Software Engineering

Course code-CS3CO26

LAB Report

BY

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AllAboutFeet

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1.1 Introduction

AllaboutFeet is an online shoes shop basically designed on the basis of E-commerce applications. As we all know online shopping is a fast gaining platform used in business. As the business growth from houses to houses are implementing through website which provide a platform to perform shopping using web and after the pandemic online shopping have a wide range of scope. And so for that I have developed a dedicated shoe e-shop for buy best designer shoes at one place by sitting at your house.

1.2 Objectives

The main objective of the project is to develop a general purpose e-commerce website where the shoes can be bought from the comfort from home through the internet.Some of the important objectives are as follows:-

- The application make it possible that you buy from our shop virtually from anywhere in our country.
- The application has been developed in English which is the most used languages all over the world and that can be understood by bulk of people.
- The application is hassle free as it provides customers to buy from their own respective places so they have no need to go to shops.

Aim:-

1. Enable to maintain larage amount of customers.
2. Enable to contain huge collection of information.
3. Quickly views current status of customer.
4. Easy search of products.
5. Easy transaction on sales and product.
6. Generate automated recipt.

1.3 Problem statement

As of normal shopping the person has to visit a shop and if there is a bunch of people so the person has to stand in a line for his or her turn and the process takes so much of time.So some of the problems in this application are:-

- Takes time in searching of a specific shoes.
- It is time consuming to view regular sales report.
- Sometime calculation may gone wrong.
- Need more member to maintain the whole shop.
- To generate invoice and store the invoice takes so much time.
- Update products price.

1.4 Design and List of figures.

1.4.0 Work Flow diagram:-

A work flow diagram is basically a flow chart which defines the flow of work which has to be done

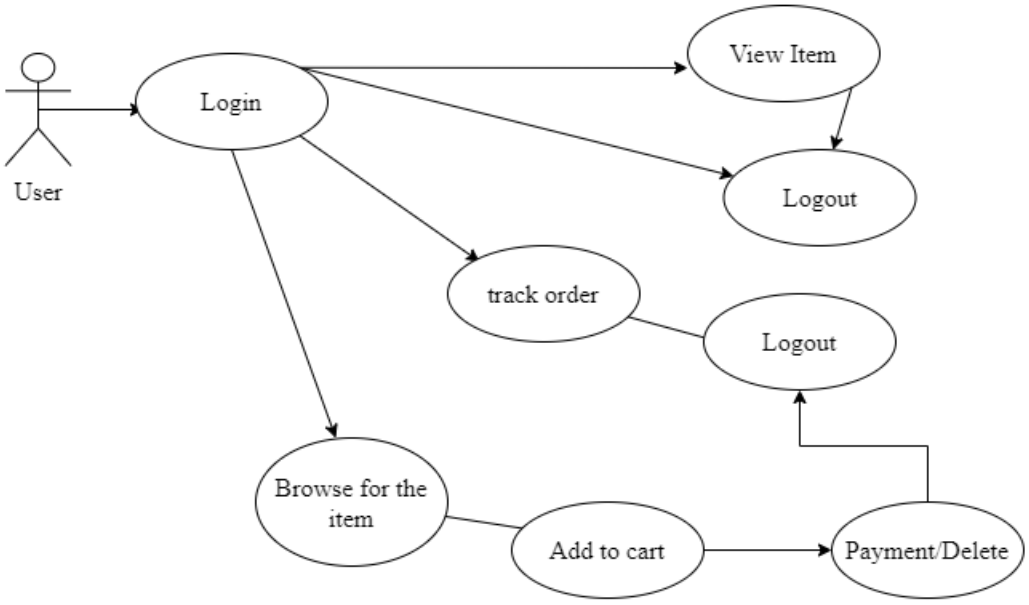


Figure 1.4.0.1 Workflow for the user/customer

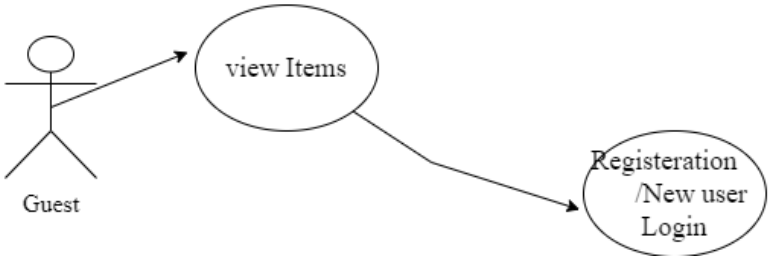


Figure 1.4.0.2 Workflow for a guest

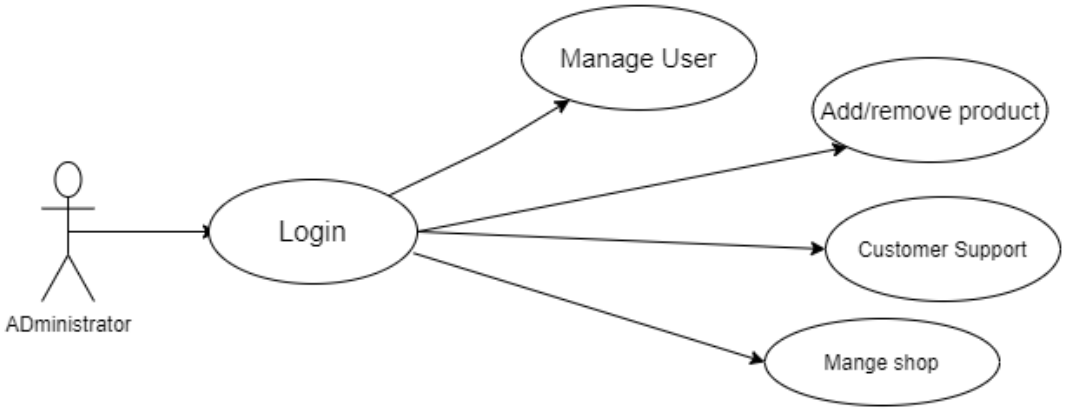


Figure 1.4.0.3 Workflow for admin

1.4.1 Use Case Diagram:-

The first step of every functional requirement is use-case. Use cases are the description of sequences of action, that a software will perform. These are used in order to design a system from users perspective communicate system behavior in user as well as administrator term.

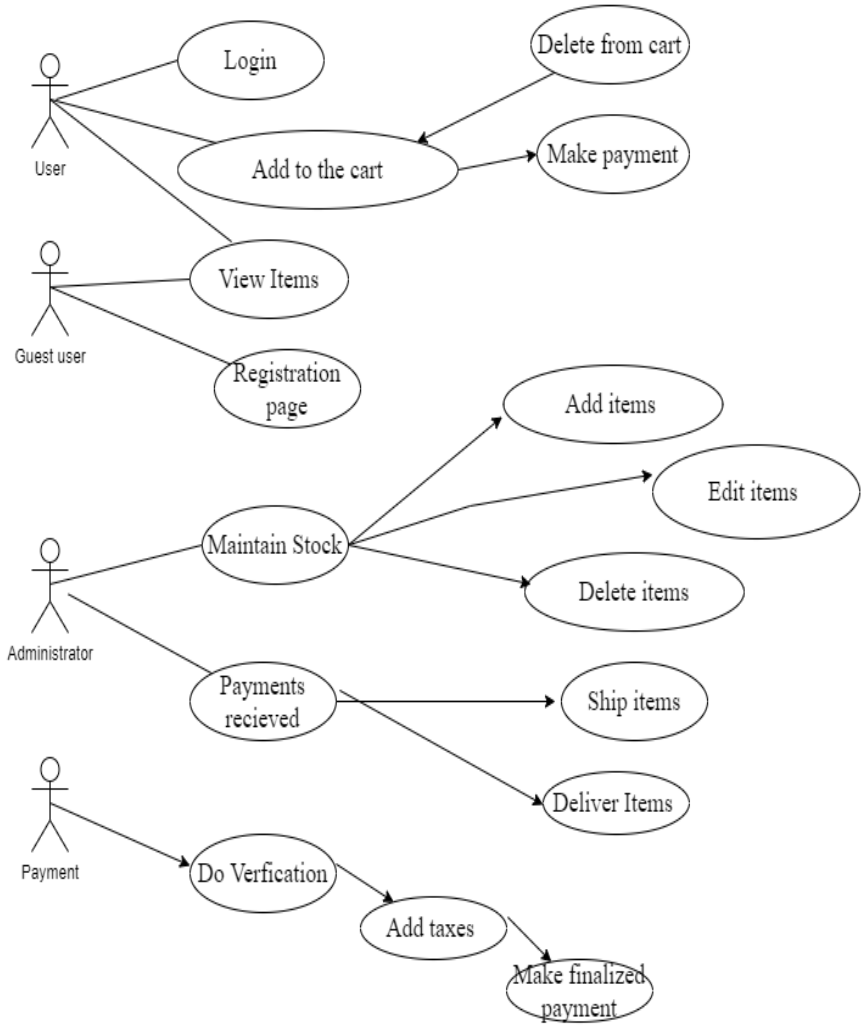


Figure 1.4.1.1 Use Case Diagram

1.4.2 Class Diagram

The next phase of design phase is the class diagram since the programming language used in development is OOP. So the class diagram is made particularly to show the classes of a system.

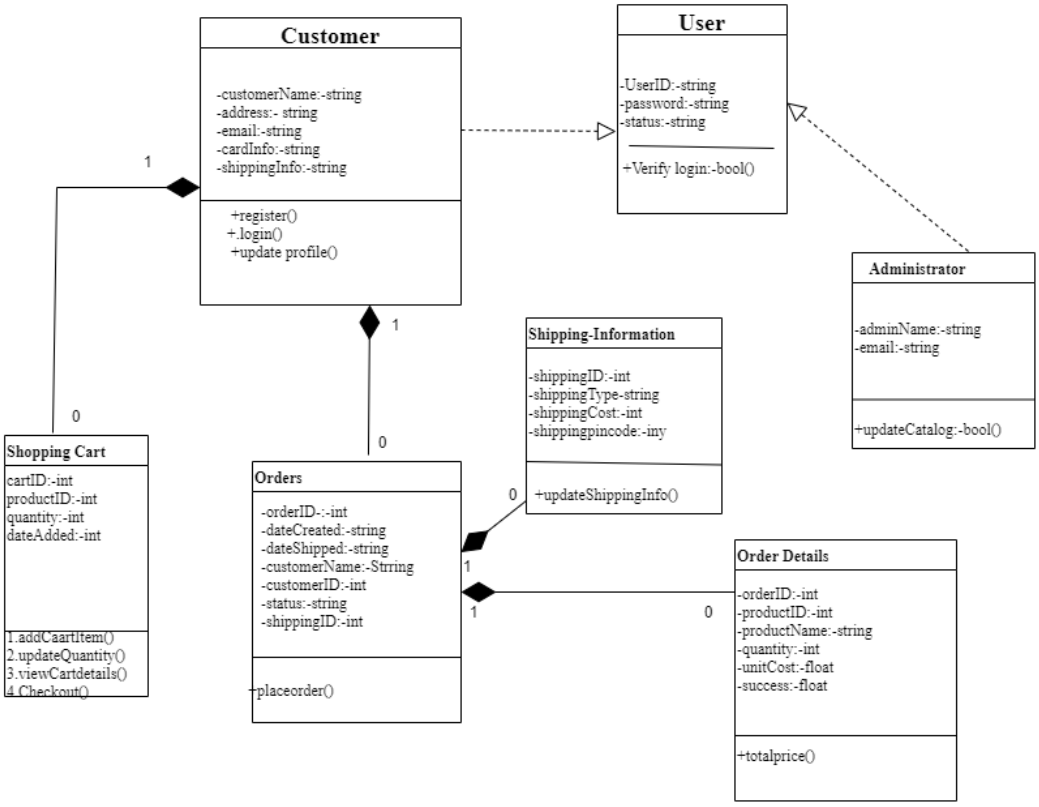


Figure 1.4.2.1 Class Diagram

1.4.3 Structure Diagram

The next phase of designing is the structure diagram of the Application. This diagram shows the working scope of admin and normal users.

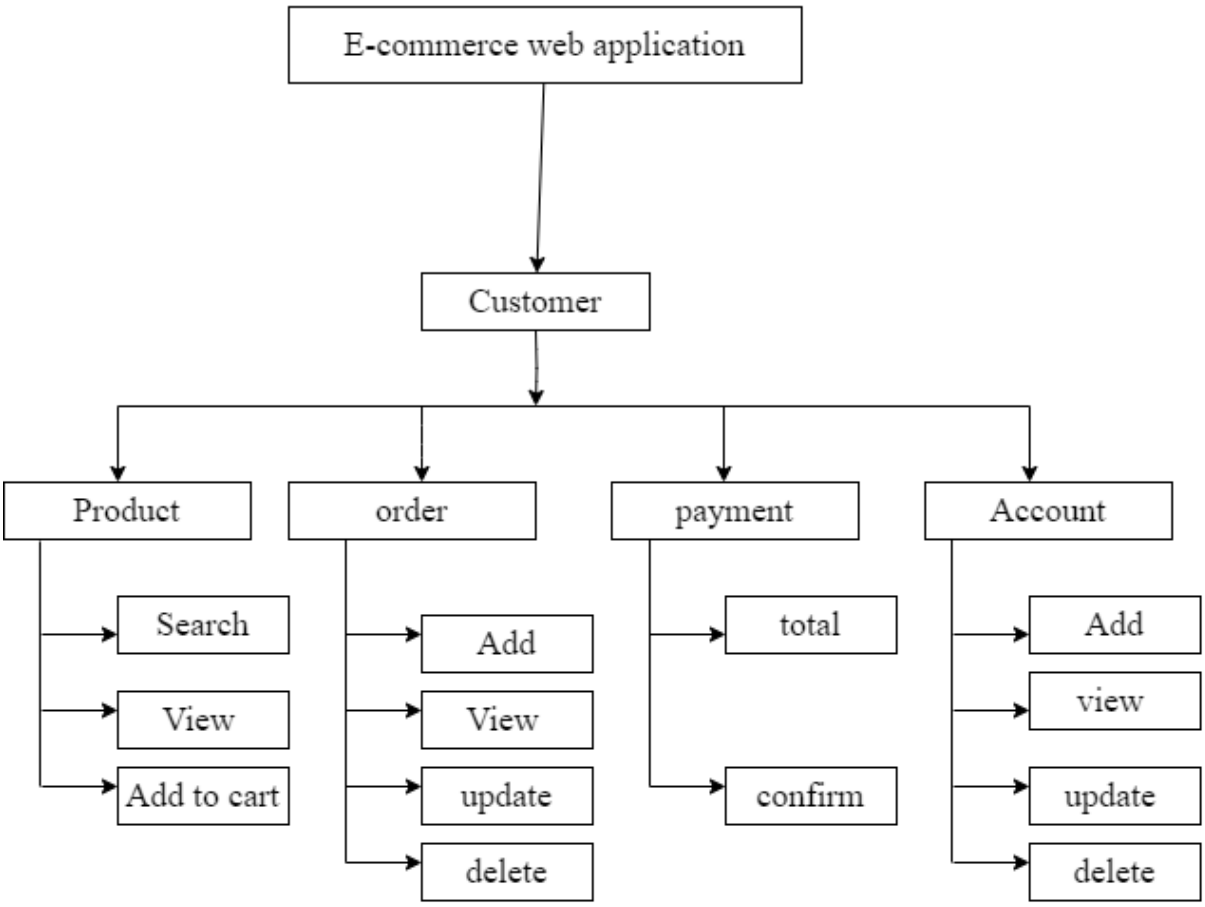


Figure 1.4.3.1 Structure Diagram for user

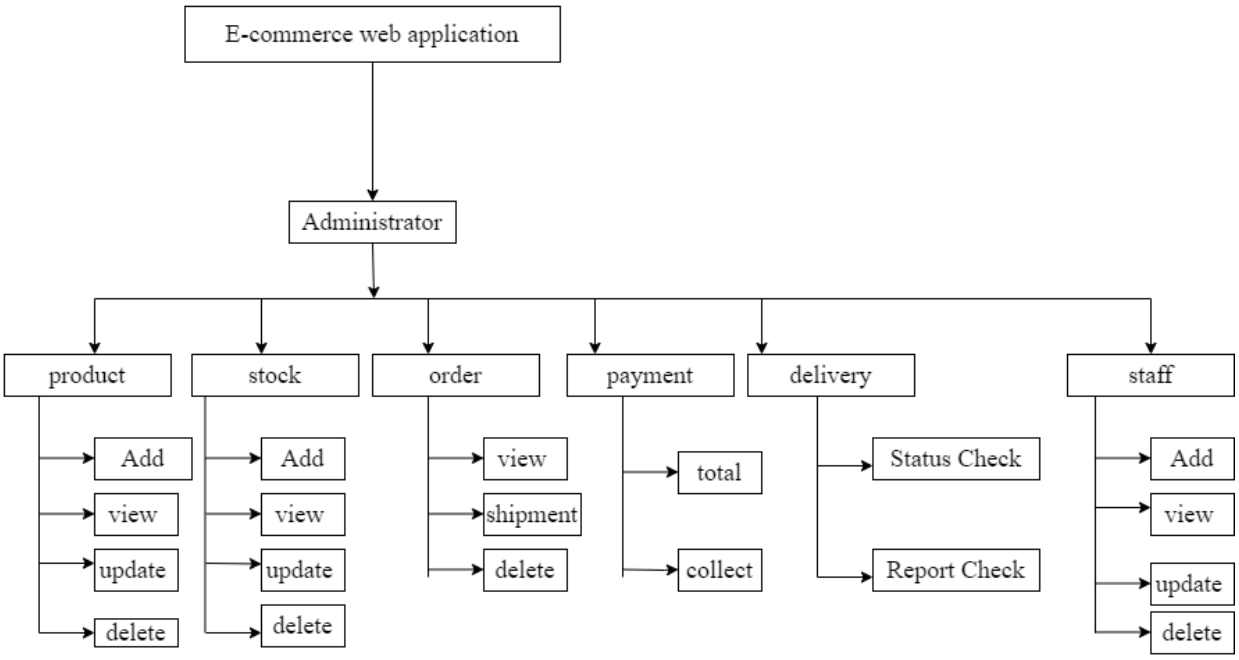


Figure 1.4.3.2 Structure Diagram for user

1.4.4 ER(Entity Relationship) Diagram

After the structure diagram for our project it is pretty clear what kind of data is to be stored in database Since I have used SQL for managing databases which is a relational database. The ER modeling approach is very useful to design the database schema since it maps well to the relational model.

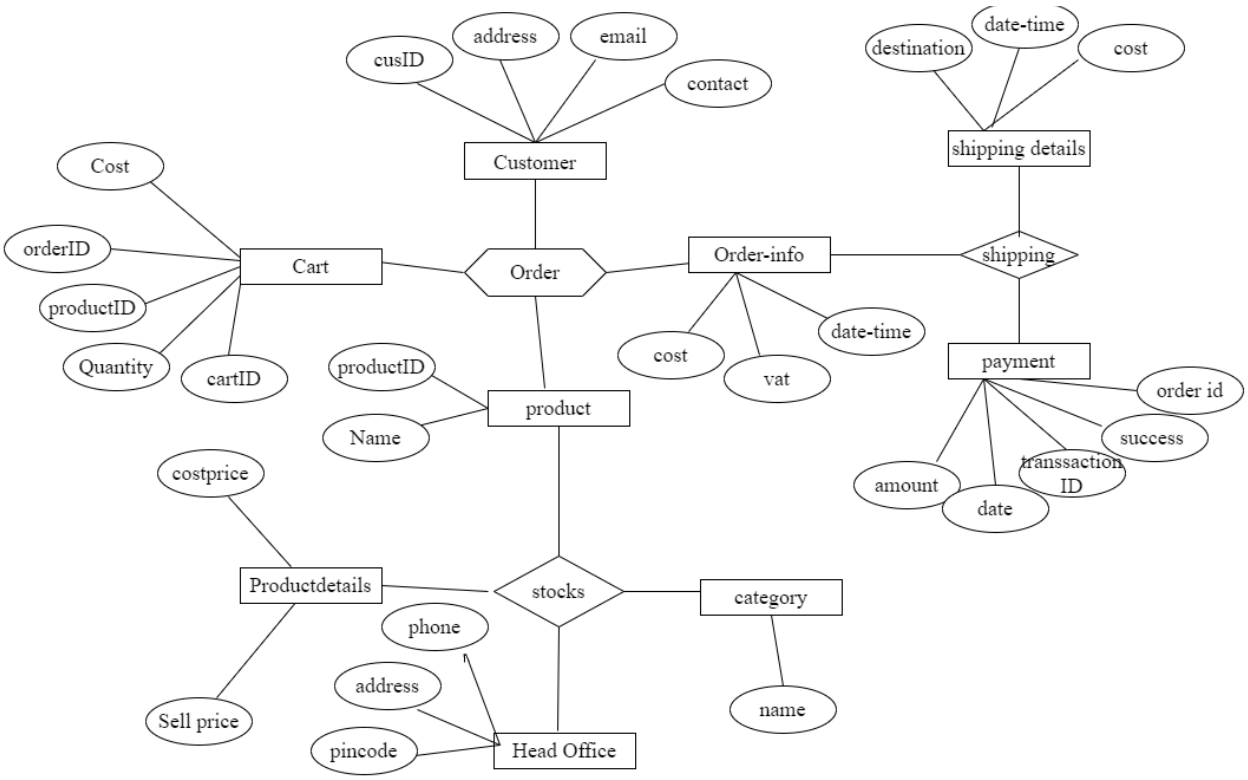


Figure 1.4.4.1 ER diagram

1.4.5 Dataflow diagram

After that we have dataflow model which represents the process as a set of activities each of which carries some data transformation. It shows how the input the process such as specification of the data.

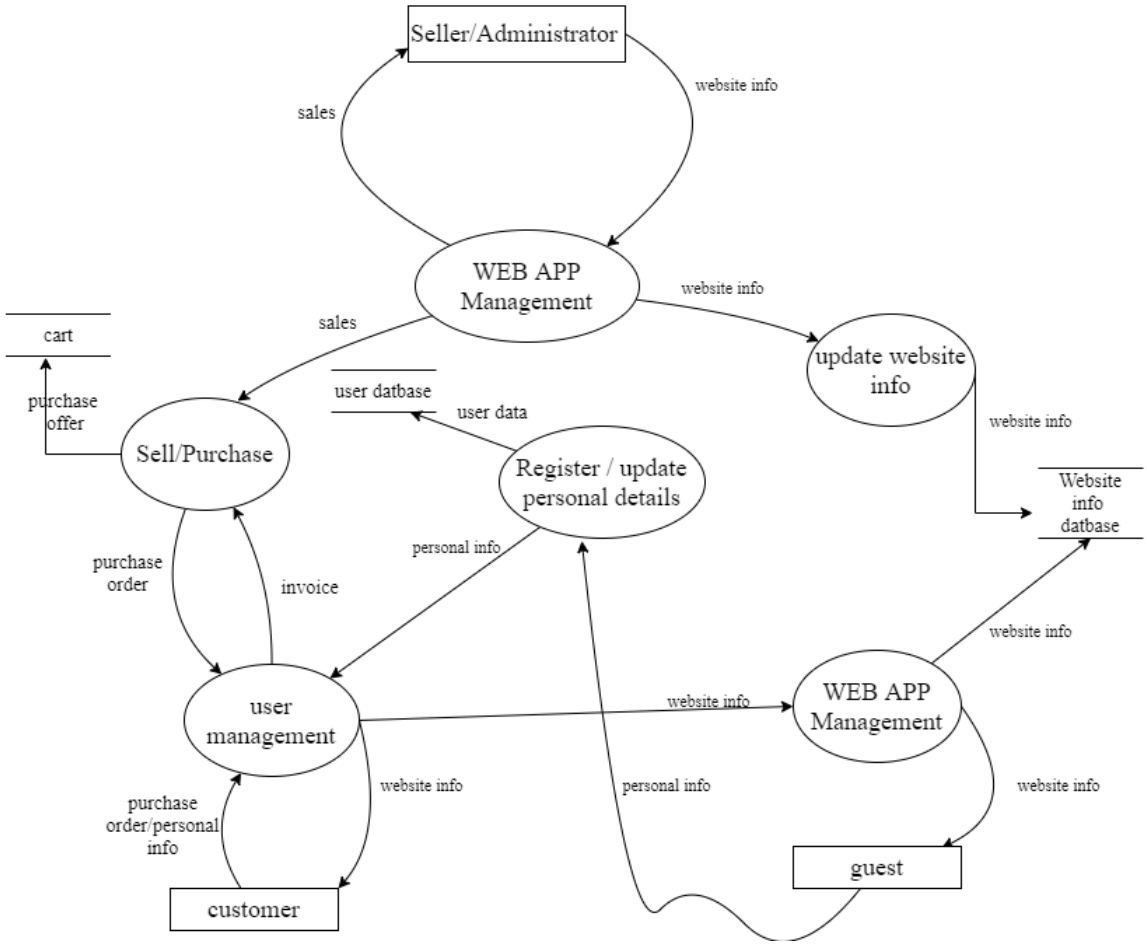
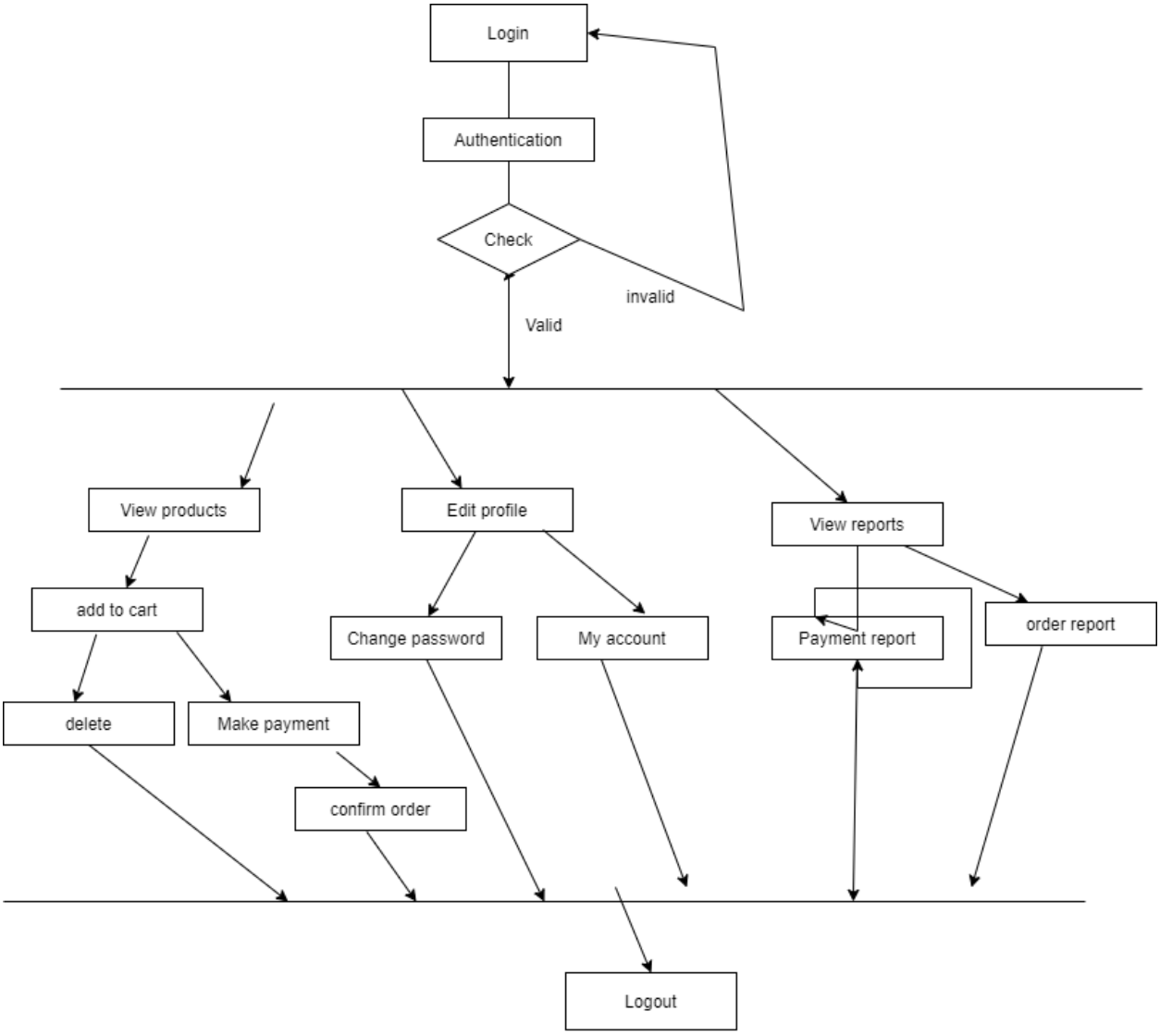


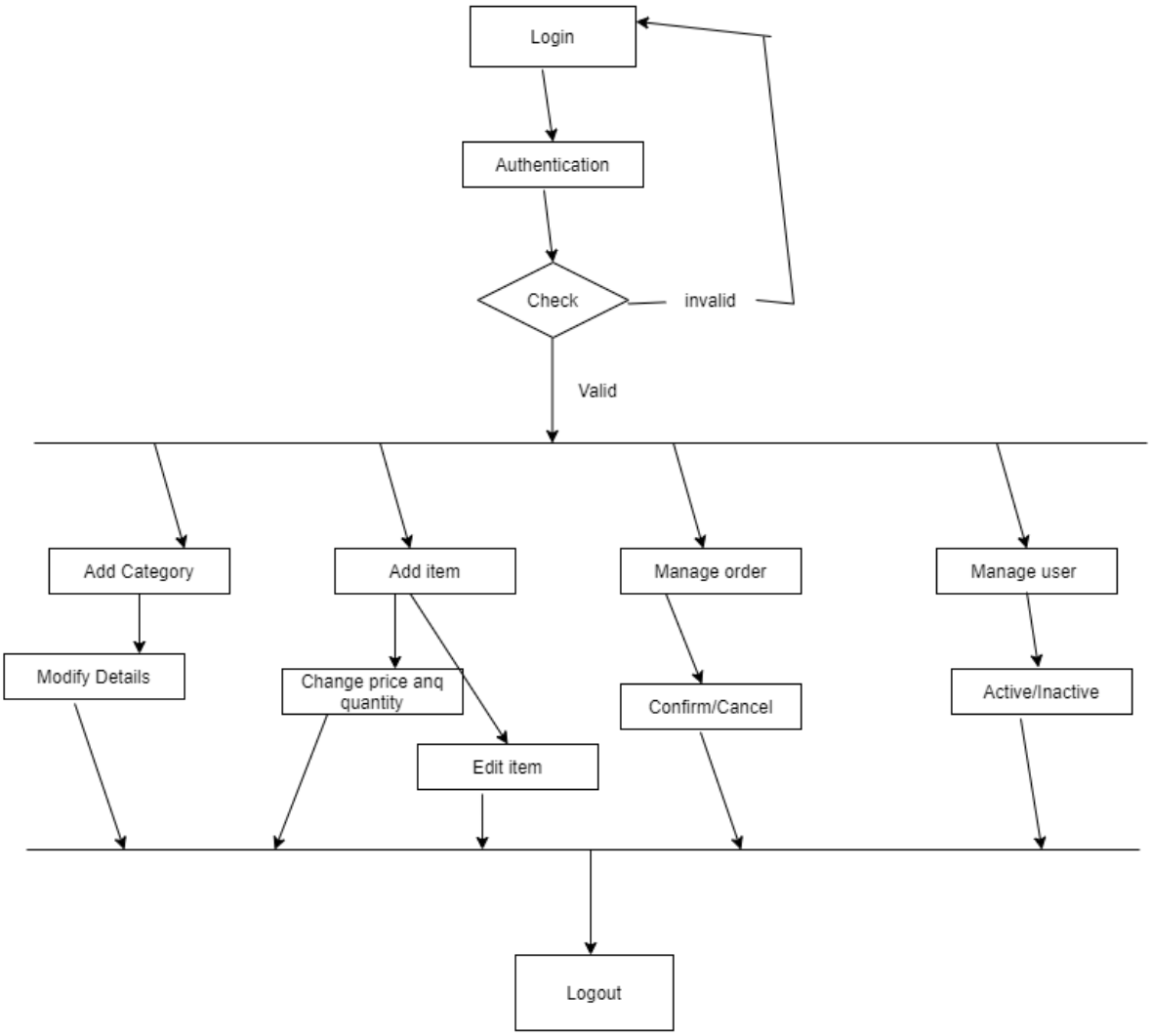
Figure 1.4.5.1 Data flow diagram

1.4.6 Activity diagram

Activity diagram is a diagram which shows the behavior of the application it portrays the control flow of the software.



1.4.6.1 Activity diagram for user



1.4.6.2 Activity diagram for admin

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Chapter 2 Technical analysis

2.1 Technologies used :-

As it is a web page so i have used following technologies:

Frontend development:- HTML , CSS, Bootstrap.

Backend development:- PHP

Managing Database:-SQL

2.2 Database design:-

Table designs are completed in few steps:

1. Project Definition

2. Process Definition

3. Requirement Analysis

4. 1" Normalization

5. 2nd normalization

6. 3rd normalization

1. PROJECT DEFINITION

- Product databases
- Stock databases
- Order
- Order details
- Customer database
- Employee databases
- Shipment information
- Payment information

2. PROCESS DEFINITION

- Product
- Stock
- Customer

- Employee
- Order
- Order details
- Shipment info
- Payment info
- Login

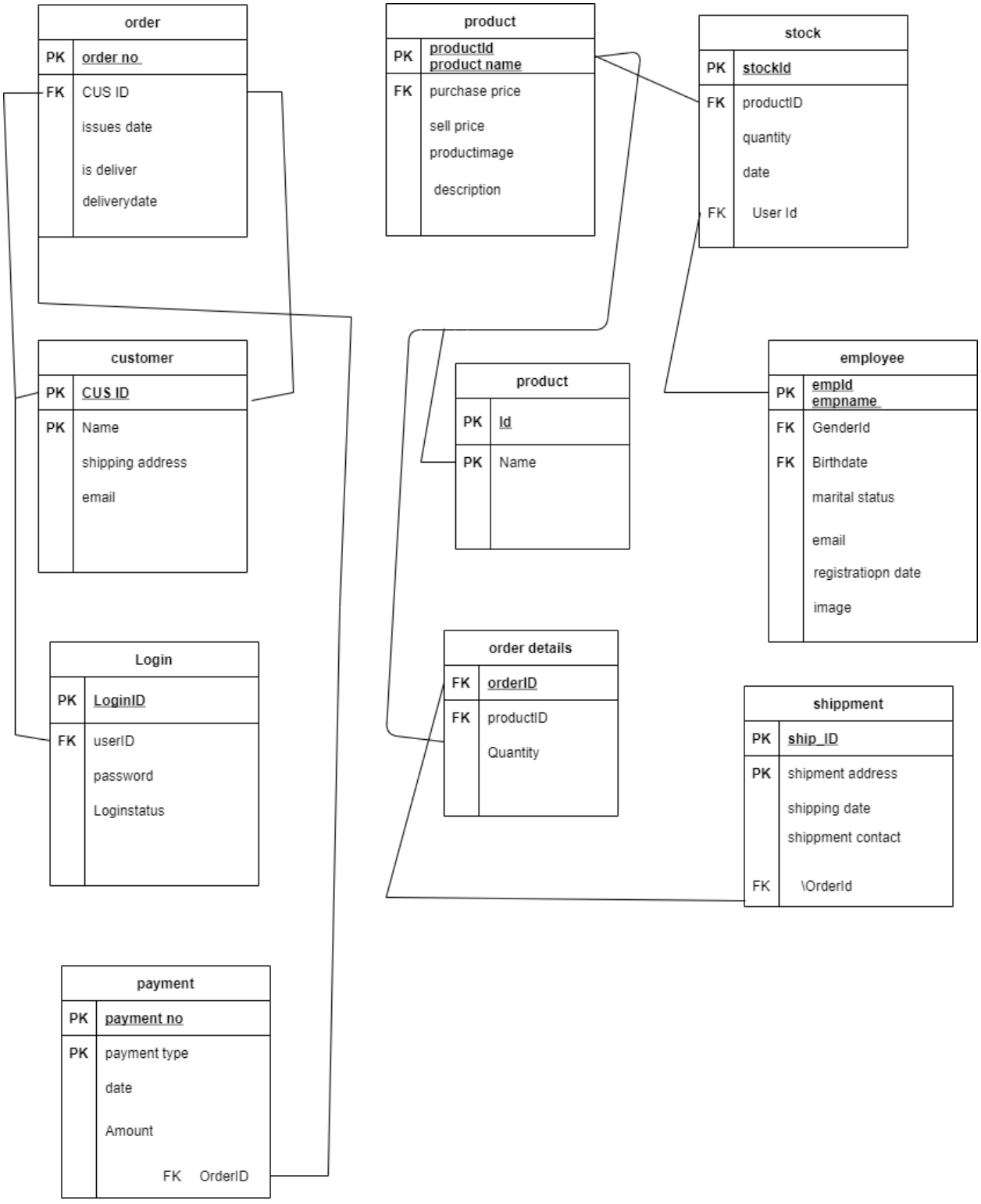

Figure 2.2.1 database relationship diagram

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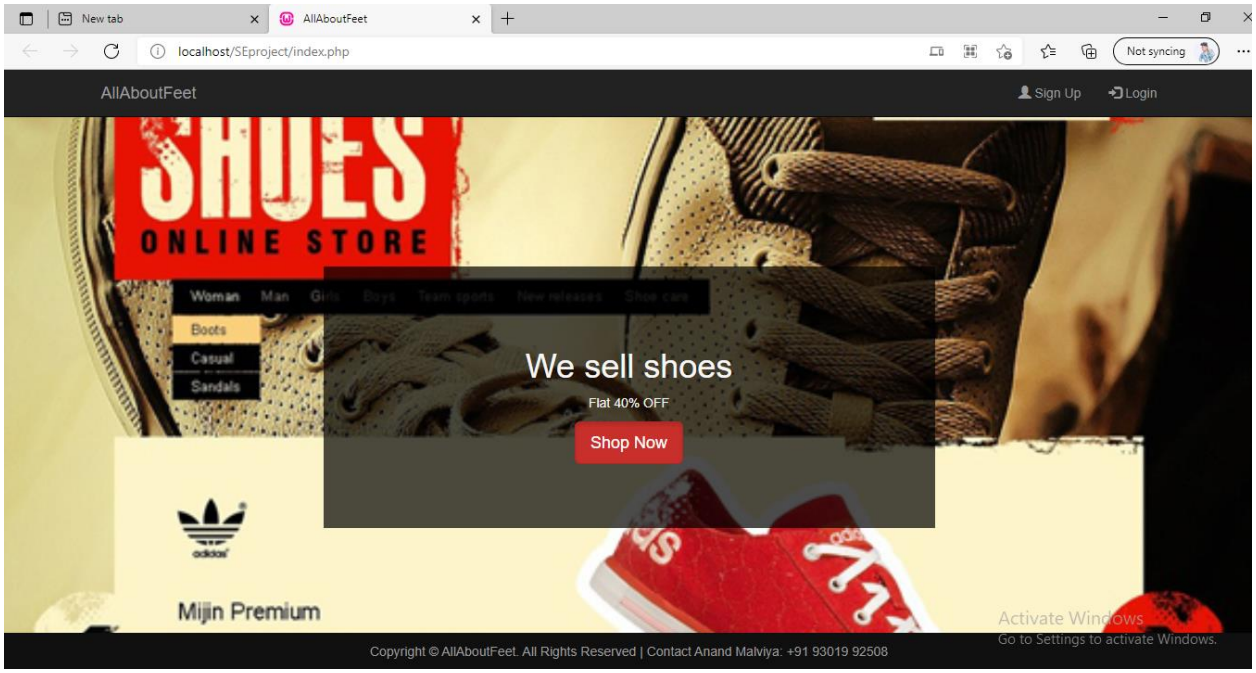
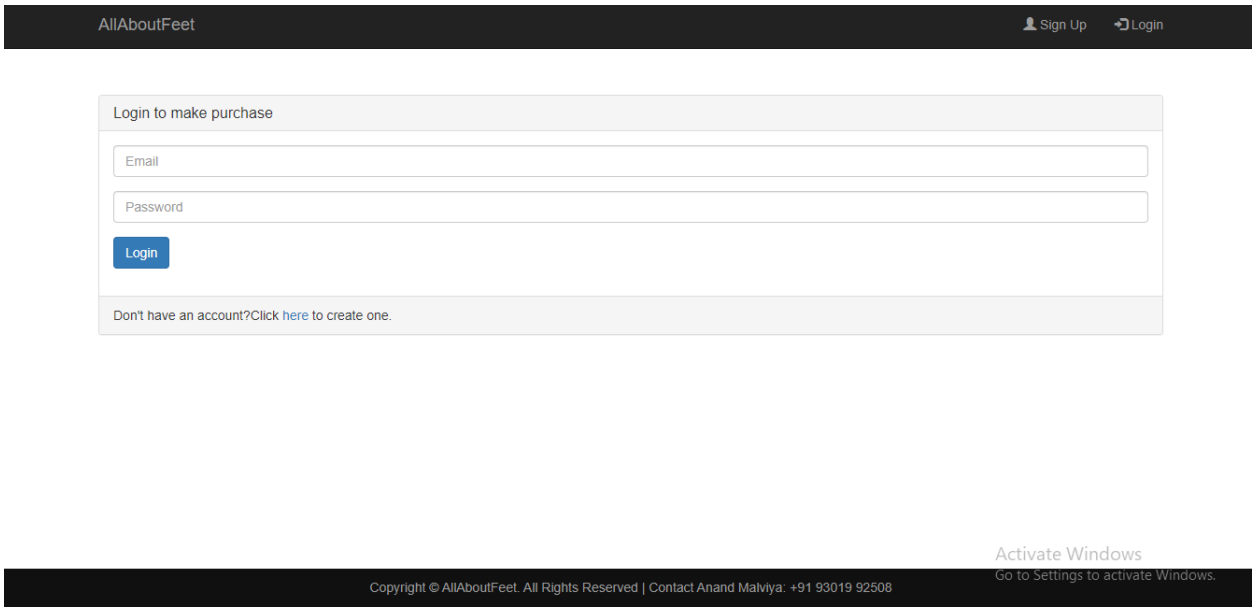
Chapter-3

Implementation:-

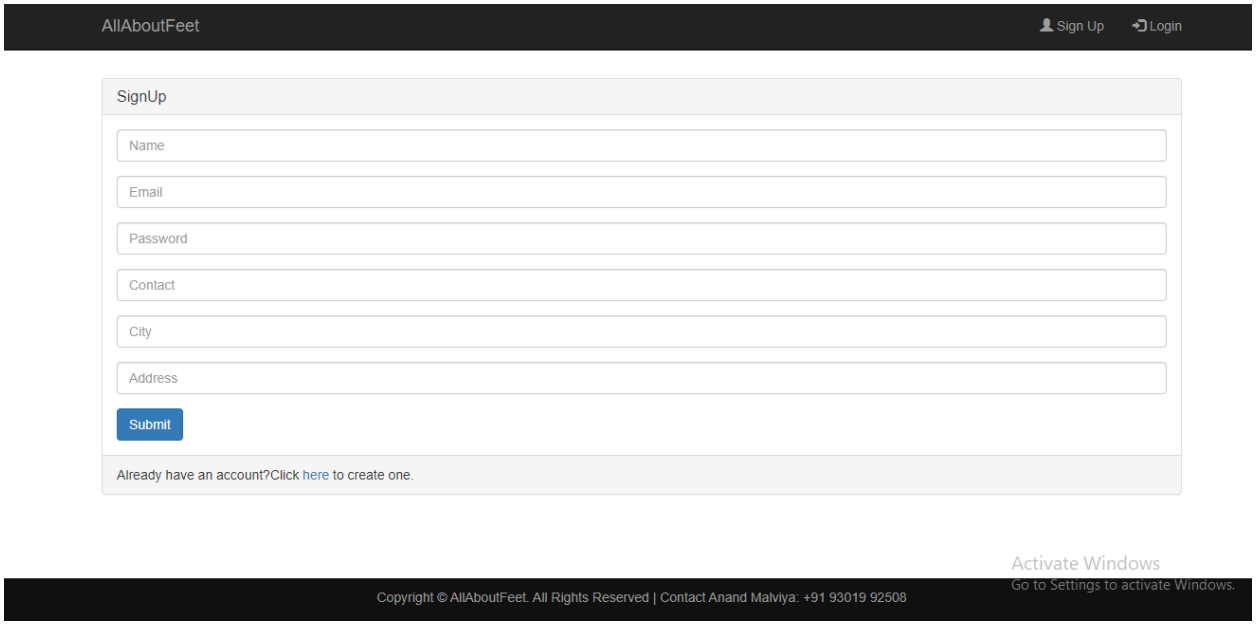
3.1 Implementing the first User interface



3.2 Implementing Login page:-

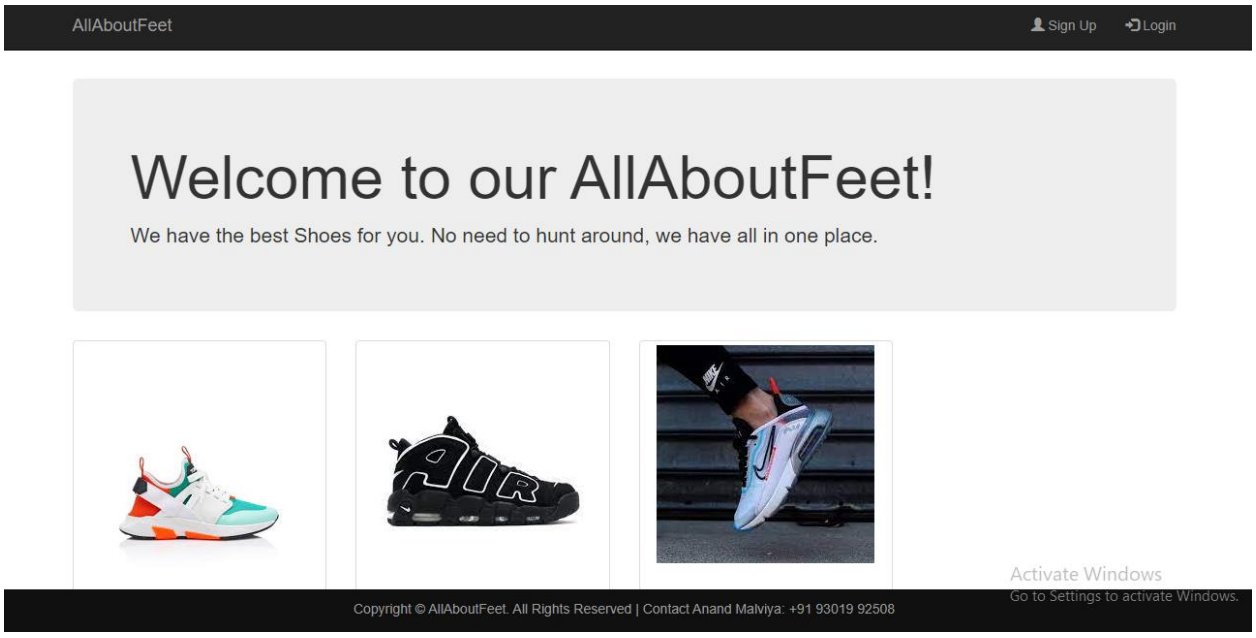


3.2 Implementing SignUP page:-

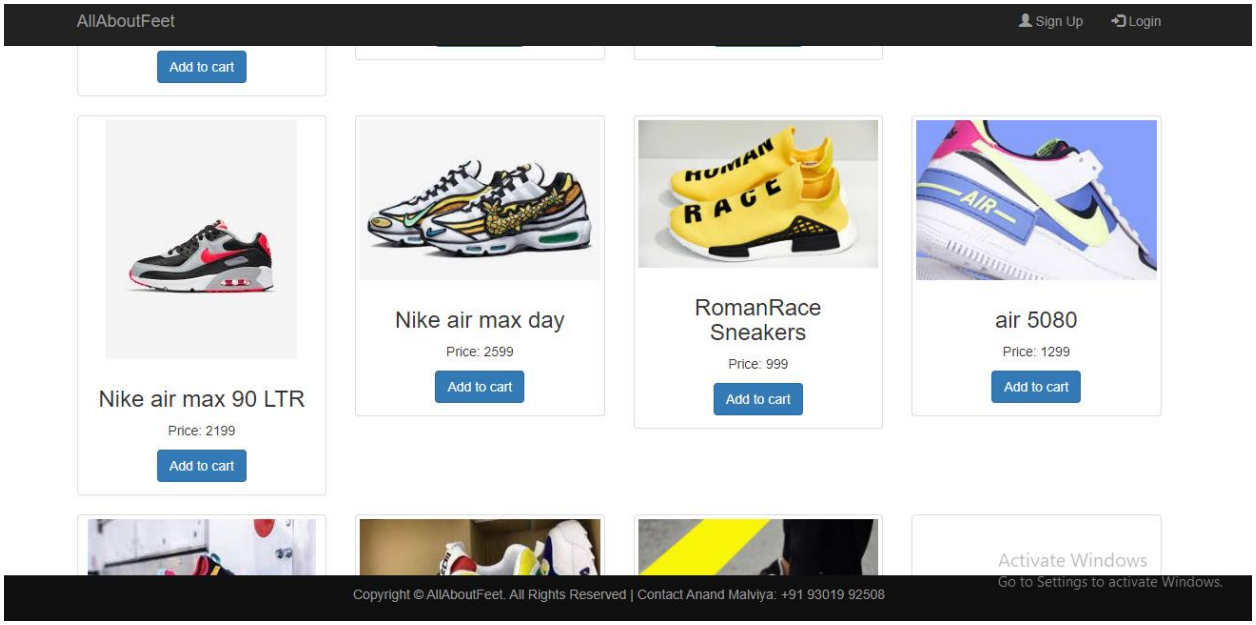


3.3 Implementing Items page:-

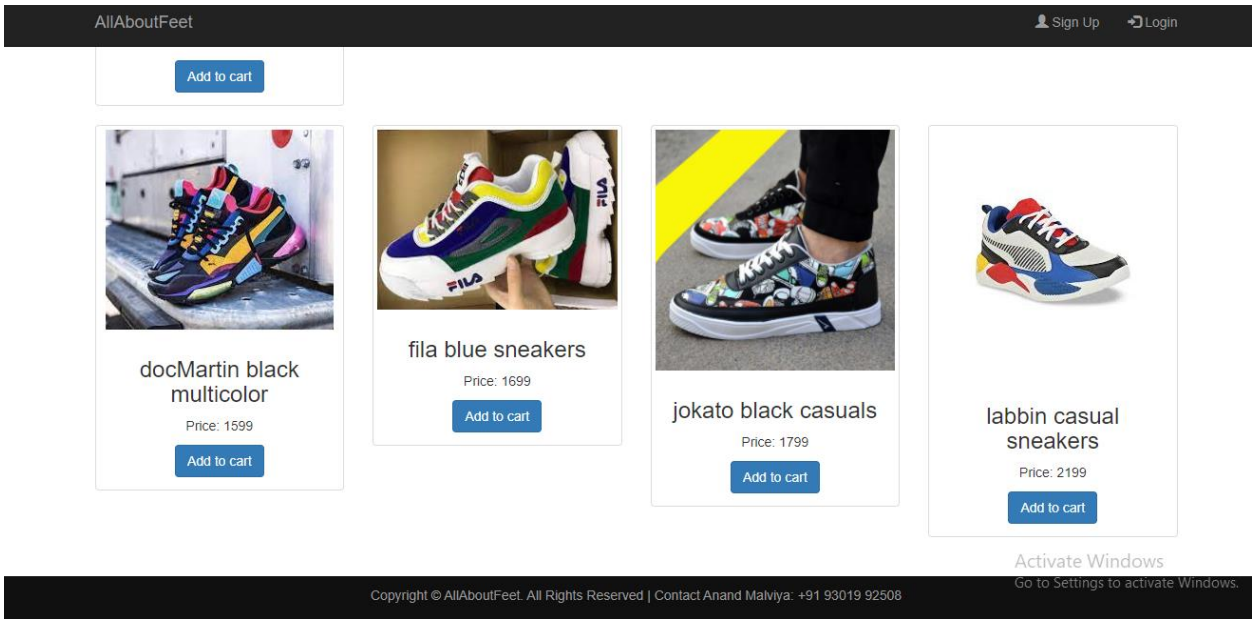
3.3.1 First interface:-



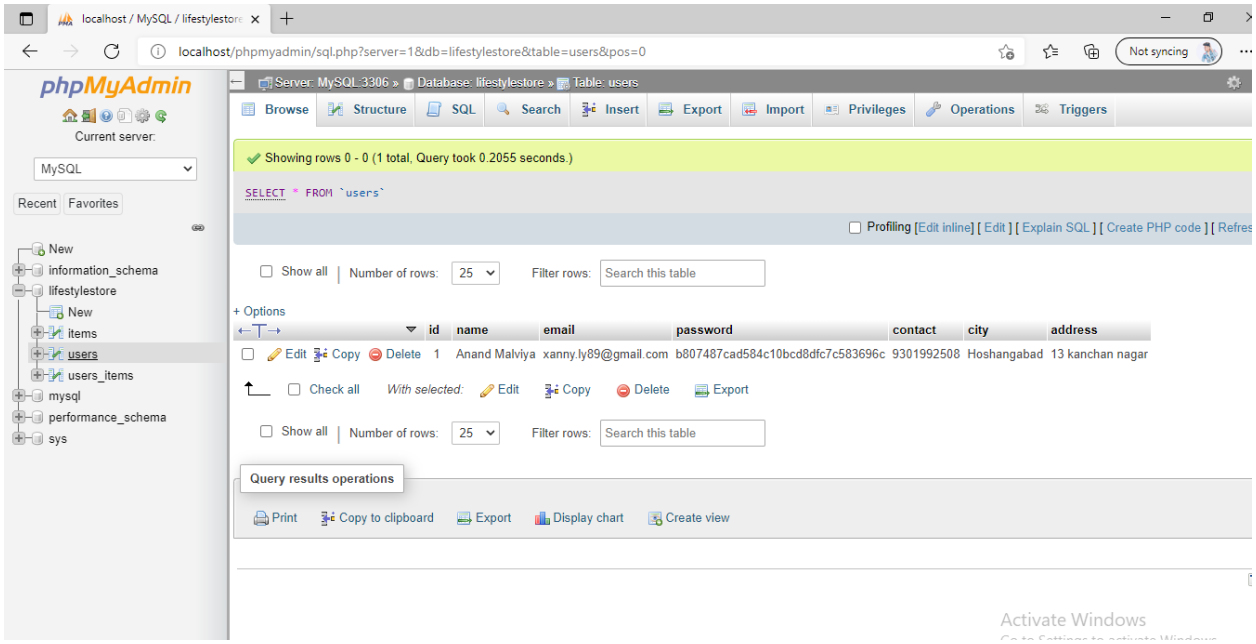
3.3.2 Second Interface



3.3.3Third interface



3.4 Users Data Stored in database:-



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