A SYNOPSIS REPORT ON
"Online Furniture Booking System"

Submitted to

SAVITRIBAI PHULE PUNE UNIVERSITY

In Partial Fulfilment of the Requirement for the Award of

MASTER OF COMPUTER APPLICATIONS

(UNDER ENGINEERING)

Submitted By

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1. Introduction

1.1 Problem Statement

In the traditional furniture retail system, customers have to physically visit the store, interact with shopkeepers, and manually make payments—making it time-consuming and inefficient. Retailers face difficulties with crowd handling, inventory management, and manual record-keeping, which can lead to data security risks and inefficiencies. There is a need for a user-friendly and secure online platform that simplifies shopping, enhances customer experience, and supports business scalability.

1.2 Aim and Objectives

Aim: To design and develop an e-commerce web application named Living Style Furniture System that enables customers to browse, select, and purchase furniture products online efficiently, while allowing administrators to manage inventory, track orders, and provide seamless service.

Objectives:

- Develop an online platform for showcasing and selling furniture products. user functionalities such as registration, login, product browsing, cart management, and online order placement.
- Ensure data storage using a reliable database (SQLite).
- Enhance customer convenience with features like product filtering, order tracking, and secure payment processing.
- Integrate the system with real-time applications.

2. Methodology

1. **Requirement Analysis:** Understand the current manual system and its limitations.
2. **System Design:** Design front-end interfaces for different users (customer and admin).
3. **Model Selection:** CNN architectures such as LeNet, VGG.
4. **Training and Validation:** Train on labeled data, evaluate.
5. **Testing:** Create and execute test cases to validate functionality.
6. **Deployment:** Deploy the website on a suitable server environment.
7. **Testing:** Perform Unit, Integration, and System Testing.

3. Hardware and Software Requirements

3.1 Hardware

- PC/Laptop with min. 4GB RAM
- Intel Core i3 or equivalent
- SSD/HDD with 256GB

3.2 Software

- Operating System: Windows XP/ Windows 10/ Windows 11/ Linux.
- Web Technologies: HTML5, CSS, Bootstrap.
- Programming Languages: Python-Django.
- Database: SQLite
- Tools: Visual Studio Code
- Platform: ANY

4. Diagrams

System Model: UML Digram

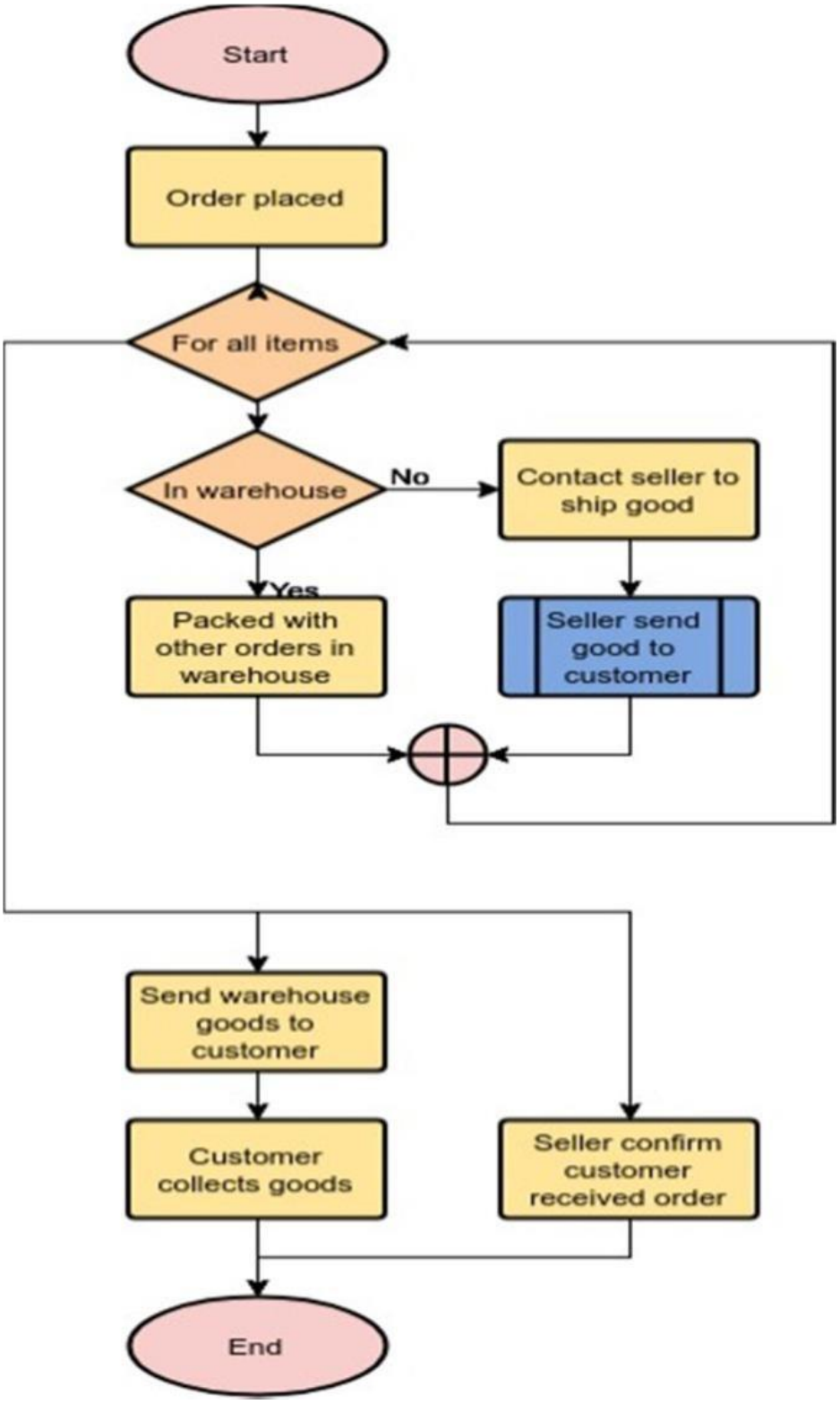

Fig: UML Diagram

ER Diagram:

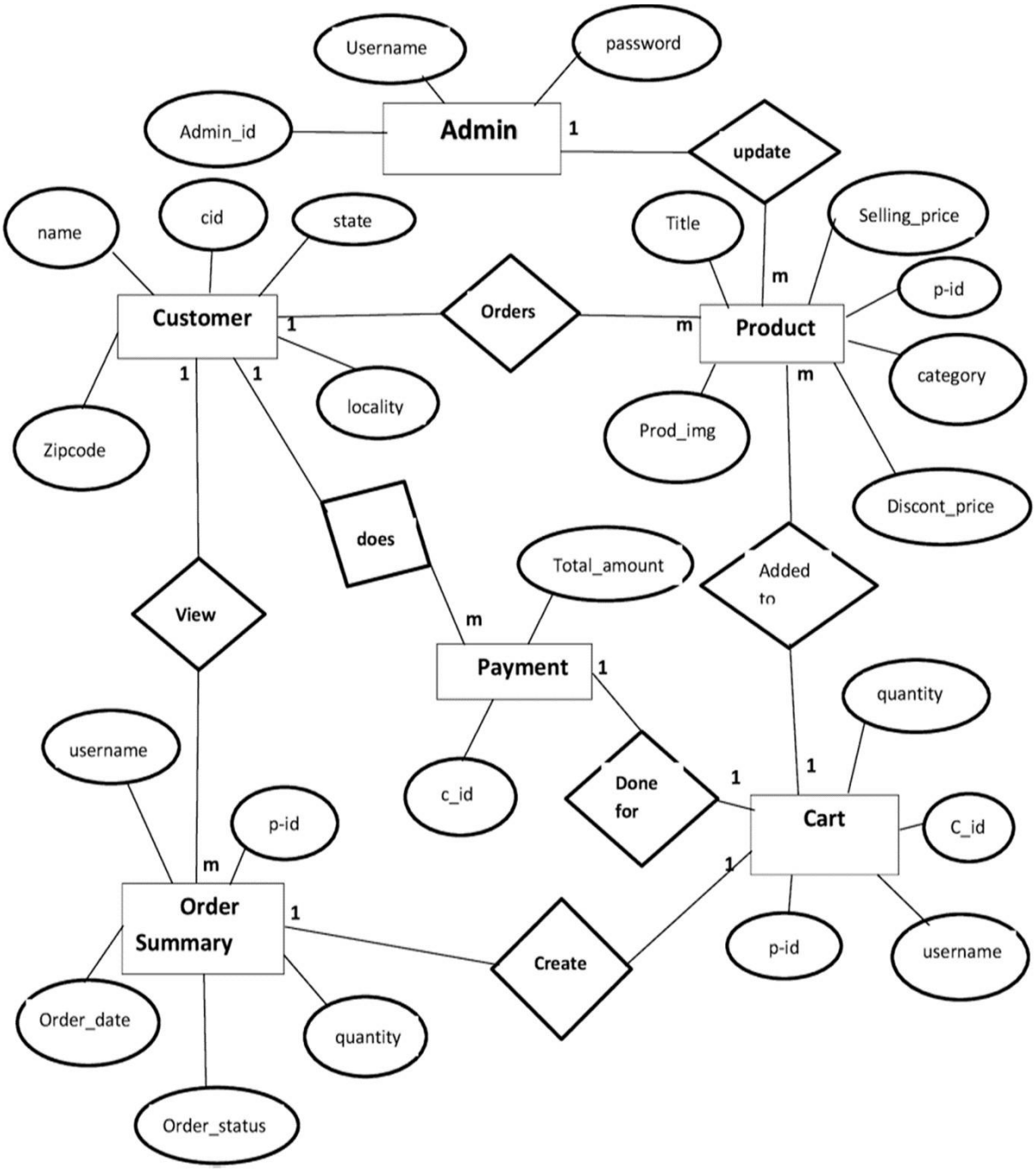

Fig: ER Diagram

5. Applications and Future Scope

Applications:

- Online Furniture Retail
- Customer Relationship Management
- Remote Accessibility
- Digital Marketing Support

Future Scope:

- Mobile App Development
- Digital Marketing Support
- Advanced Analytics Dashboard
- Wishlist and Notification Features

7. Project Timeline

Task	Start Date	Duration	End Date
Project initiation	01/02/2025	2 days	02/02/2025
Research Planning	03/02/2025	5 days	07/02/2025
UI Design	08/02/2025	8 days	15/02/2025
Data Representation	16/02/2025	5 days	20/02/2025
Implementation	21/02/2025	25 days	16/03/2025
Testing / Debugging	17/03/2025	5 days	21/03/2025
User Interaction	22/03/2025	4 days	25/03/2025
Documentation	26/03/2025	6 days	31/03/2025
Optimization	01/04/2025	5 days	05/04/2025
User Feedback	06/04/2025	5 days	10/04/2025
Deployment	10/04/2025	5 days	15/04/2025

Timeline

8. References

1. Allen B. Downey and O'Reilly Media,"Provided guidance for developing the backend using the Django MVC framework, including models, views, templates, routing, and user authentication.,"https://docs.djangoproject.com/en/3.2/

2. Elisabeth Robson Eric Freeman, "Helped analyze consumer expectations from online platforms in terms of usability and trust." 2015. https://www.statista.com/

3. Roger S. Pressman, "Helped in understanding software development lifecycle, requirement gathering, design modeling, and testing."

4. Elisabeth Robson Eric Freeman , "Helped analyze consumer expectations from online platforms in terms of usability and trust," 2020. https://www.nielsen.com/