 WEB TECHNOLOGIES AND MOBILE APPS

PROJECT REPORT

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1. Introduction

Doing Erasmus is a pleasure experience in a student life. Travelling is one of the things that form an Erasmus life. However, Erasmus students usually travel on a budget. Moreover, we acknowlegde that with sharing accommodation is much cheaper than renting a single room. We came up with an idea to push the cheap and ro

Therefore, we build that website to help them find the share accomodation while travelling.

1. Project
   1. Structure

Use the MVC (Model – View – Controller) to build the

* 1. Function of the applications

With the side of users, they can:

* + - Register for an account,
    - Find an accommodation based on the destinated cites,
    - Find an accommodation based on the type of the housing,
    - Know the details and location of the house,
    - Make/Request for cancelling a reservation for a house.

With the admin, they can:

* + - Upload new accommodations,
    - Edit details of an accommodation,
    - Delete an accommodation,
    - Approve a reservation,
    - Delete a reservation based on request.
  1. Database

To simplify the database, we have 3 tables for the business

* + - * Accommodation
      * User
      * Reservation

The relation between three table is shown below

* 1. Web Services
  2. Android Application

1. Technologies

PHP

Bootstrap: Bootstrap is the HTML, CSS and JS framework to develop responsive, mobile first on the Web. In the project, we use Bootstrap version 3.3.7 to develop the responsive, auto-scaling websites.

Datetimepicker is a Bootstrap form component to handle date and time data. We use this component to build the reservation page.

Google Map API is the geoglogical API on Web platform. It is used to put the marker on the map

Swiper is the free mobile touch slider to build the mobile websites. It also works on desktop browzer.

1. Conclusion
2. **Conclusion**