A project report on

ONLINE ACCOMODATION FINDER

Submitted in partial fulfilment of the requirement
For the award of the degree

MASTER OF COMPUTER APPLICATIONS
Of

Visvesvaraya Technological University
Belgaum, Karnataka
By

GOVIND KAMATH
1CR17MCA82

CMR INSTITUTE OF TECHNOLOGY
132, IT Park Road, Kundalahalli, Banglore-560037
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Under the guidance of

<table>
<tr><td>**Internal Guide**</td><td>**External Guide**</td></tr>
<tr><td>**Dr.Helen Josephine**</td><td>**Md. Mozzam Ali**</td></tr>
<tr><td>Associate Professor</td><td>Technical leader</td></tr>
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<tr><td>Bangalore</td><td>Bangalore</td></tr>
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CMR INSTITUTE OF TECHNOLOGY

Department of Master of Computer Applications
Bangalore - 560 037

CERTIFICATE

This is to certify that the project work entitled

ONLINE ACCOMODATION FINDER

Submitted in partial fulfilment of the requirement
for the award of the degree of
Master of Computer Applications of the Visvesvaraya
Technological University, Belgaum, Karnataka
bonafide work carried out by

GOVIND KAMATH
1CR17MCA82

during the academic year 2019- 2020.

Signature of the Guide	**Signature of the HOD**	**Signature of the Principal**
Dr. Helen Josephine	**Ms. Gomathi.T**	**Dr. Sanjay Jain**
Associate Professor, MCA	HOD, MCA	PRINCIPAL

<u>External Viva</u>

Name of the Examiners   Signature with date

1.

2.

TO WHOM IT MAY CONCERN

This is to certify that Mr. **Govind Kamath** s/o **Naresh Kamath** , a student of MCA (USN -1CR17MCA82), CMR institute of technology with has successfully completed internship at Techcushy Software Solutions Private Limited from 5th Dec 2020 to 5th June 2020.

He was working on the project Online Accomodation Finder App , in flutter and dart technology.

We wish him all the very best for his future endeavour's

Regards

Project Manager

Ms. Megha Pandey

DECLARATION

I, **GOVIND KAMATH,** student of 6th MCA, **CMR Institutie of Technology**, bearing the USN **1CR17MCA82**, hereby declare that the project entitled **"ONLINE ACCOMADATION FINDER"** has been carried out by me under the supervision of External Guide **Md. Mozzam Ali,** Project Leader**,** and Internal Guide **Dr. Helen josephine**, **Associate Professor, Dept. of Master of Computer Applications** and submitted in the partial fulfillment of the requirements for the award of the Degree of Master of Computer Applications by the **Visvesvaraya Technological University** during the academic year 2019-2020.The reports has not been submitted to any other University or Institute for the award of any degree or certificate.

Place: Bangalore   GOVIND KAMATH

Date: (1CR17MCA82)

ACKNOWLEDGEMENT

I would like to thank all those who are involved in this endeavour for their kind cooperation for its successful completion. At the outset, I wish to express my sincere gratitude to all those people who have helped me to complete this project in an efficient manner.

I offer my special thanks to my external project guide Md.Mozzam Ali Project Leader, Techcushy software Pvt Ltd., Bangalore, and to my Internal Project guide Dr. Helen Josephine, Associate Professor, Department of MCA, CMRIT, Bangalore without whose help and support throughout this project would not have been this success.

I am thankful to Dr. SANJAY JAIN, Principal, CMRIT, Bangalore for his kind support in all respect during my study. I would like to thank Md. Mozzam Ali, Project Leader, Techcushy software Pvt. Ltd., Bangalore, who gave opportunity to do this project at an extreme organization Most of all and more than ever, I would like to thanks my family members for their warmness, support, encouragement, kindness and patience. I am really thankful to all my friends who always advised and motivated me throughout the course.

GOVIND KAMATH

 (1CR17MCA82)

CHAPTER 1

INTRODUCTION

1.1 Project Description

This is the project which is working for the Android on live project, the application is a complete package for people who are in search of their desired accommodation as per their choice of area and choice of facility which they want to. The exact location of the hostel will be tracked using the latitude and longitude which locates the proper location of the handler. Online accommodation finder is the android based application that is helps to find a good and authorized hostel.

It has become easy to search accommodation nearby the workplace. Earlier it was very difficult to go to work place place which situated very far from your home or place where you accommodate yourself and hence had to lose good opportunities, as we don't know where to stay and where unware about a particular city. But now it is easy to find accommodation near the work site at the site rates. In this online paid guest system, users can find many payment accommodation at nearby work space or at the desired location. Even the user can add their own desired locations and upload a picture and details of the relevant location, can easily get the tenant. In this system, users can register to receive login ID and password. The user can log in with the login id and password. After logging in, user can postpaid guest post by adding location details and Pictures. He can see the interested users in their uploaded post. Uploaded post can be removed or deleted. The user can also view the payment for the accommodation and after obtaining the desirable position, he / she can select the place in which he is interested. After selecting the desired location, the user will get personal details of the owner, he / she can get in, contact the owner and go for further processing.

 Is On an android based application that discovers great and approved Rooms. The procedure of house chasing is disentangled with the presentation of the.

It has turned out to be anything but difficult to seek house proprietors convenience close-by the work place. It was troublesome before to go a work environment which was arranged at long-separations and consequently needed to lose great chances, as we don't have a clue where to remain and where uninformed about a specific city. However at this point it has turned out to be simpler to discover a convenience close-by the work place in shabby rates. In this online room seeking framework, clients can locate various paying convenience close-by work place or wanted spot. Indeed, even client can include his/her own ideal places and get the occupant effectively by simply transferring picture and subtleties of the particular spot. In this framework client can enlist to get login id and secret word. With login id and secret key client can get signed in. In the wake of signing in, client can post the room subtleties post by including subtleties and photos of the spot. He/she can likewise see the intrigued clients with regards to his/her transferred post. The transferred post can be evacuated or erased. Client can likewise observe for the paying convenience and in the wake of getting the attractive spot he/she can choose the spot he/she is keen on. Subsequent to choosing the ideal spot, client will get the individual subtleties of the seller; he/she can get in contact with the proprietor and go for further preparing.

Features: -

- It is easy to reach the place.
- This android application is helping the user to reach exact location.
- As this is android application it will installed in user mobile phone. So it will help the user to use this android application from anywhere.
- This android application helping the user to find there desired accommodation.
- Time saver.

1.2 COMPANY PROFILE

Techcushy Software Solutions Pvt ltd Company which is fiercely moving forward with the most updated technologies and is being successful in the fields of software services and the mobile applications.

The corporation being established in the year 2016, which mainly works on the software development where the initial members in the business was from 05-10 employees and now the present team includes the 25+ employees and the software engineers.

The performers in the company is being appreciable where each teams give their best in building any type of applications. Training and tasks are mandatorily given to the employees who perform much better by learning the new skills an updated versions of the trending technologies.

The company works on the updated versions and trending technologies in the field of web application development and mobile application development. The quality of the project which are delivered are maintained up to the mark and are being enhanced in delivering the quality projects where the company is being competitive with the other companies based on the same domain.

The company works on most commonly used technologies with the updated versions like html5, css3, bootstrap (of all versions), angular js, code igniter, laravel, nodejs, mysql and android.

CHAPTER 2

LITRERATURE SURVEY

2.1 EXISTING SYSTEM AND PROPOSED SYSTEM

2.1.1 Existing System:

Existing system has many disadvantages as the Hostel's owner are not providing the exact update on the room either it is still vacate or it is occupied by someone. It has very difficult to update the daily information to their application as they don't have the authorization to update day to day activity. People has to visit the hostel and confirm the availability and the facility and also user can't book the there desired accommodation. In other words we can say that user can't make any transaction online through the application in order to book the accommodation.

2.1.1.1 Disadvantages of Existing System

➢ It's somewhat huge process, user to see a hostel.

➢ More Time consuming.

➢ Problems will not be solved within particular time.

2.1.2 Proposed system:

In the proposed system the admin can create profile of the different hostel's and give their credentials to their login and they can update the current availability of their hostels. Hostel owner will the authority and access to update the daily day to day update if there is any update available. This helps in to providing the to the point information to the user which make the application more useful comparison to existing application. User can directly book the hostel through application by doing the payment and it will be updated in instance of time to application and the hostel owner.

2.1.2.1GOALS:

➢ To ease the process of finding desire accommodation.

➢
To improve the existing system.

➢
To develop a scalable system.

➢
To be highly available

2.2 FEASIBILITY STUDY

Feasibility learn describes the possibility of the project. The revise is to order the problem definitions and to decide whether the proposed system is worth doing. The major reason of feasibility learn is, to check whether this projected Notification Reminder Module is doable or not with respect to some feasible studies. The areas of feasibility study area

1. **Operational Feasibility**

   • In operational Feasibility we will check if the proposed scheme be used if developed and incorporated.

   • If this proposed system produce poor result in any area or not.

The operational feasibility learn tells that if the proposed scheme be used if it is developed and incorporated in the organization, the study tells that the proposed Notification Reminder Module will be used in an efficient manner in any Educational Software's, and it reduces the tension of the admin to send the message to each and every user individually, by implementing this system the admin can be of tension free since this takes care of all the works which need to be done(sending the notification to the users).

2. **Financial and Economical Feasibility**

   Financial and Economical Feasibility learn of the proposed Notification Reminder Module is that, whether the proposed system will be a good benefit to the organization if it is developed and implemented, will it bring profit to the organization if it is implemented. And also have to check whether it is worth implementing within the organization or it is not, only when the financial and economical feasibility learn the product should be implemented into the organization.

If the developed system is not satisfying the Financial and Economical Feasibility then it is not recommended to implement that proposed system in the organization.

3. Technical Feasibility

The technical feasibility learn tells that whether the proposed system have the necessary technology to work completely as suggested, in our Notification Reminder Module we can make ensure that it has got all the necessary technology which is required. By implementing this Notification Reminder Module we can see that our proposed system will meet all the necessary technologies which is required.

2.3 TOOLS AND TECHNOLOGIES

The programming languages that are being used to develop this application are:

• **FLUTTER**

 • **DART**

• **FIREBASE**

FLUTTER, DART and FIREBASE are the technologies which are used in developing this android application.

2.3.1 FLUTTER:

Flutter is a portable application SDK to make an application for superior, high-loyalty, iOS and Android from a same codebase.

The objective empowers designers to circulate superior applications that vibe normal on various stages. We grasp contrasts in looking over conduct, typography, symbol, and that's only the tip of the iceberg.

The shudder incorporate an advanced input style structure, a 2D rendering motor, instant gadgets and improvement apparatuses. These parts cooperate to help configuration, fabricate, test, and troubleshoot applications. Everything is composed around a portion of the fundamental standards.

Gadgets are the essential structure squares of the UI of a Flutter application. Every gadget is an irreversible declaration of the piece of the UI. In contrast to different structures, which separate the watcher, see controller, format and different properties, Flutter has a predictable, coordinated item model: widgt.

A widget can define:

- a structural element (like a button or menu)
- a stylistic element (like a font or colour scheme)
- an aspect of layout (like padding)
- and so on…

Widgets create a hierarchy based on composition.   Each widget creates a nest from inside,   and receives properties from its parents. There is no separate "app" object. Instead,   the root widget serves this role.   You can respond to incidents like user interaction,   by defining a widget to change a widget in the hierarchy with another widget. The framework compares to new and old widgets and efficiently updates the user interface.

2.3.2 DART

Dart is an open-source general-purpose programming language. It has been originally developed by Google and later approved by ECMA as a standard.   Dart is a new Programming language that is also for the server as well as for the browser. Presented by Google, Dart SDK ships with its compiler - Dart VM. The SDK also

includes a utility- dart2js, a Tran spiller that generates JavaScript equivalent to a dart script. This tutorial provides a basic

comprehension of dart programming language. Dart is an item arranged language with c-style punctuation that can alternatively be gathered in JavaScript. It bolsters different sorts of programming helps like interface, classes, documenting, nonexclusive and elective composing. Dart can be utilized widely for making single page applications. Single-page applications apply just to sites and web applications. Single-page applications empower route between various screens of the site without stacking a different website page into the program. A great precedent is Gmail afflict when you click on a message in your inbox, the program remains on a similar website page, however the JavaScript code conceals the inbox and

conveys the message body to the screen. The following table compare the features of Dart and JavaScript.

Feature	Dart	JavaScript
Type system	Optional, dynamic	Weak, dynamic
Classes	Yes, single inheritance	Prototypical
Interfaces	Yes, multiple interfaces	No
Concurrency	Yes, with isolates	Yes, with HTML5 web workers

2.3.3Firebase:

Firebase could be a Backend as a service of app-development platform on Google Cloud Platform. Firebase makes the new users free and not difficult to operate and learn the connections. You don't need to manage servers. You don't need to write APIs. Firebase is your server, your API and your data store, all written so generically that you can modify it to suit most needs. Yeah, you'll often ought to use different

bits of the Google Cloud for your advanced applications. Firebase can't be everything to everybody. But it gets pretty close.

Real-time Database:

Real-time data is the way of the future. Nothing compares to it. Most databases require you to make HTTP calls to get and sync your data. Most databases give you data only when you ask for it.

When you connect your app to Firebase, you're not connecting through normal HTTP. You're connecting through a Web Socket. Web Socket's are much, much faster than HTTP. You don't have to make individual Web Socket calls, because one socket connection is plenty. All of your data syncs automatically through that single Web Socket as fast as your client's network can carry it.

Firebase sends you knew data as soon as it's updated. When your client saves a change to the data, all connected client.

File Storage:

Firebase Storage provides a simple way to save binary files — most often images, but it could be anything — to Google Cloud Storage directly from the client!!! Firebase Storage has its own system of security rules to protect your GCloud bucket from the masses, while granting detailed write privileges to your authenticated clients.

Authentication:

Firebase auth has a built-in email/password authentication system. It also supports OAuth2 for Google, Facebook, Twitter and GitHub. We'll focus on email/password authentication for the most part. Firebase's OAuth2 systems are well-documented and mostly copy/paste.

If you've ever written an authentication system, let's commiserate for a moment. Custom authentication is terrible. I will ne'er write AN auth system once more for as long as I live. I fell dotty with base of operations Auth initially sight, and the flame has never wavered. Sometimes I get frustrated. Sometimes we fight. But I always remember the cold, dark abyss of a custom auth system. I count my blessings. Oh, and base of operations Auth integrates directly into base of operations info, so you can use it to control access to your data. I'm writing this as if it's an

afterthought. It's not. It's the second reason that you just can love base of operations Auth.

Hosting:

Firebase includes an easy to use policy for the new users to save static files. It serves them from a world CDN with HTTP/2.

And to make your development particularly painless, Firebase hosting utilizes Super static, which you can run locally for all of your testing. I run Super static as Browser Sync middleware. The following implementation uses Gulp, but Gulp is purely optional.

Fully-Featured App Platform:

The base team has integrated a bunch of latest and existing Google product with base. I don't attempt to cowl these options very well quite yet… A bunch of those options apply to iOS and humanoid however to not net.

• Remote Config

• Test Lab

• Crash

• Notifications

• Dynamic Links

2.4 HARDWARE AND SOFTWARE REQUIREMENTS

2.4.1 Hardware Requirements

Hardware type	Specification
Computer processor	Intel Core i3 (equivalent or greater)
Computer Hard disk	100 GB (Recommended)
Computer RAM	8 GB – or greater
Speed	3.20 GHz or higher

2.4.2 Software Requirements

Operating System–OS	Windows 7 and above
IDE	Android Studio
Front-End – Design Screens	FLUTTER
Database/s	REST API
Backend Language	DART

CHAPTER 3

SOFTWARE REQUIREMENTS SPECIFICATION

3.1 FUNCTIONAL REQUIREMENTS

The functionality of the system / the application is being defined in the functional requirements. It depends on the type of software used & the users who use the application. This defines what are major and necessary services or functionalities which are carried in the application.

3.1.1 Login:

The users of the application has to get registered to the application in order to access the application. The user receives a username and a password after the process of registration. With the given credentials the user can access the application. Either the username or password is being entered in an incorrect format the user cannot login to the application.

3.1.2 Home Page:

The home page provides a complete picture of what the application does. The user can opt for the required services he chooses, edit his profile view other details which are available in the application.

3.1.3 Update/ Edit:

The user can update his profile or the information regarding the services chosen by him at any point of time. He can either upload or delete the necessary documents which are uploaded in the application.

3.1.4 Logout:

        The users can logout of the application after manipulating the necessary things in the application from any page of the application.

3.2 NON FUNCTIONAL REQUIREMENTS

The non – functional requirements are also entitled as the Quality attributes. These are the kind of requirements where the necessary requirements can be approximately met while developing the application. It specifies and defines how the system works after it has been developed.

➢ Usability

➢ Performance

➢ Reliability

➢ Maintainability

➢ Portability

3.2.1 Usability:

Usability means the acceptance of the developed system, or making the product and the system easier to use, and also meeting the needs of the user or getting closer to it will also comes under the usability of the product. Whether the use can able to use the developed system easily or not and whether the developed application will meet the needs of the user and the requirements. And it also tells that whether the application which is developed is easy to understand and easy to learn and easy to operate that developed application.

3.2.2 Performance:

The performance of the application is based on how fast the application works when there are multiple users who are accessing the application. It may include the uploading of files, opening multiple pages at a single time. How fast the data is being processed when the application is being used.

3.2.3 Reliability:

It defines how the application which is developed is reliable to be used by the users. It usually defines how and in what kind of conditions the software fails to work or the time in which it takes more to be processed. When there are multiple users using the application at a single time the server might become busy and the processing of data of the users can become slow or may even stop sometimes for a long period of time.

3.2.4 Maintainability:

The application can be used by multiple users at a time. The system is being developed in such a way that any modules or sub modules are added, updated, edited or deleted will not affect the rest of the other modules which are in state of working process.

3.2.5 Portability:

Every time there are a group of people who put in their efforts to make an application to work successfully. The application can be developed in other platforms and can also be updated to the latest technologies and the versions available.

CHAPTER 4

SYSTEM DESIGN

4.1 SYSTEM PERSPECTIVE:

We propose a project which is a Mobile App used to search rental rooms It is an application which contains all the modules in an integrated platform. Already in the current framework they were discrete and arbitrary, now it is converged into one particular application. At the point when a client peruses our app, he/she enters his area (or taken up physically). Our site will have different highlights that the client will have the capacity to find the whole available rooms in the area.

The client would then be able to contact the specific host of the rental administration with respect to the accessibility of the room. Utilizing ongoing following, the client will have the capacity to sniff around our application and discover nourishment zones based on the area of paying visitor. The user when searches his/her rooms, these searches system will show the result according to the user requirement.. Once a user finds him in the rooms in a area to avail the service, using the address or mobile number they can establish an end to end communication between the client and the owner. All in all this will serve a perfect blend of easiness and time saver.

4.2 CONTEXT DIAGRAM:

It is the one which describes the border in between the system, and also it shows what the entities which work together with the system are. This Context diagram gives the high level view of the application. This diagram gives the flow of the data through the system. It is also called as the high level DFD, the inner

operations will not be shown. Analysis and Design of the application can be done by using this Context Diagram. There is no need to have technical knowledge, it simply shows the data flow and where the information is stored, it will not display any information regarding the process. It is uncomplicated to understand and it is easy to draw the Context diagram, and it is extremely easy to increase the Context diagram by adding different DFD's.

The diagram represents the flow of information. It will give us an overview of the application. It illustrates both the inputs and the outputs of the application where the data is stored.

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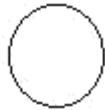
Represents the function.

————————————

————————————
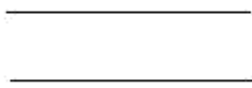
Represents the File or Database
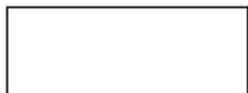
Represents the Input or Output

⟶

Represents the Flow of data.

4.2.1 Owner Data flow Diagram

Start

Admin

Invalid mail Id and
password

Login

Valid mail id and password

Update

Add Hostel

Update Hostel

Delete Hostel
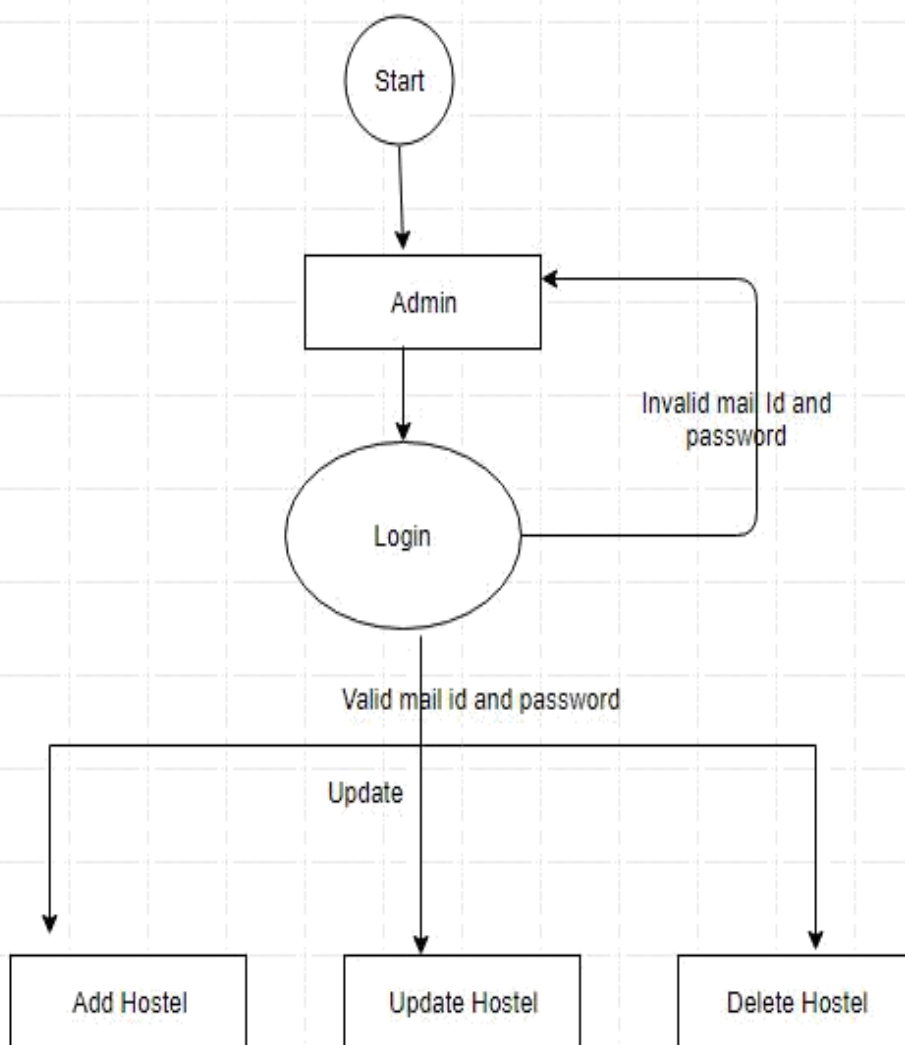
Fig.4.1 Admin Data Flow Diagrams

As we discussed above data flow diagram is way of presenting, how a data is flowing in the application. Using above data flow diagram I am trying to show the flow of data of admin. How an admin or owner they are taking the data as input and how it is coming out in the form of output.

4.2.2 User Data flow Diagram
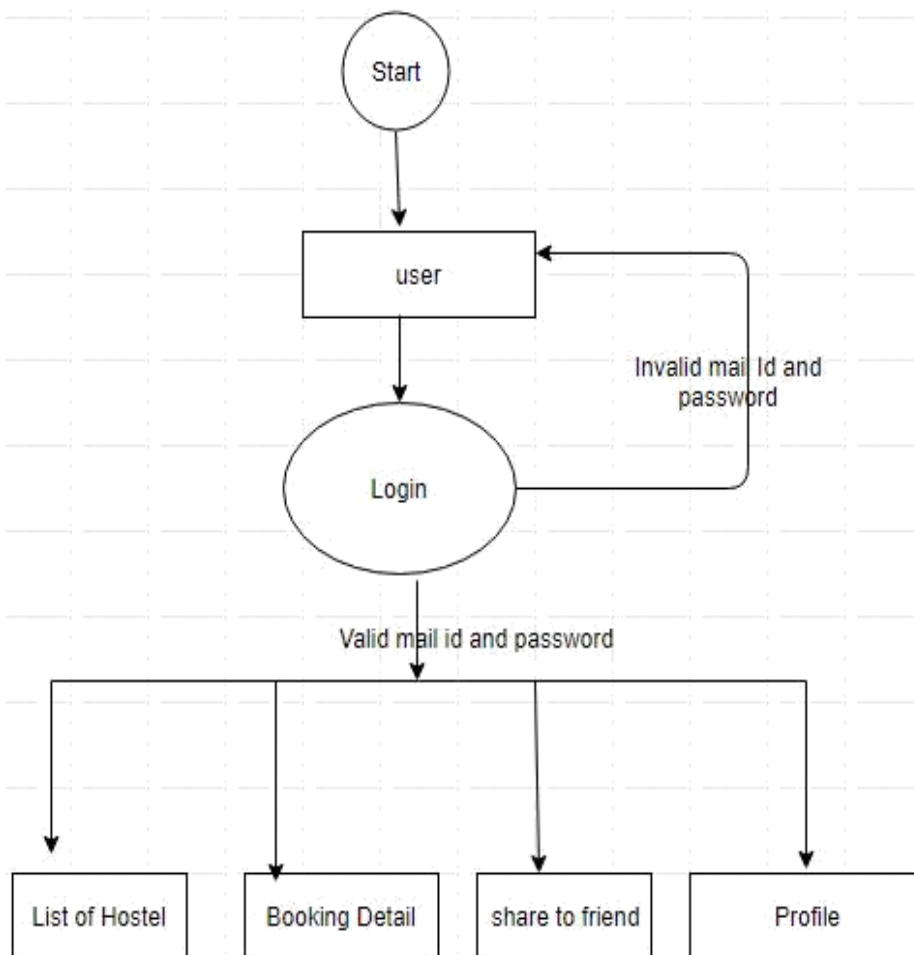
Fig.4.2 User Data Flow Diagram

As we discussed above data flow diagram is way of presenting, how a data is flowing in the application. Using above data flow diagram I am trying to show the flow of data of user. How a user is taking the data as input and how it is coming out in the form of output. In the above figure we can see the how a user is logging in and what all operation he can perform using the data.

CHAPTER 5

DETAILED DESIGN

5.1 USE CASE Diagrams

The interactions between the application & the user define the working of the use case diagrams. Here all the requirements are being gathered in the diagram based the application user's roles.

A use case diagram is a dynamic or behaviour diagram in UML.

Use case diagrams representation the practicality of system victimisation actors and use cases. Use cases are a group of actions, services, and function that the system has to perform. In this context, a "system" are a few things being developed or operate, like an online website. The "actors" are folks or entities operational below outlined roles at intervals the system.

Use case diagrams square measure expensive for visualize the practical necessities of a system which will interpret into style decisions and development priority. They also help spot any internal or external factor that may pressure the system and should be taken into concern. They provide an honest high level analysis from outside the system.

Use case diagrams specify however the system interacts with actors without concern regarding the small print of however that practicality is enforced. Basic Use Case Diagram Symbols and Notations

System

Draw your system's boundaries employing a parallelogram that contains use cases. Place actors outside the system's boundaries.
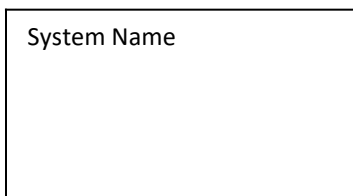
System Name

SYSTEM NAME

Use Case

Draw use cases utilizing ovals. Mark he ovals with actionwords that speak to he framework's capacities.
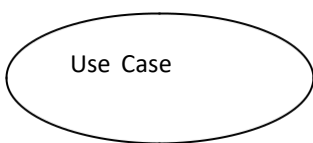
Use Case

USE CASE

Actors

Actors are he users of a system.   When one system is that the actor of another system, label the actor system with the actor stereotype.

Actor

Relationships

Illustrate relationships between AN actor and a use case with a straight forward line.   For relationships among use cases,   use arrows labelled either "uses" or "extends."   A "uses" relationship indicates that one use case is required by another so as to perform a task.

An "extends" relationship indicates different choices underneath an exact use case.

<<include>>

Relationships

<<extend>>
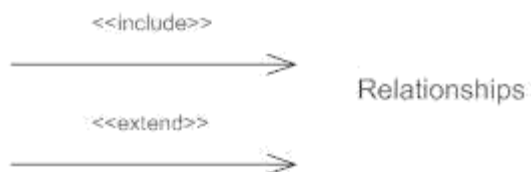
5.1.1 USE CASE DIAGRAM
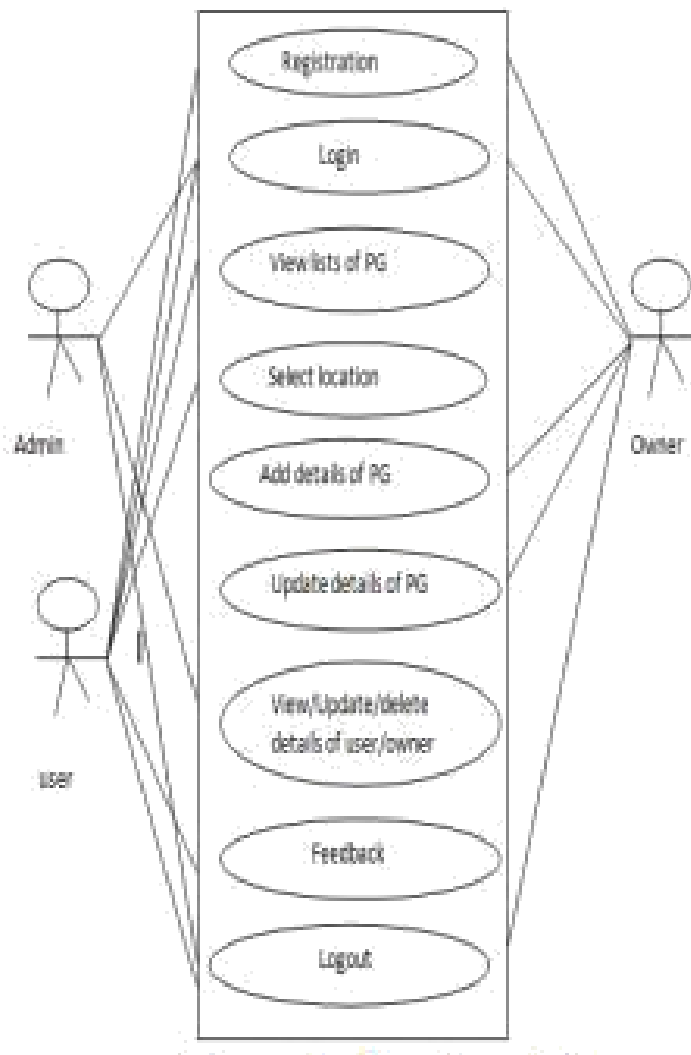
Fig.5.1 USE CASE DIAGRAM

Above we have discussed what use case diagram is. How a user or admin interacting with the system we can show that using use case diagram. In above diagram we are showing using system what all thing a user or admin can perform.

5.2 Sequence Diagrams

It is the diagram which represents the flow of activity in a sequential manner. The interaction of the objects is being illustrated. The diagram represents the sequential flow of the messages which is being exchanged from one object to the other

5.2.1 Sequence diagram of Admin/owner
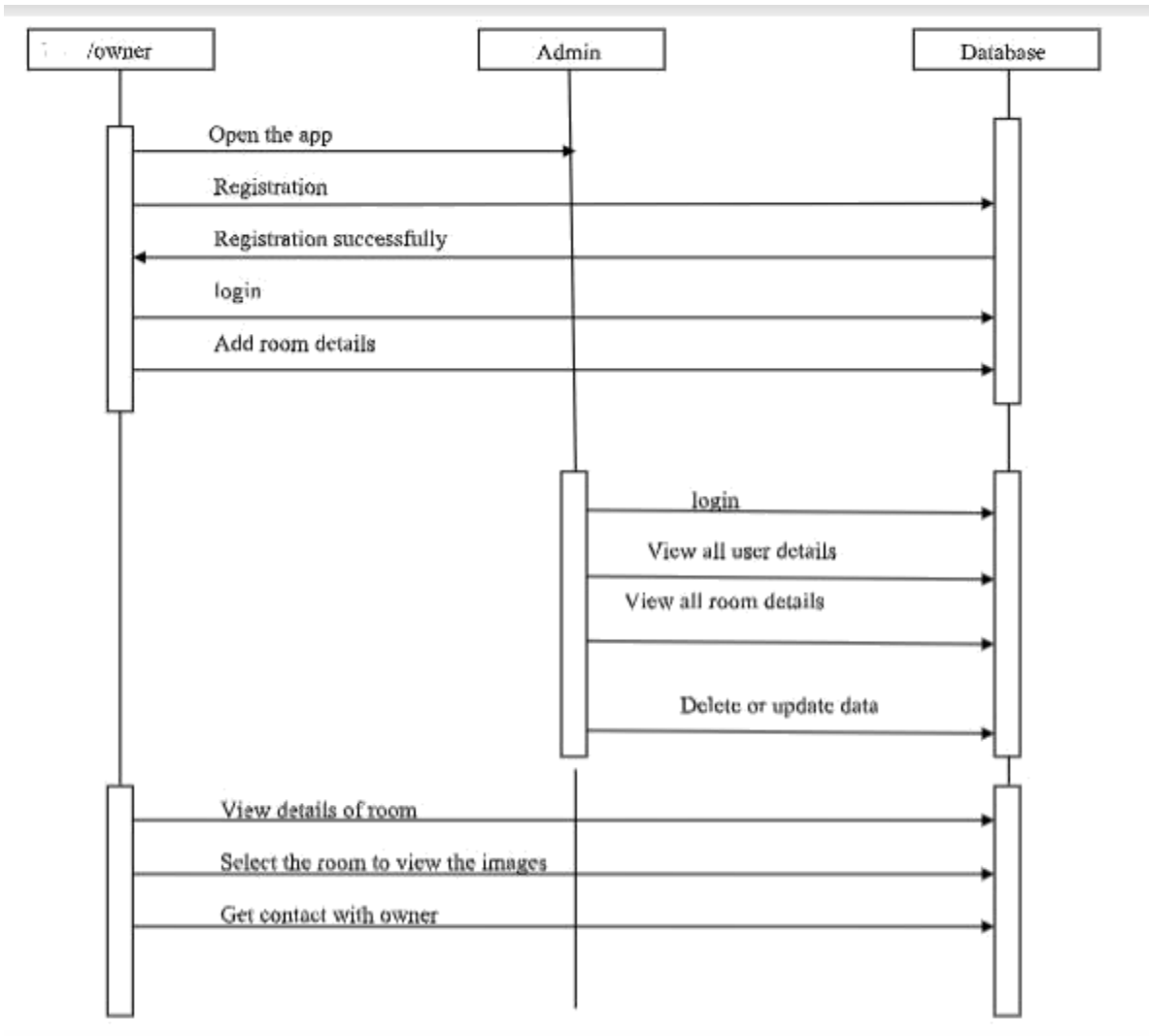
Fig.5.2 Sequence diagram of Admin

As we discussed above what is sequence diagram. Is basically shows how a user or admin interacts to each other or to system. In the above diagram I showed how my developed system is interacting.

5.2.2 Sequence Diagram of user
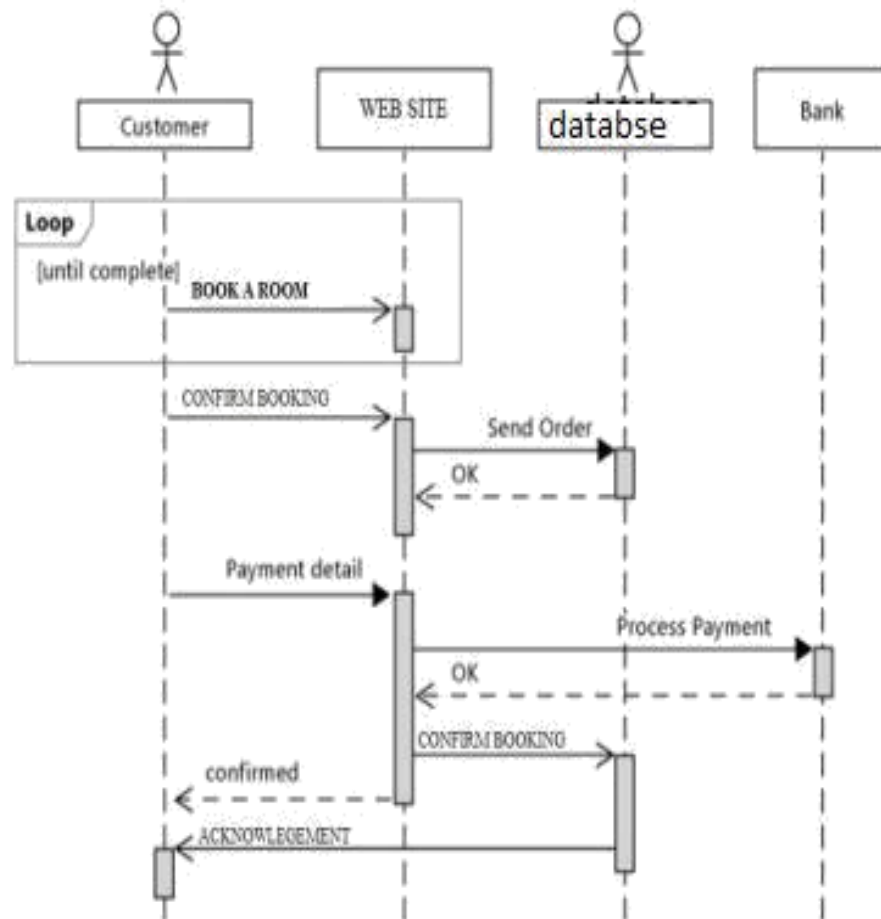
Fig.5.3 Sequence diagram of user

In the above diagram I have shown the how a user interacting to system. Using this diagram we can recognized how a system and user interacts to each other.

5.3 ACTIVITY DIAGRAMS

The diagram represents the flow of user's activities in the application. The stepwise activity is being represented in the below diagram. Rectangles illustrates the actions, diamonds illustrates the decisions and the circle illustrates the start of the activity diagram.

5.3.1 Activity Diagram of owner
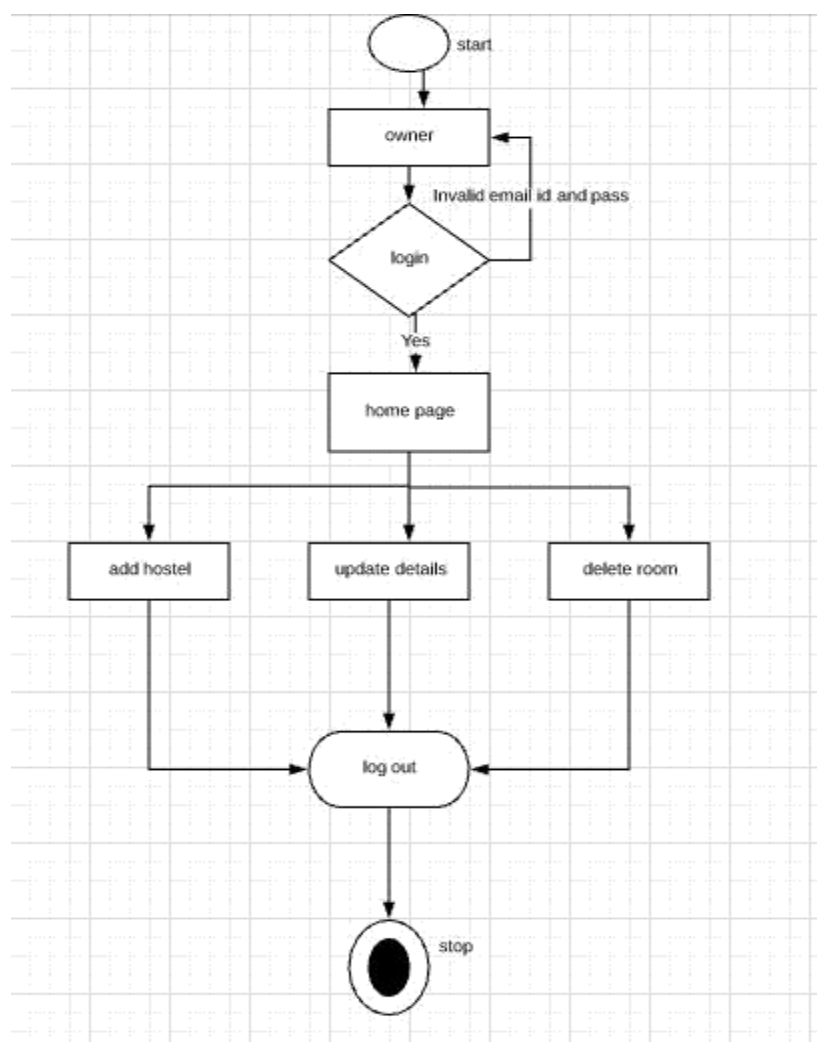
Fig.5.4 Activity Diagram of Admin

As the name itself we can understand what an activity diagrams does. It shows what all activity an owner can perform. In the above diagram I am showing the activity of owner.

5.3.2 Activity Diagram of User
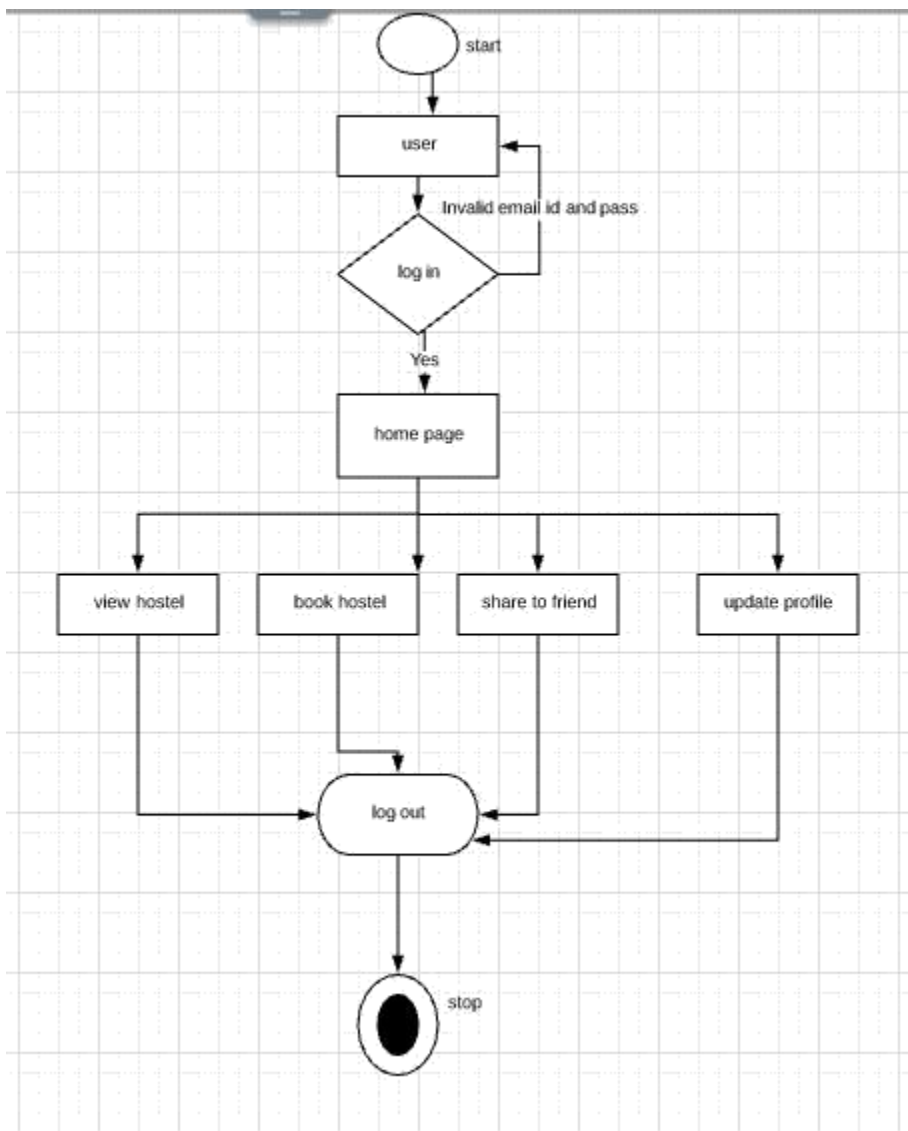
Fig.5.5 use case diagram of user

As the name itself we can understand what an activity diagrams does. It shows what all activity an owner can perform. In the above diagram I am showing the activity of user. A user can performs what all action in the system is shows in the above diagram.

5.4 ENTITY RELATIONSHIP DIAGRAM [ER DIAGRAM]

- It is the first step of the database design after gathering the requirements.
- It is an elevated conceptual model representing the requirement scenario pictorially by using standard notations.
- The main reason of the ER-Diagram constitutes data objects and their relationships.

Rectangle illustrates the Entity Set.

Ellipse illustrates the set of Attributes.
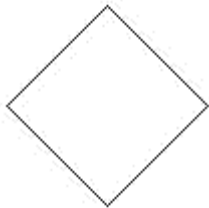
Rhombus illustrates relationship sets.

Lines: Links the attributes to entity set.

ER Diagram
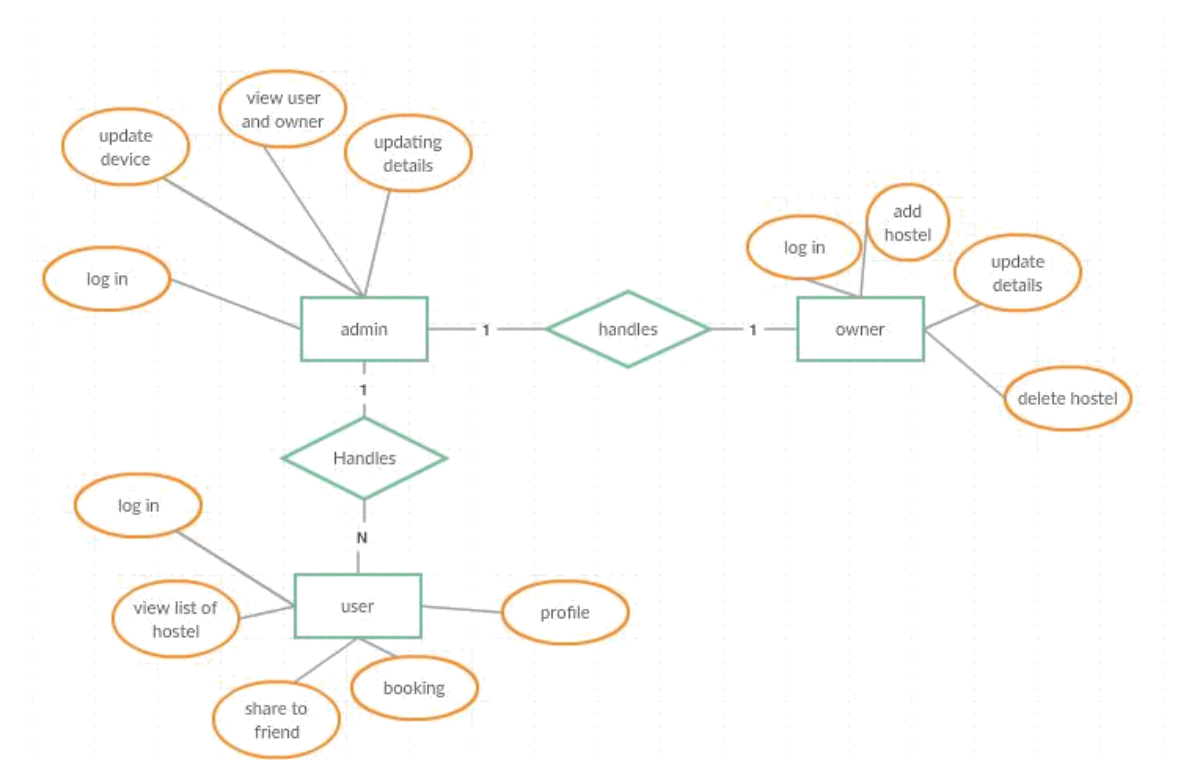
Fig.5.7 Entity relationship diagram

In the above diagram I am show what all responsibility is having to an owner, admin and user. By referring above diagram you can easily identify all the responsibility to all people who is using this system.

CHAPTER 6

IMPLEMENTATION

Implementation is the phase of software development in which all the analysis, planning and designs come together, culminating into a Software Product. The development and testing teams sit together alongside the team involved in the analysis phase and chalk out plans about the implementation process. Client's requirements, deadlines, development model etc. are detailed to the both teams. There are many decisions to be made during this phase, like building components from scratch or using commercially available off the shelf software components. This is supported by the selection of the right design model for instance the Spiral model or Agile methodology. The architecture and requirement documents serve the purpose of project completion guidelines. It also checks with issues of quality, performance, baselines, libraries, and debugging. In this regard the company's or industry coding standard guidelines are followed as per developer's choice. The final result is the product itself.

The implementation phase involves the following:

- Appropriate planning
- Examining the system and its conditions.
- Estimating the transition method.

CODING STANDARDS
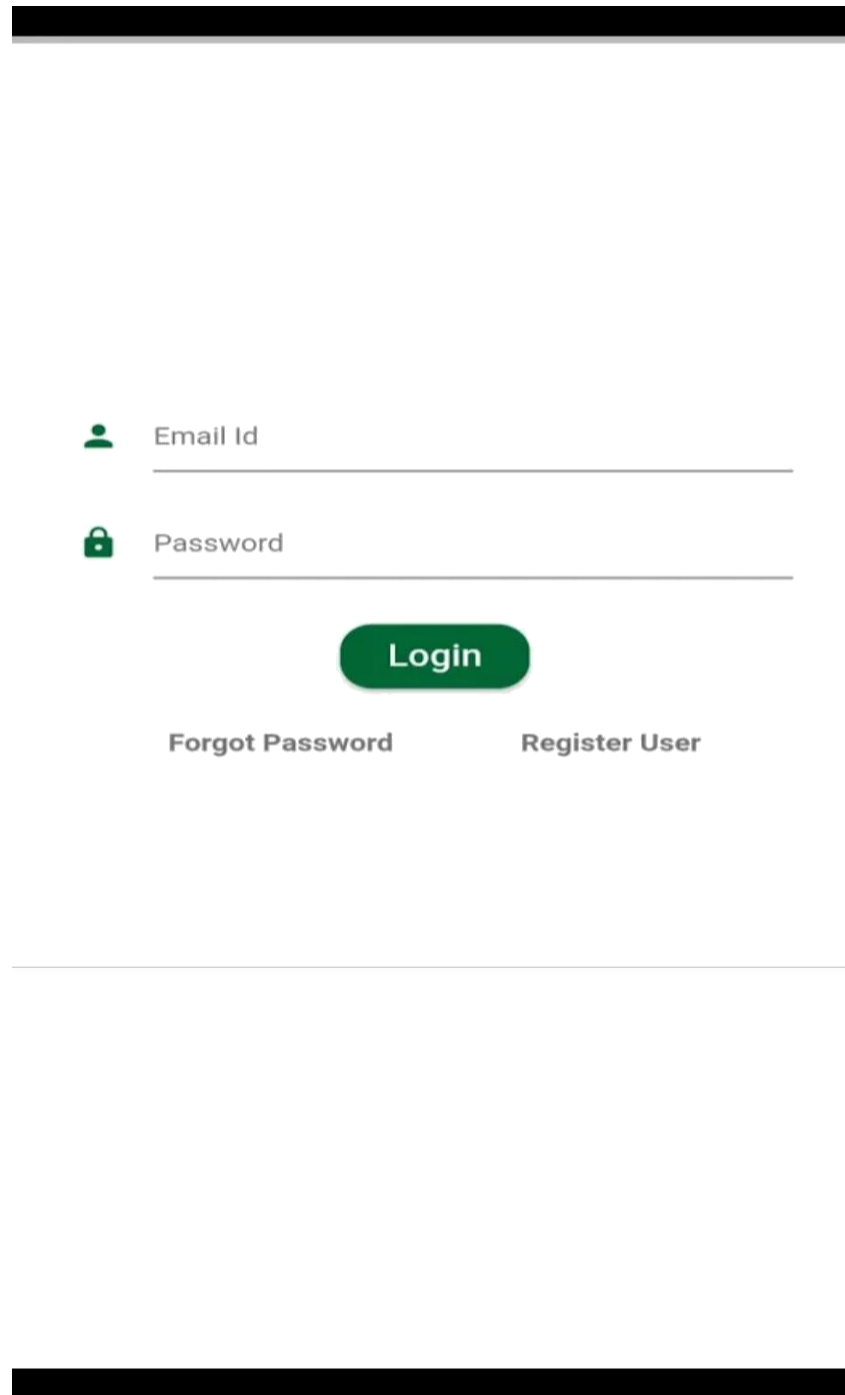
Coding conventions are very important for developers, for the reasons as mentioned below:

1. 80 percent of project lifetime goes into its maintenance.

2. None of the projects in its entire life has been handled by a single author.

3. Code conventions improve the code readability for developers, allowing them

to understand the code easily.

6.1SCREENSHOTS
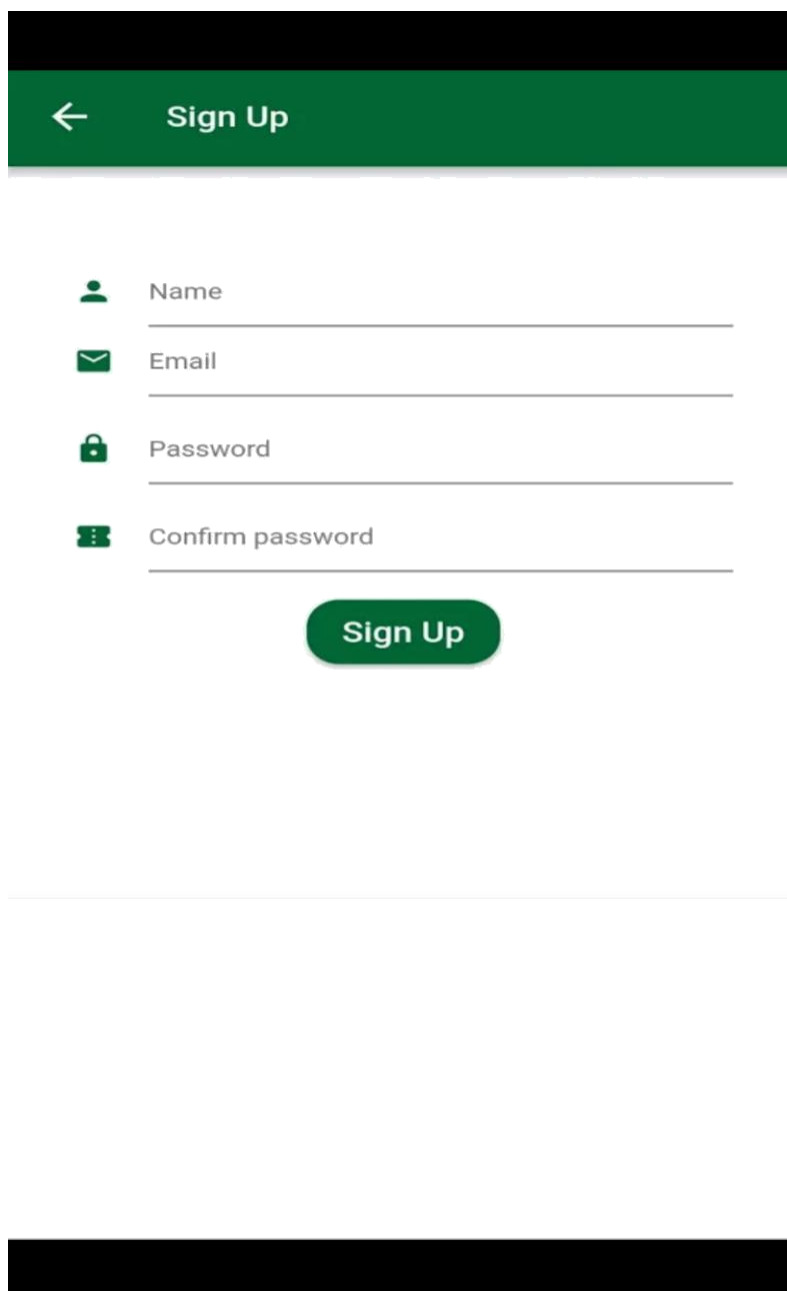
6.1.1 Login page

Fig.6.1 log in

6.1.2 Registration page

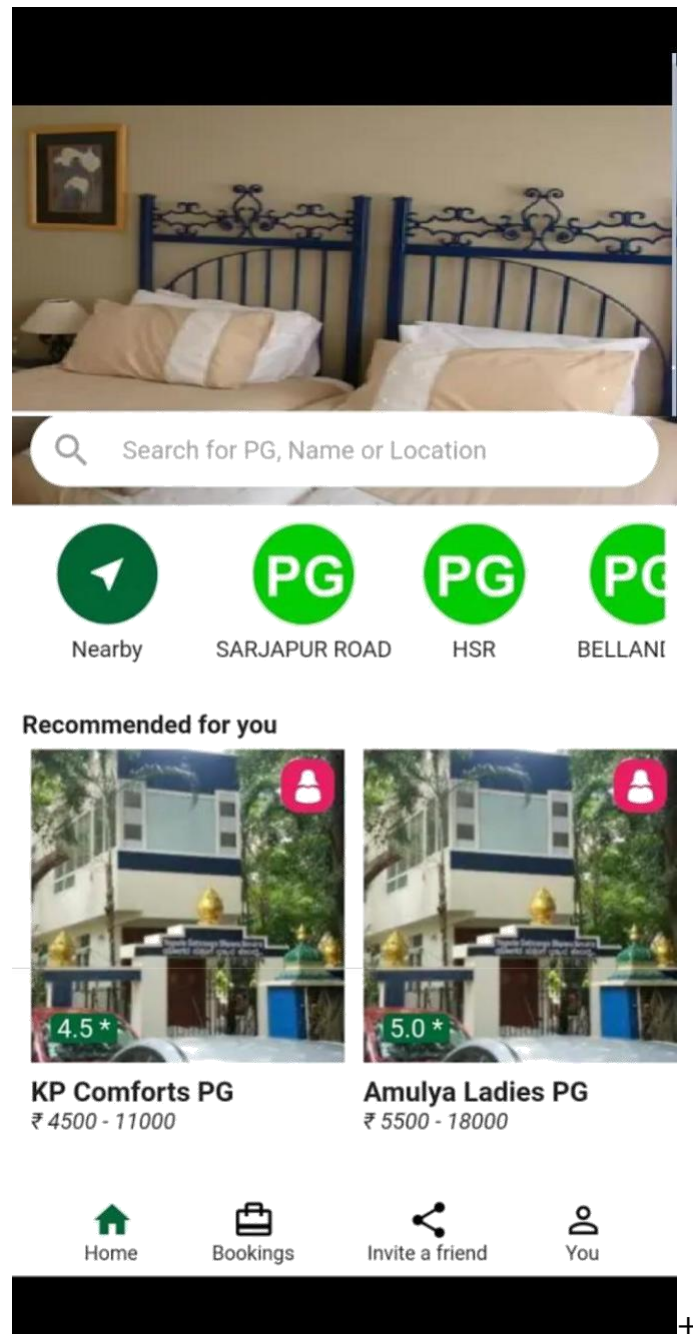Fig.6.2 registration

6.1.3 Home page

Fig.6.3 home page

6.1.4 List of Hostel
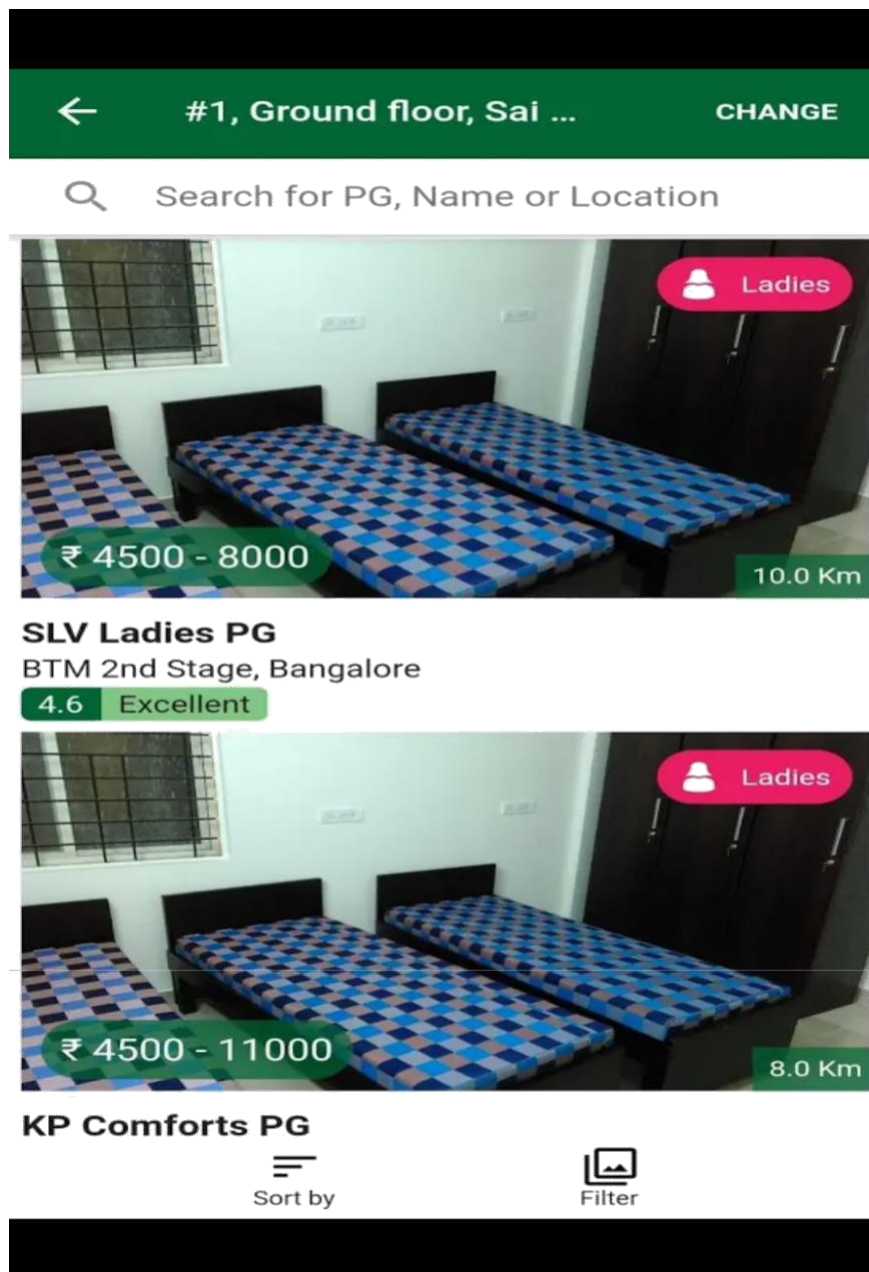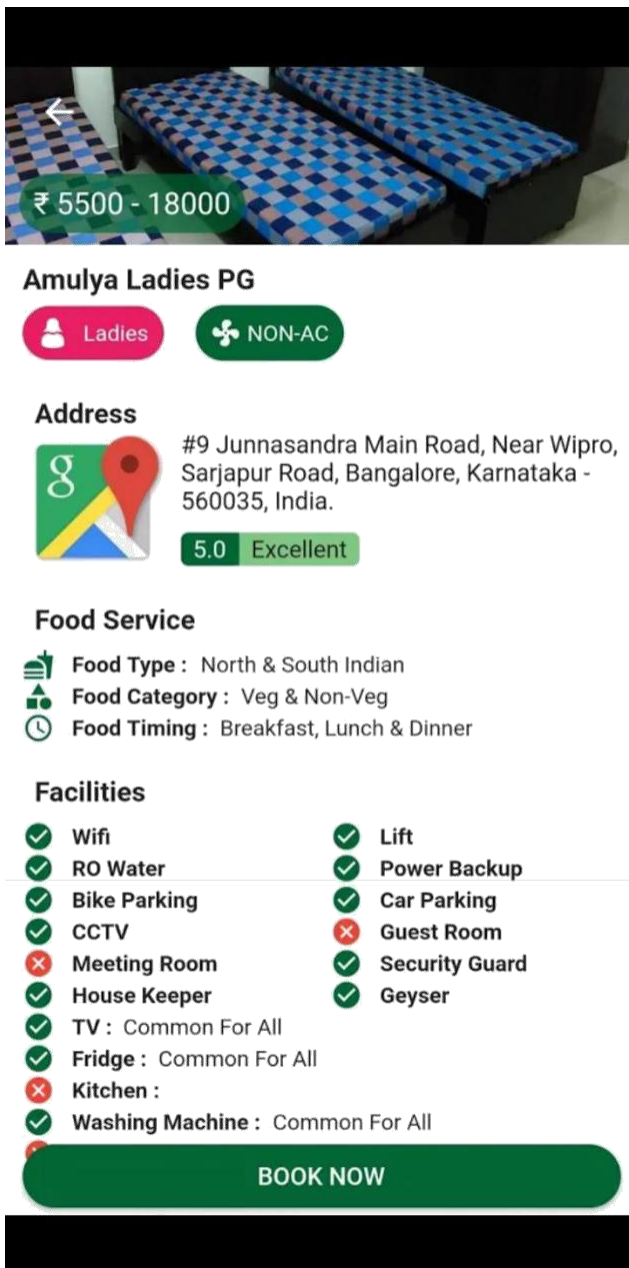
Fig.6.4 list of hostel

6.1.5 Hostel Facility

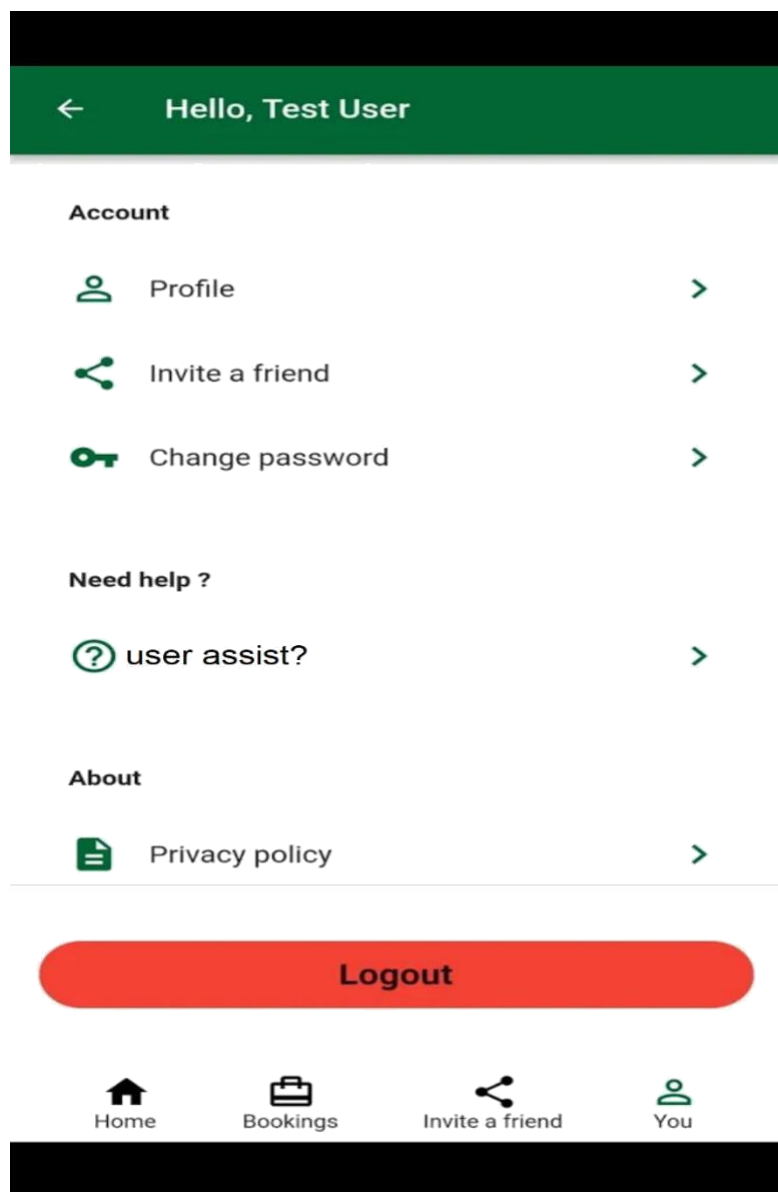Fig.6.5 hostel profile

6.1.6 Your Profile

Fig.6.6 user profile

6.1.7 Location

Address: 9, Hospital Rd, Halsurpete, Nagarathpete, Bengaluru, Karnataka 560002, India
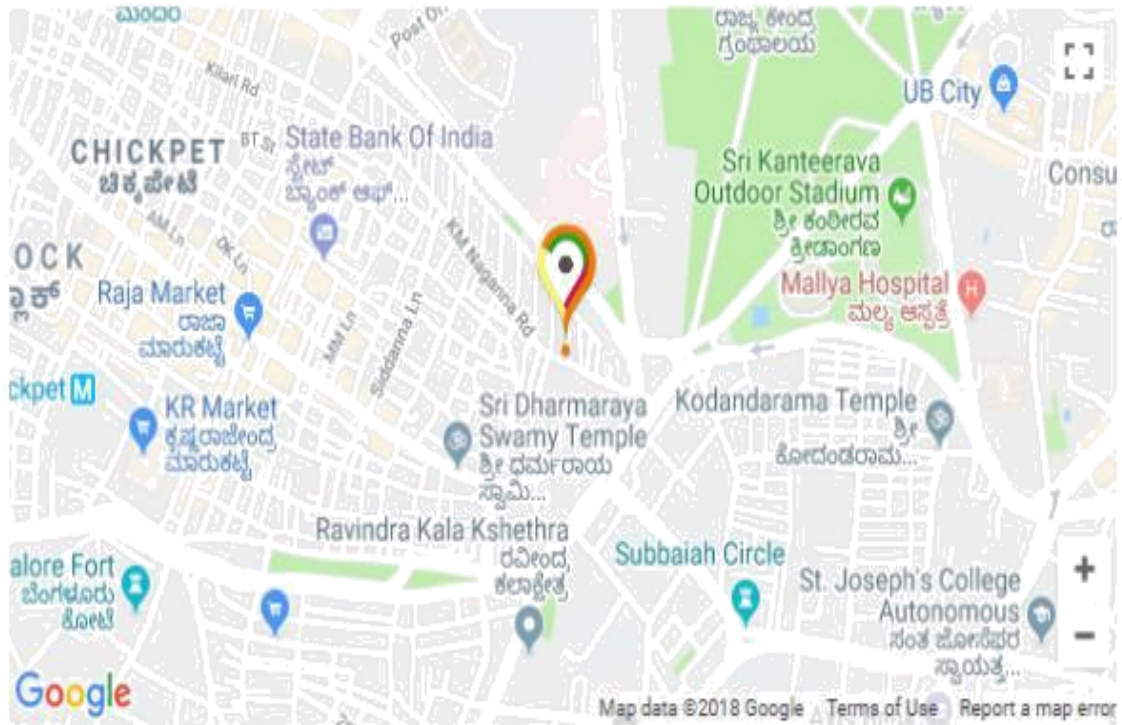
Fig.6.7 location

CHAPTER 7

TESTING STAGES

The testing involves the checking of final design and the code that is generated. Every module, sub modules and files are being tested on the application which is developed. The process of testing involves the following testing which can be done in the application.

- Unit testing
- Module testing
- Subsystem testing
- System testing
- Integration   testing
- Acceptance   testing

Fig.7.1 Phase of testing

Unit Testing:

Unit testing could be a PC code advancement technique inside which the littlest testable components of partner degree application, alluded to as units, territory unit independently and severally investigated for right task. Unit testing will be done physically anyway is generally programmed.
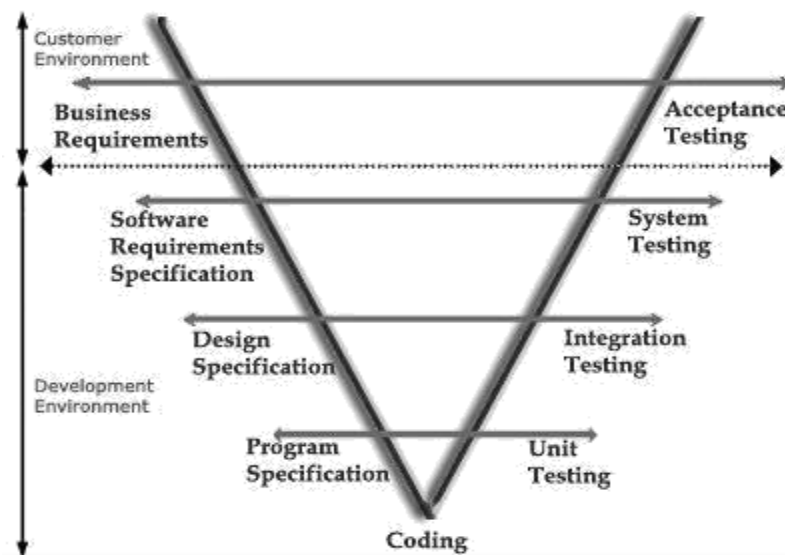
Module Testing:

Module testing is that the testing of complete code protests as made by the compiler once structured from supply. A library might be made out of a solitary arranged item or a few incorporated articles. There is exclusively a little qualification between unit testing and module testing.

System Testing:

System Testing is a dimension of programming testing where complete and incorporated programming is tried. The motivation behind this check is to measure the system consistence with the required necessities.

Integration Testing:

Integration testing is that the introduce computer code testing within which individual computer code modules area unit combined and tested as a bunch. It happens once unit testing and before validation testing.

Acceptance testing:

Acceptance testing could be a level of computer code testing wherever a system is tested for satisfactoriness. The reason of this check is to guage the system's fulfilment with the business necessities and assess whether or not it's suitable for delivery.

TESTING FUNDAMENTALS

The main objective of testing is to uncover a host of the errors, systematically and with minimum effort and time. Stating formally, we can say:

➢ The successful test is one that uncovers an as yet undiscovered error.

➢ A good test case is one that has a high probability of finding the error, if it exists.

Level of Testing

Client Needs

Requirements

Design

Code
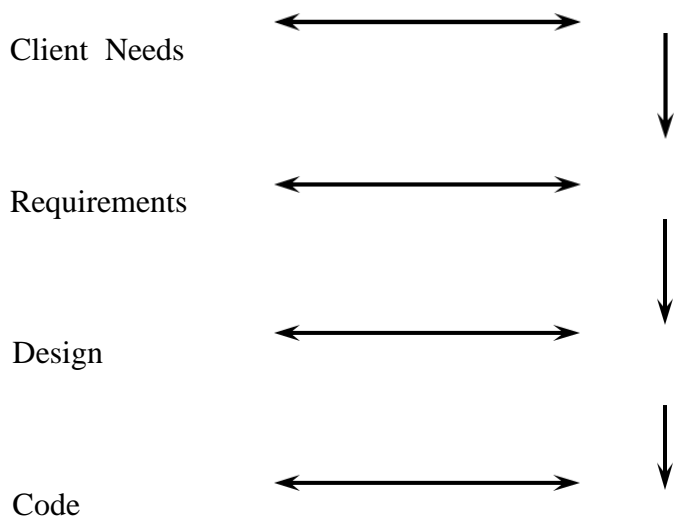
Fig: level of testing

7.1 Black Box Testing

Here some of the test cases are being accomplished as the input conditions which is also illustrates the functional requirements of the application where all the logical part is being implemented and are tested. This test helps in finding out the missing or the incorrect functions in the application, the errors which are occurred in the interface and the errors which occur while accessing the database.
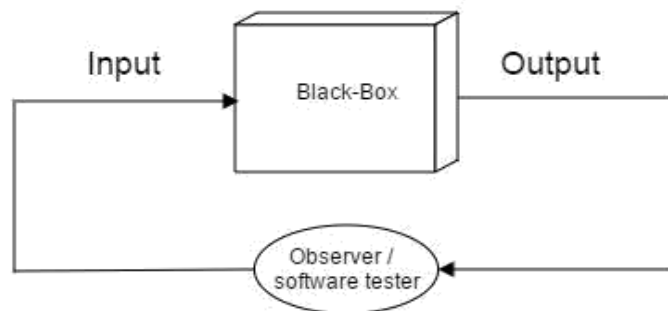
Fig.7.2 black box testing

7.2 White Box Testing

Based on the logics developed in the each module and the logical operations the test cases are being tested. All the single fields and paths are to be executed, the logical decisions are tested based on the Boolean operations (yes/no).
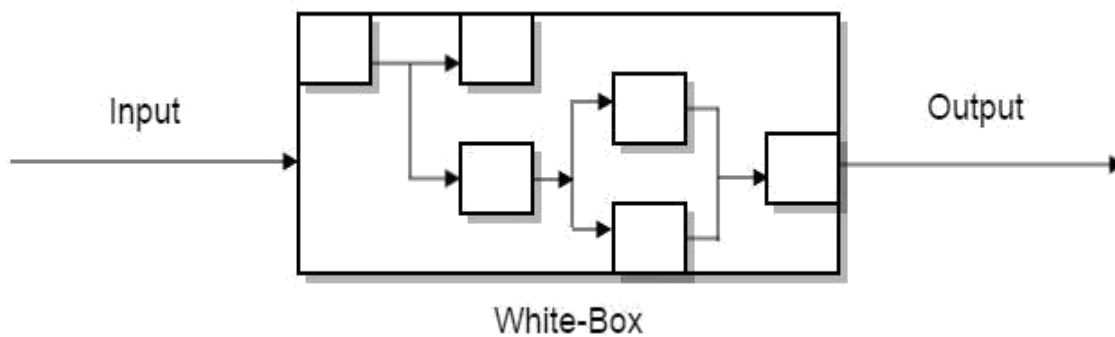
Fig.7.3 white box testing
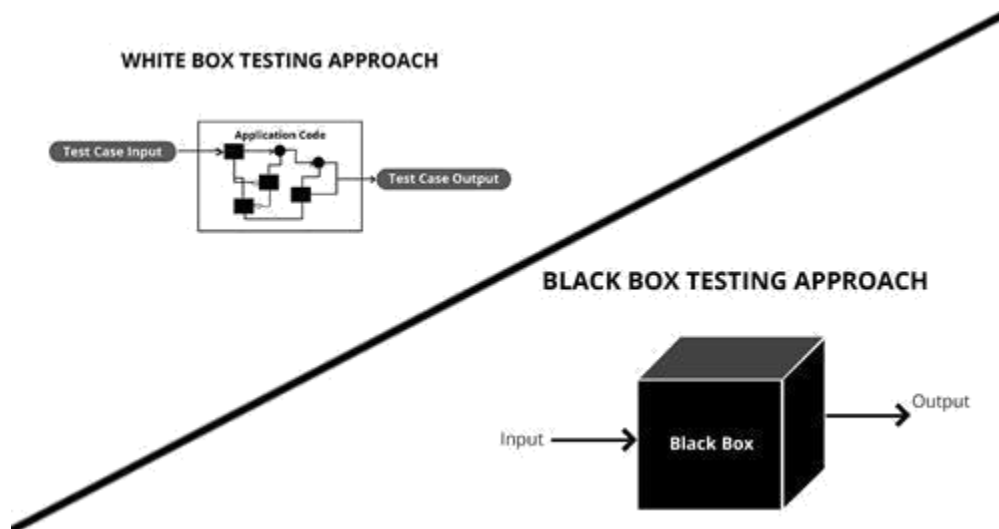
Fig.7.4 white box vs black box testing

7.3 Test Cases

The test cases are nothing but the collection of data where the proper input is being given for all the fields and the required outputs are to be delivered. When the inputs are being wrong the invalid outputs are to be displayed. These types of testing are known as the positive test case and the negative test case.

7.3.1 Login:

Sign Up/ Sign in Test Cases

Test ID	Test Case	Purpose	Result	Expected Output? (Y/N)
1	Check valid Email id and 6 digit password for registration	Test if the registration is working for valid email id and Password	Registered Successful and redirected to login page.	**Yes**

| 2 | Check invalid email id and password for registration

staff) Login | Test if registration is operational for illegal username and

 password | An Mistake message of worthless email and password . | **Yes** |
|---|---|---|---|---|
| 3 | Enter the registered email and password for login | Test if the login is working for registered Email id and Password | Login Successful and redirected to Dashboard page | **Yes** |
| 4 | Check not registered Email Id and incorrect password for Login | Test if login is working for not registered Email Id and incorrect password | An Error message of Login Failed | **Yes** |

Table 7.1 test case for sign in & registration

7.3.2 Navigation Bar/Home page

Test ID	Test Case	Purpose	Result	Expected Output? (Y/N)
5	Click on navigation bar	Purpose is to display the option on left hand side(Locate ,Add,signout)	Navigation bar displaying with options	**Yes**

6	Click on Locate	Purpose is to check whether it is directed to the room details page	Its displaying all room details in list view	**Yes**
7	Click on the particular room list view	Purpose is to check whether the images are displaying or not	All the 5 images displayed in a scroll view	**Yes**
8	Click on the particular Image	Purpose is to check whether the image is zooming or not	The images is zooming with clear view	**Yes**
9	Click on Add Rooms	Purpose is to check whether the Add room form opening?	The add room activity is opened	**Yes**
10	Check if any filed are empty	Purpose is to check is there any empty fields which need to be filled	An Error message called enter all the fields	**Yes**
11	Click on save button	Purpose is to check whether the Add room data is saving?	Messages will display data is saved and page redirected to home page	**yes**

12	Click on save sign-out	Purpose is to check whether the sign-out is working?	The app will directed to the login page	**yes**

Table 7.2 test case for home page

In the above table I have tried to write all the possible test case. Using these test case we can easily identified the proposed system is full filling the expected requirement or not. And also we can identify what all changes we need to make.

CHAPTER 8

CONCLUSION

This integrates basic amenities for the users particularly the scholars in one platform. It additional extends the feature of advertising the hosts' accommodation facilities over the web site application. Bushed all this application can prove to be a boon for all the user by providing them with a conveyable all-in-one application. None of the applications within the existing system support such a user friendly atmosphere wherever all the 3 options square measure integrated into one integrated platform. There square measure several conclusive options within the web site that suggests there are often additional development Associate in Nursing an outlook are often created for business perspective exploitation varied hosting platforms. The inclusion of cloud services makes it all the a lot of outstanding. the mixing of those platforms will create a delicate atmosphere wherever a user will incur less knowledge and conjointly save time. The proof that the web site uses the positioning system will function a tool which can be serving as a boon for the web site within the layout. The moveable and also the straightforward approach of {the web site|the web site} can cause the longer term development of website. This web site culminates all the day-after-day problems which might be obsessed as a concept for business perception. within the long-standing time this web site will function a possible business supplement. Since the communication between the consumer and also the host is subjunctive and really wide open this might cause knowledge transparency. From the social control purpose of read it's justly aforementioned "Time is Money". Finally to wrap the content of the report, it suggests a technique to scale back the time Associate in Nursing knowledge of a private that is an plus to the being.

CHAPTER 9

FUTURE ENHANCEMENT

- Will be making this part of module/ application as part of almost all the applications across the organizations.

- Will be reducing the costing/ price of an application.

- Updating it to the next version.

- There is flexibility in all the models.

- 90% and above loading speed (Performance) will be the target.

- Will be hosted on cloud server with minimal mail server authentication.

- Will be made available for small and medium level organizations with multiple configurations or customizations.

CHAPTER 10

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