CHAPTER 1

INTRODUCTION

1.1 INTRODUCTION

The **Car Rental** is a web-based application developed to simplify and automate the process of renting cars and managing related services. The system connects three main entities — the **Admin**, **Rental Service Providers**, and **Users** — each having specific roles and functionalities to ensure efficient operation and communication within the platform. The system allows **users** to browse available cars, make bookings, submit reviews, and report accidents conveniently from any location. **Rental providers** can add and manage their car listings, handle bookings and product orders, set rental rates, and track payments through their dedicated module. Meanwhile, the **admin** oversees the entire system by managing user and rental registrations, monitoring bookings, viewing reviews and accident reports, and ensuring that all operations run smoothly and securely. This project aims to eliminate the manual and time-consuming processes traditionally involved in renting vehicles. By integrating all necessary operations into a single digital platform, it enhances accessibility, transparency, and efficiency for all users. The system also provides a secure login mechanism for each role to ensure data protection and proper access control. Overall, the **Car Rental** offers a reliable, user-friendly, and efficient solution for managing vehicle rentals, improving customer experience, and streamlining administrative tasks.

1.2 ABOUT THE TECHNOLOGY

This technology selected for implementing CAR RENTAL in PHP and MYSQL. Apache is used as HTTP server. The development was done in 'windows'environment using subline.

MYSQL:

MYSQL is a relational database management system that runs as a server providingmultiuser access to a few databases. MYSQL is a popular choice of database to use in we applications and is an opensource product. The process of setting up of a MYSQL database varies from host to host, however we will end up with a databasename, a username and a password. Before using our database, we must create a table.A table is section of database for storing related information. In a table we will set up the different fields which will be used in the table. Creating a table in phpMyAdmin is simple, we just type the name, selected the number of fields and click the 'go' button. we will then be taken to be setup screen when you must create the fields for the database. Another way of creating databases and tables in phpMyAdmin is by executing simple SQL statement. We have used this method in order to create our database and tablets.

XAMPP SERVER:

XAMPP is one of the widely used cross-platform web servers, which helps developers to create and test their programs on a local webserver.it was developed by the Apache Friend**s**, and its native source code can be revised or modified by theaudience. It consists of Apache HTTP Server, MariaDB, and interpreter for the different programming languages like PHP and Perl.it is available in 11 languages and supported by different platforms such as the IA32 package of Windows & x64 package of macOS and Linux. XAMP helps local host or server to test its website and clients via computers and laptops before releasing it to the main server.

It is a platform that furnishes a suitable environment to test and verify the working of project based on Apache, Perl, MySQL database, and PHP through the system of thehost itself.

VISUAL STUDIO CODE:

Visual Studio Code (VS Code) is a popular, open-source code editor developed by Microsoft. Launched in 2015, it has gained traction among developers for its lightweight design and extensive feature set. VS Code supports numerous programming languages, offering features like syntax highlighting and IntelliSense for intelligent code completion, which helps reduce errors. The editor's extensive marketplace allows users to customize their experience with a wide range of extensions for added functionality and themes. Key features include built-in debugging tools, an integrated terminal for running command-line tasks, and live collaboration capabilities, making it ideal for remote teams. With its flexibility and strong community support and experienced developers to create and manage applications effectively.

1.3 ABOUT THE PROJECT

The **Online Car Rental Management System** is a web-based application designed to automate and simplify the process of renting cars and managing related services. It integrates three main modules — **Admin**, **Rental**, and **User** — to ensure efficient interaction among all system users. The **Admin Module** allows the administrator to manage user accounts, rental registrations, bookings, reviews, and accident reports. The **Rental Module** enables rental service providers to add and manage car listings, set availability and rates, handle bookings, and track payments. The **User Module** allows customers to register, log in, browse and book cars, purchase related products, and submit reviews or accident reports. Overall, the system provides a secure, convenient, and user-friendly platform that enhances efficiency, accuracy, and accessibility in car rental operations.

CHAPTER 2

SYSTEM STUDY

2.1 INTRODUCTION

System analysis or study is an important phase of any system development process. The system is studied to the minutest details and analyzed. The system analyst plays the role of an interrogator and dwells deep into the working of the present system. The system is viewed as a whole and the inputs to the system are identified. The outputs from the organization are traced through the various processing that the input phases through in the organization. detailed study of this process must be made by various techniques like interviews; questionnaires etc. the data collected by these sources must be scrutinized to arrive to a conclusion.

2.2 SYSTEM STUDY

System study is the process of gathering and interpreting facts, using the information for further studies on the system. It is a problem by solving activity that requires intensive communication between the system users and system developers. It does various feasibility studies. In these studies, a rough figure of the system activities canbe obtained, from which the decisions about the strategies to be followed for effectivesystem study and analysis can be taken.

Preliminary study also identifies the method collection to be followed.

At the system study conducted an initial picture about the system working was got. From the information got form the study, the data collection methods are identified.Even in the first investigation itself drawback of the existing system could be identified.

2.3 REQUIREMENT GATHERING AND ANALYSIS

The analyst starts the requirements gathering and analysis activity by collecting all information from the customer, which could be used to develop the requirement ofthe system. He then analyses the collected information to obtain a clear and thorough understanding of the product to be developed, with a view to removing all ambiguities and inconsistency from the initial customer perception of the problem. This may sound like a simple task. However, in practice it is difficult to gather the necessary information and to form a non-ambiguity understanding problem. No elaborates the two main activities involved in the requirements gathering and analysis phase:

Requirement gathering- This activity typically involves interviewing the end users and customers and studying the existing documents to collect all possible informationregarding the system. If the project involves automating some existing procedures, then the task of the system analyst becomes a little easier as he can immediately obtain the input and output data format and the details of the operational procedures.

Analysis of gathered requirements- The main purpose of this activity is to clearly understand the exact requirements of the customer. The following basic questions pertaining to the project should be clearly understood by the analyst in order to obtainthe good grasp of the problem:

- Identify and define the problem?
- Why is it important to solve the problem?
- What is the possible solution to the problem?
- What exactly are the data input to the system and what exactly are the dataoutput required of the system?
- What is the likely complexity that might arise while solving the problem?

- If there are external software or hardware with which the developed software has to interface, then what exactly would the data interchange format with the external system be?

After the analyst has understood the exact customer requirements he proceeds to identify and resolve the various requirements problems. The most important requirement's problems that the analyst has to identify are anomalies, inconsistencies and incompleteness.

Anomaly: An anomaly is an ambiguity in the requirement. When a requirement is anomalous, serve al interpretations of the requirement are possible.

Inconsistency: The requirement becomes inconsistent, if anyone of there requirement contradicts another.

Incompleteness: An incomplete requirement is one where some of the requirementshave been overlooked. Often, incompleteness is caused by the inability of the customer to visualize and anticipate all the features that would be required in a systemto be developed. An experienced analyst can usually detect these missing features easily and suggest them to the customer for his consideration. The solutions are given as a proposal. The proposal is then weighed with the existing system analytically andthe best one is selected. The proposal is presented to the user. The proposal is reviewed on user request and suitable changes are made. This is a loop as the user is satisfied with the proposal.

2.4 EXISTING SYSTEM

Coming to the existing system is very complicated to keep the tracks of all registersand handle them manually. As well as this work is time consuming and expensive in the system report work may be not accurate and not fastest. To avoid allthe limitations and make the working more accurately the system needs to be computerized.

DRAWBACKS OF EXISTING SYSTEM

The main drawback of existing system is that it is time consuming and also it is expensive. Therefor it is very difficult to store data as hard copy. It is not easy to maintain all registers in the system.

2.5 PROPOSED SYSTEM

In the proposed system, the management needs not to keep any type of registers, which they use to keep in old one. They have work only with one computer. All the details are stored in the computer files. The dual entries are done very quickly as entry in the one file only, affects the other file where it has to be record.

2.5.1 ADVANTAGES OF PROPOSED SYSTEM

The main advantage of the proposed system is user convenience. In this system, eachmodule is built in such a way that the user needs to enter relevant data. The system is secured because only authorized users can enter the system using the usernameand password. Each user can enter their feedback and complaints. And the feedbackand complaints can be done easily without any delay. Other main advantage is that based on the purchase the customers can buy any works at any time.

2.6 FEASIBILITY STUDY

The feasibility study is carried out to determine whether the proposed system can bedeveloped with available resources. A feasibility study is a test of a system proposalaccording to its workability, impact on organization, ability to meet user needs, and effective use of resources.

The results of the feasibility study are given below.

2.6.1 ECONOMIC FEASIBILITY

A broadband infrastructure is already available in the market. Use of Internet based network would thus minimize the expenses as no separate WAN will be required. Opensource technology could easily be adopted to further minimize the cost of software. The client computers would merely be ordinary PCs connected to the Internet, which all the formations already have. Thus, the "CAR RENTAL"is economically feasible.

The given system can be developed under optimal expenses with the available hardware and software. Besides it is a good economic to invest in such a kind of software from the project manager's point of view as the benefits overweighs the costs. The resources needed to run the above projects should be less in cost and highlyreliable so that there might be no hanging and minimum level of expense toimplement the software. Economic feasibility is the most frequently used method forevaluating the effectiveness of a candidate system. More commonly known cost/benefit analysis the procedure is to determine the benefits and savings that are expected from a candidate system and compare them with costs.

2.6.2 TECHNICAL FEASIBILITY

A feasibility study is carried out to select the best system that meets performance requirements. The input to the feasibility assessment study is the statement of user needs from the information analysis phase. Assessing technical feasibility is to evaluate whether the "CAR RENTAL" will perform adequately and whethera PDS has ability to construct a proposed system or not. The application is the fact that it has been developed on Windows 11 platform and a high configuration of 8GB RAMS on Intel core i5 processor. This is technically feasible. To ensure our system is technically feasible we

evaluate some technical feasibility measurement criteria are:

Project Size:

Project size can be determined by the number of members on the project team, projectduration time, number of departments involved, or the effort put in programming.

Project Structure:

The project "CAR RENTAL" that its requirements are highly structured and well define will have lower risk than the one that the requirements are subject to thejudgment of an individual. Familiarity with Technology or Application area: The project is less risky because the development and the user group is familiar with the technology mainly the PHP and the systems. Therefore, it would be less risky thedevelopment team uses the standard development tool and hardware environments. The "CAR RENTAL" completely ensures all factors mentioned above so we can conclude our proposed system technically feasible. It should be based on specified technology. The system under study must be portable and platform independent.

2.6.3 BEHAVIOURAL FEASIBILITY:

People are inherently resistant to change, and computers have been known to facilitate change. An estimate should be made of how strong a reaction the user staffis likely to have toward the development of a computerized system. It is common knowledge that computer installations have something to do with turnover, transfers,retraining, and changes in employee job status. Therefore, it is understandable that the introduction of a candidate system requires special effort to educate, sell, and train the staff on new ways of conducting business. In our safe deposit example, threeemployees are more than 50 years old and have been with the bank over 14 years, four years of which have been in safe deposit. The remaining two employees are in their early thirties. They join safe

deposit about two years before the study. Based on data gathered from extensive interviews, the younger employees want the programmable aspects of safe deposit (essentially billing) put on a computer.

Two of the three older employees have voiced resistance to the idea. Their view is that billing is no problem. The main emphasis is customer service-personal contactswith customers. The decision in this case was to go ahead and pursue the project.

2.6.4 OPERATIONAL FEASIBILITY

The present system is easily understandable and the maintenance and working of thenew system needs less human effort. The proposed project is beneficial to the societyand is user friendly. The system is directly used by the users directly with much knowledge. So, the system can be judged operationally feasible.

2.6.5 HARDWARE AND SOFTWARE FEASIBILITY

Assessing technical feasibility includes evaluating the ability of computer hardware and software to handle workloads adequately. Figure below shows the steps the systems analyst takes in ascertaining hardware and software needs. First, all current computer hardware the organization owns must be inventoried to discover what is onhand and what is usable. The systems analyst needs to work with users to determine what hardware will be needed. Hardware determinations can come only in conjunction with determining human information requirements. Knowledge of the organizational structure (as discussed in Chapter 2) and how users interact with technologies in an organizational setting can also be helpful in hardware decisions. Only when systems analysts, users, and management have a good grasp of what kinds of tasks must be accomplished can hardware options be considered.

2.6.6 LEGAL FEASIBILITY

Using this feasible study, we determine whether the proposed system conflicts with legal requirements. All the user data and privacy will be website. Our system is provided authentication by using email and password. At any time, user can delete/remove their account from our application, which will remove entire data of the user. So, I can conclude our proposed system legally feasible.

2.6.7 SCHEDULE AND RESOURCE FEASIBILITY

It is also an essential part of a feasibility study. It includes questions regarding time required to complete the project, type and amount of resources required and dependent factors. It also takes care whether the project is interrupting any current business activity.

CHAPTER 3

SOFTWARE REQUIREMENT SPECIFICATIONS

3.1 INTRODUCTION

After the analyst has collected all the required information regarding the software tobe developed, and has removed all completeness, inconsistence, and anomalies fromthe specification, he starts to systematically organize the requirements in the form ofan **SRS** document. The software developers refer to the **SRS** document to make surethat they develop exactly what the customer requires. The SRS document helps the maintenance engineers to understand the functionality of the system. An SRS document should be clearly specifying:

- Functional requirements.
- Non-functional requirements.
- Goals of implementation.

3.2 OPERATING SYSTEM: WINDOWS 11

Windows11 professional integrates the strengths of previous Windows versions, such as standards-based security, manageability, and reliability, with modern features that enhance user experience and productivity. This combination creates an optimal desktop operating system for businesses. Whether your organization deploys Windows 11 on a single computer or throughout a global network, this new operating system increases your computing power while lowering the total cost of ownership for desktop computers. Some of the features in Windows 11 include enhanced security measures, a simplified user interface, and innovative support services.

The Microsoft website provides tutorials to help you learn about and deploy the Windows 11 operating system. This technical walkthrough offers step-by-

step instructions and illustrations for installing and configuring key features of Windows 11. It is the most flexible and powerful operating system developed by the Microsoft team, featuring a user-friendly and stable environment equipped with numerous added functionalities. Windows 11 supports new technologies, such as digital video discs and multiple monitors, along with plug-and-play capabilities and advanced multi-display features.
Faster computing, easy access to remote information, and the ability to control remote computers are among the additional benefits of windows 11. The common features include:

- Built-in networking and messaging facilities.
- Easier to set up, with straightforward options to add or remove features
- Enhanced system security and control
- Support advanced networking and communication.

Faster computing, easy access to remote information, and the ability to control remote computers are among the additional benefits of windows 11. The common features include Overall, Windows 11 is designed to empower business with performance and user experience:

3.3 FRONT END:

The system is created using HTML, CSS, JAVASCRIPT and BOOTSTRAP as front end.

Hypertext Markup Language (HTML) is the standard markup language for documents designed to be displayed in a web browser.it can be assisted by technologies such as Cascading Style Sheets (CSS)and scripting languages such asJavaScript.

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language like HTML.CSS is a corner stone technology of the World Wide Web, alongside HTML and JavaScript.CSS is designed to enable the separation of presentation and content, including layout, colors, and fonts. This separation can improve content accessibility, providemore flexibility and control in the specification of presentation characteristics, enable multiple Webpages to share formatting by specifying the relevant CSS in aseparate.CSS file, and reduce complexity and repetition in the structural content.

Javascript is a dynamic computer programming language. It is lightweight and most commonly used as a part of webpages, whose implementations allow client-side script to interact with user and make dynamic pages.it is an interpreted programming language with object oriented capabilities. Javascript was first known as live script, but Netscape changed its name to Javascript, possibly because of the excitement being generated by Java.

Bootstrap is a free and open-source CSS framework directed at responsive, MobileFirst front-end-evelopment.it contains CSS-and (optionally) JavaScript based design templates for typography, forms buttons, navigation and other interface components

3.4 BACK END

The system has been developed in PHP, MySQL and XAMPP Server as back end

MySQL

MySQL is an open-source relational database management system (RDMS). Its name is a combination of “My”, the name of co-founder Michael Windiness’s daughter and “SQL”, the abbreviation for Structured Query Language.

MySQL is free and open-source software under the terms of the GNU General Public License, and is also available under a variety of proprietary licenses. MySQL was owned and sponsored by the Swedish company MySQL AB, which was bought by Sun Microsystems (now Oracle Corporation). In 2010, when Oracle acquired Sun, Wideners forked the open-source MySQL project to create MariaDB.

MySQL is a component of the LAMP web application software stack (and others),which is an acronym for Linux, Apache, MySQL, Perl/PHP/Python. MySQL is used by many database-driven web applications, including Drupal, Joomla, phpBB, and WordPress. MySQL is also used by many popular websites, including Facebook,

Flickr, Media, Wiki, Twitter, and YouTube

PHP: Hypertext Preprocessor

PHP: Hypertext Preprocessor (or simply PHP) is a general-purpose programming language originally designed for web development. It was originally created by Rasmus Lerdorf in 1994; the PHP reference implementation is now produced by The PHP Group. PHP originally stood for Personal Home Page, but it now stands for the recursive initialism PHP:

Hypertext Preprocessor.

PHP code may be executed with a command line interface (CLI), embedded into HTML code, or used in combination with various web template systems, web content management systems, and web frameworks. PHP code is usually processedby a PHP interpreter implemented as a module in a web server or as a Common Gateway Interface (CGI) executable. The web server outputs the results of the interpreted and executed PHP code, which may be any type of data, such as generated HTML code or binary image data. PHP can be used for many programming tasks outside of the web context, such as standalone graphicalapplications and robotic drone control.

XAMPP Server

XAMPP is a free and open-source cross-platform web server solution stack package developed by Apache Friends, consisting mainly of the Apache HTTP Server, MariaDB database, and interpreters for scripts written in the PHP and Perl programming languages. Since most actual web server deployments use the same components as XAMPP, it makes transitioning from a local test server to a live server possible.

XAMPP's ease of deployment means a WAMP or LAMP stack can be installed quickly and simply on an operating system by a developer. With the advantage of common add-in applications such as WordPress and Joomla! can also be installed with similar ease using Bitnami.

3.4.1 FEATURES OF MySQL COMMUNITY

3.4.1.1 IT IS A DATABASE MANAGEMENT SYSTEM.

A database is a structured collection of data. It may be anything from a simple shopping list to a picture gallery or the vast amounts of information in a corporate network. To add, access, and process data stored in a computer database, you need adatabase management system such as MySQL Server. Since computers are very goodat handling large amounts of data, database management systems play a central rolein computing, as standalone utilities, or as parts of other applications.

3.4.1.2 MySQL DATABASE IS RELATIONAL.

A relational database stores data in separate tables rather than putting all the data in one big storeroom. The database structures are organized into physical files optimized for speed. The logical model, with objects such as databases, tables, views,rows, and columns, offers a flexible programming environment. You set up rules governing the relationships between different data fields, such as one to one, one to many, unique, required or optional, and “pointers”

between different tables. The database enforces these rules, so that with a well-designed database, your applicationnever sees inconsistent, duplicate, orphan, out- of date, or missing data. The SQL part of "MySQL" stands for "Structured Query Language". SQL is the most commonstandardized language used to access databases. Depending on your programming environment, you might enter SQL directly (for example, to generate reports), embedSQL statements into code written in another language, or use a language specific APIthat hides the SQL syntax. SQL is defined by the ANSI/ISO SQL Standard. The SQL standard has been evolving since 1986 and serve al versions exist.

In this manual, "SQL-92" refers to the standard released in 1992, "SQL: 1999" refersto the standard released in 1999, and "SQL: 2003" refers to the current version of thestandard. We use the phrase "the SQL standard" to mean the current version of the SQL Standard at any time.

3.4.1.3 IT IS OPEN SOURCE.

Open-Source means that it is possible for anyone to use and modify the software. Anybody can download the MySQL software from the Internet and use it without paying anything. If you wish, you may study the source code and change it to suit your needs. The MySQL software uses the GPL (GNU General Public License), to define what you may and may not do with the software in different situations. If youfeel uncomfortable with the GPL or need to embed MySQL code into a commercial application, you can buy a commercially licensed version from us.

3.4.1.4 MySQL DATABASE SERVER IS FAST, RELIABLE,SCALABLE AND EASY TO USE

If that is what you are looking for, you should give it a try. MySQL Server can run comfortably on a desktop or laptop, alongside your other applications, web servers, and so on, requiring little or no attention. If you dedicate an entire

machine to MySQL, you can adjust the settings to take advantage of all the memory, CPU power,and I/O capacity available. MySQL can also scale up to clusters of machines, networked together. You can find a performance comparison of MySQL Server withother database managers on our benchmark page. MySQL Server was originally developed to handle large databases much faster than existing solutions and has been successfully used in highly demanding production environments for serve al years. Although under constant development, MySQL Server today offers a rich and usefulset of functions. Its connectivity, speed, and security make MySQL Server highly suited for accessing databases on the Internet.

3.4.1.5 THIS WORKS CLIENT/SERVER/EMBEDDED SYSTEMS

The MySQL Database Software is a client/server system that consists of a multithreaded SQL server that supports different backends, serve al different client programs and libraries, administrative tools, and a wide range of application programming interfaces (APIs). We also provide MySQL Server as an embedded multi-threaded library that you can link into your application to get a smaller, faster,easier-to-manage standalone product.

3.4.1.6 LARGE AMOUNT OF CONTRIBUTED MySQL IS AVAILABLE

MySQL Server has a practical set of features developed in close cooperation withour users. It is very likely that your favourite application or language supports theMySQL Database Server.

The official way to pronounce “MySQL” is “My EssQue Ell” (not “my sequel”), but we do not mind if you pronounce it as “my sequel” or in some other localizedway.

INTERNALS AND PORTABILITY

- Written in care.
- Works on many different platforms.
- For portability, uses CMake in MySQL 5.0 and up. Previous series use GNUAutomake, Autoconf, and Libtool.
- Tested with Purify (a commercial memory leakage detector) as well as withValgrind, a GPL tool.
- Uses multi-layered server design with independent modules.
- Designed to be fully multi-threaded using kernel threads, to easily use multipleCPUs if they are available.
- Provides transactional and non-transactional storage engines.
- Uses very fast B-tree disk tables (MyISAM) with index compression.
- Designed to make it relatively easy to add other storage engines. This is usefulif you want to provide an SQL interface for an inhouse database.
- Uses a very fast thread-based memory allocation system.
- Executes very fast joins using an optimized nested loop join.
- Implements in-memory hash tables, which are used as temporary tables.
- Implements SQL functions using a highly optimized class library that shouldbe as fast as possible.
- Usually there is no memory allocation at all after query initialization.
- Provides the server as a separate program for use in a client/server networked environment, and as a library that can be embedded (linked) into standalone applications. Such applications can be used in isolation or in environments where no network is available.

3.4.1.7 FEATURES OF MySQL 5.0

The following features have been added to MySQL 5.0:

- Security improvements.
- SQL mode changes.
- Online ALTER TABLE.
- In DB enhancements.
- JSON support improvements.
- System and status variables improvements.
- Sys schema.
- Condition handling improvements.
- Logging enhancement improvements.
- Test suite improvements.
- Multi-source replication is now possible.

3.4.2 WEB SERVER

XAMPP is one of the widely used cross-platform web servers, which helps developers to create and test their programs server.it was developed by the ApacheFriends, and its native source code can be revised or modified by the audience. It consists of Apache HTTP Server, MariaDB, and interpreter for the differentprogramming languages like PHP and Perl.it is available in 11 languages and supported by different platforms such as the IA-32 package of Windows & x64 package of macOS and Linux**.**

3.5 HARDWARE AND SOFTWARE REQUIREMENTS

Selection of hardware configuration is very important task related to the softwaredevelopment. The processor should be powerful to handle all the operations. Thehard disk should have the sufficient capacity to solve the database and the application.

3.5.1 MINIMUM HARDWARE REQUIREMENTS

Processor	:	1.5 GHz or Higher processors
RAM	:	1 GB RAM
Hard Disk Drive	:	200 GB HDD
Memory	:	512 MB or higher
Keyboard	:	Standard keyboard
Mouse	:	Standard Mouse
Monitor	:	Digital color/LCD/LED monitor

3.5.2 MINIMUM SOFTWARE REQUIREMENTS

Front end	:	HTML,CSS,
Back end	:	MYSQL
Technologies	:	CSS, JAVASCRIPT, HTML
Processor	:	Apache
Designing Tool	:	NetBeans IDE
Operating System	:	Windows 11

CHAPTER 4
SYSTEM DESIGN

4.1 INTRODUCTION

System design is an interactive process through which requirements are transmitted to a “blueprint” for constructing the software initial; the blue print depicts a holistic view of software that is design is represented at a high level ofabstraction a level that can be directly traced to specific data, functional and behavioural requirements. As design interaction occur subsequent refinement leads to design representation at much lower levels of abstraction. System design is a creative art of inventing and developing inputs, databases, offline files, methods and procedures, for processing data to get meaningful output that satisfy the organization objectives. Through the design phase consideration to the human factors, i.e., inputs to the users will have on the system.

Some of the main factors that must be noted using the design of the system are:

4.1.1 PRACTICABILITY

System must be capable of being operated over a long period of time and musthave ease of use.

4.1.2 EFFICIENCY

Make better use of available resources. Efficiency involves accuracy, timelinessand comprehensiveness of system output.

4.1.3 COST

Aim of minimum cost and better results.

4.1.4 SECURITY

Ensure physical security of data.

4.2 BASIC MODULES

4.2.1 ADMIN MODULE

This section is intended to the admin part of the application. Admin can login tothe application.

The facilities of the admin are:

- Login with valid email and password.
- View the accept and reject rental registration.
- View user details.
- View user reviews and accident reports.
- View bookings and orders.
- Manager rentals.
- Logout.

4.2.2 RENTAL MODULE

This section is intended to all the facilities for the user.

- Login with valid email and password.
- Add cars and products.
- Manage bookings and product orders.
- View reviews and accident reports.
- Edit or delete car listings.
- Set availability and rental rates.
- Track payment status.
- Logout.

4.2.3 USER MODULE

This section is intended to all the functionality of User.

- User registration.
- Login with valid email and password.
- View and book cars.
- Add review and accident reports.
- View and order products.
- Add review for products.
- Logout.

4.3 DESIGN

4.3.1 INPUT DESIGN

Input design is the process of converting user-oriented input to a based format.Inaccurate input data are the most common cause of errors in data processing. Errors entered by data entry operators can be controlled by input design.

The goal of designing input data is to make data entry as easy, logical and free from errors. When we approach input data design; we design the data source documents that capture the data and then select the media used to enter them into the computer.

User –friendly screen format can reduce the burden on end users, who are not highly proficient in computers. An important step in input design stage is a design of source document. Source document is the form in which the data are initially captured. The next step is the design of document layout. In the layoutorganizes the document by placing information, where it will be noticed and establishes the appropriate sequence of items.

In our system, almost all inputs are being taken from the databases. To provide adequate inputs we have to select necessary values from the databases and arrange it to the appropriate controls.

4.3.2 OUTPUT DESIGN

Computer Output is the most important and direct source of information to the user. It is the most important and direct source information to the user. Efficientand intelligent output design improves the system's relationship and helps userdecision making.

In the output design it is determined how the implementation is to be played for immediate need and also the hard copy output. A major form of input is a hardcopy from the printer. Printouts should be designed around the output

requirements of the user. Printers, CRT screen display are the examples for Providing computer-based output. The output design associated with the system includes the various reports of table generations and query executions.

Output design is one of the most important features of the information system. The logical design of an information system is analogous to an engineering blueprint of an auto mobile. It shows the major features and how they are related to one another.

The outputs, inputs and databases are designed in this phase.

4.3.3 TABLE DESIGN

Database design is one of the most important part of the system design phase. In a database environment common data available are used by serve all users. Instead of each program managing its own data, Authorized users share data across application with the database software managing the data as an entity. The primary objective of a database design is fast response time to enquiries, more information at low cost, control of redundancy, clarity and ease of use, date and program independence, accuracy and integrity of the system, fast recovery and availability of powerful end-user languages. The theme behind a database is to handle information as an integrated whole thus the main objectiveis to make information as access easy, quick, inexpensive and flexible for the users.

Data directory specifies the major element in the system, and care should be taken while designing, to avoid unnecessary duplication of data. The entire package depends on how the data are maintained in the system. Several Tables are maintained in the system to store data that is required for processing. Of various data as well as storing intermediate or final processed results.

4.3.3.1 TABLE: tbl_accident

This table contains details of login

ATTRIBUTES	DATA TYPE	DESCRIPTION	CONSTRIANT
id	INT (11)	Stores id of the report	PRIMARY KEY
uid	INT (11)	Stores user id	FOREIGN KEY
bid	INT (11)	Stores rental id	FOREIGN KEY
des	VARCHAR (50)	Stores accident report	NOT NULL
dt	VARCHAR (50)	Stores the date of report	NOT NULL

4.3.3.2 TABLE: tbl_bookcar

This table contains details of user

ATTRIBUTES	DATA TYPE	DESCRIPTION	CONSTRIANT
Id	INT (11)	Store the if of booking	PRIMARY KEY
uid	INT (11)	stores the user id	FOREIGN KEY
cid	INT (11)	Store the rental id	FOREIGN KEY
fdt	VARCHAR (100)	Store the booking date	NOT NULL
tdt	VARCHAR (100)	Store the to date	NOT NULL
dec	VARCHAR (100)	Store the description	NOT NULL
Status	VARCHAR (100)	Store the status of booking	NOT NULL

4.3.3.3 TABLE: tbl_login

This table contains details of manager

ATTRIBUTES	DATA TYPE	DESCRIPTION	CONSTRIANT
id	INT (11)	Store the login id	PRIMARY KEY
uid	INT (11)	stores the user and rental id	FOREIGN KEY
username	VARCHAR (100)	Stores the username	NOT NULL
password	VARCHAR (100)	Stores the password	NOT NULL
User type	VARCHAR (100)	Stores the user type	NOT NULL
status	VARCHAR (100)	Stores the account status	NOT NULL

4.3.3.4 TABLE: tbl_orders

This table contains details of truf

ATTRIBUTES	DATA TYPE	DESCRIPTION	CONSTRIANT
Id	INT (11)	Stores the order id	PRIMARY KEY
Uid	INT (11)	stores the user id	FOREIGN KEY
pid	INT (11)	Stores the product id	FOREIGN KEY
qty	INT (11)	Stores the Quantity of order	NOT NULL
Total	FLOAT	Stores the total amount	NOT NULL
Date	VARCHAR (100)	Stores the order date	NOT NULL

status	VARCHAR (50)	Stores the status of order	NOT NULL
Payment_status	VARCHAR (225)	Stores of payment status	NOT NULL

4.3.3.5 TABLE: tbl_payment

This table contains details of payment

ATTRIBUTES	DATA TYPE	DESCRIPTION	CONSTRIANT
id	INT (11)	Store the id of payment	PRIMARY KEY
bid	INT (11)	stores the booking id	FOREIGN KEY
amount	VARCHAR(100)	stores the amount	NOT NULL
dt	VARCHAR(100)	stores the date of payment	NOT NULL
status	VARCHAR(100)	Store the payment status	NOT NULL

4.3.3.6 TABLE: tbl_product

This table contains details of product

ATTRIBUTES	DATA TYPE	DESCRIPTION	CONSTRIANT
id	INT (11)	Store the product id	PRIMARY KEY
rid	INT (11)	Store the rental id	FOREIGN KEY
name	VARCHAR(225)	Stores the product name	NOT NULL
desc	VARCHAR(225)	Stores the product description	NOT NULL

qty	VARCHAR(225)	Stores the product quantity	NOT NULL
image	VARCHAR(225)	Store the product image	NOT NULL
price	VARCHAR(225)	Store the product price	NOT NULL

4.3.3.7 TABLE: tbl_register

This table contains user register details

ATTRIBUTES	DATA TYPE	DESCRIPTION	CONSTRIANT
id	INT (11)	Store the user id	PRIMARY KEY
name	VARCHAR(100)	Stores the username	NOT NULL
address	VARCHAR(100)	Stores the user id	NOT NULL
email	VARCHAR(100)	Stores the user email	NOT NULL
phone	VARCHAR(100)	Stores the user phone number	NOT NULL

4.3.3.8 TABLE: tbl_rentalregister

This table contains rental register details

ATTRIBUTES	DATA TYPE	DESCRIPTION	CONSTRIANT
id	INT (11)	Stores the rental id	PRIMARY KEY
name	VARCHAR(100)	Stores the rental name	NOT NULL
license	VARCHAR(100)	Stores the rental license	NOT NULL
email	VARCHAR(100)	Stores the rental email	NOT NULL
phone	VARCHAR(100)	Stores the rental phone number	NOT NULL

Proof	VARCHAR(100)	Stores the rental proof	NOT NULL
location	VARCHAR(225)	Stores the rental location	NOT NULL

4.3.3.9 TABLE: tbl_review

This table contains review details

ATTRIBUTES	DATA TYPE	DESCRIPTION	CONSTRIANT
id	INT (11)	Stores the review id	PRIMARY KEY
uid	INT (11)	Stores the user id	NOT NULL
bid	INT (11)	Stores the booking id	NOT NULL
des	VARCHAR(100)	Stores the review id	NOT NULL

4.3.3.9 TABLE: tbl_review

This table contains review details

ATTRIBUTES	DATA TYPE	DESCRIPTION	CONSTRIANT
id	Int(11)	Store the review id	PRIMARY KEY
uid	Int(11)	Store the user id	NOT NULL
bid	Int(11)	Store the booking id	NOT NULL
des	Varchar(100)	Store the review id	NOT NULL

4.3.3.10 Table :vechicle

This table store the vechicle details

ATTRIBUTES	DATA TYPE	DESCRIPTION	CONSTRIANT
Id	int(11)	Store the vehical id	PRIMARY KEY
uid	int(11)	Store the rental id	FOREIGN KEY
model	varchar(50)	Store the vehicle model	NOT NULL
vno	varchar(50)	Store the vehicle number	NOT NULL
color	varchar(50)	Store the vehicle color	NOT NULL
fuel	varchar(50)	Store the vehicle fuel type	NOT NULL
proof	varchar(100)	Store the vehicle proof	NOT NULL
status	varchar(100)	Store the vehicle status	NOT NULL
location	varchar(225)	Store the vehicle location	NOT NULL

4.4 DATA FLOW DIAGRAM

DFD (Data Flow Diagram) which is a simple graphical formalism that can be used to represent a system in terms of the input data to the system, various processing carried out on these data, and the output data generated by the system. A data flow diagram is a network that describes the flow of data and processes that change, or transform, data throughout the system.

4.4.1 RULES FOR DRAWING DATA FLOW DIAGRAM

There are serve al rules for Data Flow Diagram, and they are:

- Process should be named and numbered for easy references.

- The direction of flow is from top to bottom and from left to right.
- When a process is imported in the lower level's details, they must be numbered.
- Process and data flow names have the 1st letter of the word must be capital letter.

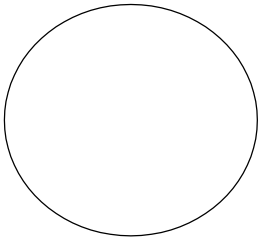
4.4.2 BASIC DFD SYMBOLS

The primitive symbols used in the DFD are:

4.4.2.1 EXTERNAL ENTITY

The external entities are essentially those physical entities external to the software system which interact with the system by inputting data to the system or by consuming the data produced by the system. For example, user of a system.Entities supplying data are known as sources and those that consume data are sinks.

4.4.2.2 PROCESS



The functions are represented using circles. Bubbles are annotated with the names of the corresponding functions. They convert data into information.

4.4.2.3 DATA FLOW

A directed arrow or an arc is used as a dataflow symbol that represents the dataflow occurring between two processes, or between an external entity and a process.

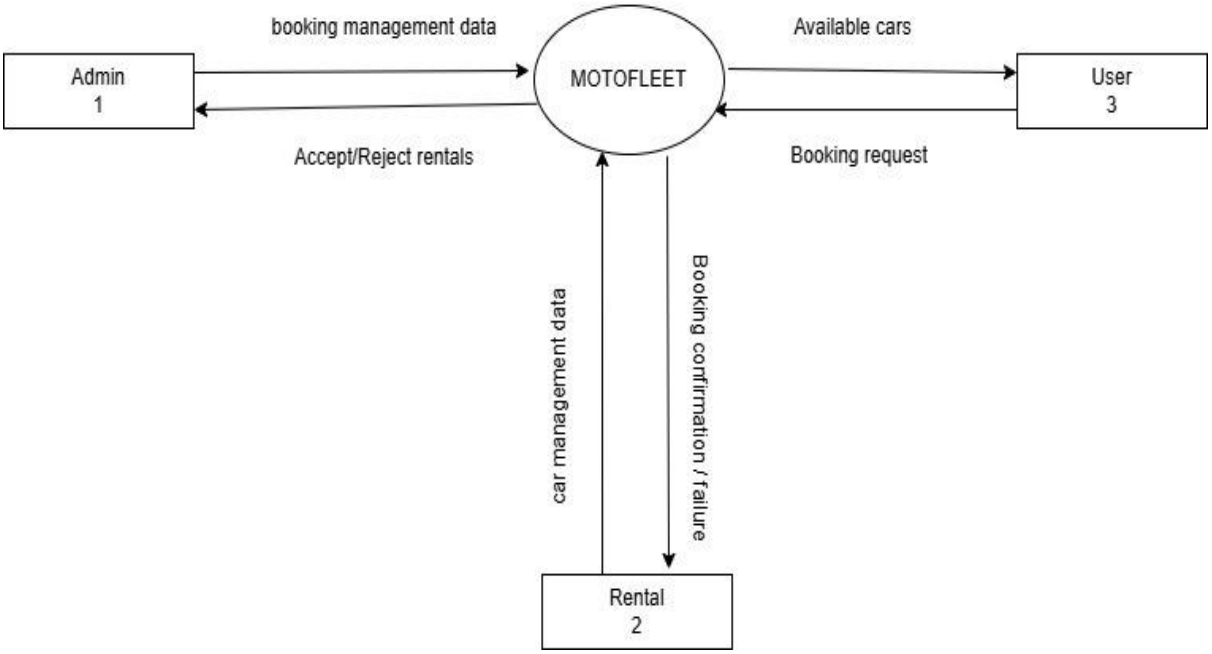
4.4.2.4 DATA STORE

A data store represents logical files. Each data store is connected to a process by means of a dataflow symbol.

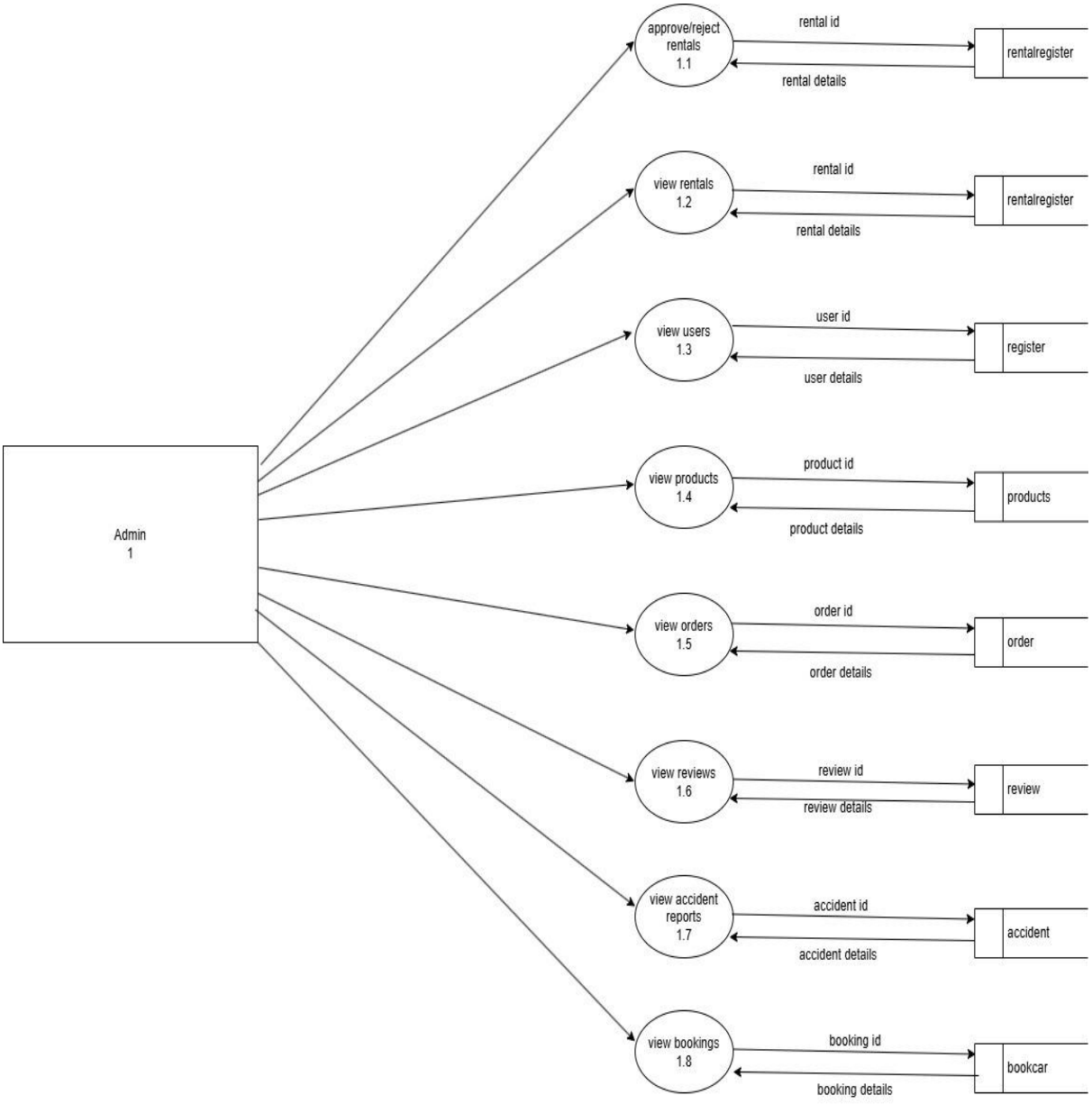
4.4.2.5 OUTPUT

The output symbol is used when a hard copy is produced.

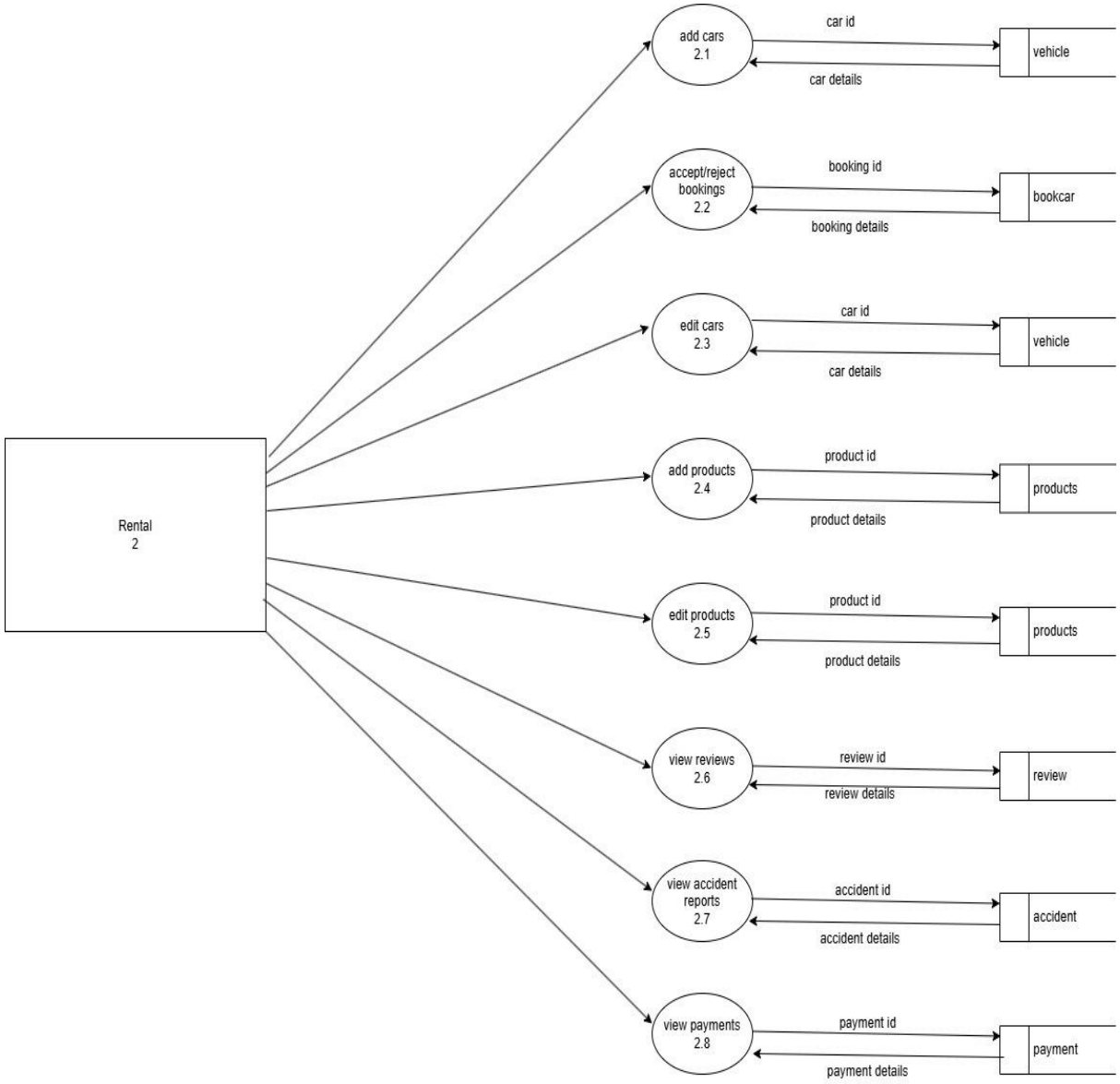
4.4.3 Level-0 CONTEXT LEVEL



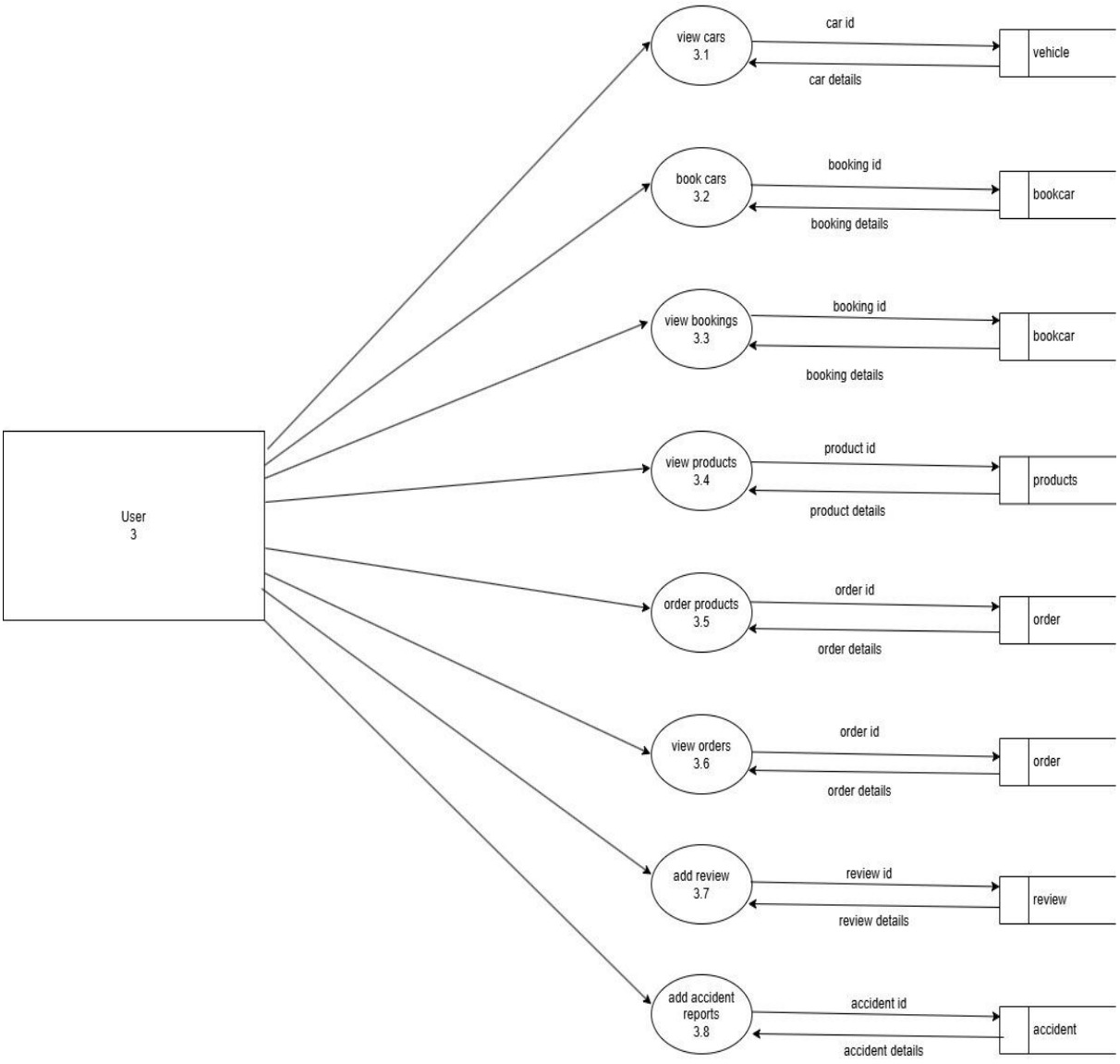
4.4.4 Level-1 Admin Module



4.4.5 Level-1 Rental Module



4.4.6 Level-1 User Module



CHAPTER 5

CODING & TESTING

5.1 CODING

Coding is the process of translation of the design specification into a programming language that is ultimately transformed into machine executable instructions. Coding phases begin after the design phase is completed. The outputof the design phase is the detailed design document. It is the input of the coding phase.

The aim of the coding phase is to produce simple and clean programs. All the syntax and format errors of the program must be detected and resolved. Codingproduces modules that must be unit tested. Modules are written in programming language. The following are some of the general coding principles are keep thecoding simple, Keep the module short, Code should be legible, and Addcomments.

In the coding phase, the output document is the code itself after the source codeis generated. For the project “CAR RENTAL”, Android Studio 3.3 is used asthe programming language. Using appropriate comments did internal documentation of programs. Meaningful names were given to all the variables used in the program.

5.2 TESTING

System testing is a critical aspect of Software Quality Assurance and representsthe ultimate review of specification, design and coding. Testing is a process of executing a program with the intent of finding an error. A good test is one thathas a probability of finding a yet undiscovered error. The purpose of testingis to identify and correct bugs in the developed system. Nothing is complete without testing. Testing is the vital to the success of the system.in the code testing the logic of the developed system is tested. For this every module of the program is executed to find an error. To perform specification test, the examination of the specifications starting what the program should do and howit should perform under various conditions. Unit testing focuses first on the modules in the proposed system to locate errors. This enables from the interaction between modules are initially avoided. In unit testing step each module must be checked separately.

Testing and validation are the most important steps after the implementation ofthe developed system. The system testing is performed to ensure that there are no errors in the implemented system. The software must be executed serve al times in order to find out the errors in the different modules of the system. Validation refers to the process of using the new software for the developed system in a live environment i.e., new software inside the organization, in order to find out the errors. The validation phase reveals the failures and the bugs in the developed system. It will become to know about the practical difficulties thesystem faces when operated in the true environment. By testing the code of the implemented software, the logic of the program can be examined.

5.3TESTING METHODS

5.3.1 UNIT TESTING

A Unit corresponds to a screen/form in the package. Unit testing focuses on theverification of the corresponding class/screen. This testing includes testing of control paths, interfaces, local data structures, logical decisions, boundary conditions and error handling.

5.3.2 INTEGRATION AND SYSTEM TESTING

Integration testing is used to verify the combining of the software modules. Integration testing addresses the issue associated with the dual problem of verification and program construction. System testing is used to verify, whetherthe developed system meets the requirements.

5.3.3 USER ACCEPTANCE TESTING

User Acceptance Testing (UAT) is a process to obtain confirmation that a system meets mutually agreed-upon requirements. A Subject Matter Expert (SME), preferably the owner or client of the object under test, provides such confirmation after trial or review. In software development, UAT is one of the final stages of a project and often occurs before a client or customer accepts the new system.

Users of the system perform these tests, which developers derive from the client's contract or the user requirements specification. Test-designers draw upformal tests and devise a range of security levels. Ideally the designer of the useracceptance tests should not be the creator of the formal integration and system test cases for the same system. The UAT acts as a final verification of the required business function and proper functioning of the system, emulating realworld usage conditions on behalf of the paying client or a specific large customer. If the software works as intended and without issues during normal use, one can reasonably extrapolate the same level of stability in production.

User tests, which are usually performed by clients or end-users, do not normallyfocus on identifying simple problems such as spelling errors and cosmetic problems, nor showstopper defects, such as software crashes; testers and developers previously identify and fix these issues during earlier unit testing, integration testing, and system testing phases.

The results of these tests give confidence to the clients as to how the system will perform in production. There may also be legal or contractual requirements for acceptance of the system.

5.3.4 VALIDATION TESTING

Quality assurance process carried out before the software is ready for release is known as validation testing. The validation testing goal is to validate and be confident about the software product or system, that it full fills the

requirementsgiven by the customer. The acceptance of the software from the end customer is also a part of validation testing.

Validation testing answers the question, “Are you building the right software system”. Another question, which the entire process of validation testing in software engineering answers is, “Is the deliverable fit for purpose”. In other words, “does the software system provide the right solution to the problem?” Therefore, often the testing activities are introduced early in the software development life cycle. The two major areas, when validation testing should take place are in the early stages of software development and towards the end,when the product is ready for release. In other words, it is acceptance testing which is a part of validation testing.

5.3.5 REGRESSION TESTING

Each modification in software impacts unmodified areas, which results to that software. So, the process of re-testing for rectification of errors due to modification is known as regression testing.

5.3.6 BLACK BOX TESTING

The test cases are generated based upon the requirements or specification of theprogram or module. This is also called functional testing. The internals of the module are not considered for selection of test cases.

5.3.7 WHITE BOX TESTING

Here, the test cases are generated based on the actual code of the program or module to be tested. This testing is also called glass box testing and structural testing. Three methods used for this are equivalence class partitioning, boundaryvalue analysis and cause effect graphing.

5.4 SAMPLE TEST CASES

ID	Test Screen	Test Field	Test Data	Excepted Results	Actual Result	Accept/ Reject
1	Login	username	cillianmurphy	Enter to the homepage	Do not enter into the homepage	Rejected
2	Login	Email	jerin@gmail.com	Enter to the homepage	Enter to the homepage	Accepted
3	Turf reg	Name	Cpcper13	Expect toenter the name	Name fields contains only characters	Rejected
4	Turf reg	Name	blackteam	Expect to enter the name	The name can be entered	Accepted
5	User reg	Email	Priya15	Enter to email	Unique format	Rejected
6	User reg	Email	Priyad2005@gmail.com	Expect enter the email	Email format is correct	Accepted
7	User reg	Password	8888	Expect to make password for User	Password contain characters and numbers	Rejected
8	User reg	Password	arjun22	Expect to make password or User	Password is accepted and unique	Accepted

CHAPTER 6

IMPLEMENTATION & MAINTENANCE

6.1 INTRODUCTION

The implementation is the final state, and it is an important phase. It involves the individual programming; system testing, user training and the operational running of developed proposed system that constitutes the application subsystems. A major task of preparing for implementation is education of users,which should really have been taken place much earlier in the project when theywere being involved in the investigation and design work. During the implementation phase system actually takes physical shape. In order to developa system implemented planning is very essential.

6.2 IMPLEMENTATION

The implementation phase of the software development is concerned with translating design specification into source code. The user tests the developed system and changes are made according to their needs. Our system has been successfully implemented. Before implementation serve al tests have been conducted to ensure that no errors are encountered during the operation. The implementation phase ends with an evaluation of the system after placing into the operation for a period.

The process of putting the developed system in actual use is called system implementation. This includes all those activities that take place to convert fromold system to new system. The system can be implemented only after testing is done and is found to be working to specifications. The implementation stage isa systems project. The implementation stage involves following tasks:

- planning.
- Investigation of system and constraints.
- Design of method to achieve change over.
- Evaluation Careful of the changeover method.

6.3 MAINTENANCE

Software maintenance is the modification of a software product after delivery to correct faults, to improve performance or other attributes. Maintenance is theease with which a program can be corrected if any error is encountered, adaptedif its environment changes or enhanced if the customer desires a change in requirement.

Maintenance follows conversation to extend that changes are necessary to maintain satisfactory operations relative to changes in the user's environment. Maintenance often includes minor enhancements or corrections to problems thatsurface in the system's operation. Maintenance is also done based on fixing theproblems reported, changing the interface with other software or hardware enhancing the software.

CHAPTER 7
CONCLUSION

This website is very flexible, and changes can be made without much difficulty. In any functions, Make their life much easier. Turf Management System successfully addresses the challenges faced in manual turf management by offering a systematic and digital approach. The system provides a well-defined structure for administrators, managers, and users, enabling smooth coordination and efficient management of bookings and turf operations. It ensures data accuracy, transparency, and convenience for all users through its user-friendly interface and automated functionalities.By minimizing human intervention and paperwork, the system reduces errors, saves time, and enhances customer satisfaction. The modular design of the application allows for easy maintenance and future scalability. In essence, this project not only digitizes the turf booking process but also creates a reliable and efficient environment for managing turf resources effectively. It demonstrates how technology can be leveraged to improve service quality, streamline management, and support the growing demand for organized sports facilities.

CHAPTER 8

FUTURE ENHANCEMENT

Due to the lack of time, the design aspect of the project could be more visually appealing and user-friendly. There is significant potential for further enhancements in screen design, which can improve the overall user experience. In the future, the Car Renatl can be enhanced with several advanced features to make it more efficient and user-friendly. Online payment integration can be added to allow users to pay for their bookings securely through various payment gateways. A mobile application version can be developed to enable users and managers to access the system anytime and anywhere. Automated notification systems through SMS or email can be implemented to alert users about booking confirmations, cancellations, and updates. Additionally, advanced reporting and analytics features can be introduced for admins to analyze booking trends, feedback statistics, and revenue details. Artificial intelligence-based recommendations can also be added to suggest available time slots or nearby turfs based on user preferences. These enhancements would make the system more reliable, interactive, and beneficial for both users and administrators.

CHAPTER 9

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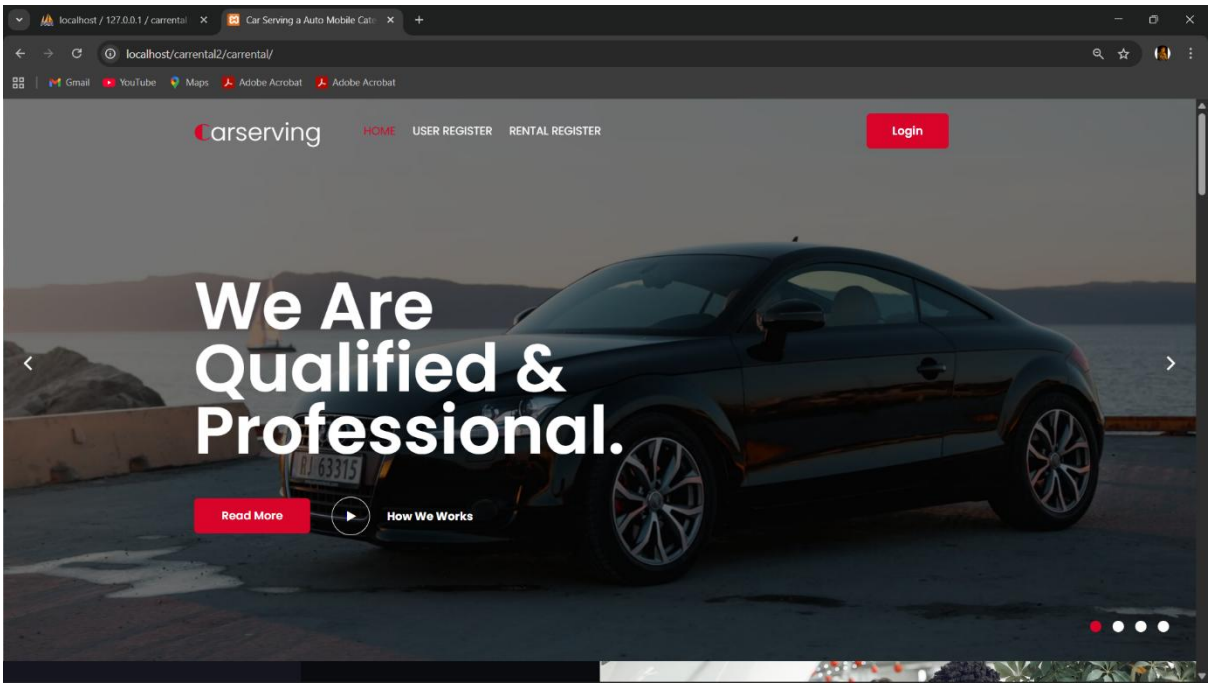
[7]. Steven Holzner "Complete Reference PHP 5.2", Osborne,2007

CHAPTER 10

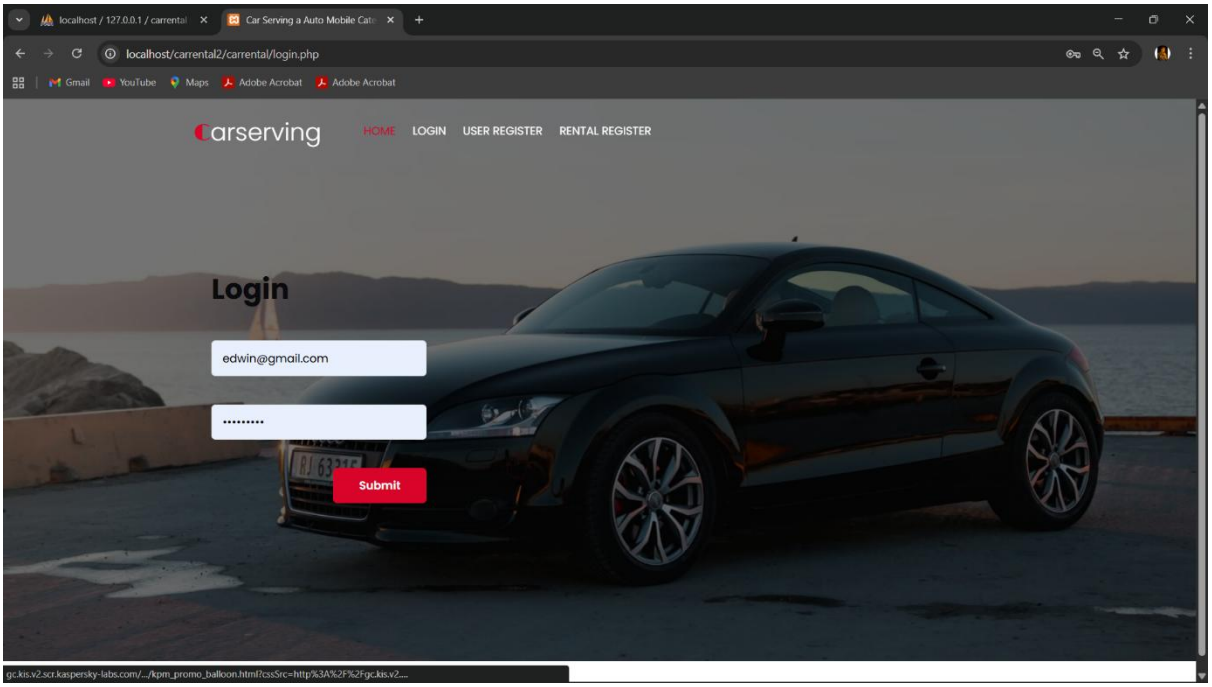
APPENDIX

10.1 SCREENSHOTS

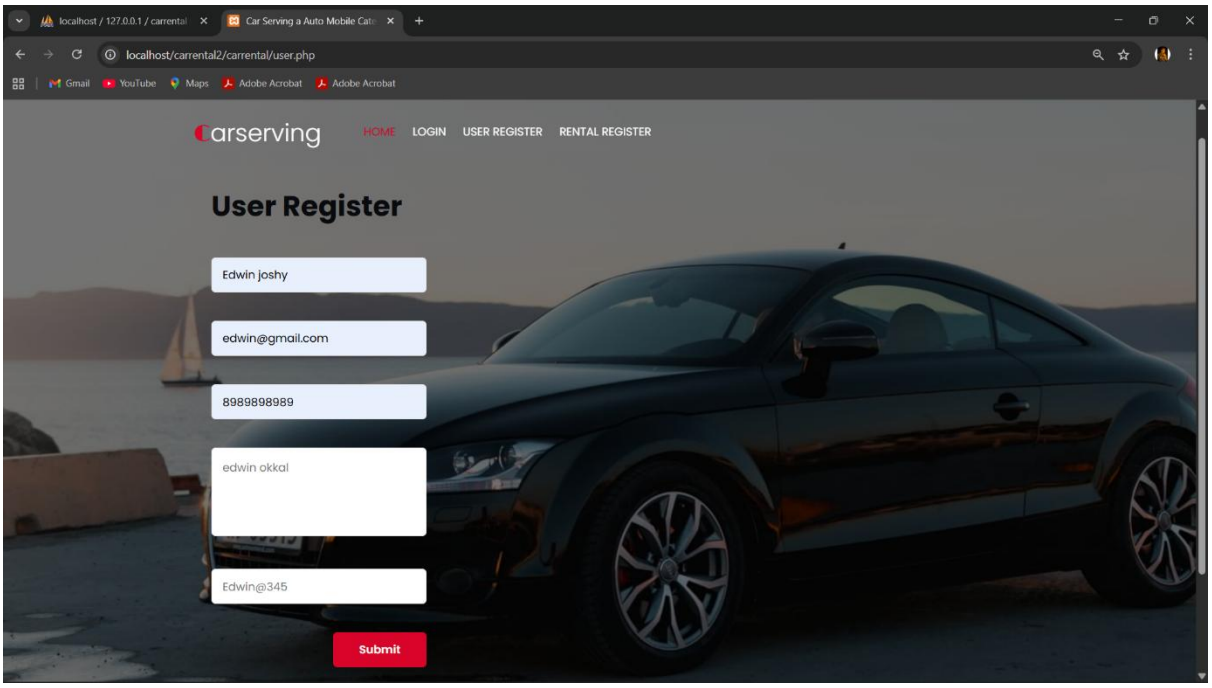
10.1.1 Landing Page



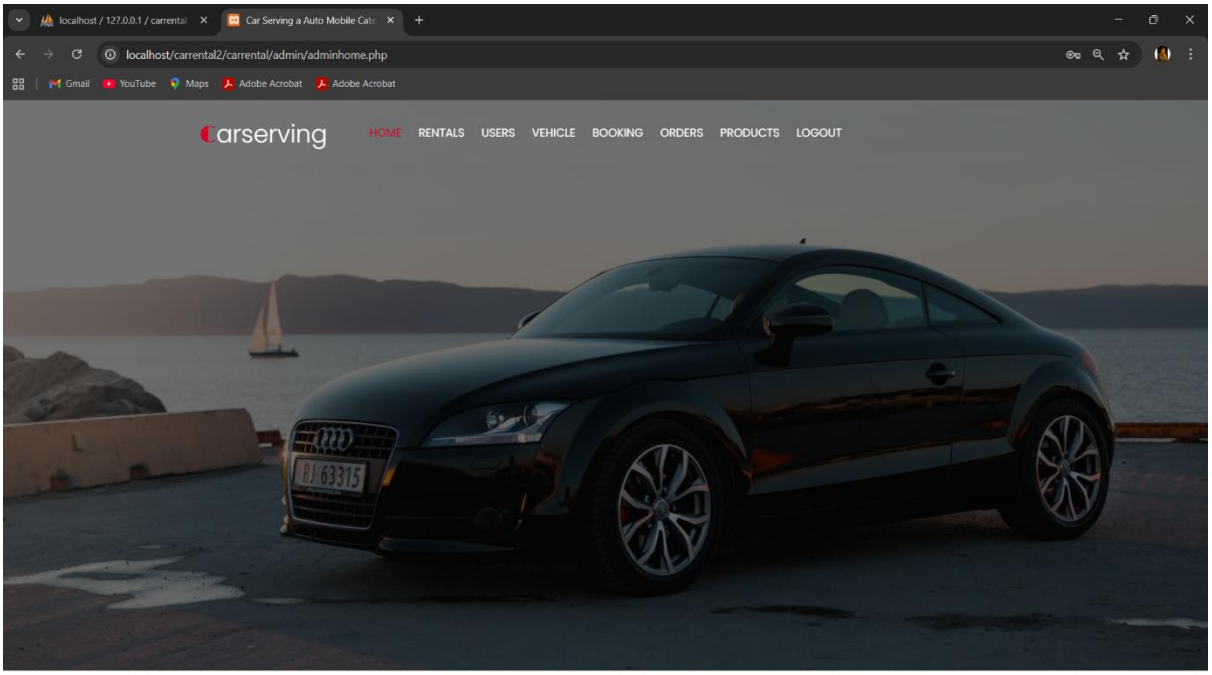
10.1.2 Login Page



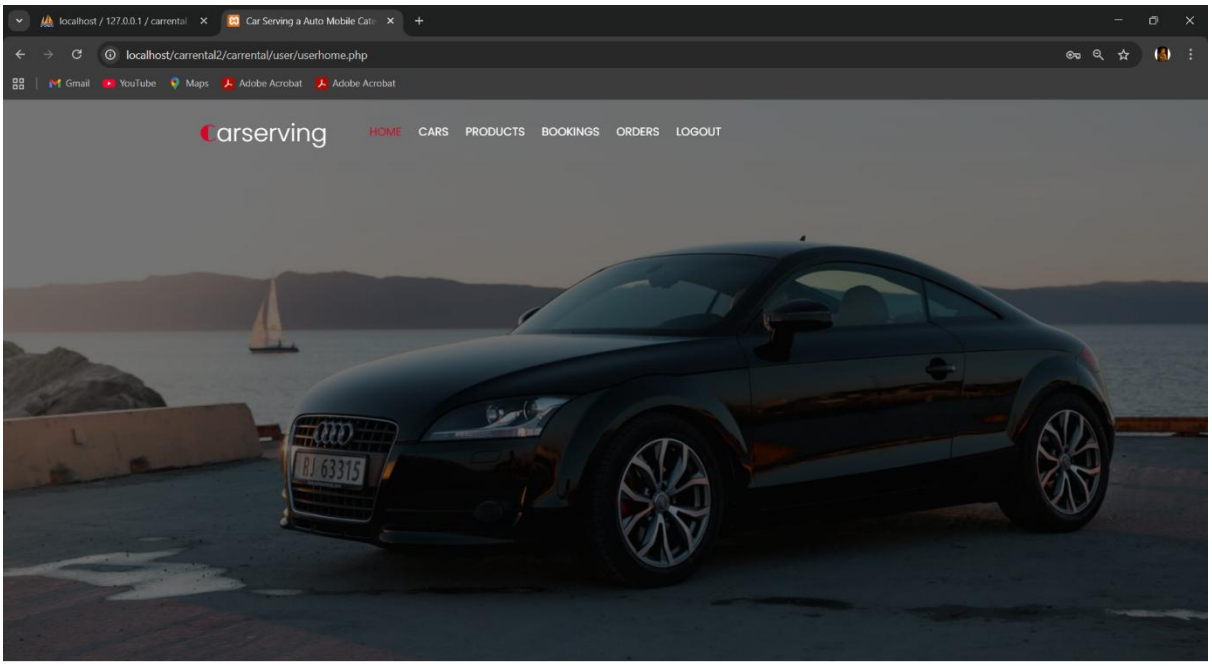
10.1.3 User Registration Page



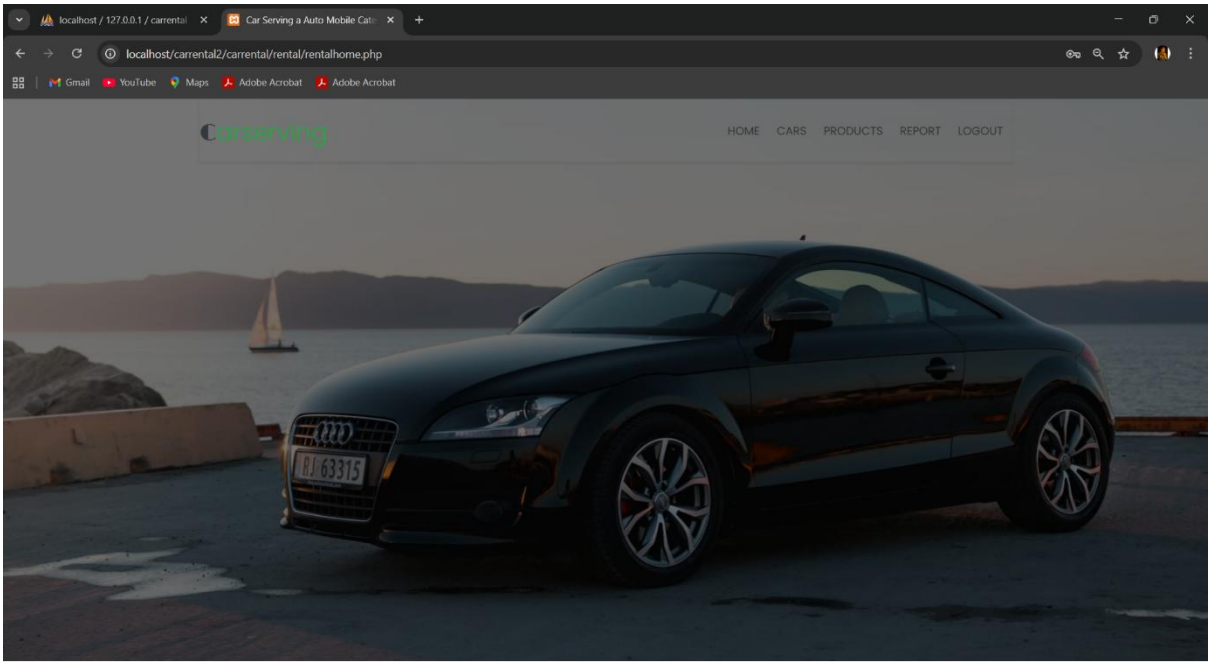
10.1.4 Admin Homepage



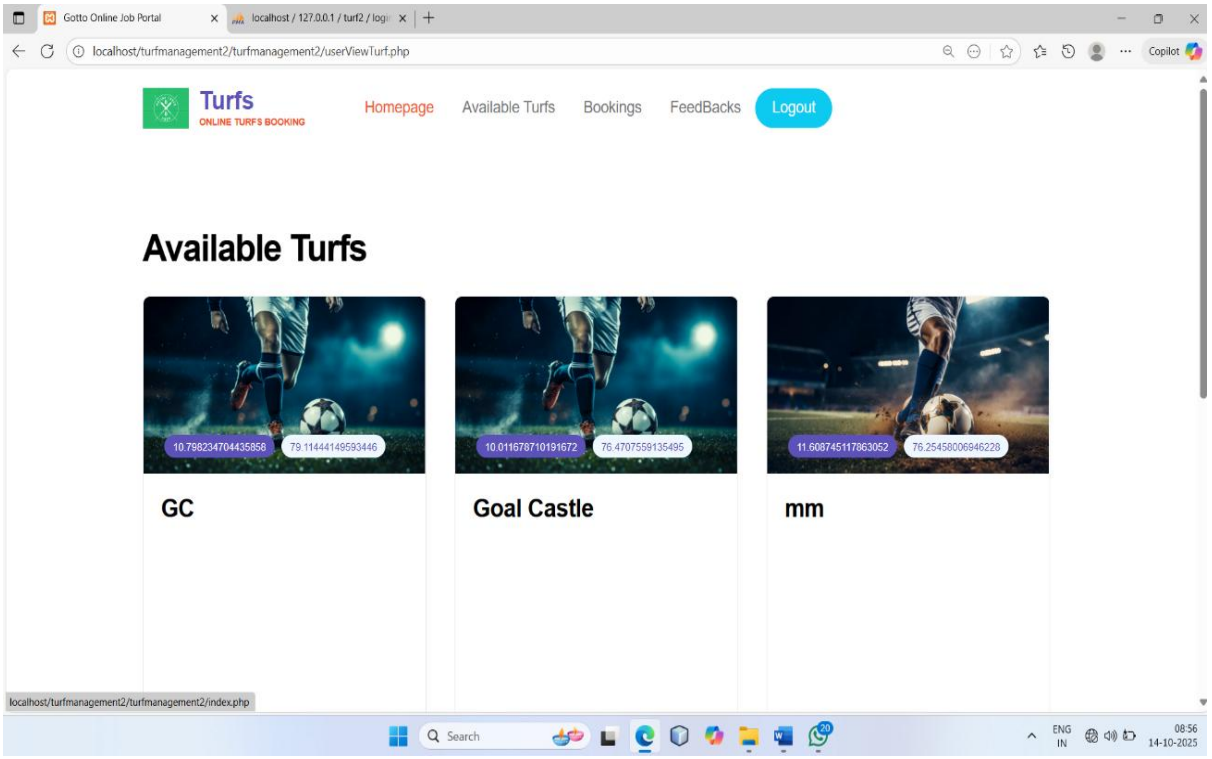
10.1.5 User Homepage



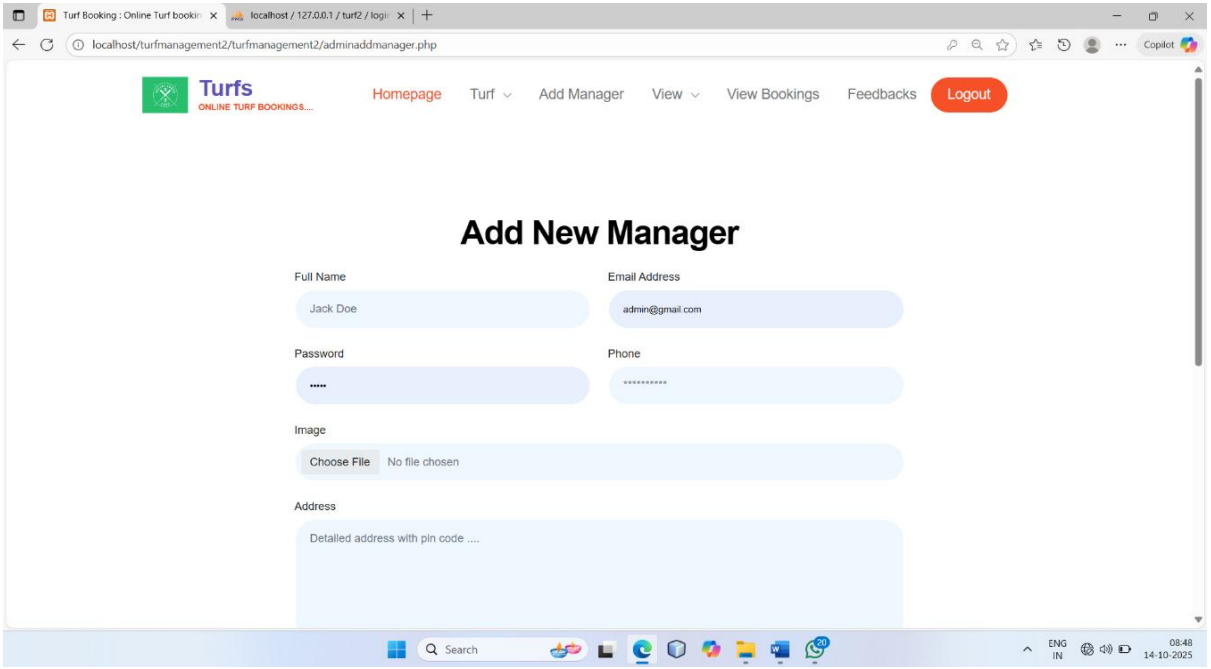
10.1.6 Rental Homepage



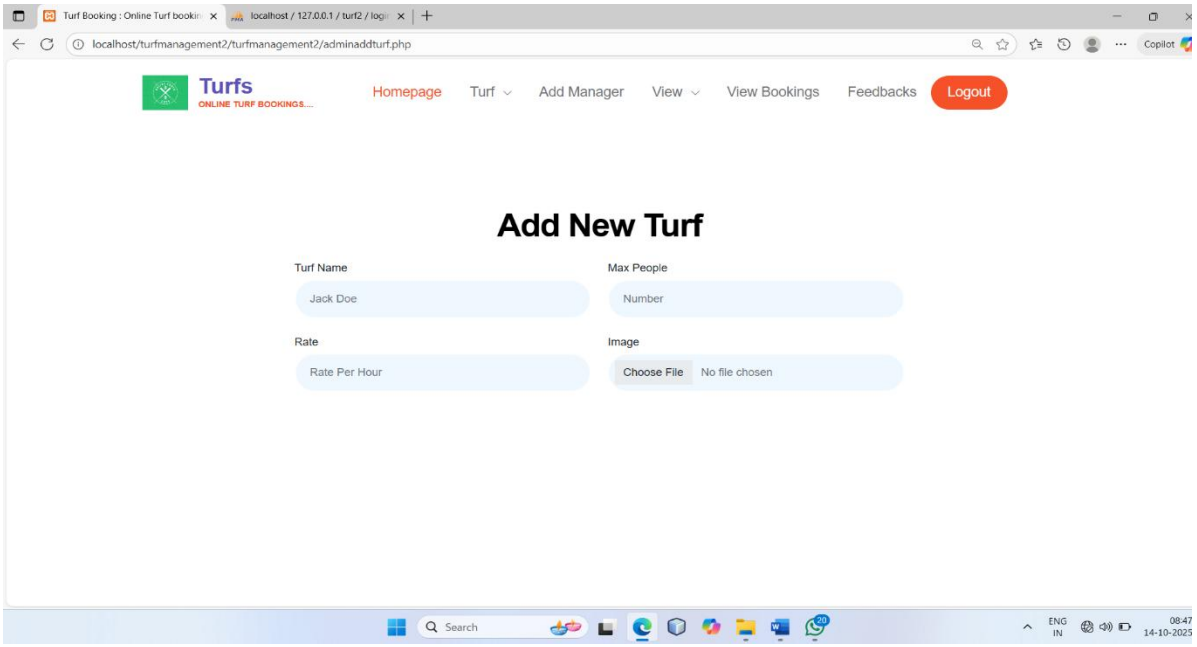
10.1.7 Available Turf



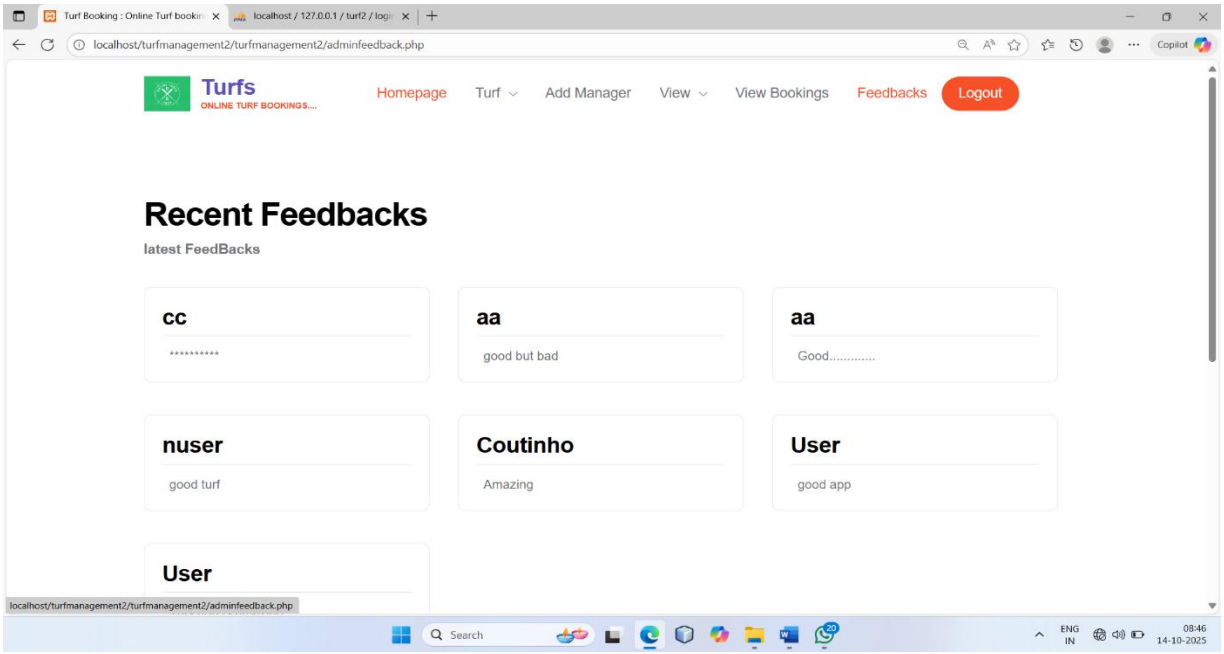
10.1.8 Add New Manager



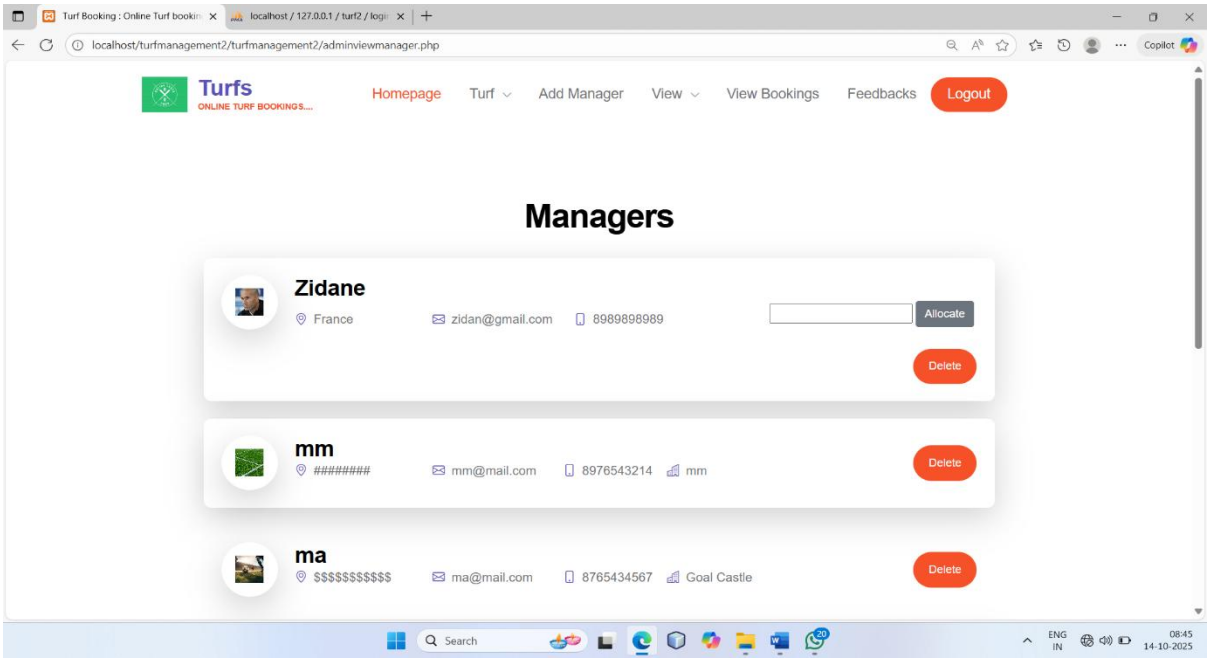
10.1.9 Add New Turf



10.1.10 Feedback List



10.1.11 Manager details



10.2 SAMPLE CODE

User_Register.php

```
<?php
include 'commonheader.php';

?>

<section class="categories-section section-padding" id="categories-section">
            <div class="container">
            <div class="col-lg-8 col-12 mx-auto">
                    <form class="custom-form contact-form"  method="post"
role="form" enctype="multipart/form-data">
                        <h2 class="text-center mb-4">New User , Not Registered
Yet</h2>

                        <div class="row">
                           <div class="col-lg-6 col-md-6 col-12">
                              <label for="first-name">Full Name</label>

                              <input type="text" name="name" id="full-name"
class="form-control" placeholder="Jack Doe" required>
                           </div>

                           <div class="col-lg-6 col-md-6 col-12">
                              <label for="email">Email Address</label>

                               <input type="email" name="email" id="email"
pattern="[^ @]*@[^ @]*" class="form-control"
placeholder="Jackdoe@gmail.com" required>
                           </div>
                           <div class="col-lg-6 col-md-6 col-12">
                              <label for="first-name">Password</label>

                              <input type="password" name="password" id="full-
name" class="form-control" placeholder="Choose a safe password...."
                              pattern="^(?=.*[A-Za-
z])(?=.*\d)(?=.*[@$!%*#?&])[A-Za-z\d@$!%*#?&]{8,}$" title="Must contain
at least one number and one uppercase and lowercase letter, and at least 8 or
more characters" required>
                           </div>
```

```
                        <div class="col-lg-6 col-md-6 col-12">
                           <label for="email">Phone</label>

                            <input type="tel" name="contact" id="email"
pattern="[6789][0-9]{9}" class="form-control" maxlength="10"
placeholder="**********" required>
                        </div>
                        <div class="col-lg-6 col-md-6 col-12">
                           <label for="first-name">Age</label>

                           <input type="number" name="age" id="full-name"
class="form-control" placeholder="18" min="0" required>
                        </div>
                        <div class="col-lg-6 col-md-6 col-12">
                           <label for="email">Proof</label>

                            <input type="file" name="Image"
id="email"  class="form-control" placeholder="Proof" required>
                        </div>

                        <div class="col-lg-12 col-12">
                           <label for="message">Address</label>

                           <textarea name="address" rows="6" class="form-
control" id="message" placeholder="Detailed address with pin code ...."
required></textarea>
                        </div>

                        <div class="col-lg-4 col-md-4 col-6 mx-auto">
                           <button type="submit" name='register' class="form-
control">Register</button>
                        </div>
                     </div>
                  </form>
               </div>

            </div>
            <?php
            if (isset($_REQUEST['register'])) {

               $Name = $_REQUEST['name'];
               $age = $_REQUEST['age'];
```

```
                $contact = $_REQUEST['contact'];
                $Email = $_REQUEST['email'];
                $address = $_REQUEST['address'];
                $Password = $_REQUEST['password'];
                $folder = 'media/';
                $file = $folder . basename($_FILES['Image']['name']);
                move_uploaded_file($_FILES['Image']['tmp_name'],$file);
                $qryCheck = "SELECT COUNT(*) AS cnt FROM `users` WHERE
`email` = '$Email' OR `phone` = '$contact'";
                // echo $qryCheck;
                $qryOut = mysqli_query($con, $qryCheck);

                $fetchData = mysqli_fetch_array($qryOut);

                if ($fetchData['cnt']>0) {
                    echo "<script>alert('Already exist an Account with same Email /
Phone Number');window.location = 'index.php';</script>";
                } else {
                  $qryReg = "INSERT INTO `users`
(`NAME`,`address`,`proof`,`phone`,`email`,`age`)VALUES('$Name','$address','
$file','$contact','$Email','$age')";
                    $qryLog = "INSERT INTO login(`uid`, `email`, `password`,
`utype`) VALUES((select max(id) from users), '$Email', '$Password', 'USER')";

                    //  echo $qryReg . "&& " . $qryLog;

                    if ($con->query($qryReg) == TRUE && $con->query($qryLog)
== TRUE) {
                      echo "<script>alert('Registration Success');window.location =
'#login';</script>";
                    } else {
                      echo "<script>alert('Registration Failed');window.location =
'register.php';</script>";
                    }
FOREIGN KEY
                }
                ?>
            </section>

<?php
include 'commonfooter.php';
?>
```