



WEB APPLICATION DEVELOPMENT FOR SHIPPING AND ITS ERGONOMICS

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Annotatsiya

Shipping is a process that leads to movement. transport any objects from one place to another (transportation). Automating the calculation of freight costs, which can be used and implemented in the work process of freight enterprises.

Keywords: web application, shipping

Enter. The purpose of the work is to develop a web application for shipping, to increase the efficiency of delivery services, as well as to speed up the process of ordering for the user. Shipping has very deep historical roots and has been continuously improved throughout the history of human civilization. However, its main features have been preserved since ancient times. Cargo transportation has always been of special importance for civilization, economy of countries and development of regions. The history of shipping is a continuous process of improvement of methods and technologies of cargo delivery. The human mind has developed everything - both transportation methods and storage methods, options for packaging goods and providing information, shipping. As the population becomes more computerized, people expect a company to have both, at the very least, a website with contact information and ideally a website with the ability to calculate the cost of transportation, choose a car and driver, order without calling the company. Everyone values their time and this application allows you to order online at any time



of the day from anywhere in the world. Thus, this project is ideal for small and medium businesses.

The main part. The web application developed for transportation provides the ability for users to calculate the price of an order based on selected parameters and to accept orders for drivers, which eliminates the need to have an operator in the company. The following performance indicators are highlighted when creating a web application:

- automation of ordering;
- increase the labor productivity of drivers who decide to take an order;
- improve interaction with users.

These indicators reflect the goal - to create a web application for shipping, allows to increase efficiency and ensure ergonomics of the process user interactions. Thus, the developed program is designed to help potential users to quickly place and calculate the price of an order or select an order for a driver. To achieve this goal, the following tasks were performed:

- an analytical analysis of the scientific and technical literature on the problems was carried out
- ergonomic design and evaluation of educational information systems;
- a comparative analysis of similar web applications was conducted;
- the main directions of automation were determined within the scope of the project;
- ergonomic requirements have been developed to optimize the activity users;
- ergonomic requirements developed taking into account the web application for cargo transportation Work was also carried out on the analysis of existing analogues, it was noted that similar applications, as a rule, do not have the following set of functions: calculation of the distance of the load and the cost of the order in relation to the weight, the ability to edit the orders, the ability of the drivers to accept the orders themselves.

This thesis discusses the implementation of a mobile phone with Android operating system based on car traffic management. The Funf library is used to collect data from mobile phone sensors. The model was implemented as a server application handler, receiving and analyzing data from a mobile device to solve three problems:

- drawing up a traffic schedule of vehicles along the route;
- Creating a map of vehicle speed;
- Create Wi-Fi network coverage map car direction.

The developed framework model describes the methodology of building such a system, that is, collecting data from mobile device sensors and analysis.



results are on the server side. The system is implemented as a web application based on the architecture MVC[2] template has the following technological stack: Java programming language, relational databases (MySQL), client-server architecture and object-oriented programming.

References

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