Project Synopsis

on

# CONNECT EASY

Submitted as a part of course curriculum for

## Bachelor of Technology

in

## Computer Science



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## DECLARATION

We hereby declare that this submission is our work and that, to the best of our knowledge and belief, it contains no material previously published or written by another person nor material which to a substantial extent has been accepted for the award of any other degree or diploma of the university or other institute of higher learning, except where due acknowledgement has been made in the text.

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## CERTIFICATE

This is to certify that Project Report entitled “**CONNECT EASY**” which is submitted by **Iffat Rizvi, Harshit Gupta and Ishita Bharadwaj** in partial fulfilment of the requirement for the award of degree B. Tech. in Department of Computer Science of Dr A.P.J. Abdul Kalam Technical University, Lucknow is a record of the candidates own work carried out by them under my supervision. The matter embodied in this report is original and has not been submitted for the award of any other degree.

### Date: Supervisor Signature

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**ABSTRACT**

The most effective way to reduce waste is to not create in the first place. This project deals with real life problems of the students. Students in the final year are concerned about their products which are no longer useful for them. Here, we come with a solut ion to their problem by providing a link between newly joined members of the college and the seniors of the college. The basic Objective is to avoid scrapping of the objects and helping both seniors(earning money) as well as juniors(getting the product at low cost) with this project. Moreover, the problem of interaction between major and the minors is solved by our website with the development of chat system.

## TABLE OF CONTENTS

|  |  |
| --- | --- |
|  | Page  No. |
| TITLE PAGE .................................................................................................................... | 1 |
| DECLARATION .............................................................................................................. | 2 |
| CERTIFICATE …........................................................................................................... | 3 |
| ACKNOWLEDGEMENT.................................................................................................. | 4 |
| ABSTRACT...................................................................................................................... | 5 |
| CHAPTER 1 INTRODUCTION | 7-10 |
| 1.1. Introduction ……………………................................................... | 7 |
| 1.2 Problem Statement.……………………....................................... |  |
| 1.2. Objective………………………………………………………… | 9 |
| 1.3. Scope……………………………………………………………. | 10 |
| CHAPTER 2 LITERATURE REVIEW  CHAPTER 3 PROPOSED METHODOLOGY …………………………………........ | 11-12 |
| * 1. Flowchart   2. Explanation | 13-15 |
| 3.3 Software and Hardware Requirements |  |
| CHAPTER 4 TECHNOLOGY USED ……….……………………….………………. | 16-17 |
| CHAPTER 5 CONCLUSION …....................................................................................... | 18 |
| REFERENCES….............................................................................................................. | 19 |

**CHAPTER -1**

## INTRODUCTION

As the technology is being advanced the way of life is changing. Now a day’s we can place the order for any thing from our home. There is no need to go to the shop for the things we want. The order can be placed online through Internet. The payment, the confirmation of purchasing; we can do every thing we want. Now we can think that how the days have been changed with time. People had to stand in rows to wait there terms to buy a particular thing from a popular shop. But what is happening now a day’s; we can extremely surprise that those things can be available on the door-step in few hours.

This project is mainly divided into two main categories: The seniors and the Customers/juniors.

The hostel seniors operate as the administrators. They can add, edit, update products or, delete products thus they are able to change the names of products, prices. The students can search for products selection, update the cart, remove products from the cart and check out from the website. The customer is also able to update infor-mation such as names, address and other data about the product. The User is able to browse the online shop and add a product to the cart. The user can also interact about the product to the seller by chat option.

Another feature we are providing is a communication system since there is no mode of interaction between the seniors and juniors in same and different domains.

The daily life problems faced by hostelers like electricity power shut, mishap in hostel facilities is resolved by a longer process. We have created a google form through which hostelers can file a complaint and it is resolved immediately.

## PROBLEM STATEMENT

Buying and selling of used products, another common issue with the students is a lack of proper platform. Ask yourself a simple question: How easy is it for someone to get where you want them and where to sell them? If it takes more than two clicks for anyone, your conversion rate could well be suffering.

How can you solve this?

Here we come with a solution, connect easy. Connect easy is a website which deals with the problem of students to sell their used products so that the needy students would be able to fulfill their needs of buying these products. It will also provide a feature through which the buyer and the seller would be able to communicate with each other regarding the products, using a chat option. Besides this website will also help in enhancing the communication among students and students will be able to interact with the other students working on the same technology like machine learning, web development, android, etc.

## OBJECTIVE

The main objectives for establishing an online presence are:

1. Promoting a service or product online.
2. Selling a service or product
3. Providing product support.
4. Providing corporate information.
5. Google form to initiate process in shorter period of time.
6. Chat option to provide interaction.

## SCOPE

After discussion with the team and with our guide, we can consider the scope of this project as follows:

* This model shall be used to understand the pace of buying and selling inside the hostel. It would also help to identify how influential the interaction between the majors and the minors is. This will lead to better monitoring capability and thereby improving the quality of online e-commerce system inside the premisis.
* The seniors and juniors would be able to interact easily through the chat system option where they can discuss about their engineering domains. This will lead to a better understanding between seniors and juniors.

**Chapter 2**

**Literature Review**

ASSOCHAM Study (2015) found the highest growth rate in the apparel segment, almost 69.5 per cent over 2014, followed by electronic items, up 62 per cent, baby care products, up 53 per cent, beauty and personal care products ,at 52 per cent and home furnishings at 49 per cent. Rapid growth of digital commerce in India is mainly due to increased use of smartphones. Mobiles and mobile accessories have taken up the maximum share of the digital commerce market in India, noted the study. Moreover, almost 45 per cent online shoppers reportedly preferred cash on delivery over credit cards (16 per cent) and debit cards (21 per cent). Only 10 per cent opted for internet banking and a scanty 7 per cent preferred cash cards, mobile wallets, and other such modes of payment. The 18-25 years of age group has been the fastest growing age segment online with user growth being contributed by both male and female segments.

The survey highlights that 38 per cent of regular shoppers are in 18-25 age group, 52 per cent in 26-35, 8 per cent in 36-45 and 2 per cent in the age group of 45-60. Nearly 65 per cent online shoppers are male and 35 per cent female.

Mitra Abhijit (2013) suggests E-Commerce has unleashed yet another revolution, which is changing the way businesses buy and sell products and services. New methodologies have evolved. The role of geographic distances in forming business relationships is reduced. E-Commerce is the future of shopping. With the deployment of 3G and 4G wireless communication technologies, the internet economy will continue to grow robustly. In the next 3 to 5 years, India will have 30 to 70 million internet users which will equal, if not surpass, many of the developed countries. Internet economy will then become more meaningful in India. With the rapid expansion of internet, Ecommerce is set to play a very important role in the 21st century, the new opportunities that will be thrown open, will be accessible to both large corporations and small companies. The role of government is to provide a legal framework for Ecommerce so that while domestic and international trade are allowed to expand their horizons, basic rights such as privacy, intellectual property, prevention of fraud, consumer protection etc are all taken care of.

Chanana Nisha and Goele Sangeeta (2012) propose that the future of E-Commerce is difficult to predict. There are various segments that would grow in the future like: Travel and Tourism, electronic appliances, hardware products and apparel. There are also some essential factors which will significantly contribute to the boom of the ECommerce industry in India i.e. replacement guarantee, M-Commerce services, location based services, multiple payment option, right content, shipment option, legal requirement of generating invoices for online transactions, quick Service, T & C should be clear & realistic, the product quality should be same as shown on the portal, dedicated 24/7 customer care centre should be there. Awais Muhammad and Samin Tanzila (2012) indicate that use of internet has made the world a global village. The use of Internet has reduced the distances and brought the people together. A nation’s back bone is commerce and it will be strengthened if backed by electronic tools in which e-commerce plays a vital role. The important feature in ecommerce is privacy which not only increases competitive advantage but confidence level also. E-commerce brings sellers and potential buyers at the distance of one click and it saves time as it is cost effective, as E-commerce is becoming key to success.

Kumar and Rajesh (2009) suggest that the facilities of the banks should be made more convenient for customer comforts. The ATM services should be extended with few more cabins. 8 The work also concludes that with sincere efforts and positive attitude, the needs of many customers can be satisfied when banks aim at ‘customer delight’.

Blasio (2008), in his study does not find the support for the argument that the Internet reduces the role of distance. Internet usage is much more frequent among urban consumers than among their non-urban counterparts. The use of e-commerce is basically unaffected by the size of the city where the household lives. Geographically remote consumers are discouraged from purchasing goods by the fact that they cannot inspect them beforehand. Leisure activities and cultural items (i.e., books, CDs, and tickets for museums and theaters) are the only goods and services for which ecommerce is used more in isolated areas. Finally, e-banking bears no relationship to city size. In choosing a bank, non-urban customers give more importance to personal acquaintance than do urban clients, partly because bank account holders in remote areas are more likely to have taken out a loan from their bank

**CHAPTER 3**

**PROPOSED METHODOLOGY**

Methodology includes the introduction of different modules that we are going to incorporate in our website:

**Authentication:**

Authentication is the process of identifying users that request to a system, network, or device. Access control often determines user identity according to credentials like username and password. Other authentication technologies like biometrics and authentication apps are also used to authenticate user identity.

**Customer Module**

Customer will be able to login to an account on our website and do seamless searching.

**Seller Module**

Different students would be able to create an account on our website and add the details of the products they are selling.

**Google Form**

This feature will help the hosteler to register their complaints regarding hostel facility to be done in a shorter period of time.

**Chat Option**

The student can interact with seniors/juniors using search options in the respective development field.

## FLOWCHART

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**Figure 3.1: flowchart**

1. First page would be the login credentials page where the student can sign in by using their KIET library id ensuring that the students of KIET college can access the website only.
2. After login successfully, the student can see the two options, either to add products in case of selling or can buy the products with the detailed descriptions .
3. Another feature we are providing for the hosteler is the google form where they can register their complaints regarding hostel facility.
4. The chat option will make the students to interact according to their respective domains and branches

## SOFTWARE AND HARDWARE REQUIREMENTS

### SOFTWARE REQUIREMENTS:

* 1. Visual Studio Code
  2. Chrome for testing and displaying
  3. Heroku for deploy
  4. Postman for API checking

### HARDWARE REQUIREMENTS:

1. Laptop

**CHAPTER 4**

**TECHNOLOGY USED**

**React:**

React (also known as React.js or ReactJS) is a free and open-source front-end JavaScript library for building user interfaces based on UI components. It is maintained by Meta (formerly Facebook) and a community of individual developers and companies. React can be used as a base in the development of single-page, mobile, or server-rendered applications with frameworks like Next.js. However, React is only concerned with state management and rendering that state to the DOM, so creating React applications usually requires the use of additional libraries for routing, as well as certain client-side functionality.

**MongoDB**:

MongoDB is an open-source document-oriented database that is designed to store a large scale of data and also allows you to work with that data very efficiently. It is categorized under the NoSQL (Not only SQL) database because the storage and retrieval of data in the MongoDB are not in the form of tables.

The MongoDB database is developed and managed by MongoDB.Inc under SSPL(Server Side Public License) and initially released in February 2009. It also provides official driver support for all the popular languages like C, C++, C#, and .Net, Go, Java, Node.js, Perl, PHP, Python, Motor, Ruby, Scala, Swift, Mongoid. So, that you can create an application using any of these languages. Nowadays there are so many companies that used MongoDB like Facebook, Nokia, eBay, Adobe, Google, etc. to store their large amount of data.

**Node.js:**

Node.js (Node) is an open source development platform for executing JavaScript code serverside. Node is useful for developing applications that require a persistent connection from the browser to the server and is often used for real-time applications such as chat, news feeds and web push notifications.

Node.js is intended to run on a dedicated HTTP server and to employ a single thread with one

process at a time. Node.js applications are event-based and run asynchronously. Code built on

the Node platform does not follow the traditional model of receive, process, send, wait, receive. Instead, Node processes incoming requests in a constant event stack and sends small requests one after the other without waiting for responses.This is a shift away from mainstream models that run larger, more complex processes and run several threads concurrently, with each thread waiting for its appropriate response before moving on.

**Express-js**

Express is a node js web application framework that provides broad features for building web and mobile applications. It is used to build a single page, multipage, and hybrid web application. It's a layer built on the top of the Node js that helps manage servers and routes.

**Material UI**

It is used for styling the frontend.

**CHAPTER 5**

**CONCLUSION**

After successfully converting the idea into a website:

The student can easily add their used products in ConnectEasy website where the other students would be able to see for buying purpose with the detailed description.

Student can easily connect with the senior students according to their respective development fields.

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