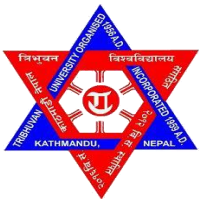


Tribhuvan University

Faculty of Humanities and Social Sciences

Online Pets Shopping

A PROJECT REPORT

Submitted to

Department of Computer Application

Kathmandu Bernhardt College

In partial fulfillment of requirements for the Bachelors in Computer Application

Submitted by

Swastika Rijal

BCA 6th Semester

October 2023

Under supervision of

Abhimanyu Yadav

Supervisor's certificate

Tribhuvan University

Faculty of Humanities and Social Science

Kathmandu BernHardt College

SUPERVISOR'S RECOMMENDATION

We hereby recommend that this project prepared under my supervision by **Swastika Rijal** entitled ***"Online Petsshopping"*** in partial fulfillment of the requirements for the degree of Bachelor of Computer Application is recommended for the final evaluation.

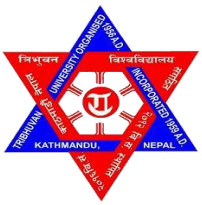
…….

Mr. Abhimanyu Yadav

Project Supervisor

BCA Department

Bafal, Kalanki



Tribhuvan University

Faculty of Humanities and Social Sciences

Kathmandu Bernhardt College

LETTER OF APPROVAL

This is to certify that this project prepared by **Swastika Rijal** entitled "**Online Pets shopping**" in partial fulfillment of the requirements for the degree of Bachelor in Computer Application has been evaluated. In our opinion it is satisfactory in the scope and quality as a project for the required degree.

……	……..
Abhimanyu Yadav	Ram Babu Mahato
Supervisor	Program Coordinator
BCA Department	BCA Department
Bafal, Kalanki	Bafal, Kalanki
……..……	……..
External Examiner	Internal Examiner

ABSTRACT

This research project focuses on the development of an online pet shopping platform using the Waterfall methodology, aiming to provide a seamless and user-friendly experience for pet enthusiasts. The Waterfall methodology, known for its structured and linear approach, is applied to ensure a systematic and well-defined process in the development life cycle. The primary objective is to create an intuitive website where users can effortlessly browse, select, and purchase pet-related products, with a specific emphasis on dog breeds.

In addition to the Waterfall methodology, this project integrates Collaborative Filtering algorithms to enhance the recommendation system for users. Collaborative Filtering leverages user behavior and preferences to suggest products, thereby personalizing the shopping experience. By implementing this algorithm, the online pet shopping platform can intelligently recommend dog breeds and related products based on user history and preferences, facilitating a more tailored and enjoyable shopping journey. The collaborative effort of Waterfall methodology and Collaborative Filtering algorithm ensures a systematic and user-centric development process, ultimately leading to an efficient and personalized online pet shopping experience.

Keywords: Pet Shopping, Collaborative, Filtering

ACKNOWLEDGEMENT

To our very estimated supervisor, **Mr. Abhimanyu Yadav**, we would like to convey our sincere gratitude and appreciation for his invaluable supervision, direction, encouragement, and support in helping us finish this amazing project on the subject of Online Pets Shopping.

We appreciate **Mr. Ram Babu Mahato**, the coordinator of our BCA program, for his unwavering support and direction. He provided them with invaluable advice, original suggestions, encouragement, and support that were all crucial to the project's success.

We would like to express our appreciation and respect to the management of our college for providing us with a favorable working environment. Finally, we'd like to extend our sincere gratitude to all of our friends who have helped us and made a direct or indirect contribution to the success of our project.

Sincerely,

Swastika Rijal

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LIST OF ABBREVIATIONS

CSS	Cascading Style Sheet
HTML	Hypertext Markup Language
PHP	Hypertext Preprocessor
SQL	Structured Query Language
UI	User Interface

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CHAPTER 1: INTRODUCTION

1.1 Introduction

Pets have become an integral part of our lives, and they bring joy and companionship to their owners. As a result, the pet industry has been growing rapidly over the years, and pet owners are always on the lookout for quality products and services that meet their pets' needs. However, the process of finding these products and services can be challenging and time-consuming. This is where an online pet marketplace can be beneficial.

The proposal is to create an online marketplace that provides pet owners with a one-stopshop for all their pet needs. The marketplace will have a user-friendly interface that allows pet owners to search and browse for products and services easily. The platform will be designed to cater to the specific needs of pets, and the products and services will be vetted to ensure they meet quality standards.

The proposed online pet marketplace will not only benefit pet owners, but it will also benefit businesses in the pet industry. The marketplace will provide an avenue for businesses to reach a wider audience and promote their products and services. The platform will also enable businesses to reduce their overhead costs since they will not need to have a physical store. Instead, they can sell their products and services online, which is a costeffective solution.

1.2 Problem Statement

Before this the animals and other items was ordered manually. All the work was done and managed through the random process. Problem of traditional manual based pets shop are as follows:

- Sometimes the vendor cannot specify what items are finished in their shop
- Un-updated stock
- Time consuming and lengthy process
- Payment problem
- It’s difficult to visit shops to buy pets and its items.
- Every pet’s shops may not have pets and its breeds at a single place.

These problems should be solved because this affects the operation of shop, decreases the work efficiency of the human resource and increases the operational cost of the shop.

1.3 Objectives

The main objectives of this project are mentioned below:

- To maintain the transactions and customer's details by creating a user-friendly website.
- To keep record of pets, its breeds, manage them and sell them accordingly.

1.4 Scope and limitation

1.1.1 Scope

- Enable users to proceed to checkout, providing their contact and address details.
- Include a contact page where users can get in touch with the website administrators.
- Making it easier to manage orders done by the users through admin panel.
- This system will be perfect to manage and buy Pets and its Breeds.

1.1.1 Limitations

- This system only allows payment on delivery in cash.
- As our system is web based it requires time to time update which is not possible by users.
- While developing our system limited time has lead us to add minimum features in our system.

1.5 Report Organization

The material presented in the project is organized into five chapters.

Chapter 1 highlights the problem statements, objectives, scope, and limitations of the project.

Chapter 2 does the background study and the concepts as well as information about the existing system.

Chapter 3 sums up the keynote on the system analysis and design. It contains the description of the use case diagram, performance, and reliability, and various diagrams, database is set out which helps understand the project in a brief matter.

Chapter 4 provides the tools needed for project planning, including the system's implementation and testing. Additionally, test cases for integration and unit testing are done. Module implementation information is tracked.

Chapter 5 includes brief descriptions of the project's outcome, conclusion, reviews, and recommendations for the future. It also discusses the project's stability and suggests changes that can be made in the near future.

CHAPTER 2: BACKGROUND STUDY AND LITERATURE REVIEW

2.1 Background study

Today interest in using proper systems and software is so great that it is the most active research area in software. Moreover, users are interested in using proper systems for their daily tasks. It can be used in wide range. Although a portion of the money is to be given as commission to agents, the majority of individuals still purchase their chosen pets from local marketplaces and dealers. In our area, there are currently relatively few active websites that allow for the purchase of pets. It is not advised to utilize these applications because many of them do not update data properly and on time. In these situations, a major issue is the absence of a proper user interface.

One important aspect of the system to consider is the current market demand for different types of pets. This can be done by analyzing sales data and customer feedback to determine which pets are most popular and which ones are in decline. By understanding the current market trends, the proposed system can better meet the needs of customers and stand out from the competition.

Overall, the system can provide valuable insights into the current market demand, services offered, and physical design of pet stores. By understanding these factors, the proposed system can identify areas for improvement and offer a unique and competitive value proposition to customers.

2.2 Literature Review

There are several reasons why people buy and sell pets. Some individuals purchase pets as companions, while others buy them for breeding or for showing in competitions.[1] Pet stores, online marketplaces, and breeders are the main sources for pet sales. However, concerns have been raised regarding the welfare of animals in the pet trade.

On the other hand, proponents of pet sales argue that responsible breeders and pet stores can provide healthy, well-cared-for animals to individuals and families who want to provide a loving home for a pet. They also argue that pet sales support the economy and

provide jobs in the pet industry. Additionally, breeders argue that responsible breeding can promote genetic diversity and improve the health of specific breeds. [2]

As remedy of these drawback, we are inspired to develop new software which can fulfill the sectors under looked by this software's. Our main focus is to facilitate customer with the required pet's breeds which is unavailable at the marketplace. So, we aimed to feature our software by providing all the pets and its breeds. We provide items delivery service and provide cash on delivery as payment system. [3]

CHAPTER 3: SYSTEM ANALYSIS AND DESIGN

3.1 System Analysis

System Analysis Software development life cycle process specifies a method of developing the software. Each software development projects start with some needs and ends with some software that satisfies those needs. A software development life cycle specifies the set of activities that should be performed to go from user needs to final products. Depending on the nature of project, Waterfall model is chosen and the entire process of software requirement analysis, coding, testing and maintenance is performed accordingly.

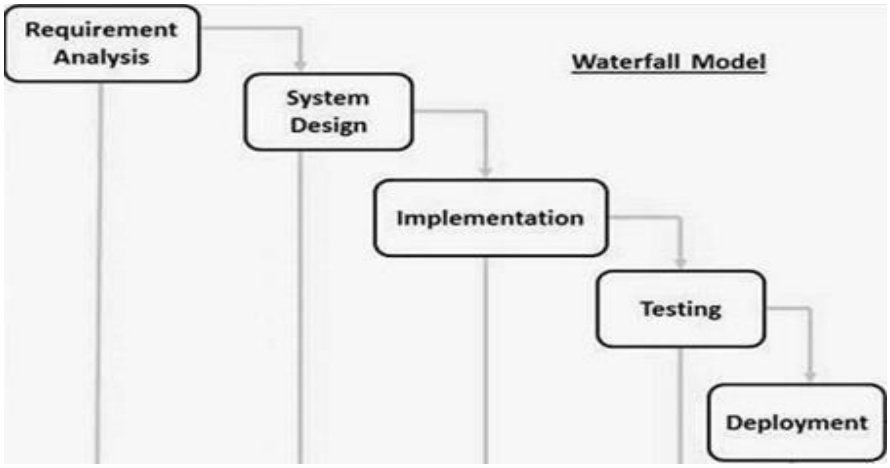


Figure 3.1: Waterfall Model for Online Pets Shopping

An initial investigation culminates in a proposal that determines whether a system is feasible or not. It determines its workability, impact on the organization, ability to meet user needs, and effective user resources. The objective of the feasibility study is not to solve the problem but to acquire a sense of its scope. During the study, the problem definition is crystallized and aspects of the problem to be included in the system are determined.

Consequently, cost and benefits are estimated with greater accuracy at this stage.

3.1.1 Requirement Analysis

It is the process where requirements are clearly defined and very well understood. It helps to manage the rigidity of the model – each phase has specific deliverables and a review process.

i. Functional Requirements

There are several things that we need for this project. The main purpose of our project is to improve the user interaction and functional requirements of our project which are as follows:

- Admin will manage the details and information of users.
- The system should allow the system admin to manage the breeds and categories.
- The system should allow the system admin to manage the orders by the users.
- The system should allow the system admin to log in and log out from the system.

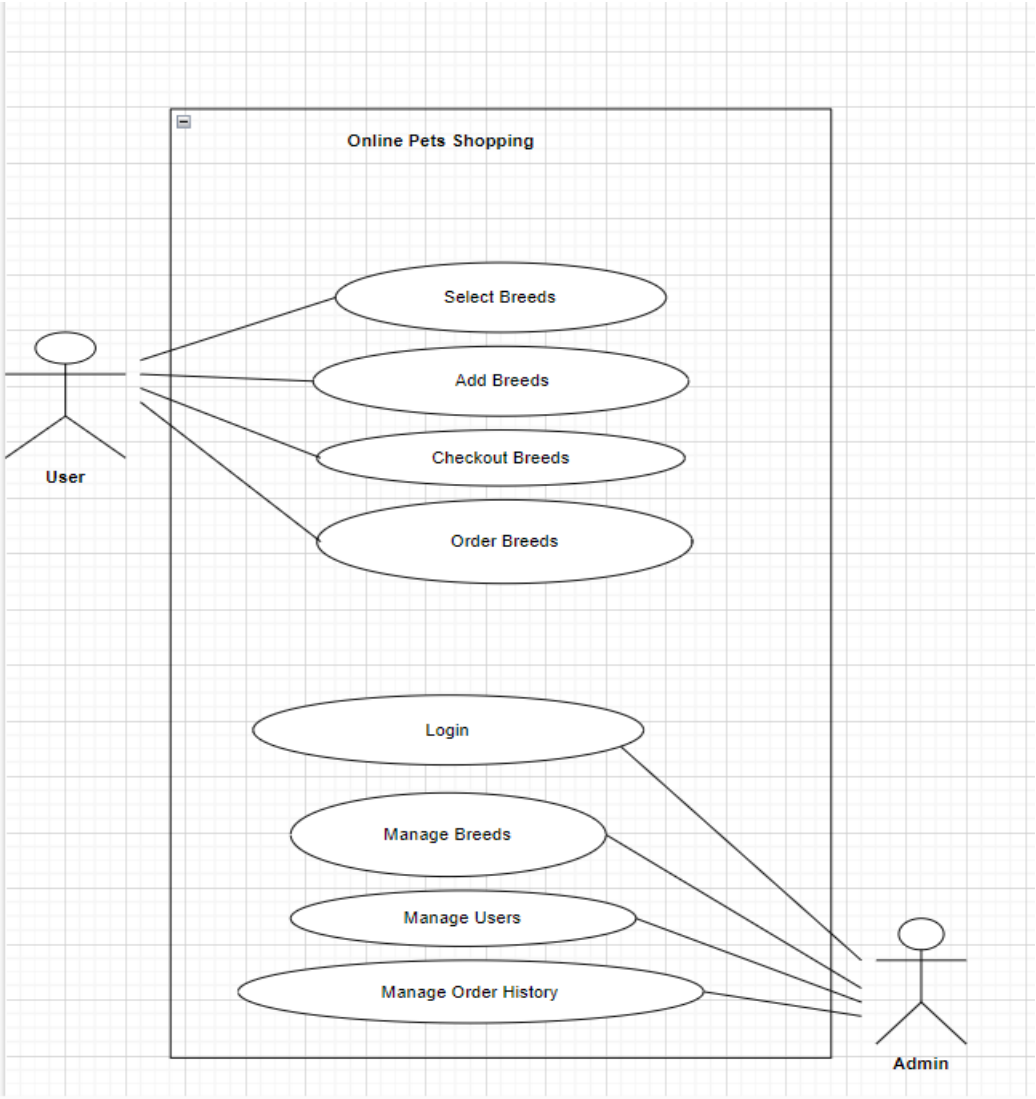


Figure 3.1.1: Use Case Diagram of Online Pets Shopping

ii. Non-Functional Requirements

- Responsiveness: The system should respond promptly to user actions, such as registering a new user, taking attendance, and deleting users.
- Scalability: The system should be able to scale to handle large users.
- Maintainability: The system should be easy to maintain and update.

3.1.2 Feasibility Analysis

Once the problem with the Pets Shop has been identified, a feasibility study is carried out. A feasibility study is a high-level summary of the whole system analysis and design process for online pets shopping website. The goal of this Online Pets Shopping project in Php is to figure out how to fix an issue quickly and cheaply.

The method was put to the test at website, and the results are as follows.

1. Feasibility from a technical standpoint
2. Feasibility from a financial standpoint
3. Operational Feasibility is the third step.

i. Technical Feasibility

Existing technology, such as HTML, CSS, JavaScript, and databases, can be used to create our suggested system. This technology is in favor of the system we've presented. Our proposed system is theoretically possible in this way.

ii. Operational Feasibility

Our proposed system is capable of utilizing and performing the required program/system tasks. It has to satisfy a customer's requirement. It is operationally viable in this manner.

iii. Economic Feasibility

Our proposed system is straightforward. As a result, we use open source software, which is inexpensive. As a result, our proposed approach is financially viable.

iv. Schedule Feasibility

Schedule time evaluation is the most important consideration in the development project. The time schedule requires for the developed of this project is very important since more development time effect.

3.1.3 Data Modeling (ER-diagram)

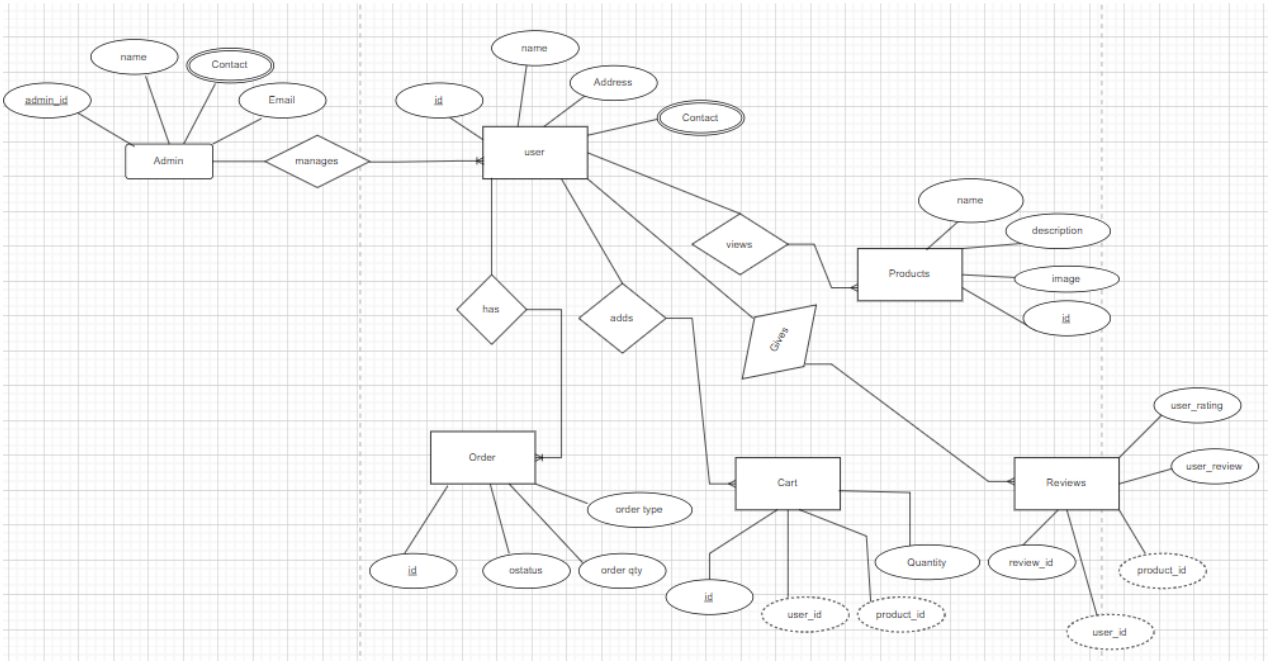


Figure 3.1.3: ER-DIAGRAM OF Online Pets Shopping

In the Entity-Relationship diagram there are five entities named admin, Customer, services, Online Pets shopping. Details has id and quantity. Products has product id, name, description, price and photo. Review has id, review and datetime. Likewise, the user has a user name, and user contact. Here, the administrator can add, delete and update.

3.1.4 Process Modeling (DFD)

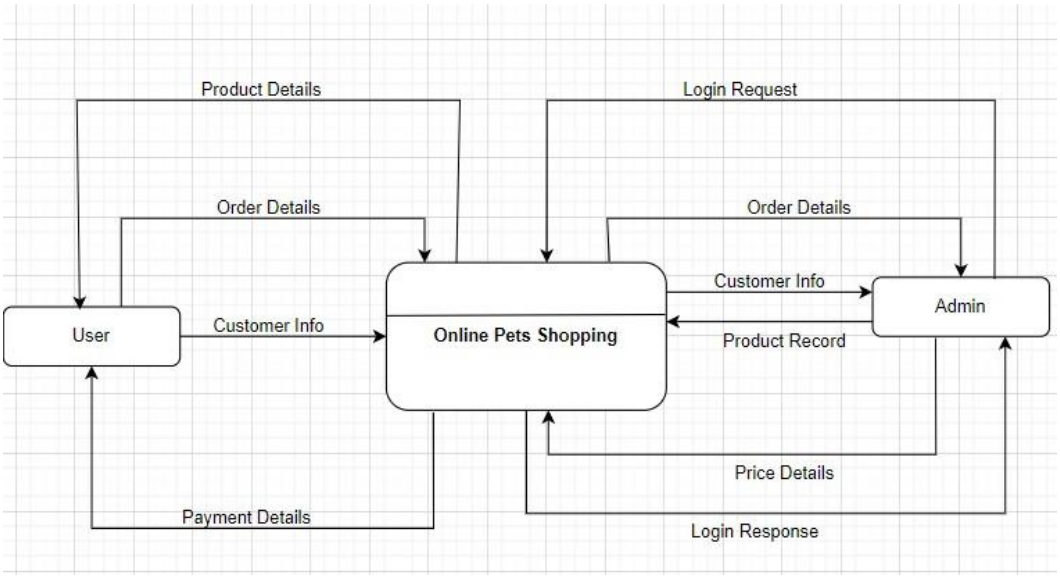


Figure 3.1.4:1. Context Diagram

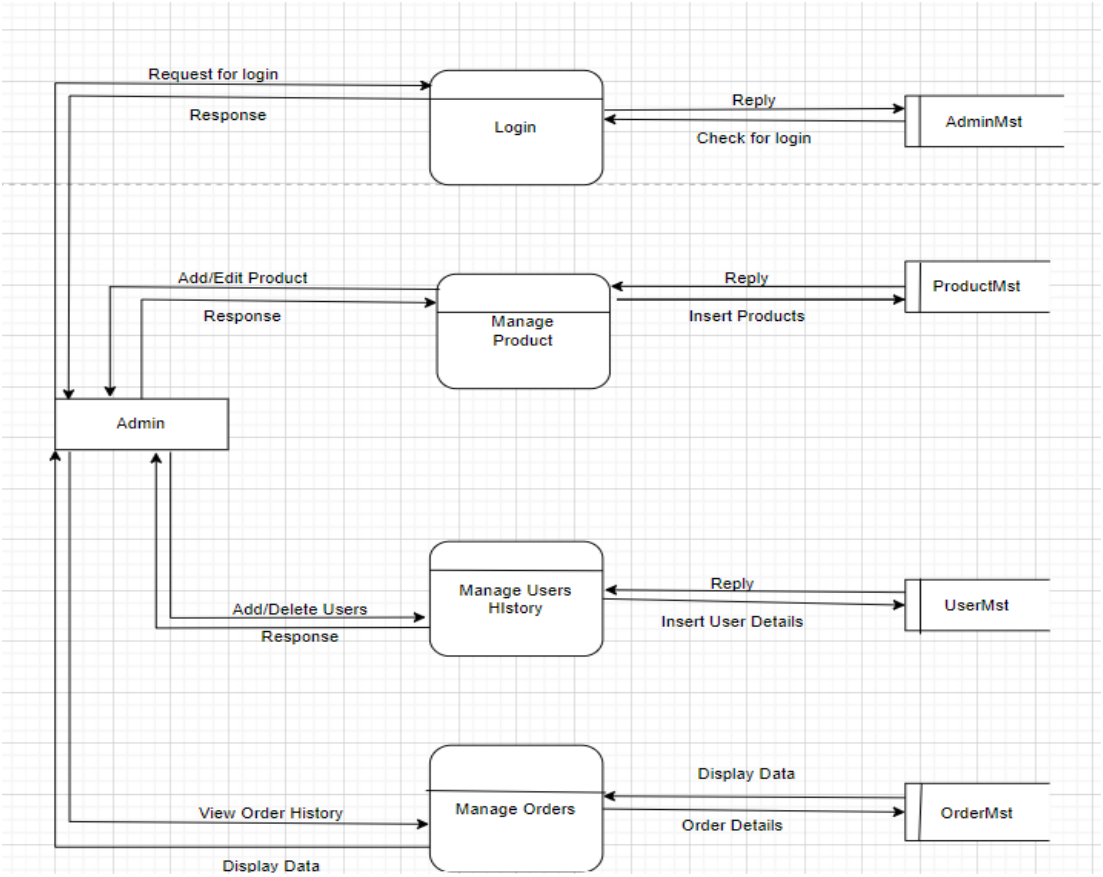


Figure 3.1.4:2. Level-1 DFD for Admin

In level 1 DFD for admin, there are five processes. For login, process 1 is responsible, for managing category, process 2 is responsible likewise process 3, 4 and 5 are for managing Users, managing new orders and manage information that came through users. The admin entity and five data stores are used in this level of DFD such as admin, Product, order details, and users.

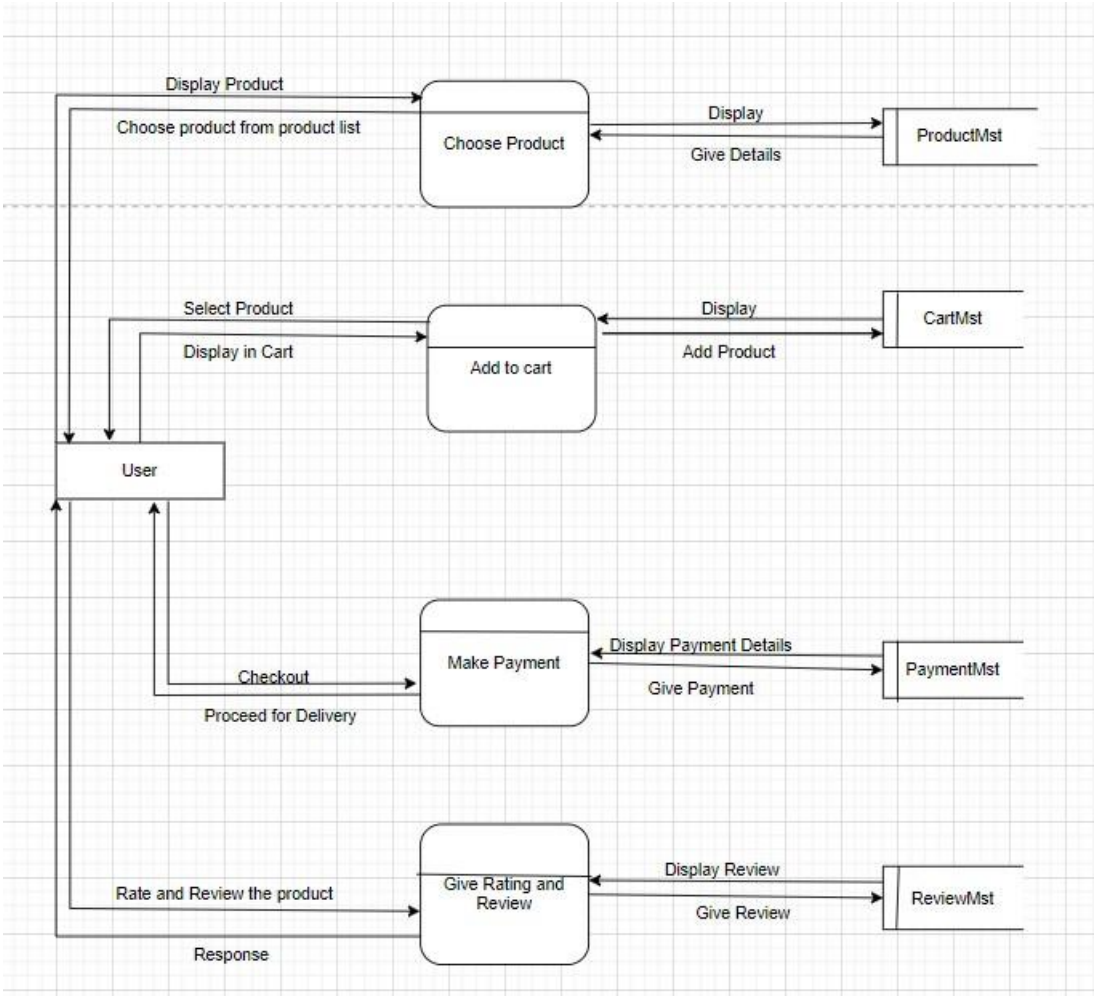


Figure 3.1.4:3. Level 1 DFD for User module

In level 1 DFD for users, there are different processes managed for viewing available products, process 2 is responsible likewise process 3 and 4 are for Making orders and viewing breed categories. The user entity and three data stores are used in this level of DFD such as users, make orders and payments.

3.2 System Design

To realize the different functional requirement of the system in graphical form, different design diagram of the system has been prepared which are as follows:

3.2.1 Architectural Design

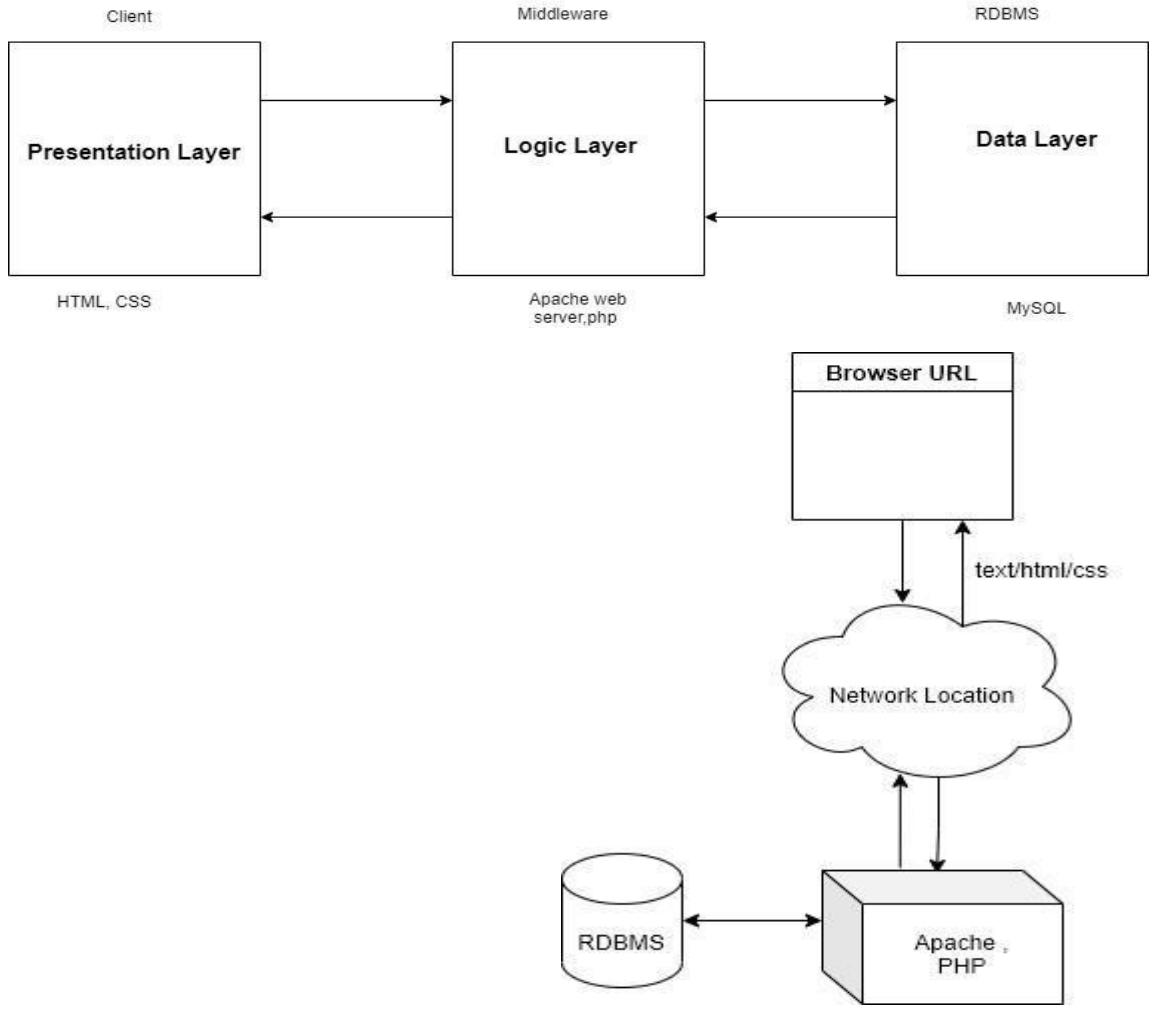


Figure 3.2.1: 3-tier Architecture

There are different types of architecture i.e. one tier architecture, two tier architecture and three tier architecture. The architectural design of Online Pets shopping is based on three tier architecture. There are three components they are:

1. Presentation layer
2. Logical layer
3. Database layer

Client server is server to run our website on the webpage. Web server is the part where all coding practices occurs like php. And as a database we have used MySQL to store all the

information of the website. Online Pets shopping System has three components, the client, server and the network connection in between. Server-Client architecture defines a system network in which a centralized server is used to provide resources and services to many clients using remote devices. In this architecture the server is responsible for data storage, data access logic and application logic. The client computers serve as presentation logic and also share responsibility with the server on the application logic.

3.2.2 Database Schema Design

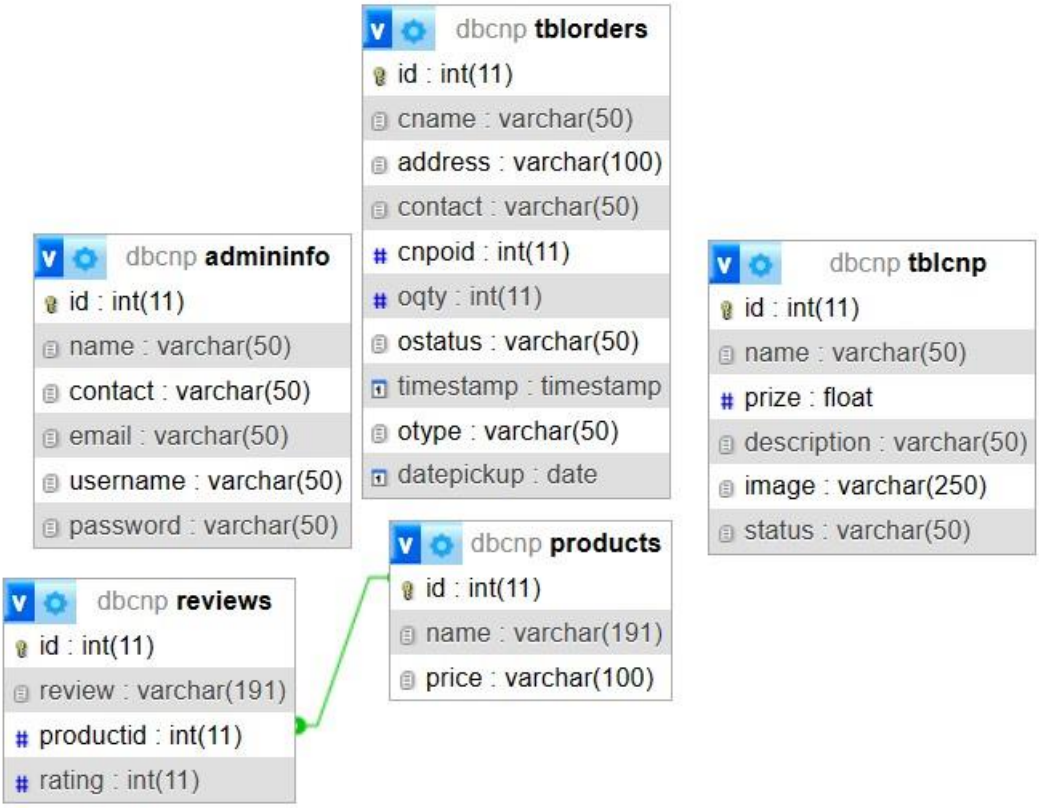
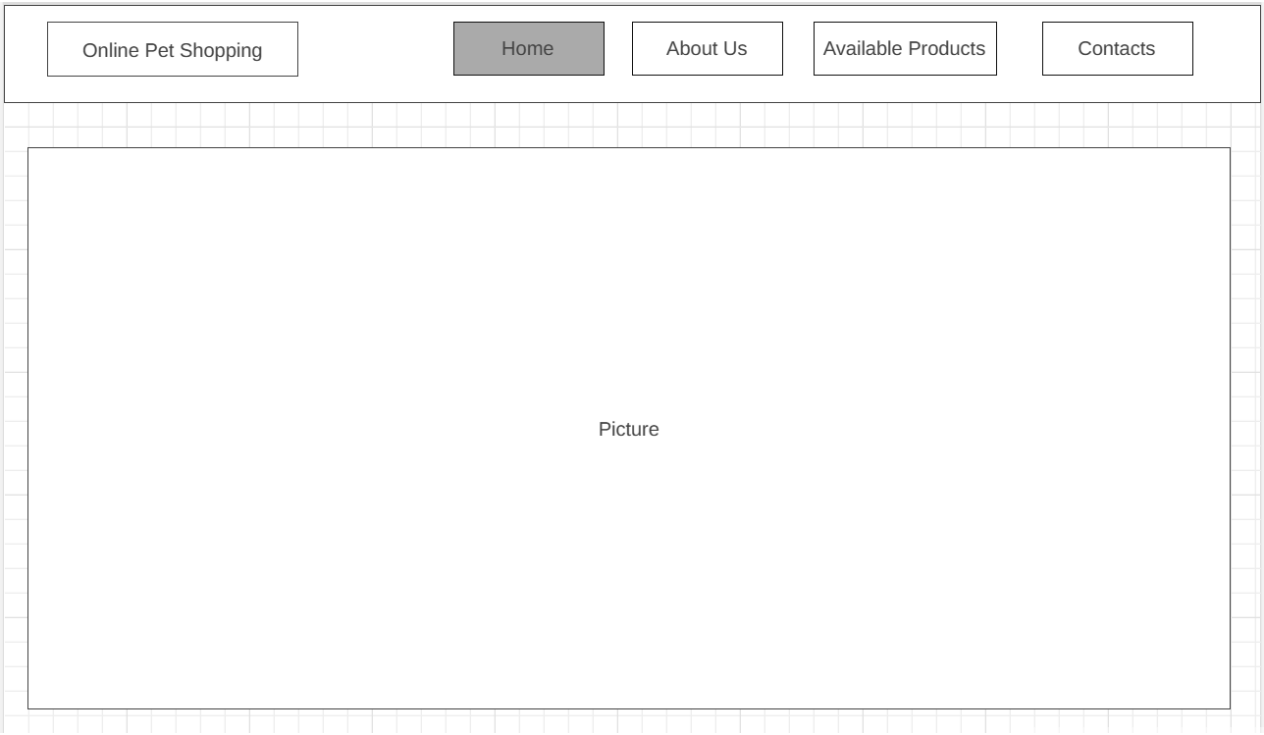


Figure 3.2.2: Schema Diagram of Online Pets Shopping

The database schema of this project shows its entities and the relationship among them. It contains a descriptive detail of the database, which can be depicted by means of schema diagrams. It acts as the skeleton structure that highlights the logical view of the entire database and defines how the data is organized and shows relationship among them.

3.2.3 Interface Design

The goal of user interface of this project is to make the user's interaction as simple and efficient as possible. Latest version of php is used to build this project alongside HTML, CSS and JavaScript. The UI of the project is not too complex as the complexity of the UI can affect the user experience and usability.



3.3 Algorithm Details

Collaborative Filtering

Collaborative filtering is a technique that can filter out items that a user might like on the basis of reactions by similar users. It works by searching a large group of people and finding a smaller set of users with tastes similar to a particular user. It looks at the items they like and combines them to create a ranked list of suggestions. The similarity of items is determined by the similarity of the ratings of those items by the users who have rated both items.

In Mathematics, the Euclidean distance is defined as the distance between two points. In other words, the Euclidean distance between two points in the Euclidean space is de-fined as the length of the line segment between two points. As the Euclidean distance can be found by using the coordinate points and the Pythagoras theorem, it is occasion-ally called the Pythagorean distance. As discussed above, the Euclidean distance formula helps

to find the distance of a line segment. Let us assume two points, such as (x1, y1) and (x2, y2) in the two-dimensional coordinate plane. Thus, the Euclidean distance formula is given by:

$d = \sqrt{[(x2 - x1)2 + (y2 - y1)2]}$

Where,

"d" is the Euclidean distance

(x1, y1) is the coordinate of the first point

(x2, y2) is the coordinate of the second point.

CHAPTER 4: IMPLEMENTATION AND TESTING

4.1. Implementation

4.1.1. Tools Used (CASE tools, Programming language, Database platforms)

Following are the tools and framework used for the accomplishment of this project:

Front End Tools

- **HTML**

Hypertext Markup Language (HTML) is the standard markup language for documents designed to be displayed in a web browser. HTML is used as a frontend tool for this project. Entire code is done in HTML.

- **CSS**

Cascading Style Sheets (CSS) is a stylesheet language used to describe the presentation of a document written in HTML. Bootstrap is a free and open-source CSS framework directed at responsive, mobile-first front-end web development. For designing purposes and the user interface of the project, CSS and bootstrap are used.

- **JavaScript**

In Face Recognition Attendance System, JavaScript is used for client-side validation and to make dynamic, interactive and responsive web pages. It is used to add dynamic behavior to the webpage and add special effects to the webpage.

Back End Tools

- **PHP**

PHP, which stands for Hypertext Preprocessor, is a versatile and widely used server-side scripting language designed primarily for web development. As an open-source scripting language, PHP seamlessly integrates with HTML and is executed on the server, allowing developers to create dynamic and interactive web pages. Its syntax is straightforward and resembles that of C, Java, and Perl, making it accessible to a broad audience of developers. PHP supports dynamic typing, easing the burden of explicit data type declarations. Despite its widespread use, developers must adhere to security best practices to mitigate potential vulnerabilities. In essence, PHP remains a powerful and adaptable tool in the realm of web development, contributing to the creation of dynamic and interactive online experiences.

Server

- **APACHE SERVER**

In Face Recognition Attendance System, Apache server is used for creating fast and dynamic web pages.

Documentation Tools

- **MS Office**

This is used for writing and editing the documentation of Face Recognition Attendance System**.**

- **Draw.io**

This is used to generate diagrams for system analysis and design of Face Recognition Attendance System. Diagrams were created using this tool in order to save time since all components are available with drag and drop functions.

4.1.2. Implementation Details of Modules (Description of procedures/functions)

Different modules of this system are described as below:

Admin Module

1. **Admin Manages Users:** Admin can manage the details and information about the users. Admin can add, update and delete users. The admin page displays all the list of users which are stored in database.
2. **Admin Manages Category:** Admin can also add, update and delete category which will be displayed in the website.
3. **Admin Manages Products:** Admin can also add, update and delete products which will be displayed in the website.
4. **Order:** In this section admin can view the detail of orders and have the right to reject and select orders.
5. **Product List:** In this section admin can view product list and assign orders and make invoices of services which is taken by customer.
6. **Reports:** In this section admin can view users' detail and sales in particular periods.

7. **Search orders:** In this section, admin can search orders with the help of his/her id, name and contact number.
   Admin can also update his profile, change password and recover password.

User Module

Home Page: User can visit website.

About Us: User sees the details of Online Pets shopping.

Contact Us: User can contact with Online Pets shopping.

Book Breeds: In this section, registered users can book the order of the dog breeds.

4.2. Testing

System testing is done by giving different training and testing datasets. This test is done to evaluate whether the system is providing accurate summary or not. During the phase of the development of the system, our system is tested time and again. The series of testing conducted are as follow:

4.2.1. Test Cases for Unit Testing

In unit testing, we designed the entire system in modularized pattern and each module is tested. Until we get the accurate output from the individual module, we work on the same module. The input forms is tested so that they do not accept invalid input.

Admin Login

Table 4.2.1:1. Test case to verify admin login

Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)
1	Navigate to admin login page		Admin should be able to login.	Admin is navigated to admin panel	Fail
				With successful login.	

2	Provide valid username	swastika			Pass
3	Provide valid password	admin			
4	Click on login button				

Table 4.2.1:2. Test case to verify addition of products

Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)
1	Navigate to manage product page		Product should be added to the system.	Product is added to system.	Pass
2	Add product category	Chihuahua			
3	Add product name	Chihuahua			
4	Add product image	Chihuahua.jpg			
5	Add product price	6000			

Table 4.2.1:3. Test case to verify the addition of categories

Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)
1	Navigate to manage categories page		Category should be added to the system.	Category is added to system.	Pass
2	Click on Add Categories				
3	Enter Categories Name	Bull Dog			

Table 4.2.1:4. Test case to verify order

Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)
1	Navigate to item selection page		Users should be able to view the items.	Users are navigated to the page where items are displayed.	Pass
2	Select items		Items should be selected		

3	Click on Checkout				

4.2.2. Test Cases for System Testing

In system testing, whole system is tested as below:

Table 4.2.2:1. Test case to verify user module

Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)
1	Navigate towards website	Enter http://localhost/pet	User should navigate to Online Pets shopping website	User is able to view the orders by users	pass
2	Navigate towards homepage		User should be able to view homepage.	User is able to view homepage.	pass
3.	Navigate towards product list		User should be able to view products.	User is able to view products.	pass
4	Add product to cart	Click on Add to cart button	Product should be displayed in cart.	Product is displayed in cart	pass
5.	Checkout the products	Click on checkout button.	User must be able to checkout.	User is able to checkout.	pass

Table 4.2.2:2. Test case to verify the admin module

Step	Test Steps	Test Data	Expected Result	Actual Result	Status (Pass/Fail)
1.	Navigate towards login page	Enter valid email and password	Admin should be able to view admin panel.	Admin is able to view admin panel.	pass
2.	Navigate towards order list.	Click order Button.	Admin must be able to view order history.	Admin is able to view order history.	pass
3.	Add, update and delete users	Admin manages users.	Admin should be able to add users.	Admin is able to add users.	pass
4.	Add, update and delete product	Enter products list page.	Admin should be able to add, update and delete products.	Admin is able to add, update and delete products.	pass
5.	Add, update and delete Breeds category	Enter products list page and manage category	Admin should be able to add, update and delete category.	Admin is able to add, update and delete category.	pass

CHAPTER 5: CONCLUSION AND FUTURE RECOMMENDATIONS

5.1. Lesson Learnt / Outcome

Every project makes us to learn and gain the knowledge in different aspects. In the following project, we have learned lots of problem-solving skills and learn things like team work, finding the solution on our own, proper use of guidelines, communication and writing skills and management of team.

- **Problem Solving Skills**

  From this project, we have learned lots of problem-solving skills and also learned to recognize different errors occur in this system and solve it.

- **Writing Skills**

  We have learned how to prepare proposal and documentation related with project and also learned to use different case tools for use case diagram, schema diagram, data flow diagram, and ER- diagram and so on.

- **Manage time**

  The most important lesson learnt was management of time according to the complexity of the system components i.e. know which components to prioritize.

5.2. Conclusion

We find that the manual system for management is unreliable for the maintenance of critical information and create a gap to meet the standard. So, we should create a system where it will be reliable to maintain the critical information. Therefore, Online Pets shopping has been proposed in order to provide high quality services to customers and facilitate the vendor in day to day operational works for managing the breeds' categories. We have added many features on Online Pets shopping that simple e-commerce website doesn't have. It provides easy access to customers for ordering Pet breeds and provide maximum facility like view and track their order via phone call, contact store by viewing their details.

5.3. Future Recommendations

The development project could have been more efficiently handled with regards to design and development. The documentation process might have been better programming the project prior to any documentation. The system can be updated based on the users' requirements recommendation. The page load and server load speed might be improved.

Some of the future recommendation for this system are:

- Adding the feature of payment system.
- Include the feature of invoice generation.

APPENDICS

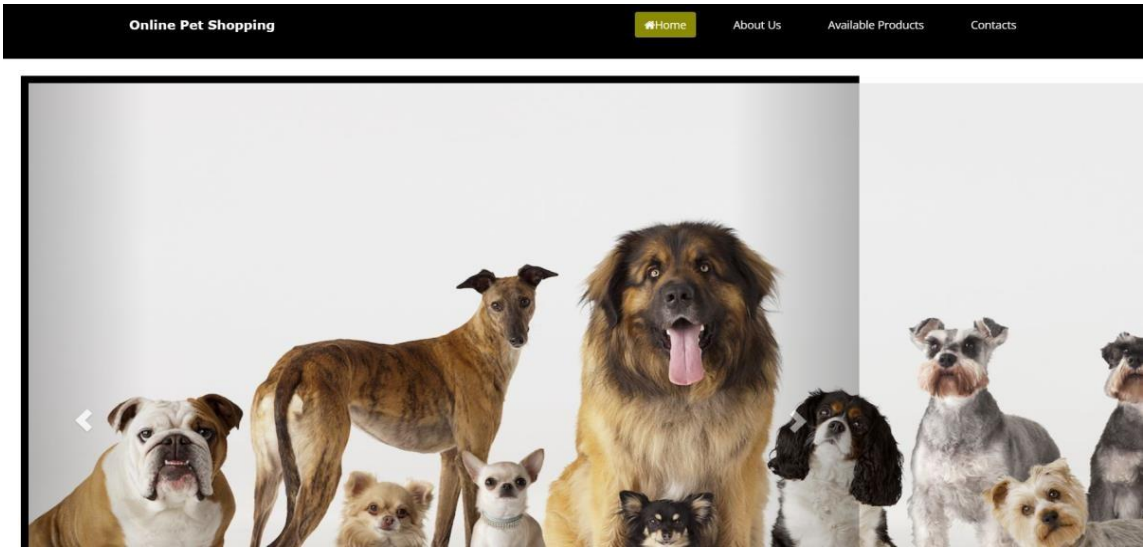


Figure 4.1: Homepage

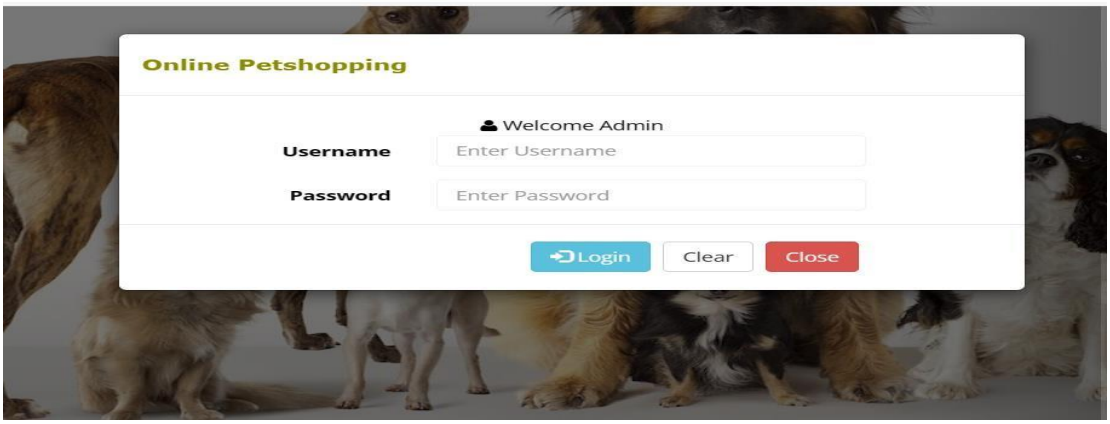


Figure 4.2: Login page

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