# **Abstract**

The project “Mobo-Shopping” is an online mobile shopping system. The aim of this project is to provide people services of online mobile shopping in all over the world with an fast and easy access. It is aimed towards benefiting physical business by providing clients to access products through internet. It also enables shop over the internet. Customer can purchase product what they need and also have the function of cash on delivery or cash in hand. This system is implemented in HTML, CSS, BOOTSTRAP, JAVASCRIPT and PHP. Users can perform activities from anywhere and anytime with the source of internet.

# **Acknowledge**

Firstly, I would like to thank our supervisor Mr. Mahesh Man Maharjan for providing direction and advice. He gave me an opportunity to do this wonderful project on the topic “Mobo-Shopping”, which helps people to search mobile or some accessories for mobile like airpods, mobile cover, and many more. I take this opportunity to thank every teacher and faculty member who helped and supported us on this project.

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# **CHAPTER 1: INTRODUCTION TO EC, MIS**

## **Introduction**

Ecommerce, short for electronic commerce, refers to buying and selling products or services online. This can include online retail stores, marketplaces, and businesses that sell through social media or their own website. Ecommerce has grown rapidly in recent years, with many consumers preferring the convenience of shopping online and businesses finding it to be a cost-effective way to reach a global audience. Common features of ecommerce include online shopping carts, secure payment options, and the ability to track orders and shipments.

One of the major challenges facing ecommerce in Nepal is the lack of infrastructure and logistics to support online sales. Many areas in Nepal lack proper roads and transportation facilities, making it difficult for online retailers to reach customers in these areas. Additionally, the country has a relatively low credit card penetration rate, which can make it difficult for customers to make online payments.

Despite these challenges, ecommerce in Nepal is showing strong signs of growth. Online marketplaces such as Daraz, Sastodeal and kaymu, social media platforms such as Facebook and Instagram, and e-commerce websites like Thulo.com are becoming increasingly popular among Nepalese consumers. These platforms offer a wide range of products, from clothing and electronics to books and home goods, and are making it more convenient for Nepalese consumers to purchase products online.

## **Introduction to MIS (Management Information System)**

Management Information Systems (MIS) is the study of how organizations use information technology (IT) to support the management and operations of the business. The field of MIS is concerned with the design, development, implementation, and management of IT systems to support the needs of an organization. This includes hardware, software, data, and people, as well as the processes and policies that govern their use.

MIS is a multi-disciplinary field that combines elements of computer science, information technology, and business management. It provides organizations with the tools and techniques they need to manage and analyze large amounts of data, support decision-making, and improve overall efficiency and performance. The goal of MIS is to help organizations make better use of IT to achieve their strategic objectives and gain a competitive advantage in the marketplace.

# **CHAPTER 2: INTRODUCTION TO MOBO-SHOPPING**

## **Introduction**

Online shopping is the process of purchasing good or services over the internet. It is a convenient and easy way to buy products from the comfort of one’s own home. Without having to visit a physical store. Online shopping has been increasing in recent years, thanks to the widespread use of the internet and the development of e-commerce technology. Customers can search for a mobile or tablets and can add to the shopping cart and purchase using online transaction or cash on delivery.

**‘Mobo-Shopping’** is design to provide services for selling equipment under one roof. The web application offer organization, record, secure transaction of gadzet details for seller and friendly user Interface for customers. Unlike traditional buying mobiles through travel agents, online buying mobile offers benefits to the customers such as accessing detail information about the devices, more photos will be available, better pricing and etc.

One of the main advantages of Mobo-shopping is its convenience. Customers can easily brows and purchase products from their mobile device, regardless of their location. Mobo-Shopping also allows customers to take advantage of location-based offers and deals, as well as personalize their shopping experience through the use of mobile apps. Additionally mobile payment options, such as E-sewa payment have made it for customers to make purchase using their mobile devices.

## **Problem Statement**

Some of the problems that might face are as follows:

* Customer may cancel the orders while having delay in delivery.
* Lack of personal attention by the seller and more chance to fraud.
* There might be a miscommunication during buying and delivering product.
* Product might get damage while delivering.
* Customer cannot touch and feel of the product when they want to purchase.
* Some time delivery time could be delay.
* Product of quality which is shown in the website might not be same.

## **Objectives**

The main object of this project is to provide information of mobiles available to customer through our web application. Some of them are as follows:

* To make it easy for customers to find out available products.
* To provide online transaction methodology.
* To secure all data and records.
* To keep track of available products.
* To provide the ability to order products at anytime from anywhere with the help of internet access.

## **Scope and Limitation**

### **2.4.1. Scope**

Some of the scopes are as follows:

* The current system can be extended to allow the users to create accounts and save products in to wish list.
* Users can buy products simply sending them into the cart.
* People don’t have to go anywhere while they are busy in their schedule.
* Admin can change the product price of all types of products.
* Admin can show or change whether the products are available in stock or not.

### **2.4.2. Limitation**

Developing and managing a project within a short period of time can be a significant limitation. Time constraints can limit the scope of the project and make it difficult to fully realize its potential.

## **Feasibility Study**

1. Technical feasibility

This Mobo-shopping is very technically feasible as we are going to develop the system using existing technology Software like: Visual Studio Code.

**Frontend**

* HTML
* CSS
* JS
* BOOTSTRAP

**Backend**

* PHP
* Mysql

1. Operational feasibility

The project is economically feasible as the only cost involved is having a computer with the minimum requirements mentioned earlier. For the users to access the application, the only cost involved will be in getting access to the Internet.

1. Economic feasibility

The system development does not require any additional expenses for software or hardware, as it utilizes open-source technologies such as VS Code, XAMPP, MySQL and other to build the project. Due to this reason, overall cost of the project is low.

1. Schedule feasibility

The above-mentioned project will be fulfilled within 40 days. This project is done by individual person. No extra technical assistance is required in the application. All activities are well-directed for users with caution and error notifications.

Figure 1: Gantt Chart for Mobo- Shopping

# **CHAPTER 3: NETWORK INFRASTRUCTURE**

## **3.1. Network Infrastructure**

The network infrastructure of ecommerce refers to the physical and virtual components that enable online transactions and the exchange of data between business, customers and other stake holders. This allows customer to access the website and perform transactions without interruption and also enables the exchange of data between the ecommerce platform and other systems such as inventory management, shipping and many more.

**WWW**

WWW stands for World Wide Web; it is a system of interlinked hypertext documents that are accessed via the Internet. The World Wide Web makes it possible for people to access and share information, conduct business, and communicate with others through a variety of devices and platforms. It is based on the concept of hypertext, which allows users to navigate between documents and other resources by clicking on links, and it's the primary way that most people access the Internet today. It’s often referred to as simply the “web.”

**Internet**

The Internet is a vast global network of interconnected devices and systems that utilize a set of common protocols to facilitate communication and data exchange. This network is formed by the combination of many different computer networks, each using its own specific protocols, but all connected and able to communicate with each other through the use of a standardized set of internet protocols. The Internet allows for the transfer of data, voice and video communication, online transactions, and a wide range of other services.

# **CHAPTER 4: IMPLEMENTATION AND TESTING**

## **4.1. Implementation**

### **4.1.1 Tools used**

a. Case tools

* VS Code:

Visual Studio Code is a streamlined code editor with support for development operations like debugging, task running, and version control. We utilized this tool to write our backend codes (PHP, SQL queries) for the project.

* XAMPP:

XAMPP is a free and open-source cross- platform web server solution stack package developed by Apache Friends, consisting mainly of the Apache HTTP server, MariaDB database, and interpreters for scripts written in the PHP.

* Draw.io:

Draw.io is a free, open-source windows app that helps to create offline or online diagrams. Many diagrams can be created easily like UML diagrams, flowchart, etc. I have made some diagrams using Draw.io.

b. Programming language

* HTML

The Hyper Text Markup Language, is one of the standard markup languages for documents designed to be displayed in a web browser. It describes the structure of web pages. HTML elements tell browser how to display the contents. We use HTML for creating webpage application layer.

* CSS

CSS is used to style the HTML document of Mobo-Shopping website. CSS have been used to give styles and more design that can look more attractive to the users.

* JavaScript

JavaScript is an object-oriented computer programming language commonly used to create interactive effects within web browser. JavaScript code can be inserted anywhere within the HTML of webpage. We use JS for logical function

* Bootstrap:

Bootstrap is a free front-end framework for faster and easier web application. Bootstrap includes HTML and CSS based design templates for typography, forms, buttons, tables, navigations, and many more, as well as optional JavaScript plugins.

* PHP

PHP is a general-purpose scripting language especially suited to web development. It was originally created by Danish-Canadian programmer Rasmus Lerdorf in 1994. We use PHP for linking database and application layer. Also, we have used it for validation purpose.

c. Database platform

* PhpMyAdmin:

I have used this for database platform called MYSQL. MYSQL is an open-source SQL relational database management system that’s developed and supported by Oracle. It is a system that stores and manages the data. Using PhpMyAdmin I have made databases and tables

## **4.2. Testing**

### **4.2.1. Test Case for Unit Testing**

Login Test

|  |  |  |  |
| --- | --- | --- | --- |
| Test Case | Test Data | Expected Outcome | Test Result |
| Login | Email: NULL  Password: NULL | Login not successful | Pass |
| Email: amanmaharjan@gmail.com  Password: Aman@123 | Login Successful | Pass |

Registration Test

|  |  |  |  |
| --- | --- | --- | --- |
| Test Case | Test Data | Expected Outcomes | Test Result |
| Registration | All input field Null | Alert for empty submission | Pass |
| First name: Aman  Last name: Maharjan  Contact: 9876532140  Gender: Male  Address: Sorekhuttee Email: [amanmaharjan@gmail.com](mailto:amanmaharjan@gmail.com)  Password: Aman@123 | Registration Successful | Pass |
| First name: Aman  Last name: Maharjan  Contact: 9876532140  Gender: Male  Address: Sorekhuttee Email: [amanmaharjan](mailto:amanmaharjan@gmail.com)  Password: Aman@123 | Registration not Successful | Pass |

### **4.2.2. Test Cases for System Testing**

**Scenario 1: User Login**

* Firstly, users will be able to see the products which are available or no.
* If the user want to buy the products then they have to login first, if they had already login then they don’t have to login again.
* User have to register account if they have not registered.
* If the information is not correct, they will be unable to login.
* If the information is correct, then they will able to login.
* Now they can get services to buy products and also set product to cart.

**Scenario 2: Admin Login**

* Admin move to login page where admin need to insert username and password correctly.
* If the login information is correct then they will redirect to dashboard page, if not then they will not able to login.
* Admin can see the products and also change the product details.
* Admin can insert, update and delete the data.

# **CHAPTER 5: PAYMENT GATEWAY**

## **5.1. Payment gateway and its’ implementation**

A payment gateway is a service that allows businesses to securely process transactions made with credit cards, debit cards, and other forms of payment. It acts as an intermediary between a website or app and the payment processor, providing a secure link for the transfer of sensitive financial information.

For this project I have used eSewa which is first payment system in Nepal. It allows users to make online transactions such as mobile recharge, bill payments, and online shopping payments. It also allows for fund transfer, and the option to pay for various government services. Additionally, it can be used as a payment gateway for merchants to accept payments on their website or mobile app.

**Integration of eSewa in the project:**

<form action="https://uat.esewa.com.np/epay/main" method="POST">

<input value="<?php echo $total; ?>" name="tAmt" type="hidden">

<input value="<?php echo $total; ?>" name="amt" type="hidden">

<input value="0" name="txAmt" type="hidden">

<input value="0" name="psc" type="hidden">

<input value="0" name="pdc" type="hidden">

<input value="EPAYTEST" name="scd" type="hidden">

<input value="<?php echo $pid;?>" name="pid" type="hidden">

<input value=<http://localhost/mobile_store/esewa/esewa_payment_success.php?q=su> type="hidden" name="su">

<input value=<http://localhost/mobile_store/esewa/esewa_payment_failed.php?q=fu> type="hidden" name="fu">

<input type="image" src="image/esewa.png" width="100" height="40" >

</form>

# **Chapter 6: Conclusion and Future Recommendation**

## **6.1. Lesson Learn/ Outcomes**

Through this project, I have learnt about the PHP, JavaScript and Bootstrap to build website. I have learned to use the right code for making it more efficient and convenient. I have also learned about the use of session.

Users can easily view the products which are available and also can search product which they want. Users have to register and login to buy those products which they needed. User can also pay money through E-sewa which will be easier for them and also have cash-on-delivery.

Admin have to login to the website to view the products which are available or not. Admin can insert, delete and modify can be done easily. Admin can see the order of the users and the payment methods.

## **6.2. Conclusion**

Mobo-shopping is a web application where the customer can buy product which are available. With the help of this project, customer can check whether the required product is available or not. Customer can explore the product and also have services without going through to the store. It is also easy to use for customer. It was tested and executed carefully.

## **6.3. Future Recommendation**

This project can be modified so that other companies can also use easily. More operations like feedback on admin panel can be added. It may expand technology like HTML, PHP and Bootstrap so that new features can be added and many more for improving the efficiency of the system.

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