



# **Rajiv Gandhi University of Knowledge Technologies**

(Catering the Educational Needs of Gifted Rural Youth of A.P)

R.K Valley, Y.S.R Kadapa (Dist)-516330

## **EASIFY**

The Library of Lost Things

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This Project report has been submitted in fulfillment of the requirements for the Degree of Bachelor of Technology in Software Engineering.

# **Rajiv Gandhi University of Knowledge Technologies**

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## **CERTIFICATE**

This is to certify that, this is a bonafide record of the practical work done by the candidate, Mr./Ms. \_\_\_\_\_ holding ID No \_\_\_\_\_ Section \_\_\_\_\_ in the department of \_\_\_\_\_ laboratory conducted by the \_\_\_\_\_ Department as a part of \_\_\_\_\_

Head of the Department

Internal Examiner

Submitted for the practical examination held on \_\_\_\_\_

Signature of the External Examiner

# CONTENTS

Finding lost items is a very frequent issue that we all have been facing since ages. So the **TEAM EASIFY** brings to you, “Easify”. It is a website that can be used by any working body to manage the lost and found items. It is one of the essential websites that all places should possess.

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# **1.INTRODUCTION**

Easify is a website that can be used by any working body to manage the lost and found items. It is one of the essential websites that all places should possess.

## **1.1 Purpose**

The purpose of the project is to manage the lost and found items of any working body. This makes functioning better.

## **1.2 Document Conventions**

FONT	STYLE	SIZE
Heading 1 (Liberation Serif)	Heading <b>(Bold)</b>	Heading (15)
Subheading (Liberation Serif) Heading 2 (Windows)	Sub heading (Bold)	Subheading (14)
Others (Liberation Serif)Body	Others(Normal)	Others (11)

## **1.3 Scope**

- Starting from small colleges to big universities and all places can use Easify to manage lost and found things so that students/ staff does not have to worry about their things.
- After submitting their grievance, they will be re-directed to “View Recent Posts”.

## **1.4 Definition, Acronyms, Abbreviations**

HTML	: Hyper text markup language
CSS	: Cascading style sheet
DFD	: Data Flow Diagram
CFD	: Context Flow Diagram
ER	: Entity Relationship
SRS	: Software Requirement Specification

## **1.5 Intended Audience and Reading Suggestions**

**The Software Requirements document is intended for:**

Developers who can review a project's capabilities and more easily understand where their efforts should be targeted to improve or add more features to it (designed code the application-it sets the guidelines for future development). Project testers can use this document as a base for their testing strategy as some bugs are easier to find using a requirements document. End users of this application who wish to read about what this project can do.

## 1.6 References

Website : none

Youtube : <https://youtu.be/pQN-pnXPaVg>

Youtube : <https://youtu.be/1Rs2ND1ryYc7>

## 2.OVERALL DESCRIPTION

### 2.1 Product Perspective

A design view point in which the design target is a personal object ( a consumer product), such as a device or web application, that a user buys for private use. The product perspective is a consumer perspective.

### 2.2 Product Functions

- Takes “Lost Item” information
- Takes “Found Item” information
- Displays Recent Posts

### 2.3 Operating Environment

- All Operating Systems
- All browsers

### 2.4 Assumptions & Dependencies

One assumption is that the application is used on a computer or a mobile phone with enough performance ability, and the use of an up-to-date internet browser.

### 2.5 Software Requirements

#### Scripting Languages

- HTML
- CSS

### 2.6 Hardware Requirements

A computer system/ laptop with basic configuration.

## 3 SOFTWARE REQUIREMENT SPECIFICATION

Software Requirement Specification is a description of full software system requirements. Software Requirement Specification describes the behaviour of software from user’s point of view. The specified requirements are shown in following table based on module. The functional requirements and non-functional requirements are following:

### 3.1 Functional Requirements

- **Submit “Lost Item”** : The user who has lost his item has to submit under the required details in the Submit LOST item page.
- **Submit “Found Item”**: The user who has found any item in his/her premises has to submit the essential details on the website so that it would be easy for others to search their item.
- **View Recent Posts**: All the items submitted by the users will be displayed under this page to make sure that it would be easy for other users to find their things.

### 3.2 Non-Functional Requirements

#### a) Availability:

Easify serves at it's best to be available for all the users.

#### b) Usability:

As it has been derived after designing on Figma, it's easily usable by all the users.

#### c) Efficiency:

It is efficient for all user. Because it is easy to use and easy to understand. It has simple way of work that user want to do.

#### d) Compatibility:

We've tried our best to make it both Desktop and Mobile Compatible.

### 3.3 Methodology

This project will follow Incremental Model. This model is split into several iterations. New software modules are added in each iteration with no or little change in earlier added modules. The development process can go either sequentially or parallel.

### 3.4 Software Requirement Analysis

Software requirement analysis is important part of our project. If requirement of project is clear then a project can be done easily. Our objectives for software requirement are:

#### 3.4.1 Objective/Goals

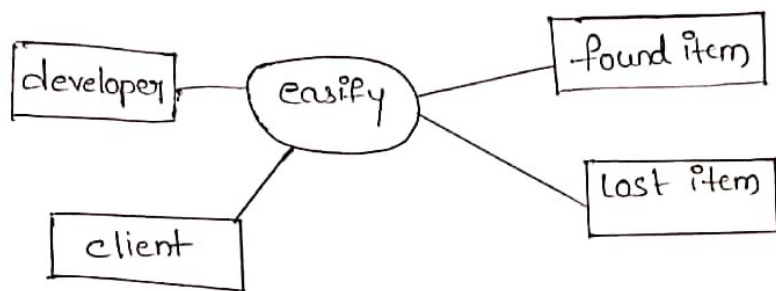
- Automatically handle all process
- Student can report of complain through online
- Assistant can know which problem and where
- Authority can know everything.

## 4 SYSTEM DESIGN

### 4.1 DFD Diagram

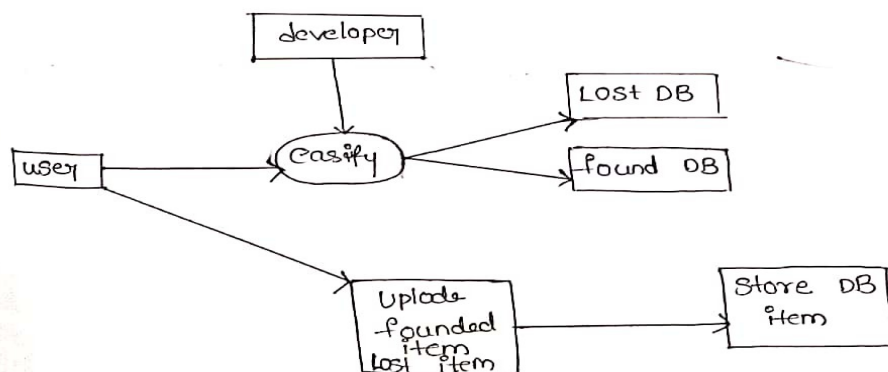
#### Zero-Level DFD- Easify

DFD (data-flow diagram)  
level - 0



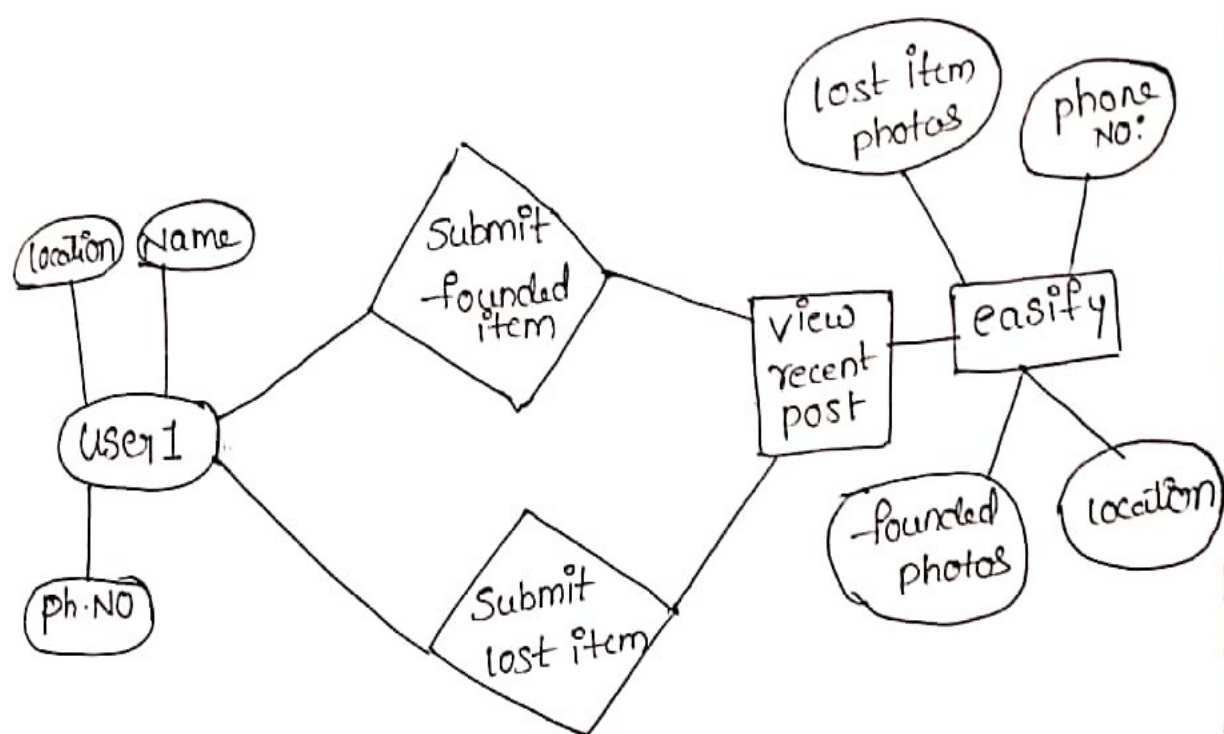
#### First Level DFD -Easify:

DFD  
level 1



## 4.2 ER Diagram

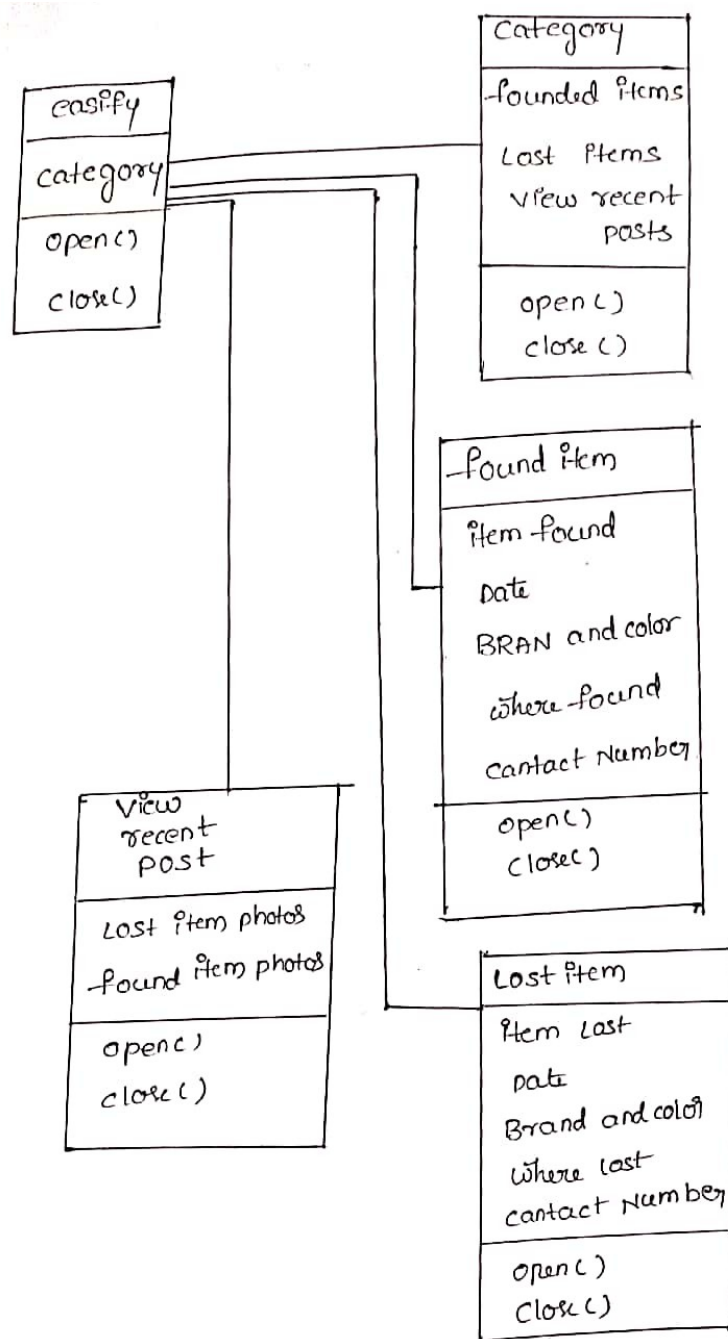
### ER Diagram- Easify



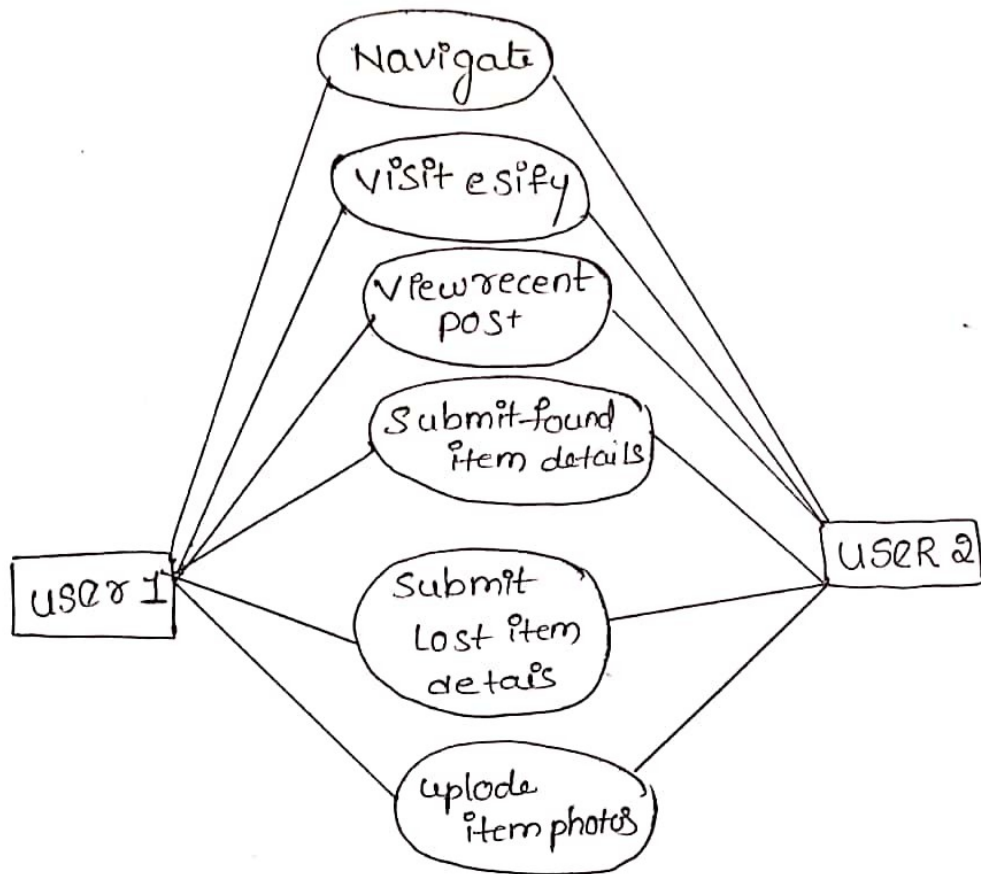


### 4.3 UML Diagrams

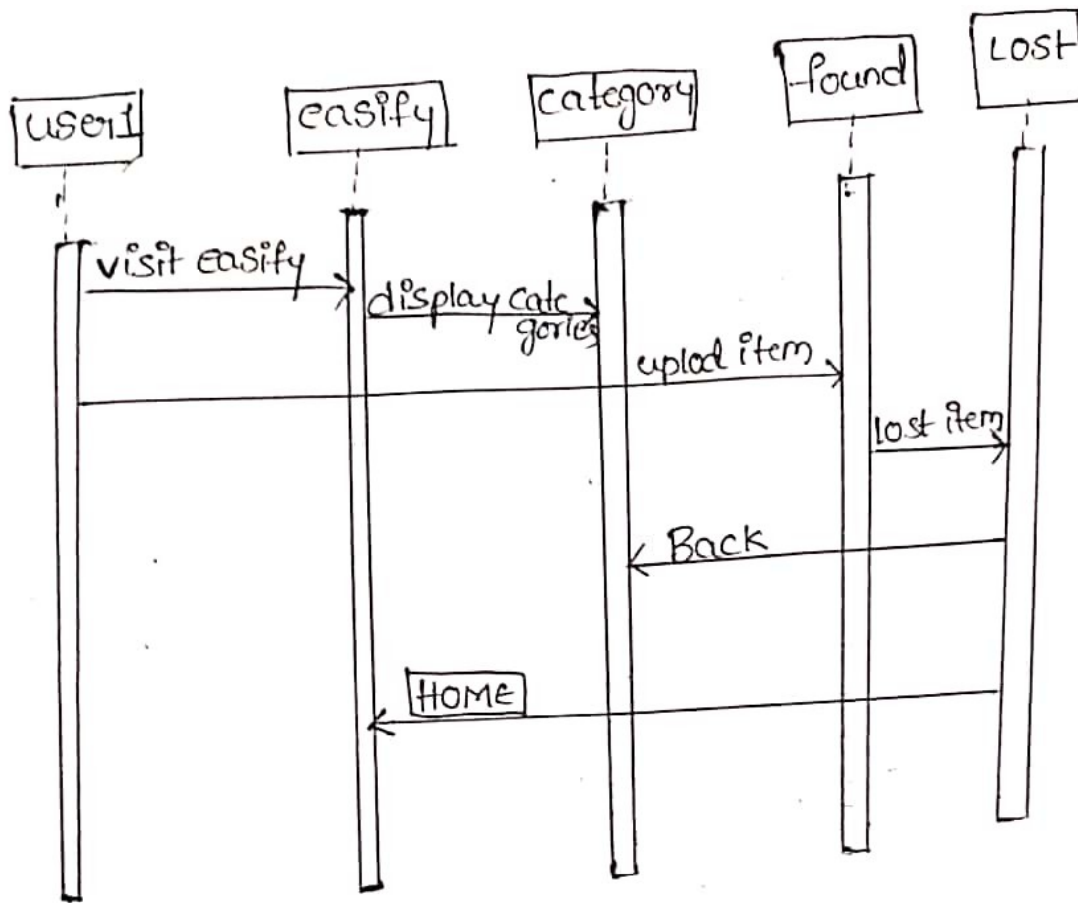
#### Class Diagram – Easify



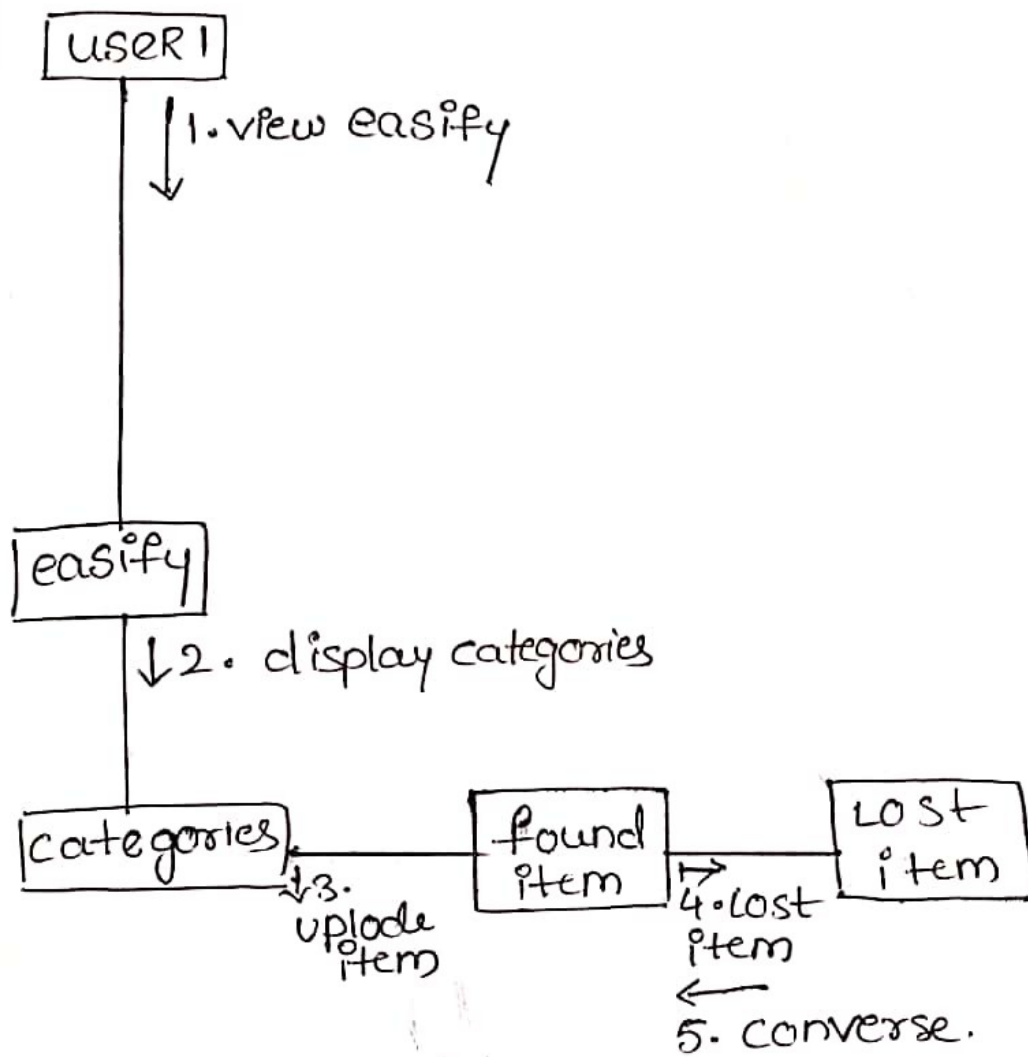
## Use Case Diagram- Easify



## Sequence Diagram -Easify



## Collaboration Diagrams :



## 5. Interface

### 5.1 User Interface Technology

Here, some Interface technology are used for this project. Now, that is given below:

- Figma
- Fontello

### 5.2 Implementation Tools & Platforms

Here, some tools are used for this project. Now, that is given below:

- Text Editor
- Chrome

## 6 OUTPUTS:

### Frames:



*The Library of Lost Things*



Welcome to Easify!

### **Important Notice**

Easify does not physically hold any lost or found property.

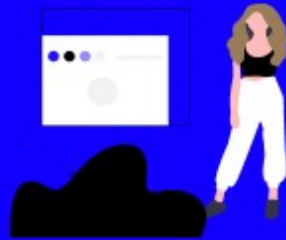
Where you have claimed and registered with us, we will try our best to match your lost or found item with the items posted on our site. This may take upto a week depending on busy periods.

**I understand!**



**Sign Up**

**Sign In**



**Enter your full name**

**Enter your phone number**

**Enter your ID**

**Enter your Email**

**Enter your Password**

**Confirm Password**

**Sign Up**





**Registered Email**

**Password**

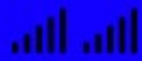
**Sign In**



**Submit LOST item**

**Submit FOUND item**

**View RECENT posts**



**Item LOST**

**Date on which it's lost**

**BRAND and COLOR**

**Where Lost**

**My Contact Number**

**Submit LOST item**



**Item FOUND**

**Date on which it's found**

**BRAND and COLOR**

**Where found**

**My Contact Number**

**Submit FOUND item**

**Thank You!**