**CHAPTER SIX**

**FINDINGS AND CONCLUSION**

**6.0 INTRODUCTION**

Findings and conclusion concerns itself with all the information gathered including facts and figures compiled to fulfil the objectives of a research or the development of a project as well as the illations drawn from the findings. Also included is the principal results of a research project as well as what the project suggested or indicated and the interpretations of the relevance of the findings of a project.

This final chapter will consist of findings and conclusion. This will include summary of various problems faced in the development of the system, achievements and challenges, recommendations as well as enhancements that can be made to the system in future.

**6.1 SUMMARY OF PROBLEMS**

Every research or project has challenges and this project is no exception. A number of problems were encountered during the development of the project. Mobile Money payment is a major payment platform in Africa and my goal was to integrate it into this project to easy payment for users. These major mobile money networks don’t provide an API for developers to interface other apps to use these services. There are third party companies that provide API but in only few programming languages like PHP and Java. I used the Python programming language to develop this project but all the effort to use this API’s was not successful because there was no API for the language. I made an effort to contact them but all of them said there was no API for the Python programming language. Because of this, I had to use PayPal as the only payment gateway to accept payments for both debit and credit cards.

The above were basically the problems encountered while working on this project.

**6.2 ACHIEVEMENTS AND CHALLENGES**

**6.2.1 ACHIEVEMENTS**

Through dedication, determination, effort, skill and hard work a number of successes and achievements were achieved these are stated below:

* Working alone has helped me to develop new skills like completing a project within a specific time. I used to do a lot of side projects but never finished any of them but this project has taught me to break-up projects into smaller pieces and accomplished them within a specific time.
* The development of the project required the use of a Python framework known as Django and also a database known as Postgresql which was my first time of using them but I was able to learn and use it for the development of the project. This have therefore helped me to enhance my knowledge and programming skills.
* Implementing the online shop in twenty different languages was the ultimate goal for this project. This is an achievement because the main motivations for undertaking this project included making online shopping easy for shoppers and shop owners. By means of internationalization and localization that problem is tackled.

**6.2.2 CHALLENGES**

Although the development of the project was a success, a number of challenges were encountered as well because every research or project has challenges and this project is no exception.

These include:

* One of the challenges faced was to complete the project on time. This is as a result of the fact that I had to make time for classes, mid-semester exams, final examinations and also for developing the project.
* Implementing the Mobile Money Payment system was the biggest challenge of this project. This was very difficult from the onset because there was no API’s for the Python programming language.

**6.3 RECOMMENDATIONS**

Recommendations involve additions, suggestions or courses of actions that could be added to the project in the future.

Some recommendations for the system include:

* The project is purely web-based hence we recommend that a mobile version could be developed to make it more convenient for users to use especially now that mobile devices are abundant.
* Another recommendation is that more payment options should be added especially for the mobile money section. We have options only for either debit or credit cards hence limiting those who can use the application.
* Adding multiple currencies for user to choose their currency of choice before they start shopping is one recommendation for future works.

**6.4 FUTURE WORK**

In future, I hope to delve more into the integration of Mobile Money payments. This is because the payment aspect of the system does not offer this to the user. The hope is to expand the choices available to the shoppers. Also, I hope to add multiple currency to make users choose the currency of their choice before they start shopping.

**6.5 CONCLUSION**

This chapter highlighted the problems encountered, achievements and challenges faced during the development of the entire project and also provided recommendations for others who will like to work on a similar project. I also talked about changes I like to make to the system in the future.

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