**Project Proposal**

**On**

**E-commerce**

****

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**Computing Project**

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**Abstract**

E-commerce is the purchasing, selling & exchanging goods and services over computer network or internet. It is transaction of buying and selling online.

This project deals with developing an e-commerce website for local brands to promote their work and increase their productivity. It provides the customers to purchase different products from various local manufacturers.

The project was implemented using a 3-tier approach. Laravel was used as front end , Apache server with WAMP application as server site and MySQL was used as database.

**Acknowledgement**

This work is completed not by one's effort, but it cost the efforts of many valuable people. It is my great honor to convey special thanks to all those helping hands, making my project successful.

I would like to express my sincere gratitude to Softwarica College of IT and e-commerce, for giving the opportunity to submit this e-commerce project.

I would like to thank Mr. Kiran Rana, our project advisor, for guiding us your support and advise in every steps of the process.

Lately, I would like to thank my colleagues' friends for helping me throughout research process whenever in need.

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**Keywords**

DFD - Data Flow Diagram

E-commerce - Electronic commerce

ERD - Entity Relationship Diagram

NLA - Natural Language Analysis

UX – User Experience

WAMP – Window Apache MySQL Php

# Introduction

E-commerce is one of the most important aspects of the internet, which allows people to exchange goods and services with no barrier of time or distance. It is the fastest gaining business paradigm. Many businesses are implementing websites providing functionality for performing commercial transactions over the internet. It is sensible to say that the process of online shopping on the web is becoming more common these days.

The objective of this project is to develop a user-friendly e-commerce store where any kind of products and services can be bought or sell through the internet.

## Problem background to the system

Previously user do not have known about the products arising in Nepalis market. The main problem of Nepal is there is not enough market and knowledge to sell the products. And may Nepalese don’t know their local products. To problem can be solved by the e-commerce, providing local products to the people. This application will reduce the problems arise in previous types of e-commerce system.

## Justification

In today’s busy world, people don’t have time for their personal needs. And the technology is so fast that anyone can do anything by just sitting in a room. The internet is the way that helps a person in all aspects. If someone wish to buy and view things, he can buy online with the help of internet. Today there are very least organizations which are manual. Everything is going to be computerized and online whether it is banking, advertising or shopping. We are trying to help people to make their life easier by proving online shopping facility. In this we have introduced many modules like admin module and customer module. The customer must register for any enquiry related to Nepalis products. The unregistered person can’t access this application. The registered customer can view details of any products and he can buy of his choice and need. He must pay the price of products he/she wishes to buy. The admin module contains the access of admin on the application. The admin can change everything in the application. He can add, delete, update any information regarding the clothes. The project’s home page includes the registration link. The registered users can login to their account for their queries or buy products. And the unregistered users have first to register.

## Aim

The aims that I want to achieve are listed below:

* Developer would post their website and provide services to the customer.
* Customer should easily interact with the website and buy websites according to their needs.

## Objective

The main objective is to satisfy the local manufacture and customer. Action that I will take to achieve my aim are:

* Customer will have the ability to sign-up their account and browse different products.
* Developers will have the facility to post their website and provide services to the customer.

## Overview of the project design

In today's competitive market there are lots of product available but none of those products are local product which is sad to see. My project helps to eliminate those problems by providing market to the local product which they aren't getting in the current context.

This application was built the problem of high price that local buyer is facing. Local product owner can add their product to our web site which will make the price of the product comparatively low that of imported products. Only the low price is not the advantageous thing, buyer can get authentic Nepali product which is of high-quality materials. Ordering products from this website will save the time for buyers.

I my self feel blessed to provide the test of local product to local people and feel great that I have taken the burden to provide market for local business man.

# Analysis

## Introduction to analysis

The e-commerce system is hard to implement as it requires shops, customers to browse through shops, and system administrator to approve the requests for new shops and maintain category lists. This is a small-scale e-commerce project target to the local entrepreneur and manufacturer.

The main theme is that the customer can buy products from anywhere by using online payment system or can use cash on delivery. The database will maintain user and product details.

This system involves three types of users:

1. **Customer**

The customer is the person who buys products from the website.

1. **Store**

The store is the shop where customer can buy the products.

1. **Admin**

Admin administrate the behavior of both customer and store.

## Object oriented analysis

It is an iterative stage of analysis, which takes place during the software Development life cycle.

Object-oriented analysis is a process that groups items that interact with one another, typically by class, data or behavior, to create a model that accurately represents the intended purpose of the system. Object-oriented analysis does not factor implementation limitations into the model. (Anon., 2019)

## Merits of your project

* User experience (UX) is simple and interactive which focused on compatibility and usability with users.
* Sellers does not have to rent a physical store; hence it saves both time and money.

## Pitfalls

* No payment gateways.
* Cannot ship outside the county, it is limited to the country.

## Requirements

### MoSCoW prioritization

MoSCoW is a prioritization technique for categorizing list of requirements. I have prioritized my features using MoSCoW prioritization technique because it helps to rank and classify requirement to achieve a successful product.

**Note**

**M**=must have - It describes that the requirement must include in the final solution. I should cover 60% of requirements.

**S**=should have - The priority is higher but not critical. Such requirement is priorities in second place in priority list. Covers around 20% of tasks.

**C**=could have – This type of requirement is desirable but no necessary. This covers 20% of requirement.

**W**=won’t have – Requirement is not implemented in current release but may include in future development.

### Functional requirement

Those requirements which are related to behavioral aspect of the system. It specifies what the system should do. It includes business rule, administrative function and transaction correction.

|  |  |  |  |
| --- | --- | --- | --- |
| **S/N** | **Requirement** | **MoSCoW** | **Dependencies** |
|  | Login | M | NF1 |
|  | Register | M | NF1 |
|  | Post product | M | NF2 |
|  | Add to Wishlist | C |  |
|  | Search product | M |  |
|  | Filter product | S |  |
|  | View user profile | M |  |
|  | Edit profile | M |  |
|  | Chat with owner | S |  |
|  | Buy product | M |  |
|  | Rate product | C |  |
|  | View product | M |  |
|  | Comment product | C |  |
|  | Generate bills | M |  |
|  | Verify store owner/ seller | M |  |
|  | Delete user | S |  |

### Non-Functional requirement

These requirements specify how the system should behave and the limits on requirements.

|  |  |  |
| --- | --- | --- |
| **S.N.** | **Requirement** | **Description** |
| NF1 | Verification | To verify customer and store. |
| NF2 | Security | Protect user and system from hacking. |
| NF3 | User friendly | To provide smooth experience. |
| NF4 | Efficient | Make system fast and reliable. |
| NF5 | Availability | Should be available 24 hours. |
| NF6 | Scalability | Handle load of the system |
| NF7 | Maintainability | System should be mointored and documentation must be available. |

### **Justification**

## NLA

Natural Language Analysis helps us to find candidate class, attribute and their relationship.

A BIGHEART is an IT company that focuses in buying and selling products online. The main objective is to promote local market.

The list the of candidate classes and candidate operations are:

|  |  |
| --- | --- |
| **Candidate classes** | **Candidate operations** |
| Admin | Update password, add staff, update staff, delete staff  View staff and view student |
| Store | Add product, Delivery, delete product, update product |
| User | edit profile, update profile |
| Order | Order product. |
| Product | Add product |
| Category | Add category |
| Shipping | Add shipping |
| Cart | Create, store, delete product |

## Initial class diagram

**Class Diagram**

Class diagram describes the attributes and operations of a system. It represents the static view of an application. Class diagram shows a collection of classes, interfaces, associations, collaborations, and constraints. It is also known as a structural diagram. (Anon., n.d.)

**Justifications:**

The Class Diagram is to model the static view of an application. It is forward and reverse engineering. Class diagrams are the only diagrams which can be directly mapped with object-oriented languages and thus widely used at the time of construction. It describes the responsibilities of a system.

**Class Notation**

A class notation consists of three parts:

1. Class Name
   * Determines the name of class and shown at top.
2. Class Attributes
   * Attributes are variables of any class (data members) in code
   * Data type of variable are shown after colon.
3. Class Operations
   * Operations are shown in the third partition. It defines behavior of a class.
   * After colon return type of method parameters are shown following the parameter name.

**Initial class diagram**

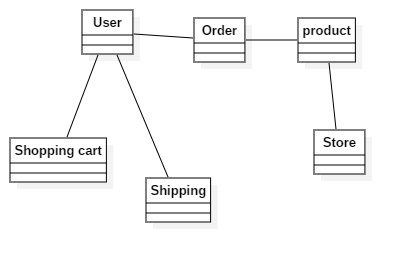
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Figure 5: Initial Class diagram

x

I designed class diagram for my project because it helps to describes the responsibilities of the system which allows me to understand working mechanism of the system. As it holds class, attribute and operations which is required for the development of application. (Anon., n.d.)

## Use case

It shows the functionality of a system. It describes how a user's react with a system. A use case diagram is a representation of a user's interaction with the system that shows the relationship between the user and the different use cases in which the user is involved. To build the use case diagram, a set of specialized symbols and connectors are to be used.Invalid source specified.

**Justifications:**

The use case diagram describes a set of actions that some system can perform in collaboration with one or more external users of the system, gather the requirements of a system, identifies and clarifies the relationships between and among the actors and the use cases and identifies the external and internal factors influencing the system.

**Advantages:**

* It helps to collect the functional requirements of a system.
* It can serve as the basis for the estimating, scheduling and validating effort.
* It can also collect additional behavior that can improve system robustness.

**Disadvantages:**

* They do not capture the non-functional requirements easily.
* Difficult to manage scenario.
* It has poor identification of structure and flow.

**Use case notation**

Actors: Users that interacts with the system.

System: That consist different use cases.

Use case: action that is performed by actor.

I have used use case because it helps to represent action performed by actor via use-case.

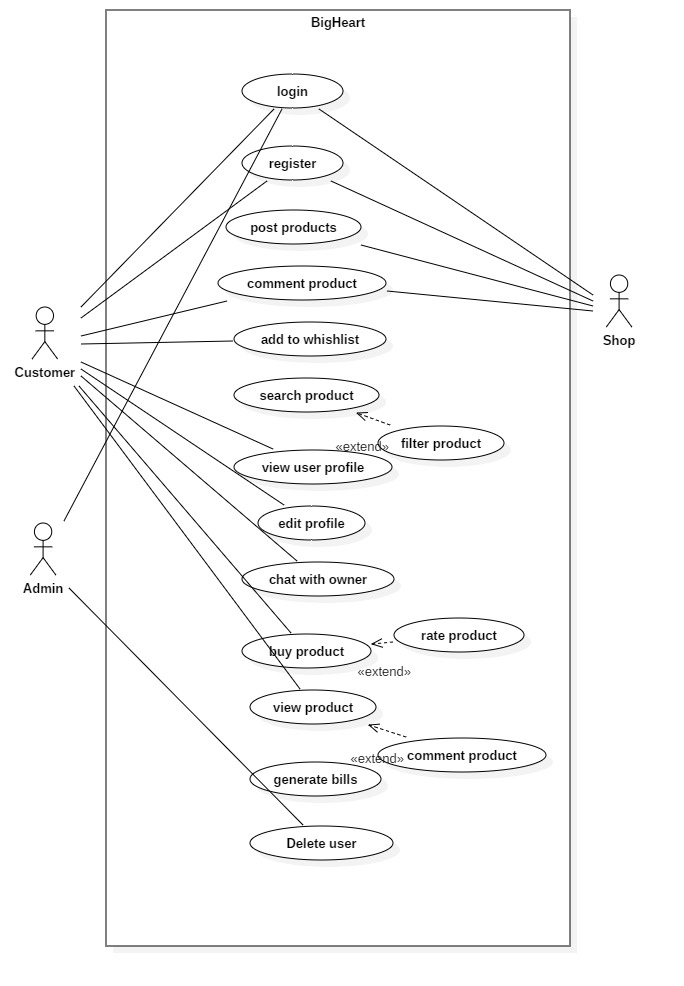


Figure 6: Use case diagram of e-commerce

## Architecture

3-tier architecture was used in the development of the project. It is divided into three layers. They are:

1. **Presentation**

Handles the interaction between user and the client business. For example, HTML5, CSS.

1. **Application**

Takes request from presentation tier and returns the output to presentation tier. For example, Java, .NET.

1. **Data tier**

Responsible for storing data and sending it to business tier. For example, MySQL, Oracle.

I have used 3 tier architectures because of following reasons:

1. **Scalability**

Middle tier can be added to make system run smoother. The system can work even hardware needs to be added and updated to load load-balance the presentation tier.

1. **Security**

Client is not directly access to the database. Middle layer protects the database tier ensuring strong security.

1. **Performance**

Presentation tier can cache requests, so network utilization is minimized and run smoothly.

1. **Maintainability**

It manages presentation code and business logic separately so change in business logic does not affect presentation layer.

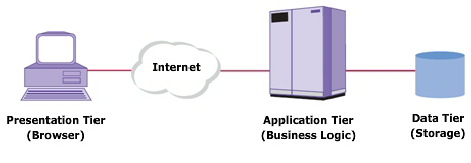


Figure 7: Three tier architecture

# Design

## Justification

The design phase seeks to develop detailed specifications that emphasize the solution to the user’s needs.it is the highest critical stage in developing of the system in relevant design appears in consequence of study and is changed into physical design. SDLC has six stages and individual of them is design stage which reach after analysis where the business needs is construct. The logical design produced during the analysis is turned into physical design.

## Dynamic modelling

### Sequence diagram

A sequence diagram is interaction between objects in a sequential order. Sequence diagrams describe how and in what order the objects in a system function.

sequence diagrams can be useful references for businesses and other organizations. Try drawing a sequence diagram to:

The reason of using sequence diagram are:

* Model the logic of a sophisticated procedure, function, or operation.
* See how objects and components interact with each other to complete a process.
* Plan and understand the detailed functionality of an existing or future scenario.

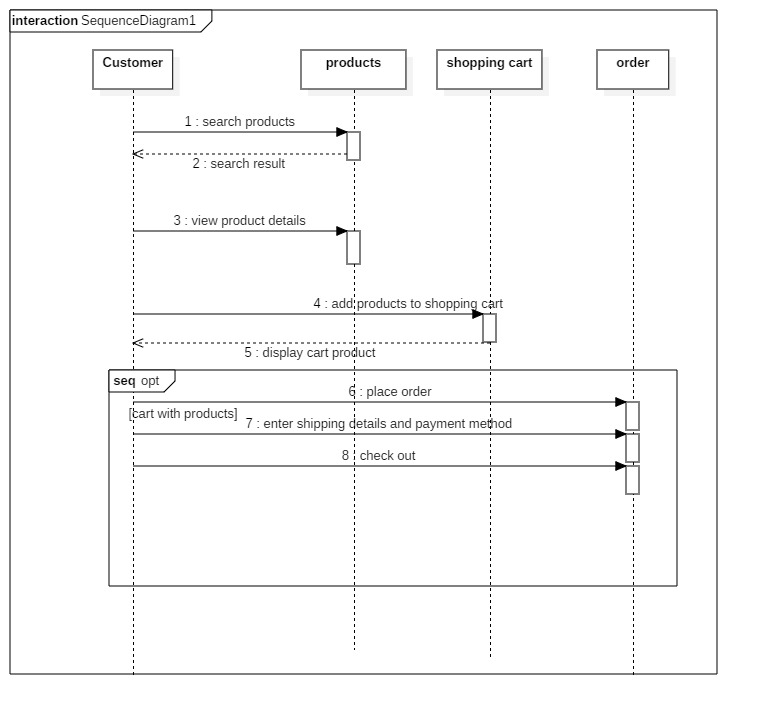


Figure 8: Sequence diagram of user placing an order

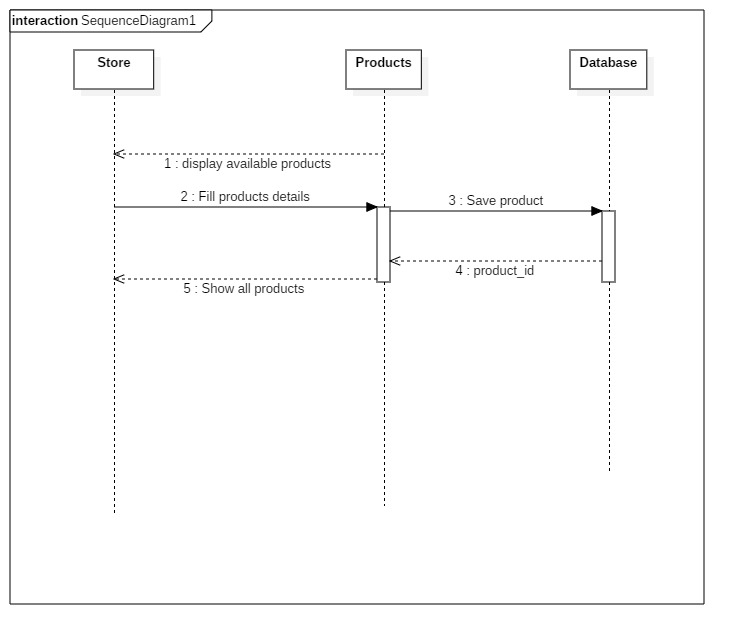


Figure 9: Sequence diagram to add a product



Figure 10: Sequence diagram to authenticate user

### Activity diagram

I had used activity diagram to illustrate the flow of system. An activity diagram focuses on condition of flow and the sequence in which it happens. It helps to understand the flow of programs on a high level. It also enables them to figure out constraints and conditions that cause events.

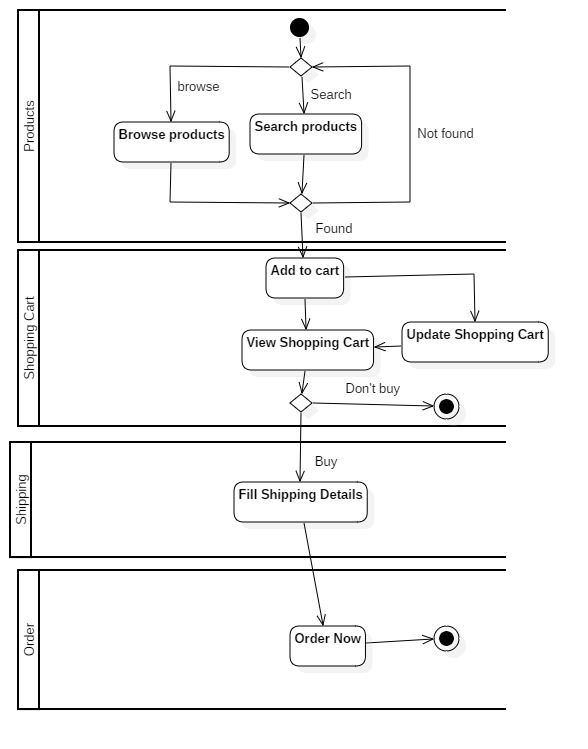


Figure 11: Activity diagram of ordering product

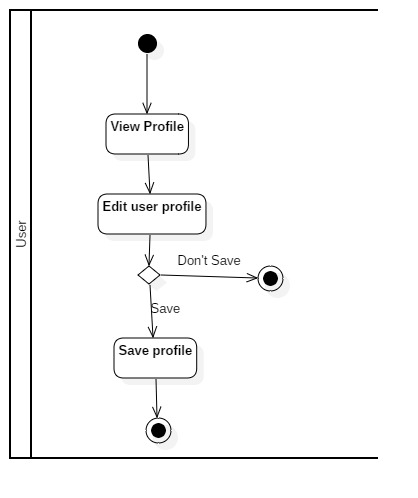


Figure 12: Edit user profile

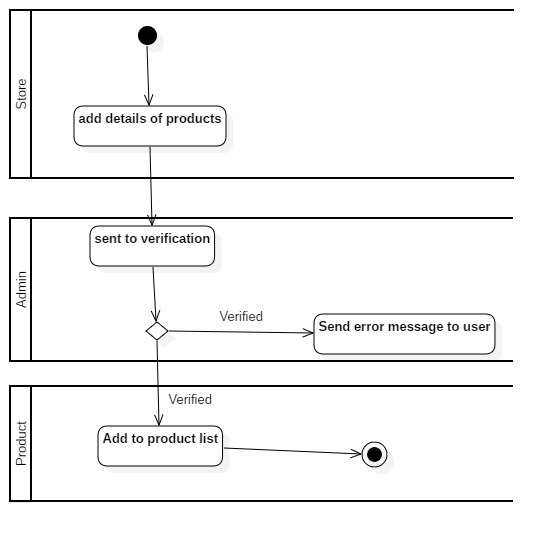


Figure 13: Adding product

I created activity diagram because it helps to show the flow operation in a system.

## Structural modelling

Architecture level class diagram (final class diagram)

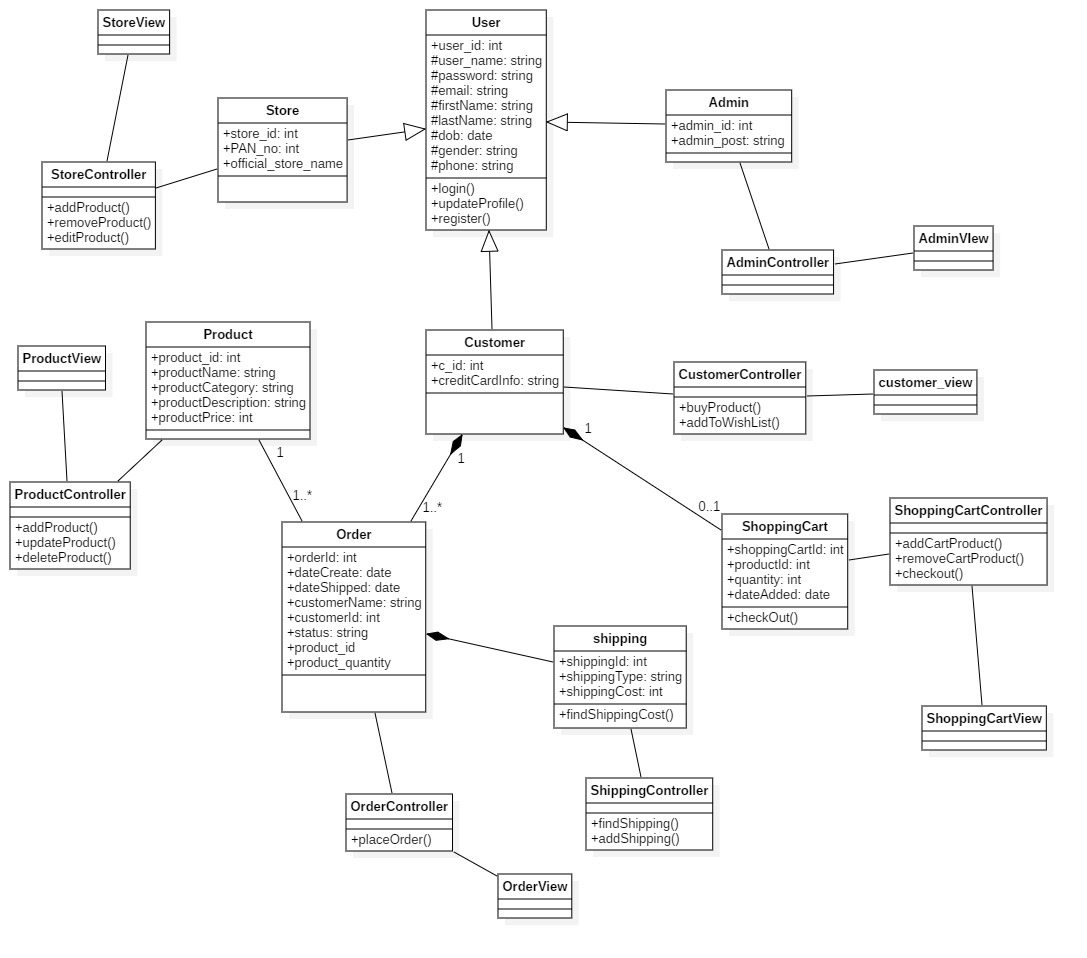
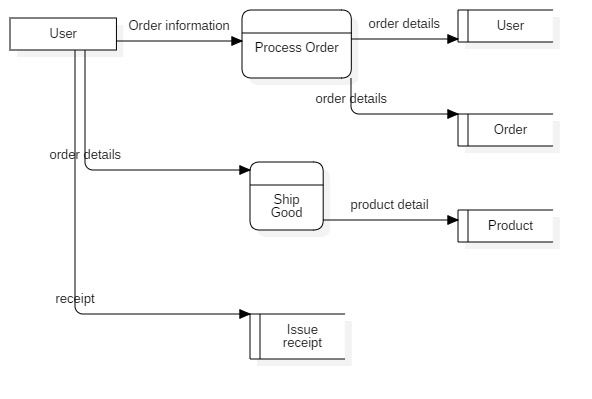


Figure 14: Final class diagram

## DFD or Context diagram

A data flow diagram is a graphical representation of any process or flow of data through an information system. It shows the flow of information in a process based on the inputs and outputs. A DFD can be referred to as a Process Model.



## Database modelling

### ER Diagram:

An entity-relationship diagram is a data modeling technique that graphically illustrates an information system's entities and the relationships between those entities. It is a conceptual and representational model of data used to represent the entity framework infrastructure.

**Justifications:**

The ER Diagram is to visualize database design ideas, so we have a chance to identify the mistakes and design flaws, and to make correction before executing the changes in database. By visualizing a database schema with an ERD, we have a full picture of the entire database schema through which we can easily locate entities, view their attributes and to identify the relationships they have with others.

**Advantages:**

* It is very simple if we know relationship between entities and attributes.
* It is better visual representation.
* It is an effective communication tool for database designer.

**Disadvantages:**

* It has limited constraints and specification.
* Information can be hidden in ER model.
* It is difficult to show data manipulation in ER model.

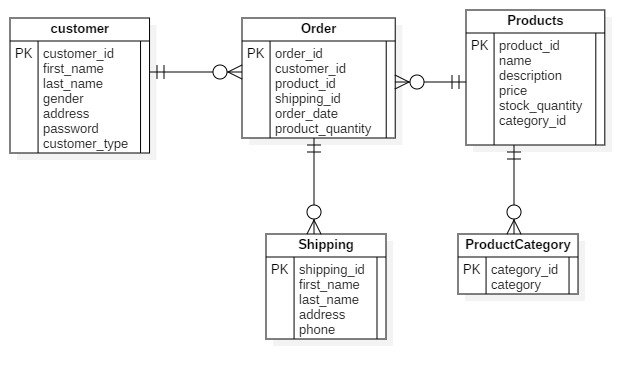


Figure 15: ER - diagram

### Data dictionary

A data dictionary is a file or a set of files that contains a database's metadata. The data dictionary contains records about other objects in the database, such as data ownership, data relationships to other objects, and other data.

Table: User

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Column name** | **Data type** | **Length** | **Nullable** | **Key** | **Constraint** |
| **Id** | Integer | 10 | No | Primary key | PK\_id |
| **Name** | Varchar | 101 | Yes | - | - |
| **Phone** | Varchar | 101 | Yes | - | - |
| **Email** | Varchar | 101 | No | - | - |
| **Password** | Varchar | 101 | No | - | - |
| **Address** | Varchar | 101 | No | - | - |

Table: Store

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Column name** | **Data type** | **Length** | **Nullable** | **Key** | **Constraint** |
| **Id** | Integer | 10 | No | Primary key | PK\_id |
| **Name** | Varchar | 101 | Yes | - | - |
| **Phone** | Varchar | 101 | Yes | - | - |
| **Email** | Varchar | 101 | No | - | - |
| **Password** | Varchar | 101 | No | - | - |
| **Address** | Varchar | 101 | No | - | - |

Table: Products

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Column name** | **Data type** | **Length** | **Nullable** | **Key** | **Constraint** |
| **Id** | Integer | 10 | No | Primary key | PK\_id |
| **Name** | Varchar | 101 | Yes | - | - |
| **description** | Varchar | 101 | Yes | - | - |
| **price** | integer | 10 | Yes | - | - |
| **Stock\_quantity** | integer | 10 | Yes | - | - |
| **Category\_id** | integer | 10 | No | Foreign key | Fk\_id |

Table: Shipping

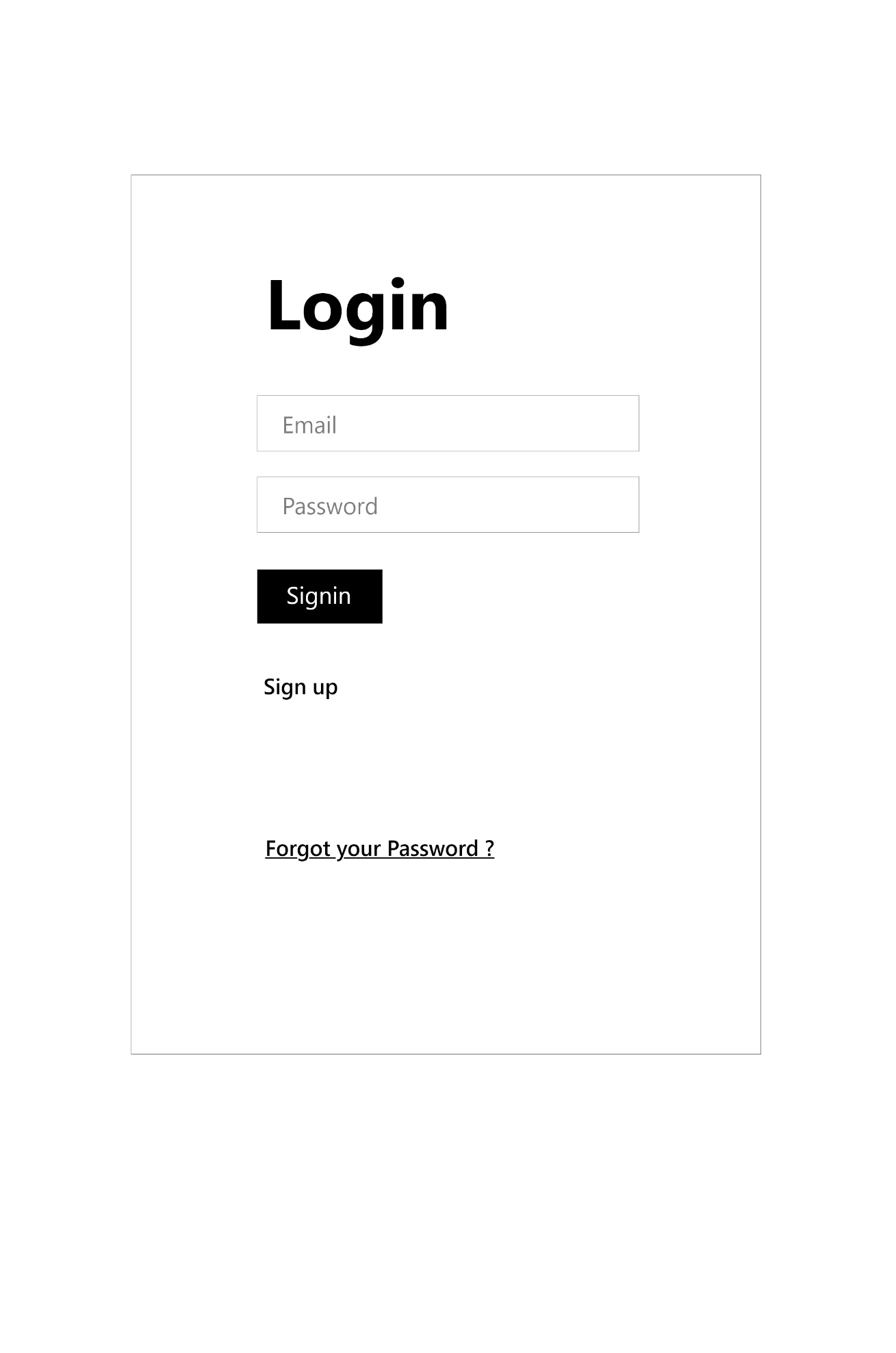
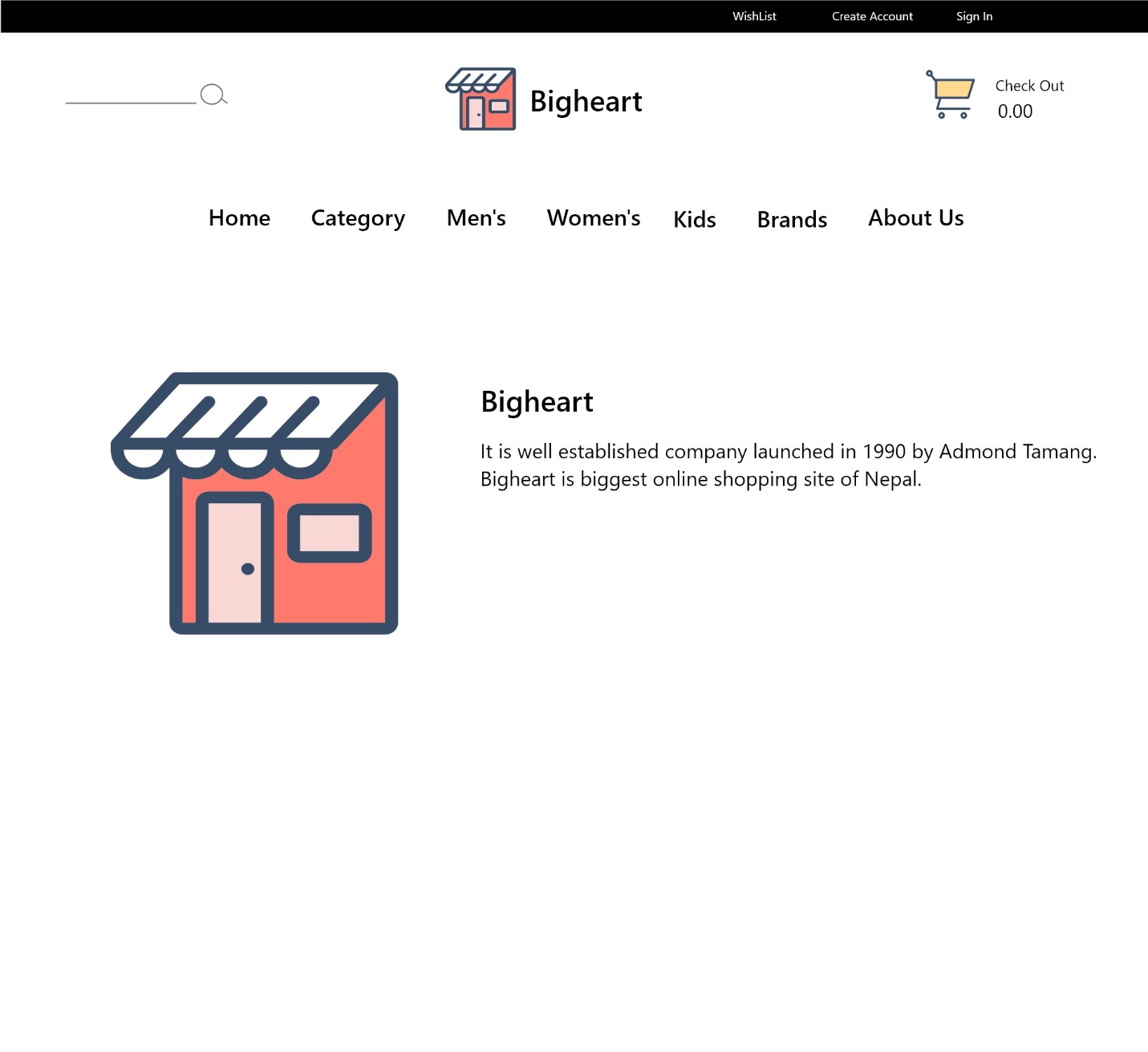
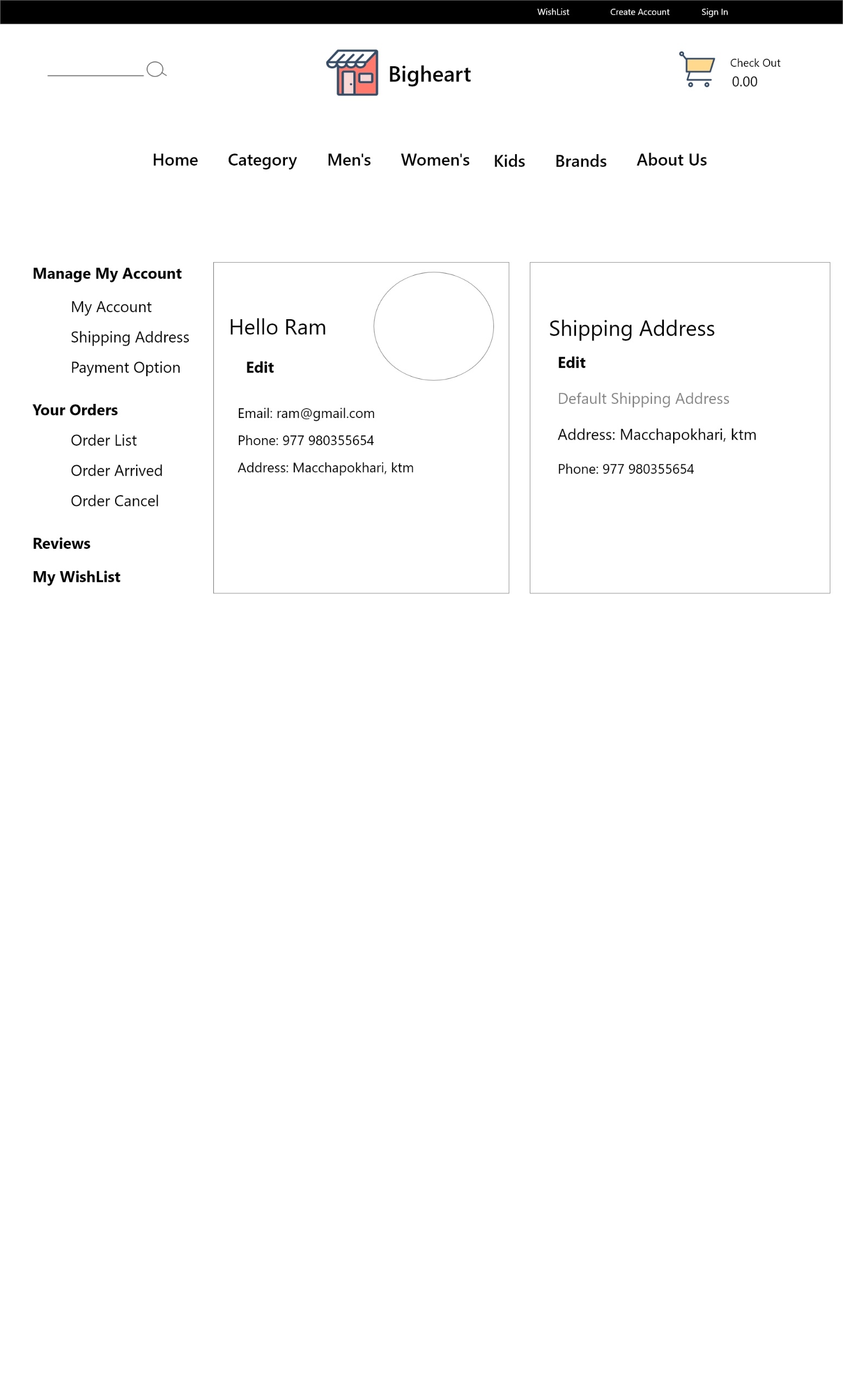
|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Column name** | **Data type** | **Length** | **Nullable** | **Key** | **Constraint** |
| **Id** | Integer | 10 | No | Primary key | PK\_id |
| **Name** | Varchar | 101 | Yes | - | - |
| **address** | Varchar | 101 | Yes | - | - |
| **Postal\_code** | integer | 10 | No | - | - |
| **user\_id** | integer | 10 | No | Foreign key | Fk\_id |
| **Email** | Varchar | 191 | No | - | - |

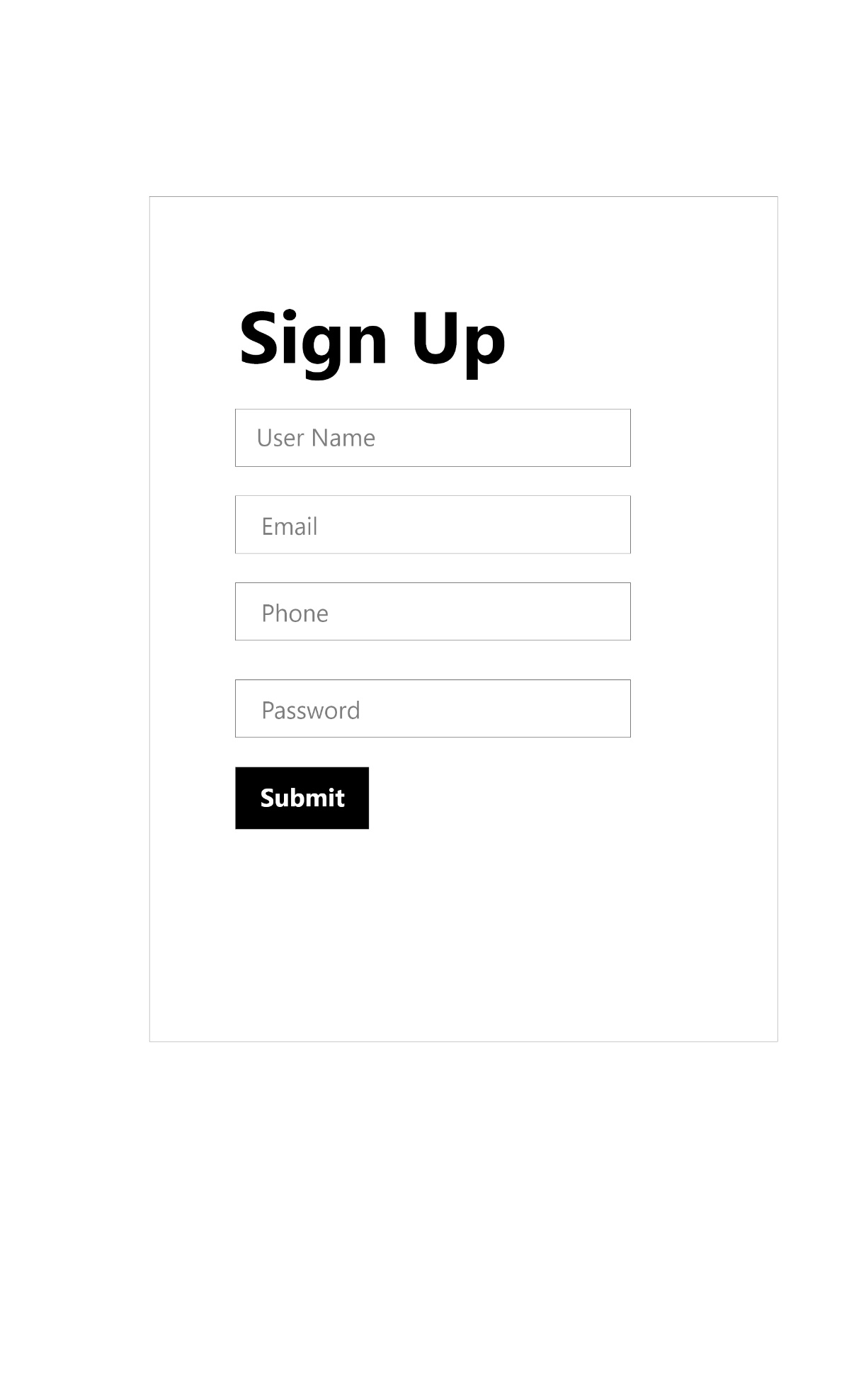
Table: Order

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Column name** | **Data type** | **Length** | **Nullable** | **Key** | **Constraint** |
| **Id** | Integer | 10 | No | Primary key | PK\_id |
| **User\_id** | Varchar | 191 | Yes | Foreign key | FK\_user\_id |
| **Product\_id** | Varchar | 191 | Yes | Foreign key | FK\_product\_id |
| **Order\_date** | datetime | - | No | - | - |
| **Name** | integer | 10 | No | - | - |
| **Email** | varchar | 191 | No | - | - |
| **Address** | varchar | 191 | No | - | - |
| **Postal\_code** | integer | 10 | No | - | - |
| **Phone** | varchar | 191 | No | - | - |
| **Product\_quantity** | integer | 10 | No | - | - |
| **Status** | boolean | 1 | No | - | - |
| **payment** | varchar | 191 | No | - | - |

## UI modelling (prototype)







# Implementation

Implementation is where we bring up our ideas to life i.e. coding for the website begins in this phase. I created different types of diagrams, models etc. and gather all the ideas and implemented that idea in this phase of software development.

## Programming language

I have used Laravel framework which is based on PHP language. PHP is very user friendly and platform independent language. Since, I'm developing my application on web combination of PHP and Laravel is the best as compare to other format (Programming languages).

Laravel provides wide range of facilities and plugins which makes programming easier and more fun. It also helps to simplify the tasks by using its inbuild library like Auth, guard, middleware, routes etc. Laravel also helps to manages complex folder structure by using MVC pattern which helps to divide code according to their main functionality. For example: routes. Migration etc. have their own functionality which is managed by Laravel. Laravel has provide access to different commands of PHP that makes our work easier.

All ui design cod

# Testing

It is the process of evaluating the function in the application in order to find the bugs in system. SDLC has six phases among them testing comes after implementing in SDLC.it is an integral part of software quality and it is important activity for supporting entire SDLC. testing must be done thorough strategic and showed throughout the SDLC for the finest outcomes which eventually aid in charge the cost of bug setting identical little. Testing not only shows a important part in SDLC for conference the values of an application but it also imitates in structure up the status of an organization.

The objective of testing is to ensure

* Software reliability
* Software quality
* System Assurance
* Optimum performance and capacity utilization

There are many types of testing to test software application like as: -

* Black box testing
* White box testing
* Unit testing
* Integration testing
* Usability testing
* System testing

### Black box testing

It is also known as UI testing. It tests the software without knowing the internal structure of program. All testing is done as customer’s point of view. Tester is only aware of what is software is supposed to do and unaware about how these requests are being processed. While tester is only known about the input and expected output of the software. The main purpose of black box testing is to check whether the software is working as expected as requirement. (admin, 2012)

**Test 1**

|  |  |
| --- | --- |
| **Test case no** | 1 |
| **Purpose of test** | To check route is working |
| **Test data** | / |
| **Expected result** | Visit home page |
| **Actual Result** | Successfully visited |
| **Test log (Status)** | Pass |

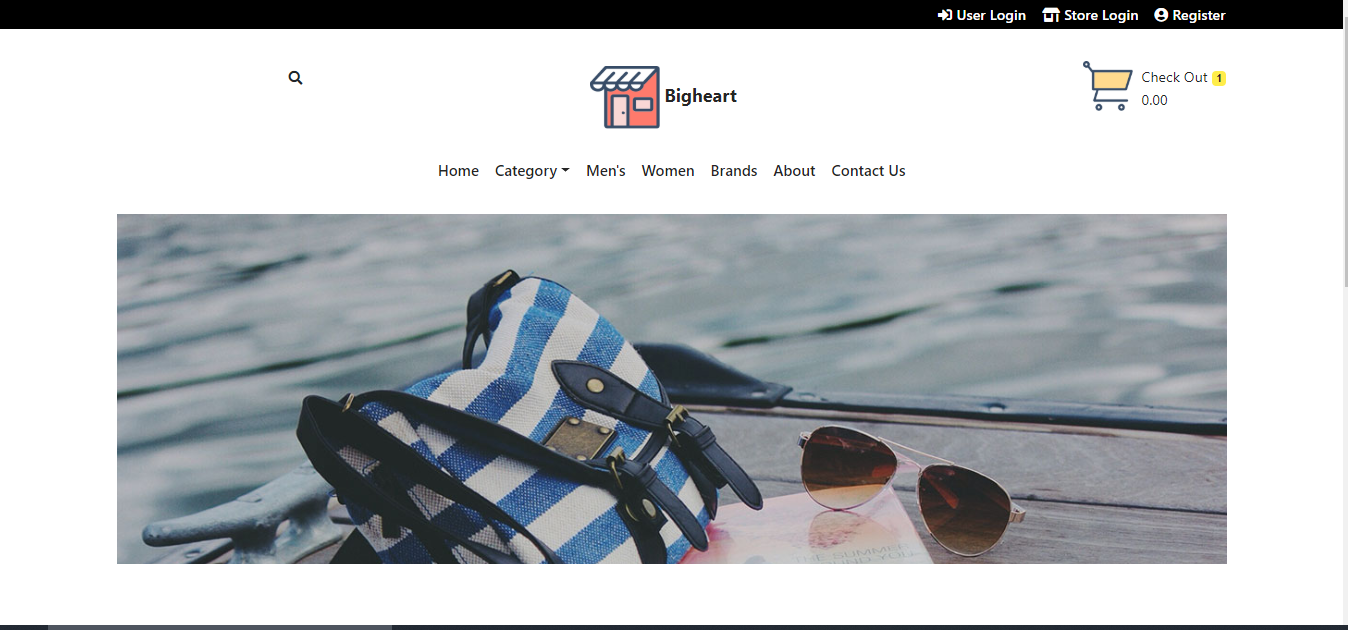
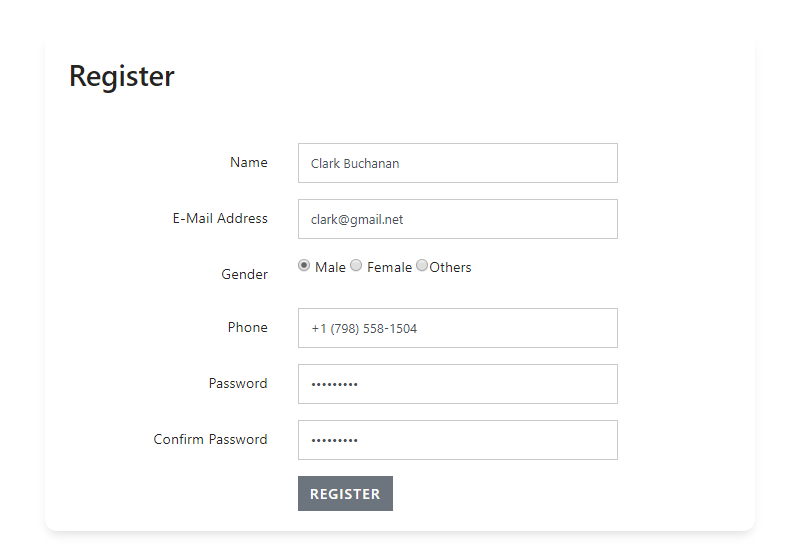
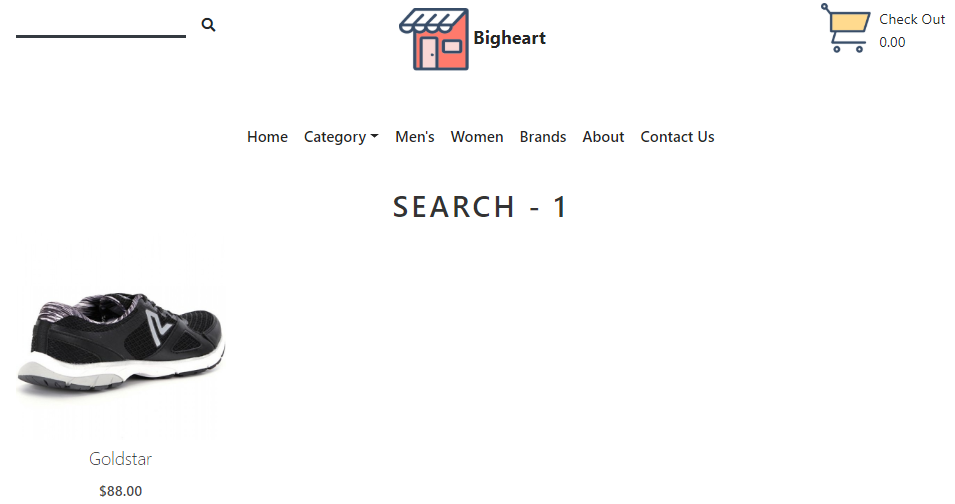
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Figure 16: test case result

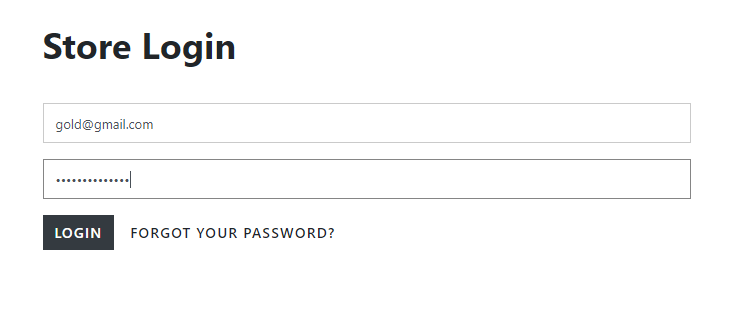
|  |  |
| --- | --- |
| **Test case no** | 2 |
| **Purpose of test** | To check whether user can register themselves or not |
| **Test data** | Clark buchanan, clark@gmail.net |
| **Expected result** | User should registered. |
| **Actual Result** | User is registered |
| **Test log (Status)** | Passed |



|  |  |
| --- | --- |
| **Test case no** | 3 |
| **Purpose of test** | To check whether user can search products or not |
| **Test data** | goldstar |
| **Expected result** | User should be able to search products |
| **Actual Result** | User can search products |
| **Test log (status)** | Pass |



|  |  |
| --- | --- |
| **Test case no** | 4 |
| **Purpose of test** | To check store user can login |
| **Test data** | Email: [gold@gmail.com](mailto:gold@gmail.com)  Password: [gold@gmail.com](mailto:gold@gmail.com) |
| **Expected result** | Login in to dashboard |
| **Actual Result** | Logged into user dashboard |
| **Class** | testLogin, UserFactory |



|  |  |
| --- | --- |
| **Test case no** | 5 |
| **Purpose of test** | To check whether product can be added or not |
| **Test data** | Product Name: Cathleen Durham  Description: Nobis placeat volup  Stock Quantity: 892  Price: 853 |
| **Expected result** | Product added |
| **Actual Result** | Product added successfully |
| **Test log (status)** | Passed |

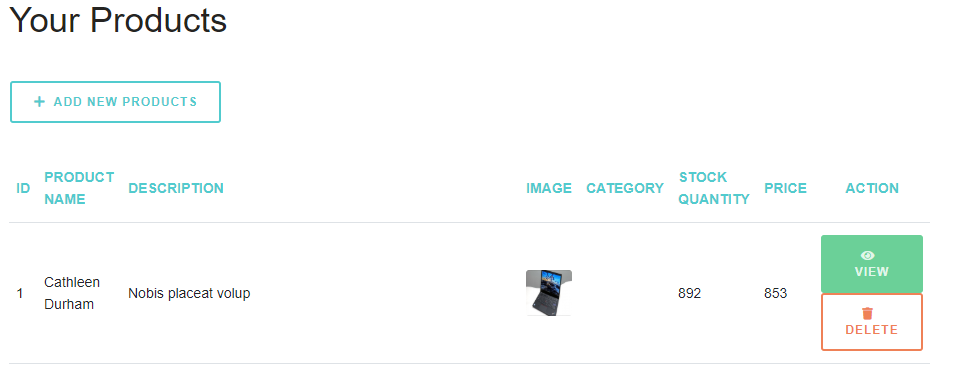
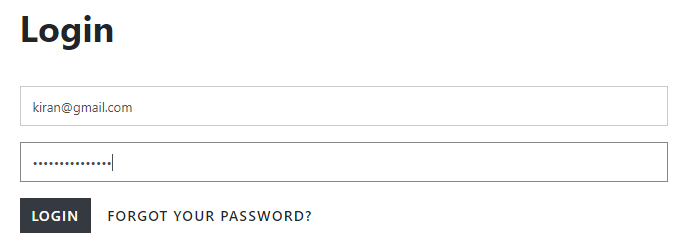
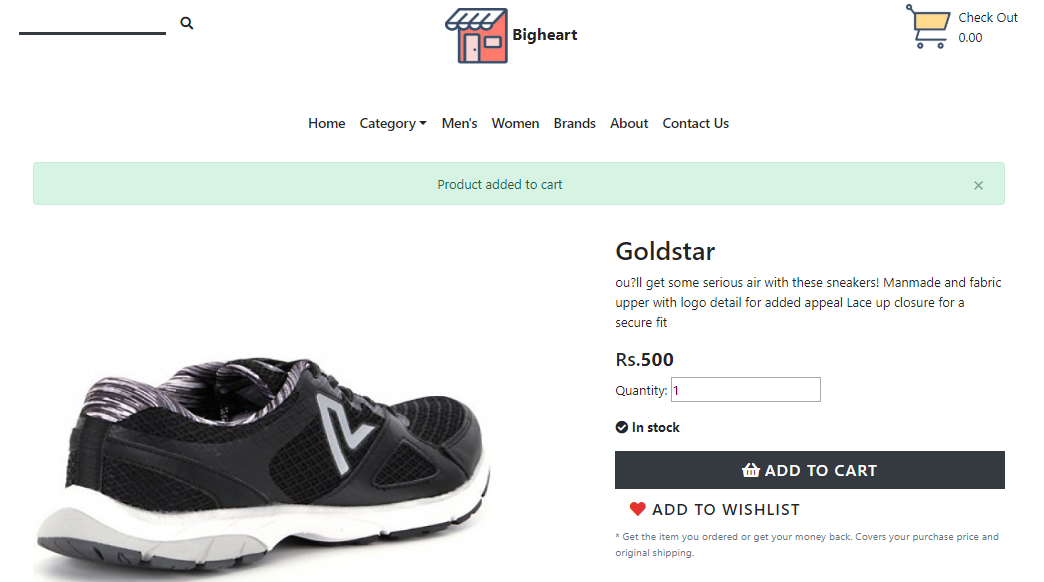


Figure 17: product added successfully

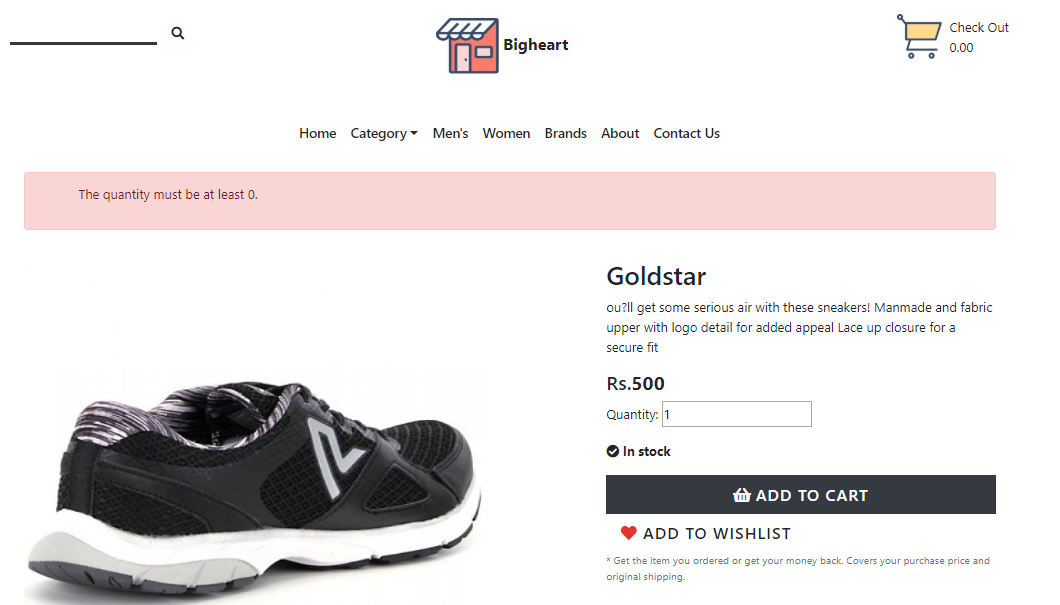
|  |  |
| --- | --- |
| **Test case no** | 6 |
| **Purpose of test** | To check customer can login |
| **Test data** | Email: [kiran@gmail.com](mailto:kiran@gmail.com)  Password: [kiran@gmail.com](mailto:kiran@gmail.com) |
| **Expected result** | Login in to home with authentication |
| **Actual Result** | Logged into home |
| **Test log (status)** | Passed |



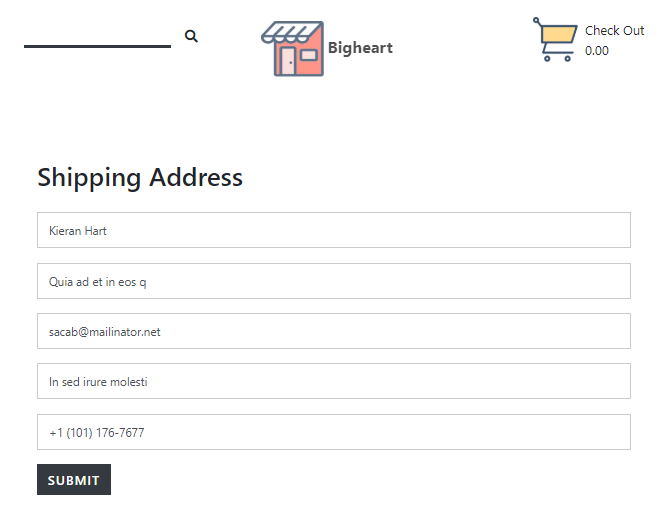
|  |  |
| --- | --- |
| **Test case no** | 7 |
| **Purpose of test** | To check whether user can add product to cart |
| **Test data** |  |
| **Expected result** | User should be able add product to cart |
| **Actual Result** | User can add product to cart |
| **Test log (status)** | passed |



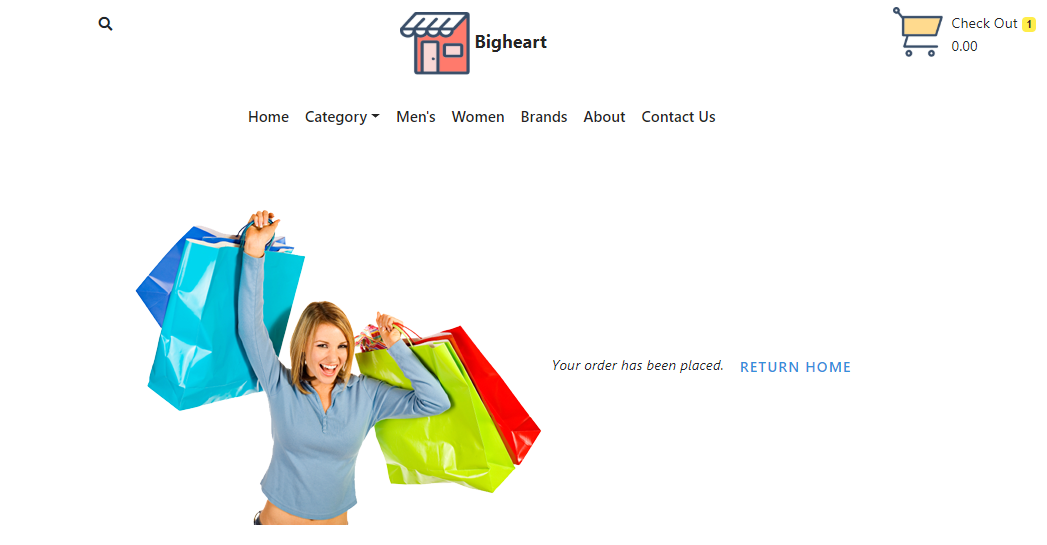
|  |  |
| --- | --- |
| **Test case no** | 8 |
| **Purpose of test** | To check whether user can input negative value in product quantity |
| **Test data** | -1 |
| **Expected result** | User should not be able to add negative value |
| **Actual Result** | User cannot add negative value. |
| **Class** | Product |



|  |  |
| --- | --- |
| **Test case no** | 9 |
| **Purpose of test** | To check whether user can add shipping address or not |
| **Test data** |  |
| **Expected result** | User should be able add shipping data |
| **Actual Result** | User can add shipping data |
| **Test log (status)** | passed |



|  |  |
| --- | --- |
| **Test case no** | 10 |
| **Purpose of test** | To check whether user can order product |
| **Test data** |  |
| **Expected result** | User should be able add order product |
| **Actual Result** | User can add order product |
| **Test log (status)** | pass |

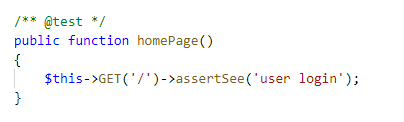
****

### Unit Testing.

It is level of testing where individual unit are tested to determine whether they are working or not. The testing is done by developer to make sure individual components are working as expected. The components like functions, procedures, classes, etc. are tested. The white box testing is used to test the unit testing.

|  |  |
| --- | --- |
| **Test case no** | 1 |
| **Purpose of test** | To check route is working |
| **Test data** |  |
| **Expected result** | Visit home page |
| **Actual Result** | Successfully visited |
| **Class** | testLogin |

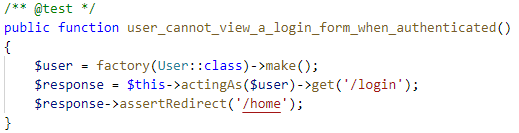
**Test Case 1**

****



|  |  |
| --- | --- |
| **Test case no** | 2 |
| **Purpose of test** | To check user can login without authentication |
| **Test data** |  |
| **Expected result** | Redirect to login |
| **Actual Result** | Redirected to login |
| **Class** | testLogin, UserFactory |

**Test case 2**





**Test case 3**

|  |  |
| --- | --- |
| **Test case no** | 3 |
| **Purpose of test** | To check whether product can be added or not |
| **Test data** |  |
| **Expected result** | Product added |
| **Actual Result** | Product added successfully |
| **Class** | Product, Store |

****



**Test case 4**

|  |  |
| --- | --- |
| **Test case no** | 4 |
| **Purpose of test** | To check whether user can register themselves or not |
| **Test data** |  |
| **Expected result** | User should registered. |
| **Actual Result** | User is registered |
| **Class** | User, UserFactory |

****



**Test case 5**

|  |  |
| --- | --- |
| **Test case no** | 5 |
| **Purpose of test** | To check whether user can update their profile |
| **Test data** |  |
| **Expected result** | User should be able to update their profile |
| **Actual Result** | User can change profile |
| **Class** | User, UserFactory |

****



**Test case 6**

|  |  |
| --- | --- |
| **Test case no** | 6 |
| **Purpose of test** | To check whether user can add shipping address or not |
| **Test data** |  |
| **Expected result** | User should be able add shipping data |
| **Actual Result** | User can add shipping data |
| **Class** | Shipping |

****



**Test case 7**

|  |  |
| --- | --- |
| **Test case no** | 7 |
| **Purpose of test** | To check whether user can order product |
| **Test data** |  |
| **Expected result** | User should be able add order product |
| **Actual Result** | User can add order product |
| **Class** | Product |

****



**Test case 8**

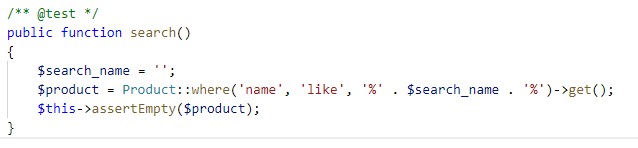
|  |  |
| --- | --- |
| **Test case no** | 8 |
| **Purpose of test** | To check whether user can add product to cart |
| **Test data** |  |
| **Expected result** | User should be able add product to cart |
| **Actual Result** | User can add product to cart |
| **Class** | Product, Cart |

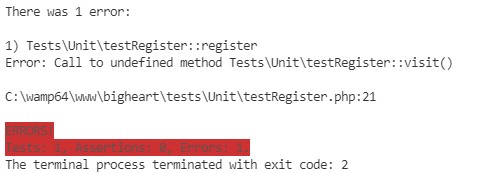
****



**Test case 9**

|  |  |
| --- | --- |
| **Test case no** | 9 |
| **Purpose of test** | To check whether user can search products or not |
| **Test data** | addidas |
| **Expected result** | User should be able to search products |
| **Actual Result** | User can search products |
| **Class** | Product |

****



**Test case 10**

|  |  |
| --- | --- |
| **Test case no** | 10 |
| **Purpose of test** | To check user can delete product or not |
| **Test data** | -1 |
| **Expected result** | Should delete product |
| **Actual Result** | User can delete product |
| **Class** | Product |

****



# Other project issues

## Work Breakdown Structure

All the things a project needs to accomplish in the project is displays graphically which helps to understand the projects activities clearly. The purpose of WBS is to break down complex activities into simple form.

Figure 18: Work break down structure

## **Milestones**

|  |  |
| --- | --- |
| **Milestones** | **Date** |
| **Project Management**  Risk Management  Work Breakdown Structure  Configuration Management  Proposal Submission | **12/21/2018 -1/3/2019**  12/21/2018 - 12/24/2018  12/25/2018 - 12/27/2018  12/28/2018 - 12/30/2018  12/31/2018 - 1/1/2019 |
| **Analysis**  Requirement Analysis  Use Case  Architecture (Initial Class Diagram)  Analysis Specification | **1/2/2019 - 1/25/2019**  1/2/2019 - 1/7/2019  1/8/2019 - 1/11/2019  1/12/2019 - 1/17/2019  1/18/2019 - 1/25/2019 |
| **Design**  Structural Diagram  Behavioral Diagram  UI Design  Database Design | **1/26/2019 - 2/24/2019**  1/26/2019 - 2/3/2019  2/4/2019 - 2/13/2019  2/14/2019 - 2/20/2019  2/21/2019 - 2/24/2019 |
| **Implementation**  Building Database  Coding | **2/25/2019 - 3/28/2019**  2/25/2019 - 3/1/2019  3/2/2019 - 3/28/2019 |
| **Testing**  Unit Testing  Integration Testing  Blackbox Testing  Whitebox Testing | **3/29/2019 - 4/8/2019**  3/29/2019 - 3/31/2019  4/1/2019 - 4/3/2019  4/4/2019 - 4/6/2019  4/7/2019 - 4/8/2019 |
| **Deployment**  User Training  Final Report | **4/9/2019 - 4/18/2019**  4/9/2019 - 4/13/2019  4/14/2019 - 4/18/2019 |

**Description of Milestones:**

1. **Project Management (14 Days)**

* Risk Management (4 Days)
* Work Breakdown Structure (3 Days)
* Configuration Management (3 Days)
* Proposal Submission (4 Days)

1. **Analysis (19 Days)**

* Requirement Analysis (7 Days)
* Use Case (4 Days)
* Architecture (3 Days)
* Analysis Specification (5 Days)

1. **Design (32 Days)**

* Structural Diagram (9 Days)
* Behavioral Diagram (7 Days)
* UI Design (8 Days)
* Database Design (8 Days)

1. **Implementation (33 Days)**

* Build Database (7 Days)
* Coding (26 Days)

1. **Testing (13 Days)**

* Unit Testing (3 Days)
* Integration Testing (3 Days)
* Blackbox Testing (3 Days)
* Whitebox Testing (4 Days)

1. **Deployment (7 Days)**

* User Training (3 Days)
* Final Report (4 Days)

## **Scheduling / Gantt Chart**

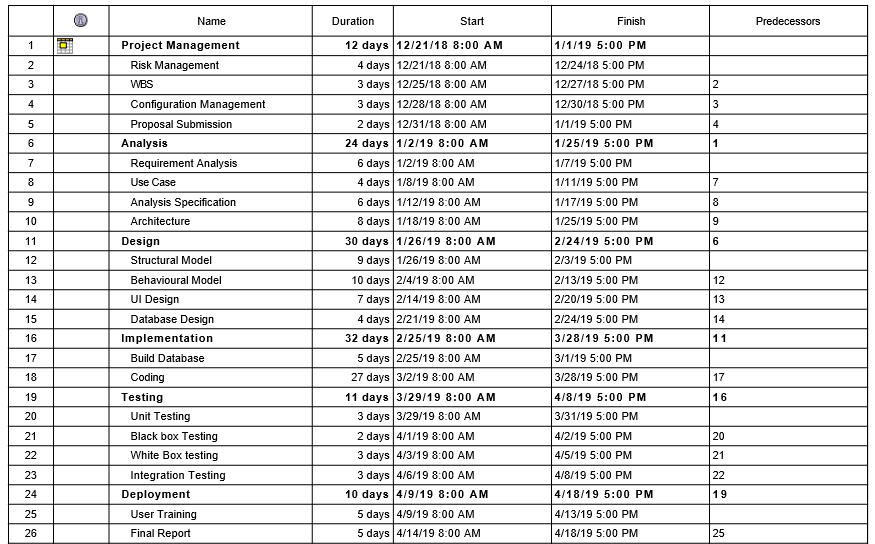
****

Figure 19: Scheduling time for tasks

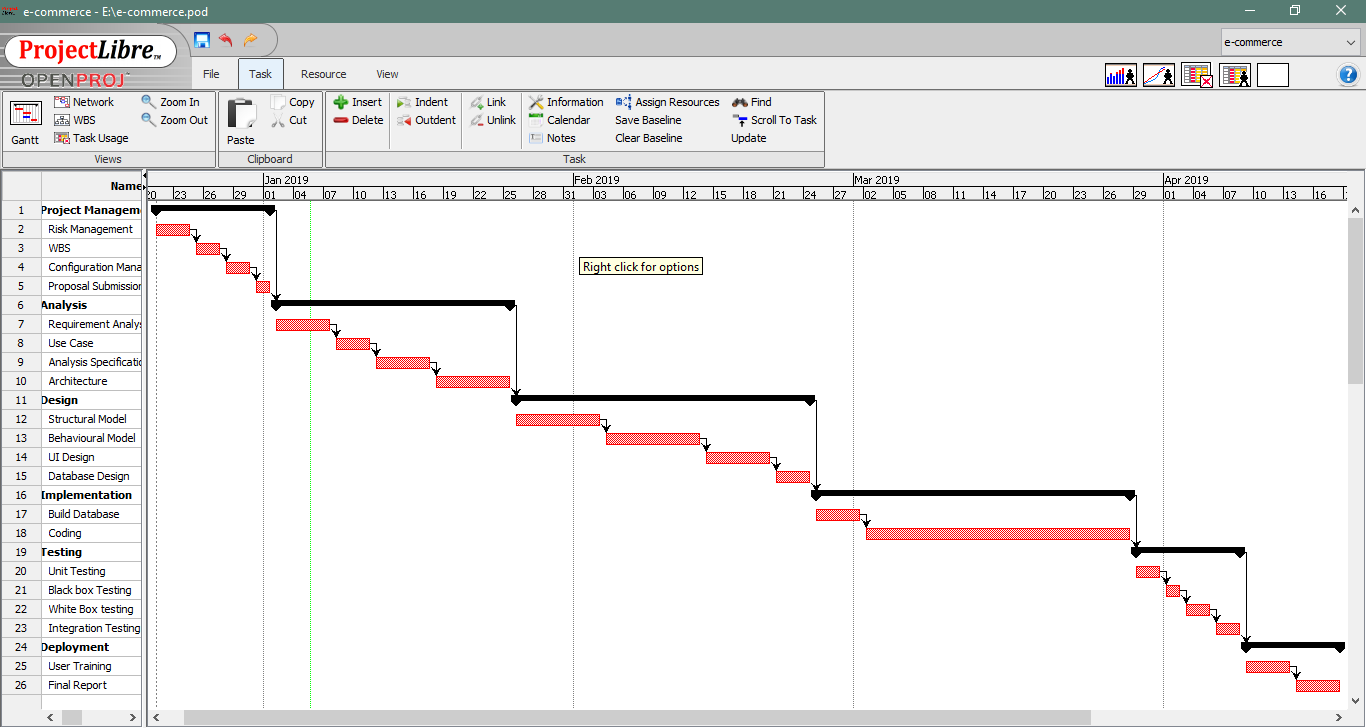
****

Figure 20: Gantt chart

# **Risk Management**

It is the process of identifying and prioritizing possible threats to an organization or system. Harmful risk is analyzed and solution to the threats are prepared.

**Impact = Likelihood \* Consequences**

Risk Likelihood values are shown as follows

|  |  |
| --- | --- |
| **Likelihood** | **Value** |
| Low | 1 |
| Medium | 2 |
| High | 3 |

Risk Consequence values are shown below

|  |  |
| --- | --- |
| **Consequence** | **Value** |
| Very low | 1 |
| Low | 2 |
| Medium | 3 |
| High | 4 |
| Very High | 5 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **S. No** | **Risks** | **Likelihood** | **Consequences** | **Impact** | **Solution** |
|  | Lack of staff training | 2 | 3 | 6 | At the stage of deployment, staff should be trained properly to use the system. |
|  | Data theft | 3 | 4 | 12 | Strong company policy should be established. |
|  | Failure to meet requirement | 2 | 4 | 12 | Proper planning is to be done in every phase. |
|  | DDOS attack | 1 | 4 | 4 | Placing the publicly exposed server in DMZ. |
|  | Database error | 1 | 5 | 5 | Analyze the data traffic and upgrade the hardware if necessary. |
|  | Server failure | 1 | 5 | 5 | IT security should be hired to look after the server. |
|  | Change in government policy | 1 | 5 | 5 | Should be aware about the situation of the country and make changes accordingly. |

# 

# **Configuration Management**

Configuration management is used in this project to keep track of application and related information which includes software version and updates. It keeps track of modification, changes and update of my projects. I have used GitHub for configuration management because it is free and easy to use.

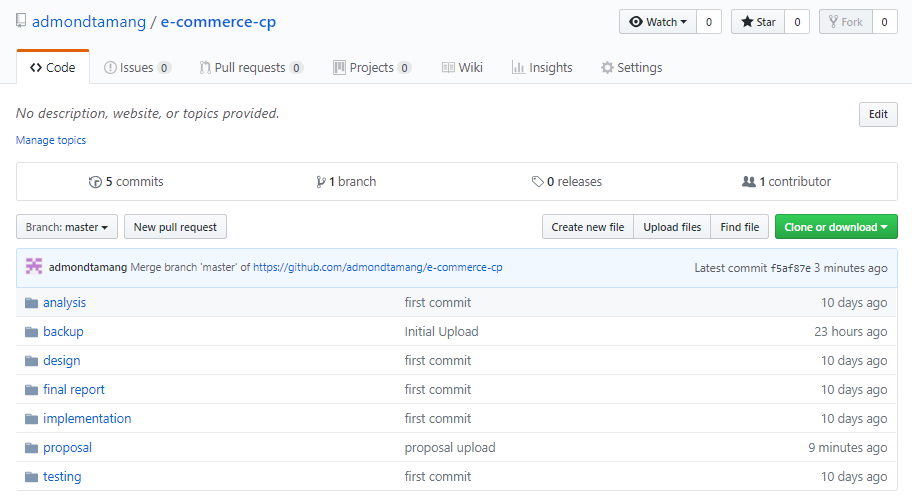


Figure 21: Github root directory

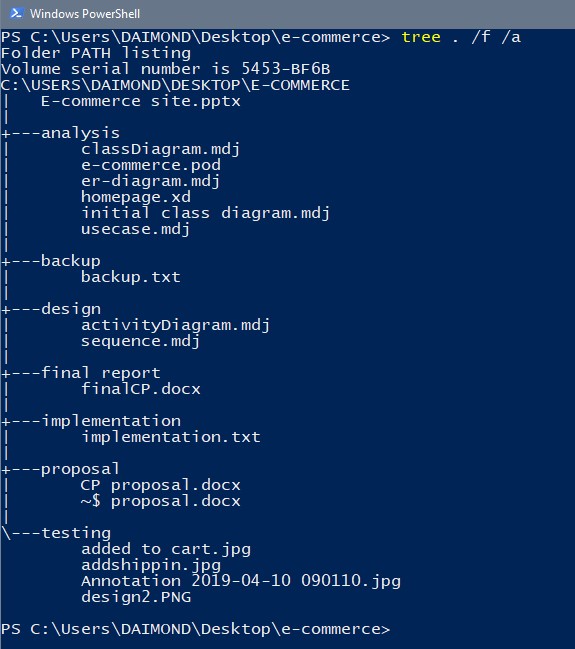


Figure 22: Local directory of project

### User Manual

User manual is a guide that helps user to understand how to make use of the system. It contains all essential information like application features, alternate mode of operations and different step by step procedures of usage of the application.

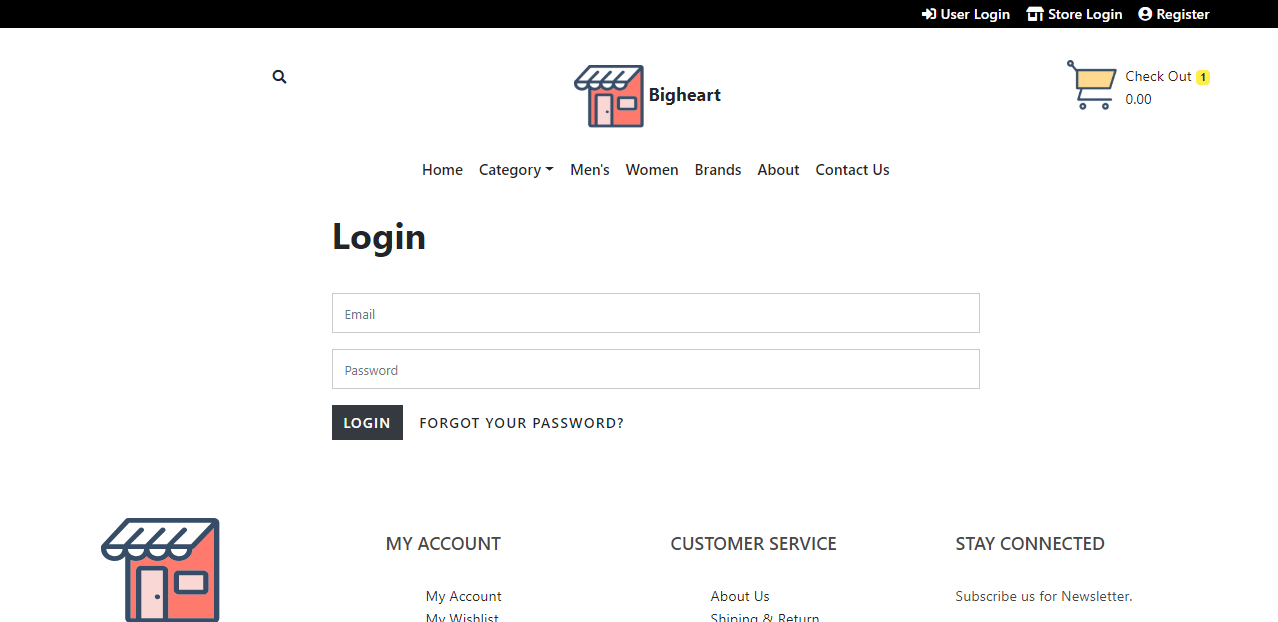
**System overview**

**Minimum requirement to run the system:**

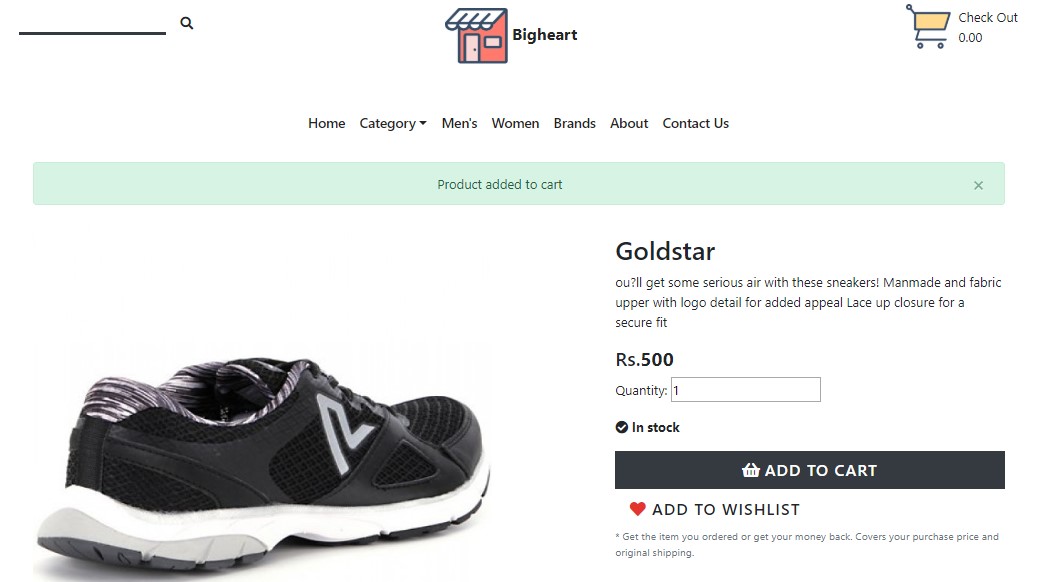
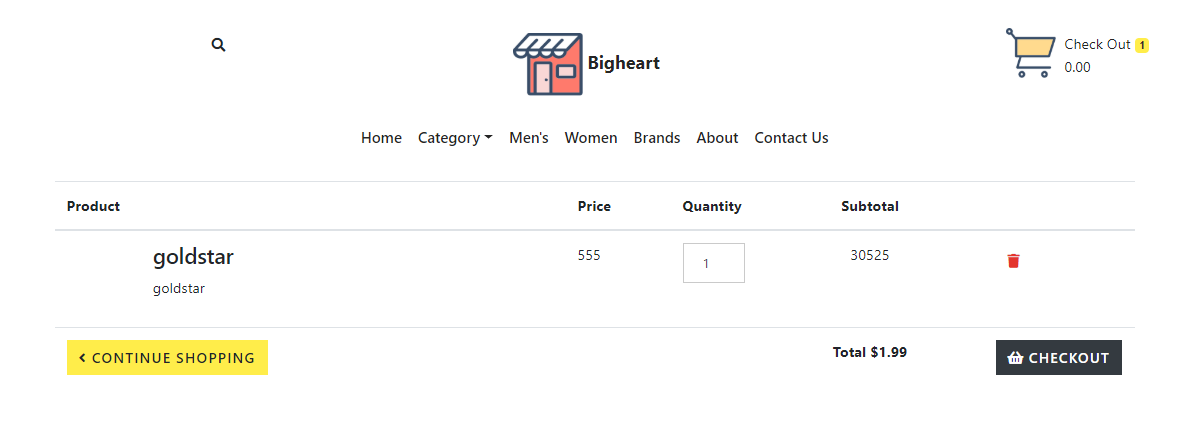
* Windows OS greater than window 8 or 10
* 500 GB of hard disk and 2 GB of RAM
* A web browser
* XAMP or WAMP installed

#### For user login

* Click on login from home page
* Provide valid email and password
* Click login button to login



To order Product

* Select products you like
* Click on add to cart button
* Now, click on (check out) at the top right corner where you'll find the products you want to buy.
* Make changes if you don't want to buy
* Click on checkout to go to order product.
* Fill up shipping address and payment method.
* Now, click order to conform all purchase item.
* Hurray, you've successful order an product from the website.

### Limitation

* Online Payment system is not available
* Admin is not privilege enough to do everything.
* Chatting service is not available yet.

### Future Work

To make smoother experience, I will make modification on GUI. User can sign up via social media like facebook, google etc. Payment system like e-sewa, khalti will be implemented in future work. Chat system is the priority for upgrading the system.

### UI Design

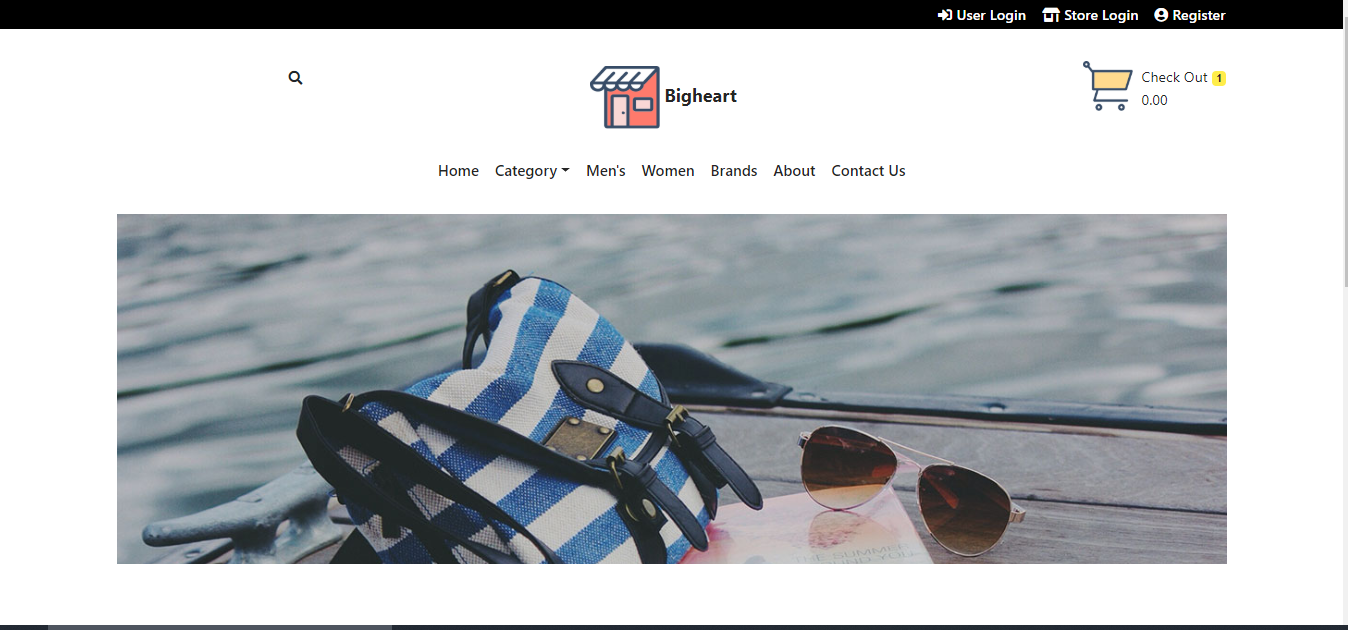
****

Figure 1: Home Page

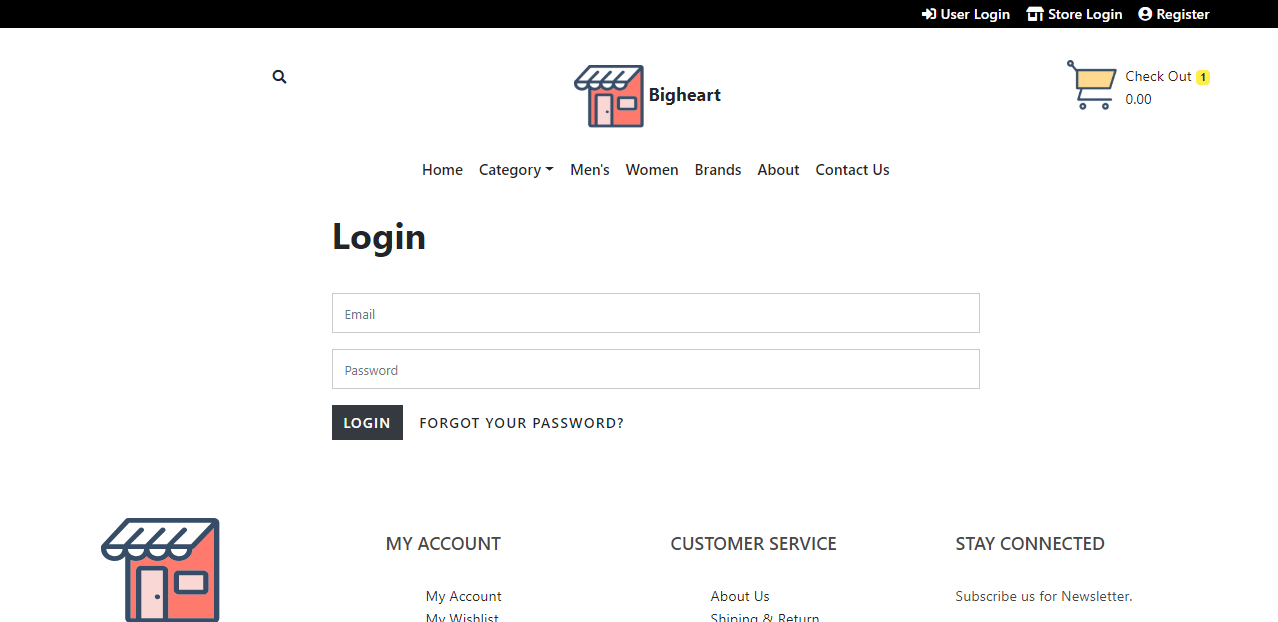
****

Figure 2: Login page

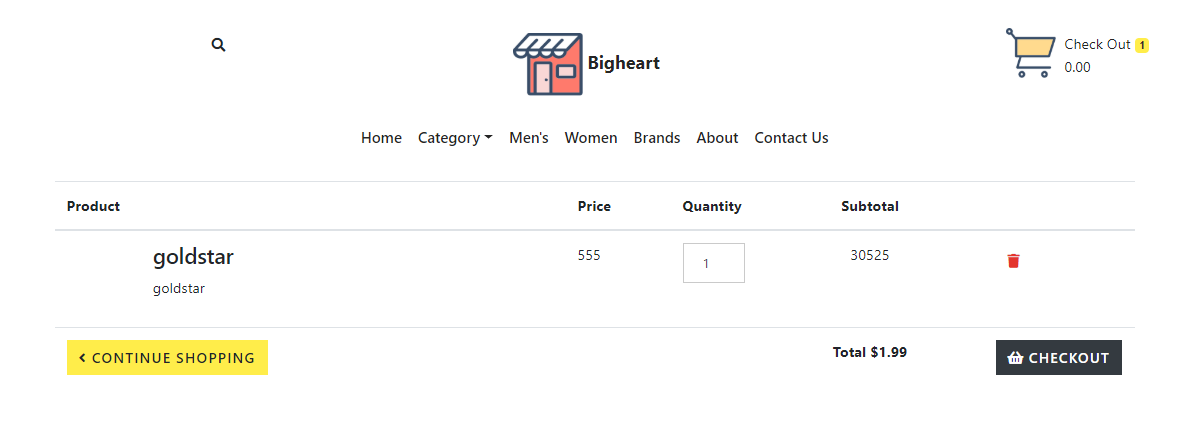
****

Figure 3: Add to cart

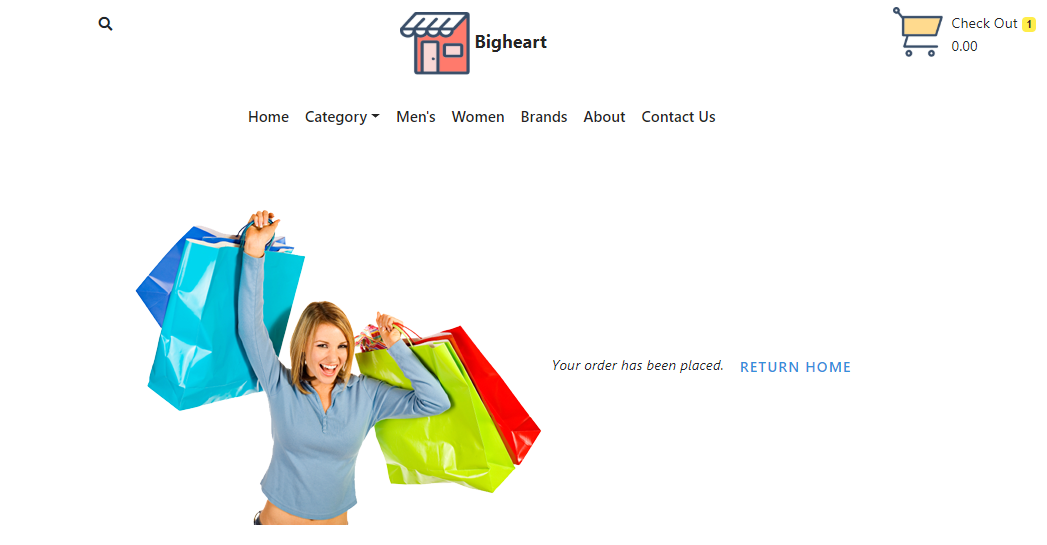
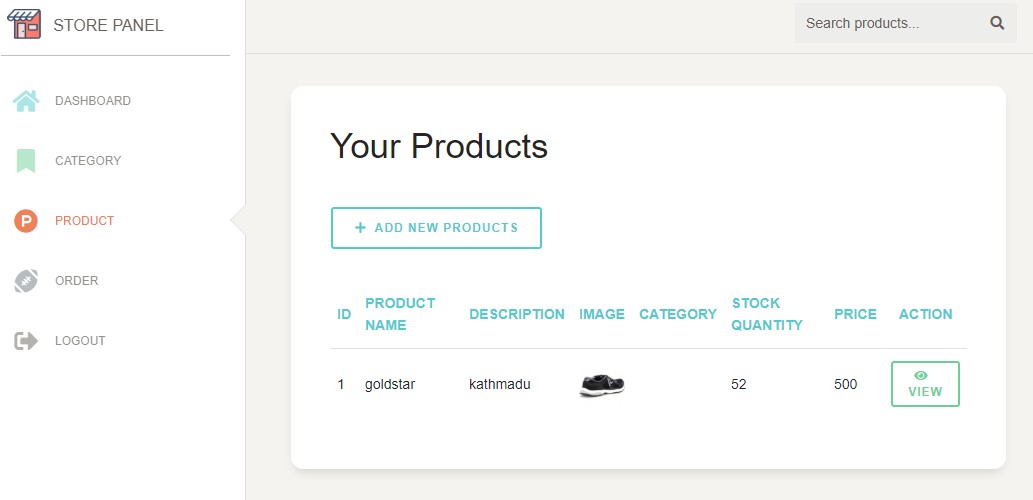
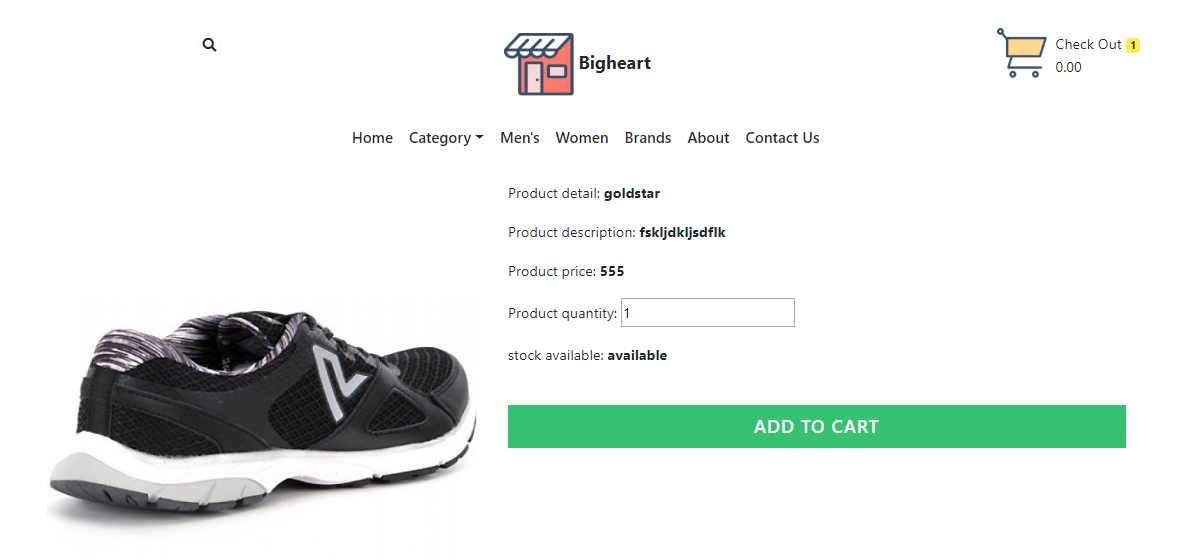
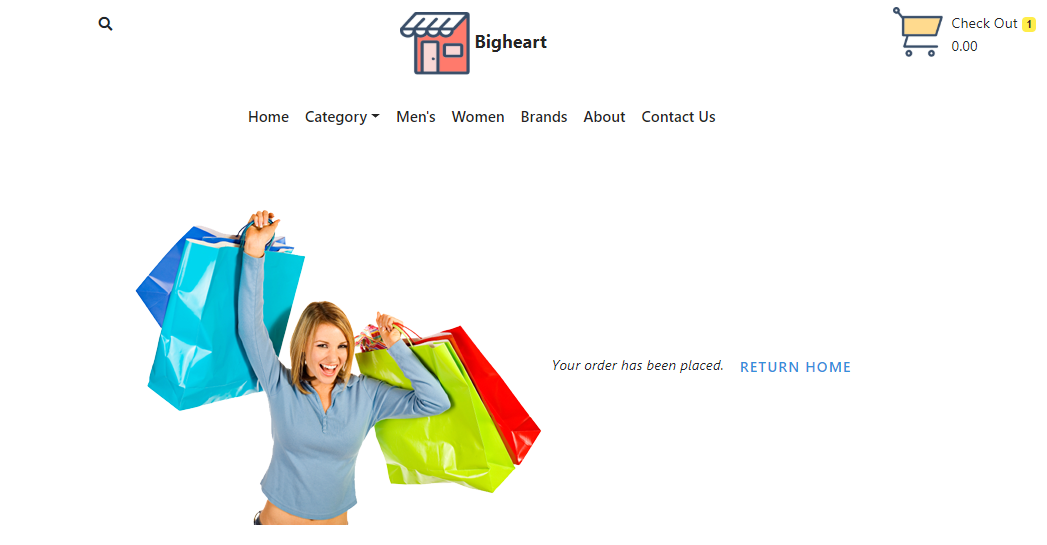
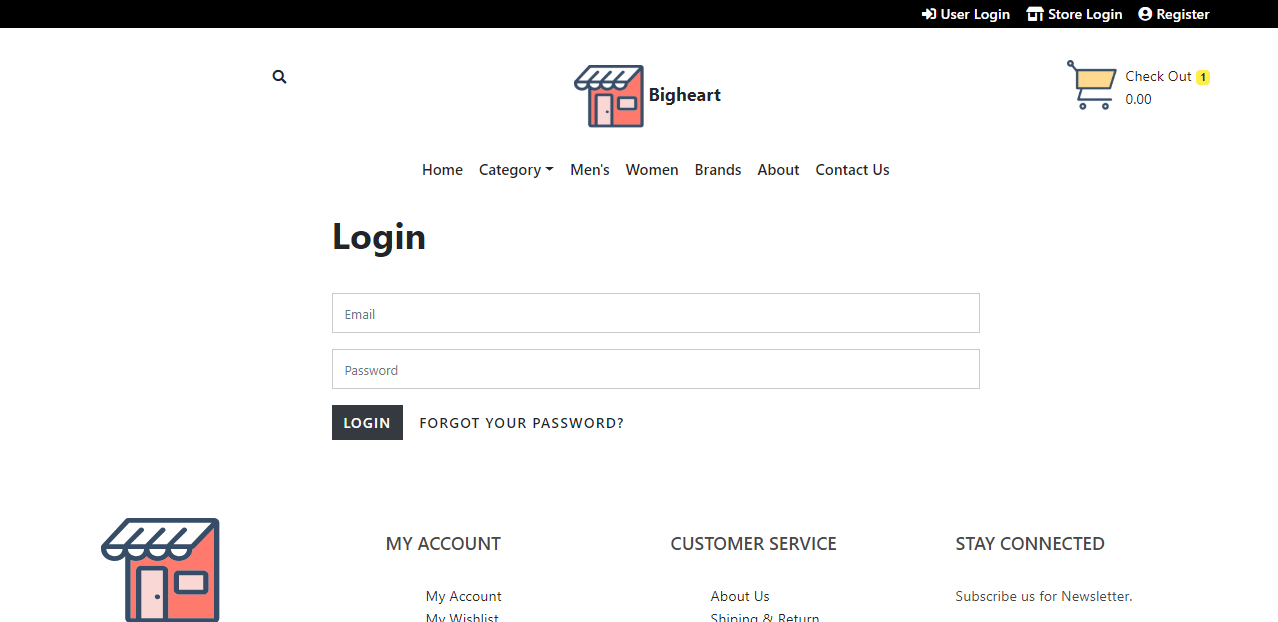
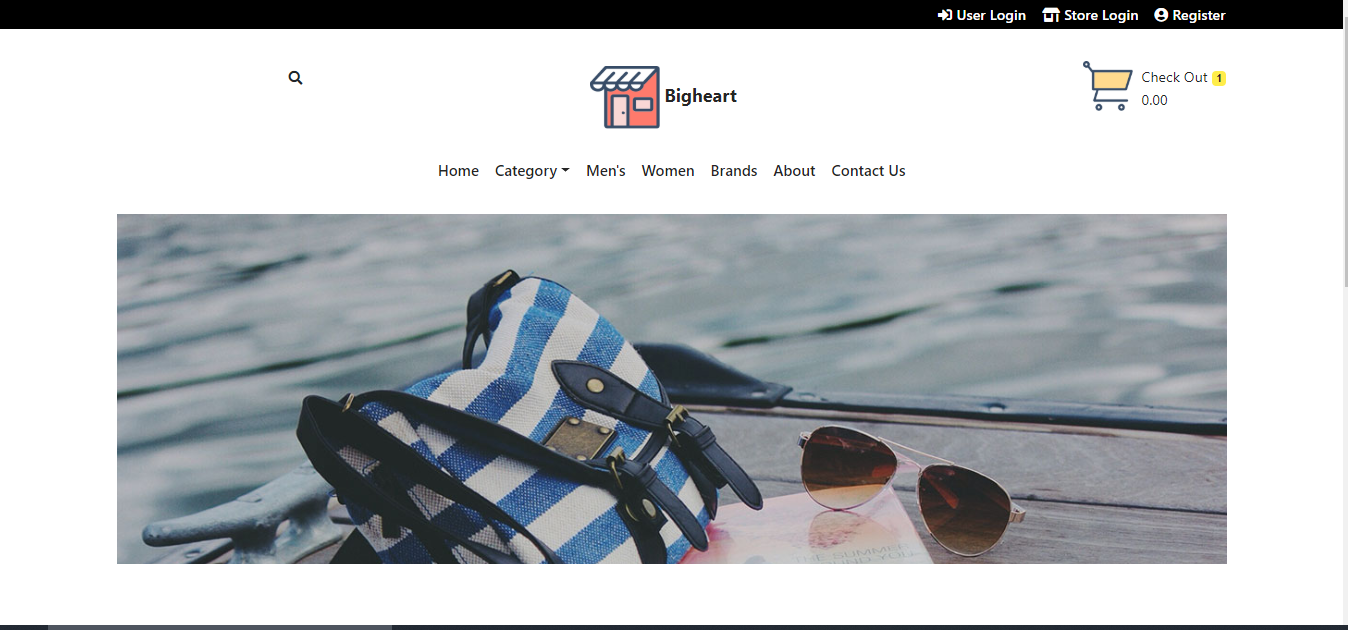
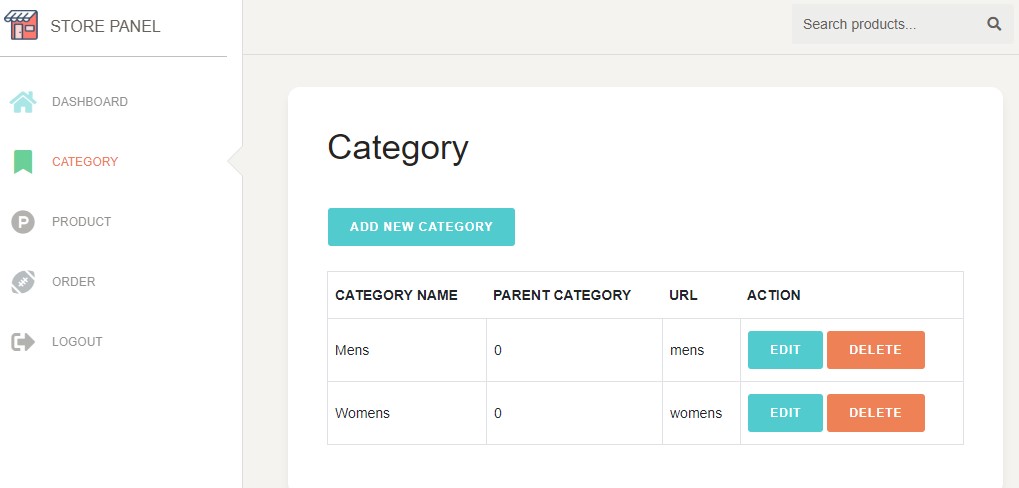
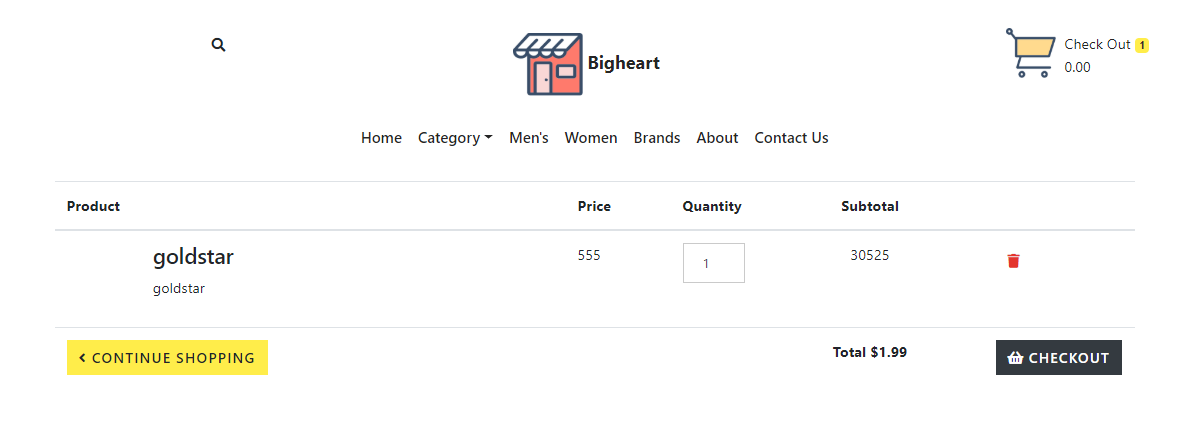
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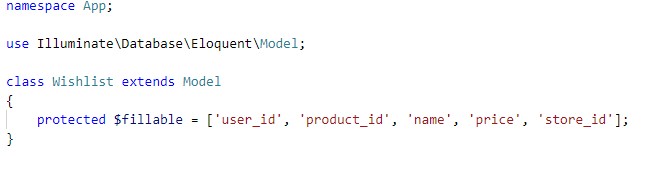
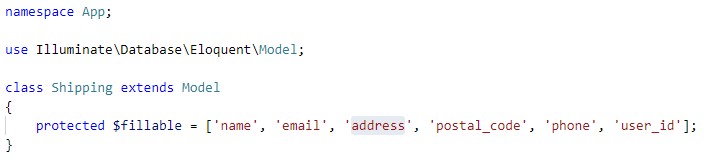
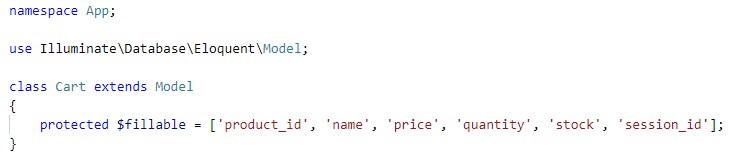
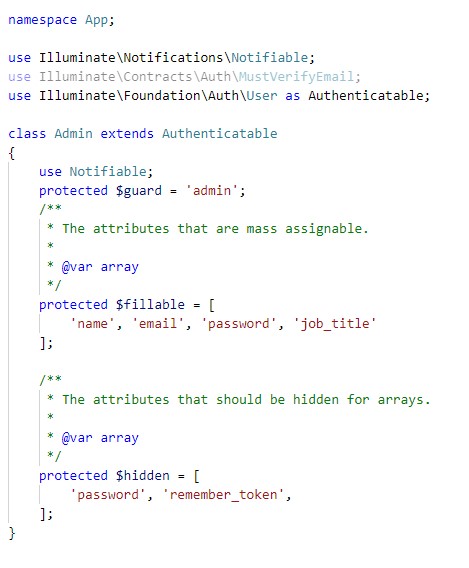
Figure 4: Check out

# Conclusion

The Internet has become a major resource in modern business, thus electronic shopping has gained significance not only from the entrepreneur’s but also from the customer’s point of view. For the entrepreneur, electronic shopping generates new business opportunities and for the customer, it makes comparative shopping possible. As per a survey, most consumers of online stores are impulsive and usually decide to stay on a site within the first few seconds. “Website design is like a shop interior. If the shop looks poor or like hundreds of other shops the customer is most likely to skip to the other site. Hence, we have designed the project to provide the user with easy navigation, retrieval of data and necessary feedback as much as possible. In this project, the user is provided with an e-commerce web site that can be used to buy all types baby products online.

# Appendix





# References

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