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Real Estate Website: Crafting Your Dream Home Online

Ms. Alfiya Shaikh, Ms. Hajra Sayed, Madhura Veturkar

Student, Department of Information Technology, AISSMS's Polytechnic, Pune, Maharashtra, India

ABSTRACT: The "Creating Real Estate Website" project introduces "Home Sharing," a web-based lodging platform aimed at revolutionizing the tourism and real estate sectors in an undisclosed country. Unlike traditional real estate websites, Home Sharing takes a unique approach by acting as an intermediaryconnecting property owners eager to rent their rooms with discerning travelers seeking comfortable and budget-friendly accommodations.

Home Sharing employs a sophisticated technology stack, incorporating HTML, CSS and JavaScript for the front-end, while relying on MySQL for the backend. This strategic choice of technologies ensures a seamless and user-friendly experience for both property owners and travelers. The tourism industry has experienced significant growth, with an increasing number of people exploring new destinations. However, finding suitable lodging can be a time- consuming and challenging process. Home Sharing's primary goal is to simplify this experience and enhance the overall travel journey for tourists visiting the undisclosed country. The front-end of Home Sharing is carefully designed to provide an intuitive user interface. It welcomes users with an appealing and easy-to-navigate website, making property searches, bookings, and interactions effortless. Onthe back-end, the platform leverages PHP and MySQL to manage useraccounts, property listings, and booking processes efficiently.

I. INTRODUCTION

Introducing "Home Sharing," an innovative web-based real estate solution crafted to cater exclusively to the distinctive requirements of tourists exploring undisclosed destinations within our nation. This platform is engineered to bridge the divide between property owners seeking to maximize the utility of their vacant spaces and travellers in pursuit of accessible, budget-friendly accommodations. Home Sharing represents a departure from conventional real estate websites, for it will neither own nor manage any physical real estate assets. Instead, it functions as a dynamic intermediary, seamlessly connecting property hosts with discerning guests in a rapidly evolving digital landscape, the tourism sector has witnessed substantial growth, with an ever-increasing number of individuals embarking on journeys to discover new horizons. However, finding suitable lodging options remains a persistent challenge. Home Sharing emerges as the solution to streamline this process and enhance the overall travel experience for tourists exploring undisclosed regions within our country.

Unlike traditional real estate platforms, Home Sharing does not acquire property assets but empowers hosts to showcase their available accommodations to a wide audience, while travellers gain access to a diverse range of lodging choices. This dual focus not only facilitates the efficient exchange of lodging but also enhances the overall user experience. Home Sharing stands poised to revolutionize the tourism and real estate landscape, serving as a dynamic facilitator that not only connects individuals but also elevates the quality of the travel experience, making it an invaluable addition to the tourism ecosystem.

II. PROBLEM SYSTEM

The primary issue Home Sharing addresses is the challenge tourist's face when attempting to secure suitable and budget-friendly accommodations during their visits to various tourist destinations within the undisclosed country. Additionally, the underutilization of rooms and vacant houses owned by individuals presents an opportunity for Home Sharing to encourage these property owners to share their spaces with tourists, thereby creating a win-win scenario for hosts and guests.

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III. LITERATURE SURVEY

a. This document serves as a foundational work in the field of online home sharing platforms. It is authored by experts from the Department of Electrical and Computer Engineering at North South University in Bangladesh. The document is likely to provide valuable insights into the development and technical aspects of such platforms.

b. This document explores the measurement and prioritization of digital capital in the context of real estate websites. It employs the Fuzzy Analytic Hierarchy Process (AHP) to gather and analyse data, involving 12 professional agents in the research. The study identifies three dimensions of digital capital: Inter- net relational capital, Internet customer capital, and Internet service capital. Furthermore, it introduces 12 indicators for as sessing digital capital.

c. This research is valuable for under- standing the digital capital aspects of online platforms, which can be pertinent to the development of online home sharing applications. Published in the 2009 WRI World Congress on Computer Science and Information Engineering, the document is a valuable resource for insights into the digital aspects of real estate websites.

d. This document addresses the complexities and challenges associated with finding and managing real estate information for residential purposes. It highlights that the search for properties, whether houses, townhouses, condominiums, or vacant land, involves numerous sources of information, including websites, social media, physical visits, and more. The abundance of data and factors to consider makes it a time-consuming and complex process for both property seekers and investors.

e. Existing realestate websites primarily focus on connecting buyers with available properties but do not offer comprehensive solutions for organizing and managing property information. As a response to this issue, the document introduces a real estate management system, combining mobile-based applications for collecting property data with a web-based application for backend services and property management.

IV. EXISTING SYSTEM

The system is developed for irrigation is on one way:

- System Software

Software is webpage its designed by using HTML, JavaScript, CSS, PHP, MYSQL

a. **HTML**: Hypertext Mark-up Language is the standard mark-up language used to create and design web pages. It provides the structure and layout for web content by using a system of tags and attributes to define various elements within a document.

b. **JavaScript:** JavaScript is mainly used as a client-side scripting language, meaning it runs within the user's web browser. It allows web developers to manipulate the HTML and CSS of a web page dynamically; enabling features like form validation, interactive maps, animations, and much more without requiring page reloads.

c. **CSS:** Cascading Style Sheets is a style sheet language used to describe the presentation of a document written in mark-up languages like HTML or XML. It controls the visual appearance of web pages, including layout, colors, fonts, and spacing. CSS separates the content of a webpage from its visual design, allowing developers to create consistent and visually appealing websites across different devices and screen sizes.

d. **PHP:** Hypertext Pre-processor, is a server-side scripting language widely used for web development. It is particularly well-suited for creating dynamic and interactive web pages and web applications. PHP code is executed on the server before the resulting HTML is sent to the client's web browser, allowing for the generation of dynamic content based on user input, database queries, or other external factors.

e. **MYSQL:** MySQL is an open-source relational database management system (RDBMS) that is widely used for building scalable and reliable web applications. It is known for its robust performance, ease of use, and strong community support.

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V. PROPOSED SYSTEM

The system is software components

a. **Google Chrome:** Google Chrome is a widely-used web browser developed by Google. It was first released in 2008 for Microsoft Windows and later expanded to other operating systems including macOS, Linux, iOS, and Android.

b. **Visual studio:** Visual Studio is an integrated development environment (IDE) developed by Microsoft. It provides a comprehensive set of tools and features for software development across various platforms and programming languages. Visual Studio supports a wide range of languages, including C#, C++, Visual Basic, F#, JavaScript, Typescript, Python, and more.

c. **Python:** Python is a high-level, interpreted programming language known for its simplicity, readability, and versatility. It was created by Guido van Rossum and first released in 1991. Python's design philosophy emphasizes code readability and a clean syntax, making it easy for developers to write and maintain code.

d. **Django:** Django is a high-level Python web framework that encourages rapid development and clean, pragmatic design. It follows the "Don't Repeat Yourself" (DRY) principle, which promotes code reusability and reduces redundancy. Django is open-source and free to use, maintained by the Django Software Foundation and a vibrant community of developers.

VI. METHODOLOGY

Phase 1: Project Planning and System Design: In this initial phase, the project team conducts extensive planning and system design activities. This involves defining the project scope, objectives, and requirements. The team identifies key stakeholders, creates a project timeline, and outlines the system architecture. The primary goal is to establish a clear roadmap for the development process and ensure that the project aligns with its intended goals.

Phase 2: Technology Selection and Setup: During this phase, the project team selects the appropriate technologies and tools needed for the development of Home Sharing. This includes choosing the programming languages, development frameworks, and database management systems. The team also sets up the development environment, including the configuration of servers and databases, to create a solid foundation for the project.

Phase 3: Computer Vision Integration: One of the unique aspects of Home Sharing is its integration of computer vision technology. In this phase, the team works on integrating computer vision algorithms and libraries into the system. This technology enables features such as property image recognition and analysis, allowing users to upload images of their properties for listing and analysis.

Phase 4: Face Recognition Implementation: This phase focuses on implementing face recognition capabilities, which enhance security and user verification within the Home Sharing platform. Users may be required to upload identification documents and photos to ensure the safety and reliability of transactions. The team works on integrating face recognition algorithms and implementing user verification processes.

Phase 5: Automation and Confidence Threshold: Automation is a key element in Home Sharing's efficiency. The team develops automated processes for property listing, booking management, and user interactions. Additionally, a confidence threshold system may be implemented to ensure the accuracy and reliability of computer vision and face recognition features. Users can have confidence that their transactions and interactions are secure and accurate.

Phase 6: Web Portal Development: The heart of Home Sharing is its web portal, where users can interact, list properties, make bookings, and manage their accounts. During this phase, the team meticulously designs and develops the front-end using HTML, CSS and JavaScript. This ensures an attractive, responsive, and user-friendly interface that provides an intuitive experience for both property owners and tourists.

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Phase 7: Additional Features and Investigation:

In this final phase, the team explores additional features and conducts thorough testing and investigation. Any potential enhancements or optimizations are identified and implemented. The team also ensures that the platform is user-tested for usability, security, and performance. This phase marks the final preparations before the Home Sharing platform is ready for launch. Overall, the development methodology for Home Sharing is a systematic and phased approach that combines cutting-edge technologies, user-friendly design, and advanced functionalities to create a robust and efficient online real estate platform tailored for tourism purposes. Each phase plays a crucial role in achieving the project's objectives and ensuring a seamless experience for users.

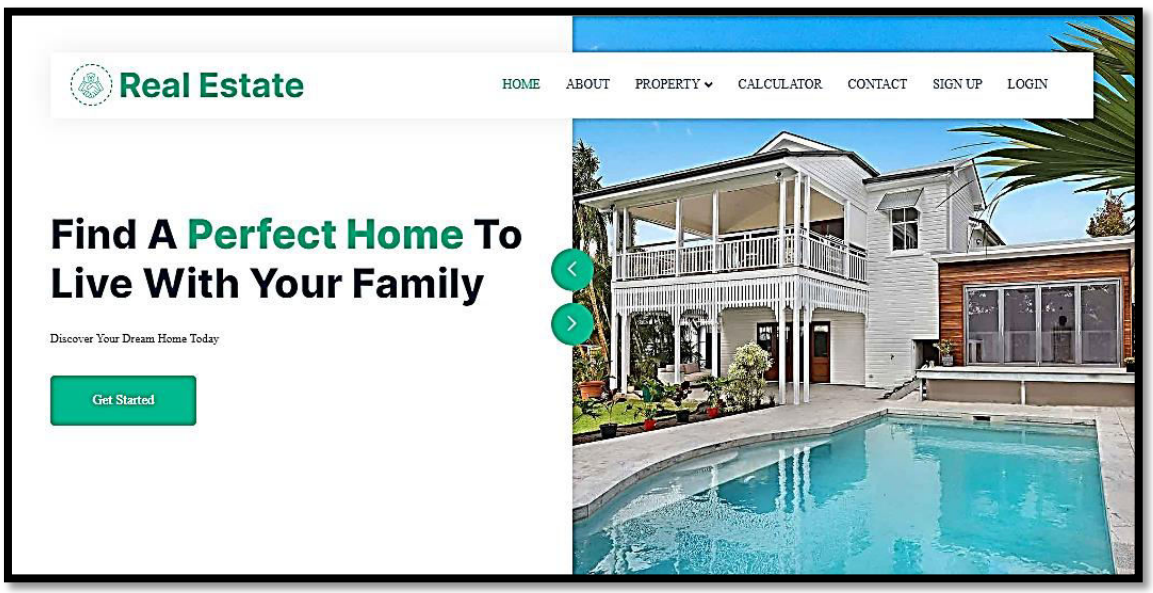
VII. OBJECTIVES

a. Provide users with an easy-to-use interface to search for properties based on location, price, size, amenities, etc.
b. Showcase properties with high-quality photos, videos, and detailed descriptions to attract potential buyers or renters.
c. Providing valuable resources like mortgage calculators.
d. Make the website user-friendly and accessible on all devices.
e. Help users find properties they are interested in quickly and easily.
f. Ensure the website is responsive and accessible across various devices to cater to mobile users.

VIII. CONCLUSION

In conclusion, the "Creating Real Estate Website" project has successfully introduced the innovative lodging platform, Home Sharing, designed to revolutionize the tourism and real estate sectors in an undisclosed country. Unlike conventional real estate websites, Home Sharing takes arefreshing approach by acting as an intermediary that connects property owners and travelers, simplifying the process of finding suitable and budget-friendly accommodations. With a carefullychosen technology stack, encompassing HTML, CSS, JavaScript and MySQL, the platform ensures a seamless and user-friendly experience for both property owners and travelers. By addressing the growing demand in the tourism industry and providing an intuitive and attractive user interface, Home Sharing is poised to make a significant impact, enhancing theoverall travel experience for visitors to the undisclosed country.

IX. RESULT



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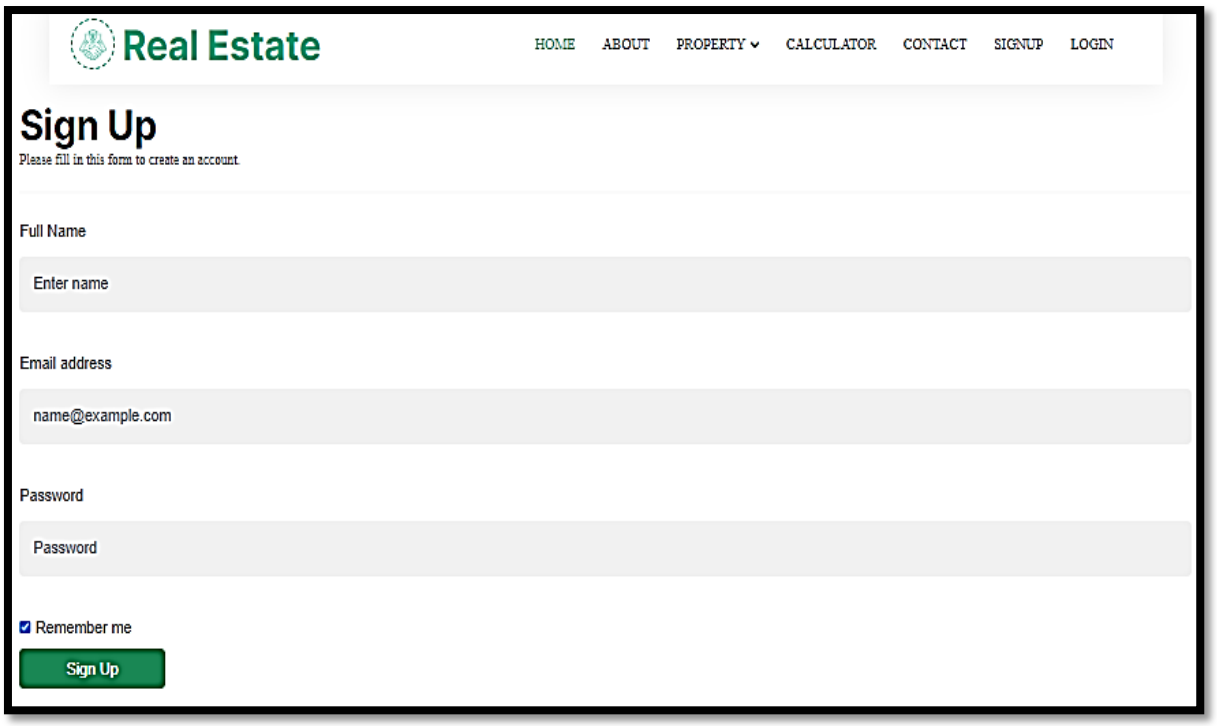

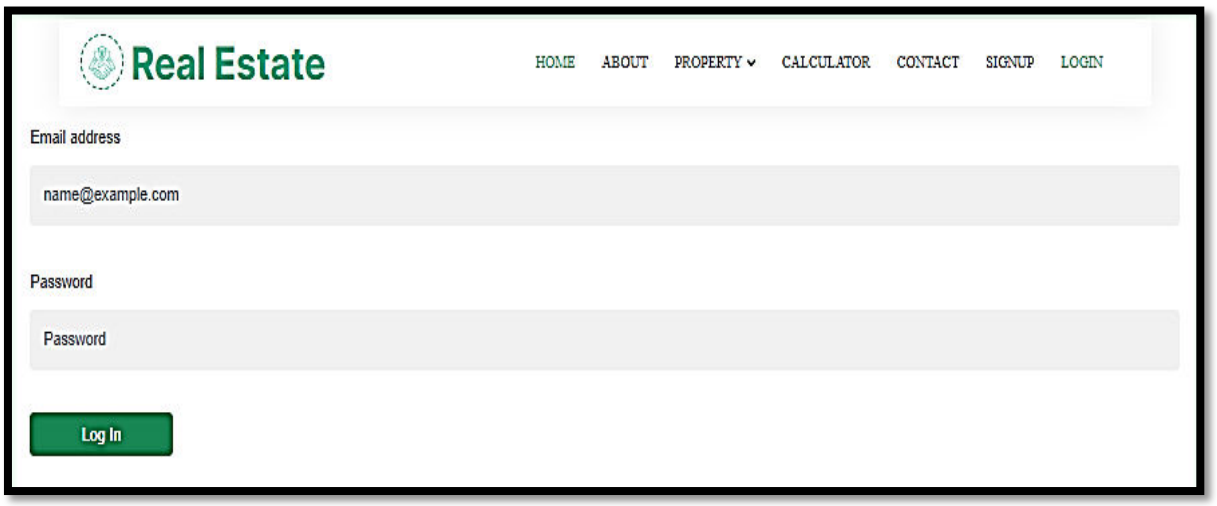

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