An Android Mobile Application for E-Visiting Cards

Karthik B N, Shubham M S, Prashanth Kumar R S, Sagar P

Department of Computer Science and Engineering, Ballari Institute of Technology and Management, Ballari, Karnataka, India

Abstract—E-visiting card is an robust android application that automates the visiting cards in digital way. In the present scenario, the visiting cards are carried in physical form that contains basic information of an entity in various field, they serve as calling card to announce one’s intention of meeting with other individual. Over the years, the cards were lost. The visiting card holds details of entity. Managing of visiting cards in physical form is difficult task. This challenge gets harder when working with entities of various organizations. It is advantageous in maintaining the information in digital way. Therefore it’s the perfect replacement for unreliable paper work that holds bits and pieces of information.

Keywords- E-Visiting Card template design, generation and sharing.

I. INTRODUCTION

A visiting card is also known as calling card, it is a small paper card with one’s name printed on it. The visiting card first appeared in China in the 15th century, and in Europe in the 17th century. The visiting cards was first used by Europeans of their prospective solemnly introducing to arrival of owners. In ancient days the visiting cards were used to invite the individuals to their home, in olden days the visiting cards were used just for inviting others to visit their home and the cards had only the name as information in it. Now the visiting cards are no longer the universal feature of the upper middle class and upper-class life that it once was in North America and Europe. Today much more it is the common business card, in which contact details, including address and telephone number are essential. The “E-VISITING CARD” is android based application. This is aimed to provide easier and smarter way to have a visiting card and effective way to provide the information.

1) Advantages of the proposed system:

- The “ANDROID APPLICATION FOR AUTOMATION OF E-VISITING CARDS” is aimed to provide easier and smarter way to have a visiting card and effective way to provide the information.
- It is secured because there is no involvement of any third party in the process of visiting card generation.
- The system is readily available for all the end-users i.e., for an individuals or business organizations.
- The system handles confidential data.
The system doesn’t include any complex architectures so it is simple and flexible.

II. OBJECTIVES

- To generate the contact information of any individual or any organization in the form of visiting card.
- To provide a better way to store information.
- To develop a system that automates the E-visiting cards generation by reducing paper work, being eco-friendly.

III. METHODOLOGY

There are two main modules which include,

1. User Module.
2. Admin Module

Module 1: User Module

Once the User enters into the application he/she has to register. If the user is already registered then he/she can login using their login credentials. After successful login the user is asked to enter their details such as email, name, location, company, etc. Further the user can view the template designs of the card and select one in order to generate the card. Now the User can generate the card and save it for future purpose.

Module 2: Admin Module

The Admin is been given the login credentials though these he/she logs in as admin. The Admin can view all the users who have registered. One main specialty of admin module is he/she can design the templates as of their wish.

IV. CONCLUSION

In the traditional maintenance of the visiting cards the cards are stored and managed manually by an individual or an business organization and there is no proper way to manage all the visiting cards that contain useful piece of information of contact to any person or organization and it is a difficult task to ensure that all visiting cards are maintained safely. Over the years, these records are lost. Hence our project “ANDROID APPLICATION FOR E-VISITING CARDS” is aimed to provide easier and a smart way to generate and manage the visiting cards. This application ensures the high availability of information as cards generated cannot be lost, in case of loss it can be easily recovered as it is stored in the device in which it is generated.

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