## VIVAAN

This project entitled "**Vivaan**" is an online portal for selling home grown items. In the present scenario many home grown items are not utlilised properly and 60% are those items are get rotten away. This portal will help individuals to login to their portal and publish their items which are home grown. So we provide a solution for this. This gives benefit for small farmers who don't have an access to sell their products across various markets..

This application will help individuals to sell their (home grown product / home made food items / services like Tuition facilities etc) at the best price available in the market. This is a service portal.Here local people can sell their products where high network companies like swiggy . Zomato etc. where not able to reach rural areas.

In this project we provide the users can browse the catalogue and select products of interest. The selected items may be collected in a shopping cart. At checkout time, the items in the shopping cart will be presented as an order. At that time, more information will be needed to complete the transaction. Usually, the customer will be asked to fill or select a billing address, delivery address and delivery date and payment information. An e-mail notification is sent to the customer as soon as the order is placed.

# INTRODUCTION

## 1. INTRODUCTION

This application will help individuals to sell their (home grown product / home made food items / services like Tuition facilities etc) at the best price available in the market. In the present scenario many home grown items are not utlilised properly and 60% are those items are get rotten away. This portal will help individuals to login to their portal and publish their items which are home grown. The end consumers can book these products which are listed by the farmers and consumers need to collect from the farmers.

This gives benefit for small farmers who don't have an access to sell their products across various markets..

# 2.BACKGROUND STUDY

## 2.1 EXISTING SYSTEM

In the present scenario many home grown items are not utlilised properly and 60% are those items are get rotten away.

- for small farmers who don't have an access to sell their products across various markets.
- It is time consuming.
- The conventional method is so expensive.
- Transportation

# 3.PROBLEM FORMULATION

## 3.1OBJECTIVES

In this project we provide the users to browse the catalogue and select products of interest. The selected items may be collected in a shopping cart. At checkout time, the items in the shopping cart will be presented as an order. At that time, more information will be needed to complete the transaction. Usually, the customer will be asked to fill or select a billing address, delivery address and delivery date and payment information. An e-mail notification is sent to the customer as soon as the order is placed.

## 3.2METHODOLOGY

SYSTEM METHOD:

**Waterfall model**

In the waterfall model, the development of software proceeds linearly and sequentially from requirements analysis in design, coding, testing. Thus, this model is also known as linear sequential model. This model is simple to understand and represent process, which are easy to manage and measure. The proposed system developed on the basis of waterfall model. The waterfall model comprises different phases and each space has it is distinct goal. The phases of waterfall model are:

1. **System/Information Engineering Modeling:**

This phase establishes there requirements for all parts of the system. Software being a part of the larger system, a subset of these requirements is allowed to it.

2. **Requirement Analysis:**

This phase focuses on the requirement of the software to be developed. It determines the processes that are to be in cooperating during the development of the system.

3. **Design:**

This phase determines the detailed process of developing the software after the requirements have been analyzed.

4. **Coding:**

This phase comprises translation of design in to a programming language using the coding style and guidelines.

5. **Testing:**

This phase ensures that software is developed as per the user's requirements. Testing is done to check that the software is running efficiently and with minimum error.

**6. Implementation & Maintenance:**

This phase delivers fully functioning operational software to the user. Once the software is accepted and developed at the users due to change in external environment.

## 3.3ENVIRONMENT

### 3.3.1 Hardware Requirements

| | | |
|---|---|---|
| System | : | Pentium IV 1.10 GHz. |
| Hard Disk | : | 80 GB. |
| Monitor | : | 15 VGA Color. |
| Mouse | : | Logitech. |
| Ram | : | 4 GB. |

### 3.3.2 Software Requirements

| | | |
|---|---|---|
| Operating system | : | Windows 10 Pro |
| Front End | : | HTML |
| Coding Language | : | Node js |
| Database | : | SQL Server 2008 |