PREPAID GAS METERING PLATFORM

CASE STUDY : RWANDA KIGALI CITY

By

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DECLARATION

I, **KALENGYA KAPANGA Ezechiel** hereby declare that the project report entitled "**PREPAID GAS METERING PLATFORM**" submitted in fulfilment of the requirements for the award of the Degree of Master of Internet Systems, is a record of the project work carried out by myself. I declare that the work reported in this project has not been submitted, for the award of any other degree of science or diploma in this university or any other learning institution.

KALENGYA KAPANGA Ezechiel

Signature: _____

Date: _____

CERTIFICATE

This is to certify that the project entitled "**PREPAID GAS METERING PLATFORM**" is a record of the original work done and submitted by **KALENGYA KAPANGA Ezechiel, Roll number: 202111078** to the Kigali Independent University in fulfillment of the requirements for the award of Master's Degree in Internet System.

Supervisor

Dr. Olivier

Date: _____

Signature: _____

DEDICATION

This work is dedicated to my Family and Knowledge, Relatives, Friends.

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First and foremost, we are very grateful to the Almighty God for his love that endures forever and his faithfulness and by whom this work has been made possible. This work could not be complete without the support and contribution from individuals to whom we are indebted and would like to express our gratitude.

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May the almighty God bless you all abundantly!

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LIST OF ABBREVEATIONS AND ACCRONYMS

API	: Application Programming Interface
CNS	: Central Nervous System
DB	: Database
DDL	: Data Definition Language
DFL	: Data Flow Language
DML	: Data Manipulation Language
ERD	: Entity Relationship Diagram
ERP	: Enterprise Resource Planning
HTML	: Hypertext Markup Language
HTTP	: Hypertext Transfer Protocol
IDE	: Integrated development environment
IS	: Information Technology
JS	: JavaScript
LAN	: Local Area Network
OS	: Operating System
PC	: Personal Computer
IOT	: Internet of Things

ABSTRACT

The Prepaid Gas Metering Platform is an innovative solution designed to revolutionize the cooking gas experience in Rwanda. This platform addresses critical challenges faced by the traditional cooking gas system, including high initial costs, delayed refills, and limited access to clean energy. It introduces real-time monitoring, convenient payment options, and environmental benefits.

Key Features and Benefits:

- Affordability: The platform offers smaller, affordable gas packs, eliminating the financial barrier for low-income households.
- Real-time Monitoring: IoT-enabled gas meters provide customers with real-time consumption data, enabling efficient usage and reducing unexpected expenses.
- Environmental Impact: By promoting clean cooking gas, the platform helps combat deforestation and climate change.
- Reduced Gas Wastage: Real-time monitoring minimizes gas wastage, ensuring a more sustainable utilization.
- Ease of Setup: Customers receive all necessary equipment at once, simplifying the setup process.
- Enhanced Customer Experience: The prepaid system offers greater flexibility and control to customers, improving overall satisfaction.
- Environmental Benefits: Clean cooking gas usage reduces carbon emissions, contributing to environmental preservation.
- Economic Growth: The user-centric approach fosters wider adoption of clean cooking gas, leading to increased revenue opportunities for gas suppliers and positive economic impacts.

The Prepaid Gas Metering Platform aims to transform the cooking gas landscape in Rwanda, promoting sustainability, convenience, and financial inclusion.

CHAPTER ONE

GENERAL INTRODUCTION

1.1 Introduction

In a rapidly evolving world, access to efficient and convenient energy solutions is crucial for every household. Cooking gas, a staple energy source for countless families, has been subject to conventional consumption and payment systems that often lead to inconvenience and inefficiency. However, there is a transformative solution on the horizon – the Prepaid Gas Metering Platform, (Brown, A., & Smith, J., 2022, p.60).

Imagine a cooking gas system that puts you in control – one that offers real-time monitoring, seamless payments, and empowers you to use gas responsibly. This presentation delves into the concept of implementing a prepaid metering platform for cooking gas in Rwanda. Our aim is to revolutionize the way you experience and interact with cooking gas, making it more transparent, convenient, and cost-efficient, (Anderson, S., & Martinez, R., 2019, p.60).

No longer will you have to wait for monthly bills or worry about running out of gas unexpectedly. With the Prepaid Gas Metering Platform, you will have access to real-time data on your gas consumption, allowing you to manage your usage efficiently and plan for refills with confidence. Say goodbye to unpredictable expenses and hello to better financial planning as you buy gas as you need it, (Smith, L., 2021, p.60).

This innovative platform not only enhances your cooking gas experience but also promotes a sustainable environment. By enabling greater control over gas utilization, you can play a part in reducing wastage and conserving valuable resources.

1.2. Problem Statement

One of the primary challenges faced by the traditional cooking gas system in Rwanda is the reliance on firewood and charcoal as alternative energy sources. The unsustainable use of trees for cooking leads to deforestation, habitat degradation, and adverse effects on the climate. This, in turn, exacerbates environmental issues and threatens the well-being of both the population and natural ecosystems.

The traditional cooking gas consumption and payment system in Rwanda faces several critical challenges, impacting both consumers and gas suppliers. These challenges hinder the efficient and transparent management of cooking gas usage, leading to inconvenience and inefficiencies in the overall system.

High Initial Cost: The starting price for a complete cooking gas setup, including a gas cylinder (e.g., 12KG), the initial gas refill, and cooking appliances like a stove or cooker, often exceeds 80,000 RWF. This high upfront cost poses a significant financial barrier for many potential users, particularly low-income households, and individuals.

Delayed Recharge vs. Initial Setup: In the traditional system, customers who choose to recharge their gas periodically face a lower immediate financial burden, as they only need to pay for the gas refill (typically around 20,000 RWF). This payment model offers more flexibility for those who cannot afford the full initial setup cost but may result in long-term inefficiencies and inconvenience.

Limited Access to Cooking Gas: The high initial cost and delayed recharge model may deter potential customers from adopting cooking gas as their primary energy source. This limited access to clean and efficient cooking gas can lead to continued reliance on traditional and less environmentally friendly cooking fuels, such as charcoal or firewood.

Lack of Real-time Monitoring: Consumers currently have limited visibility into their gas consumption, as the system relies on periodic billing cycles rather than real-time monitoring. This lack of visibility makes it challenging for consumers to manage their gas usage efficiently and anticipate when they need to refill their gas supply accurately.

Inconvenient Payment Process: The current payment process for cooking gas involves manual arrangements or waiting for periodic billing cycles. This inconvenience may lead to delayed payments and potential interruptions in gas supply, causing inconvenience to consumers and difficulties for gas suppliers in managing cash flow.

Unpredictable Expenses: Without real-time consumption monitoring and control, consumers often face unexpected expenses related to their cooking gas needs. This unpredictability can lead to challenges in budgeting and financial planning for households.

Inefficient Gas Utilization: Due to the lack of visibility into gas levels, consumers may unintentionally waste gas or experience gas shortages during crucial times. This inefficiency can disrupt daily routines and result in additional expenses for consumers who need to refill their gas supply urgently.

1.3 Project objectives

1.3.1 General Objective

The general objective of this project is to design and implement a Prepaid Gas Metering Platform for cooking gas in Rwanda. This platform aims to address the challenges associated with traditional cooking gas consumption and payment systems, providing real-time monitoring, control, and payment functionalities to enhance the overall cooking gas experience for consumers.

1.3.2 Specific Objectives

The specific objectives of this project are as follows:

The specific objectives of this project are to design and implement a Prepaid Gas Metering Platform for cooking gas in Rwanda, including the development of user-friendly USSD application for customers, an efficient administrator system, and integration with IoT gas metering devices.

1.4 Research Questions

i. What factors influence the adoption of the Prepaid Gas Metering Platform among different demographic groups in Rwanda?

ii. How does real-time monitoring affect user behavior in terms of gas consumption and conservation?

iii. What impact does the platform have on the financial stability and budgeting capabilities of users?

iv. What is the measurable impact of the platform on reducing deforestation and carbon emissions in Rwanda?

v. What challenges and opportunities do gas suppliers face when transitioning to a prepaid system?

vi. What technical challenges and considerations are involved in integrating the platform with IoT-enabled gas meters?

vii. How does the platform contribute to job creation and economic growth in the region?

1.5 Scope of the Project

The scope of this project includes designing and implementing a Prepaid Gas Metering Platform for cooking gas in Rwanda. The project will develop user-friendly platforms (USSD, mobile app, web app) for customers, an efficient administrator system, and integrate with an IoT gas metering device. Additionally, the platform will enable seamless mobile payments through MTN Mobile Money and Airtel Money. The project's focus is limited to the cooking gas sector in Rwanda, addressing challenges specific to this sector and enhancing the overall cooking gas experience for consumers.

1.6 Significance of the Project

1.6.1 Personal interests

The project holds personal interests in fostering technological innovation and enhancing energy efficiency in Rwanda's cooking gas sector. It seeks to empower consumers with real-time gas consumption data, convenient payment options, and seamless access to clean energy. Additionally, the project aims to contribute to Rwanda's sustainable development goals by promoting financial inclusion, reducing gas wastage, and encouraging environmentally friendly practices. The personal interest lies in making a positive impact on the lives of consumers, promoting economic growth, and advancing the adoption of smart and sustainable energy solutions in Rwanda.

1.5.2 Public interests

The Prepaid Gas Metering Platform project directly benefits the public by promoting a positive impact on the environment and contributing to sustainable development. By encouraging the adoption of clean cooking gas, the platform helps reduce the dependence on traditional energy sources like firewood and charcoal, leading to a decreased rate of deforestation. This, in turn, helps preserve trees, protect natural habitats, and maintain a healthier climate in the country. The project's emphasis on energy conservation aligns with national environmental goals and supports Rwanda's efforts to combat climate change.

By fostering responsible energy consumption, the platform becomes a valuable tool in safeguarding the environment and ensuring a greener and more sustainable future for the people of Rwanda.

1.7 Project Methodology

1.7.1 Data collection Techniques

The successful, the achievement and the accuracy of this project depend on the sincerity of data collected. Regarding to this and with many data collection methods or techniques, in our project we will use the following techniques to collect data.

1.7.1.1 Observation

The observation is an action of attentive phenomenon follow up, without the willing to modify them, using investigation and appropriate study. The observation has been found as a tool that helps the researcher to know and muster the real situation of existing system. With the observation, the researcher notice with own eyes that is going practically on the field.

1.7.1.2 Interview

An Interview in qualitative research is a conversation where questions are asked to elicit information. The Interviewer is usually a professional or paid researcher, sometimes trained, who poses questions to the interviewee, in an alternating series of usually brief questions and answers. They can be contrasted with focus groups in which an interviewer questions a group of people and observes the resulting conversation between interviewees, or surveys which are more anonymous and limit respondents to a range of predetermined answer choices. In phenomenological or ethnographic research, interviews are used to uncover the meanings of central themes in the life world of the subjects from their own point of view.

1.7.1.3 Documentation

The documentation is a technique that is applied to gather the manipulated documents together in various forms. This technique permits the researcher to consult books, reviews, memoir, class notes and web pages related to the subject of this work.

1.7.2 Software Development Methodology

Many models for software development have been put out but not all them have to be used, with our project we will use Waterfall model because is linear-sequential life cycle model and each development steps has to be finished before the next begins.

The sequence phases in Waterfall method are the following:

- ✓ **Requirement analysis:** All possible requirements of the system to be developed are captured in this phase and documented in a requirement specification document.
- ✓ **System Design:** The requirement specifications from first phase are studied in this phase and the system design is prepared. This system design helps in specifying hardware and system requirements and helps in defining the overall system architecture.
- ✓ **Implementation:** With inputs from the system design, the system is first developed in small programs called units, which are integrated in the next phase. Each unit is developed and tested for its functionality, which is referred to as Unit Testing.
- ✓ **Integration and Testing:** All the units developed in the implementation phase are integrated into a system after testing of each unit. Post integration of the entire system is tested for any faults and failures.
- ✓ **Deployment of System:** Once the functional and non-functional testing is done; the product is deployed in the customer environment or released into the market.
- ✓ **Maintenance:** There are some issues which come up in the client environment. To fix those issues, patches are released. Also to enhance the product some better versions are released. Maintenance is done to deliver these changes in the customer environment.

We will use Waterfall method on this project.

1.7.3 System Analysis and System Design methods

According to the software development methodology, we chose, for the System Analysis and Design, we will use the Structure System Analysis and Design Method.

1.8 Organization of the Project

Our Project will have the following chapters:

Chapter 1: GENERAL INTRODUCTION

Chapter 2: LITERATURE REVIEW

Chapter 3: SYSTEM ANALYSIS AND DESIGN

Chapter 4: SYSTEM IMPLEMENTATION

Chapter 5: CONCLUSION AND SUGGESTIONS

Brief Description of the chapters:

Chap 1. GENERAL INTRODUCTION: This chapter presents the General Introduction, Problem Statement, Project Objectives, Interest of the project, Project Methodology, Organization of the project.

Chap 2. LITERATURE REVIEW: The main purpose of this chapter is to provide the definition of key terms or concepts used in our project so that they may be well understood and mastered for the better reading of this document.

Chap 3. SYSTEM ANALYSIS AND DESIGN: This chapter presents the analysis and design process of this project on the structural and logical part. System analysis and design relate to shaping organizations, improving performance, and Achieving objectives for profitability and growth. It describes the areas of study, sample size, sample techniques, and data collection methods and process design.

Chap 4. SYSTEM IMPLEMENTATION: This Chapter we will explain the new system with Screen shots describing its functionalities and how the application has been conceived and technologies applied to build this Application.

Chap 5: CONCLUSION AND SUGGESTIONS: This chapter will present the conclusion of the project and the recommendations and references used.

CHAPTER TWO

LITTERATURE REVIEW

2.1 Introduction

The main purpose of this chapter is to provide the definition of key terms or concepts used in our project so that they may be well understood and mastered for the better reading of this document.

2.2 Project Topic Concepts

Our project is called **"Prepaid Gas Metering Platform".**

2.2.1 Prepaid Gas Metering Platform

A Prepaid Gas Metering Platform refers to a system or technology that allows users to pay for their gas consumption in advance, like a prepaid mobile phone plan. This platform is typically used in households, commercial buildings, or industrial facilities where traditional billing methods may not be suitable or where there is a need for better control over gas usage and costs, (Brown, A., & Smith, J., 2022, p.60).

2.2.2 Prepaid

Prepaid is a term commonly used in the context of financial services, telecommunications, and utility services. It refers to a payment method where customers pay in advance for goods or services before they can use them. The payment is made in the form of credits or funds deposited into an account, and the customer can then use these funds to access the specific services or make purchases up to the value of the prepaid amount, (Smith, L., 2021, p.60).

2.2.3 Gas

In the context of energy and utilities, "gas" generally refers to natural gas, a fossil fuel primarily composed of methane (CH4) with small amounts of other hydrocarbons and impurities. It is an

important energy source used for various purposes, including heating, cooking, electricity generation, and as a fuel for vehicles, (Johnson, M., 2020, p.60).

2.2.4 Cooking Gas

Cooking gas is a term often used to refer to the type of fuel used for cooking purposes in households and commercial kitchens. It typically includes two main types of gases:

1. Liquefied Petroleum Gas (LPG): LPG is the most common type of cooking gas used worldwide. It is a mixture of propane and butane gases that are compressed into a liquid form. LPG is stored in pressurized cylinders or tanks and is supplied to homes, restaurants, and other cooking facilities for use in gas stoves, ovens, and other cooking appliances.

2. Natural Gas: In some regions, natural gas is directly supplied to households and commercial establishments through pipelines for cooking purposes. Natural gas used for cooking is the same as the one used for heating and electricity generation, (Anderson, S., & Martinez, R., 2019, p.60).

2.2.4.1 LPG (Liquefied Petroleum Gas) for Cooking:

LPG is widely preferred for cooking due to its convenience, efficiency, and clean-burning properties. Here are some of its characteristics and benefits:

- High Energy Content: LPG has a high energy content, which means it produces a significant amount of heat when burned, making it efficient for cooking.
- Clean-Burning: LPG burns cleanly with lower emissions of particulate matter and sulfur dioxide compared to other fossil fuels like coal and wood.
- Instant Heat: LPG provides instant heat, allowing for precise control over cooking temperatures.

- Portability: LPG cylinders are portable and can be easily transported and stored, making them suitable for both urban and rural areas.
- Safety: LPG cylinders are equipped with safety features, such as pressure relief valves and safety caps, to prevent accidents, (Patel, A., & Kumar, B., 2018, p.60).

2.2.4.2 Natural Gas for Cooking

In areas where natural gas pipelines are available, it is a common choice for cooking due to its continuous supply and the convenience of not needing to handle and replace gas cylinders. Some benefits of using natural gas for cooking include:

- Continuous Supply: Natural gas is supplied through pipelines, ensuring a continuous and uninterrupted cooking fuel source.
- No Cylinder Handling: Since there are no gas cylinders involved, there is no need to store or replace them, which can be convenient for some users.
- Clean-Burning: Like LPG, natural gas is also a cleaner-burning fuel compared to other fossil fuels, (Garcia, E., & Hernandez, C., 2017, p.60).

2.2.5 Metering

Metering, in general terms, refers to the process of measuring and recording the consumption or usage of a particular resource, such as electricity, gas, water, or other utilities, (White, R., & Brown, P., 2021, p.60).

2.2.6 Meters

Meters are devices used to measure and monitor the quantity of the resource consumed by a consumer, household, business, or industrial facility, (Johnson, A., & Davis, S., 2021, p.60).

2.2.6 Platform

The term "platform" has several meanings depending on the context in which it is used. In general, a platform refers to a base or foundation upon which other applications, services, or technologies can be developed or integrated. It provides a set of tools, resources, and services that allow developers to build and deploy various applications or solutions more efficiently and easily, (Miller, D., & Williams, E., 2021, p.60).

1. **Software Platform:** In software development, a platform refers to a specific environment or framework that provides the necessary tools and resources to build and run software applications. For example, operating systems like Windows, macOS, iOS, and Android are software platforms that allow developers to create applications that run on those respective systems.
2. **Hardware Platform:** In the context of hardware, a platform typically refers to a specific set of hardware components, such as a computer's processor, chipset, and peripherals, that form the foundation for building various devices or systems.
3. **Cloud Platform:** A cloud platform is a set of cloud computing services and infrastructure offered by providers like Amazon Web Services (AWS), Microsoft Azure, or Google Cloud Platform. These platforms provide on-demand computing resources, storage, and services to host applications and manage data in the cloud.
4. **IoT Platform:** Internet of Things (IoT) platforms provide the infrastructure and tools to connect, manage, and analyze data from various IoT devices and sensors.

2.3 Platform Concepts

2.3.1 USSD

USSD stands for "Unstructured Supplementary Service Data." It is a communication protocol used to send and receive text-based information between a mobile device and a service provider's computer systems. USSD is commonly used by mobile network operators to provide interactive services to mobile phone users. It is a simple and cost-effective way to deliver information and conduct transactions, especially in regions where smartphones and mobile data might not be readily available or affordable, (Chen, X., & Li, Y., 2018, p.60).

2.3.2 Web Application

A web application, often referred to as a web app, is a software application that is accessed and used through a web browser over the internet. It runs on web servers and is designed to be compatible with various devices and platforms, making it accessible from desktop computers, laptops, tablets, and smartphones.

Web applications are built using web technologies such as HTML (Hypertext Markup Language), CSS (Cascading Style Sheets), and JavaScript, which are commonly used to create web pages. They can be static, providing fixed content and user interfaces, or dynamic, where the content and user interactions are updated in real-time, (Adams, J., & Brown, M.,2022, p.60).

2.3.3 Web System

A "Web System" is a broad term used to describe a collection of interconnected web-based components and functionalities that work together to achieve specific objectives. It typically refers to a complex software system accessible through web browsers and built using web technologies, such as HTML, CSS, JavaScript, and server-side programming languages like PHP, Python, Ruby, or Java, (Wilson, R., & Davis, C., 2021, p.60).

2.3.4 Website

A website is a collection of web pages hosted on the internet and accessible through a web browser. It is a digital platform that provides information, services, and content to users. Websites are created using web technologies such as HTML (Hypertext Markup Language), CSS (Cascading Style Sheets), and JavaScript. They can range from simple static sites with basic text and images to complex web applications with dynamic content and interactive features, (Clark, K., & Taylor, M., 2019, p.60).

2.4 Information System Concepts

2.4.1 System

A system is a regularly interacting or interdependent group of items forming an integrated whole. Every system is delineated by its spatial and temporal boundaries, surrounded and influenced by its environment, described by its structure and purpose and expressed in its functioning, (Smith, J., & Davis, R., 2018, p.60).

2.4.2 Information

Information is any entity or form that resolves uncertainty or provides the answer to a question of some kind. It is thus related to data and knowledge, as data represents values attributed to parameters, and knowledge signifies understanding of real things or abstract concepts, (Brown, M., & Johnson, L., 2017, p.60).

2.4.3 Information System

An information system (IS) is an organized system for the collection, organization, storage and communication of information. More specifically, it is the study of complementary networks that people and organizations use to collect, filter, and process, create and distribute data, (Wilson, E., & Martinez, S., 2016, p.60).

2.4.4 Management Information System

A management information system (MIS) is a computerized database of financial information organized and programmed in such a way that it produces regular reports on operations for every level of management in a company. It is usually also possible to obtain special reports from the system easily.

2.5 Database Concepts

2.5.1 Database

Database is a structured set of data held in a computer, especially one that is accessible in various ways, (Jones, P., & Brown, M., 2019, p.60).

2.5.2 Database Management System

A database-management system (DBMS) is a computer-software application that interacts with end-users, other applications, and the database itself to capture and analyze data. A general-purpose DBMS allows the definition, creation, querying, update, and administration of databases, (Davis, S., & Martinez, P., M., 2020, p.60).

2.5.3 Table

A table is a collection of related data held in a structured format within a database. It consists of columns, and rows, (Miller, J., & Smith, A., 2018, p.60)

2.5.4 Entity

An entity is any object in the system that we want to model and store information about. Entities are usually recognizable concepts, either concrete or abstract, such as person, places, things, or events which have relevance to the database. Some specific examples of entities are Employee, Student, Lecturer. An entity is analogous to a table in the relational model.

2.5.5 Relationship

A relationship, in the context of databases, is a situation that exists between two relational database tables when one table has a foreign key that references the primary key of the other table. Relationships allow relational databases to split and store data in different tables, while linking disparate data items.

2.5.6 Primary key

A primary key is a special relational database table column (or combination of columns) designated to uniquely identify all table records. A primary key's main features are: It must contain a unique value for each row of data. It cannot contain null values.

2.5.7 Foreign key

A Foreign key is a field (or collection of fields) in one table that uniquely identifies a row of another table or the same table. In simpler words, the foreign key is defined in a second table, but it refers to the primary key or a unique key in the first table.

2.5.8 Constraint

A constraint is usually associated with a table and is created with a CREATE CONSTRAINT or CREATE ASSERTION SQL statement. They define certain properties that data in a database must comply with.

2.5.9 Flow chart

A database flowchart is a useful tool for describing the logic of a database system in a clear, visual fashion.

2.6 Tool & Language to use.

2.6.1 IDE

An integrated development environment (IDE) is a software application that provides comprehensive facilities to computer programmers for software development. An IDE normally consists of a source code editor, build automation tools, and a debugger, (Anderson, D., & Brown, S., 2019, p.60).

2.6.2 Java Spring Boot

Java Spring Boot is an open-source framework and a sub-project of the larger Spring Framework. It is designed to simplify the development of Java-based web applications and micro services. Spring Boot provides a robust platform for building stand-alone and production-ready applications quickly and with minimal configuration. It focuses on convention over configuration, making it easy for developers to get started without needing to set up complex configurations manually, (Taylor, R., & Martinez, M., 2019, p.60).

2.6.3 API

An application programming interface (API) is a set of subroutine definitions, protocols, and tools for building application software. Documentation for the API is usually provided to facilitate usage and implementation, (Adams, A., & Davis, P., 2020, p.60).

2.6.4 HTML

HTML is the standard markup language for creating Web pages. HTML stands for Hyper Text Markup Language.

2.6.5 CSS

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language like HTML, (Davis, R., & Martinez, L., 2020, p.60).

2.6.6 Bootstrap

Bootstrap is the HTML, CSS, and JavaScript framework for developing responsive, web applications.

2.6.7 IntelliJ IDEA

IntelliJ IDEA is an Integrated Development Environment (IDE) developed by JetBrains, a software development company. It is one of the most popular and widely used IDEs for Java and other programming languages, such as Kotlin, Groovy, Scala, and more. IntelliJ IDEA provides a comprehensive set of tools and features that enhance developer productivity and streamline the software development process, (Johnson, K., & Davis, S., 2021, p.60).

2.6.8 Tomcat

Tomcat, officially known as Apache Tomcat, is an open-source web server and servlet container developed by the Apache Software Foundation. It is designed to implement the Java Servlet, Java Server Pages (JSP), and WebSocket specifications, allowing developers to deploy Java web applications and serve dynamic content over the internet, (Wilson, D., & Martinez, R., 2020, p.60).

2.6.9 SQL

SQL (Structured Query Language) is a standardized programming language used for managing relational databases and performing various operations on the data in them, (Adams, M., & Brown, R., 2019, p.60).

2.6.10 PostgreSQL

PostgreSQL, often referred to as Postgres, is an open-source, object-relational database management system (DBMS). It is known for its robustness, extensibility, and compliance with SQL standards. PostgreSQL is designed to handle a wide range of workloads, from small applications to large-scale enterprise systems, and is widely considered as one of the most

advanced and powerful open-source databases available, (Miller, E., & Johnson, A., 2019, p.60).

2.7 Software Development Process Concepts

2.7.1 Software Development Process

In software engineering, a software development methodology (also known as a system development methodology, software development life cycle, software development process, software process) is a division of software development work into distinct phases (or stages) containing activities with the intent of better planning and management. It is often considered a subset of the systems development life cycle. The methodology may include the pre-definition of specific deliverables and artifacts that are created and completed by a project team to develop or maintain an application.

Common methodologies include waterfall, prototyping, iterative and incremental development, spiral development, rapid application development, extreme programming, and various types of agile methodology.

2.7.2 Waterfall development

The waterfall model is a sequential development approach, in which development is seen as flowing steadily downwards (like a waterfall) through several phases, typically:

- Requirements analysis resulting in a software requirement specification
- Software design
- Implementation
- Testing
- Integration, if there are multiple subsystems.
- Deployment (or Installation)

- Maintenance

2.7.3 Prototyping

Software prototyping is the development approach of activities during software development, the creation of prototypes, i.e., incomplete versions of the software program being developed.

The basic principles are:

- Not a standalone, complete development methodology, but rather an approach to handle selected parts of a larger, more traditional development methodology (i.e. incremental, spiral, or rapid application development (RAD)).
- Attempts to reduce inherent project risk by breaking a project into smaller segments and providing more ease-of-change during the development process.
- User is involved throughout the development process, which increases the likelihood of user acceptance of the final implementation.
- Small-scale mock-ups of the system are developed following an iterative modification process until the prototype evolves to meet the users' requirements.
- While most prototypes are developed with the expectation that they will be discarded, it is possible in some cases to evolve from prototype to working system.
- A basic understanding of the fundamental business problem is necessary to avoid solving the wrong problems.

2.7.4 Incremental development

Various methods are acceptable for combining linear and iterative systems development methodologies, with the primary objective of each being to reduce inherent project risk by breaking a project into smaller segments and providing more ease-of-change during the development process.

The basic principles are:

- A series of mini-Waterfalls are performed, where all phases of the Waterfall are completed for a small part of a system, before proceeding to the next increment, or
- Overall requirements are defined before proceeding to evolutionary, mini-Waterfall development of individual increments of a system, or
- The initial software concept, requirements analysis, and design of architecture and system core are defined via Waterfall, followed by iterative Prototyping, which culminates in installing the final prototype, a working system.

2.7.5 Iterative and incremental development

Iterative development prescribes the construction of initially small but ever-larger portions of a software project to help all those involved to uncover important issues early before problems or faulty assumptions can lead to disaster.

2.7.6 Rapid application development

Rapid application development (RAD) is a software development methodology, which favors iterative development and the rapid construction of prototypes instead of large amounts of up-front planning. The "planning" of software developed using RAD is interleaved with writing the software itself. The lack of extensive pre-planning generally allows software to be written much faster and makes it easier to change requirements.

The rapid development process starts with the development of preliminary data models and business process models using structured techniques. In the next stage, requirements are verified using prototyping, eventually to refine the data and process models. These stages are repeated iteratively; further development results in "a combined business requirements and technical design statement to be used for constructing new systems".

The basic principles of rapid application development are:

- Key objective is for fast development and delivery of a high quality system at a relatively low investment cost.
- Attempts to reduce inherent project risk by breaking a project into smaller segments and providing more ease-of-change during the development process.
- Aims to produce high quality systems quickly, primarily via iterative Prototyping (at any stage of development), active user involvement, and computerized development tools. These tools may include Graphical User Interface (GUI) builders, Computer Aided Software Engineering (CASE) tools, Database Management Systems (DBMS), fourth-generation programming languages, code generators, and object-oriented techniques.
- Key emphasis is on fulfilling the business need, while technological or engineering excellence is of lesser importance.
- Project control involves prioritizing development and defining delivery deadlines or "timeboxes." If the project starts to slip, emphasis is on reducing requirements to fit the timebox, not in increasing the deadline.
- Generally includes joint application design (JAD), where users are intensely involved in system design, via consensus building in either structured workshops, or electronically facilitated interaction.
- Active user involvement is imperative.
- Iteratively produces production software, as opposed to a throwaway prototype.
- Produces documentation necessary to facilitate future development and maintenance.
- Standard systems analysis and design methods can be fitted into this framework.

2.7.7 Agile development

"Agile software development" refers to a group of software development methodologies based on iterative development, where requirements and solutions evolve via collaboration between

self-organizing cross-functional teams. The term was coined in the year 2001 when the Agile Manifesto was formulated.

Agile software development uses iterative development as a basis but advocates a lighter and more people-centric viewpoint than traditional approaches. Agile processes fundamentally incorporate iteration and the continuous feedback that it provides to successively refine and deliver a software system.

There are many agile methodologies, including:

- Dynamic systems development method (DSDM)
- Kanban
- Scrum

2.8 Review of the existing related studies

Considering the existing related studies, we mention one of them which similar to our project:

2.8.1 Zenner Gas

In a digital world, gas is used in a SMART way: The meter is recharged like a mobile phone! PAYPER USE The service is active since 2006, year of production of the first Italian meter with integrated solenoid valve: ZENNER Gas Blocker.

It works only with Smart Meters prepared for the management of prepaid options like those produced by ZENNER Gas.

Prepaid GAS – initially created only for users that tend to be defaulting – has also found application in terms of consumption optimization, and expenses rationalization related to the energy requirements.

The operation is extremely easy and like that of prepaid mobile phone contracts.

The customer uses the m3 of gas purchased and receives a warning message when a previously set value of remaining m3is reached.

If a customer does not want to purchase more m3 (recharge) and consumes the entire credit, the meter will be automatically closed.

Once a new recharge is made (payment and consent sent by the TekGas control system), if the credit has not been completely used up (the solenoid valve of the meter is opened), it will be summed to the remaining m3.

Instead, if the credit has been used up (the solenoid valve of the meter is closed), the customer will follow a simple process, so to immediately reactivate the gas supply. (https://zennergas.eu/en, 2023, p.90).

CHAPTER THREE

SYSTEM ANALYSIS AND DESIGN

3.1 Introduction

This chapter presents the analysis and design process of this project on the structural and logical part. System analysis and design relate to shaping organizations, improving performance, and Achieving objectives for profitability and growth. It describes the areas of study, sample size, sample techniques, and data collection methods and process design.

3.2 Analysis of current system

3.2.1 Introduction

In this section, we will conduct a comprehensive analysis of the existing cooking gas consumption and payment system in Rwanda. The analysis will focus on understanding the current methods of gas tracking, payment processes, and refill procedures. By identifying the strengths and weaknesses of the current system, we aim to pinpoint areas for improvement and inform the development of the Prepaid Gas Metering Platform. This analysis is essential in shaping a more efficient, user-centric, and sustainable solution for cooking gas consumption in Rwanda.

3.2.2 Problem of the current system

The traditional cooking gas system in Rwanda faces critical challenges, including the reliance on firewood and charcoal as alternative energy sources, leading to deforestation and adverse climate effects. The current cooking gas consumption and payment system present several issues for both consumers and gas suppliers:

1. High Initial Cost: The complete cooking gas setup's starting price, including gas cylinder, initial gas refill, and cooking appliances, is a financial barrier for many potential users, especially low-income households.

2. Delayed Recharge vs. Initial Setup: Customers face a choice between a high upfront cost for the full setup or lower immediate costs but potentially less efficient delayed refills.

3. Limited Access to Cooking Gas: The high initial cost and payment model may deter users from adopting clean cooking gas, leading to continued reliance on less environmentally friendly fuels.

4. Lack of Real-time Monitoring: Consumers have limited visibility into their gas consumption, making it challenging to manage usage efficiently and anticipate refill needs.

5. Inconvenient Payment Process: Manual arrangements and periodic billing cycles create inconvenience for consumers and suppliers, affecting cash flow management.

6. Unpredictable Expenses: Without real-time monitoring, consumers face unexpected gas-related expenses and difficulties in budgeting.

7. Inefficient Gas Utilization: Limited visibility into gas levels may lead to gas wastage and shortages, disrupting daily routines and incurring additional expenses for urgent refills.

3.3 Analysis of the New System

3.3.1 Introduction

The new Prepaid Gas Metering Platform aims to address the challenges faced by the traditional cooking gas system in Rwanda and provide a more efficient and user-centric solution. Here is an analysis of the new system:

1. Affordability and Accessibility: The new system eliminates the high upfront cost by offering customers the flexibility to purchase gas in smaller, more affordable packs. This approach allows even low-income households to access clean cooking gas without financial barriers.

2. Real-time Monitoring and Efficiency: With the IoT-enabled gas meters, customers can monitor their gas consumption in real-time. This visibility empowers them to manage their usage efficiently, avoiding unexpected expenses and gas shortages.

3. Convenient Payment Process: The prepaid system offers a more convenient payment process, allowing customers to purchase gas packs based on their immediate needs. This reduces the burden of large upfront payments and ensures a steady cash flow for gas suppliers.

4. Environmental Impact: By promoting clean cooking gas usage, the new system contributes to reducing reliance on firewood and charcoal, leading to a positive impact on deforestation and climate change.

5. Reduced Gas Wastage: Real-time monitoring helps to minimize gas wastage, as customers can gauge their consumption accurately and plan refills accordingly. This reduces the overall gas demand and ensures a more sustainable utilization.

6. Continuous Gas Supply: The IoT-enabled meters provide timely notifications when the gas level is low, enabling gas suppliers to plan timely refills and ensure a continuous supply to customers.

7. Ease of Setup: Customers receive the gas cylinder, initial gas refill, and cooking appliances at once, simplifying the setup process and providing a hassle-free experience.

8. Enhanced Customer Experience: The prepaid gas system offers greater flexibility and control to customers, improving their overall experience and satisfaction with the cooking gas service.

9. Environmental Benefits: By promoting the use of cleaner cooking gas, the new system contributes to environmental preservation by reducing carbon emissions and mitigating the adverse effects of traditional cooking fuels.

10. Economic Benefits: The system's user-centric approach fosters wider adoption of clean cooking gas, leading to increased revenue opportunities for gas suppliers and positive economic impacts in the long run.

The new Prepaid Gas Metering Platform addresses the limitations of the traditional cooking gas system in Rwanda and offers a more efficient, environmentally friendly, and user-friendly solution. By leveraging IoT technology and adopting a prepaid approach, the system aims to promote clean cooking gas consumption, enhance customer experience, and contribute to the sustainable development of the country.

3.3.2 Methodology Approach

3.3.2.1 Data collection Techniques

The successful, the achievement and the accuracy of this project depend on the sincerity of data collected. Regarding to this and with many data collection methods or techniques, in our project, we used the following Techniques to collect data.

3.3.2.1.1 Observation

The observation is an action of attentive phenomenon follow up, without the willing to modify them, using investigation and appropriate study. The observation has been found as a tool that helps the researcher to know and muster the real situation of existing system. With the observation, the researcher notices with own eyes what is going on practically on the field.

3.3.3.2.1.2 Interview

An Interview in qualitative research is a conversation where questions are asked to elicit information. The interviewer is usually a professional or paid researcher, sometimes trained, who poses questions to the interviewee, in an alternating series of usually brief questions and answers.

3.3.2.1.3 Documentation

The documentation is a technique that's applied to gather the manipulated documents together in various forms. This technique permits the researcher to consult books, reviews, memoire, class notes and web pages related to the subject of this work.

3.3.2.2 Software Development methodology.

The system development methodology that is to be described in this section is the synonym of process models. A process model is a plan of action; A plan of what steps are going to be taken as the development proceeds.

Many models for software development have been put out but not all of them have to be used, with our project we will use Waterfall model because is linear-sequential life cycle model and each development steps has to be finished before the next begins. The sequence phases in waterfall method are the followings:

Prepaid Gas Metering Platform implementation by adopting a Waterfall Model:

1. Requirements Gathering and Analysis:

- Define the specific requirements for the Prepaid Gas Metering Platform. This includes understanding the needs of stakeholders, end-users (customers).
- Gather detailed requirements for IoT integration with Gas metering device, database, and mobile payments integration in Rwanda, user interfaces, security, and compliance with the cooking gas regulations in Rwanda.

2. System Design:

- Create a detailed system design based on the gathered requirements. This includes designing the architecture of the Prepaid Gas Metering Platform.

- Define the data flow, data storage, and integration points with IoT devices and system.
- Design the user interfaces for healthcare professionals and patients.
- Design the architecture of the mobile payment integration.

3. Implementation (Coding):

- Develop the platform Database and user interface for the system, website and ussd
- Develop the platform backend and business logic of the platform
- Integrate IoT system of the gas metering device
- Integrate mobile money payment.

4. Testing:

- Conduct thorough testing of the developed software components. This includes unit testing, integration testing, and system testing.
- Test the integration of IoT Gas Metering System and device.
- Test the integration of mobile money payments.
- Ensure the security of end-user's data and compliance with cooking gas regulations.

5. Deployment:

- Deploy the System in a secured environment, such as a VPS (Virtual Private Server, Linux) or a testing environment, for easy access to everyone via internet.
- Provide training end-users on how to use the system effectively. By good marketing and advertisement

6. Maintenance and Support:

- Monitor the system's performance in a real-time.

- Address any issues or bugs that arise during usage and provide regular updates and enhancements.

7. Documentation and Knowledge Transfer:

- Maintain comprehensive documentation, including user manuals, technical guides, and system architecture documentation.
- Ensure that knowledge about the system is transferred to relevant IT personnel for on**going support.**

8. Evaluation and Feedback:

- **Collect** feedback from healthcare professionals, patients, and other users to evaluate the system's effectiveness and usability.
- Use feedback to make improvements and enhancements to the system, including updates **to machine learning models and user interfaces.**

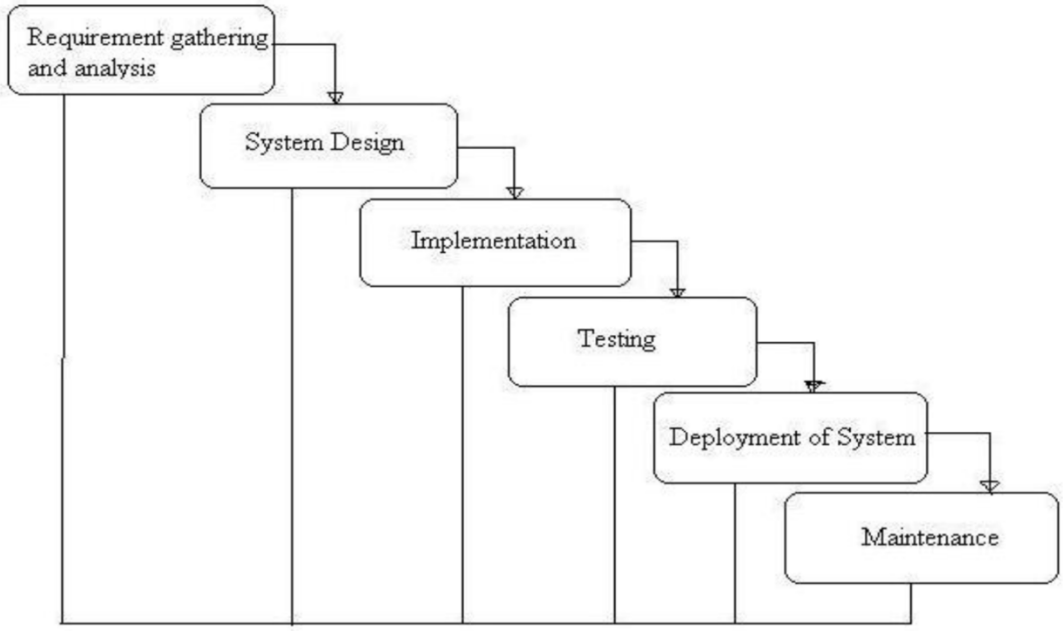


Figure 1 : Documentation

Advantages of Waterfall Model

The advantage of waterfall development is that it allows for departmentalization and control. A schedule can be set with deadlines for each stage of development and a product can proceed through the development process model phases one by one.

The waterfall model progresses through easily understandable and explainable phases and thus it is easy to use. It is easy to manage due to the rigidity of the model – each phase has specific deliverable and a review process.

In this model, phases are processed and completed one at a time and they do not overlap. Waterfall model works well for smaller projects where requirements are very well understood.

Disadvantages of Waterfall Model

It is difficult to estimate time and cost for each phase of the development process. Once an application is in the testing stage, it is very difficult to go back and change something that was not well-thought out in the concept stage. Not a good model for complex and object-oriented projects. Not suitable for the projects where requirements are at a moderate to high risk of changing.

3.3.3 System Requirements

3.3.3.1 Functional Requirements

They define functions and functionality within and from the software system and they define function of a system or its component, where a function is described as a specification of behavior between outputs and inputs.

Requirement analysis is a software engineering technique that is composed of the various tasks that determine the needs or conditions that are to be met for a new or altered product, taking into consideration the possible conflicting requirements of the various users.

Functional requirements are those requirements that are used to illustrate the internal working nature of the system, the description of the system, and explanation of each subsystem. It consists of what task the system should perform, the processes involved, which data should the system holds and the interfaces with the user. The functional requirements identified are:

The functional requirements of the Prepaid Gas Metering Platform encompass the essential features and capabilities that the system must possess to meet its objectives. These requirements include:

1. **Real-Time Gas Consumption Monitoring:** The platform must enable real-time monitoring of gas consumption for consumers, allowing them to track their usage and plan refills efficiently.
2. **User-Friendly Customer Platforms:** The USSD system, and web app must be intuitive and easy to use, catering to users with varying levels of technological literacy.
3. **Seamless Gas Refill Process:** The platform should offer a straightforward and convenient process for customers to refill their gas supply, ensuring uninterrupted access to cooking gas.
4. **Integration with IoT Gas Metering Device:** The platform must seamlessly integrate with IoT gas metering devices to collect accurate and up-to-date gas consumption data.
5. **Mobile Payment Integration:** Integration with MTN Mobile Money, Airtel Money, and should facilitate secure and hassle-free payment options for customers.
6. **Administrator System:** An efficient administrator system should be developed to manage gas supply, monitor consumption patterns, and handle customer inquiries and support.
7. **Gas Supplier Dashboard:** A dedicated dashboard for gas suppliers should be included, enabling them to track gas distribution, manage inventory, and receive timely refill requests.
8. **User Account Management:** The platform must support user account creation, login, and secure authentication to ensure privacy and data protection.
9. **Gas Level Notifications:** The system should send timely notifications to users when their gas level reaches a predefined threshold, prompting them to refill in a timely manner.
10. **Multi-Language Support:** To cater to a diverse user base, the platform should offer multi-language support, allowing users to interact in their preferred language.

11. **Data Analytics and Reporting:** The platform should provide data analytics and reporting capabilities for administrators to gain insights into consumer behavior and optimize gas distribution.

3.3.3.2 Non-Functional Requirements

Non-Functional Requirements are not related to functional aspect of software, fall into this category. They are implicit or expected characteristics of software, which users make assumption of. Non-functional requirements are often called "quality attributes" of a system. Other terms for non-functional requirements are "qualities", "quality goals", "quality of service requirements", "constraints" and "non-behavioral requirements". Informally these are sometimes called the "ilities", from attributes like stability and portability.

Some important of Non-functional requirements for our system include:

Accessibility: A computer with access to the internet and web browser installed in, or mobile phone.

Flexibility: the user interface well scalable and responsive to any screen or device

Performance: to ensure the short time possible to response of our system the device must have a required amount of RAM or CPU to execute it Operating System.

Data integrity: as our system is based on providing information our system will need to have accurate information to ensure the credibility of data or information got on the application.

Security: as said above our system is an entire information provider, our system will need the good security to ensure information on our system are not wrong or are not yet hacked.

3.3.4 Design the new system

3.3.4.1 Function Diagram

For the System Analysis and design we will use the Structure System Analysis and Design Method because is based on waterfall model and It adopts a formal step-by-step approach to the System Development Life Cycle phases and activities where the activities of one phase must be completed before moving to the next phase.

Short for Structured Systems Analysis and Design Method, a set of standards developed in the early 1980s for systems analysis and application design widely used for government computing projects in the United Kingdom.

SSADM uses a combination of text and diagrams throughout the whole life cycle of a system design, from the initial design idea to the actual physical design of the application. SSADM is a waterfall method for the analysis and design of information systems. [CITATION how16 \l 1033]. SSADM uses a combination of three techniques:

Logical Data Modeling: the process of identifying, modeling and documenting the data requirements of the system being designed. The data is separated into entities (things about which a business needs to record information) and relationships (the associations between the entities.

Data Flow Modeling: the process of identifying, modeling and documenting how data moves around an information system. Data Flow Modeling examines processes (activities that transform data from one form to another), data stores (the holding areas for data), external entities (what sends data into a system or receives data from a system, and data flows (routes by which data can flow).

Entity Behavior Modeling: the process of identifying, modeling and documenting the events that affects each entity and the sequence in which these events occur. Each of these three system models provides a different viewpoint of the same system, and each viewpoint is required to form a complete model of the system being designed.

Three techniques are cross-referenced against each other to ensure the completeness and accuracy of the whole application The structured techniques of SSADM fit into a framework of steps, stages and tasks, each with defined inputs and outputs. Moreover, there are a number of forms and documents that are specified which add information to that held within the diagrams.

Therefore, SSADM consists of three important features:

Define the frameworks of steps and stages and their inputs and outputs

- Techniques Define how the steps and tasks are performed
- Documentation Define how the products of the steps are presented.

SSADM application development projects are divided into five modules that are further broken down into a hierarchy of stages, steps and tasks

1. **Feasibility Study:** the business area is analyzed to determine whether a system can cost effectively support the business requirement.

2. **Requirements Analysis:** His requirements of the system to be developed are identified and the current business environment is modeled in terms of the processes carried out and the data structures involved.

3. **Requirements Specification:** detailed functional and non-functional requirements are identified and new techniques are introduced to define the required processing and data structures.

4. **Logical System Specification:** technical systems options are produced and the logical design of update and enquiry processing and system dialogues.

5. **Physical Design:** a physical database design and a set of program specifications are created using the logical system specification and technical system specification.

SSADM's objectives are to:

- ✓ Improve project management & control
- ✓ Make more effective use of experienced and inexperienced development staff
- ✓ Develop better quality systems
- ✓ Make projects resilient to the loss of staff
- ✓ Enable projects to be supported by computer-based tools such as computer-aided software engineering systems
- ✓ Establish a framework for good communications between participants in a project.

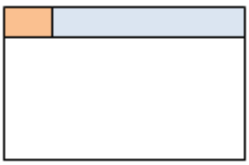
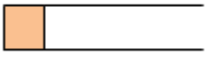
3.3.4.1.1 Dataflow Diagram

Data Flow Diagram (DFD) is a graphic diagramming tool that uses a few simple symbols to Illustrate the flow of data among external entities, processing activities, and data storage elements. [CITATION wik \l 1033]

DFDs reveal relationships among and between the various components in a program or system. DFDs consist of four major components: entities, processes, data stores and data flow.

3.3.4.1.1.1 Data Flow Diagrams symbols

Table 1: Data Flow Diagrams symbols

	**External Entity:** An Entity is a source or destination of data flow which is outside the area of study. Only those entities which originate on a business process diagram. The symbol used in an oval containing a meaningful and unique identifier.
	**Process**: A process shows a transformation or manipulation of data flows within the system. The symbol used is a rectangular box.
	**Data flow:** A data flow shows the flow of information from its source to its destination. A data flow is represented by line, with arrowheads showing the direction of flow (http://www.getahead-direct.com)
	**Data store:** For data entry and storing

3.3.4.1.1.2 Identify

External Entity: System Administrators, Customers

Process: Add Customer/Meter, Activate-Deactivate Customer, Add Operational Area, Add Tariffication, Add Package, List Customer, List Operational Area, List Tariffication, List Package, Recharge Meter, Edit Tariffication, Delete Tariffication, Edit Package.

Data Store: Customers, Tariffication, Package, Gas Recharge, Operational Area.

3.3.4.1.1.3 Data flow diagram Level

Description: The "Data Flow Diagram (DFD) Level 0" offers an overview of the high-level processes and data flows within the system, depicting the interactions between external entities and the core processes without delving into the detailed sub-processes. It serves as a top-level representation of how data moves through the system.

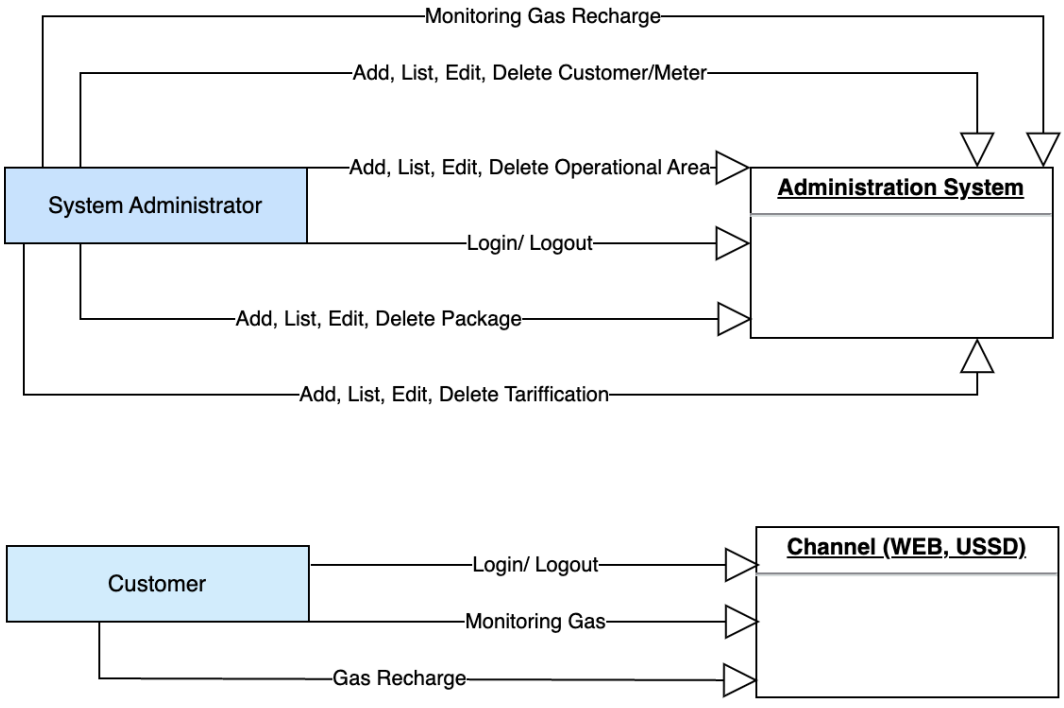
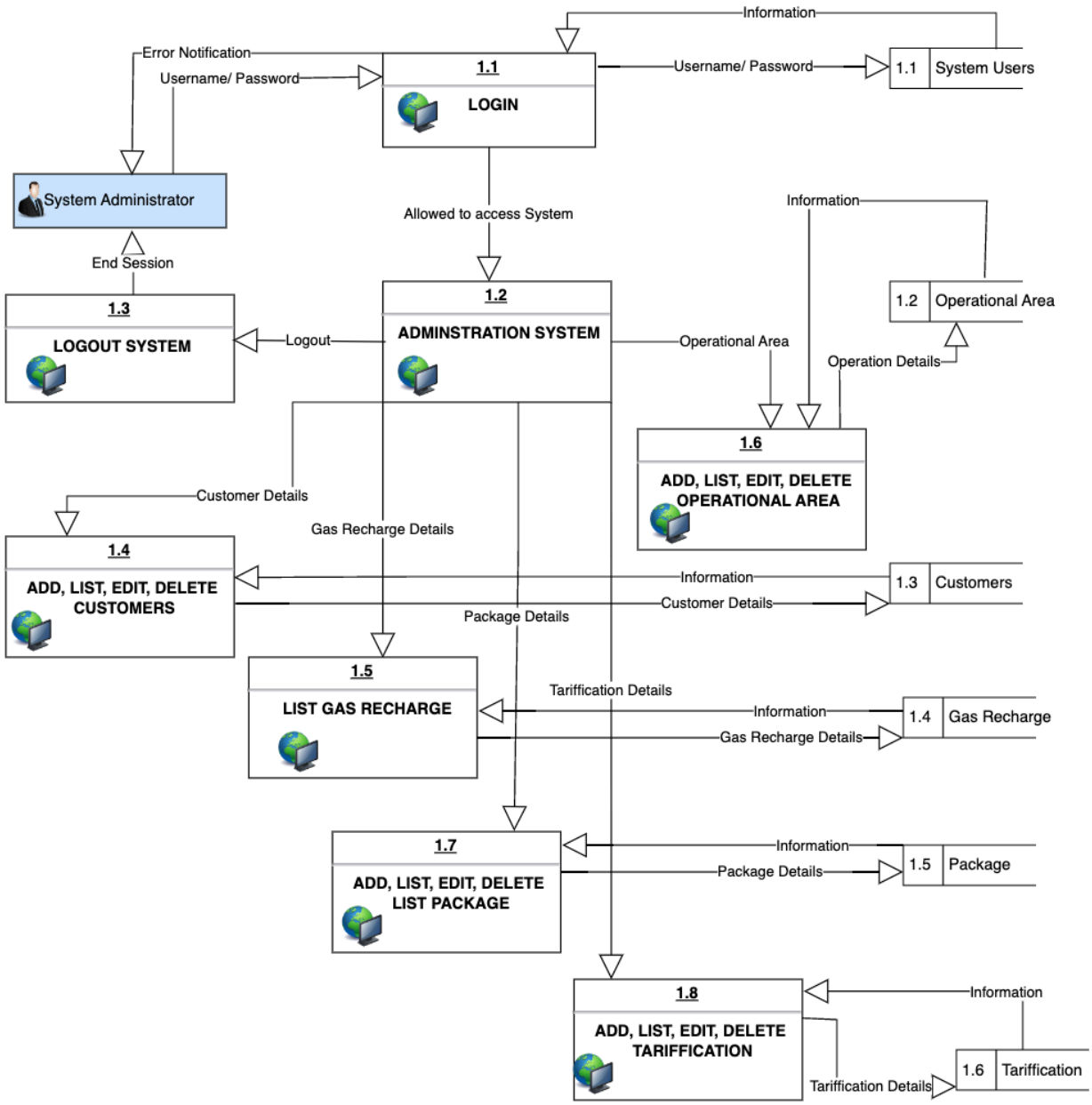


Figure 2 : Data flow diagram Levels 0

Description: The "Data Flow Diagram (DFD) Level 1" is a more detailed representation of the system's data flows and processes compared to Level 0.



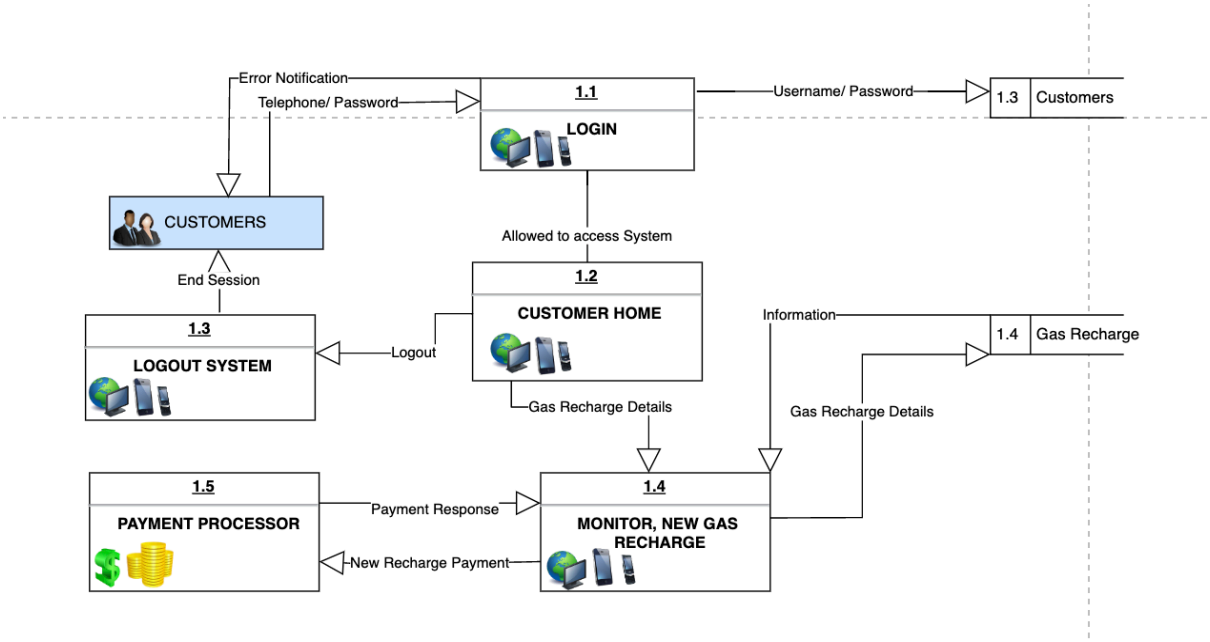


Figure 3 : Data flow diagram Levels 1

3.3.4.1.1.4 Entity Relation Diagram

Description: The "Entity Relation Diagram" illustrates the relationships and connections between various entities or data tables within the system, helping to visually represent the structure of the database and how different pieces of information are related and organized.

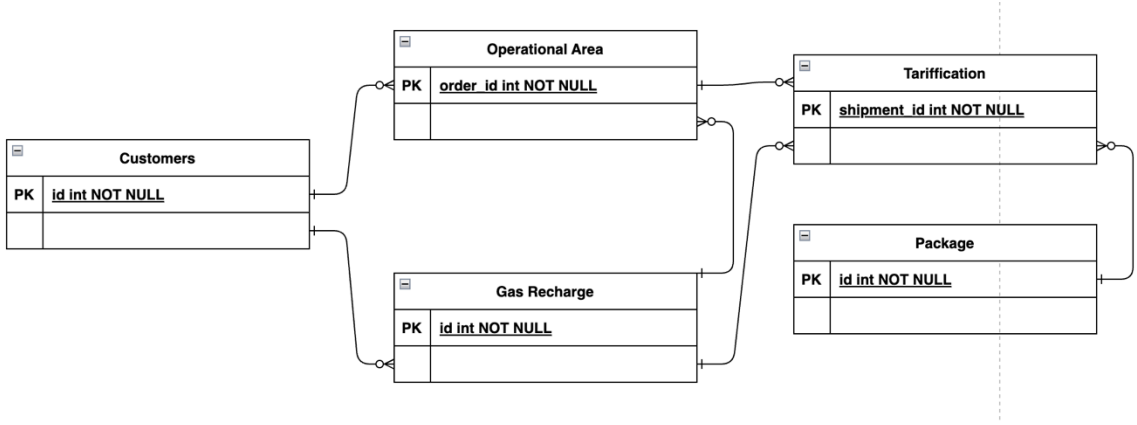


Figure 4 : Entity Relation Diagram

Table 2 : Data Dictionary

TABLE	FIELDS	DATA TYPE	DESCRIPTION
1. Customers	Id	Int, Auto-Increment	Primary Key
	customer_uid	Varchar(256)	Customer Unique Code
	telephone	Int	Telephone
	firstname	Varchar(256)	First Name
	lastname	Varchar(256)	Last Name
	id_number	Varchar(256)	ID number
	meter_user_name	Varchar(256)	Meter Username
	meter_user_number	Varchar(256)	Meter User Number
	meter_imei	Varchar(256)	Meter IMEI
	opco_uid	Varchar(256)	Foreign Key
	area_uid	Varchar(256)	Foreign Key
	City	Varchar(256)	City
	postal_code	Varchar(256)	Postal Code
	street_name	Varchar(256)	Street Name
	street_number	Varchar(256)	Street Number
	address_add_on	Varchar(256)	Address
	house_number	Varchar(256)	House Number
	created_by	Int	Created by
	created_on	Varchar(256)	Created Date
	updated_by	Int	Updated By
	updated_on	Varchar(256)	Updated Date

	deleted_by	Int	Deleted By
	deleted_on	Varchar(256)	Deleted Date
	Status	Varchar(256)	Status
	Email	Varchar(256)	Email
	category	Varchar(256)	Customer Category
	sub_category	Varchar(256)	Customer Subcategory
	id_type	Varchar(256)	ID Type
	operator_code	Varchar(256)	MNO Operator Code

2. Package	Id	Int, Auto-Increment	Primary Key
	package_uid	Varchar(256)	Foreign Key
	package_size_kg	Double	Package Size (KG)
	package_description	Varchar(256)	Package Description
	created_by	Int	Created by
	created_on	Varchar(256)	Created Date
	modified_by	Int	Updated By
	modified_on	Varchar(256)	Updated Date
	deleted_by	Int	Deleted By
	deleted_on	Varchar(256)	Deleted Date
	Status	Varchar(256)	Status

3. Pricing	Id	Int, Auto-Increment	Primary Key
	pricing_uid	Varchar(256)	Pricing Unique Code
	Price	Double	Price
	quantity_kg	Double	Quantity (KG)
	quantity_cube	Double	Quantity (CUBE)
	created_by	Int	Created by
	created_on	Varchar(256)	Created Date
	updated_by	Int	Updated By
	updated_on	Varchar(256)	Updated Date
	deleted_by	Int	Deleted By
	deleted_on	Varchar(256)	Deleted Date
	Status	Varchar(256)	Status
	area_uid	Varchar(256)	Foreign Key
	opco_uid	Varchar(256)	Foreign Key
	currency_uid	Varchar(256)	Foreign Key
	package_uid	Varchar(256)	Foreign Key
	previous_price	Double	Previous Price
	version	Varchar(256)	Change Version

4. Gas Recharge	Id	Int, Auto-Increment	Primary Key
	transaction_id	Varchar(256)	Transaction ID
	external_id	Varchar(256)	External ID
	transaction_source	Varchar(256)	Transaction Source
	transaction_channel	Varchar(256)	Transaction Channel
	transaction_date	Varchar(256)	Transaction Date
	transaction_status	Varchar(256)	Transaction Status
	meter_customer_uid	Varchar(256)	Meter Customer ID
	customer_telephone	Varchar(256)	Customer Telephone
	customer_names	Varchar(256)	Customer Name
	meter_imei	Varchar(256)	Meter IMEI
	tariff_uid	Varchar(256)	Tariff Unique ID
	amount	Double	Amount
	quantity_kg	Varchar(256)	Quantity (KG)
	quantity_m3	Varchar(256)	Quantity (M3)
	currency_uid	Varchar(256)	Currency Unique ID
	currency_iso	Varchar(256)	Currency ISO
	currency_names	Varchar(256)	Currency Name
	payment_method	Varchar(256)	Payment Method
	payment_operator	Varchar(256)	Payment Operator
	payment_id	Varchar(256)	Payment ID

	payment_account_number	Varchar(256)	Payment Account Number
	opco_uid	Varchar(256)	Operation Country ID
	opco_name	Varchar(256)	Operation Country Name
	area_uid	Varchar(256)	Area Unique ID
	area_name	Varchar(256)	Area Name
	recharge_request	Varchar(256)	Recharge Request
	recharge_response	Varchar(256)	Recharge Response
	recharge_number	Varchar(256)	Recharge Number
	recharge_date	Varchar(256)	Recharge Date
	created_by	Int	Created by
	created_on	Varchar(256)	Created Date
	updated_by	Int	Updated By
	updated_on	Varchar(256)	Updated Date
	deleted_by	Int	Deleted By
	deleted_on	Varchar(256)	Deleted Date
	coefficient_uid	Varchar(256)	Coefficient Unique ID
	coefficient_value	Varchar(256)	Coefficient Value
	coefficient_version	Varchar(256)	Coefficient Version

5. Operational Area	Id	Int, Auto-Increment	Primary Key
	area_uid	Varchar(256)	Area UID
	area_name	Varchar(256)	Area Name
	opco_uid	Varchar(256)	Operational Country UID
	representative_names	Varchar(256)	Representative Names
	representative_email	Varchar(256)	Representative Email
	representative_nationality	Varchar(256)	Representative Nationality
	representative_id_type	Varchar(256)	Representative ID Type
	representative_id_number	Varchar(256)	Representative ID Number
	representative_msisdn	Varchar(256)	Representative Telephone
	created_by	Int	Created by
	created_on	Varchar(256)	Created Date
	modified_by	Int	Updated By
	modified_on	Varchar(256)	Updated Date
	deleted_by	Int	Deleted By
	deleted_on	Varchar(256)	Deleted Date
	Status	Varchar(256)	Status

CHAPTER FOUR

IMPLEMENTATION OF NEW SYSTEM

4.1 Introduction

This Chapter we will explain the new system with Screen shots describing its functionalities and how the application has been conceived and technologies applied to build this Application.

4.2 Technologies used.

To implement this application, I have used the Web Development technologies such as:

- **Java Spring Boot**: is an open-source framework and a sub-project of the larger Spring Framework. It is designed to simplify the development of Java-based web applications and microservices. Spring Boot provides a robust platform for building stand-alone and production-ready applications quickly and with minimal configuration. It focuses on convention over configuration, making it easy for developers to get started without needing to set up complex configurations manually. (Taylor, R., & Martinez, M., 2019, p.60).
- **PostgreSQL:** Often referred to as Postgres, is an open-source, object-relational database management system (DBMS). It is known for its robustness, extensibility, and compliance with SQL standards. PostgreSQL is designed to handle a wide range of workloads, from small applications to large-scale enterprise systems, and is widely considered as one of the most advanced and powerful open-source databases available. (Miller, E., & Johnson, A., 2019, p.60).
- **JavaScript** (JS) is a lightweight, interpreted, or just-in-time compiled programming language with first-class functions. (Wilson, R., & Davis, C., 2021, p.60).

- **JQuery & Ajax:JQuery** is a JavaScript library, a framework that helps you use JavaScript to simplify common web tasks; **Ajax** is a technique using JavaScript to construct an XMLHttpRequest.
- **Json:** JavaScript Object Notation (**JSON**) is a standard text-based format for representing structured data based on JavaScript object syntax. It is commonly **used for** transmitting data in web applications (e.g., sending some data from the server to the client, so it can be displayed on a web page, or vice versa).
- **MVC:** stands for Model, View, and Controller. **MVC** separates an application into three components - Model, View, and Controller.
- **Bootstrap:** is the HTML, CSS, and JavaScript framework for developing responsive, web applications. We used it to design our User Interface.
- **Tomcat:** officially known as Apache Tomcat, is an open-source web server and servlet container developed by the Apache Software Foundation. It is designed to implement the Java Servlet, JavaServer Pages (JSP), and WebSocket specifications, allowing developers to deploy Java web applications and serve dynamic content over the internet.
- **IntelliJ IDEA**: is an Integrated Development Environment (IDE) developed by JetBrains, a software development company. It is one of the most popular and widely used IDEs for Java and other programming languages, such as Kotlin, Groovy, Scala, and more. IntelliJ IDEA provides a comprehensive set of tools and features that enhance developer productivity and streamline the software development process.

4.3 System Screen Shots

Description: The login page is designed to secure the system by permitting access exclusively to users with valid credentials.

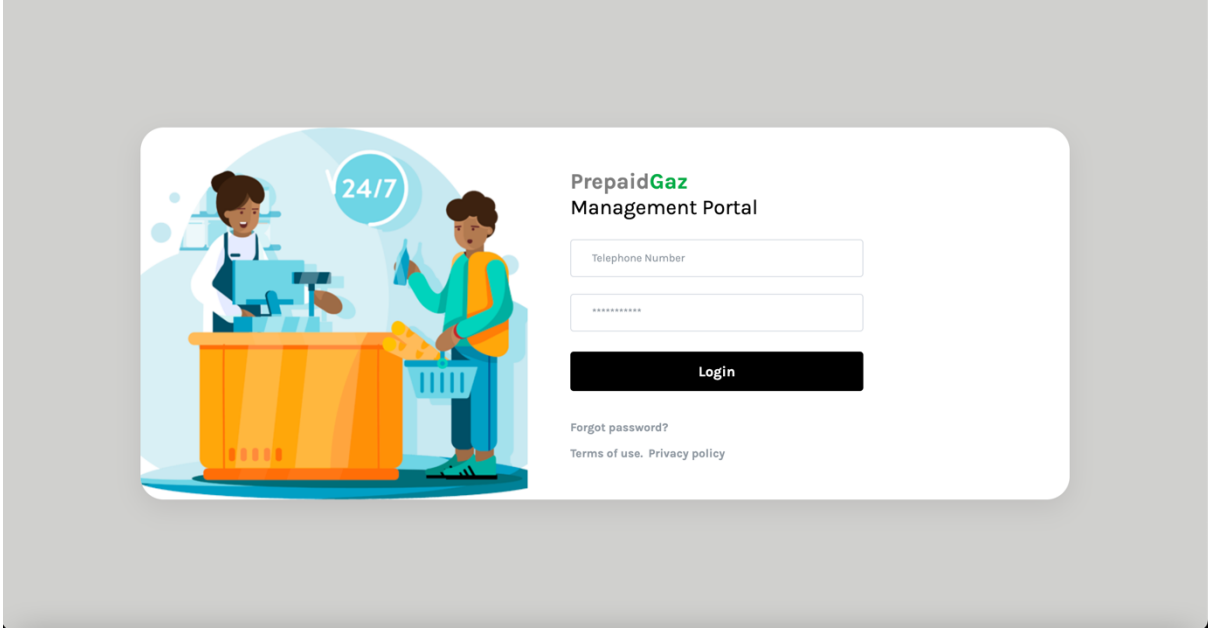


Figure 5 Login Page: Secure the System and allow only valid credentials to login.

Description: The Dashboard Page serves as the central hub, presenting statistics on various key metrics including sales count and amount, customer numbers, mobile money integration transaction charges, gross revenue, profit, total orders, deliveries, agent count, and active meters. It also provides access to the platform's menu and other essential features.

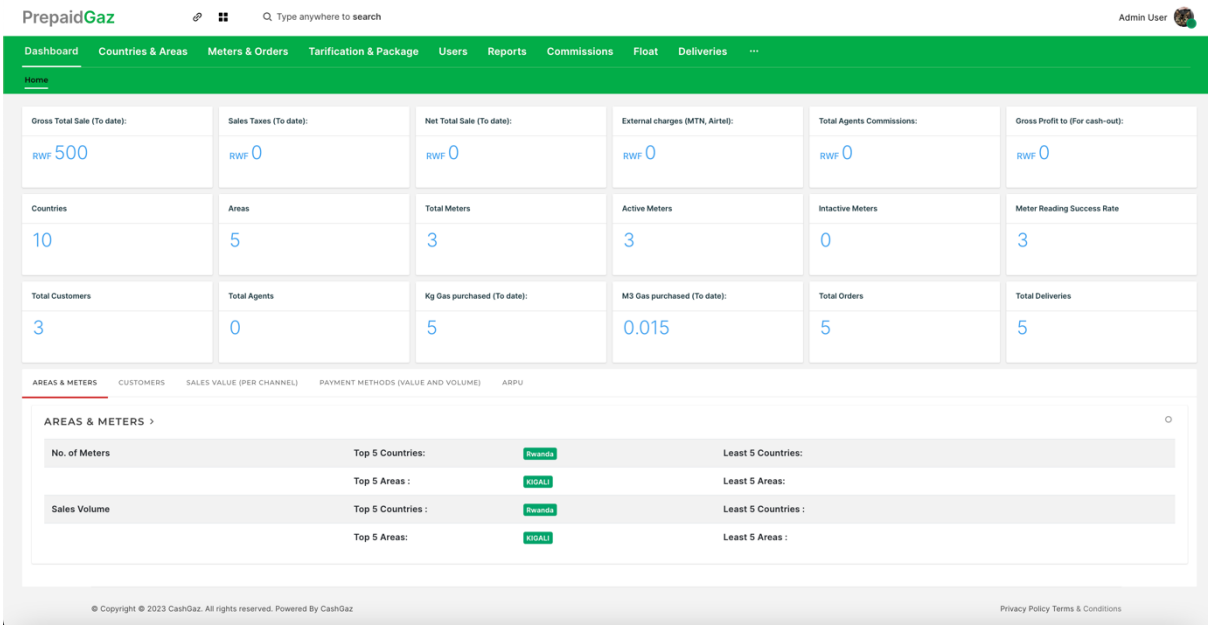


Figure 6 : Dashboard Page: This page presents the dashboard and menu

Description: The Customer Registration Page is a user-friendly form designed for the creation of new customer profiles. During the registration process, customers are simultaneously linked to a specific meter ID, which serves as their unique identifier within the system.

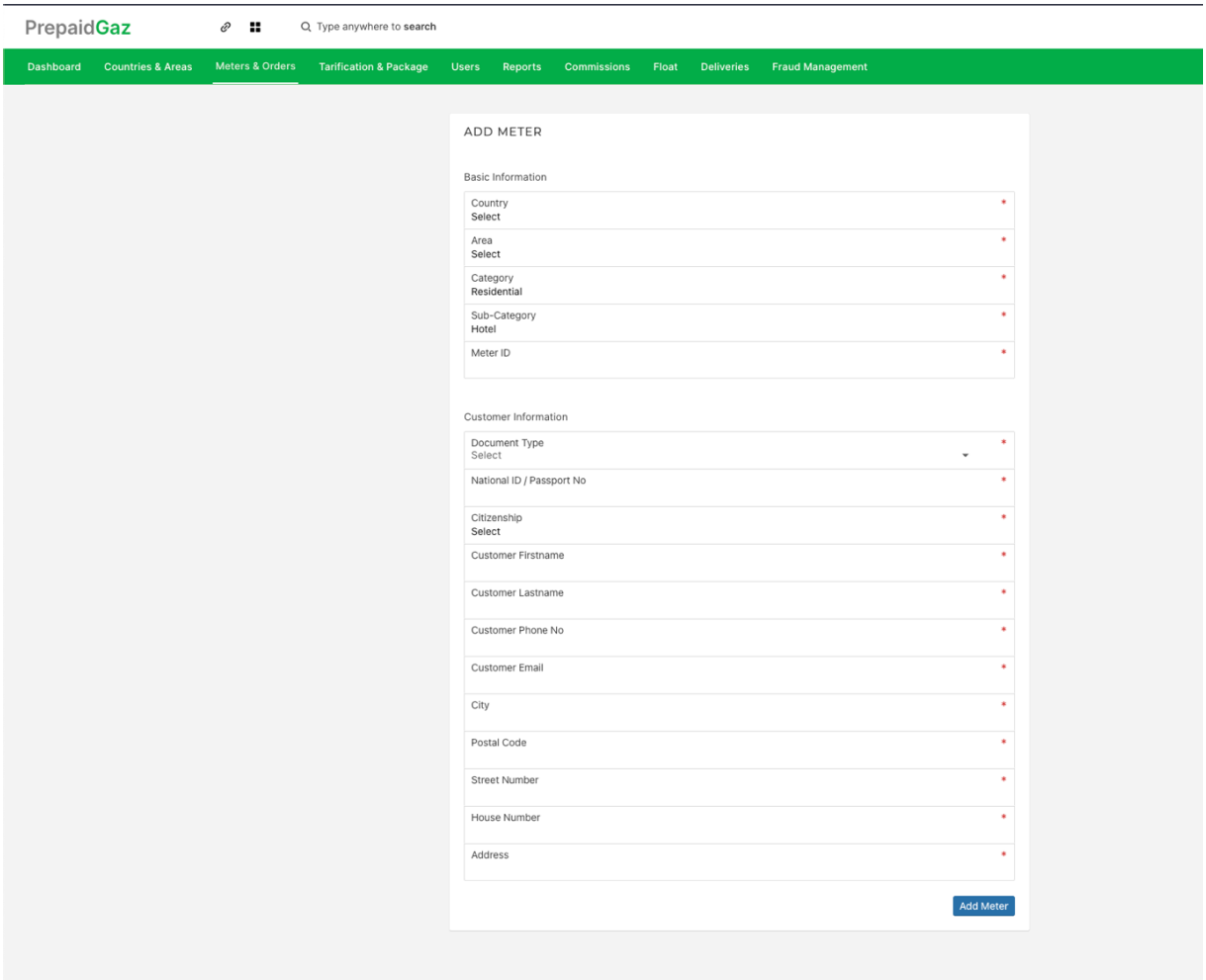


Figure 7 : Customer Registration Page: This is the form to fill to create Customer

Description: The Customer List provides a comprehensive view of all registered customers within the system, offering a convenient way to access and manage customer data and profiles.

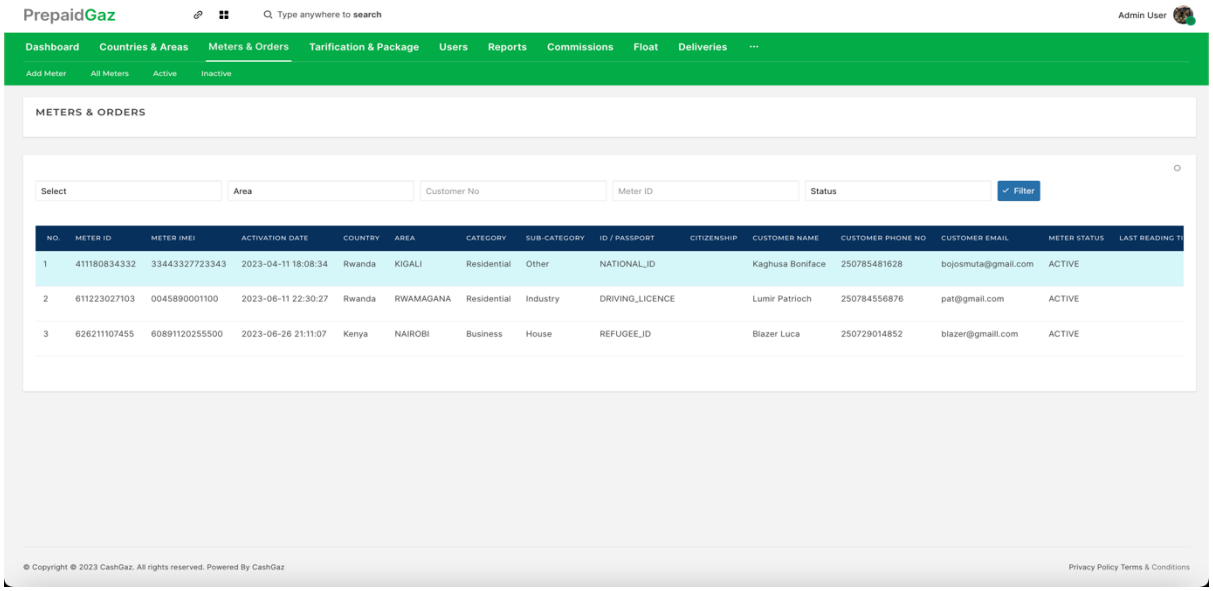


Figure 8 : Customer List: This is the list of all customers.

Description: The Area Registration Page is a user-friendly form intended for the creation of operational areas. Users can input essential details to define and register new operational areas, enhancing the system's capability to organize and manage resources effectively.

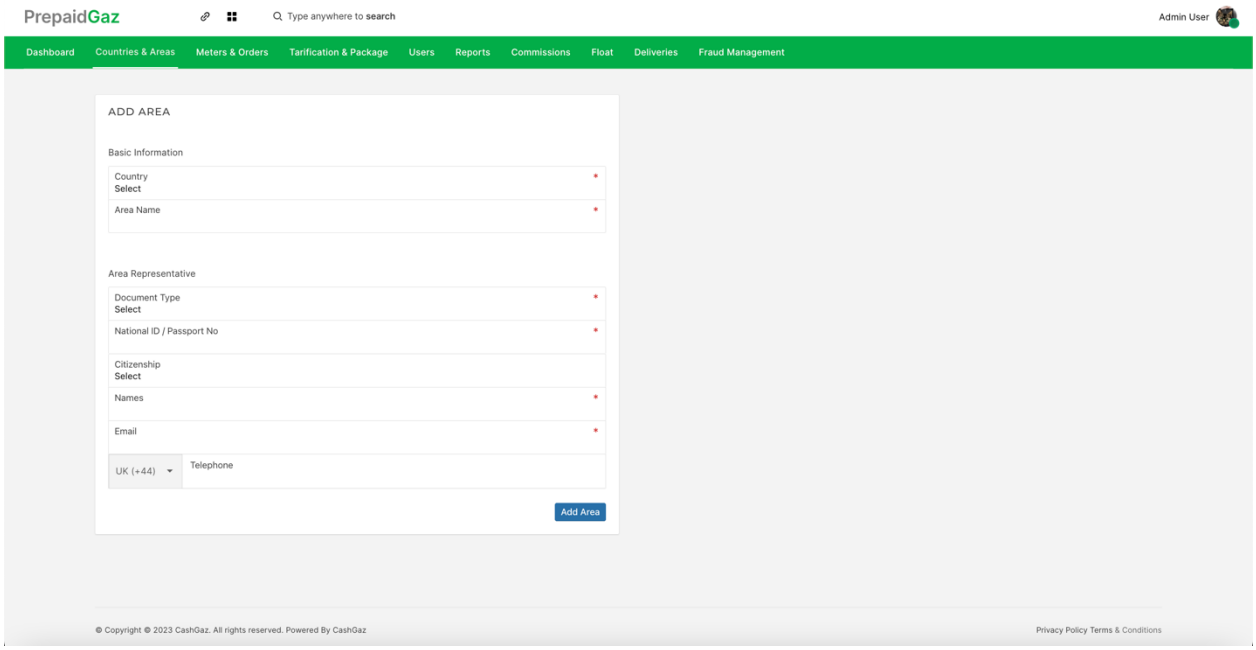


Figure 9 : Area Registration Page: This is the form to fill to create Operational Area

Description: The Operational Area List offers a comprehensive overview of all registered operational areas within the system

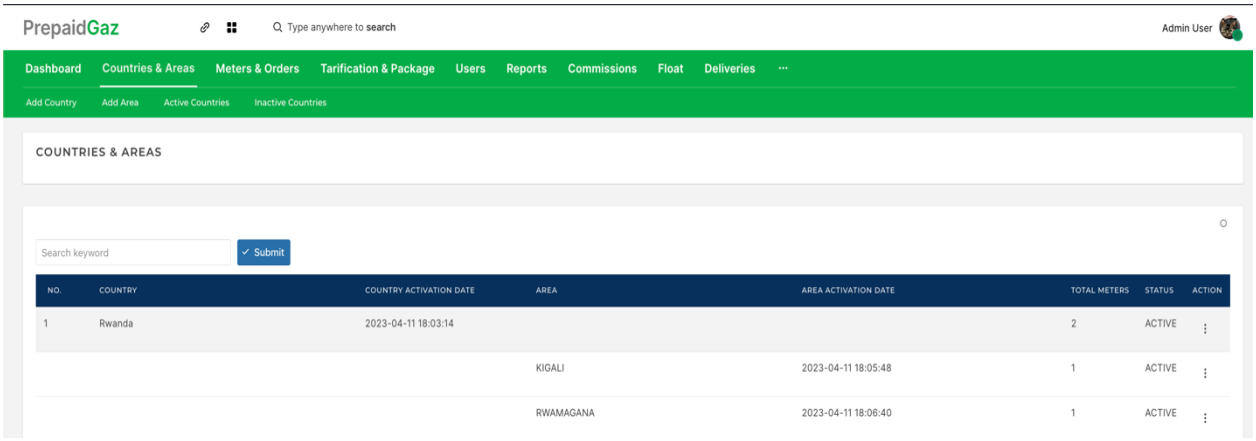


Figure 10 : Operational Area List: This is the list of all Operational Areas

Description: The Package Registration Page is a user-friendly form designed for creating new packages within the system.

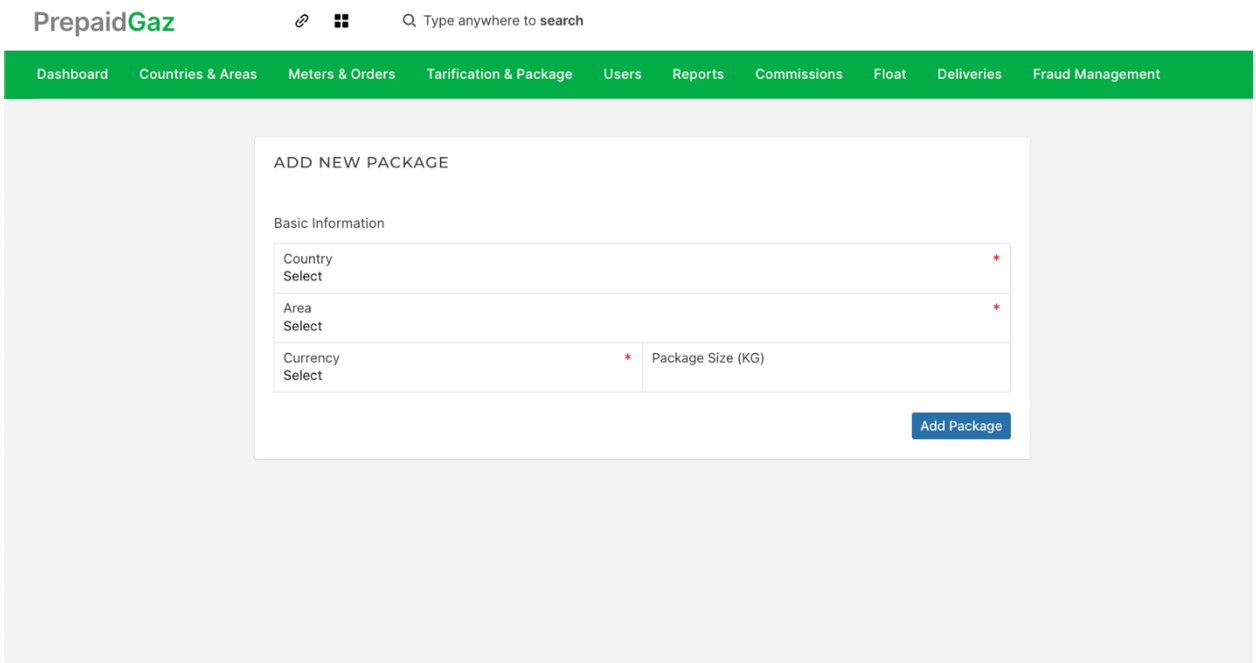


Figure 11 : Package Registration Page: This is the form to fill to create Package

Description: The Tariffication List presents a comprehensive compilation of all registered tariff structures within the system. For accessing and managing tariffication data, facilitating efficient pricing and billing processes.

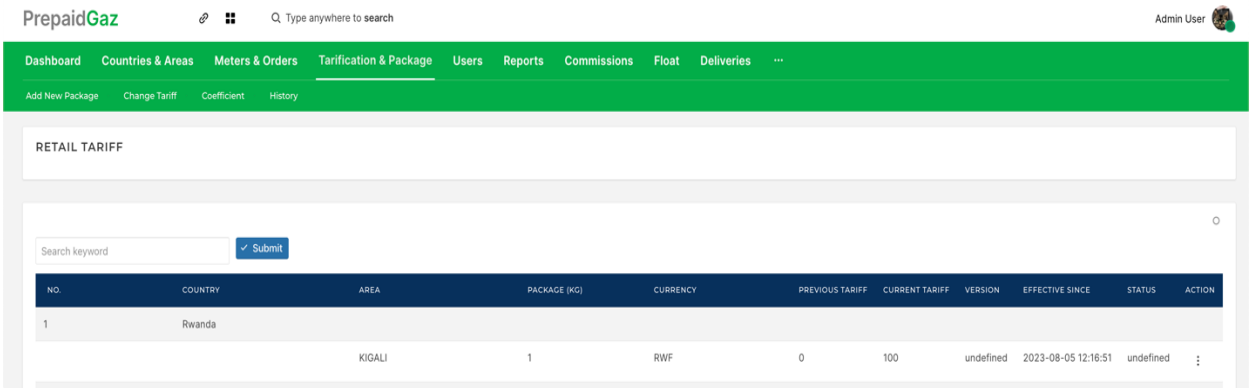


Figure 12 : Tariffication List: This is the list of all Tariffications.

Description: The "Gas Device on Bottle" image visually depicts a gas metering device affixed to a gas bottle, providing a clear representation of the device's installation on the gas container.

Figure 13 : Gas Device on Bottle: This is image show the bottle with the gas metering device.

CHAPTER FIVE

SUMMARY, CONCLUSIONS, AND RECOMMENDATIONS

5.1. Summary:

In summary, the Prepaid Gas Metering Platform presents an innovative solution to transform the cooking gas sector in Rwanda. It addresses critical issues in the traditional system by offering affordability, real-time monitoring, and convenient payment options. This platform not only enhances the customer experience but also contributes to environmental preservation by promoting clean cooking gas usage. The introduction of IoT technology ensures efficient gas consumption and continuous supply, further improving overall satisfaction. The Prepaid Gas Metering Platform is poised to bring economic benefits through increased revenue opportunities for gas suppliers and positive impacts on Rwanda's sustainable development goals.

5.2. Conclusions

The implementation of the Prepaid Gas Metering Platform offers significant advantages over the traditional cooking gas system in Rwanda. Key conclusions include:

- The platform addresses the financial barrier of high initial costs by providing affordable gas packs, making clean cooking gas accessible to low-income households.

- Real-time monitoring through IoT-enabled gas meters empowers customers to manage gas consumption efficiently, reducing unexpected expenses and gas wastage.

- The introduction of convenient payment options enhances the user experience, streamlines cash flow for gas suppliers, and simplifies the payment process.

- Environmental benefits are substantial, with reduced reliance on traditional fuels leading to decreased deforestation and carbon emissions.

- Continuous gas supply notifications improve customer satisfaction and minimize disruptions.

- The Prepaid Gas Metering Platform aligns with Rwanda's sustainable development goals and contributes to the country's economic growth.

5.3. Further Works / Future Recommendations

To further advance the Prepaid Gas Metering Platform and maximize its impact, several strategic recommendations and future initiatives are proposed. First, there's a suggestion to expand the platform's reach to encompass regions and countries facing similar cooking gas challenges, thereby promoting clean energy adoption on a larger scale. Another key area is education and awareness, with plans to implement educational programs that inform consumers about the benefits of clean cooking gas and the prepaid system to encourage wider adoption. Leveraging data collected from IoT meters is also on the horizon, with the goal of offering personalized recommendations to users for optimizing gas consumption.

Additionally, exploring opportunities to integrate energy-efficient cooking appliances and promote their adoption is recommended to enhance overall efficiency. Continuous updates to security measures are vital to protect user data and payment information. Collaboration with government bodies is proposed to integrate the Prepaid Gas Metering Platform into national energy policies and regulations, facilitating its widespread adoption on a governmental level. Lastly, establishing a feedback mechanism for user input is crucial to drive ongoing improvements and refinements to the platform.

Furthermore, the platform's future integration with online payment methods like Visa and Mastercard is suggested to streamline the user experience. Given the trend of individuals using their bank accounts for utility payments, this integration would not only benefit users but also financial institutions and other stakeholders involved. Moreover, it's recommended to develop a dedicated mobile application for both iOS and Android platforms, catering to the growing reliance on mobile devices and ensuring a user-friendly and accessible interface. These measures collectively aim to not only address current needs but also future-proof the Prepaid Gas Metering Platform and promote clean energy solutions effectively.

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APPENDICES

Table 3: (Project schedule (Gantt chart)).

	TASKS/PERIOD	Jan 2023	Mar 2023	Apr 2023	Jun 2023	Jul 2023	Aug 2023	Duration/Month
1	Conception& Idea	○						**1**
2	Data Collection		○					**1**
3	Database Conception& Design		○					**1**
4	Software Implementation& Integration with IoT and Payment method		○	○	○	○	○	**5**
5	Chap 1			○				**1**
6	Chap 2				○			**1**
7	Chap 3					○		**1**
8	Chap 4					○		**1**
9	Chap 5						○	**1**

Interview

The conducted interviews with end-users of the Prepaid Gas Metering Platform, it was important to ask questions that helped to understand their experiences, opinions, and the impact of the platform on their daily lives.

1. How has the Prepaid Gas Metering Platform changed the way you manage your cooking gas consumption?

- The platform has made a significant difference. Before, I had to estimate when to refill my gas cylinder, and sometimes I ran out at inconvenient times. Now, I can monitor my gas usage in real-time, plan refills, and avoid unexpected shortages.

2. Can you describe the convenience of using the platform for gas payments compared to the traditional method?

- It's much more convenient. Previously, I had to visit a gas supplier or wait for a paper bill. With the platform, I can make payments from my mobile phone using MTN Mobile Money or Airtel Money. It's fast and hassle-free.

3. How has using the Prepaid Gas Metering Platform affected your monthly expenses and budgeting?

- It has improved our financial planning. We no longer face unpredictable gas expenses. We can budget more accurately, knowing when to top up our gas supply. This helps us allocate our resources better.

4. In what ways do you believe the platform contributes to a more sustainable environment in Rwanda?

- I think it's helping reduce reliance on charcoal and firewood. By using cleaner cooking gas efficiently, we're preserving trees and reducing deforestation. It's a small step, but it contributes to a greener Rwanda.

5. Have you noticed any changes in your gas consumption behavior since using the platform?

- Yes, I'm more conscious of my gas usage now. I try not to waste gas and turn off the stove when it's not in use. Knowing how much gas I have left encourages me to use it responsibly.

6. What do you find most user-friendly about the Prepaid Gas Metering Platform, such as the mobile app or USSD system?

- I love the mobile app. It's easy to use and provides a clear overview of my gas consumption and account balance. I can also make payments within seconds, which is very convenient.

7. Do you have any suggestions or feedback on how the platform could be further improved to better meet your needs?

- It would be great if the platform could send reminders when my gas level is getting low. Also, adding more payment options could be useful for users who prefer different mobile money services.

8. Has the Prepaid Gas Metering Platform had any impact on the reliability and availability of cooking gas in your household?

- Yes, it has. We no longer experience sudden gas shortages. We always have a good idea of when we need to refill, so we're never caught without gas during cooking.

```
package cns.prepaidgas.com.gas.controller;

import org.springframework.http.HttpStatus;
import org.springframework.http.ResponseEntity;
import org.springframework.validation.annotation.Validated;
import org.springframework.web.bind.annotation.*;
import cns.prepaidgas.com.gas.dto.NewRechargeDto;
import cns.prepaidgas.com.gas.dto.OrderTxnDto;
import cns.prepaidgas.com.gas.dto.ResponseDto;
import cns.prepaidgas.com.gas.service.RechargeService;

import javax.validation.Valid;
import java.util.List;

@RestController
@RequestMapping("/recharge/")
public class RechargeController {
    private final RechargeService rechargeService;
    private ResponseDto responseDto;

    public RechargeController(RechargeService rechargeService,
                              ResponseDto responseDto) {
        this.rechargeService = rechargeService;
        this.responseDto = responseDto;
    }

    @PostMapping
    public ResponseEntity<ResponseDto> NewOrder(@RequestBody
@Validated
NewRechargeDto newRechargeDto) {
        responseDto =
rechargeService.addRecharge(newRechargeDto);
        return new ResponseEntity<>(
responseDto, HttpStatus.valueOf(responseDto.getStatus()));
    }

    @GetMapping("/{min}/{max}")
    public ResponseEntity<List<OrderTxnDto>>
getAllRecharge(@Valid @PathVariable(name = "min") int min,
@Valid @PathVariable(name = "max") int max) {
        return new ResponseEntity<>(
rechargeService.getCompletedRecharge(min, max),
HttpStatus.valueOf(200));
    }

}
```

```
export class HttpRequest
{
    post(APIURL, APIHEADER, APIBODY, APIMETHOD = "POST", APICACHE = false,
       APIASYNC = false, APIDATATYPE = 'application/json', APICONTENTTYPE =
"application/json") {
        let response = false;
        $.ajax({
            type: APIMETHOD,
            url: APIURL,
            headers: APIHEADER,
            cache: APICACHE,
            async: APIASYNC,
            dataType: APIDATATYPE,
            data: JSON.stringify(APIBODY),
            contentType: APICONTENTTYPE,
            success: function (msresponse) {
                response = msresponse;
            },
            error: function(xhr, status, error) {
              response = JSON.parse(xhr.responseText);
              console.log(response);
              console.log(status);
              console.log(error);
            }
        });
        return response;
    }

    get(APIURL, APIHEADER, APIBODY, APIMETHOD = "GET", APICACHE = false,
APIASYNC = false, APIDATATYPE = 'application/json',
APICONTENTTYPE = "application/json") {
        let response = false;
        $.ajax({
            type: APIMETHOD,
            url: APIURL,
            headers: APIHEADER,
            cache: APICACHE,
            async: APIASYNC,
            dataType: APIDATATYPE,
            data: JSON.stringify(APIBODY),
            contentType: APICONTENTTYPE,
            success: function (msresponse) {
                response = msresponse;
            }
        });
        return response;
    }

}
```

```php
<?php
/**
 * Properties Settings class
 * This Class is used for Properties Settings Related:
 * (Change Preferred Language : Initialy[French, English]
 * i18n of Each String Ouptut in the Software using JSON Properties.json
 * @author Ezechiel Kalengya Ezpk [ ezechielkalengya@gmail.com ]
 */
class Properties
{
    private $readJson;
    private $Prop;
    private $Software_Language;
    function __construct($lang = '')
    {
        $this->readJson = DN . '/core/Json/properties.json';
        $this->Prop = $this->parseJson();
        $lang = $lang ? $lang : $this->selectedLang();
        $this->Software_Language = $lang;
    }

    private function parseJson()
    {
        $jsonData = file_get_contents('' . $this->readJson);
        $json = json_decode($jsonData, true);
        return $json;
    }

    public function selectedLang()
    {
        $key = $this->string_key("software-lang");
        if ($key)
            foreach ($this->Prop['properties'][$key] as $key => $value)
                return $value['lang'];
        else
            return 'fr-lang';
    }

    private function string_key($map_word)
    {
        foreach ($this->Prop['properties'] as $key => $value):
            if (key($this->Prop['properties'][$key]) == $map_word):
                return $key;
            else:
                false;
            endif;
        endforeach;
    }

    /**
```

```
     * Returns the i18n String Output setted in properties.json Depending on the
selected Lang
     * @param string name of the string key setted in properties.json
     */
    public function string($map_word)
    {
        $key = $this->string_key($map_word);
        if ($key)
            foreach ($this->Prop['properties'][$key] as $key => $value)
                return $value[$this->Software_Language];
        else
            return 'fr-lang';
    }

    /**
     * Returns true or false if selected Language has changed
     * @param string new_value lange ex. fr-lang, eng-lang
     */
    public function changeLang($new_value)
    {
        $key = $this->string_key("software-lang");
        $data = $this->Prop;
        if ($key):
            $data['properties'][$key]['software-lang']['lang'] = $new_value;
            $newJsonString = json_encode($data);
            if (file_put_contents($this->readJson, $newJsonString))
                return true;
            else
                false;
        else:
            return false;
        endif;
    }
}

?>
```