

# **LOST AND FOUND THINGS MANAGEMENT SYSTEM**

*Project Report Submitted By*

**ANNAPOORNESWARI D**

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**AMAL JYOTHI COLLEGE OF ENGINEERING  
KANJIRAPPALLY**

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**2020-2022**

**DEPARTMENT OF COMPUTER APPLICATIONS**  
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**CERTIFICATE**

This is to certify that the Project report, “**LOST AND FOUND THINGS MANAGEMENT SYSTEM**” is the bonafide work of **ANNAPOORNESWARI D (Reg.No:AJC20MCA-2020)** in partial fulfillment of the requirements for the award of the Graduation of Regular Master of Computer Applications under APJ Abdul Kalam Technological University during the year 2020-21.

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## **DECLARATION**

I hereby declare that the project report “**LOST AND FOUND THINGS MANAGEMENT SYSTEM**” is a bonafided work done at Amal Jyothi College of Engineering, towards the partial fulfilment of the requirements for the award of the Degree of Integrated Master of Computer Applications (MCA) from APJ Abdul Kalam Technological University, during the academic year 2020-2021.

**Date: 21/02/2022**

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ANNAPOORNESWARI D

## **ABSTRACT**

Lost and Found application effectively manages lost items. It accurately manages lost possessions and the return of such possessions to the original owner. Upon discovery of a lost possession, the application requires a detailed information to be gathered for future collection.

The platform allows individuals to report lost or found articles via predefined forms and provide details like location, type, and description, enabling to verify items with the information available in the database.

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## **List of Abbreviation**

IDE	-	Integrated Development Environment
HTML	-	Hyper Text Markup Language.
CSS	-	Cascading Style Sheet
SQL	-	Structured Query Language
UML	-	Unified Modeling Language



# **CHAPTER 1**

## **INTRODUCTION**

## **1.1 PROJECT OVERVIEW**

Lost and Found application effectively manages lost items. It accurately manages lost possessions and the return of such possessions to the original owner. Upon discovery of a lost possession, the application requires a detailed information to be gathered for future collection.

The platform allows individuals to report lost or found articles via predefined forms and provide details like location, type, and description, enabling to verify items with the information available in the database.

## **1.2 PROJECT SPECIFICATION**

Lost and Found Thing Management is a web-based application where a user is provided with an interface for adding a lost or found item, listing and searching of the property's in a database with admin panel.

The system includes 2 modules. They are:

### **1. Admin Module**

Admin must have a login into this system. He has the overall control of the system. Admin can add or update service details, manage user data etc. Admin can View all the registered users and also manage all his data.

### **2. User Module**

User can register and they can add details about lost or found items and also they can view all the lost and found things.

## **CHAPTER 2**

### **SYSTEM STUDY**

## **2.1 INTRODUCTION**

System analysis is a process of gathering and interpreting facts, diagnosing problems and the information to recommend improvements on the system. It is a problem solving activity that requires intensive communication between the system users and system developers. System analysis or study is an important phase of any system development process. The system is studied to the minute's detail and analyzed. The system analyst plays the role of the interrogator and dwells deep into the working of the present system. The system is viewed as a whole and the input to the system are identified. The outputs from the organizations are traced to the various processes. System analysis is concerned with becoming aware of the problem, identifying the relevant and decisional variables, analyzing and synthesizing the various factors and determining an optimal or at least a satisfactory solution or program of action.

A detailed study of the process must be made by various techniques like interviews, questionnaires etc. The data collected by these sources must be scrutinized to arrive to a conclusion. The conclusion is an understanding of how the system functions. This system is called the existing system. Now the existing system is subjected to close study and problem areas are identified. The designer now functions as a problem solver and tries to sort out the difficulties that the enterprise faces. The solutions are given as proposals. The proposal is then weighed with the existing system analytically and the best one is selected. The proposal is presented to the user for an endorsement by the user. The proposal is reviewed on user request and suitable changes are made. This is loop that ends as soon as the user is satisfied with proposal.

Preliminary study is the process of gathering and interpreting facts, using the information for further studies on the system. Preliminary study is problem solving activity that requires intensive communication between the system users and system developers. It does various feasibility studies. In these studies, a rough figure of the system activities can be obtained, from which the decision about the strategies to be followed for effective system study and analysis can be taken.

## **2.2 EXISTING SYSTEM**

In vast population, stepping in search of a things by themselves is not so easy. No modern technologies exist in such situation rather giving proper complaint and waiting for long time to retain their things, such a waste of time. To overcome the above problem, this mobile application was found in ease to search for the things.

## **2.3 DRAWBACKS OF EXISTING SYSTEM**

- No proper online management of system
- Human effort is needed.

## **2.4 PROPOSED SYSTEM**

In proposed system, searching a thing made easy to the owner who lost their properties. This application store things information in database which is used to retrieve information about particular things and number of things. You can post information and upload photo as well.

## **2.5 ADVANTAGES OF PROPOSED SYSTEM**

- Spend less time for lost and found
- Move your lost property process online
- It minimize the labor force needed
- The software makes searching for items easy
- Reduce contact with found items

## **CHAPTER 3**

### **REQUIREMENT ANALYSIS**

### **3.1 FEASIBILITY STUDY**

Feasibility study is made to see if the project on completion will serve the purpose of the organization for the amount of work, effort and the time that spend on it. Feasibility study lets the developer foresee the future of the project and the usefulness. A feasibility study of a system proposal is according to its workability, which is the impact on the organization, ability to meet their user needs and effective use of resources. Thus, when a new application is proposed it normally goes through a feasibility study before it is approved for development.

The document provides the feasibility of the project that is being designed and lists various areas that were considered very carefully during the feasibility study of this project such as Technical, Economic and Operational feasibilities. The following are its features: -

#### **3.1.1 Economical Feasibility**

The developing system must be justified by cost and benefit. Criteria to ensure that effort is concentrated on project, which will give best, return at the earliest. One of the factors, which affect the development of a new system, is the cost it would require.

The following are some of the important financial questions asked during preliminary investigation:

- The costs conduct a full system investigation.
- The cost of the hardware and software.
- The benefits in the form of reduced costs or fewer costly errors.

The proposed system is developed as part of project work, there is no manual cost to spend for the proposed system. Also all the resources are already available, it give an indication of the system is economically possible for development.

The cost of project, DREAMS was divided according to the system used, its development cost and cost for hosting the project. According to all the calculations the project was developed in a low cost. As it is completely developed using open source software.

### **3.1.2 Technical Feasibility**

The system must be evaluated from the technical point of view first. The assessment of this feasibility must be based on an outline design of the system requirement in the terms of input, output, programs and procedures. Having identified an outline system, the investigation must go on to suggest the type of equipment, required method developing the system, of running the system once it has been designed.

Technical issues raised during the investigation are:

- Does the existing technology sufficient for the suggested one?
- Can the system expand if developed?

The project should be developed such that the necessary functions and performance are achieved within the constraints. The project requires High Resolution Scanning device and utilizes Cryptographic techniques. Through the technology may become obsolete after some period of time, due to the fact that newer version of same software supports older versions, the system may still be used. So there are minimal constraints involved with this project. The system has been developed using PHP in front end and MySQL in server in back end, the project is technically feasible for development. The system has been developed using PHP in front end and MySQL in server in back end, the project is technically feasible for development. The System used was also of good performance of Processor Intel i3 core; RAM 4GB and, Hard disk 1TB

### **3.1.3 Behavioral Feasibility**

The proposed system includes the following questions:

- Is there sufficient support for the users?
- Will the proposed system cause harm?

The project would be beneficial because it satisfies the objectives when developed and installed. All behavioral aspects are considered carefully and conclude that the project is behaviorally feasible.



## **3.2 SYSTEM SPECIFICATION**

### **3.2.1 Hardware Specification**

Processor	- Intel core i3
RAM	- 4 GB
Hard disk	- 1 TB

### **3.2.2 Software Specification**

Front End	- HTML, CSS
Backend	- MYSQL
Client on PC	- Windows 7 and above.
Technologies used	- JS, HTML5, AJAX, J Query, PHP, CSS

## **3.3 SOFTWARE DESCRIPTION**

### **3.3.1 PHP**

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 Ledorf 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:HypertextPreprocessor, a recursive acronym.PHP 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 a 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 incompatible with the GNU General Public License (GPL) due to restrictions on the usage of the term PHP.PHP can be deployed on most web servers and also as a standalone shell on almost every operating system and platform, free of charge.

### 3.3.2 MySQL

MySQL, the most popular Open Source SQL database management system, is developed, distributed, and supported by Oracle Corporation. The MySQL Web site provides the latest information about MySQL software.

- **MySQL is a database management system.**

A database is a structured collection of data. It may be anything from a simple shopping list to a picture gallery or the vast amounts of information in a corporate network. To add, access, and process data stored in a computer database, you need a database management system such as MySQL Server. Since computers are very good at handling large amounts of data, database management systems play a central role in computing, as standalone utilities, or as parts of other applications.

- **MySQL databases are relational.**

A relational database stores data in separate tables rather than putting all the data in one big storeroom. The database structures are organized into physical files optimized for speed. The logical model, with objects such as databases, tables, views, rows, and columns, offers a flexible programming environment. You set up rules governing the relationships between different data fields, such as one-to-one, one-to-many, unique, required or optional, and “pointers” between different tables. The database enforces these rules, so that with a well-designed database, your application never sees inconsistent, duplicate, orphan, out-of-date, or missing data. The SQL part of “MySQL” stands for “Structured Query Language”. SQL is the most common standardized language used to access databases. Depending on your programming environment, you might enter SQL directly (for example, to generate reports), embed SQL statements into code written in another language, or use a language-specific API that hides the SQL syntax. SQL is defined by the ANSI/ISO SQL Standard. The SQL standard has been evolving since 1986 and several versions exist. In this manual, “SQL92” refers to the standard released in 1992, “SQL: 1999” refers to the standard released in 1999, and “SQL: 2003” refers to the current version of the standard. We use the phrase “the SQL standard” to mean the current version of the SQL Standard at any time.

- **MySQL software is Open Source.**

Open Source means that it is possible for anyone to use and modify the software. Anybody can download the MySQL software from the Internet and use it without paying anything. If you wish, you may study the source code and change it to suit your needs. The MySQL software uses the GPL (GNU General Public License), to define what you may and may not do with the software in different situations. If you feel uncomfortable with the GPL or need to embed MySQL code into a commercial application, you can buy a commercially licensed version from us. See the MySQL Licensing Overview for more information.

- **The MySQL Database Server is very fast, reliable, scalable, and easy to use.**

If that is what you are looking for, you should give it a try. MySQL Server can run comfortably on a desktop or laptop, alongside your other applications, web servers, and so on, requiring little or no attention. If you dedicate an entire machine to MySQL, you can adjust the settings to take advantage of all the memory, CPU power, and I/O capacity available.

- **MySQL Server works in client/server or embedded systems.**

The MySQL Database Software is a client/server system that consists of a multi-threaded SQL server that supports different backends, several different client programs and libraries, administrative tools, and a wide range of application programming interfaces (APIs). We also provide MySQL Server as an embedded multi-threaded library that you can link into your application to get a smaller, faster, easier-to-manage standalone product.

## **CHAPTER 4**

### **SYSTEM DESIGN**

## 4.1 INTRODUCTION

Design is the first step into the development phase for any engineered product or system. Design is a creative process. A good design is the key to effective system. The term “design” is defined as “the process of applying various techniques and principles for the purpose of defining a process or a system in sufficient detail to permit its physical realization”. It may be defined as a process of applying various techniques and principles for the purpose of defining a device, a process or a system in sufficient detail to permit its physical realization. Software design sits at the technical kernel of the software engineering process and is applied regardless of the development paradigm that is used. The system design develops the architectural detail required to build a system or product. As in the case of any systematic approach, this software too has undergone the best possible design phase fine tuning all efficiency, performance and accuracy levels. The design phase is a transition from a user oriented document to a document to the programmers or database personnel. System design goes through two phases of development: Logical and Physical Design.

## 4.2 UML DIAGRAM

UML is a standard language for specifying, visualizing, constructing, and documenting the artifacts of software systems. UML was created by the Object Management Group (OMG) and UML 1.0 specification draft was proposed to the OMG in January 1997.

UML stands for **Unified Modeling Language**. UML is different from the other common programming languages such as C++, Java, COBOL, etc. UML is a pictorial language used to make software blueprints. UML can be described as a general purpose visual modeling language to visualize, specify, construct, and document software system. Although UML is generally used to model software systems, it is not limited within this boundary. It is also used to model non-software systems as well. For example, the process flow in a manufacturing unit, etc. UML is not a programming language but tools can be used to generate code in various languages using UML diagrams. UML has a direct relation with object oriented analysis and design. After some standardization, UML has become an OMG standard. All the elements,

relationships are used to make a complete UML diagram and the diagram represents a system. The visual effect of the UML diagram is the most important part of the entire process. All the other elements are used to make it complete. UML includes the following nine diagrams.

- Class diagram
- Object diagram
- Use case diagram
- Sequence diagram
- Collaboration diagram
- Activity diagram
- Statechart diagram
- Deployment diagram
- Component diagram

#### **4.2.1 USE CASE DIAGRAM**

A use case diagram is a graphic depiction of the interactions among the elements of a system. A use case is a methodology used in system analysis to identify, clarify, and organize system requirements. In this context, the term "system" refers to something being developed or operated, such as a mail-order product sales and service Web site. Use case diagrams are employed in UML (Unified Modeling Language), a standard notation for the modeling of real-world objects and systems.

System objectives can include planning overall requirements, validating a hardware design, testing and debugging a software product under development, creating an online help reference, or performing a consumer-service-oriented task. For example, use cases in a product sales environment would include item ordering, catalog updating, payment processing, and customer relations. A use case diagram contains four components.

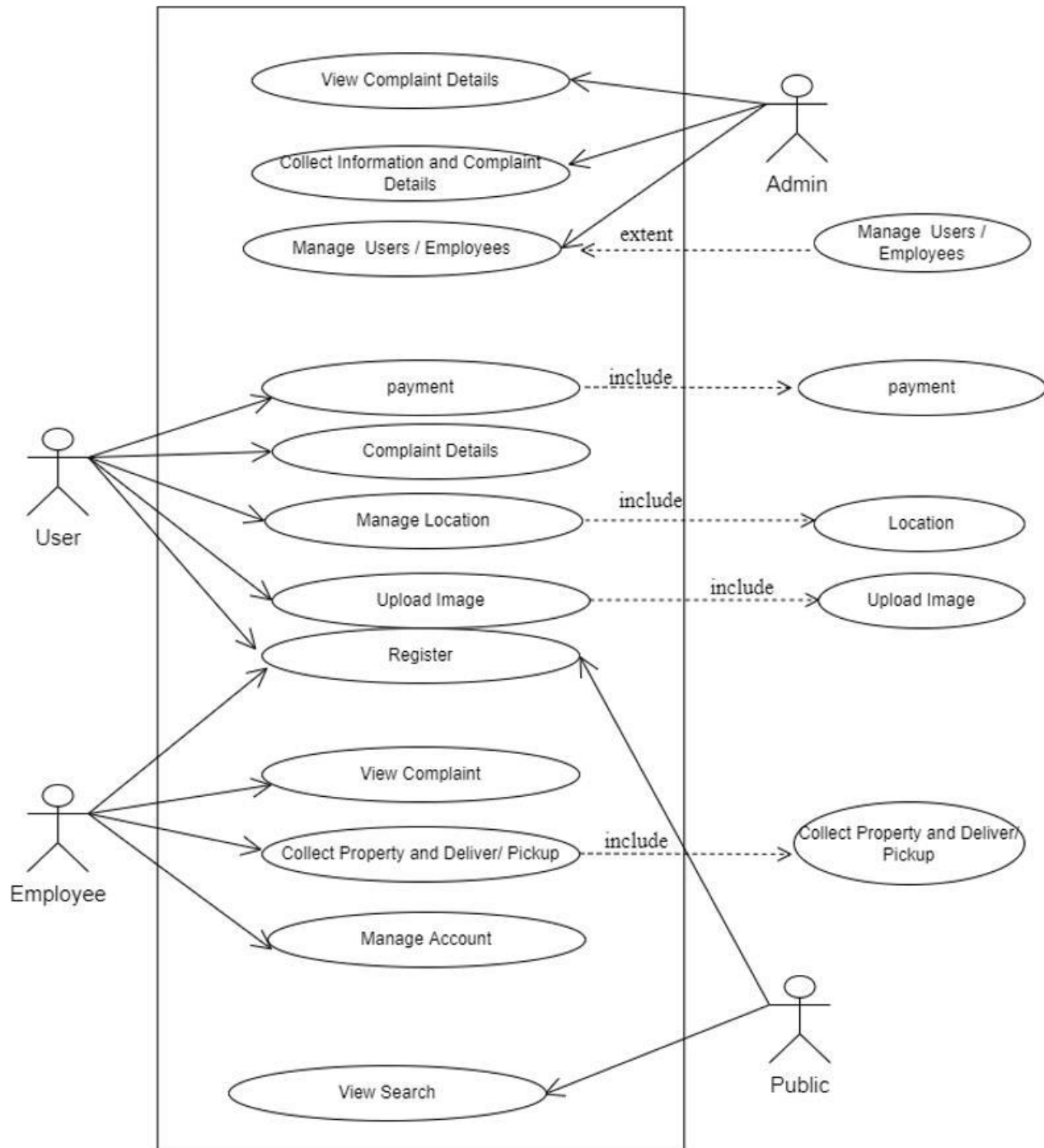
- The boundary, which defines the system of interest in relation to the world around it.
- The actors, usually individuals involved with the system defined according to their roles.

- The use cases, which are the specific roles are played by the actors within and around the system.
- The relationships between and among the actors and the use cases.

Use case diagrams are drawn to capture the functional requirements of a system. After identifying the above items, we have to use the following guidelines to draw an efficient use case diagram

- The name of a use case is very important. The name should be chosen in such a way so that it can identify the functionalities performed.
- Give a suitable name for actors.
- Show relationships and dependencies clearly in the diagram.
- Do not try to include all types of relationships, as the main purpose of the diagram is to identify the requirements.
- Use notes whenever required to clarify some important points.

## Use Case Diagram





## 4.2.2 SEQUENCE DIAGRAM

A sequence diagram simply depicts interaction between objects in a sequential order i.e. the order in which these interactions take place. We can also use the terms event diagrams or event scenarios to refer to a sequence diagram. Sequence diagrams describe how and in what order the objects in a system function. These diagrams are widely used by businessmen and software developers to document and understand requirements for new and existing systems.

### Sequence Diagram Notations –

- i. **Actors** – An actor in a UML diagram represents a type of role where it interacts with the system and its objects. It is important to note here that an actor is always outside the scope of the system we aim to model using the UML diagram. We use actors to depict various roles including human users and other external subjects. We represent an actor in a UML diagram using a stick person notation. We can have multiple actors in a sequence diagram.
- ii. **Lifelines** – A lifeline is a named element which depicts an individual participant in a sequence diagram. So basically each instance in a sequence diagram is represented by a lifeline. Lifeline elements are located at the top in a sequence diagram
- iii. **Messages** – Communication between objects is depicted using messages. The messages appear in a sequential order on the lifeline. We represent messages using arrows. Lifelines and messages form the core of a sequence diagram.

Messages can be broadly classified into the following categories:

- **Synchronous messages**

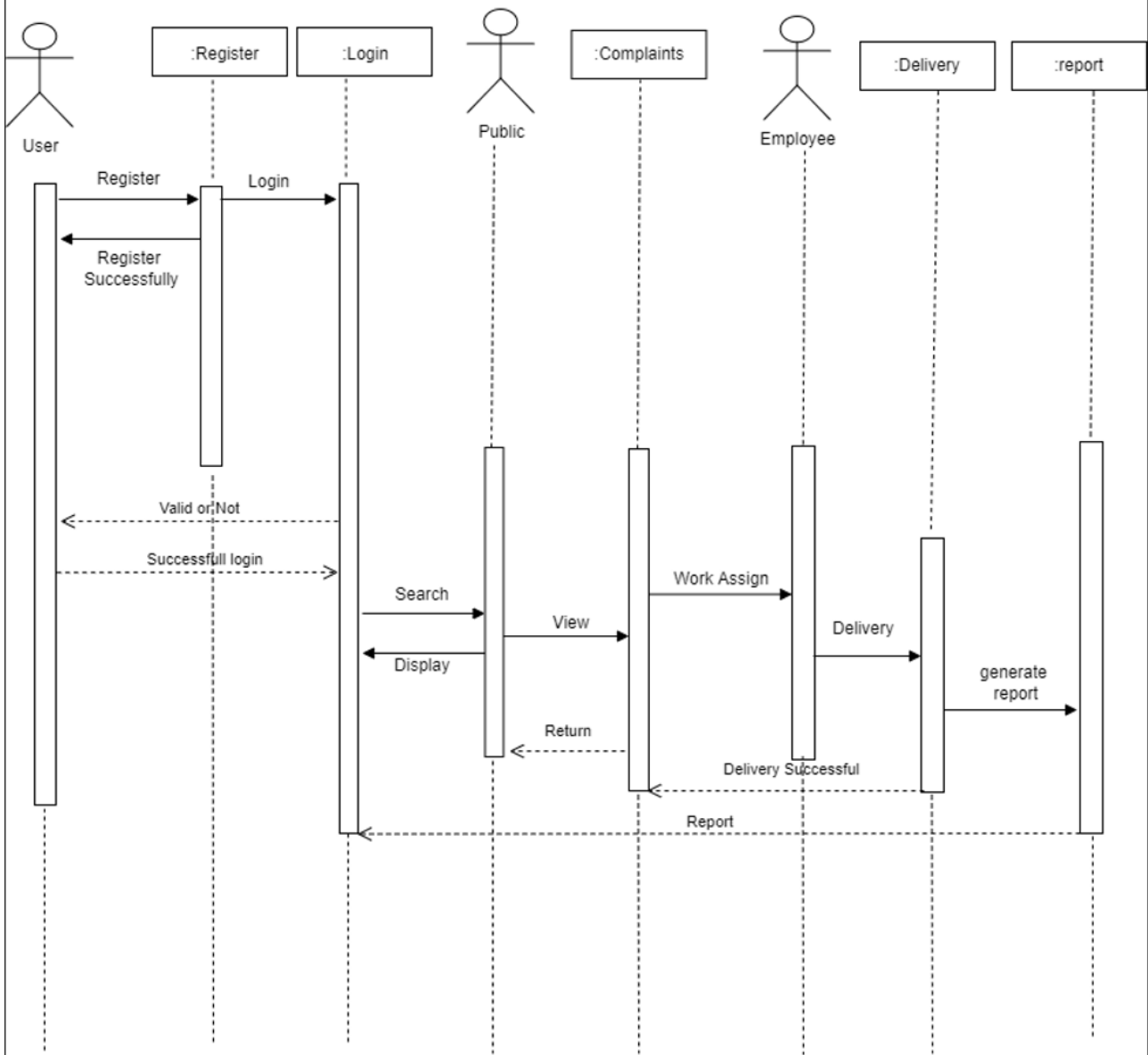
- **Asynchronous Messages**
- **Create message**
- **Delete Message**
- **Self-Message**
- **Reply Message**
- **Found Message**
- **Lost Message**

**iv. Guards** – To model conditions we use guards in UML. They are used when we need to restrict the flow of messages on the pretext of a condition being met. Guards play an important role in letting software developers know the constraints attached to a system or a particular process.

**Uses of sequence diagrams –**

- Used to model and visualize the logic behind a sophisticated function, operation or procedure.
- They are also used to show details of UML use case diagrams.
- Used to understand the detailed functionality of current or future systems.
- Visualize how messages and tasks move between objects or components in a system.

# Sequence Diagram



## 4.5 USER INTERFACE DESIGN

### 4.5.1-INPUT DESIGN

Form Name : User Registration

**Registration**

<b>Full Name</b>	<input type="text"/>
<b>Email Address</b>	<input type="text"/>
<b>Phone Number</b>	<input type="text"/>
<b>Password</b>	<input type="password"/>
<b>Confirm Password</b>	<input type="password"/>

Submit

Form Name : User Login

Login

User name

Password

Sign In

#### 4.5.2 OUTPUT DESIGN

User Login

Account Login

Email Address

Password

Login

Don't have an account ? [Register Now](#)

## User Registration

### Register New Account

Full name

Email

Phone No.

Address

Id Proof No.

Password

Confirm Password

☐ I agree all statements in [Terms of service](#)

Create account

## **4.6. DATABASE DESIGN**

A database is an organized mechanism that has the capability of storing information through which a user can retrieve stored information in an effective and efficient manner. The data is the purpose of any database and must be protected.

The database design is a two level process. In the first step, user requirements are gathered together and a database is designed which will meet these requirements as clearly as possible. This step is called Information Level Design and it is taken independent of any individual DBMS.

In the second step, this Information level design is transferred into a design for the specific DBMS that will be used to implement the system in question. This step is called Physical Level Design, concerned with the characteristics of the specific DBMS that will be used. A database design runs parallel with the system design. The organization of the data in the database is aimed to achieve the following two major objectives.

- Data Integrity
- Data independence

### **4.6.1 Relational Database Management System (RDBMS)**

A relational model represents the database as a collection of relations. Each relation resembles a table of values or file of records. In formal relational model terminology, a row is called a tuple, a column header is called an attribute and the table is called a relation. A relational database consists of a collection of tables, each of which is assigned a unique name. A row in a table represents a set of related values.

#### **Relations, Domains & Attributes**

A table is a relation. The rows in a table are called tuples. A tuple is an ordered set of  $n$  elements. Columns are referred to as attributes. Relationships have been set between every table in the database. This ensures both Referential and Entity Relationship Integrity. A domain  $D$  is a set of atomic values. A common method of specifying a domain is to specify a data type from which the data values forming the domain are drawn. It is also useful to specify a name for the domain to help in interpreting its values.

Every value in a relation is atomic, that is not decomposable.

## **Relationships**

- Table relationships are established using Key. The two main keys of prime importance are Primary Key & Foreign Key. Entity Integrity and Referential Integrity Relationships can be established with these keys.
- Entity Integrity enforces that no Primary Key can have null values.
- Referential Integrity enforces that no Primary Key can have null values.
- Referential Integrity for each distinct Foreign Key value, there must exist a matching Primary Key value in the same domain. Other key are Super Key and Candidate Keys.

### **4.6.2 Normalization**

Data are grouped together in the simplest way so that later changes can be made with minimum impact on data structures. Normalization is formal process of data structures in manners that eliminates redundancy and promotes integrity. Normalization is a technique of separating redundant fields and breaking up a large table into a smaller one. It is also used to avoid insertion, deletion, and updating anomalies. Normal form in data modelling use two concepts, keys and relationships. A key uniquely identifies a row in a table. There are two types of keys, primary key and foreign key. A primary key is an element or a combination of elements in a table whose purpose is to identify records from the same table. A foreign key is a column in a table that uniquely identifies record from a different table. All the tables have been normalized up to the third normal form.

As the name implies, it denotes putting things in the normal form. The application developer via normalization tries to achieve a sensible organization of data into proper tables and columns and where names can be easily correlated to the data by the user. Normalization eliminates repeating groups at data and thereby avoids data redundancy which proves to be a great burden on the computer resources. These include:

- ✓ Normalize the data.
- ✓ Choose proper names for the tables and columns.
- ✓ Choose the proper name for the data.



### **First Normal Form**

The First Normal Form states that the domain of an attribute must include only atomic values and that the value of any attribute in a tuple must be a single value from the domain of that attribute. In other words 1NF disallows “relations within relations” or “relations as attribute values within tuples”. The only attribute values permitted by 1NF are single atomic or indivisible values. The first step is to put the data into First Normal Form. This can be done by moving data into separate tables where the data is of similar type in each table. Each table is given a Primary Key or Foreign Key as per requirement of the project. In this we form new relations for each non-atomic attribute or nested relation. This eliminated repeating groups of data. A relation is said to be in first normal form if only if it satisfies the constraints that contain the primary key only.

### **Second Normal Form**

According to Second Normal Form, for relations where primary key contains multiple attributes, no non-key attribute should be functionally dependent on a part of the primary key. In this we decompose and setup a new relation for each partial key with its dependent attributes. Make sure to keep a relation with the original primary key and any attributes that are fully functionally dependent on it. This step helps in taking out data that is only dependent on a part of the key. A relation is said to be in second normal form if and only if it satisfies all the first normal form conditions for the primary key and every non-primary key attributes of the relation is fully dependent on its primary key alone.

### **Third Normal Form**

According to Third Normal Form, Relation should not have a non-key attribute functionally determined by another non-key attribute or by a set of non-key attributes. That is, there should be no transitive dependency on the primary key. In this we decompose and set up relation that includes the non-key attributes that functionally determines other non-key attributes. This step is taken to get rid of anything that does not depend entirely on the Primary Key. A relation is said to be in third normal form if only if it is in second normal form and more over the non key attributes of the relation should not be depend on other non-key attribute.

## TABLE DESIGN

### tbl\_USER\_REGISTRATION

Field	Data Type	Constraints
U_id	Int(10)	Primary key
U_name	Varchar(30)	Not null
U_user_name	Varchar(20)	Not null
U_id_proof(aadhar)	Int(20)	Not null
U_phone no	Int(10)	Not null
U_address	Varchar(50)	Not null
U_email	string (20)	Not null
U_password	Varchar(20)	Not null
Role_id	Int(10)	Foreign key

### tbl\_LOGIN

Field	Data Type	Constraints
Login_id	Int(10)	Primary key
User_name	Varchar(30)	Not null
password	Varchar(30)	Not null
Role_id	Int(10)	Foreign key

### tbl\_COMPLAINT DETAILS

Field	Data Type	Constraints
Comp_id	Int(10)	Primary key
U_id	int(20)	Foreign key
Comp_description	Varchar(100)	Not null
Comp_item_category	Varchar(20)	Not null
Comp_date	Varchar(10)	Not null

## tbl\_POST IMAGE

Field	Data Type	Constraints
Post img_id	Int(10)	Primary key
Post img_name	Varchar(30)	Not null
Post img_date	Date(20)	Not null
Post img_descrip	Varchar(50)	Not null
img	Text	Not null

## tbl\_EMPLOYEE\_REGISTRATION

Field	Data Type	Constraints
emp_id	Int(10)	Primary key
emp_name	Varchar(30)	Not null
emp_username	Varchar(20)	Not null
emp_phone no	Varchar(10)	Not null
emp_address	Varchar(50)	Not null
emp_email	String(20)	Not null
emp_password	Varchar(20)	Not null
Role _id	Int(10)	Foreign key

## tbl\_PUBLIC\_REGISTRATION

Field	Data Type	Constraints
P_id	Int(10)	Primary key
P_name	Varchar(30)	Not null
P_username	Varchar(20)	Not null
P_email	string(20)	Not null
P_password	Varchar(20)	Not null

## tbl\_PAYMENT

Field	Data Type	Constraints
Payment_id	Int(20)	Primary key
Payment_amount	Int(10)	Not null
Payment_date	date(20)	Not null
U_id	int(10)	Foreign key
Payment_description	Varchar(50)	Not null

## tbl\_ROLE

Field	Data type	Constraints
Role_id	Int(10)	Primary key
role	Varchar(100)	Not null

## tbl\_DELIVERY

Field	Data type	Constraints
Deli_id	Int(10)	Primary key
U_id	Int(10)	Foreign key
Comp_id	Int(10)	Foreign key

## tbl\_STATUS

Field	Data type	Constraints
Status_id	Int(10)	Primary key
Deli_id	Int(10)	Foreign key
Payment_id	Int(10)	Foreign key
Comp_id	Int(10)	Foreign key
Status	Varchar(20)	Not null

## **CHAPTER 5**

### **SYSTEM TESTING**

## 5.1 INTRODUCTION

Software Testing is the process of executing software in a controlled manner, in order to answer the question - Does the software behave as specified? Software testing is often used in association with the terms verification and validation. Validation is the checking or testing of items, includes software, for conformance and consistency with an associated specification. Software testing is just one kind of verification, which also uses techniques such as reviews, analysis, inspections, and walkthroughs. Validation is the process of checking that what has been specified is what the user actually wanted.

Other activities which are often associated with software testing are static analysis and dynamic analysis. Static analysis investigates the source code of software, looking for problems and gathering metrics without actually executing the code. Dynamic analysis looks at the behavior of software while it is executing, to provide information such as execution traces, timing profiles, and test coverage information.

Testing is a set of activity that can be planned in advanced and conducted systematically. Testing begins at the module level and work towards the integration of entire computers based system. Nothing is complete without testing, as it vital success of the system testing objectives, there are several rules that can serve as testing objectives. They are:

Testing is a process of executing a program with the intent of finding an error.

- A good test case is one that has high possibility of finding an undiscovered error.
- A successful test is one that uncovers an undiscovered error.

If a testing is conducted successfully according to the objectives as stated above, it would uncover errors in the software. Also testing demonstrate that the software function appear to be working according to the specification, that performance requirement appear to have been met.

There are three ways to test program.

- For correctness
- For implementation efficiency
- For computational complexity

Test for correctness are supposed to verify that a program does exactly what it was designed to do. This is much more difficult than it may at first appear, especially for large programs.

## **5.2 TEST PLAN**

A test plan implies a series of desired course of action to be followed in accomplishing various testing methods. The Test Plan acts as a blue print for the action that is to be followed. The software engineers create a computer program, its documentation and related data structures. The software developers is always responsible for testing the individual units of the programs, ensuring that each performs the function for which it was designed. There is an independent test group (ITG) which is to remove the inherent problems associated with letting the builder to test the thing that has been built. The specific objectives of testing should be stated in measurable terms. So that the mean time to failure, the cost to find and fix the defects, remaining defect density or frequency of occurrence and test work-hours per regression test all should be stated within the test plan.

The levels of testing include:

- ❖ Unit testing
- ❖ Integration Testing
- ❖ Data validation Testing
- ❖ Output Testing

### **5.2.1 Unit Testing**

Unit testing focuses verification effort on the smallest unit of software design – the software component or module. Using the component level design description as a guide, important control paths are tested to uncover errors within the boundary of the module. The relative complexity of tests and uncovered scope established for unit testing. The unit testing is white-box oriented, and step can be conducted in parallel for multiple components. The modular interface is tested to ensure that information properly flows into and out of the program unit under test. The local data structure is examined to ensure that data stored temporarily maintains its integrity during all steps in an algorithm's execution. Boundary conditions are tested to ensure that all statements in a module have been executed at least once. Finally, all error handling paths are tested.

Tests of data flow across a module interface are required before any other test is initiated. If data do not enter and exit properly, all other tests are moot. Selective testing of execution paths is an essential task during the unit test. Good design dictates that error conditions be anticipated and error handling paths set up to reroute or cleanly terminate processing when an error does occur. Boundary testing is the last task of unit testing step. Software often fails at its boundaries.

Unit testing was done in Sell-Soft System by treating each module as separate entity and testing each one of them with a wide spectrum of test inputs. Some flaws in the internal logic of the modules were found and were rectified. After coding each module is tested and run individually. All unnecessary code were removed and ensured that all modules are working, and gives the expected result.

### **5.2.2 Integration Testing**

Integration testing is systematic technique for constructing the program structure while at the same time conducting tests to uncover errors associated with interfacing. The objective is to take unit tested components and build a program structure that has been dictated by design. The entire program is tested as whole. Correction is difficult because isolation of causes is complicated by vast expanse of entire program. Once these errors are corrected, new ones appear and the process continues in a seemingly endless loop. After performing unit testing in the System all the modules were integrated to test for any inconsistencies in the interfaces. Moreover differences in program structures were removed and a unique program structure was evolved.

### **5.2.3 Validation Testing or System Testing**

This is the final step in testing. In this the entire system was tested as a whole with all forms, code, modules and class modules. This form of testing is popularly known as Black Box testing or System tests.

Black Box testing method focuses on the functional requirements of the software. That is, Black Box testing enables the software engineer to derive sets of input conditions that will fully exercise all functional requirements for a program.

Black Box testing attempts to find errors in the following categories; incorrect or missing functions, interface errors, errors in data structures or external data access, performance errors and initialization errors and termination errors.



#### **5.2.4 Output Testing or User Acceptance Testing**

The system considered is tested for user acceptance; here it should satisfy the firm's need. The software should keep in touch with perspective system; user at the time of developing and making changes whenever required. This done with respect to the following points:

- Input Screen Designs,
- Output Screen Designs,

The above testing is done taking various kinds of test data. Preparation of test data plays a vital role in the system testing. After preparing the test data, the system under study is tested using that test data. While testing the system by which test data errors are again uncovered and corrected by using above testing steps and corrections are also noted for future use.

## **CHAPTER 6**

### **IMPLEMENTATION**

## **6.1 INTRODUCTION**

Implementation is the stage of the project where the theoretical design is turned into a working system. It can be considered to be the most crucial stage in achieving a successful new system gaining the users confidence that the new system will work and will be effective and accurate. It is primarily concerned with user training and documentation. Conversion usually takes place about the same time the user is being trained or later. Implementation simply means convening a new system design into operation, which is the process of converting a new revised system design into an operational one.

At this stage the main work load, the greatest upheaval and the major impact on the existing system shifts to the user department. If the implementation is not carefully planned or controlled, it can create chaos and confusion.

Implementation includes all those activities that take place to convert from the existing system to the new system. The new system may be a totally new, replacing an existing manual or automated system or it may be a modification to an existing system. Proper implementation is essential to provide a reliable system to meet organization requirements. The process of putting the developed system in actual use is called system implementation. This includes all those activities that take place to convert from the old system to the new system. The system can be implemented only after through testing is done and if it is found to be working according to the specifications. The system personnel check the feasibility of the system. The more complex the system being implemented, the more involved will be the system analysis and design effort required to implement the three main aspects: education and training, system testing and changeover.

The implementation state involves the following tasks:

- ☐ Careful planning.
- ☐ Investigation of system and constraints.
- ☐ Design of methods to achieve the changeover.

## **6.2 IMPLEMENTATION PROCEDURES**

Implementation of software refers to the final installation of the package in its real environment, to the satisfaction of the intended uses and the operation of the system. In many organizations someone who will not be operating it, will commission the software development project. In the initial stage people doubt about the software but we have to

ensure that the resistance does not build up, as one has to make sure that:

- The active user must be aware of the benefits of using the new system.
- Their confidence in the software is built up.
- Proper guidance is imparted to the user so that he is comfortable in using the application.

Before going ahead and viewing the system, the user must know that for viewing the result, the server program should be running in the server. If the server object is not up running on the server, the actual process won't take place.

### **6.2.1 User Training**

User training is designed to prepare the user for testing and converting the system. To achieve the objective and benefits expected from computer based system, it is essential for the people who will be involved to be confident of their role in the new system. As system becomes more complex, the need for training is more important. By user training the user comes to know how to enter data, respond to error messages, interrogate the database and call up routine that will produce reports and perform other necessary functions.

### **6.2.2 Training on the Application Software**

After providing the necessary basic training on computer awareness the user will have to be trained on the new application software. This will give the underlying philosophy of the use of the new system such as the screen flow, screen design type of help on the screen, type of errors while entering the data, the corresponding validation check at each entry and the ways to correct the data entered. It should then cover information needed by the specific user/ group to use the system or part of the system while imparting the training of the program on the application. This training may be different across different user groups and across different levels of hierarchy

### **6.2.3 System Maintenance**

Maintenance is the enigma of system development. The maintenance phase of the software cycle is the time in which a software product performs useful work. After a system is successfully implemented, it should be maintained in a proper manner. System maintenance is an important aspect in the software development life cycle. The need for system maintenance is for it to make adaptable to the changes in the system environment. Software maintenance is of course, far more than "Finding Mistakes".

## **CHAPTER 7**

### **CONCLUSION AND FUTURE SCOPE**

## **7.1 CONCLUSION**

In current situation search of a things by themselves is not so easy. No modern technologies exist in such situation rather giving proper complaint and waiting for long time to retain their things, such a waste of time. To overcome the above problem, this mobile application was found in ease to search for the things. In proposed system, searching a thing made easy to the owner who lost their properties. This application store things information in database which is used to retrieve information about particular things and number of things. You can post information and upload photo as well.

## **CHAPTER 8**

### **BIBLIOGRAPHY**

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- Roger S Pressman, “*Software Engineering*”, 1994.
- PankajJalote, “*Software engineering: a precise approach*”, 2006.
- James lee and Brent ware Addison, “Open source web development with LAMP”, 2003
- IEEE Std 1016 Recommended Practice for Software Design Descriptions.

## WEBSITES:

- [www.w3schools.com](http://www.w3schools.com)
- [www.jquery.com](http://www.jquery.com)
- <http://homepages.dcc.ufmg.br/~rodolfo/es-1-03/IEEE-Std-830-1998.pdf>
- [www.agilemodeling.com/artifacts/useCaseDiagram.html](http://www.agilemodeling.com/artifacts/useCaseDiagram.html)



## **CHAPTER 9**

## **APPENDIX**

## 9.1 Sample Code

### Login.html

```
<!DOCTYPE html>
<html lang="zxx">

<head>
  <meta charset="UTF-8">
  <meta name="description" content="Ogani Template">
  <meta name="keywords" content="Ogani, unica, creative, html">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <meta http-equiv="X-UA-Compatible" content="ie=edge">
  <title>Lost And Found</title>

  <!-- Google Font -->
  <link
href="https://fonts.googleapis.com/css2?family=Cairo:wght@200;300;400;600;9
00&display=swap" rel="stylesheet">

  <!-- Css Styles -->
  <link rel="stylesheet" href="css/bootstrap.min.css" type="text/css">
  <link rel="stylesheet" href="css/font-awesome.min.css" type="text/css">
  <link rel="stylesheet" href="css/elegant-icons.css" type="text/css">
  <link rel="stylesheet" href="css/nice-select.css" type="text/css">
  <link rel="stylesheet" href="css/jquery-ui.min.css" type="text/css">
  <link rel="stylesheet" href="css/owl.carousel.min.css" type="text/css">
  <link rel="stylesheet" href="css/slicknav.min.css" type="text/css">
  <link rel="stylesheet" href="css/style.css" type="text/css">
</head>

<body>
  <!-- Page Preloder -->
  <div id="preloder">
    <div class="loader"></div>
  </div>

  <!-- Humberger Begin -->
  <div class="humberger__menu__overlay"></div>
  <div class="humberger__menu__wrapper">
    <div class="humberger__menu__logo">
      <a href="#"></a>
    </div>
```

```

<div class="humberger__menu__cart">

</div>
<div class="humberger__menu__widget">
    <div class="header__top__right__language">
        
        <div>English</div>
        <span class="arrow_carrot-down"></span>
        <ul>

            <li><a href="#">English</a></li>

        </ul>
    </div>
    <div class="header__top__right__auth">
        <a href="logout.php"><i class="fa fa-user"></i>Logout </a>

    </div>
</div>
<div>
<nav class="humberger__menu__nav mobile-menu">
    <ul>
        <li class="active"><a href="login.html">Home</a></li>
        <li class="active"><a href="user.html">Dashboard</a></li>

        <li class="active"><a href="profile.php">Profile</a></li>
        <li class="active"><a href="feedback.html">Feedback</a></li>

        <li><a href="/contact.html">Contact</a></li>
    </ul>
</nav>
<div id="mobile-menu-wrap"></div>
<div class="header__top__right__social">

</div>
<div class="humberger__menu__contact">
    <ul>

    </ul>
</div>
</div>
<!-- Humberger End -->

<!-- Header Section Begin -->
<header class="header">

```



```

                <li                                class="active"><a
href="feedback.html">Feedback</a></li>
                <li><a href="/contact.html">Contact</a></li>
            </ul>
        </nav>
    </div>
    <div class="col-lg-3">
        <div class="header__cart">

            </div>
        </div>
    </div>
    <div class="humberger__open">
        <i class="fa fa-bars"></i>
    </div>
</div>
</header>
<!-- Header Section End -->

<!-- Hero Section Begin -->
<section class="hero">
    <div class="container">
        <!--<div class="row">-->
        <div class="col-lg-3">
            <div class="hero__categories">
                <div class="hero__categories__all">

                    </div>

            </div>
        </div>
        <div class="col-lg-9">
            <div class="hero__search">
                <div class="hero__search__form">
                    <form action="#">

                        <input type="text" placeholder="Search Here">
                        <button type="submit" class="site-btn">SEARCH</button>
                    </form>
                </div>
            <div class="hero__search__phone">
                <div class="hero__search__phone__icon">
                    <i class="fa fa-phone"></i>

```





```
<!-- Footer Section End -->
```

```
<!-- Js Plugins -->
```

```
<script src="js/jquery-3.3.1.min.js"></script>
```

```
<script src="js/bootstrap.min.js"></script>
```

```
<script src="js/jquery.nice-select.min.js"></script>
```

```
<script src="js/jquery-ui.min.js"></script>
```

```
<script src="js/jquery.slicknav.js"></script>
```

```
<script src="js/mixitup.min.js"></script>
```

```
<script src="js/owl.carousel.min.js"></script>
```

```
<script src="js/main.js"></script>
```

```
</body>
```

```
</html>
```

## **Index.php**

```
<?php
```

```
include("connection.php");
```

```
$sql = mysqli_query($con,"SELECT * from lost");
```

```
?>
```

```
<!DOCTYPE html>
```

```
<html lang="zxx">
```

```
<head>
```

```
<meta charset="UTF-8">
```

```
<meta name="description" content="Ogani Template">
```

```
<meta name="keywords" content="Ogani, unica, creative, html">
```

```
<meta name="viewport" content="width=device-width, initial-scale=1.0">
```

```
<meta http-equiv="X-UA-Compatible" content="ie=edge">
```

```
<title>Lost And Found</title>
```

```
<!-- Google Font -->
```

```
<link
```

```
href="https://fonts.googleapis.com/css2?family=Cairo:wght@200;300;400;600;900&display=swap"
rel="stylesheet">
```

```
<!-- Css Styles -->
```

```
<link rel="stylesheet" href="css/bootstrap.min.css" type="text/css">
```

```
<link rel="stylesheet" href="css/font-awesome.min.css" type="text/css">
```

```
<link rel="stylesheet" href="css/elegant-icons.css" type="text/css">
```

```
<link rel="stylesheet" href="css/nice-select.css" type="text/css">
```

```
<link rel="stylesheet" href="css/jquery-ui.min.css" type="text/css">
```

```
<link rel="stylesheet" href="css/owl.carousel.min.css" type="text/css">
```

```
<link rel="stylesheet" href="css/slicknav.min.css" type="text/css">
```



```

    <link rel="stylesheet" href="css/style.css" type="text/css">
</head>

<body>
    <!-- Page Preloder -->
    <div id="preloder">
        <div class="loader"></div>
    </div>

    <!-- Humberger Begin -->
    <div class="humberger__menu__overlay"></div>
    <div class="humberger__menu__wrapper">
        <div class="humberger__menu__logo">
            <a href="#"></a>
        </div>
        <div class="humberger__menu__cart">

            </div>
            <div class="humberger__menu__widget">
                <div class="header__top__right__language">
                    
                    <div>English</div>
                    <span class="arrow_carrot-down"></span>
                    <ul>

                        <li><a href="#">English</a></li>
                    </ul>
                </div>
                <div class="header__top__right__auth">
                    <a href="registration/index2.php"><i class="fa fa-user"></i> Register</a>
                    <a href="registration/index1.php"><i class="fa fa-user"></i> Login</a>
                </div>
            </div>
            <nav class="humberger__menu__nav mobile-menu">
                <ul>
                    <li class="active"><a href="/index.php">Home</a></li>
                    <li><a href="privacy-policy.html">About Us</a>
                        <ul class="header__menu__dropdown">
                            <li><a href="/Privacy-policy.html">Privacy Policy</a></li>

                        </ul>
                    </li>

                </ul>
            </nav>
            <div id="mobile-menu-wrap"></div>
            <div class="header__top__right__social">

            </div>
            <div class="humberger__menu__contact">
                <ul>

```

```

        </ul>
    </div>
</div>
<!-- Humberger End -->

<!-- Header Section Begin -->
<header class="header">
    <div class="header__top">
        <div class="container">
            <div class="row">
                <div class="col-lg-6 col-md-6">
                    <div class="header__top__left">

                        </div>
                    </div>
                <div class="col-lg-6 col-md-6">
                    <div class="header__top__right">
                        <div class="header__top__right__social">

                            </div>
                        <div class="header__top__right__language">
                            
                            <div>English</div>
                            <span class="arrow_carrot-down"></span>
                            <ul>

                                <li><a href="#">English</a></li>
                            </ul>
                        </div>
                        <div class="header__top__right__auth">
                            <a href="/registration/index2.php"><i class="fa fa-user"></i> Register</a>
                            <a href="/registration/index1.php"><i class="fa fa-user"></i> Login</a>
                        </div>
                    </div>
                </div>
            </div>
        </div>
    </div>
    <div class="container">
        <div class="row">
            <div class="col-lg-3">
                <div class="header__logo">
                    <a href="/index.php"></a>
                </div>
            </div>
            <div class="col-lg-6">
                <nav class="header__menu">
                    <ul>
                        <li class="active"><a href="/index.php">Home</a></li>
                        <li><a href="privacy-policy.html">About Us</a>
                        <ul class="header__menu__dropdown">
                            <li><a href="/Privacy-policy.html">Privacy Policy</a></li>

```

```

        </ul>
    </li>

    </ul>
</nav>
</div>
<div class="col-lg-3">
    <div class="header__cart">

        </div>
    </div>
</div>
<div class="humberger__open">
    <i class="fa fa-bars"></i>
</div>
</div>
</header>
<!-- Header Section End -->

<!-- Hero Section Begin -->
<section class="hero">
    <div class="container">
        <div class="row">
            <div class="col-lg-3">
                <div class="hero__categories">
                    <div class="hero__categories__all">
                        <i class="fa fa-bars"></i>
                        <span>All Categories</span>
                    </div>
                    <ul>
                        <li><a href="#">Watch</a></li>
                        <li><a href="#">Wallet</a></li>
                        <li><a href="#">Id Proofs</a></li>
                        <li><a href="#">Bags</a></li>
                        <li><a href="#">Electronic items</a></li>
                        <li><a href="#">Ornaments</a></li>
                        <li><a href="#">Others</a></li>
                    </ul>
                </div>
            </div>
            <div class="col-lg-9">
                <div class="hero__search">
                    <div class="hero__search__form">
                        <form action="#">

                            <input type="text" placeholder="Search Here">
                            <button type="submit" class="site-btn">SEARCH</button>
                        </form>
                    </div>
                    <div class="hero__search__phone">
                        <div class="hero__search__phone__icon">
                            <i class="fa fa-phone"></i>
                        </div>
                    </div>
                </div>
            </div>
        </div>
    </div>

```

```
<div class="hero__search__phone__text">
    <h5>+91 7736690447</h5>
    <span>support 24/7 time</span>
</div>
</div>
</div>
<div class="hero__item set-bg" data-setbg="img/hero/banner1.jpg">

</div>
</div>
</div>
</div>
</div>
</section>
<!-- Hero Section End -->


<!-- Featured Section Begin -->
<section class="featured spad">
    <div class="container">
        <div class="row">
            <div class="col-lg-12">
                <div class="section-title">
                    <h2>Services</h2>
                </div>
                <div class="featured__controls">
                    <ul>
                        <li class="active" data-filter="*">All</li>
                        <li data-filter=".lost">Lost item</li>
                        <li data-filter=".found">Found item</li>
                    </ul>
                </div>
            </div>
        </div>
        <div class="row featured__filter">
            <?php while($row=mysqli_fetch_assoc($sql)){ ?>
            <div class="col-lg-3 col-md-4 col-sm-6 mix <?php echo $row['type']; ?>">
                <div class="featured__item">
                    <div class="featured__item__pic set-bg" data-setbg="Item/<?php echo $row['image'];
?>">

                    <ul class="featured__item__pic__hover">

                    </ul>
                </div>
                <div class="featured__item__text">
                    <h6><a href="#"><?php echo $row['item']; ?></a></h6>
                    <h6><a href="#">Place: <?php echo $row['city']; ?></a></h6>
                    <h5>Lost</h5>
                </div>
            </div>
        </div>
        <?php } ?>
    </div>
</div>
```

</section>

<!-- Footer Section Begin -->

<footer class="footer spad">

<div class="container">

<div class="row">

<div class="col-lg-3 col-md-6 col-sm-6">

<div class="footer\_\_about">

<div class="footer\_\_about\_\_logo">

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

</div>

<ul>

<li>Address: Amal Jyothi College of Engineering Kanjirappally

<br>p/o Koovappally

<br>Kottayam <br>Kerala <br>India </li>

<li>Phone: +91 7736690447</li>

<li>Email: ajce@mca.in</li>

</ul>

</div>

</div>

<div class="col-lg-4 col-md-6 col-sm-6 offset-lg-1">

<div class="footer\_\_widget">

<h6>Useful Links</h6>

<ul>

<li><a href="privacy-policy.html">About Us</a></li>

<li><a href="#">Delivery infomation</a></li>

<li><a href="privacy-policy.html">Privacy Policy</a></li>

</ul>

<ul>

<li><a href="privacy-policy.html">Who We Are</a></li>

<li><a href="privacy-policy.html">Our Services</a></li>

<li><a href="contact.html">Contact</a></li>

</ul>

</div>

</div>

<div class="col-lg-4 col-md-12">

<div class="footer\_\_widget">

<form action="#">

<input type="text" placeholder="Enter your mail">

<button type="submit" class="site-btn">Subscribe</button>

</form>

</div>

</div>

</div>

<div class="row">

<div class="col-lg-12">

<div class="footer\_\_copyright">

<div class="footer\_\_copyright\_\_text"><p>

Copyright &copy;<script>document.write(new Date().getFullYear());</script> All rights reserved  
by <a href="https://colorlib.com" target="\_blank">Annapoorneswari D</a><i class="fa fa-heart" aria-  
hidden="true"></i>  
</p></div>

</div>  
</div>  
</div>  
</div>  
</footer>  
<!-- Footer Section End -->

<!-- Js Plugins -->  
<script src="js/jquery-3.3.1.min.js"></script>  
<script src="js/bootstrap.min.js"></script>  
<script src="js/jquery.nice-select.min.js"></script>  
<script src="js/jquery-ui.min.js"></script>  
<script src="js/jquery.slicknav.js"></script>  
<script src="js/mixitup.min.js"></script>  
<script src="js/owl.carousel.min.js"></script>  
<script src="js/main.js"></script>

</body>

</html>

## Items.php

<?php  
include("connection.php");  
\$sql = mysqli\_query(\$con,"SELECT \* from lost");  
?>

<!DOCTYPE html>  
<html lang="zxx">

<head>  
<meta charset="UTF-8">  
<meta name="description" content="Ogani Template">  
<meta name="keywords" content="Ogani, unica, creative, html">  
<meta name="viewport" content="width=device-width, initial-scale=1.0">  
<meta http-equiv="X-UA-Compatible" content="ie=edge">  
<title>Lost And Found</title>

<!-- Google Font -->  
<link  
href="https://fonts.googleapis.com/css2?family=Cairo:wght@200;300;400;600;900&display=swap"  
rel="stylesheet">

<!-- Css Styles -->  
<link rel="stylesheet" href="css/bootstrap.min.css" type="text/css">  
<link rel="stylesheet" href="css/font-awesome.min.css" type="text/css">  
<link rel="stylesheet" href="css/elegant-icons.css" type="text/css">

```

<link rel="stylesheet" href="css/nice-select.css" type="text/css">
<link rel="stylesheet" href="css/jquery-ui.min.css" type="text/css">
<link rel="stylesheet" href="css/owl.carousel.min.css" type="text/css">
<link rel="stylesheet" href="css/slicknav.min.css" type="text/css">
<link rel="stylesheet" href="css/style.css" type="text/css">
</head>

<body>
  <!-- Page Preloder -->
  <div id="preloader">
    <div class="loader"></div>
  </div>

  <!-- Humberger Begin -->
  <div class="humberger__menu__overlay"></div>
  <div class="humberger__menu__wrapper">
    <div class="humberger__menu__logo">
      <a href="#"></a>
    </div>
    <div class="humberger__menu__cart">

      </div>
      <div class="humberger__menu__widget">
        <div class="header__top__right__language">
          
          <div>English</div>
          <span class="arrow_carrot-down"></span>
          <ul>

            <li><a href="#">English</a></li>
          </ul>
        </div>
        <div class="header__top__right__auth">
          <a href="logout.php"><i class="fa fa-user"></i>Logout </a>

        </div>
      </div>
    </div>
    <div class="humberger__menu__nav mobile-menu">
      <ul>
        <li class="active"><a href="login.php">Home</a></li>
        <li class="active"><a href="login.html">Dashboard</a></li>
        <li class="active"><a href="profile.php">Profile</a></li>

        <li class="active"><a href="feedback.html">Feedback</a></li>

        <li><a href="./contact.html">Contact</a></li>
      </ul>
    </div>
    <div id="mobile-menu-wrap"></div>
    <div class="header__top__right__social">

  </div>
  <div class="humberger__menu__contact">

```

```

        <ul>

        </ul>
    </div>
</div>
<!-- Humberger End -->

<!-- Header Section Begin -->
<header class="header">
    <div class="header__top">
        <div class="container">
            <div class="row">
                <div class="col-lg-6 col-md-6">
                    <div class="header__top__left">

                    </div>
                </div>
                <div class="col-lg-6 col-md-6">
                    <div class="header__top__right">
                        <div class="header__top__right__social">

                        </div>
                        <div class="header__top__right__language">
                            
                            <div>English</div>
                            <span class="arrow_carrot-down"></span>
                            <ul>

                                <li><a href="#">English</a></li>
                            </ul>
                        </div>
                        <div class="header__top__right__auth">
                            <a href="logout.php"><i class="fa fa-user"></i>Logout </a>

                        </div>
                    </div>
                </div>
            </div>
        </div>
    </div>
    <div class="container">
        <div class="row">
            <div class="col-lg-3">
                <div class="header__logo">
                    <a href="./index.html"></a>
                </div>
            </div>
            <div class="col-lg-6">
                <nav class="header__menu">
                    <ul>
                        <li class="active"><a href="./login.php">Home</a></li>
                        <li class="active"><a href="user.html">Dashboard</a></li>

                        <li class="active"><a href="#/index.html">Status </a></li>
                        <li class="active"><a href="items.php">Lost and Found Items</a></li>
                    </ul>
                </nav>
            </div>
        </div>
    </div>

```



```

        <li class="active"><a href="profile.php">Profile</a></li>
        <li class="active"><a href="feedback.html">Feedback</a></li>

        <li><a href="./contact.html">Contact</a></li>
    </ul>
</nav>
</div>
<div class="col-lg-3">
    <div class="header__cart">

        </div>
    </div>
</div>
<div class="humberger__open">
    <i class="fa fa-bars"></i>
</div>
</div>
</header>
<!-- Header Section End -->

<!-- Featured Section Begin -->
<section class="featured spad">
    <div class="container">
        <div class="row">
            <div class="col-lg-12">
                <div class="section-title">
                    <h2>Services</h2>
                </div>
                <div class="featured__controls">
                    <ul>
                        <li class="active" data-filter="*">All</li>
                        <li data-filter=".lost">Lost item</li>
                        <li data-filter=".found">Found item</li>

                    </ul>
                </div>
            </div>
            <div class="row featured__filter">
                <?php while($row=mysqli_fetch_assoc($sql)){ ?>
                    <div class="col-lg-3 col-md-4 col-sm-6 mix <?php echo $row['type']; ?>">
                        <div class="featured__item">
                            <div class="featured__item__pic set-bg" data-setbg="Item/<?php echo $row['image'];
?>">

                                <ul class="featured__item__pic__hover">

                                    </ul>
                                </div>
                                <div class="featured__item__text">
                                    <h6><a href="#"><?php echo $row['item']; ?></a></h6>

```



```

<meta name="description" content="Ogani Template">
<meta name="keywords" content="Ogani, unica, creative, html">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<meta http-equiv="X-UA-Compatible" content="ie=edge">
<title>Lost And Found</title>

<!-- Google Font -->
<link href="https://fonts.googleapis.com/css2?family=Cairo:wght@200;300;400;600;900&display=swap"
rel="stylesheet">

<!-- Css Styles -->
<link rel="stylesheet" href="css/bootstrap.min.css" type="text/css">
<link rel="stylesheet" href="css/font-awesome.min.css" type="text/css">
<link rel="stylesheet" href="css/elegant-icons.css" type="text/css">
<link rel="stylesheet" href="css/nice-select.css" type="text/css">
<link rel="stylesheet" href="css/jquery-ui.min.css" type="text/css">
<link rel="stylesheet" href="css/owl.carousel.min.css" type="text/css">
<link rel="stylesheet" href="css/slicknav.min.css" type="text/css">
<link rel="stylesheet" href="css/style.css" type="text/css">
</head>

<body>
<!-- Page Preloder -->
<div id="preloader">
    <div class="loader"></div>
</div>

<!-- Humberger Begin -->
<div class="humberger__menu__overlay"></div>
<div class="humberger__menu__wrapper">
    <div class="humberger__menu__logo">
        <a href="#"></a>
    </div>
    <div class="humberger__menu__cart">

</div>
<div class="humberger__menu__widget">
    <div class="header__top__right__language">
        
        <div>English</div>
        <span class="arrow_carrot-down"></span>
        <ul>

            <li><a href="#">English</a></li>
        </ul>
    </div>
    <div class="header__top__right__auth">
        <a href="logout.php"><i class="fa fa-user"></i>Logout </a>

    </div>
</div>
<div class="humberger__menu__nav mobile-menu">
    <ul>
        <li class="active"><a href="/login.html">Home</a></li>

```

```

        <li><a href="/contact.html">Contact</a></li>
    </ul>
</nav>
<div id="mobile-menu-wrap"></div>
<div class="header__top__right__social">

</div>
<div class="humberger__menu__contact">
    <ul>

    </ul>
</div>
</div>
<!-- Humberger End -->

<!-- Header Section Begin -->
<header class="header">
    <div class="header__top">
        <div class="container">
            <div class="row">
                <div class="col-lg-6 col-md-6">
                    <div class="header__top__left">

                    </div>
                </div>
                <div class="col-lg-6 col-md-6">
                    <div class="header__top__right">
                        <div class="header__top__right__social">

                        </div>
                        <div class="header__top__right__language">
                            
                            <div>English</div>
                            <span class="arrow_carrot-down"></span>
                            <ul>

                                <li><a href="#">English</a></li>
                            </ul>
                        </div>
                    </div>
                </div>
            </div>
        </div>
    </div>
    <div class="container">
        <div class="row">
            <div class="col-lg-3">
                <div class="header__logo">
                    <a href="/index.html"></a>
                </div>
            </div>
        </div>
    </div>

```

```

<div class="col-lg-6">
  <nav class="header__menu">
    <ul>
      <li class="active"><a href="/login.html">Home</a></li>

      <li class="active"><a href="logout.php">Logout</a></li>

    </ul>
  </nav>
</div>
<div class="col-lg-3">
  <div class="header__cart">

  </div>
</div>
<div class="humberger__open">
  <i class="fa fa-bars"></i>
</div>
</div>
</header>
<!-- Header Section End -->

```

<!-- User Profile -->

```

<nav class=" blue-grey darken-3 z-depth-2">
  <div class="nav-wrapper ">

    <!--<a href="#" class="brand-logo " style="margin-left: 20px;text-transform: uppercase;">Lost And
    Found</a>-->
    <ul class="right hide-on-med-and-down">

      <!--<li><a href="about.php">About</a></li>-->

    </ul>
  </div>
</nav>
<div class="container" style="margin-left: 380px;">
  <div class="row">
    <div class="col s6">
      <div class="">
        <div class=" ">
          <div class="card-panel blue-grey darken-4 z-depth-5">
            <span class="white-text flow-text"><b>ENTER DETAIL ABOUT FOUND ITEM</b></span>
            <form class="" action="addfound.php" method="POST" enctype='multipart/form-data'>
              <div class="col s8">
                <div class="col s6">
                  <div class="input-field col s10 white-text">
                    <i class="material-icons prefix " style="margin-top: 10px;" >
                    </i>
                    <select name="cata" required>
                      <option value="" class="" value="0">Select Category</option>
                      <option value="watch" class="" value="0">Watch</option>

```

```

        <option value="wallet" class="" value="0">Wallet</option>
        <option value="idproof" class="" value="0">Id Proofs</option>
        <option value="bags" class="" value="0">Bags</option>
        <option value="electronicitems" class="" value="0">Electronic items</option>
        <option value="ornaments" class="" value="0">Ornaments</option>
        <option value="others" class="" value="0">Others</option>

    </select>
    <br> <br>
</div>
</div>
<div class="col s6">
    <div class="input-field col s10">
        <i class="material-icons prefix"></i>
        <label for="icon_prefix " class="white-text">Pincode</label>
        <input id="icon_prefix" type="number" required class="validate" name="pincode"
minlength="5" maxlength="6">

    </div>

</div>
<br>
<div class="col s6">
    <div class="input-field col s10">
        <i class="material-icons prefix"></i>
        <label for="icon_prefix2 " class="white-text">Description</label>
        <textarea id="icon_prefix2" required class="materialize-textarea" name="discription"
minlength="10" maxlength="80"></textarea>

    </div>
</div>
<br>

<div class="col s6">
    <div class="input-field col s10">
        <i class="material-icons prefix"></i>
        <label for="city" class="white-text">City/State</label>
        <input id="city" type="text" required class="validate" name="city" minlength="4">

    </div>

</div>
<br>

<div class="col s6">
    <div class="input-field col s10">
        <i class="material-icons prefix"></i>
        <label for="locality" class="white-text">Sreet/Locality</label>
        <input id="locality" type="text" required class="validate" name="street" minlength="4">

    </div>

</div>
<br>

```

```

    <div class="col s6">
      <div class="input-field col s10">
        <i class="material-icons prefix"></i>
        <label for="phone" class="white-text">Phone</label>
        <input id="phone" type="number" required class="validate" name="phone" maxlength="10"
minlength="10">

      </div>

    </div>
    <br>

    <div class="col s6">
      <div class="input-field col s10">
        <i class="material-icons prefix">Date</i>
        <input class="materialize-textarea" required type="date" name="date"></input>

      </div>
    </div>

    <br>
  </div>

  <div class="col s4 imagesubmit">
    <div class="col 12">

      <input type="file" name="limage" id="input-file-now-custom-1" class="dropify" data-
height="250"
      data-max-file-size="1M" >

    </div>
  </div>
  <br>
  <div class="col s6 " style="margin-left: 20px; margin-bottom: 10px ;border-radius: 100px;">

    <button type="submit" value="submit" name="submit" class="site-btn">Submit</button>

  </div>
</div>
</div>
</form>
  <br>
  <br>

</div>
</div>
</div>
</div>
</div>
</div>

```

```
<BR>
<BR>
```

```
</nav>
```

```

    <div class="row">
        <div class="col-lg-12">
            <div class="footer__copyright">
                <div class="footer__copyright__text"><p>
Copyright &copy;<script>document.write(new Date().getFullYear());</script> All rights reserved   by <a
href="https://colorlib.com" target="_blank">Annapoorneswari D</a><i class="fa fa-heart" aria-
hidden="true"></i>
</p></div>

                </div>
            </div>
        </div>
    </div>
</footer>
<!-- Footer Section End -->
```

```

<!-- Js Plugins -->
<script src="js/jquery-3.3.1.min.js"></script>
<script src="js/bootstrap.min.js"></script>
<script src="js/jquery.nice-select.min.js"></script>
<script src="js/jquery-ui.min.js"></script>
<script src="js/jquery.slicknav.js"></script>
<script src="js/mixitup.min.js"></script>
<script src="js/owl.carousel.min.js"></script>
<script src="js/main.js"></script>
```

```
</body>
```

```
</html>
```

### **Addfound.php**

```
<?php
if(isset($_POST['submit']))
{
include("connection.php");
$category=$_POST['cata'];
$pincode=$_POST['pincode'];
$des=$_POST['discription'];
$city=$_POST['city'];
$street=$_POST['street'];
$ph=$_POST['phone'];
$date=$_POST['date'];

$fileName=$_FILES["image"]["name"];
$targetDir="Item/";
$targetFilePath = $targetDir . $fileName;
move_uploaded_file($_FILES["image"]["tmp_name"], $targetFilePath);
```



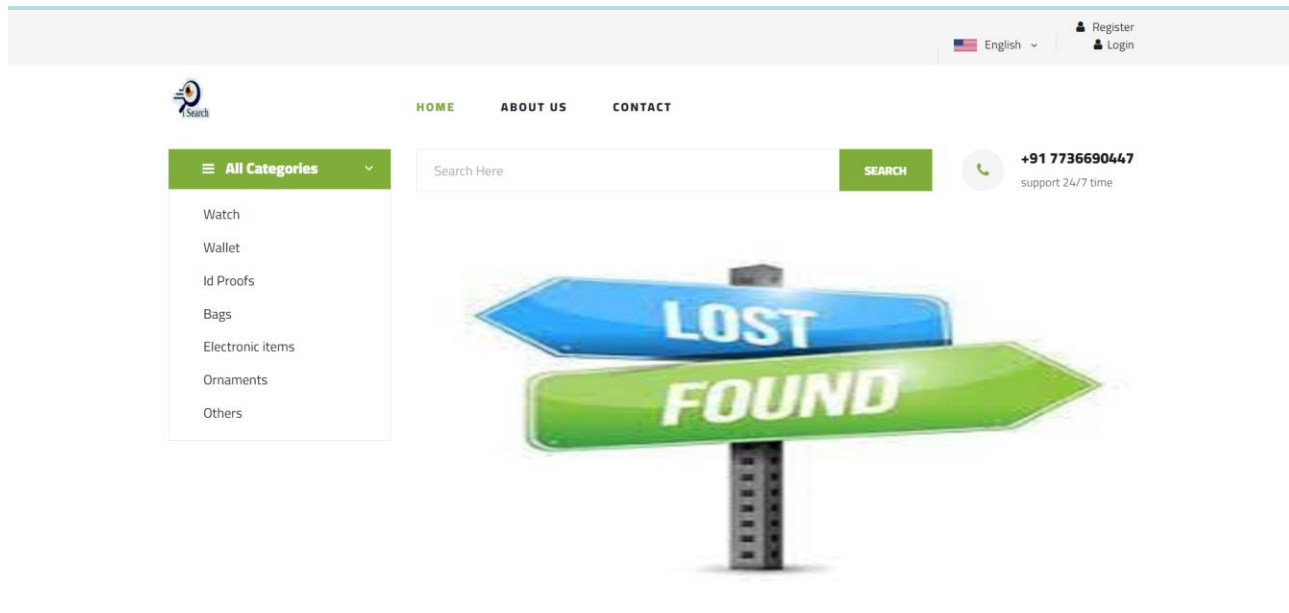
```
$a=mysqli_query($con,"INSERT INTO `lost` (`item`,`type`,`pincode`,`description`,`city`,`street`,`date`,`image`)
VALUES ('$category','found','$pincode','$des','$city','$street','$date','$fileName')");

header("Location:items.php");
}

?>
```

## 9.2 Screen Shots


### Home page




### Add Details About Lost Items Page


The screenshot shows the 'Add Details About Lost Items' page. The header includes the 'Search' logo, navigation links for 'HOME' and 'LOGOUT', and a language selector set to 'English'. The main content area is titled 'ENTER DETAIL ABOUT LOST ITEM' and contains a form with the following fields: 'Select Category' (a dropdown menu), 'Pincode' (a text input field), 'Description' (a text area with a small icon for text formatting), 'City/State' (a text input field), 'Sreet/Locality' (a text input field), 'Phone' (a text input field), and 'Date' (a date picker showing 'dd-mm-yyyy'). Below the form is a file upload section with a 'Choose File' button and the text 'No file chosen'. At the bottom of the form are two buttons: 'Submit' and 'Reset'.

## User Profile page




[HOME](#)[DASHBOARD](#)[PROFILE](#)[FEEDBACK](#)  
[CONTACT](#)





English 

 Logout

### Profile



**Amaldath C K**



[Overview](#)[Edit Profile](#)[Change Password](#)

#### About

#### Profile Details

Name	Amaldath C K
Address	Chaannasery House
Job	
Country	
State	
Phone	9947268768
Email	amaldath@gmail.com