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# MARKET PLACE FOR CAR BUYING AND SELLING

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Abstract: This is a current project for a classic Car buys/sell a business on online platforms. A web interface is provided for the system. It is useful to keep a record of the user information as well as the CAR details. If a customer wants to obtain a car, he or she can do that by finding specific price ranges from high to low or low to high. This vision is to create a marketplace for car buying and selling that will allow taking interest car buyers or sellers to replace the manual processes of car buying now use in the country, with the use of the internet. It also gives information about every single item for sale in terms of suitable or appropriate quality and variety and cheap pricing. The web application makes it simple for consumers to buy or sell car

(Keywords—Affordable price, Car Details)

#### I. INTRODUCTION

A car dealership, also known as a car distribution company, is a company that sells new or used cars at retail under a dealership contract. The selling is done by car salespeople. Until the last ten to fifteen years, auto-shipping and transportation were mostly commercial operations carried out by dealers; this manual approach took a lot of time and money for manufacturers and brokers. However, thanks to the increasing usage of the Internet, this service has expanded and reached a wider audience. People will be able to buy cars from anywhere and have them delivered to their door, saving money on commissions and hours invested looking for the perfect car. In 2006 OLX.com application was developed in which all the facilities regarding automobile was provided The purpose of this research work is to design and implement an Online marketplace for car buying and selling through which used cars as well new cars can be purchased online on one platform only, without physically having to visit the car dealer's showroom or office

II. METHODOLOGY

#### LITERATURE SURVEY:

- 1]Online Car Buying Market (Jun 2021): The objective of studying the online car buying market is global research regarding cars and evaluation, which refers to car buying through online platforms.
- 2]Study the future of automotive retail (2018): The objective of the study is the future of Automotive marketing and the way customer expectations affect the marketplace of vending in a particular field.
- 3]Factors that affect the efficiency of online selling(2014)This paper examines the key factors which affect buying the idea of customers for online buying or E-shopping
- **4]A Review Paper on E-Commerce(Feb 2016):** The paper examines that E-commerce is a boom in modern business. E-commerce means electronic commerce. E-commerce involves buying and selling goods and services, or the transmitting of funds or data, over an electronic network, mainly on the Internet.

#### 2.1PROPOSED WORK:

**OLX**: OLX is an online marketplace for buying and selling founded in 2006

**CarWale:** CarWale is one of India's leading companies in new car pricing and other cars related information. CarWale was founded in 1992, CarWale exists to simplify car buying in India and help you buy the right car at the right price.

CarTrade: CarTrade.com is an Indian online auto classified online platform serving as a marketplace for users interested in buying and selling new and used vehicles

#### . III. PROBLEM

#### **STATEMENT:**

Market place for car buying and selling system is designed for such buyers and sellers who are interested in cars. This system keeps track of all the cars along with necessary every single detail that will be required for the user. From the year of manufacture to up to what is the price of a car. If someone is interested in buying a car, then he/she can directly book a car via the system. As well as one who wants to sell their car they can sell via the system at a reasonable price. The system will provide facilities for used car buying/selling or new car buying/selling

#### I. Functional Decomposition:

#### • Main Page:

The main page is, a neatly designed page, so the user can easily understand, here login option is provided to those users who have created an account on the web app. Also, a sign-up option is provided for new users to sign-up. A feedback option will be there for users to give reviews on web apps as well as on services. If the user wants to search then the searching option is there, it will be easy to search

#### • Car's page:

with the help of the filter option. This screen will display all the Cars details, including cost, Features, Model year, and all necessary information.

#### • Cars Selection Screen:

This search screen Option and filter option must be provided to select the Cars based on a name, and price. In this option, customers can select cars based on their model and price. Here one more option will be provided is Add to cart so if the user like any car and wants to save that car temporarily then the user can add any car to his cart for future use

• Booking page: On this page, users can book cars by entering all necessary information and documents. After booking a car user will receive booked car information via mail or SMS.

payment page /summary option: The payment or summary option will be there on the booking page this option will contain details about the payment and the details provided by the customer such as address or shipping details that must be done by the customer during the time of delivery there will be options provided for cash on delivery and online payment

#### • Admin Page:

The administrator has full permission to access all details of users and cars. Here the administrator can add new Cars as well as used cars details, and he/she can search or can sell a used car or buy new cars

# • User Page: It includes buyer and seller two options

the seller can handle customer details, and he/she can communicate with customers through the mail or contact number. If any customer forgets their password then by clicking on the option forget password entering all necessary details the customer will be able to reset their password.

Buyers can search for cars and buy, or they can access all information of dealers and can communicate with admin via mail or phone.

#### PROPOSED SYSTEM:

The proposed online car market system works very well. If someone is interested in buying any car, then they can look at all the car related information in a given portal. This application stores data in a polarized manner available to all users at once

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#### **SYSTEM DESIGN:**

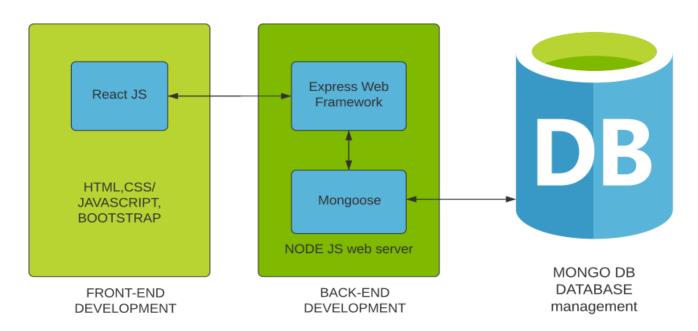


Fig 1. Software Architecture Diagram

# SOFTWARE DEVELOPMENT MODEL

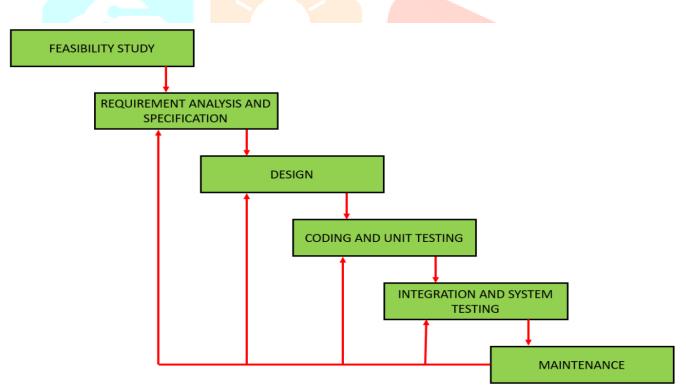


Fig.2 Iterative waterfall model.

# I. Parameters for a web app:

#### 1]Ease of use

HTML, CSS, React JS was Technologies used in developing the front end with the client-side of the system,

which made the system fast, flexible, and scalable, the database was created using Mongo DB. It is accessible to all users. The system has a simple design so the user is easily able to understand it. Therefore it saves customers' time and effort by enabling easy understanding of the website. The user interfaces for simple and clear navigation.

2]Third party domain: Hosted backend on Heroku & frontend on nitrifying

- **3] Privacy policy:** Password linked to username is being encrypted so even if someone accesses the database they won't be able to know the password for the username.
- 4] Simple and clear navigation: User interface for simple and clear navigation. Memorable homepage.
- **5]Effectiveness:** Effectiveness is defined as the accuracy and completeness of the users' access to certain goals; efficiency is defined as the resources expended in relation to the accuracy and completeness with which users achieve those goals.
- 6] **flexibility**: the degree to which a system is unable to accept user changes in addition to those specified earlier. learning: the time and effort required to achieve a certain level of system use (also known as simplicity)

### Schneiderman's 8 golden principles of good interface design

- 1. Strive for consistency
- 2. Enable frequent users to use shortcuts.
- 3. Offer informative feedback.
- 4. Design dialogue to yield closure
- 5. Offer simple error handling
- 6. Permit easy reversal of actions
- 7. Support internal locus of control
- 8. Reduce short-term memory load

#### SCOPE OF THE PROJECT:

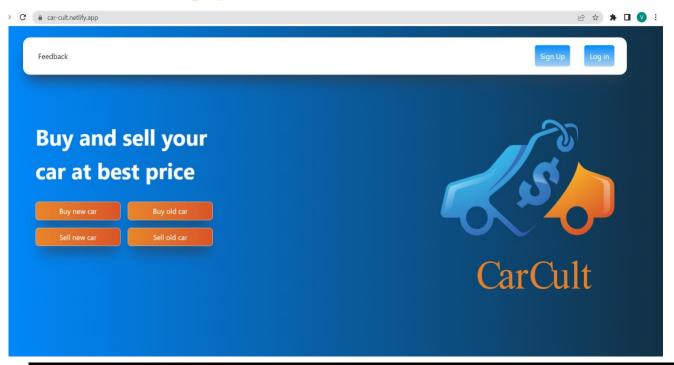
The project cuts across many areas from business ideas to the computer field, and several types of research need to be done in order to achieve the project objectives.

This project aims to produce a cooperative and entertainment market-based web application for car buying and selling. This provides services for both used cars and new vehicles. The marketplace for buying and selling cars is made up of two main components: the client-side server and the user-side server. Interacts with different aspects of the client-side. The program is designed to provide features for all cars, buying and selling

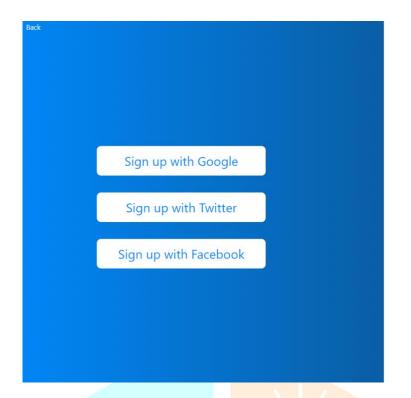
#### IMPLEMENTATION

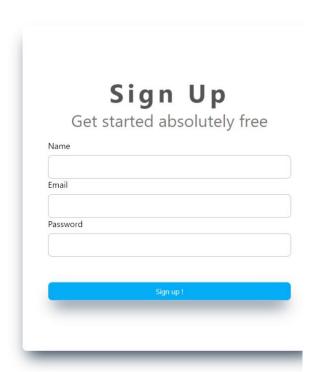
Here is a home page we can choose any option as per the requirements

1. Homepage

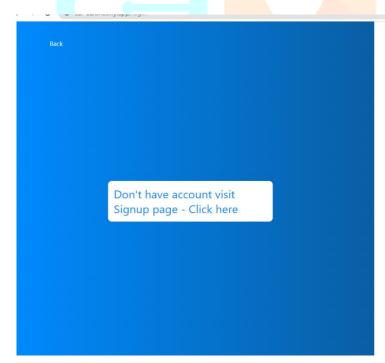


Signup page





# Login page

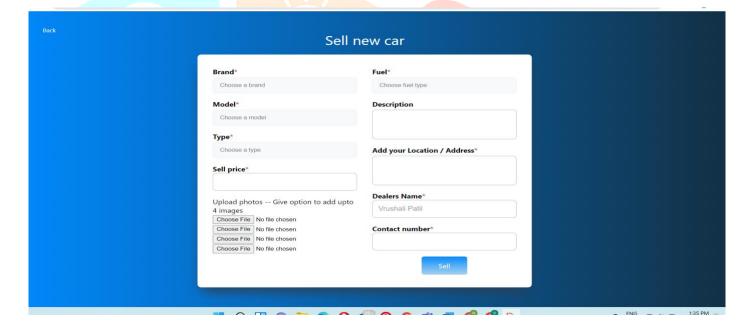


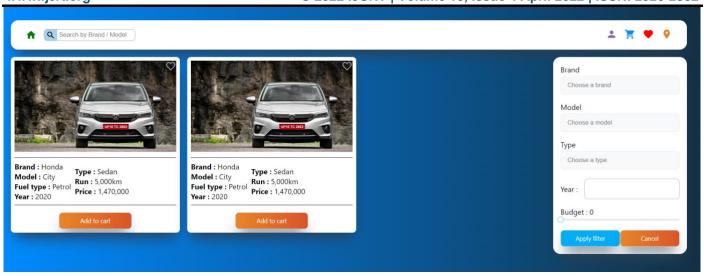


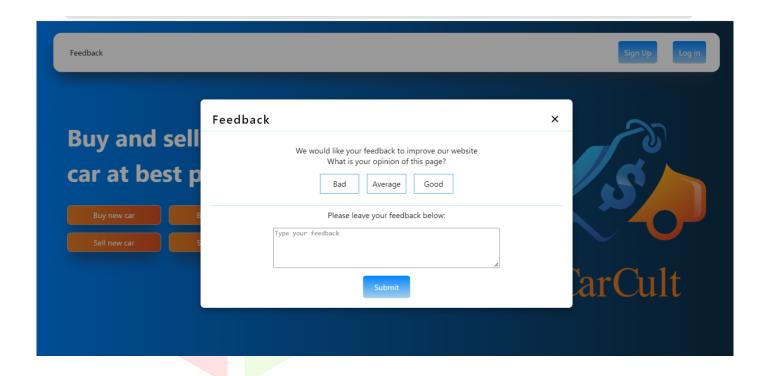
Buyer (New car or used car)

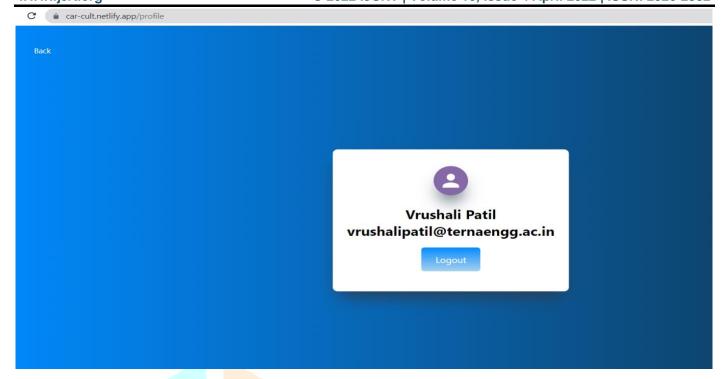


Seller(Used car or new car)









#### **CONCLUSION**

This software can be very useful for car selling and buying. It keeps a record of each and everything inside the market. In the future, some features can be added to enhance its features The system is easy to use and understand.

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