# OneClicQ

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# **Chapter 1**

# **INTRODUCTION**

**OneClicQ** is an E-Commerce site for retailers to make their product at high reach within the system and for the customers who can search the product within the system very quickly. The customers can earn DQ coins after every purchase done within the system. OneClicQ, the place to find the best products for every taste and occasion. Working only with reliable suppliers so that you only receive the best quality product. The features that are provided in the proposed system are choosing products faster and easier way in one place. Saving time by traveling to the vendor/seller's place. Good/Trusted products are provided.

# 1.1 Objective

- The objective of the OneClicQ is to handle all the regional retailing shops and any random seller online.
- The system will generate the customer and order reports.
- The system will keep the information of the customers and the products.
- The system contains database where all the information will be stored safely.

# Chapter 2

# **SYSTEM ANALYSIS**

# 2.1 Existing System

OneClicQ is a startup company based on E-commerce which will provide selling of certain categories such as Mobile & Accessories, Laptop, and Computers, Electronic & Applications, Men's Wardrobe, Womens Wardrobe, Kids Fashion, Home & Kitchens, Beauty Products, Sports, Automobile Accessories & Spare parts, Grocery items, and a certain category will be added such as pathayapura products which are Kudumbashree's products developed in all over Kerala.

# 2.2 Proposed System

The system is fully handled by the admin in the case of giving a right to the vendors for adding the products or adding offers to the product or being a member of the system. Whenever a product is purchased by the customer the admin will collect the payment and then after admin will cut off his commission and payback to the vendors. The commission is based upon the categories which the admin can decide how much he wants from certain products. Sometimes for making the site reach high the admin can apply the discount to the products which the admin has to suffer the loss, not the vendors will get the amount for how much they publish on the site. The commission for the admin is based on the categories. This system will allow a wide range of categories to be added.

The discounts for the customers are percentage-based, price-based, and bulk purchase. The customers can earn the coins by purchasing goods from the site every 150 Rupees purchase can make the customers earn 2 DQ points(75 rupees purchase = 1 DQ is not possible). The generated DQ points can be used for purchasing anything from the site and no such validity is been there for DQ coins the coins will never expire it will be in the customer's account for lifelong. The admin can generate the reports on basis of customers where the vendors can generate the order reports and customer reports.

### 2.3 Module Description

#### **2.3.1** Admin

The admin module has the main role over the system. The admin will permit the vendors for being a member of the system. The admin will approve or might reject the product which will be added by the vendors. The admin will approve or reject the offer provided by the vendors to certain products. All the rejected application, product, offers remains in the pending list. The admin can generate the report based on order and customers.

#### 2.3.2 Vendors

The module vendors will first register into the system after getting approval from the admin and then the vendors can add the products based on the categories to the system. The products must get approval from the admin before publishing in into the system. The vendors can add the offers to the products which will be also examined by the admin and will decide to give permission or not. The rejected application, products, offers will be in pending list of the admin so if the vendors does any changes over application, products, offers then the vendors should notify the admin once again. The vendors can generate the reports based on customers and orders.

#### 2.3.3 Customers

The customers can directly enter the system without registering. The customers can find the products, can view the product based on price, and can purchase the products by adding them to the wishlist. After every purchase, the customers will earn DQ pints which can be used later in the future purchase, and at the time of purchasing the product, the customers need to register to the system. The generation of the DQ coin and how it can be used are shown below:

- 1. Points can be used as cash or a discount on orders. Customers can earn points through purchasing items.
- 2. Points have a validity period corresponding to the way in which they are earned.
- 3. Register to a member of DailyCliQ will get = 5 points
- 4. Every purchase of 150 Rupees = 2 DQ points.
- 5. DQ points will never expire.
- 6. Points will be added to your account balance after your order has been delivered.

### 2.4 Feasibility Study

Preliminary investigation examine project feasibility, the likelihood the system will be useful to the organization. The main objective of the feasibility study is to test the Technical, Operational and Economical feasibility for adding new modules and debugging old running system. There are aspects in the feasibility study portion of the preliminary investigation:

- Technical Feasibility
- Operation Feasibility
- Economical Feasibility

#### 2.4.1 Operational Feasibility

Operational feasibility is a measure of how well a proposed system takes advantage of the opportunities identified during scope definition and how it satisfies the requirements identified in the requirements analysis phase of system development operational. In the proposed system the admin will control the whole system the vendor will be under the admin, only performing any action towards the system after getting the approval. And the admin will easily manage the vendors and users the vendors can add the products easily and user can search the products from the search bar easily hence it is operationally feasible.

#### 2.4.2 Technical Feasibility

The system is technically feasible since there will not be much difficulty in getting the required resources for maintaining the system as well. All the resources needed for the maintenance of the system available in the organization. In the proposed system the data managing and monitoring is all in a single web portal for admin, vendors, and customers. The admin, vendors, and customers will use Desktop with a web browser which is commonly available nowadays, with lower configuration. So the proposed system is more technically feasible.

#### 2.4.3 Economical Feasibility

The system is highly economically feasible. The economical feasibility determines that the admin, vendors, & customers needs a system with a browser and internet. The system is economically feasible. It does not require any addition hardware or software. Since the interface for this system is developed using the existing resources and technologies which is already available, There is nominal expenditure and economical feasibility for certain.

# 2.5 System Environment

## 2.5.1 Hardware Requirements

1. Processor: Intel Core i3 and Above

2. RAM: 4GB

3. Storage: 500GB Hard Disk

## 2.5.2 Software Requirements

1. Operating System: Windows 10

2. Front end : Php(Laravel Framework)

3. Back end: My SQL

4. IDE: Visual Studio

## 2.5.3 User Requirements

1. Desktop (With Browser & Internet Connection)

### 2.6 Actors and Their Roles

#### 2.6.1 Admin

- 1. Sign in to the system.
- 2. Approve/reject the application form of vendors.
- 3. Approve/reject the products added by the vendors.
- 4. Approve/reject the offers added to the products by the vendors.
- 5. Admin will get a notification from the rejected task such as vendor's application forms, products, and offers.
- 6. Admin can generate the reports of customers.

#### 2.6.2 Vendors

- 1. Registering to the system.
- 2. Login to the system.
- 3. Sending notification regarding rejected task such as application forms, products, and offers.
- 4. Adding the products based on categories.
- 5. Adding the offers to the products.
- 6. Generating the reports based on customers.
- 7. Generate the reports based on orders.

#### 2.6.3 Customers

- 1. View the System.
- 2. Search the product from the system.
- 3. Compare the product in basis of price within the system.
- 4. Add the product in to wishlist.
- 5. Registration to the system.
- 6. Earning DQ coins after every purchase and the time of registering to the system.

# Chapter 3

# **METHODOLOGY**

### 3.1 Introduction

This project follows Agile methodology. Agile software development comprises various approaches to software development under which requirements and solutions evolve through the collaborative effort of self organizing and cross functional teams and their customers/end users. It advocates adaptive planning, evolutionary development, early delivery and continuous improvement and it encourage rapid and flexible response to change.

# 3.2 Uml Diagrams

# 3.2.1 Activity Diagram

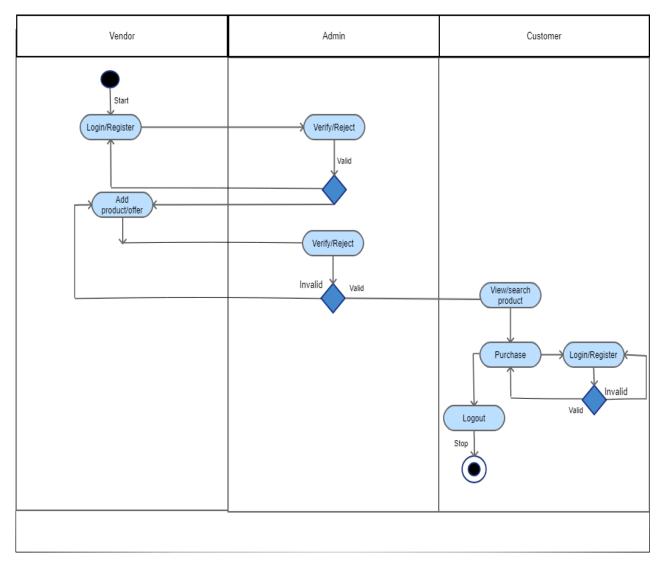


Figure 3.1: Admin, Vendor, Customer's Activity Diagram

# 3.2.2 Class Diagram

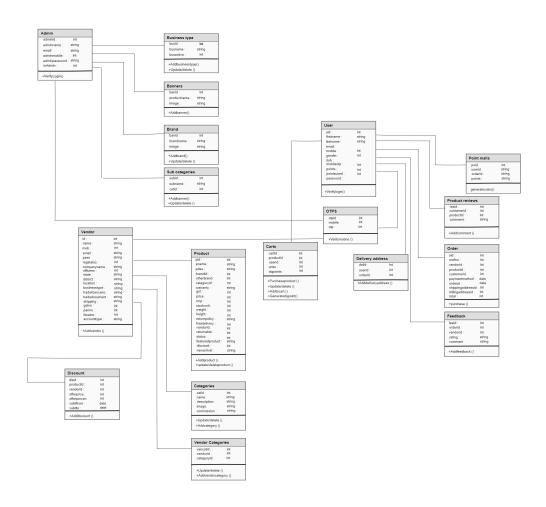


Figure 3.2: Class diagram of Admin, Vendor, Customer's

# 3.2.3 Use Case Diagram

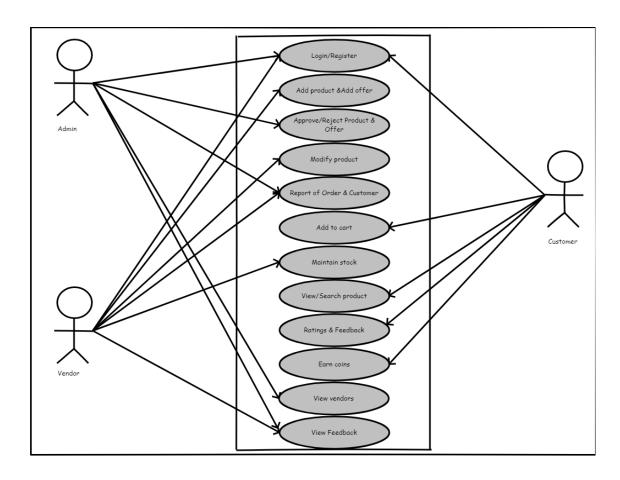


Figure 3.3: Use Case Diagram of Admin, Vendor and Customer

# 3.3 User Story

User story ID	As a <type of="" users=""></type>	I want to <perform some="" task=""></perform>	So that I can <achieve goal="" some=""></achieve>
1	Admin	Login	Access to the system.
2	Admin	Home page	Home pages for admin.
3	Vendor	Login	Vendor login in to the system.
4	Vendor	Registering	Vendor registering in to the vendor's portal the registered informa- tion will be provided to admin.
5	Admin	Approve/ Reject the vendor registeration	The approval of vendor's registeration or rejecting the vendor's registeration will be performed by the admin.
6	Admin	Add category	Admin adding the category.
7	Admin	Delete/Update category	Admin performing deletion or updation over category.
8	Admin	Add Sub category	Admin adding sub category based on category.
9	Admin	Delete/Update sub category	Admin performing deletion or updation over sub category.
10	Admin	Add Business type	Admin adding Business types.

User story ID	As a <type of="" users=""></type>	I want to <perform some="" task=""></perform>	So that I can <achieve goal="" some=""></achieve>
11	Admin	Delete/Update business type	Admin performing deletion or updation over Business types.
12	Admin	Add Brand	Admin adding Brand.
13	Admin	Delete/Update Brand	Admin performing deletion or updation over brand.
14	Vendor	Add products to the system based on categories.	Now the vendor will add the product to the system based on the categories after getting the approval from the admin.
15	Admin	Approve/Reject the product.	The product added by the vendor now will be transfer to the admin side for the approval of placing the product in the site.
16	Admin	View the pending product.	Viewing the rejected product.
17	Admin	View the approved product.	Viewing the approved product.
18	Vendor	Delete the product.	Deletion action over the added products.
19	Vendor	Update the product.	Updation performing over the added products.
20	Vendor	Add offer	Adding offer to the products based on certain occasion.

User story ID	As a <type of="" users=""></type>	I want to <perform some="" task=""></perform>	So that I can <achieve goal="" some=""></achieve>
21	Admin	Allow/ Reject the offer	If an offer is not valid then the admin can re- ject that offer.
22	Admin	View approved offer	Viewing the approved offer.
23	Admin	Rejected offer	Viewing the rejected of- fer.
24	Customers	Login	Customers login into the system either register to the system.
25	Customers	Login	Customers register to the system.
26	Customers	View	View the product on the basis of categories.
27	Customers	Search	Searching the product.
28	Customers	Add to cart	Purchasing the product will redirect the add to cart page.
29	Customers	Rating	Giving rating with feedback to the product.
30	Admin	Rating	Viewing the feedback related to the product.
31	Admin	Rating	Viewing the feedback related to the product.
32	Customer	Earn coin	The Customers can earn coins on basis of purchasing goods from the system.
33	Vendor	Manage order	Managing the order details(Report generation)
34	Admin	Manage user	Managing the user details(Report generation)
35	Admin	Manage order	Managing the order details(Report generation)

# 3.4 Product Backlog

USER STORY ID	PRIORITY (LOW,HIGH, MEDIUM)	SIZE	SPRINT	STATUS (PLANNED, PRO- GRESSED, COM- PLETED)	RELEASE DATE	RELEASE GOAL
1	HIGH	6	1	Completed	23-03-2021	Home Page for Admin,customer and vendor
2	HIGH	5		Completed	25-03-2021	Access to the system
3	HIGH	10		Completed	28-03-2021	Vendor register- ing in to the ven- dor's portal
4	HIGH	7		Completed	31-03-2021	Approval of vendor's registeration
5	HIGH	10		Completed	2-04-2021	Add the product to the system based
6	HIGH	9		Completed	3-04-2021	Approval of product
7	LOW	8		Completed	06-04-2021	Deletion or updation over product
8	HIGH	6		Completed	08-04-2021	Adding offer to the products.
9	High	8	2	Completed	10-04-2021	Allow/ Reject the offer
10	HIGH	6		Completed	12-04-2021	Customers earn coin
11	HIGH	7		Completed	15-04-2021	Customers login into the system.

Table 3.1: Product Backlog

USER	PRIORITY	SIZE	SPRINT	STATUS	RELEASE	RELEASE
STORY	` / /			(PLANNED,	DATE	GOAL
ID	MEDIUM)			PRO-		
				GRESSED,		
				COM-		
				PLETED)		
12	MEDIUM	9		Completed	20-04-2021	View/Searching
						the product on
						the basis of
			-			categories.
13	HIGH	9	3	Completed	23-4-2021	Purchasing the
						product will
						redirect the add
			-			to cart page.
14	HIGH	5		Completed	25-04-2021	Giving rating
						with feedback to
						the product.
15	HIGH	6		Completed	29-04-2020	Managing
						the order de-
1.6	111011		_		01.05.0001	tails(Vendor)
16	HIGH	6		Completed	01-05-2021	Managing
						the user de-
1.7	THE				02.05.2051	tails(Admin)
17	HIGH	5		Completed	03-05-2021	Managing
						the order de-
						tails(Admin)

Table 3.2: Product Backlog

# 3.5 Sprint Backlog

Backlog items	Completion date	estimated		Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Day 8	Day 9	Day 10
User		hours	23/03/21	25/03/21	28/04/21	31/04/21	02/04/21	03/04/21	06/04/21	08/04/21	10/04/21	12/04/2
story 1												
design	23/03/21	2	2									
creation	23/03/21	2	2									
	23/03/21	3	3									
	23/03/21	1	1									
User story 2												
design	25/03/21	2		2								
creation	25/03/21	2		2								
	25/03/21	3		3								
	25/03/21	1		1								
User story 3												
design	28/04/21	3			3							
creation	28/04/21	2			2							
	28/04/21	5			5							
	28/04/21	1			1							
User story 4												
design	31/04/21	2				2						
creation	31/04/21	1				1						
	31/04/21	3				3						
Testing	31/04/21	1				1						

									User story 5
				2			2	02/04/21	Form design
				1			1	02/04/21	Table creation
				4			4	02/04/21	
			1				1	02/04/21	
									User story 6
			2				2	03/04/21	Form design
			1				1	03/04/21	Table creation
		4					4	03/04/21	Coding
		1					1		
									User story 7
	2						2	06/04/2021	Form design
	1						1	06/04/2021	Table creation
	4						4	06/04/2021	Coding
1							1		
									User story 8
 1							4	06/04/2021	Table creation Coding Testing User

			-	+	-	 -	-	-	<b></b>
User									
story 8									
Form	08/04/2021	2							2
	00/04/2021	2							2
design	00/04/4044								
Table	08/04/2021	1							1
creation									
Coding	08/04/2021	5							
Testing	08/04/2021	1							
User									
story 9									
Form	10/04/2021	2							
design									
Table	10/04/2021	1							
creation		1							
Coding		4							
Testing	10/04/2021	l							
User									
story 10									
3102, 20									
Form	12/04/2021	2							
1	12/04/2021	4							
design		-							
Table	12/04/2021	1							
creation									
Coding	12/04/2021	4							
	12/04/2021	l							
2 County		_							

			Day						
	Completion		1	2	3	4	5	6	7
items	date	estimated							
		hours	15/04/21	20/04/21	23/04/21	25/04/21	29/04/21	01/05/21	03/05/21
User									
story 11									
Form	15/04/21	2	2						
Design									
Table	15/04/21	1	1						
creation									
	15/04/21	4	4						
Testing	15/04/21	1		1					
User									
story 12									
Form	20/04/21	2		2					
Design									
Table	20/04/21	2		1					
creation									
	20/04/21	5			5				
	20/04/21	1			1				
User									
story 13									
Form	23/04/21	3			3				
Design									
Table	23/04/21								
creation		2			2				
Coding	23/04/21	5				5			
	23/04/21	1				1			

User story 14								
Form Design Table creation Coding 25/04/21 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	User							
Design   Table   25/04/21   1   1   1   1	story 14							
Design   Table   25/04/21   1   1   1   1								
Table creation  Coding 25/04/21		25/04/21	2		2			
Coding         25/04/21         3         3         3         1         <								
Coding   25/04/21   3   3   1   1   1   1   1   1   1	Table	25/04/21	1			1		
Testing 25/04/21 1 1 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2								
User   story 15			3			3		
User story 15   29/04/21   2   2   2   2   2   2   2   2   2	Testing	25/04/21	1			1		
Form Design								
Design   Table   29/04/21   1   1   1   1     1	story 15							
Design   Table   29/04/21   1   1   1   1     1								
Table creation	Form	29/04/21	2			2		
Coding         29/04/21         4         4           Testing         29/04/21         1         2           User story 16         3         3         3           Form Design         01/05/21         2         3         2           Cosing Of Design         2         2         2         2           Coding Of Design         3         5         3	Design							
Coding         29/04/21         4         4         4         1         4         1         2         1         2         1         2         1         2         1         2         1         2         1         2         1         2         1         2         1         2         1         2         1         2         1         2         1         2         1         2         1         2         <	Table	29/04/21	1			1		
Testing 29/04/21 1 2 2 3 3 Design Table creation 01/05/21 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	creation							
User story 16	Coding	29/04/21	4			4		
User story 16	Testing	29/04/21	1			2		
Form 01/05/21 2 3  Design								
Design	story 16							
Design								
Table 01/05/21 1 2 2 5 Coding 01/05/21 4 5 Testing 01/05/21 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Form	01/05/21	2			3		
creation         2           Coding         01/05/21         4         5           Testing         01/05/21         1         1           User story 17         2         2         2           Form 03/05/21         2         2         2           Design         1         1         1           Table creation         03/05/21         4         4         4	Design							
Coding         01/05/21         4         5           Testing         01/05/21         1         1           User story 17         2         2         2           Form Design         03/05/21         2         2         1           Table creation         03/05/21         1         1         1           Coding         03/05/21         4         4         4	Table	01/05/21	1					
Testing 01/05/21 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	creation					2		
Testing 01/05/21 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Coding	01/05/21	4				5	
User story 17  Form 03/05/21 2 2  Design Table 03/05/21 1 1 1 1 1 Creation Coding 03/05/21 4	Testing	01/05/21	1				1	
Form 03/05/21 2 2  Design Table 03/05/21 1 1 1 1 1 Creation Coding 03/05/21 4 4	User							
Form 03/05/21 2 2  Design Table 03/05/21 1 1 1 1 1 Creation Coding 03/05/21 4 4	story 17							
Design   1								
Table 03/05/21 1 1 1 Creation 03/05/21 4 4 4	Form	03/05/21	2				2	
Table 03/05/21 1 1 1 Creation 03/05/21 4 4 4	Design							
Coding 03/05/21 4 4		03/05/21	1				1	
	creation							
		03/05/21	4				4	
								1

Figure 3.4: Sprint Backlog

# 3.6 Database Design

## **3.6.1** Admin

Foreign key

No.	Name	Type	Constraints	Description
1	adminid	int(20)	Primary key	Id no
2	adminname	Varchar(80)	Not Null	Name of admin
3	email	Varchar(100)	Not Null	Email-Id of admin
4	adminmobile	varchar(20)	Not Null	Mobile no of admin
5	adminpassword	varchar(100)	Not Null	Password of admin
6	isAdmin	tinyiny(1)	Not Null	To check wether admin or not

Table 3.3: Table of Admin

### 3.6.2 Banners

No.	Name	Type	Constraints	Description
1	banid	int(11)	Primary key	Product's id
2	productname	varchar(100)	Not Null	Product's name
3	image	varchar(100)	Not Null	Product's image

Table 3.4: Table of Banners

## **3.6.3** Brands

No.	Name	Type	Constraints	Description
1	brandid	bigint(20)	Primary key	Brand id
2	brandname	varchar(255)	Not Null	Image of brand
3	brandlogo	varchar(250)	Not Null	Logo of brand

Table 3.5: Table of Brands

# 3.6.4 Business types

No.	Name	Type	Constraints	Description
1	busid	bigint(20)	Primary key	Business type's id
2	busname	varchar(50)	Not Null	Business type's
				name
3	busactive	tinyint(1)	Not Null	To check wether
				business type is
				active or not

Table 3.6: Table of Business types

## 3.6.5 Carts

No.	Name	Type	Constraints	Description
1	catid	bigint(20)	Primary key	Cart's id
2	productid	bigint(20)	Foreign key	Product's id
3	userid	bigint(20)	Foreign key	User's id
4	units	int(11)	Not Null	Number of prod-
				uct
5	dqpoint	varchar(55)	Not Null	Dairy Queen
				points

Table 3.7: Table of Carts

# 3.6.6 Categories

No.	Name	Type	Constraints	Description
1	catid	bigint(20)	Primary key	Category's id
2	name	varchar(200)	Not Null	Category name
3	description	varchar(200)	Not Null	Category De-
				scription
4	image	varchar(510)	Not Null	Category image
5	commission	varchar(150)	Not Null	Commision for
				admin based on
				product

Table 3.8: Table of Categories

## 3.6.7 Sub categories

No.	Name	Type	Constraints	Description
1	id	bigint(20)	Primary key	Sub Category's id
2	name	varchar(200)	Not Null	Sub Category
				name
3	category id	bigint(20)	Foreign key	Category id

Table 3.9: Table of sub Categories

## 3.6.8 Delivery addresses

No.	Name	Type	Constraints	Description
1	delid	int(20)	Primary key	Delivery ad-
				dress's id
2	userid	bigint(20)	Foreign key	Customer's id
3	orderid	bigint(20)	Foreign key	Order's id

Table 3.10: Table of Delivery Address

### 3.6.9 Discounts

No.	Name	Type	Constraints	Description
1	disid		Primary key	Discount's id
2	productid	bigint(20)	Foreign key	Product's id
3	vendorid	bigint(20)	Foreign key	Vendors's id
4	offerprice	double	Not Null	Offer price
5	offerpercentage	double	Not Null	Offer percentage
6	validfrom	datetime	Not Null	Validity from
7	validto	datetime	Not Null	Validity to

Table 3.11: Table of Discounts

## 3.6.10 Feedback

No.	Name	Type	Constraints	Description
1	feeid	int(11)	Primary key	Feedback's id
2	orderid	bigint(20)	Foreign key	Order's id
3	vendorid	bigint(20)	Foreign key	Vendor's id
4	rating	decimal(12,6)	Not Null	Rating
5	comment	text	Not Null	Comments

Table 3.12: Table of Feedback

### **3.6.11** Orders

No.	Name	Type	Constraints	Description
1	oid	bigint(20)	Primary key	Order's id
2	orderrefnumber	varchar(500)	Not Null	Order reference
				number
3	vendorid	bigint(20)	Foreign key	Vendor's id
4	productid	bigint(20)	Foreign key	Product's id
5	customerid	bigint(20)	Foreign key	Customer's id
6	paymentmethod	bigint(20)	Not Null	Payment methods
7	orderat	timestamp	Not Null	When was order
				placed
8	shippingaddressid	bigint(20)	Not Null	Shipping address
				id
9	billingaddressid	bigint(20)	Not Null	Billing address id
10	total	decimal(15,8)	Not Null	Total amount

Table 3.13: Table of Orders

## 3.6.12 OTPS

No.	Name	Type	Constraints	Description
1	otpid	bigint(20)	Primary key	OTP's id
2	mobile	varchar(191)	Not Null	Mobile no to
				which otp is send
3	otp	varchar(191)	Not Null	OTP number

Table 3.14: Table of OTP

## 3.6.13 Point Malls

No.	Name	Type	Constraints	Description
1	id	bigint(20)	Primary key	Point's id
2	userid	bigint(20)	Foreign key	User's id
3	orderid	bigint(20)	Foreign key	orderid
4	points	int(50)	Not Null	Points

Table 3.15: Table of Point Malls

## **3.6.14** Vendor

No.	Name	Type	Constraints	Description
1	id	int(10)	Primary key	Vendor's id
2	name	varchar(25)	Not Null	Vendor's name
3	mob	varchar(25)	Not Null	Vendor's mobile
				no
4	email	varchar(25)	Not Null	Vendor's email
5	pass	varchar(25)	Not Null	Vendor's pass-
				word
6	regstatus	varchar(25)	Not Null	Vendor's register-
				ation status
7	companyname	varchar(25)	Not Null	Vendor's com-
				pany name
8	officeno	int(10)	Not Null	Vendor's office
				no
9	state	varchar(25)	Not Null	Vendor's state
10	district	varchar(25)	Not Null	Vendor's district
11	location	varchar(25)	Not Null	Vendor's location
12	businesstype	varchar(25)	Not Null	Vendor's busi-
				ness type
13	tradelicenceno	int(10)	Not Null	Trade licence
				number
14	tradedocument	varchar(50)	Not Null	Trade document
15	shipping	varchar(25)	Not Null	Vendor's ship-
				ping mode
16	gstno	varchar(25)	Not Null	Vendor's GST no.
17	panno	varchar(25)	Not Null	PAN number
18	fssaino	varchar(25)	Not Null	FSSAI number
19	vendorname	varchar(25)	Not Null	Vendor full name
20	accounttype	varchar(25)	Not Null	Bank account
				type

Table 3.16: Table of Vendor

# Vendor(Remaining..)

No.	Name	Type	Constraints	Description
21	storename	varchar(25)	Not Null	Store name
22	sellingcat	varchar(25)	Not Null	Selling categories
23	pandocument	varchar(25)	Not Null	PAN Documents
24	adminstatus	varchar(20)	Not Null	Admin status
25	signature	varchar(25)	Not Null	Vendor's signa-
				ture
26	cancelledcheque	varchar(25)	Not Null	Cancelled cheque
27	ifsccode	varchar(25)	Not Null	IFSC code
28	accountno	varchar(25)	Not Null	Bank account
				number
29	nameinbank	varchar(25)	Not Null	Name in bank
				document
30	gstdocument	varchar(25)	Not Null	GST document
31	iddocument	varchar(25)	Not Null	Id Document
32	storelogo	varchar(25)	Not Null	Store's logo

Table 3.17: Table of Vendor

# 3.6.15 Vendor Categories

No.	Name	Type	Constraints	Description
1	vencatid	bigint(20)	Primary key	Vendor cate-
				gory's id
2	vendorid	bigint(20)	Foreign key	Vendor's id
3	categoryid	bigint(20)	Foreign key	Category id

Table 3.18: Table of Vendor Categories

## 3.6.16 Product Reviews

No.	Name	Type	Constraints	Description
1	reid	bigint(20)	Primary key	Review id
2	customerid	bigint(20)	Foreign key	Customer's id
3	productid	bigint(20)	Foreign key	Product's id
4	comment	longtext	Not Null	Comment

Table 3.19: Table of Product Reviews

## 3.6.17 Users

No.	Name	Type	Constraints	Description
1	uid	bigint(20)	Primary key	User's id
2	firstname	varchar(50)	Not Null	User's first name
3	lastname	varchar(50)	Not Null	User's last name
4	email	varchar(191)	Not Null	User's email id
5	mobile	varchar(30)	Not Null	User's mobile no.
6	gender	varchar(100)	Not Null	User's gender
7	dob	varchar(100)	Not Null	User's date of
				birth
8	mobileotp	varchar(4)	Not Null	User's OTP
9	points	int(11)	Not Null	User's point
10	pointsused	int(200)	Not Null	Point used by
				user
11	password	varchar(191)	Not Null	User's password

Table 3.20: Table of Users

## **3.6.18 Product**

No.	Name	Type	Constraints	Description
1	pid	bigint(20)	Primary key	Product id
2	pname	varchar(191)	Not Null	Product name
3	pdescription	longtext	Not Null	Product descrip-
				tion
4	brandid	bigint(20)	Foreign key	Brand id
5	otherbrand	varchar(50)	Not Null	Other brand
6	categoryid	int(50)	Foreign key	Category id
7	warrantydetails	longtext	Not Null	Warranty details
8	gst	decimal(15,2)	Not Null	GST no.
9	price	decimal(15,2)	Not Null	Product's price
10	mrp	decimal(15,2)	Not Null	Product 's MRP
11	stockunit	bigint(20)	Not Null	Product stock
				unit
12	weight	varchar(200)	Not Null	Product's weight
13	length	varchar(200)	Not Null	Product's length
14	width	varchar(200)	Not Null	Product's width
15	height	varchar(200)	Not Null	Product's height
16	returnpolicy	int(50)	Not Null	Product's return
				policy
17	freedelivery	tinyint(1)	Not Null	Free delivery
18	vendorid	bigint(20)	Foreign key	Vendor id
19	returnable	int(50)	Not Null	Returnable
20	status	int(50)	Not Null	Status of Product
21	featuredproduct	tinyint(1)	Not Null	Featured product
22	discount	int(50)	Not Null	Product's dis-
				count
23	newarrival	int(50)	Not Null	New arrival

Table 3.21: Table of Product

# **3.7** Forms

## 3.7.1 Admin

### Signin

The admin sign in to the system with the E-mail and password.



Figure 3.5: Admin's signin page

### Homepage

After the sign in process the admin will redirect to the dashboard page.

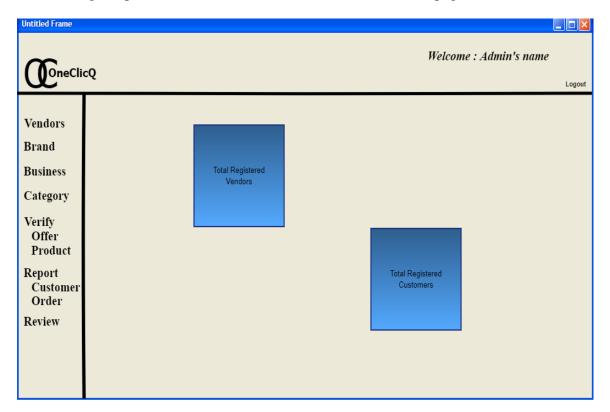


Figure 3.6: Admin's homepage

### Verify vendor

In this page the admin will either reject or approve the vendors registeration.

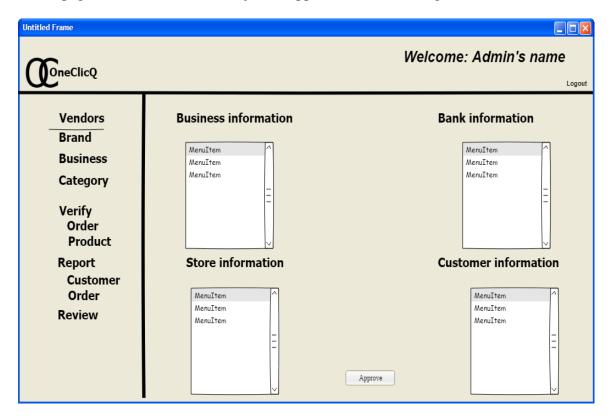


Figure 3.7: Admin's verify page of vendor

### **Add category**

In this page the admin will add the category which will be later show in the vendor's side.

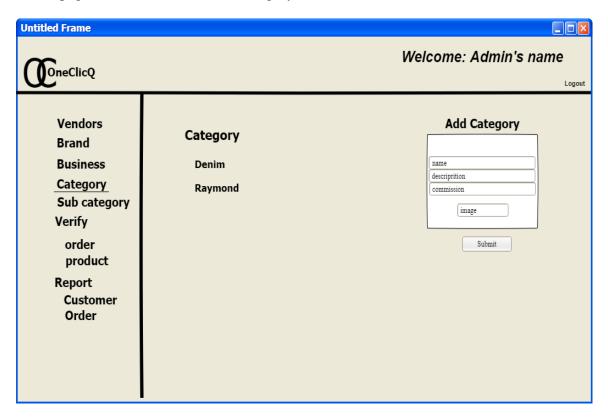


Figure 3.8: Admin adding category

### Add sub category

In this page the admin will add the sub category based on certain category which will be later show in the vendor's side.

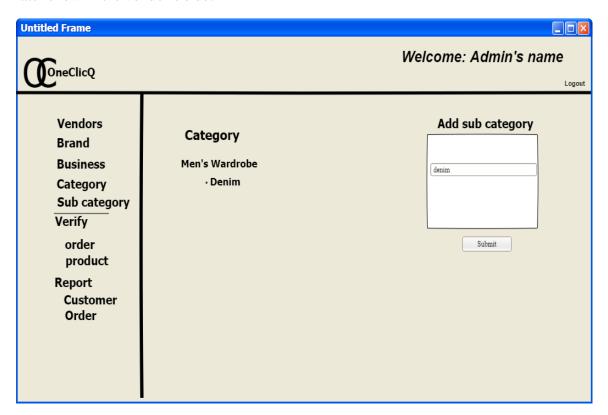


Figure 3.9: Admin adding sub category

#### Add brand

In this page the admin will add the brand which will be later show in the vendor's side.

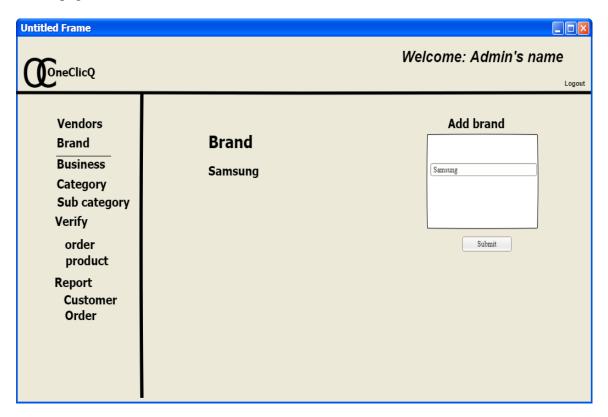


Figure 3.10: Admin adding brand

### Add business type

In this page the admin will add the type of business which will be later show in the vendor's side.

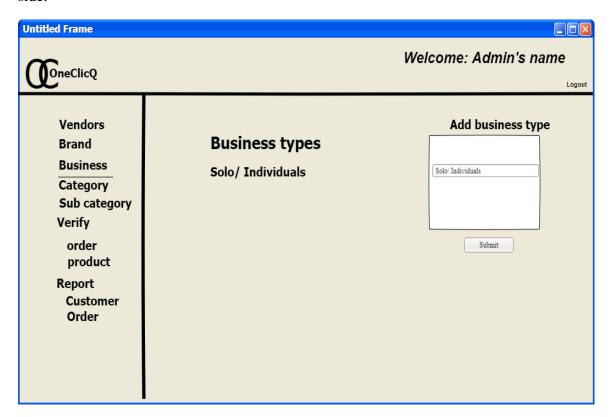


Figure 3.11: Admin adding business type

#### View review

In this page the admin will view the review and ratings given by the customers based on product.

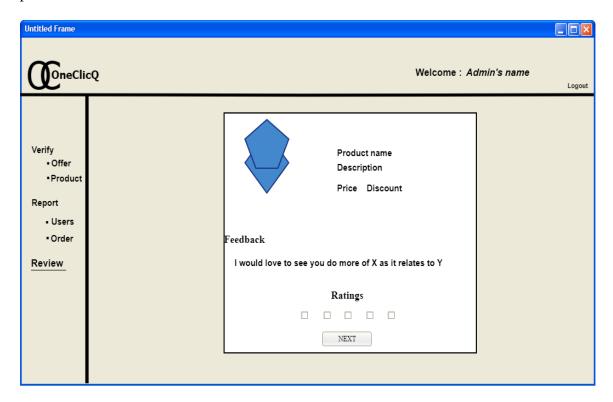


Figure 3.12: Admin view review

# **Product verify**

In this page the admin will either reject or approve the vendors added product.

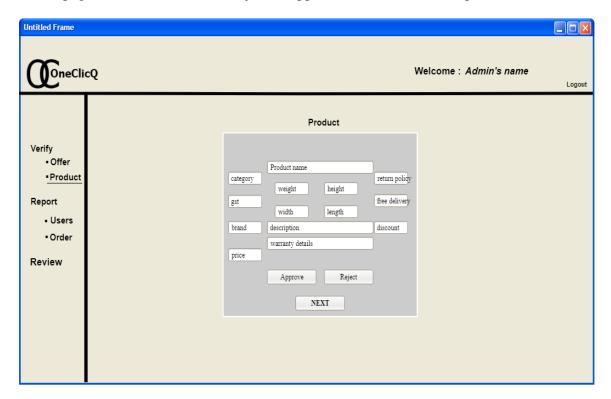


Figure 3.13: Admin verify product

## **Order report**

This form will be used by the admin for seeing how much sale done by certain vendors.

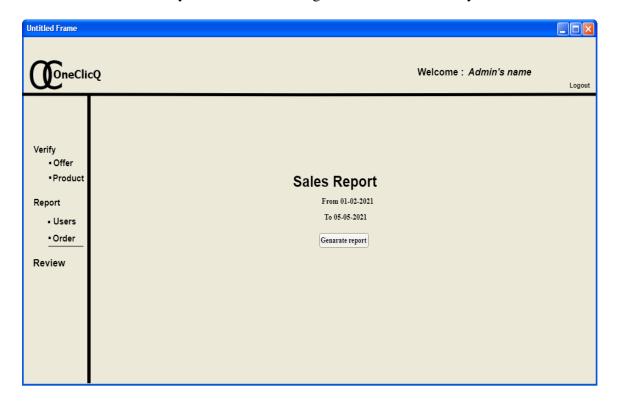


Figure 3.14: Order report generation

## **Verify Offer**

In this page the admin will either reject or approve the vendors added offers to the product.

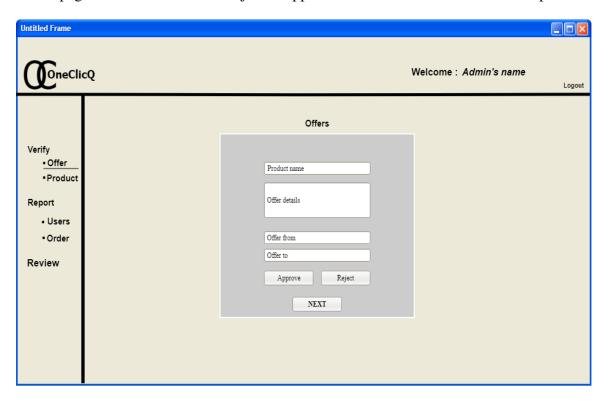


Figure 3.15: Verify the offer

### **Customer report**

This form will be used by the admin for seeing how customers are there in the system.

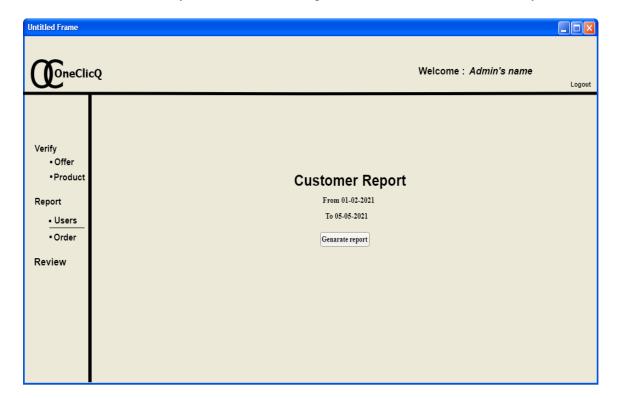


Figure 3.16: Customer's report generation

## 3.7.2 Customer

# Homepage

The Customer's homepage where the customer can view the product.

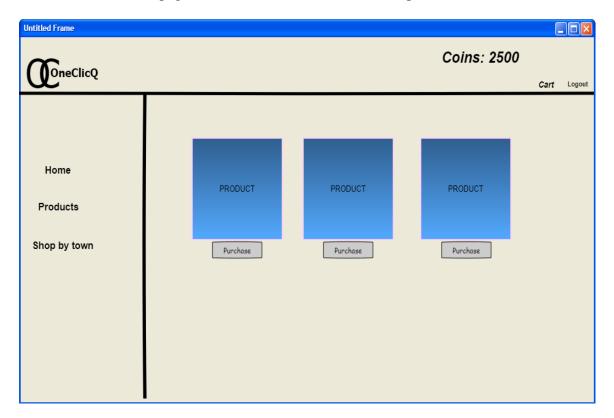


Figure 3.17: Customer's homepage

#### View categories

In this the customer can view the product by certain product with sub category.



Figure 3.18: View product by category

# View product by shop

In this the customer can view the product by shop.

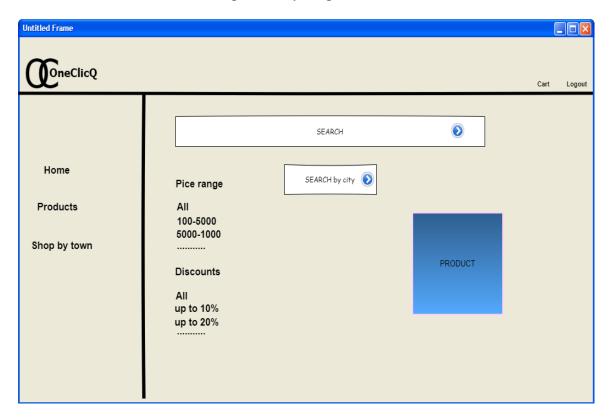


Figure 3.19: View product by shop

#### Add to cart

This form contain all the product purchased by the customers.



Figure 3.20: Add product to cart

# Sign in

While purchasing the system will request for getting sign in with email and password.



Figure 3.21: Sign in page of customer

# Registeration

If the customer is new then the customer will be needed to input all the basic details.



Figure 3.22: Customer registeration

#### Earned coin

After the sucessfully sign in the customer can view their current available DQ coins.

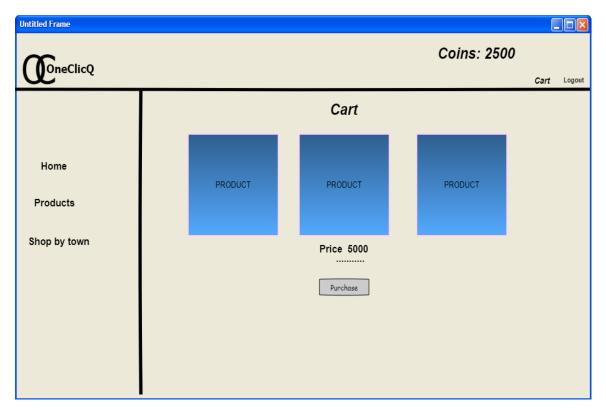


Figure 3.23: View the earned coin

# **3.7.3 Vendor**

# Sign in

In this page the vendor is requested to sign in for redirecting to dashboard.



Figure 3.24: Vendor sign in

## **OTP**

In this page the otp is achieved based on vendor's contact no.



Figure 3.25: OTP

#### **Personal Detail**

In this page the vendor is requested to add the personal details to the system.



Figure 3.26: Vendor's information

#### Bank detail

In this page the vendor is requested to add the bank details to the system.



Figure 3.27: Vendor's Bank info

#### **Business information**

In this page the vendor is requested to add the business details to the system.



Figure 3.28: Vendor's Business info

## **Company information**

In this page the vendor is requested to add the company details to the system.



Figure 3.29: Vendor's Company info

#### **Store information**

In this page the vendor is requested to add the store details to the system.



Figure 3.30: Vendor's Store info

## Homepage

This is the homepage of the vendor which will be available only after inserting all details regarding vendor and business.

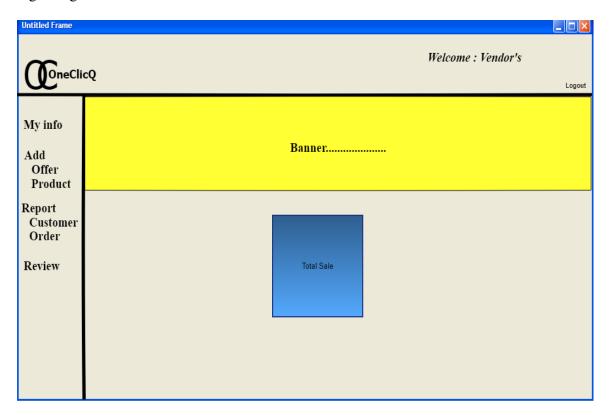


Figure 3.31: Vendor's homepage

#### **Add Product**

From this page the vendor will add the product to the system.

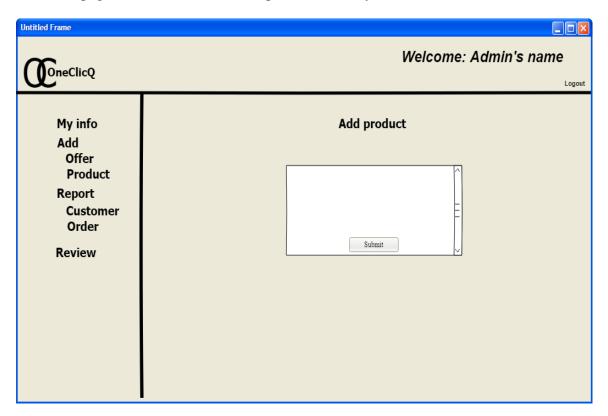


Figure 3.32: Vendor adding product

#### **Add Offer**

From this page the vendor will add the offer to the certain product.

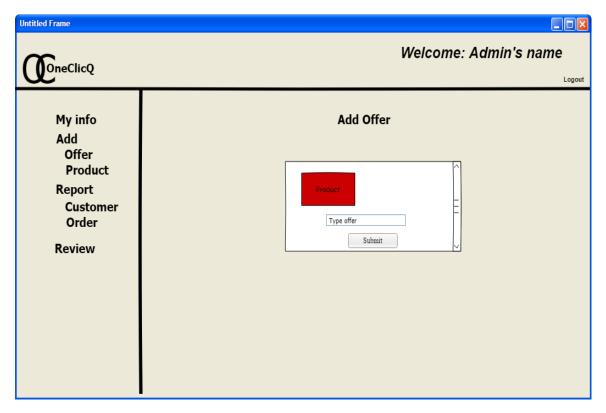


Figure 3.33: Vendor adding offer to product

## **Order report**

From this page the vendor will generate the report based on order.

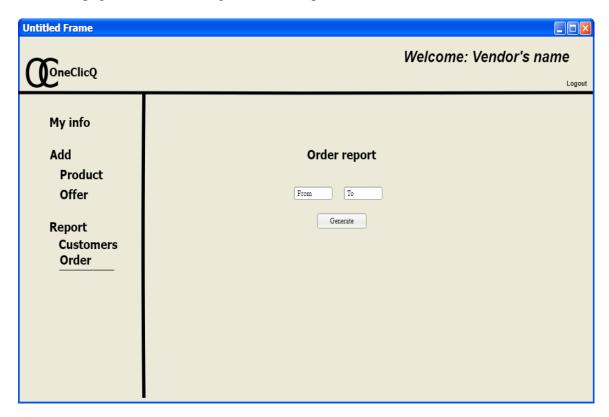


Figure 3.34: Vendor generating order report

## **Customer report**

From this page the vendor will generate the report based on customer.

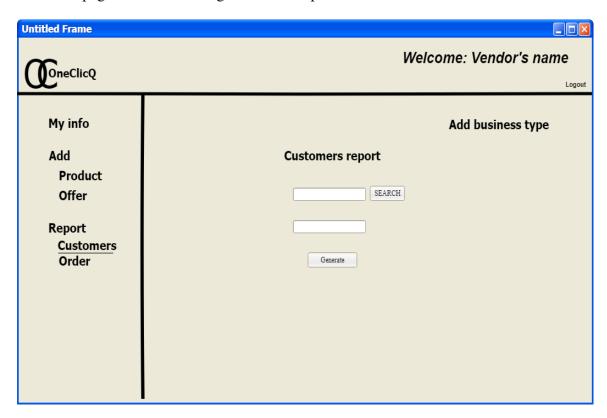


Figure 3.35: Vendor generating customer report