

My Introduction:

I am GOLDEN VISHWAKARMA from NIIT students. Am Doing a project based on **ONLINE MOBILE SHOPPING**. Am doing GNIIT course my student id is s180010900139.

Online Mobile Shopping

Overview:

The project entitled “Online Mobile Shopping” enables customer to buy mobiles or accessories from anywhere through online. To buy products, customer has to create an account. Those who does not have an account, they can only view the available product. They can’t buy it. Once the customer has created account, not only he can view the products, he can also add the product to the cart and also he can place an order to buy those products. After the confirmation, the customer has to enter his credit card details to buy those products.

User Characteristics:

Admin: Admin adds the new product and accessories and stores in the database which can be retrieved and used whenever needed and all the validation are performed during the entry of the data. Thus it ensures that the user cannot enter any wrong data which would cause problem later.

User: This application allows the user to access all the products available. To buy the products, customer must create an account in this website.

Login Module:

Input: Admin enters the Login Id and password.

Process Definition: Checks login Id and password is valid or not.

Output: Admin is directed to next page where he can add, delete or update the products.

New user Module:

Input: Customer enters their details to create new account.

Process Definition: Checks whether he entered all the details or not.

Output: Customer is directed to the next page where he can view all the available products Online mobile shopping project.

Product Module:

Input: Admin adds the new product which can be viewed by the users.

Process Definition: Checks whether all the fields are entered properly or not.

Output: Records will be added to the database.

Search Module:

Input: This module helps the customer to ease to search based on his interest. The search can be done on different categories like mobile model name, model number, colour, price etc.

Process Definition: It retrieves the selected category from the database

Output: Displays what the subscribers like to search.

Cart Module:

Input: User can select any number of Mobile and add to the cart. He can also remove from the cart if he dislikes it later.

Process Definition: Checks whether all the fields are entered properly or not.

Output: Records will be added to the database.

Payment Module:

Input: This module describes the payment done by the customer. The payment information can include information like the model purchased, quantity, mode of payment etc.

Process Definition: Checks whether all the fields are entered or not.

Output: Displays the payment done by the customer.

Design Constraints:

The application is designed such a way that it suits for the resolution 1024 X 768.

System Attributes: Online mobile shopping project.

1. Title Of the Project:

Online Mobile Shopping

2. Introduction

This project is aimed at developing a Web application that are used to online Shopping of mobiles and purchasing using Payment Gateway.

Online Shopping is one of the applications to improve the marketing of the company's products. This web application involves all the features of the online shopping.

3. Objective of the project:

Online mobile shopping project.

This software 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. The software will help in easy maintaining and updating products in the website for the administrator. Also quick and easy comparison of different products for the customers.

4. PROJECT CATEGORY: RDBMS

Software Requirements:

Microsoft Visual Studio 2008

Microsoft SQL Server 2008

Hardware Requirements:

Processor: Pentium 4 or above

RAM :1 GB or above

Hard disk :40 GB or above

Languages used:

Front End: ASP.NET

Back End: Microsoft SQL Server 2008 Online mobile shopping project.

Modules:

The modules used in this software are as follows:

Login: This module has a drop down list box from where we have to select

ADMIN or USER. The **ADMIN** has all the rights in the software including updating the status of his site. The other fields in login **are** username and password. If the username and password are correct then it is directed to next page.

New user: This module is for the users who do not have their account. Here user is allowed to create an account to login. The account creation is done by filling the registration form with user details such as name, phone, email etc.

Product: This module has information regarding the mobiles such as its name, model, color, price information, its features etc.

Accessories: This module consists of various available accessories of the Mobile with its name and picture, price information etc.

Search: This module helps the customer to ease his search based on his budget or interest.

Cart: User can select any number of Mobile and add to the cart.

Payment: The payment information can include information like the model purchased, quantity, mode of payment (cash, loan) etc.

Stocks: They give the details of the products available for sale.

Data Flow Diagram

A data flow diagram used for the visualization of Data Processing.

A DFD represents flow of data through a system. Data flow diagrams are commonly used during problem analysis.

Data Flow Diagram Notation

.

Function

File/Database Online mobile shopping project

Input/output
Flow

Data Flow Diagram of the Shopping Site

Level 0

Database
System

Input Output

Admin/User

Level1

Enter the site

Check whether Admin or customer Online mobile shopping project

Display errors

Admin

Customer

Check

Verify

custome

r

Buy

product

View

product

Products

Customer details

Entity Relationship Diagrams (ER-Diagrams):

An **entity-relationship model** (ERM) in software engineering is an abstract and conceptual representation of data.

Symbols used in this E-R Diagram: Online mobile shopping project

Entity: An entity may be an object with a physical existence such as person, car or employee. Entity symbol is as follows

Relationship: Relationship will be several implicit relationships among various entity types whenever an attribute of one entity refers to another entity type some relationship exists.

Key attributes: An entity type usually has an attribute whose values are distinct for each individual entity in the collection. Such an attribute is called key attribute. Key attribute symbol is as follows

- Table - Primary Key -Link
- Fields -Relationship

Product	Mob
ProID	Onlin
ProNa	e
me	
ProCom	mobil
p	e
ProCat	
Price	shop
Membe	ping
r	
Reques	proje
t	ct
LoginID	
Passwo	repor
rd	t
MNam	
e	
PhoneN	
o	
dob	
Order	
Detail	
Place	
Order	
Login	
OrdNo	
Proid	
Qty	
LoginID	
User	
Name	
Passwo	
rd	
Check	
the	
Login ID	
Registr	
ation	
Req.	
New	
Membe	
r	
Address	
City	
State	
Pin	
code	
Country	
Phone	
EMail	
Passwo	
rd	
Name	

Testing Introduction:

Testing is the process of running a system with the intention of finding errors. This helps in the prevention of errors in a system. Testing also adds value to the product by conforming to the user requirements.

The main purpose of testing is to detect errors and error-prone areas in a system.

OBJECTIVES OF TESTING: Online mobile shopping project

The objectives of testing are:

Testing is a process of executing a program with the intent of finding errors.

A Successful test case is one that uncovers an as-yet-undiscovered error.

TESTING METHODS

System testing is the stage of implementation. This is to check whether the system works accurately and efficiently before live operation commences. Testing is vital to the success of the system.

The Testing Steps are:

➤ Unit Testing

In this step, each module is found to be working satisfactory as regards to the expected output from the module.

➤ Validation

Software is completely assembled as a package. Validation testing can be defined in many ways, but a simple definition is that the validation succeeds when the software functions in a manner that is expected by the customer. After Online mobile shopping project.

➤ Output Testing

The output format on the screen is found to be correct.
Hence output testing did not result in any correction for the system.

➤ User Acceptance Testing

User acceptance of a system is the key factor for the success of any system.

Limitations

- ✓ Since it is an online project, customers need internet connection to buy products.
- ✓ People who are not familiar with computers can't use this software.
- ✓ Customer must have debit card or credit card to purchase products.

Conclusion

The project entitled "Online Mobile Shopping" is developed using ASP.Net as front end and SQL Server database in back end to computerize the process of Online mobile shopping project.