## **ABSTRACT**

The purpose of this project is to build an application which allows the user to rent or book a house or a room at lower price in amazing places all over Pakistan online. The user can book a place for a day or what the buyer and renter agree upon.

To-Rent allows user to easily book a house or a room at home without first going to a hotel or to a booking place. It allows the user to book cheaper rooms or houses at beautiful places.

There are two main functionalities in To-Rent. First is **rent-out** functionality in which the user needs to upload the picture and data of the house to rent out their house or room. Second is **booking** functionality the user needs to search for his desired house or room and then book it.

## TABLE OF CONTENTS

СНАРТ	CER#	1 INTRODUCTION
1.1	INTR	ODUCTION12
1.2	Motiv	ation
1.3	Proble	em statement
1.4	Goals	/ Objectives
1.5	Main	Contributions 13
1.6	Thesis	Organization
СНАРТ	ER#2	2 LITERATURE REVIEW
2.1	LITE	RATURE REVIEW
СНАРТ	ER#3	3 SYSTEM REQUIREMENTS
3.1	Interfa	ace Requirements
3.2	Functi	onal Requirements
3.2.	1 Lo	gin/Signup Authentication
3.2.	2 Da	tabase Establishment
3.2.	3 Sea	arch House
3.2.	4 Bo	ok a House
3.2.	5 Ad	d House for Renting
3.2.	6 Fo	rgot Password
3.3	Use Ca	nses
3.3.	1 Use	e Case Diagram
3.3.		e Case: Sign Up21
3.3.	3 Use	e Case: Login
3.3.	4 Us	e Case: Forgot Password
3.3.	5 Us	e Case: Search Place
3.3.		e Case: Booking
3.3.		e Case: Add House for Rent
3.3.	8 Us	e Case: Logout
3.4	Projec	t Constraints

3.4.1	Security	28
3.4.2	Limited Location	28
3.5 N	on-Functional Requirements	29
3.5.1	Performance	29
3.5.2	Usability	29
3.5.3	Maintainability	29
3.5.4	Reliability	29
3.5.5	Availability	29
3.5.6	Design Constraints	29
3.5.7	Safety	29
3.5.8	Security	30
3.6 Da	atabase Requirements	30
3.7 Pr	oject Feasibility	30
3.7.1	Technical Feasibility	. 30
3.7.2	Operational Feasibility	. 30
3.7.3	Legal & Ethical Feasibility	. 30
CHAPTE	R # 4 SYSTEM DESIGN	. 31
4.1 De	esign Approach	. 32
4.2 De	esign Constraints	. 32
4.2.1	Programming Language	. 32
4.2.2	Design	. 32
4.3 In	terface Design	. 33
4.3.1	Low Fidelity Prototype	. 33
4.3.2	High Fidelity Prototype	
4.4 Da	nta Flow Diagrams (DFD)	
	ate-Transition Diagrams (STD)	
	hema Diagrams	
	Property Database Schema	
46	Property Imaginate Schella	

4.6.2	User Database Schema	. 49
4.7 Do	omain Model	. 50
4.8 Se	quence Diagram	. 51
4.8.1	Signup Sequence Diagram	. 51
4.8.2	Login Sequence Diagram	
4.8.3	Search Place Sequence Diagram	. 52
4.8.4	Booking Sequence Diagram	53
4.8.5	Add House for Rent Sequence Diagram	53
4.9 Cl	ass Diagram	54
4.10	Functional Flows	55
CHAPTE	R # 5 SYSTEM IMPLEMENTATION	56
5.1 Str	rategy	57
5.2 To	ols Used	57
5.3 Me	ethodologies	57
5.3.1	(Login-Signup) Activity Module	58
5.3.2	Forgot Password Module	58
5.3.3	Booking Module	58
5.3.4	Add House for Rent Module	59
5.3.5	Search Module	59
5.4 Sys	stem Architecture	59
5.4.1	Data Layer	59
5.4.2	Processing Layer	59
5.4.3	Presentation Layer	59
CHAPTER	R#6 SYSTEM TESTING	60
6.1 SY	STEM TESTING	61
	st Strategy	
	mponent Testing	
	it Testing	
65 Int	regrated Testing	61

6.6 System	n Testing	62
6.7 Test C	ases	62
6.7.1 Tes	st Case#1	62
6.7.2 Tes	st Case#2	63
6.7.3 Tes	st Case#3	63
6.7.4 Tes	st Case#4	64
6.7.5 Tes	st Case#5	64
6.7.6 Tes	st Case#6	65
6.7.7 Tes	st Case#7	65
6.7.8 Tes	st Case#8	66
6.7.9 Tes	st Case#9	66
CHAPTER # 7	CONCLUSION	67
7.1 Conclu	ision of this project	68
CHAPTER # 8	REFRENCES	69
8.1 Refere	nces	70