

# **SUMMER INTERNSHIP PROJECT REPORT**

## **“Crowd Funding – PepFund”**

*submitted in partial fulfilment of the requirement for*

*the award of the degree of*

**Bachelor of Technology**

*in*

**Computer Science and Engineering**

**By**

**GAURAV SHARMA**

**Enrollment No. – A50105220049**

*Under the guidance of*

**Mr. Rajesh Tyagi**

**Business Head - Global**

**Mr. Anil kumar Mishra**

**Assistant Professor**



**Department of Computer Science and Engineering**

**Amity School of Engineering and Technology**

**Amity University Haryana**

**Gurgaon, India**

**September 2022**



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### **DECLARATION**

I, **Gaurav Sharma, Enrollment No. A50105220049**, student of Bachelor of Technology in Computer Science and Engineering, Amity School of Engineering and Technology, Amity University Haryana, hereby declare that I am fully responsible for the information and results provided in this project report titled **“Crowd Funding Website – “PepFund ”** submitted to Department of Computer Science and Engineering, Amity School of Engineering and Technology, Amity University Haryana, Gurgaon for the partial fulfilment of the requirement for the award of the degree of ***Bachelor of Technology in Computer Science and Engineering***. I have taken care in all respects to honour the intellectual property rights and have acknowledged the contributions of others for using them. I further declare that in case of any violation of intellectual property rights or copyrights, I as a candidate will be fully responsible for the same. My supervisor, Head of department and the Institute should not be held for full or partial violation of copyrights if found at any stage of my degree.

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### **CERTIFICATE**

This is to certify that the work in the project report entitled “***Crowd Funding - PepFund*** ” by ***Gaurav Sharma*** bearing ***Enrolment No. A50105220049*** is a Bonafide record of project work carried out by her under my supervision and guidance in partial fulfilment of the requirements for the award of the degree of Bachelor of Technology in Computer Science and Engineering in the Department of Computer Science and Engineering, Amity School of Engineering and Technology, Amity University Haryana, Gurgaon. Neither this project nor any part of it has been submitted for any degree or academic award elsewhere.

**Date: 12/ 07/ 2022**

**Gaurav Sharma**

## CERTIFICATE OF THE COURSE



Certificate no: UC-101dd5ba-a000-45dc-a853-7e3539d1303f  
Certificate url: ude.my/UC-101dd5ba-a000-45dc-a853-7e3539d1303f  
Reference Number: 0004

CERTIFICATE OF COMPLETION

# The Complete 2022 Web Development Bootcamp

Instructors **Dr. Angela Yu**

**Gaurav Sharma**

Date **July 12, 2022**

Length **65.5 total hours**



## **Department of Computer Science and Engineering**

**Amity School of Engineering and Technology**

### **ACKNOWLEDGEMENT**

“Nothing can be achieved without the synchronization of strong will power, good inspiration, positive efforts and finally the right guidance.”

I am thankful to Mr. Rajesh Tyagy, Assistant Professor, ASET and Mr. Anil Kumar Mishra for their constant guidance and encouragement provided in this endeavour. I take this opportunity to express my deep sense of gratitude to them for their valuable guidance. I also thank to my parents for their continuous support, understanding and patience without whose support and understanding this endeavour would never be fruitful.

**Gaurav Sharma**

**Enrollment No. – A50105220049**

## **ABSTRACT**

For the last few years, all over the world crowdfunding become one of the main tools and funding source for most of the new startups and creative minds all over the globe, so I sought to create a new crowdfunding application PepFund that will bring and adopt all the creative minds and ambitious souls and provides them with a tool to seek funds from a global community, the creators should be able to coordinate multiple campaigns easier, and should be able to find people who are willing to invest with little equity involved.

PepFund is a unique crowdfunding app built primarily in HTML, CSS Java Script , Bootstrap technologies. It has one type of user that can be two types at the same time: can be either a creator or a funder. A funder donates while a creator acquires the fund. This app has a trust-building mechanism called corroboration where funders can certify creators and allow creators to certify their claims through uploading documentary proofs in an image format. The final mode of crowdfunding takes place through the exchange of transactional information where Funders can pay and amount of monetary by a bank transfer or by card.

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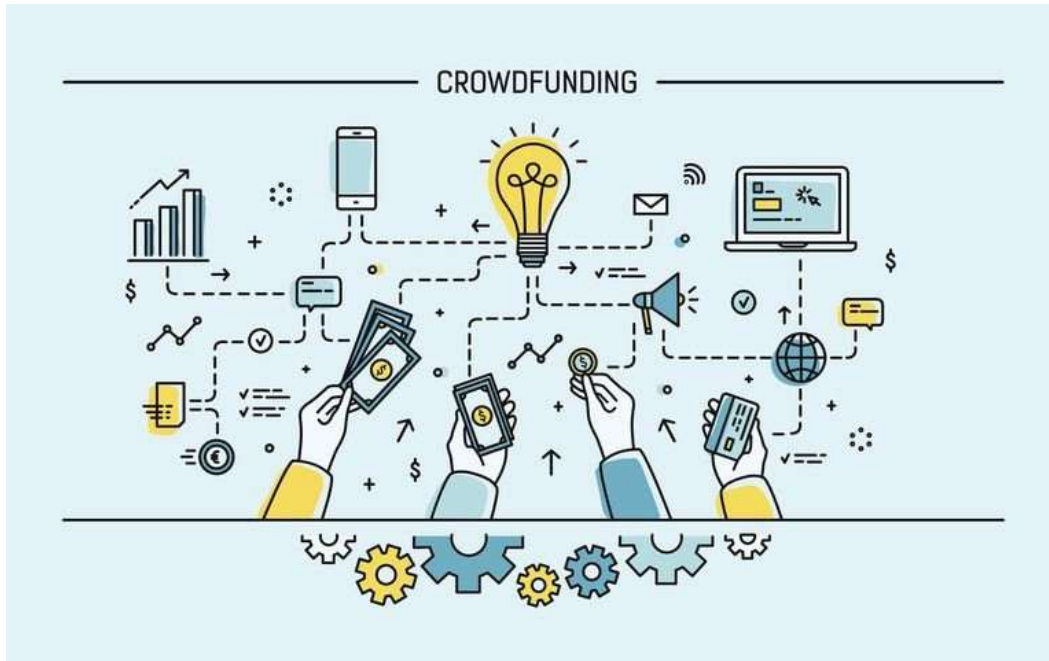
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# **Chapter 1**

## **INTRODUCTION :**



Introductory image

### **Crowdfunding :**

In recent years, crowdfunding has emerged as a revolutionary financing model that allows small entrepreneurs to raise funding in the early stages of their projects, particularly those that may otherwise struggle to obtain capital. Having their project successfully funded is crucial to project creators as it provides not only initial funds for project development but also access to valuable future resources, and eventually turn their projects into successful entrepreneurial organizations. Previous research shows that only 45 % of the projects on these platforms are successfully funded. As a result, identifying general antecedents of funding success has been of great interest to researchers because it can provide insights to project creators to maximize their funding success. Which made Crowdfunding One of the biggest topics discussed around the businesscommunity for the past few years, the idea of crowdfunding using an online platform is a greattool for building capital for a startup, funding growth for your company, or development of services or products to further your business

## Crowdfunding Models :

Crowdfunding facilitates the raising of capital for a variety of purposes, using numerous variations of the model. Below is a typology of how the operators in the market can potentially be segregated. The majority of platforms can be categorized under these four types, but there are several variations, such as hybrid models and those platforms that define themselves in a sectoral vertical rather than by the type of finance they provide.

1. **Donation Model:** The donation model of crowdfunding is a means for charities, or those who raise money for social or charitable projects, to gather a community online and to enable them to donate to a project. While most established charities facilitate this through their own website, crowdfunding is popular for small organizations and people raising money for personal or specific charitable causes.
2. **Lending Model:** Crowdfunded lending is largely an evolution of the peer-to-peer model of lending. Projects or businesses seeking debt apply through the platform uploading their pitch, with members of the crowd taking small chunks of the overall loan.
3. **Reward Model:** The model allows people to contribute to projects and receive non-financial rewards in return, usually operating a tiered system where the more you donate the better the reward you receive. The model often closely resembles philanthropy with the donation far exceeding the monetary value of the reward or the reward costing the fundraiser little, such as experience or recognition-related rewards. In these cases, entrepreneurs or artists crowdfund the production cost of their record, movie, game or product and allow the donors to be the first recipients once the production is complete.
4. **Investment Model:** The final type is the application of crowdfunding to investing for equity, or profit/revenue sharing in businesses or projects. This form of the model has been the slowest to grow due to regulatory restrictions that relate to this type of activity.

## Benefits of Crowdfunding :

1. It is a very accessible process which is open to all and can be carried out on your terms
2. you decide on the amount you want to raise and the timescale to raise the funds.
3. You are in control, the promotion and selling of the project is the responsibility of your group.
4. It can bring much more than money, it can attract new people and support (nonfinancial)to your group.
5. What money it does bring can be very different from a traditional investment, funds raised through crowdfunding are unrestricted and can be used for all elements of your project.
6. It can be quick, as you are in control you can work quickly to start raising funds.
7. You will also produce a very valuable asset for you or your organization as you run a campaign and that “crowd asset” can be a very useful and enduring resource, people who support your project are also likely to support your group.
8. It’s a quick and easy way to get a lot of exposure for your brand and for your new idea or initiative
9. You can engage directly with investors who could also become your customers
10. There is a low barrier to entry, often much lower than with other forms of investment

## PepFund :

PepFund is a unique crowdfunding app . It has one type of user that can be two types at the same time: can be either a creator or a funder. A funder donates while a creator acquires the fund. There can be any number of Projects published by a single creator and same as with investors they can invest in any project irrespective of the amount and number.

PepFund has created the opportunity for entrepreneurs to raise hundreds of thousands or millions of dollars from anyone with money to invest. This app has a trust-building mechanism called corroboration where funders can certify creators and allow creators to certifytheir claims through uploading documentary proofs in an image format

## **CHAPTER 2**

### **SYSTEM REQUIREMENTS :**

#### **2.1 Hardware Requirements :**

The hardware requirements include the specifications of the hardware used on the system on the website will run. The PC must meet the following requirements so that the website runs smoothly.

- PC with 250GB or more Hard Disk
- PC with 2GB RAM
- PC with Pentium 1 and above

#### **2.2 Software Requirements :**

The software requirements include the softwares that need to be installed into the system and they will be based on the website will run without any difficulty. All the following softwares need to be updated.

- Operating System – Windows XP and above.
- Language Used – HTML , CSS , Java Script , Bootstrap
- IDE – Visual Studio Code
- Browser – Google Chrome

All the above mentioned system specifications are required for smooth functioning of the website and every software needs to be up-to-date.

## **Chapter 3**

### **TECHNOLOGY USED**

Languages used for making this website include HTML, CSS, JavaScript and Bootstrap and the Text Editor used is Visual Code for Coding. The website is a part of frontend development.

#### **3.1 HTML -**

Hypertext Markup Language (HTML) is the standard markup language for documents designed to be displayed in a web browser. It can be assisted by technologies such as Cascading Style Sheets (CSS) and scripting languages such as JavaScript. Web browsers receive HTML documents from a web server or from local storage and render the documents into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document.

HTML elements are the building blocks of HTML pages. With HTML constructs, images and other objects such as interactive forms may be embedded into the rendered page. HTML provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items. HTML elements are delineated by tags, written using angle brackets. Tags such as `<img />` and `<input />` directly introduce content into the page. Other tags such as `<p>` surround and provide information about document text and may include other tags as sub-elements. Browsers do not display the HTML tags, but use them to interpret the content of the page.

#### **3.2 CSS -**

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language like HTML. CSS is a cornerstone technology of the World Wide Web, alongside HTML and

JavaScript.CSS is designed to enable the separation of presentation and content, including layout, colors, and fonts. This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple web pages to share formatting by specifying the relevant CSS in a separate .css file, and reduce complexity and repetition in the structural content.

CSS information can be provided from various sources. These sources can be the web browser, the user and the author. The information from the author can be further classified into inline, media type, importance, selector specificity, rule order, inheritance and property definition. CSS style information can be in a separate document or it can be embedded into an HTML document. Multiple style sheets can be imported. Different styles can be applied depending on the output device being used; for example, the screen version can be quite different from the printed version, so that authors can tailor the presentation appropriately for each medium. The style sheet with the highest priority controls the content display. Declarations not set in the highest priority source are passed on to a source of lower priority, such as the user agent style. The process is called cascading.

### 3.2.1 Types of CSS :

**Inline CSS:** Inline CSS contains the CSS property in the body section attached with element is known as inline CSS. This kind is specified within an HTML tag using the style attribute.

**Internal or Embedded CSS:** This can be used when a single HTML document must be styled uniquely. The CSS rule set should be within the HTML file in the head section i.e., the CSS is embedded within the HTML file.

**External CSS:** External CSS contains separate CSS file which contains only style property with the help of tag attributes (for example class, id, heading, etc.). CSS property written within a separate file with “.css” extension and should be linked to the HTML document using the link tag.

## 3.3 Bootstrap :

Bootstrap is a free , open source front -end development framework for the creation of

websites and web apps . Designed to enable responsive development of mobile – first websites , Bootstrap provides a collection of syntax for template design .

As a framework , Bootstrap includes the basics for responsive web development , so developers only need to insert the code into a pre – defined grid system . The bootstrap framework is built on Hypertext Markup Language(HTML), cascading style sheets (CSS) and Java Script . Bootstrap makes responsive web design a reality it makes it possible for a web page or app to detect the visitors screen size and orientation and automatically adapt the display accordingly .the mobile first approach assumes smartphones , tablets and task - specific mobile apps are employees primary tools for getting work done. Bootstrap addresses the requirement of those technologies in design and includes UI components , layouts , Java Script tools and the implementation framework. The software is available precompiled or as source code. Bootstrap was developed by Mark Otto and Jacob Thornton at Twitter, and released as an open source product in August 2011 on GitHub. In June 2014, Bootstrap was the No. 1project on GitHub!

How to use Bootstrap in Webpage:

There are two ways to include Bootstrap in the website.:

- Include Bootstrap from CDN link(s):

```
1 <!-- Latest compiled and minified CSS -->
2 <link rel="stylesheet" href="https://maxcdn.bootstrapcdn.com/bootstrap/3.4.1/css/bootstrap.min.css">
3
4
5 <!-- jQuery library -->
6 <script src="https://ajax.googleapis.com/ajax/libs/jquery/3.5.1/jquery.min.js"></script>
7
8
9 <!-- Latest compiled JavaScript -->
10 <script src="https://maxcdn.bootstrapcdn.com/bootstrap/3.4.1/js/bootstrap.min.js"></script>
```

Figure 3.1 Bootstrap CDN

- Download Bootstrap from [www.getbootstrap.com](http://www.getbootstrap.com)



### 3.4 JAVASCRIPT -

JavaScript is a high-level, interpreted scripting language that conforms to the ECMAScript specification. JavaScript has curly-bracket syntax, dynamic typing, prototype-based object-orientation, and first-class functions. Alongside HTML and CSS, JavaScript is one of the core technologies of the World Wide Web. JavaScript enables interactive web pages and is an essential part of web applications. The vast majority of websites use it, and major web browsers have a dedicated JavaScript engine to execute it. As a multi-paradigm language, JavaScript supports event-driven, functional, and imperative (including object-oriented and prototype-based) programming styles. It has APIs for working with text, arrays, dates, regular expressions, and the DOM, but the language itself does not include any I/O, such as networking, storage, or graphics facilities. It relies upon the host environment in which it is embedded to provide these features.

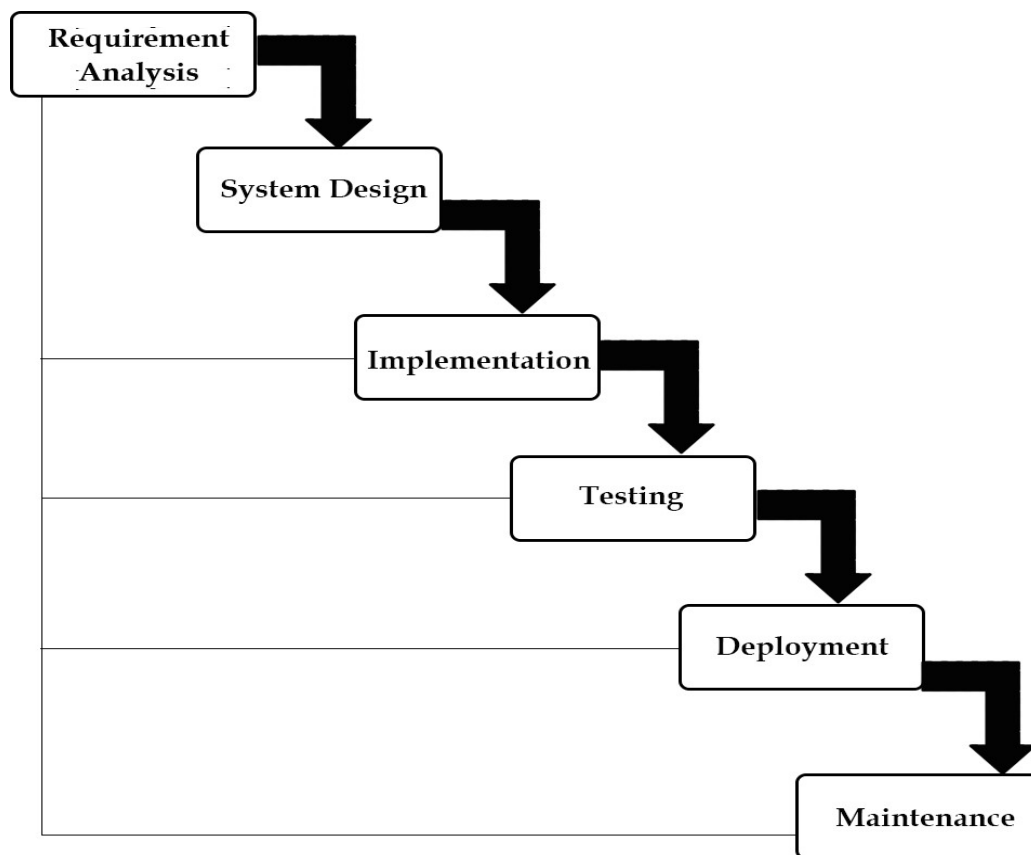
Initially only implemented client-side in web browsers, JavaScript engines are now embedded in many other types of host software, including server-side in web servers and databases, and in non-web programs such as word processors and PDF software, and in runtime environments that make JavaScript available for writing mobile and desktop applications, including desktop widgets.

## **Chapter 4**

### **DESIGN AND PLANNING**

The waterfall model was selected as the SDLC model due to the following reasons:

- Requirements were very well documented, clear and fixed.
- Technology was adequately understood.
- Simple and easy to understand and use.
- There were no ambiguous requirements.
- Easy to manage due to the rigidity of the model. Each phase has specific deliverables and a review process.
- Clearly defined stages.
- Well understood milestones. Easy to arrange tasks.



## **PROJECT IMPLEMENTATION**

When Building a website there is a process that designers see. This process covers all the steps from deciding on a website to building it and putting them live.

### **4.1 Knowing the Purpose**

Knowing the Purpose of the site will help you set goals for the site as well as help to determine your target audience. Goals are useful for most websites as it helps you measure how the site is performing, and whether it is worth expanding and improving the site. And knowing the target audience for a site can help you with design elements as well as appropriate content.

### **4.2 Planning**

At this stage of the website development cycle, the developer creates the data that allows a customer to judge how the entire site will look like.

Your plan should include:

- Details about the information architecture.
- The planned structure of the site.
- A site map of the pages to be designed and built.
- And technical details like if scripts or Ajax will be used, whether there will be a server side language like PHP in use, if you need a shopping cart and so on.

### **4.3 Design starts after planning**

During the design phase, your website takes shape. All the visual content, such as images, photos and videos is created at this step. Once again, all the information that was gathered through the first phase is crucial. The customer and target audience must be kept in mind while you work on a design.

Your design should include:

- Wireframes and the layout of your designs.
- Colour including creating a colour scheme for the site and how those colours work together in harmony.
- You should also plan on a theme for your site including decorative images and icons.

## 4.4 Content Writing

Content is what person comes to your site for. This can include text, images, and multimedia.

You should look for:

- **Text:** This can include articles, blog posts, lists, reviews, or anything that you want to write about your site.
- **Graphics:** There are a lot of places to find images for web pages including photos you have taken and free images. Be sure you are using the right format for your images.
- **Multimedia:** The multimedia can have a negative impact on your site so you need to make sure to add sounds and videos to your site appropriately.

## 4.5 Coding

At this step, we can finally start creating the website itself. Graphic elements that have been designed during the previous stages should be used to create an actual website. We use lots of different technologies to build websites like HTML, CSS, PHP, etc. usually, the home pages created first former and then all sub-pages are added, according to the website hierarchy that was previously created in the form of site map. Fireworks and CMS should be implemented to make sure that the server can handle the installation and setup smoothly.

## 4.6 Testing

Testing phase is important. Thoroughly test each page to make sure all links are working and that the website loads properly on all devices and browsers. Also make sure that connection to database is safe and properly encrypted. Errors may be the result of small coding mistakes.

## 4.7 Launch

Since your testing phase is cleared, it is time to upload it to a server. FTP (file transfer protocol) software is used for that purpose. After you deployed the files, you should run yet another, final Test to be sure that all your files have been installed correctly. Upload all the files for a website at one time, even if you have been adding them to the side periodically. This makes sure that site has the most current versions of the pages when you launch.

## 4.8 Maintenance

Once a site is launched, does not mean the end of services. The best websites are changing with the time. The developer should pay attention and latest content should be added as well as keeping the existing content up to date. Plus, eventually, you will want to do a redesign, to keep the design up to date as well.

## 4.9 General overview

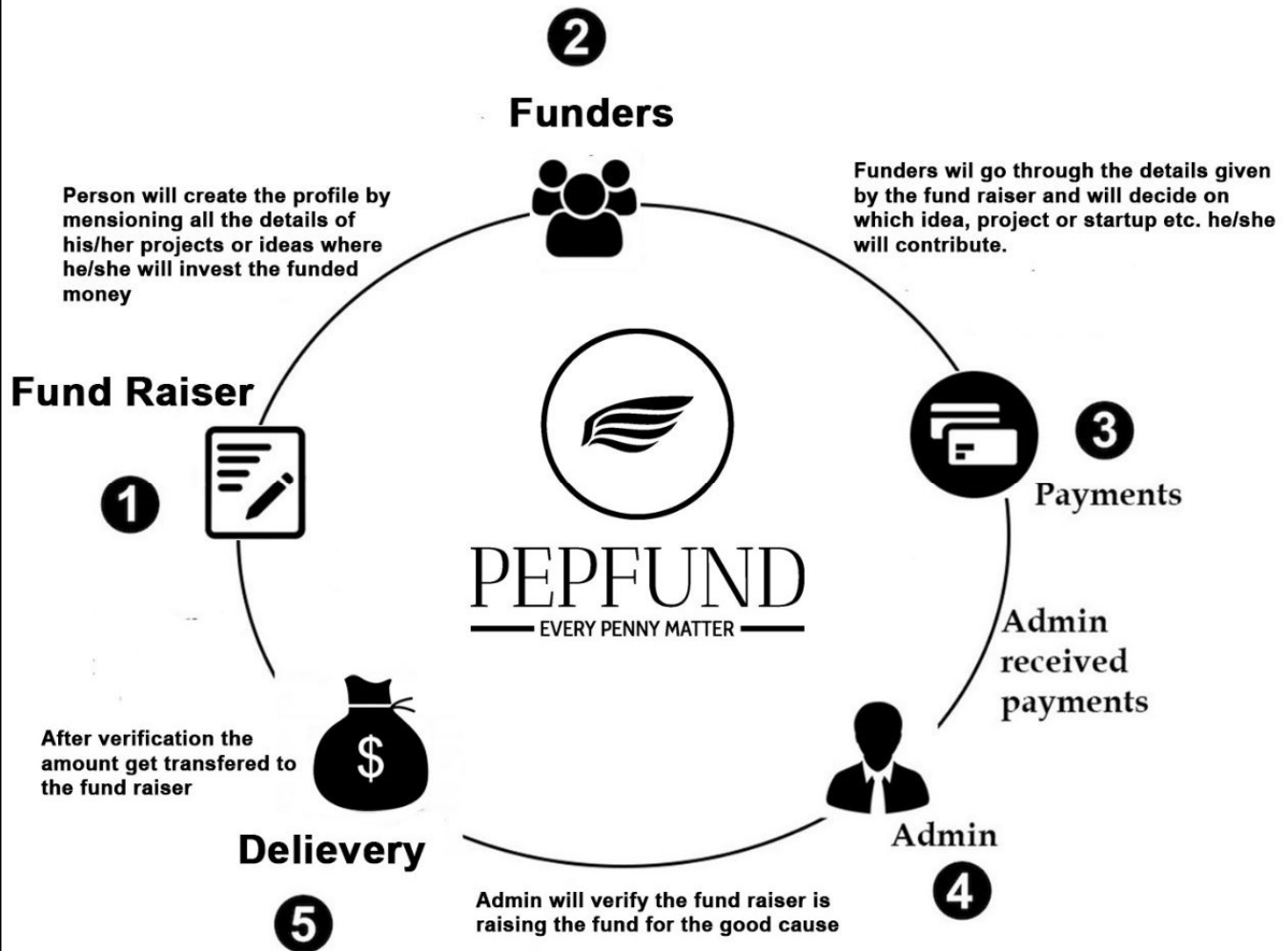


Figure 4.1 General Overview

## 4.10 Data Flow Diagram

### 4.10.1 Level 0 DFD

Data flow diagram (DFD) Level 0 is also called a Context Diagram. It is a basic overview of the entire system or process being analysed or modelled. It is designed to be an at-a-glance view, showing the system as a single high-level process, with its relationship to external entities.

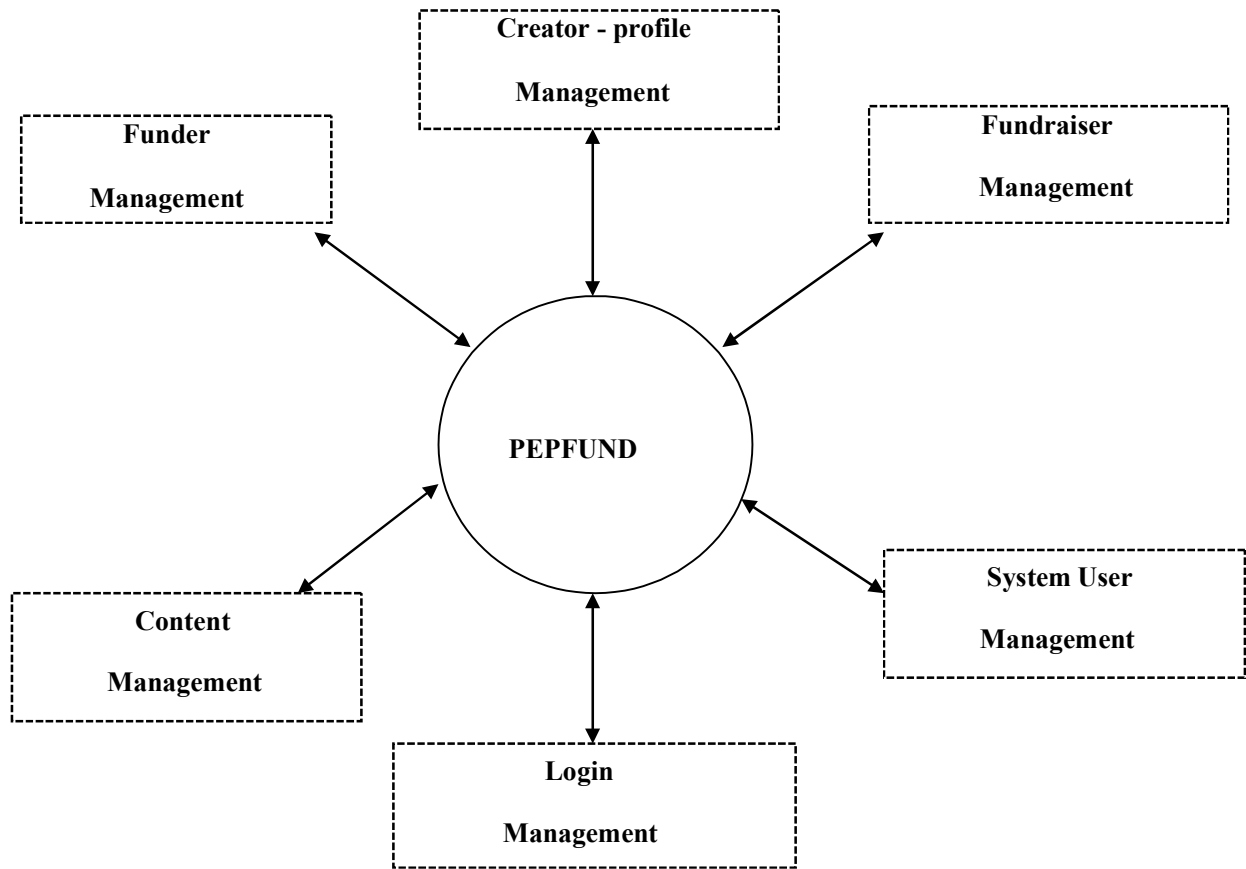


Figure 4.2 Level 0 DFD

#### 4.10.2 Level 1 DFD

A level 1 data flow diagram (DFD) is more detailed than level 0 DFD but not as detailed as a level 2 DFD. It breaks down the main processes into sub processes that can then be analysed and improved on a more intimate level.

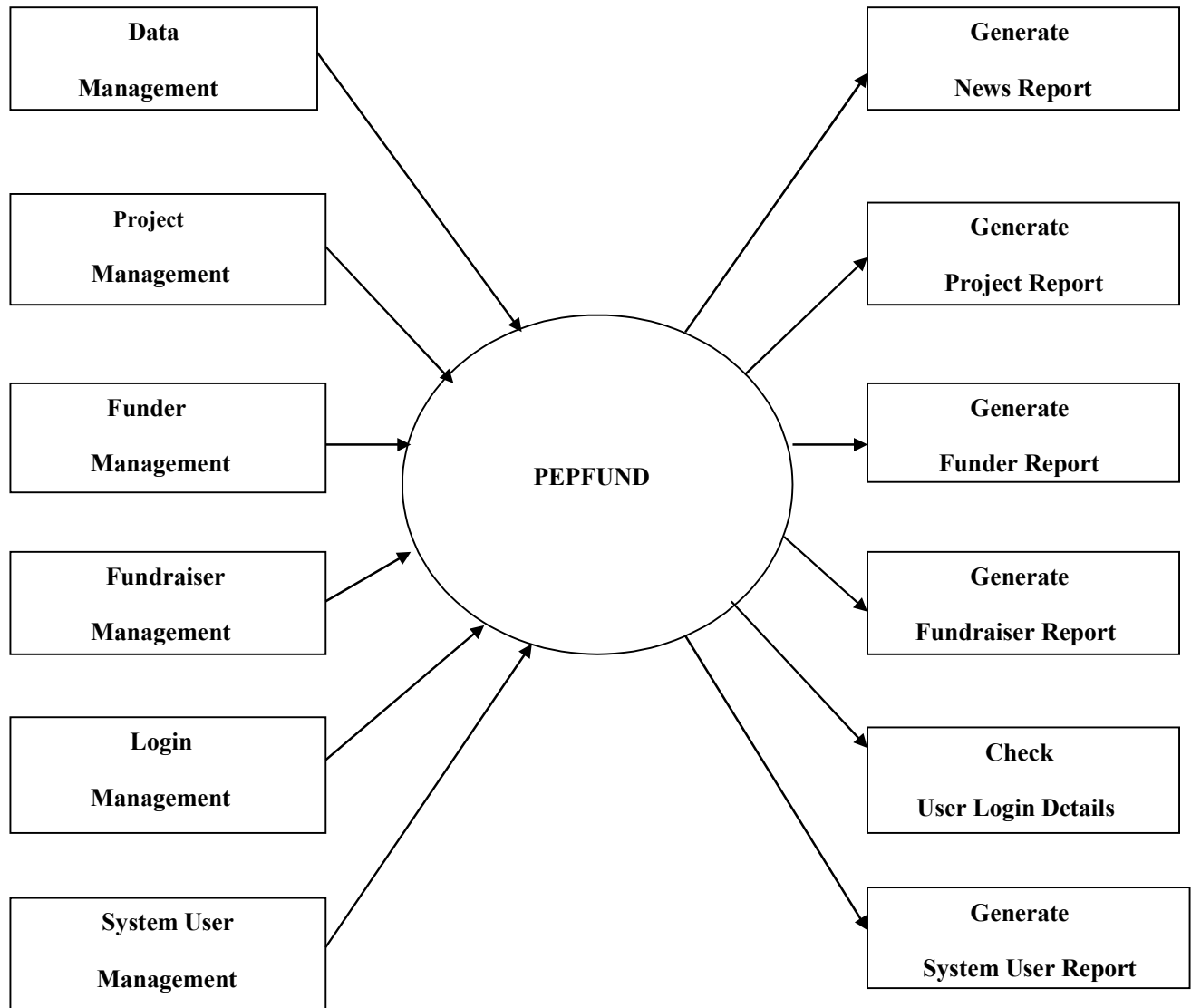


Figure 4.3 Level 1 DFD

#### 4.10.3 Level 2 DFD

2 Level DFD goes one step deeper into parts of 1-level DFD. It can be used to plan or record the specific/necessary detail about the system's functioning. It is the detailed process of a particular organization.

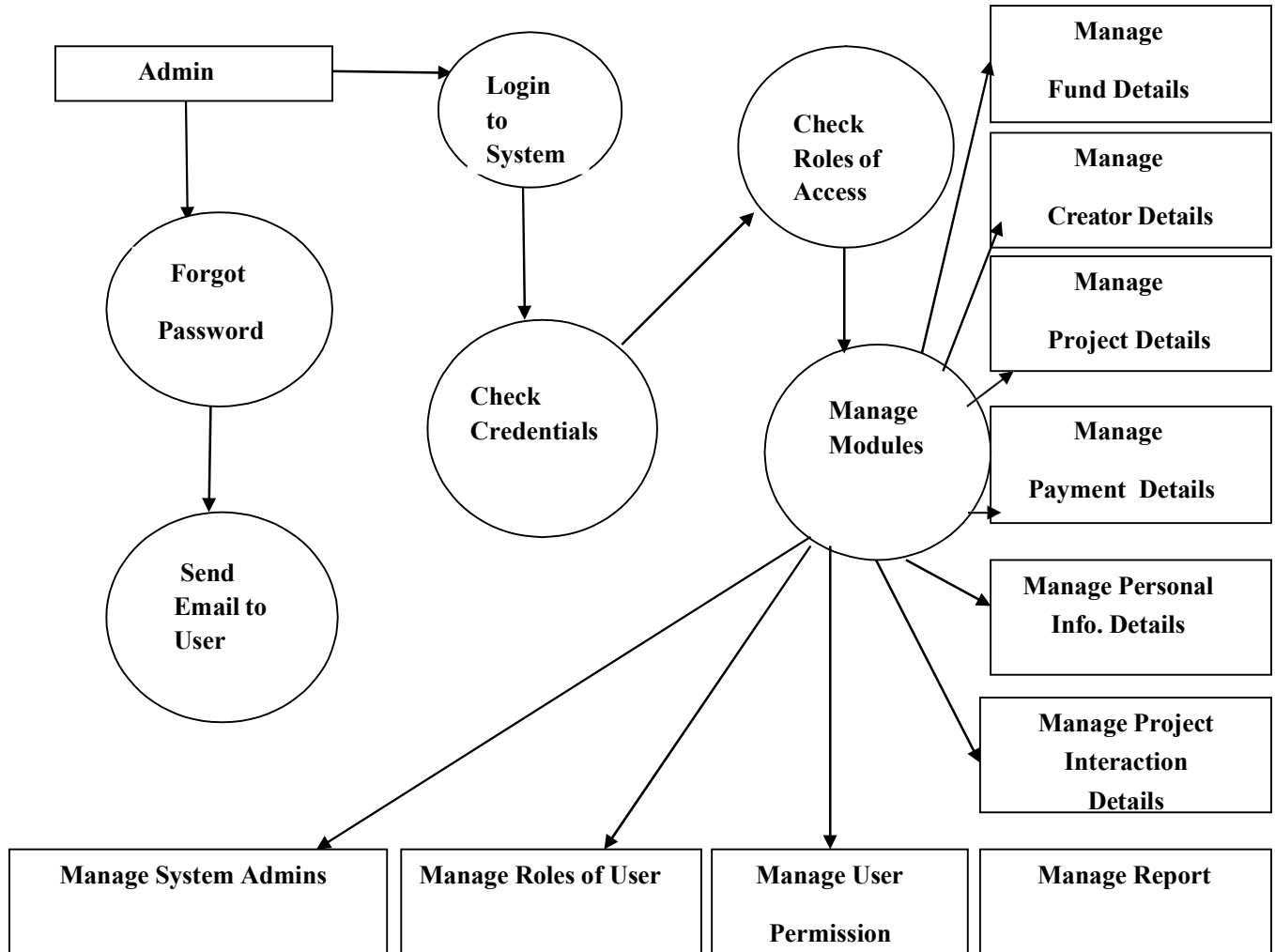


Figure 4.4 Level 2 DFD



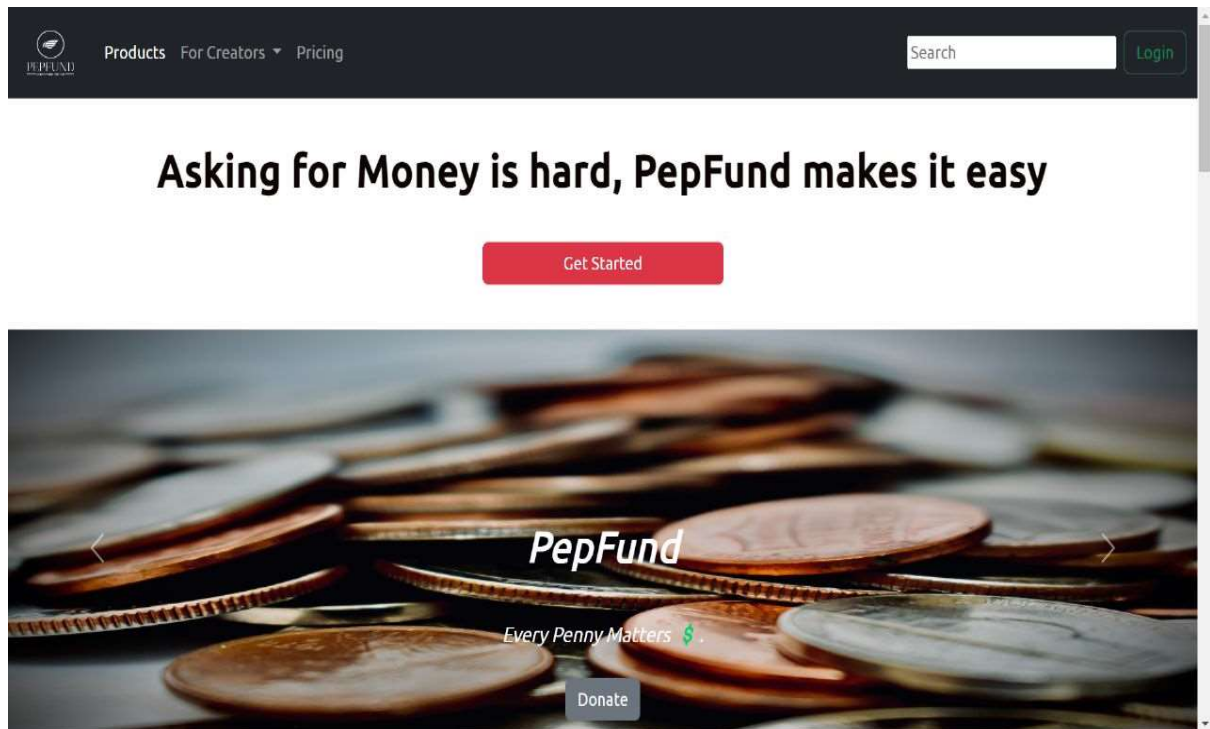
## Chapter 5

### SCREENSHOTS

**Interfaces:** in the context of websites, a web interface are the pages that users interact with when he or she visits the website i.e., when a site is fully downloaded on a web browser.

#### HOME PAGE:

The very first page that we see upon visiting PepFund is the homepage. Home page consists of the Navbar and the image slider. The Navbar is made up of three sections the product section , the creator section , the pricing section . These sections are styled using CSS and each have been connected dynamically. The image slider is styled using CSS animation and changes after every reload.



### Game Stream

A game is the complete exploration of freedom within a restrictive environment."

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## What is PepFund ?

PepFund is the best place for creators to build memberships by providing exclusive access to their work and a deeper connection with their communities.



**Your world to create**

Share what you make directly with your biggest fans, build a dedicated community, and get paid the way you want to.



**No trolls. No haters.**

Build a space purely for your most passionate fans, where you can connect beyond just likes and shares.

## Who uses PepFund ?

Hundreds of thousands of video creators, podcasters, musicians, writers, gamers, and more are achieving creative and financial freedom doing what they love on PepFund.

Podcast

Start Up

Creator

NGO



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#### Tournament



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# Isabel Mercado

Home Decor



Isabel Mercado

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Twitch Stream



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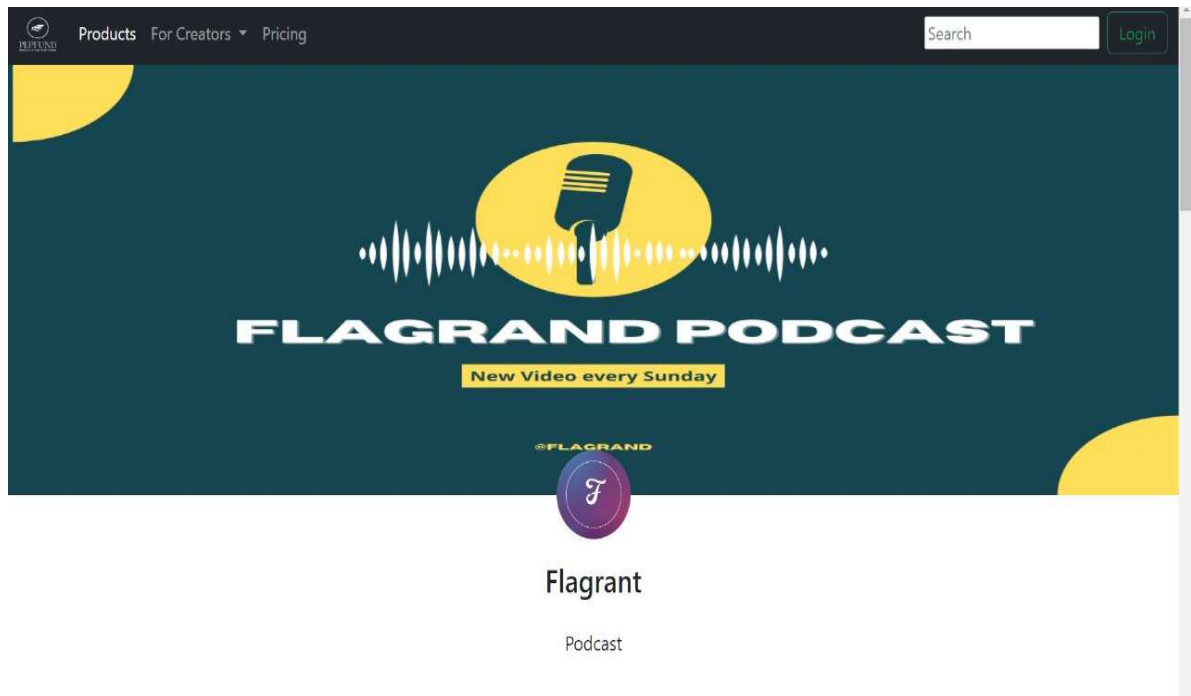
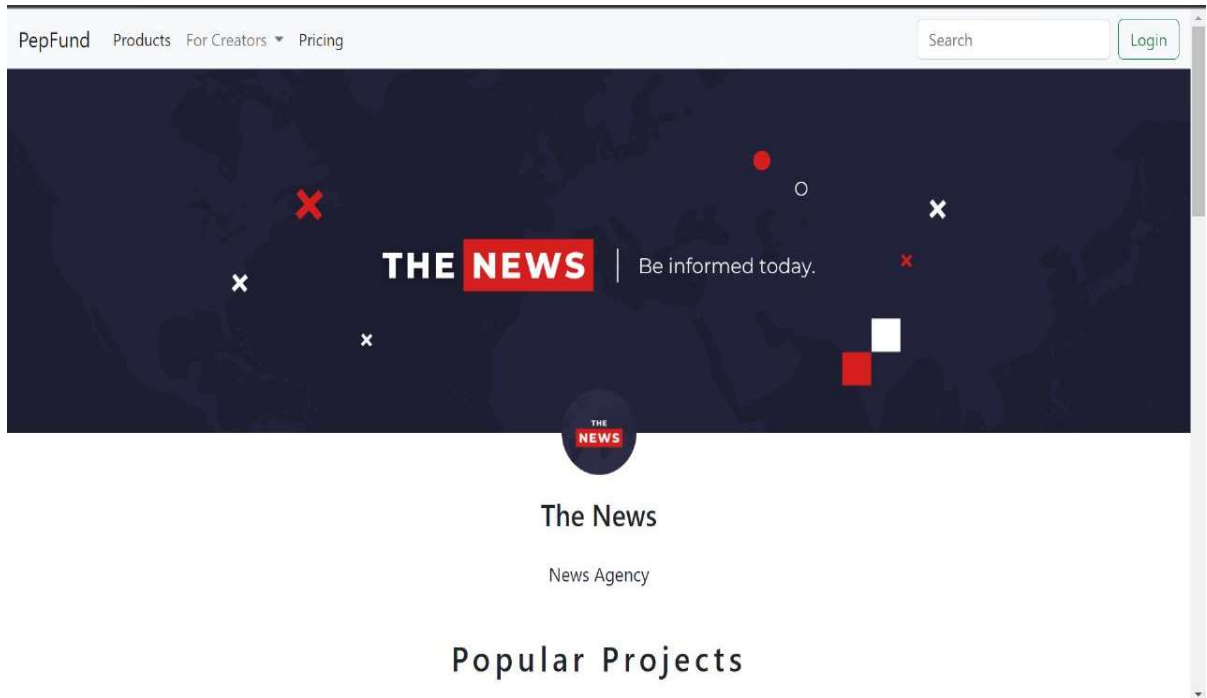
Tournament



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- <https://www.tutorialspoint.com/index.htm>
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