

GIVE AND TAKE

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OVERVIEW

- **App Name:** Give And Take
- **App Description:** To exchange their useless objects for people who need those and minimize waste
- **Track:** Youth Team
- **Category:** Mental Health & Wellbeing



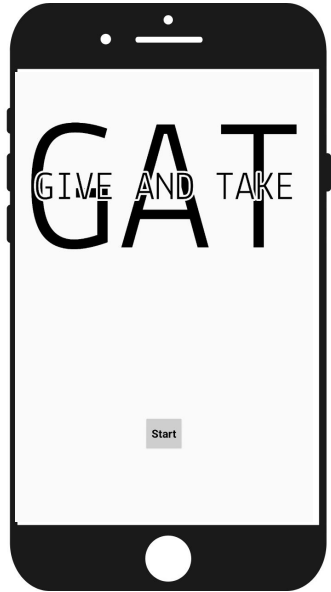
THEME

In 100 words or less, describe the problem that you chose to address, and why you were interested in solving it. Please note that this portion of your submission will be published if you are selected as a finalist or winner.

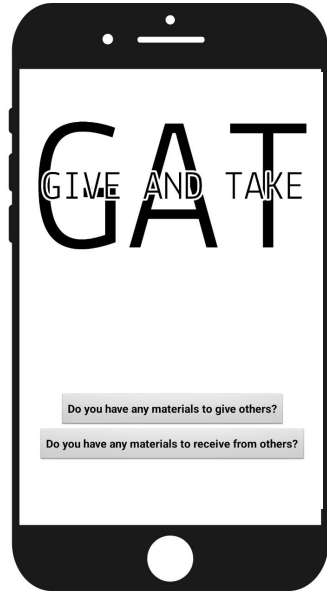
Currently, wasting product is a controversial issue because squandering our resources is not a trivial problem. Also, environmental damage is not negligible. Due to the severeness, social medias are dealing with this issue in diverse TV programs. We were interested in solving it as we actually confronted the issue. By looking around our room, we noticed that there were useless products to us. Hence, we got up with an idea that it would be good to give these products to others who need these.



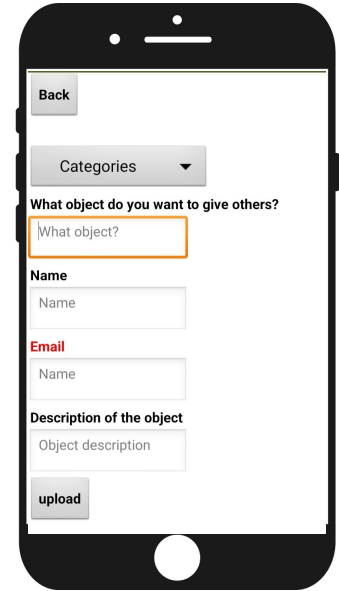
INSTRUCTIONS



Step 1: Press the start button.



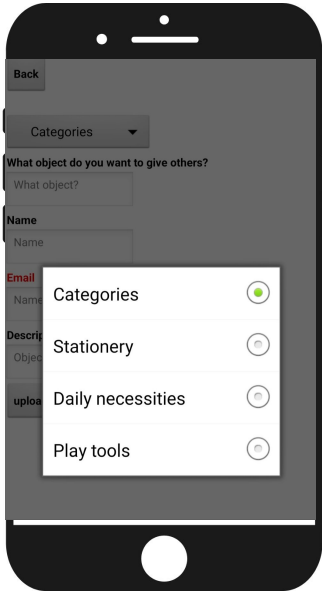
Step 2: Choose if you will give the product or receive it.



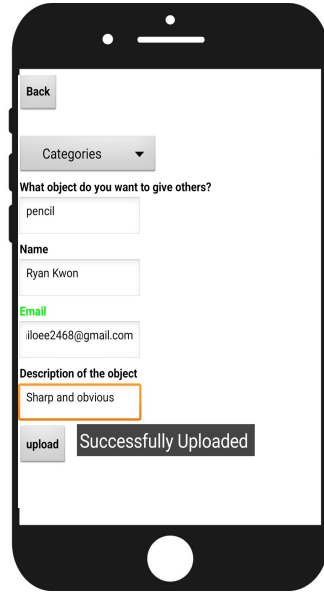
Step 3: In case of Give, if you press the above one, it will lead to this screen.



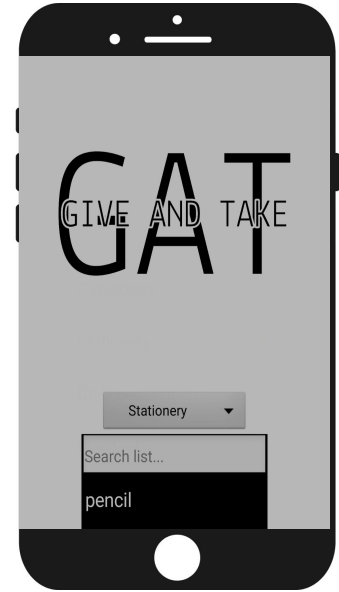
INSTRUCTIONS



Step 4: From the categories, choose what kind of object will you give.



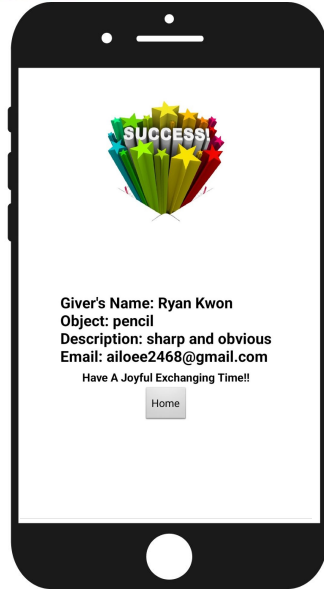
Step 5: Fill in the informations and press “upload.”



Step 6: In case of Take, you will see the product that the giver uploaded.



INSTRUCTIONS



Step 7: Here, you can see the giver who is matched with you. Through the information there, you can contact the giver by email. The giver will receive the email and exchanging will be available.



LIMITATIONS

In 100 words or less, describe the limitations of your app and what people should carefully consider when using it.

Although we tried our best to lessen the limitations of our app, there are some limitations while using our app. First of all, takers are not able to check the locations of givers while using the app, and this might lead to inconvenience if the distance between the giver and the taker is too long. Additionally, your email address is exposed if you upload an object, so people should consider it when uploading an object.



ACKNOWLEDGEMENTS

Please list the names of anyone who helped you with developing your app, and describe what type of help they provided.

- Haksung Kim: Gave feedback and inspiration
- Ruda Lee(Our best friend): Gave happiness, driving force, and inspiration





APPENDIX

If you have any supplementary information you wish to include, feel free to add it to the Appendix. **This section is entirely optional.**

It is recommended to add materials to the Appendix if you submitted a hardware project (e.g. with schematics, flow diagrams) or if your project included significant programming components outside of the MIT App Inventor platform.

Please be aware that judges reserve the right to exercise their discretion in reviewing materials within the Appendix, and they may not review its entirety if they consider it excessively lengthy.

DEAR MIT

This summer was significant for us due to MIT App Inventor Summer Appathon. We got a lot of inspiration while doing this project. Thinking about problems and inconveniences to solve in our world gave us creative ideas. Sometimes, in the past, we thought of ideas that could solve the problems of our world. However, we never made those ideas come true. Through this project, for the first time, we tried our best to make our idea come true. We hope this app can solve our world's problems and make a better future. Please enjoy our app!

Sincerely,

Team ShimJangWon



OUR APP LOGO



It is simple, pretty, and trendy

