SUMMARY / ABSTRACT

1.1) Topic Of The Project

The title of the project “Exchange Mela”. In this Proje ct we are Providing many facility or services to for Customer. This project provide the customer to customer service

Customer to customer (C 2C) is a business model whereby customers can trade with each other, typically in an online environment. Two implementations of C 2C markets are auctions and classified advertisements. C 2C marketing has soared in popularity with the arrival of the Internet and companies such as eBay, Etsy, and Craigslist.

Speciality of this project is its provide facility to the user can exchange product with another user and if they not want to product exchange than it can sale that product.

1.2) OBJECTIVE AND SCOPE

OBJECTIVE:

- User can easily know all the information such as get information about the products, exchange products and can give feedback of another customer
- All users can directly connected with each other.
- User can also check product availability of other users uploaded products
- Maintain all information of user through the registered database
- Increases users accuracy and as well as speed of users work and product chooesen make easy for user
- All user can recived valuable feedback from other users .

SCOPE:

- The system is able to maintain the all information of each every user , the system provides the administrator of the facility of manipulating the entire website by view aditing and deleting options
- In the system the registered user can edit their password, if they forget their password.
- The system is able to maintain the offers

1.3) PROCESS DESCRIPTION

- In each and every system there is a particular system components through the system is running
- Till now the existing system can be any type ,they can kept in either maintain in traditional after sometime there is need of implementation to make our "Exchange Mela" that works in more in advanced ways and can completed with the existing system of other
- There are different register are in our system or management as follows:

1. User register
2. User login

1.4) RESOURCES AND LIMITATIONS

RESOURCES :

- Before using this website check user browser compatible with all JavaScript.
- All JavaScript compatible Web browsers.

Below defined what configuration need to access This website.

HARDWARE CONFIGURATION

Processor	**Intel i3 or higher processor**
Ram	**256 MB or above.**

SOFTWARE CONFIGURATION

Operating system	**Windows**
RDBMS	**MySQL 5.0**
Framework	**Codeigniter Framework**
Server	**Apache web server**
Other Tools	**Css ,Java ,Ajax**

Which components used to made this website

Software	**Sublime Text 3**
Languages	**HTML, PHP, JAVA**
Device	**Lenovo 50-80**
Browser	**Google Chrome**

LIMITATION :

- In over website cannot have any other references.
- If power failure data can't safely saved in device memory so here is fear to data lost.
- It cannot provide high security in our website.
- Use this website interaction between the human and system is required.
- No cash transaction available in our website (but is product prize is more than exchanged product then the user will pay for extra cash for this product)

1.5) CONCLUSION

Our system is efficient but still we add another new feature in future as need arises means our system is flexible that if we needed in future we can increases or add that requirements to our system and can extend the work to our system.

This is to conclude that the project that I undertook was worked upon with a sincere effort. Most of the requirements have been fulfilled up to the mark and the require ments which have been remaining ,can be completed with a short extension.

FUTURE ENHANCEMENT

The project made here is just to ensure that this product could be valid in today real challenging world. Here all the facilities are made and tested.

Currently the system works for limited number of administrators to work. In near future it will be extended for many types of insurance policies so that efficiency can be improved.

SYNOPSIS OF THE PROJECT

The title of the project "Exchange Mela" In this Project we are Providing many facility or services to for Customer. This project provide the customer to customer service

Customer to customer (C 2C) is a business model whereby customers can trade with each other, typically in an online environment. Two implementations of C 2C markets are auctions and classified advertisements. C 2C marketing has soared in popularity with the arrival of the Internet and companies such as eBay, Etsy, and Craigslist.

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The project type of this system

PROJECT PROFILE

Project Title	: Exchange Mela
Project Category	: Website
Editor	: Sublime Text
Front End	: PHP
Back End	: MySql & Xampp PhpMyadmin
Description	: User can Exchange Products with another user product

MAIN REPORT

3.1) OBJECTIVE & SCOPE OF THE PROJECT

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3.2) THEORETICAL BACKGROUND

The theoretical basis of a bachelor' s or master' s thesis sets forth the aims of the project and defines its research and development tasks. The theoretical basis is rooted in the theory concerning the topic. If a theoretical basis for the topic cannot be found, the background of the topic should be described and a theory formulated. Its content and scope depend on the approach used and on the extent to which the phenomenon has been studied.

The theoretical basis is gleaned from extant data, and then undergoes synthesis as a result of the author's analysis. The author constructs the theoretical background on the basis of former studies, literature, professional experience, and intuition. Earlier data and findings can be presented, along with an account of their reliability, general importance, and relevance to the author's present work. Research data are dealt with critically through the drawing of comparisons and the summarising of findings. Concepts that are central to the topic are defined in the theoretical part of the report, while other concepts are defined in the context in which they appear

The title of the project "Exchange Mela" In this Project we are Providing many facility or services to for Customer. This project provide the customer to customer service

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3.3) DEFINITION OF PROBLEM

The phase of system analysis process deals with the problem which are affecting in the current manual system existing are described below:

- Difficulty in maintenances of records
- Time consuming
- Editing of data becomes a tedious job
- Manual follow-ups on queries
- No security of data
- Product maintenances
- High data redundancy
- Data inconsistency

3.4) SYSTEM ANALYSIS

PRELIMINARYINVESTIGATION

Preliminary investigation is the actual study of the system. It involves an accurate study of what all aspects your software would cover. In our case as we were developing commerce site, it covered answers to questions like:

1. What is the basic functionality of Commerce Site Website?
2. How automated do you want the Website to be?
3. What kind of functionalities is to be developed to make system easy to use on all person client bidder and admin side?
4. How can we build attractive website so that more and more users can use this web site?

FEASIBILITYSTUDY / RISKANALYSIS

This activity is designed to help to do initial operational, technical, schedule and economic feasibility evaluation of the project and also practice the three approaches to cost benefit analysis Knowledge of cost benefit analysis is critical for a successful systems analyst and also for anyone who must decide whether or not to approve a project.

- It is the measure of how beneficial or practical the development of information system will be to an organiz ation.
- Feasibility study involves research relating to the different aspects that go into developing software.
- Feasibility study of the problem definition or requirement was done to determine if the requirement can be solved effectively given the budgetary, operational, and technical and schedule constraints in place.

- The aim of feasibility study is to identify the best solution under circumstances by identifying the effects of this solution on the organization.

- A feasibility study is a short, focus ed study, which aims to answer a number of questions:

  i) Does the system contribute to the overall objectives of the organization?

  ii) Can the system be implemented using current technology and within given cost schedule constraints?

  iii) Can the system be integrated with systems which are already in place?

TECHNICAL FEASIBILITY

It is a measure of the practicality of a specific technical solution and the availability of technical resources and expertise. All the software's needed for developing the system are already available. So the system is economically feasible. Technical Feasibility tries to answer the following questions to make the software feasible to develop.

i) The software or tools necessary for building or running.

ii) Applications are easily available or not?

iii) The Compatibility amongst software exists or not?

iv) Are developers aware of these technologies?

v) What about the alternative of these chosen technologies?

ECONOMICALFEASIBILITY

It is a measure of the cost effectiveness of a project or solution. It takes into Account costs and benefits. Thus it is often called Cost- Benefit Analysis. Costs can be divided into development costs and operating costs. The system is being developed with the tools, which are already available. So the cost of development is less. So the system is economically feasible.

OPERATIONAL FEASIBILITY

The proposed system is an online application, which solves the drawbacks of the existing system. The users of the system are technically very sound so that they accept any new technology very quickly. Operational Feasibility measures how well the solution will work in the organization and how will end user and management feels about the system.

On studying the operational feasibility of the proj ect, the following conclusions could be derived.

i) The system is an online application and does require knowledge of PHP &MySQL

ii) The end user requires simple knowledge about online application to view details & select appropriate item.

MANAGEMENT FEASIBILITY

It begins when any technical activity is initiated and continues throughout the definition, development and support of computer software. People must be organized into effective teams, motivated to do high- quality software work and coordinated t o achieve effective communication.

The product requirements must be communicated from customer to developer, partitioned into their constituted parts and positioned for work by the software team. The project must be in an organized manner that enables the software team to succeed. A project management activity encompasses measurement and metrics, estimation, risk analysis, schedules, tracking and control.

TIME FEASIBILITY

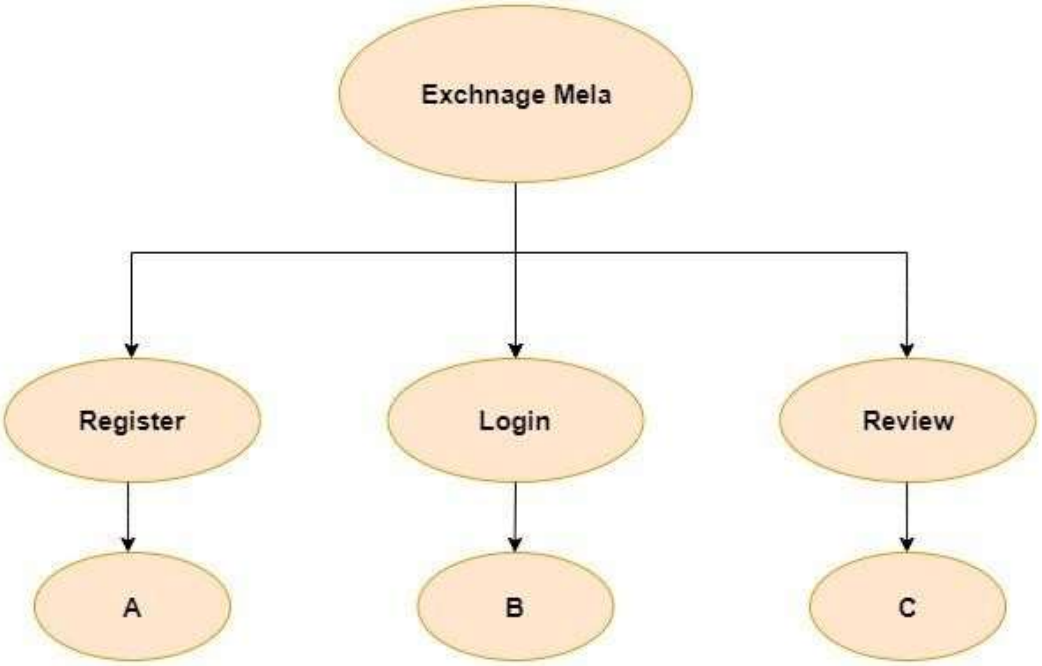
Time is one of the critical factors in the development of any system but this kind of feasibility is hardly perfect in any system. To develop the system, to satisfy the requirements some deadlines are always initiated

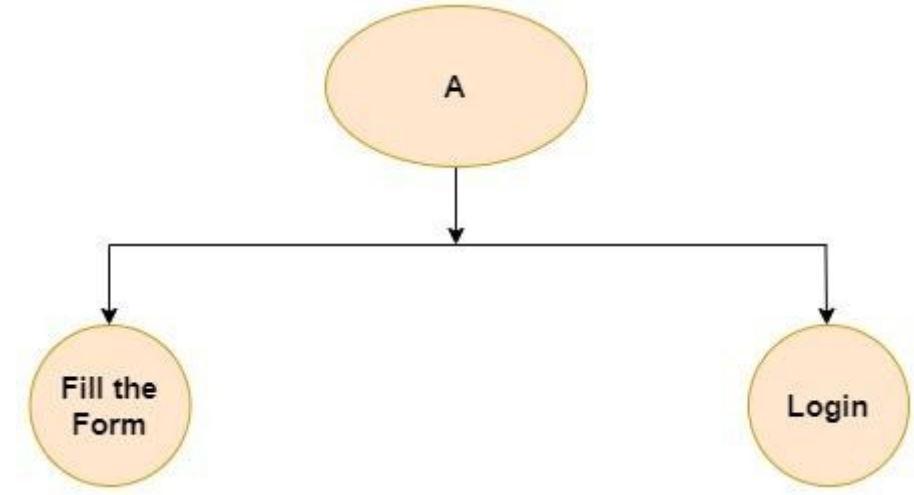
The development of this system has been asked to complete within three months by the consultant, so within three months, within the given deadline, project has been completed and start to be implemented.

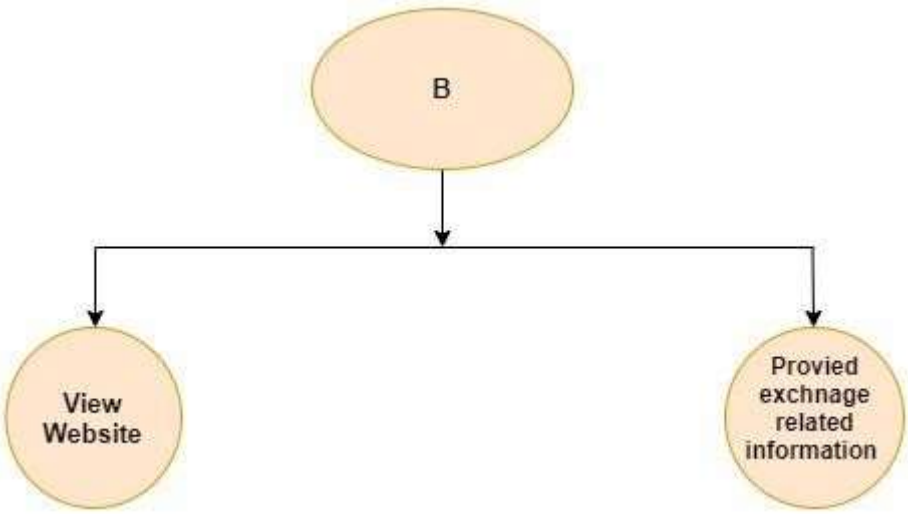
Hence it is feasible to develop a system in predetermined time interval.

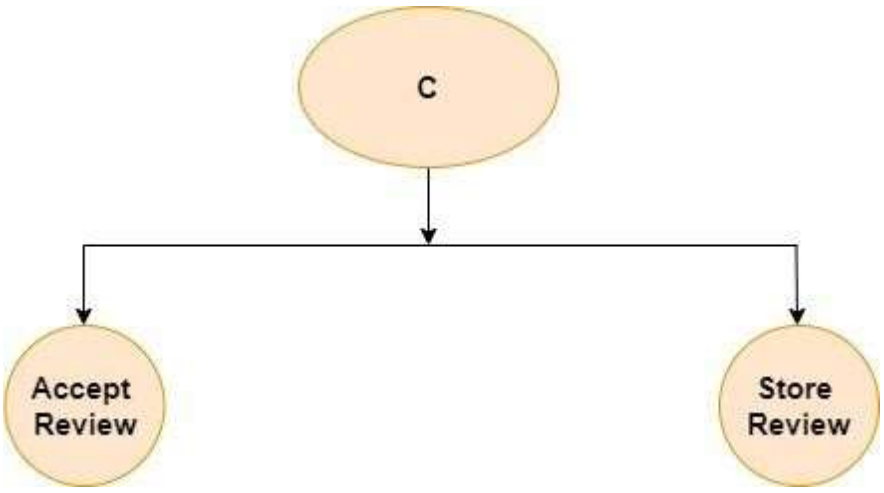
3.5) SYSTEM DESIGN

PROJECT DESIGN PROCESS HIERARCHY






B
View Website
Provied exchnage related information


C
Accept Review
Store Review

DATABASE DESIGN

TABLE NO: - **1**

TABLE NAME: - tbl_admin_login

Field_Name	Type	Size	Constraint	Description
admin_id	int	11	Primary key	Unique id for (P.K) –Auto Incre
email	varchar	50	Unique key	E-mail address of user
password	varchar	35	Not Null	Password for admin side
name	varchar	20	Not Null	Admin Name for Admin side
Image	varchar	100	Not Null	

TABLE NO: - **2**

TABLE NAME: - tbl_category

Field_Name	Type	Size	Constraint	Description
category_id	int	11	Primary key	Unique id for (P.K) –Auto Incre
category_name	varchar	50	Not Null	Category name

TABLE NO: - **3**

TABLE NAME: - tbl_communication

Field_Name	Type	Size	Constraint	Description
communication_id	int	11	Primary key	Unique id for (P.K) –Auto Incre
sender_id	int	11	Foreign key	Sender id for user
receiver_id	int	11	Foreign key	Receiver id for user
message	varchar	Max	Not Null	Messages
date	varchar	20	Not Null	Date with message
status	varchar	10	Not Null	Status of user

TABLE NO: - **4**

TABLE NAME: - tbl_final_exchange

Field_Name	Type	Size	Constraint	Description
communication_id	int	11	Primary key	Unique id for (P.K) –Auto Incre
sender_id	int	11	Foreign key	Sender id for user
receiver_id	int	11	Foreign key	Receiver id for user
message	varchar	Max	Not Null	Messages
date	varchar	20	Not Null	Date with message
status	varchar	10	Not Null	Status of user

TABLE NO: - **5**

TABLE NAME: - tbl_product

Field_Name	Type	Size	Constraint	Description
product_id	int	11	Primary key	Unique id for (P.K) –Auto Incre
product_name	varchar	50	Foreign key	Product name
product_image	varchar	250	Not Null	Product images
product_price	varchar	20	Not Null	Product multiple photos
subcategory_id	int	11	Foreign key	Subcategory id of product
product_brand	varchar	20	Not Null	Product Brand
status	varchar	10	Not Null	Status of product
negotiate	varchar	10	Not Null	Is it negotuiable or not
product_purchase_date	Date	20	Not Null	Date of When product is purchased
bill_status	varchar	10	Not Null	Product have bill or not
date	Datetime	20	Not Null	Date when it is added
description	Varchar	100	Not Null	Product discription
user_id	Int	11	Foreign key	User id who added product

TABLE NO: - **6**

TABLE NAME: - tbl_product_gallar

Field_Name	Type	Size	Constraint	Description
image_id	int	11	Primary key	Unique id for (P.K) –Auto Incre
product_id	Int	11	Foreign key	Product id in Gallary
image_name	varchar	250	-	It stores mutiple image of product

TABLE NO: - **7**

TABLE NAME: - tbl_subcategory

Field_Name	Type	Size	Constraint	Description
subcategory_id	int	11	Primary key	Unique id for (P.K) –Auto Incre
subcategory_name	varchar	50	-	It stores subcategory name
category_id	int	11	Foreign key	Category id

TABLE NO: - **8**

TABLE NAME: -tbl_user_interest_people

Field_Name	Type	Size	Constraint	Description
whishlist_id	int	11	Primary key	Unique id for (P.K) –Auto Incre
product_id	int	11	Foreign key	Which product user interest
user_id	int	11	Foreign key	Which user interest the product

TABLE NO: - 9

TABLE NAME: - tbl_user_registration

Field_Name	Type	Size	Constraint	Description
user_id	int	11	Primary key	Unique id for (P.K) –Auto Incre
first_name	varchar	50	Not Null	It stores users first name
middle_name	varchar	50	Not Null	It stores users middle name
last_name	varchar	50	Not Null	It stores users last name
address	varchar	200	Not Null	It stores address of users
state	varchar	20	Not Null	It stores state of users
city	varchar	20	Not Null	It stores city of users
area	varchar	20	Not Null	It stores area of users
image	varchar	200	Not Null	It stores image of users
email	varchar	100	Not Null	It contain unique email address
password	varchar	35	Not Null	It stores password of users
status	varchar	5	Not Null	It stores status of users
Mobile_no	varchar	15	Not Null	It stores mobile number of users

TABLE NO: - 10

TABLE NAME: - tbl_user_review

Field_Name	Type	Size	Constraint	Description
review_id	int	11	Primary key	Unique id for (P.K) –Auto Incre
user_id	int	11	Foreign key	User unique id
review_for_user	int	11	Foreign key	Id of user
review	varchar	200	Not Null	It stores the review of users
rating	varchar	50	Not Null	It stores rating

JUSTIFICATION NORMALIZATION

Normalization is a process of organizing the data in database to avoid data redundancy, insertion anomaly, update anomaly & deletion anomaly.

Normalization is the Decomposition of complex data Structure into "Flat" Files called "Relations

If a database design is not perfect, it may contain anomalies, which are like a bad dream for any database administrator. Managing a database with anomalies is next to impossible.

- **UPDATE ANOMALIES** :

  If data items are scattered and are not linked to each other properly, then it could lead to strange situations. For example, when we try to update one data item having i ts copies scattered over several places, a few instances get updated properly while a few others are left with old values. Such instances leave the database in an inconsistent state.

- **DELETION ANOMALIES :**

  We tried to delete a record, but parts of i t was left undeleted because of unawareness, the data is also saved somewhere else.

- **INSERT ANOMALIES :**

  We tried to insert data in a record that does not exist at all.

  Normalization is a method to remove all these anomalies and bring the database to a consistent state.

- **HERE ARE THE MOST COMMONLY USED NORMAL FORMS:**

  - **First normal form(1NF)**
  - **Second normal form(2NF)**

- **Third normal form(3NF)**
- **Boyce & Codd normal form (BCNF)**

- **FIRST NORMAL FORM (1NF) :**

The rules for the first Normal form are as follow:

- Columns with Similar Content must be Eliminated.
- A Table must be Created for each group of associated data.
- Each data record must be Identifiable by means of a Primary key.

- **SECOND NORMAL FORM (2NF):**

Rule for the Second Normal form are as follow:

- Whenever the contents of columns repeat themselves, This means that the table must be divided into several Sub Tables.
- These Table must be Linked by Foreign Keys.

- **THIRDNORMAL FORM (3NF):**

The Third Normal Form has a Single rule, It is:

- Columns that are not directly related to the Primary Key must be Eliminated.

ARCHITECTURAL DESIGN

Software Architecture refers to the high-level structures of a software system and the discipline of creating such structures and systems. Each structure comprises software elements, relations among them, and properties of both elements and relations. The architecture of a software system is a metaphor, analogous to the architecture of a building.

Software architecture is about making fundamental structural choices which are costly to change once implemented. Software architecture choices include specific structural options from possib ilities in the design of software.

- **ARCHITECTURE WITH DATA DESIGN**

An architectural design performs the following functions.

- It defines an abstraction level at which the designers can specify the functional and performance behavior of the system.
- It acts as a guideline for enhancing the system (whenever required) by describing those features of the system that can be modified easily without affecting the system integrity.
- It evaluates all top-level designs.
- It develops and documents top-level design for the external and internal interfaces.
- It develops preliminary versions of user documentation.
- It defines and documents preliminary test requirements and the schedule for software integration.
- The sources of architectural design are listed below.
- Information regarding the application domain for the software to be developed
- Using data-flow diagrams
- Availability of architectural patterns and architectural styles.

USER INTERFACE DESIGN

Depending on the Inputs of the System the Interaction between User ant the System We have Designed the Interface. We have made it Simple and Attractive which makes it user friendly.

User Interface design describe How the System Communicated and How it reliable with the User. This Design is generally developed for the better understanding of the System and for the Satisfaction for the User.

The most Important Principle of User Interface Design is “Know the User, Know the Task”.

There are mainly four basic process for User Interface Design :

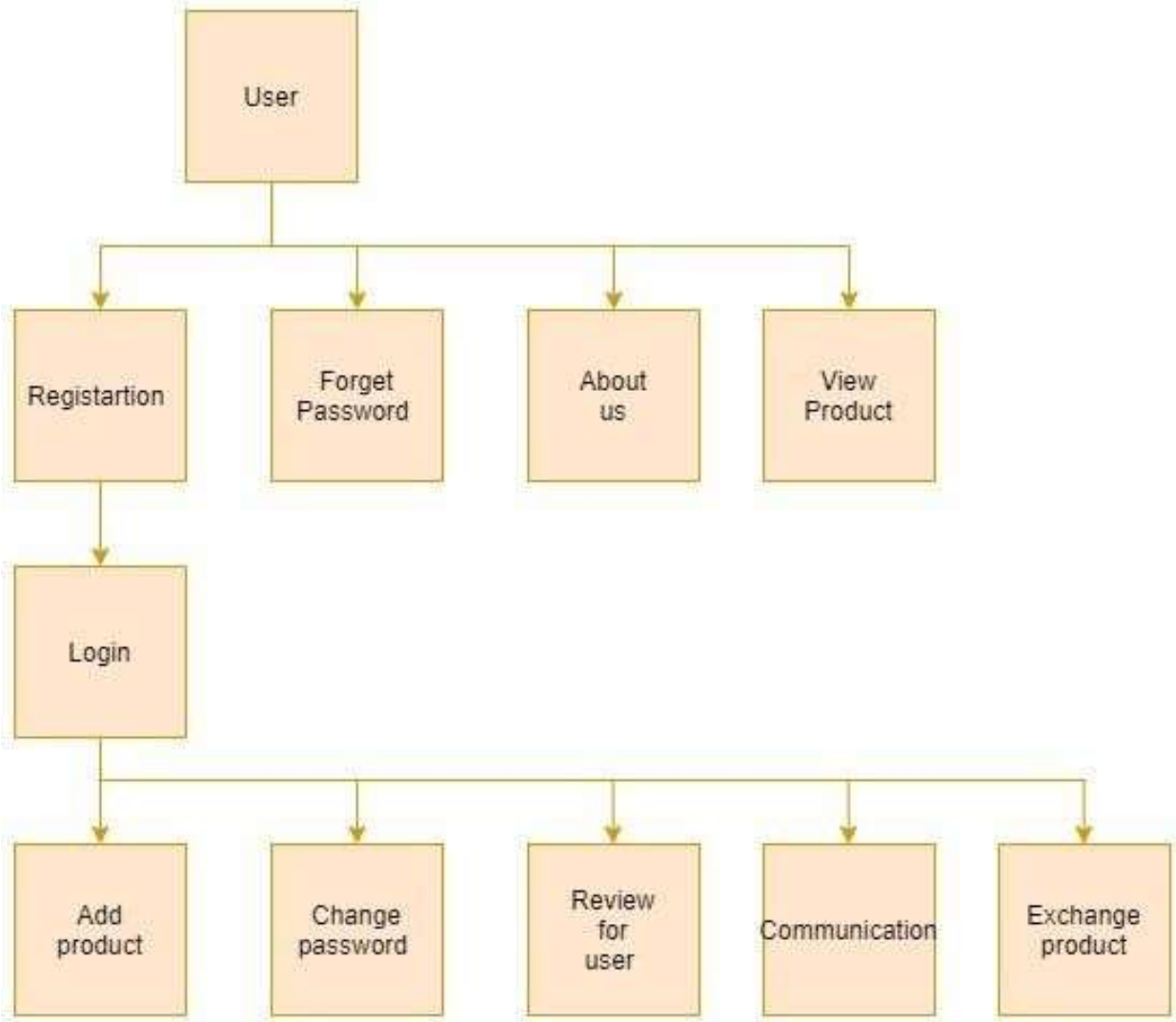
1. User task Analysis
2. Interface Design of that Analysis
3. Interface Implementation
4. Interface Validation

In our System, we follow all the above Process to Satisfy User and to Build a good Interface Design.

First, we consider GUI in the form Interaction, we put many graphics and easy Interface on the forms which is useful to build good Interface

For the Interface Design, we consider the Use Case Diagram at the Analysis Face. This Diagram gives the form Interaction and the Flow.

SYSTEM MAP


User
Registartion
Forget Password
About us
View Product
Login
Add product
Change password
Review for user
Communication
Exchange product

3.6) USER REQUIREMENT

FACT FINDING TECHNIQUES

- Here an overall idea about the search methods or fact gathering techniques which are used while gathering the information, they are:

  1. Interviewing.
  2. Record inspection
  3. Observation

- We are visited a many times at the Crishna M icro World to get information as well as the basic problems which are occurring in the current existing manual system.

1) INTERVIEWS

- Interview allows the analyst to collect or gather the information from the individual or group who are generally the current user of the existing system or potential user of the proposed system.
- They may be managers or employee of the firm itself who provide the data for the proposed system and who will be affected by it.
- As far as interview is concerned, it is a tim e consuming process.
- It is a basic source of qualitative information.
- It allows the analyst to discover areas of misunderstanding, indication of resistance to the proposed system.
- Interview could be (a) Structured

a. STRUCTURED

Here, it uses standardized questions as far as response of the questions is concerned; they are divided into two formats:

- Open response format:
- Closed response format:

These Interviews provided information such as...

- Activities involved in process of Education system.
- Limitation of existing system.
- Types and frequency of Sales.
- Problems faced by the user in the existing system.

1. RECORD INSPECTION

- It is said to better believe in records than in people.
- Thus a good analyst always gets facts from documents.
- An existing system can be better understood by examining existing documents, Forms and files.
- An Education system involves peoples and machines, data and procedure between them.
- A good documentation system provides relationships and interaction between them.
- Analyst also can know about Fashionista System structures, activities, procedures and flow of data.
- Records do not show how tasks are performed or what activities are actually occurring and where decision making power lies.
- Analyst through good analysis can get answers to questions like:

  1) Who uses the forms?

  2) Do they include all necessary information?

3) How readable and easy to follow is the records?

4) Is it ideal for analysis and inferences?

To gather details about the Fashionista many kinds of records and reports were reviewed.

- Standard operating procedure
- Reports generated by the existing system.
- Document flow (input/output) of the Fashionista.
- Process of Registries of Visitor.
- Types and format of database.

(3) OBSERVATION

- Observation can bring in missed facts, new ways to improve the existing procedures, duplicate work done inadvertently, etc.

- Observation can bring in what other fact finding methods cannot! But this task is delicate because people do not like to be observed when they work.
- It is not the quantity of t ime observed is important but the unorthodox angles of observation of the work content and methods are going to be rewarding.

- Observation gives analyst the opportunity to go behind the scenes in a Fashionista System to learn inside story to disco ver how things work in new areas of information.

OBSERVATION CAN LOOK FOR:

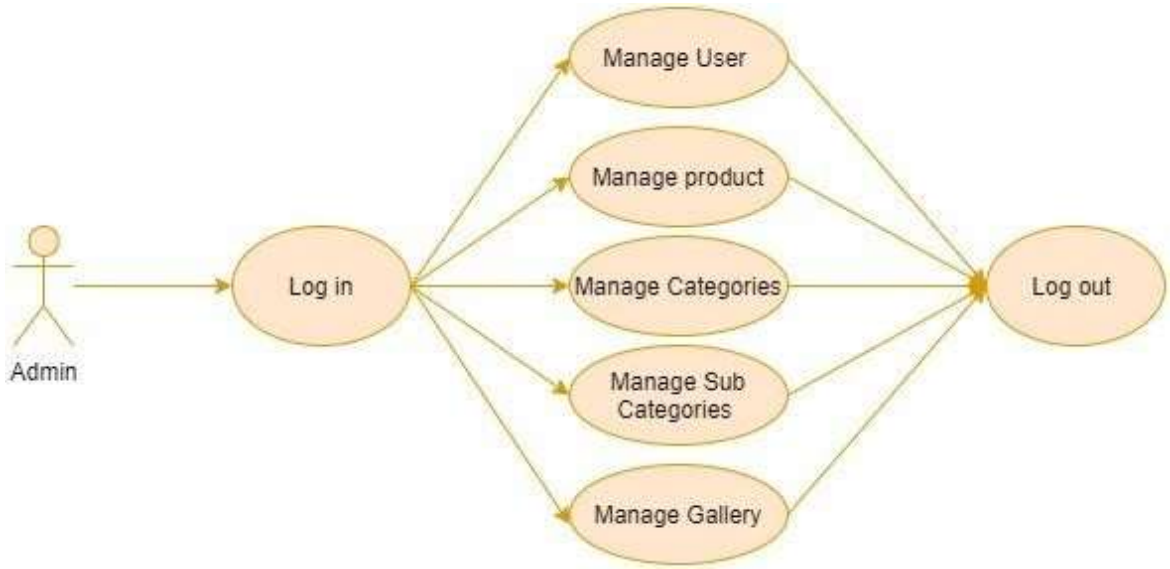
(a) Operational inefficiencies.
(b) Alternate routes and procedures.
(c) Interruptions in the normal flow of work.
(d) The usage of files and documents.
(e) Informal communication channels, etc.

On site observation provides close view of the working of the real system.

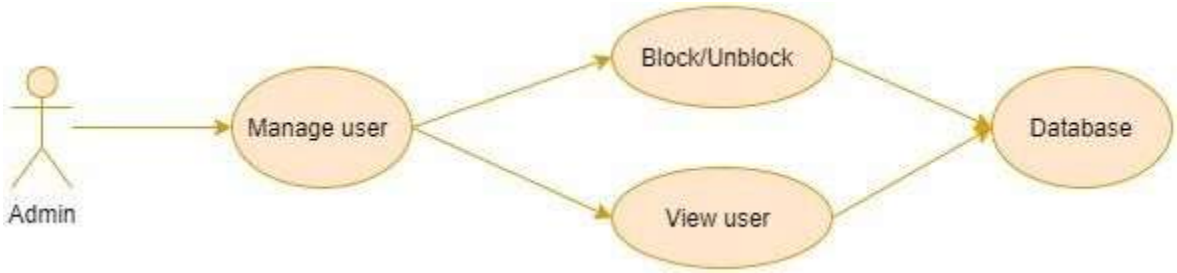
He can observe people, objects, documents and occurrences of events.

UML DIAGRAM

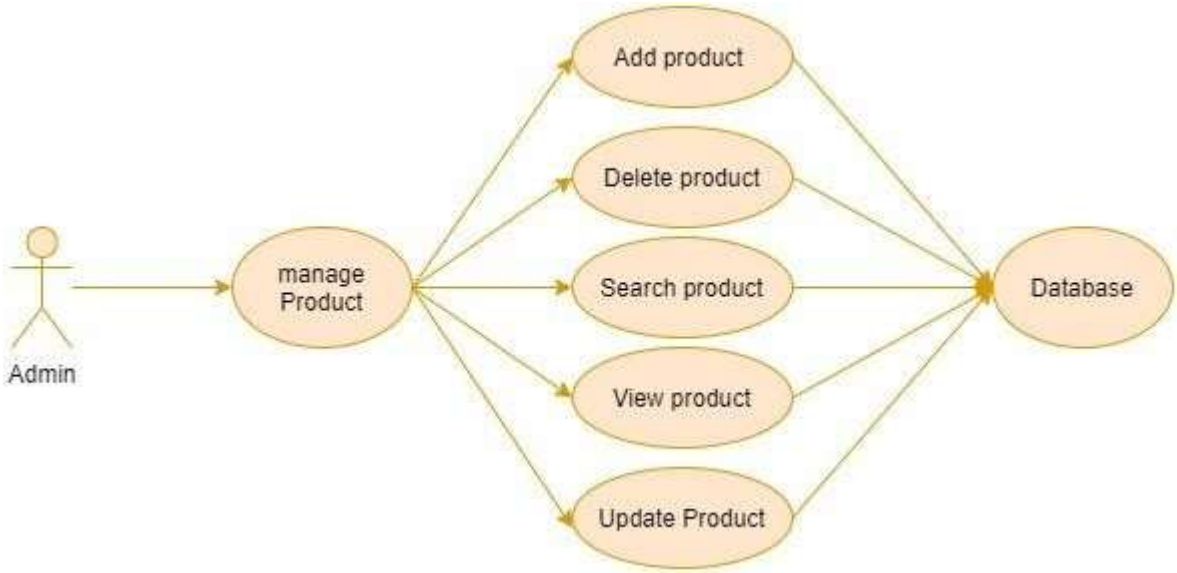
ADMIN SIDE



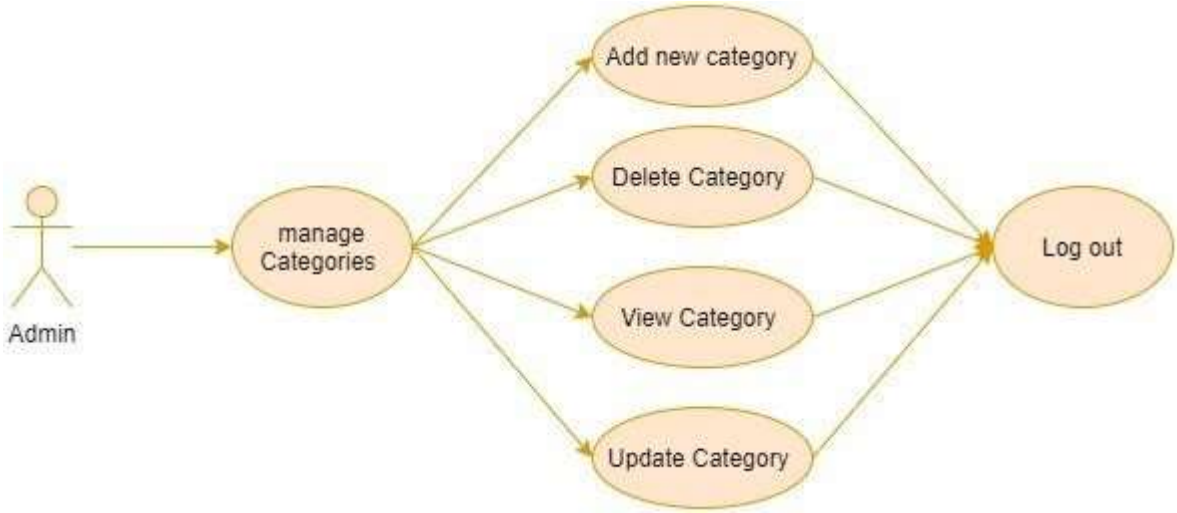
ADMIN MANAGE USER



ADMIN MANAGE PRODUCT



ADMIN MANAGE CATEGORIES



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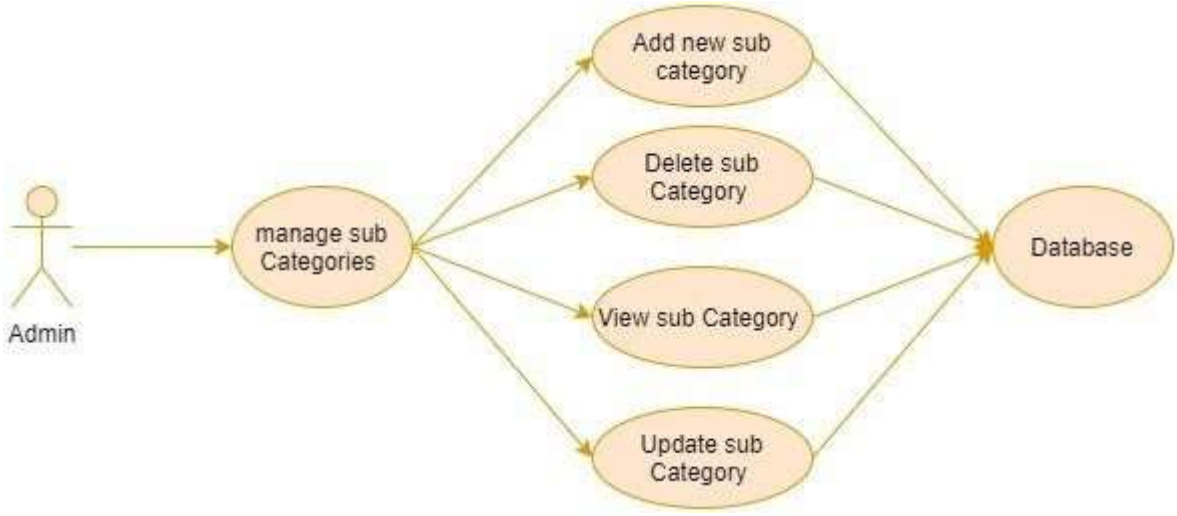
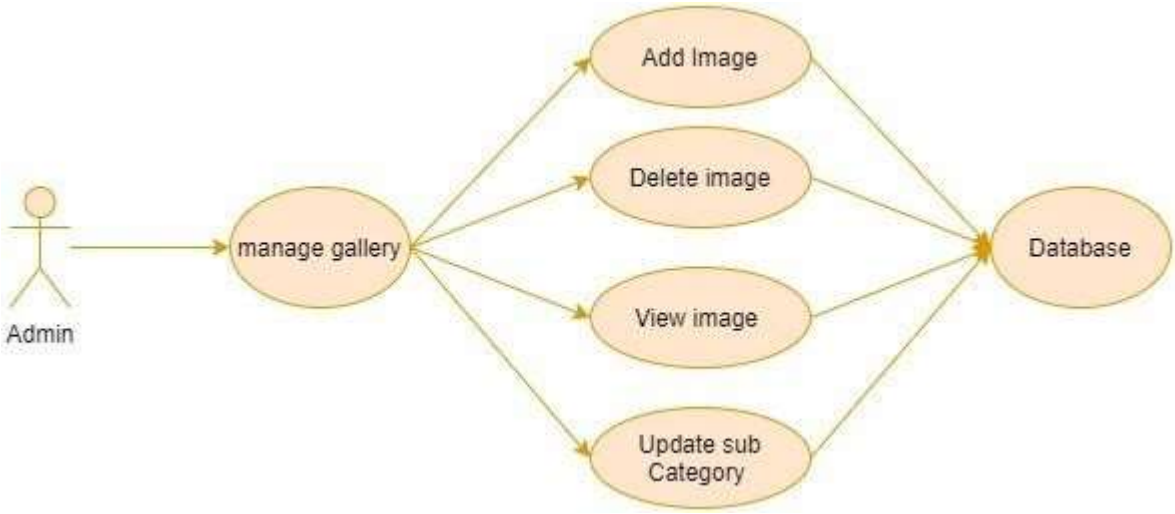
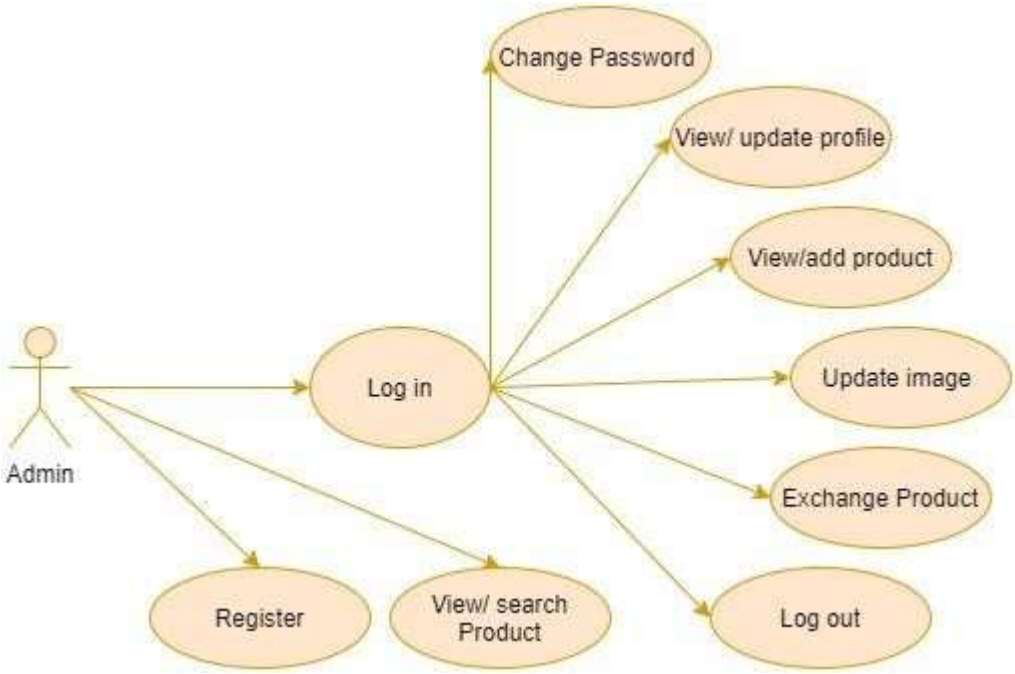


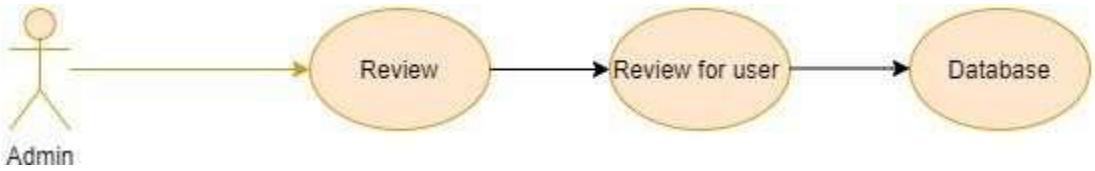
ADMIN MANAGE GALLERY



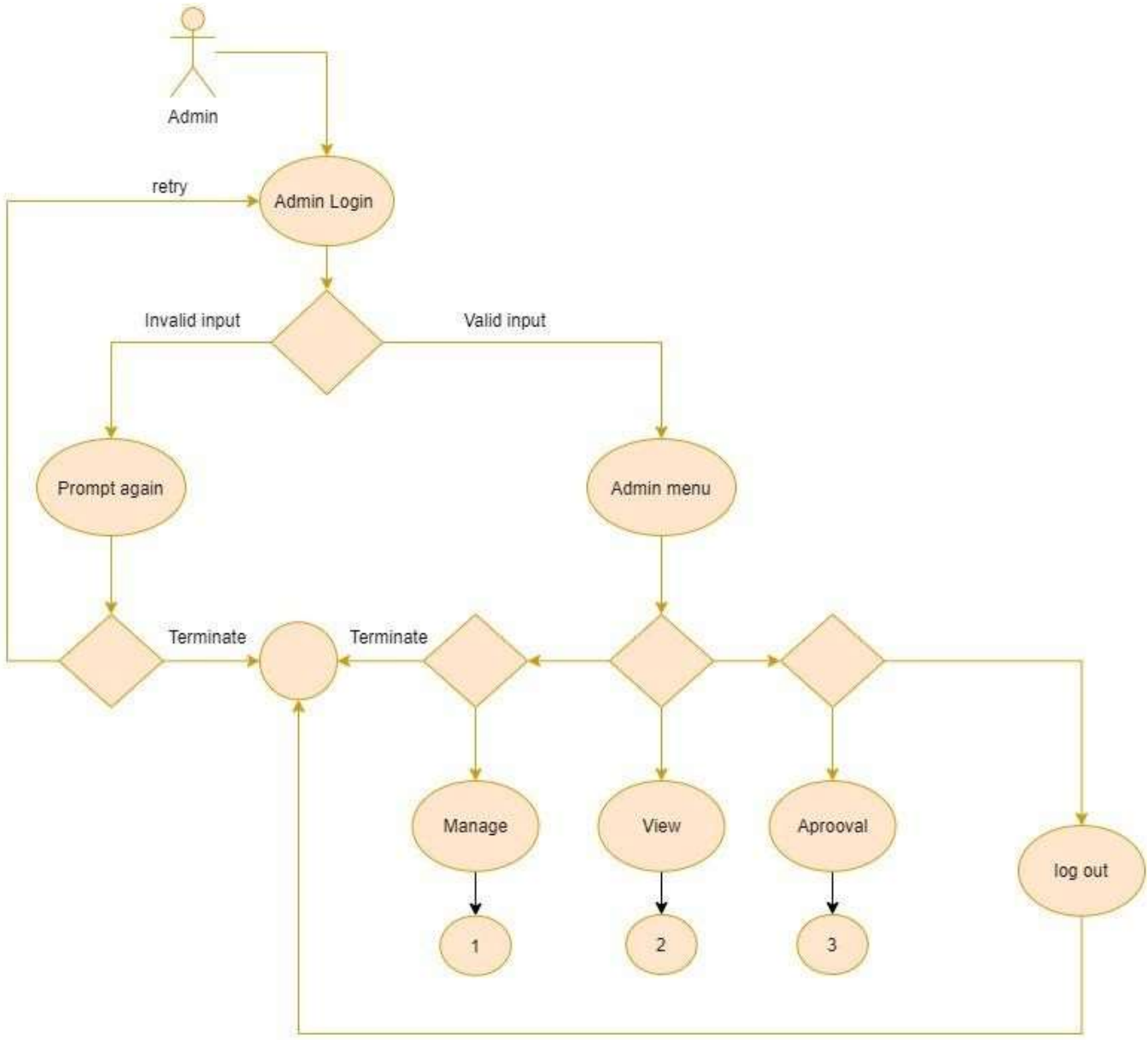
USER



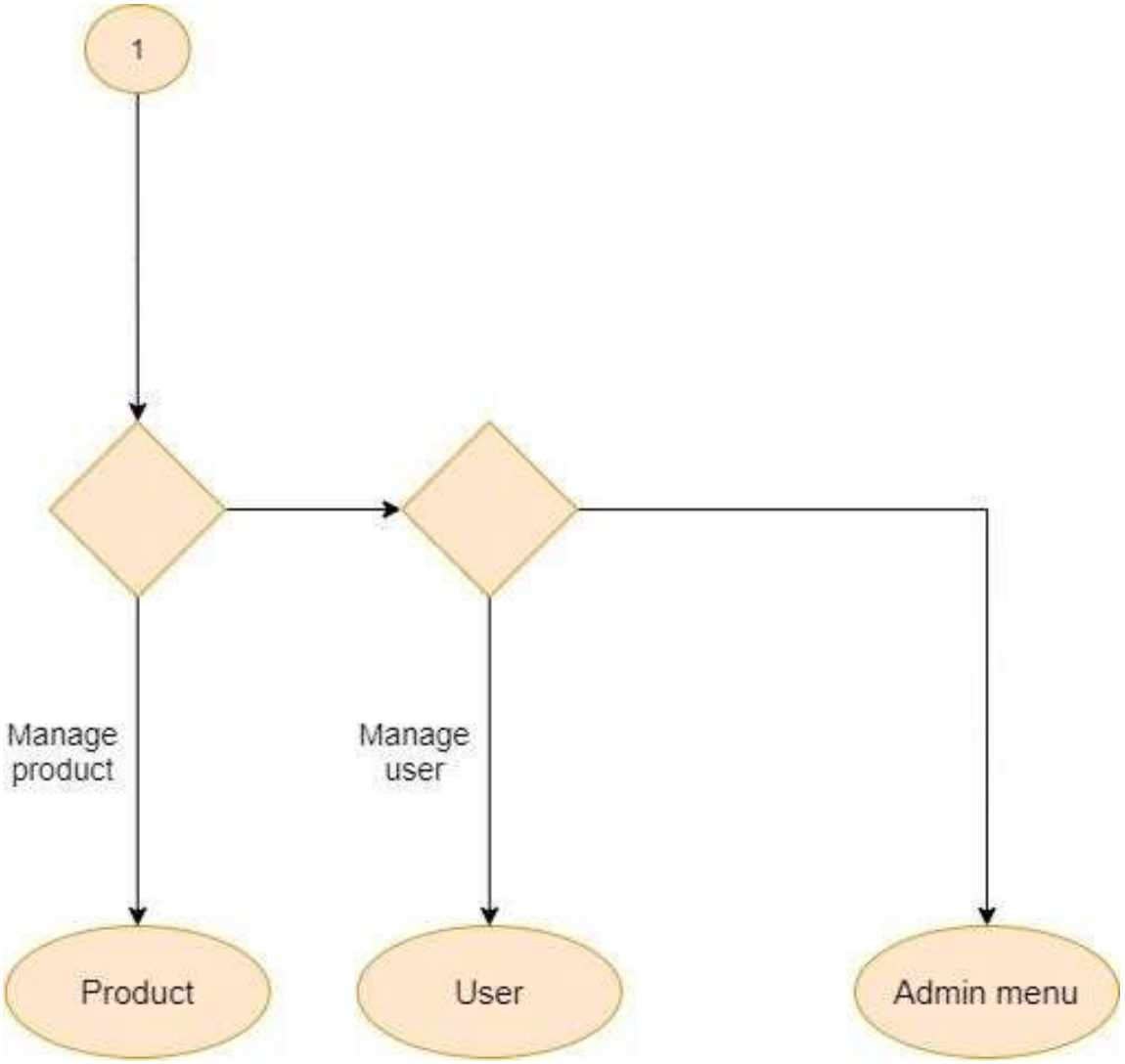
USER SIDE FEEDBACK



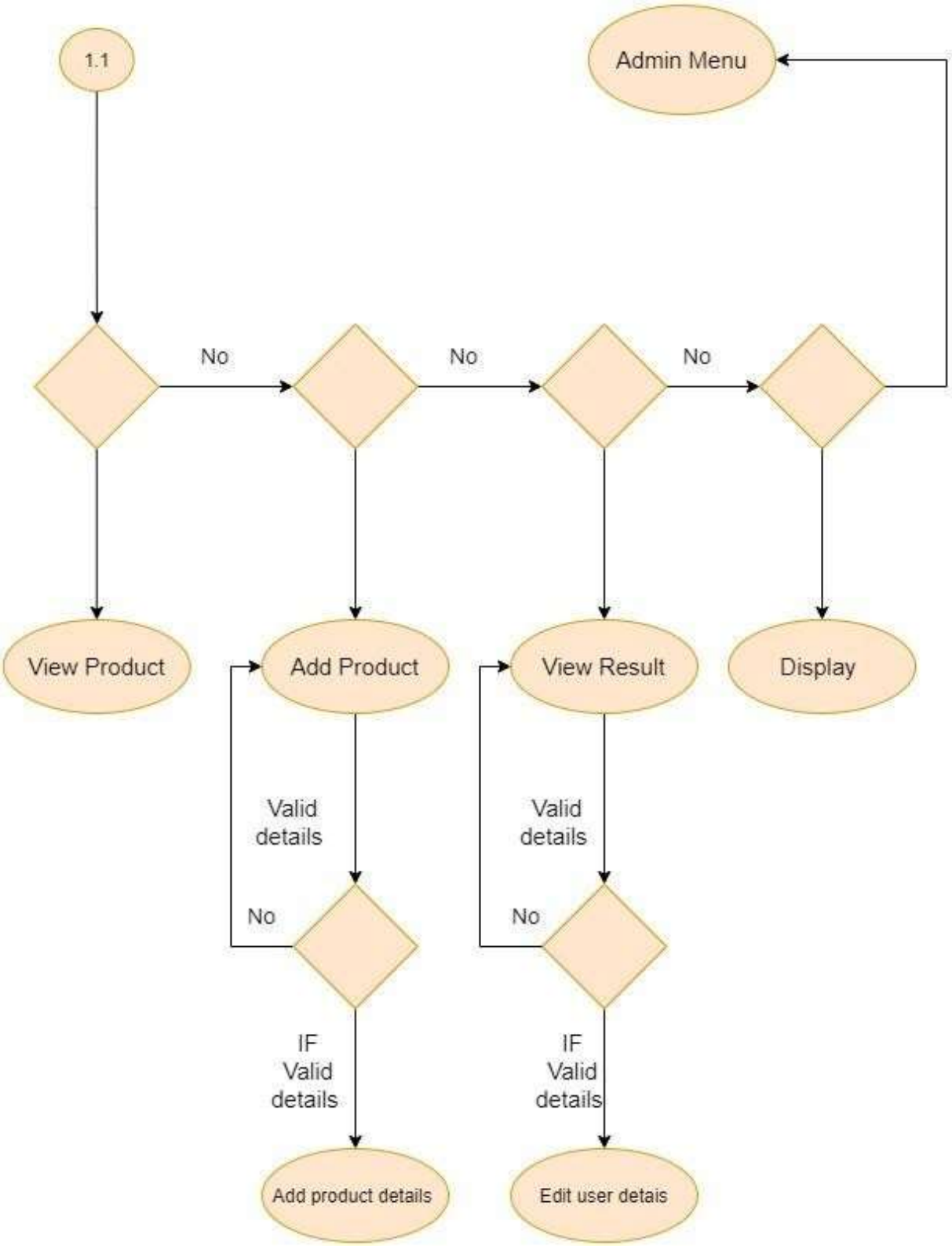
ACTIVITY DIAGRAM FOR ADMIN



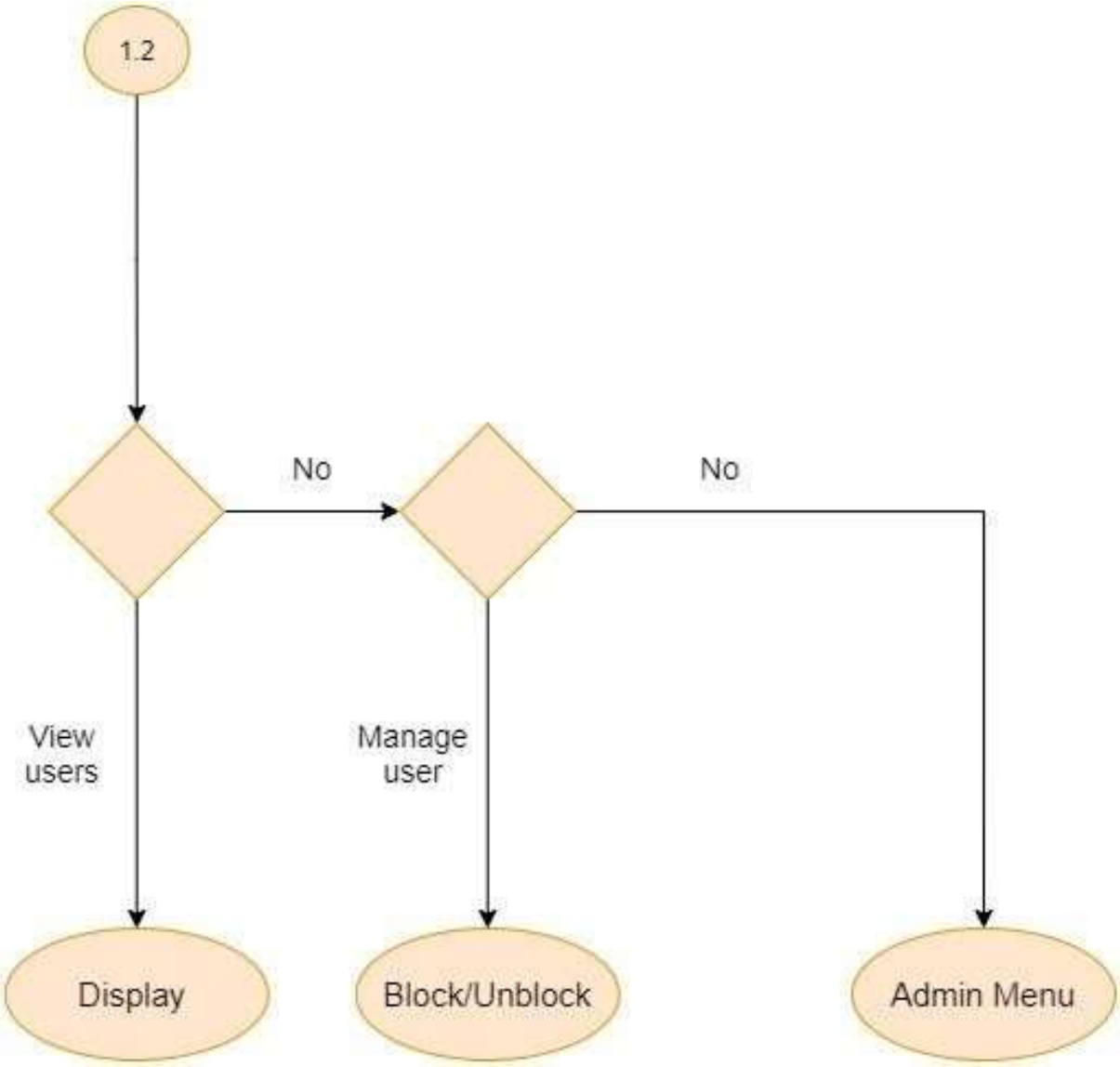
MANAGE



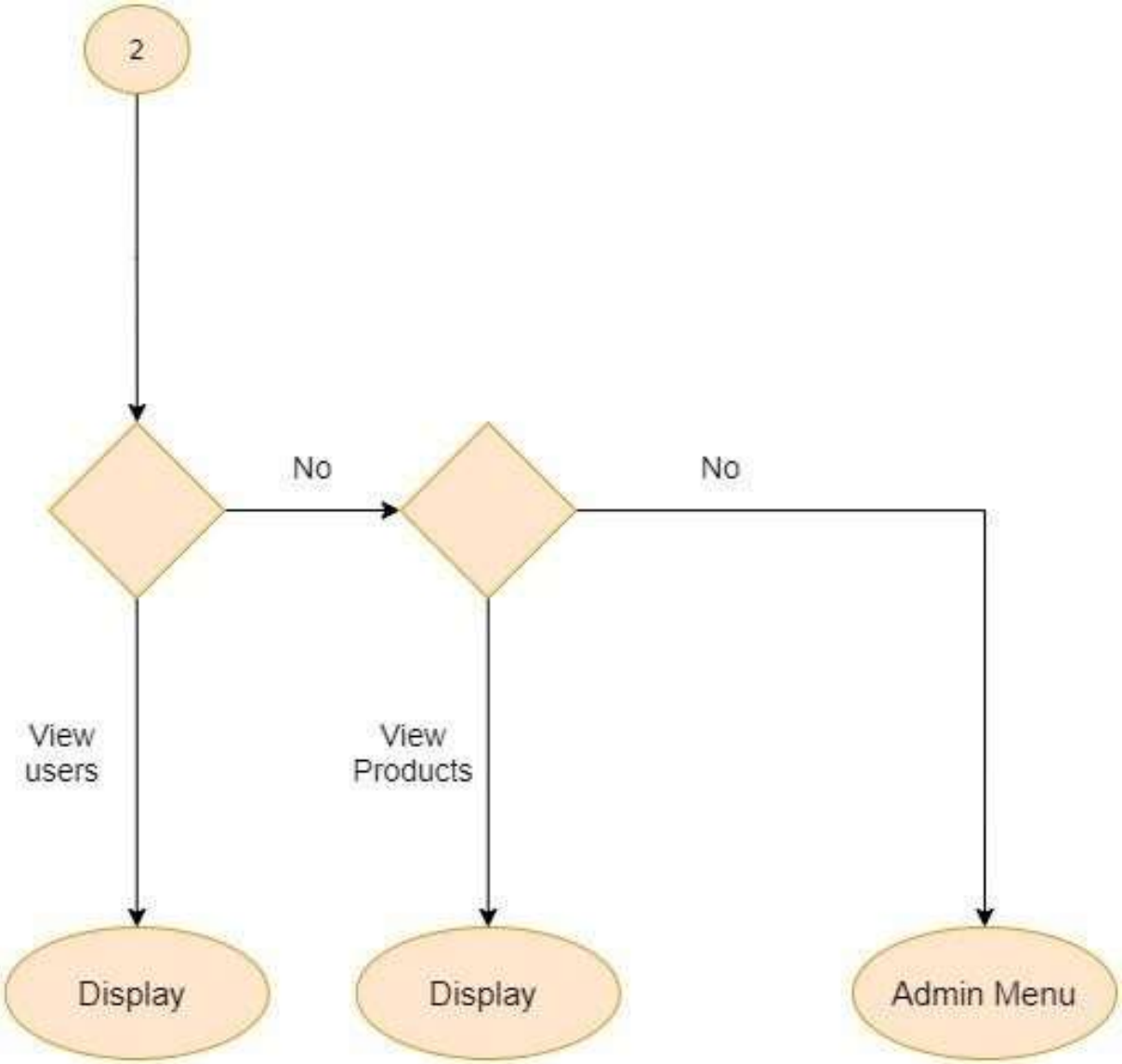
MANAGE PRODUCT



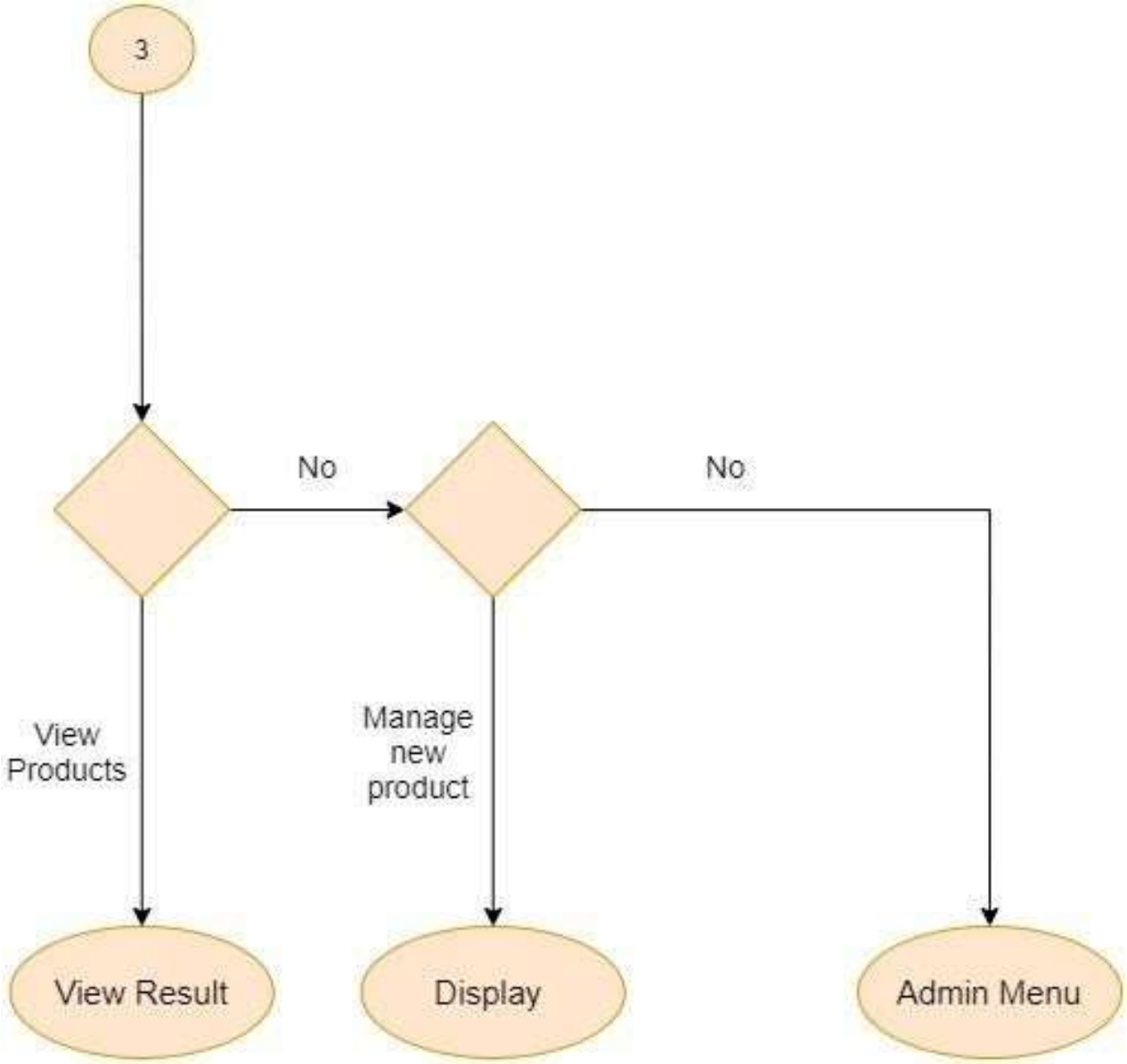
MANAGE USER


1.2
No
No
View users
Manage user
Display
Block/Unblock
Admin Menu

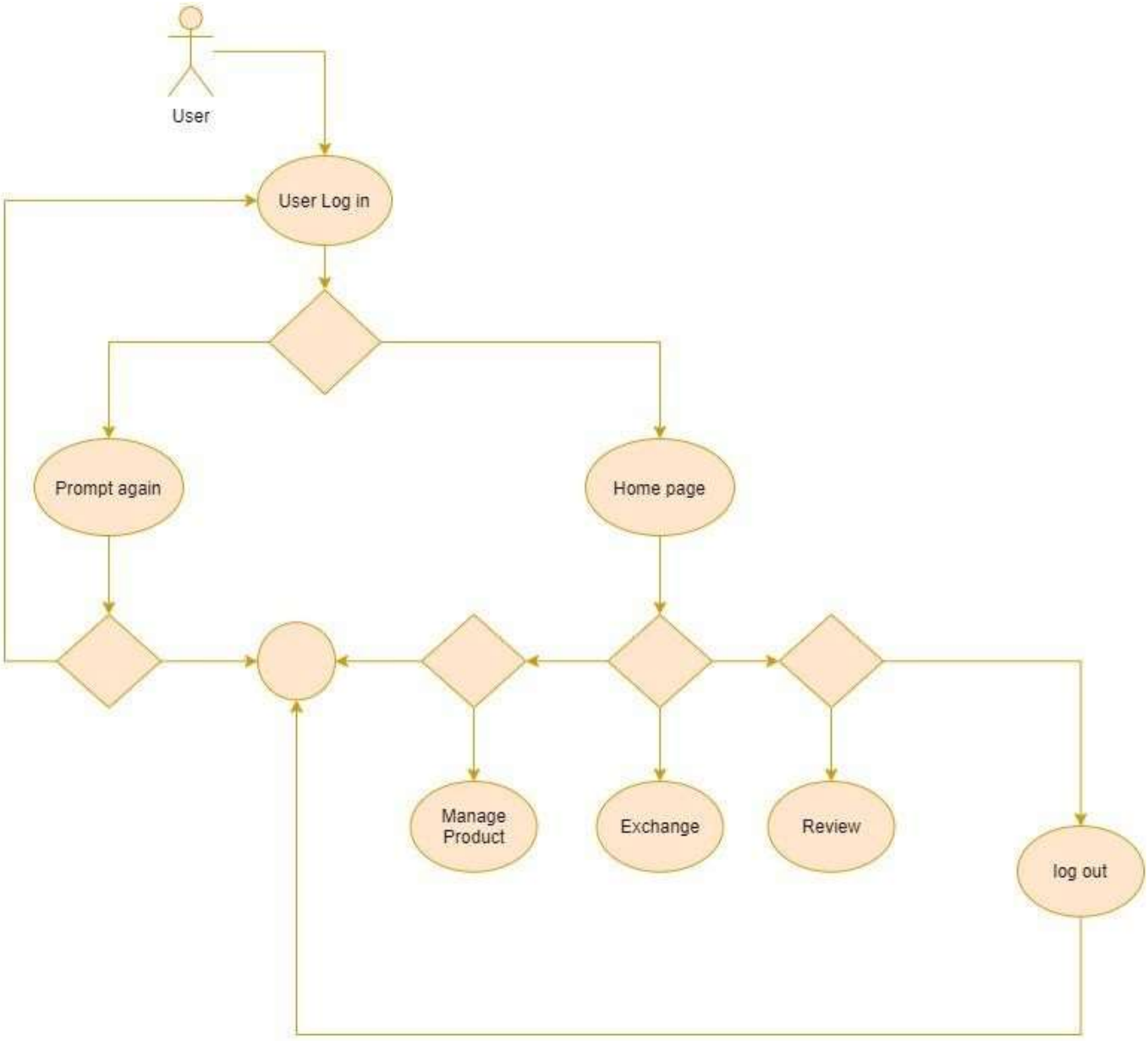
VIEW



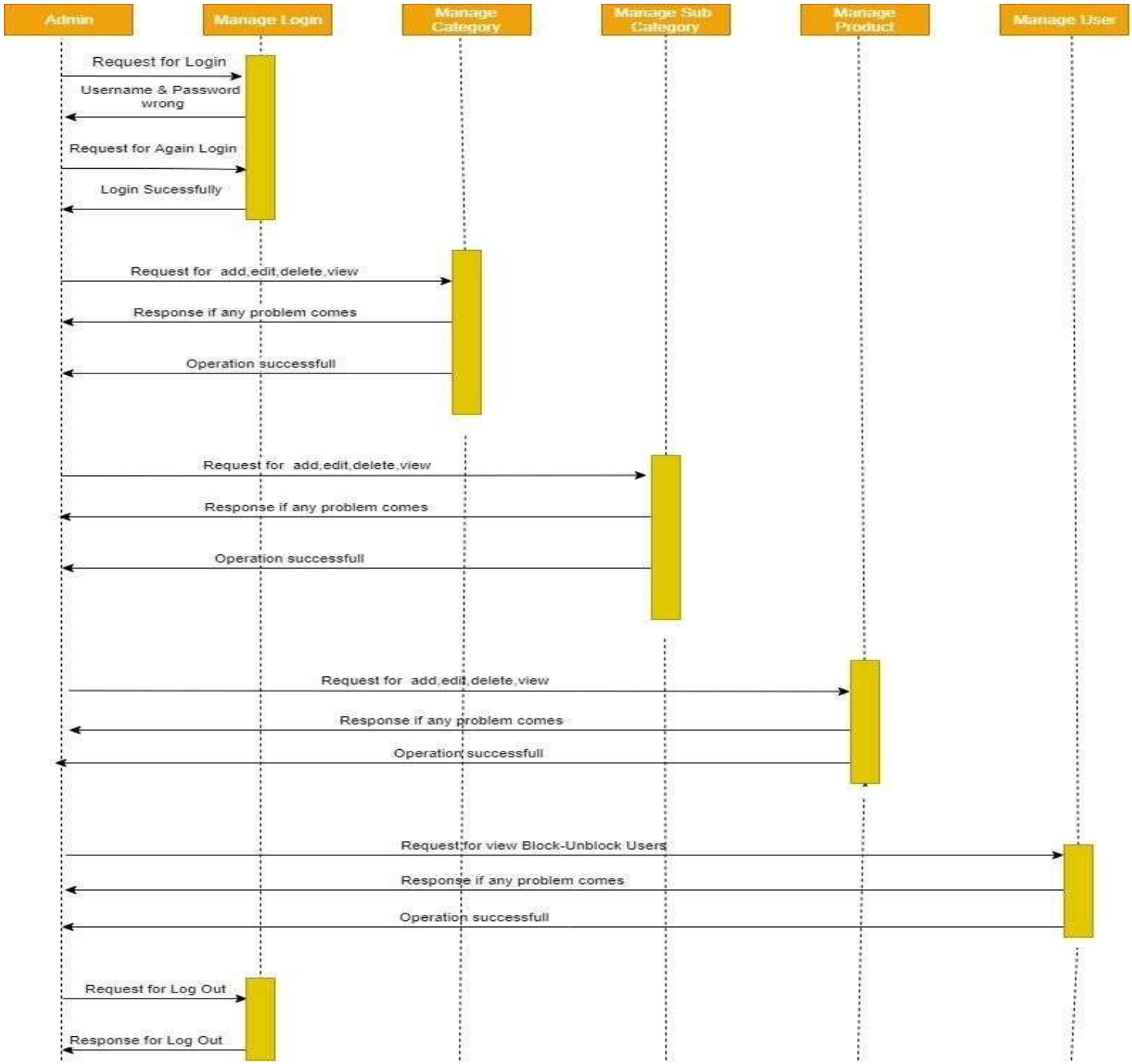
APPROVE


3
No
No
View Products
Manage new product
View Result
Display
Admin Menu

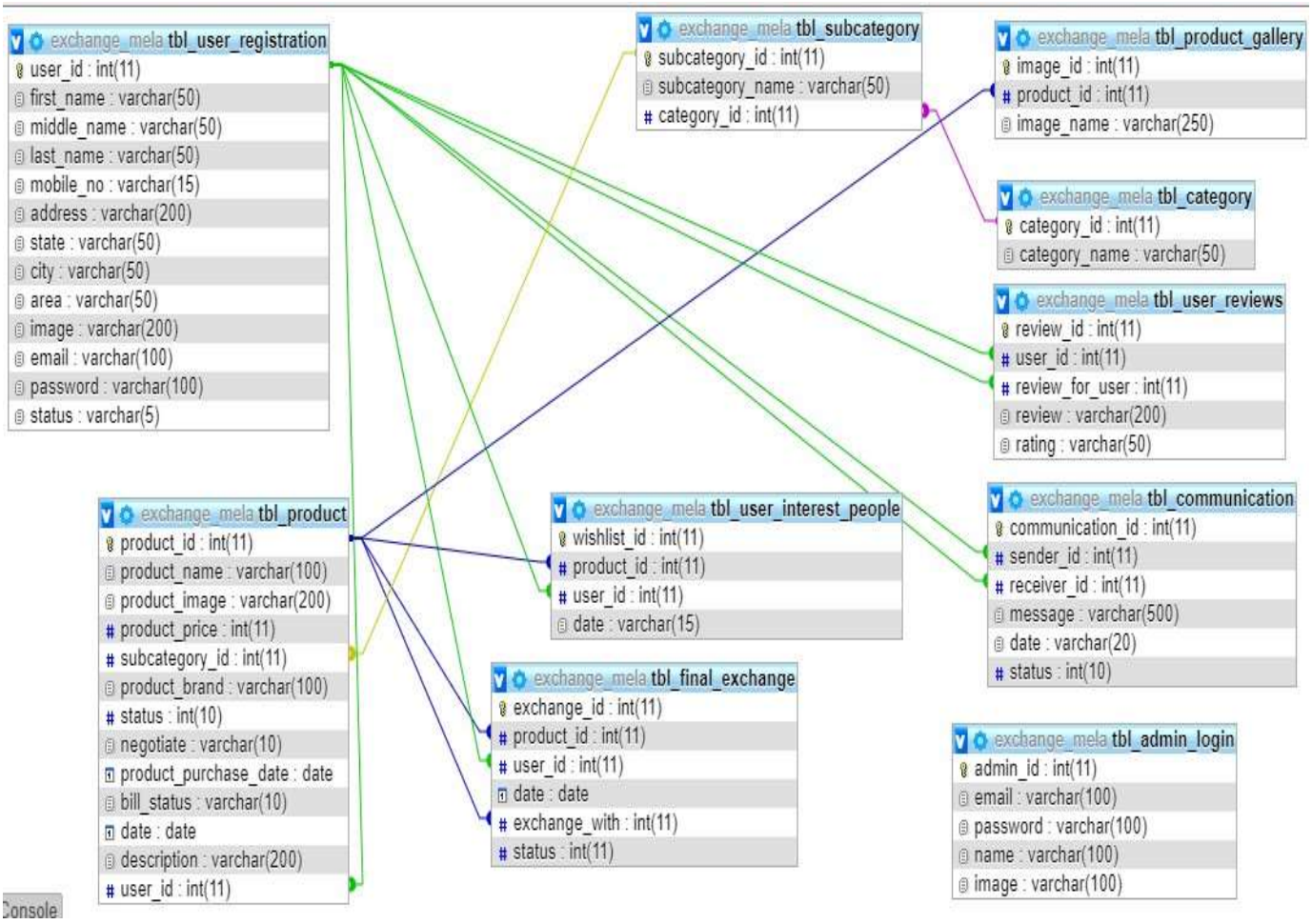
ACTIVITY DIAGRAM FOR USE



SEQUENCIAL DIAGRAM FOR ADMIN



CLASS DIAGRAM



3.7) SYSTEM PLANNING (PERT CHART) :

A PERT chart can help you plan how long projects will take, as well as identify and understand the interdependencies between tasks.

When it comes to successfully planning and managing projects, your job would be a whole lot easier if you had a crystal ball.

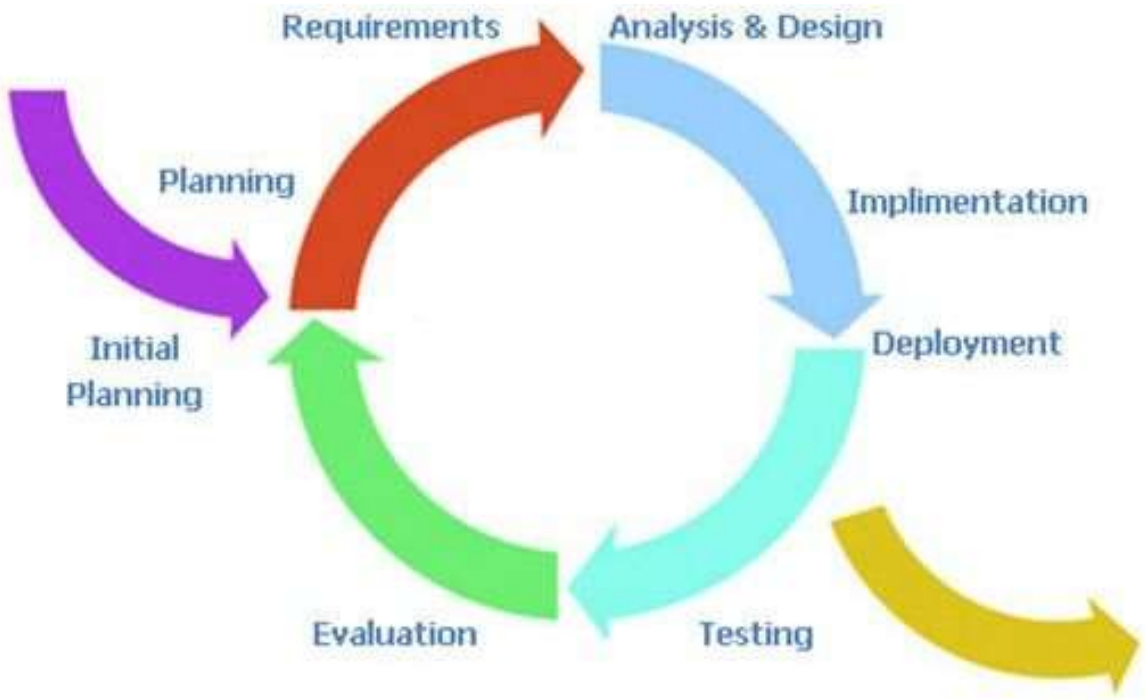
If you could just rub your hands over that glass orb and immediately understand what needs to be done, how long it will take, and how it's all connected, keeping everything on track would be way less stressful.

Here's the bad news: We don't have a crystal ball for you. But, let's follow that up with the good news: A PERT chart can help you visualize your project in a similar way—no magic required.

Intrigued? We thought so. Let's dig into everything you need to know about using a PERT chart to more efficiently and effectively plan your team's projects.

Index	Month 1				Month 2				Month 3				Month 4			
1. Information gathering & scheduling																
1.1 Meeting Conducted																
1.2 Information collecting about System																
1.3 identify needs & Project constraint																
Milestone: Information gathering completed																
2. Scope & planning																
2.1 Meeting																
2.2 Problem Specification																
2.3 Feasibility Study																
2.4 Risk Analysis																
2.5 Scheduling Chart																
Milestone: Scope & planning completed																
3. Design																
3.1 Database design																
3.2 Data Dictionary																
3.3 Data Flow Diagram																
Milestone: Design completed																
4. Coding																
4.1 Coding of Admin Module																
4.2 Coding of User Module																
4.3 Coding of Agents Module																
Milestone: coding completed																
5. Testing																
5.1 Testing All Module																
5.2 Integration Testing																
5.3 System Testing																
Milestone: coding completed																

3.8) PROCESS LOGIC OF EACH MODULE



We are using Iterative model.

In Iterative model, iterative process starts with a simple implementation of a small set of the software requirements and iteratively enhances the evolving versions until the complete system is implemented and ready to be deployed.

An i terative life cycle model does not attempt to start with a full specification of requirements. Instead, development begins by specifying and implementing just part of the software, which is then reviewed in order to identify further requirements. This p rocess is then repeated, producing a new version of the system at the end of the each iteration of the model.

Iterative process starts with a simple implementation of a subset of the system requirements and iteratively enhances the evolving versions until the full system is implemented. At each the i teration, design modifications are made and new functional capabilities are added. The basic idea behind this method is to develop a system through repeated cycles (iterative) and in smaller portions at a time (incremental).

Iterative and Incremental development is a combination of both iterative design or iterative method and incremental build model for development. "During system development, more than the one iteration of the system development cycle may be in progress at the same time." and "This process may be described as an "evolutionary acquisition" or "incremental build" approach."

In incremental model the whole requirement is divided into various builds. During the each iteration, the development modu le goes through the requirements, design, implementation and testing phases. Each subsequent release of the module adds function to the previous release. The process continues till the complete system is ready as per the requirement.

The key to successful use of an iterative software development lifecycle is rigorous validation of requirements, and verification & testing of each version of the software against those requirements within each cycle of the model. As the software evolves through successive cyc les, tests have to be repeated and extended to verify each version of the software.

METHODOLOGY ADOPTED, SYSTEM IMPLEMENTATION & DETAILS OF HARDWARE & SOFTWARE USED

- **SOFTWARE :**

  - Front End : PHP, JavaScript, CSS, JQuery, Ajax
  - Back End : MySQL Server 127.0.0.1
  - Operating System : Windows 10
  - Web Browser : Google Chrome, Mozilla Firefox

- **OTHER :**

  - XAMPP v3.2.2, Sublime Text 3, Bootstrap.

- **TOOLS USED :**

  - Language Used : PHP, Java Script

- **WHAT ISPHP ?**

  - PHP stands for **P**HP: **H**ypertext **P**reprocessor
  - PHP is a server-side scripting language, like ASP.Net orJSP
  - PHP scripts are executed on theserver.
  - PHP supports many databases (MySQL, Oracle, Sybase, PostgreSQL, Generic ODBC,etc.).
  - PHP is open sourcesoftware.
  - PHP is free to download anduse.

- **WHAT IS A PHP FILE?**

  - PHP files can contain text, HTML tags andscripts
  - PHP files are returned to the browser as plainHTML
  - PHP files have a file extension of ".php", ".php3", or".phtml"

- **WHYPHP?**

  - PHP runs on different platforms (Windows, Linux, UNIX,etc.)
  - PHP is compatible with almost all servers used today (Apache, IIS, etc.)
  - PHP is FREE to download from the official PHP resource:- www.php.net
  - PHP is easy to learn and runs efficiently on the serverside

- **WHAT IS JQUERY?**

jQuery is great library for developing Ajax based application. jQuery is great library for the JavaScript programmers, which simplifies the development of web 2.0 applications. You can use jQuery to develop cool web 2.0 applications. jQuery helps the programmers to keep code simple and concise. The j Query l ibrary is designed to keep the things very simple and reusable.

jQuery library simplifies the process of traversal of HTML DOM tree. You can use j Query to handle events, perform animation, and add the Ajax support into your web applications with ease.

- **WHY JQUERY?**

You can use simple javascript to perform all the functions that jquery provides. Then why jquery? The jquery library is providing many easy to use functions and methods to make rich applications. T hese functions are very easy to learn and even a designer can learn it fast. Due to these features jquery is very popular and in high demand among the

developers. You can use jquery in all the web based applications irrespective of thetechnology.

Jquery is java script and can be used with jsp, servest, asp, php, cgi and almost all the web programming languages. The jquery code is very simple and easy to learn.

- **FEATURES OF JQUERY**

  - DOM element selectionsfunctions
  - DOM traversal andmodification
  - Events
  - CSS manipulation
  - Effects and animation
  - Ajax

- **WHAT ISCSS?**

  - CSS stands for **C**ascading **S**tyle **S**heets
  - CSS defines how HTML elements are to bedisplayed
  - Styles were added to HTML 4.0 to solve aproblem
  - CSS saves a lot ofwork
  - External Style Sheets are stored in CSSfiles

- **CSS SOLVED A BIGPROBLEM**

HTML was NEVER intended to contain tags for formatting a document.

HTML was intended to define the content of a document, like:

<h1>This is a heading</h1>

This is a paragraph.

When tags like <font>, and color attributes were added to the HTML 3.2 specification, it started a nightmare for web developers. Development of large web sites, where fonts and color information were added to every single page, became a long and expensive process.

To solve this problem, the World Wide Web Consortium (W3C) created CSS.

In HTML 4.0, all formatting could (and should!) be removed from the HTML document, and stored in a separate CSS file.

- **CSS SAVES A LOT OFWORK!**

The style definitions are normally saved in external .css files.

With an external style sheet file, you can change the look of an entire Web site by changing just one file!

- **WHAT IS MYSQL?**

MySQL is a relational database management system (RDBMS) which has more than 11 million installations. The program runs as a server providing multi-user access to a number of databases.

- **WHY MYSQL**?

The MySQL database has become the world's most popular open source database because of its consistent fast performance, high reliability and ease of use. It 's used on every contine nt – Yes by individual Web developers as well as many of the world's largest and fastest- growing organizations to save t ime and money powering their high-volume Web sites, business- critical systems and packaged software including industry leaders such as Y ahoo!, Google, Nokia, YouTube, and Face book.

Not only is MySQL the world's most popular open source database, i t 's also become the database of choice for a new generation of applications built on the LAMP stack (Linux, Apache, MySQL, PHP / Perl / Python.) MySQL runs on more than 20 platforms including Linux, Windows, OS/ X, HP - UX, AIX, Netware, giving you the kind of flexibility that puts you in control.

Whether you're new to database technology or an experienced developer or DBA,MySQL offers a comprehensi ve range of certified software, support, training and consulting to makeyou successful.

SYSTEM MAINTENANCE & EVALUATION

Our system is efficient but still we add another new feature in future as need arises means our system is flexible that if we needed in future we can increases or add that requirements to our system and can extend the work to our system.

This is to conclude that the project that I undertook was worked upon with a sincere effort. Most of the requirements have been fulf illed up to the mark and the requirements which have been remaining , can be completed with a short extension.

The project made here is just to ensure that this product could be valid in today real challenging world. Here all the facilities are made and tested.

Currently the system works for l imited number of administrators to work. In near future it will be extended for many types of insurance policies so that efficiency can be improved.

COST AND BENEFIT ANALYSIS

Before building a new plant or taking on a new project, prudent managers conduct a cost- benefit analysis to evaluate all the potential costs and revenues that a company might generate from the project. The outcome of the analysis will determine whether the project is financial ly feasible or if the company should pursue another project.

In many models, a cost-benefit analysis will also factor the opportunity cost into the decision-making process. Opportunity costs are alternative benefits that could have been realized when choosing one alternative over another. In other words, the opportunity cost is the forgone or missed opportunity as a result of a choice or decision. Factoring in opportunity costs allows project managers to weigh the benefits from alternative courses of actio n and not merely the current path or choice being considered in the cost-benefit analysis.

By considering all options and the potential missed opportunities, the cost-benefit analysis is more thorough and allows for better decision-making.

The Cost-Benefit Analysis Process

A cost-benefit analysis (CBA) should begin with compiling a comprehensive list of all the costs and benefits associated with the project or decision.

The costs involved in a CBA might include the following:

- Direct costs would be direct labor involved in manufacturing, inventory, raw materials, manufacturing expenses.
- Indirect costs might include electricity, overhead costs from management, rent, utilities.
- Intangible costs of a decision, such as the impact on customers, employees, or delivery times.
- Opportunity costs such as alternative investments, or buying a plant versus building one.
- Cost of potential risks such as regulatory risks, competition, and environmental impacts.

BENEFITS MIGHT INCLUDE THE FOLLOWING:

- Revenue and sales increases from increased production or new product.
- Intangible benefits, such as improved employee safety and morale, as well as customer satisfaction due to enhanced product offerings or faster delivery.
- Competitive advantage or market share gained as a result of the decision.

An analyst or project manager should apply a monetary measurement to all of the items on the cost -benefit list, taking special care not to underestimate costs or overestimate benefits. A conservative approach with a conscious effort to avoid any subjective tendencies when calculating estimates is best suited when assigning a value to both costs and benefits for a cost-benefit analysis.

Finally, the results of the aggregate costs and benefits should be compared quantitatively to determine if the benefits outweigh the costs. If so, then the rational decision is to go forward with the project. If not, the business should review the project to see if it can make adjustments to either increase benefits or decrease costs to make the proje ct viable. Otherwise, the company should likely avoid the project.

With cost- benefit analysis, there are a number of forecasts built into the process, and if any of the forecasts are inaccurate, the results may be called into question.

LIMITATIONS OF COST-BENEFIT ANALYSIS

For projects that involve small - to mid-level capital expenditures and are short to intermediate in terms of time to completion, an in -depth cost-benefit analysis may be sufficient enough to make a well -informed, rational decision. For very large projects with a long-term time horizon, a cost-benefit analysis might fail to account for important financial concerns such as inflation, interest rates, varying cash flows, and the present value of money.

Alternative capital budgeting analysis methods, including net present value (NPV), could be more appropriate for these situations. The concept of present value states that an amount of money or cash in the present day is worth more than receiving the amount in the future since today's money could be invested and earn income.

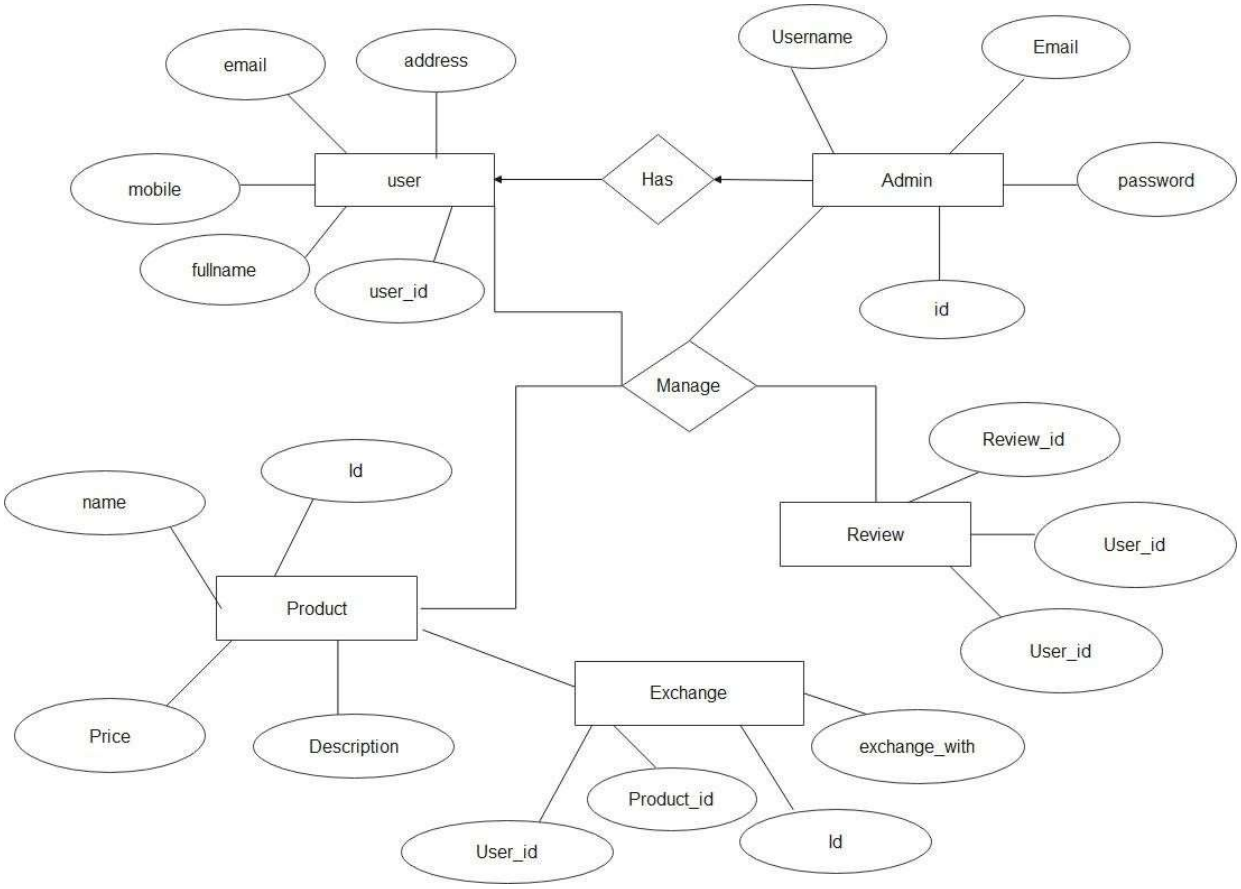
One of the benefits of using net present value for deciding on a project is that it uses an alternative rate of return that could be earned if the project had never been done. That return is discounted from the results. In other words, the project needs to earn at least more than the rate of return that could be earned elsewhere or the discount rate.

However, with any type of model used in performing a cost - benefit analysis, there are a significant amount of forecasts bu i lt into the models. The forecasts used in any CBA might include future revenue or sales, alternative rates of return, expected costs, and expected future cash flows. If one or two of the forecasts are off, the CBA results would likely be thrown into question, thus highlighting the limitations in performing a cost-benefit analysis.

DETAILED LIFE CYCLE OF THE PROJECT

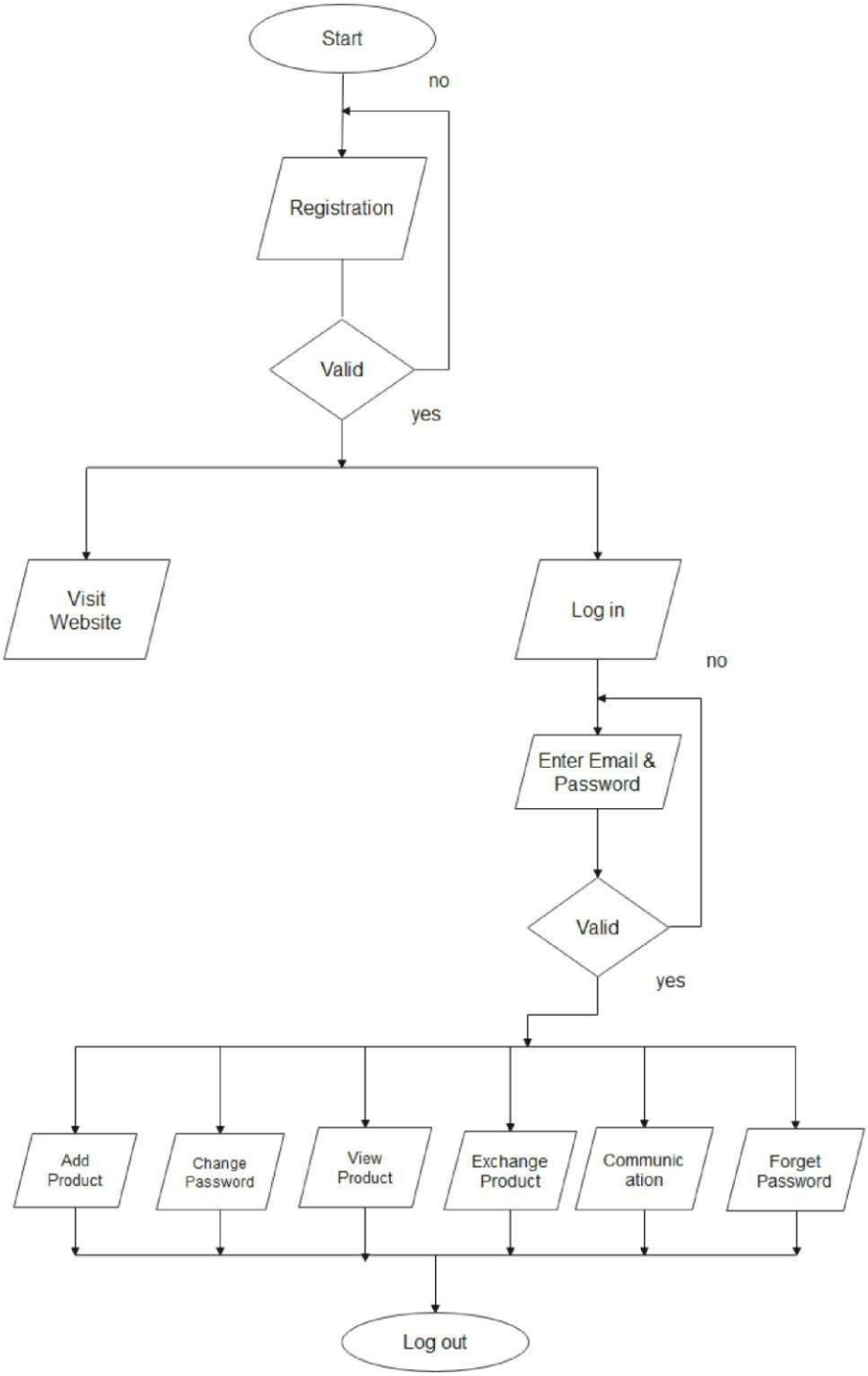
7.1) ERD, FLOW CHART

ER-DIAGRAM



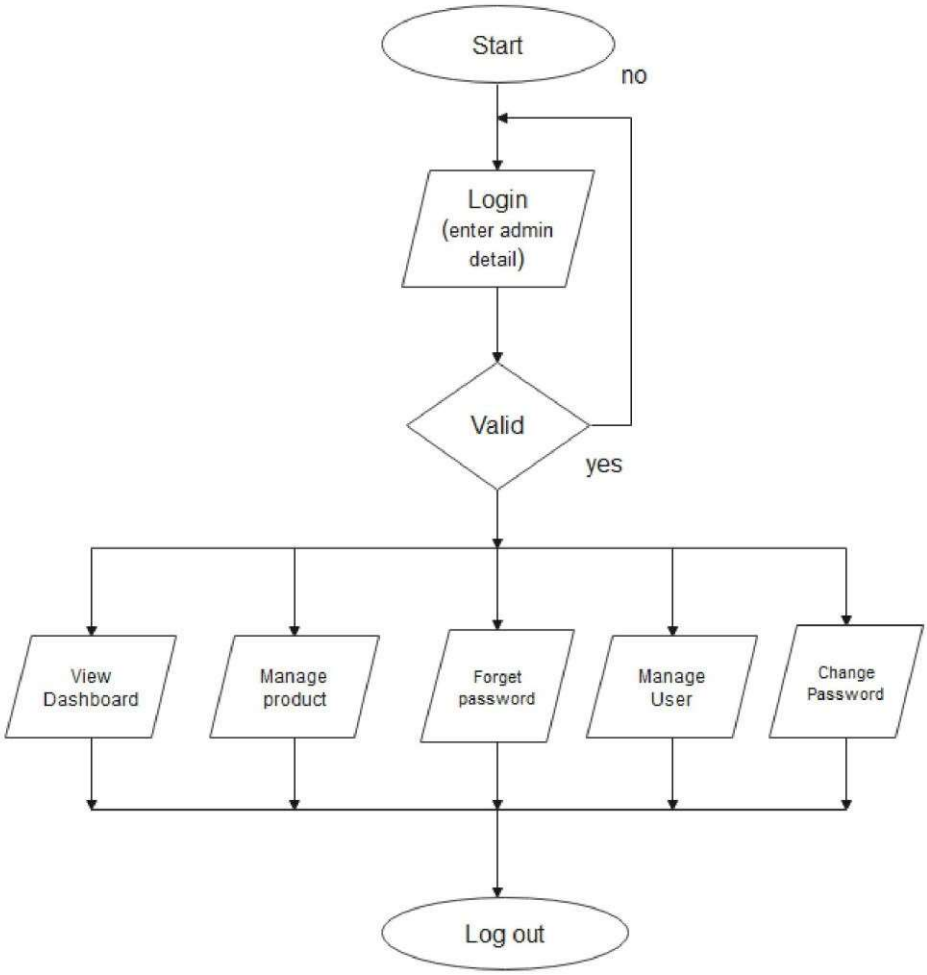
FLOWCHART

User:


Start
no
Registration
Valid
yes
Visit Website
Log in
no
Enter Email & Password
Valid
yes
Add Product
Change Password
View Product
Exchange Product
Communic ation
Forget Password
Log out

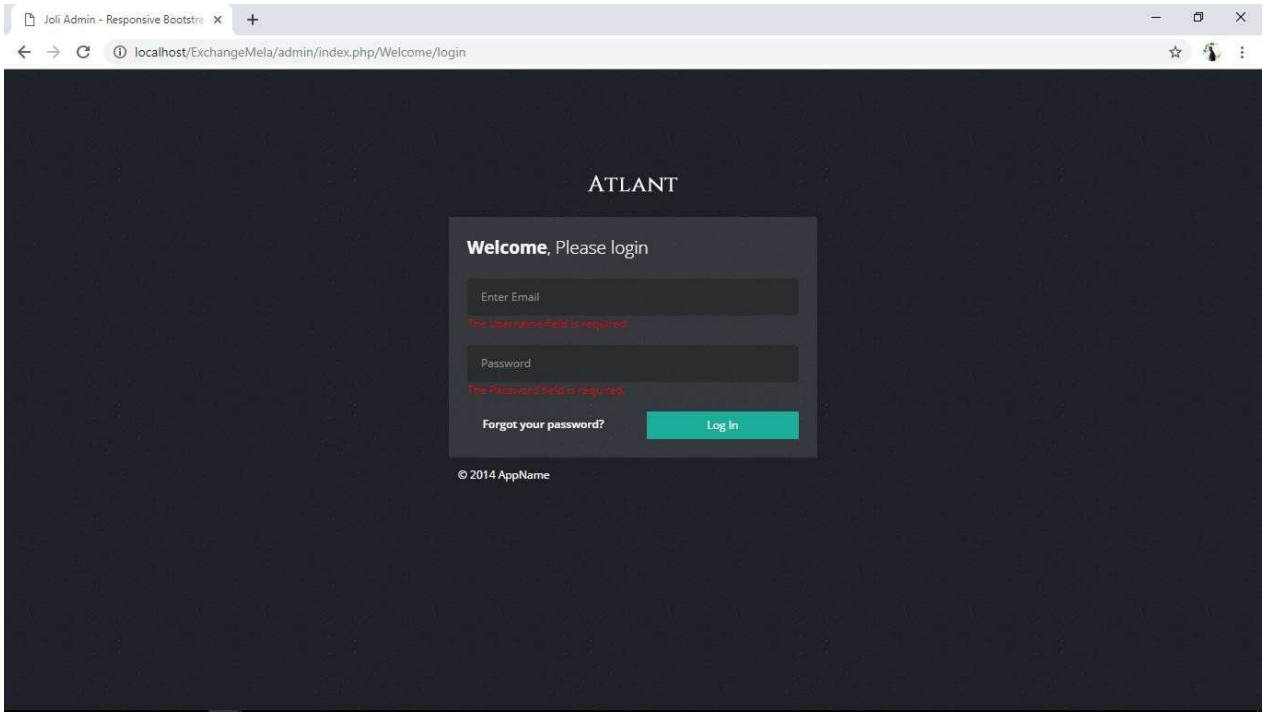
Admin:

Flow Chart

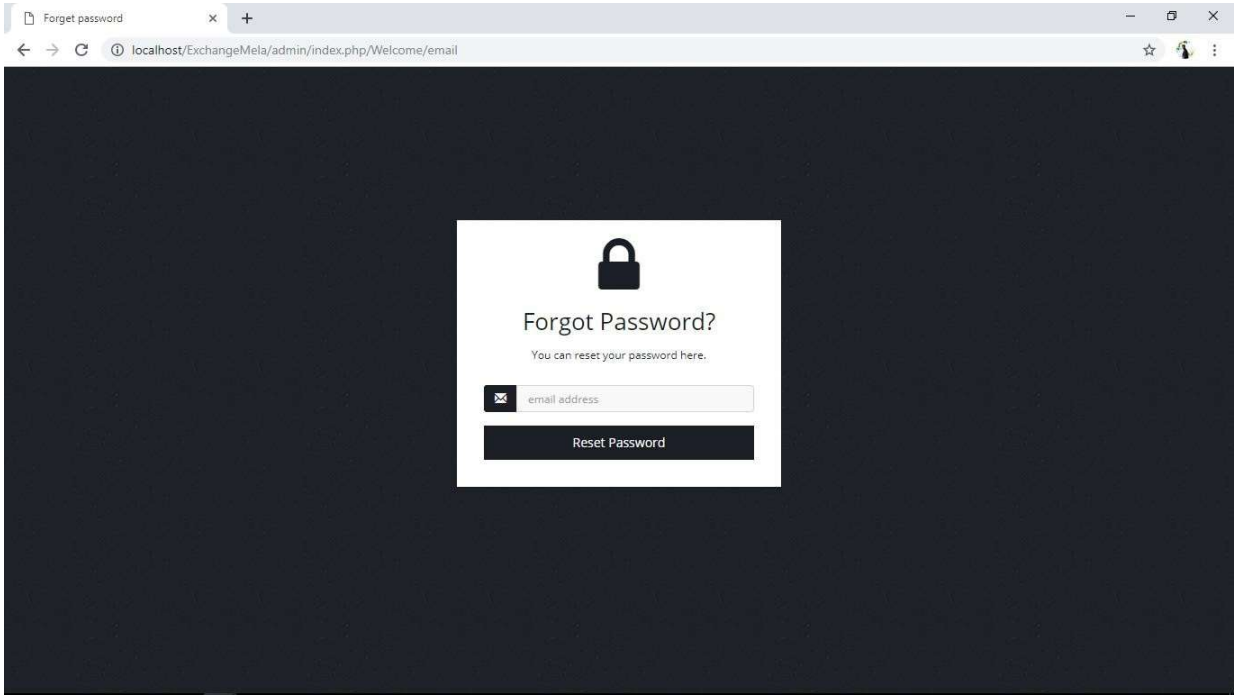

Start
no
Login
(enter admin
detail)
Valid
yes
View
Dashboard
Manage
product
Forget
password
Manage
User
Change
Password
Log out

7.2) INPUT AND OUTPUT SCREEN DESIGN

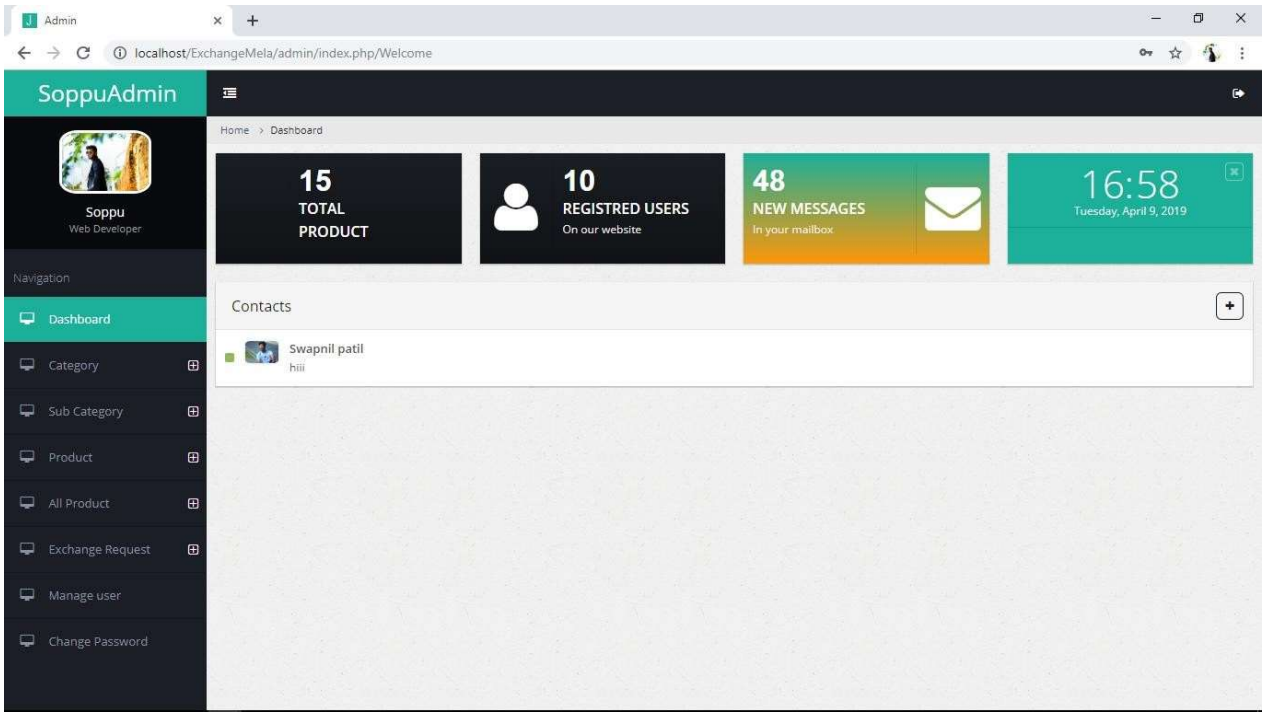
Admin login



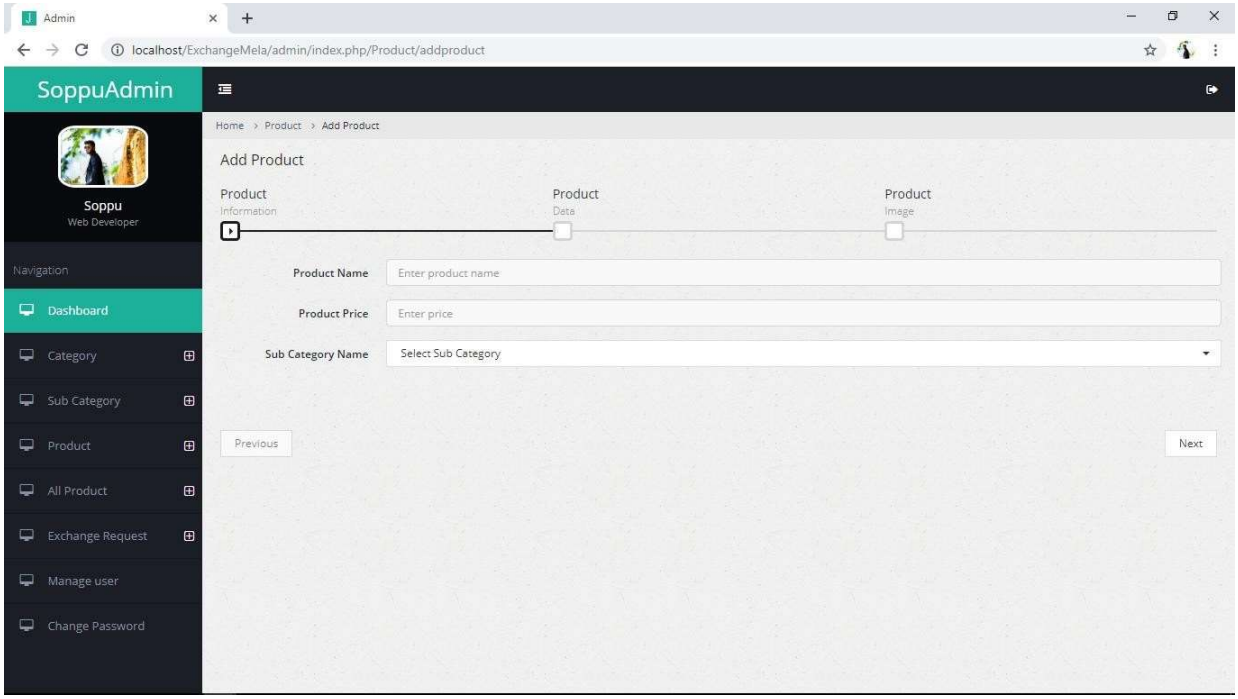
Forget password



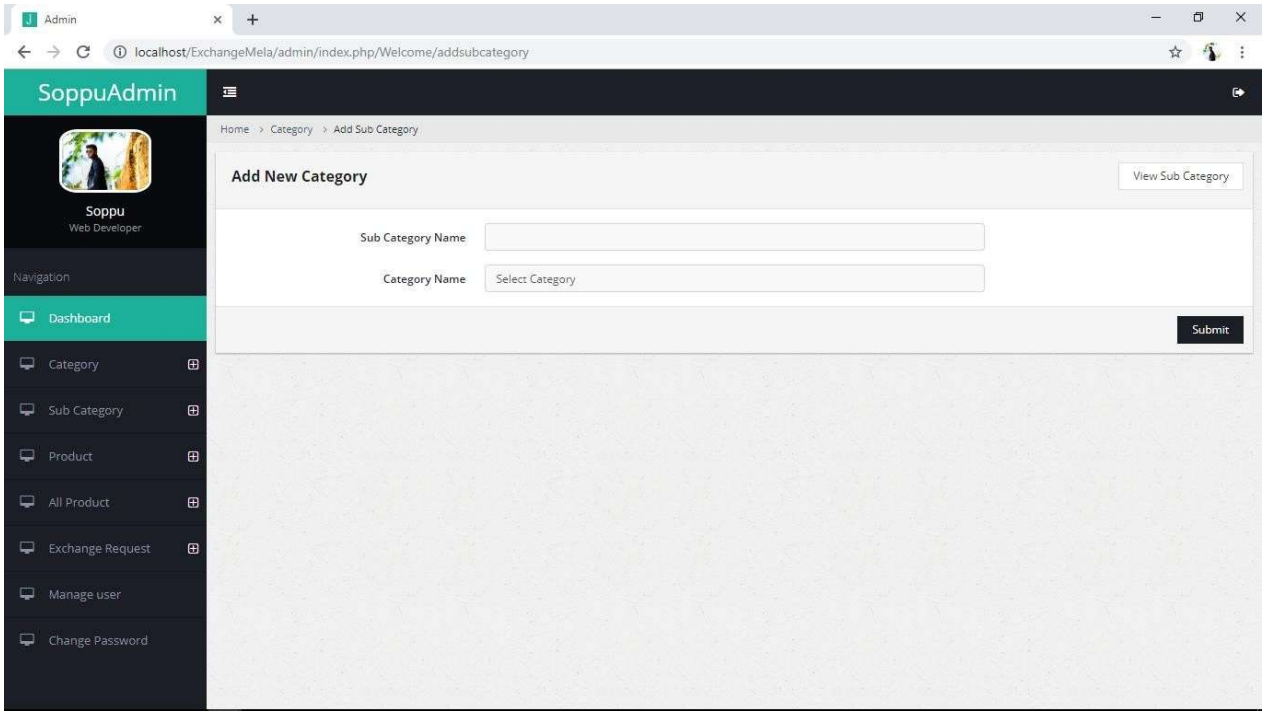
Admin Home page



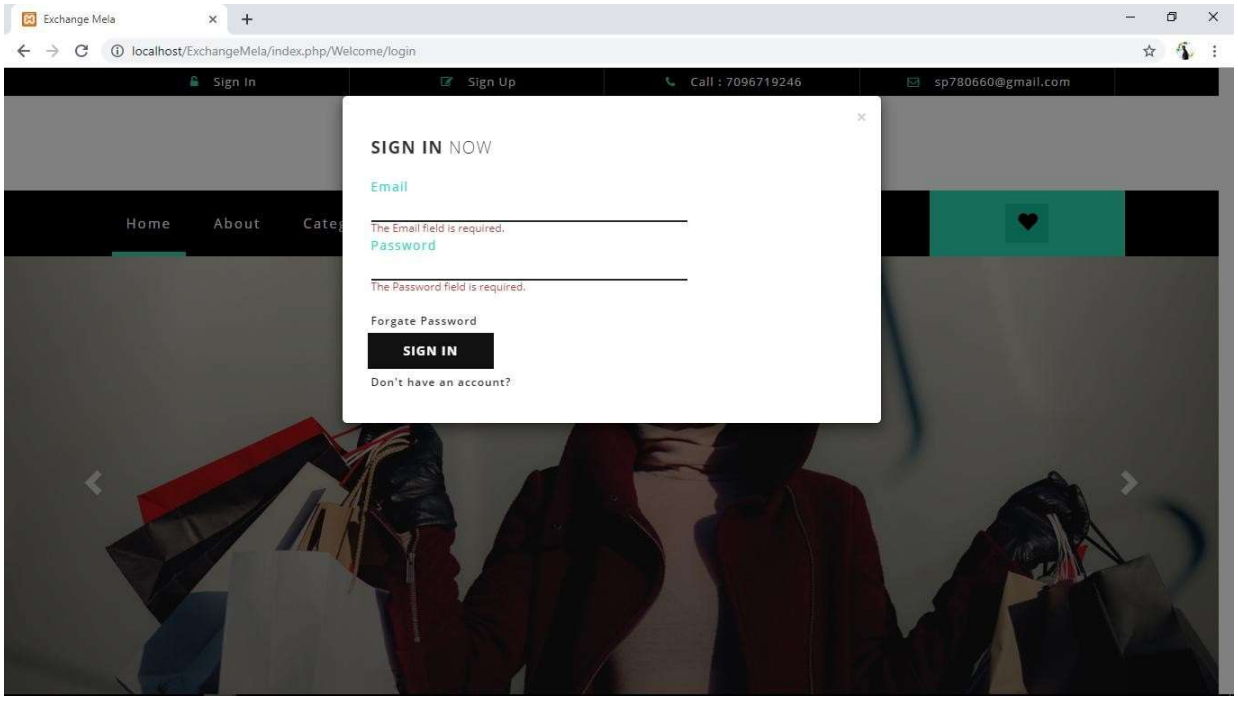
Add Product



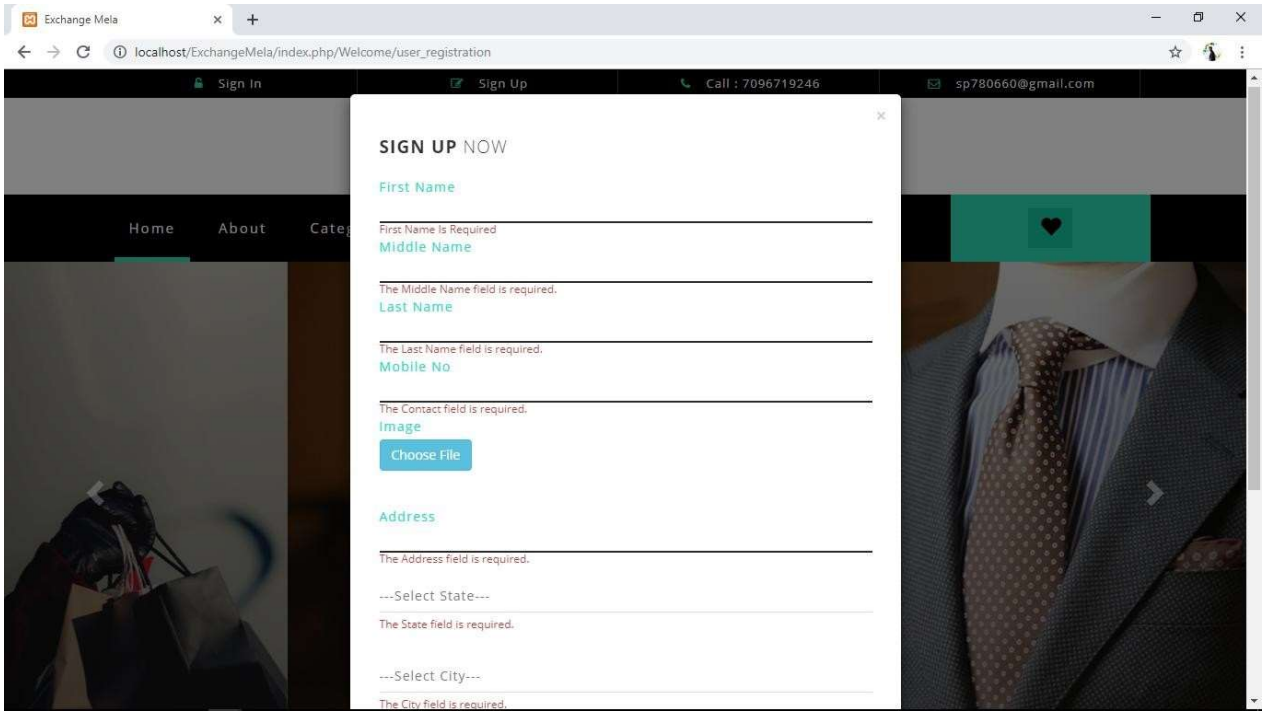
Add new category



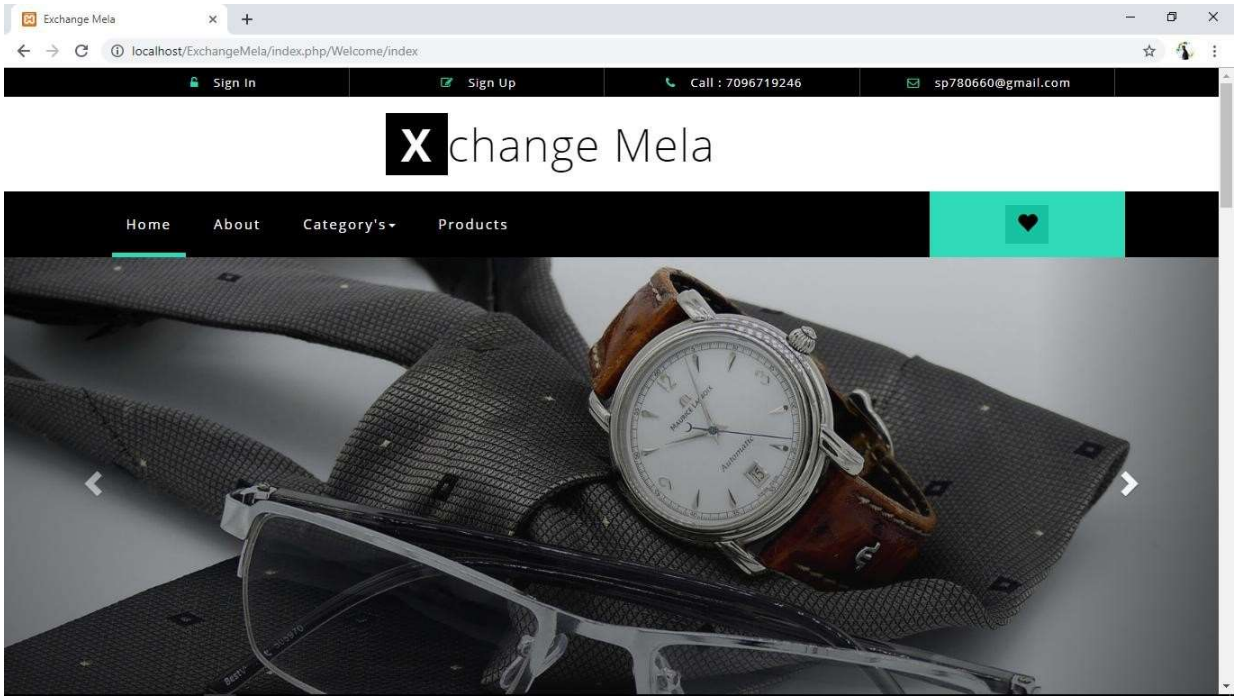
User login Validation



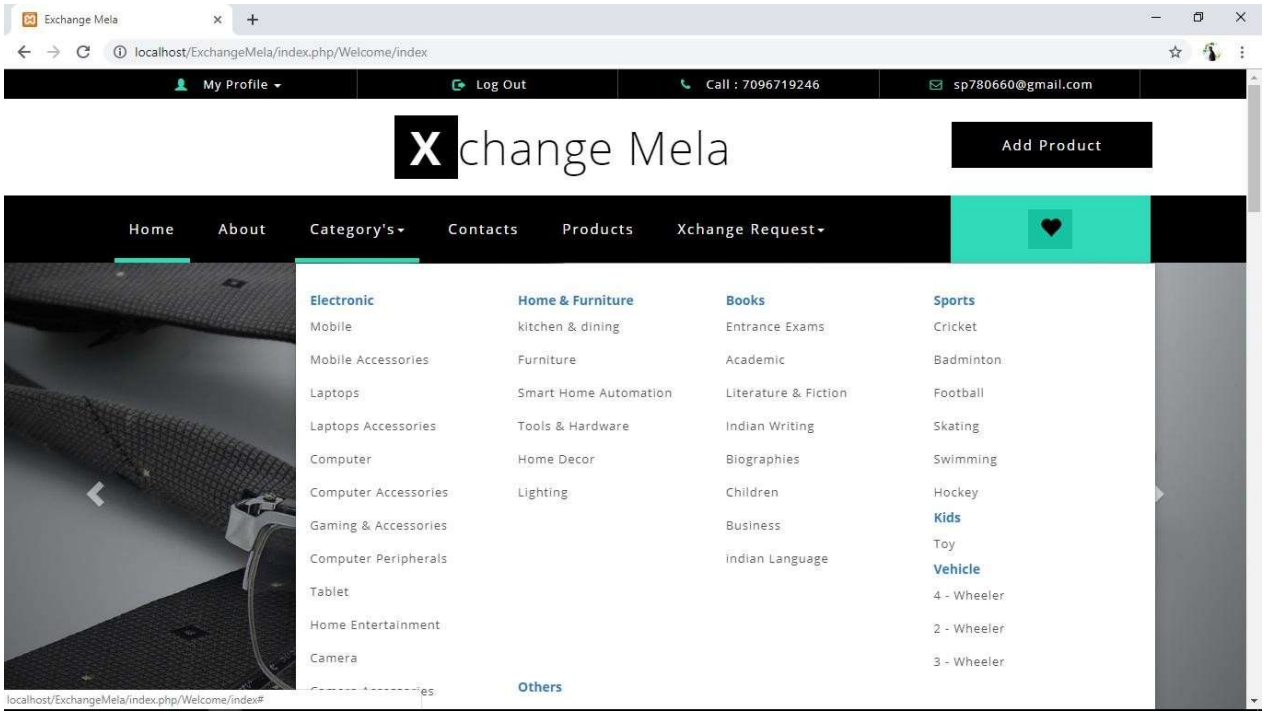
User registration validation



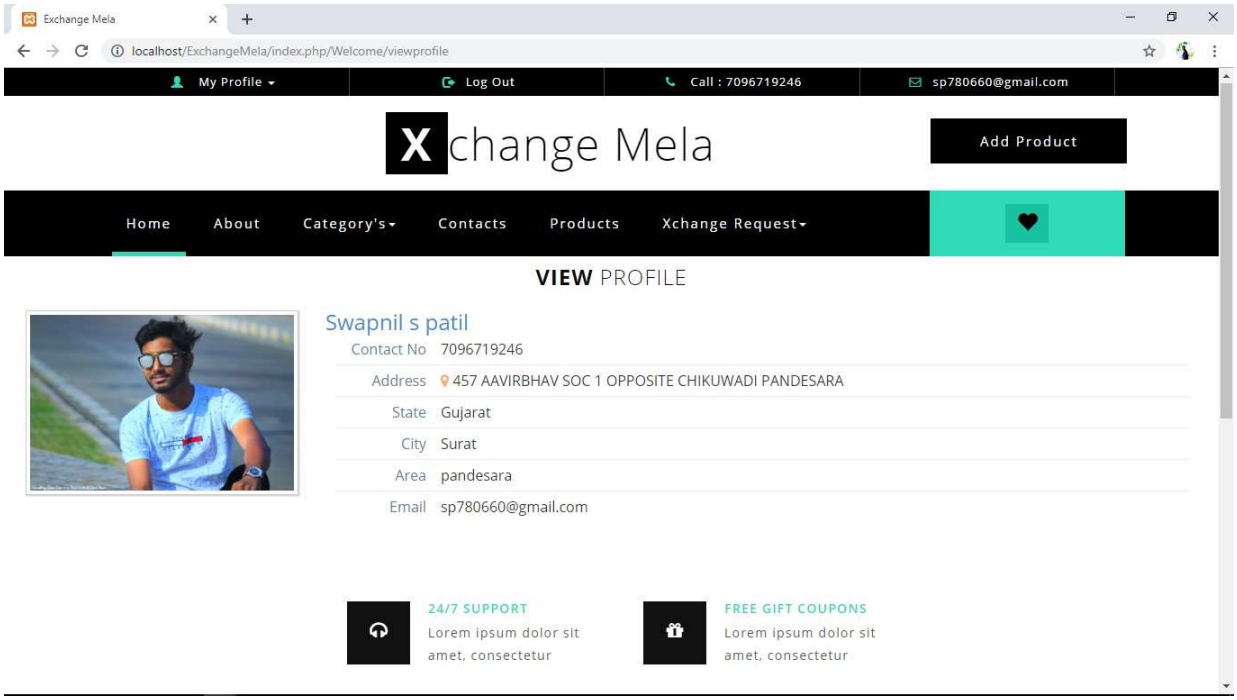
User Home page



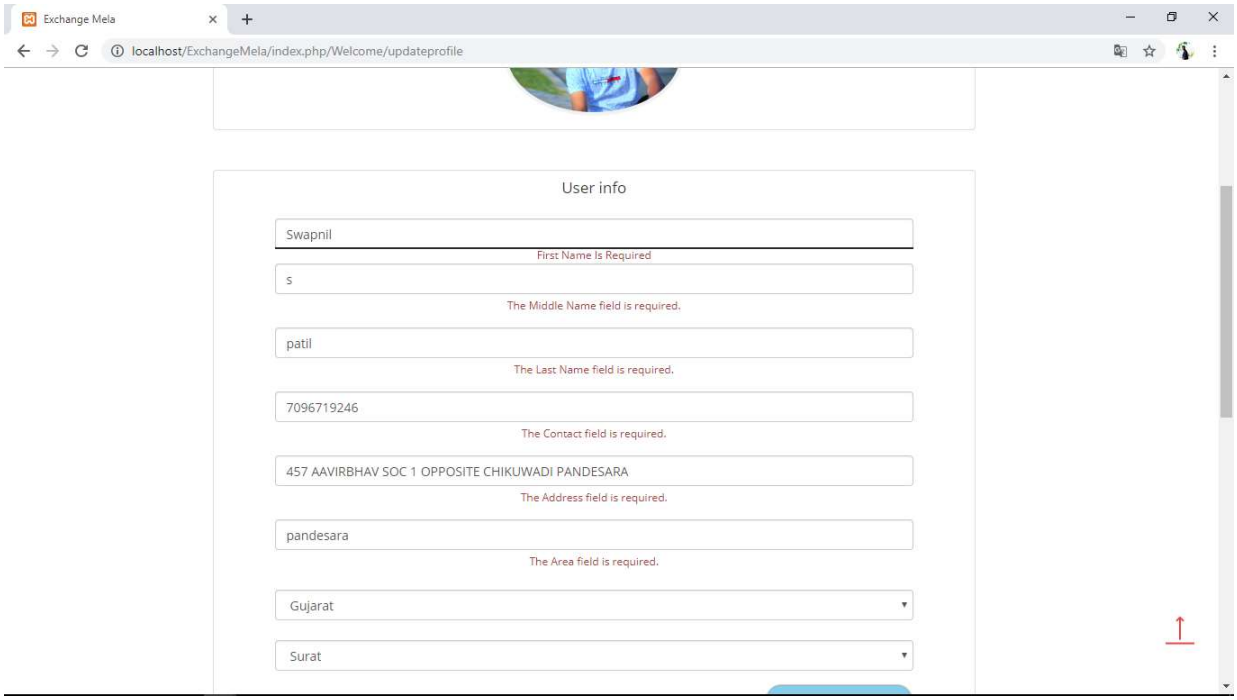
View categories



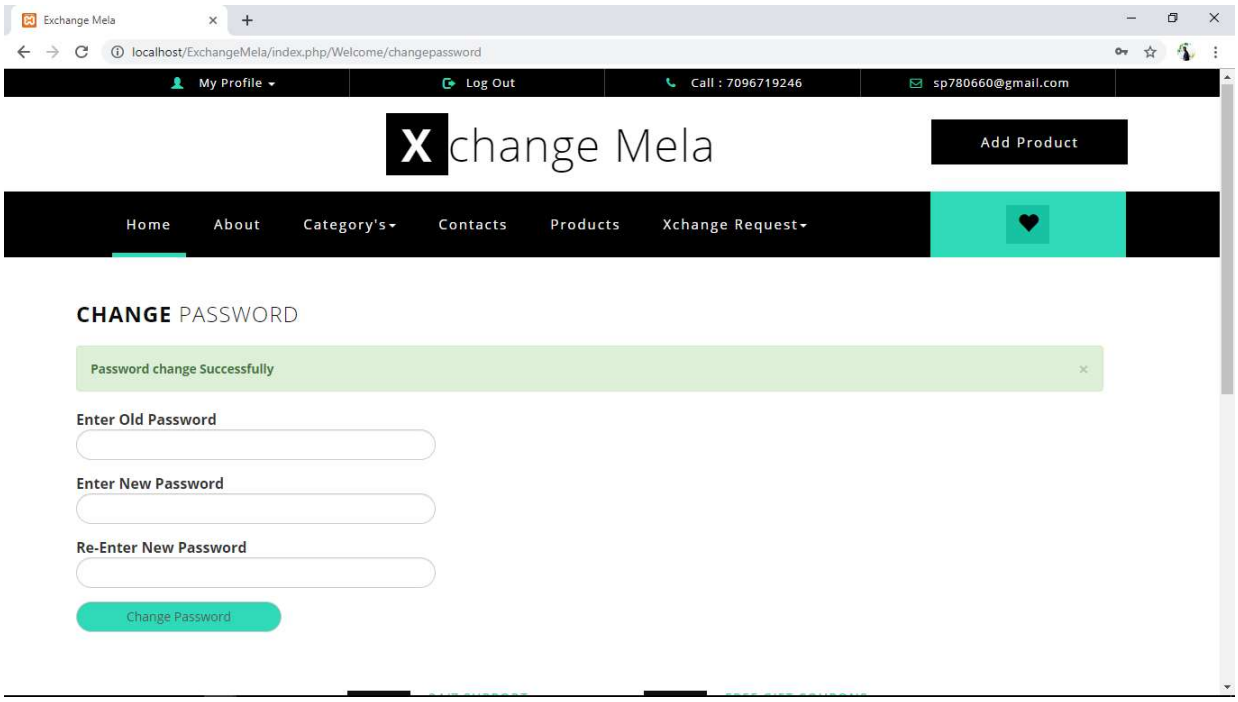
View profile



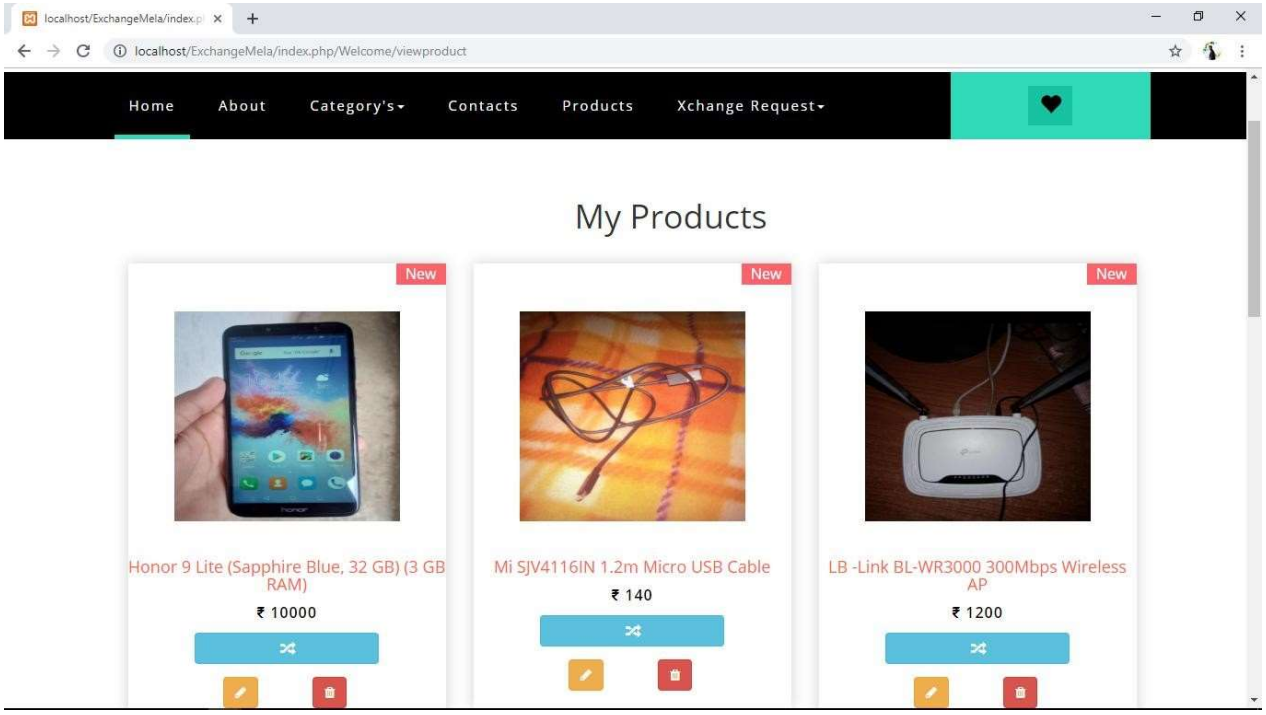
Update profile



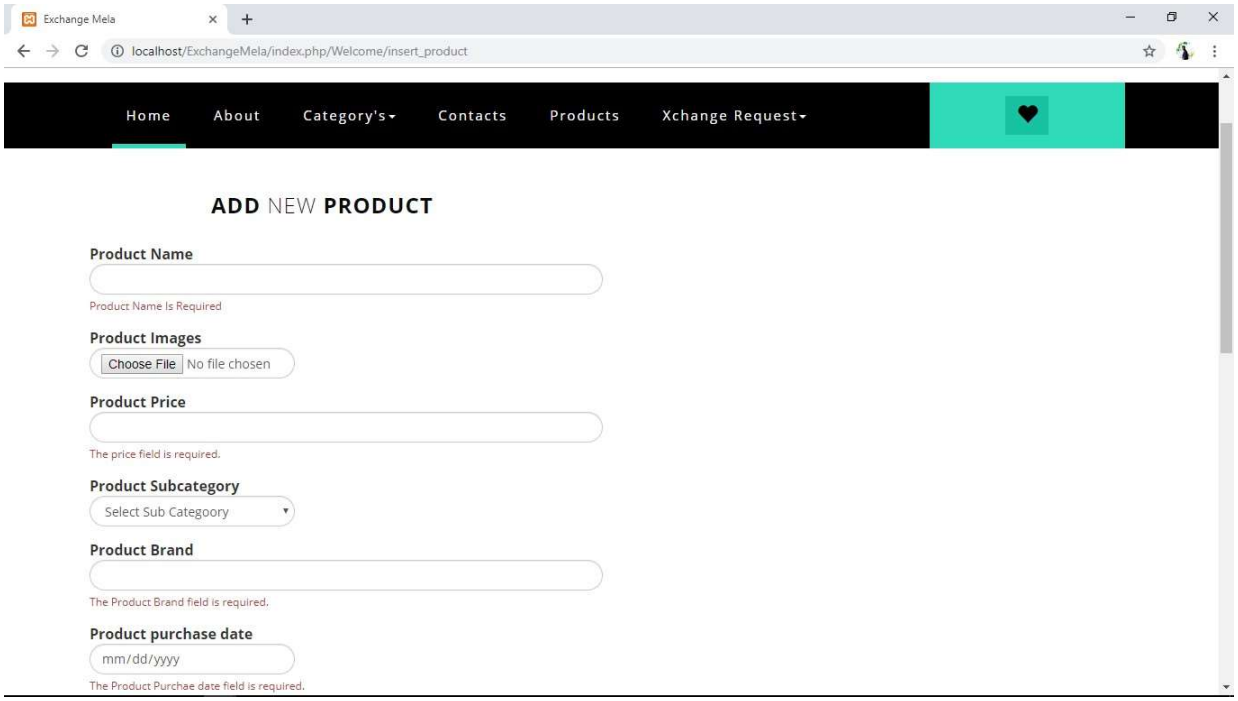
User change password



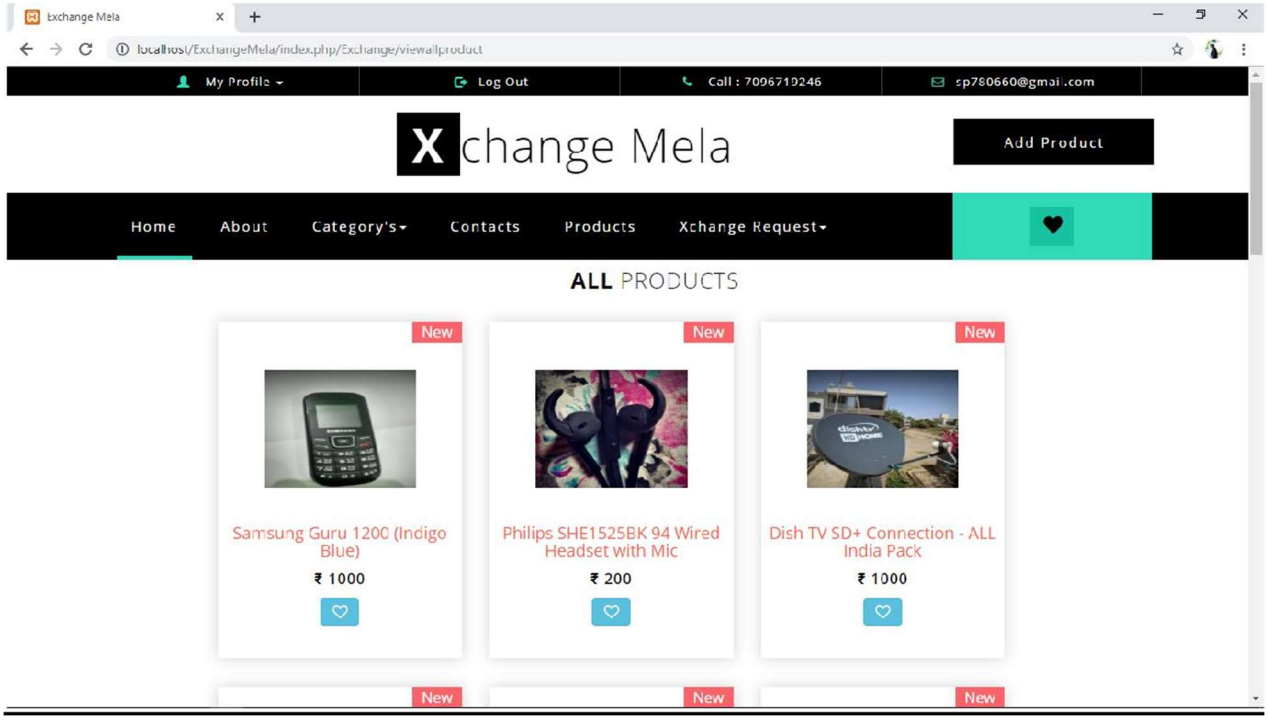
User product



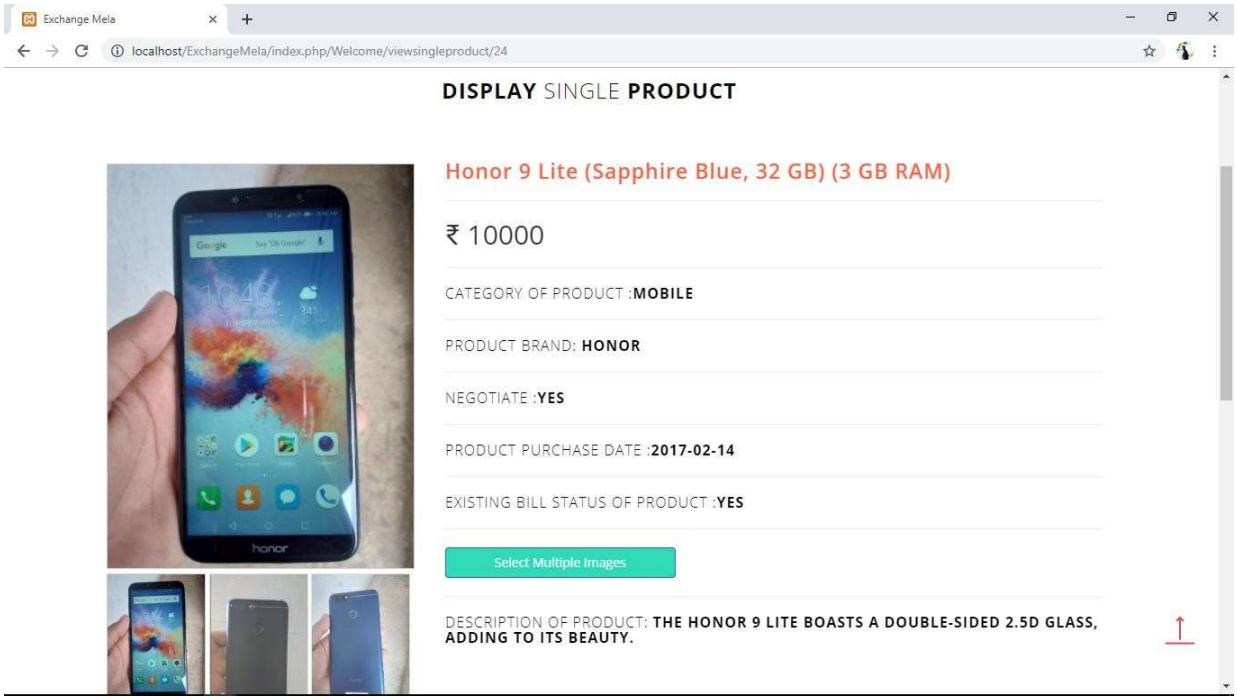
Add product



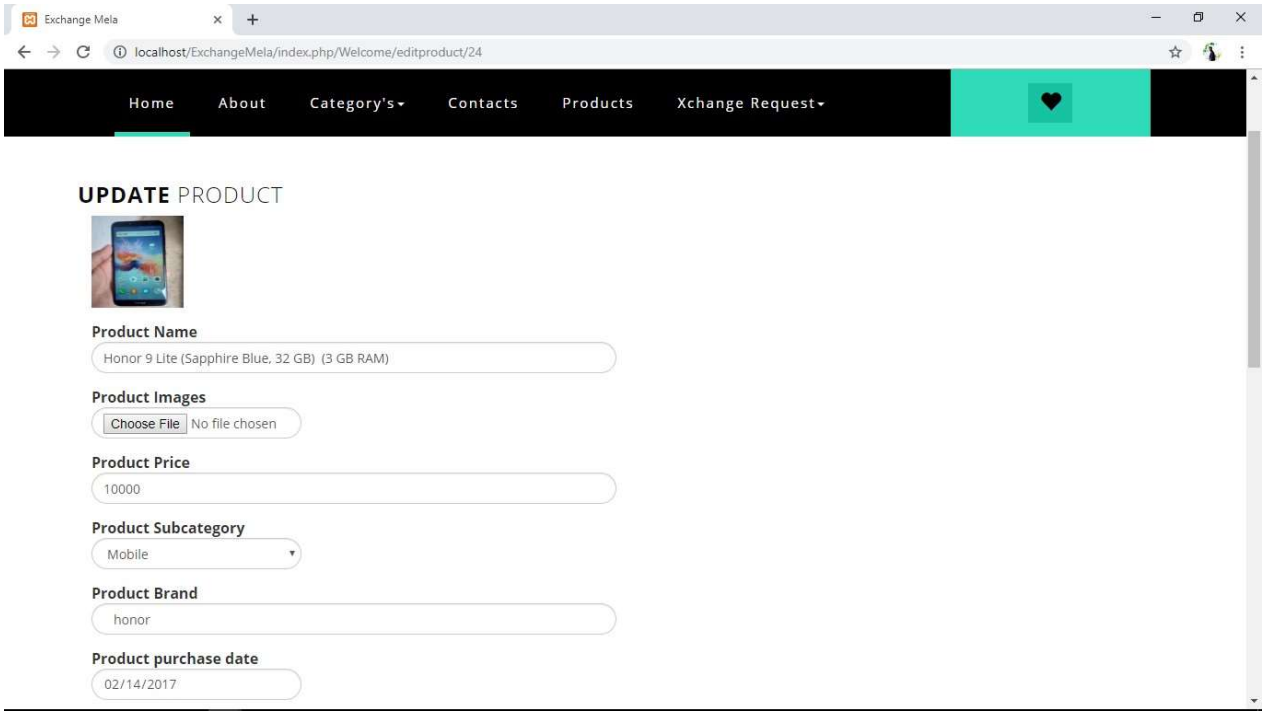
All products



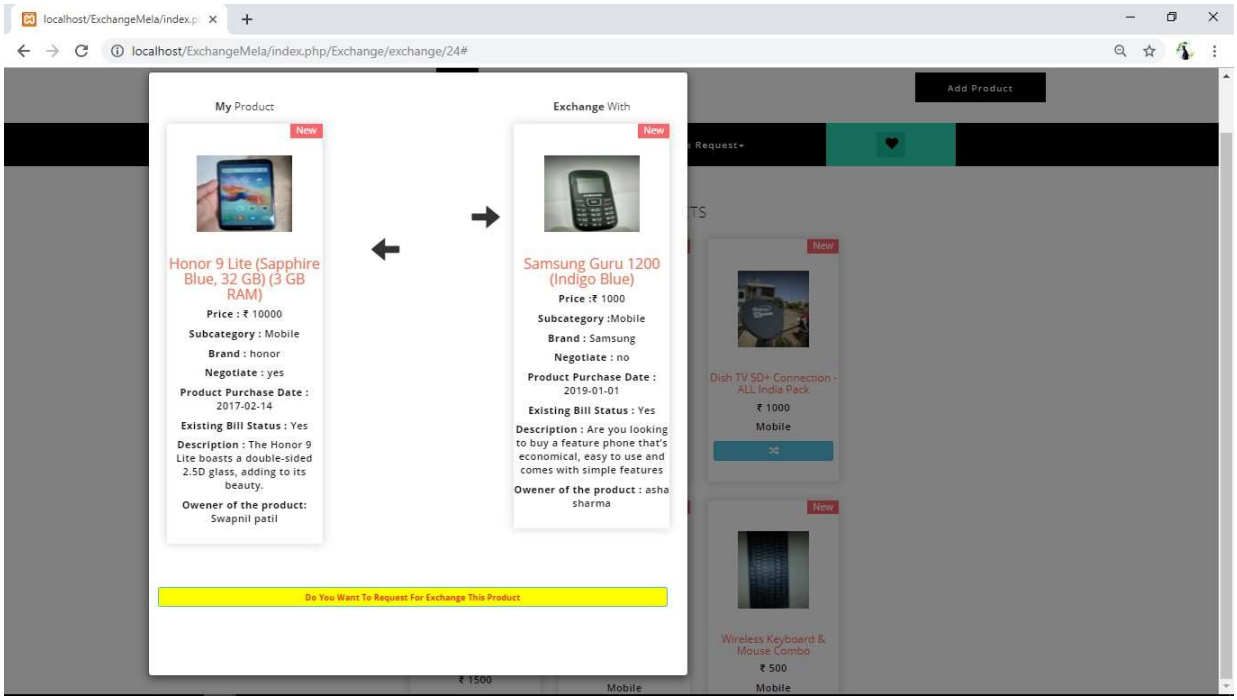
Display single product



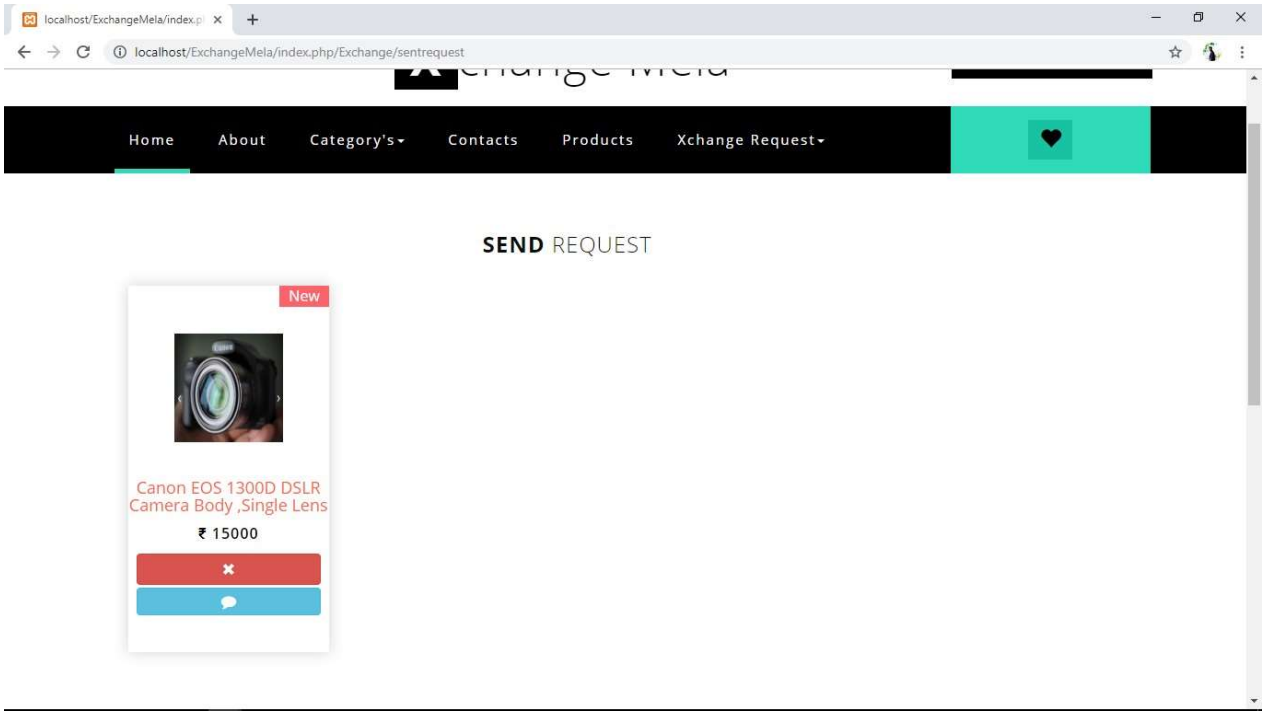
Update product



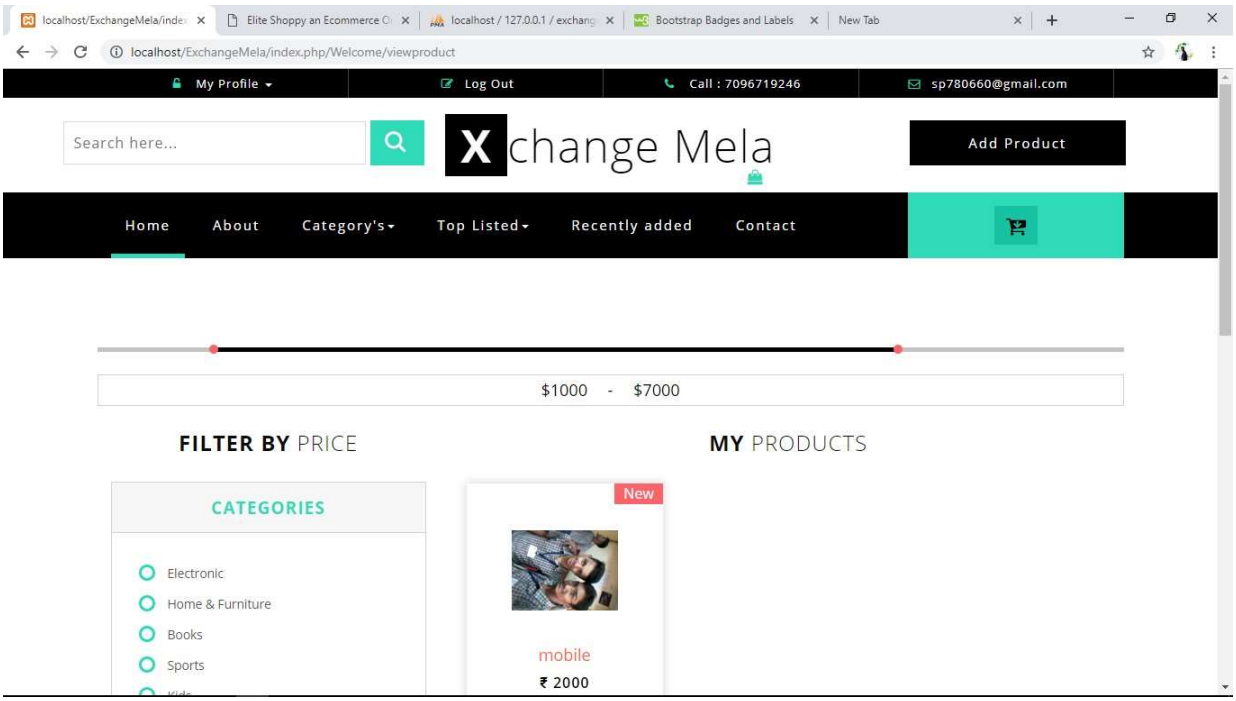
Exchnage product



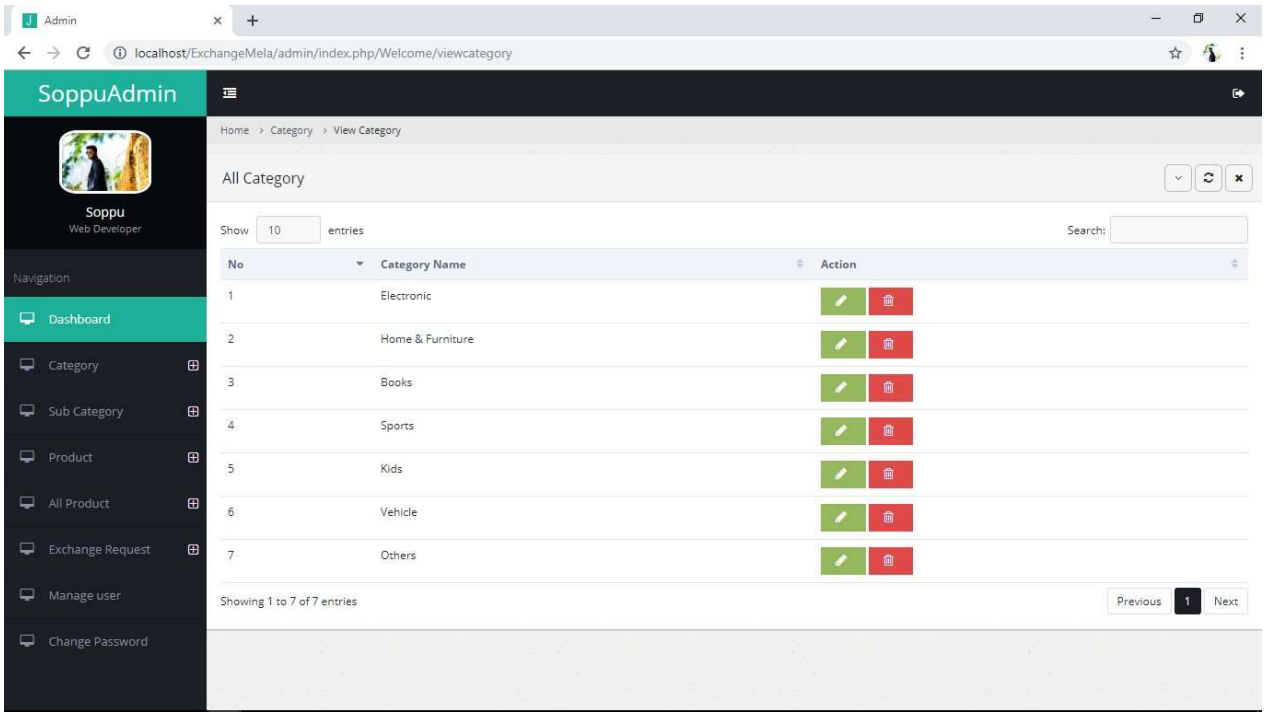
Send request



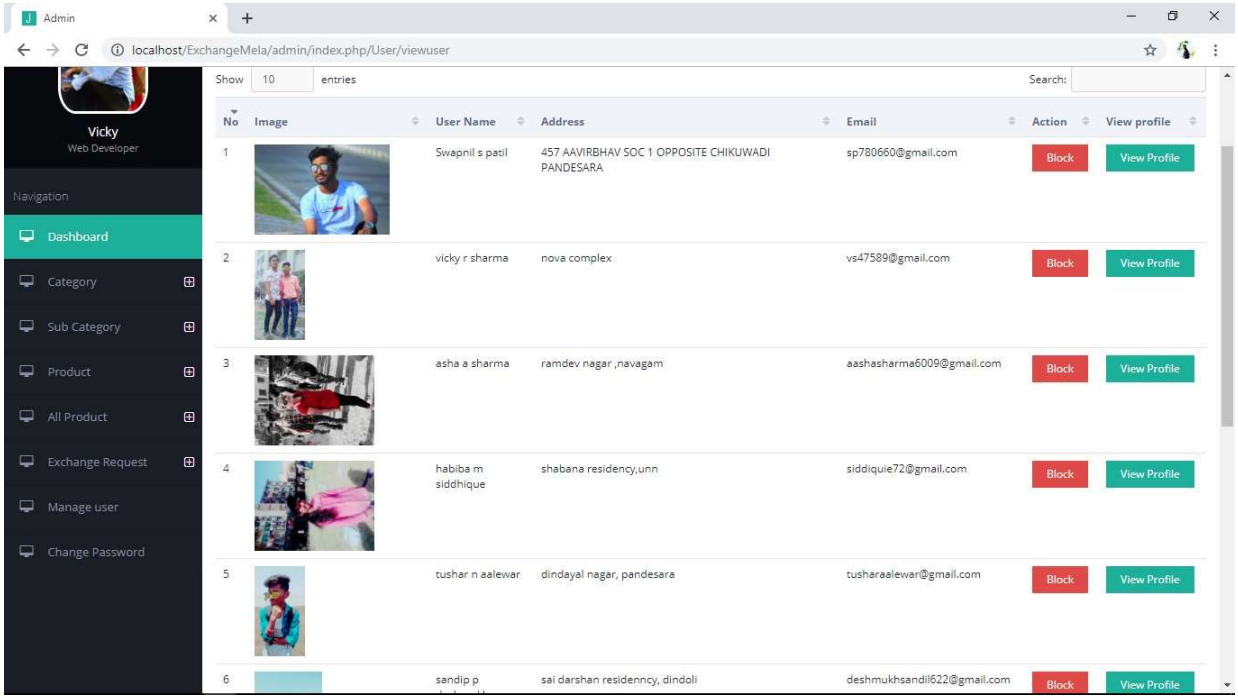
Product filter



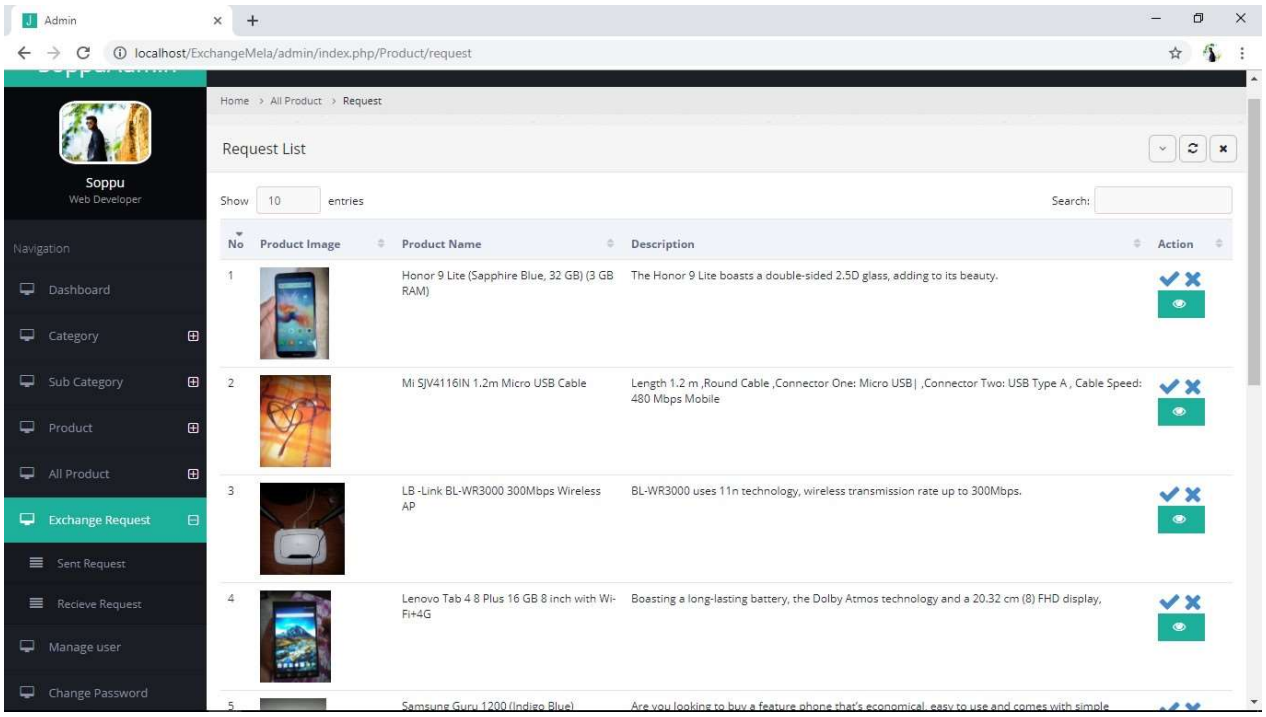
View category_admin



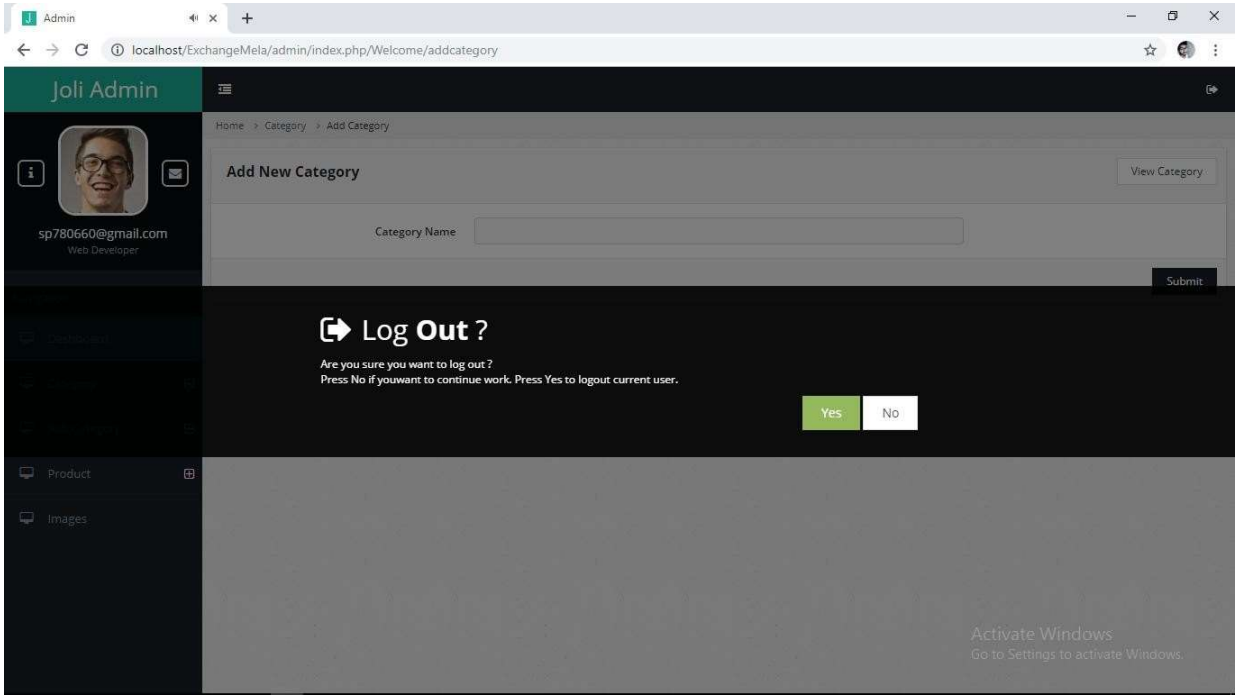
View user admin



Product request list



Log out



7.3) METHODOLOGY USED FOR TESTING

SOFTWARE TESTING

INTRODUCTION

Testing is a major quality control measure used during software development. Its basic function is to detect errors in the software. The goal of testing is to uncover requirement, design and coding errors in the programs.

Software testing involves the execution of a software component or system component to evaluate one or more properties of interest. In general, these properties indicate the extent to which the component or system under test:

- Meets the requirements that guided its design and development,
- Responds correctly to all kinds of inputs,
- Performs its functions within an acceptable time,
- It is sufficiently usable,
- Can be installed and run in its intended environments, and
- Achieves the general result its stakeholders desire.

TESTING STRATEGIES

Unit Testing :

In computer programming, unit testing is a software testing method by which individual units of source code, sets of one or more computer program modules together with associated control data, usage procedures, and operating procedures, are tested to determine whether they are fit for use.

Unit testing finds problems early in the development cycle. This includes both bugs in the programmer's implementation and flaws or missing parts of the specification for the unit. The process of writing a thorough set of tests forces the author to think through inputs, outputs, and error conditions, and thus more crisply define the unit's desired behavior. The cost of finding a bug before coding begins or when the code is first written is considerably lower than the cost of detecting, identifying, and correcting the bug later. Bugs in released code may also cause costly problems for the end-users of the software. Code can be

impossible or difficult to unit test if poorly written, thus unit testing can force developers to structure functions and objects in better ways.

Integration Testing :

Integration testing (sometimes called integration and testing, abbreviated I&T) is the phase in software testing in which individual software modules are combined and tested as a group. Integration testing is conducted to evaluate the compliance of a system or component with specified functional requirements. It occurs after unit testing and before validation testing. Integration testing takes as its input modules that have been unit tested, groups them in larger aggregates, applies tests defined in an integration test plan to those aggregates, and delivers as its output the integrated system ready for system testing.

Bottom-up testing is an approach to integrated testing where the lowest level components are tested first, then used to facilitate the testing of higher level components. The process is repeated until the component at the top of the hierarchy is tested. All the bottom or low-level modules, procedures or functions are integrated and then tested. After the integration testing of lower level integrated modules, the next level of modules will be formed and can be used for integration testing. This approach is helpful only when all or most of the modules of the same development level are ready. This method also helps to determine the levels of software developed and makes it easier to report testing progress in the form of a percentage.

System Testing :

System testing is testing conducted on a complete integrated system to evaluate the system's compliance with its specified requirements.

System testing takes, as its input, all of the integrated compone nts that have passed integration testing. The purpose of integration testing is to detect any inconsistencies between the units that are integrated together (called *assemblages*). System testing seeks to detect defects both within the "inter- assemblages" and also within the system as a whole. The actual result is the behavior produced or observed when a component or system is tested.

System testing is performed on the entire system in the contex t of either functional requirement specifications (FRS) or system requirement specification (SRS), or both. System testing tests not only the design, but also the behavior and even the believed expectations of the customer. It is also intended to test up to and beyond the bounds defined in the software or hardware requirements specification

Alpha Testing :

This test takes place at the developer's site. Developers observe the users and note problems.

Alpha testing is testing of an application when development is about to complete. Minor design changes can still be made as a result of alpha testing.

Alpha testing is typically performed by a group that is independent of the design team, but still within the company, e. g. in -house software test engineers, or software QA engineers.

Alpha testing is final testing before the software is released to the general public. It has two phases:

In the first phase of alpha testing, the software is tested by in -house developers. They use either debugger software, or hardware - assisted debuggers. The goal is to catch bugs quickly.

In the second phase of alpha testing, the software is handed over to the software QA staff, for additional testing in an environment that is similar to the intended use.

Alpha testing is simulated or actual operational testing by potential users/ customers or an independent test team at the developers' site. Alpha testing is often employed for off- the-shelf software as a form of internal acceptance testing, before the software goes to beta testing.

USER/OPERATIONAL MANUAL - INCLUDING SECURITY ASPECTS, ACCESS RIGHTS, BACK UP, CONTROLS, ETC

USER TRAINING

User Training is designed to prepare the user for Testing and converting the System. User involvement and Training take place Parallel with programming for Three Reasons:

- The System group has time available to spend on Training while the programs are being written.
- Initiating a User Training programs give the System group a clearer Image of the Users interest in the new System.
- A Trained user Participate more effectively in the System Testing.

The Training Program should be a Planned or Organized

Training Programmer Should :

- Identify the User and Trainers needs.
- Design a Comprehensive Training Program.
- Select the Best method of Instructions.
- Determine whether the System meet an Objectives.

USER MANUAL

A well designed user manual can reduce the overall cost of Test ing and Supports. User Documentation for a Modern System is almost always Electronic and usually Integrate part of the System. User manual are the important Organizational assets.

Components of User Manuals :

- Titles and Versions of software release.
- Table of content.
- Feature of Product.
- Installations Guides and System Requirements.
- Getting Started.
- Frequently asked question.
- Sample scenario.
- Glossary of the terms used in the Manual.

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