Behoves- A Second Hand E-Market For Campus Network

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Abstract

E-Markets are places where you buy and sell fresh and new products online providing home delivery mechanisms. There is a lot of wastage of old and used items or fresh items which are not used because of some or the other reason like being out of demand, etc. Such items need a platform on which they can be advertised to consumers. In universities or industries this idea can be easily implemented because people are usually found advertising their old products like beddings, vehicles, and electronics.

Keywords: second hand, e-market, behoves.

Introduction

A university where more than 22000 students and 1200 + faculties live, there is a huge scope for second hand market, where people can indulge in selling their used goods to other. Second-hand goods can benefit the purchaser as the price paid is lower than the same items bought new. Selling unwanted goods second-hand instead of discarding them obviously benefits the seller.

Every year, thousands of students buy books and materials that they require just for a semester or so. So in order to avoid junior students buy same book/material again, we encourage them to use second hand items. By doing so, they will not only save money, but also the environment as scientists reveal buying used goods reduces carbon footprint and CO2 emissions significantly compared to the complete product life cycle, because of less production, raw material sourcing and logistics.

So we came up with this idea of ours Behövs-A Second Hand Market, where students, faculties and other people within universities can sell and buy used items, and save price and environment both at the same time.

Literature Review

Sites like OLX, ebay etc have inspired us to develop something that is exclusive for universities and colleges, and can be easily used by the members of it. Universities have huge potential for second hand market, having more than 22000 students and 12000 plus faculties. There are thousands of books, mattresses, buckets, cycles, magazines, and even clothes that are discarded every year. Our project Behövs-A Second Hand Market, will try to help the both parties by acting as the medium and help earn some money for the seller, and allow the user to save some money at the same time.

As part of our study and analysis, we have identified several products that are used by students in a semester like books, lab coats, workshop dresses, engineer graphics toolkit etc and they are of no use. Every semester juniors buy similar material and every semester seniors through same material in trash. This is a issue of concern. Every year new students join a university; they buy mattresses, pillows, buckets, hangers and other stuff while on the other hand seniors are dumping the same stuff in trash. Thus development of Behoves is an important and necessity for every university, college, hostel and pgs so that materials can be reused and there can be saving of money as well as environment.

System Analysis and Design

Functional Requirements

The functional characters of the system are mainly sellers, customers and admin. Each character has his own functions. Each user can be both seller and customer. Everyone can sell or buy a product. User has to register himself in the system and then he can access the account both as seller and customer. The functionalities which he performs while acting as seller include uploading a product. Seller has options to upload a book which can be a course book of computer, electronics, electrical, mechanical, civil, biomedical, bio-technology, physics, chemistry and even novels(fiction, thriller, romantic, etc), beddings which include mattresses, pillow, bed sheets, etc, electronics and electrical products which can be mobiles, headphones, earphones, camera, tablets, laptops, bread boards, printed circuit board, pen drives, etc, vehicles which include bicycles, motor cycles, etc or any other valid product. Seller has to specify the product, its type, company, color, model if applicable, and images if possible. The uploaded product specifications can be edited, and the price can be negotiated as well.

User when playing the role of customer can view all the advertised products. He can sort the advertisements by name, color, price low, price high, company, etc. User has been given the choice to bookmark the item in case
he wants to view the item in near future. In case the user wants to buy the item, he can drop a message to the seller by contacting him through mail, or by dropping a message in his inbox of website. In case of conflict among buyers bidding will take place and the rightful customer will be given the product.

Non Functional Requirements
One of the most important non-functional requirement for a system is usability. The system shall allow the users to access the website from the Internet. Web Browser like google chrome, etc. are used as an interface. Online help will be available for the system so that the end users are able to able to adapt to the system.

The website will be hosted online or in student login of universities which can be accessed 24 X 7.

The system will run on windows Vista/Windows7/windows 8.

The major constraints in this project are language. The GUI is in English. The next constraint is delivery of goods to the customer. If a user likes a good, and wants room service it will a major problem because as there are no service providers.

System Design
The architectural context model explains how the system works. The system comprises of html pages, .php files and the backend is developed using MySQL database. Php being the server side programming language and MySQL being the open source relational database when used together deliver highly unique solutions. This combination is simple and easy to use. PHP being server side provides customized features with dynamic pages. It provides user friendly and interactive website. PHP can easily be customized as per the business specific needs of the client and can execute all the demands of the ecommerce web development. MySQL is easy to use, is secure as it include solid data security layers that protects data from intruders. It is scalable, it can handle almost any amount of data. The default file size is 4 Gb. It is compatible with many operating systems, including Novell NetWare, Windows* Linux*, many varieties of UNIX* (such as Sun* Solaris*, AIX, and DEC* UNIX), OS/2, FreeBSD*, and others.

Data flow diagrams graphically represent how the data flows in the system. Context Level Diagram shows how top view of the system, while inner levels explain every movement of data in system in detail. The Figure 2 illustrates level 2 DFD of our system. It clearly shows how linking of pages to the database and use cases. The authentication of user is the first important step, data about the user is fetched from user database and verified. An authenticated user is granted access to upload items for selling, and viewing the advertised items of other users. Each product is linked to different tables to provide better and faster access to system.
Implementation
The objective of this project is to provide the user an online website where they can buy and sell their items from the comfort of their home. The user can select the desired items, place them in the shopping cart and purchase them online. Below figures show some screenshots taken from running the application. All the functionalities are explained accordingly.

**Figure 3: Login**
This is the login page of behous project. User need to enter his Email-id and password. Password should be alphanumeric. This information will be stored in login table at the backend. If email id and password is correct then user will redirect to home page.

**Figure 4: Home page**
This is the Home page of Behous. From this page user can go to any other pages. Quick links are also there in this page which will directly redirect to desired page. This is the Home page without login. When user will type the URL in his address bar then address will redirect to this Home page of Behous.

**Figure 5: Uploading beddings**
This is the page where user can upload images of beddings which he wants to sell. Quick links are also there in this page. User need to mention the type of the bedding, its color and price with three images of bedding. From this page user can access his personal details which he can modify if he wants. User can also manage Ads and also directly go to Home page.

**Figure 6: View Advertised Electronics**
In this page user can see the advertised items related to electronics. From here user can go to Books page, Bedding page, vehicles page and about us page. If user clicks on image then it will display all the details related to that item along with seller’s email id. Using email id buyer can contact seller. Quick links are also there on the left side of the page.
In this page user can see the advertised items related to Books. From here user can go to electronics page, Bedding page, vehicles page and about us page. If user clicks on images then it will display all the details related to that item along with seller’s email id. Using email id buyer can contact seller. Quick links are also there on the left side of the page.

This is the page where user can upload images of Books which he wants to sell. Quick links are also there in this page. User need to mention the Author of the book, its title, price and book related to which branch with three images of book. From this page user can access his personal details which he can modify if he wants. User can also manage Ads and he can directly go to Home page.

This page is to manage uploads. User can upload and remove images for different items.

After clicking on images it will show the details of it. Details consist of title of the book, price and seller’s email id.

After clicking on images it will show the details of it. Details consist of type of vehicle, price and seller’s email id.

The Internet has become a major resource in modern business, thus electronic shopping has gained significance not only from the entrepreneur’s but also from the customer’s point of view. For the entrepreneur, electronic shopping generates new business opportunities and for
the customer, it makes comparative shopping possible. As per a survey, most consumers of online stores are impulsive and usually make a decision to stay on a site within the first few seconds. “Website design is like a shop interior. If the shop looks poor or like hundreds of other shops the customer is most likely to skip to the other site”. Hence we have designed the project to provide the user with easy navigation, retrieval of data and necessary feedback as much as possible. In this project, the user is provided with an E-commerce web site that can be used to buy and sells second hand items online.

References


