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Subject: CSE – 202

LOVELY PROFESSIONAL
UNIVERSITY

TOPIC : Online Mobile
Recharge system

INTRODUCTION

REPORT::"Online Mobile Recharge"

The proposed project for recharge mobile online is a web application developed to automate the mobile recharge process. It roots out the manual card system of recharge and introduce a new and genuine online recharge process.

The online mobile recharge system is beneficial to both admin and users. Using the online application. The admin can add new tariff pan and update or modify the existing plan. It help the user in creating their account and the recharge the mobile phone at any time.

DESIGNED BY:

Name: Harsh mittal

Reg No.:11910187

Roll No.:50

Objective:

This project is my effort for Online Mobile Recharge of mobile. This project is useful for online recharging of mobile. This System provides recharge of many mobile companies as well as all kinds of recharge are possible. This System will provide facility for customer to recharge mobile at anytime from anywhere. This System keeps the history of the past recharges. The user has to register himself.

Purpose

The purpose of the web application is the automation of mobile recharge. It provides facilities to

Admin:

- To add Tariff plans.
- To update, create and delete the tariff plans.

User:

- To enter and modify personal detail.
- To register himself.
- Can recharge at anytime

Scope

This website would help the customers to recharge their phones from anywhere and anytime online.

Requirement and Analysis

1: Planning and Scheduling:

The basic plan is to design such a website which would help the customer order computer accessories at one click as per their requirement. We have scheduled to design this system in about 2 months which will include entire coding of the website.

2: Problem Definition:

- Takes lot of time
- In current system maintaining security is very difficult.
- There are calculation errors.
- In today's world most of the people don't have time to go to retail shops and do the recharge.
- Every time your talk time runs out, you have to rush to the vendor for buying recharge.
- Sometime while having an important talk/discussion with your friends/family/client, the talk time get over.

ADVANTAGES:

- Takes lot of time
- In current system maintaining security is very difficult.
- There are calculation errors.
- In today's world most of the people don't have time to go to retail shops and do the recharge.
- Every time your talk time runs out, you have to rush to the vendor for buying recharge.
- Sometime while having an important talk/discussion with your friends/family/client, the talk time get over.

PROJECT DISCRPTION ON ONLINE MOBILE RECAHRGE:

Online Mobile Recharge is a web-based application developed in ASP.NET to recharge mobile phones. The project focuses at providing an easy and reliable platform to recharge mobile of any telecommunication company through online without buying recharge card. The registered users of the system can recharge their prepaid mobile phones from anywhere at any time .The proposed project for recharging mobiles developed to automate the mobile recharging process. It roots out the manual card system of recharge and introduces a new and genuine online recharge process .The online mobile recharge system is beneficial to both the admins and users. Using the online application, the admin can add new operators, tariff plans, offers and update or modify the existing tariff plans. It helps the users in creating their account, and then recharging the mobiles phones at any time.

PROPOSED SYSTEM OF online mobile recharge:

The aim of proposed system is to develop a system of improved facilities. The proposed system can overcome all the limitations of the existing system. The System provides proper security and reduces the manual work. The purpose of the web application is the automation of mobile [recharge](#). It provides facilities to

Admin:

- . To add Tariff plans.
- . To update, create and delete the tariff plans.

User:

- . To enter and modify personal detail.
- . To register himself.
- . Can recharge at anytime

LIMITATION:

1. Recharge history is not recorded.
- 2.admin cannot maintain customer detail.
3. No backup and restore utilities are incorporated.

DESCRIPTION OF TECHNOLOGY USED:

HTML:

HTML is the standard markup language for creating Web pages.HTML stands for Hyper Text Markup Language.HTML describes the structure of web pages using markup.HTML elements are the building blocks of HTML pages.HTML elements are represented by tags.

CSS:

Cascading Style Sheets(CSS) is a style sheet language used for describing the presentation of a document written in a markup language.

JAVA-SCRIPT:

Java-script is a lightweight, interpreted programming language. It is designed for creating network-centric applications. It is complimentary to and integrated with Java.

Java-script is very easy to implement because it is integrated with HTML. It is open and cross-platform.

Bootstrap:

a collection of HTML, CSS, and JavaScript tools for creating and building web pages and web applications

MODULES OF online mobile recharge:

Registration:

To give new connection to the customer along with customer id.

· Recharge Information:

Allow you to see the recharge product & their information.

· Contact Us:

To allow you contact.

· Forgot Password:

Provide facility when customer forgot password.

· Admin Login:

It allows authenticated admin to enter the system.

· Recharge Report:

Allow admin to view various customer recharge details & also allow admin to delete customer recharge details.

· Login:

It allows authenticated users to enter the system.

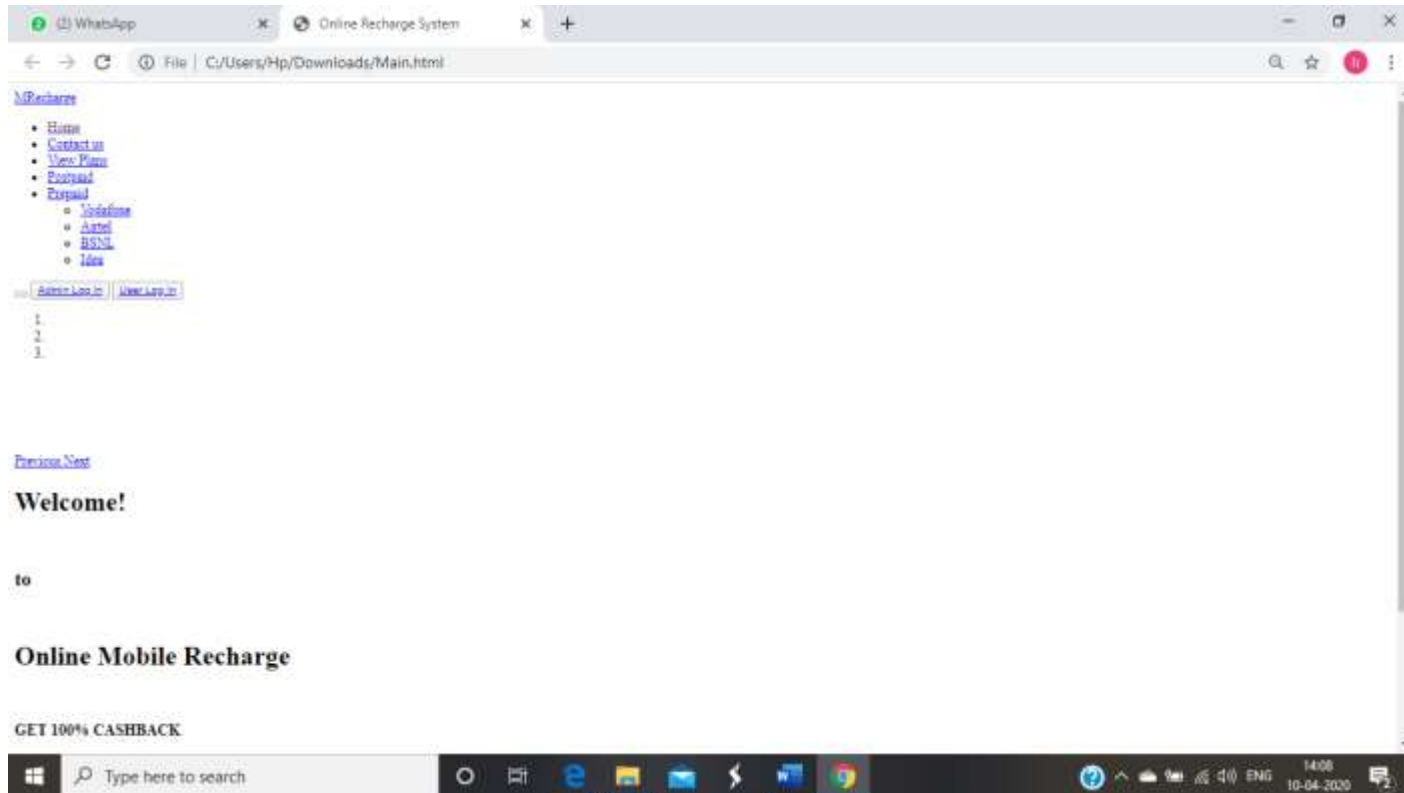
· How to Use:

Provide information of how use the system to user.

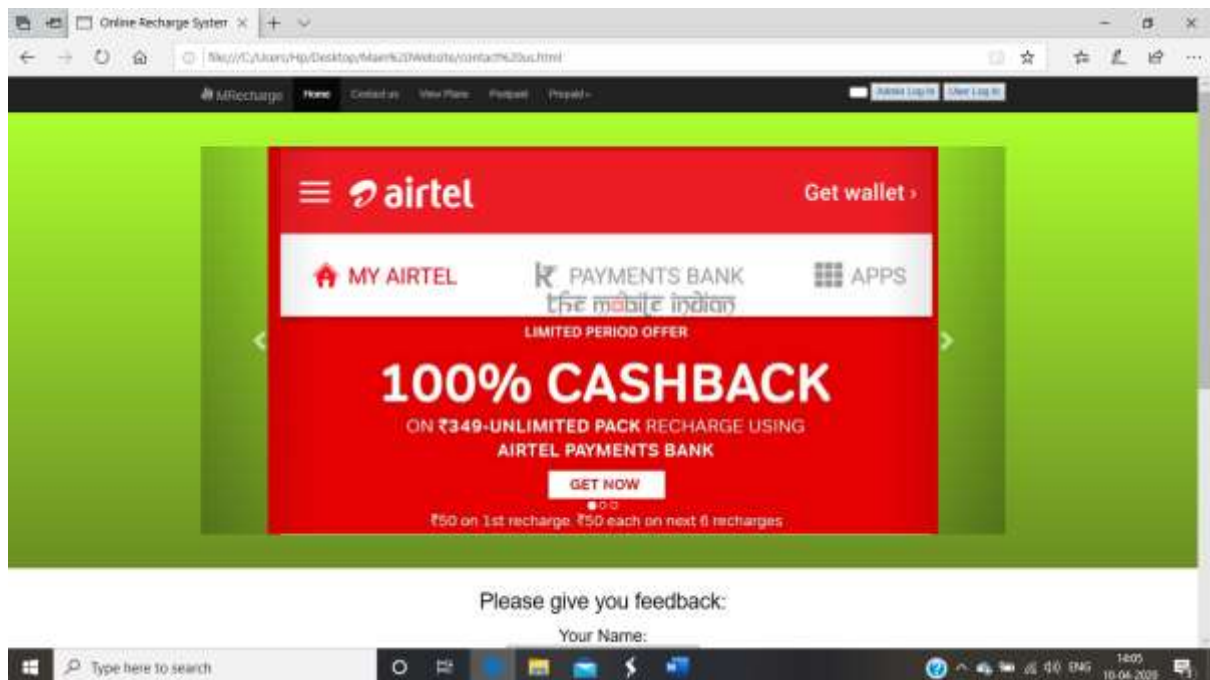
· Sitemap:

Provide information about all links to user.

OUTPUT OF SOURCE CODE



SCREEN SHOT OF WEBPAGES



Online Recharge System

File:///C:/Users/Hp/Desktop/Main%20Website/Library%20search.html

MRRecharge Home Contact us View Plans Prepaid Prepaid+

Admin Log In User Log In

CASHBACK OFFERS IN NOVEMBER ON MRP 399 PLAN

Sr	PARTNER	CASHBACK	
		NEW RECHARGE USER	EXISTING RECHARGE USER
1	amazon pay	Rs 99	Rs 20
2	paytm	Rs 50	Rs 15
		Offer code - NEW10	Offer code - PAYTM10
3	PhonePe	Rs 75	Rs 30
4	JobiKwik	Rs 300	Rs 149
		Offer code - NEW10	Offer code - JIO149
5	AXIS PAY	Rs 100	Rs 35
6	freecharge	Rs 50	-
		Offer code - JIO50	-

File:///C:/Users/Hp/Desktop/Main%20Website/Library%20search.html

Browse your plan

Type here to search

1405 10-04-2025

Online Recharge System

File:///C:/Users/Hp/Desktop/Main%20Website/index.html

MRRecharge Home Contact us View Plans Prepaid Prepaid+

Admin Log In User Log In

Enter your details

Your prepaid number

Operator

Prepaid

Explore More OFFERS

View Plans

Change Your Plans

Copyright MRRecharge 2025

File:///C:/Users/Hp/Desktop/Main%20Website/index.html

Type here to search

1405 10-04-2025



Enter your details

Your prepaid number:

Operator:

Prepaid

Postpaid

Explore More OFFERS

View Plans

Change Your Plans

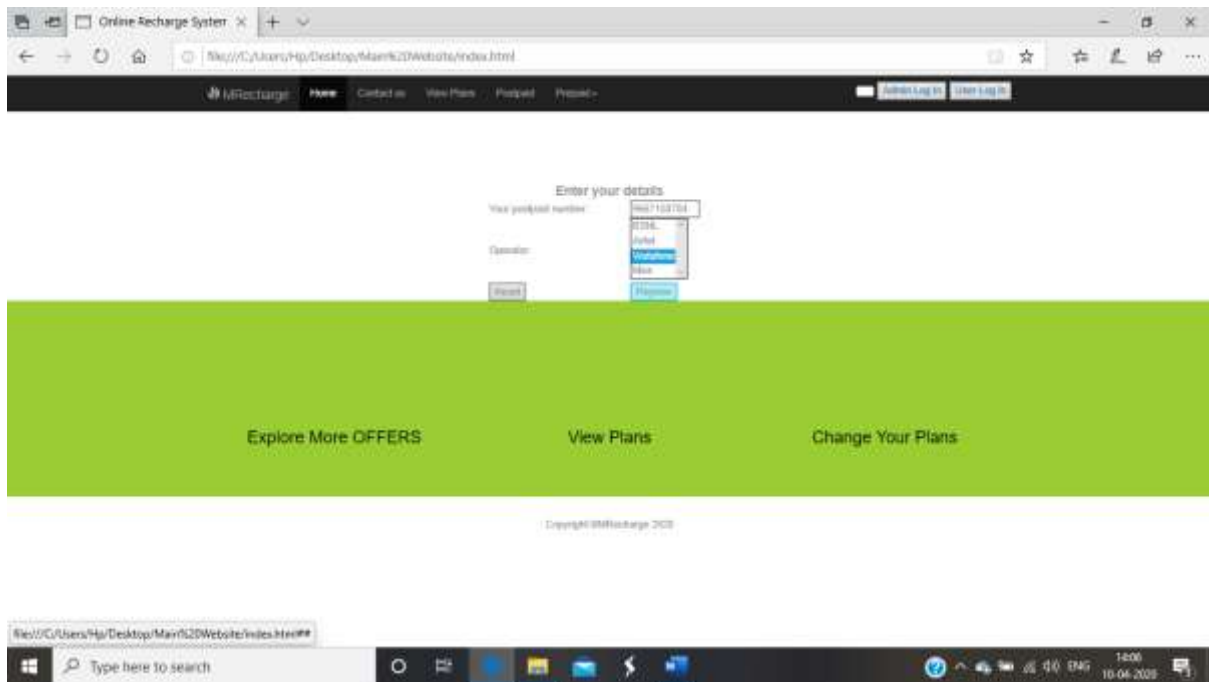
Copyright MyRecharge 2020



Screenshot saved

The screenshot was added to your OneDrive.
OneDrive





DESCRIPTION OF MODULES:

We created 5 most important modules related to our website which is must for every website related to this project and after modules we organized our website viz webpage given to us in our way like related headings, buttons ,color theme ,proper images ,proper videos, logo ,taglines etc.

DISTRIBUTION OF WORK:

Harsh mittal

**All of work done by itself no group member help
me to make this project.**

CONCLUSION:

The online mobile Recharge system is an internet based application with the purpose of easy, fast, efficient and reliable recharging.

- A description of the background image and context of the project and its relation to work already done in the area.
- Made statement of the aim and objectives of the project.
- Thedescriptionof purpose ,scope,and applicability
- We describe the requirements specification of the system and the actions that can be done on these things.
- We understand the problem domain and produce a model of the system which describes operations that can be performed on the system.
- We included features and operations in detail, including screen layouts.
- Finally our project according to our side is successfully completed and implemented by us.

REFERENCES:

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- ❖ Cope,Bill and Mary kalantzis 2015.”Sources of
Evidence-of-Learning:Learning and Assessment in
the Era of big data.”Open Review of Educational
Research.
- ❖ Youtube, internet etc.

Thank you!!