

#### PROJECT REPORT

On

### **Online Store Web App**

Submitted to

#### LOVELY PROFESSIONAL UNIVERSITY

For

Bachelor of Computer Science and Engineering

**Submitted By:** Submitted To:

Shruti Semwal Navneet Kaur

11804413 Assistant Professor

# LOVELY FACULTY OF TECHNOLOGY & SCIENCES LOVELY PROFESSIONAL UNIVERSITY PUNJAB

November 2021

# CHAPTER 1 INTRODUCTION

#### 1.1 Introduction

The project 'Online Store Web App' is built by using Nodejs, Express JS and MongoDb, in which various concepts are implemented and innovative features are added to upgrade the app's functionality. There are many components available with the help of which, app's webpages are designed.

So here, I have designed an e-commerce site of online store for Room Décor Items Shop. In this build, customers can create an account and shop for different, fascinating décor items for interiors of their respective houses. They can add selected items to their cart and place an order. Moreover, admin role has also been added and his functions.

Furthermore, in order to execute certain insightful ideas, integration of Nodejs modules, framework and other powerful packages has also been done. This helped in levelling up the project in numerous ways.

#### 1.1.1 Bonus feature: Tracking system

As mentioned above, users can add items to their respective carts and place an order online, however, after placing an order, they can also track their orders' status. Therefore, in order to do so, real-time tracker feature has been implemented in this build. Basically, as soon as the admin will approve of status updates, the customer will be able to see those updates on app.

#### 1.2 Notification Library: Awesome-Notifications npm library

Notification library has been used in the project to make app more user friendly. As soon as the customer will add items to the cart and status will get updated, success message popup would appear on screen to acknowledge. Similarly, for admin, success message popup will appear as soon as the new order gets added. In case of any warning, alert message popup would appear on screen.

# CHAPTER 2 TECHNOLOGIES USED

#### 2.1 Nodejs Technology

This whole project's core is this amazing technology, Nodejs, for building fast and scalable applications. Since it uses an event-driven and non-blocking I/O model, this project has real-time features added.

#### 2.2 Express JS Technology

Express.js has been used as a flexible Nodejs back-end web application framework to provide robust features to the build such as integration of EJS template engine, setting up middlewares to respond to HTTP request, routing, express-flash for flashing messages, session management etc.

#### 2.3 MongoDB Technology

MongoDB has been used for maintaining database by creating collections to provide unlimited scalability. Its document data model has been used to support the JSON. Data for orders, sessions, store and users has been maintained flexibly by using its tool MongoDB Compass. Furthermore, to model the data, mongoose is installed and for maintaining MongoDB session store for Express, connect-mongo npm package is installed to finally connect with the project.

#### 2.4 Tailwind CSS

Tailwind CSS has been used for front-end as CSS framework. It helped in making the app responsive.

### 2.5 Passport.js Technology

Passport has been used to implement authentication system by acting as an authentication middleware for Nodejs. It provides various strategies to use in applications which are chosen by developers according to their respective needs. In this project, passport-local strategy has been chosen to use username and password for local authentication.

#### 2.6 Socket.IO Technology

In order to upgrade the features of app, real-time order tracking system has been added by using Socket-io. This library enables real-time and event-based communication between browser and server. In this project, bidirectional channel between server and client is established with a connection.

#### 2.7 Laravel-Mix Technology

This project follows MVC concept for directory-structure, same as is followed while building Laravel app. So, in order to compile assets, Laravel-mix has been used for stand-alone project, that is provided by Laravel. Management of compilation has been done in webpack.mix.js file, acting as a configuration layer on top of webpack for sass and JavaScript.

# CHAPTER 3 MODULES

#### 3.1 Resources folder

Under this folder, there are 3 subfolders which are js, scss and views having different files.

#### 3.1.1 JS

In this folder, there are 2 files maintained, named admin.js and app.js for all the functions on server side and client side respectively.

#### **3.1.2 Views**

Different ejs files are created for customers and admin like login-register pages, home page, orders page etc.

### 3.2 App folder

Under this folder, there are 3 subfolders, config, http and models and http subfolder is further divided into 2 sufolders, controllers and middlewares.

### **3.2.1 Config**

In this folder, configuration of third-party module is done which is passport.js. Here, strategy is defined for authentication system by 'passport-local' strategy.

### 3.2.2 Http

#### 3.2.2.1 Controllers

Firstly, to implement the functionality of authentication and using database, authController.js is created. Similarly for rendering data by using models on home page, factory function is created in homeController.js.

Secondly, for customer role to execute properly, various controllers are created under customers subfolder and for admin role, functions are defined in controllers created in admin subfolder.

#### 3.2.2.2 Middlewares

There are certain middlewares used in this project to make changes to the requests and the response objects and also, ending the cycle to call the next middleware in the stack.

So, 3 middlewares are created in this sub-folder, admin.js, auth.js and guest.js.

#### **3.2.3 Models**

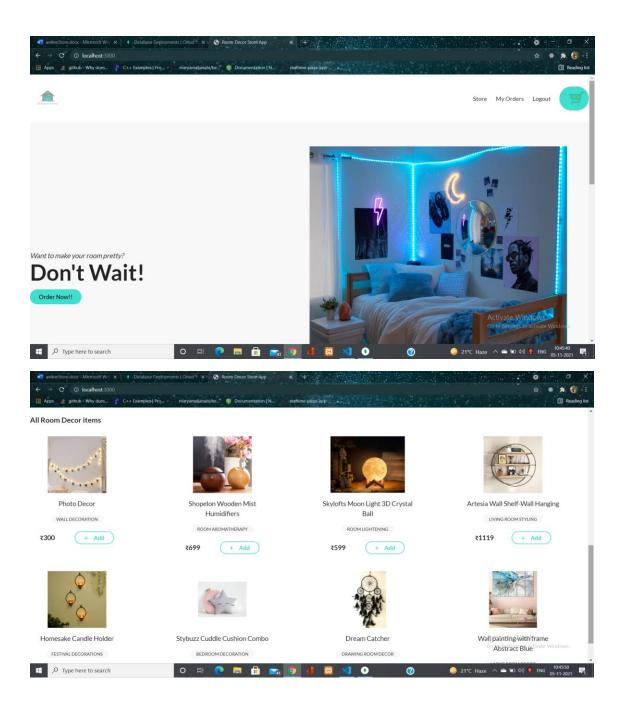
In this project, 3 models are defined using the schema interface to define all the fields stored in each document along with their validation requirements. These models are order.js, store.js and user.js.

#### 3.3 Server.js

In this file, all the required modules are defined, configuration of third-party apps is done, events module is used and setting up template engine along with socket-io connection is established.

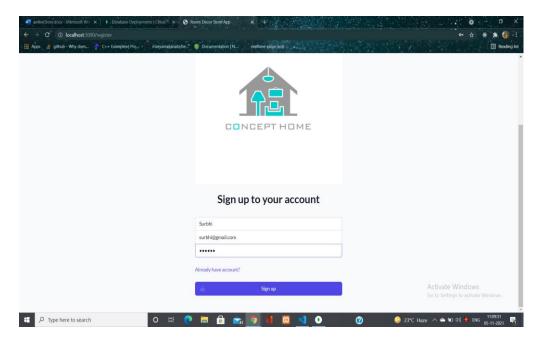
# CHAPTER 4 WEBSITE SNAPSHOTS

### 4.1 Home page

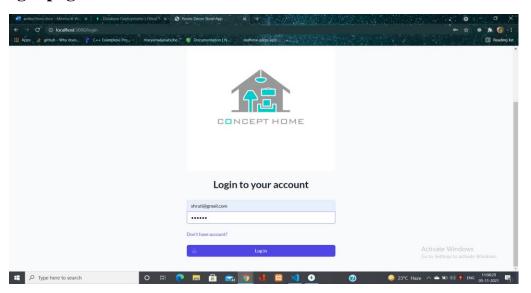


#### 4.2 Customer role

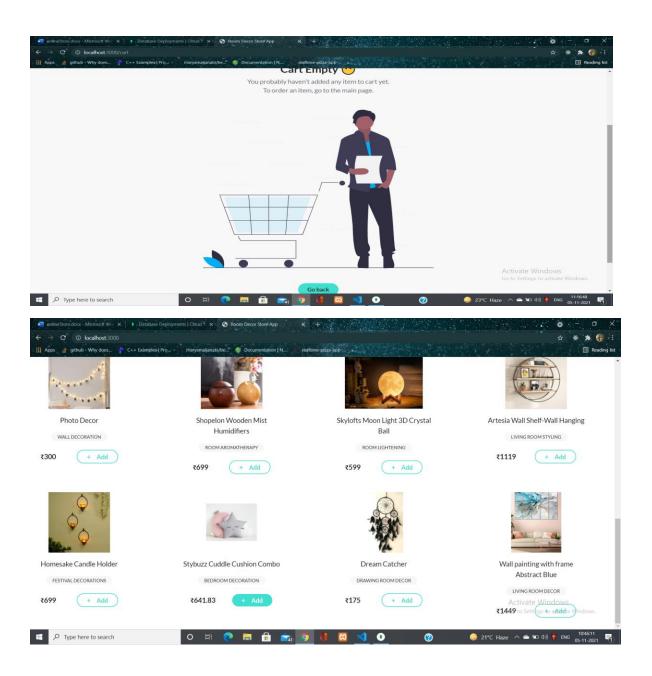
# 4.2.1 Register page

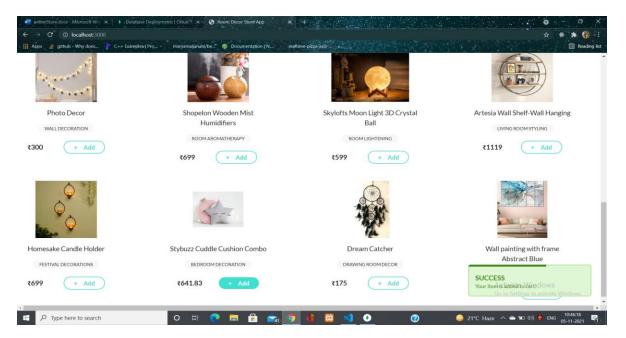


# 4.2.2 Login page

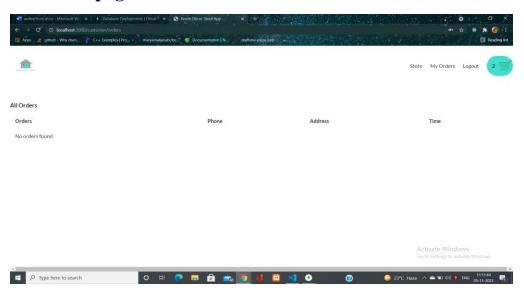


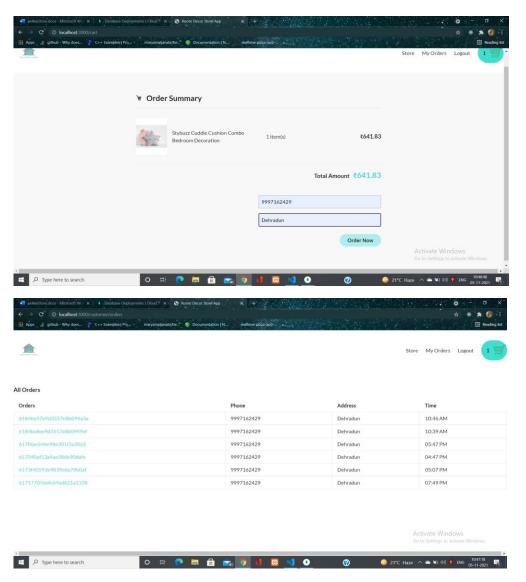
4.2.3 Adding items to cart



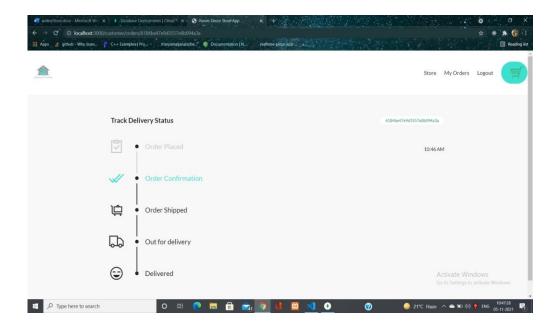


# 4.2.4 Orders page



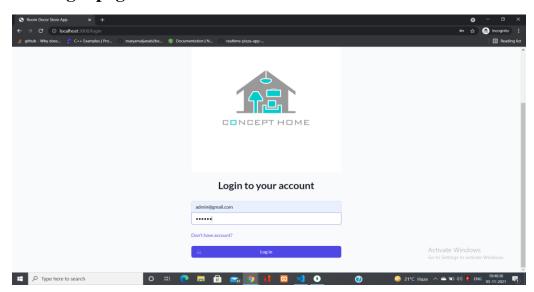


4.2.5 Order tracking page

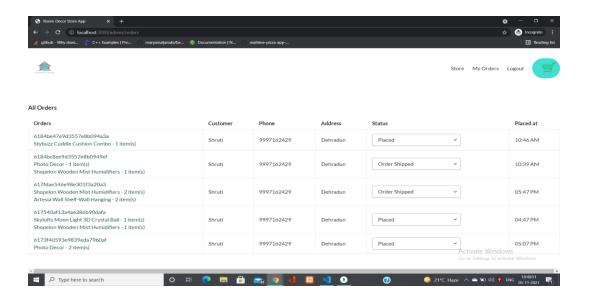


#### 4.3 Admin role

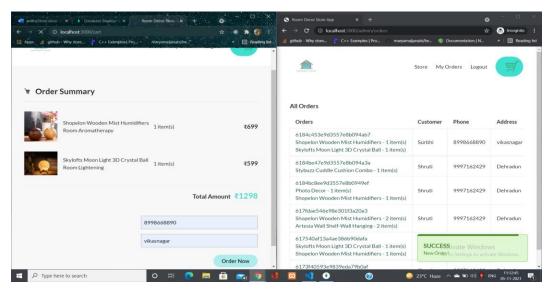
# 4.3.1 Login page

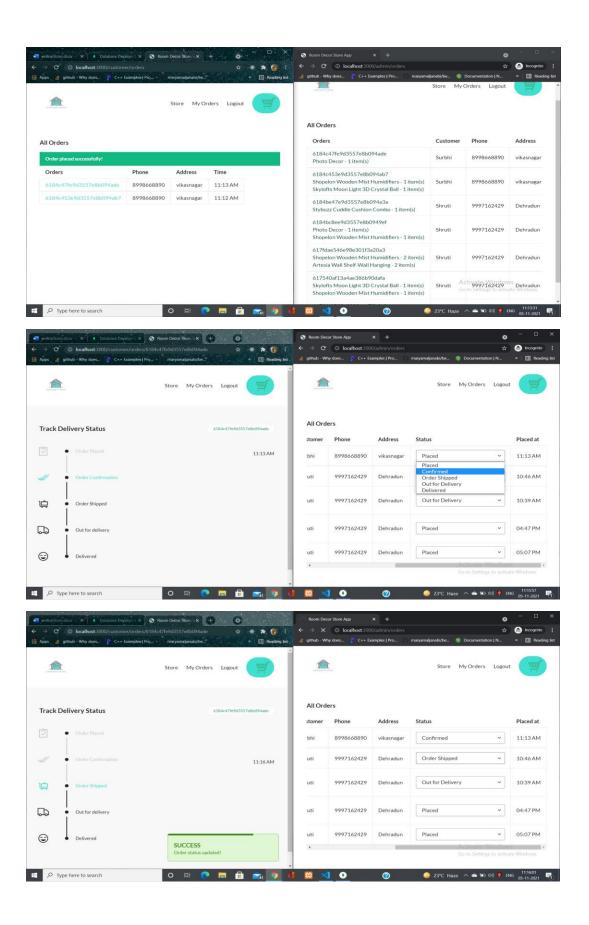


4.3.2 Orders page



# 4.4 Real-time Tracking Order response





# CHAPTER 5 LINK

#### 5.1 Github Link

https://github.com/ShrutiSemwal/Online-Store

# CHAPTER 6 REFERENCES

- **6.1** Study Material provided by mentor
- **6.2** Documentations of all technologies used
- **6.3** Internet/Youtube