A MINOR PROJECT REPORT

ON

"E-PHARMACY"

SUBMITTED FOR THE PARTIAL FULFILLMENT OF THE REQUIREMENT OF BACHELOR OF COMPUTER APPLICATION (BCA) 5th SEMESTER UNDER DIBRUGARH UNIVERSITY



SUBMITTED TO:

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INTERNAL GUIDE:

Mrs. CHAYANIKA SHARMA

Assistant Professor

Department of Computer Science

NERIM, Guwahati, Assam

SUBMITTED BY:

ASHIFUDDIN AHMED

BCA 5th Semester

Roll No: 31520010

Registration No: 18941486

CERTIFICATE OF APPROVAL

This is to certify that the project work entitled "E-Pharmacy" is carried out by Ashifuddin

Ahmed bearing examination Roll No. 31520010, Registration No. 18941486 of NERIM under the

internal guidance of Mrs. Chayanika Sharma has been found satisfactory and is hereby approved

as a minor project work carried out and presented in a manner required for its acceptance in partial

fulfillment of 5th Semester of 3 years full time BCA course under Dibrugarh University,

Dibrugarh, Assam.

Internal Examiner

External Examiner

Date:

Date:

Place: NERIM, Guwahati.

CERTIFICATE FROM HOD

This is to certify that the project work entitled "E-Pharmacy" is carried out by Ashifuddin Ahmed bearing examination Roll no. 31520010, Registration no. 18941486 of NERIM under internal guidance of Mrs. Chayanika Sharma Assistant Professor, Computer Science Department, NERIM in partial fulfillment of minor project work of 5th Semester of 3 year full time BCA course under Dibrugarh University, Dibrugarh, Assam is accepted by the Department of Computer Science, NERIM, Guwahati.

Date: Dr. Hillol Kanti Bhattacharjee

HOD, Department of Computer Science, NERIM.

CERTIFICATE FROM INTERNAL GUIDE

This is to certify that the project work entitled "E-Pharmacy" is a bonafide work carried out by Ashifuddin Ahmed bearing examination Roll no. 31520010, Registration no. 18941486 of BCA 5th Semester of 3 years full time BCA course under Dibrugarh University at NERIM under my personal supervision and guidance. The report is found worthy of acceptance for the partial fulfillment of minor project work of BCA 5th Sem under 3 year full time BCA program under Dibrugarh University, Dibrugarh, Assam.

All helps received have been duly acknowledged and no part of this report has been reproduced for any other degree or diploma.

Date: Mrs. Chayanika Sharma

Assistant Professor,

Department of Computer Science, NERIM.

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Thanking you,

Ashifuddin Ahmed

BCA 5th Semester

DECLARATION

I hereby declare that the project work entitled "E-Pharmacy" submitted to NERIM Group of

Institutions, Guwahati, is a record of an original work done by me under the guidance of Mrs.

Chayanika Sharma Assistant Professor of Computer Science Department, NERIM, Guwahati.

This project work is submitted in partial fulfillment of minor project work of 5th semester of 3

year full time BCA course under Dibrugarh University, Dibrugarh, Assam. The work has not been

submitted to any other Institution/University for any degree/diploma/certificate.

Ashifuddin Ahmed

Roll no. 31520010

Registration no. 18941486

Date:

Place: Guwahati

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CHAPTER-1: INTRODUCTION

1.1 Title of the project

"E-Pharmacy"

1.2 Project Definition

"E-Pharmacy" is a web application with simple and intuitive user interface, which operates over the internet by selling drugs, medicines & sending them to the user. Internet making all the things easy & convenient. Users can now buy medicines via use of internet & receive them at their doorsteps. It is easy to use, convinient and more people are opting to use them rather than stroll down to local pharmacy in this pandemic. They also can view some health related information which is very useful.

1.3 Existing system

The existing system of buying medicine is to visit pharmacy manually and from the available medicine, user buy their required medicine using either cash or debit/credit card.

1.3.1 Drawbacks of the existing system:

- User must go to pharmacy in order to buy medicine.
- The existing system does not allow customer's to buy their very personal medicines without any hesitation because of people around them.
- Searching the required medicine in offline pharmacy is obviously a time consuming process.
- Offline pharmacies are not easily accessible to everyone.

1.4 Proposed system

The proposed system will be a web application with user-friendly interface that will enable users to buy their required medicine just by sitting at home without going to offline pharmacy.

1.4.1 Benefits of the proposed system:

- It is easy to find the required medicine online.
- The system will minimize the time for searching the required medicine which is there in offline stores.
- The system will help users to know some health related information which is very useful.
- It is more efficient and easily accessible from anywhere.

1.5 Objectives

Objectives of the aforementioned system are as follows,

- To create an e-pharmacy for medicines with a simple and user-friendly interface.
- To provide users the facility to buy their required medicine easily.
- To provide customers some health information which is very useful.
- To save customer's time.

1.6 Hardware and Software used

1.6.1 Hardware:

Processor: Intel core i5

RAM: 8 GB

Keyboard: Standard.

Mouse: Optical

1.6.2 Software and web technologies:

Server: Wampserver64

Web Technologies: HTML, CSS, MySQL, PHP

Text Editor: Sublime Text 3

CHAPTER-2: SYSTEM ANALYSIS

2.1 Introduction

The analysis of the proposed system involves detailed study of it's requirements and creating some models that will help us to develop the desired application that fulfills the user needs. Models always help us to visualize the operations that the system is going to perform and it's interactions with external entities. We will also see the database design of the system.

First we will look at the feasibility status of the proposed system and then we will move towards several models of the system.

2.2 Feasibility Study

Here we will discuss about the how feasible the development and use of the system is.

There are three kinds of feasibility studies which are to be considered -

- Economic feasibility
- Technical feasibility
- Behavioural feasibility

2.2.1 Economic feasibility:

The softwares such as Wampserver64, PHP, MySQL etc which will be used for development of the system are completely open-source. When compared to the benefits of the proposed system, the cost of the development is minimal. Hence the system is economically feasible.

2.2.2 Technical feasibility:

The hardware and software requirements of client and server machines are quite low. Softwares that will be used for developing the system are easily available and their community is very large because of their popularity. Also the users do not need any skills to be learned other than general computer knowledge to use the system as the application is quite simple and easy to use. So the proposed online pharmacy is technically feasible.

2.2.3 Behavioural feasibility:

In this study, a judgment has to be made as how strong a reaction the use is likely to have towards the development of a computer system. In general, people resistant to change and computer have been known to facilitate change. A survey should be made of how strong a reaction the userstaff is likely to have towards the development of computerized system. So, the system is easy to access by anyone. Hence the behavioural feasibility is there in the proposed system.

2.3 Software Requirements Specification (SRS)

This SRS document of the proposed system will serve as an input to the design and coding phases of software development life cycle (SDLC).

2.3.1 Functional Requirements

SRS001- View Medicine: This function will allow user to view all the medicine so that they can view their required medicine and price of the medicine.

SRS002- Place Order: This function will ask for Name, Address, Mobile Number, PIN Number and Email from the user to order any medicine they need. After this, the medicine will be delivered by a pharmacy at the given address.

Input: Name, Address, Phone Number, PIN number and email.

Output: 'Your order is placed' message.

SRS003- View Health Information: This function will allow user to view the given health related information which is very useful and knowledgeable for everyone.

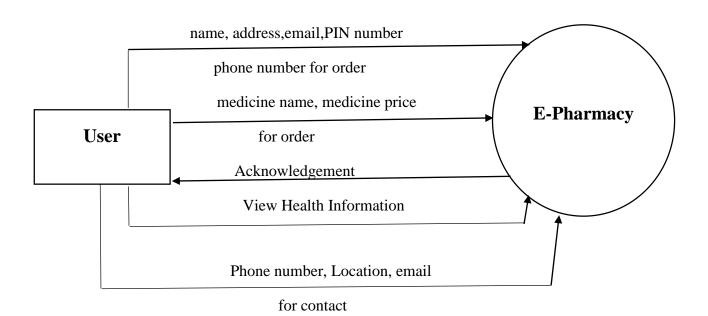
SRS004- Contact: This function will allow user to contact to the pharmacy if there is any problem regarding the placed order. User can contact by contact number, email address and location that is given in the website.

2.4 Structured Analysis and Design

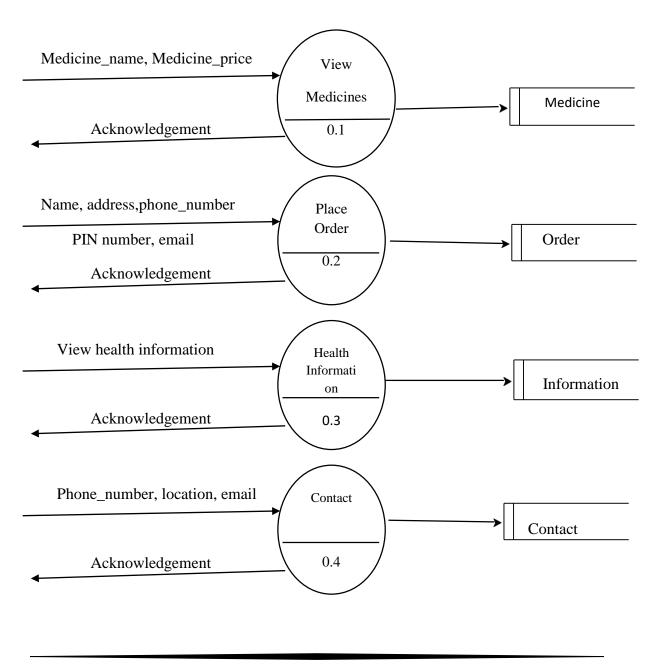
In this section, we will look at the DFD(Data Flow Diagram) of the proposed system.

Data Flow Diagram

Context Diagram (Level-0 DFD)



Level-1 DFD



2.5 Data dictionary

Data dictionary for the DFD model of the online shopping system is given as follows:

Name: string

Address: string

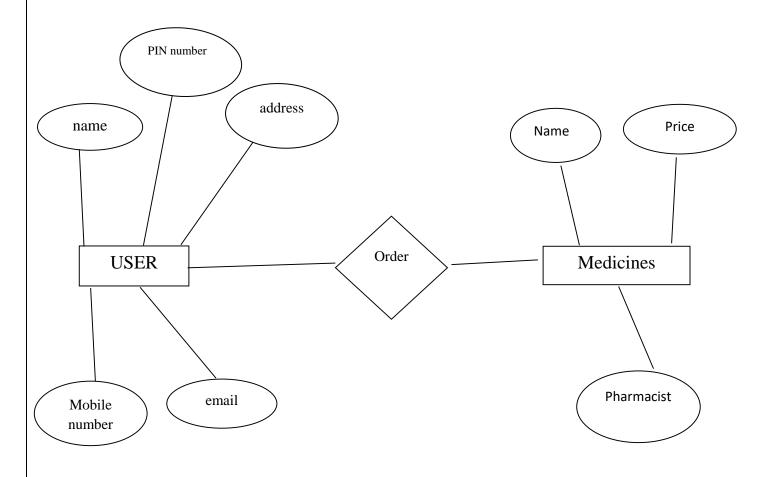
Phone number: integer

PIN number : integer

Email: integer

2.6 Entity-Relationship diagram (ER diagram)

This section includes the ER diagram of the proposed online shopping system.



2.7 Database design

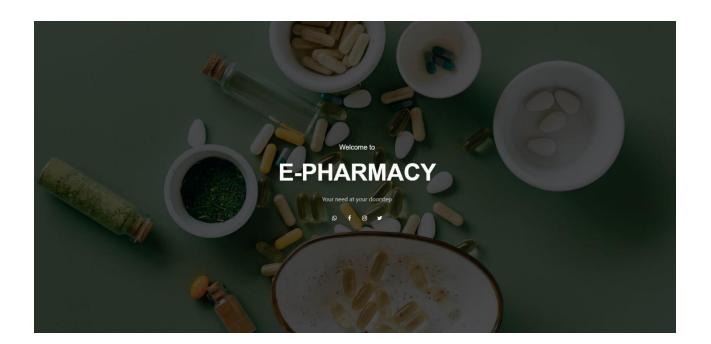
This section includes design of the database system of the proposed application.

User:-

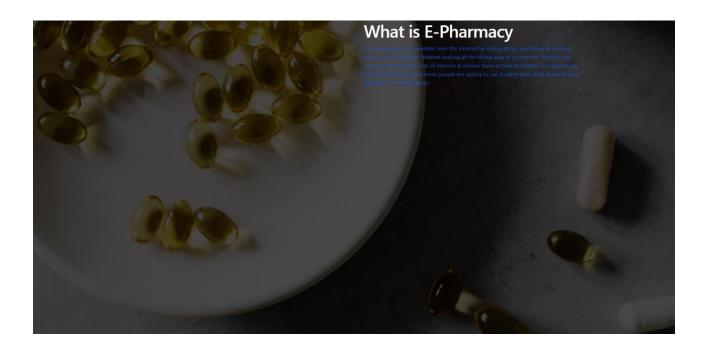
SL.NO	FIELD NAME	DATA TYPE	SIZE	DESCRIPTION
1	id	Int	11	Admin id
				(Primary key)
2	first_name	Varchar	50	User name
3	address	Varchar	50	User address
4	mobile	Varchar	10	User's mobile number
5	pin	Varchar	6	User's area PIN number
6	email	Varchar	20	User's email address

CHAPTER-3: FRONT END DESIGN

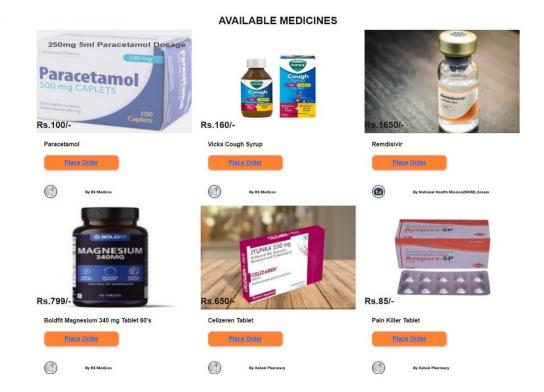
Banner Section:-



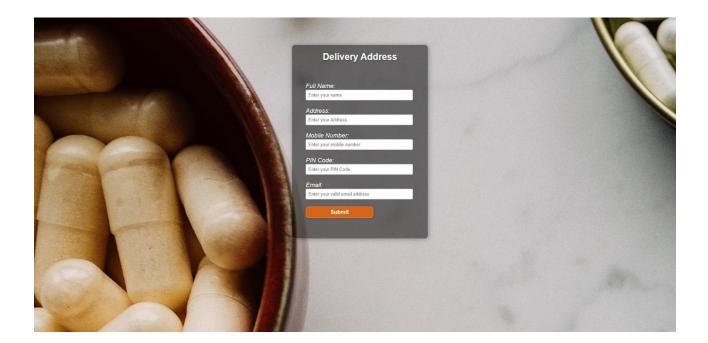
About Section:-



Available Medicines:-



Delivery address :-



View Health Information & Contact Section:





Health Information page:-

Food and coronavirus (COVID-19): what you need to know

How to keep healthy while in isolation or quarantine (COVID-19)

Whether you are in quarantine or self-isolation due to COVID-19, you will inevitably be spending more time at home. Following general healthy living advice such as eating a balanced diet, staying hydrated, being physically active, getting enough sleep, and managing stress are the best recommendation for staying healthy during quarantine or self-isolation. If you are interested in food-related issues with COVID-19, read Food and coronavirus (COVID-19):

- Eat a balanced and varied diet
 Establish a routine and practice mindful eating
 Keep hydrated
 Practice safe food hygiene
 Stay active at home

1. Eat a balanced and varied diet

Simply put, there are no foods or supplements that can 'boost' our immune system and prevent or treat COVID-19. Nevertheless, eating a well-balanced diet, with plenty of fruits and vegetables, whole grains, plant and animal proteins and healthy fats is the best way to get all the essential nutrients we need for good health and normal immune function. As self-isolation may lead us to be less active, it is also important to pay close attention to food portions and to keep our energy balance adjusted to meet our needs.

2. Establish a routine and practice mindful eating

In times of uncertainty, it is normal to feel anxious, sad, stressed and scared. Maintaining a normal daily routine can help manage some of this stress. One way we can do this is by sticking to regular mealtimes and planning meals in advance. This can help us better control hunger levels, meet our nutrient requirements and allow us to get the most out of the food we have, reducing food waste. During long-periods of stress we may find ourselves eating more than we need. Plus, staying at home for longer periods may also lead us to snack out of boredom. Practising mindfu eating can be a useful strategy to maintain a healthy relationship with food and to helps us balance our energy intake.

Here are some tips to help you practice more mindful eating:

- Don't et or the go it's difficult to be aware of how much you are eating. Have a seat
 Resist eating straight from the bag box. Serve your food you'll be able to see and appreciate what and how much you're eating.
 Remove distractions. Turn off the 'V and everything jee swith a serve, like computers, phones, etc. while eating.
 Take small bites and chew well, while focusing on the smell, taste and texture of the food. Try to get 30 chews out of each bite.
 Try putting your treatisk down after each bite. Don't pick them back up until you're swallowed what you already have in your mouth.
 Don't try to finish the whole plate. If you feel full, safely keep the leftovers.

Keeping hydrated is essential for overall health. How much water we need depends on our age, sex, weight, height, level of physical activity and environmental conditions (i.e. hot weather will likely require you to drink more water). Taking into account that around 20-30% of the water we need comes from our food, the European Food Safety Authority has set average recommendations for how much water we should drink per day depending on our age.

If you have access to safe they water, this is the healthiest and cheapest drink. For a refreshing boost, you can add slices of lemon, cucumber, mint or berries. Other drinks such as unsweetened coffee and tea or iced tea, or unsweetened, influed or flavoured (sparkling) water are also good on choices for hydration.

4. Practice safe food hygiene

According to the European Food Safety Authority, there is currently no evidence that COVID-19 is transmitted through eating food. However, good food safety practices are important to minimise the risk of foodborne illnesses.

When handing or preparing food, make sure to:

- Wash your hands for 20 seconds with soap before and after preparing or eating food
 Cover your mouth and nose with a tissue or your sleeve when you cough or sneeze and remember to wash your hands after
 Wash fruits and vegetables before esting them
 Disimlets surfaces and objects before and after use
 Neep raw and cooked foods separate to svoid harmfulf microbes from raw foods spreading to ready-to-eat foods
 Use different returnal chopping boards for raw and cooked foods to prevent cross-contamination
 Make sure to cook and reheat foods to adequate temperatures (≥72°C for 2 mins)

5. Stay active at home

Physical activity benefits both the body and mind. Healthy adults should aim for at least 30 minutes of daily physical activity and at least 1 hour for healthy kids (5-17 years).

Follow these tips for staying physically active during self-isolation or quarantine

- Plan time for physical activity in your day
 Take regular breaks from sitting by standing up and stretching or going for a quick walk if permitted
 Follow an online exercise class
 Think outside the box; activities like dancing, playing active videogames, cleaning the house or playing with your kids all count as physical activity!

6. Get enough quality sleep!

A lack of quality sleep can negatively affect both our physical and mental health as well as reduce our immune system's ability to fight off infections. The amount of sleep we need depends on our age (figure 5). In general, adults should aim to get at least 7 hours of quality sleep per night. Stress brought about by the COVID-19 pandemic may have a negative impact our sleep. Therefore, we should try to priorities good sleeping habits and ensure we are getting enough.

Here are some tips to help you improve your sleep:

- Establish a regular sleep schedule (going to bed and getting up at set times), and keep it on weekends and when working from home
 Limit alcohol tatake and do not smoke
 Acoud caffeine before bedtime
 Acoud caffeine before bedtime
 Use comfortable mixing bedding
 Keeping your room quiet, dark and at a comfortable temperature
 Disconnect from electronics before going to bed
 Try relaxation techniques such as meditation

7. Get information from trustworthy sources

There is a lot of misinformation surrounding COVID-19 on the internet and social media. It is important we get our information from reliable and trustworthy sources, such as government websites of trusted national or international organisation (e.g. WHO, EFSA, ECDC). For more information on the understanding of science, check out our infographics on the hierarchy of scientific evidence and how to find reliable information online.

It is important to stay informed on the best practices to stay safe during this time. However, we should try to minimise watching news that causes us anxiety and is affecting our mental health. For more information see WHO - Mental health and psychosocial considerations during the COVID-19 outbreak.

Diet Plan for Diabatic patient

Can intermittent fasting help you lose weight?



Intermittent fasting describes a type of dieting that involves periods of routine fasting. This includes alternate-day fasting (ADF), where dieters typically have a 'fast day', where energy intake is strongly reduced (or no food is eaten), with a 'feast' day, where food is consumed without caloric restriction. Other popular examples are the 5:2 diet, which allows five days of eating without caloric restriction and two consecutive or non-consecutive 'fast' days, and the 16:8 diet, which restricts food intake to a single 8-hour period each day.

Research shows that intermittent fasting can be an effective strategy for weight-loss. I However, these effects are probably due to an overall calorie deficit, as a result of a lower energy intake throughout the week, rather than an outcome of fasting periods. 2. A study comparing fasting diets with calorie-restricted diets found that while intermittent fasting seemed effective for weight loss, it was not superior to calorie restricted diets. I Furthermore, depending on your age, health and lifestyle, fasting, unless properly-managed, could have negative side effects. For example, it could result has lack of concentration, low mood and tiredness due to insufficient energy intake on certain days. 2 The World Health Organisation (WHO) recommends that energy intake (calories) should be balanced with energy expenditure to allow us to maintain an active and healthy lifestyle.

Is the wait worth the weight?

Although intermittent fasting is unlikely to be sustainable for most of us in the long-term, if fasting periodically suits your lifestyle, then it might be an effective strategy for weight-management. Nevertheless, it should be carefully planned to meet all the nutritional needs set out in current dietary guidelines. If you are thinking of fasting, make sure to do it in a healthy and safe way by following current dietary guidelines and seeking the advice of a suitably qualified professional, like a registered dietitian, before you start.

CHAPTER-4: TESTING

Testing is one of the major phases that involve in a software development life cycle in which the developer, tester or the user tests the system whether the software system is working properly, performing every operation under a particular environment as it is intended to perform. Testing phase includes thorough testing of the system to check whether it is able to fulfill all the requirements given in the SRS or not. An effective testing always ensures robustness of a software product.

There are three main types of testing that we have considered here for testing our software-

- Unit testing
- Integration testing
- User acceptance testing

4.1 Unit testing

In unit testing, individual modules of a software system are tested just after their implementation to reduce the amount of labour of testers. The individual modules were tested during just after their implementation or during implementation. Necessary changes were also made to ensure that the module is working properly.

SRS001

Users can view all the medicine so that they can view their required medicine and price of the medicine.

SRS002

Users can place order by giving their name, address, Phone number, PIN number, email id in the Delivery Address form.

SRS003

Users can view the given health related information which is very useful and knowledgeable for everyone.

SRS004

Users can contact to the pharmacy if there is any problem regarding the placed order. User can contact by contact number, email address and location that is given in the website.

4.2 Integration testing

After performing unit testing for individual modules, integration testing is performed to ensure that all the modules work properly when they are put together. Necessary changes were made if any error was occurring due to the integration. In this software, various modules are integrated together and are working as expected.

4.3 User acceptance testing	4.3	User	acceptance	testing
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User acceptance testing was performed to ensure that the functional, behavioural and performance requirements of the software are met as per the SRS. The system is found to perform all the necessary operations properly as it was intended to.

CHAPTER-5: FUTURE SCOPE

There is scope for further development in the web application in future. Several features can be added to the system such as user feedback and rating of service, online payment options etc. The user interface of the web application can be made responsive so that all elements on a web page are perfectly fitted and arranged in any size of display. Further, specification of a product can be structured in a well format.

CONCLUSION

The project entitled "E-Pharmacy" is completed successfully. The system has been developed with utmost care so that system works perfectly as expected and contains no errors or bugs. I gained practical knowledge on how to use web technologies such as HTML, CSS, PHP, MySQL, WAMP etc. to build a real world application. This project forced me to develop the application in a more systematic way through proper plans.

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