Software Engineering Project File

Property Management System



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Submitted to:Dr. Manisha Kaushal

(Assistant Professor (CSED))

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1. Project Selection Phase

1.1 Software Bid

Group:2CS10

UCS 503- Software Engineering Lab

Dated:2-2-2022

Team Name: Titans

Team ID (will be assigned by Instructor):

Please enter the names of your Preferred Team Members.

- You are required to form three to four person teams
- Choose your team members wisely. You will not be allowed to change teams.

Name	Roll No	Project Experience	Programmin g
			Language used
Abhinav Kataria	102016043		
Dhriti Taneja	102016062		
Kartikay Mehrotra	102016053		
Shaurya Singh	102016046		

Programming Language / Environment Experience:

List the languages you are most comfortable developing in, **as a team**, in your order of preference. Many of the projects involve Java or C/C++ programming.

- 1. C/C++
- 2. Python
- 3. JavaScript

Choices of Projects:

Please select **4 projects** your team would like to work on, by order of preference: [Write at-least one paragraph for each choice (motivation, reason for choice, feasibility analysis, etc.)]

First Choice

Property Management Website:

This Property Management System helps to streamline the process of property hunting for customers by showing them all the options for renting as well as buying in one place.

Along with helping customers, this system is extremely helpful for Real Estate Agents and Brokers as well. Using this system, Real Estate Agents can attract more customers by displaying the properties available to them. Brokers can also schedule and manage their appointments with potential clients.

Second Choice	Pathfinding Visualizer: We built this application as we were fascinated by pathfinding algorithms, and we wanted to visualize them in action as during DSA preparations this tool will help students to better visualize these algorithms. We will be implementing the following algorithms; Dijkstra's Algorithm (weighted): the father of pathfinding algorithms; guarantees the shortest path
	Breath-first Search (unweighted): a great algorithm; guarantees the shortest path
	Depth-first Search (unweighted): a very bad algorithm for pathfinding; does not guarantee the shortest path
	A* Search (weighted): arguably the best pathfinding algorithm; uses heuristics to guarantee the shortest path much faster than Dijkstra's Algorithm
	And many more algorithms
	On top of the pathfinding algorithms listed above, we will also implement the Recursive Division Maze Generation algorithm.
Third Choice	Student Reddit: This website will help the students in various fields such as: 1) To discuss queries, discuss with college peers, seniors.

	2) Updates about various college society affairs such as events, recruitments, etc.3) Study material such as ebooks, slides, handwritten notes
Fourth Choice	Rental Car: This website will help you rent a car for self-drive by hourly, daily, weekly, or monthly options according to your travel plans by booking a vehicle of your choice from a wide range of cars.

Additional Remarks/Inputs

s about any oth would like to		` •
 •	 	

1.2 Purpose of this Document

The animus of this SRS archive is to administer detailed scrutiny of our software upshot, its attributes, actions, framework, and standards. This document specifies the implicated congregation and its user interface, hardware, and software requirements. It details how our clients, team, and admirers see this product.

1.3 Scope of the Development Project

This website is an Online Real Estate Trade website through which a shopper can access its clue and manage all the adding, alteration, deleting the assets and some of its doing. The base user can change the amendment regarding property selling, buying, and eliminations. The system is advantageous for companies that evolve apartments, hotels, villas, residential, and commercial properties. Companies or individual cadre can also advertise their property.

The internet has spread across millions of homes, and it has become the best platform for real estate trade today. Nowadays, when each aspect is on the browse, it is possible that real estate lag behind the web. There are a lot of real estate associations that promote their holdings online. Hence, the idea behind developing this application is that their property can also be show-cased, sold, or rented. Online real estate management through which individual broker or interested buyer can maintain their interests in keeping and managing property registration and access its information and organize all the adding, updating, deleting the faces of its coin.

The Admin user can inform their cadre regarding property and amend the given information regarding property and dissolution of property or the alter of choice made earlier.

1.4 OVERVIEW

The remaining sections of this document provide a general description, including the characteristics of the users of this project, the product's hardware, and the functional and data requirements of the product. A general description of the project is discussed in section 2 of this document. Section 3 gives the functional requirements, data requirements, constraints, and assumptions made while designing the E-Store. It also provides the user with the viewpoint of the product. Section 3 also gives the specific requirements of the product. Section 3 also discusses the external interface requirements and gives a detailed description of functional requirements. Section 4 is for supporting information.

2. Overall Description

2.1 Functions

Functional prerequisites are the dominant requirement that is to be fulfilled by the application. Their attainments permit the user to access the application. The planned system caters to features for a diverse type of user.

The following subsections clarify the functional requirements to be fulfilled by the planned system.

1. Register

After stuffing the required data, the audience can register himself/herself in our proposed system.

2. Login

Admin/user will be capable of Login into the system with the exclusive username and password.

3. Add Property

Estate can only be bone added by the authenticated users.

4. Ask Questions

Interested buyers can ask questions and get answers on the dropout.

5. Manage Profile

Users can view, amend or deactivate his/her profile.

6. Manage Property

Users will have the facility to view, edit and delete the properties listed by them

7. Search Property

Users will have the facility to search for the best available property within the budget on the basis of:

- The total area of the listing,
- City
- Location
- Price range
- Property typeProperty subtype
- Purpose

- Create Alert
- 8. Promote

Creating a promote token gives user a head to promote his/her holding on the website

9. Tools for Development

The Real Estate Management System would be developed using the following tools:

- Microsoft Windows 7 and above
- Xampp server
- HTML5
- CSS 3
- Bootstrap 4
- Node is
- MySQL

2.2 Non-Functionalities

1. No Property Dealer Required

No property dealer is required because everything will be managed on SQL database.

2. Data Consistency

The primary benefit of the project is Data consistency. If we change data in one portion of the system, it can automatically change data in every related part.

3. Data Security

In our proposed system, the user has security because only an authorized person can enter this system.

4. Data Accuracy

Our proposed system is accurate because what you will post will be checked by the admin, and it can also be editable.

5. Efficient System

In our proposed system, the user can effortlessly search, view, add and maintain their property efficiently.

6. Removing Data Redundancy

In our proposed system, we remove the data redundancy. Now, we get the information in a single place.

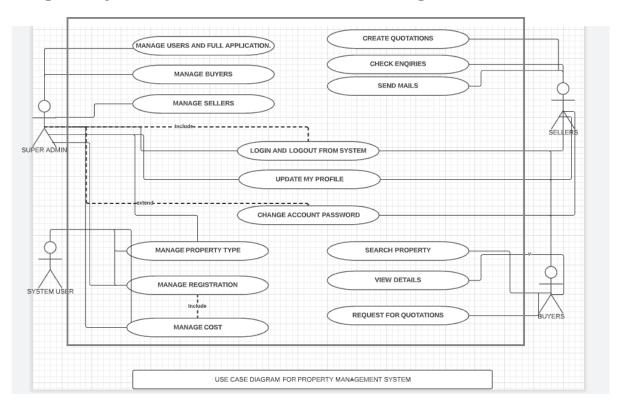
2.3 Hardware Requirements

Computers with 1GB RAM, and 350MB hard disk space are required to install the software. A computer with an internet connection and an internet browser is only required for the client to run the application.

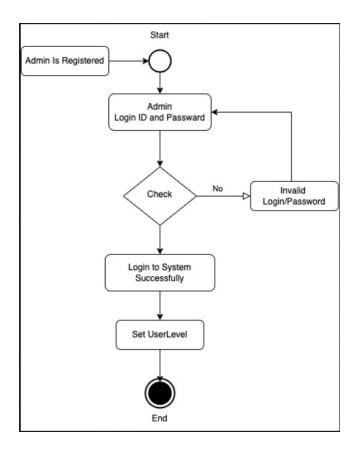
3. Analysis Phase

3.1 Use Case Diagram

The following figure is a Use Case Diagram, used to represent the dynamic behavior of a system. It encapsulates the system's functionality by incorporating use cases, actors, and their relationships



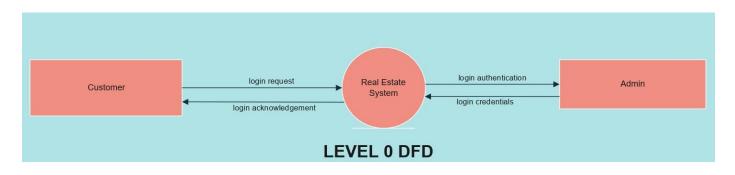
3.2 Activity Digram



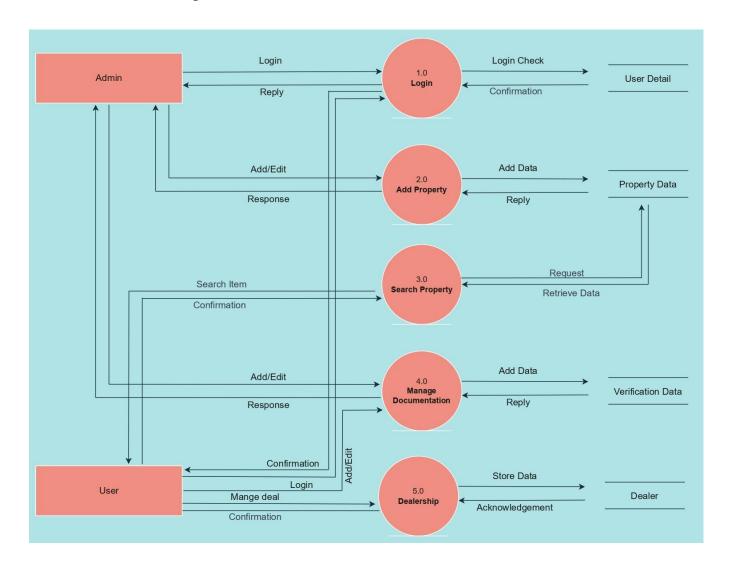
3.3 Data Flow Diagrams

A Data Flow Diagram (DFD) is a traditional visual representation of the information flows within a system.

3.3.1 Data Flow Diagrams Level 0

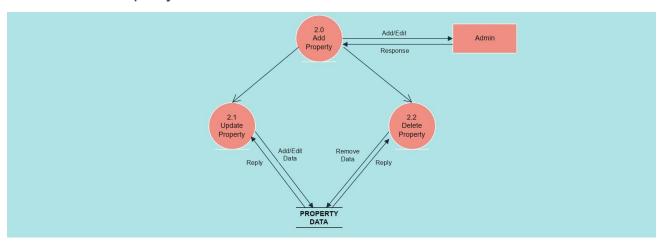


3.3.2 Data Flow Diagrams Level 1

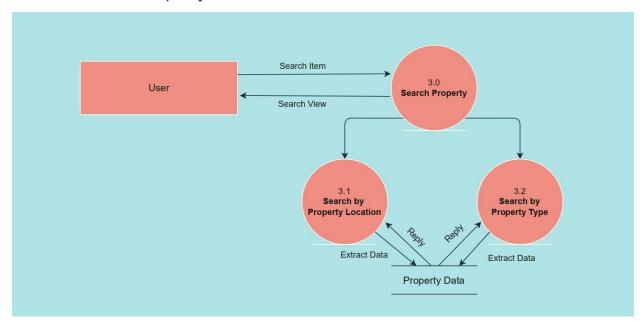


3.3.3 Data Flow Diagrams Level 2

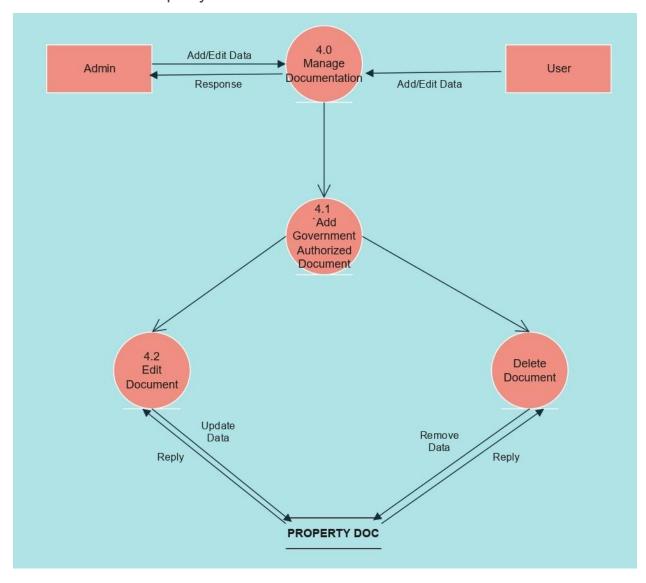
3.3.3.1 Add Property



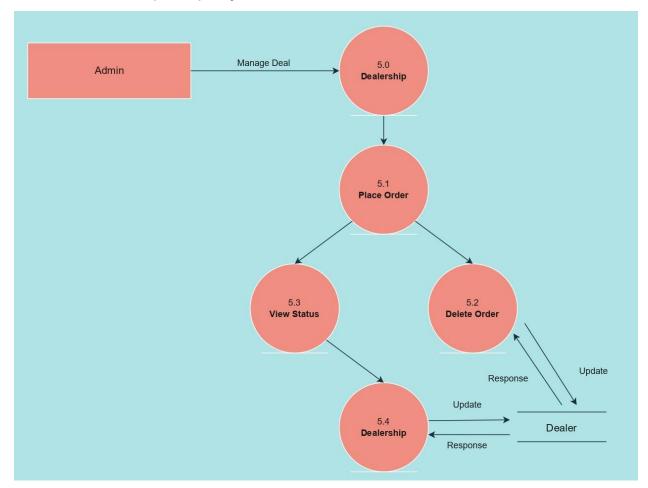
3.3.3.2 Search Property



3.3.3.3 Search Property



3.3.3.4 Dealership Property

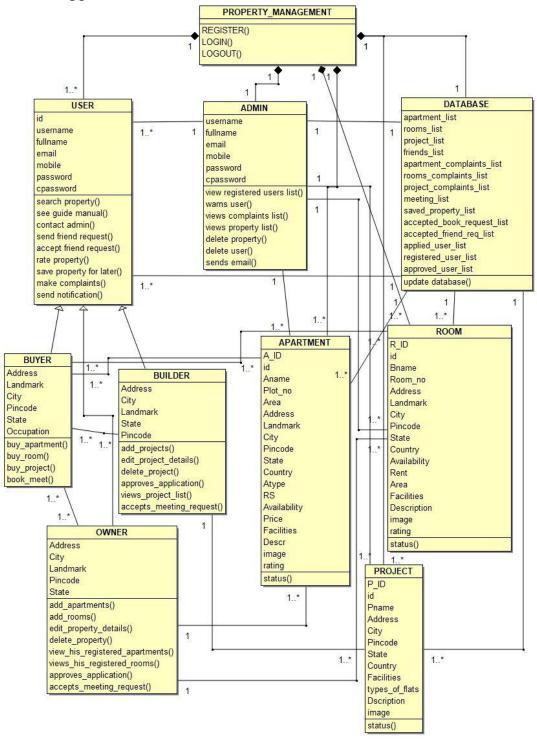


4. Design Phase

4.1 Class Diagram

The class diagram is not only used for visualizing, describing, and documenting different aspects of a system but also for constructing executable code of the

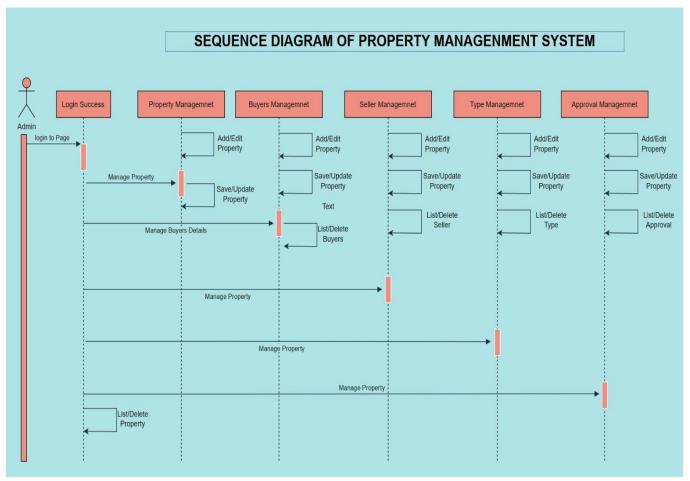
software application.



4.2. Sequence Diagram

Sequence diagrams describe how and in what order the objects in a system function. These diagrams are widely used by businessmen and software developers to document and understand requirements for new and existing systems.

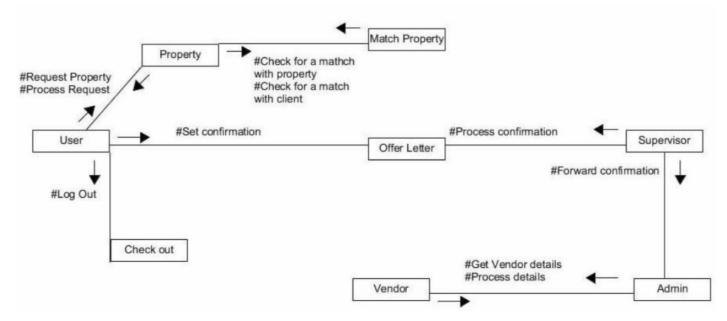
The following figures are the sequence of events that occur during a session of the website.



4.3. Collaboration Diagram

The collaboration diagram is used to show the relationship between the objects in a system. Both the sequence and the collaboration diagrams represent the same information but differently. Instead of showing the flow of messages, it depicts the architecture of the object residing in the system as it is based on object-oriented

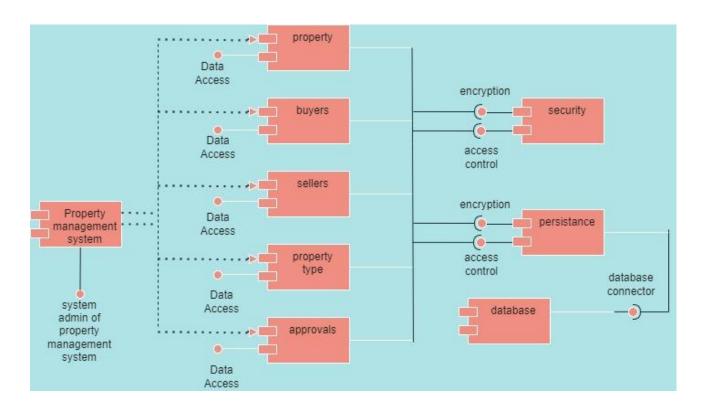
programming. An object consists of several features.



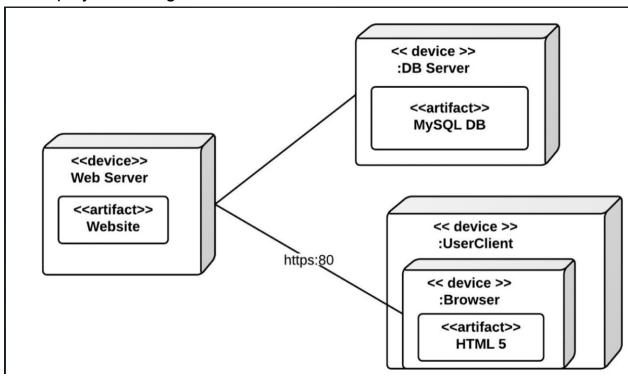
5.Implementation

5.1. Component Diagram

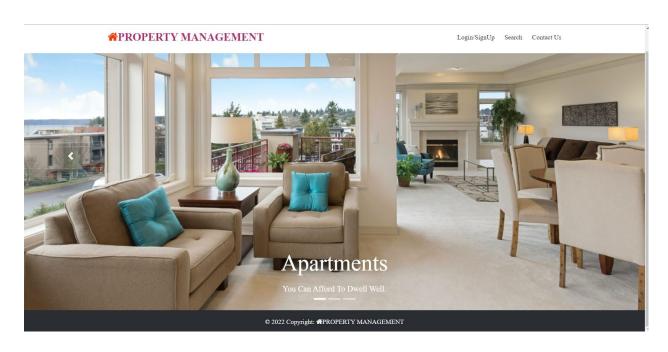
Component diagrams are used to visualize the organization and relationships among components in a system. These diagrams are also used to make executable systems.

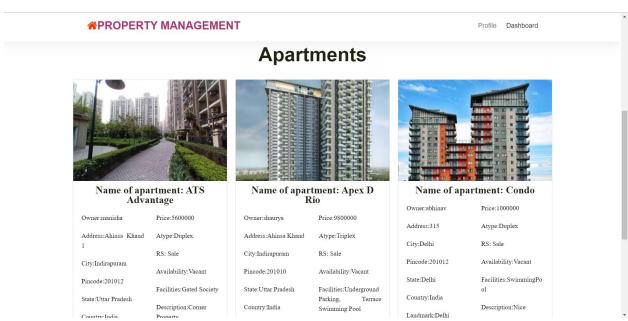


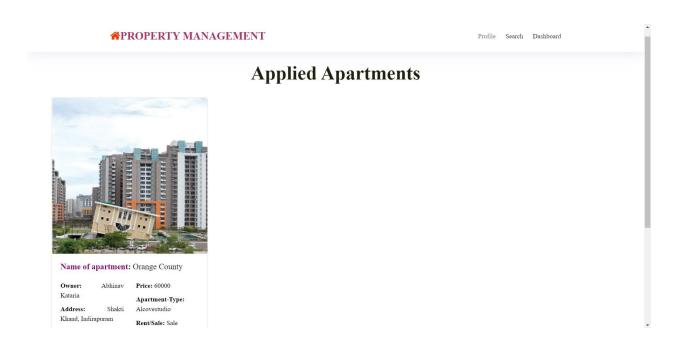
5.2 Deployment Diagram

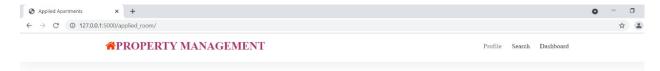


5.3 Screenshots



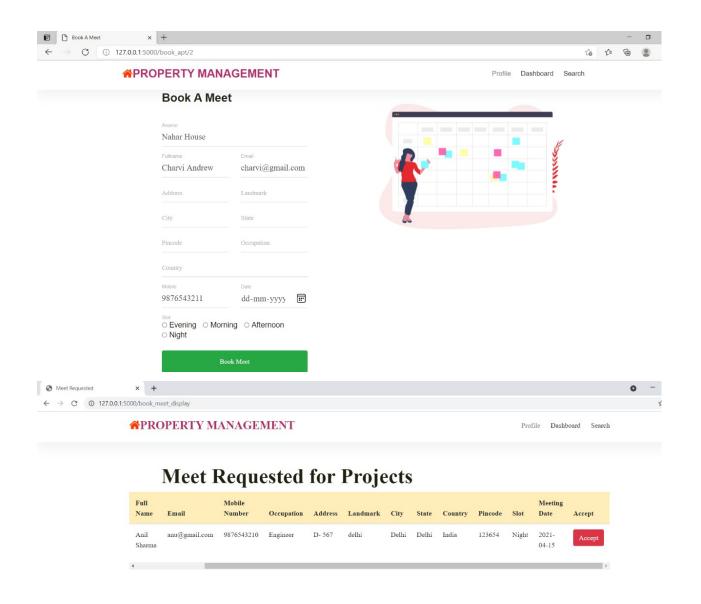


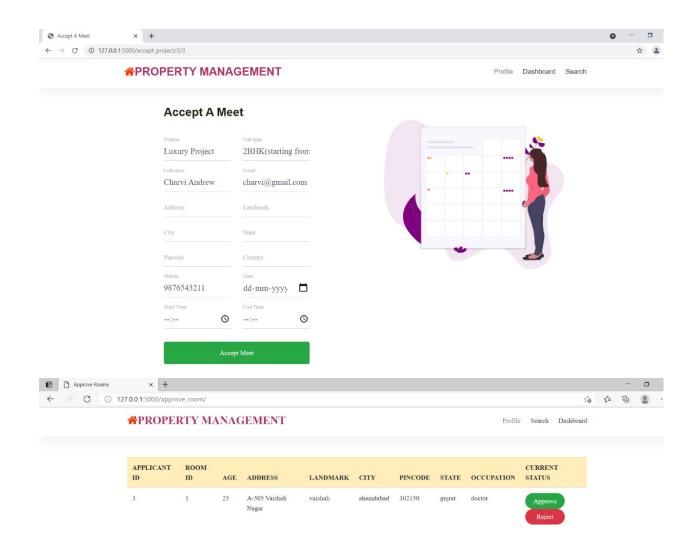


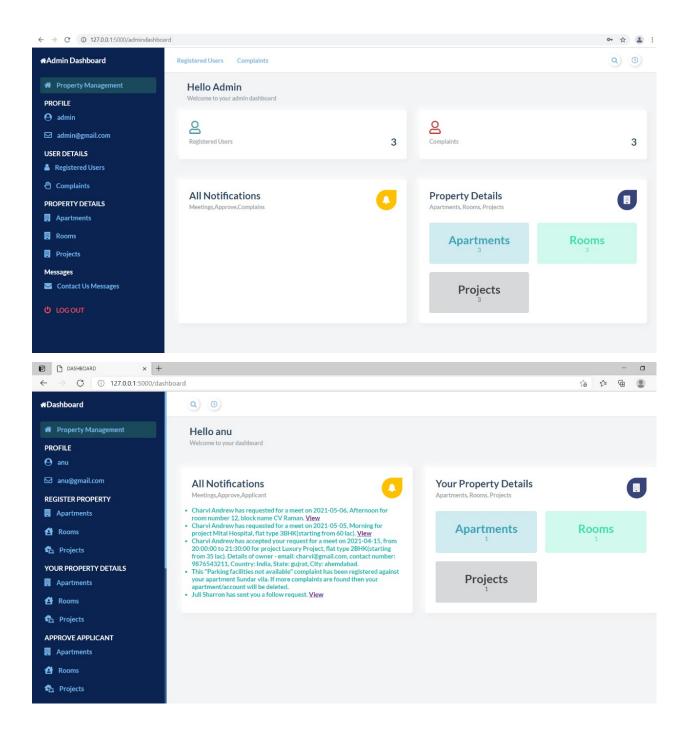


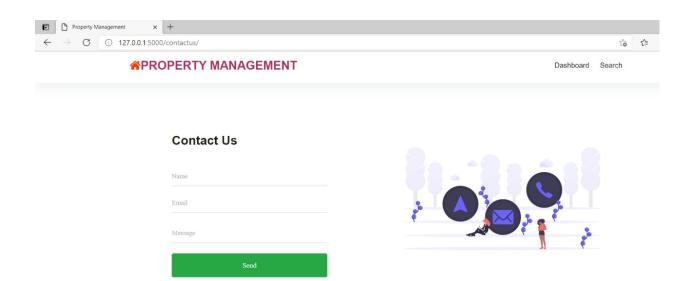
Applied Rooms











6.Testing

TEST CASE EXAMPLE-1

Test Case#:1.1

System: Property Management

Test Case Name: Login

Designed by: Titans

Subsystem: Login.html

Executed by: Kartikay

Design Date: 25-Mar-

2022

Execution Date: 29-Apr-2022

Short description: Test the Validating Page

Pre-conditions:

User has a username.

User should have remembered correct Login credentials

System displays welcome greets!

Steps	Action	Expected System	Pass/Fail	Comment
		Response		
1.	Click on	The system displays a	Pass	Working
	Username	message asking for users		absolutely
	division.	Username.		fine.
2.	Click on	The system displays a	Pass	Working.
	the	message to enter the		
	Password	password.		
	division.			
3.	Click	The system validates the	Pass	Working.
	enter.	Entered Password with		
		the database.		

Result: User get access to its dashboard.

Test Case Example-2

Test Case#:1.2
Test Case Name:

Register

System: Property Management

Subsystem:

Register.html Designed by: Titans

Executed by: Abhinav

Design Date: 02-Mar-

2022

Execution Date: 29-Apr-2022

Short description: Test the Registration Page

Pre-conditions:

User should have a valid Username and Password.

System displays welcome greets!

Steps	Action	Expected System Response	Pass/Fail	Comment
1.	Click on Username division.	The system displays a message asking for users Username.	Pass	Working absolutely fine.
2.	Click on the Full Name division.	The system displays a message to enter the Full Name.	Pass	Working.
3.	Click on the Mobile Number division.	The system displays a message to enter Valid Mobile Number.	Pass	Working.
4.	Click on the Email division.	The system displays a message to enter valid Email Address.	Pass	Working
5.	Click on Password division.	The system ask for valid Password with constraints.	Pass	Working
6.	Click on Confirm Password.	The system ask user to re- enter the Password	Pass	Working
7.	Click on Register	The system create a new account and insert the details to database.	Pass	Working

Result: User gets directed to login page.

Test Case Example-3

Test Case#:1.3 Test Case Name:

Register System: Property Management

Subsystem: Login.html

Designed by: Titans

Executed by: Dhriti Taneja

Design Date: 04-Mar-

Execution Date: 29-Apr-2022

Short description: Test the Apartment Registration Page

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Pre-conditions: User should have a valid Username and Password.

System displays welcome greets!

Steps	Action	Expected System Response	Pass/Fail	Comment
1.	Click on Apartments division.	The system displays a message asking for Apartment Name.	Pass	Working absolutely fine.
2.	Click on the Address division.	The system displays a message to enter the Address.	Pass	Working.
3.	Click on the Landmark division.	The system displays a message to enter Landmark.	Pass	Working.
4.	Click on the Plot Number division.	The system displays a message to enter valid Plot Number.	Pass	Working
5.	Click on City division.	The system ask for City.	Pass	Working
6.	Click on Pincode.	The system ask user to Pincode.	Pass	Working
7.	Click on State.	The system ask user to State.	Pass	Working
8.	Click on Country.	The system ask for country.	Pass	Working
9.	Click on one of the choice	Rent/Sale.	Pass	Working
10.	Click on area.	System ask for Area of listing.	Pass	Working

11.	Click on	Enter the desired input.	Pass	Working
	Facilities			
	division.			
12.	Click on	Enter the description of	Pass	Working
	description.	the listing.		
13.	Click on	The system saves the	Pass	Working
	Register	entries on the database		
	Apartment	and greets!		

Result: User Apartment gets listed.