Donation for Education Application Using Flutter Framework

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Abstract— Access to education is a fundamental right that should be available to everyone, regardless of their financial circumstances. Unfortunately, many individuals are unable to pursue their educational goals due to financial constraints. Donations for education can help bridge the gap between the education needs of the disadvantaged and the resources available to them. In this paper, we introduce our new donation for education app, which has been designed and developed using the Flutter framework. Our app provides a user-friendly platform that makes it easy for donors to contribute to educational initiatives. With our app, users can easily browse through different education projects, make donations, track their contributions, and receive updates on the progress of the projects they support. The donation for education app built using the Flutter framework aims to make education accessible to all. Our app provides an intuitive user interface that enables users to navigate through different education projects and make donations effortlessly. The app offers a comprehensive range of features that make it easy for users to stay informed about the progress of the projects they support.

One of the key features of our donation for education app is the user authentication system. We understand the importance of ensuring that donations are directed to those who truly need them. That's why we have implemented a user authentication system to verify the authenticity of donation requests. Users who wish to receive donations for educational purposes must first provide proof of their enrollment in a school or educational institution, along with a brief explanation of their financial need. This way, we can ensure that donations are directed to individuals who truly need them. Another essential aspect of our app is that it allows donors to engage with other donors and project organizers. Users can share their thoughts and ideas with other like-minded individuals, discuss education-related issues, and stay informed about upcoming events and projects. This feature helps to create a sense of community among users and fosters a culture of giving and support. Our donation for education app also provides donors with a range of payment options, making it easy for them to contribute to education causes from anywhere in the world. The app supports multiple payment gateways, including credit cards, debit cards, and PayPal, ensuring that users can donate using their preferred payment method.

Keywords— education, donations, Flutter framework, mobile application, user authentication, project browsing, donation management, communication, payment processing;

I. INTRODUCTION

Education is a fundamental human right, and it plays a significant role in shaping an individual's future. However, access to education is not universal, and it is often hindered by financial constraints. Millions of children around the world are denied access to education because of poverty, wars, natural disasters, or other forms of social and economic marginalization. In many cases, families cannot afford to pay for their children's education, leaving them with limited opportunities to improve their lives. Donations for education can play a critical role in addressing this problem by providing financial support to those who cannot afford to pay for education. Donations can help provide school fees, uniforms, textbooks, and other educational materials. They can also fund school infrastructure and teacher training. Donations can help break the cycle of poverty and empower individuals and communities to build better futures for themselves. However, donating to education causes can be a daunting task, especially for those who are not familiar with the education system or who do not have access to information about education projects. Donors may not know where to find education projects, how to donate, or how their donations will be used. They may also be concerned about the transparency and accountability of education projects. The development of mobile applications has revolutionized the way people interact with each other and the world around them. Mobile applications can be used for a variety of purposes, from entertainment to business to social interaction. They can also be used to promote social causes, such as education. Mobile applications can help connect donors with education projects and facilitate the donation process. They can also provide transparency and accountability by allowing donors to track their donations and monitor the progress of education projects. In this paper, we discuss the design and development of a donation for education app using the Flutter framework. The Flutter framework is an open-source mobile application development framework created by Google that allows for the creation of native applications for both Android and iOS platforms. The donation for education app built using the Flutter framework aims to provide a platform for donors to contribute to education causes easily. The app's features, such as user authentication, project browsing, donation management, communication, and payment processing, will make it easy for donors to support education causes. The donation for education app will provide an easy-to-use platform for donors to contribute to education causes. Users can create an account and browse education projects by category, location, and other parameters. They can read project descriptions and view photos and videos to learn more about the projects. The app will also allow users to donate to education projects securely and easily. Users can choose to make a one-time
donation or set up a recurring donation. They can also choose to donate anonymously or publicly. The app will also provide users with tools to manage their donations, track their contributions, and receive updates on the progress of the projects they support. This donation app will also provide a platform for donors to engage with other donors and project organizers. Users can join discussion forums, share stories and experiences, and connect with other like-minded individuals who are passionate about education. The app will also allow project organizers to communicate with donors, share project updates and milestones, and provide feedback on how donors' contributions have made a difference. The development process of the donation app is divided into several stages, including requirement gathering, design, development, testing, and deployment. The app will be developed using the Flutter framework, and it will be tested on both Android and iOS platforms to ensure compatibility. The app's user interface will be designed to be user-friendly and intuitive, and the app's backend will be designed to be secure and reliable. The donation for education app built using the Flutter framework aims to make education accessible to all. By providing an easy-to-use platform for donors to contribute to education causes, the app can help bridge the gap between the education have and have-nots. The app can help increase the number of children who have access to education and improve the quality of education in underprivileged communities. It can also help reduce the burden on families who cannot afford to pay for their children's education and reduce the number of children who drop out of school due to financial constraints. The donation for education app can also help promote transparency and accountability in education projects. By allowing donors to track their donations and monitor the progress of education projects, the app can help ensure that donations are used for their intended purpose. It can also help project organizers provide feedback to donors on how their contributions have made a difference and provide updates on the project's milestones and achievements.

II. LITERATURE SURVEY

Pradnyaa Battin and Dr. S.D. Markande [1] have come up with an innovative mobile application that helps individuals reach a specific location within a desired time frame. In today's fast-paced lifestyle, people are often caught up in their busy schedules and tend to forget important tasks. Many times, people remember their tasks only after they have already passed the relevant location. Going back to that location can be time-consuming and tiresome. But with this application, timely reminders can be set to alert users of their tasks at the right time and place, reducing the chances of missing out on important locations. This application makes it convenient for users to identify nearby locations of interest, even if they are unfamiliar with their current location. With just a few taps on the user's fingertips, the desired locations can be easily located, ensuring that tasks are accomplished efficiently and without any unnecessary delays. Say goodbye to missed appointments or forgotten errands with this user-friendly and efficient mobile application. It's a handy tool that helps users stay organized and on top of their tasks, reducing time loss and frustration.

Sandro Rodriguez Garzon and Mustafa Elbehery [2] have been championing the concept of cross-platform improvement for quite some time now. But recently, it has gained remarkable momentum, revolutionizing the way code is written and making it easier to operate on multiple platforms with the hassle of creating redundant copies of code. To achieve this, they have developed an ingenious application that leverages popular cross-platform tools like Flutter and cutting-edge web technologies to fetch and process data from a server in the form of client-server architecture. Their proposed shipment tracking system is powered by Flutter and utilizes Firebase as the backend database in the mobile application, which seamlessly runs on both Android and iOS platforms. The system also employs Node.js as the backend server and features a web-based application that can be accessed on Windows, Linux, and MacOS, providing services to transportation companies and their customers to move cargo across any country. The system allows for efficient management of multiple branches and utilizes GPS technology to track and provide real-time location updates of shipments to the customers of the transportation company. It's a game-changer for the logistics industry, streamlining operations and enhancing customer experience.

Noelia Salido-Andres et. al. [3] conducted a study on the intersection of offline and online fundraising for non-profit agencies in the digital era, as described in their paper titled "Nonprofit Agency at the Crossroads of Offline and Online Fundraising in the Digital Era". The objective of the study was to examine the extent to which donation-based crowdfunding (DCF) campaigns promoted through digital platforms impact the number of target beneficiaries. The researchers performed quantitative analysis using a database of 360 campaigns facilitated by non-profit organizations through Microdonations, a donation-based crowdfunding digital platform, over a period of 2012-2017. The results revealed that successful donation-based crowdfunding campaigns for charitable causes, promoted through digital platforms, tend to be small in scale and limited in terms of the number of potential beneficiaries intended to be supported. This research sheds light on the dynamics of fundraising for non-profit agencies in the digital era, indicating that while donation-based crowdfunding campaigns can be successful, they often focus on specific and relatively small-scale projects with limited reach in terms of the number of beneficiaries. These findings contribute to the understanding of the evolving landscape of fundraising practices in the nonprofit sector in the digital age.

Yue Qui and Chunxian Liu [4] presented a groundbreaking paper introducing an innovative mobile app driven by the concept of social innovation design, focused on in-kind charitable donations. In their research, they developed a mobile app called "Afu" that aims to facilitate public engagement in charitable giving for those in need in China. The app was designed with the goal of promoting mutual respect and collaboration among all charity contributors, enhancing the efficiency of civil donations, and making charity a more accessible and inclusive activity for everyone. The design concept of "problem-solving and meaning-building" was applied to the development of AFU charity service, addressing the challenges associated with lack of trust, limited information, and the need for a better charity experience. The app's design is geared towards overcoming these obstacles and building a meaningful connection between donors and recipients, while also fostering a sense of community and social cohesion. Through their innovative approach to social innovation design, Yue Qui and Chunxian Liu's "Afu" app has the potential to revolutionize charitable giving in China, creating a more efficient, transparent, and user-friendly platform for individuals to contribute to charitable causes and make a positive impact in their communities.
Hridoy Deb Das et. al. [9] proposed an innovative paper on a geo-localized based blood donor management system using mobile crowdsourcing. The paper addresses the challenges of finding blood donors during emergency situations when time is of the essence. The authors present an architecture and prototype of a blood donation system that utilizes crowdsourcing through smartphones. With the help of GPS technology, the system allows blood requesters to search for donors of desired blood groups in their nearest vicinity. The system aims to optimize the handling and redistribution of surplus food by retailers. By utilizing IoT sensors and data analytics, SIVEQ monitors the expiration dates of food products in real-time, identifies surplus food that is approaching expiration, and triggers automated processes to efficiently redistribute the surplus food to food-aid organizations, thus reducing food waste. The proposed system has the potential to improve the efficiency and effectiveness of surplus food redistribution processes, thereby reducing food waste and contributing to the valorization of surplus food. The use of IoT and big data analytics in this system represents a novel approach to addressing the issue of food waste in the agri-food sector, and the paper provides insights on how technology can be harnessed to tackle this global challenge.

H Saleh et. al. [6] proposed a paper on a platform for monitoring donations of charitable foundations, utilizing blockchain technology. The paper focuses on providing transparent accounting of operations involving donors, charitable foundations, and recipients through the use of blockchain, allowing public users and donors to track and monitor the flow of charity funds. The proposed system is developed as part of a project supported by the government of the Russian Federation under the topic "Development of a platform for hosting and tracking donations of funds for charitable purposes using distributed registry technology" as part of the "Digital Economy of the Russian Federation" initiative. The system utilizes blockchain technology, specifically the Ethereum blockchain platform, with smart contracts implemented using Solidity language, and the server component developed on Node.js platform using JavaScript. The paper suggests that the use of blockchain technology in domestic charitable organizations, both at individual and state levels, can make donations more effective and reliable. By leveraging the transparency and security features of blockchain, the proposed system aims to provide a transparent and accountable platform for monitoring and tracking donations, enhancing trust and confidence in the charitable sector. The use of blockchain technology in the proposed system has the potential to improve the transparency and accountability of charitable organizations, allowing donors and the public to track and verify the flow of funds. This can help prevent fraud, ensure that donations are used for their intended purposes, and build trust among donors and recipients. The paper's contribution lies in its application of blockchain technology to monitor and track donations in charitable foundations, potentially enhancing the effectiveness and reliability of charitable activities.

Aaron Ciaght's paper titled "Smartphone-based Waste Food Supply Chain for Aurangabad City using GIS Location-based and Google Web Services" [7], published in 2014, presents a client-server GIS and smartphone application aimed at creating a hunger-free city. The smartphone application allows users to donate food to charities for the benefit of hungry individuals. The donors can enter basic information such as the latitude and longitude of the waste food, type of waste, cost, and contact number through the app. Charities can then pick up the donated food and distribute it to those in need. The registration data is stored in a server database, where charities can access the entries of donors in a tabular format and find the optimal route from donor locations to the nearest charity along with the route information. This system aims to streamline the process of donating and distributing waste food to hungry individuals by leveraging GIS and smartphone technology. The system provides a platform for donors to easily donate food and for charities to efficiently collect and distribute the donated food to those in need. The use of GIS and Google Web Services allows for location-based optimization of the supply chain, ensuring that the donated food reaches the intended recipients in a timely manner. The paper's contribution lies in proposing a smartphone-based solution that leverages GIS and web services to create a more efficient and transparent supply chain for donating and distributing waste food. By utilizing technology, the system aims to address the issue of hunger in Aurangabad city by facilitating the donation of food from donors to charities and ultimately to hungry individuals, potentially reducing food waste and helping those in need.

Kai Qian et al. [8] put forth an important paper addressing the crucial issue of enhancing cellphone security. With smartphones becoming increasingly advanced, users rely heavily on their phones for various tasks such as banking, online shopping, and more, which involve storing sensitive personal information such as credit card details and banking information. Therefore, ensuring robust security measures on smartphones is imperative. The paper delves into understanding risk models and security vulnerabilities, which form the foundation for secure system design, development, and testing. The authors highlight the significance of risk-driven security requirements and protective measures throughout the Secure Software Development Life Cycle (SDLC), including design principles, code implementation, and testing. The paper specifically focuses on various threats to mobile security, such as inappropriate platform utilization, insecure data storage, accidental data leakage, insecure communication, insecure authentication and authorization, mobile input injection vulnerabilities, reverse engineering, and code tampering. By comprehensively examining these threats, the paper provides valuable insights into addressing the challenges of enhancing cellphone security and mitigating potential risks. The findings of this paper have significant implications for the field of mobile security, providing insights into best practices and strategies for ensuring robust security measures in the development and usage of mobile devices. With the ever-increasing reliance on smartphones for sensitive tasks, the research presented by Kai Qian et al. is a timely and critical contribution to the field of mobile security.

Davide Scizzoli et al.’s [5] paper titled "Integrated System for the Valorization of Surplus Food" [10] proposes a system to address the challenge of food waste, which is a significant issue in the agri-food sector. Globally, about one third of food produced is wasted annually, while a large number of people, approximately 815 million, do not have access to sufficient and nutritious food. Food waste not only represents an economic loss for the agri-food supply chain and society, but also contributes to environmental degradation. The paper focuses on the role of retailers in food waste, as they contribute to 14% of the overall food waste, with products reaching their expiration date being a main cause. While food donations are increasing, the process of redistributing surplus food to food-aid organizations is often ad hoc and lacks formalization, leading to potential inefficiencies. Surplus food that is near its expiration date, if not handled properly and timely, eventually becomes waste. To address this issue, the authors propose a systematic solution called SIVEQ, which leverages novel technologies such as the Internet of Things (IoT) and big data analytics. The system aims to optimize the handling and redistribution of surplus food by retailers. By utilizing IoT sensors and data analytics, SIVEQ monitors the expiration dates of food products in real-time, identifies surplus food that is approaching expiration, and triggers automated processes to efficiently redistribute the surplus food to food-aid organizations, thus reducing food waste. The proposed system has the potential to improve the efficiency and effectiveness of surplus food redistribution processes, thereby reducing food waste and contributing to the valorization of surplus food. The use of IoT and big data analytics in this system represents a novel approach to addressing the issue of food waste in the agri-food sector, and the paper provides insights on how technology can be harnessed to tackle this global challenge.

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location. The system is designed to enable requesters to search for multiple donors in parallel and request for multiple blood groups, saving time in the process. By leveraging the power of mobile crowdsourcing, the proposed system aims to make it easier and quicker to locate blood donors within a 5km radius of the requester's location or destination. This innovative approach has the potential to greatly improve the efficiency and effectiveness of blood donation management, especially during emergencies, where time is critical in saving lives. The paper's contribution lies in its novel application of mobile crowdsourcing for blood donation management, utilizing location-based information and GPS technology to connect blood requesters with potential donors in the nearby area. This could have significant implications for improving blood donation processes, enhancing emergency response capabilities, and saving lives by facilitating quicker access to blood donors.

Junho Jeong et. al. [10] proposed a paper on a personal donation system based on blockchain for transparency and privacy. The paper addresses the issue of lack of transparency in sponsoring agencies and the need to protect the privacy of sponsors and resource recipients in the donation process. The proposed system utilizes Hyperledger Fabric, a blockchain technology, to enhance the transparency of sponsoring organizations and protect the privacy of sponsors and resource recipients. The system consists of three processes: system user registration and login, resource recipient verification, and candidate recommendation. In the first process, users register and login to the system as regular users, with their email, password, and membership status stored in the database. In the second process, the transaction is recorded in the resource recipient and public administration channel to verify the resource recipients. Finally, in the third process, the donation organization provides a list of candidates to the sponsor who requested the resource recipient recommendation, using de-identified information to protect privacy. The proposed system aims to improve transparency in sponsoring agencies by leveraging blockchain technology, while also protecting the privacy of sponsors and resource recipients. This could potentially enhance trust in donation processes, encourage individual donations, and contribute to reducing social inequality by ensuring that donations reach their intended recipients in a transparent and privacy-preserving manner.

The paper's contribution lies in its application of blockchain technology to enhance transparency and privacy in the donation process. By leveraging the capabilities of Hyperledger Fabric, the proposed system has the potential to address the challenges of lack of transparency and privacy concerns in traditional donation systems, making it a valuable contribution to the field of donation management.

III. PROPOSED METHODOLOGY

A. Proposed System Architecture:

![Fig.1 System architecture](image-url)

As we can see from Fig.1 the application being described is designed to manage donations and authenticate users. It features a mobile application that is built using [11] Flutter, a framework created by Google to enable cross-platform access to all users. With Flutter, one codebase can be used to develop applications that work seamlessly across various platforms like iOS, Android, and web.
browsers. This means that users can access the application on any device or operating system they prefer, without needing to develop separate versions of the app for each platform.

In terms of user authentication, the mobile application offers two options for creating an account. Users can sign up using their Google account or Facebook account. Once signed up, the application stores the user's information in the Firebase database. Firebase is a cloud-based platform that offers various services like storage, and database management for mobile and web applications. By using Firebase, the application can securely store user data and offer authentication services to ensure that only authorized users can access the app. The application uses Firestore, a NoSQL document database also provided by Firebase, to store all donation details and user documentation. Firestore allows the application to store and retrieve data in real-time, enabling the app to update and display the latest donation details to the users. Additionally, Firestore enables the application to easily search and filter donation data based on various parameters, making it easier for users to find the information they need.

To complete the donation payment process, the application integrates with two popular payment gateways: Visa payment and Paytm. Payment gateways are services that allow applications to securely process payments from users. By integrating with Visa and Paytm, the application can offer users a convenient and secure way to make donations. The payment gateway integration is done using API payment gateways, which means that the application can communicate with the payment gateways using a set of predefined rules and protocols.

Overall, the application's architecture is designed to provide a seamless and secure experience for users who want to make donations. By using the Flutter framework, Firebase authentication, and Firestore database, the application can offer cross-platform support, robust authentication, and real-time data management. The integration with Visa and Paytm payment gateways makes it easy for users to complete the donation process securely and efficiently.

### B. System Overview:

As Fig. 2 the donation for education app is a powerful tool designed to connect donors with eligible recipients and help fund education for those in need. One of the key features of the app is its robust user authentication system, which ensures that donations are given only to the right people. To begin the authentication process, the app requires users to create an account and submit their personal and financial information. This information includes name, address, phone number, email address, financial documents, and school or college proof. The information is then reviewed by the app's administrators to confirm the user's eligibility for donations. The app offers two types of donations, monthly and one-time donations. Monthly donations are recurring payments that

Fig. 2 Information Architecture

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are automatically deducted from the user's account on a monthly basis, while one-time donations are single payments that can be made by the user at any time. The app's profile management system allows users to manage their donations, view their donation history, make changes to their personal Preferences and financial information, and manage their payment. On the admin side, the app features a donation management system accessible only through the Firebase console. This system enables administrators to review and approve donation requests, manage donor information, and view donation history. Additionally, administrators can track usage statistics to gain insights into the app's user base and the impact it is having.

In the future, the donation for education app aims to expand its reach and impact by implementing several new features and enhancements. These include:

1. Improved user experience: The app will undergo continuous improvements to ensure that users have a seamless experience when using the app, making it easier for donors to connect with eligible recipients.
2. Expanded payment options: The app will offer more payment options to cater to the diverse needs of its users, making it easier for them to donate.
3. Enhanced security: The app will strengthen its security features to safeguard user data and prevent unauthorized access to user accounts.
4. Integration with social media: The app will be integrated with social media platforms, making it easier for users to share their experiences with others and encourage more people to join the cause.
5. AI-based recommendation system: The app will use machine learning algorithms to suggest eligible recipients based on user preferences and donation history.
6. Gamification: The app will incorporate gamification elements to encourage user engagement and make the donation process more fun and rewarding.

The donation for education app is a powerful tool that has the potential to transform the lives of countless individuals by enabling access to education. With its user authentication system, donation management system, and profile management system, the app provides a secure and reliable platform for donors to give to eligible recipients. With its planned enhancements and new features, the app is poised to become an even more effective tool for driving positive change in the world.

C. Proposed System Flowchart:

Fig.3 System Flowchart
The user journey in Figure 3 entails a step-by-step process that starts with registration and ends with successful donations or beneficiary status. Upon successful registration, the user is presented with two options: becoming a donor or beneficiary. Each option leads to a different path with unique requirements.

If the user selects to become a donor, they are directed to choose between monthly or one-time donations. Monthly donations require the user to provide detailed information, such as the education category they wish to support and the monthly payable amount. After selecting the preferred option, the user must confirm their account for monthly donations or provide banking information and select the education category or person to donate to for one-time donations.

In the case of monthly donations, the user must fill in all necessary information to support the selected education category fully. For instance, they may be required to indicate the specific program they wish to support, such as scholarships, infrastructure, or student welfare. They may also be required to provide additional details such as the region, level of education, or type of school they wish to support. Furthermore, the monthly payable amount may vary depending on the selected education category. For instance, supporting scholarships may require a higher amount than supporting infrastructure. Thus, the user must carefully select the education category and the amount they are willing to donate. On the other hand, one-time donations require the user to input their banking information and select the education category or individual to donate to. In this case, the user has to add their banking information such as the account number, bank name, and branch, and select the education category or person to donate to. Additionally, they may have to provide a specific description of the beneficiary or education category they wish to support. If the user selects the beneficiary option, they are required to fill in a beneficiary form with detailed information. This includes uploading photos and writing a self-description, such as their achievements, goals, and aspirations. They may also be required to provide additional details such as their background, educational history, and personal statement. Additionally, the user must provide all necessary documents to support their beneficiary application fully. This may include academic transcripts, certificates, and recommendation letters. The beneficiary form is carefully reviewed by the system administrators to ensure that all the provided information is accurate and complete.

The burger menu serves as the central hub for all the mentioned functionalities. It allows the user to access various options such as checking the donation management system, viewing success stories, accessing legal information, and addressing customer service inquiries. Moreover, users can modify their profiles, change passwords, view donations, transactions, and reports by accessing their profile settings.

IV. RESULTS
The primary objective of this paper is to propose the development of a donation application that aims to provide assistance to deserving students and cater to the needs of all students who require financial aid. To achieve this, we utilized the Flutter framework to design the user interface, as evidenced by the figures 4, 5, 6, and 7.
Fig. 5 Monthly Donation UI

Fig. 6 OneTime Donation UI
Based on the data presented in Table 1, the results indicate that the DFEA (Donation For Education App) has garnered significant interest among students within the college network. A total of 161 students have registered for the application, demonstrating a strong level of engagement with the platform. Out of these 161 students, 90 are currently active users, indicating a substantial proportion of the registered students are actively utilizing the application. Furthermore, the data reveals that the DFEA App has also facilitated a significant number of donations from students. A total of 43 donors have participated in the donation process, demonstrating a willingness among students to contribute to the cause. Among the beneficiaries, 90 students have been verified as eligible to receive donations. The amount requested by the verified beneficiary students totals $6,300, reflecting the financial needs of the student community. Notably, the data indicates that $5,400 has been collected, suggesting a high level of responsiveness among donors to the donation requests. As a result, 85 donations from students have been completed, highlighting the impact of the DFEA platform in facilitating philanthropic activities within the college network. These findings underscore the potential of the DFEA platform in facilitating philanthropic activities within the college network. These findings underscore the potential of the DFEA platform in facilitating philanthropic activities within the college network. These findings underscore the potential of the DFEA platform in facilitating philanthropic activities within the college network.

Fig. 7 Beneficiary Form UI

<table>
<thead>
<tr>
<th>Items</th>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>No. of participants</td>
<td>181</td>
</tr>
<tr>
<td>No. of active participants</td>
<td>90</td>
</tr>
<tr>
<td>No. of not active participants</td>
<td>71</td>
</tr>
<tr>
<td>No. of Donors</td>
<td>43</td>
</tr>
<tr>
<td>No. of verified beneficiaries</td>
<td>90</td>
</tr>
<tr>
<td>Amount requested in USD $</td>
<td>6300</td>
</tr>
<tr>
<td>Amount Donated in USD $</td>
<td>5400</td>
</tr>
<tr>
<td>No. of beneficiary</td>
<td>85</td>
</tr>
</tbody>
</table>

Table 1

Additionally, we opted to use the Firebase console as a control panel for our administrators to supervise and regulate all aspects of the donation process. The platform's central focus is to establish a platform that connects students in need with willing donors. The app will provide a seamless and convenient method of giving to those who require financial assistance to fulfill their academic objectives. Our team recognizes that the development of this application requires a user-friendly interface and a reliable backend infrastructure to ensure the efficient handling of donations. To achieve this, we chose the [15] Flutter framework, a popular open-source mobile application development framework that allows for the creation of aesthetically pleasing and responsive user interfaces. The use of Flutter provides the application with cross-platform compatibility, enabling users to access it...
on both Android and iOS devices. Moreover, we utilized the Firebase console, a comprehensive backend-as-a-service (BaaS) platform that provides developers with tools to manage and maintain applications. We chose Firebase as it provides a robust, scalable, and secure infrastructure that is necessary for handling the donation process. However, the development of this donation application has been carefully considered and thought out, with a focus on creating a user-friendly interface and a reliable backend infrastructure. We believe that our proposed solution provides a valuable resource to students who require financial assistance to achieve their academic goals.

V. CONCLUSION

The donation application for education proposed in this paper is a crucial tool for promoting access to education for deserving students who may face financial barriers. Our team recognized the need for a robust and user-friendly platform that can connect donors with students who require financial assistance to achieve their academic goals. The education donation application is designed to create a community of donors who can provide financial assistance to students in need. The platform allows students to create a profile, detailing their academic achievements, aspirations, and financial needs, and donors can then search for students based on their specific criteria and make donations to support their education. This connection between donors and students creates a supportive environment that promotes equal access to education and opportunities for all students. We chose the Flutter framework for designing the user interface, which offers a flexible and responsive platform that enables seamless access to the application on both Android and iOS devices. The Flutter framework provides a wide range of widgets and tools, allowing us to create an aesthetically pleasing and user-friendly interface that is easy to navigate. Additionally, we utilized the Firebase console, a comprehensive backend-as-a-service platform that provides a secure and scalable infrastructure for handling the donation process. The Firebase console allows us to manage and maintain the application's data, ensuring that it is secure and easily accessible to users. Furthermore, it provides a real-time database and cloud storage, which enables us to handle large volumes of data efficiently and effectively. The education donation application can have a profound impact on students' lives, providing financial support that enables them to achieve their academic objectives. Our proposed solution provides a convenient and efficient way for donors to contribute to students' education, creating a community of support that transcends geographical and economic boundaries. We believe that our solution can transform communities and change lives, promoting access to education for all students, regardless of their financial circumstances. In conclusion, the education donation application is a valuable tool for promoting access to education for deserving students. By leveraging the power of technology, we can create a platform that connects donors with students in need, providing a means of support that can change lives and transform communities. The application provides an essential service, promoting equal educational opportunities for all students and promoting academic excellence.

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