A
Internship Report
On
Web development using
,HTML,CSS and javaScript

#### SUBMITTED TO THE SAVITRIBAI PHULE PUNE UNIVERSITY,

# PUNEIN PARTIALFULFILLMENT OF THE REQUIREMENTS FOR THE SYLLABUS

**Third Year Computer Engineering** 

Submitted By Mind Rushikesh Satish Roll No:- 89



S. B. Patil College of Engineering, Indapur – Pune, 413106 Department of Computer Engineering Savitribai Phule Pune University, Pune Academic Year 2022-23



S. B. Patil College of Engineering, Indapur – Pune, 413106 Department of Computer Engineering Savitribai Phule Pune University, Pune Academic Year 2022-23

# **CERTIFICATE**

This is to certify that the "Internship report" submitted by Mind Rushikesh Satish, Roll No.89 is work done by His / Her and submitted during 2022 – 2023 (Sem-II) academic year, inpartial fulfillment of the requirement of Third Year Computer Engineering Syllabus Savitribai Phule Pune University, Pune, at tecnoartz Pvt. Ltd kharadi

 Place: Indapur
 Date: /06/2022

 PRN No. ---- Seat No.-----

Internship Coordinator Prof. K.N.Agalave HOD Principal Dr. S. T. Shirkande

Principal
Dr. S. T. Shirkande

#### **ACKNOWLEDGMENT**

First I would like to thank Nilesh Ugale sir, HR, Head, Software Era Technologies Pvt. Ltd. for giving me the opportunity to do an internship within the I also would like all the people that worked along with me Software Era Technologies Pvt. Pune with their patience and openness they created an enjoyable Environment. It is indeed with a great sense of pleasure and immense sense of gratitude that Iacknowledge highly indebted these individuals. I am to Savitribai University, Pune and Principal Dr. S. T. Shirkande, for the facilities provided to accomplish this internship. I would like to thank my Head of the Department Dr. S. T. Shirkande for hisconstructive internship. I would criticism throughout my like to thank Prof. S. Р. Placement officer), Prof. K. N. (Training Agalave, College internship coordinator department of Computer Engineering for their support and advices to get and complete internship in above said organization.

I am extremely great full to my department staff members and

friends who helped me in successful completion of this internship.

Mind Rushikesh Satish Third Year Computer Engineering Roll No.:- 89

## **INDEX**

Sr No.	Topic Name					
1	Introduction					
	1.1	Overv	Overview			
	1.2	What i	What is C2C Ecommerce?			
	1.3	Purpose				
2	Projec	et Plan				
	2.1	Softwa	are Model			
	2.2	Appro	ach in project development			
	2.3	Goals				
	2.4	Projec	Project Scope			
	2.5	Projec	Project Risks.			
3	Requi	rement Analysis				
	3.1	Hardw	Hardware Requirement			
	3.2	Softwa	Software Requirement			
	3.3	Techn	Technology Stack			
4	Syste	stem Design				
	4.1	Modul	les			
	4.2	Diagra	Diagrams			
		4.3.1	E-R Diagram			
		4.3.2	DFD			
		4.3.3	UML Diagrams			
	4.4	Cost and Time Estimation				
5	Testin	Testing				
6	User 1	User Manual				
7	Strength and Limitations					
8	Future Scope					
9	Conclusion and References					

# LIST OF FIGURES

Figure No.	Figure Name
1	Agile Model for Project
2	Approach in project development
3	Visual studio code
4	Front end
5	ER diagram
6	Use case diagram

#### LIST OF TABLES

Table No.	Table Name
1	Hardware Requirements
2	Software Requirements
3	Cost and Time Estimation
4	Manual Testing

#### 1. Introduction

#### 1.1 Overview:

- It is an Ecommerce website. This Website is Provide staying places.
- In this website traveller can easily find a place where they can stay.
- Traveller can simply find a great staying place.
- This is a dynamic website to provide best environment ,culture ,social things and also interact with new places social life in easy way.`
- The user can search location according to his/her need.

#### 1.2 What is C2C Ecommerce?

- C2C, or traveller to traveller commerce, is often defined as one traveller selling goods or services to traveller to staying home. Clarity specializes in C2C solutions. This opportunity is facilitated by a traveller that takes a paying guest the transaction details or communication establishment between them for a commission for bringing the parties together. While one person might technically be the seller in such a situation, it's consider traveller-to-house owner because that house owner easily earn money in great way.
- The purpose of traveller-to-house owner ecommerce is to enable one person to sell directly to buyers without spending a considerable amount of money building and maintaining an online storefront. This allows the traveller to keep more of their profits because they aren't expending the capital to create infrastructure associated with a traditional business. Applying e-learning to all levels of schooling helped to ensure students grasp the lessons adequately at a faster pace.
- The buyer may also get more competitive prices if traveller on the same C2C platform compete.

#### 1.3 Purpose

- Enhances convenience: Traveller can make way for goods at their own convenience and from the comfort of their homes without having to travel to the business premise. Orders are also delivered to them at their most ideal locations.
- Easy fund-raising for start-ups ventures: So many people have the desire to venture into business but lack sufficient funds to set up shop. Leasing a physical store can be quite expensive. E-commerce makes it easier for start-ups to do business and grow.
- Efficient: E-commerce has the advantage of being efficient. Resources are used efficiently since most of the business services are automated. Business owners sometimes spend a lot of resources meeting business needs and this eats into profits. E-commerce thrives on efficiency.
- Customer reach: It's easier to reach many customers on the internet. Using social media links and good search engine optimization strategies, an online business can increase brand awareness and grow its customer base. It also has the advantage of being able to connect buyers and sellers from all corners of the globe.
- Ability to sell different products: The flexibility of conducting business over the internet makes it possible for entrepreneurs to display and sell several products and also cater to a wider demographics.

### 2. Project Plan

## Fig: Agile Model:



#### 2.1 Software Model:

For creating the whole project Agile Model is used. Agile model believes that every project needs to be handled differently and the existing methods need to be tailored to best suit the project requirements. In Agile, the tasks are divided to time boxes (small time frames) to deliverspecific features for a release.

Iterative approach is taken and working software build is delivered after each iteration. Eachbuild is incremental in terms of features; the final build holds all the

features required by thecustomer.

Here is a graphical illustration of the Agile Model –Here is a graphical illustration of the AgileModel –

Following are the Agile Manifesto principles –

- Individuals and interactions In Agile development, self-organization and motivation are important, as are interactions like co-location and pair programming
- Working software Demo working software is considered the best means of communication with the customers to understand their requirements, instead of justdepending on documentation.
- Customer collaboration As the requirements cannot be gathered completely in the beginning of the project due to various factors, continuous customer interaction is very important to get proper product requirements.

### 2.2 Approach in project development:

Agile is used for Letch classes web app development projects. The Agile method is often used for the projects with no definite requirements and limited short timeframes.

The key characteristics of the agile methodology are the following:



Fig. 2. Approach in project development- Agile model

There's no pre-planning of the entire project, so the tasks are accomplished in an adaptive manner. The teams' efforts are concentrated on small tasks that require urgent attention. Agileapproach also supports quick modifications in the project's scope and direction based on themarket changes.

Agile is better suited to manage complex web development projects that involve variability. It allows teams to develop in short iterations that have a specified timeframe and deliverablesbut don't have a specific order.

#### 2.3 Goals:

- The goal of a C2C is to enable these relationships.
- Helping travellers and house owners locate each other.
- House owner can benefit from the traveller to earn money and easily find great things that may otherwise be easy to locate.
- They can also helps to know about the cleaning, best culture, suitable environment and social activities.

### 2.4 Project Scope:

- E-Commerce is a range of online business activities that include explaining products or service and providing a staying places for traveller to buy those paying guest and services from a websites or internet and it encompasses online shopping and online purchasing.
- Ecommerce website for providing to traveller for getting paying guest .specific type of traveller which is the plus point of this website.

### 2.5 Project Risks:-

- Data Privacy and Online Security Risks
- Hacking
- Not properly evaluating pages where users are landing on first and which have a highest traffic.

# 3. Requirement analysis

# 3.1 Hardware requirements

## **PC** or Laptop

Parameters	Windows requirements		
Operating system	Windows 8 or later		
Processor	Intel Pentium 4 or later		
Memory	2 GB minimum, 4 GB recommended		
Screen resolution	1280x1024 or larger		
Application window Size	1024x680 or larger		
Internet connection	Required		

Table 1. Hardware requirements

# 3.2 Software requirements

Sr. No.	Parameters	Requirements & Version
1.	Language	HTML ,CSS
2.	Front End	HTML,CSS.

Table 2. Software requirements

# 3.3 Fig: HTML And CSS:





# 4. Use Case Diagram

## Use Case Diagram from for E-Commerce Websites

This slide is 100% editable. Adapt it to your needs and capture your audience's attention.

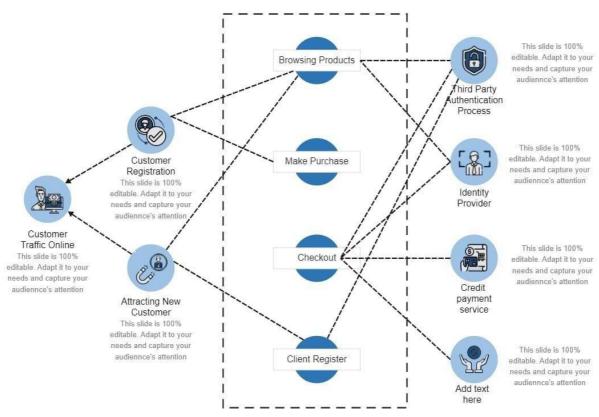


Fig. 15 Class diagram

#### **4.1 Cost and Time Estimation:**

	Custom Development	Customization	WebApp+ back end	Deploy
Duration	1 month	1 month	1month	15days
Total Time	730 h	730 h	730 h	360 h
Total cost	Free	Free	Free	Free

## 5. Testing

To be specific to our problem, let us see how we can design test cases to verify the "User Registration feature. The simplest scenario is when both user name, password have been typed in correctly. The outcome will be that the user could then avail all features of construction materials. However, there could be multiple unsuccessful conditions:

- User name is wrong
- Password is wrong
- User name & password are wrong

#	Summary	Steps	Expected Result	Actual Result	Status
TC1	Internet Connection Error (404)	Open the site	Site should not open	Site is not opened if connection is no there	Pass
TC2	Check if the url path is working correctly or not.	Enter url in address bar	Site should open successfu lly	Site is opened successfull y	Pass
TC3	Verify that User can login with correct username and password	Enter the username and password and click on the submit button.	Should be redirected to the logged in page	Redirected to the logged in page	Pass
TC4	Verify that User can't login with wrong username and password	Enter the username and password and click on the submit button.	Invalid username and password	Invalid username and password	Pass

TC5	Verify that user can sign in	Fill the details mentioned in the fields	User should signed in successfull y	User is signed in successfully	Pass
TC6	Verify validations are working properly.	Fill the details incorrectly in the field	User shouldn't sign in	User is not signed in	Pass
TC7	Verify that popup appears when user fills incorrect information	Fill the details incorrectly in the field	User should get poup	User gets popup	Pass
TC8	Verify that user can list a product	Fill the details mentioned in the fields	Product should be listed successfully	Product is listed successfully	Pass
TC9	Verify validations are working properly while listing a product	Fill the details mentioned in the fields	User should not be able to list a product	User is not able to list a product	Pass

# 6.Strength and Limitations

### 6.1 Strengths

- The ecommerce website for providing staying places to traveller is simply facilitates direct communication between the traveller and the house owner without hidden costs.
- With a physical shop, the number of visitors and potential customers walking in (physically) depends on chance, shop proximity or convenience, adequate promotion, marketing, and customer loyalty. However, with 'The ecommerce website for reusable medical products' the probability of getting visits is much higher, as visitors go to platform to look for the specific products offered there. In addition, products offered by ecommerce website for reusable medical products are accessible to all kind of audience, thus increasing the number of chances for conversion.
- Buyers benefit greatly from using 'ecommerce website for reusable medical websites' mostly because of the reduced price.
- One more important thing is that users may choose the best proposal, contacting seller directly.

#### 6.2 Limitations

- We cannot guarantee that the purchased item is of high quality.
- There is no payment gateway in our website.
- There is absence of the warranty.

### 7. Future scope

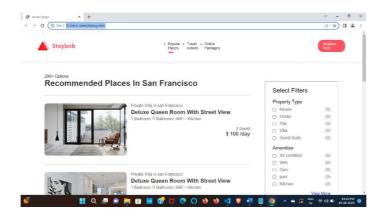
Now a day The Government of India is making a huge push for Ecommerce by providing numerous sops to start-ups, cyber parks, and so on through its Digital India program. So according to that ecommerce websites has very vast scope in future. With more small stores going online, local marketing and branding may get a further boost.

So our project can be implemented on cross-platforms in future. Project can be updated in near future as and when requirement for the same arises, as it is very flexible in terms of expansion.

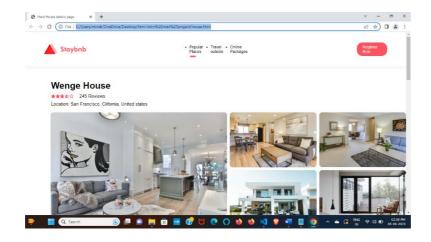
As future scope of this system we will allow:

- Payment gate way so that buyer can perform transaction.
- An android application will be made available to the users for same purpose for ease ofaccess.
- We will make website more interactive and responsive.
- We will add more functionalities such as product tracking, add to cart buttons etc. for ease of buyer.

## Output:







#### **8.1 Conclusion:**

E-commerce is becoming increasingly prominent in tertiary business. e-commerce is an emerging and quickly developing direction in trading. It simplifies the way we sell and buy, but may be dangerous and create frauds. E-commerce still represents one of the business methods that take advantage if done the right way, even if the stock market and commodities fell, but E-Commerce still able to survive and receive high transaction. E-commerce has a tremendous opportunity in the course of business.

#### 8.2 References

https://drudesk.com/blog/consumer-to-comsumer-c2c-ecommerce

https://www.w3schools.com/django/

https://www.clarity-ventures.com/ecommerce/what-is-consumer-to-consumer-

ecommerce/pros-and-cons-of-a-c2c-ecommerce-business-model

https://www.youtube.com/

https://docs.djangoproject.com/en/4.0/

https://docs.djangoproject.com/en/4.0/topics/templates/

https://docs.djangoproject.com/en/4.0/ref/forms/validation/

https://docs.djangoproject.com/en/4.0/ref/forms

#### **Certificate complation**



Ref No: Techno/ILC/27 Date: 1-06-2023

#### Certificate for Completion of Internship

This to certify that Mr. Rushikesh Mind was working with Technoartz as Intern Web Developer. The duration of the training was from 25th Jun 2023 to 1d June 2023.

He was working on Live Project "E-Commerce Application" and he has made a vital contribution not only to the Development departs but has also worked closely with clients and management of Technoartz. During his tenure at Technoartz, he displayed his competency and a great attitude towards work.

We wish him all the best for his future endeavors.



Yours Sincerely,

Sandip Gadekar Technoartz

Q A/A11,6th Floor, City Vista, Fountain Road, Ashok Nagar, Kharadi, Pune: 411014

#### Offer later:

