

ORCHID-THE GIFT & FLOWER SHOPPING APP

A PROJECT REPORT

Submitted by

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Guided by

D.D Nayaka



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**GUJARAT TECHNOLOGICAL UNIVERSITY AHMEDABAD
SIR BHAVSINHJI POLYTECHNIC INSTITUTE
BHAVNAGAR**



Certificate

This is to certify that Mr. Manav Anilbhai Takoliya from **Sir Bhavsinhji Polytechnic Institute, Bhavnagar** College having Enrolment No : 186490316114 has completed **Project Report** having title Orchid – The Gift & Flower Shopping App, individually persons under the guidance of the faculty guide DD Nayaka.

Institute Guide-UDP

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Primarily I would thanks to god for being able to complete this project with success. Then I would like thanks my project guide **Miss, DD NAYKA**, whose valuable guidance has been the once that helped me patch this project and make it full proof success his suggestion and his instruction has served as the major contributor towards the completion of the project.

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Abstract

In this era of internet, e-commerce is growing by leaps and bounds keeping the growth of brick-and-mortar businesses in the dust. In many cases, brick-and-mortar businesses are resorting to having a counterpart which is internet or e-commerce driven. People in the developed world and a growing number of people in the developing world now use e-commerce app on a daily basis to make their everyday purchases. Still the proliferation app of e-commerce in the under-developed world is not that great and there is a lot to desire for. This paper outlines different aspects of developing an e-commerce website and the optimum solution to the challenges involved in developing one.

So that We are creating very interesting app which name is orchid. It has many features like online orders for marriage, party, and festival and so on. As an engineer it is our duty to dispense new technology and ameliorate the current technology to the society for betterment of them. but also, it should efficient and intelligible for human.

So that we add new functionality. Our app is providing users with wide range of Gift's and Flowers Item which delivered with perfect time or even in day and night. Which are very amazing things that all is available at one place. People do not need to go to shop for buy and also it is exceedingly save our time in this competitive world.

Using this app Customers can get their desired item at any time anywhere with perfect time deliveryman also User get facilities to enter time which they want to take. Whereas in this app also available Selection of payment method.

And you feel Personalized user experience while using. And also it provide Trouble free process. It also supports Push notification for sending important message.

If we talk about in terms of business than the growth of this application is very high because the e-commerce is used a lot nowadays. And our product is user friendly. Application have best features and interface which are attract the customer to buy products.

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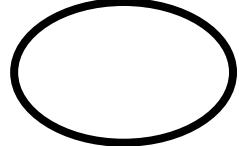
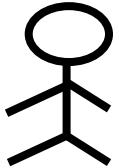
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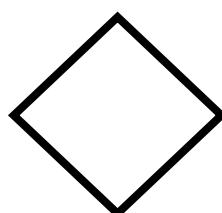
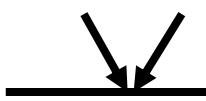
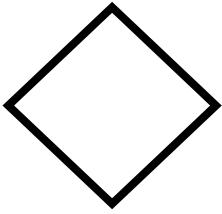
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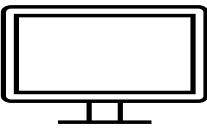
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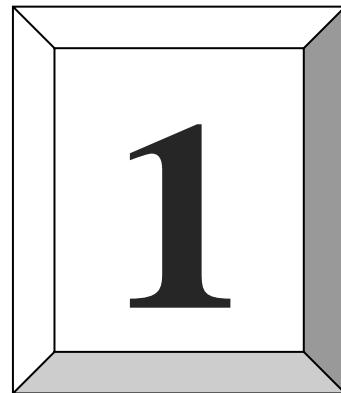
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5		Actor	
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Chapter # 1: Introduction



- 1.1 Purpose**
- 1.2 Purpose**
- 1.3 Scope**

1.1 Project Introduction

Introduction is telling the delve report about this topic, and it provide background information which reader needs to understand this report.

Nowadays, world is becoming a global village through an enormous development in the technology.

People can get their desired items in every part of the world quickly and without any barriers, which I intend to be a positive step towards the global advancement.

As an engineer it is our duty to dispense new technology and ameliorate the current technology to the society for betterment of them. but also, it should efficient and intelligible for human.

Orchid is an interactive e-commerce solution providing users with an opportunity to buy Amazing gifts and Variety of flowers items. Orchid is first online platform which take online orders for marriage, party, and festival. we deliver a constructive service to each and every.

person of Gujarat to furnish their needs in terms of pleasure by providing them with an online platform where they can Buy flower's items for affordable price.

Orchid provides users with wide range of Gift's and Flowers Item which delivered with perfect time or even in day and night.

The success of many app is determined by not only the products offered and how well the app is marketed, but also by the features the website offer both the customer and the app owner.

As an engineer, it is important that you have the tools to manage your app and that the administrative features fit with your business processes.

1.2 Purpose

- i. Customer can get their desired item.
- ii. Delivery of items at any time(User get facilities to enter time which they want to get).
- iii. Selection of payment method.
- iv. Personalized user experience.
- v. Trouble free process.
- vi. Push notification.
- vii. Relevant and authoritative app content.
- viii. Party, Decoration Pre book Facilities.

1.3 Scope

Scope of the e-commerce app and website is increase day by day in worldwide.

1.1 graph has been representing a growth of e-commerce website and application since 2014. Nowadays all people do not have a time for a shopping. There are many websites are available in the market, but they have some limitation. I have been fixing this limitation.

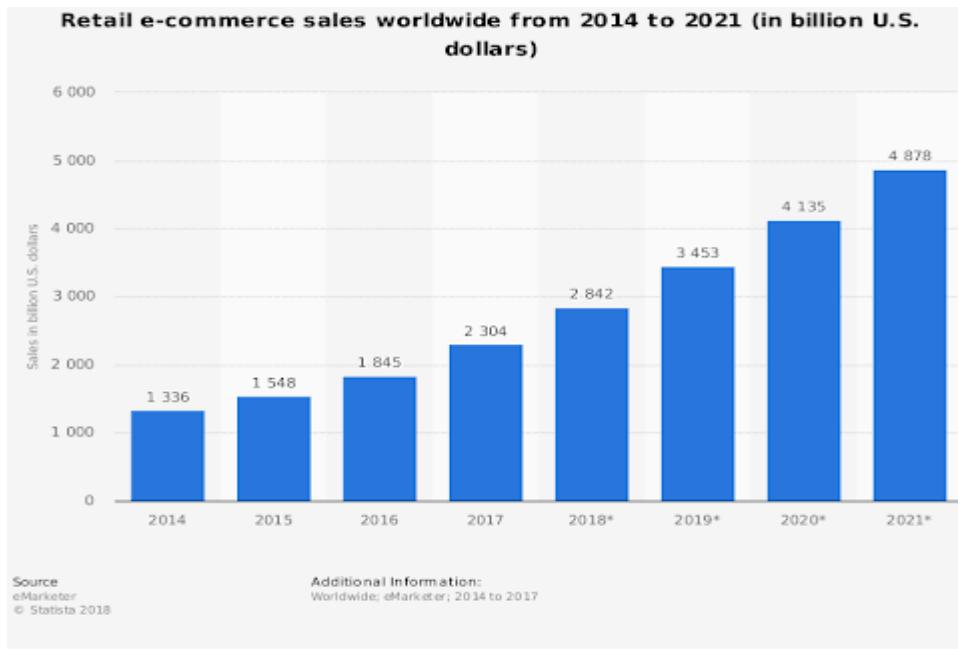


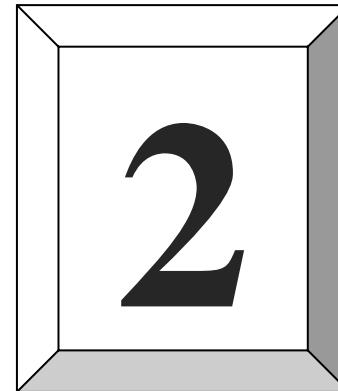
Figure 1: Graph

Application have best features and interface which are attract the customer to buy products.

Using this app, growth of business will be increased day by day and they don't have to go for marketing in market and people will be buying products at anytime and anywhere. Also, customers are getting offer by the app, which are attract to user to this app. These small things are higher the growth of business.

There are three main entity work in this process, which are shown below.

- i. First one is user, which will be mainly use this app for buying an item from online.
- ii. Second user of this application is an administrator, which will be control this application back end or we can say it will be control the background of application.
- iii. The whole system control by the business owner of this business. All employees are work under the owner.



Chapter # 2: System Requirement Analysis

- 2.1 Current System Study.**
- 2.2 Weakness of Current System.**
- 2.3 Problem Identification / Definition.**
- 2.4 Requirement of New System.**
- 2.5 Feasibility Study.**
 - 2.5.1 Technical .**
 - 2.5.2 Economical.**
 - 2.5.3 Operational.**
 - 2.5.4 Schedule(Timeline Chart).**
- 2.6 Development model (Software Process Model).**
- 2.7 Requirement Validation.**
- 2.8 Tools and Technology / Minimum Hardware and Software Requirements.**
- 2.9 System Architecture.**
- 2.10 Data Flow Diagram.**
- 2.11 Use –case Diagram.**
- 2.12 Activity Diagram.**

2.1 Current System Study

- ❖ There are many apps available worldwide, these apps have been made for different purposes. For instance, Paytm, is used for payment, traveling ticket booking, recharge(tv recharge, mobile recharge) and electricity bill.



Figure 2: e-commerce

- ❖ Now we see another example, Amazon – the leading online marketplace worldwide, provides an excellent shopping experience to their users. The app is lighter and faster and allows you to search and filter a wide range of products on various parameters with just a couple of clicks. It provides multiple payment gateways for easy checkouts and you get up-to-the-minute updates about your order status. With the localization of the app, users can also avail the offers from the nearby local businesses.
- ❖ E.g. eBay mobile app has enabled the users from across the world to bid whenever they want. The search options are streamlined to enhance both the buying and selling experience. The app features include barcode scanning for price comparisons, autocomplete

searches, guest checkouts, linking of PayPal accounts with eBay accounts for quicker transactions and much more.

- ❖ E.g. Groupon app provides ‘deal of the day’ recommendation services for their customers. Users are lured to avail great offers on a variety of things they need in general (such as eating out at a restaurant or shopping at a fashion store or even a tropical getaway).

- ❖ E.g. LolaFlora is one of the most reliable and well-known florists in the world. Our work creating all kinds of flower bouquets is a guarantee. You can select the kind of gift you want by filtering among hundreds of items in the categories of flowers and gifts. There is no need to go to a shop, you can do it all from our iOS application. Your online shopping made easier, with just a couple of clicks. Download the LolaFlora iOS app now and send flowers on the same day to the whole country and other countries around the world, thanks to our vast network of florists! Sending and giving flowers had never been so easy.

These apps examples are telling that, how those apps are work and show their pros and cons .There are many features ,which are not provide by those apps. Using this system study, we can find that what features we should include in our app.

2.2 Weakness of current system

➤ Disadvantages of current system :

- ❖ However, everything has two sides, that means advantages and disadvantages.

- ❖ There are many products are available in market which are same as our app.

- ❖ But they have some disadvantages like ,they cannot deliver the products in all over the Gujarat, many apps are available for some limited area or even city. And they cannot deliver products in perfect time and perfect place.
- ❖ In current e-commerce app not taking an order for decoration, party and for some occasions , this is also disadvantage of current system.
- ❖ And they cannot furnish user friendly interface. And they are doing product deliver in fix time in the day. for instance , in only time between 9:00AM to 8:00PM.
- ❖ Preorder and date facilities are not available in current system. Which is very difficult for costumer , they cannot get delivery at that time which they want.

➤ **Advantages of current system :**

- ❖ But in our products, we are delivering the products in all over the Gujarat.
- ❖ Orchid limited area is Gujarat.
- ❖ Orchid can deliver products in perfect time and perfect place. And provide time facilities.
- ❖ Orchid is taking an order for decoration, party and for some occasion.
- ❖ Preorder and date facilities are available in Orchid.
- ❖ User friendly interface for user convenience.
- ❖ Day Night Delivery at anytime and anywhere.

2.3 Problem Identification/Definition

- ❖ Problem identification is presenting main role in the project. There are lots of products are seeing in markets, but they have some issue and disadvantages. We are trying to be solving them.
- ❖ One of the biggest problems with buying things in online app is that you will have no guarantee of products quality. Reviews are not always helpful and though all the research will never assure you about the quality of a product.
- ❖ This is one of the problems where you have reckoned the service to get online again because when you talk about e-commerce store ,they face issue with server sometimes which cause lots of problem on sales.
- ❖ When someone plans to order a product online, they are never assured to get delivered as per time and there are plenty of issue which make such situation very delicate for customers.
- ❖ We are trying to learn all products are available in market and trying to improve them.
- ❖ We are including many features which are not available in current products.
- ❖ Orchid would be becoming a best app in the future market. We planned some different for the products , how it works in future.
- ❖ We are studying many issues ,which are facing by the customer. We would be making better products from old products , in which ,issue will not face by any users.

- ❖ We are making this disadvantage as definition.

2.4 Requirement of new system

Mobile ecommerce apps have never been more popular and are in greater demand than ever before. With the number of Mobile-savvy users increasing worldwide, businesses find solace in the opportunity to captivate more customers on a global platform. eCommerce apps have definitely influenced shopping habits of modern users as they offer utmost comfort and convenience of making online and payment.

Below all features are not available in some app , which like the customers.

1. Proper customization

Every e-commerce mobile app should an outstanding user experience for the promotion of the e-commerce business. For example, in case of a shopping app the user should have a flawless navigation along with a smooth experience so that no complexities are present during the shopping.

For that reason, it is crucial to maintain an interactive and engaging user experience with necessary customizable features that support the preferences and needs of the users.

2. Trouble-free registration process

Most of the users do not like the long and complicated sign-up process and some apps require a lot of information for the registration process. The whole process of registration to checkout should be simple in nature like that of Amazon.

The user should be able to directly get to the main page and choose the products. Moreover, the registration should need only a mobile number or email id. The app should have a save user information for future references. These are essential features for getting more users for your business.

3. Loading speed

Speed has become the meaning of life in the world that is constantly dynamic. Slow loading apps could be a horrible debacle for businesses that aim big. Make sure all app contents are optimized to fit the standards of underlying device environment and do not take more than 3 seconds to appear to users.

4. Feedback system

The users should be able to provide feedback on your app as this is essential for your business. It should be made in such a way that the users can report any kind of issue in the system like bugs or can provide review about your products.

5. Indelible user experience

Products is not the only thing users are looking for, they also want to feel satisfied and delighted having a great experience inside the app. To make them addicted, try to carve unique features that offer value and rewards to users.

Simple navigation, clutter-free checkout funnel and an amazing usability define the incredible user experience. Remember that users don't want to be plagued with redundant information, distractions, and ads.

6. Push notifications

This can be considered as the most effective and easiest way to attract the users back to your store. With the help of push notifications, certain promotions can be made of the fresh arrivals or discounts are offered on the products that are stored in the cart.

The users can be inspired by this notification and this calls for immediate action. This feature can be compiled with analytics for an instant boost in sales. This notification system gets more response from the users than emails or text messages.

7. Wish List Button

This is considered as an essential feature. Using this feature, users can bookmark the items they wish to buy. By enabling this feature, you can notify the users about the offers that are applicable on the products in the wish bucket.

Every e-commerce mobile app should have this feature as this helps with the profit making of the business.

8. Featured product

Featuring the latest trending products and discount offers via vivid sliders and banners have become a hallmark of successful ecommerce apps.

Make your landing page more influential with a display of hot products which is the first element users notice as they enter your ecommerce app. It also helps you track the customers who explored the options presented on the slider.

9. Quick checkout

This feature is a must for your e-commerce mobile app. With the help of this feature, the users can complete their order with the information that is already provided in their profile which includes the billing and the shipping address of the user.

The checkout process should always be simple and easy in nature as this allows the user to complete the transaction with minimum requirement. This process should not take a long time as this will increase the sales of the business.

2.5 Feasibility study

2.5.1 Technical Feasibility

- **Costs for technology**

To produce an ecommerce apps, requires a high-speed connection to the Internet, a web server, and software. Other costs that are relevant is the cost of the payment system, whether it is taking online payment directly from the Society's apps or an alternative third-party like Pay pal or more expensively using an online bank.

- **Cost for the consultancy support(Design and implementation)**

We would require the services of specialists in e-business design and implementation to guide you through this process.

- **Software and Hardware**

It's also requires some hardware for development a product and also require a software for implement this product.

2.5.2 Economical Feasibility

- **Low financial cost**

One of the ecommerce benefits is that it has a lower startup cost. Physical retail stores have to pay up to thousands of dollars to rent one of their store locations. If you choose to dropship online, you won't need to buy bulk inventory saving you a lot of money. Your store logo is often more affordable than a store sign. Your business expenses are generally much lower in ecommerce. This is one of the most attractive benefits for new entrepreneurs looking to keep their costs low.

- **Potential income**

Another advantage of ecommerce is that online stores are always open for business. With your ads, you can attract someone at any time in any part of the world.

- **Sell Internationally**

Next on the list of ecommerce benefits is that a new brand can sell to customers around the world easily. You have the ability to discover your audience whether they're in the U.K., South America, or neighboring countries. If you choose to dropship from AliExpress, many products offer affordable e-Packet shipping or

free shipping. This allows you to price and ship your products competitively to a worldwide audience.

Selling worldwide is a great feat as it helps you build your brand a lot faster, broadens your marketplace exponentially, and allows you to see profit long before your local competitors.

- **Easy to showcase bestsellers**

Ecommerce benefits like being able to easily display best-sellers makes it easier to show off products to customers. While you can design a brick and mortar store to sway people to buy certain products, it's easier for a customer to find the best-sellers in an online store.

2.5.3 Operational Feasibility

- A technical feasibility study assesses the details of how you intend to deliver a product or service to customers.
- we are providing user friendly function , customers can easily interact with app. We are providing a current new feature and make app lightweight, so that user can easily access app from village or rural areas.
- There are many functions will be satisfying the customer. We are providing simple GUI for people.

2.5.4 Timeline Chart (Schedule)

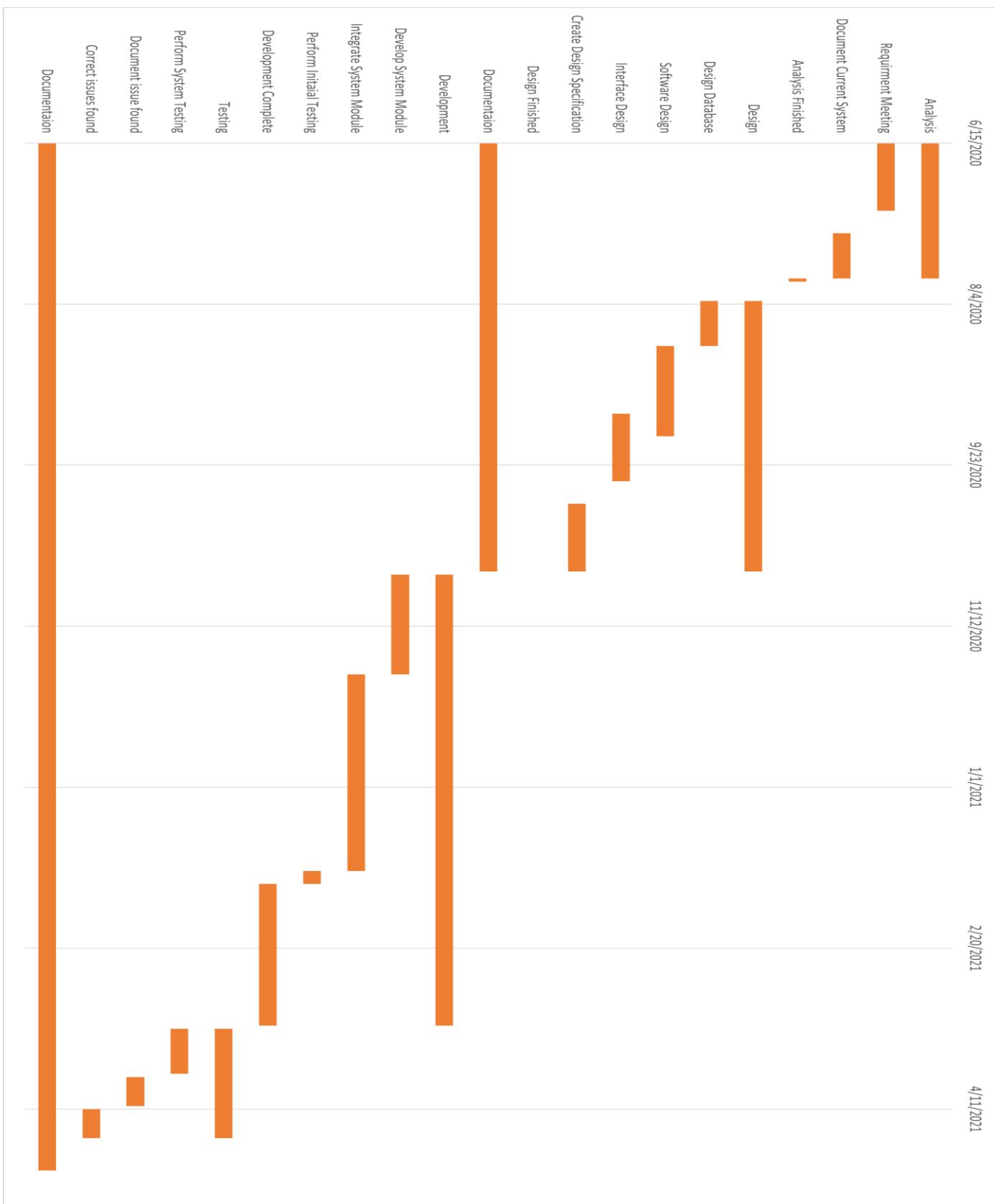


Figure 3: Timeline

2.6 Development Model

➤ Why We use this approach ?

I am only person for developing a project this is a one reason and also every e-commerce app need to improvement no one can perfect in this world.

For that we need to update application so that we are using an incremental model . Using this model, we are quickly release the new version of application and also it is use when many bugs are come in app. We will get review by the customer and through this review we can fix out app.

Our project development schedule is very lengthy.

Software team are not very well skilled or trained.

■ Incremental model approach

- Incremental Model is a process of software development where requirements divided into multiple standalone modules of the software development cycle. In this model, each module goes through the requirements, design, implementation and testing phases. Every subsequent release of the module adds function to the previous release. The process continues until the complete system achieved.

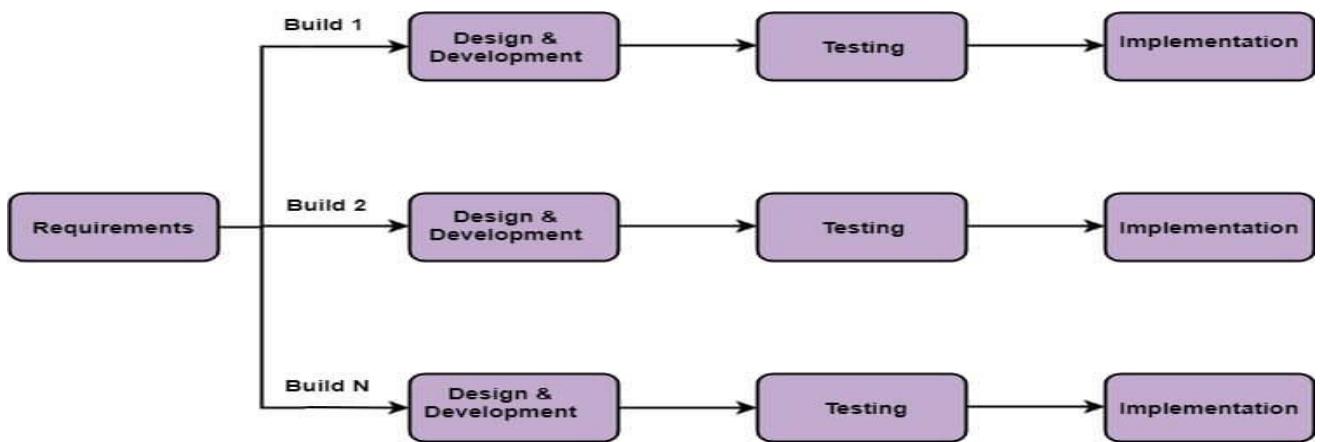


Figure 4:Software model

1. Requirement analysis : In the first phase of the incremental model, the product analysis expertise identifies the requirements. And the system functional requirements are understood by the requirement analysis team. To develop the software under the incremental model, this phase performs a crucial role.

2. Design & Development : In this phase of the Incremental model of SDLC, the design of the system functionality and the development method are finished with success. When software develops new practicality, the incremental model uses style and development phase.

3. Testing : In the incremental model, the testing phase checks the performance of each existing function as well as additional functionality. In the testing phase, the various methods are used to test the behavior of each task.

4. Implementation : Implementation phase enables the coding phase of the development system. It involves the final coding that design in the designing and development phase and tests the functionality in the testing phase. After completion of this phase, the number of the product working is enhanced and upgraded up to the final system product

2.7 Requirement validation

It's a process of ensuring the specified requirements meet the customer needs. It's concerned with finding problems with the requirements.

The cost of fixing a requirements problem by making a system change is usually much greater than repairing design or code errors. Because a change to the requirements usually means the design and implementation must also be changed, and re-tested.

- **We are checks using different methods :**

Validity : We need to implement or add function or features which user says. Add also we need to add in orchid which may be later useful.

Consistency : If customer says that , I need to add features which they want to add shouldn't conflict or different description of the same function.

Completeness : Completeness is a consists of requirements and check all features which user wants.

Realism : Tester check all requirement which user wants is either implement or not.

Verifiability : We want to check app is work properly with required function or not.

2.8 Tools and Technology

Tools and technology are dividing into two part :

Hardware requirement :

- Minimum i3 processor.
- One phone with latest android update.
- USB cable for run project in mobile.(Optional you can also run project in emulator).
- Server for data storing.
- 4 GB RAM minimum, 8 GB RAM recommended

- 2 GB of available disk space minimum.
- 4 GB Recommended (500 MB for IDE + 1.5 GB for Android SDK and emulator system image)
- 1280 x 800 minimum screen resolution.

Software requirement :

- Microsoft Windows 7/8/10 (64-bit).
- SERVER-SIDE SCRIPTING : OOP PHP
- CLIENT-SIDE SCRIPTING : HTML, CSS, BOOTSTRAP, JAVA SCRIPT, JQUERY.
- DBMS : MySQL.
- IDE : Android Studio.
- Other Software : Postman , Adobe XD , Figma , PS(Photoshop), JDK.

2.9 System Architecture

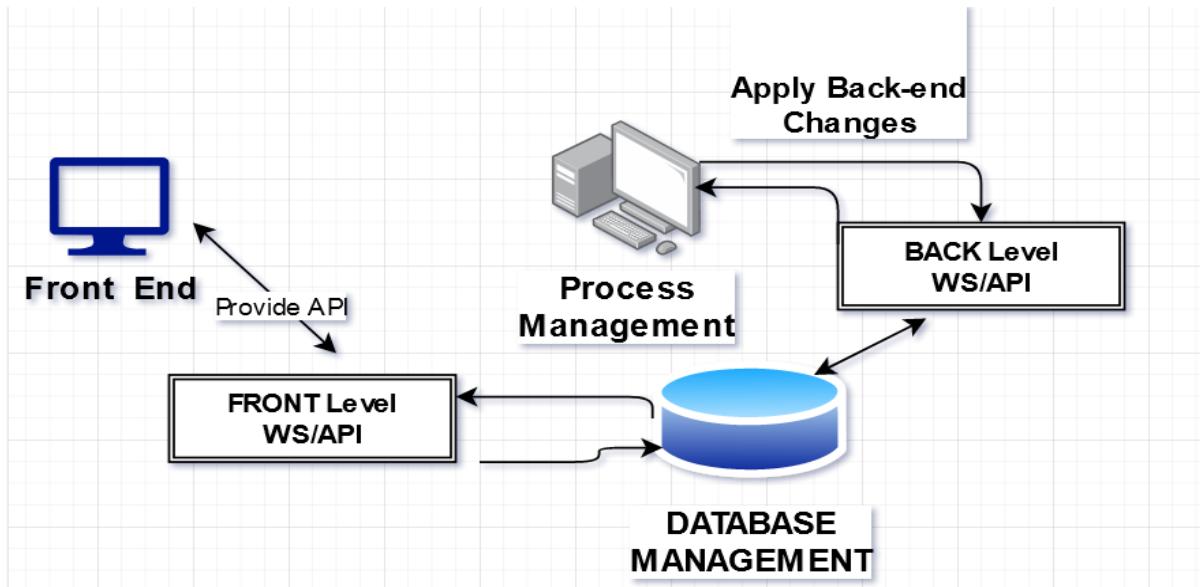


Figure 5:System Architecture

This Architecture is like Three tier architecture.

The top tier includes a user interface where user services such as login, register ,dash, wish-list, cart and payment etc.

The middle tier provides process management services such as insert , update , delete and edit service to product in database.

In the client-server architecture, each business application object works with its own encapsulated data structures that correspond to a specific database and so on.

The third tier provides database management functionality. The data management component ensures that the data is consistent throughout the distributed environment, the centralized process logic in this architecture, which makes administration easier by localizing the system functionality, is placed on the middle tier.

Why we use this Architecture?

- We use this architecture because this architecture is like client-server architecture but here tier is three.
- A client refers to a customer who requests for certain services and the server refers to the business application through which the services are provided. A machine can be both a client as well as a server
- We need an API that is connect to the user interface and Provides general services like show data , update data ,Change in data in database. The upper tier is first.
- Whereas we use process management to control back-end data that which data are show at front side.
- Using second tier we can manage data at database. And we can change data through API.
- And the third tier is database. That provides a functionality to store any data in database.
- Using this we can store information which are added from admin side. Through the database we manage the whole system data.

2.10 Data Flow Diagram

➤ **DFD LEVEL 0 :-**

The context level data flow diagram (DFD) is describing the whole system.

The 0 level DFD describe all user module who operate the system.

Below data flow diagram of ORCHID APP shows the two users can operate the system Admin and customer user.

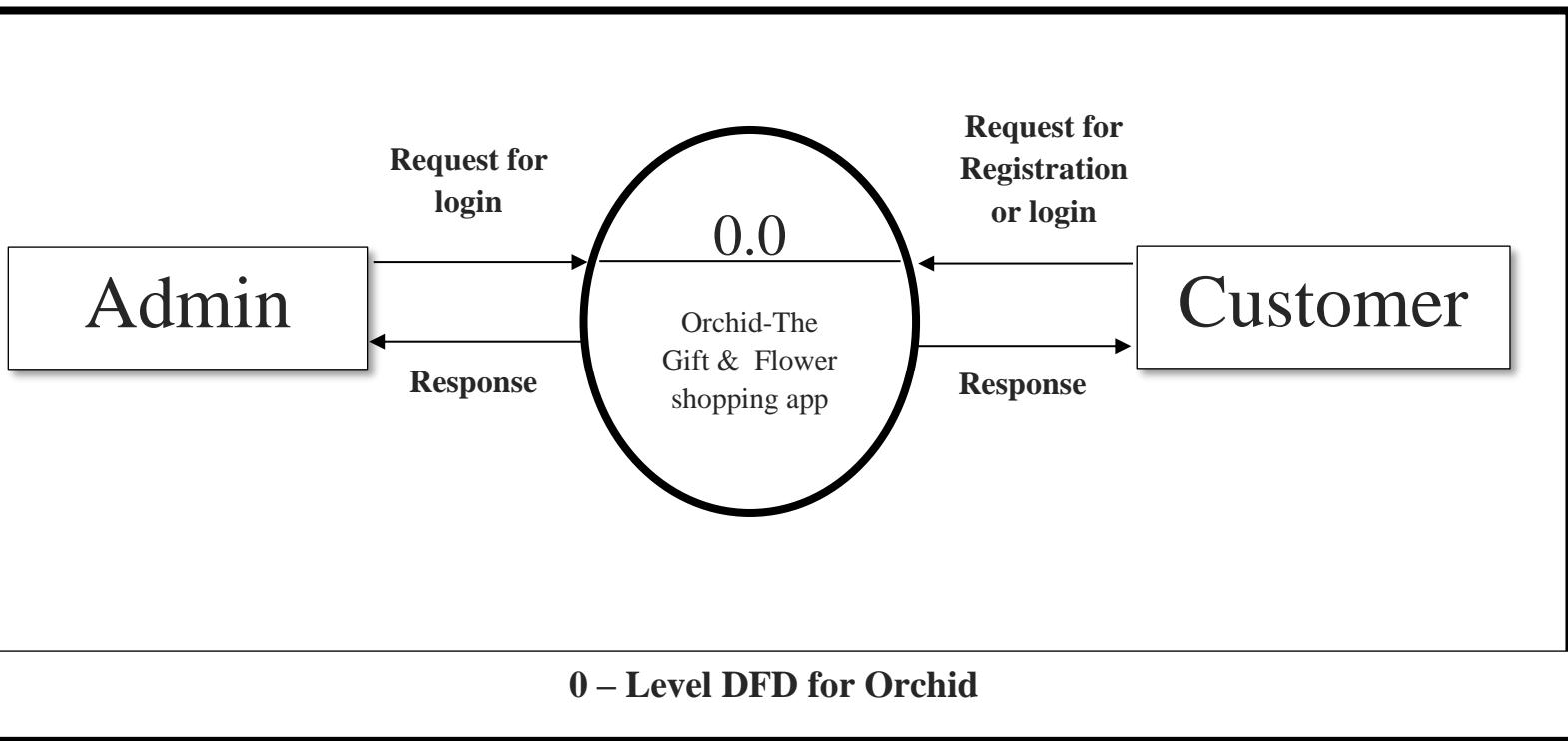


Figure 6:DFD 0

➤ **1st LEVEL DFD Admin Side :-**

The Admin side DFD describe the functionality of Admin, Admin is an owner of the website.

Admin can first add category of item and then add items by category wise. and admin can manage order and payment detail.

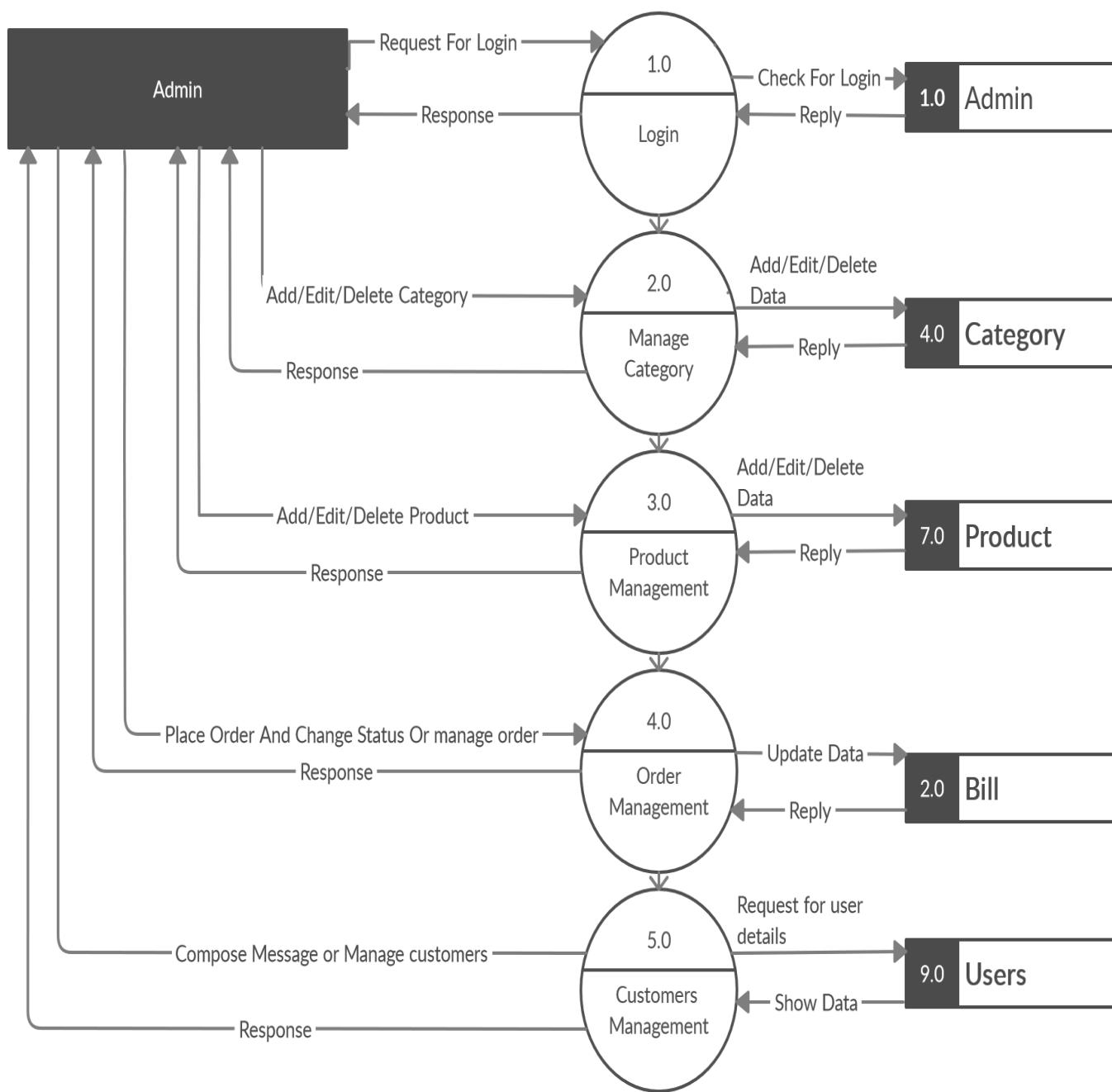
**1 – Level DFD Admin Side**

Figure 7: DFD-1 ADMIN SIDE

➤ 2nd LEVEL DFD Admin Side(3.0) :-

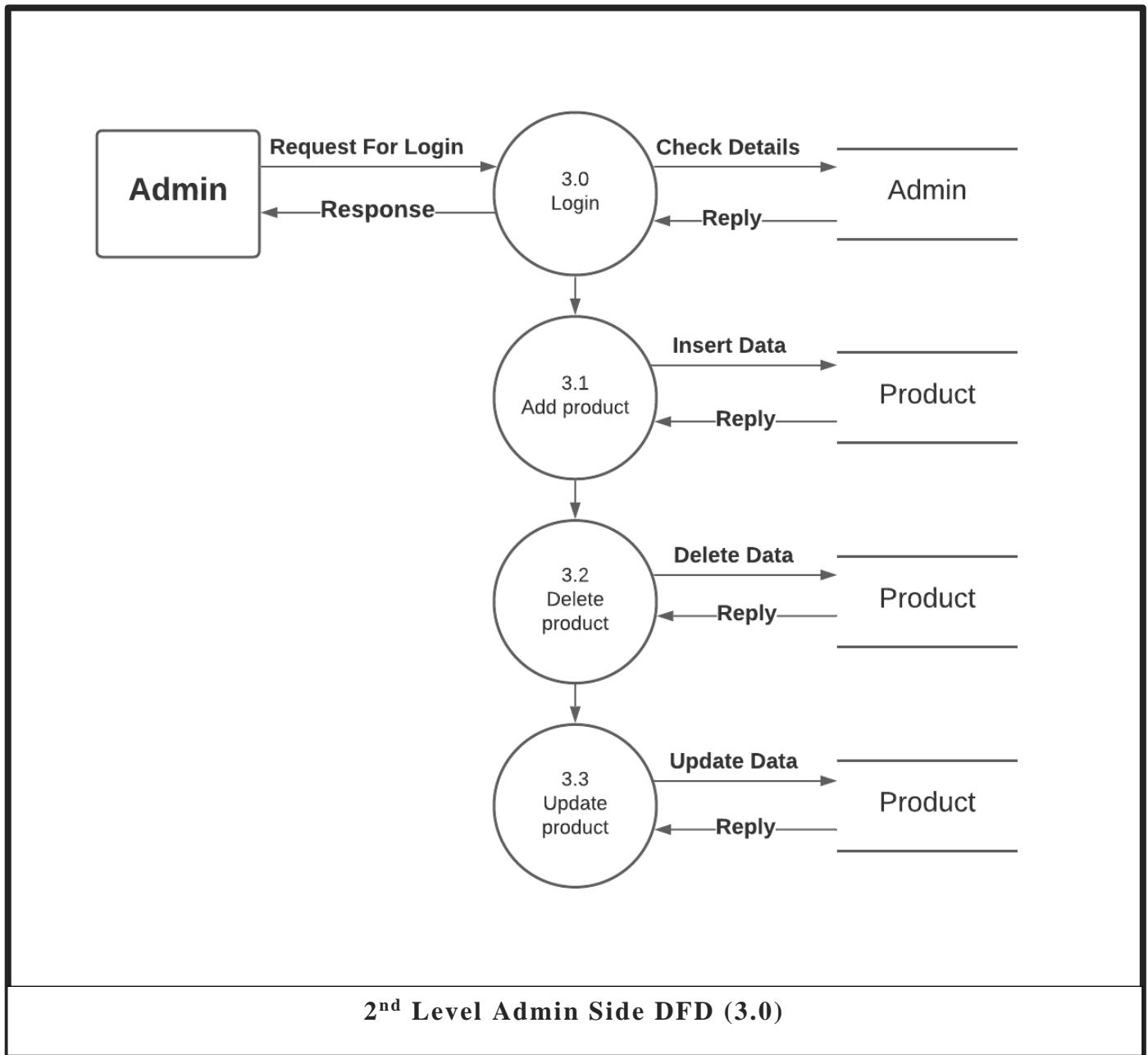


Figure 8: DFD 2(3.0) ADMIN SIDE

➤ 2nd Level Admin Side DFD (4.0) :-

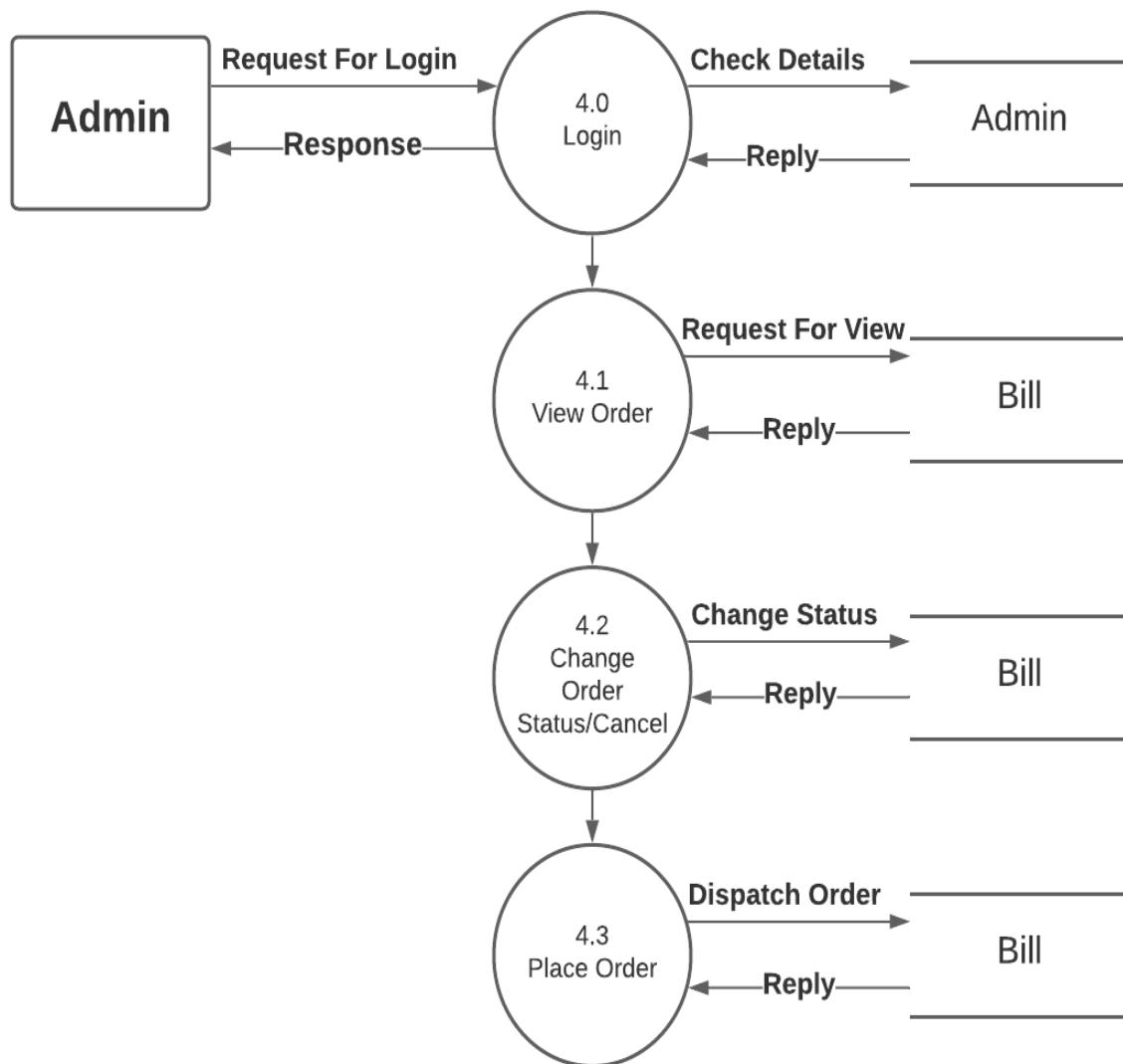
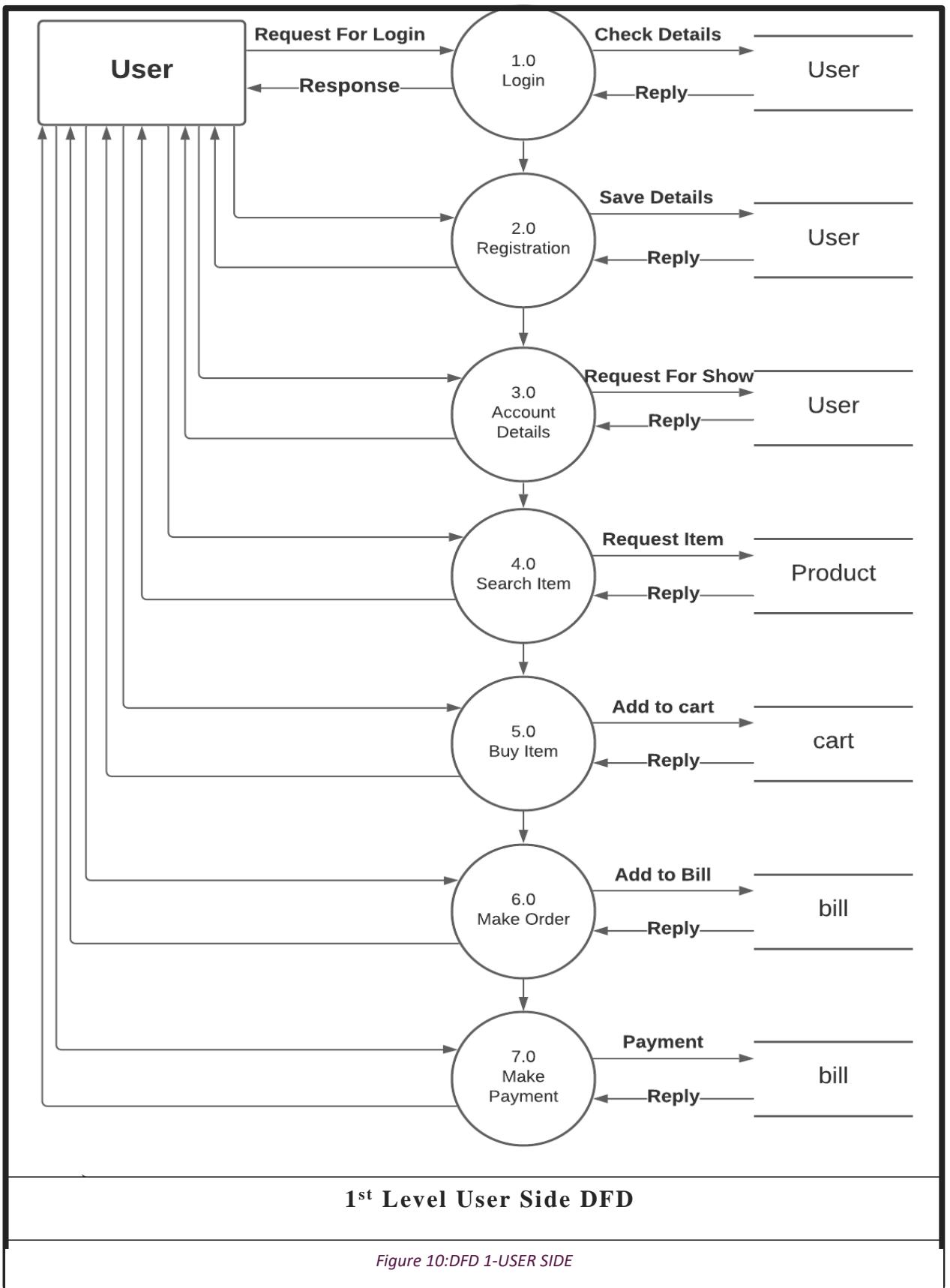


Figure 9:DFD 2(4.0) ADMIN SIDE

➤ **1st Level User Side DFD :-**

- The user is all people who operate or visit our website.
- User is a customer of a website.
- User can first select product for buy user must have to register in our system for purchase any item from our website.
- After register he can login to site and buy item by making online payment through any bank debit card or credit card.



➤ 2nd Level User Side DFD (3.0) :-

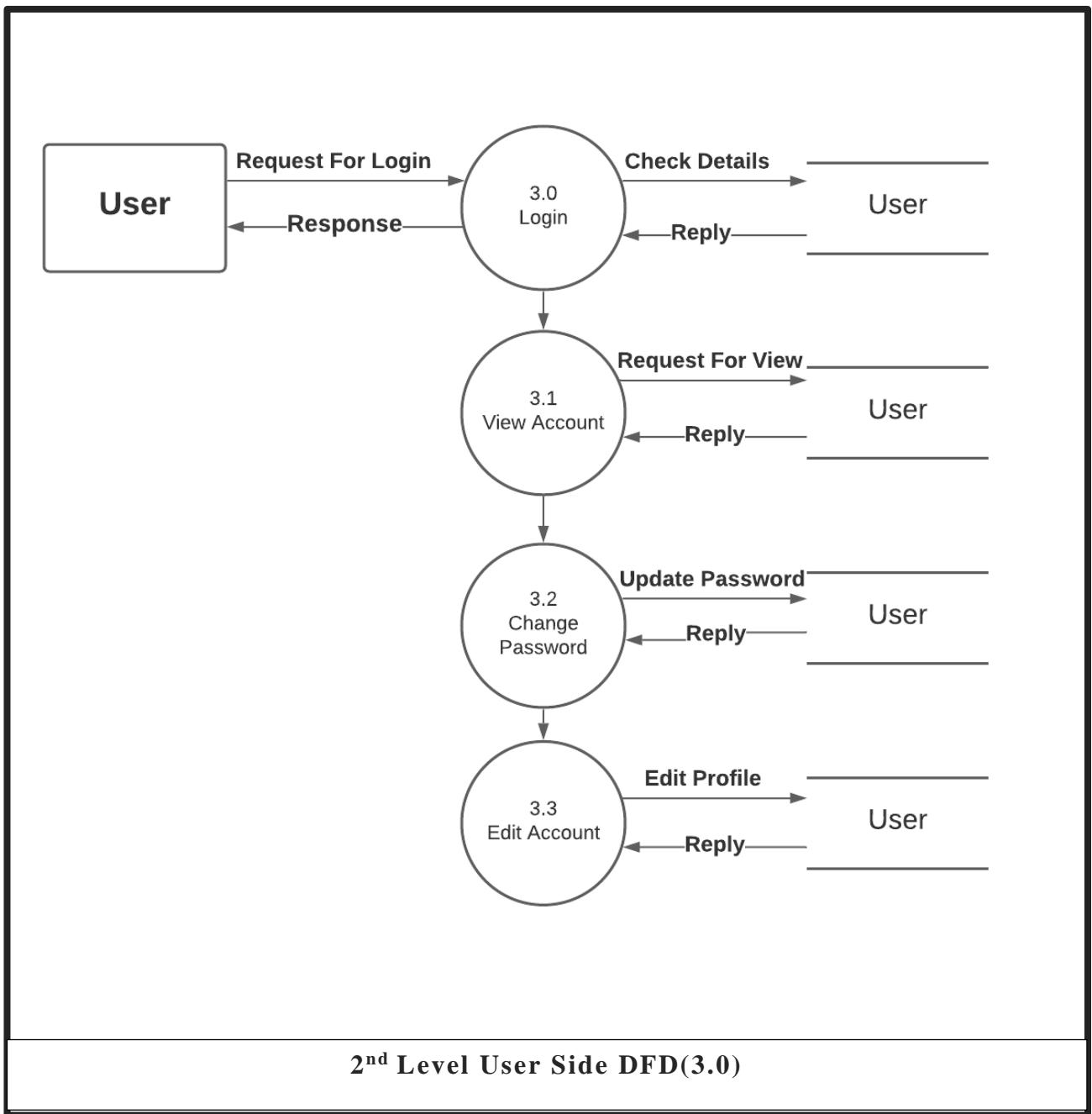


Figure 11: DFD 2(3.0)-USER SIDE

➤ 2nd Level User Side DFD(5.0) :-

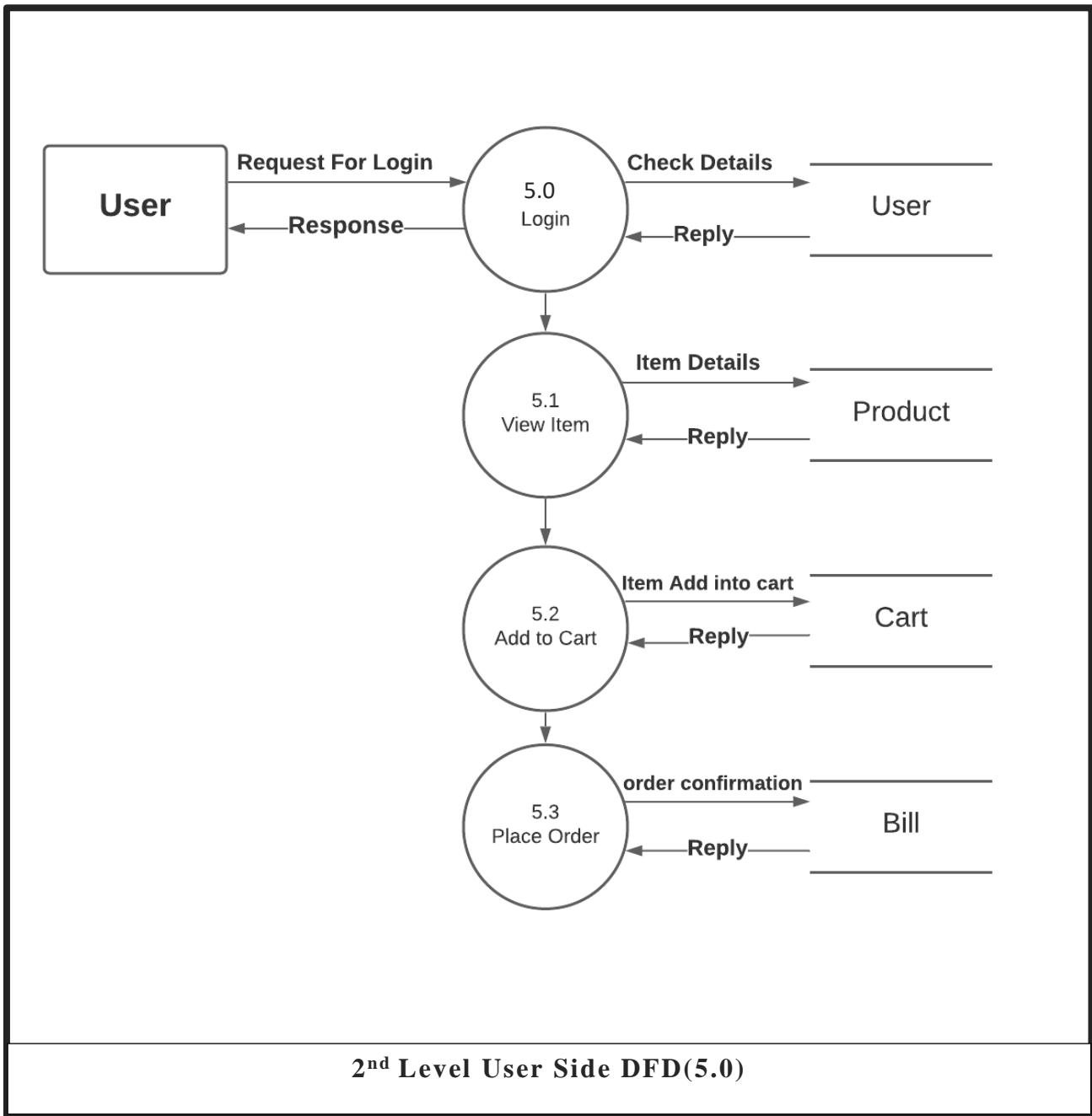


Figure 12: DFD 2(5.0)-USER SIDE

➤ Use-Case Diagram :-

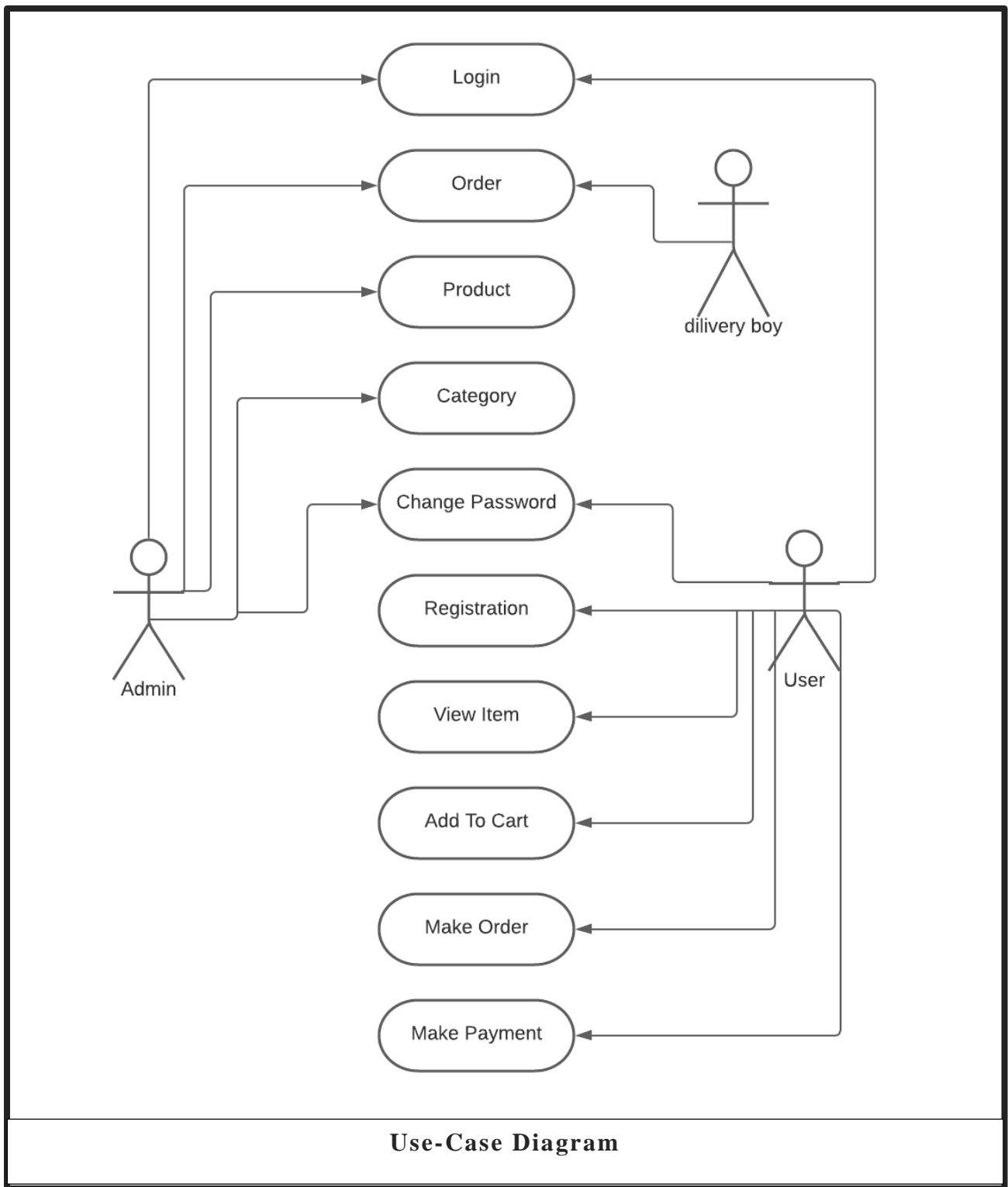


Figure 13:USE CASE

➤ Activity Diagram :-

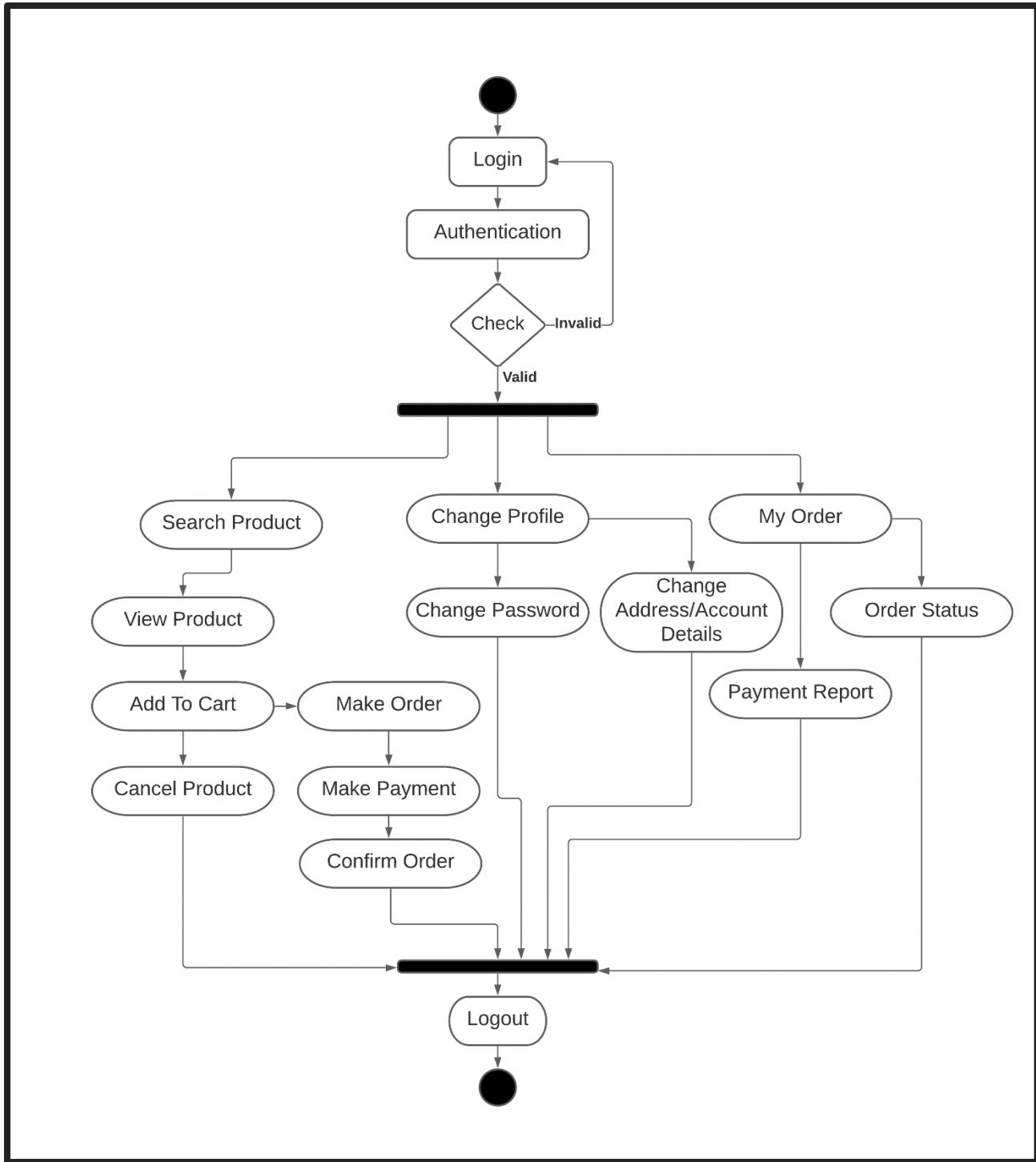
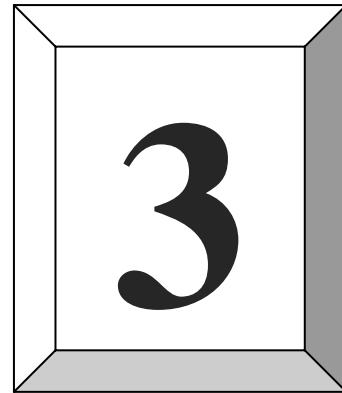


Figure 14: ACTIVITY



Chapter # 3: System Design

-
- i. Database Design
 - a. Data Dictionary
 - b. Entity-Relationship Diagram
 - ii. GUI Design (Self-Created GUI Screen shot).

3.1 Database Design

➤ Data Dictionary :-

Table 1: Admin

SR No	Field Name	Data Type	Default	Constraint	Description
1	id	Int(11)	None	PRIMARY_KEY	Admin ID, (AUTO INCREMENT)
2	email	Varchar(75)	None	Not Null	Email Address
3	password	Varchar(10)	None	Not Null	Admin Password

Table 2 : Users

SR No	Field Name	Data Type	Default	Constraint	Description
1	id	Int(11)	None	PRIMARY_KEY	UserID,(AUTO INCREMENT)
2	email	Varchar(105)	None	Not Null	Email Address
3	password	Varchar(10)	None	Not Null	User Password
4	regid	Varchar(1000)	None	Not Null	Register User ID

Table 3 : Product

SR No	Field Name	Data Type	Default	Constraint	Description
1	id	Int(11)	None	PRIMARY_KEY	ProductID,(AUTO INCREMENT)
2	name	Varchar(250)	None	Not Null	Name of Product
3	price	Int(11)	None	Not Null	Price of Product
4	quantity	Int(11)	None	Not Null	Quantity of Product
5	size	Varchar(250)	None	Not Null	Size of Product
6	weight	Varchar(250)	None	Not Null	Weight of Product
7	details	Varchar(1000)	None	Not Null	Details of Product
8	Categoryid	Int(11)	None	FOEEIGN KEY	Category of Product
9	photo	Varchar(300)	None	Not Null	Photo of Product
10	islive	Int(11)	None	Not Null	Live=1 and Notlive=0

Table 4: Category

SR No	Field Name	Data Type	Default	Constraint	Description
1	id	Int(11)	None	PRIMARY_KEY	CategoryID,(AUTO INCREMENT)
2	name	Varchar(100)	None	Not Null	Name of Category
3	photo	Varchar(250)	None	Not Null	Photo of Category
4	islive	Int(11)	None	Not Null	Live=1 and Notlive=0

Table 5: Offers

SR No	Field Name	Data Type	Default	Constraint	Description
1	id	Int(11)	None	PRIMARY_KEY	OfferID,(AUTO INCREMENT)
2	pid	int (11)	None	FOEEIGN KEY	Id of Product
3	discount	Varchar(150)	None	Not Null	Discount in per(%)
4	photo	Varchar(255)	None	Not Null	Photo of Offer

Table 6 : Slider

SR No	Field Name	Data Type	Default	Constraint	Description
1	id	Int(11)	None	PRIMARY_KEY	SliderID,(AUTO INCREMENT)
2	productid	int (11)	None	FOEEIGN KEY	Id of Product
3	photo	Varchar(250)	None	Not Null	Photo of Slider

Table 7 : Cart

SR No	Field Name	Data Type	Default	Constraint	Description
1	id	Int(11)	None	PRIMARY_KEY	CartID,(AUTO INCREMENT)
2	uid	Int(11)	None	FOEEIGN KEY	Id of User
3	pid	Int(11)	None	FOEEIGN KEY	ID of Product
4	price	Int(11)	None	Not Null	Price of Product
5	quantity	Int(11)	None	Not Null	Quantity of Product
6	billid	Int(11)	0	Not Null	Id of Bill

Table 8 : Bill

SR No	Field Name	Data Type	Default	Constraint	Description
1	id	Int(11)	None	PRIMARY_KEY	BillId,(AUTO INCREMENT)
2	uid	Int(11)	None	FOEEIGN KEY	Id of User
3	name	Varchar(250)	None	Not Null	Name of User
4	mobile	Varchar(200)	None	Not Null	Mobile Number
5	state	Varchar(250)	None	Not Null	State name
6	city	Varchar(250)	None	Not Null	City name
7	pincode	Int(11)	None	Not Null	Pin code of city
8	address	Varchar(250)	None	Not Null	Address of home

9	orderdate	Varchar(20)	None	Not Null	Order Date
10	ordermethod	Varchar(50)	None	Not Null	Order Method
11	orderstatus	Int(11)	None	Not Null	pending=1,2=order placed,3=order delivered,4=order failed,5=order cancel
12	amount	Int(11)	None	Not Null	Total amount

➤ Entity-Relationship-Diagram :-

E-R diagram means Entity Relationship diagram.

Entity means object of system, generally we refer entity as database table , the e-r diagram represents the relationship between each table of database.

E-R diagram represent entity with attributes, attributes is a property of entity.

If we assume entity is a database table then all the columns of table are treat as attributes.

- Entities are represented by rectangles.
- Attributes are represented by ellipses.

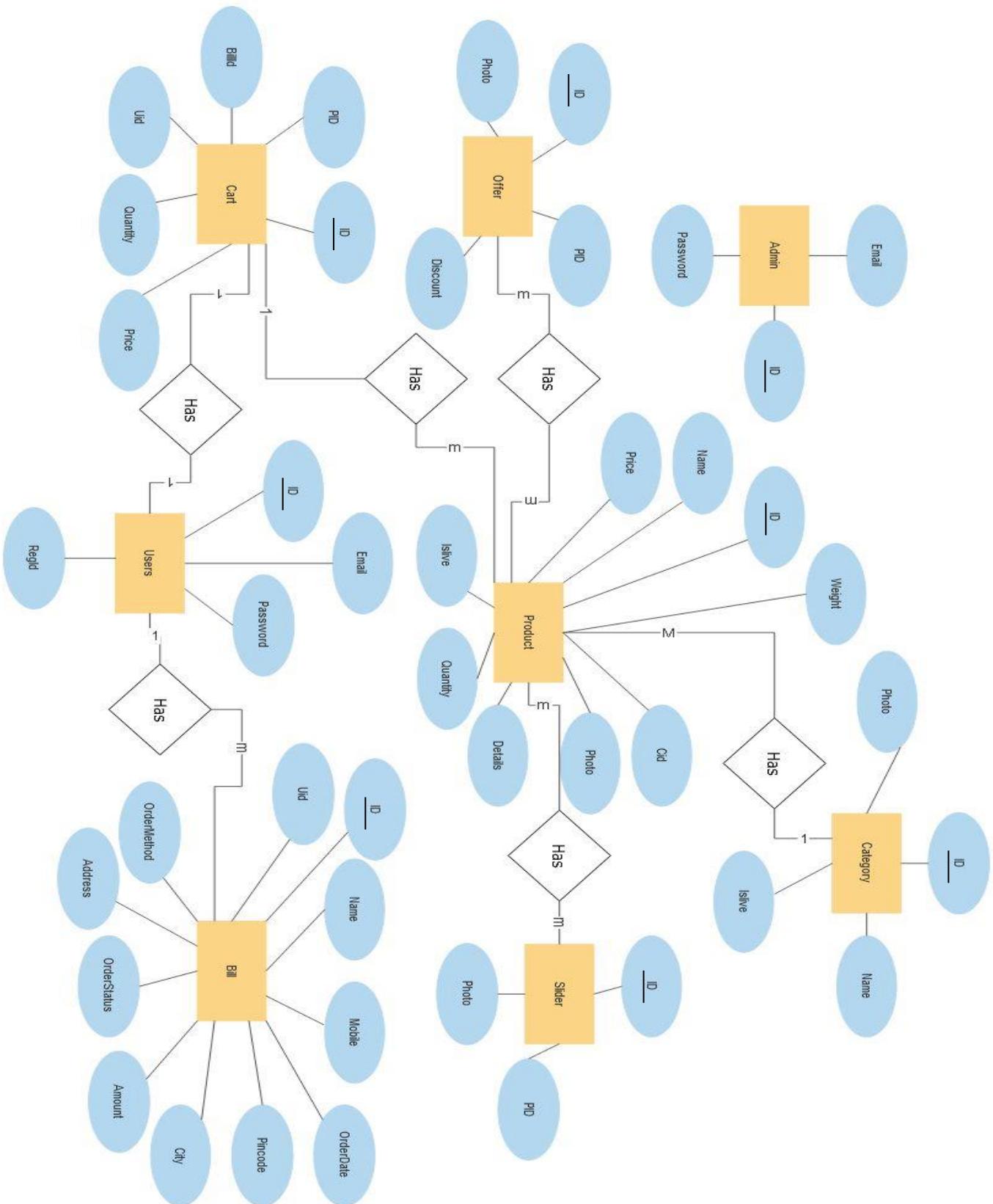


Figure 15: ER DIAGRAM

3.2 GUI Design



Figure 16:login

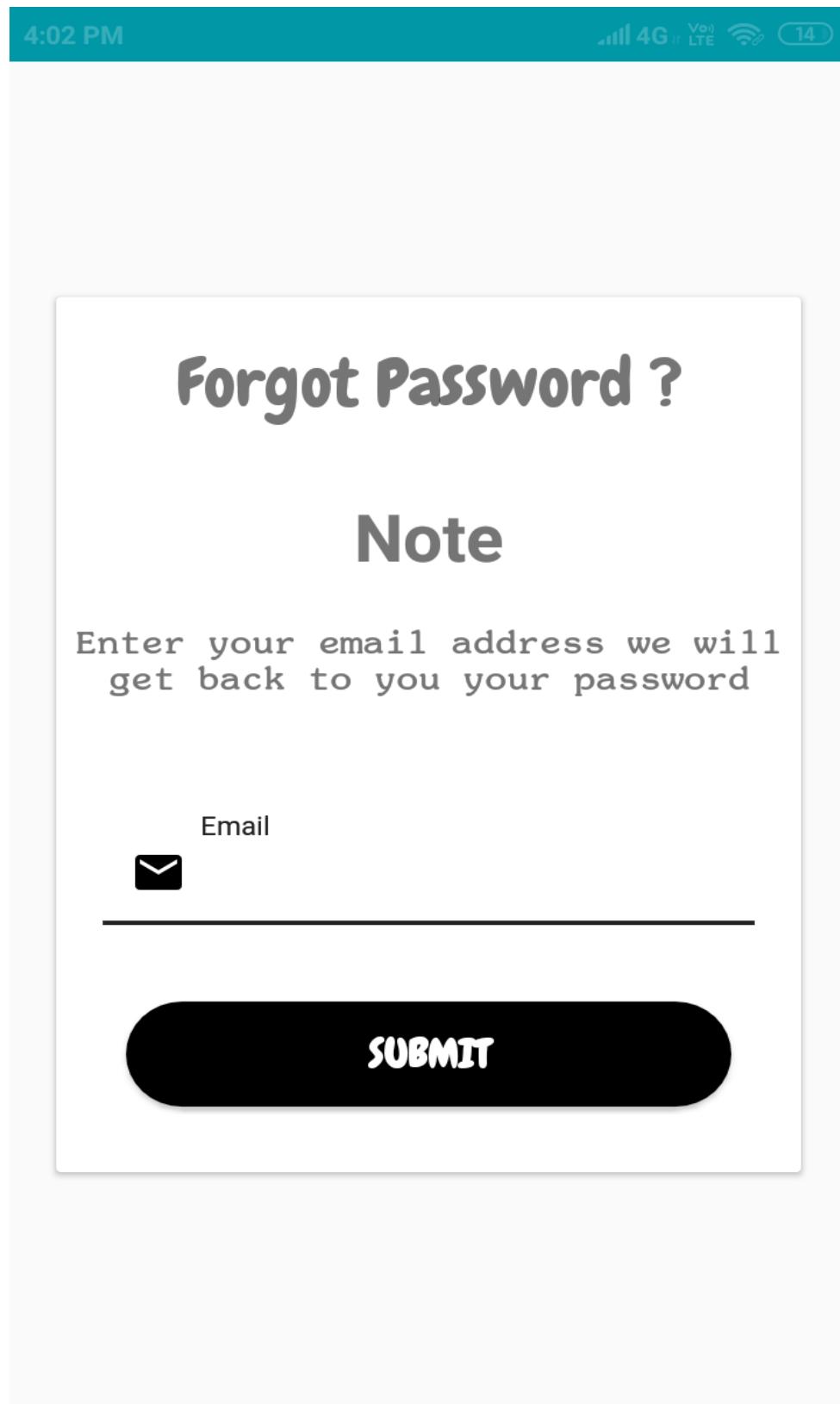


Figure 17:forgot password

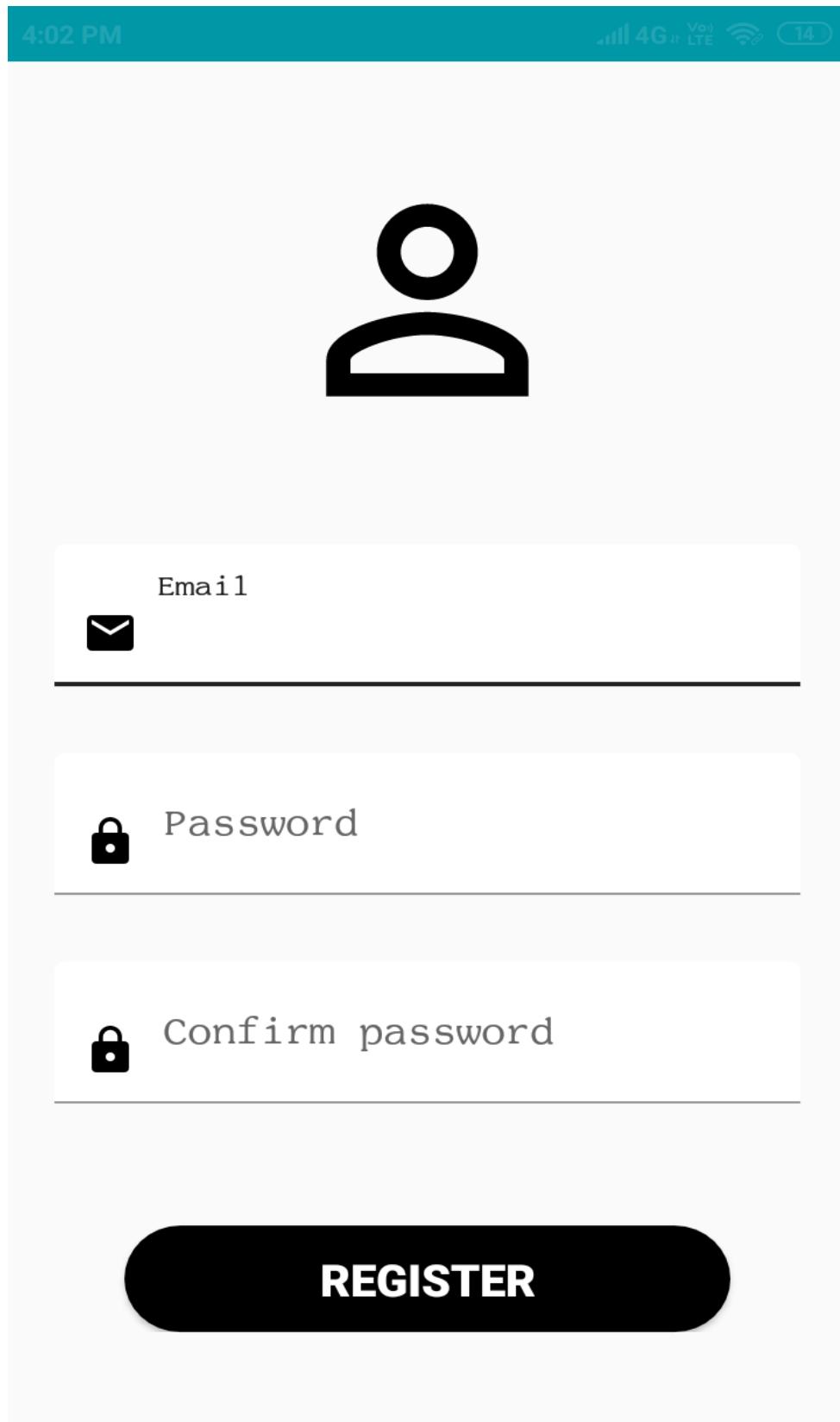


Figure 18: Register

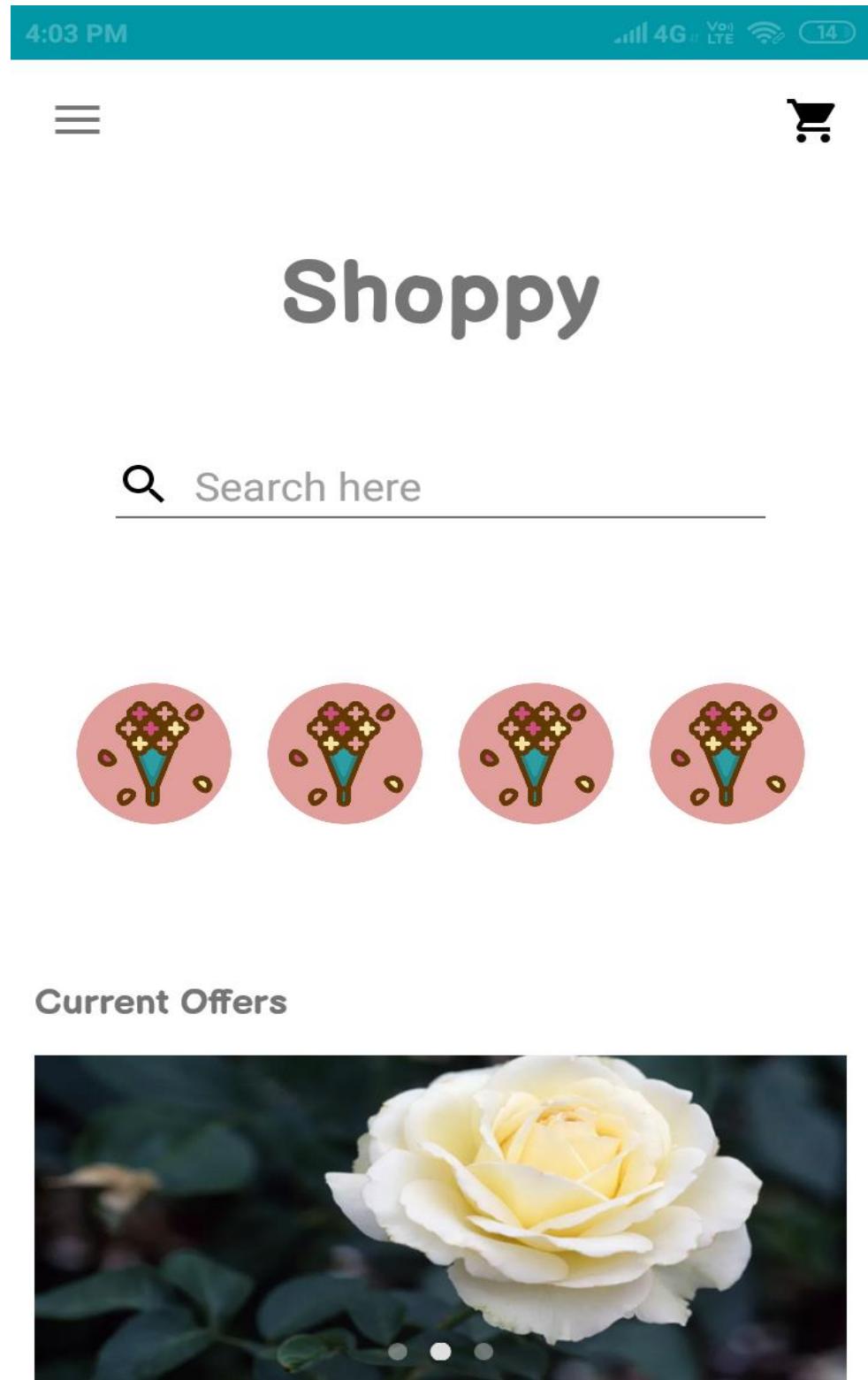
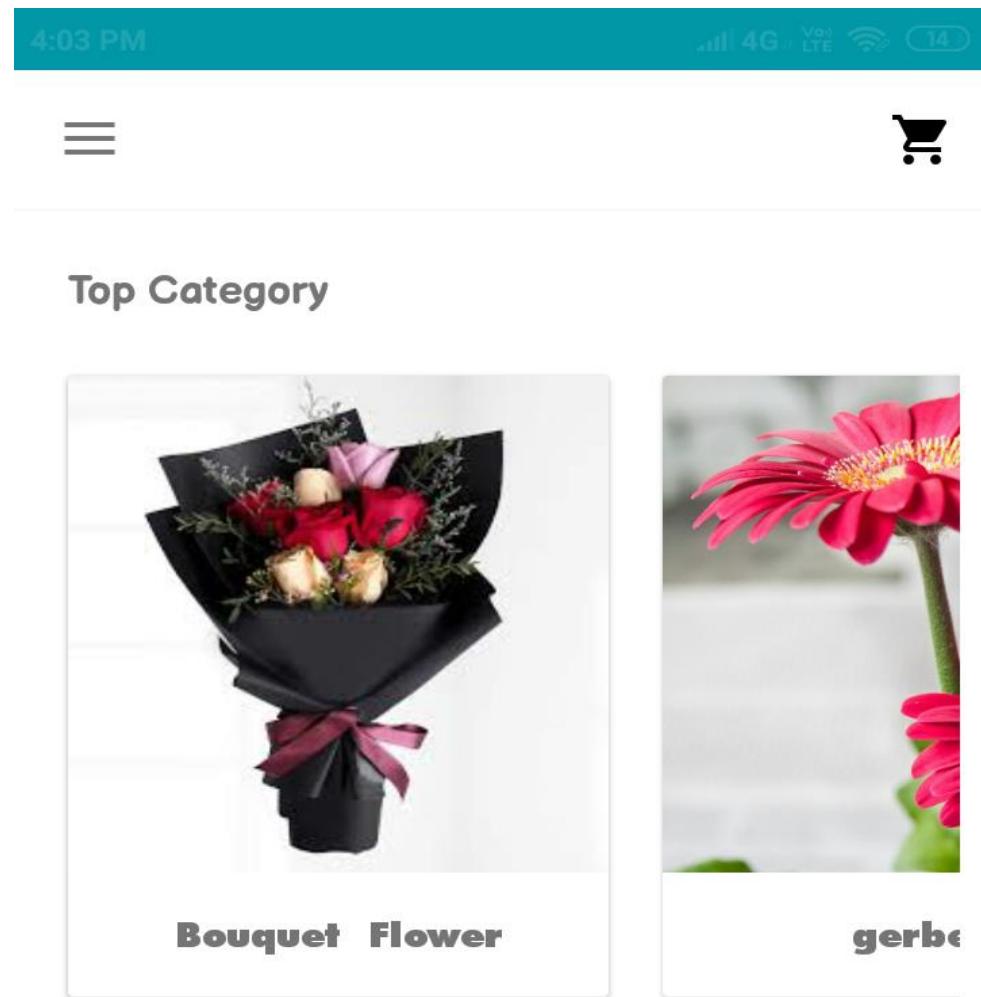


Figure 19: Dashboard



Top Products

Figure 20: Dashboard 2

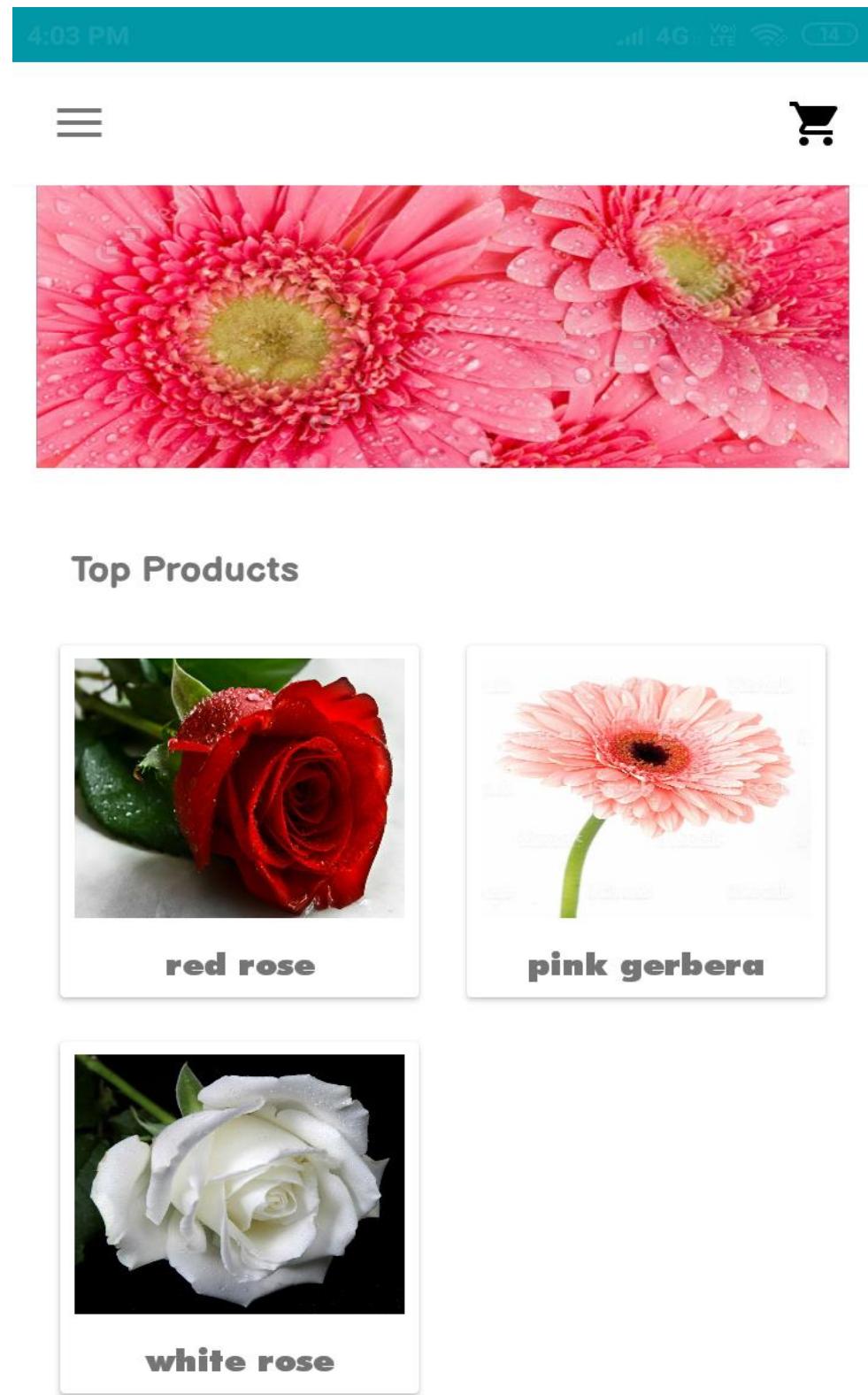


Figure 21: Dashboard 3

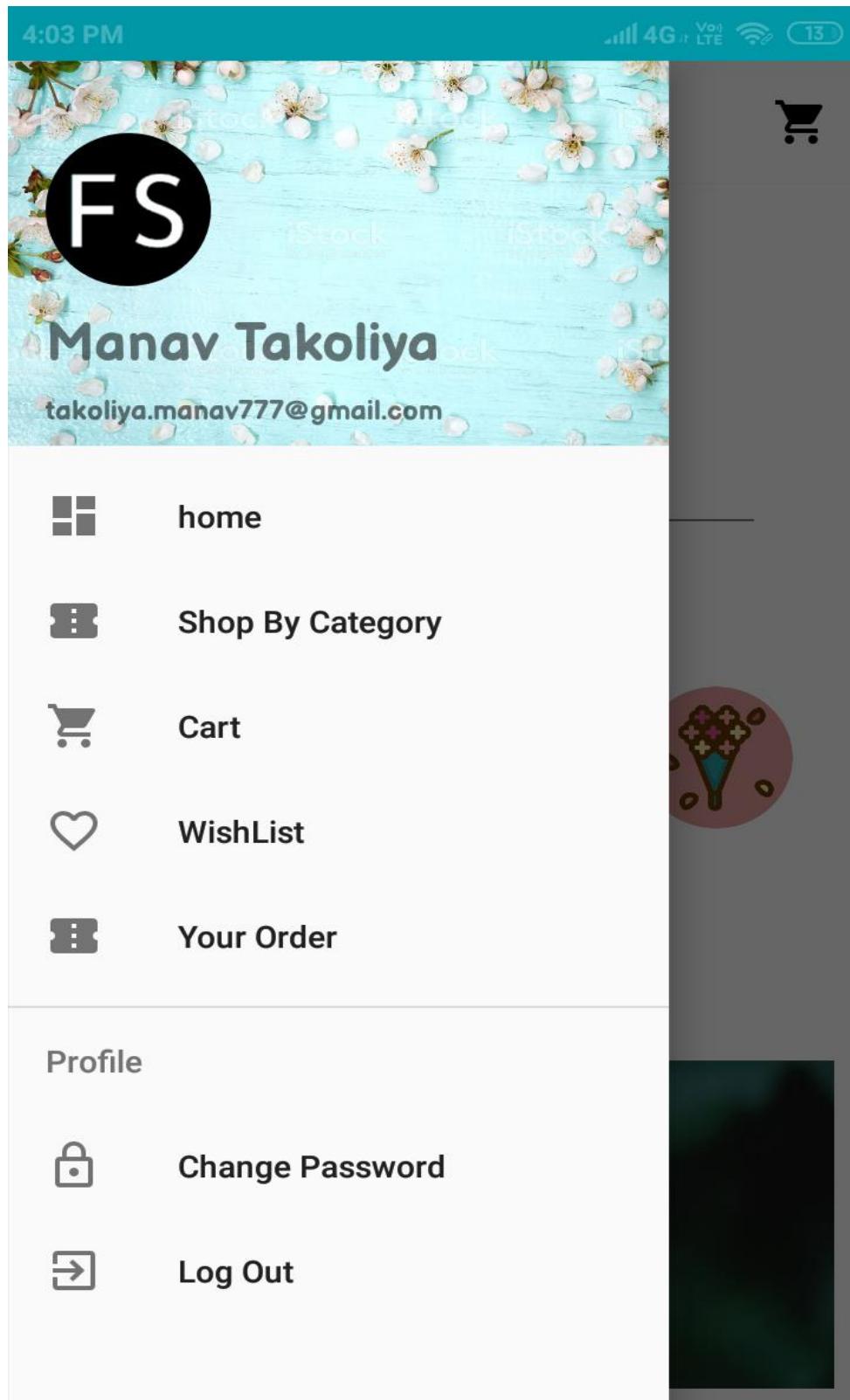


Figure 22:Menu

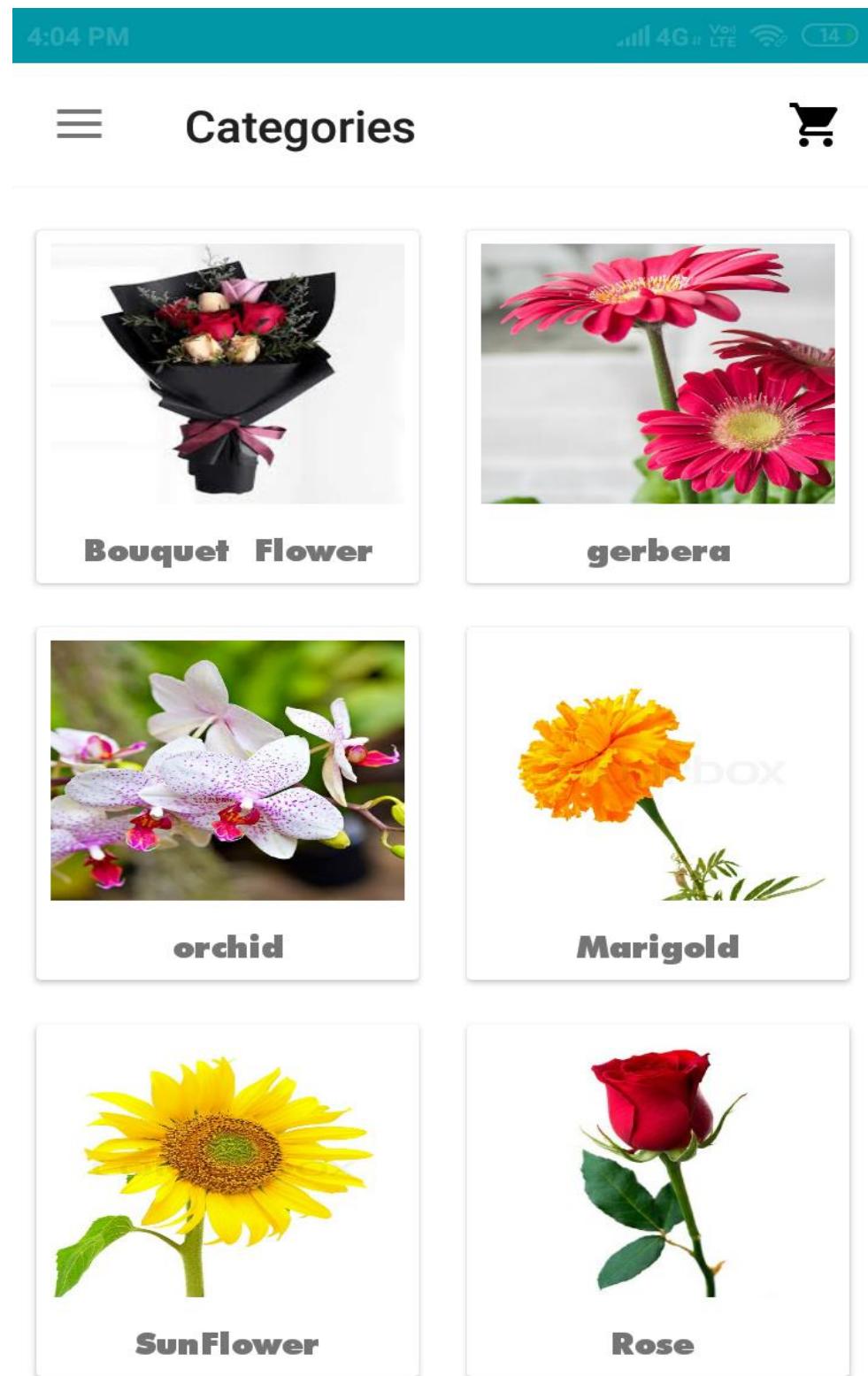


Figure 23: Shop by category

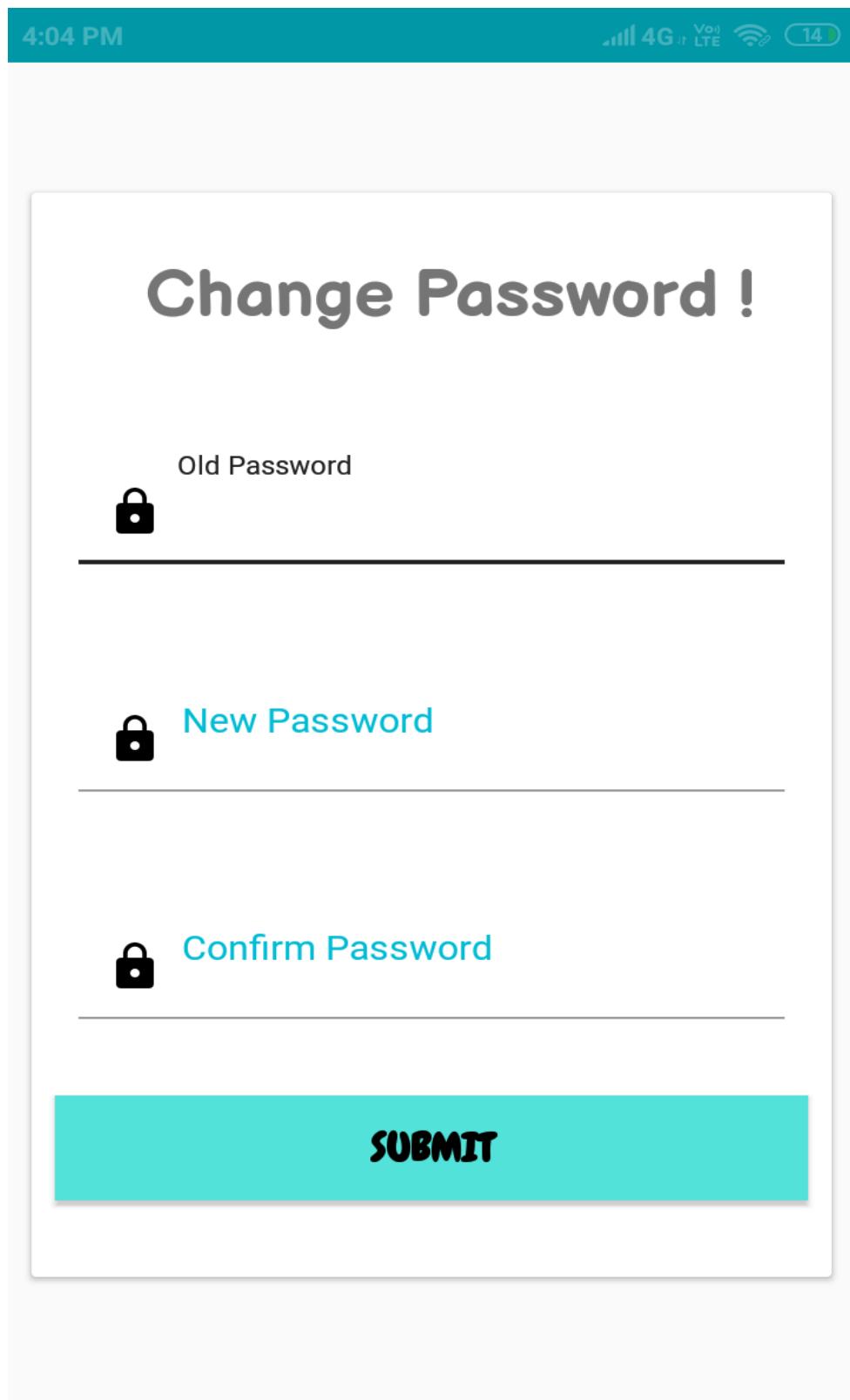


Figure 24:Change Password

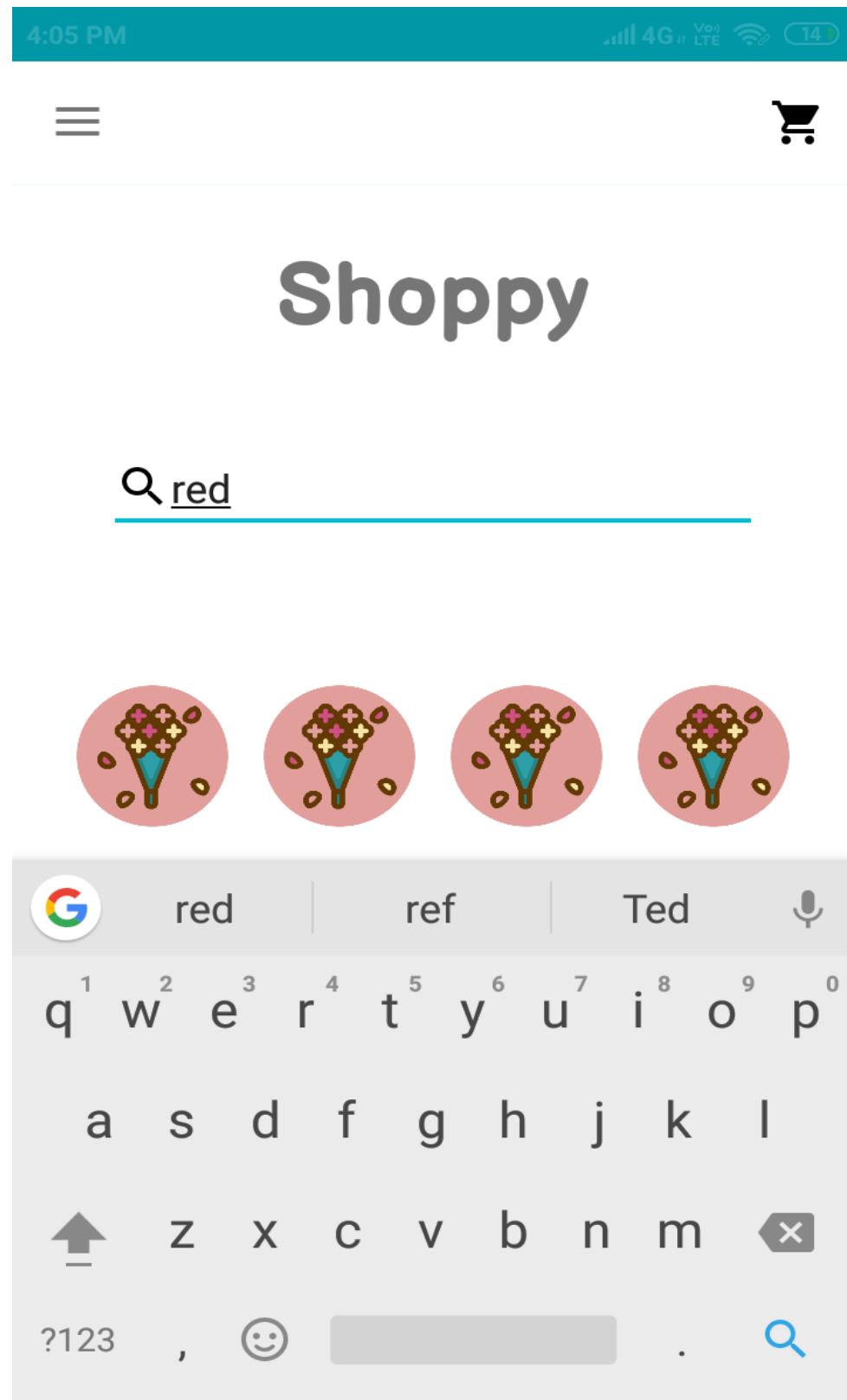


Figure 25:Search Bar

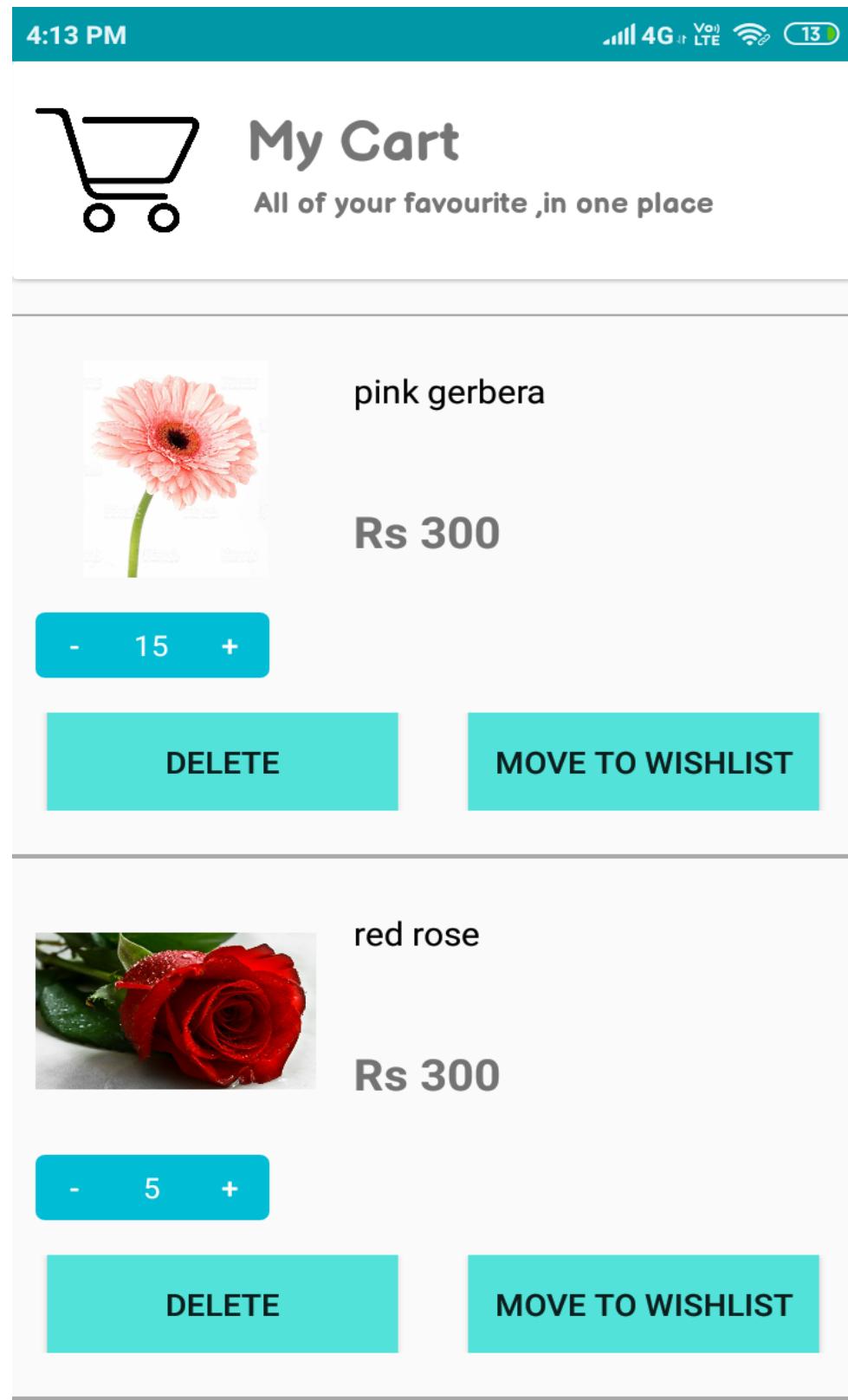


Figure 26:Cart

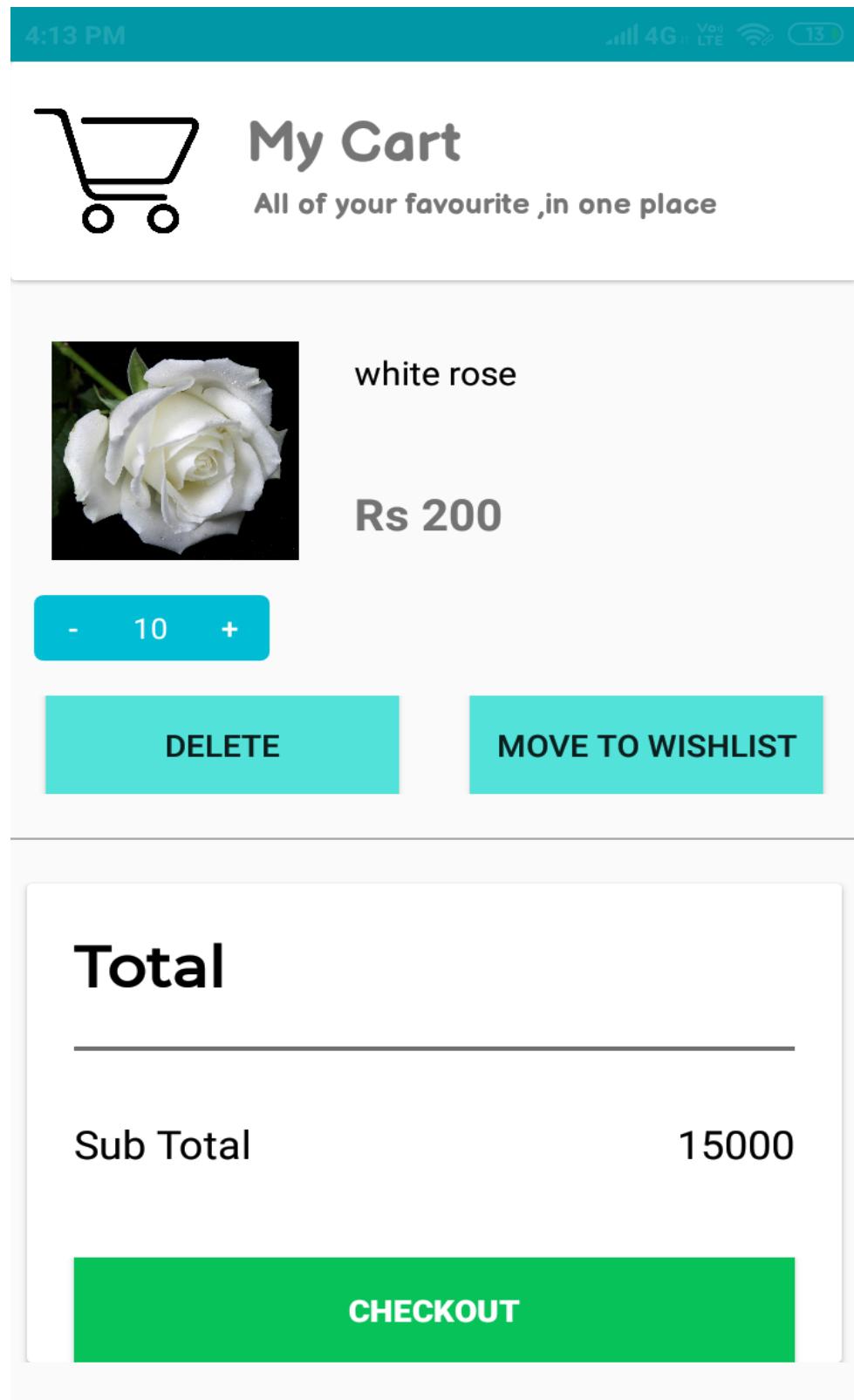


Figure 27:Cart2

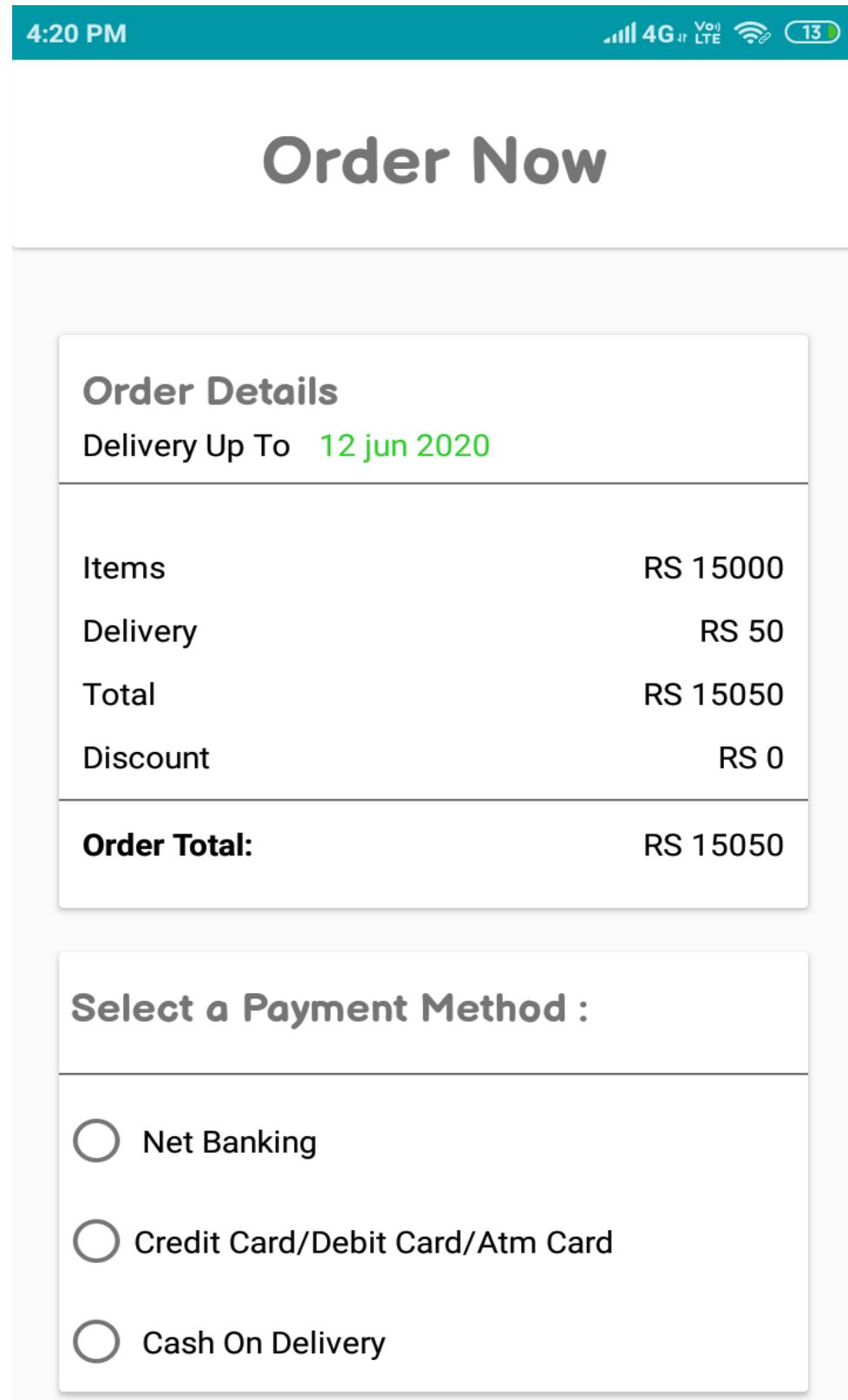


Figure 28:Place Order

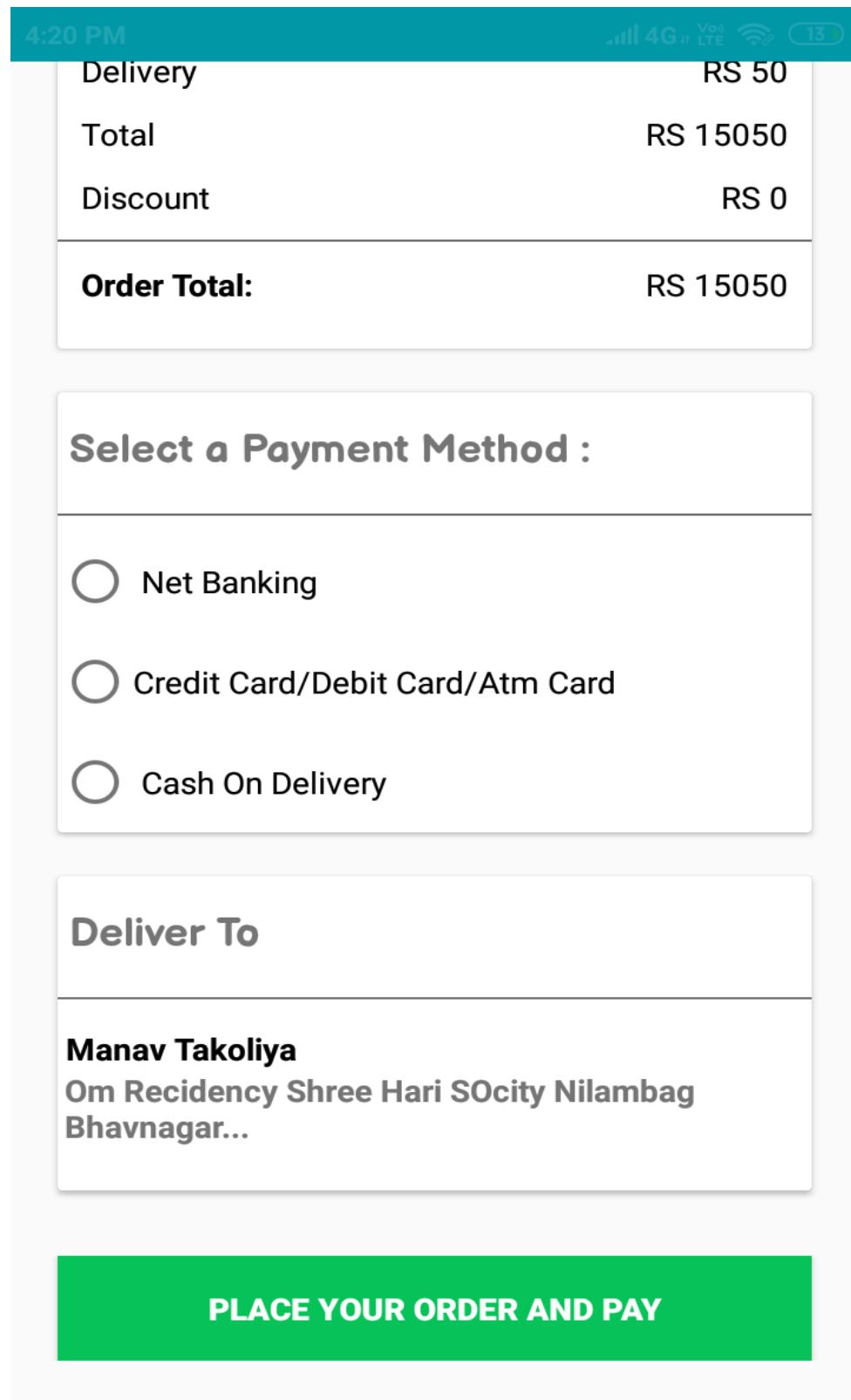
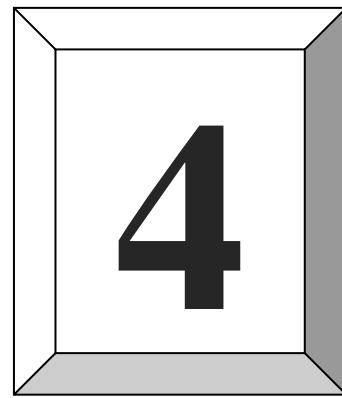


Figure 29:Place order 2



Chapter # 4: System Development

- ◆
- i. Coding Standard
- ii. Tools Explanation
- ◆

4.1 Coding Standards

➤ What is coding Standards :-

Good software development organizations want their programmers to maintain to some well-defined and standard style of coding called coding standards.

➤ We are followed many coding Standards which are shown below :-

1. Avoid using a coding style that is too difficult to understand:

We make code very simple and clear so that other developer or technical person can understand code very easily. The complex code makes maintenance and debugging difficult and expensive. So that we tried to make a code very limpid.

2. Code should be well documented :

The maintain code properly commented for understanding easily. Comments regarding the statements increase the understandability of the code. This standard will be very useful for future upgradation in the application because if we maintain code with documentation than it's help much to us and also we can understand the module of code easily if module with the proper documentation.

3. Length of functions should not be very large:

Lengthy functions are very difficult to understand. That's why functions should be small enough to carry out small work and lengthy functions should be broken into small ones for completing small tasks.

4. Try not to use GOTO statement:

GOTO statement makes the program unstructured, thus it reduces the understandability of the program and also debugging becomes difficult.

5. Avoid using an identifier for multiple purposes:

we assigned descriptive and meaningful name to the variable for indicating the reason behind using it. This is not possible if an identifier is used for multiple purposes and thus it can lead to confusion to the reader. Moreover, it leads to more difficulty during future enhancements.

6. Naming conventions for local variables, global variables, constants and functions:

Some of the naming conventions are given below:

- Meaningful and understandable variables name helps anyone to understand the reason of using it.
- We named Local variables using camel case lettering starting with small letter (e.g. local Data) whereas Global variables named start with a capital letter (e.g. Global Data). Constant names should be formed using capital letters only (e.g. CONSDATA).
- It is better to avoid the use of digits in variable names.
- we written names of the function in camel case starting with small letters.
- The name of the function must describe the reason of using the function clearly and briefly.

For Example : Naming Conversation for drawable files :

Asset Type	Prefix	Example
Action bar	ab_	ab_stacked.9.png
Button	btn_	btn_send_pressed.9.png
Dialog	dialog_	dialog_top.9.png
Divider	divider_	divider_horizontal.9.png
Icon	ic_	ic_star.png

For Example : Naming Conversation for icon files :

Asset Type	Prefix	Example
Icons	ic_	ic_star.png
Launcher icons	ic_launcher	ic_launcher_calendar.png
Menu icons and Action Bar icons	ic_menu	ic_menu_archive.png
Status bar icons	ic_stat_notify	ic_stat_notify_msg.png

For Example : Naming Conversation for layout files :

Component	Class Name	Layout Name
Activity	UserProfileActivity	module_name_user_profile_activity.xml
Fragment	SignUpFragment	sign_up_fragment.xml
Dialog	ChangePasswordDialog	change_password_dialog.xml

4.2 Coding Standards

There are many options when it comes to deciding on which software development tools to use for your daily tasks at work, and to build working software efficiently, you need the best software development tools around as they'll make your life a lot easier!

There are thousands of software development tools and selecting the best ones could be a challenge.

1. GitHub

The world's leading software development platform. GitHub is a web-based Git repository hosting service. In simple words, it is like a Google Drive for software projects, where you can find code. When uploading your project, you have the choice of making it public or private. The community is huge and the project base even bigger. GitHub is also an excellent place for collaborative development, where developers can discover, share, and build better software.

2. GIT

Git is a free and open source distributed version control system designed to handle everything from small to very large projects with speed and efficiency. When a developer is working on something, they have to regularly make changes to the code until they get to the last version.

What a version control system does is that it saves every change made, allowing others to collaborate, make changes and contribute. You will also find a copy of the code of every developer's work.

3. IntelliJ IDEA

IntelliJ is an Integrated Development Environment. An IDE integrates all the tools that you need to develop a platform, so it has a code editor, a compiler, a debugger, etc. After IntelliJ IDEA's indexed your source code, it offers fast and intelligent experience by giving relevant suggestions in every context: instant and clever code completion, code analysis and reliable refactoring tools.

4. Stack Overflow

Stack Overflow is the largest online community for programmers, which is visited by more than 50 million developers every month. This is a place where they learn, share knowledge, and advance their careers. Our developers love this forum and visit it almost every day as you can find answer to almost all the questions and doubts you may have.

5. Wamppp

WampServer is a Web development platform on Windows that allows you to create dynamic Web applications with Apache2, PHP, MySQL and MariaDB. WampServer automatically installs everything you need to intuitively develop Web applications. You will be able to tune your server without even touching its setting files. Best of all, WampServer is available for free (under GPML license) in both 32 and 64 bit versions. Wampserver is not compatible with Windows XP, SP3, or Windows Server 2003.

6. Sublime

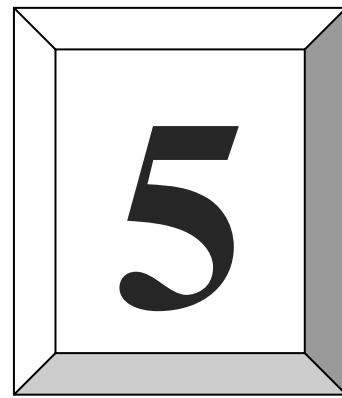
Sublime Text is a shareware cross-platform source code editor with a Python application programming interface (API). It natively supports many programming languages and markup languages, and functions can be added by users with plugins, typically community-built and maintained under free-software licenses.

7. Adobe XD

Adobe XD is a powerful and easy-to-use vector-based experience design platform that gives teams the tools they need to craft the world's best experiences collaboratively. Available on Mac and Windows systems, XD meets teams where they're working with cross-platform compatibility.

8. Photoshop

Adobe Photoshop is an imaging and graphic design software used by thousands of people in many different roles across the world. Not only is it for photos but you can use Photoshop for designing websites, editing videos, and creating 3D artwork.



Chapter # 5: Testing

- ◆ **i. Testing Strategy**
- ii. Testing Methods
- iii. Test Cases

5.1 Testing Strategy

I have used Unit Testing. It is a software testing technique by means of which individual units of software i.e., group of computer program modules, usage procedures and operating procedures are tested to determine whether they are suitable for use or not.

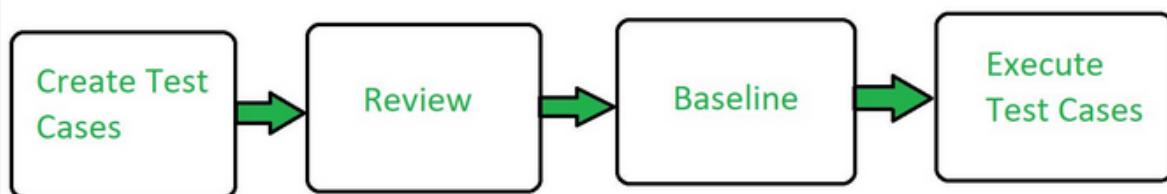
It is a testing method using which every independent modules are tested to determine if there are any issue by the developer himself. It is correlated with functional correctness of the independent modules.

Unit Testing is defined as a type of software testing where individual components of a software are tested.

Unit Testing of software product is carried out during the development of an application. An individual component may be either an individual function or a procedure. Unit Testing is typically performed by the developer.

In SDLC or V Model, Unit testing is first level of testing done before integration testing. Unit testing is such type of testing technique that is usually performed by the developers. Although due to reluctance of developers to tests, quality assurance engineers also do unit testing. Unit Testing Techniques:

Workflow of Unit Testing:



UNIT TESTING TECHNIQUES :

- Black Box Testing - Using which the user interface, input and output are tested.
- White Box Testing - used to test each one of those functions behaviour is tested.
- Gray Box Testing - Used to execute tests, risks and assessment methods.

HOW TO DO UNIT TESTING :

In order to do Unit Testing, developers write a section of code to test a specific function in software application. Developers can also isolate this function to test more rigorously which reveals unnecessary dependencies between function being tested and other units so the dependencies can be eliminated. Developers generally use UnitTest framework to develop automated test cases for unit testing.

Unit Testing is of two types :

- Manual
- Automated

Unit testing is commonly automated but may still be performed manually. Software Engineering does not favor one over the other but automation is preferred. A manual approach to unit testing may employ a step-by-step instructional document.

Under the automated approach :

- A developer writes a section of code in the application just to test the function. They would later comment out and finally remove the test code when the application is deployed.
- A developer could also isolate the function to test it more rigorously. This is a more thorough unit testing practice that involves copy and paste of code to its own testing environment than its natural environment. Isolating the code helps in revealing unnecessary dependencies between the code being tested and other units or data spaces in the product. These dependencies can then be eliminated.
- A coder generally uses a UnitTest Framework to develop automated test cases. Using an automation framework, the developer codes criteria into the test to verify the correctness of the code. During execution of the test cases, the framework logs failing test cases. Many frameworks will also automatically flag and report, in summary,

these failed test cases. Depending on the severity of a failure, the framework may halt subsequent testing.

- The workflow of Unit Testing is 1) Create Test Cases 2) Review/Rework 3) Baseline 4) Execute Test Cases.

5.2 Testing Methods

Whitebox Testing :

I have used Whitebox method for testing my system. The box testing approach of software testing consists of black box testing and white box testing. We are using here white box testing which also known as glass box is testing, structural testing, clear box testing, open box testing and transparent box testing.

It tests internal coding and infrastructure of a software focus on checking of predefined inputs against expected and desired outputs. It is based on inner workings of an application and revolves around internal structure testing. In this type of testing programming skills are required to design test cases. The primary goal of white box testing is to focus on the flow of inputs and outputs through the software and strengthening the security of the software.

The term 'white box' is used because of the internal perspective of the system. The clear box or white box or transparent box name denote the ability to see through the software's outer shell into its inner workings.

Developers do white box testing. In this, the developer will test every line of the code of the program. The developers perform the White box testing and then send the application or the software to the testing team, where they will perform the black box testing and verify the application along with the requirements and identify the bugs and sends it to the developer.

The developer fixes the bugs and does one round of white box testing and sends it to the testing team. Here, fixing the bugs implies that the bug is deleted, and the particular feature is working fine on the application.

Here, the test engineers will not include in fixing the defects for the following reasons:

- Fixing the bug might interrupt the other features. Therefore, the test engineer should always find the bugs, and developers should still be doing the bug fixes.
- If the test engineers spend most of the time fixing the defects, then they may be unable to find the other bugs in the application.

Technique used for white box testing :

Data Flow Testing	Data flow testing is a group of testing strategies that examines the control flow of programs in order to explore the sequence of variables according to the sequence of events.
Control Flow Testing	Control flow testing determines the execution order of statements or instructions of the program through a control structure. The control structure of a program is used to develop a test case for the program. In this technique, a particular part of a large program is selected by the tester to set the testing path. Test cases represented by the control graph of the program.
Branch Testing	Branch coverage technique is used to cover all branches of the control flow graph. It covers all the possible outcomes (true and false) of each condition of decision point at least once.
Statement Testing	Statement coverage technique is used to design white box test cases. This technique involves execution of all statements of the source code at least once. It is used to calculate the total number of executed statements in the source code, out of total statements present in the source code.
Decision Testing	This technique reports true and false outcomes of Boolean expressions. Whenever there is a possibility of two or more outcomes from the statements like do while statement, if statement and case statement (Control flow statements), it is considered as decision point because there are two outcomes either true or false.

Benefit :

- White box testing optimizes code so hidden errors can be identified.
- Test cases of white box testing can be easily automated.
- This testing is more thorough than other testing approaches as it covers all code paths.
- It can be started in the SDLC phase even without GUI.

5.3 Testcases

Register :

Table 9: Register Case

Test Cases for Register						
Preconditions: User must enter valid email and password.						
Dependencies:						
Step	Test Steps	Test Data	Expected Result	Actual Result	Status(Pass/fail)	Notes
1	Navigate to login page.		User should be able to get successful register message.	User is navigated to login page with successful register.	Pass	
2	Click on new user label.					
3	Enter valid email.	Id:takoliya.manav777@gmail.com.				
4	Enter valid password and confirm password.	Password : Manav777				
5						
6						
Post Conditions : Account added to database and user successfully navigate to login page.						

Login :

Table 10: Login Case

Test Cases for Login						
Preconditions: User has valid email and password.						
Dependencies:						
Step	Test Steps	Test Data	Expected Result	Actual Result	Status(Pass/fail)	Notes
1	Navigate to login page.		User should be able to get successful login message.	User is navigated to dashboard page with successful login.	Pass	
2	Provide valid username.	Id:takoliya.mana v777@gmail.co m.				
3	Provide valid password.	Password : manav333				
4	Click on Login Button.					
5						
6						
Post Conditions : User has validated from database and successfully login to account.						

Dashboard :

Table 11: Dashboard Case

Test Cases for Dashboard						
Preconditions: User have to login from login page.						
Dependencies:						
Step	Test Steps	Test Data	Expected Result	Actual Result	Status(Pass/fail)	Notes
1	Navigate to Dashboard page.		User should be able to perform all action from dashboard with no hurdle.	User is navigated to either product or categories or card page without any hurdle.	Pass	
2	Check offers.					
3	Check top categories.					
4	Use search box for search product.					
5	Click on cart button.					
6						
Post Conditions : User should appear all product and categories.						

Product :

Table 12: Product Case

Test Cases for Product						
Preconditions: Search valid product name.						
Dependencies:						
Step	Test Steps	Test Data	Expected Result	Actual Result	Status(Pass/fail)	Notes
1	Navigate to Dashboard page.		User should be able to see product which is searched by user.	User is navigated to product page and product detail page without any hurdle.	Pass	
2	Search any product from search box or from categories.	Rose				
3	Navigate to product page with that product.					
4	Perform action which are valid.					
5						
6						
Post Conditions : Product should be fetched from database.						

Cart :

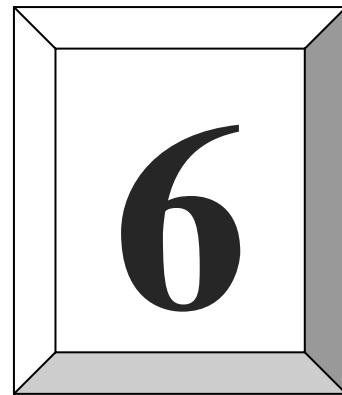
Table 13: Cart Case

Test Cases for Cart						
Preconditions: Product must be added into the cart.						
Dependencies:						
Step	Test Steps	Test Data	Expected Result	Actual Result	Status(Pass/fail)	Notes
1	Add product into the cart.	White Rose.	User should be able to see product which are added by user into the cart page.	User is navigated from cart page to checkout page without any hurdle.	Pass	
2	Navigate to cart page.					
3	Increase and decrease product quantity according to user requirement.	Click on(+/-) Button.				
4	Click on checkout button for buying the product.					
5						
6						
Post Conditions : Product will be processed by database for purchasing.						

Checkout :

Table 14 : Checkout Case

Test Cases for Checkout						
Preconditions:						
Dependencies:						
Step	Test Steps	Test Data	Expected Result	Actual Result	Status(Pass/fail)	Notes
1	Enter full name.	TMA	User should be able to redirect payment gateway.	User is navigated from payment gateway to dashboard with payment ID without any hurdle.	Pass	
2	Enter address.	Vijayanagar				
3	Enter State.	Karnataka				
4	Enter City.	Bangalore				
5	Enter Pincode.	364001				
6	Click on pay button.					
Post Conditions : Product bill must be generated by the system.						



Chapter # 6: Conclusion

-
- i. Benefits
 - ii. Limitations
 - iii. Future enhancement

6.1 Benefits

Ecommerce can be defined as the buying and selling of goods electronically online. It's popular because of the many benefits of e-business -internet marketing, electronic funds transfer, mobile commerce – this is broken up into two parts.

- Online retail shopping that goes directly to consumers through mobile apps, websites and even voice assistants, chats, chatbots etc.
- Sellers being a part of online marketplaces where many third-party sales take places.

Benefits of ecommerce application :

This article was made to help you know more about the benefits of e-business. The online marketplace is a good platform for you to expand your business. We are going to explain what kind of advantages there are by sharing what we know about online selling. In brief, these are the plus points we will talk about.

1. Faster buying process
2. Store and product listing creation
3. Cost reduction
4. Affordable advertising and marketing
5. Flexibility for customers
6. No reach limitations
7. Product and price comparison
8. Faster response to buyer/market demands
9. Several payment modes

Advantages in details :

1. Faster buying process

Customers can spend less time shopping for what they want. They can easily browse through many items at a time and buy what they like. When online, customers can find items that are available in physical stores far away from them or not found in their locality.

For example - Rajesh is a customer who goes to a store to buy a washing machine. After searching, he realizes that he cannot find the product he needs. He logs onto a popular ecommerce marketplace and finds the washing machine. What is even better is that there is a special offer price, and it can be delivered to his home.

This is where ecommerce comes to the rescue for many shoppers. They go online, search for an item, get a fast response and can buy it just as quickly.

Advantages of e-business include helping one to choose from a wide range of products and get the order delivered too. Searching for an item, seeing the description, adding to cart – all steps happen in no time at all. In the end, the buyer is happy because he has the item and didn't have to travel far.

2. Store and product listing creation

A product listing is what the customer sees when they search for an item. This is one advantage in ecommerce meant for the seller. This online business plus point is that you can personalize your product listing after creating them. The best part? Creating a listing takes very little time, all you require is your product name or codes like EAN, UPC, ISBN or ASIN.

Sellers can add many images, a description, product category, price, shipping fee and delivery date. So, in just one step you can tell the customer many things about the item. Creating your listing shows the buyers what you have.

Rules for product listing :

- Use high quality resolution images. Blurry images distract and confuse customers.
- Maintain image dimensions. Usually, ecommerce marketplaces will recommend a resolution format.

- Provide multiple product views. Some sites even let you include a 360-degree view of items.
- When adding product variants – such as lipsticks in different shades – ensure each variant has its specific image.

Customizing listings makes them attractive and appealing. Here the seller has full control over customization, he can mention offers available, discounts etc. Other advantages of e-business product listing are that it is free to upload and fast.

How this is different from offline stores?

-Offline retail merchants can provide only some details about the product. This can be a hassle as they have to keep repeating the same data to every customer!! On the other hand, an online marketplace gives you space to describe the product – just once and interested people will read it. One can include even more information like reviews, demo videos, offers ready and expected delivery timing.

Lastly, the listing stays online 24x7 so the customer can see the item when he wishes. Sellers do have the option of adding multiple listings or removing items that are sold out.

3 . Cost reduction

One of the biggest advantages of ecommerce to business that keep sellers interested in online selling is cost reduction. Many sellers have to pay lots to maintain their physical store. They may need to pay extra up front costs like rent, repairs, store design, inventory etc. In many cases, even after investing in services, stock, maintenance and workforce, sellers don't receive desired profits and ROI.

How this is different with online stores?

- With an ecommerce store, a seller can reduce how much is spent in store upkeep. An ecommerce store is affordable and requires less investment when compared with a physical store. This is also a good opportunity for individual and small-scale sellers who want to earn an income but don't have the required start-up capital.

4. Affordable advertising and marketing

Sellers don't have to spend a lot of money to promote their items. The world of ecommerce has several affordable, quick ways to market online. Ecommerce marketplaces are visual channels – and sellers can really show off their product. For example, Amazon sellers can use Advertising tools to add videos, infographics, good quality resolution images.

One can add life to plain, boring text using DIY features to create customized deals, coupons, A+ content and sponsored ads. Many ecommerce marketplaces offer customer insight tools that can be used to analyses customers. Usually, this is a page that shows all orders – pending, unshipped, sent, cancelled, returns.

5. Flexibility for customers

An important advantage of ecommerce to business is that sellers can provide flexibility to customers. One highlight is that the product and services are ready 24x7. The result is that seller can offer his item any place, any time.

Customers are always present on an ecommerce marketplace :

-They are likely to return for repeat purchases online because of the conveniences they get. These conveniences include free shipping (usually on a minimum cart value), express order delivery, deals and discounts, subscription advantages.

They also share reviews on the things they buy. Good reviews result in two extra benefits of ecommerce. One is that buyers gain trust in your store based on the number of positive reviews. The other is that it can help you identify your best-selling items.

Sellers can leverage this customer flexibility to build their revenue. They can sell on an online marketplace confidently knowing that there are plenty of buyers.

6. Product and price comparison

In ecommerce, sellers can compare the products using tools or on their own. This gives them a good idea of product alternatives available, the standard rates, if a product need is unfulfilled.

Comparison is faster online and covers many products :

-It helps to save time when making this comparison, as all details are available on the shopping site. In a physical store, sellers may not be able get access to so many details –they only have better knowledge about their own inventory.

This is one more benefit for the customer too. When people see many items ready for purchase, they feel more confident about spending.

7. reach limitations :

A seller with a physical store may only be able to reach a certain number of buyers. They can deliver to the customers' homes but there can be distance limitations. Several e-commerce marketplaces have their own logistics and delivery system.

Reaching out to more customers

- Sellers that need to expand their reach to find new customers can benefit from this. This applies to online-only sellers and those with a physical store.

Online-only sellers can save on the logistics costs and be rest assured of customers. Sellers with a physical store begin selling their goods to local buyers.

8. Faster response to buyer/market demands

Every interaction is faster when you begin selling online. Ecommerce marketplaces offer you a streamlined logistics or delivery system. What this means is that the buyers order gets delivered efficiently. Product returns management is one more plus point that can be handled quickly – you either refund the payments or give a replacement.

Speedily actions can even be applied when responding to market demands. Think of this ecommerce example - when a buyer sees that an item is out of stock, he can click on the 'Notify Me' option. This informs him when that item is available for sale again. It also informs sellers that they need to restock that item so they can get more buyers.

Next comes the trends - Suppose there is demand for voice activated

personal assistants, a seller can immediately respond to that demand by stocking these items. He is sure that this product will sell and has seen the same happening with other sellers too.

Merchants can create deals, promotions quickly too. This attracts customers and increase chances of creating more sales. Ecommerce sellers may plan and apply coupons when they like – even customize such offers for their own store.

9. several payment modes

Buyers like personalization – the same goes for paying for their orders. Ecommerce marketplaces permit multiple payment modes that include UPI, cash on delivery, card on delivery, net banking, EMIs on credit or debit card and pay-later credit facility.

Cart recovery – This is one huge benefit of ecommerce. Sometimes a buyer reaches the checkout page but doesn't complete the purchase. Here, you can notify customers via phone messages, email to finish buying.

There is a catch – Customers can only use one type of payment mode per order. This choice is affected by the order value, ease of payment or availability of cash or card. In some cases, payment modes can be merged with a dedicated wallet amount.

What this means for sellers is that they no longer have to lose a potential sale opportunity due to lack of available payment modes.

6.2 Limitations

Our app has some limitations which are improve in our next upgradation. We are listing here some limitation of orchid.

1. Track your order.
2. Choose languages.
3. Wishlist.
4. Notification panel.
5. Menu upgradation.
6. Generate address from location through GPS.

Limitation in detail :

1. Track your order :

We will be improving our app with many upgradations such as track live order. This feature is very important user can track their order with graphical design so that user can satisfy with our app.

2. Choose languages.

There are many people will use our app so it's important to provide a many language so that user can understand all stuff in our app like order detail or detail of product.

3. Wishlist.

We are seeing Wishlist in many apps. Wishlist means you can add your wish item in that cart. So, in future you can buy that product which you added previously.

4. Notification panel.

Notification panel is very useful for user so that user can see the past notification which is send by the system. User can easily see their past notification so that user never miss the notification.

5. Menu upgradation.

User can see their detail and update their detail through a GUI design you can also set your picture for identification. You will be seeing lots of update on menu drawer.

6. Generate address from location through GPS.

This feature will make the app very reliable for users. Users will not have to add their address details in the address page.

6.3 Future Enhancement

We will improve our limitation and enhance our system. We list our future upgradation features below.

1. Live order tracking.
2. Many languages options.
3. Add Wishlist.
4. Provide Notification panel.
5. Upgrade address panel.
6. Access current live location

We also provide some other features which are important listed below :

1. Find-in-Store

Not all ecommerce sites have brick-and-mortar stores. However, those that do must have a find-in-store feature.

Sometimes you don't want to wait for an item to ship. You want instant gratification.

Shoppers are going online just to research and then complete the purchase in person. This is especially true for millennials, as they tend to research online before purchasing in a store.

This makes it incredibly helpful to see which local stores have products in stock.

2. Related Items

Simply seeing the phrase, “you might like this” causes a serotonin release signaling curiosity and excitement.

A ‘Related Items’ feature on an ecommerce site creates the desirable stickiness effect that so many marketers strive to achieve.

It happens like this:

You saved the AeroPress coffee maker to your shopping cart.

A section emerges that says, “you might like this.”

Would you like some freshly roasted, fair trade whole coffee beans?

Maybe a digital scale to measure the exact amount of coffee grounds to achieve the perfect cup of coffee?

3. Frequently Asked Questions (FAQ)

Complex purchases require confidence with a seller and detailed information when buying products online versus face-to-face.

Fine Watch Bank (disclosure: they were a client) sells expertly crafted high-end watches.

The company’s buyers need confirmation of watch authenticity and detailed product information to feel comfortable when making a purchase.

An additional information section details frequently asked information, which establishes credibility and builds confidence with the buyer.

4. Multi-Touchpoint Contact Page

When it comes to running an ecommerce site where most business takes place online, nothing builds trust more than an overly obvious and well-presented “contact us” feature. This is especially true when selling high-end merchandise or technical products.

5. Return Policy

Return policies are an essential feature of any ecommerce website.

Your return policy should be clearly visible and well-written or illustrated.

This is another trust-building feature of online selling. It reassures buyers that if they are unhappy or just need a different size, the brand is there for them.

6. Live Chat Feature

Offer a live-chat option to your customers. It is of great value to your site as it facilitates instant communication to help your visitors through any stage, they are having difficulty with. The quality of customer service you offer plays a crucial role in the growth of your business. Therefore, rather than making the customers wait for the answers, many e-commerce websites have added live chat support to their help desk software.

Reference :-

Reference

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- ▶ <https://www.wikipedia.org/>
- ▶ <https://creately.com/>
- ▶ <https://www.lucidchart.com/pages/>
- ▶ <https://app.diagrams.net/>
- ▶ [https://www.projectmanager.com/gan tt-chart](https://www.projectmanager.com/gantt-chart)
- ▶ <https://www.searchenginejournal.com/ecommerce-guide/must-have-website-features/#close>

Appendix

User Manual : -



Login

1.

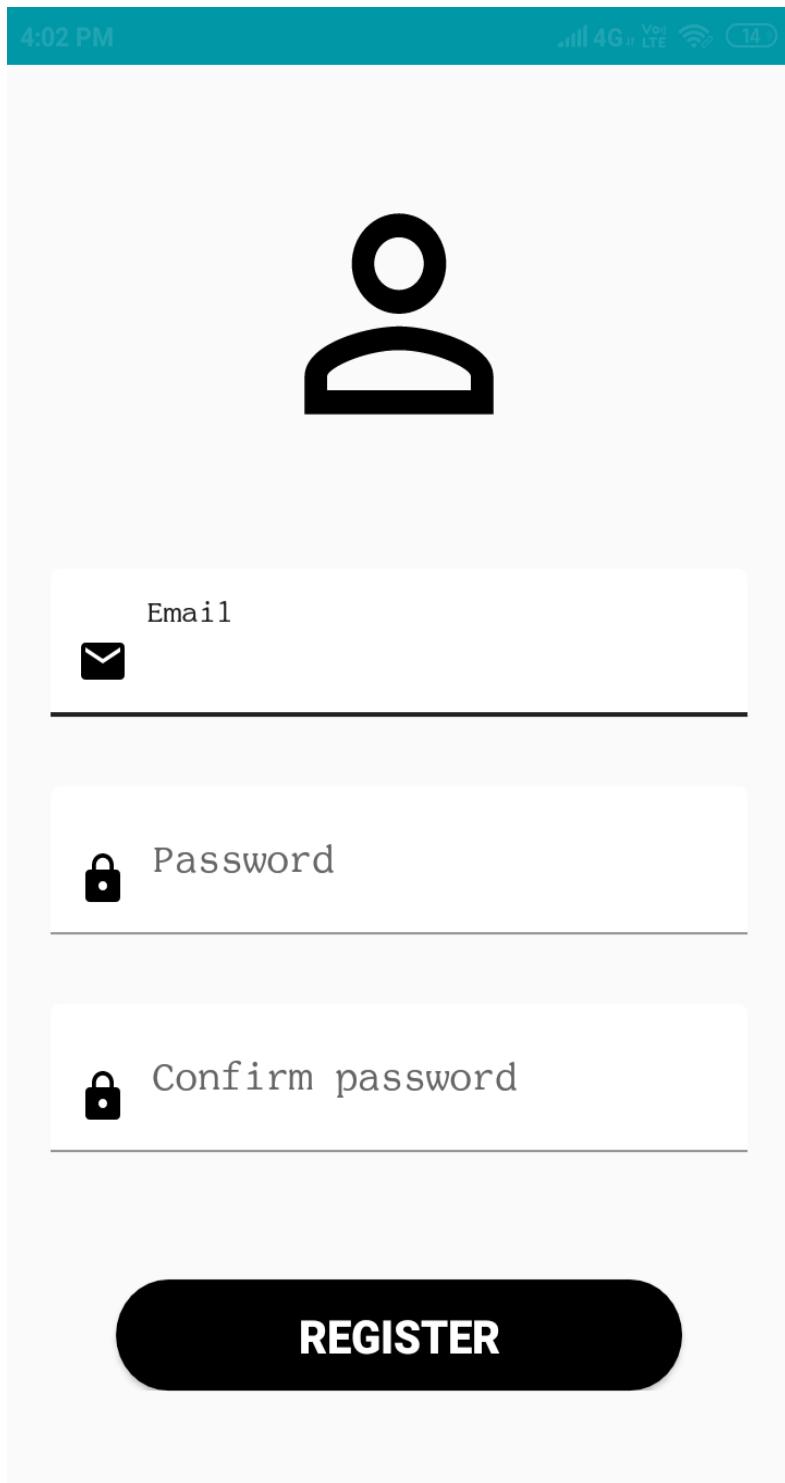
If you are entering first time in app than you have to register first for that click on New User label for register in app.

2.

In case of forgot password, you have to click on forgot password for get password from email.

3.

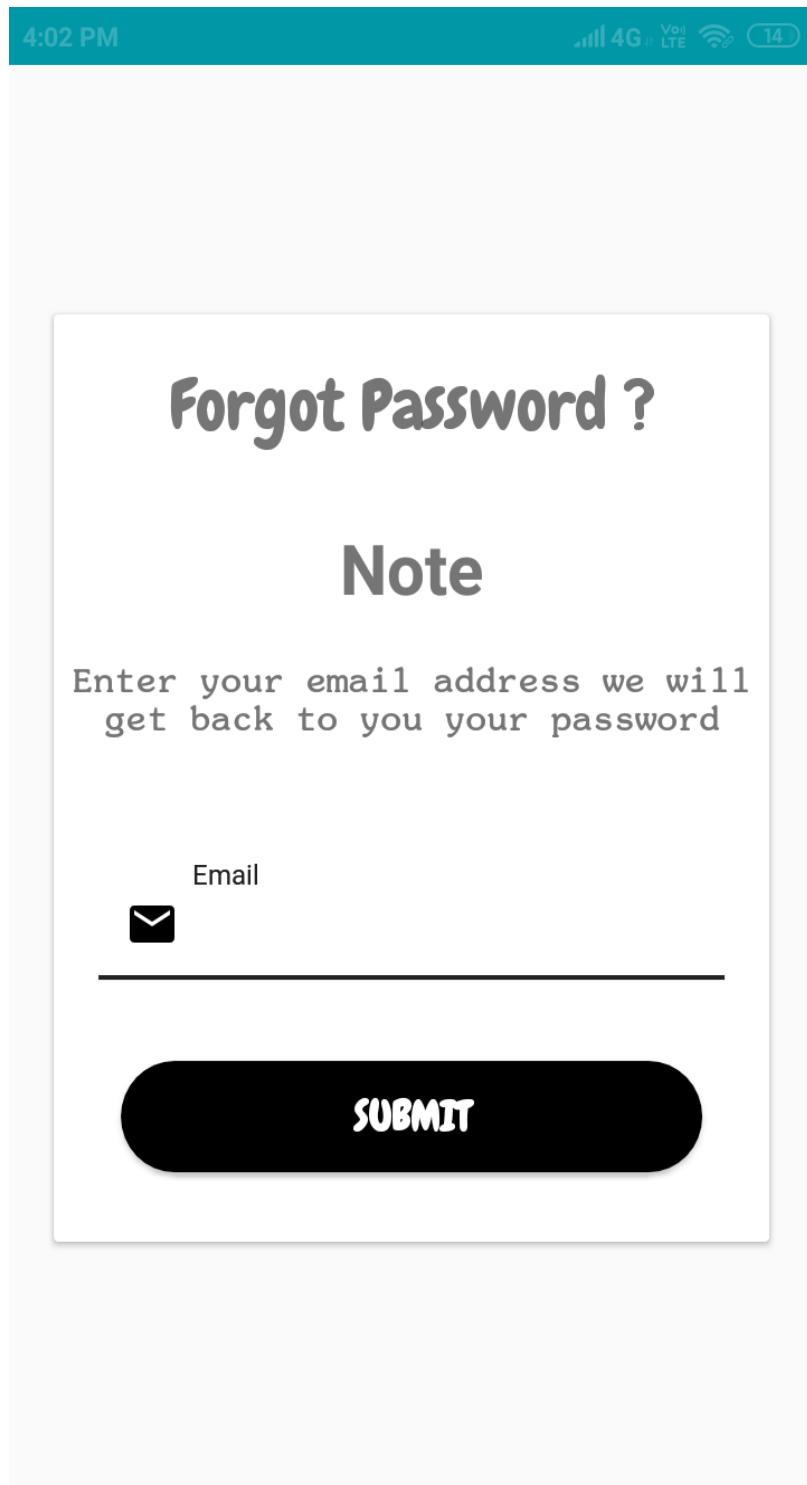
If you are already member of this app than enter your email and password for app access.



Register

1.

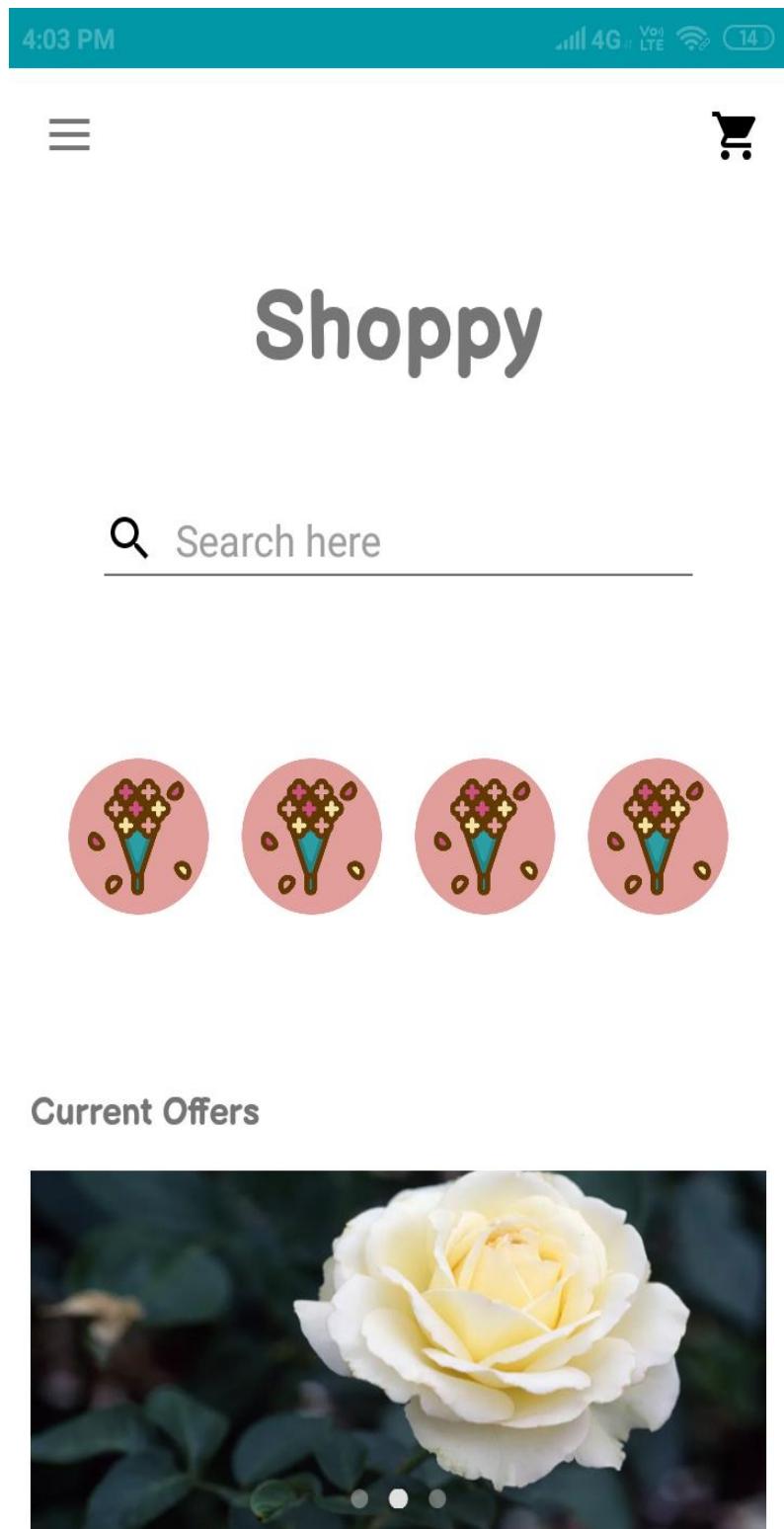
If This page is special for registration for whom are come in this app for the first time.



Forgot Password

1.

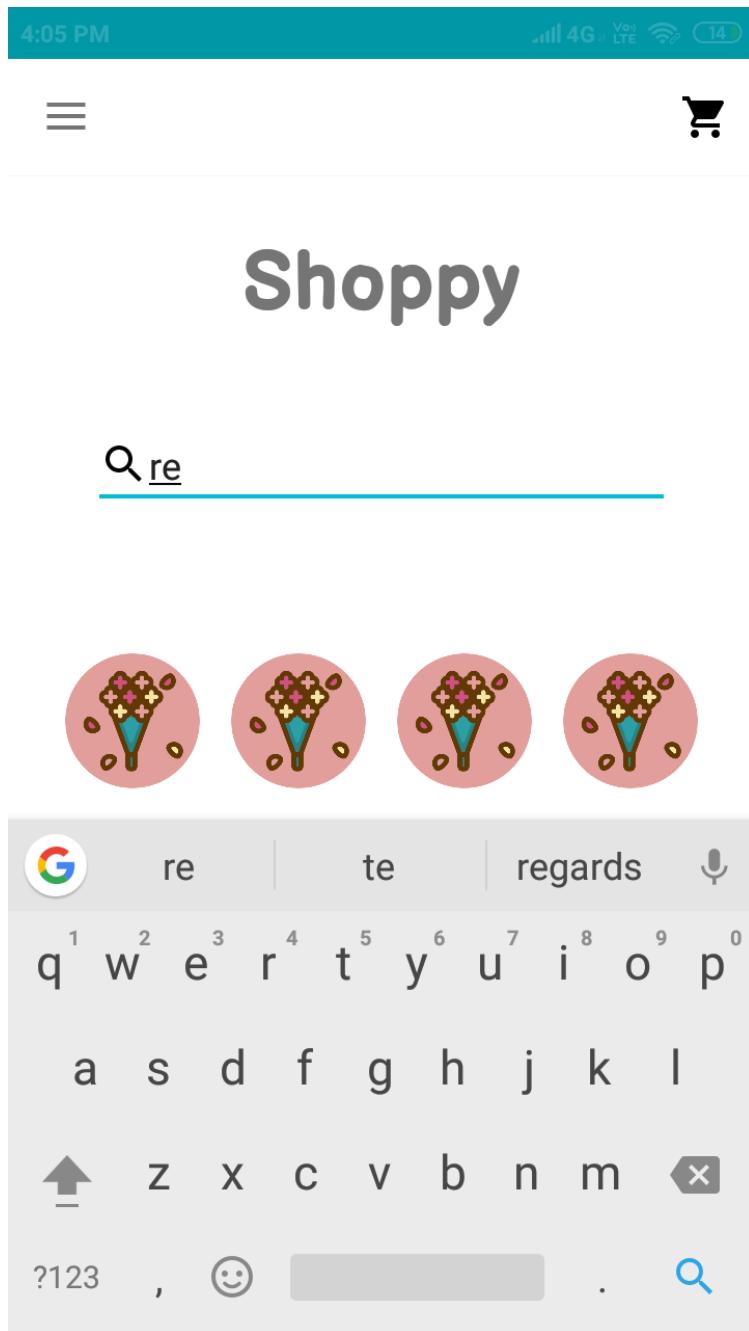
Using this page, you can change your password through email. Enter email here so that you can get your password from the system.



Dashboard

1.

Using this page, you can access all the function of the app. For example on click of cart button you will redirect on the cart page.



Searching

1.

You can search your wish product from search box.

4:20 PM	4G	Volte	13%
Delivery	RS 50		
Total	RS 15050		
Discount	RS 0		
Order Total:	RS 15050		

Select a Payment Method :

- Net Banking
- Credit Card/Debit Card/Atm Card
- Cash On Delivery

Deliver To

Manav Takoliya
Om Recidency Shree Hari SOcity Nilambag
Bhavnagar...

PLACE YOUR ORDER AND PAY

Checkout

1.

This page is for checkout. You can pay money here for your product which you added in cart for checkout.

Presentation (ppt) :

ORCHID -THE GIFT & FOWER SHOPPING APP

Project Report

INTRODUCTION



Project Introduction

Nowadays, world is becoming a global village through an enormous development in the technology.

As an engineer it is our duty to dispense new technology and ameliorate the current technology to the society for betterment of them, but also, it should efficient and intelligible for human.

Orchid is an interactive e-commerce solution providing users with an opportunity to buy Amazing gifts and Variety of flowers items.

Orchid is first online platform which take online orders for marriage, party, and festival, we deliver a customer service to each and every, which delivered with perfect time or even in day and night

PURPOSE

- ▶ Customer can get their desired item.
- ▶ Delivery of items at any time(User get facilities to enter time which they want to get).
- ▶ Personalized user experience.
- ▶ Push notification.
- ▶ Party, Decoration Pre book Facilities.
- ▶ Relevant and authoritative app content.

SCOPE



Nowadays all people do not have a time for a shopping. There are many websites are available in the market, but they have some limitation. I have been fixing this limitation.



Scope of the e-commerce app and website is increase day by day in worldwide.



Application have best features and interface which are attract the customer to buy products.



customers are getting offer by the app, which are attract to user to this app.



System Requirement Analysis

CURRENT SYSTEM STUDY

- ▶ Amazon – the leading online marketplace worldwide, provides an excellent shopping experience to their users.
- ▶ . eBay mobile app has enabled the users from across the world to bid whenever they want.
- ▶ These apps examples are telling that, how those apps are work and show their pros and cons .
- ▶ There are many features ,which are not provide by those apps. Using this system study, we can find that what features we should include in our app.

WEEKNESS OF CURRENT SYSTEM



However, everything has two sides, that means advantages and disadvantages.



In current e-commerce app not taking an order for decoration, party and for some occasions , this is also disadvantage of current system.



And they cannot furnish user friendly interface. And they are doing product deliver in fix time in the day. for instance , in only time between 9:00AM to 8:00PM.



But in our products, we are delivering the products in all over the Gujarat.



Orchid can deliver products in perfect time and perfect place. And provide time facilities.



Preorder and date facilities are available in Orchid.

PROBLEM IDENTIFICATION



- ▶ One of the biggest problems with buying things in online app is that you will have no guarantee of products quality. Reviews are not always helpful and though all the research will never assure you about the quality of a product.
- ▶ We are trying to learn all products are available in market and trying to improve them.
- ▶ We are including many features which are not available in current products.
- ▶ Orchid would be becoming a best app in the future market. We planned some different for the products , how it works in future.
- ▶ We are making this disadvantage as definition.

REQUIRMENT OF NEW SYSTEM



- ▶ Proper customization
- ▶ Trouble-free registration process
- ▶ Loading speed
- ▶ Feedback system
- ▶ Indelible user experience
- ▶ Push notifications
- ▶ Quick checkout
- ▶ Featured product

FEASIBILITY STUDY



TECHNICAL FEASIBILITY

- ▶ Costs for technology
- ▶ To produce an ecommerce apps, requires a high-speed connection to the Internet, a web server, and software.
- ▶ Design and implementation
- ▶ We would require the services of specialists in e-business design and implementation to guide you through this process.
- ▶ Software and Hardware
- ▶ It's also requires some hardware for development a product ~~and also~~ require a software for implement this product.

ECONOMICAL FEASIBILITY



Low financial cost



Potential income



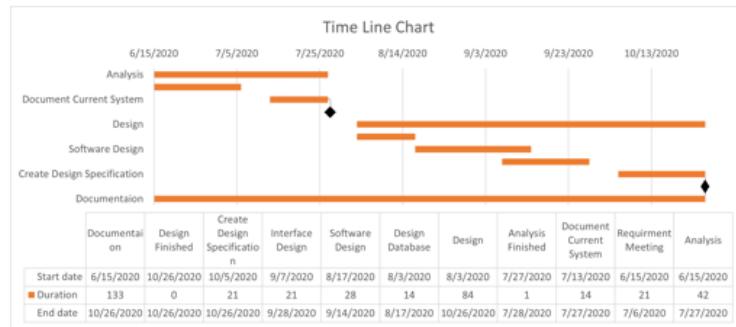
Sell Internationally



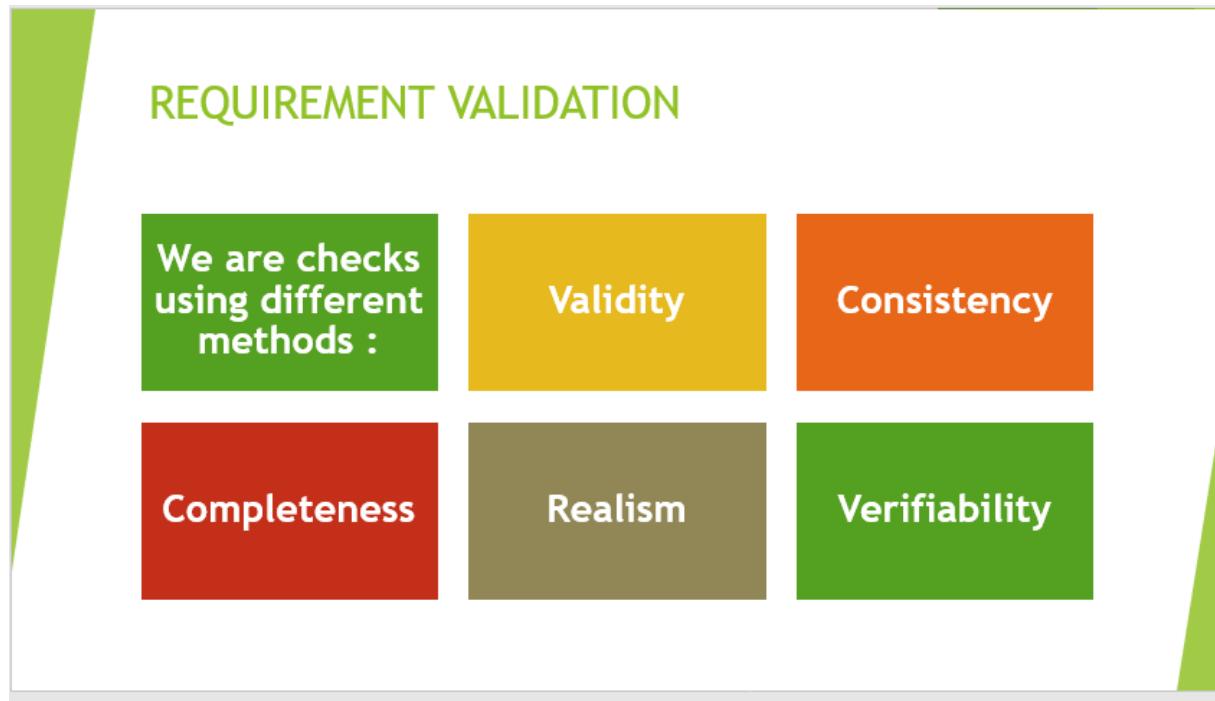
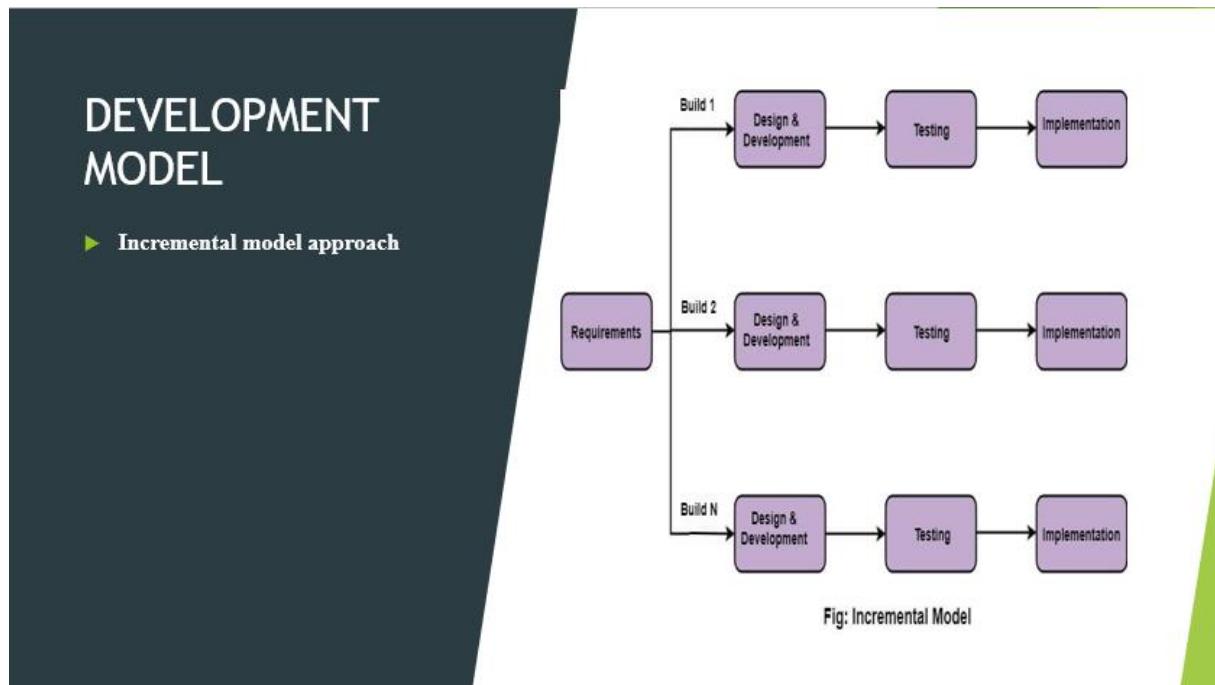
Easy to showcase bestsellers

OPERATIONAL FEASIBILITY

- ▶ A technical feasibility study assesses the details of how you intend to deliver a product or service to customers.
- ▶ we are providing user friendly function , customers can easily interact with app. We are providing a current new feature and make app lightweight, so that user can easily access app from village or rural areas.
- ▶ There are many functions will be satisfying the customer. We are providing simple GUI for people.

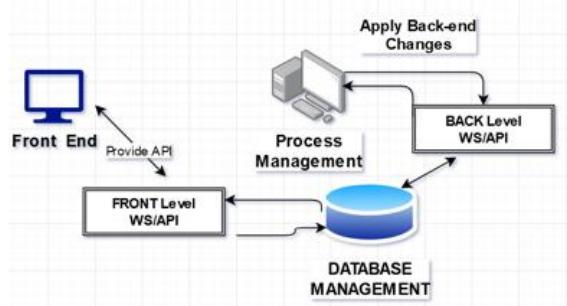


TIMELINE CHART



- ▶ **Hardware requirement :**
- ▶ Minimum i3 processor.
- ▶ One phone with latest android update. 4 GB RAM minimum, 8 GB RAM recommended
- ▶ 4 GB Recommended (500 MB for IDE + 1.5 GB for Android SDK and emulator system image)
- ▶ 1280 x 800 minimum screen resolution.
- ▶ **Software requirement :**
- ▶ CLIENT-SIDE SCRIPTING : HTML, CSS, BOOTSTRAP, JAVA SCRIPT, JQUERY.
- ▶ SERVER-SIDE SCRIPTING : OOP PHP
- ▶ IDE : Android Studio.
- ▶ Other Software : Postman , Adobe XD , Figma , PS(Photoshop), JDK.

TOOLS AND TECHNOLOGY



SYSTEM ARCHITECTURE

WHY WE USE THAT ARCHITECTURE?

We use this architecture because this architecture is like client-server architecture but here tier is three.

A client refers to a customer who requests for certain services and the server refers to the business application through which the services are provided. A machine can be both a client as well as a server

We need an API that is connect to the user interface and Provides general services like show data , update data ,Change in data in database. The upper tier is first.

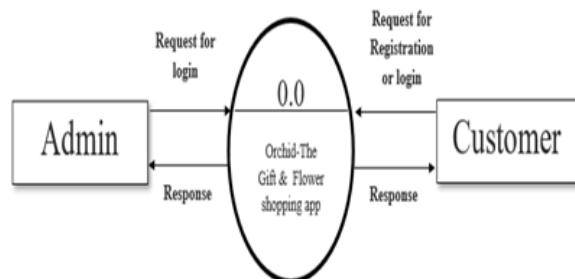
Whereas we use process management to control back-end data that which data are show at front side.

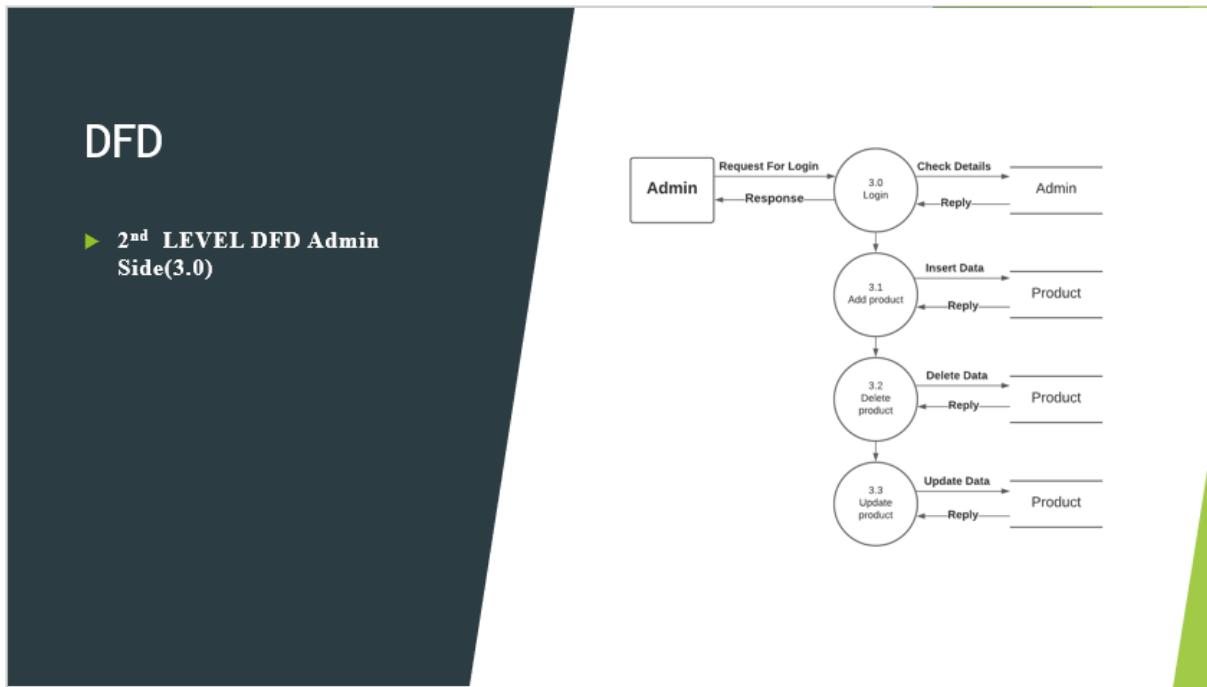
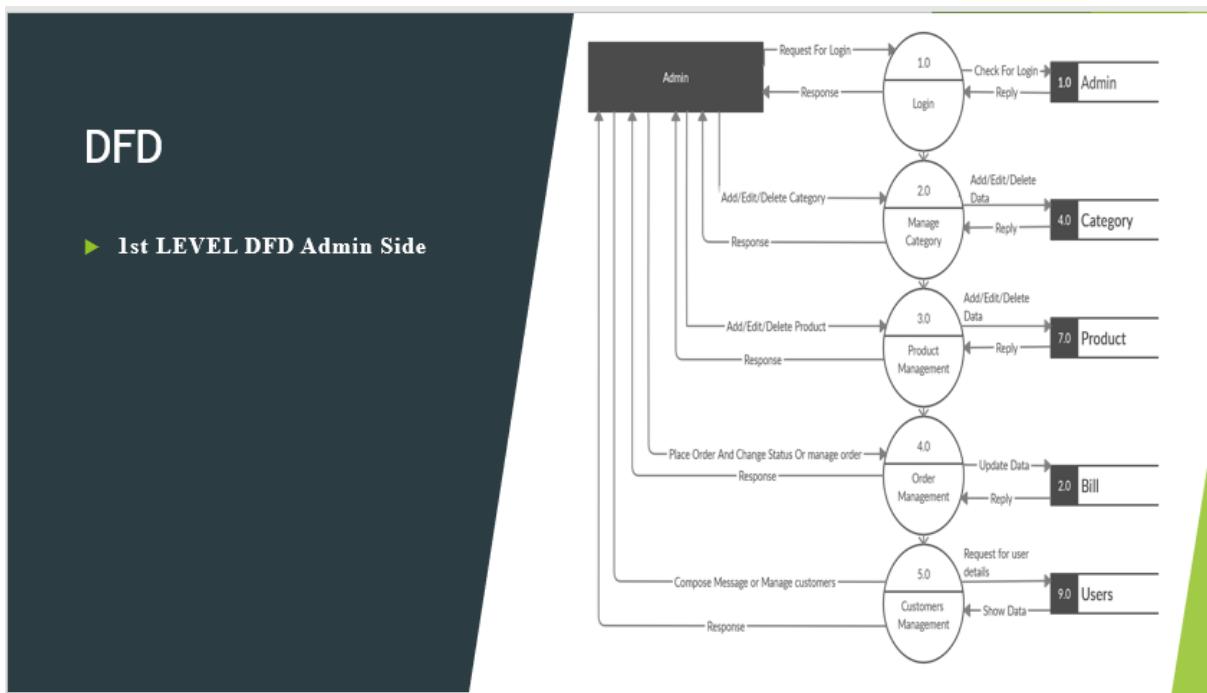
Using second tier we can manage data at database. And we can change data through API.

And the third tier is database. That provides a functionality to store any data in database.

DFD

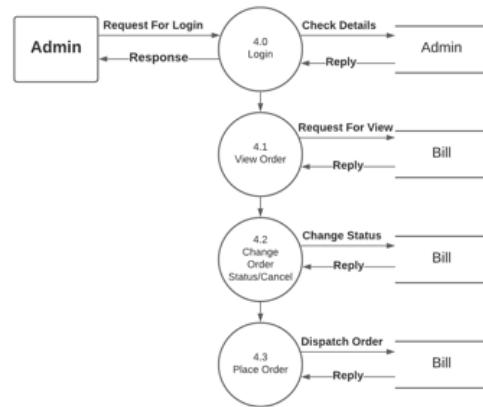
► DFD LEVEL 0





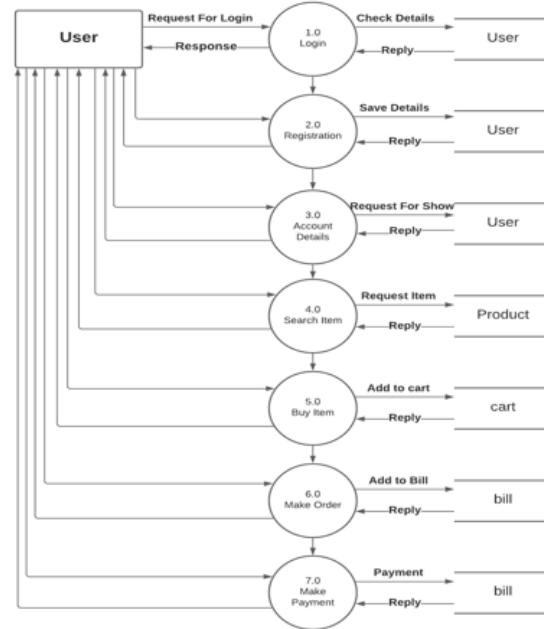
DFD

- ▶ 2nd Level Admin Side DFD (4.0)



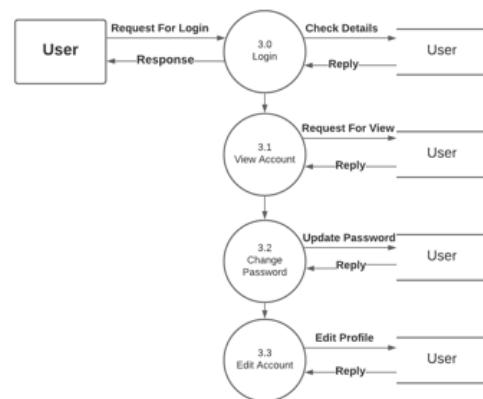
DFD

- ▶ 1st Level User Side DFD



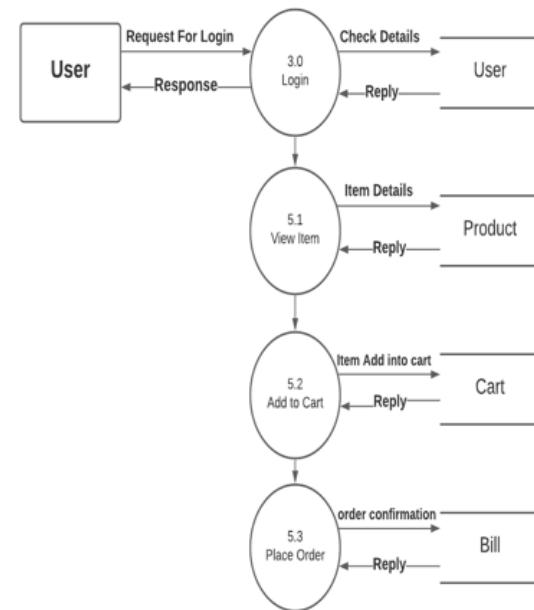
DFD

► 2nd Level User Side DFD (3.0)



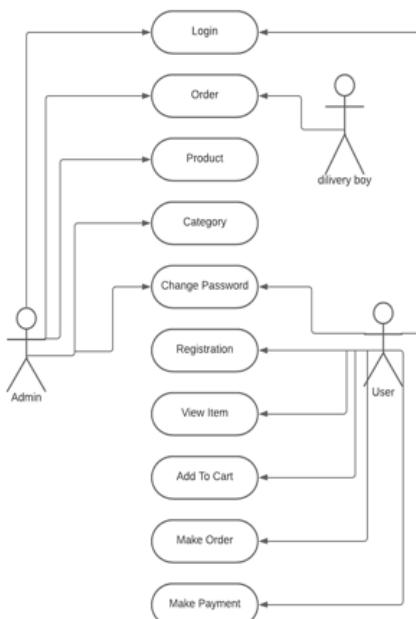
DFD

► 2nd Level User Side DFD(5.0)



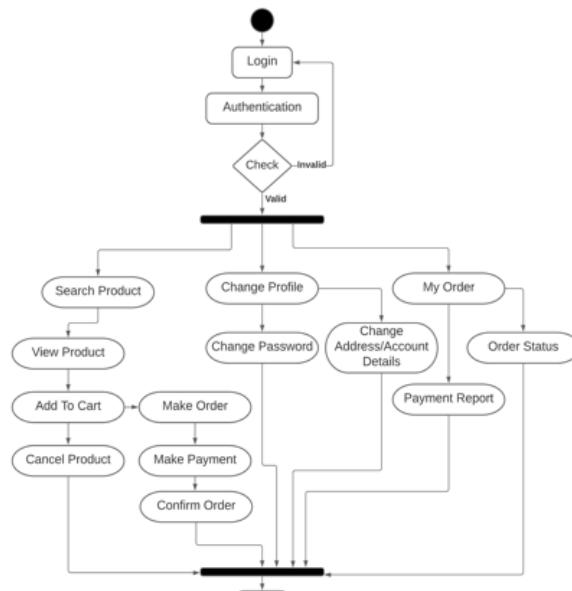
USE CASE DIAGRAM

► Use-Case Diagram 1



Activity Diagram

► Activity Diagram 1





System Design

Database Design

► *Table 1: Admin*

SR No	Field Name	Data Type	Defau It	Constrain t	Description
1	id	Int(11)	None	PRIMARY_KEY	Admin ID, (AUTO INCREMENT)
2	email	Varchar(75)	None	Not Null	Email Address
3	password	Varchar(10)	None	Not Null	Admin Password

Database Design

► *Table 2 : Users*

SR No	Field Name	Data Type	Default	Constraint	Description
1	id	Int(11)	None	PRIMARY_KEY	UserID,(AUTO INCREMENT)
2	email	Varchar(105)	None	Not Null	Email Address
3	password	Varchar(10)	None	Not Null	User Password
4	regid	Varchar(100 0)	None	Not Null	Register User ID

Database Design

► *Table 4: Category*

SR No	Field Name	Data Type	Default	Constraint	Description
1	id	Int(11)	None	PRIMARY_KEY	CategoryID,(AUTO INCREMENT)
2	name	Varchar(100)	None	Not Null	Name of Category
3	photo	Varchar(250)	None	Not Null	Photo of Category
4	islive	Int(11)	None	Not Null	Live=1 Notlive=0

Database Design

► *Table 5: Offers*

SR No	Field Name	Data Type	Default	Constraint	Description
1	id	Int(11)	None	PRIMARY_KEY	OfferID,(AUTO INCREMENT)
2	pid	int (11)	None	FOEEIGN KEY	Id of Product
3	discount	Varchar(150)	None	Not Null	Discount in per(%)
4	photo	Varchar(255)	None	Not Null	Photo of Offer

Database Design

► *Table 6 : Slider*

SR NO	FIELD NAME	DATA TYPE	DEFAULT	CONSTRAINT	DESCRIPTION
1	id	Int(11)	None	PRIMARY_KEY	SliderID,(AUTO INCREMENT)
2	product id	int (11)	None	FOEEIGN KEY	Id of Product
3	photo	Varchar(250)	None	Not Null	Photo of Slider

Database Design

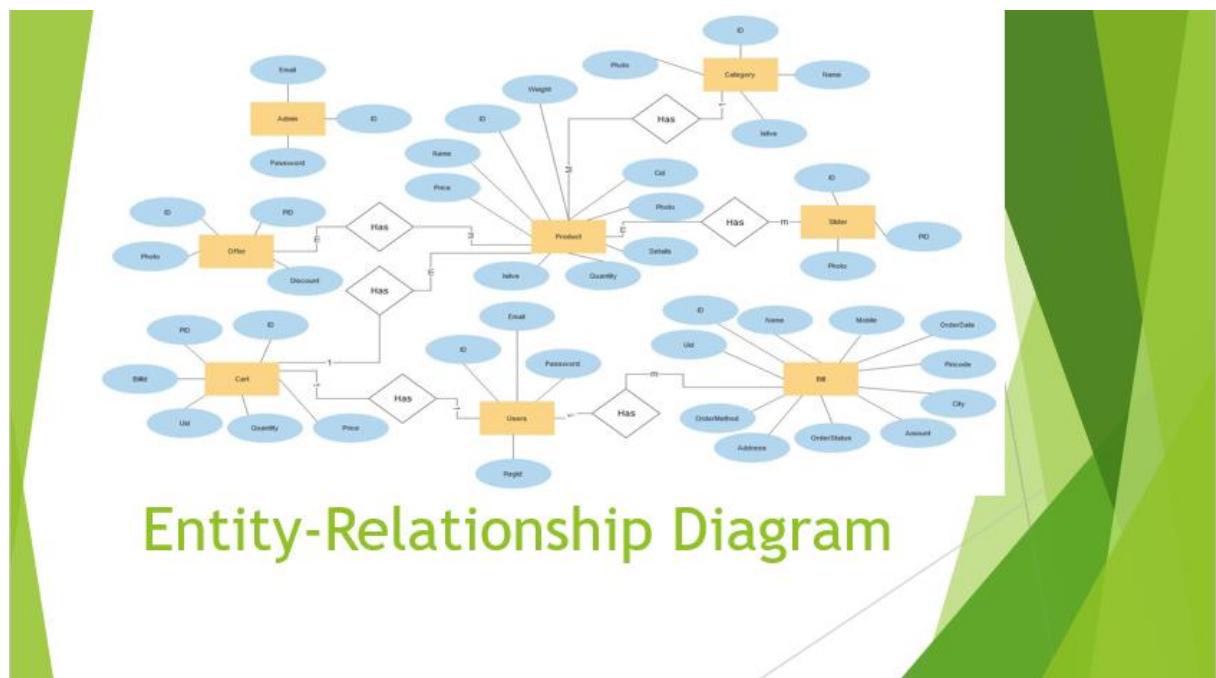
► Table 7 : Cart

SR NO	FIELD NAME	DATA TYPE	DEFAULT	CONSTRAINT	DESCRIPTION
1	id	Int(11) 1)	None	PRIMARY_ KEY	CartID,(AU TO INCREMEN T)
2	uid	Int(11) 1)	None	FOEEIGN KEY	Id of User
3	pid	Int(11) 1)	None	FOEEIGN KEY	ID of Product
4	price	Int(11) 1)	None	Not Null	Price of Product
5	quant ity	Int(11) 1)	None	Not Null	Quantity of Product
6	billid	Int(11) 1)	0	Not Null	Id of Bill

Database Design

► Table 8 : Bill

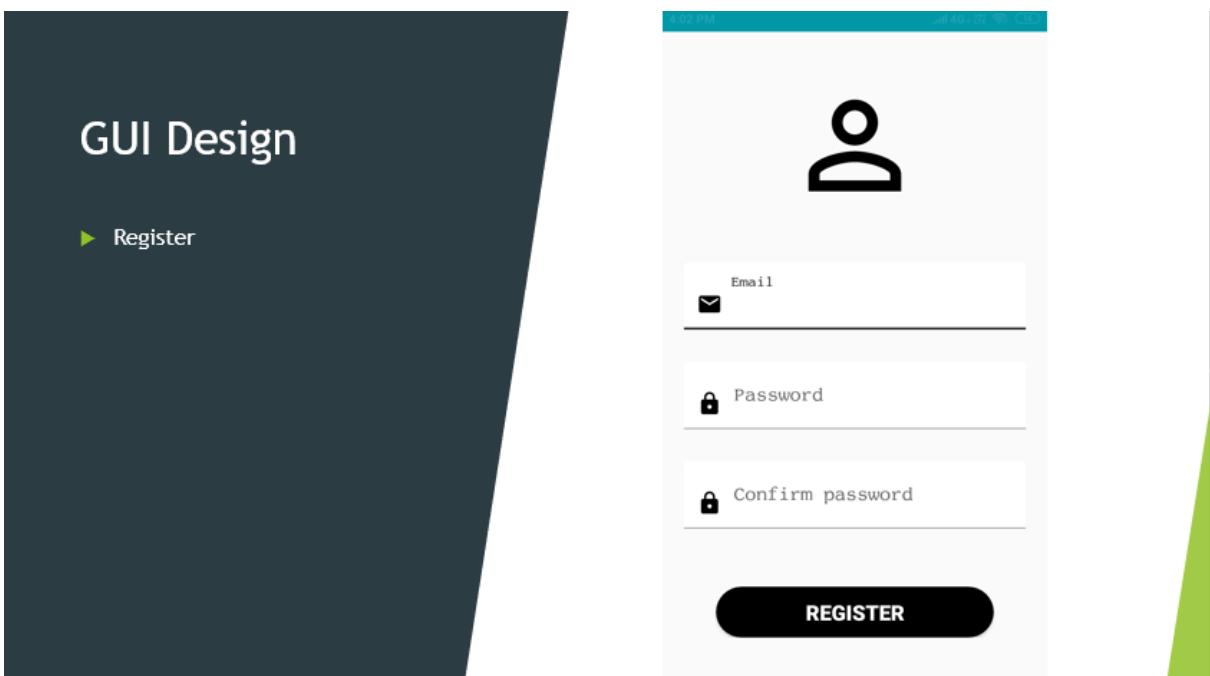
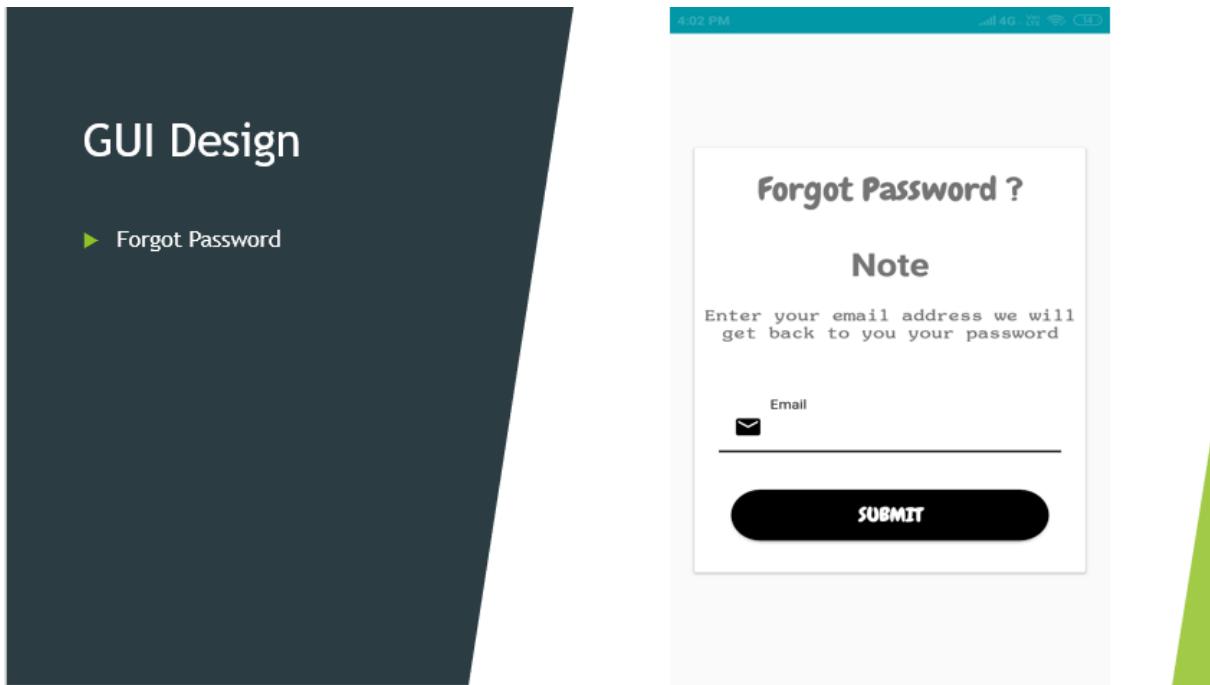
SR No	Field Name	Data Type	Defau lt	Constraint	Description
1	id	Int(11)	None	PRIMARY _KEY	BillId,(AUTO INCREMENT)
2	uid	Int(11)	None	FOEEIGN KEY	Id of User
3	name	Varchar(250)	None	Not Null	Name of User
4	mobile	Varchar(200)	None	Not Null	Mobile Number
5	state	Varchar(250)	None	Not Null	State name
6	city	Varchar(250)	None	Not Null	City name
7	pincode	Int(11)	None	Not Null	Pin code of city
8	address	Varchar(250)	None	Not Null	Address of home
9	orderda te	Varchar(20)	None	Not Null	Order Date
10	orderme thod	Varchar(50)	None	Not Null	Order Method
11	ordersta tus	Int(11)	None	Not Null	pending=1,2=order placed,3=order delivered,4=order failed,5=order cancel
12	amount	Int(11)	None	Not Null	Total amount

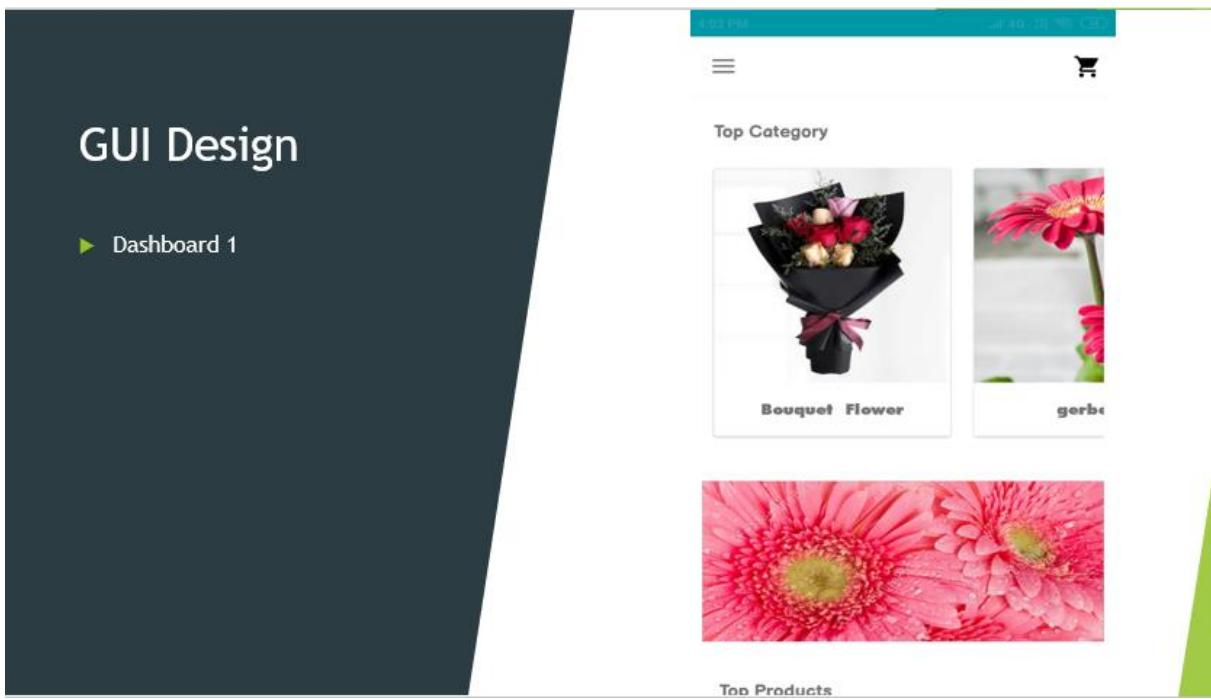
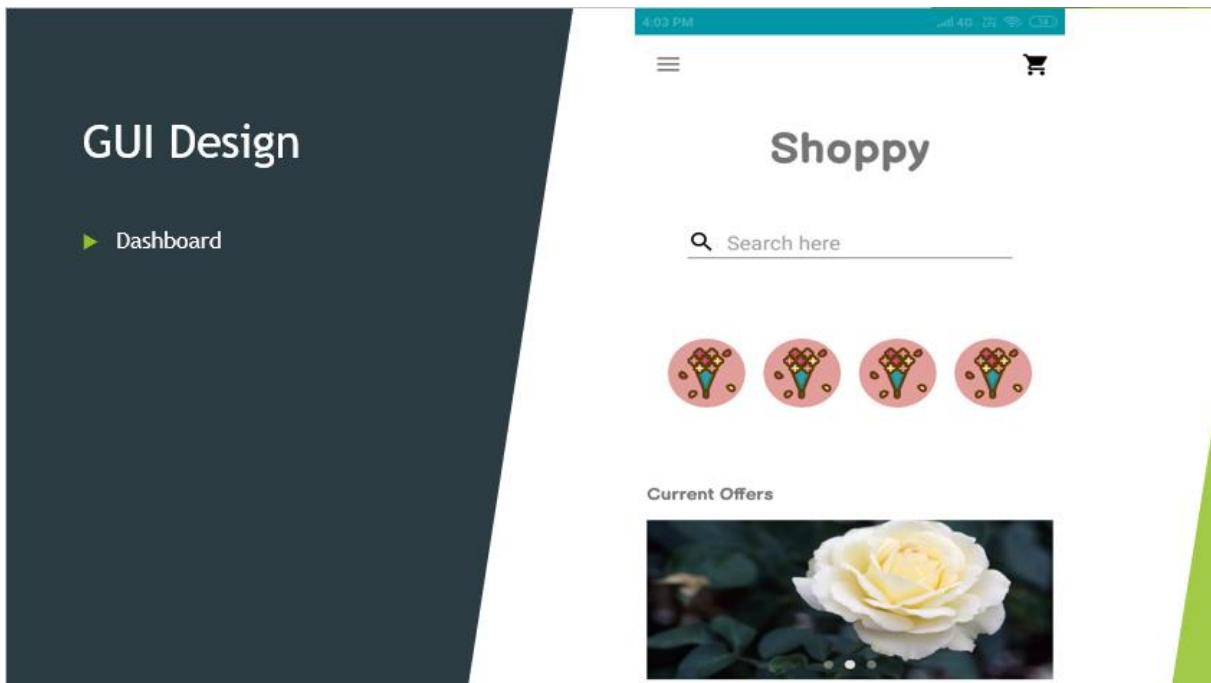


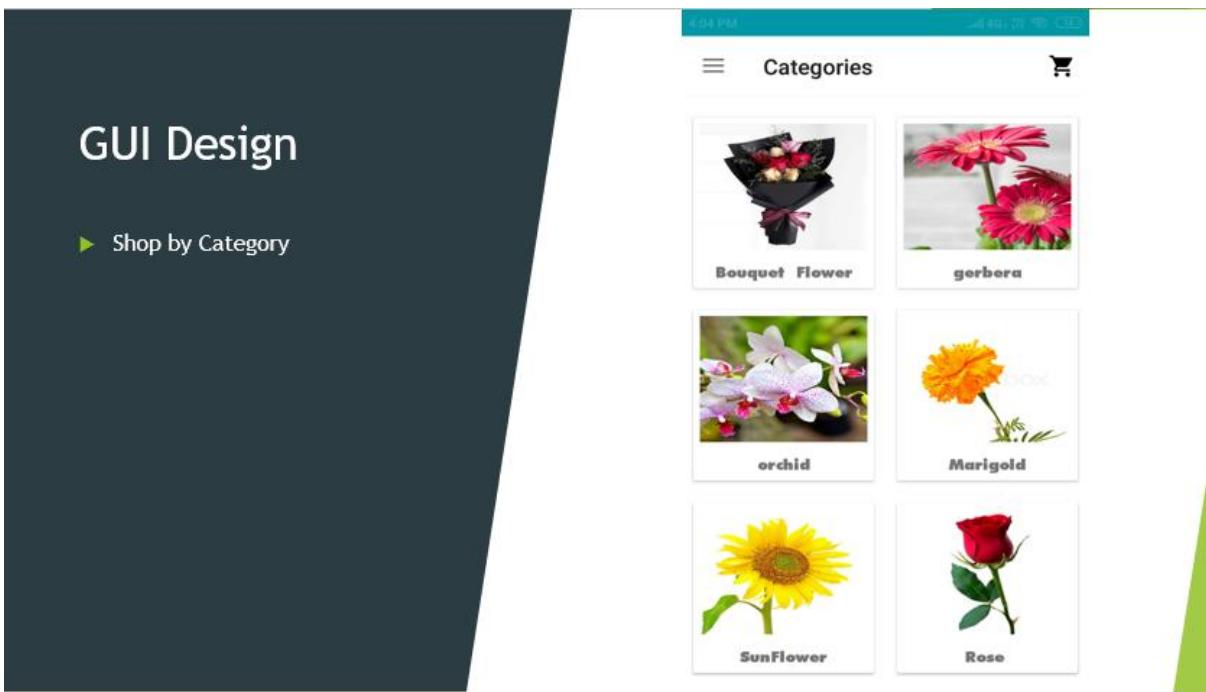
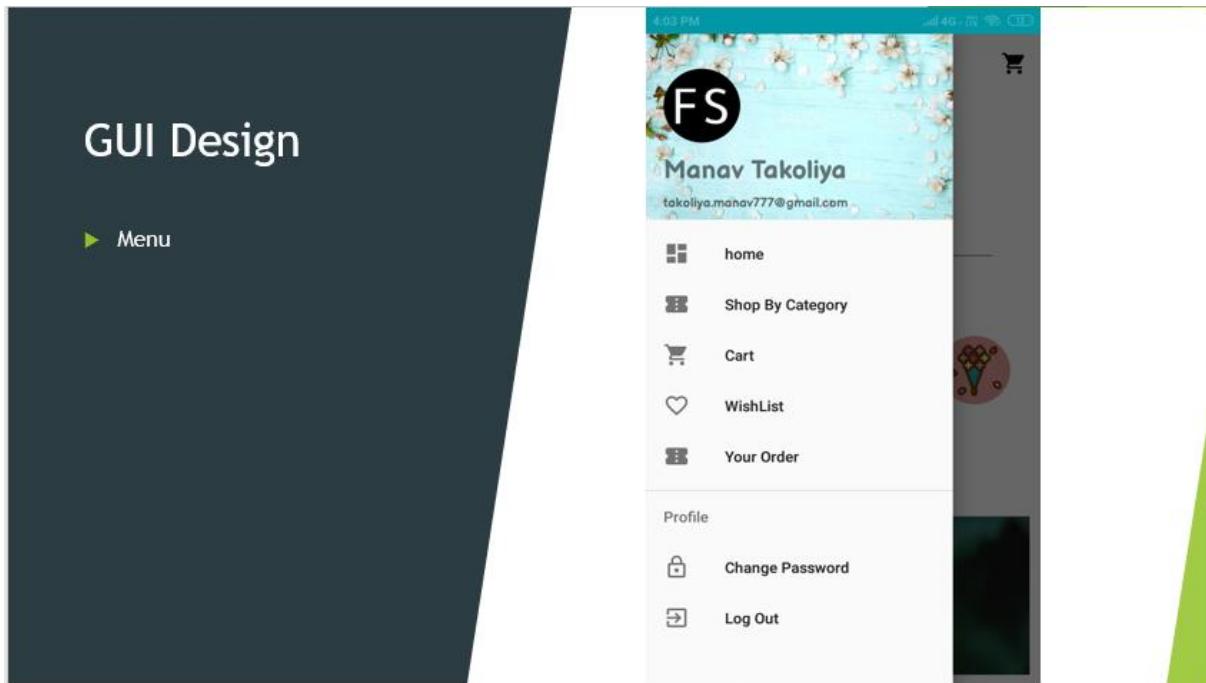
The screenshot shows a mobile application's login screen. The top status bar indicates the time as 4:02 PM and signal strength. The screen features a large black circular logo with the letters "FS". Below the logo are two input fields: one for "Email" containing "takoliya.manav777@gmail.com" and another for "password" with a lock icon. A "Forgot Password?" link is positioned below the password field. A large black "LOG IN" button is centered at the bottom. At the very bottom, there is a link for "New user? Register Here".

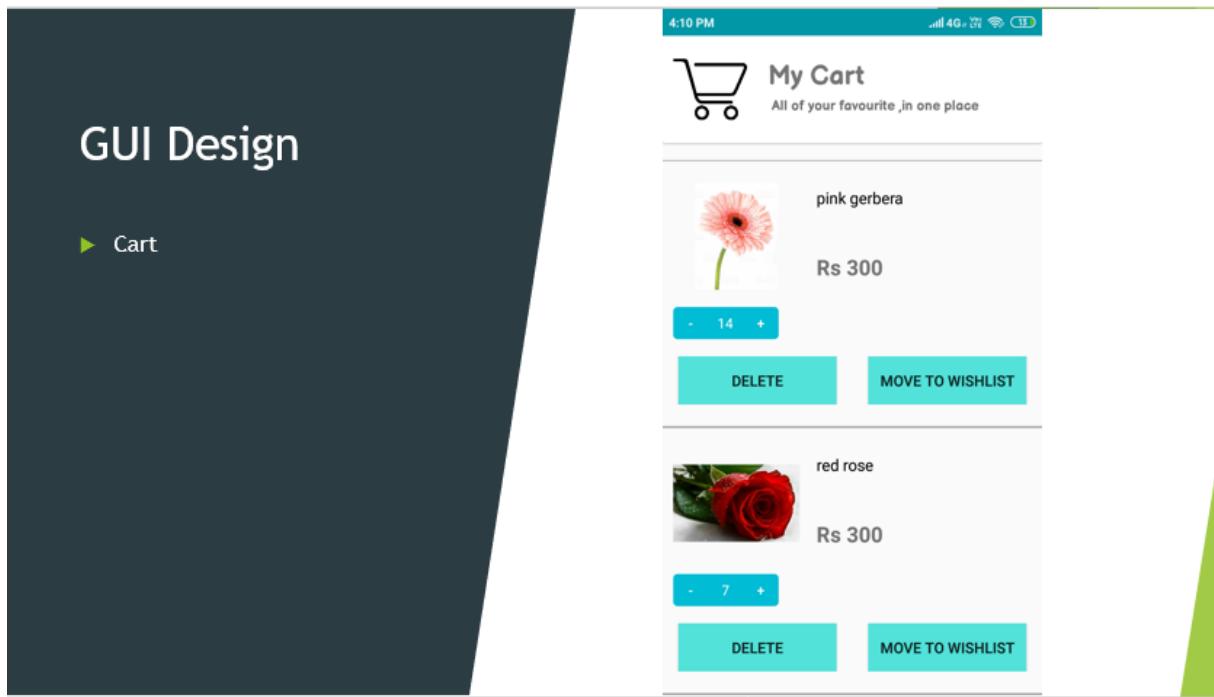
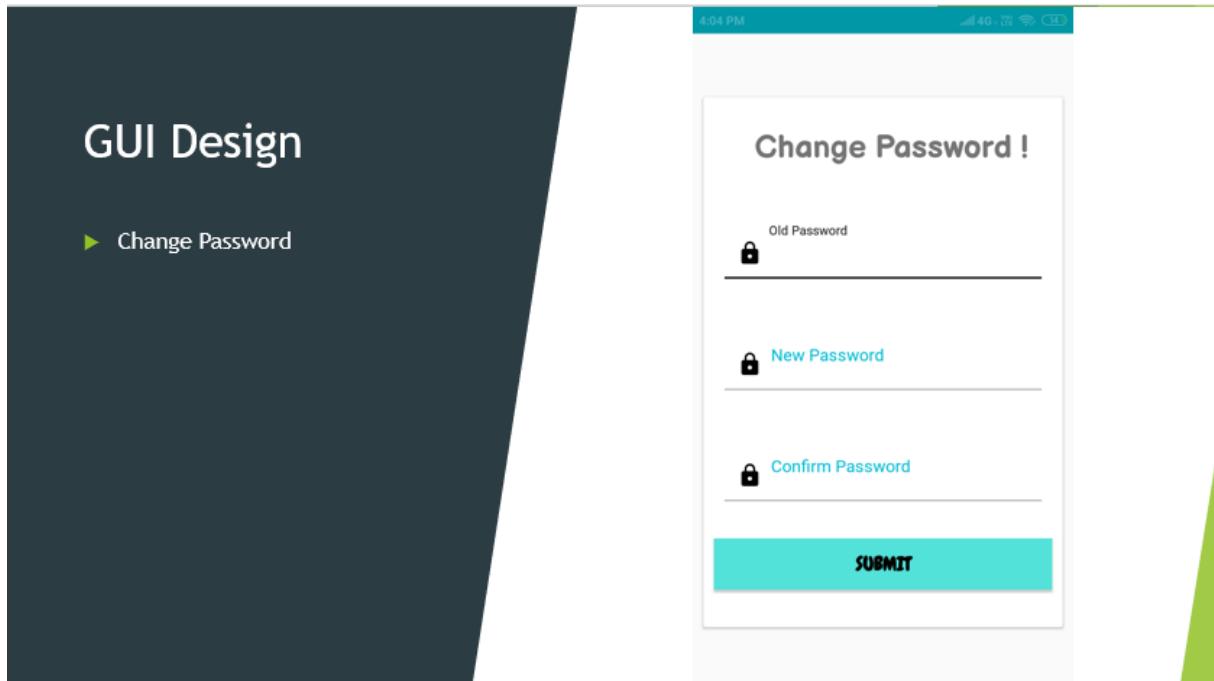
GUI Design

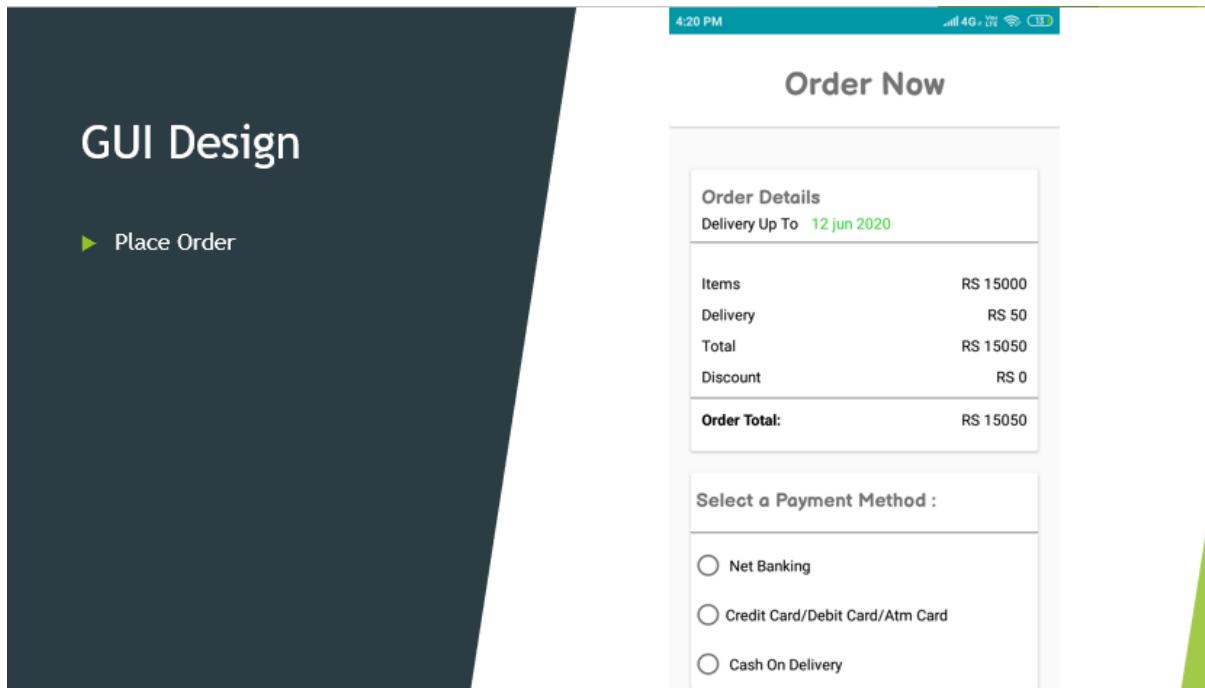
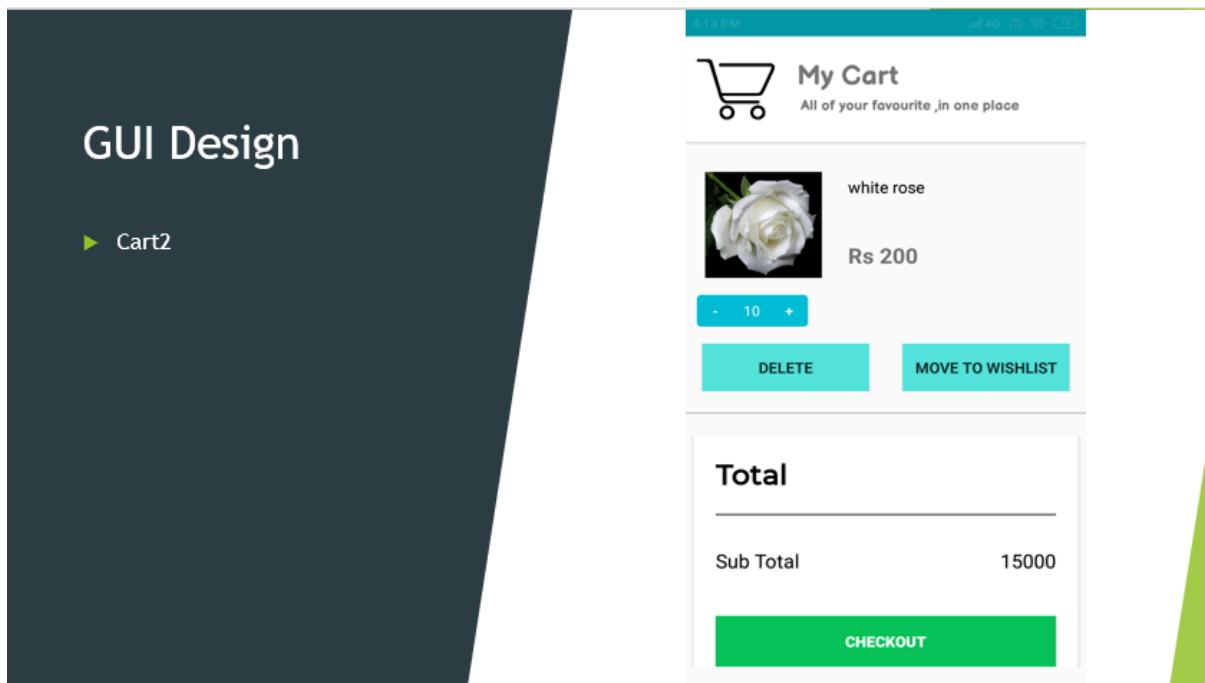
- ▶ login











GUI Design

▶ Place Order 1

4:20 PM	Call 401 33
Delivery	RS 50
Total	RS 15050
Discount	RS 0
Order Total:	RS 15050

Select a Payment Method :

Net Banking

Credit Card/Debit Card/Atm Card

Cash On Delivery

Deliver To

Manav Takoliya
Om Recidency Shree Hari SOcity Nilambag
Bhavnagar...

PLACE YOUR ORDER AND PAY