**VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELAGAVI-590018, KARNATAKA.**



**A MINI PROJECT REPORT**

**ON**

**“AUTOMATIC TEXT SUMMARIZER USING NLP”**

***A Mini Project Report Submitted in Partial Fulfilment of Required for the***

***6th Semester B.E Course during the academic year* 2023*-2024***

BACHELOR OF ENGINEERING

IN

ARTIFICIAL INTELLIGENCE AND DATA SCIENCE ENGINEERING

2023-2024

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**DEPARTMENT OF ARTIFICIAL INTELLIGENCE AND DATA SCIENCE**

**CERTIFICATE**

This is to Certify that the Mini-Project work entitled **“AUTOMATIC TEXT SUMMARIZER USING NLP”** is a bonafede work carried out by **DEEKSHA N V(4YG21AD014)SAHANA N(4YG21AD045)**

**SURABHI G R (4YG21AD057)**

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**DECLARATION BY THE CANDIDATE**

We hereby declare that the work titled “**Online Shopping Management System**” as part of Mini Research Project submitted by us in the 5th Semester of **Bachelor's degree** in Artificial Intelligence and Data Science Engineering of the **Visvesvaraya Technological University**, Belagavi during the academic year 2023-2024 under the guidance of **Mr. Raghu Nandan.R** is our original work and has not been submitted anywhere else. The report has been written by us in our own words and not copied from elsewhere. Anything that appears in this report which is not our original work has been duly and appropriately referred/ cited/ acknowledged.

**THANMAYI A K 4YG21AD059**

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**ACKNOWLEDGEMENT**

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**THANMAYI A K 4YG21AD059**

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**ABSTRACT**

The Online Shopping is a web-based application intended for online retailers. The main objective of this application is to make it interactive and its ease of use. It would make searching, viewing and selection of a product easier. It contains a sophisticated search engine for users to search for products specific to their needs. The search engine provides an easy and convenient way to search for products where a user can Search for a product interactively and the search engine would refine the products available based on the user’s input. The user can then view the complete specification of each product. They can also view the product reviews and also write their own reviews. The application also provides a drag and drop feature so that a user can add a product to the shopping cart by dragging the item in to the shopping cart. The main emphasis lies in providing a userfriendly search engine for effectively showing the desired results and its drag and drop behaviour. The Online Shopping Management System (OSMS) is a comprehensive e-commerce platform designed to facilitate a seamless shopping experience for users. The system is built on a robust database management system (DBMS) that ensures efficient storage, retrieval, and management of data. OSMS allows users to browse a wide range of products, add them to their cart, and proceed to checkout securely. The system provides features such as user authentication, product categorization, order tracking, and payment processing to enhance the shopping experience. The DBMS of OSMS is designed using a relational database model, ensuring data integrity and consistency. It includes tables for storing information about users, products, orders, and payments. The system employs SQL queries for data manipulation and retrieval, ensuring fast and accurate results. Overall, OSMS aims to provide a user-friendly and secure online shopping experience while leveraging the power of a robust DBMS to manage data effectively.

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LIST OF ABBREVIATION

|  |  |
| --- | --- |
|  |  |
| Abbreviation | Stands For |
| CSS | Cascading Style Sheet |
| HTML | Hyper Text Markup Language |
| PHP | PHP Hypertext Preprocessor |
| UML | Unified Modeling Language |

### CHAPTER 1

## INTRODUCTION:

#### 1.1. Background

The clothes are used by every person in the world. Clothes provides benefits to the People from different

environmental elements. Clothes provide warmness in the winter season and provides protection from harmful sun raise in the summer. Although Clothes being an important part of people life the quality are decreasing year by year and the price of clothes is increasing due to the involvement of middle man in the clothing industry.

Today mobile and web-based applications have become a part of our day-to-day life. With the revolution in mobile computing many great features are added to the field and the mobiles are getting smaller, faster and better as the decade passes. Considering this we have developed efficient and reliable online clothes buying web application. **Online Shopping** simply list the clothes that the user can buy and user can provide the location to deliver it.

#### 1.2. Problem Statement

Clothes being an important part of people are forced to buy a less quality clothes and also in a high price. This problem has arrived due to the involvement of middleman in this industry who buy the clothes in cheap price from low quality manufactures and sold it to consumers in a high price. There are no any government organization that constantly monitoring the clothing market so it is very difficult to control the price of clothes.

#### 1.3. Objectives

**Online Shopping** is a web application which provide user to buy the clothes from the comfort of their

home. As there are no any particular clothing market in Nepal beside Ason market, customer who wants to buy clothes of less quantity doesn't prefer to go there. So we came up with the idea to deliver the fresh design clothes of any quantity to the customer to their location. Also the seller in the Clothing market buy the clothes from the middleman so the price of their clothes is high we try to solve the problem of high price by directly buying the clothes from the producer and selling it to the customer without the involvement of middleman. So that the price of clothes can be low. Some basic objectives of Online Shopping are:

i. Make the easy availability of clothes basically in urban area. ii. Low price compares to clothes shop. iii. Helps to uplift the living standard of local manufactures by involving them.

#### 1.4. Scopes and Limitations

The scope of this project is that it helps user to buy their clothes from the comfort of their home. It helps

to remove the problem of visiting the clothes shop every 2-3 months and spend around 1 day every time to buy the clothes. Online Shopping directly buys clothes from the manufactures so the selling cost to the consumer will be low as compared to the other clothes shop.

As we are trying to remove the middleman from the clothing industry and try to remove the problem of lowquality products, we might face various obstacle doing that. Also, we are directly buying goods from producers we also may face obstacle during the time of convincing the producer. Also, future maintenance should be done in the software to add different features in the software.

**CHAPTER 2**

## SYSTEM ANALYSIS

Online Shopping involves the problem-solving technique of easy availability of clothes to the consumer at a reasonable price. There are few webs and application portal like (*daraz.com*) who deals with the selling of clothes to the consumer but what makes Online Shopping unique is that we buy clothes directly from the producer which gives us the competitive advantage than others.

#### 2.1. Analysis of Existing System

Nepal’s First Largest and Trusted online shopping daraz.com. Busy routine, rush-hours and hectic

markets are unsettling people from trouble free reach to quality and new design clothes. Daraz.com provides a highly managed hassle-free online market where you can get items be it clothes, electronic, dairy products, sprouts or any other items you name within your clicks. It is place to your need of item delivered to you with proper quality in desired time frame adding value to your life, supplying the best out of fresh items and products. Daraz.com is an enterprise of Chinese-owned online marketplace and Logistics Company which operates in South Asian markets an endeavour to combine city lifestyle with information technology.

There are some of the weaknesses of Daraz.com which might give us a slight competitive advantage then them.

Some of the weaknesses are

 Inadequate research on market and customer satisfaction

 Lack of adequate facilities

 No precise delivery timing

 Compromise in product quality

Besides having some weakness Daraz.com also have a numerous strength. Some of the strength of Daraz.com are:

 Ordered item distribution system

 Free delivery strategy

 Product varieties-more items which is not available in local market easily

#### 2.2 Requirement collection

There are basically functional and non-functional requirements. Functional requirements are servicing the system should provide. In this project, the user interacts with the application to get information about herb. User first logins and the system validates the login credentials. The user will be able to view the list of herbs and their details. Each user will have their own list of their order product and the security is maintained. In the other hand, non-functional requirements are the constraints on the services or functions offered by the system. They include timing constraints, constraints on the development process and standards. This project hugely emphasizes on performance of the project. It is reliable, portable, and usable.

2.2.1. Functional Requirement

The users can register and login into the system by proving necessary details. After successful registration and login, user can view product, product details and latest newsfeed regarding sale. The users of the system information via admin about their order. Some of the functional requirements of the system are listed below:

* Users Login and Registration
* Users Logout
* Admin panel for uploading new product and editing the product details
* Track the order
* Edit the credential of user

2.2.2. Non-Functional Requirement

Quality attributes, constraints, goals and non- behavioral requirements of Okhati-Online herb system refers to non-functional requirements. These requirements are imposed in the system deals with the issues like usability, extendibility, scalability, Performance and maintainability.

#### 2.3 Feasibility Study

2.3.1. Technical Feasibility

Technical feasibility involves determining whether a system can actually be constructed to solve

the problem at hand. The following points were considered for the project’s technical feasibility.

* The required technologies (PHP)existed.
* The database management tool (MySQL) was found technically capable to hold data required to install and use the system.

2.3.2. Operational Feasibility

Operational feasibility asks if the system will work when developed and installed. The following points were taken into account for operational feasibility of the proposed system.

* The proposed system causes no harm because it only provides service to the users.
* The system is user friendly so the user can use this system more enthusiastically.
* The system is affordable and has low operational cost because it requires low bandwidth.

2.3.3. Economic Feasibility

The economic feasibility of the project can be shown through the following points.

* The tools and technologies used for the system are free for non-commercial development purposes
* Since the system is developed as part of project work, there is no manual cost to spend

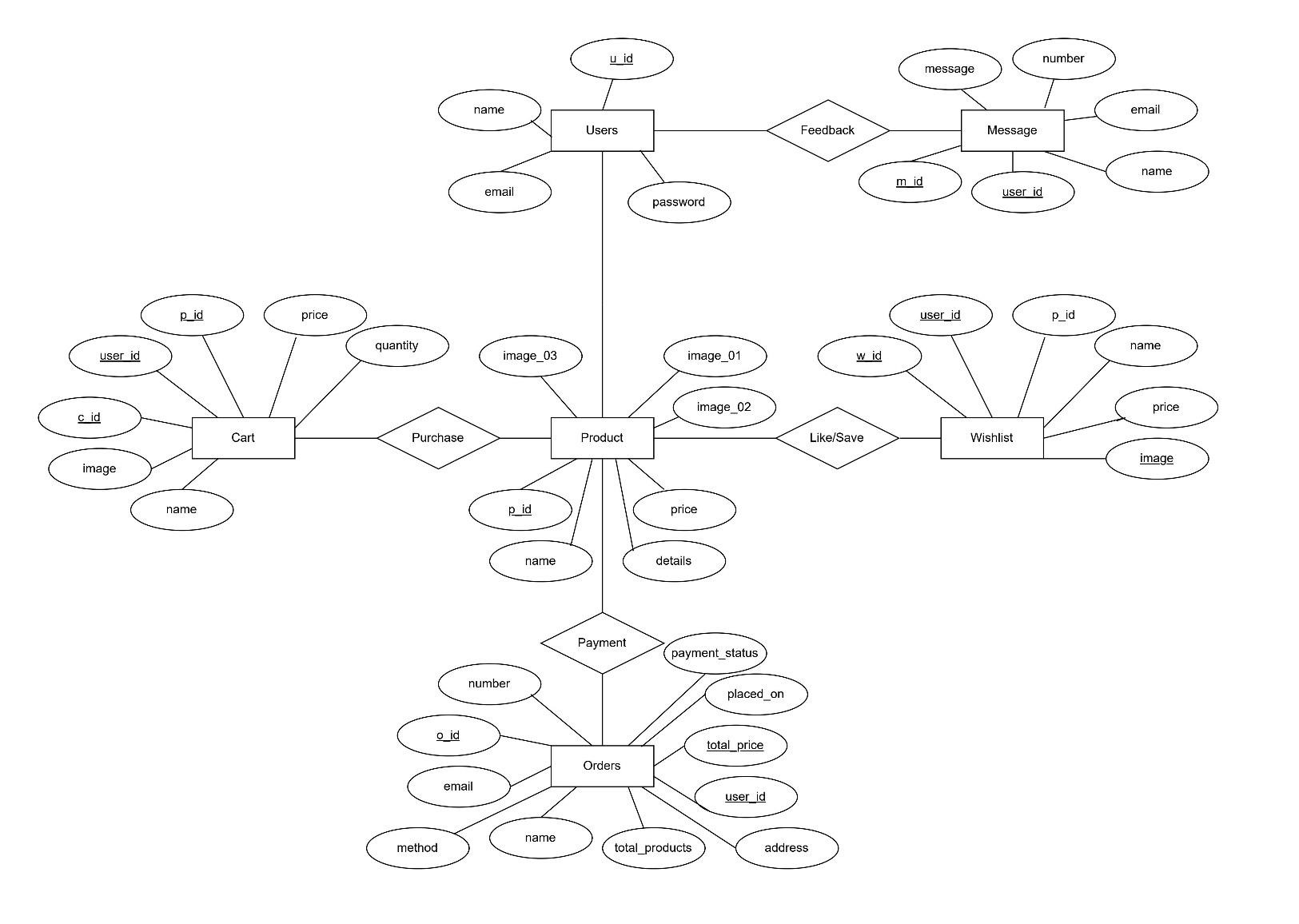
for the proposed system. It can be assured that the project proves economically feasible because all the resources are already available.

**CHAPTER 3**

## SYSTEM DESIGN

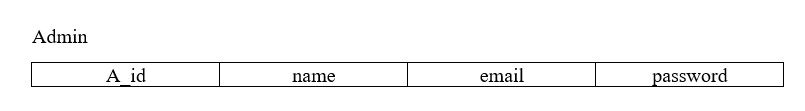
Online Shopping is a software design that deals with two people one is admin and another be a user/customer. Customer interact with the system and place an order which then accept or decline by the admin.

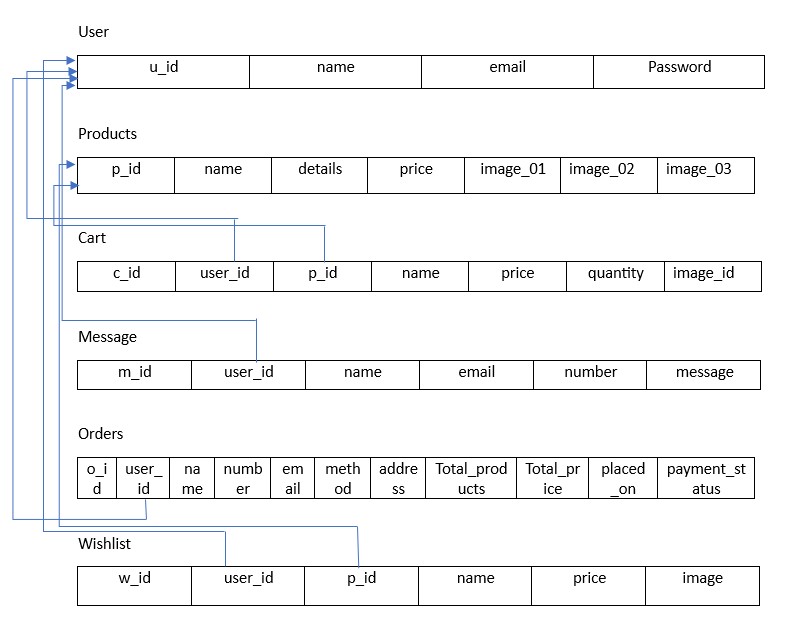
#### 3.1 ER Diagram



**Fig 3.1: ER Diagram.**

#### 3.2 Schema Diagram

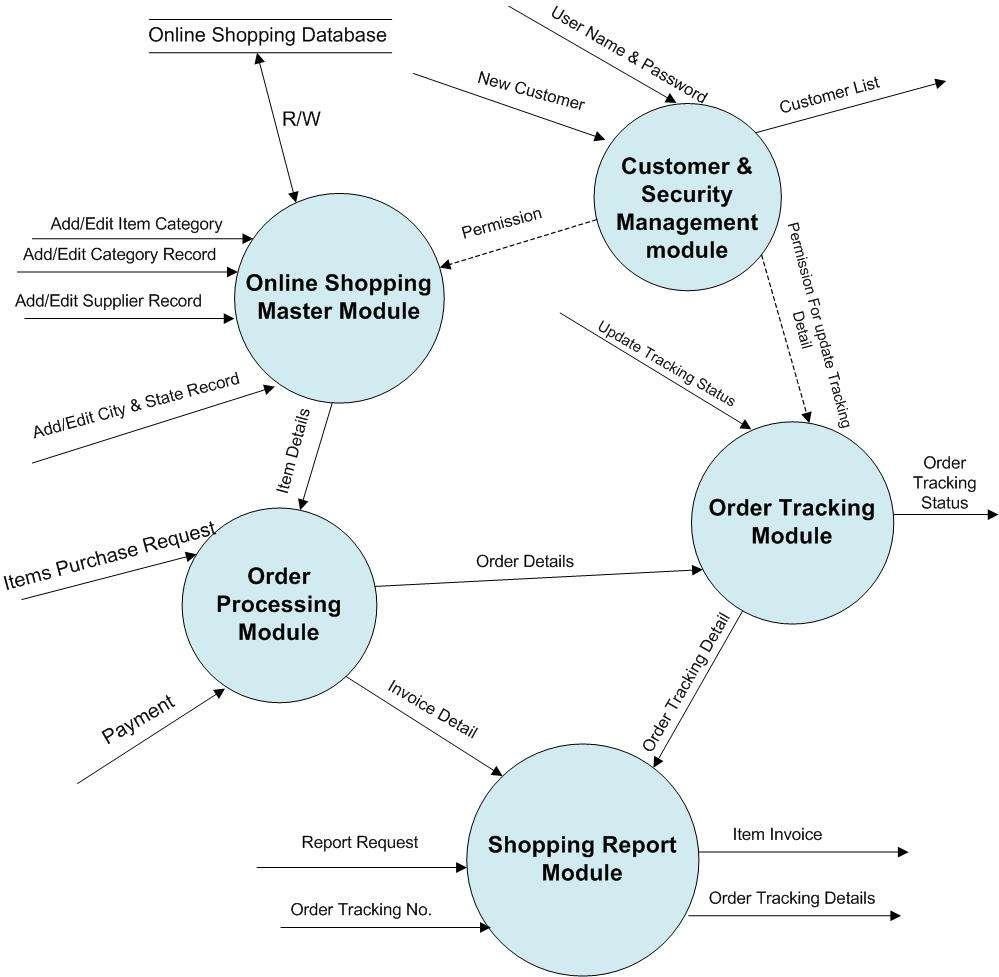




**Fig 3.2: Schema Diagram.**

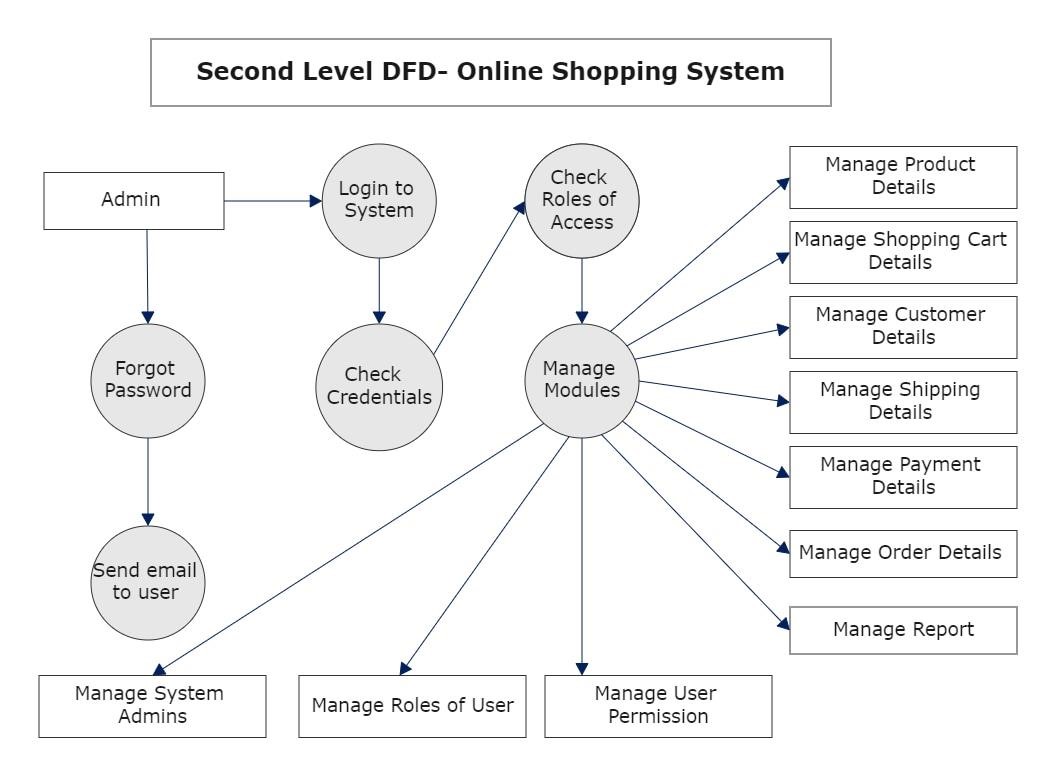
#### 3.3 Data Flow Diagram

->Level 1 DFD:



**Fig 3.3: Level-1 DFD.**

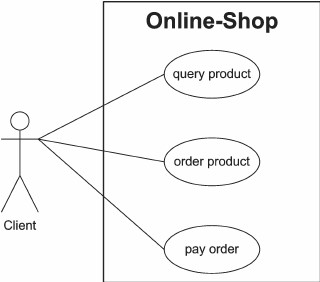
->Level 2 DFD:



**Fig 3.4: Level-2 DFD**

#### 3.4 Use Case Modelling

A use case identifies the actors involved in an interaction and names the type of interaction. This is then supplemented by additional information describing the interaction with the system. The additional information may be a textual description or one or more graphical models such as UML sequence or state charts.



**Fig 3. 5: Use case Diagram**

**CHAPTER 4**

# SYSTEM IMPLEMENTATION AND TESTING

The system components as identified in the design specification from the design phase and the software requirements specification from the analysis phase are built either from scratch or by composition in the implementation phase. This section documents the issues that arose during the implementation phase together with the adopted solutions. Every task identified in the design specification has been carried out in this phase. So far, no such issues rose that could critically affect the project schedule. All the tasks were completed within the project schedule according to the Gantt chart.

## 4.1 Front End:

<?php include 'components/connect.php'; session\_start(); if(isset($\_SESSION['user\_id'])) {

$user\_id = $\_SESSION['user\_id'];

} else{

$user\_id = '';

}; if(isset($\_POST['submit'])){

$email = $\_POST['email'];

$email = filter\_var($email, FILTER\_SANITIZE\_STRING);

$pass = sha1($\_POST['pass']);

$pass = filter\_var($pass, FILTER\_SANITIZE\_STRING);

$select\_user = $conn->prepare("SELECT \* FROM `users` WHERE email = ? AND password = ?"); $select\_user->execute([$email, $pass]);

$row = $select\_user->fetch(PDO::FETCH\_ASSOC); if($select\_user->rowCount() > 0){ $\_SESSION['user\_id'] = $row['id']; header('location:home.php');

}else{

$message[] = 'incorrect username or password!';

}

}

?>

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta http-equiv="X-UA-Compatible" content="IE=edge">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>login</title>

<!-- font awesome cdn link -->

<link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/font-awesome/6.1.1/css/all.min.css">

<!-- custom css file link -->

<link rel="stylesheet" href="css/style.css">

</head>

<body>

<?php include 'components/user\_header.php'; ?>

<section class="form-container">

<form action="" method="post">

<h3>login now</h3>

<input type="email" name="email" required placeholder="enter your email" maxlength="50" class="box" oninput="this.value = this.value.replace(/\s/g, '')">

<input type="password" name="pass" required placeholder="enter your password" maxlength="20" class="box" oninput="this.value = this.value.replace(/\s/g, '')">

<input type="submit" value="login now" class="btn" name="submit">

<p>don't have an account?</p>

<a href="user\_register.php" class="option-btn">register now</a>

</form>

</section>

<?php include 'components/footer.php';?>

<script src="js/script.js"></script>

</body>

</html>

## 4.2 Back End:

SET SQL\_MODE = "NO\_AUTO\_VALUE\_ON\_ZERO";

START TRANSACTION;

SET time\_zone = "+00:00";

/\*!40101 SET @OLD\_CHARACTER\_SET\_CLIENT=@@CHARACTER\_SET\_CLIENT \*/;

/\*!40101 SET @OLD\_CHARACTER\_SET\_RESULTS=@@CHARACTER\_SET\_RESULTS \*/;

/\*!40101 SET @OLD\_COLLATION\_CONNECTION=@@COLLATION\_CONNECTION \*/;

/\*!40101 SET NAMES utf8mb4 \*/;

--

-- Database: `shop\_db`

--

-- --------------------------------------------------------

--

-- Table structure for table `admins`

--

CREATE TABLE `admins` (

`id` int(100) NOT NULL,

`name` varchar(20) NOT NULL,

`password` varchar(50) NOT NULL

) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4;

--

-- Dumping data for table `admins`

--

INSERT INTO `admins` (`id`, `name`, `password`) VALUES

(1, 'admin', '6216f8a75fd5bb3d5f22b6f9958cdede3fc086c2');

-- --------------------------------------------------------

--

-- Table structure for table `cart`

--

CREATE TABLE `cart` (

`id` int(100) NOT NULL,

`user\_id` int(100) NOT NULL,

`pid` int(100) NOT NULL,

`name` varchar(100) NOT NULL,

`price` int(10) NOT NULL,

`quantity` int(10) NOT NULL,

`image` varchar(100) NOT NULL

) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4;

--

-- Table structure for table `messages`

--

CREATE TABLE `messages` (

`id` int(100) NOT NULL,

`user\_id` int(100) NOT NULL,

`name` varchar(100) NOT NULL,

`email` varchar(100) NOT NULL,

`number` varchar(12) NOT NULL,

`message` varchar(500) NOT NULL

) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4;

-- --------------------------------------------------------

--

-- Table structure for table `orders`

--

CREATE TABLE `orders` (

`id` int(100) NOT NULL,

`user\_id` int(100) NOT NULL,

`name` varchar(20) NOT NULL,

`number` varchar(10) NOT NULL,

`email` varchar(50) NOT NULL,

`method` varchar(50) NOT NULL,

`address` varchar(500) NOT NULL,

`total\_products` varchar(1000) NOT NULL,

`total\_price` int(100) NOT NULL,

`placed\_on` date NOT NULL DEFAULT current\_timestamp(),

`payment\_status` varchar(20) NOT NULL DEFAULT 'pending'

) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4;

--

-- Table structure for table `products`

--

CREATE TABLE `products` (

`id` int(100) NOT NULL,

`name` varchar(100) NOT NULL,

`details` varchar(500) NOT NULL,

`price` int(10) NOT NULL,

`image\_01` varchar(100) NOT NULL,

`image\_02` varchar(100) NOT NULL,

`image\_03` varchar(100) NOT NULL

) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4;

--

-- Table structure for table `users`

--

CREATE TABLE `users` (

`id` int(100) NOT NULL,

`name` varchar(20) NOT NULL,

`email` varchar(50) NOT NULL,

`password` varchar(50) NOT NULL

) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4;

--

-- Table structure for table `wishlist`

--

CREATE TABLE `wishlist` (

`id` int(100) NOT NULL,

`user\_id` int(100) NOT NULL,

`pid` int(100) NOT NULL,

`name` varchar(100) NOT NULL, `price` int(100) NOT NULL,

`image` varchar(100) NOT NULL

) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4;

--

Indexes for dumped tables

--

-- Indexes for table `admins`

--

ALTER TABLE `admins`

ADD PRIMARY KEY (`id`);

--

-- Indexes for table `cart`

--

ALTER TABLE `cart`

ADD PRIMARY KEY (`id`);

--

-- Indexes for table `messages`

--

ALTER TABLE `messages`

ADD PRIMARY KEY (`id`);

--

-- Indexes for table `orders`

--

ALTER TABLE `orders`

ADD PRIMARY KEY (`id`);

--

-- Indexes for table `products` ALTER TABLE `products`

ADD PRIMARY KEY (`id`);

--

-- Indexes for table `users`

--

ALTER TABLE `users`

ADD PRIMARY KEY (`id`);

--

-- Indexes for table `wishlist`

--

ALTER TABLE `wishlist`

ADD PRIMARY KEY (`id`);

--

-- AUTO\_INCREMENT for dumped tables

--

--

-- AUTO\_INCREMENT for table `admins`

--

ALTER TABLE `admins`

MODIFY `id` int(100) NOT NULL AUTO\_INCREMENT, AUTO\_INCREMENT=2;

--

-- AUTO\_INCREMENT for table `cart`

ALTER TABLE `cart`

MODIFY `id` int(100) NOT NULL AUTO\_INCREMENT;

--

-- AUTO\_INCREMENT for table `messages`

--

ALTER TABLE `messages`

MODIFY `id` int(100) NOT NULL AUTO\_INCREMENT;

--

-- AUTO\_INCREMENT for table `orders`

--

ALTER TABLE `orders`

MODIFY `id` int(100) NOT NULL AUTO\_INCREMENT;

--

-- AUTO\_INCREMENT for table `products`

--

ALTER TABLE `products`

MODIFY `id` int (100) NOT NULL AUTO\_INCREMENT;

--

-- AUTO\_INCREMENT for table `users`

--

ALTER TABLE `users`

MODIFY `id` int(100) NOT NULL AUTO\_INCREMENT;

--

AUTO\_INCREMENT for table `wishlist`

--

ALTER TABLE `wishlist`

MODIFY `id` int(100) NOT NULL AUTO\_INCREMENT;

COMMIT;

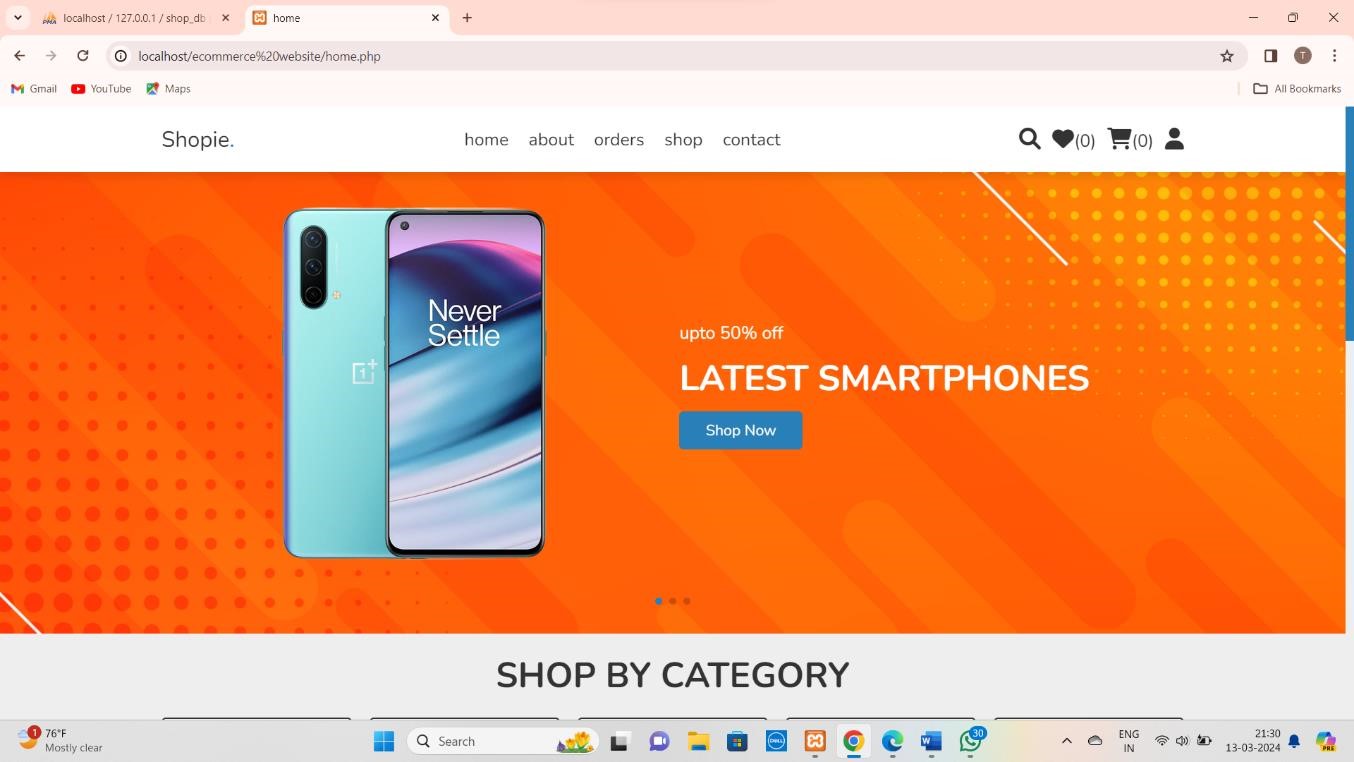
/\*!40101 SET CHARACTER\_SET\_CLIENT=@OLD\_CHARACTER\_SET\_CLIENT \*/;

/\*!40101 SET CHARACTER\_SET\_RESULTS=@OLD\_CHARACTER\_SET\_RESULTS \*/;

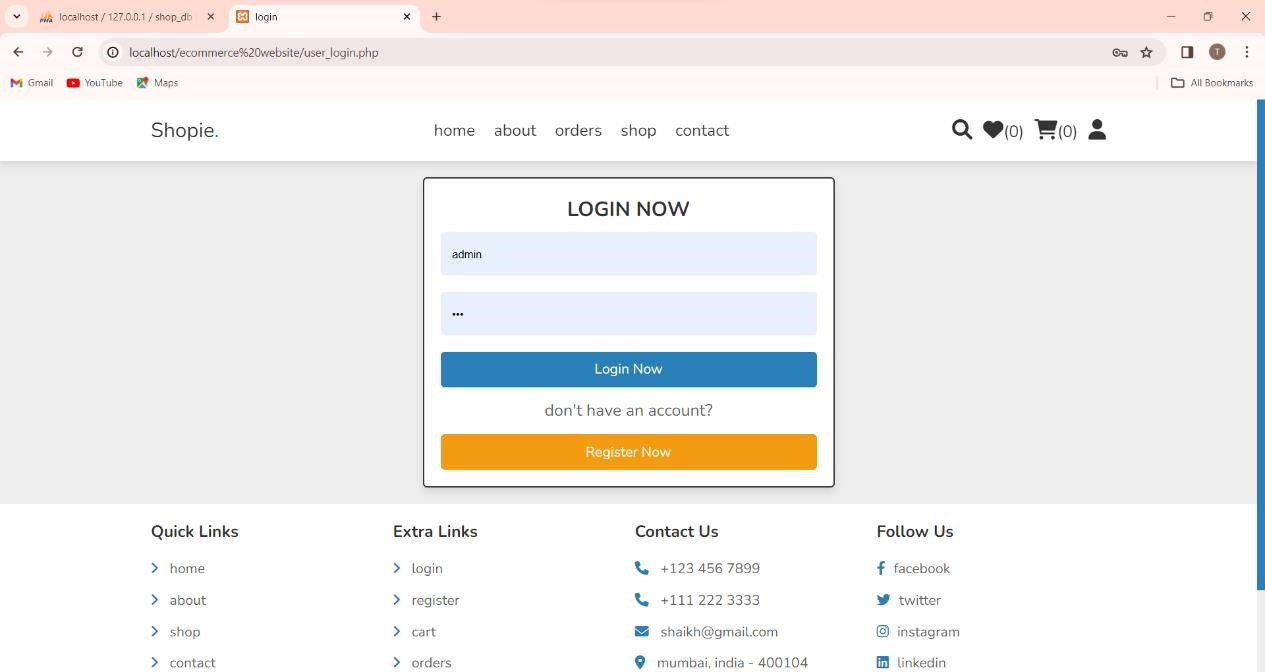
/\*!40101 SET COLLATION\_CONNECTION=@OLD\_COLLATION\_CONNECTION \*/;

## 4.3 Screen Shots of Implementations:

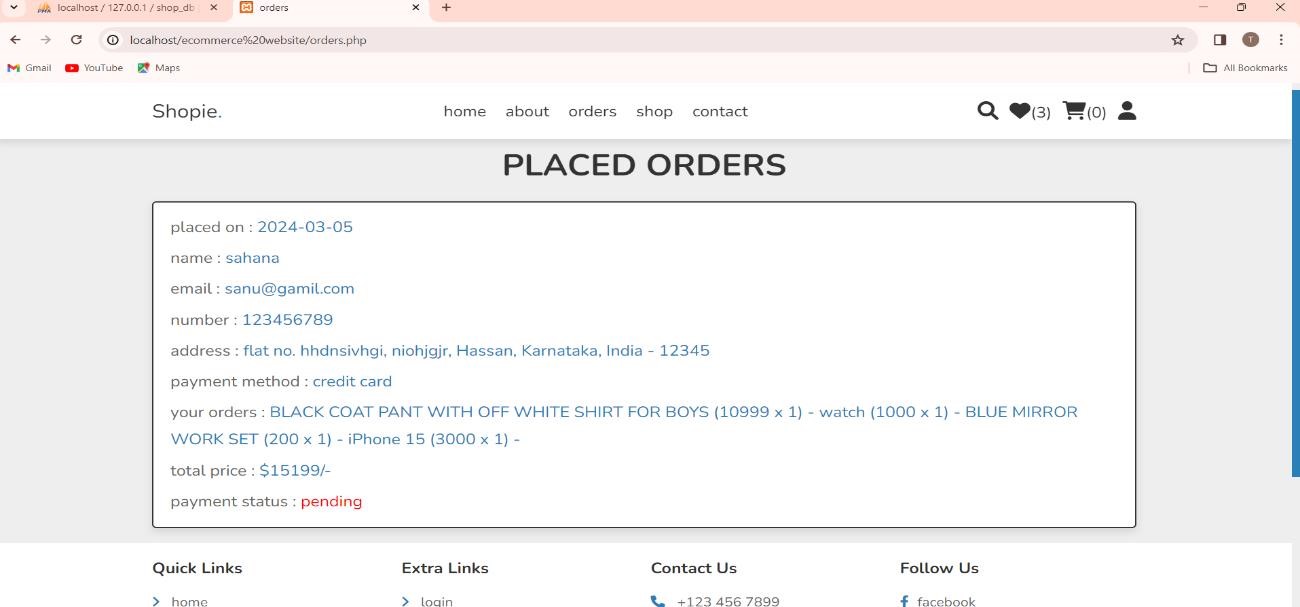
**4.3.1 User Part:**



**Fig 4.1: Front Page**

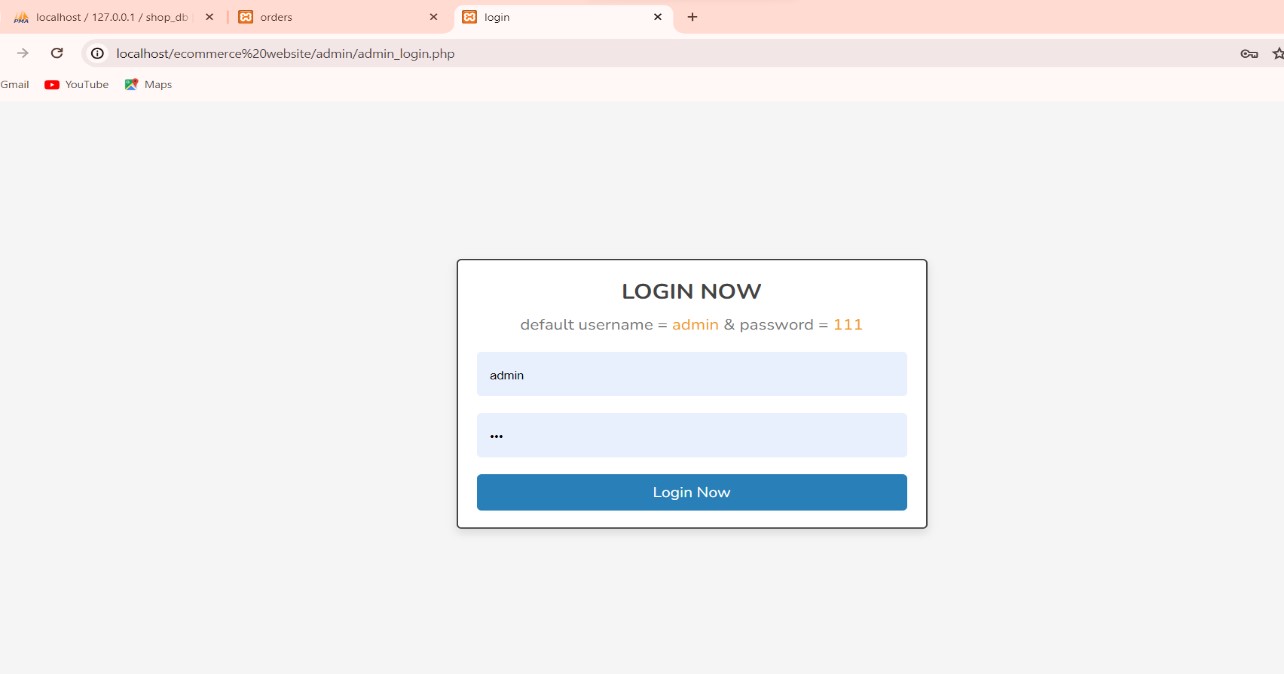


**Fig 4.2: Login Page**

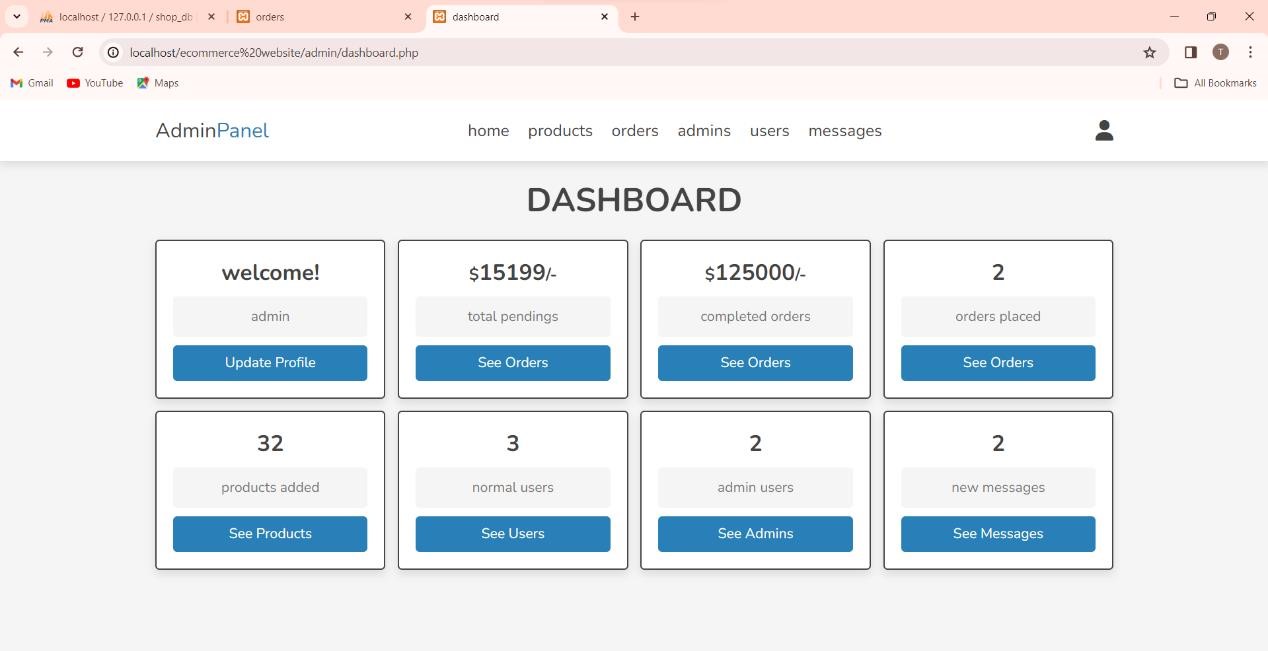


**Fig 4.3: Order Page:**

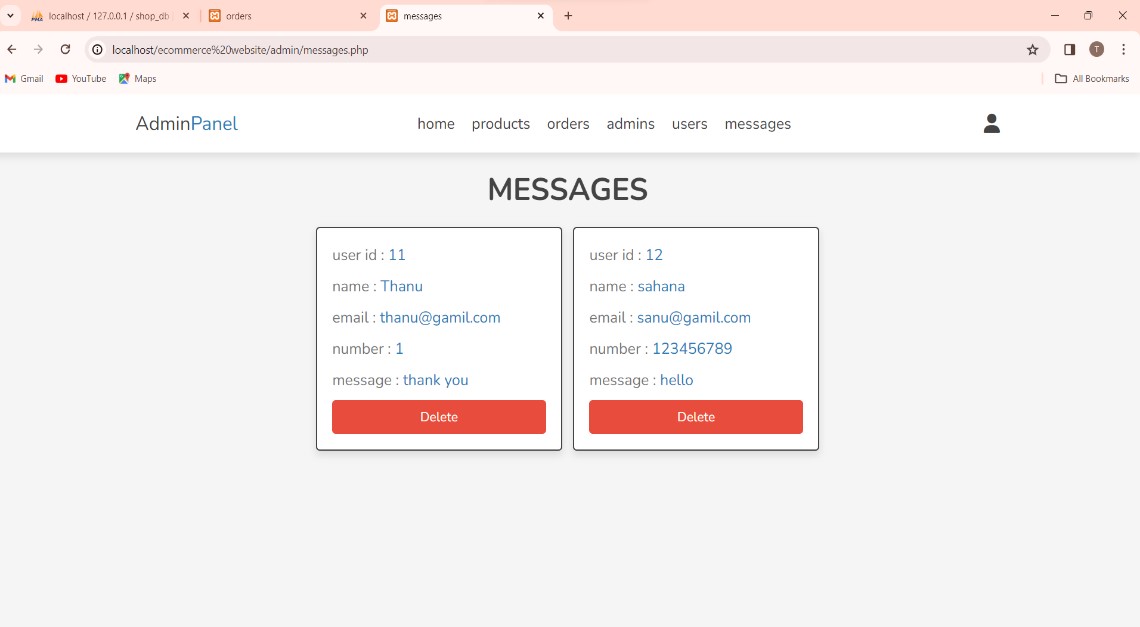
**4.3.2 Admin Part:**



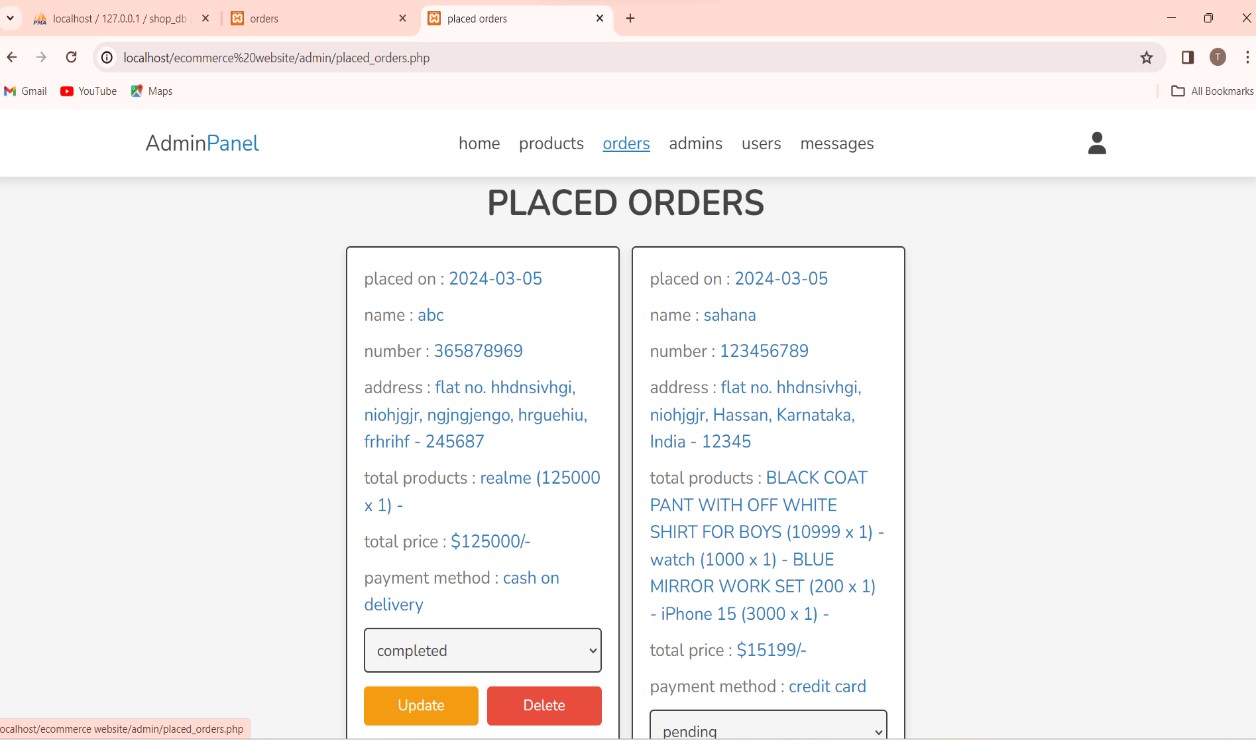
**Fig 4.4: Admin Login Page**.



**Fig 4.5: Admin Home Page.**

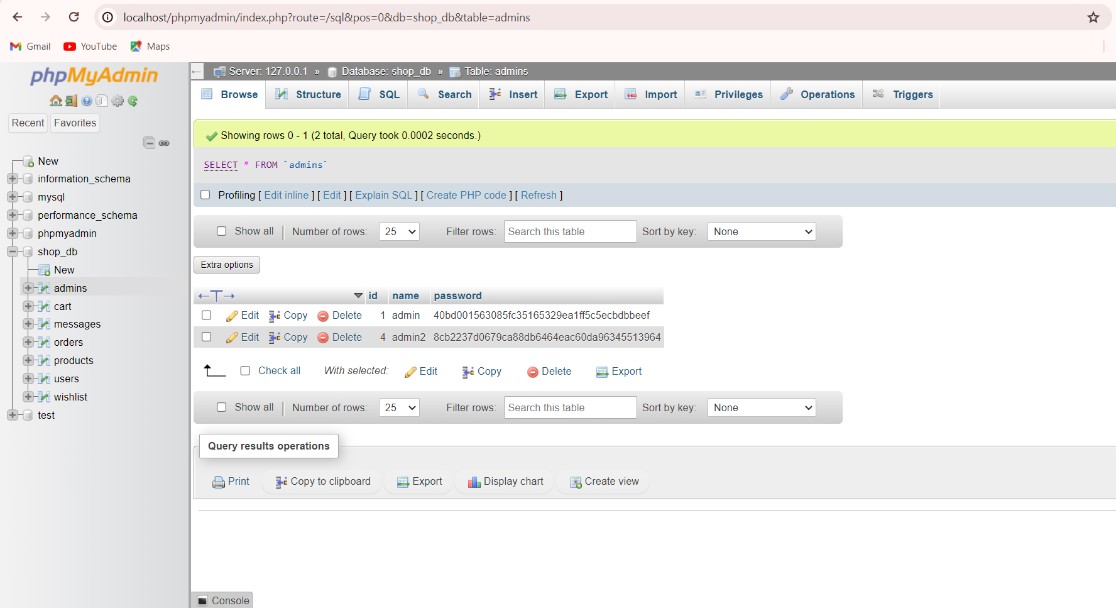


**Fig 4.6: Messages**

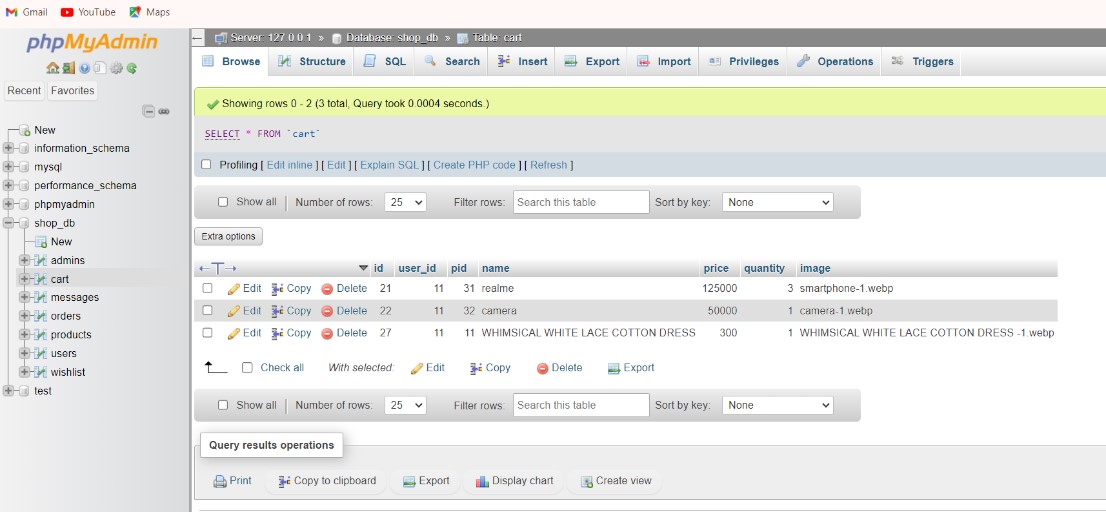


**Fig 4.7: Orders Placed.**

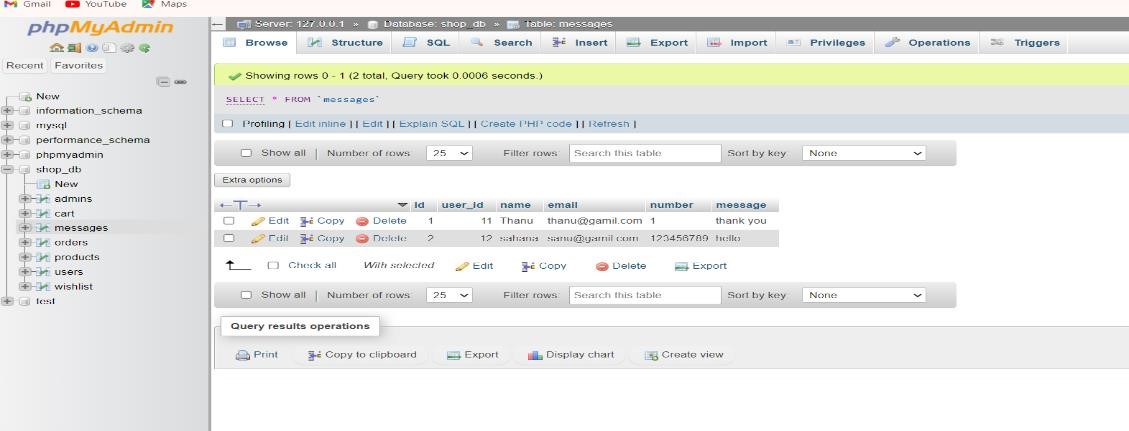
## 4.4 Data Base Tables:



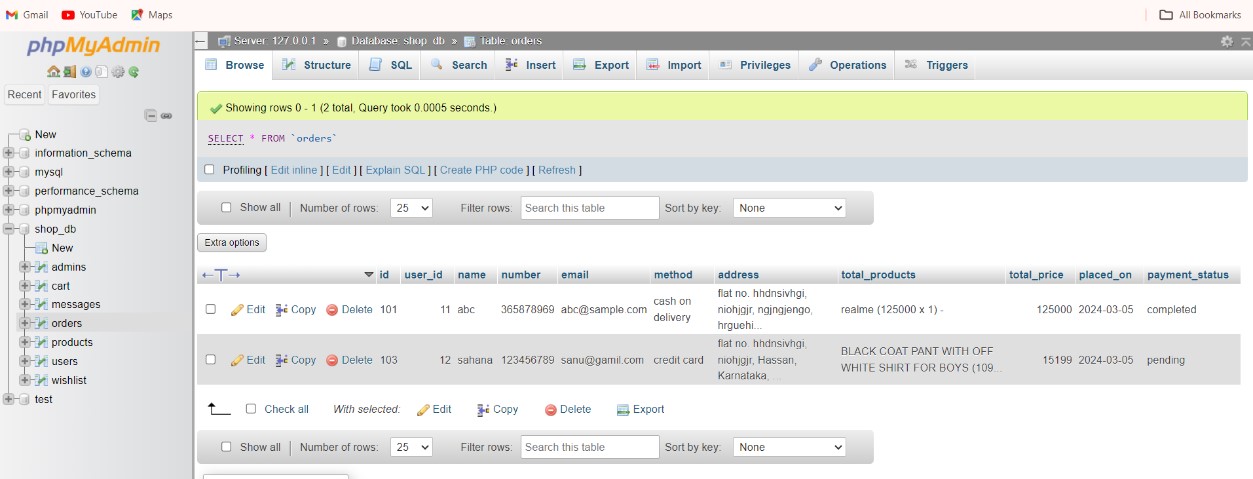
**Fig 4.8: Admin Table.**



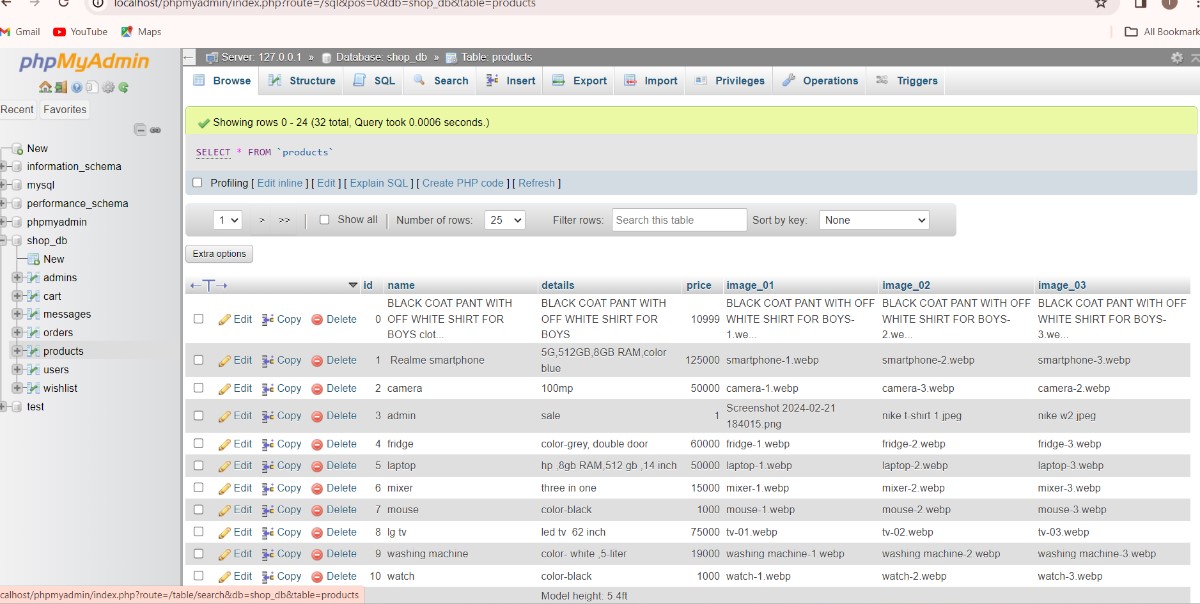
**Fig 4.9: Cart Table.**



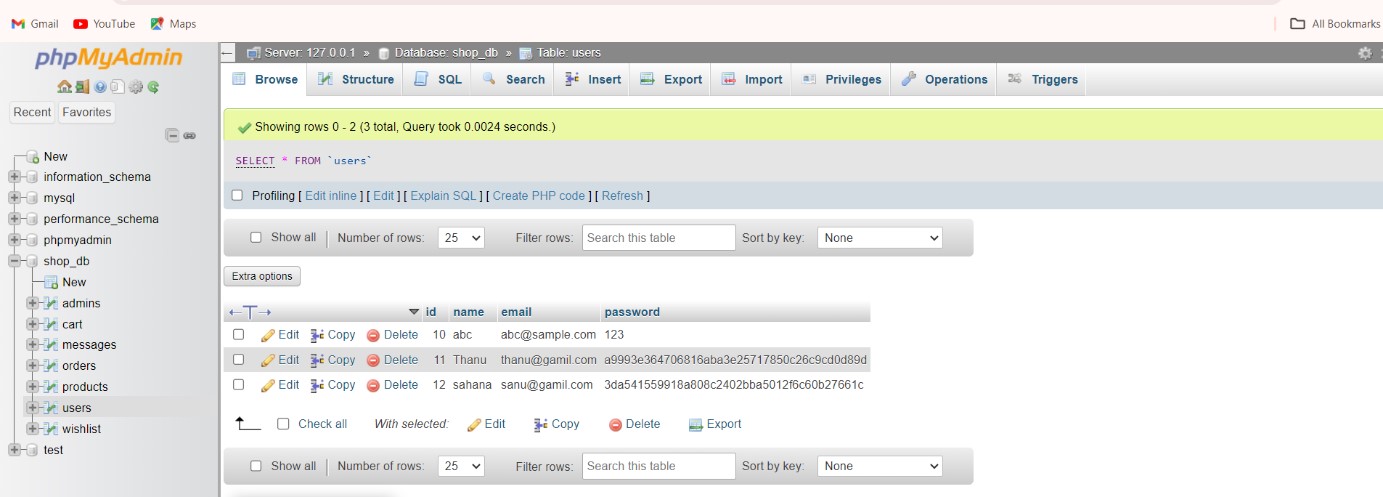
**Fig 4.10: Messages Table.**



**Fig 4.11: Order Table.**



**Fig 4.12: Products Table.**



**Fig 4.13: Users Table:**

**CHAPTER:5**

**CONCLUSION AND ENHANCEMENT**

The ‘Online Shopping’ is designed to provide a web- based application that would make searching, viewing and selection of a product easier. The search engine provides an easy and convenient way to search for products where a user can Search for a product interactively and the search engine would refine the products available based on the user’s input. The user can then view the complete specification of each product. They can also view the product reviews and also write their own reviews. Use of Ajax components would make the application interactive and prevents annoying post backs. Its drag and drop feature would make it easy to use.

The sole purpose of this project is to develop a web-based system that helps user to buy the minimum quantity of herb from the comfort of their home without visiting the herb market and waste time with bargaining with the shopkeeper. The system helps user to order herb and provide latest offers. User will be able to register and thus receive and Phone call when they order some product for conformation.

Future work will be focused on development of Mobile based system along with future enhancement of Web based system.

**REFERENCES:**

