

PROJECT REPORT

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**SCHOOL OF COMPUTING
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KATTANKULATHUR-603203**

BONAFIDE CERTIFICATE

Certified that this Project Report titled “**Online Shopping System**” is the bonafide work done by Parvathy V Nair RA2211003010295 , Aryan Kundu RA2211003010296 and Anyesha Biswas RA2211003010298 who completed the project under my supervision. Certified further, that to the best of my knowledge the work reported herein does not form part of any other work.

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PROBLEM STATEMENT:

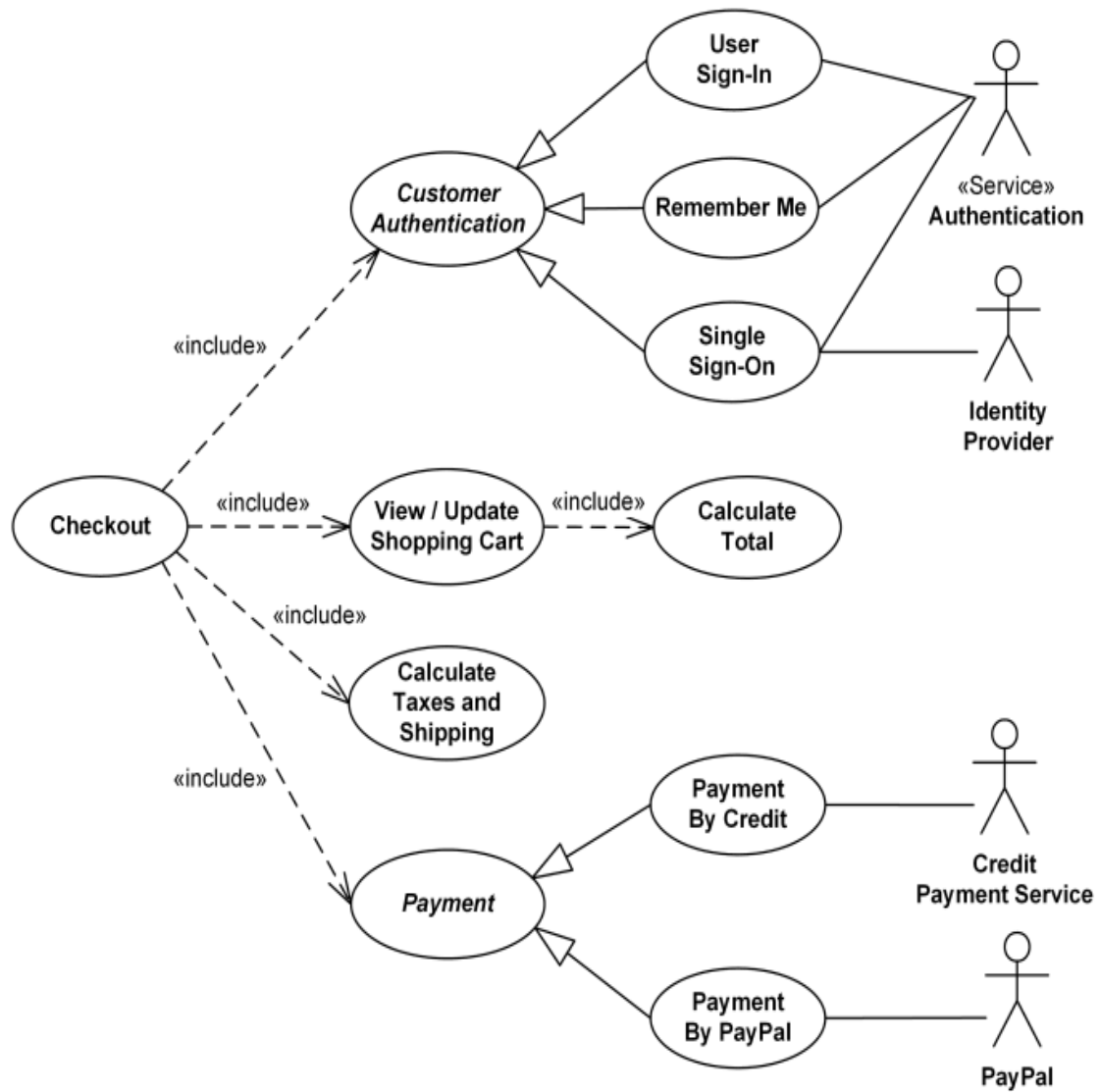
There are numerous websites on the internet that provide a variety of goods and services that customers may find and purchase online, including shoes, clothing, sunglasses, and other items. Customer can browse the product catalog and add items to their shopping cart, then proceed to checkout. They must login to the system to maintain their account information and check the status of their orders. When the order is received, the sales staff will process it by charging the customer's credit card and passing it to the courier company for delivery. If the order is marked as on hold, the courier company will collect the item from customer and refund the money. Marketing staff is responsible for maintaining the product catalog and sending promotional emails to customers. We are examining the issue addressed in this study, which is consumers' perceptions of internet shopping. However, there are a number of factors that prevent consumers from engaging in online shopping. For example, some consumers are unwilling to make an online purchase for the legitimate reason that they are concerned about the product's durability and lack of confidence.

Additionally, this study examines the attitudes of customers with regard to their purchase intentions when shopping online, as well as the influences of social variables on such intentions.

MODULES OF PROJECT:

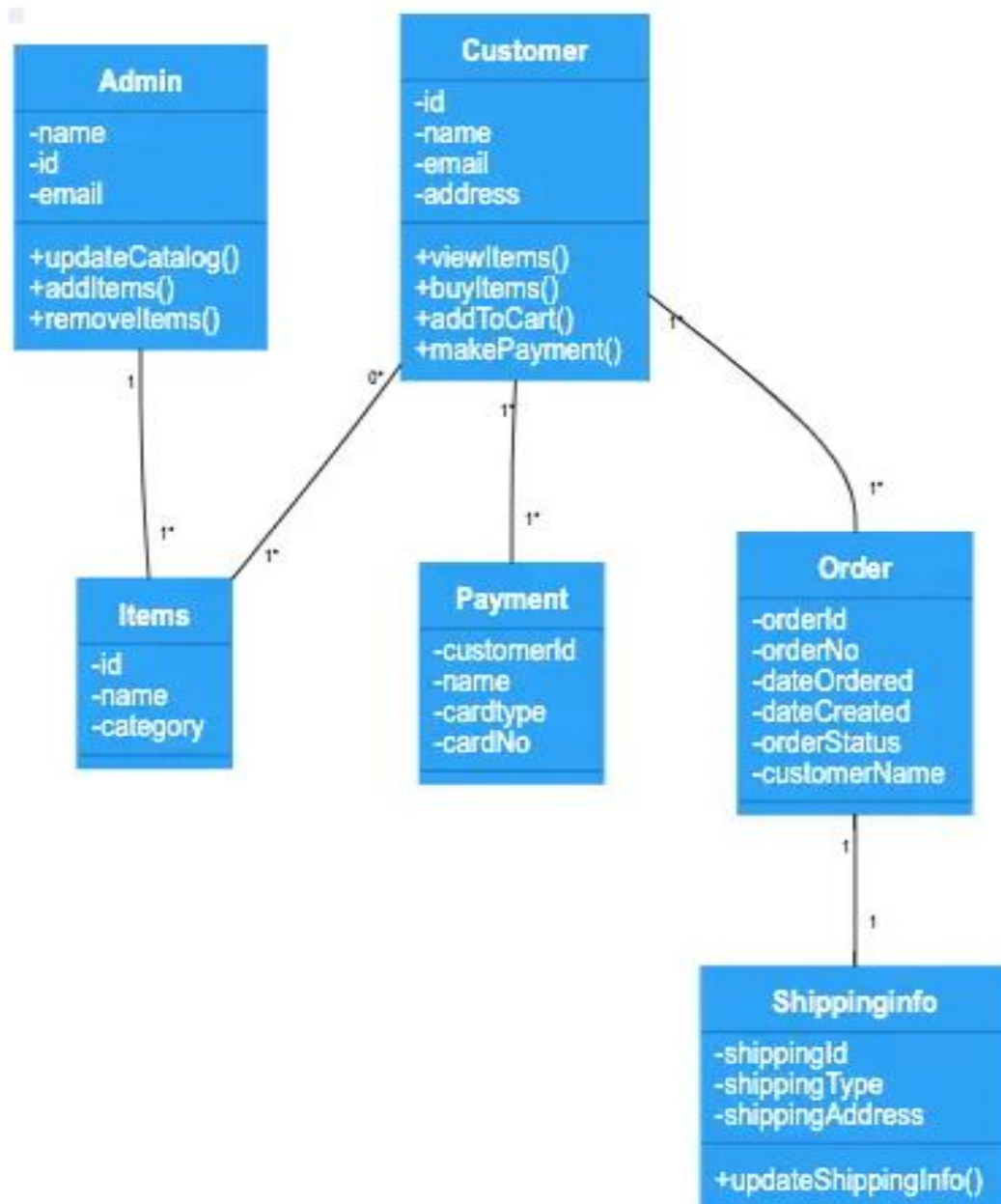
The online shopping system requires upkeep of its own database. In order to provide server-side capabilities, information or specifics about the items are saved in databases (such as RDBMS, commercial online databases like Firebase, etc.). The customer's information and the items that are dispatched to various areas based on the addresses provided by the customers are handled by the server procedure. One of the two modules in the application design is for clients who want to purchase items. Another is for store owners who keep the information on the products and the clients up to date. The end users of this product are regular individuals, for whom the application will be hosted online and the administrator will keep the database up to date. The information about the items is highlighted and forwarded from the database for the customer (front view) based on the choice from the menu list, and based on all these searches and transactions the database of all the products is updated at the end of each transaction. The application is deployed on the customer's database like RDBMS. Products can be entered into the programme through a variety of screens created for users of varying experience levels. A number of reports are generated dependent on the security policy being utilised as soon as the authorised employee enters the pertinent data into the system.

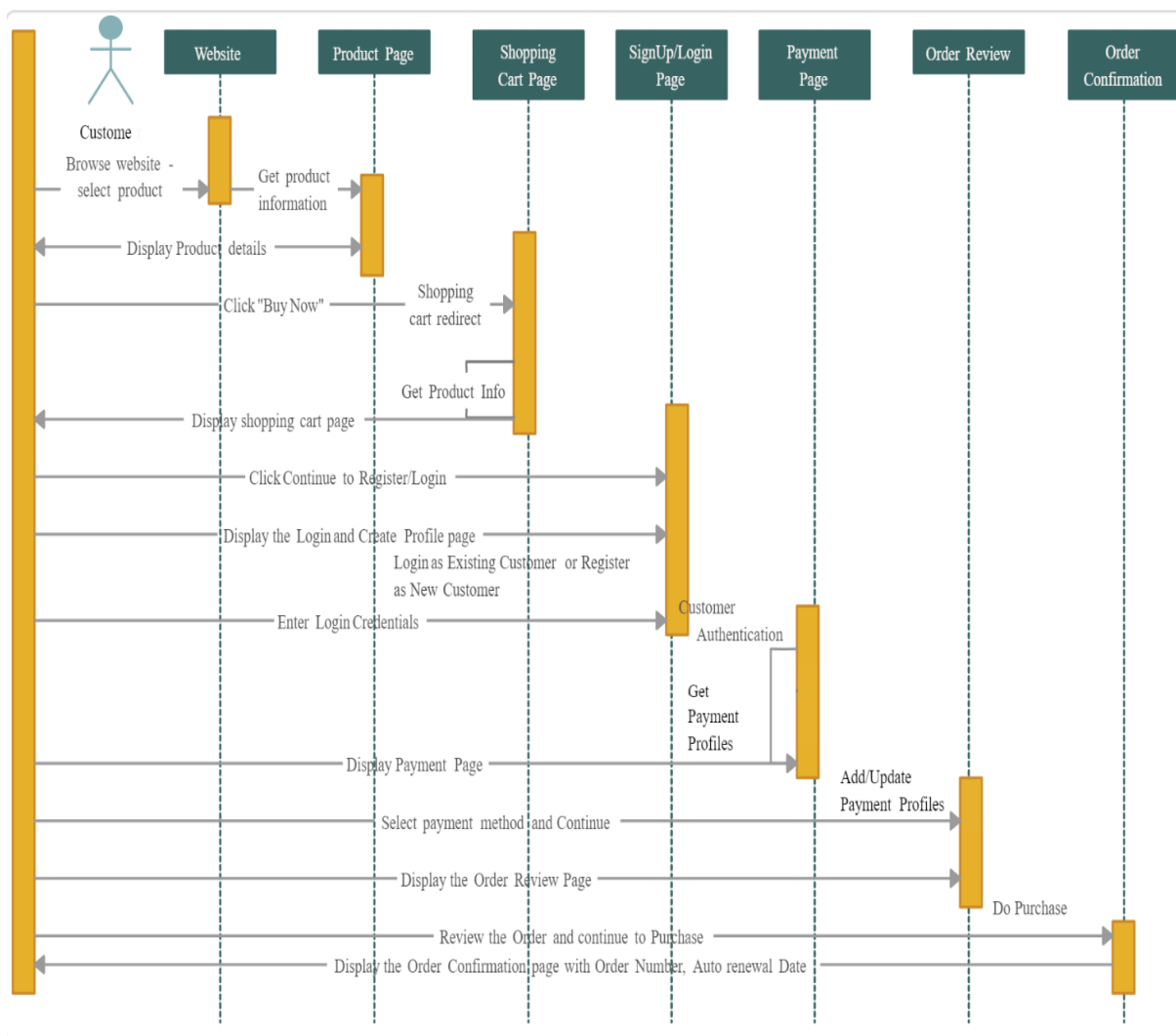
USE CASE DIAGRAM :



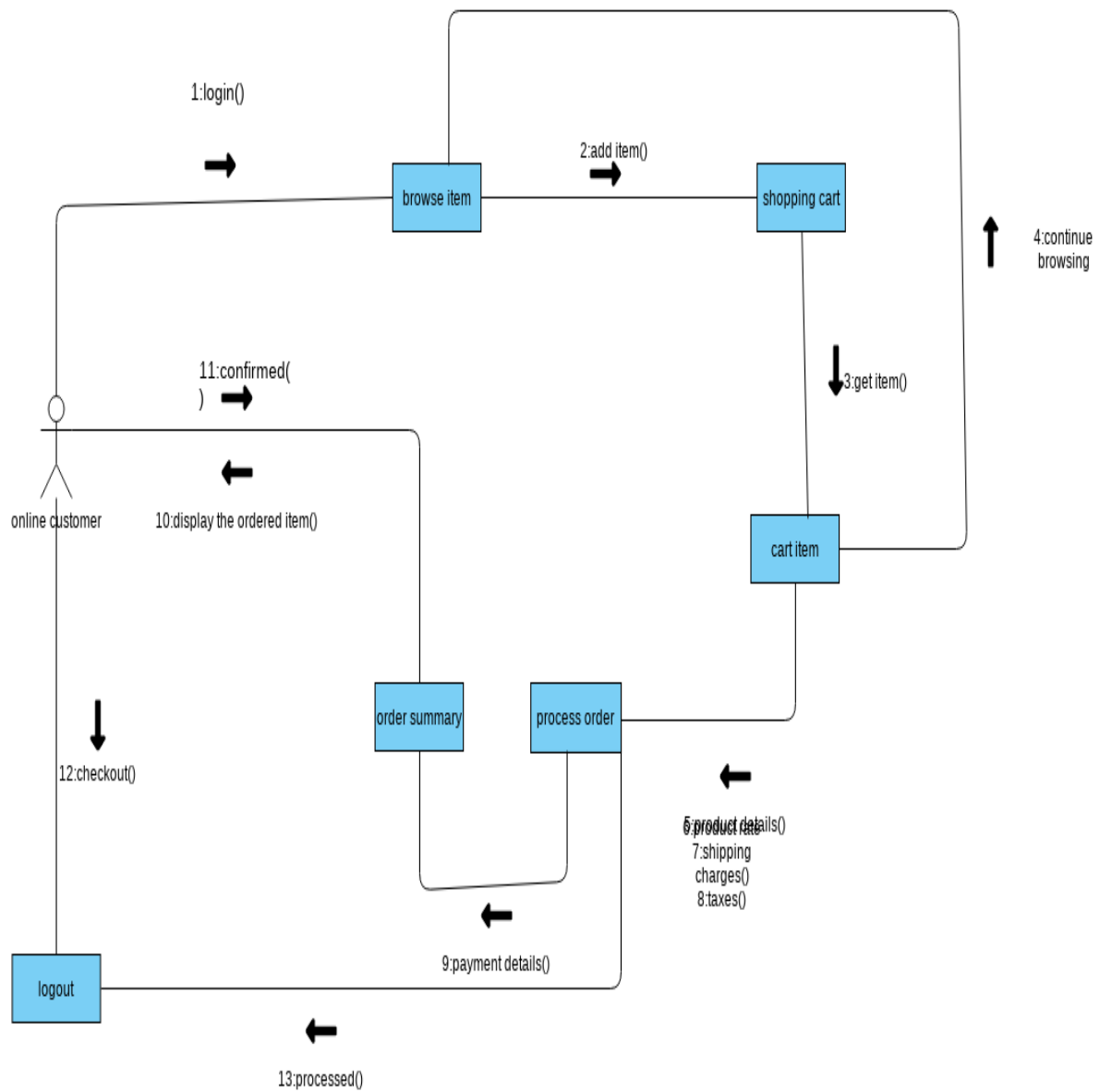
CLASS DIAGRAM :

SEQUENCE DIAGRAM:





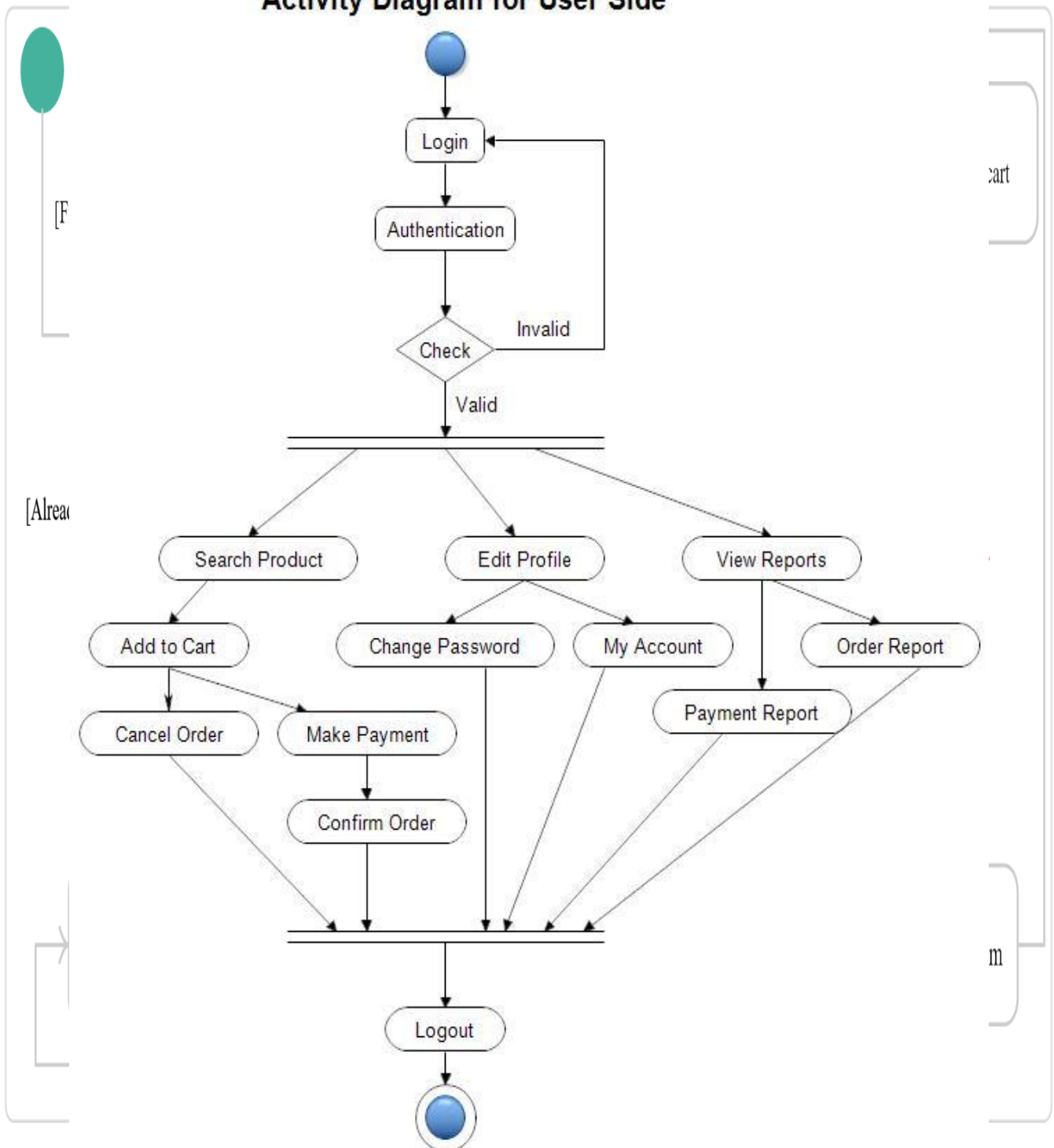
COLLABORATION DIAGRAM:



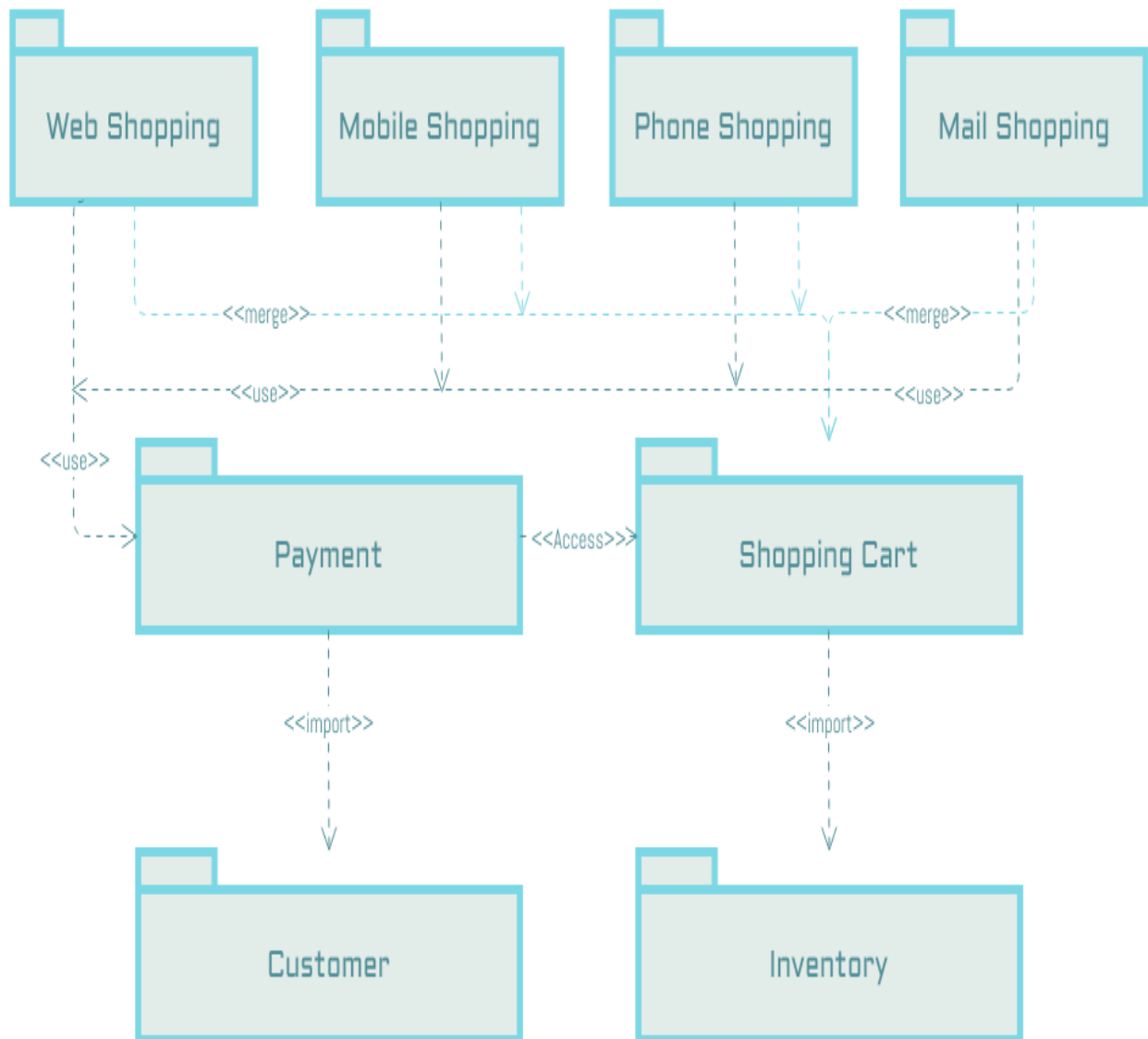
STATE CHART DIAGRAM:

ACTIVITY DIAGRAM :

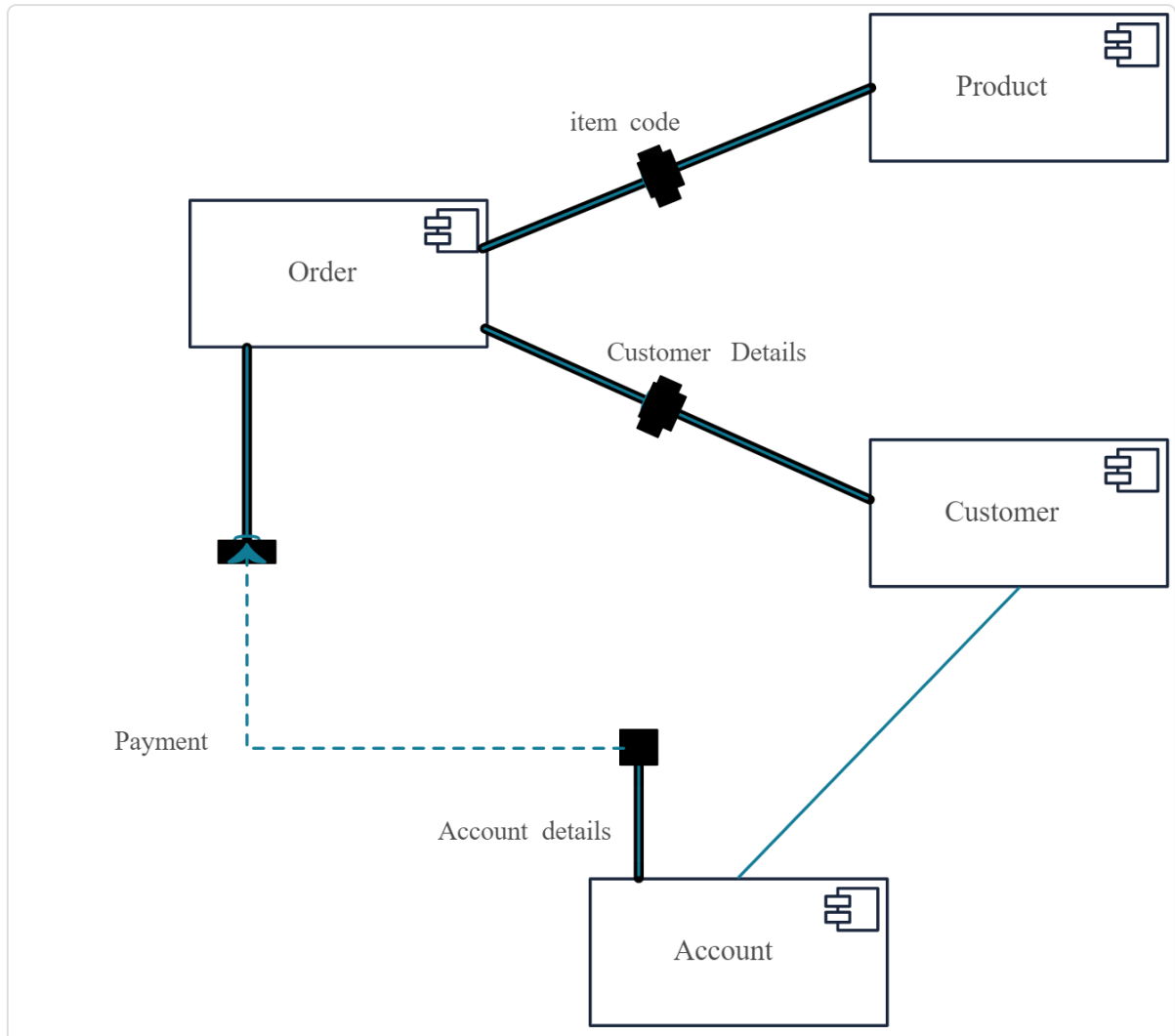
Activity Diagram for User Side



PACKAGE DIAGRAM:

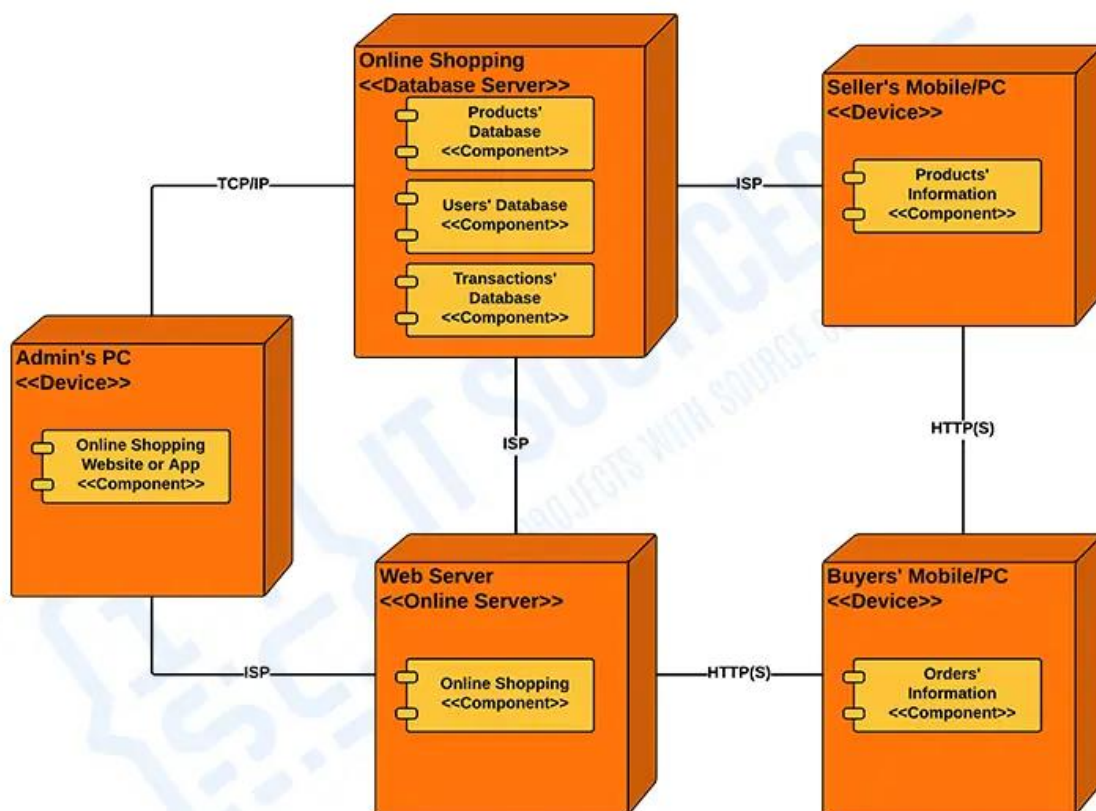


COMPONENT DIAGRAM:



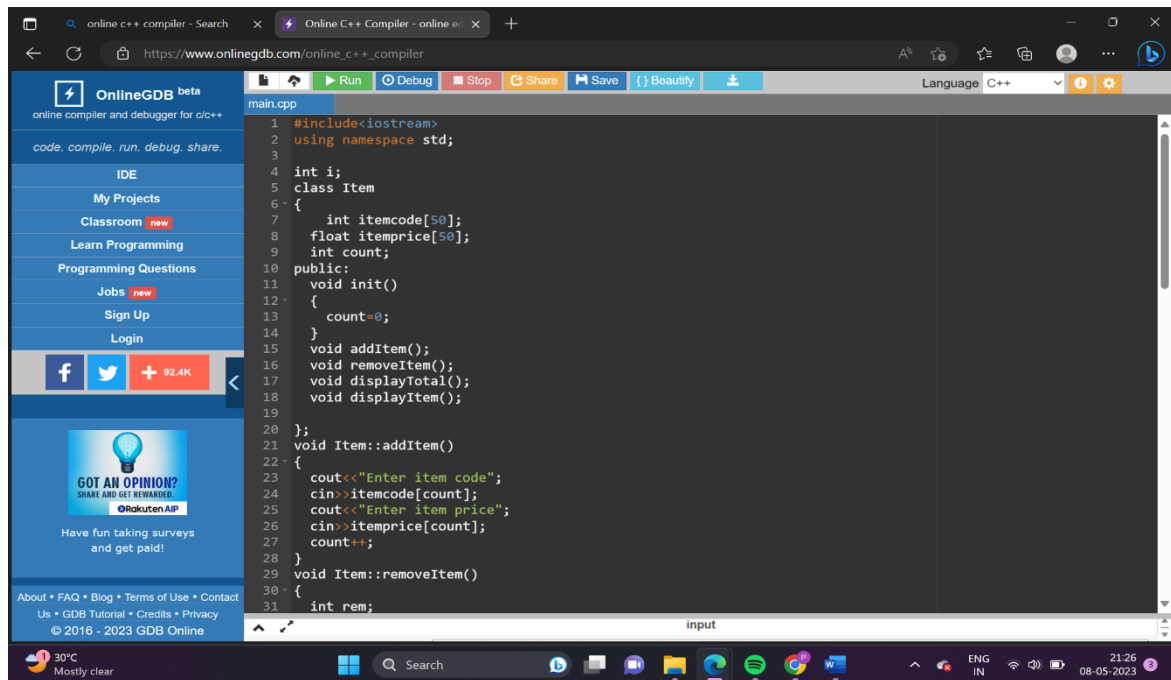
DEPLOYMENT DIAGRAM:

ONLINE SHOPPING SYSTEM

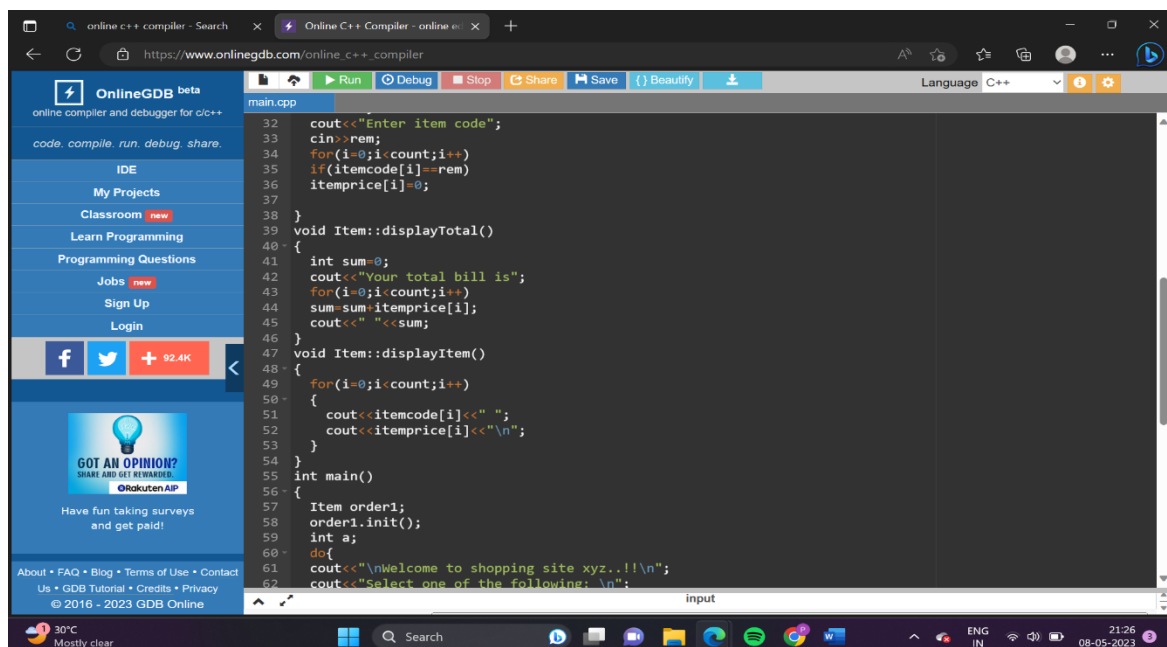


DEPLOYMENT DIAGRAM

CODE / OUTPUT SCREENSHOTS :



```
1 #include<iostream>
2 using namespace std;
3
4 int i;
5 class Item
6 {
7     int itemcode[50];
8     float itemprice[50];
9     int count;
10 public:
11     void init()
12     {
13         count=0;
14     }
15     void addItem();
16     void removeItem();
17     void displayTotal();
18     void displayItem();
19 };
20
21 void Item::addItem()
22 {
23     cout<<"Enter item code";
24     cin>>itemcode[count];
25     cout<<"Enter item price";
26     cin>>itemprice[count];
27     count++;
28 }
29 void Item::removeItem()
30 {
31     int rem;
```



```
32     cout<<"Enter item code";
33     cin>>rem;
34     for(i=0;i<count;i++)
35         if(itemcode[i]==rem)
36             itemprice[i]=0;
37 }
38
39 void Item::displayTotal()
40 {
41     int sum=0;
42     cout<<"Your total bill is";
43     for(i=0;i<count;i++)
44         sum=sum+itemprice[i];
45     cout<<" "<<sum;
46 }
47 void Item::displayItem()
48 {
49     for(i=0;i<count;i++)
50     {
51         cout<<itemcode[i]<<" ";
52         cout<<itemprice[i]<<"\n";
53     }
54 }
55 int main()
56 {
57     Item order1;
58     order1.init();
59     int a;
60     do{
61         cout<<"\nWelcome to shopping site xyz..!!\n";
62         cout<<"Select one of the following: \n";
```

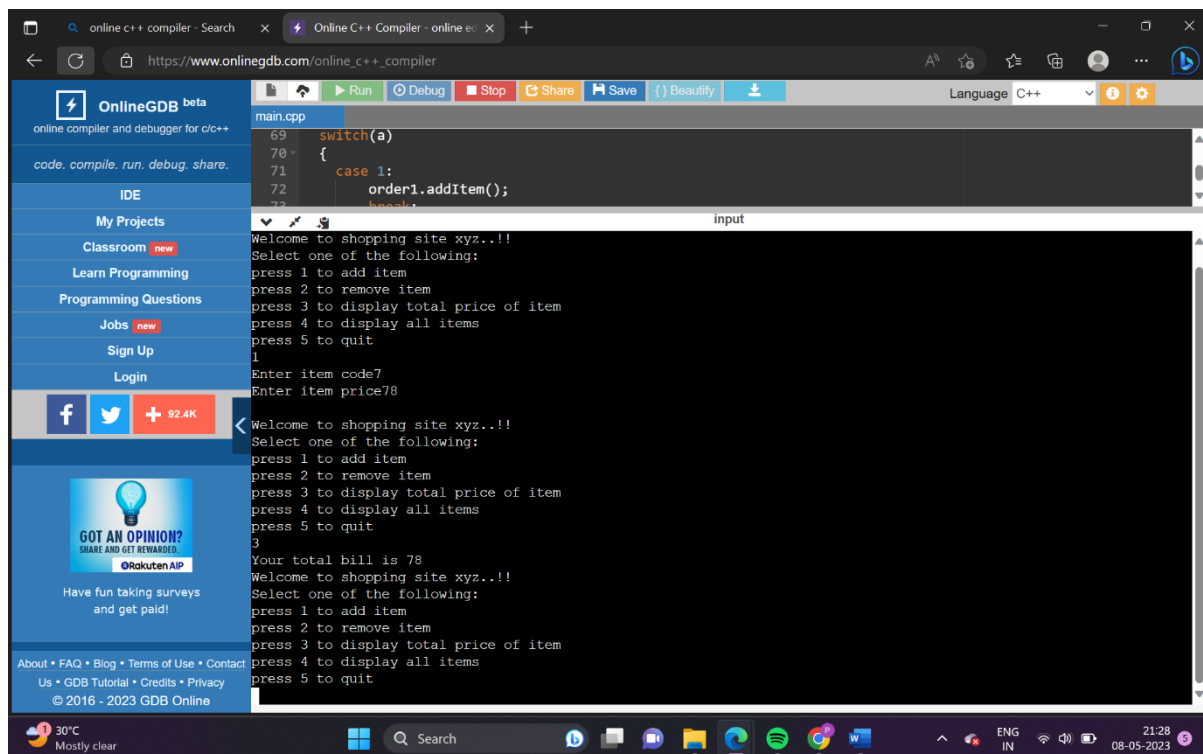
The screenshot shows the OnlineGDB website interface. On the left is a blue sidebar menu with links: IDE, My Projects, Classroom (marked 'new'), Learn Programming, Programming Questions, Jobs (marked 'new'), Sign Up, and Login. Below the menu are social media icons for Facebook and Twitter, and a '92.4K' badge. A Rakuten AIP advertisement is also present. The main area is a code editor for 'main.cpp' with C++ code. The code includes a menu system with options to add, remove, display total price, display all items, and quit. The code uses a switch statement and a while loop. The bottom of the browser shows a Windows taskbar with the date 08-05-2023 and time 21:26.

```
62 cout<<"Select one of the following: \n";
63 cout<<"press 1 to add item\n";
64 cout<<"press 2 to remove item\n";
65 cout<<"press 3 to display total price of item\n";
66 cout<<"press 4 to display all items\n";
67 cout<<"press 5 to quit\n";
68 cin>>a;
69 switch(a)
70 {
71     case 1:
72         order1.addItem();
73         break;
74     case 2:
75         order1.removeItem();
76         break;
77     case 3:
78         order1.displayTotal();
79         break;
80     case 4:
81         order1.displayItem();
82         break;
83     case 5:
84         break;
85 }
86 }
87 while(a!=5);
88 return 0;
89 }
90 }
91 }
92 }
```

This screenshot shows the same OnlineGDB interface, but with the program's output visible in the bottom panel. The output text is: "Welcome to shopping site xyz!!!", "Select one of the following:", "press 1 to add item", "press 2 to remove item", "press 3 to display total price of item", "press 4 to display all items", and "press 5 to quit". The code editor shows the same C++ code as the first screenshot, but the bottom panel now displays the program's execution output.

```
69 switch(a)
70 {
71     case 1:
72         order1.addItem();
73         break;
```

Welcome to shopping site xyz!!!
Select one of the following:
press 1 to add item
press 2 to remove item
press 3 to display total price of item
press 4 to display all items
press 5 to quit



CONCLUSION AND RESULTS :

The online shopping system is a c++ program created using basic commands or features of c++. We have used commands cin, cout, classes, switch, inheritance and summation. In future, we can also include functions like online payment and address. We can also change the fonts size and shape to make it more attractive. We can also add a suitable background. It can be made attractive using animations.

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