LABELLA REBRANDING PH COSMETICS

E-SHOP KIOSK (App)

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TERM PROJECT

EVENT DRIVEN/ GUI PROGRAMMING LABORATORY (CS128-8L)

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I. INTRODUCTION

1.1 Description of the App

Labella Rebranding PH Cosmetics E-Shop Kiosk is an e-commerce application specifically made for clients and potential customers of the rebranding cosmetic shop. The project is built to implement an online platform so that customers will be able to transact their orders on the internet. This e-shop kiosk aims to provide accessibility and convenience to both the customer and the shop through the cart-based ordering system. In this application, a shopping cart system is included for the proper ordering management of the customer. It will allow users to select certain products which will be then placed into a cart. In addition, a payment gateway form was also designed for the proper management of payment system transactions of the e-commerce shop.

1.2 Statement of the Objectives

1.2.1 General Objectives

The general objective of this project is to provide a functional e-commerce application for the shop Labella Rebranding Cosmetics PH. It aims to give the customers a working platform that will provide accessibility in handling their purchase.

1.2.2 Specific Objectives

- To produce a working shopping cart system that will handle selected products for purchase.
- To create a working product catalogue for the customers to choose from.
- To provide a payment gateway form so that customers can confirm their transaction.

1.3 List of Functions

Web App:

- **Home -** returns the user to the starting point of the website.
- **Products button -** displays the products and allows the user to navigate through for purchase.
- **About -** displays information about the cosmetic shop.
- **Contact -** displays contact information and location. This function also allows the user to contact the shop through the given forms.
- **Account -** this function lets the user register/login an account
- **Cart -** compiles the selected products of the user for checkout.
- **Sort By Category -** this function arranges the product list per category.
- **Proceed to checkout button** - this function will redirect the user to the final payment gateway form so that users could finalize their transaction.

Mobile App UI:

- **Home -** returns the user to the starting point of the app
- **Add to cart -** allows the user to add items for order.
- **Cart -** compiles the added items.

II. DESIGN

2.1 UI of major functions or modules

WebApp UI:

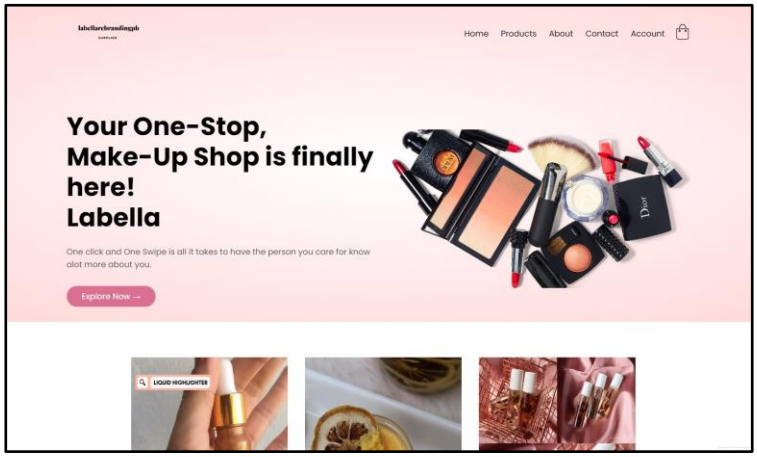

Figure 1.1

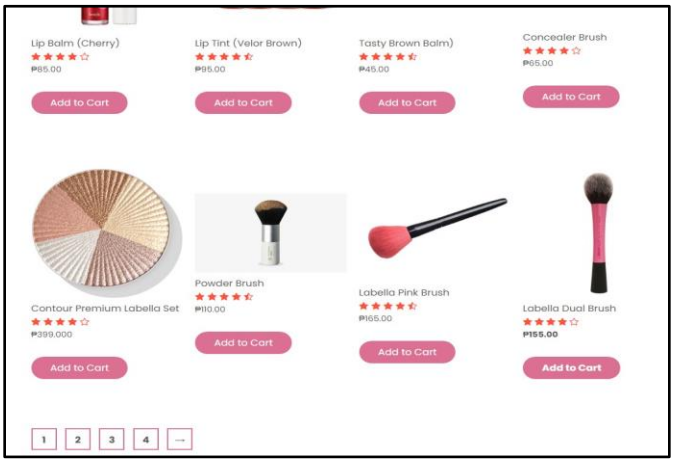

Figure 1.2

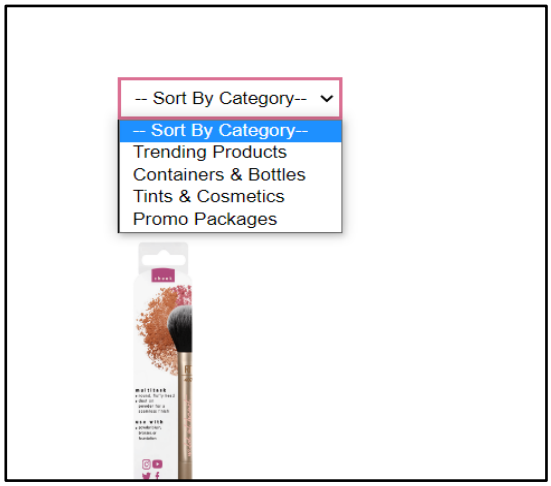

Figure 1.3

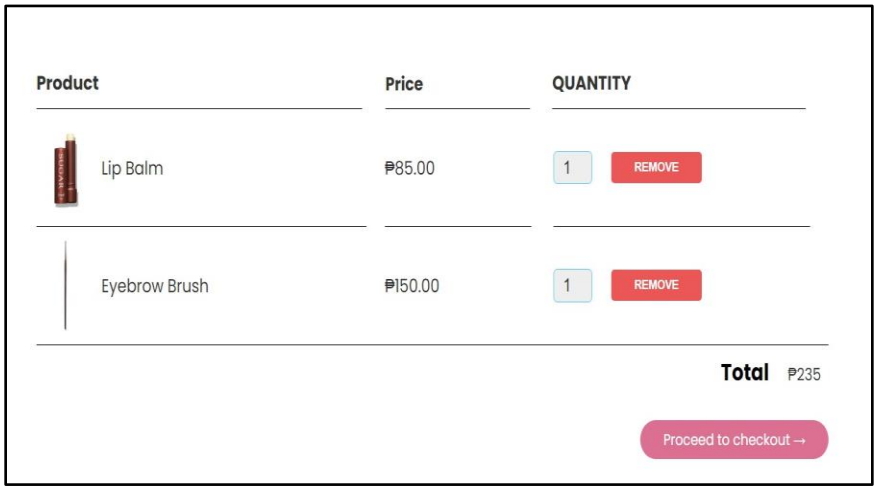

Figure 1.4

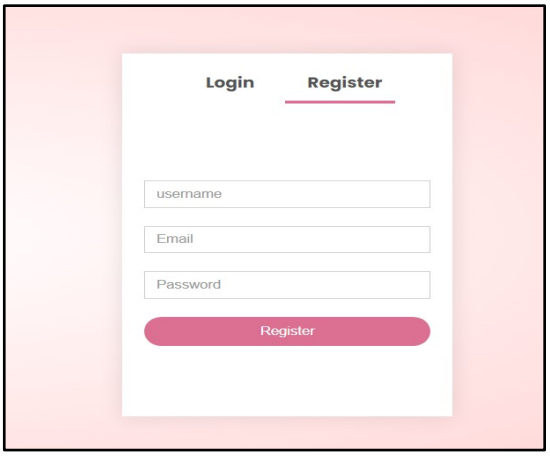

Figure 1.5

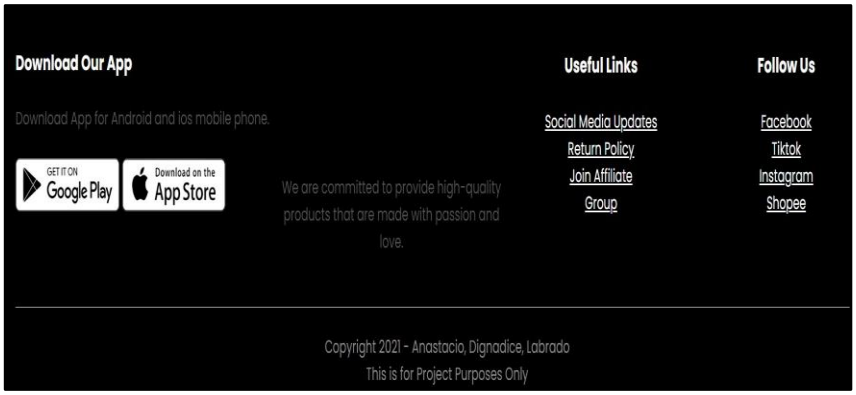

Figure 1.6

Mobile App UI:

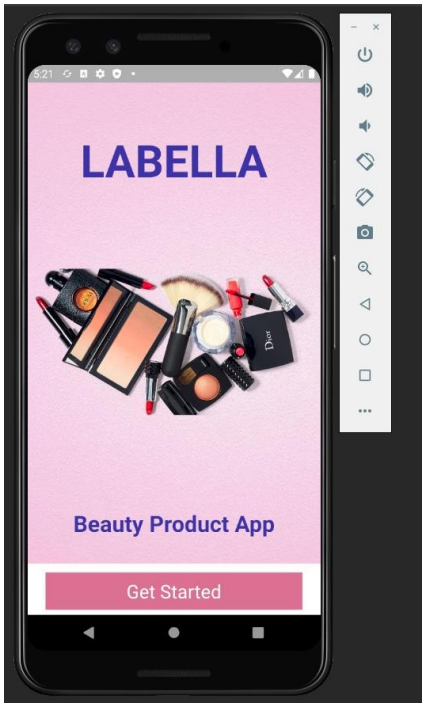

Figure 2.1

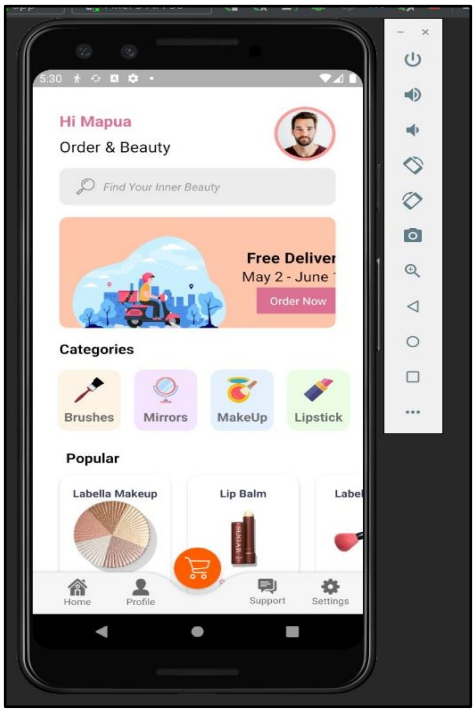

Figure 2.2

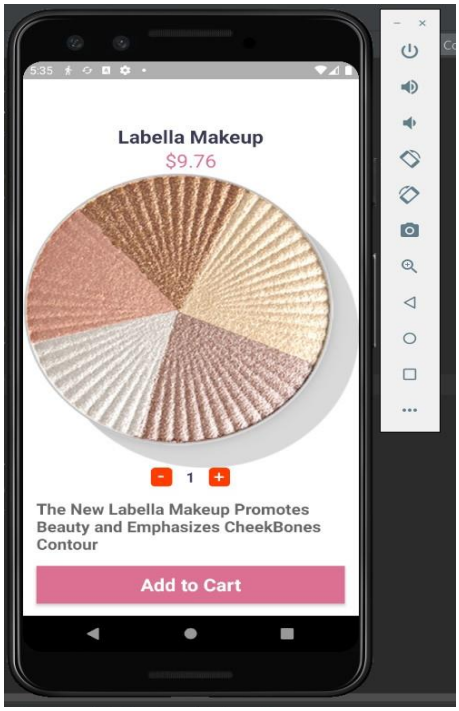

Figure 2.3

III. SYSTEM CODING (PROTOTYPE)

2.1 Programming Language

For the construction of the website's user interface and design, we utilized ***HTML*** and ***CSS*** programming languages. We also used ***JAVASCRIPT*** for us to be able to add functional features like the "add to cart" function. Meanwhile for the mobile application, we simply used ***JAVA*** since the language itself is very modular in creating applications. Overall, the four mentioned programming languages made our website and application interactive for the utilization of the user.

2.2 Database(s)

The database management application used for our website is ***phpMyAdmin***. It is one of the most accessible open-source MySQL administration tools for the creation of databases since

the tool itself is a portable web application written in PHP language. The database application itself allowed our project to store data and deliver the account registration feature for the user.

IV. RESOURCE REQUIREMENTS

3.1 Hardware Requirements

For the web app: Computer devices with browser

For the mobile app: Android Phone Device

3.2 Software Requirements

For the web app: Chrome, Firefox, Edge and other (browsers)

For the mobile app: Android 10 and above.