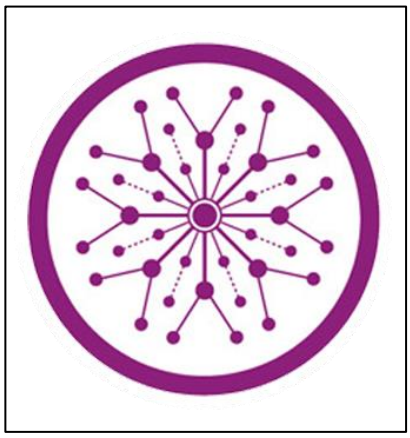
Shride Ride Pulling

Final Year Project

Session 2018-2022

A project submitted in partial fulfillment of the degree of

BS in Computer Science



Department of Computer Science

Faculty of Computer Science & Information Technology

Superior University, Lahore

Spring 2022

Type (Nature of project)	**[✓] D**evelopment [ ] **R**esearch [ ] **R&D**
Area of specialization	Shride Ride Pulling
FYP ID	FYP-Bcsm-F21-071

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*The candidates confirm that the work submitted is their own and appropriate credit has been given where reference has been made to work of others

Plagiarism Free Certificate

This is to certify that, I Hunain S/D of Muhammad Jamil, group leader of FYP under registration no FYP-Bcsm-F21-071 at Computer Science Department, The Superior College, Lahore. I declare that my FYP report is checked by my supervisor.

Date: **28-11-2021** Name of Group Leader: Hunain Jamil Signature: _____

Name of Supervisor: hafiz Waseem Arif

Designation: Lecturer

Signature: _____

HoD: Dr. Irfan Ud Din

Signature: _____

Project Report

Preply

Change Record

Author(s)	Version	Date	Notes	Supervisor's Signature

APPROVAL

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PROJECT SUPERVISOR

Comments: _____

_____

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Name:_____

Date:_____ Signature:_____

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PROJECT MANAGER

Comments: _____

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Date:_____ Signature:_____

HEAD OF THE DEPARTMENT

Comments: _____

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Date:_____ Signature:_____

Dedication

This project is dedicated to our beloved parents who have been our source of inspiration and gave us strength when we thought of giving up, who continually provide their moral, spiritual, emotional and financial support.

To our brothers, sisters, relatives, mentors, friends and classmates who shared their word of advice and encouragement to finish this project.

And lastly, we dedicate this project to the ALL MIGHTY ALLAH, Thank you for the guidance, strength, power of mind, protection and skills and for giving us a healthy life. All of these, we offer to you.

Acknowledgements

Hafiz Waseem Arif has been an ideal teacher, mentor, and thesis supervisor, offering advice and encouragement with a perfect blend of insight and humor. I'm proud of, and grateful for, my time working with Sir Waseem. Zaman Aziz taught the course where we first learned about app development. This project is builds on work done in those courses, and many of its ideas were developed with sir Waseem's help. I was delighted when sir Waseem and sir Basit agreed to be on my project idea. Ibrahim Fareed is an inspiring colleague, blazing a trail we followed in developing the idea. Sir Jawad and the other staff at the Superior University made my project research both productive and enjoyable. Many thanks to my parents and siblings. Immense gratitude as always to Majid Alee for his patience and support.

Executive Summary

In this project we will work on an app in which we can share our ride with other people, for example if we are going alone in a car to somewhere far we will have to bear all the fuel cost for that but with this app we can send a request for someone to travel with us and share our fuel expense. We can also add a request in the app if we don't have a vehicle to share a ride with someone that has a vehicle.

Our target audience will be anyone who has a vehicle or need to travel by feet to somewhere. Our competition is the market giant UBER but we think we ca beat them because we have a different idea by them this will be more cheap than UBER.

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Chapter 1

Introduction

Chapter 1: Introduction

Shride Ride Pulling is an app where you can share your ride with strangers. It helps to reduce our fuel expenses.

1.1. Background

As we know that all fuels costs are going high not only in Pakistan even in international market it goes high. So it's a big problem for all middle class Families, Students and Jobholders. So this app, helps you to reduce your fuel expenses.

1.2. Motivations and Challenges

The motivation behind this idea is that every person saves his money. Go anywhere such as University, School, Academy, Office out of the city at a very low fare.

Here are some Challenges

- Lack of motivation
- Stress and anxiety
- Saving Money

1.3. Goals and Objectives

The goal of the Shride Pulling app is save money, save time. Because everyone is very tense. It is very difficult to live in an era of inflation, especially for middle-class families. The main goal and objective of this app is to help you reduce your fuel expenses so that you save more money.

1.4. Literature Review/Existing Solutions

- Google Search
- We can set a margin of profile on each ride.
- Similar like jugnoo.io

1.5. Gap Analysis

Strength	Weakness
Saving Money Easily go on your vehicle Strong mind set.	Lack of motivation Lack of money Conventional mind set
Opportunity	**Thread**
Market Gap in this field A lot of scope in this filed	People accept it or not Competitors

1.6. Proposed Solution

Providing an online platform where a user can share a ride with their nearest people.

1.7. Project Plan

For the project plan, statement of work will be divided into smaller ones. They are defined as defining objective, scope, estimating schedule, cost, identifying stakeholder and communication, and risk. Each activity is given the estimated cost to produce deliverables

1.7.1. Work Breakdown Structure

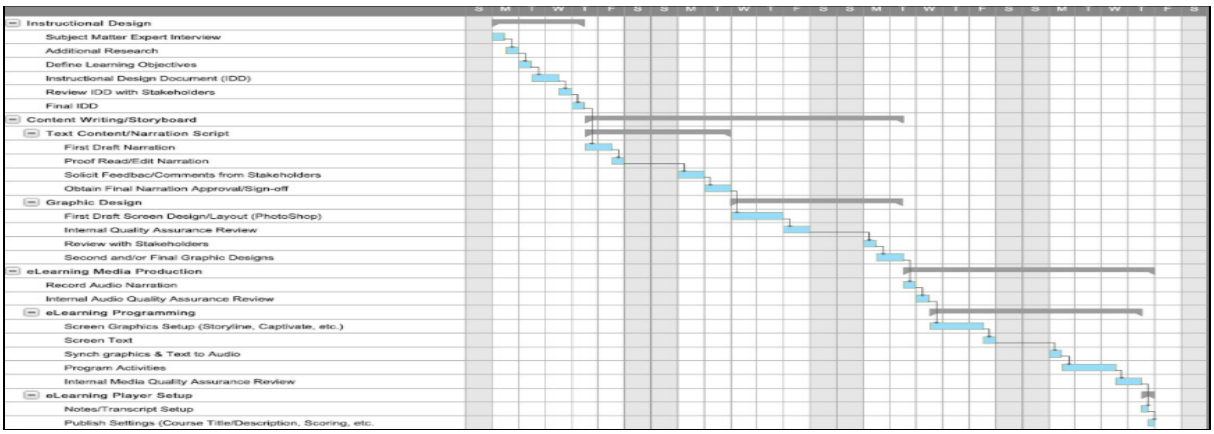
We have broken down the work into multiple steps to ease the development process.

- First we will develop the front-end side of the application.
- Then we will move onto the back-end of the application.
- We will get the API's from third parties and buy services we need.
-

1.7.2. Roles & Responsibility Matrix

	Student	Instructor	Institution	Content Provider	Technology Provider	Accreditation Body	Employer
Student	• participate in collaborative exercises to enhance learning • share experiences and encourage use	• participate proactively in exercises • provide feedback regarding overall effectiveness	• use e-learning technologies according to institutional policies	• provide feedback regarding the appropriateness of content for e-learning	• provide feedback regarding the effectiveness of technologies	• Demand accreditation for e-learning programs • Provide feedback	• promote the validity of e-learning during interviews
Instructor	• provide effectively designed courses incorporating e-learning content • provide technical and motivational support to encourage use	• share experiences and encourage use • promote standardization	• use e-learning technologies according to institutional policies and standards	• ensure protection of copyrights • provide feedback regarding the level of effectiveness experienced by students collectively	• provide feedback regarding the effectiveness of technologies	• adhere to accreditation standards	• educate on the validity of e-learning
Institution	• standardize the e-learning experience across courses • provide technical support • protect sensitive student information	• provide training in instructional design and technology • provide technical support • provide incentives • enforce standardization	• recognize e-learning credits • share e-learning experiences and courses • encourage standardization	• ensure protection of copyrights • provide funding for content development	• provide feedback to improve future versions • supply appropriate infrastructure to support technology	• adhere to accreditation standards • provide evidence for quality assurance	• seek course accreditation to provide evidence for quality assurance • educate on the validity of e-learning
Content Provider	• select appropriate content and media for e-learning • comply with usability standards	• provide content that meets course & program needs • comply with learning & usability standards	• provide content that meets institutional needs • Comply with learning standards	• comply with standards for interoperability	• comply with standards for interoperability	• adhere to accreditation standards	• provide content relevant to work environment
Technology Provider	• consider learning principles when designing • allow adjustments for individual learning styles • comply with usability standards	• consider usability and teaching principles when designing • comply with learning & usability standards	• comply with standards for interoperability • provide technical support and training	• comply with standards for interoperability • Provide technical support	• comply with existing standards, and collaborate to develop new standards when necessary	• adhere to accreditation standards	• provide an effective learning environment to maximize learning of potential employees
Accreditation Body	• enforce standards to ensure quality of accredited courses	• provide clear guidelines for requirements	• provide clear guidelines and timely services	• provide clear guidelines for requirements	• provide clear guidelines for requirements	• collaborate to ensure consistency	• enforce effective standards to ensure quality of graduates
Employer	• recognize the validity of e-learning	• provide feedback regarding success of graduates	• provide feedback regarding success of graduates	• provide feedback regarding relevance in workplace	• provide feedback regarding success of graduates	• ensure that standards provide appropriate measures	• share experiences and encourage acceptance of e-learning

1.7.3. Gantt Chart



1.8. Report Outline

- Background
- Motivations and challenges
- Goals and motivations
- Literature Review

Chapter 2

Software Requirement Specifications

Chapter 2: Software Requirement Specifications

1.1. Introduction

1.1.1. Purpose

This project focuses on saving your fuel expenses so you can easily go on your vehicle with someone by sharing your fuel expenses.

This app works finding your nearest people who wants to go with you on that location where you want to go.

It mainly helps common people to share ride with each other to reduce their fuel expenses.

1.1.2. Document Conventions

Main Section Titles

Font: Calibri Face: Bold Size: 16

Sub Section Titles

Font: Calibri Face: Bold Size: 14

Other text Explanations

Font: Calibri Face: Normal Size: 12

1.1.3. Intended Audience and Reading Suggestions

Rider: The person who wants to go somewhere and wants to share his ride.

Other person: The other person who want to go with you on your ride.

Developers: Project developers have an advantage of quickly understanding the methodology enabled and personalizing the product.

Policy Makers: The senior policy makers can view this document as an analysis tool to develop further e-learning products.

The Developers would suggest clients to go through the requirement section thoroughly before installing the software. Policy Makers and Developers can utilize the documentation as a resource in developing the project to a new product.

1.1.4. Product Scope

This will mainly be used by those people who lives at far places and go too far places like from one city to another. For example job holders who do their jobs outside their towns, Students who study in universities or colleges. This mobile application is designed in a way that it can be easily extended to provide more features and will be easily customizable so that it can work according to every potential user.

1.1.5. References

There are many apps where we can share our ride such as Curb, Gett, or Wingz. But these are available in other countries not in Pakistan. But shride-ride pulling app is the only app in Pakistan where you can share your ride.

1.2. Overall Description

1.2.1. Product Perspective

The rider and the other person will communicate with each other on a live server to decide about ride

1.2.2. Product Functions

- Social Signup/Login.
- Browse through various subscription plans.

- Pick and view nearly persons.
- Chat with other person.

1.2.3. User Classes and Characteristics

- **User Classes**
  - Login
  - Signup
- **Characteristics**
  - Anywhere, anytime, anyone. ...
  - See nearby persons and map.

1.2.4. Operating Environment

- Mac OS
- Windows
- Linux
- AWS

1.2.5. Design and Implementation Constraints

- VS code
- Postman
- Node.js
- Firebase
- Firestore
- Real-time Db

1.2.6. User Documentation

- Udemy.com
- Linkdin.com
- Coursera.com

1.2.7. Assumptions and Dependencies

NON

1.3. External Interface Requirements

1.3.1. User Interfaces

There are basically two interfaces. If you are a rider and want to share a ride then you can click on a **With-Car** interface option or if you want to go with someone who is share his ride then you click a **onfeet** interface on both interfaces you can see a map and locate each other. On the other hand you can see a chat option where you can contact or chat with each other depends on updates and requirement.

1.3.2. Hardware Interfaces

- Laptops
- Mobile
- Http/Https

1.3.3. Software Interfaces

- React.js
- Node.js
- React Native
- Firebase

1.3.4. Communications Interfaces

- Http/Https
- Email
- SMS verification

1.4. System Features

- Installation setup
- login
- Signup
- Locate nearby
- edit profile
- contact for ads
- feedback
- check user’s
- Add post

1.5.1. Installation Setup

1.5.1.1. Description and Priority

You can easily install this app from play store or apple store.

1.5.1.2. Stimulus/Response Sequences

If user want to exist application and ask system user for confirmation user if click yes button and system response time is good. So, stimulus response sequences good

1.5.2. Login

1.5.2.1. Description and Priority

Second setup is login this part of application feature is output and input right user can use this feature can send feedback. After user login user can use application for this purpose he downloaded application.

1.5.2.2. Stimulus/Response Sequences

User can verify himself/herself through mobile verification or email verification.

1.6. Other Non-Functional Requirements

- Usability
- Reliability
- Performance
- Design Constraints
- Portability
- Maintainability License Agreement

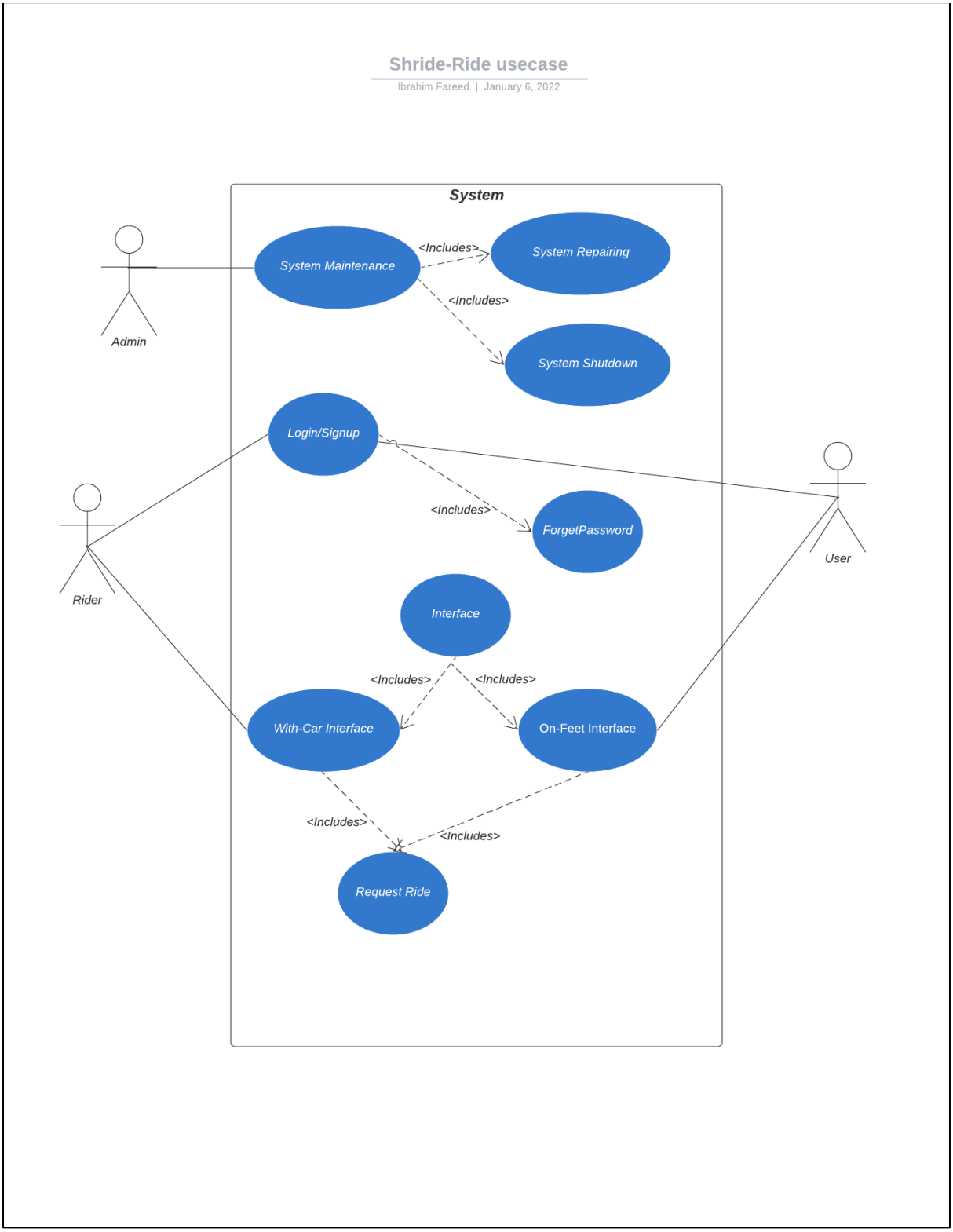
Chapter 3

Use Case Analysis

Chapter 3: System Analysis

During the last years the online riding system increasing day by day such as Uber , Cream , Bykea , InDrive , Swvl and many more. Online Riding systems consist of complex activities and most of them have been designed based on client-server peer to peer, and recently web services architecture. These systems have major drawback because of their limitations in scalability, availability, distribution of computing power and storage systems, as well as sharing information between users that contribute in these systems.

3.1. Use Case Model



3.2. Use Case Descriptions

- **Admin**

Admin can manage system like updating and maintaining and also can see users.

- **Users**

There are two type of users one who can share his ride is rider and the other person who go with rider is person.

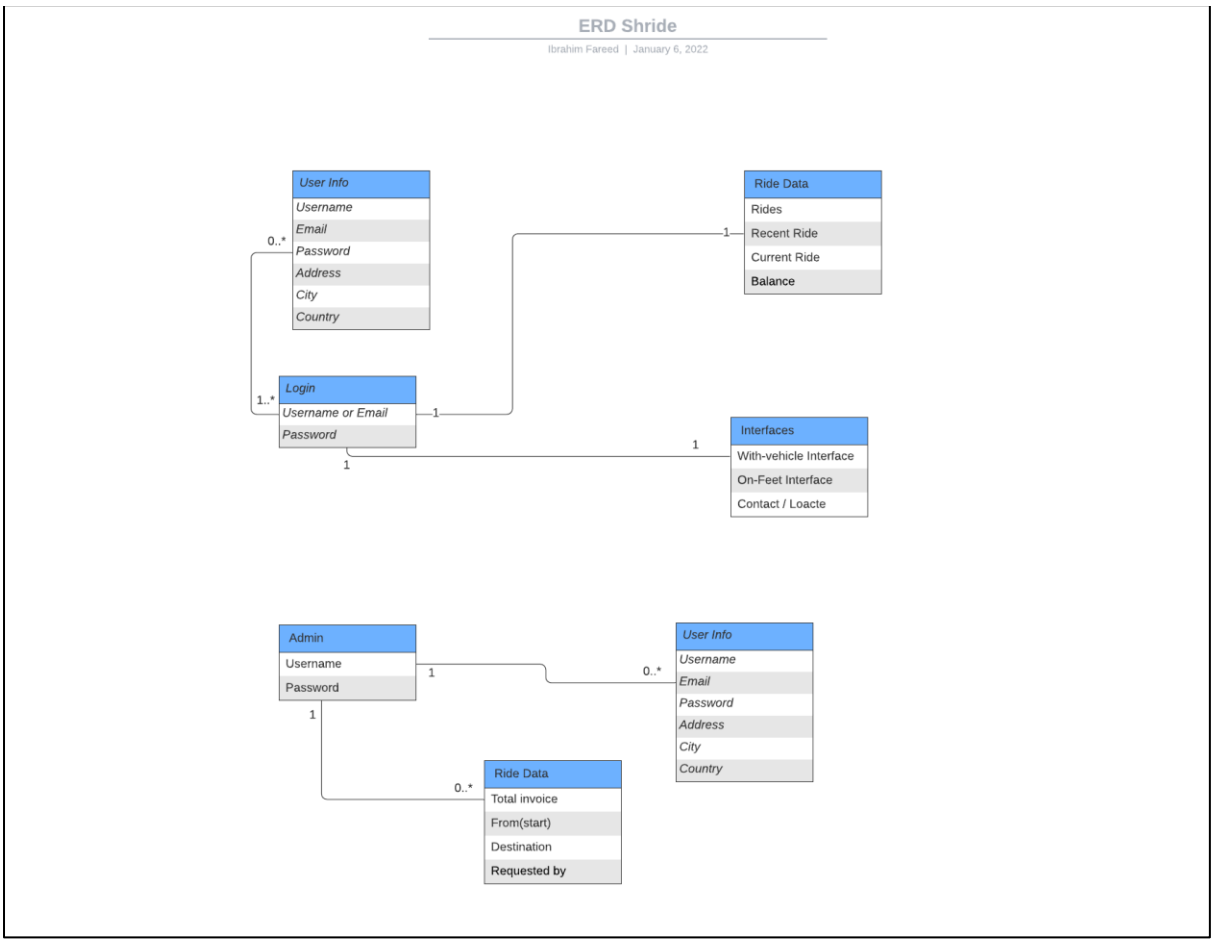
- **Pay**

After completing all requirements user can pay his dues through app.

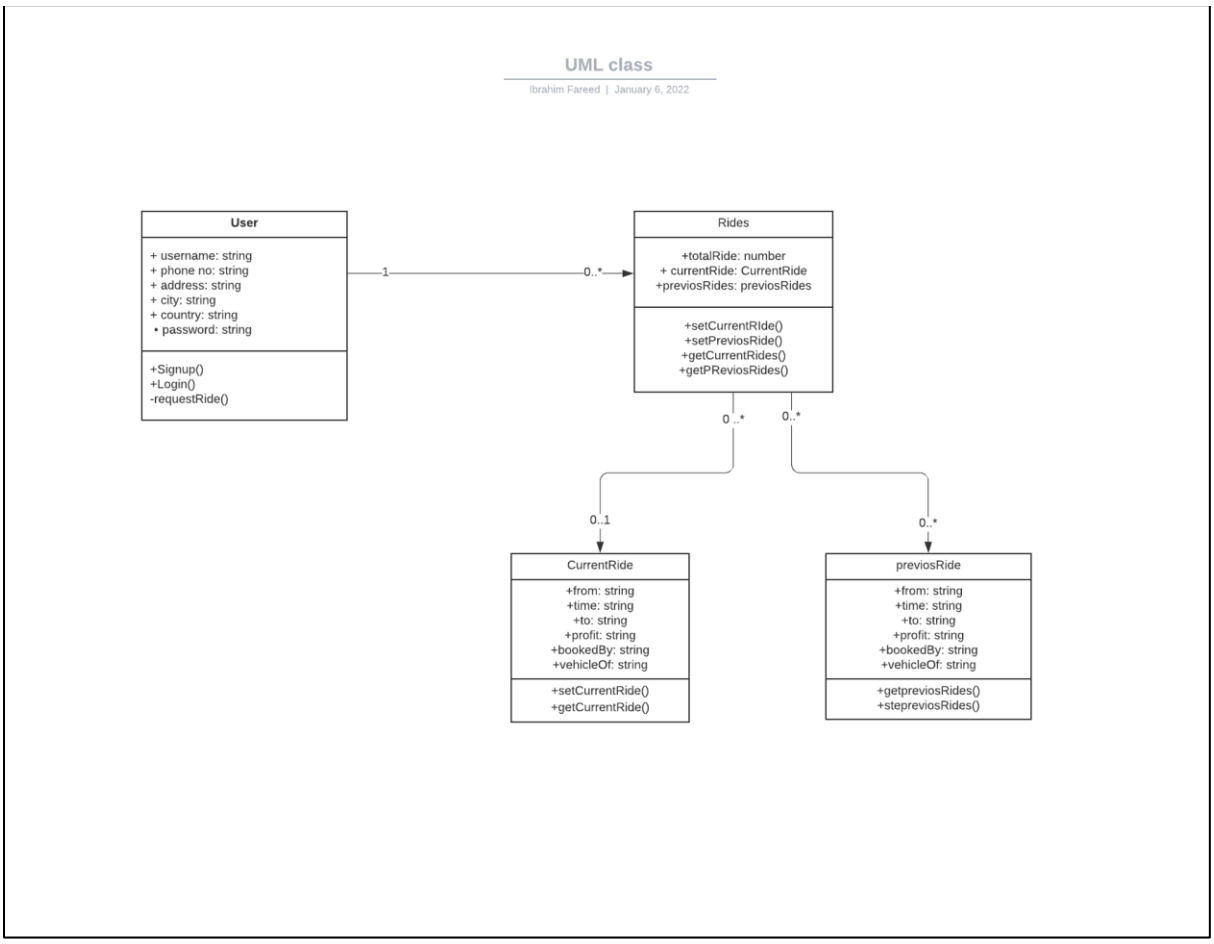
Chapter 4

System Design

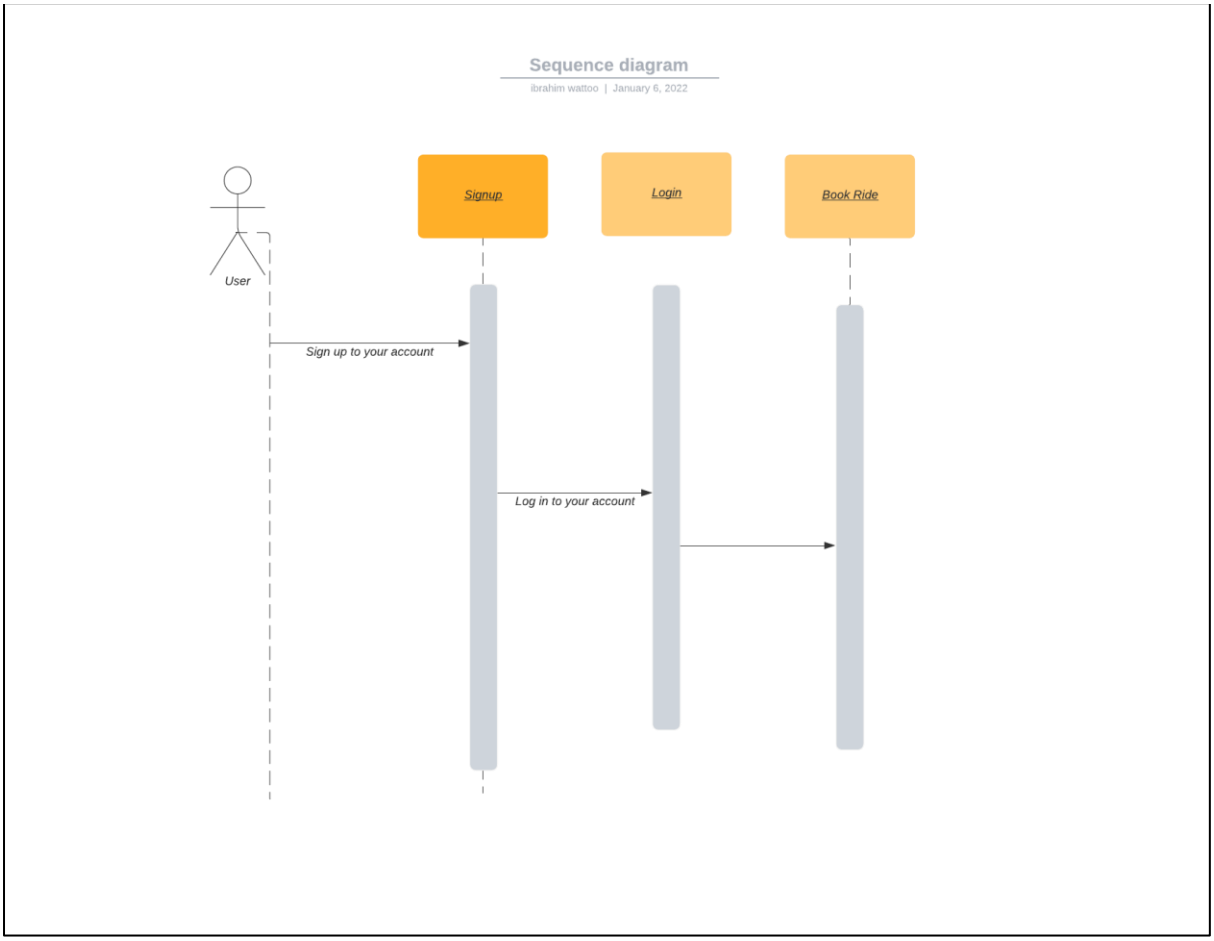
4.1. Entity Relationship Diagram with data dictionary



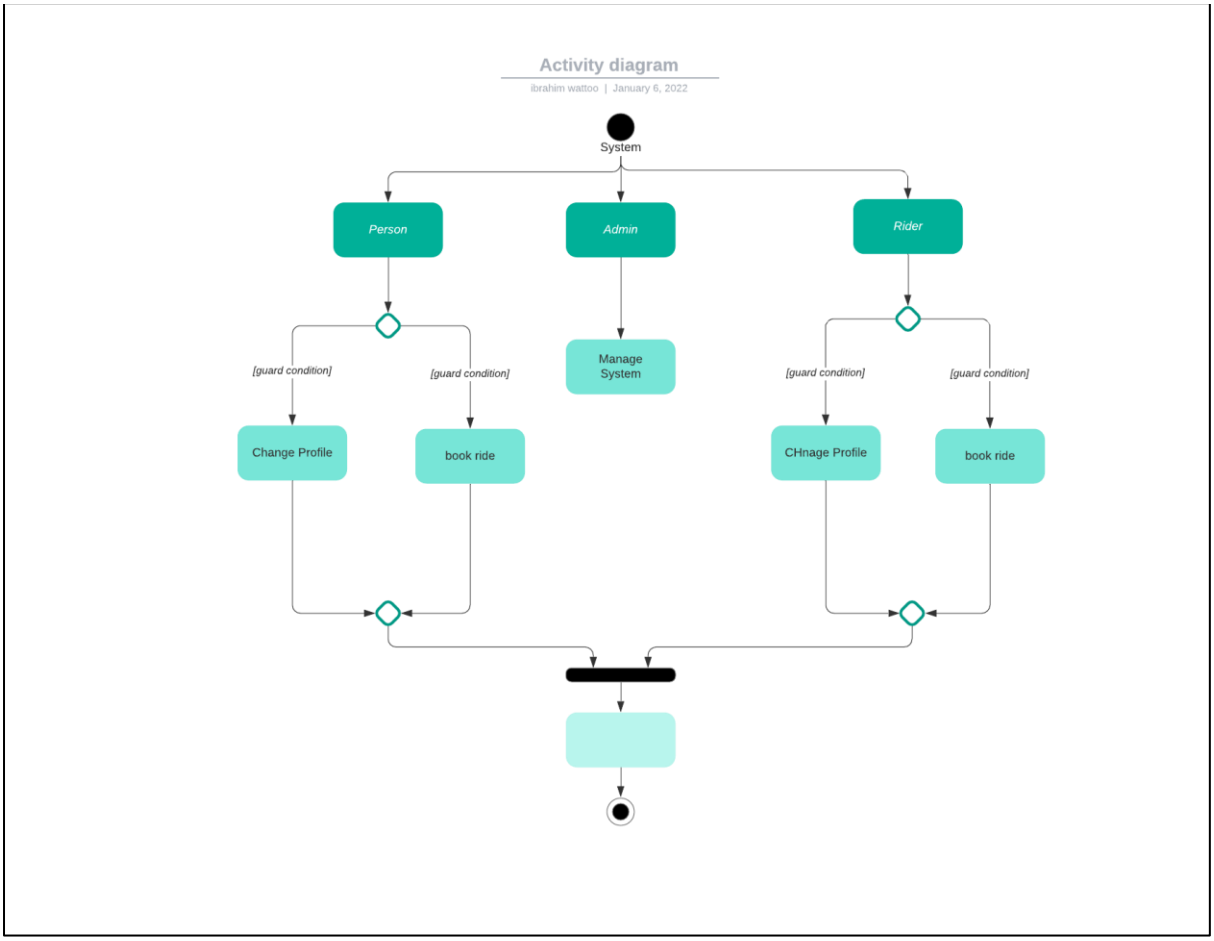
4.2. Class Diagram



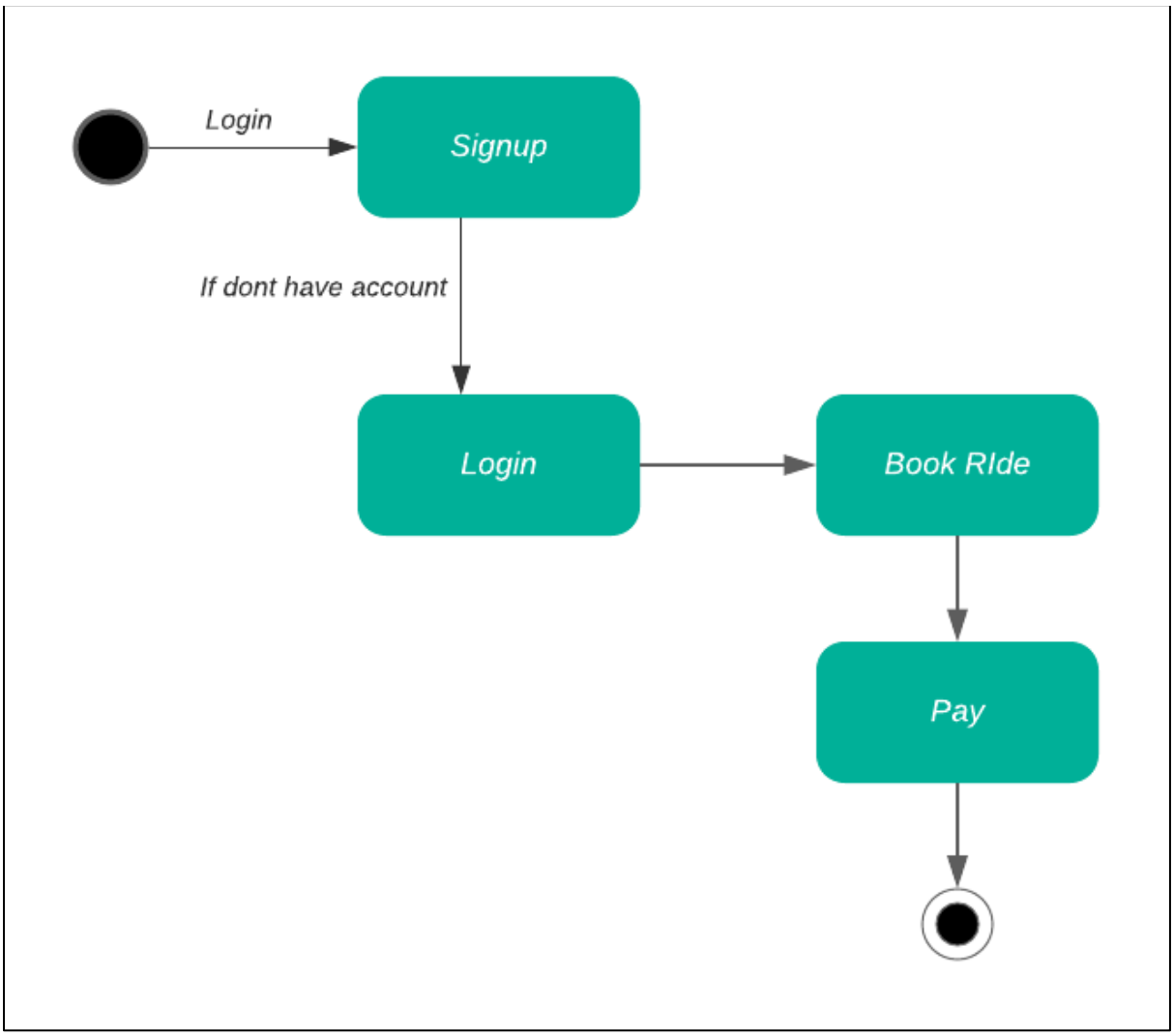
4.3. Sequence / Collaboration Diagram



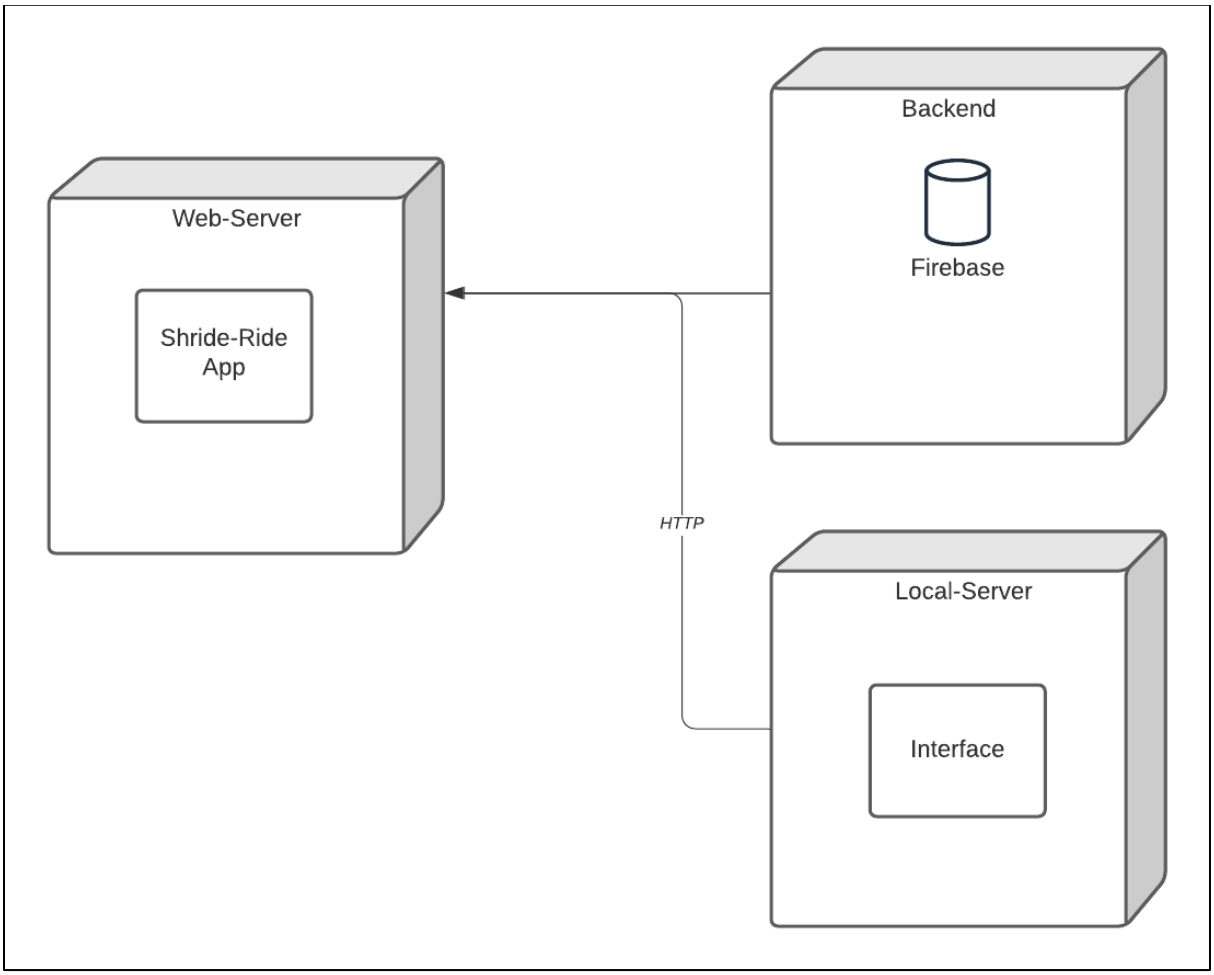
4.4. Activity Diagram



4.5. State Transition Diagram



4.6. Deployment Diagram



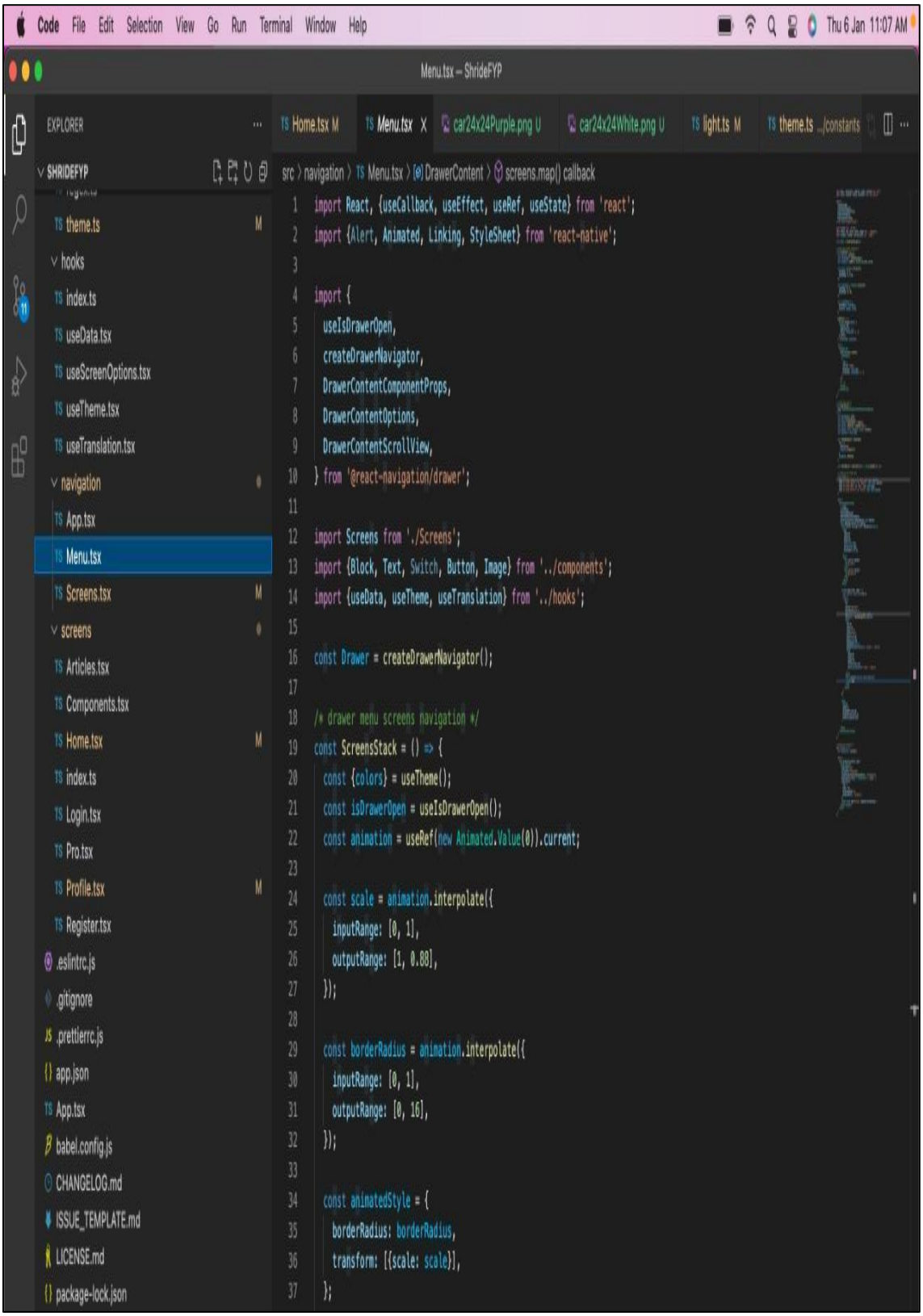
Chapter 5

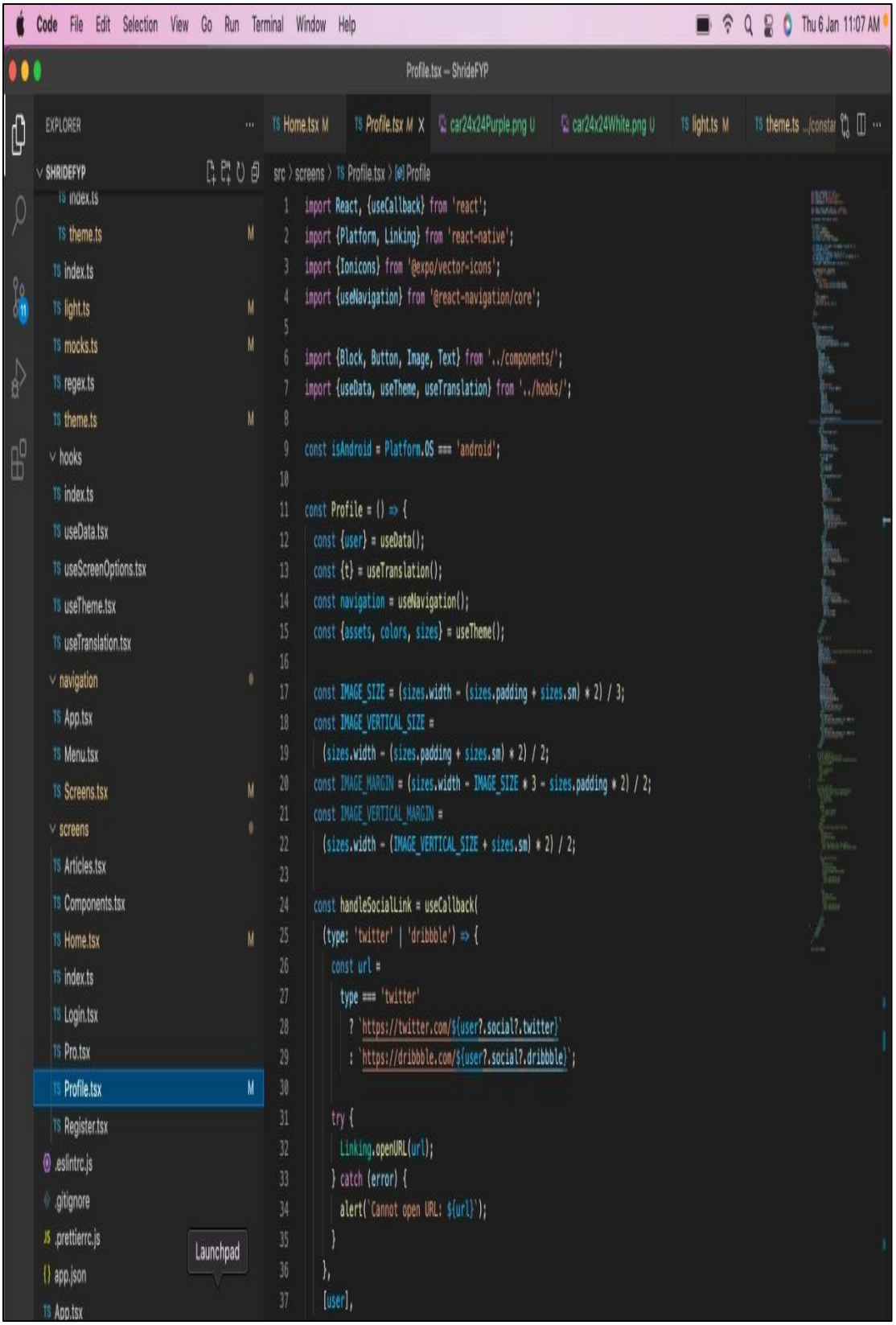
Implementation

Chapter 5: Implementation

[One of the recent advances in the world is online riding system such as swvl , Uber , Cream etc. Online shride ride app is the discipline of plaining organizing and manage also can reduce your fuel expenses.

5.1. Important Flow Control/Pseudo codes

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.eslintrc.js
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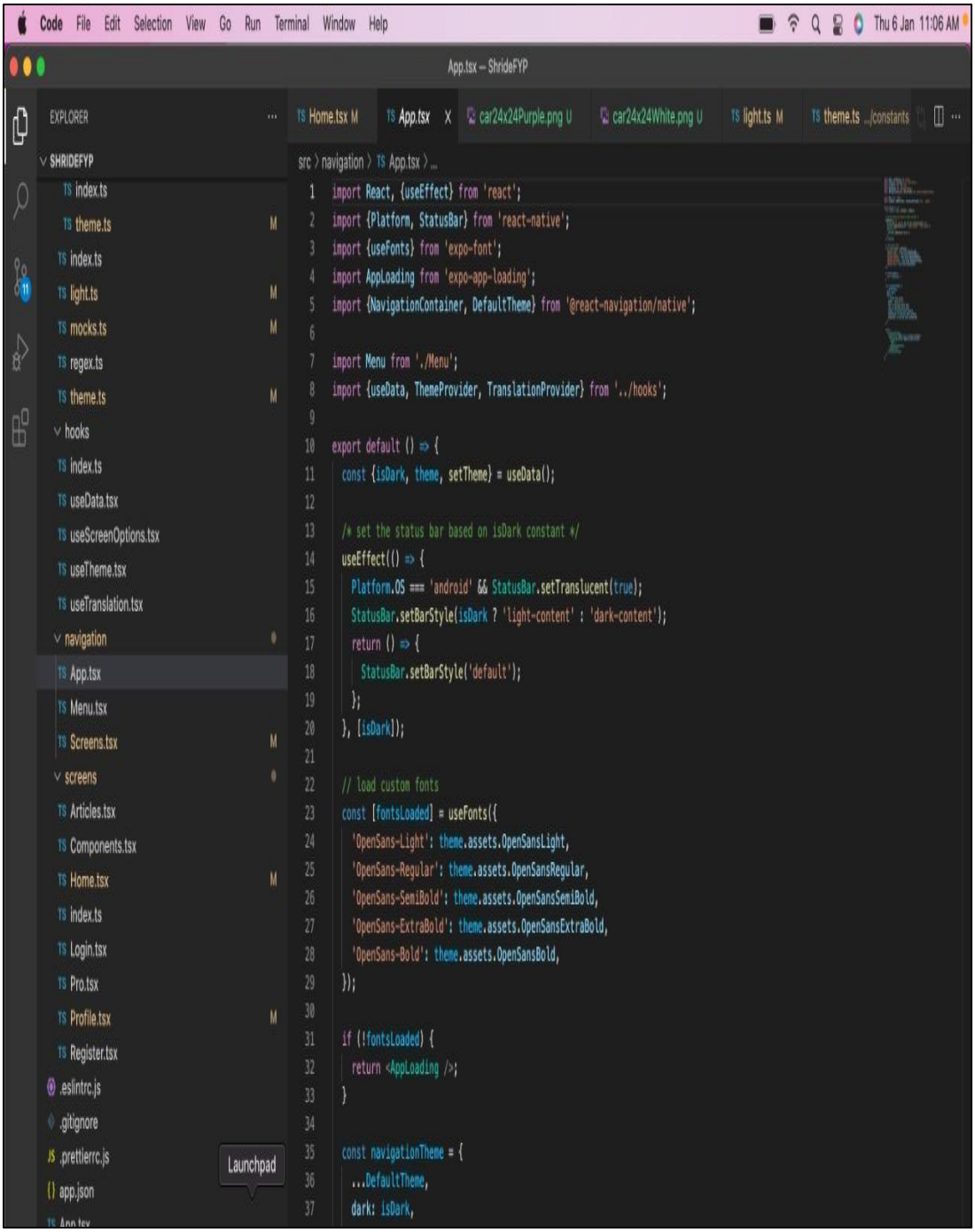
import React, {useCallback} from 'react';
import {Platform, Linking} from 'react-native';
import {Ionicons} from '@expo/vector-icons';
import {useNavigation} from '@react-navigation/core';
import {Block, Button, Image, Text} from '../components/';
import {useData, useTheme, useTranslation} from '../hooks/';
const isAndroid = Platform.OS === 'android';
const Profile = () => {
const {user} = useData();
const {t} = useTranslation();
const navigation = useNavigation();
const {assets, colors, sizes} = useTheme();
const IMAGE_SIZE = (sizes.width - (sizes.padding + sizes.sm) * 2) / 3;
const IMAGE_VERTICAL_SIZE =
(sizes.width - (sizes.padding + sizes.sm) * 2) / 2;
const IMAGE_MARGIN = (sizes.width - IMAGE_SIZE * 3 - sizes.padding * 2) / 2;
const IMAGE_VERTICAL_MARGIN =
(sizes.width - (IMAGE_VERTICAL_SIZE + sizes.sm) * 2) / 2;
const handleSocialLink = useCallback(
(type: 'twitter' | 'dribbble') => {
const url =
type === 'twitter'
? `https://twitter.com/${user?.social?.twitter}`
: `https://dribbble.com/${user?.social?.dribbble}`;
try {
Linking.openURL(url);
} catch (error) {
alert(`Cannot open URL: ${url}`);
}
},
[user],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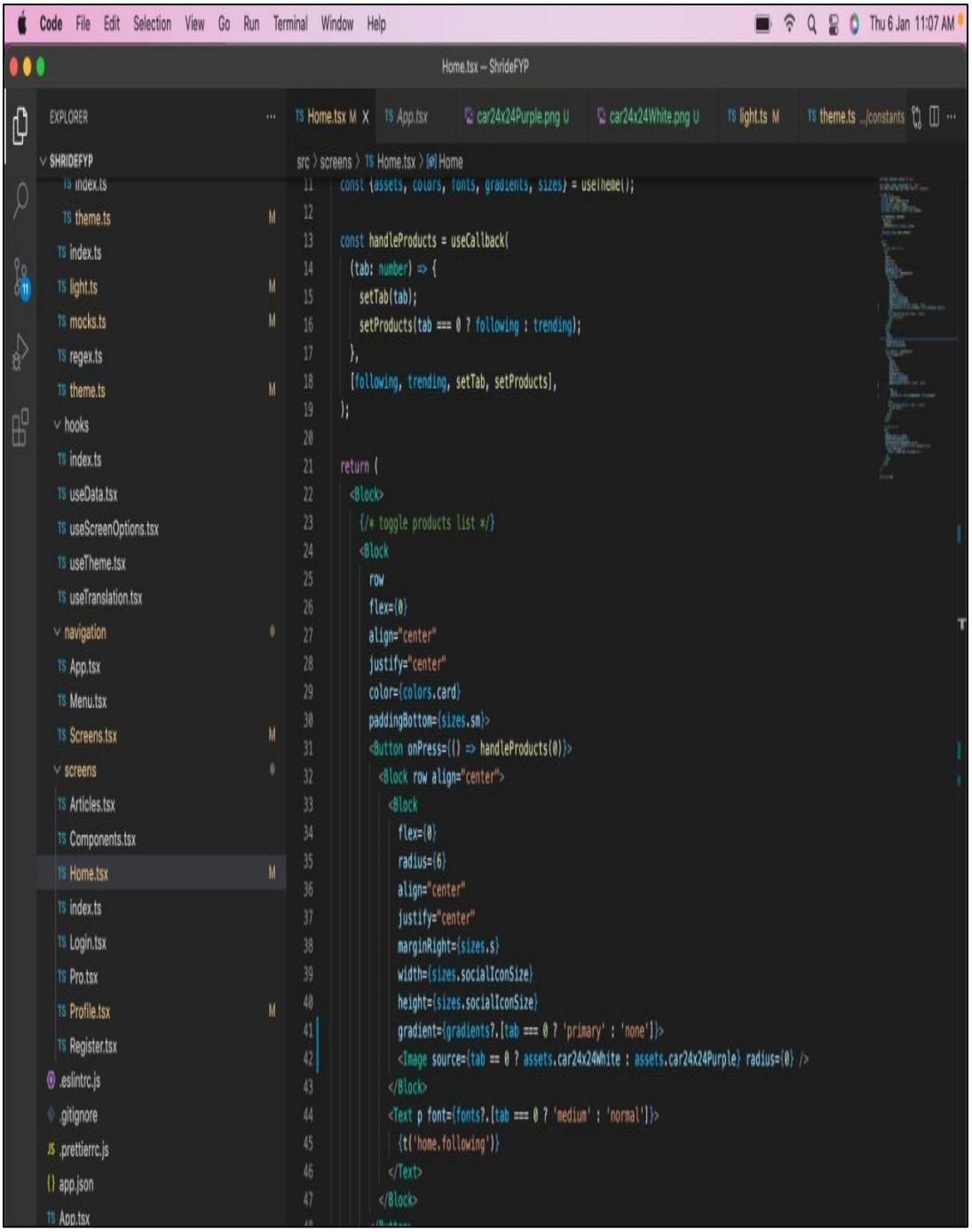
import React, {useEffect} from 'react';
import {Platform, StatusBar} from 'react-native';
import {useFonts} from 'expo-font';
import AppLoading from 'expo-app-loading';
import {NavigationContainer, DefaultTheme} from '@react-navigation/native';
import Menu from './Menu';
import {useData, ThemeProvider, TranslationProvider} from '../hooks';
export default () => {
const {isDark, theme, setTheme} = useData();
/* set the status bar based on isDark constant */
useEffect(() => {
Platform.OS === 'android' && StatusBar.setTranslucent(true);
StatusBar.setBarStyle(isDark ? 'light-content' : 'dark-content');
return () => {
StatusBar.setBarStyle('default');
};
}, [isDark]);
// load custom fonts
const [fontsLoaded] = useFonts({
'OpenSans-Light': theme.assets.OpenSansLight,
'OpenSans-Regular': theme.assets.OpenSansRegular,
'OpenSans-SemiBold': theme.assets.OpenSansSemiBold,
'OpenSans-ExtraBold': theme.assets.OpenSansExtraBold,
'OpenSans-Bold': theme.assets.OpenSansBold,
});
if (!fontsLoaded) {
return <AppLoading />;
}
const navigationTheme = {
...DefaultTheme,
dark: isDark,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const {assets, colors, fonts, gradients, sizes} = useTheme();
const handleProducts = useCallback(
(tab: number) => {
setTab(tab);
setProducts(tab === 0 ? following : trending);
},
[following, trending, setTab, setProducts],
);
return (
<Block>
{/* toggle products list */}
<Block
row
flex={0}
align="center"
justify="center"
color={colors.card}
paddingBotton={sizes.sm}>
<Button onPress={() => handleProducts(0)}>
<Block row align="center">
<Block
flex={0}
radius={6}
align="center"
justify="center"
marginRight={sizes.s}
width={sizes.socialIconSize}
height={sizes.socialIconSize}
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<Image source={tab == 0 ? assets.car24x24White : assets.car24x24Purple} radius={0} />
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{t('home.following')}
</Text>
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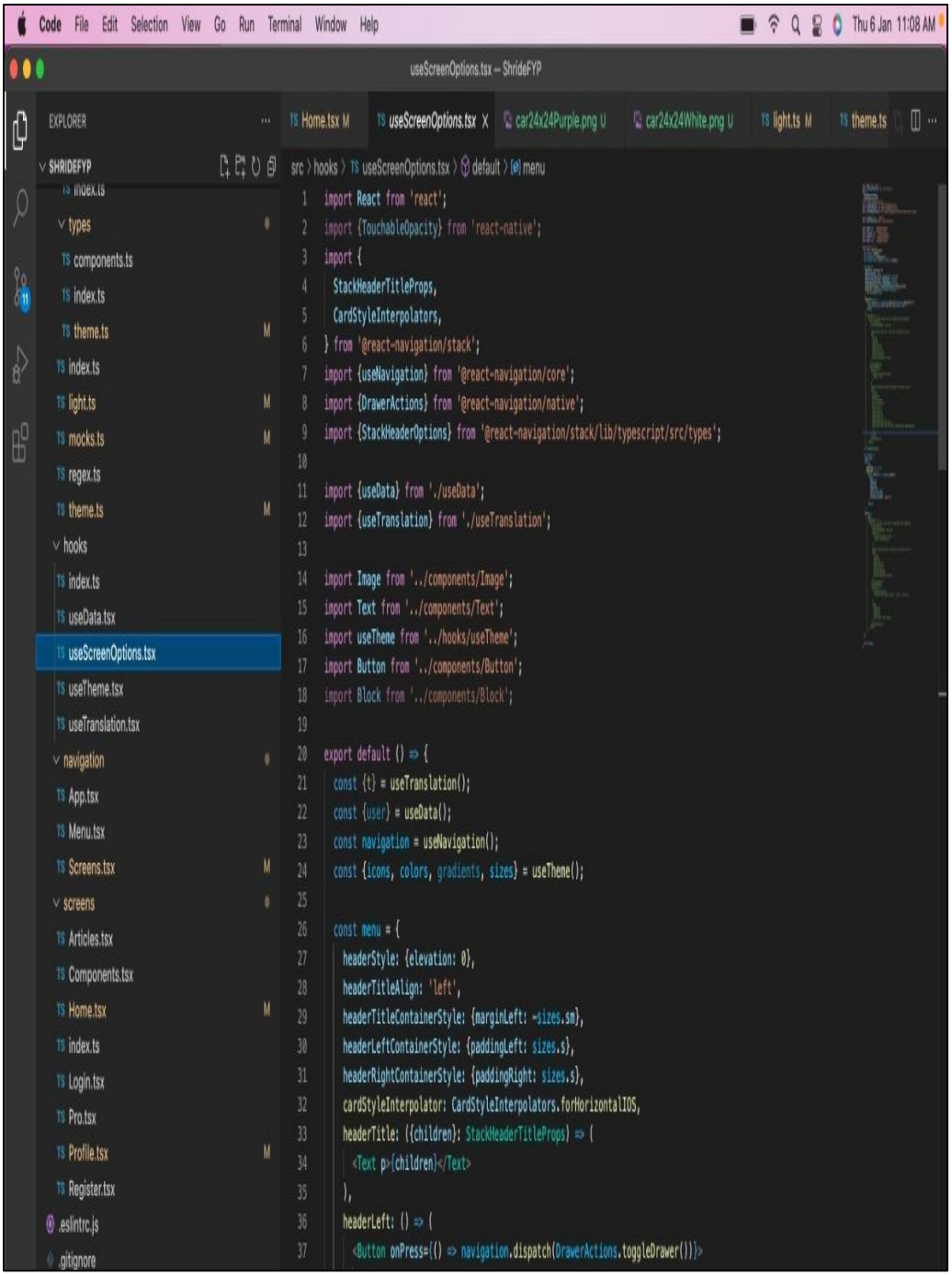
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useScreenOptions.tsx
car24x24Purple.png U
car24x24White.png U
light.ts M
theme.ts
src > hooks > useScreenOptions.tsx > default > menu
import React from 'react';
import {TouchableOpacity} from 'react-native';
import {
StackHeaderTitleProps,
CardStyleInterpolators,
} from '@react-navigation/stack';
import {useNavigation} from '@react-navigation/core';
import {DrawerActions} from '@react-navigation/native';
import {StackHeaderOptions} from '@react-navigation/stack/lib/typescript/src/types';
import {useData} from './useData';
import {useTranslation} from './useTranslation';
import Image from '../components/Image';
import Text from '../components/Text';
import useTheme from '../hooks/useTheme';
import Button from '../components/Button';
import Block from '../components/Block';
export default () => {
const {t} = useTranslation();
const {user} = useData();
const navigation = useNavigation();
const {icons, colors, gradients, sizes} = useTheme();
const menu = {
headerStyle: {elevation: 0},
headerTitleAlign: 'left',
headerTitleContainerStyle: {marginLeft: -sizes.sm},
headerLeftContainerStyle: {paddingLeft: sizes.s},
headerRightContainerStyle: {paddingRight: sizes.s},
cardStyleInterpolator: CardStyleInterpolators.forHorizontalIOS,
headerTitle: ({children}: StackHeaderTitleProps) => (
<Text p>{children}</Text>
),
headerLeft: () => (
<Button onPress={() => navigation.dispatch(DrawerActions.toggleDrawer())}>

5.2. Components, Libraries, Web Services and stubs

- React-native
- Node-js
- Firebase
- Vs-code
- Expo

5.3. Deployment Environment

- Play Store
- App Store
- Fire base Hosting

5.4. Tools and Techniques

- VS code
- Postman
- Node.js
- Firebase
- Firestore
- Real-time Db

5.5. Version Control

We will try to use the latest versions of node, react-native libraries, latest version of VS-code and firebase.

Chapter 6

Testing and Evaluation

Chapter 6: Testing and Evaluation

Software Testing is evaluation of the software against requirements gathered from users and system specifications. Testing is conducted at the phase level in software development life cycle or at module level in program code. Software testing comprises of Validation and Verification. This chapter is all about the process by which a system or components are compared against requirements and specifications through testing. We will perform all the testing phase in our project which will increase the performance of the system and improve the design of the system. The project will be stable and supportable after the testing and evaluation.

Use Case Testing

We test every use case in our project for every possible scenario. Basically use cases are descriptions of a sequence of actions that the system can perform in response to exposure of users or other software systems. Use cases represent functional requirements of the system from a user perspective, not from a technical point of view, so they allow us to accurately place priorities of the functions according to importance of results. We test registration use case to enter all possible value in a field that a common user can enter. We enter some wrong value to check the validation of a form. Use case testing is very helpful.
During testing, use cases allow you to evaluate the accuracy of implementation of user requirements and to perform step-by-step verification of these requirements.

Equivalence partitioning

Equivalence partitioning is very helpful in testing software. In our development phase we will test the entire module or form with all the validate value if we enter invalid value the software through an error that show user enter a wrong value. It is very helpful to reduce the time of testing. Every test case is cover in equivalence partitioning the valid part or the invalid part also test here. Test cases are designed to cover each partition at least once.

Boundary value analysis

Boundary value analysis is a software testing technique used to check the error at the boundaries of an input domain. In simple words the input is divided into higher and lower end values. If these values pass the test, it is assumed that all values in between may pass too. For example if we enter password in number the boundary value is including all the positive number. The input domain is all the positive number negative number is not included. We will perform the boundary value analysis in our project.

Data flow testing

In development process the data flow testing done to ensure the working of all the variables that are used in our project. Data Flow Testing is a type of structural testing. It is a method that is used to find the test paths of a program according to the locations of definitions and uses of variables in the project. Basically we use Data Flow Testing to control flow graph to find the situations that can interrupt the flow of the project.

Unit testing

During the development process, unit testing will be done to ensure that the entire modules are built correctly. Every smallest module that is the part of the application will be test individually and independently are tested to determine whether they are fit for use.

Integration testing

Integration testing will be done after we have built the entire component and combined them into the application. We will test the database, the web coding and the user interface and other functionalities here.

Performance testing

It is a testing technique carried out to determine system performance in terms of sensitivity, reactivity and stability under a particular workload. We will perform this testing technique in our project. We add a different project or we will add many workers in our projects to test the performance of the application. We will check the stability or sensitivity of our project under a particular workload.

Stress Testing

We will perform stress testing in our project. Stress testing is a type of software testing that verifies the stability and reliability of the system. We will make the project stable or reliable. This test particularly determines the system on its error handling under extremely heavy load conditions. We will add a particular workload in our project to check the reliability. And will verify the stability of our project.

Chapter 7

Summary, Conclusion and Future Enhancements

Chapter 7: Summary, Conclusion & Future Enhancements

7.1 Project Summary

Project Name : shride pulling app

This application is all about reduce expenses. In this application you can share ride with peoples to reduce fuel expenses. As you know that fuel prices increase day by day , so this application is good for that people who can not afford fuel expenses so they can share rides with peoples.

7.2 Achievements and Improvements

Our achievements is that our people travel with minimum fuel expenses and with the time we improve our application for example High security we mention as well per head charges with the number of travellers.

7.3 Critical Review

Critical review for this project is that we have travelling app. Positive review is that people travel in this car with minimum fuel charges and other people of this car can easily travel in minimum time. Negative review is that some unknown people can perform a action like thief and all that, but we give a high security like travelling personal information and id card number etc. our motive is high security because this is more important than anything.

7.4 Lessons Learnt

We learn a lot of things in this project. How to make diagrams and how to make a professional work. I learn react for this project so this is very helpful for our future. we learn how to tell what we did in this project. Communication with teachers and supervisor.

7.5 Future Enhancements/Recommendations

Future enhancement is that we work hard on our project if people like this idea we make sure all features work 99%. I recommend this project is very important for our future. Who cannot afford our ride comfortable on our car they can take advantage of this application.

ORIGINALITY REPORT

13%	11%	0%	9%
SIMILARITY INDEX	INTERNET SOURCES	PUBLICATIONS	STUDENT PAPERS

PRIMARY SOURCES

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2	Submitted to Higher Education Commission Pakistan Student Paper	2%
3	Submitted to Embry Riddle Aeronautical University Student Paper	1%
4	www.wapda.gov.pk Internet Source	1%
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Exclude quotes	Off	Exclude matches	Off
Exclude bibliography	On		