PRINT PAY

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21CSE305P – SERBOT: Project Based Learning in Robotics

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PROBLEM STATEMENT

In college, students frequently need to print assignments, reports, and other academic materials. These tasks often require students to visit local printout shops. However, a major issue arises when network connectivity at these shops fails during the payment process. This network instability causes delays, inconveniences, and, in some cases, prevents students from completing their transactions in a timely manner. This situation creates complications, delays and frustration for both students and print shop owners.

REQUIREMENTS

SOFTWARE

1) HTML
2) CSS
3) JavaScript
4) Node.js
5) Figma
6) Arduino IDE

HARDWARE

1) ESP-WROOM-32
2) RFID-RC522 Reader
3) RFID Tag
4) Breadboard
5) Male to Male Jumper Wires
6) USB type A to Micro USB cable

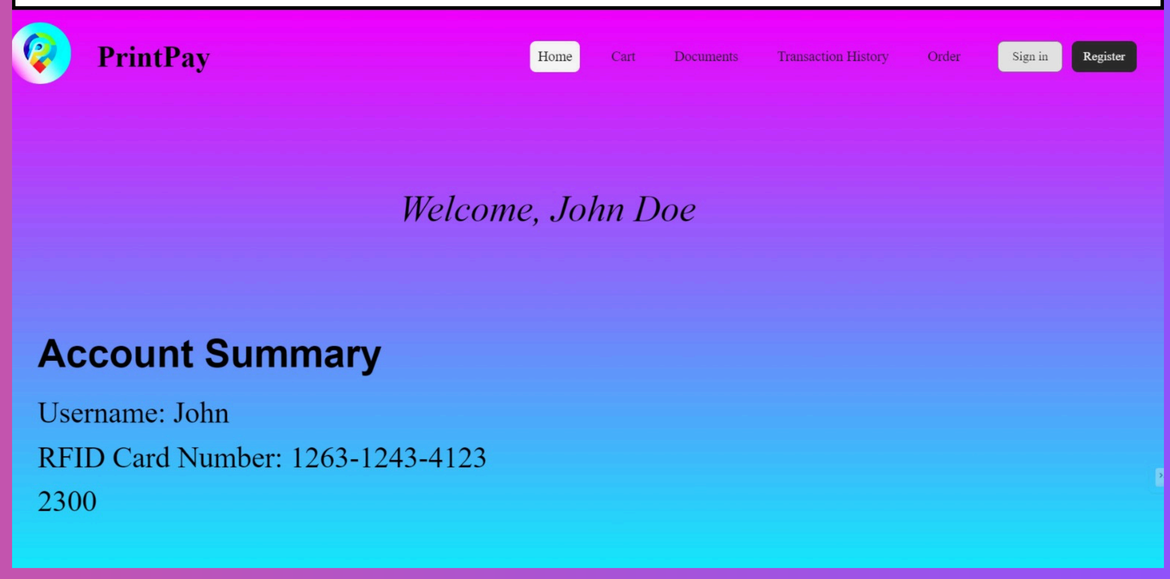
FEATURES

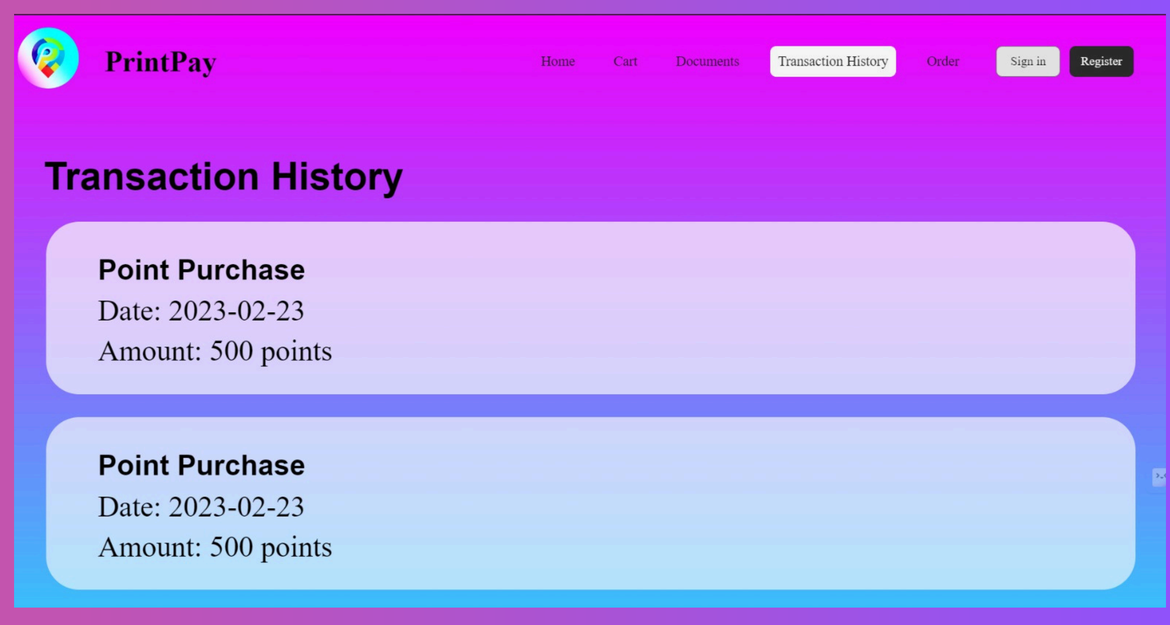
- Print Pay uses points-based system
- Users can preload points into their accounts
- It is Secure and Reliable
- Only authorized users can access their accounts
- Allows payments even during network failures
- Ensures Prompt Payment for print shop owners

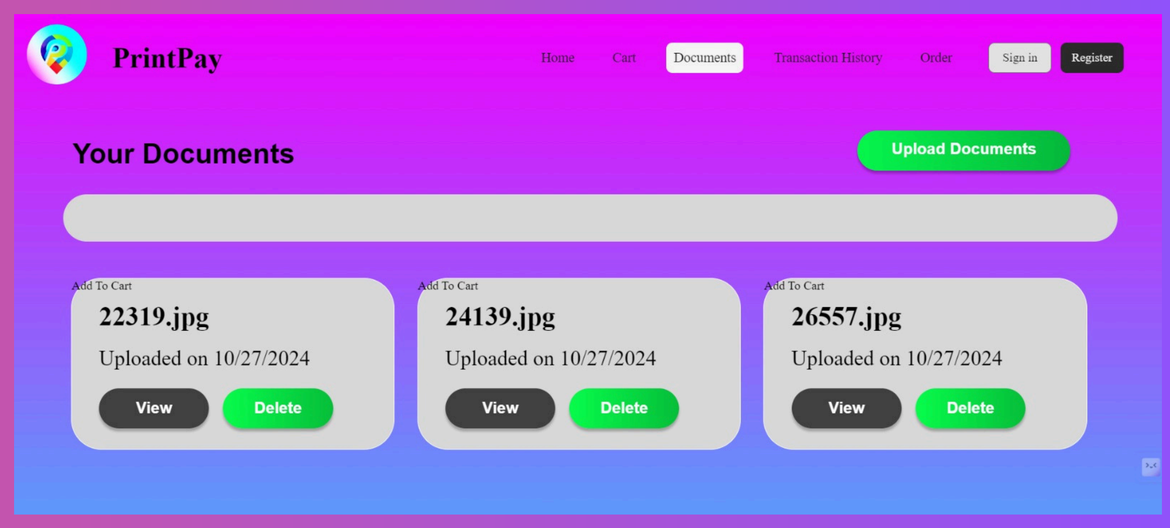
CONCLUSION

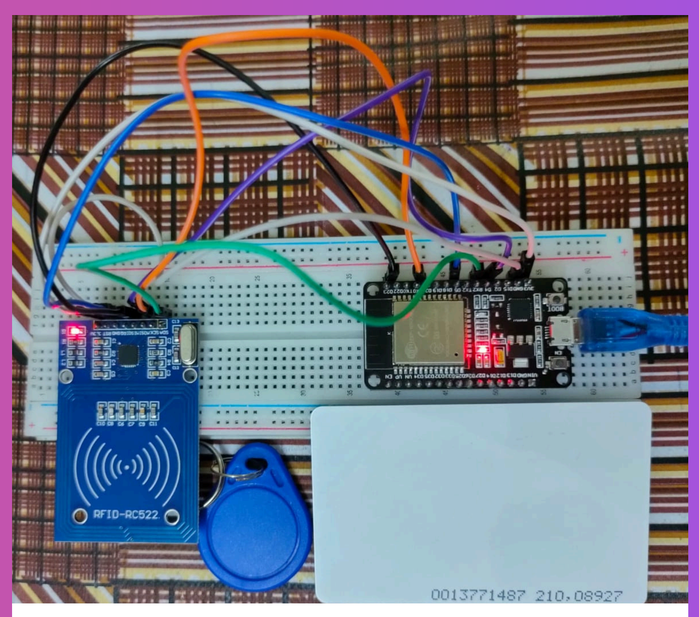
In conclusion, Print Pay simplifies the interaction between students and print shop owners, providing a reliable, secure, and efficient system for managing print services and payments. With the implementation of this platform, the common challenges associated with traditional payment methods can be eliminated, paving the way for a more convenient and streamlined process.

DEMO

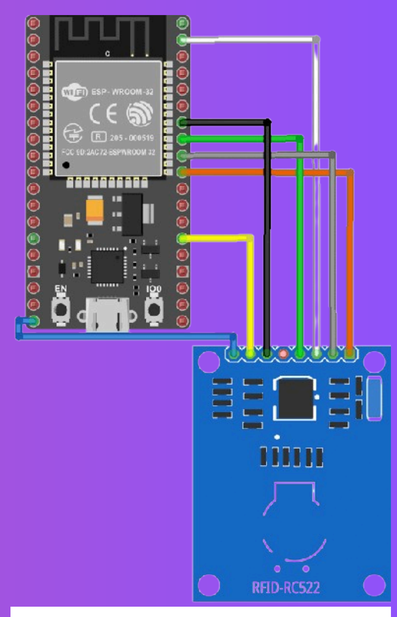








Total Expenditure : 518 (INR)



Circuit Diagram