



A
Project Report On
Pavit Ceramics

Towards partial fulfillment of the requirement in

**Master Of Science in Information Technology and
Computer Application**

Submitted by

ACADEMIC YEAR 2024-2025

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**Submitted To:
Shri Matru Mandir College**

COLLEGE CERTIFICATE

ACKNOWLEDGEMENT

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A special thanks to the NTech Infoway office development for their commitment and technical skills in customizing and optimizing software tools to meet the specific requirements of our project.

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PREFACE

Now a days we live in age of information communication and technology. We can't think a single moment without technology. From morning to night, we need help of the technology. This is revolutionary time of computer technology. Most of the works depends on mobile application. For this reason, anytime, anywhere, anyone can access an application by internet at low cost and we can find our expectable and most update information is one the most update information from application. At present information is one the most valuable resource of the current world.

The Pavit Ceramics app lets people see all the different tile designs by Pavit Ceramics. We made this app for four main reasons :

- To look all the tiles from Pavit Ceramics in one place.
- To help customers choose the tiles they like.
- To show customers the main tile options.
- To make a wish list for Pavit Ceramics customers.

INDEX

No		Description	Page No.
1		Project Summary	6
	1.1	Project Profile	7
	1.2	Project Purpose	8
	1.3	Project Development Model	8
	1.4	Project Development Scheduling	10
	1.5	Project scope	11
	1.6	Technology used	12
	1.7	Feasibility study	13
2		System requirement & specification	16
	2.1	User Characteristics	16
	2.2	User access flow	17
	2.3	Proposed system & advantage	18
	2.4	Hardware & Software requirement	19
3		Design System	20
	3.1	Context Diagram	20
	3.2	Dataflow Diagram	21
	3.3	ER diagram	22
	3.4	Use Cases	23
	3.5	Flow Chart	24
4		System Design	25
	4.1	Api	25
	4.2	Screenshot of application	27
	4.3	Limitations.	37
	4.4	Conclusion	37
5		Bibliography	38

Project Summary

- 1.1 Project Profile.**
- 1.2 Project Purpose.**
- 1.3 Project Development Model.**
- 1.4 Project Development Scheduling.**
- 1.5 Project scope.**
- 1.6 Technology Used.**
- 1.7 Feasibility Study.**

1.1 Project Profile:

Project-Title	: Pavit Ceramics
Institution	: Rajkot
Front-End	: Android Kotlin
Back-End	: Php, Laravel
Team-Size	: 1
Project-Guide	: prof. Anjana Bagdai
Submitted By	: Nirali Sakhiya
Submitted To	: Shri Matru Mandir College

1.2 Project definition – purpose:

The Pavit Ceramics app lets people see all the different tile designs by Pavit Ceramics. We made this app for four main reasons :

- To look all the tiles from Pavit Ceramics in one place.
- To help customers choose the tiles they like.
- To show customers the main tile options.
- To make a wish list for Pavit Ceramics customers.

1.3 Project Development Model:

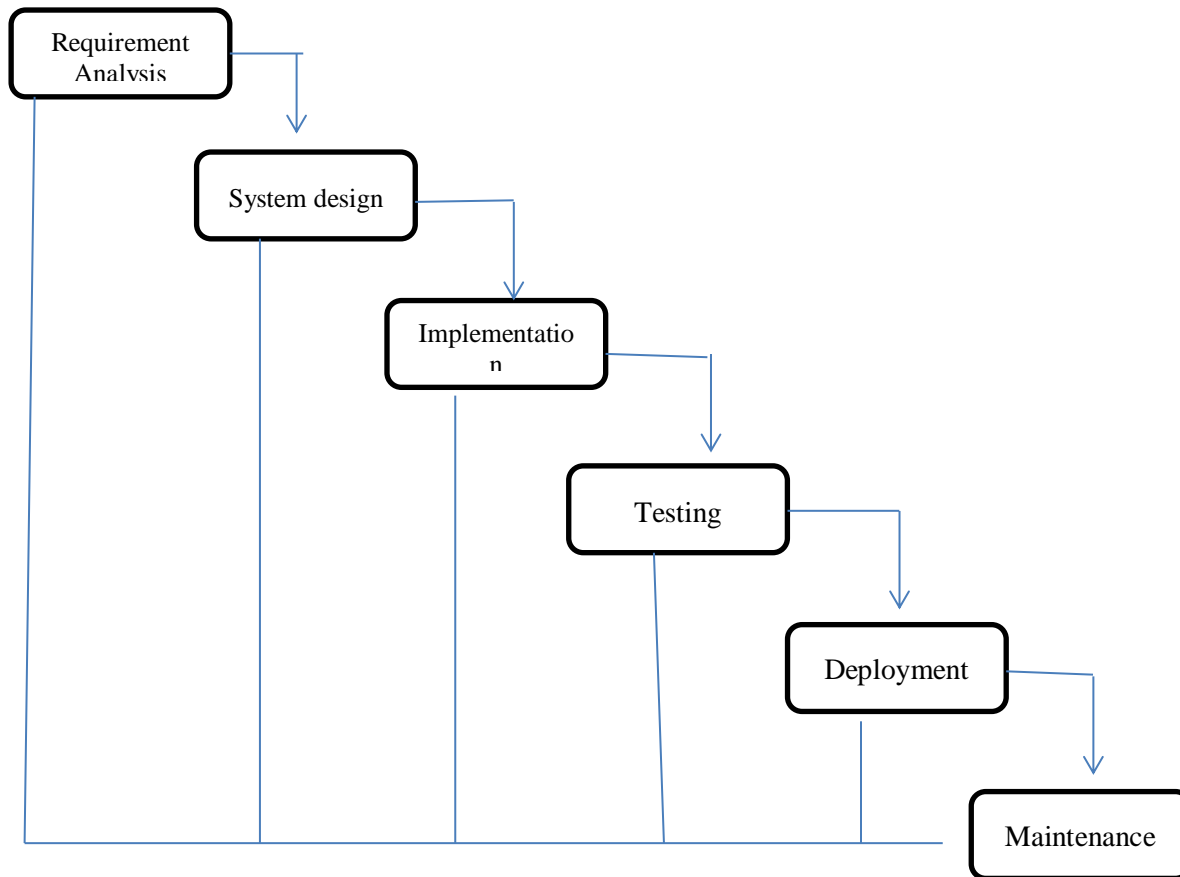
A software development model is a simplified description of a software process which is presented from a particular perspective. A development model for software engineering is chosen based on the nature of the project and application, the methods, and the tools to be used, the controls and the deliverables that are required.

All software development can be characterized as a problem-solving loop in which four distinct stages are encountered:

- Status Quo: Represents the current situation.
- Problem Definition: Identifies the specific problem to be solved.
- Technical Development: Solves the problem through application of some technology.
- Solution Integration: Delivers the results like documents, programs, data, etc. to those who requested the solution.

Waterfall Model:

The Waterfall Model is the earliest SDLC approach that was used for software development. The waterfall Model illustrates the software development process in a linear sequential flow. This means that any phase in the development process begins only if the previous phase is complete.



1.1 Project Development Scheduling:

Week Month	Week 1	Week 2	Week3	Week 4
1 st Month	Introduction to Institute. Learn basics Android.	Learn about Android, Kotlin, basics.	Learn about Api. Objective Android, Php, Laravel.	Study of Api, Objective android.
2 nd Month	Study of Android studio and get overview of Our Project. Start analysis of project.	Made Api call for Project . Start design of our project and manifest file.	Design of our project is running. Start coding about Some basic Programming.	Study of Api for how to get record from Api.
3 rd Month	Working on Project.	Complete the remaining coding part of our project.	Preparation of documentation.	Testing of the project.

1.2 Project scope:

Ceramic tiles are widely used in construction and interior design due to their durability, aesthetic appeal, and easy maintenance. They are commonly applied in flooring, walls, backsplashes, and countertops in residential, commercial, and industrial spaces. Ceramic tiles are ideal for high-moisture areas like bathrooms, kitchens, and swimming pools due to their water resistance. They also provide a versatile range of designs, colors, and textures, making them suitable for both traditional and modern interiors. Additionally, ceramic tiles are fire-resistant, eco-friendly, and contribute to energy efficiency, making them a preferred choice for sustainable building projects.

1.3 Technology Used:

Android is a software stack for mobile devices that includes an operating system, middleware and key applications. Android is a software platform and operating system for mobile devices based on the Linux operating system and developed by Google and the Open Handset Alliance. It allows developers to write managed code in a Java, kotlin like language that utilizes Google-developed Java libraries but does not support programs developed in native code.

The with the founding of the Open Handset Alliance, a consortium of 34 hardware, software and telecom companies devoted to advancing open standards for mobile devices. When released in 2008, most of the Android platform will be made available under the Apache free-software and open-source license.

1.4 Feasibility Study:

After doing the Pavit Ceramics Assistant, study and analysing all the existing or required functionalities of the system, the next task is to do the feasibility study for the project. All projects are feasible given unlimited resources and infinite time. Feasibility study includes consideration of all the possible way to provide a solution to the given problem.

Economic Feasibility: This is very important aspect to be considered while developing a project. We decide the technology based on minimum possible cost factor. All hardware and software cost has to be borne by the organization.

Technical Feasibility: This included the study of function, performance and constraints that may affect the ability to achieve an acceptable system.

Operational Feasibility: No doubt the proposed system is fully GUI based that is very user friendly and all inputs to be taken all self-explanatory even to a layman. Besides, a proper training has been conducted to let know the essence of the system to the users so that they feel comfortable with new system.

Fact Finding Techniques: The analysis doesn't know the working process of the user for which, he is going to develop information system. The analyst use specific methods for collecting data about requirement, which is called fact-finding technique. It includes the interview, questionnaire and record review. Analyst employees more than one of these techniques to help an accurate and comprehensive investigation. Analyst requires progressive lower level of detail for logical design. Hence it is also true that two project are never same in an information system. It means that analyst must use information-gathering tool.

2. System requirement & specification

2.1 User Characteristics.

2.2 User access flow.

2.3 Current system.

2.4 Proposed system & advantage.

2.4.1 Proposed system.

2.4.2 Advantage of proposed system.

2.5 Hardware & Software requirement.

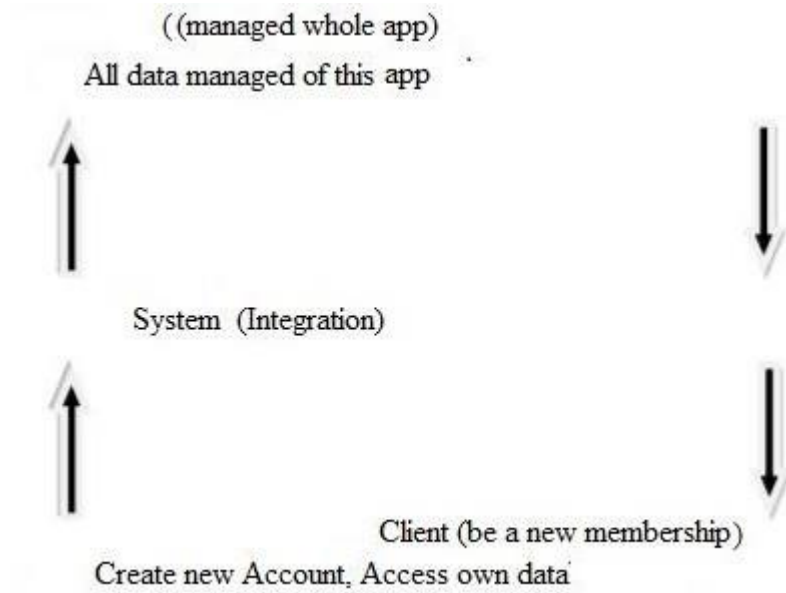
2.5.1 Hardware requirement.

2.5.2 Software requirement.

2.1 User characteristics:

- Content Organization
- Customizable templates
- Social media embeds
- Different types tiles
- Personalization
- Commenting tool
- Multi-language support
- Security

2.2 User access Flow:



2.3 Proposed system & advantages:

2.3.1 Proposed system:

- In the proposed system members can Insert Update and The proposed system is a mobile based application .
- Delete records, also can view all those things.
- In the proposed system we are not covering all the modules as in the current system but here we are implementing required modules.

2.3.2 Advantages of Proposed system:

It is a mobile based application for Android, so it is easy to interact with all the functionality of the application.

- Insert, Update and Retrieve own ceramics tiles information.
- No need to Login member whenever not Logout.
- Speed is also fast compared to web-based applications.
- And the application is for Android so we can use many functionalities of Android.

2.4 Software& hardware requirement:

2.4.1 Hardware requirement

- GHz dual-core Intel Corei5
- 2GB memory
- 160 GB hard drive
- OS Windows Platform

2.4.2 Software requirement:

- Front End - Android Kotlin
- Back end - Php, Laravel (API)

3. Design System

3.1 Context Diagram.

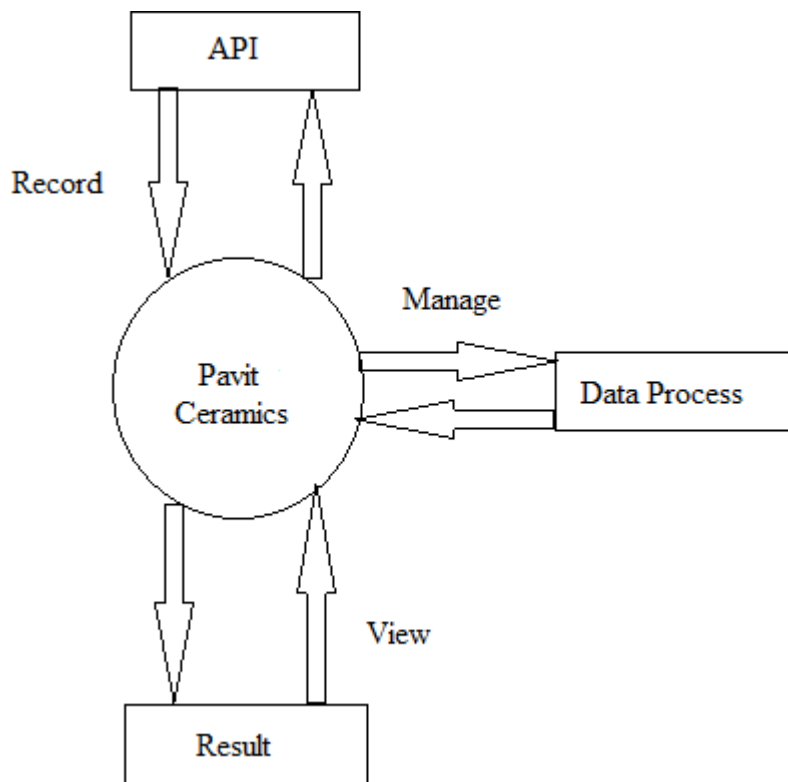
3.2 Dataflow Diagram.

3.3 ER diagram.

3.4 Use Cases

3.5 Flow Chart

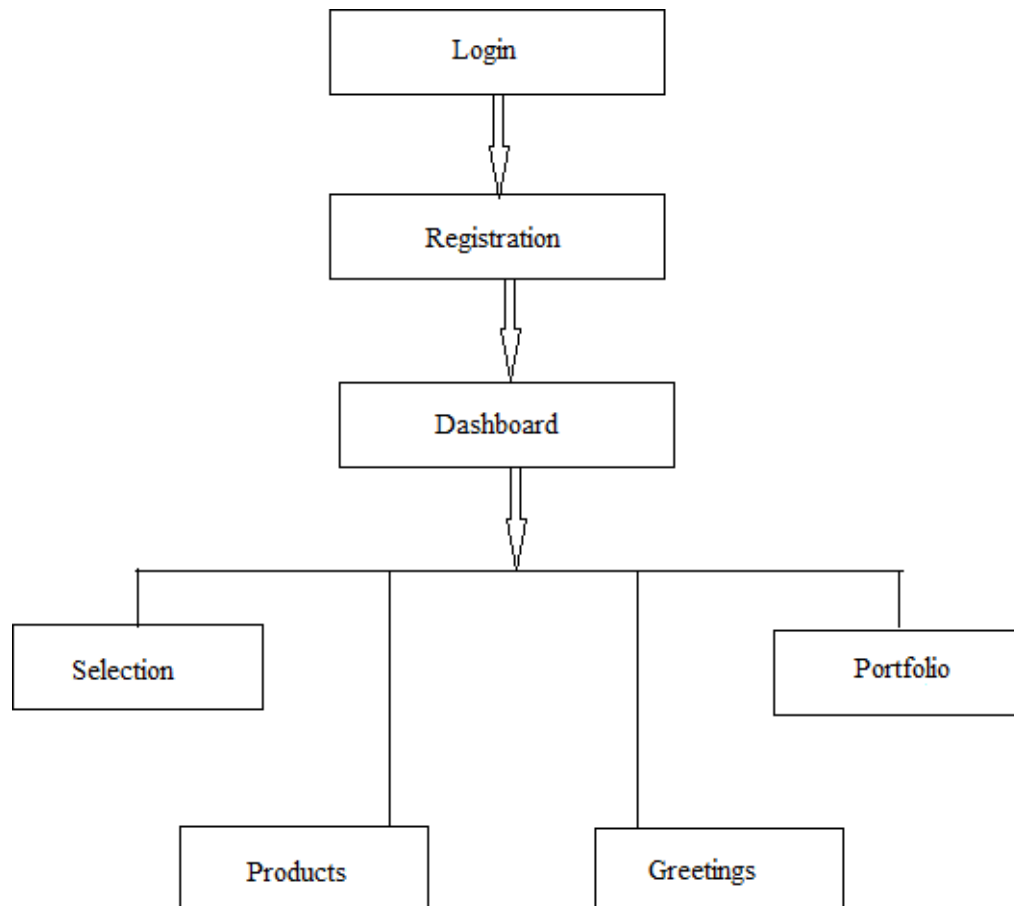
3.1 Context Diagram:



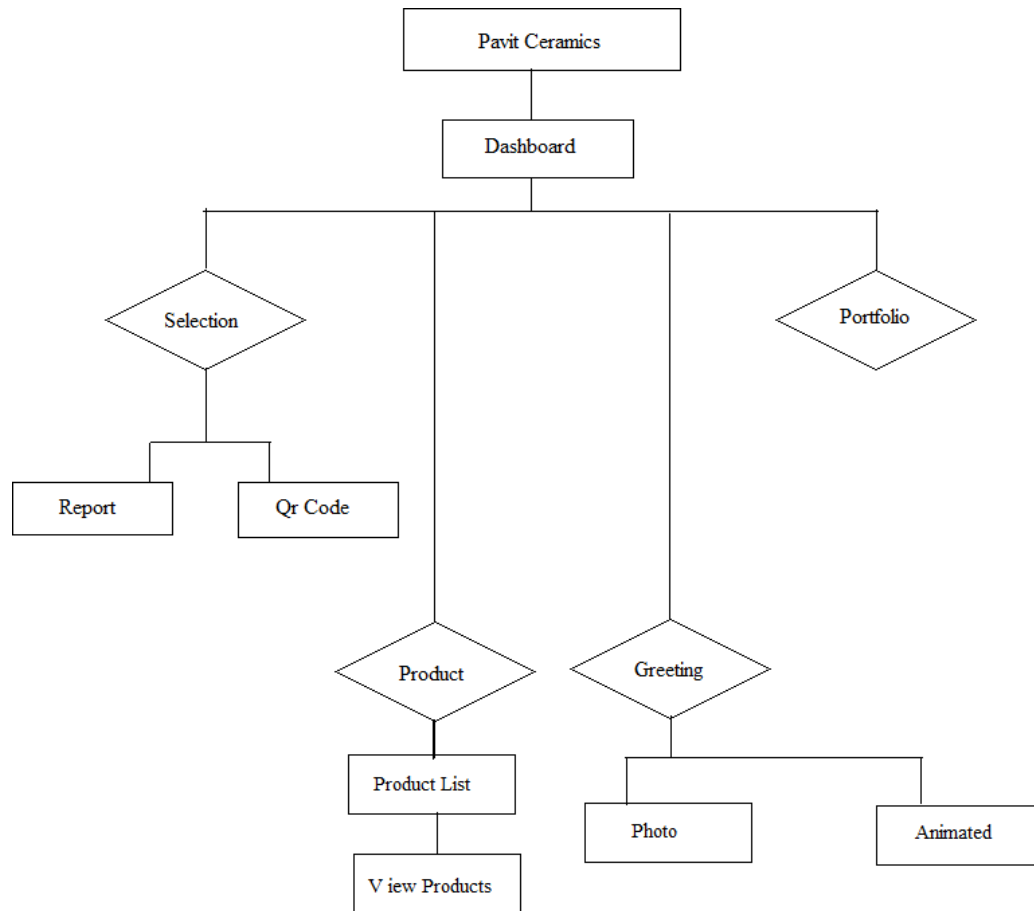
3.2 Dataflow Diagram:

Data flow diagrams can be used to provide a clear representation of any business function. The technique starts with an overall picture of the business and continues by analyzing each of the functional areas of interest. This analysis can be carried out to precisely the level of detail required. The technique exploits a method called top-down expansion to conduct the analysis in a targeted way.

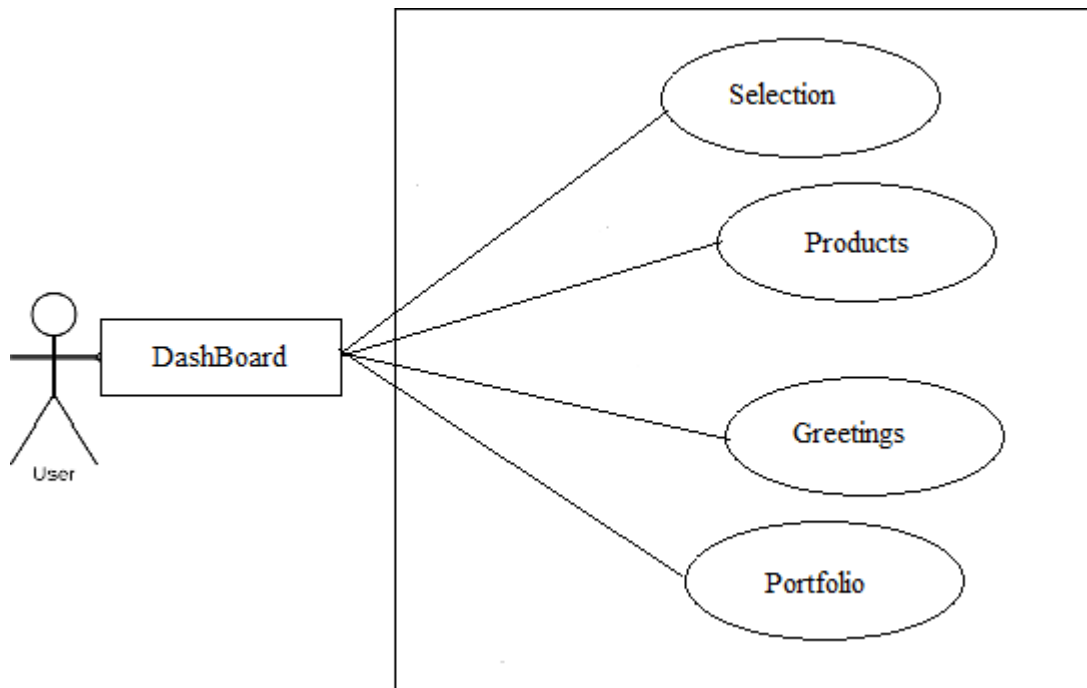
Data Flow Diagram:



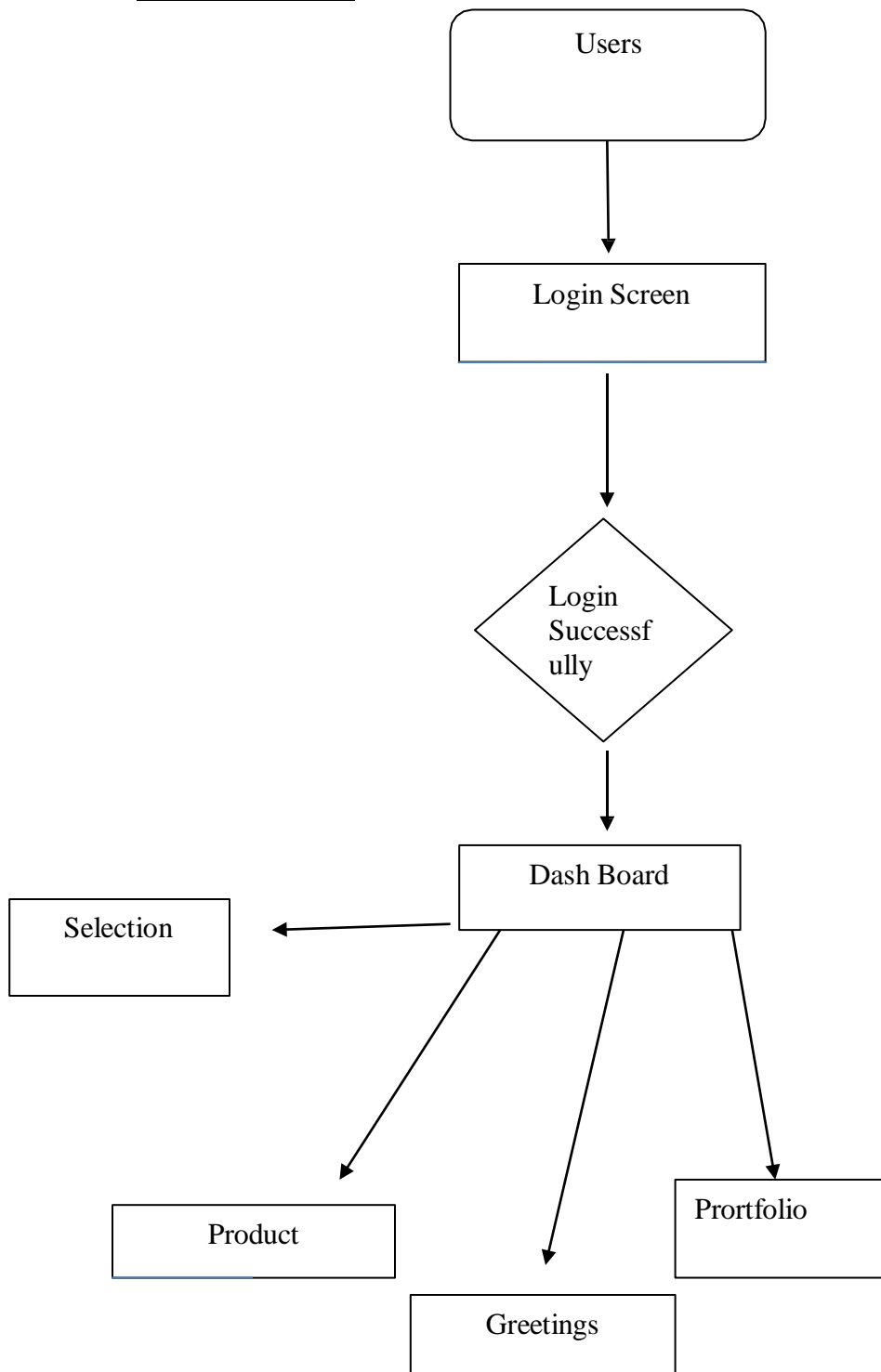
3.3 ER-Diagram:



3.4 UseCase:



3.5 Flow Chart:



4. System Design

4.1 API :

1.DashBoard

```
{ “ success ” : “1”,  
    “response” : { “ brouchers ” : [ { “.....” } ] }  
}
```

2.Products

```
{ “success” : “1”,  
    “response” : { “ data ” : [  
        “ productgroup ” : [ “....” ] ,  
        “ images ” : [ “....” ]  
    ] }  
}
```

3. Greetings

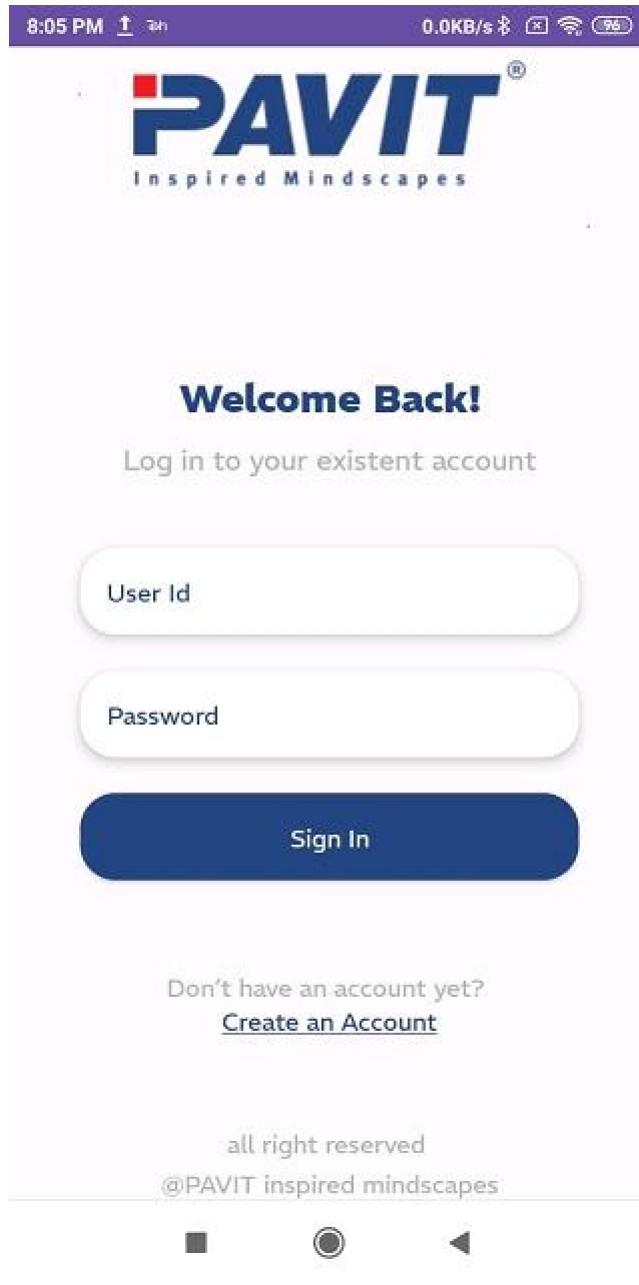
```
{ "success" : "1",
  "response" : [
    {
      "type_id" : "1",
      "type_name": "square post ",
      "data" : ["..."]
    },
    {
      "type_id" : "2",
      "type_name": "vertical post ",
      "data" : ["..."]
    },
    {
      "type_id" : "3",
      "type_name": "story post ",
      "data" : ["..."]
    }
  ]
}
```

4. Portfolio

```
{ "success" : "1",
  "response" : [ { "..." } ]
}
```

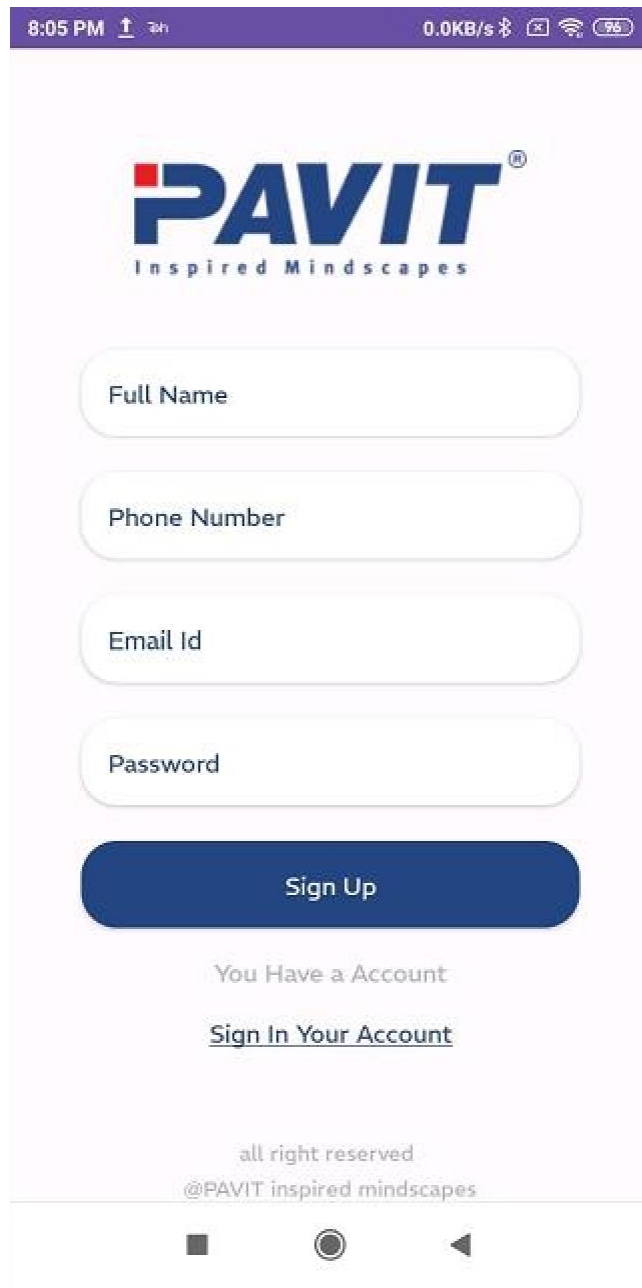
4.2 Screen shot of application:

1. Login



This login activity is used for login into the application and click on create an account for move to the registration activity.

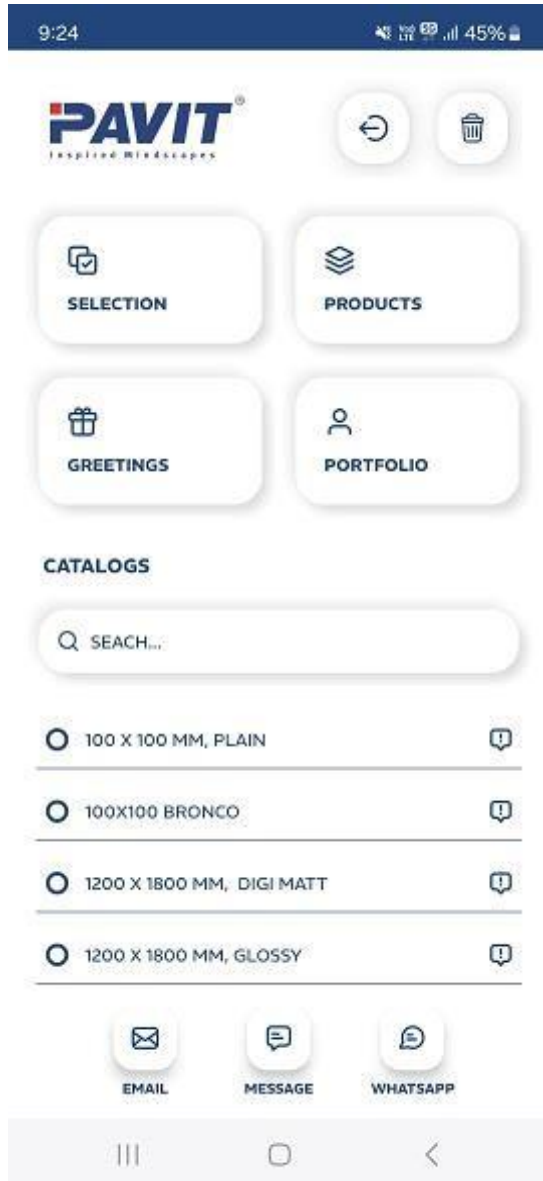
2. Register



The screenshot shows a mobile application interface for PAVIT. At the top, the status bar displays the time as 8:05 PM, signal strength, 0.0KB/s data speed, and a 95% battery level. The PAVIT logo, featuring a red square and the text "PAVIT® Inspired Mindscapes", is centered. Below the logo are four input fields: "Full Name", "Phone Number", "Email Id", and "Password". A blue "Sign Up" button is positioned below these fields. Under the button, the text "You Have a Account" is followed by a link that says "Sign In Your Account". At the bottom, the footer contains the text "all right reserved" and "@PAVIT inspired mindscapes". The mobile navigation bar at the very bottom shows three icons: a square, a circle, and a triangle.

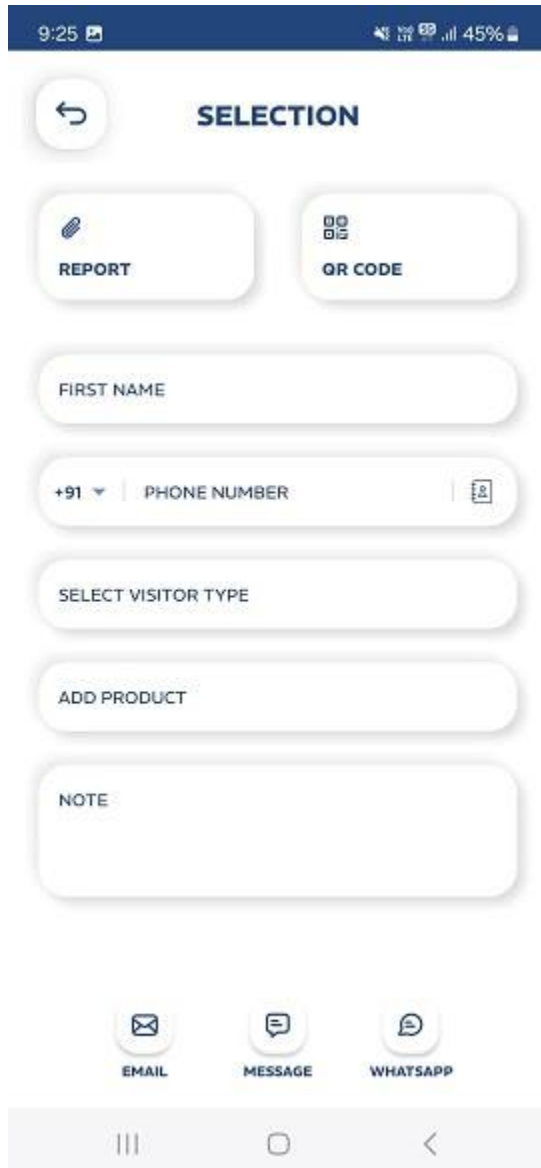
This Registration activity is used for registered and click on sign in your account for move to the login activity.

3. Dashboard



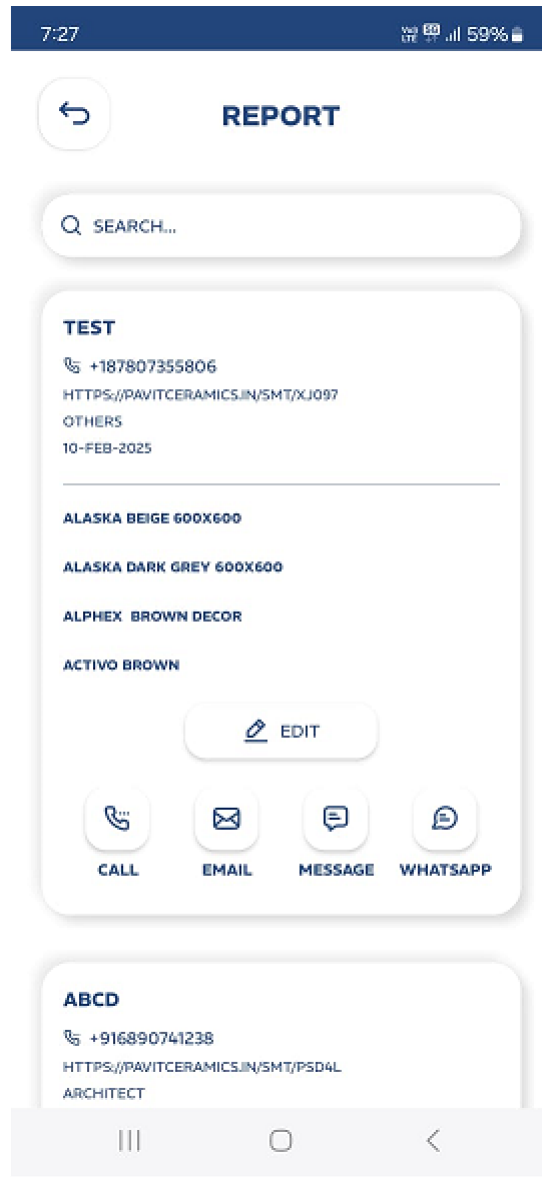
This activity includes the logout button for logout the user. This activity shows the cataloges list which is set from api calling. This activity includes Selection , Products , Greetings , Portfolio.

4. Selection



This activity open from dashboard activity on click of selection cardview. This activity includes report and Qr codes as well as edittextview for firstname, phone number and spinner is used for select the visitor and add productlist is used for add the product from add product activity and note is used for used for add the note.

5. Report



This report activity is opened from selection activity on click of report cardview. Report activity includes name , phone number , link , visitor type , date , comments which set from api using recyclerview. As well as shows the name which is selected from editselection activity. Edit cardview is used for open the edit selection activity.

6. Product List



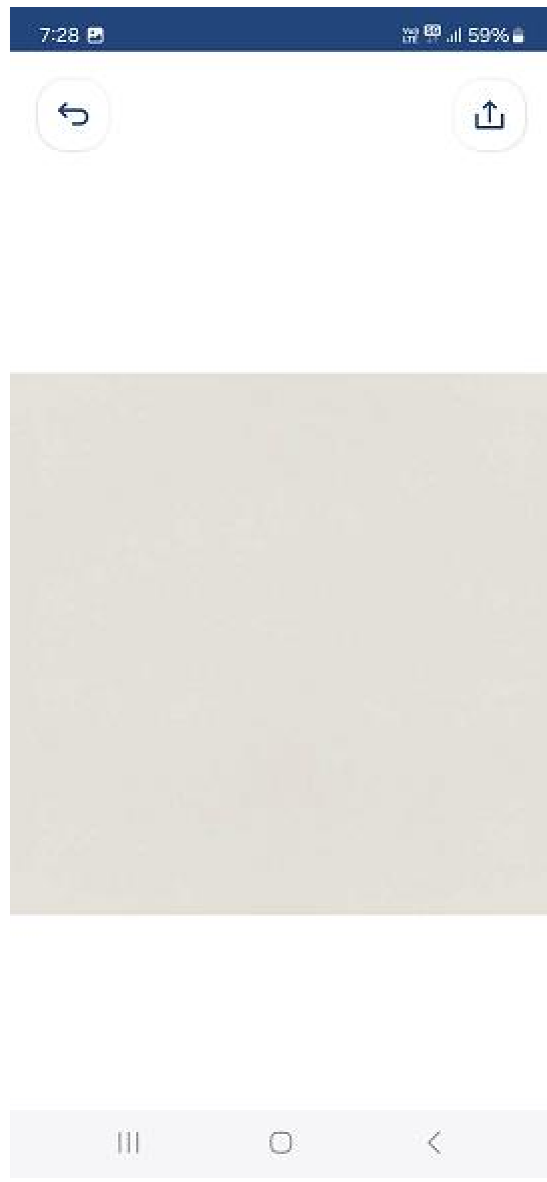
This product list activity is opened from dashboard on click of product cardview. Product list activity shows the list of products which includes product design(image) and product name which is set on api call using recyclerview.

7. View Products



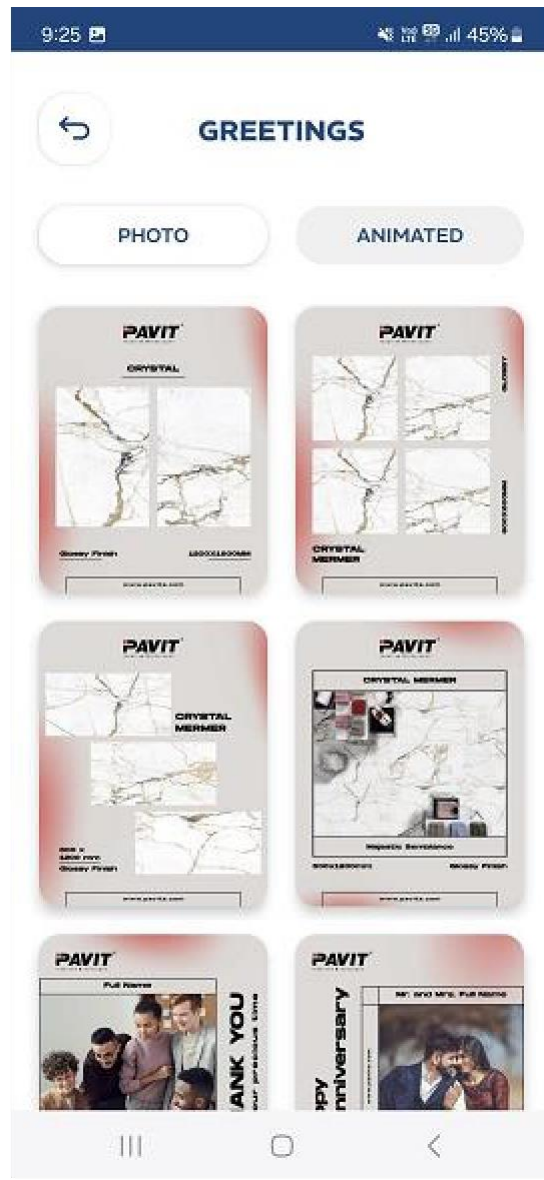
This view products activity is opened from productlist activity on click of product. View products shows the product name and product image which is selected in product list activity.

8. Image Gallery



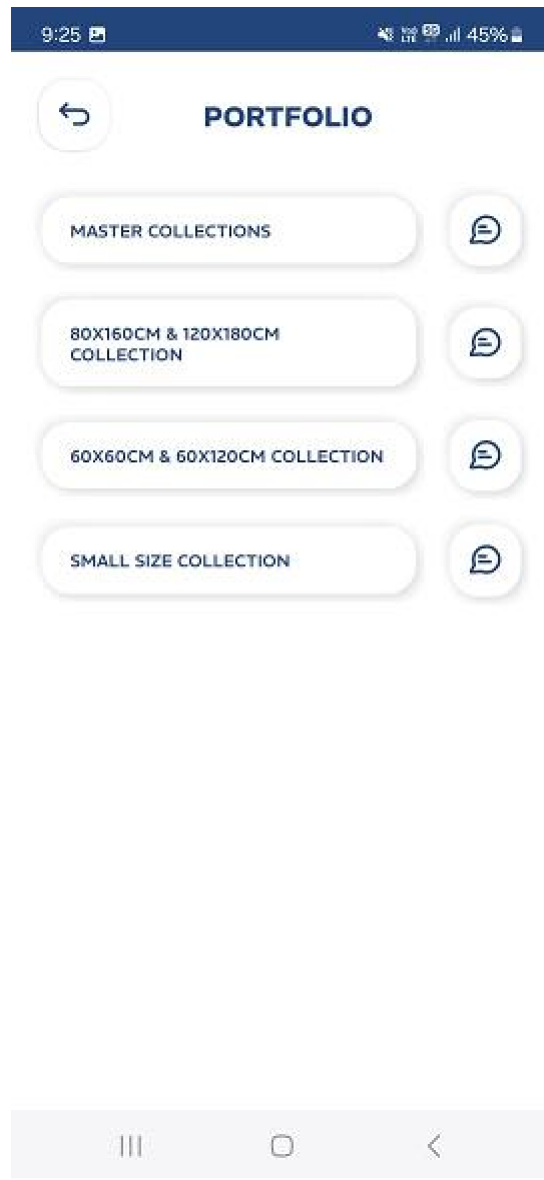
This ImageGallery activity is opened from view products activity on click of product. ImageGallery shows the product image which is selected in view products activity. As well as this image will made zoom when click on the image.

9. Greeting



This Greeting activity is opened from dashboard on click of greeting cardview. Greeting activity shows the photo and animated. When click on photo cardview then it will shows the photolist which is set from Api call using view as well as when click on animated then it will shows animated which is set from Api call using view.

10. Portfolio



This Portfolio activity is opened from dashboard on click of portfolio cardview. Portfolio activity shows name and message icon which are set using recycler view. Names are set using the Api.

4.3 Limitations:

- It is more expensive.
- Application may not be support all version of devices in some of the cases.
- The Application can set the different spending areas.
- The user not add customer and product.
- The user not add product price.

4.4 Conclusion:

The App is designed to be very user-friendly and interactive manner so that the user cannot find any difficulty while browsing the app. Thereby the proposed app, which is an economically, technically, and operationally feasible system has overcome the deficiency that was present in the manual system. It sizes the importance of time lines and accuracy that is acquired through automated software.

5. Bibliography

- **WEB Reference:**

- ❖ Javatpoint

- ❖ Tutorialspoint

- ❖ Greeks for Greeks

Thank You

