A

**MAJOR PROJECT REPORT**

On

**“KNIT KART – KNIT’s Arcade of Recycled Treasures”**

Submitted by

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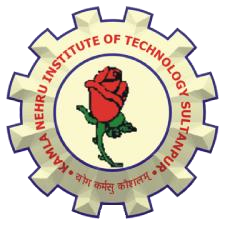
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A PROJECT REPORT IN PARTIAL FULFILLMENT OF THE

REQUIREMENT FOR THE AWARD OF DEGREE

**MASTER OF COMPUTER APPLICATION**

Department of Computer Science & Engineering

**Kamla Nehru Institute of Technology, Sultanpur, (U.P.)***(An Autonomous State Government Institute)*

Affiliated to

Dr A. P. J. Abdul Kalam Technical University Lucknow (U.P.) India 2023-2024

**CERTIFICATE**

This is to certify that **Arshil Amaan Ansari (22709), Rahul Saini (22742), Rakesh Kumar (22743), Shantanu Saini (22751)** have carried out the project work in this report entitled “KNIT KART – KNIT’s Arcade of Recycled Treasures” for the award of **Master of Computer Application** at **Kamla Nehru Institute of Technology**, affiliated to **Dr. A. P. J. Abdul Kalam Technical University**, Lucknow. This report is the record of the candidates’ own work carried out by them under our supervision and guidance. This project work is the part of their Master of Computer Application curriculum. Their performance was excellent and we wish them good luck for their future endeavours.

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Prof. Baburam Prof. Sonam Arya

(Project Guide) (Project Guide)

**ABSTRACT**

KNIT KART is a platform designed to foster sustainable practices and community engagement among hostellers by facilitating item exchanges. This project aims to address the surplus of unused items in hostel environment by providing a platform where users can trade items they no longer need for items they require, thereby promoting a circular economy model within hostel communities. Through personalized surveys and comparative analysis with platforms like OLX.in, KNIT KART emerged as a solution to overcome the limitations of traditional ad-centric platforms. The platform prioritizes community engagement and direct item exchanges over monetary transactions. The implementation phase focused on collaborative development practices, iterative design iterations, and technology integration using modern tools like CSS Modules, Tailwind CSS, and ShadCN UI. Challenges in feature development, integration complexity, and scalability considerations were addressed through adaptive problem-solving and teamwork. As KNIT KART enters user adoption, strategies are aimed at enhancing community engagement and ensuring continuous improvement. The platform represents more than just a trading platform; it embodies a dynamic ecosystem committed to sustainability and positive user experiences. This report presents the development journey and key insights gained from the KNIT KART project, emphasizing its significance in promoting sustainability and fostering community interactions within hostel settings.

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