

Web Programming Summer 2021 Project Prototype

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Project Title: Little Loves Shopping website

Problem Statement: Online shopping has become a part of our daily life and so there is a need to have all kinds of brands and clothing at one place so that it would be easy for customers to select them.

Project Proposal: We would like to develop a website where the users can login into the site using their credentials. User can select clothes of their interest and add to their cart and pay the billing amount.

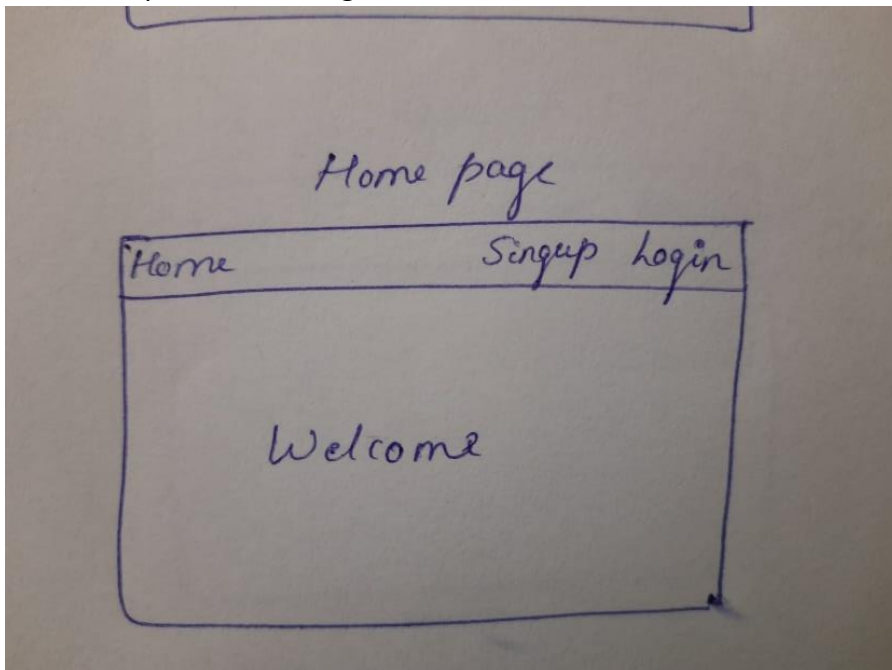
Technologies used: HTML, CSS, Bootstrap, JQuery, JavaScript, PHP, SQL

User Functionalities

- User Registration
- User Login
- User Logout
- Add to cart
- Remove from cart
- Place order

Steps involved in the implementation:

1. Create a database so that we can save user, products and users_products information. Select the appropriate fields as primary and foreign keys.
2. Create a Home page for shopping site that contains welcome message and all the available options in a navigation bar.



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3. Create a registration page where user details like first name, last name, email, password etc are entered and after clicking on the submit button, the details should be saved to database using sql insert statement. In addition to that user id should be kept in a php session so that we can track user activities on the website.

A hand-drawn sketch of a registration form titled "User Registration". The form is enclosed in a rectangular border and contains the following fields and buttons:

- Name
- Email
- Password
- Contact
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4. Implement a web page that displays all the available products from our database. Here we have to use SQL select query to load the items from database.

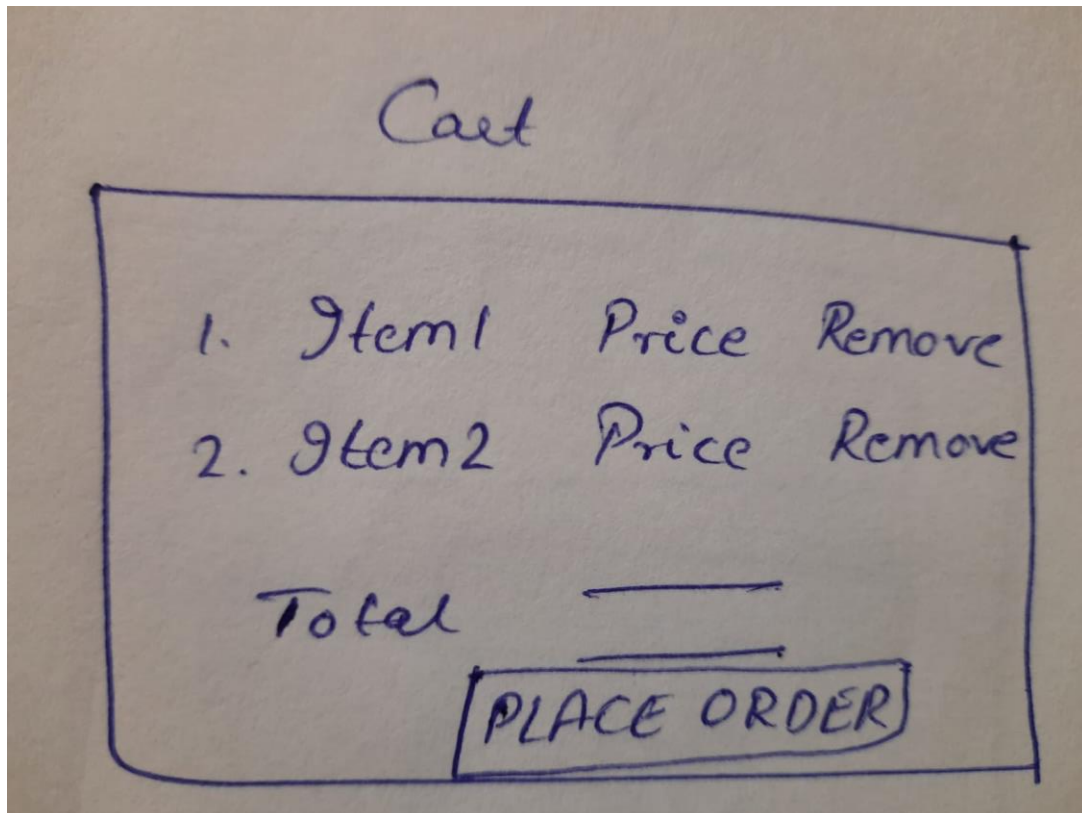
A hand-drawn sketch of an "Items Page" layout. The page is enclosed in a rectangular border and contains two identical product cards side-by-side. Each card is divided into four sections:

- Img (Image placeholder)
- Title
- Price
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5. Add the products to the cart clicking on Add button. In this functionality, item id and the user is who selected the item should be saved in database table. We have save this information in database so that we can retrieve all the selected items by a particular user to the cart.
6. Remove option should be implemented so that if user decides to omit a particular product at the time of placing order. When an items is removed by a user, the corresponding row should be deleted from database table as well.



7. Implement a button to place order. When user clicks on this button, the status of the product in item should be changed to confirmed. This should be implemented because, if the status isn't changed, the ordered product will also be present in the cart next time user logs in. To avoid this, status of the product should be changed.

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8. Payment page should be implemented where user can add their card details so that cash on delivery can be avoided.

A hand-drawn prototype of a payment page. At the top, the word "Payment" is written in cursive. Below it is a rounded rectangular box containing four input fields: "Card No" (a single line), "Name" (a single line), "CV" (a single line), and "Validity" (two adjacent boxes). Below these fields is a button labeled "Pay Now".

9. Logout option to signout from the website. Sessions concept should be used to login and logout page implementations.

A hand-drawn prototype of a logout page. At the top, the word "Logout" is written in cursive. Below it is a rectangular box with a horizontal line near the top. The line contains the text "Home", "Cart", and "Logout". An arrow points from the word "Logout" to the word "Click" written outside the box to the right.

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10. Login page for already existing users. User has to login using email id and password. Credentials should be validated using information present in database tables. If matched then user can shop.

A hand-drawn sketch of a login form on a piece of paper. The title 'User Login' is written at the top. Below it, there is a rectangular box containing three elements: an 'Email' label followed by a text input field, a 'Password' label followed by a text input field, and a 'Submit' button at the bottom.