



Web Rent Hub Bridging The Gap In Digital Possession

Mrs.Premavathy.N¹, Aayisha.k², Apshana.s³, Atchaya.R⁴,

¹AssistantProfessor,^{2,3,4} Students,

Department of Computer Science and Engineering,

PERI Institute of Technology, Chennai, India.

Abstract: The "WEB RENTAL HUB BRIDGING THE GAP IN DIGITAL POSSESSION" web application is designed to provide a platform for users to rent various items and products for a specified period. The application utilizes HTML, CSS, Bootstrap, Java, and SQL to create an interactive and user-friendly interface. The primary goal of the web application is to facilitate the rental process by connecting users who have items available for rent with those seeking to borrow them. The application allows users to browse through a available items, view detailed information about each item, and make rental requests. The front-end of the application is built using HTML, CSS, and Bootstrap, which ensures a visually appealing and responsive design across different devices. The user interface enables easy navigation, search functionality, and intuitive forms for users to input rental information. The back-end of the application is developed using Java, which handles the business logic and data processing. Java provides robust functionality for managing user authentication, item availability, and rental transactions. The application integrates with a SQL database to store and retrieve user data, item details, rental history, and other relevant information. Key features of the "Things Rental" web application include user registration and login, item listing and search, item details and availability, rental request submission, payment processing, and rental history tracking. The application incorporates security measures to protect user information and ensures a seamless rental experience. Hence this application could be very helpful for people in their day-to-day life.

I. INTRODUCTION

Introducing the 'Things Rental' web application, a comprehensive platform designed to revolutionize the way users access and share items for short-term use. This dynamic and user-friendly application seamlessly connects individuals seeking to rent a wide variety of products with those willing to lend them. Developed using a blend of HTML, CSS, Bootstrap, Java, and SQL, 'Things Rental' offers an engaging and responsive front-end design, ensuring accessibility across various devices. This intuitive interface empowers users to effortlessly navigate, search for items, and submit rental requests. Behind the scenes, Java handles the robust business logic, managing user authentication, item availability, and rental transactions.

To facilitate data storage and retrieval, the application integrates with an SQL database. 'Things Rental' offers a suite of key features, including user registration, item listing and search, detailed item information, rental request submission, secure payment processing, and rental history tracking. With a focus on user security and a commitment to a seamless rental experience, 'Things Rental' is set to transform the way we share and access items for short-term needs.

II. DESIGN REQUIREMENT

The hardware requirements may serve as the basis for a contract for the implementation of the system and should therefore be a complete and consistent specification of the whole system. They are used by software engineers as the starting point for the system design. It shows what the system does and not how it should be implemented. The software requirements document is the specification of the system. It should include both a definition and a specification of requirements. It is a set of what the system should do rather than how it should do it. The software requirements provide a basis for creating the software requirements specification. It is useful in estimating cost, planning team activities, performing tasks and tracking the teams and tracking the team's progress throughout the development activity.

2.1 USE-CASE DIAGRAM

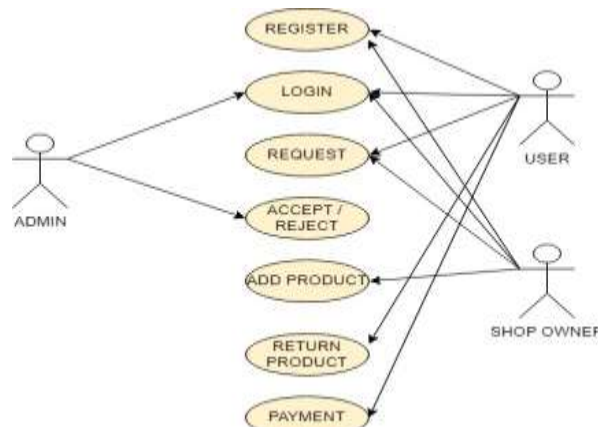


Fig No.1 Use-Case Diagram

The use case diagram is the main building block of object-oriented modeling. It is used both for general conceptual modeling of the system and for detailed modeling translating the models into programming code.

2.1 STATE DIAGRAM

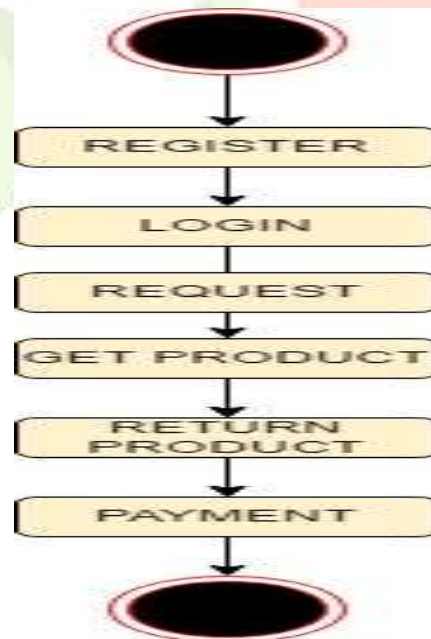


Fig No.2 Use-Case Diagram

III. RELATED WORK

This research study aims to design and develop Quick Aid app with an innovative idea of renting products in order to help people by supplying the essential/non-essential things. The primary objective is to create a product rental app, which enables the user to rent a product or require a service, so that the product/service

can be used by the requestor. This system could also help in building a strong relationship among people and solve the problem of people not owning non-essential things readily. It is always difficult to find a product for rental or short term. Quick Aid app will make it easier to get products and services by utilizing the help of other users. Quick aid delivers simple yet innovative way to request items or services by using a simple online form from the user. The placed online request is then notified to every other user of the app, so that the interested people could help in fulfilling the request.[A. Sivasangari](#)[1]. In the present world, with the rising cost of all products, it became painful to own products that are of no use for the long term. Instead of spending money on buying these products, it can be used on a rental basis.[2] The proposed android application makes it simple for consumers to rent products online. The policy of the android application is "Rent what you need and Rent out what you don't". So, when a person puts his product for rent, all other users can have a look at it. To create a new account in the app, the user just needs to enter his mobile number for One-Time Password (OTP) validation. After successful login, all the products that are kept for rent will be displayed on the home activity. The android application uses current user location and sorts the items from nearest to the farthest. To post an item for rent, the user needs to tap on the "Post ad" option in the menu. The user is required to select a category from the provided 10 categories in the application for a systematic classification. People can save their expenses on some products by renting things owned by others for a particular period.T. [Ravindhar NV](#)

IV. PROPOSED SYSTEM

This platform was not limited products its n number of items available Users can rent items entirely online without the necessity of going to physical locations, offering convenience and accessibility.

Users can save money by renting items instead of purchasing them outright, making the rental service more affordable and cost-effective. The platform implements measures to ensure the safety and security of users' personal and financial information

4.1 METHODOLOGY

The module enter the application through register and login. The on the off chance that its needs to item for lease it will make the solicitation and search item with area. Users access the application by registering and logging in. Upon login, they can request to rent items and search for available items based on location. The module enter the application through register and login. After register its need authorization from administrator for login. After login this module add item with subtleties and areaAdministrator is the proprietor of the application it will know all subtleties of use and this module make reviewed for login to retailer and item too. This module to help to staff request the file to head office and the head office accept the request. And third party or hacker also request the file. This module to help to staff requested file to head office accept the request. And the hacker or third party also request the file. But the hacker request doesn't Show the ip address of the hacker. Then the head office will identify the requested person is hacker or valid user.Aadministrator can see all item subtleties and retailer subtleties and client subtleties too. what's more, this module gives all consent in this application.

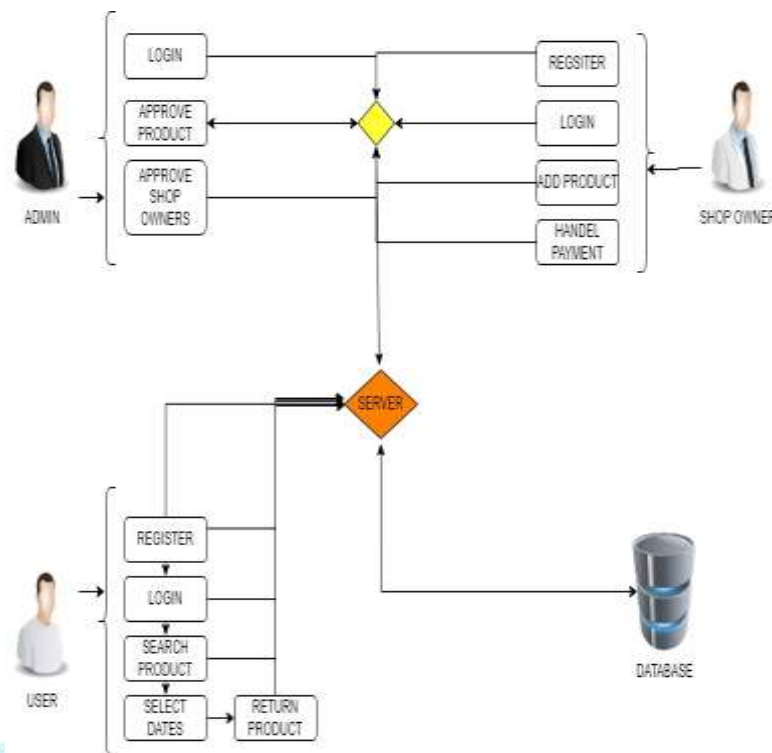


Fig No.3 Architecture Diagram

The systems architect establishes the basic structure of the system, we propose a Hash code Solomon algorithm and we can put a small part of data in local machine and fog server in order to protect the privacy. Moreover, based on computational intelligence, this algorithm can compute the distribution proportion stored in cloud, fog, and local machine, respectively. Through the theoretical safety analysis and experimental evaluation, the feasibility of our scheme has been validated, which is really a powerful supplement to existing cloud storage .

V. RESULTAND DISCUSSION

Implementing a true unknown information base framework. Improving the effectiveness of conventions, as far as number of messages traded and concerning their sizes, too. Implement using AES algorithm. Manage will find the legitimate client or programmer for secure the information record. Feasibility studies aim to objectively and rationally uncover the strengths and weaknesses of the existing business or proposed venture, opportunities and threats as presented by the environment, the resources required to carry through, and ultimately the prospects for success. In its simplest term, the two criteria to judge feasibility are cost required and value to be attained. As such, a well-designed feasibility study should provide a historical background of the business or project, description of the product or service, accounting statements, details of the operations and management, marketing research and policies, financial data, legal requirements and tax obligations. Functional testing is a quality assurance (QA) process and a type of black box testing that bases its test cases on the specifications of the software component under test. Functions are tested by feeding them input and examining the output, and internal program structure is rarely considered (not like in white-box testing). Functional Testing usually describes what the system does. Functional testing differs from system testing in that functional testing "verifies a program by checking it against ... design document(s) or specification(s)", while system testing "validate a program by checking it against the published user or system requirements" (Kane, Falk, Nguyen 1999, p. 52). Functional testing typically involves five steps. The identification of functions that the software is expected to perform Integration testing is a systematic technique for constructing the program structure while at the same time conducting tests to uncover errors associated with. Individual modules, which are highly prone to interface errors, should not be assumed to work instantly when put together. The problem of course, is "putting them together"- interfacing.

The purpose of integration testing is to verify functional, performance, and reliability requirements placed on major design items. These "design items", i.e. assemblages (or groups of units), are exercised through their interfaces using black box testing, success and error cases being simulated via appropriate parameter and data inputs.



Fig No.5 Productviewpage

IJCRTAM02044	International Journal of Creative Research Thoughts (IJCRT) www.ijcrt.org	276
--------------	--	-----

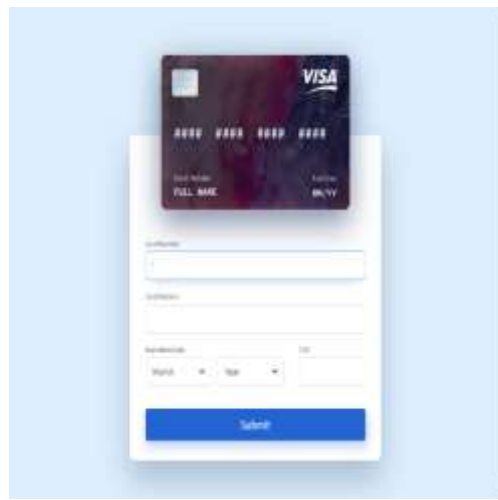


Fig No.5 viewpage

VI. CONCLUSION

In conclusion, the "Things Rental" web application offers a comprehensive solution for users looking to easily rent various items and products for specified periods. The user-friendly design, coupled with intuitive forms and search functionality, enhances the overall user experience. The back-end, powered by Java, efficiently manages business logic, user authentication, item availability, and rental transactions. Integration with a SQL database ensures secure storage and retrieval of crucial data, including user information, item details, rental history. Key features such as user registration and login, item listing and search, detailed item information, rental request submission, payment processing, and rental history tracking contribute to the application's robust functionality. The emphasis on security measures ensures the protection of user information, fostering trust and confidence among users.

REFERENCES

- [1] bdeltawab M Hendawi, JieBao, and Mohamed F Mokbel. 2013. iRoad: a framework for scalable predictive query processing on road networks. Proceedings of the VLDB Endowment 6, 12 (2013), 1262–1265
- [2] Abdeltawab M Hendawi, JieBao, Mohamed F Mokbel, and Mohamed Ali. 2015. Predictive tree: An efficient index for predictive queries on road networks. In ICDE. IEEE, 1215–1226
- [3] Liang Hong, Yu Zheng, Duncan Yung, Jingbo Shang, and Lei Zou. 2015. Detecting urban black holes based on human mobility data. In SIGSPATIAL GIS. ACM, 35.
- [4] TetsuroHyodo, Norikazu Suzuki, and Katsumi Takahashi. 2000. Modeling of bicycle route and destination choice behavior for bicycle road network plan. Transportation Research Record: Journal of the Transportation Research Board 1705 (2000), 70–76.
- [5] V. Paxson, "An Analysis of Using Reflectors for Distributed Denial-of-service Attacks," SIGCOMM Comput. Commun. Rev., vol. 31, no. 3, pp. 38–47, 2001.
- [6] "Akamai Q4 2016 State of the Internet – Security Report," <https://www.akamai.com/uk/en/our-thinking/state-of-the-internet-report/>.
- [7] E. Targett, "AWS Hit With a Record 2.3 TbpsDDoS Attack," Jun 2020. [Online]. Available: <https://www.cbronline.com/news/record-ddos-attack-aws>
- [8] H. Burch and B. Cheswick, "Tracing Anonymous Packets to Their Approximate Source," in Proc. USENIX Conf. on System Admin., 2000.
- [9] S. Savage, D. Wetherall, A. Karlin, and T. Anderson, "Network Support for IP Traceback," IEEE/ACM Trans. Netw., vol. 9, no. 3, pp. 226–237, 2001.
- [10] A. Belenky and N. Ansari, "On Deterministic Packet Marking," Comput. Netw., vol. 51, no. 10, pp. 2677–2700, 2007.
- [11] Z. Gao and N. Ansari, "A Practical and Robust Inter-domain Marking Scheme for IP Traceback," Comput. Netw., vol. 51, no. 3, pp. 732–750, 2007.

- [12] S. Bellovin, M. Leech, and T. Taylor, "ICMP Traceback Messages," 2003, <https://tools.ietf.org/html/draft-ietf-itrace-04>.
- [13] M. Sung, J. Xu, J. Li, and L. Li, "Large-scale IP Traceback in Highspeed Internet: Practical Techniques and Information-theoretic Foundation," IEEE/ACM Trans. Netw., vol. 16, no. 6, pp. 1253–1266, 2008.

