

Job-Free



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FACULTY OF BASIC AND APPLIED SCIENCES

INTERNATIONAL ISLAMIC UNIVERSITY ISLAMABAD

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بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

Final Approval

Date: _____

It is certified that we have read the Project report title "Job-free" Submitted by Adeel Ahmed 2672-FBAS/BSSE/F14 and Muti-ur-Rahman 2562-FBAS/BSSE/F14 under the Supervision of our respected Teacher Mr. Asim Munir Assistant Professor DCS&SE, FBAS, IIUI. It is our supposition that this project is of enough standard to justify its acceptance by Department of computer science and software engineering, International Islamic University Islamabad for the Bachelor's Degree of Software Engineering.

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Dissertation

A Project Submitted to

Department Of Computer Science

And

Software Engineering

International Islamic Univeristy Islamabad

For the Completion of prerequisite of Bachelor's degree in Software Engineering

Dedication

Thanks to Almighty Allah who gave us the opportunity and made us capable to achieve this milestone, without His Support, We would not able to complete this project.

We dedicate this to our beloved Parents, our whole Family, Friends and Teachers who supported us at every step during our degree. Without their support, courage and countless prayers, we could not have achieved this milestone.

Declaration

We hereby declare that this application by the name of “Job Free” has developed by us from the scratch. The final report of Job Free has also been written by us and contains the original content only. The report has been written under the guidance and supervision of **Mr. Asim Munir**. I must add that no part of this work (neither in the application nor in the documentation) has been submitted by anyone else for any other degree in this institution or in any other educational institute. I further declare that the application “Job Free” and concerned documentation are submitted as partial requirements for the degree of Bachelor of Science in Software Engineering.

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Acknowledgment

We humbly thank Allah (S.W.T) Almighty, the Merciful and the Beneficent, who gave us health, thoughts and co-operative people to enable us achieve this goal. A definition of acknowledgment is the act of accepting the truth. A fact is that over the couple of years we have been absorbed with our academic life due to the love of learning. The underlying truth is that our friends and family understood this and supported us. We Especially Thanks to our parents who helped us in our most difficult times and it is due to their untiring effort that we are at this position. We would like to record our gratitude to our supervisor, Mr. Asim Munir for his supervision, advice, and guidance to develop an understanding of the project. Above all and the most needed, he provided me unflinching encouragement and support in various ways.

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Finally, we would like to thank everybody who was important to the successful-realization of project, as well as expressing our apology that we could not mention personally one by one.

Project in Brief

Project Title:	Job-free
Undertaken By:	Adeel Ahmed (2672-FBAS/BSSE/F14) Muti-ur-Rahman (2562-FBAS/BSSE/F14)
Supervised By:	Mr. Asim Munir Assistant Professor Department of Computer Science and Software Engineering International Islamic University Islamabad
Date Started:	September 2018
Date Completed:	December 2018
Tools, Technologies and language Used:	.Net MVC , Entity Framework , SQL Server Visual Studio , SQL Server Management Studio
System Used:	Core i5, RAM 4 GB
Operating System:	Microsoft windows 8.1

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Chapter No. 1

Introduction

1. Introduction

Basically this project-developing idea based on job-seeker, shareholder meet-up platform. “Job-free” where both job-seekers and work-giver meet their needs by providing their professional portfolio and uploading work details for bid. Job-free is an online search Portal for the placement details for jobseekers, accessible throughout the organization and outside as well with proper login details. This system can be used as an Online Job Portal for job seekers. Job Seekers logging should be able to upload their information in the form of a CV. Work-provider and company-representatives logging in may also access or search any information put up by Job-aspirants.

1.1 Overview:

Job-free is an online activity entry for the positions giving to the Employees who are looking for work situation. Reason for this web application is to give the stage to those individuals who don't land positions effectively despite the fact that having potential or need to telecommute with no weight.

1.2 Job free:

Now a days, every person wants to work but according to his own will. No time-limit, no work-pressure, no boss-pressure. Job-free will provide platform for people who want work from home. It also connects companies with high-potential worker via job-free.

1.3 Problem statement:

- Cannot transfer and download the most recent updates.
- No utilization of web administrations.
- Risk of miss-the board and of information when the task is a work in progress.
- Less security.
- No appropriate co-appointment between various applications and clients.
- Fewer clients inviting.

1.4 Solution of These Problems:

The improvement of the new framework contains the accompanying exercises, which attempts to robotize the whole procedure keeping in perspective of the database-understanding approach.

- Various controls added for User to make friendly.
- The framework makes the general task of the board a lot simpler and adaptable.

Readily transfer the most recent updates, enables client to get alerts. There is no danger of information bungle at any dimension while the task is under process. It furnishes irregular state of security with various dimension of verification.

1.5 Control Flow Diagram:

Figure 1.1 represents the general flow of our application. It shows how the application works in normal flow of events and how user can move from one functionality to other.

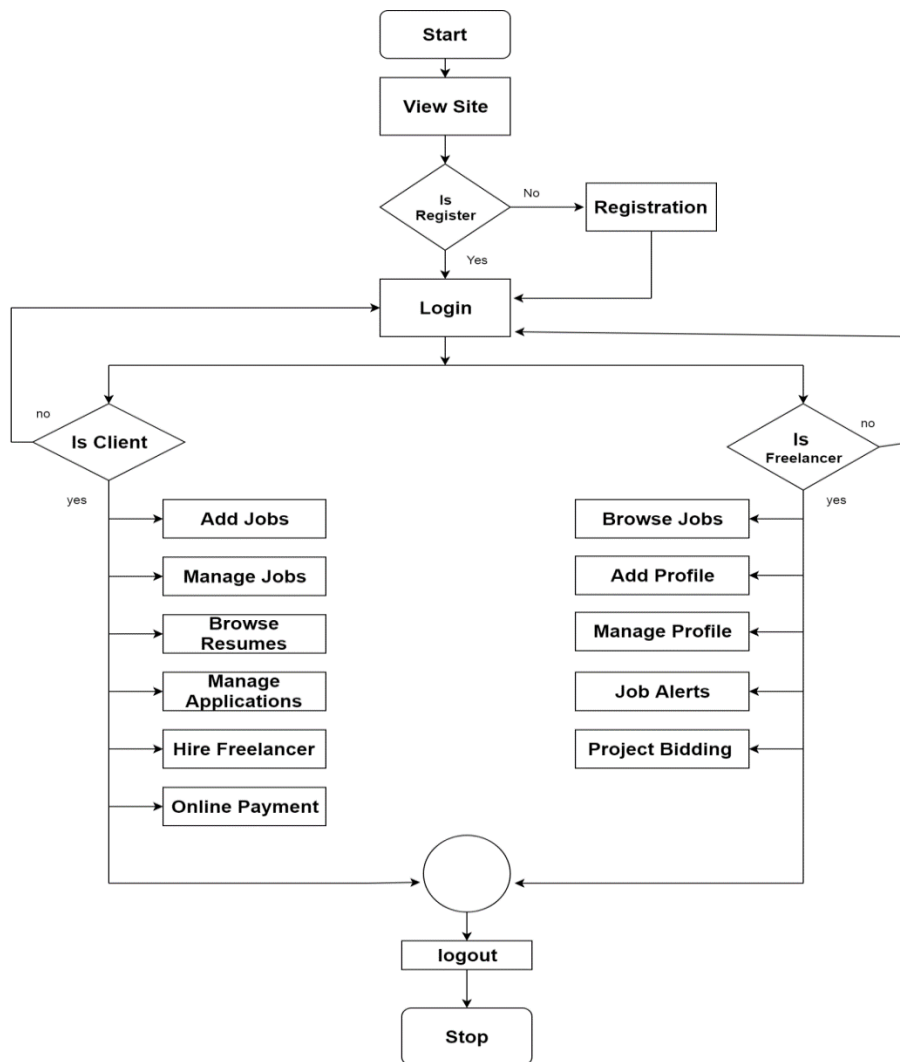


Fig 1.1 Flow Diagram of Proposed System

Chapter No. 2

System Analysis

2. System Analysis

System analysis is the way towards concentrate a methodology or business so as to distinguish its objectives and purposes and make frameworks and strategies that will accomplish them in a productive way. Analyze the problem Understand the problem and its context. One is studying the existing system and other is to understand the requirements and domain of the new system. Subsequent to investigating the prerequisites of the undertaking to be played out, the following stage is to examine the issue and comprehend its unique circumstance. The main movement in the stage is examining the current framework. What's more, other is to comprehend the necessities and space of the new framework. Similarly imperative, yet the main movement fills in as a principle of giving the useful particulars and afterward effective structure of the proposed framework. Understanding the properties and necessities of another framework is increasingly troublesome and requires innovative reasoning and comprehension of existing running framework is likewise troublesome, ill-advised comprehension of present framework can lead redirection from arrangement.

The model that is fundamentally being pursued is the Water fall Model, which expresses that the stages are sorted out in a straight request. As a matter of first importance the attainability consider is finished. Analysis model includes:-

1. Use case diagram
2. Use case diagram with description
3. System sequence diagram

2.1 Use Case Diagram:

A use case diagram is used to represent the set of actions (use cases) that system can perform with in collaboration with external users of the system (actors). Figure 2.1 shows the relationship between the user and different use cases in which the user is involved.

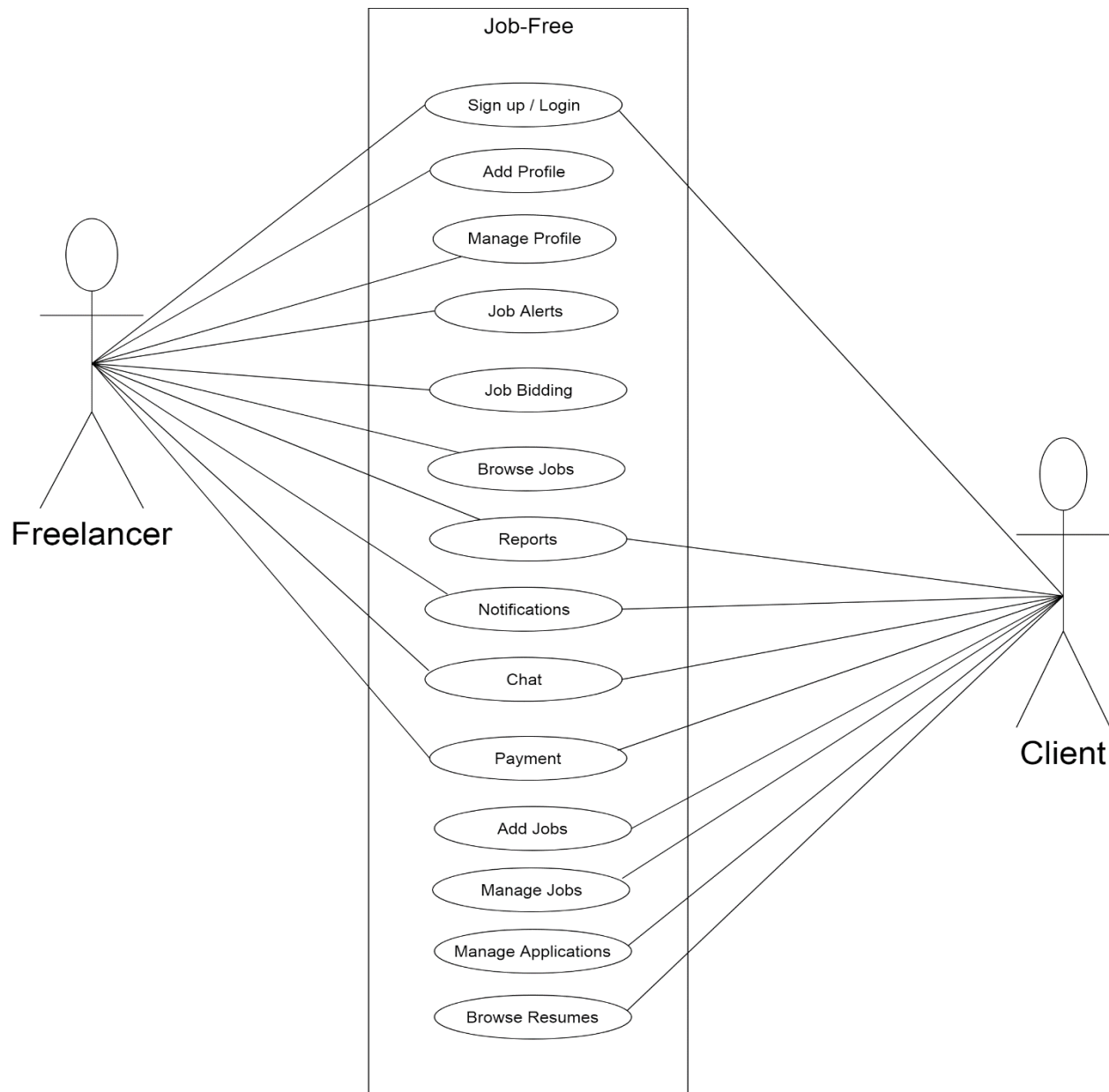


Figure 2.1 Use Case diagram Of Job-Free

2.2 Use Case Description In Detail Expended Format:

In software and systems engineering, a use case is a list of actions or event steps typically defining the interactions between a role and a system to achieve a goal. The actor can be a human or other external system.

2.2.1 Use Case Registration

Details of use case registration which tells how can a user register to the application

Use Case ID no.	UC-01
Scopes	Meet-up Platform for Freelancers and Client
Name	Registration
Primary Actors	Freelancer, client
Goals	To Enable user to run the system.
Pre-Conditions	Client and freelancer are on the Website.
Post-Conditions	Account Created successfully.
Main Success Scenarios	User requests for registration. Provide details about him.Email sent for verification. User verifies the email.Redirect to login after successful registration. (User can register himself as freelancer or client.)
Alternates	The user credentials are not valid. The user already registered in the system.

Table 2.1 Use Case Registration

2.2.2 Use Case Login:

Detail of use case login which tells a login scenario

Use Case ID no.	UC-02
Scopes	Meet-up Platform for Freelancers and Client
Name	Login
Primary Actors	Freelancer, client
Goals	To Enable user to run the system.
Pre-Conditions	User Account Created successfully.
Post-Conditions	Redirect to home.
Main Success Scenarios	User Provides username and password. Redirect to Home page after successful attempt. (User can login himself as freelancer or client.)
Alternates	Incorrect Username, Forget password by user.

Table 2.2 Use Case Login

2.2.3 Use Case Add Profile By Freelancer:

Detail of use case profile which where user can see his profile and all the details.

Use Case ID no.	UC-03
Scopes	Meet-up Platform for Freelancers and Client
Name	Add Profile
Primary Actors	Freelancer, client
Goals	To Enable user to run the system.
Pre-Conditions	User Account Created successfully.
Post-Conditions	Redirect to home.
Main Success Scenarios	User Provides picture, details about his life and achievements to make his portfolio. Portfolio can be edit at any time.
Alternates	Incorrect Details.

Table 2.3 Use Case Add Profile By Freelancer

2.2.4 Use Case Add Jobs By Client:

Detail of use case post job which tells the scenario where user posts a job/requirements

Use Case ID no.	UC-04
Scopes	Meet-up Platform for Freelancers and Client
Name	Add jobs client
Primary Actors	Freelancer, client
Goals	To hire Freelancer for the jobs.
Pre-Conditions	Login, add profile
Post-Conditions	Uploading jobs is done
Scenarios	Uploading jobs for freelancers.
Alternates	Register yourself. Login using your username and password.

Table 2.4 Use Case Add Jobs By Client

2.2.5 Use Case Browse Jobs By Freelancer:

Detail of use case browse jobs by freelancer where user can browse jobs.

Use Case ID no.	UC-05
Scopes	Meet-up Platform for Freelancers and Client
Name	Browse Jobs Freelancer
Primary Actors	Freelancer, client
Goals	To Enable Freelancer to search the jobs.
Pre-Conditions	Login, add profile
Post-Conditions	Searching for jobs is done
Scenarios	User clicks the search bar. Searches the jobs by country-wise or category-wise.
Alternates	Didn't match your search.

Table 2.5 Use Case Browse Jobs By Freelancer

2.2.6 Use Case Browse Resume Client:

Detail of use case browse resumes client where find freelancer for client's work.

Use Case ID no.	UC-07
Scopes	Meet-up Platform for Freelancers and Client
Name	Browse resume Client
Primary Actors	Freelancer, client
Goals	To hire Freelancer for the jobs.
Pre-Conditions	Resume has been added by freelancer.
Post-Conditions	Find freelancer for work.
Scenarios	Find freelancer for client's work.
Alternates	Register yourself. Login using your username and password.

Table 2.6 Use Case Browse Resume Client

2.2.7 Use Case Hire Freelancer for Work:

Detail of use case hire freelancer for work where hire freelancer for client's work.

Use Case ID no.	UC-08
Scopes	Meet-up Platform for Freelancers and Client
Name	hire freelancer for work
Primary Actors	Freelancer, client
Goals	To hire Freelancer for the jobs.
Pre-Conditions	Resume has been added by freelancer. Findings complete for skillful freelancer.
Post-Conditions	Hire freelancer for work.
Scenarios	Select freelancer's resume and send request. Provide details about work. Hire freelancer for client's work.
Alternates	Freelancer is not available. Budget is low and freelancer pay is higher.

Table 2.7 Use Case Hire Freelancer for Work

2.2.8 Use Case Online Payment By Client:

Detail of use case online payment by client where client can pay to freelancer for work.

Use Case ID no.	UC-09
Scopes	Meet-up Platform for Freelancers and Client
Name	Online payment
Primary Actors	Freelancer, client
Goals	To send the money for freelancer's work.
Pre-Conditions	Work has been done.
Post-Conditions	Money is sent by client.
Scenarios	Client use the freelancer's skills for his work-done and in return he pays the freelancer.
Alternates	Money is not received by freelancer due to technical issues. Country limitations i.e. Pay-Pal etc.

Table 2.8 Use Case Online Payment By Client

2.2.9 Use Case Manage Applications By Client:

Detail of use case manage applications by client where client can manage requests from freelancers.

Use Case ID no.	UC-10
Scopes	Meet-up Platform for Freelancers and Client
Name	Manage Applications by client
Primary Actors	Freelancer, client
Goals	Requests handling by client
Pre-Conditions	Freelancer registration and login.
Post-Conditions	Request is accepted or declined by client.
Scenarios	Freelancer requests for presenting his services. And send a request for this.
Alternates	Request is answered: Accepted or Declined.

Table 2.9 Use Case Manage Applications By Client

2.2.10 Use Case Manage Jobs By Client:

Detail of use case manage jobs by clients where client can manage jobs of itself uploaded for freelancers.

Use Case ID no.	UC-11
Scopes	Meet-up Platform for Freelancers and Client
Name	Manage jobs by client
Primary Actors	Freelancer, client
Goals	Jobs-handling by client those already added
Pre-Conditions	Registered and logged-in client.
Post-Conditions	Jobs are managed successfully.
Scenarios	Client defines the jobs for freelancers and manages the jobs.
Alternates	If there is no such module, Freelancers cannot search for their skills. Un-managed jobs.

Table 2.10 Use Case Manage Jobs By Client

2.2.11 Use Case Project Bidding by Freelancer:

Detail of use case project bidding by freelancer where freelancer can bid for jobs uploaded by clients.

Use Case ID no.	UC-12
Scopes	Meet-up Platform for Freelancers and Client
Name	Project Bidding
Primary Actors	Freelancer, client
Goals	Bidding the project/work
Pre-Conditions	Project/Work uploaded by client.
Post-Conditions	Project/Work is bidden successfully.
Scenarios	Client uploads, defines the work/project for freelancers. Freelancers bid this. Client chooses best one.
Alternates	There will be problem for both clients and freelancers if bidding is not included.

Table 2.11 Use Case Project Bidding by Freelancer

2.2.12 Use Case Chat:

Detail of use case project bidding by freelancer where freelancer can bid for jobs uploaded by clients.

Use Case ID no.	UC-13
Scopes	Meet-up Platform for Freelancers and Client
Name	Chat
Primary Actors	Freelancer, client
Goals	Connects users
Pre-Conditions	Client and Freelancers are registered
Post-Conditions	Chat successfully done
Scenarios	Client and freelancer can chat with each other
Alternates	Inconvenience in connection, late reply by other end i.e. Email.

Table 2.12 Use Case Chat

2.2.13 Use Case Notifications To User By System:

Detail of use case notifications to user by system where freelancer and clients receive notifications by system through email.

Use Case ID no.	UC-14
Scopes	Meet-up Platform for Freelancers and Client
Name	Notification
Primary Actors	Freelancer, client
Goals	Updates about new jobs, work
Pre-Conditions	Your are registered user.
Post-Conditions	Notifications received.
Scenarios	Client receives alerts from system if his work is done by freelancer. Freelancer can find more work/projects than usual.
Alternates	Missing job, projects and work alerts.

Table 2.13 Use Case Notifications To User By System

2.3 System Sequence Diagram:

System sequence diagram is that appears, for a specific situation of a use case, the events that external actors generate, their order, and possible inter-system events.

2.3.1 Registration:

This module requires basic information about user, then one can enter in work or hire environment.

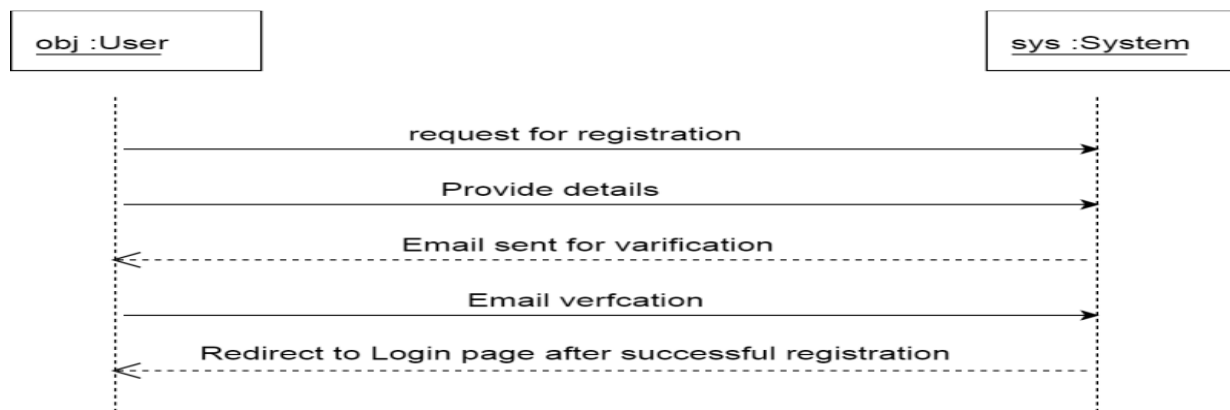


Figure 2.2 Registration

2.3.2 Login:

Login works for register users only if you are not registered then make sure your registration first.

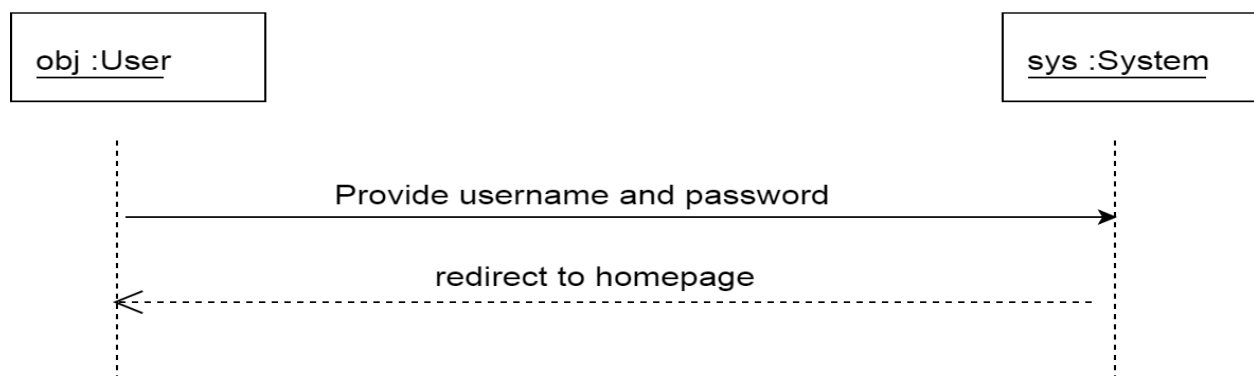


Figure 2.3 Login

2.3.3 Add Profile Freelancer:

Figure 2.4 shows the sequence of use case add profile freelancer to add profile of freelancer:

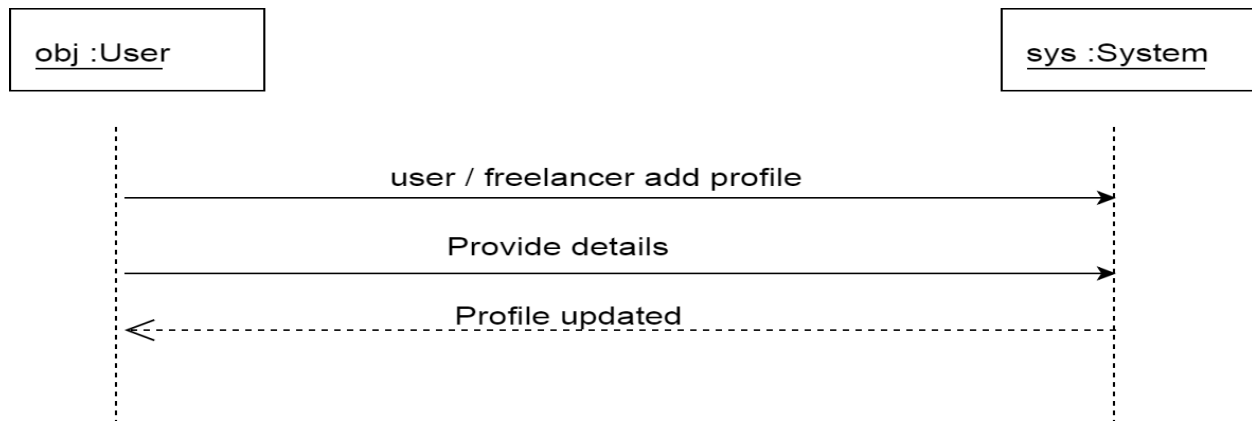


Figure 2.4 Add Profile Freelancer

2.3.4 Add jobs Client:

Figure 2.5 shows the sequence of use case add jobs client to upload jobs details using login:



Figure 2.5 Add jobs client

2.3.5 Browse Jobs By Freelancer:

Figure 2.6 shows the use case browse jobs by freelancers so user can make search for jobs, work and projects:

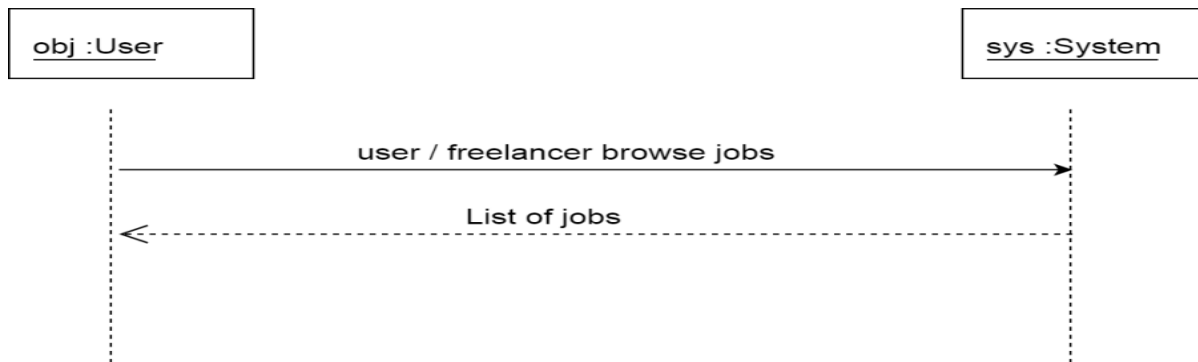


Figure 2.6 Browse Jobs By Freelancer

2.3.6 Send work freelancer:

Figure 2.7 shows the sequence of use case send work freelancer to sends work after client's request and receives payment from client:

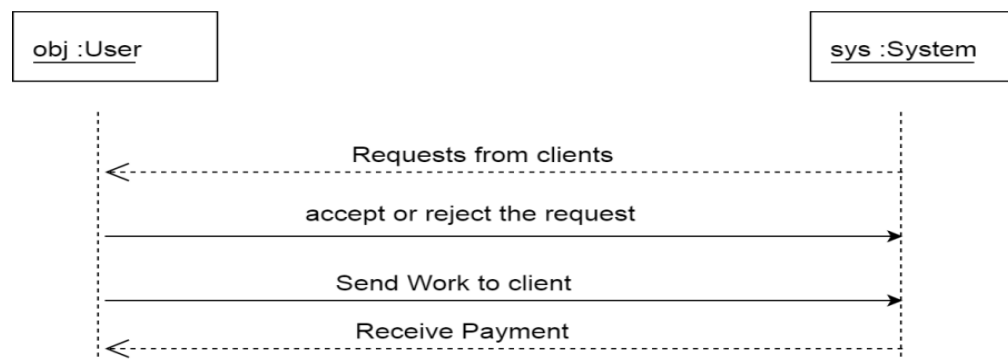


Figure 2.7 Send Work Freelancer

2.3.7 Manage Application Client:

Figure 2.8 shows the use case manage application client to allow client makes reply to freelancer's request:

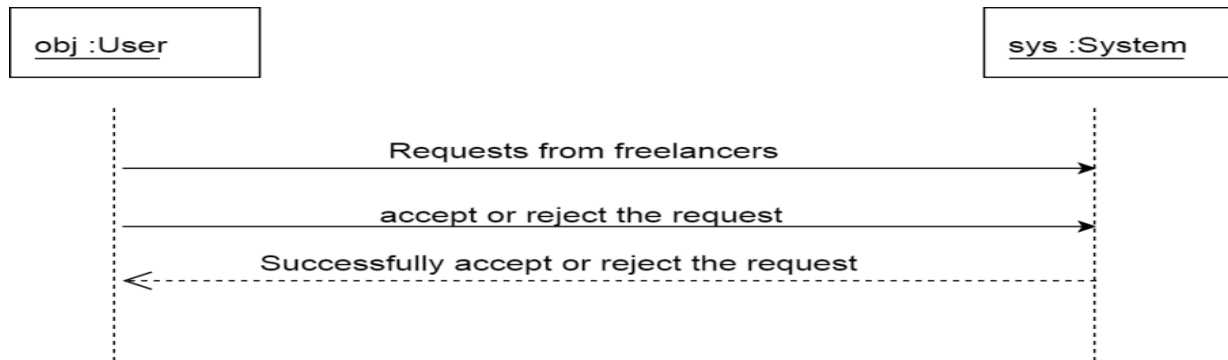


Figure 2.8 Manage Application Client

2.3.9 Browse Resume:

Figure 2.6 shows the sequence of use case browse resume if you are client then you can find easily job-seeker or worker' resume after registration:

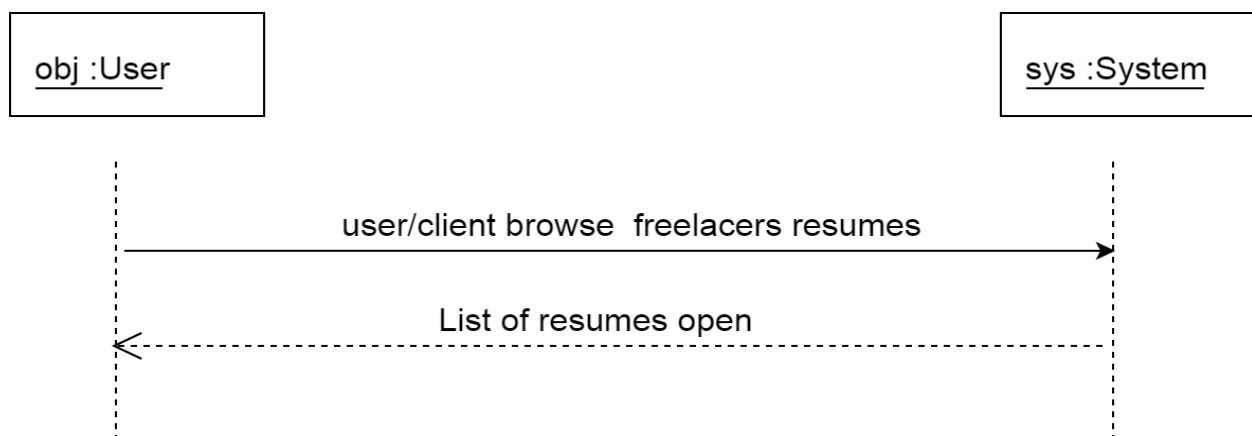


Figure 2.9 Browse Resume

2.3.9 Hire freelancer:

Figure 2.10 shows the sequence of use case hire freelancer so client can firstly select resume, request and add details for project to do work.

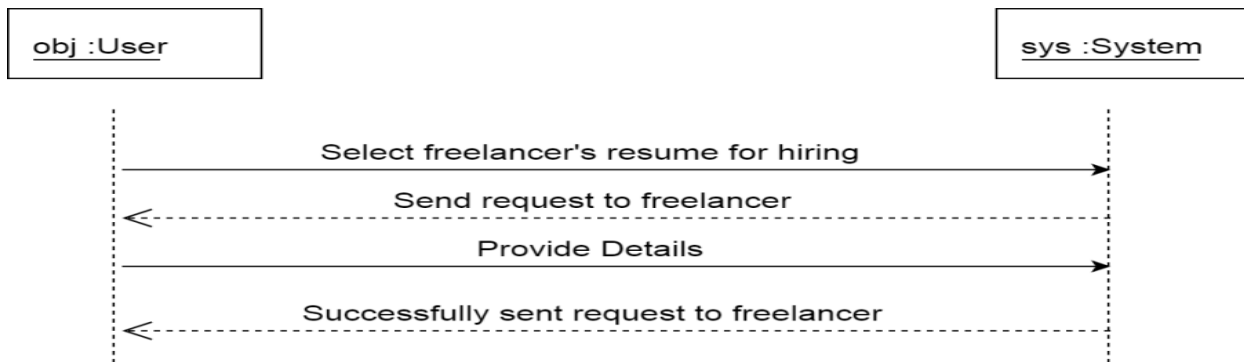


Figure 2.10 Hire freelancer

2.3.10 Add Jobs By Client:

Figure 2.11 shows the sequence of use case add jobs by client so client uploads jobs and provides job's detail also:



Figure 2.11 Add jobs By Client

2.3.11 Project bidding

Figure 2.12 shows the sequence in which freelancers bid the work, after successful bidding one can get the work:

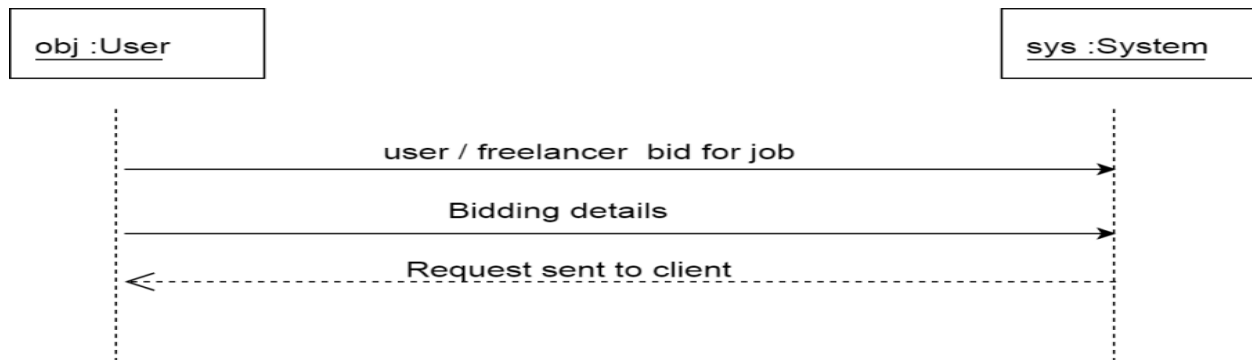


Figure 2.12 Project Bidding

2.3.12 Chat:

Figure 2.13 shows the use case chat so the client can contacts and sends messages to freelancer:

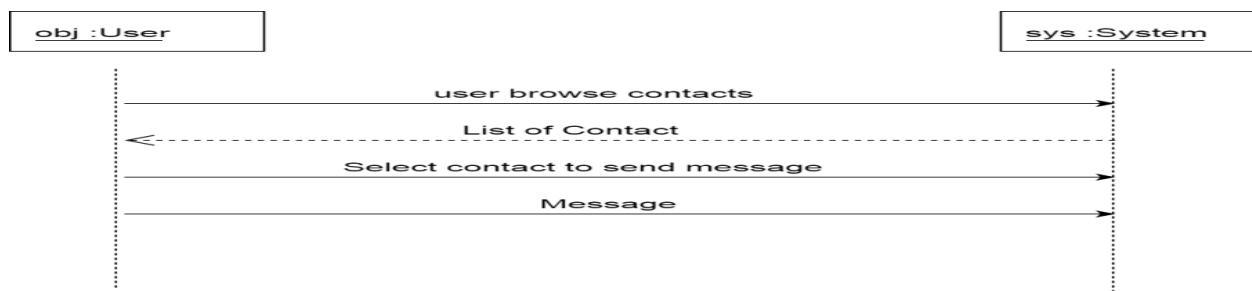


Figure 2.13 Chat

2.3.13 Notifications:

Figure 2.14 shows the sequence of use case notifications in which users receive alerts by email:

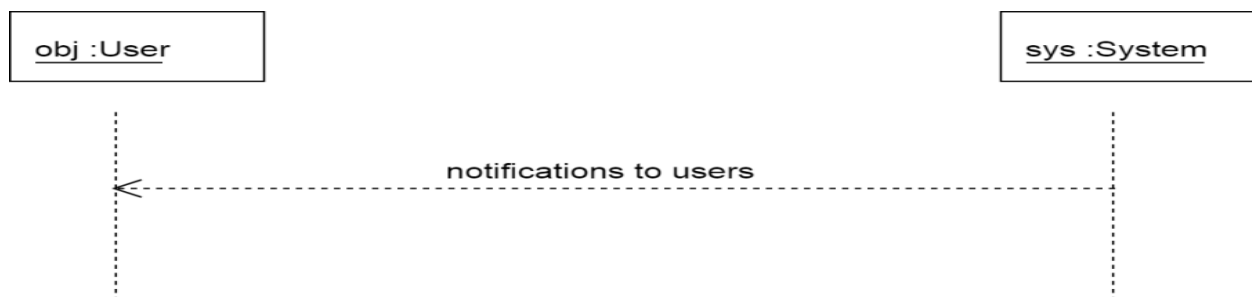


Figure 2.14 Notifications

2.4 Domain Model:

A conceptual model alternatively known as domain model is used to identify all the concerning concepts (which will be later on called classes) of the system. Figure 2.15 represents the high level interaction between concepts which explains the big picture of the system. Conceptual model is basically developed to show abstraction or an abstract view of the software system

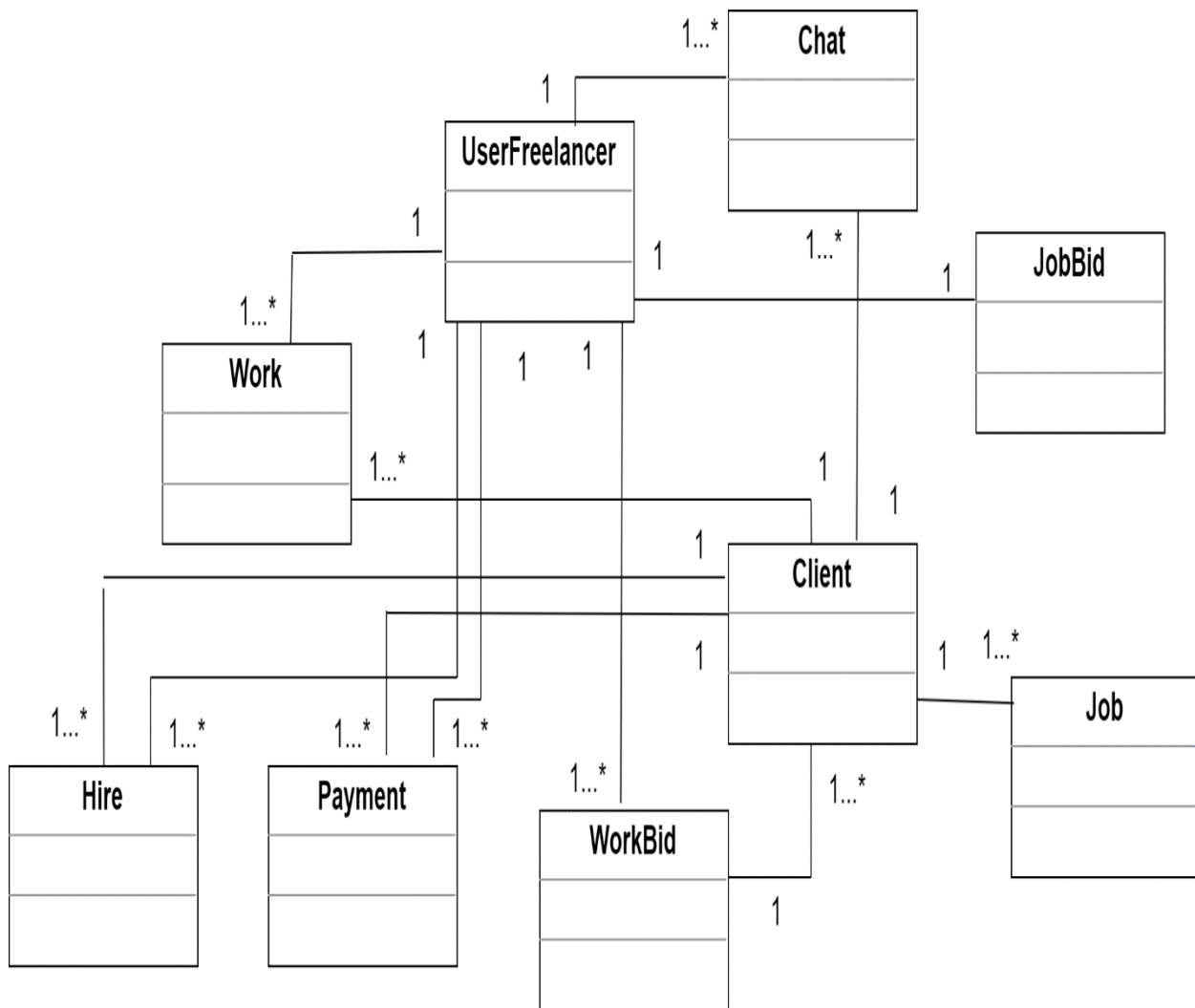


Figure 2.15 Domain Model

2.5 Activity Diagram:

Figure 2.15 shows the activities involved in a process or in data processing. It shows a flow from one activity to another activity. The activity can be described as an operation of the system.

2.5.1 Freelancer

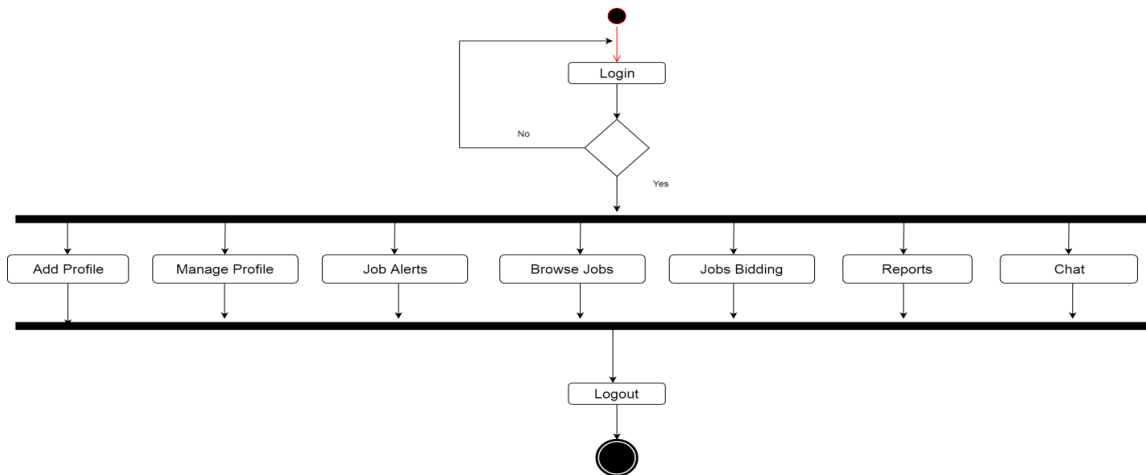


Figure 2.15(a) Activity Diagram

2.5.2 Client

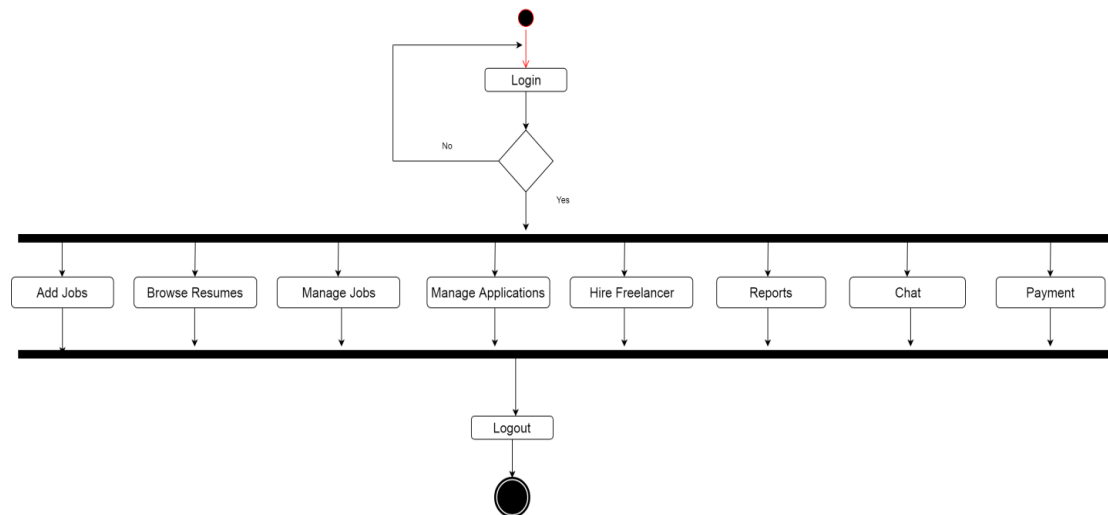


Figure 2.15(b) Activity Diagram

Chapter 3

System Design

3. System Design:

System Design is a chapter of our Final Year project documentation in which we have explained the design of the system from the implementation perspective.

We have developed a Class diagram, Sequence diagram and Entity relation diagram. The Class diagram describes the classes, their attributes, methods and other object oriented concepts in the system. Sequence diagram show a message passing between the objects in a sequential manner. Similarly, ERD is an extended version of a domain model and it describes the how the tables are created, their fields and the relationships among them.

The system design helps the developer in the Implementation phase as it gives a basic starting to the developer of the system.

3.1 System Sequence Diagram of Client

A sequence diagram of client represents an object and shows all its points of interaction with other objects in events that are important to it. Figure 3.1 shows the sequence of messages exchanged between objects of client side.

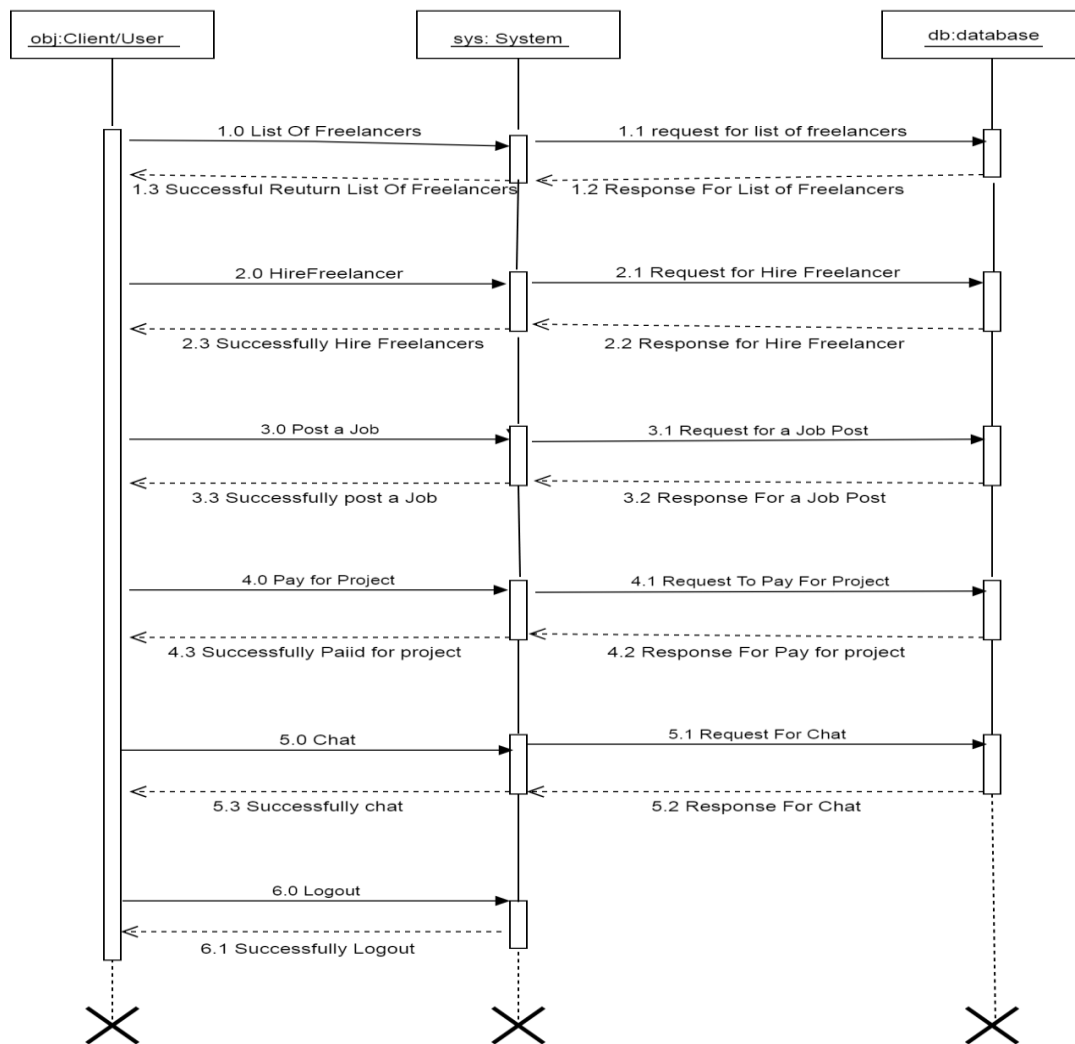


Figure 3.1 Sequence Diagram Client

3.2 System Sequence Diagram of Freelancer:

A sequence diagram of freelancer represents an object and shows all its points of interaction with other objects in events that are important to it. Figure 3.2 shows the sequence of messages exchanged between objects of freelancer side.

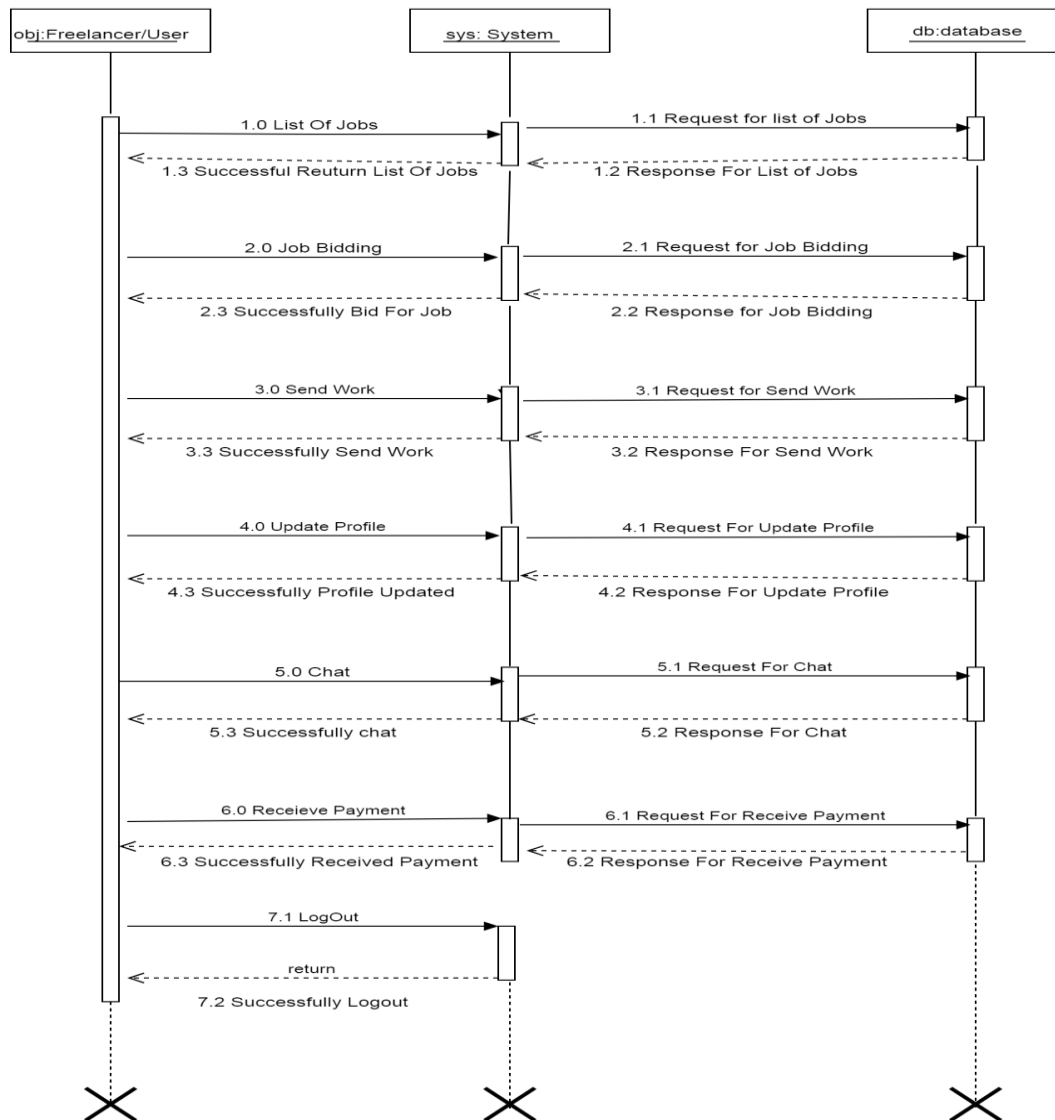


Figure 3.2 Sequence Diagram Freelancer

3.3 Class Diagram:

Figure 3.3 represents the technical structure of the project. It includes classes, their characteristics and functions. It also explains the relationship of class with other classes and how the classes are either connected to or derived from other classes.

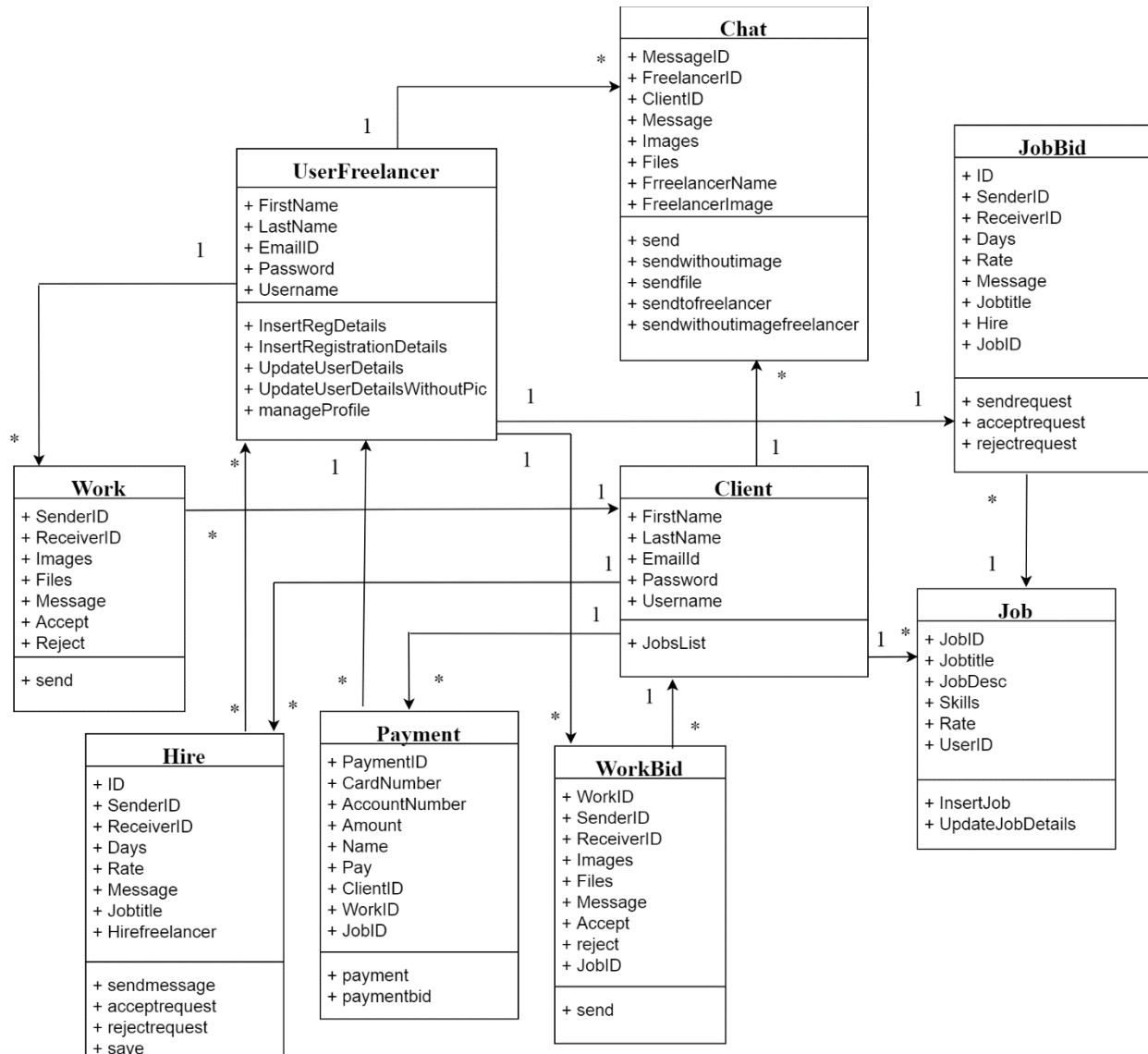


Figure 3.3 Class Diagram

3.4 Entity Relationship Diagram:

An entity relationship diagram is basically a schema of the database. Figure 3.4 gives the representation of the tables created in the storage and their relationships with each other. It describes interrelated things of interest in a specific domain of knowledge.

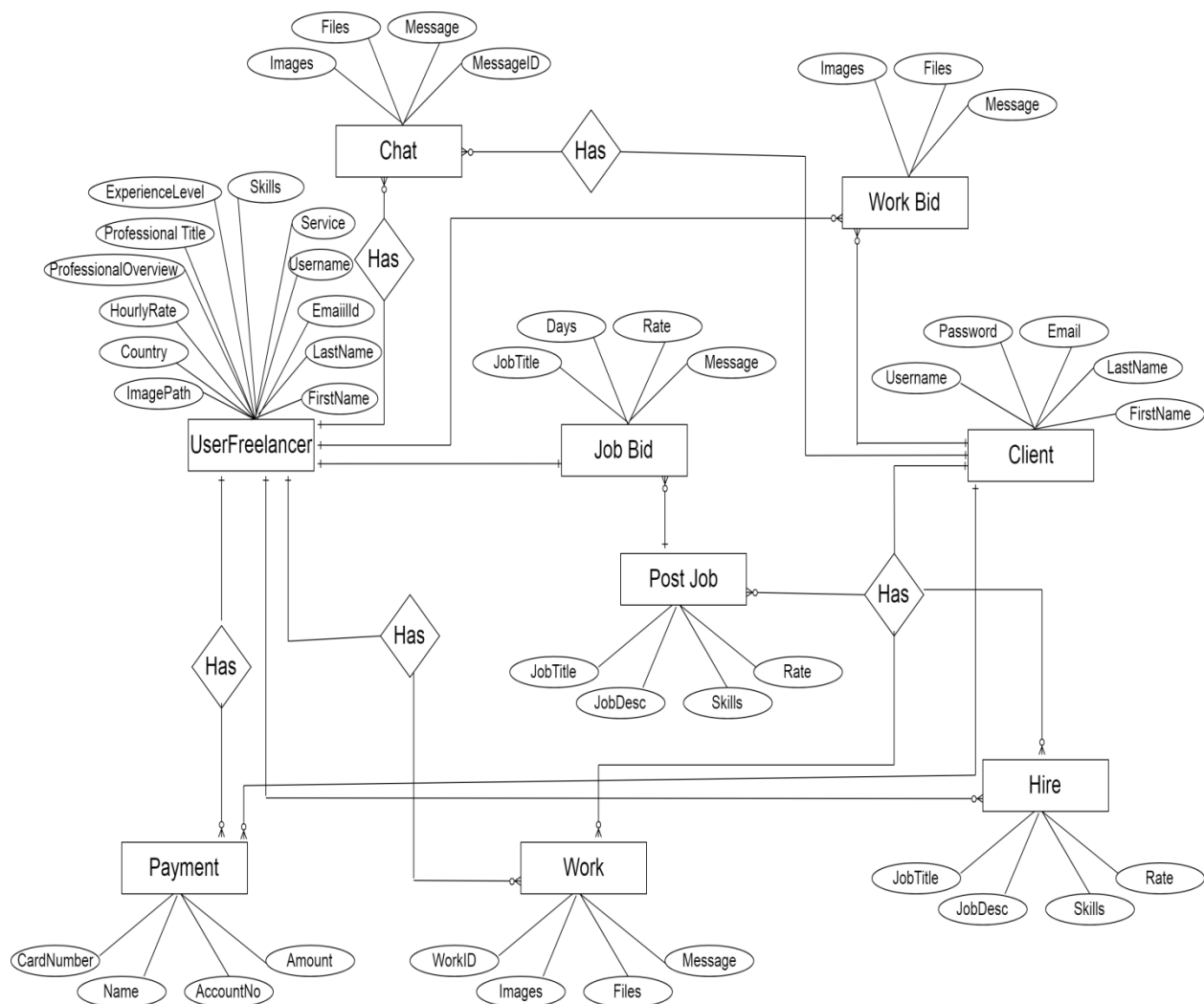


Figure 3.4 ER Diagram

Chapter No. 4

Implementation

4. Implementation

Implementation is basically another word for coding/software programming. This chapter includes the component diagrams and deployment diagram. The implementation phase explains the design of the internal coding structure of the software.

4.1 Functional Features of the Model:

The main features of the system are:

- User friendly
- Friendly interface
- Responsiveness
- Reliability
- Security

4.2 Component Diagram

Figure 4.1 shows the relationship between different components in our application. It depicts how components are wired together to form larger components or software systems. They are used to illustrate the structure of arbitrarily complex systems.

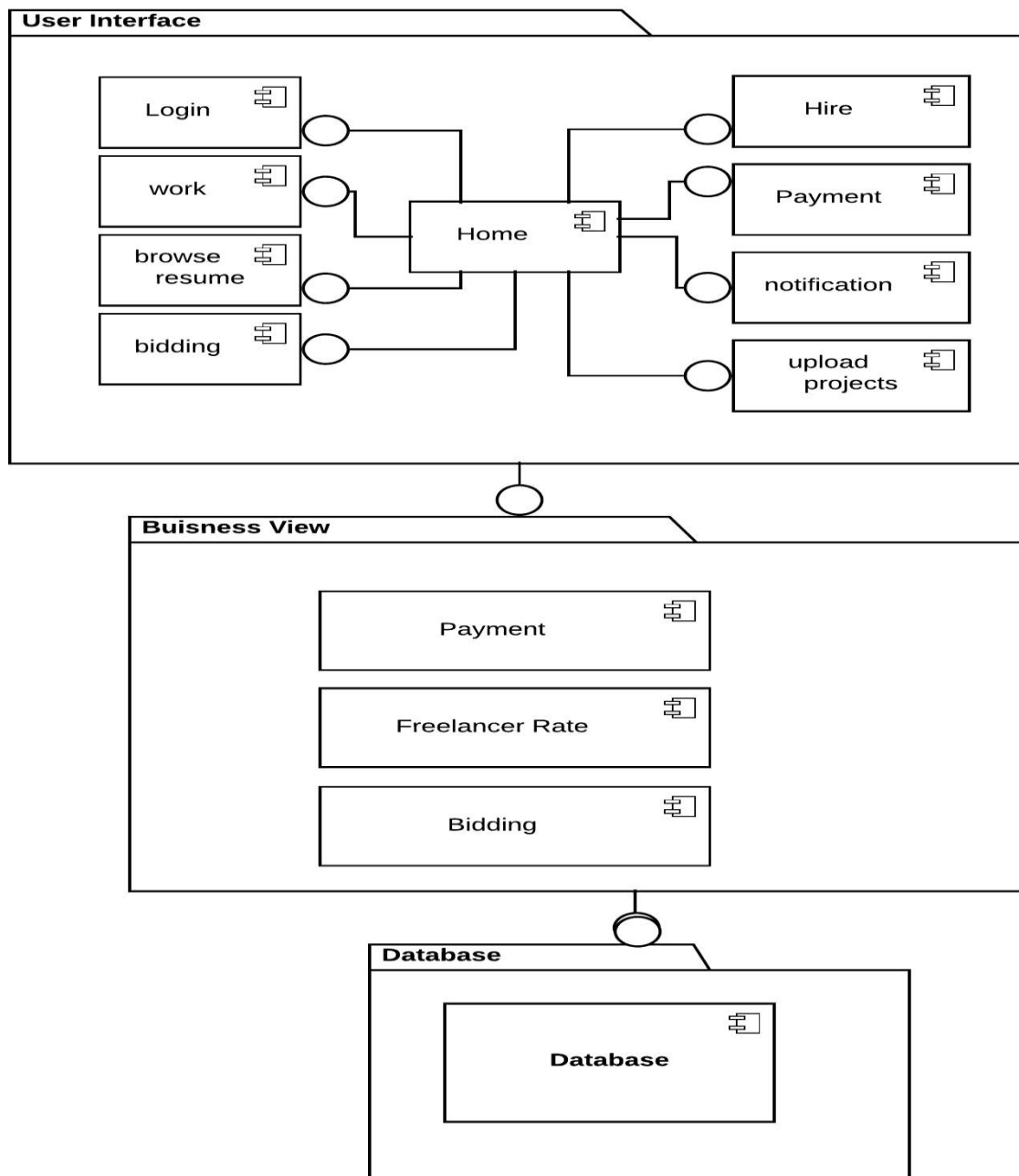


Figure 4.1 Component Diagram

4.3 Deployment Diagram:

Figure 4.2 shows the physical architecture of our application.

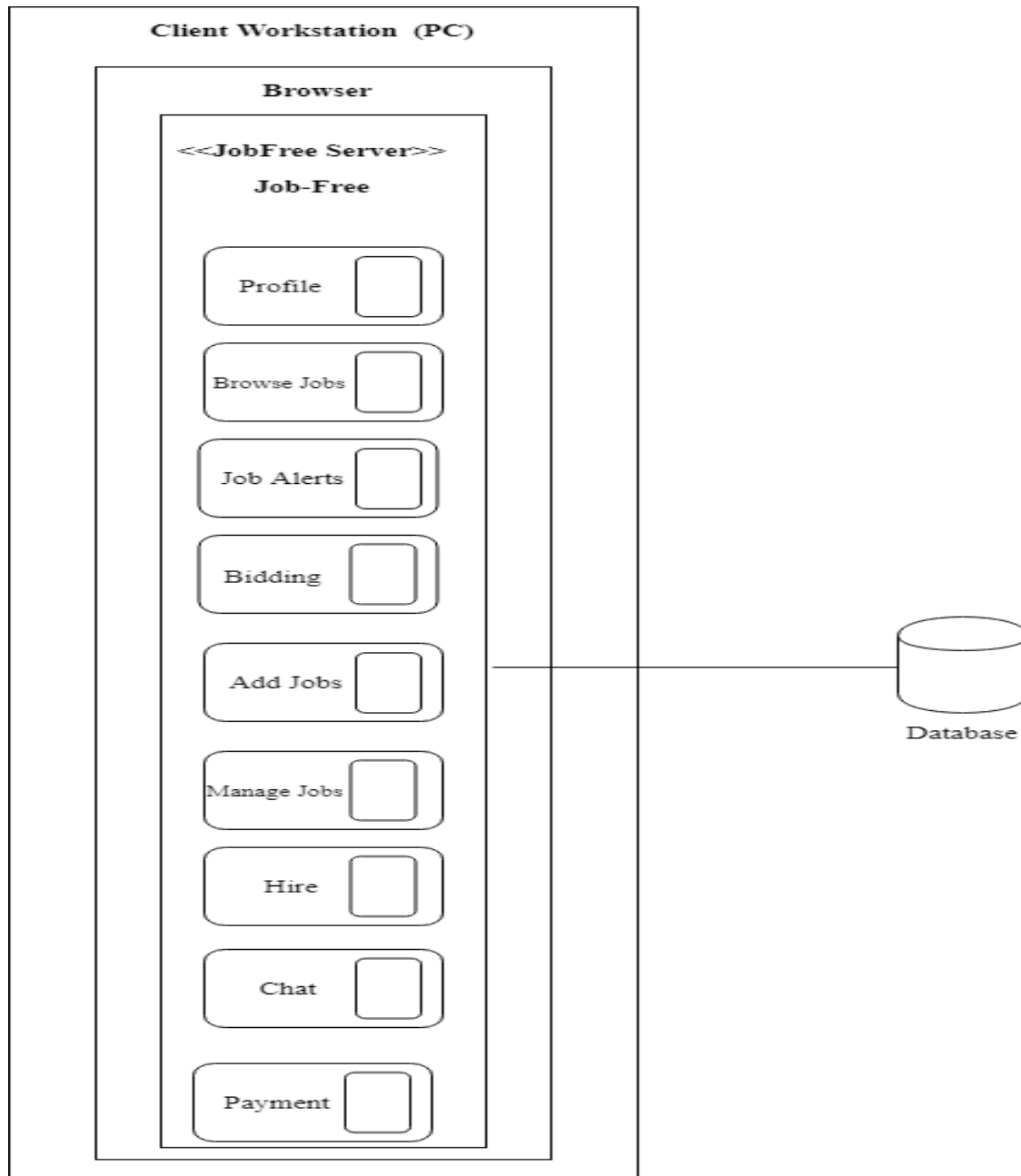


Figure 4.2 Deployment Diagram

Chapter No. 5

System Testing

5. System Testing:

Software testing is a post developmental step. It must be performed to minimize any potential errors or ambiguities. We have tested all the use cases and each of them is passed. The testing of the software gives a contentment to the developer as well as the user and it gives a quality assurance to all the stakeholders concerned.

5.1 Black Box Testing:

Black box testing, also known as behavioral testing, is a software testing method in which the internal structure/design/implementation of the item being tested is not these tests can be functional or non-functional though usually useful.

5.2 White Box Testing:

White box also known as Clear Box Testing, Open Box Testing, Glass Box Testing, Transparent Box Testing, Code-Based Testing and Structural Testing. This is a software testing method in which the internal structure/design/implementation of the item being tested is known to the tester.

5.3 Test cases:

System-tester tests the system under specific circumstances and conditions also checks whether work or not under given circumstance.

5.3.1 Test Case Registration:

Table 5.1 shows the test case registration:

Test Case ID	TC -01
Functional Area/Module	Registration
Purpose	To enable users to operate/use the system.
Action to Perform	User go to log in page Enter the personal details Choose username and password Finish
Prerequisites	Application is running
Test Case Engineer	Adeel Ahmed
Environment	Windows 8.1, Chrome Browser
Expected Result(s)	Registered successfully
Comments: Test passed successfully	

Table 5.1 Test Case Registrations

5.3.2 Test Case Add profile (Freelancer):

Table 5.1 shows the test case registration:

Test Case ID	TC -02
Functional Area/Module	Add Profile
Purpose	To add the freelancer account & information.
Action to Perform	Log in Website. Click on add button. Add detail. Click 'submit'.
Prerequisites	Application is running User is register on Job-free.
Test Case Engineer	Adeel
Environment	Windows 8.1, Chrome Browser
Expected Result(s)	Profile added successfully
Comments: Test passed successfully	

Table 5.2 Test Case Registrations

5.3.3 Test Case Payment:

Table 5.1 shows the test case payment:

Test Case ID	TC -04
Functional Area/Module	Pays the freelancer
Purpose	To pay the freelancer for work
Action to Perform	Log in Website. Click on payment. Add details. Click 'done'
Prerequisites	Application is running Both Users are register on Job-free. Work has been done by freelancer.
Test Case Engineer	Adeel
Environment	Windows 8.1, Chrome Browser
Expected Result(s)	Payment done.
Comments: Test passed successfully	

Table 5.3 Test Case Payment

5.3.4 Test Case Project Bidding By Freelancer:

Table 5.1 shows the test case payment:

Test Case ID	TC -04
Functional Area/Module	Project bidding by freelancer
Purpose	To bid the project/work
Action to Perform	Log in Website. Click on work. Add profile. Click on projects. Add detail, rate and 'bid' the project.
Prerequisites	Application is running Both Users are register on Job-free. Work has been done by freelancer.
Test Case Engineer	Adeel
Environment	Windows 8.1, Chrome Browser
Expected Result(s)	Bidding done and win the project.
Comments: Test passed successfully	

Table 5.4 Test Case Project Bidding By Freelancer

Result:

Test-Case Number	Expected Result	Actual Result
TC01	Pass	Pass
TC02	Pass	Pass
TC03	Pass	Pass
TC04	Pass	Pass

Chapter No. 6

Conclusion

6. Conclusion

Job-free is web based software which provides platform for users to complete their needs depending on each other. Both, job-seeker and client (may be company or an individual) can requests each other and make it possible to complete his work. Job-seeker finds the jobs, got payment in return where client uploads projects, work and opportunities. The .NET framework Application “Job-free” is been developed with hard work and enthusiasm by both of the developers. We also have plans for this project to deploy it in the real environment. Moreover, we have some ideas to modify this project in the future for enhancement and evolution purposes. The main purpose of this application is to provide the ease and user-friendly environment to users and thus they can work remotely.

Appendix-A

User manual

A. User manual

The user manual contains all necessary information for the user to make full use of the application. This manual includes description of the application features, and step-by-step procedures for the use of application.

A.1 Home:

First page is the homepage where user can go for work or as well as register itself as a client.

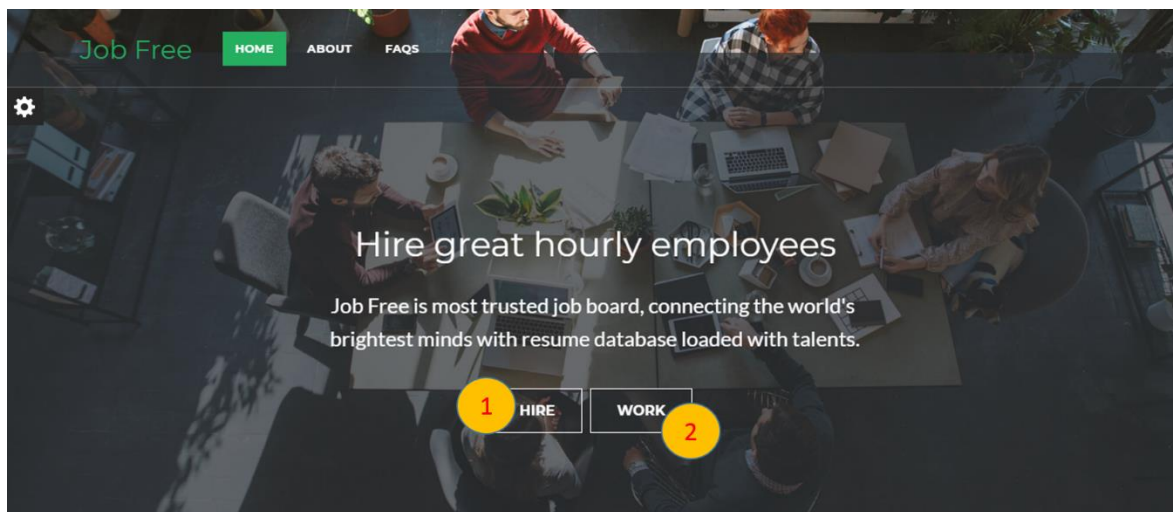


Figure A.1 Home

Figure A.1 shows the home page for user to select:

1. Click on hire button as client
2. Click on work button to work as freelancer

A.2 Registration:

People can register themselves for the application.

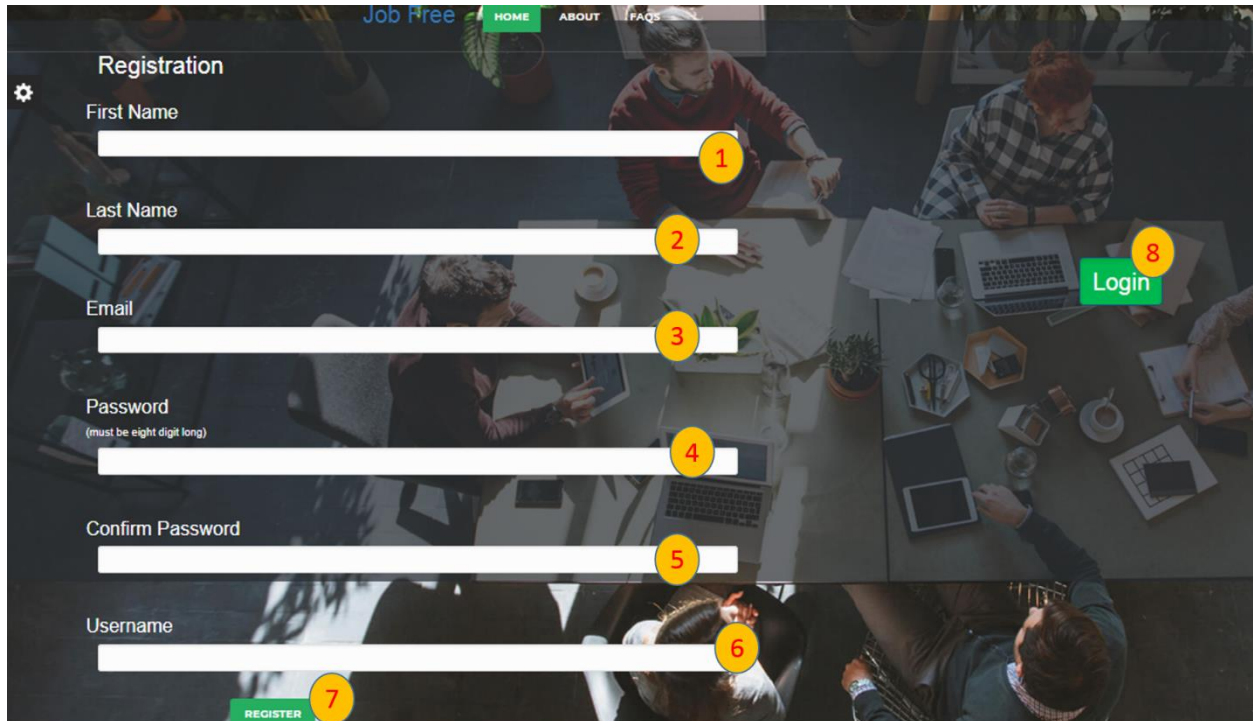
The image shows a web application interface for registration. At the top, there is a navigation bar with the text "Job Free" and links for "HOME", "ABOUT", and "FAQS". Below this, the "Registration" form is displayed. It includes input fields for "First Name", "Last Name", "Email", "Password" (with a note "(must be eight digit long)"), "Confirm Password", and "Username". A "REGISTER" button is at the bottom left, and a "Login" button is at the bottom right. Eight yellow numbered circles (1-8) are overlaid on the form to indicate the steps: 1 on the First Name field, 2 on the Last Name field, 3 on the Email field, 4 on the Password field, 5 on the Confirm Password field, 6 on the Username field, 7 on the REGISTER button, and 8 on the Login button.

Figure A.2 Registration

Figure A.2 shows steps of registration:

1. Enter your first name
2. Enter your last name
3. Enter your email id
4. Enter your password
5. Enter confirm password
6. Enter your username
7. Click register button to register
8. Click on the login button to login instead

A.3 Log in:

To allow user to login .

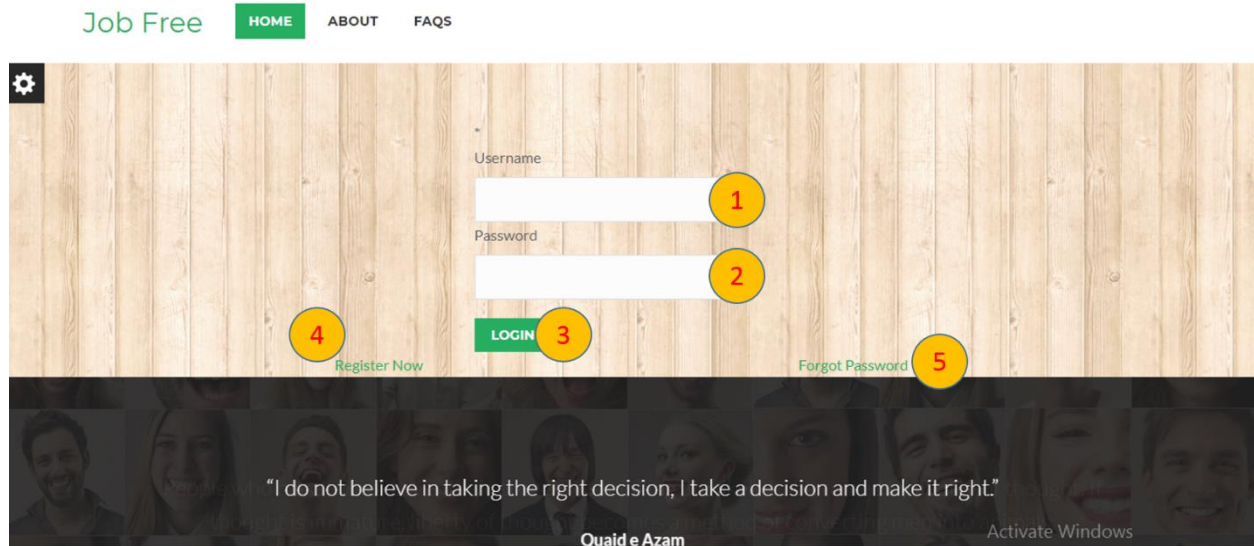


Figure A.3 Login

Figure A.3 shows step of login:

1. Enter username
2. Enter Password
3. Press login button to login
4. If you have not registered click register now button to register
5. If you have forgot your login password click on the forgot password button

A.4 Post Jobs:

TO allow the client to post the job to the application.

The screenshot displays the 'Job Free' application interface. On the left, a sidebar contains a search bar with a 'FIND' button and a user profile for 'Adeel Malik' with the title 'Android Development'. The main content area is titled 'Post your Job to Job Free' and 'Enter your Job'. It features a 'NEW MESSAGES' button and a 'POST A JOB' button, with a yellow circle containing the number '1' next to the latter. Below this, there are input fields for 'job Title' (with a yellow circle '2'), 'JobDesc' (with a yellow circle '3'), 'Skills' (with a yellow circle '4'), and 'Rate' (with a yellow circle '5'). At the bottom of this section is a 'POST YOUR JOB' button (with a yellow circle '6'). The right sidebar shows the user's name 'MATIUR RAHMAN' and a 'LOGOUT' link.

Figure A.4 Post Jobs

Figure A.4 shows step of posting a job:

1. Click on the post a job button
2. Enter job title
3. Enter job description
4. Enter your skills
5. Enter your job rate
6. Click on the post your job to upload your job

A.5 Freelancer skills:

Use to see the freelancers and also on the base of skills.

The screenshot shows the 'Job Free' website interface. At the top, there is a navigation bar with 'HOME', 'PAGES', 'FOR CLIENTS', and 'BLOG'. A user 'MATIUR RAHMAN' is logged in. Below the navigation bar, there is a section for posting a job and buttons for 'NEW MESSAGES' and 'POST A JOB'. The main content area features a search bar labeled 'Search Name:' with a 'FIND' button. To the right of the search bar is a 'Skills' filter section with a 'Select Skills' dropdown and a 'FILTER' button. Below the search bar, two freelancer profiles are listed. The first profile is for 'Adeel Malik' with the skill 'Android Development' and location 'Pakistann'. The second profile is for 'Adeel Ahmed' with the skill 'er5t2w' and location 'Pakistanjhkj'. The right sidebar contains a 'Location' filter with 'State / Province', 'City', 'Miles', and 'Zip-Code' fields, and a 'Rate / Hr' filter with a list of rate ranges and their corresponding number of freelancers.

Figure A.5 Freelancer Skills

Figure A.5 shows step of posting a job:

1. When you login as client click on the home button to see all the freelancers
2. Search freelancers on basis of name, country and skills

A.6 Freelancer Profile:

User wants to see own profile

The figure consists of three screenshots from the Job Free website, illustrating the steps to manage and update a user profile. The first screenshot shows the user's profile page with a red circle '1' over the user's name 'ADEEL MALIK' and a red circle '2' over the 'UPDATE PROFILE' button. The second screenshot shows the profile form with red circles '3' through '11' indicating the steps to update the profile. The third screenshot shows the 'UPDATE PROFILE' button with a red circle '11'.

Figure A.6 User Profile

Figure A.6 shows steps to manage and update profile:

1. Click on the name to check your profile
2. Click on the update profile button to update profile
3. Enter or update your main service you give to clients
4. Enter or update your skills
5. Enter or update your experience level
6. Upload or update your profile picture
7. Add or update professional title
8. Add or update professional overview
9. Enter or update your hourly rate
10. Add or update your country
11. Update your profile

A.7 Bidding:

Freelancer wants to bid on the project.

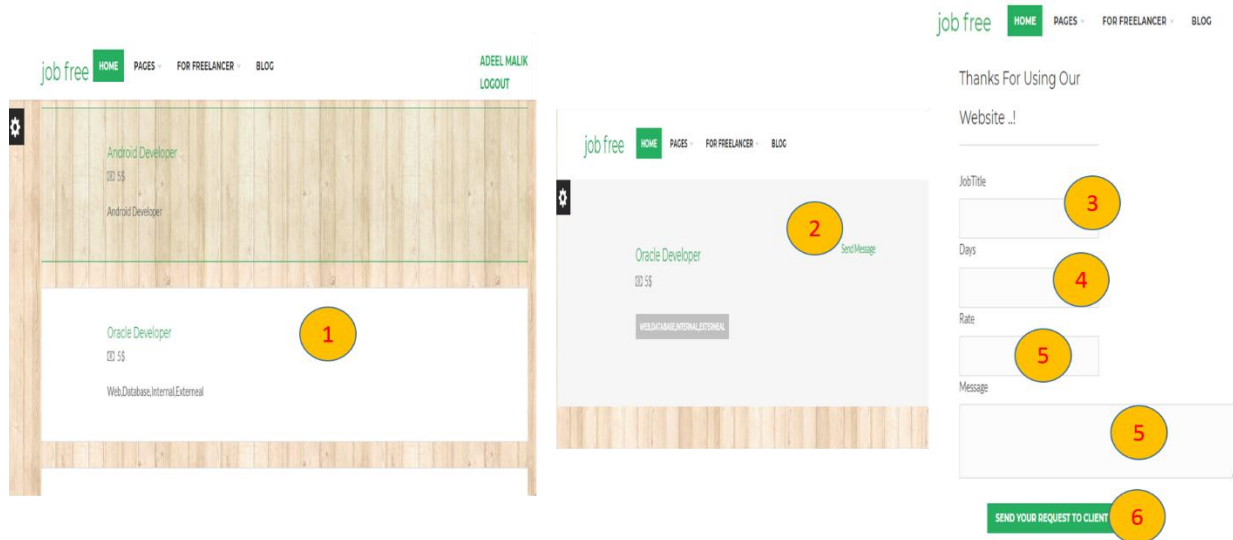


Figure A.7 Bidding

Figure A.7 shows steps for project bidding by freelancer:

1. Click on the job you wanted to bid for
2. Click send message to your offer for that job
3. Enter job title you wanted to do job
4. Enter days in which you are willing to complete project
5. Enter your rate for that job
6. Add your message regarding this job to the client
7. Click button to send request to the client

A.8 Chat:

To communicate with other users.

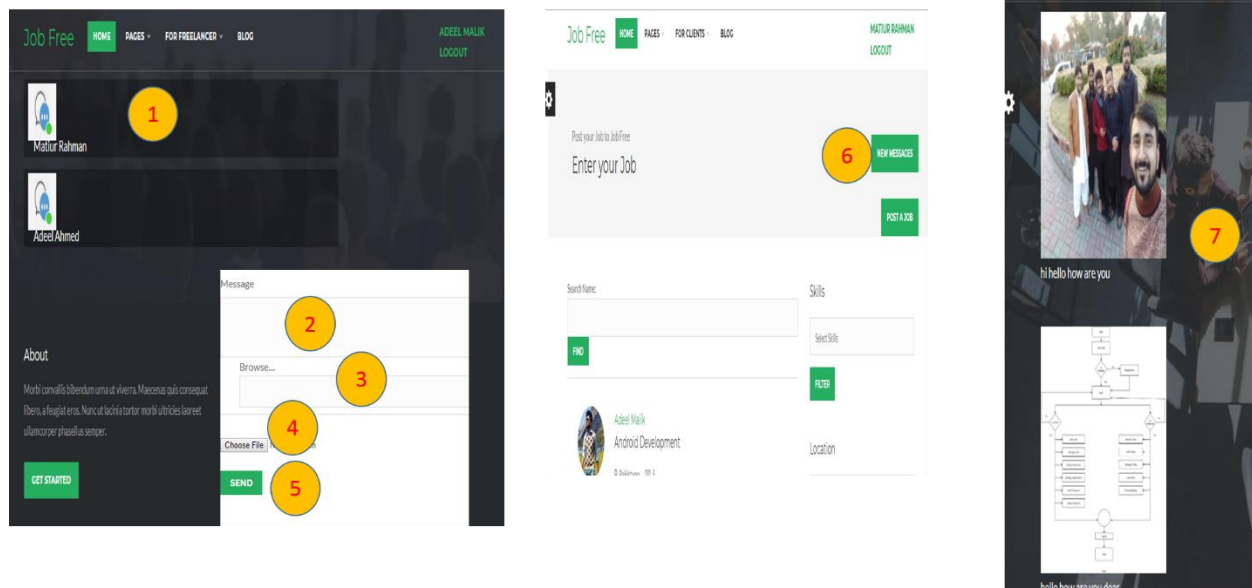


Figure A.8 Chat

Figure A.8 shows steps for chat:

1. Click on the name of the person you want to chat
2. Send text message
3. Send pictures
4. Send files
5. Click send button to send message
6. Click on new messages button to check new message
7. To check all messages

A.9 Payment:

Client pay for the projects to the freelancers.

Job Free HOME PAGES FOR CLIENTS BLOG MATIUR RAHMAN LOGOUT

Payment Details

Payment

CARD NUMBER 1

CARD Holder Name 2

Account Number
(Where you sending the amount) 3

Amount (\$) 4

SEND 5

Internet Banking

Username Password

1 2 3 4 5 6 7 8 9 C 0 ←

Login

Figure A.9 Payment

Figure A.9 shows steps for payment:

1. Enter card number through which you wanted to pay
2. Add card holder full name
3. Add valid account number where you want to send money
4. Enter amount
5. Click send button to send payment

Appendix-B

References

B. References

www.stackoverflow.com

www.wikipedia.com

www.tutorialpoints.com

www.youtube.com

www.w3school.com