TOKEN TRADING SYSTEM APP PRESENTATION

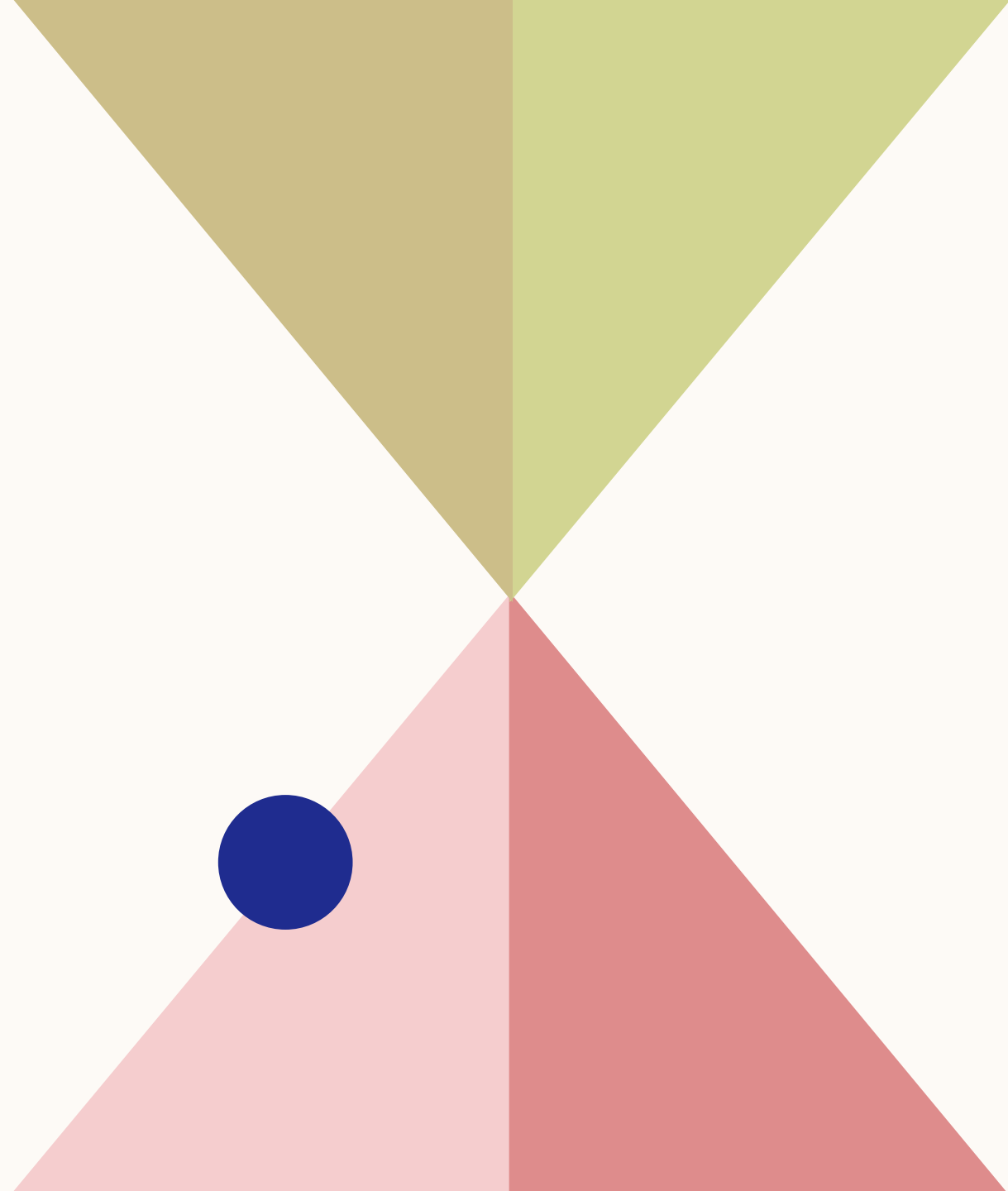
MEZBA UDDIN RUBAB
ROLL: 2203093
SECTION: B
SERIES: 22

SUBMITTED TO

RIZOAN TOUFIQ
ASSOCIATE PROFESSOR
CSE, RUET

AGENDA

- Introduction
- User manual
- Planning
- Tools
- Video
- Future Planning



🎯 INTRODUCTION – TOKEN TRADING SYSTEM

The Token Trading System is a simple desktop app built for RUET students to buy and sell their unused meal tokens. It solves the common problem where students have extra hall tokens they can't use or need more at the last moment.

By logging into the app, users can list their tokens for sale or buy from others based on meal type and hall. The app runs fully offline using JSON for data storage and offers a clean GUI using Tkinter.

This system promotes resource sharing and reduces token wastage through peer-to-peer trading.

USER MANUAL – TOKEN TRADING SYSTEM

This app is designed to facilitate token trading between students in different halls. Users can log in, sell their meal tokens (lunch/dinner), or buy available ones from others.

After Logging In, Users Can:

- Sell Tokens
- Choose hall
- Select meal (Lunch/Dinner)
- Enter number of tokens Must sell before 2 PM (Lunch) or 10 PM (Dinner)
- Buy Tokens
- Select hall
- Choose meal
- Enter number of tokens
- System finds available sellers
- Displays contact info of sellers after purchase
- Display Tokens
- View all available tokens per hall
- Seller name, number of tokens, timestamp
- Remove Users (Admin Only)
- Admin (hardcoded creds) can remove users
- Useful for cleanup/abuse prevention
- Admin Credentials (for testing): Username: admin
- Roll: 000000
- Mobile: 01111111111

🧠 PLANNING – BEHIND THE IDEA

The project idea came from real-life issues students face with managing hall meal tokens. Often, someone has extra tokens they won't use, while others need more—especially during rush hours.

Manually finding someone to trade with is inefficient and time-consuming. This app aims to automate that process by creating a platform for instant token exchange.

The goal was to keep it lightweight, offline, and easy to use for all students. That's what shaped the overall planning and feature design of this project.

Tools Used – Tech Stack

1. Frontend: Tkinter (Python's built-in GUI library)
2. Backend/Data Storage: JSON file (token_data.json)
3. Language: Python (Single file, no external libraries)
4. Image Support: PhotoImage (for logos/images)
5. Platform: Desktop-based, fully offline
6. Dependencies: Only Python required – no external packages

🚀 Future Planning – What's Next

- 🔐 Add student ID verification for secure logins
- 🌐 Shift to a web-based version for cross-platform access
- 💬 Introduce chat/messaging between buyers and sellers
- ⏰ Enable token expiry alerts and notifications
- 🏛️ Integrate with RUET's central system for meal tracking
- 🎓 Replace JSON with MySQL for multi-PC data sync

Github link:

GitHub - mezba93/Token_Trading: University Meal Management

THANK YOU