A Project Report On – Online Jewellery Shopping

Submitted in Complete Fullfillment Of **DIPLOMA IN MOBILE COMPUTING (PG-DMC)**



CERTIFICATE

This is to certify that the project *Online Jewellery Shopping*

Has been submitted by

Ankit Kumar,

In Complete fulfillment of the requirement for the Course of PG Diploma in Mobile Computing (PG-DMC SEP 2023) as prescribed by the Sunbeam, Pune.

Place: Pune Date: 22-Feb-2024
Samruddhi Phatnis

Project Guide

ACKNOWLEDGEMENT

We have taken efforts in this project. However, it would not have been possible without the kind support and help of mentors and our project guide. We would like to extend my Sincere thanks to all of them.

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We would to like to express our special gratitude and thanks to all above mentioned people for giving us such attention and time. Our thanks and appreciations also got to our project members in developing the project and people who have willingly helped us out with their abilities.

ABSTRACT

An Online Jewellery Shop The main goal of this project was to Create shopping cart, which allows users to shop and purchase the Jewellery products online. Moreover, the project is also designed in such way it lets managers manage the products information.

Customers can orders products, and they will be contacted to further process the orders.

In today's busy world, people don't have time for their personal needs. And the technology fast that anyone can do by sitting in a room. If someone buy a new things, he can buy online with the help of Internet.

The application is implemented in react.js, Node.js and consists of two main Components :

- 1. Admin Side and
- 2. Customer Side.

Admin side consists of the features such as Creating Email & Password, Input Items, Modify Items, Delete Items, Query database's data, and Logout.

Customer side consists of the features such as Select products, Buy produts, Continue Shopping, View Cart, Add To Cart, Add to wishlist, checkout, Signin, Creating An Account.

SCOPE

The scope of this system is to provide user comfortable environment of Purchasing and selling products and services over the internet without the need of going physically to the market is what online shopping all about. Online shopping is just like a retail store shopping that we do by going to the market, but it is done through the internet.

Online shopping has made shopping painless and added more fun.

Online stores offer product description, pictures, comparisons, price and much more. Few examples of these are Amazon.com, ebay.com, framt.com and the benefits of online shopping is that by having direct access to consumer, the online stores can offer products that cater to the needs of consumer, cookies can be used for tracking the customer selection over the internet or what is of their interest when they visit the site again. Online shopping makes use of digital technology for managing the flow of information, products, and payment between consumer, site owners and suppliers. Online shopping can be either B2B (business to business) or B2C (business to consumer).

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Introduction

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There are also the future works for this application. There are mainly three such objectives which are as follows:

- To shop in the comfort of your home, without having to step out of the door.
- To be able to easily save money and compare prices from website to website.

Purpose

Through research of similar apps we found a number of features that seemed useful in our design. Simplistic Design, overall, we found that the Moves app presented an extremely clean and simplistic layout that presented important information as soon as it was opened. We decided to model our app with this same mentality of keeping screens Simplistic and present important data upfront.

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User Classes and Characteristics

As based on multiple platforms there are multiple classes and their uses but most importantly application uses Model for user that encapsulates data fetched from server like steps calories etc

And both iOS and android platforms have their own implementation of Data persistence For Example Android Uses shared preference which contains a helper class to provide such functionality

Where as iOS uses user's default which do not contain helper class can be accessed directly although.

Design and Implementation Constraints:

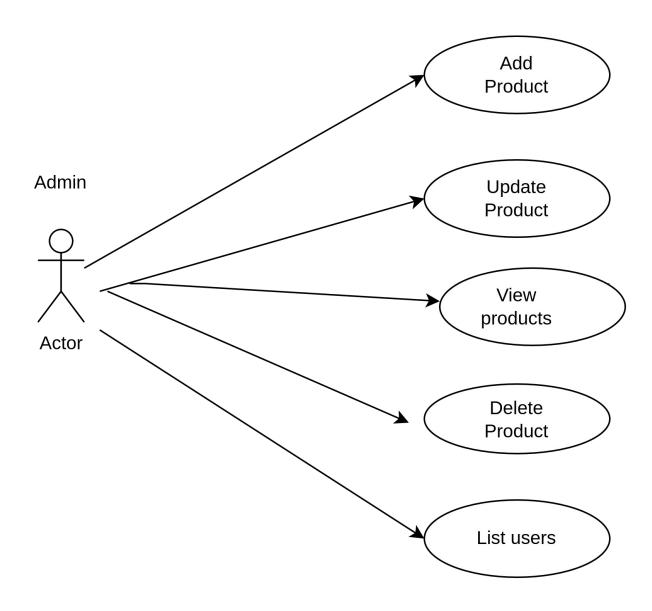
- User Interface

In order to effectively incorporate each of the three focus areas of our application (sleep, food consumption) into the user interface without creating too much clutter, we opted to use a tabbed design. When the app is initially opened, the user is taken to the "main" or "home" tab.

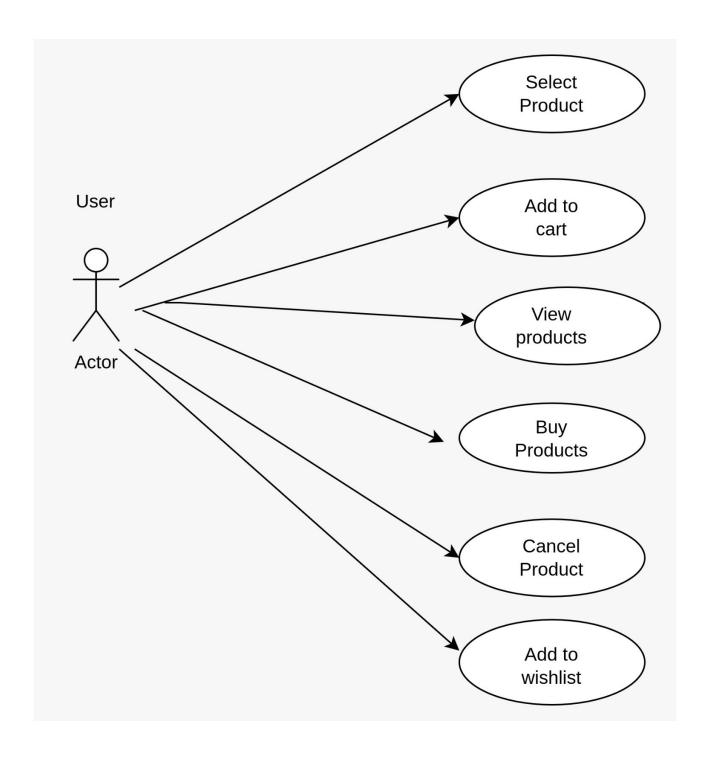
- Tab Design

Relatively early in the development process, we came to the decision to separate each data tracked aspect (steps, sleep, and mood) into individual tabs within the app. After researching several different methods for implementing this type of multi-page app design, we came to the decision to use the ViewPager layout manager, an Android class that is "most often used in conjunction with Fragment, which is a convenient way to supply and manage the lifecycle of each page" (ViewPager). Each of the four tabs is implemented in its own class, and is a subclass of the Fragment class. In addition, the tabs share a single Android activity, which is the Android class that handles all user interaction with the app. The main activity of the application manages the tab layout and tells the application which tab view to display when a user selects a certain tab. The purpose of using fragments is to eliminate the need to create a new activity every time the user switches between tabs, thus increasing both the temporal and spatial efficiency of the application. Structurally, each fragment is comprised of two components. The first is an XML file that defines the visual layout of the fragment. The second is the logic of the fragment, which contains various functions defining certain actions to take at different times. Each time a certain fragment is switched to or away from, these functions are called in a particular order, all of which make up what is called the fragment's "lifecycle". For example, when a particular fragment is displayed on the screen, the function on Create View() is called, which is generally where most of the initialization process occurs.

Use Case For Admin:



Use Case For User:



Non – Functional Requirements

Usability Requirement:

Application should be easy to use and provide basic user interface that can be used without any tutorial. Multiple views must be used for modularity in this concept, I will be referring to the ease of use of a mobile application. The aim of the use of the mobile application is to get some features and functionality and the application would be difficult to use without the usability being considered. Every application is expected to be effective, sophisticated, and satisfactory and the color and contrast should be intact and follow some other principles that are considered the standard to be followed by developers. The design of the application should be done in such a way that users of all abilities would be able to use the UI efficiently. Also, those with different disabilities such as hearing impairment, low vision, or blindness should be able to engage themselves in using the apps. Users of all apps

blindness should be able to engage themselves in using the apps. Users of all apps should be able to appreciate the color and contrast of the mobile applications. Developers should also take into consideration the sound implementation of the app, which is an alternative to the visual implementation.

Unnecessary sounds should always be avoided and the sounds that interpret screen elements or content should be designed for a correct or almost correct efficiency.

Data Model

Database In order to effectively store the user's step counting and sleep tracking history, we decided to use a SQL database, which is already built into the Android operating system. Because Google Fit integration automatically manages the step counting data, our database only has two tables, one for mood data and another for sleep data.

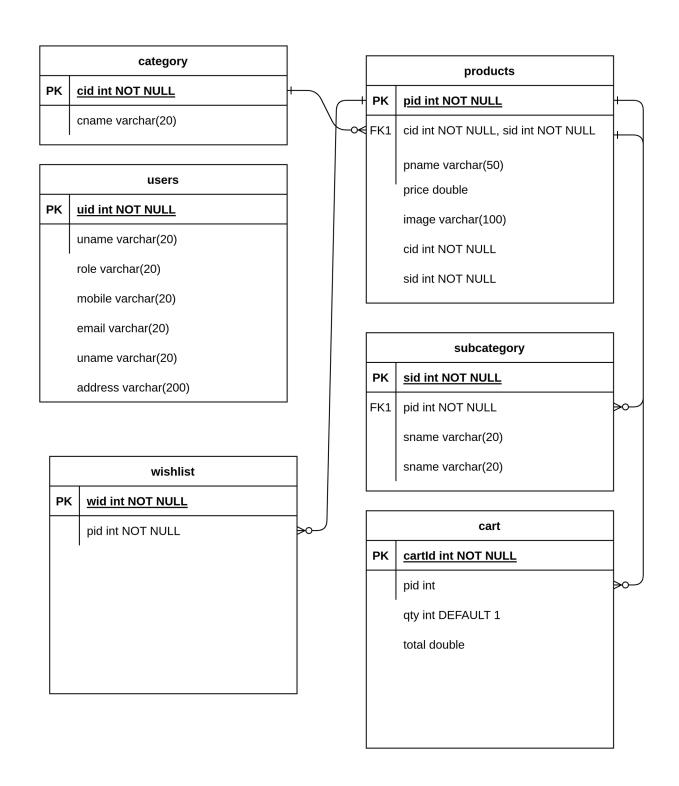
The Database Schema for Sleep and Mood Data The first step in implementing the database was to create objects that could be used to store and retrieve information for each data type. More specifically, we created a sleep tracking class and a mood tracking class. Each class has two variables, as well as methods for setting and getting these variables. As seen in Figure 15, the sleep counting class contains a variable for the number of hours slept the night before, and the mood tracking class stores a number ranging from one to ten (where one represents the least happy, and ten represents the happiest). Each class also contains a variable representing the date at the time the data was stored. We then use these classes to periodically store the numerical data.

For example, when the application detects that the user has woken up in the morning, it will calculate the number of hours that he or she has slept. It then creates an instance of the sleep counting class with that number of hours, and the date of the day before. It will then use that instance to create a SQL query that inputs the data into the database.

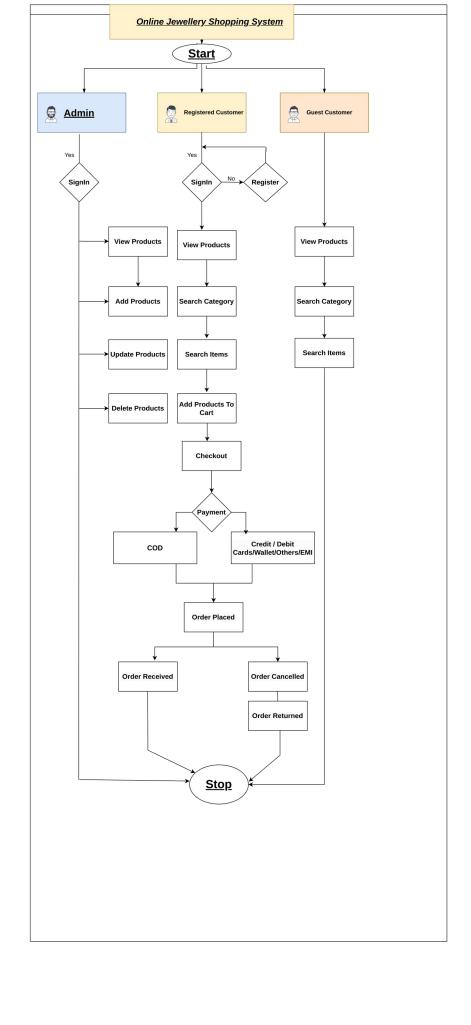
Finally, it will use that same information to update the information displayed to the user. One of the features of the Google Fit API is that it conveniently stores the collection of fitness data that it records in the Google Fit Store. This is a cloud server that the data is sent to.

The data can be easily accessed by sending a data read request to the server. If the phone is offline when the request is sent, it will store the request and wait until it has once again been reconnected to the internet to retrieve the data.

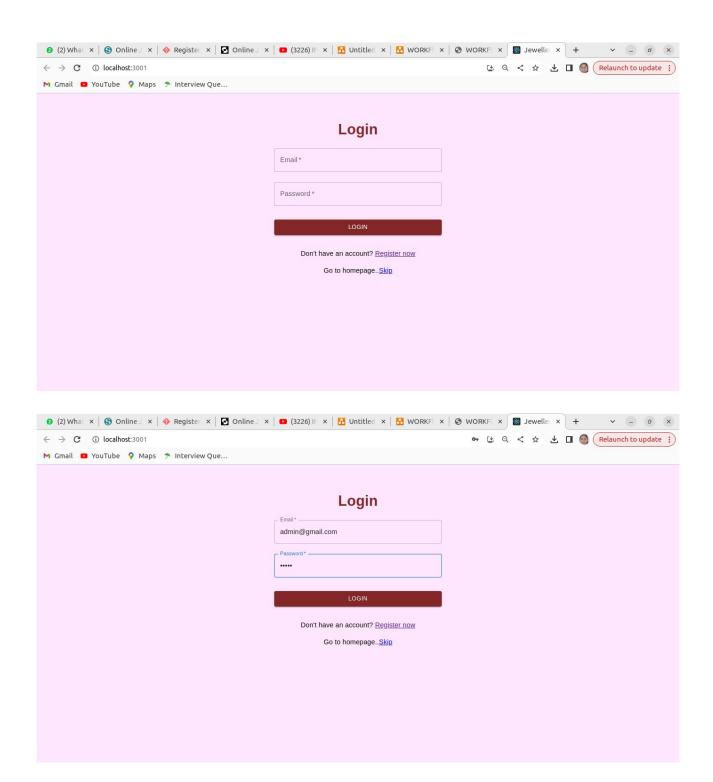
Due to this integration of data storage built directly into the API, the SQLite database, which we had previously used, was no longer necessary for the storage of step tracking data. Instead, the app periodically retrieves aggregated step counting data from the Google Fit Store, and uses it to update the graph as well as the current number of steps for that day.

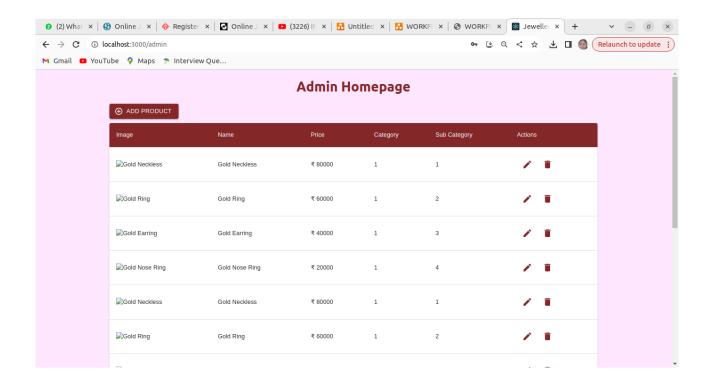


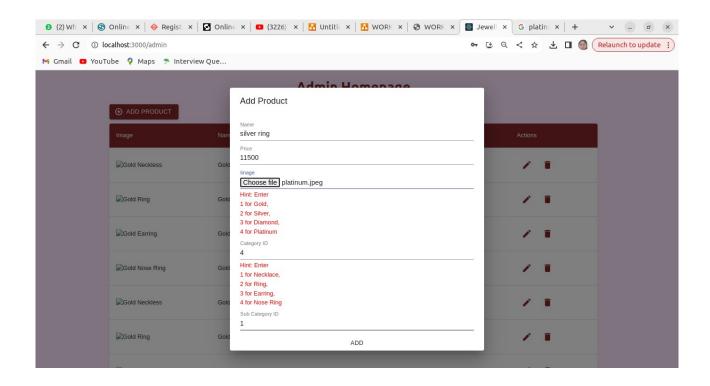
Database(MySQL)

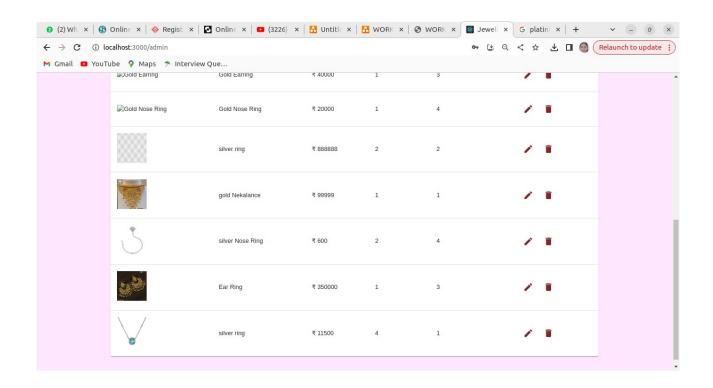


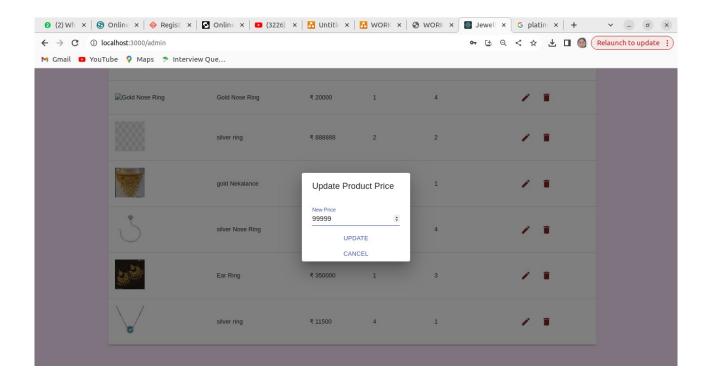
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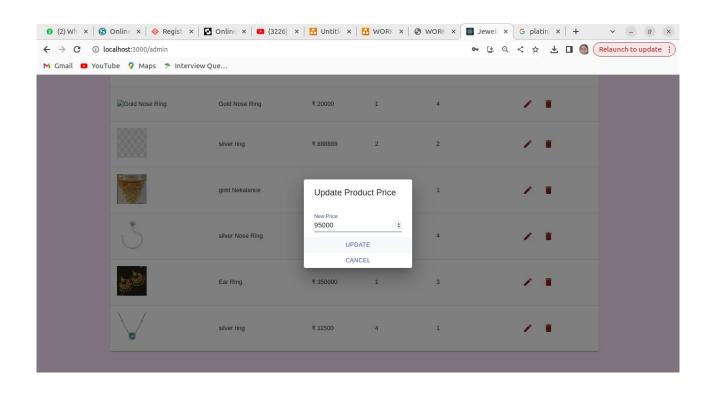


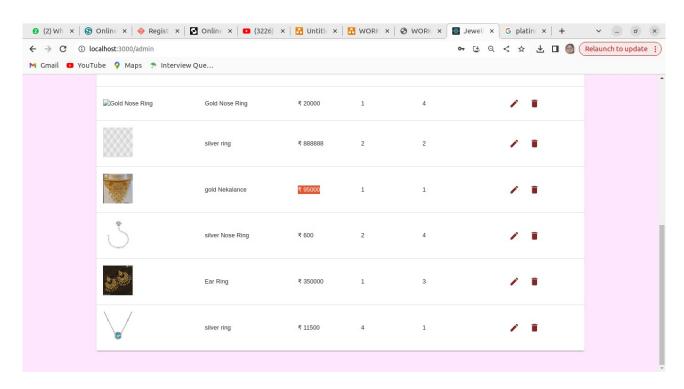


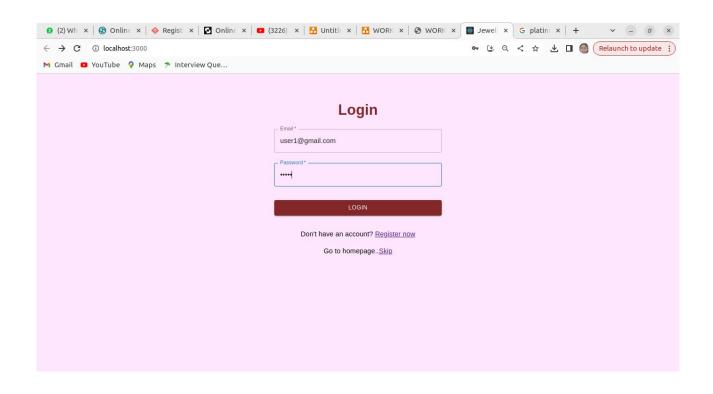


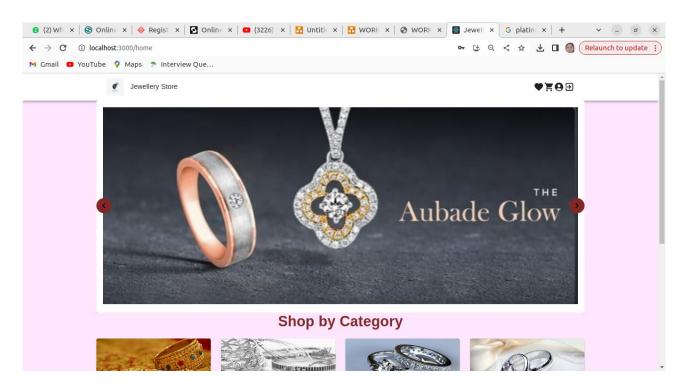


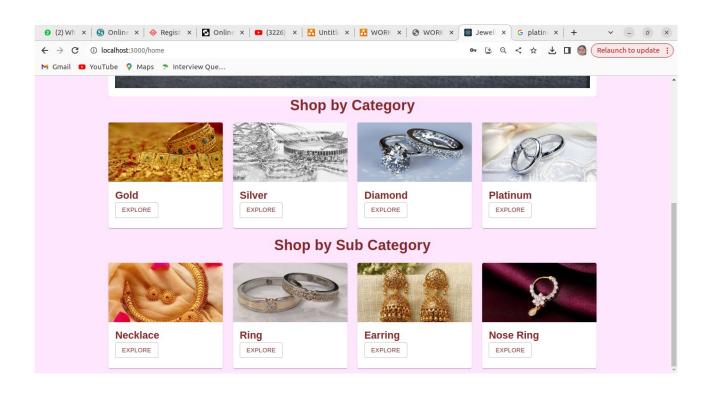


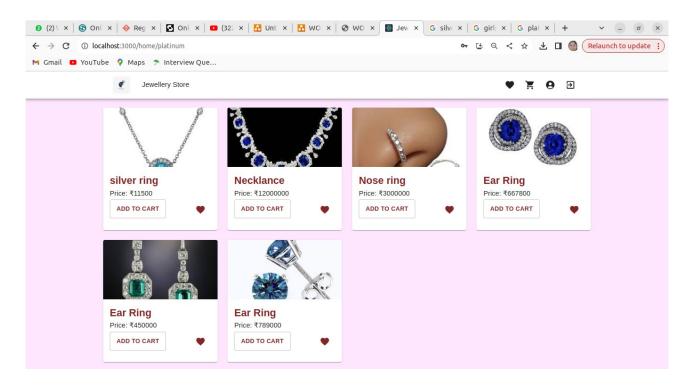


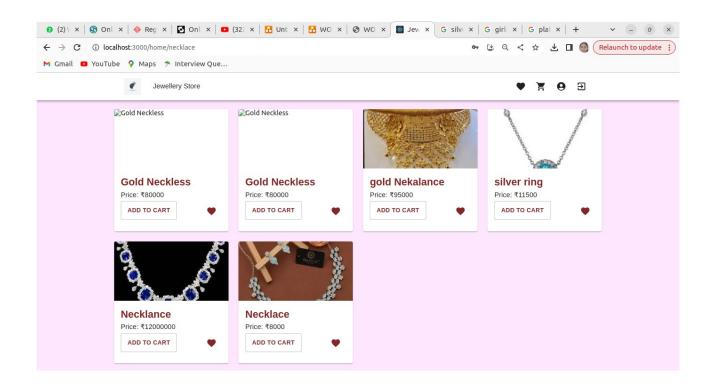


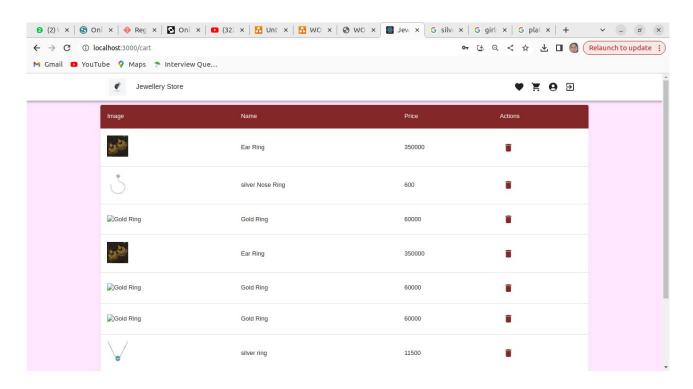


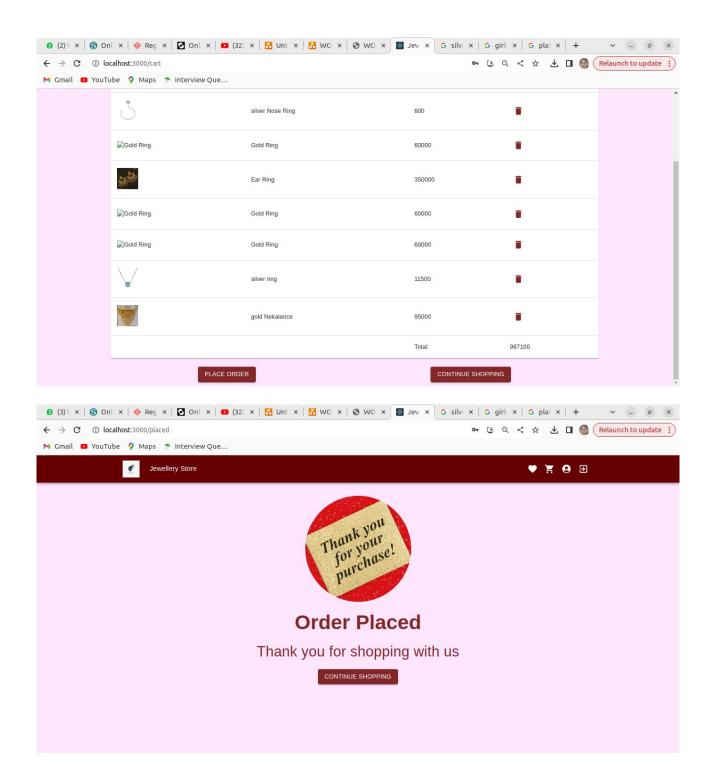


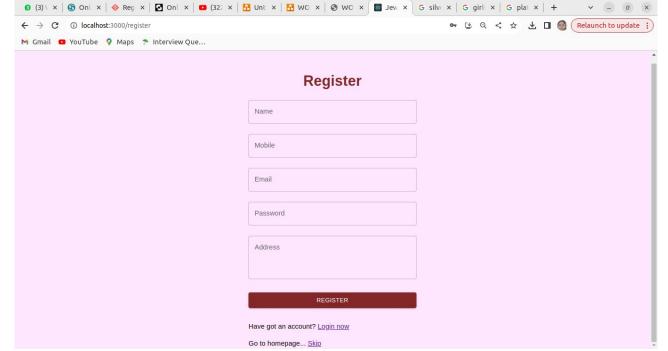


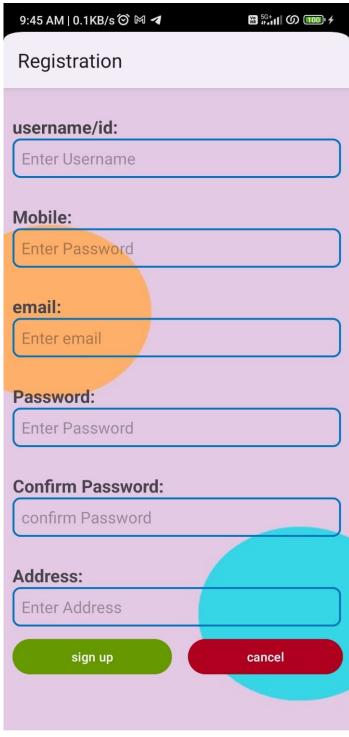


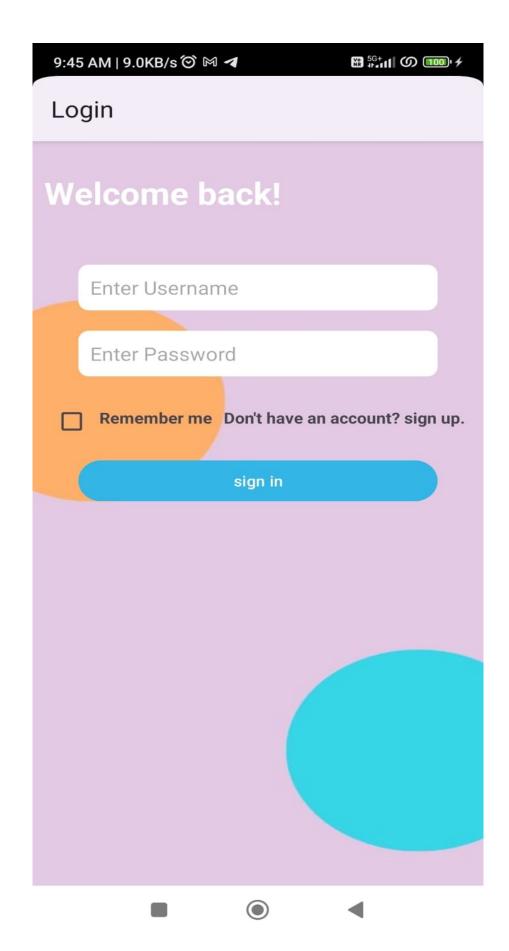














Home



Shop By Category



Gold

























Shop By Category



Gold



Silver



Diamond

















Conclusion:

While developing the system a conscious effort has been made to create and develop a software package, making use of available tools, techniques and resources – that would generate a proper System While making the system, an eye has been kept on making it as user-friendly, as cost-effective and as flexible as possible. As such one may hope that the system will be acceptable to any user and will adequately meet his/her needs.

As in case of any system development processes where there are a number of shortcomings, there have been some shortcomings in the development of this system also. The project is still under modification

Future Scope:

The scope of the project includes that what all future enhancements can be done in this system to make it more feasible to us:-

- Databases for different products range and storage can be provided.
- Multilingual support can be provided so that it can be understandable by the person of any language.
- More graphics can be added to make it more user-friendly and understandable.