Dreamland Application

Roopa G.K

Assistant Professor, Department of Computer Science and Engineering, VCET Puttur, Karnataka, India

***Abstract*—The paper entitled 'Dreamland Application' is an innovative system aiming at developing the real estate base across the state. As on today the real estate operations takes place only in and around major cities. This application envisages to extend the scope of real estate business to other smaller towns. This will evince interest in investors to focus on other potential areas of operation with the more number of people trying to enter the field resulting in better growth of the business.**

Seller has the facility to advertise his/her location and features of the property. The application will also touch upon the extended area of real estate operation such as sale, rental, lease and paying guest accommodation. This is user friendly and can be operated by common public. The application developed will solve many drawbacks of the real estate business

I. INTRODUCTION

Real estate is a business, not a profession. This application is designed to attend all needs from buying, selling or renting of property in Karnataka. This application helps in maintaining good relationship between buyers and land owners. This constitutes two major components-property developer and purchaser. We provide multidimensional information so as to bring two components of business under one roof. We will provide a new approach to our valuable users to buy or sell and to add their properties for buying or selling.

The user can view the application based on the desired location. Buyers can advertise their property for buying or for selling. Our software will also shield the customer by providing the review of the properties. We ensure that the user can find his dream property using this application and we are focused to help users make a wiser property decision, as a buyer or a seller.

II. LITERATURE SURVEY

Years ago, the real estate business involved the intervention of the mediator. Due to this, there was considerable difference in the cost of the property. It also involved lot of efforts from customer side in terms of traveling expenditure. As the trend in the use of internet increased, it favored a part of the real estate business to be performed online.

In real estate business, the difference of Company real estate in different industries was carried out through comparative analysis of all the data. Here the regression model based on the data was developed using empirical analysis methods. This method depicted that why there are a plenty of non-real estate companies holding the real estate asset as investment, even for some non-real estate companies, real estate asset have been their largest asset projects.[1]

The real estate is influenced by global e-commerce trend like other trades. In order to solve the problem of high vacancy rate of commodity apartment on the real estate market at present and better meet consumer's demands, it requires the property firm be devoted to making the real estate combine with e-commerce and take the road to industry's innovation [2].

III. COMPARING WITH THE EXISTING SYSTEM

Even though we are living in the internet era, few of them still follow the traditional way of approaching dealers. In this system, the customer will not get clear picture about the property. There is a possibility of dealer the favoring a particular property for his own profit. Consulting dealer involves a huge amount of traveling which is very much time consuming. The traveling from place to place can also cost a lot to the buyer. Also the dealer can deceive the buyer and takes a big margin as commission. Nowadays a major part of real estate business is performed online. This application will signal the end of middleman and create a sense of security between the buyer and seller. This is user friendly and can be operated by common public

IV. PROPOSED SYSTEM

The proposed system provides an efficient interface for searching property based on user requirement. This system focuses on providing desired land for a particular customer. It helps to build a direct communication between the owner and purchaser. The system facilitates in updating data that was previously stored in the database. It is also helpful for builders, as they can post and edit the information of their property. It provides details about various aspects of particular property.

V. SYSTEM IMPLEMENTATION

Dreamland application aims to provide all necessary features of real estate business such as buying or selling a property, renting of the property etc. The admin is responsible for the maintenance of the system.

The design of the system is divided into two modules:

i) Admin module

The admin becomes the nucleus of the transaction and monitors the activities performed by all the users. The user accounts will be approved by Admin. Once the admin

approves, a notification will be sent through mail. When a user tries to add a property he/she will have to submit the required details and documents to the admin. The admin will then verify the property and then adds it into the website.

The comments and queries posted by the user will be monitored by the admin. Admin will provide interface to the property developer to promote his property. Admin is also responsible for maintaining the activities performed by the user. If the admin receives any specific requests from the customer, he forwards the request to all the property developers.

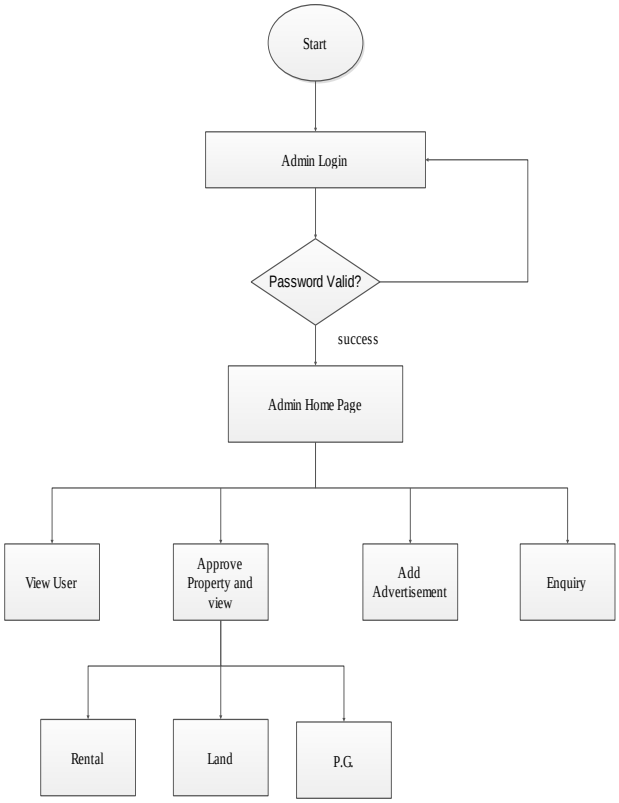

Figure 1: Admin Flow Diagram

ii) User module

First the user needs to sign up into the website. Then the admin will approve the user and a notification will be sent to the user through mail. Now the user can explore the website having an access that a registered user usually has. Suppose the user is a seller, then he/she has to choose an appropriate category and can fill the required details to add the property. These details will not be visible to other users unless the admin approves that particular property. The seller can then update the information of a particular property. He/she can also post advertisements by contacting the admin.

If the user is a buyer he/she can view all the required details for buying. He/she can also post comments and queries to admin which will then be visible to the users.

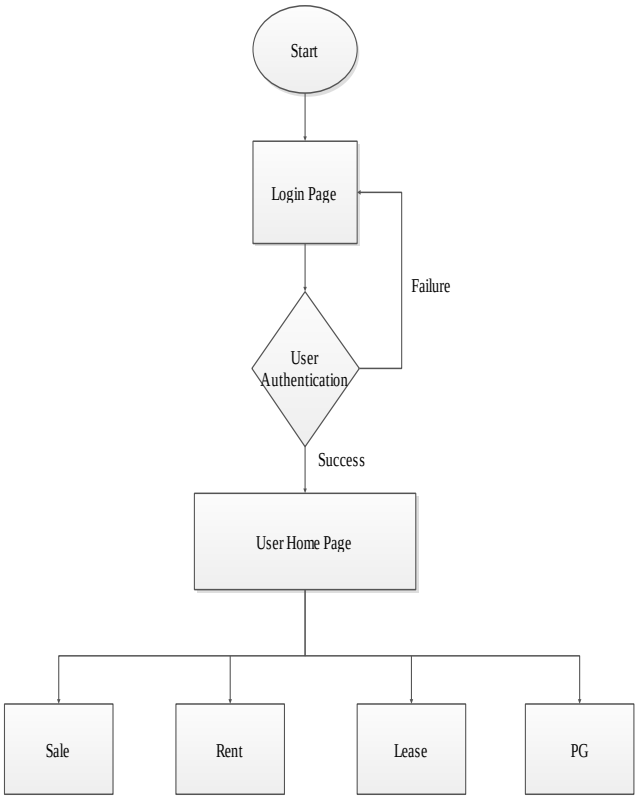

Figure 2: User Flow Diagram

VI. FUTURE SCOPE

There is a vast scope for developing this system. This could be modified and improvised so that it will serve large section of this society. Further working on this system may clean up flaws and may provide a full proof system. This application will be a transformative agent in the present system. Stakeholders will personally know what is happening in the business. Business is changing so rapidly and what worked for last 20 years will not work for the next 20, and people need to understand what will happen in the future to the business. The successful application of this app will completely change the trajectory of real estate business in India.

VII. CONCLUSION

The project entitled 'Dreamland Application is an effort to enlarge the scope of real estate business. It has the intention of bringing buyer and seller in one platform so as to have healthy pricing and better relationship. From a proper analysis of positive points and its constraints it can be safely concluded that the system will be well accepted by people. This will establish better connectivity and transparent transactions. This application will signal the end of middleman and create a sense of security between the buyer and seller.

This is user friendly and can be operated by common public. In conclusion we can say that the application developed will solve many drawbacks of the real estate business.

REFERENCES

[1]. Xuan, Wang, Li Yi-chun, and Queena Guo. "*The relationship between company real estate and stock market performance: Empirical analysis from China*." Management Science and Engineering (ICMSE), 2013 International Conference on. IEEE, 2013.

[2]. Zan, Lv. "*Analysis of the development of real estate e-commerce*."E-Business and E- Government (ICEE), 2011 International Conference on. IEEE, 2011.

[3]. Ian Somerville, *"Software Engineering"*, 8th Edition, Pearson Education, 2007.

[4]. Michael Blah, James Rumbaugh, "*Object-Oriented Modeling and Design with UML"* 2nd Edition, Pearson Education, 2005.

[5]. Robert W. Sebesta, "*World Wide Web"* 4th Edition, Pearson Education, 2008