**Chapter 2**

**2.1 METHODOLOGY**

**2.1.1 DISCARDED METHODOLOGIES**

There were a handful number of methodologies that could have been adopted for the development of the project but were not chosen because of substantial reasons.

* **Development of an application in Java**

Java wasn’t used for the project because even though it supports android platform which is a used worldwide, it would be inefficient in light to the Windows OS and iOS users.

* **Online transaction based on e-Sewa or iPay**

These online transaction services were not taken for reference since they didn't have open-source policy and also their method was tedious.

* **Development of a website using templates from Bootstrap**

This method wasn't chosen because the aim of the project was to make the students as creative as possible and to encourage them to code and this method wouldn't work in the favour.

* **Development in Objective C or C#**

This method wasn't chosen because it either focused on iOS platform or on

Windows platform and the project was meant to be as generalized as possible so as to facilitate everyone from it.