**1. PROJECT DESCRIPTION**

**1.1Introduction**

E-commerce is fast gaining ground as an accepted and used business paradigm. More and more business houses are implementing web sites providing functionality for performing commercial transactions over the web. It is reasonable to say that the process of shopping on the web is becoming routine affair. Sports Materials purchase is the process whereby consumers directly buy goods, services etc. from a seller interactively in real-time without an intermediary service over the internet. Sports Materials shopping is the process of buying goods and services from merchants who sell on the Internet. Since the emergence of the World Wide Web, merchants have sought to sell their products to people who surf the Internet. Shoppers can visit web stores from the comfort of their homes and shop as they sit in front of the computer. Consumers buy a variety of items from online stores. In fact, people can purchase just about anything from companies that provide their products online. Watch shop are just some of the hundreds of materials consumers can buy from an online store.

**1.2Existing System**

Blood Bank Management System (BBMS) is a web based system that can assists the information of blood bag

during its handling in the blood bank. With this system, the user of this system can key in the result of blood test that

has been conducted to each of the blood bag received by the blood bank. The result of test will indicate whether the

blood bag can be delivered to patient or not.

From this system, there are several type of report that can be generated such as blood stock report, donor’s

gender report and the total of blood donation according to months and year. The system also can give the

information to the donor about blood analysis test result for each time the donor makes contribution. Hence, BBMS

will make the blood bank stock more systematic and manageable

The existing system is handled manually. The system has a formatted online sports materials purchase system for Sales in paper work. The indent is prepared when items are to be purchased and bill is generated for sale of items. The system follows large number of paper work for maintaining category details and user can be difficult to search the category in database.

**Disadvantages of Existing System**

* Lots of the time consumed for each report generation.
* Immediate response to the queries is difficult.
* More stationary use so they are expensive.
* Manual system is takes more time.
* Existing system is manually, So it increase the chances of errors

**1.3 Proposed System**

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The proposed system is developed after a detailed study about the requirements requested by the user. Proposed system is a computerized one, where all the limitations of manual system are compensated. Product details of sports materials system have simplified the working information and make a user friendly environment, where the user is provided with much flexibility to manage effectively. It helps the retailer to generate desirable reports more quickly and also to produce better results.

**Advantages of Proposed System**

* It automatically update monthly amount.
* Error free and menu driven interface.
* Saves lot of time.
* Quick preparation of reports.
* Reports could be generated through printouts.
* Consistency in quality and delivery system
* Web based user friendly environments for personalized information
* Continuous up gradation and maintenance.

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**1.4 System Specifications**

**1.4.1 Hardware Requirements**

* Processor : Dual core processor 2.6.0 GHZ
* RAM : 1GB
* Hard disk : 160 GB
* Compact Disk : 650 Mb
* Keyboard : Standard keyboard
* Monitor : 15 inch color monitor

**1.4.2 Software Requirements**

* Operating system : Windows OS
* Front End : PHP
* Back end : My SQL server
* Tool : Macromedia Dreamweaver 8

**2. LOGICAL DEVELOPMENT**

**2.1DFDs**

**LEVEL 0**

Admin

Database

**Level 0 Data flow diagram**

**LEVEL-1**

Admin

Retrieving the data

Retrieve the data

Store the data

Retrieve the data

**Level 1 Data flow diagram**

**Level 2**

User

Store the data

Retrieving the data

Store the data

Store the data

**2.2Architectural Design**

SPORTS MATERIAL SHOPPING

ADMIN

STAFF ACCOUNT

Login

Product Entry

Purchase Module

Registration

Login

Booking

View Booking

Payment

**3. DATABASE DESIGN**

**3.1. Data Dictionary**

|  |  |  |  |
| --- | --- | --- | --- |
| **Filed Name** | **Data Type** | **Description** | **Sample Values** |
| uname | varchar(10) | It describe the user name | Asd |
| password | varchar(10) | It describe the password | \*\*\* |
| id | varchar(12) | It describe the id number | 123 |
| uid | varchar(12) | It describe the user id | U012 |
| pid | varchar(12) | It describe the product id | Food ball |
| dept | varchar(40) | It describe the department | Computer science |
| name | varchar(50) | It describe the name | Asd |
| sname | varchar(50) | It describe the start name | Asd |
| cname | varchar(20) | It describe the cname | Lkjh |
| particulars | varchar(20) | It describe the particulars | Zxc |
| quantity | int(10) | It describe the quantity | 3 |
| cname | varchar(20) | It describe the customer name | Asd |
| pname | varchar(20) | It describe the pname | Mnb |
| details | varchar(100) | It describe the details | 10 balls |
| price | varchar(20) | It describe the price | 10000 |
| fname | varchar(100) | It describe the fname | asd |

**3.2. Tables Design**

**Table name: Admin**

|  |  |  |  |
| --- | --- | --- | --- |
| **Field** | **Type** | **Null** | **Default** |
| uname | varchar(10) | Yes | NULL |
| password | varchar(10) | Yes | NULL |

**Table name: Booking**

|  |  |  |  |
| --- | --- | --- | --- |
| **Field** | **Type** | **Null** | **Default** |
| id | varchar(12) | Yes | NULL |
| uid | varchar(12) | Yes | NULL |
| pid | varchar(12) | Yes | NULL |

**Table name: Materials**

|  |  |  |  |
| --- | --- | --- | --- |
| **Field** | **Type** | **Null** | **Default** |
| id | int(20) | Yes | NULL |
| sname | varchar(50) | Yes | NULL |
| cname | varchar(20) | Yes | NULL |
| particulars | varchar(20) | Yes | NULL |
| quantity | int(10) | Yes | NULL |

**Table name: Product**

|  |  |  |  |
| --- | --- | --- | --- |
| **Field** | **Type** | **Null** | **Default** |
| id | int(20) | Yes | NULL |
| sname | varchar(20) | Yes | NULL |
| cname | varchar(20) | Yes | NULL |
| pname | varchar(20) | Yes | NULL |
| details | varchar(100) | Yes | NULL |
| price | varchar(20) | Yes | NULL |
| quantity | varchar(20) | Yes | NULL |
| fname | varchar(100) | Yes | NULL |

**Table name: Register**

|  |  |  |  |
| --- | --- | --- | --- |
| **Field** | **Type** | **Null** | **Default** |
| id | int(10) | Yes | NULL |
| name | varchar(30) | Yes | NULL |
| gender | varchar(20) | Yes | NULL |
| address | varchar(40) | Yes | NULL |
| pnumber | varchar(10) | Yes | NULL |
| email | varchar(20) | Yes | NULL |
| uname | varchar(20) | Yes | NULL |
| password | varchar(20) | Yes | NULL |

**3.3 ER Diagram**

Sports Materials

Product

Register

materials

Booking

**4. PROGRAM DESIGN**

**Modules:**

* Admin Login
* User Account Creation
* User Login
* Product Entry
* Purchase Module
* Payment Module

**Module Description:**

* Admin Login
  + In this module admin can be login to the account using the user name and password as admin. Then admin have responsibilities to maintain all information.
* User Account Creation
* The first procedure is the user registration. Here user registers their details such as user name, gender, phone number, gender, address and zone details. All these information will be stored in the database.
* User Login
* In this module, user can login in the system using username and password. After user login, user can access the user home page.
* The user has to give complete details about him\her to create a new account. After successfully completion of account creation only the user can able to perform the online sports materials purchase.
* Product Entry
  + Admin can add the product details as id, name, type, amount, quantity, features and so on. These details are stored in database for future use. Admin can only add the product in this site.
* Purchase Module
  + After viewing all products, user can book the product to select quantity and automatically amount can calculate and viewed in user page.
* Payment Module
  + Payment module used to make payment by admin

**5. TESTING**

**SOFTWARE TESTING**

System development is done in many different ways. It forms the basis of all methodologies. The approach that is being implemented for this project is structured approach. Structured programming, structured analysis, structured design are the technique for structured approach. This is implemented for this system development. Structured programming is one that begins with one beginning and one ending, and each step in the program execution consists of one of the three programming constructs. One of the concepts of structured programming is implemented in this project. (i.e.) top down approach is implemented. Through this complex programming is divided into hierarchy of modules. Two main principles of structured design are the program module should be designed so they are loosely coupled or highly cohesive out of which highly cohesive is being used. Structured analysis defines system-processing requirements by identifying by all of the events that will cause a system to react in someway. Each event leads to a different system activity. These activities are then taken and data flow diagram is created showing the processing details including inputs and outputs. The most important development activity is preparation of computer program needed for the system. The system flowcharts, input charts, output charts, are transferred into program. In each stage of preparation, the program has been tested and errors are corrected if any. All accuracy measures falls into account while testing the program. While preparing the program, to avoid the error message, if one button is functioning for particular record might be formatted, as other has been enabled. The change over method is the process where the existing manual system is to be replaced by the new computerized system. The following changes are made during the change over plan, Change over plan has to be made carefully, so as to minimize the problem that may arise from human errors. The activities to be performed during the change over plan have to be identified and the responsibilities should be assigned to individuals in the organizations.

**TESTING**

Software testing is the last phase of the software development cycle. Testing is very important for the success of a system. System testing makes a logical assumption that if all parts of the system are correct, then the goal has been achieved. The testing should be done at the end of all development steps. Even though the final testing and verification are inevitable for better life and functionality of the software. The major phases in testing are design of test plan, setting up test case and test candidate and test procedure, testing and correction. This is a cycle process and the software will circulate through all the steps till it attains the required quality.

The testing is carried in the following steps,

1. Unit Testing

2. Validation Testing

3. System Testing

4. Acceptance Testing

5. Regression Testing

6. Database Testing

**1. Unit Testing**

Unit testing refers testing of all the individual programs. This is sometimes called as program testing. This test should be carried out during programming stage in order to find the errors in coding and logic for each program in each module. Unit test focuses verification effort on the smallest unit of software design module. In this project, the user must fill each field otherwise the user to enter values.

**2. Validation Testing**

Valid and invalid data should be created and the program should be made to process this data to catch errors. When the user of each module wants to enter into the page by the login page using the use rid and password .If the user gives the wrong password or use rid then the information is provided to the user like “you must enter user id and password”. Here the inputs given by the user are validated. That is password validation, format of date are correct, textbox validation. Changes that need to be done after result of this testing.

**Input Testing**

Here system is tested with all variable combination of inputs. User may type data in situations like entering password, numerical details etc. The system is tested with all the cases and it responded with appropriate error messages.

**Output Testing**

Here the output is tested to view whether that the screen is what which is desired. It is also checked whether it is to the satisfaction of the user. Changes that need to be done can be done after the result is seen.

**3. System Testing**

System testing is used to test the entire system (Integration of all the modules). It also tests to find the discrepancies between the system and the original objective, current specification and system documentation. The entire system is checked to correct deviation to achieve correctness.

**4. Acceptance Teasing**

Acceptance testing is performed on a collection of business functions in a Production environment and after the completion of functional testing. This is the final Stage in the testing process before the system is accepted for operational use. This testing Should be done with original data and with the presence of the users. This test confirms The system ready for production.

**5. Regression Testing**

Regression testing refers to the retesting components / functionality of the system to ensure that they function properly even after and change has been made to parts of the system. As detects are discovered in a component, modification are made to correct them.

**6. Database Testing**

The purpose of database testing is to determine how well the databases are meets requirements. This is an ongoing process because no database is static. When table is created, a mirror of the same should be created and stored. The original one should be left alone and its mirror images go through the various tests. This process continues until changes can be implemented in the original table.

**6. CONCLUSION**

* User friendliness is the unique feature of this system.
* The system generates the reports as and when required. The system is highly interactive and flexible for further enhancement.
* The coding is done in a simplified and easy to understandable manner so that other team trying to enhance the project can do so without facing much difficulty.

**Future Enhancements**

This system is developed such a way that additional enhancement can be done without much difficulty. The renovation of the project would increase the flexibility of the system. Also the features are provided in such a way that the system can also be made better and efficient functionality

* In the future extend the project with thee admin part of online products shopping.
* Add more accessories in web-site.
* Try to all user contact with online.
* Add more features in site future.

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**APPENDIX**

**8.1Source Code**

**8.2 Output Screens**