INDUSTRY INTERNSHIP REPORT

ON

"ONLINE GROCERY STORE"

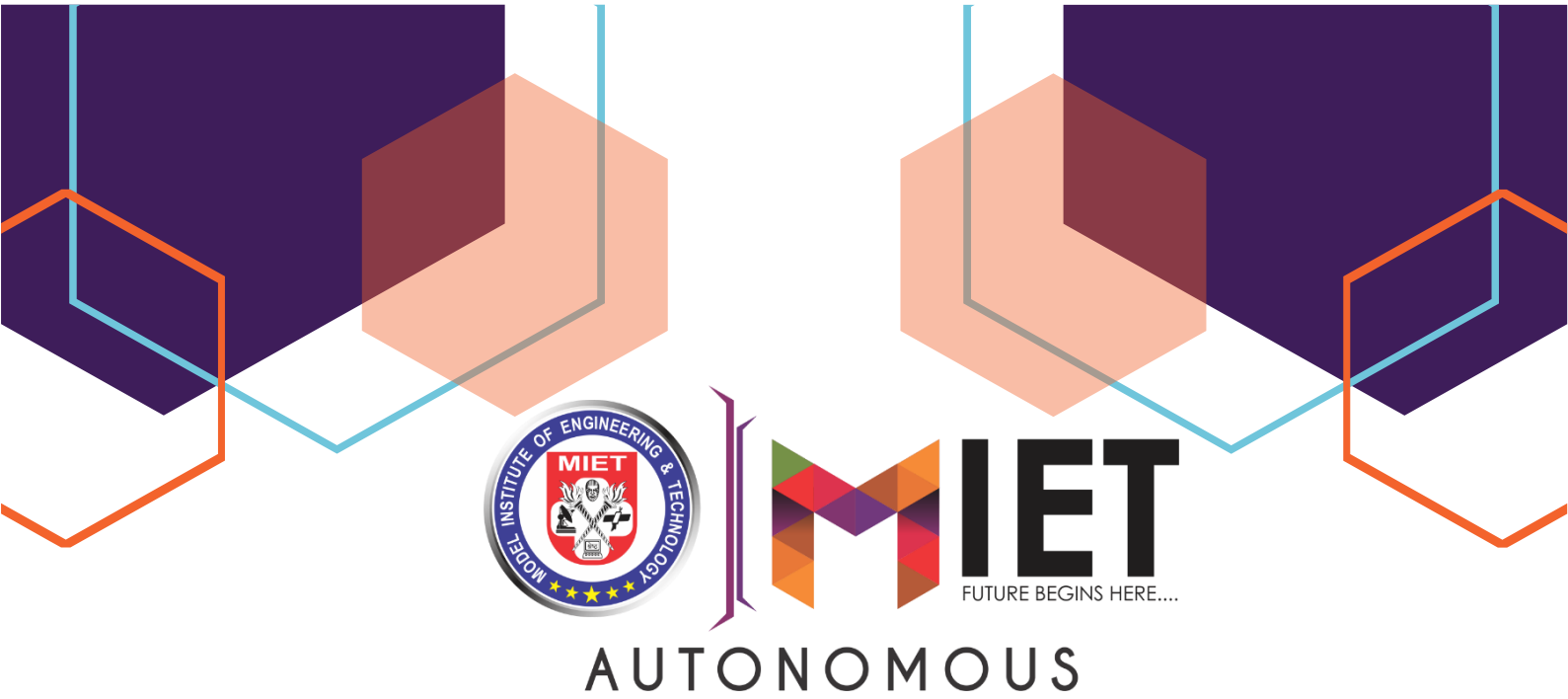
AT

ThinkNEXT Technologies Private Limited
S.C.F-113, Phase-11, Mohali

AN INDUSTRY INTERNSHIP REPORT SUBMITTED
IN PARTIAL FULFILLMENT OF THE REQUIREMENTS
FOR THE AWARD OF DEGREE OF

BACHELOR OF ENGINEERING
In
COMPUTER SCIENCE AND ENGINEERING

SUBMITTED BY:
UJJWAL SHARMA
Roll Number: 2020a1r116.



SUBMITTED TO

COMPUTER SCIENCE AND ENGINEERING
Model Institute of Engineering and Technology (Autonomous)
Jammu, India

CANDIDATES' DECLARATION

I, **Ujjwal Sharma, 2020a1r116,** hereby declare that the work which is being presented in the Industry Internship Report entitled, "**Online Grocery Store**" in partial fulfillment of requirement for the award of degree of B.E. (Branch Name) and submitted in the Department Name, Model Institute of Engineering and Technology (Autonomous), Jammu is an authentic record of my own work carried by me at "ThinkNEXT Technologies Private Limited S.C.F-113, Phase-11, Mohali" under the supervision and mentorship of **Ms. Ramandeep Kaur** Branch Head, ThinkNEXT Technologies Private Limited S.C.F-113, Phase-11, Mohali and Faculty **Mr. Sunil Kumar**(Trainer cum Developer, Software Development) respectively. The matter presented in this report has not been submitted to this or any other University / Institute for the award of B.E. Degree.

Signature of the Student *Dated*:

(Ujjwal Sharma) **3rd of October 2022**
2020a1r116

INTERNSHIP CERTIFICATE

SUPERVISOR EVALUATION OF INTERN

MODEL INSTITUTE OF ENGINEERING AND TECHNOLOGY

KOT BHALWAL, JAMMU

INTERN EVALUTION FORM

Intern's Name: Ujjwal Sharma **University Roll No**. 2020a1r116

Name of Organization: ThinkNEXT Technologies Private Limited

Address of Organization: S.C.F-113,Phase-11,Mohali

Phone: 7837402000

Name of Training Manager: Ramandeep Kaur

Official e-mail id: info@thinknext.co.in

Intern's Job Role or Assignment: Python Django

PART I(Mandatory)

Please complete this evaluation at the end of the student's work period. You are encouraged to discuss the completed form with the intern to aid in their professional development. The evaluation is a mechanism that department has employed for continuous improvement, therefore it is not confidential. Please use the scale below to evaluate your intern's performance in the following areas:

1	2	3	4	5
Needs more training or exposure	Performing below expectations	Acceptable performance	Above average performance	Superior performance

1 **General Workplace Performance**

Attendance& Punctuality	1	2	3	4	*5
Appropriate attire	1	2	3	4	*5
Attitude	1	2	3	4	*5
Acceptance of criticism	1	2	3	4	*5
Asks appropriate questions	1	2	3	4	*5
Self-motivated	1	2	3	4	*5

Practices ethical behaviour	1	2	3	*4	5
Team works skills / Leadership skills	1	2	3	4	*5

2 **Specific Job Assignment Performance**

Sufficient knowledge to perform tasks	1	2	3	4	*5
Verbal communication skills	1	2	3	4	*5
Written communication skills	1	2	3	4	*5
Problem Solving Ability	1	2	3	*4	5
Technical Skills	1	2	3	4	*5
Meets deadlines	1	2	3	4	*5
Takes initiative	1	2	3	4	*5
Sets priorities	1	2	3	4	*5

*** Put tick on specific box**

How would you assess the intern's overall performance?

✓□outstanding □above average □satisfactory □below average □unsatisfactory

For ThinkNEXT Technologies Pvt. Ltd.
Authorised Signatory

(Official stamp of the organization)

COMPUTER SCIENCE AND ENGINEERING

Model Institute of Engineering and Technology (Autonomous)

Kot Bhalwal, Jammu, India

(NAAC "A" Grade Accredited)

Ref. No.: 2020A1R116 **Date: 03RD OCT 2022**

CERTIFICATE

Certified that this Industry Internship Report entitled **"ONLINE GROCERY STORE"** is the bonafide work of "**Ujjwal Sharma, 2020a1r116, of 5th Semester, Computer Science and Engineering, Model Institute of Engineering and Technology (Autonomous), Jammu",** who carried out the Industry Internship at "ThinkNEXT Technologies Private Limited S.C.F-113, Phase-11, Mohali" work under my mentorship during 20th July 2022 to 29th August 2022

Dr. Swati Goel

Mentor-Internal Supervisor

Assistant Professor

Computer Science and Engineering, MIET

This is to certify that the above statement is correct to the best of my knowledge.

Dr. Ashok Kumar

Dean Academics Affairs

Model Institute of Engineering & Technology (Autonomous)

ACKNOWLEDGEMENTS

Industry Internship is an important aspect in the field of engineering, where contributions are made by many people and organizations. The present shape of this work has come forth after contribution from different spheres.

Firstly, I would like to express my special thanks of gratitude to my teacher (Mr. Sunil Kumar) who gave me the golden opportunity to do this wonderful project on the topic (Python Django), which also helped me in doing a lot of Research and I came to know about so many new things I am thankful to them. I would also like to thank my parents, friends etc. who helped me in my Industry Internship.

Secondly, I would also like to thank my parents and friends who helped me a lot in finalizing this project within the limited time frame.

I must record my deep sense of gratitude to Prof. (Dr.) Ankur Gupta (Director, MIET) and Prof. (Dr.) Ashok Kumar (Dean Academics & HOD CSE, MIET) for their guidance, constant inspiration, and encouragement, and for their keen involvement throughout the course of present work.

I express my sincere gratitude to "ThinkNEXT Technologies Private Limited S.C.F-113, Phase-11, Mohali" for giving me the opportunity to work on an Industry Internship during my 3rd year of B.E.

I express my sincere gratitude to Model Institute of Engineering and Technology (Autonomous), Jammu for giving me the opportunity to work on Industry Internship during my 3rd year of B.E.

I express my sincere gratitude to ThinkNEXT Technologies Private Limited S.C.F-113, Phase-11, Mohali, Mohali and Model Institute of Engineering and Technology (Autonomous), Jammu for giving me the opportunity. I perceive this opportunity as a big milestone in my career development.

I will strive to use gained skills and knowledge in the best possible way, and I will continue to work on their improvement, to attain desired career objectives. Hope to continue cooperation with all of you in the future.

At the end thanks to the Almighty for everything.

(*Ujjwal Sharma*)
2020a1r116

SELF EVALUATION

MODEL INSTITUTE OF ENGINEERING AND TECHNOLOGY

KOT BHALWAL, JAMMU

INTERN EVALUTION FORM

Intern's Name: Ujjwal Sharma **University Roll No.** 2020a1r116

Name of Organization: ThinkNEXT Technologies Private Limited

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Phone: 7837402000

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Self-motivated	1	2	3	4	*5

Practices ethical behaviour	1	2	3	*4	5
Team works skills / Leadership skills	1	2	3	4	*5

*** Put tick on specific box**

How would you assess the intern's overall performance?

☑outstanding □above average □satisfactory □below average □unsatisfactory

For ThinkNEXT Technologies Pvt. Ltd.

Authorised Signatory

(Official stamp of the organization)

ATTENDANCE REPORT

ThinkNEXT Technologies Pvt.Ltd

Attendence Sheet

July 2022

Student Name	Contact No	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	P	A
Ujjwal Sharma																					P	P	P	S	S	p	p	p	p	p	S	S		

August 2022

Student Name	Contact No	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	P	A
Ujjwal Sharma		p	p	p	p	p	S	S	p	p	p	H	p	S	S	H	P	p	p	p	s	s	p	p	p	p	s	s						

Technologies Pvt. Ltd. ThinkNEXT

ABSTRACT

This project is aimed at developing a web application that depicts online shopping of grocery products. It integrates the benefits of ordering products with the convenience of online excitement and going with technology, minus the commuting hazards and expenses. It will usher in the immense flexibility and sophistication of the existing manual platform structures, with the perfect blend of synchronous and synchronous interaction. It provides a means of collaborative e-ordering for the customers. The "online grocery store project" has been developed to override the problem prevailing in the practicing manual system. This software is supported to eliminate and, in some cases, reduce the hardships faced by this existing system. Moreover, this system is designed for the need of the company to carry out operation in a smooth and effective manner.

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Chapter 1

Introduction

1.1 Introduction to the System

The "Online Grocery Shop Project" has been developed to override the problems prevailing in the practicing manual system. This software is supported to eliminate and, in some cases, reduce the hardships faced by this existing system. Moreover, this system is designed for the need of the company to carry out operations in a smooth and effective manner.

This application is reduced as much as possible to avoid errors while entering the data. It also provides error message while entering invalid data. No formal knowledge is needed for the user to use this system. Thus, by this all it proves it is user-friendly. Online Grocery Shop Management System, as described above, can lead to error free, secure, reliable, and fast management system. It can assist the user in concentrating on their other activities rather than concentrate on record keeping. Thus, it will help the organization in better utilization of resources.

Every food organization, whether big or small, has challenges to overcome and managing the information of groceries, customers, groceries stock, sales.

1.2 Problem Definition:

Managing your online grocery shopping system may seem tricky, but this is part of Customer service system (application support direct contact with customer)

To Manage the Online Grocery Product Ordering. It Helps Customers to Book products from anywhere. Also make payment on Delivery. It helps to People to Book desired products at their prefer time.

1.3 Objective:

This software helps customers to find different products according to category, price, and subcategories. It is designed in such a way that one can view all the updates of the products from any place online. The software will help in easily maintaining and updating products on the website for the administrator. Also, quick and easy comparison of different products for the customers.

1.4 Goal:

The project is basically targeted at those people who would like online shopping and to have Internet access.

Finally, buyers are curious about comparing the prices for various products according to our budget.

To make a database that is consistent, reliable, and secure.

To provide correct, complete, ongoing information.

To develop a well-organized information storage system.

To make good documentation to facilitate possible future enhancements.

1.5 Need for the System:

There is always a need for a system that will perform to purchasing grocery products online according to customer requirement.

This system will reduce the manual operation required to maintain all the records of booking information. And generates various reports for analysis. Main concept of the project is to enter transaction reports and to maintain customer records. Hence this software can be used in any grocery shop to maintain their records easily.

Chapter 2

Hardware and Software Requirements

2.1 Introduction:

In this chapter we mentioned the software and hardware requirements, which are necessary for successfully running this system. The major element in building systems is selecting compatible hardware and software.

The system analyst must determine what software package is best for the **"Online Grocery Store System"** and, where software is not an issue, the kind of hardware and peripherals needed for the final conversion.

2.2 System Environment:

After analysis, some resources are required to convert the abstract system into the real one. All the resources, which accomplish a robust.

The hardware and software selection begins with requirement analysis, followed by a request for proposal and vendor evaluation.

Software and real system are identified. According to the provided functional specification all the technologies and their capacities are identified. Basic functions and procedures and methodologies are prepared to implement. Some of the Basic requirements such as hardware and software are described as follows: -

Hardware and Software Specification

2.3 Software Requirements:

- Technology: Python Django
- IDE: Visual Studio Code
- Client-Side Technologies: HTML, CSS, JavaScript, Bootstrap
- Server-Side Technologies: Python
- Data Base Server: SQLite
- Operating System: Microsoft Windows/Linux

2.4 Hardware Requirements:

- Processor: Pentium-III (or) Higher
- Ram: 64MB (or) Higher
- Hard disk: 80GB (or) Higher

Chapter 3

System Analysis:

3.1 Purpose:

To manage the online shopping of grocery products. It helps customers to search and buy medicines from anywhere. Also make payment on delivery for it. It helps people to book desired products at their preferred time.

The online grocery shop system is available in the market that can serve customers to book/purchase grocery products online.

3.2 Project Scope:

The project has a wide scope, as it is not intended for a particular organization. This project is going to develop generic software, which can be applied by any business organization. Moreover, it provides facilities for its customers. Also, the software is going to provide a huge amount of summary data. This web application involves almost all the features of Online Shopping. The Future implementation will be online help for the customers and chatting with website administrator.

3.3 System Overview:

The key features required in the system are as follows:

- **Login:** This module has a drop-down list box from where we must select **ADMIN or USER**. ADMIN has all the rights in the software including updating the status of his site. The other fields in login **are** username and password. If the username and password are correct, then it is directed to the next page.

- **New user:** This module is for the users who do not have an account. Here users are allowed to create an account to login. The account creation is done by filling in the registration form with user details such as name, phone, email etc.

- **Product:** This module has information regarding the medicines such as its name, category, subcategory, image, price information, its features etc. The **ADMIN** has the authority to Add, Delete, Update etc. The **USER** can only view the products available in the stock etc.

- **Search:** This module helps the customer to ease his search based on his budget or interest. The search can be done on different categories and subcategories like category, subcategory, name, price etc.

Chapter 4

Implementation

4.1 Python

Python is a widely used general-purpose, high level programming language. It was initially designed by Guido van Rossum in 1991 and developed by Python Software Foundation. It was mainly developed for emphasis on code readability, and its syntax allows programmers to express concepts in fewer lines of code.

Python is a programming language that lets you work quickly and integrate systems more efficiently.

Python is dynamically typed, and garbage collected. It supports multiple programming paradigms, including procedural, object-oriented, and functional programming. Python is often described as a "batteries included" language due to its comprehensive standard library.

Python is commonly used for developing websites and software, task automation, data analysis, and data visualization. Since it's relatively easy to learn, Python has been adopted by many non-programmers such as accountants and scientists, for a variety of everyday tasks, like organizing finances.

"Writing programs is a very creative and rewarding activity," says University of Michigan and Coursera instructor Charles R Severance in his book *Python for Everybody*. "You can write programs for many reasons, ranging from making your living to solving a difficult data analysis problem to having fun to helping someone else solve a problem."

4.2 HTML

HTML (Hypertext Markup Language) is the set of markup symbols or codes inserted in a file intended for display on a World Wide Web browser page. The markup tells the Web browser how to display a Web page's words and images for the user. Each individual markup code is referred to as an element (but many people also refer to it as

a tag). Some elements come in pairs that indicate when some display effect is to begin and when it is to end.
HTML is an acronym which stands for Hyper Text Markup Language which is used for creating web pages and web applications. Let's see what is meant by Hypertext Markup Language, and Web page.

Hyper Text: Hyper Text simply means "Text within Text." A text has a link within it, is a hypertext. Whenever you click on a link which brings you to a new webpage, you have clicked on a hypertext. Hyper Text is a way to link two or more web pages (HTML documents) with each other.

Markup language: A markup language is a computer language that is used to apply layout and formatting conventions to a text document. Markup language makes text more interactive and dynamic. It can turn text into images, tables, links, etc.

Web Page: A web page is a document which is commonly written in HTML and translated by a web browser. A web page can be identified by entering an URL. A Web page can be of the static or dynamic type. **With the help of HTML only, we can create static web pages**.

4.3 CASCADING STYLE SHEET (CSS)

Cascading Style Sheets (CSS) are a collection of rules we use to define and modify web pages. CSS is like styles in Word. CSS allows Web designers to have much more control over their pages' look and layout. For instance, you could create a style that defines the body text to be Verdana, 10 points. Later, you may easily change the body text to Times New Roman, 12 points by just changing the rule in the CSS. Instead of having to change the font on each page of your website, all you need to do is redefine the style on the style sheet, and it will instantly change on all the pages that the style sheet has been applied to. With HTML styles, the font change would be applied to each instance of that font and must be changed in each spot.

CSS can control the placement of text and objects on your pages as well as the look of

those objects.

HTML information creates the objects (or gives objects meaning), but styles describe how the objects should appear. The HTML gives your page structure, while the CSS creates the “presentation”. An external CSS is just a text file with a .CSS extension. These files can be created with Dreamweaver, a CSS editor, or even Notepad.

The best practice is to design your web page on paper first so you know where you will want to use styles on your page. Then you can create the styles and apply them to your page.

Cascading Style Sheets level 1 (CSS1) came out of W3C as a recommendation in December 1996. This version describes the CSS language as well as a simple visual formatting model for all the HTML tags.

CSS2 became a W3C recommendation in May 1998 and builds on CSS1. This version adds support for media-specific style sheets e.g., printers and aural devices, downloadable fonts, element positioning and tables.

4.4 JavaScript

JavaScript is a programming language commonly used in web development. It was originally developed by Netscape to add dynamic and interactive elements to websites. While JavaScript is influenced by Java, the syntax is more like C and is based on ECMAScript, a scripting language developed by Sun Microsystems.
JavaScript is a client-side scripting language, which means the source code is processed by the client's web browser rather than on the web server. This means JavaScript functions can run after a webpage has loaded without COMMUNICATING with the server. For example, a JavaScript function may check a web form before it is submitted to make sure all the required fields have been filled out. The JavaScript code can produce an error message before any information is transmitted to the server.

Like server-side scripting languages, such as PHP and ASP, JavaScript code can be inserted anywhere within the HTML of a webpage. However, only the output of server-side code is displayed in the HTML, while JavaScript code remains fully visible in the source of the webpage. It can also be referenced in a separate .JS file, which may also be viewed in a browser.

JavaScript was first known as **LiveScript,** but Netscape changed its name to JavaScript, possibly because of the excitement being generated by Java. JavaScript made its first appearance in Netscape 2.0 in 1995 with the name **LiveScript**. The general-purpose core of the language has been embedded in Netscape, Internet Explorer, and other web browsers.

4.5 Django

Django is a web application framework written in Python programming language. It is based on MVT (Model View Template) design pattern. The Django is very demanding due to its rapid development feature. It takes less time to build application after collecting client requirement.

This framework uses a famous tag line: The web framework for perfectionists with deadlines.

Django is based on MVT (Model-View-Template) architecture. MVT is a software design pattern for developing a web application.

MVT Structure has the following three parts –

Model: Model is going to act as the interface of your data. It is responsible for maintaining data. It is the logical data structure behind the entire application and is represented by a database (generally relational databases such as MySQL, Postgres).

View: The View is the user interface — what you see in your browser when you render a website. It is represented by HTML/CSS/JavaScript and Jinja files.

Template: A template consists of static parts of the desired HTML output as well as some special syntax describing how dynamic content will be inserted.

Chapter 5

System Design

5.1 Use Case Diagram:

Use case diagram consists of use cases and actors and shows the interaction between them. The key points are:

- The main purpose is to show the interaction between the use cases and the actor.
- To represent the system requirement from user's perspective.
- The use cases are the functions that are to be performed in the module.

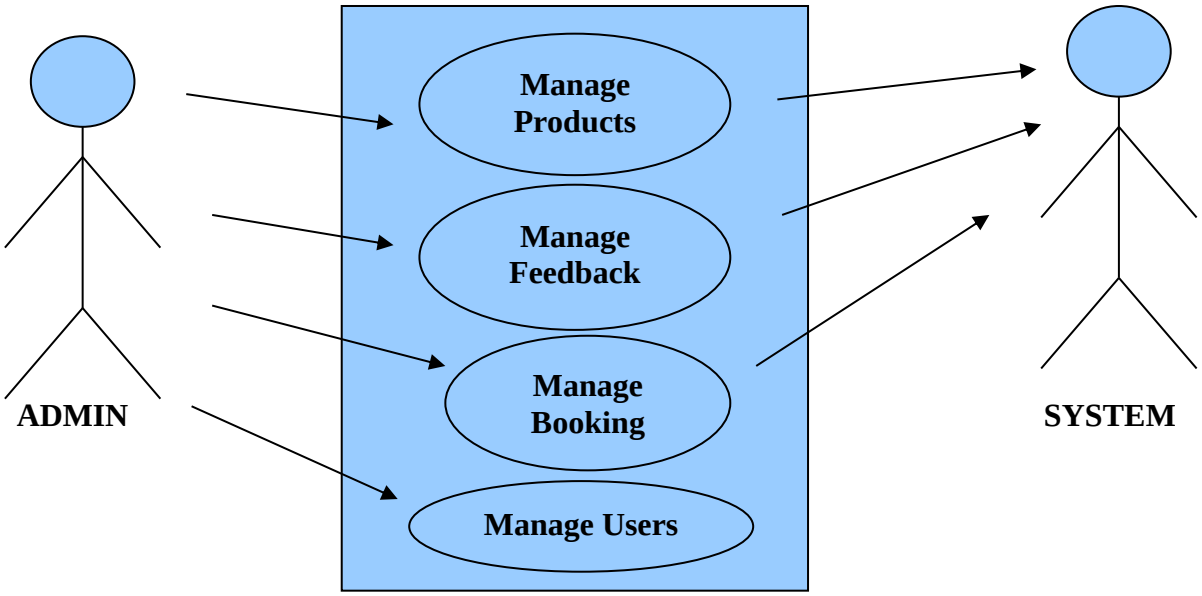


Fig 1: Use Case Diagram between ADMIN and SYSTEM

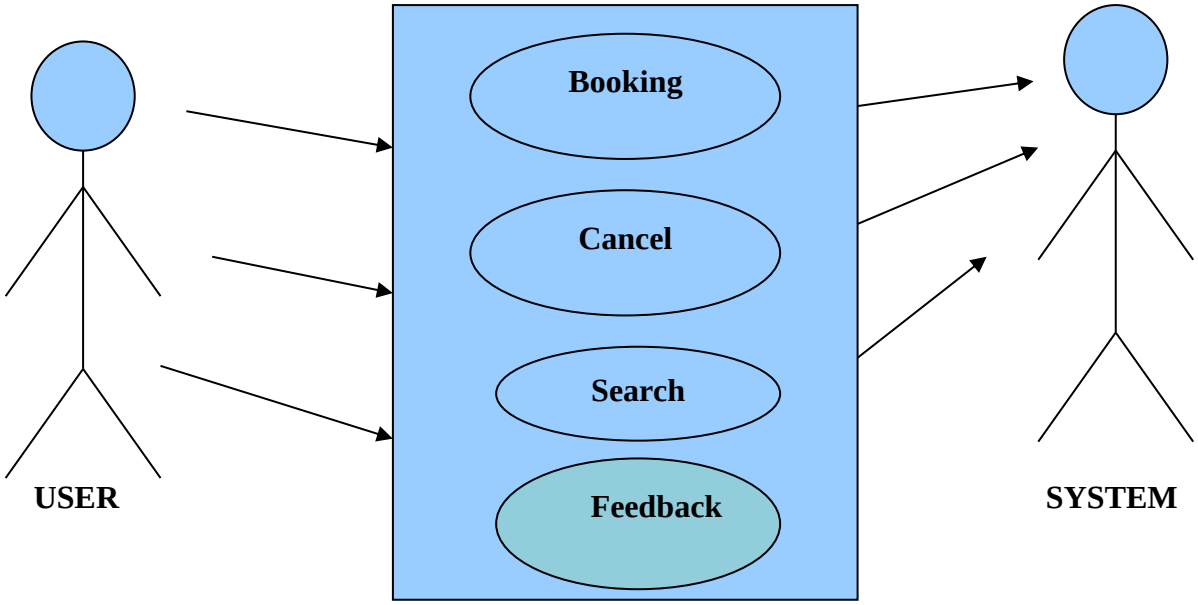


Fig 2: Use Case Diagram between USER and SYSTEM

5.2 Sequence Diagram:

A sequence diagram is a Unified Modelling Language (UML) diagram that illustrates the sequence of messages between objects in an interaction. A sequence diagram consists of a group of objects that are represented by lifelines, and the messages that they exchange over time during the interaction.

A sequence diagram shows the sequence of messages passed between objects. Sequence diagrams can also show the control structures between objects. For example, lifelines in a sequence diagram for a banking scenario can represent a customer, bank teller, or bank manager. The communication between the customer, teller, and manager is represented by messages passed between them. The sequence diagram shows the objects and the messages between the objects.

A sequence diagram or system sequence diagram (SSD) shows process interactions arranged in time sequence in the field of software engineering. It depicts the processes involved and the sequence of messages exchanged between the processes needed to carry out the functionality. Sequence diagrams are typically associated with use case realizations in the 4+1 architectural view model of the system under development. Sequence diagrams are sometimes called event diagrams or event scenarios.

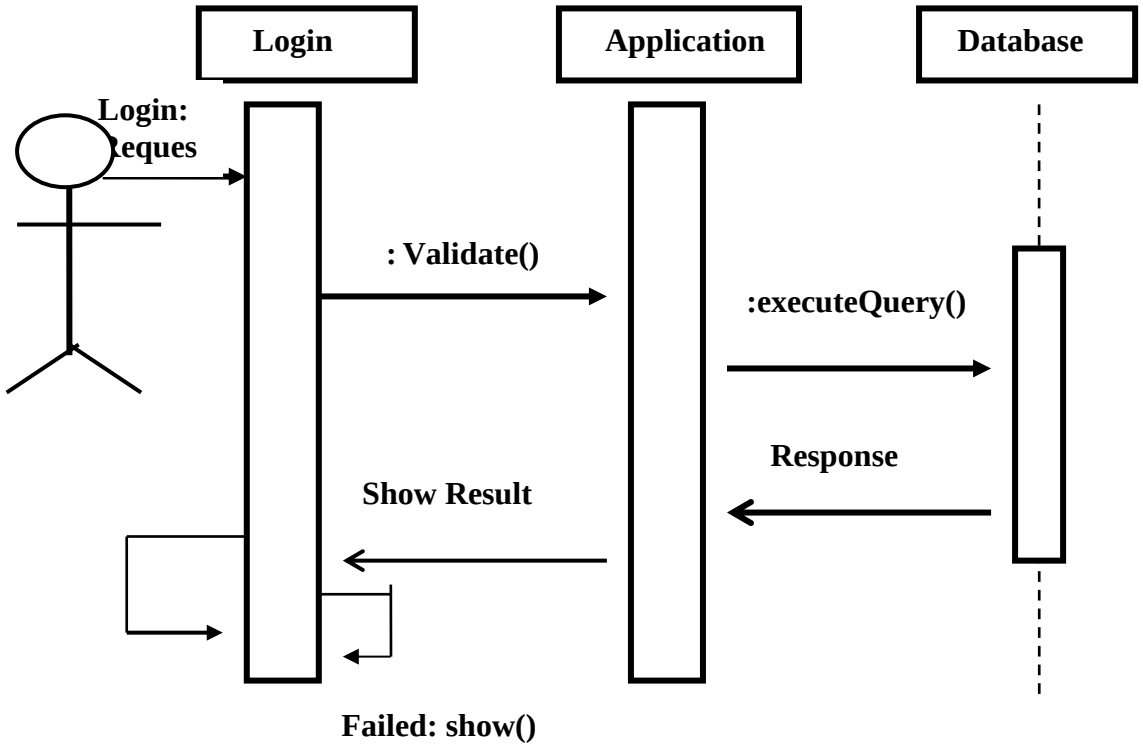


Fig 3: Sequence Diagram for Administrator

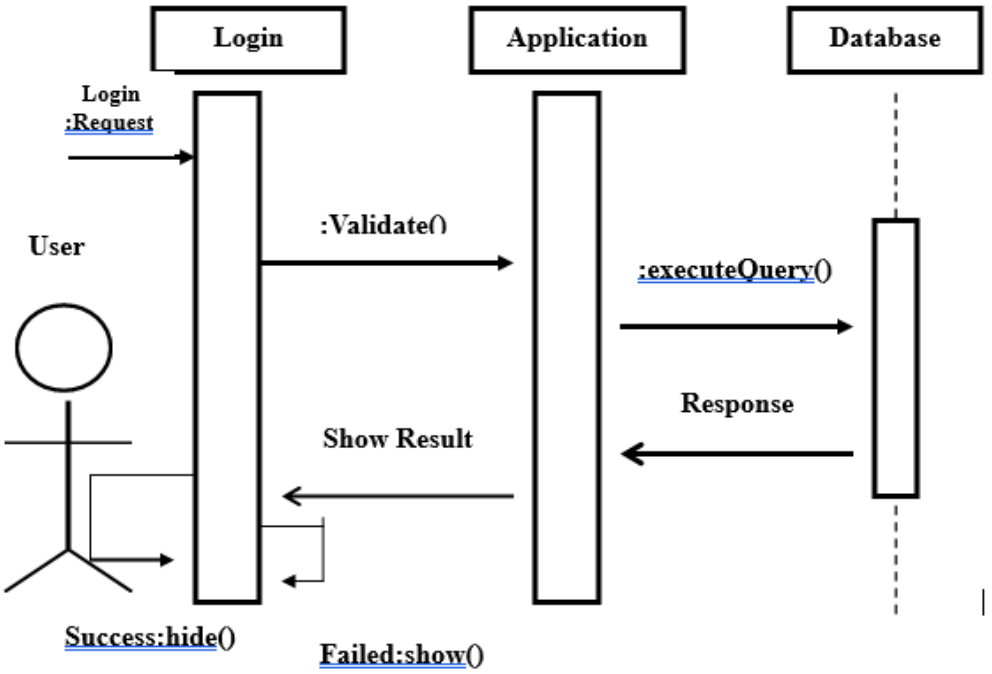


Fig 4: Sequence Diagram for User

5.3 Data Flow Diagram

A Data Flow Diagram (DFD) is a graphical representation of the "flow" of data through an Information System. A data flow diagram can also be used for the visualization of Data Processing. It is common practice for a designer to draw a context-level DFD first which shows the interaction between the system and outside entities. This context-level DFD is then "exploded" to show more detail of the system being modeled.

A DFD represents the flow of data through a system. Data flow diagrams are commonly used during problem analysis. It views a system as a function that transforms the input into desired output. A DFD shows movement of data through the different transformations or processes in the system.

Dataflow diagrams can be used to provide the end user with a physical idea of where the data they input ultimately influences the structure of the whole system from order to dispatch to restock how any system is developed can be determined through a dataflow diagram. The appropriate register is saved in the database and maintained by appropriate authorities.

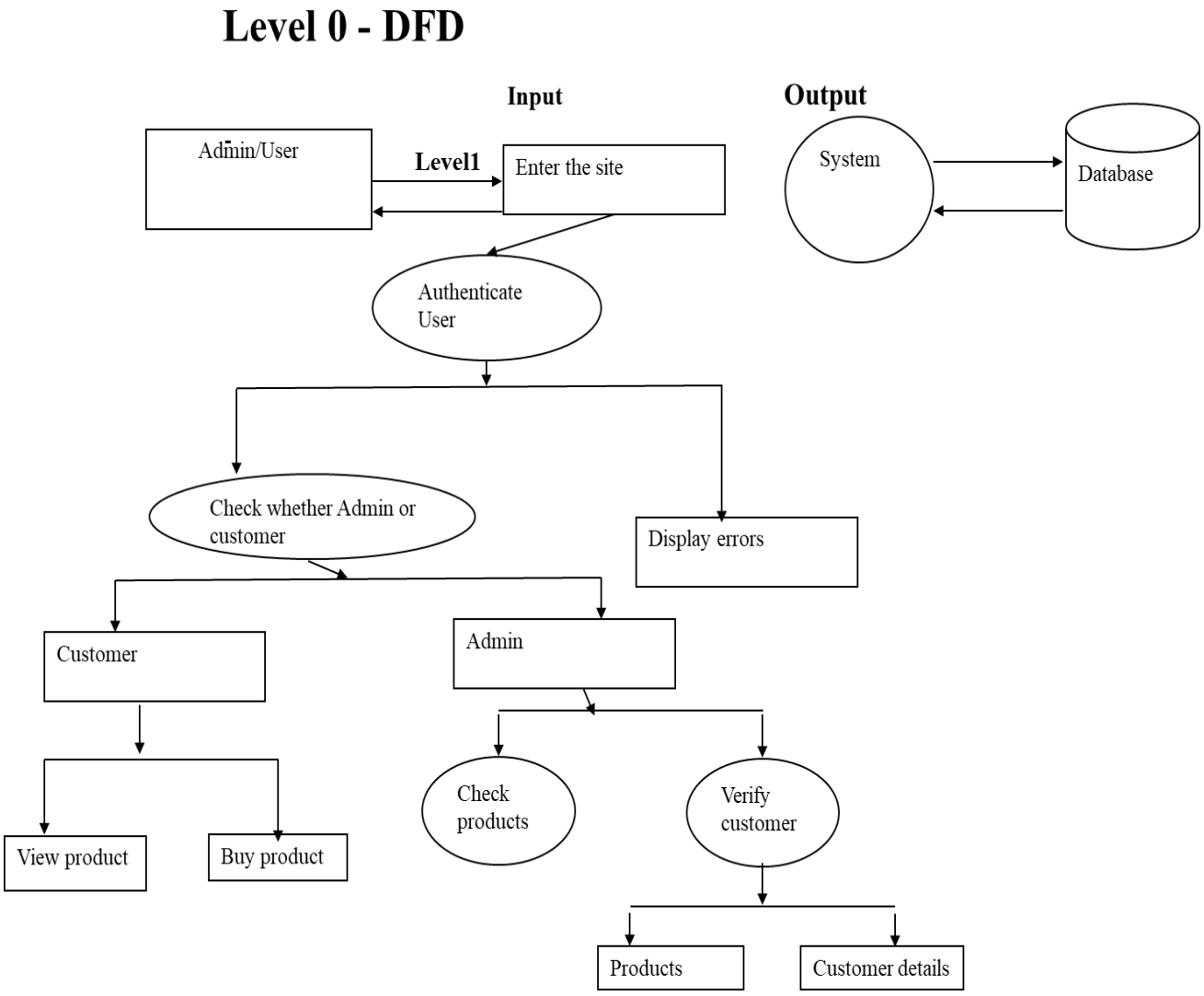


Fig 5: Data Flow Diagram of the Shopping Site

5.4 Entity Relationship Diagrams (ER-Diagrams):

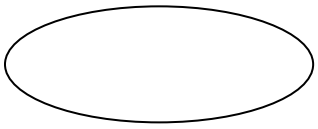
An entity-relationship (ER) diagram is a specialized graphic that illustrates the interrelationships between entities in a database. ER diagrams often use symbols to represent three different types of information. Boxes are commonly used to represent entities. Diamonds are normally used to represent relationships and ovals are used to represent attributes.

An **entity-relationship model** (ERM) in software engineering is an abstract and conceptual representation of data. Entity-relationship modeling is a relational schema database modeling method, used to produce a type of conceptual schema or semantic data model of a system, often a relational database, and its requirements in a top-down fashion.

Symbols used in this E-R Diagram:

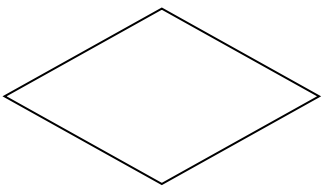
Entity: Entity is a "thing" in the real world with an independent existence. An entity may be an object with a physical existence such as person, car, or employee. Entity symbol is as follows.

Attribute: Attribute is a particular property that describes the entity. Attribute symbols are.



Relationship: Relationship will be several implicit relationships among various entity types whenever an attribute of one entity refers to another entity type some relationship exits. Relationship symbol is:

Key attributes: An entity type usually has an attribute whose values are distinct for



each individual entity in the collection. Such an attribute is called key attribute. Key attribute symbol is as follows.

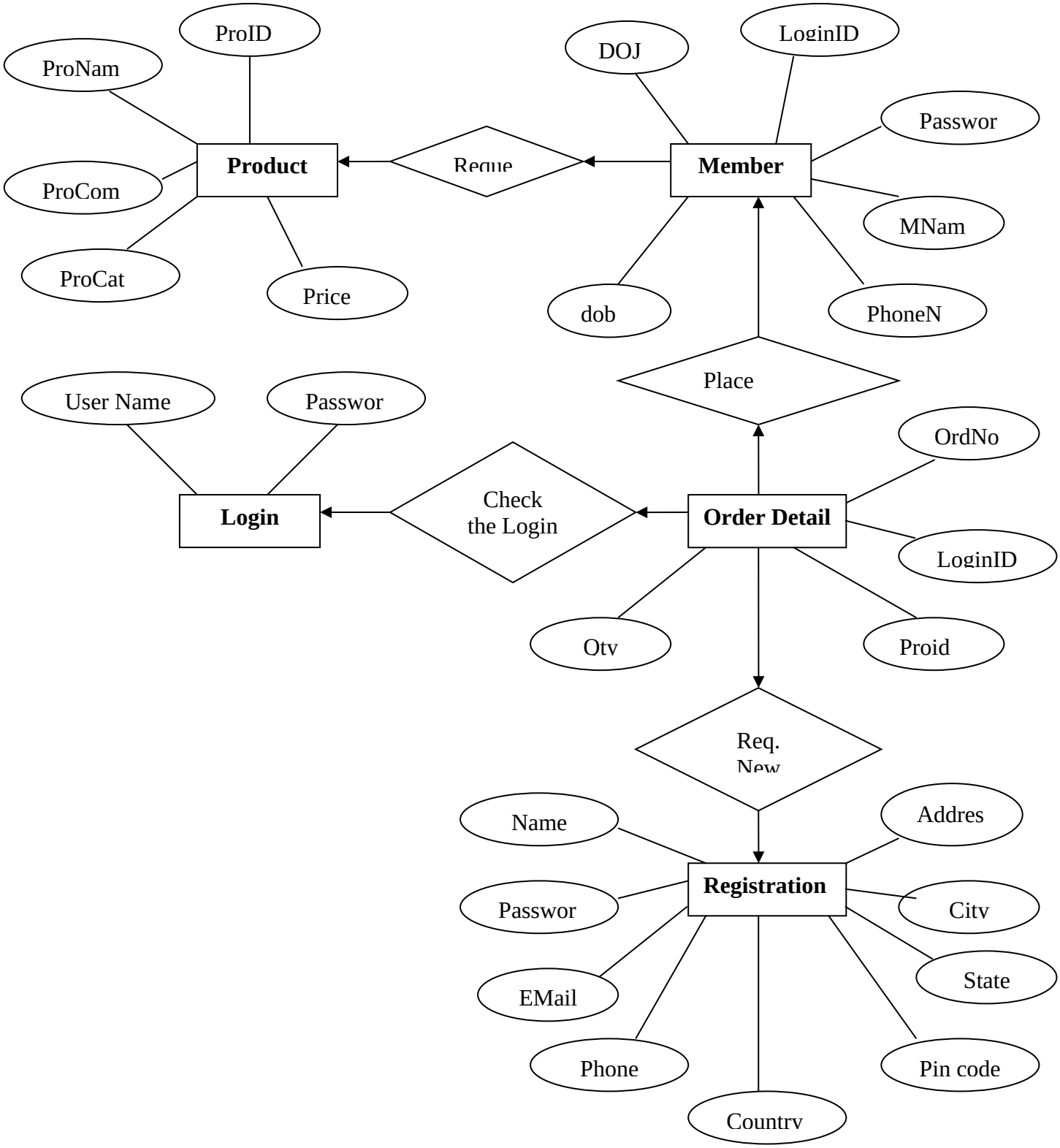
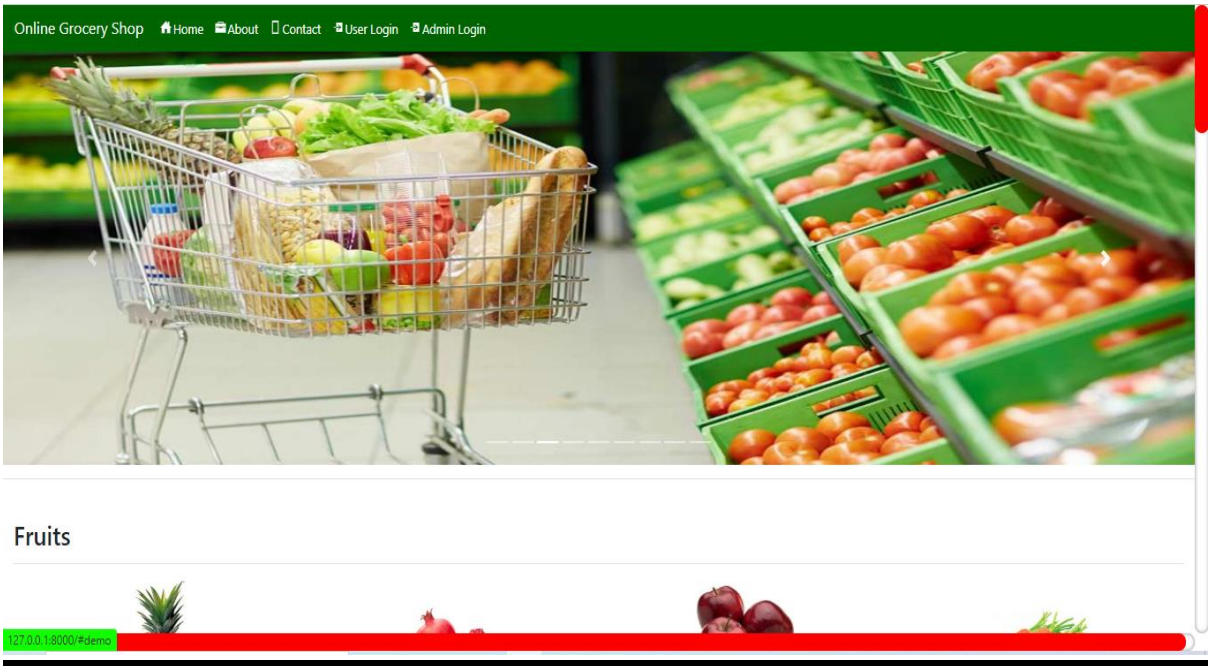


Fig 6: ER Diagram of Online Grocery Store

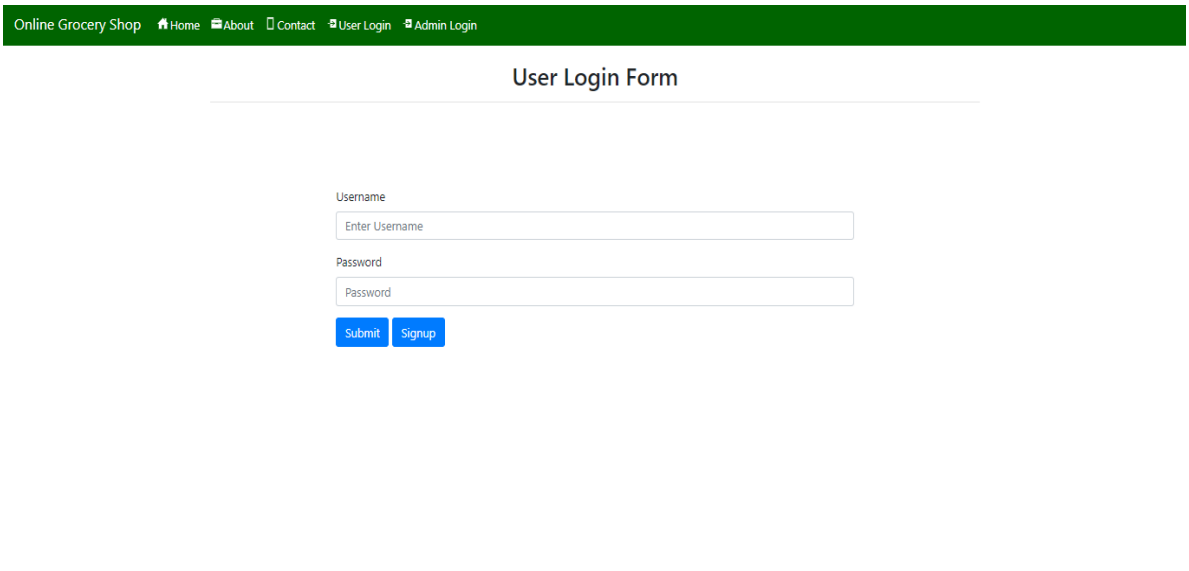
Chapter 6

Output Screen

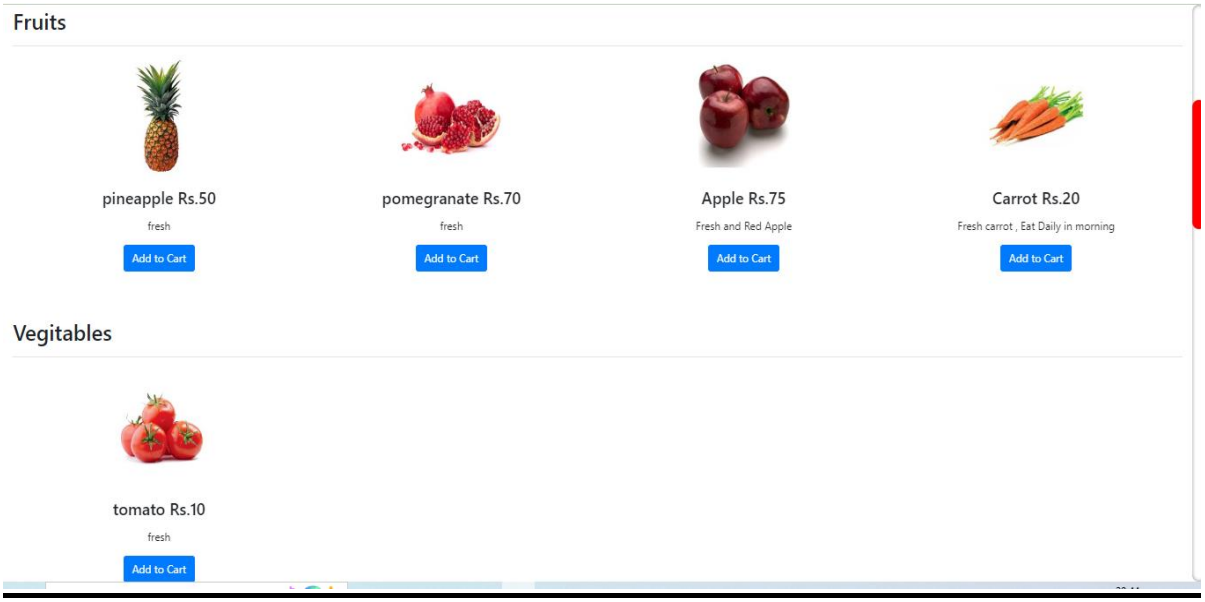
HOME PAGE



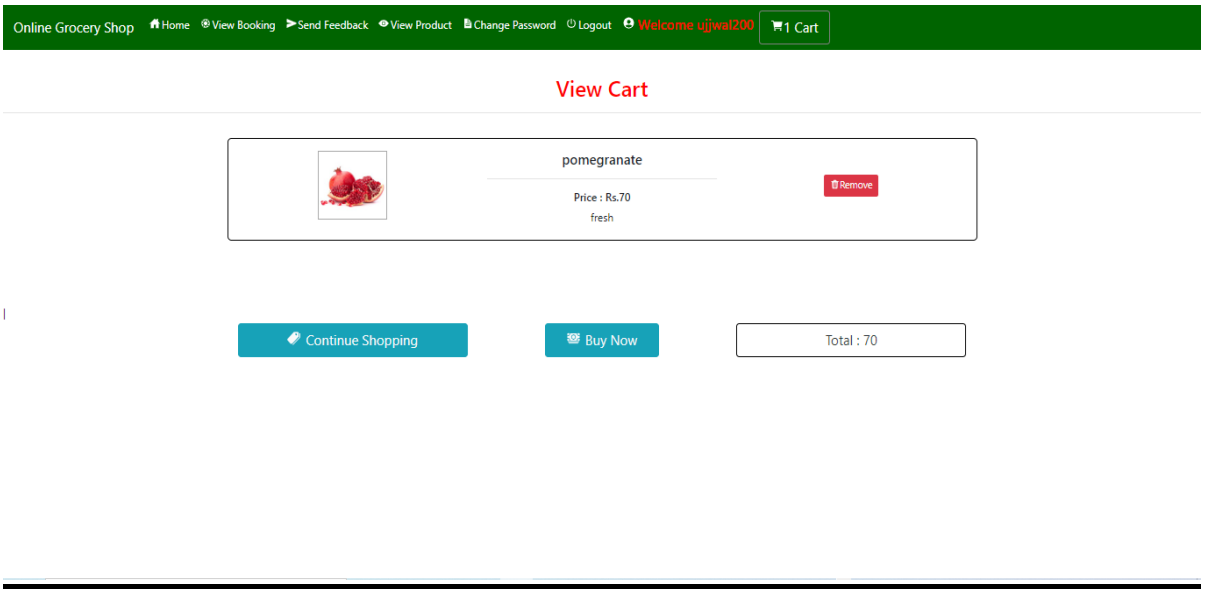
USER LOGIN PAGE



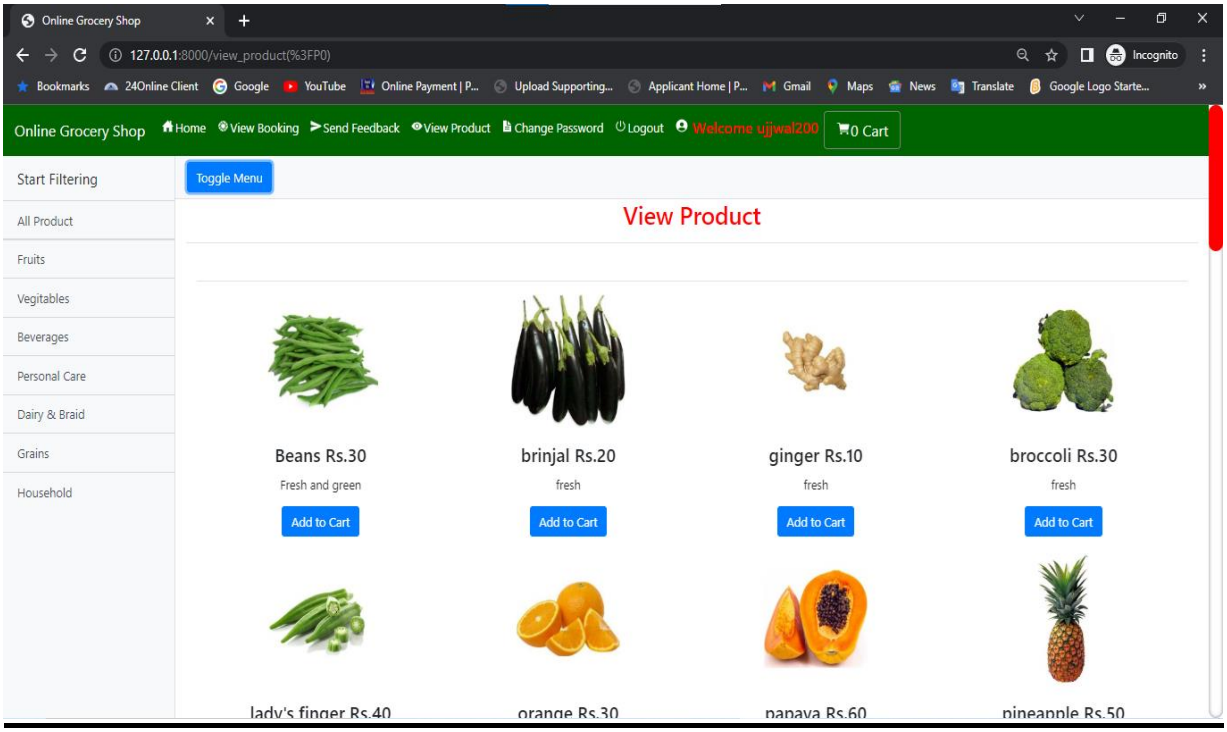
PRODUCT CATEGORIES PAGE



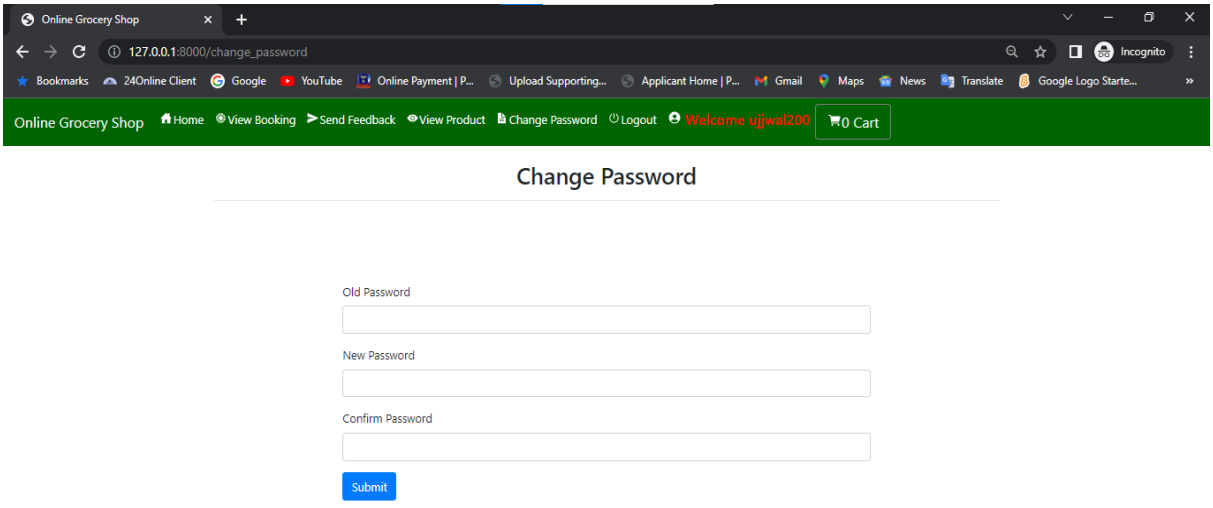
VIEW CART PAGE



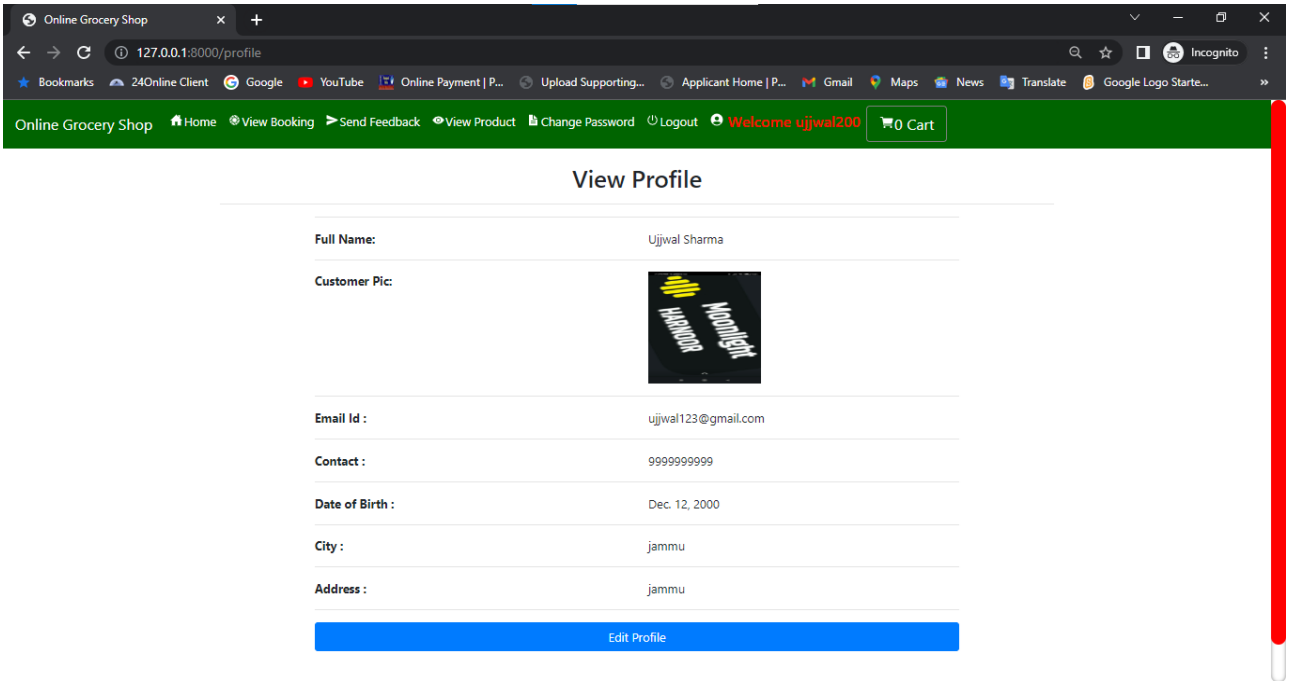
VIEW PRODUCTS PAGE



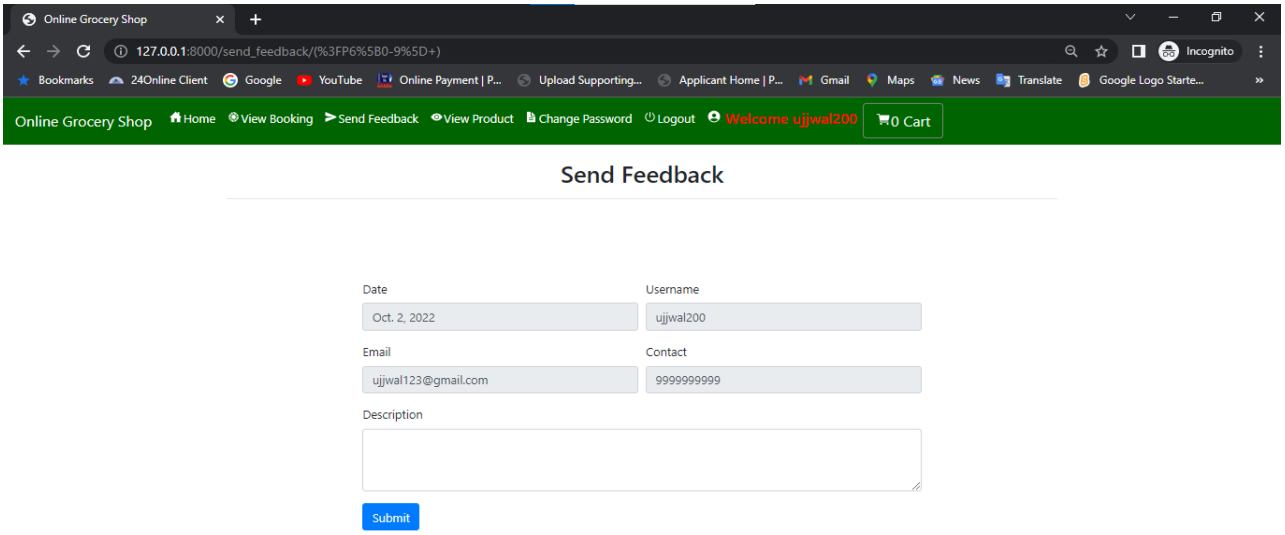
CHANGE PASSWORD PAGE



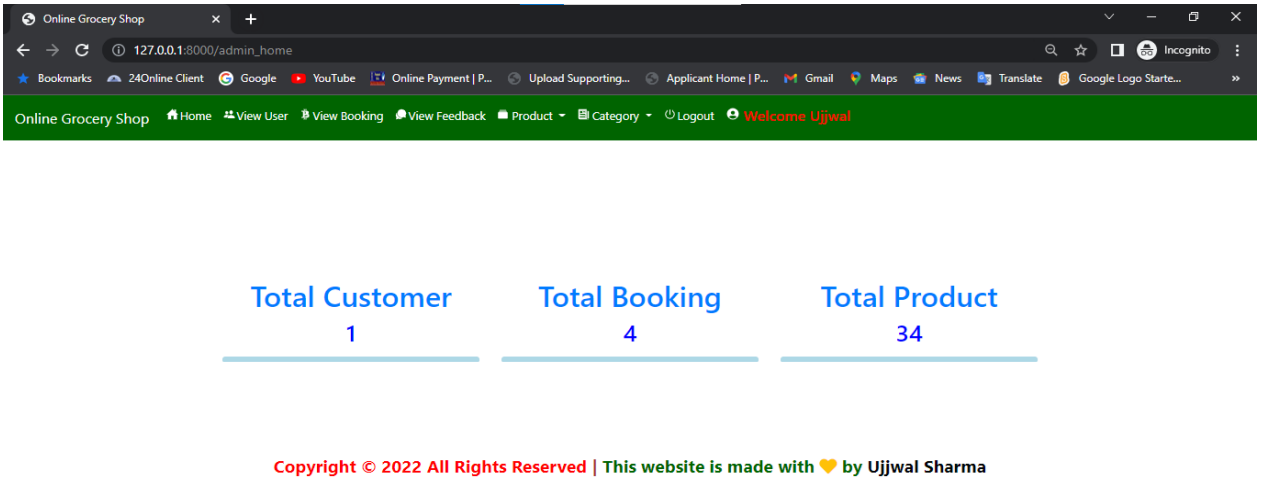
VIEW PROFILE PAGE



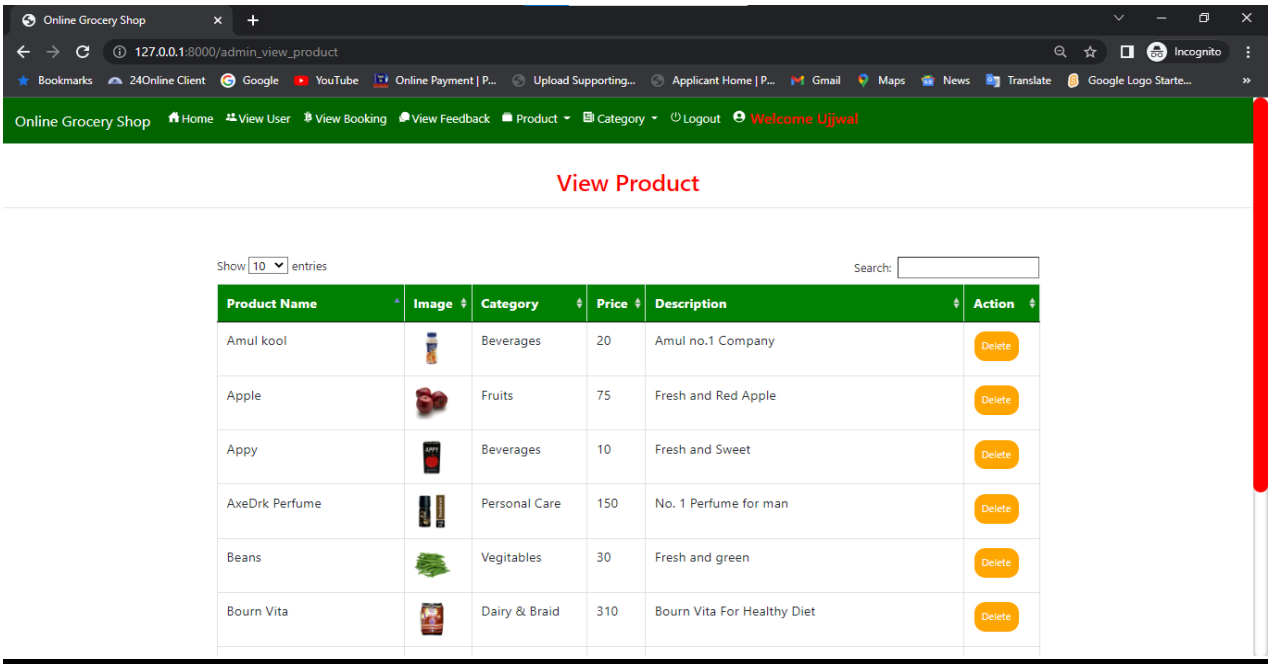
SEND FEEDBACK PAGE



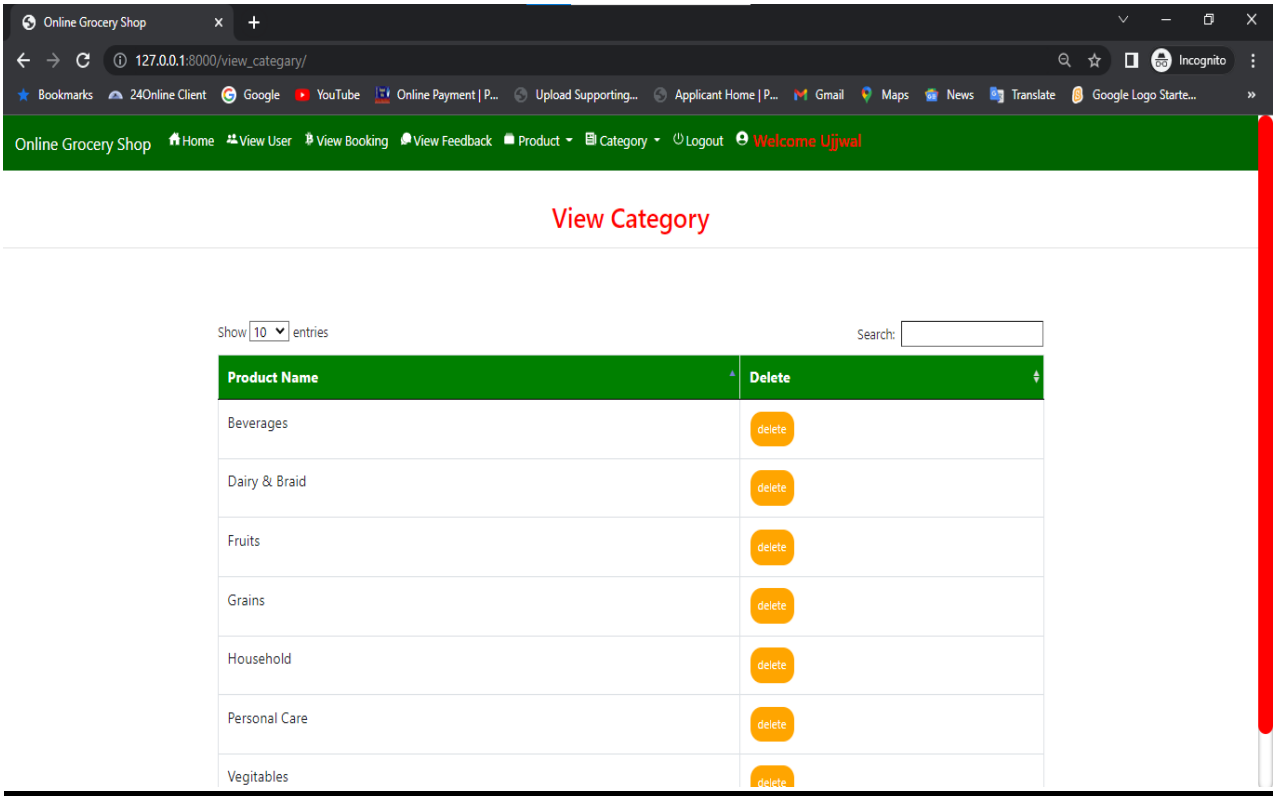
ADMIN HOME PAGE



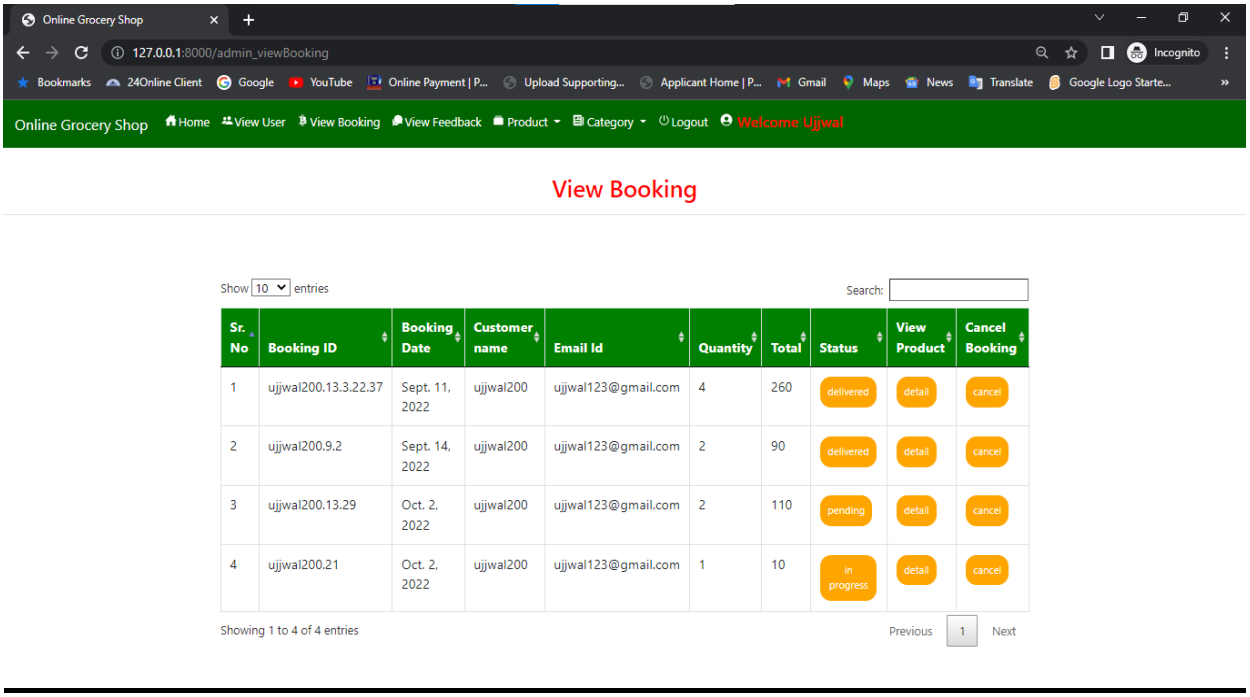
VIEW PRODUCT PAGE



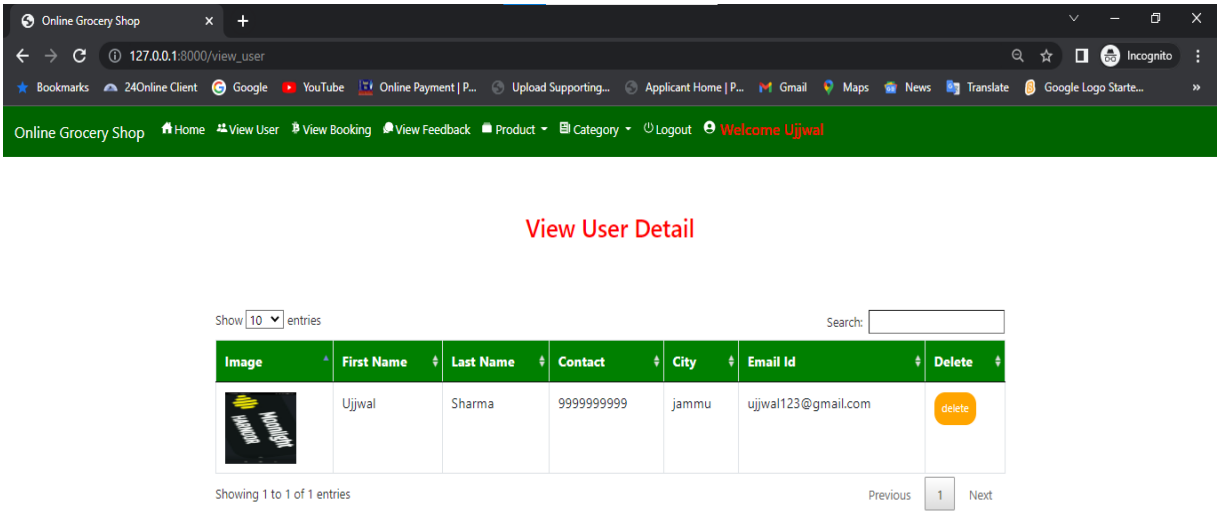
VIEW CATEGORY PAGE



VIEW BOOKING PAGE



VIEW USERS PAGE



Chapter 7

Conclusion

7.1 Advantages of "Online Grocery Store System":

"Online Grocery Store System" provides various features, which complement the information system and increase the productivity of the system. These features make the system easily usable and convenient. Some of the important features included are listed as follows:

- Intelligent User Forms Design
- Data access and manipulation through same forms
- Access to most required information
- Data Security
- Restrictive data access, as per login assigned only.
- Organized and structured storage of facts.
- Strategic Planning made easy.
- No decay of old Records.
- Exact financial position of the Business.

7.1 Limitations of "Online Grocery Store System":

Besides the above achievements and the successful completion of the project, we still feel the project has some limitations, listed below:

1. It is not a large-scale system.
2. Only limited information is provided by this system.
3. Since it is an online project, customers need internet connection to buy products.

People who are not familiar with computers can't use this software.

7.2 FUTURE SCOPE

This web application involves almost all the features of online shopping. The future implementation will be online help for the customers and chatting with the website administrator.

Also, since the deliveries from these local vendors will not be as time-consuming as these days Flipkart, Amazon, etc. take but rather will be delivered the same day as an order placed. Else the shopkeeper can ask the customer if the product will be available by the next day, so if he/she still wants to place the order, it can be done.

Again, return or exchange will be easy since the delivery boy can even do it as the store is nearby. Including a chat box for public benefit is also a great idea via which people can directly have a conversation with some officials regarding any type of queries.

Due to Covid- 19 the online grocery request in India has attract lots of request member over the once many months in grocery chains expanding to the digital platform. In between 2016-2022 India's online grocery request is anticipated to grow at a compounded periodic growth rate of 62 per cent. India is the sixth- largest grocery request in world with US $360 billion (Rs 21,60,000 crore) worth although the online grocery shopping is still in its developing stage. According to check and experimenters now we can anticipate touching US $1 trillion by 2023, and deals are anticipated to reach 2 percent of overall deals creating an implicit request size of around US $10 billion (Rs 60,000 crore) following the swell in number of players operating in the assiduity. E-tailing space giving big occasion for online grocery stores.

7.3 CONCLUSION

The project entitled “Online Grocery Store” is developed using HTML, CSS and Bootstrap as front end and Python Django and SQLite database in back end to computerize the process of online buying of grocery products. This project covers only the basic features required.

Online grocery services meet several consumer needs including furnishing products for niche requests or helping the time starved consumer shop for the mundane daily groceries. By delivering products to consumers' homes, the homebound aged and hindered can share in the shopping experience. Indeed, however there has been a great decline in the number of pure- play online stores, there appears to be a solid request for shopping online. The major business model that's working moment requires the support of the established bricks- and- mortar supermarkets. This model is effective as it creates distribution edge and leverages character, which is an important consideration for consumers considering the perishable nature of numerous grocery products.

User purchase grocery products through his mobile phones. The user does not have to wait in a long queue and does not have to struggle with trolleys. Users can coolly sit at home and purchase the products according to their likes. this website can be used by any user who loves to shop and this website can be used by many housewives.

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- 4.4 JavaScript: https://www.tutorialspoint.com/javascript/javascript_overview.htm
- 4.5 Django: https://www.geeksforgeeks.org/django-basics/
- 5.2 Sequence Diagram: https://en.wikipedia.org/wiki/Sequence_diagram
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