Project report

On

CUSTOM BUILD E-COMMERCE (GKART)



Submitted By

Desai Manav Nileshbhai (186860307008)

Patel Purv Kamleshbhai (186860307035)

Mansuri Md Farhan Sagir Ahmed (186860307025)

Tapre Aryan Sanjay (186860307055)

Project Guide

Mr. Vishvendu M. Bhatt

H.O.D

Mihir Parmar (External-Guide)

At



Jayvantrai Harrai Desai Polytechnic Department Of Computer Engineering

At: Palsana, Ta: Palsana, Dist:Surat, Pin: 394315

CANDIDATE'S DECLARATION

We declare that 5th semester report entitles "Custom Build E-commerce" is own work conducted under the supervision of the guide **Mr. Vishvendu M. Bhatt.**

We further declare that to the best of our knowledge the report for Diploma final year does not contain part of the work which has been submitted for the award of Diploma Engineering Degree either in this or any Other university without proper citation.

(candidate's signature)

Desai Manav Nileshbhai 186860307008

(candidate's signature)

Patel Purv Kamleshbhai 186860307035

(candidate's signature)

Mansuri Md Farhan Sagir Ahmed 186860307025

(candidate's signature)

Tapre Aryan Sanjay 186860307055



CERTIFICATE

This is to certify that the project entitled "CUSTOM BUILD E - COMMERCE" as a bonafied report of the work carried out by (1) Mr. Desai Manav Nileshbhai (186860307008), (2) Mr. Patel Purv Kamleshbhai (186860307035),(3) Mr. Mansuri Md Farhan Sagir Ahmed (186860307025), (4) Mr. Tapre Aryan Sanjay (186860307055) for Industry Defined Project – 1 (3350706) during semester 5th under the guidance and supervision of Mr. Vishvendu M. Bhatt for the partial fulfilment of award of the Diploma Computer Engineering at Jayvantrai Harrai Desai Polytechnic, Palsana, Surat, Gujarat.

Internal Guide I/C H.O.D

Mr. Vishvendu M. Bhatt

Mr. Vishvendu M. Bhatt

Jury Sign (External Examiner)

Jayvantrai Harrai Desai Polytechnic Department Of Computer Engineering

At: Palsana, Ta: Palsana, Dist: Surat ,Pin: 394315

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Presentation ,inspiration and motivation have always played a key role in the success of any venture.

We pay our deep sense of gratitude to **Mr. Vishvendu M. Bhatt (HOD)** of Computer Engineering Department, Jayvantrai Harrai Desai College, Palsana, Surat to encourage us to the highest peak and to provide us the opportunity to prepare the project. I am immensely obliged to my friends for their elevating inspiration, encouraging guidance and kind supervision in the completion of the project.

We feel to acknowledge with deep sense of gratitude to our external guide **Mr. Mihir Parmar** whose valuable guidance and kind supervision given to us throughout the course had shaped the present work as its show.

Last, but not the least, our parents are also an important inspiration for us. So with due regards, we express our gratitude to them.

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ABSTRACT

Definition:-

As we know nowadays, online shopping is becoming more popular among people. People can save time in their busy life but the biggest disadvantage of online Shopping is people can't try products before they buy clothes which make people unsatisfied. Here in this application, using **Augmented Reality** it becomes easier and satisfying.

This application scans customers face, body and apply clothes moreover they can check whether color suits them or not. E-commerce systems adopted AR (augmented reality) and cognitive computing as a new type of the "smart"e-commerce which allow better user interaction, customer satisfaction, shopping value, quality & purchasing decisions. we present a framework for smart e-commerce app development using **Augmented Reality**, mobile technology & cognitive computing functions.

Modules:-

Three paramount of system with sub modules are below-

> Administrator

Login: To have full control of the system it is mandatory for admin

to login.

Supervising:- Decide which product to display in particular index.

Watch particulars: Admin can watch all registered user particulars

Watch Feedback: - Admin can watch feedback given by user

> User

Register: - If user is new to the application, he/she have to register them

-selves

Login: - Both new as well as old user have to login with their right

credentials only if approved by the administrator.

Search Product: - Users can search products as per their need in search the bar

Filter & sort: - User can filter out or sort their product as per the requirement

Compare: - Users can compare any two products.

Cart: - If a user wants he/she can add a particular product in cart.

Buy: - Users can pay for products either by online/offline mode

Product owner

If product owner is new to the application, he/she has to register themselves. Register:-

Login:-To add a product he/she has to login.

Product owner has only the right to add a product but he can't remove it without permission of administrator. Privilege:-

COMPANY PROFILE

Company Name	Lead Drive Academy		
Type	Software Development		
Proprietor	Mr. Mihir Parmar		
Contact No	+91 88660 66301		
Email Address	Info@leafdrive.com		
Address	101 Mazda Mansion, Anand Hospital, lane, Nanpura, Surat, Gujarat, India.		
Logo	Leaf Drive Academy "REALIZE EDUCATION IN REAL SENSE"		

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NOTATION

Use Case Diagram		
	Actor	
	Use Case	
	System Boundary	
	Connector	

ER Diagram		
	Attributes	
	Entity	
	Relation	
	Primary Key	
	Foreign Key	

Data Flow Diagram		
	Process	
	Connector	
	Database Table	
	External Entity	

Activity Diagram		
•	Start Point/Initial state	
	Activity	
No YES	Condition	
	Parallel Activity	
	End	

Group ID CO8	Custo	m Build E - Commerce
	CHAPTER -1 INTRODUCTION	

PURPOSE:-

- The primary purpose of this app is to give best shopping experience to the customers.
- To provide valuable product to owners/buyers, desire to retain or obtain a product.
- To adopt 'smart' e-commerce which allow better user interaction, quality and purchasing decision.
- Nowadays in online shopping customers found the clothes which are suit on the models as a solut -ion but sometimes it is possible that it not suit on the customer of this problem our application provides an AR look of the clothes to the customers on their body.

SCOPE:-

- The main scope of this application is to provide secure and easy shopping for user with different types of brands in one app.
- User can easily use this application by various options of brands or other things given in customi -zed shopping application.
- To reduce possibility of product replacement, especially cloth. Customers can easily choose their clothes or other products without any kind of confusion.

OBJECTIVE:-

The objective of this product is to develop an elegant e-commerce system that will be user frindl -ly which supports Augmented Reality concept.

EXISTING SYSTEM:-

- Current application provides pictures of clothes.
- Current application does not provide look of any buyers in particular clothes and customers buy clothes by imaging themselves in that clothes after buying if the customer is unsatisfied.
- He/she is not able to do anything with that clothes. And in that case person lose interest in online shopping of clothes and prefer offline shopping.

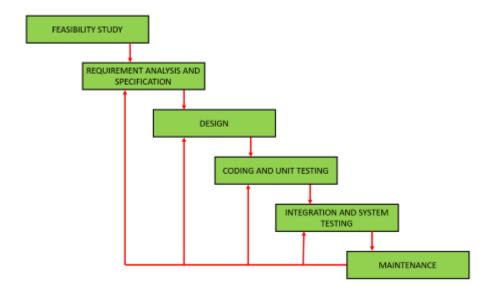
DIFFERENT WITH OTHER SYSTEM:-

- Our application not only provides pictures of clothes but it also provides AR look of that cloth.
- AR look is possible with the help of 'AR core' is a software development kit developed by goog -le that allow augmented reality applications to be built.
- This project presents a framework for smart e-commerce app development using augmented reality mobile technology & cognitive computing functions.
- User can easily customize in the way they want that product.

CHAPTER -2 PROJECT MANAGEMENT

PROJECT DEVELOPMENT APPROACH:-

Iterative Waterfall Model



• Why do we use this model?

The iterative waterfall model provides feedback paths form every phase to its preceding phases.

When errors are detected at some later phase, these feedback paths allow correcting errors commit -ed by programmers during some phase.

• Feasibility study phase

This phase involves understanding the problem and then determining the various possible strategi-es to solve the problem.

• Requirement analysis and specification phase

The aim of this phase is to understand the exact requirements of the customer and document them properly.

• Design phase

The aim of the design phase is to transform the requirements specified in the SRS document into a structure that is suitable for implementation in some programming language.

• Coding and unit testing phase

In coding phase software design is translated into source code using any suitable programming language.

The aim of the unit testing phase is to check whether each module is working properly or not.

• Integration and system testing phase

Integration of various modules is carried out incrementally over a number of steps.

After all the modules have been successfully integrated and tested, the full working system is obtained and system testing is carried out.

• Maintenance phase

Meet the changing customer needs.

Adapter to accommodate changes in the external environment.

Enhancing the efficiency of the software.

> FEASIBILITY STUDY

A feasibility study is an analysis that takes all of a project's relevant factors into account including economic, technical, legal, and scheduling considerations—to ascertain the likeli -hood of completing the project successfully.

We use feasibility studies to discern the pros and cons of undertaking a project before they invest a lot of time and money into it.

Following are the way from which we can check software feasibility

- (1)Economically
- (2)Technically
- (3)Operationally

Economically

It determines whether the required software is capable of creating financial gains for an organiz -ation it involves the cost incurred on the software development team, estimated cost of hardware and software, cost of performing feasibility study, and so on.

Our project follow the criteria of economic feasibility as there is one time investment for the resources required to develop this project and resources are free of cost.

Technically

This assessment focuses on the technical resources available to the organization. It helps orga -nizations determine whether the technical resources meet capacity and whether the technical team is capable of converting the ideas into working systems.

Resources (software, hardware) required to develop this project are available so, our project follows the criteria of technical feasibility.

Operationally

This study describe is software performs all the operations in the way it should? As well as analyses whether a user adopts software easily or not.

This project performs all the operations in the way it should.

This project allows the users to adopt software easily. And hence this project is operationally feasible.

CHAPTER -3 SYSTEM ANALYSIS

STUDY OF CURRENT SYSTEM

Application provides different brands, materials, size, colour and other details with the price of the clothes with attractive pictures.

It also provide a feature by which customers can return the clothes (in case of problem in size or colour, or if the product is defective) and in exchange customer can ask for refund or exchang -e with particular cloth.

PROBLEM AND WEAKNESS OF CURRENT SYSTEM

Current application provides pictures of clothes, and he /she have to imagine his/her self in that cloth.

It is possible that after buying that cloth he/she may not like that cloth, in this case customers were unsatisfied.

Current application does not provide look of the buyer in particular cloth.

User don't receive a valuable product.

REQUIREMENT OF NEW SYSTEM

> Functional Requirements:-

• Admin:

LoginUser can login using his/her user id and password.Manage appWill store all the information and verify all user and

Collect their order.

Customer:

LoginUser can login using his/her user id and password.RegistrationFilling own information for registration and for login.

Select itemUser can select items of their choice.Add itemUser can add many items as their needs.

Place order : User place an order.

Chat box : In case of any query user can chat with admin.

• Payment:

Payment can be done either online or by cash on delivery.

> Non Functional Requirements:-

• Security:

Security is required so that no personal information of user is leaked and the data of system is secured.

Our system secures web attacks like SQL injection, spam bot etc.

• Atomicity:

Unauthorized people can't operate this application.

• Reliability:

Reliability stands for trust. user's personal information will not be disclosed here.

• Flexibility:

System is very flexible to use, as it is user friendly, it requires less maintenance.

• Efficiency:

User can easily search products of their choices.

• Reusability:

Under the software license agreement system will be reuse in other system.

• Integrity:

Only the system admin has the right to access the database, user will only have access to their account.

CLIENT SIDE REQUIREMENT

• Hardware interfaces

Mobile : Android phone with 5.0

version(lollipop).

Ram : 4GB

Disk space : 250GB minimum

• Software interface

Client on internet: Web browser

Client on mobile: Android phone with 5.0

version(lollipop)

SERVER SIDE REQUIREMENT

• Hardware interface

Ram : 1GB

Disk space : 20GB minimum

Database : MySQL

Firebase : Push notification

• Software interface

Software : Abode Dreamweaver CS5

Server on internet: Web browser

Server : PHP development wamp

server

DEVELOPMENT END

- PHP 7.0
- MySQL 5.7
- Sublime text editor
- Android Studio
- SDK (Software Development Kit)
- Wamp Server 3.0.6 3.0.
- Internet Explorer 8.0, Mozilla Firefox, Google Chrome
- AR (Augmentation reality) core

CHAPTER -4 SYSTEM DESIGN

DATA DICTIONARY

Name of table :- admin_ecom

ATTRIBUTE	DATA TYPE	KEY	DESCRIPTION
a_id	int(20)	primary key	unique id of admin
a_name	varchar(20)	not null	name of admin
a_email	varchar2(30)	not null	e-mail id of admin
password	varchar2(15)	not null	password of admin
a_contact_no	int(10)	not null	contact number of admin
address	varchar2(30)	not null	address of admin
city	varchar(15)	not null	city of admin
logo	blob	not null	logo of system
d_o_b	date	not null	date of birth of admin

Name of table :- category_ecom

ATTRIBUTE	DATA TYPE	KEY	DESCRIPTION
c_id	int(30)	primary key	unique of for category
c_name	varchar(30)	not null	name of category
c_desc	text	not null	desc of category
c_date	date	not null	date of category
c_status	int(5)	not null	status of category

Name of table :- sub_category_ecom

ATTRIBUTE	DATA TYPE	KEY	DESCRIPTION
s_c_id	int(10)	primary key	unique id of sub
			category
s_c_name	varchar(20)	not null	name of sub
			category
s_c_pic	blob	not null	pic of sub
			category
s_c_status	int(30)	not null	Status of sub
			category
s_c_desc	text	not null	desc of sub
			category
s_id	int(30)	foreign key	id of category

Name of table :- feedback_ecom

ATTRIBUTE	DATA TYPE	KEY	DESCRIPTION
f_id	int(10)	primary key	id of feedback
f_uid	int(10)	foreign key	id of user
f_desc	text	not null	desc of user
f_date	date	not null	date of feedback

Name of table :- order_ecom

ATTRIBUTE	DATA TYPE	KEY	DESCRIPTION
o_id	int(10)	primary key	id of order
o_date	date	not null	order date
o_amount	varchar(20)	not null	order amount
o_ship_address	varchar(50)	not null	address of shipping
o_zipcode	char(5)	not null	zipcode of order
quantity	varchar(50)	not null	quantity

Name of table :- payment_ecom

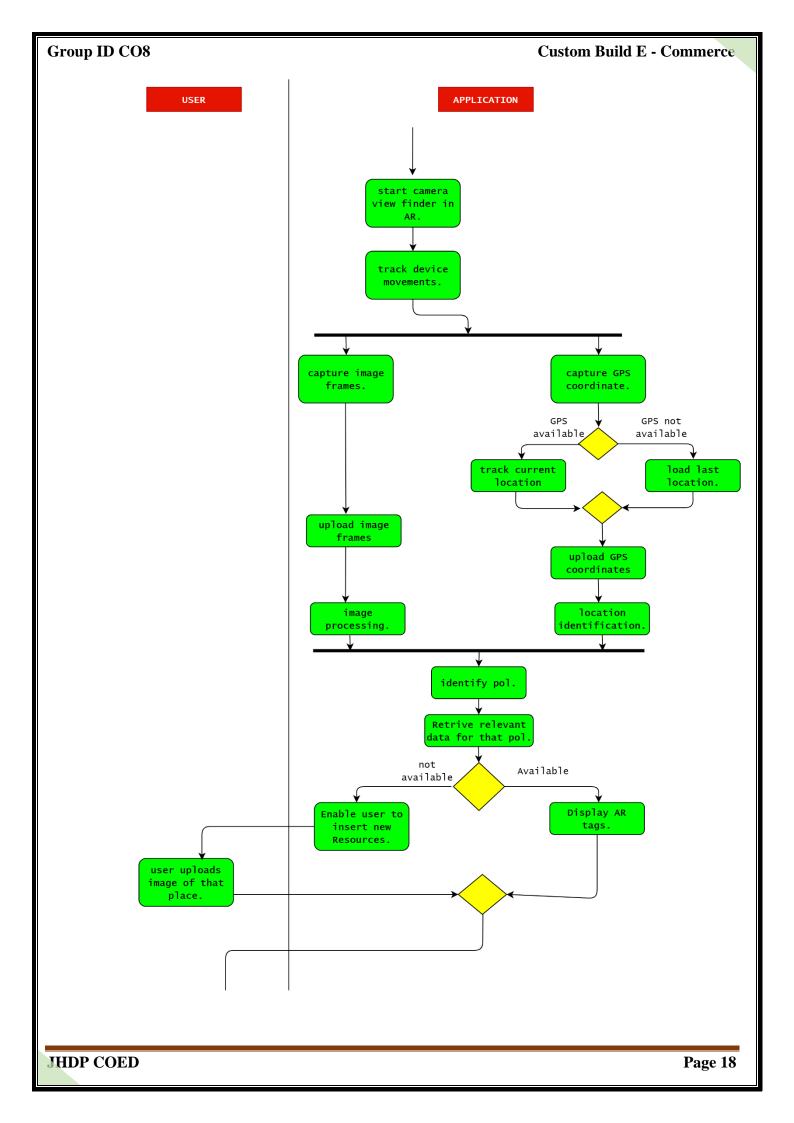
ATTRIBUTE	DATA TYPE	KEY	DESCRIPTION
pay_id	int(10)	primary key	id of payment
pay_date	date	not null	payment date
amount	varchar(10)	not null	amount of product
o_id	int(10)	foreign key	order id key
payment mode	varchar2(30)	not null	payment mode
full amount	varchar2(15)	not null	full amount detail
bank account no	varchar(30)	not null	account no of bank
bank name	varchar(30)	not null	bank name

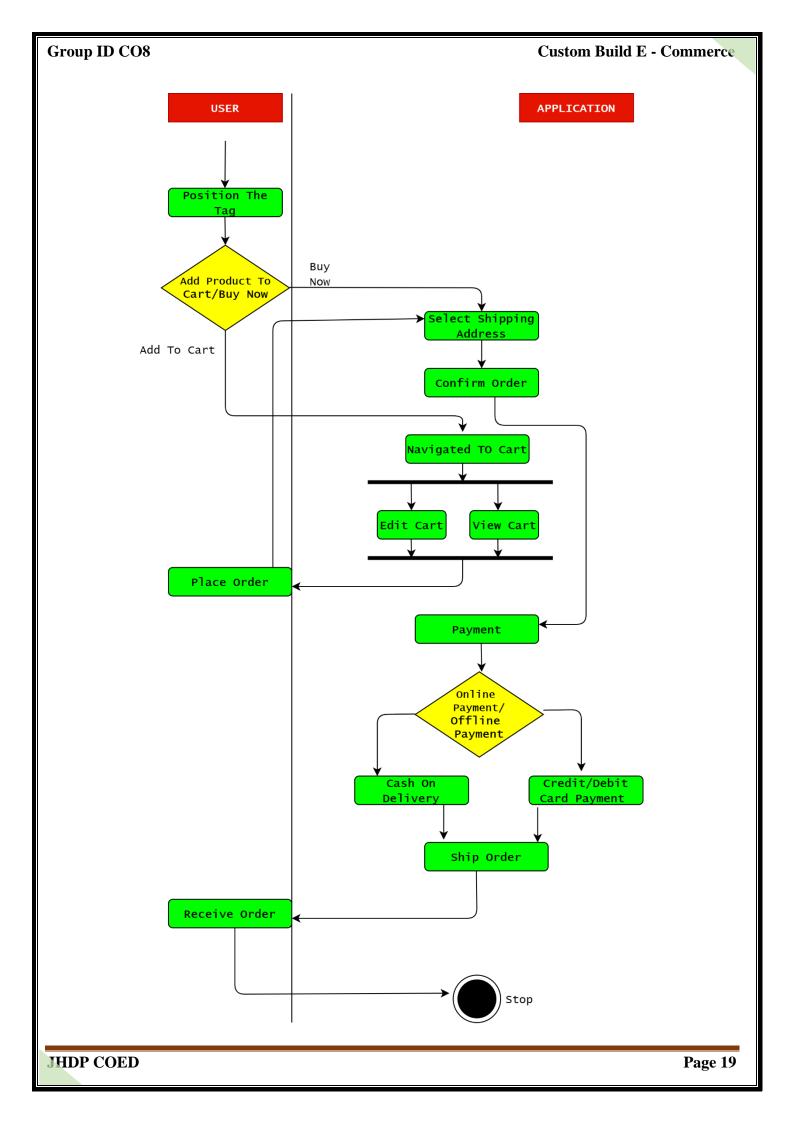
Name of table :- product_ecom

ATTRIBUTE	DATA TYPE	KEY	DESCRIPTION
p_id	int(20)	primary key	unique id of product
p_name	varchar(20)	not null	name of product
c_id	int(30)	foreign key	id of category
s_c_id	int(10)	foreign key	sub category id of product
p_code	varchar2(30)	not null	product code
p_status	int(15)	not null	status of product
p_date	date	not null	product date
p_image	blob	not null	product pic
p_stock	int(30)	not null	how many products are available?
p_price	int(15)	not null	price of product
p_desc	text	not null	desc of product

Name of table :- user_ecom

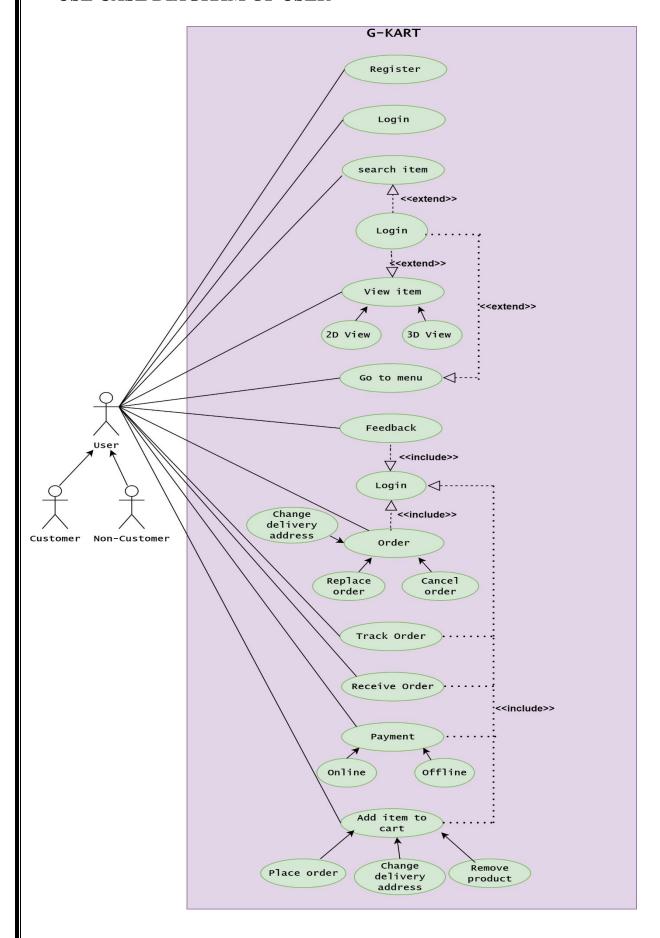
ATTRIBUTE	DATA TYPE	KEY	DESCRIPTION
f_uid	int(10)	primary key	unique id of user
u_name	varchar(20)	not null	name of user
u_fname	varchar(10)	not null	first name of user
u_lname	varchar(10)	not null	last name of user
u_email	varchar2(30)	not null	email id of user
u_Password	varchar2(15)	not null	password of user
u_contact_no	int(10)	not null	user contact no
pincode	int(6)	not null	pin code of user
u_address	varchar2(30)	not null	user's address
u_city	varchar(15)	not null	user's city
u_state	varchar(10)	not null	state of user
u_dob	date	not null	date of birth of user
u_regdate	datetime	not null	when register user
u_country	varchar(10)	not null	country of the user





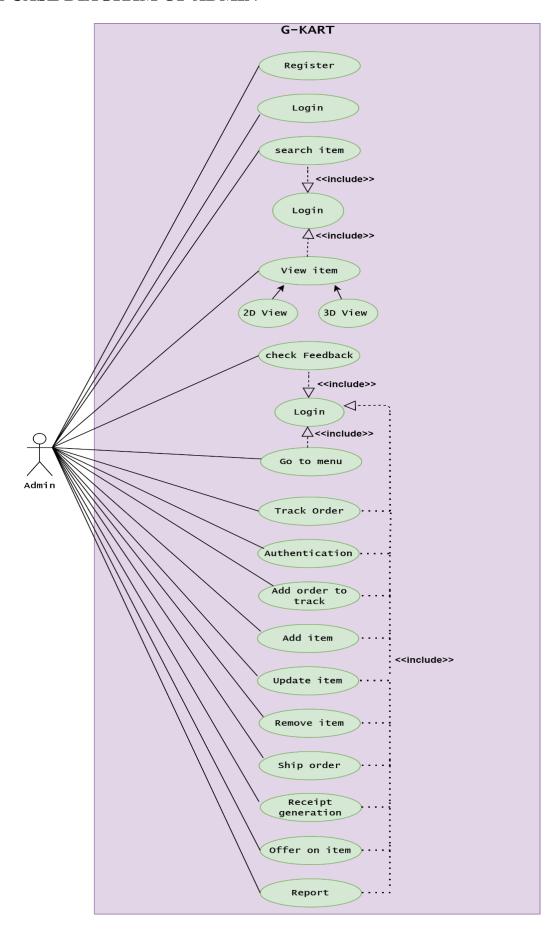
Page 20

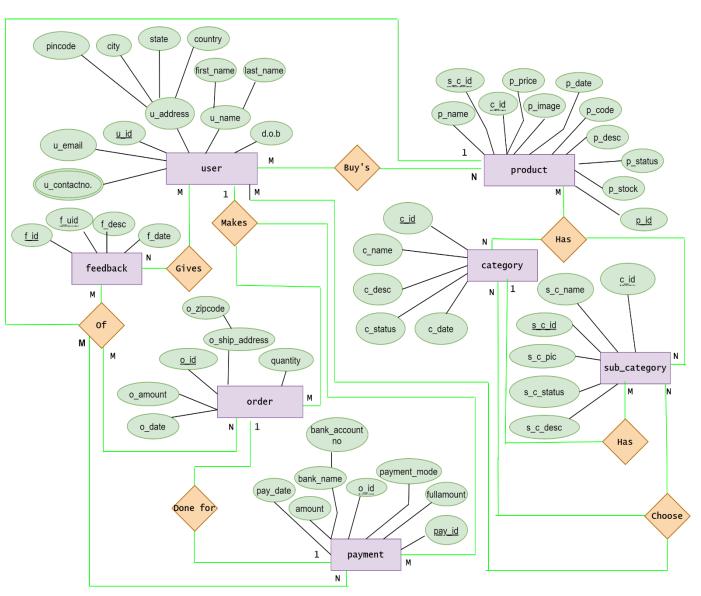
USE CASE DIAGRAM OF USER

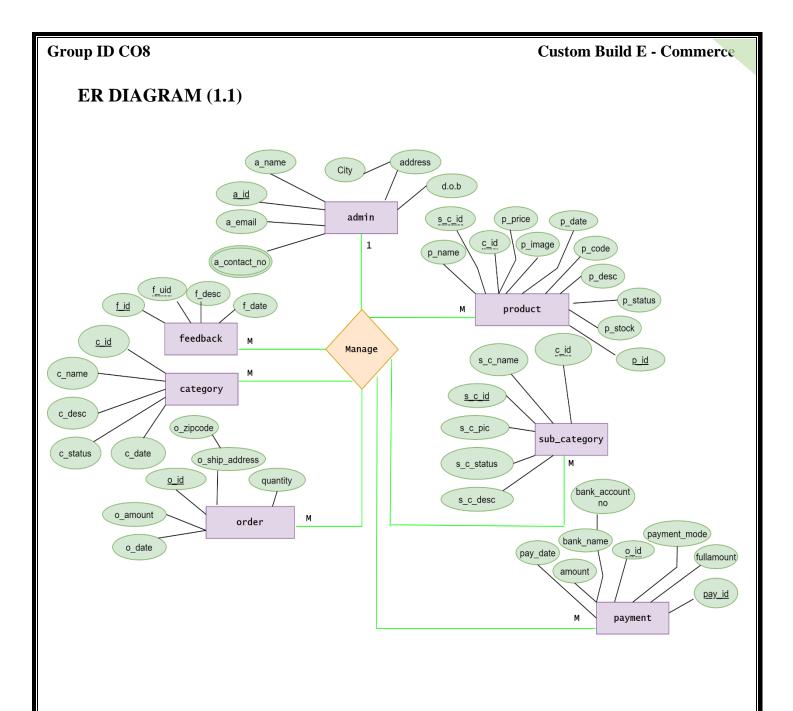


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USE CASE DIAGRAM OF ADMIN

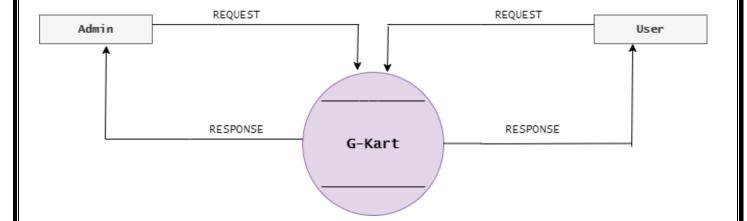






DATA FLOW DIAGRAM

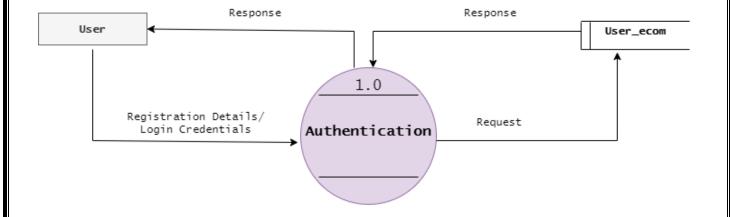
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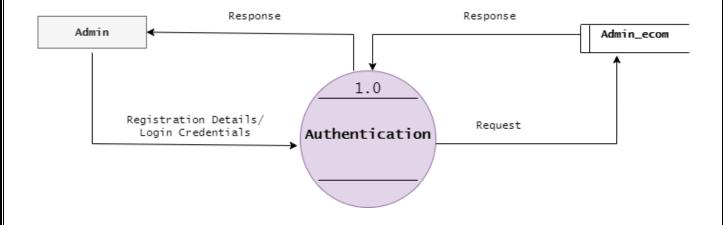


Group ID CO8

Custom Build E - Commerce

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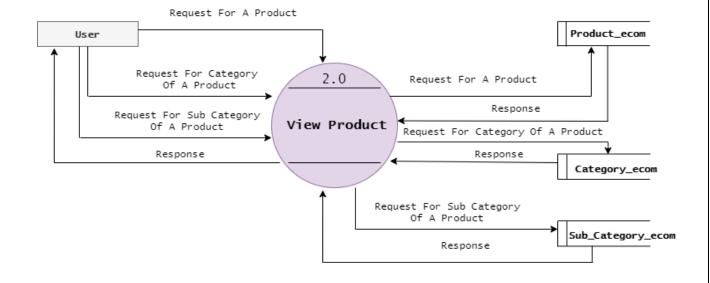


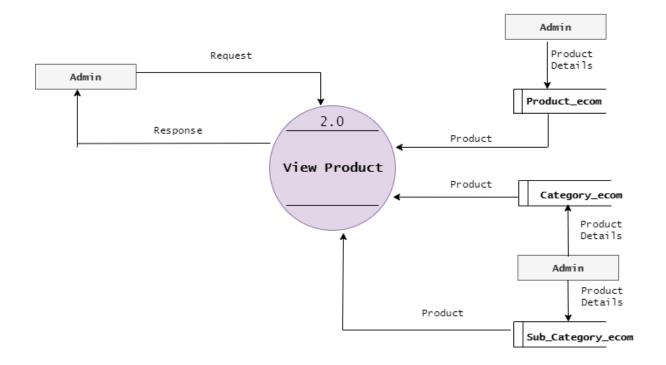


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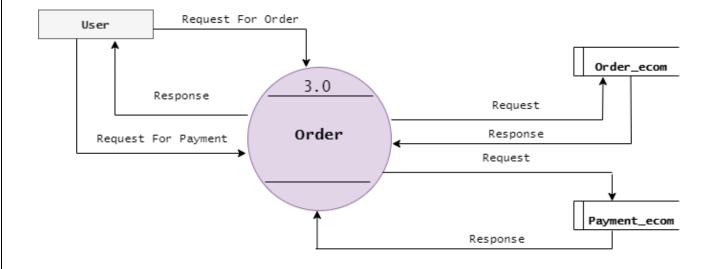
Custom Build E - Commerce

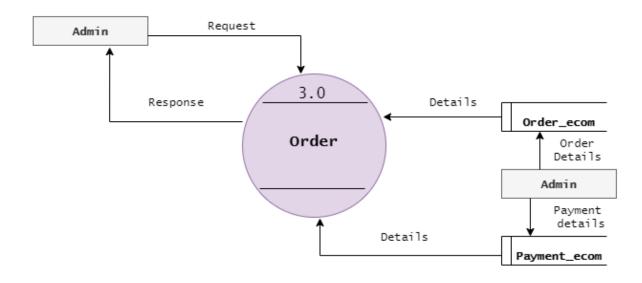
• Level – 1 (2.0)



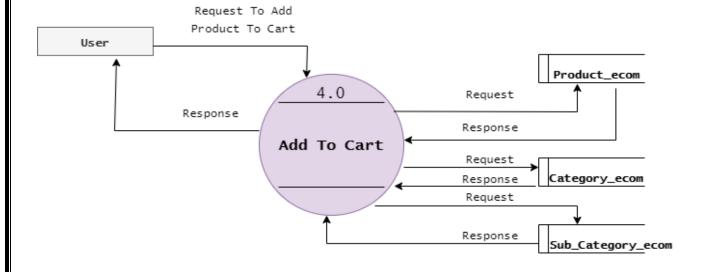


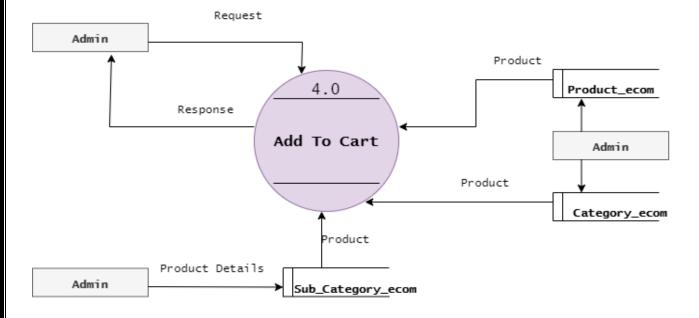
• Level – 1 (3.0)





• Level – 1 (4.0)

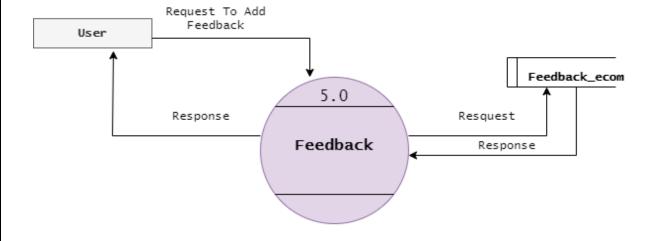


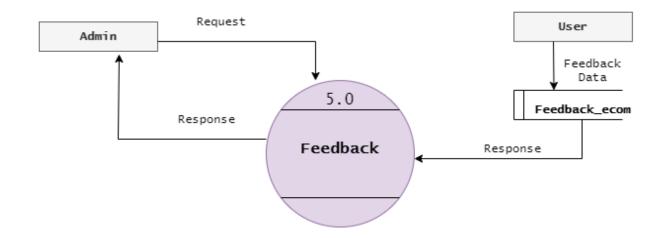


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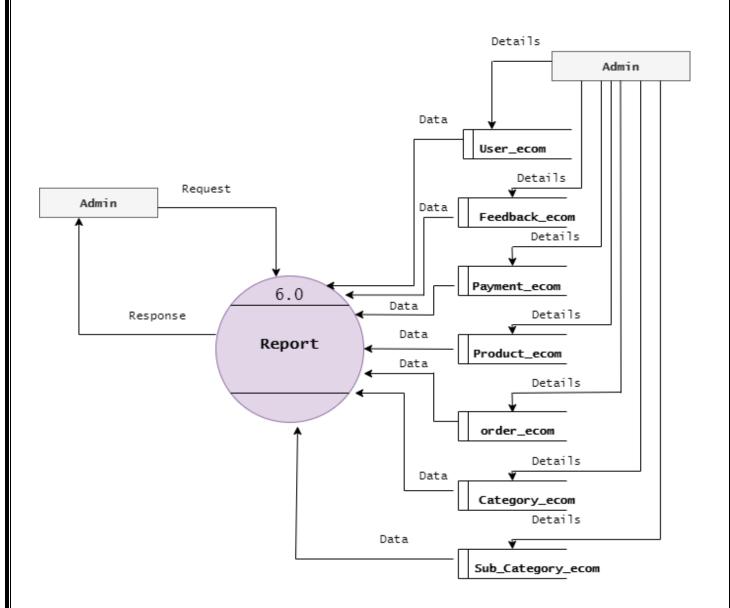
Custom Build E - Commerce

• Level – 1 (5.0)





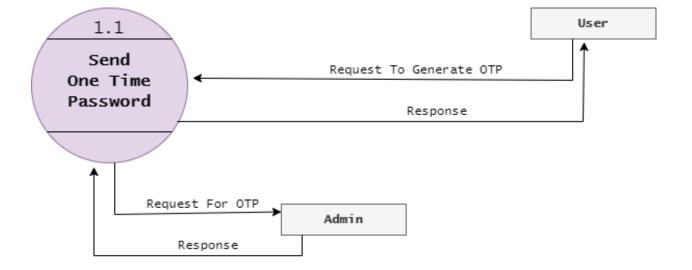
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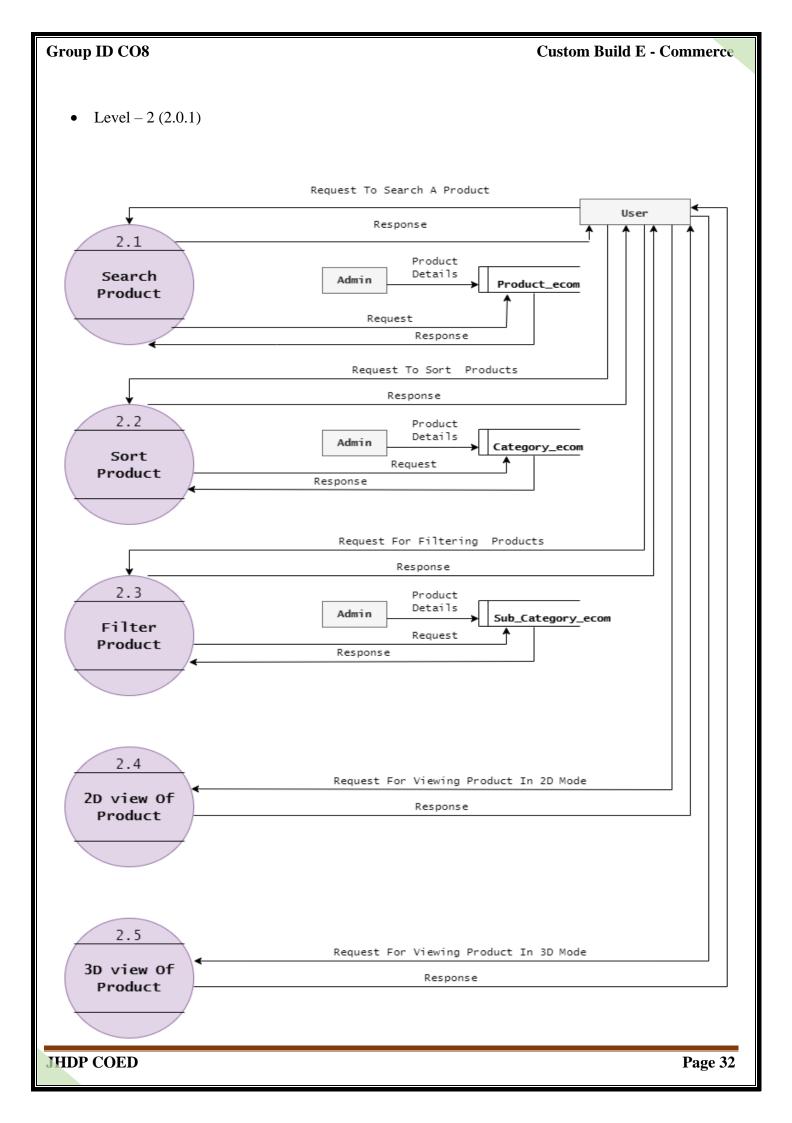


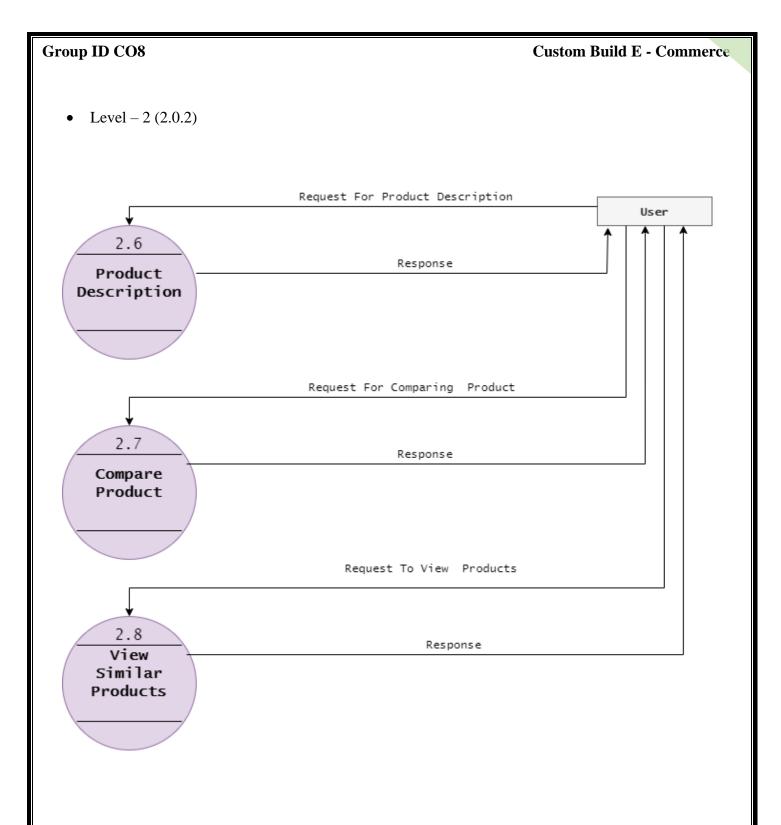
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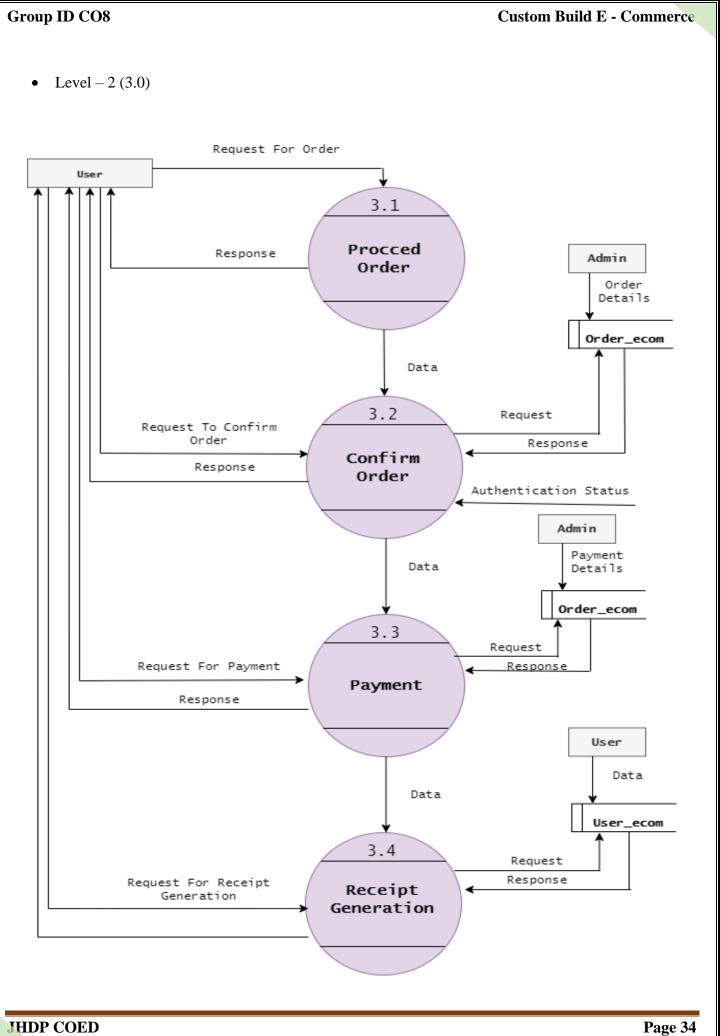
Custom Build E - Commerce

• Level – 2 (1.0)









Group ID CO8 Custom Build E - Commerce Level -2 (4.0)Request To Admin Place Order User Order Details Response 4.1 Order_ecom Place Request Response 0rder Request To

Remove Product

Response

Request To Change

Delivery Address

Response

4.2

Remove

Product

4.3

Change

Delivery Address

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Request

Response

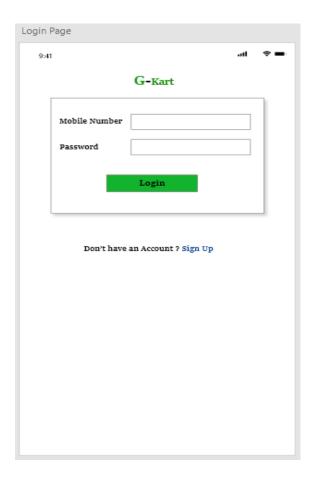
Admin

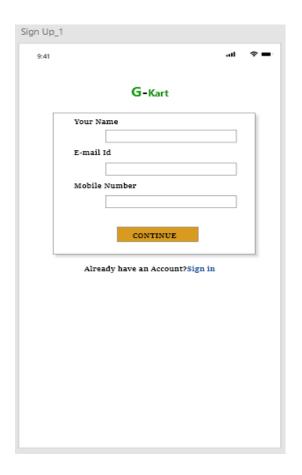
Order Details

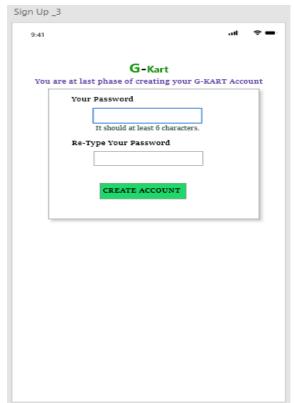
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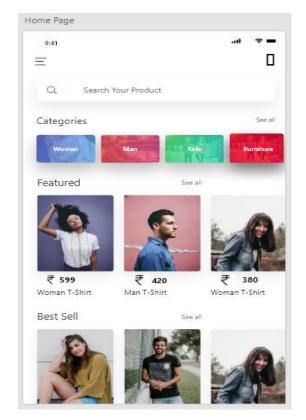
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CHAPTER -5	
IMPLEMENTATION	

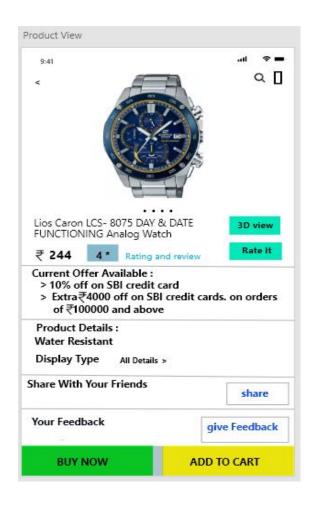
> USER SIDE

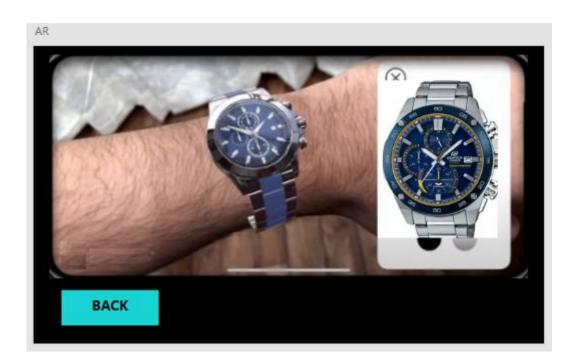


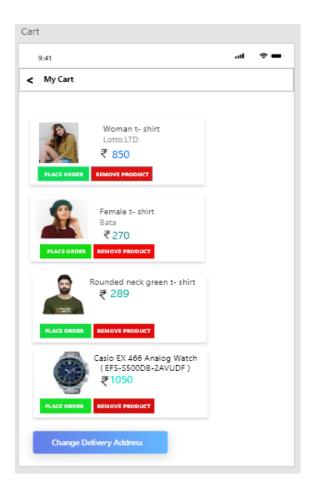


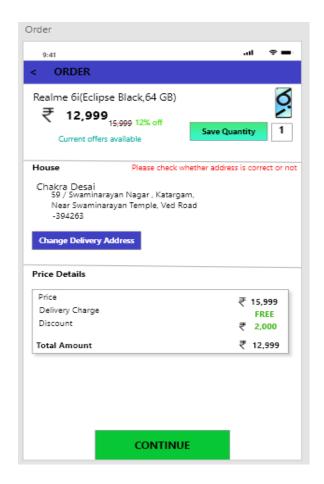


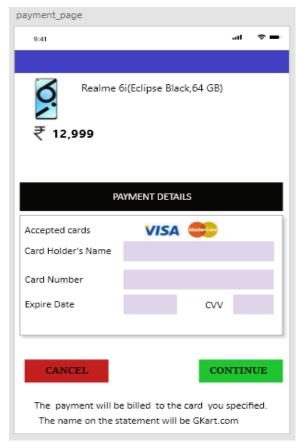


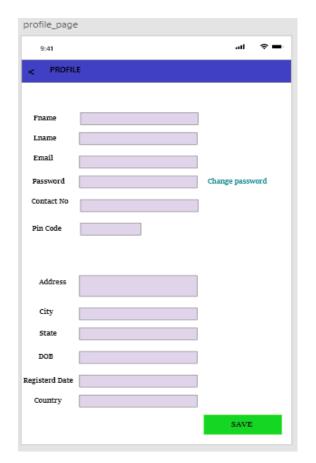


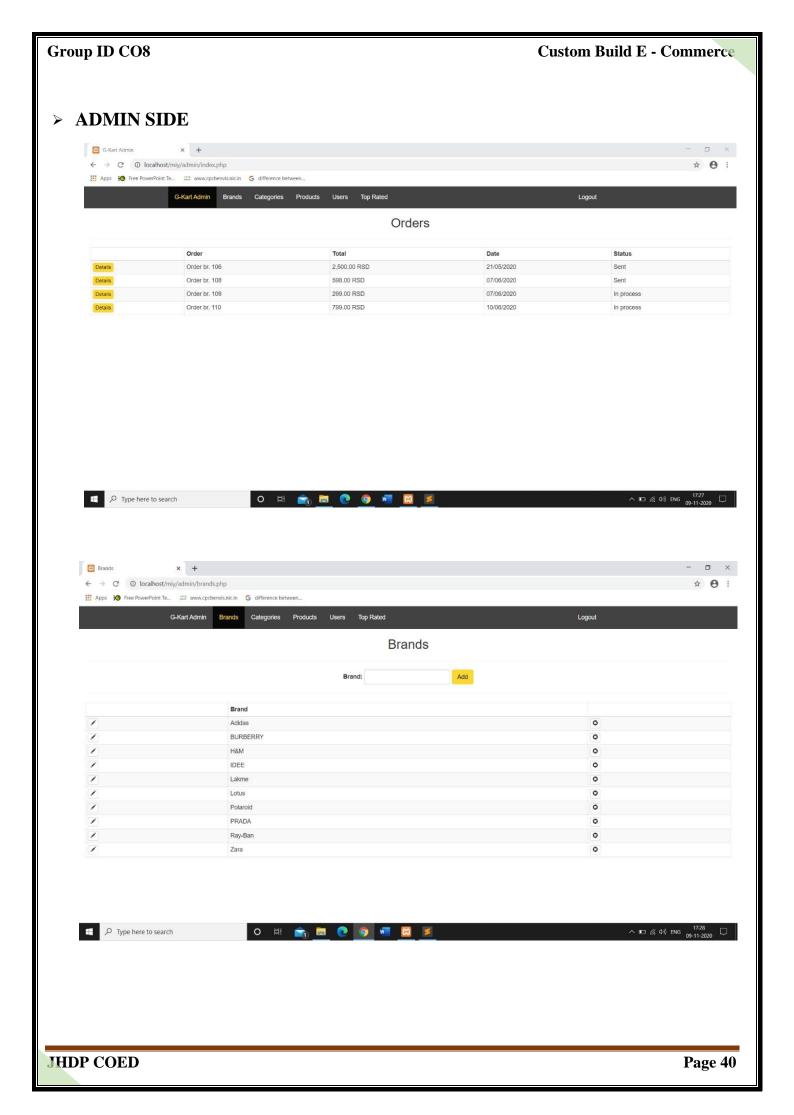


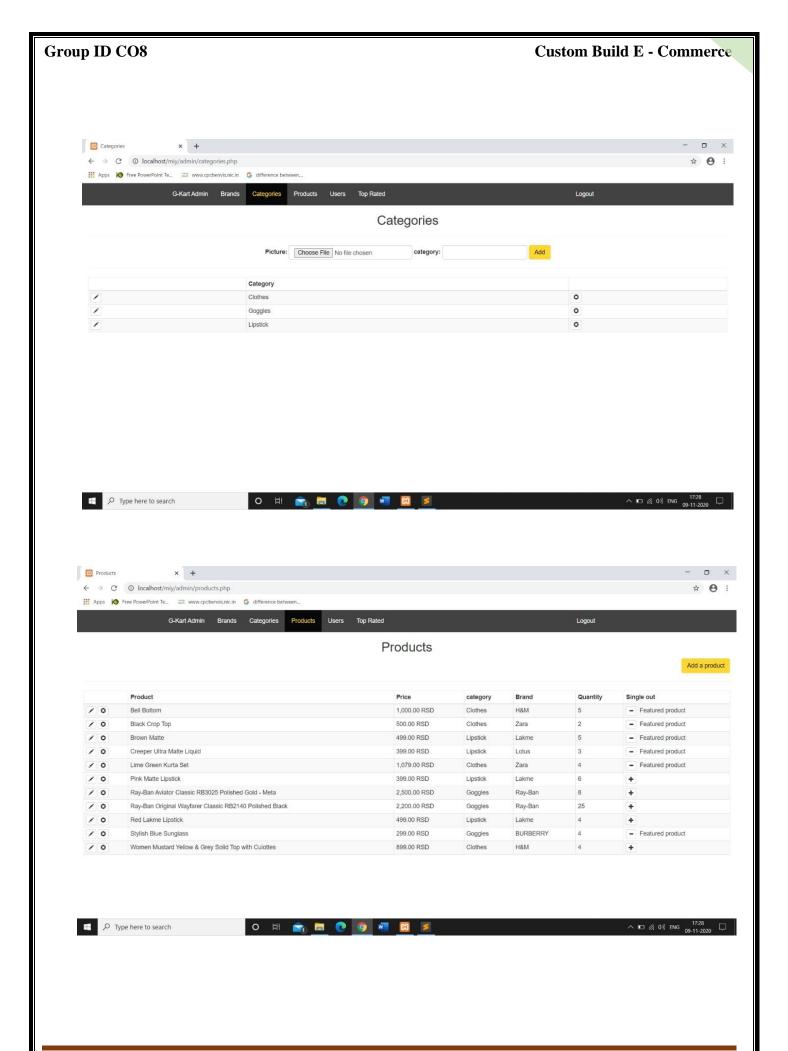


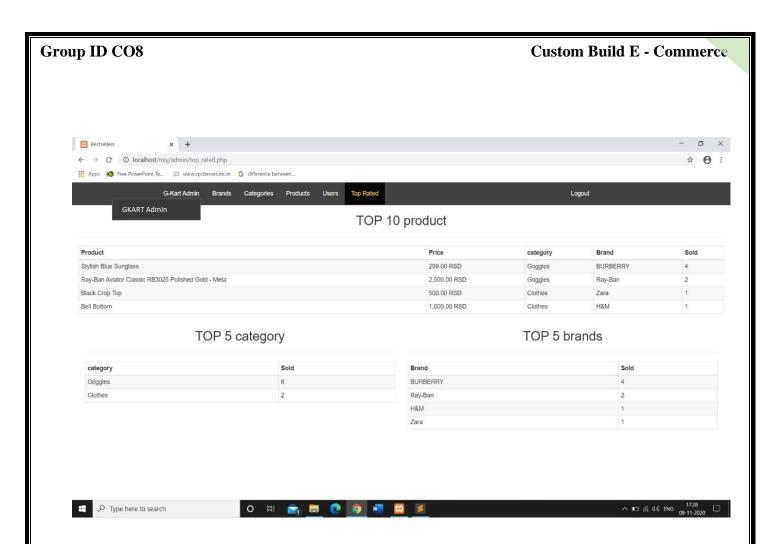












CHAPTER -6

LIMITATION AND FUTURE ENHANCEMENT

> LIMITATION

As we are using Augmented Reality (AR) we think that not running AR effectively in every andr-oid smart phone is the limitation for us.

> FUTURE ENHANCEMENT

While during our semester 5 we have learned about the design of the application and more it like about the HTML, CSS, BOOTSTRAP AND JS Moreover we have completed our reporting -g work in semester 5. We are the students from semester 6 who is going to create an android application and admin panel.

> CONCLUSION

This report presents a augmented reality application where the user can select the garments with respect to the user needs like color, size, fitting, etc. it takes a lot of time for selecting the Proper garments which suit on their body.

So, we can conclude that the G-KART application helps the users to select and choose the dress in lesser time.

> REFERENCES

During the development of our system, we have taken the references from website

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www.tutorialspoint.com/mysql/php_mysql_connect.asp

www.tutorialspoint.com/android/android_studio.htm