



# CENTRE FOR DEVELOPMENT OF ADVANCED COMPUTING, CHENNAI

Documentation On

## "KrushiKart" - Online Seeds, Fertilizers, Machinery and FarmingTools Store

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Submitted By,

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#### **ABSTRACT**

The KrushiKart project is a collaborative effort to create a secure online platform to facilitate the sale of seeds, fertilizers and Machinery from stores owner to the farmers and the consumer. This project is useful forfarmers and general users to purchase various seeds, fertilizers and tools used by the farmers. Also provide the desire cost to the farmers or user.

The KrushiKart project will allow store owners to list their product on an online marketplace and to accept the payment directly from farmers. This will help the farmers to purchase the product from different cities and will help the store owner to sell their product to different remotely village farmers.

#### ACKNOWLEDGEMENT

I take this occasion to thank God, almighty for blessing us with his grace and taking our endeavor to a successful culmination. I extend my sincere and heartfelt thanks to our esteemed guide Mr. Kailash Sir for providing me with the right guidance and advice at the crucial juncture sand for showing me the right way. I would like to thank the other faculty members also, at this occasion. Last but not the least, I would like to thank my friends and family for the support and encouragement they have given me during the course of our work.

Ghanwat Pratik Balaso (230360820032) Birajdar Digambar Govindrao (230360820008)

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#### INTRODUCTION

This project is a web-based shopping system for an existing shop. An Online Shopping Management System where the Admin can Add, Update and Delete products. The Products are divided into various categories like Machinery, Seeds, Fertilizer, etc. A user can select a particular item to view the details, choose the number of items and fill in details like Name, Address, etc. to buy a product the project objective is to deliver the online shopping application into web platform. Online shopping is the process whereby consumers directly buy goods or services from a seller in real-time, without an intermediary service, over the Internet. It is a form of farming commerce. This project is attempts provide the advantages of online shopping to customers of a real shop. It helps buying the products in the shop anywhere throughinternet by using an android device. Thus, the customer will get the service of online shopping and home delivery from his favorite shop.

We are well-known for delivering agricultural products such as seeds, fertilizers, pesticides, plant growth regulators, irrigation, and farming tools and equipment. We provide the best pricing in the market and give free home delivery services throughout India.

#### Features: -

- 1. Products Available-Double Battery Sprayers, Tomato Seeds.
- 2. Search for products (Onion Seeds, Rotavator) easily
- 3. Category of products- Fertilizers, Seeds, Machine, Tools.
- 4. Cart feature
- 5. Date and time of product delivery will be notified by the system
- 6. The admin can add/delete Suppliers and delivery boys.
- 7. Allows the customers to maintain cart.

#### 1.1 PROJECT OBJECTIVE

The objective of the project is to make an application in android platform to purchase items in an existing shop. In order to build such an application complete web support, need to be provided. A complete and efficient web application which can provide the online shopping experience is the basic objective of the project. The web application can be implemented in the form of an android application with web view.

#### 1.2 PROJECT OVERVIEW

The central concept of the application is to allow the customer to shop virtually using the internet and allow customers to buy the items and articles of their desire from the store. The information pertaining to the products are stores on an RDBMS at the server side (store).

The server processes the customers, and the items are shipped to the address submitted by them. The application was designed into two modules first is for the customers who wish to buy the articles. Second is for the storekeepers who maintains and updates the information pertaining to the articles and those of this product is a departmental store where the application is hosted on the web and the administrator maintains the database. The application, which is deploy the customer database, the details of the items are brought forward from the database for thecustomer view based on the selection through the menu and the database of all the products are updated at the end of each transaction. Data entry into the application can be done through variousscreens designed for various levels of users. Once the authorized personal feed the relevant data into the system, several reports could be generated as per the security.

#### 1.3 PROJECT SCOPE

This system can be implemented to any shop in the locality or to multinational branded shops having retail outlet chains. The system recommends a facility to accept the orders 24\*7 and a home delivery system which can make customers happy. We are well-known for delivering agricultural products such as seeds, fertilizers, pesticides, plant growth regulators, irrigation, and farming tools and equipment. We provide the best pricing in the market and give free home delivery services throughout India.

#### 1.4 STUDY OF THE SYSTEM

#### **1.4.1 MODULES:**

The project compilation we identify the responsibility be presented with the following modules and roles.

The modules involved are:

- ➤ Administrator
- > Seller
- ➤ Users
- ➤ Delivery Boy

#### 1.4.1.1 Administrator:

The administrator is the super user of this application. Only admin have access into this admin page. The admin can manage seller product details. The administrator has all the information about the users and about all products.

This module is divided into different sub modules.

- 1. Manage Seller
- 2. Manage Products
- 3. Manage Users
- 4. Manage Orders
- 5. Manage Delivery Boy

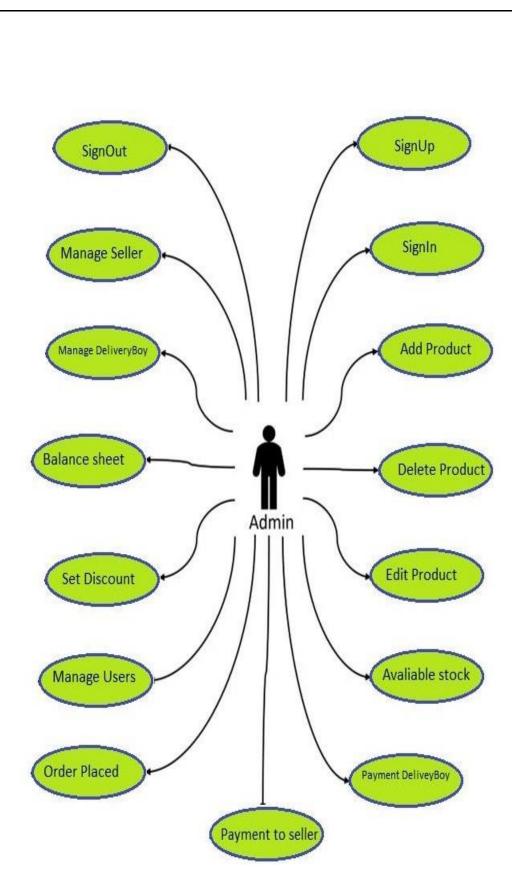


Figure 1 Admin Activity Diagram

#### > Add Products

The admin can add the products with different categories. The products classified into different categories by name. Admin can check ISO certified products into the existing system with all its details including an image.

#### > Delete Products

Administrator can delete the products based on the stock and quality of that particular product.

#### > Search Products

Admin will have a list view of all the existing products. He can also search for a particular product by category name.

#### > Add Supplier

Admin have the privilege to add the supplier and according supplier category he can add products and he can manage the available products stocks.

#### > Remove Supplier

Admin have the privilege to remove the supplier, who give unsatisfied service to the customers.

#### > Search Product

Only admin is having the privilege to add a supplier. He can search the product to manage the product.

#### > Set Discount

Admin can have authority to set the specific discount to the products, so more number of customer can visit and buy products.

#### **Balance Sheet**

Admin can see the balance sheet of the transaction.

#### **Edit Product**

Admin can edit the product details if there is any update.

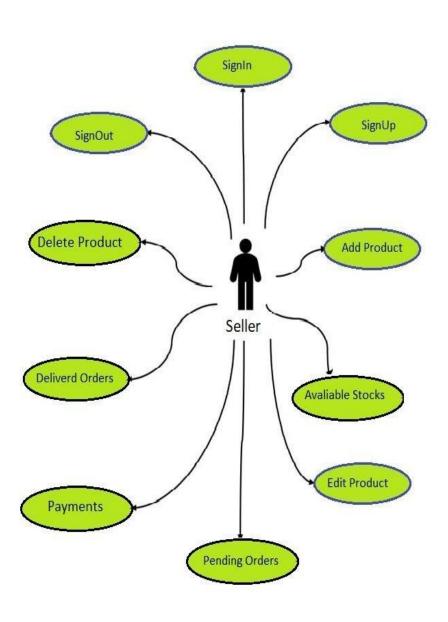


Figure 2 Seller Activity Diagram

#### **Edit Product**

Seller can edit his added product.

#### > Available Stocks

Seller can check the available stock per category wise, and if there is any need of updating he can do it

#### Delivered Orders

Seller can see order details of the ordered product by the customer, and delivered the product To the customer location.

#### **Pending Orders**

Seller can see pending orders for their respective shop.

#### > Payments

Seller can see payment details of the ordered product by the customer.

#### > Delete Product

Seller can delete the product details which is not available in shop.

#### > Add product

Seller can add new product details in web-site.

#### > Seller sign in, sign out, create account

This feature is provided to seller so he can sign in, sign out and create account for new seller.

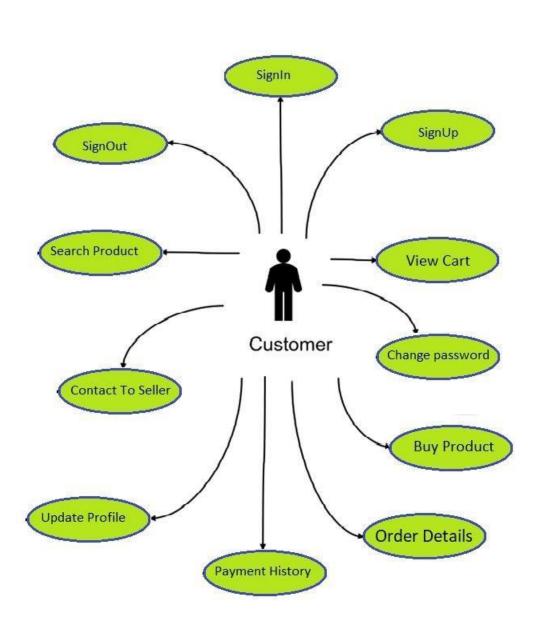


Figure 3 Customer Activity Diagram

#### > Customer sign in, sign out, create account

This feature is provided to customer so he can sign in, sign out and create account for new customer.

#### > Search Product

Customer can search the product as per his wish in specific category.

#### > Add to Cart

Customer can add products to cart which he wants to buy the products.

#### > Payments

Customer have a privilege to his order he can see his order details.

#### > Order Details

Customer have a privilege to his order he can see his order details.

#### **Buy Product**

Customers can buy product from his cart by doing payment.

#### Wish List

Customer can have a wish list for future buying products he can add products in the wish to list.

#### > Contact Seller

If due to complex graphical user interface farmer can't know how to place order, so using Direct Seller contact he can also place order.

#### SYSTEM ANALYSIS

System analysis is the process of gathering and interpreting facts, diagnosing problems, and using the information to recommend improvements on the system. System analysis is a problem-solving activity that requires intensive communication between the system users and system developers.

System analysis or study is an important phase of any system development process. The system is viewed as a whole, the inputs are identified, and the system is subjected to close study to identify the problem areas. The solutions are given as a proposal. The proposal is reviewed on user request and suitable changes are made. This loop ends as soon as the user is satisfied with the proposal.

#### 2.1 EXISTING SYSTEM

The current system for shopping is to visit the shop manually and from the available product choose the item farmer want and buying the item by payment of the price of the item.

- ✓ It is less user-friendly.
- ✓ User must go to shop and select products.
- ✓ It is difficult to identify the required product.
- ✓ Description of the product limited.
- ✓ It is a time-consuming process
- ✓ Not in reach of distant users.

#### 2.2 PROPOSED SYSTEM

In the proposed system farmers need not go to the shop for buying the products. He can order the product he wish to buy through the application in his Smartphone. The shop owner will be admin of the system. Shop owner can appoint moderators who will help owner in managing the customers and product orders. The system also recommends a home delivery system for the purchased products.

### 2.3 SYSTEM REQUIREMENT SPECIFICATION

#### 2.3.1 GENERAL DESCRIPTION

**Product Description:** 

The system consists of two parts. A web application which can provide the online shopping service for the farmers to access the web service from his Smartphone/System. Web application should be able to help the farmers for selecting his item and to help the owner in managing the orders from the customers.

#### **Problem Statement:**

As online shopping became a trend nowadays the regular shops are losing their customers to online brands. Customers have effortless shopping experience and saving time through shopping online. For competing with those online brands, if shops are providing an online portal where their customers can shop through internet and get the products at their doors it will increase the number of customers.

#### 2.3.2 SYSTEM OBJECTIVES

- ➤ To provide a Web application for online shopping of products in an existing shop.
- To provide an online shopping web site for the same shop.

#### 2.3.3 SYSTEM REQUIREMENTS

#### 2.3.3.1 NON-FUNCTIONAL REQUIREMENTS

#### i. EFFICIENCY REQUIREMENT

When an online shopping cart android application implemented customer can purchase product in an efficient manner.

#### ii. RELIABILITY REQUIREMENT

The system should provide a reliable environment to both farmers and shop owner. All orders should be reaching at the admin without any errors.

#### iii. USABILITY REQUIREMENT

The Web application is designed for user friendly environment and ease of use.

#### iv. IMPLEMENTATION REQUIREMENT

Implementation of the system using React in front end with Spring Boot as back end and it will be used for database connectivity. And the database part is developed by MySQL. Responsive web designing is used for making the website compatible for any type of screen.

#### v. DELIVERY REQUIREMENT

The whole system is expected to be delivered in four months of time with a weekly Evaluation by the project guide.

#### 2.3.3.2 FUNCTIONAL REQUIREMENTS

#### **USER**

#### > USER LOGIN

#### **Description**

This feature used by the user to login into system. A user must login with his username and password to the system after registration. If they are invalid, the user not allowed to enter the system.

#### **Functional Requirement**

- Username and password will be provided after user registration is confirmed.
- Password should be hidden from others while typing it in the field

#### > REGISTER NEW

#### **USER Description of feature**

A new user will have to register in the system by providing essential details in order to view the products in the system. The admin must accept new user by unblocking him.

#### **Functional Requirement**

• System must be able to verify and validate information.

• The system must encrypt the password of the customer to provide security.

#### > PURCHASING AN ITEM

#### **Description of feature**

The user can add the desired product into his cart by clicking add to cart option on the product. He can view his cart by clicking on the cart button. All products added by cart can be viewed in the cart. User can remove an item from the cart by clicking remove. After confirming the items in the cart, the user can submit the cart by providing a delivery address. On successful submitting the cart will become empty.

#### **Functional Requirement**

- System must ensure that, only a registered customer can purchase items.
- Admin account should be secured so that only owner of the shop can access that account

#### **MODERATOR**

#### **Description of features**

A moderator is considered as a staff who can manage orders for the time being. As a future update moderator may give facility to add and manage his own products. Moderators can reduce the workload of admin. Now moderator has all the privilege of an admin having except managing other moderators. He can manage users and manage products. He can also check the orders and edit his profile.

#### **Functional Requirement**

• The system must identify the login of a moderator.

#### **ADMIN**

#### > MANAGE USER

#### **Description of features**

The administrator can add user, delete user, view user and block user.

#### > MANAGE MODERATOR

#### **Description of features**

The administrator can add moderator, delete moderator, block moderator and search for a moderator.

#### > MANAGE PRODUCTS

#### **Description of features**

The administrator can add product, delete product, and view product.

#### > MANAGE ORDER

#### **Description of features**

The administrator can view orders and delete orders.

#### **Functional Requirements:**

- The system must identify the login of the admin.
- Admin account should be secured so that only owner of the shop can access that account.

#### **MODERATOR**

#### **Description of features**

A moderator is considered as a staff who can manage orders for the time being. As a future update moderator may give facility to add and manage his own products. Moderators can reduce the workload of admin. Now moderator has all the privilege of an admin having exceptmanaging other moderators. He can manage users and manage products. He can also check the orders and edit his profile.

#### **Functional Requirement**

• The system must identify the login of a moderator.

#### SYSTEM DESIGN

System design is the solution for the creation of a new system. This phase focuses on the detailed implementation of the feasible system. Its emphasis on translating design. Specifications to performance specification. System design has two phases of development.

- ➤ Logical Design
- Physical Design

During logical design phase the analyst describes inputs (sources), outputs (destinations), databases (data sores) and procedures (data flows) all in a format that meets the user requirements. The analyst also specifies the needs of the user at a level that virtually determines the information flow in and out of the system and the data resources. Here the logical design is done through data flow diagrams and database design. The physical design is followed by physical design or coding. Physical design produces the working system by defining the design specifications, which specify exactly what the candidate system must do. The programmers write the necessary programs that accept input from the user, perform necessary processing on accepted data and produce the required report on a hard copy or display it on the screen.

#### 3.1 INPUT AND OUTPUT DESIGN

#### 3.1.1 INPUT DESIGN:

Input design is the link that ties the information system into the world of its users. The input design involves determining the inputs, validating the data, minimizing the data entry and provides a multi-user facility. Inaccurate inputs are the most common cause of errors in data processing. Errors entered by the data entry operators can be controlled by input design. The user-originated inputs are converted to a computer-based format in the input design. Input data are collected and organized into groups of similar data. Once identified, the appropriate input media are selected for processing. All the input data are validated and if any data violates any conditions, the user is warned by a message. If the data satisfies all the conditions, it is transferred to the appropriate tables in the database. In this project the student details are to be entered at the time of registration. A page is designed for this purpose which is user friendly and easy to use. The design is done such that users get appropriate messages when exceptions occur.

#### 3.1.2 OUTPUT DESIGN:

Computer output is the most important and direct source of information to the user. Output design

Is a very important phas intelligible output design making. Allowing the user judge of the quality of out	improves the system to view the samp	tem relationship le screen is imp	with the user a ortant because the	nd helps in decision in the ultim

#### DATABASE DESIGN

#### 3.2 DATABASE

Databases are the storehouses of data used in the software systems. The data is stored in tables inside the database. Several tables are created for the manipulation of the data for the system. Two essential settings for a database are

- Primary key the field that is unique for all the record occurrences
- Foreign key the field used to set relation between tables

Normalization is a technique to avoid redundancy in the tables.

#### 3.3 SYSTEM TOOLS

The various system tools that have been used in developing both the front end and the back end of the project are being discussed in this chapter.

#### **3.3.1 FRONT END:**

React is a library which is developed by Facebook are utilized to implement the frontend. React (also known as React.js or ReactJS) is a free and open-source front-end JavaScript library for building user interfaces or UI components. It is maintained by Facebook and a community of individual developers and companies. React can be used as a base in the development of single page or mobile applications. However, React is only concerned with state management and rendering that state to the DOM, so creating React applications usually requires the use of additional libraries for routing, as well as certain client-side functionality.

#### 3.3.2 BACKEND:

The back end is implemented using MySQL which is used to design databases.

#### **MySQL**:

MySQL is the world's second most widely used open-source relational database management system (RDBMS). The SQL phrase stands for Structured Query Language. An applicationsoftware called Navicert was used to design the tables in MySQL.

#### **Spring-Boot:**

This is used to connect MYSQL and fetch data from database and store the data in database. The Spring Framework is an application framework and inversion of control container for the Java platform. The framework's core features can be used by any Java application, but there are extensions for building web applications on top of the Java EE (Enterprise Edition) platform. Although the framework does not impose any specific programming model, it has become popular in the Java community as an addition to the Enterprise JavaBeans (EJB) model. The Spring Framework is Open-source Framework.

#### 1 Level DFD for ADMIN

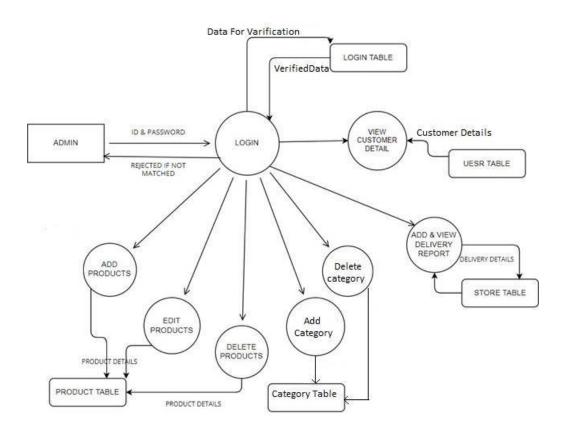


Figure 4 1 Level DFD for ADMIN

## 1 Level DFD for CUSTOMER

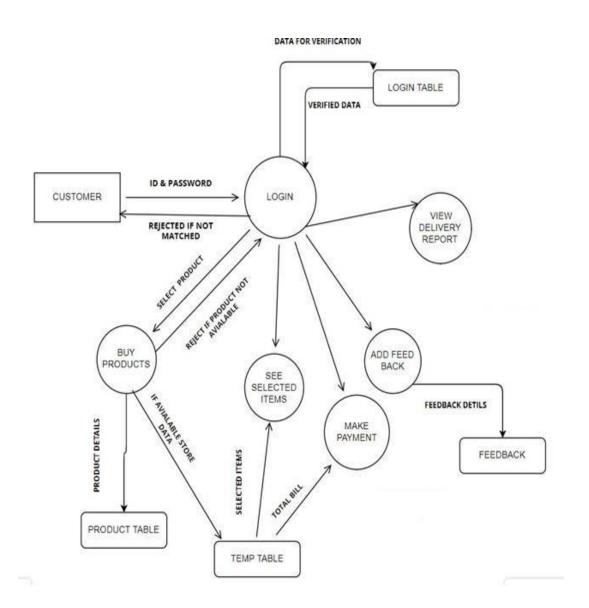


Figure 5 1 Level DFD for CUSTOMER

## E-R Diagram: category\_id imageURL categoryName activeStatus categoryDesc Contact No userLName Email userID password product\_id productMfgDate Date of birth userFname productName productDesc productImage StreetNo productPrice productQty addressline-2 state userID productId

Figure 6 E-R Diagram

totalAmount

product\_id

User id

createdDate

N CartItem

prod Qty

Address Line-1

#### **Class Diagram:** quantity productid orderDate Orderstatus supplierStatus placeOrder() 1 User many cartitem cartitem createdOnDate productId orderDate userld totalAmount productQuantity User razorPayOrderId City addToCart() getCartItemList() FirstName userId Contact Number State deliverBoyld Email Address Postal Code getTotal() deliveryAddress removeFromCart() getOrderList() getOrder() Date\_Of\_Birth updatePassword() User Role User\_age addUser() updateUser() lives at SellerRegistration forgotPassword() FirstName orderDetails newPassword() DeliveryBoyRegistration Contact Number createdOnDate FirstName Email Address productId Contact Number userId Date\_Of\_Birth Email Address BroductQuantity User\_Role password unitPrice User\_age Date\_Of\_Birth subTotal productName seller\_GST\_No User\_Role OTP addseller() User\_age Email updateSeller() LicenceNo otp forgotPassword() addDeliveryBoy() timeStamp updateDeliveryBoy() newPassword() forgotPassword() deliverProduct() SendOTP() newPassword() verifyOTP() liverOrderToCusto prodName productDesc prodPrice productQuantity category productManufactureDate productWeight categoryName productimageURL categoryDesc categorylmage addProduct() updateProduct() addCategory() updateCategory() DeleteProduct() getProductList() DeleteCategory() etCategoryListByName( Figure 7 Class Diagram 29

## **Entity Relationship Diagram:**

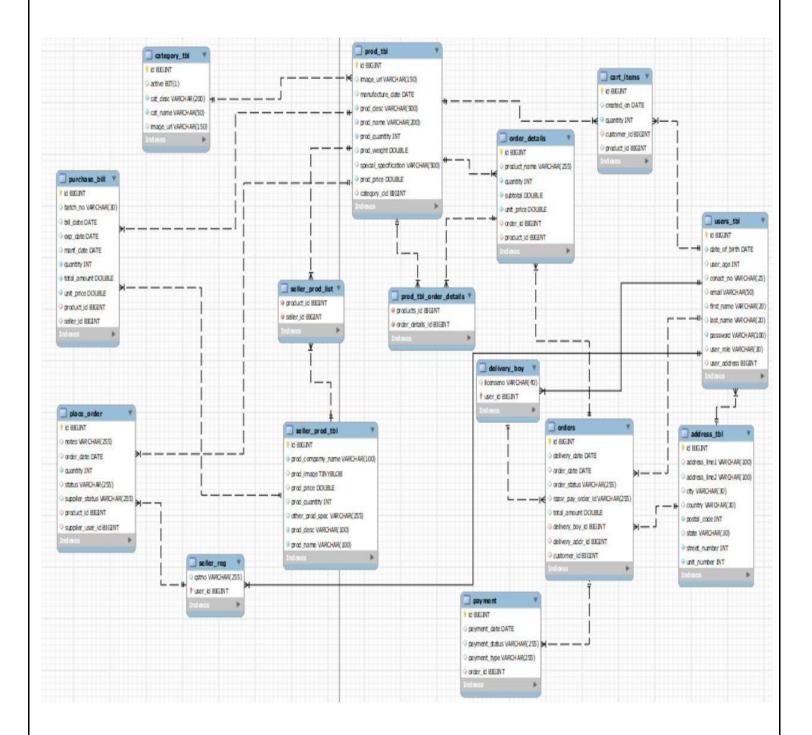


Figure 8 Entity Relationship Diagram

## Use case diagram

• Admin Use Case



Figure 9 Admin Use Case Diagram

### • Customer Use case

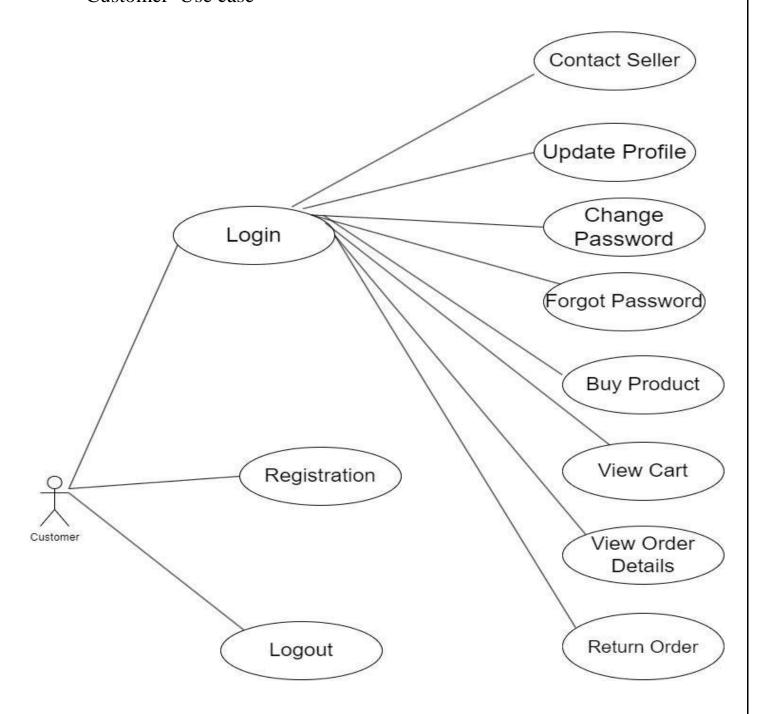


Figure 10 Customer Use Case Diagram

## • Seller Use Case View Oders Oder Dispatch Order Managerment View Placed Orders View Products Product Management Login Add Products Update Product Registration Seller Update Details Stock Check Change Password Logout Figure 11 seller Use Case Diagram 33

## **TABLE STRUCTURE:**

## **Tables:**

	Tables_in_project
•	address_tbl
	cart_items
	category_tbl
	delivery_boy
	order_details
	orders
	orders_like
	otp
	payment
	place_order
	prod_tbl
	prod_tbl_order
	purchase_bill
	seller_prod_list
	seller_prod_tbl
	seller_reg
	users_tbl

## **Address:**

	Field	Type	Null	Key	Default	Extra
•	id	bigint	NO	PRI	NULL	auto_increment
	address_line1	varchar(100)	YES		HULL	
	address_line2	varchar(100)	YES		NULL	
	city	varchar(30)	YES		NULL	
	country	varchar(30)	YES		NULL	
	postal_code	int	NO		NULL	
	state	varchar(30)	YES		NULL	
	street_number	int	NO		NULL	
	unit_number	int	NO		HULL	

## Cart:

	Field	Type	Null	Key	Default	Extra
•	id	bigint	NO	PRI	NULL	auto_increment
	created_on	date	YES		NULL	
	quantity	int	NO		NULL	
	customer_id	bigint	YES	MUL	NULL	
	product_id	bigint	YES	MUL	NULL	

## **Category:**

	Field	Type	Null	Key	Default	Extra
Þ	id	bigint	NO	PRI	NULL	auto_increment
	active	bit(1)	YES		NULL	
	cat_desc	varchar(200)	NO		NULL	
	cat_name	varchar(50)	NO	UNI	NULL	
	image_url	varchar(150)	YES		NULL	

## **Purchase Bill:**

	Field	Type	Null	Key	Default	Extra
١	id	bigint	NO	PRI	NULL	auto_increment
	batch_no	varchar(30)	YES		NULL	
	bill_date	date	YES		HULL	
	exp_date	date	YES		NULL	
	manf_date	date	YES		HULL	
	quantity	int	NO		NULL	
	total_amount	double	NO		NULL	
	unit_price	double	NO		NULL	
	product_id	bigint	YES	MUL	HULL	
	seller_id	bigint	YES	MUL	NULL	

## **Order Details:**

	Field	Type	Null	Key	Default	Extra
١	id	bigint	NO	PRI	NULL	auto_increment
	product_name	varchar(255)	YES		MULL	
	quantity	int	NO		NULL	
	subtotal	double	NO		NULL	
	unit_price	double	NO		NULL	
	order_id	bigint	YES	MUL	NULL	
	product id	bigint	YES	MUL	NULL	

## **Orders:**

	Field	Type	Null	Key	Default	Extra
•	id	bigint	NO	PRI	NULL	auto_increment
	delivery_date	date	YES		NULL	
	order_date	date	YES		NULL	
	order_status	varchar(255)	YES		NULL	
	razor_pay_order_id	varchar(255)	YES		HULL	
	total_amount	double	YES		NULL	
	delivery_boy_id	bigint	YES	MUL	NULL	
	delivery_addr_id	bigint	YES	MUL	NULL	
	customer_id	bigint	YES	MUL	NULL	

## **Products:**

	Field	Type	Null	Key	Default	Extra
١	id	bigint	NO	PRI	NULL	auto_increment
	image_url	varchar(150)	YES		HULL	
	manufacture_date	date	YES		MULL	
	prod_desc	varchar(500)	NO		HULL	
	prod_name	varchar(200)	NO		HULL	
	prod_quantity	int	NO		HULL	
	prod_weight	double	YES		HULL	
	special_specification	varchar(500)	YES		NULL	
	prod_price	double	NO		HULL	
	category_cid	bigint	YES	MUL	NULL	

## OTP:

	Field	Type	Null	Key	Default	Extra
•	email	varchar(50)	NO	PRI	NULL	
	otp	int	NO		NULL	
	time_stamp	time	YES		NULL	

# **Payment:**

	Field	Type	Null	Key	Default	Extra
•	id	bigint	NO	PRI	NULL	auto_increment
	payment_date	date	YES		NULL	
	payment_status	varchar(255)	YES		NULL	
	payment_type	varchar(255)	YES		NULL	
	order_id	bigint	YES	MUL	MULL	

**Supplied Products:** 

	Field	Type	Null	Key	Default	Extra
•	id	bigint	NO	PRI	NULL	auto_increment
	prod_compamy_name	varchar(100)	NO		NULL	
	prod_image	tinyblob	YES		MULL	
	prod_price	double	YES		HULL	
	prod_quantity	int	YES		NULL	
	other_prod_spec	varchar(255)	YES		NULL	
	prod_desc	varchar(100)	NO		NULL	
	prod_name	varchar(100)	NO		NULL	

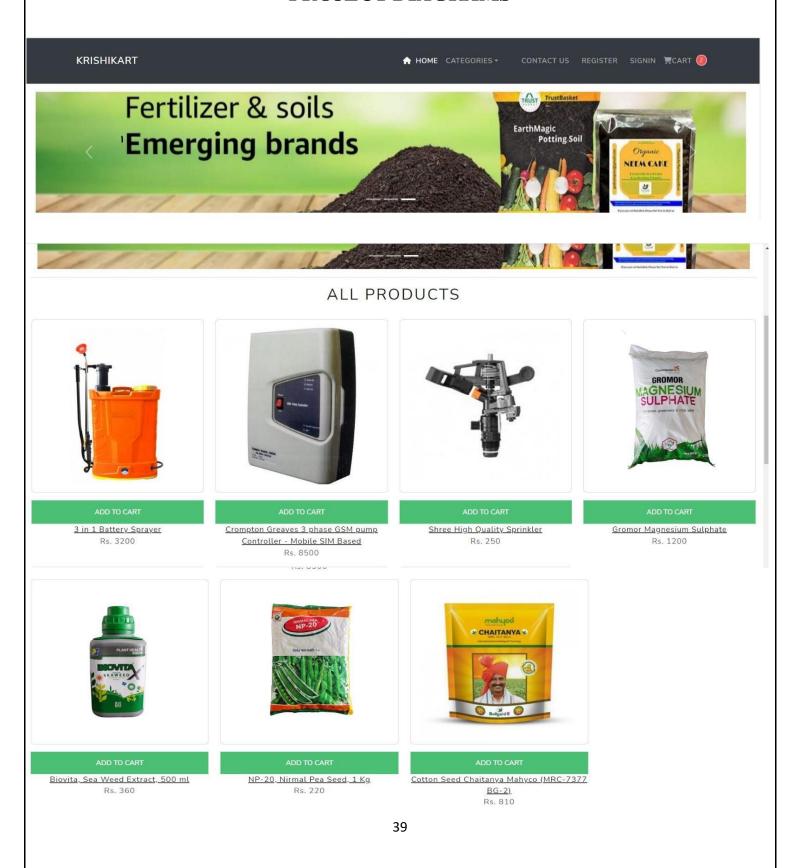
# **Seller\_Product:**

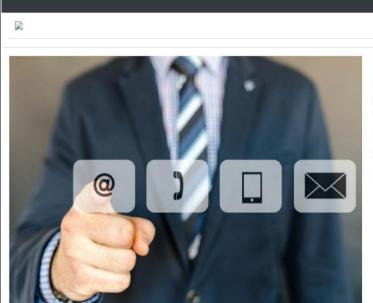
	Field	Type	Null	Key	Default	Extra
•	id	bigint	NO	PRI	NULL	auto_increment
	prod_compamy_name	varchar(100)	NO		NULL	
	prod_image	tinyblob	YES		NULL	
	prod_price	double	YES		NULL	
	prod_quantity	int	YES		NULL	
	other_prod_spec	varchar(255)	YES		NULL	
	prod_desc	varchar(100)	NO		NULL	
	prod_name	varchar(100)	NO		NULL	

## **Users:**

	Field	Type	Null	Key	Default	Extra
•	id	bigint	NO	PRI	HULL	auto_increment
	date_of_birth	date	NO		NULL	
	user_age	int	YES		NUEL	
	conact_no	varchar(25)	YES	UNI	NULL	
	email	varchar(50)	YES	UNI	NULL	
	first_name	varchar(20)	YES		NULL	
	last_name	varchar(20)	YES		NULL	
	password	varchar(100)	NO		NULL	
	user_role	varchar(30)	YES		NULL	
	user address	bigint	YES	MUL	NULL	

## PROJECT DIAGRAMS





**KRISHIKART** 



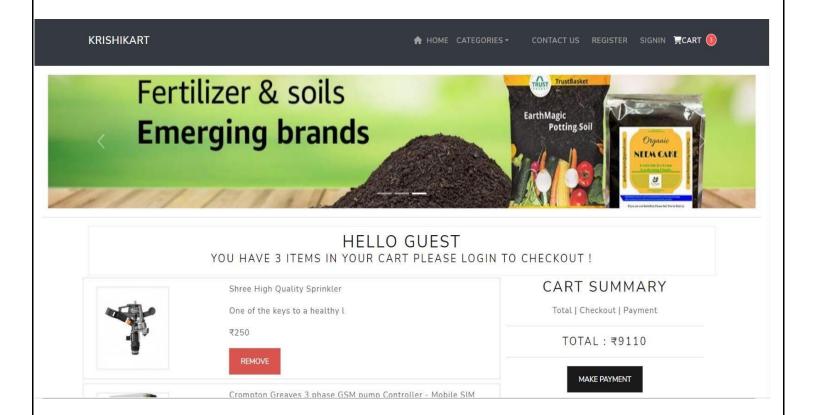
CONTACT US REGISTER SIGNIN FCART (1)

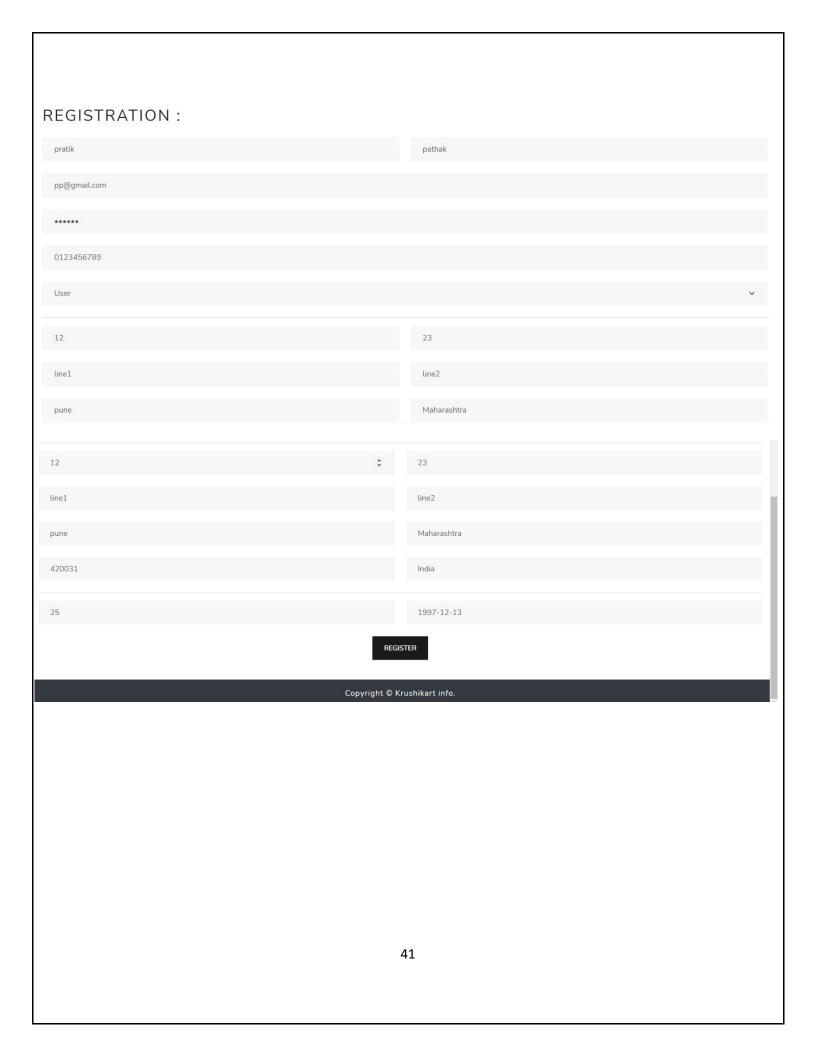
any query and info about prodduct feel free to call anytime we  $24\mbox{X7}$  vaialible

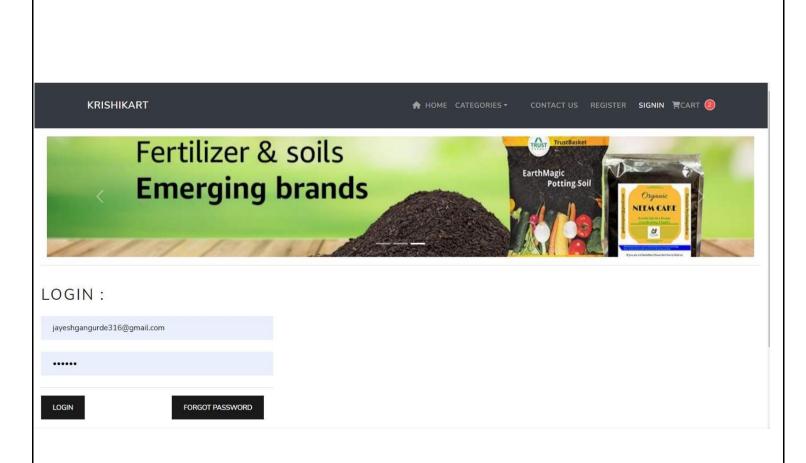
☑: www.help@ecommerceapp.com

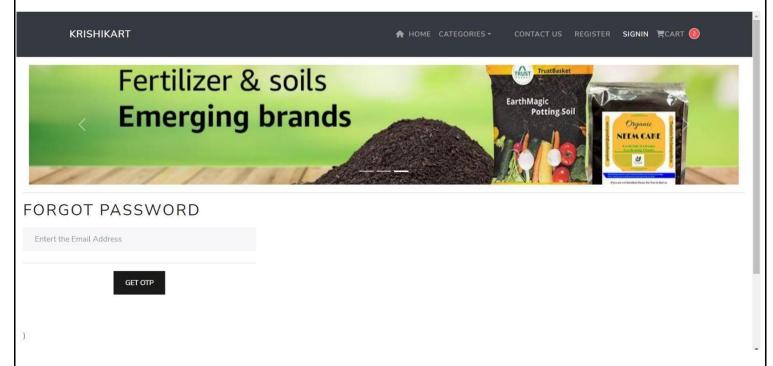
©:012-3456789

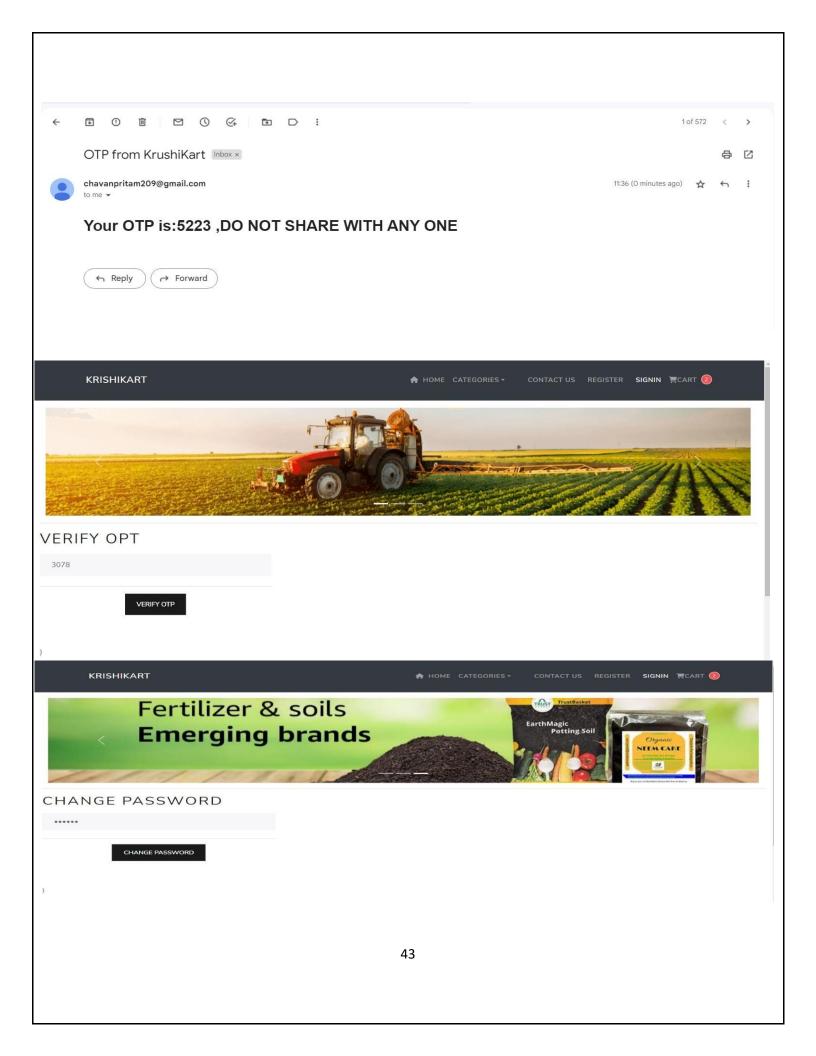
Q: 1800-0000-0000 (toll free)













#### ALL FERTILIZERS PRODUCTS





Gromor Magnesium Sulphate

Biovita, Sea Weed Extract, 500 ml



#### ALL MACHINERIES AND TOOLS



Rs. 3200

ADD TO CART

3 in 1 Battery Sprayer

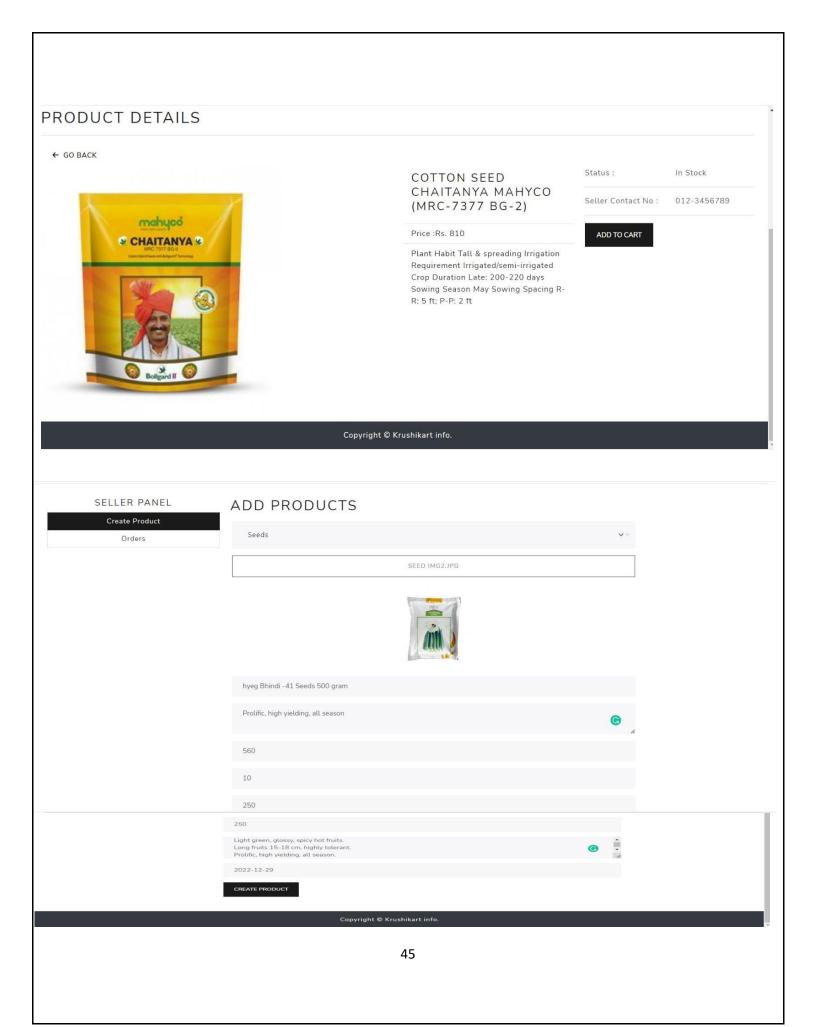


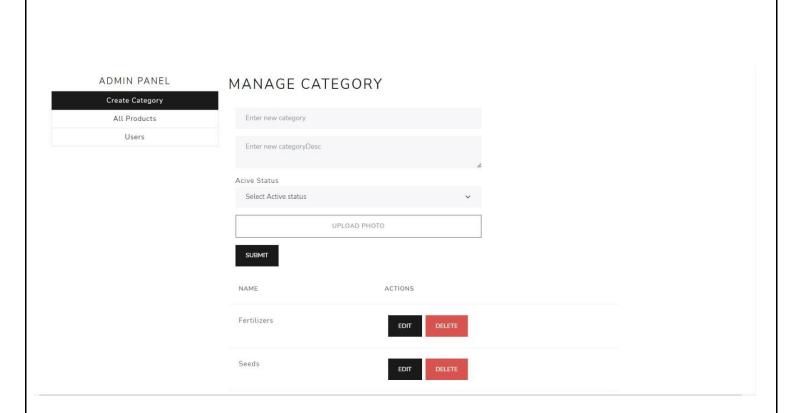
Crompton Greaves 3 phase GSM pump Controller - Mobile SIM Based Rs. 8500

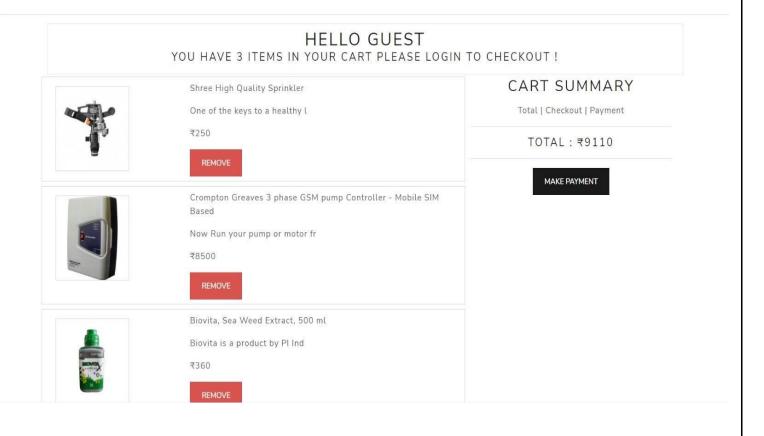


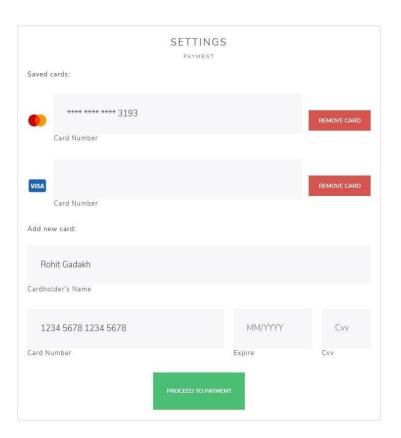
Shree High Quality Sprinkler Rs. 250

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### **CONCLUSION**

The project entitled **KrushiKart** was completed successfully.

The system has been developed with much care and free of errors and at the same time it is efficient and less time consuming. The purpose of this project was to develop a web application and an android application for purchasing items from a shop.

This project helped us in gaining valuable information and practical knowledge on several topics like designing web pages using React.js, usage of responsive templates, designing of android applications, and management of database using MySQL. The entire system is secured. Also, the project helped us understanding about the development phases of a project and software development life cycle. We learned how to test different features of a project.

This project has given us great satisfaction in having designed an application which can be implemented to any nearby shops or branded shops selling various kinds of products by simple modifications.

There is a scope for further development in our project to a great extent. A number of features can be added to this system in future like providing moderator more control over products so that each moderator can maintain their own products. Another feature we wished to implement wasproviding classes for customers so that different offers can be given to each class. System may keep track of history of purchases of each customer and provide suggestions based on their history. These features could have implemented unless the time did not limit us.

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- [3] Complete CSS Guide, Maxine Sherrin and John Allsopp-O'ReillyMedia; September 2012

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