

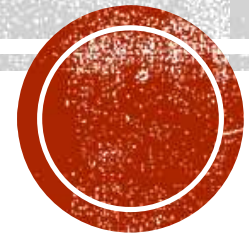
QUICK BIDD

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SECTIONS

- (A) PLANNED GUI
- (B) ARCHITECTURE SLIDES
- (C) TOOLS USED

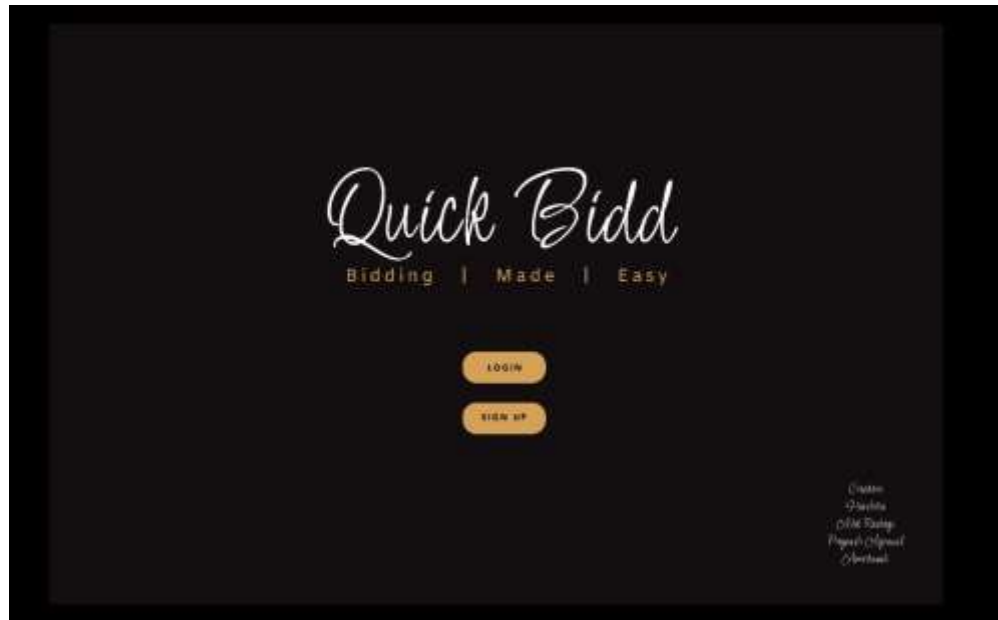


(A) PLANNED GUI



LOGIN PAGE

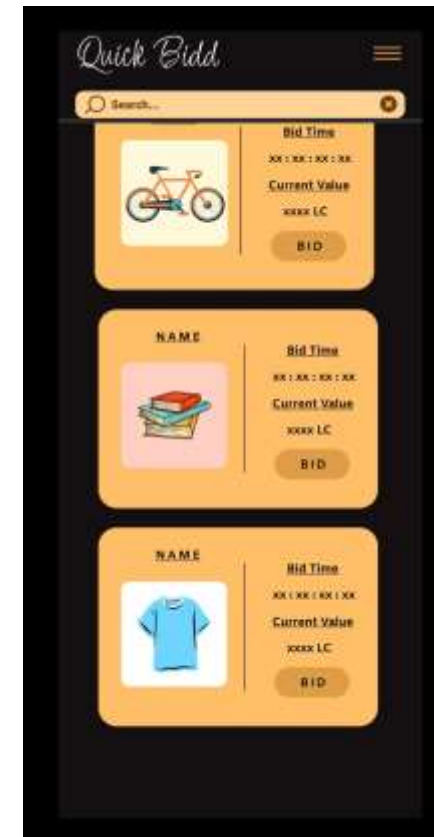
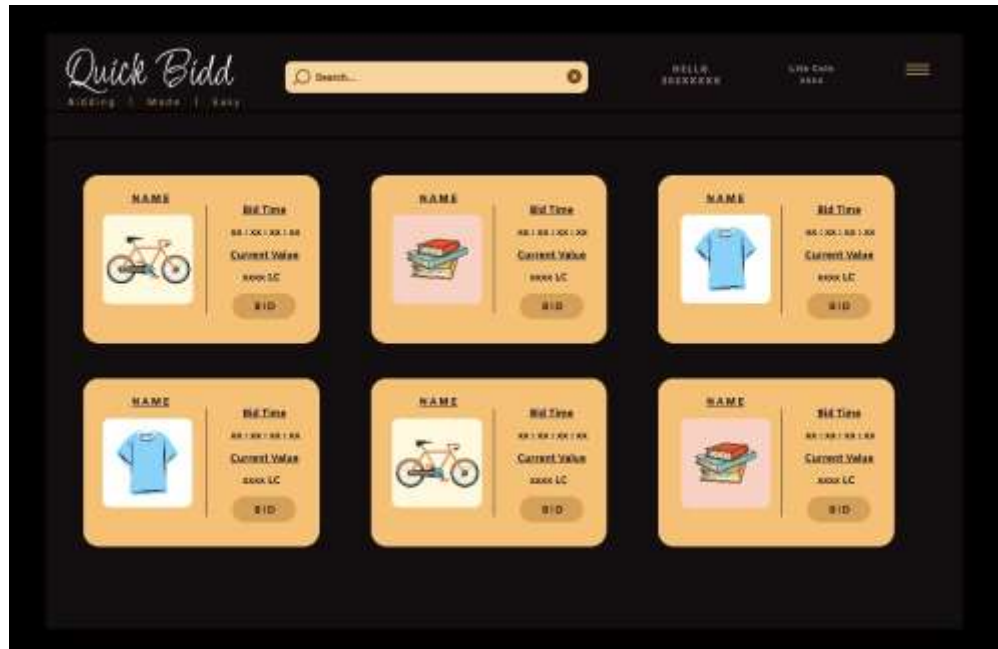
Desktop



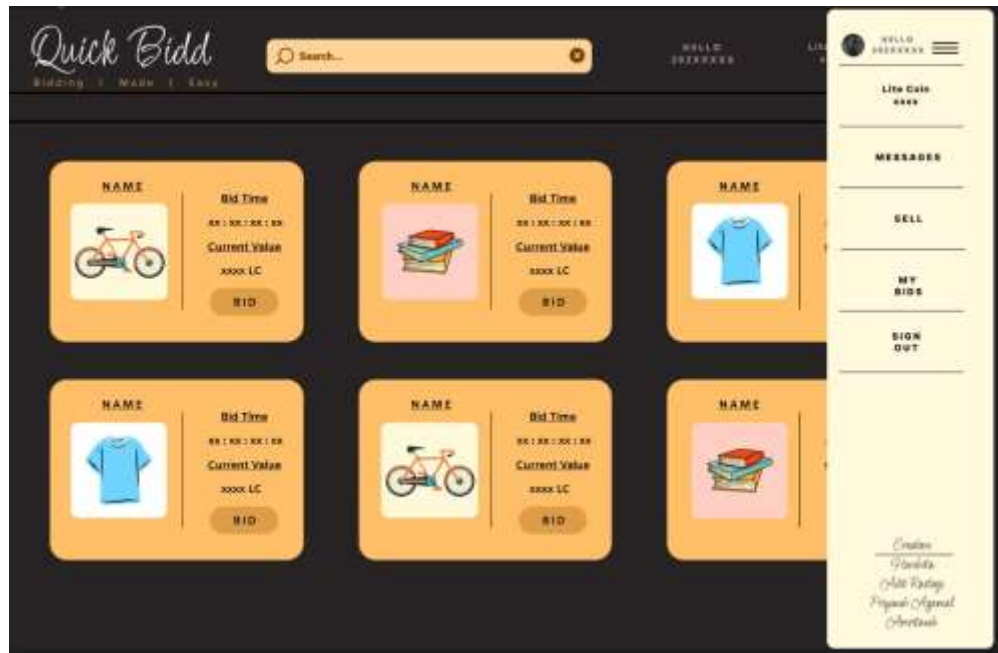
Mobile



HOME PAGE



SIDE BAR



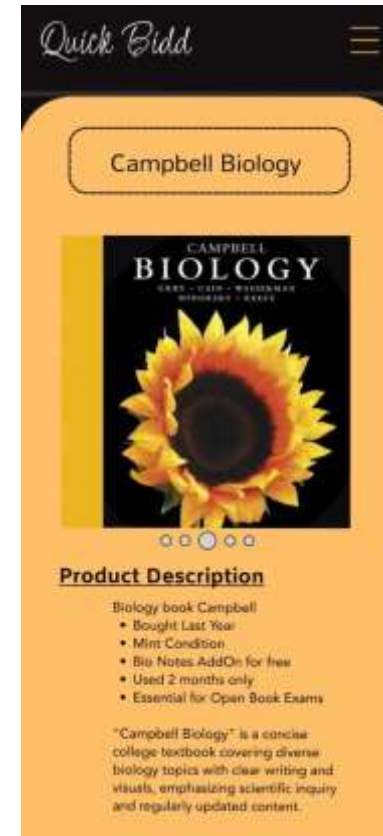
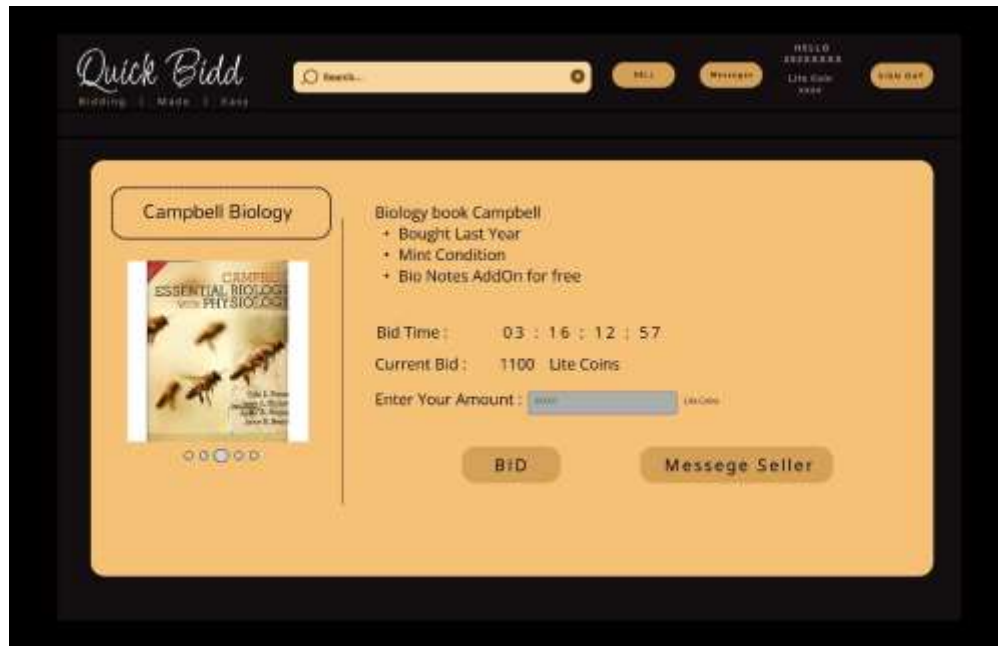
CONTEXTUAL SEARCH



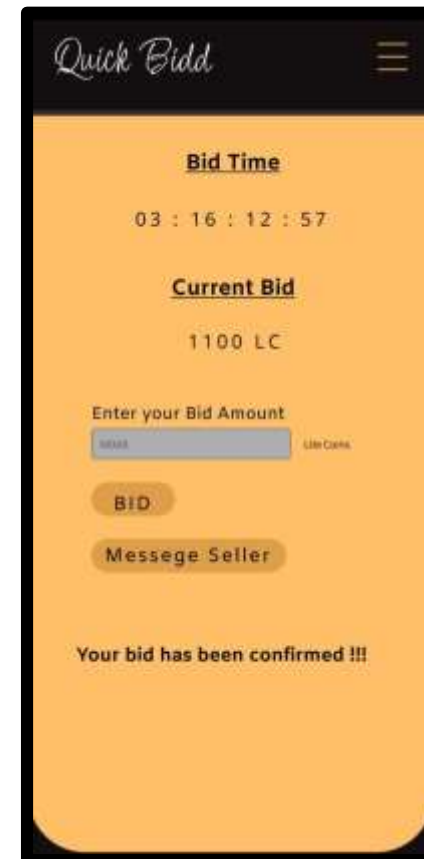
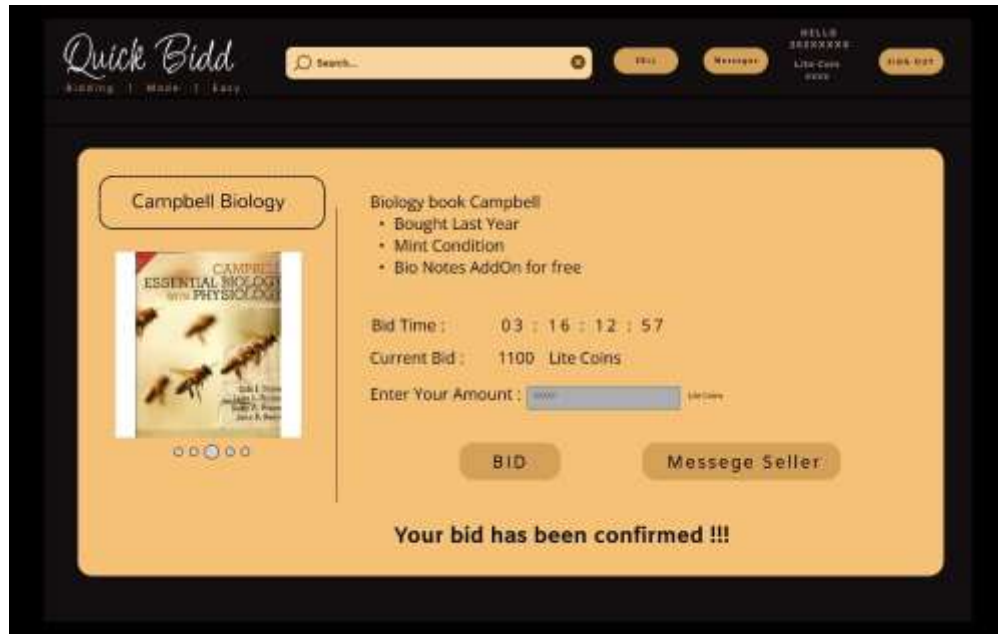
SEARCH RESULTS



SELECTED ITEM VIEW AND BIDDING



BID CONFIRMATION



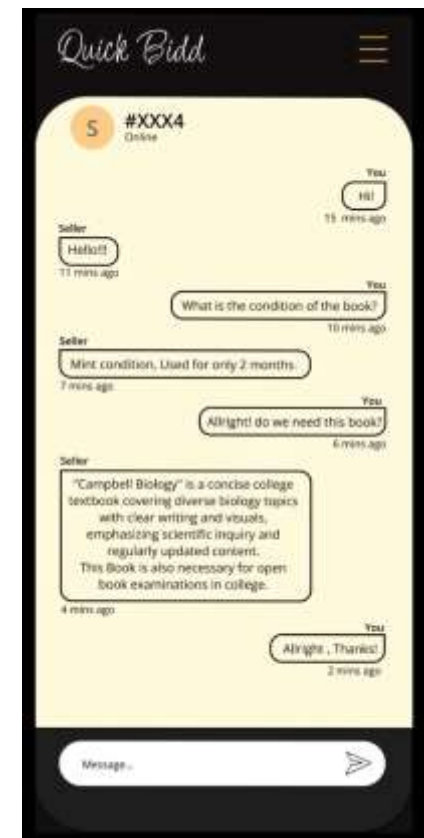
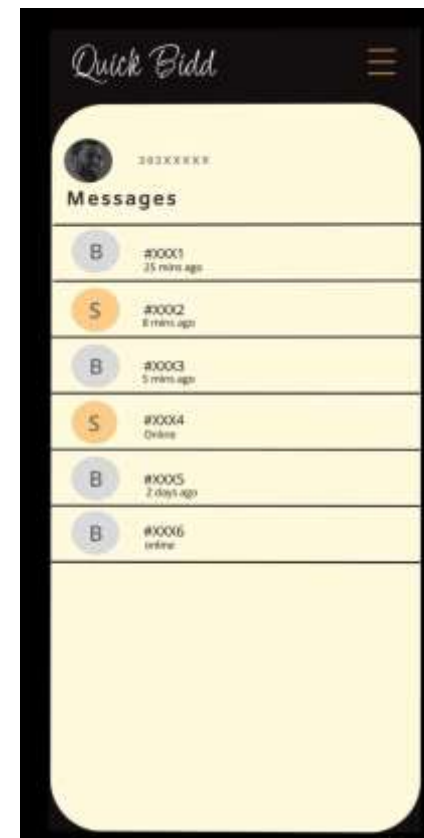
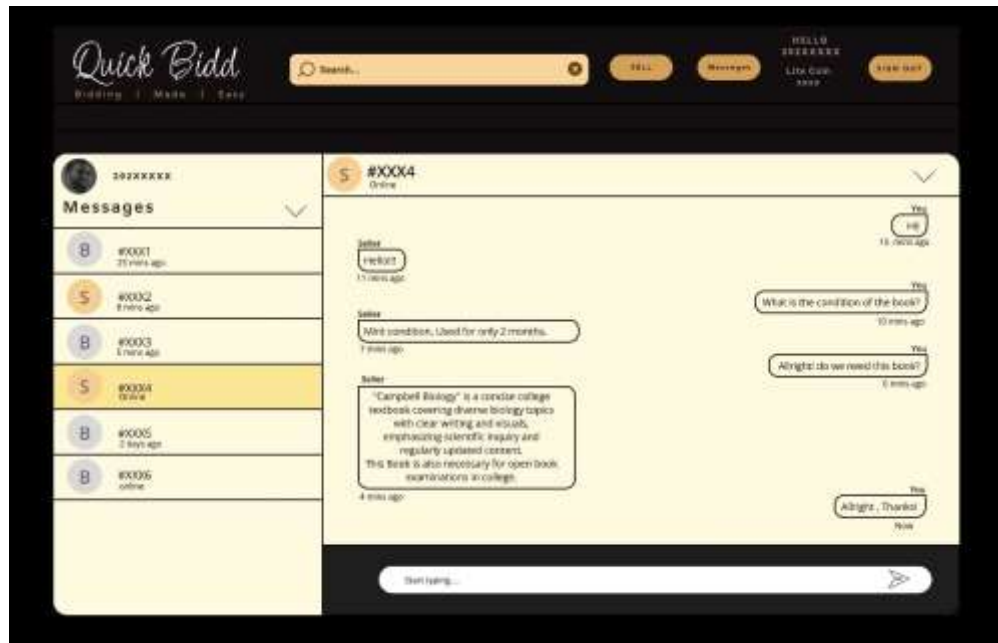
MY BIDS PAGE

<div>Quick Bidd</div> <div>WELLD 2022-2023 Life Cycle 2023</div>		
<div>Search...</div> <div>Sign Out</div>		
MY BIDS		
Campbell	Selling	Current Bid 1100 LC
Bicycle	Buying	Your Bid 30000 LC
Labcoat	Selling	Current Bid 1100 LC
Laptop	Buying	Your Bid 30000 LC

<div>Quick Bidd</div> <div>Search...</div>		
MY BIDS		
Campbell	Selling	Current Bid 1100 LC
Bicycle	Buying	Your Bid 100 LC
Labcoat	Selling	Current Bid 900 LC
Laptop	Buying	Your Bid 30000 LC



CHAT BOX



FORM TO UPLOAD ITEM

The desktop view of the 'Quick Bidd' item upload form features a dark header with the logo 'Quick Bidd' and the tagline 'Bidding / Made / Easy'. Navigation links include 'Home', 'About', 'Contact', 'My Profile', and 'Logout'. A search bar is positioned on the right. The main form area is divided into two columns. The left column contains fields for 'Item Name', 'Item Type', 'Starting Bidding Price', and 'Description'. The right column features a large 'Upload Images/Videos' button with a plus icon and a 'Submit' button. A small disclaimer at the bottom right states: 'Bidding starts as soon as you submit this form. Bidding time is 24hrs.'

The mobile view of the 'Quick Bidd' item upload form has a dark header with the logo 'Quick Bidd' and a hamburger menu icon. The form fields are stacked vertically: 'Item Name', 'Item Type', 'Starting Bidding Price', and 'Description'. Below these is the 'Upload Images/Videos' button with a plus icon, followed by the 'Submit' button. A small disclaimer at the bottom right states: 'Bidding starts as soon as you submit this form. Bidding time is 24hrs.'

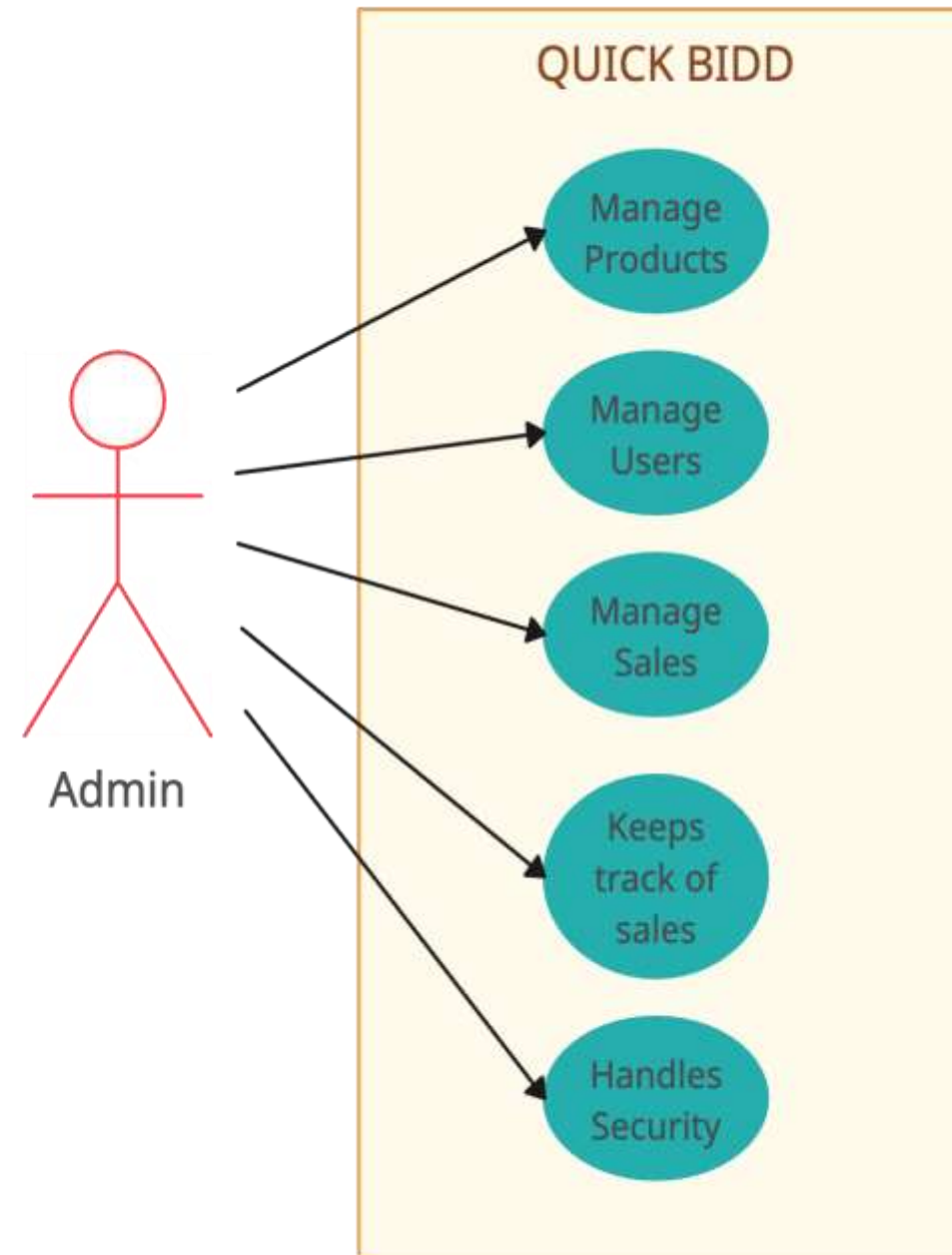


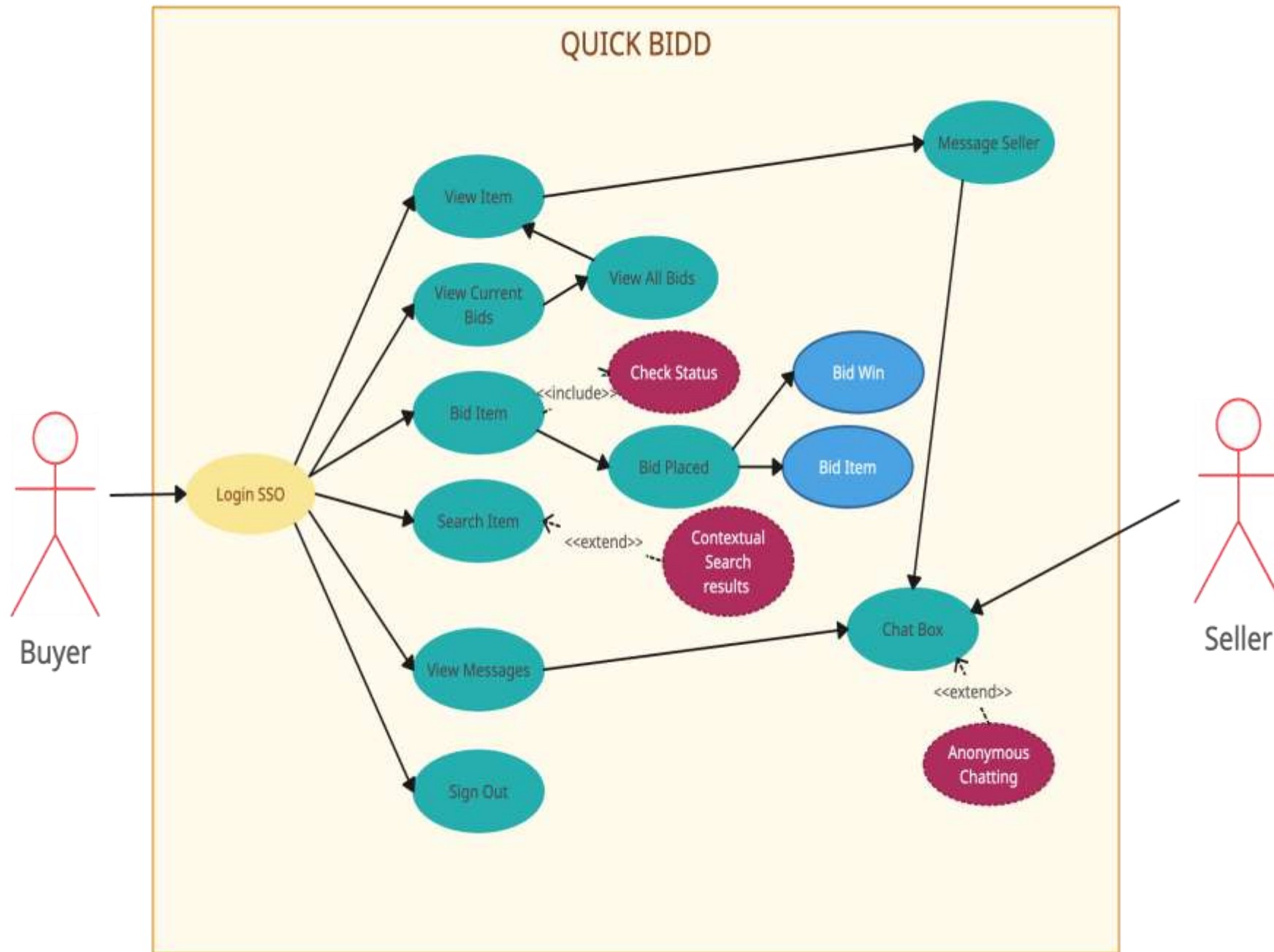
(B)ARCHITECTURE SLIDES

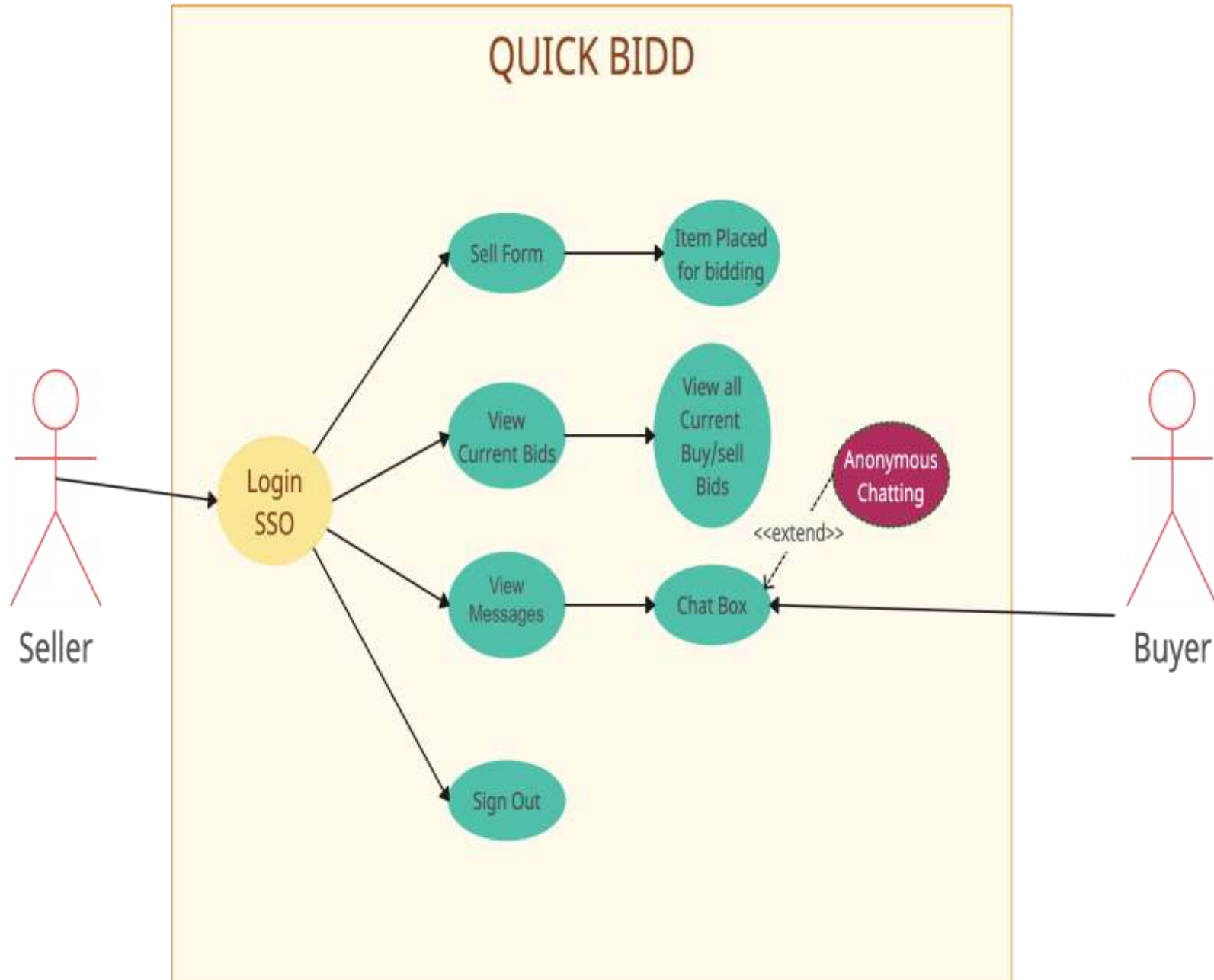


(B.1) USE CASE DIAGRAM





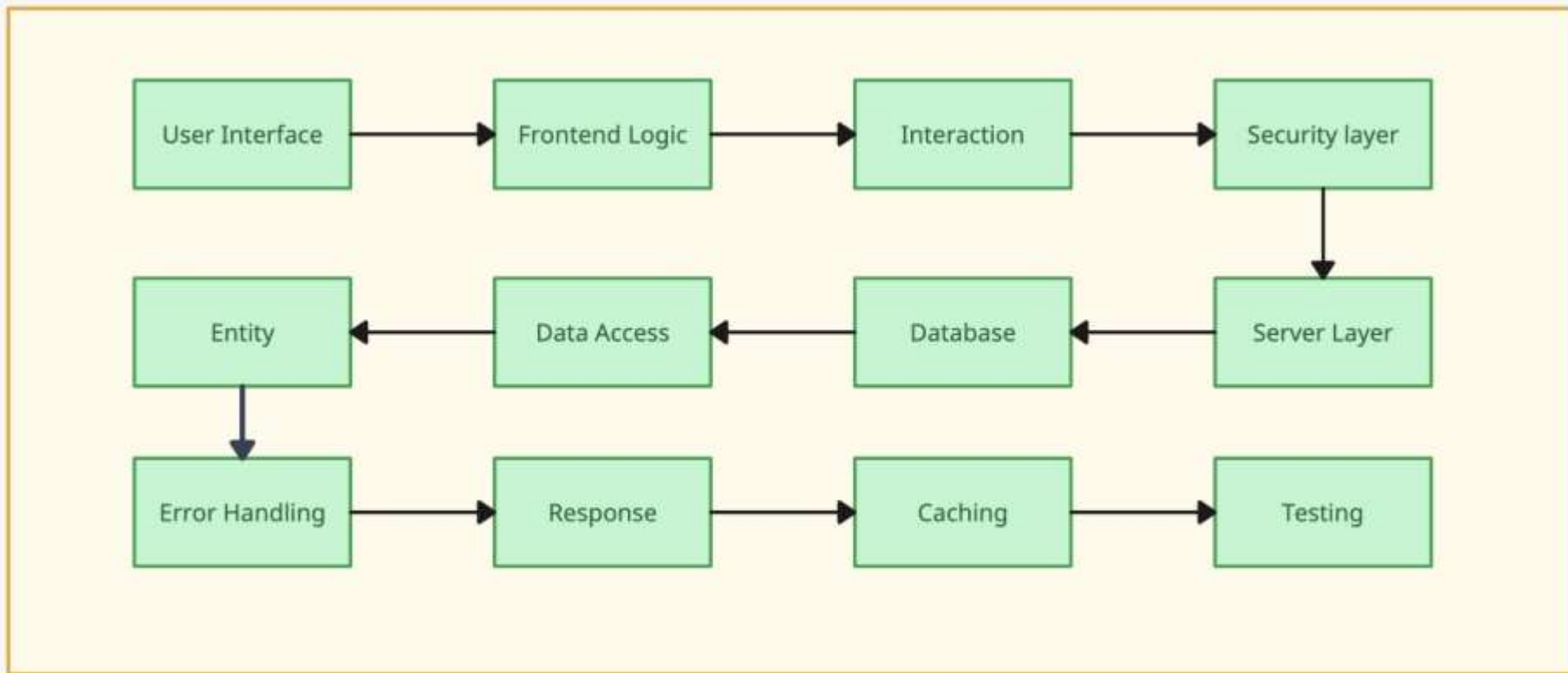




(B.2) API LAYER



API LAYER FLOW CHART



- 1) **User Interface Layer** - It includes the webpage, its components and user interactions. We will be using CSS, HTML, and React.js for implementing this layer.
- 2) **Frontend Logic Layer** - It contains the logic to handle user inputs, make API calls and modify the interface.
- 3) **Interaction Layer** - It handles the incoming HTTP requests and distributes these requests to required controller methods and hence, controls the flow of data.
- 4) **Security Layer** - It handles the authentication and authorization of client request for logging in the website using Single Sign - On. It checks if the client's email domain is from (@hyderabad.bits-pilani.ac.in) or not. If the email is valid, user is granted access to the platform. If the email is invalid, access is denied. We will configure Spring Security to integrate our application with OAuth2 and define the rules to protect API endpoints.
- 5) **Server Layer** - It is used for hosting to local server for getting and updating data to the database.
- 6) **Database Layer** - This layer stores and manages the application's data and the user data obtained from BITS Email SSO. We will be using MySQL for making our database.

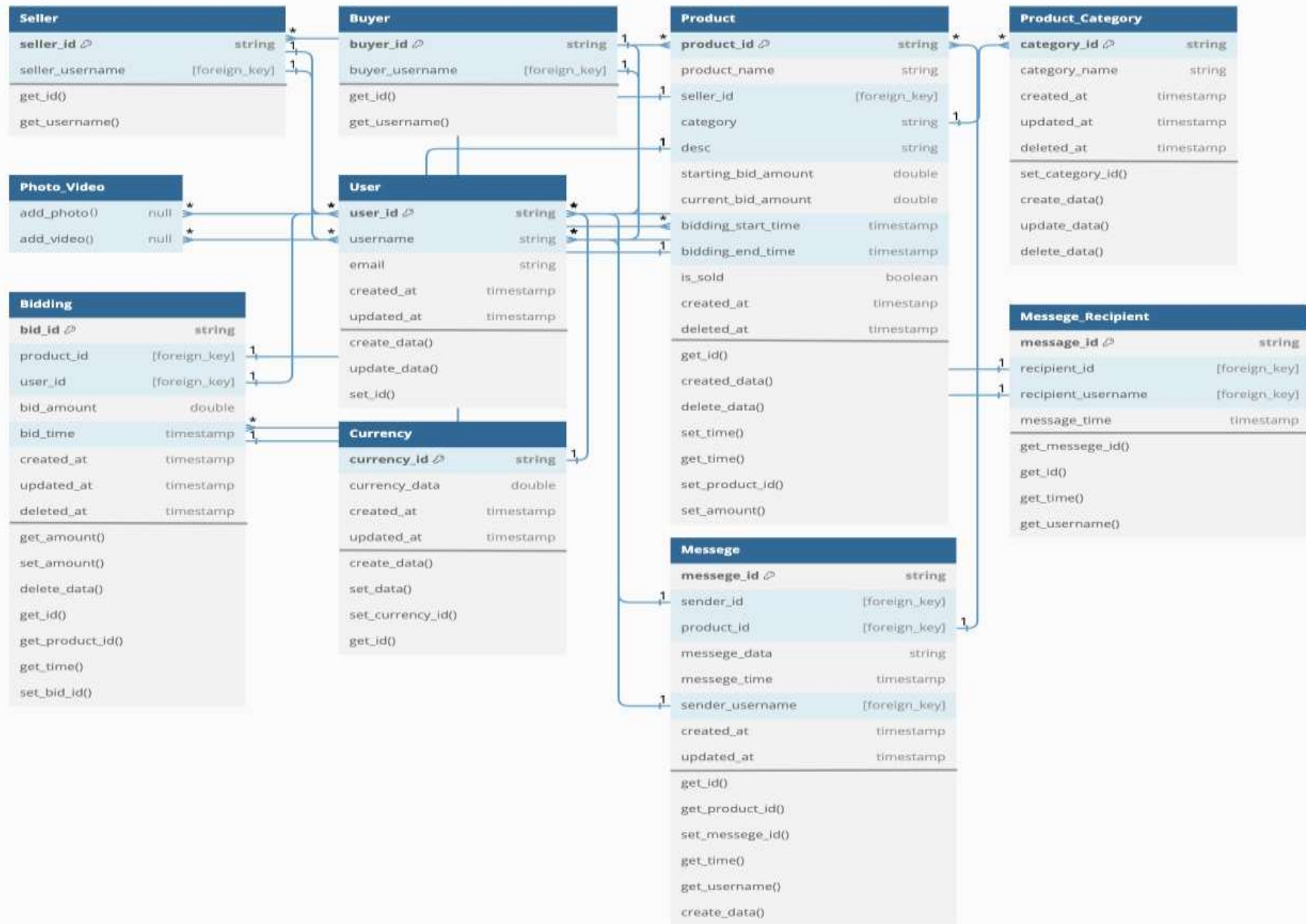


- 7) **Data Access Layer** - We will be using Spring JPA repositories for accessing data from the database. This layer handles the basic operations (i.e create, read, update, delete) and interacts with the database to fetch and modify data.
- 8) **Entity Layer** - This layer holds the basic model of our application. The Java classes in this layer map to the database tables. We will use JPA annotations like @Entity and @Table for mapping.
- 9) **Error Handling Layer** - It checks if the inputs from the client are valid or not, and therefore, provides error responses to the client accordingly.
- 10) **Response Layer** - It formats the API responses as JSON. We will use Spring ResponseEntity to control the HTTP responses.
- 11) **Caching Layer** - We will use @Cacheable annotation of Spring to store frequently accessed data into cache along the request - response path. This would improve performance of our model.
- 12) **Testing Layer** - We will use Postman to test if our APIs are working correctly. We will use JUnit tests for testing methods of each class. Also, we will use @SpringBootTest annotation to configure our application.



(B.3) SCHEMA





(C)TOOLS USED



❖ UI/UX

- Figma – Website Designing
- DB diagrams - Database Schema
- Creately – Use Case Diagram

❖ Front End

- HTML
- CSS
- JavaScript
- Bootstrap
- React Js

❖ Back End

- Java
- Spring boot
- MySQL
- Postman API



THANK YOU

