Design and Development of Venue Booking System

This Report is Presented in Partial Fulfillment of the requirements for the Degree of Bachelor of Science in Computer Science and Engineering.

Daffodil International University



Design and Development of Venue Booking System

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APPROVAL

This Project titled "DESIGN AND DEVELOPMENT OF Venue Booking System" submitted by FarzanaHossainSurovi ID No:161-15-649, Lutfunnanar Lutfa ID No:161-15-675 and NilufarYasminTamanna ID No:161-15-687 to the department of Computer Science and Engineering, Daffodil International University has accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Computer Science and Engineering and approved as to its style and contents. The presentation has been held on 10 December 2019.

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We hereby declare that, this project has been done by us under the supervision of **Naznin Sultana**, **Assistant Professor**, **Department of CSE**, Daffodil International University. We also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

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Lastly, We must admit with due respect the continuous maintenance and patience of our parents.

ABSTRACT

As we are living in a period of science and technology so our most of the daily task are controlled by technology day by day. The exercise of web based systems are progressing day by day. Now people are more curious to set up technology in all area of their life. In this generation computer and internet is everywhere available. Every people can do a lot of things at home easily (ex: online shopping ,gathering information, booking any food, place etc). Because of traffic jam and massive of going in venues people like online booking more and base on this identification our full project is built. By using this system people or users can see different kind and categories of venues according to their own choice. They can book venues without bargaining and without facing any kind of loss. User can register in the system ,can give review about venues. Admin can mange the whole system also can update system by using admin panel.

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CHAPTER 1

INTRODUCTION

1.1 Introduction

Nowadays we are living in period of modern science and technology. As a result many of our daily activities are dependent on web systems and so on.

Today whatever our essentiality is at first, we search it on the Google through internet for searching anything. Then we gather the all information what we want. We don't like to misuse our valuable time.

Booking is a very necessary work as well as people like to do booking places or venues. But the problem is for any kind of booking we need to go to venues which is a very time killing activity as well as it requires many energy and patience that's the reason of getting bored easily and feeling tired.

Upon this we have taken step to solve this kind of problem by developing a web based booking system 'Venue Booking System' for all people.

We tried our level best to built all drift what are faced by people at booking time. It will help people to find out the best venues according to their choice, according to their budgets and it will also help them by giving all necessary information about their desired venue.

1.2 Motivation

To avoid misuse of time and to get a booking friendly and fresh environment without facing the problem of traffic jam on road and to ensure a budget friendly booking we searched for a web application over internet. We found some booking websites but according to remark it looks they are demanding a very high price comparing to venue price. So we definite to form a web application to assist people by knowing to make a

bookingamicable and budget friendlyambitand also for providing venues and places without facing the problem of bargaining.

Then we discussed it with our honorable teacher NazninSultana(Assistant Professor, DIU-UC). Listening our idea about the project, she appreciates us to do this project and gave direction about how we can start the work.

1.3 Objectives

We decided to develop our web application about online venue booking so there are some objectives. Some of the targets of objectives that can be earned by our system:

- Building a user friendly web application.
- Finding out all possible requirements for designing the system.
- Finding necessary resources.
- Passing control to the users to maintain their profile.
- Passing control to the users to give review about venue.
- Passing control to the users to update their booking confirmation.
- Displaying organized information of venues, pictures and prices.
- Creating a pleasant admin interface.
- Testing the application for bugs and other errors.
- Doing necessary code and building up the application

1.4 Expected outcome

The possible outcomes which are expected to produce by the system are:

- Making a good designed and decorated web application
- It will very user friendly and easy to use.

- Getting reviews about the venues from users.
- User can visit website without registration.
- For booking any venues users must need to be registered.
- Registered user can recover their forgotten password.
- Admin panel can be accessible only by the registered admin.
- Admin can change their passwords.
- Admin can manage venue details.

1.5 Report Layout

The report format that is used to make this report on web application of online venue booking system is given below:

- All the topics are abounding with related information.
- All topics are divided with some details thus it become easy to understand.
- Required font and size is used to furnish all the contents of the report.
- All specific margins and spaces are used to format the content.
- Required booking are applied to get all the contents easily.

1.6 Summary

Technology is more faster than everything so after appearing this modern age we do not need to depend on anyone. Booking is very necessary for our everyday life and people also like to do booking places. This system will take all responsibility to give the best idea to users for booking.

CHAPTER 2

BACKGROUND

2.1 Introduction

The main reason behind making this web application is it will make booking system easier, reduce the pain of going places or venues and it will give a user friendly and very comfortable environment for booking. So we decided to make one which will be more users friendly for users.

2.2 Related work

There are also some related systems similar in our web system. We tried to do something impure and particular in our system. There are also some of related system but we try our best to develop our system many different ways. May some systems are more tempting but not so similar. In comparison with those systems our system is primarily not too much glamorous.

Here are some example of booking system and those websites features and drawbacks.

Website link:

- https://www.booking.com[1]
- www.bookingbuddy.com[2]
- www.venuebookingz.com[3]

2.3 Figures of related work

Figure 2.3.1 shows an online booking system named as booking.com[1].

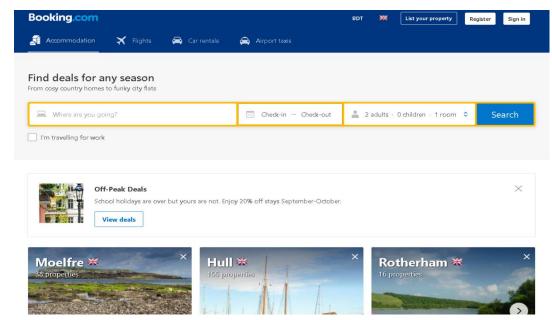


Figure 2.3.1:Related site1

Figure 2.3.2 shows another related site of online booking system named as bookingbuddy.com[2].

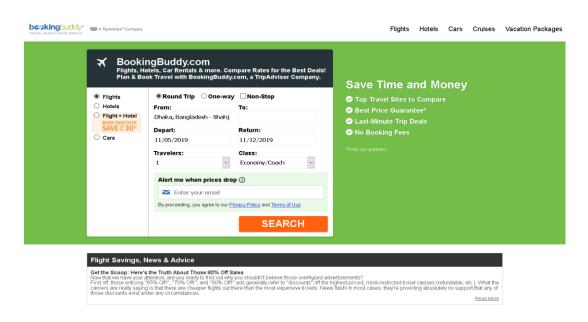


Figure 2.3.2: Related site 2

Figure 2.3.3 shows another related system in the field of online booking system named as venuebookingz.com[3].



Figure 2.3.3: Related site3

2.4 Comparative Studies

We can see that there are some same content related online booking systems like our system but obviously there are some distinction between our system and those systems. First all that website don't incorporate all decisive information what users need. Then in the remaining system user has no idea of which events are going on and when they are taking place. Even though the users publish the ads through flexi posts etc. User who need to book for the events they need to visit thevenue. In The Proposed System the user need not go anywhere he can just get all information about events in a single click. The user needs to register need login there he can find the list of events which are added by the user and user can book by checking the availability. Then user needs to wait for the response and if admin confirms then user can take part in the event and can book venue easily.

2.5 Challenges

In developing this booking system we have falled so many demanding situations that allowto make users revel in higher and make the ability formative to the user. A few challenges are too hard to satisfy the purpose and some are absolutely new to locate the solution like these all

- Establishment of cleaning all function: It's the ultimate part of any system. If
 the user don't understand the way to use the system and why they will use it?
 That's why we pretended to make an easy and essential manner to build this
 system for user.
- Making relation to the tables in database: Making relationship between tables
 of database is a very complex and also a hard process. We effort to do our
 paramount and normalized all tables of database for our system.
- Front page Processing: This system is an included internet site, and it's a hard process to keep an internet site with a backend dashboard. We maintained it for a higher user recreate in.
- Admin's dashboard: Making a dashboard for admin from where admin can manage the whole system is a very complex task and we tried our level best to execute it entirely.

2.6 Summary

Developing of any system it is very necessary to analyze the related work of the system. Vastly good and suitable analyzing no work can get it's completeness and can't also reach the goal. So after long time analyzing we decided to develop it and we settled our goal which will remove the inexistent of existing systems in our website.

CHAPTER 3

REQUIREMENT SPECIFICATION

3.1 UML Diagram

In this division we are going to prepense about UML diagram. There are generous UML diagrams. Here we are going to review four of them. By using this two we are going to review our system.

3.1.1 Use Case Diagram

Use case diagram symbolize all actor whose are pertinent to the system and then show them how they can combat in the system.

Figure-3.1.1 shows the use case diagram of Venue Booking System.

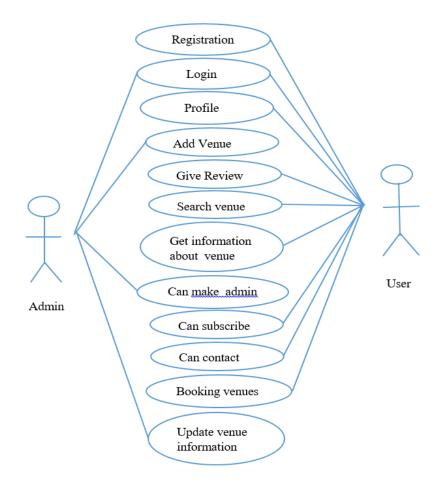


Figure 3.1.1: Use Case of Venue Booking System

3.1.2 Description of Use Case Model

In the grander use case diagram we observed that there are two actors in our system and they are (1) Admin and (2) User. In this system admin can make anyone admin according to his or her choice. Admin can add venues and manage also can update the venue evidence. User can visit the site without login and also can give search venues and can contact to the system. But if user hungriness to booking any venue then they must need to be a registered user. This table 3.1.2(a) shows the login process of the system.

Table 3.1.2(a): Use Case of Login

Cases	Details
Actors	Admin, Users.
Pre-conditions	-Registration is obligatory.
Post-conditions	Confirming successful login actors will go to their anticipated dashboard.
Basic Flows	Actors will login with their login credentials .Afterwards they will reach in their desired dashboard for continuation of their further work.

This table 3.1.2(b) shows the process of adding product in the system.

Table 3.1.2(b): Use case of adding venue

Cases	Details
Actors	Admin.
Pre-condition	-Login into the system.
	-Enter into dashboard.
	-Go to insert product option.
Post-condition	After going to insert product option admin
	can easily insert product and also can
	manage them.
Basic Flow	Admin will insert products name image
	price and others details information.

This table 3.1.2(c) shows the process of giving review about venues.

Table 3.1.2(c): Use case of giving review

Cases	Details
Actors	Users.
Pre-condition	No compulsion of login both registered and unregistered user can accord review.
Post-condition	Actors can also see others review about venues.
Basic Flow	When any actorcome to visit the website then they can view the venue details and can give review.

This table 3.1.2(d) shows the process of booking venues.

Table 3.1.2(d): Use case of booking venues

Cases	Details
Actors	Users.
Pre-condition	Actors can booking venue but if they wants
	to booking any venue then must need to be
	logged in.
Post-condition	After successfully booking venue user will
	able to see the booking status.
Basic Flow	-Firstly need to fill up the booking form.
	-Click on submit and after it venue will be
	booked.
	-get notification in email.
	-pay booking amount.

3.1.3 System Flow Diagram

Here we are added our flow diagram in figure-3.1.3. Our system has two types of main actors. They are the admin and the users. For user there is no need of being registered for visiting the site, searching venues, viewing venue details, giving review about venues. But if the user wants to booking any venue then he/she must need to be logged in by going through registration process. Registered users can manage their profile and able to see booking history. Now for getting access of admin panel must need to be registered. After successfully log in the admin will redirect to admin dashboard from where admin can perform the task of changing password, booking management, user management, inserting venue and managing venue. Admin can also visit site as a user after logout.

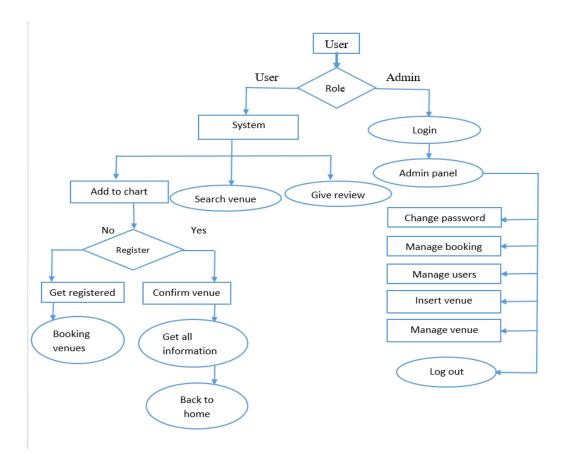


Figure 3.1.3: System flow diagram

3.1.4 Entity Relationship Diagram

The figure 3.1.4 shows the ER diagram of this venue booking system.

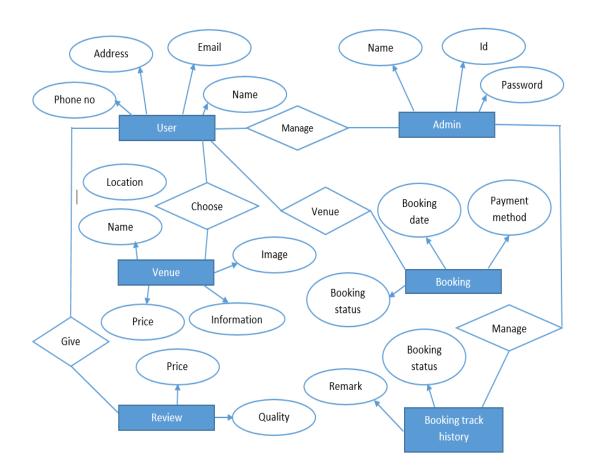


Figure 3.1.4: E-R Diagram

3.1.5 UML Class Diagram

The figure 3.1.5 shows the UML class diagram of venue booking system.

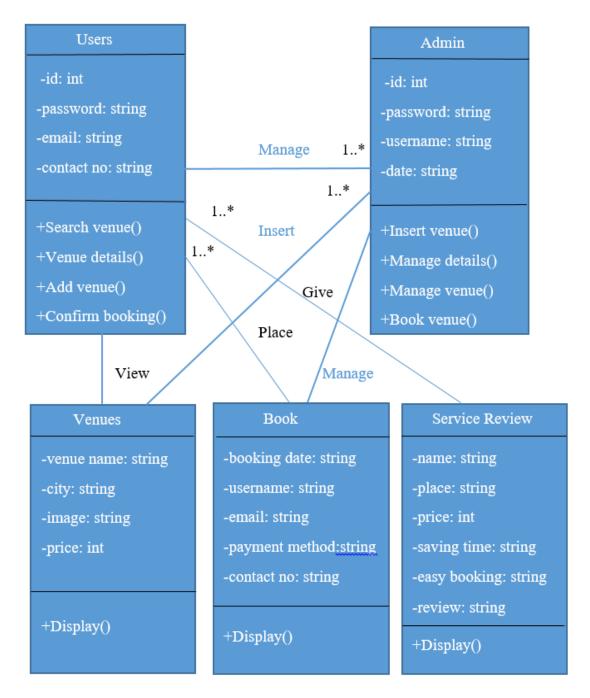


Figure 3.1.5:UML Class Diagram

3.2 Design Requirements

We have to bring some design to form this system more approachable and expectable to user. So in aforesaid system the designs are used in frontend and the backend design.

For realizing the frontend design we have the responsibility to drawing the layouts into paper first so that we can find how the website will look agnate. For the front end design we HTML[8], CSS[7], PHP, and also used bootstrap framework for design faster and easier, bootstrap js[5] and some jQuery[6] for completing the layout. Then we need to design the project as the documentation intended and perfection coding.

For backend design we have to need the database structure and the knowledge on relational database. There is also duty to dividend the relationship among the tables in the database and also responsibility to keep in mind excess things. So that we have urgency of attained a few normalization. For backend coding we tried to follow the object-oriented coding mark.

So that's all the design requirements that needed for this project.

3.3 Summary

In aforesaid chapter we givenall about the full project take in use case diagram, system flow diagram, ER diagram and UML class diagram. We also represent them courteously.

CHAPTER 4

SYSTEM DETAILS

4.1 Introduction

This chapter is for the brief discussion about the aforesaid system. After comprehensively reading this chapter individual will attain at least 70% explanation about our application. Aforesaid chapter we will discussion about our system trait, front-end design, back-end database and implementation object.

4.2 Application Feature

We have used various features in our system. Basically we are constrain to display our features list and after we will depicture them. So, the features of this system are-

- Visit website- Any user either registered or non registered can visit this website.
- Search venue- An option is yielded to search commodity.
- Category selection- Users can select category for finding related venues.
- See venue details- User can see venue details by viewing the details of the venue.
- Give venue review- User can give review about venues and can see others review.
- Registration- User have urgency to be registered so that they can booking venues and compose own profile.
- Login- For booking venues login is compulsory.
- Venue booking- Users can do all the aforesaid activity but whenever they wished to booking venue then they have to be registered in the system.
- Update profile- Registered user can update and manage their profiles.
- Filter venues- User can filter venues to find out exact venue which they want.

4.2.1 Visit Website

Any user either registered or non registered user can visit this website. Visiting need no registration or login process.

4.2.2 Search Venue

This system provides an option for manual searching. User can search venue manually to get the accurate venue they want.

4.2.3 See venue details

User can glimpse the details info of any venue by searching the venue list.

4.2.4 Give venue review

Users can give review about the venue quality, price and others things and user can also see the review of other peoples.

4.2.5 Registration

User need to go through the registration process for booking any venue and also for making personal profile.

4.2.6 Login

Registered user can login into the system for booking venues and will be able to observe the list of all venues.

4.2.7 Booking venue

After log in into the system user can place order for booking the particular venue.

4.2.8 Update profile

Registered user can update their profile by logging into the system.

4.2.9 See all venues

Registered user can view the booking history of previous in list view.

4.3 Front End Design

This figure 4.3.1 shows the home page of the venue booking system.

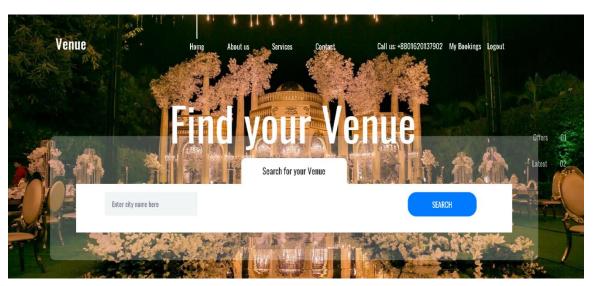


Figure 4.3.1: Home page

This figure 4.3.2 shows the about us page of the system.



A few words about us

Growth made easy through insights, efficiencies, and exposure.

Venue management for events has become a huge deal for the event planners.

Having the ultimate event management skills makes things easier. It has also been made a lot effortiess for event planners to handle the venues after the inception of venue management software in the market.





Figure 4.3.2: About us.

This figure 4.3.3 shows the venue review page of this website.

What People Say About Us

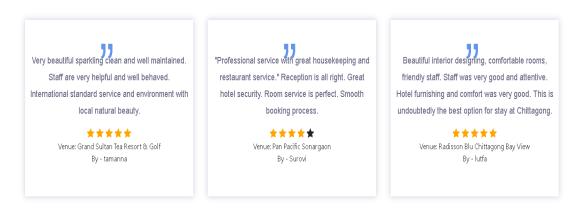


Figure 4.3.3: Venue Review

This figure 4.3.4 shows the my booking status option of this system.



Figure 4.3.4: My booking status

This figure 4.3.5 shows the venue details page of the system.

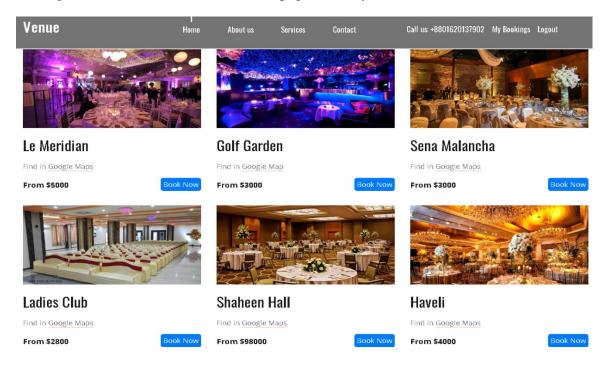


Figure 4.3.5: Venue details Page

This figure 4.3.6 shows the login page of the system.

Venue Booking System	1		Login Register
	Login		
	E-Mail Address		
	Password		
		☐ Remember Me	
		Login Forgot Your Password?	

Figure 4.3.6: User Login page

This figure 4.3.7 shows the admin login page of the system.

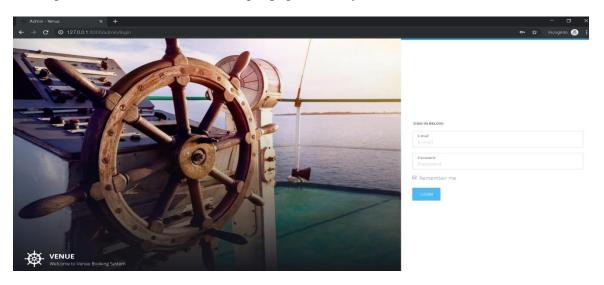


Figure 4.3.7: Admin login page

This figure 4.3.8 shows the Venues insertion page accessed by admin.

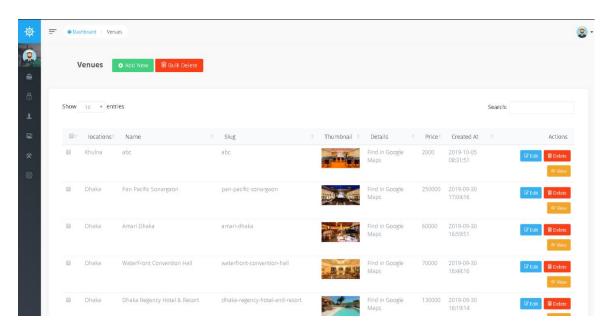


Figure 4.3.8: Venues insertion

This figure 4.3.9 shows the contact page of this system.

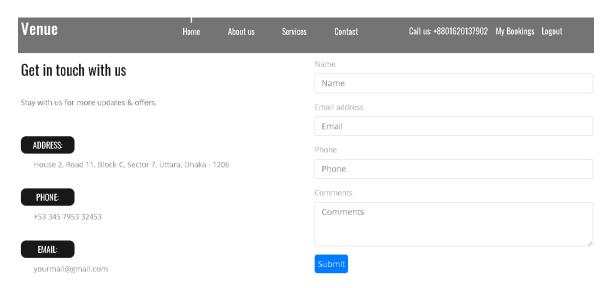


Figure 4.3.9: Contact page

4.4 Backend Design

This figure 4.4.1 spectacles the backend database of the aforesaid system.

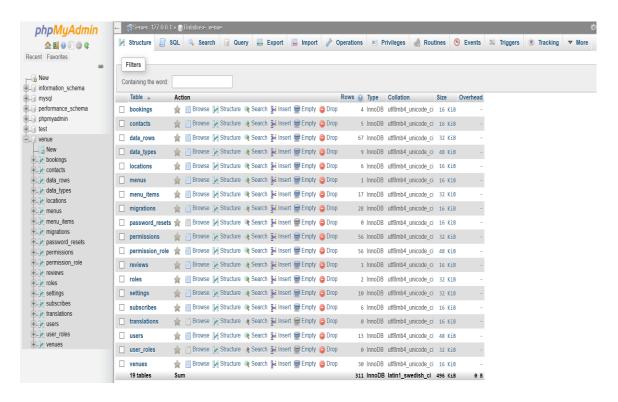


Figure 4.4.1: Back-end database

4.5 Implementation Requirements

The succeeding stuffs and technology that we have obligation to implement in this project are:

- Text Editor(ex: notepad++, Visual Studio)
- Xampp Server[4]
- Bootstrap3[5]
- PHP7
- jQuery3.0+[6]
- CSS3[7]
- HTML5[8]
- Internet Browser.

4.6 Hardware Requirements

- Operating System(Ex: Window)
- Ram1GB or Higher
- HDD 256GB
- Modem or Broadband (Must have good speed).

4.7 Software Requirements

- Operating System(Ex: Window)
- Ram4GB
- HDD 1024GB
- Modem or Broadband (Must have good speed).

CHAPTER 5

IMPLEMENTATION AND TESTING

5.1 Introduction

Forthwith in this chapter we will confabulate about how we implemented aforesaid system. As it's a web-based project so its construct front-end and back-end implementations. All the implementation will confabulate with respective pictures in this chapter.

5.2 Implementation of Database

This part will show how we implement our database. This will cover how we make connection with our database and how it reacts with the users.

This figure 5.2.1 shows the database connection process.

Figure 5.2.1: Database connection

It is very easy to connect database as we have used easy installation process for the user so we used pre-defined method for accessing the database name, username and password.

Posterior composing the connection with database we construct our tables in the database and inserted data on them.

Firstly we inserted data in the search result. This action is done by user for searching venue. This figure 5.2.2 shows the code for search result in the system.

```
@extends('layouts.master')
@section('content')
<div class="destinations" id="destinations">
    <div ctass="container">
       <div class="row">
            <div ctass="col text-center">
            <div class="section title"><h2>Search Result For "{{$q}}}"</h2></div>
        <div ctass="row destinations row">
            <div ctass="col">
                <div ctass="destinations container item grid">
                    @foreach ($venues as $venue)
                       <div class="destination item">
                            <div ctass="destination image">
                            <img src="{{Voyager::image($venue->thumbnail)}}" att="">
                            <div class="destination content">
                                <div class="destination title"><a href="destinations.php">{{$venue->name}}</a></div>
                                <div ctass="destination_subtitle">{!! $venue->details !!}</div>
                                <div class="price-cta">
                                    <div ctass="destination price" style="display:inline-block">From ${{$venue->price}}
                                    <div ctass="booking-button" style="display: inline-block;float:right">
                                    <a href="{{ route('booking.index') }}?venue_id={{ $venue->id }}&venue_name={{$venue}}
                    @endforeach
```

Figure 5.2.2: Query for Search Result

This figure 5.2.3 shows the query for managing home page.

Figure 5.2.3: Query for home page management

After that we have made the table for storing the registration details of our users. This figure 5.2.4 shows the query for user registration in the system.

Figure 5.2.4: Query for user registration

This figure 5.2.5 shows the query for users login into the system.

```
// chody>
// csection class="header">
// cdiv class="container">
// @guest
/-- cbutton type="button" class="login-btn">Login</button> -->
// a href="/login" class="login-btn">Login</button> -->
// da href="/login" class="login-btn">Login</button> -->
// @else
// ca class="login-btn" href="{{ route('logout') }}"
// onclick="event.preventDefault();
// document.getElementById('logout-form').submit();">
// (Logout') }}
// cform id="logout-form" action="{{ route('logout') }}" method="POSI" style="display: none;">
// @csrf
// form>
// @endguest
```

Figure 5.2.5: Query for users login

This figure 5.2.6 shows the query forbooking form into the system.

```
public function store(Request $request)
{
    dd($request->att());
    $this->validate(request(), [
        'venueId' => 'required',
        'to' => 'required',
        'name' => 'required',
        'email' => 'required',
        'contact' => 'required',
        'sonact' => 'required',
        'sonact' => 'required',
        'strow = request('venueId');
    $frow = request('frow');
    $to = request('to');

    $bookingExists = Booking::where('venue_id', $venueId)
        ->whereBetween('frow', [$frow, $to])
        ->orWhereBetween('to', [$frow, $to])
        ->get();

    if($bookingExists->count())
    {
        session()->flash('msg', 'Venue is booked within this time interval !');
        return redirect()->back();
    }
}
```

Figure 5.2.6: Query for booking form

5.3 Implementation of Front-end Design

Our utility is fully internet based. So there are copious workings with the front quit layout. Reason the user are watching the front give up and make their interchange with the utility. So for our internet based challenges we've got used html[8], CSS[7], bootstrap[5], jQuery[6] for the front quit accomplishment.

Let's take a stare how we boot our bootstrap and our initial of the web page. So, here the figure 5.3.1 shows the initialization of front end and the linkage to bootstrap.

```
<title>Venue Reservtion</title>
<link rel="stylesheet" href="/css/style.css">
k rel="stylesheet" href="https://stackpath.bootstrapcdn.com/font-awesome/4.7.0/css/font-awesome.min.cs
<meta name="viewport" content="width=device-width, initial-scale=1.0">
k rel="stylesheet" href="https://stackpath.bootstrapcdn.com/bootstrap/4.3.1/css/bootstrap.min.css">
    .checked
       color: orange;
<section class="header">
    <div ctass="container">
       @guest
           <a href="/login" ctass="login-btn">Login</a>
    <a href="{{route('user.booking.create', auth()->user()->id)}}" ctass="login-btn">My Bookings</a>
            <a class="login-btn" href="{{ route('logout') }}"</pre>
            onclick="event.preventDefault();
                            document.getElementById('logout-form').submit();">
                {{ _ ('Logout') }}
```

Figure 5.3.1: Initialization of front page

Then we added an review in our system. This figure 5.3.2 shows the review code.

```
$this->validate($request, [
    'user id' => 'required',
    'venue name' => 'required',
    'rating' => 'required',
    'review' => 'required'
$reviewExists = Review::where(['user_id' => auth()->user()->id, 'venue_name' => $request->venue_name])
->get();
if($reviewExists->count())
    session()->flash('msg', 'You already submitted review for this venue!');
    return redirect()->back();
$review = new Review;
$review->user_id = $request->user_id;
$review->venue name = $request->venue name;
$review->review = $request->review;
$review->rating = $request->rating;
$review->save();
session()->flash('msg', 'Review submitted successfully!');
```

Figure 5.3.2: Code for review page

5.4 Testing Implementation

As this is a web based project that's why testing is very much needed for this system before set up the application. Because it will measure the overall performance and can get the knowledge that application input and output capacity. A test can deal the negation that how much time can police to run and can give careful pursuance. There are also so many testing that can be done for application. For this application we have done some testing and that testing are given below:

5.4.1 Unit Testing

Unit testing is used for when the coding is implementing then the developer checked for his own primary mistakes. So, in our case we have checked when we were coding and tried to find out the initial errors. It happens when we were coding and then test instantly.

5.4.2 Integration Testing

We have firstly done the front-end design then we have included all the back-end code. Then we have tartaned that if any kind of layout is broken or not. And also checked that all interface works perfectly or not.

5.4.3 Functional Testing

All the function that we have selected for our application initially then we have finished all the initial requirement of this project which need to be. And all the functions are tested individually. Because functions are the main important part for a system. If function does not work properly then the system will be insignificant.

5.4.4 System Testing

System testing measures that if the application is working on other system environment. As our application is fully web based so we have checked all the browsers and other operating system and also connected on many different devices.

5.4.5 Usability Testing

The usability testing measures the user dealings and how friendly is the UI. So, to do that we have testing on several user and get their experience on the UI and how much they can navigate that easily.

5.5 Test Results

We did several kinds of test only for some several purpose and after doing all the test there are some result. On the basis of these results we can get confirm about our system and it's advantage and disadvantage. The results are given below:

5.5.1 Result of Unit Testing

The full project is based on coding. There are thousands line of code what we did in our project. In this huge amount of line coding completely possible to do wrong or mistakes. For finding out this kind of mistakes we did unit testing. We find some errors and mistakes we got a second chance to fix them. We solved them immediately.

5.5.2 Result of Integration Testing

Integration testing was for a few trepidation are what code we wrote for front-end and back-end design, are those setting down of code working perfectly. Because both designs are too much important factor for any kind of project. Suppose we made a very good looking front-end design but there are several mistakes in back-end program and front-end and back-end design is not matching and in that time what will be said by users. So, to avoid that kind of problem we did some integration test. And there was no error found during that test.

5.5.3 Result of Functional Testing

Function testing was too much important. Because we did good front-end and back-end design but we did mistake in functional coding. So, what is the value of total coding. It is useless. Functional testing was the way to know that is every function working properly or not. One by one we checked every function. During this testing we got some bad behavior for logging and setting up profile page we face some problems. There was some logical error. And then we fixed

them. Another front end site management there was a cache problem on the browser. This problem was overcome also by removing older files and inputting new one. Thus, we have completed our functional testing.

5.5.4 Result of System Testing

It was also very necessary to test because we know many of the people use windows operating system. So, we did system testing. And subsequently testing what we scrutinize is our application has successfully run on auxiliary systems and environment. So, there was no error found.

5.5.5 Result of Usability Testing

So this test has run on different type people. So that most of them get this system easily. But some of them cannot get the dashboard button is clickable. But after some minutes using they can found it and can use it without any aggravate.

CHAPTER 6

CONCLUSION AND FUTURE SCOPE

6.1 Discussion and conclusion

We have attempted to parade all of the things and contents of our project. We have also make this report as a real-life software development like feel. Instantly we desire to share what we have enclosed by doing this project and what we novice from it.

By terminatingthis project we envisageimproper imparity of problems and acquire to admire many leadingpossessions. In our incitement we graboppressive idea about bootstrap framework. Because, at first, we started it using row html and CSS then we were inspired to do it in bootstrap framework what was totally new for us. Then we started to learn bootstrap and many things was happened at that learning time. We faced some problem what gave us lot of pain. We have some interesting experience also. By doing this project we have gained a lot of knowledge about PHP, jQuery, HTML, CSS and bootstrap.

Ultimateineluctable thing is we have learnt lawfulinspiration programming. We also novicehow to prolixity programming knowledge into development sector. There was an important part and that was database design. We got a very nice idea about how to develop a database in consistency with the systems specification.

6.2 Scope for Further Development

As we have bounded quantity of time we could not entire our intent. We can specify part of intelligence in our system. We can particularize some significant offers for our prohibitive customers. We can specify some more options in our admin panel.

APPENDIX

This figure shows the plagiarism checking dispatch for the aggregate report:

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Figure: Plagiarism checking report

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