific location information is provided to the user along with Bus No. so that the person can identify the bus correctly. It uses a remote server as its database. This records can be easily manipulated on the device itself and reduce the load on the server. 43. 43 References to the development of the project were drawn from the following - Alexander, Pejic; Szilveszter, Plet, Expert System for Tourists Using Google API, 2009 - Amit Kushwaha, Vinet Kushwah, Location-based Services using Android mobile app, ISSN: 2231-1963, 2009 - Jianier Liu, Jianaun Yu, Research on Android Application Development, 2011 Fourth International Conference on Smart Networks and Intelligent Systems 2011 - Roby Grgrurina, Goran Brestovac and Tihana Galinaz Grbak, Development of the environment for Android application development: Experience Report, MIPRO 2011, May 23 - May 23, 2011 - Google Play Store details Pune Bus Guide - Google Play Store details M-Indicator Mumbai - - Google Play Store details Delhi Bus Navigator - Google Play Store Details Bangalore BMTD Info -

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