



GIFT SHOP MANAGEMENT SYSTEM

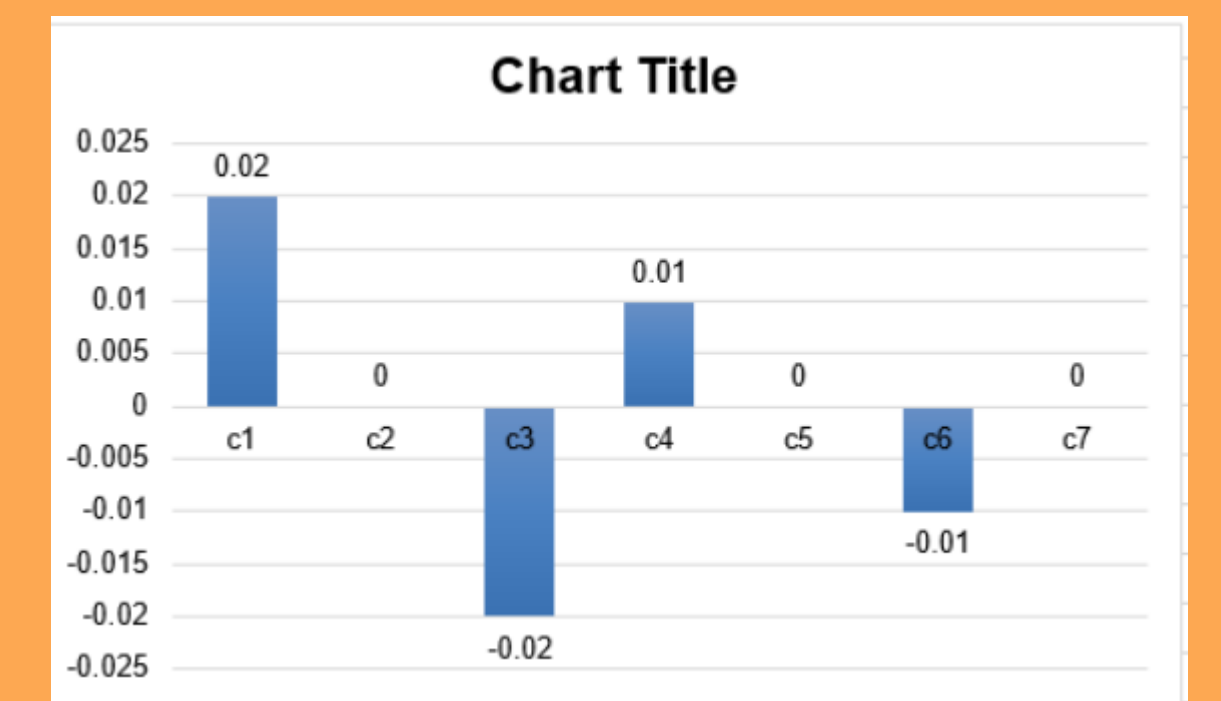
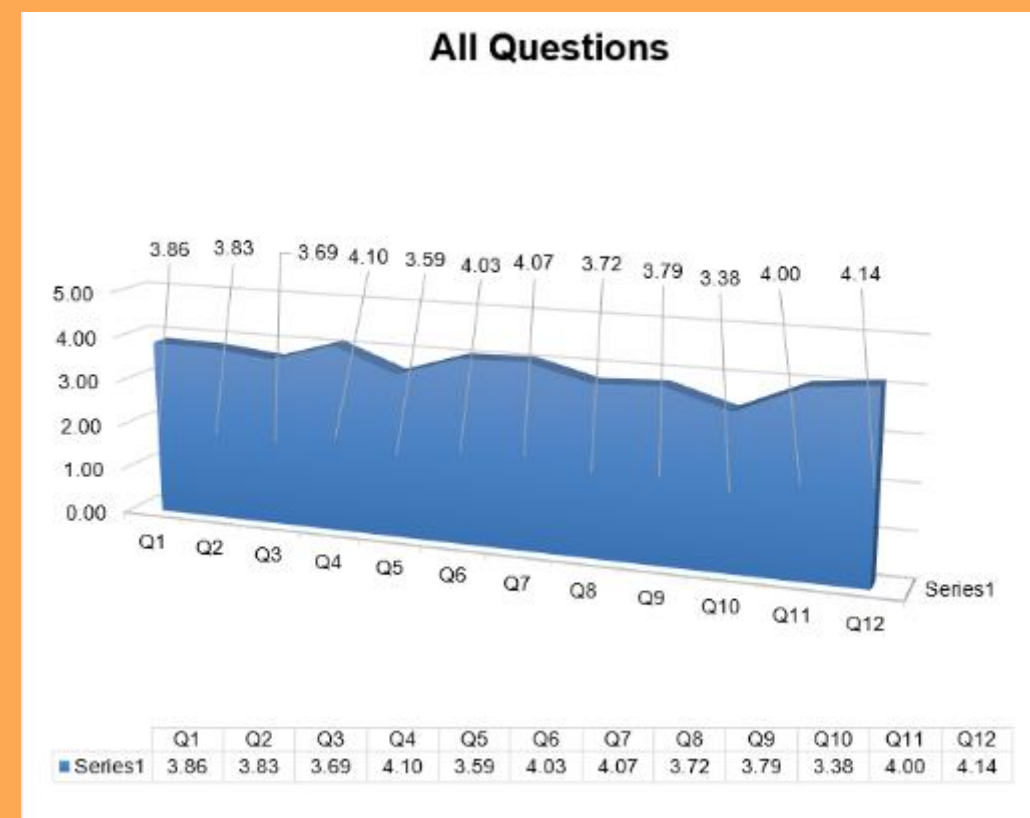
Abstract

By nature, humans are attracted by gifts. Here,

- 1 We summarized at least 10 research papers
- 2 Then we made our website
- 3 Our website was evaluated by 30 participants through survey questionnaires.
- 4 we collected the data and analyze them briefly.

Though our website is in its initial period, we focused on various precedence aspects. In spite of that, our website is not free from limitations. In the future, we can work on that and also introduce some features according to users' demands.

Implementation



Context	Question Range	Category	Agg. Score
C1	[Q1-Q4]	AC	3.87
C2	[Q5-Q8]	IE	3.85
C3	[Q9-Q12]	OG	3.83
C4	[Q1-Q4],[Q5-Q8]	AC,IE	3.86
C5	[Q1-Q4],[Q9-Q12]	AC,OG	3.85
C6	[Q5-Q8],[Q9-Q12]	IE,OG	3.84
C7	[Q1-Q12]	AC,IE,OG	3.85

Introduction

Presents are made for the amusement of who receives them. That's why we made this application to ensure the gifting system easier. The nobilities of our applications are

- (i) More users were used to evaluate our system.
- (ii) No phone call network issue.
- (iii) Experts also evaluated our system.
- (iv) Tracking system is also used for the customers.
- (v) Price of each product is equal for all the customers.
- (vi) Rating might also be given by the customers.

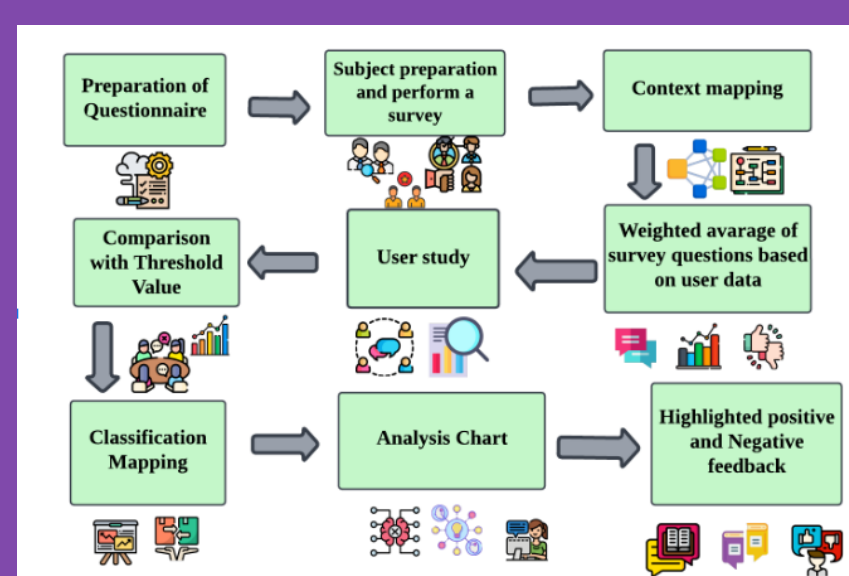
Future Work

In the future, we will introduce some more features.

1. Firstly, we may consider a 30 days money back guarantee.
2. Secondly, the cost limit and discount offer will make our system more attractive to the users.
3. Finally, The Cookie system would be proof of an interesting feature to the users.

Methology

Here we used **cognitive methodology** to evaluate our website.



1. Firstly, we made 12 questionnaires and perform a survey among 30 students.
2. with the collected data we made context mapping, and weighted average with the user study.
3. Then we compare the threshold value and also classified the mapping and analyzed charts.
4. Finally, we highlighted positive and negative feedback.

Conclusion

Our main target was to make a simple website of "gift shop management system". Here we Focused on primary demand of the customers.

1. firstly, there are many categories-sub categories and their options of gifts.
2. Secondly, users can track their delivery process.
3. Thirdly, we considered more than 30 users to evaluate our website and also analyze this data.
4. Finally, the login, cart and delete and rating system make our website more attractive and effective.

Student Information

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