



Creative Scrapyard Web Application

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Abstract: *The Creative Scrapyard is an e-commerce website that aims to be a platform where people can sell their old and scrap project. From our website, an artist can buy those scrap item and customize that scrap items to make useful and decorative items. These creative items can be sold on the website again itself and other people can buy these items. It helps people in to earn by selling their scrap, it help the artists to buy stuff on the cheap rate and earn money by showing their creativity on it and make the world a better place by recycling old items. It can assist the user to concentrate on their other activities rather to concentrate on the record keeping. Thus, it will help organization in better utilization of resources. The organization can maintain computerized records without redundant entries. That means that one need not be distracted by information that is not relevant, while being able to reach the information. The aim is to automate its existing manual system by the help of computerized equipment's and full- fledged computer software, fulfilling their requirements, so that their valuable data/information can be stored for a longer period with easy accessing and manipulation of the same. Basically the project describes how to manage for good performance and better services for the clients..*

Keywords: Creative Scrapyard

I. INTRODUCTION

Now-a-days, people are using e-commerce websites at a very large scale in order to take the advantages of their services. There are lots of advantages for using e-commerce website like availability, Faster buying process, Store and product listing creation, Cost reduction, Affordable advertising and marketing, Flexibility for customers, No reach limitations, Product and price comparison, Faster response to buyer/market demands, Several payment modes. Our proposed system is providing some different services which the common e-commerce website doesn't provide, subsequently, our proposed system is creative scrapyard web application which works in the way that a user can sell the scrap material on the website and the creators can buy that scrap item and then after modifying that item can sell it back on the same website. Our website is divided into two main sections: Creative Store and Scrapyard. A user can sell any of his useless things or scrap items on the platform by creating an item, this will be displayed in the scrapyard section of the website.

II. LITERATURE REVIEW

Creative Scrapyard is an e-commerce website that aims to be a platform where people can sell their old or scrap items. From this website, an artist can buy those scrap items and customize that scrap items to make useful and decorative items. These creative items can be sold on the website itself and other people can buy these items. It helps people to earn by selling their scrap, it helps the artists to buy stuffs on cheap rate and earn money by showing their creativity on it and it will also promote the initiative of #VocalForLocal and make the world "a better place" by recycling old items.

- **Recycling:** Recycling is the process of converting waste materials into new materials and objects. It can also prevent the waste of potentially useful materials and reduce the consumption of fresh raw materials, reducing energy use, air pollution (from incineration) and water pollution. As a fact The World produces 2.12 billion TONS of waste every single year.



- **Found Materials:** The Scrapyard Challenges look to the materials collected and found in a particular place as the starting point for the projects. Each workshop attempts to incorporate locally-specific elements of the location where the workshop is held into the experience. (For example, the first MIDI Scrapyard challenge was held in an abandoned warehouse where the junk collected on-site served as the raw materials for the workshop.) Found materials can be seen as a question for the participant, which must be answered through response to the specific affordances and design constraints suggested by the object

III. PROPOSED SYSTEM

Our website is divided into two main sections: Creative Store and Scrapyard. A user can sell any of his useless things or scrap items on the platform by creating an item, this will be displayed sections of the website. A user who is an artist can sell his own creative sections of the website. A user can also buy scrap items and can customize it to turn it into something useful and decorative stuff and can sell it on the creative store with value addition. A user can buy these creative and decorative items from the creative section. Badges like the best artist of the month, best scrap seller of the month, creator of the month, etc. will be assigned to the users whose items are sold more. The categories of creative items are based on the usage of the items , for example Home Decor, Jewelleries, Lifestyle etc and the categories of the scrap items are based on the material used in that items like wood, rubber, metal, glass, paper, etc, so that a user can easily search items he/she is looking for. In conclusion, our system promotes recycling by providing a platform for artists and designers where they can buy old items or scrap items at cheap rates and recycle them to create usable things.

IV. METHODOLOGY

A user can sell any of his useless things or scrap items on the platform by creating an item, this will be displayed in the scrapyard section of the website. A user who is an artist can sell his own creative items like arts, crafts, and customized material by posting them on the creative section of the website.

A user can also buy scrap items and can customize it to turn it into something useful and decorative stuff and can sell it on the creative store with value addition. A user can buy these creative and decorative items from the creative section. In our systems we are having three entities that are admin and users.

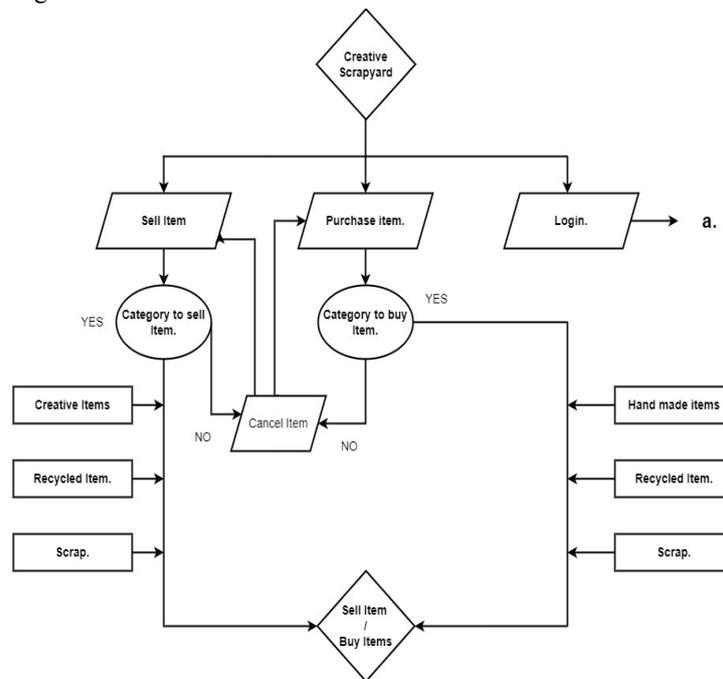


Fig 1: Data Flow



Admin can add user, delete user and have the access to modify the products. Users can sell their products by adding them to the web portal and can also delete and modify them. A user can be the person who want to sell their scrap items or may be the artist. A system administrator is a person who is responsible for the upkeep, configuration, and reliable operation of computer systems especially multi-user computers, such as servers.

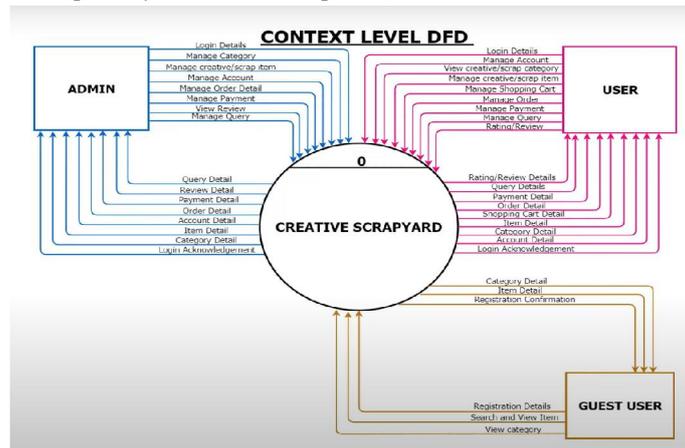


Fig 2: System architecture

V. CONCLUSION AND FUTURE SCOPE

From our work, we conclude that If someone don't have an e-commerce website or online store to sell your products then they are lacking behind years. We are living in a world where one can buy or sell anything on the internet and even the scrap material and that's what our project is. people sell their scrap material and creators buy them and then sell them back on the same website after making it creative and help them to earn money.

E-commerce is having a great time and even heading towards a great future too. Several user-friendly coding techniques and technologies are adopted to make it work which we have discussed. I suppose our website will help in making this world a better place by recycling old items

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