A Mini Project Synopsis on

Online shopping System

S.E. – Computer Science and Engineering-Data Science

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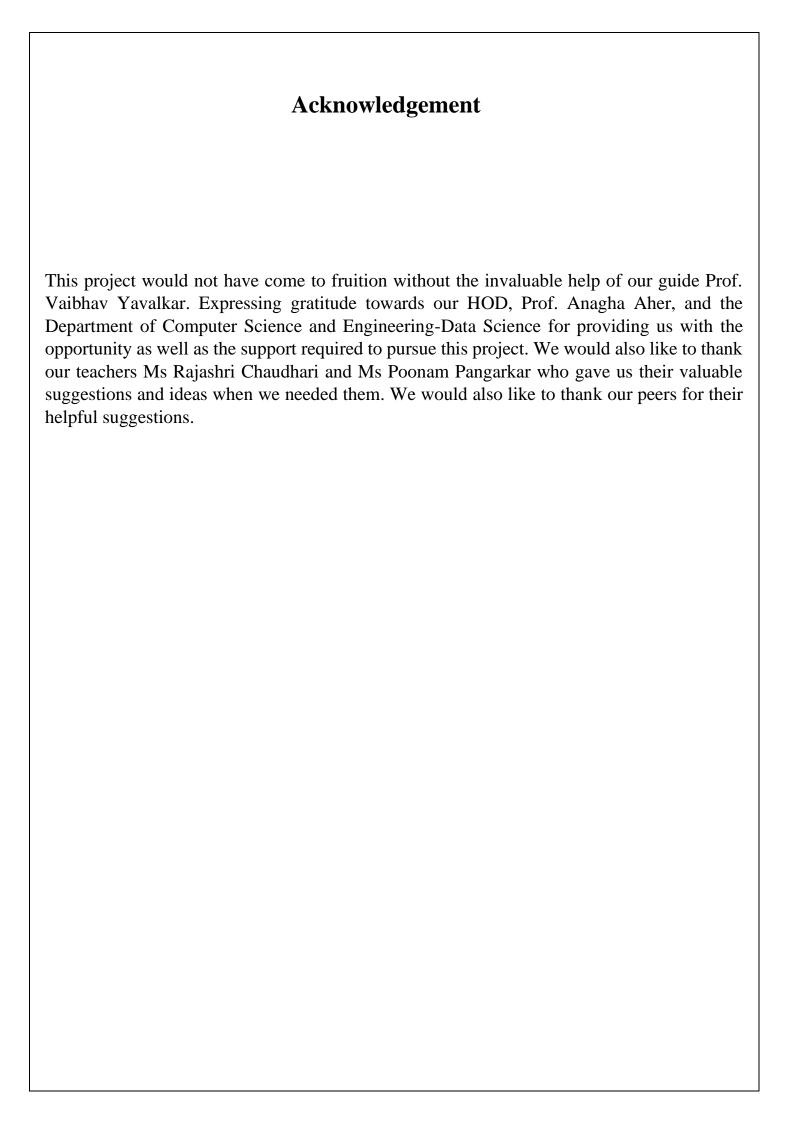
CERTIFICATE

This to certify that the Mini Project report on Student Result Processing Management System has been submitted by 21107045(Mustafa Shaikh),21107004 (Sumit Shahu) and 21107057 (Pravesh Yadav) and 21107059 (Hrithik singh) who are a Bonafede students of A. P. Shah Institute of Technology, Thane, Mumbai, as a partial fulfillment of the ement for the degree in Computer Science and Engineering(Data Science), during the academic year 2022-2023_in the satisfactory manner as per the curriculum laid down by University of Mumbai.

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TABLE OF CONTENTS

1.	Introduction	1
	1.1.Purpose	1
	1.2.Objectives	1
	1.3.Scope	. 1
2.	2. Problem Definition	2
3.	3. Proposed System	3
	3.1. Features and Functionality	3
4.	Project Outcomes	4
5.	Software Requirements	8
6.	Project Design	9
7.	Project Scheduling	١0
8.	Conclusion	L2
9.	Reference 1	13



INTRODUCTION

Online shopping is a form of electronic commerce which allows consumers to directly buy goods or services from a seller over the internet using a web browser or mobile application. Consumers find a product of interest by visiting the website of the retailer directly or by searching among alternative vendors using a shopping search engine.

1.1Purpose

It has great advantages over real markets. Many online stores are giving their best services to the people. The system of online shopping has increased it so vast. By sitting at any corner of the world you can avail the services. Due to the online shopping system, you can shop for any product from any place and get the delivery at your home. This online system has made it possible to approach any world's market easily.

1.2.Objectives

- The main objective of the Online Shopping System is to manage the details of Shopping, Internet, Payment, Bills, Customer.
- It manages all the information about Shopping, Products, Customer, Shopping.
- The project is totally built at administrative end and thus only the administrator is guaranteed the access.

1.3.Scope

Our designed online shopping system provides a 24×7 service, that is customers can surf the website, place orders anytime they wish to. Also, the delivere involve its implementation by local shopkeepers, where shops will be providing an online interface to customers for shopping and placing orders.

1.3.1. Existing System with Limitations

1.3.2. Proposed System Features

- User friendliness is provided in the application with various controls.
- The system makes the overall project management much easier and flexible.
- Vast amount of data can be stored.
- It provides a high level of security using a secure login screen.

Problem Definition

This projects aims to develop an online shopping for customers with the goal so that it is very easy to shop their loved things from a extensive number of online shopping sites available on the web. With the help of this you can carry out an online shopping from your home. Here is no need to go to the crowed stores or shopping centers during festival seasons.

An online shopping system is a process in which people (specifical customers) are being provided with the option of purchasing goods and services directly from the seller, all in a real-time environment. Online shopping is an application of the internet as electronic commerce. From the business perspective, customers usually find the products more attractive, on websites, as they get all the details available there.

People in large number are doing online shopping today, and it is not only because it is convenient as one can shop from home, but also because there is an ample number of varieties available, with a high competition of prices, and also it is easy to navigate for searching regarding any particular item. In addition, in this study also understand the influences of the social factors toward to purchase intention of consumers in online shopping and also study the attitude of the consumers purchase intention in online shopping.

Proposed System

An online shopping system is a process in which people (specifical customers) are being provided with the option of purchasing goods and services directly from the seller, all in a real-time environment. Online shopping is an application of the internet as electronic commerce. From the business perspective, customers usually find the products more attractive, on websites, as they get all the details available there.

3.1.Features

- The customer should login into the system with unique her/his userid and password.
- If the user's id and password are valid then he/she can gain access to the system
- Customer can view his/her own Personal details.
- Customer can order their products according to availability.

3.1.1 The Customer can do the following actions

- Login
- Update their Profile
- Explore through the Application
- Order the Products

3.1.2 Features

- User friendliness is provided in the application with various controls
- The system makes the overall project management much easier and flexible.
- Vast amount of data can be stored.
- There is no risk of data mismanagement at any level while the project development is under process.
- Relationships between the administrator, owner/developer and subcontractor can be maintained very easily.
- It provides a high level of security using login methods.

3.1.3 Functionality

- The admin should login into the system with a unique her/his username and password.
- If the user name and password are valid then the User can gain access to the system.

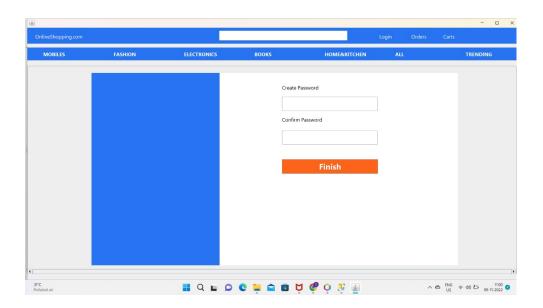
Project Outcomes

Technology has made significant progress over the years to provide consumers a better online shopping experience and will continue to do so for years to come. With the rapid growth of products and brands, people have speculated that online shopping will overtake in-store shopping.

While this has been the case in some areas, there is still demand for brick and mortar stores in market areas where the consumer feels more comfortable seeing and touching the product being bought. However, the availability of online shopping has produced a more educated consumer that can shop around with relative ease without having to spend a large amount of time. In exchange, online shopping has opened up doors to many small retailers that would never be in business if they had to incur the high cost of owning a brick and mortar store.

Output Screen:-

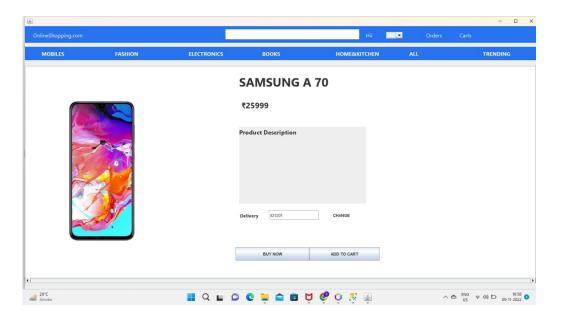
User login:-



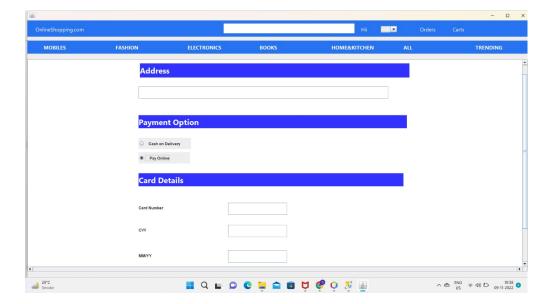
Home page :-



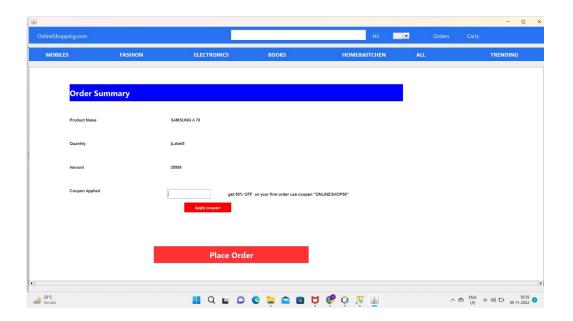
Product details:-



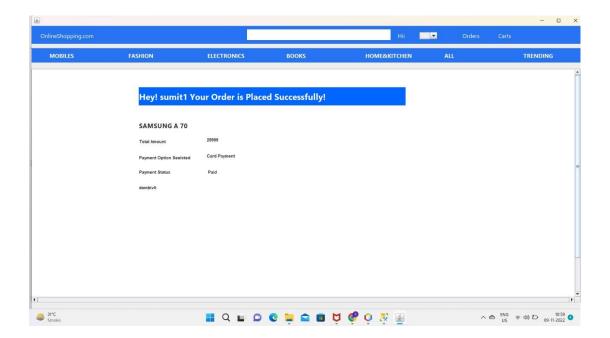
Payment & Checkout details:-



Order Summary:-



Final order placed:-



Software Requirements

1) Minimum Operating system required-

Windows 2000,XP operating systems higher than Windows 2000 and Windows XP will be able to run the Online Shopping System(OSS) software with ease without facing any issues.

1) Minimum Operating system required-

Windows 2000,XP operating systems higher than Windows 2000 and Windows XP will be able to run the Online Shopping System(OSS) software with ease without facing any issues.

2) User interface-

Java. Since the software is based on java, installing a java runtime environment is necessary without that you won't be able to run the Project . If you try to run the program without installing java you will get the following error "Java Runtime Environment not found". To overcome the error we have to install Java RTI.

3) Database- Ms SQL

All the information added inside the software will be stored in the database which is created with the help of My SQL

5.1 Hardware requirements

• Processor: Standard processor with a speed of 1.6 GHz or more

RAM: 256 MB RAM or moreHard Disk: 20 GB or more

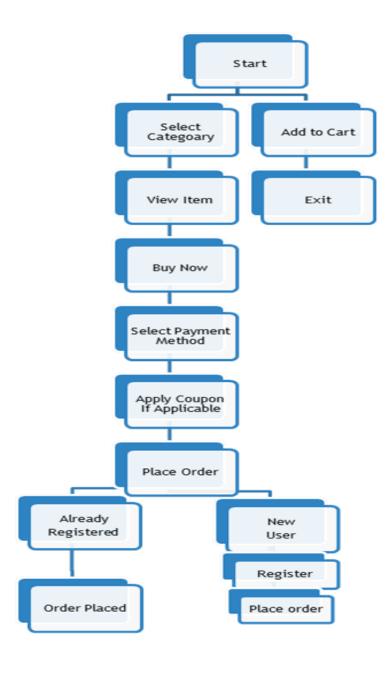
• Monitor : Standard color monitor

• Keyboard : Standard keyboard

Mouse

Project Design

Design of the Project is simple and user friendly It provides access to most of the features required to Shop Online in an easily navigating way and all the necessary tabs.so user will be able to use all features by just clicking on the Buttons. User can Order their desired Product by just clicking on the Buy Now button and then proceed by filling the address for the delivery for the address and then by selecting the Payment method.



Project Scheduling

Sr. No	Group Member	Time Duration	Work to be done
1		1 st week of July 1 st week of August	Group formation and Topic finalization. Identifying the scope and objectives of the Mini Project. Discussing the project topic with the help of a paper prototype. Identifying the
2		and 1 c A	functionalities of the Mini Project. Designing the Graphical User Interface (GUI).
3		2 nd week of August 3 rd week of August	Database Design Database Connectivity of all modules.
4		Last week of September	Integration of all modules and Report Writing.

• An elementary Gantt chart or Timeline chart for the development plan is given ahead. The plan explains the tasks completed over the course of this semester.

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GA	GANTT CHART TEMPLATE	EMPLATI					Smartsheet Tip → A C	Gantt chart's out each task	A Gantt chart's visual timeline allows you to see details about each task as well as project dependencies.	allows you to s ect dependenc	ee details	1														
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Prof.Vai	Prof.Vaibhav Yavaikar					_	DATE	10-11-22																		
1																										
					-						PHIA	PHASE ONE										PHASE TWO				
WBS NUMBER	JAMBER TASK TITLE	TASK OWNER	START DATE	DUEDATE	(Weeks)	(Weeks) TASK COMPLETE	M T W R F M T W R F		WERK3 WEEK4	WEBK4	FMT	MERKS WEEKS WEEK? WEEKS WE WE WE WELL WE WE WELL WE WE WELL WE WE WELL WE WE WAS A WELL WE WE WAS A WELL WE WE WAS A WEEKS WE WAS A WELL WE WELL WE WE WAS A WELL WE WE WAS A WELL WE WELL WE WELL WE WE WAS A WELL WE WAS A W	WEK6	WEK7	77 R F M	WEKS T W R F	WEEK 9	R	WEK10	WEEK11	RFMT	WERK 12	WEBX 13	R F M	WEBK14	
-	Project Conception and Initiation																									
5	Group formation and Topic finalization, identifying the Mustafa Shailsh scope and objectives of the Mm Project	e Mustafa Shaikh e	7-26-22	8-3-22	2	100%																				
1.2	Identifying the functionalities of the Mini Project	Mustafa Shaikh i Pravesh Yadav Sumit Shahu	8-10-22	8-16-22	-	100%																				
1.3	Discussing the project topic Mustafa Shaikh with the help of paper Pravesh Yadav prototype. Sumit Shahu	ic Mustafa Shaikh Pravesh Yadav Sumit Shahu	8-16-22	8-23-22	-	100%																				
7.	Designing the Graphical User interface(GUI)	Mustafa Shaikh Pravesh Yadav Sumit Shahu Hrithik Singh	8-23-22	9-13-22	м	100%																				
1.5	Presentation 1	Mustafa Shaikh Pravesh Yadav Sumit Shahu Hrithik Singh	9-19-22	9-23-22	-	100%																				
2	Project Design and Implementation																									
2.1	Database Design	Mustafa Shaikh Pravesh Yadav Sumit Shahu Hrithik Singh	9-20-22	9-27-22	-	100%																				
2.2	Database Connectivity of all modules		9-27-22	10-4-22	-	100%			7																	
2.3	Integration of all modules and Report Writing		10-4-22	10-11-22	-	100%																				
2.4	Presentation II	Mustafa Shaikh Pravesh Yadav Sumit Shahu Hrithik Sinoh	10-17-22	10-21-22	2	100%						4														

Conclusion

The 'Online Shopping' is designed to provide a web based application that would make seaerching, viewing and selection of product easier. The search Engines provides an easy and convenient way to search for the products where a user can search for a product interactively and the search engine would refine the products available based on the user's input. The user can then view the complete specification of each product. Use of JavaFX components have make our application more interactive. And, the Drag and Drop Feature of the JavaFX components are more easy to use.

With the rapid growth of products and brands, people have speculated that online shopping will overtake in-store shopping. While this has been the case in some areas, there is still demand for brick and mortar stores in market areas where the consumer feels more comfortable seeing and touching the product being bought. However, the availability of online shopping has produced a more educated consumer that can shop around with relative ease without having to spend a large amount of time. In exchange, online shopping has opened up doors to many small retailers that would never be in business if they had to incur the high cost of owning a brick and mortar store. At the end, it has been a win-win situation for both consumer and sellers.

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