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### Damietta University Faculty of Computers and Artificial Intelligence

**(Information Systems) \* Department Semester: 4**

**Graduation Project Proposal Form**

**Project # E1**

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| **Project Title: Furniture Marketing System** | | |
| **Supervisor(s) Name(s):**  DR/ Amira elziny | | |
| **Number of Students: 8** | | |
| **Students Names** | **ID** | **Qualifications** |
| 1. eslam saber elfar  2. ahmed khaled elsharabasy  3. mazen hassan elalfy  4. mohammed ahmed nasr  5. rowida mohammed abdelaal  6. omnia azmy elqzaaz  7. shrouk shreif elswessy  8. sama maged rezk | 1. 800167488  2. 800167472  3. 800167555  4. 800168362  5. 800167513  6. 800167493  7. 800167525  8. 800167518 | 1. frontend  2. project management  3. flutter  4. flutter  5. backend  6. backend  7. backend  8. flutter |
| **Statement of Problem:**   1. 1- In the field of home furniture trade, there are many customers who are looking for distinctive, modern, beautiful and comfortable pieces of furniture that suit them and suit their own home. 2. 2- This sometimes causes them a problem in how to find the right furniture for them, so they start going down and searching in many exhibitions to find what suits them according to the shape, colors, and price, and sometimes they do not find the right one for them. 3. 3- We on this site will provide them with many advantages that will help them find the right furniture for them and with all their comfort 4. 4- On the other hand, the seller’s problem is how to market the furniture in his exhibition, and here we will facilitate this process for him through e-marketing through our website. | | |
| **Objectives:**   * The idea of the project revolves around the creation of a website and a mobile application for the home furniture trade by assembling a group of owners of different exhibitions to display their work on the site for shopping. * -Creating a gallery with special features such as: * Filter for the products in the exhibition according to several characteristics * Matching by collecting information from the customer about the place where the piece of furniture will be placed, and then displaying the appropriate furniture for this place * The possibility of communication between the seller and the buyer to inquire about any information about the furniture | | |
| **Technical Approach:**   * Front End in building the front facade of the site. * Back-end in building internal transactions and databases for the site. * Flutter in building a mobile application has the same characteristics as the site. * Gallery filter using JavaScript contains many features such as (color - price - arrange furniture according to price, whether it is ascending or descending). * Matching using machine learning by collecting information from the customer about the specifications of the place, such as (room color - length and width of the room) in which the piece of furniture he wants to buy will be placed, then make a full course inside the data and then display the appropriate furniture for these specifications. * The method of communication between the buyer and the seller by building the front end of the chat using the front end and linking it to the back end after its creation. | | |
| **Expected Deliverables:**   * Website * Mobile application | | |