

Project Report

On

HOME SERVICES

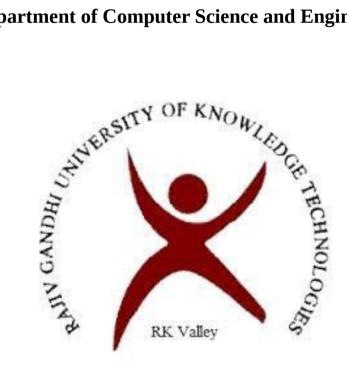
Submitted by

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CERTIFICATE

This is to certify that the project work titled "HOME SERVICES" is a bonafied project work submitted by K.Thanuja, D.Chandrakala, D.Kalyani in the department of COMPUTER SCIENCE AND ENGINEERING in partial fulfillment of requirements for the award of degree of Bachelor of Technology in Computer science and engineering for the year 2021–2022 carried out the work under the supervision

GUIDE C SUNEETHA **HEAD OF THE DEPATMENT**P HARINADHA



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INDEX

S.NO	TOPIC	PAGE NO
1	Abstract	5
2	Problem statement	6
3	Introduction	7
4	Modules	8
4.1	Registration module	8
4.2	Service module	8
4.3	Payment module	8
5.	Purpose	9
6.	Scope	9
6.1	Advantages	10
6.2	Disadvantages	10
7	System Requirement Specification	10
7.1	User characteristics	10
7.2	Hardware and Software Requirements	11-12
7.3	Analysis	13
7.3.1	Feasibility study	13
7.3.2	Functions of the system	13
7.3.3	DFD diagrams	13
7.3.3.1	DFD diagram Level 0	14
7.3.3.2	DFD diagram Level 1	15-16
7.3.4	UML diagrams	17
7.3.4.1	Usecase diagrams	17-18
7.3.4.2	ER diagrams	19
7.3.4.3	Activity diagrams	20-21
7.3.4.4	Sequence diagrams	22-24
8	Outputs	25-30
9	Conclusion	31



1.ABSTRACT

Home appliances are electrical/mechanical machines which accomplish some household functions, such as cooking or cleaning. The maintenance and repair of these kinds of products.

Today in digital world which makes user easy to get services online on single click.

The online platform serves both the buyers and sellers community by establishing effective communication.

To design and develop a system that provides variety of services like plumbers, movers and packers, repair persons services at your doorstep in just one click.

A feedback based rating system can improve the skills of any service provider and service receiver can eventually get better service.



2.PROBLEM STATEMENT

When someone need aid with small but major household tasks, the trouble arises when service skilled persons are unavailable or the trusted providers are impossible to find, who delivers consistently flawless service on instance. Our online system for household services provides the most expedient and annoys free way to get your domestic work done.



3.INTRODUCTION

This paper discusses about main theme of the online home services, numerous services provided and how the ordering and delivery of services takes place.

Online system for household services can be used by any authorized user intending to seek for household services through aningenious web base system or a mobile application.

To provide an authenticated and authorized login module for the users such as service seekers, service providers and the admin, by providing appropriate credentials at the time of registration.



4.MODULES

Module 4.1

Registration Module:

Customers who want to avail our services are invited to register for a free account in our portal with few simple steps, by providing valid credentials a customer is requested to confirm account creation. Once they are done with registration, a confirmation mail about a new account with verification link is directed to the Email-id provided. Now a customer is free to use our services when they are done with account verification.

Module 4.2

Service Module:

When customers want to schedule a service, they can do it by logging in to their account. The portal is specialized with an interactive user interface which provides attractive way of booking a service, where customers are requested to provide the details about the services required. If required customers are asked to upload the pictures of their particulars, if they are confused with any of the services. When done, the request is submitted and it is directed to payment page for the payment to be done.

Module 4.3

Payment Module:

Here users can pay the money through offline mode like Cash On Delivery(COD). After geeting the service by the servicers the customers will pay money to services.



5.PURPOSE

It is mainly implemented to make customers life easy. Instead of visiting the servicers directly, users can visit the website through online and order thier need. It make easy to customers and servicers.

6. SCOPE

The online household services application provides some of the home services which are most frequently used. This system accommodates the changing needs of the end user. The overall system can be designed so that its capacity can be increased in response to the further requirements for which the application provides an appropriate service overseas. Further this application can be prolonged by merely adding up the required services and additional payment systems. For example, the current system provides the following services such as home painting, home cleaning, packers and movers, plumber repair and service further the system can be extended as per the requirements of the user. The system can have prolonged by adding the services such as mobile and computer repair, laundry services, catering services and many more. The discussion payment methods our system has, for example currently system has online payment by only MasterCard users further it can be extended by adding the payment services for visa users also.



6.1 ADVANTAGES

- It makes our life easy.
- It will save or reduce the time.
- This site will solve the customers problem in fast manner.
- The problems of customers will reach out correctly to servicers.

6.2 DISADVANTAGES

- This site cannot be open when we are in offline.
- If there is any server problem there the site cannot work.
- Customers must connect to the internet.

7. SYSTEM REQUIREMENT SPECIFICATION

7.1 User Characteristics

The users of the system include:

- 1. Service Provider
- 2. Customer

1. Service Provider:

In this android application service provider first do registration and then login after this process the service provider can view the service which are ordered by user and send acknowledgement to the user in positive reply. After that service provider get the QR code which is matched with the QR code of customer.in this application we are providing the map for the service provider to find his location. The then service provider comes at the place of customer then he verify the QR code with the customer and then do his work.



2. Customer:

In this application the customer first do registration and then do login, after the user search for the particular service and receiver the list of service available on our android application. The user then selects the service and request for the service after this process He/she can get acknowledgement as reply and get QR code which is unique for every user.

7.2 Hardware and Software Requirements

Hardware:

• Processor: Intel Pentium IV and above

• RAM: 1GB or more

• Hard disk 250 GB and more

Client side

Circuit orde	
RAM	512 MB
Hard disk	10 GB
Processor	1.0 GHz

Server side

oci vei bide	
RAM	1 GB
Hard disk	20GB
Processor	2.0 GHz



Software:

Front end	HTML,CSS ,java script,Bootstrap
Web Browser	Firefox , Google Chrome or any compatible browser
Operating System	Ubuntu, Windows or any equivalent OS, Android

HTML: HTML stands for Hyper Text Markup Language

HTML is the standard markup language for creating Web pages

HTML describes the structure of a Web pageHTML consists of a series of elements

HTML elements tell the browser how to display the contentHTML elements label pieces of content such as "this is a heading", "this is a paragraph", "this is a link", etc.

CSS: CSS stands for Cascading Style Sheet

CSS describes how HTML elements are to be displayed on screen, paper, or in other media CSS saves a lot of work. It can control the layout of multiple web pages all at once External stylesheets are stored in CSS files

BOOTSTRAP-FONT AWESOME

Bootstrap is the most popular **CSS Framework** for developing responsive and mobile-first websites.

Bootstrap 5 is the newest version of Bootstrap

Font Awesome is a font and icon toolkit based on CSS and Less.

JAVASCRIPT:

JavaScript (often shortened to JS) is a lightweight, interpreted, object-oriented language with first-class functions and is best known as the scripting language for Web pages, but it's used in many non-browser environments as well.



Others:

• Web Browser: Internet Explorer, Google Chrome, Mozilla Firefox.

APACHE

The Apache HTTP Server Project is an effort to develop and maintain an open-source HTTP server for modern operating systems including UNIX and Windows. The goal of this project is to provide a secure, efficient and extensible server that provides HTTP services in sync with the current HTTP standards. The Apache HTTP Server was launched in 1995 and it has been the most popular web server on the Internet since April 1996. It has celebrated its 20th birthday as a project in February 2015.

7.3 ANALYSIS

7.3.1 Feasibility Study

Feasibility study is carried out when there is a complex problem or opportunity. It is considered as the primary investigation which emphasizes on "Look before You Loop" approach to any project .A Feasibility study is undertaken to determine the possibility of either improving the existing system or developing a completely new system.

7.3.2 Functions of System

The function of the system consist of the Usecase Diagram which represents how the customer, Service Provider & admin interact with the system.

7.3.3 DFD Diagrams

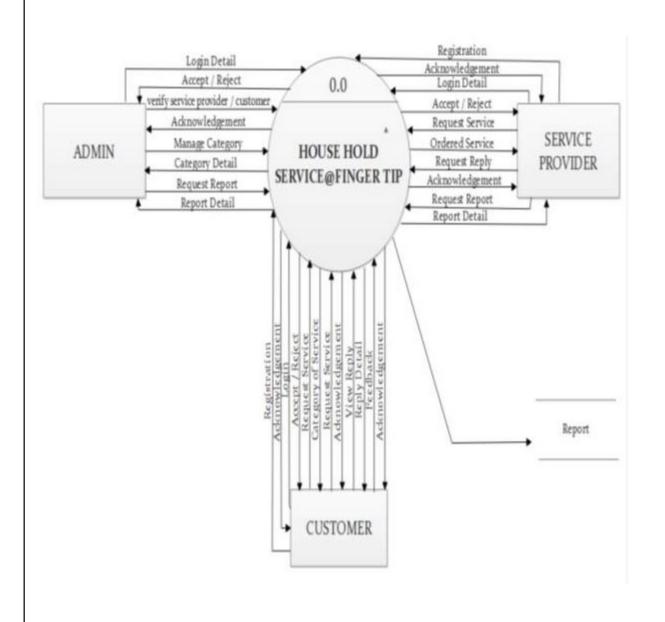
A data flow diagram is a graphical representation of the "flow" of data through an information system, modeling its process aspects.

A DFD shows what kind of information will be input to and output from the system, where the data will come from and go to, and where

the data will be stored. It does not show information about the timing of process or information about whether processes will operate in sequence or in parallel.



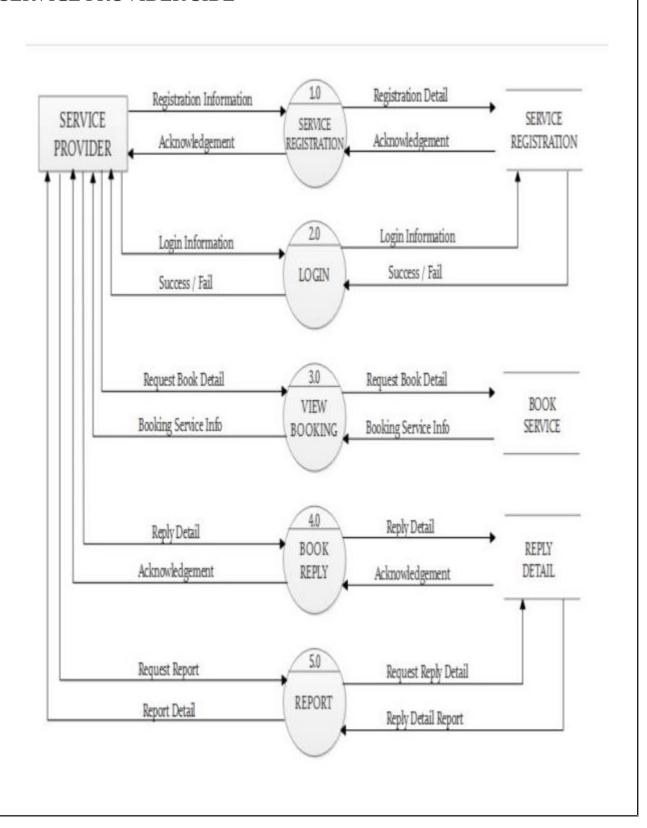
7.3.3.1 DFD DIAGRAM LEVEL 0





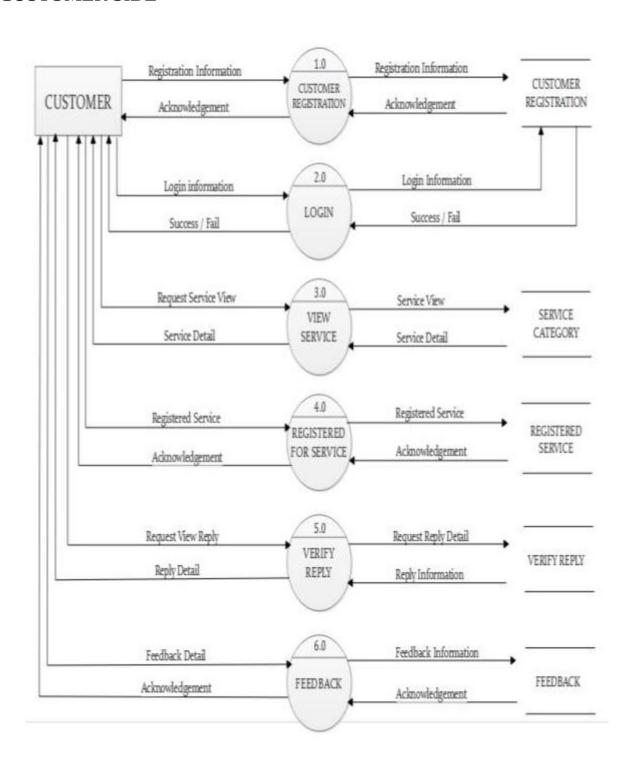
7.3.3.2 DFD DIAGRAM LEVEL 1

SERVICE PROVIDER SIDE





CUSTOMER SIDE





7.3.4 UML Diagrams:

UML stands for Unified Modeling Language. UML is a language for specifying, visualizing and documenting the system. This is the step while developing any product after analysis. The goal from this is to produce a model of the entities involved in the project which later need to be built. The representation of the entities that are to be used in the product being developed need to be designed.

7.3.4.1 USECASE DIAGRAMS:

Use case diagrams model behavior within a system and helps the developers understand of what the user require. The stick man represents what's called an actor. Use case diagram can be useful for getting an overall view of the system and clarifying that can do and more importantly what they can't do. Use case diagram consists of use cases and actors and shows the interaction between the use case and actors.

Actor:

A coherent set of roles that users of use cases play when interacting with the use cases an observable result of value of an actor.



<u>Use case:</u> A description of sequence of actions, including variants, that a system performs yields an observable result of value of an actor. actor diagram is drawned in a eclipse shape



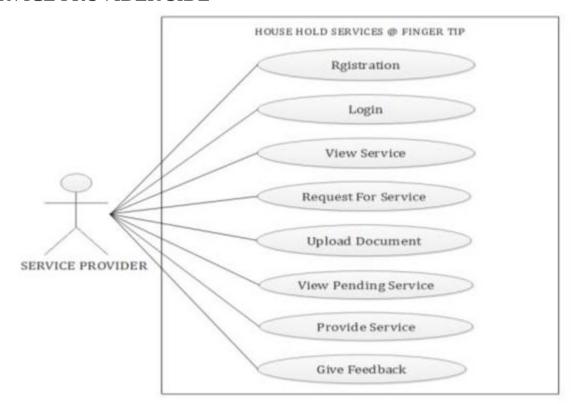
The purpose is to show the interactions between the use case and actor.

To represent the system requirements from user's perspective.

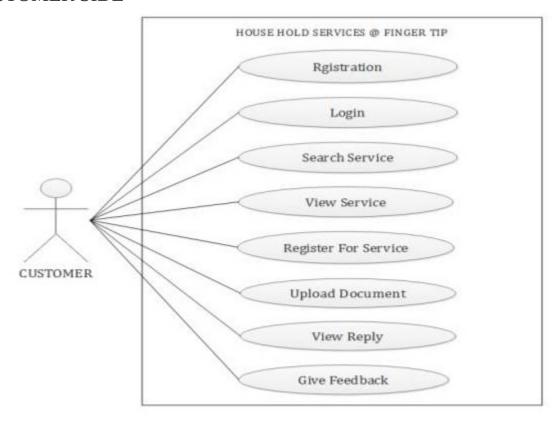
An actor could be the end-user of the system or an external system.



SERVICE PROVIDER SIDE



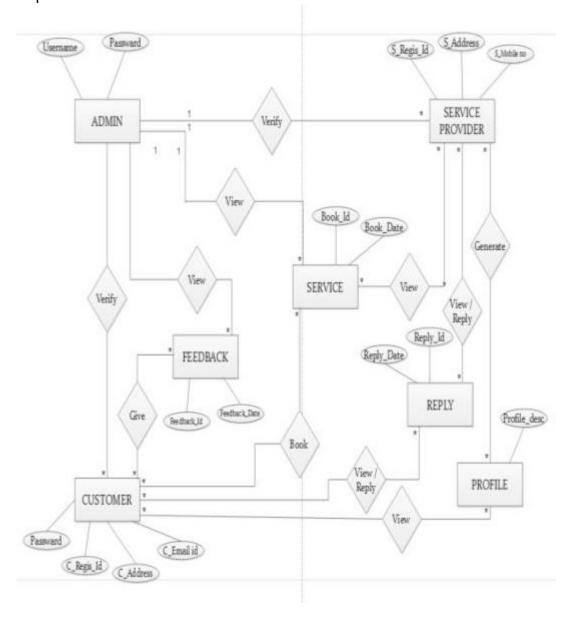
CUSTOMER SIDE





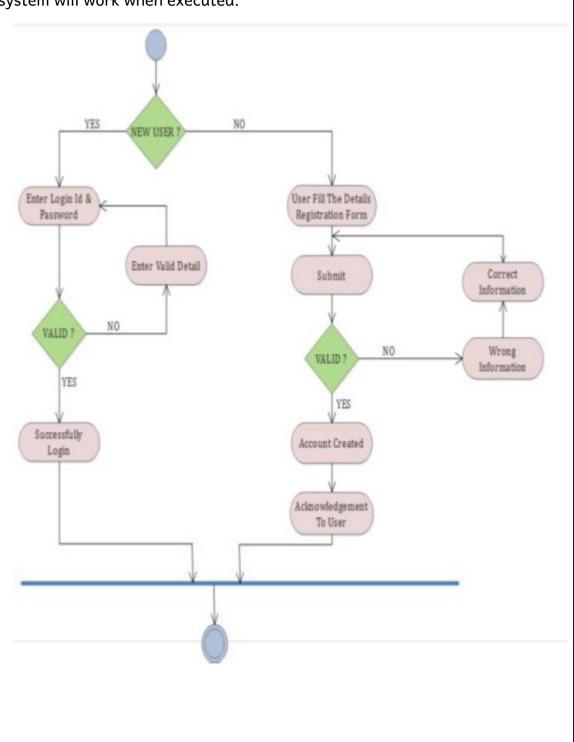
7.3.4.2 ER-DIAGRAMS:

An entity-relationship diagram (ERD) is a graphical representation of an information system that shows the relationship between people, objects, places, concepts or events within that system. An ERD is a data modeling technique that can help define business processes and can be used as the foundation for a relation database.



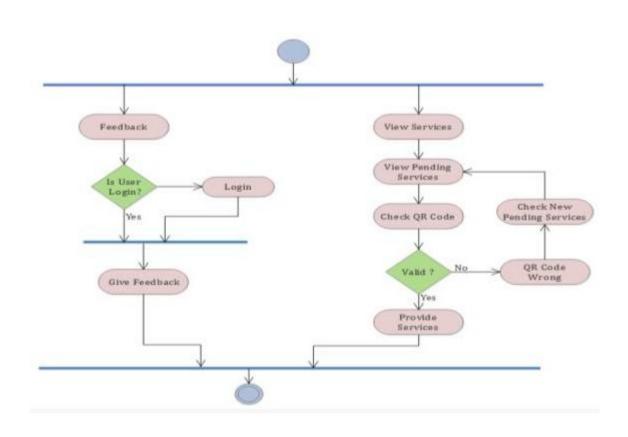


7.3.4.3 ACTIVITY DIAGRAMS: Activity diagram describes the flow of control in a system. So it consists of activities and links. The flow can be sequential, concurrent or branched. Activities are nothing but the functions of a system. Number of activity diagrams are prepared to capture the entire flow in a system. Activity diagrams are used to visualize the flow of controls in a system. This is prepared to have an idea of how the system will work when executed.



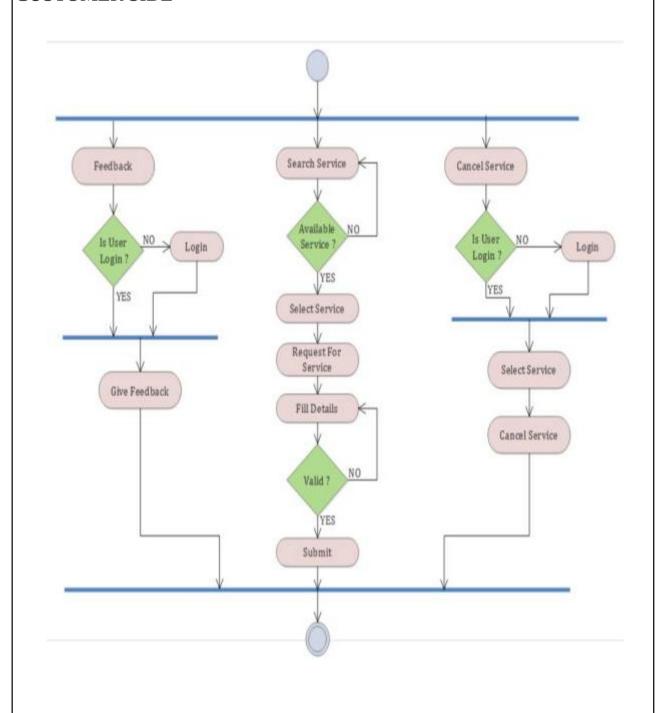


SERVIVE PROVIDER SIDE





CUSTOMER SIDE

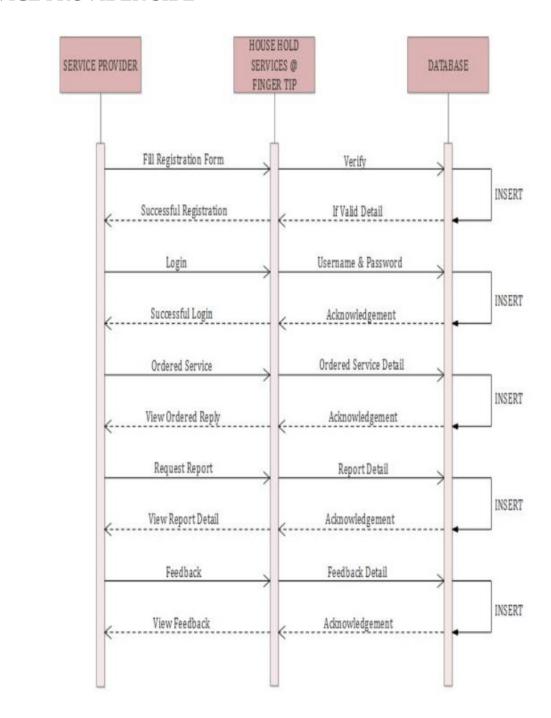




7.3.4.4 SEQUENCE DIAGRAMS:

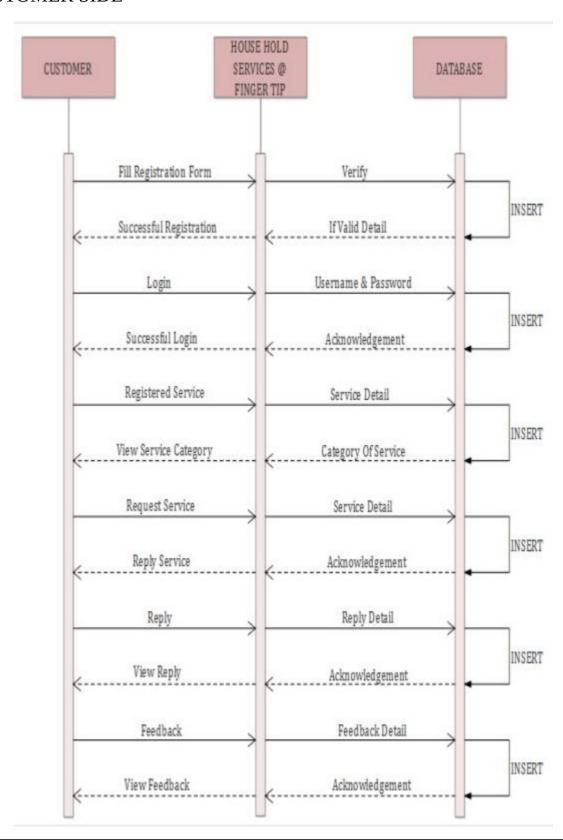
A sequence diagram is an interaction diagram that shows how processes operate with one another and in what order. It is a construct of a Message Sequence Chart. A sequence diagram shows object interactions arranged in time sequence.

SERVICE PROVIDER SIDE



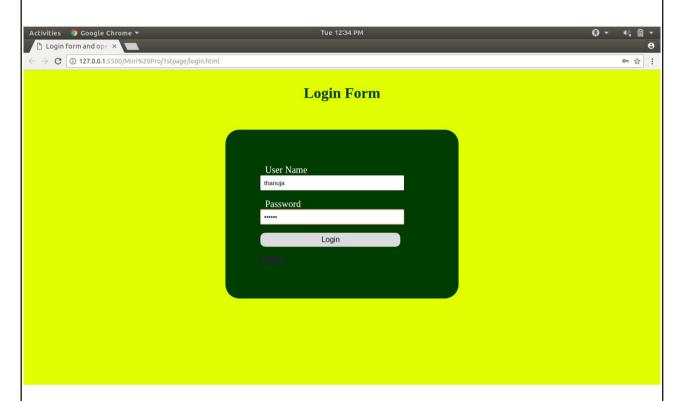


CUSTOMER SIDE



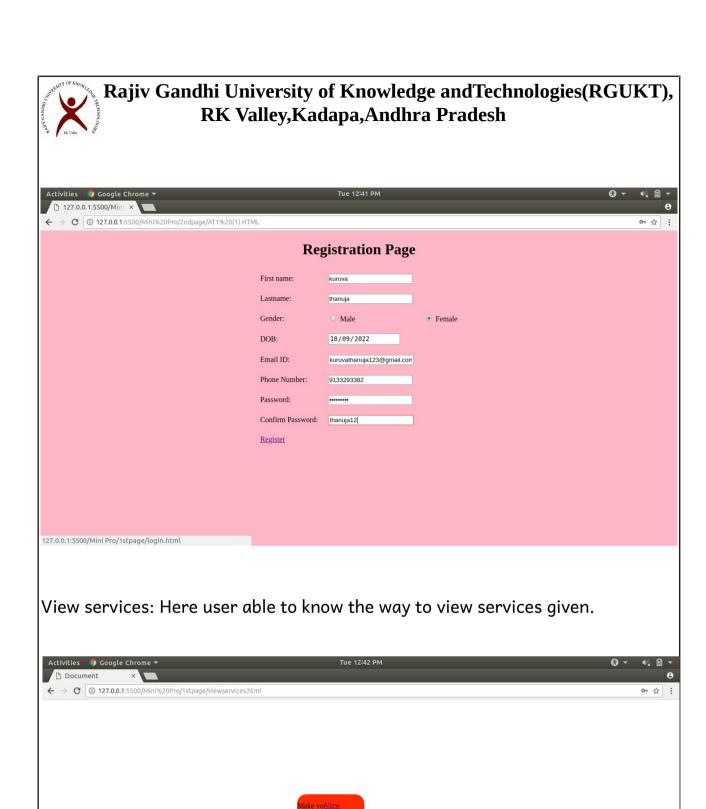


8.OUTPUTS



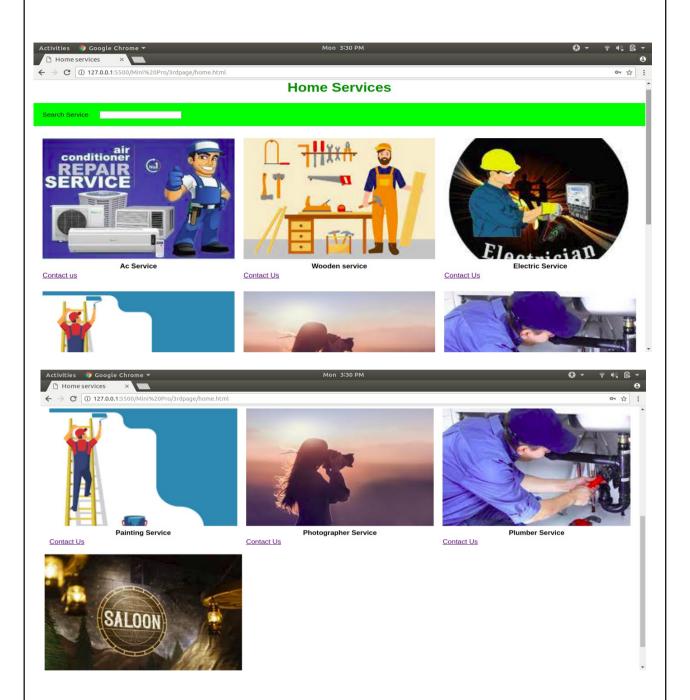
Login page: An existing user can enter thier username and password and login to the site.

Sign up: If user is new to the site then he/she can first do register and the login in to the site.



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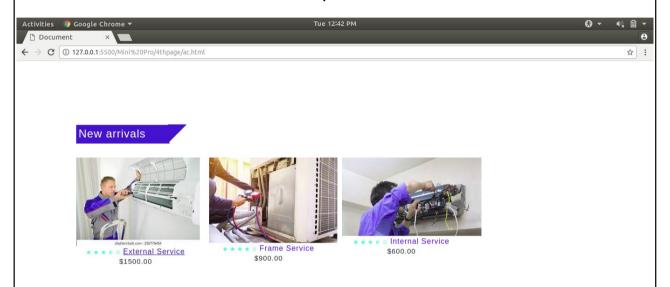




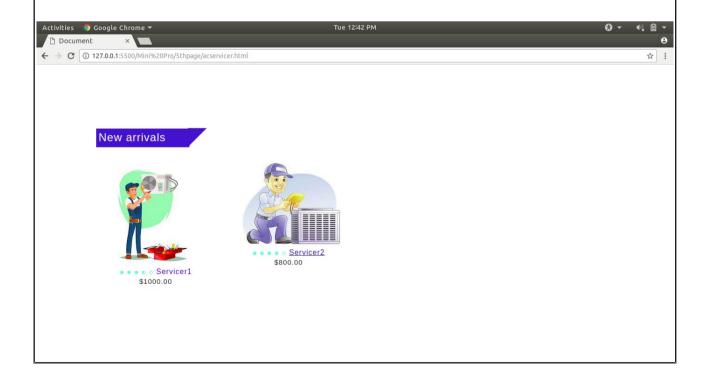
Some set of services are displayed in a systematic format. The users now able to know what type services are provided by the company. By pressing contact us button customer redirected to get the details of serveices they have selected.



Here it displays the services in each category. The particular service details are displayed like what type of service it is. And also how much price of the service and what is the rating. By all these details customer can opt to take service. Here users have can have an option like take service or cancel.



Again here the servicers details are provided. The servicer name and what type of service the will give and also the location of the servicer, etc. It is the easy way to choose the which servicers needs to take part in doing service.





Next to it the customers needs to provide thier details like full name, mobile numbers Date of birth, email ID, gender, Address, State, Country, etc.

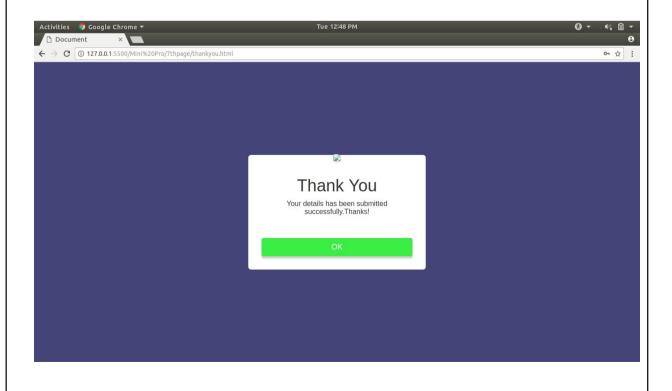
After giving all these details and pressing submit button it is redirected to the thankyou page.







At last the thank you is displayed after successfull process of all phases.





9.CONCLUSION

To reduce burden in finding in-house solutions for the services, the proposed system provides several services by providing service specialists at your doorstep in one click. A systematic mobile environment to system clients offers ease in accessing our services in a more comfortable way.

With well qualified and background demonstrated professionals we make all your home cleaning, plumbing, furniture maintenance, electrical works, appliance repair, house painting, vehicle service and many other services to be done in a click anytime from anywhere as easy as available