PROPOSAL
ON
PROJECT- II

A Minor Project Proposal Report on
TradeEx

Submitted in Partial Fulfillment of
the Requirements for
the Degree of **Bachelor's in Computer Engineering**
under Pokhara University

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ABSTRACT

The core idea is to save more than over expense. It is to exchange rather than becoming forever self-sufficient.

While e-commerce sites are operating on daily basis, **TradeEx** comes into play when people are willing to exchange/trade their mere goods with other goods listed on the website, without the involvement of money.

TradeEx is the online marketplace expected to connect many of customers and a community that provides immediate and easy access to exchange of products. Money not being the core factor, TradeEx simply offers fair barter of goods.

This frontend of this trading website will be deployed using HTML, CSS, JS and backend database will be handled using MySQL.

Keywords: *HTML, Cascading Style Sheets (CSS), JavaScript (JS), MySQL*

PROBLEM STATEMENT

Humans needs and desires never ends. The day you achieve your needs, next day you will be wanting something different, something more. TradeEx makes sure that your products and needs are always fulfilled. You bought gaming laptop, next day you might wanna have gaming pc instead, but need to exchange with it good re-sell value. This way, a bargain of exchange with other pc owner is struck.

Look no further, TradeEx is where you surf for exchanges.

PROJECT OBJECTIVES

Our project's mission is to ease out day to day exchange services of goods and facilitate with range of services.

The main objective our web-based trading application are as follows:

- Provide customer with freedom of exchanging two random products.
- Donate to needy ones with owns wish.
- Provide exchange of services between two parties.
- Help to maintain your excessive products.
- Provide idea of no usage of money.
- Provide with order placement service.

SIGNIFICANCE OF STUDY

This website negotiates best deals and offers for our clients to provide them the best value of exchanges. It can facilitate as consumer-to-consumer and business-to-consumer trades. This is where everyone is a consumer involving no any big authorities. So it is more secure, provides more freedom and valuable.

SCOPE & LIMITATIONS

This project application usability can be distributed throughout the country even globally. It scope is mainly targeted for budget tight consumers. You might not have money for buying both the items but you can surely exchange the product after you have the hang of it.

There are certain limitations in our project. Our project may not address or provide all the sufficient services.
Some of the limitations of our project are:

- Internet accessibility is compulsion.
- Day-to-day commercialized shopping experience isn't feasible.
- The products can get no value if not resold, outdated.
- Delivery service isn't much handled by website itself.

PROPOSED METHODOLGY

We have planned to work following Incremental software development cycle that builds up in various stages as presented in graphical description below.
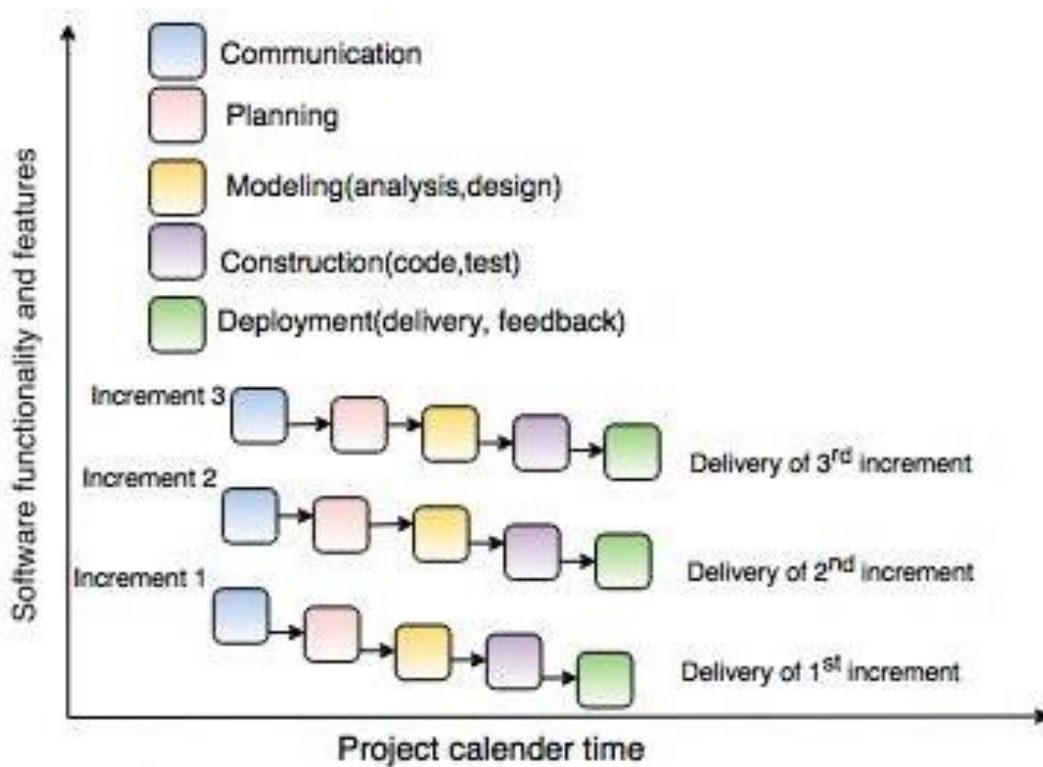

Fig: Incremental Process Model

TASK AND TIME SCHEDULE (PROPOSED)

The project schedule has been designed as per requirements and constraints involved. This project is scheduled to be completed in 60 days approximately. Requirement, analysis has been given more emphasis. Debugging and Testing is to be done prior to the completion of the project.

TASK	APPROX DURATION (In Days)
Requirement Analysis and Specifications	5
System Planning	5
System Modeling (Analysis, Design)	15
Procedure Requirement and Coding	20
Testing and Debugging	5
Test System Modules	3
Overall System Test/ Increments	4
Documentation	3

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