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## 1.TITLE OF PROJECT

Online Shoes Shop

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## **2.INTRODUCTION**

This project is a web-based shopping system for my personal shop. The project objective is to deliver the online shopping web platform.

An online shoe store is a virtual store on the internet where customers can browse the Catalogue and select shoes of interest. The selected shoes may be collected in a shopping cart at checkout time, the items in the shopping cart will be presented as an order.

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### **3.OBJECTIVE**

Electronic Commerce (e-commerce) applications support the interaction between different parties participating in a commerce transaction via the network, as well as the management of the data involved in the process, as more people gain confidence in current encryption technologies, more and more users can be expected to frequently purchase items online.

A good e-commerce site should present the following factors to the customers for better usability :-

- Effective categorical organization of products.
- Consistent layout of product information.
- Obvious shopping links or buttons.
- Minimal and effective security notifications or messages.
- Another important factor in the design of an e-commerce site is feedback.

## **4.DATA MODEL DESCRIPTION**

A data model is a conceptual representation of the data structures that are required by a database. It defines primary data objects, composition of each data object and attributes of the object, relationships between each object and other object and between objects and the processes.

### **List of Tables:**

1. Login
2. Customers
3. Products
4. Category
5. Cart
6. Order details
7. Payment
8. Feedback

### **Tables**

#### **Admin Table**

<b>Field</b>	<b>Data Type</b>	<b>Constraint</b>
ID	Int	Primary key
Email	VarChar(50)	Null
FullName	VarChar(50)	Null
Password	VarChar(50)	Null

#### **Customer Table**

<b>Field</b>	<b>Data Type</b>	<b>Constraint</b>
ID	Int(10)	Primary Key
First_Name	Character(20)	Not Null
Last_Name	Character(20)	Not Null
Date_of_Birth	Date	Not Null
Address	Character(30)	Not Null
Mobile_No.	Number	Not Null

## **Products Table**

<b>Field</b>	<b>Data Type</b>	<b>Constraint</b>
Product_ID	Int(10)	Primary Key
Product_Name	Character(20)	Not Null
Product_Price	Number(5)	Not Null
Product_Image	VarChar(100)	Not Null
Product_Size	Number(5)	Not Null
Product_Stock	Float	Not Null
Product_Category_ID	Number(10)	Not Null

## **Category Table**

<b>Field</b>	<b>Data Type</b>	<b>Constraint</b>
Category_ID	Int(10)	Primary Key
Category_Name	Character(20)	Not Null

## **Cart Table**

<b>Field</b>	<b>Data Type</b>	<b>Constraint</b>
Product_ID	Int(10)	Primary Key
Product_Quantity	Int(10)	Not Null

## **Order Details Table**

<b>Field</b>	<b>Data Type</b>	<b>Constraint</b>
Order_ID	Int(10)	Primary Key
Order_Name	Character(20)	Not Null
Order_User_ID	Int(10)	Primary Key
Order_User_Name	Character(20)	Not Null
Order_Amount	Float	Not Null
Order_Quantity	Int(10)	Not Null
Order_Ship_Adress	VarChar(100)	Not Null
Order_Date	Date	Not Null

Order_Tracking_No.	VarChar(80)	Not Null
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## Payment Table

Field	Data Type	Constraint
Payment_ID	Int(10)	Primary Key
User_ID	Int(10)	Primary Key
Order_ID	Int(10)	Primary Key
Payment_Type	VarChar(50)	Not Null
Ammount	Int(5)	Not Null
Provider	VarChar(50)	Not Null
Status	VarChar(50)	Not Null

## Feedback Table

Field	Data Type	Constraint
User_ID	Int(10)	Primary Key
Email	VarChar(50)	Not Null
Name	VarChar(30)	Not Null
Feedback	VarChar(500)	Not Null

### Main Description of the module :-

All the above mentioned data are stored in the back end and can be retrieved reports with filtering options.

### ER-Diagram :-

An entity-relationship model (ERM) is an abstract and conceptual representation of data. Entity-relationship modelling is a database modelling method used to provide a type of conceptual schema or semantic data model of a system.

An entity may be defined as a thing which is recognized as being capable of an independent existence and which can be uniquely identified.

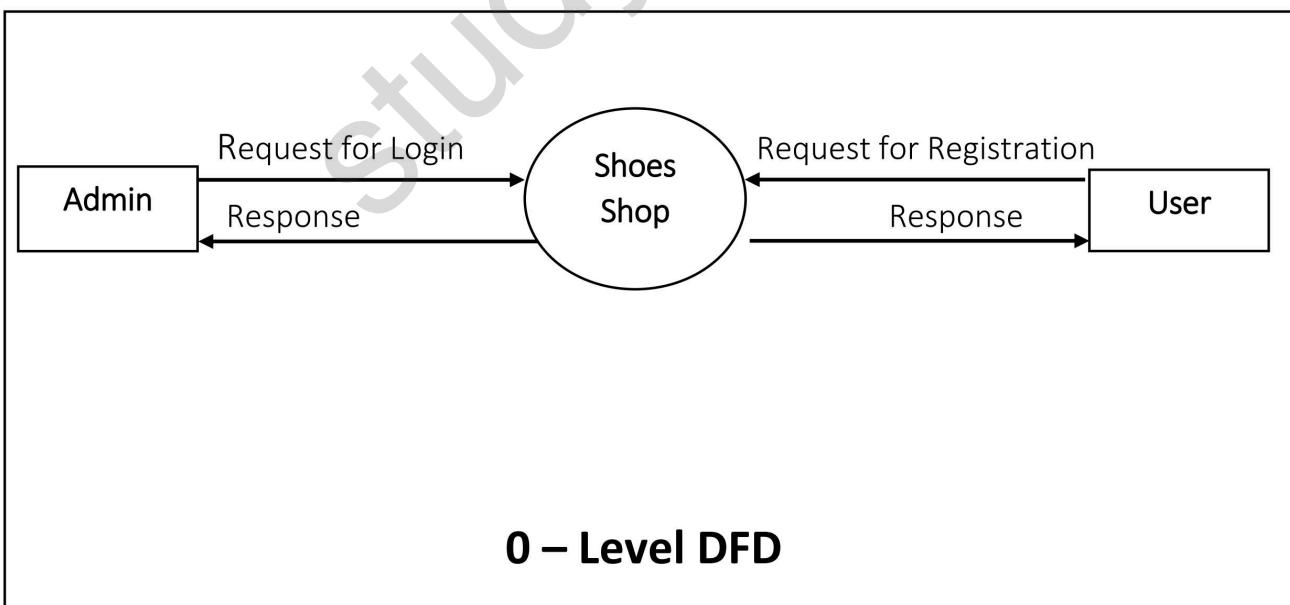
## **5.Data Flow Diagram**

Data flow diagrams (DFD) are part of a structured model in the development of software. They are a graphical technique that depicts information flow and the transforms that are applied as data move from input to output. Basically, the function of DFDs is to show the user a graphical analysis of a software system. It is like a flowchart, except DFDs show the flow of data throughout the system.

### **Data Flow Diagram Symbol :-**

- : Data Flow
- : Process
- : Entity
- : Data Store

### **0 Level Data Flow Diagram**

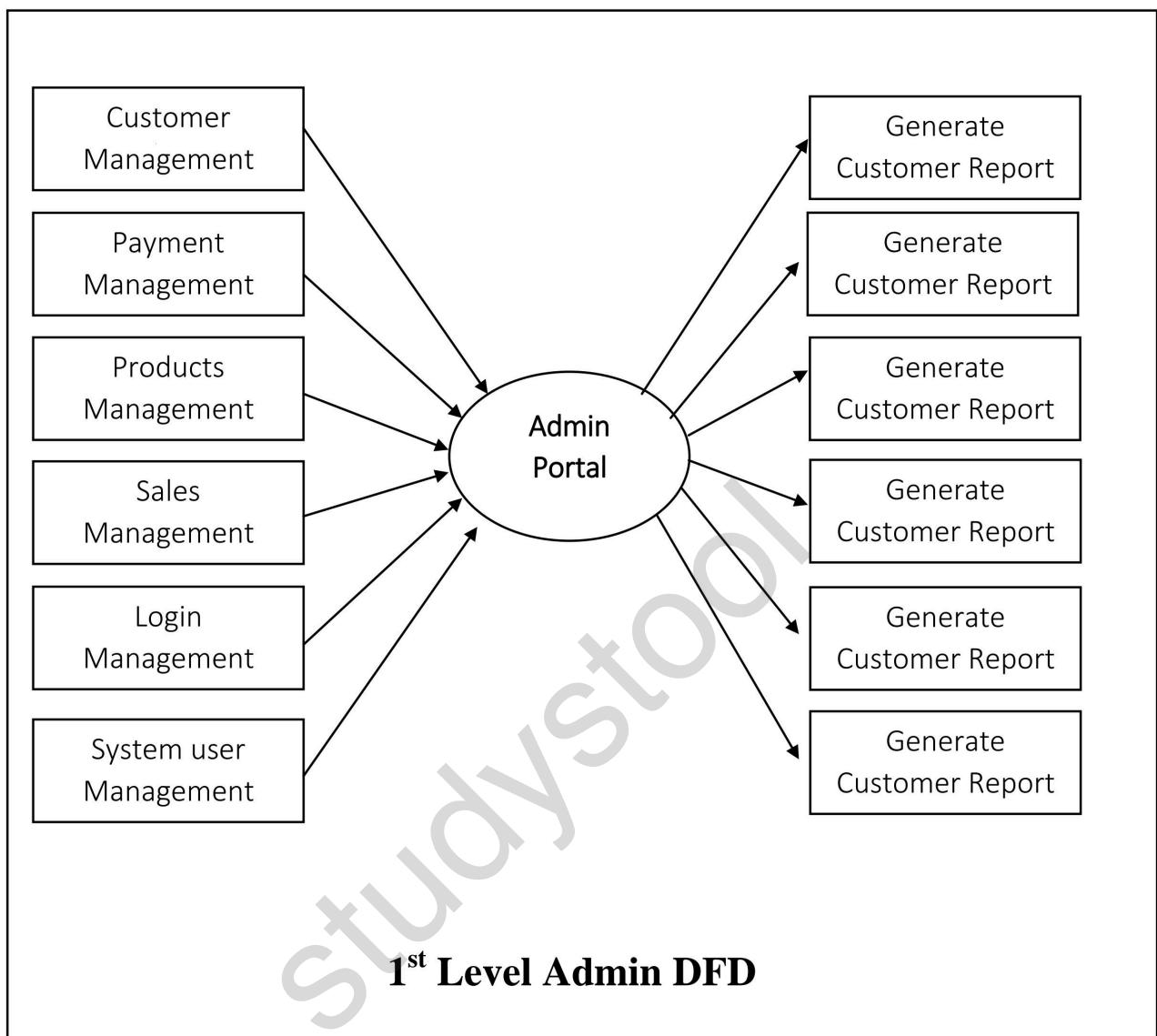


## **1<sup>st</sup> Level Admin Side Data Flow Diagram**

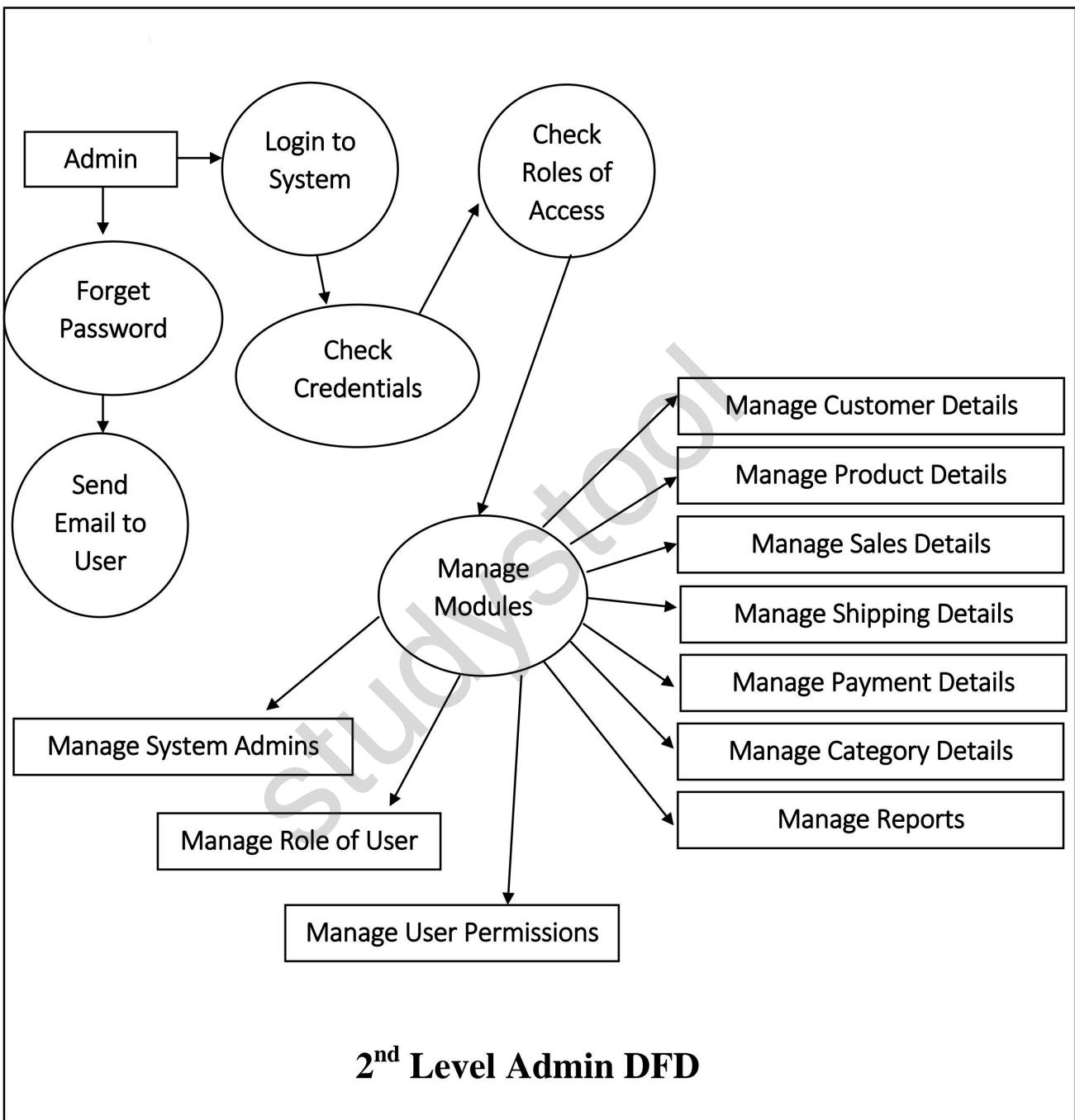
1<sup>st</sup> level DFD describe the functionality of Admin, who is an owner of the website. Admin can first add category of item, data stores of shipping, Bill, Payment, Customer and Sales.

### **Main entities and output of First level DFD**

- Processing Product records and generate report of all product
- Processing Category records and generate report of all Category
- Processing Sales records and generate report of all sales
- Processing Customer records and generate report of all Customer
- Processing Payment record and generate report of all Payment
- Processing Bill records and generate report of all Bill
- Processing Shipping records and generate report of all Shipping

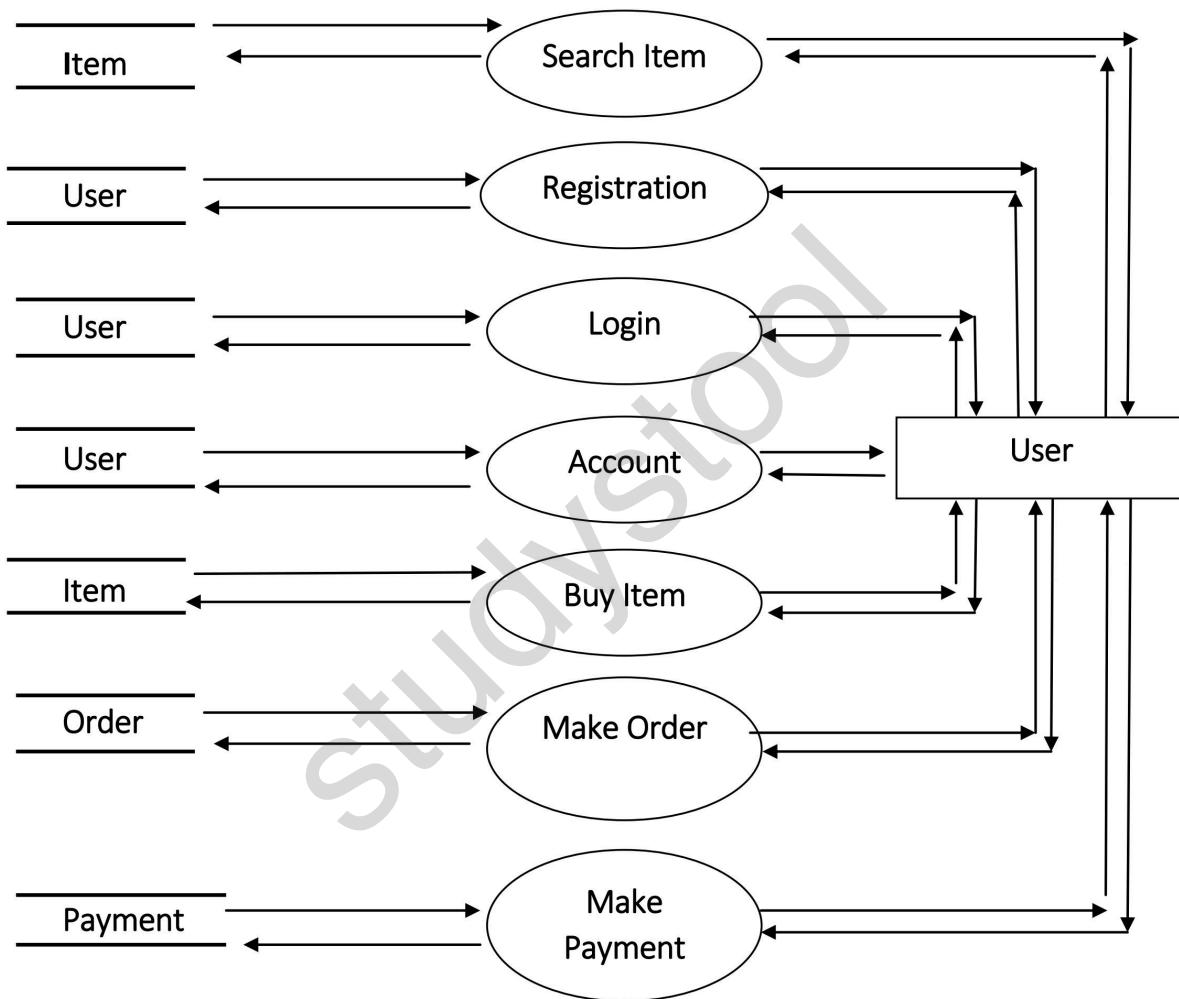


## 2<sup>nd</sup> Level Admin Side Data Flow Diagram



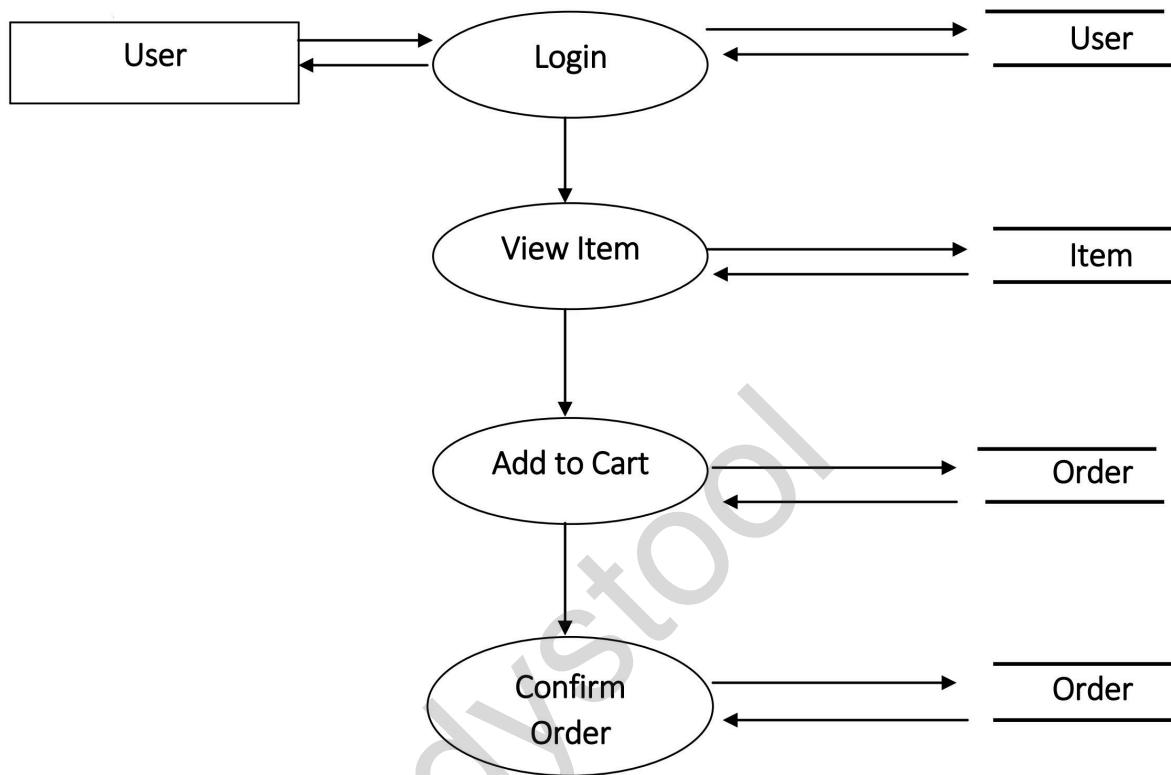
## 1<sup>st</sup> Level User Side Data Flow Diagram

The user is all people who operate or visit our website. User is a customer of a website. User can first select product for but, user must have to register in our system for purchase any item from our website. After register he can login to site and buy item by making online payment through any bank debit card.



## 1<sup>st</sup> Level User DFD

## 2<sup>nd</sup> Level User Side Data Flow Diagram



2<sup>nd</sup> Level User DFD

## **6.Report Generation**

### **❖ List of reports that are likely to be generated :-**

- **Customer reports:** These reports display specific information to track order and reward point for each customer using the store.
- **Order reports:** The following information will be displayed about customer order:
  - Customer Name
  - E-mail
  - Total number of orders made by this customer
  - Total number of products purchased by this customer
- **Products viewed report:** The product view report gives you an idea of what are being viewed the most, or least in the shop.
- **Returns Report:** The returns report shows how many returns were requested within a given time frame.

## **7.Tools/Platform, Hardware and Software Requirement**

### **Hardware Required :-**

- Processor : Pentium IV or Above
- Ram : 2 GB or Above
- Hard Disk : 50 GB or Above
- Cache Memory : 128 KB or Above
- Input Devices : Keyboard, Mouse
- Output Devices : Monitor

### **Software Required :-**

- Operating System : Linux, Mac, Windows XP,  
Windows 7, 8, 8.1, 10
- Front End : HTML, CSS, JavaScript, PHP
- Back End : MySQL
- Local Host : XAMPP

## **8.SCOPE OF THE PROJECT**

E-commerce had bloomed over the years and is one of the fastest-growing domains in the online world. Though it took some time for this to be accepted by the end-users, today we are at a point where the majority of the people love to shop online.

There were numerous concerns revolving around online shopping at its launch, but over years people tend to have started trusting e-commerce for all their shopping needs.

In India, people prefer shopping online these days rather than having to visit the physical store. The payment features that are smart and secure as well as the cash on delivery (COD), which makes the payment, even more, safer with hassle-free shipping, easy returns and reach out.

## **9.Bibliography**

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