VISVESVARAYA TECHNOLOGICAL UNIVERSITY

"JNANA SANGAMA", MACHHE, BELAGAVI - 590 018, KARNATAKA



A Mini Project Report on

"ONLINE SHIPPING MANAGEMENT"

Submitted in partial fulfillment of the requirements for the 5th semester **Bachelor of Engineering**

in

Computer Science and Engineering

of

Visvesvaraya Technological University, Belagavi

by

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CERTIFICATE

This is to certify that Mr. G MOHNISH REDDY and Mr. MUKESHREDDY NAGIREDDYGARI bearing USN 1EP20CS055, 1EP20CS056 respectively are bonafide students of East Point College of Engineering and Technology, Bengaluru, has successfully completed DBMS Mini Project entitled "ONLINE SHIPPING MANAGEMENT" in partial fulfillment of the requirements for 5th Semester Bachelor of Engineering in Computer Science and Engineering of Visvesvaraya Technological University, Belagavi during academic year 2022 - 2023. It is certified that all the corrections/suggestions indicated for internal assessment have been incorporated in the report. The mini project report has been approved as it satisfies the academic requirements as part of the course DBMS laboratory with mini project 18CSL58 prescribed for the said degree.

Signature of the Guide	Signature of the HoD
Dr. Ganesh D R	Dr. C Emilin Shyni
Associate Professor,	Professor & Head,
Dept. of CSE, EPCET.	Dept. of CSE-EPCET.
Name of the Examiners	Signature with Date
1,	
2.	
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ABSTRACT

The Shopping cart is mainly useful for who haven't time to go to shopping, those are just entered into this website and bought whatever they want. Even it is night or morning they entered into this site, and chosen different items like fruits, books, toys etc.

'Customer is our god' mainly this website is based on this formula. After chosen items he bought into Pay pal process like VISA or MASTER credit cards or any Debit cards are accepted in this website. Customer is happily shopping at his rest place.

Once customer entered with his own username and password, at that time automatically one shopping cart will be created, once user select an item it will add to cart. In case user thinks the selected item is not useful for me, then deleted that item from shopping cart.

Customer selected some items, but in his credit or debit cart haven't that much balance, then he was logout from the website, the selected items are stored at cart with specific users with his allotted carts, after some days he bought those items then automatically deleted from the cart.

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INTRODUCTION

1.1 Objective

The Shopping cart is mainly useful for who haven't time to go to shopping, those are just entered into this website and bought whatever they want. Even it is night or morning they entered into this site, and chosen different items like fruits, books, toys, etc..

'Customer is our god' mainly this website is based on this formula. After chosen items he bought into Pay pal process like VISA or MASTER creditcards or any Debit cards are accepted in this website. Customer is happily shopping at his rest place.

1.2 Project Overview:

Once customer entered with his own username and password, at that time automatically one shopping cart will be created, once user select an item it willadd to cart. In case user thinks the selected item is not useful for me, then deleted that item from shopping cart.

SYSTEM REQUIREMENTS

2.1 Hardware Requirements:

- Dual Core(Processor).
- 256 MB Ram
- 512 KB Cache Memory
- Hard disk 10 GB
- Microsoft Compatible 101 or more Key Board

2.2 Software Requirements:

Technology Implemented: Apache Server

Language Used : PHP 5.62 (Developed in Core PHP)

Database : My SQL

User Interface Design : HTML, AJAX, JQUERY, JAVASCRIPT

Web Browser: Mozilla, Google Chrome, IE8, OPERA

Software : XAMPP Server

DESIGN

Design is the first step in the development phase for any techniques and principles for the purpose of defining a device, a process or system in sufficient detail to permit its physical realization.

Once the software requirements have been analyzed and specified the software design involves three technical activities - design, coding, implementation and testing that are required to build and verify the software. The design activities are of main importance in this phase, because in this activity, decisions ultimately affecting the success of the software implementation and itsease of maintenance are made. These decisions have the final bearing upon reliability and maintainability of the system. Design is the only way to accurately translate the customer's requirements into finished softwareor a system.

Design is the place where quality is fostered in development. Software design is a process through which requirements are translated into a representation of software. Software design is conducted in two steps. Preliminary design is concerned with the transformation of requirements into data.

3.1 UML Diagrams:

Actor:

A coherent set of roles that users of use cases play when interacting with the use cases.



Use case:

A description of sequence of actions, including variants, that a system performs that yields an observable result of value of an actor.



UML stands for Unified Modeling Language. UML is a language for specifying, visualizing and documenting the system. This is the step while developing any product after analysis. The goal from this is to produce a model of the entities involved in the project which later need to be built. The representation of the entities that are to be used in the product being developed need to be designed.

3.2 Use Case Diagrams:

Use case diagrams model behavior within a system and helps the developers understand of what the user require. The stick man represents what's called an actor.

Use case diagram can be useful for getting an overall view of the system and clarifying who can do and more importantly what they can't do.

Use case diagram consists of use cases and actors and shows the interaction between the use case and actor

- The purpose is to show the interactions between the use case and actor.
- To represent the system requirements from user's perspective.
- An actor could be the end-user of the system or an external system.

Use Case Diagram:

A Use case is a description of set of sequence of actions. Graphically it is rendered as an ellipse with solid line including only its name. Use case diagram is a behavioral diagram that shows a set of use cases and actors and their relationship. It is an association between the use cases and actors. An actor represents a real- world object. Primary Actor – Sender, Secondary Actor Receiver.

Use case Diagram For User

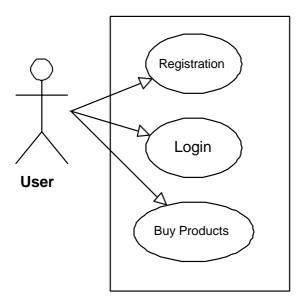


Fig 3.2.1 Use case diagram for user

Login ADD Category ADD Item Manage Item USER **ADMIN** Manage Order Registration View Item Make Order Make Payment Change Password

Use Case Diagram for Online Shopping Website

Fig 3.2.2 Use case diagram for Online shoppong

ENTITY-RELATIONSHIP DIAGRAMS:

The Entity-Relationship (ER) model was originally proposed by Peter in 1976 [Chen76] as a way to unify the network and relational database views. Simply stated the ER model is a conceptual data model that views the real world as entities and relationships. A basic component of the model is the Entity- Relationship diagram which is used to visually represents data objects. Since Chen wrote his paper the model has been extended and today it is commonly usedfor database design For the database designer, the utility of the ER model is:

- it maps well to the relational model. The constructs used in the ER modelcan easily be transformed into relational tables.
- it is simple and easy to understand with a minimum of training. Therefore, the model can be used by the database designer to communicate the design to the end user.

4.1 ER Diagram

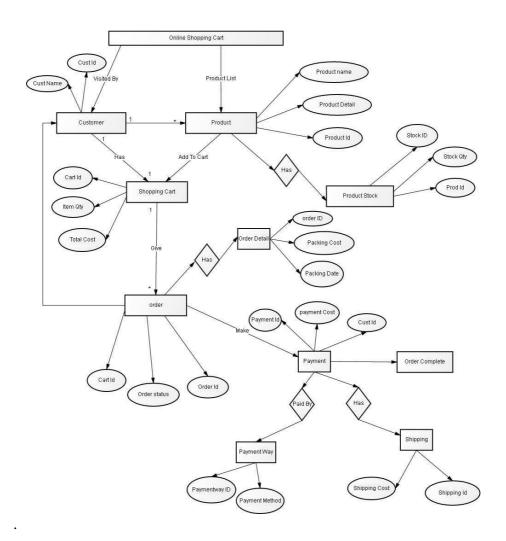


Fig 4.1.1 Entity Relationship diagram

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SCHEMA DIAGRAM

Class is nothing but a structure that contains both variables and methods. The Class Diagram shows a set of classes, interfaces, and collaborations and their relating ships. There is most common diagram in modeling the object oriented systems and are used to give the static view of a system. It shows the dependency between the classes that can be used in our system.

The interactions between the modules or classes of our projects are shown below, each block.

The interactions between the modules or classes of our projects are shown below. each block contains Class Name, Variables and Methods.

Class:

A description of set of objects that share the same attributes, operations, relationships, and semantics

5.1 User registration

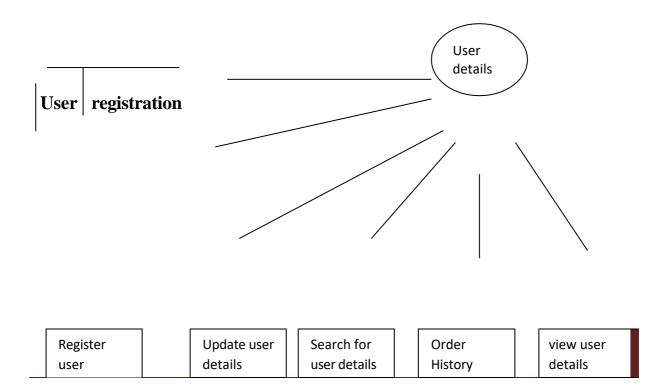
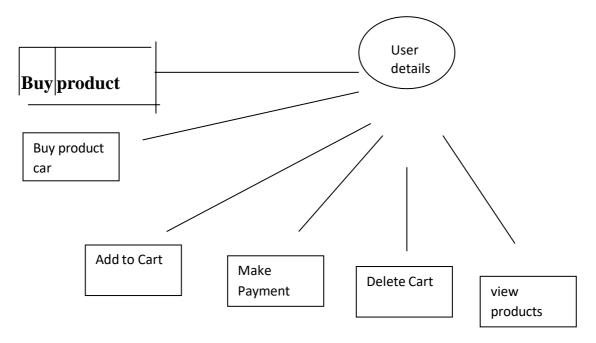


Fig 5.1.1 User Details

5.2 Buying Product



5.3 Dataflow Diagram Full

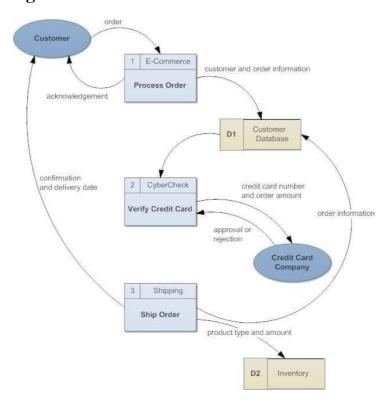


Fig 5.3.1 Dataflow diagram

5.4 Project Modules

5.4.1 Modules : This project contains 3 modules, those are

- Admin
- Products
- User

Modules Description:

Admin:-

When admin login, he saw the customer's database, means how many users are authenticated to website and how many users are transact everyday, and newly items are inserting into products

Products:-

This module contains product name, and related image, and cost of its. Like toys, books, furniture, gold items, etc.. Whatever customer wants from the shopping cart.

User:-

User entered into with his username and password, when he entered into this, hesaw what items are available today, this facility is available for this site. Chosendifferent items from website get those through door delivery.

IMPLEMENTATION

Implementation is the stage where the theoretical design is turned into a working system. The most crucial stage in achieving a new successful system and in giving confidence on the new system for the users that it will work efficiently and effectively.

The system can be implemented only after thorough testing is done and if it is found to work according to the specification.

It involves careful planning, investigation of the current system and its constraints on implementation, design of methods to achieve the changeover and an evaluation of change over methods a part from planning. Two major tasks of preparing the implementation are education and training of the users and testing of the system.

The more complex the system being implemented, the more involved will be thesystems analysis and design effort required just for implementation.

The implementation phase comprises of several activities. The required hardware and software acquisition is carried out. The system may require some software to be developed. For this, programs are written and tested. The user then changes overto his new fully tested system and the old system is discontinued.

RESULTS AND SNAPSHOT

7.1 Screenshots

Home page

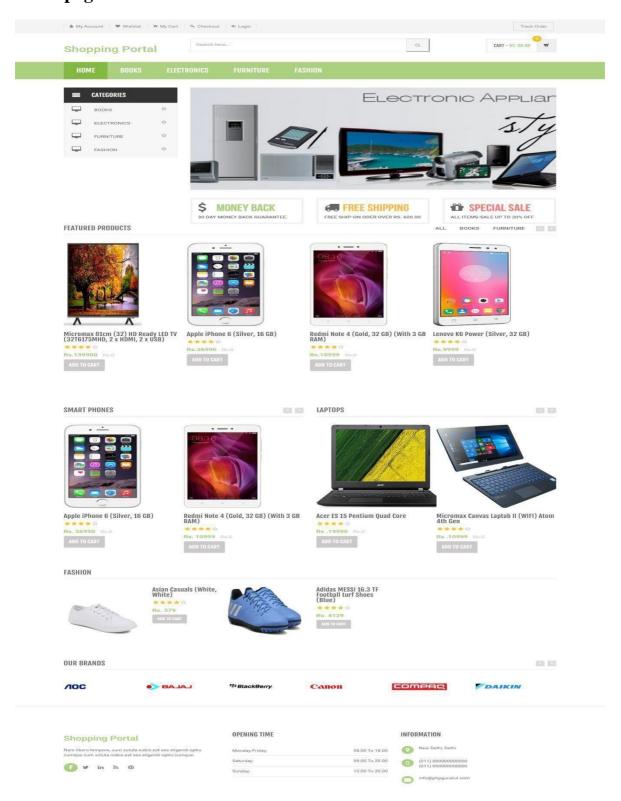


Fig 7.1 Home page of Shopping portal

User Registration and login

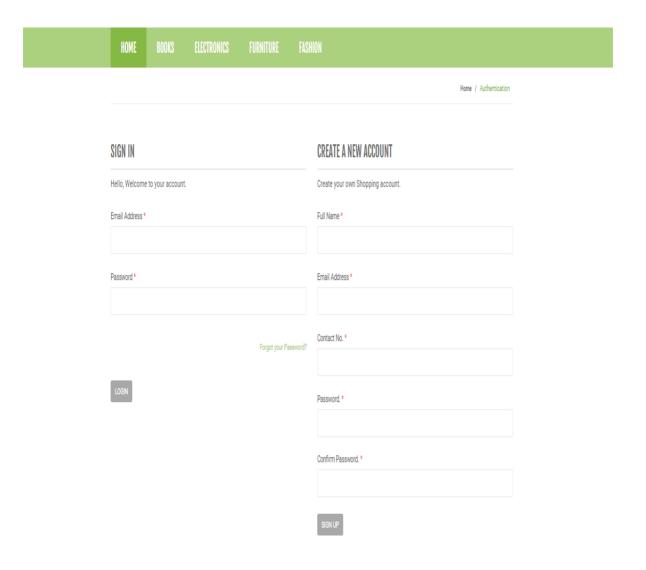


Fig 7.2 User Registration

Category

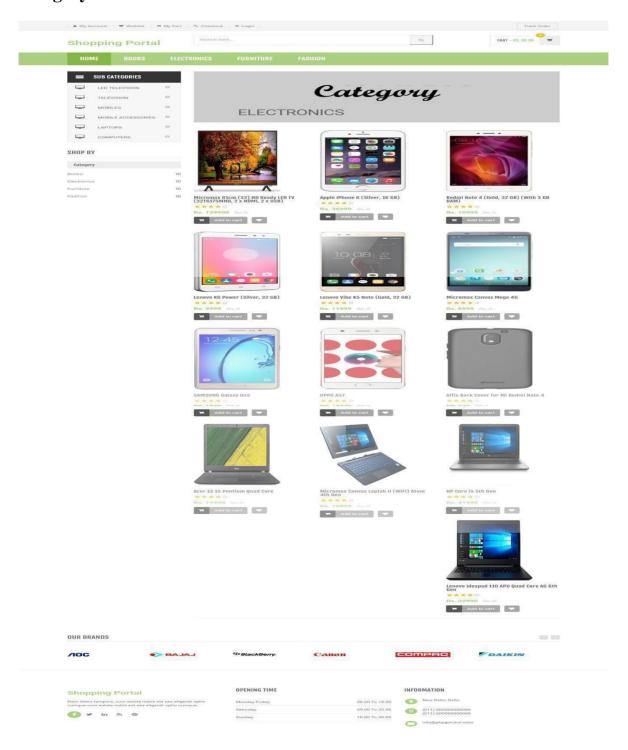


Fig 7.3 Category of products

Sub Category

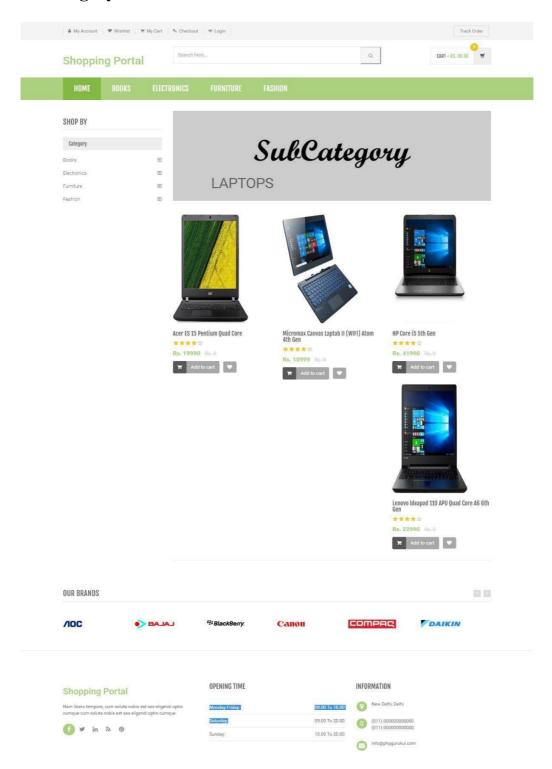


Fig 7.4 Subcategory of products

Product Details

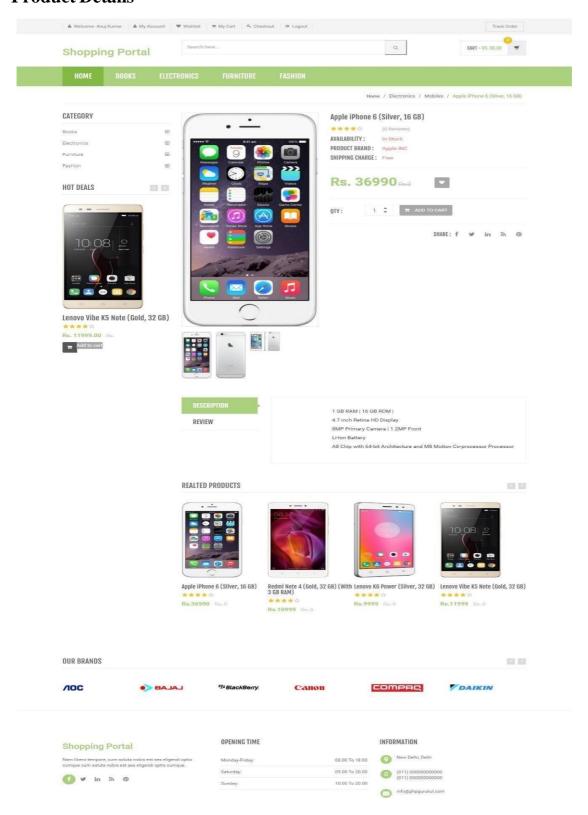


Fig 7.5 Details of the products

Forgot Password

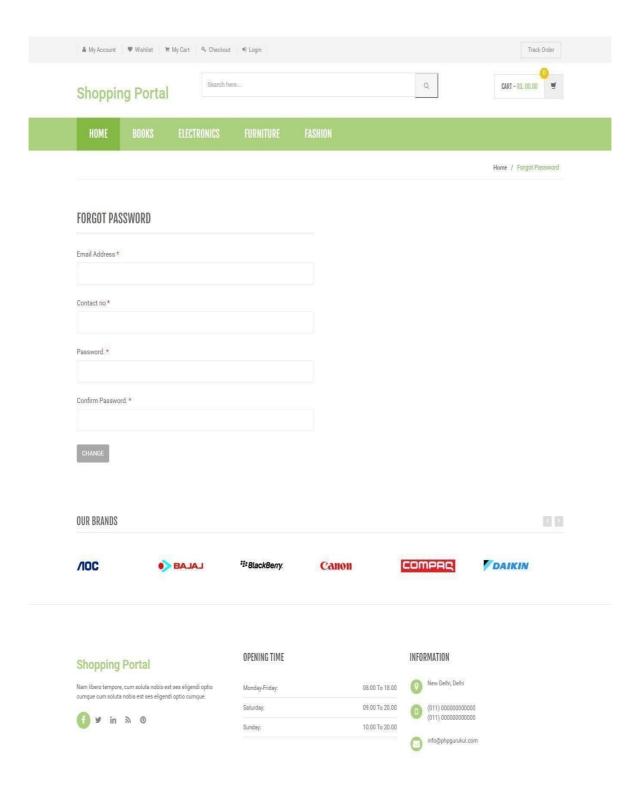


Fig 7.6 To recover the password

Track Order Without Login

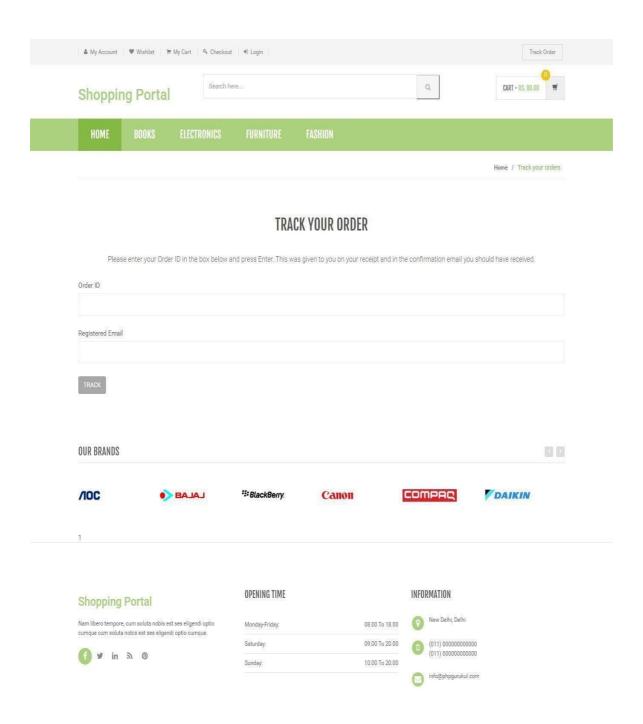


Fig 7.7 Tracking of the products

User Profile

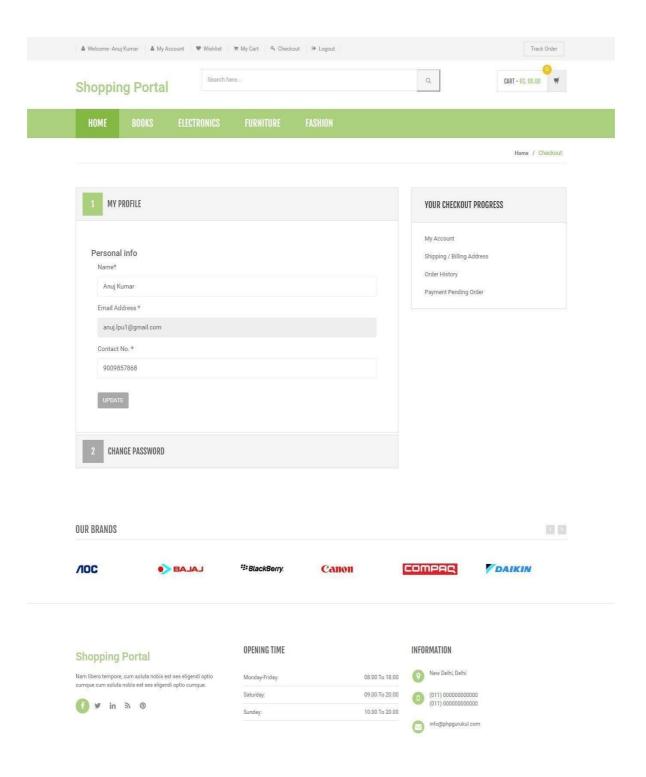


Fig 7.8 User details

Shipping-Billing Address Details

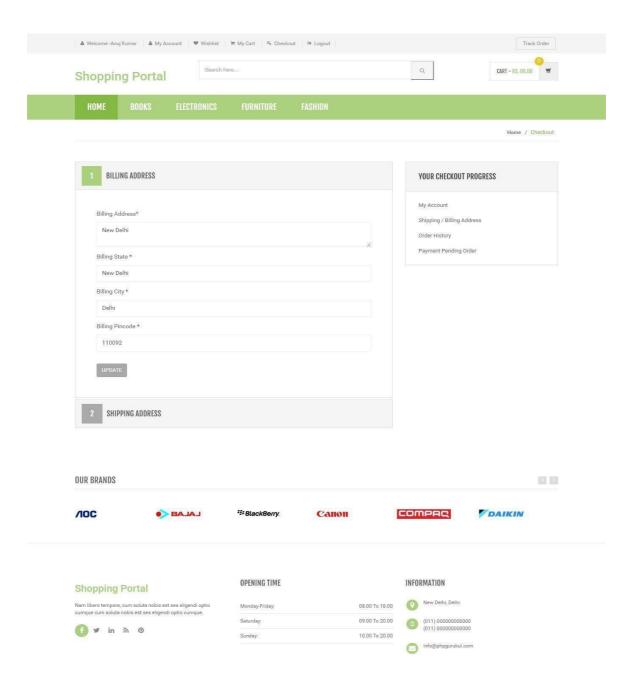


Fig 7.9 Address details

Order History

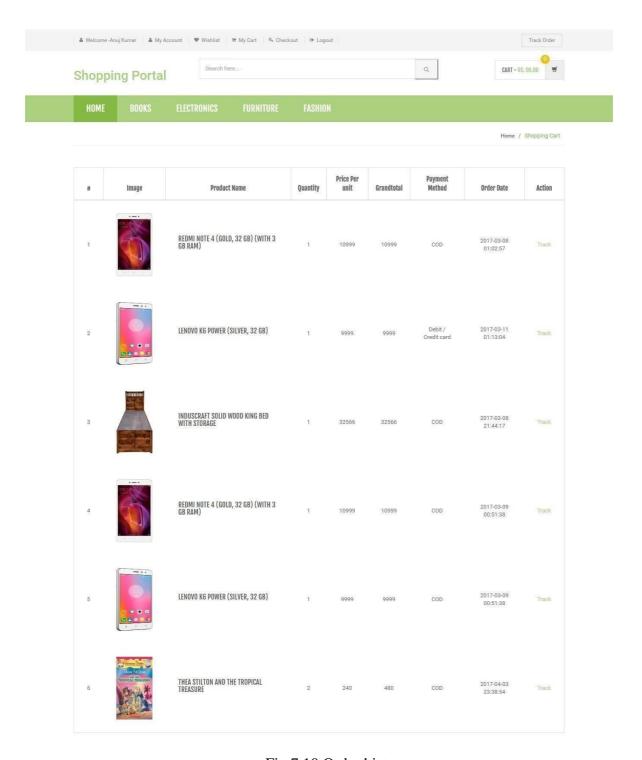


Fig 7.10 Order history

Tracking Details

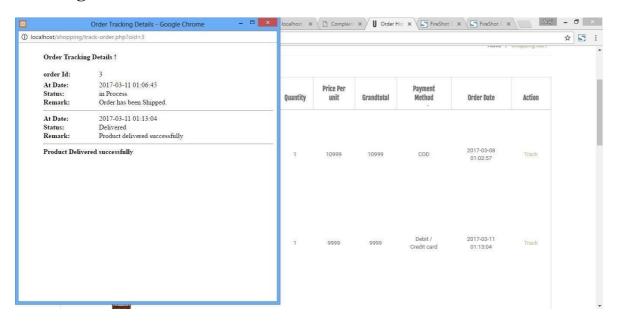


Fig 7.11 Tracking details

Wishlist

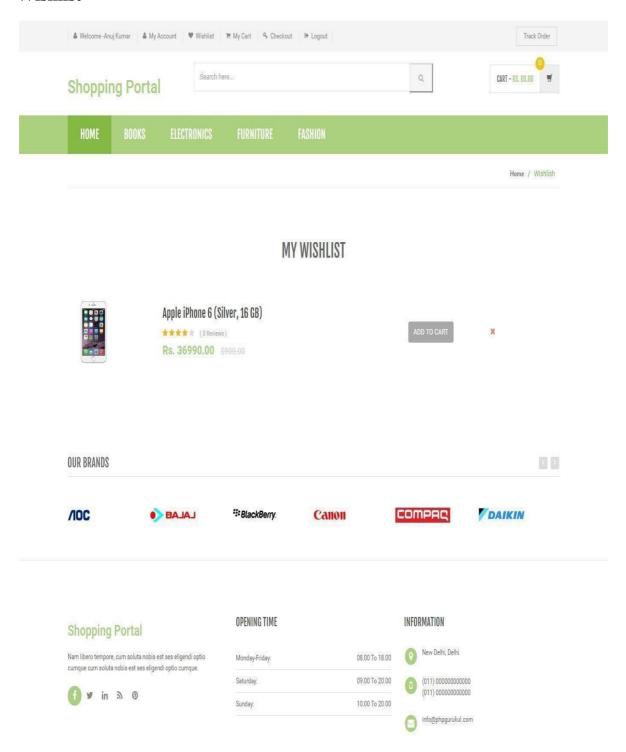


Fig 7.12 Wishlist

CONCLUSION

The package was designed in such a way that future modifications can be doneeasily. The following conclusions can be deduced from the development of the project.

- Automation of the entire system improves the efficiency.
- ➤ It provides a friendly graphical user interface which proves to bebetter when compared to the existing system.
- ➤ It gives appropriate access to the authorized users depending on their permissions.
- ➤ It effectively overcomes the delay in communications.
- > Updating of information becomes so easier.
- > System security, data security and reliability are the striking features.
- ➤ The System has adequate scope for modification in future if it isnecessary.

REFERENCES:-

The following books were referred during the analysis and execution phase of the project:

- 1. PHP and MySQL Web Development
- 2.Head First PHP & MySQL
- 3.PHP & MySQL for Dummies

WEBSITES:

- www.google.com
- www.w3schools.com
- www.tutorialspoint.php
- http://stackoverflow.com