Mob-Shop

A Project Report Submitted by

Deep Vasoya -- 91700104058

In partial fulfilment for the award of the degree of

Bachelor of Technology

in

Information Technology

Faculty of Technology

Marwadi University, Rajkot

2020-21

Faculty of Technology

Marwadi University

Information Technology Department

2020-21

CERTIFICATE

This is to certify that the project entitled **Mob-Shop** has been carried out by **Deep Vasoya -- 91700104058** under my guidance in partial fulfilment of the degree of Bachelor of Technology in Information Technology of Marwadi University, Rajkot during the academic year 2020-21.

Date: 13 - May - 2021

Internal Guide **Head of the Department**

Prof. Nilesh Jadav
Assistant Professor

Prof. Hardik Doshi

Acknowledgement

We are thankful to Marwadi University for giving us this opportunity to do something new with the help of PHP subject. We express our sincere thanks to our respected Head of department Prof. Hardik Doshi for expressing keen interest in our academic pursuits and motivation us to carry out this project work successfully.

We whole heartedly thankful our guide Prof. Nilesh Jadav who was always there for us in each and every problems we faced and they give technical and moral support and immense pool of knowledge which they showed, very graciously placed at our.
We whole thankful to our team i.e. the entire IT. faculty, who helped us, all the way long in each possible way.

Name of Student:

1. Deep Vasoya

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Institute's Vision and Mission

Institute's Vision

Our vision is to address challenges facing our society and planet through sterile education that builds capacity of our students and empower them through their innovative thinking practice and character building that will ultimately manifest to boost creativity and responsibility utilizing the limited natural resources to meet the challenges of the 21st century.

Institute's Mission

- To Produce creative, responsible and informed professionals
- To produce individuals who are digital-age literates, inventive thinkers, effective communicators and highly productive.
- To deliver cost-effective quality education
- To offer world-class, cross-disciplinary education in strategic sectors of economy though well devised and synchronized delivery structure and system, designed to tackle the creative intelligence and enhance the productivity of individuals.
- To provide a conducive environment that enables and promotes individuals to creatively interact, coordinate, disseminate and examine change, opinion as well as concept that will enable students to experience higher level of learning acquired through ceaseless effort that lead to the development of character, confidence, values and technical skills.

Department's Vision and Mission

Department's Vision

To impart quality technical education through research, innovation and teamwork for creating professionally superior and ethically strong manpower that meet the global challenges of engineering industries and research organization in the area of Computer Engineering.

Department's Mission

- Maintain a vital, state-of-the art ICT enabled teaching and learning methodologies, which provides its students and faculty with opportunities to create, interpret, apply and disseminate knowledge.
- Enable graduates in becoming digital age literates, innovators, efficient communicators and result oriented professionals.
- Dedicate itself to providing its students with the skills, knowledge and attitudes that will allow its graduates to succeed as engineers, leaders, professionals and entrepreneurs.
- Prepare its graduates for life-long learning to meet intellectual, ethical and career challenges.
- Inspire graduates for competitive exam higher education as well as research and development.

PEO, PO and PSO

Program Educational Objectives (PEO):

Our graduated students are expected to fulfill the following Program Educational Objectives (PEOs):

1. **Core Competency**: Successfully apply fundamental mathematical, scientific, and engineering principles in formulating and solving engineering and real life problems for betterment of society.
2. **Breadth**: Will apply current industry accepted practices, new and emerging technologies to analyze, design, implement and maintain state of art solutions.
3. **Professionalism**: Work effectively and ethically in ever changing global professional environment and multi-disciplinary environment.
4. **Learning Environment**: Demonstrate excellent communication and soft skills to fulfill their commitment towards social responsibilities and foster life-long learning.
5. **Preparation**: Promote research and patenting to enhance technical and entrepreneurship skills within them.

- Function and communicate effectively to solve technical problems.
- Advance professionally to roles of greater computer engineering responsibilities, and/or by transitioning into leadership position in various industries such as business, government, and/or education.
- Prepare for entrepreneurship skills by demonstrating commitment to community by applying technical skills and knowledge to support various service activities.
- Place themselves in positions of leadership and responsibility within an organization and progress through advanced degree or certificate programs in engineering, business, and other professionally related fields.
- Participate in higher study by the process of life-long learning through the successful completion of advanced degrees, continuing education, and/or engineering certification(s)/licensure or other professional development.

Program Outcomes (POs)

Engineering Graduates will be able to:

PO1: Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.

PO2: Problem analysis: Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.

PO3: Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.

PO4: Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.

PO5: Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.

PO6: The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.

PO7: Environment and sustainability: Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.

PO8: Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.

PO9: Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

PO10: Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

PO11: Project management and finance: Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.

PO12: Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

Program Specific Outcomes (PSOs)

PSO1. Students shall demonstrate skills, the knowledge and competence in the analysis, design and development of computer based systems addressing industrial and social issues.

PSO2. Students shall have competence to take challenges associated with future technological issues associated with security, wearable devices, augmented reality, Internet of Anything etc.

Abstract

Coming days everybody buys mobiles in online because they are don’t like to waste time on offline. Here me also the same concepts don’t allow waste management.

Mobile online shopping is a concept which basically will deal with the online sale of mobiles specifically. It will allow customers to browse through mobile brands only and then check the different type of mobile phones available in the market for a specific brand.

It will be an easy to browse or use website which will showcase only mobile products. It will allow comparison of prices for a particular price range mobiles of different brands thereby allowing the customer to select one of them as per the features and reliability.

1. INTRODUCTION

The objective of this project is to develop a general purpose ecommerce store where any mobile phone can be bought from the comfort of home through the internet.

Our Web Site helps customer to find different mobiles, their features, and new updates easily. It is designed such a way that one can view all the updates of the mobile from any place through online.

Our Web Site help in easy maintaining and updating products in the website for the administrator. Also quick and easy comparison of different products for the customers

1.1 Project Summary:

This application is web base application.

- **PROJECT TITLE / DEFINITION:**

  Mob-Shop

- **PROJECT DURATION:**

  4 Months

- **DEVELOPED FOR:**

  Major Project

- **DEVELOPED AT:**

  Marwadi University

- **FRONT AND TOOLS:**

  PHP

- **BACK END TOOLS:**

  XAMPP Server PHP 8.0.3

- **OTHER TOOLS:**

  Visual Studio

- **DOCUMENTATION TOOLS**:

  Microsoft office

- **PROJECT GUIDE:**

  Prof. Nilesh Jadav

1.2 Aim and Objective

- This project deals with developing an ecommerce website for online mobile phone sale.
- It provides the user with a category of different mobiles available for purchase in the store.
- In our system user can register his profile and make purchase of any mobile which belongs to our system.
- In order to facilitate online purchase a shopping cart is provided to the user.

1.3 Problem Specifications

- This project is required to empower the local mobile shops for selling their products without any middle person to gain higher profit.
- The earlier problem was the sellers where getting low price due to the big selling companies like amazon, flipchart etc.
- So with the help of this website the seller would be directly be able to sell His product online at higher profit gain

1.4 Plan of work

- A work plan represents the formal road map for a project. It should clearly articulate the required steps to achieve a stated goal by setting demonstrable objectives and measurable deliverables that can be transformed into concrete actions

1.5 Materials or tools required

- Visual Studio
- Xampp Server

2. Analysis, Design, Methodology and Implementation Strategy

2.1 Observation Matrix

In Observation Matrix sheet we observe the problem mobilestore and list out the top most problem. We try to solve that problem for this product.

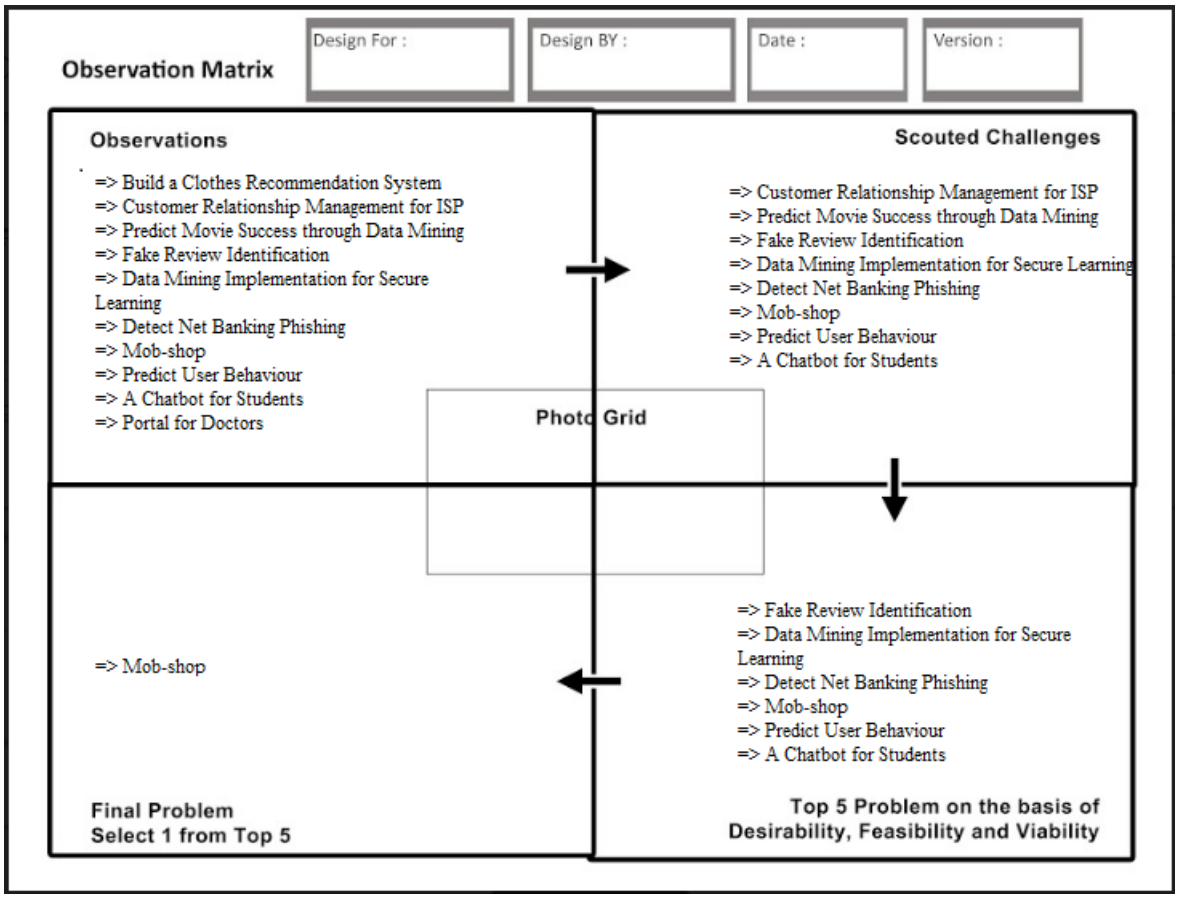


Fig.1

2.2 Ideation Canvas

With the help of the ideation canvas Student get number of ideas to solve problem of, to provide better understanding and better knowledge. It is divided in four segments such as (1)

People, (2) Activity (3) Situation\context\Location.After completing ideation canvas student makes possible combinations. Suitable and innovative combination becomes Mob-shop.

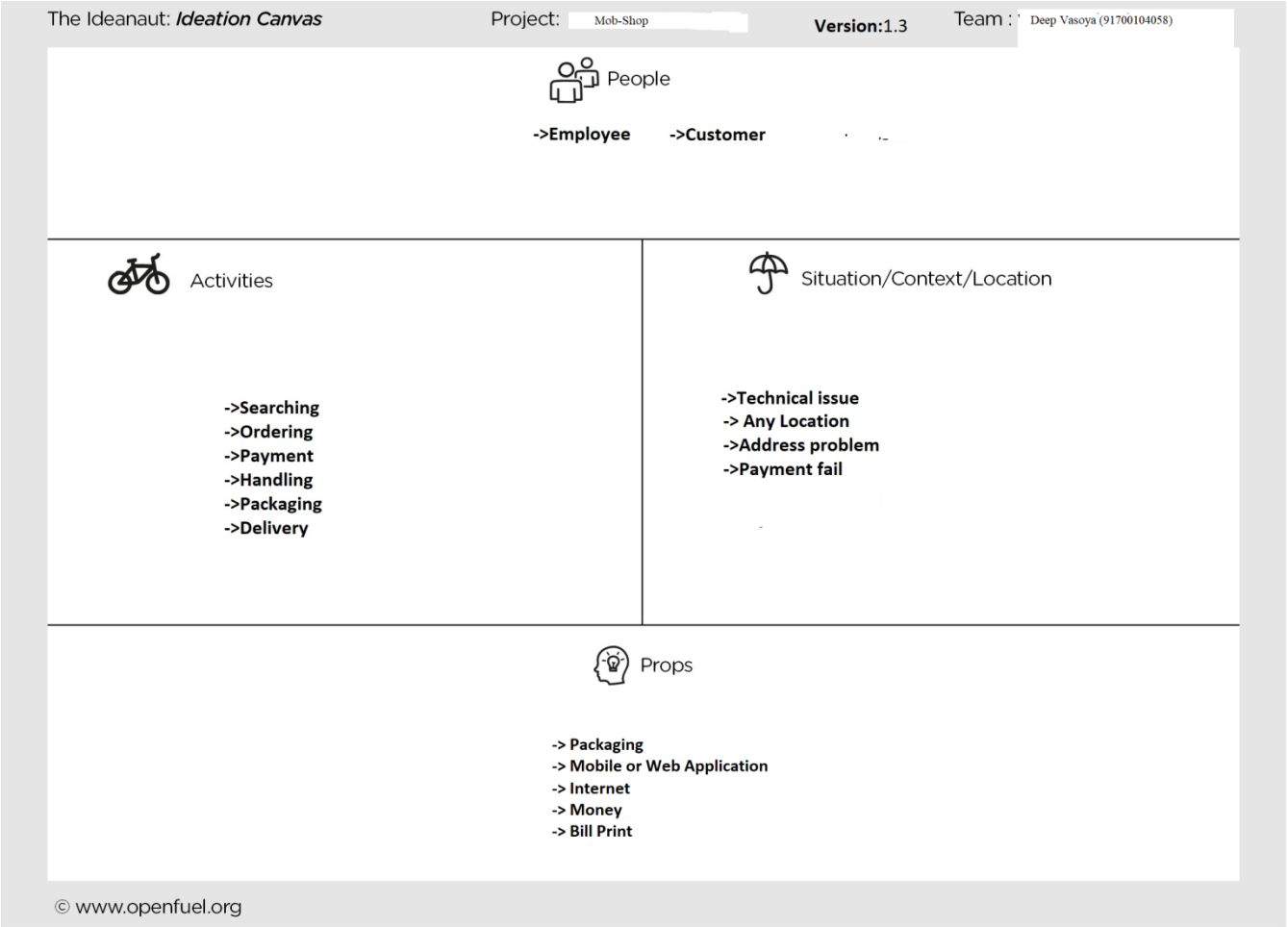
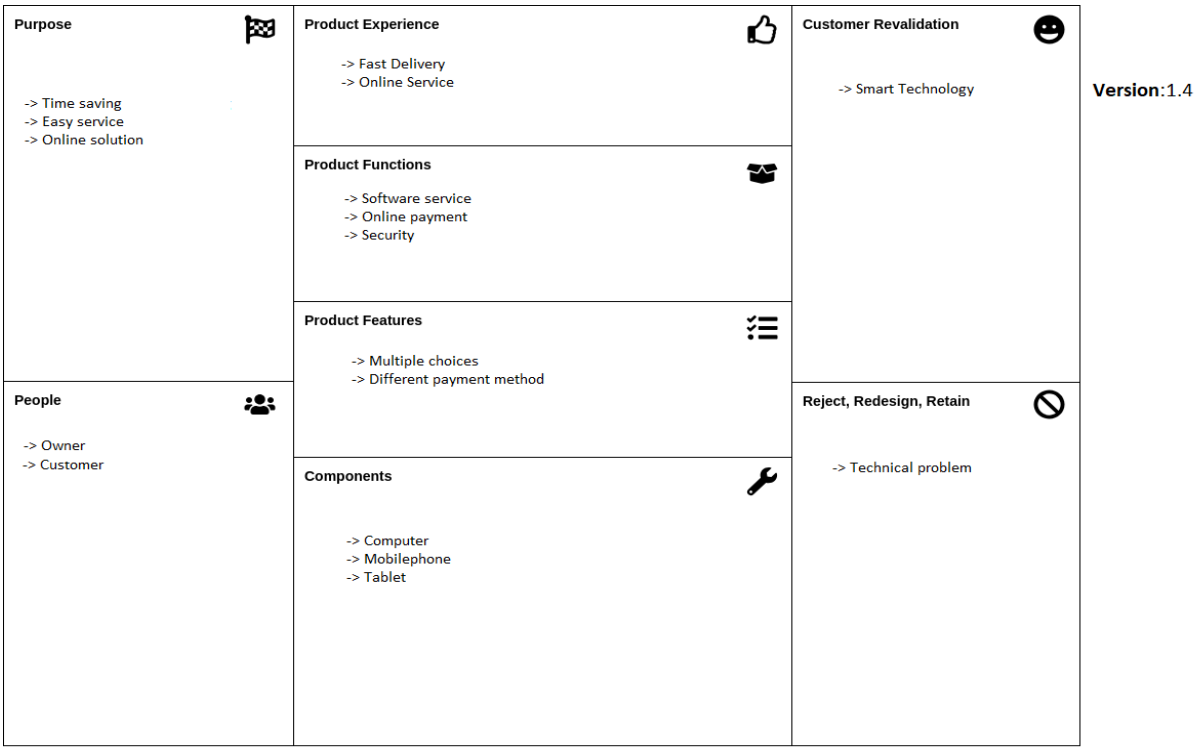


Fig.2

2.3 Product Development Canvas

From suitable combination they converted it in to product. They fill up product development canvas for new product. It is divided in eight parts. Such as 1) Purpose 5) Product Features 2) People 6) Component 3) Product Experience 7) Customer Revalidation and 4) Product
Function 8) Reject/Redesign/Retain.

After filling product development canvas Teachers are going to meet their users and explain his or her regarding content. User gives some suggestion to teacher and asking others possible idea. Teacher thinking on those ideas and define final Answer.



ref: https://i.pinimg.com/originals/8f/9b/5f/8f9b5f9a815ebcae3189d6c7c0f32b6a.jpg

Fig.3

2.4 Database diagram

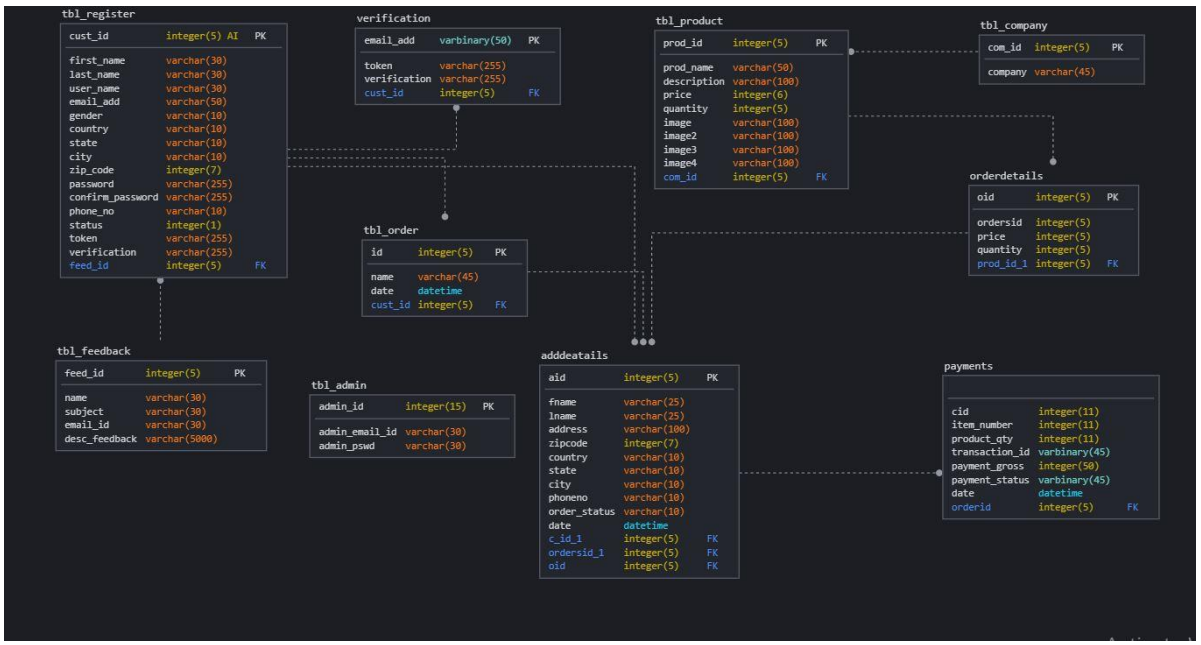


Fig.4

2.5 System Design

2.5.1 USE CASE Diagram

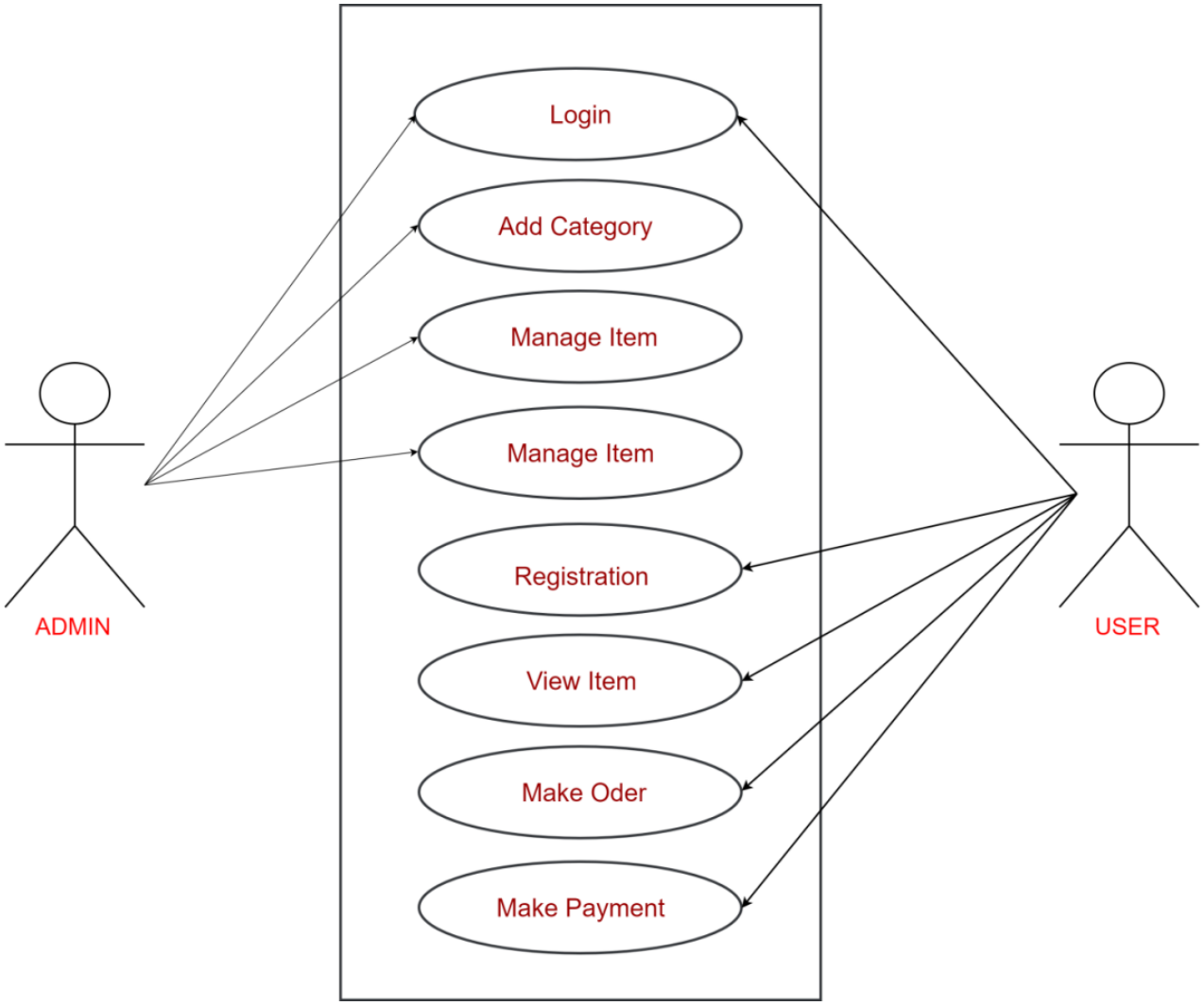


Fig.5

2.5.2 Activity Diagram

- Admin

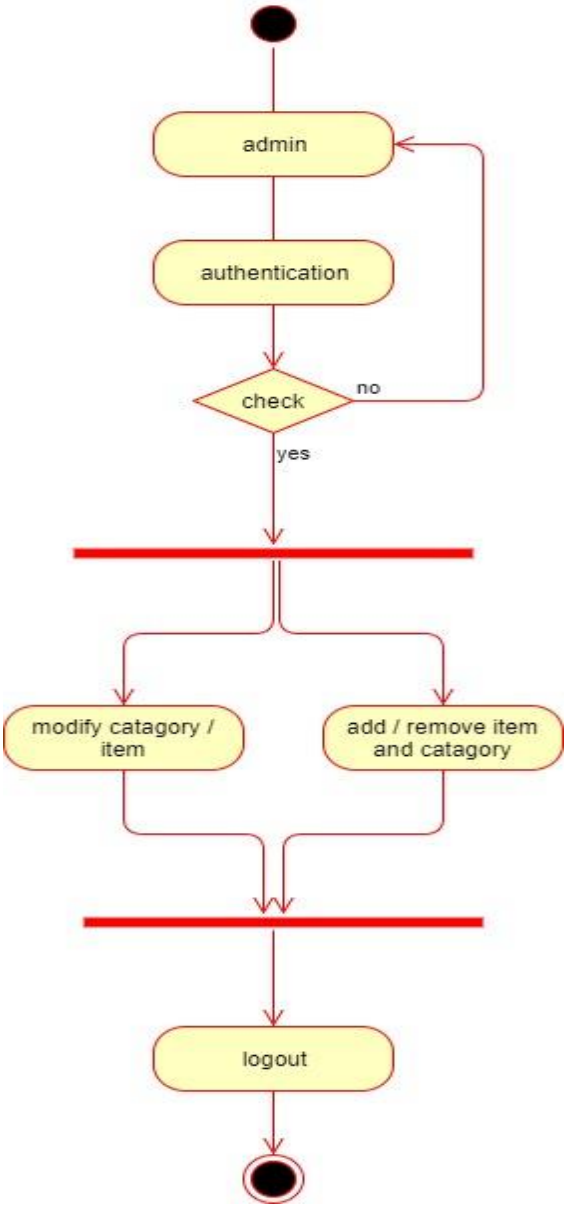


Fig. 6

- User

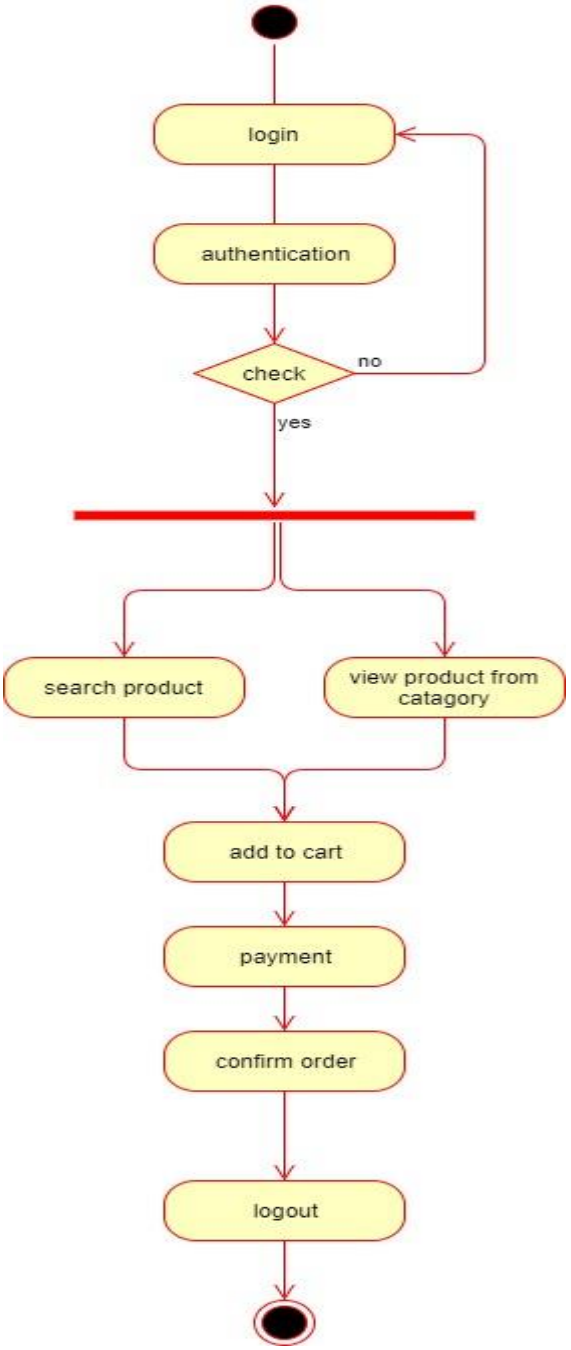

login
authentication
check
no
yes
search product
view product from catagory
add to cart
payment
confirm order
logout

Fig.7

2.5.3 Sequence Diagram

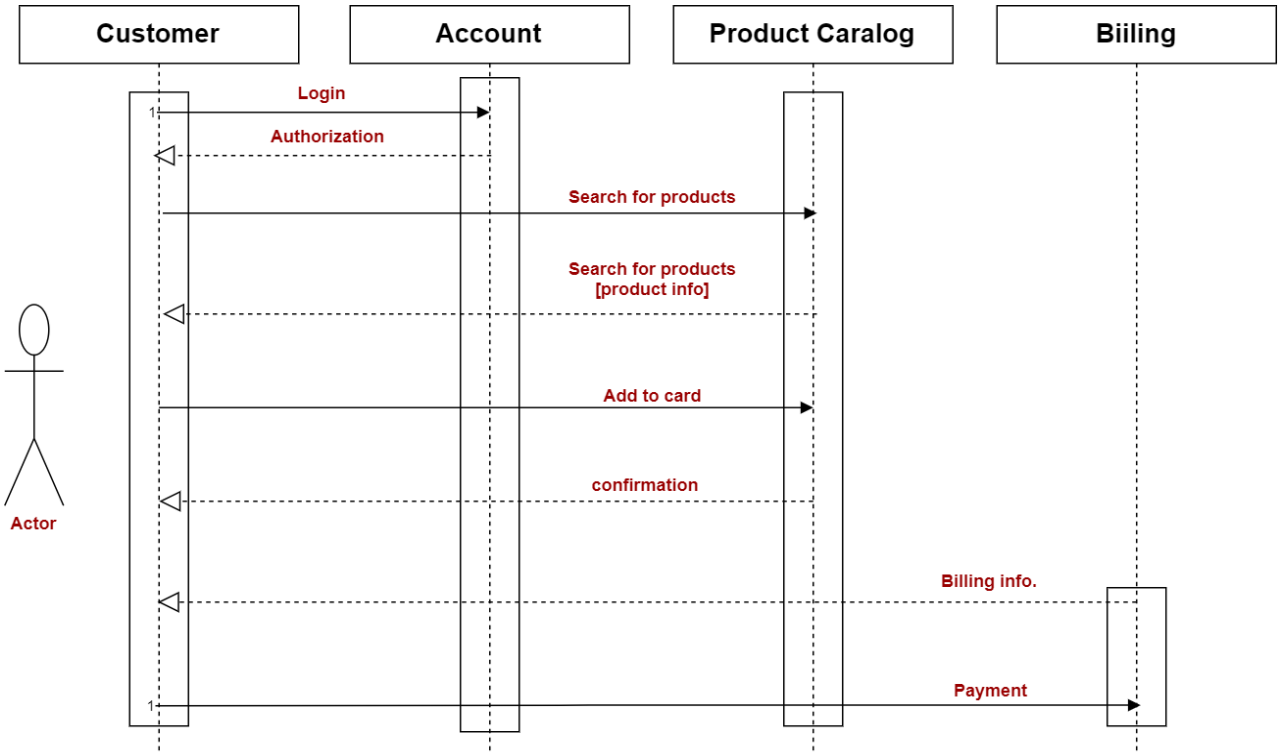


Fig.8

2.5.4 DFD 0

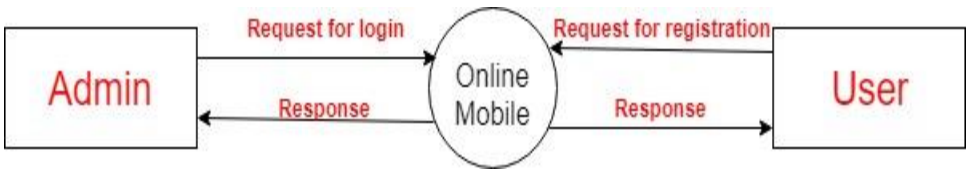


Fig.9

2.5.5 DFD 1

- Admin

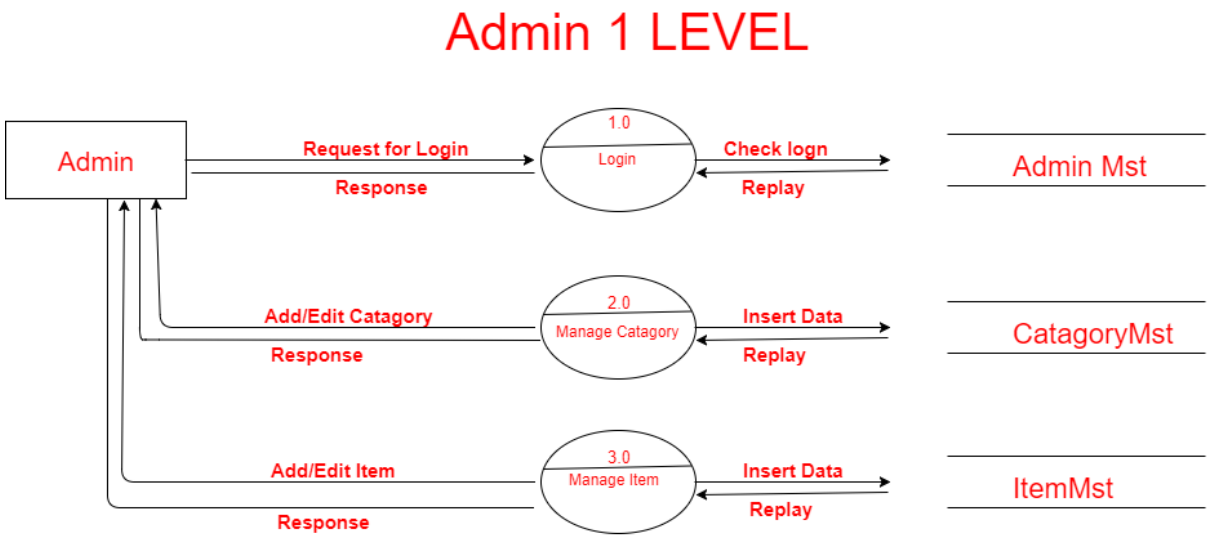


Fig.10

- User

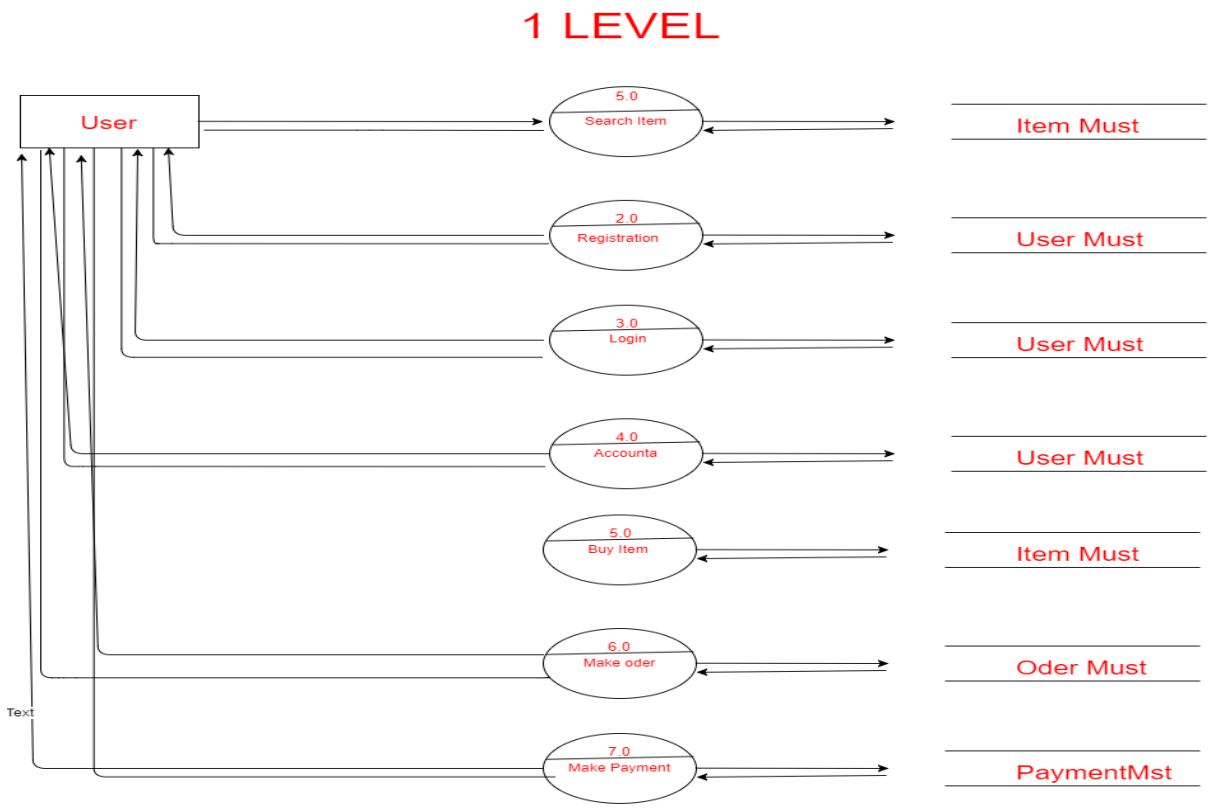


Fig.11

3. Implementation

First I decided the core function of the system which will facilitate the further implementation and makes it smoother. These steps involved prototype development and Method implementation.

- Prototype development means creating syntax for each core function.
- Method coding means coding for each method.

Implementation phase requires precise planning and monitoring mechanism in order to ensure schedule and completeness. I developed the software in various sub phases in implementation phase. Steps are follows:

Database implementation:

This Phase involved creation of database table and specifying relationships among them in SQL SERVER. Our whole application contains 13 tables.

3.1 Implemented Functionality

- **With GUI**

  They are relatively easy to learn and use. User with no computing experience can learn to use the interface brief training session.

The user uses multiple screens for system interaction. Switching from one task to another is possible without losing sight of information generated during the first tasks.

- Fast access of data from the device, so its effect on the sport reflects on GUI purposively.
- There are multiple users at the time .But all records are handles by user-id so if any user change any kind of system it does not affect other users result.

Good and well-structured user interface design provided.

3.2 Snapshots

- **Admin**

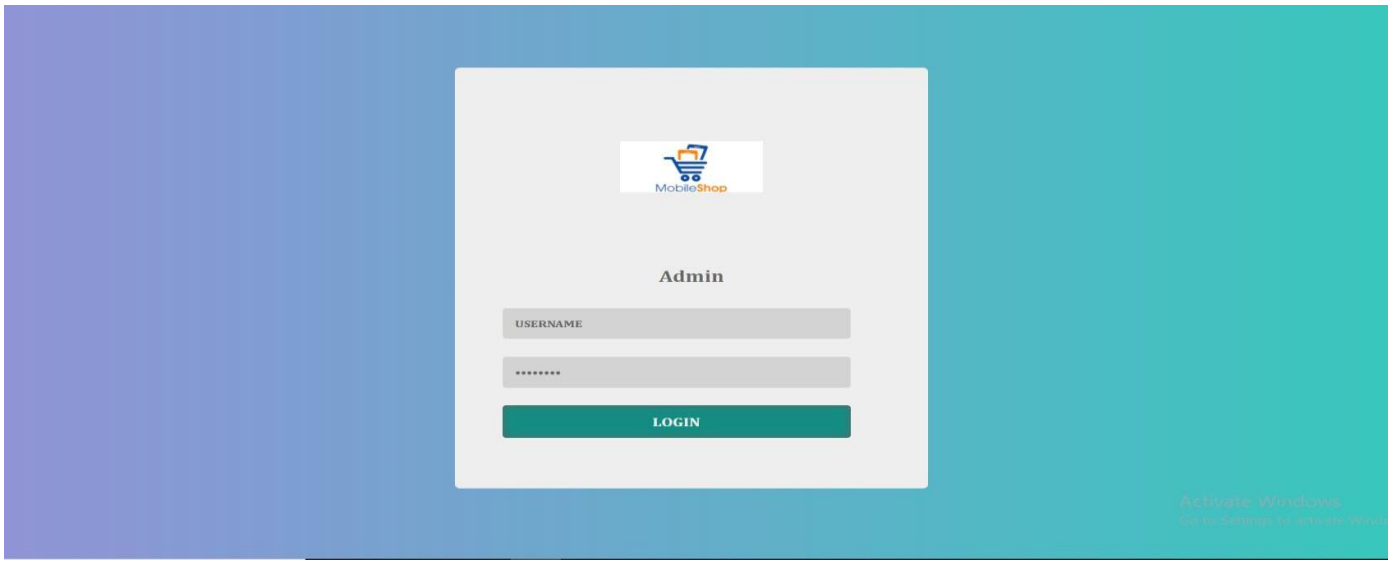


Fig. 11

Login page of admin.

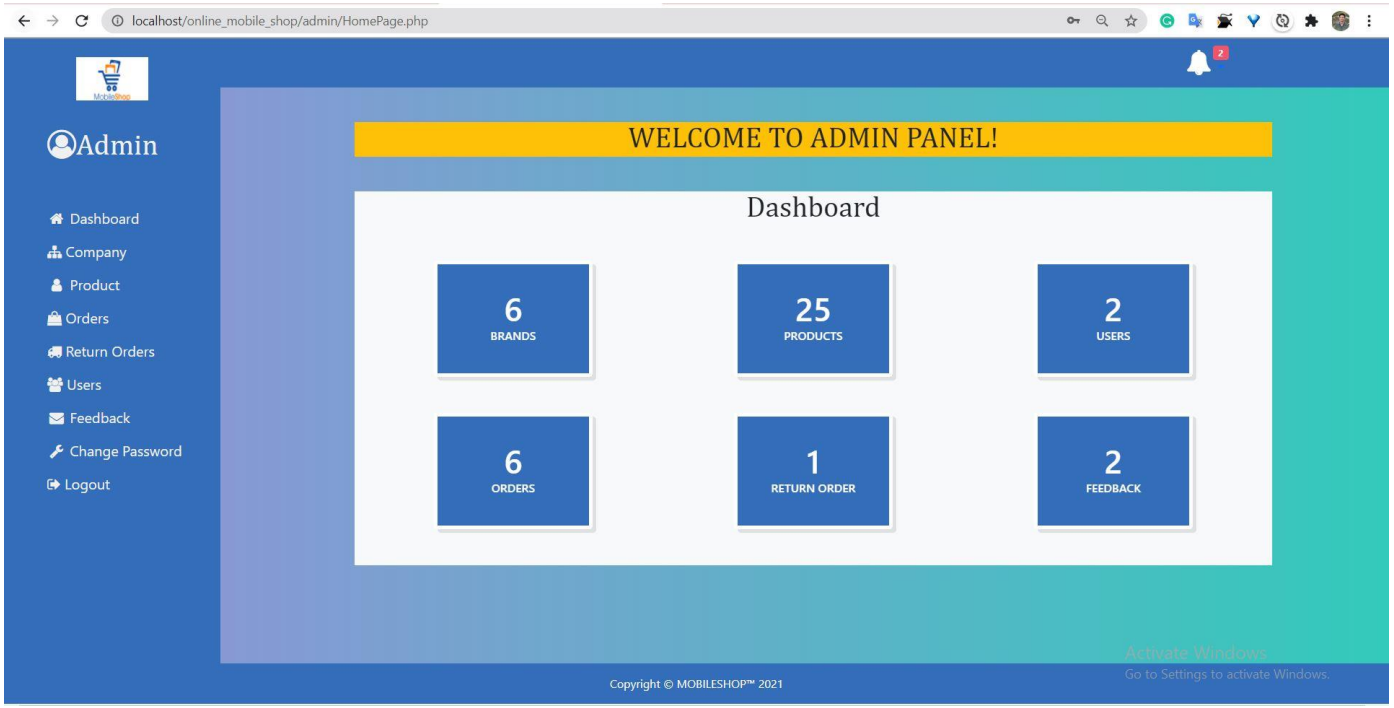


Fig.12

Dashboard of admin.

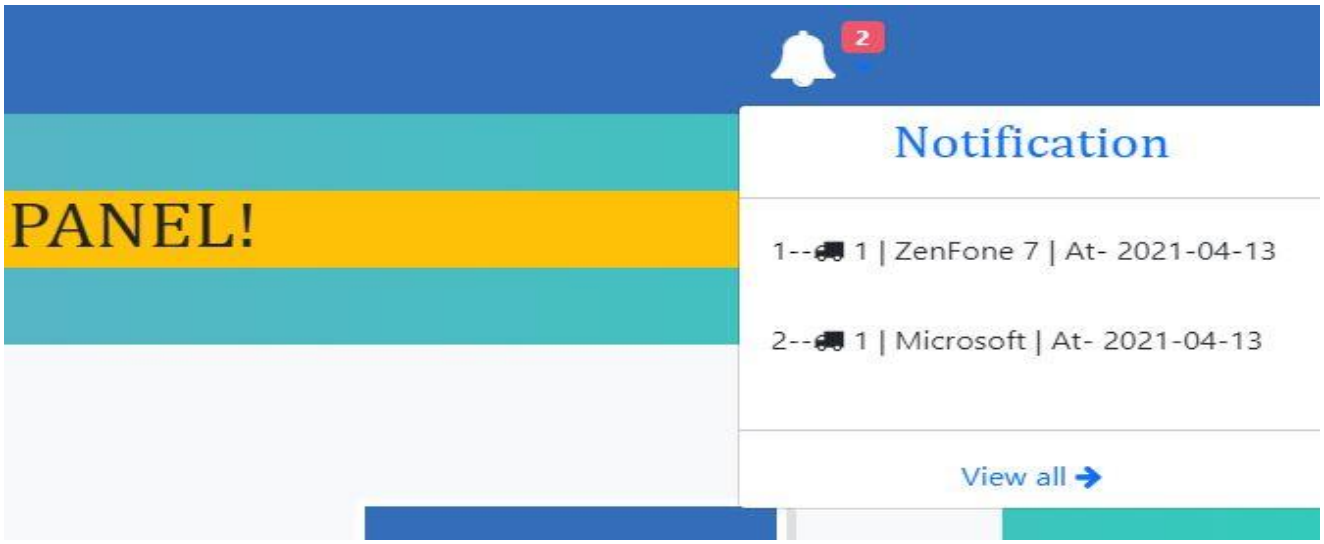


Fig.13

Received notification.

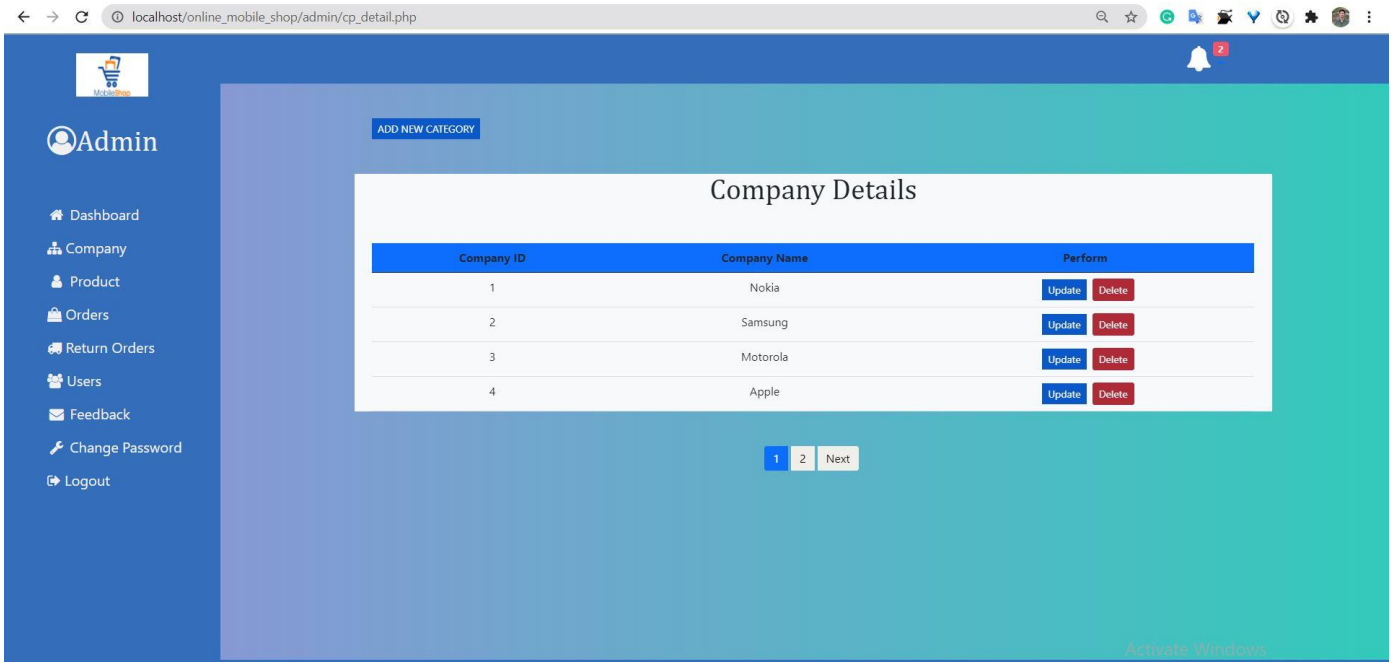


Fig.14

Admin can add, update or delete company.

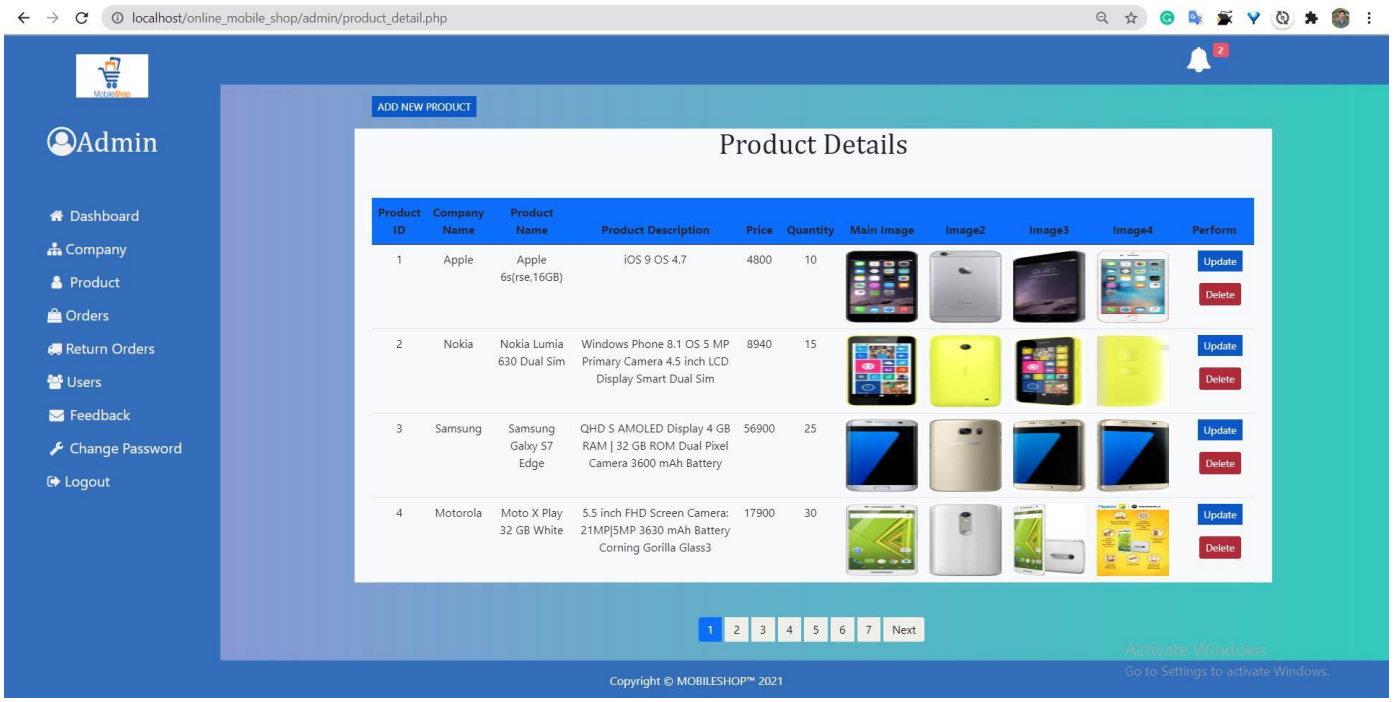


Fig.15

Admin can add, update ,delete product.

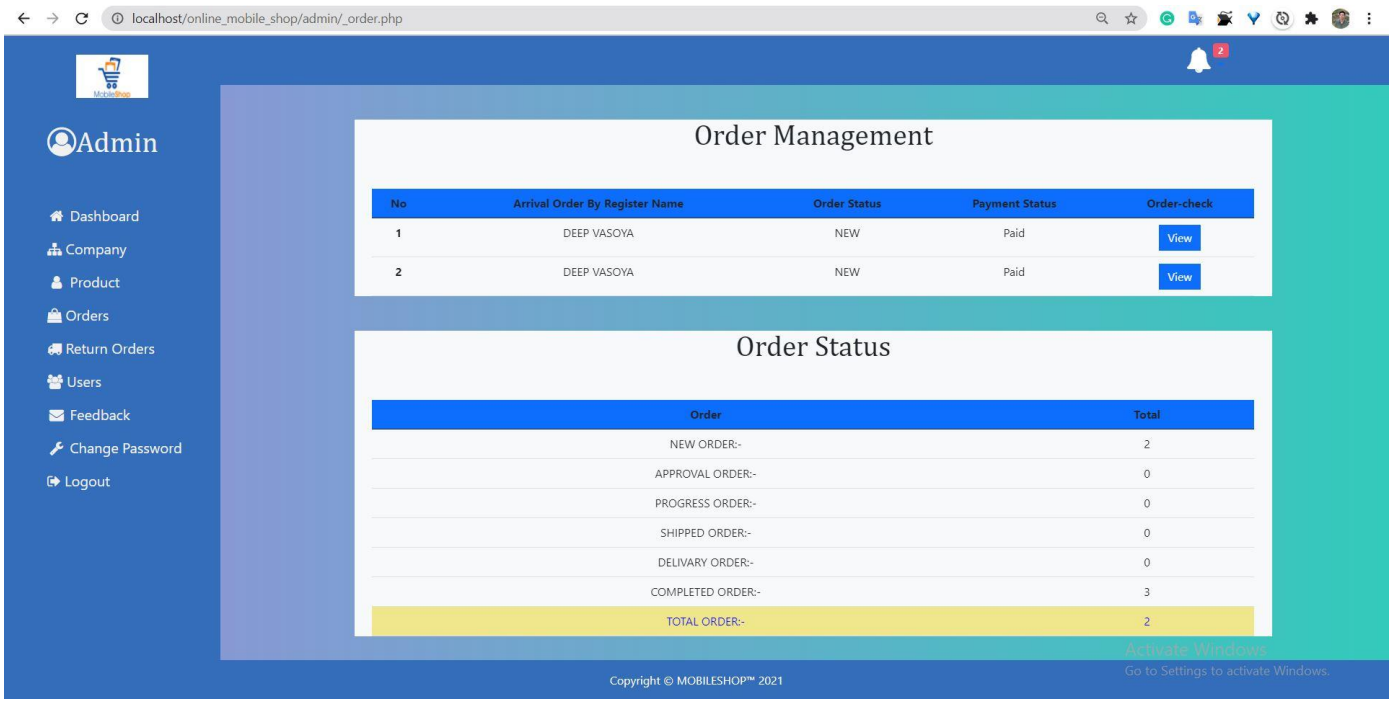


Fig.16

Admin can manage all orders.

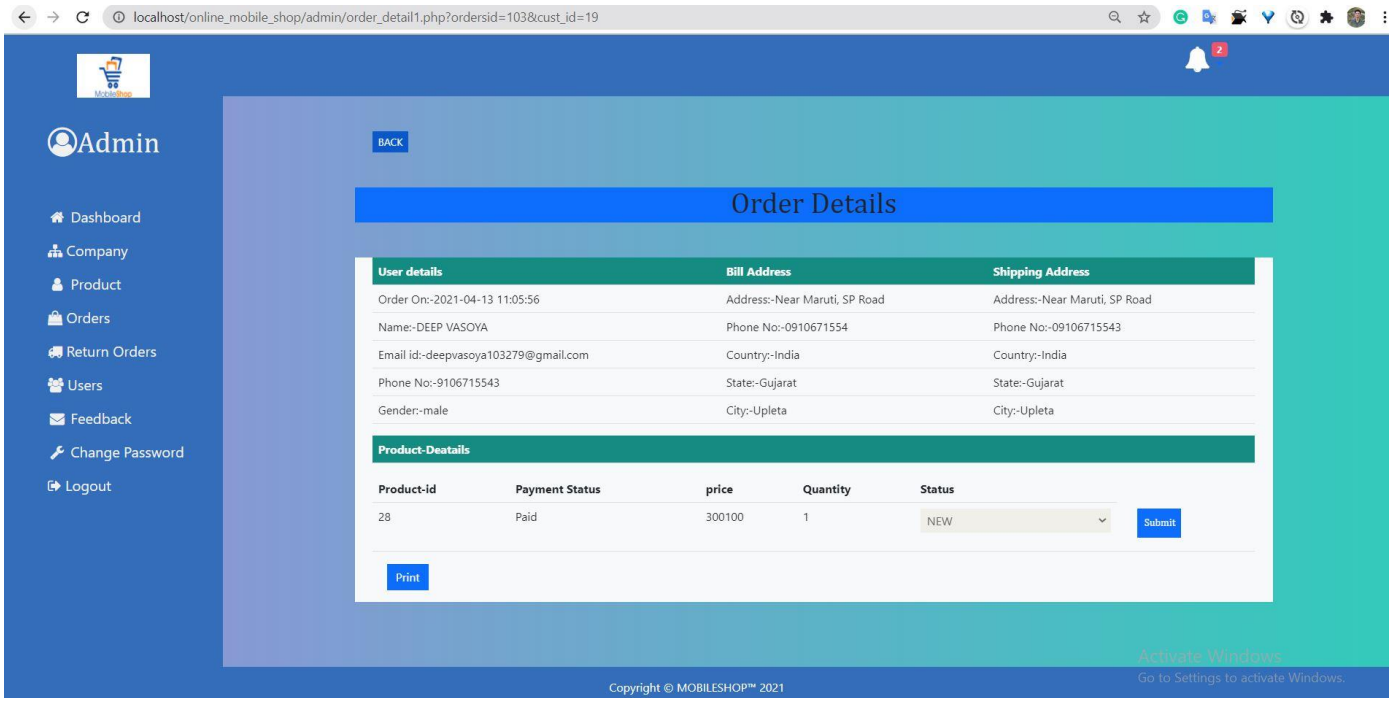


Fig.17

View Order Details.

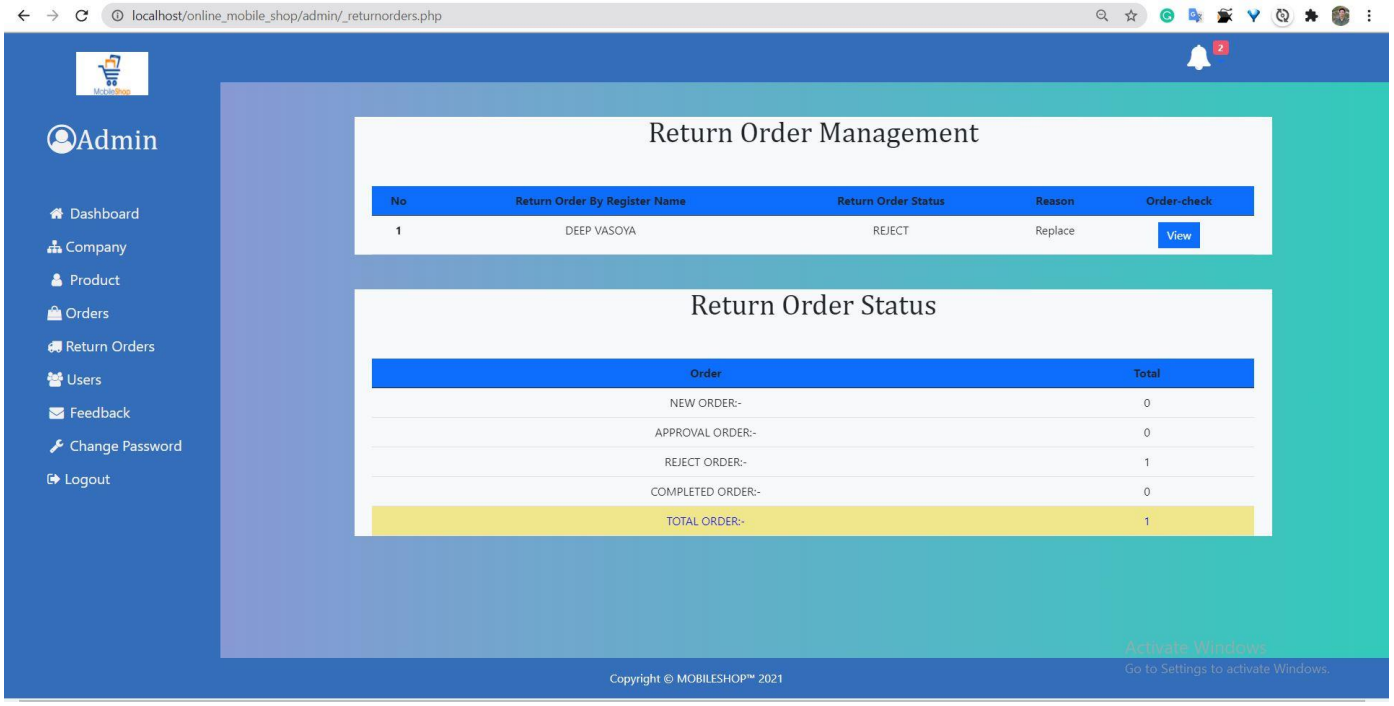


Fig.18

Admin can view return orders.

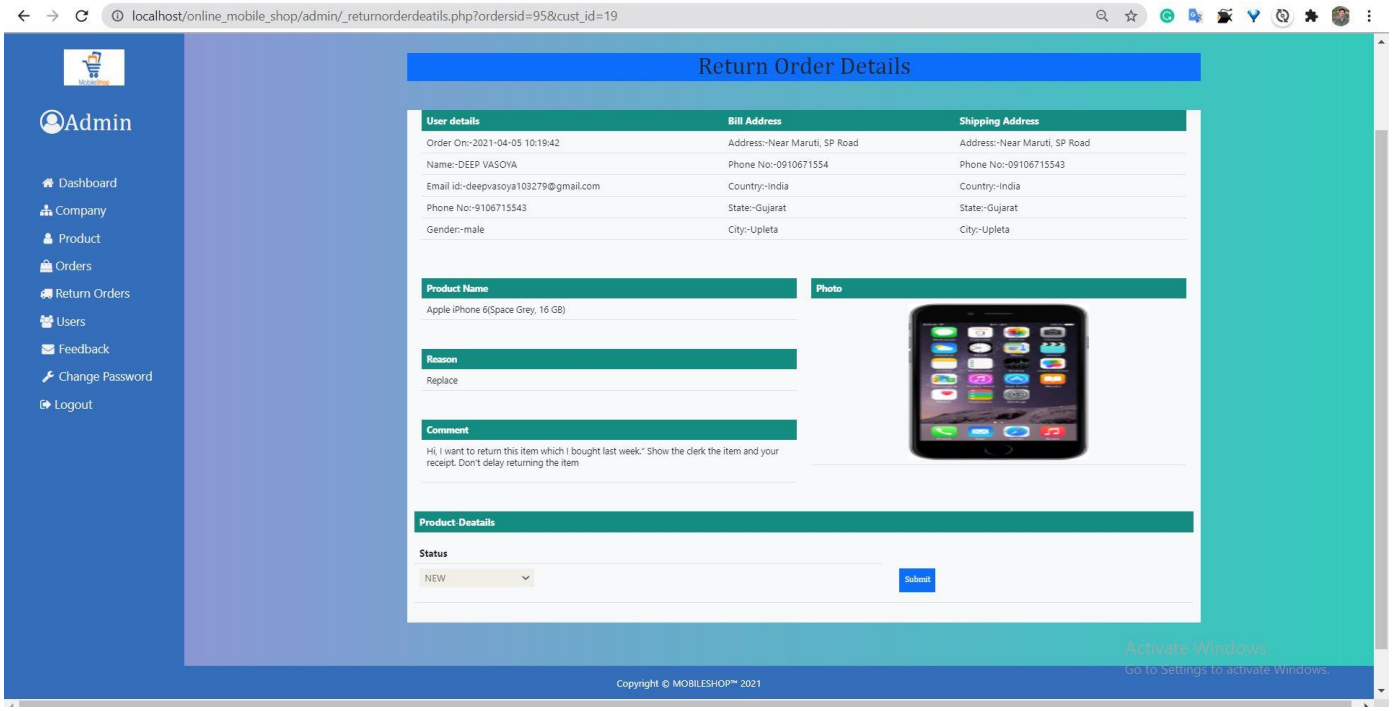


Fig.19

Views return order details.

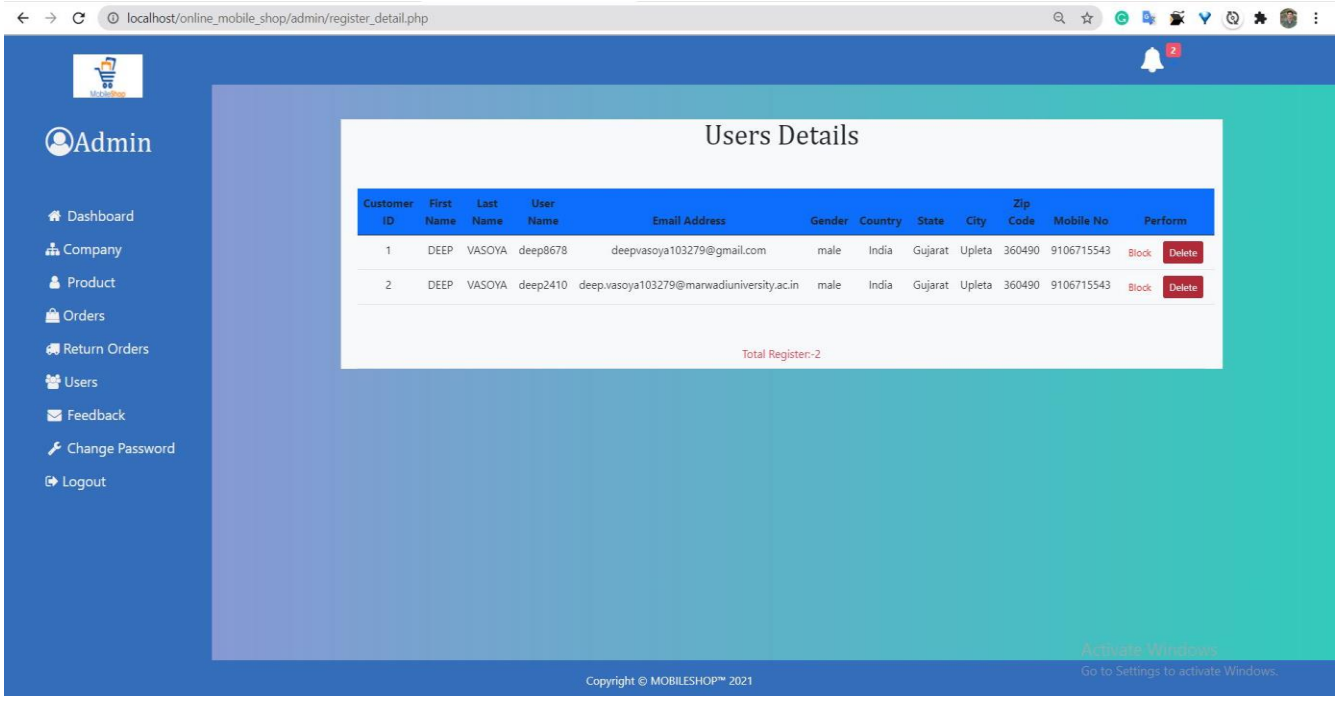


Fig.20

Views All Users details.

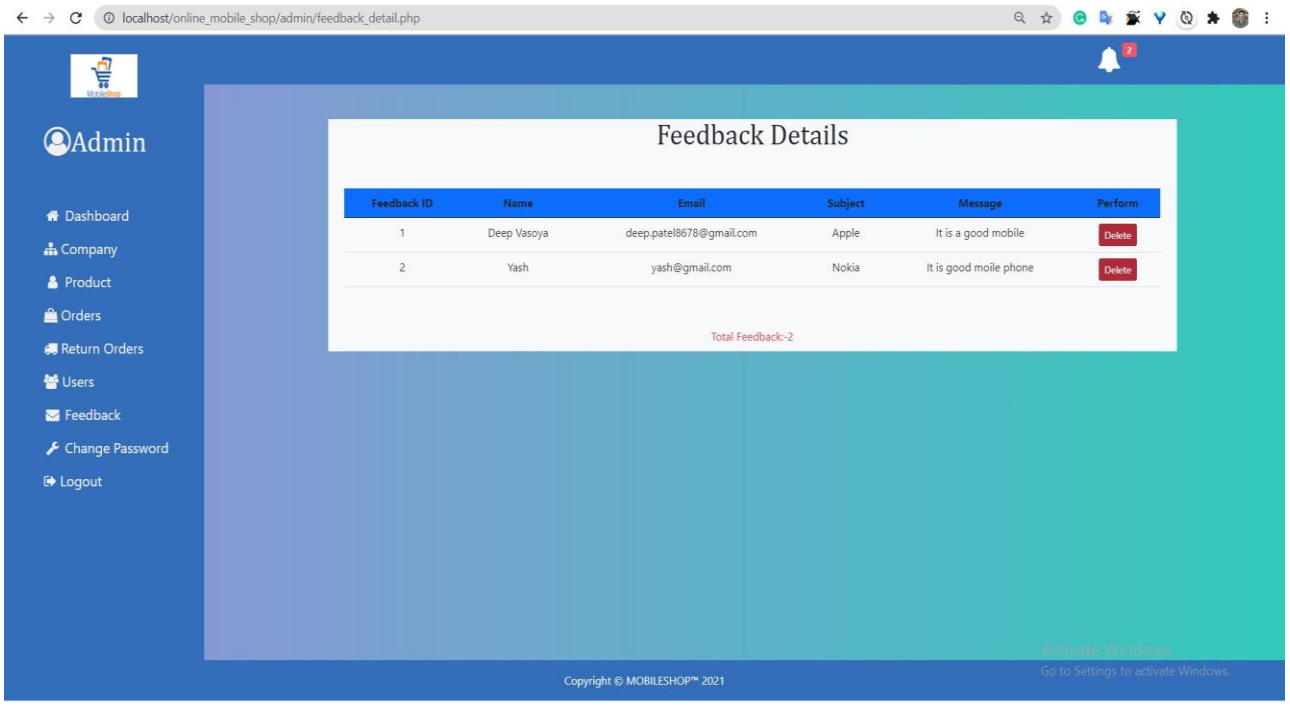


Fig.21

Views feedback details.

- **User**

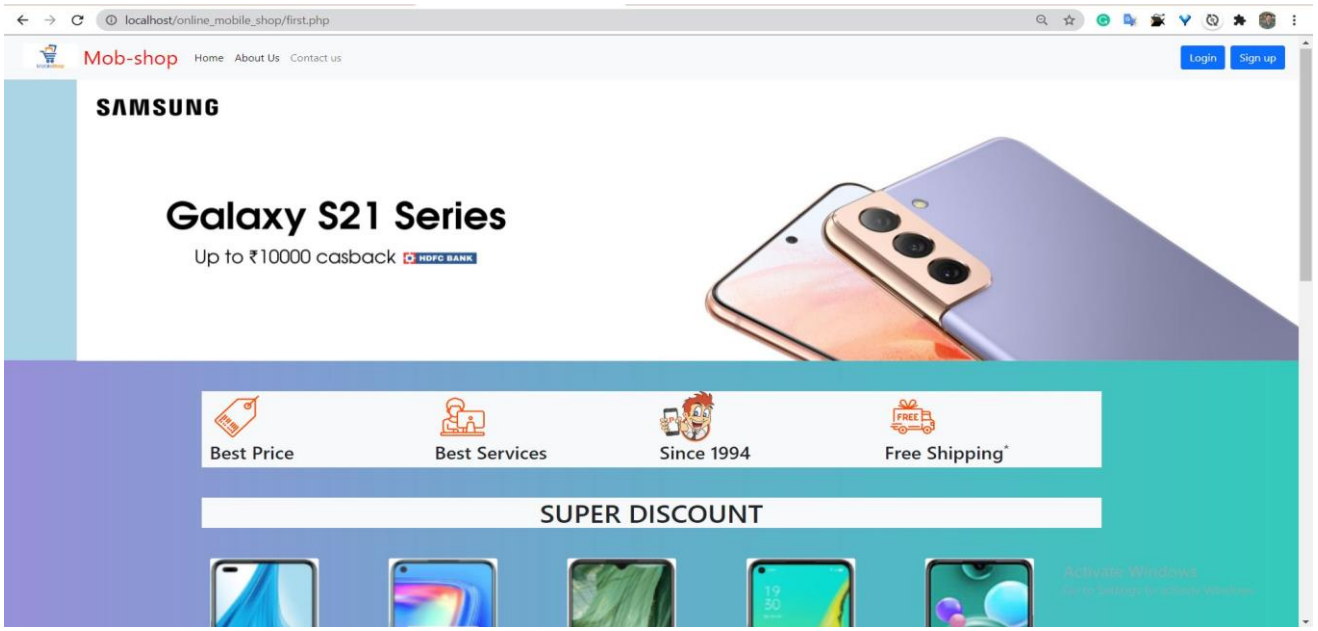


Fig.22

User Home Page.

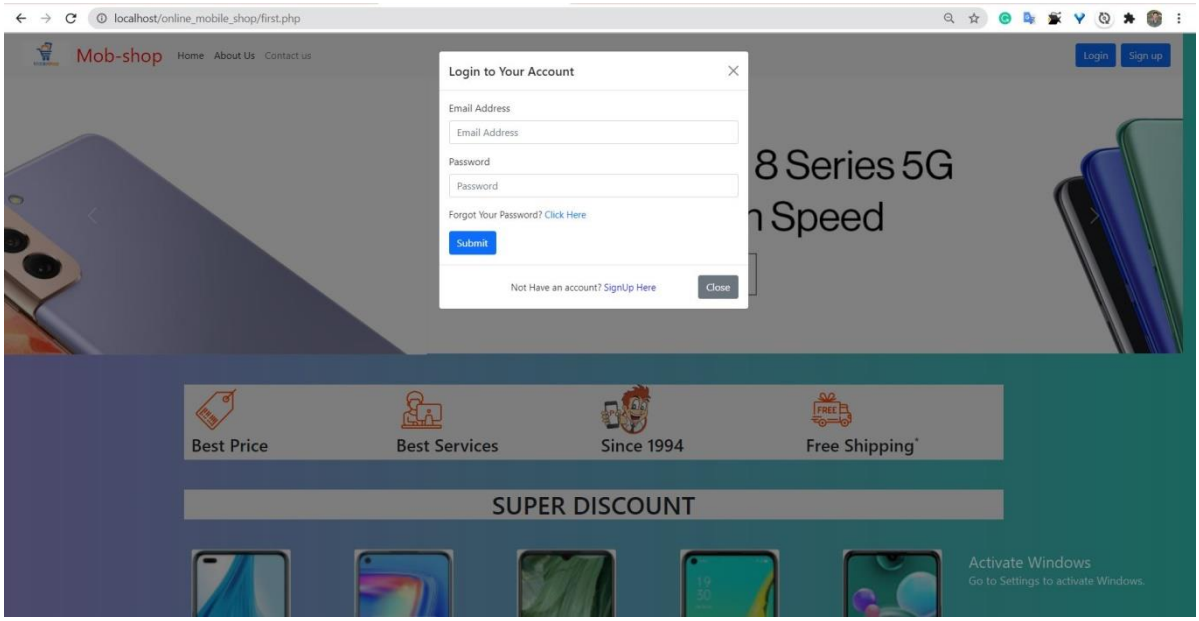


Fig.23

User Login Page.

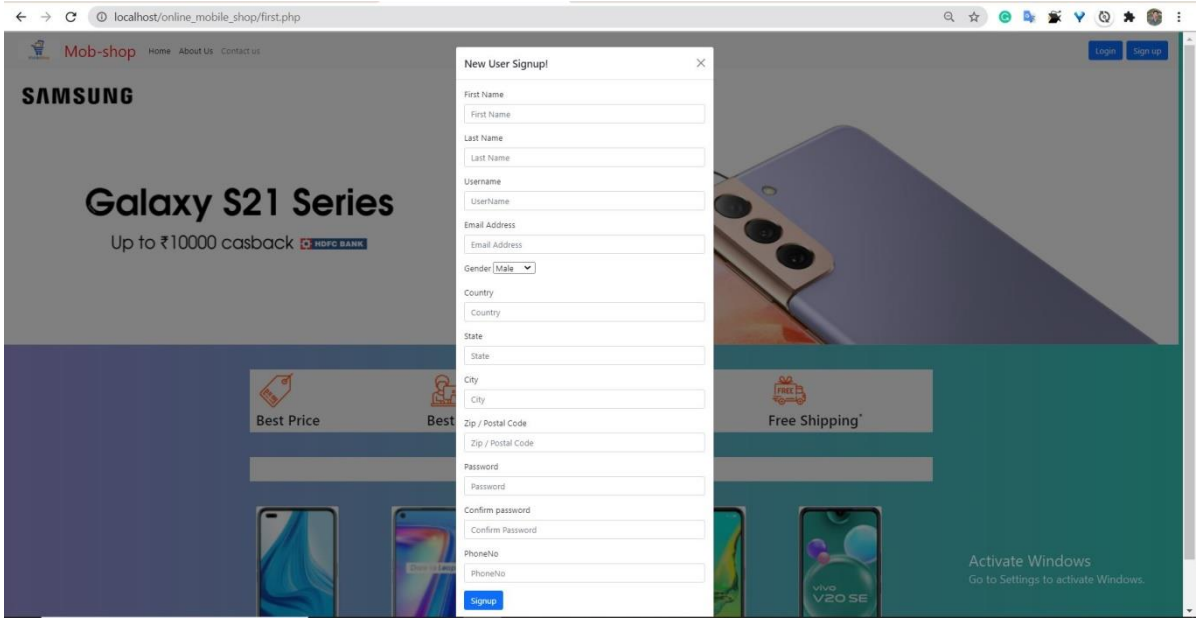


Fig.22

User SignUp Page.

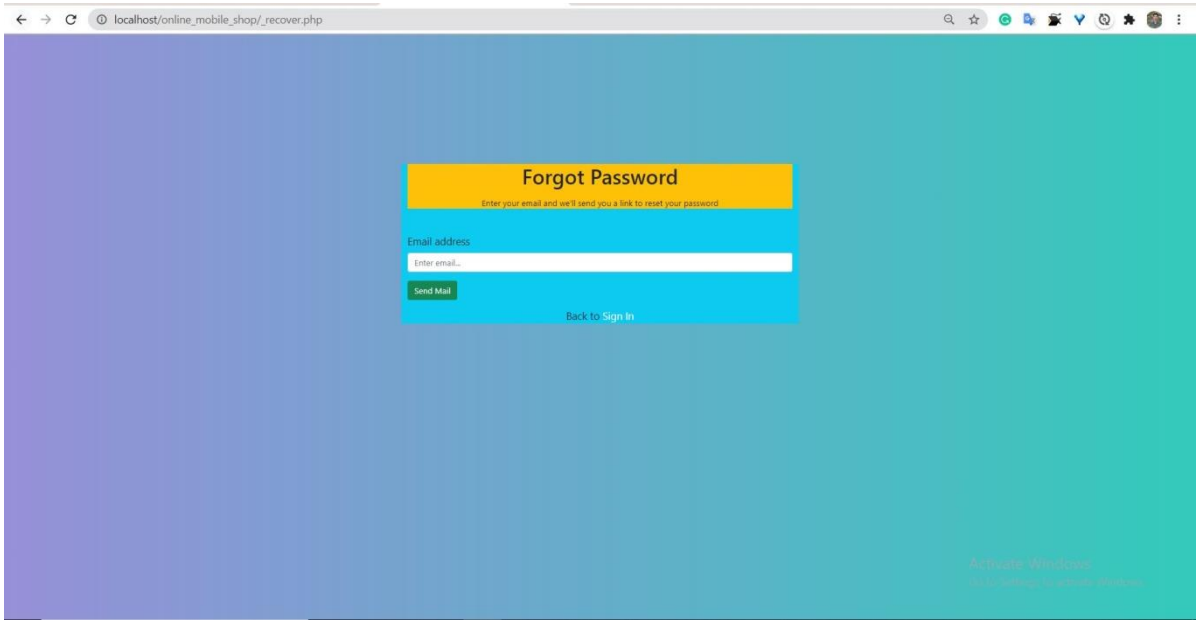


Fig.23

Forgot password page.

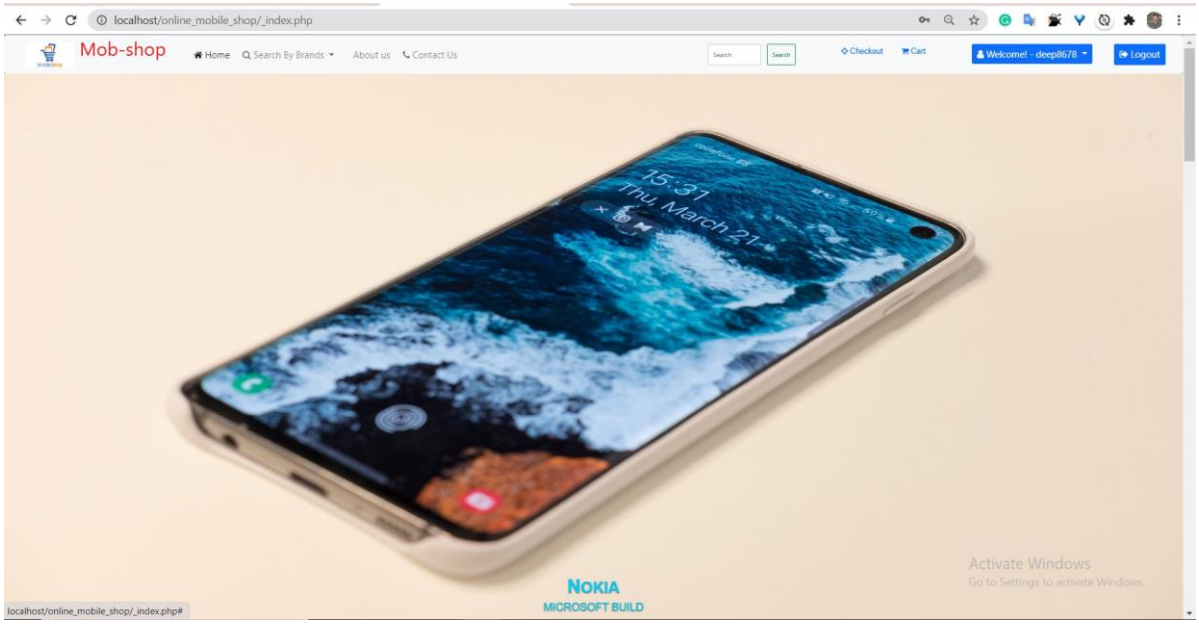


Fig.24

Dashboard Page.

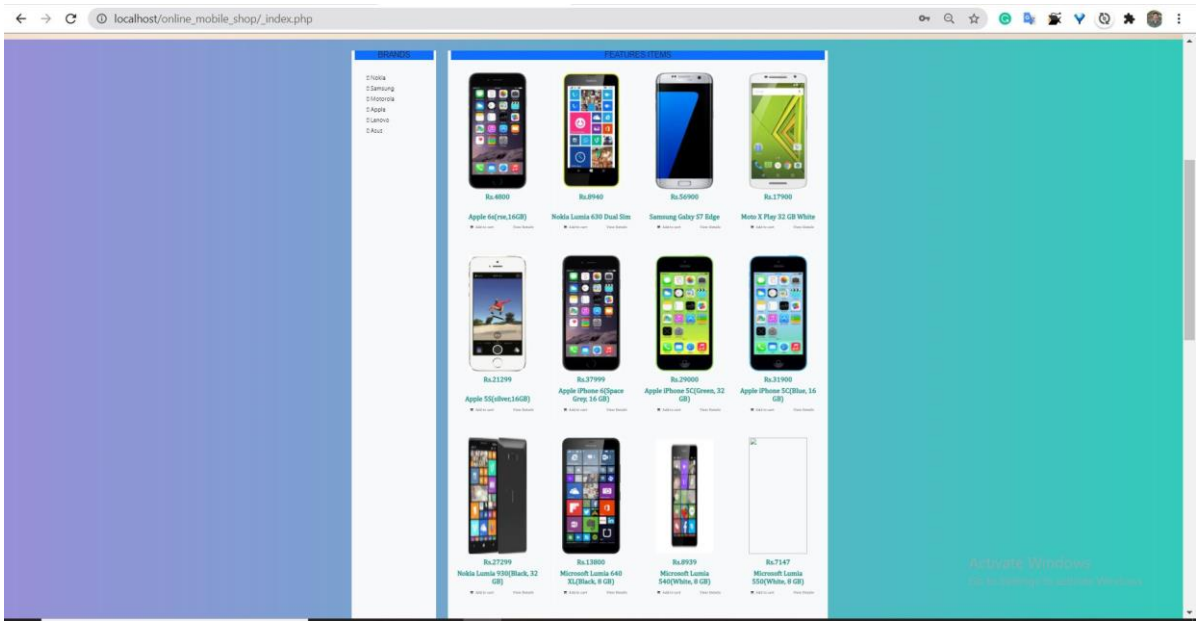


Fig.25

View all products.

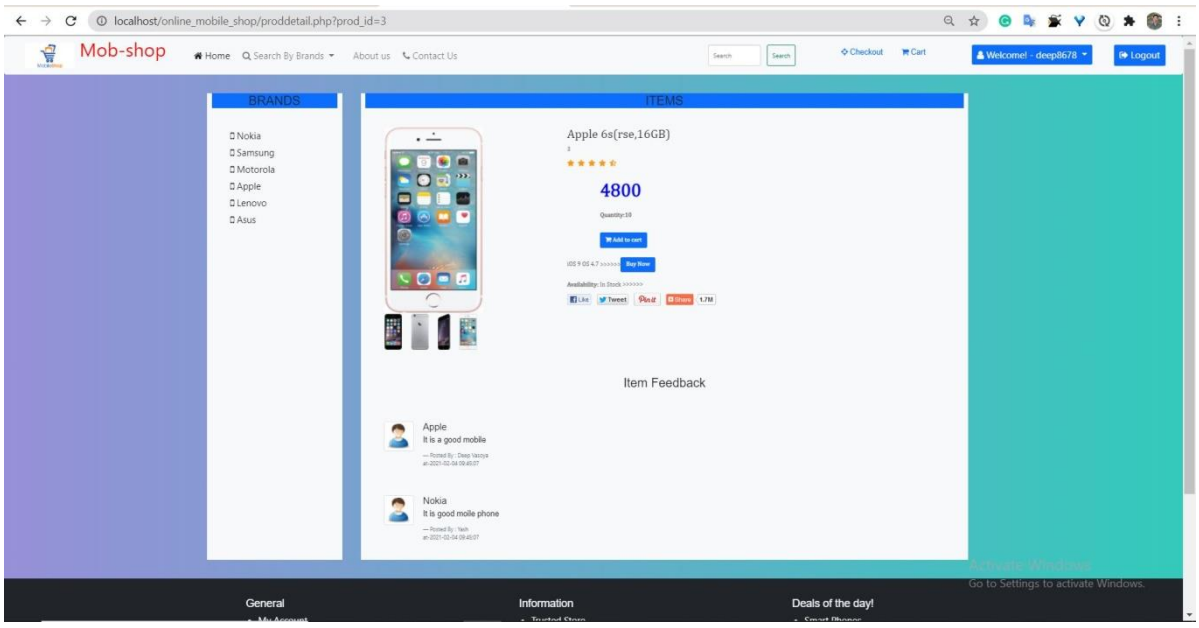


Fig.26

Item details.

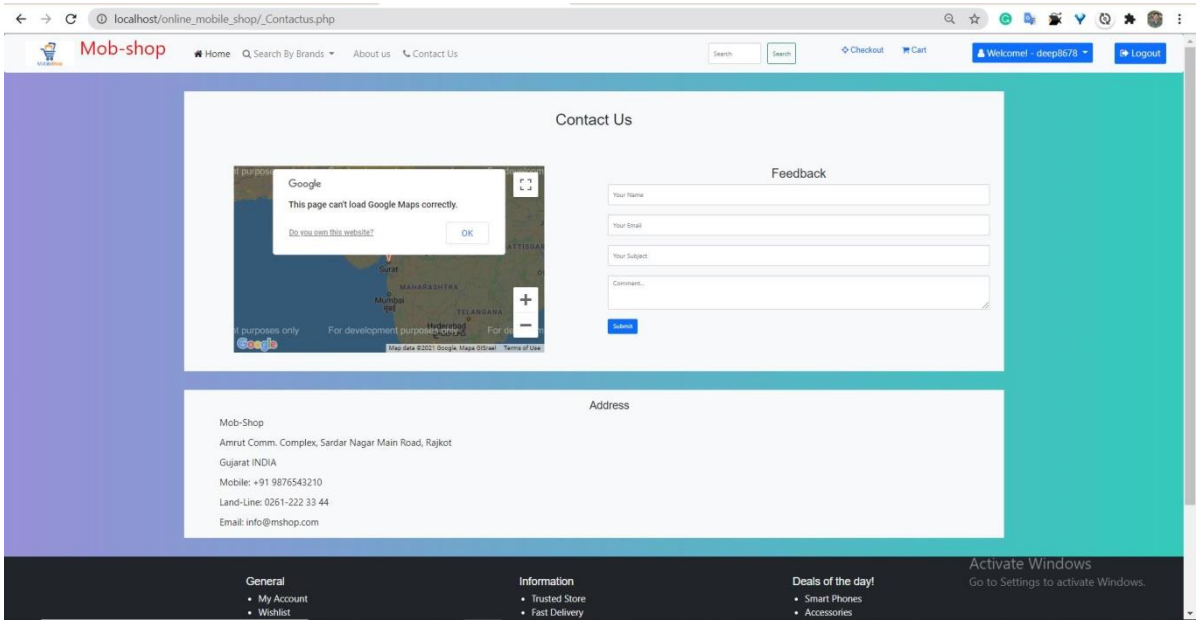


Fig.27

Feedback Page.

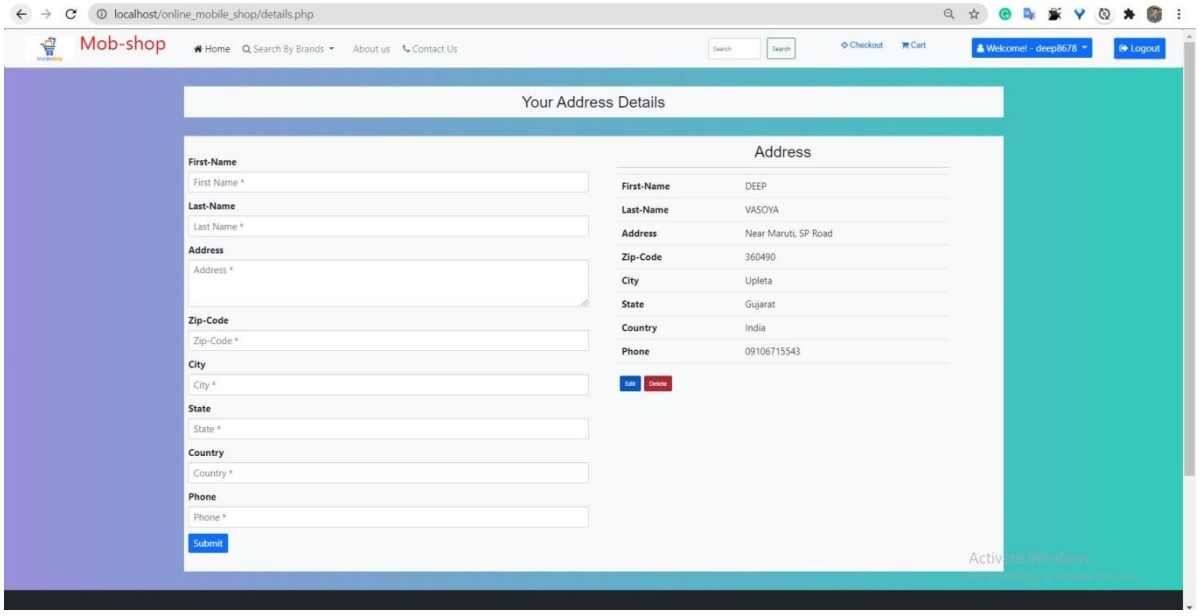


Fig.28

Add Address Page.

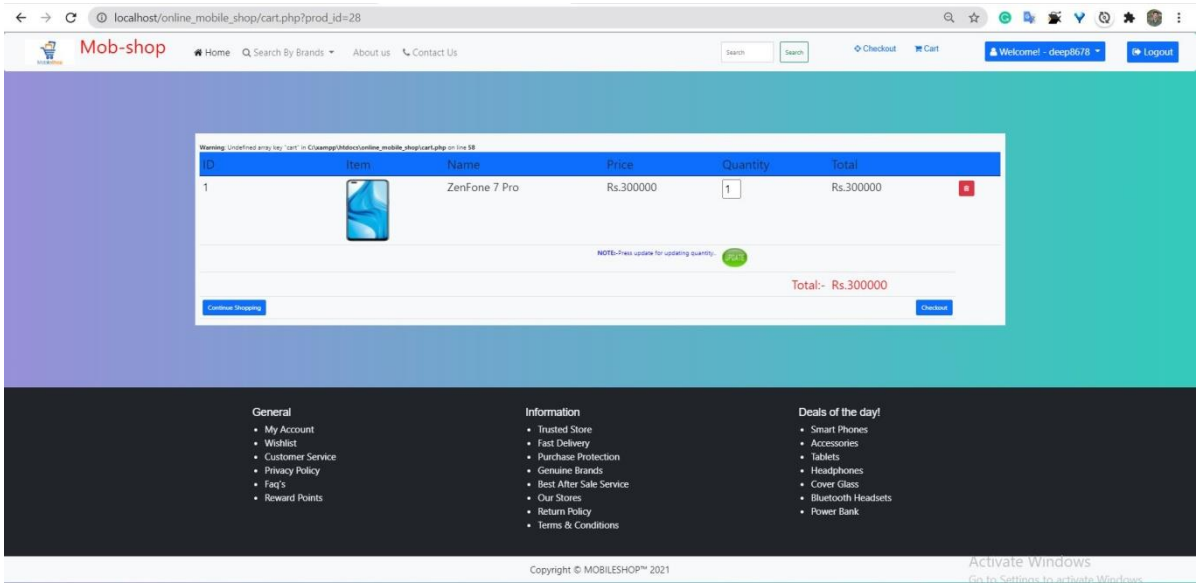


Fig.29

Cart.

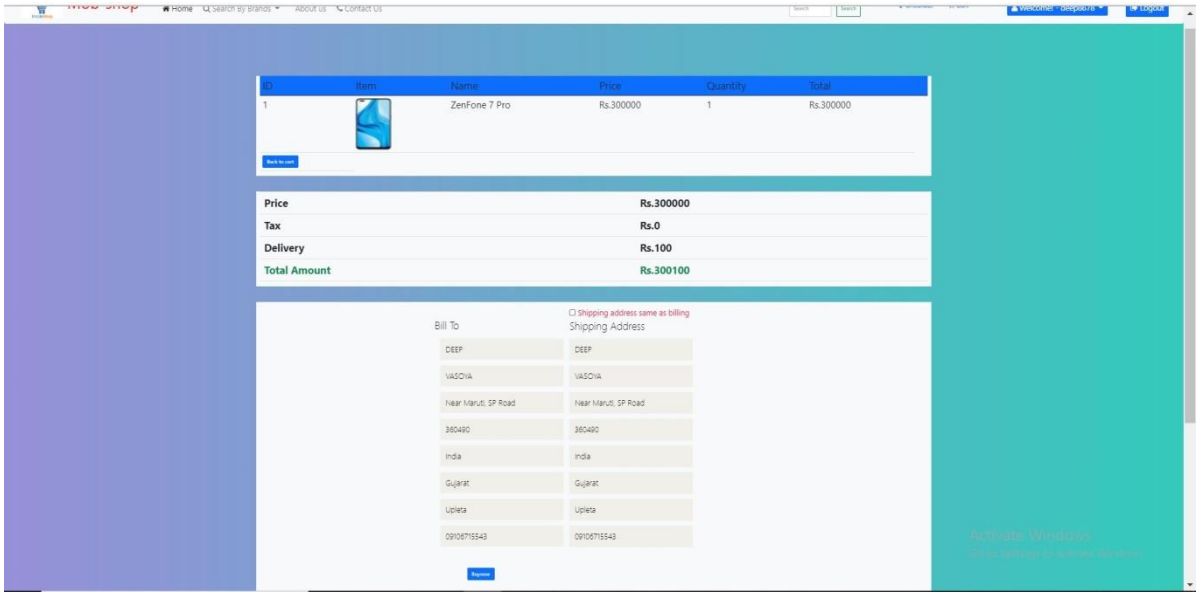


Fig.30

Checkout.

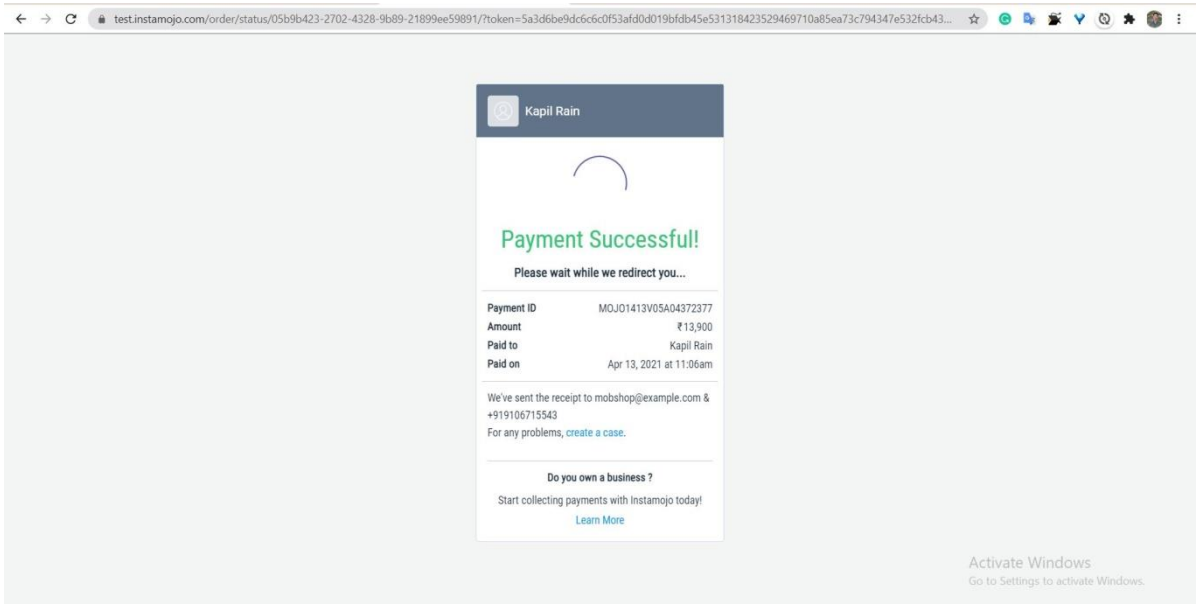


Fig.31

Payment.

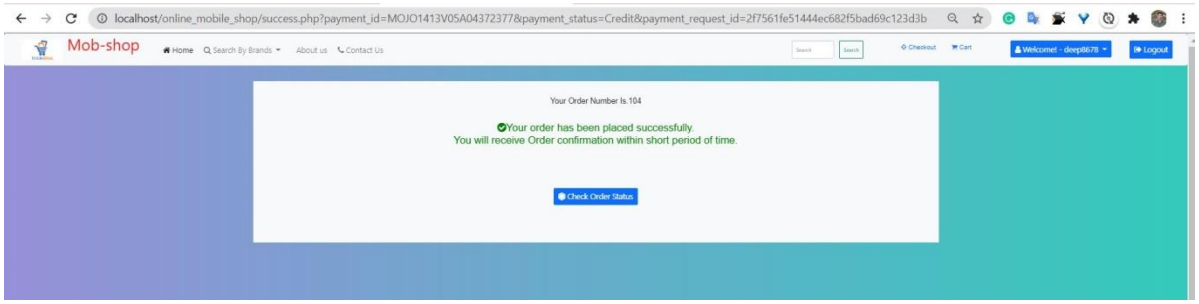


Fig.32

Order Conform.

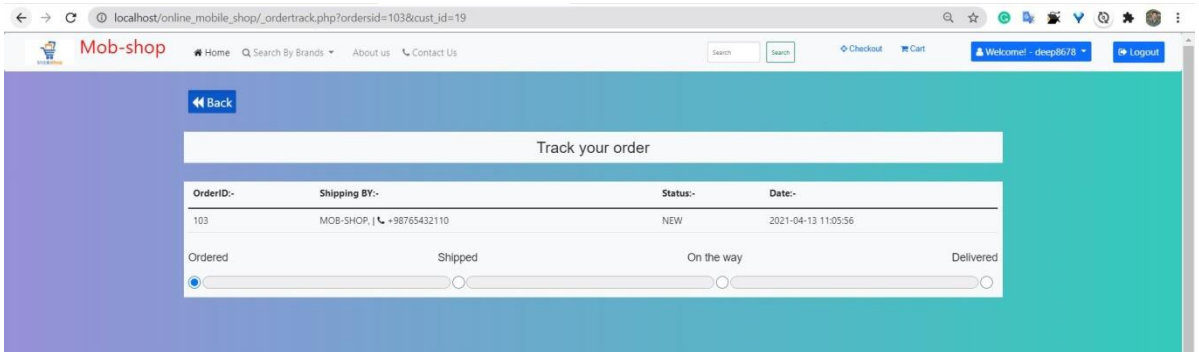


Fig.33

Order track.

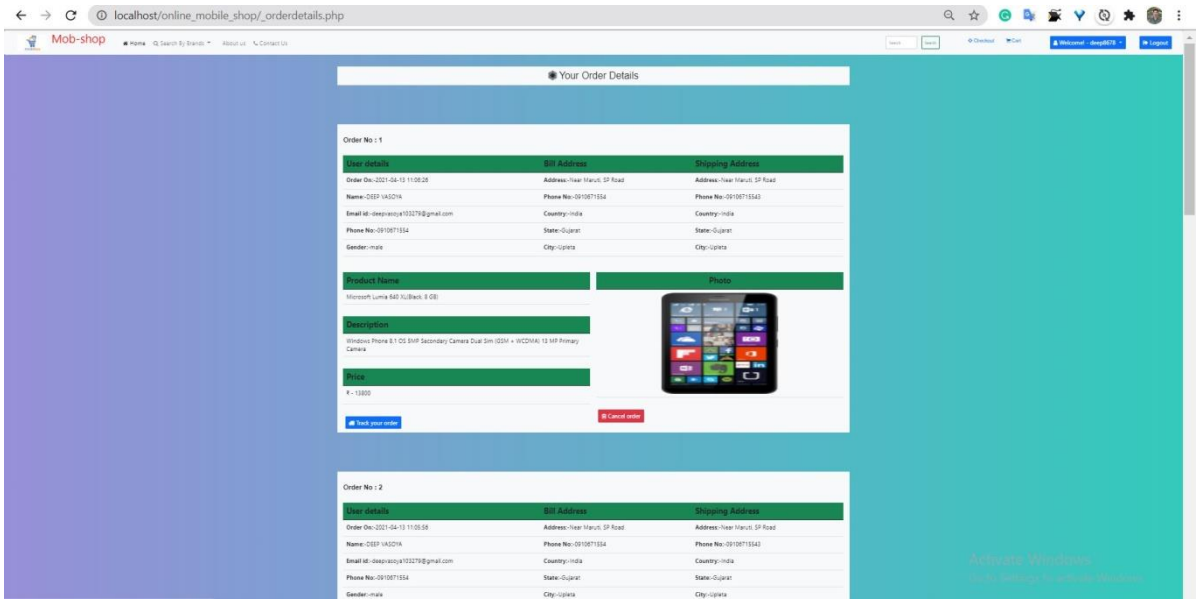


Fig.34

View All Orders.

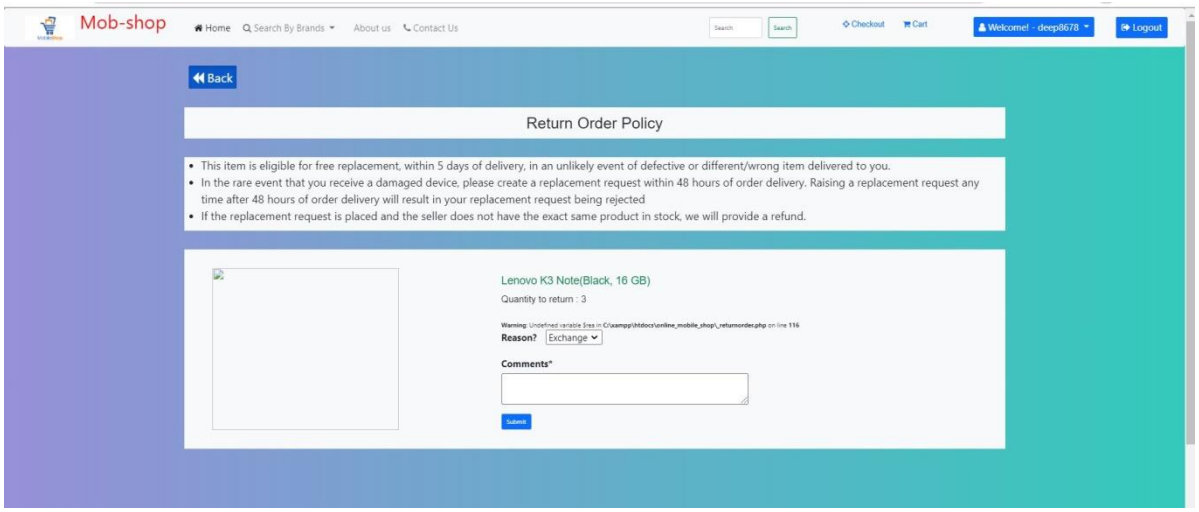


Fig.35

Return Orders.

3.3 Testing and Verification

Testing

The verification activities fall into the category of static testing. During static testing, you have a checklist to check whether the work you are doing is going as per the set standards of the organization. These standards can be for coding, integrating and deployment. Reviews, Inspection's and Walkthroughs are static testing methodologist. Dynamic testing involves working with the software giving input values and checking if the output is as expected. These are the validation activities, Unit test and integration test. System and acceptance tests are few of the dynamic testing methodologies.

Alpha & beta testing: the alpha test is conducted at the developer's site by a customer. The software is used in a natural setting with the developer "looking over shoulder" of the user and recording errors and usage problems. Alpha test are conducted in a controlled environment. The beta testing is conducted at one or more customer site by the end-user of the software. Unlike alpha testing, the developer is generally not present. Therefore, the beta test is a "live" application of the software in an environment that cannot be controlled by the developer.

3.3.1 Black box testing

Also known as functional testing. A software testing techniques where by the internal working of the item being tested are not known by the tester. For example, in a black box test on software design the tester only knows the inputs and what the expected outcomes should be and not how the program arrives at those outputs. The tester does not ever examine the programming code and does not need any further knowledge of the program other than its specification.

The advantages of this type of testing include:

- The test is unbiased as the designer and the tester are independent of each other
- The tester does not need knowledge of any specific programming languages
- The test is done from the point of view of the user, not the designer
- Test cases can be designed as soon as the specifications are complete

The disadvantages of this type of testing include:

- The test can be redundant if the software designer has already run a test case
- The test cases are difficult to design
- Testing every possible input stream is unrealistic because it would take an inordinate amount of time: there for, many program paths will go untested

3.3.2 White box testing

Also known as glass box, structural, clear box and open box testing. A software testing technique where by explicit knowledge of the internal workings of the item being tested are used to select the test data. Unlike black box testing, white box testing uses specific knowledge of programming code to examine outputs. The test is accurate only if the tester knows what the program is supposed to do. He or she can than see if the program diverges from its intended goal.

3.3.3 Design of test Cases

To minimize the number of errors in software, a reach variety of test design methods have evolved for software. These methods provide the developer with a systematic approach to testing. More important, methods provide a mechanism that can help to ensure the completeness of test and provide the highest likelihood for uncovering errors in software.

An engineering product can be tested in one of the two ways: (1) knowing the specified function that product has been designed to perform, tests can be conducted that demonstrate each function is fully operational while at the same time searching for errors in each function: (2) knowing the internal workings of a product, tests can be conducted to ensure that “all gear mesh“, that is, internal oppression are performed according to specifications and all internal components have been adequately exercised. Here are the test cases that we had made for our application.

Test Case No: TC 01

Case Name: Login (Admin/User)

PURPOSE	Allow authorized users to login into the system. It will not allow the authorized users.
INPUT	User Name & Password
EXPECTED OUTPUT	Display the page containing purchase order which are approved and not approved as Provisional Purchase Order and Purchase Order respectively.

- If the input is not correct the admin will not be allowed to login.

Test Check List

Completion:	Tested	Not Tested	Not Applicable	Remarks
Screen/ Report contains all data elements:	Yes			
Test for standardization:	Yes			
Fonts (size/ type/ style):	Yes			
Alignment:	Yes			
Color combination:	Yes			
Validation on each data element:	Yes			
Data type validation:	Yes			
Checking of Communication between Peripheral Device and Software:	Yes			
Reference validation:			Yes	
Existence/ Non-existence validation:			Yes	
Default value validation:	Yes			

Computational Test:	Yes			
Navigational Test:	Yes			
Mouse movement/ check:	Yes			
Keyboard test:	Yes			
Functionality of User Object Test:	Yes			
Test for functions/ procedures used:	Yes			
Test for data update:	Yes			
Test for query criteria:	Yes			

Verification

Once source code has been generated, software must be tested to uncover as many errors as possible before delivery to customer. Your goal is to design a series of test cases that have a high likelihood of finding errors. Software testing techniques provide systematic guidance for designing tests that (1) exercise the internal logic of software components, and (2) exercise the inputs and outputs domains of the program to uncover errors in program function, behavior and performance.

During early stages of testing, a software engineer performs all tests. However, as the testing process progresses, testing specialists may become involved. Reviews and other activities can and do uncover errors, but they are not sufficient. Every time the program is executed, the customer tests it! Therefore, you have to execute the program before it gets to the customer with the specific intent of finding and removing all errors. In order to find the highest possible number of errors, tests must be conducted systematically and test cases must be designed using disciplined techniques.

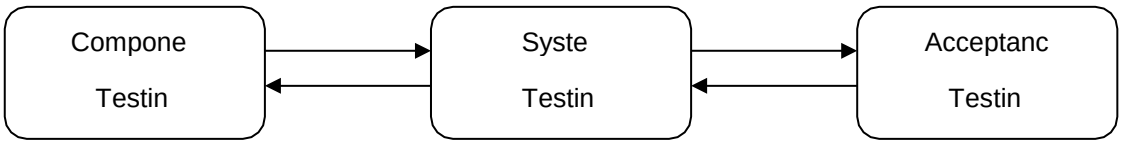


Fig.36 The Testing Process

Testing Objective

- Testing is a process of executing a program with intent of finding an error.
- A good test case is one that has a high probability of finding an as-yet undiscovered error.
- A successful test is one that uncover as as-yet undiscovered error.

3.3.4 Unit Testing

Unit testing is a software development process in which the smallest testable parts of an application, called units, are individually scrutinized for proper operation. Unit testing is often automated but it can also be done manually. This testing mode is a component of Extreme Programming (XP), a pragmatic method of software development that takes a meticulous approach to building a product by means of continual testing and revision.

Unit testing involves only those characteristics that are vital to the performance of the unit under test. This encourages developer to modify the source code without immediate concerns about how such changes might affect the functioning of the units or the program as a whole. Once of whole of the units in a program have been found to be working in the most efficient and error free manner possible, larger components of the program can be evaluated by means of integration testing.

I tested each single part of the all website, both on the admin side and front side; I tested each and every module individually. On admin side tested modules like admin. In the admin user update gents item, update ladies item, security setting, show order report. In Admin can add, edit and delete the image. On the user side I tested modules like gents, ladies, traditional and Services. Similarly for every module I have done Unit testing while coding and before submitting a demo. So, most of the errors have been removed from the website.

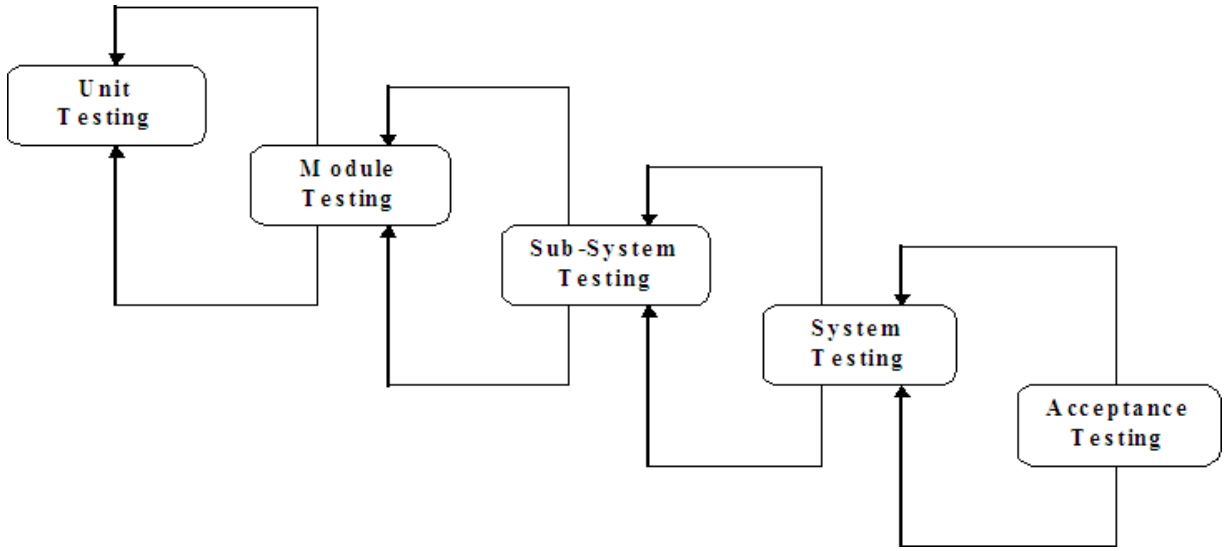


Fig. 37 Types of Testing

3.3.5 Sub System Testing

After testing each Unit we move on to larger units called sub system. In Exclusive Collection website, there was admin side and User side so after unit testing of each module on both sides. In subsystem testing I tested the whole admin side as one system and them the User side as one whole system. On the admin side all the modules like update gents item, update ladies item, security setting, etc were tested together to see that there was any error or bug found. On the front side all the modules like Gents, ladies, traditional and Servoces were tested together.

I developed each sub-system such as admin side and user side individually, so tested also at the development time. These sub-systems works fine alone, but after integrating within the websites I found some errors, that is why we done integrating testing after integrating these Sub-system.

3.3.6 System Testing

After testing all the sub-system it is time to test the whole system. System testing of software is testing conducted on a complete, integrated system to evaluate the system's compliance with its specified requirements. While testing the whole system I found many errors like changes made on the admin side were not reflected on the front side or it was that data on the user side was not same as on the admin side. I worked on each error and exception that I got while testing and most of them are removed or made such correction that it will not happen again. Exceptions also arise when there was no access available to the database and the website was not able to read the data from database. Such types of modification are done by me to take system reliable and error free.

- **Recovery Testing:** It is a system test that forces the software to fail in a variety of ways and verifies that recovery is properly performed.
- **Security Testing:** It attempts to verify that protection mechanisms build into a system will, in fact, protect it from improper penetration.
- **Performance Testing:** It is designed to test the run-time performance of software within the context of an integrated system performance testing occurs throughout all step in the testing process.

3.3.7 Acceptance Testing

Acceptance testing can be connected by the end user, customer, or client to validate whether or not to accept the product. Acceptance testing may be performed as part of the hand-off process between any two phases of development. The acceptance test suite is run again the supplied input data or using an acceptance test script to direct the tester. Then the results obtained are compared with the expected results. If there is a correct match for every case, the test suite is said to pass.

I had provided demo to our client at the regular interval of time with my project Manager. So they have complete site of the whole project from the initial stages whatever changes we made in between demo interval, were also been informed to client regularly, so they don't get surprised by seeing new functionality.

4. Conclusion

4.1 Summary of the results

Technology has made significant progress over the years to provide consumers better online shopping experience and will continue to do so for years to come. With the rapid growth of products and brands, people have speculated that online shopping will overtake in-store shopping. While this has been the case in some areas, there is still demand for brick and mortar stores in market areas where the consumer feels more comfortable seeing and touching the product being bought

4.2 Advantages of your work/results/methodologies

- This application use for local mobile phone Sheller.
- Coming days everybody buys mobiles in online because they are don't like to waste time on offline. Here me also the same concepts don't allow waste management.

4.3 Scope of future work.

- This application is innovating for small town colleges and small university and in facture to public volume on any technology via Tech Zone.
- High security
- Facture is rise a visit of application we reverse expert to gives a maximum knowledge and share to knowledge are application and parameter of revert is review is it post.
- Application is create a form or social group base on technology to research on innovative project spared in idea on are application.

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- https://www.instamojo.com/

Review Card - I

Marwadi University
Department of
Information Technology
Semester 8 Final Year Project – 2020/21
Review I – February 2021

Project Details

Group Details	Team Size: 1	**UDP/IDP**
Student Name & En. No.	Deep Vasoya (91700104058)	
Name of Internal Guide	Prof. Nilesh Jadav	
Title of Project	Mob-Shop	
Name of Industry		

Faculty Name	Prof. Nilesh Jadav	Prof. Kirtirajsinh Zala	
Project Evaluation (20 Marks)			

Remarks / Suggestion

Name of Faculty	Remarks / Suggestion	Signature
Prof. Nilesh Jadav		
Prof. Kirtirajsinh Zala		

Review Card – II

Marwadi University
Department of
Information Technology
Semester 8 Final Year Project – 2020/21
Review I – February 2021

Project Details

Group Details	Team Size: 1	**UDP/IDP**
Student Name & En. No.	Deep Vasoya (91700104058)	
Name of Internal Guide	Prof. Nilesh Jadav	
Title of Project	Mob-Shop	
Name of Industry		

Faculty Name	Prof. Nilesh Jadav	Prof. Kirtirajsinh Zala	
Project Evaluation (20 Marks)			

Remarks / Suggestion

Name of Faculty	Remarks / Suggestion	Signature
Prof. Nilesh Jadav		
Prof. Kirtirajsinh Zala		