

Lost and Found Mobile Application

Mayuresh Mhaske#1, Mahesh Pandhare*2, Vishal Sapkal#3

Department of Computer Engineering Marathwada's MitraMandal's Polytechnic, Thergaon Pune-33, India
[1mayurseh_230370@mmpolytechnic.com](mailto:mayurseh_230370@mmpolytechnic.com) [2maresh_230381@mmpolytechnic.com](mailto:maresh_230381@mmpolytechnic.com) [3vishal_2303102@mmpolytechnic.com](mailto:vishal_2303102@mmpolytechnic.com)

Guide Name : Mr.Nikhil.K.Salunkhe

Abstract—In modern society, losing personal belongings such as mobile phones, wallets, identification cards, and documents is a common problem. Traditional lost-and-found systems rely on manual methods such as notice boards, registers, or security offices. These methods are often inefficient, slow, and limited to a specific location. As technology advances, mobile applications provide an effective way to improve the process of recovering lost items.

This research paper presents the design and development of a **Lost and Found Mobile Application**, which provides a digital platform for reporting lost items and found items. The application allows users to register, log in, upload item details, add images, and search through available records. By using a centralized database, the system helps connect people who have lost items with those who have found them.

The application improves accessibility, efficiency, and transparency in the lost-and-found process. It reduces the time required to report lost items and increases the chances of recovering them. The proposed system can be implemented in various environments such as educational institutions, public transportation systems, shopping centers, and workplaces.

The main objective of the system is to create a user-friendly and reliable platform that simplifies the process of item recovery while improving communication between users. The results show that a digital lost-and-found platform significantly improves the efficiency of item management compared to traditional methods.

People lose their personal belongings anywhere they spend time. Often people leave or lose things like phones, laptops, IDs, purses/wallets, bags and more on campuses, workplaces, transit stations, airports, train stations, hotels, malls, stores, and so on.

Physical/manual methods such as writing lost-found registries and posting on bulletin boards can cause delays and accessibility issues. Existing lost-and-found systems do not allow users to report or find lost items immediately, thereby reducing efficiency.

This limitation causes a communication barrier between the person who lost the item and the person who found the item. Project Aim and Objectives The proposed project will help develop an online platform that will ease users to report lost-found items. Lost and Found Mobile Application will allow the users to create an account, report lost items, upload a photo of the lost item, add description, lost location, time, and so on.

Anybody who finds a lost item can post about the found item with details that can help recognize the owner of the lost item. Users will be able to search for lost and found items by entering keywords related to the lost item. Items can be filtered by category or location. All lost-found information will be stored in the centralized database according to users and item details.

The database will maintain all information in a structured manner that is easy to search and access by the users. Expected Results From the above discussion, it is understood that the system will reduce the time taken to report lost items and improve communication between the people who lost an item and people who found the item. Therefore, there are higher chances for the lost item to be returned to its original owner. The lost-found mobile application can be installed and used in college campuses, offices, or any public service companies. In future work, we can implement location tracking, matching algorithms, and push notifications to improve the system.

1. INTRODUCTION

In modern society, the loss of personal belongings is a common issue that affects individuals in everyday life. People frequently misplace items such as mobile

phones, wallets, identity cards, bags, documents, and other valuables. These items are often lost in public places like educational institutions, offices, public transportation systems, restaurants, shopping malls, and recreational areas.

Recovering lost items can be a difficult process because traditional systems are inefficient and lack proper organization. Many organizations maintain lost-and-found registers or notice boards where individuals can report missing items. However, these methods require manual searching and physical presence, making the process slow and inconvenient.

Another major limitation of traditional systems is the lack of communication between the person who lost an item and the person who found it. In many cases, individuals who find lost items do not know how to return them to their rightful owners. Similarly, people who lose items may not know where to report the loss.

With the advancement of mobile technology and widespread internet access, mobile applications have become powerful tools for solving everyday problems. Mobile applications allow users to access information instantly, communicate with others, and store data in centralized databases.

The **Lost and Found Mobile Application** provides a digital platform that simplifies the process of reporting lost items and finding them. The application allows users to register, log in, upload details of lost items, and search for found items. By using features such as images, descriptions, and location information, the system improves the chances of identifying and recovering lost belongings.

The main objective of this project is to create a reliable and user-friendly platform that connects individuals who lose items with those who find them. The system improves efficiency, reduces search time, and provides a structured approach to managing lost-and-found information.

II. PROCEDURE FOR PAPER SUBMISSION

The development of the **Lost and Found Mobile Application** follows a structured methodology to ensure that the system is reliable, efficient, and user-friendly. The procedure includes multiple stages such as requirement analysis, system design, development, and testing.

A. Requirement Analysis

Requirement analysis is the initial stage of system development. In this stage, the requirements of the application are identified and analyzed to understand the needs of users. The main goal is to provide a simple and efficient platform where users can report lost items and find items easily.

The functional requirements of the system include:

- User registration and login
- Reporting lost items
- Reporting found items
- Uploading images of items
- Searching items using keywords
- Viewing item details
- Contacting the person who posted the item

The non-functional requirements include:

- User-friendly interface
- Secure data storage
- Fast search functionality
- Reliable communication between users

B. System Architecture

The system architecture of the **Lost and Found Mobile Application** consists of three main components:

1. User Interface (Mobile Application)

The mobile application acts as the front-end interface through which users interact with the system. It allows users to create accounts, log in, report lost or found items, upload images, and search for items.

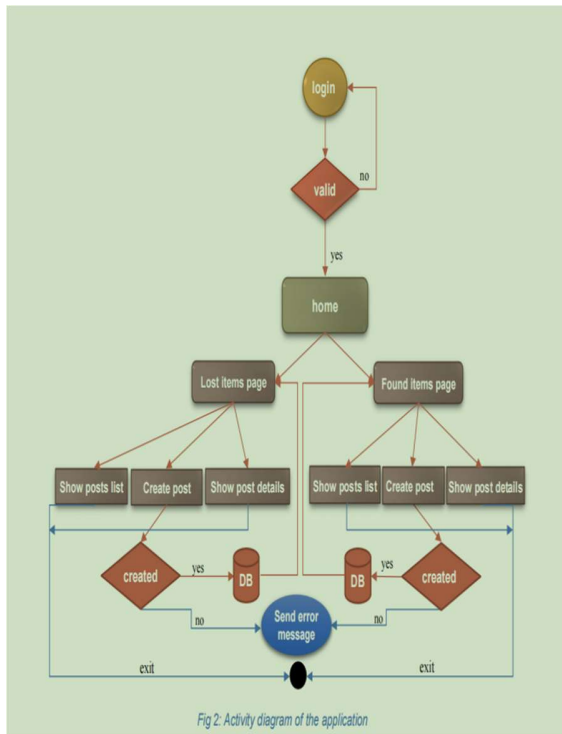


Fig 2. Activity diagram of the application

2. Backend Server

The backend server processes requests from the mobile application and manages communication between the application and the database. It handles data processing, authentication, and system operations.

3. Database System

The database stores all information related to users and items. This includes item descriptions, images, locations, time of loss, and contact details. The centralized database ensures that information is organized and easily accessible.

C. Data Flow

The working process of the system follows these steps:

1. A user registers and logs into the application.
2. The user reports a lost item or a found item.
3. The system stores the information in the database.
4. Other users search for items using keywords or categories.
5. If a matching item is found, users can contact each other to recover the item.

D. Development Tools

The Lost and Found Mobile Application can be developed using modern technologies such as:

- **Frontend:** Android Studio / Flutter
- **Backend:** Firebase / Node.js
- **Database:** Firebase Firestore / MySQL

These tools provide efficient development, secure data storage, and real-time data synchronization.

III. MATH

Mathematical concepts can be used in the Lost and Found Mobile Application to improve the process of searching and matching lost items with found items. The system may use a similarity matching technique to compare the details of lost items and found items stored in the database.

A similarity score can be calculated to determine how closely a lost item matches a found item. The similarity can be represented using the following formula:

$$S = \frac{M}{T} \times 100$$

Where:

S = Similarity score between lost item and found item

M = Number of matching attributes (item name, category, color, location, etc.)

T = Total number of attributes compared

If the similarity score is high, there is a greater probability that the lost item and the found item are the same. This method helps the system provide more accurate search results and improves the chances of returning lost items to their rightful owners.

Mathematical methods can also be applied in future improvements such as automatic item matching, location-based search algorithms, and recommendation systems.

IV. UNITS

In this research work, standard units are used to ensure clarity, consistency, and accuracy in representing measurements and system parameters. The **International System of Units (SI)** is used as the primary unit system throughout the paper. The use of standardized units helps readers easily understand the

technical details and ensures that the information can be interpreted universally.

Since the Lost and Found Mobile Application is a software-based system, physical measurements are limited. However, several parameters related to system performance, data storage, and time management require proper unit representation.

A. Time Measurement

Time plays an important role in the functioning of the application. The system records the **time and date** when an item is reported as lost or found. Time units are also used in measuring system performance such as response time and processing time.

Common time units used in the system include:

- **Seconds (s)** – Used for measuring system response time.
- **Minutes (min)** – Used for tracking user activity and reporting duration.
- **Hours (h)** – Used to record the time of item loss or discovery.

For example, the application may record the exact time when a user reports a lost item so that other users can identify when the item was lost.

B. Data Storage Units

The Lost and Found Mobile Application stores large amounts of data, including user information, item descriptions, and images. Therefore, digital storage units are used to measure the amount of data stored in the database.

The common storage units used in the system are:

- **Kilobytes (KB)** – Used for small data files such as text descriptions.
- **Megabytes (MB)** – Used for storing images of lost or found items.
- **Gigabytes (GB)** – Used for measuring total database storage capacity.

For example, when a user uploads an image of a lost item, the image size may be approximately 2–5 MB, depending on the image quality.

C. Distance and Location Units

In future versions of the system, location-based services may be implemented using GPS technology. These features help users identify where the item was lost or found.

Distance measurements may include:

- **Meters (m)** – Used for small location distances.
- **Kilometers (km)** – Used for larger geographical distances between locations.

For example, the system may display the distance between the user and the location where the item was found.

D. Network and Data Transfer Units

The application communicates with a backend server and database through the internet. Therefore, network data transfer rates may also be measured using standard units.

Common units include:

- **Kilobits per second (Kbps)**
- **Megabits per second (Mbps)**

These units are used to measure how quickly data such as item details or images are uploaded or downloaded from the server.

E. Importance of Standard Units

Using standardized units provides several advantages:

- Improves clarity and understanding of technical data
- Ensures consistency throughout the research paper
- Makes system performance easier to evaluate
- Allows comparison with other systems and research studies

Therefore, the use of SI units and standard digital measurement units ensures that the system description and analysis remain accurate, consistent, and easy to interpret.

V. HELPFUL HINTS

This section provides useful guidelines for presenting figures, tables, references, abbreviations, and equations in the research paper. Proper formatting improves the readability and professionalism of the paper and ensures that the content follows standard journal publication guidelines.

A. Figures and Tables

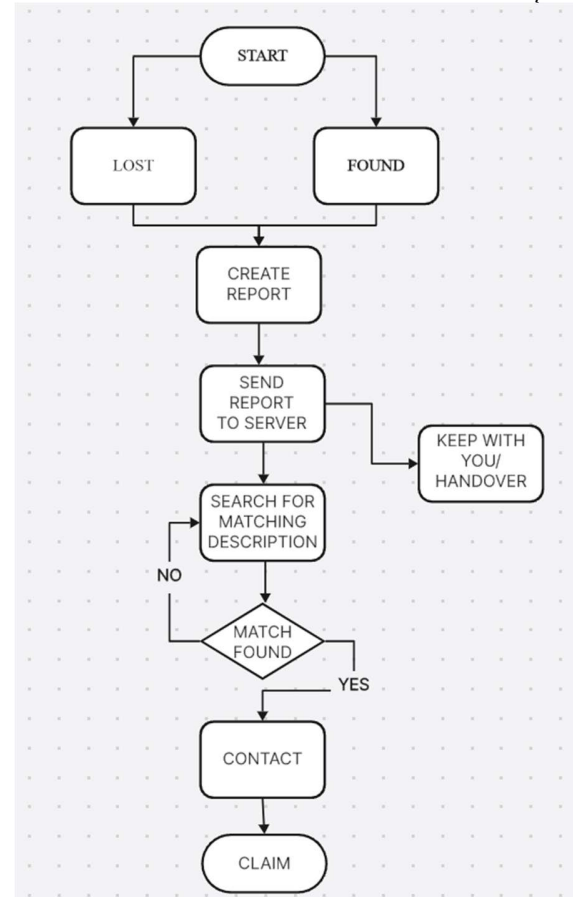
Figures and tables are important for visually presenting system architecture, application workflow, and experimental results. In the Lost and Found Mobile Application research paper, figures can be used to represent diagrams such as the **system architecture diagram**, **data flow diagram (DFD)**, **entity relationship (ER) diagram**, and **application interface screenshots**.

Figures should be placed either at the top or bottom of the page to maintain proper formatting. Each figure must have a caption below it describing the figure clearly. The caption should be brief but informative so that readers can understand the diagram without referring to the text.

Tables are used to present structured information such as system features, comparison of existing systems, and performance analysis. The title of a table should be placed above the table. Tables should be numbered using Roman numerals (Table I, Table II, etc.).

For

example:



B. Abbreviations and Acronyms

Abbreviations and acronyms should be defined the first time they appear in the paper. This helps readers understand the meaning of technical terms.

Examples used in this research paper include:

- **GPS – Global Positioning System**
- **DFD – Data Flow Diagram**
- **ER – Entity Relationship**
- **UI – User Interface**

Once an abbreviation is defined, it can be used throughout the paper without repeating the full form.

VI. PUBLICATION PRINCIPLES

A. Original Contribution to Knowledge

One of the most important principles of research publication is that the paper should contribute new knowledge or improvements in an existing field. The proposed Lost and Found Mobile Application introduces a digital solution for managing lost and found items efficiently.

Traditional systems mainly depend on manual processes such as registers, security offices, or notice boards. These systems are slow, difficult to maintain, and limited to a particular location. The proposed system improves this process by providing a centralized digital platform where users can easily report lost items, upload item images, and search for matching items.

The originality of this research lies in the integration of mobile technology, centralized databases, and user-friendly interfaces to create a practical and accessible lost-and-found management system.

B. Technical Relevance and Innovation

Research papers must demonstrate technical relevance and practical value in the field of study. The Lost and Found Mobile Application uses modern technologies such as mobile application development tools, cloud-based databases, and internet communication systems.

The system includes features such as:

- User registration and authentication
- Reporting lost and found items
- Uploading item images and descriptions
- Searching for items using keywords or categories
- Viewing item details
- Contacting the person who reported the item

These features demonstrate how mobile technology can be used to solve real-world problems in an efficient manner. The integration of database management systems ensures that all information is stored securely and can be accessed easily by users.

C. Clarity and Proper Organization

For successful publication, a research paper must be clearly organized and structured. A well-structured paper improves readability and helps reviewers and readers understand the research easily.

The Lost and Found Mobile Application paper is organized into several sections including:

- Abstract
- Introduction
- Literature Review
- Methodology
- System Design
- Mathematical Model
- Results and Discussion
- Conclusion

Each section explains a specific part of the research work, starting from the problem statement and ending with the final outcomes of the system.

Proper headings, subheadings, and formatting help maintain consistency throughout the paper.

D. Reproducibility and Transparency

Scientific research must provide enough information so that other researchers can understand the system and reproduce similar results if necessary. Therefore, a research paper should clearly explain the methodology, tools, and technologies used in the project.

In this research, the development process of the Lost and Found Mobile Application is explained through system architecture, data flow, and functional descriptions. The technologies used for development, such as Android Studio, Firebase, or Node.js, are also clearly mentioned.

Providing these details allows other researchers or developers to replicate the system or build improved versions in the future.

E. Data Reliability and Result Validation

Another important principle of publication is that the results presented in the research must be reliable and logically explained. The expected outcomes of the proposed system must be supported by proper reasoning and system analysis.

In this project, the results indicate that the digital platform improves the efficiency of lost-and-found management by reducing the time required to report and search for lost items. The centralized database helps organize item information and improves communication between users.

These results demonstrate that the proposed system provides practical benefits compared to traditional manual methods.

F. Ethical Considerations and Academic Integrity

Ethical practices are essential in research publication. Authors must ensure that their work is original and that all sources of information are properly cited. Plagiarism must be avoided, and proper references must be included whenever previous research or external information is used.

In addition, personal data of users must be handled responsibly. Since the Lost and Found Mobile Application involves user registration and contact information, data privacy and security must be considered in the system design.

Maintaining academic integrity and ethical standards ensures that the research is trustworthy and credible.

G. Importance and Practical Applications

A research paper should also highlight the importance and real-world applications of the proposed system. The Lost and Found Mobile Application can be implemented in several environments, including:

- *Educational institutions such as colleges and universities*
- *Corporate offices and workplaces*
- *Public transportation systems*
- *Airports and railway stations*
- *Shopping malls and public service centers*

By providing a digital platform for reporting and searching lost items, the system improves communication between people who lose items and those who find them. This increases the chances of returning lost belongings to their rightful owners.

H. Future Research Opportunities

Publication principles also encourage researchers to identify future improvements and opportunities for

further research. The Lost and Found Mobile Application can be enhanced in the future by adding advanced features such as:

- *GPS-based location tracking*
- *Artificial intelligence for automatic item matching*
- *Push notifications for matching items*
- *Chat systems for direct communication between users*
- *Integration with institutional security systems*

These future improvements can make the system more intelligent, efficient, and user-friendly.

VII. CONCLUSION

The increasing use of mobile devices and digital technologies has created new opportunities to solve everyday problems through smart applications. One such common problem faced by people in daily life is the loss of personal belongings such as mobile phones, wallets, identity cards, bags, and important documents. Traditional lost-and-found systems usually depend on manual methods such as physical registers, security offices, or notice boards. These methods are often inefficient, time-consuming, and limited to a specific location, making it difficult for individuals to recover their lost items.

*The **Lost and Found Mobile Application** proposed in this research provides a modern and efficient digital solution for managing lost and found items. The application creates a centralized platform where users can easily report lost items or found items through their mobile devices. By allowing users to upload images, descriptions, and location information, the system makes it easier to identify and match lost items with found items.*

The implementation of this system improves communication between the person who has lost an item and the person who has found it. Instead of relying on manual searches or limited communication channels, users can quickly search the database for matching items and contact the relevant person directly through the application. This significantly increases the chances of returning lost items to their rightful owners.

Another important advantage of the proposed system is its ability to store and organize data in a centralized database. The database maintains structured records

of users, item details, images, and locations. This organized storage system allows users to easily search for items using keywords, categories, or other identifying attributes. As a result, the process of locating lost items becomes faster and more efficient compared to traditional systems.

The proposed mobile application is designed to be user-friendly and accessible to a wide range of users. The interface allows users to quickly register, log in, report items, and search for information without requiring advanced technical knowledge. This makes the application suitable for use in many environments, including educational institutions, workplaces, transportation systems, shopping malls, airports, railway stations, and other public locations.

Furthermore, the system demonstrates how mobile technology, database management systems, and internet connectivity can be integrated to create practical solutions for real-world challenges. The application not only improves the efficiency of lost-and-found management but also encourages cooperation and communication between users in the community.

Although the proposed system provides significant improvements over traditional methods, there are several opportunities for future enhancement. Advanced technologies such as **GPS-based location tracking**, **artificial intelligence-based item matching**, and **push notification systems** can be integrated to further improve the functionality of the application. These features can help automatically identify potential matches between lost and found items and notify users instantly.

In addition, future versions of the system could include features such as real-time chat between users, integration with institutional security systems, and improved search algorithms for better accuracy. These improvements will further enhance the reliability and usability of the system.

In conclusion, the Lost and Found Mobile Application provides an effective and innovative approach for managing lost items in a digital environment. By replacing traditional manual systems with a centralized mobile platform, the application improves efficiency, communication, and accessibility. The system has the potential to significantly reduce the difficulties associated with lost items and increase the chances of successful item recovery in various real-world environments.

VIII. APPENDIX

A. System Modules

The Lost and Found Mobile Application consists of several functional modules that work together to provide a complete solution for managing lost and found items.

1. User Registration Module

This module allows new users to create an account in the application. Users are required to provide basic details such as name, email address, and password. The system verifies the information and stores it securely in the database.

2. Login and Authentication Module

After registration, users can log into the system using their credentials. Authentication ensures that only authorized users can access the application and perform operations such as posting lost or found items.

3. Lost Item Reporting Module

This module enables users to report items that they have lost. Users can enter details such as item name, category, description, location where the item was lost, date and time, and upload an image of the item if available.

4. Found Item Reporting Module

Users who find items can report them through this module. The information provided includes item description, location where the item was found, and optional images to help identify the item.

5. Search and Matching Module

The search module allows users to search the database for items that match the description of their lost item. Users can search using keywords, item categories, or location filters. This module helps connect lost items with found items.

6. Communication Module

This module allows users to contact the person who reported the lost or found item. Communication between users helps coordinate the return of the item to its rightful owner.

B. User Interface Components

The application interface is designed to be simple and user-friendly. The main screens of the application include:

- **Registration Screen** – Allows users to create new accounts.
- **Login Screen** – Allows registered users to log into the application.
- **Home Screen** – Displays available options such as reporting lost items, reporting found items, and searching items.
- **Item Posting Screen** – Allows users to enter item details and upload images.
- **Search Screen** – Displays results of lost or found items based on search criteria.

C. Database Structure

The system uses a centralized database to store all information related to users and items. The main tables in the database include:

User Table

- User ID
- Name
- Email
- Password

Item Table

- Item ID
- Item Name
- Category
- Description
- Image
- Location
- Date and Time

This structured database design ensures efficient storage, retrieval, and management of lost-and-found information.

D. Future Enhancements

The system can be further improved by implementing additional features such as:

- GPS-based location tracking
- Automatic item matching using artificial intelligence
- Push notification alerts for matching items
- Real-time chat between users
- Integration with institutional security systems

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