AN

INTERNSHIP REPORT

ON

GROCERY STORE MANAGEMENT SYSTEM

PROJECT

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ACKNOWLEDGEMENT

This Capstone project becomes a reality with the kind support and help of many individuals. We would like to extend our sincere gratitude and appreciation for all the hard work and dedication they have given us. whose valuable guidance has been the ones that helped us patch this project and make it successful, her suggestions and his instructions has served as the major contributor towards the completion of the project.

To our families who have helped us with their valuable suggestions and ideas has been helpful in various phases of the completion of the project.

To our friends and classmates who we have shared our work for the whole session of completing this project. We are grateful for the constructive cooperation we have had and for the willingness to compromise that has been show for the purpose of producing a good project. Thank you for the entire laugh and every stressful day that brighten up our day.

ABSTRACT

Into day's fast-changing business environment, it's extremely important to be able to respond to client needs in the most effective and timely manner. If your customers wish to see your business online and have instant access to your products or services.

Online Grocery Store is an e-commerce website, which retails various grocery products. This project allows viewing various products available enables registered users to purchase desired products instantly using Paytm , UPI payment processor(Instant Pay) and also can place order by using Cash on Delivery (Pay Later) option. This project provides an easy access to Administrators and Managers to view orders placed using Pay Later and Instant Pay options.

In order to develop an e-commerce website, a number of Technologies must be studied and understood.These include multi-tiered architecture , server and client-side scripting techniques ,implementation technologies, programming language(such as PHP, HTML ,CSS, JavaScript) and My SQL relational databases.This is a project with the objective to develop a basic website where a consumer is provided with a shopping cart website and also to know about the technologies used to develop such a website.

This document will discuss each of the underlying technologies to create and implement a new - commerce website.

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1. INTRODUCTION

E-commerce is fast gaining ground as an accepted and used business paradigm .More and more business houses are implementing websites providing functionality for performing commercial transactions over the web. It is reasonable to say that the process of shopping on the web is becoming common place.

The objective of this project is to develop a general-purpose e-commerce store where Grocery product can be bought from the comfort of home through the Internet. However, for implementation purposes, this paper will deal with an online shopping for Grocery.

An Online Grocery Store is a virtual store on the Internet where customers can browse the catalog and select products of interest .These 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, a shipping address, a shipping option, and payment information such as debit/credit card number, UPI etc. An e-mail notification is sent to the customer as soon as the order is placed.

An Online Grocery Store that will minimize all the effort and time of the customer and to minimize roaming around as well. Therefore, it allows administrator to track the order of the customer so that they can prepare for it and deliver if needed. Furthermore, in this study, the developer shall create the system that is fully computerized, user-friendly, time effective and well-organized.

PROBLEM STATEMENT

As Online Shopping become a trend now a days the regular stores are losing their customers to online brands. Customers have effortless shopping experience and saving time through shopping online. For competing with those online brands, if shops are providing an online portal where their customers can shop through internet and get the products at their doors it will increase the number of customers.

This Online Grocery Store made in order for the consumer of Save more, to lessen their workloads and to make their grocery shopping easier compare to going to physical grocery store.

PURPOSE

Online shopping tries to enhance access to care and improve the continuity and efficiency of services. Depending on the specific setting and locally, case managers are responsible for a variety of tasks, ranging from linking clients to services to actually providing intensive shopping and delivery services themselves.

Customers have effortless shopping experience and saving time through shopping online. In online grocery shopping you can just sit down relax and search for the product while

market you have to stand in line at the checkout counter and wait to load all your groceries packed.

OBJECTIVE

The objective of this study is to help the consumer of save more to make their ordering more convenient and easier. For the customer, it can minimize the workload and effort of roaming around the grocery store. They can search the grocery items that they're looking for.

The objective of this system is to save time and effort for the consumer. Save time and effort in terms of driving a car or commuting on a site.

In online grocery shopping you can just sit down relax and search for the product while in physical market you have to stand in line at the checkout counter and wait to load all your groceries packed. The proponents proposed an online grocery shopping system to lessen difficulty to the customer.

Specific Objectives

- To develop an Online Grocery Store
- To make the transaction easier and faster
- The branch manager/administrator can see all the orders to be process
- To display all the updated information
- Customers will choose their products and the corresponding grocery items will automatically load into their shopping cart.

OVERVIEW

This system involves its own database to be maintained. As the information or details about the products are stored in the database (like RDBMS, online databases on a paid basis like firebase, etc.) for the server-side functionalities. The Server process is for dealing with the customer's detail and the items that are shipped to different locations based on the addresses provided by the customers.

An online grocery store targets at delivering the finest quality grocery things directly to the doorstep of a consumer at competitive rates.

The application design contains two modules one is for the customers who wish to buy the products. And another is for the store owners who maintain and updates the information regarding the products and about the customers. The end-user to use this product are the common people for whom the website is to be hosted on the web and the admin maintains the database.

The application that is deployed on the customer's database like RDBMS, the information regarding the items is highlighted and forwarded from the database for the customer(front

view) based on the choice through 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 entries for products, into the website, can be made through various screens designed for various levels of users. As soon as, the authorized personnel feeds the relevant data into the system, several reports are generated based on the security policy used.

SCOPE

The scope of this work is to design, develop, and test the web website. Some delivery persons can perform their work. This will be adding on benefit for the customers as it will save their time, plus it add son for the shopkeepers also, as people will continue to shop from local shops rather than preferring to super markets every time. Also, since the deliveries from these local vendors will not be as time-consuming as these days Flipkart,Amazon,etc.take but rather will be delivered the same day of an order placed. Else the shopkeeper can ask the customer that the product will be available by the next day, so if he/she still wants to place the order, it can be done.

- The customer can pay through debit/credit card.UPI and Cash on Delivery.
- Customer can also choose pick-up or delivery
- The customer can easily search for the products and can add immediately to her/his shopping cart
- The system can print the receipt of the customer's order
- The system has email validation through Gmail
- Customer can see the order details and the actions done to her/his orders.
- System has its inventory report and sales report.
- The customer can print her/his own receipt

TOOLS AND TECHNOLOGY

Microsoft Visual Studio
Language Used: PHP ,HTML ,CSS , JavaScript
Database: MySQL Database
Bootstrap
X MAP Pasal local host or server.
STAR UML for making diagram.

2. FEASIBILITY STUDY

After doing the project Online Grocery Store, study and analyzing all the existing or required functionalities of the system, the next task is to do the feasibility study for the project. All projects are feasible – given unlimited resources and infinite time.

Feasibility study includes consideration of all the possible ways to provide a solution to the given problem. The proposed solution should satisfy all the user requirements and should be flexible enough so that future changes can be easily done based on the future upcoming requirements.

A feasibility study is a high-level capsule version of the entire system analysis and design process. The study begins by classifying the problem definition. Feasibility is to determine if it's worth doing. Once an acceptance problem definition has been generated, the analyst develops a logical model of the system. A search for alternatives is analyzed carefully. There are 3 parts in feasibility study.

1. Operational Feasibility
2. Technical Feasibility
3. Financial Feasibility
4. Economical Feasibility

OPERATIONAL FEASIBILITY

A sour project consists of a website that has a very Simple Graphical User Interface. So,to use it a person need not be a highly technical person even a common person can use it very easily. The person using our web website does not need to know any kind of programming language and also does not need to have technical knowledge. People belonging to any age group can use our website and website without any issues. Overall our project is very much operationally feasible.

As the requirements of the project are not large and the objective of the project is well defined, well understood among the team members, and the schedule for the project is initially marked out, the project can be satisfactorily completed within the expected timeline. However, some issues may arise due to a lot of content but, they can be solved with proper planning and team efforts. Thus, the project is timely feasible.

TECHNICAL FEASIBILITY

The project is quite feasible technically a sit can be implemented using the support and features provided by the programming languages and handy software tools which are easily available to user. Also, with the technical support of the books available, internet resources and internal staff the technical obstacles that are expected/unexpected could be resolved without much delay. Also, there is no special hardware involved in the system. Thus, the overall project is technically feasible.

The system is self-explanting and does not need any entires ophisticated training. A system has been built by concentrating on the graphical user interface concepts, the website can also be handled very easily with an vice uses. The overall time that a user needs to get trained is less than 15 minutes.

FINANCIAL FEASIBILITY

Since no special hardware is required for the system the direct or indirect cost required for the development and the deployment of the project is reduced. As our project consists of a web website it does not require any financial help. We will only need a web domain and nothing else. Hence, our project is financially very feasible.

In our website, it is built for the all the people. It is freely available to utilized. This website doesn't have any monetary service to take the charges according to the usage, any user can access this website in freely. Every user can access this website.

ECONOMICFEASIBILITY

It refers to the benefits or outcomes we are deriving from the product as compared to the total cost we are spending for developing the benefits are more or less the same as the older system then it is not feasible to develop the product. The product is economical feasible.
The cost centres in the system development as well as operation are trivial. The major can be network,internet and the software required for coding.The software used for the development of the proposed system is PHP and MySQL.

- Reduces the processing time
- Reduces the workload
- Administrative will be effective

STUDY OF A CURRENT SYSTEM

As mentioned above, there have been some systems in the market to give groceries at the doorstep. Some examples of such systems are Big Basket and Grofers. The above-mentioned Online Grocery Stores have gained a lot of success in metro cities like Mumbai,Pune,Chennai,Bangalore,Noida,Ahmedabad,etc. But as we said earlier they were unable to gain successing non-metropolitan cities. Another aspect where the restores fall short is time,the delivery times of these stores are long. In the case of Big Basket, they only have three-timeslots for delivery in a day, which doesn't fulfil the fast delivery feature. In the case of above-mentioned stores, they take the order from customers at any time of the day but deliver the order in Any one of the three time slots. In non-metro cities also there is a requirement for a system, which can probably ease the life of people and also to reduce the wastage of time.

PROPOSED SYSTEM

As we know that grocery is an important part of our daily life. All human beings, may it be a college student, a bachelor staying away from home due to a job or even the local people in a city or town of them need groceries. If we think about ourselves as well as others and ask a simple question:"Would you like to get the grocery while sitting at home rather than wandering outside in search of grocery. Shops and good quality products?" What would be your answer, in most cases the answer would be a big "YES". So, our project is to develop and design an Online Grocery Store that will provide the grocery of good quality at the doorstep to the customers with in the specified time. This store will provide services in most the cities including non metro cities. The working of this Online Store will be completely based on the local vendors of the city, unlike the existing systems, which provide groceries directly from the manufacturers. The involvement of local vendors adds up to the advantages of this system likewise:If local vendors are involved then it assures the quality of the product. And secondly, as the vendors are of the same locality as the customer, it makes the delivery of products ductless and time-consuming. Hence, felicitating fast delivery feature.

PROBLEM AND WEAKNESS OF CURRENT SYSTEM

- Distance to the Store
- Availability of transport
- Store hours
- Traffic conditions
- Availability of parking space
- Schedule for the day

FEATURES OF NEW SYSTEM

- Fast, efficient, and accurate in formation on grocery products
- Simple and quick checkouts
- Shorter delivery period/ 24hours delivery of fresh produce
- Variety of delivery options
- Exciting deals and free buy on orders
- Multiple payment choices
- Click &collect the delivery method to pick up goods from a physical store to save delivery costs
- Better customer service by giving real-time order updates
- MRP of the product align with the item weight
- Delivery information and return policy
- Review and Rating section

LITERATURE SURVEY

The objective of this study is to investigate the factors affecting online shopping. A model explaining the impact of different factors on online shopping intentions and behaviour is developed base don't he theory of planned behaviour.The model is then tested empirically in a longitudinal study with two surveys. Data collected indicate that subjective norms, attitude, and beliefs concerning the consequences of online shopping have significant effects on consumers' intentions to buy online. Behavioural control and intentions significantly influenced online shopping behaviour.

American online retail giant Amazon.com has made an entry into the Indian market with Junglee.com , an online shopping site powered by the $48 billion company. The site which went live on Thursday morning says that it's an online shopping service by Amazon "which enables customers to find and discover products from online and offline retailers in India and from Amazon.com". (Jayadevan P K), 2012.

It's a net gain for the virtual world. Riding high on the increasing interest of the net savvy people, online shopping portals are witnessing a whopping 200% growth in the sale of electronic items every year. "Since electronic gadgets such as cell phones and iPods usually involve an individual choice compared to products catering to the needs of the entire family. (Pramugdha Mamgain), 2007.

3. STUDYOFTHESYSTEM

MODULES

The system after careful analysis has been identified to be presented with the following modules and roles.

The modules involved are:

- Administrator
- Users
- Guest Users

ADMINISTRATOR:

The administrat or is the super user of this application. Only admin have access into this admin page/panel. Admin may be the owner of the store. The administrator has all the information about all the users and about all products.

This module is divided into different sub-modules.

- Manage Users
- Manage Products
- Manage Orders

Manage Users:

1. View Users:

   The admin will have a list view of all the users registered in the system. Admin can view all the details of each user in the list except password.

2. Add Users:

   Admin has privileges to add a user directly by providing the details.

3. Delete & Block Users:

   Administrator has a right to delete or block a user. The default status of a new user registered is set as unblocked. The admin can block any user.

Manage Products:

1. Add Products:

   The shopping cart project contains different kind of products. The product scan be classified into different categories by name. Admin can add new products into the existing system with all its details including an image.

2. Delete Products:

   Administrator can delete the products based on the stock of that particular product.

3. Search Products:

   Admin will have a list view of all the existing products. He can also search for a particular product by name.

Manage Orders:

1. View Order:

   Administrate or can view the Orders which is generated by the users. He can verify the details of the purchase.

2. Verify Order:

   Admin can verify the order which is generated by the users.

3. Delete Order:

   Admin can delete order from the orders list when the product is taken for delivery.

USERS:

1. Registration:

   A new user will have to register in the system by providing essential details in order to view the products in the system. The admin must accept a new user by un blocking him.

2. Login:

   A user must login with his username and password to the system after registration.

3. View Products:

   User can view the list of products based on their names after successful login. A detailed description of a particular product with product name, products details, product image, price can be viewed by users.

4. Search Product:

   User scan search for a particular product in the list by name.

5. Add to cart:

   The user can add the desired product into his cart by clicking add to cart option on the product. He can view his cart by click in go on the cart button. All products added by cart can be viewed in the cart. User can remove an item from the cart by clicking remove.

6. Submit Cart:

   After confirming the items in the cart the user can submit the cart by providing a delivery address. On successful submitting the cart will become empty.

7. History:

   In the history the user will have a view of pending orders.

8. Edit Profile:

   The user can view and edit the profile.

GUEST USER:

1. View Products:

   User can view the list of products based on their names after successful login. A detailed description of a particular product with product name, products details, product image, price can be viewed by users.

2. Guest user can enquiry:

   User can enquiry about the products.

3. Search Product:

   Users can search for a particular product in the list by name.

4. SYSTEM REQUIREMENT STUDY

In this chapter,we will learn about the system requirement, specification and functionality.

PRODUCT DESCRIPTION

Online Grocery Store is a computerized, online solution to the various problems faced by the Product buyer and seller wishing to outsource their software development work to a Provider at an economical cost, thus achieving high performance, accuracy, reliability and high speed of data retrieval.
In this system, there is a registration process each for the Product buyer. The Administrator of the site verifies the Provider after his registration and if satisfied, assigns him a username and password.
Our site can be used by anyone who is searching for Products whether he/she is first time visiting our site. Our site also provides some discounted Products as same u get on any shop.

The software covers the following point while keeping in mind user's requirement-:

- Fast on line access of information about various Products.
- Search Products by keywords like functional area,experience and also by initials of the Product's name.
- Administrator will maintain the database and perform all process.

USER CHARACTERISTICS

In our system,there will be two types of users.

- **ADMINISTRATOR**
- **USERS**
- **GUESTUSER**

User	Access Privileges
Administrator	• Manage Users • Manage Products • Manage Orders

Users	• Registration • Login • View Products • Search Products • Add to cart • Submit Cart • Edit Profile
Guest Users	• View Products • Guest user can enquiry • Search Product

Table1:UserCharacteristicsTable

HARDWAREANDSOFTWAREREQUIREMENTS

Developer Side Requirements	Client Side Requirements
Main Software Used: • Platform:Microsoft Visual Studio • OperatingSystem:Windows10 • Database:MySQL Database **Language:** • Frontend:HTML,CSS,JavaScript • Backend:PHP,MySQL • XAMPPServer **HardwareRequirements:** • Computer/Laptop • With Minimum RAM of 4GB • External Hard Drive 512GB for Backup. • Internet Connectivity required. • Mouse and Keyboard	• Android Mobile • Laptop/Computer • Internet connectivity Required • RAM of 4GB for good performance

Table2:Hardware and Software requirement Table

FUNCTIONAL REQUIREMENT

Functional requirements define what a software system should do. It defines a function of a software system or its module. Functionality is measured as a set of inputs to the system under test to the output from the system.

Functional requirements could include the following components that can be measured as part of functional testing:

1. INTEROPERABILITY:

Interoperability Requirements describe that how easily a system can share and exchange data and information with

1. Other systems
2. Other external hardware and devices
3. Other Software
4. Other websites

Requirement describes a software system is interoperable across different systems. So, interoperability checks whether communication between the two different devices is possible or not.

By using Interoperability user can interact with administrator and administrator can interact with user and details or information of products, users and order are exchanged efficiently.

2. SECURITY:

The functional requirement describes the security aspect of software requirements. Security requirements can be formulated on different abstraction levels. At the highest abstraction level, they basically just reflect security objectives. "The system must maintain the confidentially of all data that is classified as confidential". This is Online Grocery Store website, all logged information,user data,order updates,user activities are securely stored.

3. ACCURACY:

Accuracy defines a data entered into the system is correctly calculated and used by the system and that the output is correct. The accuracy of information is often regarded as an inherent property of any automated information system. The accuracy of user data ,products, order update are present in website.

4. COMPLIANCE:

Compliance functional requirements validate that the developed system is compliant to Industrial standards. The Online Grocery Store are made according to Industrial Standard.

5. BACK UP AND RECOVERY:

You will need this function in case your system crashes and wipes out all your data.

They concern the information users share with the system and their authentication level. These functions determine various system access levels and decide who can CRUD (change, read, update, or delete) information.

NON-FUNCTIONAL REQUIREMENT

Non-functional requirements explain the quality aspects of the system to be constructed viz. performance, portability, usability, etc. Non-functional requirements, unlike functional requirements, are implemented incrementally in any system. Non-functional requirement implementation details are documented in the System Architecture document.

1. PERFORMANCE:

A performance attribute type of non-functional requirement measures system performance. that system performance measurement is different from load measurement. During load testing,we load the system CPU and RAM and check the system throughput. In the case of performance, we test system throughput in normal load/stress conditions.

2. USABILITY:

Usability measures the usability of the software system being developed.

3. MAINTAINABILITY:

Maintainability of a software system is the ease with which the system can be maintained. Maintainability is often measured at code level using Cyclomatic complexity. Cyclomatic complexity says that the lesser complex the code is,the easier it is to maintain the software.

4. RELIABILITY:

Reliability is another aspect of availability. This quality attribute emphasizes the availability of a system under certain conditions. It is measured as Mean Time Between Failures (MTBF) just like maintainability.

5. PORTABILITY:

Portability means the ability of a software system to work in a different environment if the underlying dependent framework stays the same.

6. SUPPORTABILITY:

Service ability of a software system is the ability of a service/technical expert to install the software system in a real-time environment, monitor the system while it is running, identify any technical issues in the system and provide a solution to resolve the issue. Service ability is possible if the system is developed to facilitate serviceability.

7. ADAPTABILITY:

The adaptability of a system is defined as the ability of a software system to adapt to change in an environment without any change in its behaviour.

TOOLS AND TECHNOLOGY USED

This website Development is possible with a couple of software and development kits to support the software and execution, they are as follows,

Microsoft Visual Studio

Visual Studio Code is a free, lightweight but powerful source code editor that runs on your desktop and on the web and is available for Windows, mac OS, Linux, and Raspberry PiOS. It comes with built-in support for JavaScript, TypeScript, and Node.js and has a rich ecosystem of extensions for other programming languages(suchasC++,C#,Java,Python,PHP,andGo), run times(suchas.NETandUnity), environments(suchasDockerandKubernetes), and clouds (such as Amazon Web Services, Microsoft Azure, and Google Cloud Platform).

Aside from the whole idea of being lightweight and starting quickly, Visual Studio Code has IntelliSense code completion for variables, methods, and imported modules; graphical debugging; linting, multi-cursor editing, parameter hints, and other powerful editing features; snazzy code navigation and refactoring;and built-in source code control including Gits support. Much of this was adapted from Visual Studio technology.

Visual Studio Code proper is built using the Electron shell, Node.js, TypeScript, and the Language Server Protocol,and is updated on a monthly basis.The many extensions are updated as often as needed.The rich ness of support varies a cross the different programming languages and their extensions, ranging from simple syntax highlighting and bracket matching to debugging and refactoring.You can add basic support for your favourite language through Text Mate colorizers if no language server is available.

The code in the Visual Studio Code repository is open source under the MIT License. The Visual Studio Code product itself ships under a standard Microsoft product license, a sit has a small percentage of Microsoft-specific customizations.It’s freed respite the commercial license.

FRONTENDDETAILS

Front End tool is used for give a Graphical user interface to system. By this we can make a system user friendly and more capable. I have chosen PHP as front-end tool. Because it is an Open-Source Technology, freely available and more familiar with any type of database.

HTML,CSS,JAVASCRIPT are utilized to implement the frontend.

HTML(Hyper Text Markup Language)

HTML stands for Hyper text Mark up Language. It is used to design web pages using a markup language. HTML is the combination of Hypertext and Markup language. Hypertext defines the link between web pages. A markup language is used to define the text document with in the tag which defines the structure of web pages. This language is used to annotate(makenotesforthe computer) text so that a machine can understand it and manipulate

text accordingly. Most markup languages (eg. HTML) are human-readable. The language uses tags to define what manipulation has to be done on the text.

JAVASCRIPT

JAVASCRIPT is a dynamic computer programming language. It is most commonly used as part of web browsers, whose implementations allow client-side scripts to interact with the user, control the browser, communicate asynchronously, and alter the document content that is displayed. JavaScript is used to create pop up windows displaying different alerts in the system like “User registered successfully”, “Product added to cart” etc.

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CSS(Cascading Style Sheets)

Cascading Style Sheets, fondly referred to as CSS, is a simply designed language intended to simplify the process of making web pages presentable. CSS allows you to apply styles to web pages. More importantly, CSS enables you to do this independent of the HTML that make support each web page. It describes how a webpage should look: it prescribes colors, fonts, spacing, and much more. In short, you can make your website look however you want. CSS lets developers and designers define how it behaves, including how elements are positioned in the browser.

While html uses tags, CSS uses rule sets. CSS is easy to learn and understand, but it provides powerful control over the presentation of an HTML document.

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BOOTSTRAP FRAMWORK

Bootstrap is an HTML, CSS and JS Library that focuses on simplifying the development of informative web pages (as opposed to web apps). The primary purpose of adding it to a web project is to apply Bootstrap's choices of color, size, font and layout to that project. As such, the primary factor is whether the developers in charge find those choices to their liking. Once added to a project, Bootstrap provides basic style definitions for all HTML elements. The result is a uniform appearance for prose, tables and form elements across web browsers. In addition, developers can take advantage of CSS classes defined in Bootstrap to further customize the appearance of their contents. For example, Bootstrap has provisioned for light- and dark- colored tables, page headings, more prominent pull quotes, and text with a highlight.

BACKEND DETAILS

Back-end part of a system is more important because it controls all the internal process of a system. I have chosen MySQL database as back end. Because it is word’s Most Capable relational database and provide more security than others.

ABOUT PHP:

PHP: Hypertext Preprocessor is a widely used, general-purpose scripting language that was originally designed for web development to produce dynamic web pages. For this purpose, PHP code is embedded into the HTML source document and interpreted by a web server with a PHP processor module, which generates the web page document. As a general-purpose

programming language, PHP code is processed by an interpreter application in command-line.

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HTML,CSS,JAVASCRIPT are utilized to implement the frontend.

mode performing desired operating system operations and producing program output on its standard output channel. It may also function as a graphical application. PHP is available as a processor for most modern web servers and as standalone interpreter on most operating systems and computing platforms.

PHP stores whole numbers in a platform-dependent range. This range is typically that of 32-bit signed integers. Unsigned integers are converted to signed values in certain situations; this behaviour is different from other programming languages. Integer variables can be assigned using decimal(positive and negative),octal,and hexa decimal notations.Point numbers are also stored in a platform-specific range. They can be specified using floating point notation, or two forms of scientific notation.PHP has an active Boolean type that is similar to the native Boolean types in Java and C++. Using the Boolean type conversion rules, non-zero values are interpreted as true and zero as false, as in Per land C++. The null data type represents avariable that has no value. The only value in the null data type is NULL. Variables of the "resource" type represent references to resources from external sources. These are typically created by functions from a particular extension, and can only be processed by functions from the same extension; examples include file, image, and database resources. Arrays can contain elements of any type that PHP can handle, including resources, objects, and even other arrays. Order is preserved in lists of values and in hashes with both keys and values, and the two can be intermingled. PHP also supports strings, which can be used with single quotes, double quotes, or here doc syntax.

Why PHP?

PHP is one of the most popular server-side scripting languages running today. It is used for creating dynamic Webpagesthat interact withthe user offering customized information. PHP offers many advantages; it is fast, stable, secure, easyto use and open source (free).

- User friendly
- GUI
- Separation of work(designing& coding)
- Written once run anywhere
- PHPAPI

Why My SQL?

My SQL is the world's most popular open-source database software, with over 100 million copies of its software own loaded or distributed through out its history. With its superior speed, reliability, and ease of use, My SQL has become the preferred choice for Web, Web2.0, SaaS, ISV, Telecom companies and forward-thinking corporate IT Managers because it eliminates the major problems associated with downtime, maintenance and administration for modern, online applications.

Many of the world's largest and fastest-growing organizations use My SQL to save time and money powering their high-volume Web sites, critical business systems, and packaged software — including industry leaders such as Yahoo!, Alcatel-Lucent, Google, Nokia, YouTube, Wikipedia, and Booking.com.

The flag ship My SQL offering is My SQL Enterprise, a comprehensive set of production-tested software, pro active monitoring tools, and premium support services available in an affordable annual subscription.
My SQL is a key part of WAMP (Window, Apache, MySQL, PHP), the fast-growing open-source enterprise software stack. More and more companies are using WAMP as an alternative to expensive proprietary software stacks because of its lower cost and freedom from platform lock-in.

XAMPP Server

XAMPP is an open-source software developed by Apache Friends. XAMPP software package contains Apache distributions for Apache server, Maria DB, PHP, and Perl. And it is basically local host or a local server. This local server works on your own desktop or laptop computer. The use of XAMPP is to test the clients or your website before uploading it to the remote web server. This XAMPP server software gives you a suitable environment for testing MYSQL, PHP, Apache, and Perl projects on the local computer.
The full form of XAMPP is X stands for Cross-platform,(A) Apache server,(M)Maria DB, (P)PHP,and(P)Perl. The Cross-platform usually means that it can run on any computer with any operating system.

Why PHP?

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5. SYSTEM DESIGN

System design is the solution for the creation of a new system. This phase focuses on the detailed implementation of the feasible system. It emphasis on translating design. Specifications to performance specification. System design has two phases of development

- Logical design
- Physical design

During logical design phase the analyst describes inputs(sources), outputs(destinations), databases (datasores) and procedures (dataflows) all in a format that meets the user requirements.The analyst also specifies the needs of the user at a level that virtually determines the information flow in and out of the system and the data resources. Here the logical design is done through data flow diagrams and database design. The physical design is followed by physical design or coding. Physical design produces the working system by defining the design specifications, which specify exactly what the candidate system must do. The programmers write the necessary programs that accepts input from the user, perform necessary processing on accepted data and produce the required report on a hard copyor display it on the screen.

REQUIREMENT ANALYSIS

The local grocery stores have taken many shapes in early 20s. In earlier days, the grocery items like pulses, rice, flour etc. we're not abundance in nature. Hence people had to wait in adequeue for a long time and that too without any assurance that they would get the needed items. It was at stiring and redious task. The situation has got much better as of now. Peopled on'that have to wait in a long queue, they get the required items quickly.

Internet has converted a world into a global village.With the popularization of internet,online shopping has become a new and unique trend. From clothing to electronics, all the things are available on internet. Keeping up this trend, a need for online grocery store is felt because it can enhance the existing system even more. Consumers do not even need to go to a local grocery store any more; they can buy each and every thing by just sitting in an hot meat anytime. It is fast, simple, and flexible.

After going through e-commerce processes and real market trends, we aim at developing an online grocery store having simple and easy to use interface and secured transaction. It will provide convenience to consumer. The major goals of this system are:

- It is user-friendly and easy to use for both consumers and vendors.
- The consumers are allowed to give feedbacks about any item.
- The consumers are also allowed to modify their carts individually. They can add/remove grocery item.
- The vendors are allowed to add new items in respective categories.
- The vendors are allowed to promote new arrivals.
- The consumers can view their order history and details.

SYSTEM ANALYSIS

The main components of this system are registration, login, browsing of items, ordering and view history and order details. The users have to register themselves the only they will be able to buy goods. The registered member shave to login first in order to purchase the goods. After that, the users(consumers) need to select the required goods and add it to the cart. At checkout, they have to pay the amount. The order details and history of ordered items can be viewed as well by the consumers.

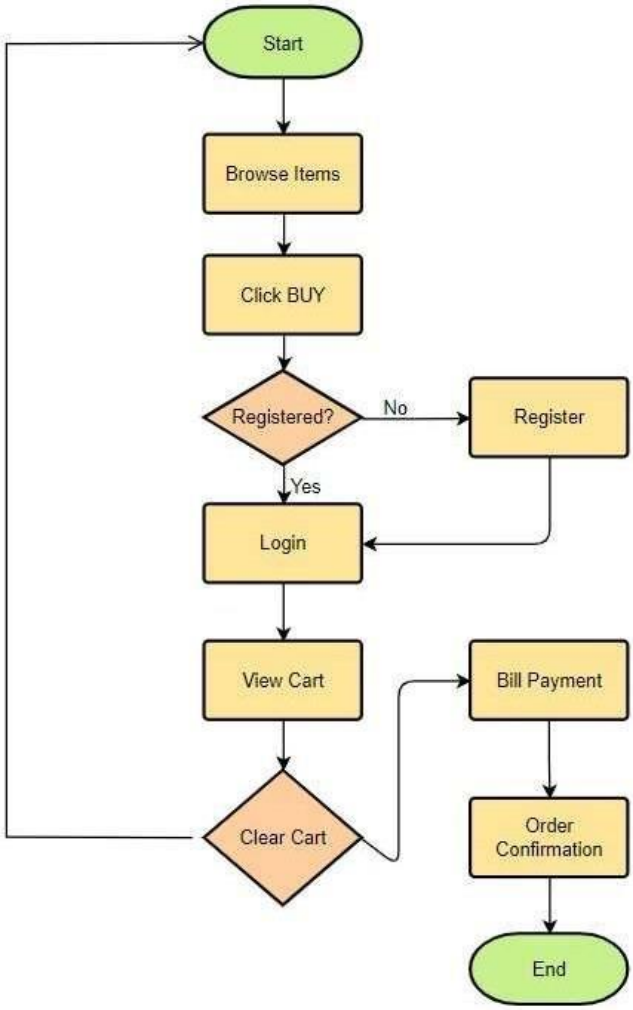


Fig1.SystemFlow Chart

SYSTEM ARCHITECTURE

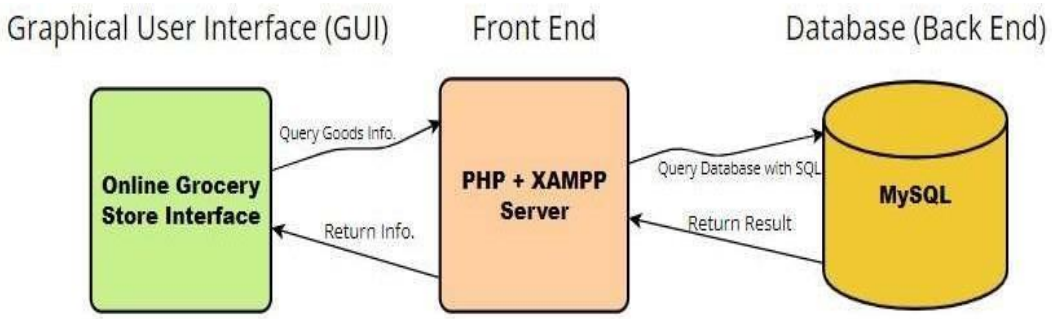


Fig2.System Architecture

The system architecture consists of three major parts namely Graphical User Interface (GUI), front end and back end. The architecture displays the basic process flow.

GUI is the interface visible to the user/customer. A GUI allows the use visual indicators to interact with electronic devices; rather than using only text via the command line. It will display the different categories of grocery items, sign in, register etc.

PHP &XAMPP server are used as front-end technologies. When user clicks on the particular product, the query goes to the front-end part. After that frontend fetches the required data from the database i.e. Back end. The results are returned to front end and from there, to GUI for displaying as shown in fig.

There is a database in the back end. It contains all the information regarding customers, products and vendors. Here, My SQL is used for this purpose. When user fires a particular query, the query is given to database and the corresponding result is segregated from large volume of information. Database is also used for retrieving the history of past orders.

UML DIAGRAM

USECASE DIAGRAM

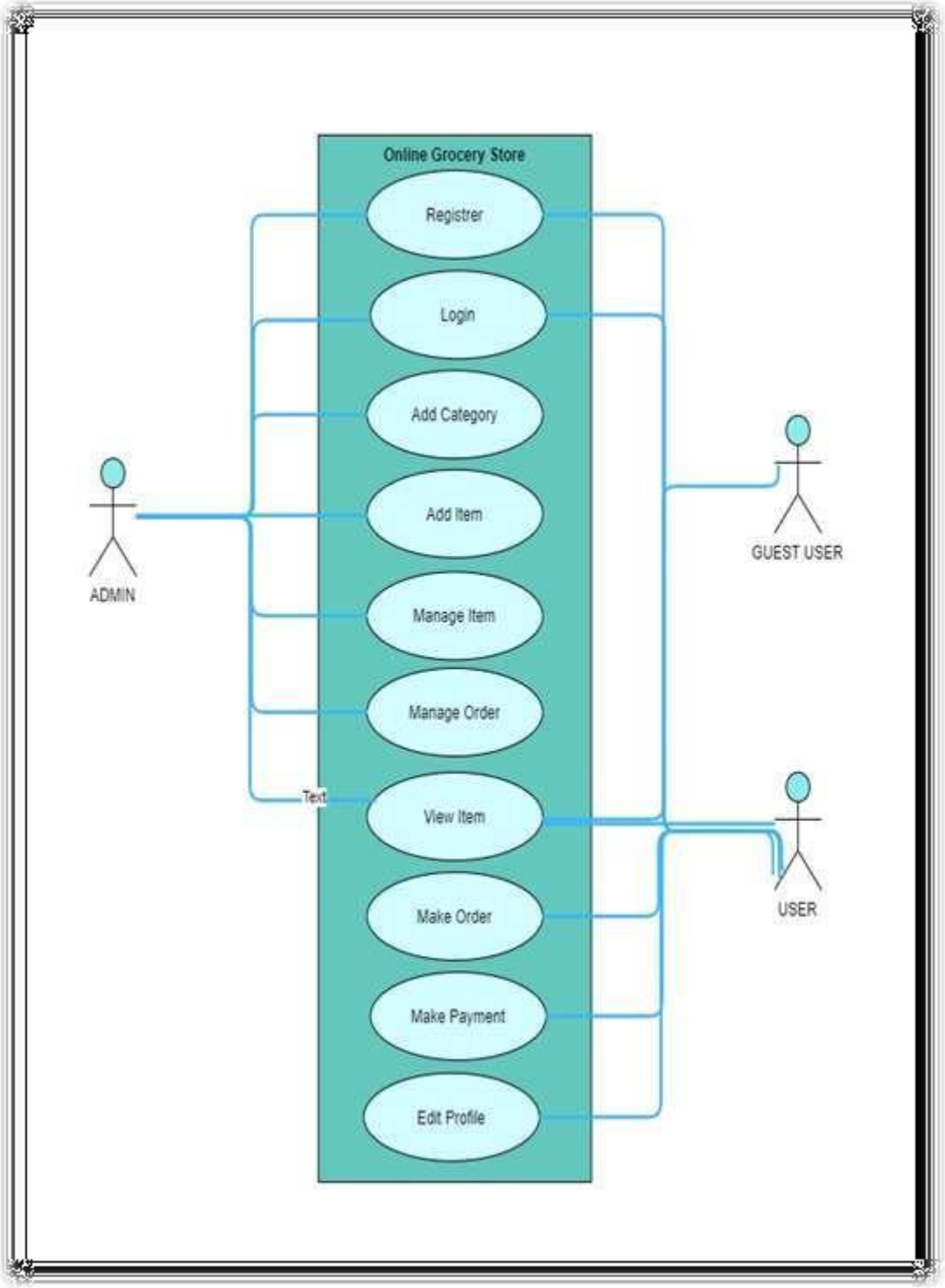


Fig3. UseCase Diagram

CLASS DIAGRAM

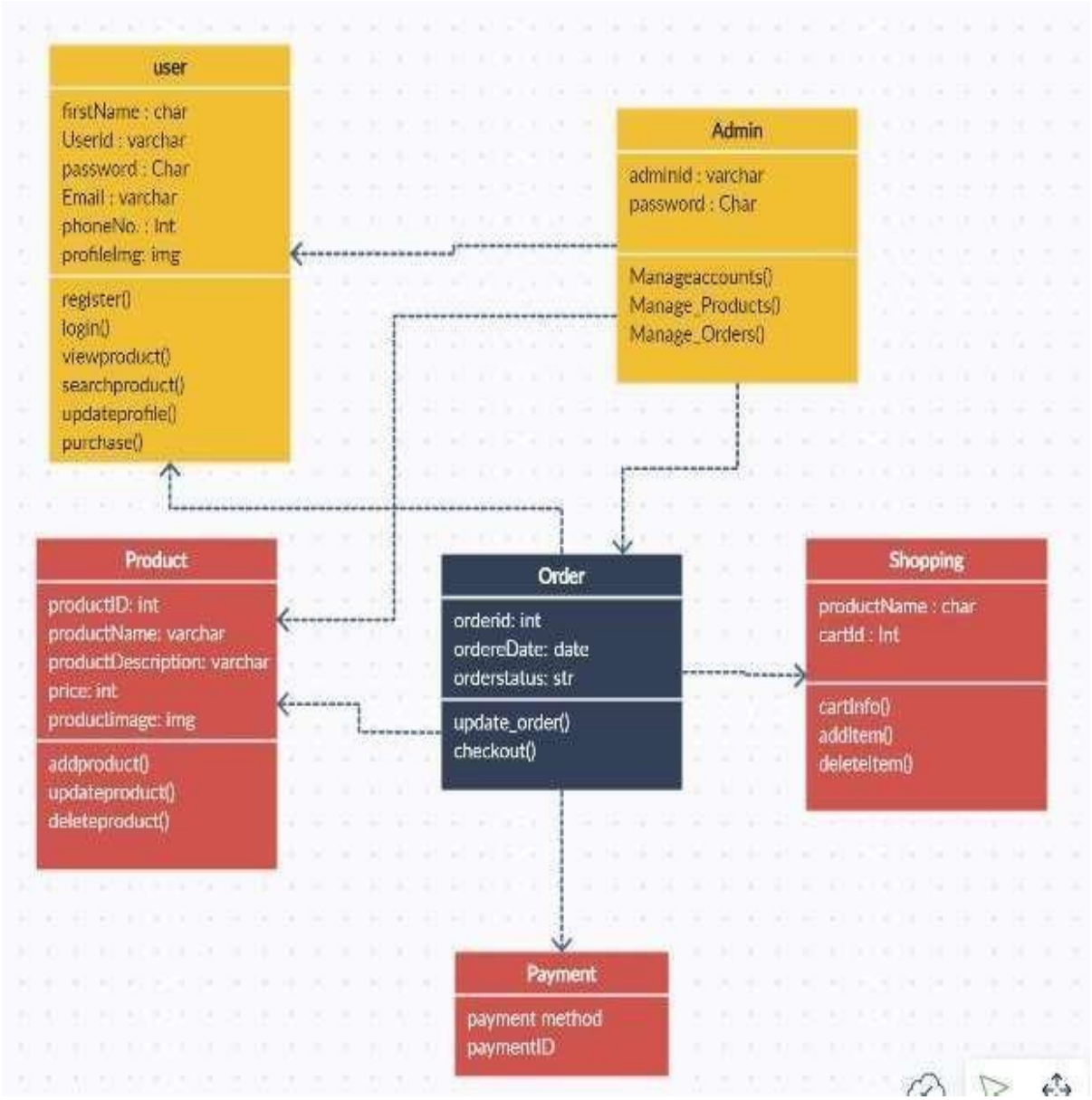


Fig4.Class Diagram

ACTIVITY DIAGRAM

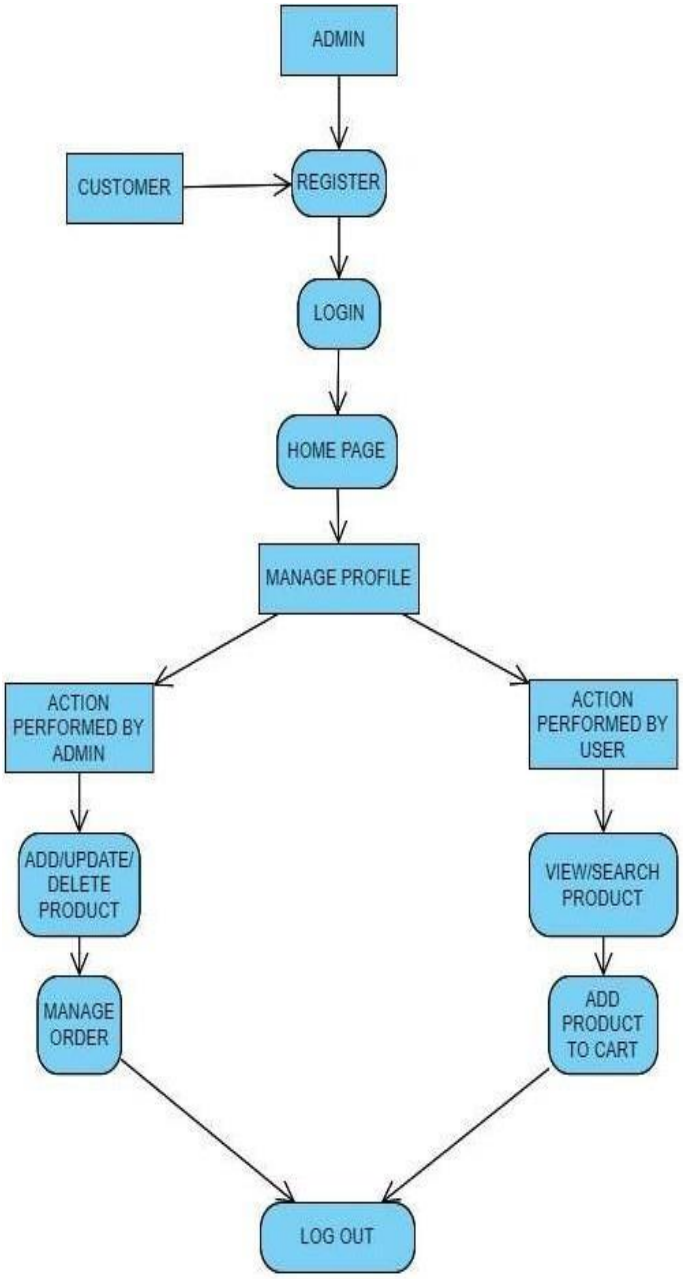


Fig5.Activity Diagram

SEQUENCE DIAGRAM

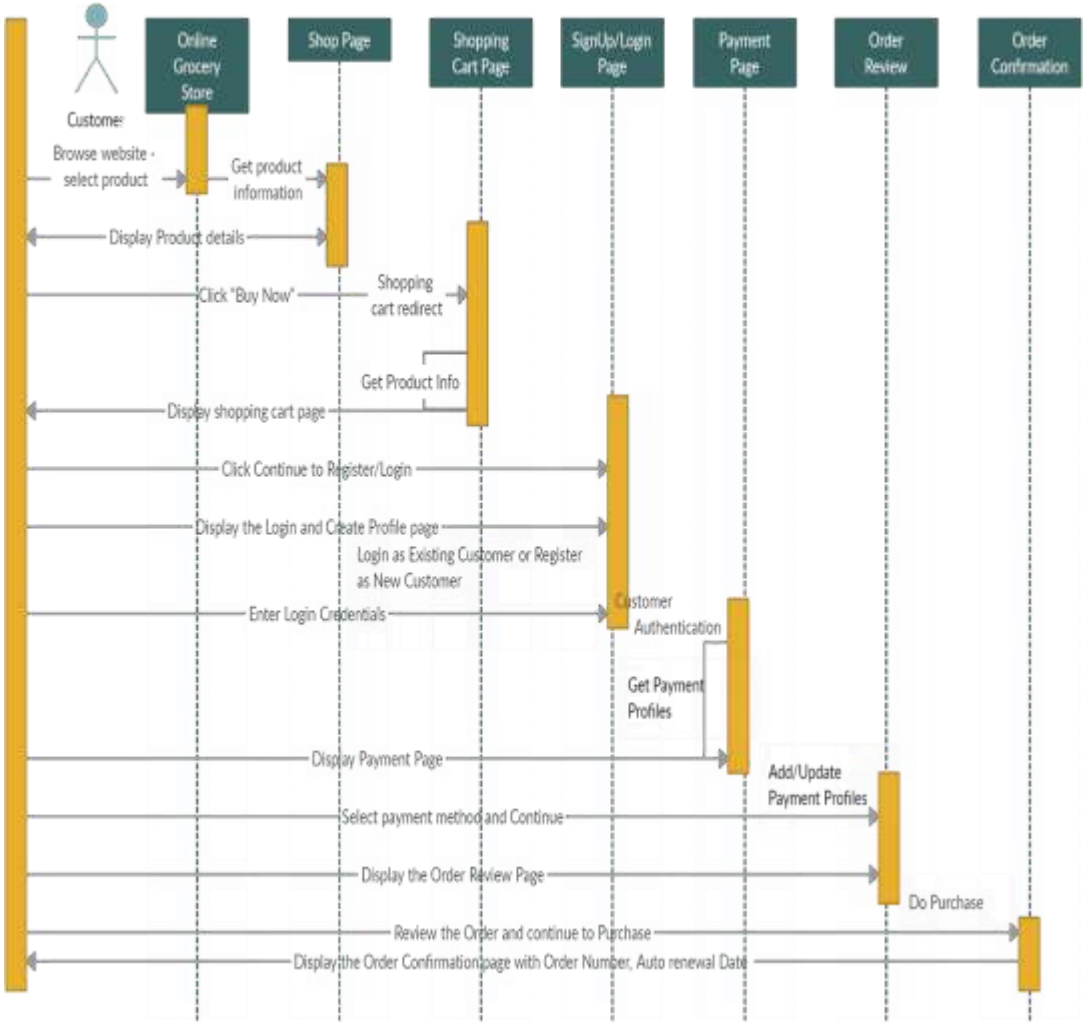


Fig6.Sequence Diagram

ER DIAGRAM

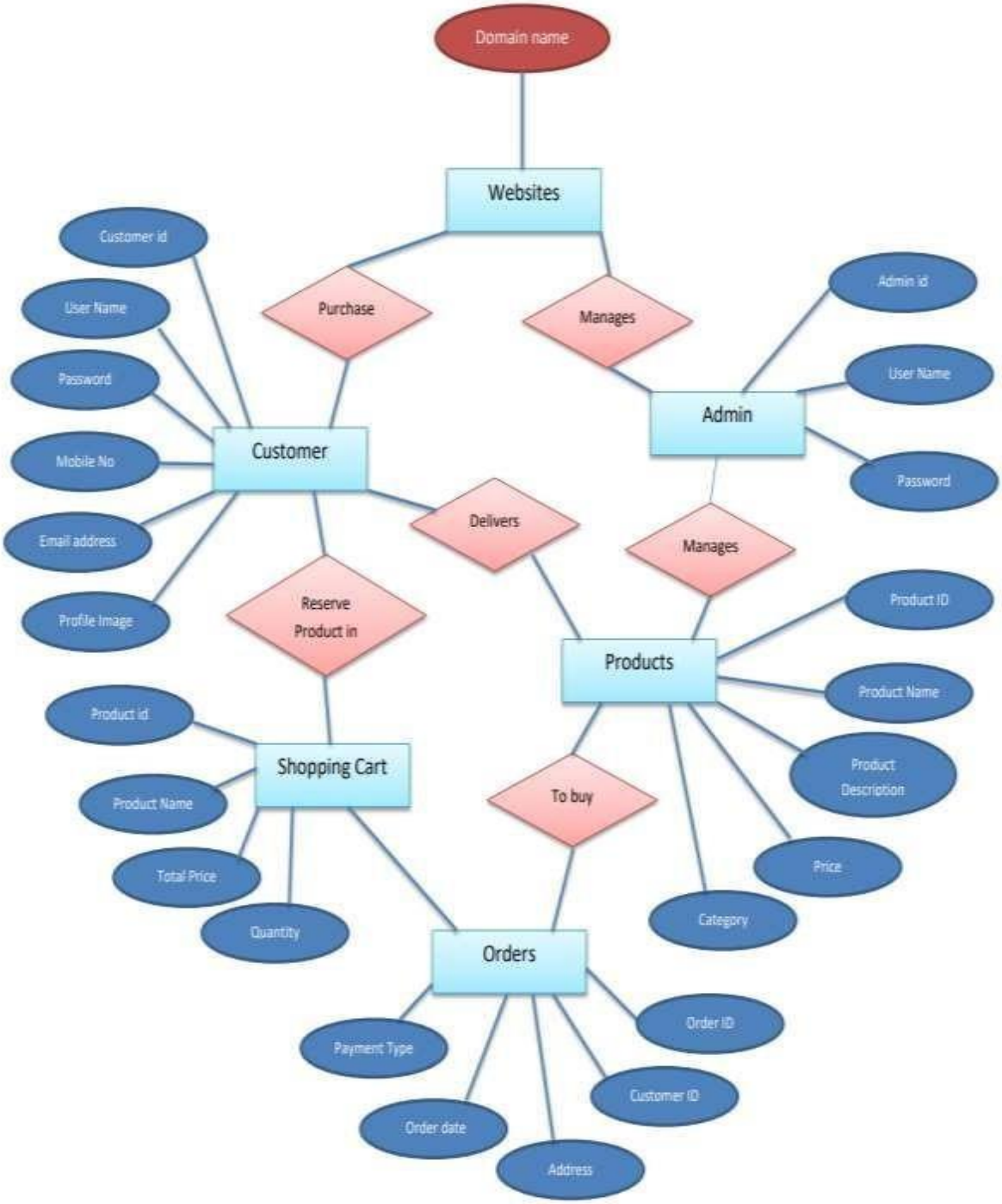


Fig7:ER Diagram

DATAFLOW DIAGRAM(DFD)

A thorough explanation is provided for the example data flow diagram for online shopping system. This example emphasizes the three DFD levels (DFD Levels 0, 1, and 2).

DFD Level 0 Online Shopping System

The context diagram is an alternative name for the Level 0 DFD Diagram for Online Shopping System. Users, the main process, and data flow make up its parts. Also, the project concept is demonstrated using the single process visualization.

DFD Level 0 shows the entities that interact with a system and defines the border between the system and its environment. This diagram also depicts the online shopping system at a high level.

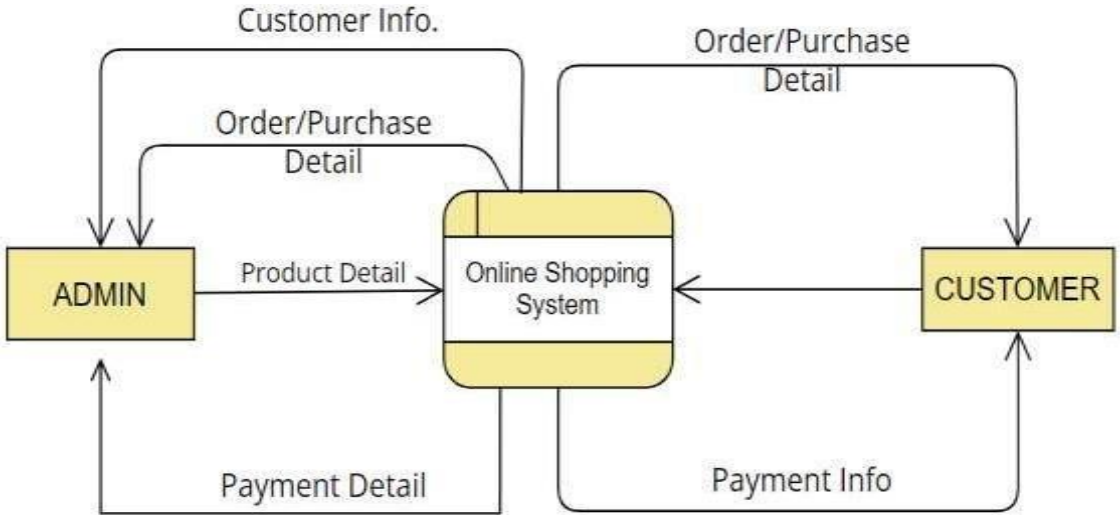


Fig8:DFD Level 0 Diagram

The illustration presents them an process in a single node to introduce the project context.This context explains how the project works in just one look. The user feeds data into the system and then receives the output from it.

DFD Level 1 Online Shopping System

The" denoted view " of the context diagram is Online Grocery Store DFD Level 1. Its function is to deepen the concept derive from the context diagram.

Specifically, level 1 shows the broader details of Online Shopping System DFD Level 0. This is to clarify the paths (flow) of data and its transformation from input to output.

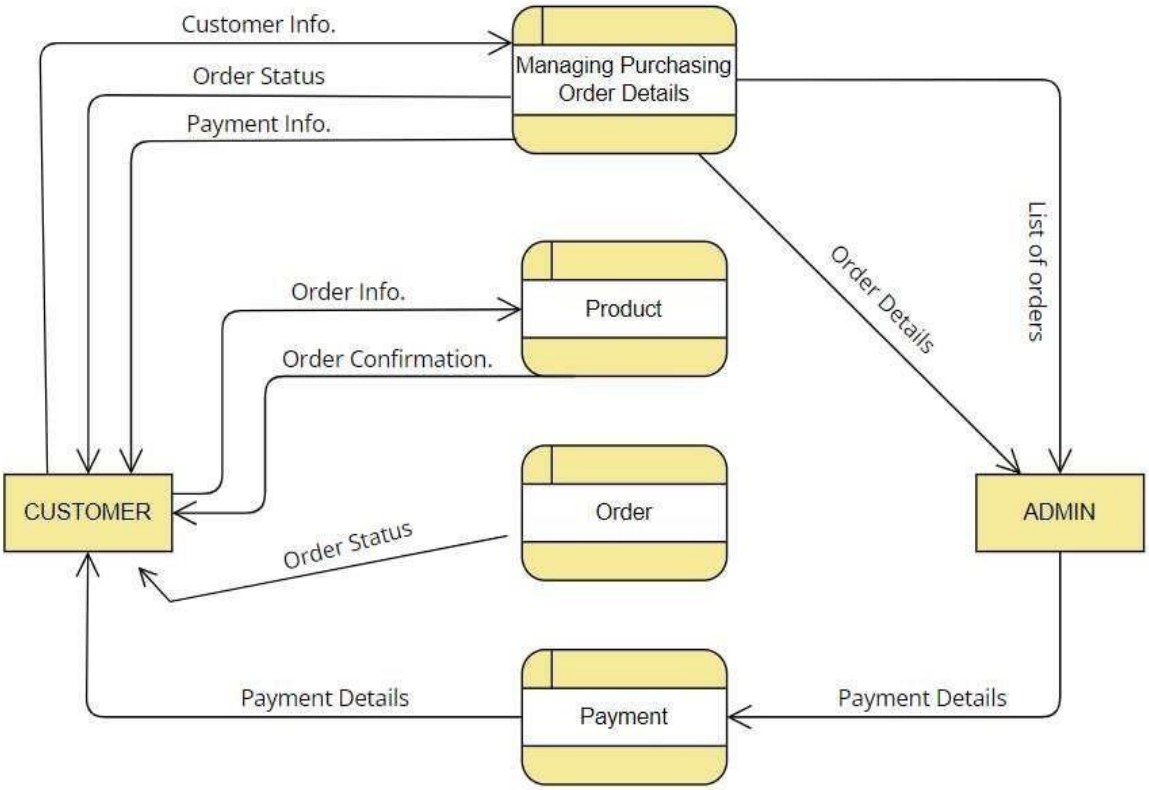


Fig9:DFD Level 1 Diagram

The designed diagram portrays four different scenarios: customer information management, order, product management, and transaction and payments management.

Firstly, the flow of data starts from the restaurant admin or owners and customers. Then the system caters to the transaction. This idea was based on online shopping processes or transactions.

DFD Level 1 Online Shopping System

Level 2 DFD for Online Grocery Store is also the highest abstraction of the dataflow diagram. This level also broadens the idea from the DFD level 1.It includes the sub-processes from level 1 as well as the data that flows.

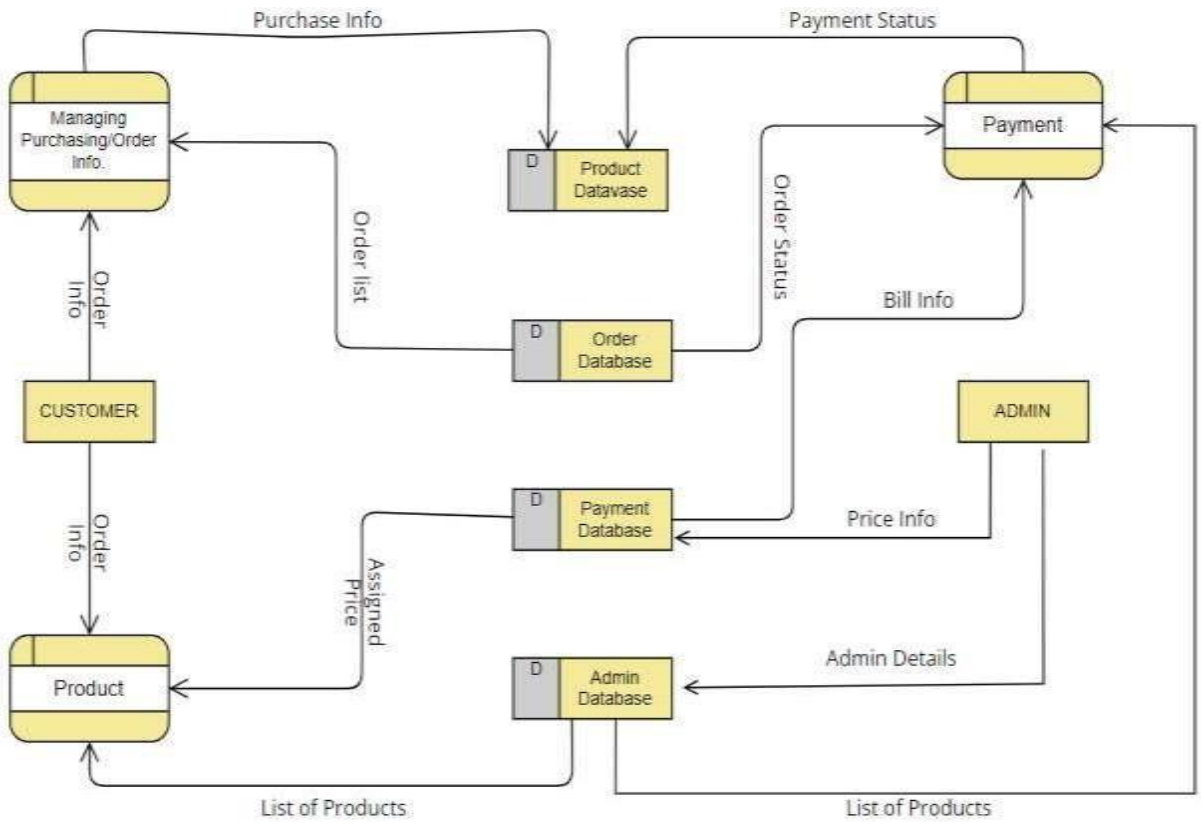


Fig10:DFD Level 1 Diagram

6. DATABASE DESIGN

A database design is a collection of stored data organized in such a way that the data requirements are satisfied by the database. The general objective is to make information access easy, quick, in expensive and flexible for the user. There are also some specific objectives like controlled redundancy from failure, privacy, security and performance. A collection of relative records makes up a table. To design and store data to the needed forms database tables are prepared. Two essential settings for a database are:

- Primary key:-The field that is unique for all the record occurrences.
- Foreign key:-The field used to set relation between tables.
- Normalization is a technique to avoid redundancy in the tables.

DATABASE TABLE DESIGN

USER LOGIN TABLE:

Column	Type	Index	Description
Id	Int (100)	Primary Key	User ID
Name	Var char(100)	Not null	User Name
Email	Var char(100)	Not null	User Email
Password	Var char(100)	Not null	User Password
User type	Var char(20)	Not null	User/Admin
Image	Var char(100)	Not null	User Profile Image

Table3:User Login Database Table

PRODUCT TABLE:

Column	Type	Index	Description
Id	Int (100)	Primary Key	Product ID
Name	Var char(100)	Not null	Product Name
Category	Var char(20)	Not null	Product Category
Details	Var char(500)	Not null	Product Details
Price	Int (100)	Not null	Product Price
Image	Var char(100)	Not null	Product Image

Table4:Product Details Database Table

ORDER TABLE:

Column	Type	Index	Description
Id	Int (100)	Primary Key	Order Id
User Id	Int (100)	Not null	User Id
Name	Varchar (100)	Not null	User Name
Mo.Number	Var char(12)	Not null	User Mo.Number
Email	Var char(100)	Not null	User Email
Method	Var char(50)	Not null	Payment Method
Address	Var char(500)	Not null	Delivery Address
Total Products	Var char(1000)	Not null	Total Available Products
Total Price	Int (100)	Not null	Total Price
Place done	Var char(50)	Not null	Date of Order placed
Payment Status	Var char(20)	Not null	Payment Status

Table5:Order Details Database Table

CART TABLE:

Column	Type	Index	Description
Id	Int (100)	Primary Key	Cart ID
User Id	Int (100)	Not null	User Id
P id	Int (100)	Not null	Product Id
Name	Var char (100)	Not null	Product Name
Price	Int (100)	Not null	Total Cart Price
Quantity	Int (100)	Not null	Total Quantity in Cart
Image	Var char(100)	Not null	User Profile Image

Table6:Cart Details Database Table

MESSAGE TABLE CONTACT US:

Column	Type	Index	Description
Id	Int (100)	Primary Key	Message ID
User Id	Int (100)	Not null	User Id
Email	Var char(100)	Not null	User Email
Name	Var char(100)	Not null	User Name
Number	Var char(12)	Not null	User Mobile Number
Message	Var char(100)	Not null	Message Description

Table7:Message/Contact Us Database Table

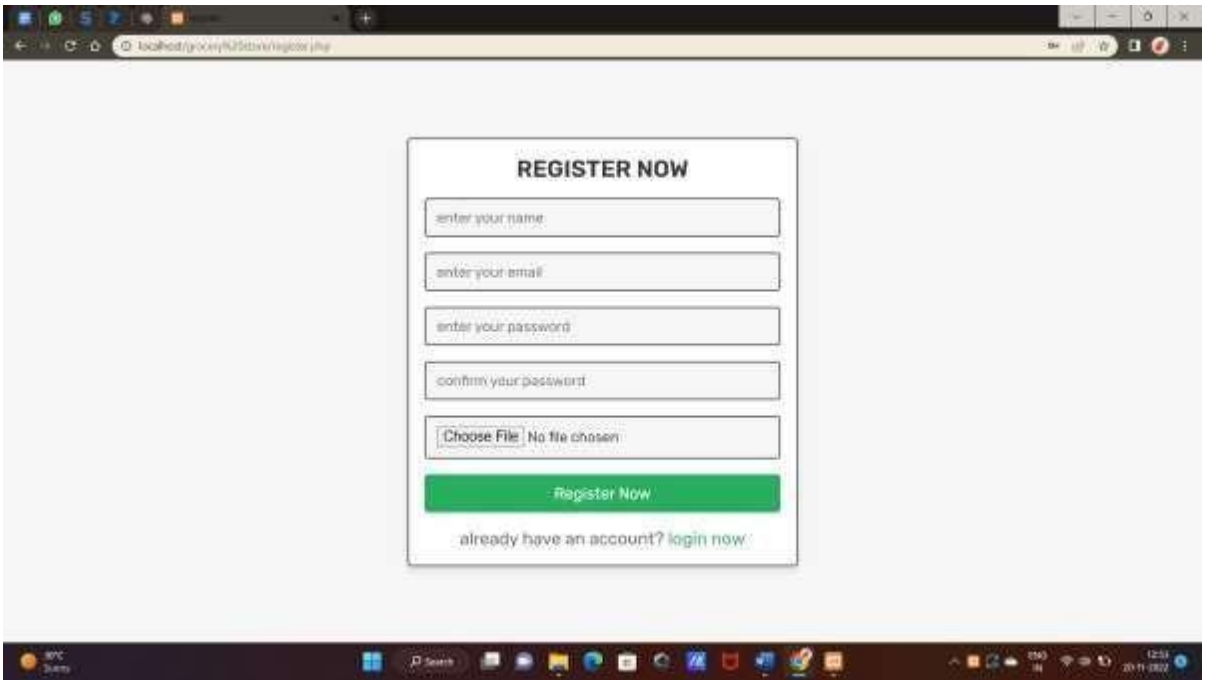
7. IMPLEMENTATION

Implementation is the stage in the project where the theoretical design is turned into the working system and is giving confidence to the new system for the users i.e., will work efficiently and effectively. It involves careful planning, investigation of the current system and its constraints on implementation, design of method to achieve the change over, an evaluation, of change over methods. A part from planning major task of preparing the implementation is education of users. The more complex system is implemented, the more involved will be the system analysis and design effort required just for implementation. The implementation process begins with preparing a plan for the implementation for the system. According to this plan, the activities are to be carried out; discussions may regarding the equipment have to be acquired to implement the new system.

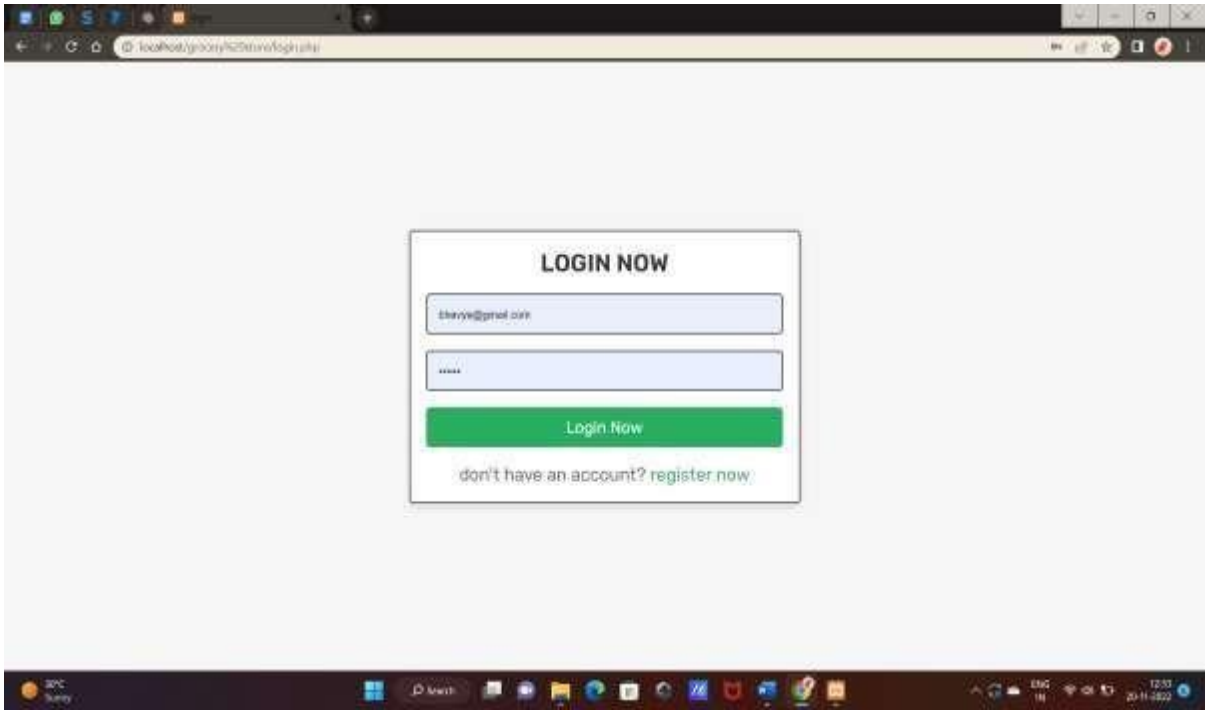
Implementation is the final and important phase. The most critical stage is in achieving a successful new system and in giving the users confidence that the new system will work and be effective. The system can be implemented only after thorough testing is done and if it found to working according to the specification. This method also offers the greatest security since the old system can take over if the errors are found or inability to handle certain types of transaction while using the new system.

At the beginning of the development phase a preliminary implementation plan is created to schedule and manage the many different activities that must be integrated into plan. The implementation plan is updated throughout the Development phase, culminating in a changeover plan for the operation phase. The major elements of implementation plan are test plan, training plan, equipment installation plan, and a conversion plan.

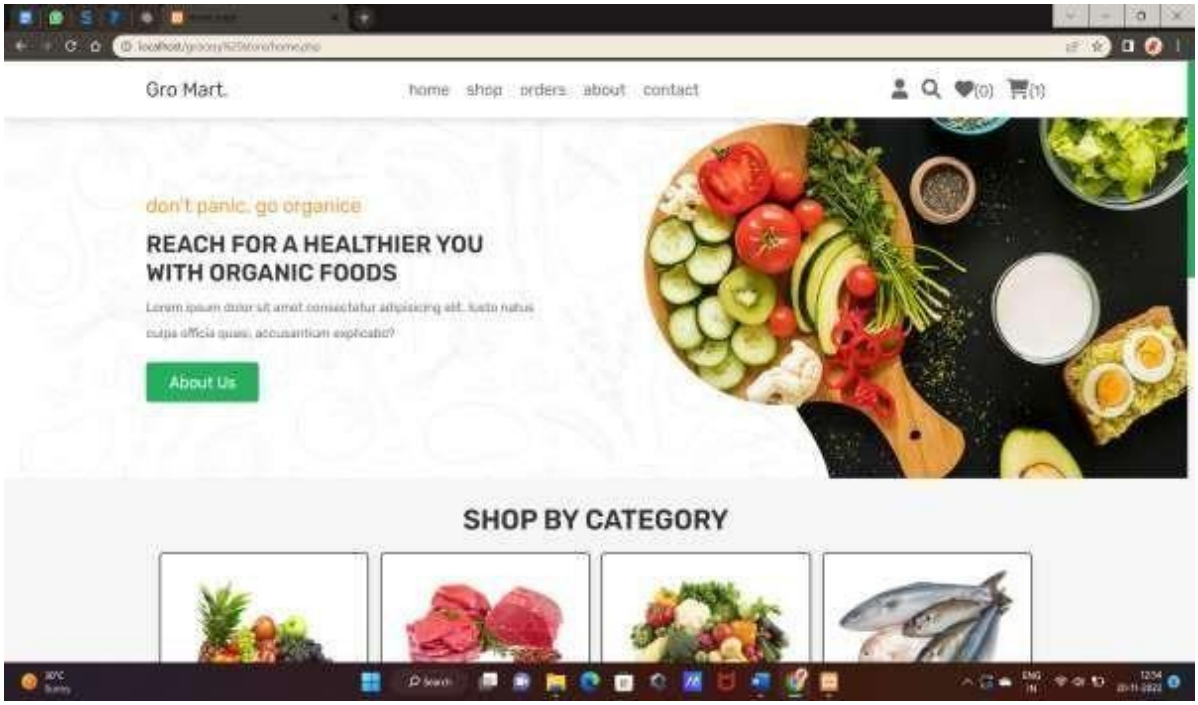
REGISTER PAGE: New User can Register here.



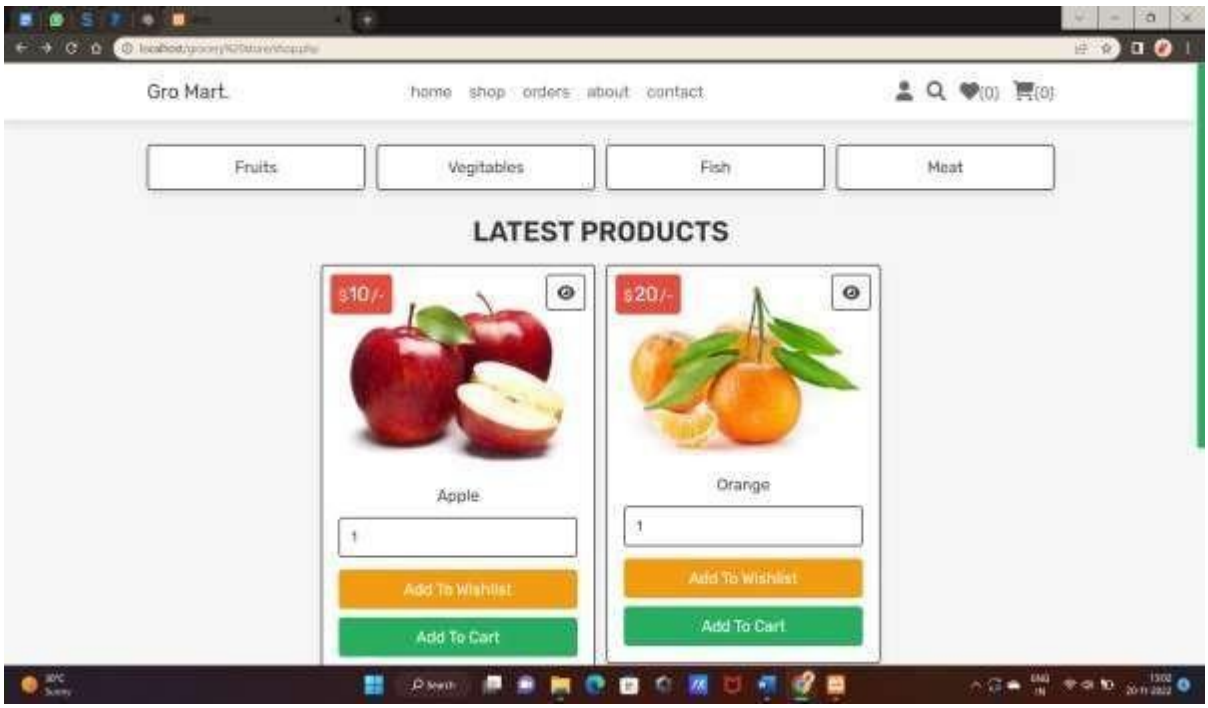
LOGIN PAGE:Existing user can login here



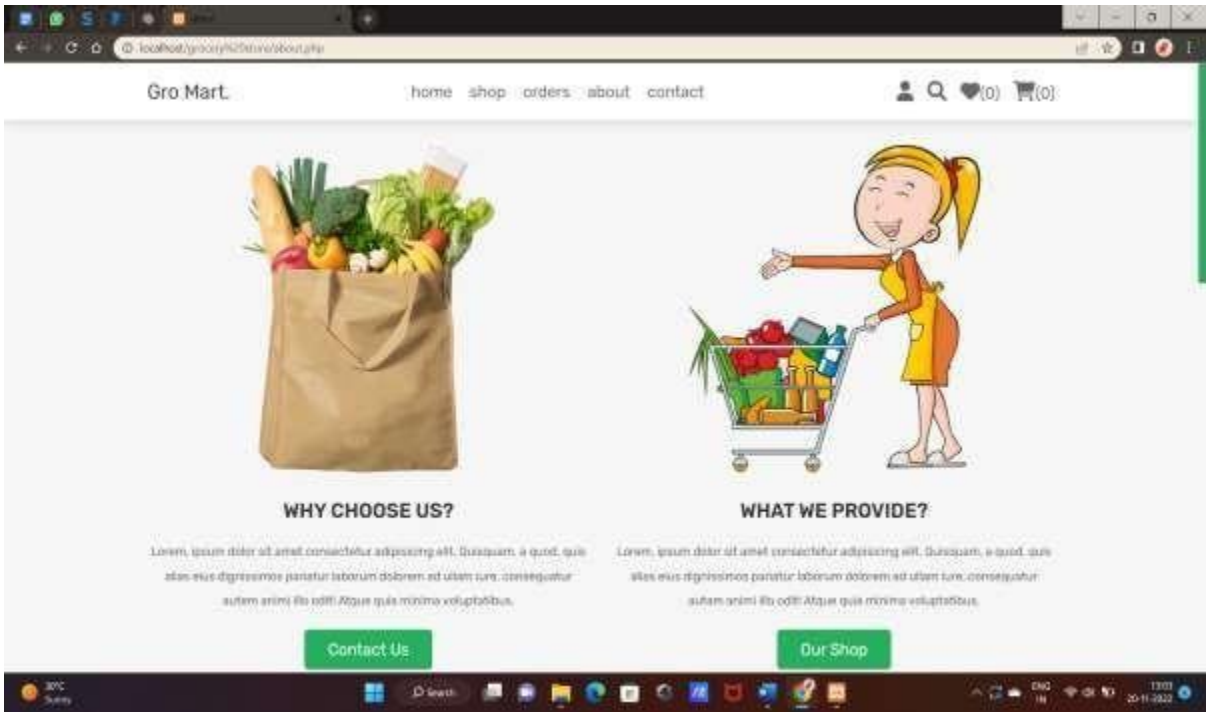
HOME PAGE: The homescreen will consist of screen were one can browse through the products which we have on our website



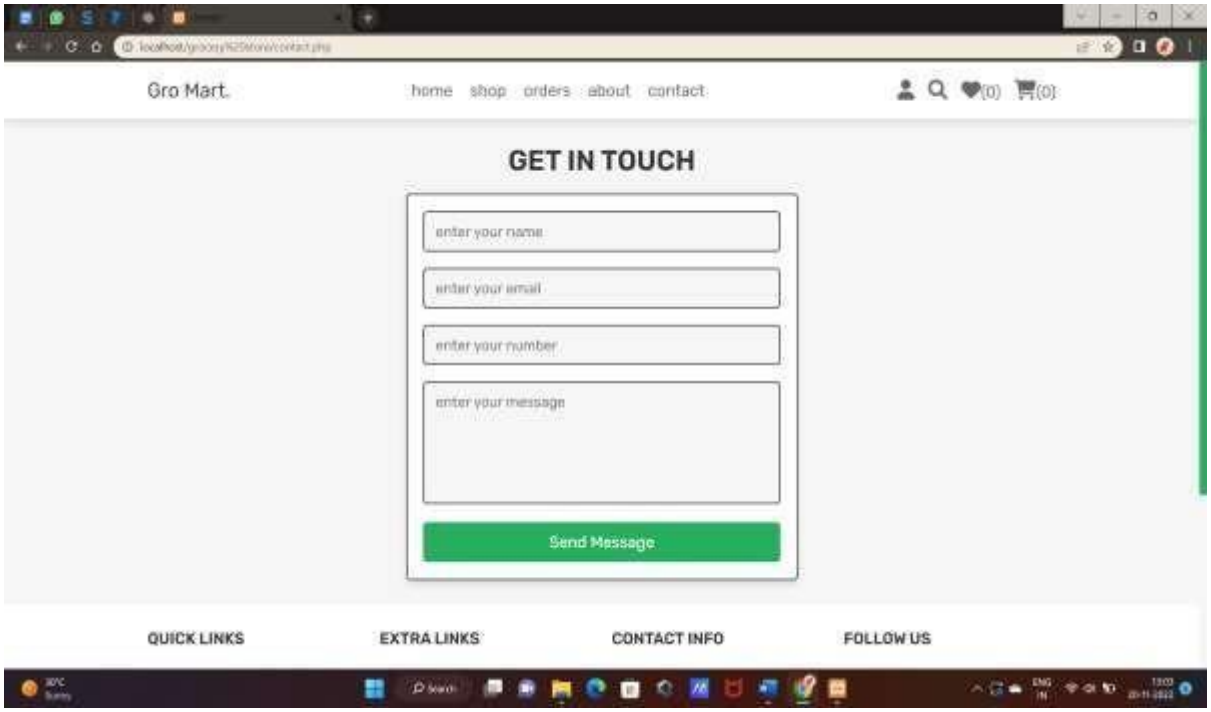
PRODUCT/SHOPPAGE: The page which show all the products which have on our website



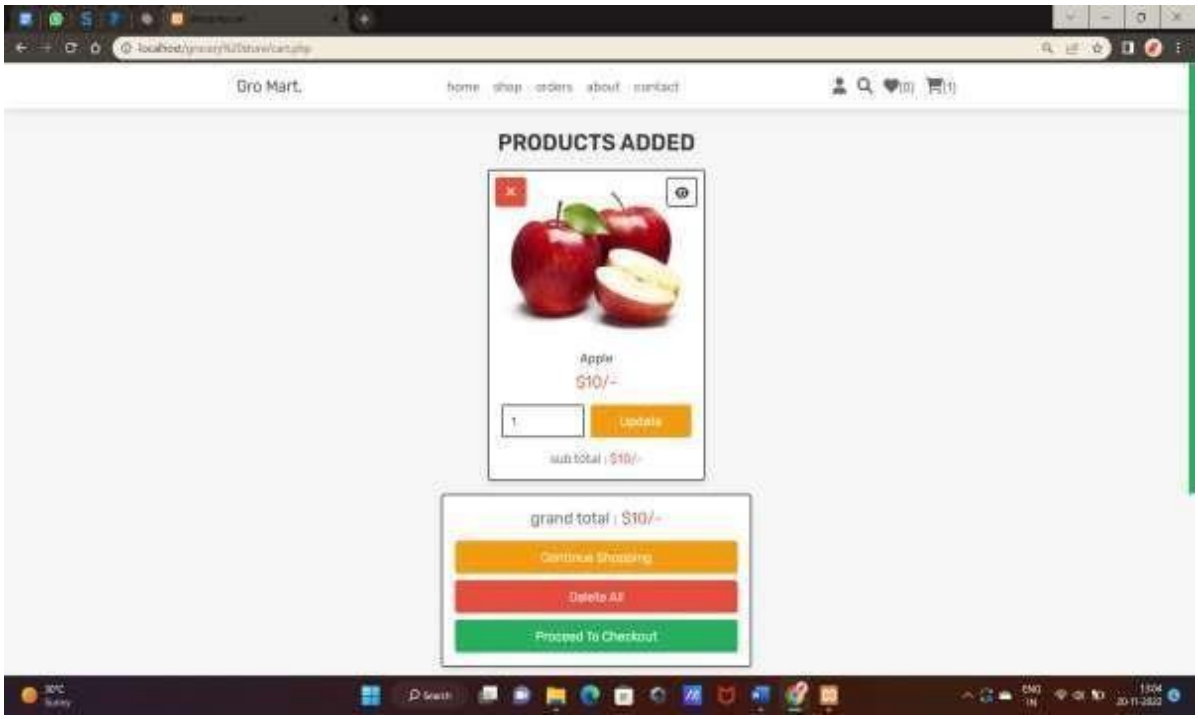
ABOUT US PAGE: The page which describe about website and owners



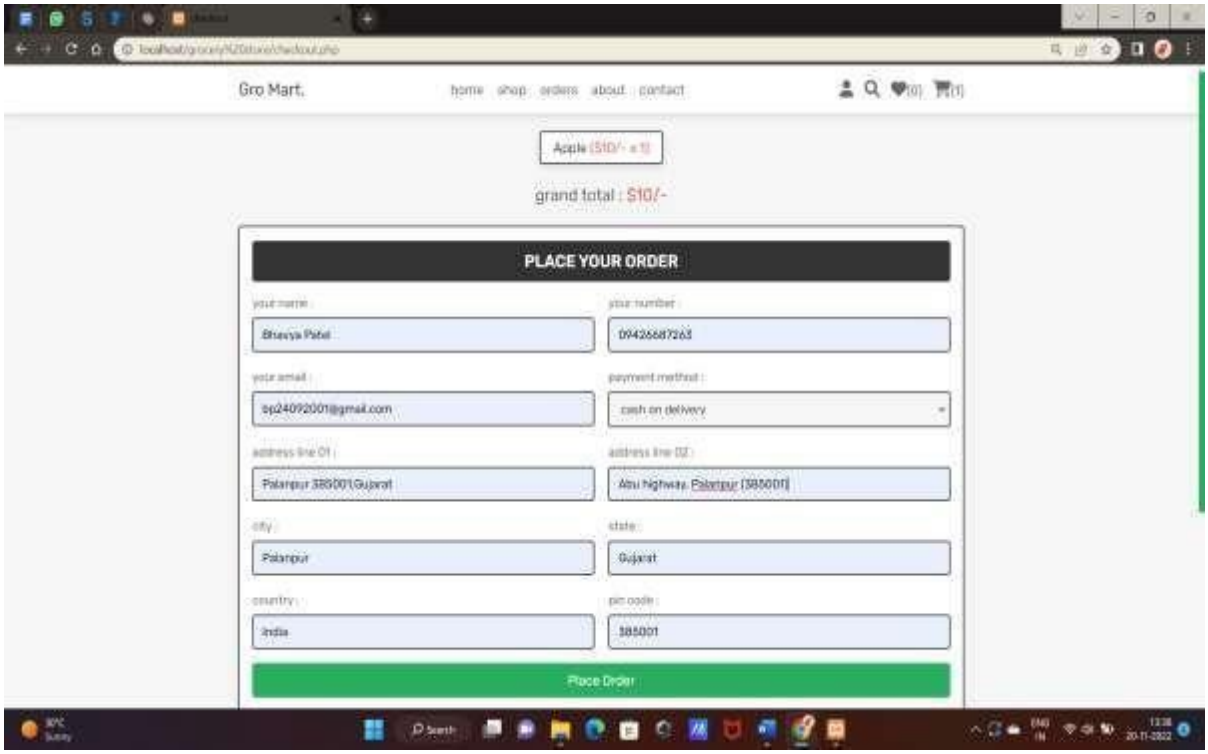
CONTACTUS PAGE: Visitors and Registered user can contact website owners and administrator from here



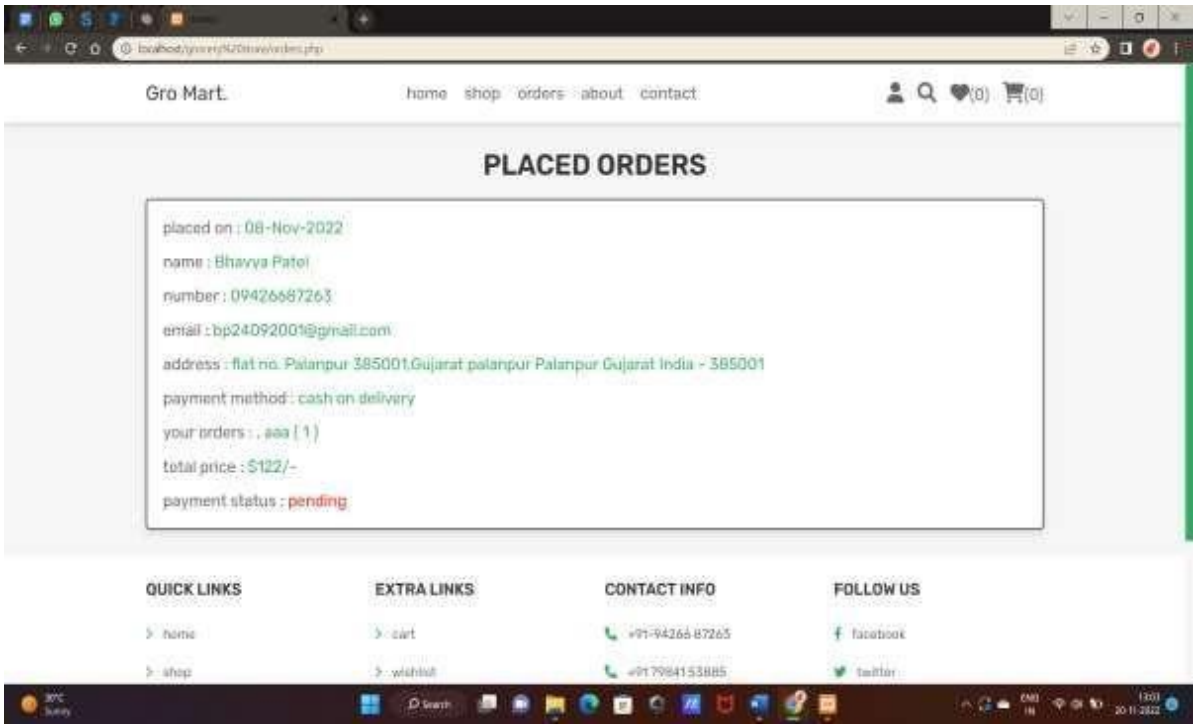
ADDTOCART PAGE: The page which shows the products added to the cart.



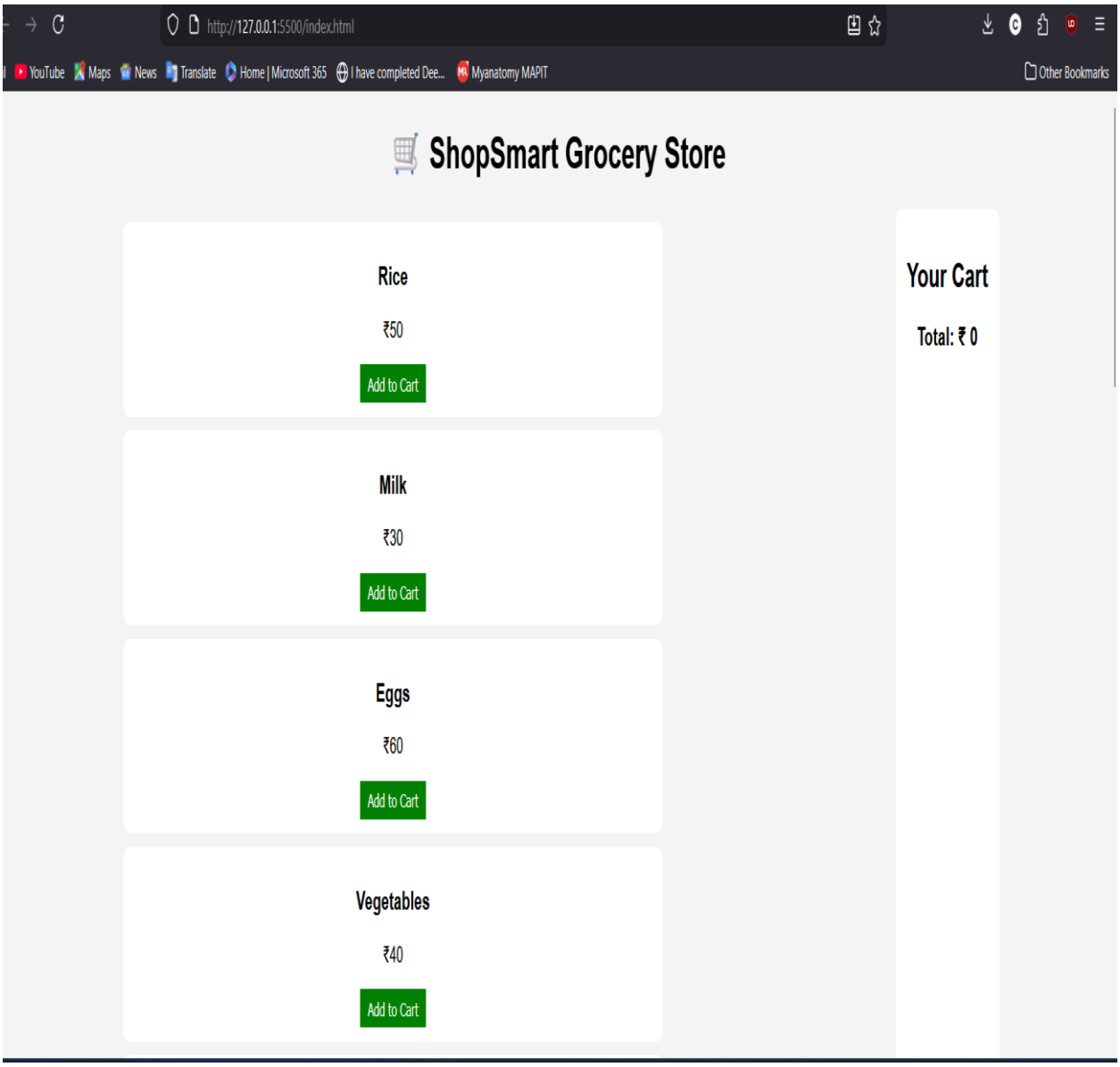
PLACE ORDER PAGE: The page when we write delivery information.



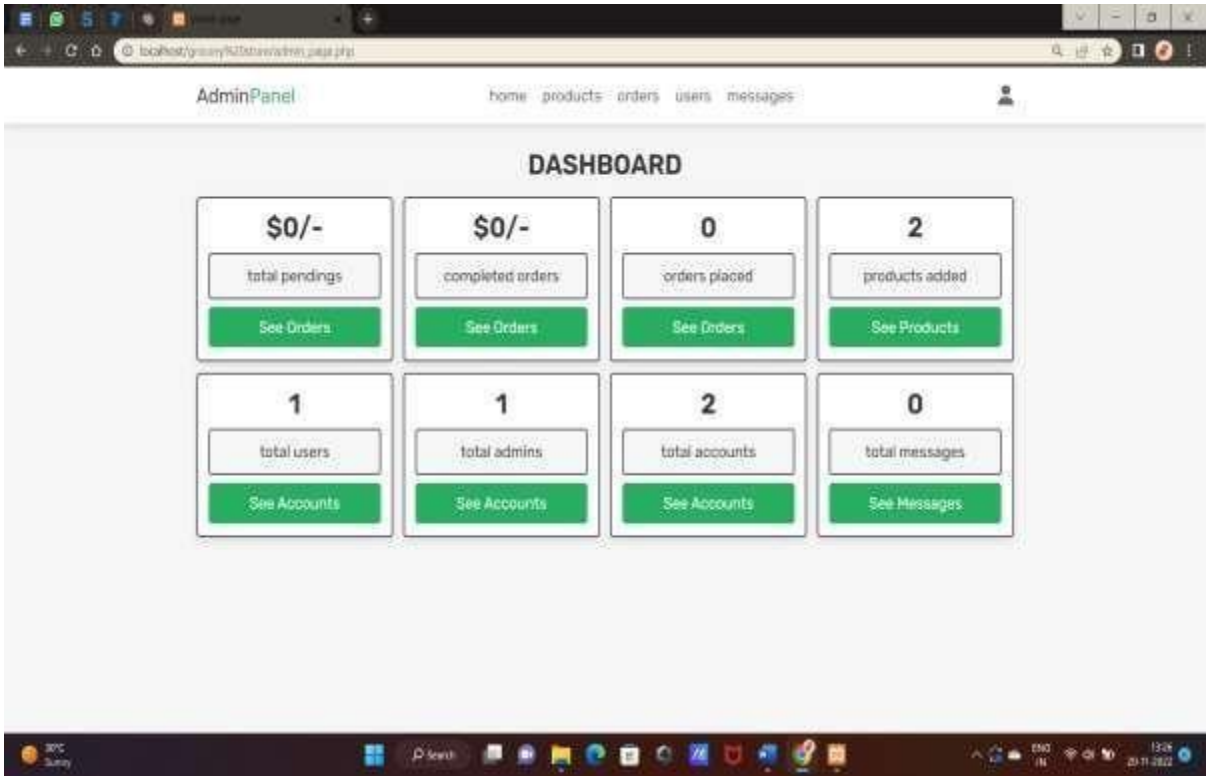
ORDER PAGE: This page shows the order placed by us.



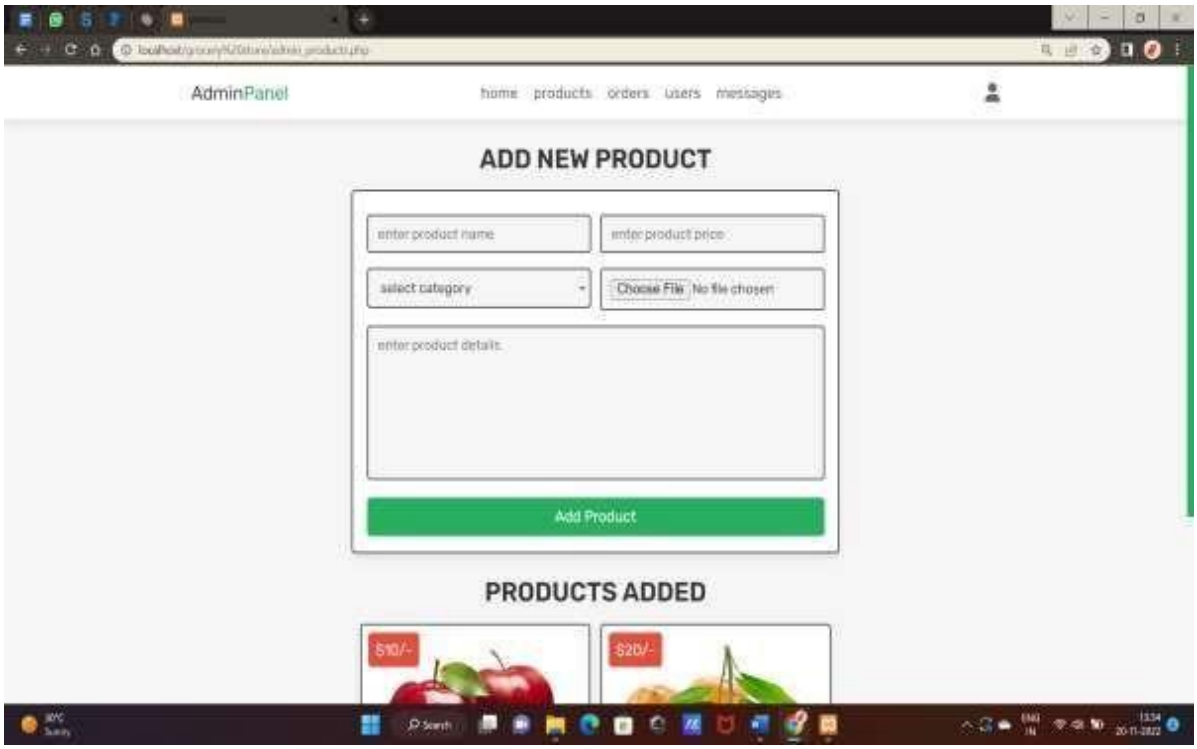
EDIT PROFILE PAGE: We can edit our profile from here.



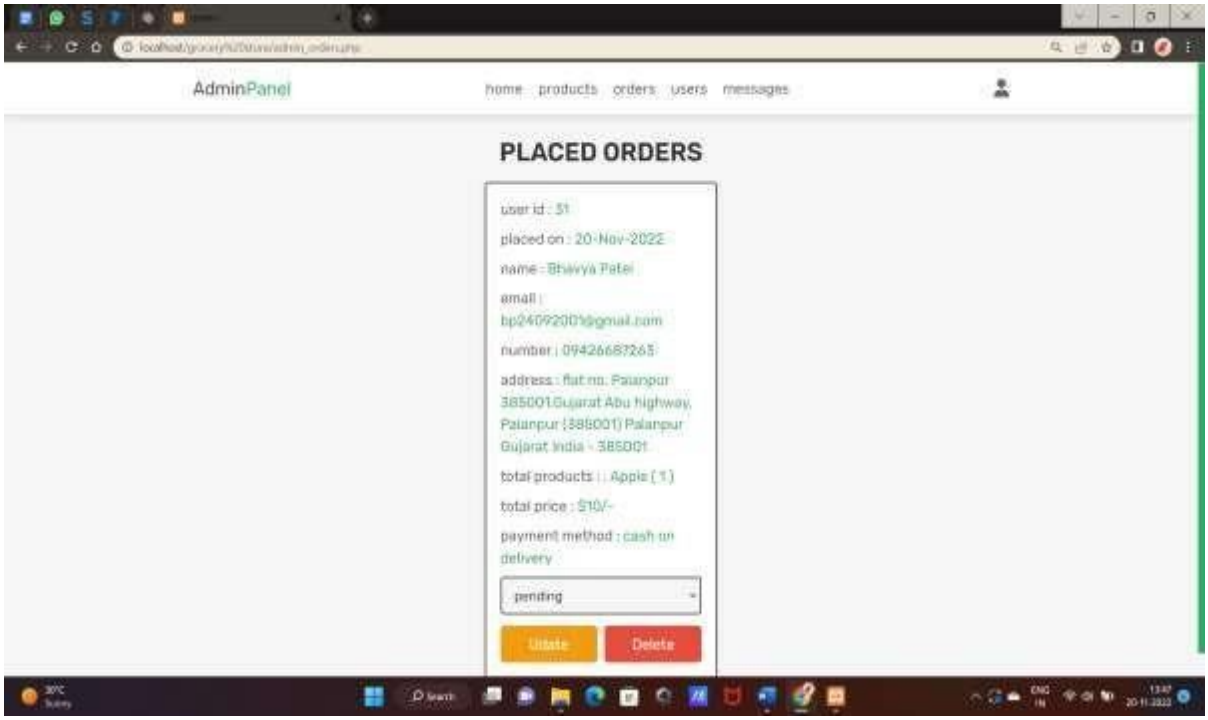
ADMIN HOME PAGE: The page from where admin can manage users,products,orders.



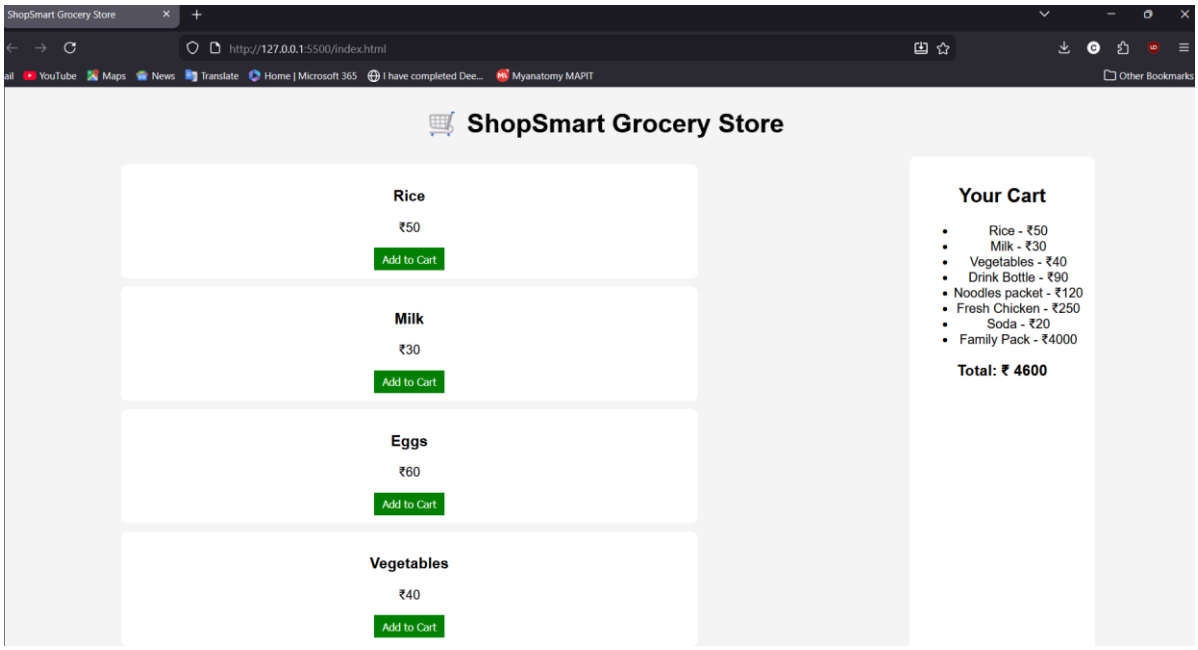
ADD NEW PRODUCT PAGE: The page from where admin can add new products.



ADMIN PLACED ORDER VIEW PAGE:The page from where admin can see placed order.



ADMIN USER ACCOUNT PAGE: The page from where user can see all the user account.

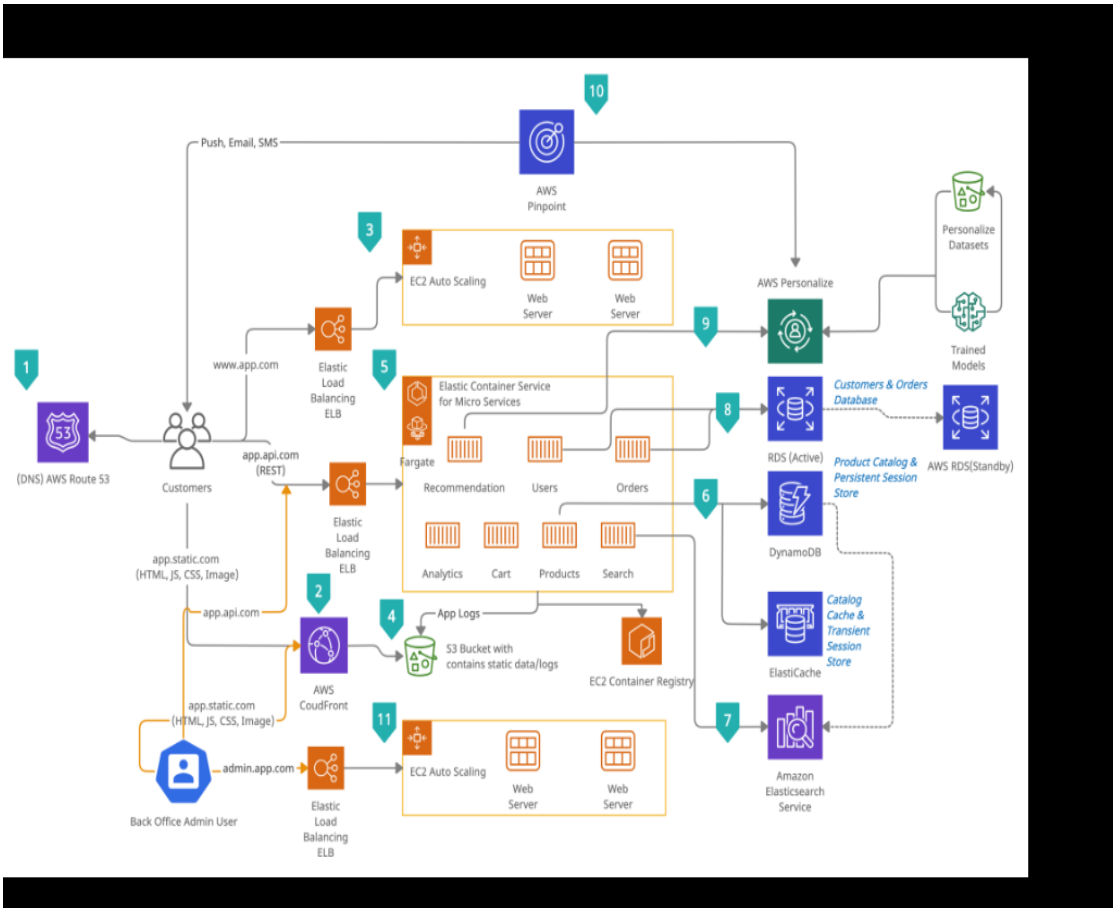


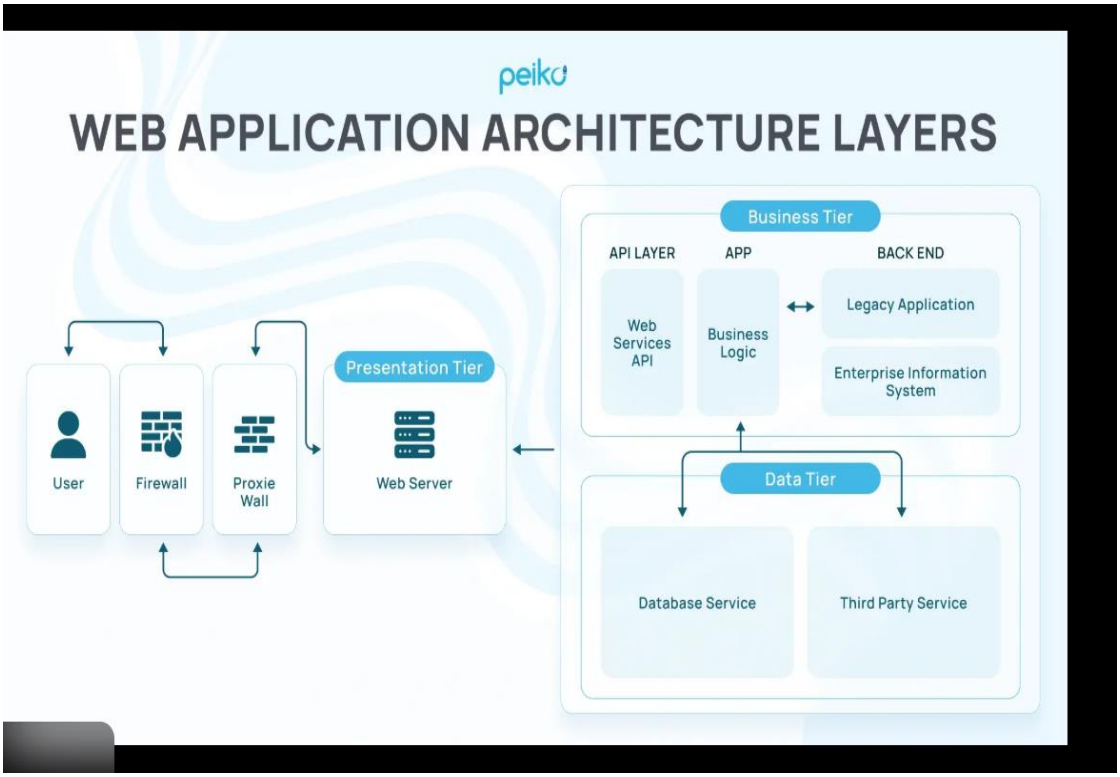
8. LIMITATIONS

Although I have tried to do the best and try to do all the things that are possible in an Online System, but still the system contains some of the limitations. There as on of these limitations is the time constraints. Time is the major problem. I Have to deliver the project in a particular time period. That's way I have to leave Some of the topics that actually I want to cover, I am still working on this software and my next goal is to remove these limitations and develop a more efficient and elegant system.

Limitations of the System:

- This project does not give the information about the stock(quantity) present with in the shop.
- This project does not create monthly,yearly Reports.
- After removing the sea and other minor limitations I hope this project will very efficient and effective.





A web application architecture for a grocery system is typically designed using a **3-tier architecture (Presentation, Application, Data)** to manage high-volume transactions, inventory tracking, and real-time updates. This structure ensures scalability and allows the platform to handle tasks like product browsing, shopping cart management, and payment processing.

Scribd +4

Here is a breakdown of the typical architectural layers for an online grocery system:

1. Presentation Layer (Frontend/Client-Side)

This is the user interface (UI) that customers, administrators, and delivery personnel interact with. It translates user actions into requests for the application layer.

Course Hero +4

- **Technologies:** HTML, CSS, JavaScript, React, Angular, or Mobile App frameworks (Android/iOS).
- **Components:**
  - **Customer Frontend:** Browsing products, searching, cart management, user registration, and checkout.
  - **Admin Dashboard:** Inventory management, order tracking, and product updates.
  - **Delivery App:** Real-time location tracking, route mapping, and order status updates.

Scribd +4

2. Application Layer (Business Logic/Backend)

This is the heart of the grocery application, connecting the frontend to the database. It processes user input, applies business rules, and manages operations.

Peerbits +1

- **Technologies:** Node.js, Python, PHP, Java, or Ruby on Rails.

- **Components:**
  - **Authentication Service:** Manages user login/registration.
  - **Catalog Service:** Handles product listing, filtering, and search.
  - **Order Service:** Manages cart operations, checkout flow, and payment integration (Stripe, Razorpay, COD).
  - **Inventory Service:** Tracks stock levels in real-time.
  - **Delivery/Logistics Engine:** Calculates delivery times, manages logistics, and assigns delivery personnel.

Scribd +4

3. Data Layer (Database/Storage)

This layer acts as the repository for all grocery application data, including product details, user information, and transaction history.

Medium

- **Technologies:** SQL (MySQL, PostgreSQL) for structured transaction data or NoSQL (MongoDB) for flexible product catalogs.
- **Components:**
  - **Database Servers:** Store product information (name, price, quantity), user profiles, and order history.
  - **File Systems/Object Storage:** Store images of products.
  - **Caching:** Redis or Memcached to improve application performance for popular items.

Medium +4

9. TESTING

INTRODUCTION

Testing is the major quality control measure used during software development. It is a basic function to detect errors in the software. During there requirement analysis and design the output of the document that is usually textual and non-executable after the coding phase the computer programs are available that can be executed for testing purpose. This implies that testing not only has to uncover errors introduce during the previous phase. The goal of testing is to uncover requirement, design, coding errors in the program.

Testing determines whether the system appears to be working according to the specifications. It is the phase where we try to break the system and we test the system with real case scenarios at a point.

Level of Testing:

1. **Unit Testing:**

The unit testing of the source code has to bed one for every individual unit of module that was developing part of the system and some errors were found for every turn and rectified. This form of testing was use to check for the behaviour signified the working of the system in different environment as an independent functional unit.

2. **IntegrationTesting:**

From the individual parts to the cohesion of each part to make the system as a whole, there is need to test the working between the assembled modules of the system. The modules are integrated to make up the entire system. The testing process is concerned with finding errors that result from un anticipated interaction between the sub-system and system component. It is also concerned with validating the system meets its functional and non-functional requirement.

3. **System Testing:**

The requirement specification document that is the entire system is to be tested to see whether it meets the requirement or not.

Testing Report:

Customer Registration:

Serial No.	Condition To be Tested	Test Data	Expected Output	Remarks
1.	If the Email Idis empty	Email Id	Email Id should not be empty	SUCCESSFUL
2.	If the password is empty	Password	Password should not be empty	SUCCESSFUL
3.	If the entered password size is less than8	Password	Password should contain more than 8 characters	SUCCESSFUL
4.	If the entered email Id and Password is not valid	Email Id, Password	Entered Login credentials not valid	SUCCESSFUL
5.	If Email Id and password is valid	Email Id, Password	Logged in successfully	SUCCESSFUL
4.	If User Image is not Add	User Image	Add the User Image	SUCCESSFUL

Table8: Customer Registration Testing Table

Customer Login:

Serial No.	Condition To be Tested	Test Data	Expected Output	Remarks
1.	If the Email Idis empty	Email Id	Email Id should not be empty	SUCCESSFUL
2.	If the password is empty	Password	Password should not be empty	SUCCESSFUL

3.	If the entered Email ID and password is not valid	Email ID, Password	You have entered invalid Login credentials	SUCCESSFUL
4.	If the entered Email ID and password is valid	Email ID, Password	Logged in successfully	SUCCESSFUL

Table9: Customer Login Testing Table

Admin Login:

Serial No.	Condition To be Tested	Test Data	Expected Output	Remarks
1.	If the Email ID is empty	Email ID	Kindly enter Email ID	SUCCESSFUL
2.	If the passwordis empty	Password	Kindly enter password	SUCCESSFUL
3.	If the entered Email ID and password is not valid	Email ID, Password	You have entered invalid Login credentials	SUCCESSFUL
4.	If the entered Email ID and password is valid	Email ID, Password	Logged in successfully	SUCCESSFUL

Table10: Admin Login Testing Table

Change Password:

Serial No.	Condition To be Tested	Test Data	Expected Output	Remarks
1.	If Existing password not entered	Existing Password	Existing Password should not be empty	SUCCESSFUL
2.	If new password not entered	New Password	New Password should not be empty	SUCCESSFUL

3.	If confirm password not entered	Confirm Password	Confirm Password should not be empty	SUCCESSFUL
4.	If existing password is incorrect	Existing Password	Failed to change password	SUCCESSFUL
6.	If confirm password is incorrect	Confirm Password	Failed to change password	SUCCESSFUL

Table11: Change Password Testing Table

Add Product:

Serial No.	Condition To be Tested	Test Data	Expected Output	Remarks
1.	If Product name is not Written	Product Name	Please Enter the Name	SUCCESSFUL
2.	If Product price is not Written	Product Price	Please Enter Product Price	SUCCESSFUL
3.	If Category is not Selected	Product category	Please Select the Category	SUCCESSFUL
4.	If Product Image is not Add	Product Image	Add the Product Image	SUCCESSFUL
5.	If Product Details is not written	Product Detail	Add the Product Details	SUCCESSFUL

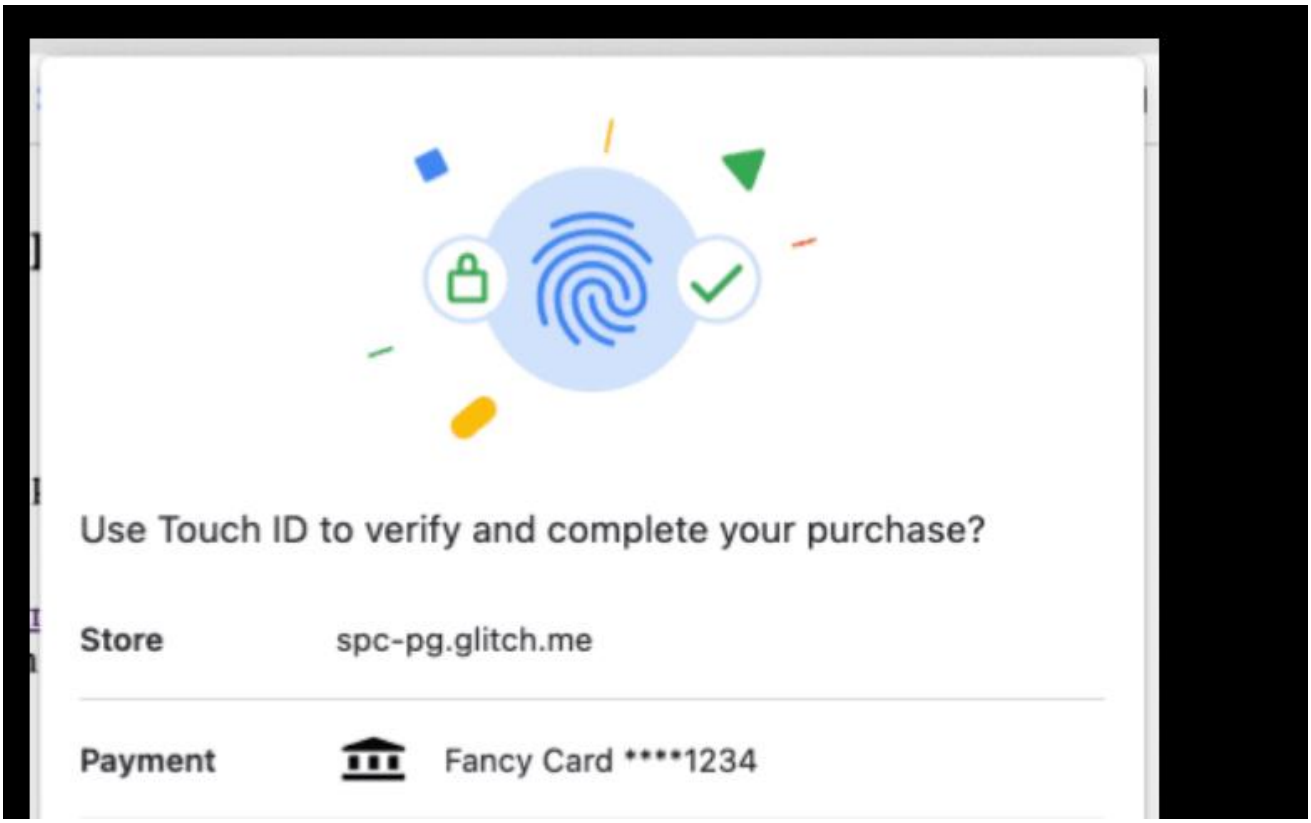
Table12: Add Product Testing Table

Order:

Serial No.	Condition To be Tested	Test Data	Expected Output	Remarks
1.	If Username is not Written	User Name	Please Enter the Name	SUCCESSFUL

2.	If Mobile Number is not Written	Mobile Number	Please Enter the Mobile Number	SUCCESSFUL
3.	If Email ID is not written	Email ID	Please Enter the Mobile Number	SUCCESSFUL
4.	If Address is not written	Product Image	Please Enter the Address	SUCCESSFUL
5.	If Pin code not written	Pin Code	Please Enter the Pin Code	SUCCESSFUL

Table13:Order Testing Table



10. CONCLUSION

Online shopping is becoming more popular day by day with the increase in the usage of World Wide Web, Understanding customer's need for online selling has become challenge for marketers. Specially understanding the consumer's attitudes towards online shopping, making improvement in the factors that influence consumers to shop online and working on factors that affect consumers to shop online will help marketers to gain the competitive edge over others. After having detail study on Online Shopping one can see a great change in the behaviour of people in many manners like their attitude, buying pattern. In earlier times people use to do manual shopping but now as time changed people are becoming busy and due to which technology has brought a new revolution. From the results we have concluded that the most influencing and attractive factor among four factors particularly these curity concerns are very important while shopping online. Last but not least after analyzing, we have found that low price, discount, product pricing, and quality of product and information are also considered to be important factors.

FutureWork:

- We can integrate this website with Android and Mobile applications.
- In the future, User can add feedback of the services available in online grocery Store.
- This project does not give the information about the stock(quantity) present with in the shop.
- In the future, we make this project does create monthly, yearly Reports.

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