A project report on

SHOP FOR HOME

Submitted in partial fulfilment of the requirements of Wipro

JAVA &AWS C1 GROUP-1

By

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Great Learning

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ABSTRACT

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 commonplace.

The objective of this project is to develop an e-commerce toy store where products home décor items like sofas, chairs, mirrors, etc can be bought from the comfort of home through the Internet. However, for implementation purposes, this paper will deal with online shopping for toys.

An online store is a virtual store on the Internet where customers can browse the Catalog and select products of interest. The selected items may be collected in a shopping cart. At checkout time, the items in the shopping cart will be presented as an order.

ACKNOWLEDGEMENTS

We student of Great Learning would like to thank our project mentor **MR. NEERAJ KUMAR KHERIA** for his guidance and support while working on this project. His regular monitoring of the project and correction of various project documents made sure the project was in the right direction.

We would also like to thank our **Wipro & Great Learning** for providing such opportunity and their constant efforts to keep our courses going despite all the hardships that the pandemic brought upon us.

Table of Content

1. Introduction

ShopForHome is for shopping the Home Decor stuff . Due to Covid 19 all the offline shopping stopped. So, the store wants to move to the cloud platforms and wants their own web application. The overall idea behind this project is to allow users to buy home decor products online.

The application aims to provide a shopping system for users where the user can sign in ,sign up and search all the home decor items available in the application. The user can add favorite items to the wishlist and can add items to the cart by clicking on the get it button available. In this way ShopforHome app enables users to purchase home decor items like chairs, mirrors, clocks, sofas, etc with a single click.

Admin, on the other hand, can login, log out, and register into the application. Along with this admin will be able to upload the products in bulk amounts.

1.1 Objectives

The primary goal of e-commerce is to reach maximum customers at the right time to increase sales and profitability of the business. Functions of e-commerce include buying and selling goods, transmitting funds or data over the internet.
The three main objectives are as follows

1. Find the best solution for their needs
2. Make a purchase, and
3. Get information/answers to their questions

2. Problem Description

ShopForHome is a popular Store in the market for shopping the home décor stuff . Due to Covid 19 all the offline shopping stopped. So, the store wants to move to the cloud platforms and wants their own web application. There are 2 users on the application: -

1. **User Stories-**
   1. As a user I should be able to login, Logout and Register into the application.
   2. As a user I should be able to see the products in different categories.
   3. As a user I should be able to sort the products.
   4. As a user I should be able to add the products into the shopping cart.
   5. As a user I should be able to increase or decrease the quantity added in the cart.
   6. As a user I should be able to add "n" number of products in the cart.
   7. As a user I should be able to get the Wishlist option where I can add those products which I want but don't want to order now.
   8. As a user I should get different discount coupons.

2. **Admin Stories –**
   1. As an Admin I should be able to login, Logout and Register into the application.
   2. As an Admin I should be able to perform CRUD on Users.
   3. As an Admin I should be able to Perform CRUD on the products.
   4. As an Admin I should be able to get bulk upload option to upload a csv for products details.
   5. As an Admin I should be able to get the stocks.
   6. As an Admin I should be able to mail if any stock is less than 10.
   7. As an Admin I should be able to get the sales report of a specific duration.
   8. As an Admin I should be able to set the discount coupons for the specific set of users.

3. Technology Required

We have developed this project using the below technology

- **HTML**: Page layout has been designed in HTML
- **CSS**: CSS has been used for all the designing part
- **JavaScript**: All the validation task and animations has been developed by JavaScript
- **Java Spring Boot**: All the business and backend API logic has been implemented in Java Spring Boot
- **SQL**: .SQL files has been used as database for the project
- **Angular:** All the frontend logic has been implemented over the Angular and we used angular CLI for it
- **Visual Studio Code-(VSS**): For Angular IDE, we have used Visual Studio Code
- **STS**: We have used STS (Spring Tool Suite) for developing all spring boot API's
- **Tomcat**: Project will be run over the Tomcat server

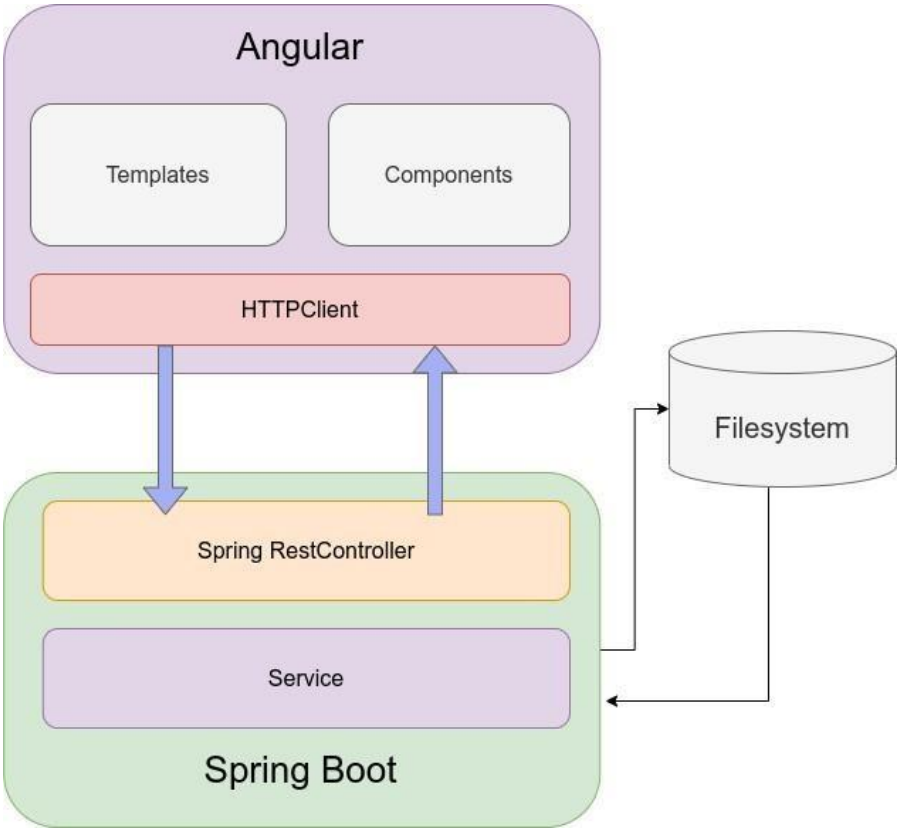
Technologies	**Angular, Spring Boot, PostgreSQL**
Languages	**Eclipse , Vs code, PostgreSQL**
IDE	**Eclipse , Vs code, PgAdmin4**
Operating System	**Windows 7/8/10/11 , Linux distros, MacOS X or later**

4. STUDY OF THE SYSTEM

The major objective of this ShopForHome application was to provide a platform for users to buy home décor products from the website. The application consists of two types of users.

- **ADMIN –** A admin can log in to the application using a username and password. On successful login, the user will be redirected to the admin dashboard where the user will see an overall view of the application which includes all products and a list of products to shop for. Admin is able to log in, Logout, and Register into the application. Admin is able to perform CRUD on Users. Admin is able to perform CRUD on the products. Admin is able to get bulk upload option to upload a csv for product details. Admin is able to get the stocks. Admin is able to mail if any stock is less than 10. Admin is able to get the sales report of a specific duration. Admin is able to set the discount coupons for a specific set of users.

- **USER –** Users can register themselves on the platform by signup from the registration page. For registration, the user will need to provide the username, email address, password, phone number, and address. The user is able to log in, Logout, and Register into the application. User is able to see the products in different categories. The user is able to sort the products. The user is able to add the products to the shopping cart. The user is able to increase or decrease the quantity added to the cart. The user is able to add “n” number of products in the cart. The user is able to get the Wishlist option where I can add those products which I want but don’t want to order now. Users can get different discount coupons.



4.1 System Architecture

5. Modeling Requirements

5.1 UML Diagrams

UML stands for Unified Modeling Language. UML is a standardized general-purpose modeling language in the field of object-oriented software engineering. The standard is managed, and was created by, the Object Management Group.

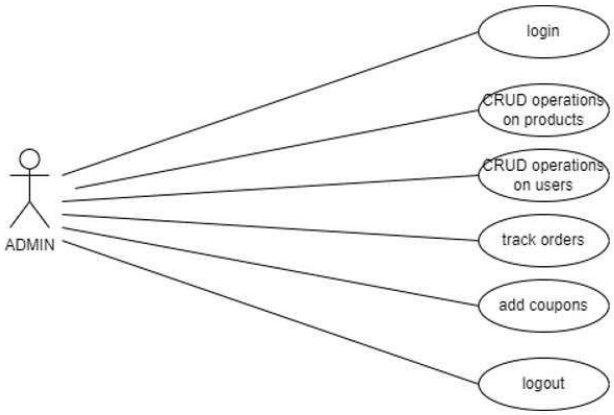
The Unified Modeling Language is a standard language for specifying, Visualization, Constructing and documenting the artifacts of software systems, as well as for business modeling and other non-software systems.

The UML represents a collection of best engineering practices that have proven successful in the modeling of large and complex systems.

5.2 Use Case Diagram

A use case diagram in the Unified Modeling Language (UML) is a type of behavioral diagram defined by and created from a Use-case analysis. Its purpose is to present a graphical overview of the functionality provided by a system in terms of actors, their goals (represented as use cases), and any dependencies between those use cases.

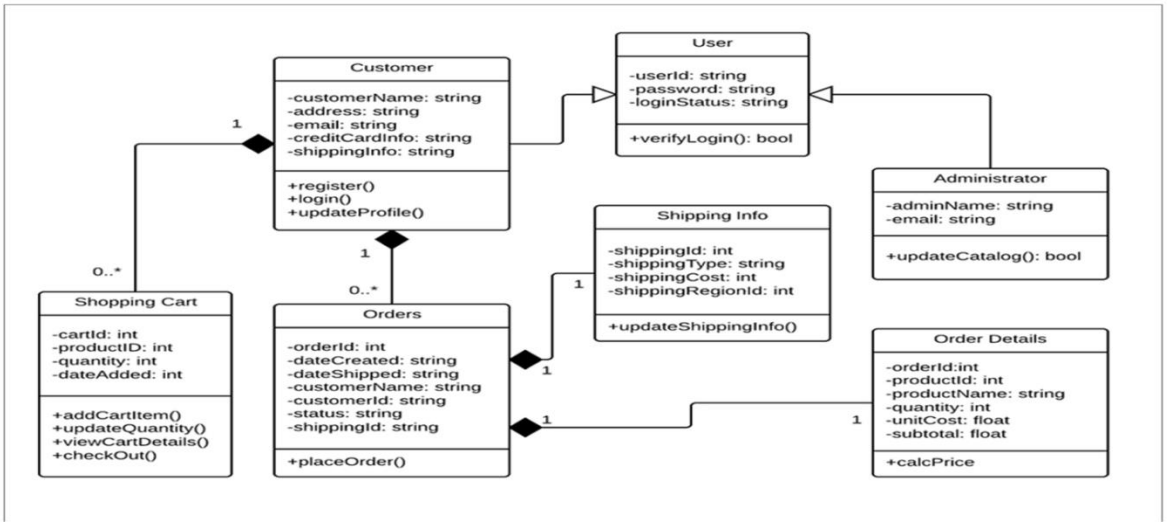
5.2 User Use Case Diagram



5.3 Admin Use Case Diagram

5.3 Class Diagram

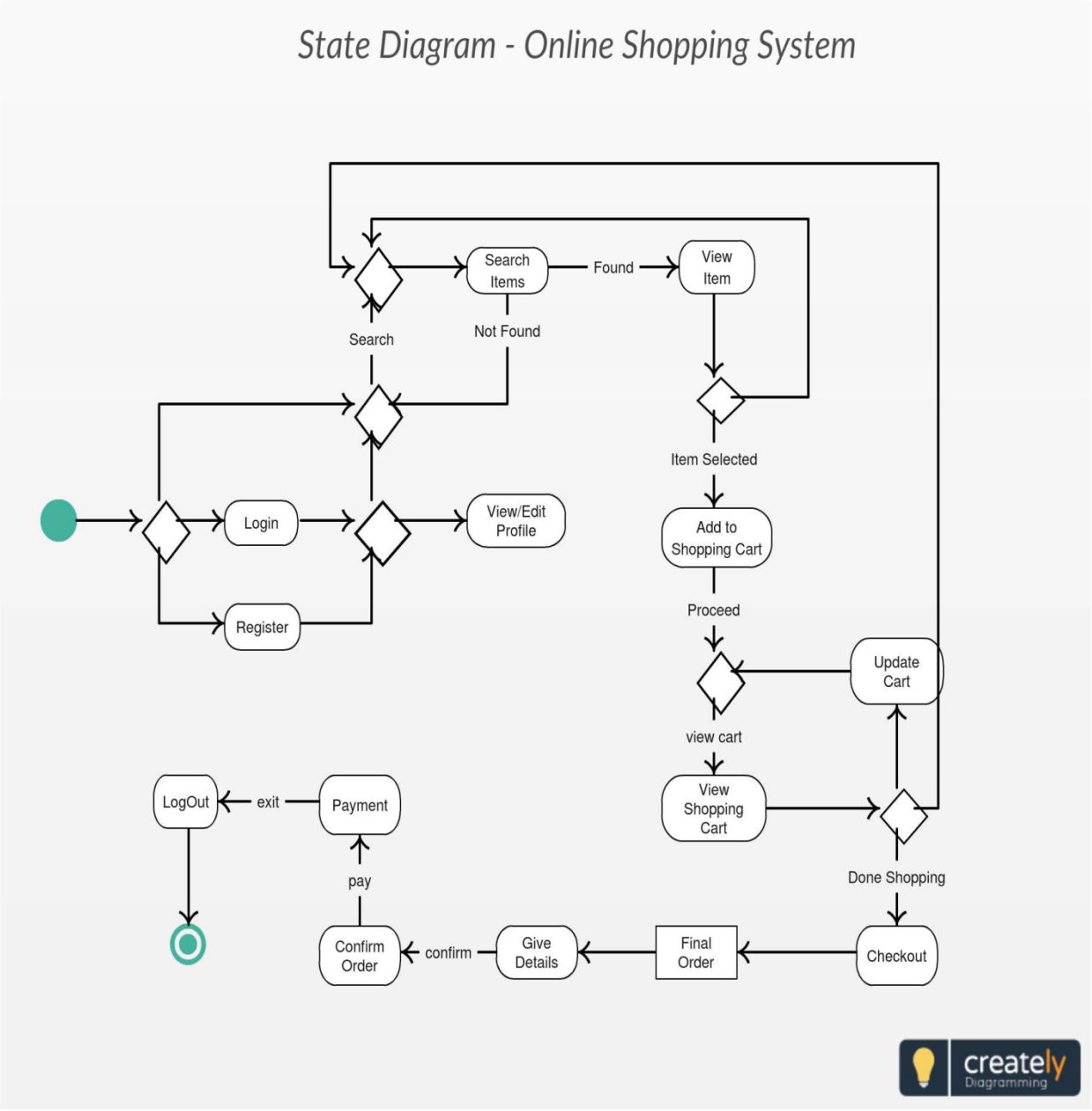
The class diagram is used to refine the use case diagram and define a detailed design of the system. The class diagram classifies the actors defined in the use case diagram into a set of interrelated classes. The relationship or association between the classes can be either an "is-a" or "has-a" relationship. Each class in the class diagram may be capable of providing certain functionalities. These functionalities provided by the class are termed "methods" of the class. Apart from this, each class may have certain "attributes" that uniquely identify the class.



5.3 Class Diagram

5.4 State Chart Diagram

A state diagram, as the name suggests, represents the different states that objects in the system undergo during their life cycle. Objects in the system change states in response to events. In addition to this, a state diagram also captures the transition of the object's state from an initial state to a final state in response to events affecting the system.

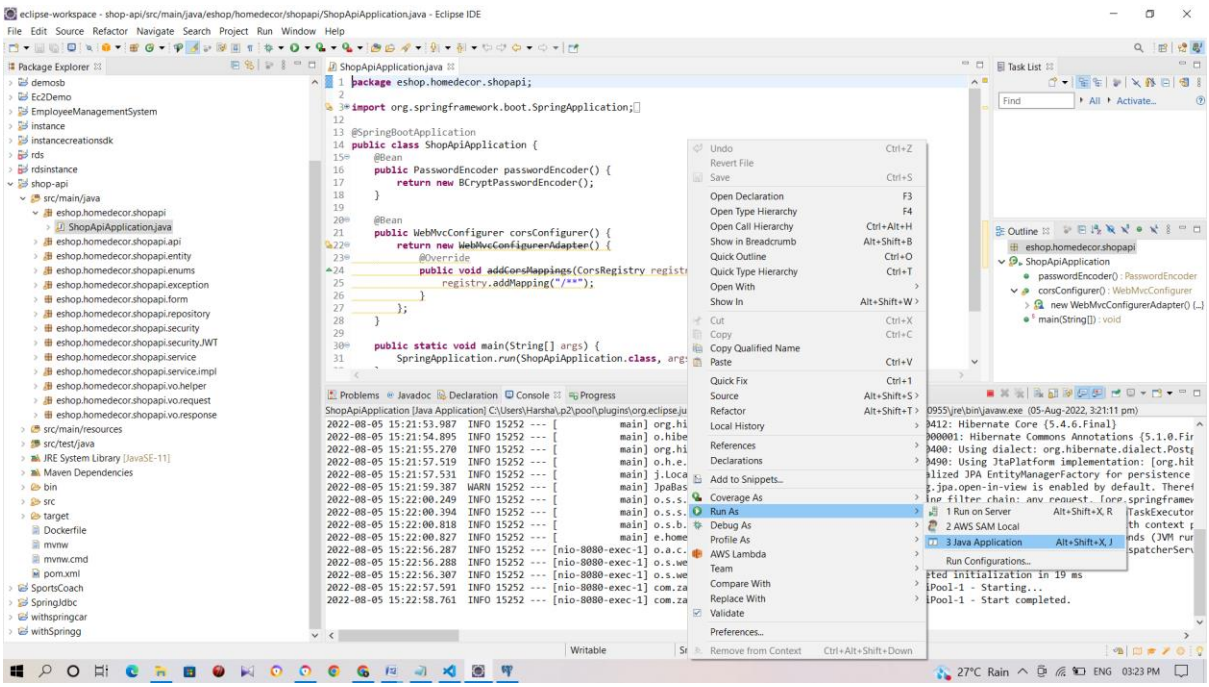


5.4 State chart Diagram

6. Installation and Instructions

6.1 Eclipse IDE

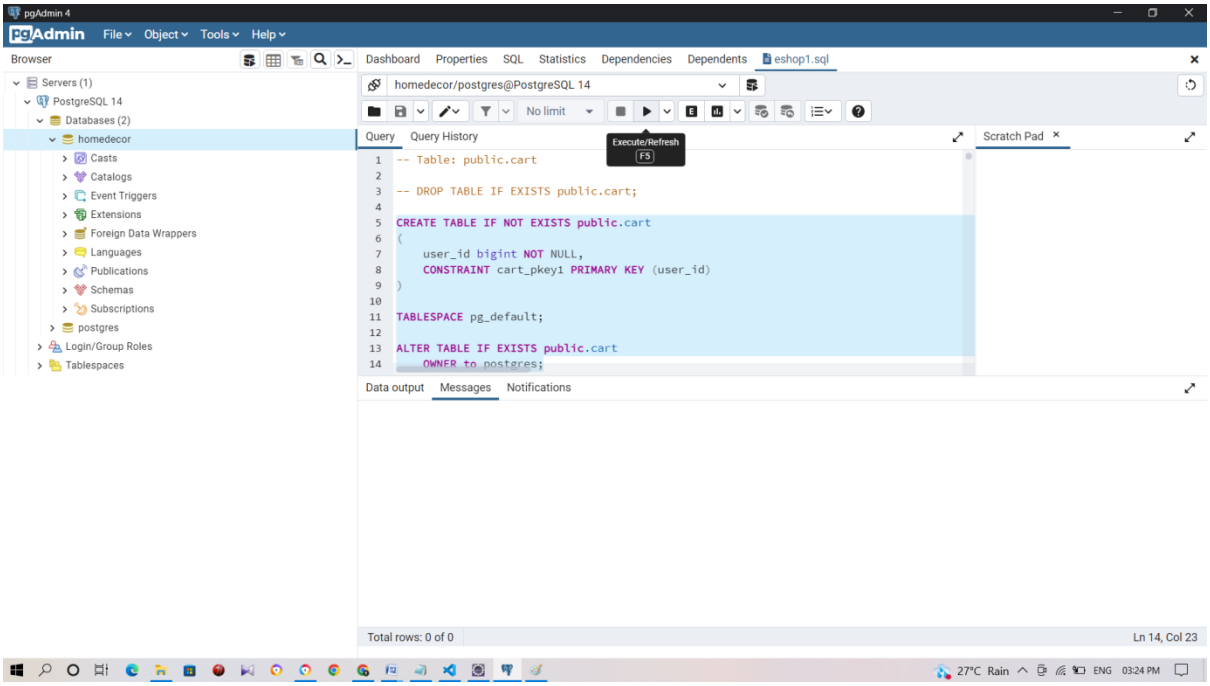
- Open the spring suit tool 4 or Eclipse Ide
- Then import the project as existing maven project
- Then run as java application



6.1 Eclipse IDE

6.2 Postgre SQLDatabase

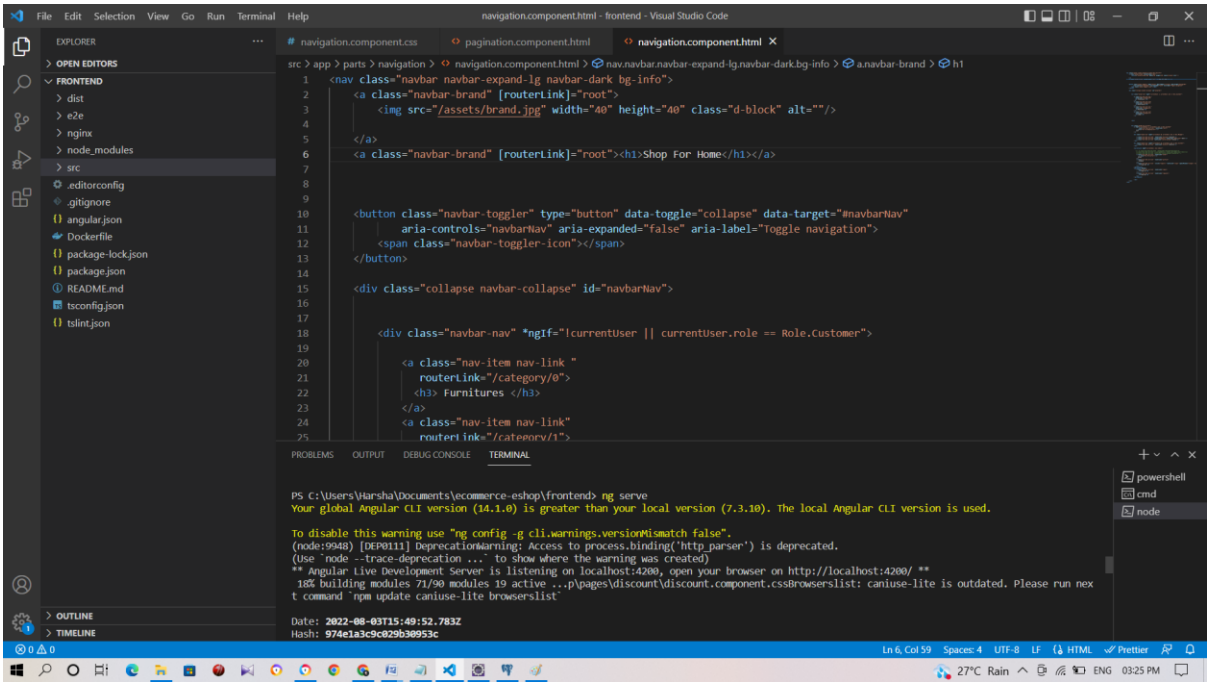
- Now create Database and add required tables
- Install postgres SQL
- After installation serach PgAdmin in your computer
- Open that PgAdmin and create the database as ecommerce or any other but make sure to declare the same database name in application file
- Open this query editor and You can run the query from databse.sql file. Provided along with report and ppt.
- Run the query.



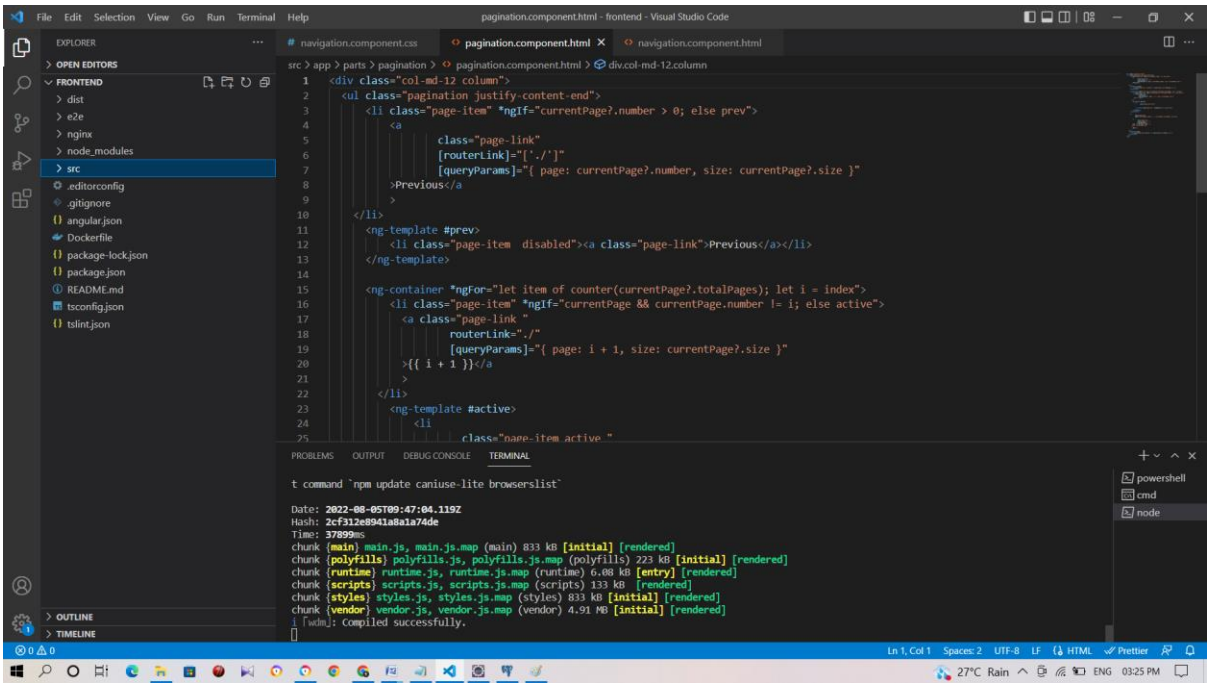
6.2 PgAdmin4

6.3Visual Studio

- Files -> open project -> locate the directory where you extracted the project and select the frontend folder
- Open terminal
- Then type npm install
- After that ng serve
- After the successful compiling you got this link in terminal http://localhost:4200/ **
- Open this link in any browser



6.3 (a) Visual Studio



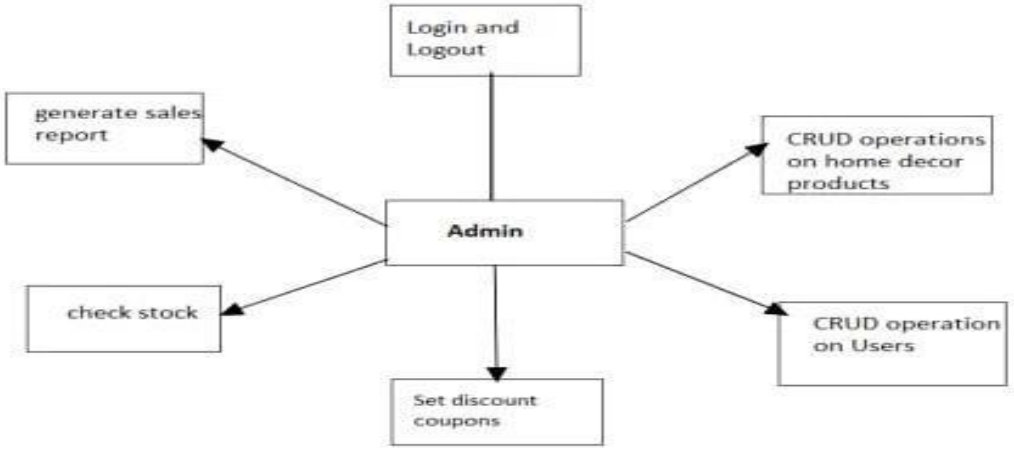
6.3 (b) Visual Studio

7. MODULES

There are two modules. They are:

1. Admin
2. User

7.1 ADMIN MODULE



7.1 Admin Module

- Admin Login

This feature helps the admin to login to system. A admin must login with his user name and password to the system after registration. If they are invalid, the user not allowed to enter thesystem.

- Curd Operations

Admin is able to perform different Curd operations on User and Products.

- Bulk Upload

This feature help admin to upload the products in the bluk amount.

- Stocks

Admin gets the products in the stockand mail if any stock is less than 10.

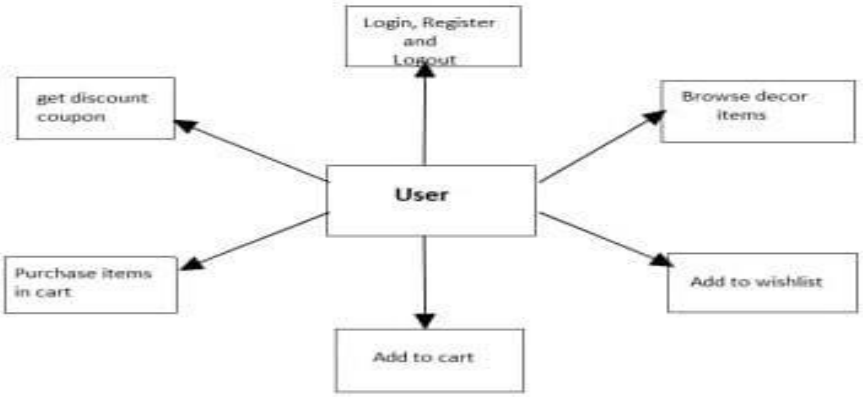
- Sales and reports

  Admin gets the sales report of particular duration.

- Discount coupons

  Admin sets the discount coupons for the specific set of users.

7.2 **USER MODULE**



7.2 User Module

- User Login

This feature helps the user to login to system. A user must login with his user name and password to the system after registration. If they are invalid, the user not allowed to enter thesystem.

- Product List

This feature helps the user to see the products in different categories.

- Cart

This feature helps the userto add the products into the shopping cart and user can increase or decrease the quantity added in the cart. User is able to add “n” number of products in the cart.

- Wish-list

This feature helps the user add the products to the wishlistwhich the user doesn't want to order at that particular time.

- Discount Coupon

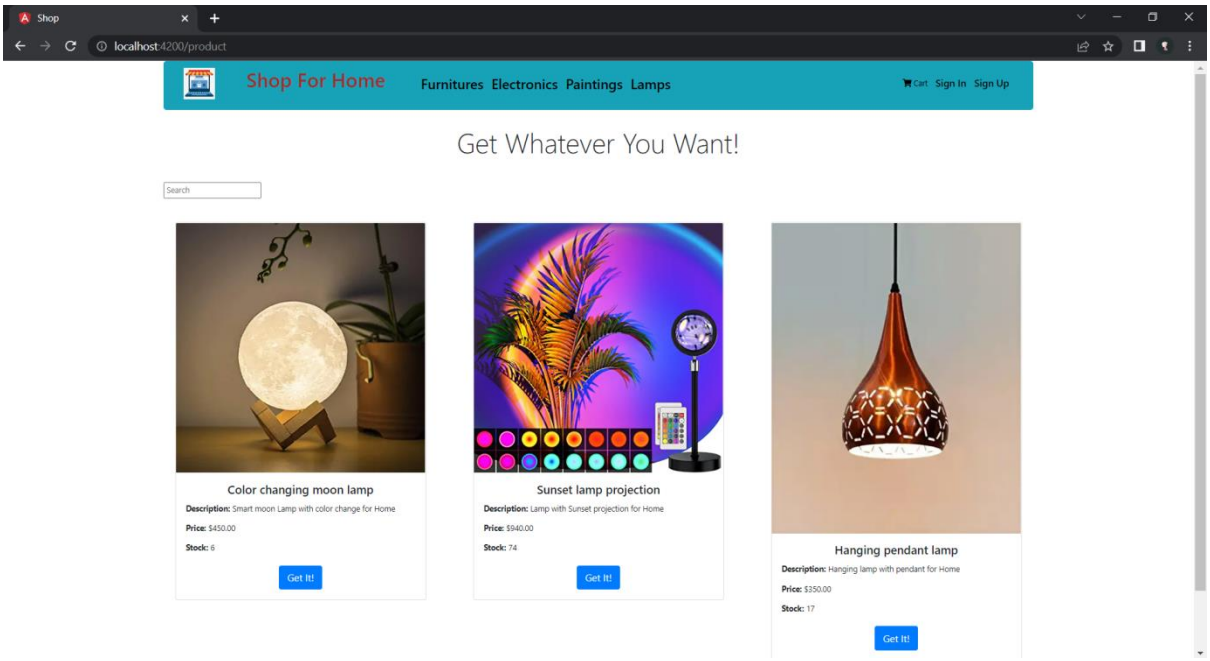
User can get different discount coupons.

8. RESULTS

8.1 Web Page

HOME PAGE:

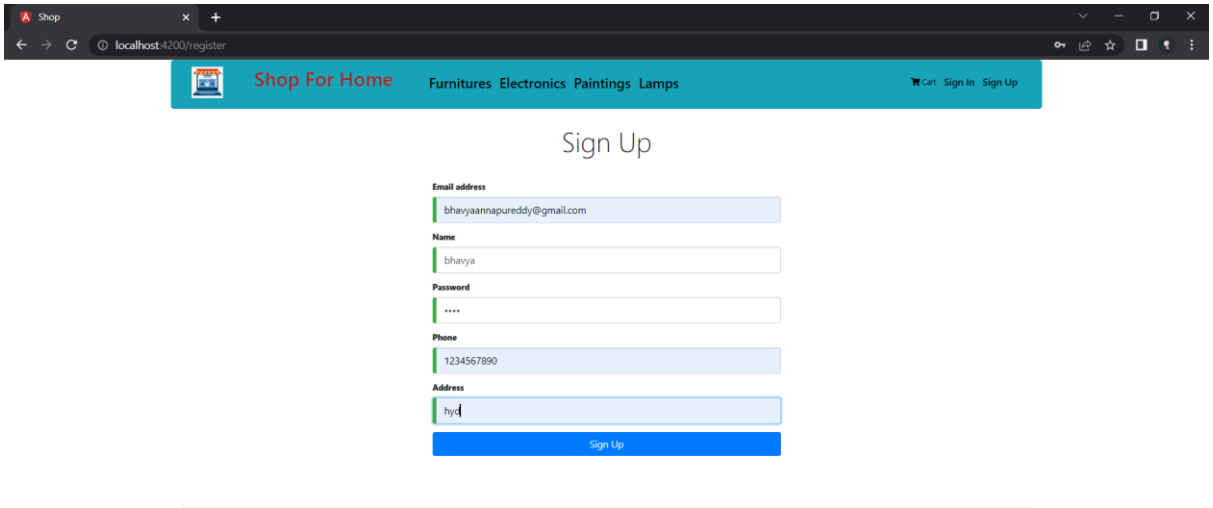
The Home Screen will consist of screen were one can Login Into the application.



8.1.1 Home Page

SIGNUP PAGE:

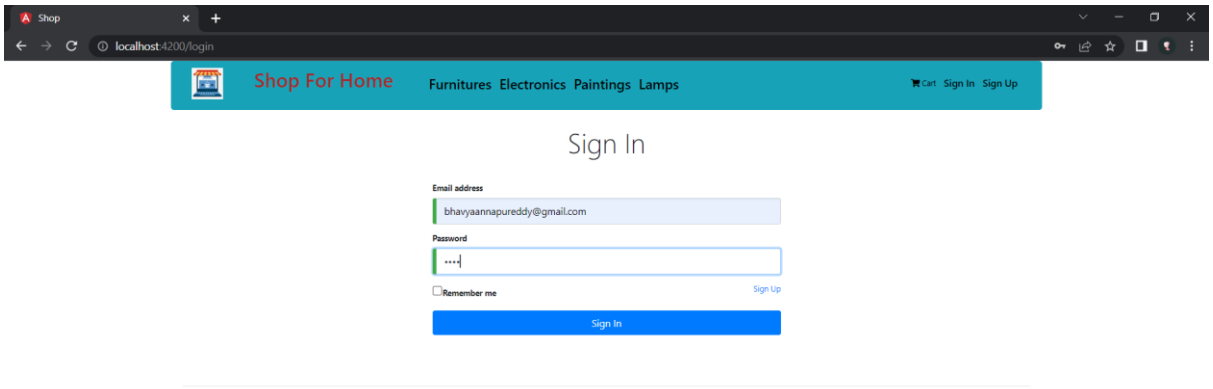
User is able to register into the Application



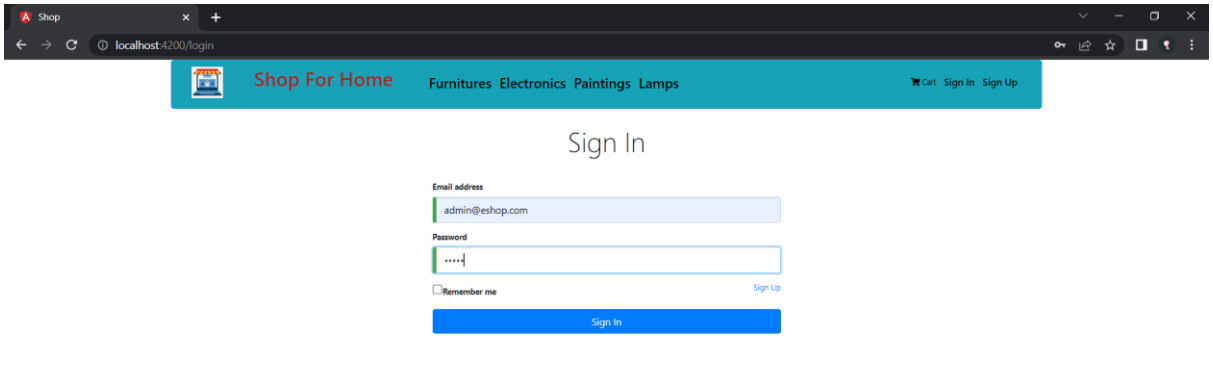
8.1.2 Sign Up Page

LOGIN PAGE:

User is able to login and logout into the Application



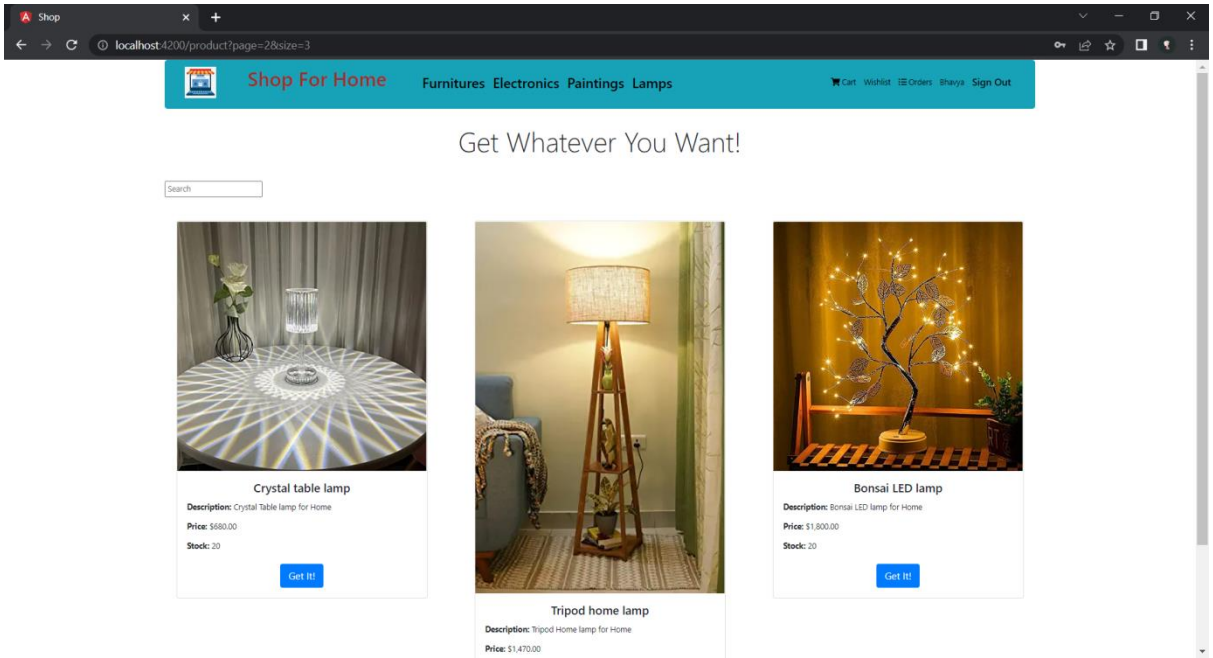
8.1.3 (a) Sign in as a user



8.1.3 (b) Sign In as an Admin

PRODUCT LIST:

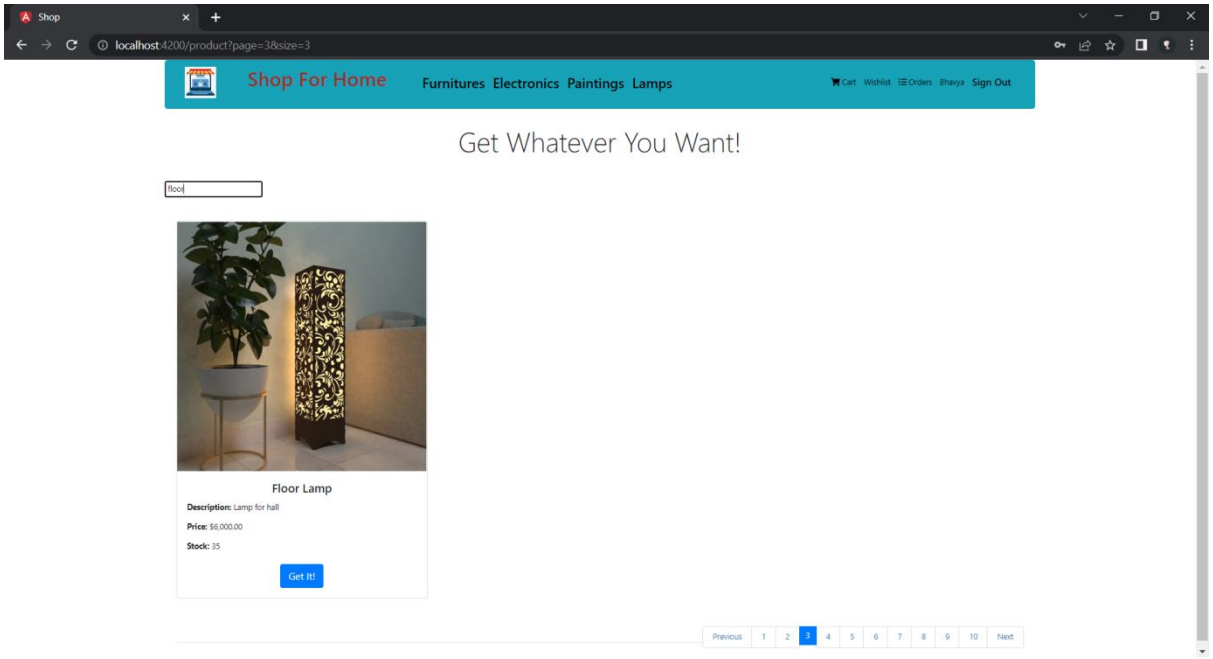
User is able to see the products in different categories



8.1.4 Products List

SEARCH

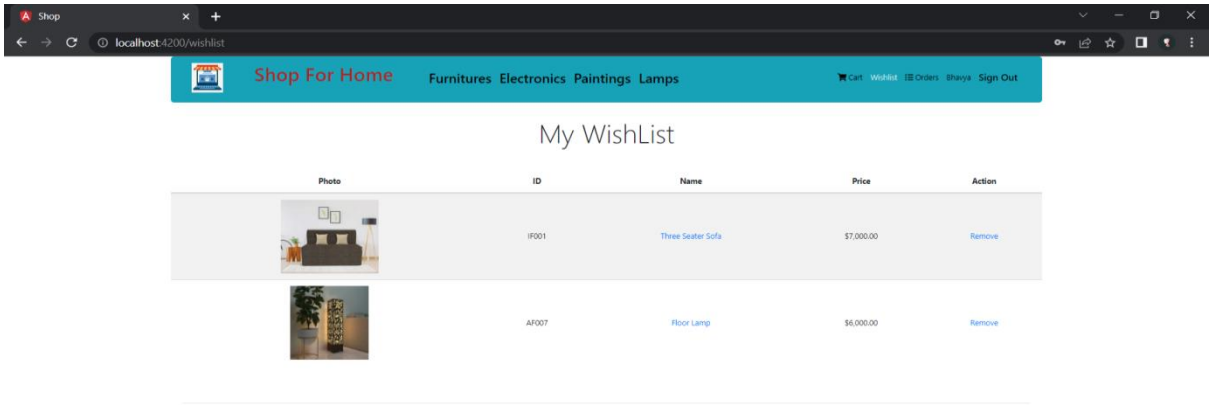
User can search different product items



8.1.5 Search

WISHLIST:

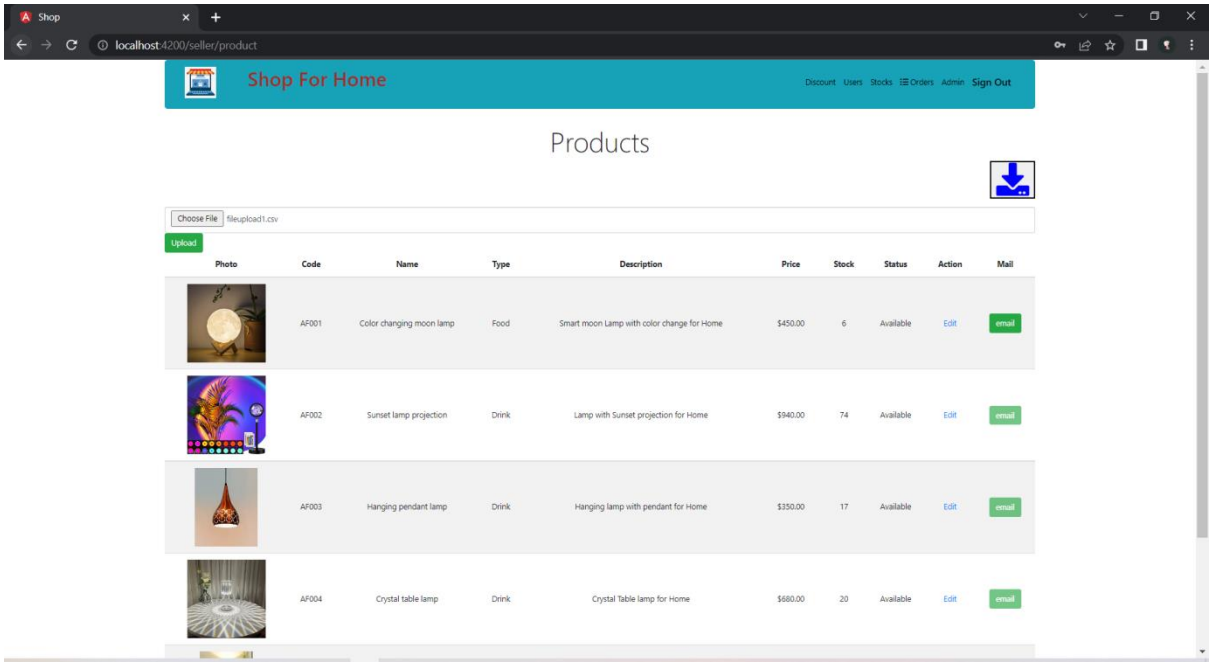
User is be able to get the Wish-list option to add those products which they but don't want to order now**.**



8.1.6 Wishlist Option

BULK UPLOAD:

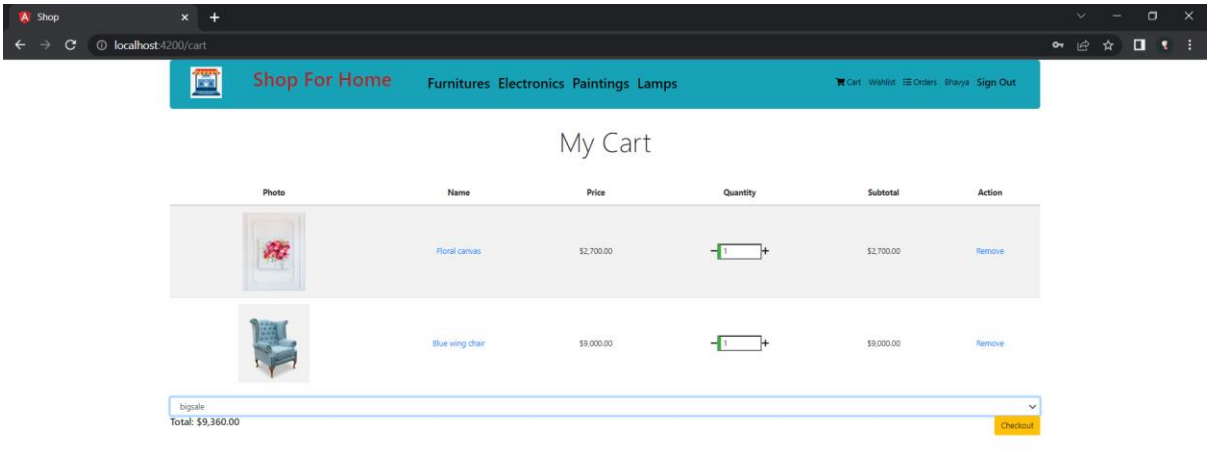
We can Upload many products at a time by uploading a .csv file with the product details.



8.1.7 Bulk Upload

DISCOUNT COUPONS:

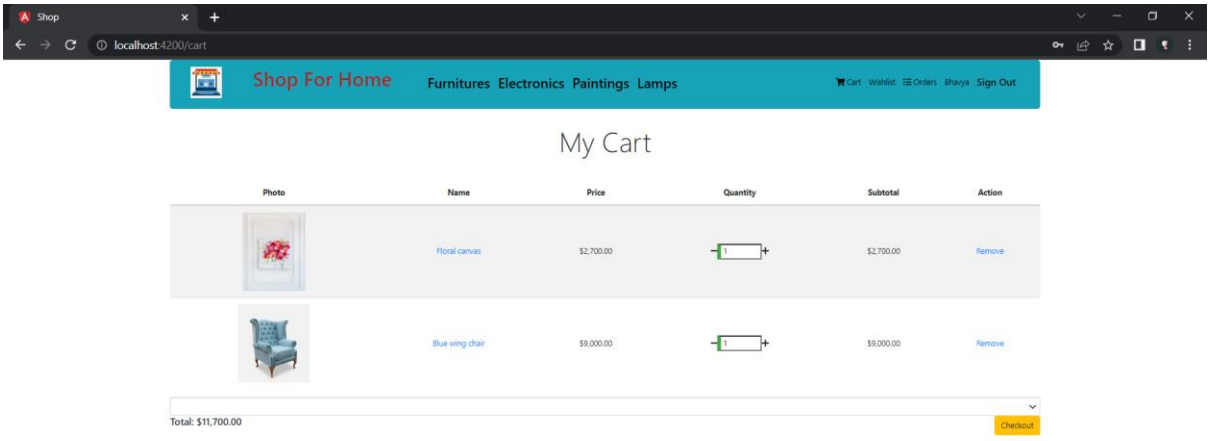
User is able to get different discount coupons.



8.1.8 Discount Option

CART OPTION:

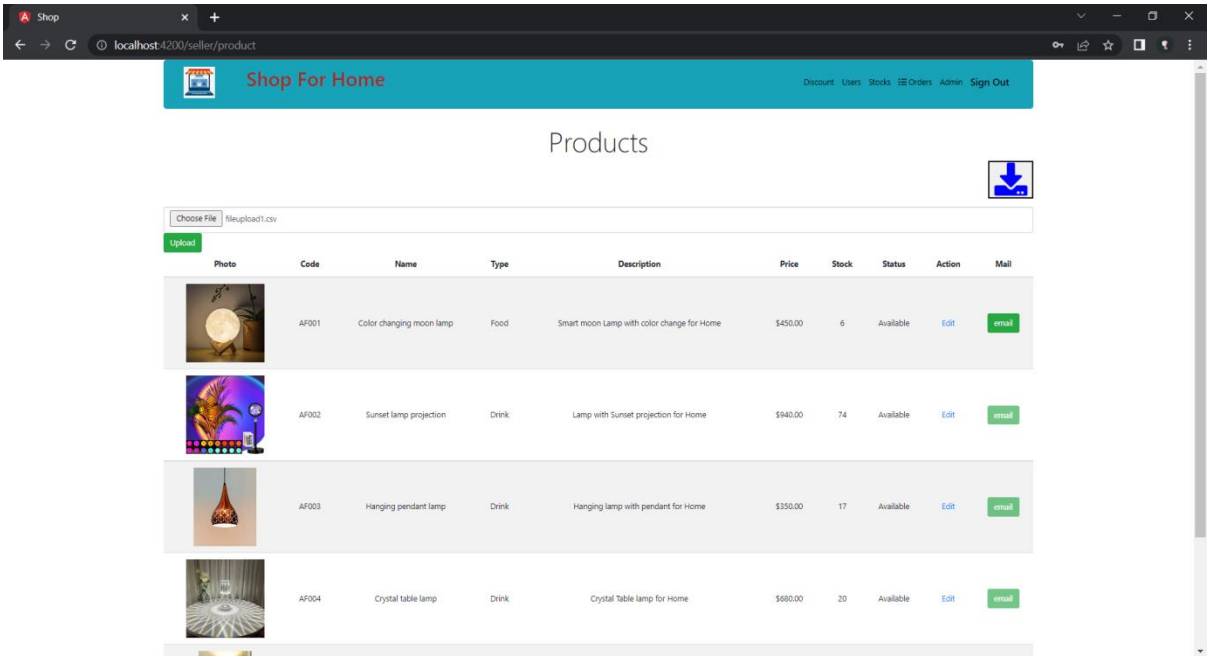
User is able to add the products into the shopping , to increase or decrease the quantity added in the cart and to add “n” number of products in to the cart.



8.1.9 Cart Option

STOCK AND SALES REPORT:

Admin is able to get the sales report of a specific duration.

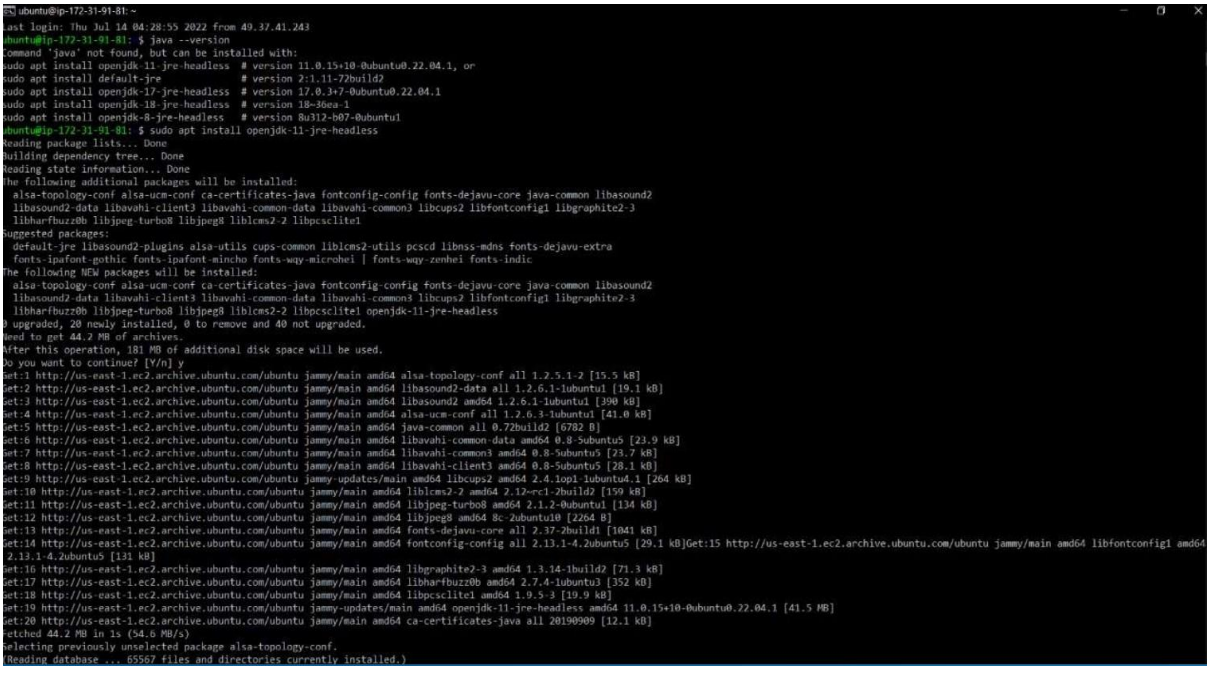


8.1.10 Stock and sales Reports

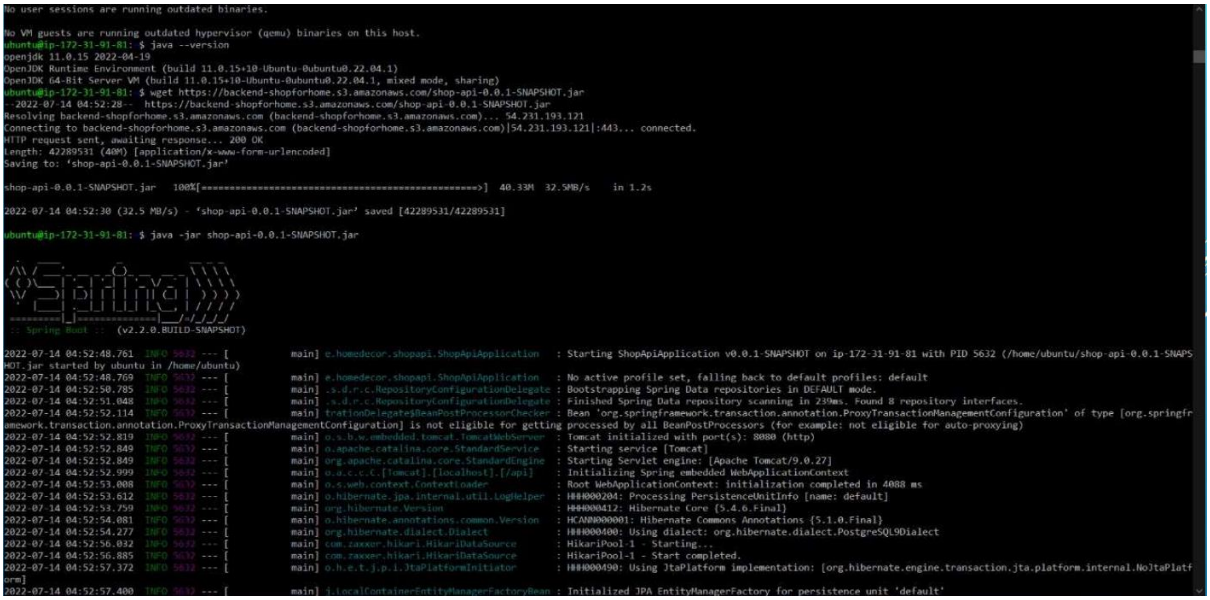
8.2 Cloud Deployment

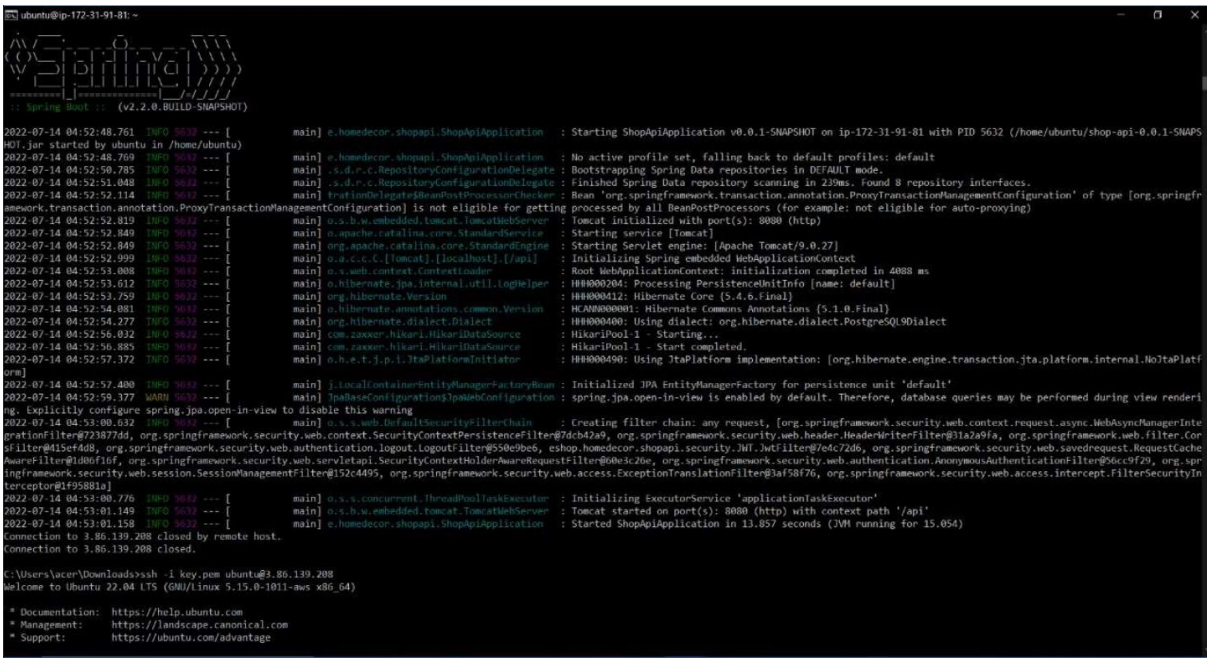
Installing PostgreSQL in Backend Instance

Installing JDK in Backend Instance

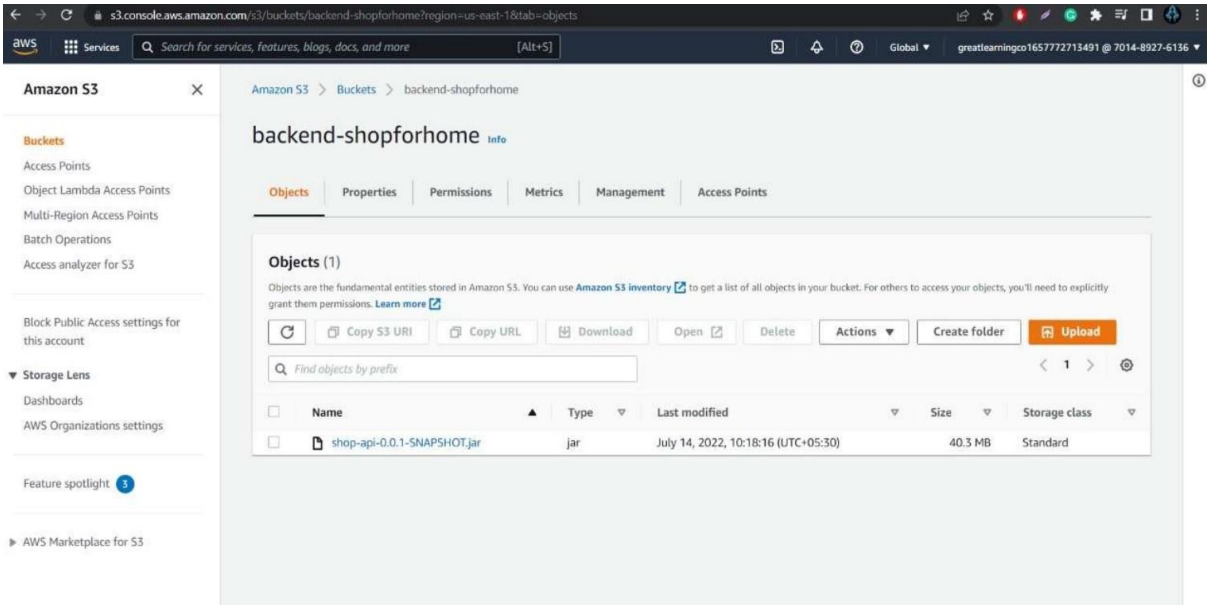


Deploying Spring Boot Backend Application In Backend Instance

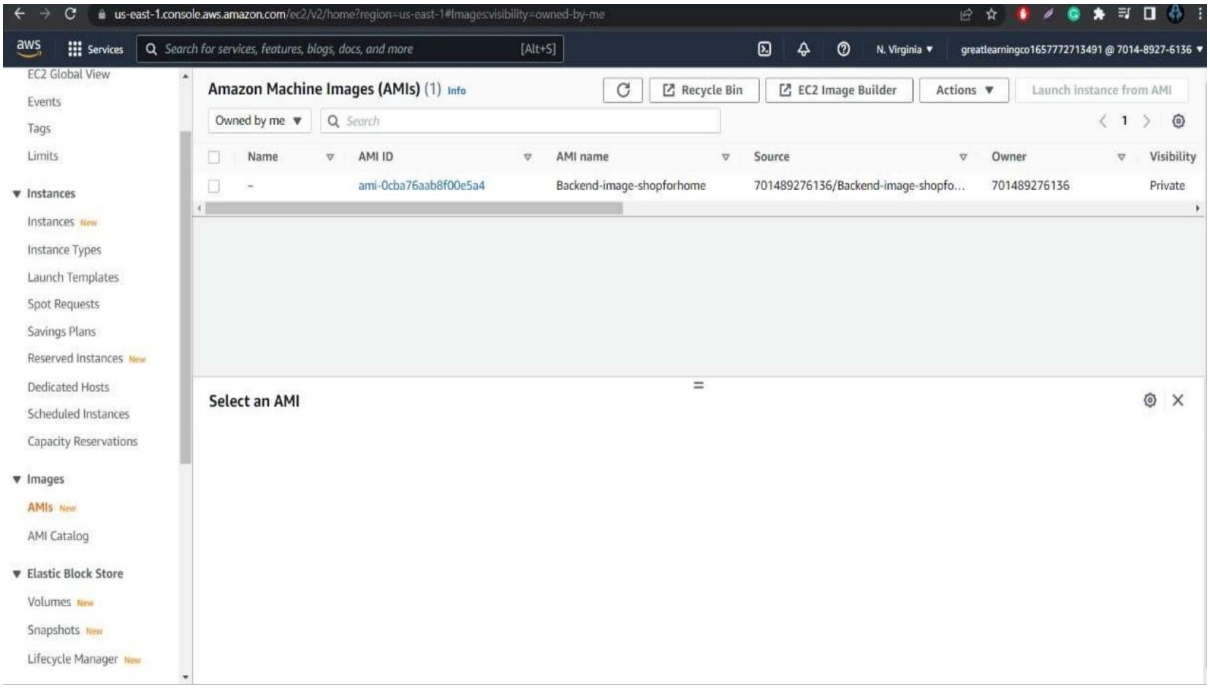




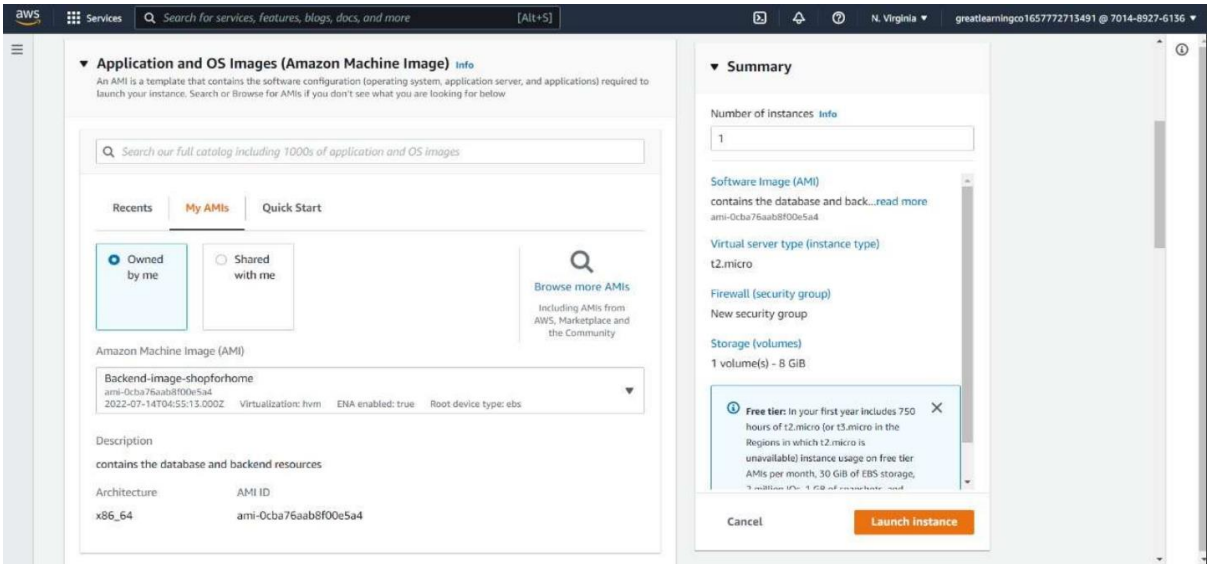
Backend Jar File on S3 Bucket

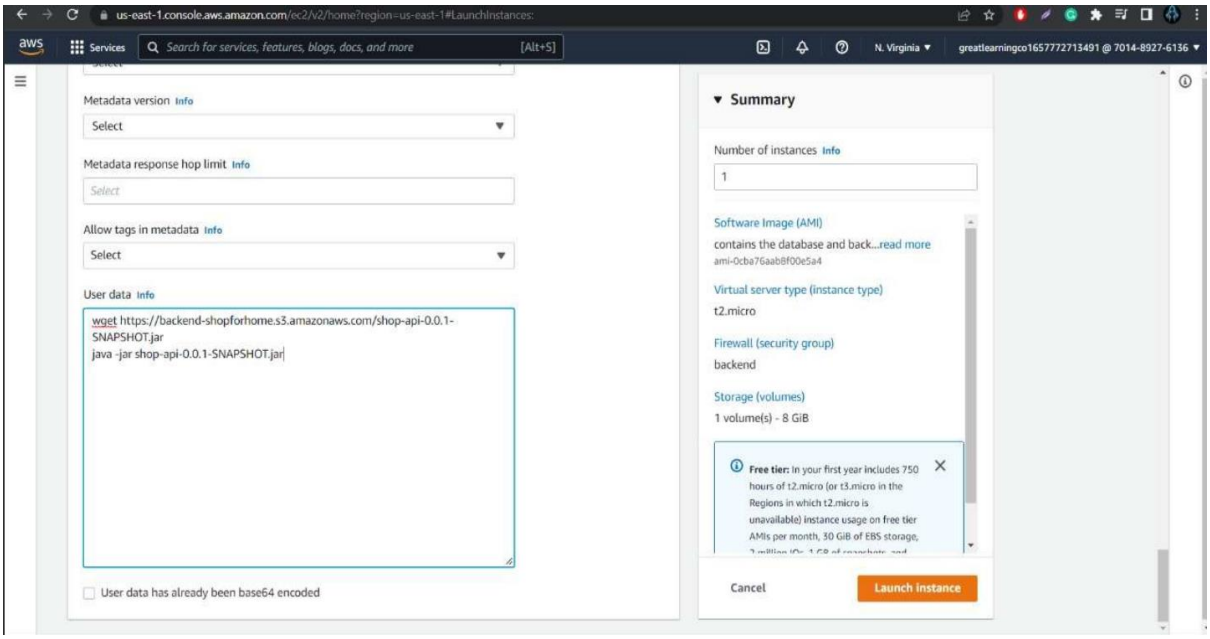


AMI Created from Backend Instance to use in AutoScaling

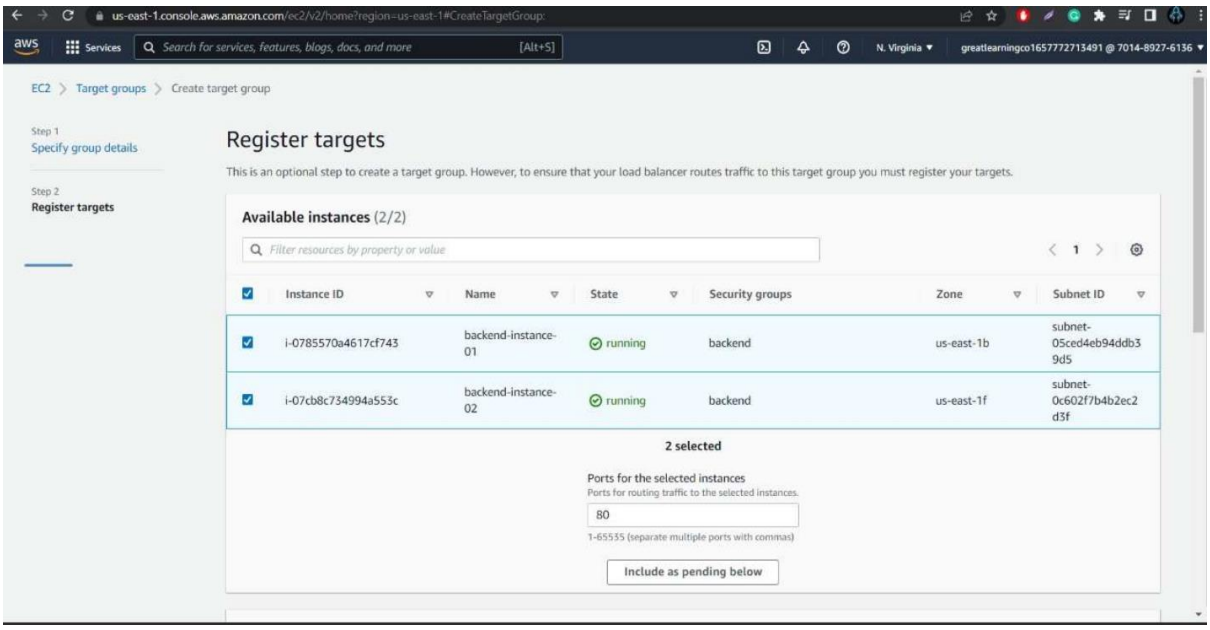


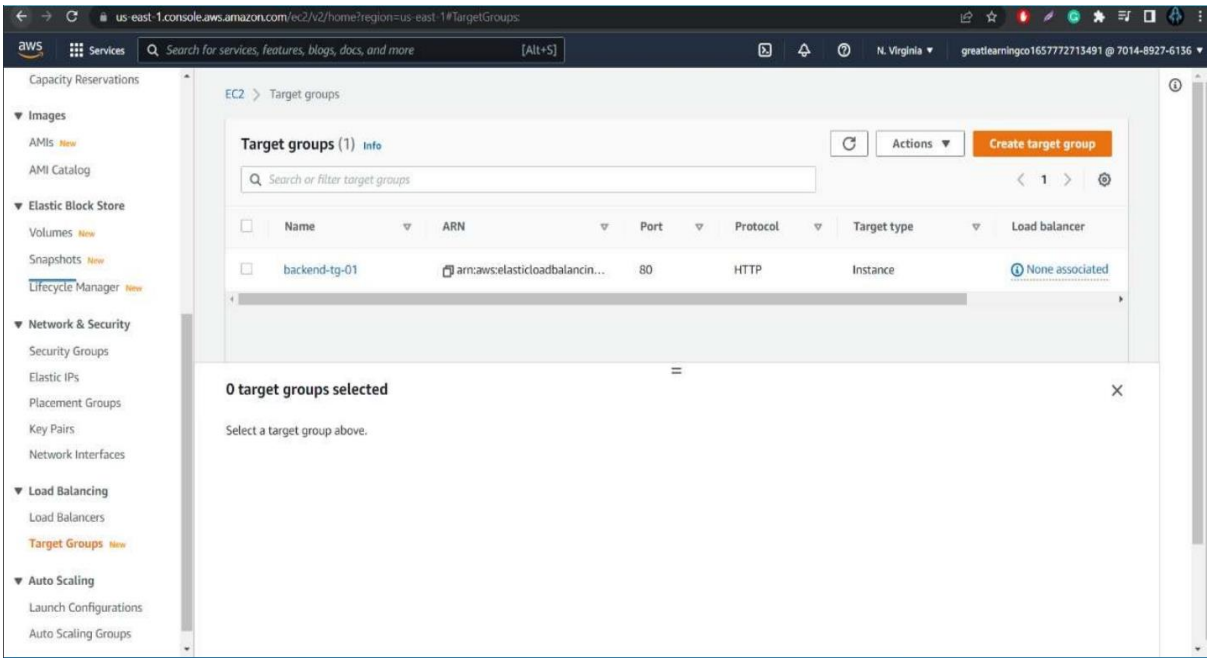
Creating instance with ami and user-data script



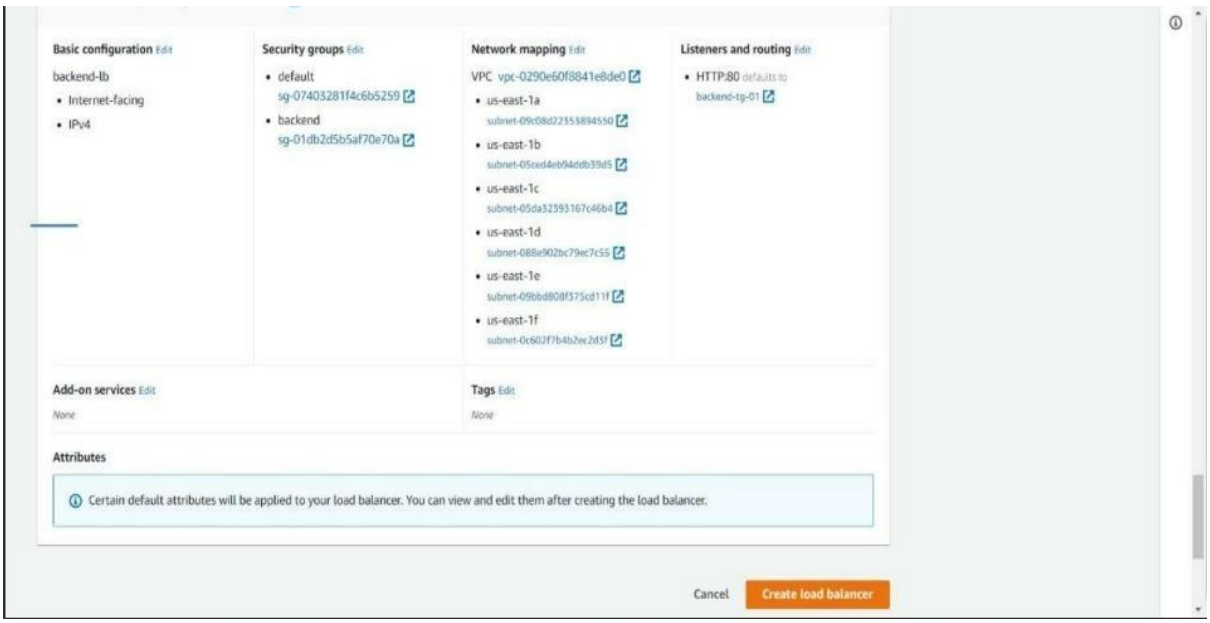


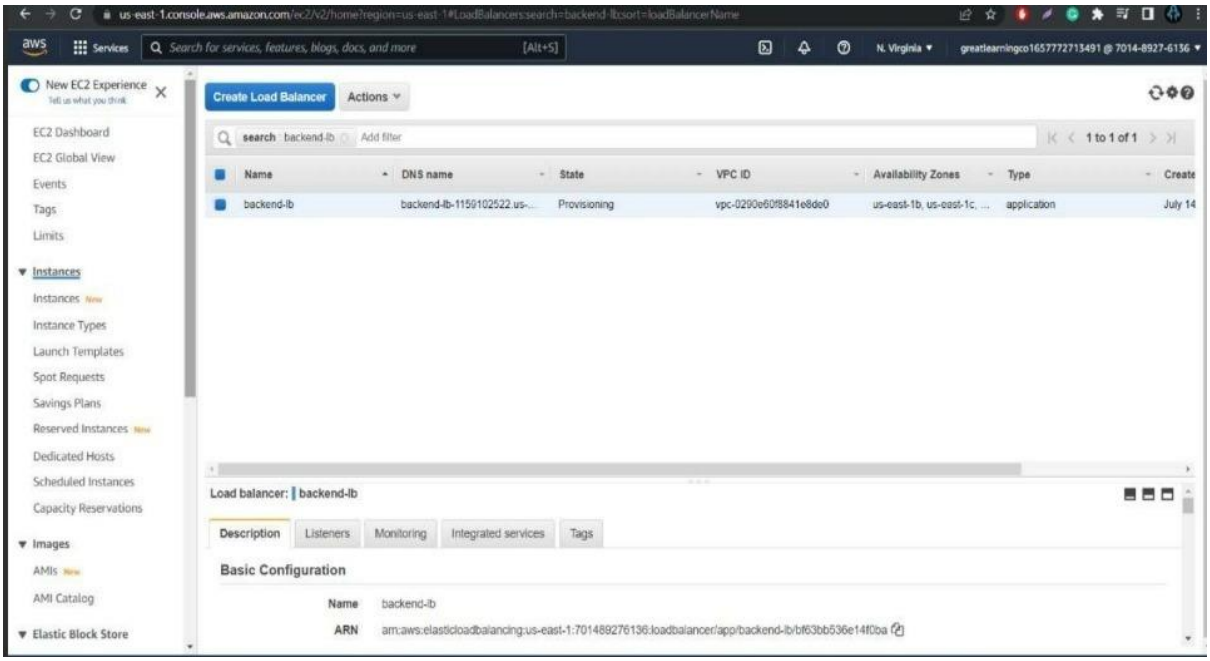
Creating target group



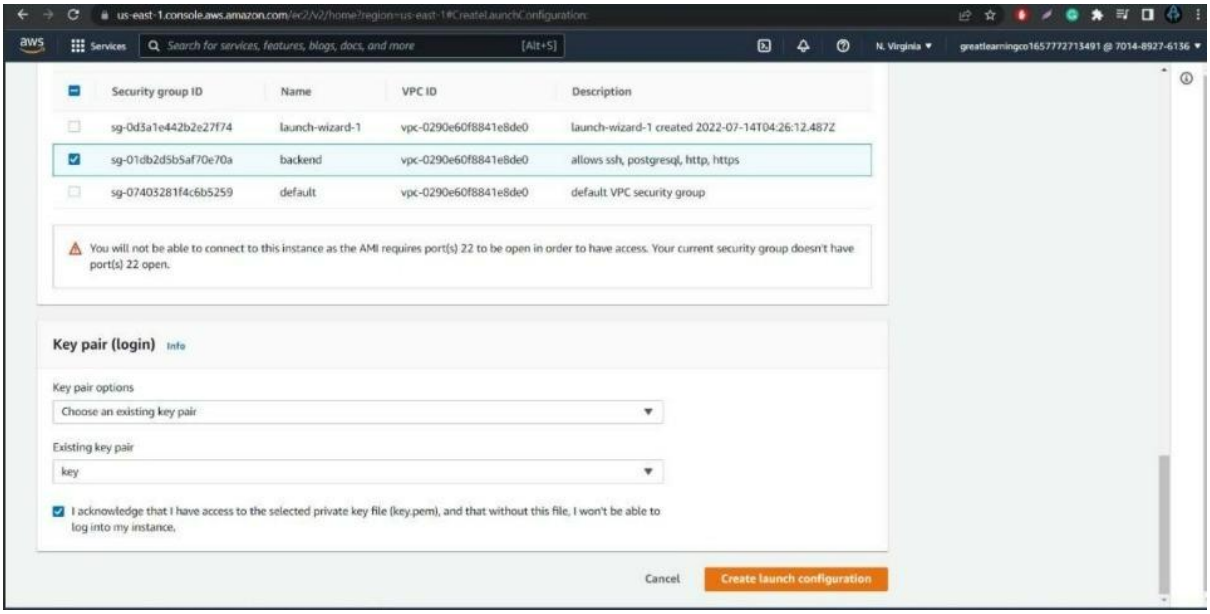


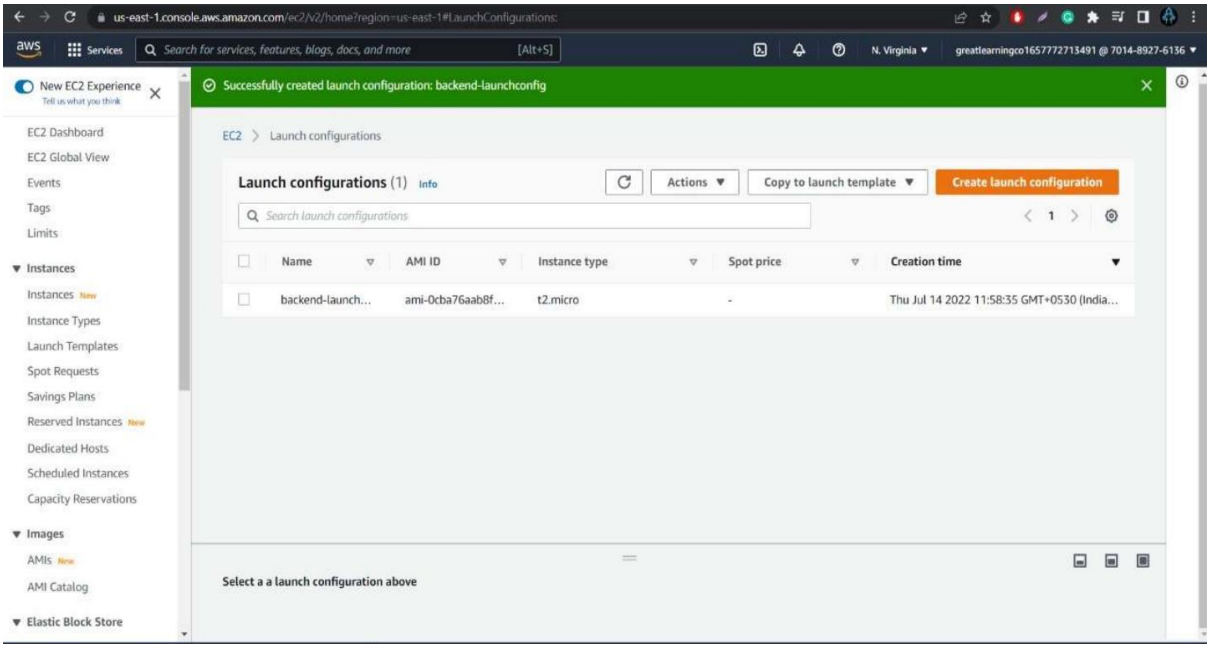
Creating load balancer



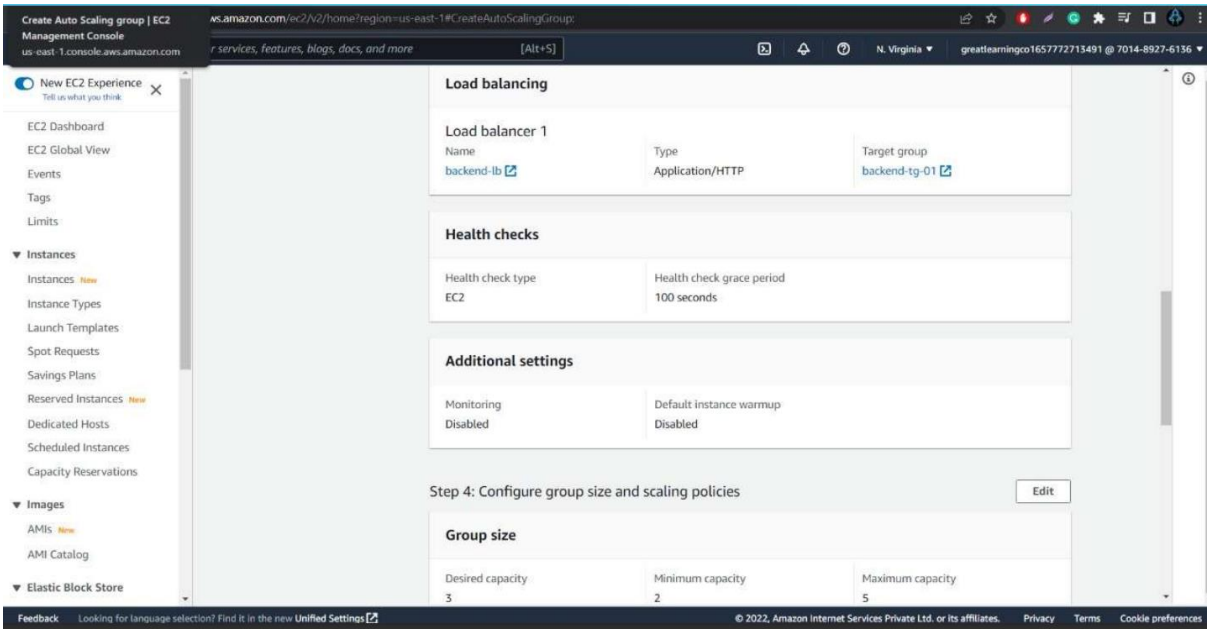


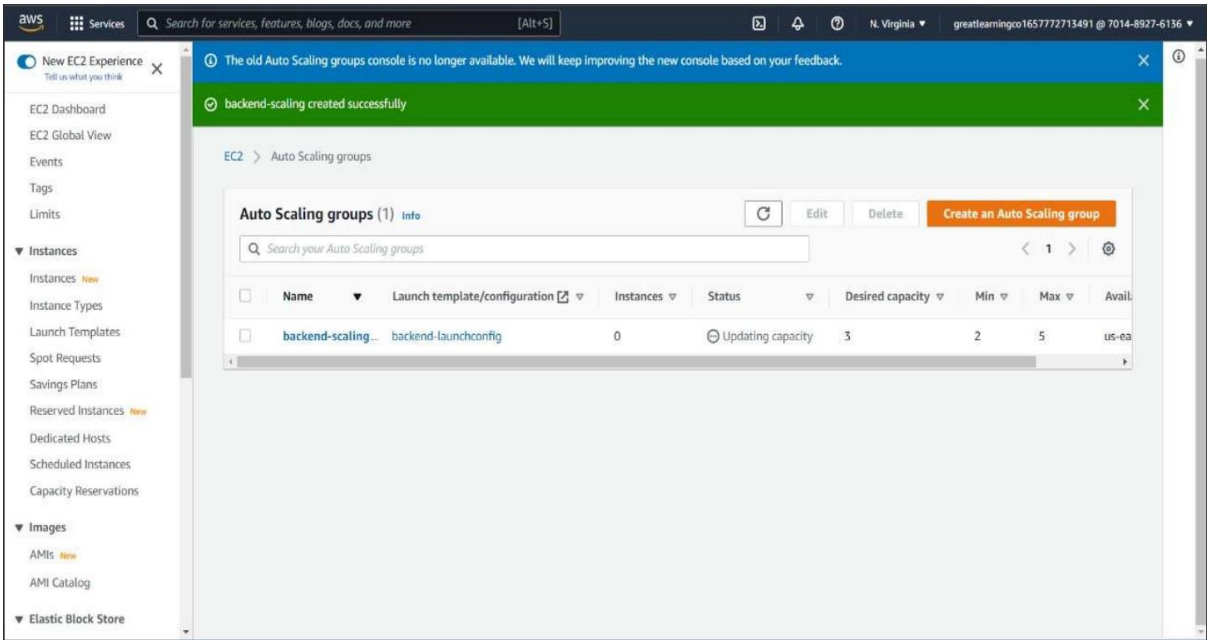
Creating launch configuration



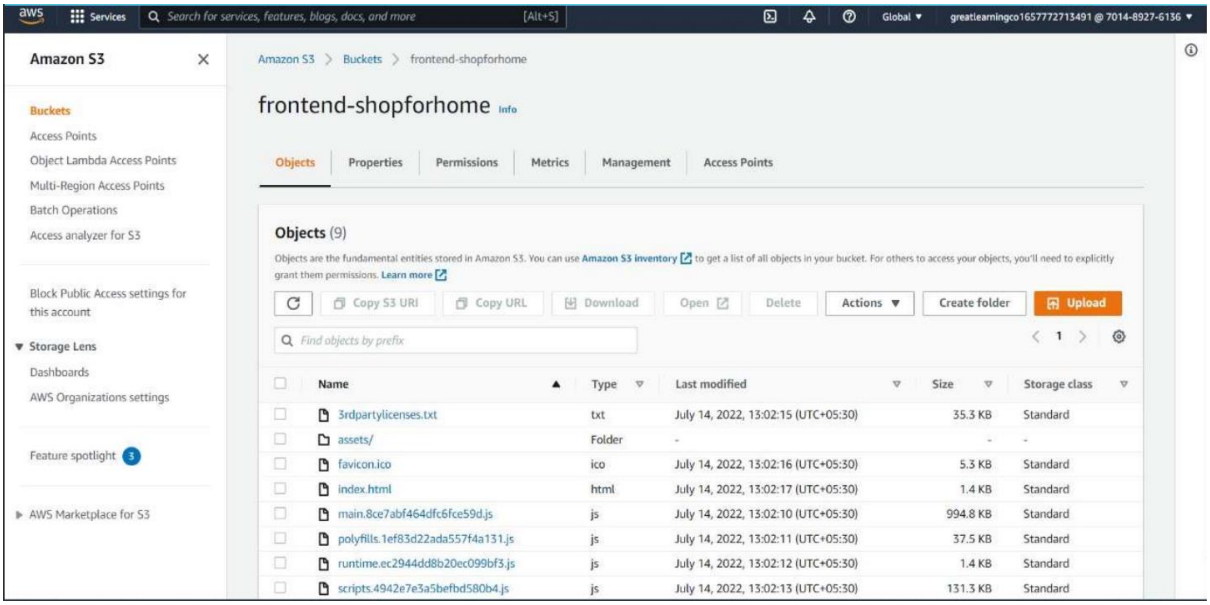


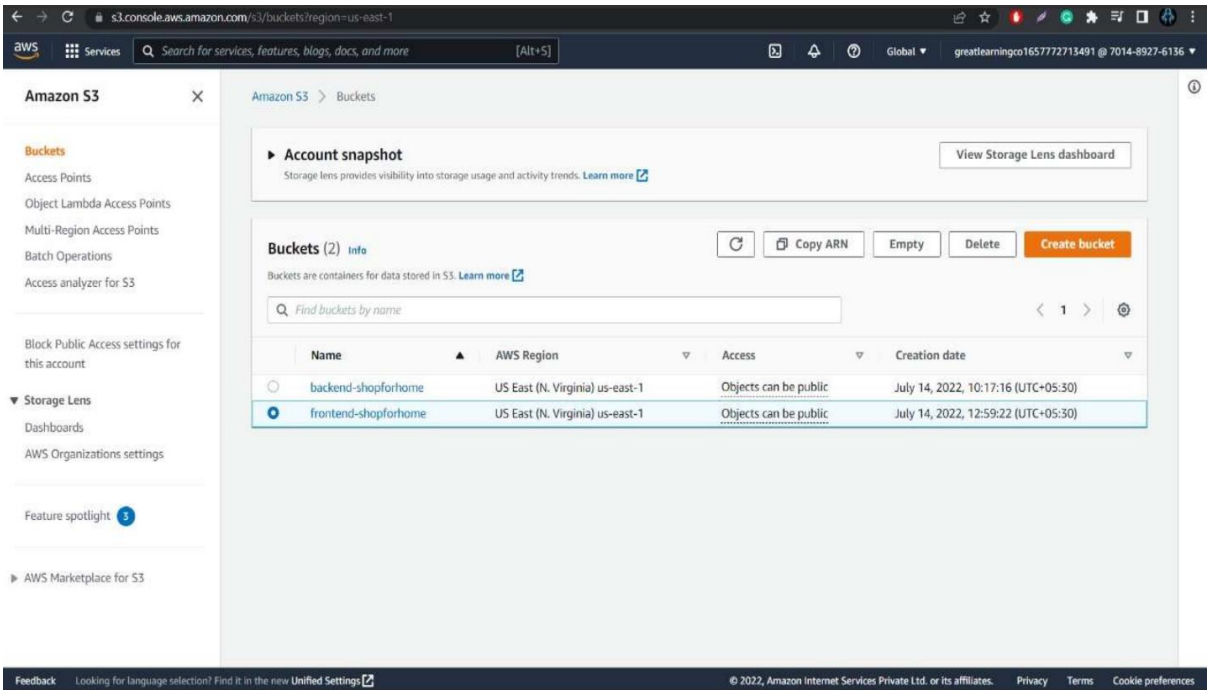
Creating auto-scaling group



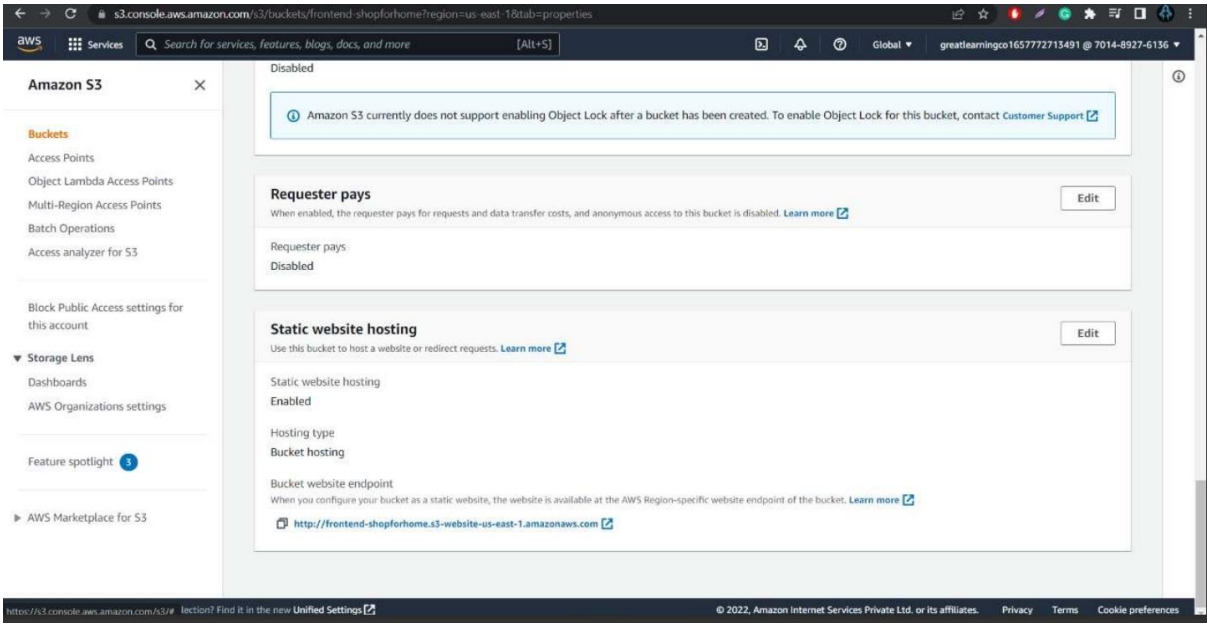


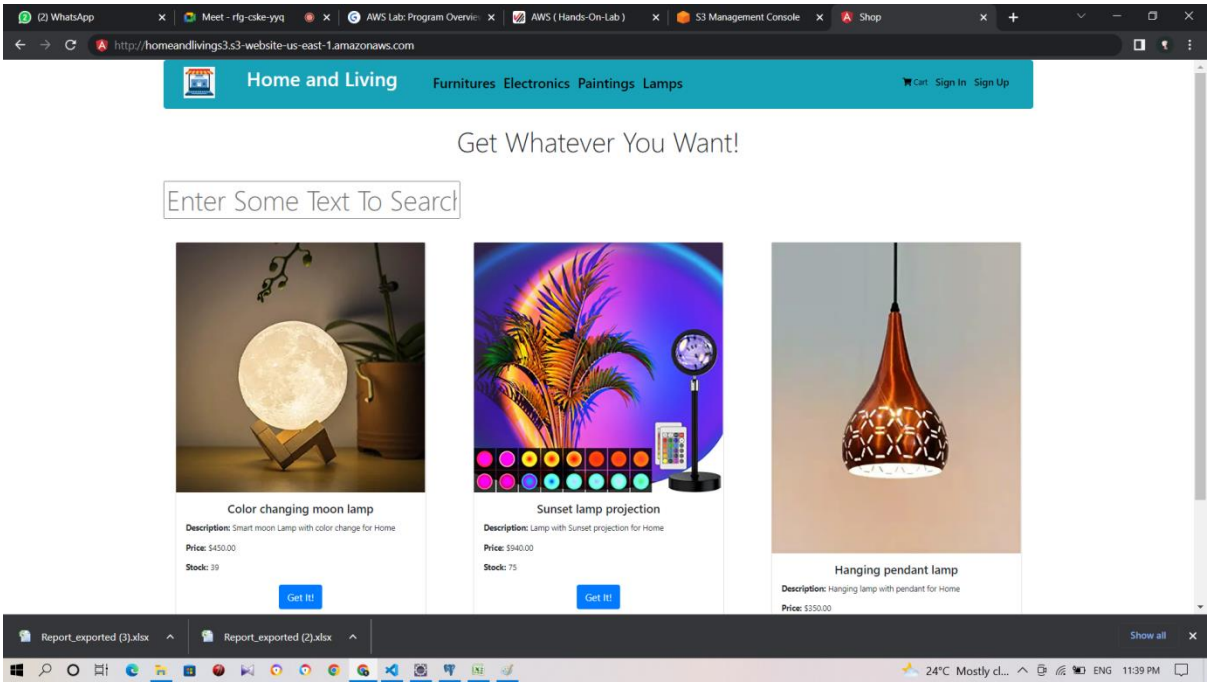
Creating frontend S3 bucket





Static hosting frontend S3 bucket





9 Conclusion And Future Scope

9.1 Conclusion

E-Commerce has undeniably become an important part of our society. The successful companies of the future will be those that take E-Commerce seriously, dedicating sufficient resources to its development. E-Commerce is not an IT issue but a whole business undertaking. Companies that use it as a reason for completely re-designing their business processes are likely to reap the greatest benefits. Moreover, E-Commerce is a helpful technology that gives the consumer access to business and companies all over the world.

9.2 Future Scope

The e-commerce industry saw major traction in 2020. Technology innovation, easy scalability, increased internet penetration and changed user habits due to COVID-19 let the industry improve experiences and compete against brick-and-mortar shops.

Engaging customers directly is top priority for brands, and in this era of widespread awareness and cutthroat competition, the only way to survive is to stay ahead of the curve, identify lagging areas and capture evolving trends at the onset.