 Air University Multan campus

Department of Computer Science and Engineening



*SE315  
Web Application Development*

**Auto Mobile Search Engine**

Project Proposal

Prepared by

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# Introduction

This project is about auto mobile search engine. The three elements of an introduction are: context, problem, and response.

**Context:**

This project is for the user who can get the detail about the car prize, according to the currency in their country, It will give you detail about ten year data prices of your choice cars. This project will give data of all the corolla models from all around the world.

**Problem:**

There is no website in the world which gives a ten year data of corolla models, which is according to country currency, for the users.

**Response:**

Since this gives a ten year data with respect to each country currency, thus the user can see and search any corolla model from any aprt of the world related to their currency.

# The Problem

There is no website which gives data about the manufacturers, their details, contact numbers and address. One website does not give data about two different companies.

# Project Goals and Objectives

The project tells us about car price, name, model, image and fuel, it also tells about manufacturers address, country, name and number. It gives customer password, name, email, phone number, ID, feedback and gender. Price of car is also available, according to currency country.

Allow users to create accounts and add new persistent data

·         read data from the server and present it on a webpage

·         allow users to update their existing data

·         allow users to delete their own data and accounts

·         do all of the above without reloading the webpage (Ajax)

Main objective of this website is reach customers who want to search for data of corolla and other cars.

# The Solution

On this website the customer can make his own private ID and get details about the cars and manufacturers. Manufacturer can also take customers data from anywhere in the world.

# Project Scope

Project scope is the boundary of the project. Think of the “project scope” as an imaginary box you are describing that will enclose all the activities for the team’s activities. It not only defines what you are doing, but it sets the boundaries on what the team will not be doing. Scope answers what’s inside the box? What’s outside the box? What is the project going to look like? How much is your project going to contain?

# Hardware and Software Tools

* Processor (CPU) with 2 gigahertz (GHz) frequency or above
* A minimum of 2 GB of RAM
* Monitor Resolution 1024 X 768 or higher
* A minimum of 20 GB of available space on the hard disk

## 6.2. SOFTWARE

## Mozilla Firefox

* Google chrome**,** Notepad++
* Sublime text, editorGitbash

# Timeline

Project milestones with following timeline

|  |  |  |
| --- | --- | --- |
| Sr# | Project Milestone | Submission |
| 1 | pm1 | Due at 11:59pm on February 20 |
| 2 | pm2 | Due at 11:59pm on March 11 |
| 3 | pm3 | Due at 11:59pm on April 08 |
| 4 | pm4 | Due at 11:59 pm on April 29 |

# Roles and Responsibilities

1. Your Web app must work properly when viewed in a modern Web browser without installing any plug-ins or extensions. This means no Flash, no Silverlight, no Java, etc. It also means that your client-side code must be some form of HTML/CSS/JavaScript.
2. All of your project's code must be publicly hosted on GitHub.
3. Your team must be able to demo the project
4. Your project must not contain offensive content
5. Our goal is not to stifle your creativity, but rather to ensure a safe and inclusive environment for your classmates.
6. You need to form a group of 4 or 5 students. All members will collectively submit a single copy of all milestones (as documents on GitHub) and receive a single grade. It's your Team Lead responsibility to divide up the work fairly amongst members. The staff will not intervene in intra-group conflicts. I will expect 5-person groups to attempt more ambitious projects.
7. To provide some structure to this endeavor, we have provided four graded milestones plus a final report and presentation. Submit all project documents on GitHub, and include all of your group members' names and email addresses. All of your group members can be collaborators on the same GitHub repository, so anyone can submit

Responsibilities of project members clearly stated in the beginning of the project.

# Risk Management

Risk is defined as the possibility of any negative occurrence that may happen due to external or internal factors, and that may be mitigated through preventive actions. All projects are subject to risks. In fact, there is an infinite number of things that might prevent you from achieving your goals when working on a project. Risk management minimizes those threats that could cause project failure, and allows you to stay in control of your project’s schedule, budget and quality requirements.

* Identification. Detect risks that might prevent you from achieving your project’s goals.
* Analysis. Determine what risks are the most dangerous.
* Planning. Plan for the most dangerous risks.
* Monitoring and control. Maintain the project’s plan and continually identify risks.

# References

Most of the data is taken from World Wide Web and some important reference is taken from given below books.

[1] SE-315-WebApplicationE/eBooks/johnwileyandsonswebengineering.pdf

[2] SE-315-WebApplicationE/eBooks/Web-Engineering-Practioner's-Approach.pdf