TreatTap Sweet Store E-commerce Website

(By SEMESTER – V of III Year M.Sc. (CA & IT) 2023-24)

Submitted By:

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Internship Certificate

Date: 04 / 12 / 2023

TO WHOMSOEVER IT MAY CONCERN

This is to certify that **Mr. Poojan Oza (Roll No: 3042)** is a student of **K. S. School of Business Management** (CA & IT) college worked as an intern as part of his MSc (CA & IT) course at Gujarat University. He is actively involved in this project **TreatTap Sweet Store E-commerce website** at POSIMYTH Innovations where he is contributing to the ongoing development.

Mr. Poojan Oza has exhibited commendable dedication and enthusiasm in his work, showcasing a sincere and meticulous approach to his responsibilities. We are confident that he will make valuable contributions to the ongoing project at POSIMYTH Innovations.

We extend our best wishes to Mr. Poojan Oza for a successful completion of his internship and continued success in his future endeavours.

Regards

Sagar Patel
Director
POSIMYTH Innovations

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ACKNOWLEDGEMENT

We want to thank everyone who helped with our e-commerce project. Big thanks to **K.S. SCHOOL OF BUSINESS MANAGEMENT M.SC. (CA & IT)** for giving us the chance to do this project. Our project supervisor, **Sundeep Sir**, was super helpful and gave us great advice. Thanks to Other Faculties for their support and advice. It made our project even better. And a special thanks to our friends and family for cheering us on. Thanks, everyone!

Thanking You,

Poojan Oza

BIBLIOGRAPHY

Information Collection:

www.google.com

Reference Book:

Pressman, R. S. (Year). Software Engineering – A Practitioner's Approach (7th ed.). TATA McGraw Hill Publications.

Diagram Creation:

Tool Used: Figma

Description: Utilized for the creation of diagrams.

https://www.figma.com/

Inspiration for Project Idea:

I see the E-commerce websites like Amazon and Flipkart, which inspired me to create a similar platform. The aim is to develop a user-friendly and efficient e-commerce website specializing in the sale of sweets.

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CHAPTER-1: INTRODUCTION

1.1 ORGANIZATION PROFILE

Company Name: POSIMYTH Innovations

909 Satyamev Eminence, Near Shukan mall, Science City Rd, Sola, Ahmedabad, Gujarat 380060

Owner Name: Sagar Patel

Mobile No: +91 8401 911919

1.2 SYSTEM DETAILS

1.2.1 EXISTING SYSTEM:

- Currently the customer needs to contact physically to the Sweet store for getting the services.
- Sweet store also managing the services manually.
- Sweet Store are not able to reach a greater number of customers in a city because they are not available online.
- Customers are also not much aware of the services provide by the different shops.
- Management of the documents of customer are also done manually.

1.2.2 PROPOSED SYSTEM:

The proposed system, which is the focus of this project, represents a new and technologically advanced approach to managing the sweet store business. It will involve the development and implementation of a Sweet Store E-Commerce Website. This website will provide a digital platform for customers to browse, order, and purchase sweets online. Additionally, it will incorporate inventory management, order processing, and payment processing features, making it a more efficient and convenient way to conduct business compared to the existing manual system.

1.3 SCOPE OF SYSTEM:

- **Online Ordering**: Customers will be able to browse a wide variety of sweets, view product details, and place orders online.
- **Order Processing**: Orders placed by customers will be processed efficiently, reducing the time it takes to fulfil orders.
- **Payment Processing**: Secure and convenient payment options will be integrated into the website to facilitate seamless transactions.

1.4 OBJECTIVE

- **Digital Transformation**: To transition from a manual system to a digital platform, streamlining operations and improving efficiency.
- **Increased Sales**: To expand the customer base by offering online ordering and reaching a wider audience.
- **Inventory Optimization**: To ensure optimal inventory levels, reducing stockouts and overstock situations.
- **Improved Customer Experience**: To enhance the overall customer experience through user friendly online ordering and payment processes.
- **Business Growth**: To enable TreatTap Sweet Store to grow its sweet store business by leveraging the power of e-commerce.

CHAPTER - 2 PROPOSED SYSTEM REQUIREMENT GATHERING

2.1 STAKEHOLDER OF SYSTEM

Admin

Admin can Login. An Admin will manage the site and provide credential to access the client information vendors. Admin will manage all the product details, the user's details and can view the order details.

Customer

Customer is the user of the system. User can create and logged in account using E-mail and password on the website. User can search and view the product details online and able to place an order online. User needs to provide shipping details. User can be able to pay online as well as cash on delivery.

2.2 REQUIREMENT GATHERING TECHNIQUE USED

Requirement gathering is the process of determining what your projects needs to achieve and what needs to be created to make that happen.

- interviews
- Questionnaires
- Group Interview
- Observation
- Survey
- Documents Analysis

For our project we have used the **Questionaries For Customer**

Q1. Do you prefer online mode of payment?

Ans: yes.

Q2. What do you know about online system?

Ans: less time consuming and flexible for any time and any place.

Q3. Should system be attractive or user-friendly or both?

Ans: both.

Q4. Would you rather prefer online or offline system?

Ans: online system for getting things done fast.

Q5. Would you recommend our system with others?

Ans: yes.

2.3 CONSOLIDATED LIST OF REQUIREMENTS

Customer-Facing Requirements:

- **User Registration**: Customers should be able to create accounts and log in securely.
- **Browse Sweets**: Customers should easily browse and search for sweets.
- **Product Details**: Detailed product pages with descriptions, images, prices, and customer reviews.
- **Add to Cart**: Customers can add sweets to their shopping cart.
- **Buy/checkout**: Seamless checkout process for customers to complete their purchase. Secure payment options, such as credit/debit cards, digital wallets, etc. Confirmation page after a successful purchase.
- **Customer Review**: Ability for customers to leave reviews and ratings for sweets they have purchased.

Admin Requirements:

- **Product Management**: Admin should be able to add, edit, and remove products, including images and descriptions.
- **Order Management**: Access to order details, including customer information and delivery addresses.
- **User Management**: Admin should be able to edit and remove User Profile.

2.4 PROJECT DEFINITION

The project, Sweet Store E-commerce Website, aims to create an online platform for customers to purchase sweets conveniently. It will provide a user-friendly interface for customers to browse, select and purchase sweets. Store owners will have tools to manage their product listings and inventory efficiently. Delivery personnel will be able to view and fulfil orders, while administrators will have control over user accounts and website content.

CHAPTER – 3 SYSTEM MANAGEMENT AND PLANNING

3.1 FEASIBILITY

A feasibility study is carried out to select the best system that meets performance requirements. The main aim of the feasibility study activity is to determine whether it would be financially and technically feasible to develop the product. The feasibility study activity involves the analysis of the problem and collection of all relevant information relating to the product such as the different data items which would be input to the system, the processing required to be carried out on these data, the output data required to be produced by the system as well as various constraints on the behaviour of the system.

3.1.1TECHNICAL STUDY

Feasibility is performed to check whether the proposed system is technically feasible or not. This proposed system is technically feasible. All data are stored in database table. The interface is defined are user-friendly.

3.1.2 ECONOMICAL STUDY

- The economic feasibility study evaluates the cost of the software development against the ultimate income or benefits gets from the developed system. There must be scopes for profit after the successful completion of the project.
- Our system is not very costly to develop.
- It is easy to use and understand, therefore there is no need to appoint any operator to use the system.
- The organization is ready to invest in the proposed system because it is being developed in latest technology.

3.1.3 OPERATIONAL STUDY

- Our system will be easy to use and much secured.
- Attracting and retaining customers necessitates a well-designed website with regular updates, showcasing a diverse range of sweets.
- Customer support is paramount for TreatTap Sweet Store, ensuring user trust, data protection, and providing timely assistance for any customer concerns.

3.2 HARDWARE – SOFTWARE REQUIREMET

Server Side:

Processor	2.0 GHz and above
Hard Disk	4 GB or above
RAM	4 GB or above

Client Side:

Processor	1.7 GHz and above
Hard Disk	4 GB or above
RAM	1 GB or above

Software Requirement

Frontend	Html, CSS, PHP
Backend	MySQL
Tools	Visual studio code , Figma

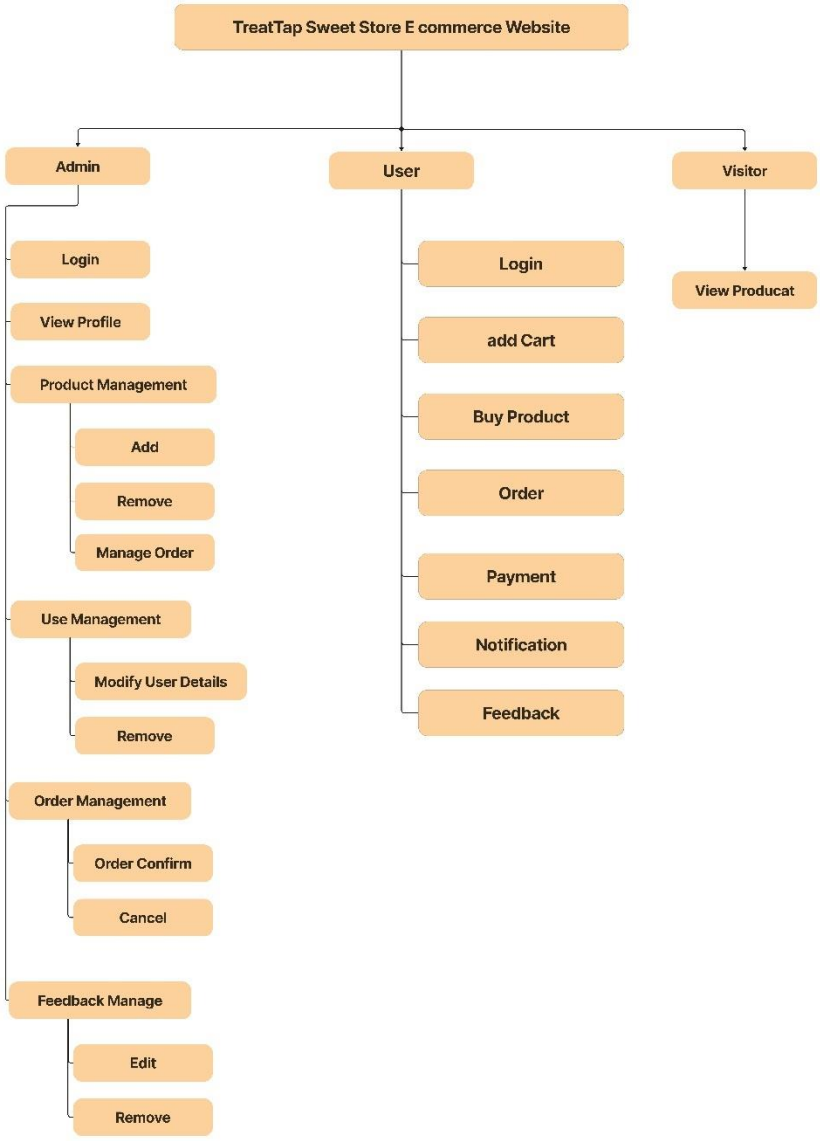
3.3 SYSTEM PLANNING

3.3.1 WORK BREAKDOWN STRUCTURE

- A work-breakdown structure (WBS) in project management and systems engineering, is a deliverable oriented breakdown of a project into smaller components. A work breakdown structure is a key project deliverable that organizes the team's work into manageable sections.

TreatTap Sweet Store E commerce Website

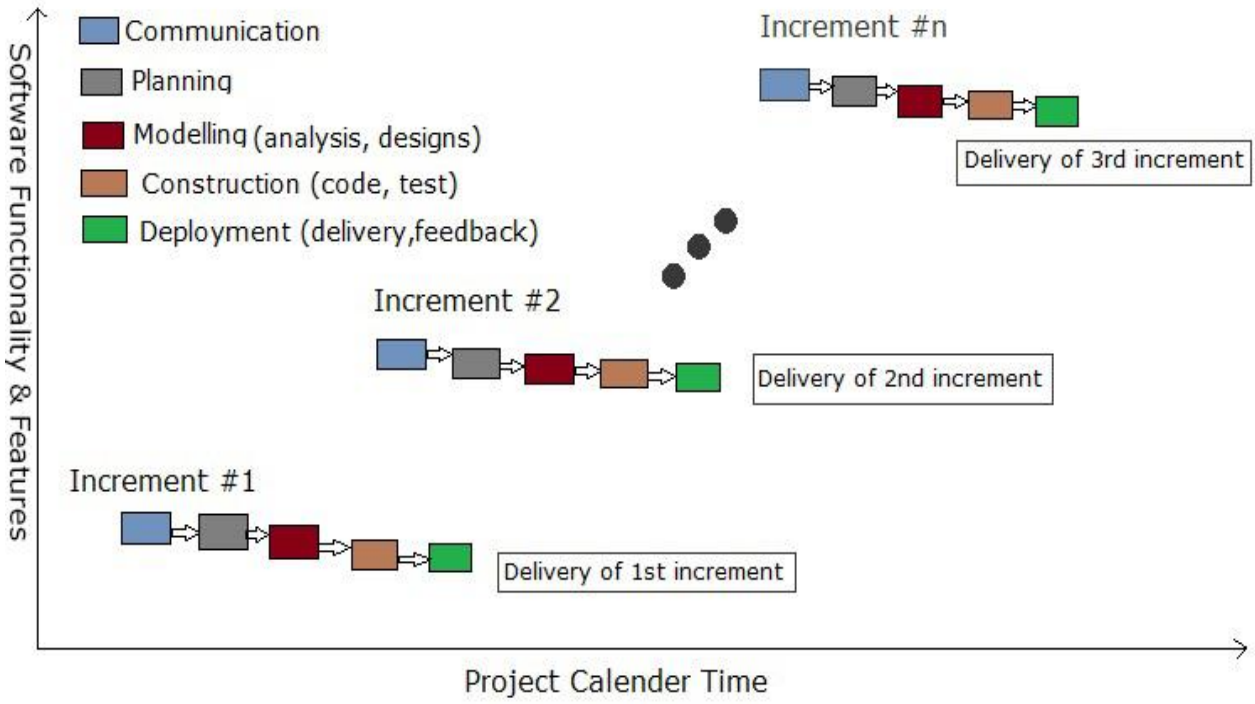
deliverable Work Break Down Structure



3.3.2 GANTT CHART

- A Gantt chart is a horizontal bar chart developed as a production control tool in 1917 by Henry L. Gantt, an American engineer and social scientist. Frequently used in project management, a Gantt chart provides a graphical illustration of a schedule that helps to plan, coordinate, and track specific tasks in a project.

3.4 PROCESS MODEL



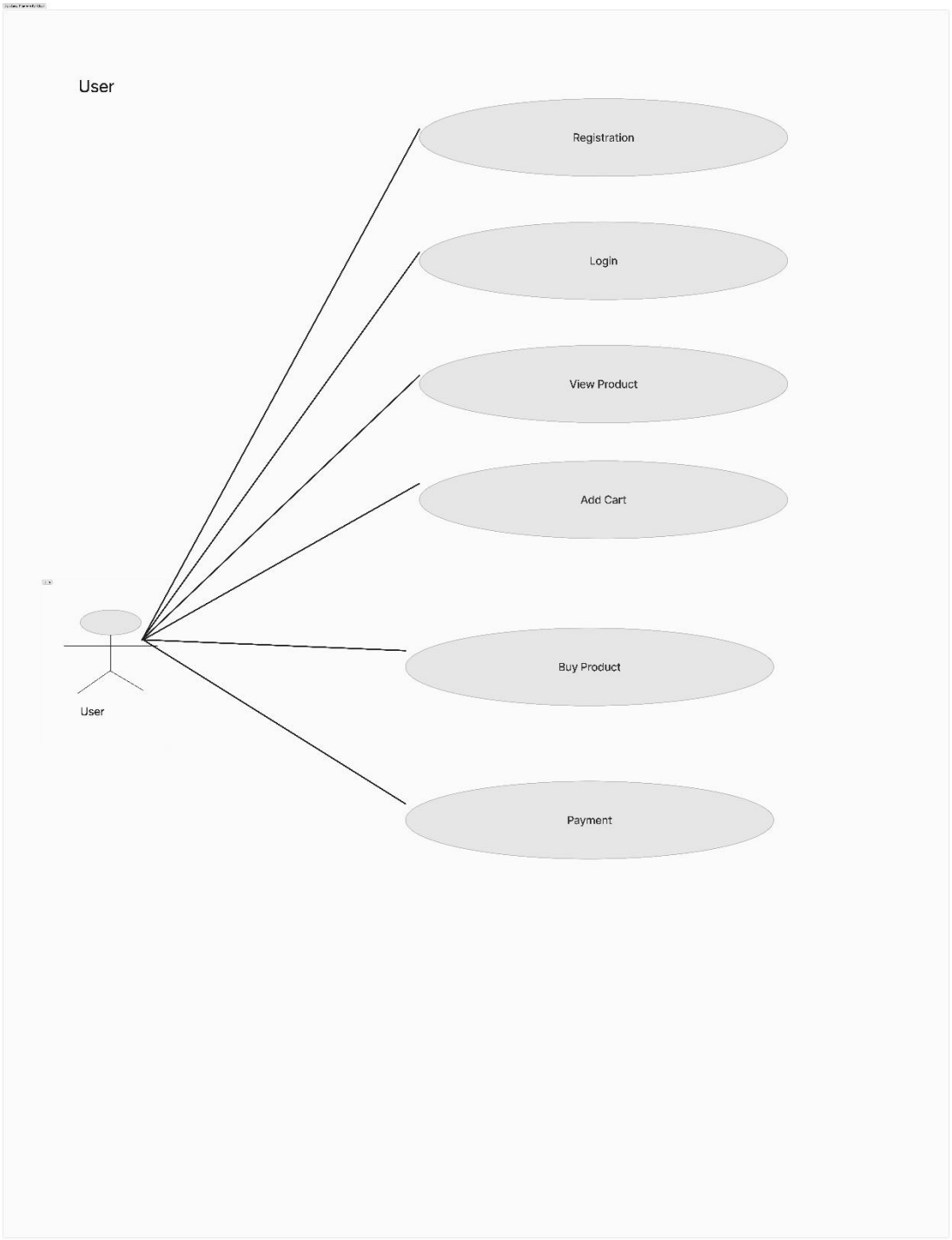
- We're using the Incremental Model because our project's requirements aren't fixed. We can add more features as we go. This helps us develop the final product step by step.
- The main advantage of using this process model is that the sort-term goal can be set and thus work can be done more efficiently. Also, this helps the client to keep a good track of the development process. Due to this reason, we choose this process model.

Chapter - 4 SYSTEM ANALYSIS AND PLANNING

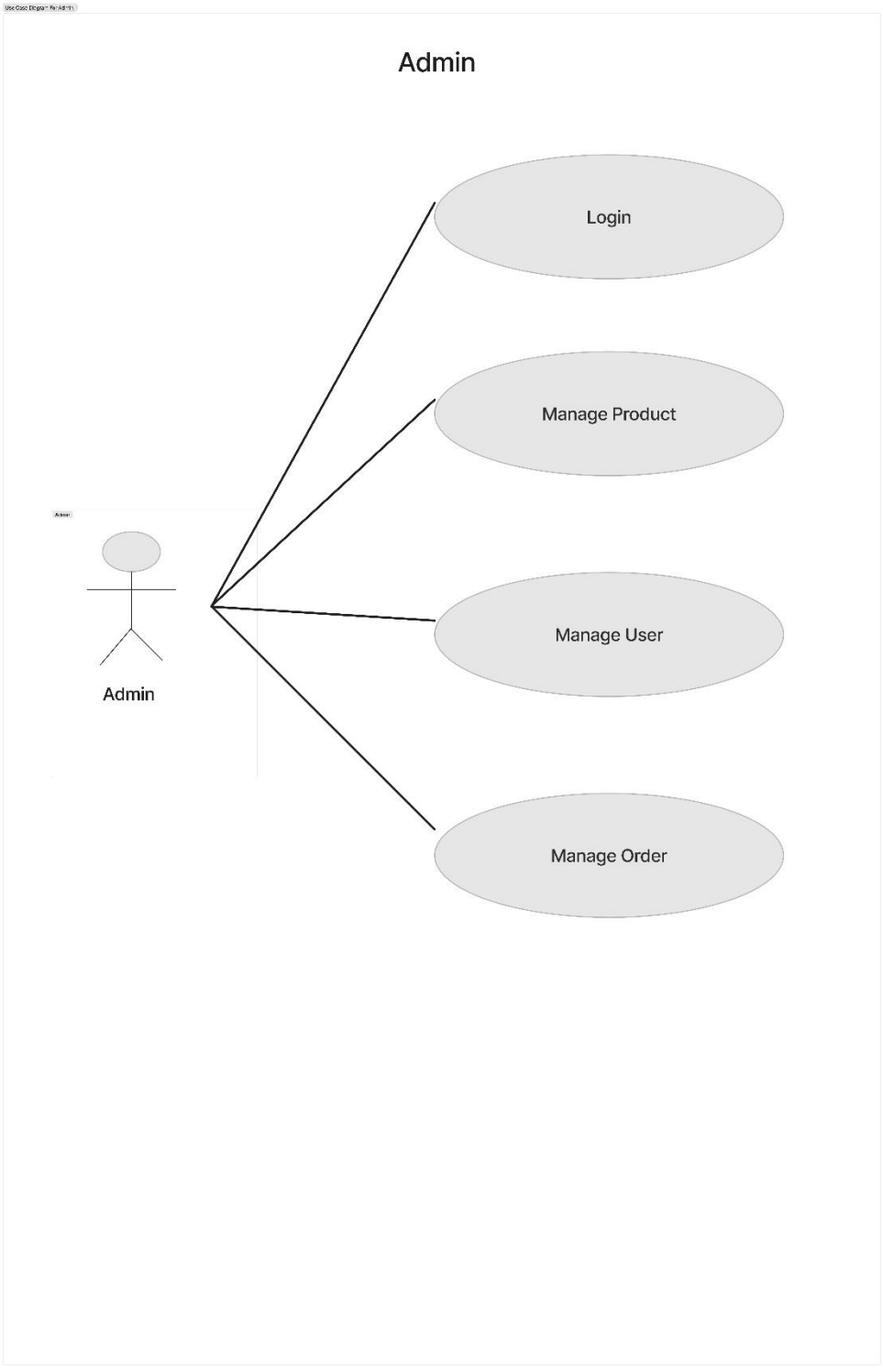
4.1 UML (UNIFIED MODELING LANGUAGE)

Use Case Diagram

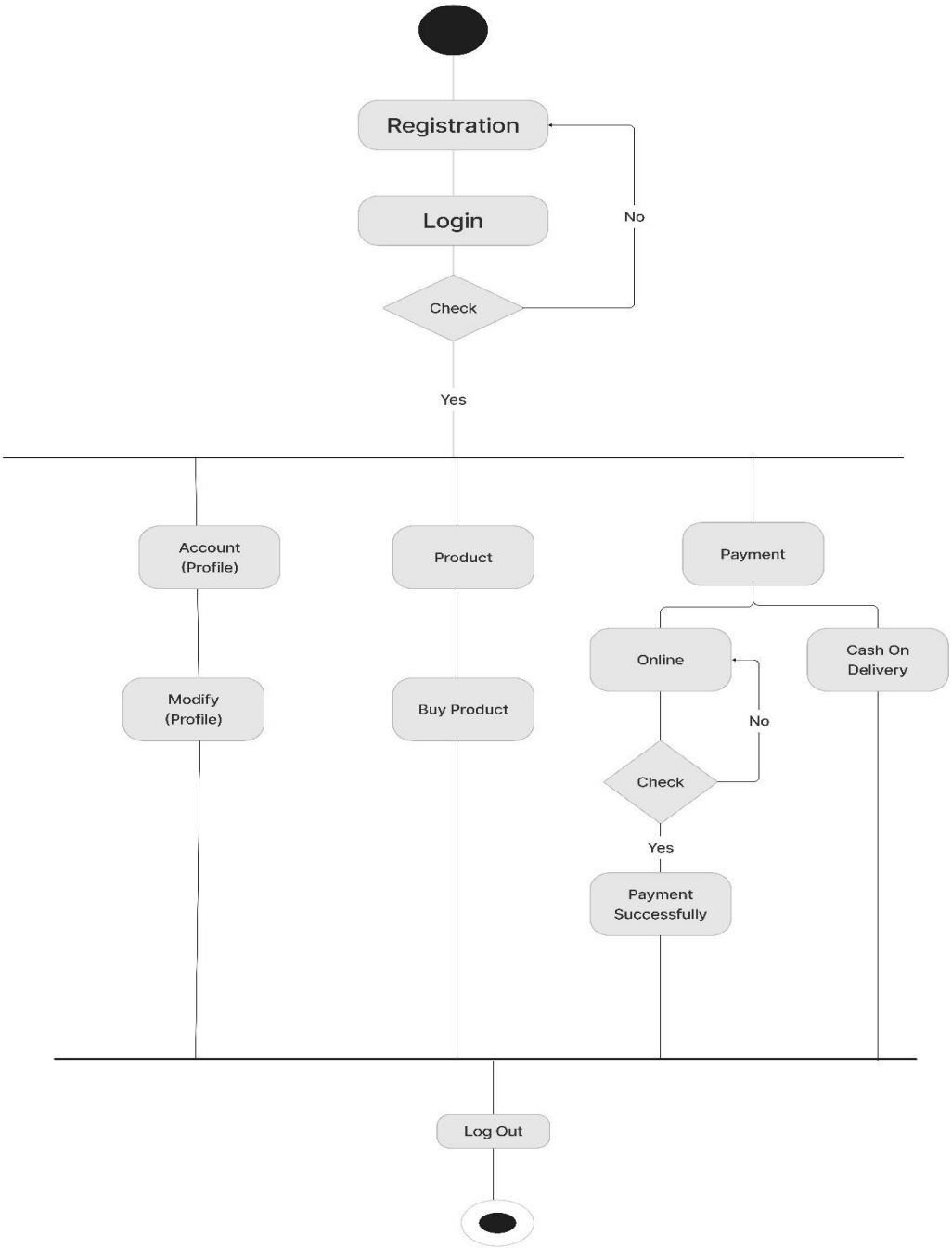
User:



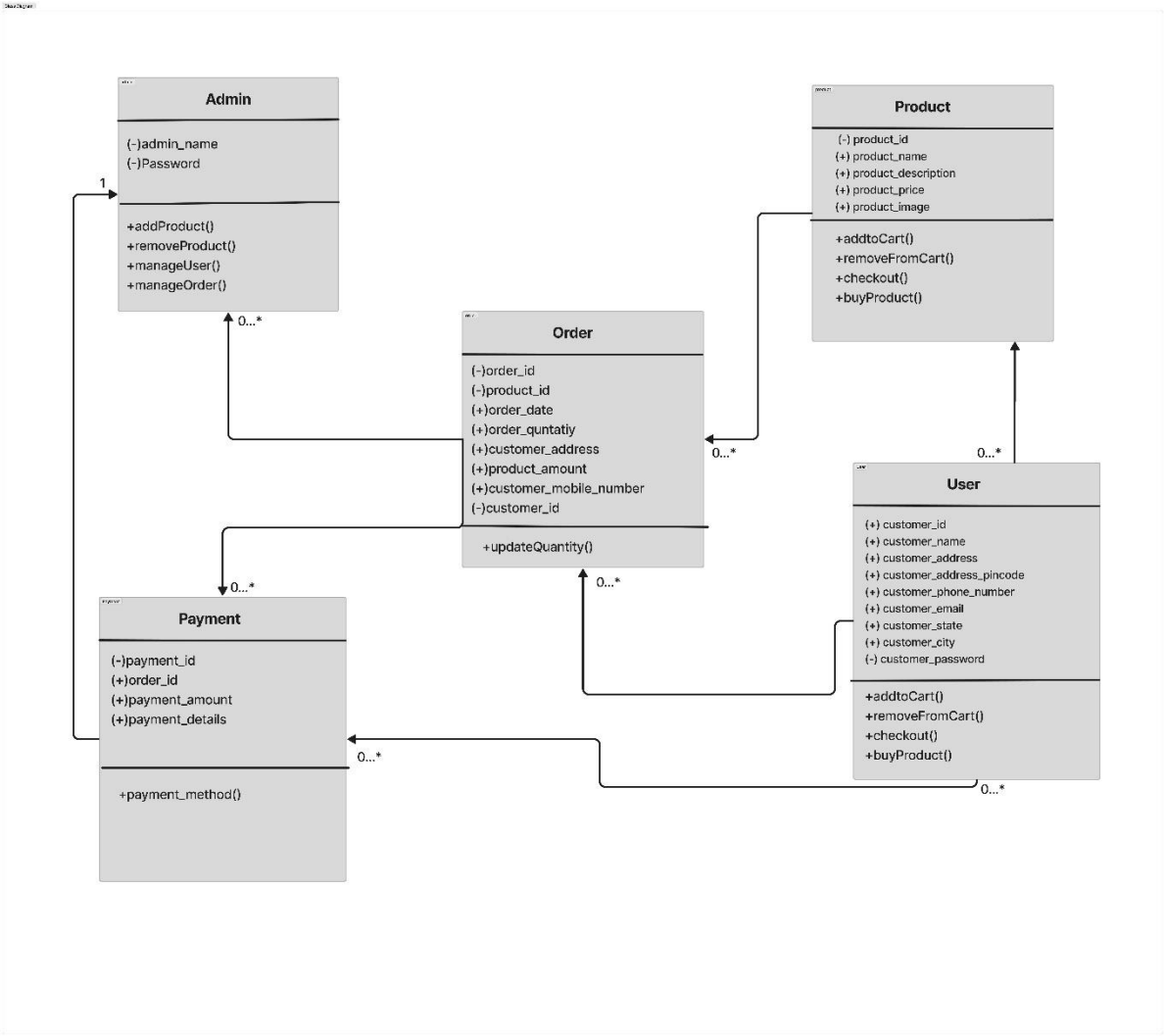
Admin



Activity diagram

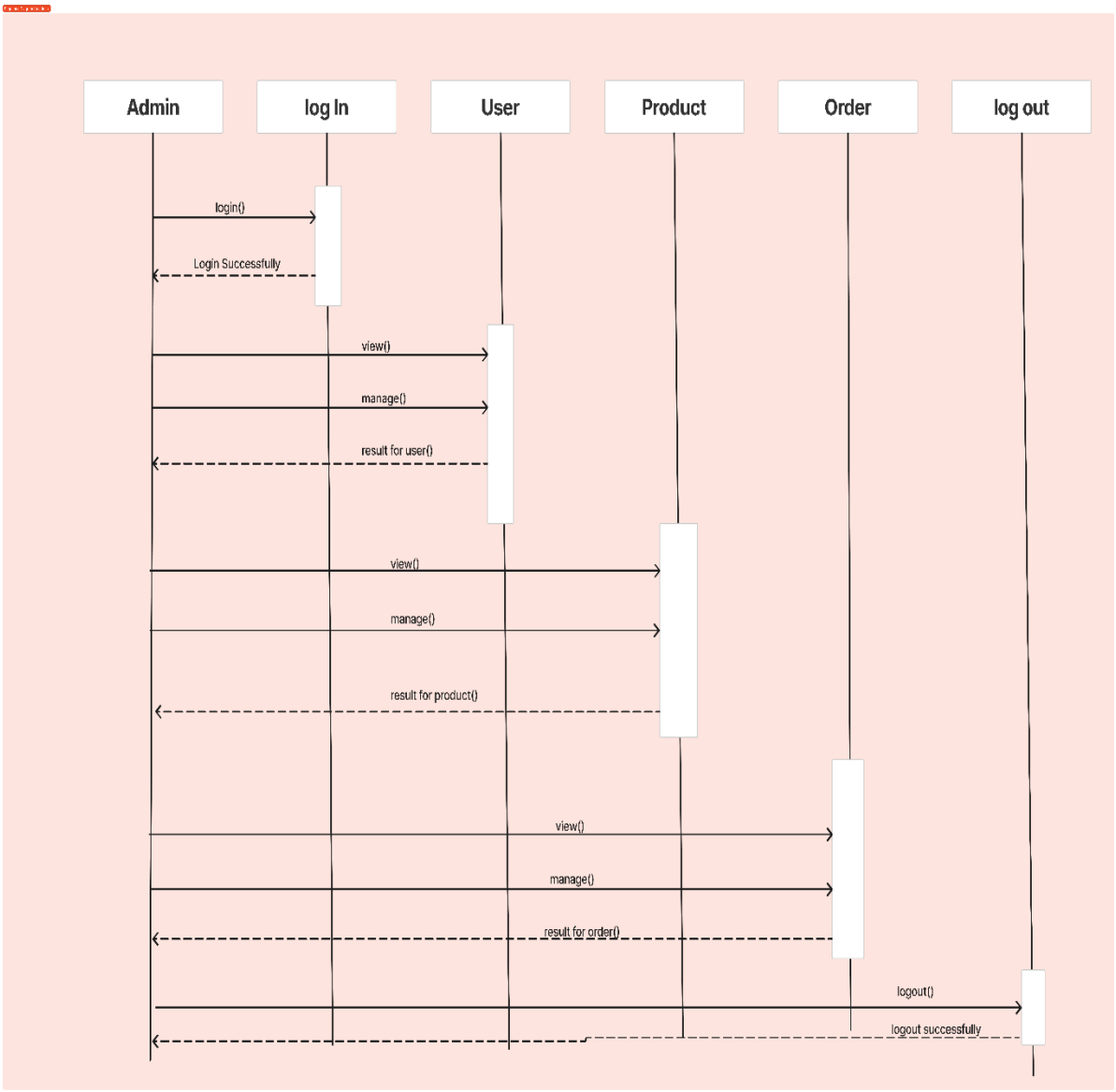


Class Diagram:

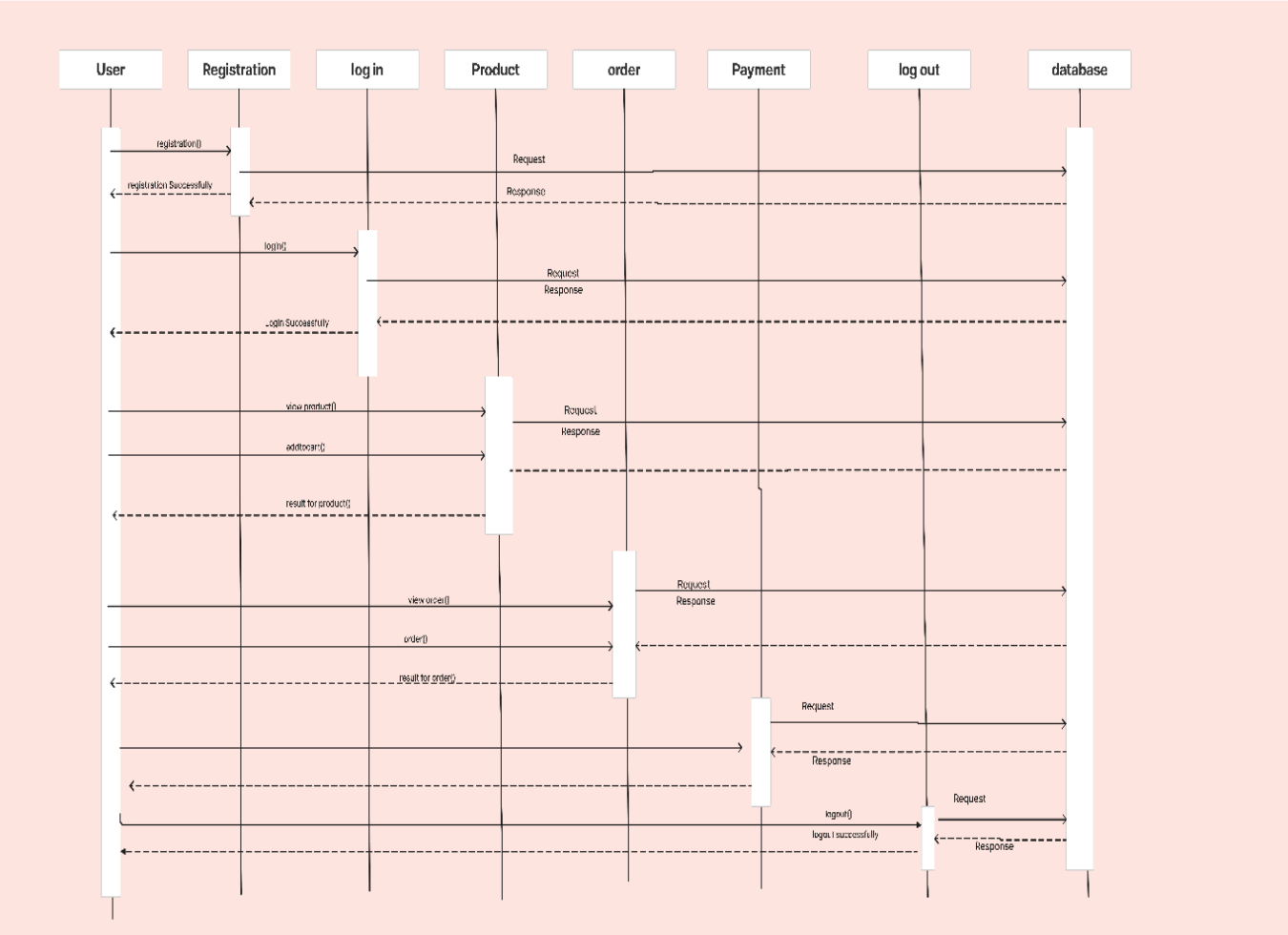


Sequence Diagram

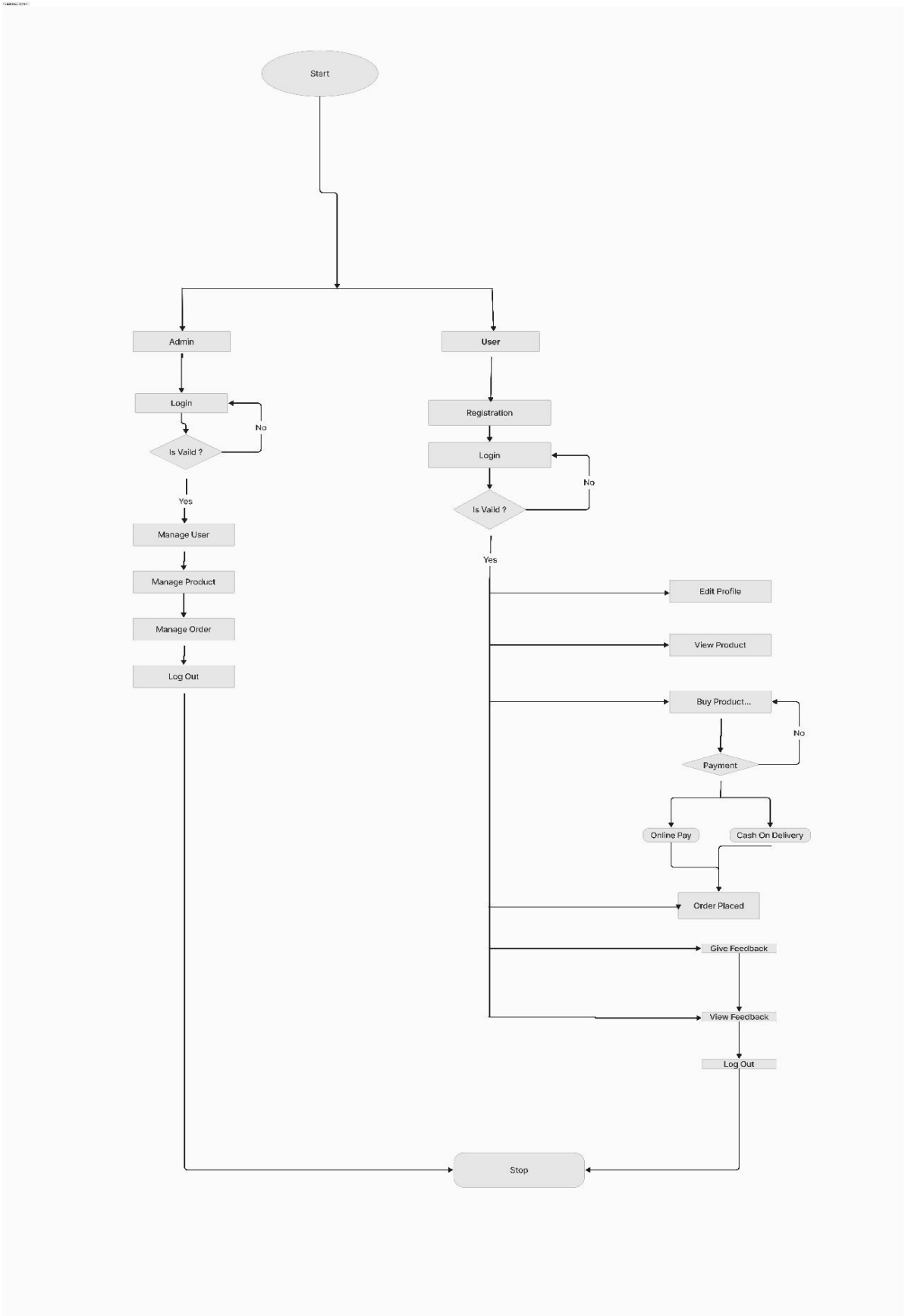
Admin:



User


User
Registration
log in
Product
order
Payment
log out
database
registration()
registration Successfully
Request
Response
login()
Request
Response
login Successfully
view product()
Request
Response
addtocart()
result for product()
Request
Response
view order()
order()
result for order()
Request
Response
Request
Response
logout()
logout successfully
Request
Response

4.2 SYSTEM FLOW DIAGRAM



4.3 DATA DICTIONARY

1. User table
2. Product table
3. Order table
4. Payment table
5. Cart Table

User Table

Field	Data Type	Constraint	Size	Description
User_id	Int	Primary Key	10	Id of the User
User_name	Varchar	Not Null	10	Name of the User
User_email	Varchar	Not Null	50	Email of the User
User_password	Varchar	Not Null	10	Password of the User
User_address	Varchar	Not Null	Text	Address of the User

Product Table:

Field	Data Type	Constraint	Size	Description
Product_id	Int	Primary Key	10	Id of the Product
Product_name	Varchar	Not Null	10	Name of the Product
Product_details	Varchar	Not Null	50	Details Of Product
Product_price	Int	Not Null	10	Price Of Product
Product_image_url	Varchar	Not Null	Text	Image Of Product Url

Order Table:

Field	Data Type	Constraint	Size	Description
User_id	int	Foreign key	10	User id fetch from user table
Order_id	Int	Primary Key	10	Id of the order
Order_date	date	Not Null	10	Date of the order
Product_id	Int	Foreign Key	10	Product id fetch from product table
Quantity	Float	Not Null	10	Quantity of Product fetch from cart table
Amount	Int	Not Null	10	Amount of Product fetch from cart table
Order_address	Varchar	Not Null	200	Order Address fetch from user table
User_mobile_number	Int	Not Null	12	User mobile number fetch from user table

Payment Table:

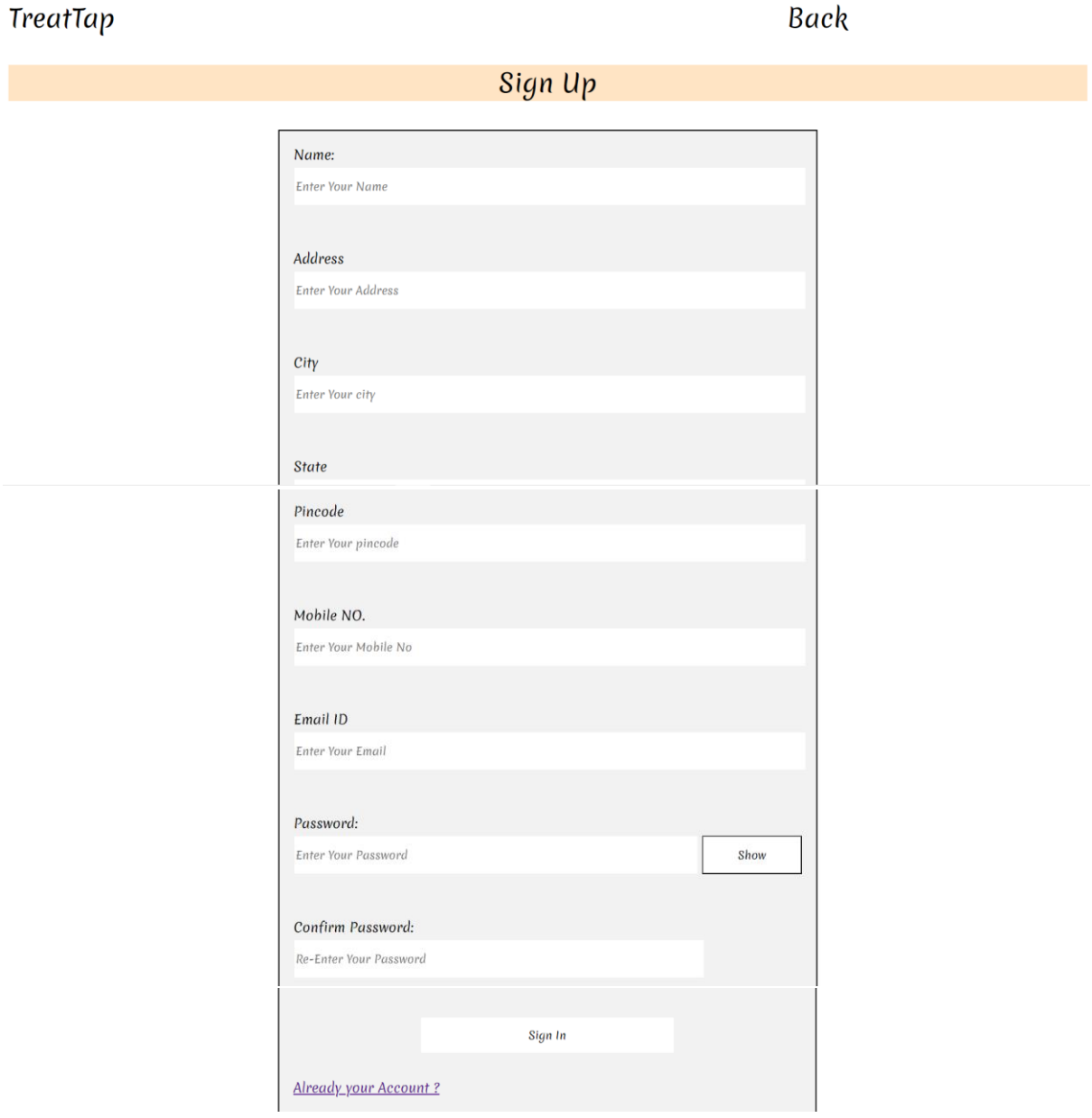
Field	Data Type	Constraint	Size	Description
User_id	Int	Foreign key	10	Id of user
Payment_id	Int	Primary Key	10	Id of the Payment
Order_id	Int	Foreign key	10	Id of the Order
Payment_amount	Int	Not Null	15	Amount of Payment
Payment_method	Varchar	Not Null	10	Method Of Payment
Payment_details	Varchar	Not Null	Text	Details of Payment

Cart Table:

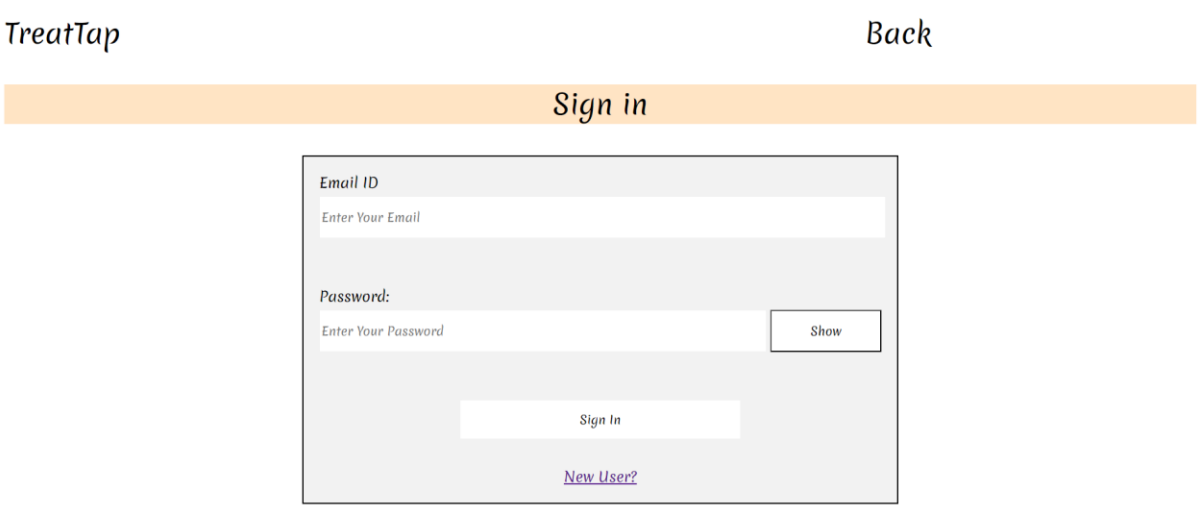
Field	Data Type	Constraint	Size	Description
cart_id	Int	Primary Key	10	Feedback Id
Product_id	Int	Foreign key	10	Product Id fetch from product table
Product_name	Varchar	Not Null	10	Product Name fetch from product table
Product_image	Varchar	Not Null	300	Product Image Fetch from Product table
Product_price	Number	Not Null	20	Product Price Fetch from Product table
Product_quntity	Number	Not Null	20	Product Quntity
Product_total_price	Numebr	Not Null	20	Per Product Total Price

4.4. User Interface Designs:

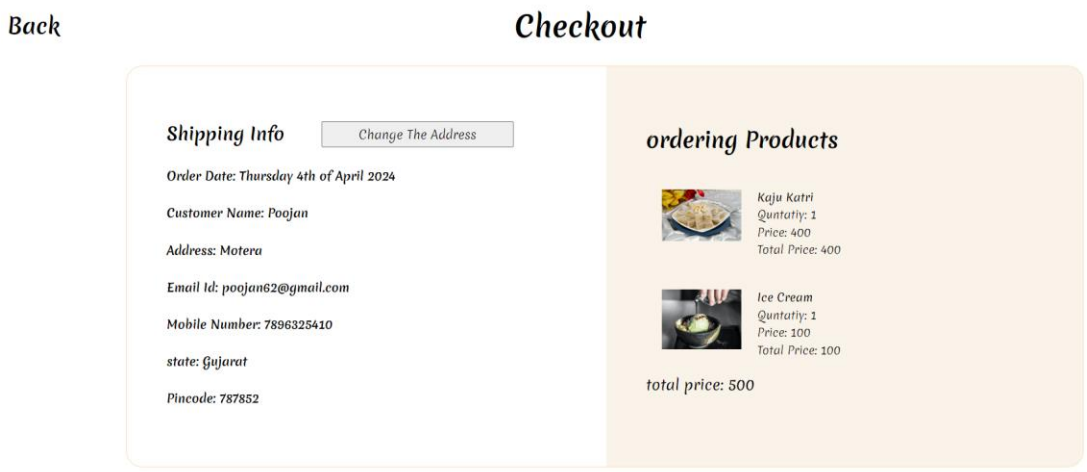
- Sign Up



- Sign In



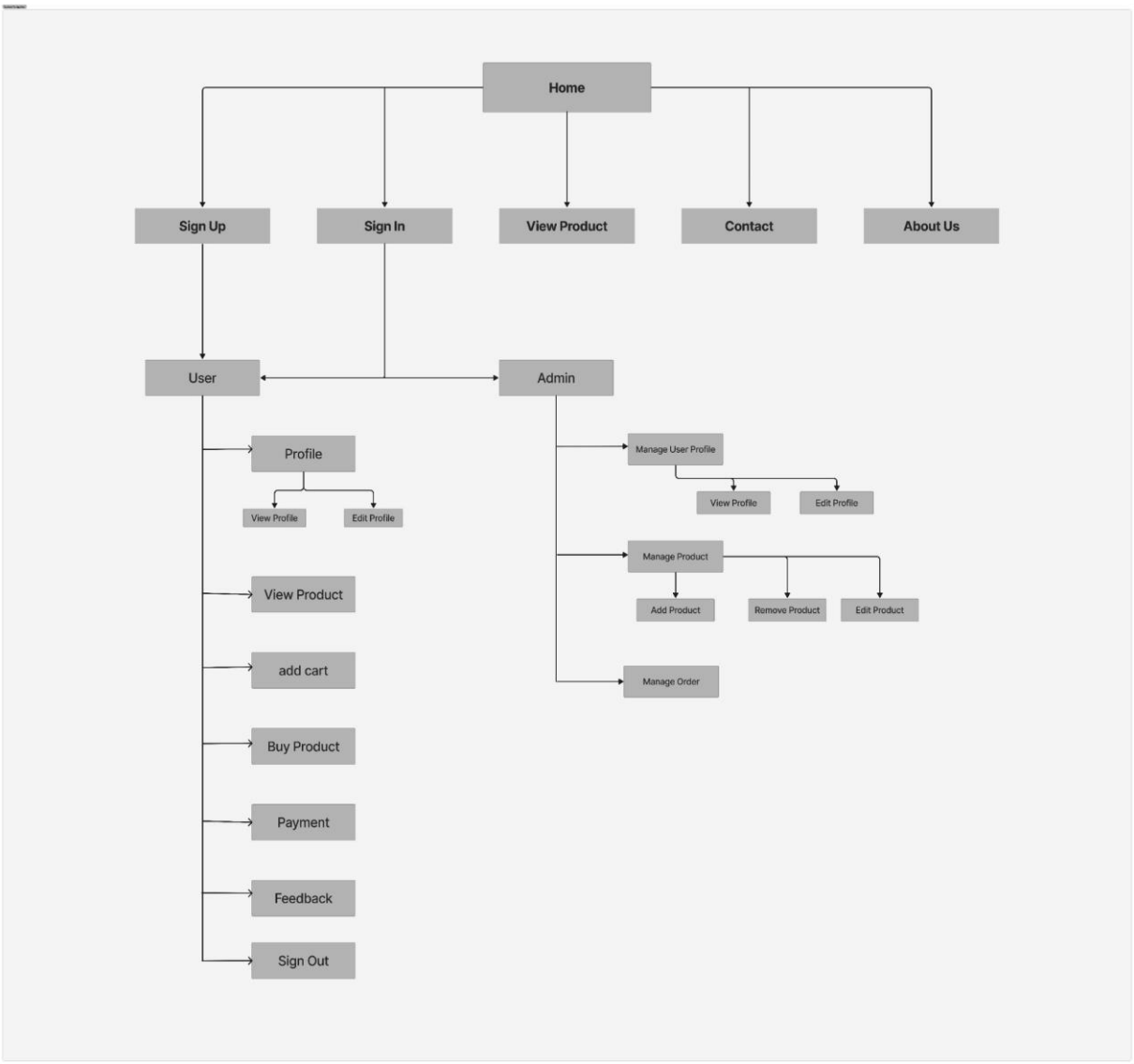
- Checkout Page



Cart Page

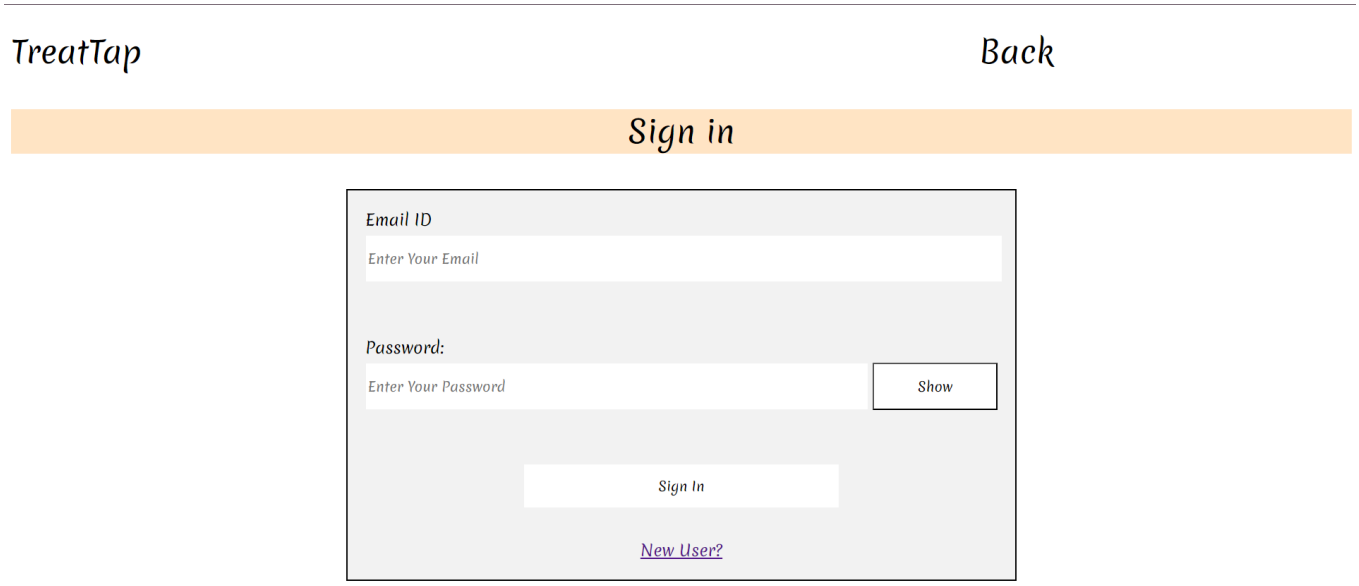

TreatTap
Back
Cart Page
Poruduct name
Price
Quantity
Total Price
Remove
Kaju Katri
400
- 1 +
400
Remove
Ice Cream
100
- 1 +
100
Remove
Checkout

4.5 System Navigation

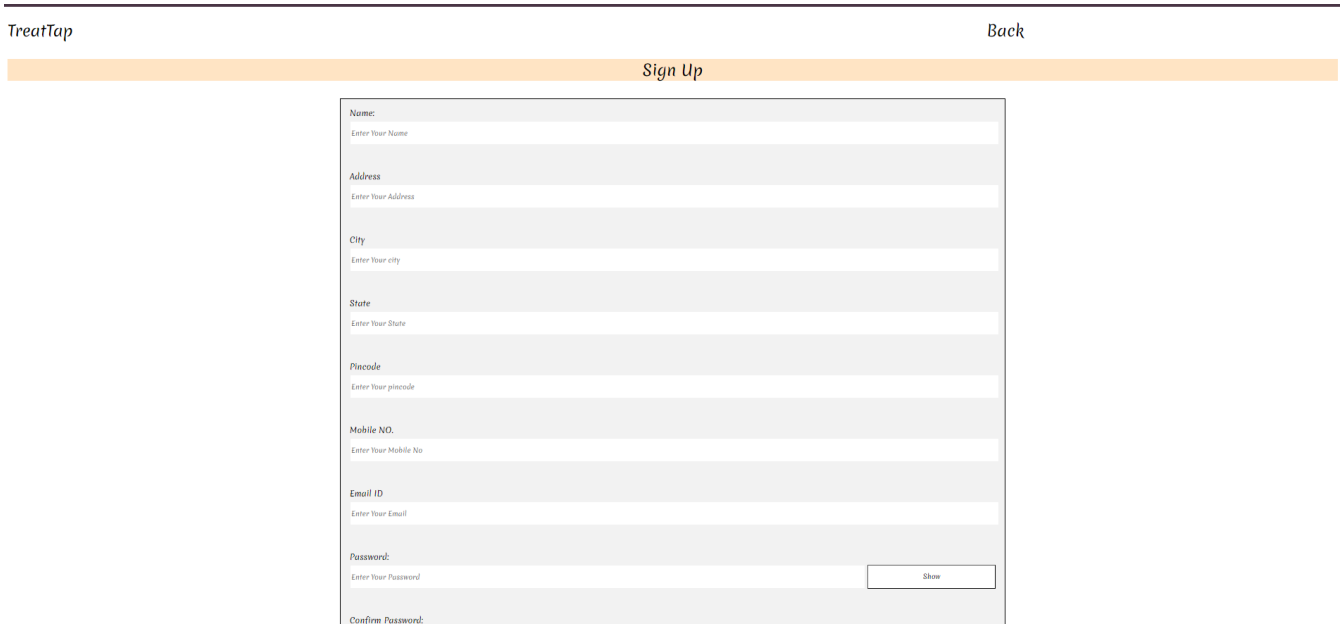


CHAPTER - 5 INPUT / OUTPUT DESIGN

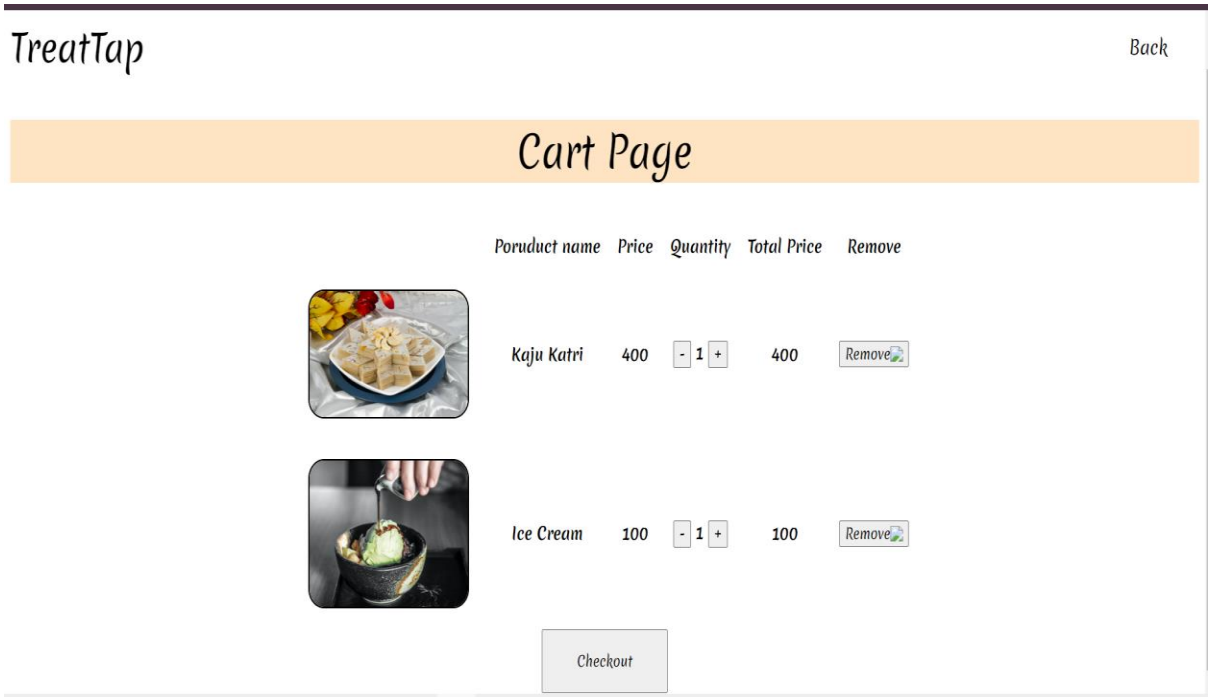
Sign In Page:



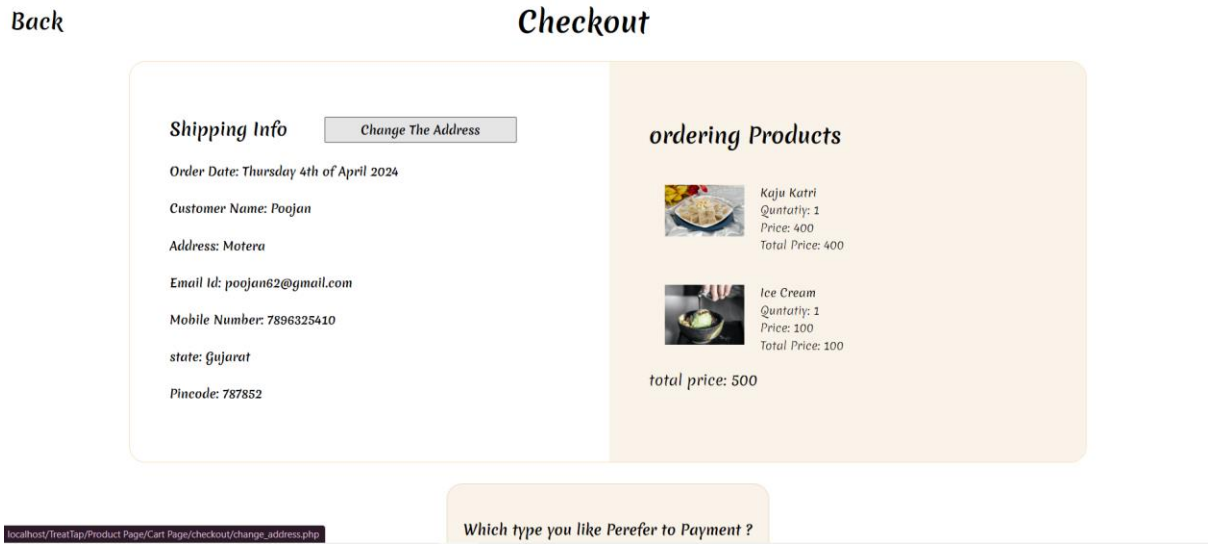
Sign Up Page:



Cart Page:



Checkout Page



CHAPTER-7: SUMMARY

5.1 ASSUMPTION

- We assume that all the features that we are trying to provide for them to make their shopping easy seam less will be accomplished by using our system.

5.2 LIMITATIONS

5.3 CONCLUSION

- The main purpose of this site is to allow customers to place order without even visiting the shop. Being able to buy any time, any place, anywhere. Site enables them to browse before they shop, and to research the product so they have more confidence in what they are buying. online shopping become more enjoyable and easier than real-world shopping. We know we might have made some mistakes knowingly or unknowingly. But all the suggestions regarding to this system are always welcome

5.4 FUTURE SCOPE

• We will provide online payment gateways

• We will also provide seller easyliy sell his sweet on this TreatTap Sweet Store.

• We will provide SMS Alert Features for Tracking of order and service booking.

• Customer can cancel the booking once he placed.