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E – Home Service

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Abstract: - Now days, there are many problem in real time Home Service like Plumbing, Furniture, Electric, etc. The local area worker, those who are famous and easily get the work on bases of contract don't work for small home service and if they do so then they do not work on given time/day . And even they take high charges on small works. Even there are workers in the area that don't get work and are always in search of work. Those worker who have creative in their work and can do work at the low price and less time. To solve the problem of the people and even to the unemployed people we are implementing an E- Home Service Web Application for the customer and worker so that people get their work done for small home services and workers get some wages for that. It is web application that can be accessed by the customer and workers both. In this project, the customer will post the work of their house. The worker would look at it and give their according charges with all details that would need to complete the work done. The worker can bid on the services which are posts by the customers. And if the customers like the worker offer than there could be the interaction between the customer and worker with chats. For all this there will be verification of the customer and worker by uploading live capture photo and then it will be verified by document upload by them, so its goanna be safe and secure connection between customers and workers. The same person has to work for they had been chosen and no other person is send to do work on that agreement the worker would be registered. After completion of the work, worker and customer both can define their work on the web application. Even customers can give rating to the workers so that ratings can help other customers to know about the work of worker. Hence the web application would be totally secure, safe and very fruitful for the customers and the unemployed workers for home services.

Keywords:- Service Type, Home Service, Handover On Time, Local Area Service, Home Service Provider

I. INTRODUCTION

When someone need aid with small but major house Service tasks, the trouble arises when service skilled persons are unavailable or the trusted providers are impossible to find, who delivers consistently flawless service on instance.

Our E- Home Service provides the most expedient and annoys free way to get your domestic work done. We aim to help in providing optimal solutions to all your house problem troubles with more efficiency, ease and majorly, a delicate touch. A single click system describes booking highly skilled in-house professionals and gets your service done on time. 'Customers' overall willingness to pay is significantly and positively correlated with the expectation that fee-based services would be better, and with the belief that "pay for what you get" is the right thing to do.

Keeping that in sense our proposed system is basically a marketplace for house services and it is the platform where the rates were standardized and there is no necessitate haggling over prices. Several aspects like painting, pest control, home cleaning, plumbing, electrical works and carpentry services are involved in a system to provide happy and healthy home atmosphere in order to satisfy consumers.

II. OBJECTIVES

The primary objective of the online system for house services is about delivering the home services at the door step just by one click. This paper discusses about main theme of the online home services. Online system for household services can be used by any authorized user intending to seek for household services through an ingenious web based system or a mobile application. To provide an authenticated and authorized login module for the users such as service seekers, service providers and the admin, by providing appropriate credentials at the time of registration. To develop a web based online system for Home services and to develop an identical mobile application for services. To design a interactive User Interface for seeking services on the go. To provide a secured online payment gateway for service seekers. To acknowledge the conformation of services by the users.

III. SYSTEM REQUIREMENTS

A. Software Requirements

Table 1
Software Requirements

SERVER SIDE	Operating System	Windows
	Application software	Android Studio, Firebase
	Database	Firestore
CLIENT SIDE	Operating System	Android

B. Hardware Requirements

Table 2
Hardware Requirements

SERVER SIDE	A hosting service based on cloud from One Site (Firestore) is Free.
CLIENT SIDE	Any Android Device

IV. SYSTEM DESIGN

A. System Tools

Major Tools used in our system.

Android Studio:-

Android Studio is the official integrated development environment (IDE) for Google's Android operating system, built on JetBrains' IntelliJ IDEA software and designed specifically for Android development. It is available for download on Windows, macOS and Linux based operating systems or as a subscription-based service in 2020. It is a replacement for the Eclipse Android Development Tools (E-ADT) as the primary IDE for native Android application development. Android Studio was announced on May 16, 2013 at the Google I/O conference. It was in early access preview stage starting from version 0.1 in May 2013, then entered beta stage starting from version 0.8 which was released in June 2014.

The first stable build was released in December 2014, starting from version 1.0. On May 7, 2019, Kotlin replaced Java as Google's preferred language for Android app development. Java is still supported, as is C++.

The following features are provided in the current stable version:

Gradle-based build support

Android-specific refactoring and quick fixes

Lint tools to catch performance, usability, version compatibility and other problems

Pro Guard integration and app-signing capabilities

Template-based wizards to create common Android designs and components

A rich layout editor that allows users to drag-and-drop UI components, option to preview layouts on multiple screen configurations

Support for building Android Wear apps

Built-in support for Google Cloud Platform, enabling integration with Firebase Cloud Messaging (Earlier 'Google Cloud Messaging') and Google App Engine

Firestore Real time Database:-

Store and sync data with our NoSQL cloud database. Data is synced across all clients in realtime, and remains available when your app goes offline.

The Firestore Realtime Database is a cloud-hosted database. Data is stored as JSON and synchronized in realtime to every connected client. When you build cross-platform apps with our iOS, Android, and JavaScript SDKs, all of your clients share one Realtime Database instance and automatically receive updates with the newest data.

The Firestore Realtime Database lets you build rich, collaborative applications by allowing secure access to the database directly from client-side code. Data is persisted locally, and even while offline, realtime events continue to fire, giving the end user a responsive experience. When the device regains connection, the Realtime Database synchronizes the local data changes with the remote updates that occurred while the client was offline, merging any conflicts automatically.

The Realtime Database provides a flexible, expression-based rules language, called Firestore Realtime Database Security Rules, to define how your data should be structured and when data can be read from or written to. When integrated with Firestore Authentication, developers can define who has access to what data, and how they can access it.

The Realtime Database is a NoSQL database and as such has different optimizations and functionality compared to a relational database. The Realtime Database API is designed to only allow operations that can be executed quickly. This enables you to build a great realtime experience that can serve millions of users without compromising on responsiveness. Because of this, it is important to think about how users need to access your data and then structure it accordingly.

V. SYSTEM MODULES

Registration Module:-

Customers who want to avail our services are invited to register for a free account in our with Application few simple steps, by providing valid credentials a customer is requested to confirm account creation. Once they are done with registration. Now a customer is free to use our services when they are done with account verification.

Service Module:-

When customers want to schedule a service, they can do it by logging in to their account. The Application is specialized with an interactive user interface which provides attractive way of booking a service, where customers are requested to provide the details about the services required. If required customers are asked to upload the pictures of their particulars, if they are confused with any of the services. When done, posting Work they can interact with worker for booking service, the request is submitted and it is directed to payment page for the payments to be done.

Payment Module:-

Further process is preceded to the next module where the customer needs to pay for the services. It is done through an external payment gateway which guarantees a secure and safe transaction. Once the payment is done, a confirmation acknowledgement is forwarded to the user about all the details of services and also an onsite confirmation is displayed on the Application. When the service is booked and confirmed, service men from our Worker will reach you to deliver the service.

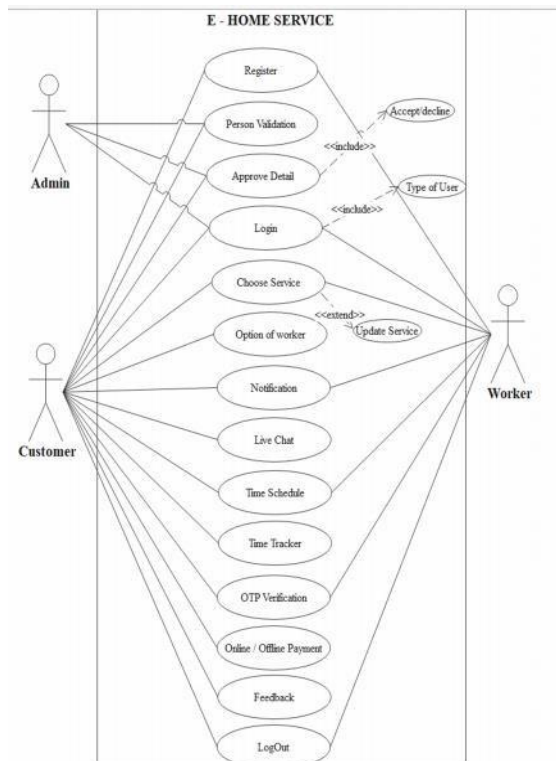
VI. USE CASE DIAGRAM FOR THE PROPOSED MODEL

The Proposed system involves three actors which include a Admin, Worker, and a Customer. Admin has the beginner rights to access and modify the Application where he/she needs to login to do so. Then next to admin comes the customer who wants avail our services should precede with the registration and login process.

If required a customer can upload a file that describes about the works. Once the request has been done then he can forward it to payment process and to confirm work after the work has been done a customer can rate the worker. At last a Worker who is the one who provides a service, where they should also go with the registration and login process and they should proceed with files uploaded and once the work is confirmed they are intimated to provide the service and when done after work if the customer is unsatisfied with it based on the customers review if required they should provide the re- service.



Figure 1: Workflow of Proposed Model





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VII. CONCLUSION

To reduce burden in finding in-house solutions for the services Worker, the proposed system provides several services by Worker specialists at your doorstep using mobile application. A systematic mobile environment to system clients offers. Ease in accessing our services in a more comfortable way. We will make your all home services like Plumbing, Gardening, Electrician, Carpenter, Electronic technician, Painter, Welder, Contractor, and Mechanical, etc. This all service to be done in a click anytime from anywhere as easy as available.

VIII. FUTURE SCOPE

The online house services application provides some of the home services which are most frequently used. This system accommodates the changing needs of the end user. In Further this application can be prolonged by merely adding up the required services, tracking system and additional payment systems.

In which can track the worker and worker can track the costumer address. So that they can easily contact and another one thing which we will add is that the online payment services like Google pay, Paytm, PhonePay, etc.

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