# A CEP REPORT

**ON**

**“STUDENT CART"**

**Submitted to**

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**SECOND YEAR**

**COMPUTER ENGINEERING BY**

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CERTIFICATE

This is certify that the seminar report entitled

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**Date: / / Place:**

**(Name of your Guide)**

**Internal Guide**

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**HOD Computer Department Principal,PCCOE&R, Ravet**

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**ABSTRACT**

As student costs rise, coupled with financial constraints and immediate necessities, there is a growing need for cost-effective and sustainable access to essential materials.

Traditional retail and digital markets often overlook the student-specific needs of affordability, trust, and local availability.

Student Cart is a dedicated platform designed to help students buy, sell, or exchange items such as textbooks, bicycles, hostel essentials, and stationery. The system ensures verified student access, making it a secure, budget-friendly, and convenient peer-to-peer marketplace.

By leveraging web technologies, Student Cart promotes sustainability, affordability, and collaboration among students, while reducing waste and dependence on costly retail markets.

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**CHAPTER 1 – INTRODUCTION**

1.1 Introduction

Students often face financial challenges in acquiring essentials like textbooks, bicycles, and hostel furniture. Purchasing new items can be expensive, and traditional marketplaces do not focus on student-specific affordability and verification.

Student Cart provides a peer-to-peer marketplace exclusively for students. It allows students to buy, sell, or exchange items securely within their community, thus reducing expenses and promoting reuse and sustainability.

1.2 Problem Statement

Students lack a dedicated, verified, and affordable marketplace. Existing platforms (like OLX, Quikr) do not ensure student-only participation or affordable filtering.

1.3 Motivation

* Rising student living costs.
* Absence of a student-centric marketplace.
* Need to encourage reuse culture.
* Promoting affordability and eco-friendliness.

1.4 Objectives

* Develop a secure marketplace for students.
* Ensure access only to verified student users.
* Enable easy buy/sell/exchange of items.
* Encourage sustainable consumption.

CHAPTER 2 – LITERATURE SURVEY

A study of platforms such as OLX, Quikr, and Facebook Marketplace shows that while they support second-hand sales, they lack verification, affordability features, and a student-focused ecosystem.

CHAPTER 3 – METHODOLOGY

3.1 Software & Hardware Requirements

* Frontend: HTML, CSS, JavaScript (React/Bootstrap)
* Backend: Node.js / Django / Supabase
* Database: MySQL / PostgreSQL / Firebase
* Authentication: Google Sign-in (restricted to student emails)
* Hosting: Free (Vercel/Netlify/Supabase/Heroku)

3.2 Implementation

* User Registration & Login (student email verification).
* Item Listing (buy/sell/exchange).
* Search & Filter by category, price, and location.
* Secure Chat between students.

3.3 Project Planning

(Gantt chart: Analysis → Design → Implementation → Testing → Deployment).

3.4 Risk Factors

* Non-students misusing platform.
* Fake or misleading listings.
* Downtime of hosting servers.

3.5 Cost Estimation

Mostly free tools (student hosting plans, free databases). Hardware limited to student laptops.

CHAPTER 4 – RESULTS

4.1 Results

The system allows students to:

* Register and verify accounts.
* Post and browse listings.
* Communicate securely with peers.

4.2 Manual Test Cases

1. Invalid email login → Rejected.
2. Empty listing submission → Error shown.
3. Search “Textbook” → Filtered results displayed.
4. Exchange request → Notification generated.
5. Logout → Session cleared.

4.3 Challenges Faced

* Ensuring only verified student logins.
* Designing a responsive, simple UI.
* Managing database performance.

CHAPTER 5 – CONCLUSION & FUTURE SCOPE

5.1 Conclusion

The project Student Cart demonstrates a dedicated, student-only marketplace for essential items, ensuring affordability, sustainability, and trust.

5.2 Future Scope

* UPI / payment gateway integration.
* Mobile app development.
* AI-based recommendations.
* Delivery integration for campuses.

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