

Apartment Management System

Venkatesh. R¹, Syed Abdul Irshad. J², Sathish Kumar. R³, SreeSabarisan. S⁴

^{2,3,4}Dept of Computer Science and Engineering

¹Assistant Professor, Dept of Computer Science and Engineering

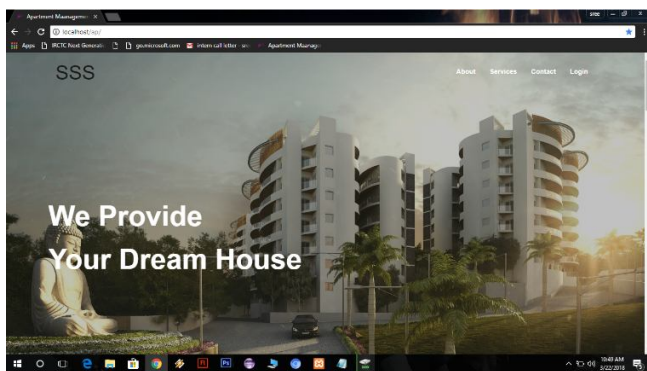
^{1,2,3,4}Sri Shakthi Institute of Engineering and Technology, Coimbatore

Abstract- *There are so many different websites that provide services for booking of an apartment, but these websites are confined to the area of websites are to a particular location. Any person travelling to a new place shall not be able to find an apartment of his choice. For such cases we have come up with a website that works as a network for all apartments covering a very vast area.*

Keywords- apartment, management, geolocation, flat, Property, Rental house.

I. INTRODUCTION

The apartment management system is a system that helps us to search and find a large number of apartments anywhere around us. In apartment management system, any random user can login with a one time username and get details of all apartment and can choose to book any apartment of one's choice. The user can simply choose to take up an apartment for rent for a certain period of time or can buy that apartment. He/she can also continue benefitting the services of this system even after enter into the apartment. He/she can directly contact the owner/admin and also can lodge complaints or give feedbacks through this website.



II. EXPLANATION

Xamp server is used in this project. There are 5 main modules who can also be known as the working components of the project. They are Superadmin, Admin, Employee, Renter, Owner. Let us see about each module one by one describing their activities, duties and their responsibilities.

Owner, is the actual propertier of the existing lands or apartments in construction. He owns them financially for commercial purposes. He might have a number of apartments in his name in various locations. An apartment management system might have a number of owners.

Renter, is the direct customer of the apartment management system. He can use the services in various ways. He may simply visit the website to get details of the apartments available, or get various information on them or he could book an apartment or just rent them.

Employee, is an individual who works for the apartment system for remuneration. He might be entrusted with services such as

Admin, is an individual who is responsible for a particular building in an area. He actually handles all the activities, including conduction of regular meetings, error handling, building issues. He actually gets the apartment from the owner and performs his works for him.

Superadmin, is also an individual who supervises over all the other admin. An admin may be confined to a certain location or to a number of apartments. But a superadmin has control over all the apartments of the management system and may have client link with a large number of owners in a vast location spread over a wide area.

III. IMPLEMENTATION

There exists a global positioning system that is used to determine the present location of available apartments in the localities. Any user using this feature can easily find out the location of all available apartments near him and he can choose

IV. ADDITIONAL FEATURES

We have introduced a dynamic system, through a server, where the text we upload will then be fetched by our application. .

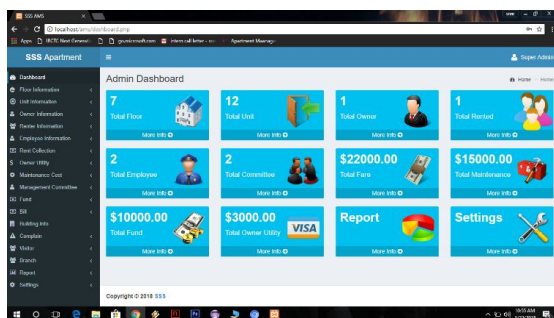
This is entirely managed by creating a PHP file on the server which is then fetched through a text component inside the Unity editor.

For instructing the users with their current location inside the campus and also all the locations can be selected using buttons which are inside a Canvas component, all the UI elements are customized and are used to show out information and change scenes or change animations based on button click.

V. COMPOSITION

C# is the scripting language used to achieve this entire application's completion, from 'detect and change scene' to 'click and change scene' everything is controlled using these scripts.

A 3D model of our institution is provided with a 3D model of a person and an animator controller to move him based on selected locations are present.



VII. CONCLUSION AND FUTURE IMPLEMENTATION

This Project would help a large number of real estate people and also commercial people who would like to find an apartment with their details in a very short time along with effective time. This idea could be more reachable to users if it were to be developed as a mobile application, which would be the next upcoming advancement

REFERENCES

- [1] Property Management system wiki - http://en.wikipedia.org/wiki/Property_management_system
- [2] Facility Management system wiki - http://en.wikipedia.org/wiki/Facility_management_system
- [3] PHP object, patterns, and practice by Matt Zandstra
- [4] PHP cook book by Adam Trachtenberg
- [5] Javascript: The definitive guide by David Flanagan

- [6] java script patterns by Stoyan Stefanov
- [7] High performance Java script by Nicholas c. Zakas
- [8] Douglas crockford – Javascript: The Good parts
- [9] Elizabeth Castro – HTML for the World Wide Web
- [10] Peter Lubbers – Pro HTML5 Programming Powerful APIs for Richer Internet Application Development