ONLINE BIKE RENTAL SYSTEM

MINI PROJECT REPORT

Submitted to Bharathiar University

In partial fulfilment of the requirements for the award of degree of

Master of Computer Applications

SUBMITTED BY

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Approved by AICTE,New Delhi & Affiliated to Bharathiar University,CoimbatoreAccredited by NAAC with B++Recognized by UGC with 2(f) & 12(B) "Nehru gardens",Thirumalayampalayam,Coimbatore-105.

November 2023

DECLARATION

I, **Mohamed Febin M (Reg.No:2238M0073)**hereby declare that the project report entitled **"ONLINE BIKE RENTAL SYSTEM"**is a bonafide record of the project work done by me, under the guidance of **Ms Surabhi K S**, Assisstant Professor, Department of Computer Application, **Nehru College of Management**, Coimbatore. Declared further, that to the best of my knowledge, the work reported here does not form part of any other project report or dissertation on the basis of which a degree or award was conferred on an earlier occasion to any other candidate. The content of this report is not being presented by any other student to this or any other University for the award of a degree.

Date:

Place: Coimbatore Signature of the candidate

MINI PROJECT REPORT

CERTIFICATE

This is to certify that this project work entitled "**ONLINE BIKE RENTAL SYSTEM**" is the bona-fide work of **(Reg.No:2238M0073)** submitted in partial fulfilment of the requirement for the awardof the degree of **MASTER OF COMPUTER APPLICATIONS** of Bharathiar University, Coimbatore under the guidance of **Ms Surabhi K S**, Associate Professor, Head, Department of Computer Applications, Nehru College of Management, Coimbatore during the Academic year 2022-2024.

INTERNAL GUIDE

HOD-MCA **PRINCIPAL**

Submitted for the viva-voce examination held on_____

Internal Examiner **External Examiner**

ACKNOWLEDGEMENT

The satisfaction that accompanies the successful completion of any task would be incomplete without mentioning about the people who made it possible, whose constant guidance and encouragement has crowned the efforts with success. I would like to thank almighty God who gave knowledge and strength to complete this project successfully.

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I express my deep sense of gratitude to Principal, **Dr.R.MOSES DANIEL MBA.,Ph.D.,PGDCA.,PGDIB** and Assistant Prof. **Dr.M.SENGALIAPPAN MCA.Mphil,Ph.D,**,Head, Department of Computer Applications for providing me withall the necessary facilities, which helped me, a lot in the successful completion of this project.

It is a great pleasure for me to acknowledge the assistance of my project guide **Ms Surabhi K S**, Assistant Professor Head, Department of Computer Applications, NehruCollege of Management ,Coimbatore, for his valuable advice and kind support during the periodof this project.

With gratitude,

MOHAMED FEBIN M

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CHAPTER 1
INTRODUCTION

This project is designed so as to be used by Bike Rental Company specializing in renting bikes to customers. It is an online system through which customers can view available bikes, register, view profiles and book bikes.

The advancement in Information Technology and internet penetration has greatly enhanced various business processes and communication between companies, service providers and their customers of which the bike rental industry is not left out. This E-BikeRental system is developed to provide the following services•Enhance Business Processes To be able to use internet technology to project the rental company to the global world instead of limiting their services to their local domain alone,thus increase their return on investment

Key Features:

Bike Selection: BikeOnGo offers a diverse selection of bicycles, from traditional road bikes to electric bikes with various speed and range options. Users can choose the bike that best suits their needs.

User Registration and Profile Management: Users can create an account, provide their information, and manage their profiles. This information includes contact details and preferred payment methods.

Bike Booking: Users can easily browse available bikes, check their availability, and make reservations for specific dates and times. Our platform ensures a seamless and secure booking process.

Location-Based Services: BikeOnGo's mobile app offers a map with bike stations and real-time information on bike availability. Users can quickly locate the nearest pickup and drop-off points.

Payment Integration: We support various payment methods, including credit/debit cards, digital wallets, and other secure payment options for hassle-free transactions.

CHAPTER 2
SYSTEM ANALYSIS

2.1 Existing System

Bike Rental System service will help users to book a bike for some fee specified. Till now there was no clear web based UI to help the users to rent the vehicle. They had to manually rent the vehicle through their offices. It was a difficult task to manage rental vehicles. Keeping track of all the rental bikes was a problem.

2.1 Proposed System

This Bike Rental System project will enable the user to rent a vehicle. The user shall login to the system and check for availability of bikes. The user specifies a type of bike and the journey date and time. The Bike Rental System shall check for the availability of the bike and rent the bike to the customer. The user can make payment online. The tool is designed using PHP. All the data regarding the rental bikes are stored in MySQL database. The user has to enter his name, address, phone details and check for the bikes available for rent.The UI is very simple and the connectivity to back end is robust. The main advantage isthat the user shall be able to choose a bike depending on his budget.

2.2 Feasibility Study

Preliminary investigation examines project feasibility, the likelihood the system will be useful to the organization. The main objective of the feasibility study is to test theTechnical, Operational and Economical feasibility for adding new modules and debugging old running system. All systems are feasible if they have unlimited resources and infinite time. The objective of a feasibility study is to find out if an information system project can be done and to suggest possible alternative solutions

There are aspects in the feasibility study portion of the preliminary investigation:

- Technical Feasibility

- Operational Feasibility

- Economical Feasibility

2.2.1 Technical

It refers to whether the software that is available in the market fully supports the present application. It studies the pros and cons of using particular software for the development and its feasibility. It also studies the additional training needed to be given to the people to make the application work. The technical requirements are then compared to the technical capability of the organization. The systems project is considered technically feasible if the internal technical capability is sufficient to support the project requirements. The analyst must find out whether current technical resources can be upgraded or added to in a manner that fulfills the request under consideration.

2.2.2 Operational

It refers to the feasibility of the product to be operational. Some products may work very well at design and implementation but may fail in the real time environment. It Includes the study of additional human resources required and their Technical expertise. Independent on human resources available for the project and involves predicting whether the system will be used if it is developed and implemented. It measures how well a proposed system solves the problems, and takes advantage of the opportunities identified during scope definition and how it satisfies the requirements identified in the analysis phase of system development. It reviews the willingness of the organization to support the proposed system.

2.2.3 Economical

It refers to the benefits or outcomes we are deriving from the product as compared to the total cost we are spending for developing the project. It the more or less the same as the older system, then it is not feasible to develop the product. Economic analysis could also be referred to as cost/benefit analysis. It is the most frequently used method for evaluating the effectiveness of a new system. In economic analysis the procedure is to determine the benefits and savings that are expected from a candidate system and compare them with costs. If benefits outweigh costs, then the decision is made to design and implement the system. An entrepreneur must accurately weigh the cost versus benefits before taking an action.

CHAPTER 3

SYSTEM SPECIFICATION

3.1 Hardware Requirements

- Processor : Pentium Duel Core or above
- RAM : 4GBHard Disk : 100 GB hard disk or above
- Monitor : 15 inch Color Monitor
- Keyboard : 102/104
- KeysMouse : Optical Mouse

3.2 Software Requirements

- Operating System :Windows 7/8/10 or Linux distribution
- Browser :Chrome or Firefox or any browser
- Front-end :HTML/CSS/PHP
- Backend :PHP

3.3 SOFTWARE TECHNOLOGY TOOLS

FRONT END

HTML

HTML or **Hypertext Markup Language** is the standard markup language used to create webpages. HTML is written in the form of HTML elements consisting of *tags* enclosed in angle brackets (like <html>). HTML tags most commonly come in pairs like <h1> and </h1>, althoughsome tags represent *empty elements* and so are unpaired, for example <img> The first tag in a pairis the *start tag*, and the second tag is the *end tag* (they are also called *opening tags* and *closing tags*). Though not always necessary, it is best practice to append a slash to tags which are not paired with a closing tag.

Cascading Style Sheets (CSS)

It is a stylesheet language used to describe the presentationof a document written in HTML or

XML (including XML dialects such as SVG, MathML or XHTML). CSS describes how elements should be rendered on screen, on paper, in speech, or on other media.CSS is among the core languages of the open web and is standardized across Web browsers according to W3C specifications. Previously, the development of various parts of CSS specification was done synchronously, which allowed the versioning of the latest recommendations. You might have heard about CSS1, CSS2.1, or even CSS3. There will never bea After CSS 2.1, the scope of the specification increased significantly and the progress on different CSS modules started to differ so much, that it became more effective to develop and release recommendations separately per
module.

BACK END

PHP (Hypertext Processor)

PHP is a server-side scripting language designed for web development but also used as a general-purpose programming language. PHP is now installed on more than 244 million websites and 2.1 million web servers. Originally created by Rasmus Lerdorf in 1995, the reference implementation of PHP is now produced by The PHP Group. While PHP originally stood for *Personal Home Page*, it now stands for *PHP: Hypertext Preprocessor*, a recursive backronym code is interpreted by a web server with a PHP processor module, which generates the resulting web page: PHP commands can be embedded directly into an HTML source document rather than calling an external file to process data. It has also evolved to include a command-line interface capability and can be used in standalone graphical applications.

CHAPTER 4

SYSTEM DESIGN

System designs the process of defining the architecture, modules, interfaces and data for a system to satisfy specific requirements. System design could be seen as the application of system theory to product development. There is some overlap with the disciplines of systems analysis, systems architecture and systems engineering.

4.1 DESIGN TERMINOLOGY

System design refers to the description of a new system based on the information that is collectedduring the analysis phase and the process by which it is developed. It is the creative process of inventing and developing new inputs, database procedures and outputs to meet the systemobjectives. System design builds on the information gathered during system analysis. The systemanalyst must have a clear- cut understanding about the objectives, which the design aims to full fill.

System Design involves translating system requirements and conceptual design into technical specifications and general flow of processing. After the system requirements have been identified,information has been gathered to verify the problem and after evaluating the existing system, a new system is proposed.

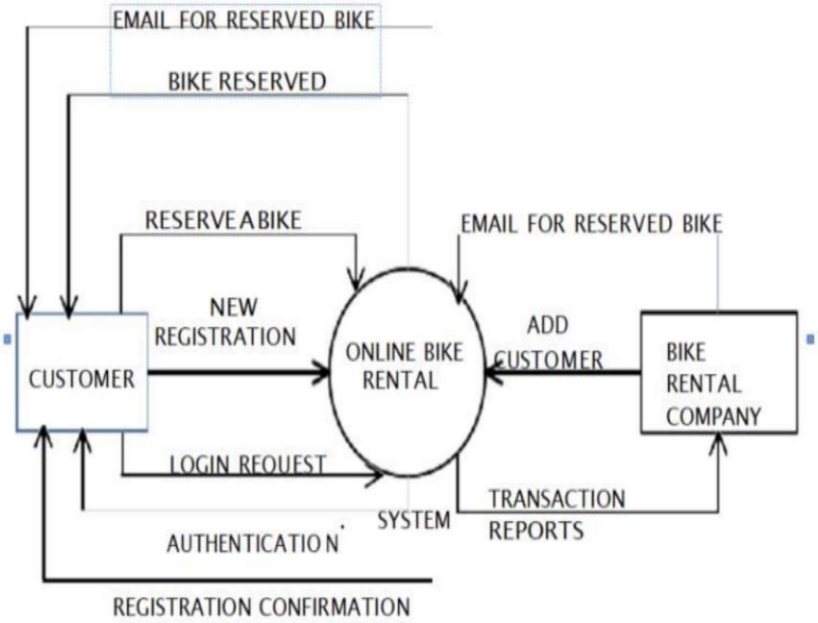
4.2 DATA FLOW DIAGRAM

Data Flow Diagram (DFD) representing a system at any level of detail with a graphic network of symbols showing data flows, data stores, data processes, and data sources. The purposeof DFD is to provide a semantic bridge between users and system developers. The diagram is the basis of structured system analysis. A level 0 DFD, also called a fundamental system model or a context model represents the entire software elements as a single bubble with input and output indicated by incoming and outgoing arrows respectively. Additional process and information flowparts are represented in the next level i.e., Level 1 DFD. Each of the processes represented at Level1 are sub functions of overall system depicted in the context model. Any processes, which are complex in Level 1, will be further represented into sub functions in the next level, i.e., in level 2Data flow diagrams illustrate how data is processed by a system in terms of inputs, and outputs. Represent major components or functions with Circles.

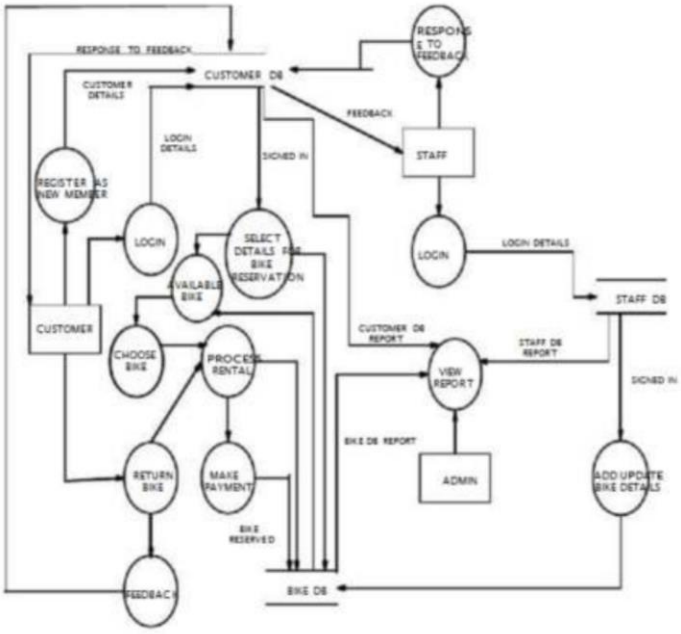
DFD

Entity
Process
Data Store
Data Flow

LEVEL 0


EMAIL FOR RESERVED BIKE
BIKE RESERVED
RESERVE A BIKE
EMAIL FOR RESERVED BIKE
NEW REGISTRATION
ADD CUSTOMER
CUSTOMER
ONLINE BIKE RENTAL
BIKE RENTAL COMPANY
LOGIN REQUEST
TRANSACTION REPORTS
SYSTEM
AUTHENTICATION
REGISTRATION CONFIRMATION

Level 1


RESPONSE TO FEEDBACK
CUSTOMER DB
RESPONSE TO FEEDBACK
CUSTOMER DETAILS
LOGIN DETAILS
SIGNED IN
FEEDBACK
STAFF
REGISTER AS NEW MEMBER
LOGIN
SELECT DETAILS FOR BIKE RESERVATION
AVAILABLE BIKE
LOGIN
LOGIN DETAILS
STAFF DB
CUSTOMER
CHOOSE BIKE
PROCESS RENTAL
CUSTOMER DB REPORT
STAFF DB REPORT
VIEW REPORT
SIGNED IN
BIKE DB REPORT
ADMIN
ADD/UPDATE BIKE DETAILS
RETURN BIKE
MAKE PAYMENT
BIKE RESERVED
FEEDBACK
BIKE DB

4.3 TABLE DESIGN

1. Admin

Field Name	Type	Constraints	Description
Email	Varchar(50)		Email
Password	Varchar(10)		Password

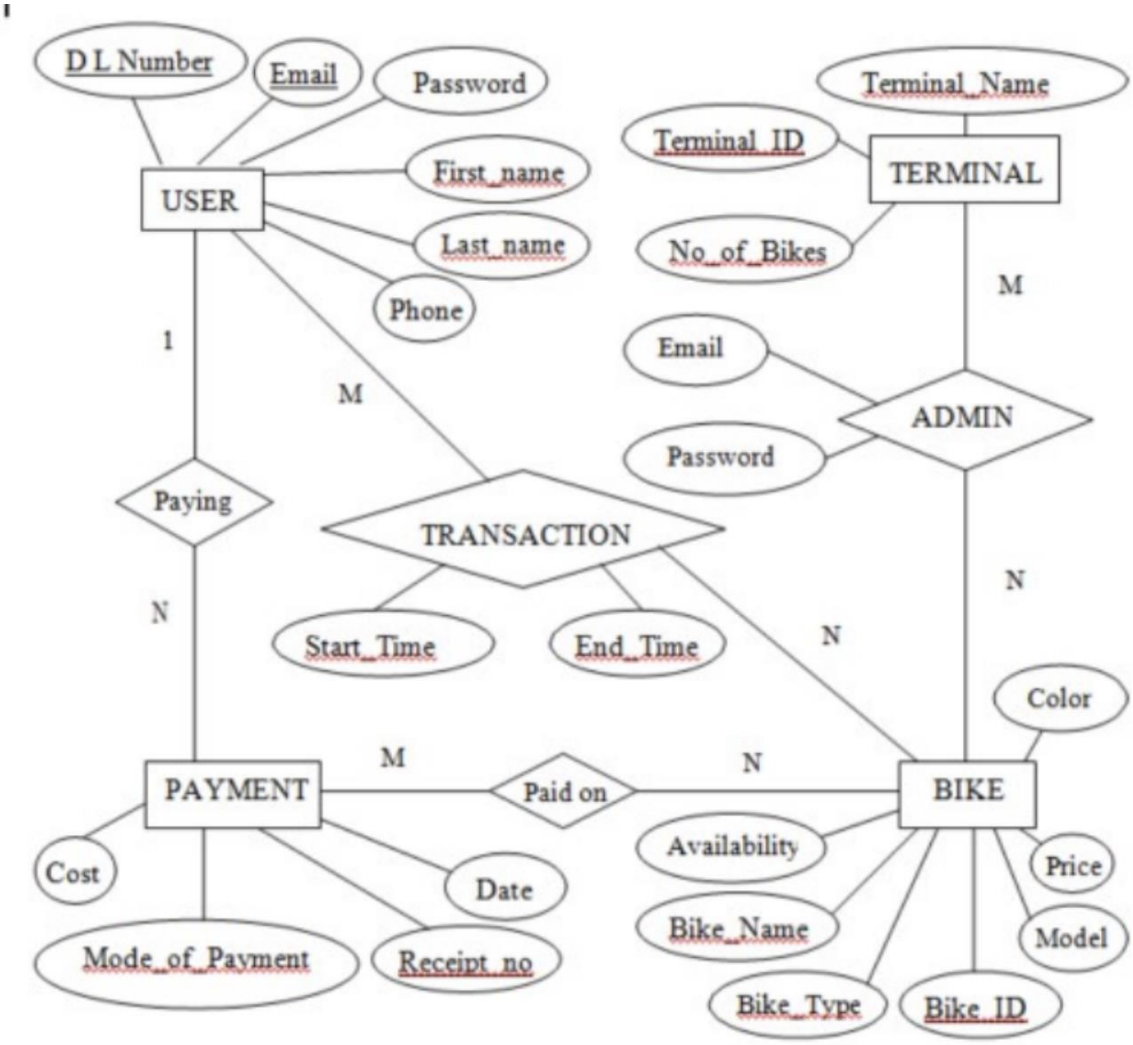
2. user

Field Name	Type	Constraints	Description
U _id	Int(5)	Primary Key	User Id
f_Name	Char(30)		Customer Name
L_ Number	Varchar(10)		Phone Number
Bike	Char(10)		Bike
Email	Varchar(30)		Email
Password	Varchar(8)		Password

3. Bike

Field Name	Type	Constraint	Description
Bike_id	Int(5)	Primary key	Bike id
Bike_name	Varchar(20)		Bike name
Bike _type	Varchar(20)		Bike type
Price	Int(4)		Amount

4.1 ER DIAGRAM



CHAPTER 5

SYSTEM DEVELOPMENT

5.1 Module Description

Bikes:

This is one of the most important modules. This module helps the customers to take any bike on rent from any bike seller. The status of bikes can be updated as soon as it gets free or it gets booked so that no other customer tries to book the same bike. The information that is added to a bike is its model no, vehicle no, and owner name.

Login:

After registration, one can log in to the system either as the event manager or the customer. The option to register either an employee or customer is given when the user is registering. The interface of this system depends upon the registration. If the user has registered as an employee, then it will have options like arranging all the things as asked by a customer for an event.For the customer, the interface includes the option to check all the available event managers and can select anyone for this event.

Admin:

This module is present only for one account. That is, no one can register as an admin after one account is created. The admin account has all the privileges, to check about any particular bike seller or customer. To block any account, to calculate the salary of the employees after deducting their leaves, to update the status about any event, to calculate the payment, to make changes into accounts of users, etc.

User:

As explained in the login section, the user can be of two types and both the users will have different interfaces and after the user has registered and logged in then the features provided can be used by the user. A user who has registered as the seller can update about the bikes that are free cards that can be given on rent. If the user is a customer, then he can see all the available bikes that he can take on rent.

CHAPTER 6
SYSTEM TESTING & IMPLEMENTATION

5.1TESTING

Testing is the process of running a system with the intention of finding errors. Testing enhances the integrity of a system by detecting deviations in design and errors in the system. Testing aims atdetecting error-prone areas. This helps in the prevention of errors in a system.Testing also adds value to the product by conforming to the user requirements.

OBJECTIVES OF TESTING:

- Testing is a process of executing a program with the intent of finding errors.
- A Successful test case is one that uncovers an as- yet-undiscovered error.

System testing is a stage of implementation, which is aimed at ensuring that the system works accurately and efficiently as per the user need, before the live operation commences. As stated before, testing is vital to the success of a system. System testing makes a logical assumption that if all parts of the as system are correct, the goal will be successfully achieved. A series of tests areperformed before the system is ready for the user acceptance test.

5.2 TESTING METHODS

System testing includes code testing which examines the logic of the program. Each and every part of the program is checked or executed individually to find out the errors. Once the errors inthe program are found out, they are debugged. If wrong data is entered, an error message is displayed on the screen so that the user can correct the data at that time itself. System testing is actually a series of different tests whose primary purpose is to fully exercise the computer based system. A series of testing are performed for the proposed system before the system is ready for the user acceptance test.

A candidate system is subject to variety of tests – volume, stress, recovery, security and usabilitytests. The steps in the system testing can be categorized as follows:

- Unit Testing
- Requirement Testing
- User Testing

- Validation Testing
- Integration Testing
- User Acceptance Testing

Unit Testing

Unit testing focuses on verification efforts on the smallest unit of software design i.e., the module. The unit testing is always white box oriented and the step can be conducted in parallel for modules. The module interface is tested to ensure that information properly flows in and outof the program unit under test. The ‘local data structures ‘ are examined to ensure that data stored temporarily maintains its integrity during all steps in an algorithm execution.” Boundary Conditions” are tested to ensure that the module operates properly at boundaries established to limit or restrict processing. All ‘independent paths ‘ through the control Structures are exercised to ensure that all statement in a module have been executed at least once. Finally all “ Error-Handling “ are tested

Requirement Testing

The main aim of this test plan is to see whether the outputs created and inputs were given accordingto the user requirements and specifications that have been established. This was done in the security department by having the developer as a secondary person and another employee who conducted the actual test. Some Suggestion was made while requirement testing was done that hasbeen incorporated.

User Testing

During the testing the tester places the role of the individual who desires to penetrate the system.The tester may attempt to acquire passwords through external clerical means and may attack the system with the custom software design to break down any defenses that have been constructed. The tester may also overwhelm the system thereby denying service to other s and may purposely cause system errors to penetrate during recovery and may browse through insecure data, hoping tofind key to system entry.

Validation Testing

At the end of user testing, software is completely assembled as a package, interfacing errors havenow being uncovered and correcting test begins. Software testing and validation are achieved through a serious black box tests that demonstrate conformity

with the requirement. A plan outlinesthe classes of tests to be conducted and test procedure defines specific cases that will be used to demonstrate conformity with requirements. Both the plan and the procedure are designed to ensurethat all functional requirements are achieved, documentation is correct and other requirements aremet.

Integration testing

Integration testing is a systematic technique for constructing the program structure while conducting tests to uncover errors associated with interfacing. The objective is to take unit testingmodules and build a program structure that has been dictated by design. There is often a tendencyto attempt non incremental integration; that is to construct the program using "big-bang" approach.All modules are combined in advance. The entire program is tested as a whole. When a set of errors is encountered, correction is difficult because isolation of causes is complicated by the vastexpanse of the entire program. Once these errors are corrected new ones appear and the process continues in a seemingly endless loop. Incremental integration is the antithesis of big-bang approach.

User acceptance testing

Acceptance testing involves planning and execution of functional tests, performance test, and stress tests to verify that the implemented system satisfies its requirements. Acceptance tests are typically performed by quality assurance and/or customer organizations. Functional and performance tests are performed to determine the limitations of the system. Typically , acceptance typically, acceptance test will incorporate test cases developed during unit testing and integrationtesting. Additional test cases are added to achieve desired level of functional , performance, and stress testing of the entire system. Tools of Special importance during acceptance testing include a test Coverage analyzer, a timing analyzer, and a coding standards checker

CHAPTER 7

SYSTEM MAINTANCE

System maintenance is widely accepted part of SDLC now a days. It stands for all the modifications and updations done after the delivery of software product. Software maintenance is far more than finding mistakes. Provision must be made for environment changes, which may affect either the computer, or other parts of the computer based systems. Such activity is normally called maintenance. It includes both the improvement of the system functions and the corrections of faults, which arise during the operation of a new system.

It may involve the continuing involvement of a large proportion of computer department recourses. The main task may be to adapt existing systems in achanging environment.

Back up for the entire database files are taken and stored in storage devices like flash drives, pen drives and disks so that it is possible to restore the system at the earliest. If there is a breakdown or collapse, then the system gives provision to restore database files. Storing data in a separate secondary device leads to an effective and efficient maintains of the system. The nominated person has sufficient knowledge of the organization's computer passed based system to be able to judge the relevance of each proposed change.

There are number of reasons, why modifications are required, some of them are briefly mentioned below:

Market Conditions - Policies, which changes over the time, such as taxation and newly introducedconstraints like, how to maintain bookkeeping, may trigger need for modification.

Client Requirements - Over the time, customer may ask for new features or functions in the software.

Host Modifications - If any of the hardware and/or platform (such as operating system) of the target hostchanges, software changes are needed to keep adaptability.

Organization Changes - If there is any business level change at client end, such as reduction of organization strength, acquiring another company, organization venturing into new business, need tomodify in the original software may arise.

TYPES OF MAINTENANCE

In a software lifetime, type of maintenance may vary based on its nature. It may be just a routine maintenance tasks as some bug discovered by some user or it may be a large event in itself based onmaintenance size or nature. Following are some types of maintenance based on their characteristics:

Corrective Maintenance - This includes modifications and updations done in order to correct or fixproblems, which are either discovered by user or concluded by user error reports.
Adaptive Maintenance - This includes modifications and updations applied to keep the software product up-to date and tuned to the ever changing world of technology and business environment.

Perfective Maintenance - This includes modifications and updates done in order to keep the software usable over long period of time. It includes new features, new user requirements for refining the softwareand improve its reliability and performance.

Preventive Maintenance - This includes modifications and updations to prevent future problems of the software. It aims to attend problems, which are not significant at this moment but may cause serious issues in future.

CHAPTER 8

CONCLUSION

The project entitled ONLINE BIKE RENTAL SYSTEM was completed successfully.The system has been developed with much care and free of errors and at the same time it is efficient and less time consuming. In conclusion, the online bike rental project has demonstrated its potential to provide a valuable service to customers seeking an eco-friendly and efficient mode of transportation. The team's hard work, dedication, and innovative solutions have laid a strong foundation for sustained growth and success in the future. By keeping a close eye on market trends and customer preferences, and by being responsive to feedback, we are confident that this project will be a significant contributor to the growing bicycle rental industry.

SCOPE OF PROJECT

User Registration and Authentication:User registration with personal information, contact details, and identity verification.

User authentication through email, phone number, or social media accounts.

Bike Listings and Management:Admins can add, edit, and remove bike listings.

Users can search and browse available bikes by location, type, price, and availability.

Booking and Reservations:Users can book bikes for specific dates and times.

Users can see real-time availability and reserve bikes in advance.

Automatic confirmation and notifications for reservations.User Profiles and Payment:Users can manage their profiles, including payment information.

Secure payment processing for bike rentals with options for credit/debit cards or digital wallets.

CHAPTER 9

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9.1 REFERENCES

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- https://www.w3schools.com/sql/default.asp
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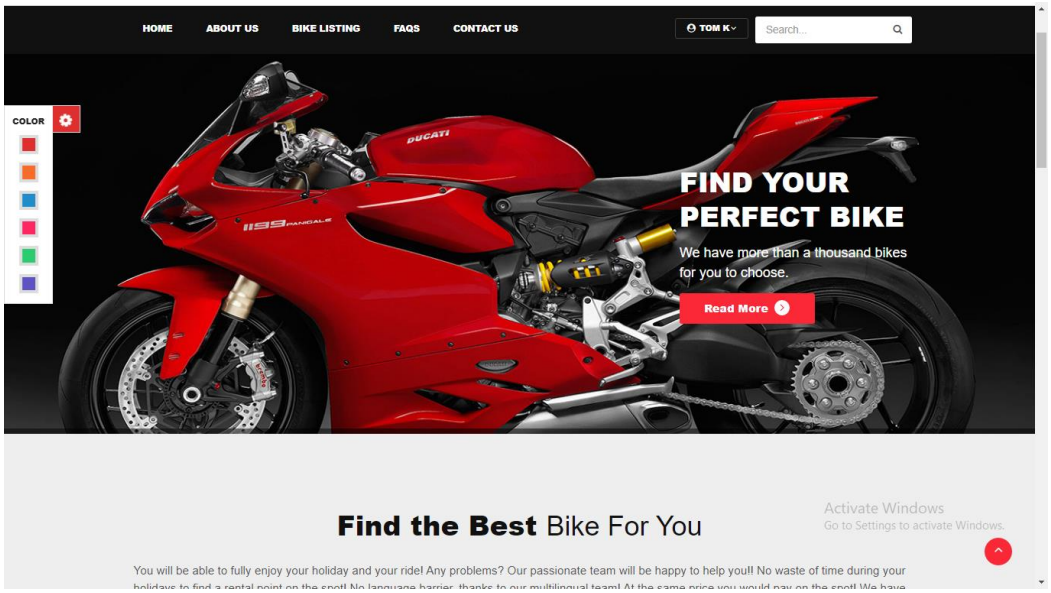
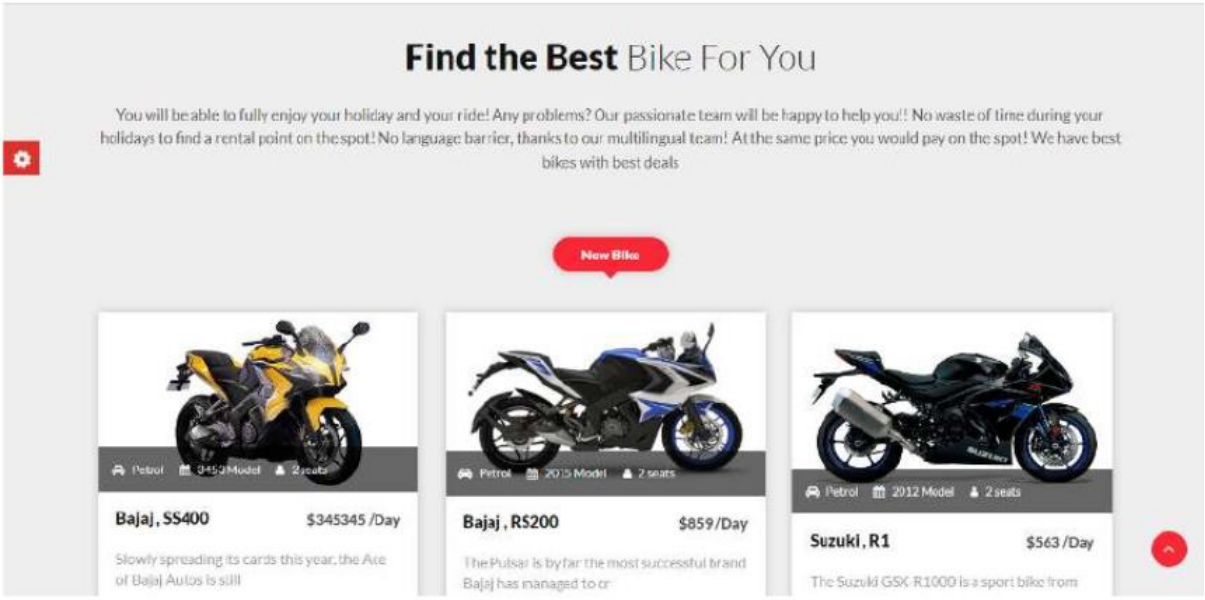
- Web development and application development by Ivan Byross BPB publications

CHAPTER 10

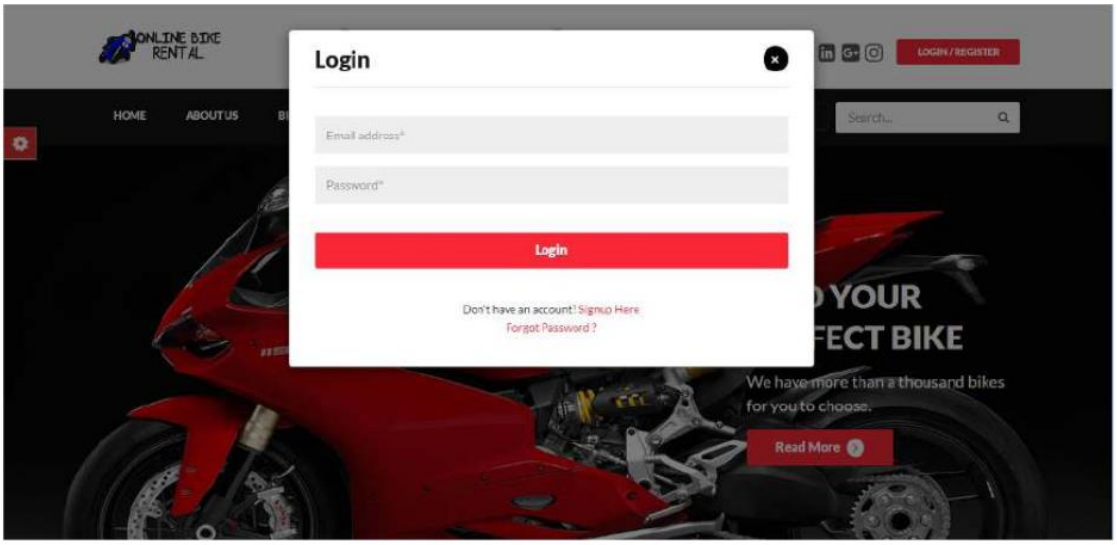
APPENDICES

SCREENSHOT

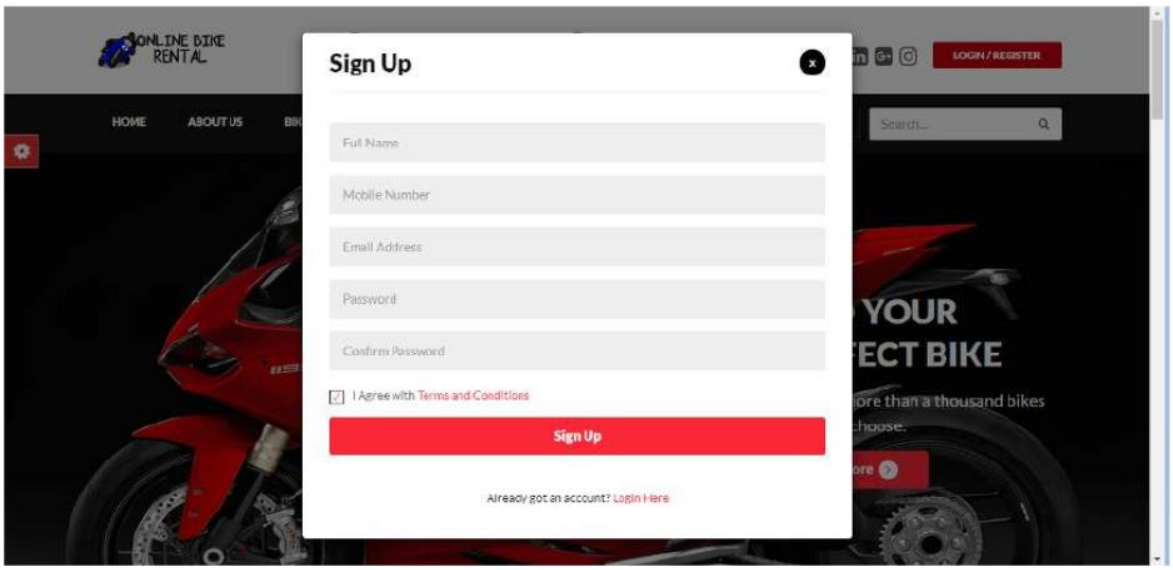




Login



REGISTRATION



SOURCE CODE:

Login.php

```
<!DOCTYPE html>

<html>

<head>

<title>Login Page</title>

</head>

<body>

<h2>Login</h2>

<form method="POST" action="login.php">

<label for="username">Username:</label>

<input type="text" id="username" name="username" required><br><br>


<label for="password">Password:</label>

<input type="password" id="password" name="password"
required><br><br>


<input type="submit" value="Login">

</form>


<?php
```

```
if ($_SERVER["REQUEST_METHOD"] == "POST") {

$username = $_POST["username"];

$password = $_POST["password"];


// In a production application, you would typically validate the user's credentials

// against a database of registered users.


// For this example, we'll hardcode a username and password for demonstration purposes.

$validUsername = "demo";

$validPassword = "password";

if ($username === $validUsername && $password === $validPassword) {

// Successful login

echo "Login successful. Welcome, $username!";

} else {

// Invalid login

echo "Invalid username or password. Please try again.";

}

}

?>

</body>
```

```
</html>
```

Registration .php

```
<!DOCTYPE html>

<html>

<head>

<title>Registration Page</title>

</head>

<body>

<h2>Registration</h2>

<form method="POST" action="register.php">

<label for="username">Username:</label>

<input type="text" id="username" name="username" required><br><br>


<label for="password">Password:</label>

<input type="password" id="password" name="password"
required><br><br>


<label for="confirm_password">Confirm Password:</label>

<input type="password" id="confirm_password"
name="confirm_password" required><br><br>


<input type="submit" value="Register">
```

```
</form>


<?php
if ($_SERVER["REQUEST_METHOD"] == "POST") {
$username = $_POST["username"];
$password = $_POST["password"];
$confirm_password = $_POST["confirm_password"];

if ($password !== $confirm_password) {
echo "Passwords do not match. Please try again.";
} else {
// In a production application, you would typically store the user's registration data in a database.
// For this example, we'll just display the entered data.
echo "Registration successful. Welcome, $username!";
}
}
?>
</body>
</html>
```

Home.php

```
<!DOCTYPE html>
```

```
<html>

<head>

<title>Bike Rental Home Page</title>

<link rel="stylesheet" type="text/css" href="styles.css"> <!-- Add your CSS file here -->

</head>

<body>

<header>

<h1>Welcome to Bike Rentals</h1>

<nav>

<ul>

<li><a href="index.html">Home</a></li>

<li><a href="bikes.php">Browse Bikes</a></li> <!-- Link to a bike listing page -->

<li><a href="login.php">Login</a></li> <!-- Link to the login page -->

<li><a href="register.php">Register</a></li> <!-- Link to the registration page -->

</ul>

</nav>

</header>



<section class="intro">

<h2>Explore the World on Two Wheels</h2>
```

Experience the freedom of cycling with our top-quality bikes for rent. Discover new adventures, destinations, and memories!

</section>

<section class="featured-bikes">

<h2>Featured Bikes</h2>

<!-- Display featured bikes here, you can use HTML, PHP, or other technologies to list bike details -->

</section>

<section class="how-it-works">

<h2>How It Works</h2>

<h3>1. Browse Bikes</h3>

Explore our collection of bikes, view details, and choose the one that suits your adventure.

<h3>2. Reserve</h3>

Reserve your bike for the desired dates, and make a secure online payment.

<h3>3. Ride & Enjoy</h3>

Pick up your bike and start your journey. Don't forget to wear your helmet and follow safety rules.

</section>

<footer>

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</footer>

</body>

</html>