CHAPTER 1

INTRODUCTION:

Computer plays an important role in our daily life. Anything we want we can get only in one mouse click. Speed, reliability and accuracy of the computer make it a powerful tool for different purposes. A very important and basic need of today's modern business world is the quick availability and processing of information using computer. One can easily get the type of required information within a fraction of a second. The project that I have taken is also in this category which is used in our daily life whenever we want to purchase some items we can easily get them at our home.

- E-commerce mean any transaction over the internet
- In online marketing ,a shopping cart is a piece of E-commerce software on a web server that allow visitors to an Internet site to select items for eventual purchase, analogous to the American English team "shopping cart " in British English it is generally know as a shopping basket, almost exclusively shortened on websites to "basket."
- The software allows online shopping customers to accumulate a list of items for purchase, described metaphorically as "placing items in the shopping cart" or "add to cart". upon checkout ,the software typically calculates a total for the order , including shipping and handling charges and the associated taxes , as applicable.

1.1 OBJECTIVE :

The objective of project on Online Shopping Portal is to developing a GUI based automated system, which will cover all the information Related to the all products which is used in our daily life. For example – Mobiles Phones, Laptops, Clothes, Books, Electronic Items and many more. So by this GUI based automated system a user want to purchase something then it only a mouse click away to purchase these products.

1.2 MOUDULE DESCRIPTION:

- The module contain user login ,logout, and contact us part
- In main page we divided three part heading part side menu and product design part
- This web application contain product description page
- The shopping page, the product of shopping portal pro version we can add product into the cart and remove product in the cart also

CHAPTER 2

LITERATURE SURVEY:

Technology has made significant progress over the years to provide consumers a better online shopping experience and will continue to do so for years to come. With the rapid growth of products and brands, people have speculated that online shopping will overtake in-store shopping. While this has been the case in some areas, there is still Demand for brick and mortar stores in market areas where the consumer feels More comfortable seeing and touching the product being bought .however, the availability of online shopping has produced a more educated consumer that can shop around with relative ease without having to spend a large amount of time .In exchange, online shopping has opened up doors to many small retailers that would never be in business if they had incur the high cost of owning a brick and mortar store . at the end ,it has been a win-win situation for both consumer and sellers

1) SURVEY PROJECT SCOPE AND FEASIBILITY:

This activity is also known as the feasibility study. It begins with a request from the user for a new system. It involves the following:

- Identify the responsible user for a new system
- Clarify the user request
- Identify deficiencies in the current system
- Establish goals and objectives for the new system
- Determine the feasibility for the new system
- Prepare a project charter that will be used to guide the remainder of the Project

2) SYSTEM ANALYSIS:

The objective of the system analysis activity is to develop structured system specification for the proposed system. The structured system specification should describe what the proposed system would do; independent of the technology, which will be used to implement these requirements. The structured system specification will be used to implement these requirements. The structured system specification will be called the essential model (also know as logical model).

The essential model may itself consist of multiple models, modeling different aspect of the system. The data flow diagrams may model the data and there relationships and the state transition diagram may model time dependent behaviour of the system. The essential model thus consists of the following.

- Context diagram
- Leveled data flow diagrams
- Process specification for elementary bubbles
- Data dictionary for the flow and stores on the DFDs.

3) PRELIMINARY DESIGN:

The activity deals with certain design issues, which are to be finalized in consultation with the user. The two most important design issues of relevance to the user are the automation boundary and the human –machine interface. The output of the activity is the user implementation model. The major part of the user implementation model is the specification for the user interface of the proposed system. The user implementation model is also referred to as the physical model of the proposed system. The user implementation model is also referred to as the physical model of the proposed system. The model, in addition to the essential model, defines the following for the proposed system:

- Automation boundary
- Report layouts
- Layouts of the source documents
- Screen layouts for the data entry forms
- Menu

4) SYSTEM DESIGN:

System design involves transformation of the user implementation model into software design. The design specification of the proposed system consists of the following:

- Database scheme
- Structure charts
- Pseudo codes for the modules in structure charts

5) IMPLEMENTATION:

This activity includes programming, testing and integration of modules into a progressively more complete system. Implementation is the process of collect all the required parts and assembles them into a major product.

6) TEST GENERATION:

This activity generates a set of test data, which can be used to test the new system before accepting it. In the test generation phase all the parts are come which are to be tested to ensure that system does not produce any error. If there are some errors then we remove them and further it goes for accepting.

2.1 REFERED PAPER:

Jiri Sapale " Home Automation With Low-Cost AVR-Base Board" IFAC (Tnternational Fedration Of Automatic Control) Hosting Elsevier,2015

2.2 LANGUAGES USED :

PHP:

PHP: Hypertext Pre processor is a widely used, general-purpose scripting language that was originally designed for web development to produce dynamic web pages. For this purpose, PHP code is embedded into the HTML source document and interpreted by a web server with a PHP processor module, which generates the web page document. As a general-purpose programming language, PHP code is processed by an interpreter application in command-line mode performing desired operating system operations and producing program output on its standard output channel. It may also function as a graphical application. PHP is available as a processor for most modern web servers and as standalone interpreter on most operating systems and computing platforms.

PHP stores whole numbers in a platform-dependent range. This range is typically that of 32-bit signed integers. Unsigned integers are converted to signed values in certain situations; this behaviour is different from other programming languages. Integer variables can be assigned using decimal (positive and negative), octal, and hexadecimal notations. Point numbers are also stored in a platform-specific range. They can be specified using floating point notation, or two forms of scientific notation. PHP has a native Boolean type that is similar to the native Boolean types in Java and C++. Using the Boolean type conversion rules, non-zero values are interpreted as true and zero as false, as in Perl and C++. The null data type represents a variable that has no value. The only value in the null data type is NULL. Variables of the "resource" type represent references to resources from external sources. These are typically created by functions from a particular extension, and can only be processed by functions from the same extension; examples include file, image, and database resources. Arrays can contain elements of any type that PHP can handle, including resources, objects, and even other arrays. Order is preserved in lists of values and in hashes with both keys and values, and the two can be intermingled. PHP also supports strings, which can be used with single quotes, double quotes, or heredoc syntax.

PHP:

PHP is one of the most popular server side scripting languages running today. It is used for creating dynamic Web Pages that interact with the user offering customized information. PHP offers many advantages; it is fast, stable, secure, easy to use and open source (free).

- User friendly
- GUI
- Separation of work (designing & coding)
- Written once run anywhere
- PHP API

BACK END DETAILS:

Back end part of a system is more important because it controls all the internal process of a system. I have choose oracle database as back end. Because it is word's Most Capable relational database and provide more security than others.

MYSQL:

MySQL is the world's most popular open source database software, with over 100 million copies of its software downloaded or distributed throughout its history. With its superior speed, reliability, and ease of use, MySQL has become the preferred choice for Web, Web 2.0, SaaS, ISV, Telecom companies and forward-thinking corporate IT Managers because it eliminates the major problems associated with downtime, maintenance and administration for modern, online applications.

Many of the world's largest and fastest-growing organizations use MySQL to save time and money powering their high-volume Web sites, critical business systems, and packaged software — including industry leaders such as Yahoo!, Alcatel-Lucent, Google, Nokia, YouTube, Wikipedia, and Booking.com.

The flagship MySQL offering is MySQL Enterprise, a comprehensive set of production-tested software, proactive monitoring tools, and premium support services available in an affordable annual subscription.

MySQL is a key part of WAMP (Window, Apache, MySQL, PHP), the fast-growing open source enterprise software stack. More and more companies are using WAMP as an alternative to expensive proprietary software stacks because of its lower cost and freedom from platform lock-in.

HTML & CSS:

<html>: The dose the HTML document begin and end

<body>: The tag contain the content of document

<head>: The tag contain the title tag

**
:**The used to get extra space between paragraph

<P>: The <P>tag is used for the Paragraph in html

<b>: The <b>tag is used to bold the text in html

<u>: The<u>tag is used to underline the text

<Table>: The table tag is used to form table in the html the table tag attribute

Are<td>(table data)<tr>(table row)

<a>: The a tag is used to link the for one page to another page

a:link&a:visited ;in the CSS definition in order to be effective.

a:active; a:active MUST come after

a:hover;a:hover in the CSS definition in order to be effective.

This effects are by using inside <style>tag

<img>: The img tag is used to add the image into the html page

Heading tags : Heading are displayed in a bold face font where default size

Depending on the number in the heading tag<h1>to<h6>

<h4>:uses the default size

<h5><h6>:use smaller size

Form: form tag is a block tag can have several different attribute only one of which is action

Password field: a pass word field works just like a text entry field

<input type =”password”>

Submit button: the submit button is used to click the submit button it

Suddenly sends the collected form data to the server for the process

<input type=”submit”>

Text: adding text in to the form and it stored in database

<input type=”text”>

Marque: the marque which is used to create a scrolling text or image

font-size: to fix the font size

center: the center tae is used to aline a text in html

color: color attribute is used to change color of the text

background-: background is used to add the background color

font-family: font-family is used to change the font face

** :**div class is used to call the class in html and it work in css page

text area : the text area element has contain between its opening and closing tag the content of the text area

form: form tag is a block tag can have several different attribute only one of which is action

label: the label element is used to associate descriptive text with its respective form field

Pre: the pre tag is used to preserve the white space in the text that is to prevent the browser from preserve multiple space and ignoring embed

Line break

<link rel= "stylesheet" href="">:link tag is used to link the html page to the Css page

video :the video tag is used to add the video in html page

text-align: text align is used to align the text in webpage

opacity: the opacity property specifies the opacity transparency of an element

margin: padding: the padding properties are used to generate space around element content inside of any defined borders

background-size: to specifies the size of text

position: the position property specifies the type of positioning method

used for an element

transform: a transform is an effect that lets an element change shape

width: the width property sets the width of an element

padding: the padding property is used to generate space around an element‘s content

box-sizing: the box sizing property allow us to include the padding and border in an element’s total width and height

box-shadow: box shadows utilities for controlling the box shadow of an element shadow –inner box –shadow

border-radius: the border radios css property rounds the corner s of an element s outer border edge we con set a single radius to make circular

position: the position property specifies the type of positioning method used for an element

letter-spacing: the letter spacing property controla the amount of space between each letter in a given element or block of text

margin-bottom: the margin bottom css property sets the margin area on the bottom of an element

border-bottom: the border –bottom css property is a shorthand that sets the value of border –bottom –width border-bottom –style and border –bottom -color

outline: an out line that is drawn around element outside the border to make the element stand out

pointer-events: when pointer event-events is used on html element it can specify whether or not an element can respond to mouse event it can be used to prevent click

transition: the transition –property specifies the name of the css property the transition effect is for the transition effect will start when the specified

cursor: the cursor css property sets mouse cursor to display when the mouse pointer is over an element

border-radius: the css border –radius property defines the radius of an element s corners

font-style: the css font property define the font family boldness size and the style of a text

list-style: the list style css property is a shorthand to set style properties list style type list style image and list style position

float: the float property places an element on the left or right side of its container

letter-spacing: the letter spacing property control the amount of space between each letter in a given element or block

text-decoration: the text decoration property is used to add decoration to inline content

display-block: the default display value for most element is block or line

text-decoration: the text –decoration property adds an underline ,over line line through ,or a combination of lines to selected text

display: it works how an element is displayed every html element has default display value depending on what type of element it is

Javascript:

Java script, often abbreviated as JS, is a programming language that confirms to the ECMA Script Specification, java Script is high-level, often just-in-time compiled, and multi

paradigm. It has curly -bracket syntax, dynamic typing ,prototype-based object-orientation, and first-class function

ECMA: ECMA International.it was created to standardize JavaScript to help foster multiple independent

Alongside HTML and CSS, JavaScript is one of the core technologies of the world Wide web, java script enables interactive web pages and is an essential part of web application the vast majority of websites use it for client-side page behaviour and all major web browsers have a dedicated java script engine to execute it.

As a multi-paradigm language, Java Script supports event-driven functional, and imperative programming styles, It has application programming interfaces(APIs)for working with text, dates, regular expressions, standard data structure ,and the Document object model(dom)

CHAPTER 3

SYSTEM ANALYSIS:

3.1 EXISTING SYSTEM:

The current system for shopping is to visit the shop manually and from the available product choose the item customer want and buying the item by payment of the price of the item.

1. It is less user-friendly.
2. User must go to shop and select products.
3. It is a time consuming process.
4. Description of the product limited.
5. It is difficult to identify the required product.
6. Not in reach of distant users.

ABOUT THE EXISTING SYSTEM

Advantages of the Existing System:

The project Online Shopping Portal System is GUI based system so that it is easy to handle. It also increases the efficiency of the end user, because it will reduce the redundant job, which is tedious to complete. The Online System also has automated capability to complete job, so it reduces the work manually.

Advantage of Online Shopping Portal:

1. This online program will take less time and gives better results.
2. It reduces the tedious jobs Like (Redundant work, long procedures, Up to Date Information).
3. It will improve the online shopping system, since all the information is available whenever required.
4. It provides quick processing thus helps in transaction and updating in Edit personal view can perform in few seconds.
5. It provides accurate Output.
6. It gives fast answer of queries.
7. The amount of paper work is reduced.
8. Better Control.

Deficiencies of the manual system:

1) **Lack of immediate retrieval of information:**

In manual system, lot of time is wasted in retrieving information. Much searching is required before required information is found. This wastes a lot of time of the user as well as the person.

2) **Lack of immediate information storage:**

In manual system, it is difficult to store information at proper place at that very moment. This is because the person is unable to quickly locate the place where the information is to be stored.

3) **Prompts updating not possible:**

Changes are quite natural in all walks of life. Information and stored data also changes from time to time. These changes should be incorporated in the working also to keep the information up to date. However, bringing about changes through the manual system is a slow and tedious process because of which inaccurate information storage occurs.

4) **Unplanned working:**

The manual system lacks the element of planned working. Records are not properly maintained. This creates a lot of problems at times like during information retrieval and storage.

5) **Insignificant generation of managerial and Strategic reports:**

In manual system, reports for management are difficult to be generated and strategic reports are almost impossible. This is because for these reports proper storage of information, its retrieval and it's filtering (i.e. choosing information that meets criteria are very important and are very tough in manual system.

6) Accuracy:

The manual system lacks accuracy in working and a number of operations may be performed incorrectly. The computations that are done in the organization may be incorrect and whatever are generated in the system may be inaccurate.

7)Reliability:

The reliability of a manual system is considered to be low because of the above given reasons including the fact that 'To error is human'. Any task that is performed by men, always contain the risk of errors.

8)Redundancy of information:

In manual system, particular information may be stored at a number of places, lending to redundancy. Redundancy of data or information creates a number of problems storage space is wasted; changes at one place are to be made at a number of places and so on.

3.2 PROPOSED SYSTEM :

In the proposed system customer need not go to the shop for buying the products . He can order he wish to buy through the application in his smartphone/laptop. The shop owner will be admin of the system. Shop owner can appoint moderators who will help owner in managing the customers and product orders. The System also recommends a home delivery system for the purchased products.

1. It is user-friendly.
2. It is fast and secured.

GOALS OF THE PROPOSED SYSTEM:

1) **Immediate retrieval of information:**

The main objective of the new system is to provide for quick and efficient retrieval of information. Any type of information would be available to the user whenever he requires. Facility would be provided for online query to cut down on the response time greatly.

2) **Immediate storage of information:**

In the proposed system, it will be easy to store information at any given time at the correct places. The location of storage would be easily available and user will face no difficulty.

3) **Prompt updating of information:**

In the proposed system, the information will always remain up to date as the updating will be prompt and without any efforts. This factor will be of great importance in the proposed system as it determines the integrity of the information stored.

4) **Fast computation of information:**

The computation of information will be quite fast in the proposed system. Not only mathematical calculations, but also logical comparisons will be quick in the new system.

5) **Planned approach toward working:**

The working in the service center information system will be well planned and organized. The data will be stored properly in the data store, which will help in retrieval of information as well as in its storage.

6) **Generation of managerial and strategic reports:**

The new system would provide for regular generation of reports, which would help the management in decisions making work and in controlling the overall working of the organization. The generation, of these reports would be possible only if the system is organized such that retrieval of information can be made on conditions.

7) **Accuracy:**

The level of accuracy in the new proposed system would be higher. All operations and computations would be done correctly and this will ensure that whatever information is coming from the center, it is accurate.

8) **Reliability:**

The reliability of the proposed system would be high due to the above stated reasons. The reason for the increased reliability of the system is that now there would be proper storage of information, its maintenance would be well managed and retrieval would be possible in the desired manner.

9) **Non Redundant Information:**

In the new system, utmost care would be taken that no information is repeated, any usage of storage or otherwise. This would assure economic usage of storage or space and consistency in the data stored. This will also help make those changes easily as the change would have to be made only at that very place and no where else.

CHAPTER 4

SYSTEM REQUIREMENT:

4.1 Hardware Requirements:

At Developer Side

During system development, i have to design both static and dynamic website interfaces, create website functions and a database system, edit photos and pictures, so its has a set of software and hardware requirements.

Hardware Used

- Intel Dual Core Processor
- 160 GB Hard Disk Drive.
- 1GB RAM.
- O.S. – Windows XP SP2

At System Users Side

The following is the requirements for the system users including members and administrators.

Hardware Requirements

- Intel Pentium 4 Processor
- 20 GB Hard Disk Drive.
- 256MB RAM.
- O.S. – Windows XP

4.2 Software Requirements:

At Developer Side

Software Used:

- **Server:** XAMP SERVER
- **Data Base:** MYSQL Database
- **Text Editor:** Sublime Text

At System Users Side

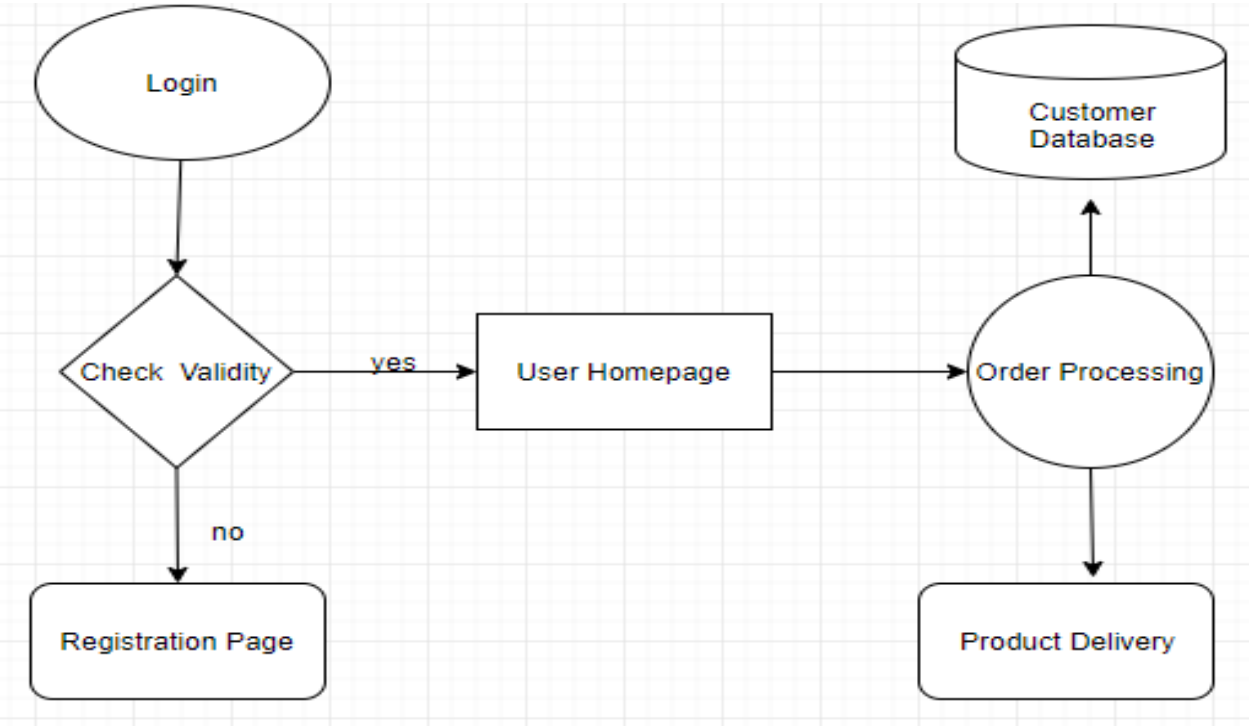
Software Requirements:

- Browser (IE 7.0 or Above, Mozilla Firefox, Google Chrome
- Browser Must be JavaScript Enabled

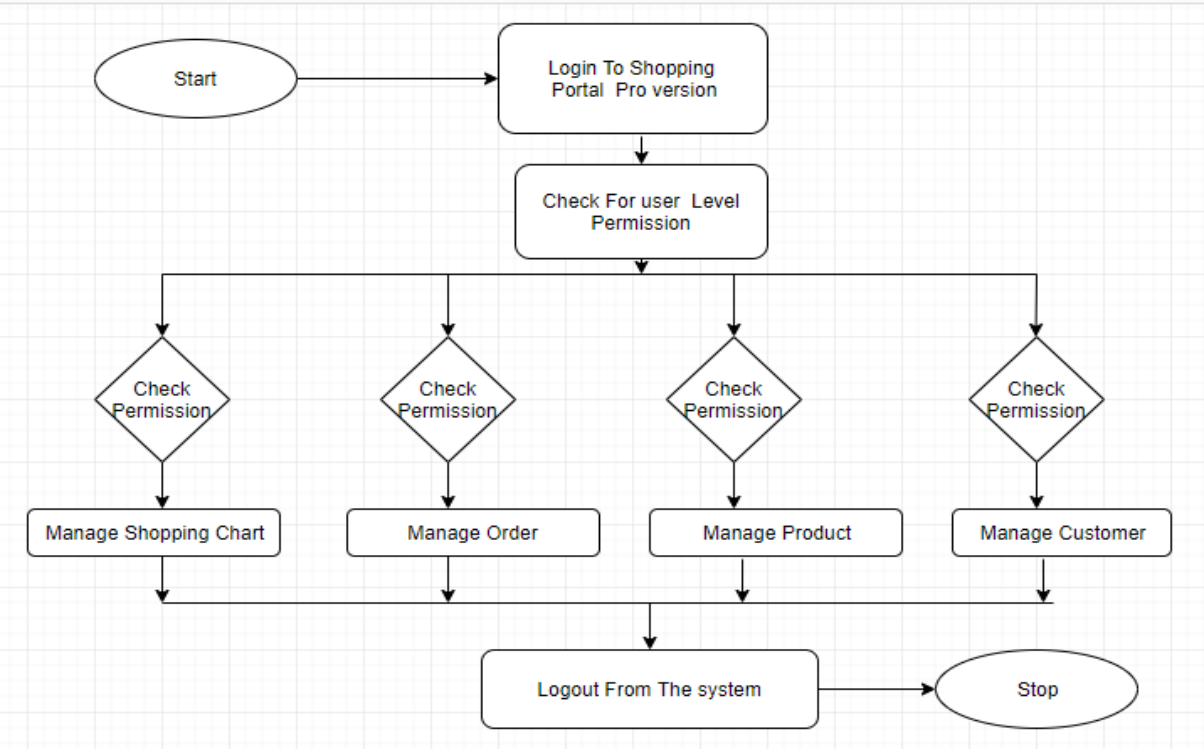
CHAPTER 5

SYSTEM DESIGN:

5.1 DFD:



5.2 SEQUENCE DIAGRAM:



CHAPTER 6

SYSTEM IMPLEMENTATION:

Implementation is the stage in the project where the theoretical design is turned into the working system and is giving confidence to the new system for the users i.e. will work efficiently and effectively. It involves careful planning, investigation of the current system and its constraints on implementation, design of method to achieve the changeover, an evaluation, of change over methods. A part from planning major task of preparing the implementation is education of users. The more complex system is implemented, the more involved will be the system analysis and design effort required just for implementation. An implementation coordinating committee based on policies of individual organization has been appointed. The implementation process begins with preparing a plan for the implementation for the system. According to this plan, the activities are to be carried out; discussions may regarding the equipment have to be acquired to implement the new system.

Implementation is the final and important phase. The most critical stage is in achieving a successful new system and in giving the users confidence that the new system will work and be effective. The system can be implemented only after thorough testing is done and if it found to working according to the specification. This method also offers the greatest security since the old system can take over if the errors are found or inability to handle certain types of transaction while using the new system.

At the beginning of the development phase a preliminary implementation plan is created to schedule and manage the many different activities that must be integrated into plan. The implementation plan is updated throughout the Development phase, culminating in a changeover plan for the operation phase. The major elements of implementation plan are test plan, training plan, equipment installation plan, and a conversion plan.

There are three types of implementation:

- Implementation of a computer system to replace a manual system.
- Implementation of a new computer system to replace an existing system.
- Implementation of a modified application to replace an existing one, using the same computer.

Successful implementation may not guarantee improvement in the organization using the new system, but improper installation will prevent it. It has been observed that even the best system cannot show good result if the analysts managing the implementation do not attend to every important detail. This is an area where the systems analysts need to work with utmost care.

Conversion Methods

A conversion is the process of changing from the old system to the new one. It must be properly planned and executed. Four methods are common in use. They are Parallel Systems, Direct Conversion, Pilot System and Phase In method.

Parallel systems:

The most secure method of converting from an old to new system is to run both systems in parallel. This method is safest one because it ensures that in case of any problem in using new system, the organization can still fall back to the old system without the loss of time and money.

The disadvantages of parallel systems approach are:

- It doubles operating costs.
- The new system may not get fair trial.

Phase –IN- method:

This method is used when it is not possible to install a new system throughout an organization all at once. The conversion of files, training of personnel or arrival of equipment may force the staging of the implementation over a period of time, ranging from weeks to months.

Post Implementation Review

After the system is implemented and conversion is complete, a review should be conducted to determine whether the system is meeting expectations and where improvements are needed. A post implementation review measures the systems performance against predefined

requirement. It determines how well the system continues to meet the performance specifications.

A Database-driven Online Shopping Portal:

The shopping portal that I have build for our store makes use of several advance features that the cart contain all the selected products until checkout and My Shopping by which user can track their previous shopping on this portal. For doing so shopping portal uses a Database by which all these information stored in this database and when required then it is fetched from it. So I use MYSQL Database in this project.

So this shopping portal contains dynamic effects by using this database. Some parts of this project which use database are following:

- Firstly when user Register an account on this website the user give their information which are stored in database.
- Then when users want to login on this website then they give their username and password as they choose at registration time, if both are matched with database's username and password then user can successfully logged in the website otherwise Access Denied.
- The Objects which users can see on homepage, after login page, buy products page are also come from database.
- Now After login user can modify their profile and password. The modified profile details and password details altered in the database.
- In Buy Products Section Product and Their Prices also fetched from database's table. When user select a product and push Add to cart then items added to database's cart table.
- Then in My Cart section the products displayed which are in the cart table of the database following by user.
- Checkout section takes the carts item and their total price and then payment details are given by the user and these details store in separate database table. After Successful entry in this table users cart empty automatically because all items purchased by him.
- In My Shopping section the products a user purchased are displayed.

6.1 MODULE AND DESCRIPTION:

SIGN-UP AND SIGN-IN PAGE:

When the user is logged into the shopping website he/she can use the website ,if the user don't have user id and password needs to newly log in into the page to work on the shopping website.

```
<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<meta http-equiv="X-UA-Compatible" content="ie=edge">

<title>Sign Up</title>

<!-- Font Icon -->

<link rel="stylesheet" href="fonts/material-icon/css/material-design-iconic-font.min.css">

<!-- Main css -->

<link rel="stylesheet" href="css/style.css">

</head>

<body>

<div class="main">

<!-- Sign up form -->

<section class="signup">

<div class="container">

<div class="signup-content">

<div class="signup-form">
```

```
<h2 class="form-title">Sign up</h2>

<?php

if(count($_GET)>0){

echo "<span style='color:green;text-align:center;'>Mobile Number or Email Id already exsit</span>";

}

?>

<form method="POST" class="register-form" id="register-form" action="process.php">

<div class="form-group">

<label for="name"><i class="zmdi zmdi-account material-icons-name"></i></label>

<input type="text" name="name" id="name" placeholder="Name" required />

<span id="error_name" style="color:red;"></span>

</div>

<div class="form-group">

<label for="email_id"><i class="zmdi zmdi-email"></i></label>

<input type="email" name="email_id" id="email_id" placeholder="Email Id" required / >

</div>

<div class="form-group">

<label for="phone"><i class="zmdi zmdi-phone"></i></label>

<input name="phone" type="tel" minlength="10" maxlength="10" id="phone" placeholder="Phone"  required />

<span id="error_phone" style="color:red;"></span>

</div>
```

```
<div class="form-group">
<label for="pass"><i class="zmdi zmdi-lock"></i></label>
<input type="password" name="pass" id="pass" placeholder="Password"  required />
</div>
<div class="form-group">
<label for="re-pass"><i class="zmdi zmdi-lock-outline"></i></label>
<input type="password" name="password" id="re_pass" placeholder="Repeat your password"  required />
<span id="CheckPasswordMatch" style="color:red;"></span>
</div>
<span><i class="zmdi zmdi-eye" id="show_password"></i>Show Password</span>
<div class="form-group form-button">
<input type="submit" name="save" id="signup" class="form-submit" value="Register"/>
</div>
</form>
</div>
<div class="signup-image">
<figure><img src="images/keerthi1.jpg" alt="sing up image"></figure>
<a href="1.php" class="signup-image-link">I am already member</a>
</div>
</div>
</div>
</section>
```

```
</div>

<!-- JS -->

<script src="vendor/jquery/jquery.min.js"></script>

<script src="js/main.js"></script>

</body><!-- This templates was made by Colorlib (https://colorlib.com) -->

</html>
```

6.2 SYSTEM DESIGN:

The most creative and challenging phase of System Development Life Cycle (SDLC) is Software Design. SDS is systematic documentation of design. A design process involves "conceiving and planning out in the mind" and "making drawing pattern or sketch". The term "design" describes a final system and the process by which it is developed. It assist in catching potential errors before the implementation phase itself which had been very costly to remove otherwise.

System Design is a solution how to translate the system requirement into a blue print for constructing the software. The goal of SDS is not only to produce a correct design but the best possible one within the limitation imposed by the requirements and the physical and social environment in which the system will operate.

The system architecture description found in this document provides the reader a clear sense of how the system will be organized, how the components will interact and how the users will interface with the running software.

CHAPTER 7

TESTING :

Testing is the process of executing a program with the intent of finding errors. Although software testing is itself an expensive activity, yet launching of software without may lead to cost potentially much higher than that of testing, especially in systems where human safety is involved. Effective software testing will contribute to the delivery of higher quality software products, more satisfied users, and lower maintenance costs, more accurate and reliable results. Software testing is necessary and important activity of software development process.

STRUCTURAL TESTING

Structural Testing takes into account the internal mechanism of a system or component. Fatigue Testing is carried out with the objective of determining the relationship between the stress range and the number of times it can be applied before causing failure. So when your product’s structural durability needs to be predicted, verified and validated, turn to DTB's Structural Testing and Fatigue Testing experts. We provide you with the necessary structural testing and fatigue testing equipment and personnel to test the design and manufacturing integrity of your product. Call upon our vast experience in commercial and military applications.

Software Structural Testing is a 2-day course designed to provide an excellent knowledge base and practical skills for anyone interested in improving Software Structural Testing techniques and practices in their organization. This course starts with an overview of software testing basics, including discussions of the importance of software testing, the different levels of testing and basic testing principles. Basic testing terminology is defined. Techniques for ensure test coverage of requirements, different types of testing documentation and various test activities are discussed.

Course attendees will learn how to utilize various techniques for performing systematic structural testing, including decision/condition coverage, loop testing and basis path testing. Strategies for performing software and system integration testing are also covered.

FUNCTIONAL TESTING

It is very useful and convenient in support of functional testing. Although JMeter is known more as a performance testing tool, functional testing elements can be integrated within the Test Plan, which was originally designed to support load testing. Many other load-testing tools provide little or none of this feature, restricting themselves to performance-testing purposes. Besides integrating functional-testing elements along with load-testing elements in the Test Plan, you can also create a Test Plan that runs these exclusively. In other words, aside from creating a Load Test Plan, it also allows you to create a Functional Test Plan. This flexibility is certainly resource-efficient for the testing project.

This will give a walkthrough on how to create a Test Plan as we incorporate and/or configure its elements to support functional testing. This created a Test Plan for a specific target web server. We will begin the chapter with a quick overview to prepare you with a few expectations; we will create a new Test Plan, only smaller. The Test Plan we will create and run at the end of this chapter will incorporate elements that support functional testing, exclusively.

METHODOLOGY USED FOR TESTING

ACCEPTANCE TEST GENERATION

The objective of this step is to produce a set of test data that may be used to test the system. Whenever a new system is developed it need to be tested to confirm its validity and to determine whether it meets the user requirements. The system was also tested with some sample records. The records were entered into the system and various reports were generated to check the system.

System testing is a critical phase of implementation. Testing of the system involves hardware devices and debugging of computer programs and testing information processing procedures. Testing can be done with test data, which attempt to simulate all possible condition that may rise during processing. The testing methods adopted during the testing of system are unit testing and integration testing.

7.1 UNIT TESTING

Unit testing focuses on the modules independently locate the errors. This enables the tester to detect errors in coding. It is the process of taking a module and running it in isolation from rest of the software product by using prepared test cases and comparing the actual result with the result redirected with the specifications and design of the module. One purpose of testing is to find and remove as many errors in the software as practical. There are number of reason in support of unit testing-:

- The size of module single module is small that we can locate an error fairly easily.
- The module is small enough that we can attempt to test it in some demonstrably exhaustive fashion.
- Confusing interactions of multiple errors in widely different parts of software are eliminated.

There are problem associated with testing a module in isolation. How do we run a module without anything to call it, to be called by it, possibly to output intermediate values obtained during execution? One approach is to construct an appropriate driver routine to call it, and simply stubs to be called by it, and to insert output statements in it. Stubs serve to replace

modules that are subordinate to the module to be tested. A stub or dummy subprogram uses the subordinate module's interface, may do minimal data manipulation, prints verification of entry and returns.

INTEGRATION TESTING

This is a systematic technique for constructing the program structure while at the same time to uncover the errors associated with the interface. The objective is to take unit tested module and build a program structure that has been detected by designing. The main purpose of integration testing is to determine that the interfaces between modules are correct or not. One specific target of integration testing is the interface: whether parameter matches on both sides as to type, permissible ranges, meaning & utilization. There are 3 types of integration testing-

- **Top Down Approach**: Top Down integration proceeds down the invocation hierarchy, adding one module at a time until an entire tree level is generated.
- **Bottom Up Approach** :The Bottom up strategy works similarly from the bottom to up.
- **Sandwich Strategy** : A sandwich strategy runs from top and bottom simultaneously.

TEST DATA USED

The proper selection of the data is very important. If the test data is not appropriate or representative of the data to be provided by the user, the reliability of the output is susceptible.

Two different sources were during testing of the system-:

Using Live Test Data :

Live test are those that are actually extracted from the organization files. Use of the live data make testing easier by obtaining most expected outputs and if it is found that the program can handle the entries processing of the system accurately.

Using Artificial Test Data :

Live data is difficult to obtain insufficient amount to conduct extensive testing. It does not test all the combination or formats that can be done by entering to the system. Therefore artificial test data were used at the time of unit testing. Artificial test data was created solely for test purposes which provide extreme values for testing the limit of candidate system.

7.2TEST CASES

- **System is properly linked or not -** Whether they are redirected to desired page or not.
- **Information passed** – If a page passes some parameter to another page then it should be checked that the page get the correct information, whatever is passed by the previous page.
- **Output should be correct** – Every functionality of the system should be checked properly whether it gives the right result or not generally test is performed with known results. If the output of the system is matched with that result the system is working fine.

TEST CASES

LOGIN FOR USER

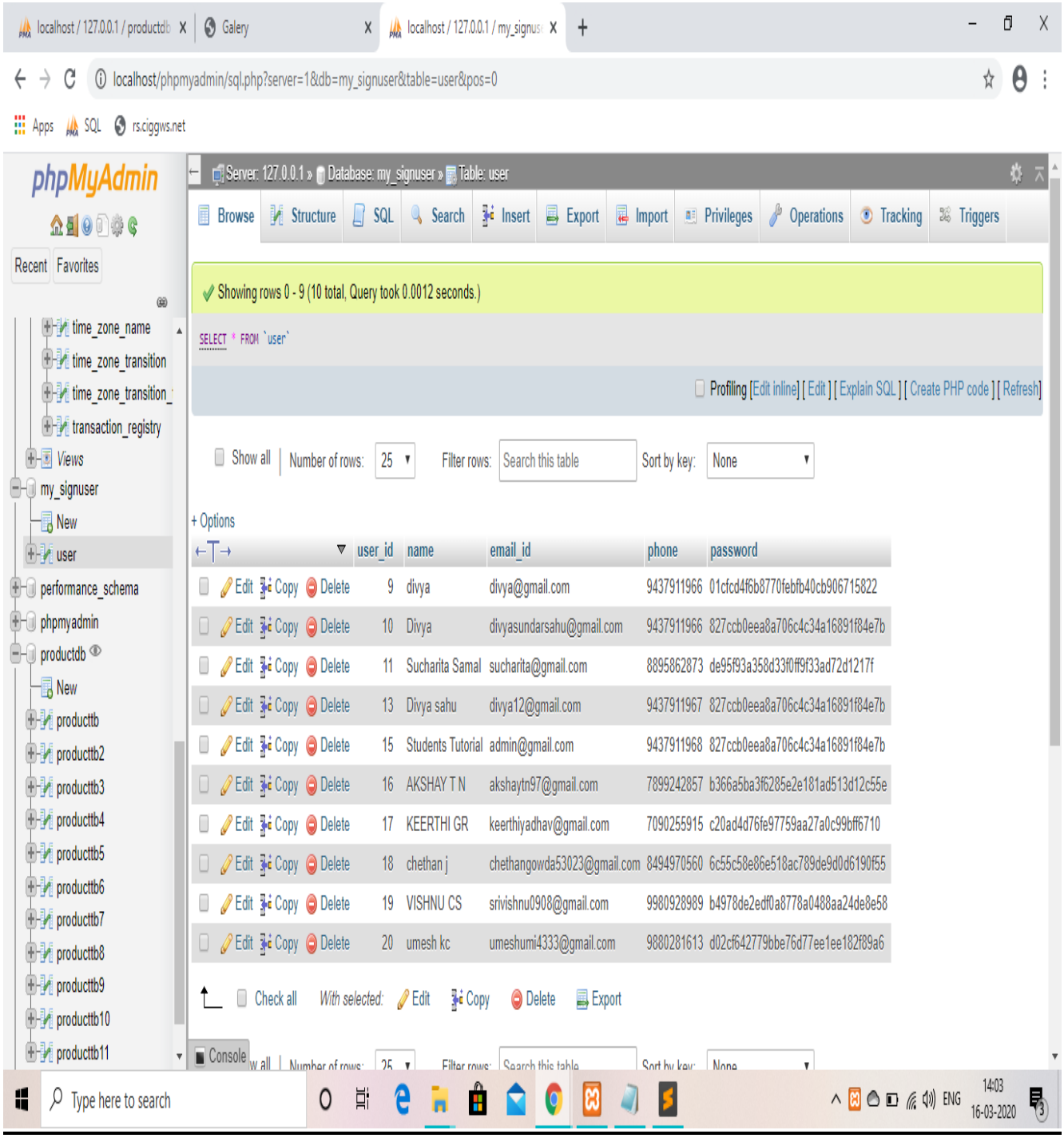
Serial No	Description	Expected Result	Actual Result	Result
1.	This page contains 2 fields user name and password and a login button to submit the information. User is entering correct information.	User home page should open after successful login.	Respective user home page is opening after successful login by user.	Passed
2.	If either user name or password is filled incorrect or left blank.	An error message should be displayed and user should be asked fill the information again.	When wrong information is entered by user then an error message is displayed.	Passed

USER REGISTRATION PAGE:

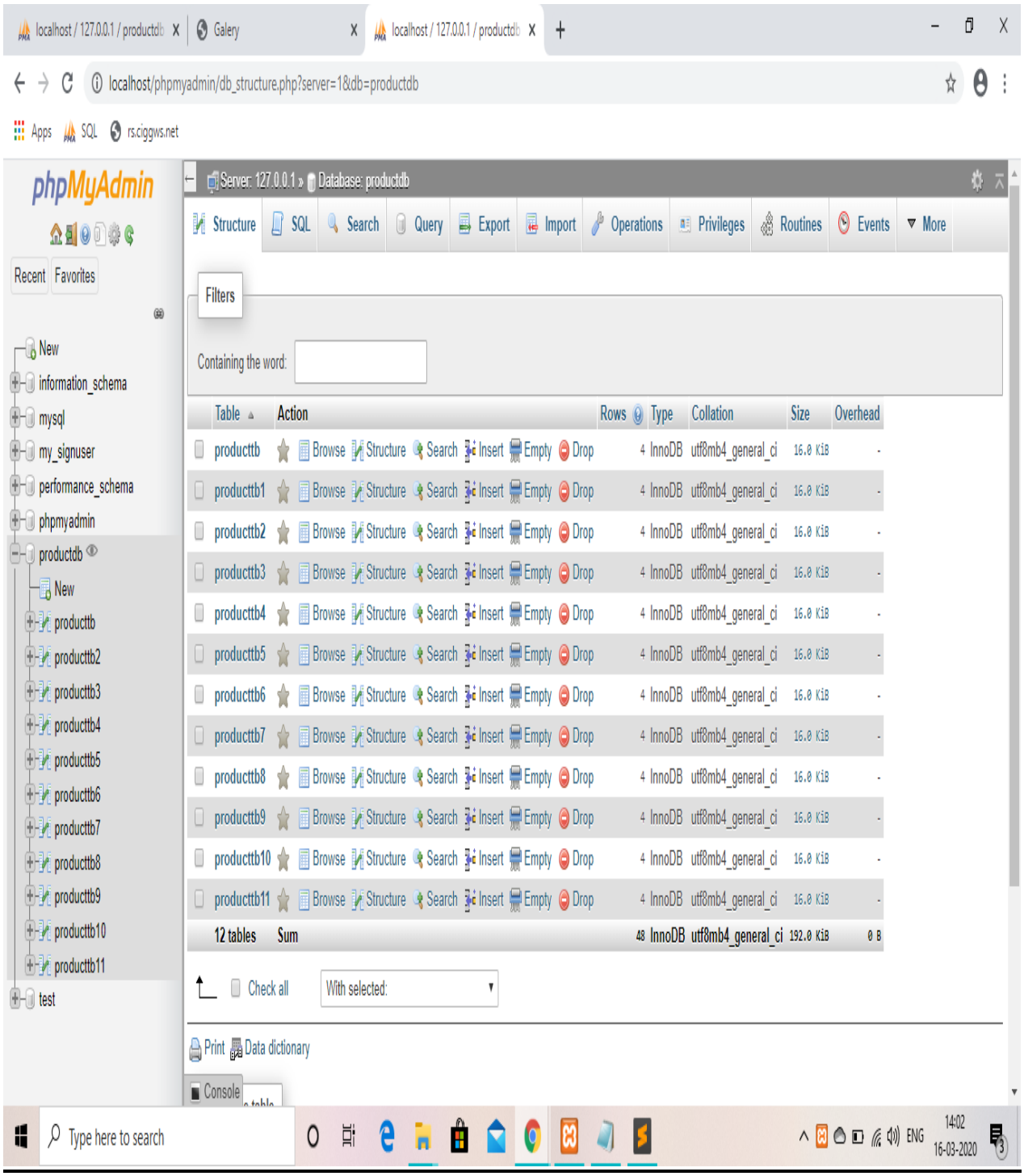
Serial No	Description	Expected Result	Actual Result	Result
1.	User registration page 1 consist of detail information about User and a submit button to submit the information .Here user is entering correct information.	After submitting information User registration page 2 should be displayed.	After submitting information User registration page 2 is displayed.	Passed
2.	If the information entered by user in incorrect or left somewhere blank.	An error message should be displayed and ask the user to fill the information again.	An error message is occurred if the information is incorrect or left blank.	Passed

CHAPTER 8

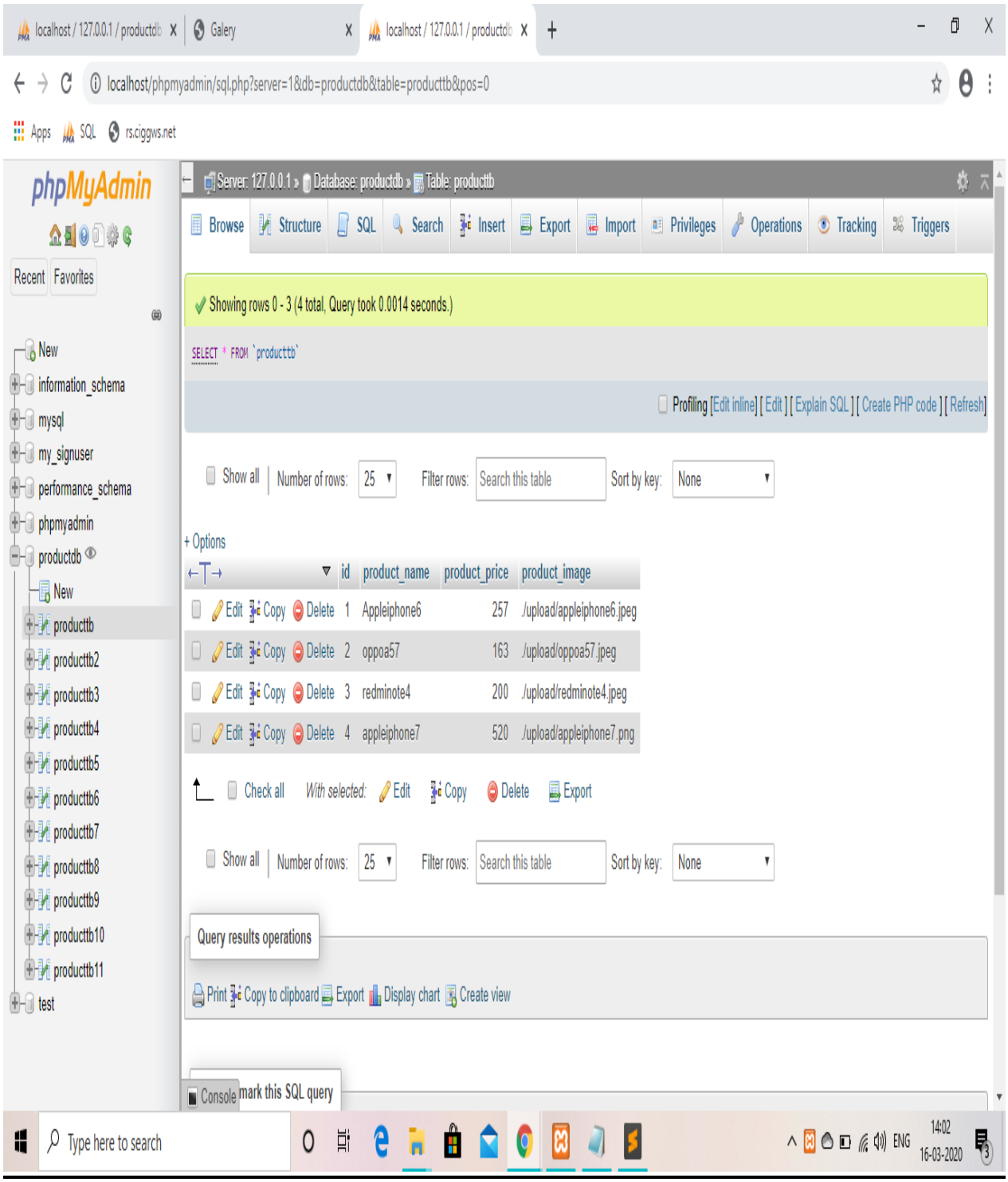
SNAPSHOTS:



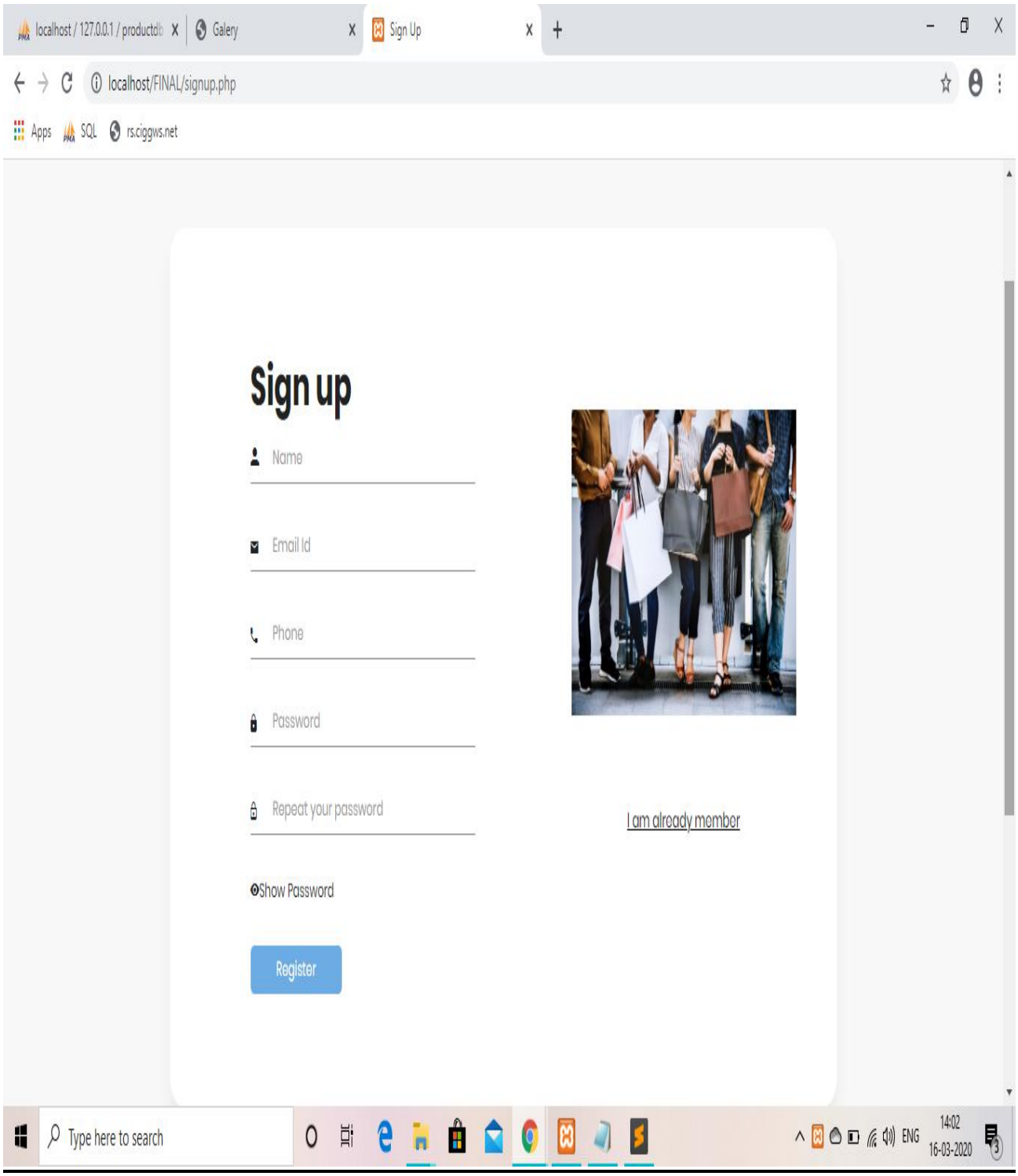
This is user sign up page contain user log in to our database user information



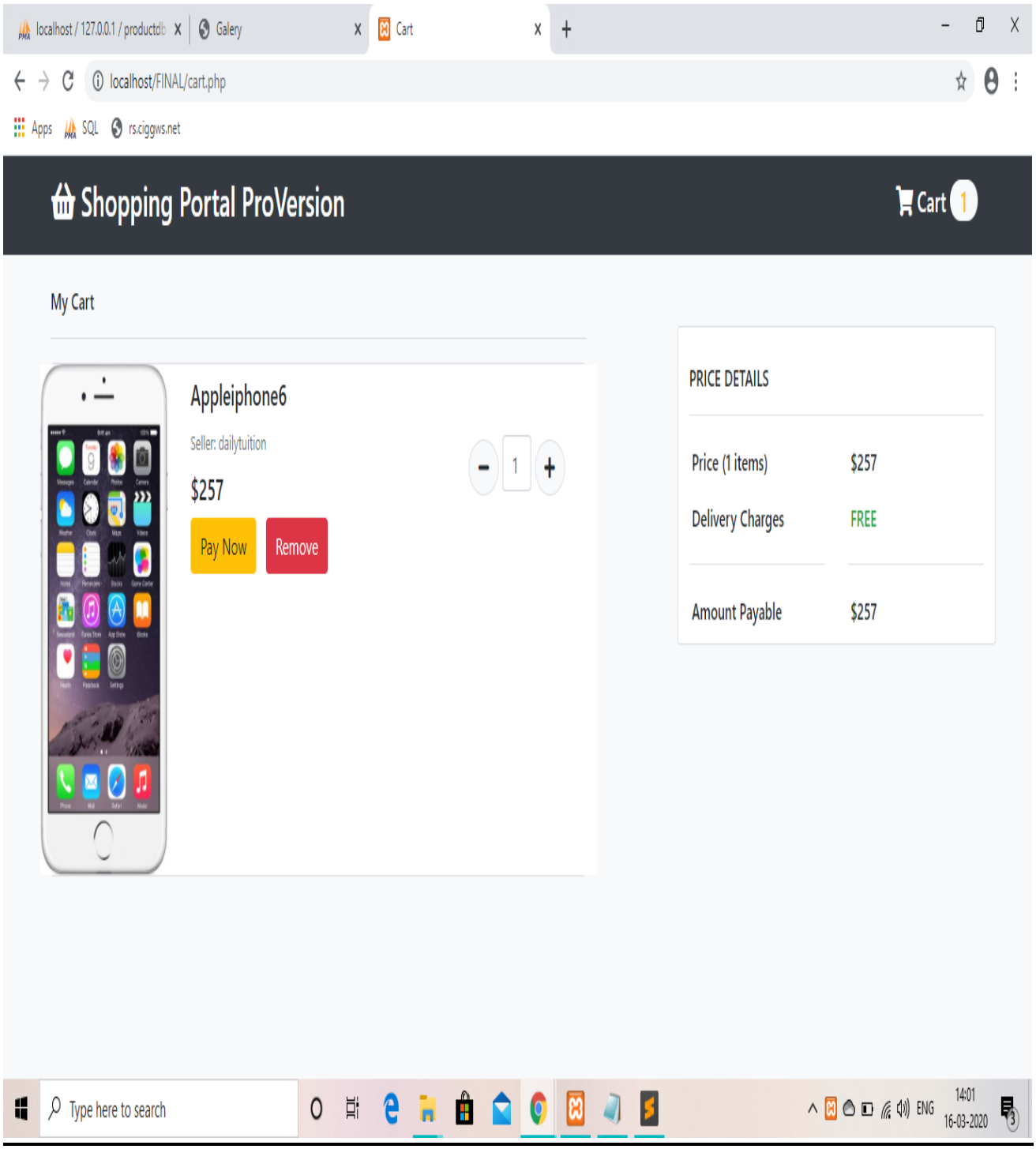
This is our database table contains list of product table



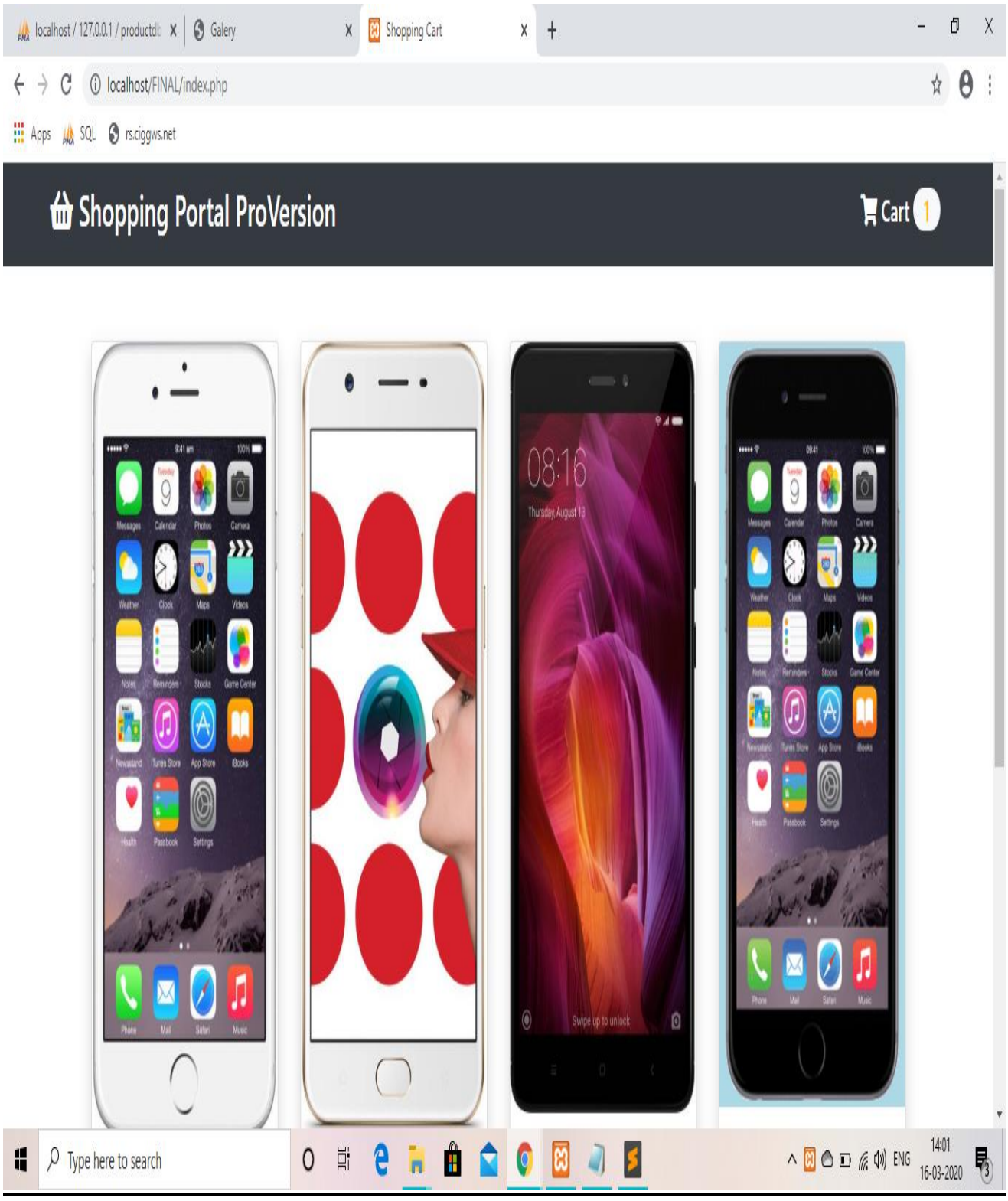
This is product table contain product information like product Id, name, price,image



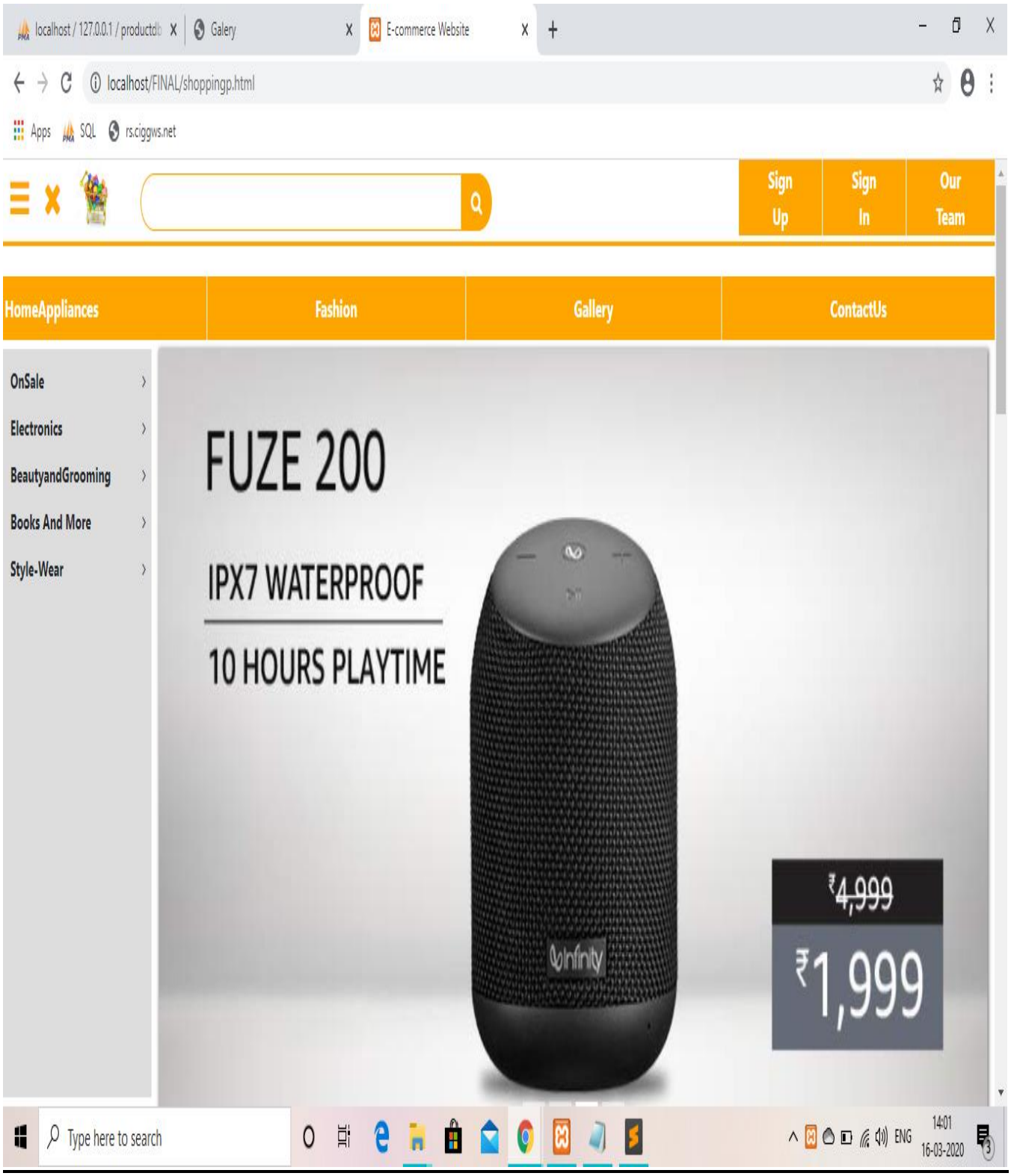
This is login page contain user login to our websites



This is cart page,It is done by using php



This is our product design page It is done by using PHP



This is our main page, It is design by using HTML and CSS code

CHAPTER 9

CONCLUSION:

Nowadays, online shopping is trending .Since it is very convenient and stress free, It' s also affordable and can find lots of things in there. Based on our observation many people prefer to use it rather than go to the market place and malls

As a part of our research we conducted as study and surveyed some of our co-students in our city .as we go along in our study. we found out that mostly females are the users of online shopping because of the cosmetics clothing and accessories section. Since the students are at the range of 15-19 years old they much prefer shopping online because its time and energy saver.

The number 1 user of online shopping based on our survey are the students of city of computing studies because of their field at technology: since online based markets tend to release gadgets that are top of the line and affordable, students grab all the opportunity they could get to purchase those on online . Hence, the students of our city and Institution of Arts and sciences are not that fond of online shopping.

CHAPTER 10

FUTURE ENHANCEMENT:

The shopping portal pro version system website will have the prominent features including:-

- System may keep track of history of purchases of each customer and provide suggestions based on their history.
- Providing invoice Facility for Customer.
- Providing net-banking and calling function to the user.

CHAPTER 11

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