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Rescue Pet Android Application

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Abstract: *ResQ-Pet caring system is comprehensive system for welfare of stray dogs. In present scenario many stray animals do not have shelter and also starve for food. Very frequently some dogs meet with severe road accidents and necessary care to be taken is not known for many, in such cases it is hard to find emergency contact. There is a necessity to control the population of stray dogs because they act as carriers for various contagious diseases like rabies, brucella etc. Pet adoption is an efficient way to reduce stray dog population. This app helps in keeping track of number of dogs rescued and adopted, also displays some necessary actions to be taken during an emergency. This app also provides a payment portal for donation. The entire operations will be under administration of certain organizations that work for the purpose of stray dog welfare.*

Keywords: *Stray Dogs, Emergency, Administration, Volunteer.*

I. INTRODUCTION

ResQ-Pet Caring system has risen to the call to help thousands of animals in unfortunate situations like accidents, lack of shelter, starving, some animals are being abandoned on the streets by their owners etc. Animals have been left on the streets with no access to food, water, shelter or emergency first-aid. They are being found in a pitiable state of neglect, most of them are extremely dehydrated, starving and too weak to even walk to fend for themselves. At Ballari, we found an NGO named “CARE FOR PETS” which helps to overcome above mentioned consequences. While discussing about the facts related to helpless animals with the founder of NGO, we have noticed that the work carried at NGO is more complicated as it had no digital support. So, we came up with an idea to develop an application that is easily accessible to any individual at their finger tip. According to the NGO, there are over 10,000 stray animals within the premises of Ballari City that are left homeless. It would be difficult for the NGO to provide shelter or any necessary help for this huge population of stray animals. So, this application promotes an idea of stray animal adoption which comparatively reduces the stray animal population. ResQ-Pet Caring System is an android application that acts as a medium of communication for NGO to help rescue stray animals and provide any necessary help in easier way. It provides a user-friendly interface where users can access the application to seek help, adopt pets, donate or register themselves as a volunteer to serve for NGO. This app helps in keeping track of number of dogs rescued and adopted, also displays some necessary actions to be taken during emergency

II. LITERATURE SURVEY

In paper [1], The Author discussed recognizing emotions is automatically and subconsciously performed by humans. It is important process for communication, and to achieve better human-machine interaction, emotions need to be considered. There are three major approaches for quantifying namely, categorical, continuous and appraisal-based.

In paper [2], The author recognition from a person's speech is a beautiful field of speech signal processing. It is drawing more attention in the applications where emotion recognition eases the speaker identification and mental status, such as in criminal investigation, intelligent assistance, detecting frustration, disappointment, surprise/amusement, health care and medicine and a better Human Computer Interface. The speech emotion recognition involves analysis of the speech signal to spot the acceptable emotion supported training its features like pitch, formant and phoneme.

In paper [3], The author proposed the concealed emotional speech refers to the act of suppressing the true state. Though Speech Recognition works in the past considered that only standard are expressed in a speech signal, it need not be true in the real time scenario. Under many conditions detection of the emotion being suppressed is very important as it reflects the true emotional state. A micro-expression is the innate result of a voluntary and an involuntary emotional response occurring simultaneously and conflicting with one another. The basic idea of recognizing emotion is to understand the true emotional state the person possess. Though the emotion recognition helps us to find out the standard emotional state of the individual, sometimes it may not be the true emotion possessed. So, Ekman and Friesen in 1969 discovered the existence of micro expression. It reveals concealed emotions of individuals.

In paper [4], The author convey speech recognition got its first jump-start in AT&T's Bell Labs in 1936 when researchers developed the first electronic synthesizer.

In paper [5], The author proposed speech emotion recognition has been formulated as a pattern recognition problem that involves feature extraction and emotion regression. Bring out meaningful and informative sets of features has attracted the emotion recognition community. The advanced researches on computerized speech emotion acknowledgment specialise in the paralinguistic channel of speech, with the extrication of acoustics descriptors, mainly, identified with prosody also as spectral highlights.

III. PROBLEM STATEMENT

To design and develop an android application that acts as an interface between NGO and people belonging to community to make their work easier for rescuing stray animals and provide them shelter and food, also help with adoptions.

IV. EXISTING SYSTEM

Currently, consulting the NGO volunteers for any sort of rescue is done in a traditional telephonic way. Volunteers would trace the location of the rescue manually or by seeking help from people nearby. The correct information regarding any help or rescue is difficult to as the documentation is written into the ledgers. Most people are not aware of services available at the NGO as there is no mode to share the information.

V. METHODOLOGY

Methodology proposed in this work is discussed below:

A. System Architecture & Design

The system architecture for this application is done in such a way that it acts an interface for people and NGO. Any person can easily access this application at their finger tip. This application can easily allow people to ask for help, donate for NGO, adopt animals, ask any necessary help required in terms of pet care taking. Anyone can easily access this application as a user or volunteer themselves to serve for NGO. On emergency, this application even provides a emergency option through which any user can easily post a emergency seek of help, where he can click a picture of animal and post it with the location tagged. Emergency requests will only be handled by the admin.

- 1) *Admin:* Admin can manage all the request raised by user. A user can capture and post a picture of animal into the application, where admins requests to the nearest volunteers. Admin can manage all the users and volunteers that are logged into the system.
- 2) *User:* Any end-user can login himself as a user by registering into the application. On successful registration as a User/Volunteer. He can donate, adopt, ask questions, check recent announcements and tract his request.
- 3) *Volunteer:* Any user can register himself as volunteer and choose to serve for NGO. As a volunteer, one can make announcements, track requests, manage users.

VI. RESULTS

The proposed system results are expressed below:

- 1) User needs to register to access the application. Once they register, they can login to the application with accurate username and password. Once if they login they can upload stray animal pic to the application or even raise complaints. donations can be cash. User can adopt the pet, with just a single click at his/her finger-tip.

- 2) Volunteer should first register to get the access. Once registration is done, they can login to the application with accurate credentials. They get notified about the user requests and complaints. Volunteer can adopt pet as well. Volunteer can track location of rescue through user request or pic uploaded by the user. The one who will win the bid, he will get the mail to his registered email id about you got the product and product.

- 3) Admin can access the application with accurate credentials. They verify and activate user/volunteer, they can modify the database related to volunteer. They can view the user's request and revert them to specific volunteer if no one has attended to it. They verify the Request for fallacy, if fake request being found volunteer can warn the user or even deny their access to the app. If any important update about the NGO or if any funds required then admin could notify the users and volunteers about the same.

VII. CONCLUSION

We are building a mobile application which will help to save the pet's life in emergency condition. This application would reduce the problems faced by the community due to stray animals because people can just put the vulnerable stray animals to rescue with just a single click, this application is also a great thing for the NGOs because now they would get the information of the animals to be rescued directly to their mobile due to which their work of rescuing would be done more efficiently with greater ease.

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