

Web Data Management

CSE-5335-005

Report

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MERCADO ESCALOR

Introduction

Mercado Escalor is a website where a student can register and post contents or buys or sells products or views advertisements. In Mercado Escalor a business owner can register into it and manage business or chats with students. A super admin can be able to manage school admin and school admin can be able to manage students.

Foreign keys:

- ◆ Query entity contains Super Admin primary key and student primary key to know who has the posted the query and the response.
- ◆ Content entity contains student id primary key to know who has posted the content.
- ◆ Profile Details entity contains Student ID as foreign key to know which student profile it belongs to.
- ◆ Chat history entity contains student id primary key and the business owner primary key to know who chatted.
- ◆ Club Activity entity has student id as primary key and club id as primary key to know which student has added which club.

Roles:

Student- student can register and post contents or buys or sells products or views advertisements

Super Admin- A super admin can be able to manage school admin and students.

School Admin- A school admin can be able to manage students

Business Owner- business owner can register into it and manage business or chats with students.

Technologies Used:

The main technologies used to develop this website are:

HTML, CSS, PHP, Java Script, My SQL, Node JS, Laravel.

ERD explanation:

ERD diagram contains entities, attributes, primary key, foreign keys and their relationships. Entities available in MERCADO ESCOLAR ER diagram are listed below:

The Seventeen entities in the ER diagram are Company, Service, Query, Super Admin, School Admin, Student and Business owner, Content entity, ProfileDetails, Chat_history, Club, Register, Product, View, Advertisement, Purchases, Line Order.

1) Company entity has attributes C_ID, c_name, c_desc. It stores details about the website. Here C_ID acts as a primary key.

- 2) Services entity has attributes serviceID, Name, Desc. It stores details about the service. Here serviceID acts as a primary key,
- 3) Query entity has attributes QID, Qcontent, SuID . It stores details about the query. Here, QID acts as a primary key.
- 4) SuperAdmin entity has attributes SuID , Name , ph_no . It stores details about the super admin. Here SuID acts as a primary key .
- 5) SchoolAdmin entity has attributes ScID , Name, ph_no. It stores details about the school admin. Here, ScID acts as a primary key,
- 6) Student entity has attribute S_ID and it acts as a primary key. It stores details about the student.
- 7) BusinessOwner entity has attribute BO_ID. It stores details about the business owner. BO_ID acts as a primary key.
- 8) Content entity has attributes PostID acts as a primary key and SID acts as a foreign key.
- 9) ProfileDetails has attributes PD_ID, Name, Email, Major, SID.
- 10) Chat_history has attributes chat_id, s_ID, BO_ID, chat_data , chatTime.
- 11) Club has attributes CID , C_name , c_desc , c_startTime , c_endTime. It stores details about the club. CID acts as a primary key.
- 12) Register has attributes register_id , Name, DOB , Address , email, password.
- 13) Product has attributes P_ID, name, price, desc . It stores product details. P_ID acts as a primary key.
- 14) view has attributes viewID , SID , Ad_ID . viewID acts as a primary key. SID acts as a foreign key. Ad_ID acts as a foreign key.
- 15) Advertisement has attributes Ad_ID , Ad_desc.
- 16) Purchases has attributes PurchaseID , SID , action.
- 17) Line Order has attributes Line OrderID , PID , PurchaseID. Line OrderID acts as a primary key. PID acts as a foreign key.
- 18) ClubActivity has attributes CA_ID , Sid , CID , activity .

In this diagram,

A student or a business owner can register at one time only. Then they can login using their username and password. A student or a business owner need to enter their personal details while registering. Mercado Escalor contains many services. A super admin can respond to any queries. A student can post or view the content. A student and business owner can chat with each other. A student can add or delete or view a club. A student can purchase a product.

Relationships:

- A website can have one to many Super Admin.
- A website can have one to many School Admin.
- A website can have one to many business owner.
- A website can have one to many Services.
- A website can have one to many Student.
- A Super Admin can respond to one or many queries.
- A School Admin, student or business owner can ask any number of queries.
- A student can have a profile.
- A student and a business owner can chat any number of times.
- A student can post one or many content.
- A business owner can post one or many advertisements.
- A student can view any number of advertisements.
- A business owner and a student can register at a time.
- A student can add or delete or view any number of club.
- A single company has many super admins.

- A student can have one unique ID.
- A single student has many business owners.
- A single Business owner has many Advertisements.
- A school admin moderates many content.
- Each Club Activity is managed by a Single Club.

Website:

The website is for the use of students and admins. There is a register page, sign in page, where the user can register and log in, these results will be reflected in the database. There is a contact us page, where the users can contact the support team. The home page consists of organizations and clubs. The profile page shows information about the user and the clubs they have joined. The manage product page and manage cart page enable the user to add and purchase products. The admins have a manage student page where they can view the number of students in the clubs they joined.

Phases:

Phase 1:

ERD diagram: Consists of all components of the project in a specific structure with relations between the components specified with primary and foreign keys.

Schema: Consists queries of all tables required with the connections of primary key and foreign key established.

Phase 2:

Creating a page with HTML and CSS and creating the database.

Phase 3:

Creating APIs to fetch and show data on the website pages.

Phase 4:

Establishing a connection between the UI and database to fetch results from the database and reflect changes on made by users on the website in the database.

Phase 5:

Testing the website functionalities.