mini Project Report:

Peer-to-Peer Rental Website

Project Title:
Website for Reselling and Renting Items

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Abstract

This project proposes a **peer-to-peer rental website** that enables users to rent out personal belongings such as electronics, furniture, and clothing. The platform supports **sustainable consumption** and offers users an opportunity to monetize unused items. Key features include **user profiles, item listings, secure payments, and a review system** for trust and transparency.

1. Introduction

The sharing economy is reshaping how people access goods. Inspired by platforms like **Airbnb and Uber**, this website allows users to list and rent items. It fosters **sustainability** by reducing waste and helps users earn **passive income** from items they don't regularly use.

2. Motivation

- Encourages **reuse** and reduces consumerism.
- Allows users to **earn from idle items**.
- Offers **affordable short-term access** to products.
- Builds a **trusted community** through ratings and reviews.
- Provides an opportunity to innovate using **modern web technologies**.

3. Literature Review (Summary)

Research by **Belk (2014)** and **Botsman & Rogers (2010)** supports the concept of sharing platforms for economic and environmental benefits. **Trust**, as emphasized by **Gefen et al. (2003)**, is crucial for user participation in peer-to-peer systems.

4. Problem Statement

People own many items that go **unused**. At the same time, others need such items temporarily but can't justify buying them. There's a need for a **secure and trusted platform** that enables short-term rentals of personal items.

5. Objectives

- Develop a **user-friendly rental website**.
- Implement **secure login, listing, and payment features**.
- Enable **item search, booking, and review functionalities**.
- Promote **reuse and community sharing**.

6. Tools & Platforms Used

Category	Technologies Used
Frontend	HTML, CSS, JavaScript
Backend	Node.js / Django
Database	MongoDB / MySQL
Payment Gateway	Razorpay / Stripe
Hosting	Firebase / AWS

7. Methodology

1. **Requirements gathering and design**
2. **Frontend and backend development**
3. **Integration of payment and review system**
4. **Testing and deployment**

8. Conclusion

This platform not only addresses the problem of **underutilized personal goods** but also encourages **sustainable living** through shared usage. It blends **technology and social responsibility**, offering both **convenience and economic benefit** to users.

References

- Belk, R. (2014). *Sharing versus pseudo-sharing in Web 2.0.*

- Botsman, R., & Rogers, R. (2010). *What's Mine Is Yours: The Rise of Collaborative Consumption.*

- Gefen, D. et al. (2003). *Trust and TAM in online shopping.*