INDUSTRIAL TRAINING REPORT

ON

“YOUNGSTERS ONLINE SHOPPING ”

SUBMITTED BY:

Abhay Jindal

Roll No. 140196234196

SUBMITTED TO:

Department of Computer Science & Engineering

Government Polytechnic College

CERTIFICATE

This is to certify that Abhay Jindal students of Diploma IV Sem. From **Govt. Polytechnic college** have successfully created project "**YOUNGSTERS ONINE SHOPPING**". The project was developed under my consideration and guidance.

The implementation made by the students was checked time to time.

Place: 100Ft. Road, Bathinda.

Mr. Vikram Singh

Sr. Corporate Trainer

Technopedia Solutions Pvt Ltd .

DECLARATION

We hereby certify that the project entitled "**YOUNGSTERS ONLINE SHOPPING**" by Abhay jindal, Registration No. 140196234196 in partial fulfilment of requirements for the award of degree of Diploma (CSE) submitted in the Department of Computer Science and Engineering at **Govt. Polytechnic College** is an authentic record of our own work carried out under the supervision of Mr. Vikram Singh. The matter presented has not been submitted by me in any other University / Institute for the award of Diploma.

Abhay Jindal

This is to certify that the above statement made by the candidate is correct to the best of my knowledge.

(HOD C.S.E)

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INTRODUCTION

This project is a web based shopping system for an existing shop. The project objective is to deliver the online shopping application into android platform.

Online shopping is the process whereby consumers directly buy goods or services from a seller in real-time, without an intermediary service, over the Internet. It is a form of electronic commerce. This project is an attempt to provide the advantages of online shopping to customers of a real shop. It helps buying the products in the shop anywhere through internet by using an android device. Thus the customer will get the service of online shopping and home delivery from his favorite shop .

1.1.2 PURPOSE OF THE WEB APPLICATION:

The purpose of the project is to make an website in php platform to purchase items in an existing shop. In order to build such an website complete web support need to be provided. A complete and efficient web website which can provide the online shopping experience is the basic objective of the project. The web website can be implemented in the form of an php website with web view.

1.1.3 OBJECTIVE OF THE PROJECT:

The purpose of the project is to make an website in php platform to purchase items in an existing shop. In order to build such an website complete web support need to be provided. A complete and efficient web website which can provide the online shopping experience is the basic objective of the project. The web website can be implemented in the form of an php website with web view.

PROJECT OVERVIEW AND LIMITATIONS:

This application can be used to keep the track of record worldwide. The project maintains the details of the all orders placed by peoples. Each user is given with different user Id. In this I can use the PHP at the front end and Back end is MYSQL.

SYSTEM ANALYSIS

EXISTING SYSTEM

DRAWBACKS IN EXISTING SYSTEM:

The existing system contains many drawbacks like:

* **Time Consuming**
* **Paper Wastage**
* **Data Maintenance**
* **Too Much Book Consultation**
* **Erroneous Results**
* **Invalid Data**
* **Difficulty in Locating Data**
* **Wastage of Money**
* **Data Redundancy**
* **Problem of Updating**
* **Non-Reliability**

PROPOSED SYSTEM:

Proposed system is expected to improve the existing system and provide value-added solution to the problem. The proposed system must be presented to the organization keeping in view the following factors:

Time: Response, Access, Process.

Accuracy: Frequency, Significance and error correction.

Reliability: Stability, Durability.

Security: Legal access.

Flexibility: Variability, Sensitivity.

Efficiency: Performance ratios.

Advantages of the Proposed System:

The proposed system overcomes the limitations of the existing system. In addition it has some additional advantages. The proposed system is advantageous in the following ways:

Easy to Use:

The proposed system, much alike now-a-days software applications, is a user-friendly and menu driven system. The names of menu items explain their purpose. The user has to enter less data records than existing system and receives more satisfied output. User manuals are provided in case user still needs any type of help about the project working.

Time Saving:

Most of the manual work in existing system is now automatically carried out by the proposed system. Automatic calculation of the balance amount and no consultation to the books for preparing the reports saves a lot of time which can be utilized more effectively.

Automatic Database Updating:

The database of students is automatically updated. Rather then waiting for some duration, these databases are continuously updated after each entry.

Report Presentation:

Reports are displayed in fixed proper format on the screen as well as on the paper with negligible user efforts. These reports are displayed with just a click by the user.

Easy Insertion or Deletion:

It is simple to add new record by just specifying the initial information about the courses as well as students. This new student's information can be retrieved in the same way as existing information. After the completion of course, the information of student can be deleted.

Aware Users:

The system displays various warning messages for the users. The system will not allow violating various key constraints and invalid data entry while adding or removing any information and displays appropriate messages.

Reduced Chances of Errors:

The input/output errors are reduced in this proposed system. There is no chance of error while generating various reports as it is done automatically by the system.

Ability to analyze the results quickly:

The working of the system and report presentation is quite fast and reliable enough which help in great deal in analysis the results quickly.

Purpose of Document

The purpose of this document is to layout in detail the functional and other requirements. This document contains the necessary information to meet the requirements set forth for the completion of this application. The target audience of this document is Project Sponsor, Project Managers, Developers, Designers, and QA Engineers. Now onwards, this document will act as a portal of information during the whole development cycle and any change in the functional or other requirements will be communicated through this document.

FEASIBILITY STUDY

FEASIBILITY STUDY

Once the problem is clearly understood, the next step is to conduct feasibility study, which is high-level capsule version of the entered systems and design process. The objective is to determine whether or not the proposed system is feasible. The three tests of feasibility have been carried out.

Technical Feasibility

Economical Feasibility

Operational Feasibility

TECHNICAL FEASIBILITY

Based on the outline design of the system requirements in terms f inputs, output, Procedures, the technical issues raised during technical feasibility include:

- Does the necessary technology exist to do what is proposed?
- Does the proposed equipment have the technical capacity to hold the data required to use in the new system?
- Adequate responses provided by the proposed system?
- Is the system flexible enough to facilitate expansion?
- Is there any technical guarantee of accuracy, reliability, ease of access and data security?
- Is the project feasibility within the limits of current technology?
- Does the technology exist at all?
- Is it available within given resource constraints (i.e., budget, schedule)?
- The system developer's task is to view needed capabilities in light of currently available technology. Our site works hand in hand with high technology. A database has to be maintained in order to update and backup data whenever required. To create databases we use SQL server. After taking the above facts into consideration we can state that the new proposed system technically feasible.

ECONOMICAL FEASIBILITY

In making recommendations a study of the economics of the proposed system should be made. Even though finding out the costs of the proposed

project is difficult we assume and estimate the costs and benefits as follows. According to the computerized system we propose, the costs can be broken down in two categories.

- Costs associated with the development of the system.
- Costs associated with operating the system.

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OPERATIONAL FEASIBILITY

A proposed system is beneficial only if it can be turned into an information system that will meet the operational requirements of an organization. A system often fails if it does not fit within existing operations and if users resist the change.
Important issues a systems developer must look into are:

- Will the new system be used if implemented in an organization?
- Are there any major barriers to implementation or is proposed system accepted without destructive resistance?
- The whole purpose of computerizing the Complaint Management is to handle the work much more accurately and efficiently with less time consumption. There will be additional work to be completed, because now the cellular company will have to maintain database of both their employees as well as their Customers.
- Compared to the semi-computerized system the chances of avoiding errors in a computerized system is much higher because the user need not stress himself unnecessarily resulting in recklessness. Unlike the semi-computerized system there would be backup data for all the information concerning the daily transactions occurred within the organization.

MODULE DESCRIPTION

MODULE DESCRIPTION

The list of modules incorporated with "**Project"** is

Public Module

Administration Module

PUBLIC MODULE:

This module is specified for the purpose of the news generation for the unregistered users. But they can view only the brief of this web application. If they seem interested in web application then they can register and enter to the user module.

This module contains mainly the static pages.

Importance of modules is that the person who is not registered to the web application can view brief but latest information about health and fitness.

ADMINISTRATION MODULE:

This module deals with the management of the users information and different applications and facilities such as the information regarding the users like what they post ?, is is relevant or not ? etc. and basic information of the users when they registered to this web application , it will be by administrator. i:e Supreme Power.

REQUIREMENTS

SYSTEM REQUIREMENTS

- **Hardware:-**

Hardware Environment (Deployment Server)	
PC	PC (Windows)
Processor	Intel Pentium Processor 4, 2.4GHz or equivalent.
RAM	1 GB RAM
HDD	80 GB

Hardware Environment (End user's PC)	
PC	PC (Windows)
Processor	Intel Pentium Processor, 233 MHz or equivalent.
RAM	1 GB
HDD	100 MB of free HDD space for

	Internet Cache
Internet Connection	56 K Modem Connection

- **Software:-**

Software Environment (Deployment Server)	
Operating System	MS Windows XP or Latest
Other software	MYSQL, PHP Designer Sublime
Web Server	APACHE
Browser	Microsoft Internet Explorer 7.0 or higher FireFox 3.5 or higher

Software Environment (End User)	
Operating System	Win 2000 / Win XP or higher
Browser	Microsoft Internet Explorer 7.0 or higher FireFox 3.5 or higher

LITERATURE SURVEY

PHP

PHP: From Home Page to Portal

Overview

Welcome to PHP! Throughout this book you will look at almost every element of the PHP language. But first you will explore PHP as a product— its history, features, and future.

In this hour, you will learn

What PHP is

About PHP's history

What improvements can be found in PHP4 Some options that add features to your PHP binary Some reasons you should choose to work with PHP

What Is PHP?

PHP is a language that has outgrown its name. It was originally conceived as a set of macros to help coders maintain personal home pages, and its name grew from its purpose. Since then, PHP's apabilities have been extended, taking it beyond a set of utilities to a full-featured programming language, capable of managing huge database-driven online environments. As PHP's capabilities have grown, so too has its popularity. According to NetCraft (http://www.netcraft.com), PHP was running on more than 1 million hosts in November 1999. As of February 2000, that figure had already risen to 1.4 million hosts. According to E-Soft, PHP is the most popular Apache module available, beating even ModPerl.

PHP is now officially known as PHP: HyperText Preprocessor. It is a server-side scripting language usually written in an HTML context. Unlike an ordinary HTML page, a PHP script is not sent directly to a client by the server; instead, it is parsed

by the PHP binary or module. HTML elements in the script are left alone, but PHP code is interpreted and executed. PHP code in a script can query databases, create images, read and write files, talk to remote servers— the possibilities are endless. 23 The output from PHP code is combined with the HTML in the script and the result sent to the user.

What's New in PHP

PHP introduces numerous new features that will make the programmer's life more interesting. Let's take a quick look at some of them. A new foreach statement, similar to that found in Perl, makes it much easier to loop through arrays. We will be using this for most of the array examples in this book. Additionally, a raft of new array functions have been added, making arrays easier to manipulate. The language now includes the boolean data type. A particularly useful feature of PHP3 was the capability to name form elements as if they were elements in an array. The elements' names and values are then made available to the code in array form. This feature has been extended to support multidimensional arrays. Support for object-oriented programming was somewhat rudimentary in PHP. This is significantly extended in PHP4; for example, it is now possible to call an overridden method from a child class. PHP4 now provides native support for user sessions, using both cookies and the query string. You can now "register" a variable with a session, and then access the same variable name and value in subsequent user requests.

A new comparison operator (===) has been introduced that tests for equivalence of type as well as equivalence of value. New associative arrays containing server and environmental variables have been made available, as well as a variable that holds information about uploaded files.

PHP4 now provides built-in support for both Java and XML.

Although these and other features significantly improve the language, perhaps the most significant change has taken place under the hood.

MYSQL

MySQL is the world's most popular open source database software, with over 100 million copies of its software downloaded or distributed throughout it's history. With its superior speed, reliability, and ease of use, MySQL has become the preferred choice for Web, Web 2.0, SaaS, ISV, Telecom companies and forward-thinking corporate IT Managers because it eliminates the major problems associated with downtime, maintenance and administration for modern, online applications.

Many of the world's largest and fastest-growing organizations use MySQL to save time and money powering their high-volume Web sites, critical business systems, and packaged software — including industry leaders such as Yahoo!, Alcatel-Lucent, Google, Nokia, YouTube, Wikipedia, and Booking.com.

The flagship MySQL offering is MySQL Enterprise, a comprehensive set of production-tested software, proactive monitoring tools, and premium support services available in an affordable annual subscription.

MySQL is a key part of LAMP (Linux, Apache, MySQL, PHP / Perl / Python), the fast-growing open source enterprise software stack. More and more companies are using LAMP as an alternative to expensive proprietary software stacks because of its lower cost and freedom from platform lock-in.

MySQL was originally founded and developed in Sweden by two Swedes and a Finn: David Axmark, Allan Larsson and Michael "Monty" Widenius, who had worked together since the 1980's.

REQUIREMENTS ANALYSIS AND SPECIFICATION

Requirements Analysis and Specification

This phase formally defines the detailed functional user requirements using high-level requirements identified in the Initiation, System Concept, and Planning phases. It also delineates the requirements in terms of data, system performance, security, and maintainability requirements for the system. The requirements are defined in this phase to a level of detail sufficient for systems design to proceed. They need to be measurable, testable, and relate to the business need or opportunity

identified in the Initiation Phase. The requirements that will be used to determine acceptance of the system are captured in the Test and Evaluation Master Plan.

The purposes of this phase are to:

- Further define and refine the functional and data requirements and document them in the Requirements Document,
- Complete business process reengineering of the functions to be supported (i.e., verify what information drives the business process, what information is generated, who generates it, where does the information go, and who processes it),
- Develop detailed data and process models (system inputs, outputs, and the process.)
- Develop the test and evaluation requirements that will be used to determine acceptable system performance.

Designing and Coding

Systems design is the process of defining the architecture, components, modules, interfaces, and data for a system to satisfy specified requirements. One could see it as the application of systems theory to product development. There is some overlap with the disciplines of system analysis, and system engineering. If the broader topic of product development "blends the perspective of marketing, design, and manufacturing into a single approach to product development," then design is the act of taking the marketing information and creating the design of the product to be manufactured. Systems design is therefore the process of defining and developing system to satisfy specified requirements of the user. Program designs are constructed in various ways. Using a top-down approach, designers first identify and link major program components and interfaces, then expand design layouts as they identify and link smaller subsystems and connections. Using a bottom-up approach, designers first identify and link minor program components and interfaces, then expand design layouts as they identify and link larger systems and connections. Contemporary design techniques often use prototyping tools that build mock-up designs of items such as application screens, database layouts, and system architectures. End users, designers, developers, database managers, and network administrators should review and refine the prototyped designs in an iterative process until they agree on an acceptable design.

SYSTEM DESIGN

SYSTEM DESIGN

DATA BASE DESGIN

DATABASE:

A database is a set of data, organized for easy access. The database is an actual data; it is the database that you will be accessing when you need to retrieve data.

DATA DICTIONARY

The data dictionary is a set of tables Oracle uses to maintain information about the database. The data dictionary contains information about tables, indexes, clusters and so on.

DBA (DATABASE ADMINISTRATOR):

The DBA is the person responsible for the operation, configuration and performance of the database. The DBA is charged with keeping the database operating smoothly, ensuring that backups are done on regular basis (and that backups work), and installing new software. Other responsibilities might include planning for future expansion and disk space needs, creating databases and table spaces, adding users and maintaining security, and monitoring the database and retuning it as necessary. Large installations might have teams of DBA's to keep the system running smoothly; alternatively, the task might be segmented among the DBA's.

DATA FLOW DIAGRAMS:

A graphical tool used to describe and analyze the moment of data through a system manual or automated including the process, stores of data, and delays in the system. Data Flow Diagrams are the central tool and the basis from which other components are developed. The transformation of data from input to output, through processes, may be described logically and independently of the physical components associated with the system. The DFD is also know as a data flow graph or a bubble chart.

CONTEXT DIAGRAM:

The top-level diagram is often called a "*context diagram"*. It contains a single process, but it plays a very important role in studying the current system. The context diagram defines the system that will be studied in the sense that it determines the boundaries. Anything that is not inside the process identified in the context diagram will not be part of the system study. It represents the entire software element as a single bubble with input and output data indicated by incoming and outgoing arrows respectively.

TYPES OF DATA FLOW DIAGRAMS:

Data Flow Diagrams are of two types as follows:

Physical DFD

Logical DFD

1.**PHYSICAL DFD:**

Structured analysis states that the current system should be first understand correctly. The physical DFD is the model of the current system and is used to ensurethat the current system has been clearly understood. Physical DFDs shows actual devices, departments, and people etc., involved in the current system

2. **LOGICAL DFD:**

Logical DFDs are the model of the proposed system. They clearly should show the requirements on which the new system should be built. Later during design activity this is taken as the basis for drawing the system's structure charts.

BASIC NOTATION:

The Basic Notation used to create a DFD's are as follows:

DATAFLOW:

Data move in a specific direction from an origin to a destination.

PROCESS:

People, procedures, or devices that use or produce (Transform) Data. The physical component is not identified.

SOURCE:

External sources or destination of data, which may be People, programs, organizations.

DATA STORE:

Here data are stored or referenced by a process in the System

DESIGN:

Design is the first step in moving from problem domain to the solution domain. Design is essentially the bridge between requirements specification and the final solution.

The goal of design process is to produce a model or representation of a system, which can be used later to build that system. The produced model is called the "Design of the System". It is a plan for a solution for the system.

PROCESS FLOW DIAGRAM

USE CASE DIAGRAM

A Use Case Diagram is "a diagram that shows the relationships among actors and use cases within a system."

Use case diagrams depict:

Use cases.

A use case describes a sequence of actions that provide something of measurable value to an actor and is drawn as a horizontal ellipse.

Actors.:

An actor is a person, organization, or external system that plays a role in one or more interactions with your system. Actors are drawn as stick figures.

Associations.

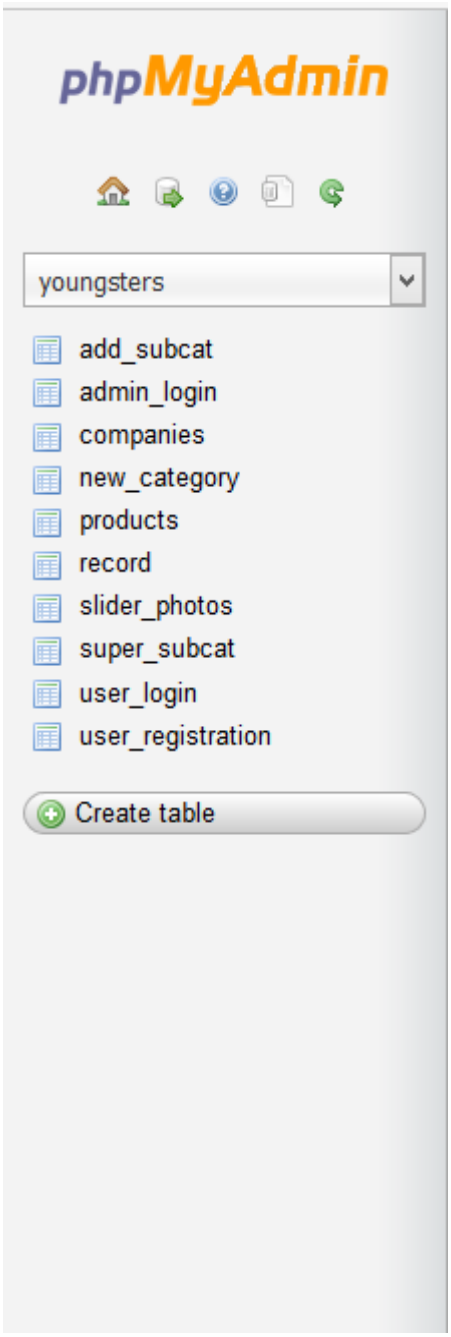
Associations between actors and use cases are indicated in use case diagrams by solid lines. An association exists whenever an actor is involved with an interaction described by a use case. Associations are modeled as lines connecting use cases and actors to one another, with an optional arrowhead on one end of the line. The arrowhead is often used to indicating the direction of the initial invocation of the relationship or to indicate the primary actor within the use case. The arrowheads are typically confused with data flow and as a result I avoid their use.

System boundary boxes (optional).

You can draw a rectangle around the use cases, called the system boundary box, to indicates the scope of your system. Anything within the box represents functionality that is in scope and anything outside the box is not. System boundary boxes are rarely used, although on occasion I have used them to identify which use cases will be delivered in each major release of a system.

Packages (optional). :

Packages are UML constructs that enable you to organize model elements (such as use cases) into groups. Packages aredepicted as file folders andcanbeused on any of the UML diagrams, including both use case diagrams andclassdiagrams. I use packages only when my diagrams become unwieldy, which generally implies they cannot be printed on a single page, to organize a large diagram into smaller ones.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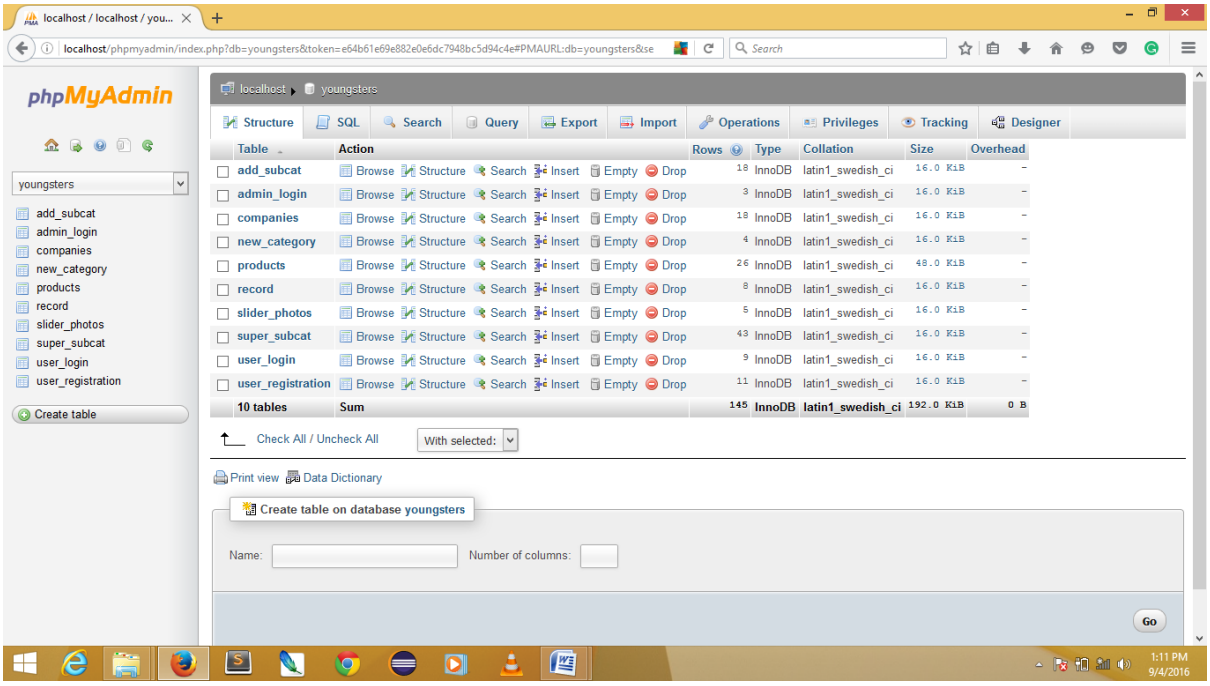
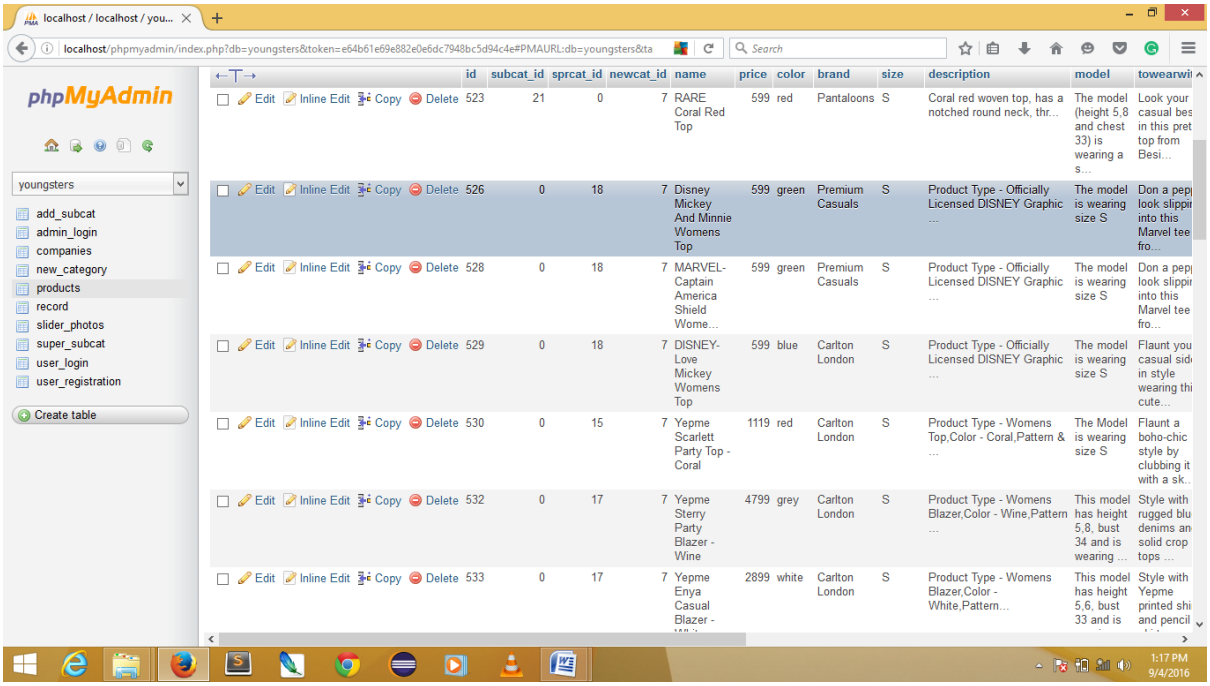


DATA BASE DESIGN TABLES

Buy Table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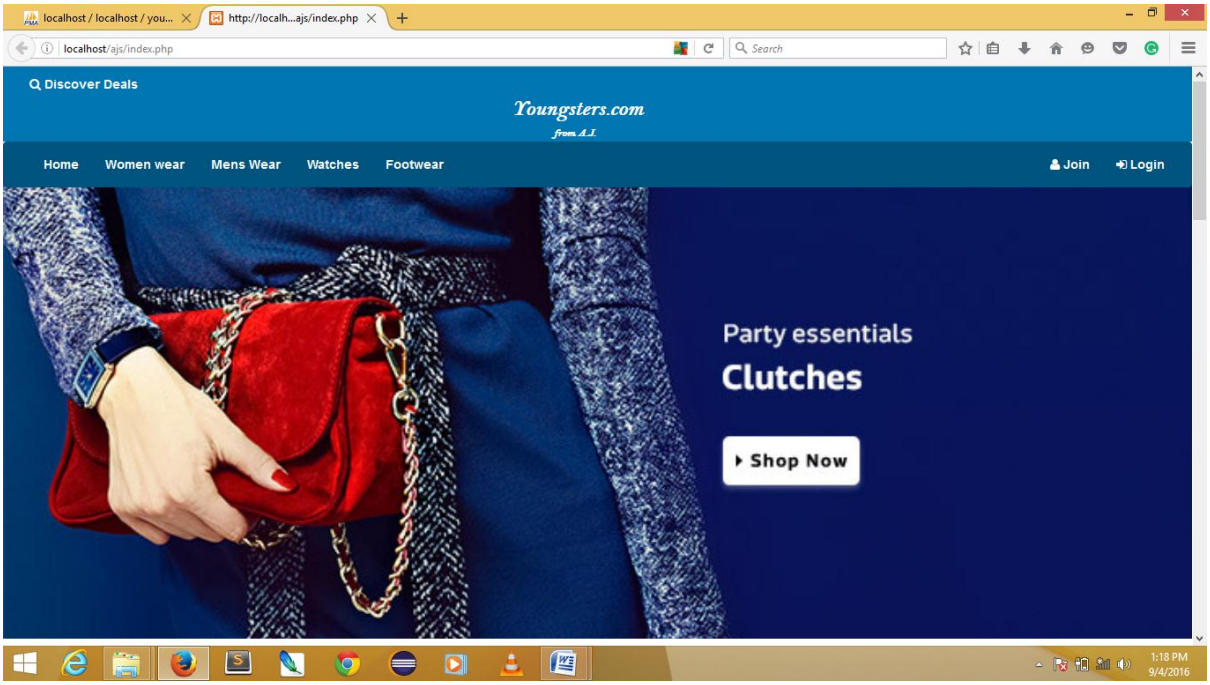
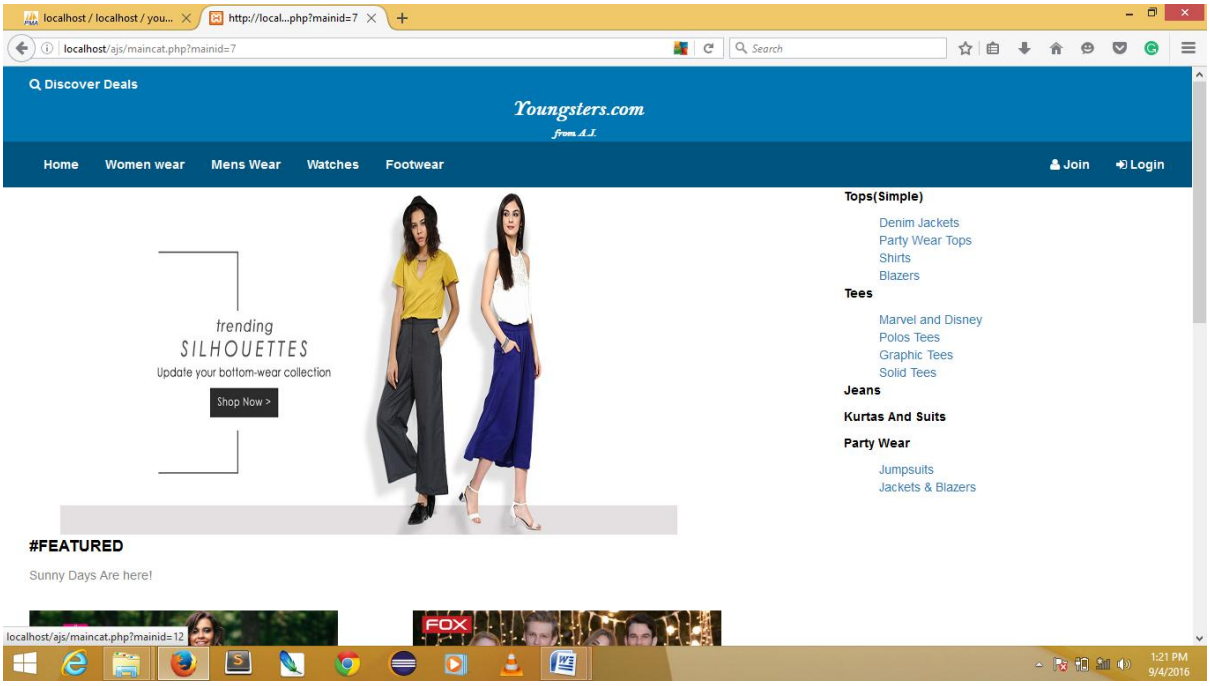
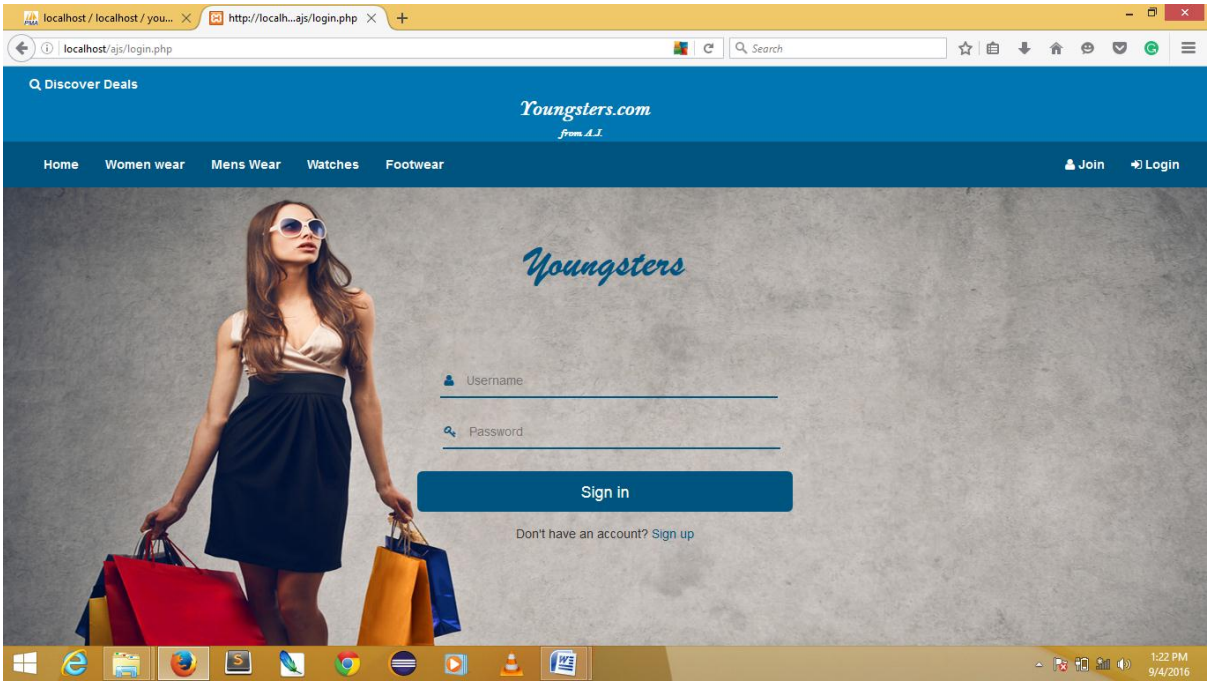
SNAPSHOTES



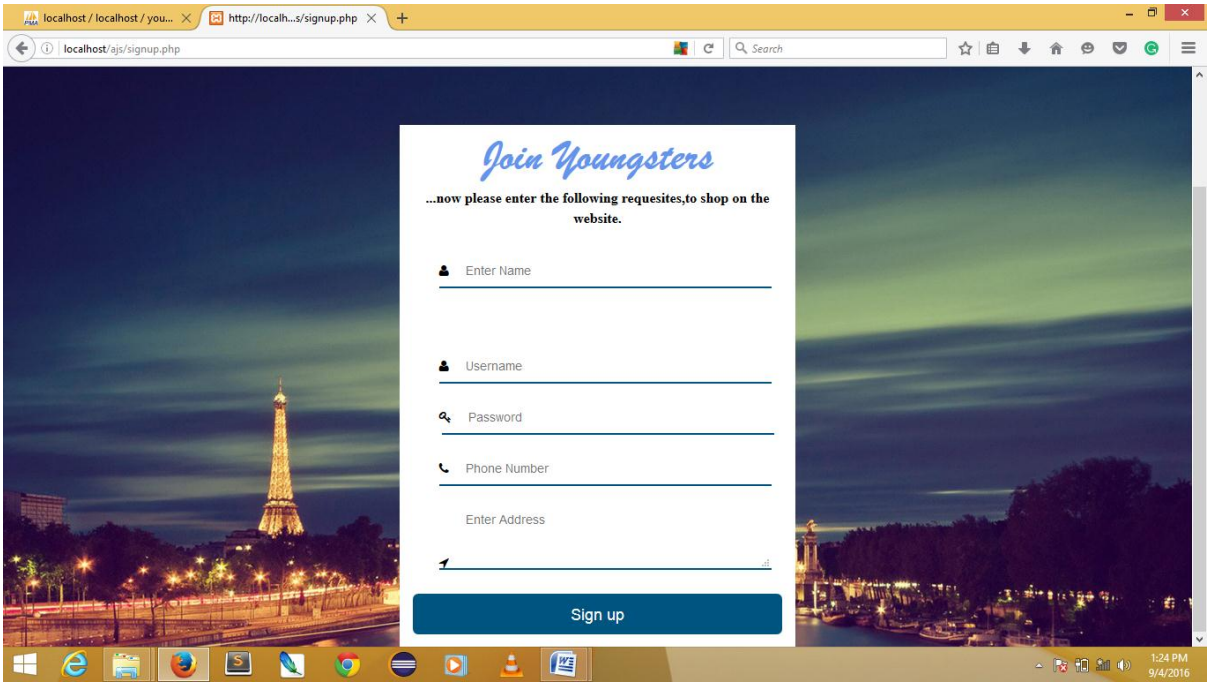
This page is home page of website. When you run website first this page will open.



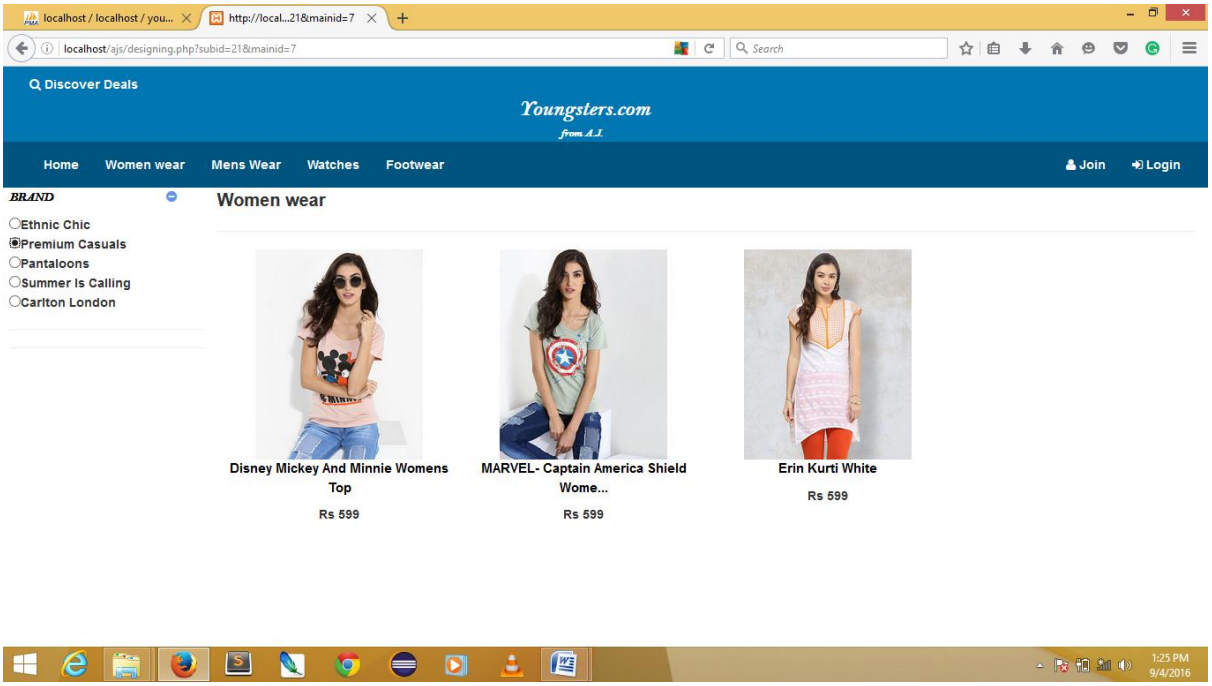
When you click on Categoties link this page will open and show various componies offered by shopping website.



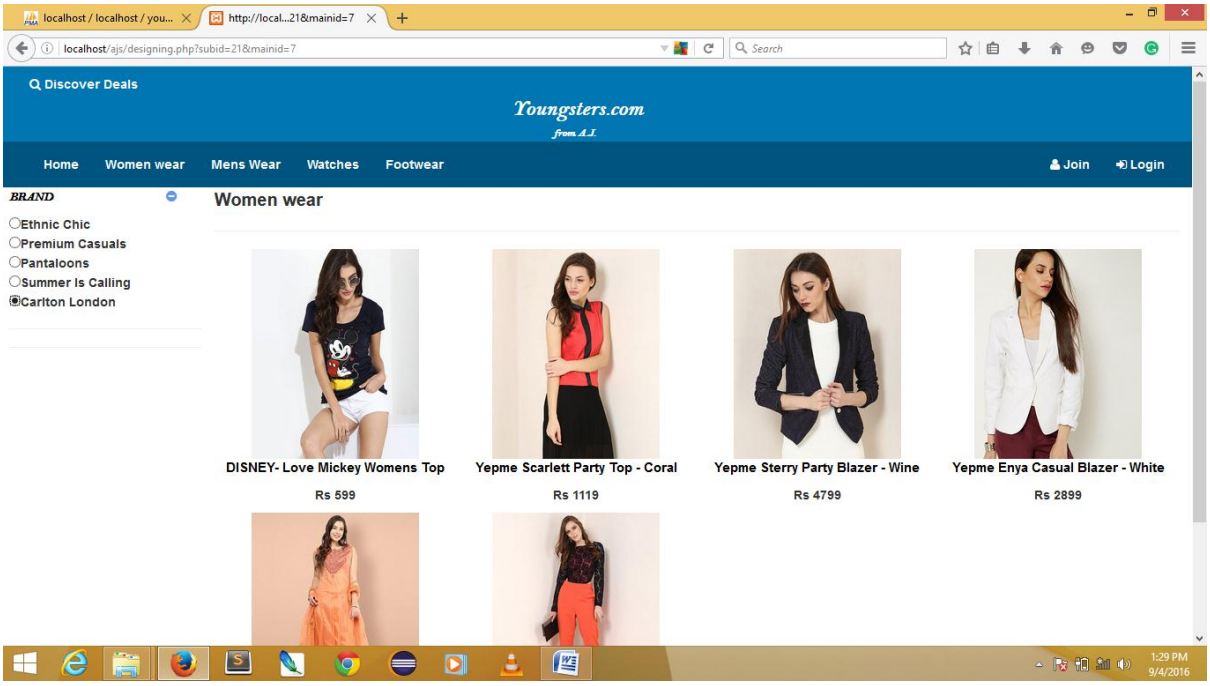
This page will open when you click on login option in a online shopping.



This is sign up page which show you various details to fill to sgnup shopping website.



This page will show all the products by clicking on a any one of the category provided.



After using a filter provided aside only that companies products will be shown.

BIBLIOGRAPHY

BOOKS REFERRED

The following books were used extensively for the project development and implementation.

1. *Sams Teach* Yourself *PHP* in 24 Hours (3rd Edition): Matt Zandstra
2. Java Script – referring from www.w3schools.com.

WEBSITES REFERRED

The following links were searched and exploited extensively for the project development and implementation.

1. www.google.co.in
2. W3schools.com
3. Quora,com
4. Stackflow