BUY AND SELL PLATFORM FOR STUDENTS NEAR CAMPUS

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Abstract: College Students have a lot of their needs, but they can't effort to buy everything. So, we are making a platform, where any student can sell their nearly-new products or they can buy any products on this platform. Student who wants to sell any goods can upload their advertisements just like one is expected to do in a classified portal. Student who wants to buy goods may browse through the listing. Currently there is no any such platform which is totally dedicated to students where they can easily buy and sell their products. This platform also has a Forum section where students can ask their queries regarding there college life, about their study and all. They can put any question about their study and they will find the answers from other students. OLX is also an Online exchange portal for people where they can buy and sell their products. This platform is totally dedicated to the students only. The main objective of this platform is to provide everything related to college life at a single platform so that they don't have to switch to another platform. This platform will help students to save their time and they can buy and sell products within the campus. This paper is aim to understand the overview of this platform and this will make you understand, how you can use this platform.

Keywords: Buying, selling, trading, student, website, social, Campus Clan, Supplies, goods.

1. Introduction

The primary goal of this project is to create a web-based application for buying and selling old goods and create a social website for students. In its broadest meaning, education is a type of learning in which a group of people's knowledge, abilities, and habits are passed down from one generation to the next through instruction, training, research, or even just autodidactic. It often happens as a result of any event that shapes how one thinks, feels, or behaves because education is the gateway to a person's future, it is incredibly significant. We may accomplish all kinds of goals in life with the aid of a good education. The reasons why different people pursue education might differ. Almost a quarter of our lives are spent in education. For both kids and their families, the time between elementary school, middle school, and high school

is considerable. Therefore, for the majority of students and their families, studying is not only time-consuming but also expensive. Educational supplies are a crucial component of any educational system.

A textbook or course book is a manual of teaching in any field of study. The needs of educational institutions are taken into consideration when producing textbooks. The majority of the time, many students and families criticize the cost of these educational supplies. Students can buy nearly new products from their seniors or peers and save some money likewise students can sell supplies and services to their juniors and peers to earn some extra pocket money. There are various methods a student can resell his or her items after making a first-time purchase from a retailer of a textbook. Students have three options for selling to: the college or university bookstore, their peers, or a variety of internet stores or student trade services such as Campus Clan.

Online exchanges for used goods are known as re-commerce. In addition to buying and selling, a lot of people utilize the internet to compare product prices and browse the newest products available before making an online or in-person purchase. However, the internet is altering the world. The entire process takes place online. For instance, from purchasing groceries, furnishings, accessories, and even medications. The goal of this recommerce procedure is to enable consumers to earn some cash by turning into sellers and selling their used goods.

We constantly promote the reuse, recycling, and resale of the owned products and treat used goods as renewable resources. Particularly the re-use and re-sell features give us the chance to use used goods as a source of entertainment. Facebook and other social media platforms are flooded with adverts for old goods. Recycling may be a more recent phenomenon, but the flow of a broad range of used goods is nothing new, despite the increased attention to consumption and the value of old goods. Personal economics will be balanced and saved by selling and buying, which is beneficial.

This platform also has a Forum section where students can ask their queries regarding there college life, about their study and all. They can put any question about their study and they will find the answers from other students. In current scenario, there is no any such platform which is totally dedicated to students, where they can find answers of their all question at one platform. College Students have a lot of their needs, but they can't effort to buy everything. For each and every problem they have to switch their platform and still they couldn't find appropriate answer from there.

2. Literature Review

Literature review is thought to be the principal part of the examination fill in as it enables the specialist to get the prior important looks into about his exploration contemplate from web and other significant sources. The critical purpose of the present examination was "Buying and Selling Platform for Students"

With just a few mouse clicks, the internet has made it possible for us to communicate with people all over the world, making it simpler than ever to stay in touch with friends and family. Because of this, social networking is currently the largest industry, although this wasn't always the case. When GeoCities first launched its website in 1994, it was one of the first social networking services on the Internet. Its purpose was to enable people to build their own websites and categories them into "cities" according to the information on each website. TheGlobe.com was introduced in 1995 and allows users to engage with others who share their interests and create their own material. AOL Instant Messenger and SixDegrees.com were released in 1997, two years afterwards. The popularity of instant messaging peaked in this year, and for the first time, users of the internet could set up profiles and add one other as friends.

The amount of Internet customers is continually growing, which is furthermore centrality that web-based obtaining is extending rapidly. Online shopping and online customer lead depend upon these factors, for instance, Site deceivability, online shops legitimacy, information examination, portion security, insurance, webpage interface, supportive time, guideline level and experience of framework. One of the advantages of online buying is that it provides customers with detailed information and a range of options, enabling them to analyze products and estimate prices online. Finding the item or company you're looking for online is easier the more options and convenience there are. Because it is so convenient and comfortable, more and more individuals are choosing internet buying over traditional retail. Using an online medium for a purchase can result in both positive and negative consumer experiences. Despite the numerous advantages, some customers may not choose internet shopping as their primary method of purchasing, according to certain previous research.

This suggests they would now have the capacity to settle on more clever securing decisions in a way which isn't possible through ordinary shopping. What's more, they can purchase anonymously which is useful with respect to singular things that they may feel ungainly acquiring in stores. The typical assignments like searching for staple products have ended up being less requesting for customers who couldn't care less for gathering and driving the trolley around the store.

Despite the abundance of websites that allow for the purchase and sale of supplies and services, many students still find it challenging, expensive, and time-consuming. Usability is a key

consideration when creating websites for social networks for goods. The popularity and number of visitors to websites are influenced by usability. Many people won't visit the website if it is difficult to use

3. **Methodology**

Examining the usability aspects of social networking websites for students is the goal of this study. This survey looked at the top student social media platforms across several web design areas. One template website was utilized to accommodate the usability characteristics in order to meet the study's objectives. Campus Clan was developed in order to be made available to college students and other learners. Students may readily exchange their supplies and items around campus thanks to the Campus Clan website. The necessary improvements for the Campus Clan website were chosen based on the demands of the students. Figure 2 shows the home page of the Campus Clan website.

The logo is positioned in the top-left corner of the webpage. Every page has a consistent location for the navigation, which is next to the Logo. The buttons for logging in and registering are located on the top-right corner. The most popular product categories are displayed in the body of the home page. The ease of use of navigation is determined by the sorts of links that often occur on web sites, where they are positioned, and how they appear visually. It was important to create a set of criteria that could identify the common elements of navigational interfaces across the sample of student social network websites before collecting data.
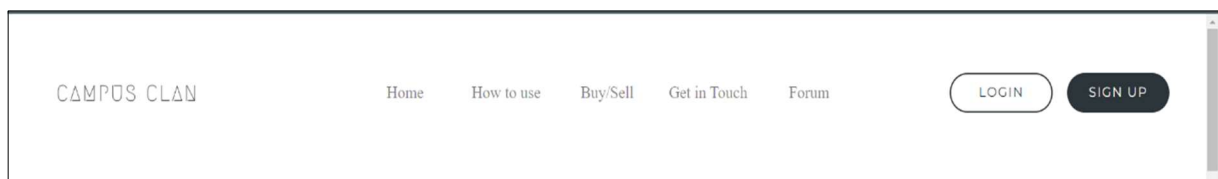

Fig.1 Navbar

The Campus Clan website has undergone the following improvements in accordance with these usability guidelines:

a) **Learnability**: This feature caused the web page's size to grow. The initial page's pictures and buttons have larger sizes, and when users click on the links or buttons, a connected page will load. Users are now able to quickly start using the system thanks to these enhancements.

b) **Efficiency**: To enhance user productivity, the home page and MyAccount were positioned at the top of the navigation. Consumers believe they may get the

information they are searching for by utilizing this navigation. The website now operates quite quickly and is tailored to their browser as a result of this update.

c) **Memorability**: The website was created so that users may return to it after a break without having to learn everything from scratch. For instance, a login section includes the capability for the browser to remember the user. In addition, the username and password fields in the login component include a reminder attribute. When users forget their login or password, this tool is helpful.

d) **Low mistake rate**: The website reduces user error by including left and top navigation. The related link at the top of the page can be used to navigate back to the correct page if visitors unintentionally click on a different link. By doing this, users interact with the system more effectively and with fewer catastrophic failures that can be quickly fixed.

e) **Satisfaction**: In order to make the system pleasant to use, the banner size was increased and attractive banner chosen. In addition to this, sizes of images were increased, so the users could easily see the product they wanted in the website.

The Campus Clan is an online application that may be used in web sites by using a browser. The only prerequisites for using this website are a high-speed internet capable device and an online connection. You only need to sign in once; if you don't, you'll need to register and sign in again. The server will store your data.

The website developed was a campus social network where students could connect by exchanging messages, starting forums, and participating in debates. However, the primary goal of this project was to make it possible for students to exchange, trade, and buy textbooks online.

The database query is one of the inputs, and the query solutions are one of the outputs. The user will also receive information about their accounts as part of the output. The inputs for this project will be user-fired queries like "establish an account."

When the user asks the server to retrieve information about their own account as well as the accounts of other users in the form of time and date, the output will now be displayed.
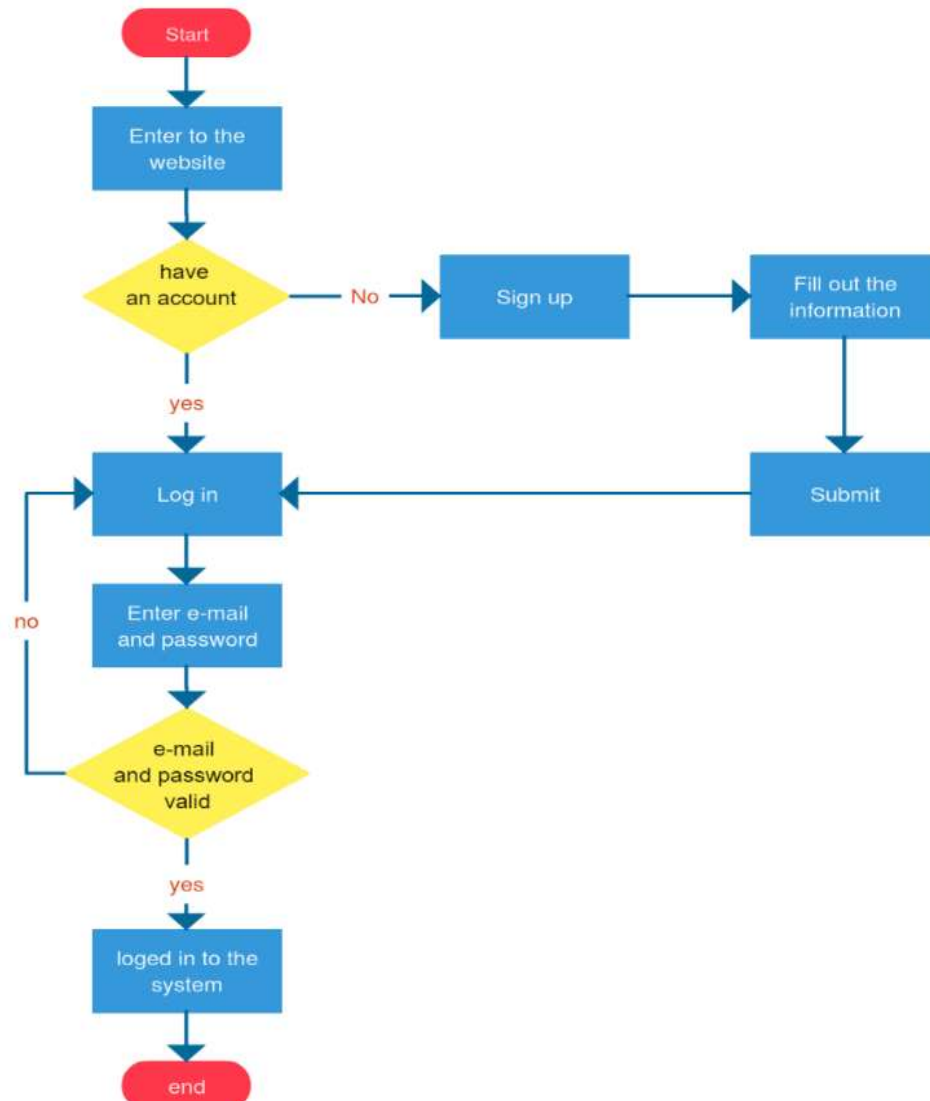
3.1. **<u>Flowchart</u>**

Fig. 2 Flowchart

4. **Result**

The objective of this project is to bring together all of college members, from individual to campus, into a unified frame. The Student Forum seeks to keep all of the students up to date on events, corrections, and other news around the campus. This software package is developed using HTML, CSS, Bootstrap as front end, JavaScript as client side validation, Node.js as server side validation, MySQL as to store the database and Apache as web server.
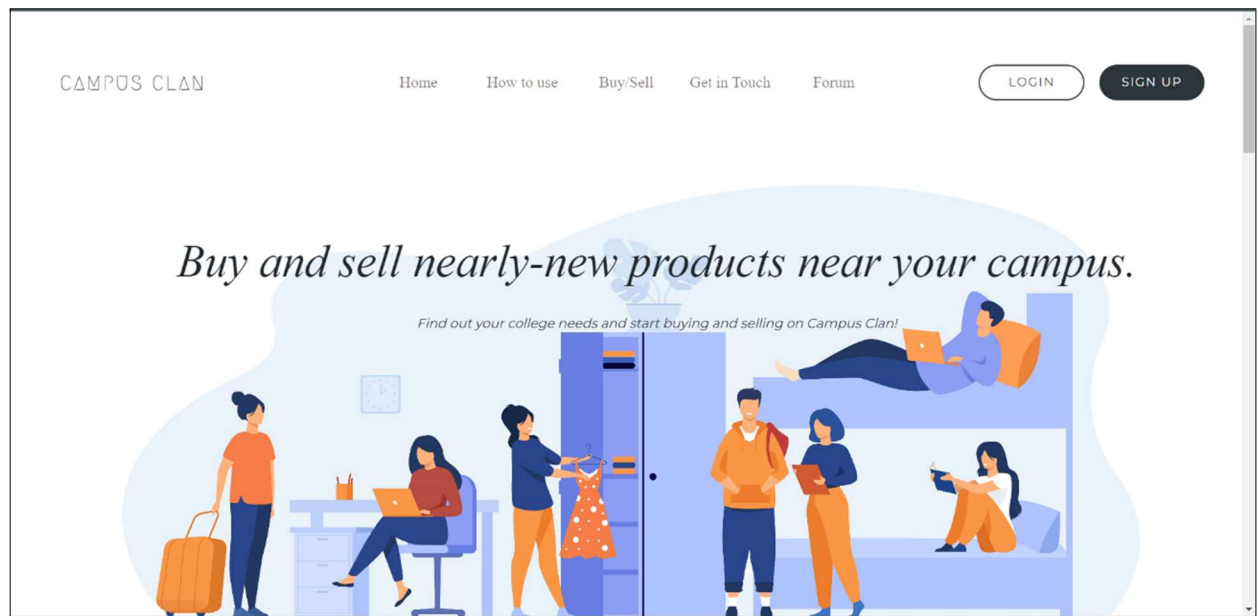
4.1. Screenshot

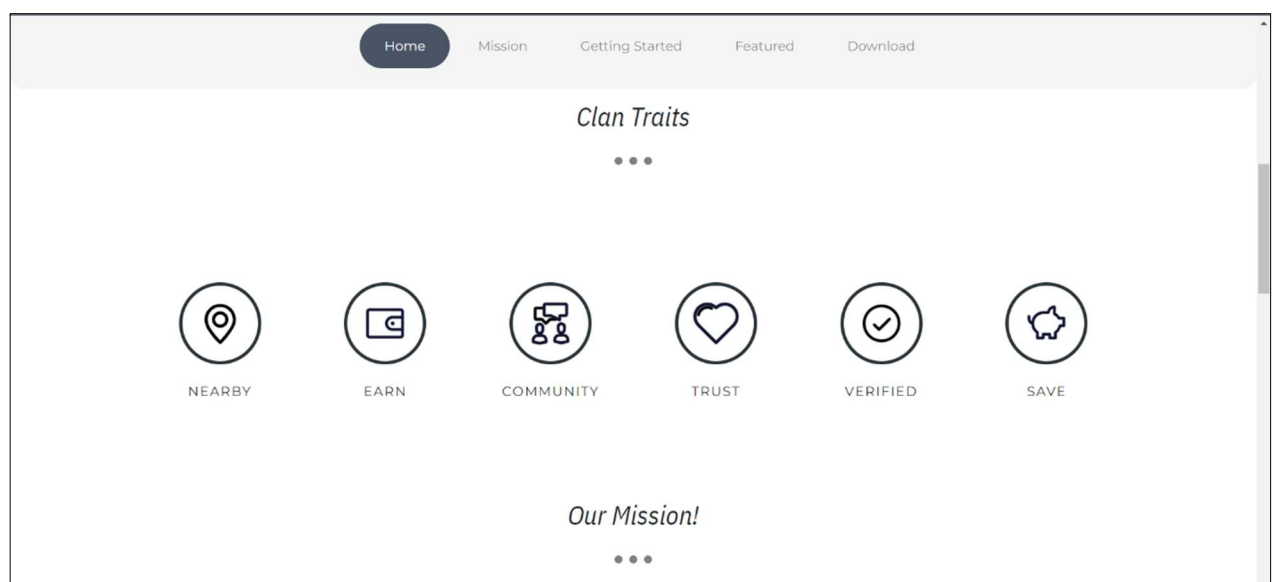Fig. 3 showing Homepage of Campus Clan Website
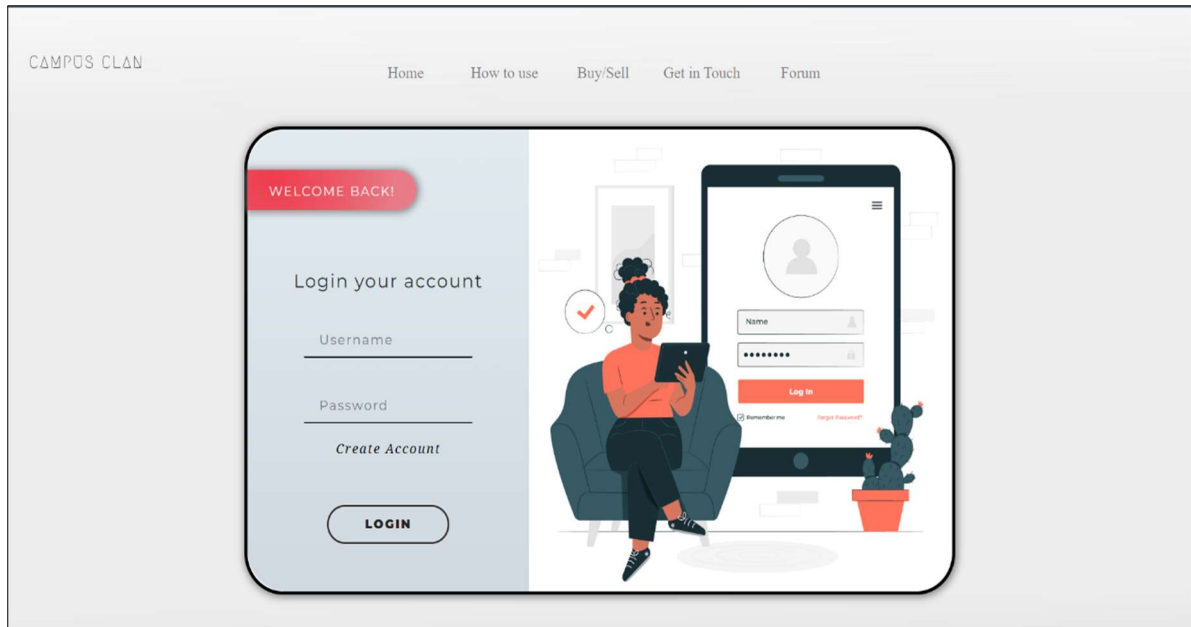

Fig. 4 Features

Fig. 5 Login page

4.2. Limitation

The research team had hoped to include as many students from various universities in this study, but it was challenging to ensure that internet users from various campuses would reply to the survey. Additionally, due to time restrictions, the study team was unable to provide a sizable number of users of both websites who were both on campus at our campus and outside of it.

5. **Discussion**

The first thing to remember as we develop this project is to bring together all of college members, from individual to campus, into a unified frame. Where students can sell or buy their newly-new products through this website within or near to their campus. And if they have any query or problem related to their study and college-life they can share on Forum section of this website, that would be solve by other students.

This website uses secured database. Normal users can just read instruction and use this system but they cannot edit or modify anything except their personal and some other information. Users can't access database only admin has the rights to change or update the database.

Admin and user must remember their login id and password. If they forgot the password, they can change their password through their email and it is safe.   User must have their personal

cell phone or computer with internet connection. User Must be aware of any scam and must report it to us at the given social contact in the website.

The scope of Campus Clan is widening and today it offers a strong support to the college campus in providing the much desired touch of concern. And it will save the time of students. The bright future prospect of college networking is also proven with the fact that the technology is integrated in mobile phones as well.

6. **Conclusion**

So, we are making a such platform which is totally dedicated to students, where they can find the solution of their all question and they can sell or buy their newly-new products easily. The main objective of this platform is to provide everything related to college life at a single platform so that they don't have to switch to another platform. This platform will help students to save their time and they can buy and sell products within or near the campus.

Our project is only a humble venture to satisfy the needs to manage their project work. Several user friendly coding have also adopted. This package shall prove to be a powerful package in satisfying all the requirements. The objective of software planning is to provide a frame work that enables the manager to make reasonable estimates made within a limited time frame at the beginning of the software project and should be updated regularly as the project progresses.

7. **Future Scope**

The tremendous popularity of using the social media networking could never have been realized before. In fact, social media have become an important tool of marketing in true sense of customer orientation. But this kind of social networking site which can access only for college campus not from outside the college will make a dramatic change inside the college campus.

- The scope of Campus Clan is widening and today it offers a strong support to the college campus in providing the much desired touch of concern.
- The bright future prospect of college networking is also proven with the fact that the technology is integrated in mobile phones as well.
- The project is developing with the power of interpersonal communication on a globalized outlook.

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