

THE PROJECT ENTITLED

“MOBILE SHOPPING”



**A PROJECT SUBMITTED TO
HNB GARHWAL UNIVERSITY , SRINAGAR
(UTTARAKHAND)
IN PARTIAL FULFILLMENT FOR THE AWARD OF THE
DEGREE OF**

**BACHELOR OF SCIENCE
IN
INFORMATION TECHNOLOGY
BATCH 2014-17**



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STUDENT DECLARATION CERTIFICATE

We hereby declare that the work , which is being presented in the project entitled “ MOBILE SHOPPING ” in partial fulfilment of the requirement for the award of BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY degree in the session 2016 , in an authentic record of our own work carried out under the supervision of Mr.Abhijeet Kumar , HOD (IT) .

Dated:.....

M IOK0-P

SHILKI

WAIKHOM UMARJIT SINGH

That the above statement made by the candidate are correct to the best of my knowledge .

Supervisor

Mr. Abhijeet Kumar

HOD (IT)

CERTIFICATE

Certified that **SHILKI , WAIKHOM UMARJIT SINGH** has carried out the project work presented in this report entitled “MOBILE SHOPPING ” for the award of BSC IT from University under my supervision. . The report embodied is result of work and studies carried out by students themselves and the content of the report do not from the basis of award of any other degree of the candidates or to anybody else .

SHILKI

WAIKHOM UMARJIT SINGH

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SHILKI

WAIKHOM UMARJIT SINGH

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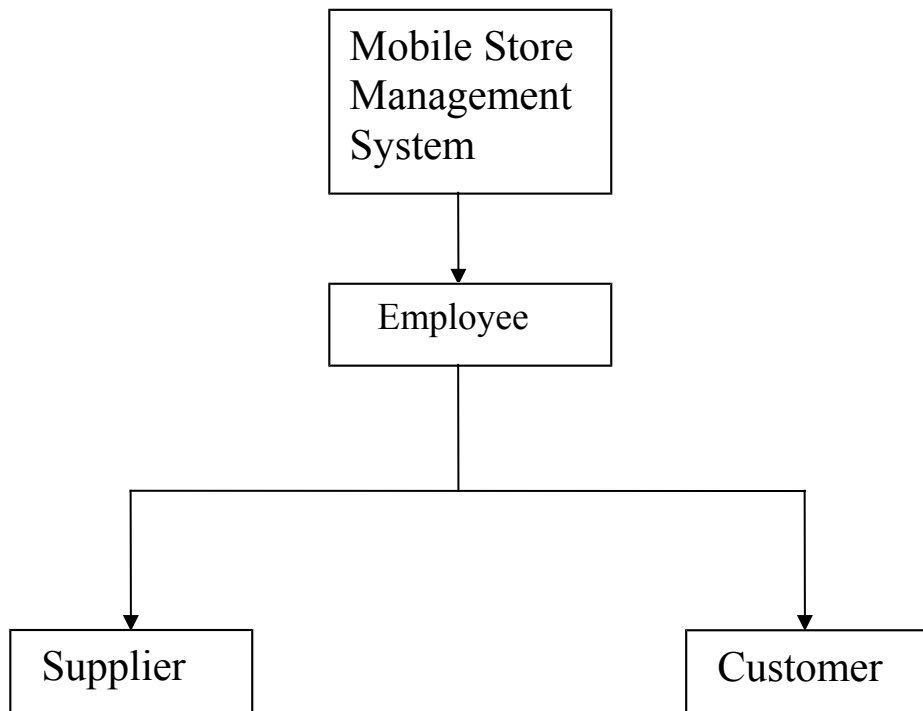
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Chapter 1

Preliminary Investigation

Organizational Overview

Organizational Chart



Description of System

In Mobile Store Management System use to maintain their sales detail in files and folders. They use to keep the record of product sold, Customers, Suppliers, etc in a register. A daily register is maintained to keep track of complaints.

Preparing report is very time consuming and tedious task. For searching of single record, whole register is to be searched which is very time consuming task.

Limitations Of Present System

- ❖ As mentioned above most of details are maintained manually. Due to this the data retrieved is time consuming. Due to human calculation errors occur.
- ❖ Even when the data is maintained on spreadsheet inconsistency occurs as an order might be missed or wrongly entered or twice.
- ❖ Data are stored in an excel sheet which takes a lot of time and data may be corrupted.
- ❖ As storage and exchange of data is achieved only by use of excel sheets which lack validation capabilities, there is always a risk of invalid, inaccurate or incomplete data being fed into the computer.
- ❖ Difficulty in managing multiple forms.
- ❖ Lack of security.

Proposed System

The proposed system is computerized and has been developed using advance language therefore it gives more facilities than present system. It provides quick access to any data. In this system user have to enter the data only once and then it get linked with all files. This reduces the workload of user and it is also a time saving process.

The information about any Subscriber can be easily retrieved. The system maintains all records easy.

Advantages of Proposed System:

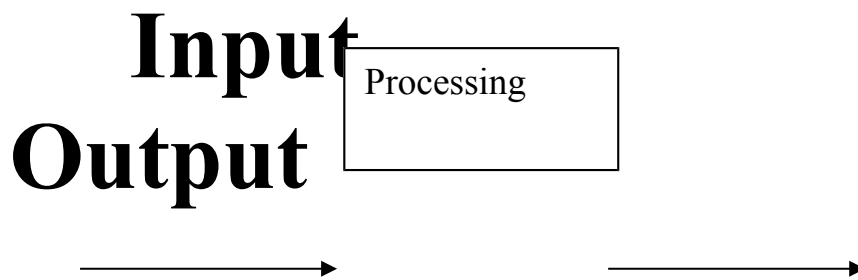
- ❖ All the information about sale, purchase will be maintain properly in this system.
- ❖ All manual calculation of sale or all the money management will be performed by the computer automatically.
- ❖ This system will provide timely report information.
- ❖ It will produce report for sale, bill information.
- ❖ The computer can hold amount of data in its storage device.
- ❖ The operation and speed of the computer is very high.
- ❖ We can calculate result and print any report within seconds.
- ❖ Any difficulties we can solve easily.
- ❖ A database application can be stored in computer effectively.
- ❖ It is very user friendly and easy to handle.

So the computerized system is more suitable than the manual system.

SYSTEM ANALYSIS AND DESIGN

Defining A System

Collections of components, which are interconnected, and work together to realize some objective, form a system. There are three major components in every system, namely input, processing and output.



Systems Life Cycle

The sequencing of various activities required for developing and maintaining systems in an ordered form is referred as Systems Life Cycle. It helps in establishing a system project plan as it gives overall list of process and sub-processes required for developing any system. Here, the systems life cycle will be discussed with reference to the development of Employee Management System.

Broadly, following are the different activities to be considered while defining the systems development cycle for the said project:

- Problem Definition
- Systems analysis
- Drawbacks of the existing system
- Systems Requirement study

- Data flow analysis
- Feasibility study
- Systems design
- Input Design (Database & Forms)
- Updating
- Query /Report Design
- Testing
- Implementation
- Maintenance

2.1 Problem Definition and Project Initiation

The first step in an initial investigation is to define the problem that led to the user request. The problem must be stated clearly, understood, and agreed upon by the user and the analyst. It must state the objectives the user is trying to achieve and the results the user wants to see. Emphasis should be on the logical requirements (what must be the results) of the problem rather than the physical requirements.

System Analysis

System analysis is a logical process; the objective of this phase is not actually to solve the problem but to determine what must be done to solve the problem. The basic objective of the analysis stage is to develop the logical model of the system using tools such as the data flow diagram and elementary data description of the elementary algorithm. The logical model is Subject to review

by both the management and the user who agree that the model does in fact reflect what should be done to solve the problem.

Analysis and development of the actual solution

A complete understanding of the requirement for the new system is very important for the successful development of a software product. Requirement Specification is the foundation in the process of software development .All further developments like system analysis; designing and coding will depend on how accurate and well documented the Requirement Specification are which is known as System Requirement Specification.

Project Overview

Product prospective

It will be able to manage information about different tutorial in more user friendly way. This system will manage tutorial information at various pages. User ID and password has been given to all the field in admin accounts so that they can enter their see by these information to login from admin and.

User Interface

- The system will be having user privileges based menu.
- User will have to select the options form the given menu.
- The system will be selecting desire tutorial information from database.
- The forms will be designed to enter the data.
- Buttons will be used to insert, delete, clear and modify the data.
- Buttons to exit from the forms.

Hardware

The minimum hardware configuration for implementation of this software project is –

- Processor
- Memory
- Hard Disk
- CD-ROM
- Keyboard
- Monitor
- Mouse

FEASIBILITY STUDY

This phase implies on the primary job of recognizing the problem. In this stage we define what the problem is and study the various inputs and outputs of the system. Recognizing the demands of the system and clearly defining the system must be the output of this phase of software development life cycle.

The output of the preliminary investigation phase is the input to this phase. This stage aims at analytical conclusions of developer. This phase implies at analyzing whether it is feasible on the part of programmer and for the user to build the system. The feasibility study is done in terms of resources such as economy, time etc. Moreover system requirements are also interpreted from the user and deductions are made.

A feasibility study determines whether the proposed solution is feasible based on the priorities of the requirements of the organization. A feasibility study culminates in a feasibility report that recommends a solution. It helps you to evaluate the cost-effectiveness of a proposed system.

The feasibility study is carried out to test if the proposed system is worth being implemented. Given unlimited resources and infinite time, all projects are feasible.

After performing a Preliminary Investigation, gathering and interpreting data and details concerning the project, a Feasibility Check is done which involves a series of steps to check the Technical, Financial and Operational feasibilities. During this phase, various solutions to the existing problems were examined. For each of these solutions the Cost and Benefits were the major criteria to be examined before deciding on any of the proposed systems. These Solutions would provide coverage of the following:

- (a) Specification of information to be made available by the system.
 - (b) A clear cut description of what tasks will be done manually and what needs to be handled by the automated system.
 - (c) Specifications of new computing equipment needed.
- A system that passes the feasibility tests is considered a feasible system. Let us see some feasible tests in my project.**

The implementation ability is in terms of logistics, resource availability, cost factors and time. We did two types of feasibility study.

❖ Economic feasibility

❖ Operational feasibility

ECONOMIC FEASIBILITY:

Economic feasibility can be established by cost /benefit analysis of the project while considering both the direct as well as the indirect cost against the tangible benefits. In software system intangible benefits are visible at the start & hence a system analyst must try to convert such intangible benefits into measurable derivatives of such benefits.

OPERATIONAL FEASIBILITY:

Operation feasibility is a measure of how people feel about the system. Operational Feasibility criteria measure the urgency of the problem or the acceptability of a solution. Operational Feasibility is dependent upon

determining human resources for the project. It refers to projecting whether the system will operate and be used once it is installed.

If the ultimate users are comfortable with the present system and they see no problem with its continuance, then resistance to its operation will be zero.

Behaviorally also the proposed system is feasible. A particular application may be technically and but may fail to produce the forecasted benefits, because the company is not able to get it to work. For the system, it is not necessary that the user must be a computer expert, but any computer operator given a little bit of knowledge and training can easily operate.

Our Project is operationally feasible since there is no need for special training of staff member and whatever little instructing on this system is required can be done so quite easily and quickly as it is essentially This project is being developed keeping in mind the general people who one have very little knowledge of computer operation, but can easily access their required database and other related information. The redundancies can be decreased to a large extent as the system will be fully automated.

Operational feasibility can be further divided into two types: -

- 1). Technical Feasibility (regarding implementation)
- 2). Usage/ Application Feasibility

1) **TECHNICAL FEASIBILITY:**

It is related to the software and equipment specified in the design for implementing a new system. **Technical feasibility** is a study of function, performance and constraints that may affect the ability to achieve an acceptable system. During technical analysis, the analyst evaluates the technical merits of the system, at the same time collecting additional information about performance, reliability, maintainability and productivity. Technical feasibility is frequently the most difficult areas to assess.

The main technical issue raised during feasibility is the existence of necessary technology and whether the proposed equipment has the capacity to hold required data. The technical guarantee of accuracy, reliability, ease and data were also investigated

Assessing System Performance:

It involves ensuring that the system responds to user queries and is efficient, reliable, accurate and easy to use. Since we have the excellent network setup which is supported and excellent configuration of servers with 80 GB hard disk and 512 MB RAM, it satisfies the performance requirement.

After the conducting the technical analysis we found that our project fulfills all the technical pre-requisites environments, if necessary are also adaptable according to the project.

2) APPLICATION FEASIBILITY: It is established by the analysis of the systems applicability, ease of use & efficiency under various possible operating environments with respect to specified constraints.

ECONOMIC FEASIBILITY

This feasibility has great importance as it can outweigh other feasibilities because costs affect organization decisions. The concept of Economic Feasibility deals with the fact that a system that can be developed and will be used on installation must be profitable for the Organization. The cost to conduct a full system investigation, the cost of hardware and software, the benefits in the form of reduced expenditure are all discussed during the economic feasibility.

Return on Investment

- i. There will be revenue in terms of more Customer Subscriptions.
- ii. There will be cost reduction in terms of maintaining huge amounts of paper records, stationary, humans.
- iii. There will be tracking of the Subscribers from a centralized database.
- iv. There will be awareness among not only the Subscribers ,but general public regarding the good points of the issue.
- v.Subscriber satisfaction will lead to more upgrades and reduce the downgrades.

Cost of No Change

The cost will be in terms of utilization of resources leading to the cost to the company. Since our cost of project is our efforts, which is obviously less than the long-term gain for the company, the project should be made.

COST- BENEFIT ANALYSIS

A cost-benefit analysis is necessary to determine economic feasibility. The primary objective of the cost benefit analysis is to find out whether it is economically worthwhile to invest in the project. If the returns on the investment are good, then the project is considered economically worthwhile. Cost benefit analysis is performed by first listing all the costs associated with the project cost which consists of both direct costs and indirect costs. Direct costs are those incurred by buying software, hiring people, cost of consumable items, rent for accommodation etc. Indirect costs include those involving time spent by user in discussing problems with system analysts

4. FUNCTIONAL AND OPERATIONAL REQUIREMENTS

For the system to function and operate successfully several needs are to be fulfilled:

4.1 INTERNET INFORMATION SERVICES(IIS)

Internet Information Service is required for running code . Since the front end used in this system is in HTML and in ASP.NET ,server is needed to execute the code

TESTING

AND

IMPLEMENT ATION

TESTING AND IMPLEMENTATION

Objectives of Testing:

This section introduces the concept of testing and how important is, for the successful implementation of the project. Different phases of testing are described along with the level of testing incorporated in this particular project.

Testing is vital to the success of any system. Testing is done at different stages within the phase. System testing makes a logical assumption that if all phases of the system are correct, the goals will be achieved successfully. Inadequate testing at all leads to errors that may come up after a long time when correction would be extremely difficult. Another objective of testing is its utility as a user-oriented vehicle before implementation. The testing of the system was done on both artificial and live data.

Testing involves operation of a system or application under controlled conditions and evaluating the results (e.g., “if the user is in interface A of the

application while using hardware B and does C, then D should not happen”). The controlled conditions should include both normal and abnormal conditions. Typically, the project team includes a mix of testers and developers who work closely together, with the overall QA processes being monitored by the project managers.

Testing principles

Davis suggested a set of testing principles in 1995. These are:

- 1) All tests should be traceable to the customer requirements.
- 2) Test should be planned long before testing begins.
- 3) Testing should begin in small and progressed towards testing in the large.
- 4) Exhaustive testing is not possible.
- 5) For effective results, testing should be conducted by an independent third party.

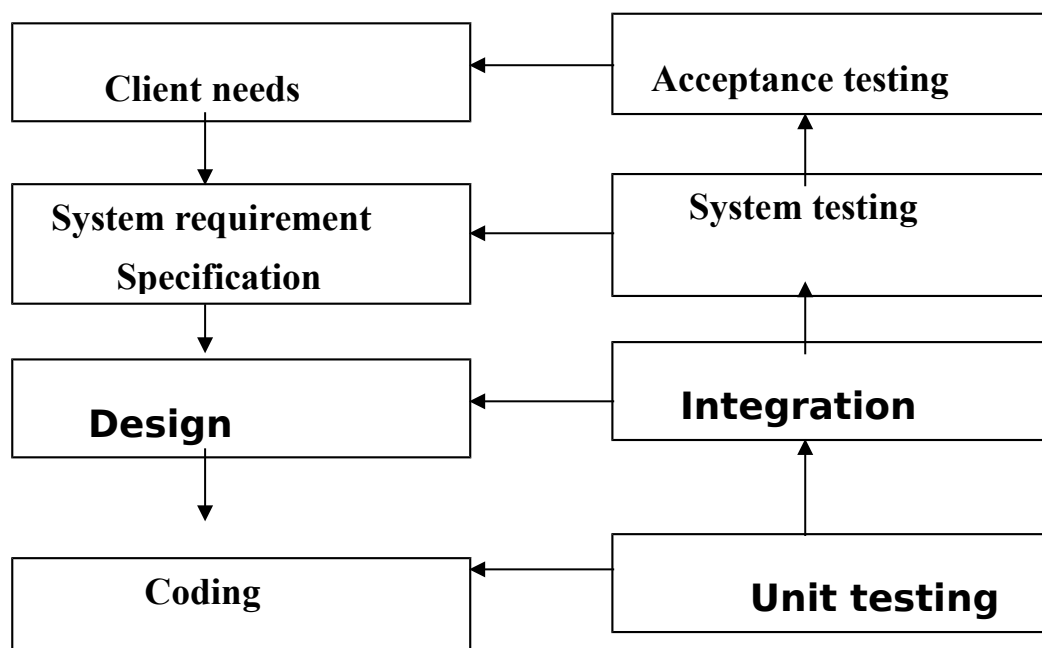
Attributes of a good test

A good test should have the following characteristics: -

- 1) A good test must have a high probability of finding an error.
- 2) A good test is non redundant.
- 3) A good test should be best of breed, i.e. testing should be in time and according to resource limitation.
- 4) A good test should be neither too simple nor too complex. Sometimes it is possible to combine a series of tests into one test.

Testing is usually relied on to detect the faults introduced during the coding phase. Due to this different level of testing are used in the testing process and each level of testing aims to test different aspects of the system.

Levels of testing



Types of Testing

Black Box Testing

Also known as functional testing, this is a software testing technique whereby the tester does not know the internal working of the item being tested. Black-box test design treats the system as a “black-box”, so it does not explicitly use knowledge of the internal structure. Black-box test design is usually described as focusing on testing functional requirements. Synonyms for black-box includes: behavioral, functional, opaque-box and closed-box.

White Box Testing

White box test design allows one to peek inside the “box”, and it focuses specifically on using internal knowledge of the software to guide the selection of test data. Synonyms for white-box include: structural, glass-box and clear-box.

Condition Testing

An improvement over White-box testing, the process of condition testing ensures that a controlling expression has been adequately exercised whilst the software is under test by constructing a *constraint set* for every expression and then ensuring that every member on the constraint set is included in the values which are presented to the expression.

Data Life-Cycle Testing

It is based upon the consideration that in the software code, a variable is at some stage created, and subsequently may have its value changed or used in a controlling expression several times before being destroyed. If only locally declared Boolean used in control conditions are considered then an examination of the source code will indicate the place in the source code where the variable is created, places where it is given a value is used as a part of a control expression and the place where it is destroyed.

This approach to testing requires all possible feasible lifecycles of the variable to be covered whilst the module is under test.

Unit Testing

The purpose of this phase is to test the individual units of the developing software component. This phase is recursive and is to be repeated, as many as there are, levels of testing. In the DGLW project, each individual form has been tested using techniques of testing namely: Client side testing using JavaScript. Each individual form has been validated so that user enters only valid data at every time.

Functional Testing:

This is done for each module / sub module of the system. Functional testing serve as a means of validating whether the functionality of the system Confers the original user requirement i.e. does the module do what it was supposed to do? Separate schedules were made for functional testing. It involves preparation of the test data, writing of test cases, testing for conformance to test cases and preparation of bugs listing for non-conformities.

System Testing:

System testing is done when the entire system has been fully integrated. The purpose of the system testing is to test how the different modules interact with each other and whether the entire system provides the functionality that was expected.

System testing consists of the following steps:

- a) Program Testing
- b) String Testing
- c) System Testing
- d) System Documentation
- e) User Acceptance Testing

Various Levels of Testing

Before implementation the system is tested at two levels:

Level 1

Level 2

Level 1 Testing (Alpha Testing)

At this level a test data is prepared for testing. Project leaders test the system on this test data keeping the following points into consideration:

- Proper error handling
- Exit Pints in code
- Exception handling
- Input / Output format
- Glass box testing
- Black box testing

If the system is through with testing phase at LEVEL 1 then it is passed on to LEVEL 2.

Level 2 Testing (Beta Testing)

Here the testing is done on the live database. If errors are detected then it is sent back to LEVEL 1 for modification otherwise it is passed on to LEVEL 3.

This is the level at which the system actually becomes live and implemented for the use of END USERS.

We have also checked the proposed system for:

Recovery & Security

A forced system failure is induced to test a backup recovery procedure for file integrity. Inaccurate data are entered to see how the system responds in terms of

error detection and protection. Related to file integrity is a test to demonstrate that data and programs are secure from unauthorized access.

Usability Documentation & Procedure:

The usability test verifies the user-friendly nature of the system. This relates to normal operating and error-handling procedures.

Quality Assurance

Proper documentation is must for mainframe of any software. Apart from In-line documentation while coding. Help coding, help files corresponding to each program were prepared so as to tackle the person-dependency of the existing system.

Feasibility Of Study

1. Software Specification:-

Software requirements for this system are as listed follows:

❖ FRONTEND	:	PHP
❖ BACKEND	:	MY SQL
❖ OPERATING SYSTEM	:	Windows 7
❖ FOR DOCUMENTATION	:	Microsoft Office

2. Hardware Specifications

Minimum hardware requirements for this System are listed below:

❖ Processor	:	i3
❖ RAM	:	2 GB RAM .
❖ HARD DISK	:	80GB.
❖ CD-Rom Driver	:	Any.

FRONTEND: - PHP

Before you continue you should have a basic understanding of the following:

- HTML
- CSS
- JavaScript

php

- PHP is an acronym for "PHP: Hypertext Preprocessor"
- PHP is a widely-used, open source scripting language
- PHP scripts are executed on the server
- PHP is free to download and use

What is a PHP File?

- PHP files can contain text, HTML, CSS, JavaScript, and PHP code
- PHP code are executed on the server, and the result is returned to the browser as plain HTML
- PHP files have extension ".php"

What Can PHP Do?

- PHP can generate dynamic page content
- PHP can create, open, read, write, delete, and close files on the server
- PHP can collect form data

- PHP can send and receive cookies
- PHP can add, delete, modify data in your database
- PHP can be used to control user-access
- PHP can encrypt data

With PHP you are not limited to output HTML. You can output images, PDF files, and even Flash movies. You can also output any text, such as XHTML and XML.

Why PHP?

- PHP runs on various platforms (Windows, Linux, Unix, Mac OS X, etc.)
- PHP is compatible with almost all servers used today (Apache, IIS, etc.)
- PHP supports a wide range of databases
- PHP is free. Download it from the official PHP resource: www.php.net
- PHP is easy to learn and runs efficiently on the server side

What Do I Need?

To start using PHP, you can:

- Find a web host with PHP and MySQL support
- Install a web server on your own PC, and then install PHP and MySQL

Use a Web Host With PHP Support

If your server has activated support for PHP you do not need to do anything.

Just create some .php files, place them in your web directory, and the server will automatically parse them for you.

You do not need to compile anything or install any extra tools.

Because PHP is free, most web hosts offer PHP support.

Set Up PHP on Your Own PC

However, if your server does not support PHP, you must:

- install a web server
- install PHP
- install a database, such as MySQL

Basic PHP Syntax

A PHP script can be placed anywhere in the document.

A PHP script starts with `<?php` and ends with `?>`:

Comments in PHP

A comment in PHP code is a line that is not read/executed as part of the program. Its only purpose is to be read by someone who is looking at the code.

Comments can be used to:

- Let others understand what you are doing
- Remind yourself of what you did - Most programmers have experienced coming back to their own work a year or two later and having to re-figure

out what they did. Comments can remind you of what you were thinking when you wrote the code

- Instead of lots of commands to output HTML (as seen in C or Perl), PHP pages contain HTML with embedded code that does "something" (in this case, output "Hi, I'm a PHP script!"). The PHP code is enclosed in special [start and end processing instructions](#) `<?php and ?>` that allow you to jump into and out of "PHP mode."
- What distinguishes PHP from something like client-side JavaScript is that the code is executed on the server, generating HTML which is then sent to the client. The client would receive the results of running that script, but would not know what the underlying code was. You can even configure your web server to process all your HTML files with PHP, and then there's really no way that users can tell what you have up your sleeve.
- The best things in using PHP are that it is extremely simple for a newcomer, but offers many advanced features for a professional programmer. Don't be afraid reading the long list of PHP's features. You can jump in, in a short time, and start writing simple scripts in a few hours.
- Although PHP's development is focused on server-side scripting, you can do much more with it. Read on, and see more in the [What can PHP do?](#) section, or go right to the [introductory tutorial](#) if you are only interested in web programming.
- PHP has received criticism due to lacking native [Unicode](#) support at the core language level, instead only supporting byte strings. In 2005, a project headed by Andrei Zmievski was initiated to bring native Unicode support throughout PHP, by embedding the [International Components for Unicode](#) (ICU) library, and

representing text strings as [UTF-16](#) internally. Since this would cause major changes both to the internals of the language and to user code, it was planned to release this as version 6.0 of the language, along with other major features then in development.

- However, a shortage of developers who understood the necessary changes, and performance problems arising from conversion to and from UTF-16, which is rarely used in a web context, led to delays in the project. As a result, a PHP 5.3 release was created in 2009, with many non-Unicode features back-ported from PHP 6, notably namespaces. In March 2010, the project in its current form was officially abandoned, and a PHP 5.4 release was prepared containing most remaining non-Unicode features from PHP 6, such as traits and closure re-binding. Initial hopes were that a new plan would be formed for Unicode integration, but as of 2014 none have been adopted

Stakeholders

Stakeholders are anyone who has an interest in the project. Project stakeholders are individuals and organizations that are actively involved in the project, or whose interests may be affected as a result of project execution or project completion. They may also exert influence over the project's objectives and outcomes. The project management team must identify the stakeholders, determine their requirements and expectations, and, to the extent possible, manage their influence in relation to the requirements to ensure a successful project.

The following are examples of project stakeholders:

1. Project Developers :-

Project Developers is one who develops software for customer. In my project I am the first stakeholder i.e. Project Developer.

2. Project customer :-

Project Customer is one who pays for the developed software.

3. Project user Group :-

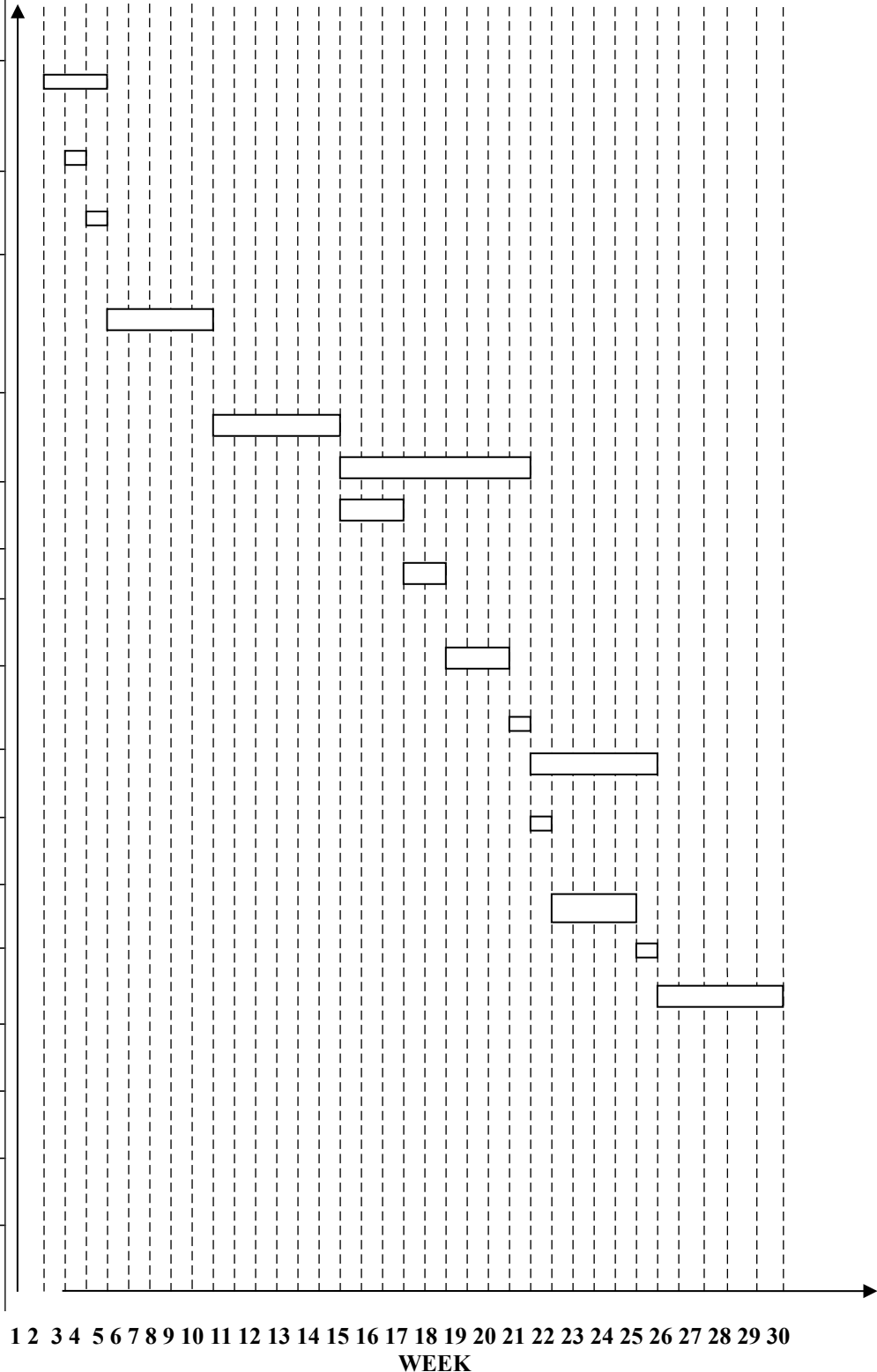
Project User group are those people who use the software on daily basis for the Project Customer.

4. Project Testers

Project Testers are those who test the software.

Gantt Chart

Phase	Start date	Completion date
Preliminary investigation		
Project Finalization	10/06/2011	17/06/2011
Investigation of system requirement	18/06/2011	25/06/2011
System Analysis	27/06/2011	14/8/2011
System Design	15/8/2011	28/9/2011
Coding		
Interface Coding	29/09/2011	15/10/2011
Database Connectivity	16/10/2011	30/10/2011
Validation Coding	31/10/2011	15/11/2011
Report Coding	17/11/2011	31/12/2011
Implementation		
Developer Testing	5/12/2011	12/12/2011
Client Testing	13/12/2011	22/12/2011
User Testing	25/12/2011	29/12/2011
Project Delivery	30/12/2011	05/1/2012
Project Report Submission		
Project Report Hard Copy Checking	8/1/2012	12/1/2012
Project Submission	13/1/2012	18/1/2012



Chapter 2

System Analysis

Fact Findings

Introduction

The Current System is the manual one, hence is not speedy, accurate, efficient as well as time consuming. An essential part of the system analysis, which enables the developer to understand & the system correctly. It is undertaken to obtain details of the system. To understand the physical flow of the information through the current system. Collect various information through various fact finding techniques. Identify the procedural difficulties experienced by the user. Study the bottlenecks find out the redundant work being performed in the system.

Fact Finding Techniques Employed

1. Interviews

Information was obtained from the employees at the organization by interviewing them at the location and time convention both.

2. Document Searching

An extensive study of existing document an official correspondence was done to understand the present working status of organization.

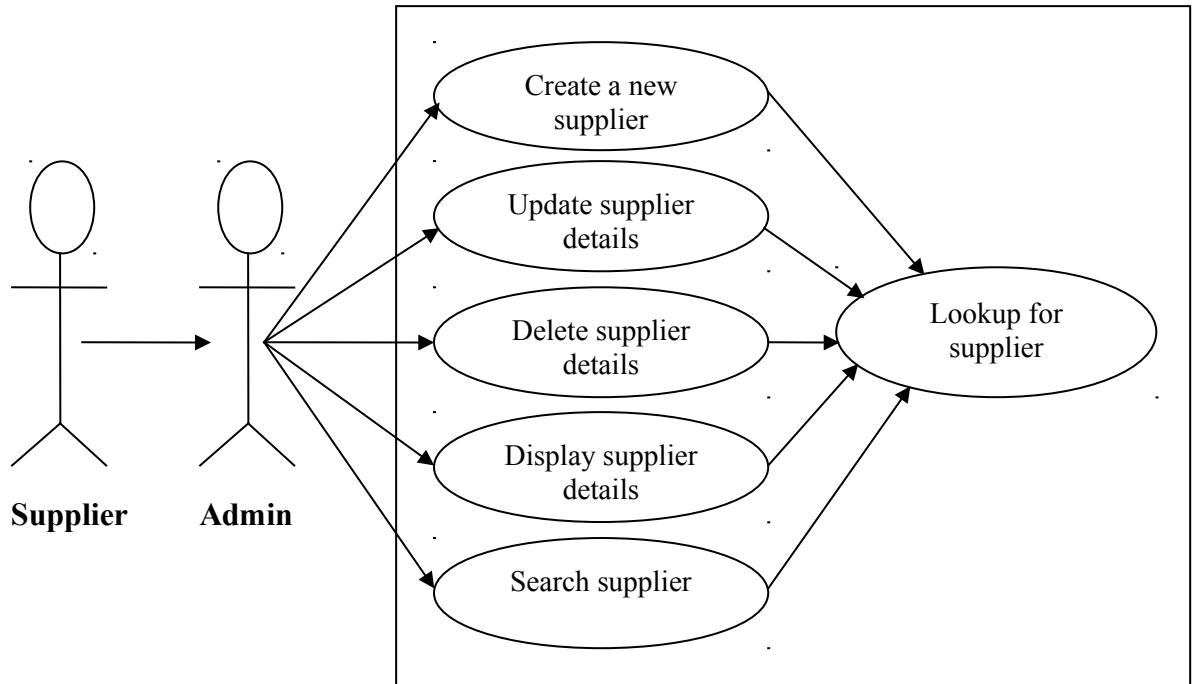
SR NO	<i>EVENT</i>	<i>TRIGGER</i>	<i>SOURCE</i>	<i>ACTIVITY</i>	<i>RESPONSE</i>	<i>DESTINATION</i>
1	Enter new customer	Add	Admin	Create new record	New record created	System
2	Customer change in personal details	Update	Customer	Update customer details	Details updated	Admin
3	Gives an Order	New order	Customer	Create new Order	New order created	Employee
4	Enter new supplier	Add supplier	Admin	Add new supplier record	New record created	System
5	Supplier change in details	Update	Supplier	Update supplier details	Details updated	Admin
6	Owner needs supplier details	Search	Admin	Search supplier details	Display supplier details	System
7	Enter new employee	Add	Admin	Create new employee record	New record created	System
8	Stock entry	Add	Admin	Generating receipt	Get receipt	Customer

Event Table

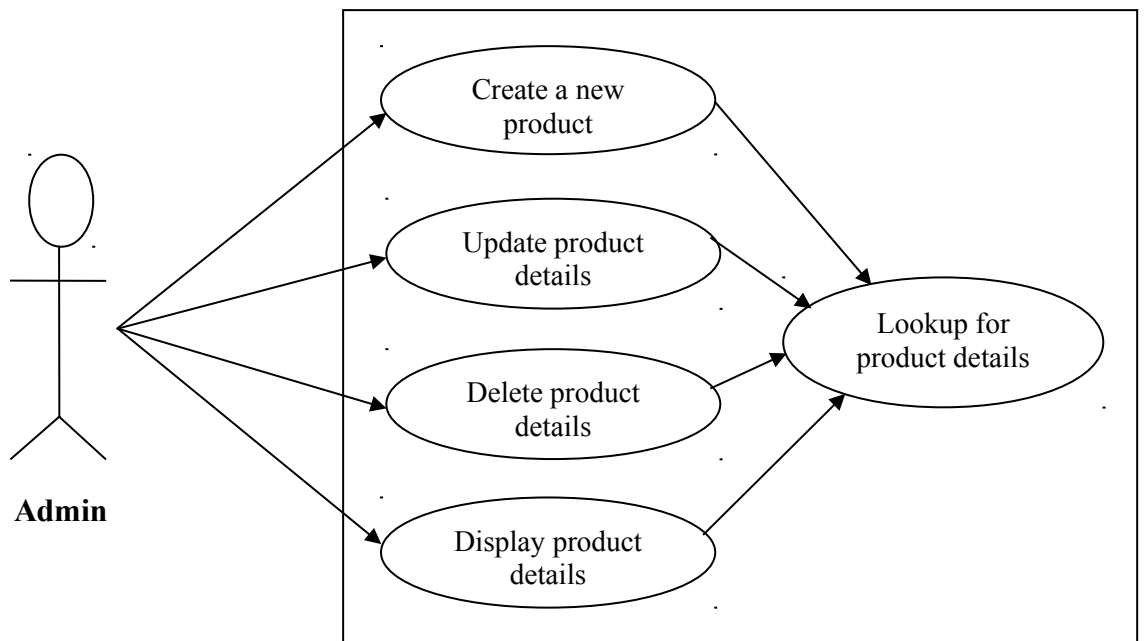
9	Paying Bill	Order fulfillment	Customer	Paying bill	Get payment	Admin
10	Generating reports	New report	Admin	Generating receipt	Get receipt	System
11	Updating records	Check previous records	Admin	Updating records	Record is update	System
12	Delete record	Delete	admin	Check records	Delete record	System

Use Case Diagram

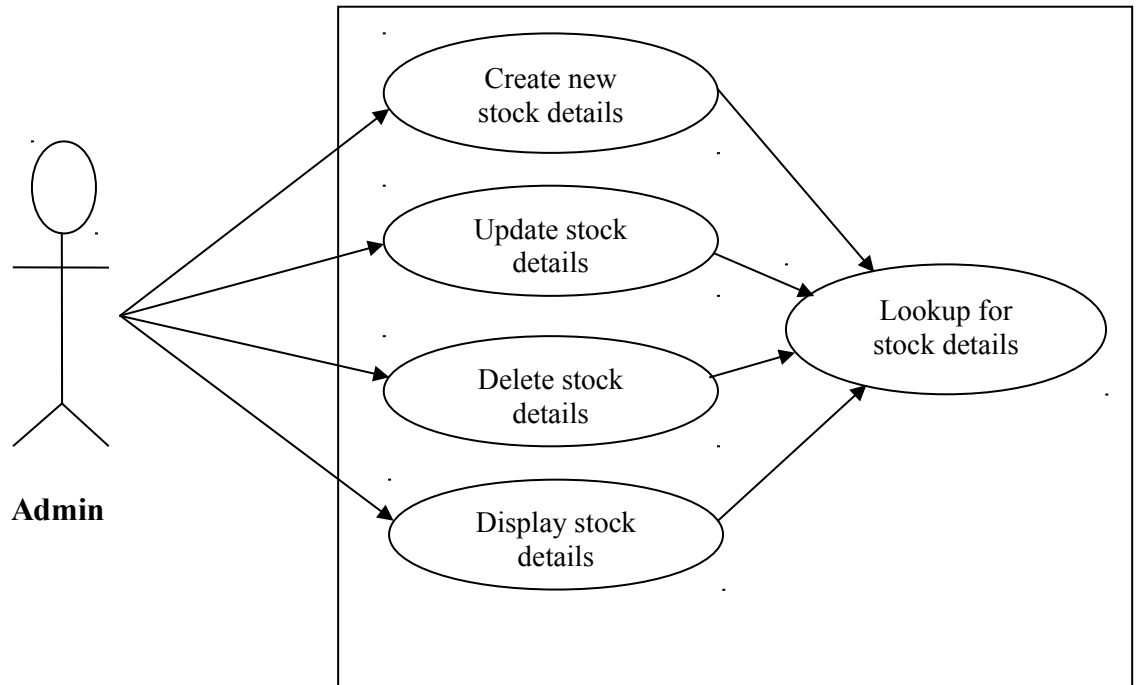
Supplier:-



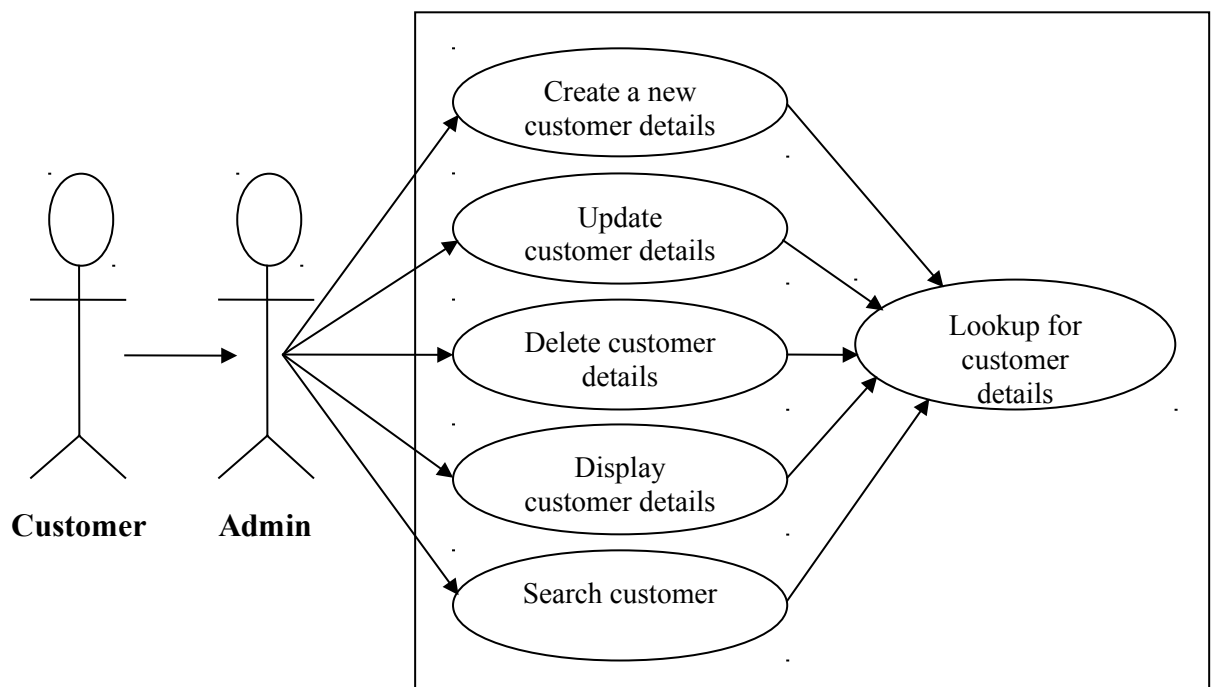
Product:-



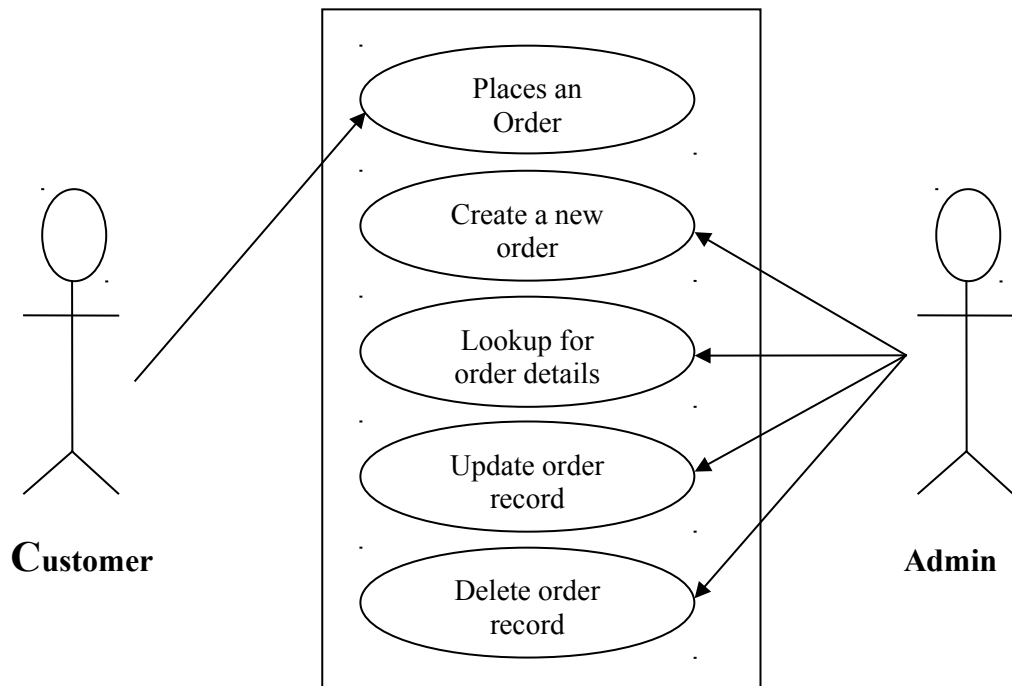
Stock:-



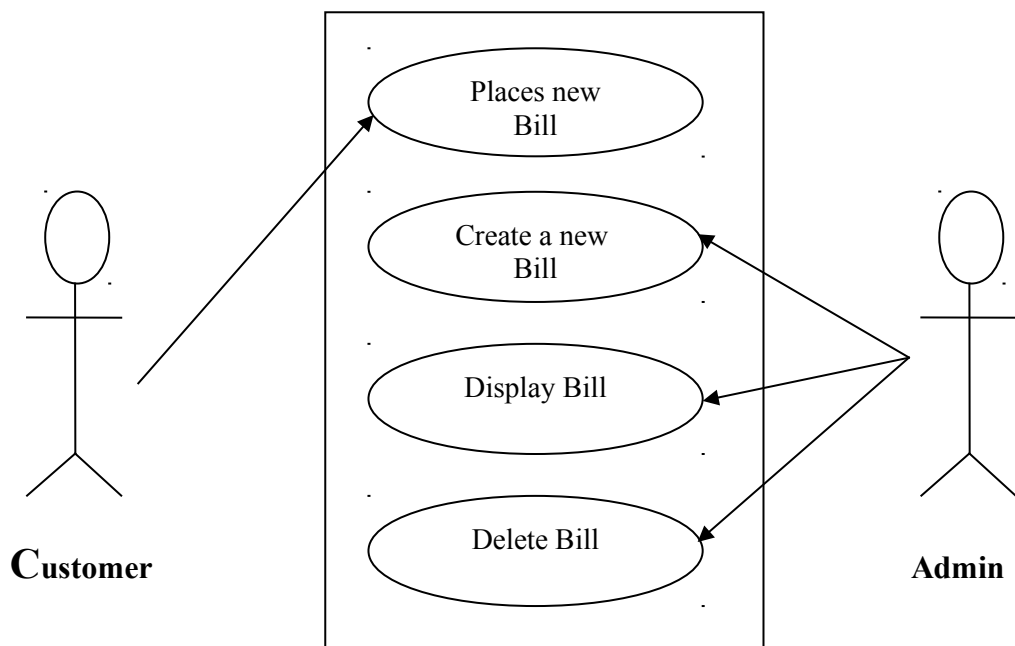
Customer:-



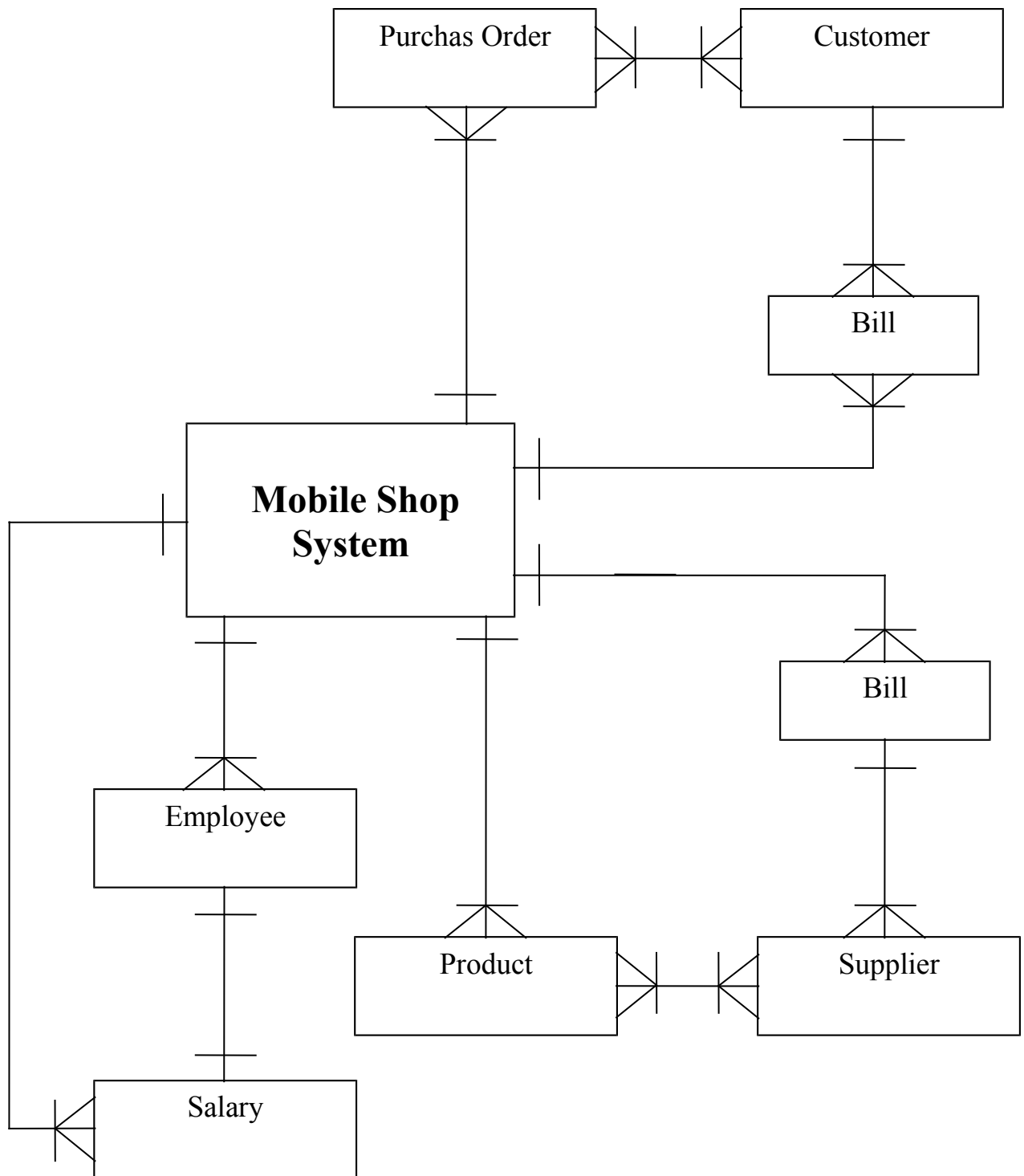
Order:-



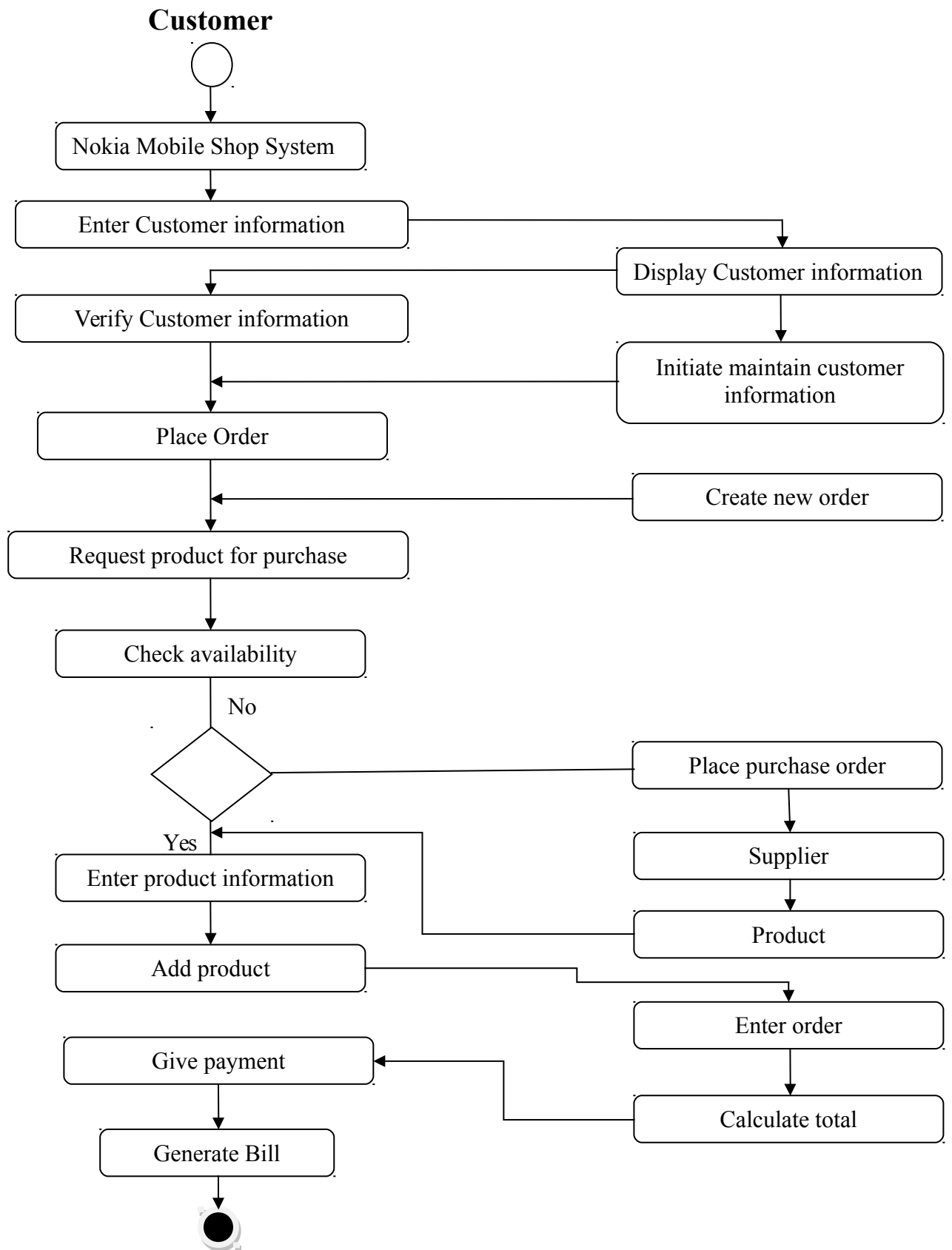
Bill:-



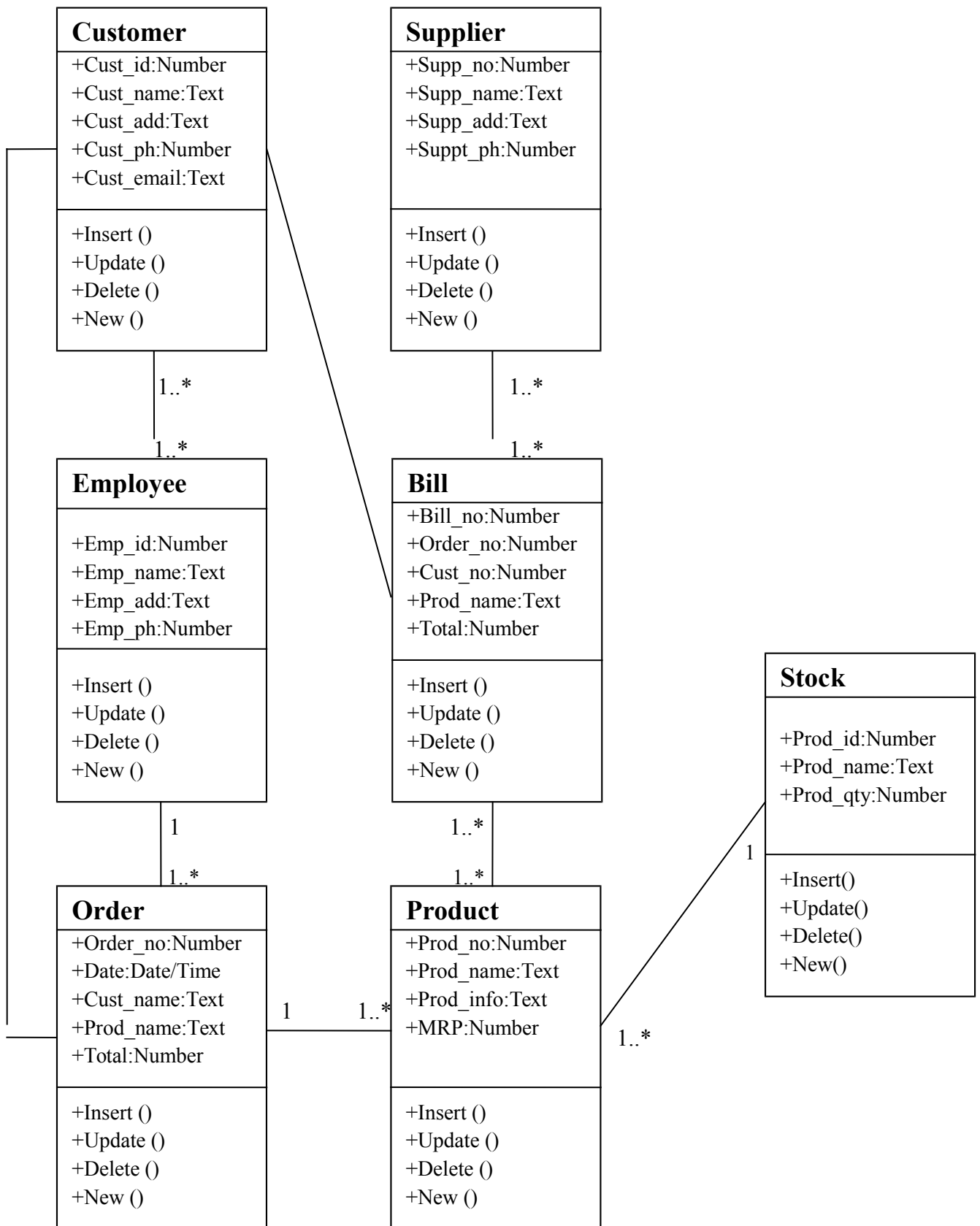
Entity-Relationship Diagram



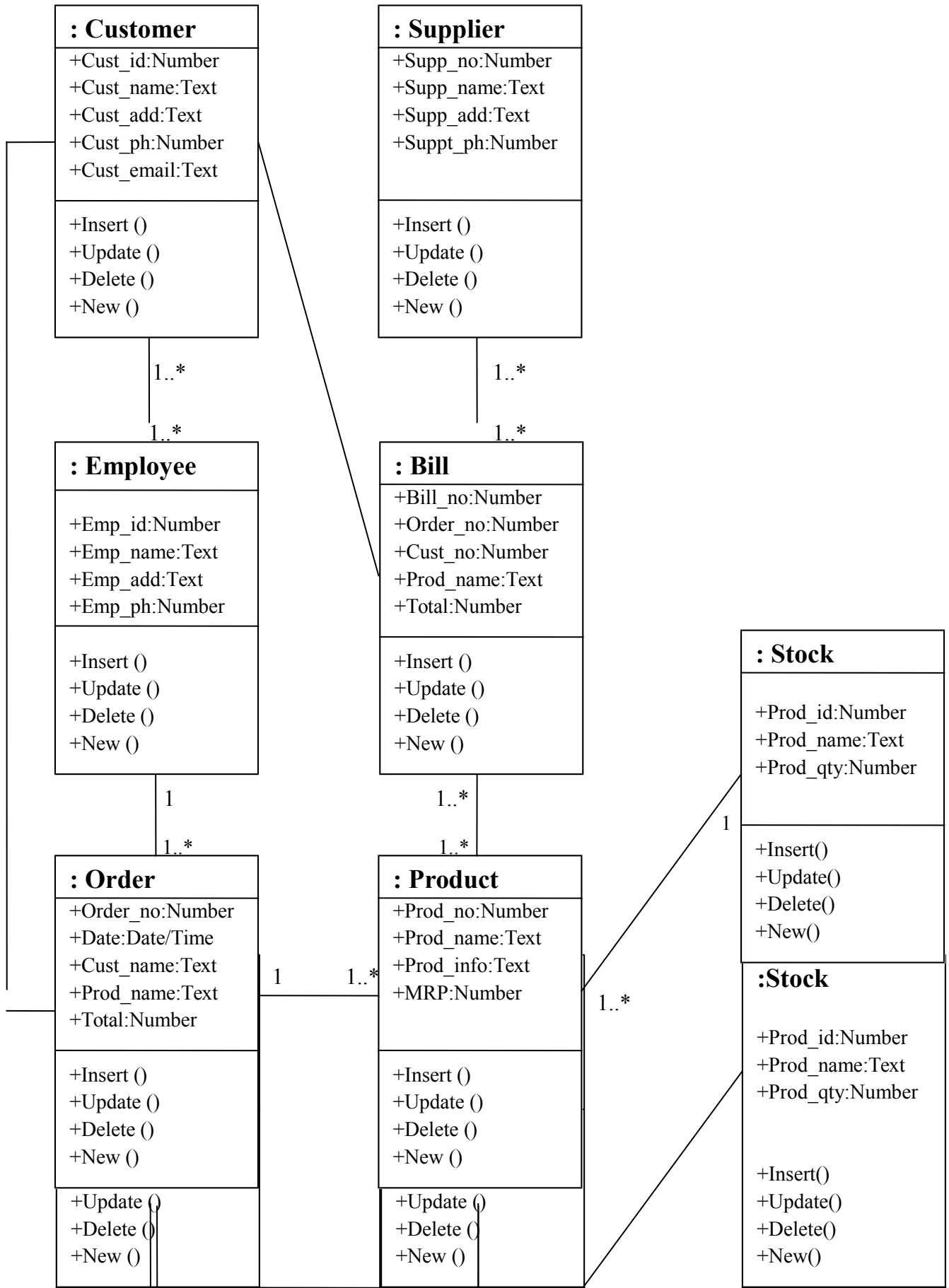
Activity Diagram



Class Diagram



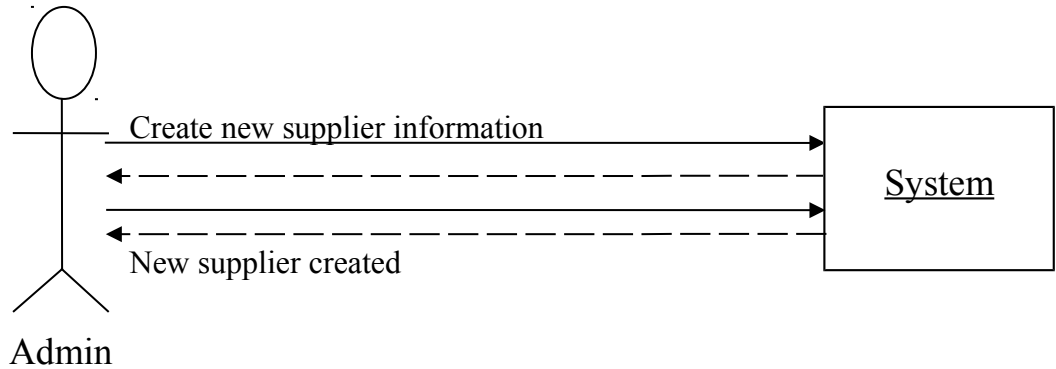
Object Diagram



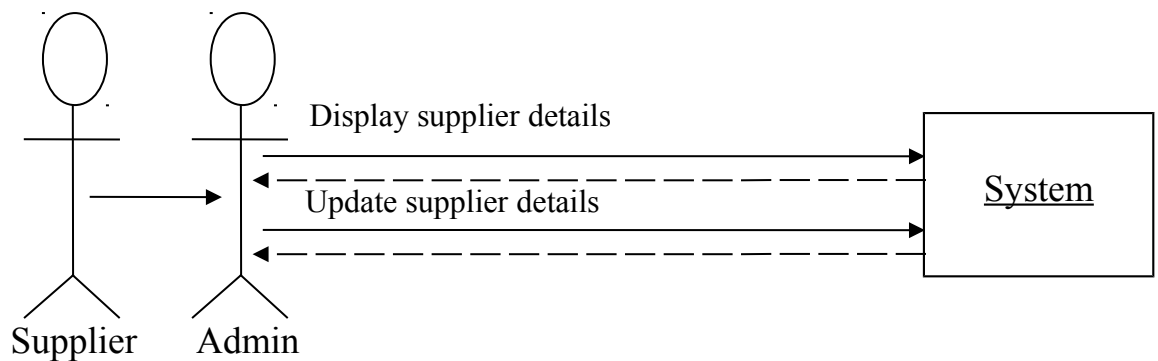
Sequence Diagram

Supplier:-

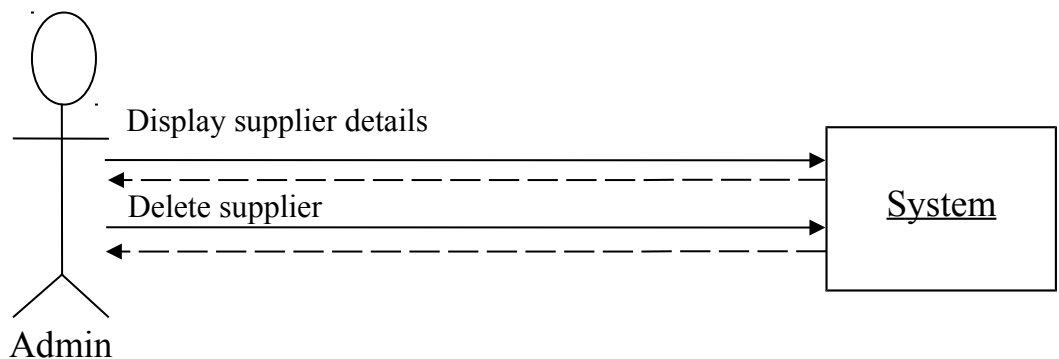
Create Supplier:



Update Supplier:

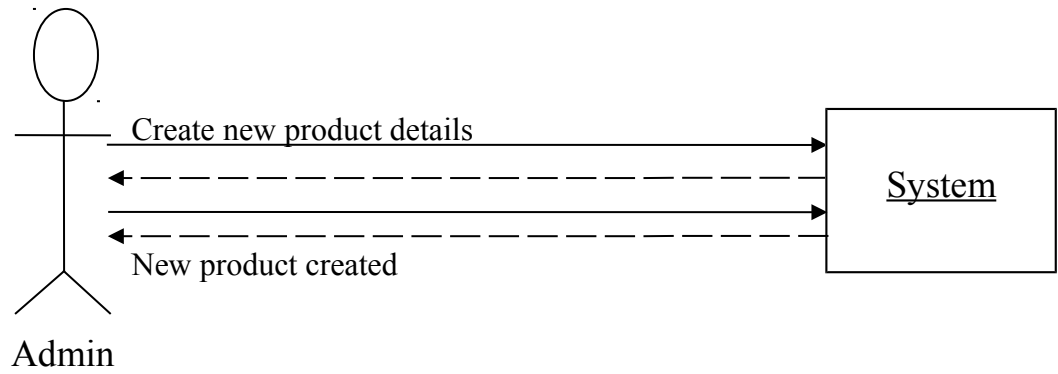


Delete Supplier:

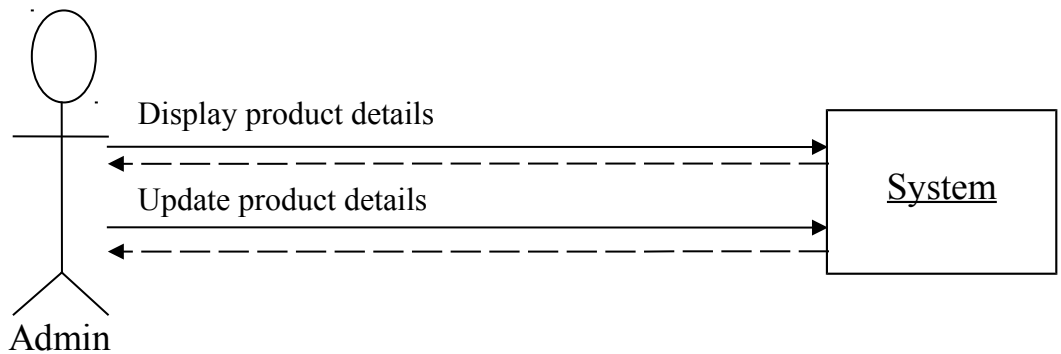


Product:-

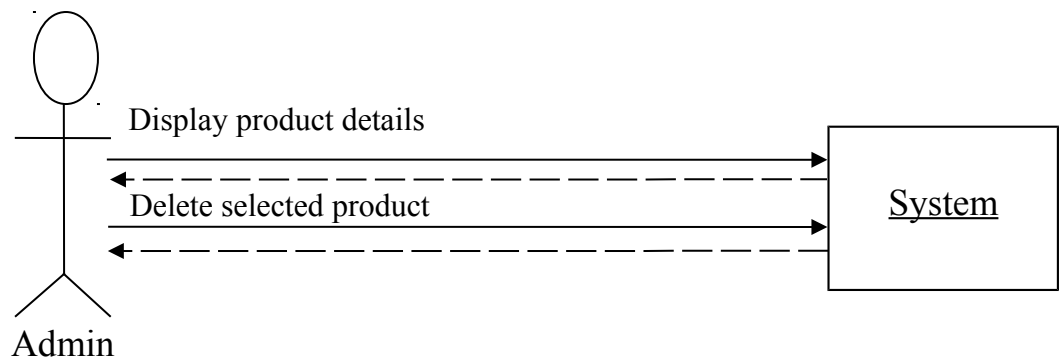
Create Product:



Update Product:

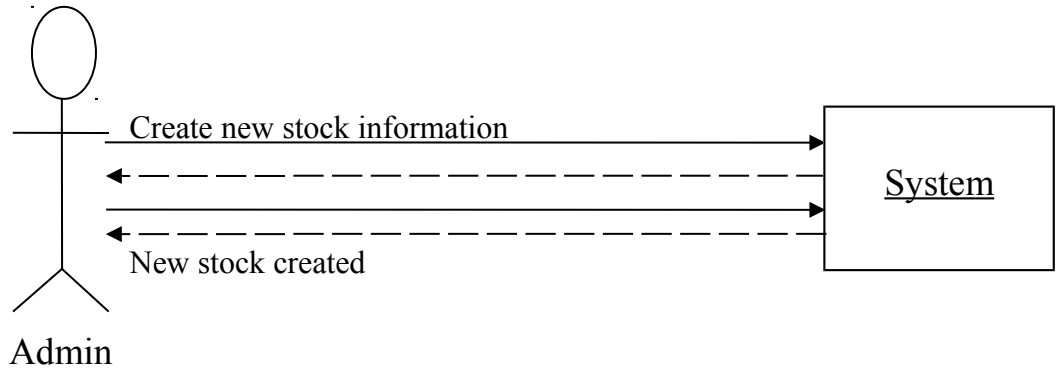


Delete Product:

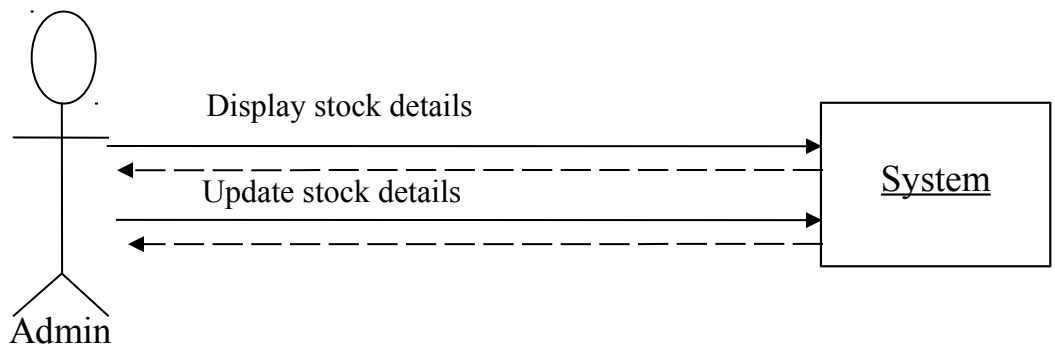


Stock:-

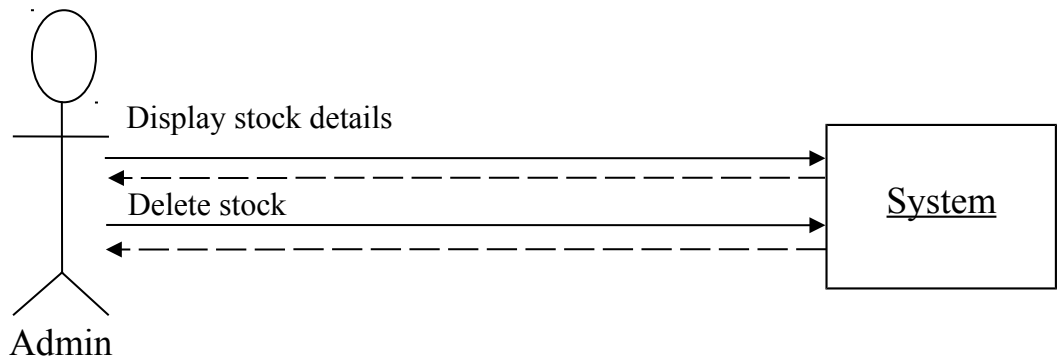
Create Stock:



Update Stock:

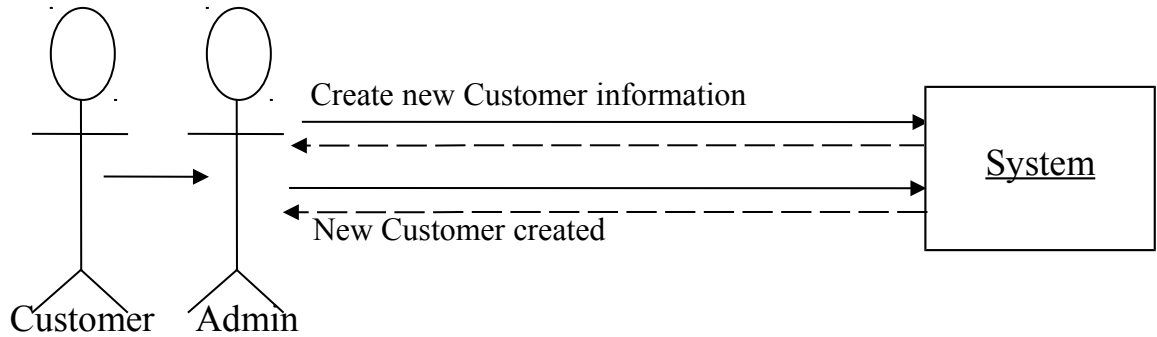


Delete Stock:

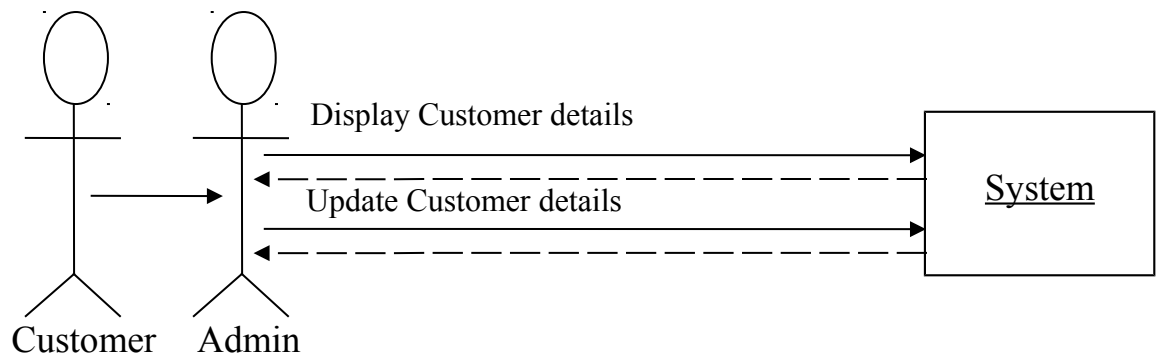


Customer:-

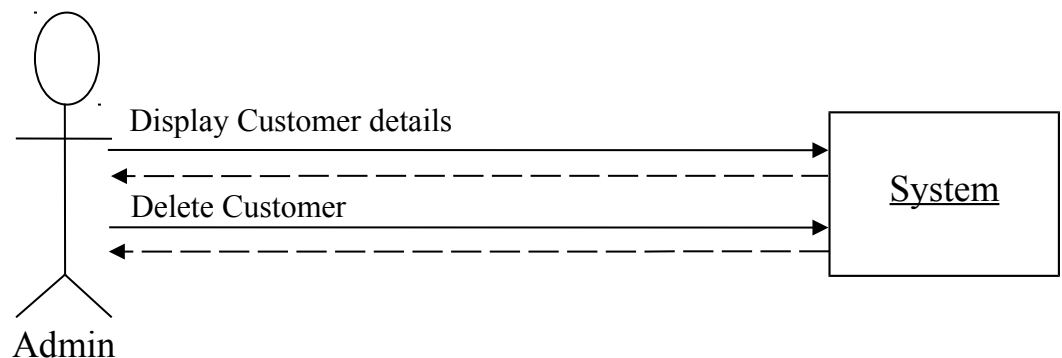
Create Customer:



Update Customer:

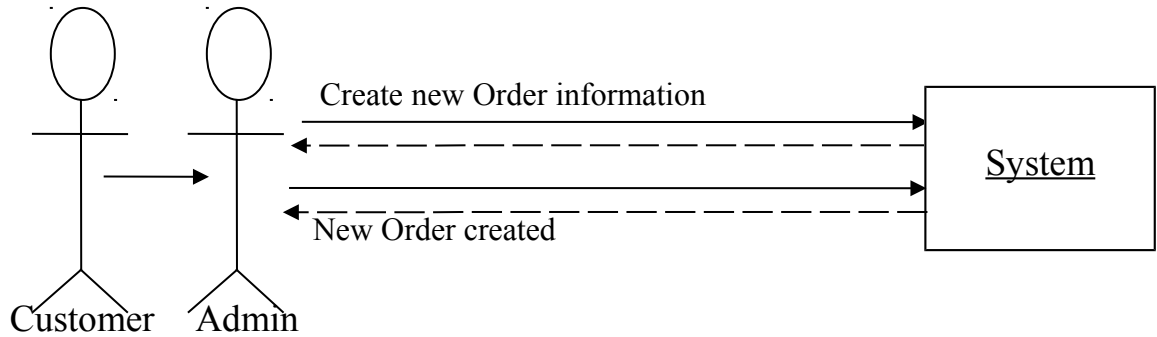


Delete Customer:

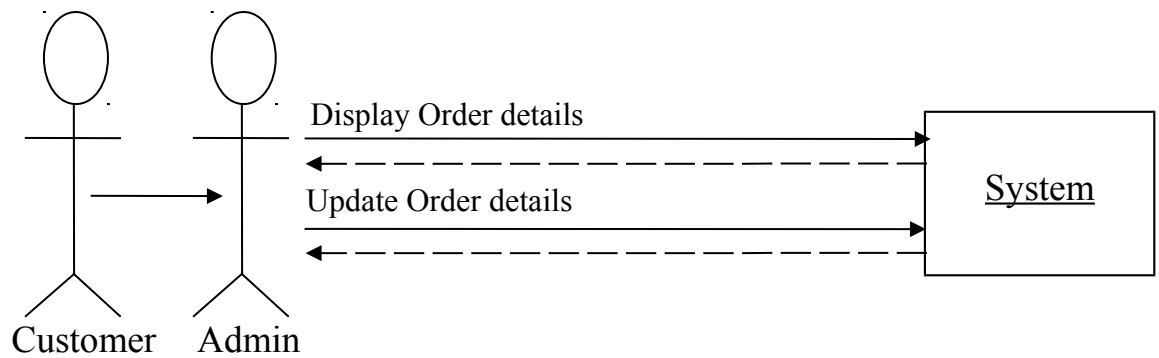


Order:-

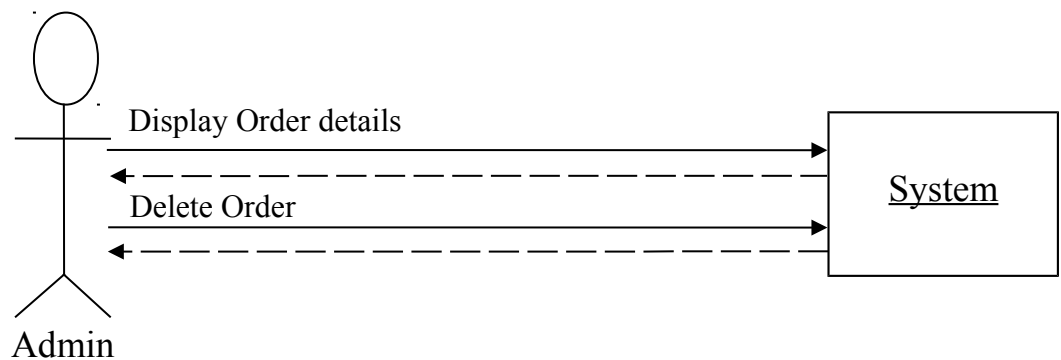
Create Order:



Update Order:

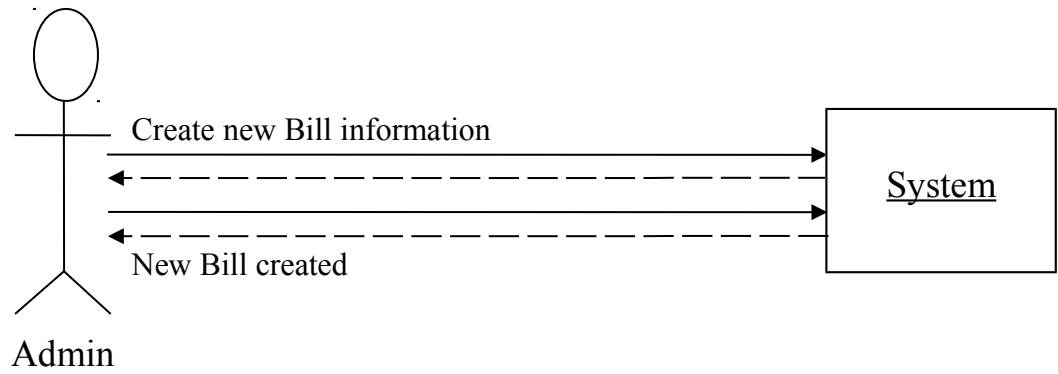


Delete Order:

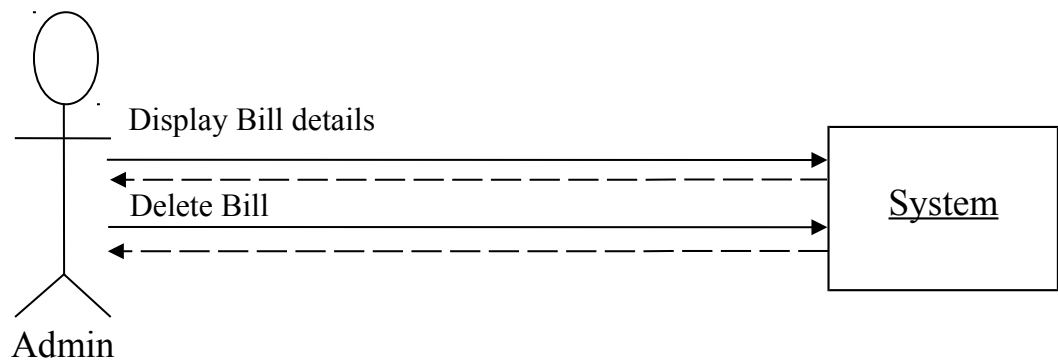


Bill:-

Create Bill:

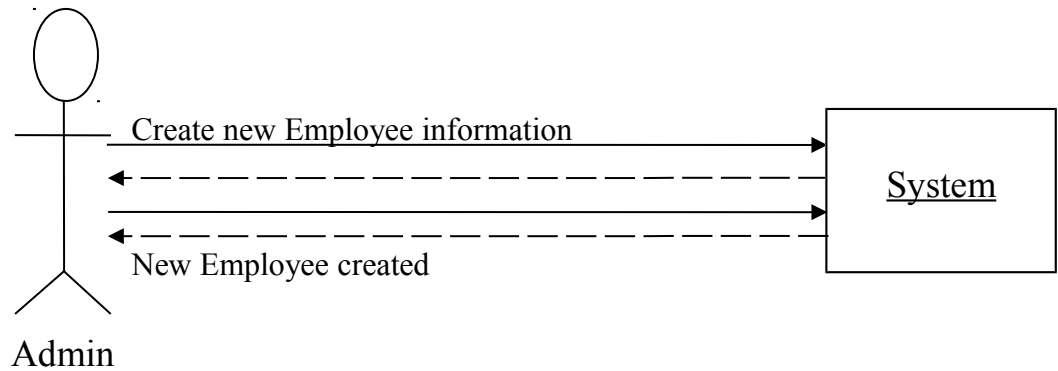


Delete Delete:

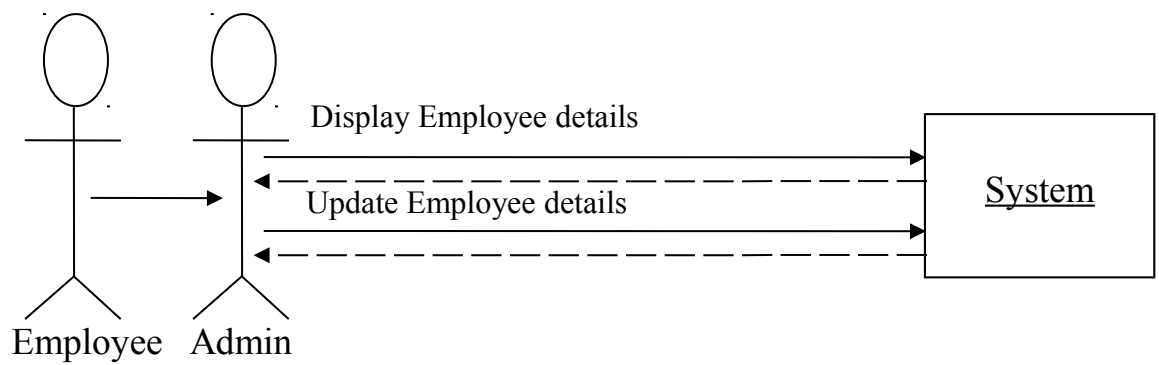


Employee:-

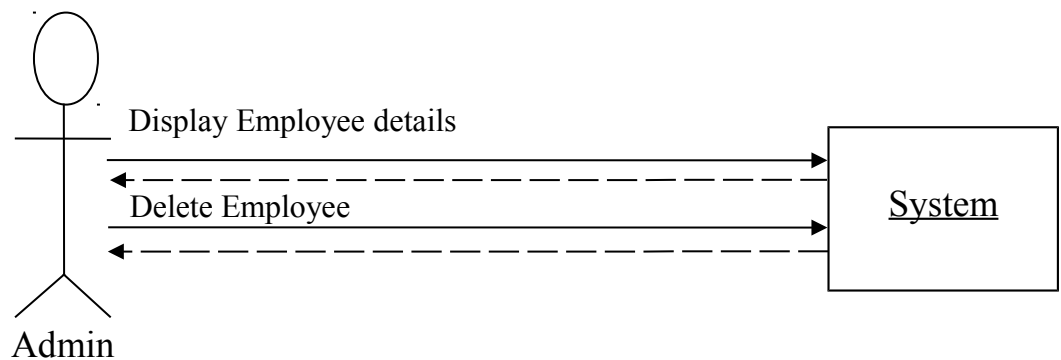
Create Employee:



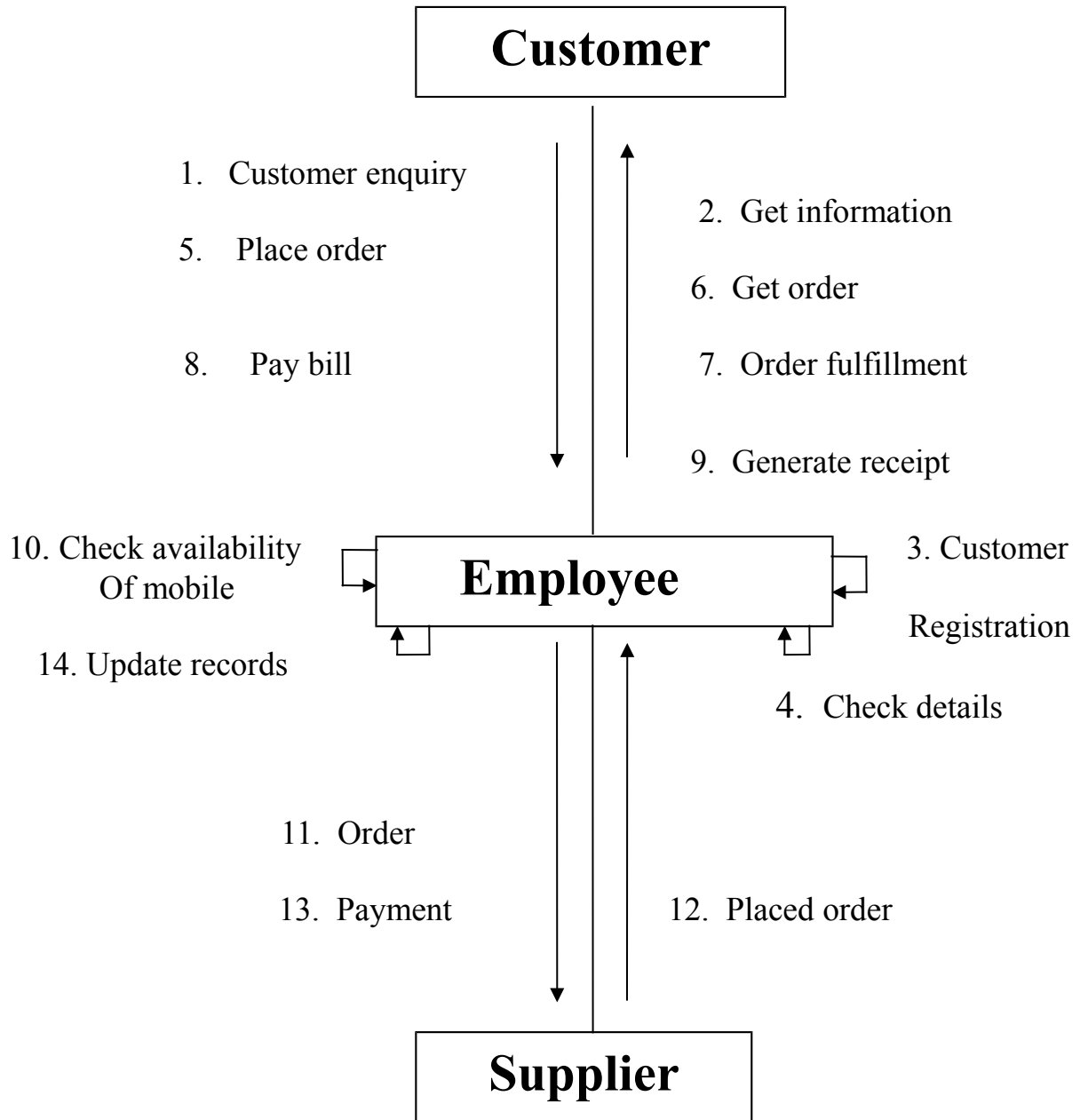
Update Employee:



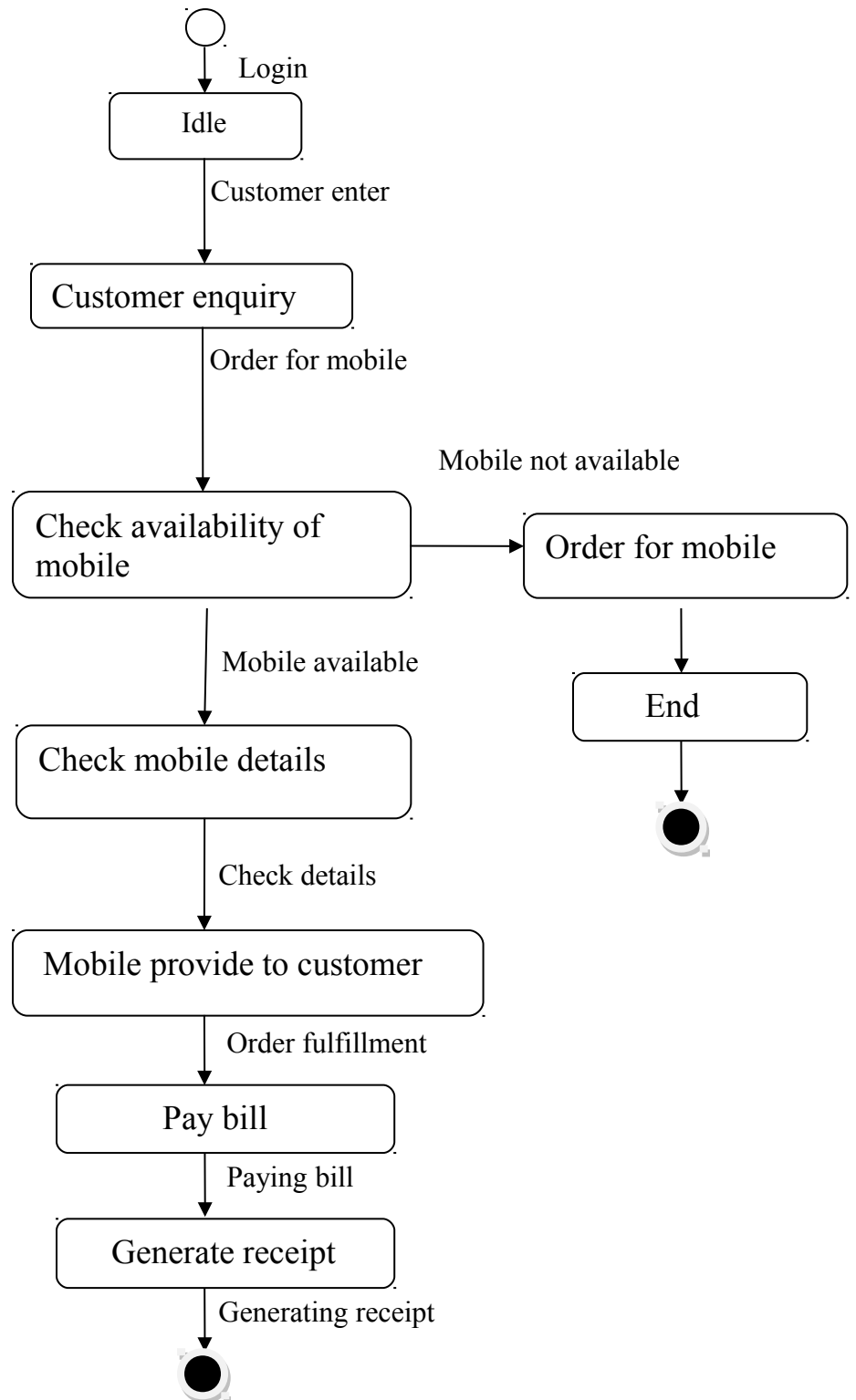
Delete Employee:



Collaboration Diagram



State Diagram

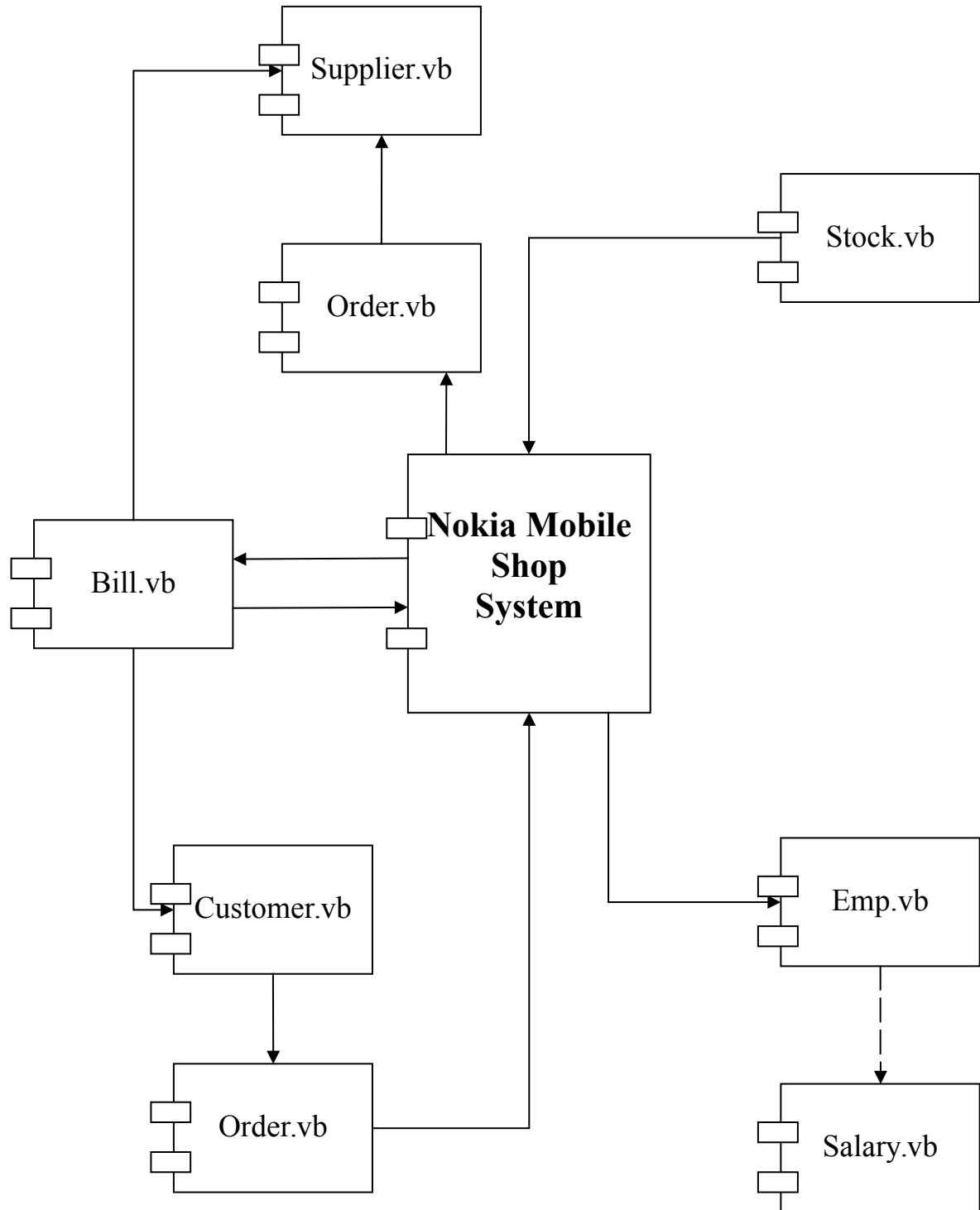


Chapter 3

System Design

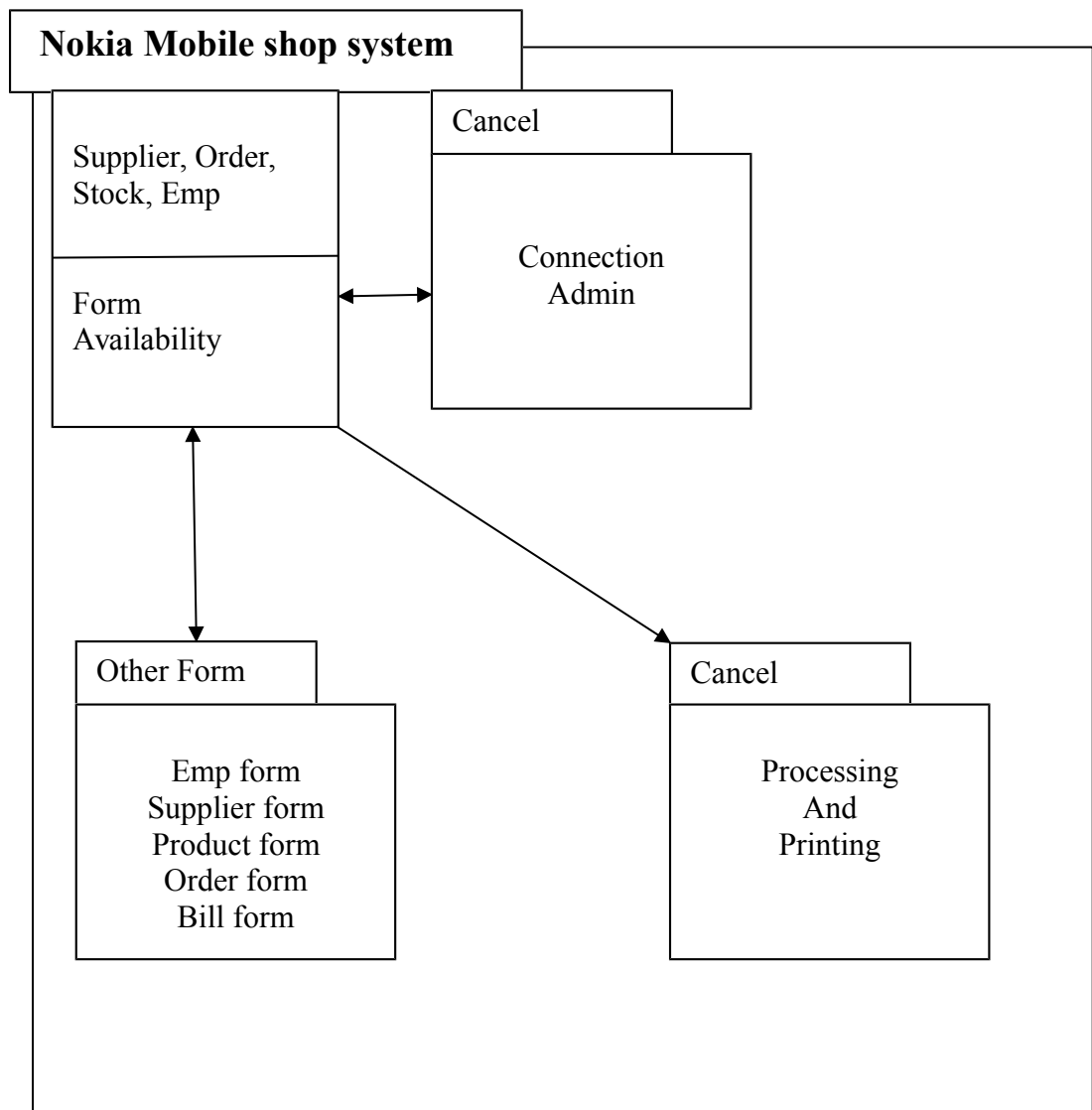
Converting ERD to Tables

<u>Sr.No</u>	<u>TABLE NAME</u>	<u>PURPOSE</u>
1	Cust_info	This table is use to store, retrieve and information about the customer. the fields are c_no,cname,cadd,gender,contactno,email
2	Employee	This table is use to store ,retrieve and information about the employee. The fields is : e_id,e_fname,e_mname,e_lname,e_add,e_city,e_contact.
3	Supplier	This table is use to store ,retrieve and information about the supplier.The field are o_no,s_name,o_model,o_qty,o_prize, o_totprize,o_tax,o_tot.
4	Order	This table is use to purchase , store , retrieve & the information like p_no,p_name. The field in the table are c_no,c_name,cadd,email,contactno, o_no,p_no,p_name,p_qty,p_mrp,p_tot.
5	Salary	This table is use store ,retrieve and information about the employee salary. The field are e_id, e_fname,e_mname,e_lname, e_add, e_contact, msalary, advance.

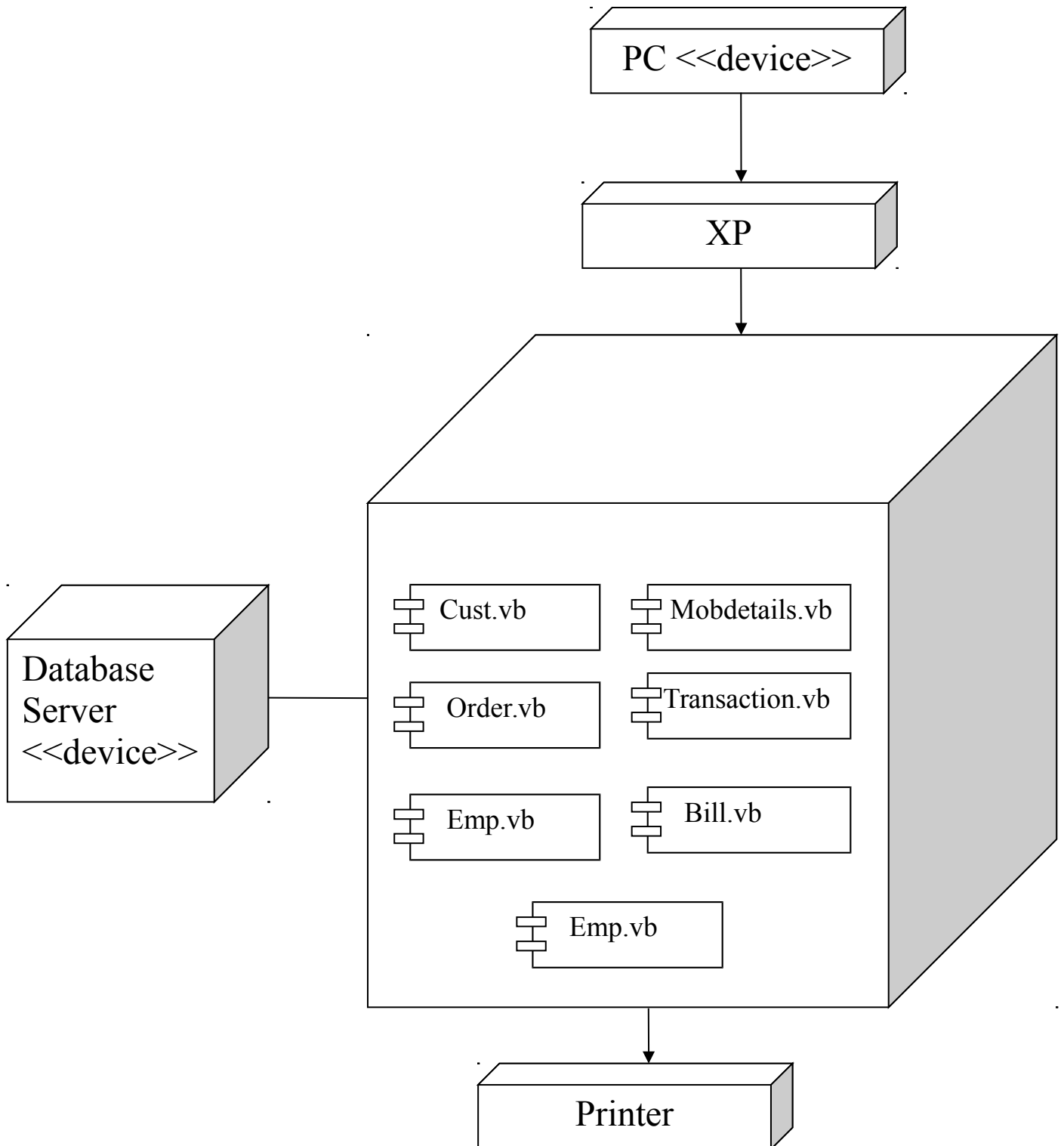


Component Diagram

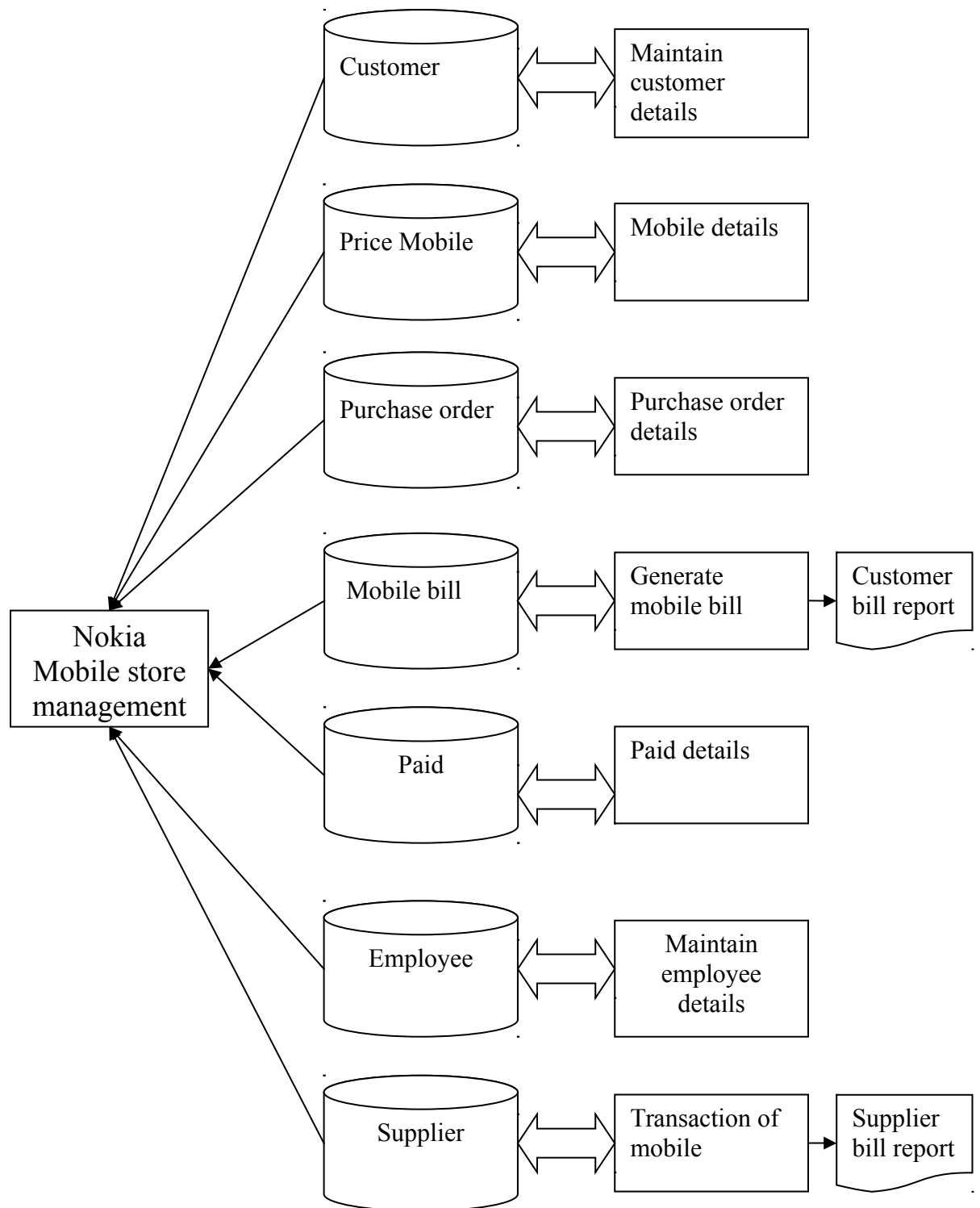
Package Diagram



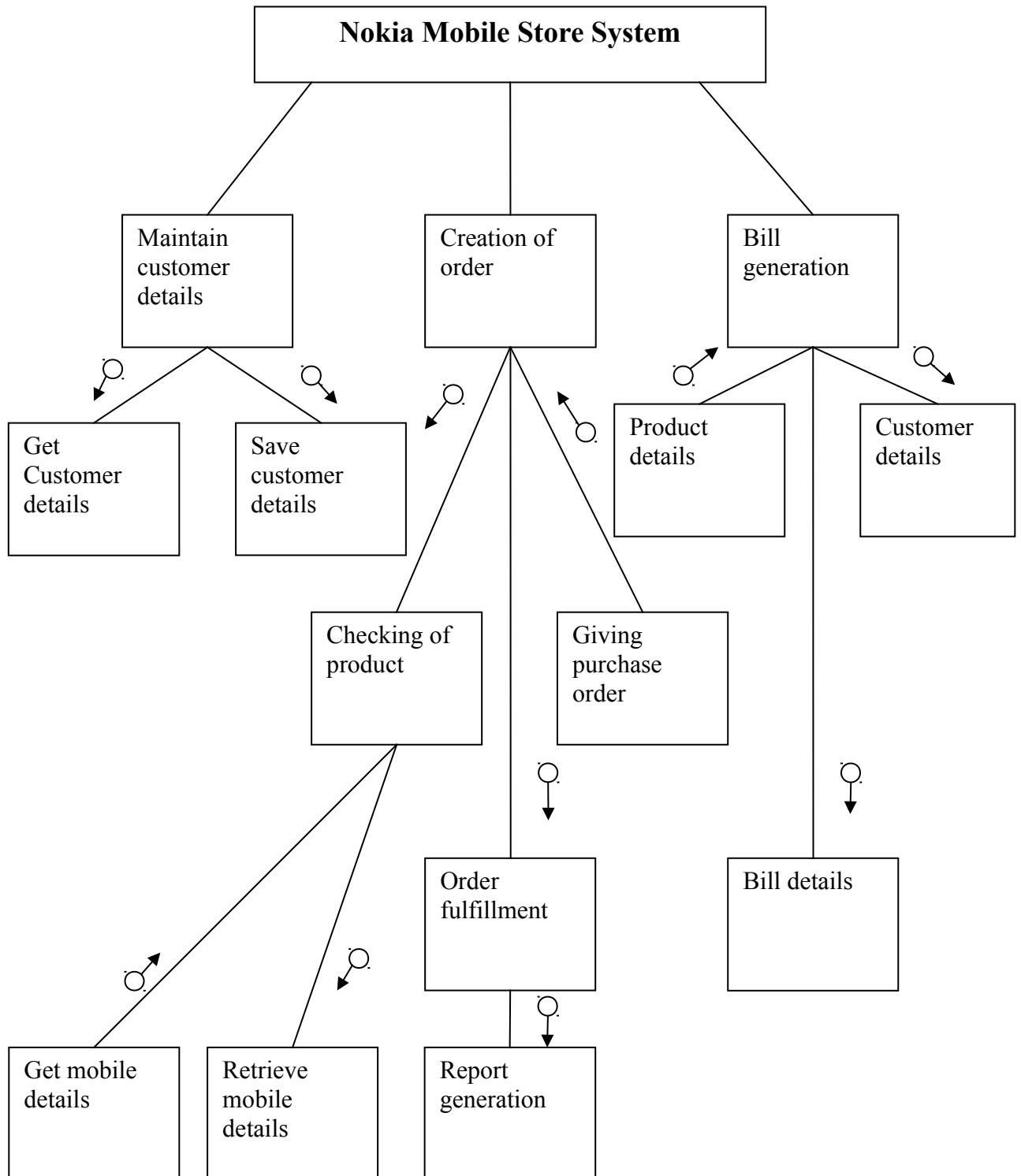
Deployment Diagram



System flow



Structure chart



Chapter 4

System Coding

Menu Tree

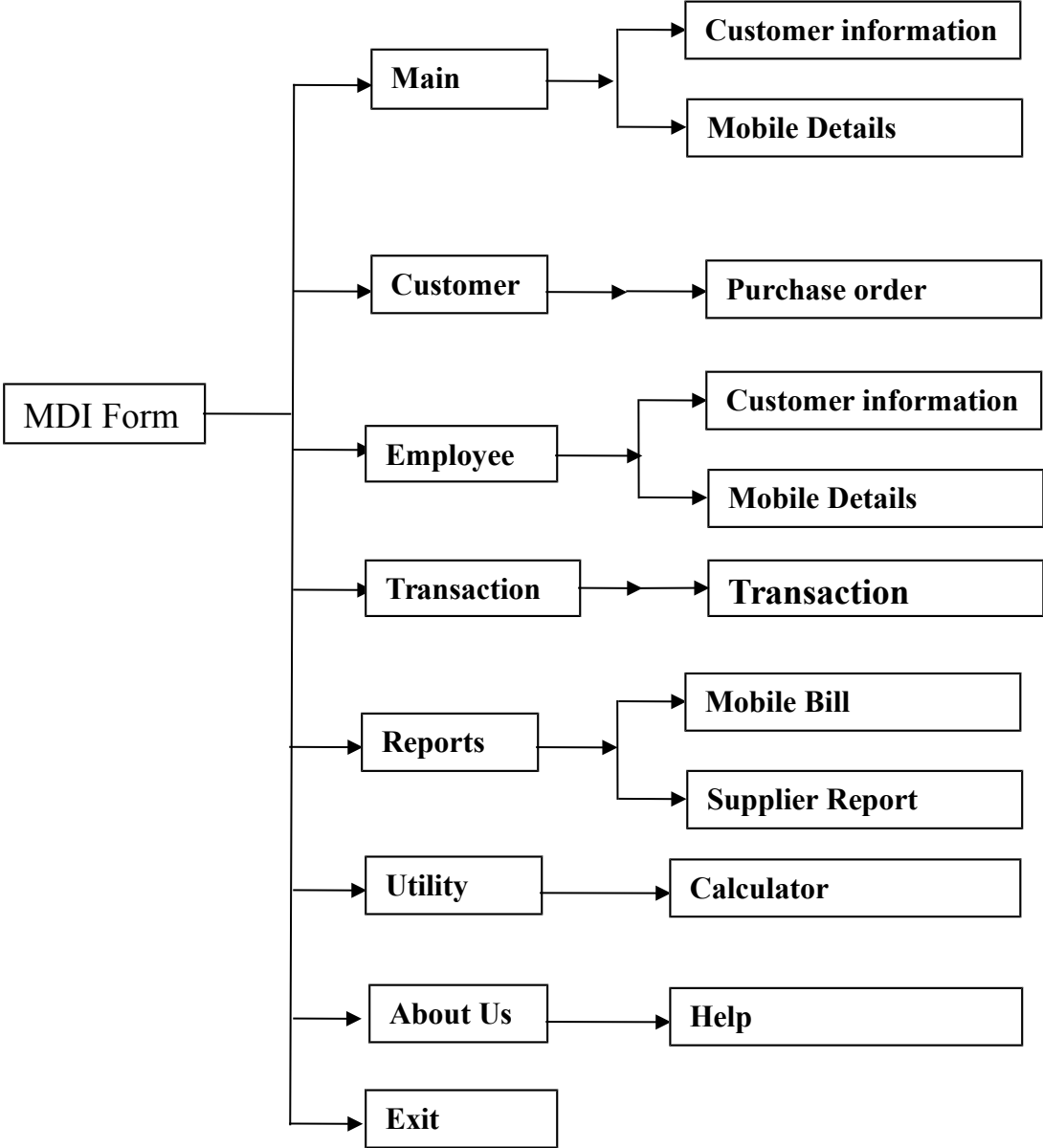


Table List

1. Table name:-Cust_info

Sr.N	Field Name	Datatype	Constraints	Size	Description
1	c_no	Integer	Primary key		Stores the customer code
2	cname	Varchar		10	Stores the customer name
3	cadd	Varchar		10	Stores the customer address
4	gender	Varchar		10	Store the customer gender
4	contactno	Bigint			Stores the customer contact.
5	email	Varchar		25	Stores the customer email id

2. Table name:-Employee

Sr. No.	Field Name	Datatype	Constraints	Size	Description
1	E_id	Integer	Primary key		Stores the employee code
2	E_fname	Varchar		15	Stores the employee name
3	E_mname	Varchar		15	Stores the employee middle name
4	E_lname	varchar		15	Stores the employee last name
5	E_add	Varchar		20	Stores the employee address
6	Ph_no	Bigint			Stores the employee ph.no.

3. Table name:-Supplier

Sr. No.	Field Name	Datatype	Constraints	Size	Description
1	o_no	Integer	Primary key		Stores the company code
2	S_name	Varchar		20	Stores the company name
3	o_model	Varchar		20	Stores the mobile model name
4	o_qty	Integer			Stores the mobile qty
5	o_color	varchar		20	Stores the mobile color
6	o_prize	Bigint			Stores the mobile prize
7	o_totprize	Bigint			Stores the total prize
8	o_tax	Bigint			Stores the tax value
9	o_tot	bigint			Stores the total amount included tax

4. Table name:-Order

Sr.	Field Name	Datatype	Constraints	Size	Description
1	c_no	Integer	Foreign key		Stores the customer code
2	c_name	Varchar		15	Stores the customer name
3	c_add	Varchar		15	Stores the customer address
4	contactno	Bigint			Stores the customer contact no
5	email	varchar		20	Stores the customer email
6	o_no	Integer			Stores the order no
7	p_no	integer			Stores the product no
8	P_name	Varchar		15	Stores the product name
9	P_q ty	Integer			Stores the product quantity
10	P_mrp	integer			Stores the product prize
11	P_tot	bigint			Stores the product total prize

8. Table name:-Salary

Sr. No.	Field Name	Datatype	Constraints	Size	Description
1	E_id	Integer	primary		Stores the employee id
2	E_fname	Varchar		15	Stores the employee name
3	e_mname	varchar		15	Stores the employee middle name
4	e_lname	Varchar		15	Stores the employee last name
5	e_add	varchar		20	Stores the employee address
6	e_contact	Bigint			Stores the employee contact no
7	msalary	Bigint			Stores the emp monthly salary
8	advance	Bigint			Stores the emp advance salary

Program List

<u>NO</u>	<u>FORM NAME</u>	<u>PURPOSE</u>
1	Loding.frm	This form display the title of system name of organization & copyright of the system
2	Loginform.frm	This form is used for security with the help of password
3	MdIForm.frm	This is the multiple document interface for the all of the form in the project
4	Cust_info.frm	This form is use for store the customer information
5	Emp.frm	This form is use for store the employee information
6	Supplier.frm	This form is use for store the Supplier information
7	Salary.frm	This form use for store employee salary

Report List

<u>NO.</u>	<u>REPORT NAME</u>	<u>PURPOSE</u>
1	Crystalreport1.rpt	This report is use for to print and show the customer bill
2	Crystalreport2.rpt	This report is use for to print & show the supplier bill

Chapter 5

System Implementation & Uploading

System Implementation

VARIABLE NAME	DATA TYPE	DESCRIPTION
Cn	Connection	To make the connection between application & database.
Cmd	SqlCommand	To execute sql query on table
Reader	SqlDataReader	To read data retrieve by sqlcommand.
CryRpt	CrystalReport	To display crystal report.

SYSTEM CONTROLS AND STANDARDS

1. Access control:-

System gives access by valid password.

2. Input control:-

System validates every textbox. It allows textual values for fields like customer name. It also validates some numeric data only for fields like phone no.

3. System Generated control:-

In Order details it automatically calculates total price of the product. Similarly in Receipt details it automatically deducts the amount from the actual amount.

4. Range control:-

In Order Transaction the system checks whether quantity given by the user is not more than the available product.

Chapter 6

Future Enhancement

Future Enhancement

Being a computer system, the system has good scope to be improved further.

Future Enhancements are as listed below

- ❖ Maintain daily employee attendance.
- ❖ Administrator can be given more rights so that he will be able to change order details.

Conclusion

- # System helps to store all the data about the customer order in computer and there is no need to do paper work.
- # Data is going to be preserved carefully for longer period hence proper backup is required otherwise there is chance of losing entries or data.

Chapter 7

References & Bibliography

References & Bibliography

Sr.No.	Type	Description
1.	Book name :	Php 2016
	Author :	Anne Boehm
	Publication :	Murach
2.	Book name :	Mastering php 2016
	Author :	Evangelos Petroustos
	Publication :	Wiley-India Edition