Project Report

Used Goods Recycle cum Inquiry Management System (Hostler Mart)

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GROUP 30

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1. ABSTRACT:

Students come to NITC from different corners of India, even from foreign as well. So, when they pass out from college, most of the time they can't take all their belongings to home. As a result lots of wastage have generated. Sometimes they sell some things to some retailers, but it causes involvement of third person.

Secondly , when someone loses something or someone finds something in campus , they put all their queries on NITC mail. Although it's important to the person who has found it and the person whose it is but it's useless to all the others. So sometimes it's hard to find important mails inside a inbox full of queries and all.

So to prevent involvement of third person or wastage of goods to recycle the used belongings and to prevent unwanted inbox filler we are going to develop an application which deals with both of these problems.

Here in this app in one side students can put their used product's advertisement and those who found someone's belongings put their advertisement to find the owner. On the other hand those who want to buy used product in relatively low cost and those who has lost something can come and search their needs.

2. INTRODUCTION:

This document gives a detailed description of the requirements for the "Used Goods Recycle cum Inquiry Management System" web app. It will explain the purpose and features of the system, the interfaces of the system, what the system will do, the constraints under which it must operate and how the system will react to external stimuli. This document is intended to propose this software to consumer for their approval of the system.

2.1. OBJECTIVE:

This web application intends to target college students and help them eliminating the role of third party in the buying and selling of their used goods.

And also to help those students who lost their belongings to find them.

2.2. BACKGROUND & MOTIVATION:

When students pass out from college, most of the time they can't take all their belongings to home. As a result lots of wastage have generated. Sometimes they sell some things to some retailers, but it causes involvement of third person. Secondly, when someone loses something or someone finds something in campus, they put all their queries on NITC mail. Although it's important to the person who has found it and the person whose it is but it's useless to all the others. So sometimes it's hard to find important mails inside a inbox full of queries and all. So to prevent involvement of third person or wastage of goods to recycle the used belongings and to prevent unwanted inbox filler we are going to develop an application which deals with both of these problems. Here in this app in one side students can put their used product's advertisement and those who found someone's belongings put their advertisement to find the owner. On the other hand those who want to buy used product in relatively low cost and those who has lost something can come and search their needs.

2.3. LITERATURE SURVEY:

Our Project is a outcome of the desire to solve a common problem in our institute hostelers. We didn't follow any already published article or something like that. We also didn't follow any book on this specific problem, as it is not a general problem, a local ones.

3. OVERALL DESCRIPTION:

3.1. SYSTEM REQUIREMENT:

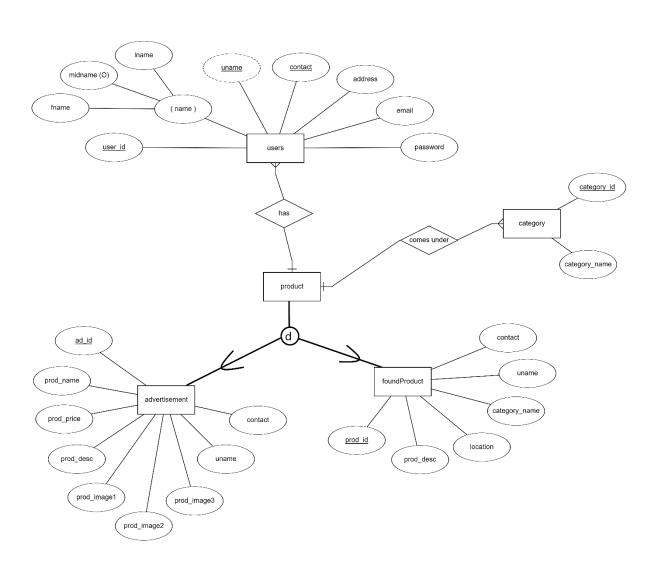
This application has mainly 4 parts:

- Customer He/She is a user of the website who intends to buy product from a seller. A customer must have an account before he can make a purchase. All details of the customer is stored in a database.
- Seller A seller is a user of the website who intends to sell items. Sellers must have an account before he/she can sell any item. All details of the customer is stored in a database. All products for sale under the seller is stored in another database.

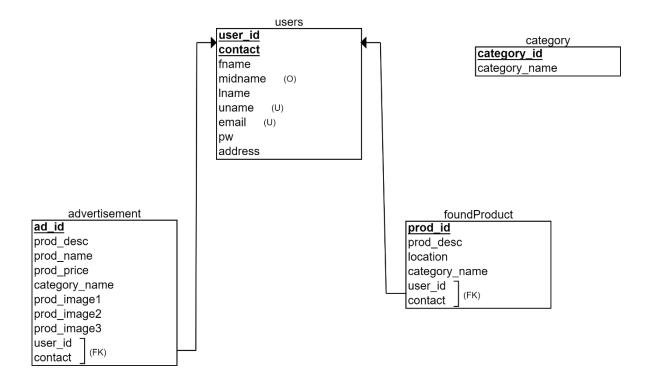
- Founder A founder is a user of the website who found an unknown item and intend to return it to it's owner.
- Owner A person who lost any item can claim his/her belongings by contacting with founder directly through contact info provided in website.

4. DATA DESIGN:

4.1. ENTITY RELATIONSHIP DIAGRAM:



4.2. CONCEPTUAL SCHEMA:



4.3. DATABASE NORMALIZATION:

The process of organizing the data in database to avoid data redundancy, insertion anomaly, update anomaly & deletion anomaly.

- (a) First Normal form (1NF)
- (b)Second Normal form (2NF)
- (c) Third Normal form (3NF)

a) First Normal Form (1NF):

As per the rule of first normal form, an attribute(column) of a table cannot hold multiple values I.e., it should store only atomic values.

b) Second Normal Form (2NF):

A table is said to be in 2NF if both the following conditions hold:

- Table is in 1NF (First normal form)
- No non-prime attribute is dependent on the proper subset of any candidate key of table.

An attribute that is not part of any candidate key is known as non-prime attribute.

c) Third Normal Form (3NF):

A table design is said to be in 3NF if both the following conditions hold:

- Table must be in 2NF
- Transitive functional dependency of non-prime attribute on any super key should be removed.

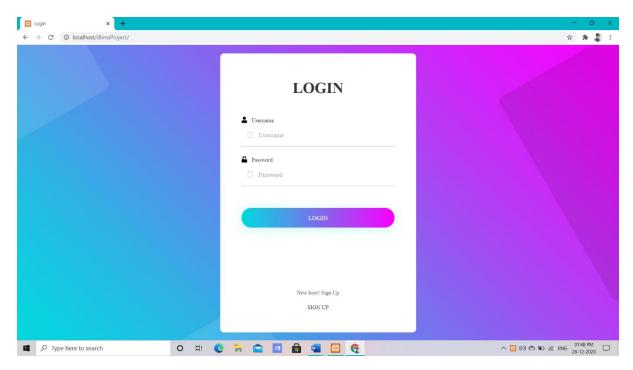
In other words 3NF can be explained like this: A table is in 3NF if it is in 2NF and for each functional dependency X-> Y at least one of the following conditions hold:

- X is a super key of table
- Y is a prime attribute of table

An attribute that is a part of one of the candidate keys is known as prime attribute.

4.4. GRAPHICAL USER INTERFACE:

Our website interact with the user by registering and logging in.



This is one time register, after registering a user can do all the activities he wants. (for our website we have main four types of users)

5. DATA TESTING:

5.1. IMPLIMENTATION:

The user interface shall be implemented any tool like Notes, Sublime text, etc on following languages:-

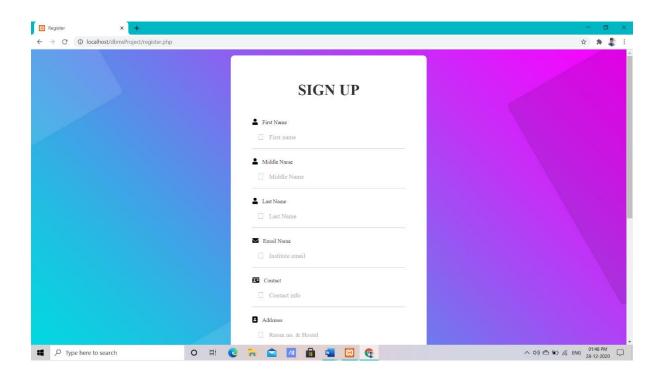
MySQL	MySQL is an open-source relational database
	management system

PHP	PHP is a general-purpose programming language originally designed for web development
HTML	HTML is the standard markup language for documents designed to be displayed in a web browser
CSS	CSS defines style rules in separate CSS files.

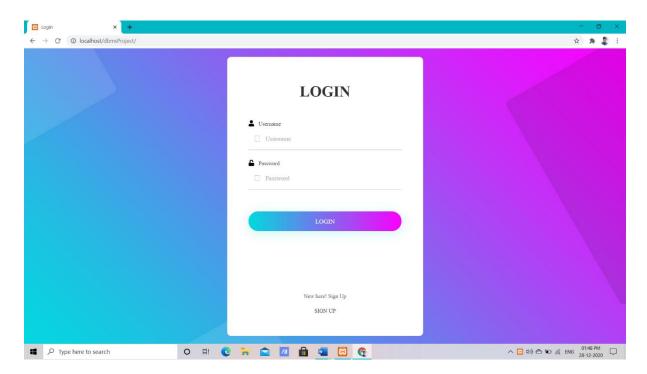
5.2. RESULTS:

We have implemented codes and obtained a fully functional website which is able to do all the required work to achieve our goal.

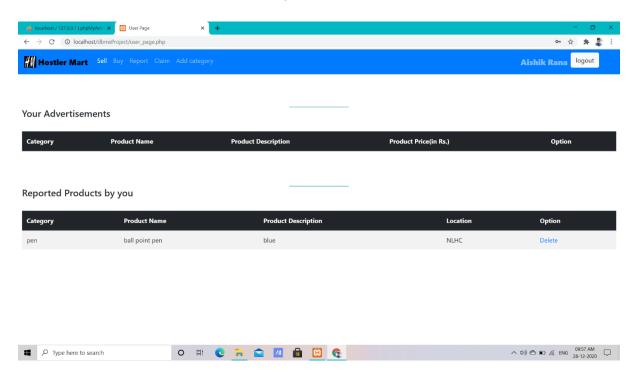
• **Sign up page :** Here you can register yourself for using the website. It's compulsory for every user in the website.



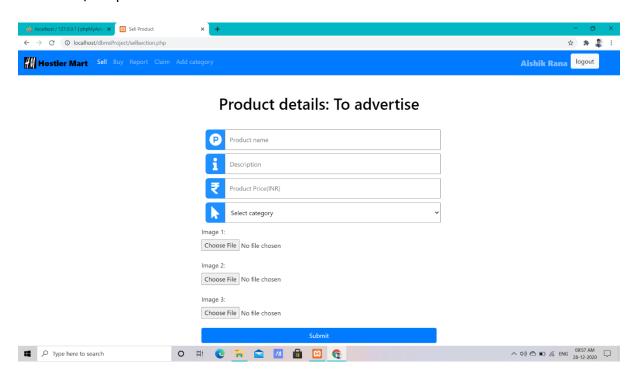
• **Login page**: Here a user who is already registered can sign in to start using the website.



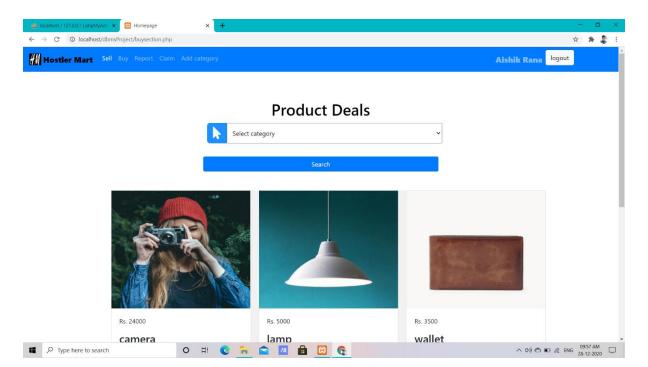
• **User account page:** Here one user can see his/her activities through out the website and can edit or delete his/her activities as well.



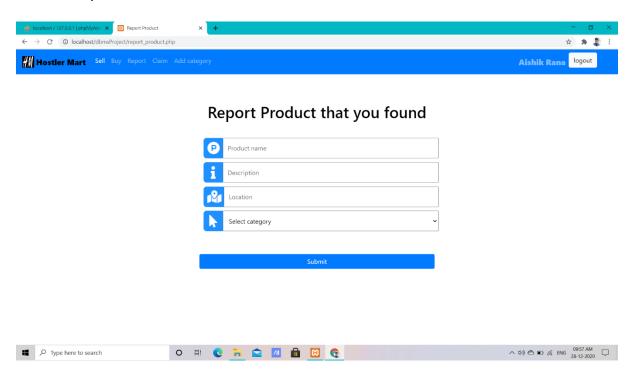
• **Selling section :** Here one can fill up all details and create an advertisement of his/her product.



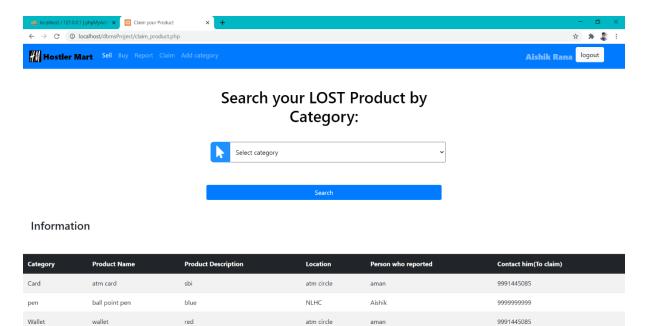
• **Buying section:** Here one can see all the available products for sell and see product details as well.



• **Report section :** Here a person who has found anything belongs to another person can post an ad to reach the owner.



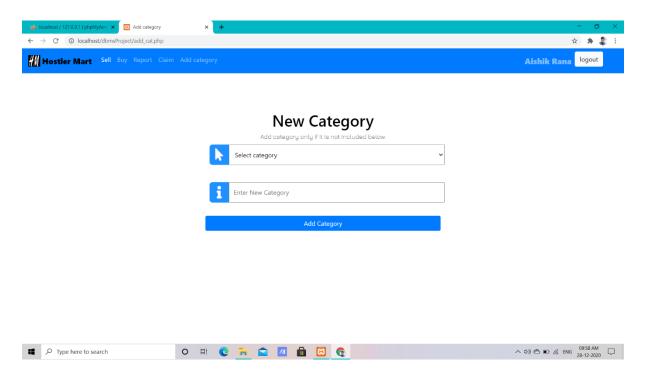
• **Claim section :** Here the owner of the above mentioned item can search for the same.



O H C N M M

Type here to search

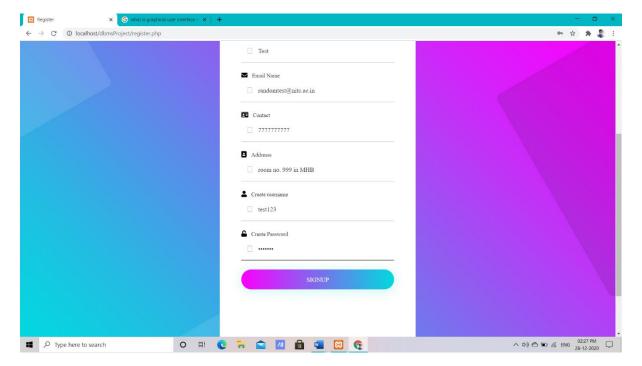
• Add category section: In case the corresponding category of the product for sell or the item found are not in the website, one can add category of its own.

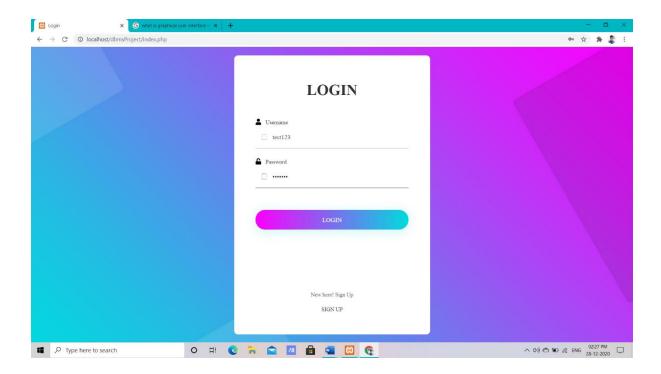


5.3. TESTING:

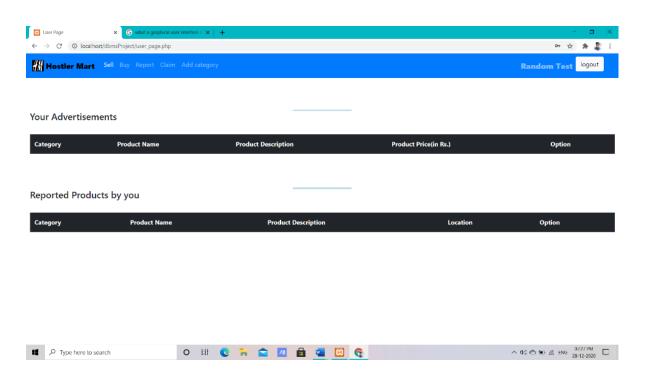
For testing we can use the website as an user and test all the segment with a random example .

Register and login: First we will register then login with the same id.

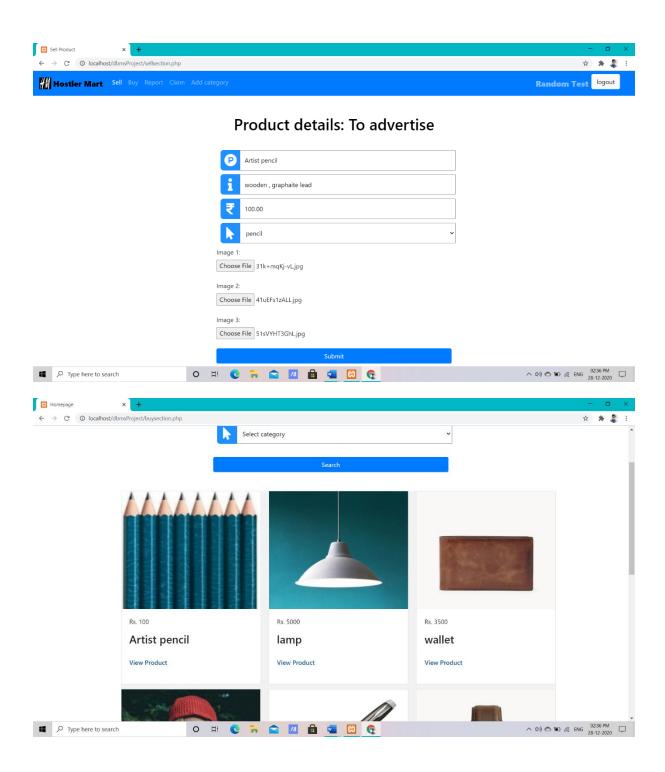




Now we have successfully logged into our account.

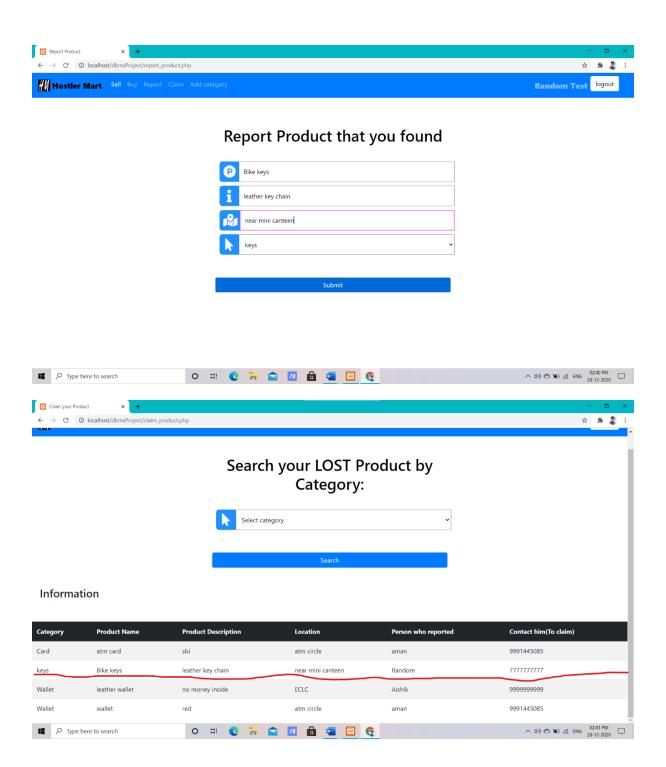


Advertisement of product for sell : now we will make an advertisement for a random product for sell.



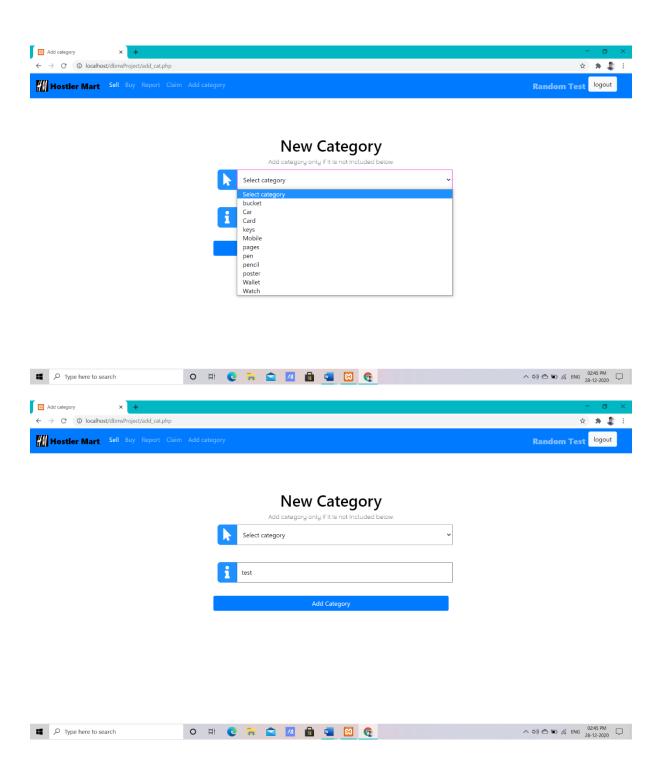
As we can see the new ad for pencil is showing in the buying section.

Lost item inquiry: Here we will post an item that we found and want to give that to the owner.

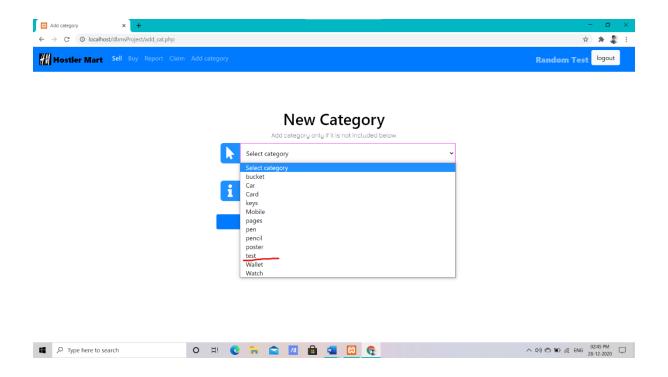


As here we can see the lost item posted and visible in the claim section.

Add category: Here we will try to add a new category which is not present in the website.



As we can see the "test" category was not there but after adding the "test" category, it can be seen there in the website.



6. CONCLUSION :

The motivation behind our project is to solve two problems in one shot in our hostel that we usually face in our day to day life. And now through this project of ours we feel like we have succeeded a little bit.

Through our website one student who can not afford or don't want to waste money on the day to day things, they can have easy access to second hand products. On the other hand those who can't carry all their belongings to their home, they can make some money by selling those to the needy ones.

Again for the second part of our website students can easily find their lost belongings without spamming in the college mail inbox.

7. REFERENCES:

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Web result with site links

W3Schools

www.php.net

PHP: Hypertext Preprocessor

www.getbootstrap.com

 ${\tt Bootstrap}\cdot{\tt The}$ most popular HTML, CSS, and JS library in the world.