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QUANTITY WATER SUPPLY

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ABSTRACT

Quantity Water Supply is web application developed to which resolves the issue of household water supplies to rural area and simplifies the process of ordering and delivering by connecting consumer and supplier on single platform. Quantity: It means the amount of material or product which is usually estimated by spatial measurement. Quantity Water Supply: It's the supply of water in large amount. This web application simplifies the process of ordering the water tanker at your convenience, with user friendly interface, without having any dispute or calling supplier and bargaining over pricing. It provides wide range of consumers to the supplier and user-friendly interface at user convenience.

Keywords: Quantity, Supply, web application, household, consumer.

1. INTRODUCTION

Quantity Water Supply is web application developed to resolves the issue of household water supplies to rural area and simplifies the process of ordering and delivering by connecting consumer and supplier on single platform:

- Tackling in finding best water supplier,
- · Having negotiations and bargaining over delivery pricing,
- · Delayed delivery and payment dispute,
- · Long waiting period supplies.

1.1 Introduction to Quantity Water Supply

Quantity Water Supply: Household supplies at your home convenience.

- Pros: Consumer has access to all type/quantity of supplies in his areas without any restriction.
- Regulate the price of water across geographics
- Improve the access to water for the citizen of India.
- Connecting supply and demand efficiently.
- · Consumer gets quality and verified supplier supplies at consumer convenience.
- A single user can order multiple order for themselves and their friends.
- Supplier gets large consumer base and verified and genuine consumer.
- Supplier can list their resources for pick-up of water supplies as fill-up points.
- In case of any dispute a dedicated manager manages all the complaints helps improving user experience.
- · Reduce delivery time.
- Improve the utilization of tankers and supplier's business

2. INFORMATION GATHERING

Many things need to be taken into consideration when the look and feel of your site is created. Certain things we considered are:

• Purpose:

What is the purpose of the site?

Our purpose here is to provide information.

· Goals:

What do you hope to accomplish by building this web site? Our main goal here is to share information.

Target Audience:

Is there a specific group of people that will help you reach your goals?

It is helpful to picture the ideals of person you want to visit your web site considering their interests which later helped us to determine the best design style for our site.

Content:

What kind of information will the target audience be looking for on your site?

Our target audience requires gaining specific information.

2.2 Features:

- The very basic feature of this website is the provision of a Q and A platform for a much more open and independent interaction between students and lecturers
- · The user asking a question as well as the one answering a question can hide their identity (if they want to) and can stay anonymous.
- This website has a point-system where 1 point is provided to the user for every question they ask or answer. On reaching a total of 100 points, a badge is provided to that user.
- This website also includes an opinion-poll system which enables collection of information about views of different users on a particular question. For example Answering a question in terms of "YES" or "NO".
- · A user can use tags while asking or answering questions which makes it to locate related items that have the same tag.
- Similar to tags a user can include a category for the question. If the user enters a new category for a question, then that category is sent to the host for verification. If the host accepts that category then the question is posted with that category otherwise it is posted without any category.
- In case of multiple answers for a question the best answer can be chosen by the user who asked that question so that whenever the same question is asked by another user, the best answer appears at the top. Thus, this feature is time saving.

2.3 Instruction and Student Problems:

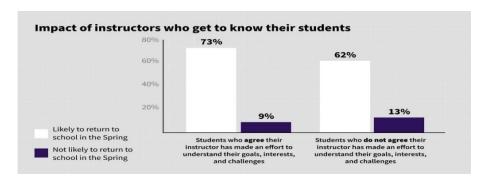


Chart -1: Impact of instructors o Student

Communication between teachers and students might also be hampered from personality differences between the two. For example, many students feel uncomfortable connecting on a personal level with their teachers and avoid communicating with them.

If neither the teacher nor the student pushes the communication or expresses their expectations, both parties may stay silent. Students sometimes feel they are taking up too much of a teacher's time with frequent communications. Teachers may assume that a child who doesn't ask many questions is uninterested or doesn't have any issues to address.

3. DEVELOPMENT OF PROJECT

- **3.1 Coding**: In Coding phase of the web development process, the actual functional site was built. After the proper testing of the prototype, the developer has to work on developing the actual live web project. The actual live web project is built according to the requirements.
 - We developer has to consider all the situations from the design phase to create all the features in the web project.
 - This phase involves both front end development and back-end development of the website.
 - · Front end development comprises of the writing codes with the basic technologies like HTML, CSS, etc.

According to the web standards:

- 3.2 Testing: Testing is an important phase in the web development process.
 - Testing is performed by the developers and testers to ensure the requirements after completion of the web project. In this phase, quality assurance and browser compatibility issues of the website are checked.
 - We tested all the developed features and assure the validity of the written code.
 - Various types of testing such as integration testing, regression testing, functional testing, smoke testing, load testing, and performance testing are performed in this phase by both testing and development teams.
 - Testing was performed manually on the basis of the type of testing and web projects. If desired and satisfactory results are not found, the proper actions for removing the bugs were taken.

Installation & Acceptance Test: During the installation and acceptance stage, the software artifacts, online help, and initial production data are loaded onto the production server. At this point, all test cases are run to verify the correctness and completeness of the software. Successful execution of the test suite is a prerequisite to acceptance of the software by the customer. After customer personnel have verified that the initial production data load is correct and the test suite has been executed with satisfactory results, the customer formally accepts the delivery of the software.

4. SNAPSHOTS OF RESULTING WEBSITE

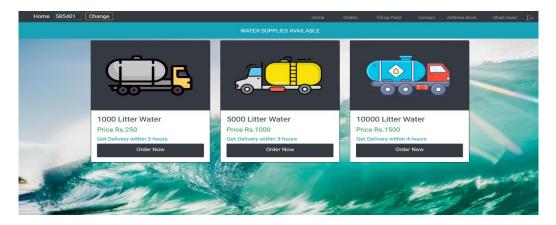


Fig - 4.1: Home Page for Customer

This page consists of:

- · A navigation bar with various options like "Fill-up Points", "Orders", etc. to navigate through the page and a "Navigation Bar".
- A "Pin code and Address Change" button.

This page consists of:

- A place holder for entering:
 - (a) Orders
 - (b) Ill-up Points
 - (c) Address Book

5. CONCLUSIONS

Improved access to water, connecting supply and demand efficiently:

- Reduce in manual ordering and large consumer supply base will served.
- Improve the utilization of tankers and supplier's business. Reduced delivery time.
- Small size business growth and rural area availability will increase.
- Consumer and supplier are on single platform and best out of the market is achieved.
- Reduce over-extraction of groundwater from the same borewell.
- Regulate the price of water across geographic.

6. REFERENCES

- [1] Java points
- [2] Tutorial Points
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- [4] Code-Pin