A MINI PROJECTREPORT

ON

"Weebo wear"

Submitted in the partial fulfillment of the requirements for

The degree of

BACHELOR OF ENGINEERING IN COMPUTER ENGINEERING

By

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2. Adnan Shaikh
3. Kanchan Mengune
4. Zeeshan Ansari

UNDER THE GUIDANCE OF

Prof. Rina Bora

Department of Computer Engineering
Saraswati College of Engineering, Kharghar, Navi Mumbai
University of Mumbai
2020-21

Saraswati College of Engineering, Kharghar

Vision:To be universally accepted as autonomous center of learning in Engineering Education and Research.

Mission:

- To educate students to become responsible and quality technocrats to fulfil society and industry needs.
- To nurture student's creativity and skills for taking up challenges in all facets of life.

Department of Computer Engineering

Vision:

To be among renowned institution in Computer Engineering Education and Research by developing globally competent graduates.

Mission:

- To produce quality Engineering graduates by imparting quality training, hands on experience and value education.
- To pursue research and new technologies in Computer Engineering and across interdisciplinary areas that extends the scope of Computer Engineering and benefit humanity.

DEPARTMENT OF COMPUTER ENGINEERING

PROGRAM EDUCATIONAL OBJECTIVE'S

1. To embed a strong foundation of Computer Engineering fundamentals to identify, solve, analyze and design real time engineering problems as a professional or entrepreneur for the benefit of society.
2. To motivate and prepare students for lifelong learning & research to manifest global competitiveness.
3. To equip students with communication, teamwork and leadership skills to accept challenges in all the facets of life ethically.

DEPARTMENT OF COMPUTER ENGINEERING

PROGRAM OUTCOMES

1. Apply the knowledge of Mathematics, Science and Engineering Fundamentals to solve complex Computer Engineering Problems.

2. Identify, formulate and analyze Computer Engineering Problems and derive conclusion using First Principle of Mathematics, Engineering Science and Computer Science.

3. Investigate Complex Computer Engineering problems to find appropriate solution leading to valid conclusion.

4. Design a software System, components, Process to meet specified needs with appropriate attention to health and Safety Standards, Environmental and Societal Considerations.

5. Create, select and apply appropriate techniques, resources and advance Engineering software to analyze tools and design for Computer Engineering Problems.

6. Understand the Impact of Computer Engineering solution on society and environment for Sustainable development.
7. Understand Societal, health, Safety, cultural, Legal issues and Responsibilities relevant to Engineering Profession.
8. Apply Professional ethics, accountability and equity in Engineering Profession.
9. Work Effectively as a member and leader in multidisciplinary team for a common goal.
10. Communicate effectively within a Profession and Society at large.
11. Appropriately incorporate principles of Management and Finance in one's own Work.
12. Identify educational needs and engage in lifelong learning in a Changing World of Technology.

DEPARTMENT OF COMPUTER ENGINEERING
PROGRAMME SPECIFIC OUTCOME

1. Formulate and analyze complex engineering problems in computer engineering (Networking/Big data/ Intelligent Systems/Cloud Computing/Real time systems).
2. Plan and develop efficient, reliable, secure and customized application software using cost effective emerging software tools ethically.

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CERTIFICATE

This is to certify that the requirements for the mini project report entitled "Weebo wear" have been successfully completed by the following students:

Roll No	Name
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55	Adnan Shaikh
31	Kanchan Mengune
03	Zeeshan Ansari

In partial fulfillment of Sem –IV , **Bachelor of Engineering of Mumbai University in Computer Engineering** of Saraswati college of Engineering , Kharghar during the academic year 2020-21.

Internal Guide **External Examiner**

Prof. Rina Bora

Mini Project Co-Ordinator **Head of Department**

Prof. Arpita Saxena Prof. Sujata Bhairnallykar

DECLARATION

I declare that this written submission represents my ideas in my own words and where others ideas or words have been included. I have adequately cited and referenced the original sources. I also declare that I have adhered to all principles of academic honesty and integrity and have not misrepresented or fabricated or falsified any idea/data/fact/source in my submission. I understand that any violation of the above will be cause for disciplinary action by the Institute and can also evoke penal action from the sources which have thus not been properly cited or from whom proper permission has not been taken when needed.

1. Binitdev Pandey
2. Adnan Shaikh
3. Kanchan Mengune
4. Zeeshan Ansari

Date:

ACKNOWLEDGEMENT

After the completion of this work, words are not enough to express feelings about all those who helped us to reach goal.

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Last but not the least we would also like to thank all the staffs of Saraswati college of Engineering (Computer Engineering Department) for their valuable guidance with their interest and valuable suggestions brightened us.

1. Binitdev Pandey
2. Adnan Shaikh
3. Kanchan Mengune
4. Zeeshan Ansari

ABSTRACT

In today's fast-changing business environment, it's extremely important to be able to respond to client needs in the most effective and timely manner. If your customers wish to see your business online and have instant access to your products or services. Online Shopping is a lifestyle e-commerce web application, which retails various fashion and lifestyle products (Currently Men's Wear). This project allows viewing various products available enables registered users to purchase desired products instantly using Cash on Delivery (Pay Later) option. When ordering goods, many shopping systems provide a virtual shopping cart for holding items selected for purchase. Successive items selected for purchase are placed into the virtual shopping cart until a customer completes their shopping trip. Virtual shopping carts may be examined at any time, and their contents can be edited or deleted at the option of the customer. Once the customer decides to submit a purchase order, the customer may print the contents of the virtual shopping basket in order to obtain a hard copy record of the transaction. This project provides an easy access to Administrators and Managers to view orders placed using Pay Later. In order to develop an e-commerce website, a number of Technologies must be studied and understood. These include multi-tiered architecture, server and client-side scripting techniques, implementation technologies such as Django which is python framework, java script, html, css, bootstrap, and databases. This is a project with the objective to develop a basic website where a consumer is provided with a shopping cart application which it can use to store its desired products from main page.

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CHAPTER 1

INTRODUCTON

1.1 GENRAL

E-commerce is fast gaining ground as an accepted and used business paradigm. More and more business houses are implementing web sites providing functionality to purchase goods. It is reasonable to say that the process of shopping on the web is becoming commonplace. The objective of this project is to develop a general-purpose e-commerce store where product like clothes can be bought from the comfort of home through the Internet. However, for implementation purposes, this paper will deal with an online shopping for clothes. An online store is a virtual store on the Internet where customers can browse the catalog and select products of interest. The selected items may be collected in a shopping cart. At checkout time, the items in the shopping cart will be presented as an order. At that time, more information will be needed to complete the transaction. Usually, the customer will be asked to fill or select a shipping address, and payment information (COD). Customer Orders will be visible in my order page where customer can see the status of its orders

1.2 OBJECTIVE AND PROBLEM STATEMENT

This project aims to develop an online shopping platform for a clothing company/brand with the goal so that it will help them to expand their business to vast numbers of customer

FUNCTIONALITY

> option to shop online.

> customers can view shirts, t-shirts and trousers from main page.

> It will have cart in which you can store your favorite products from main page.

> The products stored in cart can be purchased through check out page.

> Homepage: Go to the brand website and shows all the products.

> Shopping cart or add to list:

> Select the product to be purchase.

> Product section for admin so that he can add or remove products.

> Any member can register and view available products.

> Only registered member can purchase multiple products.

> There are three roles available: Visitor, User and Admin.

• Visitor can view available products.

• User can view and purchase products.

• An Admin has some extra privilege including all privilege of visitor and user.

> Admin can add products, edit product information and add/remove

product.

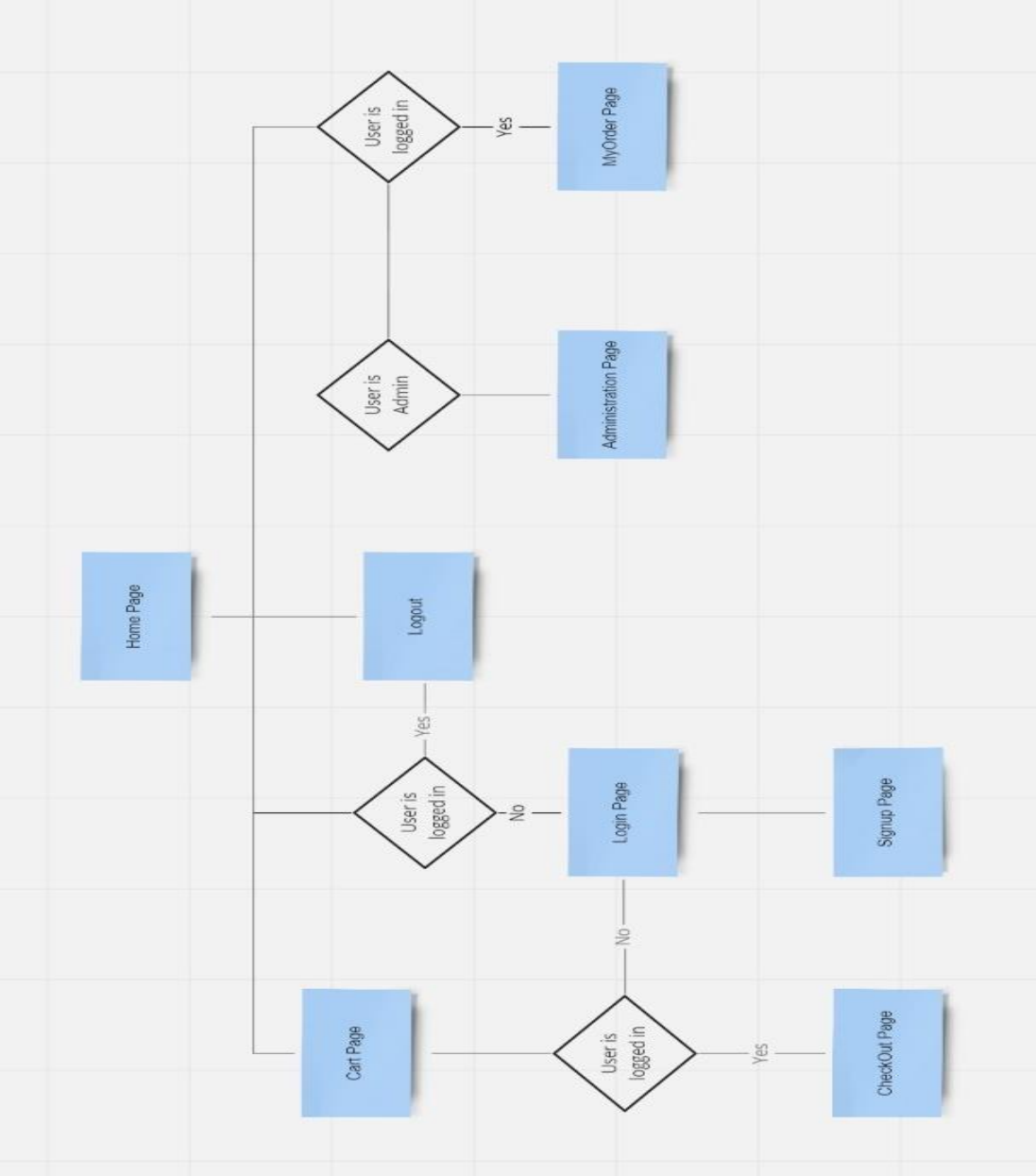
> Admin can add user, edit user information and can remove user.

CHAPTER 2

METHODOLOGY

2.1 SYSTEM DESIGN

Flow chart



2.2 HARDWARE AND SOFTWARE REQUIREMENTS

2.2.1 HARDWARE REQUIREMENTS

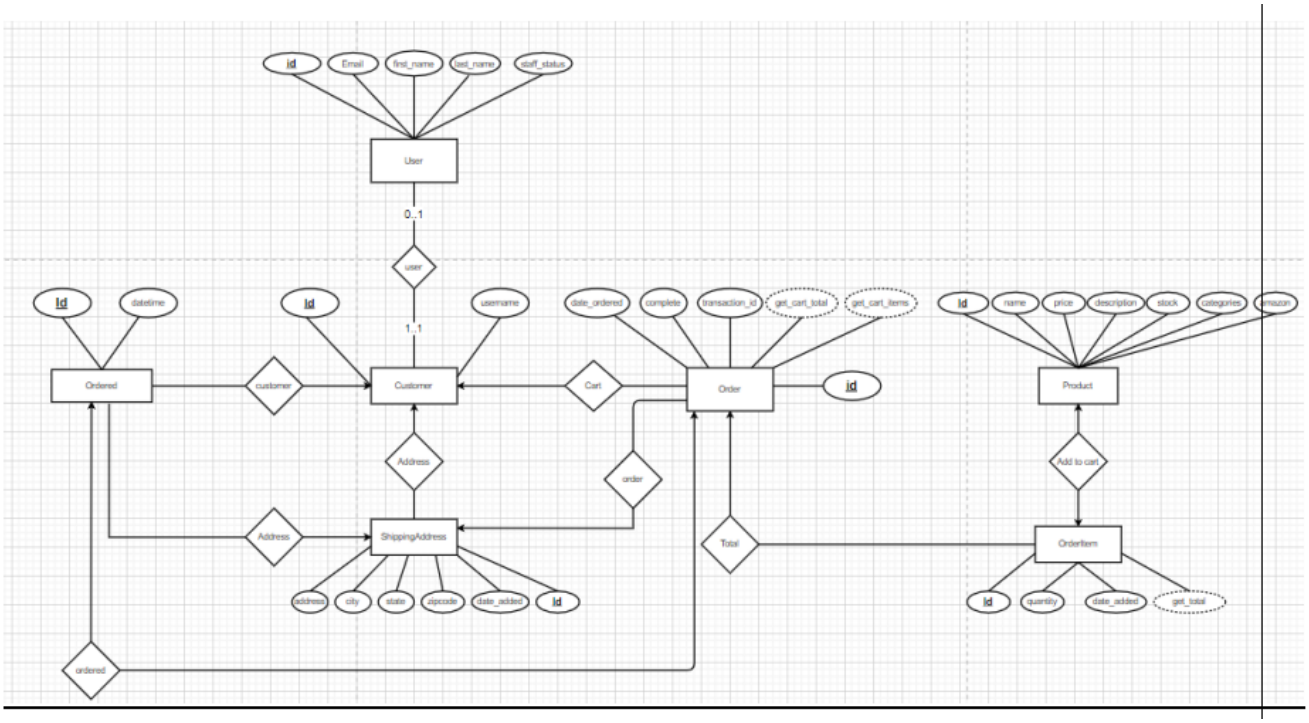
1. RAM : 4 GB RAM
2. Hard Drive : 40 GB Hard Drive
3. Processor : Intel PENTIUM IV Processor
4. camera module (Webcam)
5. Projector
6. Colour Markers

2.2.2 SOFTWARE REQUIREMENTS

1. PYTHON 3
2. DJANGO 3.1.7
3. VANILLA JAVA SCRIPT
4. HTML AND CSS
5. BOOTSTRAP 4

2.2 DESIGN DETAILS:

ER DIAGRAM



RELATIONAL SCHEMA

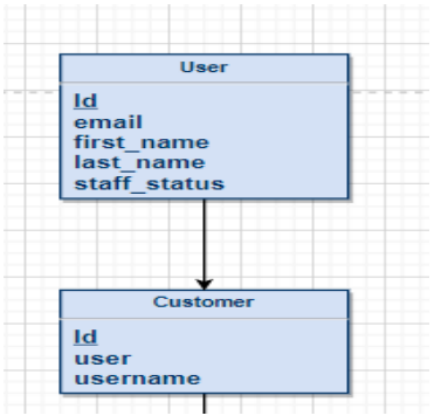
1. User-Customer Relation:

User = (id, email, first_name, last_name, staff_status)

id, email, first_name,last_name, staff_status all are attributes of User where id is a primary key

Customer = (id, user ,username)

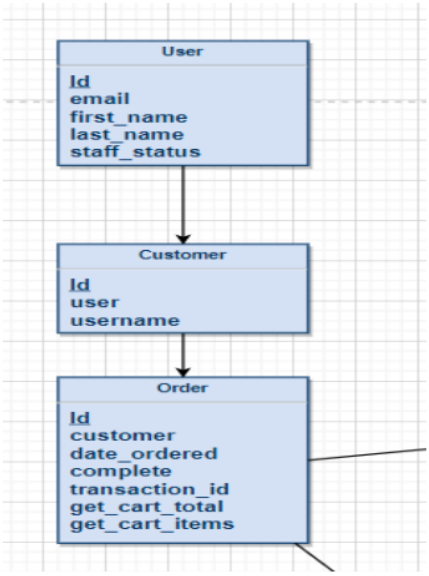
id is a primary key, user is foreign key referencing User model through User primary key(user.id) and username is a normal attribute.



2. Customer-Order relation:

Order = (id, Customer, date_ordered, complete, transaction_id)

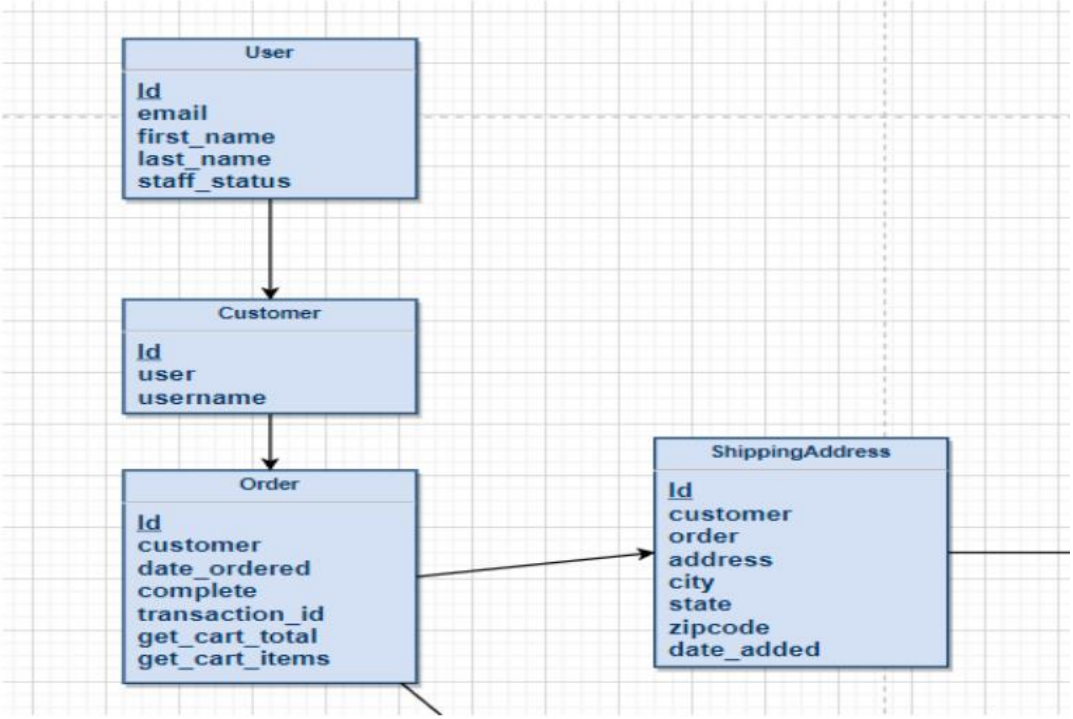
id is a primary key, Customer is a foreign key referencing Customer referencing through Customer primary key (customer.id) and other are normal attributes.



3. Order-Customer-Shipping Relation:

ShippingAddress = (id, customer, order, address, city, state, zip_code, date, added)

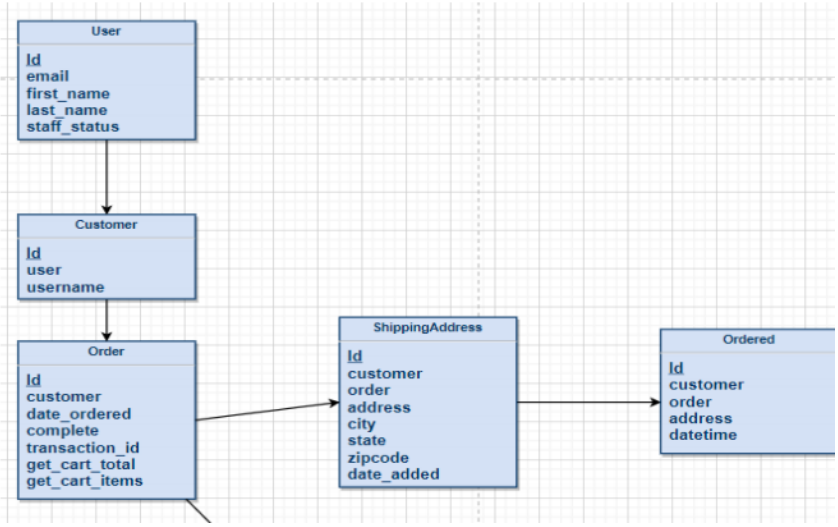
id is a primary key, customer and order are foreign keys referencing Customer and Order through their corresponding primary key(customer.id and order.id) and other are normal attribute



4. Ordered-Order-Customer-Shipping Relation:

Ordered = id is a primary key, customer, order and address are foreign keys referencing Customer, Order and ShippingAddress through their corresponding

primary key(customer.id, order.id and address.id) and other are normal attributes.



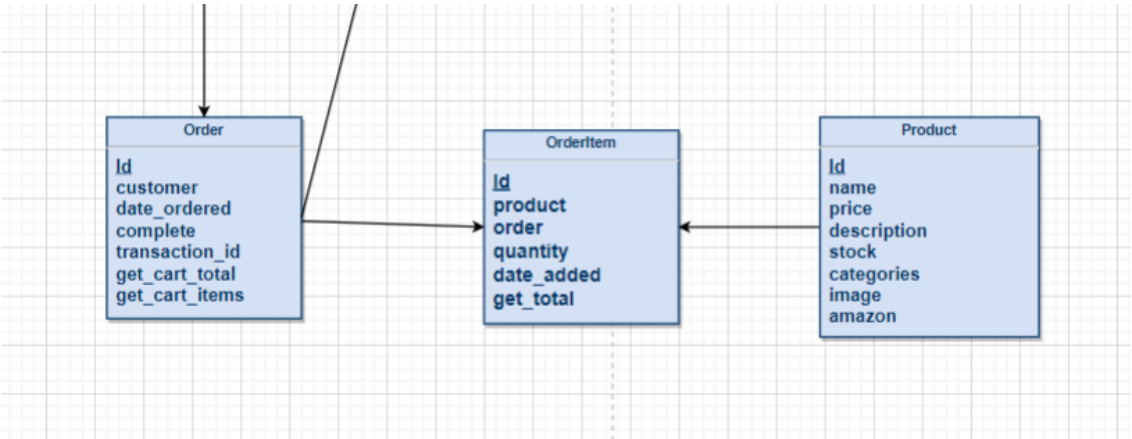
5. Order Item-Order-Product Relation:

Product = (id, name, price, description, stock, categories, image, amazon)

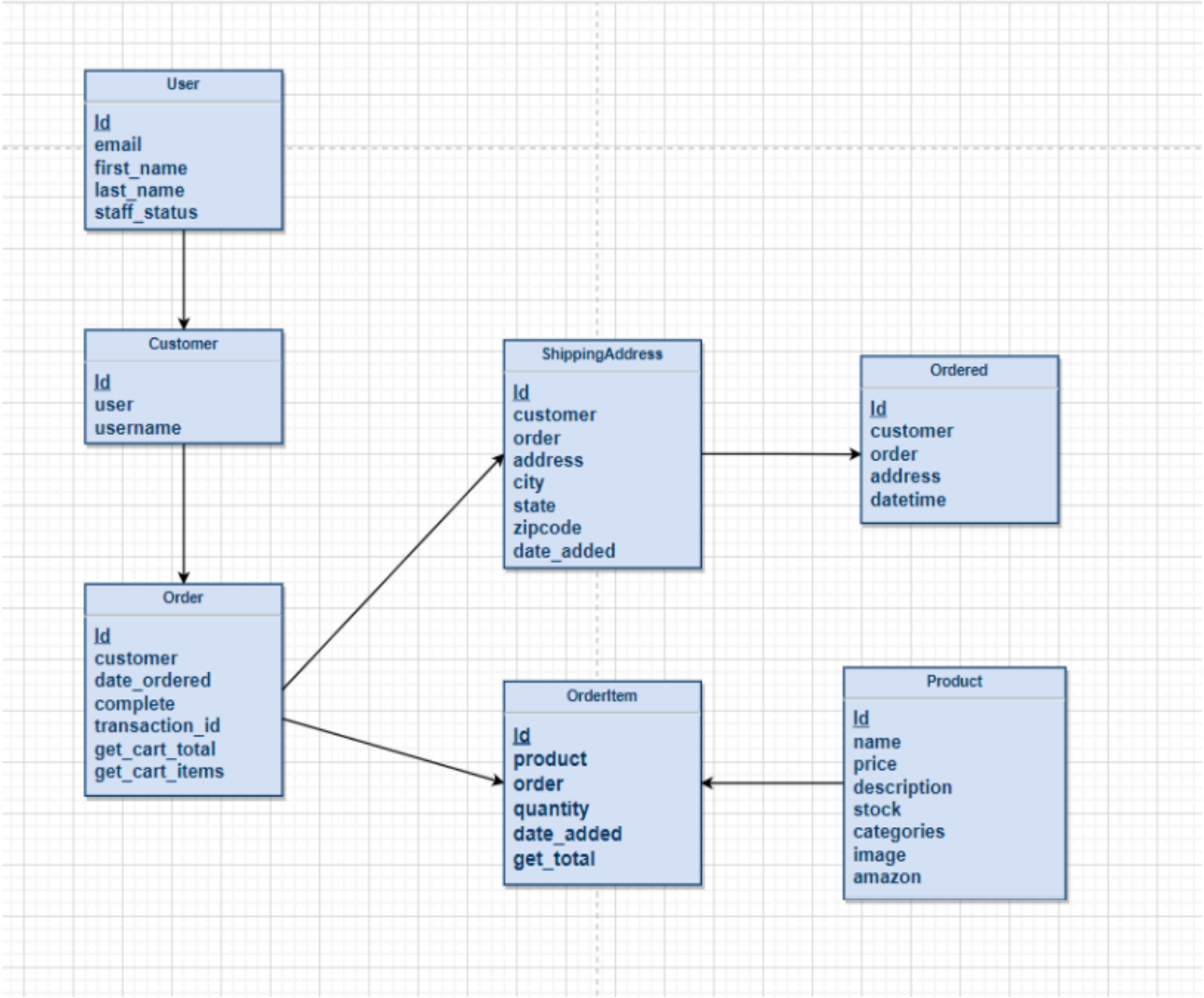
id is a primary key and other are normal attributes.

OrderedItem = (id, product, order, quantity, date_added)

id is a primary key, product and order are foreign keys referencing Product and Order through their corresponding primary key(product.id and order.id) and other are normal attributes.



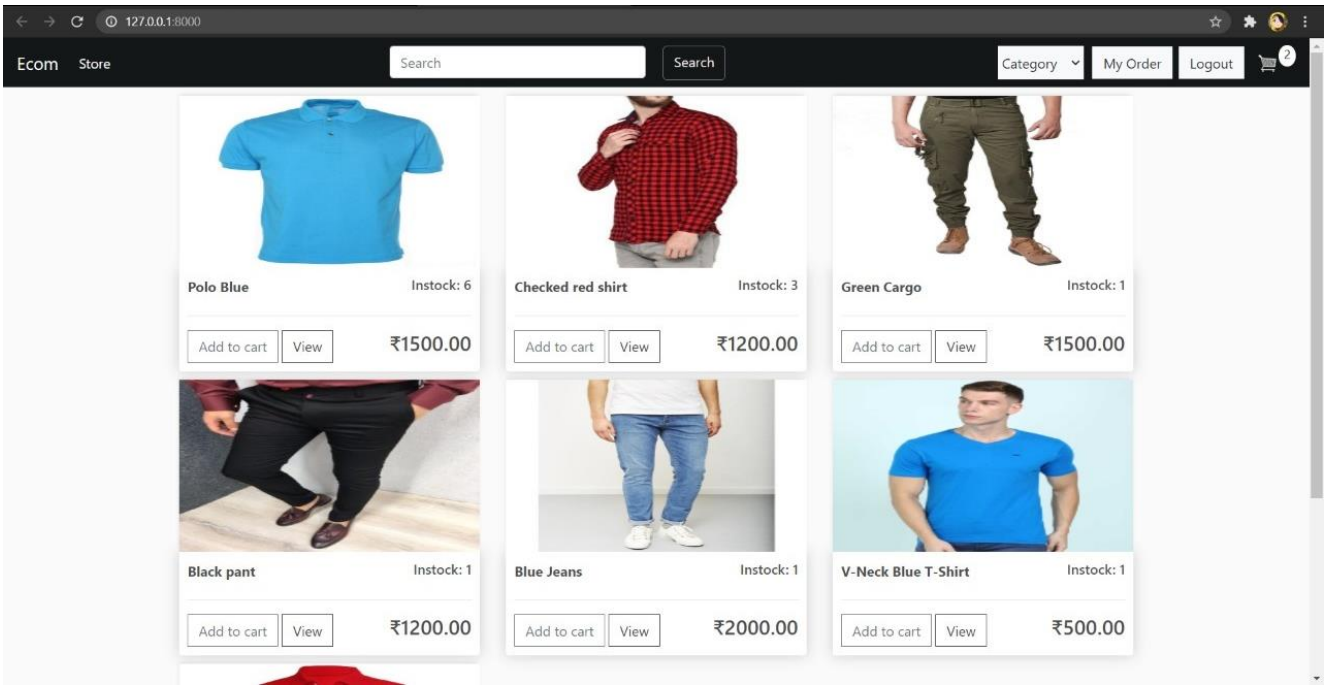
6. Final-Relational Schema:



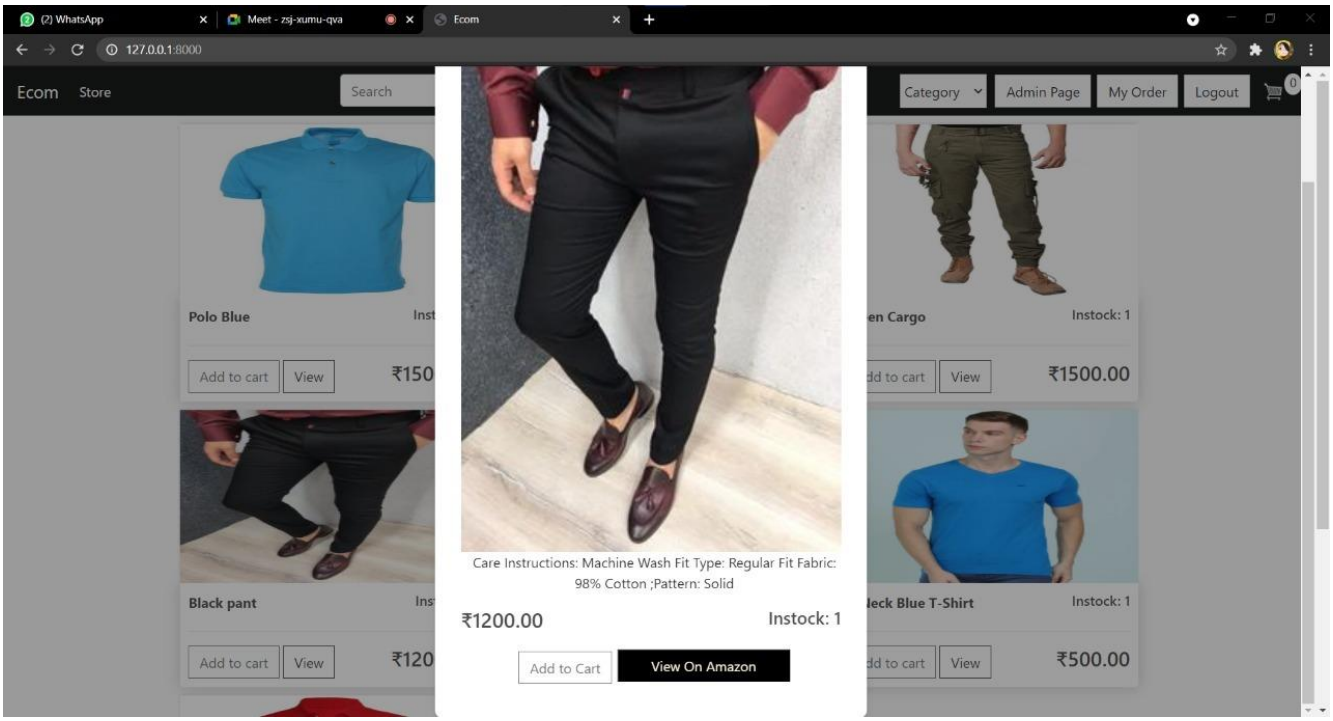
CHAPTER 3

IMPLEMENTATION AND RESULTS

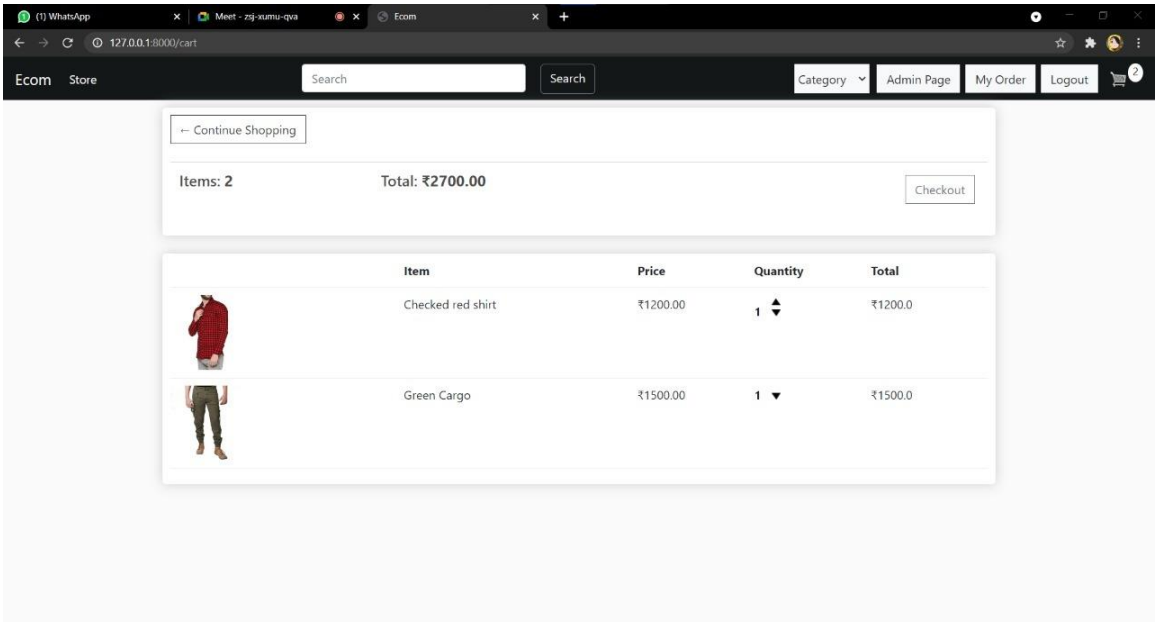
1.HOME PAGE: The Home Screen will consist of screen were one can browse through the products which we have on our website, search for product, sort by category and go to different pages



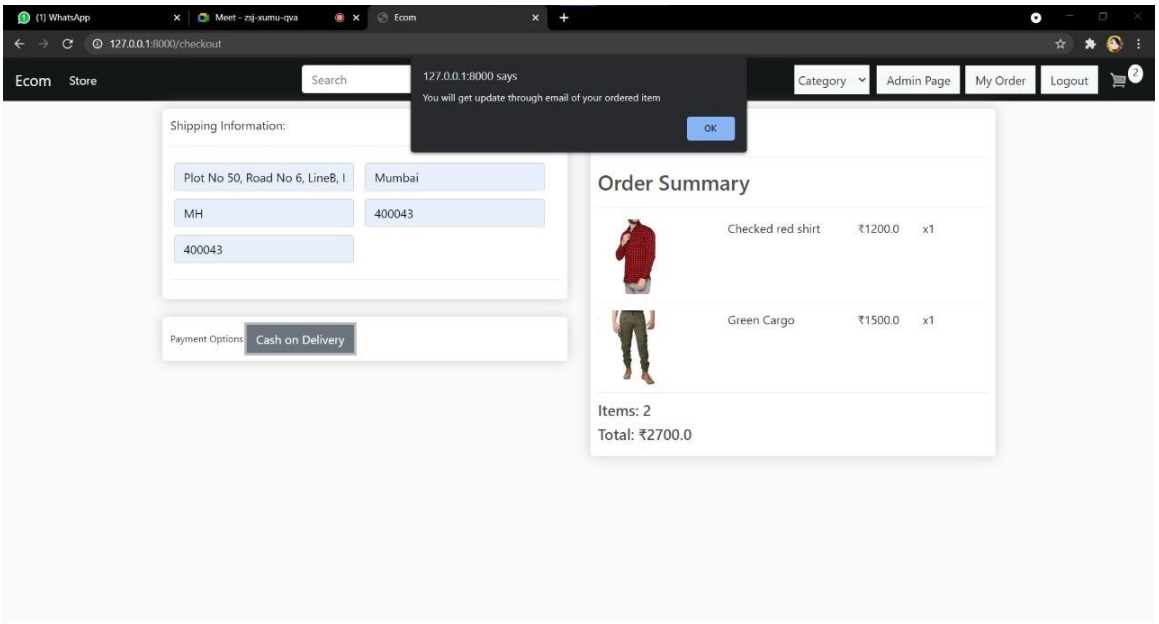
2.VIEW POPUP: View button is associated with every product in our home page by clicking on it a popup will appear which shows details of product and link to amazon page



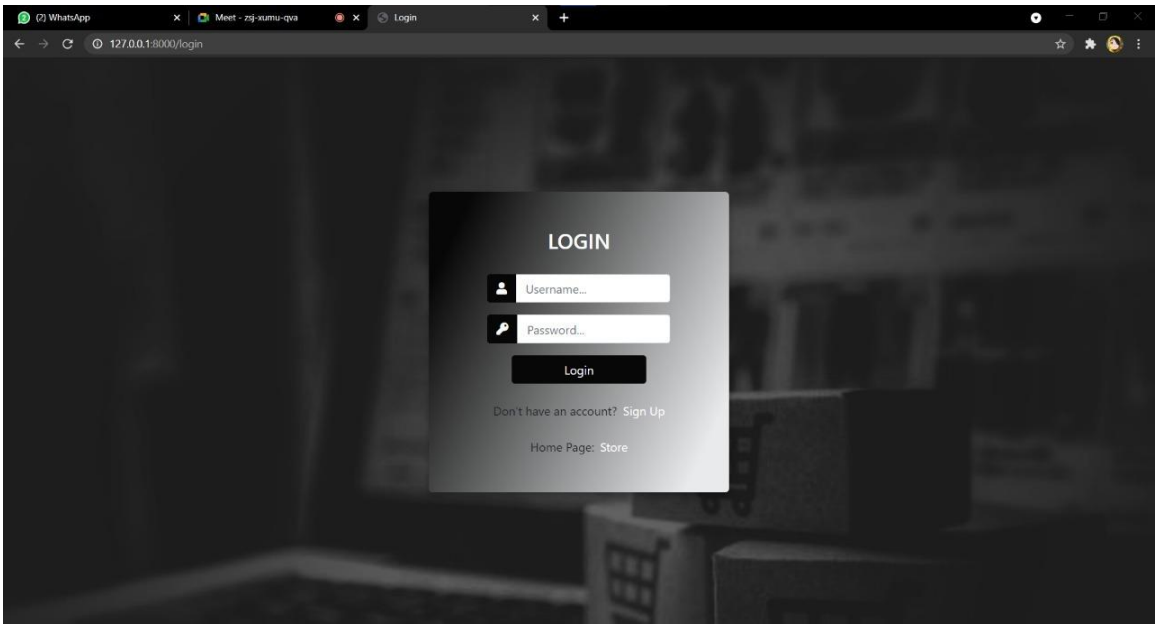
3. CART: User can add desired products from home page to cart where it can change quantity of added product, view details of order and proceed to purchase



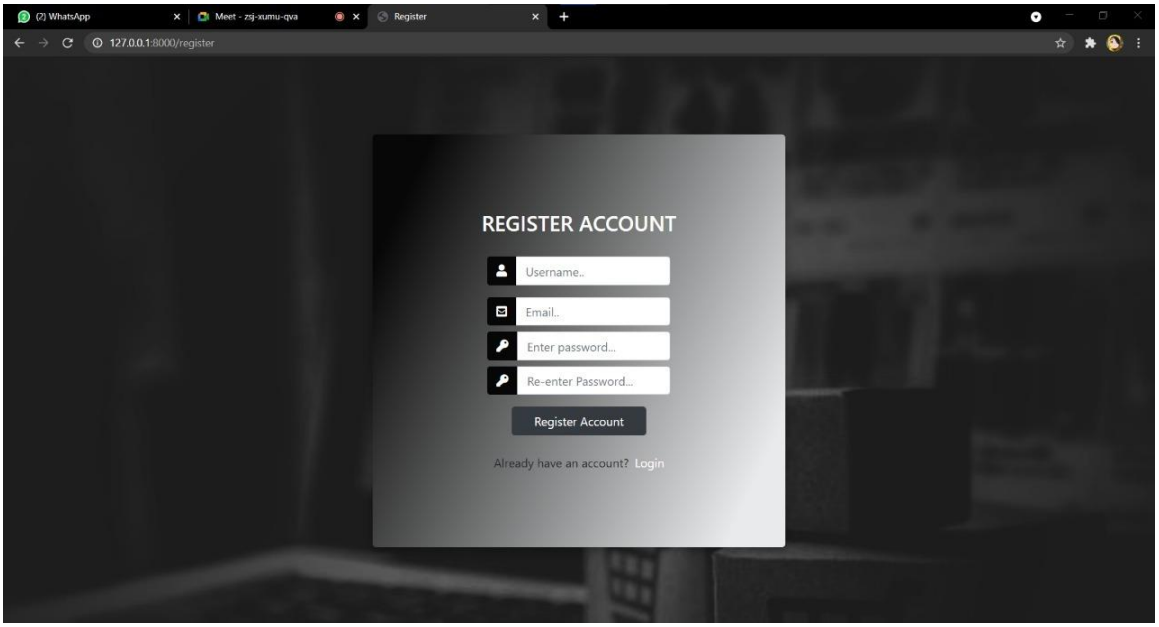
4. CHECKOUT PAGE: User need to submit shipping information before purchasing the product on this page after completion of transaction user will be redirect to home page



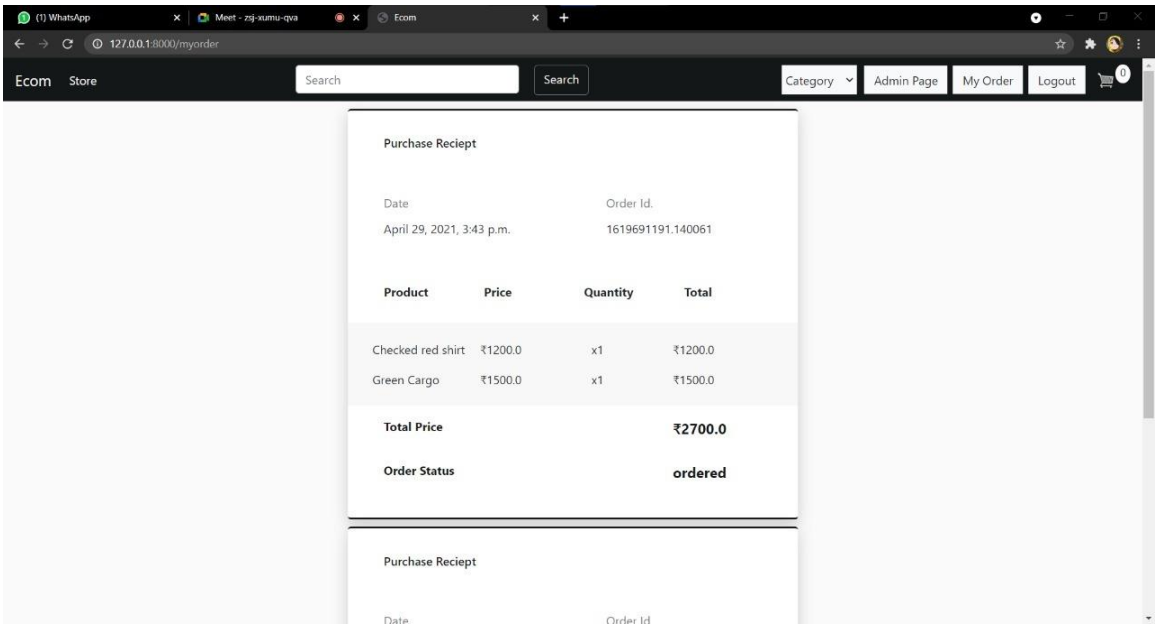
5. LOGIN PAGE: Already registered user can login this page.



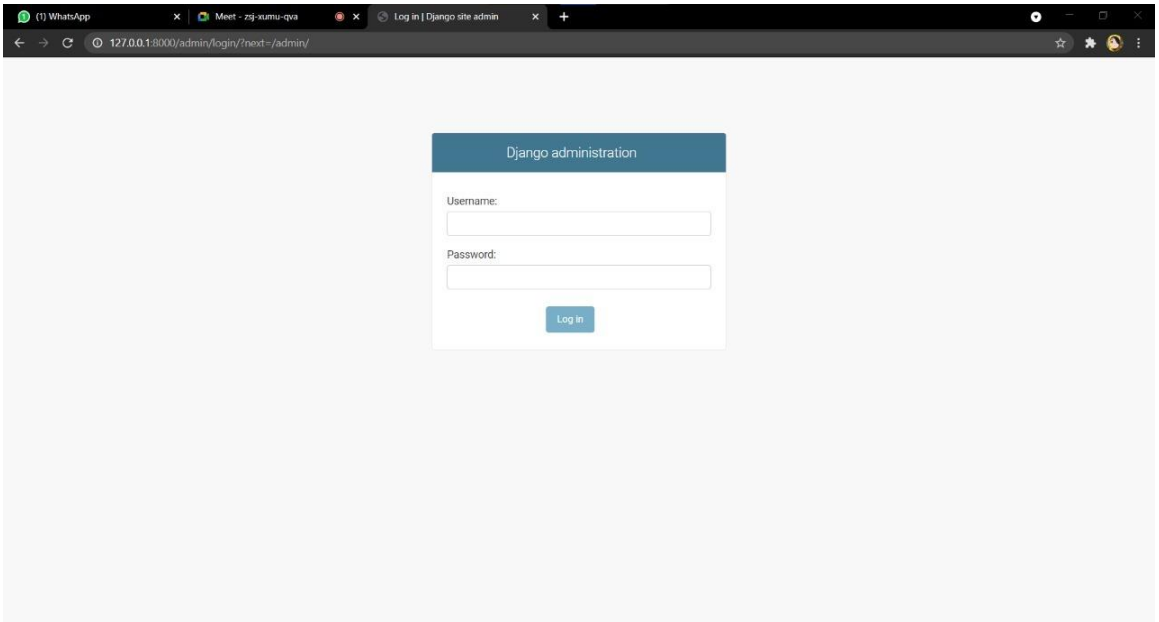
6.SIGN UP/ REGISTER PAGE: A viewer can create user account here.



7.MY ORDER PAGE: User can see all its order history here.

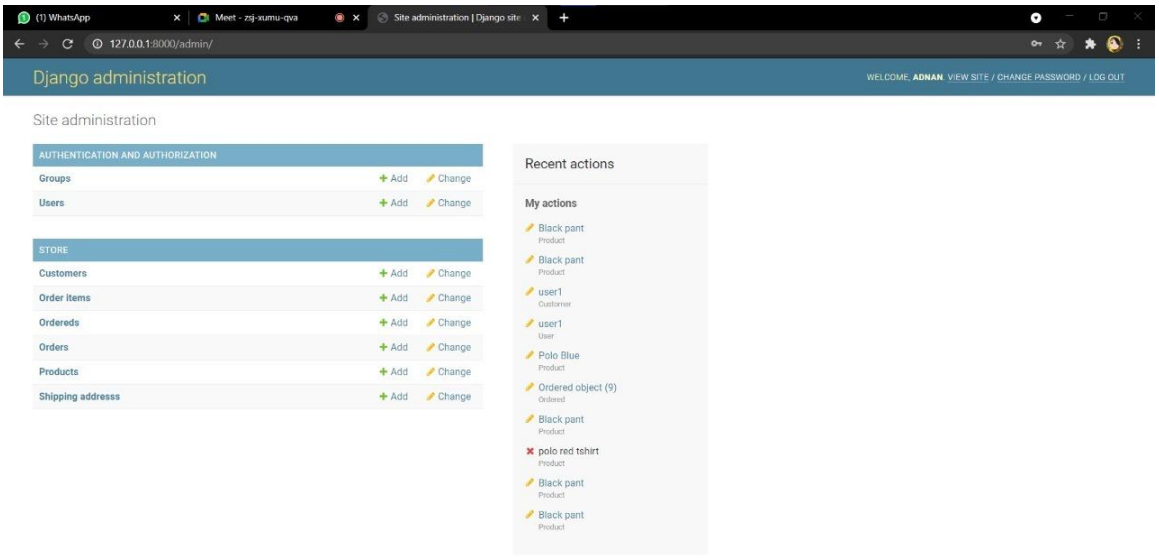


8.ADMIN LOGIN PAGE: Admin can login here.

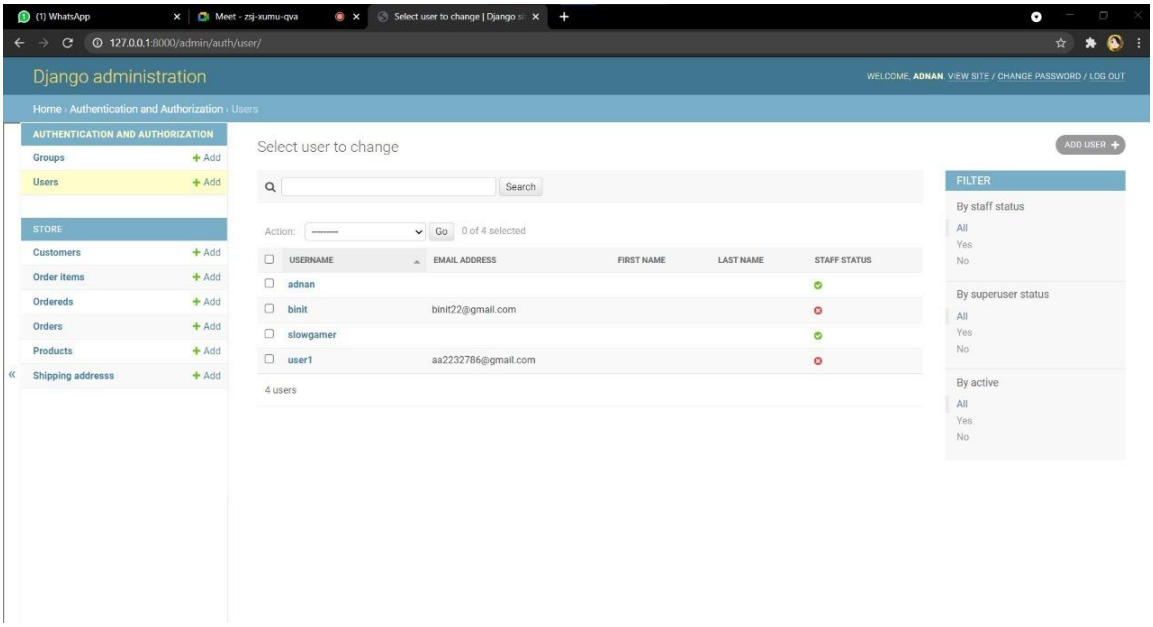


9.ADMIN HOME PAGE: Admin can see all the schemas where it can

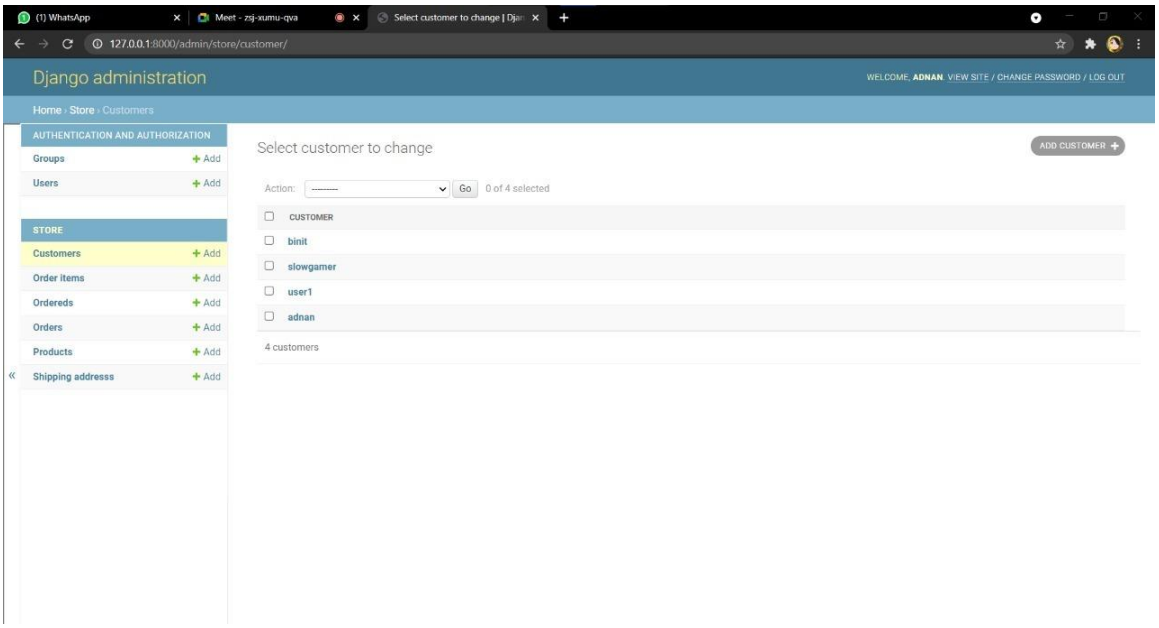
manage:view update insert or delete information**.**



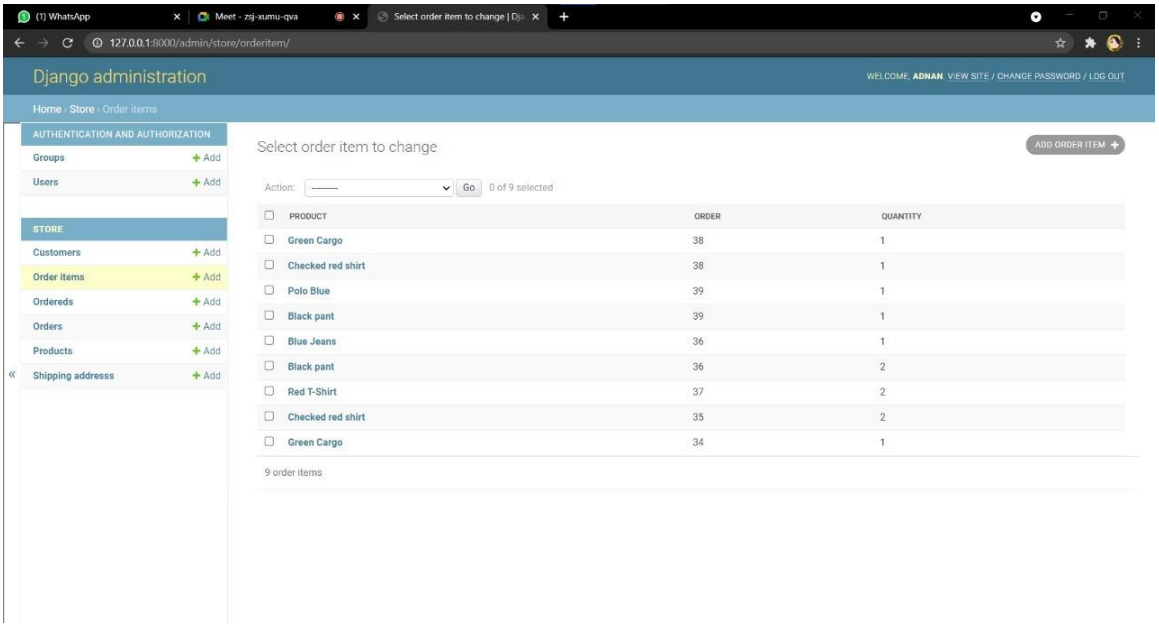
10.ADMIN USER PANEL: Admin can manage users.



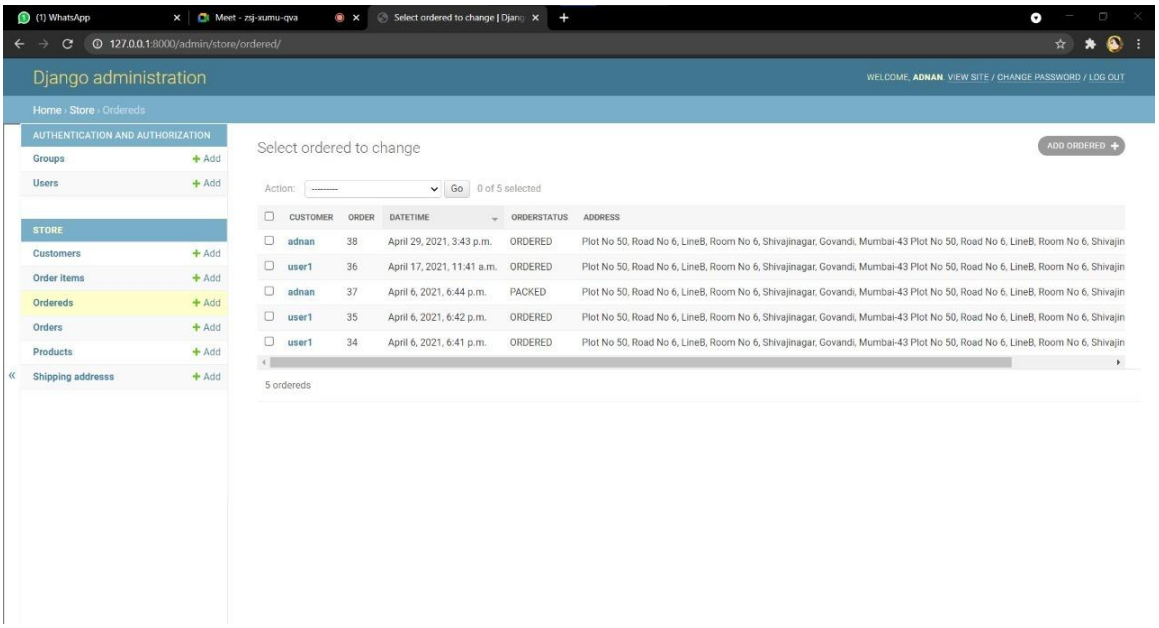
11. ADMIN CUSTOMER PANEL: Admin can mange all customer here.



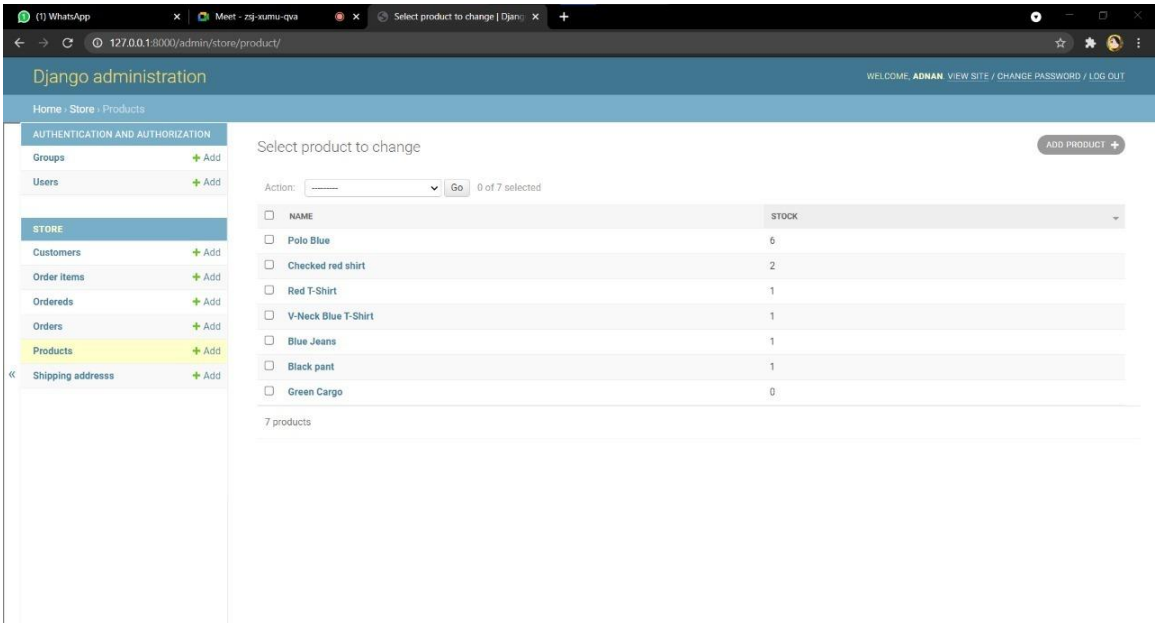
12. ADMIN ORDER ITEMS: All the items associate with corresponding order can be managed here.



13. ADMIN ORDER PAGE: Admin can manage order status here.



14. ADMIN PRODUCT PAGE: Admin can manage products here.



CHAPTER 4

CONCLUSION AND FUTURE SCOPE

CONCLUSION:

The ‘Online Shopping’ is designed to provide a web-based application that would make searching, viewing and selection of a product easier. The search engine provides an easy and convenient way to search for products where a user can Search for a product interactively and the search engine would refine the products available based on the user’s input. The user can then view the complete specification of each product. Viewer can become user by registering new account using sign up page and user can login through login page. User can add its desired product to cart from cart page, it can increase or decrease the quantity of product, the products in a cart page can be purchase through checkout process easily. User can check its order history in my order page Admin can login through Django administration page which will redirect it to Django administration home page where it can view and edit desired entities

Future Scope:

- We can add feedback feature for products.
- We can add subscribe alerts for price drop and offers.
- We can automate email functionalities which will ease our admin from email works.
- We can enhance our project design using React library

CHAPTER 5

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