**An Android Application To Reduce Food Wastage Through Donation**

**Abstract**

This application helps feeding the poor with help of web, So many events are conducted by event managers. Example marriages, birthdays...Etc. on this events there is a chance of wastage of food, This application helps to get the information about food wastage in different events, if any food wastage happens, we can collect food from organizers and it helps share that information to different trusts.

## Existing System

In Existing System manually we need to search, in different places conducting different kind of events. It is very difficult to get information from different kind of events organized by event managers

## Proposed System

This application consists of different users like trust owners, event managers and admin it is common platform to collaborating all these types of users to share their information by that they can reduce the food wastage and it is very easy to supply the food to poor.

**Advantages:**

* Speed and accuracy there is no redundancy of data.
* It will be easily handle .
* The proposed method maintenance of schedule erroneous and it is very easy to operate. Reduce the Time spend on the paper work .

## The Operating Environment

 **Software Requirements used are**

Windows XP (32-bit) or Vista (32- or 64-bit)

Mac OS X 10.4.8 or later (x86 only)

Linux (Linux Ubuntu)

Java 1.6 and Android SDK.

## Module Description

* **Donor:** This allows only the registered users to login in order to use this aplication.

Add the donor detail,select the organization and donate the food,view the notification in this module.

* **Agent:** This module helps the donor to insert all the necessary details that is personal information .Select the donors and required food donors only accept the agent.
* **Admin:** The android mobile admin add the all organizations details and agent details.

## Hardware Interfaces

Hardware Requirements are P2 above processor, 512MB+ of main memory (RAM) and for the base SDK package, at least 600MB of available disk space. For each platform downloaded into the SDK, an additional 100MB is needed.

## Software Interfaces:

* Java 1.6
* Android SDK 1.5 or later
* Eclipse Ganymede IDE
* Operating System can be Windows XP/ LINUX or Mac etc.