



CS3330 – Introduction to Full Stack Development

Complaint Management System

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CERTIFICATE

Certified that the **CS3330 – Introduction to Full Stack Development** Project titled **Complaint Management System** is carried out by **Kruthika S (1RVU23CSE228)**, **Nandisa Das (1RVU23CSE301)**, **Nishant Reddy (1RVU23CSE120)**, **Nikhita K Nagavar (1RVU23CSE309)**, who is a bonafide student of the School of Computer Science and Engineering, RV University, Bengaluru, during the year 2025–26. It is certified that all corrections/ suggestions from all the continuous internal evaluations have been incorporated in the project and in this report.

Faculty Guide

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Program Director

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1. Introduction

Introduction and Context

This report presents the design, development and implementation of the Simple Complaint Management System (CMS), a full-stack web app that was created with the objective of providing organizations with a modern, efficient and transparent way to submit a complaint on behalf of their users. The proposed Simple Complaint Management System "CMS" replaces traditional fragmented interaction methods (email, paper forms) by providing an organized system for receiving and tracking complaints and ensuring better organizational accountability and user/customer satisfaction.

Problem Statement

The challenges of effectively managing an organization typically stem from an inefficient process of logging and resolving complaints. Most of the time there are complaints that simply get lost, take a long time to resolve, and have no transparency for the person making the complaint. Because of this, users become less confident in the organization's ability to respond and operate with a higher level of overhead to track complaints and prioritize effectively. The central problem that this project aims to address is the need of having one system that is secure and trackable to manage an entire complaint lifecycle from submission to final resolution.

Project Goals

The Simple Complaint Management System project's main goals were:

- To create a fully functional web application that enables the safe submission and retrieval of complaints using React and Supabase.
- To create a transparent workflow system that will allow administrators to effectively monitor, classify, and update the status of any complaints that are filed.
- To use contemporary techniques, such as Zod schema validation and a responsive interface designed with Tailwind CSS, to guarantee excellent data integrity and user experience.
- To verify system dependability through thorough functional testing and exacting Postman API testing.

2. Methodology

3.1 Project Lifecycle: The Phased Approach

The development of the Simple Complaint Management System was executed through a structured, multi-phase methodology, adapting principles of the Iterative Waterfall Model to ensure both control and flexibility.

Phase 1: Planning and Requirement Analysis

- **Goal:** Define the system scope and functional needs.
- **Activities:** Detailed analysis of user requirements (complainants and administrators), defining system actors, drafting the problem statement, and establishing key performance indicators (KPIs) like resolution time targets.
- **Deliverables:** Formal System Requirements Specification (SRS) document and a high-level system architecture blueprint.

Phase 2: Design and Architecture

- **Goal:** Translate requirements into a tangible design and select the optimal technology strategy.
- **Activities:** Development of the database schema (defining tables for Complaints, Users, and Statuses), drafting the component structure, and creating low-fidelity UI/UX mockups. Selection of the decoupled, serverless architecture was formalized here.
- **Deliverables:** Data Flow Diagrams, Entity-Relationship Diagrams (ERD), and documented technology stack rationale.

Phase 3: Implementation and Development

- **Goal:** Build the system based on the finalized design.
- **Activities:** Iterative coding of components, feature development (submission, listing, update functions), and continuous integration. Development was conducted in an environment optimized for rapid change and quick recompilation.
- **Deliverables:** Functional alpha and beta versions of the application.

Phase 4: Testing and Quality Assurance (QA)

- **Goal:** Verify system functionality, integrity, and performance.
- **Activities:** Comprehensive, multi-tiered testing (detailed in Section 3.4). Focus on bug identification, performance bottlenecks, and validation against the SRS.
- **Deliverables:** Formal Test Reports and a stable, production-ready release candidate.

3.2 Architectural and Strategic Choices

The system utilizes a decoupled architecture to achieve maximum flexibility and maintainability.

- **Decoupled Architecture:** The system maintains a clear division between the user-facing presentation layer and the managed, external data/API layer. This prevents server downtime from affecting the UI and allows for independent scaling of both components.
- **Focus on Serverless:** Leveraging a cloud-based managed relational database and API service significantly reduced the time spent on infrastructure management, allowing the project to focus 90% of effort on user-facing features and business logic.
- **Accessibility and UI/UX Focus:** Design decisions prioritized user accessibility standards and ensured a responsive, modern interface capable of adapting across desktop and mobile devices.

3.3 Data Integrity Procedures

Robust measures were implemented to ensure the reliability and security of stored data.

- **Schema Enforcement:** Every data entry point is protected by **strict schema validation**. This procedure verifies the format, type, and completeness of submitted data, preventing malformed entries from reaching the core database.
- **Optimized Data Retrieval:** A dedicated caching and synchronization layer was implemented to manage all server-side data traffic. This minimizes load on the database and provides near-instant updates to the user interface.

3.4 Rigorous Quality Management

Beyond basic functional checks, quality management included verification of both front-end and back-end logic.

- **Systematic API Testing:** All database interaction endpoints were subjected to systematic testing using a specialized platform to confirm their stability, data transaction integrity, and adherence to security policies.
- **Boundary and Edge Case Testing:** Specific test cases were developed to challenge the system at its limits, including inputting maximum character lengths, zero-data scenarios, and concurrent status updates.
- **Deployment Quality Gates:** Before pushing updates to the live environment, an automated process ensured all code passed continuous integration checks and was free of critical build errors.

3. Technology Stack

The Simple Complaint Management System is built on a modern, high-performance architecture utilizing the following key technologies:

4.1 Frontend and UI Layer

- **React (JavaScript)**
 - **What it is:** A popular, open-source JavaScript library for building user interfaces using components.
 - **Role in Project:** Used for building all dynamic and reusable components, including the complaint submission forms and the core tracking dashboard.
- **Vite**
 - **What it is:** A modern build tool that significantly improves the frontend development server and build processes.
 - **Role in Project:** Provides the lightning-fast development experience (Hot Module Replacement) and optimizes the final application bundle for production.
- **Tailwind CSS**
 - **What it is:** A utility-first CSS framework that enables developers to build custom designs rapidly.
 - **Role in Project:** Used for all low-level styling, ensuring a consistent theme, and implementing responsive design across the application.
- **shadcn/ui**
 - **What it is:** A collection of highly accessible and customizable components built on Radix UI and styled with Tailwind CSS.
 - **Role in Project:** Provides the professional, polished UI components (tables, dialogs, inputs) that give the system its clean, modern appearance.

4.2 Backend and Data Layer

- **Supabase (BaaS)**
 - **What it is:** An open-source Backend as a Service providing a suite of backend tools centered around a PostgreSQL database.

- **Role in Project:** Functions as the complete backend, providing managed database hosting, instant auto-generated APIs, and built-in user authentication.
- **PostgreSQL**
 - **What it is:** A powerful, highly reliable open-source relational database management system.
 - **Role in Project:** The core database engine used to securely store all structured data, including complaints, user records, and status change logs.
- **Vercel**
 - **What it is:** A cloud platform focused on performance, enabling fast deployment and hosting for frontend applications.
 - **Role in Project:** Used as the hosting and CI/CD platform, automating deployment and ensuring global availability and low latency for the application.

4.3 Data Handling and Quality

- **TanStack React Query**
 - **What it is:** A library for managing, caching, and synchronizing server state within React applications.
 - **Role in Project:** Optimized data fetching, reduced unnecessary network load, and ensured the UI remains synchronized with the database in real-time.
- **Zod**
 - **What it is:** A TypeScript-first schema declaration and validation library.
 - **Role in Project:** Integrated into form handling to enforce strict validation rules, guaranteeing the integrity and correct format of all data sent to the backend.

4.4 Quality Assurance

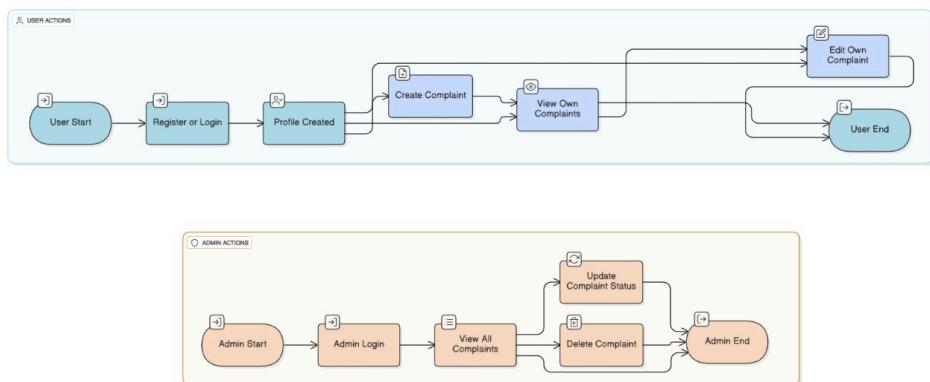
- **Postman**
 - **What it is:** A popular platform used for building, testing, and documenting APIs.
 - **Role in Project:** Utilized to systematically test all backend API endpoints (CRUD operations) out-of-browser, verifying data security policies and backend logic prior to UI integration.

4. UML Diagrams

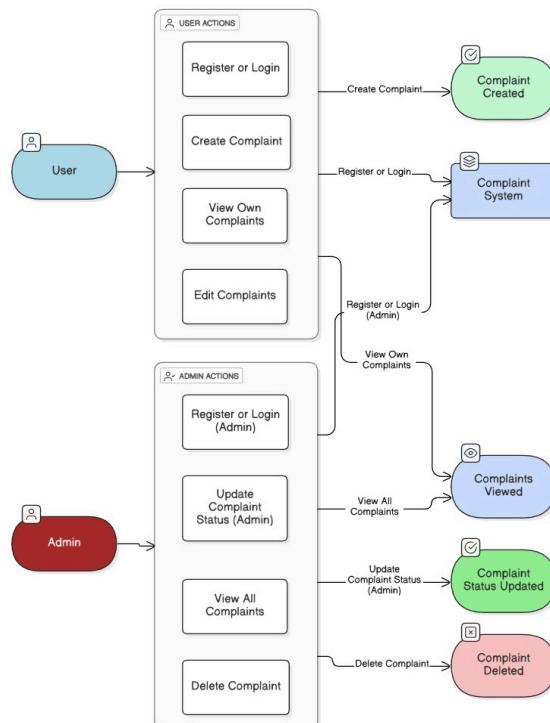
A UML diagram in the context of your Simple Complaint Management System is a vital set of visual tools used to define, design, and document the system before and during the development process.

For this type of project, the UML diagrams serve two main purposes: describing the structure and illustrating the behavior of the application.

UML Diagram-1



UML Diagram-2





5. Results and Output

The screenshots demonstrate the Smart Complaint Management System's user interface across three devices:

- Landing Page:** Shows a large blue circular icon with a clipboard, the title "Smart Complaint Management System", a subtitle "Simplify complaint tracking and resolution with real-time monitoring, role-based access, and a user-friendly interface.", and a "Get Started" button.
- Sign-In Page:** Displays a "Complaint Management" header, a "Sign In" button, and a "Sign Up" button. It includes fields for "Email" (you@example.com) and "Password".
- Dashboard (Light Mode):** Welcomes "nikhita@gmail.com" and shows a summary of complaints: Total 4, Pending 1, In Progress 2, Resolved 1, Rejected 0. It lists a "Test Complaint from Postman" with status "PENDING".
- Dashboard (Dark Mode):** Shows the same summary and complaint list, with the "Test Complaint from Postman" status now listed as "PENDING".
- Submission Form:** A modal titled "Submit a Complaint" with fields for "Title" (containing "brief description of your complaint") and "Description" (containing "Detailed description of your complaint"). A "Submit Complaint" button is at the bottom.

Three screenshots illustrating the Complaint Management system's architecture and data handling:

- Screenshot 1: Google Sheets View**
A screenshot of a Google Sheets document titled "Viewing table complaints". It shows a table with columns: Id, user_id, title, and description. The data includes various complaints such as potholes in main rd, traffic jam in peak hours, damaged walls of highway, sewage leak in blvd, flooded roads, and potholes in the road.
- Screenshot 2: Backend API Testing in Postman**
A screenshot of the Postman application showing a GET request to the "/complaints" endpoint. The request body contains JSON data for a new complaint: {"title": "Test Complaint from Postman", "description": "This is a test complaint created via Postman API", "user_id": "C980091-7799-4709-a12b-04420f040d0f"}. The response status is 200 OK with a response time of 1.24 ms.
- Screenshot 3: Frontend Application in Browser**
A screenshot of a browser window displaying the "Complaint management" application. The page shows a list of complaints with columns: title, description, and a delete button. The complaints listed are identical to those in the Google Sheets table.

6. Conclusion and Future Scope

Conclusion

- **System Success:** Successfully delivered a modern, full-stack Complaint Management System that centralizes feedback and ensures process transparency.
- **Technical Achievement:** Demonstrated skill in using high-performance technologies (React, Supabase, etc.) and robust quality practices.
- **Key Impact:** Solved the problem of inefficiency by dramatically improving complaint tracking, accountability, and user satisfaction.

Future Scope

- **Advanced Features:** Implement Role-Based Access Control (RBAC) to manage user permissions.
- **Real-time Communication:** Add instant email or in-app Real-Time Notifications for status updates.
- **File Handling:** Integrate cloud storage to allow users to attach files (images/documents) to complaints.
- **Analytics:** Develop a dedicated dashboard for administrators to track complaint trends and resolution metrics.