

SPEEDO CAR WASH PROPOSAL

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1.Introduction

The Speedo Carwash mobile application is designed to make it easy for car owners to schedule and pay for car wash services on-the-go. The application will provide a user-friendly interface that allows customers to book car wash appointments at any of our locations across the country, view prices, and pay for services without the need for cash or credit cards.

We want to create speedo car wash site for the facility of all people the people who busy in home and office they cannot go to service station manually he visit our site and view demo and different prices package such as general service or ceramic glass coating before submit order he log in / signup by providing his email address and password. When he log in he see his user name from front of the website. After completion of order, he submit reasonable feedback. Webpage, The user make live chat with agents if any confusion, we add two live chat application WhatsApp and tawk.to in bottom of our site left and right of the site.

The user see demo in site and give feedback after using our facilities, he can see complete all his personal record such as pre order, inquiry, feedback in dashboard.

Our new fully automated car wash facility is integrated with a host of features to efficiently clean vehicles. It takes meticulous care in the way vehicles are rinsed by utilizing a high pressure washing mechanism.

1.1Purpose

We will give access to our website to the general user. The basic general purpose of this project introduce online car wash site at home. The user who wants to make his car wash can place online order through our website Speedo Carwash User can visit this web portal and view different prices of car wash like glass coating, creaming coating. User who has served by us can give us feedback about our service and can also report any problem. User also can chatting through using WhatsApp.

End User can also contact us by submitting the contact us form which is located at home page. End user can follow us through social media to keep updated of latest news about our website and services. Users can view our existing working by visiting our portfolio section. We have integrated tawk.to online chatting app which facilitate user to live chatting with our agents to discuss any price bargaining, report any issue, and give feedback etc.

1.2: Document Conventions.

Making a web base system for any customer or companies. That providing the facility of online order. We will give access to our website to the user. So that they will enter the email, password and can check the pre record from user dashboard.

User also can chatting using WhatsApp. We have added WhatsApp icon at the left bottom side of footer. User will click on WhatsApp icon and start chatting through WhatsApp.

End User can also contact us by submitting the contact us form which is located at home page. End user can follow us

through social media to keep updated of latest news about our website and services. Users can view our existing working by visiting our portfolio section. We have integrated tawk.to online chatting app which facilitate user to live chatting with our agents to discuss any price bargaining, report any issue, and give feedback etc.

1.3: Project Objective

End User can also contact us by submitting the contact us form which is located at home page. End user can follow us through social media to keep updated of latest news about our website and services. Users can view our existing working by visiting our portfolio section. We have integrated tawk.to online chatting app which facilitate user to live chatting with our agents to discuss any price bargaining, report any issue, and give feedback etc.

1.4: Intended Audience and Reading Suggestions

Covid-19 situation people cannot came out his/her house due to coronavirus and other diseases, he make order online through visit our website.

User view demo and different prices package such as general service or ceramic glass coating before submit order, he log in/signup by providing his email address and password.

When he logs in he see his user name from front of the website. After completion of order, he submit a reasonable feedback webpage, The user make live chat with agents if any confusion, we add two live chat application WhatsApp and tawk.to in bottom of our site left and right of

The user see demo in site and give a feedback after using our facilities, he can see complete all his personal record such as pre order, inquiry, feedback in dashboard.

1.5: Project Scope

Location Search:

The application will use the customer's current location to find the nearest Speedo Carwash location, and provide directions to the car wash.

Online Booking:

Customers will be able to book appointments for car wash services from the application. They can choose the location, the type of service, and the preferred date and time. They will receive confirmation of their booking via email or SMS.

Pricing:

The application will provide pricing information for all of our car wash services, including discounts for frequent users and subscription-based packages.

Payment:

Customers will be able to pay for car wash services through the application using a variety of payment methods, including credit/debit cards, digital wallets, and net banking.

2:Overall Description

Our website provides the facility for end user he visits website and submit a online order after login. We will give access to our website to the user. So that they will enter the email, password and can thich the pre-record from user dashboard. After serve us he gives his feedback. In our development action, we using HTML, CSS and PHP code methods used for the front end because it is used for the layout design and PHP, Laravel for the backend and connect then for work and XAMPP is used for the backend database work. We making a web base system for any transport companies. That providing the facility of online documentation

3.Tools and techniques

In this chapter we will discuss Tools and Technologies that we used. "Speedo car wash is Web Application. There are a variety of tools and techniques to build this type of application, but we have used techniques HTML, CSS, php, Laravel, Bootstrap with visual studio code. Visual Studio Code is a free source code editor developed by Microsoft for Windows, Linux and Mac OS.

3.1 Hardware used with technical specifications

- Processor: AMD A6-4400M • Processor Speed: 2.7GHZ
- Processor Speed: 2.7 GHZ
- . RAM: 2 GB RAM
- Hard Disk: 200 GB Storage

3.2 Software(s) used

The following software and tools are used to develop this application. • Operating System Windows 10

- Operating System Windows 10.
- Visual Studio Code
- XAMPP
- Browser

3.2.1 Operating System Windows 10

An Operating system (OS) is the program that, after being initially loaded into the computer by a boot program, manages all of the other application programs in a computer. The application programs make use of the operating system by making requests for services through a defined application program interface. In addition, users can interact directly with the operating system through a user interface such as a command line or a graphical user interface.

3.2.2 Visual Studio Code

Visual Studio Code is a free source code editor developed by Microsoft for Windows, Linux and Mac OS. Features include debugging, syntax highlighting, intelligent code completion, fragmentation, code refactoring and support for embedded git.

3.2.3 XAMPP

XAMP stands for "Windows, Apache, MySQL, and PHP XAMPP is a variation of LAMP for Windows systems and is often installed as a software bundle (Apache, MySQL, and PHP). It is often used for web development and internal testing, but may also be used to serve live websites.

3.2.4 Browser

A web browser is a software application for accessing information on the World Wide Web. When a user requests a web page from a particular website, the web browser retrieves the necessary content from a web server and then displays the page on the user's device

3.3 Technique

- .HTML
- CSS.
- .PHP
- Bootstrap

3.3.1 HTML

Hypertext Markup Language (HTML) is the standard markup language for documents designed to be displayed in a web browser. HTML describes the structure of a web page semantically and originally included cues for the appearance of the

document. HTML elements are the building blocks of HTML pages. With HTML constructs, images and other objects such as interactive forms may be embedded into the rendered page.

3.3.2 CSS

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language like HTML. CSS is a cornerstone technology of the World Wide Web, alongside HTML and JavaScript. CSS is designed to enable the separation of presentation and content, including layout, colors, and fonts.

3.3.3 PHP

PHP is a general-purpose scripting language that is especially suited to web development. Danish-Canadian programmer Rasmus Lerdorf originally created it in

1994; The PHP Group now produces the PHP reference implementation. PHP originally stood for Personal Home Page, but it now stands for the recursive initialism PHP: Hypertext Preprocessor. A PHP interpreter implemented as a module, a daemon or as a Common Gateway Interface (CGI) executable usually processes PHP code on a web server.

3.3.4 Laravel

Laravel is an open-source PHP framework, which is robust and easy to understand. It follows a model-view-controller design pattern. Laravel reuses the existing components of different frameworks which helps in creating a web application. The web application thus designed is more structured and pragmatic.

Laravel offers a rich set of functionalities which incorporates the basic features of PHP frameworks like CodeIgniter, Yii and other programming languages like Ruby on Rails. Laravel has a very rich set of features which will boost the speed of web development.

If you are familiar with Core PHP and Advanced PHP, Laravel will make your task easier. It saves a lot of time if you are planning to develop a website from scratch. Moreover, a website built in Laravel is secure and prevents several web attacks.

3.3.5 Bootstrap

Bootstrap is a free and open-source CSS framework directed at responsive, mobile-first front-end web development. It contains CSS- and (optionally) JavaScript-based design templates for typography, forms, buttons, navigation and other interface components. Simply put, Bootstrap is a wide array of tools that rely on re-usable code so that you do not have to develop the building blocks of a website from scratch.

3.3.6 Summary

In this chapter we discussed about the tools and the techniques we use to make the project in the running form and which programming language is used for development of the project and tools we use to run the project. Computer is the combination of two things hardware and software so we use software to make the project as well as the hardware.

4. Other Non-functional Requirements.

4.1 Security Requirements

- The site is kept totally secured.
- Every person must have to login using their credentials.
- The user and admin see all data of user
- The admin keep secrecy of user when he submit a order.

4.2 Platform independency

- *The site will be operational at any platform like cell phone, laptop, PC,*
- *At any OS (Windows 7, 8, 10) At any browser.*

4.3 Availability

- *The site will be available 24 hours a day to owner and the user to add and see posts respectively.*

4.4 Performance

- The maximum delay to get a response from this site will not be exceed 10 second.

4.5 Extensibility

- The system will be extensible and modular to integrate with other automated systems as they are developed.

4.6 Usability

- This site will be usable on every OS and on every web browser.

4.7 Help/user guide

- User guide explain the working of this site which make it easy to operate.

5.Methodology

Software development methodology is a process or series of processes used in software development. The design of software is essentially a skill, but it usually requires a structure which will provide a guide or a methodology for this task. A methodology can be defined as the underlying principles and rules that govern a system. A method can be defined as a systematic procedure for a set of activities. Thus, from these definitions, a methodology will encompass the methods used within the methodology. Different methodologies can support work in different phases of the system life cycle, for example, planning, analysis, design and programming, testing and implementation. Svoboda (1990) developed the idea of a methodology further by proposing that there should be at least four components:

- A conceptual model of constructs essential to the problem
- A set of procedure suggesting the direction and order to proceed
- A series of guidelines identifying things to be avoided
- Collection of evaluation criteria for assessing the quality of the product.

The conceptual model is needed to direct or guide the designers to the relevant aspects of the system. The set of procedure provides the designer a systematic and logical set of activities to begin the design task. The evaluation criteria provide an objective measurement of the work done against some established standard or specifications. There has been a lot of media coverage on a Document Processing System website in recent years however the concept of the Document Processing System is yet to be cleared to many people due to its unawareness. Methodologies are an integrated set of the above tools and techniques. The methodologies should be well documented for accomplishing the task or activity and provide a description of the process to be used. A software design methodology can be structured as comprising of the software design process component and the software design representation or diagrammatic component.

5.1 Design of Investigation

UI design review the site analysis document and create different pages for the complete system starting from the home page. It pays special attention to checkout.

Use case diagrams are considered for high level requirement analysis of a system. When the requirements of a system are analyzed, the functionalities are captured in use cases. Use case diagrams specify the events of a system and their flows. But use case diagram never describes how they are implemented. Use case diagram can be imagined as a black box where only the input, output and the function of the black box is known. These diagrams are used at a very high level of design. Then this high- level design is refined again and again to get a complete and practical picture of the system. So, we can say that use cases are nothing but the system functionalities written in an organized manner. Now the second things which are relevant to the use cases are the actors. Actors can be defined as something that interacts with the system. The actors can be human user, some internal applications or may be some external applications. So, in a brief when we are planning to draw a use case diagram, we should have the following items identified in use case diagram:

- Functionalities to be represented as a use case
- Actors
- Relationships among the use cases and actors

5.1.1 Use Case Terminology

A use case describes a sequence of actions that provide something of measurable value to an actor.

- **Actors**

An actor is a person, organization, or external system that plays a role in one or more interactions with your system.

- **Associations**

An association exists whenever an actor is involved with an interaction described by a use case. Associations are modeled as lines connecting use cases and actors

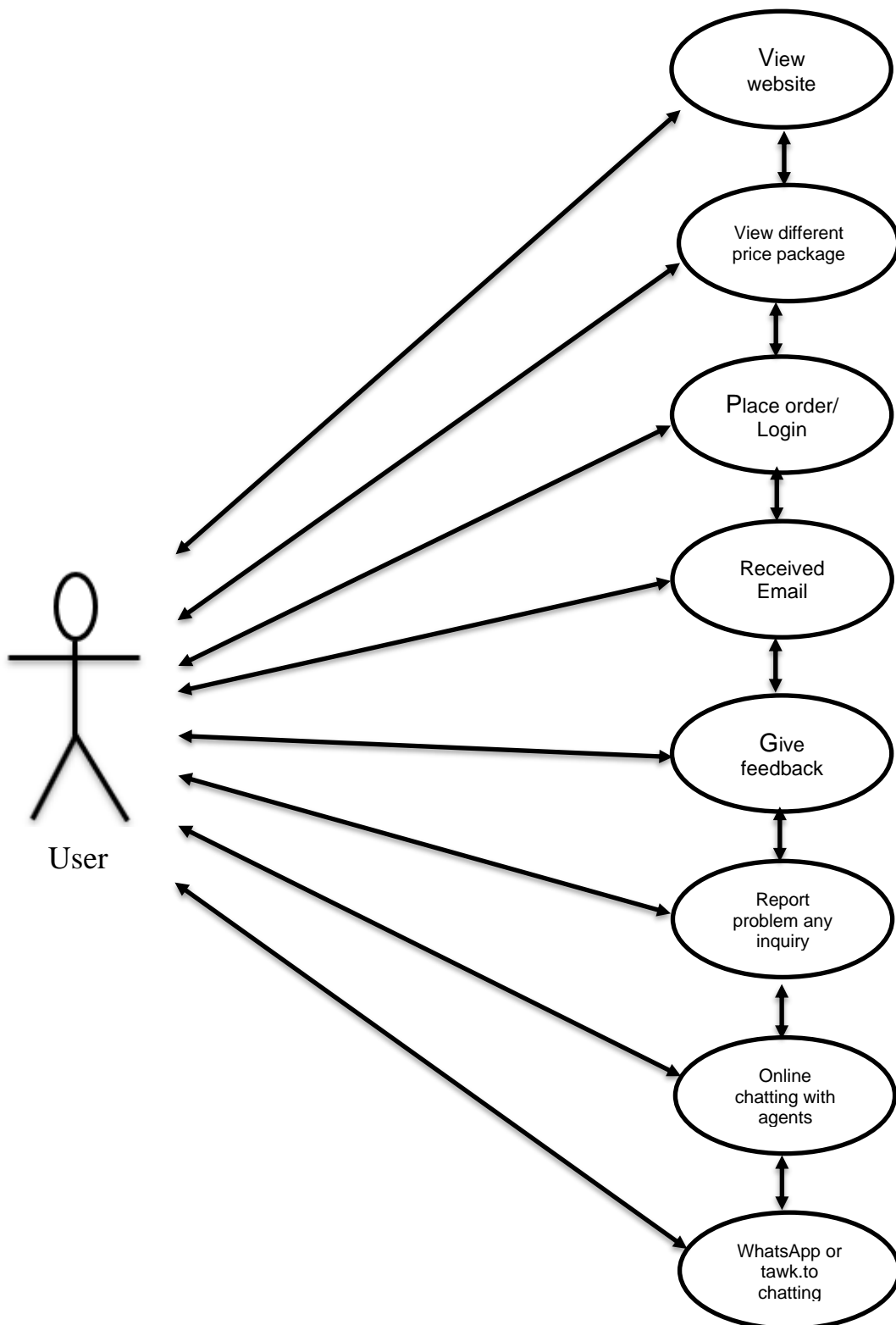
to one another.

- **System boundary**

A rectangle around the use cases, called the system boundary, to indicate the scope of the system.

5.1.2 Use case of User

User can come on the site by the server suggestion and by searching techniques and send your message .



5.3 Use Case of Admin

