A Project Report On

"IMPORT EXPORT FRUITS"

Submitted by

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(Computer Engineering)

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SHRI GULABRAO DEOKAR COLLEGE OF ENGINEERING,

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In Fulfillment Of

Bachelor of Technology

(Computer Engineering)

Guided By Mr. Hariom C. Agnihotri

[2021-22]

CERTIFICATE

This is to certify that Project report entitled "**IMPORT EXPORT FRUTES** ", submitted by ,

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for partial fulfilment of the requirement for the award of degree Bachelors of Technology in Department of Computer Science & Engineering of KBCNM University, Jalgaon is a record of the candidates' own work carried out by them under my supervision. The matter embodied in this report is original and has not been submitted for the award of any other degree.

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PROJECT APPROVAL SHEET

Following team has done the appropriate work related to the "**IMPORT EXPORT FRUITS"** in partial fulfillment for the award of bachelor of Engineering in Computer Engineering/ Information Technology of "Kavayitri Bahinabai Chaudhari North Maharashtra University, Jalgaon" and is being submitted to Shri.Gulabrao Deokar College of Engineering , Jalgaon.

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CHAPTER 1

INTRODUCTION

Import and Export is a vehicle of growth and development. They help not only in procuring the latest machinery, equipment and technology but also the goods and services,which are not available indigenously. Therefore, it occupies a very prominent place in the list of priorities of the economic set up of developing countries because they contribute largely to foreign exchange pool. Import and Export plays a crucial role in the economy of the country. In order to maintain healthy balance of trade and foreign exchange reserve, it is necessary to have a sustained and high rate of growth of export.

A product that is sold to the global market is an export, and a product that is bought from the global market is an import. Import allows us to access global products and services at competitive price. It makes possible to access global technology for up-gradation of indigenous production technology, better education, better health and better transport services that otherwise may not have been available to us. This ultimately leads to a better life.

Whereas, export allows us to expand our markets at global level. It allows countries to use their resources - whether labour, technology or capital - more efficiently. Because countries are endowed with different assets and natural resources (land, labor, capital and technology), some countries may produce the same good more efficiently and therefore sell it more cheaply than other countries. If a country cannot efficiently produce an item, it can obtain the item by trading with another country that can. This is known as specialization in international trade. International trade not only results in increased efficiency but also allows countries to participate in a global economy which raise em`ployment levels and increases the income of individuals and nation as a whole. This leads to stimulating economic growth.

.1Background

Online Import And Export service is the process whereby consumers directly take their products services etc. from a service provider interactively in real-time without an intermediary service over the internet. Online Import and Export service is the process of taking good and services from The one place to another place practitioners who provide on the Internet. Since the World Wide Web, seller have sought to sell their products to people who surf the Internet. Shoppers can visit web stores from the comfort of their homes and shop as they sit in front of the computer. Consumers buy a variety of items from online stores. In fact, people can purchase just about anything from companies that provide their products online. Buying and Ordering are among the hundreds of products consumerscan buy from an online portal. Many people choose to conduct online Import and Export because of the convenience.

The Import and Export has friendly customer service representatives available 24 hours a day, 7 days a week to assist you with locating, providing and suggesting your product

Motivation

Once a customer visits our webapp, at that time automatically one service cart will be created, once the user selects a booking it will be added to cart. In case the user thinks the selected service is not useful for me, then he can delete that item from the service cart.
Suppose a customer selected some items, but in his credit or debit card hasn’t that much balance, then he does logout from the webapp, the selected items are stored at cart with specific users with his allotted carts, after some days he uses those services then automatically items get deleted from the cart list.

1.3.Problem definition

Existing System
The existing system was an automated system. But it was found to be inefficient in meeting
the growing demands of the population

In today’s global economy, consumers are used to seeing products from every corner of the world in their local grocery stores and retail shops. These overseas products—or imports—provide more choices to consumers. And because they are usually manufactured more cheaply than any domestically-produced equivalent, imports help consumers manage their strained household budgets. When there are too many imports coming into a country in relation to its exports—which are products shipped from that country to a foreign destination—it can distort a nation’s balance of trade and devalue its currency. The devaluation of a country's currency can have a huge impact on the everyday life of a country's citizens because the value of a currency is one of the biggest determinants of a nation’s economic performance and its gross domestic product (GDP). Maintaining the appropriate balance of imports and exports is crucial for a country. The importing and exporting activity of a country can influence a country's GDP, its exchange rate, and its level of inflation and interest rates.
"Imports" consist of transactions in goods and services to a resident of a jurisdiction (such as a nation) from non-residents.[4] The exact definition of imports in national accounts includes and excludes specific "borderline" cases.[5] Importation is the action of buying or acquiring products or services from another country or another market other than own. Imports are important for the economy because they allow a country to supply nonexistent, scarce, high cost, or low-quality certain products or services, to its market with products from other countries.

An export in international trade is a good produced in one country that is sold into another country or a service provided in one country for a national or resident of another country. The seller of such goods or the service provider is an exporter; the foreign buyer is an importer.[1] Services that figure in international trade include financial, accounting and other professional services, tourism, education as well as intellectual property rights.

1.4.Scope

This application has great future scope. Import and Export products software developed on and for the android and ioS. This project also provides security with the use of Login-id and Password, so that any unauthorized users cannot use your account in future. The only Authorized that will have proper access authority can access the application in future.

These days, as many time the product exchange relented problems the application that can solve the many problems for user.

For example, the user can used mobile app enables the product to get access to their products data anytime and anywhere

Also, The user can also share the data with the related information for other people On the other hand, the product related detail get rid of maintaining and accessing the printed data as a reference.

Also, the importer And Exporter is broadly based on the user-buyer interaction.

1.5.Objectives

Import and Export tries to enhance access to improve the continuity and efficiency of services. Depending on the specific setting and locale,Facilitating the selling of products to countries that desperately need such goods Expanding the marketplace for goods by producing them on an outsized scale. Earning exchange through exports Helping a rustic increase the value Achieving optimum utilization of resources by large scale production of products
To speed up industrialisation: Developing countries import certain raw materials, which are scarce, and other capital goods. ...
0To meet consumer demand: The goods which are in demand but are not available within the country to meet consumer demand are imported.

Main objective

• To provide while in the comfort of your own home, without having to step out of the
door
.

• Provide home booking free of ease.

• To increase confidence and to develop and enhance communication and social skills

• To provide a safe space and learning environment for young people without fear of
judgment, misunderstanding, harassment or abuse.

1.6 Selection of life cycle model for development

The waterfall model is a breakdown of project activities into linear sequential phases, where each phase depends on the deliverables of the previous one and corresponds to a specialization of tasks.[1] The approach is typical for certain areas of engineering design. In software development,[1] it tends to be among the less iterative and flexible approaches, as progress flows in largely one direction ("downwards" like a waterfall) through the phases of conception, initiation, analysis, design, construction, testing, deployment and maintenance[citation needed].

The waterfall development model originated in the manufacturing and construction industries[citation needed]; where the highly structured physical environments meant that design changes became prohibitively expensive much sooner in the development process.[citation needed] When first adopted for software development, there were no recognised alternatives for knowledge-based creative work.[2][better source needed]

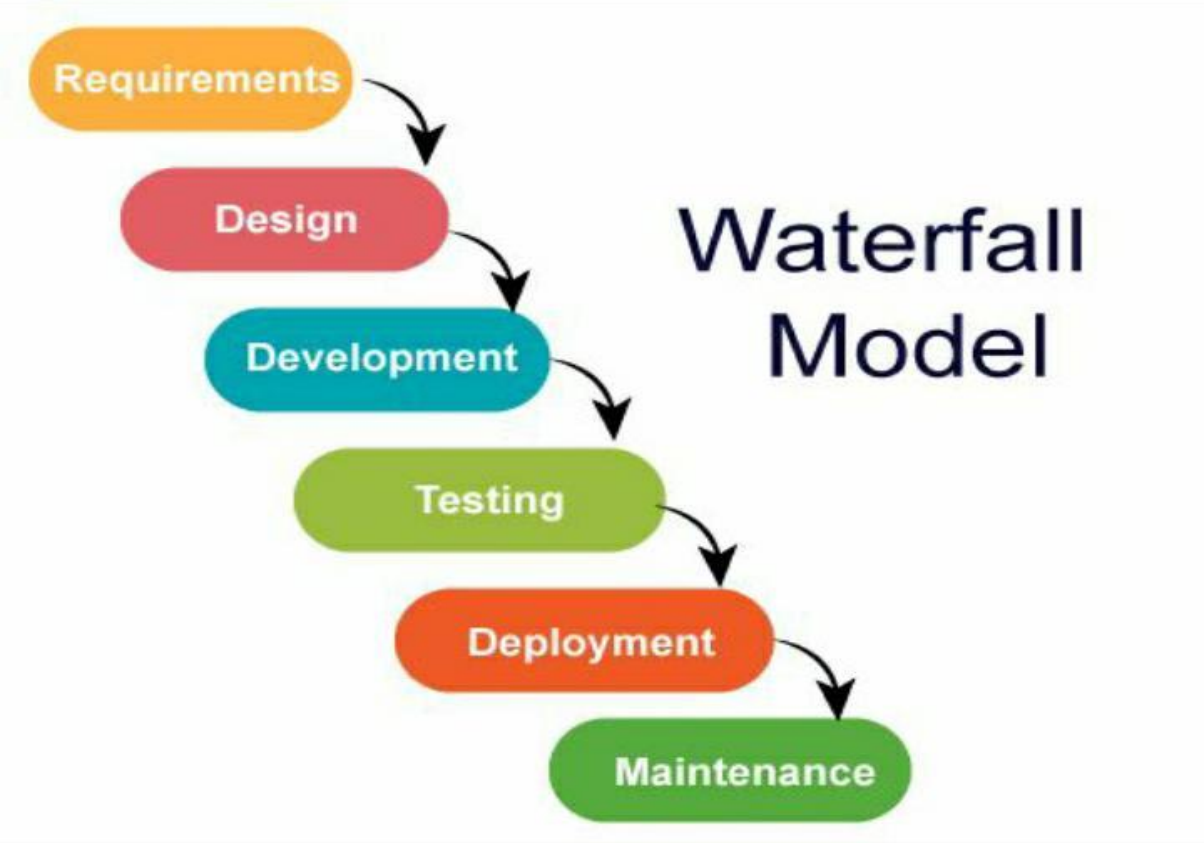

Fig.1.1 Water fall model

1.7 Organization of report

The report is organized as follows. In the next chapter, system analysis is described. This chapter sections such as the first section describes literature survey. The next section describes the proposed model of the system. Feasibility study is the next section of the same chapter. The next section describes what type of risks can be generated throughout the execution of the model. The effort allocation chart is also described in the upnext section. All types of system requirements are described in the next chapter. The first section This chapter includes the hardware requirements of the proposed model. The software requirements are explained in the upnext section. Later sections describe the functional requirements, non functional requirements, other requirements and constraints respectively. The system design of the proposed model is described in the next chapter. This chapter includes various sections in it. The first section describes the system architecture of the model. The E-R Entity Relationship diagram is described upnext, The next section includes Data Flow Diagrams. The interface design of the module is described next. Interface section includes subsections likewise the first subsection describes user interface and module to module interface is described in the second subsection. The next section in the system design chapter includes allthe Unified Modeling Language diagrams designed for the proposed mode(use case diagram, class diagram, sequence diagram, state diagram, component diagram, deployment diagram.

The next chapter, the conclusion of the proposed model, that means why this system Is it developed and how is it better? The another section includes future implementations that can be possible with the given proposed system. That means how it can be further implemented or enhanced?

Information system’s projects originate from many reasons

- To achieve greater speed in processing data,
- Better accuracy and improved consistency,
- Faster information retrieval,
- Integration of business areas,
- Reduced cost and better security.

The sources also vary project proposals originating with department managers, senior executives and systems analysis. Sometimes the real origin is an outside source, such as a

government agency which stipulates a system’s requirements the organisation must meet.
When the request is made, the first system’s activity, the preliminary investigation, begins.
The activity has three parts:
• Request clarification,
• Feasibility study and
• Request approval.

Summary

In this chapter, the introductory part of the proposed model for analysis of import and export products the web-app system is described. In the next chapter, overall analysis of the system is described.

Chapter 2

Project Planning and Management

Different studies and researches were done by academics and policy makers for economic growth, import and export. A

variety of studies shows different results about the relationship of this three variables. Export led hypothesis is a widely

known hypothesis and accepted by different academics (Feder 1982; Kruege 1990).

Atrkar Roshan Sedigheh (2008) made a study about export expansion and economic growth in Iran after the

revolution period. The results of this study confirms the relationship between these variables in Iran after the revolution

period.

A study done by Ahmet Ugur (2008), shows the relationship between imports and economic growth in Turkey.

Velnampy. T, Achchuthan (2013); Based on the overall study, in the Sri Lankan context, the export and import

have the significant positive relationship, and also, both export and import have the significant impact on the economic

growth. Further, the export and import have been associated by 98 percent, which denotes that, there is a strong positive

association between export and import.

Another study done by Murat Çetinkaya and Savas Erdogan (2010) tested the relationship of two figures, import-

export by using VAR Analysis. According to the study it was determined that there was causality relationship between

these variables, the variable import influenced GDP, and GDP influenced the variable export.

Between export and import,

two way Causality relationships released mutually. In the same way, the results of causality overlap with variance

decomposition test.

Mehdi Taghavi, Masoumeh Goudarzi, Elham Masoudi, Hadi gashti (2012) studied the Iran economy from 1962-

2011. VAR Analysis was applied between the variables of annual economic growth, import, and export. When regarding

to these results, it is implied that the export increases as the country grows and the import indicates a decrease economic

growth. When regarding to the data used in the study, they indicate a difference proportionally, it is seen that the

increases or decreases in the import, export, and GDP always occur in the same period. This case indicates that the

relationships between three variables are very strict.

Barbara Pistoresi and Alberto Rinaldi (2011), the nexus between trade and economic growth in Italy has been

widely debated by historiography. The outcome suggests that three variables, GDP, import, export commove in the long

run but the direction of causality varies across time.

However, there are also other studies that do not support the relationship between these variables. There is no

causal relation between exports and economic growth, namely exports and economic growth are both the result of the

development process and technological change (Yaghmaian, 1994; Dritsakis, 2005).

Kogid, Mulok, Ching, Lily, Ghazali and Loganathan (2011) analyzed the relationship between the economic growth

and the import in Malaysia from 1970 to 2007. Results show that there is no co integration exists between economic

growth and import, but there exists bilateral causality between economic growth and import. Results also show that

import could indirectly contribute to economic growth, and economic growth could also directly contribute to import. These

findings may be vital for future economic growth policy.

Ali F. Darrat (1987) made a study about export-led hypothesis of Ronald Findlay (1984) and Anne Kruege (1985);

This hypothesis states that higher exports accelerate the economic growth process. The empirical results reported by Ali

F. Darrat (1987) shows that the economic growth of Hong Kong, Korea, Singapore and Taiwan are not affected by

exports. Based on the Granger causality test, no causal effect were shown from exports to economic growth in any of the

four countries.

Francisco (2000) investigated the Granger-causality between exports, imports, and economic growth in Portugal

over the period 1865 - 1998. Findings revealed that, more interestingly, there is no kind of significant causality between12:15 PM
import- export growth. Further, researcher concluded that the growth of output for the Portuguese economy during that12:15 PM
period revealed a shape associated with a small dual economy in which the intra-industry transactions were very limited.

As stated above there are different arguments about the relationship and effect of Export and Import on Economic

growth. The relationship of these three variables differs from country to country. Also the arguments are controversial.

Based on these arguments we can generate different hypothesis about the relationship of these variable

.2.3 Feasibility Study

A feasibility study is a short, focused study, which aims to answer a number of questions:
Does the system contribute to the overall objectives of the organizations?
Can the system be implemented using current technology and within given cost and schedule
constraints?
Can the system be integrated with systems which are already in place?

2.3.1 TechnicalFeasibility

• Is the project feasibility within the limits of current technology?
• Does the technology exist at all?
• Is it available within given resource constraints (i.e., budget, schedule)?

Operational Feasibility

Define the urgency of the problem and the acceptability of any solution; if the system is
developed, will it be used? Includes people-oriented and social issues: internal issues, such as
manpower problems, labour objections, manager resistance, organizational conflicts and
policies; also, external issues, including social acceptability, legal aspects and government
regulations.

Risk Analysis

Risk analysis and management are a series of steps that help a software team to understand
and manage uncertainty. Many problems can plague a software project. A risk is a potential
problem it might happen, it might not. But, regardless of the outcome, it is a really good
idea to identify it, assess its probability of occurrence, estimate its impact, and establish
a contingency plan should the problem actually occur. Risk concerns future happenings.
Today and yesterday are beyond active concern. Risk involves changes, such as change of
mind, opinion, actions, places etc. Risk analysis and management actions that help software
team to understand and manage uncertainty. Many problems can plague a software project.
A risk is a potential problem that might happen, it might not. Software is a difficult undertaking. Lots of things go wrong, and frankly, many often do. It is for this reason thatbeing prepared understanding the risks and taking proactive measures to avoid or manage
them. Risk analysis is a key element of good software project management.12:26 PM
The import and export is an easy to maintain, ready to run, scalable, affordable and reliable
cost saving tool from Software Associates. The better services for import and export products.

Features and Benefits:

- Providing security
- Low cost and time
- Basic mobile or computer knowledge no required
- Configurable and extensible application UI design

The proposed system can be used even by the naïve users and it does not require any
educational level, experience, and technical expertise in the computer field but it will be of
good use if the user has the good knowledge of how to operate a mobile or computer.

5. Project scheduling

Software project scheduling is an activity that distributes estimated effort across the planned project duration by allocating the effort to specific software engineering tasks. It is important to note, however, that the schedule evolves over time. During early stages of project planning, a macroscopic schedule is developed. This type of schedule identifies all major software engineering activities and the product functions to which they are applied. As the project gets under way, each on the macroscopic schedule is redefined into a detailed schedulerule. Like all other areas of software engineering, a number of basic principles guide software

Interdependency

The interdependency of each compartmentalized activity or task must be determined. Some
tasks must occur in sequence while others can occur in parallel. Some activities cannot commence until the work product produced by another is available. Other activities can occur independently

Time Allocation

Each task to be scheduled must be allocated some number of work units (e.g., person/days
of effort). In addition, each task must be assigned a start date and completion dates that
are a function of the interdependencies and whether work will be conducted on a full-time
or part-time basis and the task completed within the deadline.
Defined Responsibilities
Every task that is scheduled should have defined outcomes. For software projects, the outcome is normally a work product (e.g., the design of a module) or a part of a work product.
Work products are often combined in deliverables.
Defined Milestones
Every task or group of tasks should be associated with a project reviewed for quality and
has been approved. Each of these principles is applied as the project schedule as the project
schedule evolves.

Defined Responsibilities

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Defined Milestones

Every task or group of tasks should be associated with a project reviewed for quality and has been approved. Each of these principles is applied as the project schedule as the project schedule evolves.

Work Task	July	Aug	Sept	Oct	Nov	Dec	Jan	Feb	Mar
Identify & Establish Project Statement									
Requirement Gathering & Analysis									
Planning									
Design									
Coding & Implementation									
Testing & Verification									
Documentation									

Figure 2.1: Gantt Chart

6. Effort Allocation

A recommended distribution of effort across the definition and development phases is
often referred to as the 40-20-40 rule. Forty percent of all effort is allocated to front-end
analysis and design. A similar percentage is applied to back-end testing. You can correctly
infer that coding (20 percent of effort) is de-emphasized. This effort distribution should be
used as a guideline only. The characteristics of each project must dictate the distribution of
effort. Work expended on project planning rarely accounts for more than 23 percent of effort,
unless the plan commits an Organization to large expenditures with high risk. Requirements
analysis may comprise 10-25 percent of project effort. Effort expended on analysis
or prototyping should increase in direct proportion with project size and complexity. A range of
20 to 25 Percent of effort is normally applied to software design. Time expended for design
review and subsequent iteration must also be considered. Because of the effort applied to
software design, code should follow with relatively little difficulty. A range of 15-20 percent
of overall effort can be achieved. Testing and subsequent debugging can account for 30-40
percent of software development effort.Approximately 10 to 12 weeks including testing and
live implementation . Team size 4 person project work should be done in given time . Two
working days/weeks and two to four hours/day. When we get registered for project, Week
wise work distribution will be provided , with coding examples and technical support. Efforts
are allocated to all four group members. The objective of software project planning is to
provide a framework that enables us to make reasonable estimates of resources, cost and
schedule. These estimates are made within a limited time frame at the beginning of a
software project and should be updated regularly as the project progresses.

1. Time required for developing software: 3 Months
2. Efforts required for developing project: 3 Members

3. Market position and demand of project: This project has demand in various organizations
because it reduces the time unnecessary paperwork to be stored

Task	Raj Shimpi	Sarfraj khatik	Kamil shaikh	Altamash shaikh
Project Planning	20%	25%	30%	25%
Requirement Gathering	25%	30%	25%	20%
Design	25%	30%	20%	25%%
Coding	40%	20%	30%	30%
Testing	30%	25%	25%	20%

7. Cost Estimation :

1. Analogous Estimating

Through analogous estimating, a project manager calculates the expected costs of a project-based upon the known costs associated with a similar project that was completed in the past. This method of estimation relies upon a combination of historical data and expert judgment of the project manager.
Because no two projects are exactly the same, analogous estimating does have its limitations. As such, it is often leveraged in the earliest stages of project planning, when a rough estimate can suffice. Analogous estimating can also be used when there is relatively little information about the current project available.
2. Parametric Estimating
In parametric estimating, historical data and statistical modeling are used to assign a dollar value to certain project costs. This approach determines the underlying unit cost for a particular component of a project and then sells that unit cost as appropriate. It is much more accurate than analogous estimating but requires more initial data to accurately assess costs.Parametric estimating is often used in construction. For example, an experienced construction

manager might understand that the typical new home will cost a certain number of dollars per square foot (assuming a particular margin of error). If this average cost, the margin of error, and the square footage of a new project are known, then parametric estimating will allow them to identify a budget that should accurately fall within this range. Other examples might include estimating the cost per unit to print and bind a book or to build an electronic device.3. Bottom-Up Estimating

In bottom-up estimating, a larger project is broken down into a number of smaller components. The project manager then estimates costs specifically for each of these smaller work packages. For example, if a project includes work that will be split between multiple departments within an organization, costs might be split out by department. Once all costs have been estimated, they are tallied into a single larger cost estimate for the project as a whole.

Because bottom-up estimating allows a project manager to take a more granular look at individual tasks within a project, this technique allows for a very accurate estimation process.

4. Three-Point Estimating

In three-point estimating, a project manager identifies three separate estimates for the costs associated with a project. The first point represents an “optimistic” estimate, where work is done and funds spent most efficiently; the second point represents the “pessimistic” estimate, where work is done and funds spent in the least efficient manner; and the third point represents the “most likely” scenario, which typically falls somewhere in the middle.

Three-point estimating relies on a number of weighted formulas and originates from the Program Analysis and Review Technique (PERT).

These techniques are usually based on the data that is collected previously from a project and also based on some guesses, prior experience with the development of similar types of projects, and assumptions. It uses the size of the software to estimate the effort.In this technique, an educated guess of project parameters is made. Hence, these models are based on common sense. However, as there are many activities involved in empirical estimation techniques, this technique is formalized. For example Delphi technique and Expert Judgement technique.

7. Summary

In this Chapter the system analysis is described. In the next chapter, system requirement
specifications are described

Chapter 3

System Requirement Specification

Before beginning any technical work, it is a good idea to apply set of requirements
engineering tasks. These tasks lead to an understanding of what the business impact of software will be, what the customer wants, and how end users will interact with the software. Designing and building an elegant computer program that solves the wrong problem serves no one‘s needs. That's why it is important to understand what the customer wants before beginning to design and build a computer-based system. System Requirement Specification System Requirement specification chapter contains the information related to what hardware and software are to be required for the build system. Requirements engineering provides the appropriate mechanism for understanding what the customer wants, analyzing need, assessing feasibility, negotiating a reasonable solution, specifying the solution unambiguously, validating the specification, and managing the requirements as they are transformed into an operational system. In this chapter, section 3.1 describes hardware requirements. The software requirements of the module are described in the next section 3.2. The section 3.3 describes functional requirements. The next section is 3.4 which describes system requirements.

1.Hardware Requirements

The most common set of requirements defined by any operating system or software application is the physical computer resources, also known as hardware, A hardware requirements list is often accompanied by a hardware compatibility list, especially in case of operating systems. A hardware compatibility list lists tested, compatible, and sometimes incompatible hardware devices for a particular operating system or application.In order to maintain an acceptable speed at the maximum number of uploads allowed from a particular customer any number of users can access the system at any time. It

also connects to the servers based on the criteria of attributes of the user like his location, and the server will be working 24X 7 times.

- Laptop or Computer System
- Processor 3.60 Ghz intel core i3

2.Software Requirements

Software requirements deal with defining software resource requirements and prerequisites that need to be installed on a computer to provide optimal functioning of an application.These requirements or prerequisites are generally not included in the software installation package and need to be installed separately before the software is installed. Java was designed to have the look and feel of the C++ language, but it is simpler to use than C++ and enforces an object-oriented programming model. Java can be used to create complete applications that may run on a single computer or be distributed among servers and clients in a network. Eclipse is a software that helps software developers create dynamically generated web pages based on HTML, or other document types. A database enables the users to efficiently store, search, sort, and retrieve data. Alongside HTML and CSS, Flasktool is one of the three core technologies of the World Wide Web. HTML enables interactive web pages and thus is an essential part of web applications.interactive web pages and thus is an essential part of web applications

.

- Java Programming Language
- Spring Book
- Bootstrap
- HTML, CSS
- MySQL

3. Requirement Collection and Identification

System requirements are expressed in a software requirement document. The Software Requirements Specification (SRS) is the official statement of what is required by the system developers. This requirement document includes the requirements definition and the requirements specification. The software requirement document is not a design document. It should set out what the system should do without specifying how it should be done.

The requirement set out in this document is complete and consistent. The software specification document satisfies the following: -

- It specifies the external system behaviour.
- It specifies constraints on the implementation.
- It is easy to change.
- It serves as a reference tool for system maintainers.
- It records forethought about the life cycle of the system.
- It characterizes acceptable responses to undesired events.

4. Non-Functional Requirements

In systems engineering and requirements engineering, a non-functional requirement is a requirement that specifies criteria that can be used to judge the operation of a system,rather than specific behaviors. This should be contrasted with functional requirements that define specific behavior or functions. The plan for implementing non functional requirements is detailed in the system architecture. Broadly, non-functional requirements define how a system is supposed to be. Non-functional requirements are ”system shall be”. Non-functional requirements are often called qualities of a system. Other terms for nonfunctional requirements are ”constraint”,”quality attribute”, ”quality goal”,”quality of service requirement”and ”non-behavioral requirements”.The

non functional requirements can be considered as behavioral requirements. Most softwares responds to events from the outside world. These response characteristics form the basis of the non-functional requirements. A computer program always exists in some state and externally observable mode of non function tasks that are changed only when some events occur. A non functional model creates a representation of the states of the method and the events that cause the method to change the state.

5. Other Requirements

In order for the users to run webapp in their devices

they need to have some basic requirements - as listed

below:

• A Computer which is capable of sharing and storing Data PC, Laptop, PDA

• An Operating system which supports python such as: Windows, Solaris,

Linux, Macintosh, Palm OS, Windows CE.

• Hardware for network communication

Summary

In this chapter, the system requirement specifications needed to develop module are described. In the next chapter, system design is described.

Chapter 4

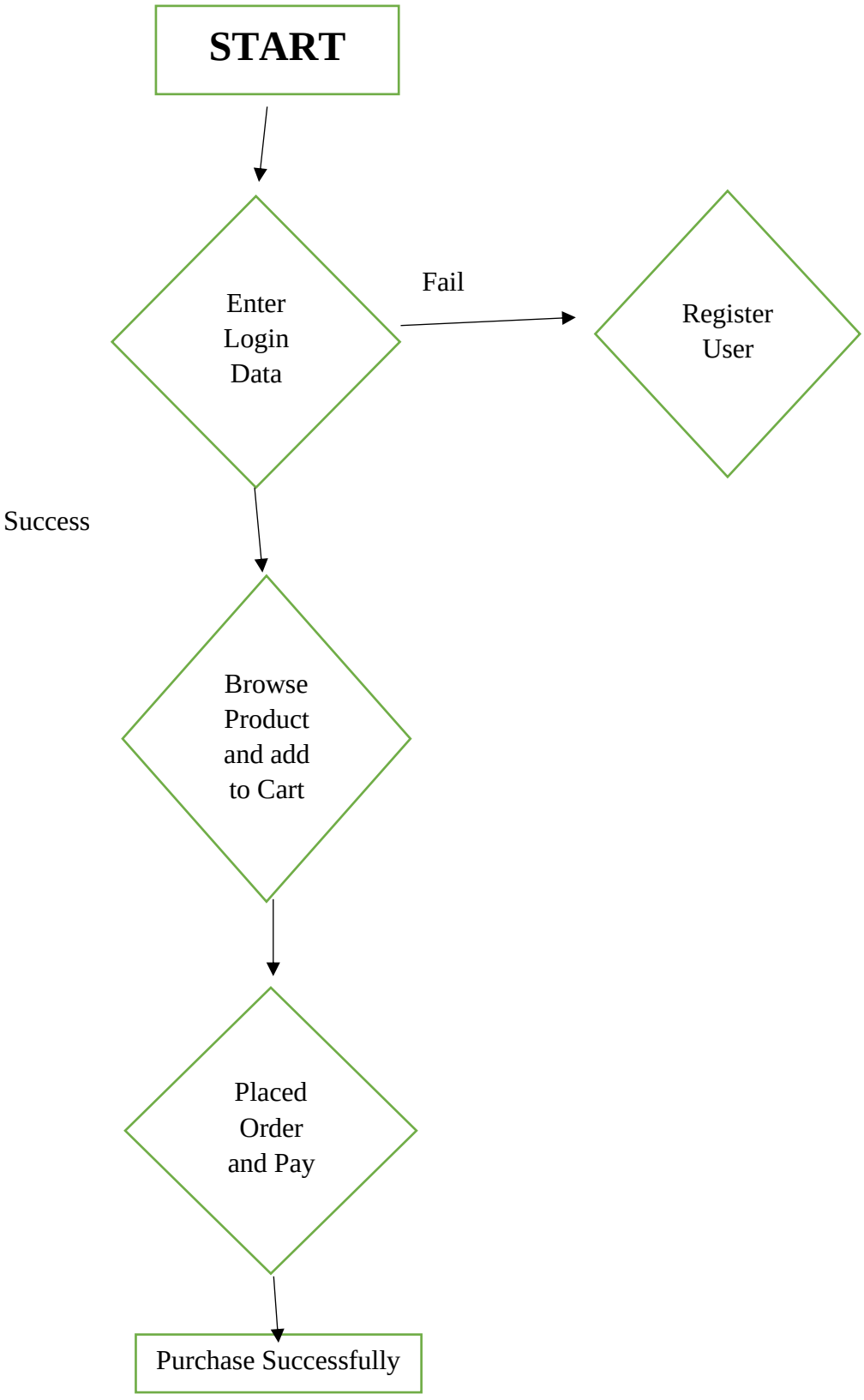
System Design

Design is the first step into the development phase for any engineered product or system. Design is a creative process. A good design is the key to an effective system. The term ”Design” is defined as ”The process of applying various techniques and principles for the purpose of defining a process or a system in sufficient detail to permit its physical realization”. It may be defined as a process of applying various techniques and principles for the purpose of defining a device,a process or a system in sufficient detail to permit its realization. Software design sits at the technical kernel of the software engineering process and is applied regardless of the development paradigm that is used. The system design develops the architectural detail required to build a system or product.

In this chapter,section 4.1 describes system architecture. The entity-relationship diagram is described in next section 4.2. The section 4.3 describes the database design of the module. The data flow diagrams are described in next section 4.4 Section 4.5 describes interface design. All UML diagrams are described in section 4.6.

4.1 System Architecture

The only Authorized that will have proper access authority can access the software in future., the mobile app can play a significant role in many aspects from a service provider interactively in real-time without an intermediary service over the internet. Online Import and Export service is the process of taking good and services from The one place to another place practitioners who provide on the Internet. Since the World Wide Web, seller have sought to sell their products to people who surf the Internet.Shoppers can visit web stores from the comfort of their homes and shop as they sit in front of the computer. Consumers buy a variety of items from online stores. In fact, people can purchase just about anything from companiesthat provide their products online. Buying and Ordering are amongthe hundreds of products consumers can buy from an online portal. Many people choose to conduct online Import and Export because of the convenience.

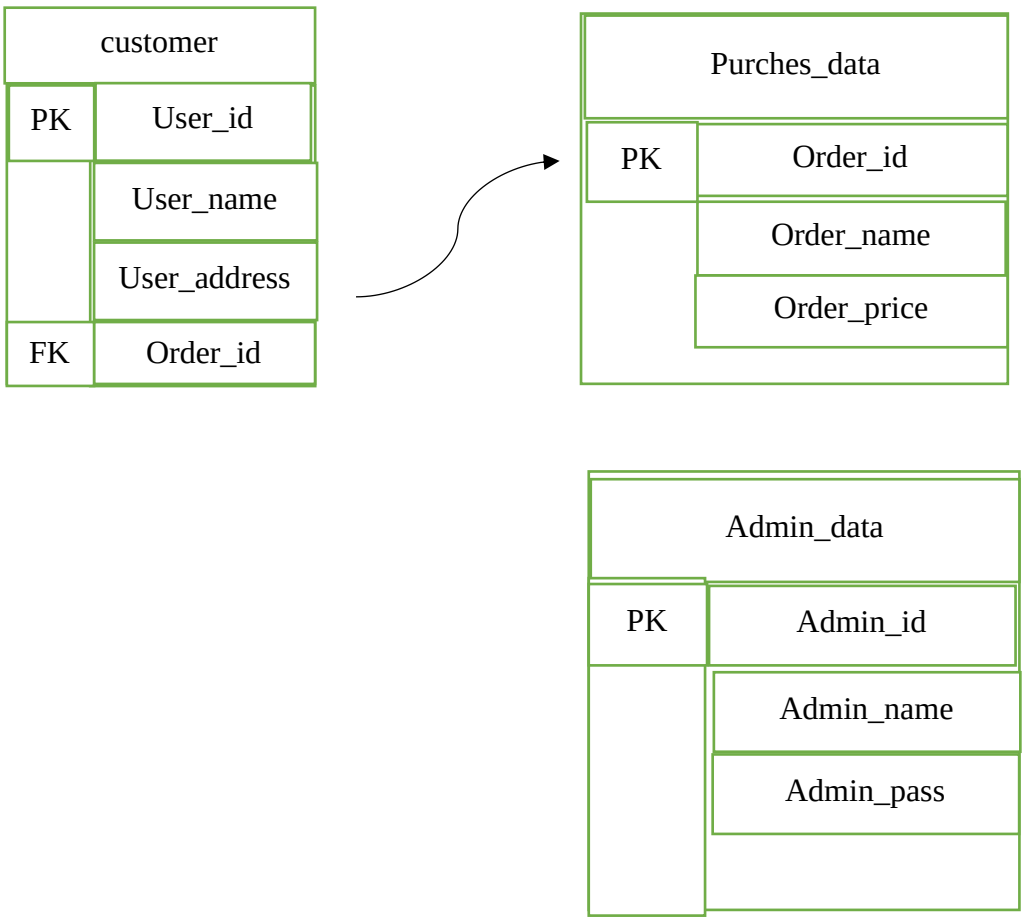


4.1 system architecture

Also, the import export fruits app is broadly based on the path customer and seller . The mobile app connects them instantly while blurring the boundaries of countries. Clint can also communicate securely with other clints to share the important information thanks to a customized import export mobile app.In brief, the mobile apps for the import export platform sector can digitize the entire process and enable the clints to serve the customer in a better way

4.2 E-R Diagram

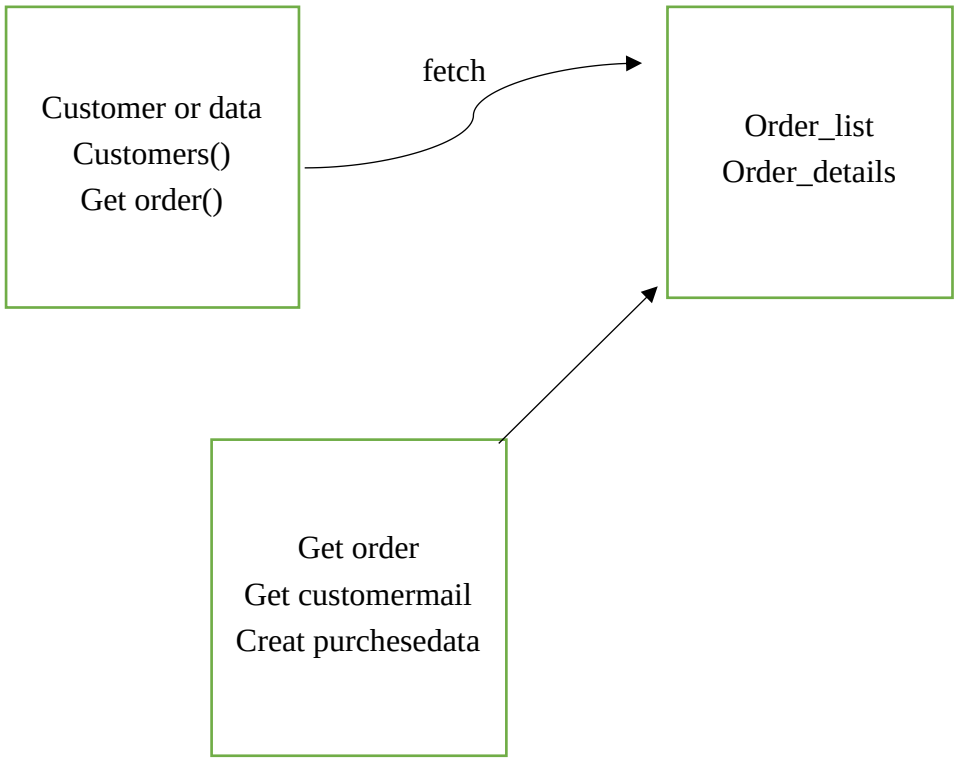
Entity-relationship diagram, a graphical representation of entities and their relationships to each other, typically used in computing in regard to the organization of data within databases or information systems. An entity is a piece of data-an object or concept about which data is stored



4.2 E-R diagram

Entity-relationship diagram, a graphical representation of entities and their relationships to each other, typically used in computing in regard to the organization of data within databases or information systems. An entity is a piece of data-an object or concept about which data is stored

4.3 Database Design



4.3 Database Design

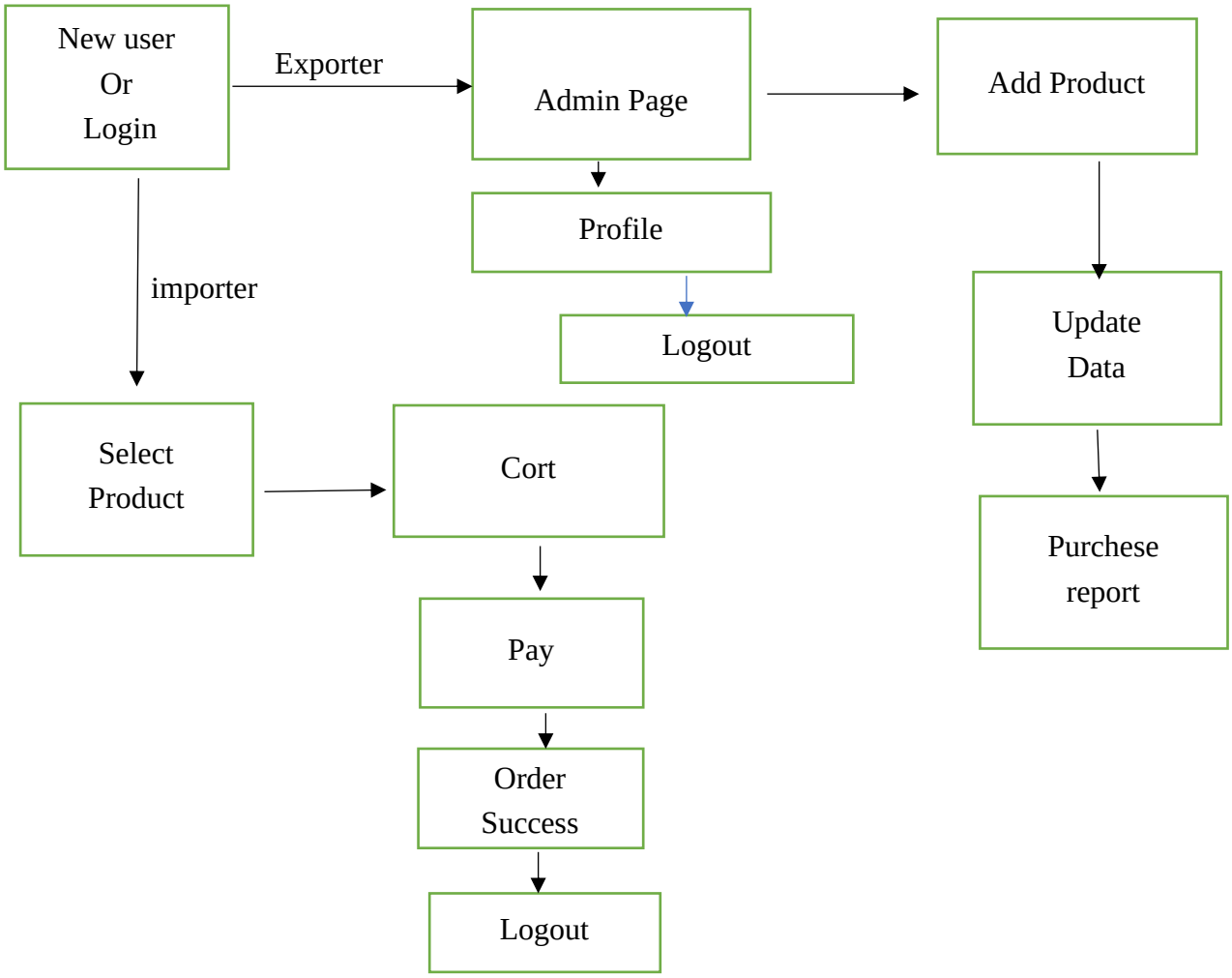
Database design is the process of producing a detailed data model of a database. This logical data model contains all the needed logical and physical design choices and physical storage parameters needed to generate a design in a data definition language, which can then be used to create a database. A fully attributed data model contains detailed attributes for each entity. The term database design can be used to describe many different parts of the design of an overall database system. Principally, and most correctly, it can be thought of as the logical design of the base data structures used to store the data.

4.4 Data Flow Diagram

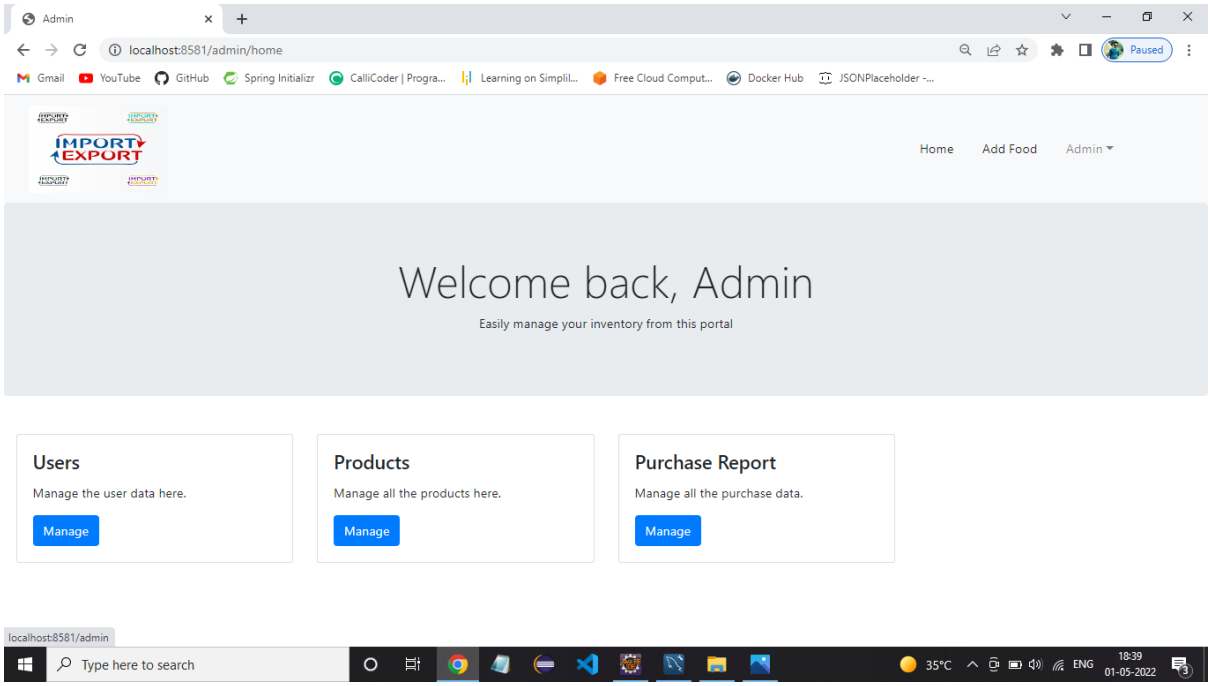
The Data Flow Diagram is the graphical representation of the processes and the flow of data among them. A data ow diagram illustrates the processes, data stores, external entities and the connecting data flows in a system. It is a common practice to draw a context level Data Flow Diagram first which shows the interaction between the system and outside entities. This context-level data flow diagram is then ”exploded” into a detailed data flow diagram.

4.5 User Interface Design

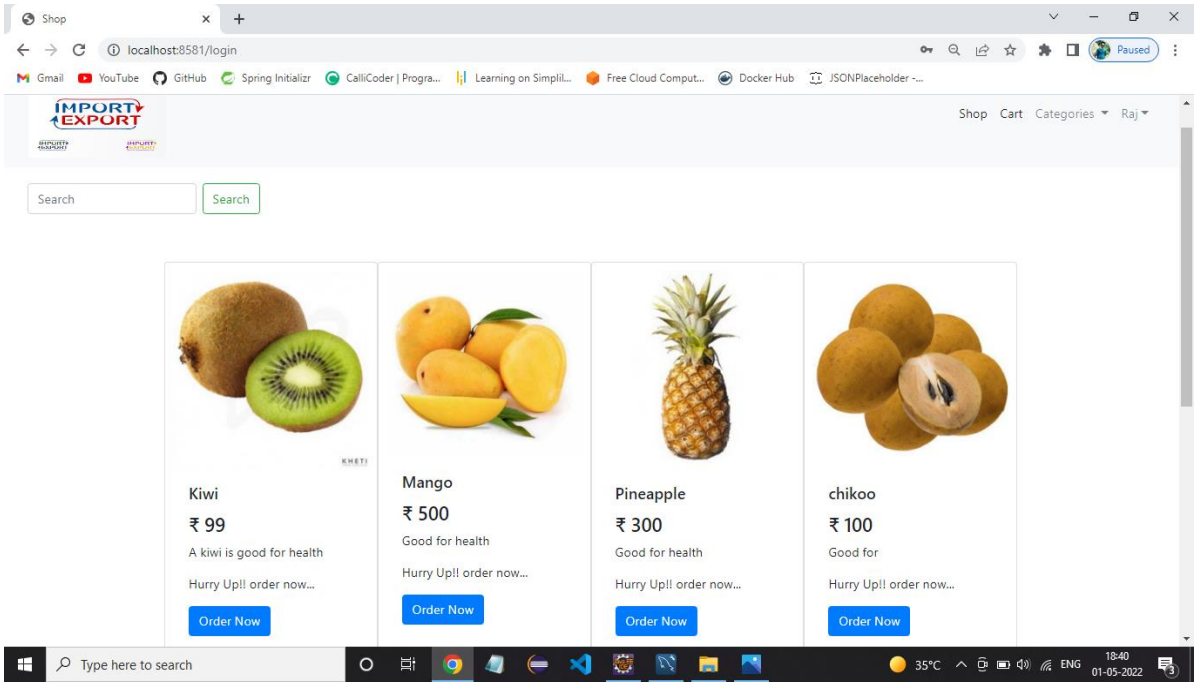
User interface design or user interface engineering is the design of websites, computers, appliances, machines, mobile communication devices, and software applications with the focus on the user’s experience and interaction.



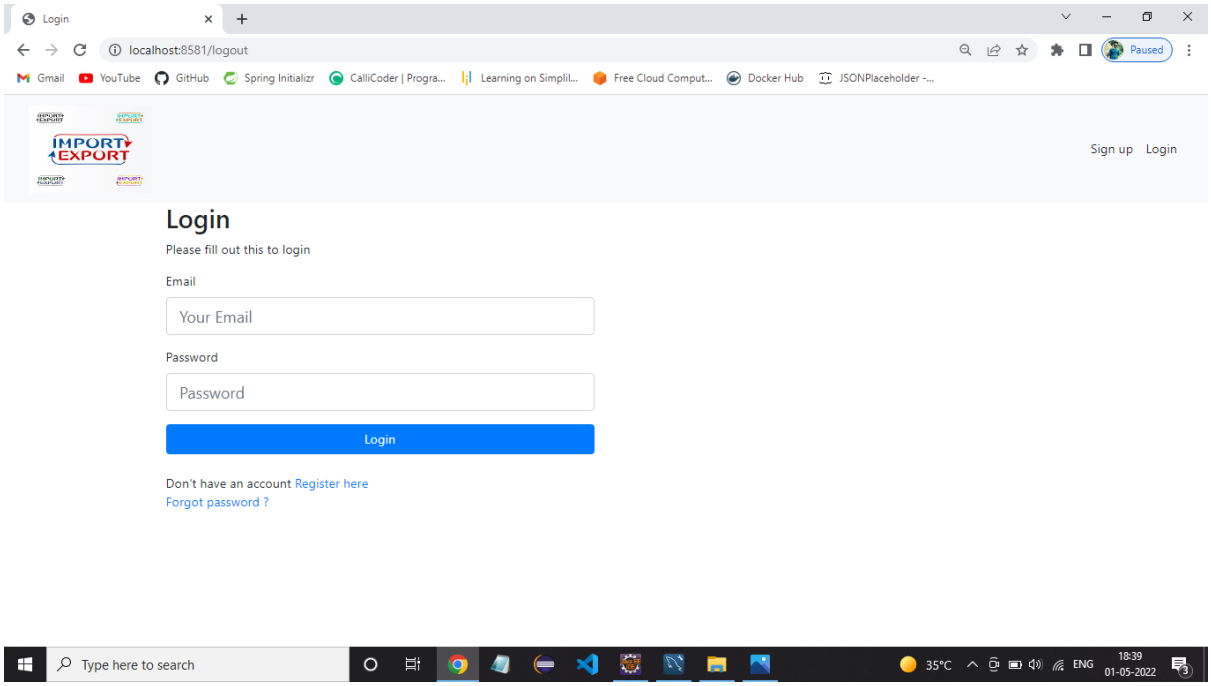
4.5 User Interface Design



4.5 User interfece Expoter



4.6 User Interface Importar



4.7 User interface Login

4.4 UML Diagrams

This section illustrates the various Unified Modeling Language diagrams of the project.The Unified Modeling Language (UML) is a standard visual modeling language intended to be used for:

1. modeling business and similar processes,
2. analysis, design, and implementation of software-based systems.

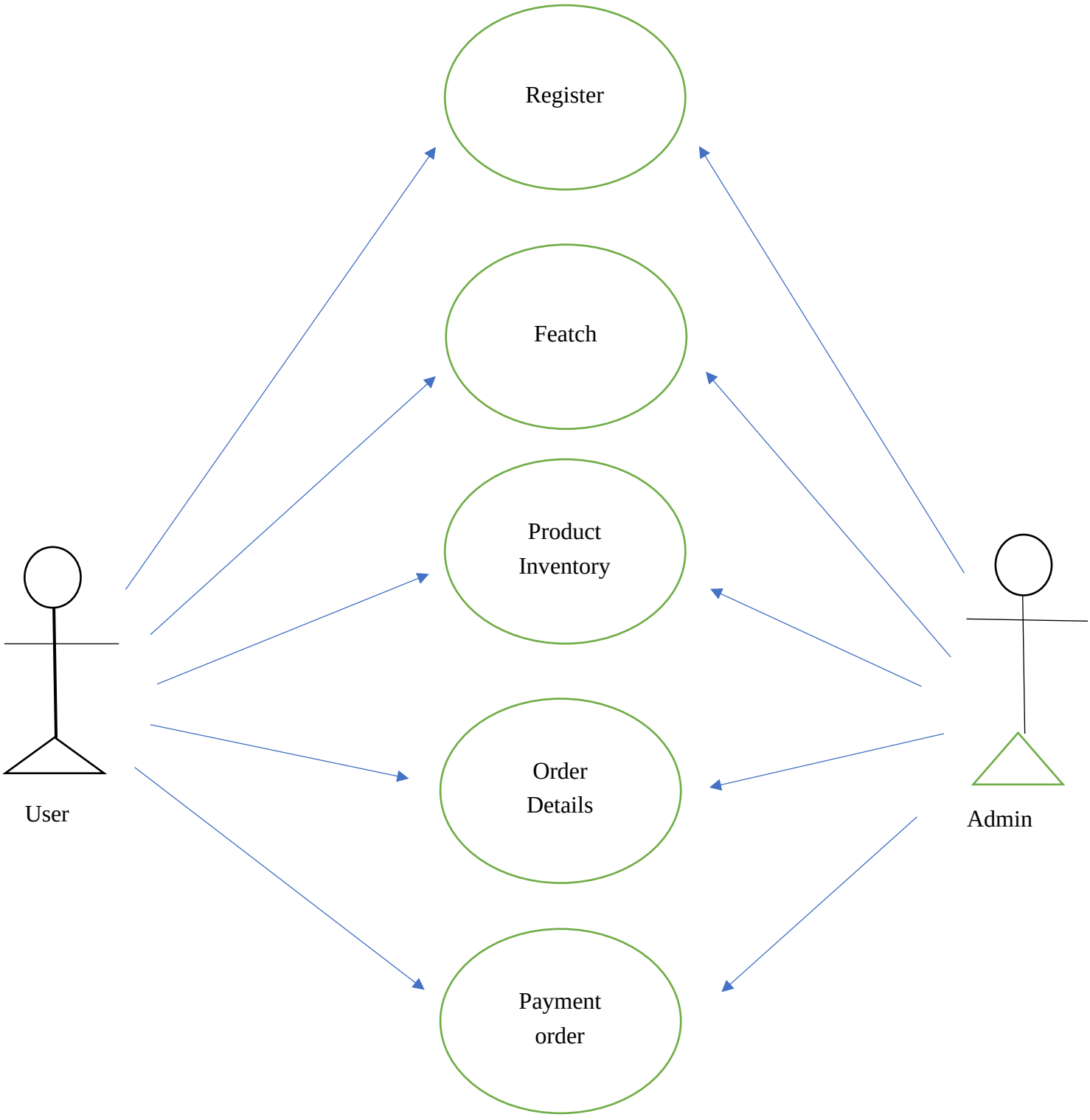
Unified Modeling Language is a common language for business analysts, software architects and developers used to describe, specify, design, and document existing or new business processes, structure and behavior of artifacts of software systems. Unified Modeling Language is a standard modeling language, not a software development process.

4.5 Use Case Diagram

Use case diagrams are one of the seven diagrams in the Unified Modeling Language for modeling the dynamic aspects of system.A use case diagram shows a set of use cases and actors (a special kind of class) and their relationships. Use case diagrams address the static use case view of a system. These diagrams are especially important in organizing and modeling the behaviors of a system.In this project use cases and actor name are given as bellow:

4.6.2 Class Diagram

Class diagrams are showing a static design view of a system.class diagrams are important for visualizing, specifying, documenting structural models and for constructing executable systems through forward and reverse engineering. The Class diagram is represented by a react angle which is divided into three parts,Class Name,Attribute,Operations respectively. Class diagrams are also used to show the relation between the various classes. This diagram comes under the logical view.This diagram contains the Class name,Attributes, and operations performed by the classes.



4.8 User Case Diagram

Summary

Before implementing the actual design of the project, a few user interface designs were constructed to visualize the user interaction with the system as they browse for healthcare services, create a healthcare cart and take services. The user interface design will closely follow our Functional Decomposition Diagram showing the initial designs of the web pages.

In this chapter, the design of the entire system needed to develop the proposed module is described.In the next chapter, implementation details of the proposed system are described..

Chapter 5 Implementation

Implementation is the stage of the project when the theoretical design is turned out into a working system. Thus it can considered to be the most critical stage in achieving a successful new system and in giving the user, confidence that the new system will work and be effective. The implementation stage involves careful planning, investigation of the existing system and its constraints on implementation, designing of methods to achieve changeover and evaluation of changeover methods.

In this chapter, section 5.1 describes implementation details. The implementation environment is described in next section 5.2. Section 5.3 describes flow of system development.

5.1 Implementation Details

Steps

Step 1 (Analysis Phase)
First step you need to do is read the document carefully and download the dataset.With the dataset is a file which explains each and every column.It is very important for any data science project to have a proper understanding of the dataset. Read the Codebook.pdf Deliverable of this phase would be a CSV file with reduced columns required to meet the client expectation. You should be able to read a single record and understand it. Make a list of columns which are actually required

Step 2 (Design Phase) Now after understanding the client's expectation, try to create a Wireframe or rough sketch of the UI. How will the client actually use your software? Will there be Drop down, text-boxes, buttons etc, Also what actions would happen on the Web Page Which Graphs/Chart should be used ? How many pages should I design ? This step will better consolidate the client's understanding. Deliverable of this phase would be a Wireframe document.

Step 3 (Research and Learning Phase) Now after understanding the client's expectation, create a list of how to. This list will be a technical How to do List. For Example, How to Run the Script of Java from Command Line or Terminal ? How to open the Browser from Java with a specified URL ? How to kill the process when someone clicks the CLOSE button on the browser ? How to fill the drop down with List of Countries/State/City etc from

Dash How to show a Chart/Graph in a webpage using Java ? Dash Google all these questions and read articles so that you now know how to technically solve that part of the problem.
Step 4 (Development Phase) Segregate the list of clients expectation into separate parts a) User Experience of Running the Project b) UI Expectation for taking input from the user c) UI Expectation for the output.

Step 5 (Backend Development) Create a Java with the UI element seperate to solve the core expectation from the client for Tool, Take inputs from the user and create a custom Java function which filters the required data from the dataset.

Step 6 (Frontend Development) Now Create the UI for the clients Expectation. Then link to the UI with the backend functions created. Both the Frontend and Backend Development can go side by side also.

Step 7 (Integrated Testing) Manual Testing in Development Environment Manual Testing in Production Environment Here you will feel the need for having the Logging and Exception handling.

Step 8 (Internal/Client Demo) 1 team will be shortlisted which has the potential to go for the next phase. The Below Steps would be for that Team which is shortlisted by the Client/Forsk and are ready to give extra efforts and time (4 - 5 hours daily). This might require 4 weeks.

Step 9 (UAT Phase - User Acceptance Test) In this phase the full project is given to the client and installed on the client's machine for verification of clients expectations.The client’s raised points need to be fixed and resubmitted to the client again for the confirmation. This is an iterative process and might take 2-3 iterations depending on the number of points raised.

Step 10 (Packaging for Final Production Delivery) In this phase the source code and other deliverables are submitted to the client . Office. A project Document needs to be submitted User Manual Document needs to be submitted with Source Code Documentation

Step 11 Go Live

Step 12 Support and Maintenance

Step 13 Future Enhancements

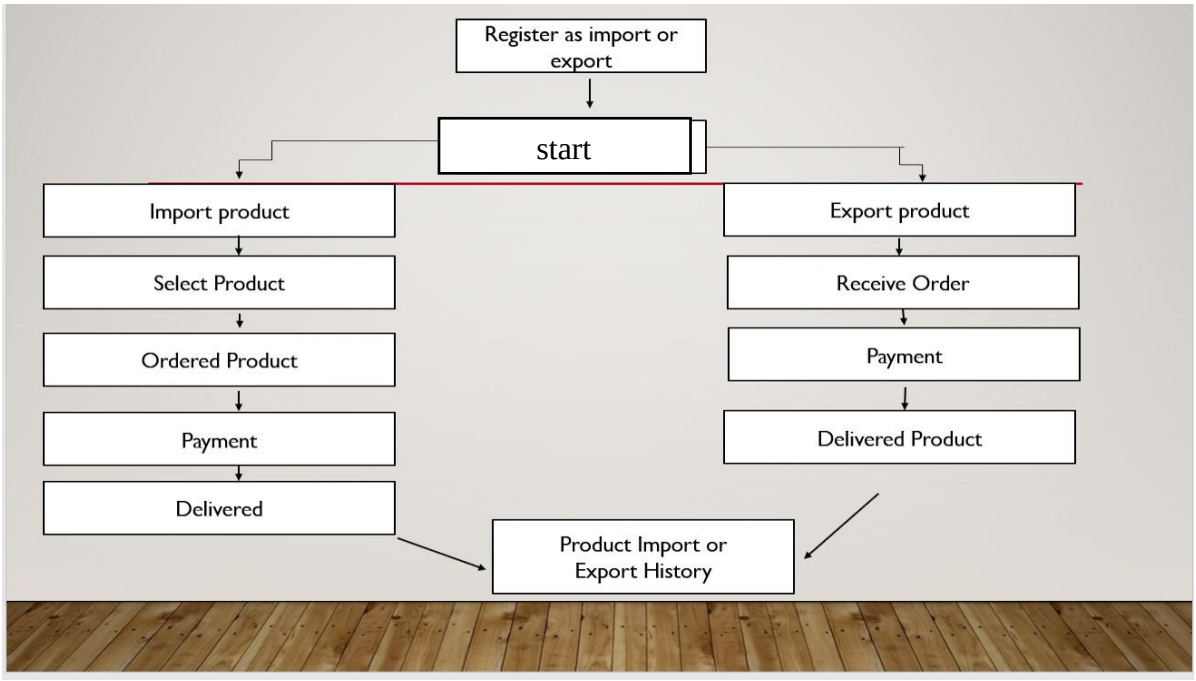
5.2 Implementation Environment

The proposed system work is designed on 64 bit Windows OS with Core i5 Processor, 4 GB RAM and 1.80GHz using eclipes Platform and bootstrap framework. First the user wants to register in the database with his secret password and then login with that account. After

Registration process, the user can use it. Then users provide the info and that info will be encrypted by the code.and then it stored in the form of framework.This system is all about converting the Import Export system from manual to online. Customers can take services online after login to the webapp. Administrator is adding types of Import Export service to the database. Administrators can edit or delete the history services from the database. After Cart and making payment the service is sent to the customer's mobile number that he has given.

5.3 Flow of System Development

Online Import Export system Internet software developed on and for the Windows and later versions environments and Linux OS. This project also provides security with the use of Login-id and Password, so that any unauthorized users cannot use your account in future. The only Authorized that will have proper access authority can access the software in future.These days, as people become more health-conscious than ever, and the lifestyle-related diseases are on the rise, the mobile app can play a significant role in many aspects. a service provider interactively in real-time without an intermediary service over the internet. Online Import and Export service is the process of taking good and services from The one place to another place practitioners who provide on the Internet.



5.1 Deployment Digram

Summary

In this chapter the implementation details needed to develop modules are described. In The next chapter, system testing is described.

Chapter 6 System Testing

The process of performing a variety of tests on a system to explore functionality or to identify problems. System testing is usually required before and after a system is put in place. A a series of systematic procedures are referred to while testing is being performed. These procedures tell the tester how the system should perform and where common mistakes may be found. Testers usually try to ”break the system” by entering data that may cause the system to malfunction or return incorrect information. For example, a tester may put in a city in a search engine designed to only accept states, to see how the system will respond to the incorrect input.

In this Chapter 2 sections are described. Section 6.1 describes how to implement testing? Test cases and test results are described in Section 6.2.

6.1 How to Implement Testing

Testing is vital to the success of the system. System testing makes a logical assumption that if all parts of the system are correct, the goal will be successfully achieved. In the testing process we test the actual system in an organization and gather errors from the new

The system operates in full efficiency as stated. System testing is the stage of implementation, which is aimed to ensure that the system works accurately and efficiently. In the testing process we test the actual system in an organization and gather errors from the new system and take initiatives to correct the same. All the front-end and back-end connectivity are tested to be sure that the new system operates in full efficiency as stated. System testing is the stage of implementation, which is aimed at ensuring that the system works accurately and efficiently.

The main objective of testing is to uncover errors from the system. For the uncovering process we have to give proper input data to the system. So we should be more conscious of giving input data. It is important to give correct inputs to efficient testing. Testing is done for each module. After testing all the modules, the modules are integrated and testing of the final system is done with the test data, specially designed to show that the system will operate successfully in all its aspects. Thus the system testing is a confirmation that all is correct and an opportunity to show the user that the system works. Inadequate testing or non-testing leads to errors that may appear a few months later. This will create two problems. Time delay between the cause and appearance of the problem.

The effect of the system errors on files and records within the system. The purpose of the system testing is to consider all the likely variations to which it will be suggested and push

the system to its limits. The testing process focuses on logical intervals of the software ensuring that all the statements have been tested and on the function intervals (i.e.,) conducting tests to uncover errors and ensure that defined inputs will produce actual results that agree with the required results. Testing has to be done using the two common steps Unit testing and Integration testing. In the project system testing is made as follows: The procedure level testing

is made first. By giving improper inputs, the errors occurred are noted and eliminated. This is the final step in the system life cycle. Here we implement the tested error-free system into a real-life environment and make necessary changes, which runs in an online fashion. Here system maintenance is done every month or year based on company policies, and is checked for errors like runtime errors, long run errors and other maintenance like table verification and reports.

6.1.1 System Testing

Testing is done for each module. After testing all the modules, the modules are integrated and testing of the final system is done with the test data, specially designed to show that the system will operate successfully in all its aspects conditions. The procedure level testing is made first. By giving improper inputs, the errors occurred are noted and eliminated. Thus the system testing is a confirmation that all is correct and an opportunity to show the user that the system works. The final step involves Validation testing, which determines whether the software functions as the user expected. The end-user, rather than the system developer, conducts this test for most software developers as a process called ”Alpha and Beta test” to uncover what only the end user seems able to find. This is the final step in the system life cycle. Here we implement the tested error-free system into a real-life environment and make necessary changes, which runs in an online fashion. Here system maintenance is done every month or year based on company policies, and is checked for errors like runtime errors, long run errors and other maintenance like table verification and reports.

6.1.2 Unit Testing

Unit testing verification efforts on the smallest unit of software design, module. This is known as ”Module Testing”. The modules are tested separately. This testing is carried out during the programming stage itself. In these testing steps, each module is found to be working satisfactorily as regard to the expected output from the module.

6.1.3 Integration Testing

Integration testing is a systematic technique for constructing tests to uncover errors associated within the interface. In the project, all the modules are combined and then the entire programmer is tested as a whole.
In the integration-testing step, all the errors uncovered are corrected for the next testing steps.

6.1.4 Validation Testing

To uncover functional errors, that is, to check whether functional characteristics confirm to specification or not specified.

6.2 Test Cases And Test Results

Tests have been performed throughout the implementation of the application.When the tests have found an error, the problem was found and resolved. The following tests cases were done after the system was completed.

Test No	Description	Test Process	Test Result
1	Register New User	Register with Details & Registered	Yes
2	Browse products test process	Select a product and access information	Yes
3	Select a product test process	Add product to cart	Yes
4	Search a product test process	Enter a product name in search box	Yes
5	Place order test process	Add product to cart and process for payment	Yes
6	Add product test process	Add product with admin credentials	Yes
7	Purchase report test process	Select purchase report module	Yes

6.3 Summary

In this chapter the system testing done with the developed modules is described. In The next chapter, snapshots of results/output as well as analysis of results is described.

Chapter 7

Results and Analysis

In this chapter the Result of the Project is described. Screenshots of various important processing and their explanations are described.

7.1 Sample Snapshot of Important Processing and its Explanation

In mysql, we have designed this interface in the view folder of mysql framework. This view is controlled by a DCC controller. We are using mysql in the theme design.

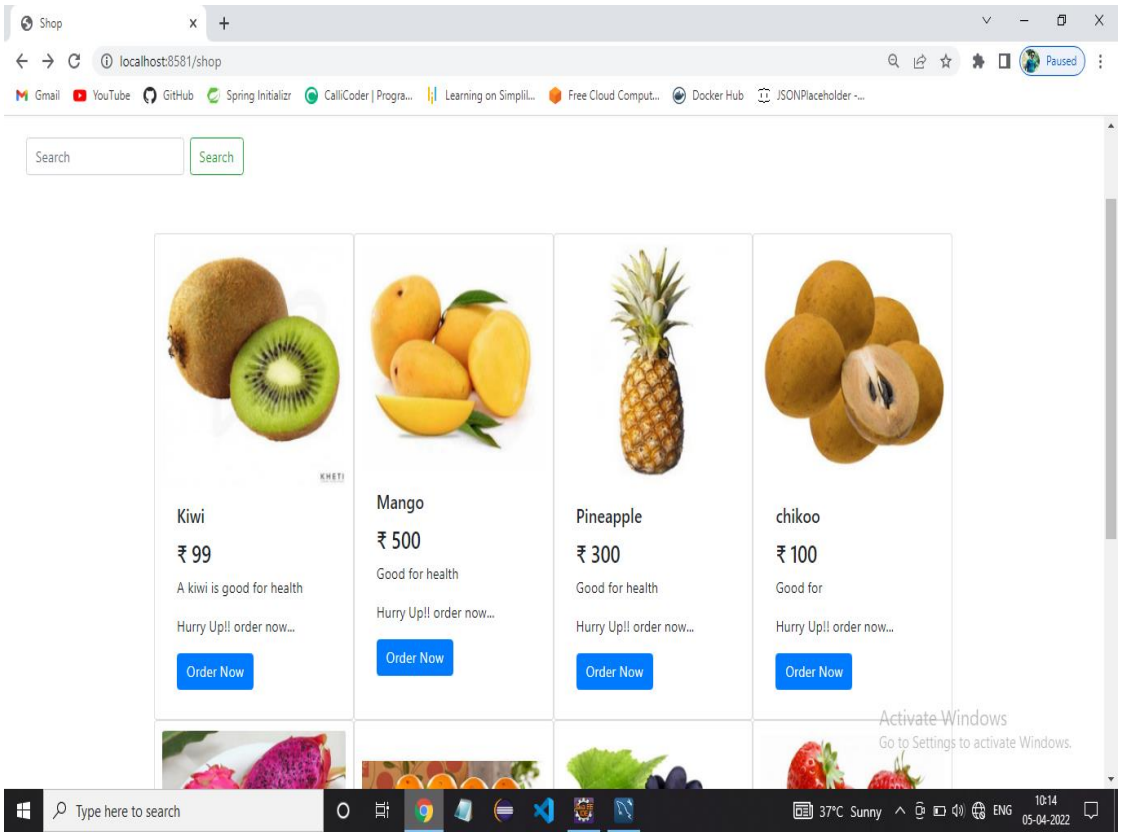


Fig 7.1 Home page view

After the click on the tab the response which is shown on the screen needs to be searched. And selection process is done the outcome is as shown below:

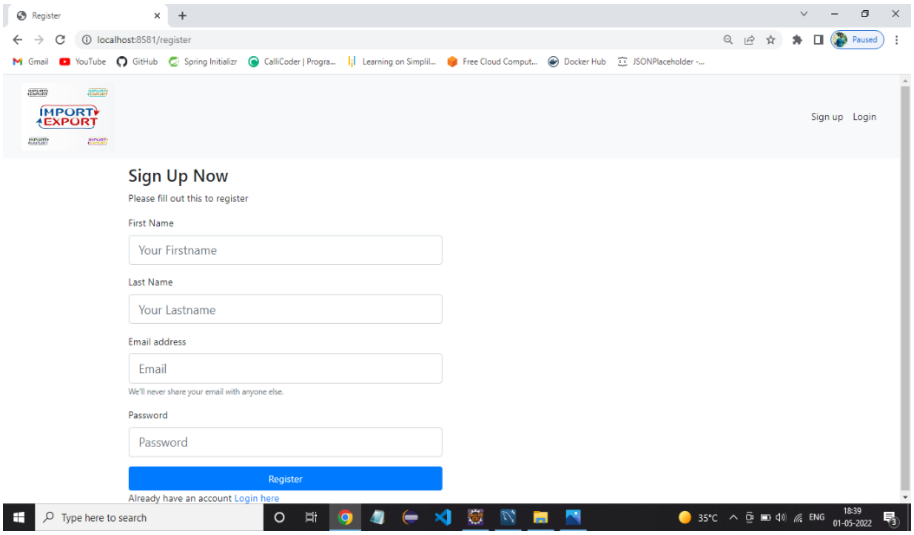


Fig 7.2 Registration

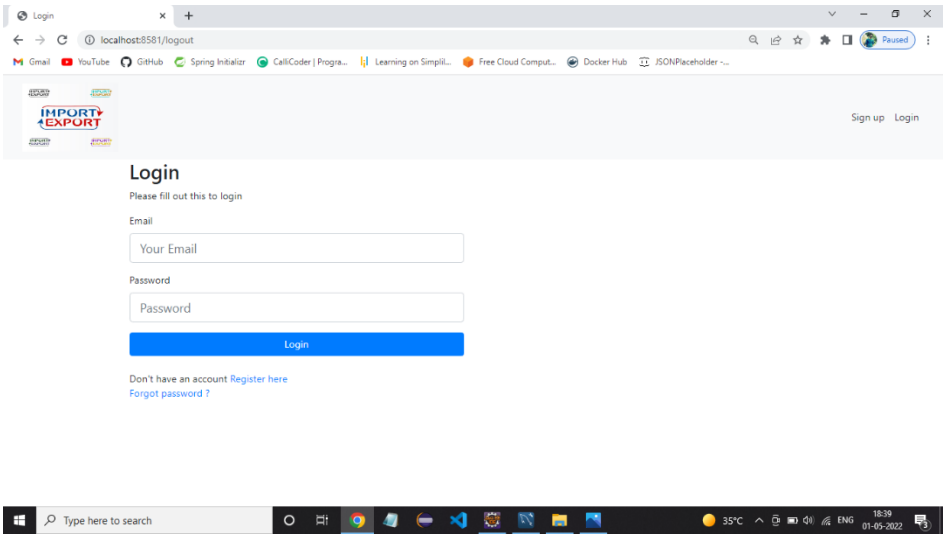


Fig 7.3 Log in

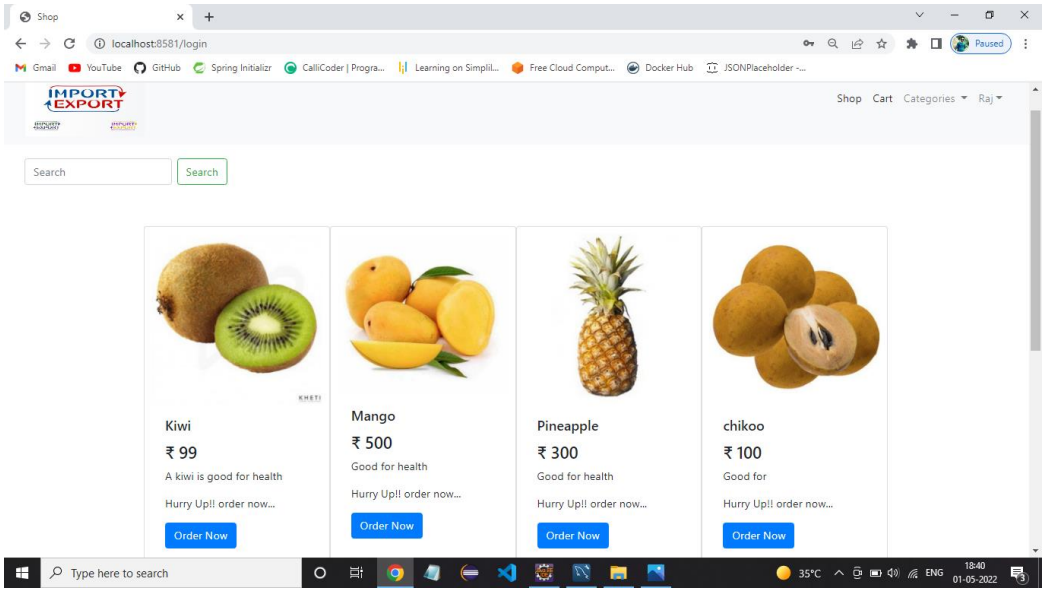


Fig 7.4 Importer home page

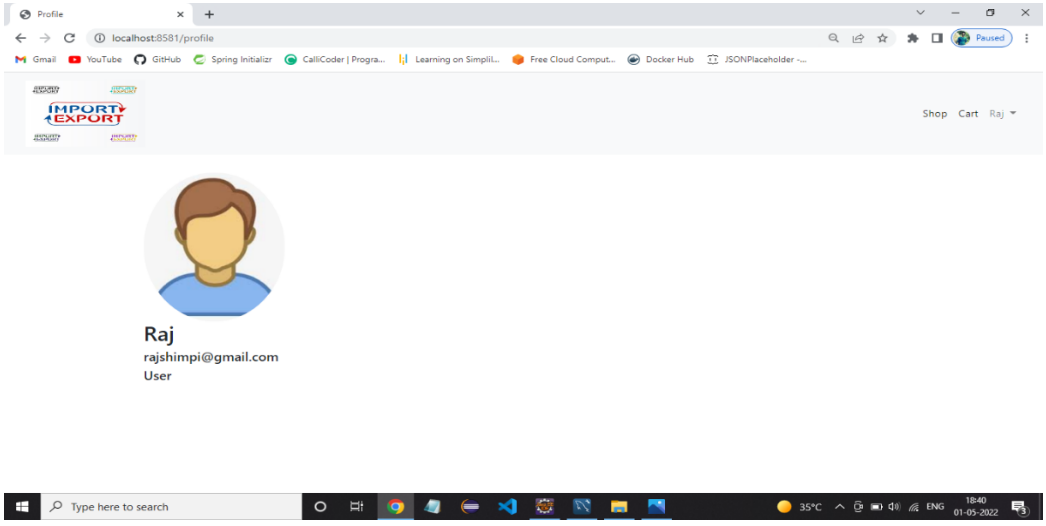


Fig 7.5 Importer profile

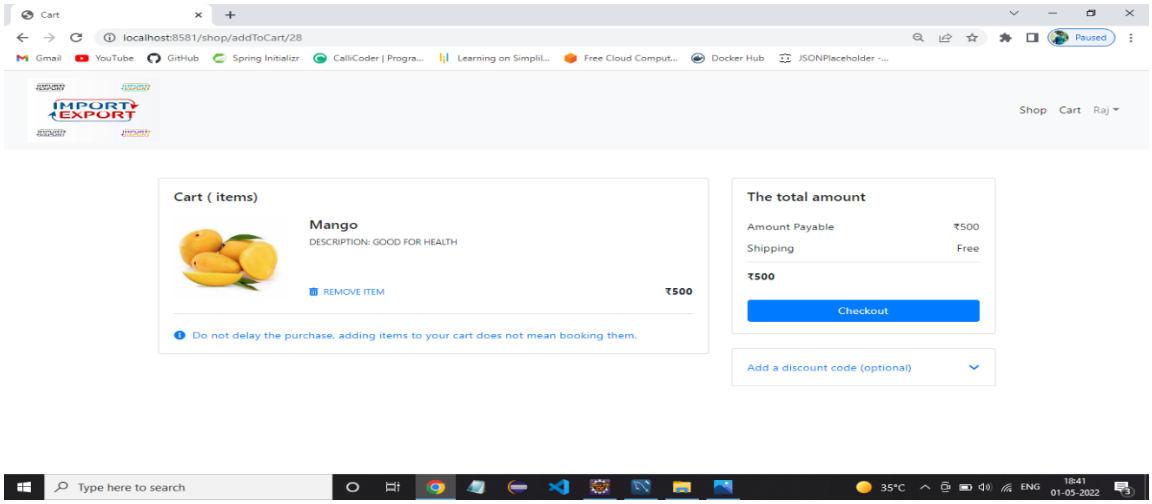


Fig 7.6 Order Page

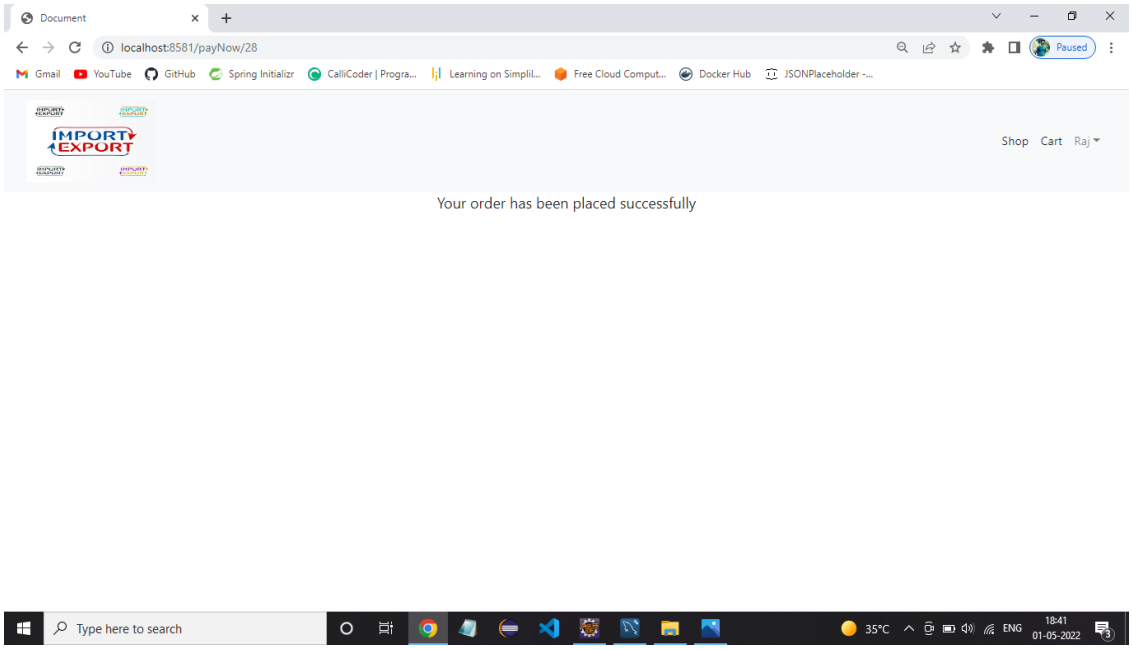


Fig 7.7 Order placed

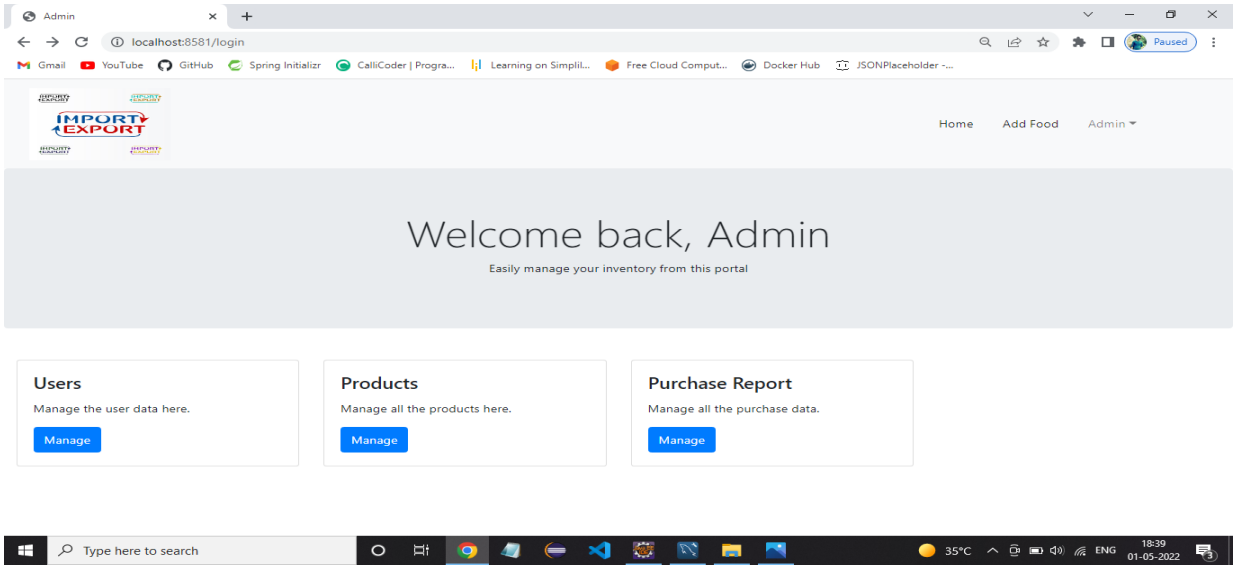


Fig 7.8 Exporter view

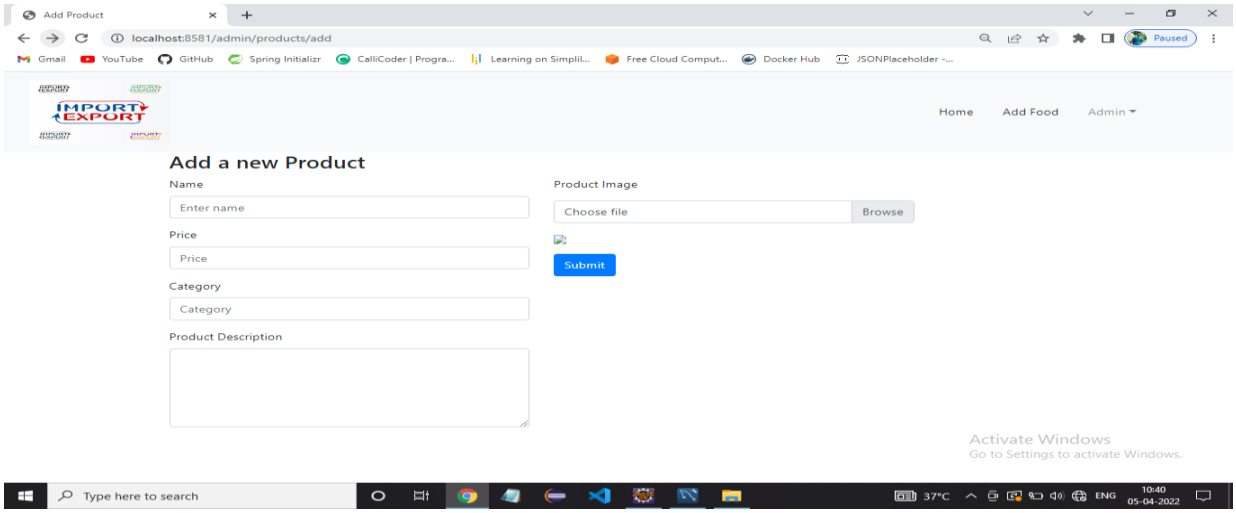


Fig 7.9 Add product

Summary

In this chapter the Results done with the developed modules is described. In The next chapter, snapshots of results/output as well as analysis of results is described.

Chapter 8 Conclusion

Conclusion

The primary purpose of the conclusion is to present the relationship between the observed facts (i.e. results). The conclusion explains the results in themselves and in relation to earlier research. The Conclusion is the logical outgrowth of the results found in the research. The objective of the Conclusion is to examine the results, determine whether they solve their search question, compare them within themselves and to other results (from literature),explain and interpret them, and then draw conclusions or derive generalizations, and make recommendations for applying the results or for further research.

The project entitled “Import Export Service” is developed using Java as front end and MySQL database in back end to computerize the process of online Import export services in an ease. This project covers only the basic features required.

However, a lot of features are already incorporated in this project. The main beneficiaries are both customers as well as ADMIN who consume more time while dealing with mobiles. Moreover, extra features can be identified and incorporated in the future. In order to accommodate additional features it will take longer time and effort to understand the requirement and convert it into computerized systems.