A

Project On

<ONLINE EYE OPTICAL>

Submitted for the partial fulfilment of

Project In

Master of Science (Information Technology & Computer Application)
M.Sc.(I.T. & C.A.) : Semester-4 2023

-:Submitted To:-

Department of I.T. Atmiya College, Rajkot

-:Affiliated To:-

Gujrat Technical University, Rajkot

-:Submitted By:-

<Gohil Sunita>

-:Under the Guidance:-

<Prof. Bhavna>

CERTIFICATION

Gohil Sunita

ABSTRACT

The project report upon the "**ONLINE EYE OPTICAL**" we will need to buy lots of products from a shop can interact with this website

In day to day life we will need to buy lots of products from a shop. it may be Specks(Goggles). Now a days it is really hard to get some time to go out and get them by ourselves due to busy life style or lots of works.

In order to overcome these, we have one solution that is e-commerce site. Where we can get all required products online. The proposed system helps in building a website to buy products online.

Gohil Sunita P.

ACKNOWLEDGEMENT

We are very thankful to the project coordinator of **Mr. Brijesh Pandey** for their suggestion and help.
who has provided us a lot of support & guidance from the beginning to the end of the project development.

A work of this nature would not have been possible without the encouragement and meticulous attention received from them. The faculties has also played a vital role in building up my project website, under their guidance and training it became much easier to develop a project.

And lastly we thank everyone to help directly or indirectly in my project.

Gohil Sunita

STUDENT INFORMATION

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5. **Project** URL:-http://eyeopticalsunita.byethost3.com

System Specification :

- **Hardware requirement :**
  - Intel core i3 , 600 MHZ
  - 20 MB RAM
  - 100 mbps LAN
  - 10 GB Hard disk

- **Software requirement :**
  - Operating System : Microsoft Windows 7/8 or higher
  - It Create website in PHP then must be used
  - Language:PHP
  - Front-End : PHP 5.5.3
  - Back-End : MYSQLi server
  - Designing Tool : Xampp
  - Documentation Tool:Ms-Word 2007,Microsoft visio 2007

DECLARATION

I undersigned, Miss.Sunita Student of Master of Science(Information Technology & Computer Application) M.Sc.(I.T.&C.A.) sem- 4 Here by that the project work presented in the report is my own and has carried out under the supervision of Tops Technologies, Rajkot.

Date:- 03-03-2017

Place: Rajkot **Gohil Sunita.**

PREFACE

As per the schedule of the course of Master of Science (Information Technology & Computer Application) M.Sc.(I.T.&C.A.), the project work is must for every student in different government or private organization during the study period. During this period student have to develop software and also to implement it successfully.

She is the student of M.Sc.(I.T.&C.A.). – Sem 4 (Harivandana College ,Rajkot) is affiliated with Saurashtra University, Rajkot. The period of project work is from Dec, 2017 to March, 2017.

I has used PHP as front-end tool and XAMPP as database back-end tool. This website is developed on ONLINE EYE OPTICAL. These project developments aims are provide show all products in online. I am very confident that this website would be very much useful to the User.

I am very thankful Mr.**Brejesh Pandey** who always ready to give me external guidance and help about project. I am also thankful to our project guidance

Mr.Brejesh Pandey who had given internal & the most important guidance about my project.

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1. INTRODUCTION

1.1 PROJECT OVERVIEW:

In day to day life we will need to buy lots of products from a shop. it may be Specks(Goggles). Now a days it is really hard to get some time to go out and get them by ourselves due to busy life style or lots of works.

In order to overcome these, we have one solution that is e-commerce site. Where we can get all required products online. The proposed system helps in building a website to buy products online.

User can get all information about My webste. User can also get ONLINE EYE OPTICAL information. for these, user have to visit my web-site.

1.2 PURPOSE: GOALS & OBJECTIVES

The purpose of this project is to develop the user friendly and interactive website which will allow the user to get the information and pictures ONLINE

EYE OPTICAL preparation. User will be able to see the site-maps. User can get information about verity of products in My website.

The main purpose of this project is about giving flexibility to the Products as this website plays main role at admin side. Foreigner or any person, who have not idea about India or World Products available then they can get information easily from this site. Any user will be able to open this site and get the information.

1.3 SCOPE

The aim of the project is to build a simple, effective computerized Recruitment Module and which gives the easily information of any types of question in my website.

Functions for Users:

- Log in
- Access their own account
- Put request for their require information
- Give Feedback
- Register personal information
    - Phone number
    - Address
    - Password
    - Email-Id

Functions for the Admin:

- Add or Remove users
- Change Information
- Check out media
- Count the no of visitors
- View all user information
- Approve user

1.4 About PHP

PHP (Hypertext Preprocessor) is widely used Open Source general purpose scripting language that is especially suited for Web development and can be embedded into HTML.

Resume Lerdorf software engineer, Apache team member is the creator and original driving force behind PHP. The first part of PHP was developed for his personal use in late 1994.By the middle of 1997, PHP was beginning used approximately 50,000 sites worldwide.PHP is server side scripting Language like ASP, which can be embedded in HTML Tags or used as stand-alone.

The PHP code is enclosed in special start and end tags that allow you to jump into and out of "PHP mode". PHP files have a file extension of ". Php" or ". Php3" or "phtml".

PHP distinguish from client-side JavaScript is that the code is executed on the server. The best thing in PHP is that it is extremely simple for a newcomer, but offers many advanced features for a professional programmer.

PHP is a powerful language and the interpreter, whether included in web server as a module or executed as a separate CGI binary, is able to access files, executes commands and open network connections on the server. These properties make anything run on a web server insecure by default. PHP is designed specifically to be a more secure language for writing CGI programs than Perl or C, and with correct selection of compile time and runtime configuration options, and proper coding practices, it can give you exactly the combination of freedom and security you need.

Advantages of PHP

Ease of Use

Cost

HTML-Support

Cross Platform Capability

PHP is Compatible with the three leading web servers

Speed

About MYSQL

MYSQL, the most popular open source SQL database management system, is developed, distributed, and supported by MYSQL AB.

MYSQL AB is a commercial company, founded by the MYSQL developers. It is second-generation open source company that unities open source values and methodology with a successful business model.

The MYSQL web site (“http://www.MySQL.com/”) provides the latest information about the MYSQL software and MYSQL AB.

Feature of MYSQL:

MySQL is a Database Management System.

MySQL is a relational Database Management System.

MySQL software is Open Source

❖ CSS – Cascading Style Sheet

Styles Solve a Common Problem

HTML tags were originally designed to define the content of a document. They were supposed to say "This is a header", "This is a paragraph", "This is a table", by using tags like <h1>, <p>, <table>, and so on. The layout of the document was supposed to be taken care of by the browser, without using any formatting tags.

As the two major browsers - Netscape and Internet Explorer - continued to add new HTML tags and attributes (like the <font> tag and the color attribute) to the original HTML specification, it became more and more difficult to create Web sites where the content of HTML documents was clearly separated from the document's presentation layout.

To solve this problem, the World Wide Web Consortium (W3C) - the non profit, standard setting consortium, responsible for standardizing HTML - created STYLES in addition to HTML 4.0. All major browsers support Cascading Style Sheets.

Style Sheets Can Save a Lot of Work

Styles sheets define HOW HTML elements are to be displayed, just like the font tag and the color attribute in HTML 3.2. Styles are normally saved in external .css files. External style sheets enable you to change the appearance and layout of all the pages in your Web, just by editing one single CSS document.

CSS is a breakthrough in Web design because it allows developers to control the style and layout of multiple Web pages all at once. As a Web developer you can define a style for each HTML element and apply it to as many Web pages as you want. To make a global change, simply change the style, and all elements in the Web are updated automatically.

Multiple Styles Will Cascade Into One Style sheets allow style information to be specified in many ways. Styles can be specified inside a single HTML element, inside the <head> element of an HTML page, or in an external CSS file. Even multiple external style sheets can be referenced inside a single HTML document.

2. SYSTEM REQUIREMENT STUDY

2.1 USER CHARACTERISTICS

When the topic comes to the types of user who interact with this application, mainly two categories come into picture:

1. Administrator.
2. Common Person (User).
3. Common Admin (User).

- An administrator is kept mainly to maintain the database of shape files and their related data. The administrator can upload the purchases of the media. He is also responsible for the web application maintenance and queries or requests by the user to him.

- The application deals with the collaborated efforts from the user too. The task of the user here is a major one regarding the application he opts to use. This application enables a user to get his own services which can be used by him or others about the particular area he wants. The user is responsible for the daily transactions of media done by administrator.

2.2 CONSTRAINTS

My project includes login module so that unauthorized members are not accessible to the project. There are only a few entry and exit points in each module so there is no possibility of change to the data by an outside function. This application is critical under some circumstances which includes low memory space of the system. So it is pre-assumed that memory space of the system where this project is going to execute is of higher speed.

There is not use of more size data so high range of RAM is not required on

this application.

To get result very fast and appropriate not needs to have high speed of RAM. Login and password is used for identification of user and there is no facility for guest.

3. SYSTEM ANALYSIS

In this phase, the analysis of the whole project is done i.e. how the project will be developed, what the whole project will contain and how all the functions that are included in this project will work. All these things will be visualized, conceptualized and put on the paper work which will take the body of the actual project work. The working of the whole project work will be described by Data Flow Diagrams, Class Diagrams, Use Case Diagrams, etc. so that the prior idea of the actual functionality if the project, the functions of different modules and classes and the user interface of the project can be visualized.

The current scenario of the company was based on the desktop and web application made up for shape file handling and manipulation. All the different kinds of projects that were going on into the company were either the desktop applications or the web applications and were made using the tools like Visual C++, VB .NET, C# .NET, Asp.Net,Php etc. This software were providing the functionalities to view the shape files, to create shape files, to perform various operations upon the shape files like zooming, panning, clipping etc., to have layers of more than one shape files at a time etc. As such the current projects dealt with the shape file handling on the web basis.

3.1 STUDY OF CURRENT SYSTEM

In Current System User can also get Shopping information. The Online eye optical provides totally products less work so there is no wasting of time and saving of manpower and work becomes faster.

The basic functionality of the system user can get all information in my web site.

3.2 PROBLEM AND WEAKNESS OF CURRENT SYSTEM

The major applications that were going on into the organization were not being made by the free tools . So, the organization could not generate the free

cost solution for the same structure. The application is also targeted at the mass which can use it to the fullest.

They were not able to get any information about any preparation. So, they used paper maps and other recourses. So that process was time consuming.

3.3 REQUIREMENT OF A NEW SYSTEM

The new system that was to be built in the organization need to have some creative concept that can help the user in the real manner and the next important thing is that it should give the cost effective solution to the user. Due to the collaborative nature of the application the user can really be an important part of it rather than just using it blindly.

My Online eye optical provides totally paper less work so there is no wasting of time and saving of manpower and work becomes faster. My project will solve all this problems. Unknown user can get all type of information.

3.4 FEASIBILITY STUDY

Feasibility study of the system is a very important stage during system design. It was feasibility study, which decided whether the system was to be developed, or not. Cost and benefit analysis is one of the tools of the Feasibility Study phase in SDLC in which various costs and benefits of the proposed system are evaluated against different alternatives with many criteria and based on the result of the cost-benefit analysis the best alternate will be chosen from the available alternatives. Cost-benefits may be tangible or intangible, direct or indirect. Cost estimates also takes into accounts hardware, personnel facilities and supply cost for the final evaluation. Cost & benefit analysis then identifies the cost & the benefits of a given system.

During this process the aspects that were considered as:

1) Technical Feasibility

Technical feasibility centers on the existing computer system (hardware, software, etc) and to what extent it can support the proposed addition. If the

current computer is operating at 80 percent capacity-an arbitrary ceiling –then running another application could overload the system or require additional hardware. This involves financial considerations to accommodate technical enhancements. If the budget is a serious constraint, then the project is judged to be infeasible.

But in **Online Eye Optical**, it is possible to afford this hardware as in the library all the tasks related to administration and management, etc are computerized. Hence, the required hardware was easily available and it was found technically feasible to develop a new system.

2) Economic Feasibility

Economic analysis is the most frequently used method for evaluating the effectiveness of a candidate system. More commonly known as cost/benefit analysis, the procedure is to determine the benefits and savings that are expected from a candidate system and compare them with costs. If benefits outweigh costs, then the decision is made to design and implement the system. Otherwise, further justification or alterations in the proposed system will have to be made if it is to have a chance of being approved. This is an ongoing effort that improves in accuracy at each phase of the system life cycle.

However, it is not comparably costly For the **Online Eye Optical** because the required hardware is already present for manual work in as Ms Word and Ms Excel. So the system can be easily implemented with the available resources (hardware & software).

Implementation of a system is a lifetime investment, which will ensure returns to the organization throughout the future. In short, hardware & software requirement of the new system is very less.

Thus, the system was also found economically feasible.

3) Operational Feasibility

It is understandable that the introduction of a candidate system requires special effort to educate and train the staff to operate the system. He can easily understand the system once he is directed about the system. So additional expense of training the users is not required.

3.5 Requirements Validation

Requirements validation is concerned with showing that the requirements actually define the system, which the customer wants. It has much in common with analysis as it is concerned with finding problems with the requirements. Requirements validation is important because errors in a requirements document can lead to extensive rework costs when they are subsequently discovered during development or after the system is in service. The cost of making a system change resulting from a requirements problem is much greater than repairing design or coding errors. There are number of requirements validation techniques which can be used in conjunction or individually.

Requirement Validation examines the specification to ensure that all system requirements have been stated unambiguously; that errors have been detected and corrected. Primary requirements validation mechanism is Formal Technical Review.

4. PROJECT MANAGEMENT

- **Project Planning and Scheduling**
  - Project Development Approach
  - Project Plan
  - Schedule Representation
- **Risk Management**
  - Risk Identification
  - Risk Analysis
  - Risk Planning
- **Estimation**
  - Effort Estimation
  - Cost Analysis

4.1 PROJECT PLANING:

Project planning is concerned with identifying and measuring activities, milestone and deliverables produced by project. The effectiveness of the subsequent planning activities is based on the accuracy of this estimation.

- Scheduling man power and other resources
- Staff organization and staffing plan
- Risk identification. Analysis and abatement planning
- Miscellaneous plans such as quality assurance plan, configuration management plan, etc.

Project management involves planning, monitoring and control of people, process and the events that occurs as software evolves from a preliminary concept to an operational implementation. Cost estimation is a related activity that is concerned with estimating the resources to accomplish the project plan. Software project management is an umbrella activity within software engineering. It begins any technical activity is initiated and continues throughout the definition, development and support of computer software.

Project must be organized into effective teams, motivated to do high quality software work and coordinated to achieve effective communication. The product requirement must be communicated customer to develop, partitioned into their constituted parts and position for work by the software team. The process framework is selected and appropriate software engineering paradigm is applied and set of work, task is chosen to get the work done. The project must be organized in a manner that enables the software team to succeed. A project management activity encompasses measurement and matrix, estimation, risk analysis, schedules, tracking, and control.

4.1.1 Project Development Approach and Justification

Software process model is an abstract representation of a software process. Each process model represents a process from a particular perspective so only provides partial information about that process. These generic models are not definitive descriptions of software process. Rather, they are useful

abstractions, which can be used to explain different approaches to software developments. For many large systems, of course, there is no single software process that is used. Different processes are used to develop different parts of the system.

Development approach of any project depends on many factors. They are like resources, clear-cut information available in the form of requirements, process maturity, tool maturity, manpower with skills, time duration to develop, complexity and criticality of the project. In this project, spiral model seems to be more suitable for development approach. There are other factor that clearly directs towards Spiral Model.

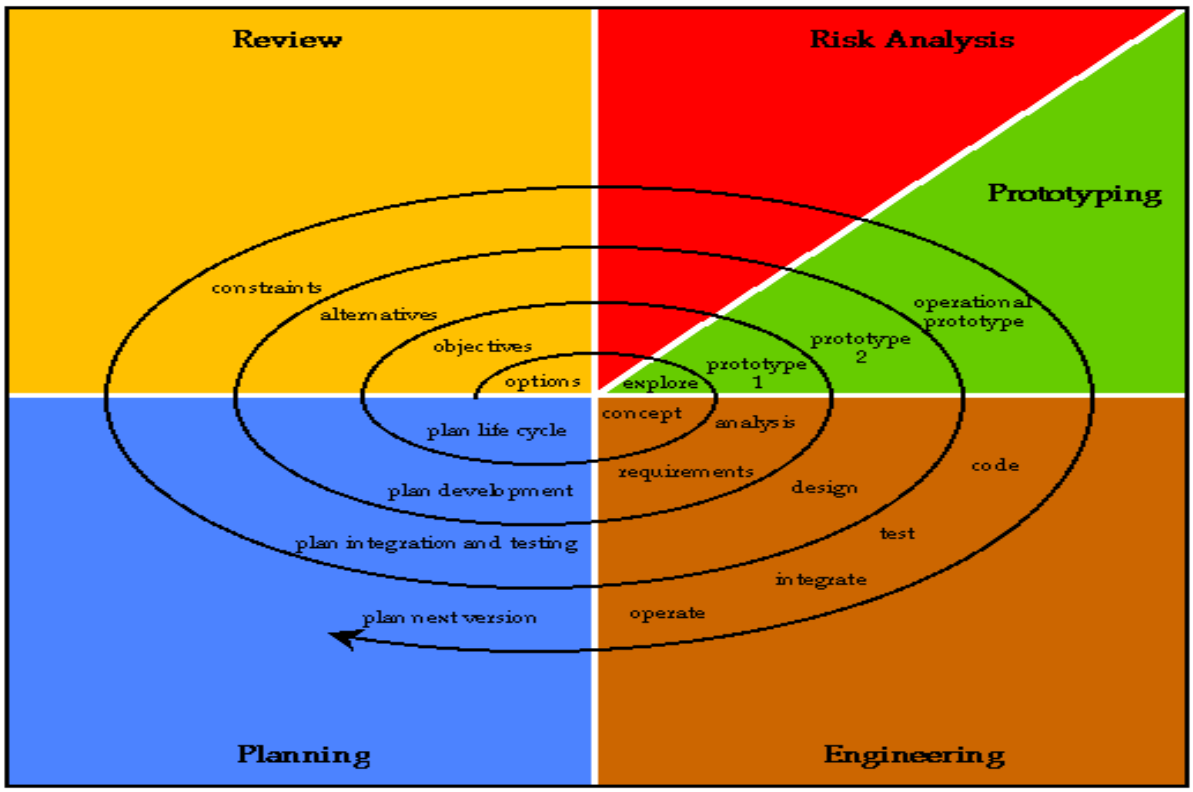


Figure 4.1 Spiral Model

Basically Spiral Model is split into four sectors or quarters as shown.

The first quadrant identifies the objective of the phase and alternatives solutions possible for the phase under consideration. In second phase, alternative solutions are evaluated to selected the best solution possible, and for the chosen solution, the potential risks are identified and dealt with by the developing an appropriate completion of a software project. Activities during

third quadrant consist of developing and verifying the next level of the product. Activities during the fourth quadrant concerns reviewing the results of the stages traversed so far with customer and planning the next iteration around the spiral. With each iteration around the spiral (beginning at the centre and moving outwards), progressively a more complete version of the software gets built. And all the risks are resolved and the software is ready for development.

As we have already mentioned that A TO Z PROVISTIONAL WORLD is following the spiral approach to develop the whole project and spiral model can be viewed as a Meta Model because it subsumes all the models i.e. waterfall model, iterative model, prototype model, evolutionary model. So at each stage of the project development life cycle it follows the model which is more appropriate based on the condition met as well as it is also having pre-determined potential risks which is generally resolved as the spiral move outwards from stage of development life cycle into next subsequent stage.

Advantages of the Spiral Model:

- The spiral model is a realistic approach to the development of large-scale software products because the software evolves as the process progresses. In addition, the developer and the client better understand and react to risks at each evolutionary level.
- It avoids the pitfalls of existing software models through a risk driven approach.
- It tries to eliminate errors in the early phases.
- It can be extended to software maintenance also.
- It provides mechanism for software quality assurance.
- It works well for complex, dynamic, and innovative projects.
- It allows re-evaluation after each phase, which allows changes in user

  Perspectives, technology advance, and financial perspectives.

System architecture, report layout design, actual report generation design of A TO Z PROVISTIONAL WORLD come under this phase and risks associated with it in the form of rejection of ideas or work carried out are also resolved during this phase.

❖ **Implementation Phase**

Implementation phase includes development of UI components, creating prototypes of each module involved with the proper functioning of all the stated tasks in the design phase as well as actual database design with entry of records are also carried out to check whether any inconsistency or redundancy occurred in the database or fulfilled all the constraints mentioned in the design phase.

❖ **Testing Phase**

The testing phase ensures whether the produced system meets the specification decided in analysis phase. The uncertainty is removed in the testing. The methods of testing are explained in testing phase. This phase mainly deals with checking the standards of the system whether they fulfil or not.

4.1.2 Project Planning

The project plan sets out the resources available to the project, the work breakdown and schedule for carry out the work.

MILESTONES AND DELIVERABLES

Management needs information. As Software is intangible, this information can only be provided as documents that describe the state of the software being developed. Without this information, it is impossible to judge the progress and cost estimates and scheduling cannot be update. When planning a project series of milestones are established.

MILESTONE:

Milestone is an end-point of the software process activity.

- At each milestone there should be formal output, such as report, that can be represented to the management.
- Milestone report need not be large document; they are the short report of achievements in software project activity.
- Milestone represents the end of the distinct, logical state in the project.

DELIVERABLE:

- Deliverables is a project report that is delivered to the user.
- Deliverables are delivered to the user at the end of some major project Phase such as specification, design, etc.

ROLES AND RESPONSIBILITIES

Division of Responsibility

Analysis	Sunita.
Analysis Review	Sunita.
Design	Sunita.
Design Review	Sunita.
Coding	Sunita.
Testing	Sunita.
Documentation	Sunita.
Implementation	Sunita.

4.1.3 Project Scheduling

Scheduling the project task is an important planning activity. It involves deciding which task would be taken when. Project Guide of Mr.Brijesh Pandiya has done these following tasks:

- Identifying the entire task related to project.
- Determine the dependency among different activities.

- Establish the most likely estimates for the time durations necessary to complete the activities.
- Allocate resources to activities.
- Plan the starting and ending dates for various activities.
- Determine the critical path. A critical path is the chain of activities that determines the duration of the project.

4.2 RISK MANAGEMENT:

Risk management is concerned with identifying risks and drawing up plans to minimize their effect on a project. A risk is a probability that some adverse circumstance will occur.

- Project risks affect scheduling or resources.
- Product risks affect the quality or performance of the software being developed
- Business risks affect the organization developing or producing the software

The risks management process:

1. **Risk identification:**
   Identify project, product and business risks
2. **Risk analysis**:

   Assess the likelihood and consequences of these risks
3. **Risk planning:**

   Draw up plans to avoid or minimize the effects of the risk

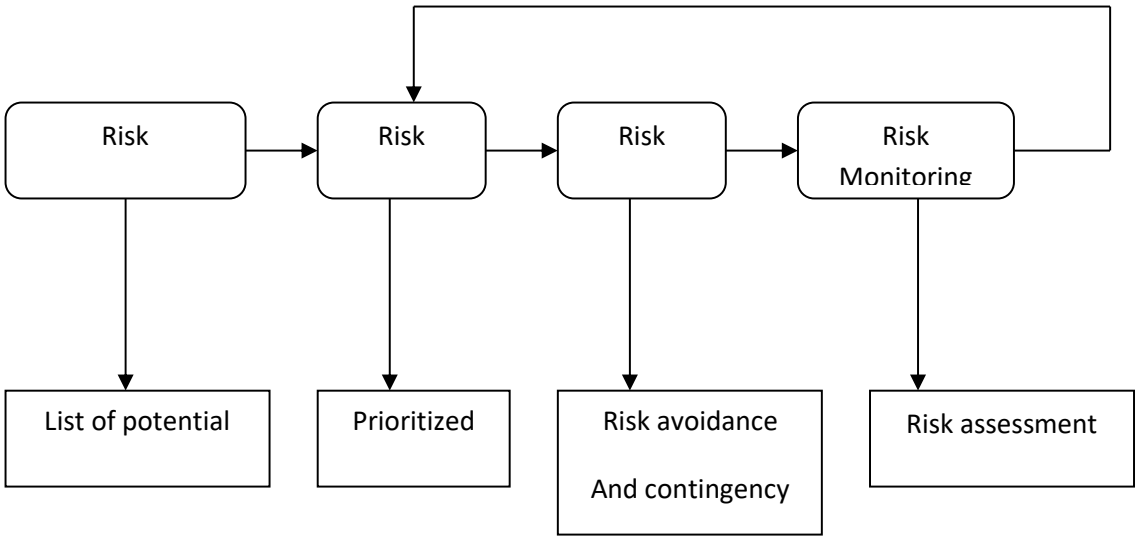


Figure: 2.2 the Risk Management Process

4.2.1 Risk Identification:

Risk identification is the first stage of Risk Management. It is concern with discovering possible risks to the project. In principle, this should not be assessed or prioritized at this stage, although in practice risks with very minor consequences or very low probability risk are not usually considered.

- Technology risks
- People risks
- Organization risks
- Requirement risks
- Estimation risks

Sr No.	Risk Type	Possible Risk
1.	Technology	The database used in the system cannot process as many transactions per second as expected. Software components which should be reused contain deflects which limit their functionality.
2.	People	It is impossible to recruit staff with the skills required. Key staff is ill and unavailable at critical times. Required training for staff is not available.
3.	Organizational	The organization is restructured so that different management are responsible for the project. Organizational financial problems force reductions in the project Budget.
4.	Estimation	The time required to develop the software is underestimated. The rate of defect repair is underestimated.

		The size of the software is underestimated.
5.	Tools	The code generated by CASE tools is inefficient. CASE tools cannot be integrated.
6.	Requirement	Changes to requirement which require major design rework are Proposed.Customers Fail to understand the impact of requirement changes.

- **Dependencies:**

  - Availability of trained, experienced people
  - Intercommoning or Inter group dependencies
  - Customer furnished items or information

- **Requirement Issue:**

  - Lack of clear product vision
  - Lack of agreement on product requirement
  - Technical staff conflict
  - Un prioritized requirements
  - New market with uncertain needs
  - Rapid changing requirements
  - Inadequate impact analysis of requirement changes

- **Management Issue:**

  - Inadequate planning and task identification
  - Inadequate visibility into actual project status
  - Unclear project ownership and decision making

- Unrealistic commitment made, sometimes for the wrong reasons.
- Managers or customers with unrealistic expectation
- Staff personality conflicts
- Poor communication

General Risks:

The general risks that can affect the development of the software are as follows:

- **Lack of resources:**
  The resources which are needed for the development of this project are not available during project. We need at least one computer per member in the company with all the software required installed in order to develop the project as well as for evaluation purpose. If we do not get these resources which can cause big effect in the form of failure of the project.

- **Time duration:**
  We are creating this software module for real time project of the company so it takes time to implement correctly and completely.

- **Customer Requirement:**
  Customer may have such requirement during project development that will cause change of the whole design. So we might not implement the project according to the schedule.

- **Lack of Information:**
  In our company different computers are having different .NET configuration settings made at will by the users so we are facing problem related to the format of the date to be used in our application.

  Simply identifying the risks of any project is not enough. We should write them down in a way that communicates the nature and status of risks over the duration of the project.

4.2.2. Risk Analysis

Assess probability and seriousness of each risk. Probability may be very low, low, moderate, high or very high. Risk effects might be catastrophic, serious, tolerable or insignificant.

4.3 Estimation:

4.3.1 Effort Estimation:

- "Software project scheduling is an activity that distributes estimated efforts across the planned duration by allocating the effort to specific software engineering tasks."
- Program Evaluation and Review Technique (PERT) and Critical Path Method (CPM) are two most widely used techniques in project management. Historically speaking, PERT and CPM developed independently out of research studies conducted by U.S. Navy and DuPont Company. The PERT was applied to Research and Development tools, while CPM was used to construct the projects.
- These two project management & scheduling method that can be applied to software development. Both techniques are driven by information already developed in earlier project planning activities:
    - Estimation of effort.
    - A decomposition of the product function.
    - The selection of appropriate process model and task set.
    - Decomposition of tasks.
- There are some differences between PERT and CPM for selecting it as project management technique like.
- In PERT total project duration is regarded as a random variable and therefore associated probabilities are calculated to characterize it. PERT is normally used for project involving activities of non- repetitive in nature which time estimates are uncertain. PERT helps in pin pointing critical areas in a project so that necessary adjustment can be made to meet the scheduled completion date of the project. While In CPM duration was known with certainty, therefore it is deterministic approach. It involves repetitive activities.

4.3.2 Cost Analysis:

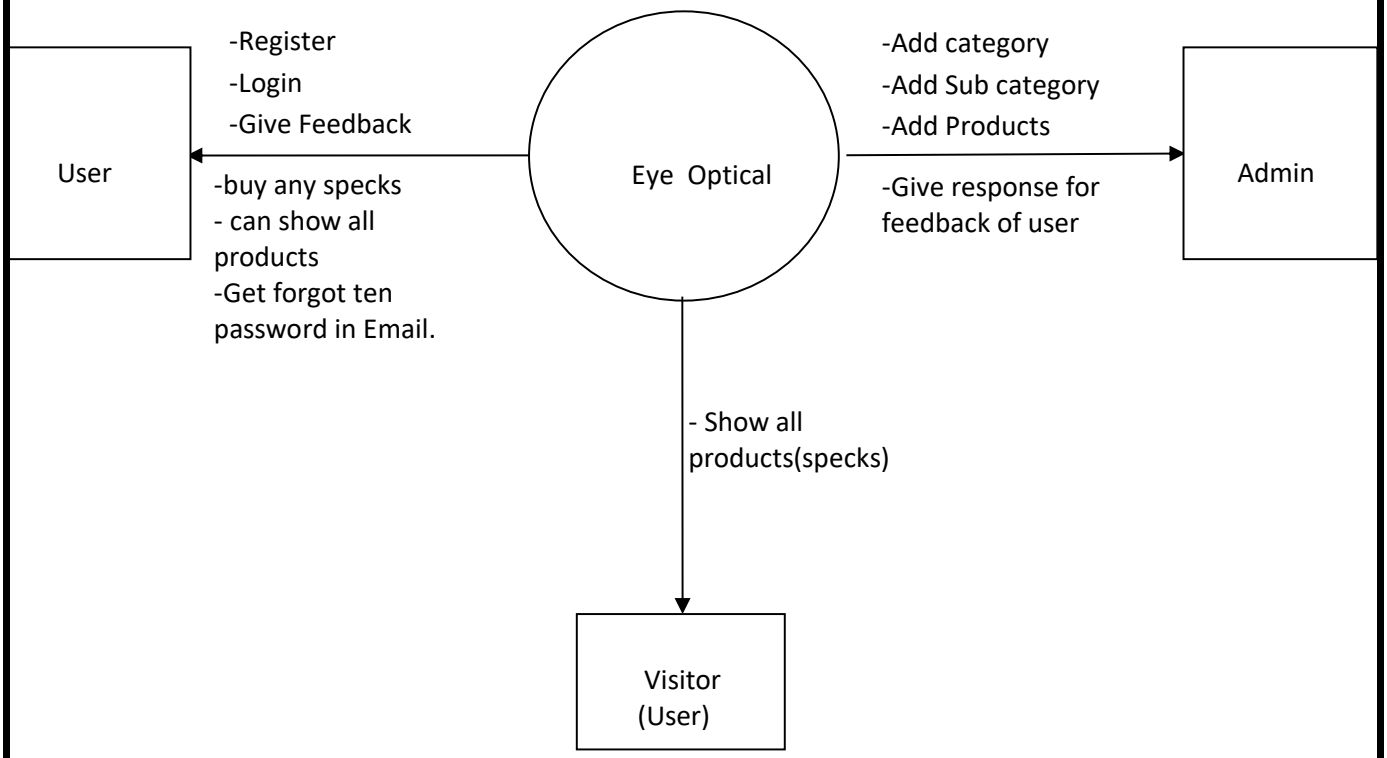
The Business model followed here to develop the application aims at cost effective budget. The targeted application aims at the common man who neither is techno serve nor will be interested to buy expensive applications. The cost effectiveness of the application was the important factor which had to taken of throughout the application development. The application uses some of the best resources currently used in this era for development. These not only cuts down the cost but also helps in being portable.

The Cost Estimation was done in following categories which were:

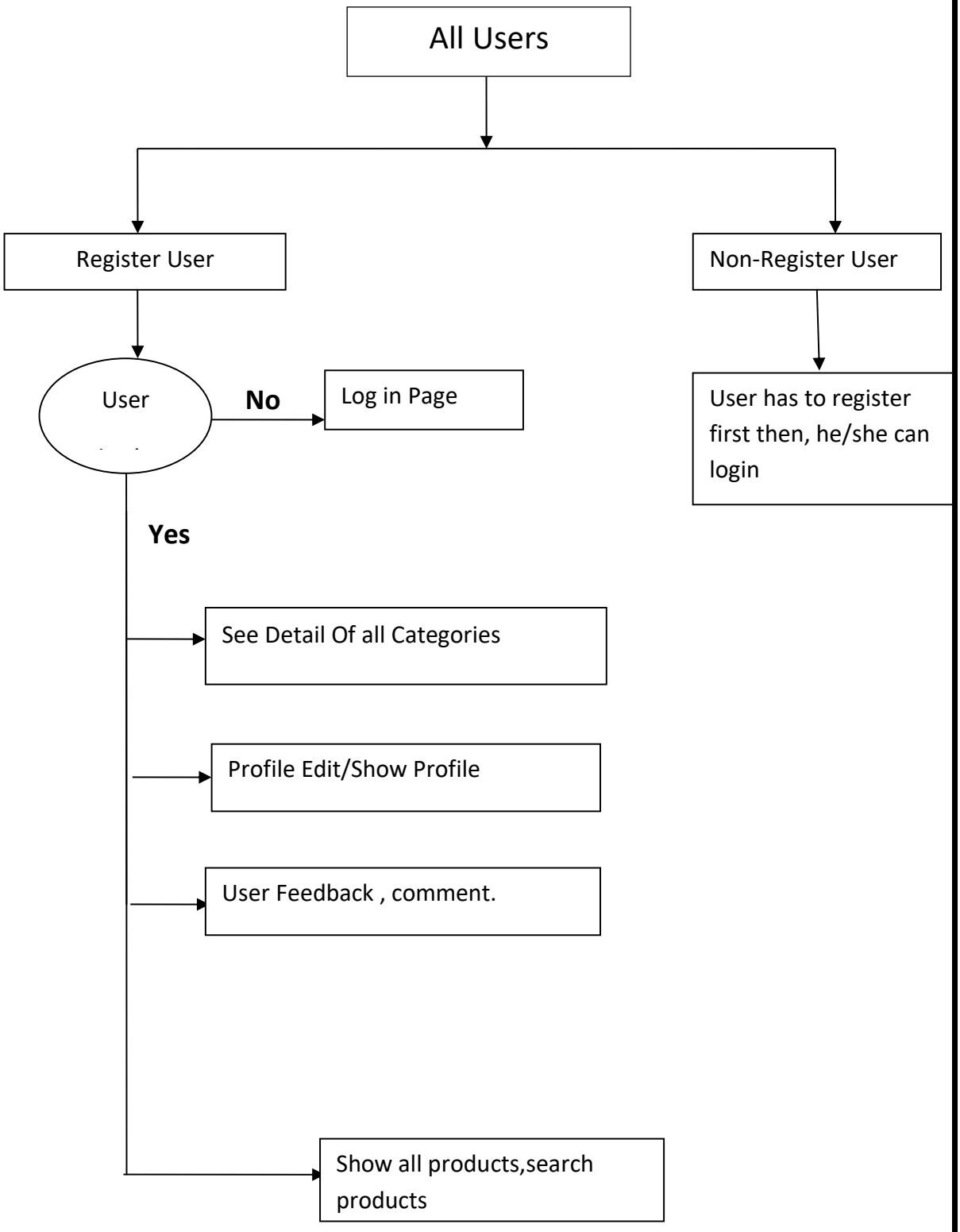
- Hardware Used
- Desktop/Laptops
- Software Used
- .NET Development Toolkit
- Desktop Module
- Web Based Module

Data Flow Diagram

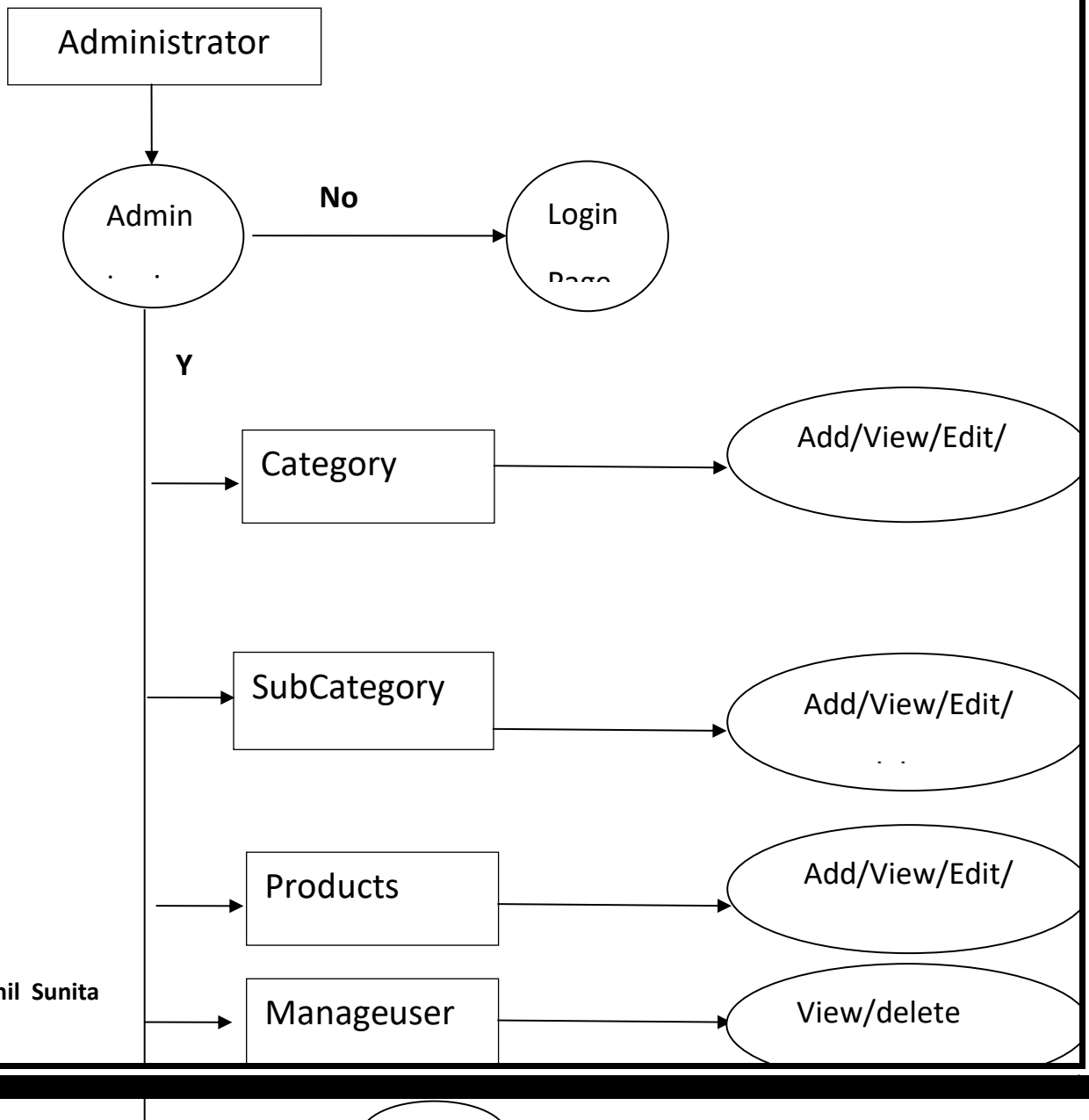
- **Level-0:**



- **Level -1: flow from user side**

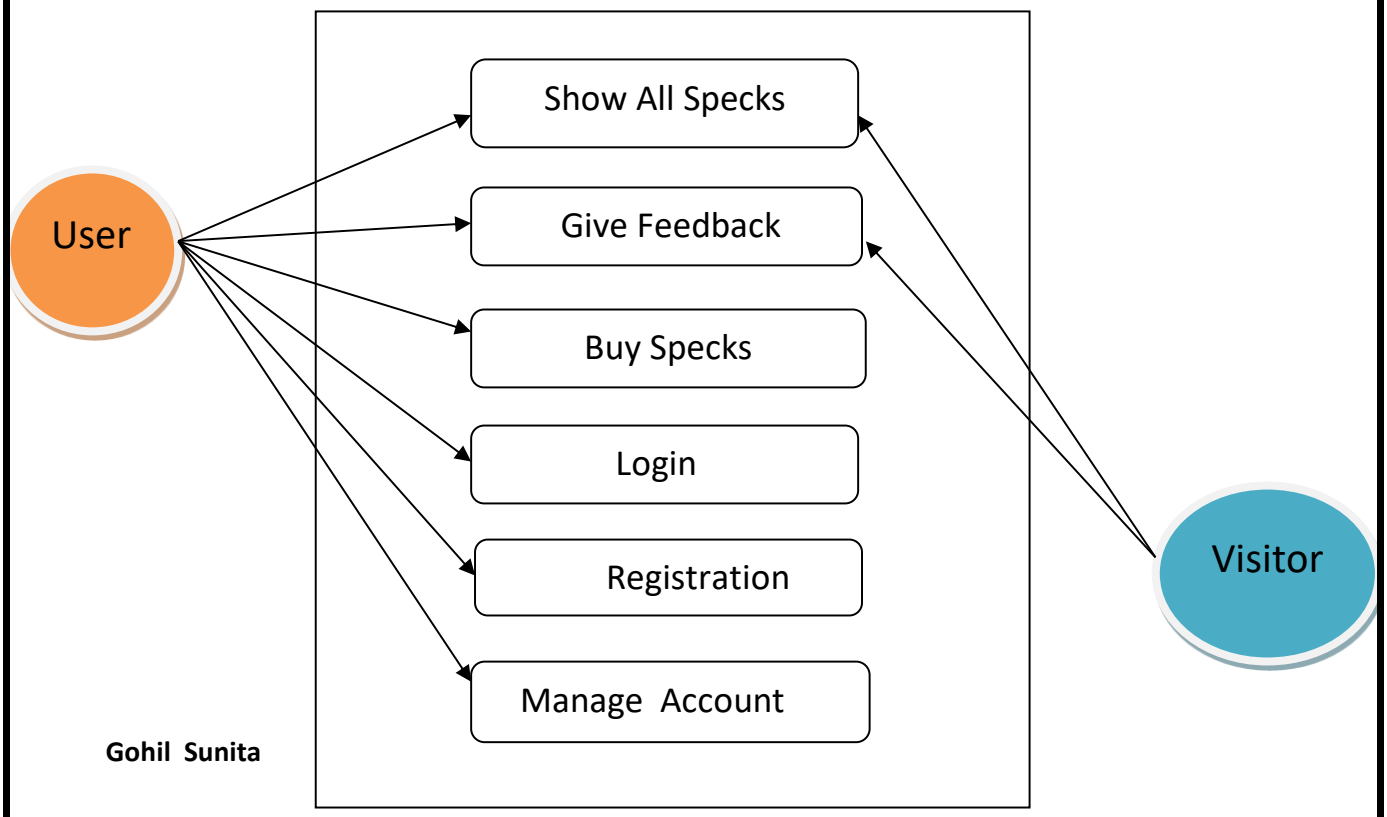


- **Level -2: flow from admin side**

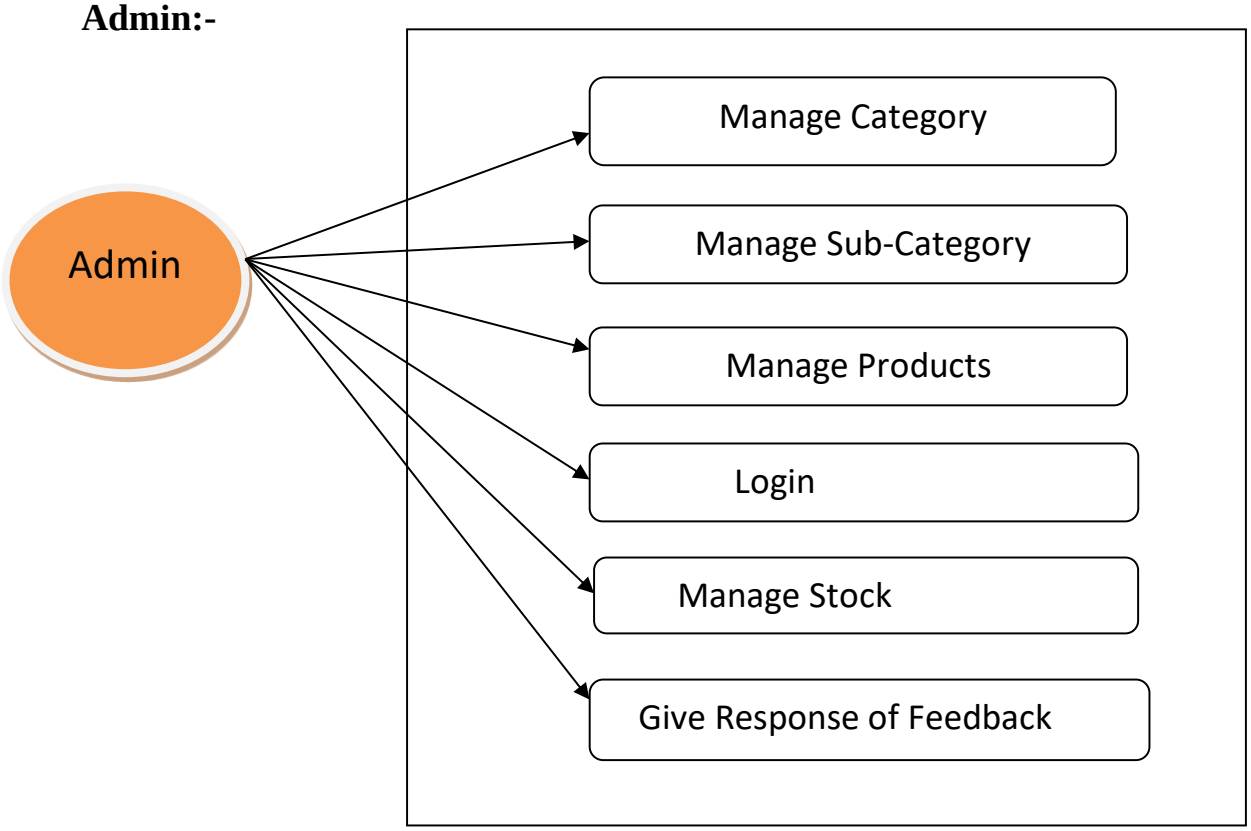


Use Case Diagram

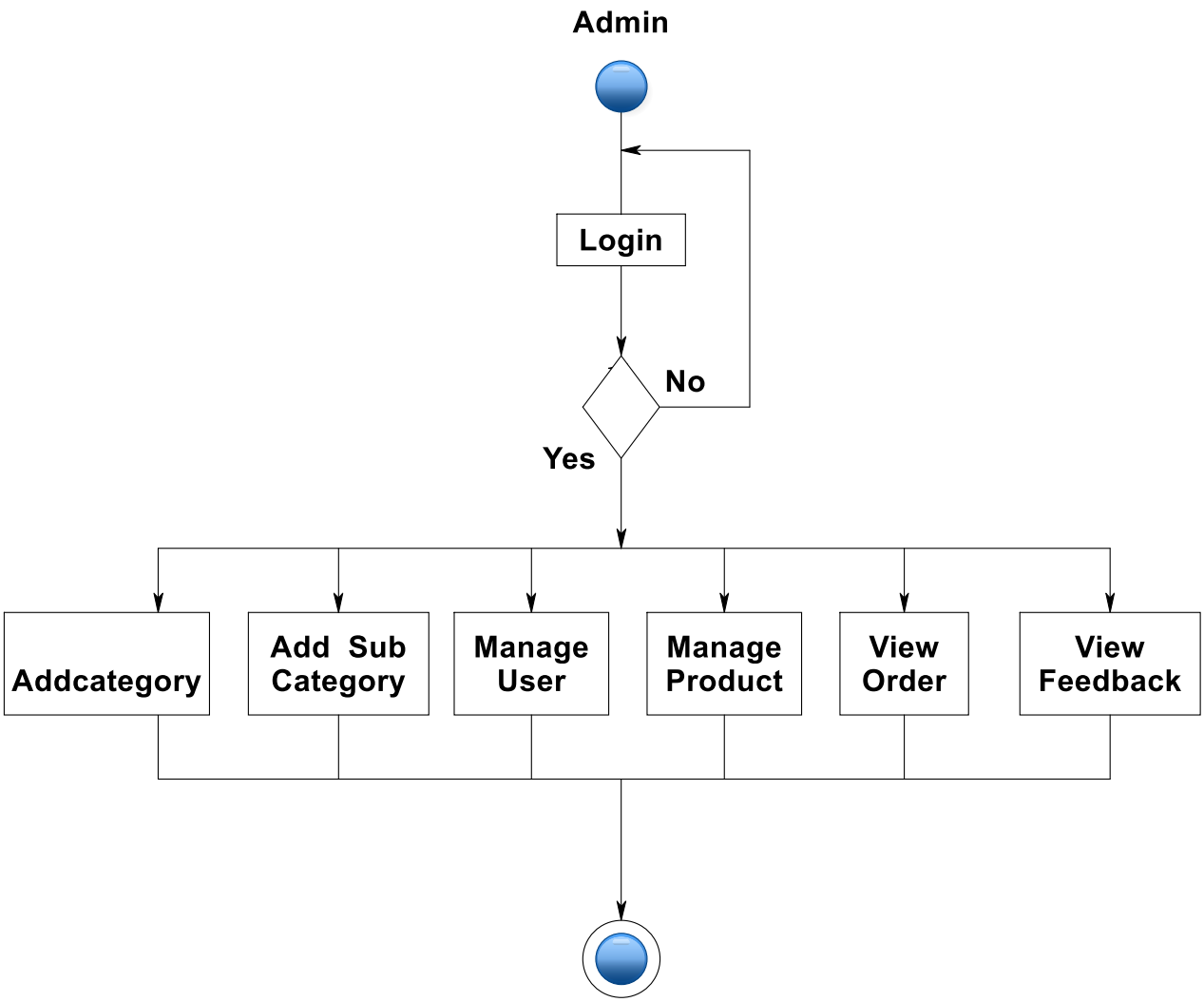
User and Visitor:-



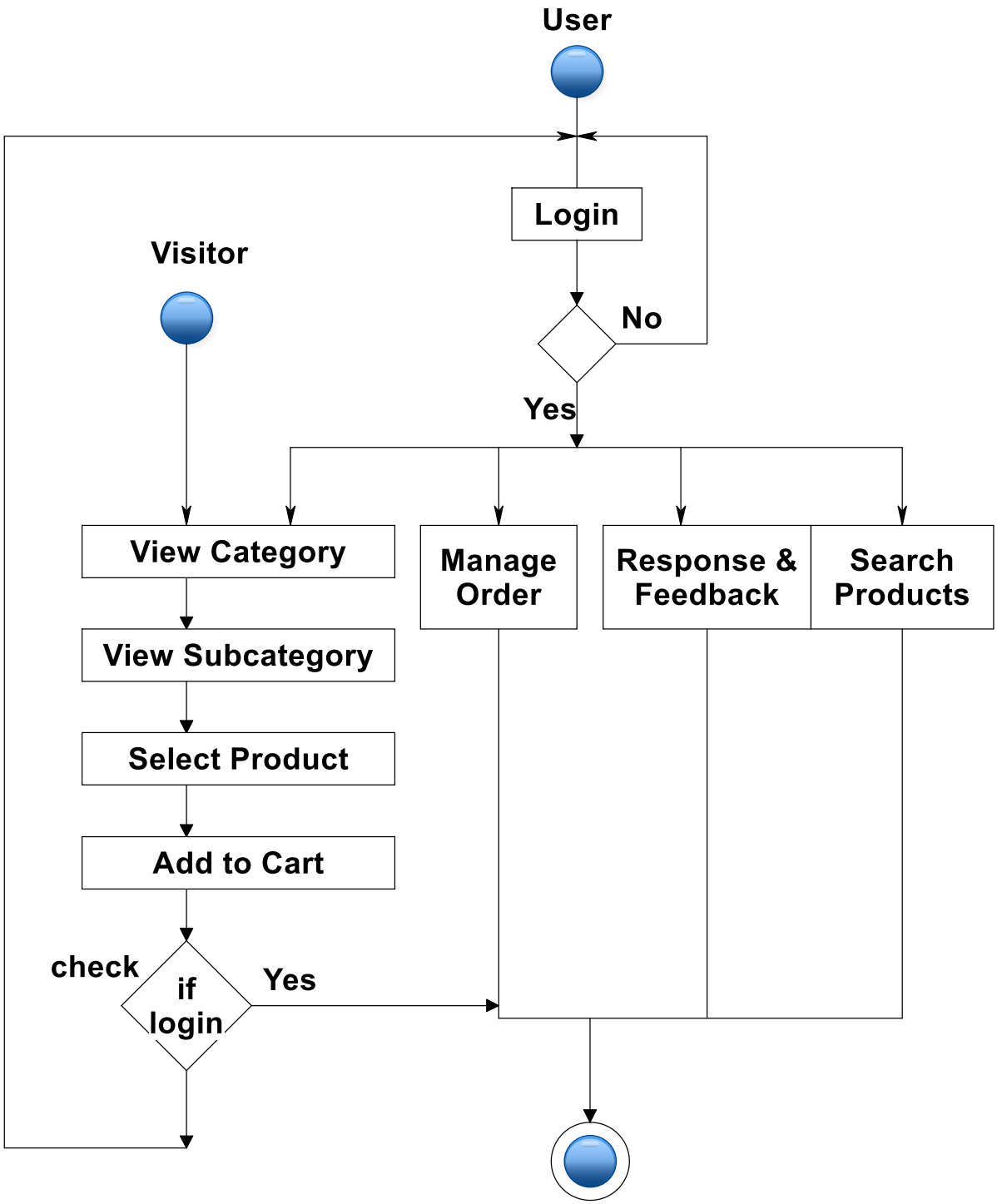
Admin:-


Admin
Manage Category
Manage Sub-Category
Manage Products
Login
Manage Stock
Give Response of Feedback

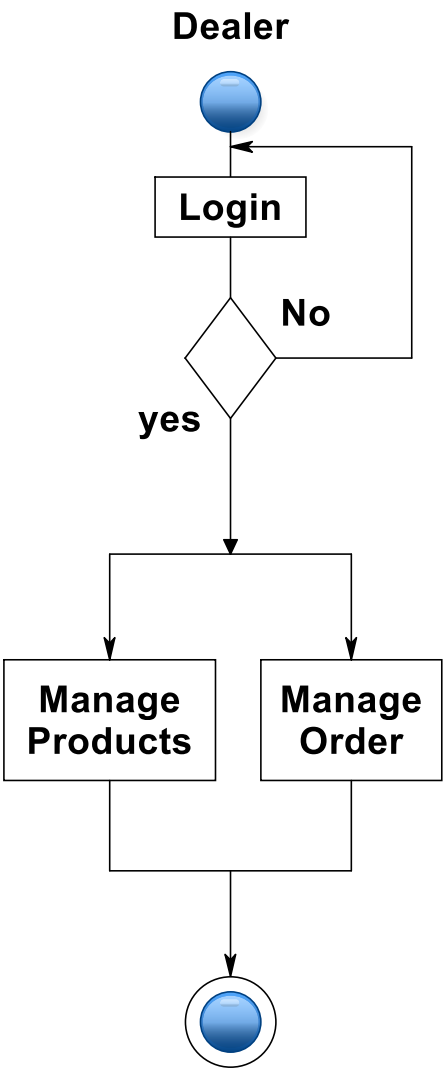
- **Activity Diagram for Admin.**



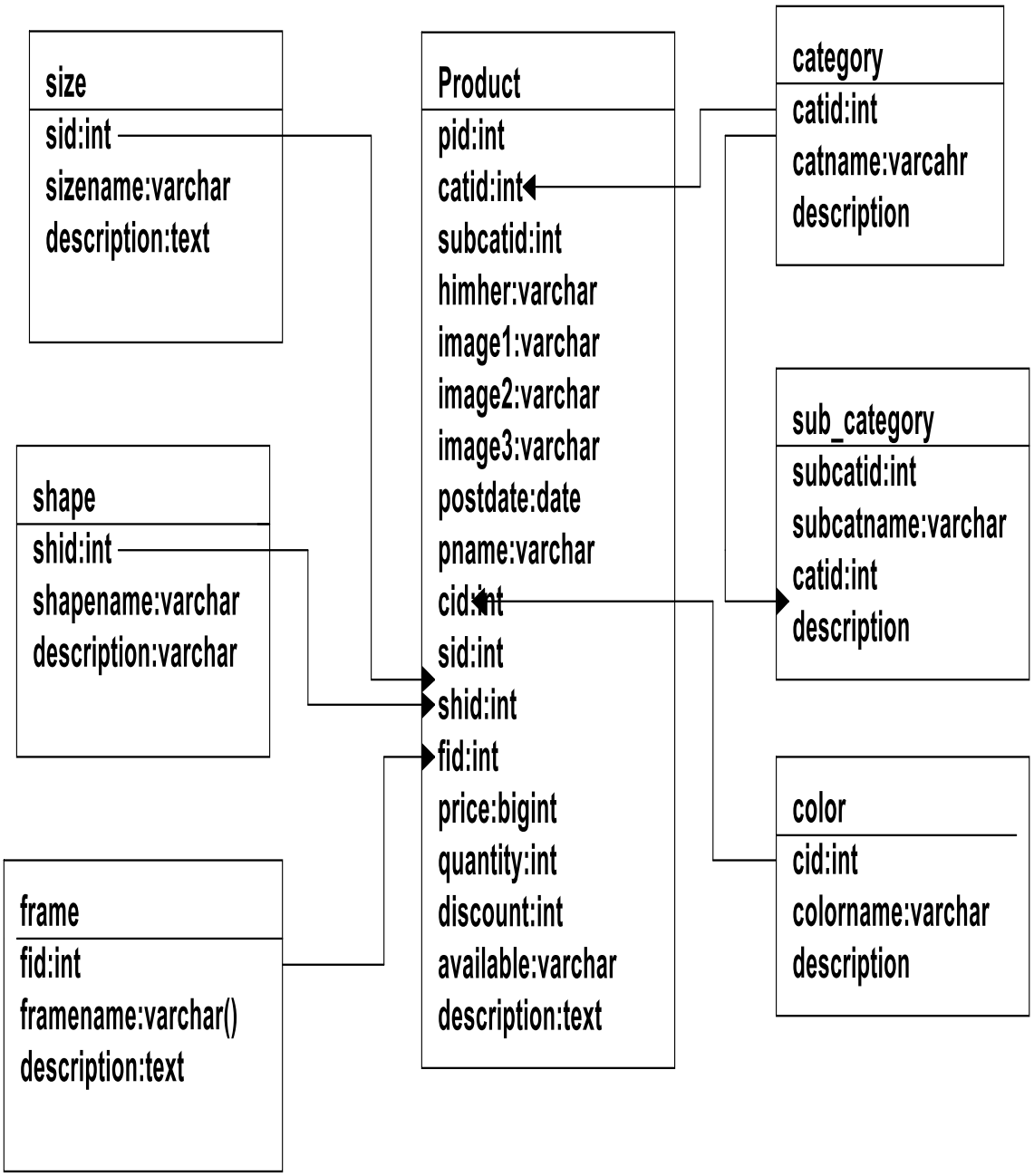
- **Activity Diagram for User.**



➢ **Activity Diagram for Dealer.**


Dealer
Login
No
yes
Manage Products
Manage Order

ER. Diagram:



5.1.2 Data Dictionary:

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	middlename	varchar(25)	latin1_swedish_ci		No	None		
	lastname	varchar(255)	latin1_swedish_ci		No	None		
	email	varchar(255)	latin1_swedish_ci		No	None		
	password	varchar(255)	latin1_swedish_ci		No	None		
	repassword	varchar(255)	latin1_swedish_ci		No	None		
	mobileno	bigint(20)			No	None		
	pincode	int(11)			No	None		
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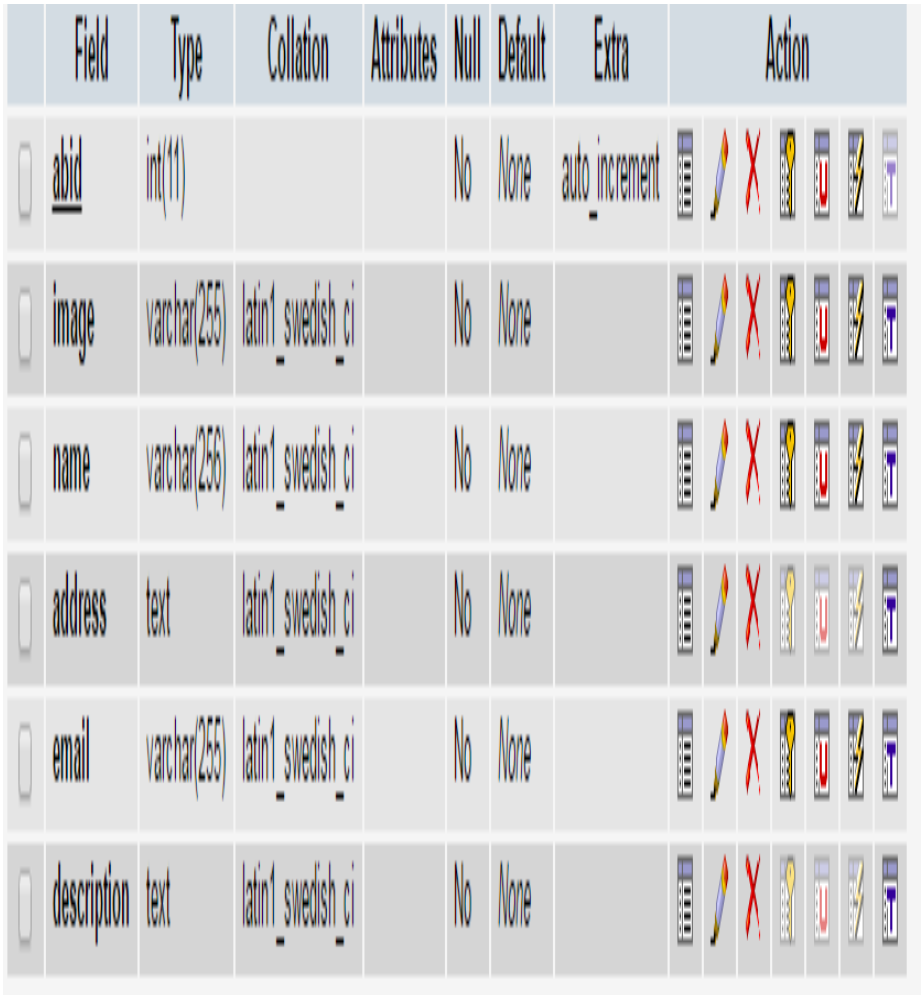
2) About us:-



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	address	text	latin1_swedish_ci		No	None		
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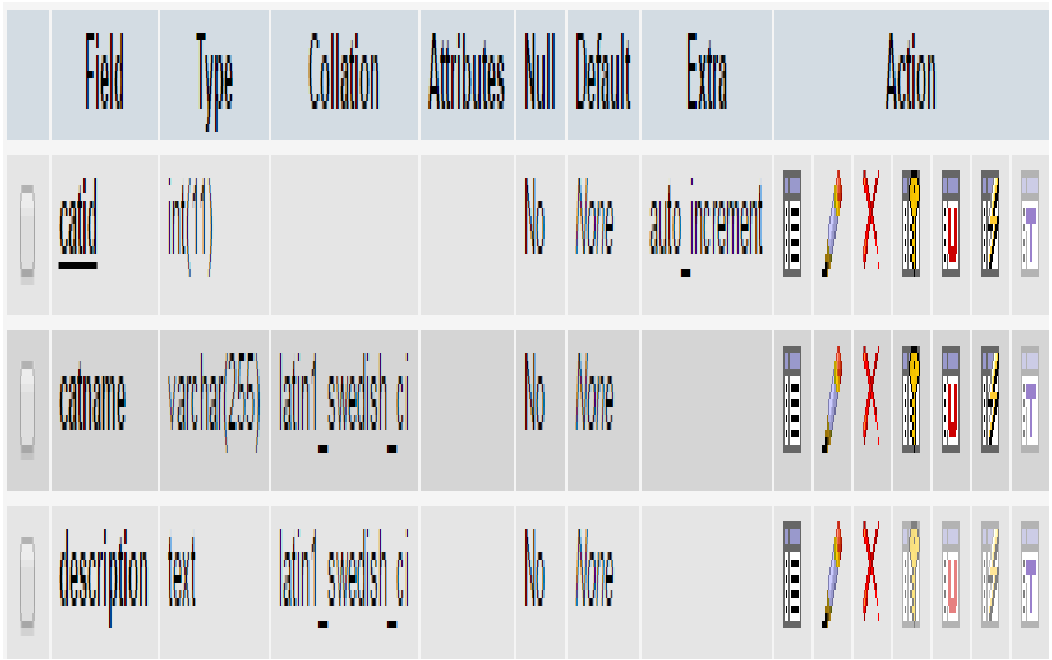
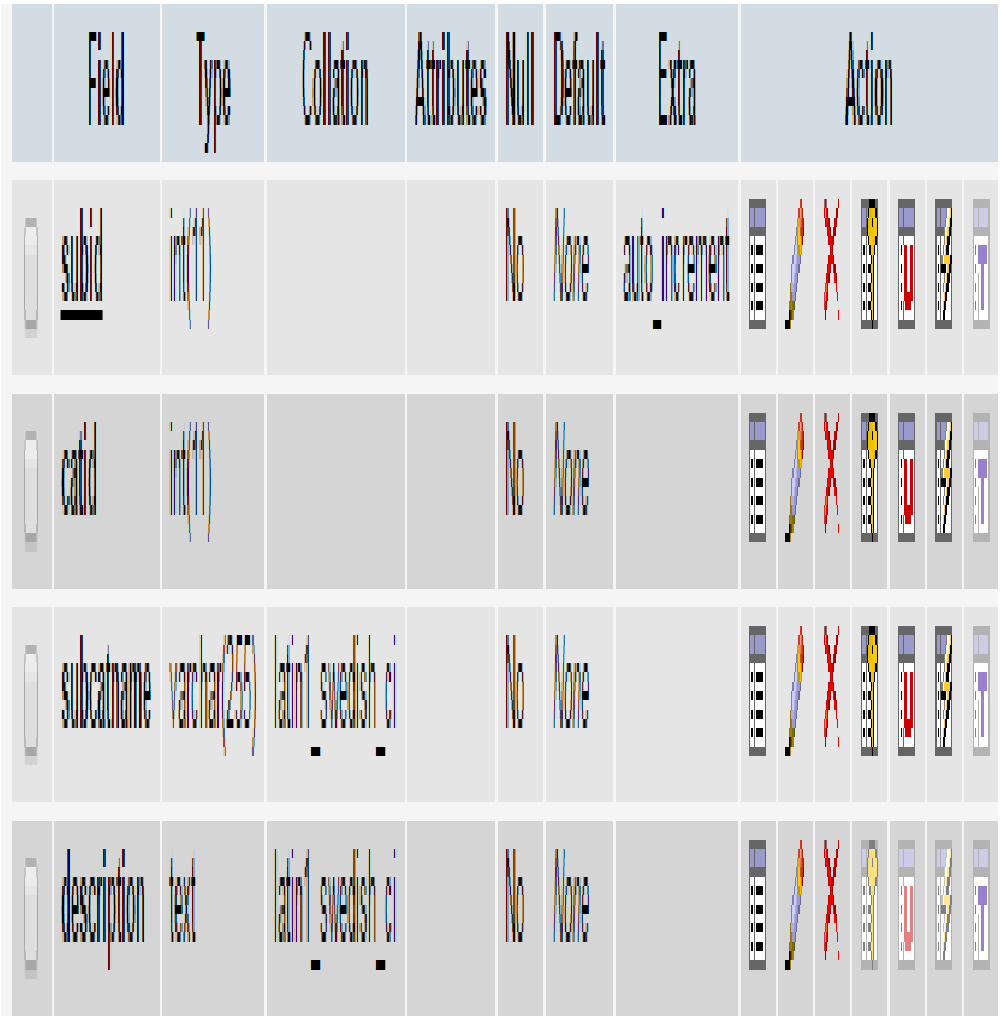
3) Category:-



4) Sub Category:-


Field
Type
Collation
Attributes
Null
Default
Extra
Action
subid
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None
auto_increment
catid
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No
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subcatname
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latin1_swedish_ci
No
None
description
text
latin1_swedish_ci
No
None

5) Product :-

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	subid	int(11)			No	None		
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	image1	varchar(255)	latin1_swedish_ci		No	None		
	image2	varchar(255)	latin1_swedish_ci		No	None		
	image3	varchar(255)	latin1_swedish_ci		No	None		
	postdate	varchar(255)	latin1_swedish_ci		No	None		
	pname	varchar(255)	latin1_swedish_ci		No	None		
	cid	int(11)			No	None		
	sid	int(11)			No	None		
	shid	int(11)			No	None		
	fid	int(11)			No	None		
	price	bigint(20)			No	None		
	quantity	int(11)			No	None		
	discount	int(11)			No	None		
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6) Contact us:-

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	name	varchar(255)	latin1_swedish_ci		No	None		
	mobileno	bigint(20)			No	None		
	email	varchar(255)	latin1_swedish_ci		No	None		
	message	text	latin1_swedish_ci		No	None		

7) FeedBack:-

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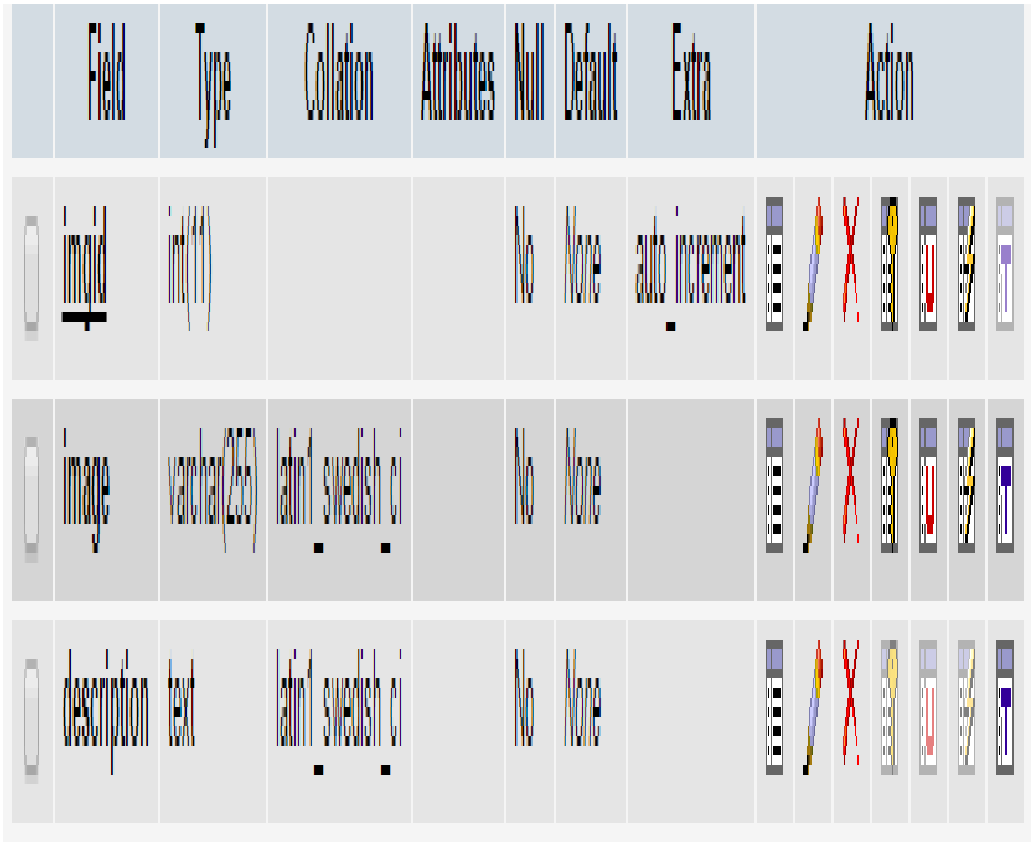
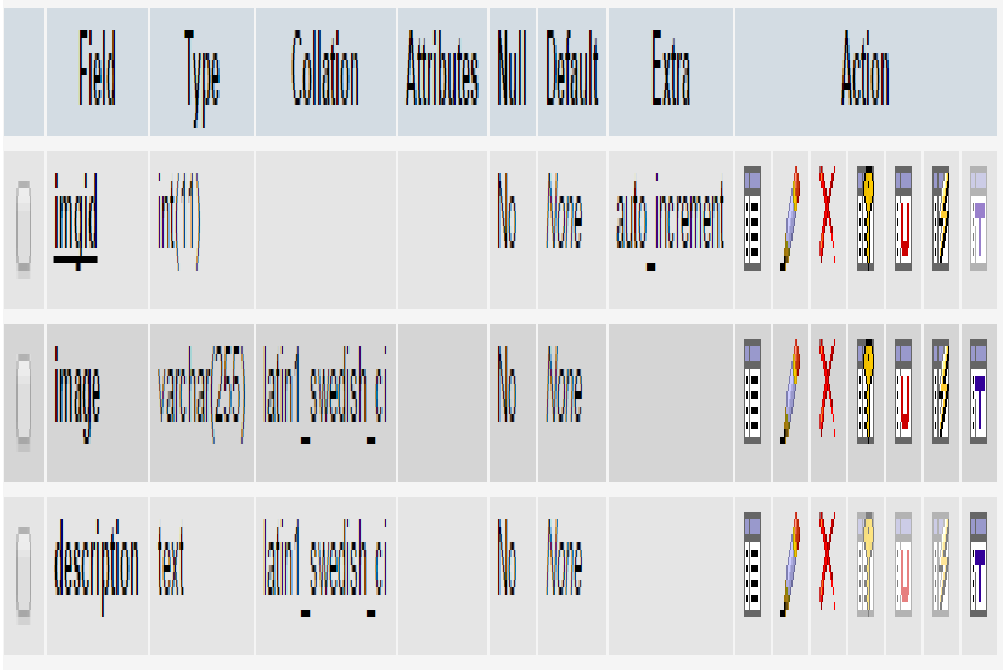
	email	varchar(255)	latin1_swedish_ci		No	None		
	mobileno	bigint(20)			No	None		
	message	text	latin1_swedish_ci		No	None		

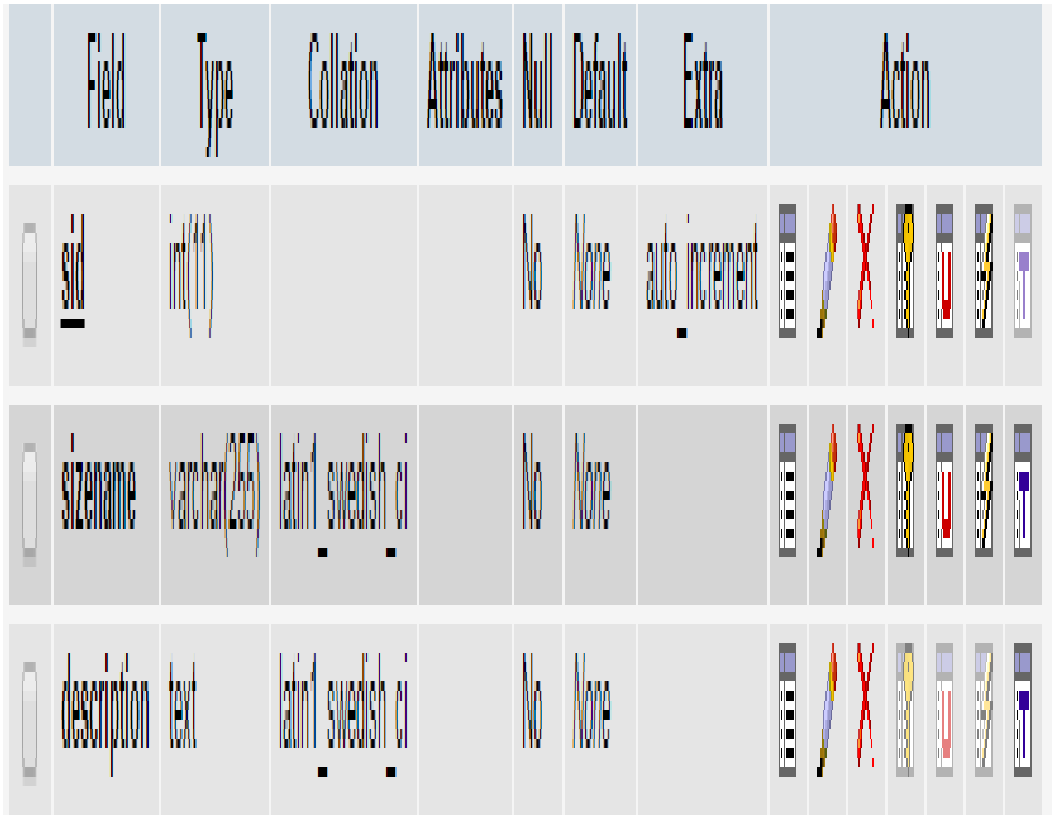
8) Gallary:-



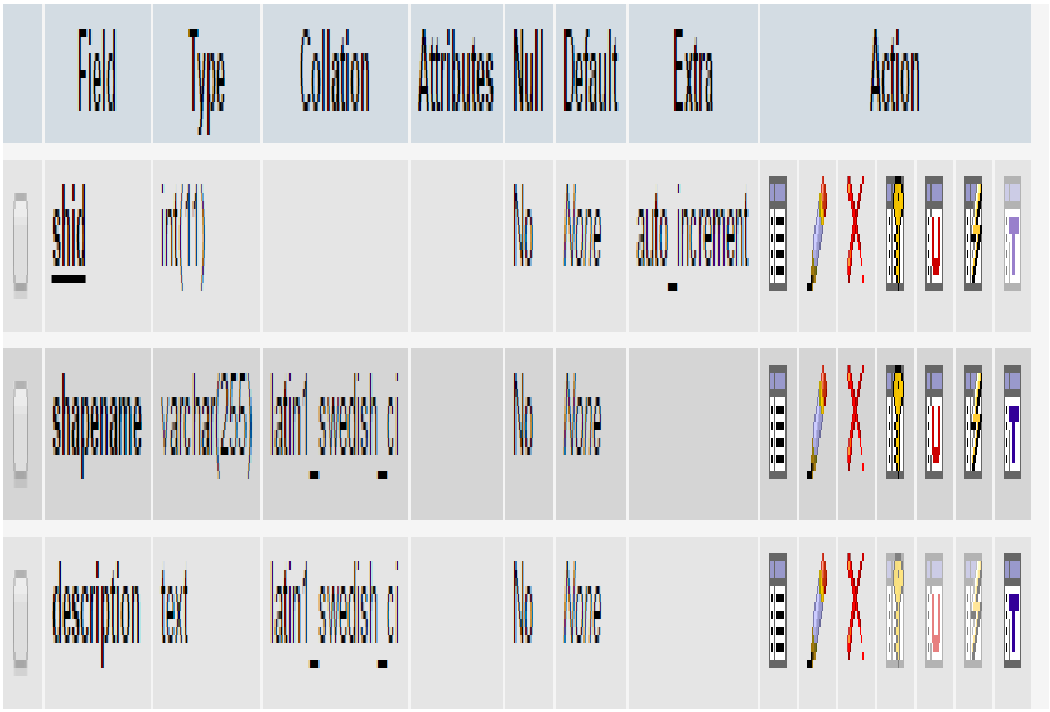
9) Color:-



10) Size:-



11) Shape:-



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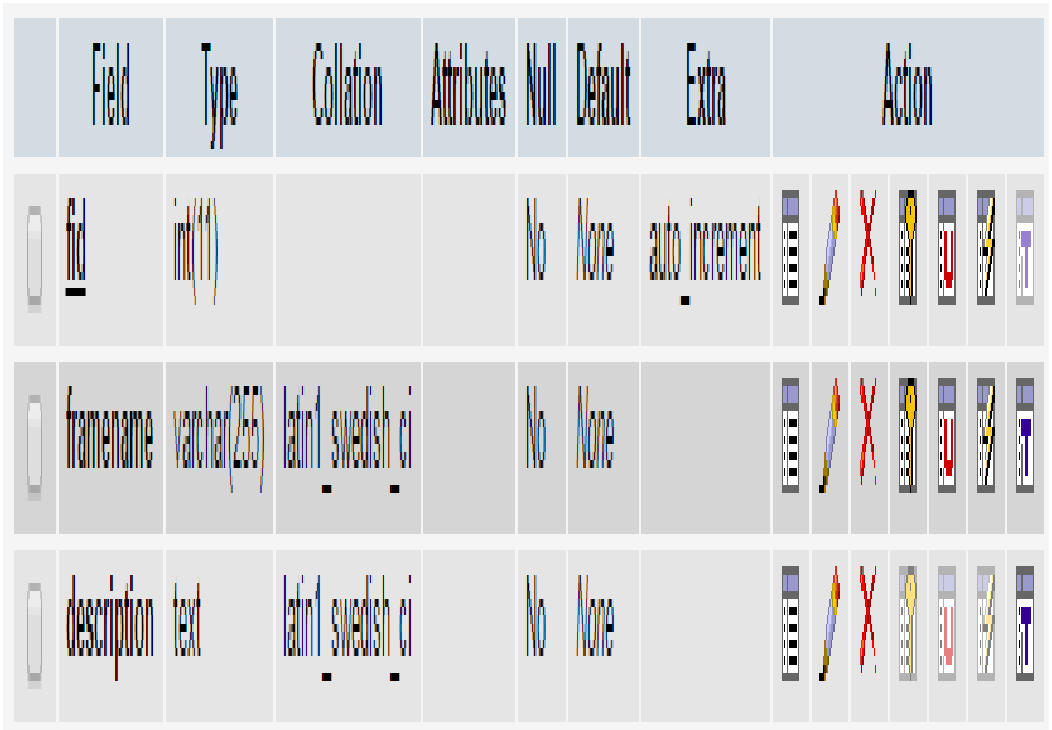
12) Frame:-



	Field	Type	Collation	Attributes	Null	Default	Extra	Action
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	description	text	latin1_swedish_ci		No	None		

13) Cart:-

	Field	Type	Collation	Attributes	Null	Default	Extra	Action
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	uid	int(11)			No	None		
	pid	int(11)			Yes	NULL		
	pname	varchar(55)	latin1_swedish_ci		No	None		
	color	varchar(55)	latin1_swedish_ci		No	None		
	size	varchar(55)	latin1_swedish_ci		No	None		
	price	int(11)			Yes	NULL		
	qty	int(11)			Yes	NULL		
	subtotal	bigint(11)			Yes	NULL		
	o_code	varchar(55)	latin1_swedish_ci		Yes	NULL		
	payment_status	enum('pending','paid')	latin1_swedish_ci		Yes	NULL		
	delevery_st	enum('pending','dispatched','delvered')	latin1_swedish_ci		No	None		

14) Admin Login:-

	Field	Type	Collation	Attributes	Null	Default	Extra	Action
	adid	int(11)			No	None	auto_increment	
	image	varchar(255)	latin1_swedish_ci		No	None		
	firstname	varchar(255)	latin1_swedish_ci		No	None		
	lastname	varchar(255)	latin1_swedish_ci		No	None		
	email	varchar(255)	latin1_swedish_ci		No	None		
	gender	varchar(255)	latin1_swedish_ci		No	None		
	password	varchar(255)	latin1_swedish_ci		No	None		
	cpassword	varchar(255)	latin1_swedish_ci		No	None		

6. IMPLEMENTATION PLANNING AND DETAILS

6.1 IMPLEMENTATION ENVIRONMENT :

In this project the implementation environment is Multi-User Environmental the developers of the project are working on only me. The latest version of the project can be accessed by any developer at any time.

- Multiple users can be used.
- Uniform GUI Design
- MYSQL server name and authentication required for normal/network base accessory.
- Internet support

Implementation Planning:

Implementation phase requires precise planning and monitoring mechanism in order to ensure schedule and completeness. We developed the software in various sub phases in Implementation Phase. These steps are as follows:

Database Implementation:

This phase involved creation of database table and specifying relationships among them in MYSQLi Server.

Core Class Implementation:

First we decided to implement the core system classes which will facilitate the further implementation.

User Components Implementation:

Motive behind this separate phase is to focus on the Reusability. In these phase we have tried to developed reusable user interface components.

Administration Module Implementation:

This Subsystem involves various configuration parameters and other administration specific services like giving rights to admin etc.

6.2 SECURITY FEATURES

Security is of prime concern while carrying out this online system. This system has implemented proper security measures such as creating secure space between client machine and proper access rights control is been implemented, So the system will provide the secure environment to each system user on terminal to make work easily as well as return required information in easiest way.
There is sufficient support to project from the management and from the management and from the intended users of the system. The current business methods can very well be incorporated into the proposed system. The proposed system has more chance of being accepted by intended users.

For security purpose, we have used "Session Tracking". The HTTP sesson API is an essential component in constructing interactive web sites. This is required because the Hypertext Transfer Protocol (HTTP) employed for web browser to web server requests is a stateless protocol. As a result, a web server has no means of associating a series of requests with a specific browser or user.
Another security features taken into care is of "Encrypting Password". A secure computing environment would not be complete without consideration of encryption technology. The term encryption refers to the practice of obscuring the meaning of a piece of information by encoding it in such way that it can only be decoded, read and understood by people for whom the information is intended. It is the process of encoding data to prevent unauthorized parties from viewing or modifying it.

6.3 CODING STANDARD

- The coding standard is the well-defined and standard style of coding. With the help of the coding standard any person can go into any code and figure out what's going on and new people can get up to speed quickly.
- A coding standard sets out standard ways of doing several things such as the way variables are to be named, the code is to be laid out, the comments are to be described, the work of function are to carried out etc.
- This section describes the coding standards, which I have used in the program. I have adopted the following coding standards.

Variable Declarations :

❖ I have placed the local variable declarations at the beginning of the each function.
❖ Block of declarations has aligned.
❖ For multiple declarations I have used new declaration on the next line.

Naming Conventions :-

❖ The name of variable that I have used in application represents the content or purpose
or role of the variable.

❖ I have defined the each variable with the appropriate length.
❖ Variable names consist of a data type used in it.

Comments:

The comments should describe *what* is happening, *how* it is being done, what parameters mean, which global are used and which are modified, and any restrictions or bugs. I have adopted the following standards for comments:

❖ Every class or big lines of code should begin with a comment block, which describes the class purpose; any arguments used, and return values (if applicable),and Name of Script.

❖ Comments may also be used in the body of the function to explain individual sections or lines of code.
❖ It is also used to describe variable definition or declaration.
❖ Each part of the project has a specific comment layout. Inline comments should be made with //.

Example of Inline Comments:

String empname; //User Name

Programming Conventions:

I have listed below some general conventions to be followed in programming.

- *Statements*: I have written only one statement per line.
- *Spacing*: I have typed a space before and after all operators (such as +, *, <, =, etc.) and the assignment symbol (=).
- *Indenting:* Improve the readability of code by using tabs to indent the body of statements such as these:

  • WHILE(….)

  • IF(...)

7. TESTING

- Testing Plan
- Testing Strategy
- Testing Methods
- Test Cases

7.1 TESTING PLAN

The aim of the testing process is to identify all defects existing in software Product. However for most practical systems, even after satisfactorily carrying out the testing phase, it is not possible to guarantee that the software is error free. This is because of the fact that the input data domain of most software products is very large. It is not practical to test the software exhaustively with respect to each value that the input data may assume. Even with this practical limitation of the testing process, the importance of testing should not be underestimated. It must be remembered that testing does expose many defects existing in a Software

product. Thus testing provides a practical way of reducing defects in a System and increasing the users' confidence in a developed system.

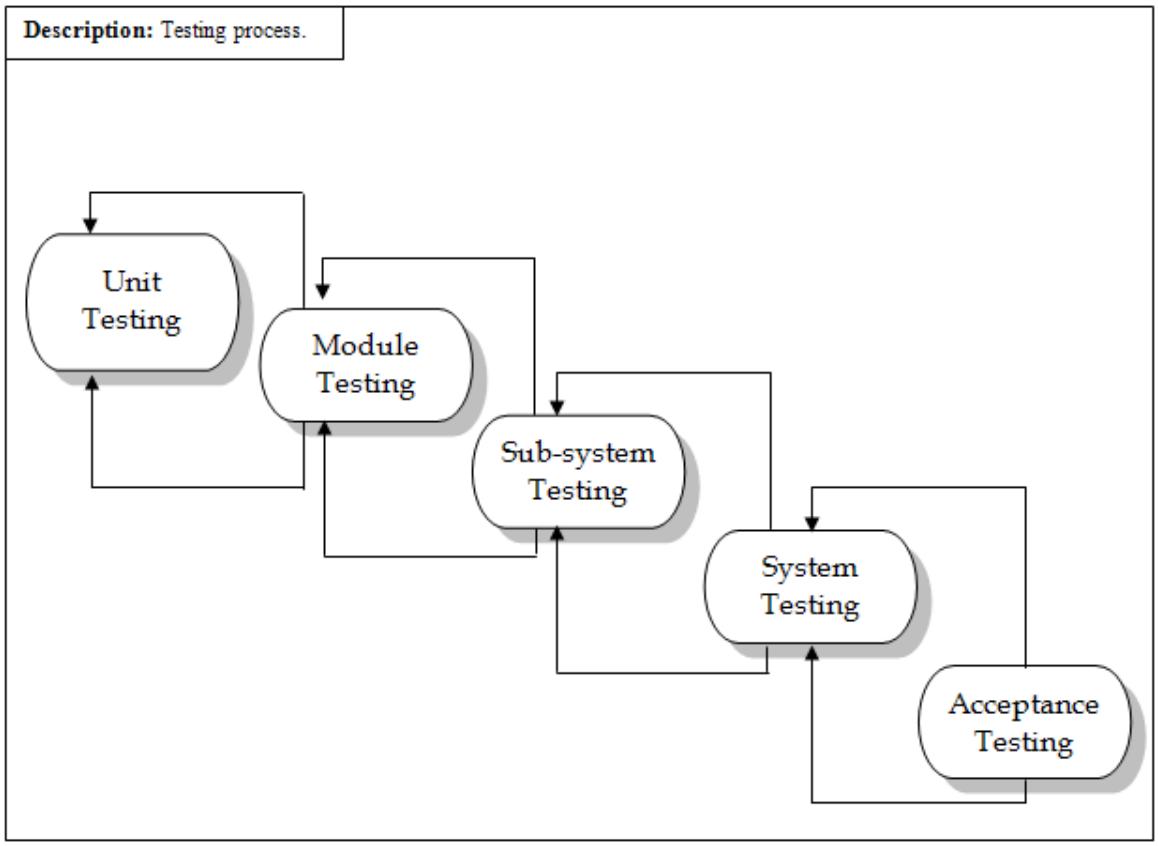


Fig:-7.1 Testing Process.

Functional Testing:

The testing technique that is going to be used in the project is black box testing. In black box testing the expected inputs to the system are applied and only the outputs are checked.

The working or the other parameters of the functionality are not reviewed or tested on the black box testing technique. There is a specific set of inputs for each and every module which is applied and for each set of inputs the result or the output is verified and if found as per the system working this testing is termed or result is declared as pass.

If the set of inputs that are provided to each module are not giving the outputs as per the expected results from the module then the result of that testing is to be declare failed.

Moreover the bottom up integration of the modules is applied herein so that each module can be verified at the initial stage and if it is found that the independent module is perfectly alright, only then it is going to be integrated with other related modules otherwise the module is checked for flaws and then if it satisfies all the specific requirements of the module, is integrated to other related modules to form and incorporate a system.

In the black-box testing approach, test cases are designed using only the functional specification of the software, i.e. without any knowledge of the internal structure of the software. For this reason, black-box testing is known as functional testing.

Equivalence Class Partitioning:

In this approach, the domain of input values to a program is partitioned into a set of equivalence classes. This partitioning is done such that the behaviour of the program is similar for every input data belonging to the same equivalence class. The main idea behind defining the equivalence classes is that testing the code with any one value belonging to an equivalence class is as good as testing the software with any other value belonging to that equivalence class. Equivalence classes for software can be designed by examining the input data and output data.

Boundary Value Analysis:

A type of programming error frequently occurs at the boundaries of different equivalence classes of inputs. The reason behind such errors might purely be due to psychological factors. Programmers often fail to see the special processing required by the input values that lie at the boundary of the different equivalence classes. For example, programmers may improperly use < instead of <=, or conversely <= for <. Boundary value analysis leads to selection of test cases at the boundaries of the different equivalence classes.

Structural Testing:

In the white-box testing approach, designing test cases requires thorough knowledge about the internal structure of software, and therefore the white-box testing is called structural testing.

7.2 TESTING STRATEGY

Software products are normally tested first at the individual component (or unit) level (called unit testing), also referred to as "Testing in the Small". Then the components are slowly integrated and tested at each level of integration (known as Integration Testing).Finally, the fully integrated system is tested (called System Testing). Integration and system testing are known as "Testing in the Large".
Thus, a software product goes through two levels of testing:

- Unit Testing
- System Testing

Unit Testing:

In unit testing the analyst tests the programs making up a system. For this reason, unit testing is sometimes called program testing. Unit testing gives stress on the modules independently of one another, to find errors. This helps the tester in detecting errors in coding and logic that are contained within that module alone. The errors resulting from the interaction between modules are initially avoided. For example, a hotel information system consists of modules to handle reservations; guest check in and check out; restaurant, room service and miscellaneous charges; convention activities; and accounts receivable billing. For each, it provides the ability to enter, modify or retrieve data and respond to different types of inquiries or print reports. The test cases needed for unit testing should exercise each condition and option.

Unit testing can be performed from the bottom up, starting with smallest and lowest-level modules and proceeding one at a time. For each module in bottom-up testing a short program is used to execute the module and provides the needed data, so that the module is asked to perform the way it will when embedded within the larger system.

System Testing:

The important and essential part of the system development phase, after designing and developing the software is system testing. We cannot say that every program or system design is perfect and because of lack of communication between the user and the designer, some error is there in the software development. The number and nature of errors in a newly designed system depend on some usual factors like communication between the user and the designer; the programmer's ability to generate a code that reflects exactly the systems specifications and the time frame for the design.

Theoretically, a newly designed system should have all the parts or sub-systems are in working order, but in reality, each sub-system works independently. This is the time to gather all the subsystem into one pool and test the whole system to determine whether it meets the user requirements. This is the last change to detect and correct errors before the system is installed for user acceptance testing. The purpose of system testing is to consider all the likely variations to which it will be subjected and then push the system to its limits.

Testing is an important function to the success of the system. System testing makes a logical assumption that if all the parts of the system are correct, the goal will be successfully activated. Another reason for system testing is its utility as a user-oriented vehicle before implementation.

System testing consists of the following five steps:

- Program Testing
- String Testing
- System Testing
- System Documentation
- User Acceptance Testing

7.3 TESTING METHODS:

Software Testing involves executing an implementation of the software with test data and examining the outputs of the software and its operational behavior to check that it is performing as required.

Statistical Testing:

Statistical Testing is used to test the program's performance and reliability and to check how it works under operational conditions. Tests are designed to reflect the actual user inputs and their frequency.

The stages involved in the static analysis for this system are follows.

- Control flow analysis
  - Unreachable code
  - Unconditional branches into loops
- Data use analysis
  - Variable used before initialization
  - Variables declared but never used
  - Variables assigned twice but never used between assignments
  - Possible array bound violations
  - Declared variables
- Interface analysis
  - Parameter type mismatches
  - Parameter number mismatches
  - Non-usage of the results of functions
  - Uncalled functions and procedures
- Storage management faults
  - Images not Stored in Resources
  - Out of Bound -Program's non-volatile memory

Black-Box Testing:

In Black-Box Testing also called as Functional Testing, Developer are concerned about the output of the module and software, i.e. whether the software gives proper output as per the requirements or not. The program just gets a certain input and its functionality is examined by observing the output.

In our project we have done the testing as follows:

- We have tested our functions of component to check the specification of our components.
- We selected input set to test the component like in query process we gave the different kinds of inputs to examine the output.
- We test software with sequences that have only single value.
- We used different sequences of different sizes in different tests.

White-Box Testing:

White Box Testing is also called 'Glass Box' or 'Structural' testing. The intention in white box testing is to ensure that all possible feasible flows of control paths through a subprogram are traversed while the software is under test.

We have done path testing to exercise every independent execution path through a component or program. If every independent path is executed then all statements in the components must have been executed at least once.

We checked graphics module and database access module, which have independent execution path. They are not related to each other. The structure of our program is also checked.

Integration Testing:

After our individual procedures of system ware tested out, we integrate them to create a complete system. This integration process involves building the system and testing the resultant system for problems that arise from component interactions.

We have applied top-down strategy to validate high-level components of a system before design and implementations have been completed. Because our development process started with high-level components, we worked down the component hierarchy.

P**erformance Testing:**

Performance testing is designed to test the runtime performance of the system within the context of the system. These tests were

performed module level as well as system level. Individual modules were tested for required performance.

❖ In performance testing we counted the processing time and response of operation.

❖ We also checked out the total execution time for intersection file creation.

Interface Testing:

Interface testing is integral part of Integration testing. Therefore Developer checked for

the following:

❖ Interface misuse.

❖ Interface misunderstanding.

We examined the code to be tested and explicitly list each call to an external component. In the system, standards tests for GUIs have been performed, which are as follows.

❖ The position and related labels for all controls checked.
❖ All menu functions and sub functions verified for correctness.
❖ Validations for all inputs done.
❖ Each menu functions tested, whether it invokes the corresponding functionality properly.
❖ Whether the system prompts the user with appropriate message as and when invalid information is entered.
❖ All required fields are not left blank.

Object Testing:

Object testing is to test object as individual components, which are often larger than single function. Here following activities have taken place,

❖ Testing the individual operations associated with object
❖ Testing individual object classes
❖ Testing cluster of objects

- Testing object-oriented system

CONDITION TESTING:-

Coding testing is a test case design method that exercises the logical conditions contained in a program module. If the condition is incorrect, then as least one component of the condition is incorrect. It may include

- Boolean operator error
- Boolean variable error
- Boolean parenthesis error
- Relational operator error
- Arithmetic expression error

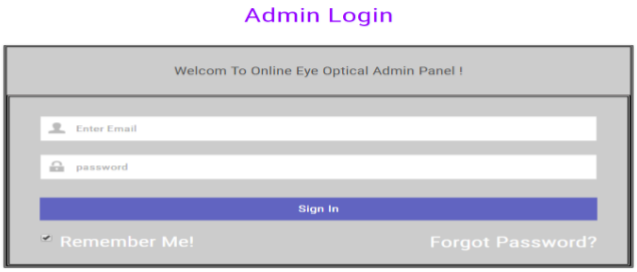
VALIDATION TESTING:-

Validation Testing is completely associated with requirement satisfaction of customers. This testing checks weather all functional requirements of the customer are satisfied or not. According to this test, the project is tested and found to be satisfactory for functional characteristics, behavioral characteristics and performance requirement. It is also found to have good documentation up to the last stage. So, the performance characteristics conform to specification and are accepted.

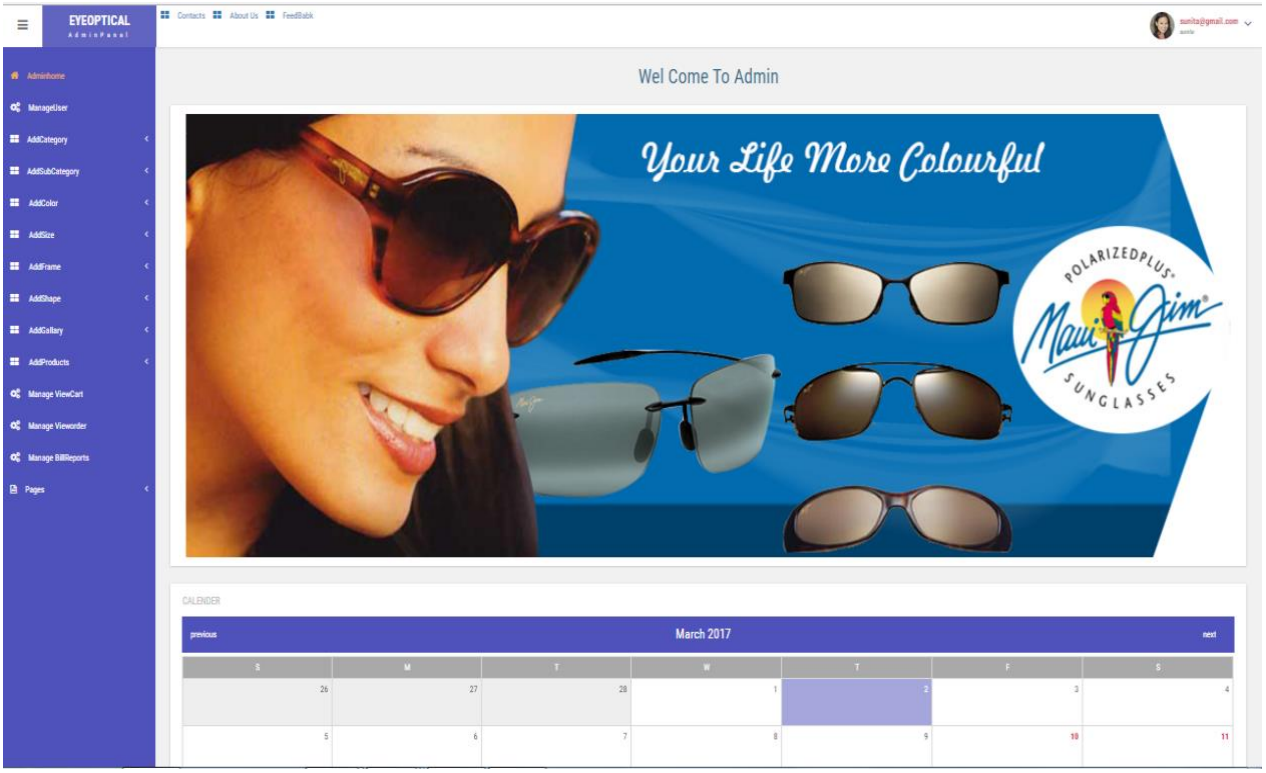
8. SCREEN SHOTS:-

ADMIN SIDE SCREEN SHOTS:

1)Admin Login :



2) Admin Home :



3) Manage All Users:


EYEOPTICAL
AdminPanel
Contacts
About Us
FeedBabk
sunita@123.com
sunita
Adminhome
ManageUser
AddCategory
AddSubCategory
AddColor
AddSize
AddFrame
AddShape
AddGallary
AddProducts
Manage ViewCart
Manage Vieworder
Manage BillReports
Pages
Manage All Users
Userid
Image
Firstname
Middalename
Lastname
Email
MobileNo
Pincode
Status
Action
5
sunita
premjibhai
gohil
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362510
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jalpa
bharatbhai
mehta
j@gmail.com
7924516111
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premjibhai
gohil
p@gmail.com
2345678912
360001
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sunita@gmail.com
8976543219
987654
enable
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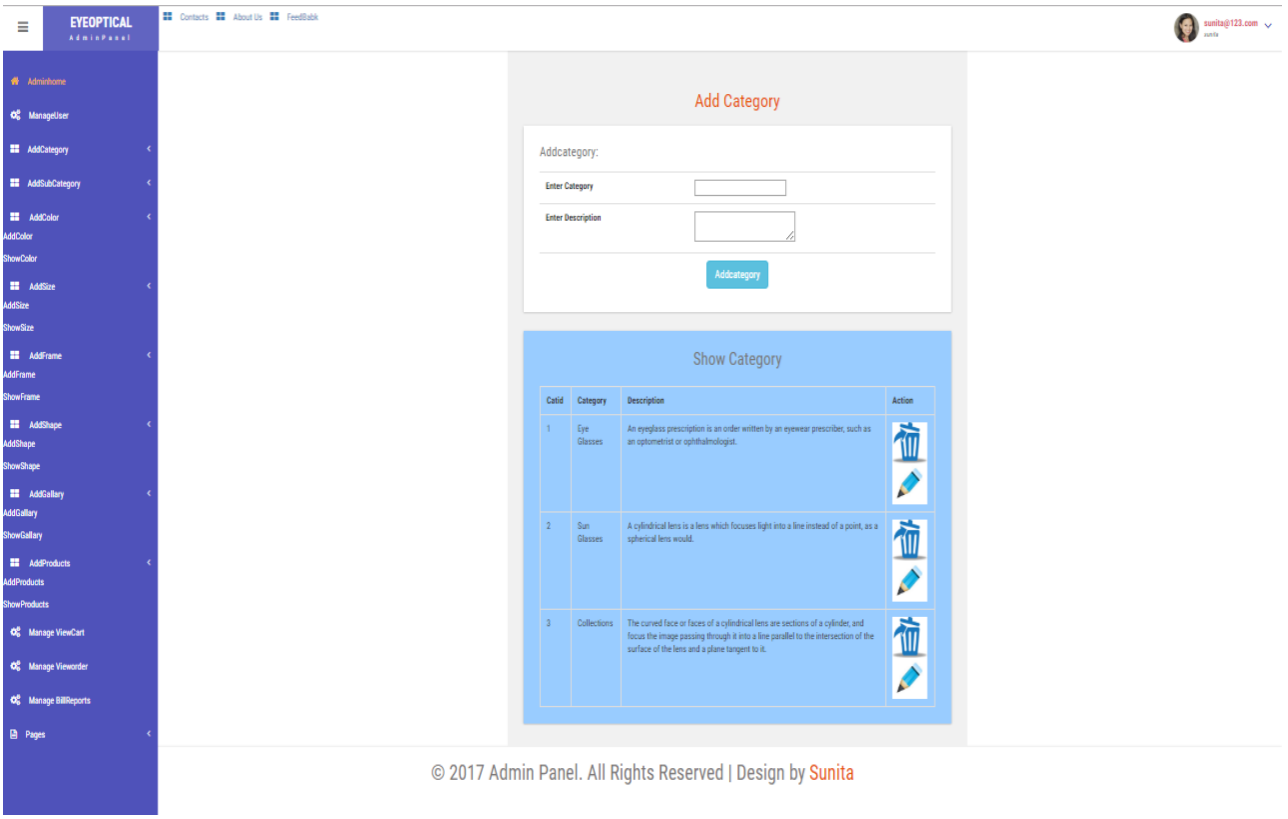
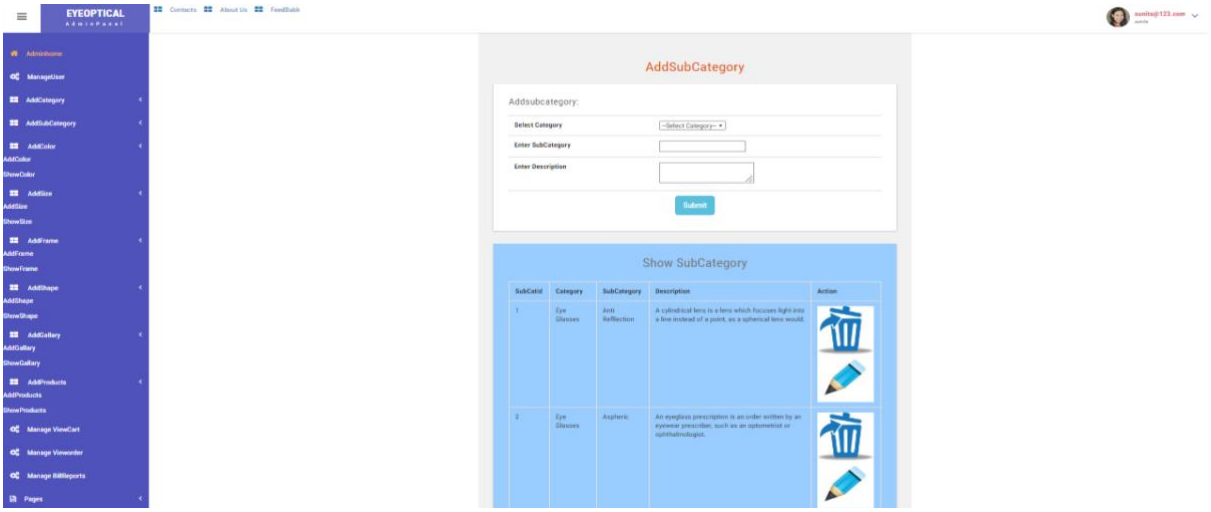
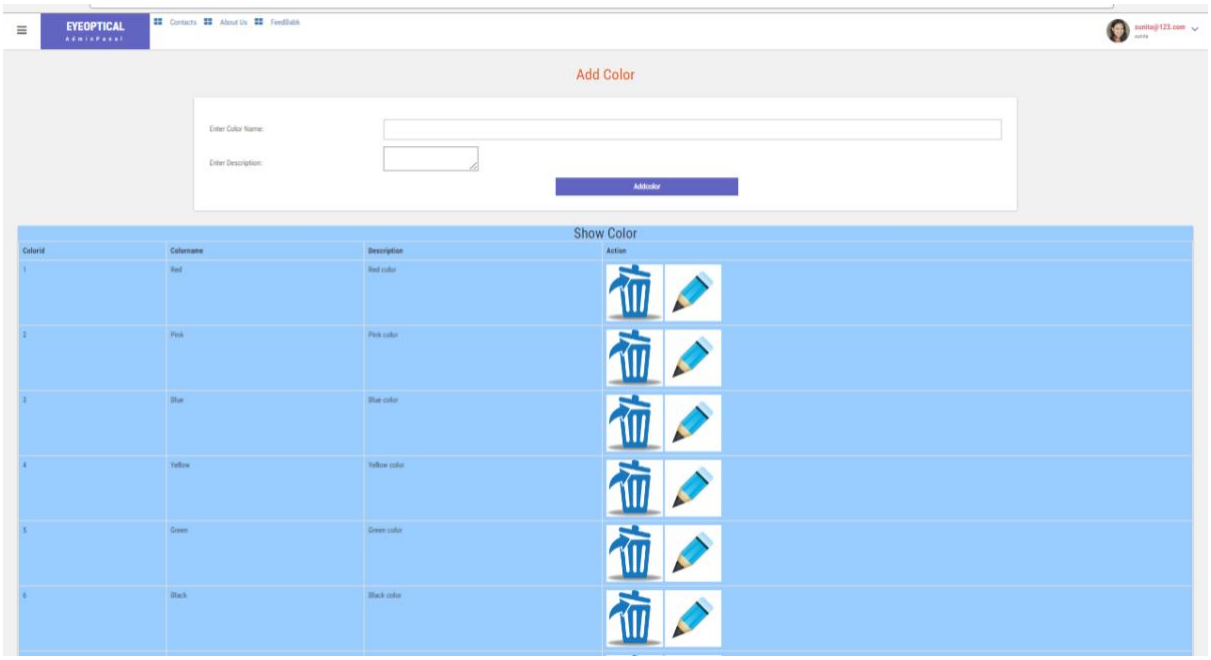
4) Category :



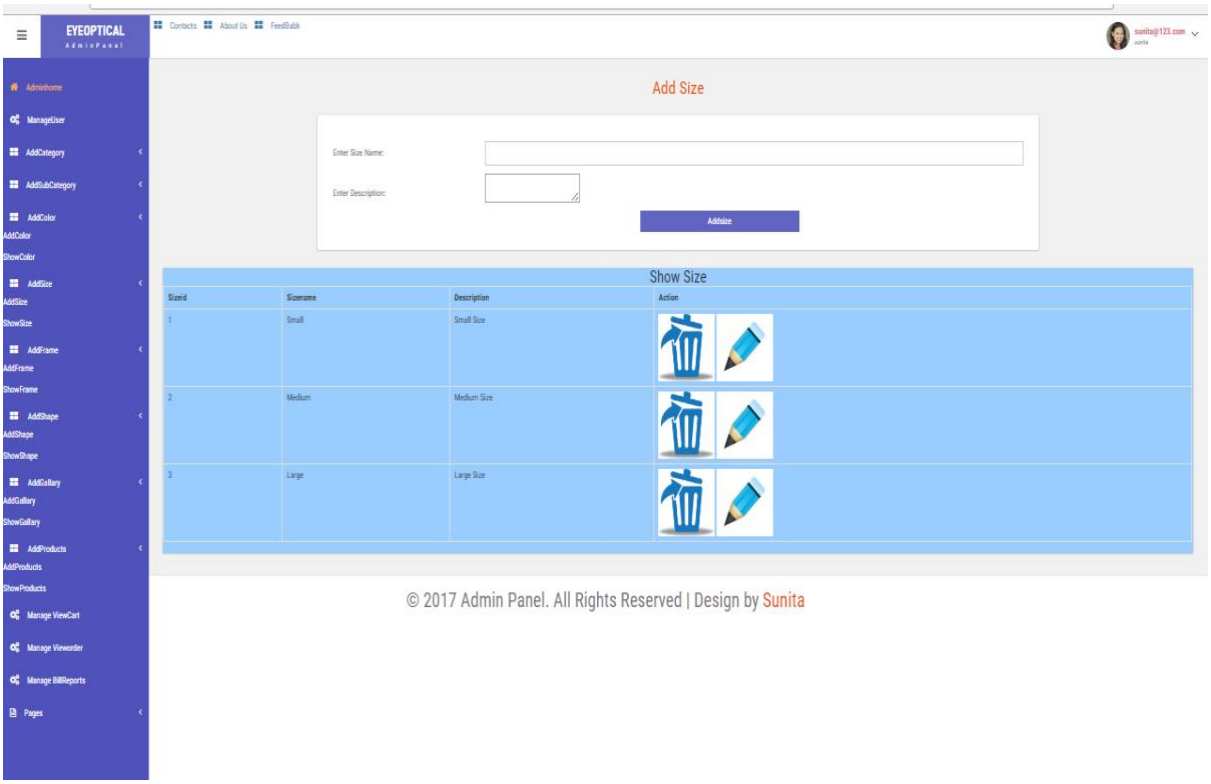
5) SubCategory:



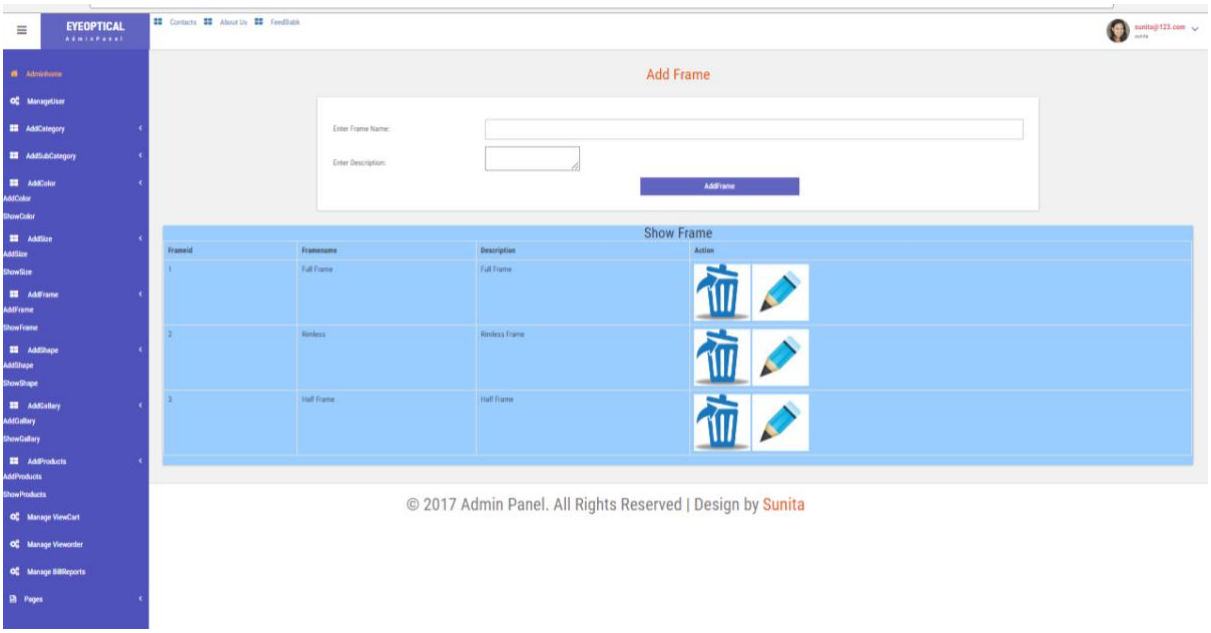
6) Color:



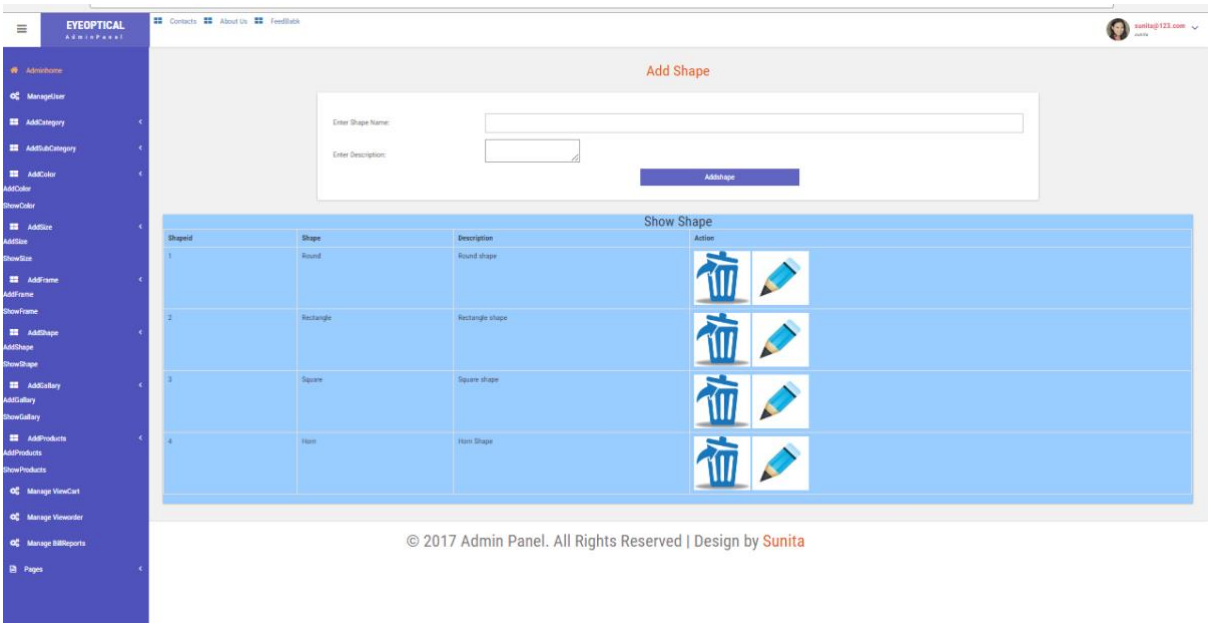
7) Size :



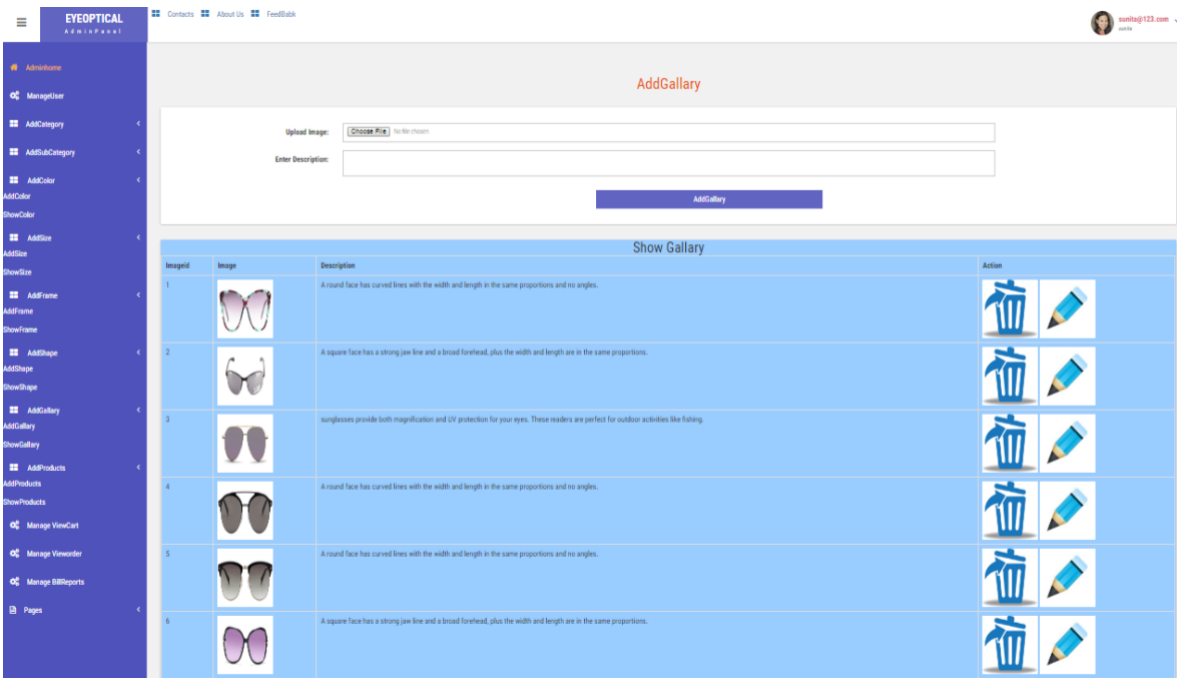
8) Frame :



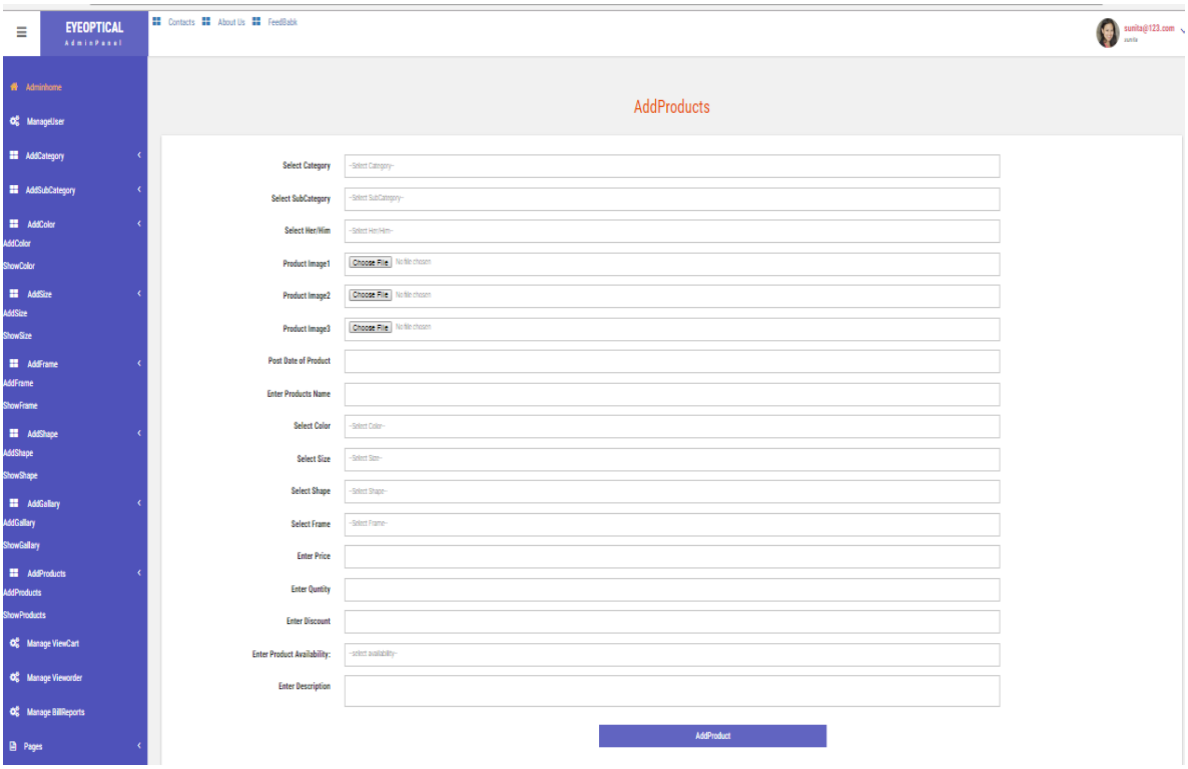
9) Shape:



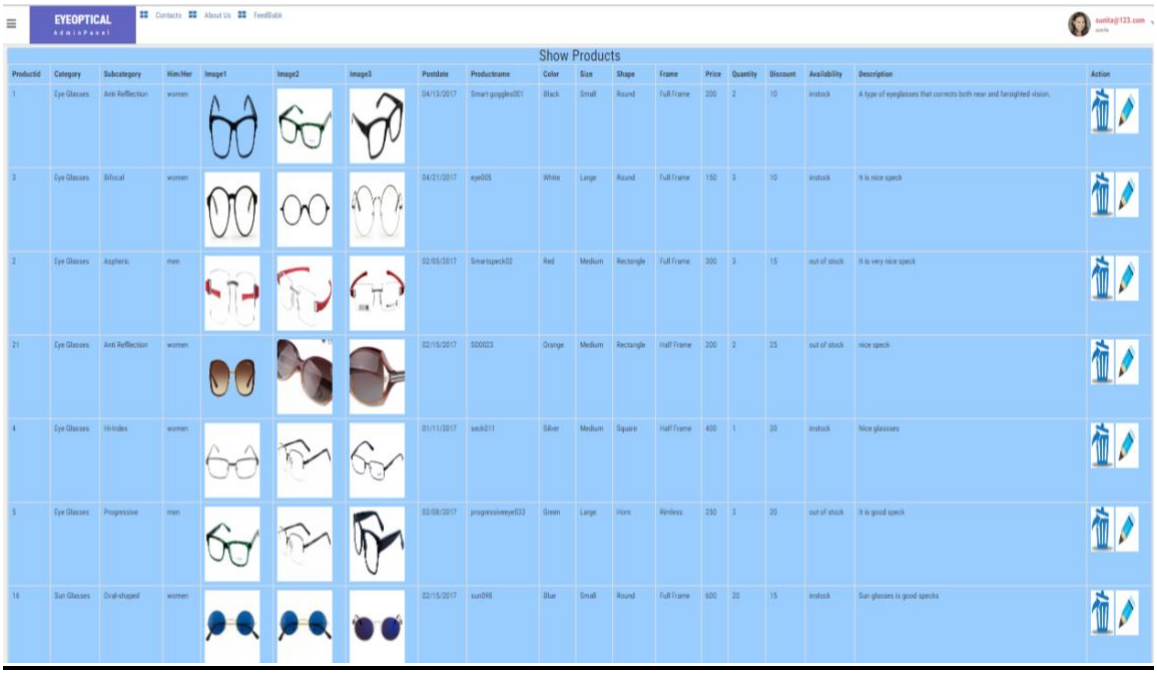
10) Gallary:



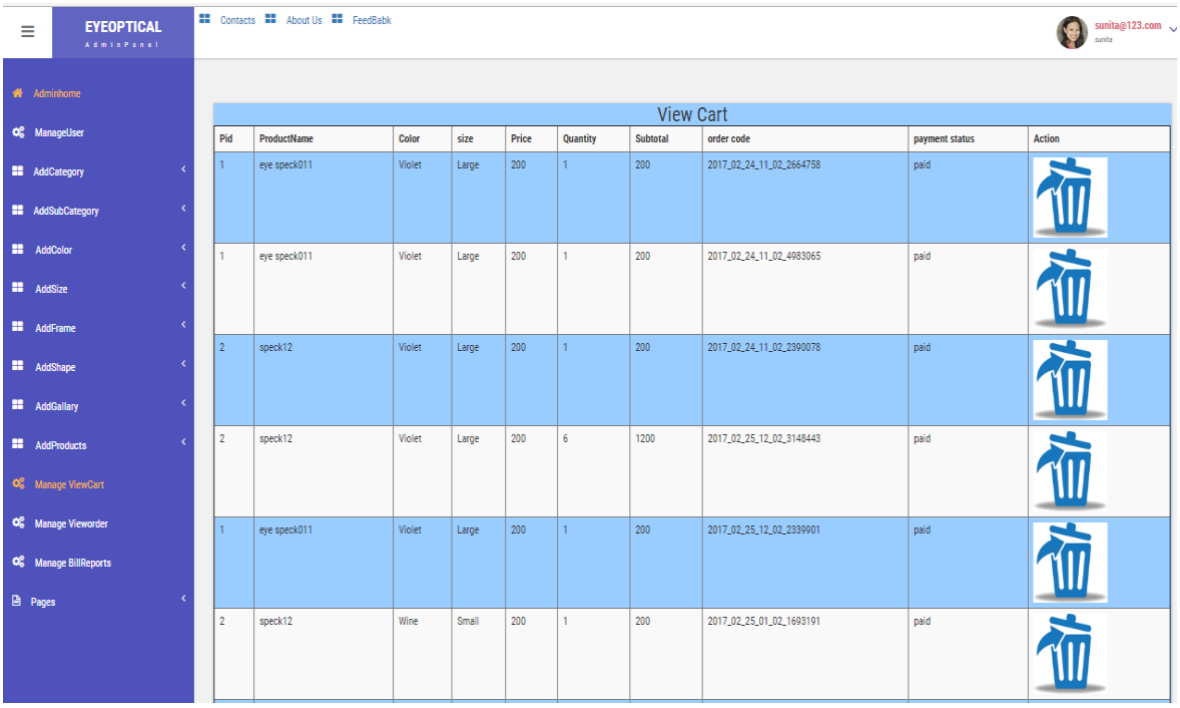
11)Add Products:



12)Show Products:

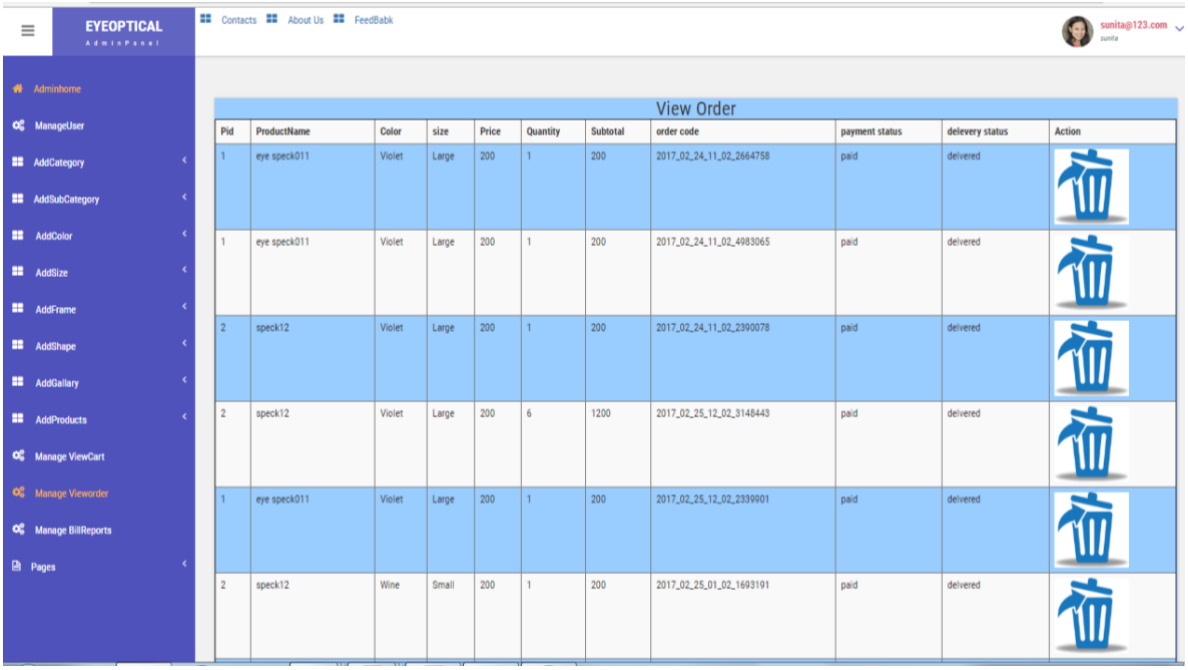


13)Manage view cart

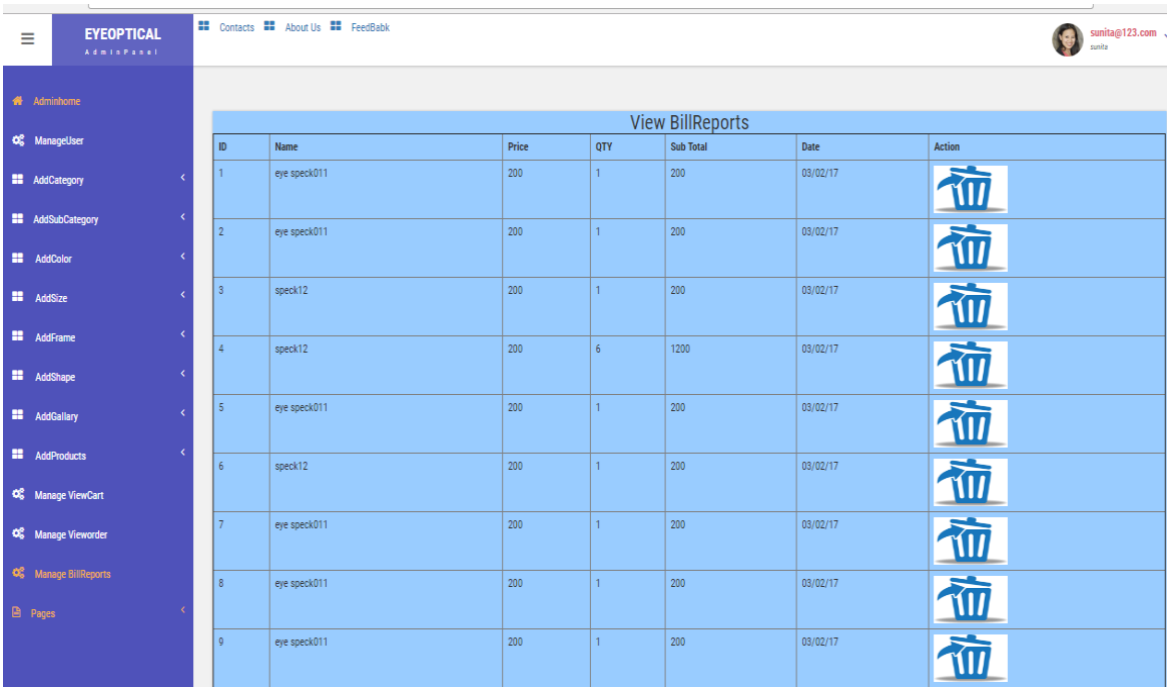


Pid	ProductName	Color	size	Price	Quantity	Subtotal	order code	payment status	Action
1	eye speck011	Violet	Large	200	1	200	2017_02_24_11_02_2664758	paid	
1	eye speck011	Violet	Large	200	1	200	2017_02_24_11_02_4983065	paid	
2	speck12	Violet	Large	200	1	200	2017_02_24_11_02_2390078	paid	
2	speck12	Violet	Large	200	6	1200	2017_02_25_12_02_3148443	paid	
1	eye speck011	Violet	Large	200	1	200	2017_02_25_12_02_2339901	paid	
2	speck12	Wine	Small	200	1	200	2017_02_25_01_02_1693191	paid	

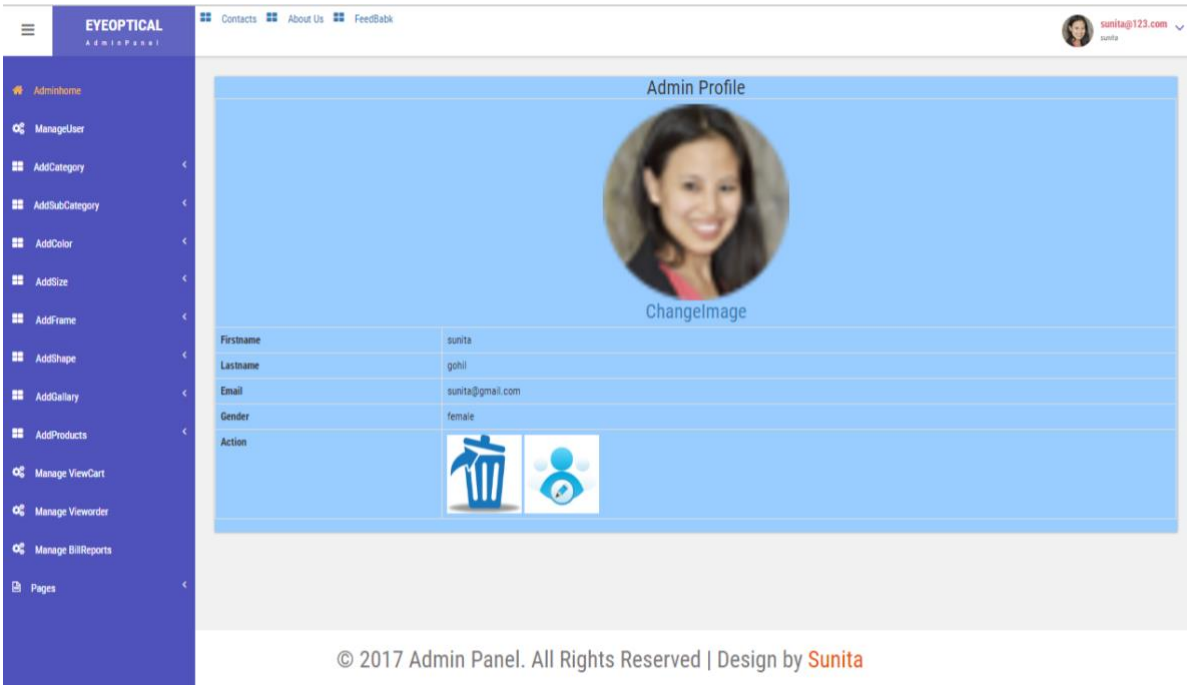
14)Manage Order:



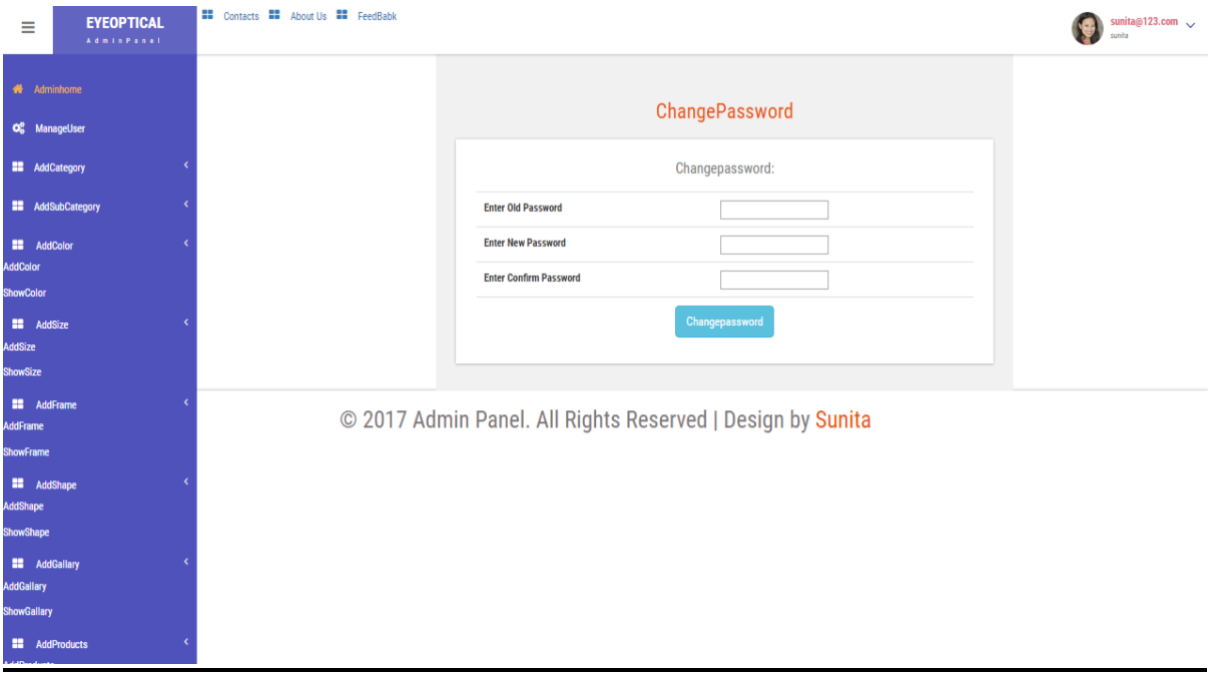
15)Manage Bill:



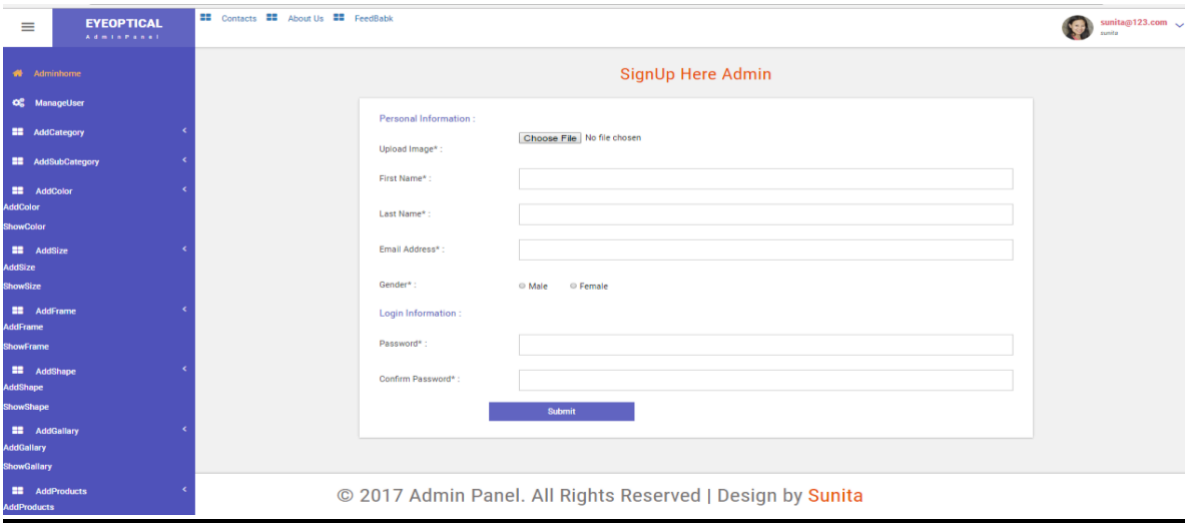
16)Admin Profile:



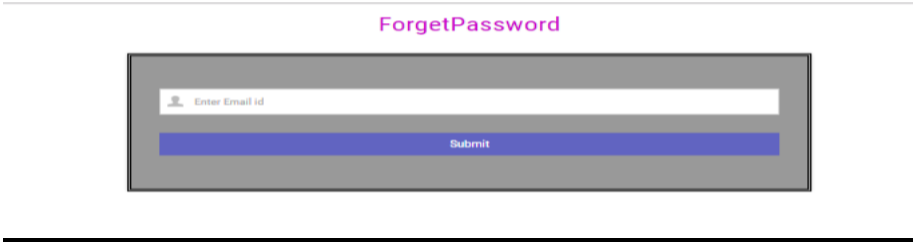
17)Change Password:



18)Admin Signup:



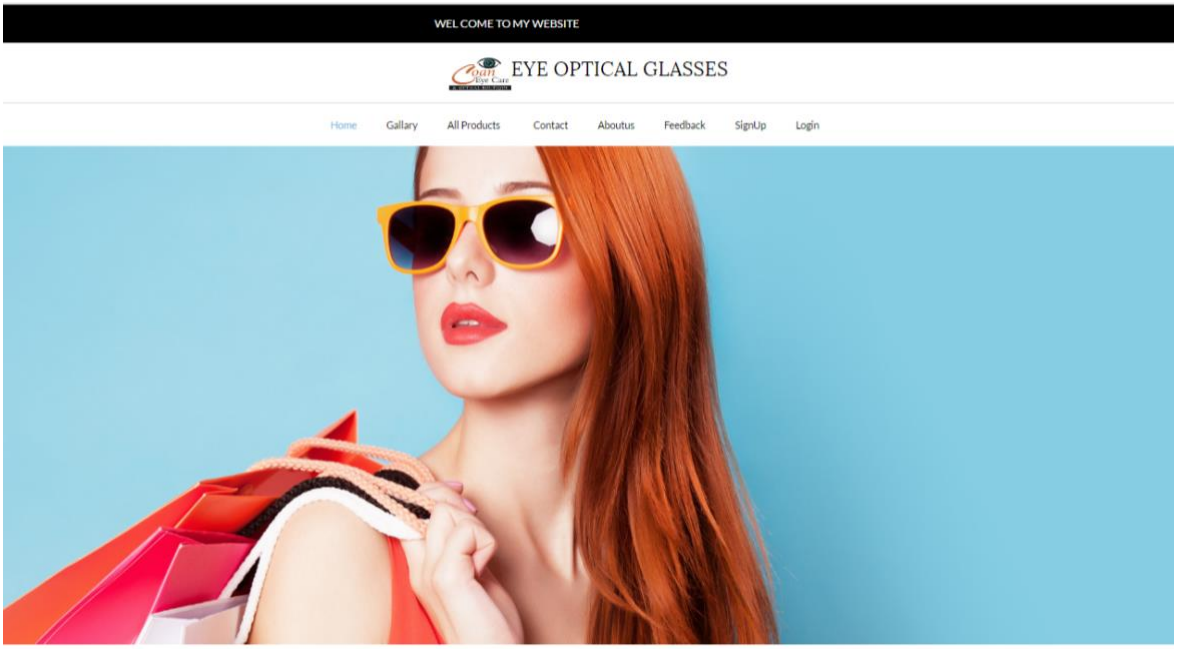
19)Forget Password:



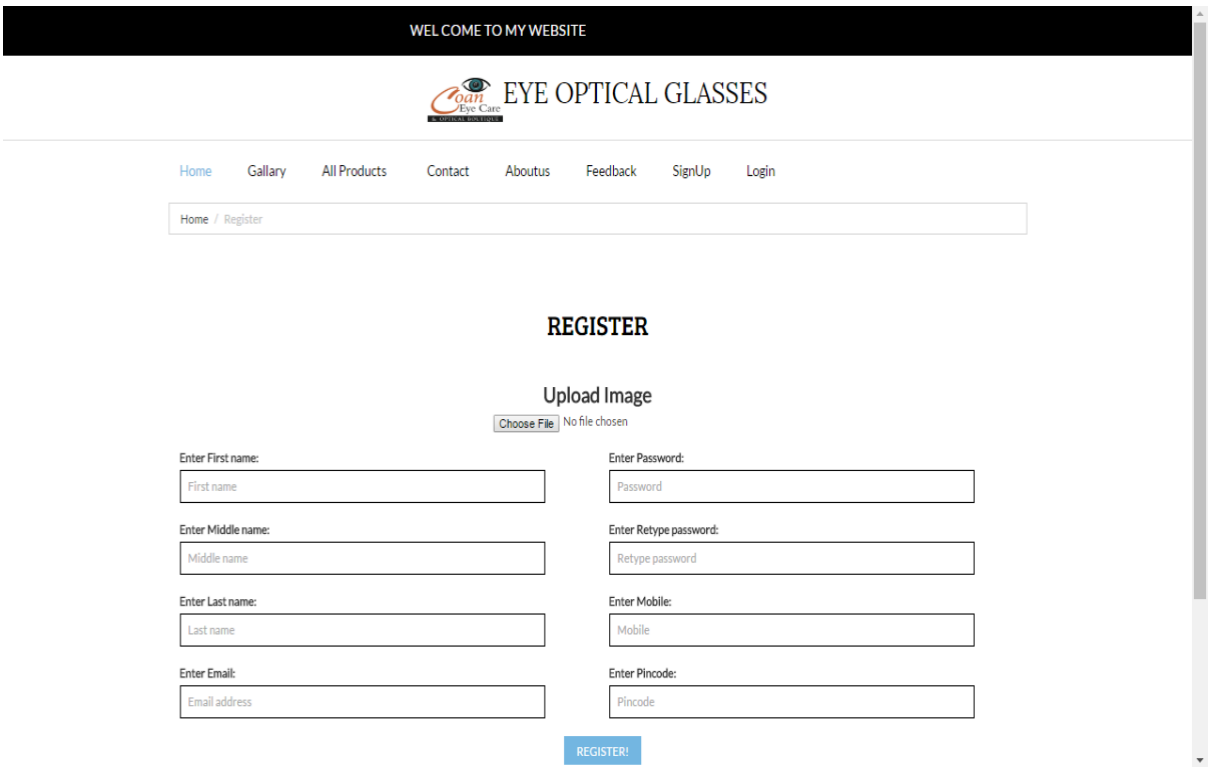
Client side screen shots:

1)User home:

ONLINE EYE OPTICAL

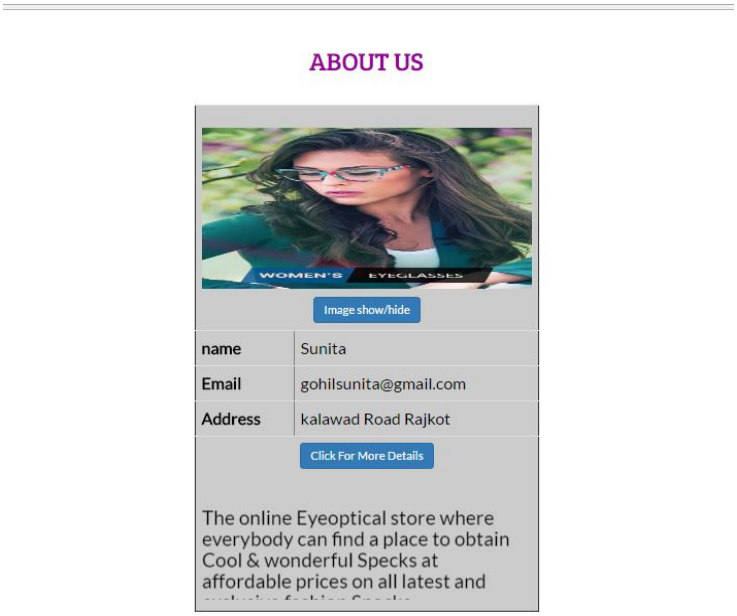


2)Registration form:

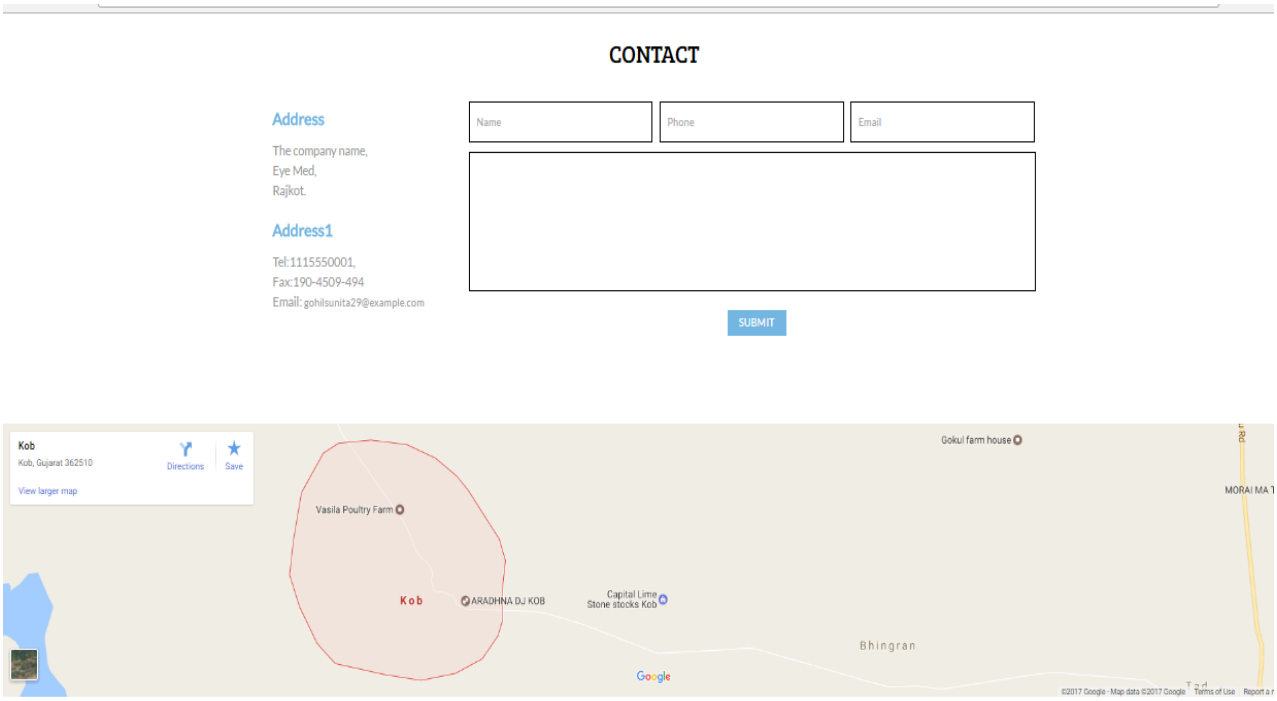


3)About us:

Gohil Sunita



4)Contact us:

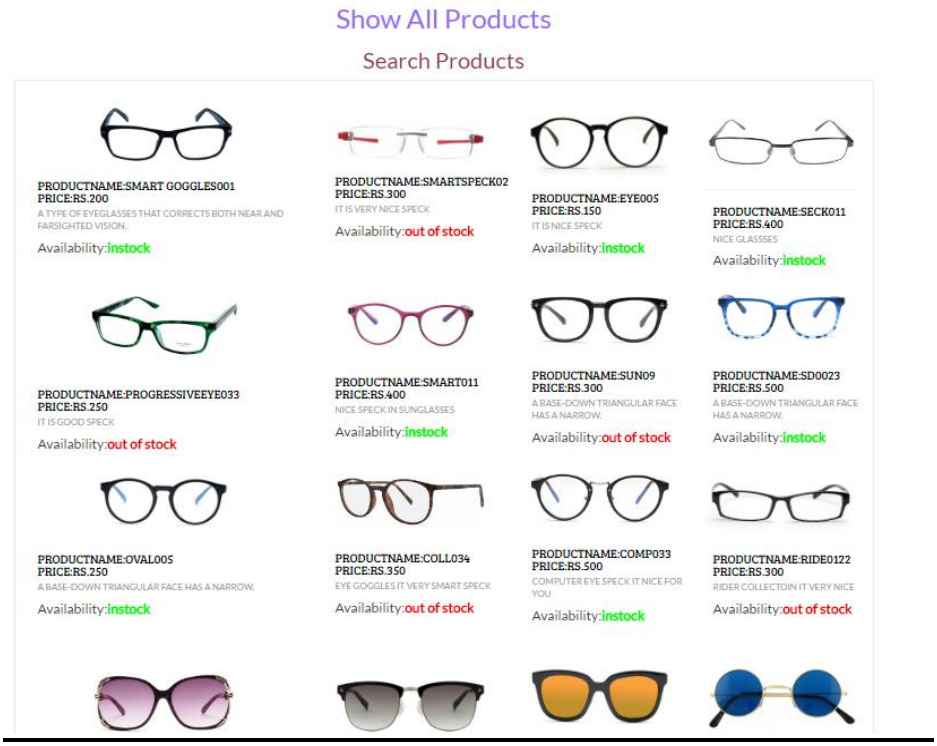


5)Show Gallary :

Gohil Sunita

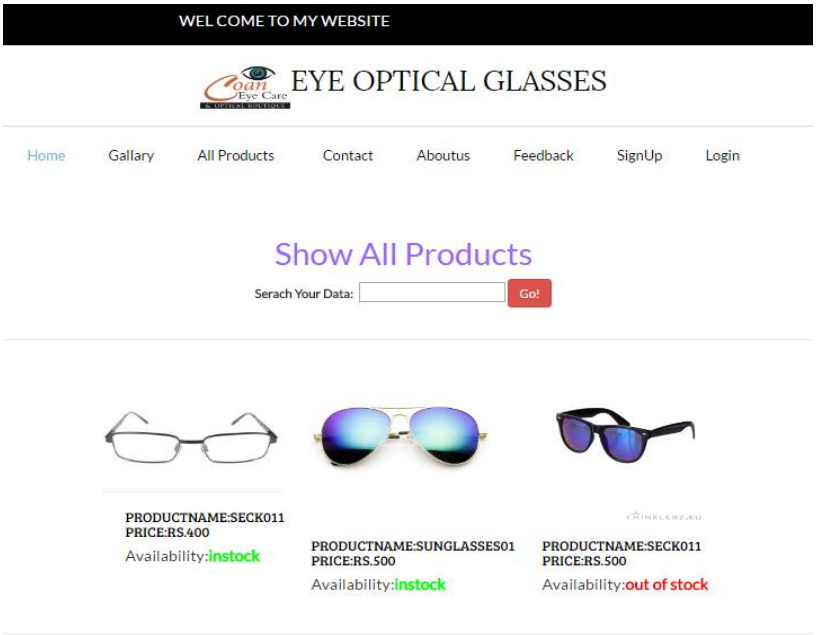
ONLINE EYE OPTICAL

6)Show All Products:

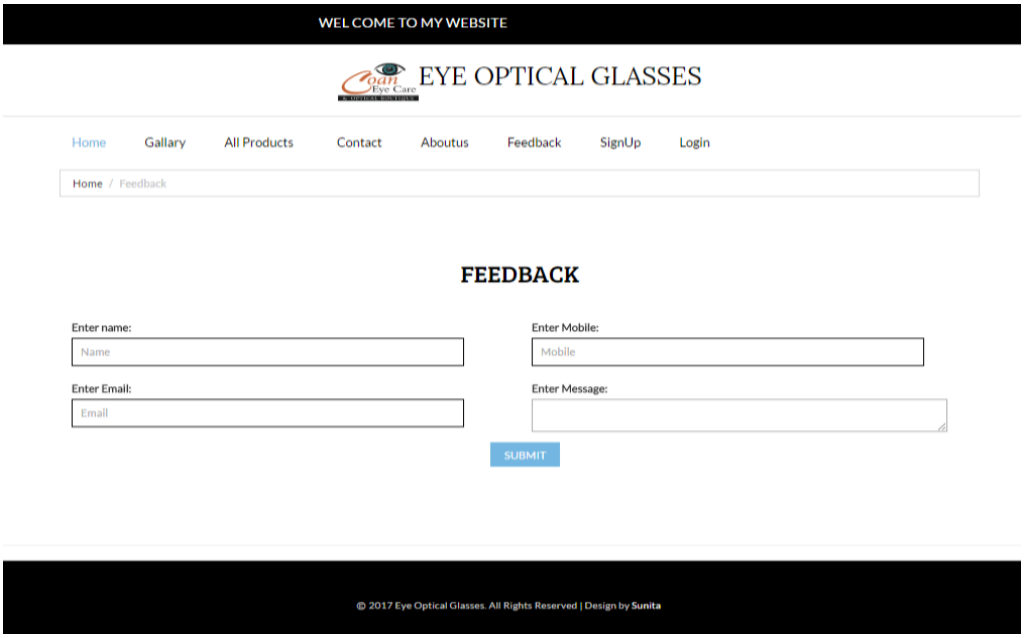


7)Search Products:

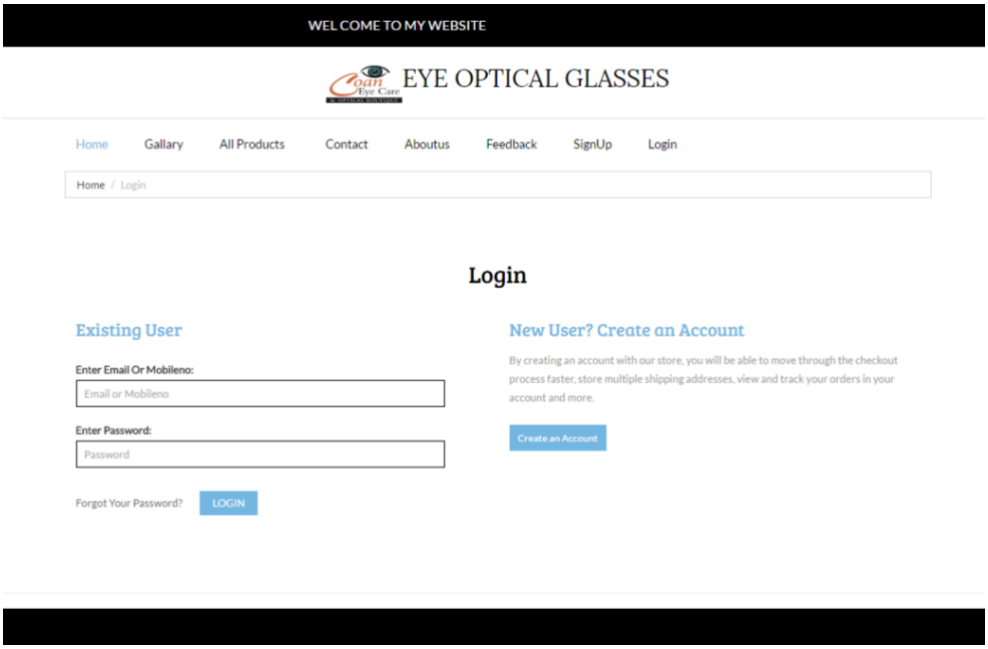
Gohil Sunita



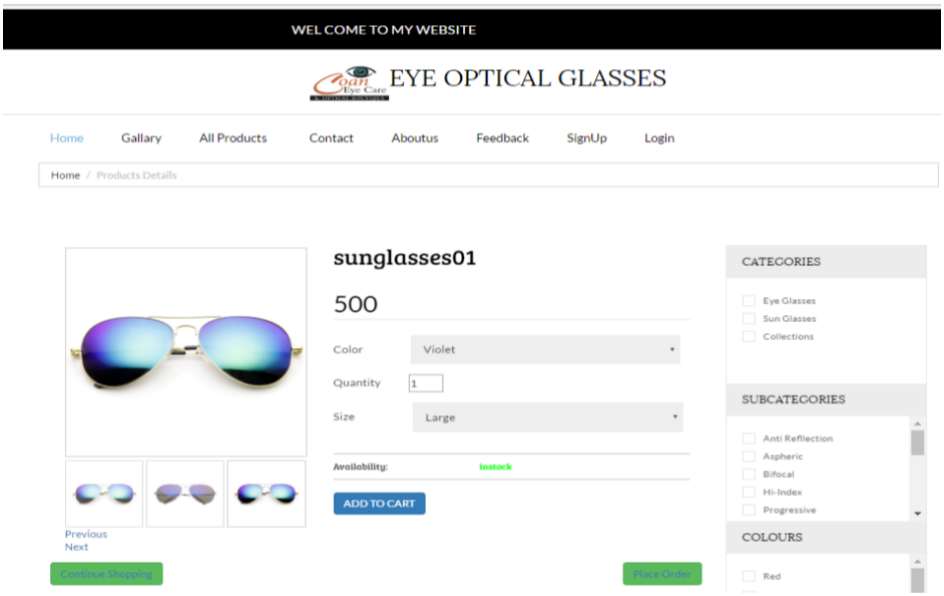
8)Feedback:



9)Login:

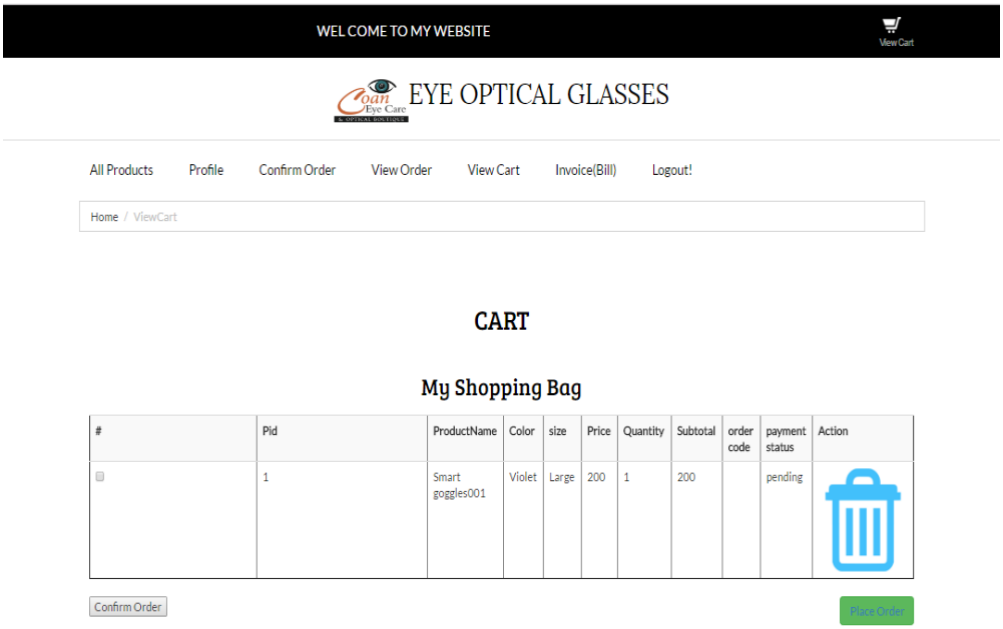


10)Products Detail:



11)User Profile:

12)View Cart:



13)Confirm Order:

CONFIRMORDER

#	Pid	ProductName	Color	size	Price	Quantity	Subtotal	order code	payment status	delevery status
	1	eye speck011	Violet	Large	200	1	200	2017_02_24_11_02_2664758	paid	delvered
	1	eye speck011	Violet	Large	200	1	200	2017_02_24_11_02_4983065	paid	delvered
	2	speck12	Violet	Large	200	1	200	2017_02_24_11_02_2390078	paid	delvered
	2	speck12	Violet	Large	200	6	1200	2017_02_25_12_02_3148443	paid	delvered
	1	eye speck011	Violet	Large	200	1	200	2017_02_25_12_02_2339901	paid	delvered
	2	speck12	Wine	Small	200	1	200	2017_02_25_01_02_1693191	paid	delvered
	1	eye speck011	Violet	Large	200	1	200	2017_02_25_01_02_1693191	paid	delvered
	1	eye speck011	Violet	Large	200	1	200	2017_03_02_12_03_4969931	paid	delvered
	1	eye speck011	Violet	Large	200	1	200	2017_03_02_12_03_0184591	paid	delvered
	1	eye speck011	Violet	Large	200	1	200	2017_02_25_01_02_5544775	paid	delvered
	1	eye speck011	Brown	Large	200	10	2000	2017_02_28_12_02_387824	paid	delvered
	5	progressiveeye033	Violet	Large	250	10	2500	2017_03_02_12_03_409002	paid	delvered

Print Bill

14)Bill View:

BILLING

your order code is : 2017_02_24_11_02_2664758

Pid	ProductName	Color	size	Price	Quantity	Subtotal	order code	payment status	delevery status
1	eye speck011	Violet	Large	200	1	200	2017_02_24_11_02_2664758	paid	delvered
200						200			

Print Bill

your order code is : 2017_02_24_11_02_4983065

Pid	ProductName	Color	size	Price	Quantity	Subtotal	order code	payment status	delevery status
1	eye speck011	Violet	Large	200	1	200	2017_02_24_11_02_4983065	paid	delvered
200						200			

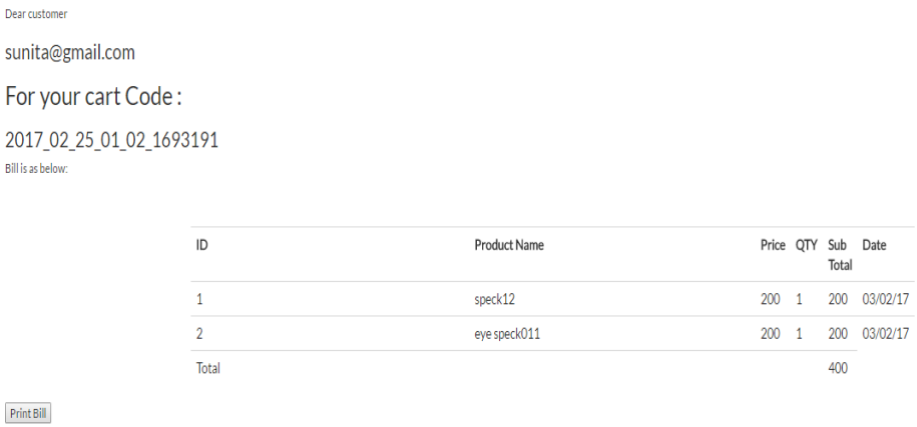
Print Bill

your order code is : 2017_02_24_11_02_2390078

Pid	ProductName	Color	size	Price	Quantity	Subtotal	order code	payment status	delevery status
2	speck12	Violet	Large	200	1	200	2017_02_24_11_02_2390078	paid	delvered
200						200			

Print Bill

15)Print Bill(Invoice):



Dear customer

sunita@gmail.com

For your cart Code :

2017_02_25_01_02_1693191

Bill is as below:

ID	Product Name	Price	QTY	Sub Total	Date
1	speck12	200	1	200	03/02/17
2	eye speck011	200	1	200	03/02/17
Total				400	

Print Bill

9 LIMITATIONS AND FUTURE ENHANCEMENT

Limitations:

ONLINE EYE OPTICAL is a web-based system. At first time, there are some limitations of each and every system which can be removed in future. The few limitations of our project are as follows:

- The presentation tier and business logic tier are required to be deployed within the same server computer. For better scalability it is required that these two tiers run on different server computers.
- There is no provision to inform the administrator automatically about the error.
- Power failure breaks the continuity of the application.
- Should have knowledge about computers and internet.

Future Enhancements:

Here is always a scope for enhancement in any system, especially in the ever changing world of computers. The **ONLINE EYE OPTICAL WEBSITE** can be modified according to the future requirements and the advancement of the technology. Below mentioned are some of the changes that are possible in the future, to increase the efficiency and adaptability of the system:

- In future, company is planning to convert all its application from all other

Technologies to SAP so we might observe a conversion in nearby future.

- Existing system has all basic functionalities. Though few more functions such as buffer, Select by theme, calculator can be added to it.
- We are also facing the problem of speed so in future we are trying to increase the speed.
- Try to make as more user friendly as possible.

10.CONCLUSION & DISCUSSION

CONCLUSION AND DISCUSSION:

- As we worked in a team we learnt good team management skills and importance Of Team Work.
- Through this project we also learnt how to manage Time and to get things done within time.
- We learned many Technology and Tools while working on the project.
- Working under a corporate environment was also a learning experience where we tried to follow the discipline and rules laid by the organization. Overall this project is the foundation for all our future endeavours and we feel satisfied with the efforts that we have put in.
- Overall this project is the foundation for all our future endeavours and we feel

  Satisfied with the efforts that we have put in.

So, this project is useful for any company. It is based on Organization structure.

11.SRS - SOFTWARE & HARDWARE REQUIREMENT

HARDWARE DESCRIPTION

The selection of hardware is very important in the existence and proper working of any software. When selecting hardware, the size and requirements are also important.

Minimum Requirements:

Processor	: INTEL Pentium 4
RAM	:521MB
Hard Disk Drive	:30GB
CD-ROM	:75MB

The proposed System is developed on:

Processor	:	INTEL Pentium 4
RAM	:	512MB
Hard Disk Drive	:	40GB
Key Board	:	Standard 101/102 or Digi Sync Family
Monitor	:	Display Panel (1024 X 764)
Display Adapter	:	Trident Super VGA
Network Adapter	:	SMC Ethernet Card Elite 16 Ultra
Mouse	:	Logitech Serial Mouse

SOFTWARE DESCRIPTION

Operating System : Windows 7

Front- End : PHP

Back- End : MY SQLi

12.BIBLIOGRAPHY

- PHP Reference Books
- My SQL
- www.google.com
- www.w3schools.com