Feasibility Study

1. Technical Feasibility

● This project is a web-based application.
● Main technologies that are associated with this system are React and Spring Boot, PostgreSQL as the database.
● Tools that are used in the project are Visual Studio Code and IntelliJ IDEA as IDEs , Draw.io for creating diagrams.
● The suggested technologies and tools are freely available to use. We are using modern technologies and tools which give users a good experience and can be used easily.
● The technical skills required are manageable. As this project team members, we are learning the technologies that we have chosen in order to develop the project and we have gained the basic knowledge to develop the system.
● We are using GitHub which is a code hosting platform for version control and collaboration of the project. This makes it easy to contribute to the project.

The proposed system is technically feasible enough to build up the system with the above mentioned technology tools and resources.

2. Economic Feasibility

a) Development Cost

- Free and open source technologies and software are selected for the development and testing of the system.
- There will be no development costs as this project is being developed by university undergraduates.
- Consultant Fee - The supervisor and Co-supervisor have been assigned for the consultation of the project. Therefore, no expenses are incurred.
- We are using our own routers and the university's free WiFi for online project meetings, so it can be easily accessed by our team members without incurring additional costs.

b) Operational Cost

- Online payment transaction cost: No additional costs will be incurred for online payment transactions.

Since users already have computers, there won't be any cost for hardware.
Because of all that information, our system is economically feasible.