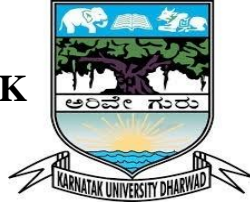**KARNATAK** **UNIVERSITY**

Shivaji Education Society's

SHIVAJI ARTS, COMMERCE & BCA COLLEGE, BAAD, KARWAR

Department Of Computer Application

PROJECT REPORT ON
"ARTKART"

SUBMITTED BY

Mr. Nagendra Naik
REG. NO. 20U12209

IN PARTIAL FULFILLMENT OF REQUIREMENT FOR AWARD OF DEGREE

"BACHELOR OF COMPUTER APPLICATION"

INTERNAL GUIDE
MISS. MERLINE FERNANDES

2020-2023

KARNATAK **UNIVERSITY**

Shivaji Education Society's

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PROJECT REPORT ON

"ARTKART"

CERTIFICATE

This is to certify that Mr. **NAGENDRA NAIK** is the student of our college studying in V semester of BCA course bearing register number **20U12209**.

Hee was permitted to undertake a project work at **"N. DATTA, Nandangadda, Karwar,** entitled **"ARTKART"** from **Oct 2022 to Jan 2023**.

This project is based on the studies carried out in the Department and the project work or part of it has not been submitted for any other degree, diploma, associateship, fellowship or other similar title.

Miss Merline Fernandes	**Miss. Pratyaksha Siddarkar**	**Dr. Anuradha Naik**
Internal Guide	**Head of the Department**	**Principal**

Examiners:

1.

2.

DEDICATED TO
MY BELOVED PARENTS
AND ARTIST'S

TITLE OF THE PROJECT

ACKNOWLEDGEMENT

ACKNOWLEDGEMENT

I would be incomplete without greeting those who made it possible and encouragement made the efforts taken a success. It gives me immense pleasure and satisfaction to introduce completion of my hard work and sincere dedication entitled.

"ARTKART"

I express our sincere thanks and gratitude **Dr. ANURADHA NAIK,** Principal Shivaji Arts, Commerce and BCA College, Baad, Karwar, for provide provisions for studies during the entire course. It gives us immense pleasure to avail this opportunity to thank my internal guide **Miss. PRATYAKSHA SIDDARKAR,** Head of Department (HOD) and internal guide **Miss. MERLINE FERNANDES** for giving their valuable suggestions.

I thank god for his blessings. I am greatly indebted to my parents for showering me with their constant love and affection. This project is not just effort, but also many other peoples who have he helped me in some or the other way effort, but also many other peoples other way to complete this work. So here is my humble attempt at expressing my gratitude those well-wishers.

Deep sense of gratitude to my client **Mr. N. Datta**, for providing their great support.

I also heartily thank all staff members who have directly or indirectly helped us by their invaluable support and encouragement in completing the project.

MR. NAGENDRA NAIK

BCA 5th SEM

CONTENTS

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INTRODUCTION

INTRODUCTION

The main goal of the project is to build an online art website for artists. Through our website, artists can display their artworks and interested people can buy it.

The website will have artworks of different mediums like acrylic paintings, watercolour paintings, oil paintings and also charcoal, graphite pencils sketches of different size. This will allow the customer to select a medium which they are interested or which they require. And as some artists are specialized in a particular medium, this feature will allow them to create artwork in their favourite medium and sell them on our website.

And also the details of the artworks like artwork size, the medium used, and the surface material used to draw/paint the art, the title of the artwork and the details of the artist of particular artwork will be provided so that the customer can contact with the artist and confirm their order.

Once the customer likes the artwork they can register them into our website before placing order. Once the user has been registered in our website they can proceed to place the order. While placing order, users information like full name, address, phone number will be collected from his profile. As of now only cash on delivery option will be there.

OBJECTIVES

OBJECTIVES

The main objectives of our website are :

- To provide a platform for artists to sell their artworks.

- To showcase artworks of different medium /size.

- To facilitate a platform for the beginners who are new to art field and provide initial boost.

- To provide a space for those people who are interested to buy/ sell artworks through our website.

SYSTEM ANALYSIS

EXISTING SYSTEM

- At present, the artists are getting customers manually.

- But only those artists who are popular in the art field are visible to everyone at first.

- But there are many other artists who are good at the field but they don't have that recognition among people.

- And also at first the customers don't have the idea regarding the artist and his work style through which they can trust them.

PROPOSED SYSTEM

- Through our website, the customers can order artworks by viewing artworks which are available in our website.

- And also there will not be only one particular art medium, the user will have a variety of artworks to choose.

- It will reduce the efforts of people who search for artists manually, our website will provide a list of different artworks at one place along with the details, price, description of the artwork & artist etc.

FEASIBILITY STUDY

FEASIBILITY STUDY

Feasibility study is a test of a system proposed according to its workability, Impact on the organization, ability to user needs and effective use of resources. The objective of feasibility study is not to solve the problem, but to acquire a sense of its scope. The result of the feasibility is formal proposal. This is simply a report a formal document detailing the nature and scope of the proposed solution.

ECONOMICAL FEASIBILITY :

Economic analysis is the most frequently used method for evaluating the effectiveness of the candidate system. More commonly known as cost/benefit analysis, the procedure is to determine the benefits and saving that are expected from a candidate system and compare them with cost. This is an ongoing effect that improves in accuracy at each face of system life cycle.

TECHNICAL FEASIBILITY :

As computers are spread everywhere with an optimum configuration of 40 GB, HDD, 128 MB RAM and other accessories, the said system will certainly improvise the existing minimum infrastructure. This project is undertaken is technically feasible and is within sate of art.

Software is like MS SQL server 2005 and Visual Studio 2008 are used to meet the software requirements.

OPERATIONAL FEASIBILITY :

The project is user friendly and with a demonstration. Any computer user can work on the package without any additional training. Using this software package, the user can get all the required information regarding customer, vendor and design details with a mouse click.

HARDWARE
AND
SOFTWARE
REQUIREMENTS

HARDWARE REQUIREMENTS

- Processor   :   Core i3 or higher

- RAM   :   4 GB or higher

- Hard Disk   :   256 GB or Higher

SOFTWARE REQUIREMENTS

- Operating System   :   Windows 7 or Higher

- Front End   :   HTML, CSS & Javascript

- Back End   :   MySQL Using phpMYAdmin

- Server   :   XAMPP Server

- Browser   :   Chrome or any other Browser

SOFTWARE REQUIREMENT SPECIFICATIONS

HTML

Hyper Text Mark -up Language is basis of creating web page. The internet is latest technology of exchanging of information. Even the corporate sector is investing a large amount of money in creating website and making their presence felt. Hypertext Mark-up language was envisioned to be format for allowing people using different computers to share information seamlessly over the network.

A mark-up language is simple a collection of called elements which are used to indicate the structure and often the format of a document. A web browser that renders the documents interprets the meaning of these codes to figure out how to structure or display a document. Hypertext mark-up language used to write hypermedia documents for the world wide web (www). Hypertext Mark-up language is subset of generalized mark-up language. It is similar to a computer programming language; it has commands called tags and syntax rules to be observed when writing in by per text mark-up language.

Hypertext Mark-up language documents can be written any word processed or text editor. A hypertext mark-up language document is composed of parts in a descending hierarchy, beginning with head, body, frames etc. Information about the document that implemented by the browser and the body includes all the contents mean for display by the user.

CSS

CSS is designed primarily to enable the separation of document content from document presentation, including elements such as the layout, colors & fonts This separation can improve Cascading style sheet (ess) is a style sheet Language used to describe the presentation semantics (the look & formatting) of the document written in markup language. Its most common application is to style wed pages written in HTML. and XHTML, but the language can also be applied to any kind of XML document, including plain XML, SVG & XUL

Content accessibility, provide more flexibility & control in the specification of presentation characteristics, enabled multiple pages to share formatting & reduce complexity & repetition in the structural content (such as by allowing for tubeless web design).

CSS can also allow the same mark up page to be presented in different rendering methods, such as on-screen, in print, by voice (when read out by a speech based browser or screen reader) & tactile devices. While the author of a document typically links that document to a CSS style sheet, perhaps one on their own computer, to override the one author has specified.

CSS helps Web developers create a uniform look across several pages of a Website. Instead of defining the style of each table and each book of text within page's HTML, commonly used styles need to be defined only once in a CSS document. Once the style is defined in cascading style sheet, it can be used by any page that references the CSS e. Plus, CSS makes it easy to change style across several pages at once We CSS is great for creating text styles, it is helpful for formating other aspects of page layout as well

JAVA SCRIPT

Java script is a programming language commonly used in web development. It was originally developed by net scape as a means to add dynamic and interactive elements to websites. While java script is influenced by Java, the syntax is more similar to C and is based on ECMA A Scripting language developed by Sun Microsystems,

Java Script is a client-side scripting language, which means the source code is processed by the client's web browser rather than on the web server. For example a java script function may check a web form before it is submitted to make sure all the required fields have been filled out. The java script code can produce an error message before any information is to the server.

Like server-side scripting languages, such as PHP and ASP. Java script code can be inserted anywhere within the HTML of a webpage. However, only the output of server-side code is displayed in the HTML while java script code remains fully visible in the source of the webpage.

PHP

PHP is a server-side scripting language designed for web development but also used as a general-purpose programming language. Originally created by Rasmus Lerdorf in 1994, the PHP reference implementation is now produced by The PHP Group. PHP originally stood for Personal Home Page, but it now stands for the recursive backronym PHP: Hypertext Pre processor.

PHP code may be embedded into HTML code, or it can be used in combination with various web template systems, web content management system and web frameworks. PHP code is usually processed by a PHP interpreter implemented as a module in the web server or a Common Gateway Interface (CGI) executable. The web server combines the results of the interpreted and executed PHP code, which may be any type of data, including images, with the generated web page. PHP code may also be executed with a command-line interface (CLI) and can be used to implement standalone graphical applications.

The standard PHP interpreter, powered by the Zend Engine, is free software released for the PHP License. PHP has been widely ported and can be deployed on most web vers ce almost every operating system and platform, free of charge.

MYSQL

MYSQL is an open-source relational database management system (RDBMS) in July 2013, it was the world's second most widely used and the most widely used open-source client-server model RDBMS. It is named after Michael Widenius (who is a co-founder MySQL) daughter, My, while "SQL" stands as the abbreviation for Structured Query Language. The MySQL, development project has made its source code available under the s of the GNU General Public License, as well as under a variety of proprietary agreements. MySQL was owned and sponsored by a single for-profit firm, the Swalish company MySQL AB, now owned by Oracle Corporation. For proprietary use, several paid editions are available, and offer additional functionality,

MySQL is a popular choice of database for use in web applications, and is a central mponent of the widely used LAMP open-source web application software stack (and other AMP stacks), LAMP is an acronym for "Linux, Apache, MySQL Pal PHP/Python". Free- wware open-source projects that require a full-featured database management system often MySQL. Applications that use the MySQL database include: TYPO3,MODx, Joomla, WordPress, phpBB, MyBB, Drupal and other software. MySQL is also used in many high- profile, large-scale websites, including Google (though not for searches), Facebook, Twitter, Packs, and YouTube

MySQL databases or manage data contained within the databases. Users may on the On all platforms except Windows, MySQL ships with no GUI tools to administer dod command line tools, or initall MySQL Workbench via a separate download

CHROME

Google Chrome is a cross-platform web browser developed by Google.It was first released in 2008 for Microsoft Windows, built with free software components from Apple Web Kit and Mozilla Firefox. It was later ported to Linux, mac OS, iOS, and Android, where it is the default browser. The browser is also the main component of Chrome OS, where it serves as the platform for web applications.

Most of Chrome's source code comes from Google's free and open-source software project Chromium, but Chrome is licensed as proprietary freeware. Web Kit was the original rendering engine, but Google eventually forked it to create the Blink engine all Chrome variants except iOS now use Blink.As of July 2021, Stat Counter estimates that Chrome has a 65% worldwide

Browser market share on personal computers, is most used on tablets, and is also dominant on smart phones, and at 63.59% across all platforms combined. The success of Google Chrome had led to Google also expanding the Chrome brand name to other products. ChromeOS, Chromecast, Chromebook, Chromebox, Chromebase, and Chromebit.

INPUT AND OUTPUT OF THE PROJECT

INPUT OF THE PROJECT

USER REGISTRATION FORM :

It accepts the necessary credentials to authorize the user's into an website and also get the user's personal information's.

USER LOGIN FORM :

The form consist of a user email and password. The user has to provide valid email and password in order to access his/her account.

ADMIN LOGIN FORM :

It Takes the admin username and admin password. Without entering admin name and password the admin cannot proceed further in the website.

OUTPUT OF THE PROJECT

The user's can check out the artworks which are in our website, if they want to purchase any artwork then they can register/login themselves and add the artwork into cart. Then they can place their order. within 7 working days they will get their artwork.

SYSTEM DESIGN

DATA FLOW
DIAGRAM

LEVEL – 0

User

ARTKART

Admin

Cart

LEVEL – 1

User

Accept user details

Reject

On failure

Authentication

On success

Process Entrance

LEVEL – 2

User

Choose Artworks

Gallery

Process delivery

If not an existing user

Update

Login/Register

Add to

Cart

Send Request

Admin
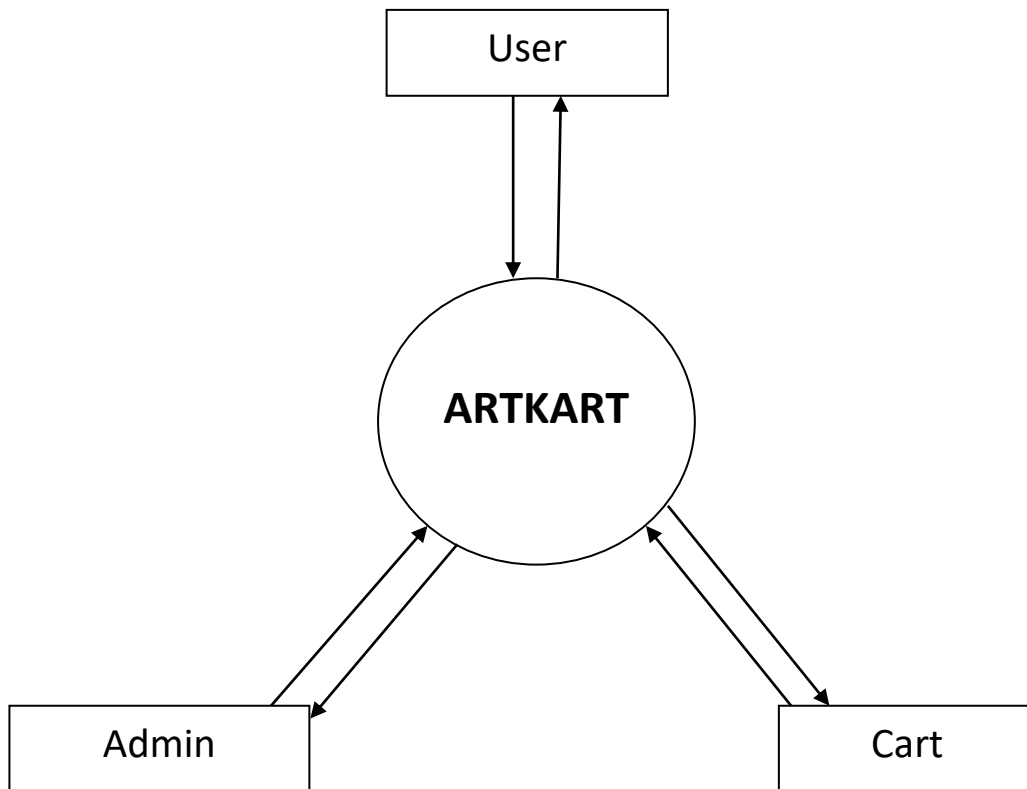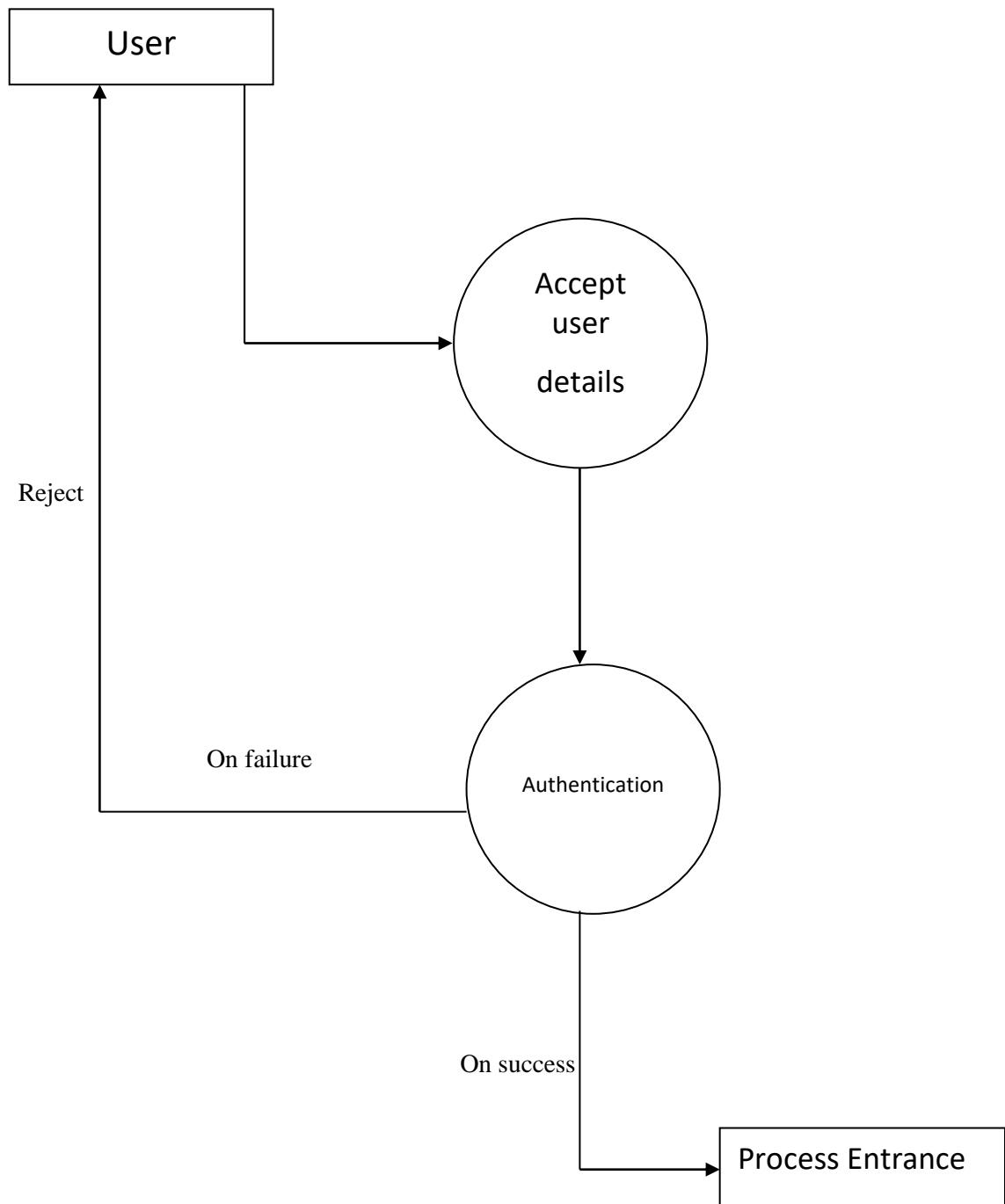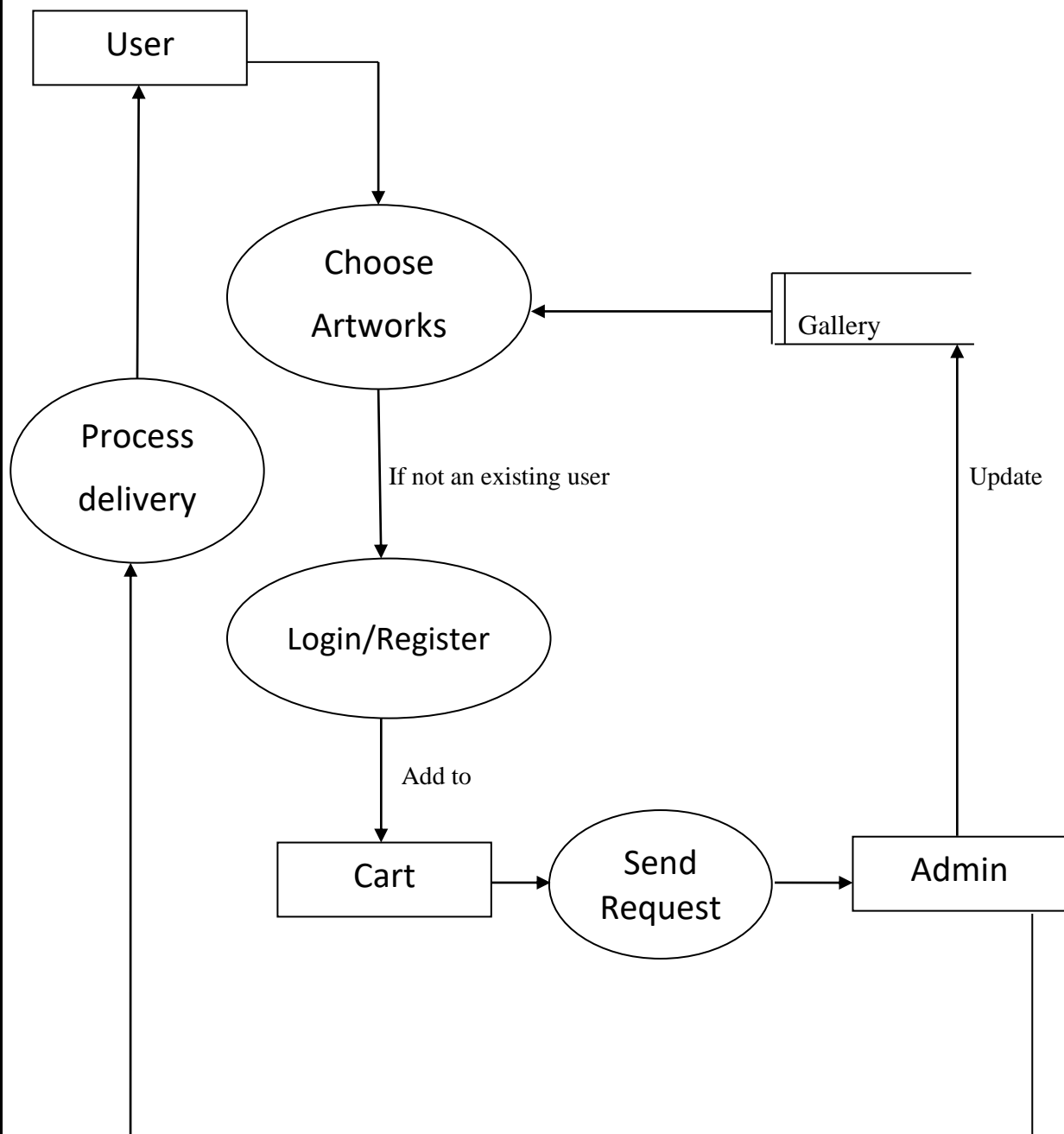
ENTITY RELATIONSHIP DIAGRAM

ER – DIAGRAM

firstname

email

lastname

User

Phone no.

gender

address

password

Check for

status

title

price

quantity

description

Artwork

images

category

sub_category

Artist_name

uploaded by

Add artwork To

Managed by

Cart

quantity

price

User_id

Artwork_id

Admin

username

avatar

password

firstname
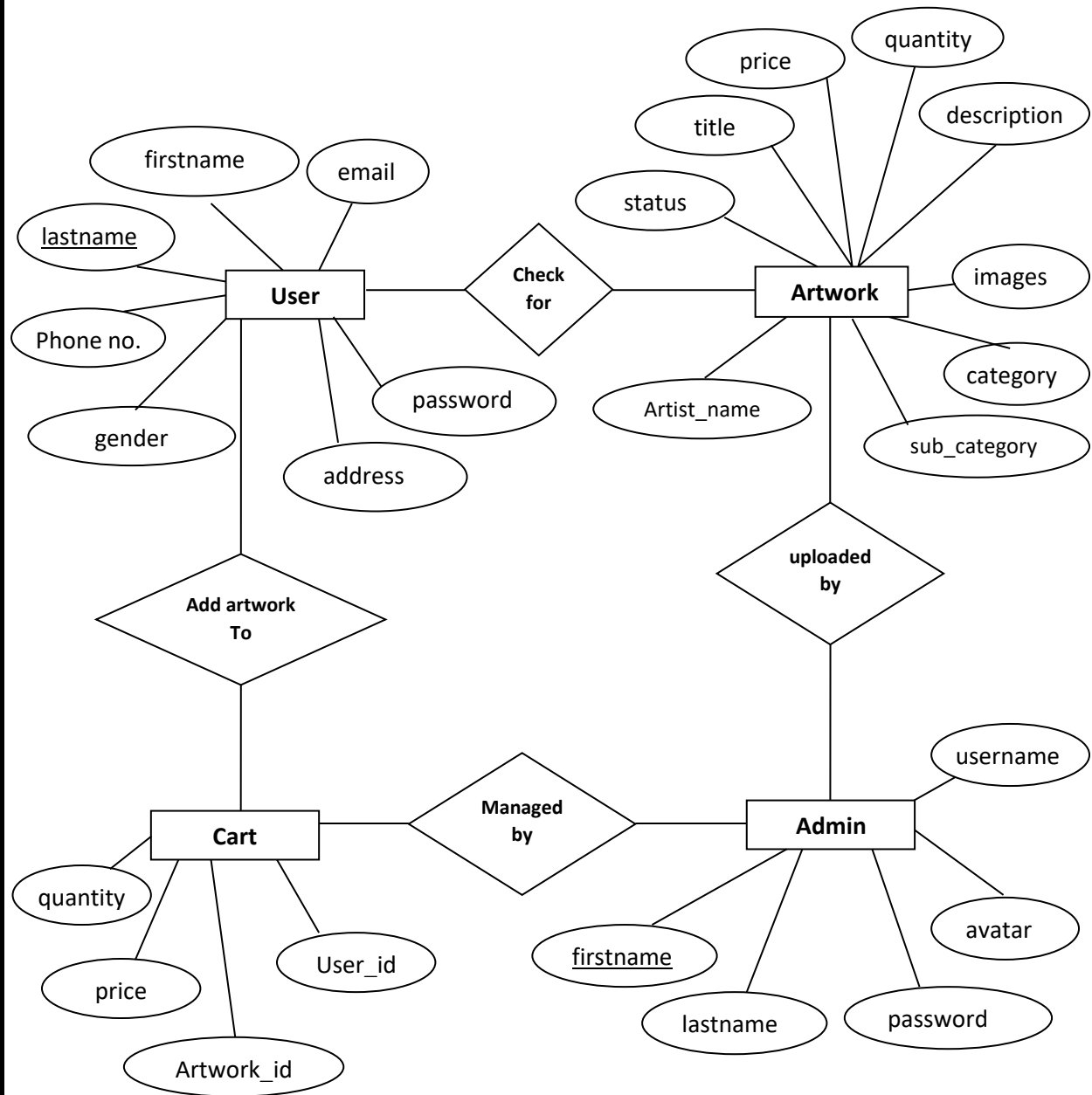
lastname

DATABASE DESIGN

CLIENTS TABLE

COLUMN NAME	DATA TYPE	SIZE	CONSTRAINTS
firstname	varchar	250	NOT NULL
lastname	varchar	250	NOT NULL
gender	varchar	20	NOT NULL
contact	int	11	NOT NULL
email	varchar	250	NOT NULL
password	text	250	NOT NULL
default_delivery_address	text	-	NOT NULL
date_created	datetime	-	NOT NULL

USERS TABLE

COLUMN NAME	DATA TYPE	SIZE	CONSTRAINTS
firstname	varchar	250	NOT NULL
lastname	varchar	250	NOT NULL
username	text	-	NOT NULL
password	text	-	NOT NULL
avatar	text	-	NOT NULL
last_login	datetyme	-	NOT NULL
type	tinyint	1	NOT NULL
date_added	datetime	-	NOT NULL
date_updated	datetime	-	NOT NULL

SYSTEM_INFO TABLE

COLUMN NAME	DATA TYPE	SIZE	CONSTRAINTS
meta_field	text	-	NOT NULL
meta_value	text	-	NOT NULL

CATEGORIES TABLE

COLUMN NAME	DATA TYPE	SIZE	CONSTRAINTS
category	varchar	250	NOT NULL
discription	text	-	NOT NULL
status	tinyint	1	NOT NULL
date_created	datetime	-	NOT NULL

SUB_CATEGORIES TABLE

COLUMN NAME	DATA TYPE	SIZE	CONSTRAINTS
parent_id	int	30	NOT NULL
sub_category	varchar	250	NOT NULL
description	text	-	NOT NULL
status	tinyint	1	NOT NULL
date_created	datetime	-	NOT NULL

SALES TABLE

COLUMN NAME	DATA TYPE	SIZE	CONSTRAINTS
order_id	int	30	NOT NULL
total_amount	double	-	NOT NULL
date_created	datetime	-	NOT NULL

CART TABLE

COLUMN NAME	DATA TYPE	SIZE	CONSTRAINTS
client_id	Int	30	NOT NULL
inventory_id	Int	30	NOT NULL
price	Int	30	NOT NULL
quantity	double	30	NOT NULL
date_created	int	30	NOT NULL

INVENTORY TABLE

COLUMN NAME	DATA TYPE	SIZE	CONSTRAINTS
product_id	int	30	NOT NULL
quantity	double	-	NOT NULL
price	float	-	NOT NULL
date_created	datetime	-	NOT NULL
date_updated	datetime	-	NOT NULL

PRODUCTS TABLE

COLUMN NAME	DATA TYPE	SIZE	CONSTRAINTS
category_id	int	30	NOT NULL
sub_category_id	int	30	NOT NULL
title	varchar	250	NOT NULL
artist	text	-	NOT NULL
description	text	-	NOT NULL
status	tinyint	1	NOT NULL
date_created	datetime	-	NOT NULL

ORDERS TABLE

COLUMN NAME	DATA TYPE	SIZE	CONSTRAINTS
client_id	int	30	NOT NULL
delivery_address	text	-	NOT NULL
payment method	varchar	100	NOT NULL
order_type	tinyint	1	NOT NULL
amount	double	-	NOT NULL
status	tinyint	2	NOT NULL
paid	tinyint	1	NOT NULL
date_created	datetime	-	NOT NULL
date_updated	datetime	-	NOT NULL

ORDER LIST TABLE

COLUMN NAME	DATA TYPE	SIZE	CONSTRAINTS
order_id	int	30	NOT NULL
product_id	int	30	NOT NULL
quantity	int	30	NOT NULL
price	double	-	NOT NULL
total	double	-	NOT NULL

USER INTERFACE DESIGN

HOME PAGE
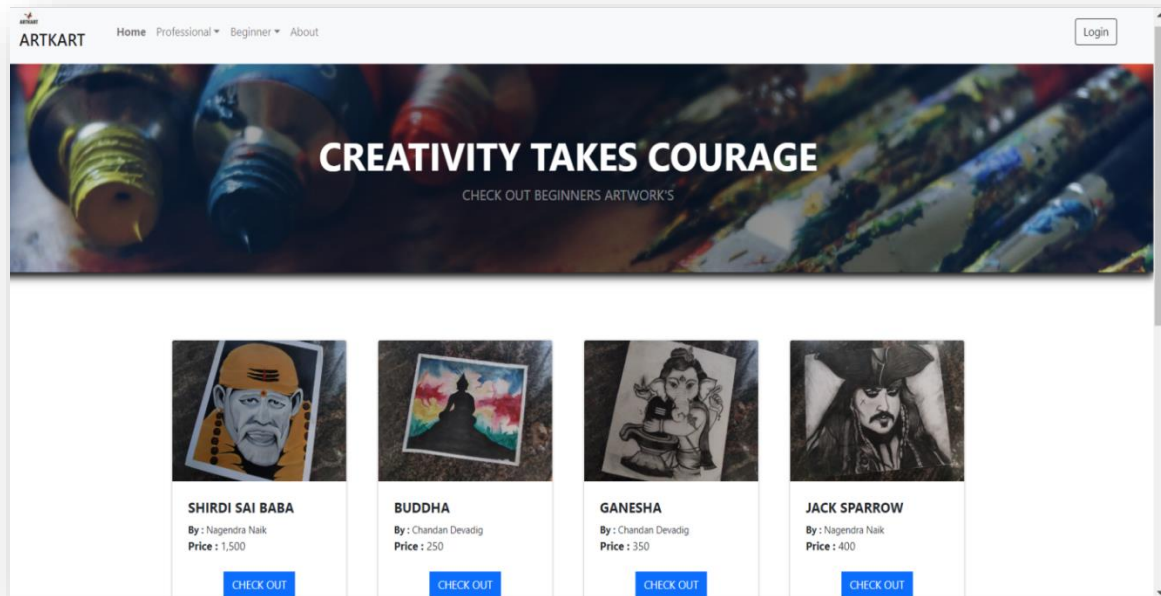
Description :

This is home page of our ARTKART website, which provides basic view of our features such as collection of all the artworks, and also the navigation bar provides veriety of options so that the user can easily access the website. And also the cart information , login a well as logout options will be provided.

USER REGISTRATION FORM

Description :

      This page is for users who are new and haven't been register to our website. To register themselves, they have to provide their first name, last name, phone number, gender, address, email and password.

USER LOGIN FORM
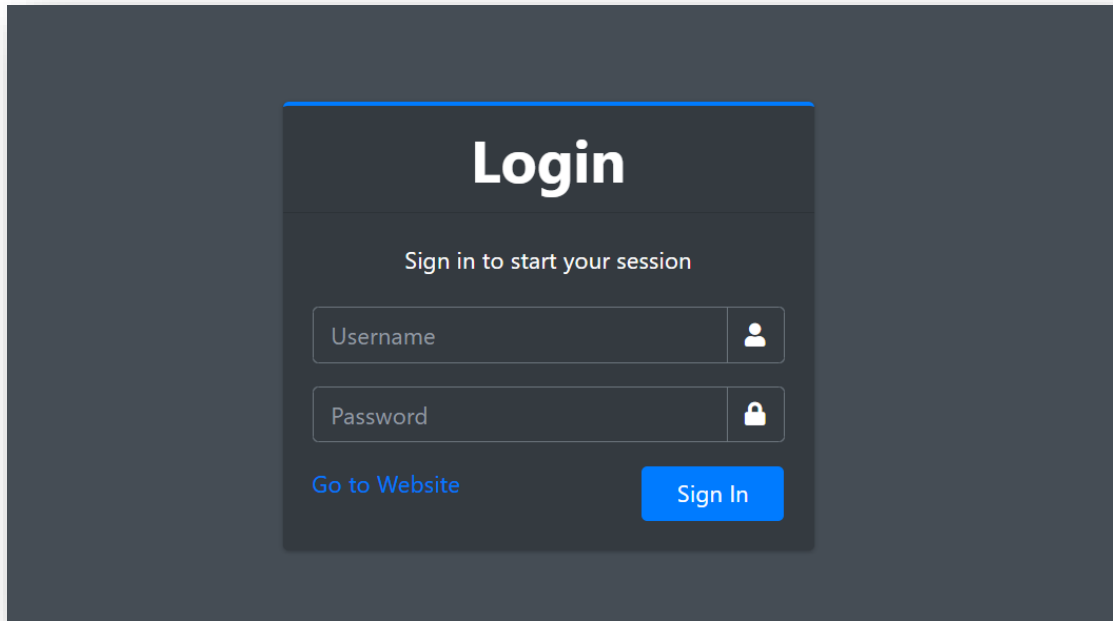
Description :

This is a user login page, here the user has to provide his email and password. If the email and password matches with the email and password which he provided during registration, then only the user can access his account.

ADMIN LOGIN FORM

Description :

      This login page is for admin where he has to provide his username and password so that he can enter the admin panel, where he will have the access to manage the artworks/orders etc.
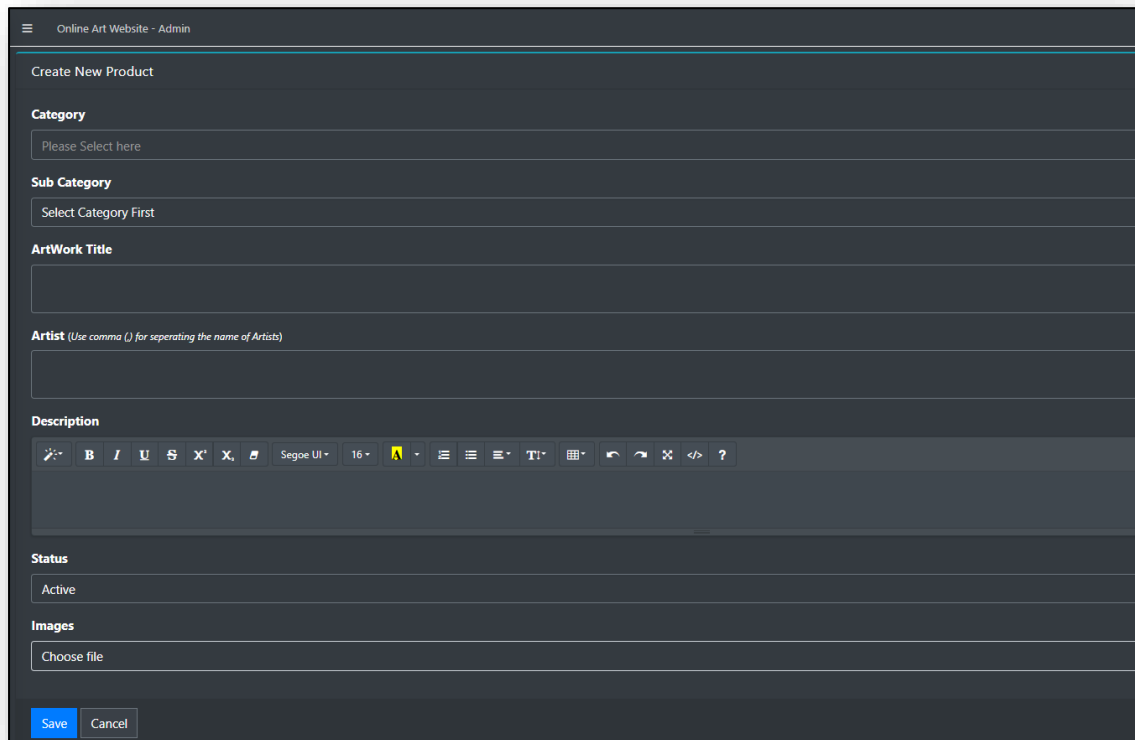
ADMIN DASHBOARD
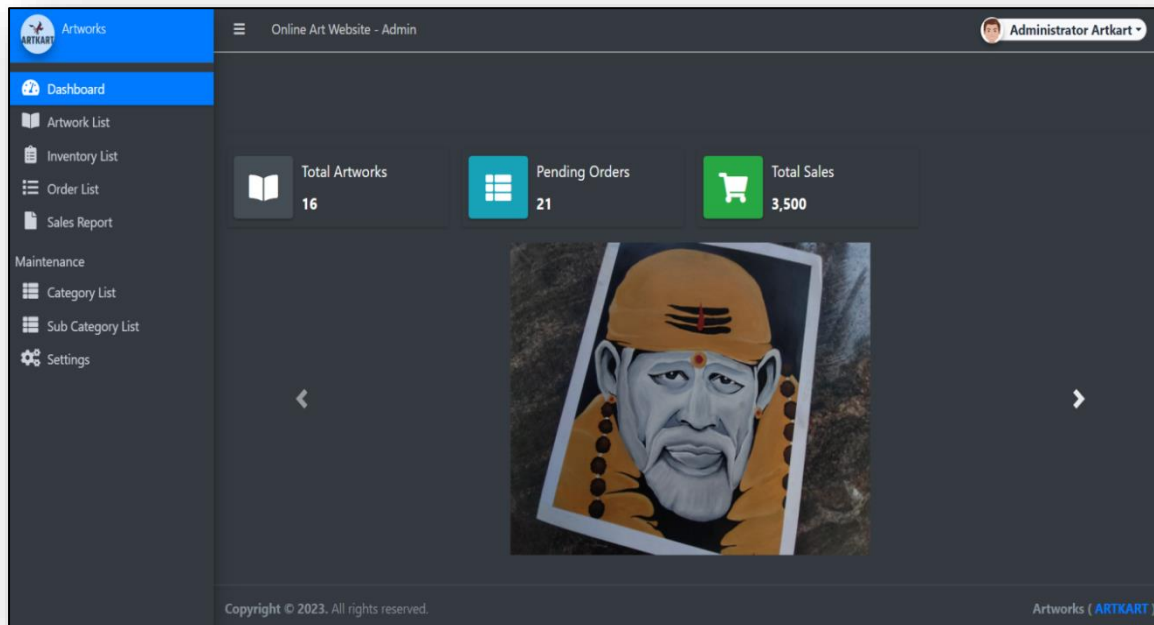
Description :

     This is the home page for the admin where he can have the quick look at the stats of the website such as total number of active artworks on website and how many paintings got sold and how many orders are pending etc.

UPLOADING ARTWORK
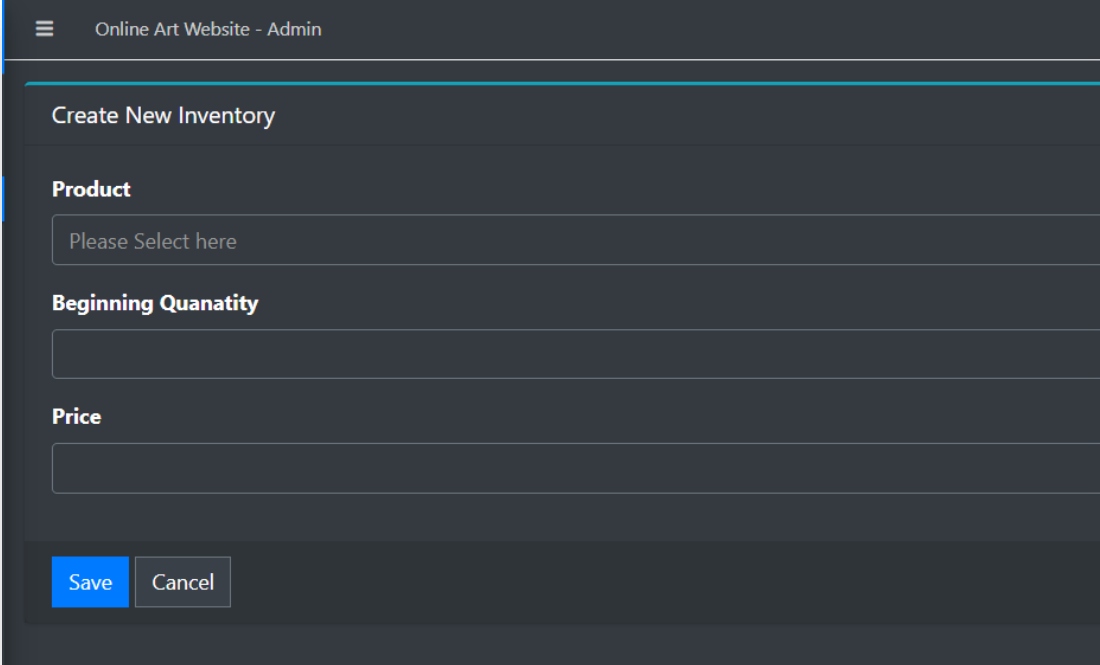
Description :

      Through this page admin can upload the artworks recived from email. The properties such as title of the artwork, name of the artist, description, images of the particular art and he can also set the quantity and price of the artwork at inventory.

INVENTORY PAGE

Description :

This inventory page will allow admin to set quantity and price of each artwork after uploading artwork to website.

CART PAGE

Description :

This cart page shows all the producr added by the customer where they can update the quantity of product and also remove if they don't want the product in cart. If the user has more number of artworks which he want to remove in ans instant then there is an option called **empty cart,** By clicking that he/she can erase the entire cart.

PAYMENT PAGE

Description :

In this page, user can fill/update his details and send purchase request to the admin, then the admin will look after the order and update the order process to the user which he can hace the track at user profile.

MANAGING ORDER

Description :

As soon as the admin receive purchase request from the user, he checks for the availability and once the conformation is done he proceed with the shipping method, meanwhile, he also keeps on updating the user about the delivery process such as pending/packed/out for delivery/delivered/cancelled.

TESTING

TESTING

SOFTWARE TESTING

Software testing is a process of executing a program or application with the internet of finding the software bugs.

It can also be started as the process of validating and verifying that a software program or application or product:

- Meets the business and technical requirements that guided is design and development
- Works as expected
- Can be implemented with the same characteristic

UNIT TESTING

Unit testing is the testing of an individual unit or group of related units. It falls under the class of white box testing. It is often done by the programmer to test that the unit he/she has implemented is producing expected output against given input.

FUNCTIONAL TESTING

Functional testing is the testing to ensure that the specified functionality required in the system requirements works.

SYSTEM TESTING

System testing is the testing to ensure that by putting the software in different environment (e.g.. operating system) it still works. System done with full system implementation and environment.

VALIDATION

VALIDATION

Validation testing is mainly done to confirm that each value of different fields are of their specific type and also check whether any fields is left black that is any fields are left without entering any value.

- While registering into our website, if any details like username, email id or phone number matches with other existing user then message appears "Already exist".
- If any fields are left blank or empty then message appears like "please enter this field".
- If any fields are to be filled by character in place of integer then a message appears like "Value Error".
- If user keep the field empty then a warning message appears as "Enter this field".

FUTURE SCOPE

FUTURE SCOPE

- We will include customized artwork feature so that users can interact with the artist and provide them information regarding their artwork and have their own customized artwork.

- We will include online payment while placing order.

- We will also feature multiple images of a particular artwork so that the buyer can have a good look at whole artwork before purchasing it.

- The website will have other art based products like sculpture work, plaster of paris works, abstract paintings, wall painting etc.

CONCLUSION

CONCLUSION

To conclude the description of our ARTKART project: The project, developed using PHP and MySQL is based on the requirement specification of the user.

Our website frontend is developed using HTML, CSS and JavaScript. Talking about the project, it has all the required essential features. This project has a user side where he/she can view artwork and can add artworks to cart and proceed for checkout whereas from administration side he/she can view orders, number of artworks, users, daily sales report, add artworks and categories. In this project, all the main functions are performed from the Admin side.

BIBILIOGRAPHY

BIBLIOGRAPHY

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- ➤ Apna College (HTML, CSS & Javascript Playlist)
- ➤ Code With Harry (PHP Tutorials)
- ➤ Thapa Technical (PHP Tutorials)

WEBSITE REFERENCE:

- ➤ GITHUB (Admin Panel)
- ➤ UDEMY (Complete Web-Development Course)

THANK YOU