

MES COLLEGE OF ENGINEERING, KUTTIPPURAM
DEPARTMENT OF COMPUTER APPLICATIONS
20MCA245 – MINI PROJECT

PROFORMA FOR THE APPROVAL OF THE THIRD SEMESTER MINI PROJECT

(Note: All entries of the proforma for approval should be filled up with appropriate and complete information. Incomplete Proforma of approval in any respect will be rejected.)

Mini Project Proposal No: _____
(Filled by the Department)

Academic Year : 2020-2022
Year of Admission : 2020

1. Title of the Project : **Project Management in Real Estate Industry With Online Booking**
2. Name of the Guide : _____
3. Number of the Student: **MES20MCA-2033**
4. Student Details (in BLOCK LETTERS)

Name	Roll Number	Signature
1. MUHAMMAD SHUHAIR VK	33	_____

Date: 03/12/2021

Approval Status : Approved / Not Approved

Signature of
Committee Members } _____

Comments of The Mini Project Guide

Dated Signature

Initial Submission : _____

First Review : _____

Second Review : _____

Comments of The Project Coordinator

Dated Signature

Initial Submission: _____

First Review _____

Second Review _____

Final Comments :

Dated Signature of HOD

Project Management in Real Estate Industry

With online booking

MUHAMMAD SHUHAIR.VK

INTRODUCTION & OBJECTIVE

Project Management is a methodology originally developed for the construction industry for controlling schedules, costs, and specifications. Over a period of time, it was discovered that the same techniques tweaked a little actually apply to all industries starting from manufacturing to the high technology operations. Project management is an art of setting up all the components of a project together to work in sync. A logical approach to bind the various components together with effective planning improves the chances for a successfully delivered project. A real estate project differs from any other domain in terms of the number of different components it involves.

The complexity of these components if not dealt with maturity with a persistent approach may lead to disastrous results for the project. Though there are various ways of cost estimation for real estate projects, the unit cost for the bill of quantities works best. The easiest way to estimate is to break down the project into tasks. Once tasks are defined and resources are assessed with their respective quantities are mapped, it is then time to assign unit costs. The total cost is then determined by summing up the costs incurred in each task. The various types of costs linked to any resource can be in terms of man, material, labor and expenses (overheads). In a real estate project, construction cost is only a fraction of the total cost of the project. These include design costs, bid costs, approval costs and control costs.

PROBLEM DEFINITION AND INITIAL REQUIREMENTS

SOFTWARE PERSPECTIVE:

EXISTING SYSTEM:

Generally, people buy and sell houses the same today as they did 100 years ago. Which is we contacting a broker in order to find a better plot or to enquire about a plot. And then the broker will give us the information about the plot and we want to pay some money in advance as booking the plot in order to buy that plot. Then there will be many procedures that we should involve physically and there will be a ton of wastage to our precious time. Even if we did these things at the end we might get deluded at some point by the broker or someone else. Losing money is the main disadvantage of existing system and that's what we don't want to lose.

PROPOSED SYSTEM:

An electronic version of the real estate industry, Internet real estate is the concept of publishing housing estates for sale or rent online, and for consumers seeking to buy or rent properties through online platforms. By this system we can reduce time consumption and can buy or sell properties from any corner of this world. This is much more reliable and faster system when we compare it with the traditional system. Due to distance decay, personal commitments, and time constraints, many turns to the web to carry out their daily activities online shopping, online bookings and for communication between parties. Using the web to put out properties for sale and purchasing properties is no exception. The age of technology has aided in reducing time and money within Internet real estate. Users may list their properties via a reputed broker or search for them at their fingertips, reaching out to a greater number of people significantly than traditional methods. In contrast, the traditional methods of contacting and meeting up with a real estate agent cost more money (agent and transportation fees) and time.

BASIC FUNCTIONALITIES

USER MODULE:

Users of the system

There are three user-based modules. Admin, Broker and User

1)Admin

- View User reviews
- Accept / Reject Broker
- Block / Unblock Broker
- Send reply to complaints
- View Suggestions
- View Rating

2) Broker

- Registration
- Add plot details
- View Booking
- Enquiries
- Chat with User
- Add Complaints

3)User

- Book Plot
- View Plot
- Chat with Broker
- Send Complaint
- Send Suggestions
- Add Rating

HARDWARE AND SOFTWARE REQUIREMENTS:

This specifies the hardware and the support software required to carry out the development.

HARDWARE REQUIREMENTS:

The selection of hardware is very important in the existence and proper working of any software. Then selection hardware, the size and capacity requirements are also important.

- Processor - Intel x86
- Speed - 1.1 GHz
- RAM - 700 MB (min)
- Hard Disk - 150 MB
- Key Board - Standard Windows Keyboard
- Mouse - Two or Three Button Mouse
- Monitor - SVG

SOFTWARE REQUIREMENTS:

One of the most difficult tasks is selecting software for the system, once the system requirements is found out then we have to determine whether a particular software package fits for those system requirements. The application requirement:

- Operating System - Windows 7 or Above, Android
- Technology - Python, Java
- Backend - MySQL
- Platform used - JetBrains, PyCharm, Android Studio
- Web Browser - Google Chrome, Fire fox, Microsoft Edge
- Front End - HTML, CSS, JAVASCRIPT
- Frame work - Flask