JAVA Full Stack Developer

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A PROJECT REPORT

ON

"Shopping Mall Management System"

Submitted by

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(Project Team-C)

Under the guidance of

Trainer Jayanth V.



Batch- 2021-5732

S-Prayas Pune

DECLARATION

We hereby declare that the project work entitled as "Shopping Mall Management System" is an authentic record of our own work carried out at JAVA Full Stack Developer Course as required for the award of Certificate and it is not copied from any source.

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We feel happy in forwarding this project report as an image of sincere efforts. The successful project reflects our work, effort of our guide in giving us good information.

Our sincere thanks to our respected guide **Trainer Jayanth V.** who has been a constant source of inspiration and guiding star in achieving our goal.

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We express deep gratitude to all trainers and mentors who lend us their valuable support and cooperation to enable us to complete our course and project successfully.

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Ms. Nikita Ashok Gadiya.

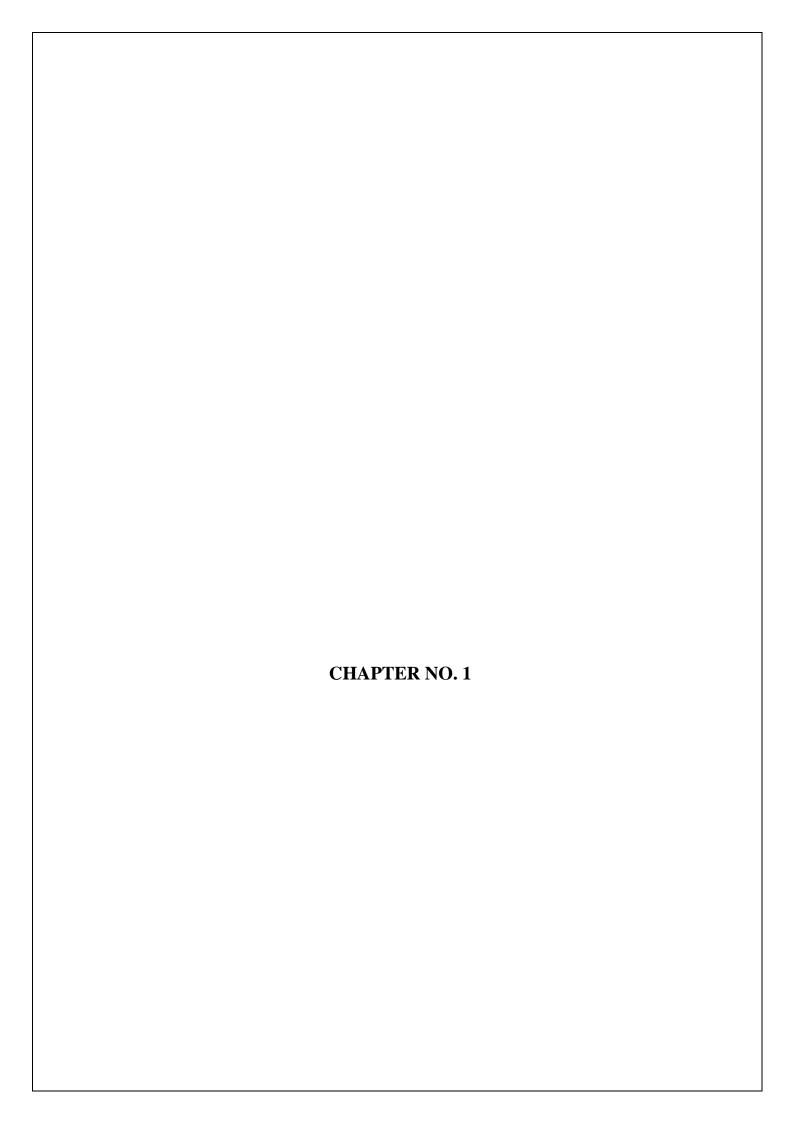
Ms. Shruti Prakash Kamble.

ABSTRACT

Customers in this era have become more informed with internet and mobile technologies. They prefer to achieve a convenient way of online shopping experience. With the Shopping Management System it becomes easier for mall owners as well customers for managing and acquiring the experience of online shopping. This report presents the Shopping Management System for shopping Mall. The project is an important area for development because of the efficiency; reliability and security of the procedures used to conduct purchasing and payments. The aim of this project work is to develop an interactive Management System which allows users to order and make necessary payments on a web-based platform. It involved phases: such as development of a front-end as user interface; the development of a database for keeping customers records, and the development of a web-based administration tool.

The System enables vendors to set up online shops, customers to browse through the shops, and a system administrator to approve and reject requests for new shops and maintain lists of shop categories. Also on the agenda is designing this system to manage the items in the shop and also help customers purchase them online without having to visit the shop physically. This Shopping Mall Management System will use the internet as the sole method for selling goods to its consumers. It maintains the details of customer payments, product receipts, addition of new customers, products and also updating, deletion for the same. It also stores the details of invoices generated by customers and payments made by them with all payments details like credit card. The primary features of the project entitled "Shopping Mall Management System" is high accuracy, design flexibility and easy availability.

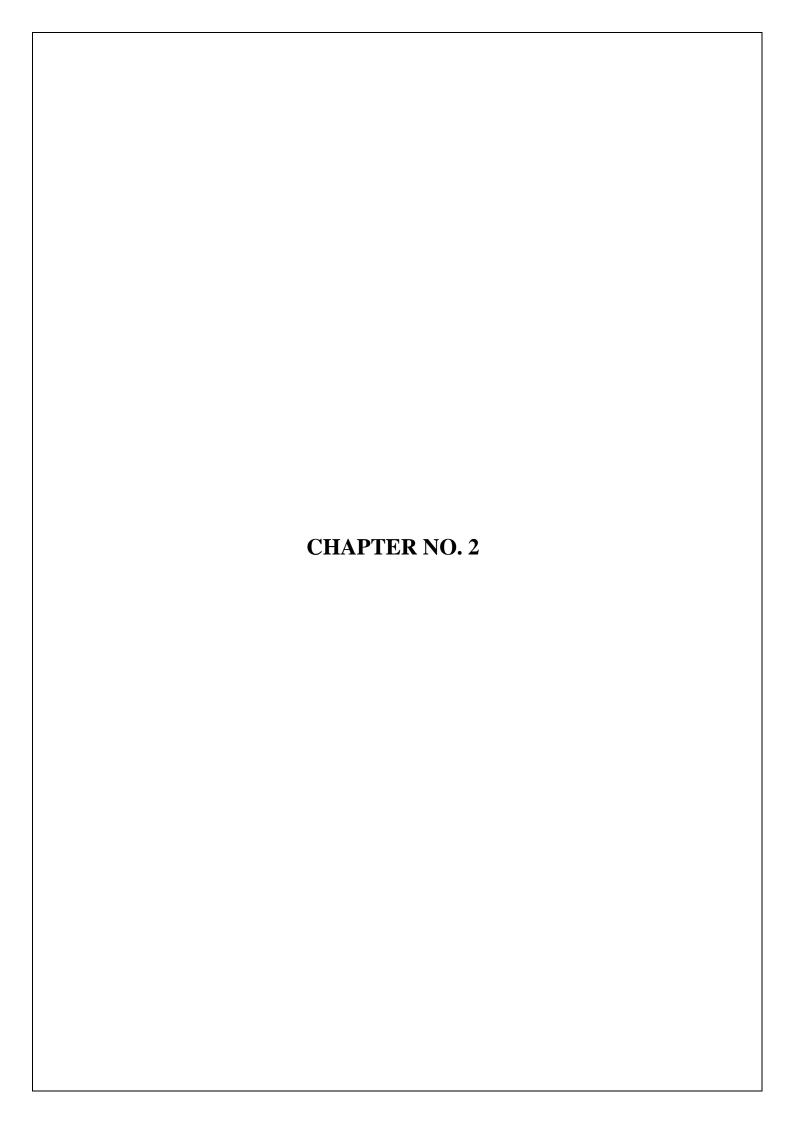
Index **Chapter 1:** Introduction **Chapter 2:** Literature Review **Problem Statement** Objectives **Chapter 3:** Methodology ER Diagram Software Requirements Database Modules and Description of Shopping Mall Management System Project Advantages Future Scope Conclusion References



INRODUCTION:

This project is a web based shopping mall management system for various shops. The project objective is to deliver the online shopping mall management system for the Mall. 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 electronic commerce. This project is an attempt to provide the advantages of online shopping to customers of a real shop. It helps buying the products in the shop anywhere through the internet by using an android device. Thus the customer will get the service of online shopping and home delivery from their favourite shop.

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 process the customers and the items are shipped to the address submitted by them.



2.1 LITERATURE REVIEW:

Abhishek Chaturvedi et. Al[1]This paper presents an ASA-Mall Management System. Shopping centres serve many different people, in addition to to customers, retailers and owners. This paper gives a mall that can be managed by mall administrators in a more centralized fashion rather than distributed functioning of different departments. It allows the store owners at the mall to manage their stores using this system. It allows them to manage the shop's inventory its employees and other critical functions. This proposed system is an online system and hence mall administrators and shop owners can work from remote locations. This system is available at any time of the day and does not require the administrators and shop owners to be present at the mall. It provides an integrated solution to manage the mall than the use of a number of individual solutions.

P. C. Bharathy et. al[2]The paper gives 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 application enables vendors to set up online shops, customers to browse through the shops, and a system administrator to approve and reject requests for new shops and maintain lists of shop categories. Also here the agenda is to design an online shopping site to manage the items in the shop and also help customers purchase them online without having to visit the shop physically. This online shopping mall will use the internet as the sole method for selling goods to its consumers. It maintains the details of customer payments, product receipts, addition of new customers, products and also updating, deletion for the same. It also stores the details of invoices generated by customer and payments made by them with all payments details like credit card.

Yan Ha et.al[3]In this paper, This study is focused on internet shopping mall site, that enables customer more search and buy goods conveniently by getting desired products by searching by various images. To make this possible, user has to draw various diagrams, or can search pattern or diagram related images. Here the expected effects are Communications between customers and companies will increase, Improvement from mass media (TV, Radio, Newspapers, Magazines) advertisements to search advertisements, Evolve in to customized search engine and Improve from individual company to link between companies. Moreover, improvements such as taking images of goods and uploading it and find desired products by applications and search and compare prices and buying products by a smart phone.

Javier Bajo et.al[4] This paper presents a multiagent model that facilitates aspects of shopping mall management, as well as increasing the quality of leisure facilities and shopping on offer. The work presented focuses on the use of a multi agent architecture, based on the use of deliberative agents that incorporates case based planning. The architecture considers a dynamic framework, and the need to use

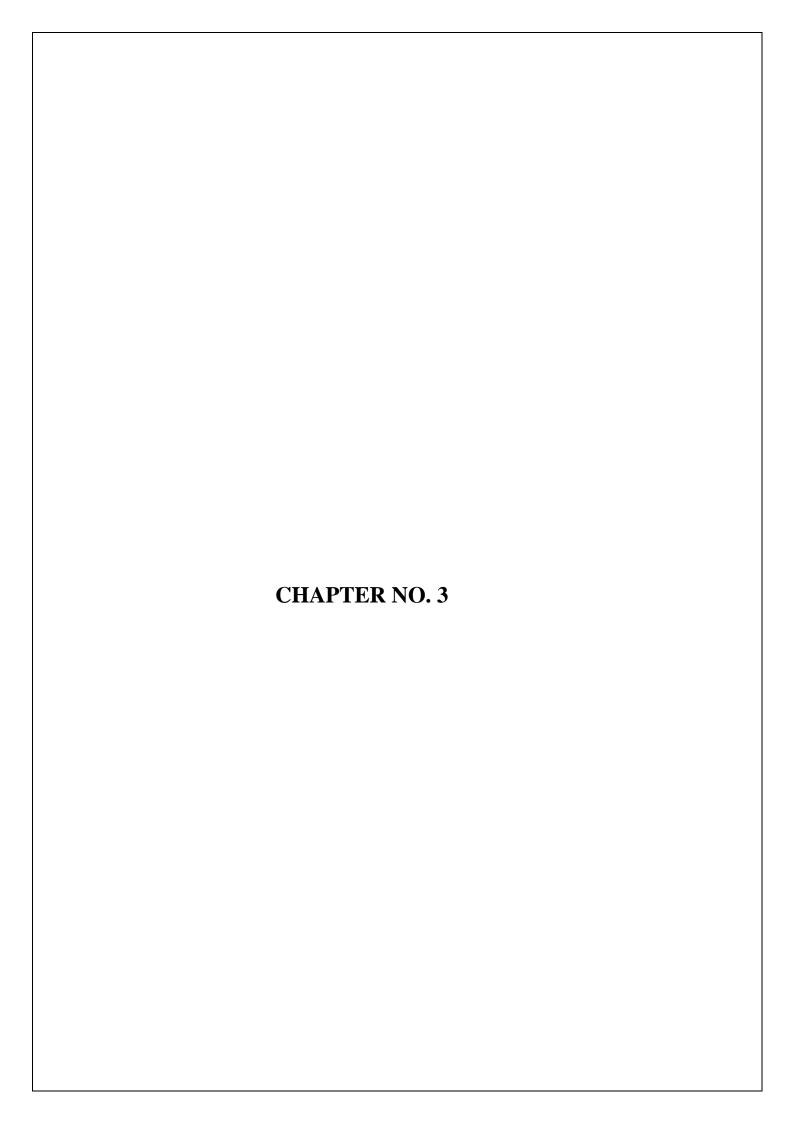
autonomous models that are able to evolve over time. The architecture incorporates agents whose aim is to acquire knowledge and adapt themselves to the environmental changes.

2.2 PROBLEM STATEMENT:

The goal of Shopping Mall Management System is to develop a system which will allow to work online. Goods and Services should be ordered through the internet and payment made without going to the mall or the product vendor. The goal of this application is to develop a web based interface for online retailers. The system would be easy to use and hence make the shopping experience pleasant for the users. So there is a need for an automated system that will enable processing and delivering of product through online system.

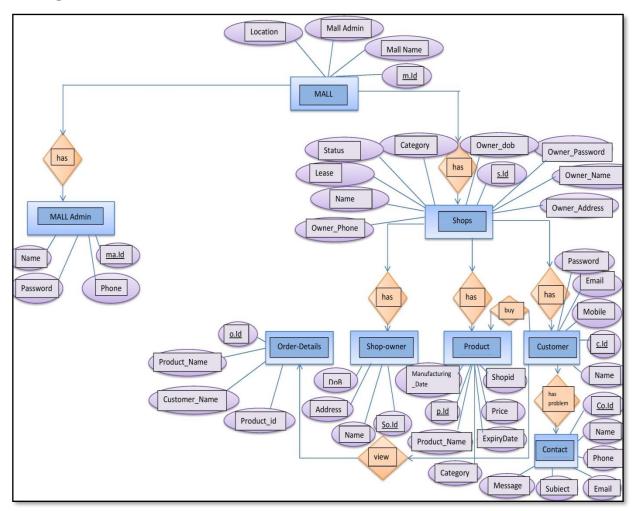
OBJECTIVES

- 1. To study previous architectures from literature review.
- 2. To finalize Entities suitable for our system.
- 3. To draw ER and Schema Diagram.
- 4. To offer a framework architecture.



METHODOLOGY

ER Diagram:



Software Requirements:

Front end: Java/J2EE technologies (Servlet, JSP), HTML, CSS, Bootstrap, JDBC.

Back end: MySQL.

Server: ApacheTomcatv8.0V

<u>IDE:</u> Eclipse IDE for Java EE Developers

Browser: Google Chrome

Operating System: Window 10.

```
create database Mall4U;
use Mall4U;
Table name: shops
CREATE TABLE `shops` (
 `id` int(3) NOT NULL,
 `category` varchar(30) NOT NULL,
 `name` varchar(100) NOT NULL,
 `status` varchar(30) DEFAULT 'open',
 'lease' varchar(30) DEFAULT '10000',
 `owner_name` varchar(255) NOT NULL,
 `owner_address` varchar(255) NOT NULL,
 `owner_dob` varchar(30) NOT NULL,
 `owner_phone` varchar(30) NOT NULL,
 `owner_password` varchar(255) NOT NULL,
 PRIMARY KEY (`id`)
);
Table name: products
CREATE TABLE `products` (
 'id' int(3) NOT NULL PRIMARY KEY,
 `product_name` varchar(100) NOT NULL,
 `price` varchar(100) NOT NULL,
 `manufacturing_date` varchar(100) NOT NULL,
 `expiry_date` varchar(100) NOT NULL,
 `category` varchar(100) NOT NULL,
 shop_id int(3),
 FOREIGN KEY ('shop_id') REFERENCES shops('id') ON DELETE CASCADE
```

DataBase:

```
);
Table name: customers
CREATE TABLE `customers` (
 'id' int(3) NOT NULL PRIMARY KEY,
 `name` varchar(100) NOT NULL,
 'mobile' varchar(100) NOT NULL,
 'email' varchar(100) NOT NULL,
 `password` varchar(100) NOT NULL
);
Table name: orders
CREATE TABLE `orders` (
 'id' int(3) NOT NULL PRIMARY KEY,
 `product_name` varchar(100) NOT NULL,
 'price' varchar(100) NOT NULL,
 `customer_name` varchar(100) NOT NULL,
 `customer_id` int(3),
 `product_id` int(3)
);
```

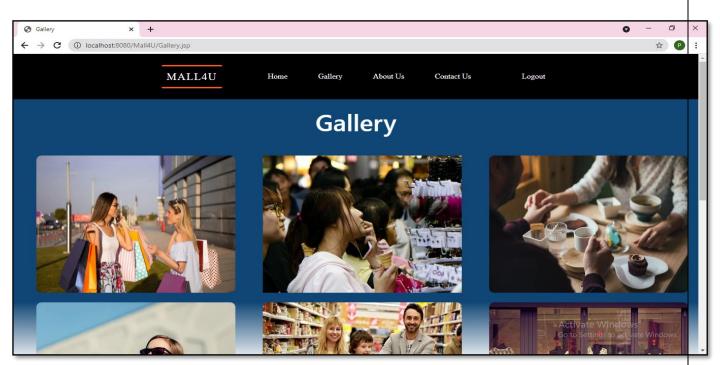
Modules and Description of Shopping Mall Management System Project:

Screenshots:

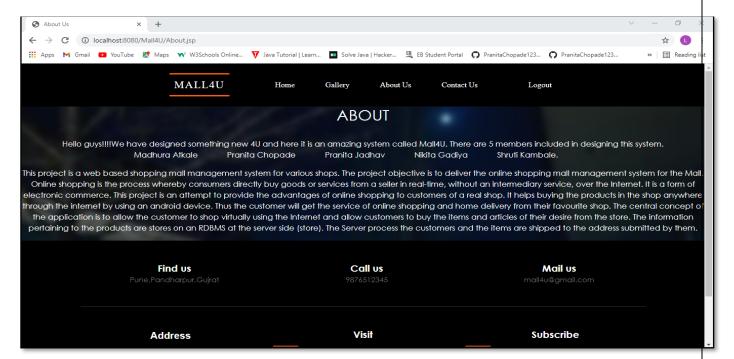
Index Page:



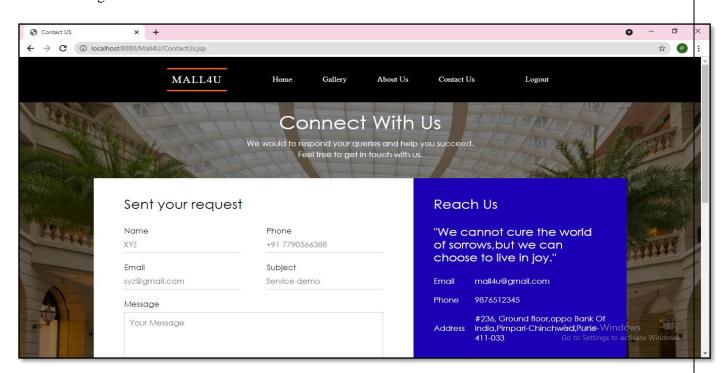
Home Page:



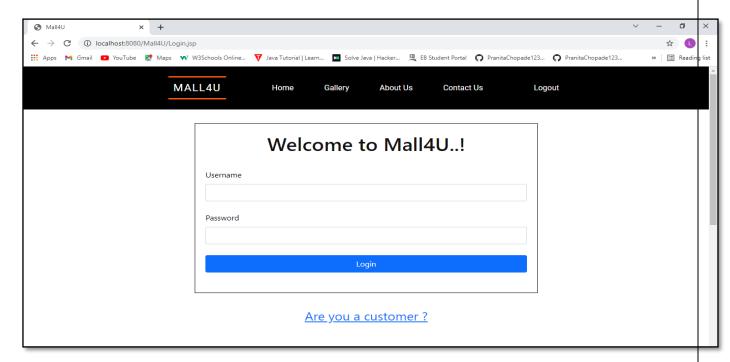
About Us:



Contact Us Page:



Home Page/Login Page:

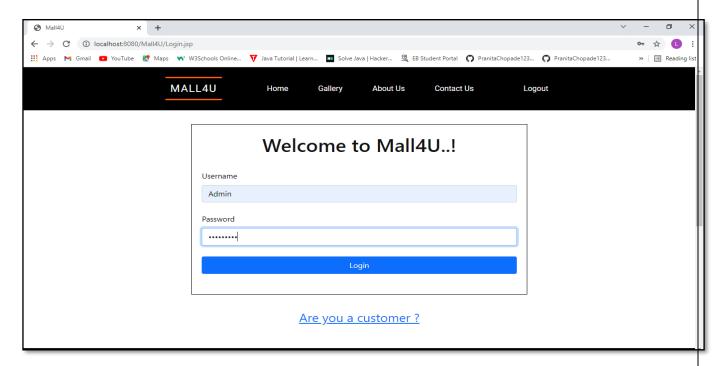


Admin Section:

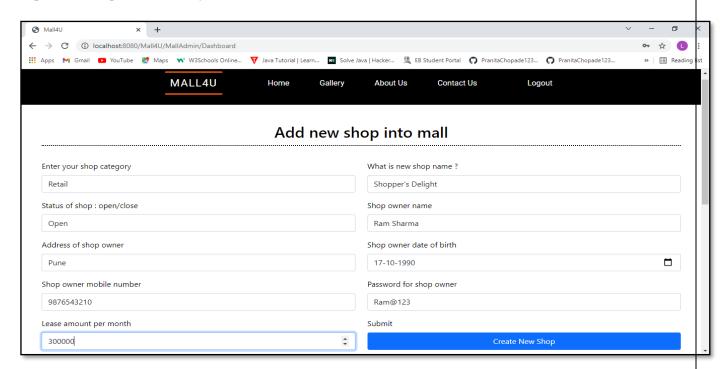
Step 1: Login

Username: Admin

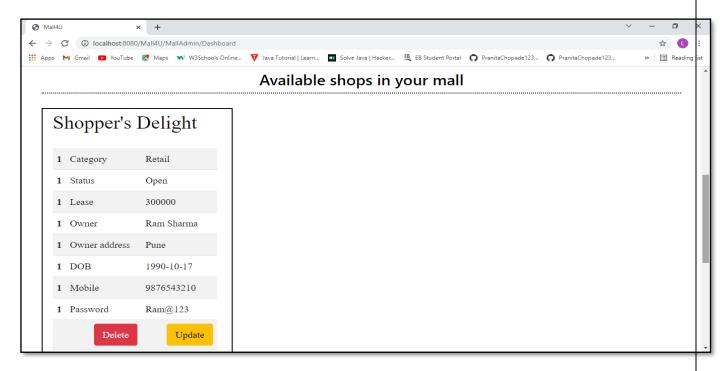
Password: Admin@123



Step 2: Add shops to the mall system

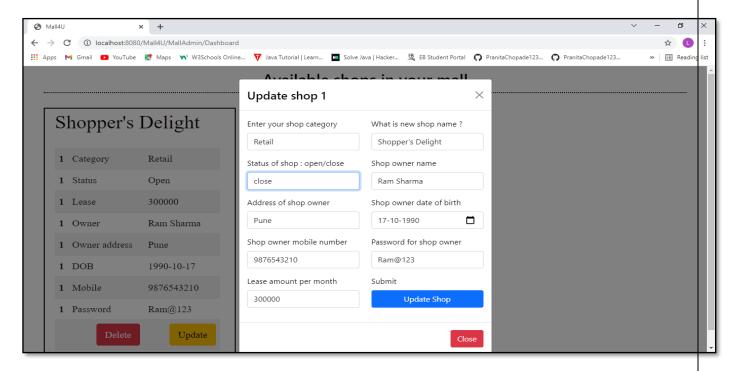


Result: Shop has been added

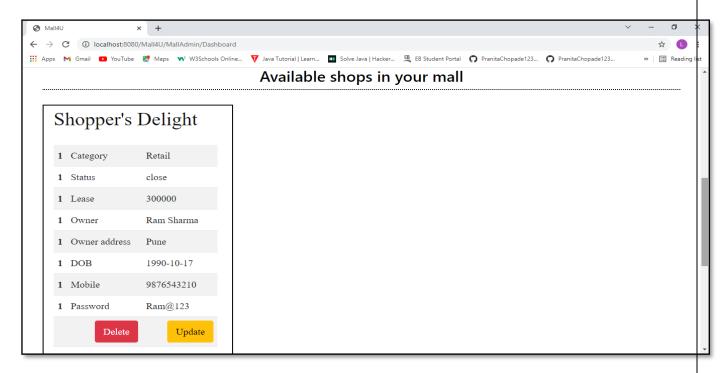


Update Shop:

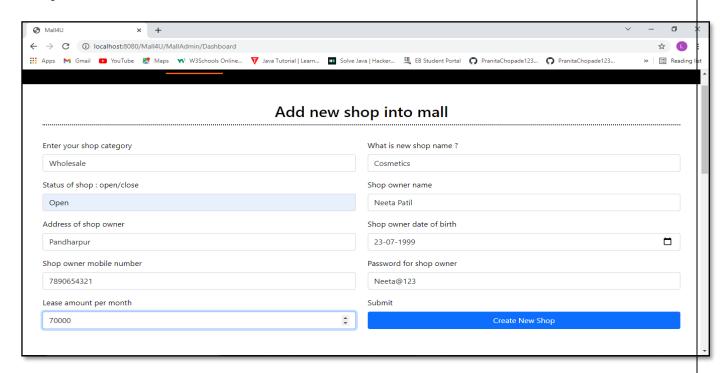
Changed from status open to close

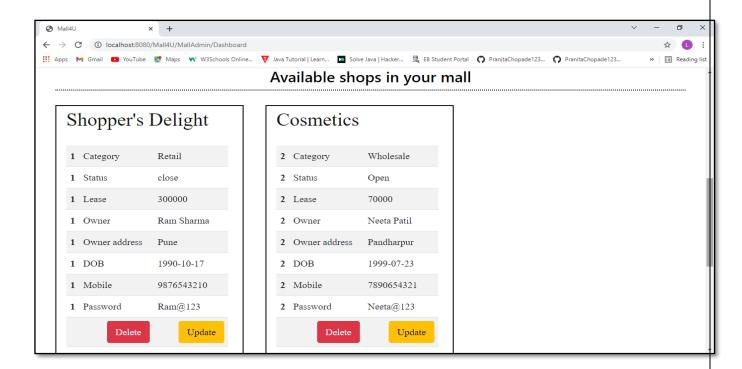


Updated Result:

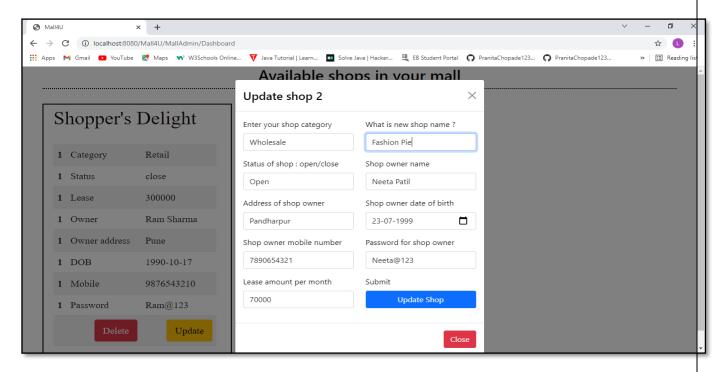


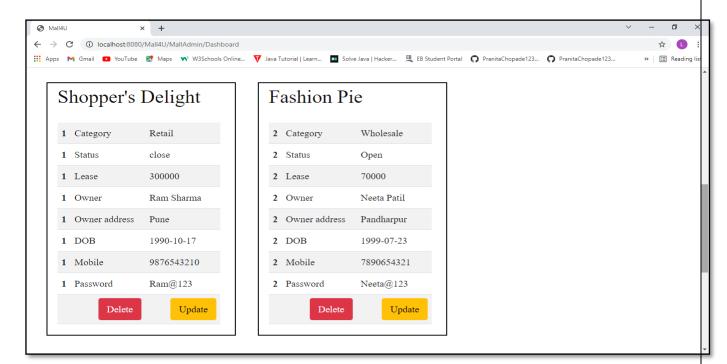
Example 2:



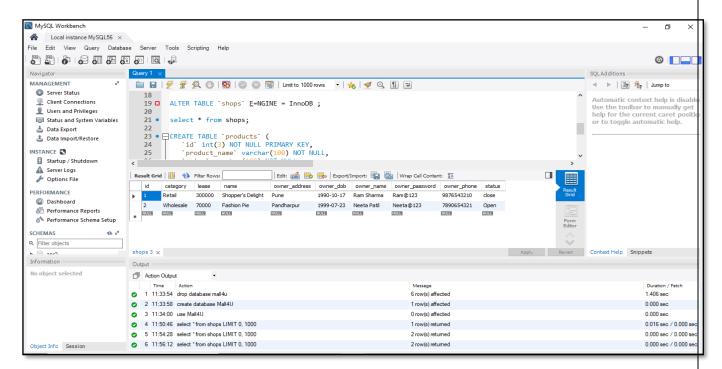


Update shop name from Cosmetics to Fashion pie in shop 2





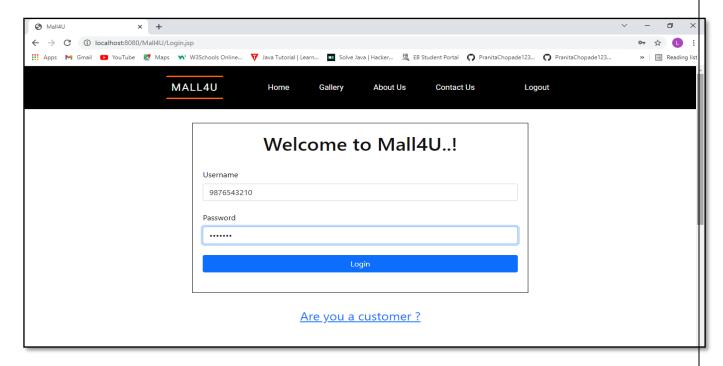
Data added into database successfully:



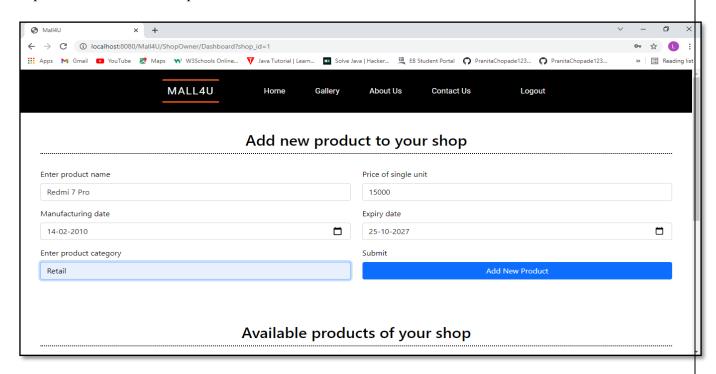
Shop Owner's Section:

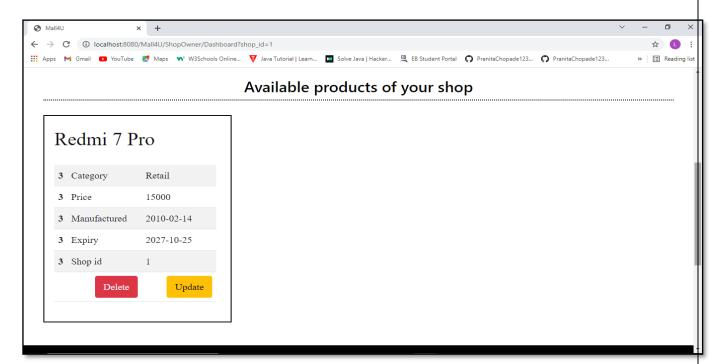
Step 1:Login

Here login is done in shop 1 using username:987654321 and password: Ram@123

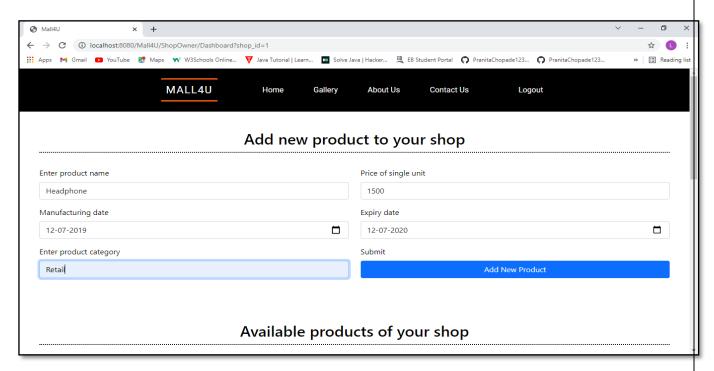


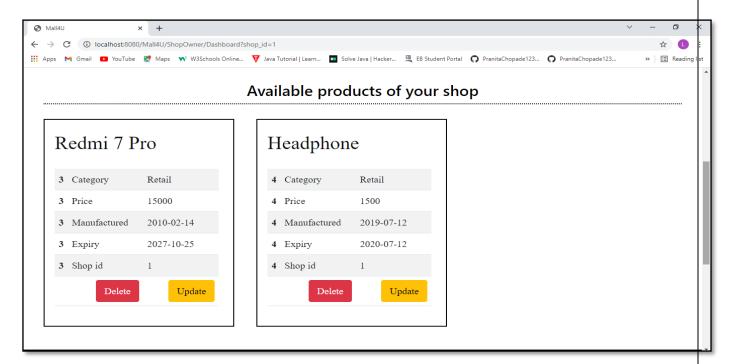
Step 2: Product Added in shop 1



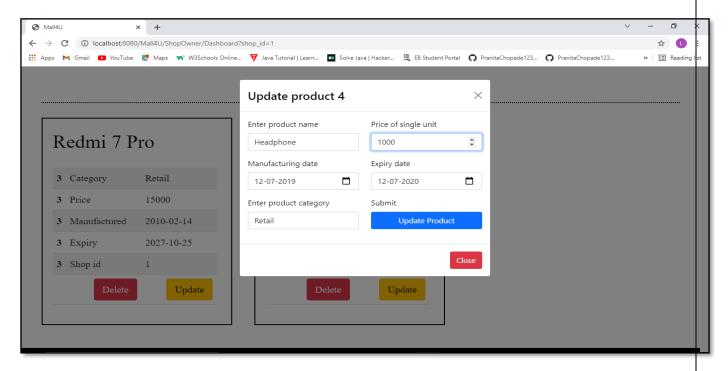


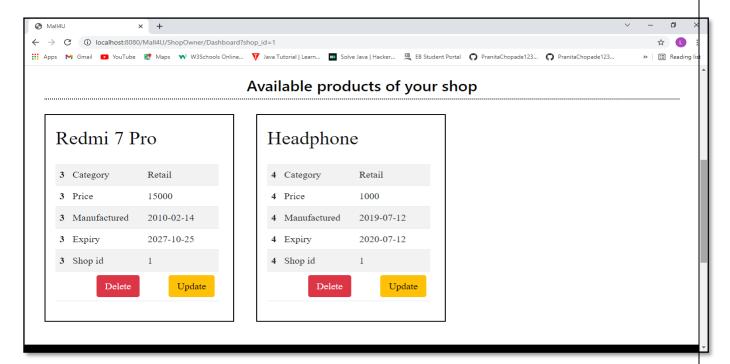
Another product added in shop 1:





Update: Headphones price is updated to 1500 from 1000

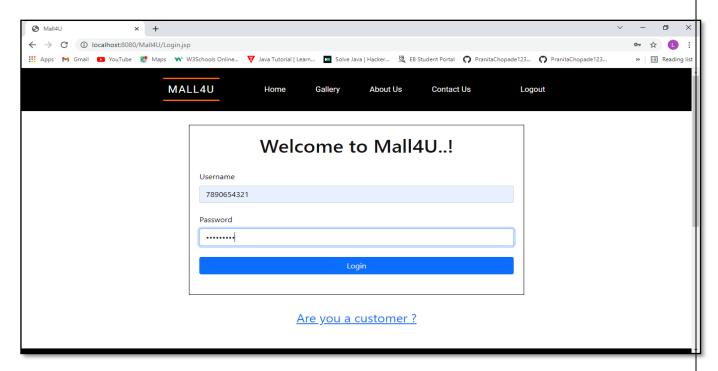




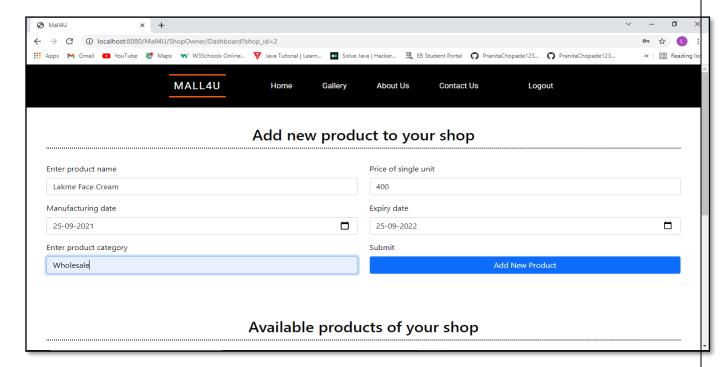
For Second Shop Owner:

Login: Username:7890654321

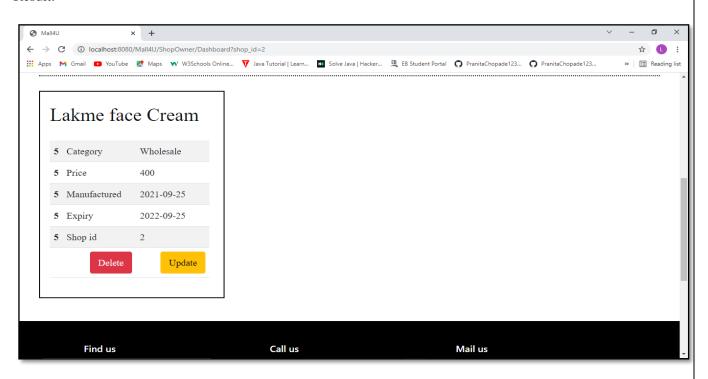
Password: Neeta@123



Added new product to shop 2:

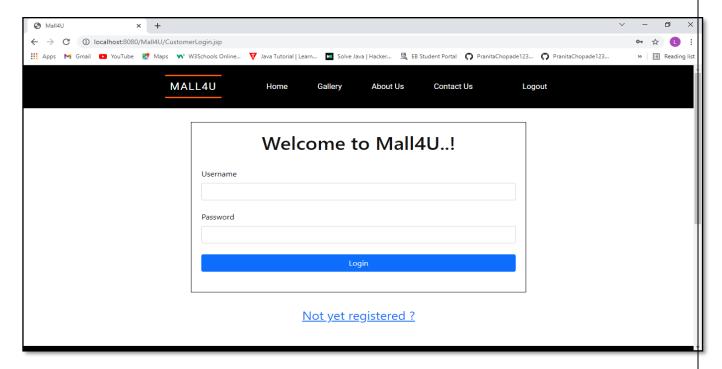


Result:



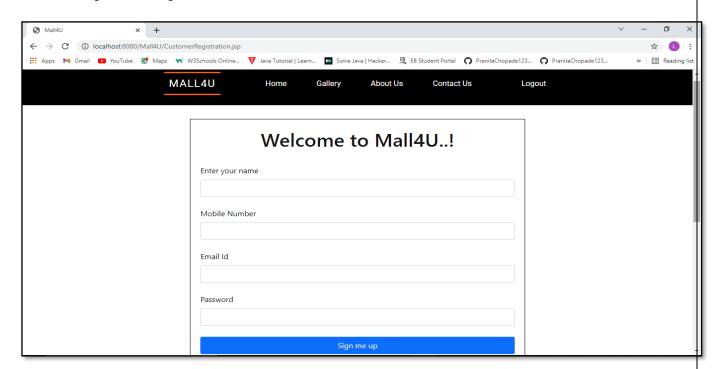
Customer Section:

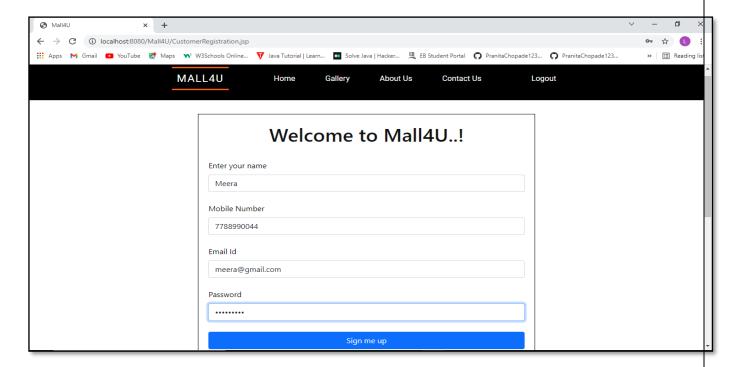
Step 1: If you are a customer then click on "Are you a Customer"



Step 2: If you are new customer then click on not yet registered

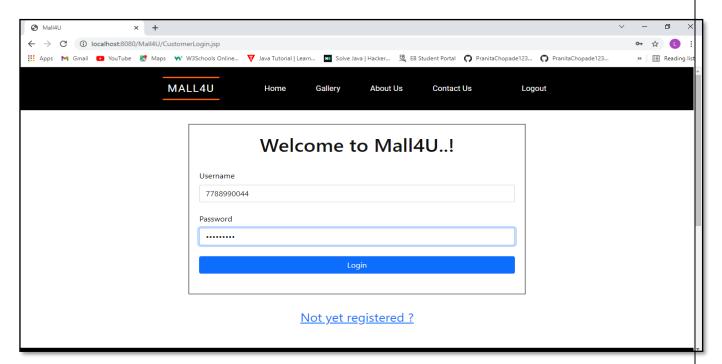
Customer Registration Page:





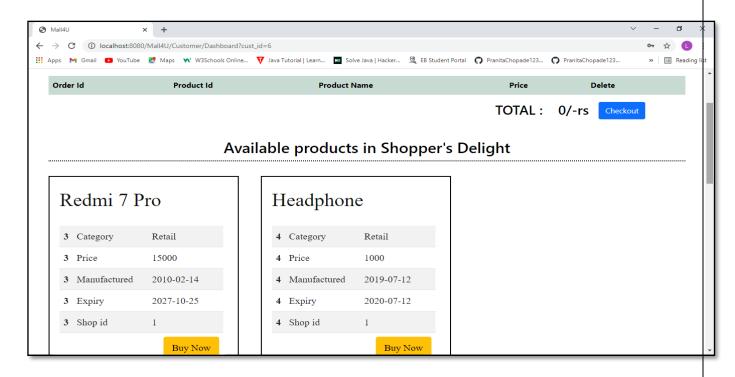
After registration do login in customer's section:

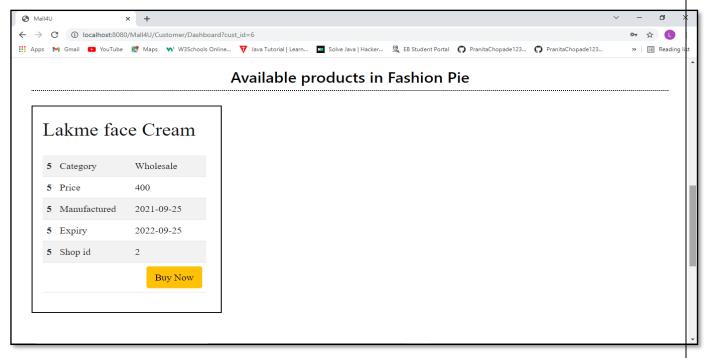
Here, Login is done using username:7788990044 and password: Meera@123



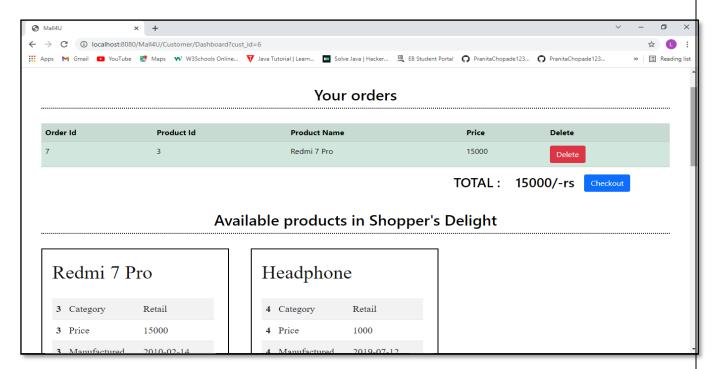
After login to customer section:

Here, you will be able to see all products present in all shops from the mall system and you can buy them as your wish.

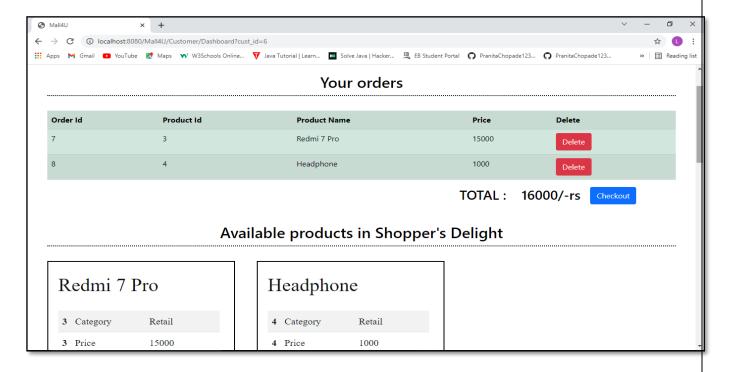




If you select Mobile as your product for buying purpose then it will show like this:

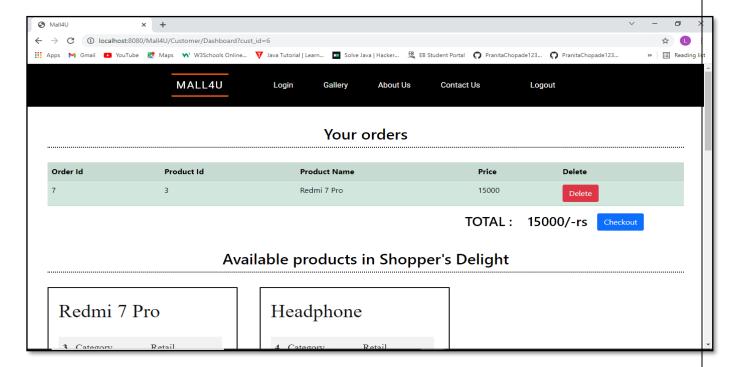


And I want to buy headphones also then you need to just click on Buy Now and it be added to your cart



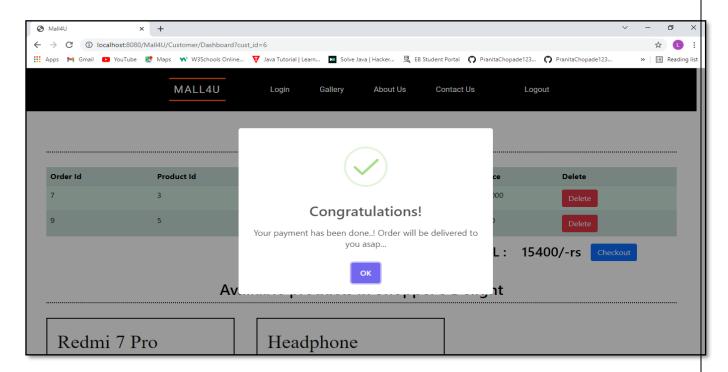
If you want to cancel your product then you just need to delete it

After delete:



and if not then you just need to click on checkout for payment purpose:

After checkout:



Advantages:

- It saves time!
- It is a very convenient system which give us the opportunity to shop 24/7.
- Sometimes, returns are easy.
- You can see variety in products and their reasonable prices also.

Future Scope:

There is a scope for further development in our project to a great extend. 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 was providing 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 limited us.

Conclusion:

The project entitled Online shopping system 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 shopping mall management system for purchasing items from shops.

This project helped us in gaining valuable information and practical knowledge on several topics like designing web pages using html & css, usage of responsive templates 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 malls by simple modifications.

References:

- [1] Chaturvedi, Abhishek, et al. "ASA-mall management system." *International Journal of Computer Science and Information Technologies* 5.2 (2014): 1821-1824.
- [2] Bharathy, P. C., M. Rama Devi, and DC Joy Winnie Wise. "Managing the Mall using Android App." (2016).
- [3] Ha, Yan, and BoYoun Kim. "Shopping mall system with image retrieval based on UML." 2011 First ACIS International Symposium on Software and Network Engineering. IEEE, 2011.
- [4] Bajo, Javier, et al. "SMas: a shopping mall multiagent systems." *International Conference on Intelligent Data Engineering and Automated Learning*. Springer, Berlin, Heidelberg, 2006.