A MINI PROJECT REPORT

(BCC 351)

BOOK&BUY

B.Tech (CSE-AIML)

Submitted By

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Abstract

Book&Buy is a campus-based platform that enables students to buy and sell second-hand books, electronics, accessories, and other items. It solves the common issues of high cost, unused clutter, and the lack of a trusted marketplace within the college. The system provides verified login, item listing, category-based browsing, buyer-seller chat, and a simple exchange process. This mini-project demonstrates the core functionality using web technologies such as HTML, CSS, JavaScript, and a backend stack like Node.js or Flask paired with MongoDB/Firebase.

Contents

Chapter 1

Introduction

Campus students frequently face difficulties in buying essential study or daily-use items at affordable prices. Most existing marketplaces lack verification, leading to trust and safety concerns.

Book&Buy aims to create a secure, student-only marketplace where resources can be exchanged easily.

1.1 Objectives

- Provide a safe, verified platform for buying/selling used items.
- Reduce financial burden on students.
- Encourage reuse and sustainability.
- Enable easy listing, browsing, and communication.

1.2 Scope

The system allows:

- student login/verification,
- item listing with images,
- browsing and searching,
- chat between buyer and seller.

Chapter 2

Problem Proposed Solution

2.1 Problem Statement

Students struggle with:

- expensive academic resources,
- no common platform within campus,
- lack of trust on external platforms,
- difficulty finding reliable buyers/sellers.

2.2 Solution

Book&Buy provides:

- verified user accounts,
- user-friendly item listing,
- categorized browsing,
- in-app chat,
- safe on-campus exchange.

Chapter 3

System Design

3.1 User Categories

- **Student Buyer**
- **Student Seller**
- **Admin** (optional)

3.2 Functional Requirements

- Register/Login
- Add/Edit/Delete listings
- Browse, search, and filter
- Chat for negotiation
- Mark item as sold

3.3 Workflow Diagram

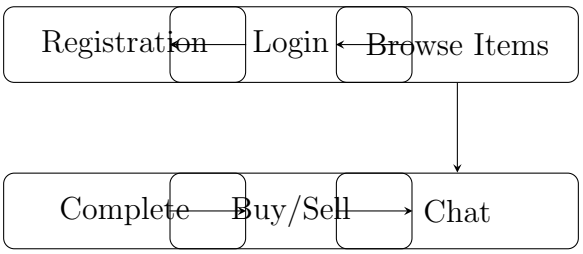

Figure 3.1: System Workflow

3.4 Architecture Diagram

Figure 3.2: System Architecture

Chapter 4

Technologies Used

4.1 Frontend

HTML, CSS, JavaScript

4.2 Backend

Node.js or Python Flask

4.3 Database

MongoDB or Firebase

4.4 Tools

GitHub, Figma, Postman

Chapter 5

Implementation Overview

5.1 Modules

1. Authentication

Student login/verification.

2. Item Listing

Upload item details and images.

3. Browsing & Search

Category-based filtering and keyword search.

4. Chat System

Direct communication for negotiation.

5. Transaction Close

Mark item as sold.

5.2 Sample Screens (Replace with actual images)

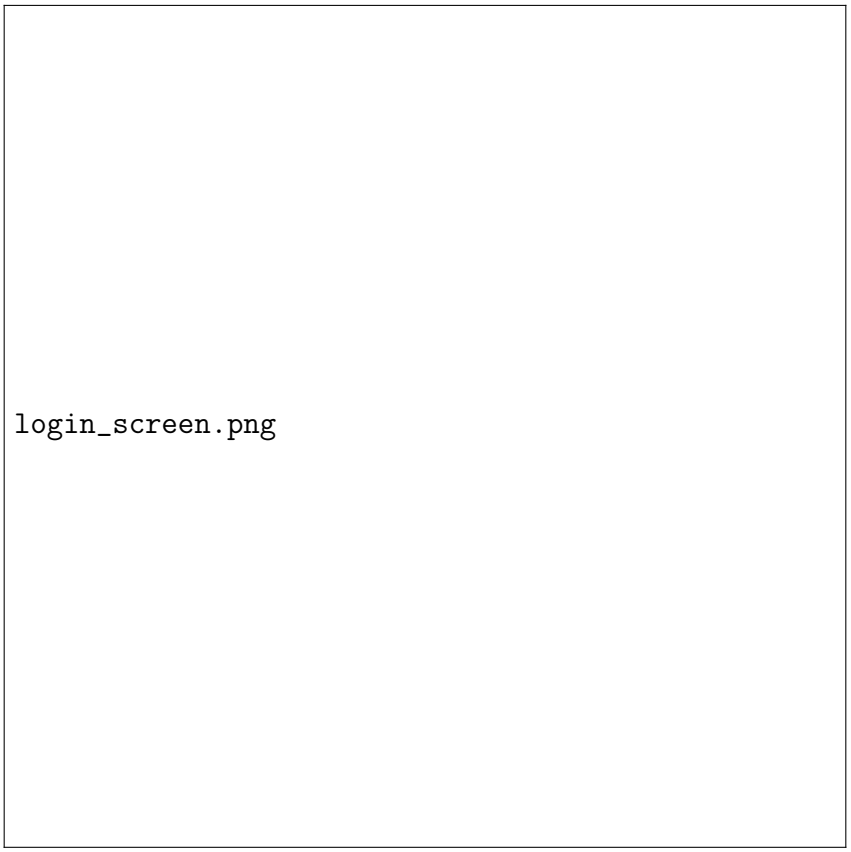

Figure 5.1: Login Page (Sample)

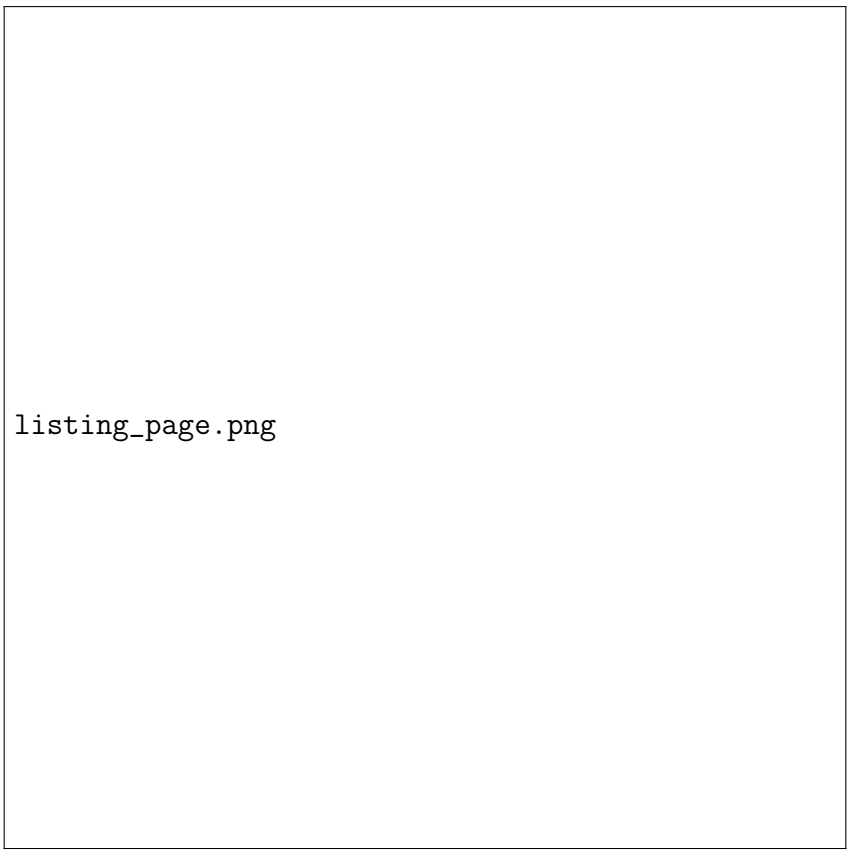

Figure 5.2: Listing Page (Sample)

Chapter 6

Results and Discussion

The system successfully demonstrates:

- verified student access,
- structured item listings,
- efficient search,
- buyer-seller chat.

Benefits:

- saves money,
- reduces waste,
- provides safe transactions,
- encourages reuse.

Chapter 7

Conclusion and Future Scope

7.1 Conclusion

Book&Buy effectively addresses the need for an organized, trusted marketplace within a college campus. It simplifies the process of exchanging resources and promotes sustainability.

7.2 Future Scope

- AI-based price prediction,
- delivery support within campus,
- multi-campus integration,
- rating & review system,
- bidding/auction feature.