

**PROPERTY LISTING WEB APPLICATION FOR REAL ESTATE DIGITAL
TRANSFORMATION**

BY

**PRITAM MONDAL AGNI
ID: 181-15-11246**

**M. A. HANNAN
ID: 181-15-11255**

**AFSANA AKTER
ID: 181-15-11203**

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

Supervised By

Dewan Mamun Raza
Senior Lecturer
Department of CSE
Daffodil International University

Co-Supervised By

Aniruddha Rakshit
Senior Lecturer
Department of CSE
Daffodil International University



DAFFODIL INTERNATIONAL UNIVERSITY

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APPROVAL

This Project titled “Property listing web application for real state digital transformation” submitted by **Pritam Mondal Agni, ID: 181-15-11246**, **M. A. Hannan, ID : 181-15-11255** and **Afsana Akter ID: 181-15-11203** to the Department of Computer Science and Engineering, Daffodil International University has been 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 6th January, 2022.

BOARD OF EXAMINERS



Chairman

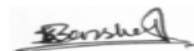
Dr. Sheak Rashed Haider Noori

Associate Professor and Associate Head

Department of Computer Science and Engineering

Faculty of Science & Information Technology

Daffodil International University



Internal Examiner

Dr. Sumit Kumar Banshal (SKBL)

Assistant Professor

Department of Computer Science and Engineering

Faculty of Science & Information Technology

Daffodil International University



Internal Examiner

Md. Abbas Ali Khan (AAK)

Senior Lecturer

Department of Computer Science and Engineering

Faculty of Science & Information Technology

Daffodil International University



Shah Md. Imran

Industry Promotion Expert

LICT Project, ICT Division, Bangladesh

External Examiner

DECLARATION

We hereby declare that this project has been done by us under the supervision of **Dewan Mamun Raza, Senior Lecturer, 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.

Supervised by:



Dewan Mamun Raza

Senior Lecturer

Department of CSE

Daffodil International University

Co-Supervised by:



Aniruddha Rakshit

Senior Lecturer

Department of CSE

Daffodil International University

Submitted by:

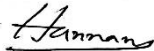


Pritam Mondal Agni

ID: 181-15-11246

Department of CSE

Daffodil International University

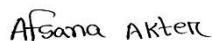


M. A. Hannan

ID: 181-15-11255

Department of CSE

Daffodil International University



Afsana Akter

ID: 181-15-11203

Department of CSE

Daffodil International University

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ABSTRACT

Locust emporium is a web-based platform to help consumers to ensure a product and formal thing which they want. The main objective of this project is to bring the real estate industry online and enable real estate industry participants to benefit from the Internet. Site acts as an interface between Individuals, brokers and realtors. Here the user can advertise his property for buying or for selling. This maintains product quality and delivers product in a short time to the customer. This tool allows registered users to create an account and users can buy products from LOCUST EMPORIUM. Every development of the software industry follows some rules and methods. We also followed some methods to develop this project. We finished all of the development by following the Agile Methodology. We think & choose this methodology as the most suitable software development model to develop my “LOCUST EMPORIUM”. We choose it because my whole project needs to be implemented partially then tested and Agile Methodology helped me to reduce the project risk.

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CHAPTER 1

INTRODUCTION

This web application is an online real estate business website through which a user can access its information and manage all the adding, updating, deleting the assets and some of its tasks. The admin user can update the information regarding property selling and buying and cancellation. The system is very useful for the companies who develop apartments, hotels, villas, residential properties and commercial properties. Companies or individual agents can also advertise their property.

1.1 Project Overview

The system suggests as much as possible to avoid errors while entering user credentials. It also provides an error message while the user enters invalid data. No technical knowledge is needed for the user to use this system. This way I can call this system a user-friendly creation. Every online e-commerce platform, big or small, faces challenges to overcome and manage the information of User, Payment method, and deliver product in time. Every product buy & delivery Management System has different needs, therefore; I design a user friendly & easy to use system. Besides, for those busy consumers who are always on the go, my system comes with remote access features, which will allow them to select products and find new products for their choice at all times. These systems will ultimately allow you to better service the product.

1.2 Project Purpose

The purpose of “LOCUST EMPORIUM” is to digitalize the existing old system with the help of ordering property and building covering their requirements so that users can get a user-friendly and easy-to- find property. The required environment to use this system are available for every user. It helps the user to Order building and property receive order

within a fresh UI. It helps users with better product quality and find various LOCUST EMPORIUM.

Functionalities provided by “LOCUST EMPORIUM “

- An online property and building ordering management
- Fresh User Interface with better user experience
- Anyone can share resources & anyone can order property from here
- After using this web app, consumers can get a modern online property and building ordering experience.

1.3 Motivation

One day I wanted to buy a property. But it was too costly and need to go far away and search for buildings and property. So, I was thinking of the property or building on the web site and I could buy it from there. Now this time it is web-based technology. Any kind of problems, we search for the solution on the google search engine. So, it is the easiest way to get property, then I was thinking of developing a platform where every person can find their property, land, flat which they want to buy. From this concept, we decided to develop a web application where every buyer can find their necessary property.

1.4 Objective

Objective of our project are given below:

- The system should have a login. A login box should appear when the system is invoked.
- The admin should have all the types of authority.
- The admin should maintain property. Admin identify property type as it is residential or commercial property.

- The admin user can inform their agents for regarding to property and update the information regarding property and cancellation of property or changing buyer choice.
- The user should book the property for sale or rent with details of property.
- The system is very useful for the companies or builders that can post and edit their properties and their personal info and admin can monitor records of all of them.

1.5 Expected Outcome

Technology use in all the sectors, in properties also. It will be very necessary for a buyer. For easily getting the properties or buildings or flat. For those reasons we develop this application where a buyer easily buys their wanted property.

So, our expected outcome of this project is

- Users can easily find their needed property or building or house.
- Some people improve their web application and property knowledge.
- We can identify which items are most popular in the specific place.
- No need to go to the property place physically, even anyone can see the property from abroad.
- Users can buy or sell their property.

CHAPTER 2

REQUIREMENT ENGINEERING

2.1 Functional Requirements (FR):

Functional requirements referred to a mandatory function, which is mandatory to the system. It describes the functions a software must perform. Functional software requirements capture the intended behavior of the system. This behavior can be written as functions, services, tasks, or which system is required to perform. Now, here we are showing to mention functional requirements associating with this project:

2.1.1 Registration

Table 1: Registration table

FR 1	Registration
Description	Consumer should be needed registration for login to access the system.
Stakeholders	Consumer

2.1.2 Login/Logout:

Table 2: Login/ Logout table

FR 2	Login/Logout
Description	Login and logout should be another criterion for using this application.
Stakeholders	Consumer, Admin

2.1.3 Add Product Menu:

Table 3: Add product name

FR 4	Add product menu
Description	Admin can add various product. When want to order any product he can select from menu.
Stakeholders	Admin

2.1.4 View Product:

Table 4: View product table

FR 5	View product
Description	When a product added. User can view that product from product menu
Stakeholders	Admin, consumer

2.1.5 Make an Order:

Table 5: Make an order

FR 6	Make an order
Description	A consumer can make an order at any time from Locus Emporium.
Stakeholders	Consumer

2.1.6 Payment method:

Table 6: Payment method

FR 7	Payment method
Description	Admin will add some payment method for consumer like online payment, cash on delivery.
Stakeholders	Admin, consumer

2.1.7 View Delivery time:

Table 7: View delivery time

FR 8	View delivery time
Description	Admin and consumer both can watch the product processing time and delivery time.
Stakeholders	Admin, consumer

2.2 Non-Functional Requirement (NFR):

2.2.1 Performance

Table 8: Performance table

NFR 1	The system will provide all services without any fault.
Description	When admin search to perform a particular job and then this outcome appears must be faster.
Stakeholders	Admin

2.2.2 Capacity

Table 9: Capacity table

NFR 2	System will able to record up to 15000 profiles.
Descripti on	The information of Locus Emporium System will be stored in the database.
Stakehold ers	Admin

2.2.3 Reliability

Table 10: Reliability

NFR 3	The system should accurately perform the various activities of it.
Descripti on	The application should be reliable to perform the tasks, when Admin performs some important action, it should be acknowledged with a confirmation. The System must be updated regularly
Stakehol ders	Admin

2.2.4 Security

Table 11: Security table

NFR 4	The database should be secured and utilize certain cryptography technique.
Descriptio n	All the data should be secured and be encrypted with minimum needs so that it's protected from the outside environment also from internal attacks.
Stakeholde rs	Admin

2.2.5 Maintainability

Table 12: Maintainability

NFR 5	Admin will be able to reset all options and all stored profile to default settings.
Descript ion	In these, admin can easily maintain all the profile in a specific area and can update all of the information in a certain activity like edit and delete.
Stakehold ers	Admin

2.2.6 Availability

Table 13: Availability

NFR 6	The System must be available 24x7
Descripti on	The application should be available to the admin 24 hours a day.
Stakeholde rs	Admin

CHAPTER 3

SYSTEM ANALYSIS, DESIGN & SPECIFICATION

As a long-term development, we are also new in development so we choose the Agile Model to complete our project. The Agile method anticipates change and allows for more flexibility for development than any other traditional model. We can easily change a small part of our system without huge amendments to my tight schedule.

Testing in every step was very important to us for ensuring that our system is working perfectly, Agile Model gives us this opportunity to test every unit while the system is in developing condition.

Agile model offers us to create a system, which can be changed easily, minimize the risk by frequent testing, higher quality product, and furnish able in a short time.

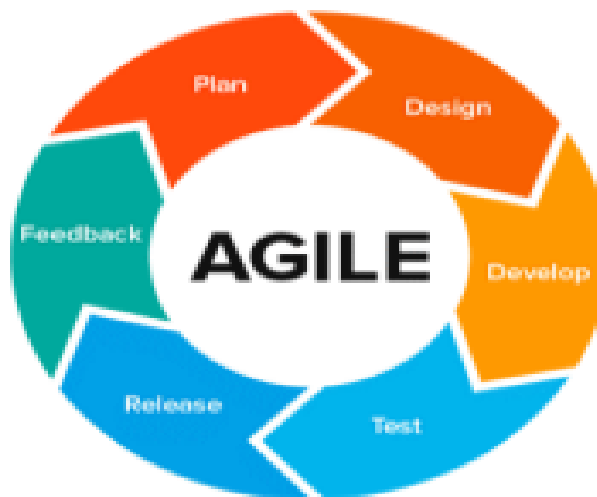


Figure 1: Agile Model

3.1 Use Case Diagram

The customers have to register first. Then they have to login in this web site. Then they can view whole web application and search item and add their cart. Admin panel can see the log in and register info. Admin can add item, remove cart, update inventory.

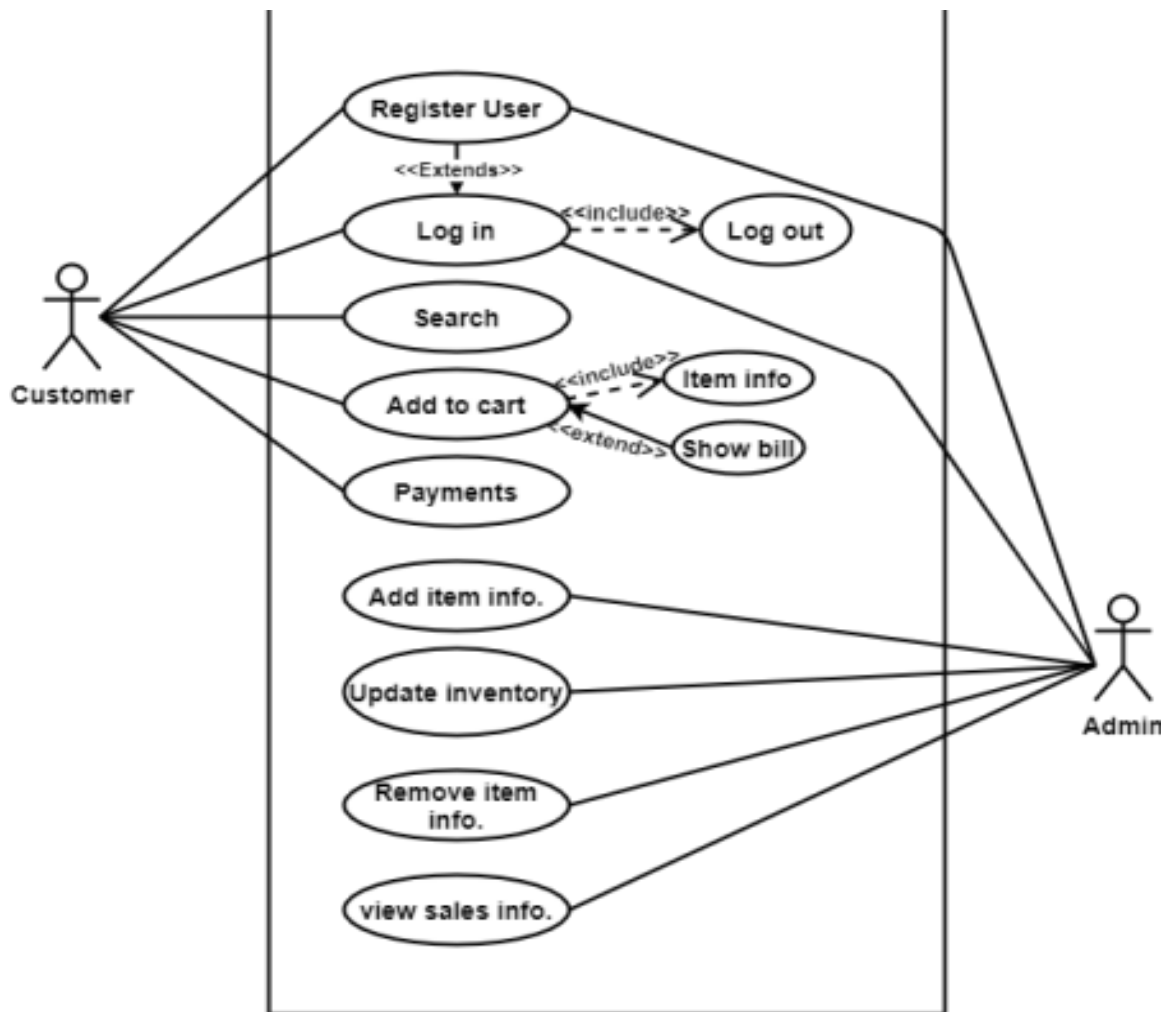


Figure 2: Use Case Diagram

3.2 Create Account

Users (admin and consumer) should log in to the system with their username and password to access all features of the Learning Tree system. If the user is not registered before, the user has to Sign Up first.

Table 14: Create Account

Use case ID	01
Use Case Name	Create account
Goal	To allow the user to enter the system.

Preconditions	Users must be Registered with email and password.	
Primary Actor Secondary Actor	Admin, consumer	
Trigger	Button	
Description / Main Success Scenario	Step	Action
	1	To enter into the system
	2	To access all features available for a user
Post Condition	Users can Log Out anytime.	
Alternative Flow	Sign Up	

3.3 Sign Up

If anyone wants to log in to the system to access all features of the locus emporium system. They must log in first, if they are new to this system; they have to create their user profile by signing up.

Table 15: Sign up table

Use case ID	02	
Use Case Name	Sign Up	
Goal	To create a new user profile in the system.	
Preconditions	The user must have an email address.	
Primary Actor Secondary Actor	Admin, consumer	
Trigger	Button	
Description /	Step	Action

Main Success Scenario	1	Log into the system
	2	To access all features available for a user
	3	To create a new user profile
Post Condition	Users can Log In.	
Alternative Flow	Log In	

3.4 Add new to product menu

Registered Admin can add new products to the menu. He has to write a product name & a short description of the product. He can link up any Picture related to his product.

Table 16: Add new to product menu

Use case ID	03	
Use Case Name	Add new product to menu	
Goal	To add a new product in the system.	
Preconditions	The user must be logged in with an email and password.	
Primary Actor Secondary Actor	Admin	
Trigger	Form	
Description / Main Success Scenario	Step	Action
	1	Add product name & description
	2	Add picture & links
Post Condition	Add new product to menu	

3.5 Delete product from menu

Registered admin can delete products from the menu. He has to delete the product name & a short description from the menu. He can delete pictures related to his product.

Table 17: Delete product from menu

Use case ID	04	
Use Case Name	Delete product from menu	
Goal	To remove unavailable from the menu.	
Preconditions	User must create a delete option	
Primary Actor Secondary Actor	Admin	
Trigger	Form	
Description / Main Success Scenario	Step	Action
	1	Delete product name
	2	Delete product related picture
Post Condition	The product is deleted from the menu	
Alternative Flow	N/A	

3.6 Edit price on product menu

For a successful Order completion, a price on product menu is important for an online product ordering system. In Locus Emporium there is a price on every product. Therefore, Admin must Edit price on product menu.

Table 18: Edit price on product menu

Use case ID	05
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Use Case Name	Edit price on product menu	
Goal	To set a fixed price in every product	
Preconditions	The admin must have to create a edit prize option	
Primary Actor Secondary Actor	admin	
Trigger	Form	
Description / Main Success Scenario	Step	Action
	1	Edit price on product menu
	2	Create a fixed price for every product
Post Condition	Edit price, view price for consumer	
Alternative Flow	N/A	

3.7 View transactions

A consumer can successfully end the payment. After finishing the payment Admin can follow up the transaction.

Table 19: View transactions table

Use case ID	06
Use Case Name	View transaction
Goal	To measure a valid transaction
Preconditions	The consumer must have to finish the payment
Primary Actor Secondary Actor	Admin

Trigger	Button	
Description / Main Success Scenario	Step	Action
	1	Online payment
	2	Cash on delivery
	3	Overlook the transaction
Post Condition	View Transaction	
Alternative Flow	Log Out	

3.8 Order product

Consumer must have to order product from the menu to find their product.

Table 20: Order product table

Use case ID	07	
Use Case Name	Order product	
Goal	Find consumer's product.	
Preconditions	Consumer must select product and conform his order,	
Primary Actor Secondary Actor	Consumer	
Trigger	Button	
Description / Main Success Scenario	Step	Action
	1	Select product
	2	Conform order

Post Condition	Select product, Order product
Alternative Flow	Log Out

3.9 Add voucher/ show discount

When consumer conform the order, he can watch the discount or, he can add a voucher for discount.

Table 21: Add voucher/ show discount table

Use case ID	08	
Use Case Name	Add voucher	
Goal	To show all the discount and add voucher	
Preconditions	N/A	
Primary Actor Secondary Actor	Consumer	
Trigger	Button	
Description / Main Success Scenario	Step	Action
	1	Show discount on selected
	2	Apply voucher
Post Condition	Consumer must type the promo if available	
Alternative Flow	N/A	

3.10 View order update

Consumer can see the update of the order. Admin must update the order condition after confirm order from customer.

Table 22: View order update

Use case ID	09	
Use Case Name	View order update	
Goal	Consumer can see the order update after conform his order	
Preconditions	The consumer must conform his order	
Primary Actor Secondary Actor	Consumer, Admin	
Trigger	Button	
Description / Main Success Scenario	Step	Action
	1	See the order update
	2	Condition of the order
Post Condition	Conform order	
Alternative Flow	N/A	

3.11 Search Product

Consumer can search their product. Admin must have to update product.

Table 23: Search product menu

Use case ID	10
Use Case Name	Search product

Goal	Find product	
Preconditions	Consumer must search their product.	
Primary Actor Secondary Actor	Admin, consumer	
Trigger	Button	
Description / Main Success Scenario	Step	Action
	1	Search product
	2	Find product
Post Condition	Search option	
Alternative Flow	N/A	

3.12 Log Out

User (Admin & consumer) should log out from the system to terminate their sessions of the “LOCUS EMPORIUM” system. Closing the browser window also log out the user instantly.

Table 24: Log out table

Use case ID	11
Use Case Name	Log Out
Goal	To terminate the session from the system.
Preconditions	User must be Logged In with username and password
Primary Actor Secondary Actor	Admin, consumer

Trigger	Button	
Description / Main Success Scenario	Step	Action
	1	To escape from the system
	2	To finish user session
Post Condition	Users can Log In anytime.	
Alternative Flow	Closing window	

3.2 Activity Diagram

3.2.1 Activity Diagram (Search info):

Here we can see that the activity diagram of search info.

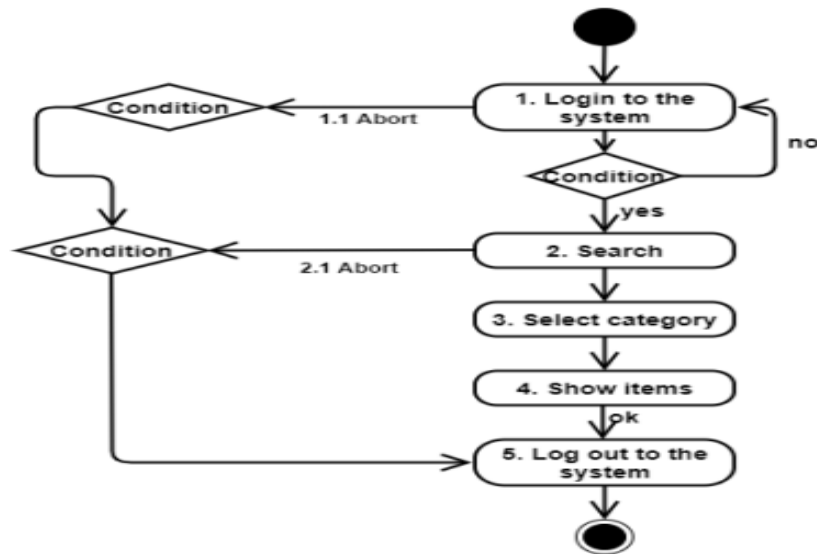


Figure 3: Search Info

3.2.2 Activity Diagram (Add to cart):

Here we can see that the activity diagram of search info. Customer have to login in first and choose an item. Then they will add that selected item in cart. There they can see the item amount and can see the payment option.

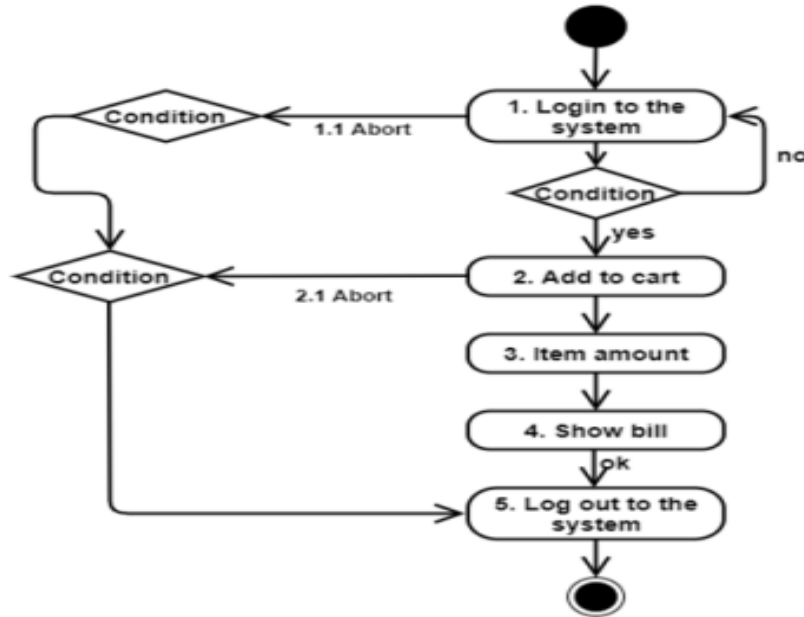


Figure 4: Add to Cart

3.2.3 Activity Diagram (Payment):

Here we show that how user can pay for their item.

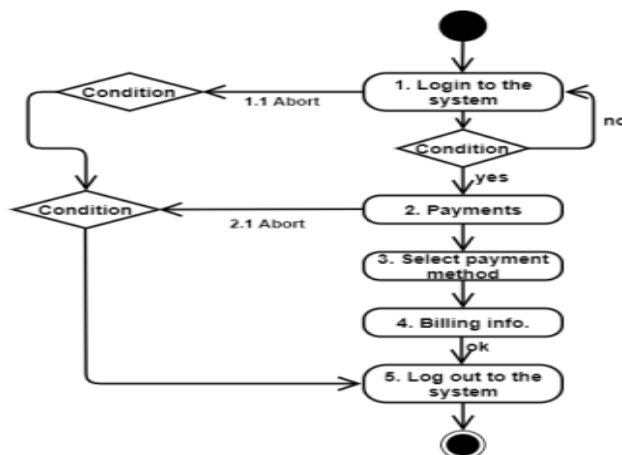


Figure 5: Payment Diagram

CHAPTER 4

SYSTEM TESTING

4.1 Feature Testing

Feature testing is considered to add or modify the new functionality to the existing system. Every feature and functionality have different characteristics. Those are designed to make the web application more useful, reliable, and effective, and secure.

4.1.1 Features to be tested

Table 25: Features to be tested

Features	Priority	Description
Log In	1	The user must be authenticated by the login.
Log Out	2	The session must be destroyed after logout
Registration	2	User information must be saved properly
Add new product	1	The newly added product must be saved properly
View product	1	Product detail must be show
Delete product	1	Stock-out product must be deleted

Update product	1	Add new product and update also
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4.2 Testing Strategies

4.2.1 Test Approach

I have used two different types of testing to ensure the quality of my system. I focused on functional testing and structural testing mainly.

- Black Box Testing (also called functional testing) is testing that ignores the internal mechanism of a system or component and focuses solely on the outputs generated in response to selected inputs and execution conditions.
- White-box testing (also called structural testing and glass box testing) is testing that takes into account the internal mechanism of a system or component.

4.2.2 Pass/Fail Criteria

We set some pass or fail criteria for unit testing. I prepare the pass / fail criteria based on which input data are worked and which are not working. Data that are worked well is considered as pass criteria. In addition, the rest of the input data is considered a failure criterion. There are some pass / fail criteria below:

- System crash is considered a failure case.
- If any criteria pass 100% of testing, then it is considered as pass criteria only.
- Which data can't be displayed to the system properly, then it is also to be considered as fail criteria.

4.2.3 Testing Schedule

Table 26: Testing schedule table

Test Phase	Time
Testing plan create	1 week
Unit testing	During development time
Component test	During development time
Integration testing	1 week
Testing user interfaces	1 week
Load testing	1 week
Performance testing	1 week
Accessibility testing	1 week

4.2.4 Testing Environment

Testing environment means to prepare the environment with hardware and software so that tester can be able to execute test cases as required. Besides hardware and software usage, network configuration is also needed to execute test plans. For the testing environment, I used some key areas. Given below:

- Test data
- Webserver

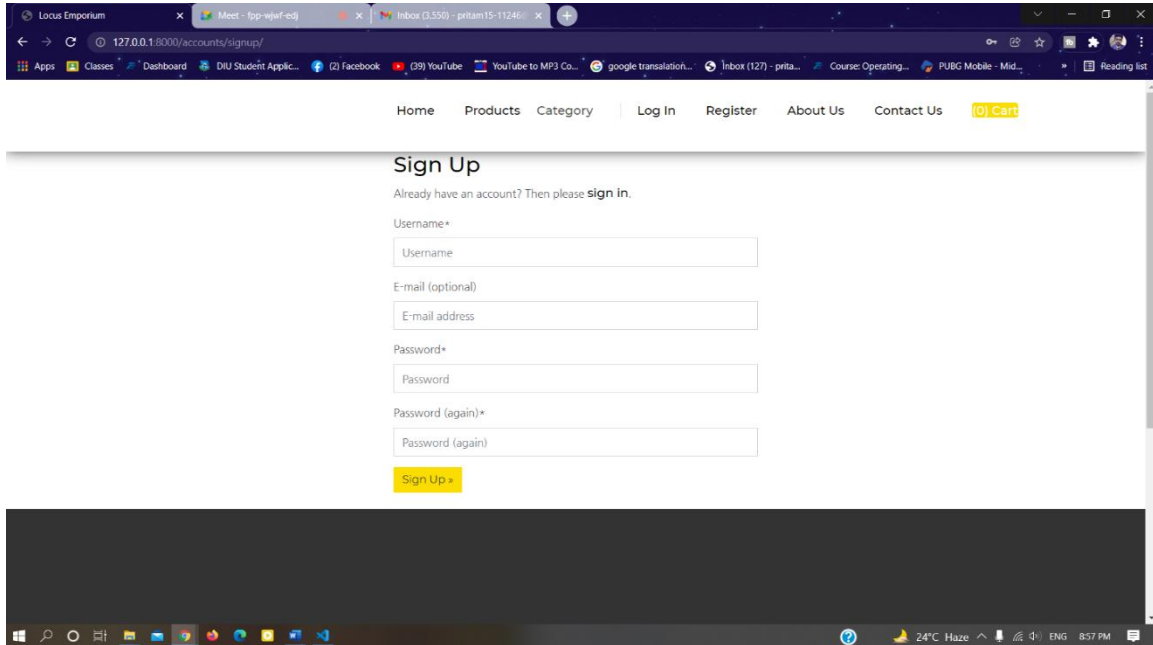
- Database server
- Front-end running environment
- Back end running environment
- Network
- Browser
- System and application

4.2.5 Test Cases

Test case means some rules and regulations or conditions by which it can be determined whether a system can be able to perform better under test cases properly. We know, every system has a chance to have some fault or break holes. This is a very common scenario in the software development process. Moreover, those issues are solved usually by software testing approaches. Nevertheless, if we do not pay heed to those issues, then the full system development might be failed. So proper testing is necessary for the development process.

CHAPTER 5: USER MANUAL

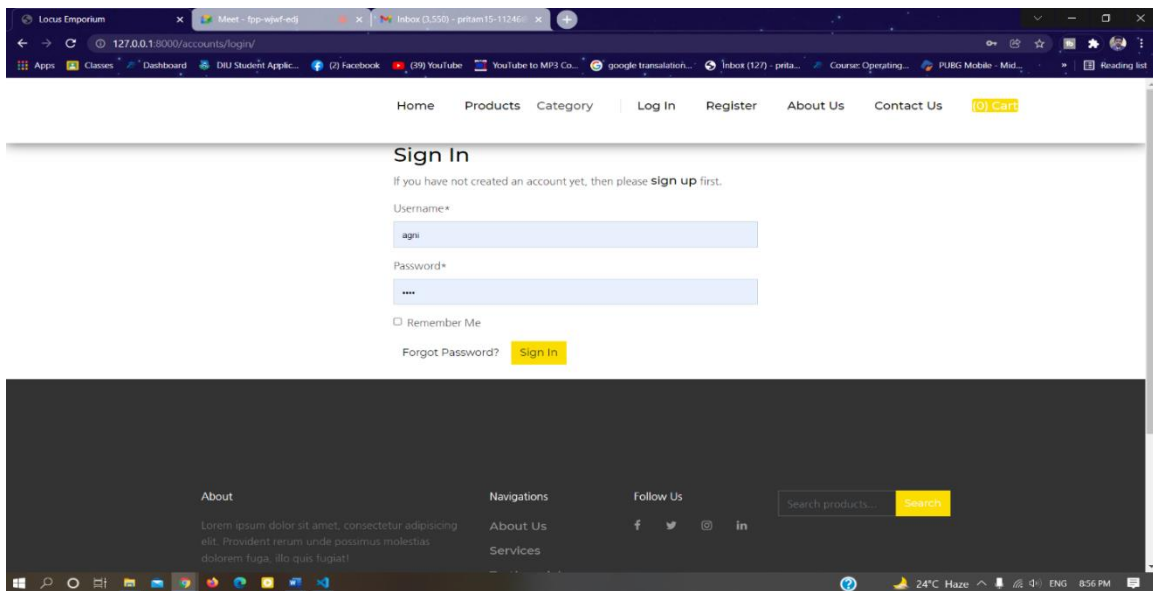
5.1 Sign Up



The screenshot shows a web browser window with the URL `127.0.0.1:8000/accounts/signup/`. The page has a navigation bar with links: Home, Products, Category, Log In, Register, About Us, Contact Us, and a yellow button labeled `(0) cart`. The main heading is "Sign Up". Below it, a message says "Already have an account? Then please [sign in](#)." The form contains four input fields: "Username*", "E-mail (optional)", "Password*", and "Password (again)*". Each field has a corresponding label and a text input box. Below the fields is a yellow button labeled "Sign Up >". The browser's taskbar at the bottom shows various application icons and system status information like "24°C Haze" and "8:57 PM".

Figure 6: Sign Up

5.2 Log In



The screenshot shows a web browser window with the URL `127.0.0.1:8000/accounts/login/`. The page has the same navigation bar as Figure 6. The main heading is "Sign In". Below it, a message says "If you have not created an account yet, then please [sign up](#) first." The form contains two input fields: "Username*" and "Password*", each with a text input box. Below the fields is a checkbox labeled "Remember Me" and a link "Forgot Password?". A yellow button labeled "Sign In" is positioned to the right of the "Forgot Password?" link. At the bottom of the page, there is a footer section with links: "About", "Navigations", "Follow Us", "About Us", and "Services". The "Follow Us" section includes social media icons for Facebook, Twitter, Instagram, and LinkedIn. A search bar with the placeholder "Search products..." and a yellow "Search" button is also present. The browser's taskbar at the bottom shows various application icons and system status information like "24°C Haze" and "8:56 PM".

Figure 7: Log In

5.3 Home

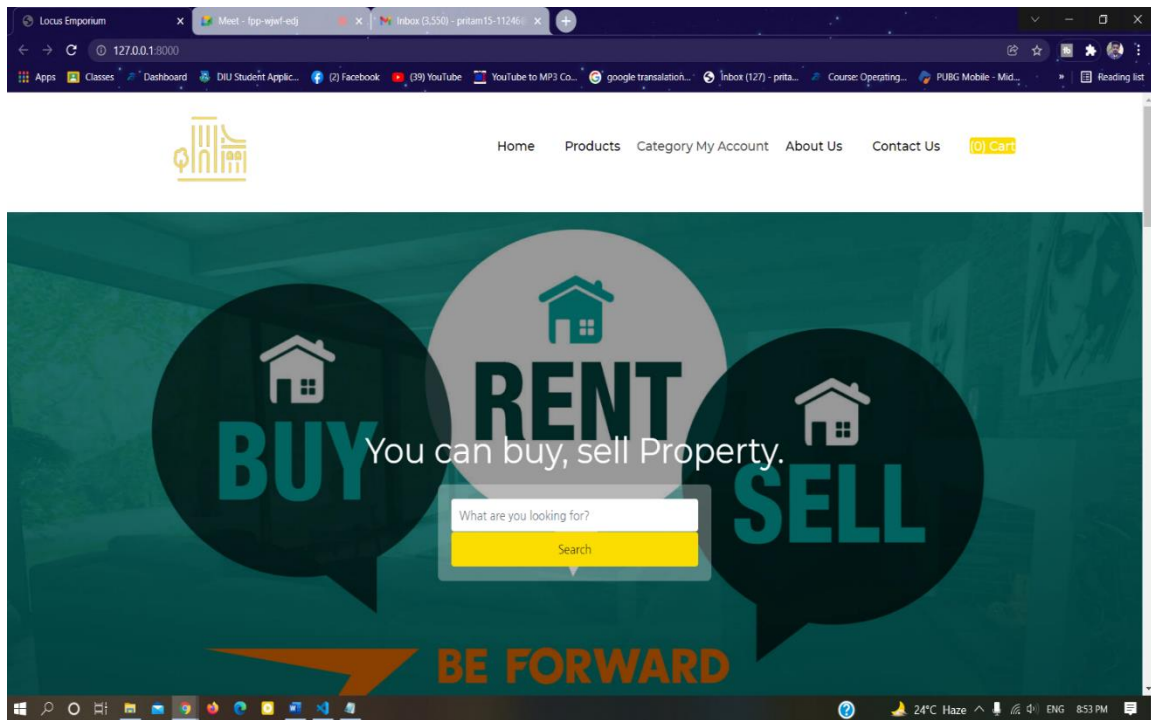


Figure 8: Home

5.4 Category

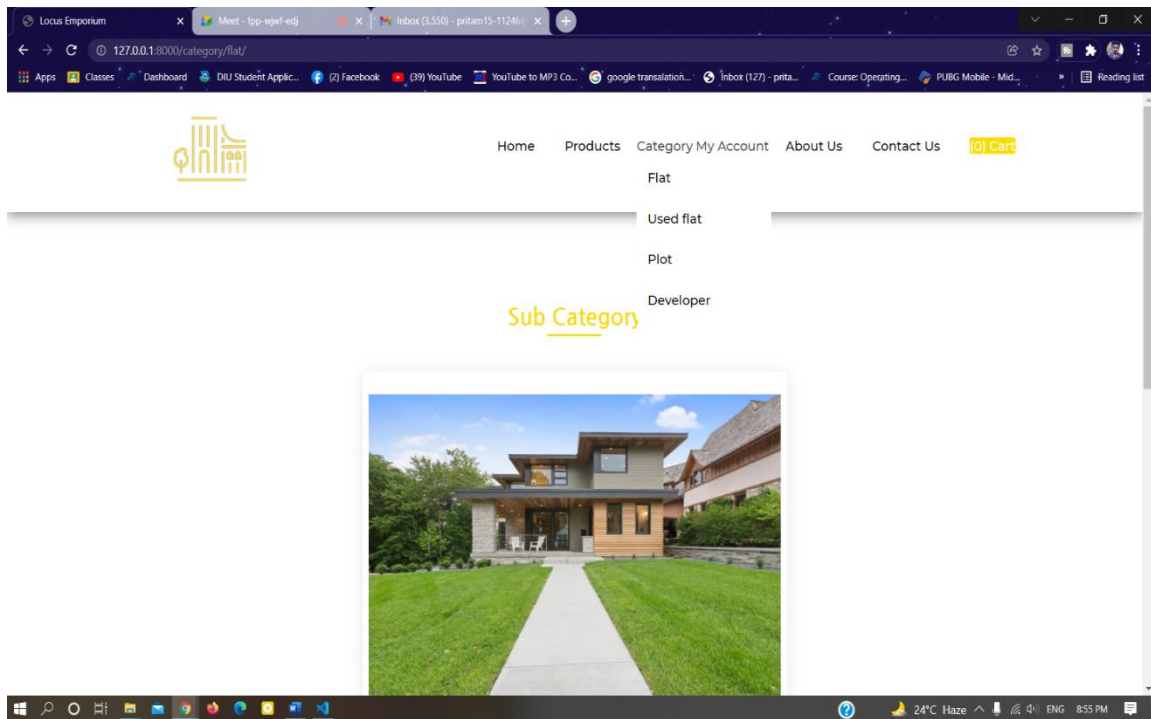


Figure 9: Category

5.5 Items

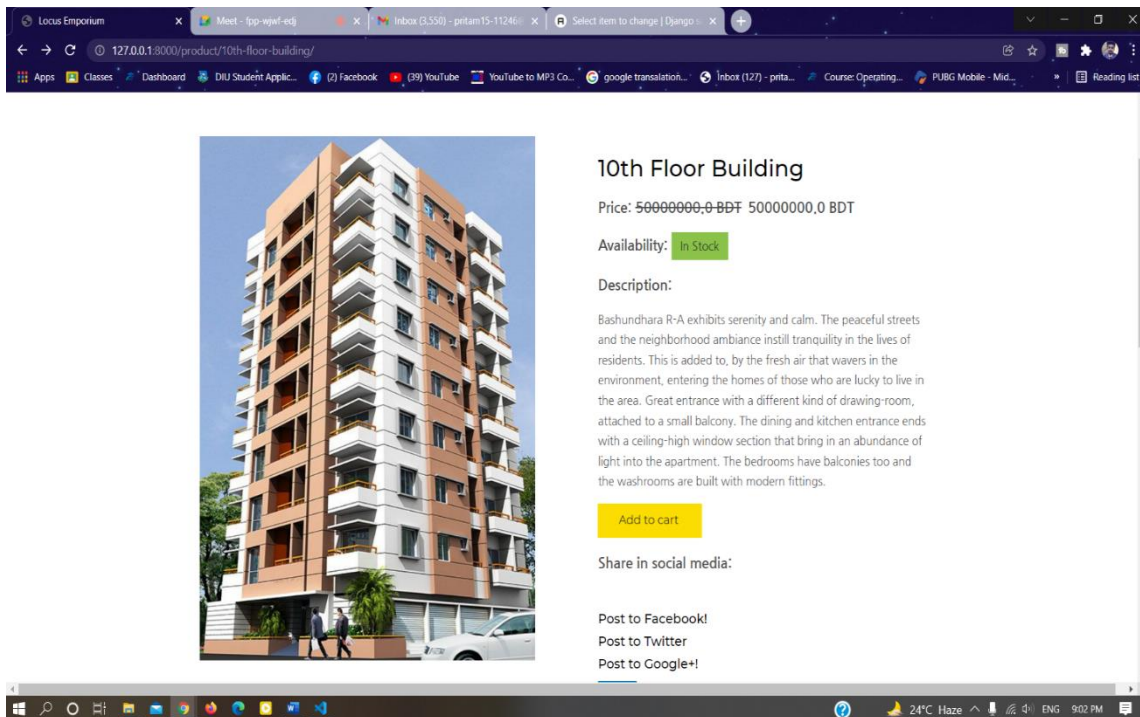


Figure 10: Items

5.6 Admin

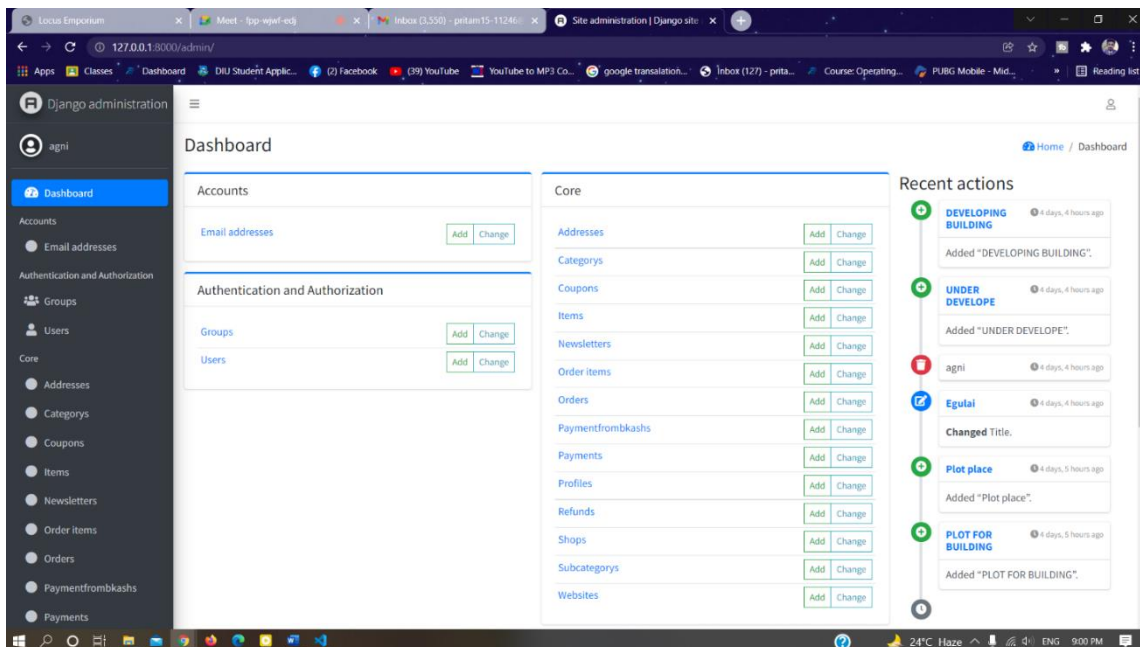


Figure 11: Admin

CHAPTER 6

CONCLUSION

6.1 Project Summary

“Locus Emporium” is a web-based buy-selling platform. When a user enters into this system through URL, he will be able to see the list of products. Then user can choose product for him and can order. To order a product, the user must be logged in with his username & password. After that, he/she can view the product. On the other hand, the admin, after log in, can add a product with a new name, description & price as an attachment. Here he can also view his every product, users & delete any product at any time. After deleting a product, the admin will be notified that one product is delated. Users will also get notifications about product, delivery. I have completed this project from planning to development within a tight period and completed the system ready to use. This system should be updated regularly as the project progress.

6.2 Limitations

As we were at the entrance level of development, we cannot fulfill my system with all useable features. In our project, there are some limitations. That is:

- There are many features still available to add to this system,
- Which will make the system a full e-commerce platform.

It is only now a web-based system application, no mobile application or desktop application is not developed yet.

6.3 Obstacles and Achievements

The way we passed through to develop this system was full of challenges, too many obstacles we overcome to come to end. Perhaps, challenges allow us to prove ourselves. Obstacles, challenges, and overcoming challenges & obstacles achievements draw a path to success. When we started this project, we have also faced many challenges & obstacles. In my project, we are using python that is a very new language to me. When we started

this, we got some problems coping with the new languages. We got some problems with basic CRUD operations. We got some problem connecting databases and the local server. After 4 months of hard work, we overcome all of these problems and now my system successfully developed. All of my system's components work perfectly. If the user feels easy to use this system, this will be the biggest achievement for me.

6.4 Future Scope

Concisely, it can be summarized that the future scope of the project circles around maintaining information regarding:

- A mobile application can be developed with more advanced features for this system.
- A desktop application can be developed for this system.
- The system can be host on an online server to make it accessible worldwide. Create a more powerful database structure to reduce the overload of the database queries.
- Integrate multiple load balancers to distribute the load of the system.
- Integrate the backup mechanism to keep the backup of the database regularly, which will reduce risk.

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