

# **B.M.S COLLEGE OF ENGINEERING BENGALURU**

Autonomous Institute, Affiliated to VTU



OOMD Mini Project Report

## **A Virtual Pilgrimage experience**

*Submitted in partial fulfillment for the award of degree of*

Bachelor of Engineering  
in  
Computer Science and Engineering

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**B.M.S COLLEGE OF ENGINEERING**  
**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING**



***DECLARATION***

We, Manikantha Gada (1BM20CS194), Tauksik Anil Kumar (1BM20CS172), Varun Chahal (1BM20CS181) and Vidhaan Appaji (1BM20CS185) students of 6<sup>th</sup> Semester, B.E, Department of Computer Science and Engineering, BMS College of Engineering, Bangalore, hereby declare that, this OOMD Mini Project entitled "A Virtual Pilgrimage experience" has been carried out in Department of CSE, BMS College of Engineering, Bangalore during the academic semester March - July 2023. I also declare that to the best of our knowledge and belief, the OOMD mini Project report is not from part of any other report by any other students.

**Signature of the Candidate**

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**BMS COLLEGE OF ENGINEERING**  
**DEPARTMENT OF COMPUTER SCIENCE AND**  
**ENGINEERING**



***CERTIFICATE***

This is to certify that the OOMD Mini Project titled “**A Virtual Pilgrimage experience**” has been carried out by Manikantha Gada (1BM20CS194), Tauksik Anil Kumar (1BM20CS172), Varun Chahal (1BM20CS181) and Vidhaan Appaji (1BM20CS185) during the academic year 2022-2023.

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## **Chapter 1: Problem Statement**

Problem statement- A Virtual Pilgrimage experience is an alternative to travel that is perfect for those who are unable to leave their home, or even for those who are just looking for a Spiritual Journey. These can benefit the senior citizens who can visit these sites using their phones. The user can visit the pilgrimages of India from anywhere at any time. Summary: In COVID times, people cannot reach their favorite pilgrimages they are devoted towards. In addition, Pilgrimages also suffer financially. In addition, disabled or old devotees are not able to visit the pilgrimages. To develop a single virtual platform having live 360 visuals of famous pilgrimages of India will help these devotees Objective: 1. To bring forward the culture of India to the rest of the world 2. Make sure users stay emotionally connected with their deity even in COVID induced lockdown"

### **Brief History:**

The Virtual Pilgrimage project was conceived in response to the challenges posed by the COVID-19 pandemic. With travel restrictions in place and physical pilgrimages inaccessible, there was a need to provide an alternative spiritual journey for devotees. The project was initiated by a team of technology enthusiasts and spiritual devotees who aimed to bring the culture of India's pilgrimages to the rest of the world through a virtual platform.

### **Major Milestones:**

1. Project Initiation: The project was officially launched with the formation of a dedicated team and the identification of key pilgrimage sites to be included in the virtual platform.
2. Research and Content Gathering: Extensive research and content gathering were undertaken to ensure the authenticity and accuracy of the visuals and information associated with each pilgrimage site.
3. Platform Development: The virtual platform was developed, incorporating live 360-degree visuals, interactive features, and a user-friendly interface.
4. Pilgrimage Site Integration: The various pilgrimage sites of India were integrated into the platform, ensuring a diverse and comprehensive representation of spiritual destinations.
5. User Testing and Feedback: The platform underwent rigorous user testing to refine the user experience and incorporate feedback from users to enhance the overall offering.

6. Launch and Marketing: The virtual pilgrimage platform was officially launched, accompanied by targeted marketing campaigns to reach the target audience and create awareness about the service.

#### Overall Organizational Structure:

The Virtual Pilgrimage project operates under a project management structure, led by a project manager who oversees the entire development process. The team consists of developers, designers, content creators, researchers, and quality assurance personnel. Additionally, there may be collaboration with external partners, such as pilgrimage site authorities, to ensure accurate representation.

#### Services Offered:

The project offers a range of services through its virtual platform, including:

1. Access to Famous Pilgrimage Sites: Users can virtually visit famous pilgrimage sites in India from anywhere at any time.
2. Live 360-Degree Visuals: The platform provides immersive visuals that give users a realistic and panoramic view of the pilgrimage sites.
3. Interactive Features: Users can interact with the virtual environment, explore different areas, and access additional information about the sites.
4. Cultural and Historical Information: The platform offers detailed descriptions and historical background of each pilgrimage site, enriching the user's knowledge and understanding.
5. Emotional Connection: The project aims to help users stay emotionally connected with their deities, offering a sense of spiritual fulfillment.

#### Operational Cost of Development:

Assuming an estimated operational cost for the development of the Virtual Pilgrimage project, it would include the following elements:

1. Personnel Salaries: This includes the salaries of the project manager, developers, designers, content creators, researchers, quality assurance personnel, and other team members involved in the development process.
2. Research and Content Creation: The cost associated with conducting extensive research on the pilgrimage sites, gathering accurate and detailed information, and creating engaging and informative content for the platform.

3. Technology Infrastructure: This includes the cost of hardware and software infrastructure required to support the development and hosting of the virtual platform, such as servers, cloud services, and networking equipment.

4. Software Development Tools: The cost of acquiring or licensing software development tools, frameworks, and libraries required for the development process, including design software, programming languages, integrated development environments, and version control systems.

5. Pilgrimage Site Collaboration: In some cases, there might be costs associated with collaborating with pilgrimage site authorities, obtaining necessary permissions, and ensuring accurate representation of the sites in the virtual platform.

6. User Testing and Feedback: The cost of conducting user testing sessions, gathering feedback, and incorporating necessary improvements and enhancements based on user input.

7. Marketing and Promotion: The cost associated with marketing and promotional activities to create awareness about the virtual pilgrimage platform, including digital marketing campaigns, advertising, and outreach efforts.

8. Maintenance and Updates: After the initial development phase, there will be ongoing costs related to platform maintenance, bug fixes, security updates, and incorporating new features and improvements based on user feedback.

It is important to note that the specific operational cost for the Virtual Pilgrimage project would vary depending on the scale, complexity, and duration of the development process, as well as the resources allocated and market conditions. A comprehensive cost analysis and budgeting exercise should be conducted during the project planning phase to determine the precise operational cost required for the successful development, launch, and maintenance of the platform.

## Chapter 2: SRS

### 1 Introduction:

**1.1 Purpose of this Document:** The purpose of this document is to provide a comprehensive understanding of the project and its objectives. It serves as a guide for the development team and stakeholders, outlining the main aim and necessity of the document. It also clarifies the purpose and value the document brings to the customer.

**1.2 Scope of this document** – The scope of the Virtual Pilgrimage project encompasses the following areas:

1. **Development of a Virtual Platform:** The project aims to develop a single virtual platform that provides an immersive and interactive experience of famous pilgrimages in India. The platform will utilize live 360-degree visuals, interactive features, and informative content to create a realistic and engaging virtual journey for users.

2. **Inclusion of Multiple Pilgrimage Sites:** The platform will include a diverse range of pilgrimage sites from various regions of India. These sites may include temples, shrines, sacred landmarks, and other places of religious and cultural significance. The selection of specific sites will be based on their popularity, historical importance, and architectural uniqueness.

3. **Authentic Representation of Pilgrimage Sites:** The platform will strive to accurately represent the cultural and architectural aspects of each pilgrimage site. This involves extensive research, collaboration with pilgrimage site authorities, and attention to detail in capturing the visual and contextual elements that make each site special.

4. **User-Friendly Interface:** The platform will have a user-friendly interface that allows users to navigate easily, access information about each pilgrimage site, and engage with interactive features. The interface will be designed to cater to users of different age groups and technological backgrounds.

5. **Emotional Connection and Spiritual Experience:** The project aims to create an emotional connection and provide a spiritual experience for users. Through the



virtual platform, users will be able to feel the atmosphere, serenity, and devotion associated with the pilgrimage sites, thereby fostering a sense of spiritual fulfillment.

6. Accessibility and Compatibility: The platform will be developed to ensure accessibility for a wide range of users. It should be compatible with various devices, including smartphones, tablets, and desktop computers, allowing users to access the virtual pilgrimage experience from anywhere at any time.

7. Quality Assurance and User Feedback: The project will involve rigorous quality assurance testing to ensure the platform's functionality, performance, and user experience. User feedback will be actively sought and incorporated to improve the platform and address any issues or suggestions for enhancement.

1.3 **Overview** – The Virtual Pilgrimage project aims to create a single virtual platform for remote exploration of famous pilgrimages in India. Its main objective is to provide an alternative spiritual journey for those unable to physically travel to these sites, allowing them to stay emotionally connected with their deities. By leveraging live 360-degree visuals and immersive technologies, the platform brings the cultural heritage and spiritual essence of India's pilgrimages to users worldwide. It offers convenience and accessibility, particularly for individuals facing travel constraints. Development cost and time will depend on factors like complexity and resources allocated..

**General description:** General Functions of the Product:

**Objective of User:** The objective of the user is to remotely experience famous pilgrimages in India, stay emotionally connected with their deities, and fulfill their spiritual needs.

**User Characteristics:** The target users include individuals unable to physically travel to pilgrimage sites, such as those with mobility limitations, geographical constraints, or during COVID-induced lockdowns. It caters to senior citizens and disabled devotees as well.

**Features:**

1. Virtual Pilgrimage Experience: Explore famous pilgrimage sites in India through a single platform.
2. Live 360-degree Visuals: Immersive visuals that simulate being physically present at the sites.
3. Interactive Features: Engage with virtual tours, informational content, and interactive rituals.
4. Accessibility: Access the platform from anywhere and at any time, connecting remotely.
5. Cultural Significance: Accurate representation of cultural and historical aspects of each site.

#### Benefits and Importance:

1. Alternative Spiritual Journey: Fulfill spiritual needs and experience sacredness remotely.
2. Emotional Connection: Stay connected with deities and feel the spiritual atmosphere.
3. Convenience and Accessibility: Overcome geographical and mobility barriers.
4. Inclusivity: Serve senior citizens and disabled devotees with limited mobility.
5. Cultural Preservation and Promotion: Showcase and preserve India's cultural heritage.

#### Features of the User Community:

The user community includes diverse individuals interested in spirituality, cultural exploration, and pilgrimage experiences. They come from various backgrounds, ages, and religious beliefs. The platform caters to their needs, providing a fulfilling virtual pilgrimage experience that aligns with their spiritual and cultural aspirations.

## **2 Functional Requirements:**

#### Functional Requirements:

1. User Registration and Authentication: Enable secure user registration and login.
2. Pilgrimage Site Selection: Provide a selection of available pilgrimage sites.
3. Live 360-Degree Visuals: Display immersive live visuals of the sites for virtual exploration.
4. Interactive Features: Implement interactive elements to enhance user engagement.

5. **Informational Content:** Provide detailed information about each site's history and significance.
6. **Search and Filtering:** Allow users to search and filter sites based on specific criteria.
7. **User Feedback and Ratings:** Enable users to provide feedback and ratings for the virtual experience.
8. **Platform Compatibility:** Ensure compatibility across devices and operating systems.
9. **Performance and Reliability:** Ensure efficient and reliable system operation.
10. **Data Security and Privacy:** Implement robust security measures to protect user data.
11. **Scalability:** Design the system to accommodate future growth and updates.
12. **Accessibility Compliance:** Ensure compliance with accessibility standards for users with disabilities.

**3 Interface Requirements:** Software interfaces are the means by which software components, systems, or modules communicate with each other or with users. These interfaces define the methods, protocols, and formats used for communication. Here are some examples of software interfaces:

1. **Application Programming Interfaces (APIs):** APIs provide a set of functions, procedures, and protocols that allow different software applications to interact with each other. They define the rules and conventions for exchanging data and invoking specific functionalities.
2. **User Interface (UI):** The user interface is the interface through which users interact with the software system. It can include graphical user interfaces (GUIs), command-line interfaces (CLIs), or web-based interfaces. UIs enable users to input commands, view output, and navigate through the system.
3. **Network Interfaces:** Network interfaces facilitate communication between software systems over a network. They define the protocols, standards, and methods used to transmit data packets between devices. Examples include Ethernet, Wi-Fi, and TCP/IP protocols.
4. **Database Interfaces:** Database interfaces allow software programs to interact with databases, enabling data storage, retrieval, and manipulation. They provide methods to connect to databases, execute queries, and manage database transactions. Examples include SQL (Structured Query Language) interfaces.

5. **File System Interfaces:** File system interfaces enable software programs to read from and write to the file system. They provide methods to create, delete, modify, and access files and directories. Examples include file input/output (I/O) operations in programming languages.

6. **Hardware Interfaces:** Hardware interfaces facilitate communication between software and hardware components. They define the protocols, commands, and data formats used to interact with devices such as printers, sensors, displays, or storage devices. Examples include USB, HDMI, and serial interfaces.

7. **Interprocess Communication (IPC) Interfaces:** IPC interfaces enable communication between different processes or threads within a software system. They allow data sharing, synchronization, and coordination between concurrent execution units. Examples include shared memory, message queues, and sockets.

**4 Performance Requirements:** The performance of a software system refers to how effectively and efficiently it functions under specific conditions. It includes factors such as response time, throughput, resource utilization, and error rates. Key aspects of performance include:

1. **Response Time:** The system's speed in responding to user requests or inputs.
2. **Throughput:** The rate at which the system processes requests or transactions.
3. **Resource Utilization:** Efficient use of system resources like CPU, memory, and disk space.
4. **Scalability:** The system's ability to handle increased workloads and accommodate more users or data.
5. **Memory Usage:** Effective management of memory to avoid excessive consumption.
6. **Error Rate:** The acceptable level of errors or failures during system operation.
7. **Availability:** The percentage of time the system is operational and accessible.
8. **Required Time:** The time needed to perform specific tasks or operations.
9. **Maximum Error Rate:** The tolerable rate of errors or failures.

**5 Design Constraints:** Constraints in software design include limitations or restrictions that the design team must consider. Examples include:

1. **Algorithmic Constraints:** Requirements or restrictions on specific algorithms used for efficiency or functionality.
2. **Hardware Limitations:** Constraints imposed by hardware, such as processing power or memory capacity.

3. **Software Compatibility:** Constraints related to compatibility with specific software or operating system versions.
4. **Regulatory and Standards Compliance:** Requirements to adhere to industry regulations, legal obligations, or standards.
5. **Time and Budget Constraints:** Limitations on project timeline and resources.
6. **User Experience Constraints:** Requirements for usability, accessibility, or responsiveness.
7. **Performance Constraints:** Constraints on performance benchmarks or response times.
8. **Scalability Constraints:** Considerations for handling increased loads or user growth.
9. **Security Constraints:** Requirements for data protection, access control, or compliance with security standards.

**6 Non-Functional Attributes:** Non-functional attributes are important characteristics of a software system that contribute to its overall performance.

Examples include:

1. **Security:** Ensuring data and resource protection against unauthorized access.
2. **Portability:** The ability to run on different platforms without modification.
3. **Reliability:** Consistent and dependable system performance.
4. **Reusability:** Design components for reuse in multiple projects.
5. **Application Compatibility:** Seamless integration with other software.
6. **Data Integrity:** Maintaining the accuracy and consistency of data.
7. **Scalability:** Handling increased workloads or data volumes.
8. **Performance Efficiency:** Optimizing resource usage and response times.

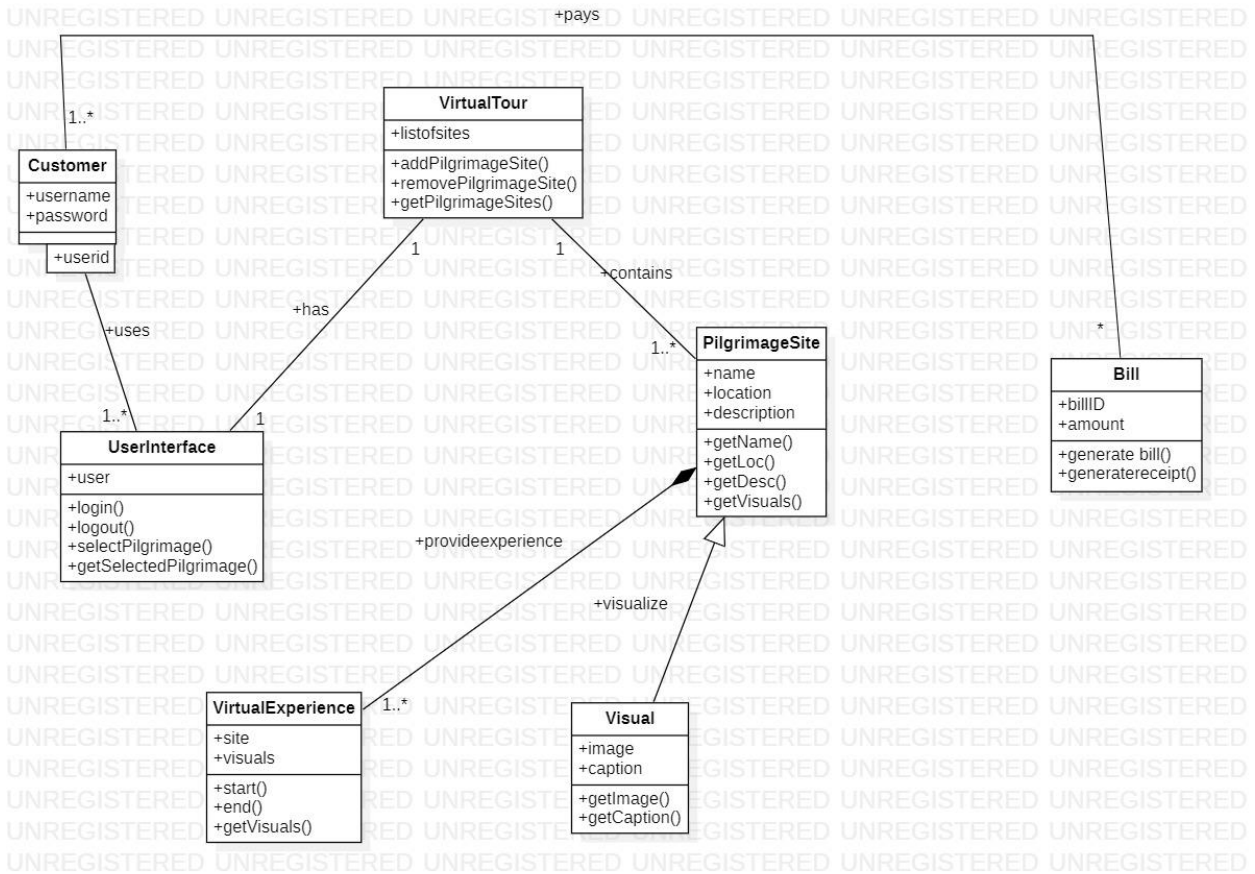
9. Maintainability: Easy system maintenance and updates.

10. Usability: User-friendly and intuitive interface.

11. Testability: Facilitating efficient testing and debugging.

**7 Preliminary Schedule and Budget:** The initial version of the project plan estimates a 6-month development duration and a total budget of \$200,000. The development phase will take 3 months with a budget of \$120,000, followed by a 1.5-month testing phase with a budget of \$50,000. The remaining 1.5 months will be dedicated to deployment, documentation, and support with a budget of \$30,000. These estimates are subject to adjustments based on the project's progress and requirements analysis.

## Chapter 3: Class Modeling



The class diagram for the Virtual Pilgrimage project represents the static structure of the software system and illustrates the relationships and interactions between its main components. Let's delve into a more detailed explanation of the key classes in the class diagram:

1. **Customer:** This class represents the users of the virtual pilgrimage platform. It stores information about each user, such as their credentials, personal preferences, and access rights. The User class enables user authentication and provides methods for managing user profiles and interactions with the platform.

2. **Pilgrimage Site:** This class represents individual pilgrimage sites in India that are available on the virtual platform. Each instance of the Pilgrimage Site class encapsulates data related to a specific site, including its name, location, description, historical significance, and associated images or videos. This class allows users to explore and learn about different pilgrimage sites.

3. Virtual experience: This class serves as the main component of the software system. It provides the overall functionality of the virtual pilgrimage platform. The Virtual Pilgrimage Platform class coordinates the different aspects of the platform, such as user authentication, site navigation, content delivery, and user interaction. It interacts with other classes to handle user requests, manage the virtual pilgrimage experience, and ensure smooth platform operation.

4. User Interface: This class represents the user interface through which users interact with the virtual pilgrimage platform. It includes methods for displaying information about pilgrimage sites, handling user input, and presenting the immersive 360-degree visuals or live streams of the pilgrimage sites. The User Interface class facilitates a seamless and intuitive user experience.

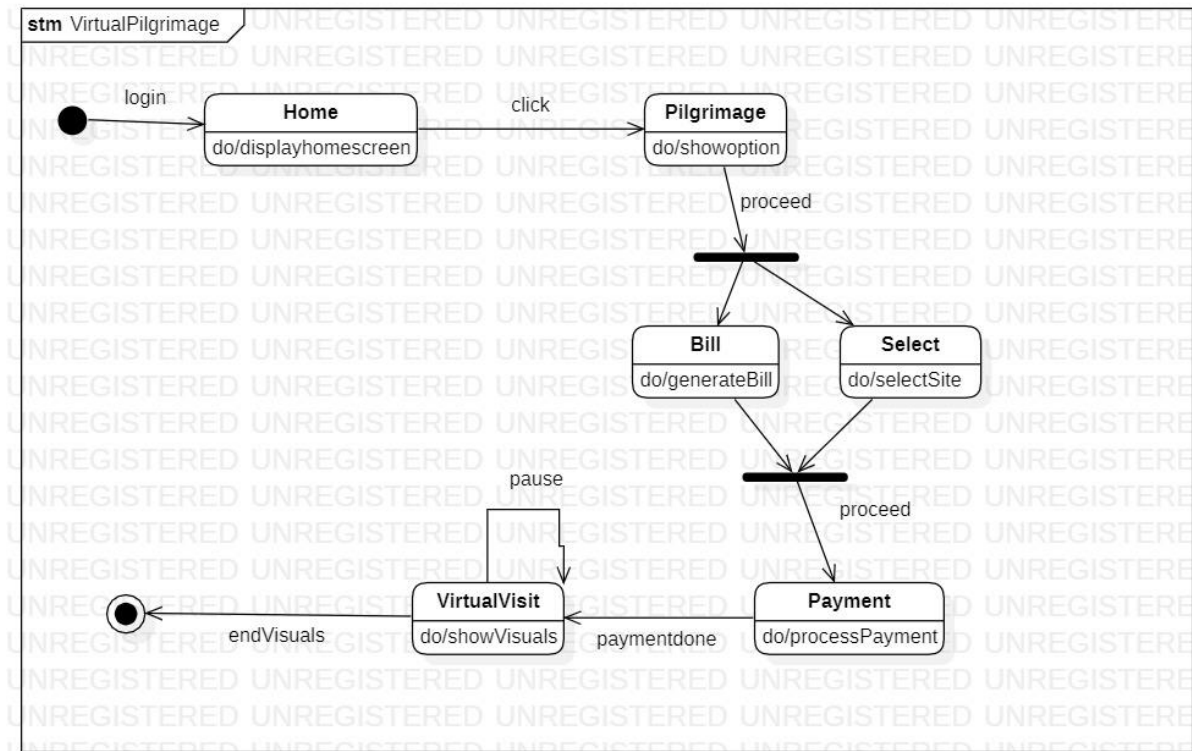
5. Bill: This class represents an external service or component responsible for processing payment transactions within the virtual pilgrimage platform. The Payment Gateway class handles payment-related operations, such as validating payment details, initiating transactions, and confirming successful payments. It ensures secure and reliable payment processing for users who wish to access premium features or make donations.

7. Virtual Tour: This class has all the details of the sites available for a virtual tour.

8. Visuals : This class has Images of the various sites available on the platform and fetches images upon requests



## Chapter 4: State Modeling



The state diagram for the Virtual Pilgrimage project illustrates the various states and transitions that a user can experience while interacting with the virtual pilgrimage platform. Let's provide a more detailed explanation of the key elements in the state diagram:

1. **Initial State:** This is the starting point of the state diagram and represents the initial state of the user's interaction with the platform. From this state, the user can transition to other states based on their actions or system events.
2. **Logged In State:** This state indicates that the user has successfully logged into the virtual pilgrimage platform. Once logged in, the user gains access to various features and functionalities offered by the platform.

3. Pilgrimage State: This state represents the user's can browse through the sites to select the site he wants to visit virtually

4. Bill State: This state occurs when the user initiates a payment transaction. In this state, the payment process is carried out, which may involve inputting payment details and validating the transaction.

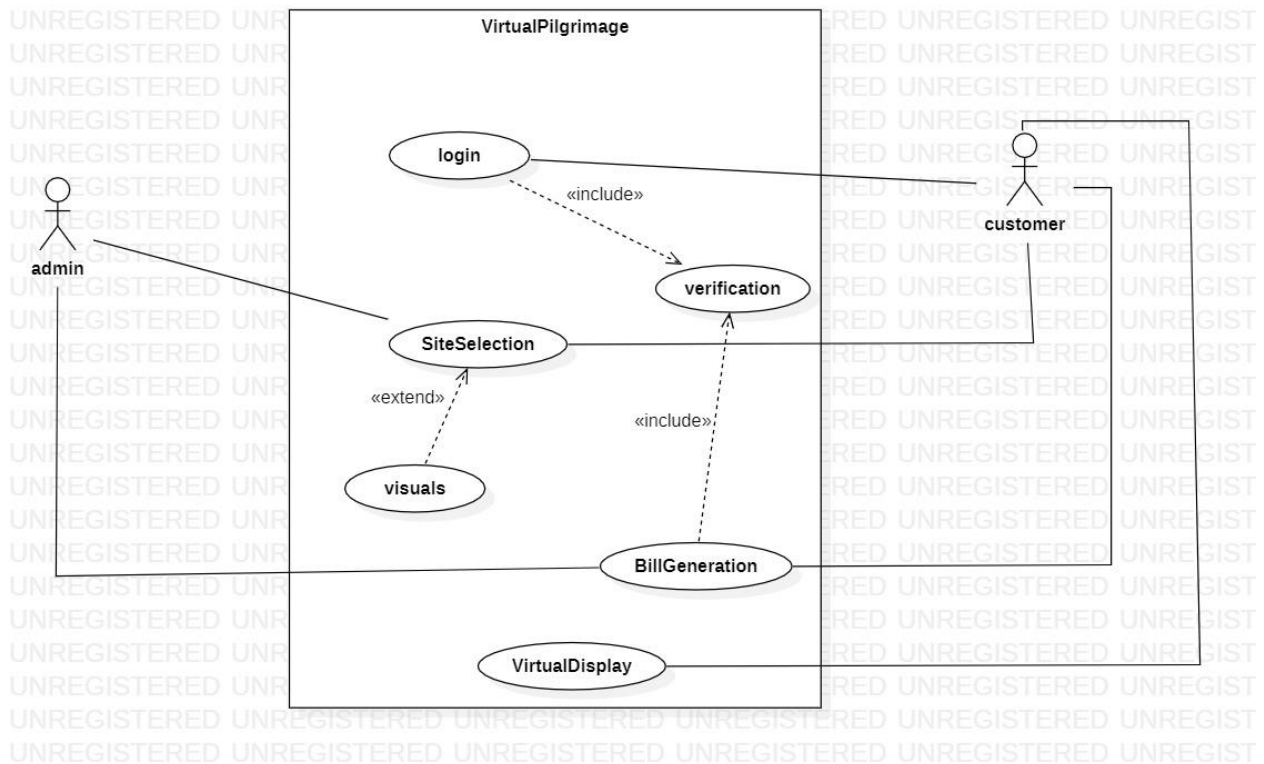
5. Selecting Pilgrimage Site State: This state represents the user's selecting the desired the site for the virtual tour.

6. Payment Successful State: This state indicates that the payment transaction was successfully completed. After the payment is processed, the user may gain access to premium features, receive confirmation of their donation, or unlock additional content or functionalities.

7. Virtual Visit State: This state represents the user's engagement with a specific pilgrimage site. In this state, the user can view detailed information, browse through images or videos, and experience the 360-degree visuals or live streams of the selected pilgrimage site.

8. Logging Out State: This state represents the user's decision to log out of the virtual pilgrimage platform.

## Chapter 5: Interaction Modeling



The use case diagram for the Virtual Pilgrimage project depicts the interactions between the users and the system, showcasing the various use cases or functionalities provided by the system. Let's provide an explanation of the key elements in the use case diagram:

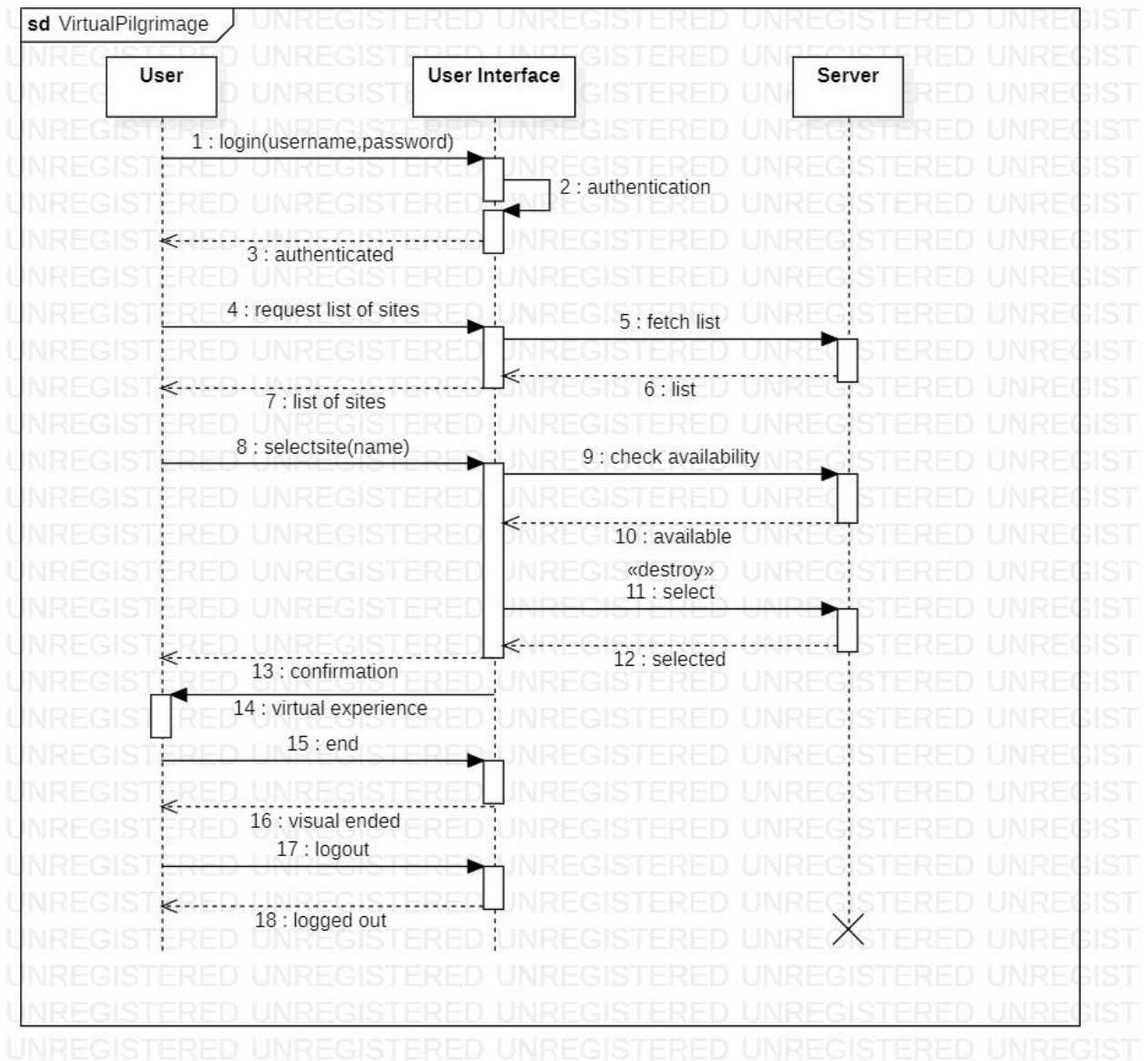
1. **Customer:** The customer represents individuals who interact with the virtual pilgrimage platform. They can be categorized into different user roles, such as regular users, premium users, administrators, or guest users. Users initiate various actions and interact with the system to achieve specific goals.
2. **Login:** This use case represents the process of user authentication and login to the virtual pilgrimage platform. Users provide their credentials, such as username and password, to access their accounts and gain access to the platform's features and functionalities.

3. Virtual Display: This use case allows users to view detailed information, images, videos, and immersive 360-degree visuals of specific pilgrimage sites. Users can select a pilgrimage site of their choice and explore its cultural significance, historical background, and architectural details.

5. Make Payment: This use case allows users to initiate payment transactions within the virtual pilgrimage platform. Users can make payments for premium features, donations, or access to exclusive content. The use case encompasses the process of selecting payment options, providing payment details, and confirming the transaction.

8. Site selection: This use case showcases featured or recommended pilgrimage sites to users. The platform can highlight popular or significant sites, providing users with suggestions for exploration.

9. Administer: This actor specific to the administrator role and represents the actions performed by administrators to manage and maintain the virtual pilgrimage platform. Administrators can manage user accounts, update site information, moderate user-generated content, and ensure the smooth operation of the platform.



Here's a detailed explanation of the sequence diagram for the Virtual Pilgrimage project, focusing on a specific scenario:

#### 1. User Authentication and Pilgrimage Site Viewing:

- The user initiates the login process by entering their credentials.
- The system verifies the user's credentials and sends a message to authenticate the user.
- Upon successful authentication, the user requests to view a specific pilgrimage site.
- The system retrieves the relevant information about the pilgrimage site and sends it back to the user.
- The user receives the information and views the pilgrimage site on their device.

## 2. Interacting with the Pilgrimage Site:

- The user performs interactions with the pilgrimage site, such as zooming in or out, panning the view, or accessing interactive elements.
- The user's device captures these interactions and sends corresponding messages to the system.
- The system processes the interaction requests and updates the view of the pilgrimage site accordingly.
- If the user leaves any comments or feedback, they enter the text and send a message to the system.
- The system receives the user's comments and stores them for further processing.

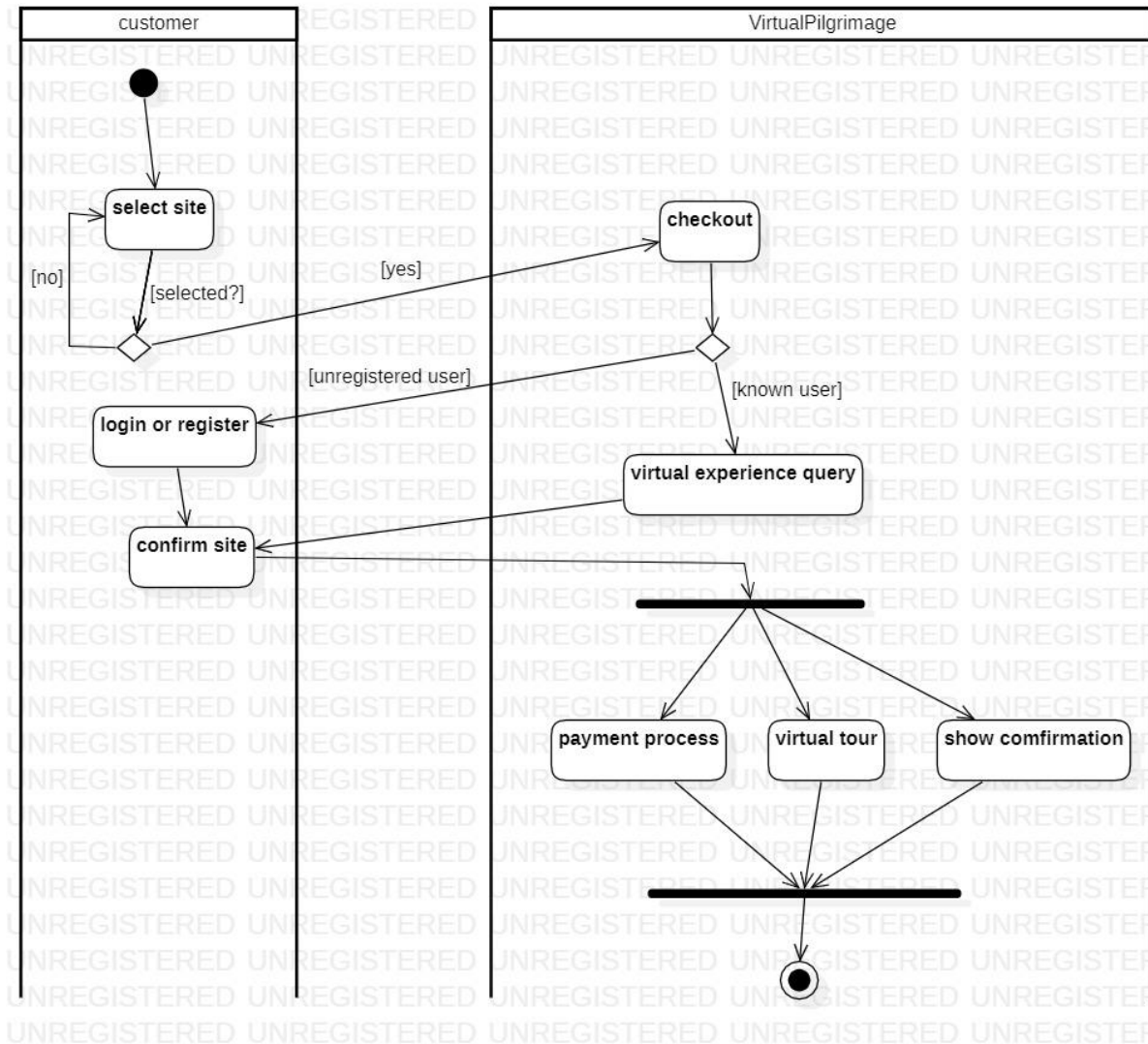
## 3. Payment Transaction:

- The user decides to make a payment, such as purchasing premium features or making a donation.
- The user selects the payment option and provides the necessary payment details.
- The user's device sends a payment request message to the system.
- The system processes the payment request, interacts with the payment gateway, and sends a response back to the user.
- If the payment is successful, the system updates the user's account status or provides access to premium features.
- If the payment fails, the system notifies the user and provides instructions for retrying or using an alternative payment method.

## 4. Logging Out:

- The user chooses to log out from the virtual pilgrimage platform.
- The user's device sends a logout request message to the system.
- The system acknowledges the logout request and updates the user's session status.
- The user is logged out of the system and no longer has access to the platform's features.

Throughout the sequence diagram, the interactions between the user and the system are represented by messages being exchanged. The lifelines of the user and the system illustrate the existence and active states of the respective components involved.



### 1. User Registration and Login Process:

- The process starts with the user registering an account by providing the necessary information.
- After registration, the user can proceed to log in to the virtual pilgrimage platform.
- If the login credentials are valid, the user gains access to the platform and can perform various actions.

### 2. Explore Pilgrimage Sites:

- The user can choose to explore different pilgrimage sites available on the platform.
- They can view information about each site, such as its history, significance, and images.
- The user has the option to select a specific site and proceed to view it in detail.

### 3. Interact with Pilgrimage Site:

- Once the user selects a pilgrimage site, they can engage in various interactions.
- This may include zooming in or out, panning the view, or accessing interactive elements within the virtual environment.
- The user can also leave comments or feedback about the site.

### 4. Payment:

- If the user wishes to access the features, they can proceed to make a payment.
- The payment process involves selecting the desired features, providing payment details, and completing the transaction.

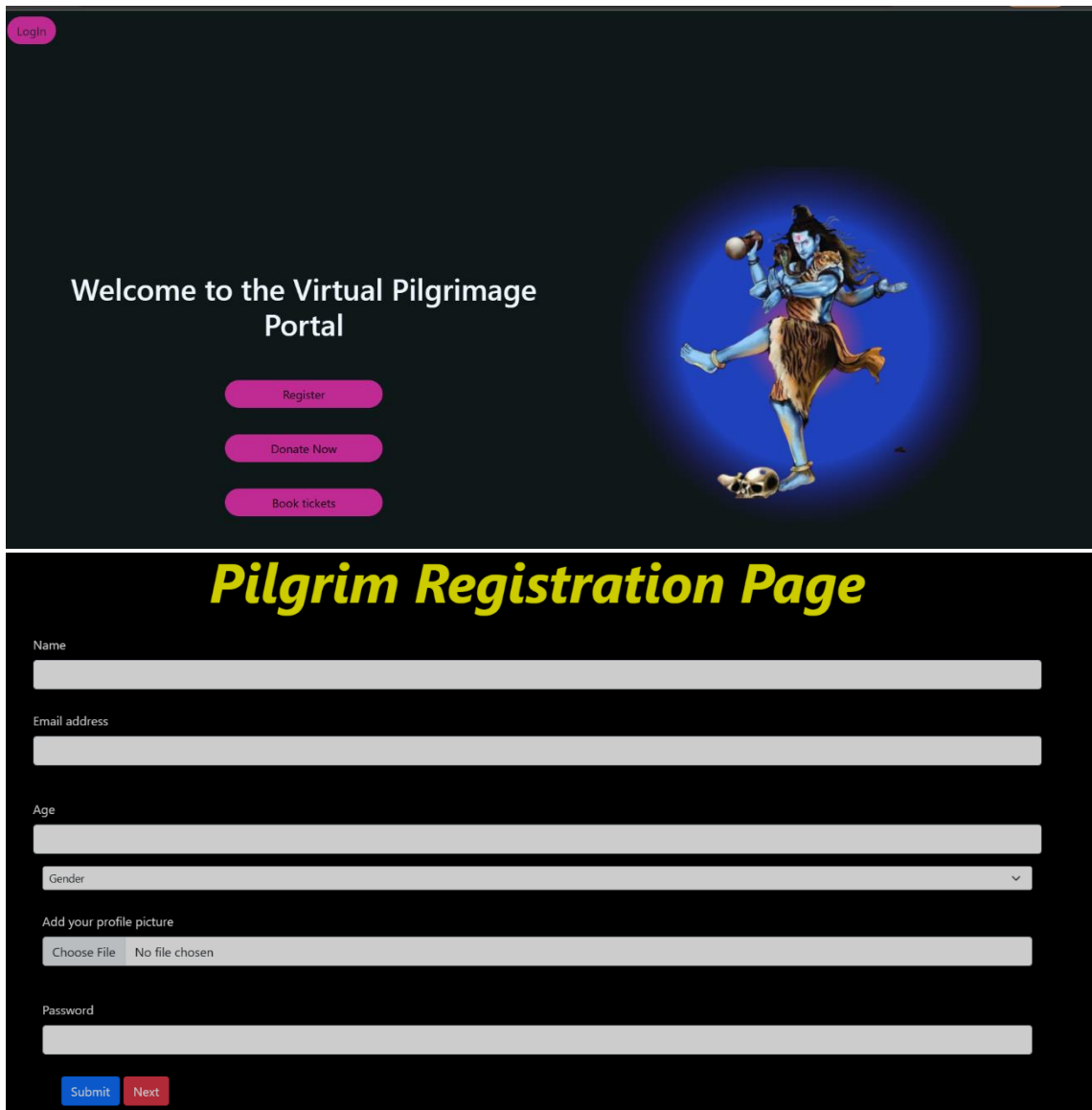
### 5. Logout and Account Management:

- When the user is done using the platform, they can choose to log out.
- The system saves the user's progress and updates their account status accordingly.
- The user may also have the option to manage their account settings, update their profile, or change preferences.



## Chapter 6: UI Design with Screenshots

Insert screenshots of UI Design



The image shows two screenshots of a web application. The top screenshot is a dark-themed login page with a 'Login' button in the top left. The main heading is 'Welcome to the Virtual Pilgrimage Portal'. To the right is a glowing blue circular image of Lord Shiva. Below the heading are three buttons: 'Register', 'Donate Now', and 'Book tickets'. The bottom screenshot is titled 'Pilgrim Registration Page' in yellow. It contains a registration form with fields for Name, Email address, Age, Gender (a dropdown menu), a profile picture upload section with 'Choose File' and 'No file chosen' buttons, and a Password field. At the bottom are 'Submit' and 'Next' buttons.

Login

Welcome to the Virtual Pilgrimage Portal

Register

Donate Now

Book tickets

**Pilgrim Registration Page**

Name

Email address

Age

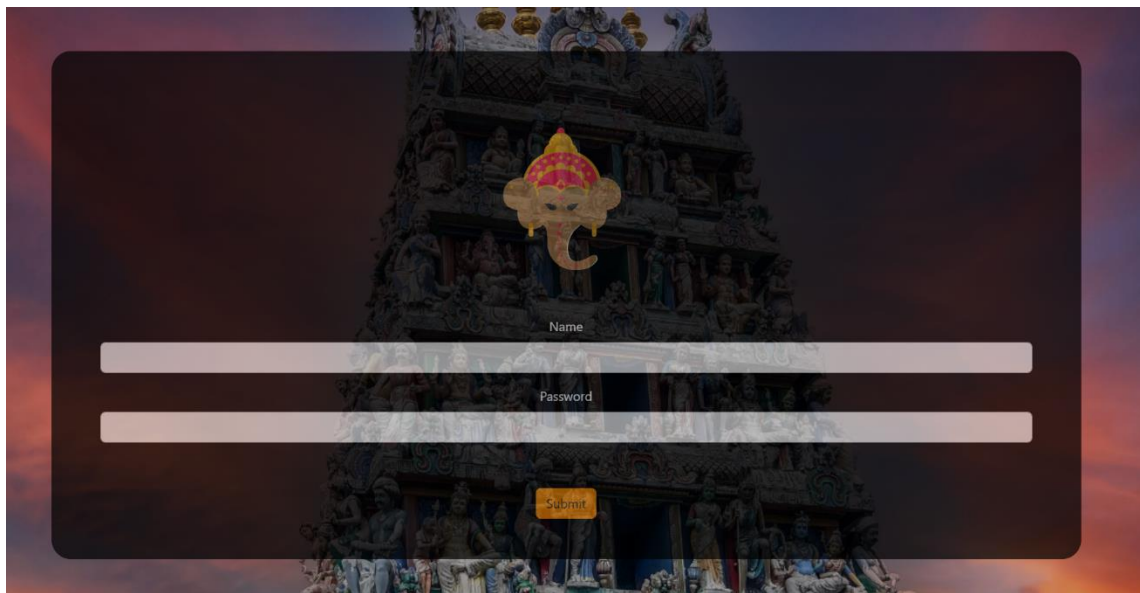
Gender

Add your profile picture

Choose File No file chosen

Password

Submit Next



## Book Virtual Darshan


### Golden Temple

**Location:** Amritsar

**About Temple:** The Golden Temple, also known as Sri Harmandir Sahib, is a famous religious and cultural site located in Amritsar, Punjab, India. It is the holiest Gurudwara (Sikh place of worship) and serves as an important pilgrimage site for Sikhs from all around the world.

Book Now

WELCOME VIDHAAN!!!




Donate now

Book Virtual Tickets

Register

WELCOME TAUKSHIK!!!



Donate now

Book Virtual Tickets

Register

WELCOME VARUN!!!



Donate now

Book Virtual Tickets

Register

## REFERENCES AND ANNEXURES

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- [3] <https://www.canva.com/>
- [4] [Dynamic Price Update Example \(gpay-live-demo.web.app\)](#)