Project Report

On

“SHOP FOR HOME”

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CHAPTER 1

INTRODUCTION

1.1 ONLINE SHOPPING

Now a days the life style of the people is different. People feel uncomfortable and time consuming for going crowded markets. So, E-Shopping is a boon as it saves lot of time. Online shopping is a process whereby consumers directly buy goods, services etc. from a seller without an intermediary service over the Internet. Shoppers can visit web stores from the comfort of their house and shop as by sitting in front of the computer. Online stores are usually available 24 hours a day and many consumers have internet access both at work and at home. So it is very convenient for them to shop Online. One of the most enticing factors about online shopping, particularly during holiday season is, it alleviates the need to wait in long lines or search from a store for a particular item. Variety of goods are available in online.

Shop for home is a popular store in the market for shopping online. In this project we created a ecommerce website to provide all the services to the users through online.

1.2 PROBLEM STATEMENT

Shop For Home is a popular Store in the market for shopping the home décor stuff. Due to Covid 19 all the offline shopping stopped. So, the store wants to move to the cloud platforms and wants their own web application.

1.3 AIM

To build a website that provides all the services to the users available online.

1.4 OBJECTIVES

User -

1.As a user I should be able to login, Logout and Register into the application.
2.As a user I should be able to see the products in different categories.
3.As a user I should be able to sort the products.
4.As a user I should be able to add the products into the shopping cart.
5.As a user I should be able to increase or decrease the quantity added in the cart.
6.As a user I should be able to add “n” number of products in the cart.

7.As a user I should be able to get the Wishlist option where I can add those products which I want but don't want to order now.

8.As a user I should get different discount coupons.

Admin –

1.As an Admin I should be able to login, Logout and Register into the application.

2.As an Admin I should be able to perform CRUD on Users.

3.As an Admin I should be able to Perform CRUD on the products.

4.As an Admin I should be able to get bulk upload option to upload a csv for products details

5.As an Admin I should be able to get the stocks.

6.As an Admin I should be able to mail if any stock is less than 10.

7.As an Admin I should be able to get the sales report of a specific duration.

8.As an Admin I should be able to set the discount coupons for the specific set of users

CHAPTER 2

METHODOLOGY

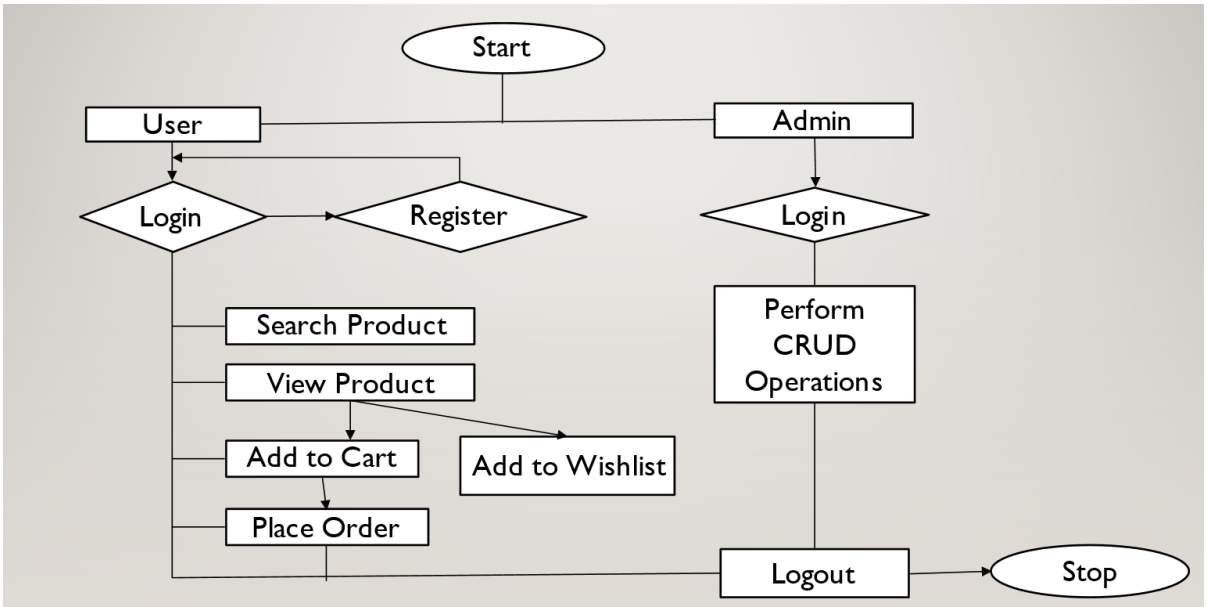


Figure: Flow Chart of Shop For Home Project

Figure shows the methodology of the project ,where there are two functionalities: Admin and User.

User Functionality is that once the user visits the site, if he is a new user ,he must sign up and then sign in with his credentials. After signing in, he will be able to search for products, view the products, add the product to wishlist, add the product to cart and buy the product.

Admin Functionality is that admin can sign in to the website and can manage all the sections like category, products, orders. Admin has the authority of that site.

CHAPTER 3

SYSTEM REQUIREMENTS

3.1 SOFTWARE REQUIREMENTS

The functional requirements or the overall description documents include the product perspective and features, operating system and operating environment, graphics requirements, design constraints and user documentation. The appropriation of requirements and implementation constraints gives the general overview of the project in regards to what the areas of strength and deficit are and how to tackle them.

Technologies	Angular, Spring Boot, MySQL, AWS
Languages	Type Script, Java, SQL Queries
IDE	Eclipse , Vs code, MySQL
Operating System	Windows 7/8/10/11 , Linux distros, MacOS X or later.

3.2 HARDWARE REQUIREMENTS:

Minimum hardware requirements are very dependent on the particular software being developed by a given Enthought Python/ VS Code user. Applications that need to store large arrays/objects in memory will require more RAM, whereas applications that need to perform numerous calculations or tasks more quickly will require a faster processor.

Processor	Intel or AMD dual core x86 processor.
Ram	4 GB or above.
Hard disk	500 MB of free disk space or more.

CHAPTER 4

IMPLEMENTATION

We implemented a simple e-commerce application. We'll develop an API using Spring Boot and a client application that will consume the API using Angular.

4.1 TECHNOLOGY USED

In below I would like to explain which technologies are used in this project. It's helpful for understand the project layouts & overview of documentation.

Back-end

1. Java

2. Spring Boot

3. Spring Security

4. JWT

5. Hibernate

6. MySQL

7. Maven

Front-end

1. Angular

2. Bootstrap

4.2 IMPLEMENTATION STEPS

First you need to start back-end server, after that execute client side.

Follow below steps to run this application on your system.

1. First Install Java 11 jdk, Vs code, Spring Tool Suit, MySQL

2. From your local Frontend code path -> open Command prompt

Example: {local path}\shopforhome\frontend

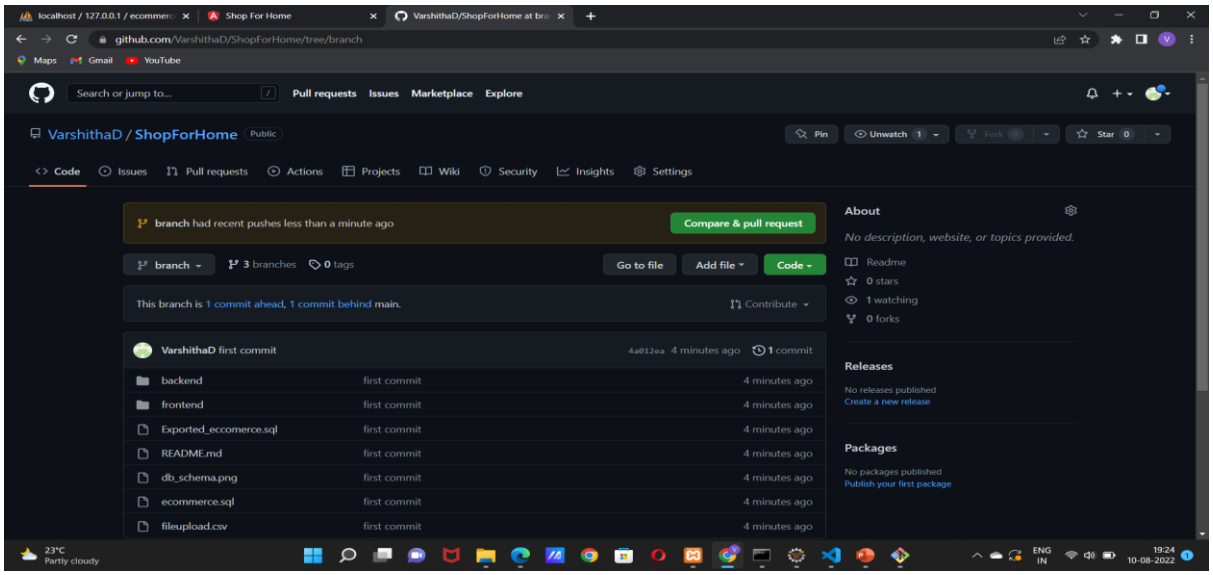
3. Run this command – code .

CHAPTER 5

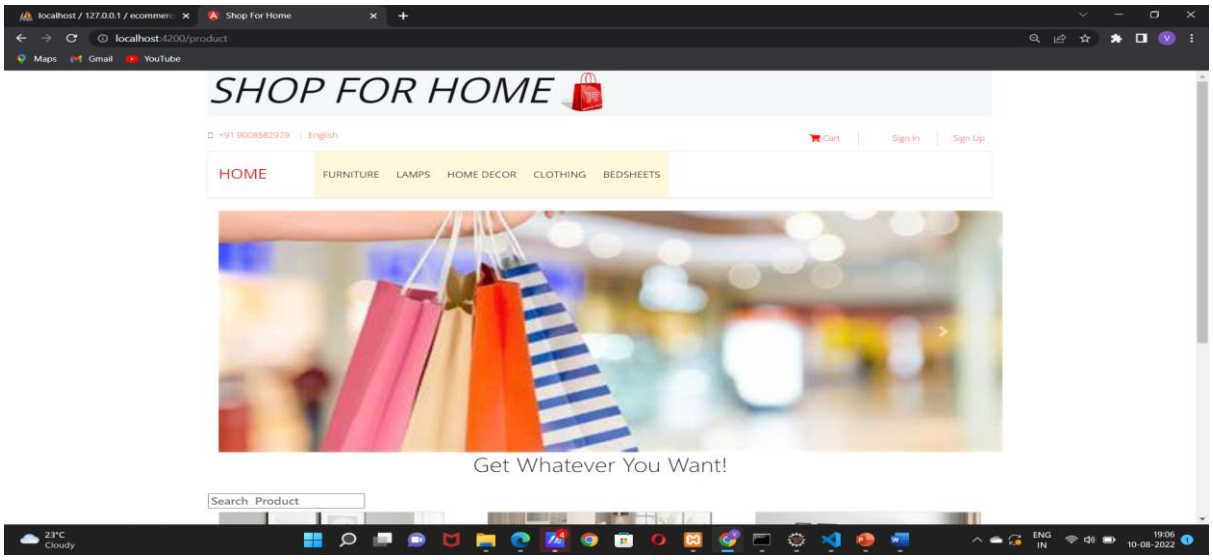
RESULTS AND DISCUSSION

Added our project to GIT Repository:

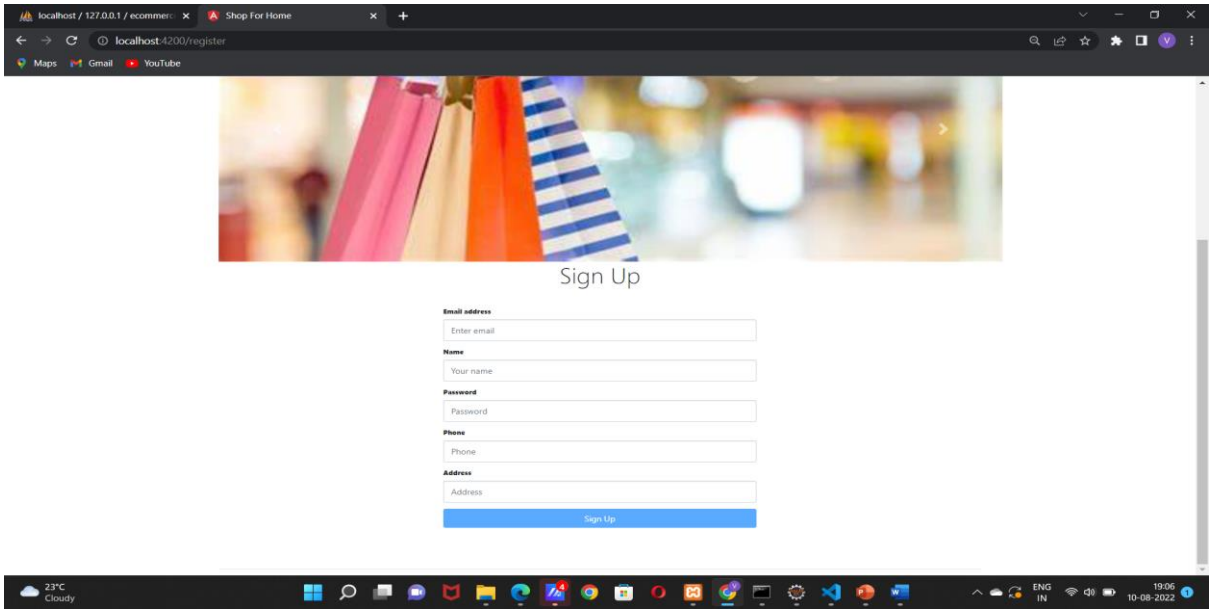
Link of our Git Repository: https://github.com/VarshithaD/CapstoneProject/tree/master



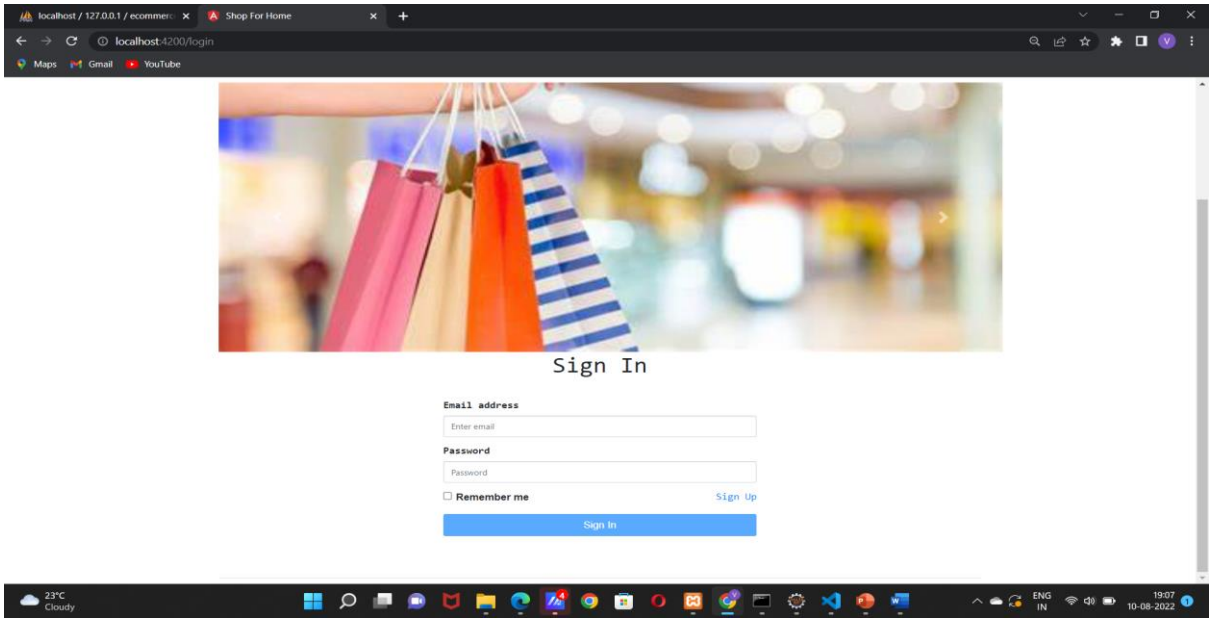
Home Page:



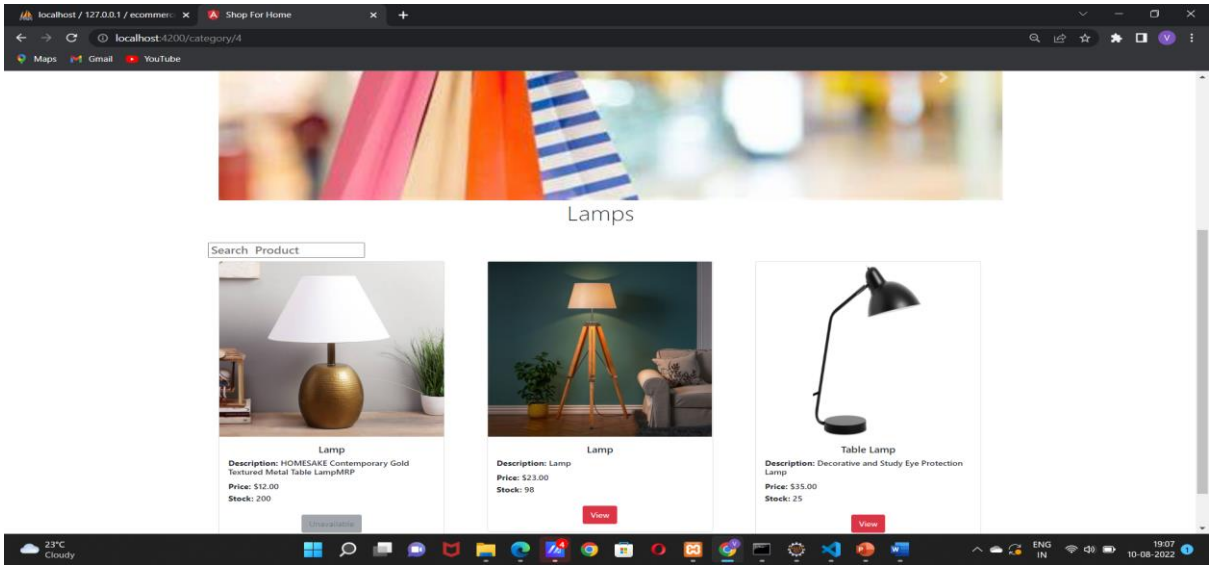
Registration Page:



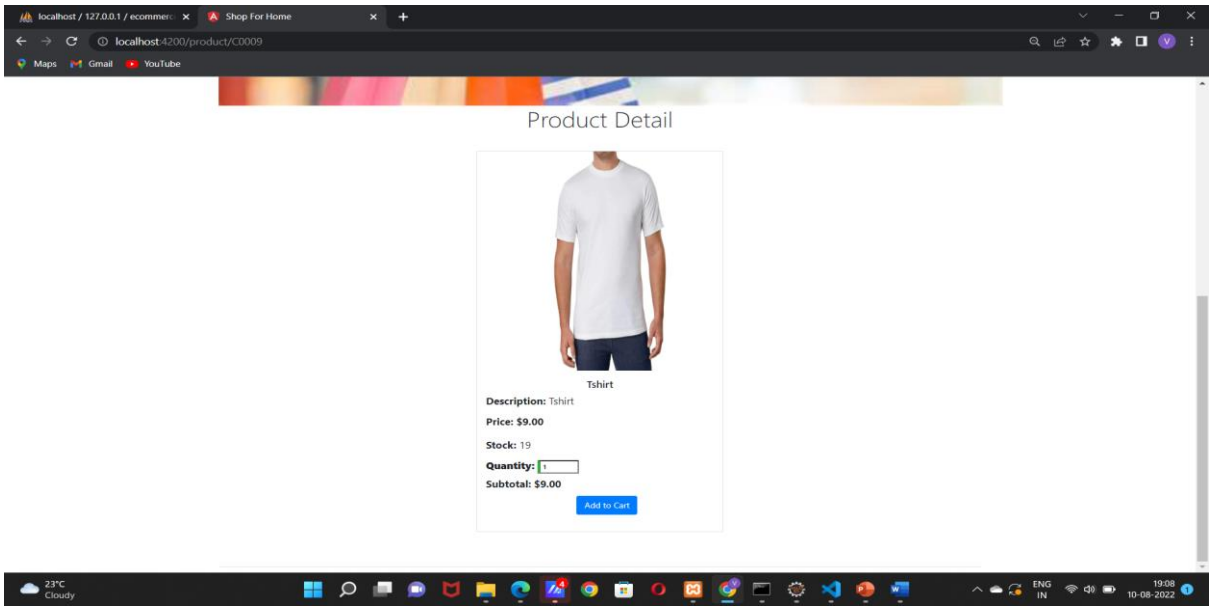
User Login Page:



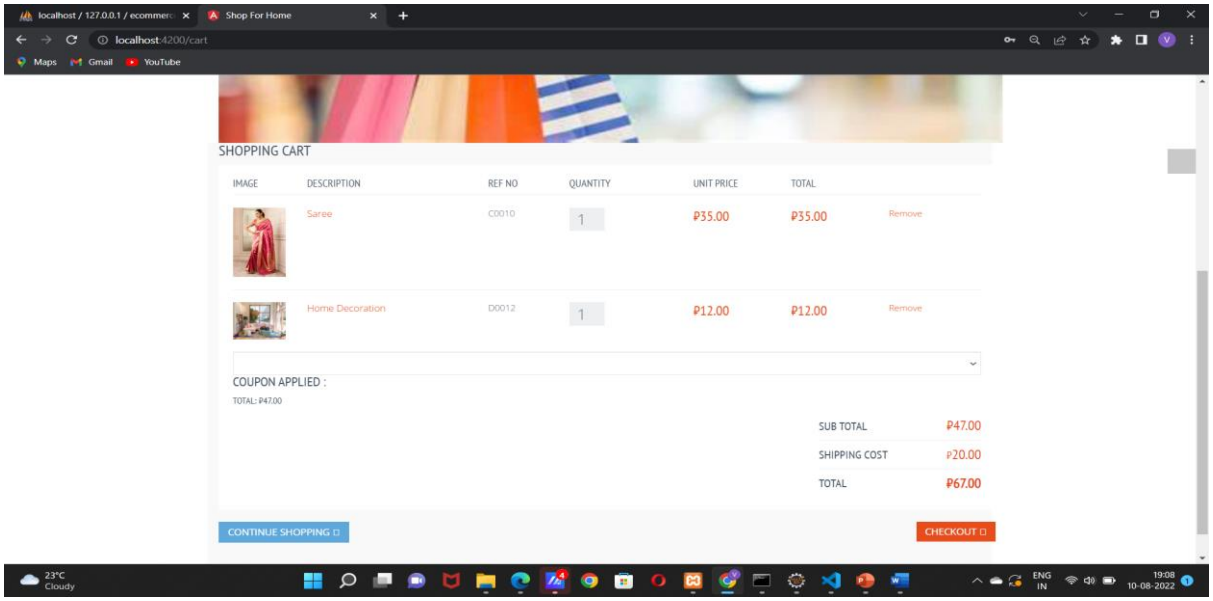
Sorted Products By Categories:



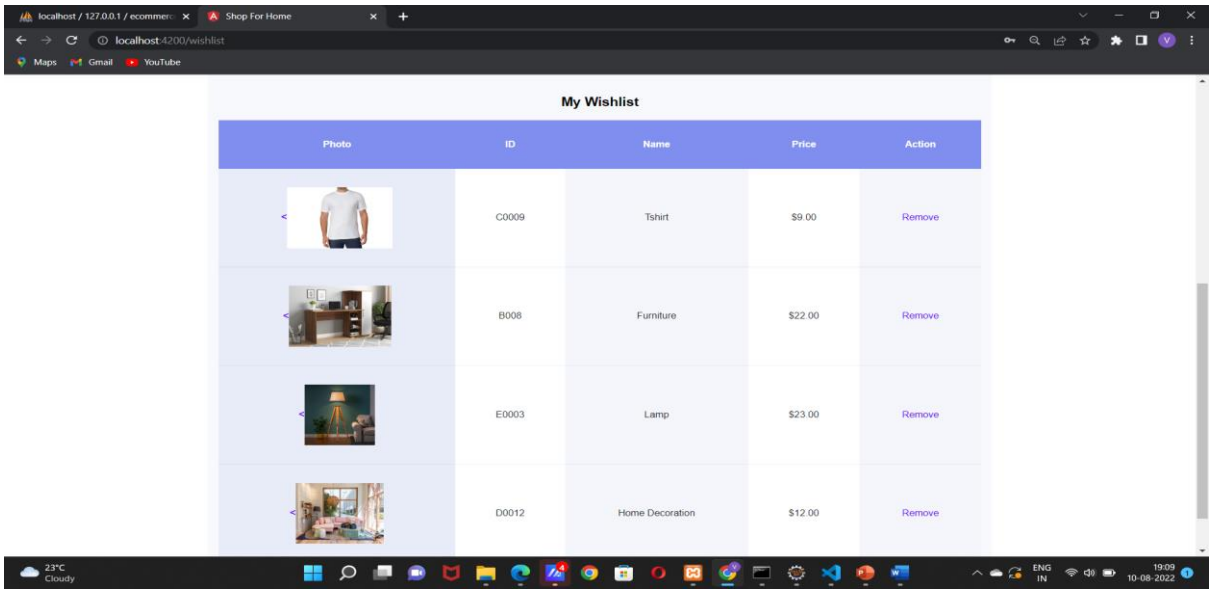
Product Details:



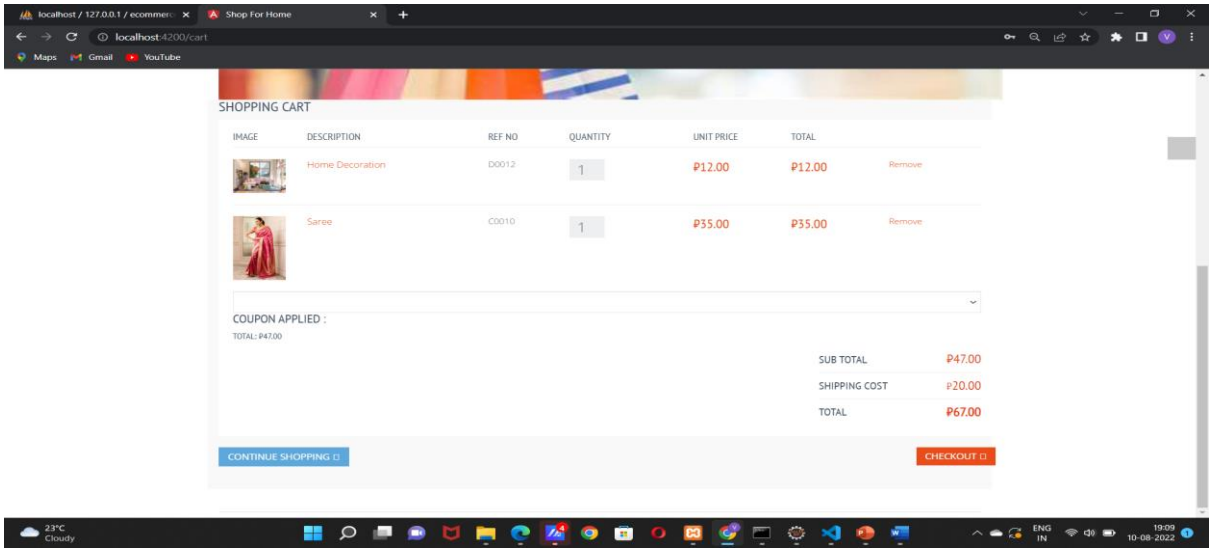
Cart Option:



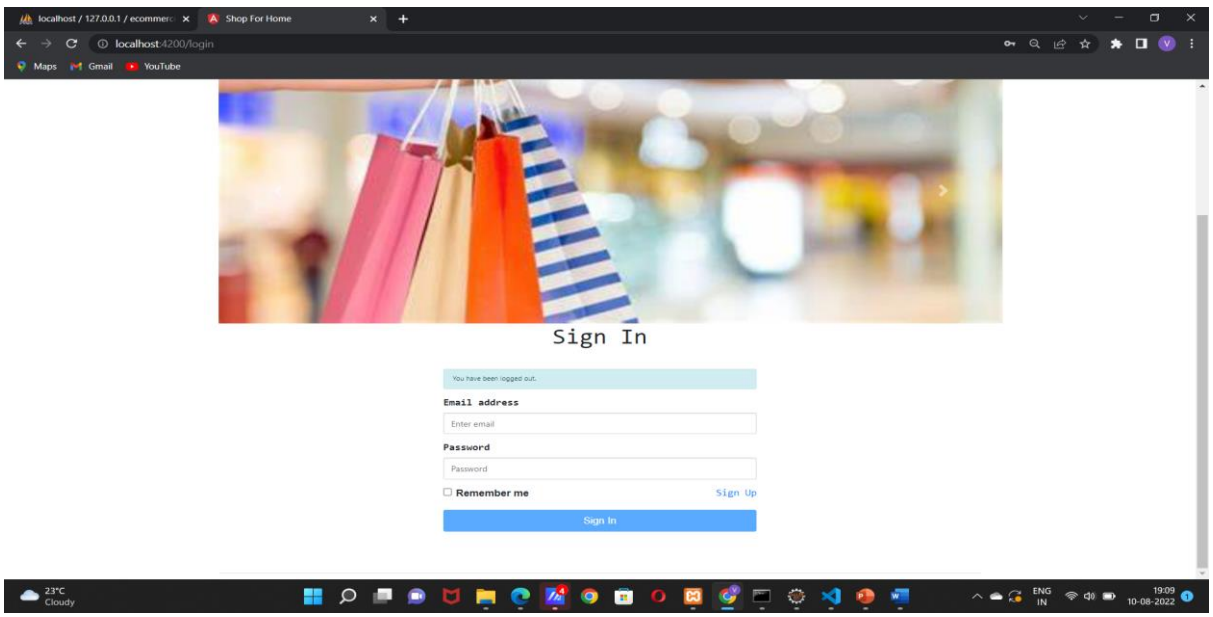
Wishlist:



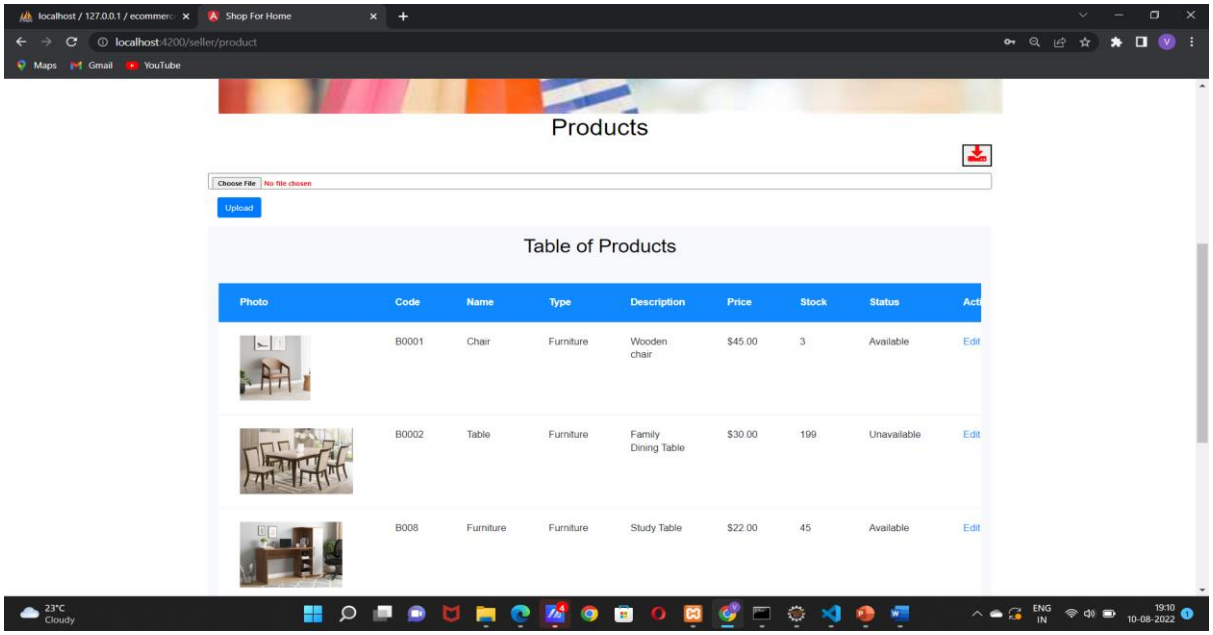
Discount Coupon Option



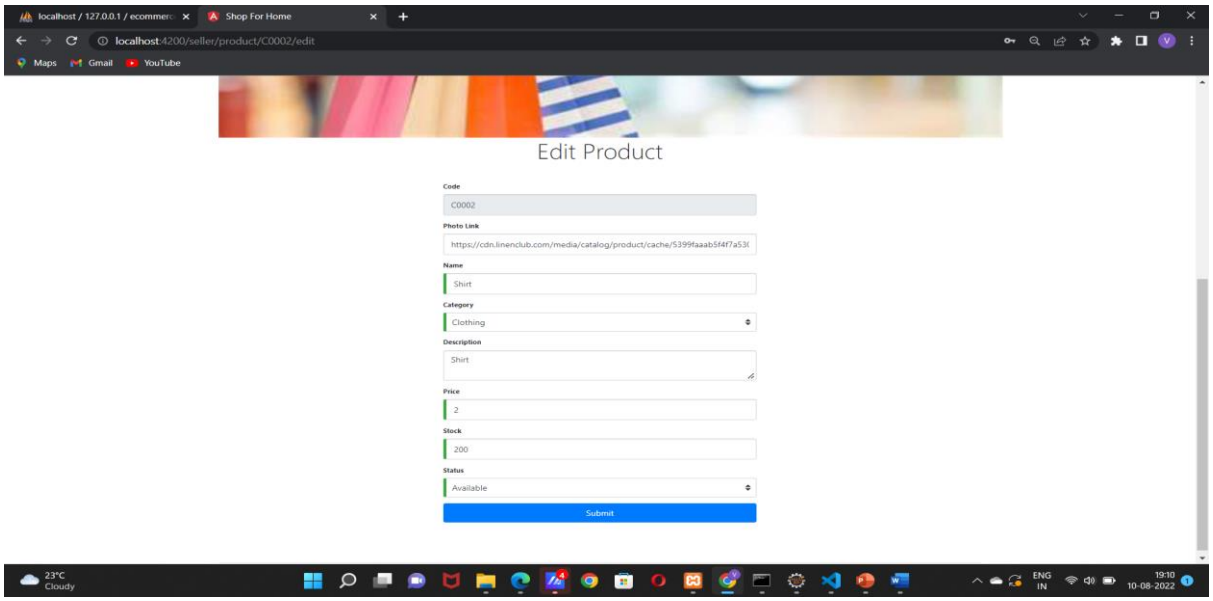
Admin Login Page:



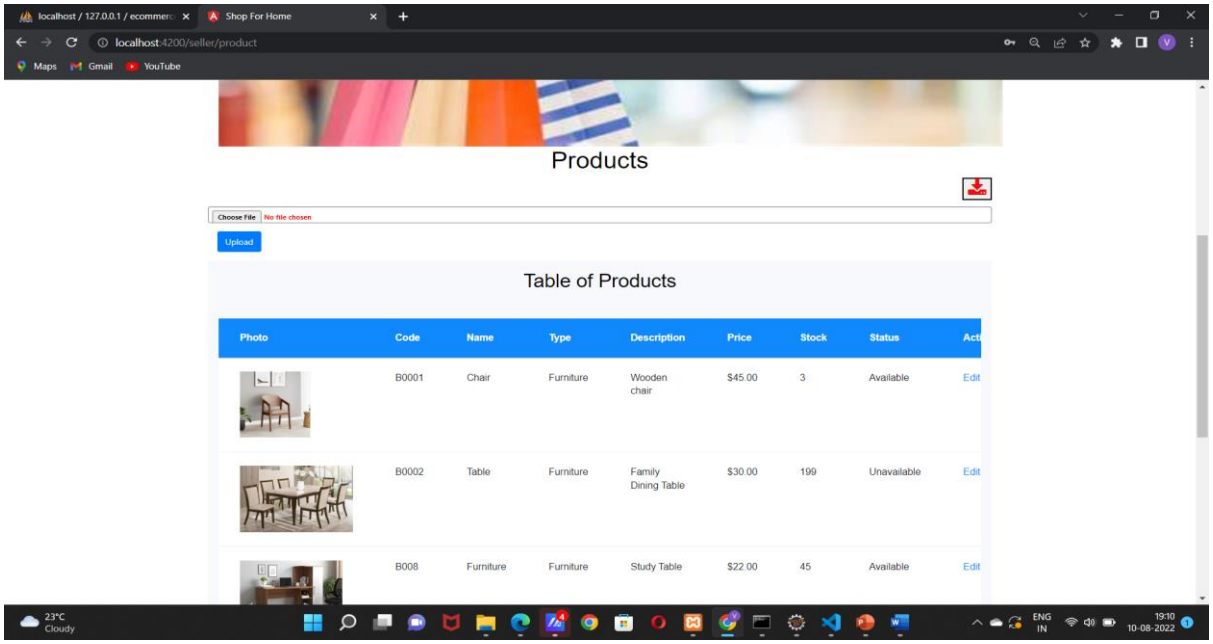
Product Details:



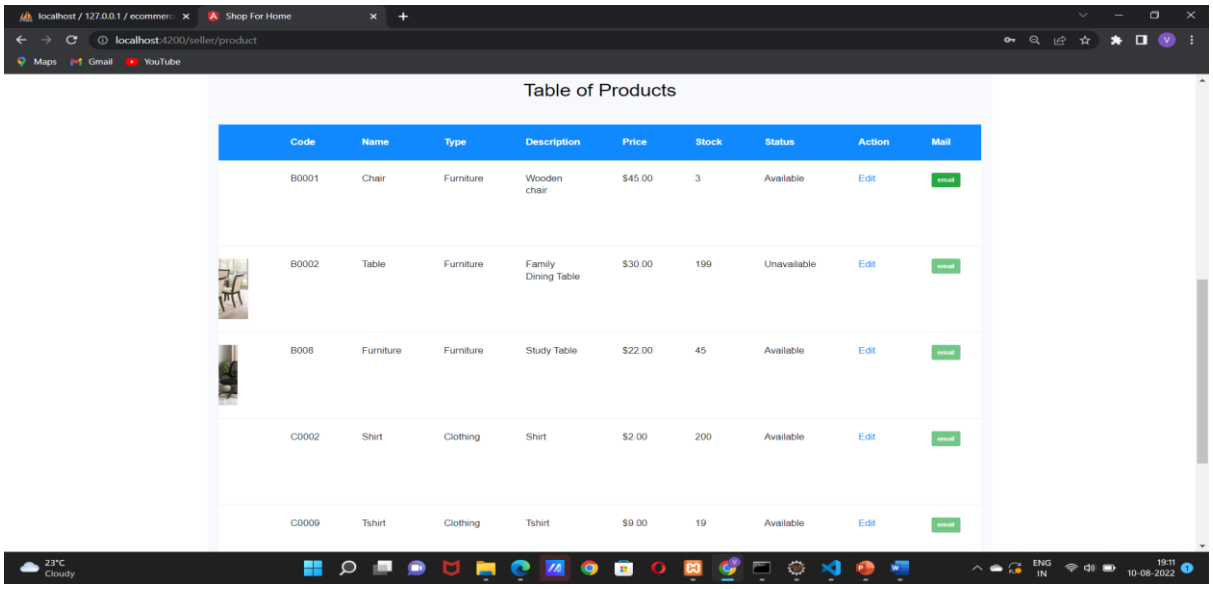
Edit Product Option:



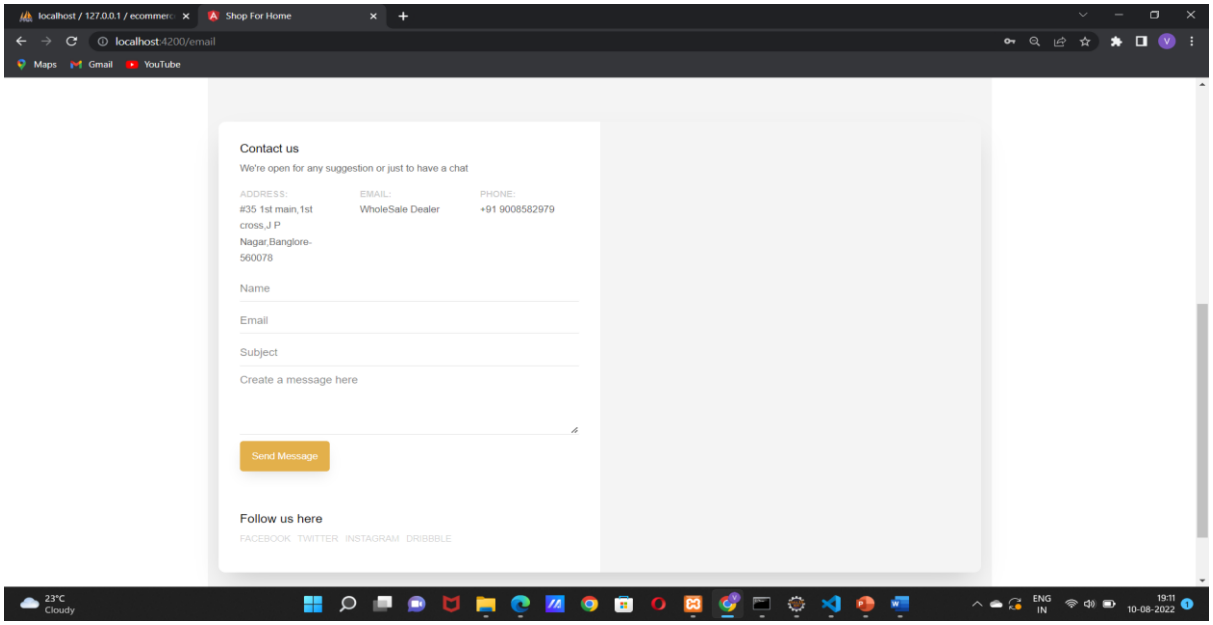
Bulk Upload Option:



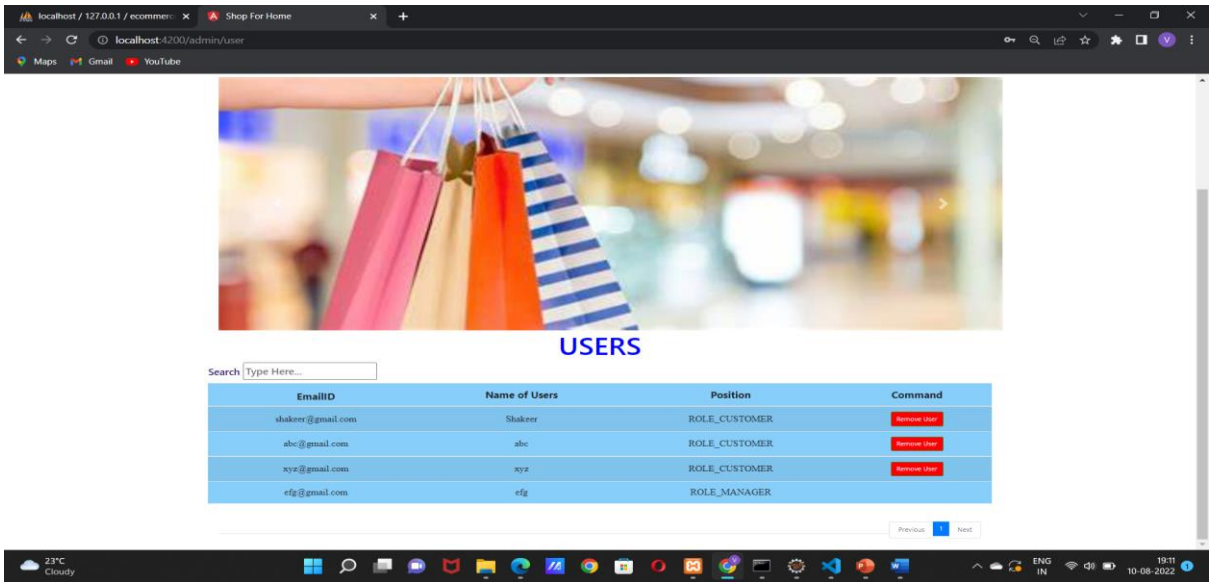
Email Function:



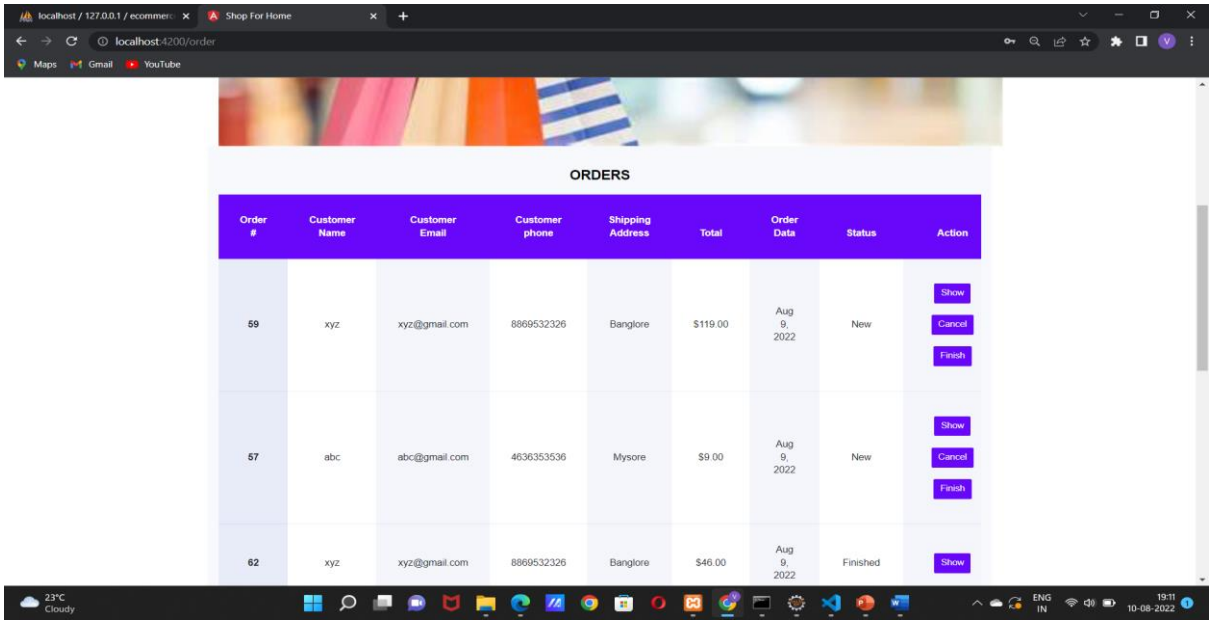
Email Template:



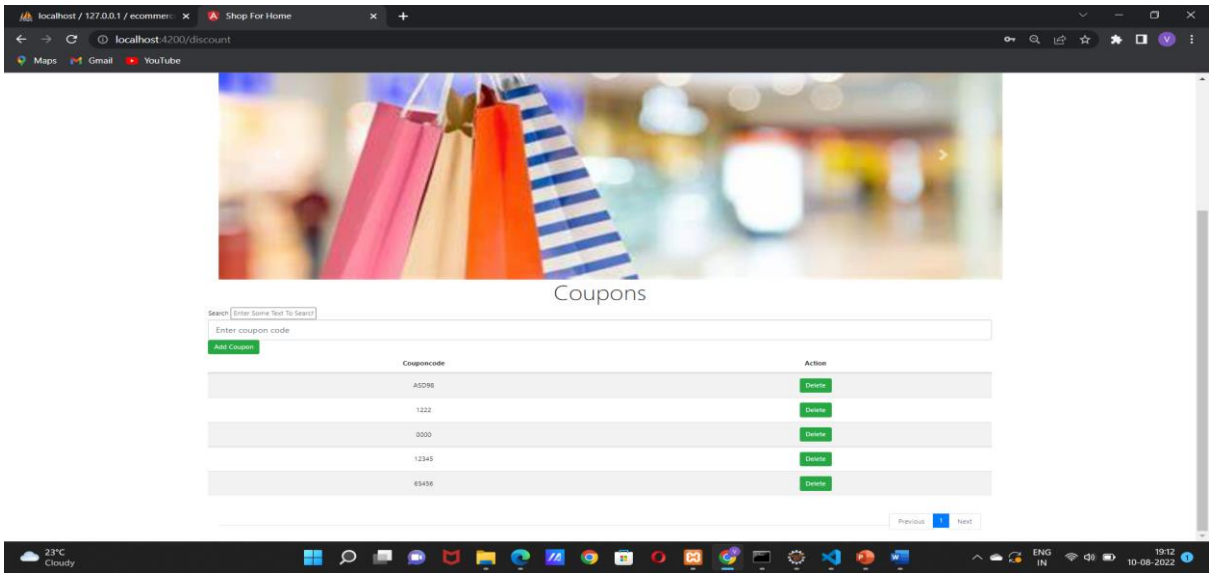
Admin can perform user functionalities:



Customer Orders:

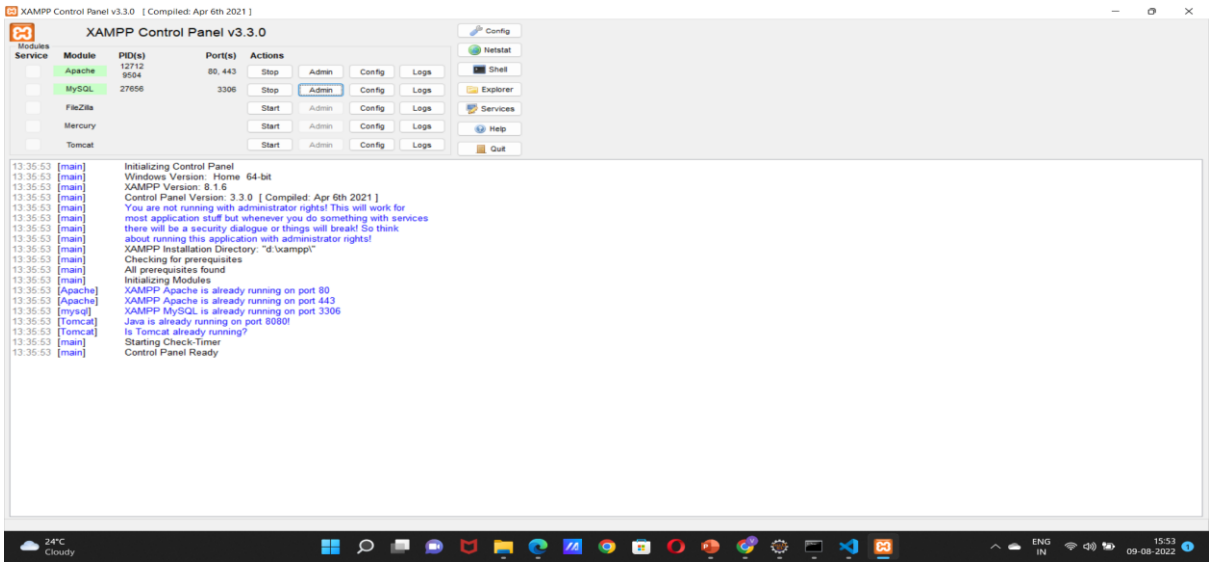


Coupon Function:

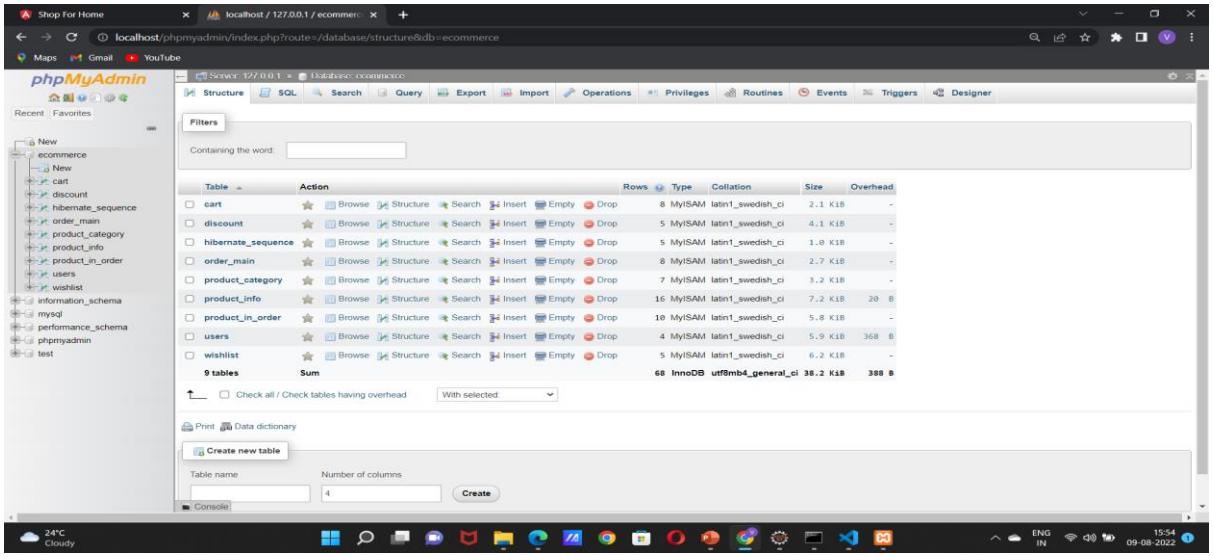


DATABASE

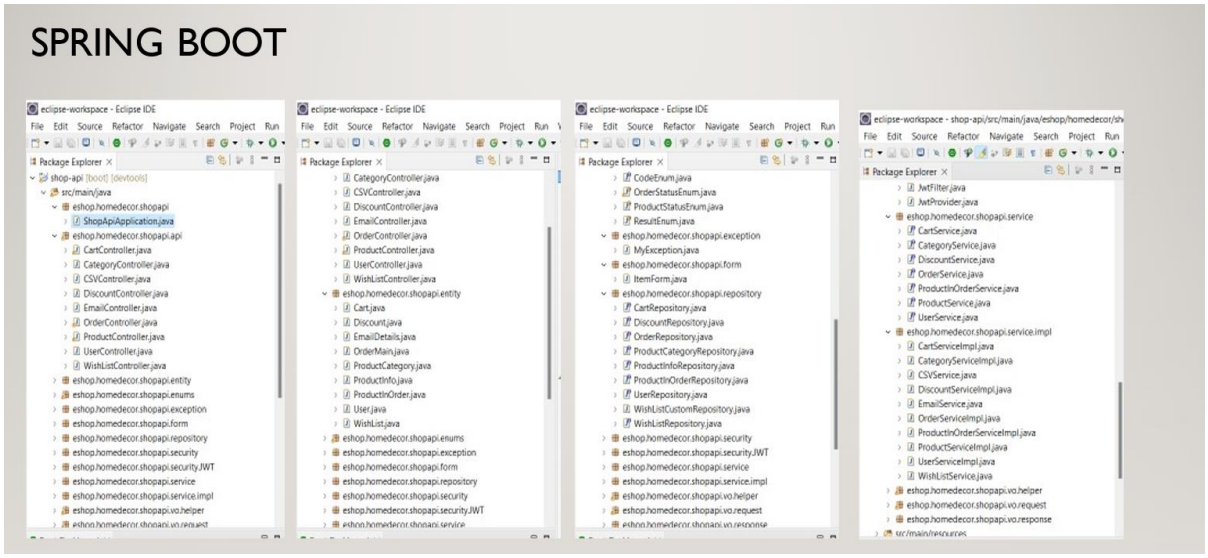
XAMPP CONTROL PANEL



MYSQL

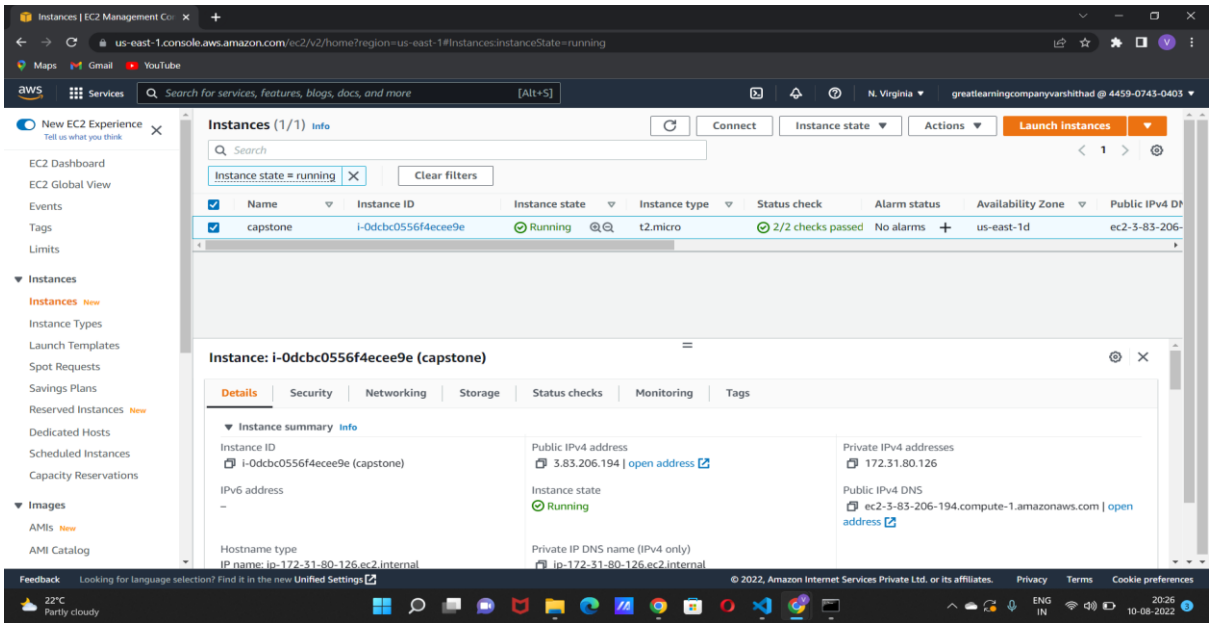


SPRING BOOT ENTITIES

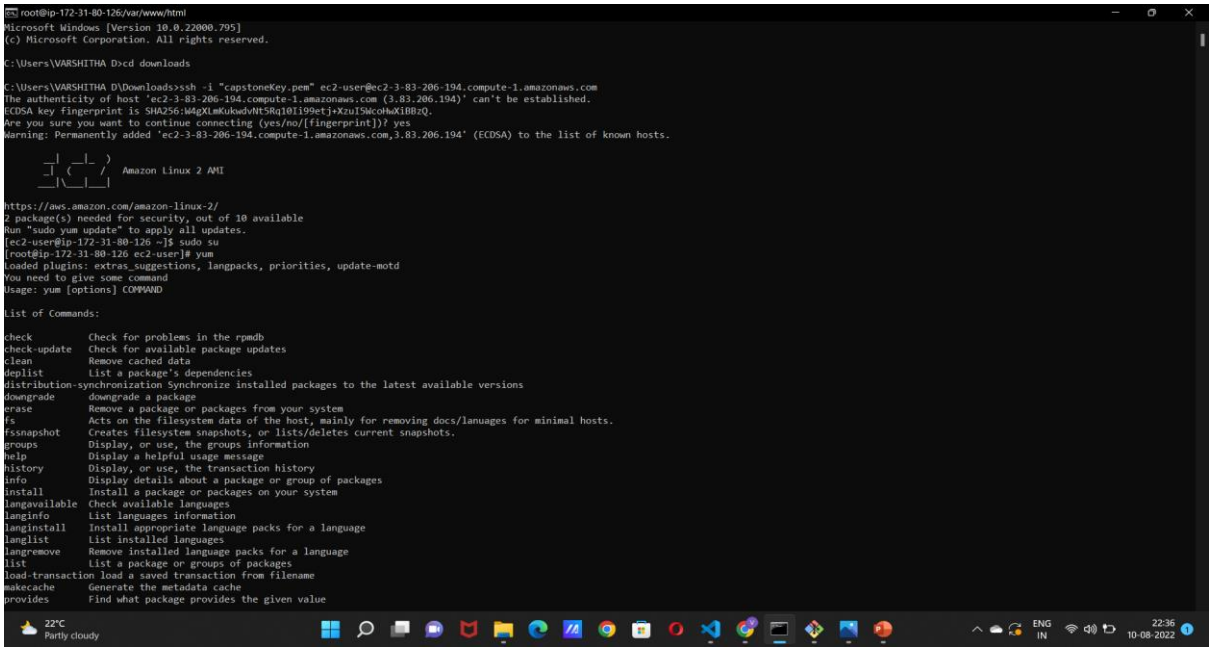


CLOUD DEPLOYMENT

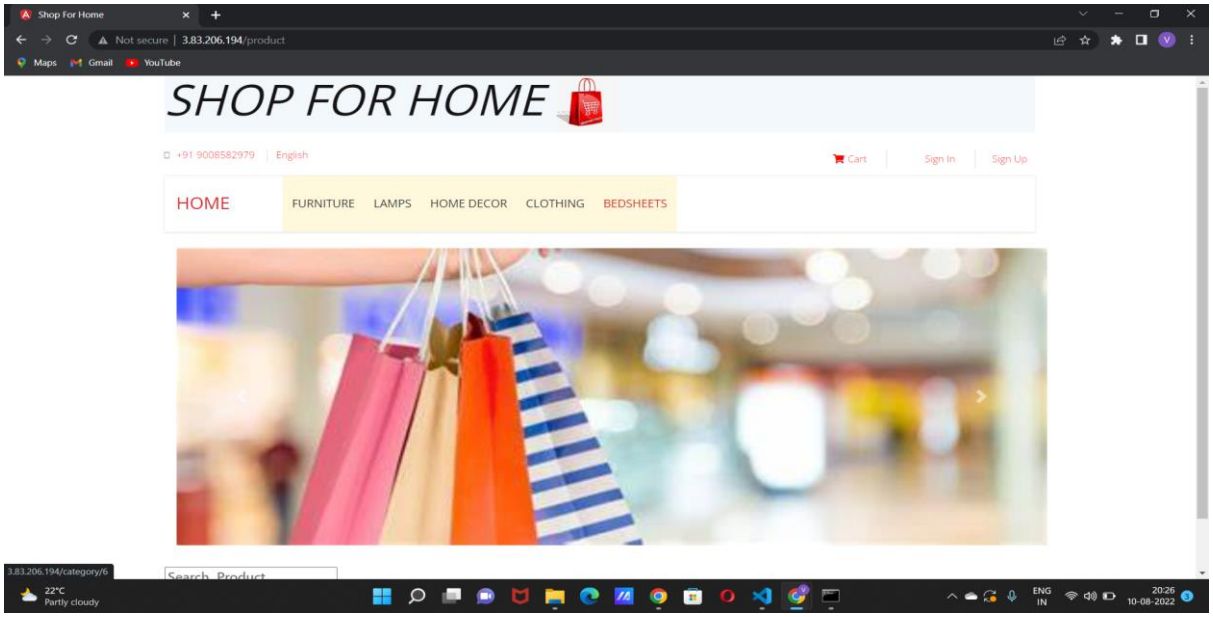
Creation of EC2 Instance:



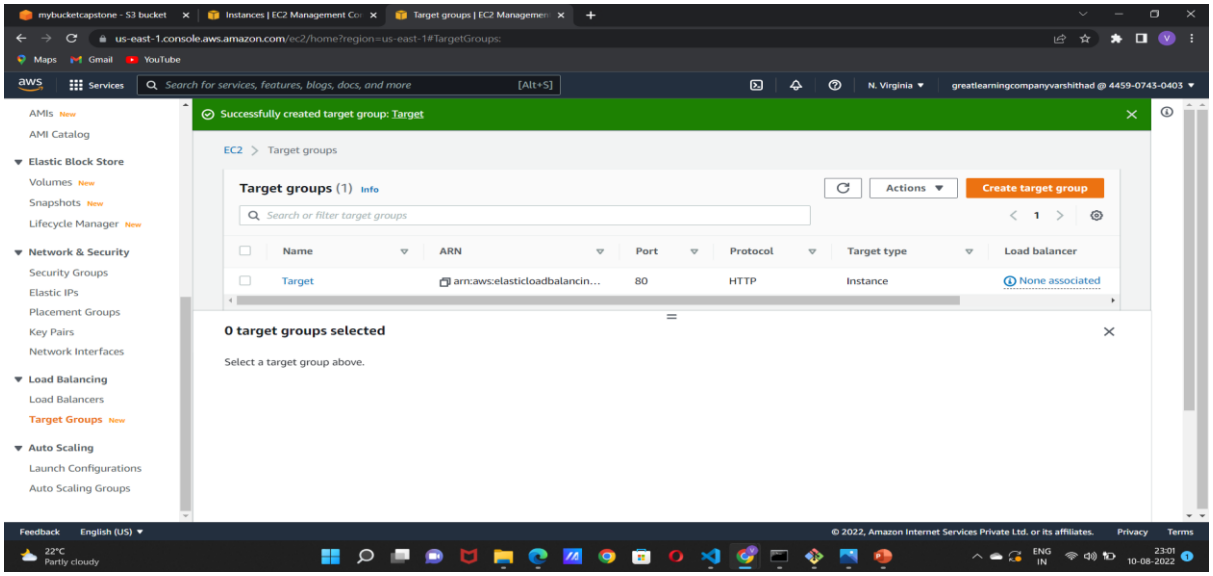
Running the EC2 Instances on Command Prompt:



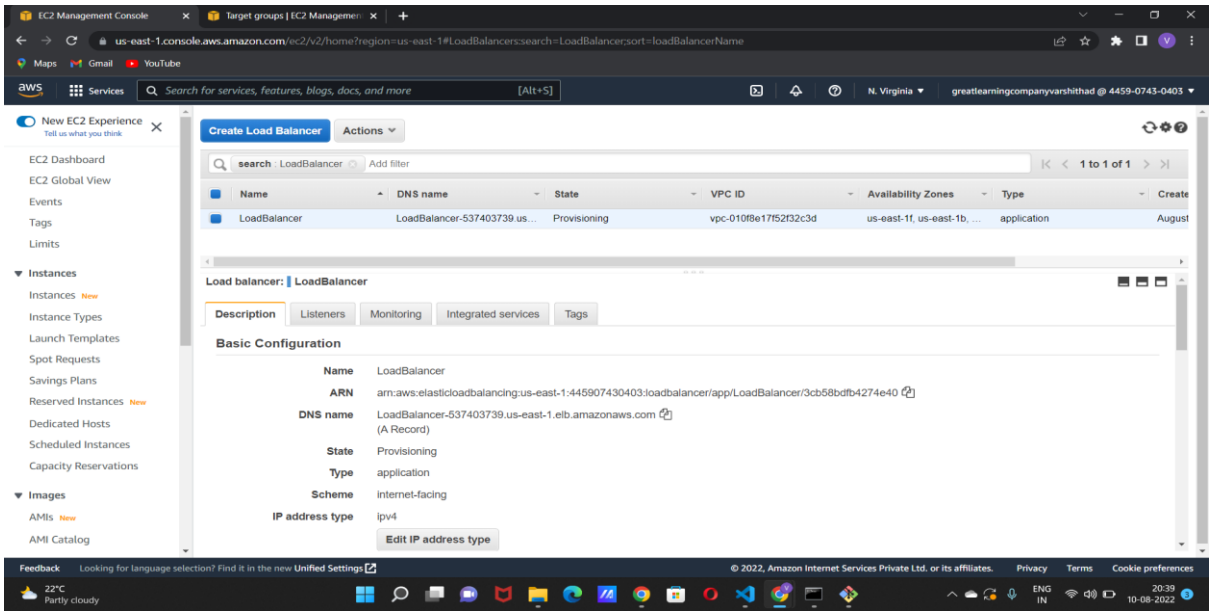
FRONTEND SERVER TEMPLATE:



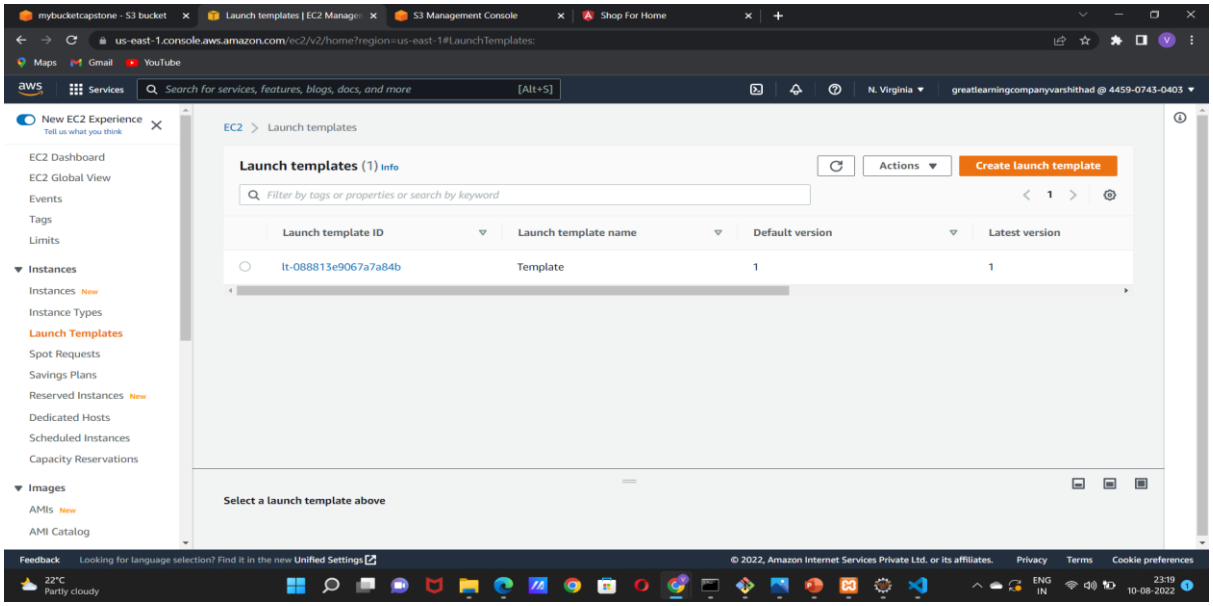
Target Group:



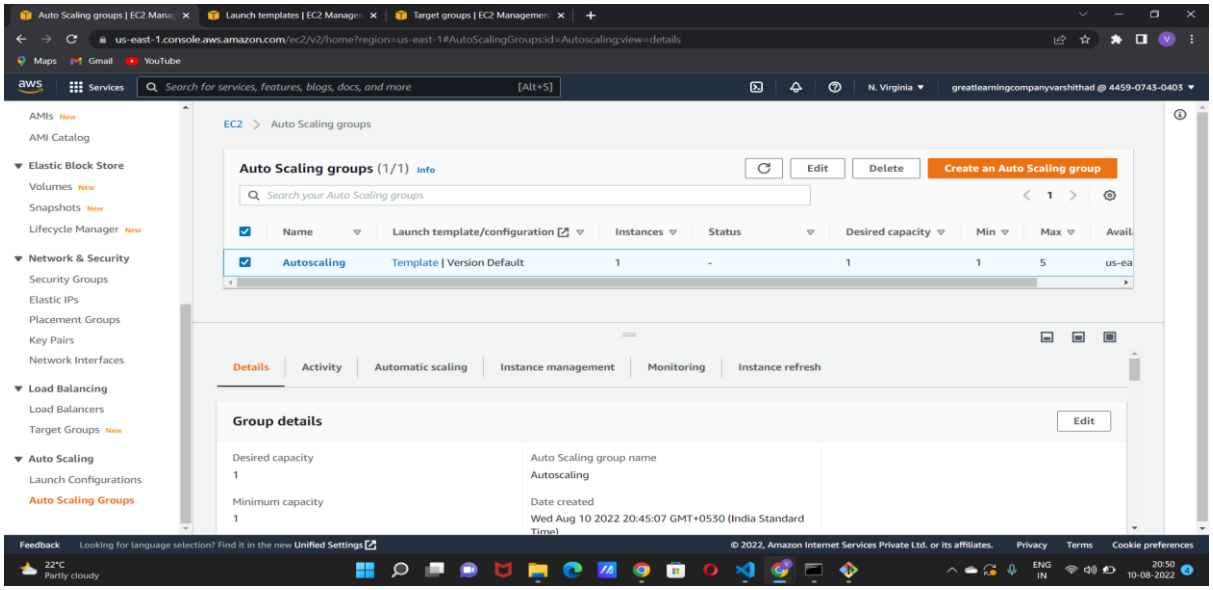
Creation of Load Balancer:



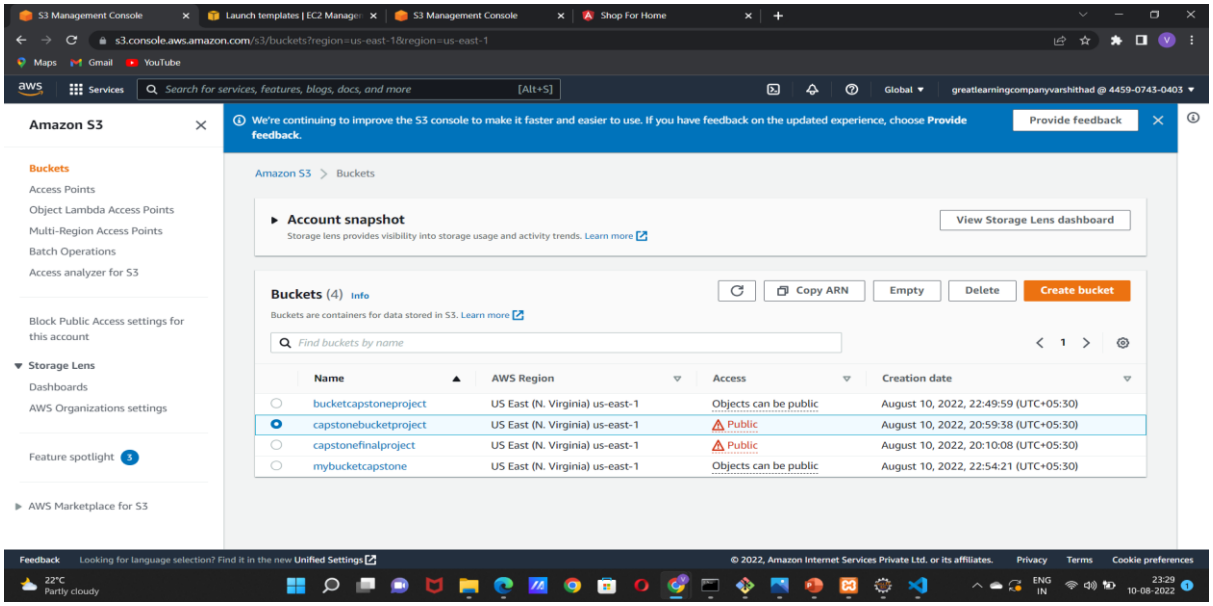
Launch Template:



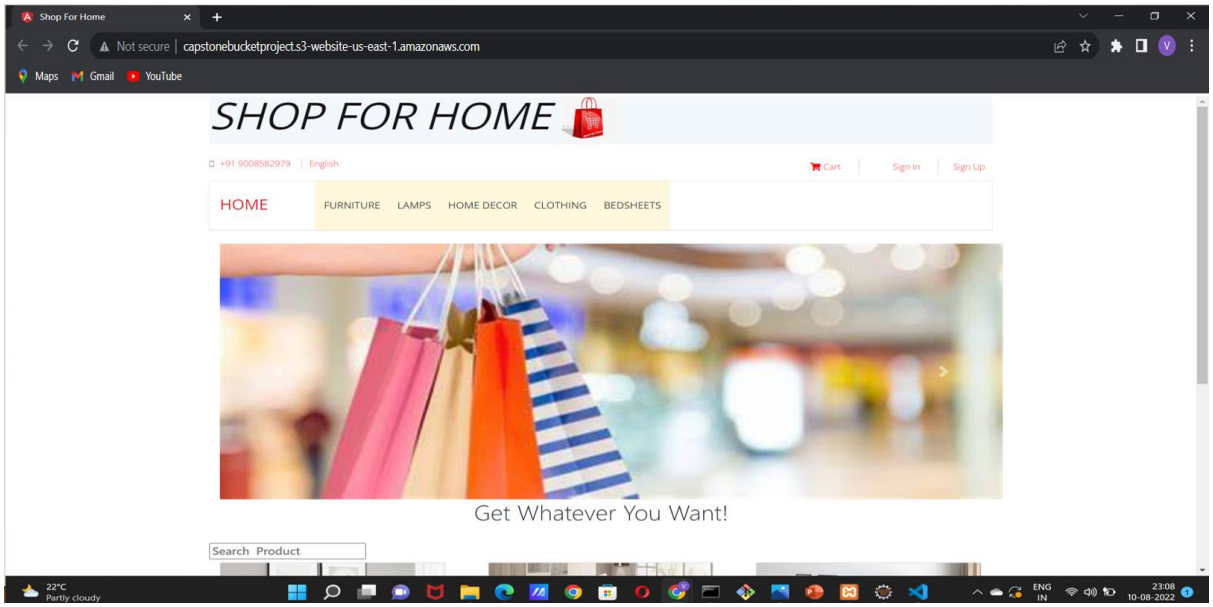
Creation of Auto Scaling Groups:



Creation of S3 bucket:



OUTPUT AFTER DEPLOYMENT:



CHAPTER 6

CONCLUSION AND FUTURE SCOPE

E-Commerce has undeniably become an important part of our society. The successful companies of the future will be those that take E-Commerce seriously, dedicating sufficient resources to its development. E-Commerce is not an IT issue but a whole business undertaking. Companies that use it as a reason for completely re-designing their business processes are likely to reap the greatest benefits. Moreover, E-Commerce is a helpful technology that gives the consumer access to business and companies all over the world.

The e-commerce industry saw major traction in 2020. Technology innovation, easy scalability, increased internet penetration and changed user habits due to COVID-19 let the industry improve experiences and compete against brick-and-mortar shops. Engaging customers directly is top priority for brands, and in this era of widespread awareness and cutthroat competition, the only way to survive is to stay ahead of the curve, identify lagging areas and capture evolving trends at the onset.