# Introduction

## Introduction to the project

This will be the project of “Nepali Handicraft. (Information Management System)” for all the people around the world. It will be a non-profit organization of private sector business and artistic community. It will help the member to improve their productivity and introduce their handicrafts to the world. This will also help to manage handicrafts products more systematically and scientifically as the user or any foreigner can order from the internet at a reasonable price.

## Background of the project

Nepali Handicraft Information Management System is a popular system for retrieving the knowledge on handicraft works done by the people inside Kathmandu valley. People have their shop including beautiful handcrafted arts and equipment.

As the technology developing, neighbouring countries are making the same handcrafted arts and equipment by the help of huge and expensive machines, due to this originality of the products are fading day by day.

## Problem Statement

After developing this Information Management System, it will be able to give all the necessary description with its key and historical information to the peoples. Mostly to those tourists who are willing to learn more on the specific art or handicraft. This will automatically overcome with old paper transactions, which had cost valuable time and cost.

## Description of the project

For developing this project, I will use PHP as a core programming language and Xampp (MySQL) for the database. I will make simple, easy and good looking Graphical User Interface for the end users so, the end users will find comfortable to use the application. And to store user details and information on handicraft items, I will store these on the database.

### 1.4.1) Features of the project

* It will provide information on different types of handicraft item,
* Easy GUI that will help users to get addicted to the product,
* Products will be able to view online and order accordingly,
* Products will be sold at cheaper compared to any other physical stores,
* The account can be easily created and updated,
* Passwords of the users will be safe and encrypted,
* Inactive users for 1 year will be deleted,
* Special items will be sold on auction.

## Overview of the project

Today’s condition of the market is very low. Handicraft items are not sold as it should be. Many tourists visit many places but they don’t know what type of handcrafted arts and items they can find in their visit. So, This application is going to make the work easy, fast and more effective. As GUI will be easy users will be attracted to the application, products will be already online so they can spend their time as much as they can and only take their decision for buying the products, products can easily be seen with their prices. Users will also find products in cheap compared to the products sold at the physical market. And also the user’s information and password will be safe from any kind of security threats.