**ABSTRACT**

The conventional method of booking depends on looking for a service person online when necessary. The user generally logs into a system, searches for a specific service gains a contact information and contact directly. This is rather time consuming and somewhat a manual approach. The user personally have to visit each of the contactable service personal regularly to find the service.

This takes us to another problem as most of the search engine results are pulled up on the best word match rather than the best location match. The user may be looking for a service in the immediate vicinity when the search engine keeps on finding the best keyword match.

Also in most cases the search engine results are manipulated by the ad placement or the SEO methods. The user is often presented with a website with the best matching keywords rather than the immediate location.

The ratings of the services can also be faulty us the rating can be provided by anyone and not necessarily a valid client. The service man can make multiple accounts by himself and help to stay above the competition. The locations can also be under liable as some mobile services like ambulance or breakdown services may display their working base rather than their precise live location. This information maybe crucial for the customer due to its nature.

The proposed system comes as a collective solution for all these problems. The site mainly focuses on using the service man location to provide better service to the user. The service man will located precisely using location based services, their availability will be described. The reviews will be authentic as only a valid customer can rate and review. The skill radar is a single solution for all the above mentioned conventional problems.

The system consists of three distinct modules, Admin, User and Service Provider

**Admin Module**

### ➢ The administrator account holds the power to manage and decide the services provided.

### ➢ Admin can add, update or remove the services.

### ➢ Views, approves and suspends the service personals.

### ➢ Views the users.

### ➢ Views all bookings in the system.

### ➢ Reads feedback.

### Serviceman Module

### ➢ Signup to the system and provides all required information.

### ➢ The serviceman logs into the system and provide the current location.

### ➢ Service man can see request for a service.

### ➢ They accept a request and initiates the transaction.

### ➢ Ends the service and provide bill to the user.

### User Module

### ➢ The user module is the users who receives the services.

### ➢ They sign up to the system, log in and provide the location.

### ➢ View and book services.

### ➢ View the billing of the system.

**TABLE OF CONTENTS**

**CH. NO. TITLE PAGE NO.**

**1. INTRODUCTION**

**1.1** Project Overview

**1.2** Objective

**2. SYSTEM ANALYSIS**

**2.1** Existing System

**2.1.1** Drawbacks

**2.2** Proposed System

**2.3** Feasibility Study

**2.3.1** Economical Feasibility

**2.3.2** Operational Feasibility

**2.3.3** Technical Feasibility

**3. SYSTEM SPECIFICATION**

**3.1** Hardware Requirements

**3.2** Software Requirements

**4. SOFTWARE DESCRIPTION**

**4.1** Front End

**4.1.1** Features

**4.2** Back End

**4.2.1** Features

**5. PROJECT DESCRIPTION**

**5.1** Problem Definition

**5.2** Overview of the Project

**5.3** Module Description

**5.3.1** Modules

**5.4** Data Flow Diagram

**5.5**Database Design

**5.6**Input Design

**5.7**Output Design

**6. SYSTEM TESTING**

**6.1** Unit Testing

**6.2**Integration Testing

**6.3** Acceptance Testing

**7. SYSTEM IMPLEMENTATION**

**8. CONCLUSION & FUTURE ENHANCEMENTS**

**8.1** Conclusion

**8.2** Future Enhancements

**9. SCREEN SHOTS**

**10. REPORTS**

**11**. **REFERENCES**

**INTRODUCTION**

**1.1 PROJECT OVERVIEW**

Conventional goods or service booking generally focuses around the concept of looking for it only when needed. Each of the service men who needs to go online generally builds a website, create a blog, map listing etc. All of these details can be rather confusing as the data may be redundant. The same service person can be listed multiple times as the user's webpage, map listing and other services may be displayed together. Result redundancy may be detrimental to the user as this may lead to delayed delivered of the service or the entire service being denied altogether. The user may find this extremely annoying as the number of valid options are considerably diminished as the place for the valid option may be taken by the repeating options. Location based service delivery too is dormant in most sites as the enlisting of different services are based on the best cost-effective nature rather than the speed of delivery. This problem become the determining factor when the service is critical like emergency response, ambulance service, home security etc. The location that the maps produce in response of the search query is the single location that the service provider enlisted during the signup procedure. This location will be unreliable as the service man may not be available at the defined location. This prevents the user to contact a service based on the correct location. The 'SKILL RADAR' system presents a solution that will provide a solution with enlisting all the services being presented based on the distance from the service seeker. The user of the system, being the service seeker or the service provider needs to present their live location in order to receive the proper resources from the system. The user upon signup provides their live location coordinates which will be saved to the database. Upon each subsequent login, the location will be updated when the user is mobile so that the system has a precise knowledge of the location of each of its users. Upon login, the user will be taken into a homepage that is customized to address each of the individual users. They will have the choice to search for the services provided by the enlisted providers. The user can then see the details of each of the service man who is available in the region arranged in the order such that the ones in the immediate vicinity can be viewed first. They then book a service. The service person can login, view and accept request. Upon the service being completed, the system will generate a bill for the service and will make it available for both the service personnel and the service man. Altogether, the system can be more efficient both in the cost effective and time effective and can scale out many drawbacks of the existing system.

**1.2 OBJECTIVE**

The target of the system is to provide the users with the best service from the latest nearest location available. The system contains a service person who can log into the system. Upon login , the system will locate the user with help of google location api services. The system in turn will other details such as the field of expertise of the service provider, years of experience etc. The service person needs to login to the system to access the services during which the location is traced. The location will in turn be used to provide the service man with the nearest opportunities. Service men will be able to see service requests. The service requests will be accepted by the serviceman to initiate the procedure. Once the procedure has stated, the user will have a notification regarding the acceptance. On completion, both will be presented with a conformation and a bill for the entire session of service. The system comes bundled with a user module and the user will be capable of booking the service. The user logs in and the system will recognize and registers them. The user can then search for a service that is available based on the distance and the service can be booked based on the users saved location or the current location. The user entity books the service which will be further processed by the service man. Admin account associated with this system has the provision to manage every account in the system. The admin account can view the users, serviceman accounts. The admin can add the categories of services that the service personal in the system can view. The admin decides which service personal is allowed to provide the service. The overall target of the system is to provide the user with the best available solution in the fastest manner possible.

**SYSTEM ANALYSIS**

**2.1 EXISTING SYSTEM**

The existing system mainly works based on the concept of a user looking for a service in the same way he searches a product online The case of searching a service varies drastically from a product The drawbacks of the existing system in as follows

**DRAWBACKS**

* User goes online a searching for services in all unrelated manner
* The results may be based on the best keyword match
* The location of all the service provider is not published
* The reviews may be manipulated as not always a genuine user leaves them
* Emergency service booking is not reliable as those in no way to see the current location of the service

**2.2 PROPOSED SYSTEM**

The proposed system uses the location of each of the user to provide better service .the services will be effectively managed based on a location based strategy . The user will be able to choose them based on the location which will make the service better as it will enable the user to get them as fast as possible

Advanntages

* Better location based approach to the services
* User can view the nearest service person in the system
* Allows service to be delivered by a minimum delay
* This will allow the user and service person to be more productive an the time delay can be minimal
* User can view feedback from genuine customers only

**2.3 FEASIBILITY STUDY**

The feasibility study is an analysis of a problem to determine of it can be solved effectively given the budgetary , operational and technical and schedule constraints in place. The feasibility study also determines the economic potential and practicality(i.e., feasibility) of a project. The result of feasibility study determine which , if any , of a number of feasible solution will be developed in the design phase.

The Feasibility Study uses techniques that helps evaluate a project and/or compare it with other projects. Factors such as interest rate , operating cost and depreciation are generally considered. The main aim of feasibility study is to identify the best solution under the circumstances by identifying the effects of this solution on the organisation.

The three important tests for Feasibility are studied and described below

* Operational feasibility
* Technical feasibility
* Economic feasibility

**2.3.1 Operational Feasibility**

Proposed system would be beneficial only if they can be turned in to information system that will meet the organisation operating requirements . One of the main problems faced during the Development of a new system is getting acceptance from user.

**2.3.2 Technical Feasibility**

In technical feasibility the management determines whether the current level of technology can support the proposed system. Considering all the advantages of the proposed system time consumption for registering complaints , its details etc… has been reduced. Protect Her-Women Cell is possible with current level of technology and so it is technically feasible.

**2.3.3 Economic Feasibility**

Economically , this project doesn’t raise any issue, as the project itself is planned as the website. The resource required for this project is minimum. This system doesn’t demand any additional equipment. Now a days availability of internet is high so it will be feasible.

**SYSTEM SPECIFICATION**

**3.SYSTEM SPECIFICATIONS**

The application development architecture recognized for the software is specified in this section. The application architecture is specified on the basis of requirement. The main development architecture used is PHP.

**3.1 HARDWARE REQUIREMENTS**

* CPU : Pentium IV
* Operation speed : 2.4GHz

Memory

* RAM : 256MB

Disk Storage

* Hard disk drive : 40GB
* Data backup device : CDR-W

Peripherals

* Keyboard : 104keys
* Mouse : Optical
* Monitor : Proper Resolution

**3.2 SOFTWARE REQUIREMENTS**

* Operating System : Windows
* Development tool : PHP
* Database : My SQL5.1
* IDE : Net Beans IDE 7.1.2
* Front End : HTML with PHP
* Back End : MYSQL

**SOFTWARE DESCRIPTION**

**4. SOFTWARE DESCRIPTION**

**4.1 FRONT END**

**PHP**

PHP is a server-side scripting language designed for web development but also used as a general purpose programming language. PHP is now installed on more than 244 millionwebsites and 2.1 million web servers Originally created by Rasmus Lerdorf in 1995, thereference implementation of PHP is now produced by The PHP Group.[]](http://en.wikipedia.org/wiki/PHP#cite_note-about_PHP-3) While PHP originally stood for Personal Home Page, it now stands for PHP Hypertext Preprocessor, recursive backronym.

PHP code is interpreted by a web server with a PHP processor module, which generates the resulting web page: PHP commands can be embedded directly into an HTML source document rather than calling an external file to process data. It has also evolved to include acommand-line interface capability and can be us in standalone graphical applications.

PHP is free software released under the PHP License, which is incompatible with the GNU General Public License (GPL) due to restrictions on the usage of the term *PHP*. PHP can be deployed on most web servers and also as a standalone shell on almost every operating system and platform, free of charge .

PHP development began in 1994 when the developer Rasmus Lerdorf wrote series of Common Gateway Interface (CGI) Perl scripts, which he used to maintain his personal homepage. The tools performed tasks such as displaying his résumé and recording his web traffic. He rewrote these scripts in C for performance reasons, extending them to add the ability to work with web forms and to communicate with databases, and called this implementation "Personal Home Page/Forms Interpreter" or PHP/FI.

PHP stores whole numbers in a platform-dependent range, either a 64-bit or 32-bit signed integer equivalent to the C-language long type. Unsigned integers are converted to signed values in certain situations; this behavior is different from other programming languages.Integer variables can be assigned using decimal (positive and negative), octal, hexadecimal, and binary notations.

PHP is a general-purpose scripting language that is especially suited to server-side web development where PHP generally runs on a web server. Any PHP code in a requested file is executedby the PHP runtime, usually to create dynamic web page content or dynamic images used on websites or elsewhere. It can also be used for command-line scripting and client-side graphical user interface(GUI) applications. PHP can be deployed on most web servers, many operating systems and platforms, and can be used with many relational database management systems (RDBMS). Most web hosting providers support PHP for use by their clients. It is available free of charge, and the PHP Group provides the complete source code for users to build, customize and extend for their own use.

**HTML**

HTML or HyperText Markup Language is the main markup language for creating web pages and other information that can be displayed in a web browser.

HTML is written in the form of HTML elements consisting of *tags* enclosed in angle brackets(like <html>), within the web page content. HTML tags most commonly come in pairs like<h1> and </h1>, although some tags represent empty elements and so are unpaired, for example <img>. The first tag in a pair is the start tag, and the second tag is the end tag(they are also called opening tags and closing tags). In between these tags web designers can add text, further tags, comments and other types of text-based content.

The purpose of a web browser is to read HTML documents and compose them into visible or audible web pages. The browser does not display the HTML tags, but uses the tags to interpret the content of the page.

HTML elements form the building blocks of all websites. HTML allows images and objects to be embedded and can be used to create interactive forms. It provides a means to createstructured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items. It can embed scripts written in languages such as JavaScript which affect the behavior of HTML web pages.

Web browsers can also refer to Cascading Style Sheets (CSS) to define the appearance and layout of text and other material. The W3C, maintainer of both the HTML and the CSS standards, encourages the use of CSS over explicit presentational HTML.

In 1980, physicist Tim Berners-Lee, who was a contractor at CERN, proposed and prototyped ENQUIRE, a system for CERN researchers to use and share documents. In1989, Berners-Lee wrote memo proposing an Internet-based hypertext system. Berners-Lee specified HTML and wrote the browser and server software in the last part of 1990. In that year, Berners-Lee and CERN data systems engineer Robert Cailliau collaborated on a joint request for funding, but the project was not formally adopted by CERN. In his personal notes from 1990 he listed "some of the many areas in which hypertext is used" and put an encyclopedia first.

HTML defines several data types for element content, such as script data and stylesheet data, and a plethora of types for attribute values, including IDs, names, URIs, numbers, units of length, languages, media descriptors, colors, character encodings, dates and times, and so on. All of these data types are specializations of character data.

**4.1.1 FEATURES**

1. Simple: It is very simple and easy to use, compare to other scripting language it is very simple and easy, this is widely used all over the world.
2. Interpreted: It is an interpreted language, i.e. there is no need for compilation.
3. Faster: It is faster than other scripting language e.g. asp and jsp.
4. Open Source: Open source means you no need to pay for use php, you can free download and use.
5. Platform Independent: PHP code will be run on every platform, Linux, Unix, Mac OS X, Windows.
6. Case Sensitive: PHP is case sensitive scripting language at time of variable declaration. In PHP, all keywords (e.g. if, else, while, echo, etc.), classes, functions, and user-defined functions are NOT case-sensitive.
7. Error Reporting:PHP have some predefined error reporting constants to generate a warning or error notice.
8. Real-Time Access Monitoring: PHP provides access logging by creating the summary of recent accesses for the user.
9. Loosely Typed Language: PHP supports variable usage without declaring its data type. It will be taken at the time of the execution based on the type of data it has on its value.

**4.2 BACK END**

MySQL is a relational database management system (RDBMS) which has more than 6 million installations. MySQL stands for "My Structured Query Language". The program runs as a server providing multi-user access to a number of databases. The project's source code is available under terms of the GNU General Public License, as well as under a variety of proprietary agreements. MySQL is owned and sponsored by a single for-profit firm, the Swedish company MySQL AB, now a subsidiary of Sun Microsystems which holds the copyright to most of the codebase. MySQL is commonly used by free software projects which require a full-featured database management system, such as Word Press, phpBB and other software built on the LAMP software stack. It is also used in very high-scale World Wide Web products including Google and Face book.

MySQL is written in C and C++. The SQL parser uses yacc and a home-brewed lexer, sql\_lex.cc. MySQL works on many different system platforms, including AIX, BSDi, FreeBSD, HP-UX, i5/OS, Linux, Mac OS X, NetBSD, Novell NetWare, OpenBSD, Open Solaris, eComStation, OS/2 Warp, QNX, IRIX, Solaris, Symbian, SunOS, SCO Open Server, SCO UnixWare, SunOS, Tru64 and Microsoft Windows. A port of MySQL to OpenVMS is also available. Libraries for accessing MySQL databases are available in all major programming languages with language-specific APIs. In addition, an ODBC interface MySQL is written in C and C++. The SQL parser uses yacc and a home-brewed lexer, sql\_lex.cc. MySQL works on many different system platforms, including AIX, BSDi, FreeBSD, HP-UX, i5/OS, Linux, Mac OS X, NetBSD, Novell NetWare, OpenBSD, Open Solaris, eComStation, OS/2 Warp, QNX, IRIX, Solaris, Symbian, SunOS, SCO Open Server, SCO UnixWare, SunOS, Tru64 and Microsoft Windows. A port of MySQL to OpenVMS is also available. Libraries for accessing MySQL databases are available in all major programming languages with language-specific APIs. In addition, an ODBC interface.

To administer MySQL databases one can use the included command-line tool (commands: MySQL and MySQLadmin). Also downloadable from the MySQL system are GUI administration tools: MySQL Administrator, MySQL Migration Toolkit and MySQL Query Browser. The GUI tools are now included in one package called MySQL GUI Tools.

In addition to the above-mentioned tools developed by MySQL AB, there are several other commercial and non-commercial tools available. Examples include Navigate Free Lite Edition or SQLyog Community Edition; they are free desktop based GUI tools, and phpMyAdmin, a free Web-based administration interface implemented in PHP.

**4.2.1 Features**

* Relational Database Management System (RDBMS): MySQL is a relational database management system.
* Easy to use: MySQL is easy to use. You have to get only the basic knowledge of SQL. You can build and interact with MySQL with only a few simple SQL statements.
* It is secure: MySQL consist of a solid data security layer that protects sensitive data from intruders. Passwords are encrypted in MySQL.
* Client/ Server Architecture: MySQL follows a client /server architecture. There is a database server (MySQL) and arbitrarily many clients (application programs), which communicate with the server; that is, they query data, save changes, etc.
* Free to download: MySQL is free to use and you can download it from MySQL official website.
* It is scalable: MySQL can handle almost any amount of data, up to as much as 50 million rows or more. The default file size limit is about 4 GB. However, you can increase this number to a theoretical limit of 8 TB of data.
* Compatibale on many operating systems: MySQL is compatible to run on many operating systems, like Novell NetWare, Windows\* Linux\*, many varieties of UNIX\* (such as Sun\* Solaris\*, AIX, and DEC\* UNIX), OS/2, FreeBSD\*, and others. MySQL also provides a facility that the clients can run on the same computer as the server or on another computer (communication via a local network or the Internet).
* Allows roll-back: MySQL allows transactions to be rolled back, commit and crash recovery.
* High Performance: MySQL is faster, more reliable and cheaper because of its unique storage engine architecture.
* High Flexibility: MySQL supports a large number of embedded applications which makes MySQL very flexible.
* High Productivity: MySQL uses Triggers, Stored procedures and views which allows the developer to give a higher productivity.

**PROJECT DESCRIPTION**

### 5.1 PROBLEM DEFINITION

### The target of the system is to provide the users with the best service from the latest nearest location available. This project can point a user to the nearest service man using location of user with the help Google map. The conventional method of booking depends on looking for a service person online when necessary. The user generally logs into a system, searches for a specific service gains a contact information and contact directly. This is rather time consuming and somewhat a manual approach. The user personally have to visit each of the contactable service personal regularly to find the service.

### The location that the maps produce in response of the search query is the single location that the service provider enlisted during the signup procedure. The system contains a service person who can log into the system. Upon login , the system will locate the user with help of google location api services. The system in turn will other details such as the field of expertise of the service provider, years of experience etc. The service person needs to login to the system to access the services during which the location is traced.

### The system comes bundled with a user module and the user will be capable of booking the service. The user logs in and the system will recognize and registers them. The user can then search for a service that is available based on the distance and the service can be booked based on the users saved location or the current location.

The proposed system comes as a collective solution for all these problems. The site mainly focuses on using the service man location to provide better service to the user. The service man will located precisely using location based services, their availability will be described. The reviews will be authentic as only a valid customer can rate and review. The skill radar is a single solution for all the above mentioned conventional problems.

### 5.2 PROJECT OVERVIEW

### “Skill Radar” is a location based system that provide nearest services to the users hand. It is a powerful mechanism to detect a service persons . It is helpful for freelance workers. The system provides overall interaction between users and service person.

### Conventional goods or service booking generally focuses around the concept of looking for it only when needed. Each of the service men who needs to go online generally builds a website, create a blog, map listing etc. All of these details can be rather confusing as the data may be redundant. The same service person can be listed multiple times as the user's webpage, map listing and other services may be displayed together. Result redundancy may be detrimental to the user as this may lead to delayed delivered of the service or the entire service being denied altogether. The user may find this extremely annoying as the number of valid options are considerably diminished as the place for the valid option may be taken by the repeating options. Location based service delivery too is dormant in most sites as the enlisting of different services are based on the best cost-effective nature rather than the speed of delivery.

### This problem become the determining factor when the service is critical like emergency response, ambulance service, home security etc. The location that the maps produce in response of the search query is the single location that the service provider enlisted during the signup procedure. This location will be unreliable as the service man may not be available at the defined location. This prevents the user to contact a service based on the correct location. The 'SKILL RADAR' system presents a solution that will provide a solution with enlisting all the services being presented based on the distance from the service seeker. The user of the system, being the service seeker or the service provider needs to present their live location in order to receive the proper resources from the system.

Upon login, the user will be taken into a homepage that is customized to address each of the individual users. They will have the choice to search for the services provided by the enlisted providers. The user can then see the details of each of the service man who is available in the region arranged in the order such that the ones in the immediate vicinity can be viewed first. They then book a service. The service person can login, view and accept request. Upon the service being completed, the system will generate a bill for the service and will make it available for both the service personnel and the service man. Altogether, the system can be more efficient both in the cost effective and time effective and can scale out many drawbacks of the existing system.

### 5.3 Module Description

### 5.3.1 Modules

### The system consists of three distinct modules, Admin, User and Service Provider

### Admin Module

### ➢ The administrator account holds the power to manage and decide the services provided.

### ➢ Admin can add, update or remove the services.

### ➢ Views, approves and suspends the service personals.

### ➢ Views the users.

### ➢ Views all bookings in the system.

### ➢ Reads feedback.

### Serviceman Module

### ➢ Signup to the system and provides all required information.

### ➢ The serviceman logs into the system and provide the current location.

### ➢ Service man can see request for a service.

### ➢ They accept a request and initiates the transaction.

### ➢ Ends the service and provide bill to the user.

### User Module

### ➢ The user module is the users who receives the services.

### ➢ They sign up to the system, log in and provide the location.

### ➢ View and book services.

### ➢ View the billing of the system.

**5.4 Data Flow Diagram**

A Data Flow Diagram (DFD) is a geo graphical representation of the "flow" of data through an information system, modelling its process aspects. A DFD is often used as a preliminary step to create an overview of the system. DFDs can also be used for the visualization of data processing (behavioural design). A DFD shows what kind of information will be input to and output from the system, where the data will come from and go to, and where the data will be stored. It is common practice to draw the context-level data flow diagram first, which shows the interaction between the system and external agents which act as data sources and data sinks. This helps to create an accurate drawing in the context diagram. The system's interactions with the outside world are modelled purely in terms of data flows across the system boundary. The context diagram shows the entire system as a single process, and gives no clues as to its internal organization.

The DFD is also known as the double chart. It is simple graphical formalism that can be used to represent a system in terms of data to the system. Various processing carried out on these data and the output data generated by the system. The main reason why this DFD technique is so popular is so probably because of the fact that DFD is so simple to understand and use. A DFD model uses very limited number of primitive symbols to represent the function performed by a system and the data flow among these systems. Starting with a set of high level functions that a system performance of DFD model in hierarchically it present various sub functions. The data flow diagram in technique also follows simple set of intuitive concepts and rules.

**DFD Symbols**

**External Entity:**

A square defines a source or destination of system data.

**Data flow:**

An arrow identifies data flow. It is pipeline through which information flow.

**Data store:**

An open rectangle is data store, data at rest, or a temporary repository of data.

**Process:**

A circle or a bubble represents a process that transforms incoming data flows into outgoing data flows.

DFD does not permit data flows in the following cases.

* Between two external agents.
* Between an external agent and a data store. There should be a process in between.
* Between two data stores.
* Unconnected external agent, process, or data store.

**LEVEL 0**

Admin/user/servi-ceman

Request

Requ

Request

Responce

Admin/user/servi-ceman

responce

**Level-1: USER**

Add

details

users

Admin

Login

Email

Book service

user

booking

Password

failed

Add reviews

reviews

Feedback

**Level-2: USER BOOK SERVICES**

View all categoryes

categories

user

Book servicesssss

View all service person

Service man

View all service person location

Service location

booking

**Level-1: ADMIN MODULE**

Categorieys

Add category

Add sub category

Sub categories

View service person

Service man

Book services

user

Suspended service person

Service man

User

Service reviews

View reviews

Service location

View surce location

**Level-1: SERVICE MAN**

Add details

Service man

Email

Service man

Login

Password

View booking

Bookings

Update location

Servce location

Feedback

**5.5 Database design**

1. **Table name:admin**

## Description: The table admin table stores the login details of admin.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field name** | **Type** | **Constraints** | **Description** |
| **Id** | Int(11) | Primary Key | Register ID |
| **Username** | Varchar(255) | Not null | Username |
| Password | Varchar(255) | Not null | password |

**2. Table name:currentlocation**

## Description: The table currentlocation table stores the current location.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field name** | **Type** | **Constraints** | **Description** |
| **Id** | Int(11) | Primary Key | id |
| Latitude | Varchar(100) | Not null | latitude |
| Longitude | Varchar(100) | Not null | longitude |

1. **Table name: st\_billing**

Description: The table **st\_billing** table stores the details of billing.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field name** | **Type** | **Constraints** | **Description** |
| **bill\_id** | Int(11) | Primary Key | Billing id |
| **booking\_id** | Varchar(50) | Not null | Booking id |
| total\_hours | varchar(50) | Not null | Total hours |
| tot\_amount | Varchar(50) | Not null | Total amount |

1. **Table name:st\_booking**

Description: The table **st\_booking** table stores the details of booking.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field name** | **Type** | **Constraints** | **Description** |
| **book\_id** | Int(11) | Primary Key | Booking id |
| **service\_person\_id** | Varchar(50) | Not null | Serviceperson id |
| user\_id | varchar(50) | Not null | User id |
| Status | Varchar(50) | Not null | Status |

**5. Table name:st\_category**

## Description: The table st\_category table stores the details of category.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field name** | **Type** | **Constraints** | **Description** |
| **Id** | Int(11) | Primary Key | id |
| Category | Varchar(255) | Not null | category |
| Icon | Varchar(255) | Not null | icon |

**6. Table name:st\_message**

## Description: The table st\_message table stores the details of messages.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field name** | **Type** | **Constraints** | **Description** |
| **Id** | Int(11) | Primary Key | id |
| sender\_id | Varchar(50) | Not null | Sender id |
| reciever\_id | Varchar(50) | Not null | Receiver id |
| Message | Varchar(1250) | Not null | message |
| Type | Varchar(50) | Not null |  |

**7. Table name:st\_service\_location**

## Description: The table st\_service\_location table stores the details of service location.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field name** | **Type** | **Constraints** | **Description** |
| **Ser\_id** | Varchar(50) |  |  |
| Lat | Varchar(50) | Not null | Sender id |
| Lon | Varchar(50) | Not null | Receiver id |
| Id | Int(11) | Pimary key | id |

**8. Table name:st\_service\_man**

## Description: The table st\_service\_man table stores the details of service man.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field name** | **Type** | **Constraints** | **Description** |
| **Id** | Varchar(50) | Pimary key | id |
| Name | Varchar(50) | Not null | name |
| Email | Varchar(50) | Not null | email |
| Password | Int(11) | Not null | password |
| Dob | Varchar(255) | Not null | Date of birth |
| Category | Int(11) | Not null | category |
| Subcategory | Int(11) | Not null | Sub category |
| Experience | Varchar(255) | Not null | experience |
| Image | Varchar(255) | Not null | image |
| Status | Varchar(255) | Not null | status |
| Availability | Varchar(255) | Not null | availability |
| Charge | Varchar(255) | Not null | charge |
| Phone | Varchar(255) | Not null | phone |
| Address | Varchar(255) | Not null | address |

**9.Table name:st\_service\_reviews**

## Description: The table st\_service\_reviews table stores the details of service reviews.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field name** | **Type** | **Constraints** | **Description** |
| **Rev\_id** | Int(11) | Primary key | Review id |
| Ser\_id | Varchar(50) | Not null | Sender id |
| user\_id | Varchar(50) | Not null | Receiver id |
| Tot\_rating | Int(11) | Pimary key | id |

**10.Table name:st\_sub\_category**

## Description: The table st\_sub\_category table stores the details of sub category.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field name** | **Type** | **Constraints** | **Description** |
| **Id** | Int(11) | Not null | Id |
| cat\_Id | Varchar(255) | Not null | Category id |
| SubCatName | Varchar(255) | Not null | Sub category id |

**11.Table name:st\_user**

## Description: The table st\_user table stores the details of users.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field name** | **Type** | **Constraints** | **Description** |
| **User\_id** | Int(11) | Not null | Id |
| User\_name | Varchar(50) | Not null | username |
| User\_pass | Varchar(50) | Not null | password |
| User\_email | Varchar(50) | Not null | Email |
| User\_phone | Varchar(50) | Not null | Phone |
| User\_add | Varchar(255) | Not null | Address |

**12.Table name:st\_user\_location**

## Description: The table st\_user\_location table stores the details of user location.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field name** | **Type** | **Constraints** | **Description** |
| **Id** | Int(11) | Primary key | Id |
| User\_id | Varchar(50) | Not null | User id |
| Lat | Varchar(255) | Not null | Latitude |
| Lon | Varchar(255) | Not null | longitude |

**13.Table name:st\_user\_reviews**

## Description: The table st\_user\_reviews table stores the details of user reviews.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field name** | **Type** | **Constraints** | **Description** |
| **Id** | Int(11) | Primary key | Id |
| User\_id | Varchar(50) | Not null | User id |
| Ser\_id | Varchar(50) | Not null | Service id |
| Review | Varchar(255) | Not null | Review |

**14.Table name:st\_test**

## Description: The table st\_test table stores the details of users.

|  |  |  |  |
| --- | --- | --- | --- |
| **Field name** | **Type** | **Constraints** | **Description** |
| **Users** | Varchar(50) | Not null | User |

**5.6 INPUT DESIGN**

Input design is the process of converting the user –originated inputs to a computer based format. The design decisions handling input specify how data are accepted for computer processing. Input design is a part of overall system design that needs careful attention and it includes specifying the means by which actions are to be taken. The collection of input data is the most expensive part of the system in terms of the equipment used and the number of people involved. In input design, data is accepted for computer processing and input to the system is done through mapping via some map support or links. Inaccurate input data is most common cause of errors in data processing. The designing of input is concerned with the following points.

* What data to input?

The initial step is input design is to determine what data to input. The input design of Inventory Management System has made so as to reduce the user inputs to the process. The user is provide with hyperlinks so as to enable him to browse through specific categories to reach his choice and just need to select one among the choice.

* What medium to use?

Here it determines the medium by which the user input the data. Here the mediums used for inputting the data are the keyboard and the mouse.

The objectives of the input design are :

* Controlling amount of input.
* Avoiding delay.
* Avoiding errors.
* Avoiding extra steps.

In this Easy Inventory System all the text boxes are validated. If any field is not filled then it will display the message.

**Features of Input Design**

* The input designing is done so as to have most efficient way for between the user and the system.
* Measures have been taken to minimize user inputs.
* Extra steps are eliminated and process is made simple.
* The user is provided with extra security by password authentication.

The project titled Skill radar accepts various kind of input from of users and Administrator. The software forms are designed in such a way that the user feels comfortable in entering data into the system as there exists a logical grouping of related data and controls alignment makes it maximum user-friendly.

An analyst must always assume that errors will occur. They must be found during input and corrected prior to storing or processing the data .The user id and password provided for all authorized users ensure the security of the system.

Input forms are:

* User registration form
* Service man registration form
* User login form
* Service man Login Form
* Admin category addition form
* Suspend users form
* User Request service form
* Service man generate bill form
* Search form

**5.7** **Output Design**

Output refers to the results and information that are generated by the system. Here determine information to be present, decide layout and select output medium, arrange presentation of information in accepted format and decide how to distribute output to intend recipients. Location characteristics and format of column headings and pagination are specified.

Output design plays a major role in providing the user with required format. The major function of the output is to convey information and so its layout and design are careful considerations. Information must be carefully considered to the needs of the user.Standards for printed output suggest giving each output a name or title, providing a sample of the output layout, and specifying the procedure for providing the accuracy of the output data. The output devices to consider depends on the compatibility of the devices with the system, response time requirement and printed quality required.

The design output form, attention is given to proper identification and wording, readability and use, composition and layout, order of data items and clarity of instructions. A well-designed form with clarity stated captions should be self-instructing. An organizations form must be centrally controlled for efficient handling.

Computer output is the most important and direct information source to the user. Output design is a process that involves designing necessary outputs in the form of reports that should be given to the users according to the requirements. Efficient, intelligible output design should improve the systems relationship with the user and help in decision making. Since the reports are directing referred by the management for taking decisions and to draw conclusions they must be designed with almost care and the details in the reports must be simple, descriptive and clear to the user. So while designing output the following things are to be considered.

* Determine what information to present.
* Arrange the presentation of information in an acceptable format.
* Decide how to distribute the output to intend receipts
* Depending on the nature and future use of output required, they can be displayed on the monitor for immediate need and for obtaining the hardcopy.

Output forms are:-

* View service person
* View services
* View users
* Feedback
* User view service reply
* Service person see bookings
* Admin see feedback

**SYSTEM TESTING**

1. **SYSTEM TESTING**

**6.1 Unit Testing**

System testing is the major quality control measure during software development. A series of test cases are generated that is intended to demolish the software that has been built. Testing is a set activity that can be planned and conducted schematically. Testing begins at the module level and work towards the integration of entire computer based system.

Testing is a process of executing a program with the intention of finding an error. A good test case is one that has a higher probability of finding an undiscovered error. A successful test case is one that uncovers an undiscovered error. Nothing is complete without testing, as it the vital success of the system.Software testing accounts for the largest percentage of technical effort in the software process. The objective of the software testing is to uncover errors. To fulfil this objective, a series of test steps unit, integration, validation and system tests are planned and executed.

**TEST CASE AND OUTPUT**

The test case is a document that describes an input, action or event and an expected response, to determine if a feature of an application is working correctly. A test case should contain particulars such as test case identifiers, test case name, objectives, test conditions, input data requirements steps and expected results. Test result emphasize how the actual results differed from the expected results. This suggests the need for re-testing and to discover the source of differences. The test phase of systems development process involves the defining of the criteria by which the system will be tested and measuring the criteria against the acceptable failure rate. Individual modules are tested during the development itself. The tests are repeated until all known errors are eliminated and the program matched the design specifications.

**Test cases:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Step no:** | **Steps** | **Data** | **Expected results** | **Actual results** |
| 1 | Enter User name and press LOGIN Button | username=admin@gmail.com | Should display warning message box "Incorrect username or password" | Login failed |
| 2 | Enter Password and press LOGIN Button | password=admin | Should display warning message box " Incorrect username or password " | Login failed |
| 3 | Enter User name and Password and press LOGIN Button | username=abc and password= 123 | Should display warning message box " Incorrect username or password " | Login failed |
| 4 | Enter User name and Password and press LOGIN Button | username= abc and password = admin | Should display warning message box " Incorrect username " | Login failed |
| 5 | Enter User name and Password and press LOGIN Button | username=admin and password=admin | Should navigate to admin home page | Success |

**6.2 Integration Testing**

Integration testing is the phase in [software testing](https://en.wikipedia.org/wiki/Software_testing) in which individual software modules are combined and tested as a group. It occurs after [unit testing](https://en.wikipedia.org/wiki/Unit_testing) and before [validation testing](https://en.wikipedia.org/wiki/Software_verification_and_validation). Integration testing takes as its input [modules](https://en.wikipedia.org/wiki/Module_(programming)) that have been unit tested, groups them in larger aggregates, applies tests defined in an integration [test plan](https://en.wikipedia.org/wiki/Test_plan) to those aggregates, and delivers as its output the integrated system ready for [system testing](https://en.wikipedia.org/wiki/System_testing).

Some different types of integration testing are big-bang, mixed (sandwich), risky-hardest, [top-down, and bottom-up](https://en.wikipedia.org/wiki/Top-down_and_bottom-up_design). Other Integration Patternsare: collaboration integration, backbone integration, layer integration, client-server integration, distributed services integration and high-frequency integration.

In the big-bang approach, most of the developed modules are coupled together to form a complete software system or major part of the system and then used for integration testing. This method is very effective for saving time in the integration testing process. However, if the test cases and their results are not recorded properly, the entire integration process will be more complicated and may prevent the testing team from achieving the goal of integration testing.

Bottom-up testing is an approach to integrated testing where the lowest level components are tested first, then used to facilitate the testing of higher level components. The process is repeated until the component at the top of the hierarchy is tested.All the bottom or low-level modules, procedures or functions are integrated and then tested. After the integration testing of lower level integrated modules, the next level of modules will be formed and can be used for integration testing. This approach is helpful only when all or most of the modules of the same development level are ready. This method also helps to determine the levels of software developed and makes it easier to report testing progress in the form of a percentage.

Top-down testing is an approach to integrated testing where the top integrated modules are tested and the branch of the module is tested step by step until the end of the related module. Sandwich testing is an approach to combine top down testing with bottom up testing. One limitation to this sort of testing is that any conditions not stated in specified integration tests, outside of the confirmation of the execution of design items, will generally not be tested.

**6.3 Acceptance Testing**

**Acceptance testing**is a level of software testing where a system is tested for acceptability. The purpose of this test is to evaluate the system’s compliance with the business requirements and assess whether it is acceptable for delivery. It is a formal testing with respect to user needs, requirements, and business processes conducted to determine whether or not a system satisfies the acceptance criteria and to enable the user, customers or other authorized entity to determine whether or not to accept the system.

During the process of manufacturing a ballpoint pen, the cap, the body, the tail and clip, the ink cartridge and the ballpoint are produced separately and unit tested separately. When two or more units are ready, they are assembled and Integration Testing is performed. When the complete pen is integrated, System Testing is performed. Once System Testing is complete, Acceptance Testing is performed so as to confirm that the ballpoint pen is ready to be made available to the end-users

Usually, [Black Box Testing](http://softwaretestingfundamentals.com/black-box-testing/) method is used in Acceptance Testing. Testing does not normally follow a strict procedure and is not scripted but is rather [ad-hoc](http://softwaretestingfundamentals.com/ad-hoc-testing/). Acceptance Testing is the fourth and last [level of software testing](http://softwaretestingfundamentals.com/software-testing-levels/) performed after [System Testing](http://softwaretestingfundamentals.com/system-testing/) and before making the system available for actual use.

* Internal Acceptance Testing (Also known as Alpha Testing) is performed by members of the organization that developed the software but who are not directly involved in the project (Development or Testing). Usually, it is the members of Product Management, Sales and/or Customer Support.
* External Acceptance Testing is performed by people who are not employees of the organization that developed the software.
  + Customer Acceptance Testing is performed by the customers of the organization that developed the software. They are the ones who asked the organization to develop the software. [This is in the case of the software not being owned by the organization that developed it.]
  + User Acceptance Testing (Also known as Beta Testing) is performed by the end users of the software. They can be the customers themselves or the customers’ customers.

**SYSTEM IMPLEMENTATION**

**7.SYSTEM IMPLEMENTATION**

Implementation is the process of having the system personnel check out and put new equipment to use, train the users to use the new system and construct any file that are needed to see it. The final and impartment phases in the system life cycle are the implementation of the new system. System implementation refers to the steps necessary to install a new system to put into operation. The implementation has different meaning, ranging from the conversion of a basic application to complete replacement of computer system. Implementation includes all these activities that take place to convert from old system to new one. The new system may be totally new replacing an existing manual or automated system or it may be major modification to an existing system. The methods of implementation and time scale adopted are found out initially. The system is tested properly and at the same time the users are trained in the new procedure. Proper implementation is essential to provide a reliable system to met organization requirements. Successful implementations may not guarantee improvement in the organization using the new system, but it will prevent improper installation. The implementation involves the following things:

* Careful planning
* Investigation of the system and constraint
* Design the methods to achieve the change over
* Train the staff in the changed phase
* Evaluation of change over method

**Implementation methods**

There are several methods for handling the implementation and consequent conversation from the old to new automated system. The most secure for this conversion is to run the old and new system in parallel. This method offers high security but the cost for maintaining the two systems in parallel is very high. Another method is direct cut over the existing system to automated system. The chance may take place within a week or within a day.

**Implementation Phase**

It included a description of all activities that most occur to implement the new system and put into operation. It consists of the following steps:

* List all files required for the implementation
* Identify all data required to build new files during the implementation
* List all new document and procedure that go to the new system

The creation of the designed system takes place in the implementation phase. Development phase overview, preparation of implementation, computer program development, development phase report and overview. It also performs activities like writing, testing, debugging and documenting the programs. This is to review the performance of the system and to evaluate against standard or criteria. A study is conducted for measuring the performance of the system against pre-defined requirements.

Database design forms an important part of every project. The management of data involves both the definition of structure for the storage of information and provision of mechanisms for manipulation of information. The database system must provide safety for the information stored; despite system crashes or attempts of unauthorized access the database used in this project is MYSQL.

**CONCLUSION & FUTURE ENHANCEMENTS**

**8.1 CONCLUSION**

The project can help the users and service providers more productive and save a lot of time. The seller will be able to locate the nearest possible work opportunity helping them being more productive. The system has the flexibility of rejection of work by the service personal so that the user can look for another provider as soon as he gets notified. The serviceman can receive feedback and reviews from valid users which will help him to improve his services and also publishing the good reviews helps him to build a better disease. The user can be looking for a service online. He may end up with a lot of information flooding the results with little or no valid results. This can be detrimental at times as the user may be looking for an emergency. The system that is proposed delivers a better service to all the users in the systems.

**8.2 FUTURE ENHANCEMENTS**

The system can be extended in the future with the addition of few modules. The system can be integrated with a proprietary mapping system rather than depending on other services. The entire system has the potential of feeding a mobile application platform. The system being written in PHP can be easily extended to communicate with an ANDROID application by communicating using JSON.

**SCREEN SHOTS**