Design of Python Based Lost and Found Website for College Campus

Usha Tiwari
Department of ECE
Sharda University
Greater Noida, India
usha.tiwari@sharda.ac.in

Shabana Mehfuz
Department of EE
Jamia Millia Islamia
New Delhi, India
smehfuz@jmi.ac.in

Satyam Sharma
Department of ECE
Sharda University
Greater Noida, India
sharmasatyam1112@gmail.com

Vinayak Triguna Pandey
Department of ECE
Sharda University
Greater Noida
pandeyvinayak1991@gmail.com

Abstract—**Technology, developed over the years, has reduced human efforts significantly. We have used this technology to build a website called "LOSTANDFOUND.COM". This website is python based. This website will help people to get their lost things. A person using this website has to just put his/her lost thing on the website and the website will find it as soon as possible. HTML, CSS, JAVASCRIPT, BOOTSTRAP, JQUERY, PYTHON, DJANGO and SQLITE are the technologies which we have used in making this website. We have used Django as a framework for Python in this website because it is fast, secure and scalable. The reason we are using Python for this website is because it is simple, powerful and has many libraries. This website also helps people to connect with each other. This website is extremely beneficial for private organizations where employees usually misplace their smartphones, laptop charger, smartphone charger, purse etc.**

Keywords— lost, found, website, Python

I. INTRODUCTION

When a person loses his/her valuable item in office premises, there is more than 50% chance that he/she will not get that item. Trust among employees towards each other plays an important role in this situation. If a person finds a lost item of any other person in the office, there are chances that he/she might not return that item to its owner. This is where the role of "LOSTANDFOUND.COM" comes. "MISSINGX.COM" is one of the examples of websites which helps in finding the lost valuable item.

II. LITERATURE REVIEW

In [1], author Githinji et.al. Want people to maintain their trust on LOST AND FOUND WEBSITES. This study focuses on three lost and found web applications which were used in Kenya according to Google results. The name of the first lost and found web application is "Zipate". The umoja ICT youth group made Zipate. The name of the second lost and found web application is "Lost and Found Document Center".It's aim was to getting lost items back to their rightful owners. The name of the third lost and found web application is "Lost and Found Kenya". It is a Facebook page which was created for recovering ID Cards, Pets, Animals and Gadgets.

In [2], author Pravir Chawdhry et.al. Highlights 'what is needed for e-commerce'. The components needed for e-commerce are given below:

1. Security and Privacy
2. Law enforcement
3. Market driven approach
4. Self-regulation
5. Technological research
6. Socio-economic impact
7. Network infrastructure

In [3], author Huang.S et.al. Inspects previous literatures which focus on trust in business to consumer (B2C) of e-commerce transactions between the year 2001 and 2006.This process includes three phases:
1) Selecting and Focusing Phase
2) Analysing Phase
3) Concluding and Outcome-Converging Phase

In [4], author Kim.J et.al. Provide a framework for building brand equity online for business to consumer (B2C) companies. The framework can be provided by drawing on Keller's (1993) consumer-based brand equity model.

In [5], author Lah.C et.al. Want to improve current e-Commerce implementation through social presence. For this purpose, this study explores e-Commerce trust properties with its attributes as suggested by previous researchers. This study also identifies trust factors based on social presence attributes. This research paper provides guidelines to online businesses for developing a trusted website which follows updated trend of e-Commerce.

In [6], author Rewatkar.L et.al. Describes the connection between cloud computing and web application. This study is also about the advantages of cloud computing and survey

challenges and issues related to cloud computing. Cloud computing is an on demand availability of computer system resources (eg- data storage and computing power) without direct active management by the user. Web application is a client-server computer program which the client runs in a web browser. Eg-webmail, online retail sales and online auction. In [7], author Chen S.C. et.al. Introduces dimensions of trust in an Internet vendor. They are: Competence, Integrity and Benevolence. Competence is the company's ability to fulfil promises made to the consumers. Integrity means company acts in a consistent, reliable and honest manner. Benevolence indicates concern for the welfare of the customers. This research paper makes a useful contribution in the development of theoretical understanding of trust in e-commerce.In [8], author Cheung C.M.K et.al. Has a multidisciplinary approach. They develop an integrative model of consumer trust in internet shopping through synthesizing the three trust literatures. The social psychological perspective guides to perceived trustworthiness of internet merchants as a key determinant of consumer trust in internet shopping. In the sociological viewpoint there is inclusion of legal frame work and third party recognition in the research model. This research paper gives conceptual and empirical understanding of consumer trust in internet shopping.

III.   PROPOSED WORK

In There are eight technologies which are used in our project. They are:

1) HTML
2) CSS
3) BOOTSTRAP
4) JAVASCRIPT
5) JQUERY
6) PYTHON
7) DJANGO
8) SQLITE

There are two components in our website

a) The Front End
b) The Back End

HTML, CSS, JAVASCRIPT, BOOTSTRAP AND JQUERY are used in front end whereas PYTHON,DJANGO and SQLITE are used in back end. Python is simple, powerful and has many libraries. Django is the most powerful framework for Python. It is fast, secure and scalable. Below is the brief description of the eight technologies used in our project:

1) **HTML** – Hyper Text Markup Language (HTML) is a language usually used to develop websites. Berners-Lee created it in 1991."HTML 2.0", a first standard HTML specification, was published in 1995.Then came HTML 4.01 which was published in 1999.HTML 5 is the latest version which was published in 2012.

2) **CSS** – Cascading Style Sheets (CSS) is a language which makes websites presentable. Screen size can be controlled with the help of CSS.

3) **BOOTSTRAP** – Bootstrap is a smooth framework which makes the process of web development faster and easier.

4) **JAVASCRIPT** – Javascript is a language which is easy to implement because it is integrated with HTML. Previously, JavaScript was known as LiveScript.

5) **JQUERY** – John Resig created JQUERY in 2006 with a motto: Write Less, Do More. Its size is about 19KB.

6) **PYTHON** – Guido van Rossum created Python during 1985-1990.It is processed at at runtime by the interpreter. There is no need to compile the program before executing it. It supports Object-Oriented style of programming that encapsulates code within objects. It is a beginner's language that supports the development of a wide range of applications from simple text processing to WWW browsers to games.

7) **DJANGO** – DJANGO is a high level Python web framework that is used to build and maintain quality web applications. It eliminates repetitive tasks due to which the development process becomes an easy and time saving experience. It is a registered trademark of Django Software Foundation. It is licensed under BSD License.

8) **SQLITE** – SQLITE is an in-process software delivery that implements a self-contained, server less, zero configuration, transactional SQL database engine. Its source code is in the public domain. We don't need to configure this database in our system. It can be linked statically or dynamically as per our requirement with our application. It accesses its storage files directly.

IV.   Results of Proposed Work

So, by using the eight technologies mentioned above in the methodology section we created our website "LOSTANDFOUND.COM". Below are the images of the multiple sections of our website. Figure 1 shows the home window of website. Figure 2 shows the Lost section and Figure 3 shows the Found section.
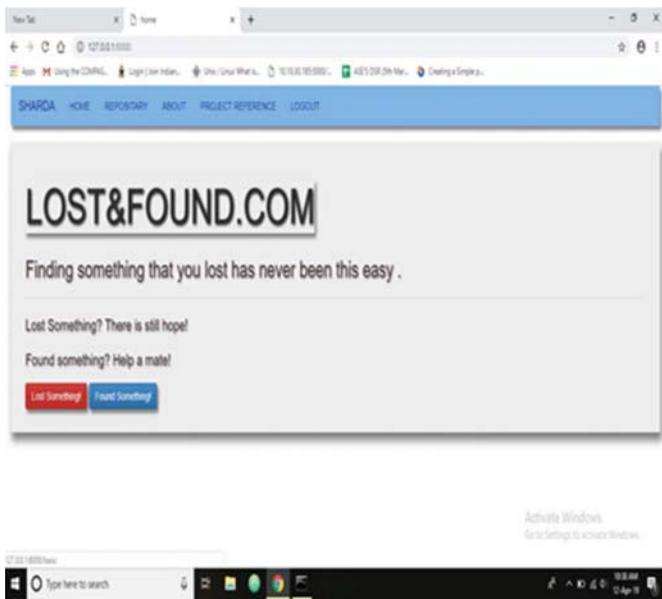
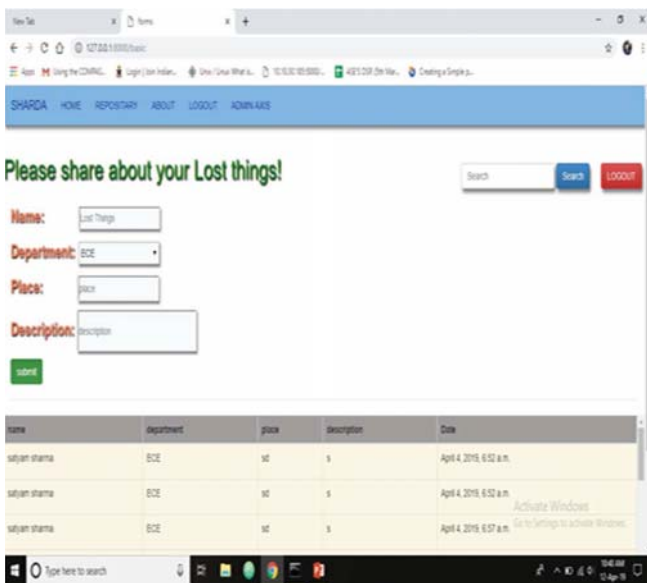Figure1: Home Page of LOSTANDFOUND.COM
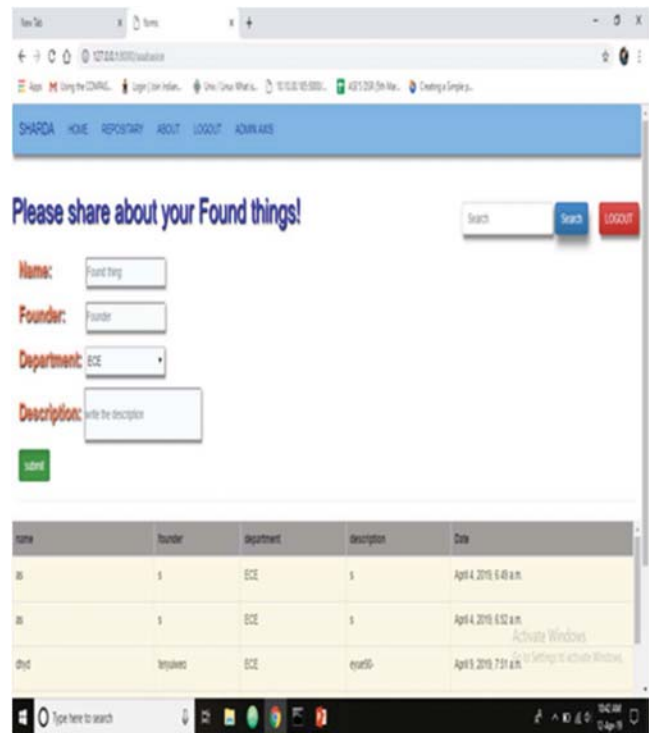

Figure 2: Section of LOST THINGS

Figure 3: Section of Found Things

V.   CONCLUSION

Our website gives us peace of mind and reminds us that someone   is always there in case of an emergency. Those people who want to return the things, this website will help them to keep the good work. There is huge scope of improvement in our project. Our project can be enhanced in such a way that by learning more python library, we can track a person also. In [1], Lost and Found Kenya Application does not have module to post lost and found items. Everything is posted in one section in Lost and Found Kenya Application. But in our proposed work there are multiple sections to find lost items. In future the proposed work can be modified in many ways. This proposed work can be enhanced in such a way that by learning more python libraries we will be able to track a person also.

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