

A Mini Project Synopsis on
Online Shopping System

S.E. - I.T Engineering

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CERTIFICATE

This to certify that the Mini Project report on **Online Shopping System** has been submitted by Rohan Ahire (20104133), Chirag Kadam (20104105), Pratham Bhagwat (20104095) and Atharva Ankalwar (20104098) who are a Bonafede students of A. P. Shah Institute of Technology, Thane, Mumbai, as a partial fulfilment of the requirement for the degree in **Information Technology**, during the academic year **2021-2022** in the satisfactory manner as per the curriculum laid down by University of Mumbai.

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TABLE OF CONTENTS

1.	Introduction.....	1
	1.1 Purpose	1
	1.2 Objectives	2
	1.3 Scope.....	2
2	Problem Definition.....	3
3.	Proposed System	3
	3.1 . Features and Functionality	4
4.	Project Outcomes	4
5.	Software Requirements	5
6.	Project Design	5
7.	Project Scheduling	7
8.	Conclusion.....	8

References

Acknowledgement

Chapter 1

Introduction

Online shopping is a form of electronic commerce which allows consumers to directly buy goods or services from a seller over the Internet using a web browser or a mobile app.

Consumers find a product of interest by visiting the website of the retailer directly or by searching among alternative vendors using a shopping search engine, which displays the same product's availability and pricing at different e-retailers. As of now, customers can shop online using a range of different products like grocery, clothing, electronic devices including desktop computers, laptop computers and smartphones.

Online stores usually enable shoppers to use "search" features to find specific models, brands or items. Online customers must have access to the Internet and a valid method of payment in order to complete a transaction, such as a credit card, an Interac-enabled debit card, or a service.

1.1 Purpose:

The central concept of the application is to allow the customer to shop virtually using the Internet and allow customers to buy the items and articles of their desire from the store. The information pertaining to the products are stores on an RDBMS at the server side (store). The Server process the customers and the items are shipped to the address submitted by them. The application was designed into two modules first is for the customers who wish to buy the articles. Second is for the storekeepers who maintains and updates the information pertaining to the articles and those of the customers. The end user of this product is a departmental store where the application is hosted on the web and the administrator maintains the database. The application which is deployed at the customer database, the details of the items are brought forward from the database for the customer view based on the selection through the menu and the database of all the products are updated at the end of each transaction.

1.2 Objectives:

- To provide user-friendly environment to the customer at their fingertips.
- To provide a unique Shopping experience.
- To reduce time used in Offline Shopping.
- To enhance the efficiency in buying products and services.
- To help the customer to buy products directly from company without any of the mediators.

1.3 Scope:

Our designed online shopping system provides a 24×7 service, that is customers can surf the website, place orders anytime they wish to. Also, the delivery system works 24×7 hours a week. Some of the features that can be modified and added to this system in the future involve its implementation by local shopkeepers, where shops will be providing an online interface to customers for shopping and placing orders.

Then some delivery persons can perform their work. This will be adding on benefit for the customers as it will save their time, plus it adds on for the shopkeepers also, as people will continue to shop from local shops rather than preferring to supermarkets every time. Also, since the deliveries from these local vendors will not be as time-consuming as these days e-commerce platforms takes but rather will be delivered the same day of an order placed. Else the shopkeeper can ask the customer that the product will be available by the next day, so if he/she still wants to place the order, it can be done.

Chapter 2

Problem Definition

As online shopping became a trend nowadays the regular shops are losing their customers to online brands. Customers have effortless shopping experience and saving time through shopping online. For competing with those online brands, shops are providing an online portal where their customers can shop through internet and get the products at their doors it will increase the number of customers.

Chapter 3

Proposed System :

In the proposed system customer need not go to the shop for buying the products. The person can order the product he wish to buy through the application in his Smartphone. The shop owner will be admin of the system. Shop owner can appoint moderators who will help owner in managing the customers and product orders. The system also recommends a home delivery system for the purchased products.

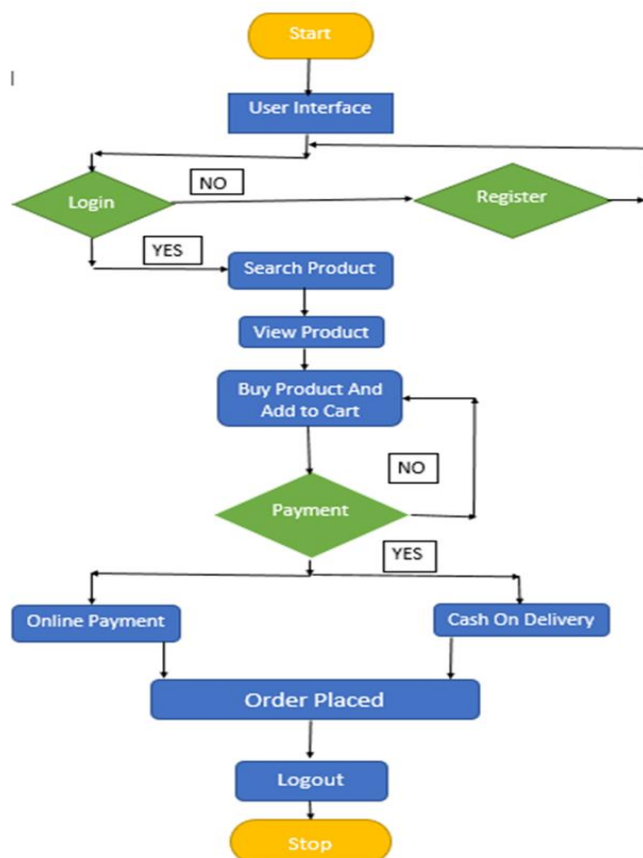


Figure 3.1 ER - Diagram

3.1 Features And Functionality:

- Provides the searching facilities based on various factors, such as Shopping, Payment, Bills, Customer.
- Shows the information and description of the shopping, Payment.
- All the fields such as Shopping, Payment, Customer are validated and does not take invalid values.
- Provides filter reports on payment and bills.
- It deals with monitoring the information of online transactions, offline payments.
- Manages the information of Shopping.
- Editing, adding and updating data of customer(like Home address, search results).
- Manages the information of bills.
- Integration of all records of Customer.

Chapter 4

Project Outcome:

- User has to register and create account firstly.
- User then can login after registration at any time and start shopping.
- User can search their preferred products.
- Shopping system shows all types of wide range of products.
- User can also view recommend products of different varieties.
- User has to add address details for product delivery and can edit anytime.
- Then user has to select the payment option and confirm the order.

- User can find details and bills of their orders placed.
- It has simple user friendly UI to get work done easily.
- Lastly, logout option is available for user to exit at anytime of his/her choice.

Chapter 5

Software Requirements:

- **Frontend -**

1. Eclipse IDE (Java) :Version 4.21.0 (Sep 2021 Release)
2. Javafx SDK : Oracle SE Development Kit 17.0.0.1

- **Database -**

1. Administration tool : PhpMyAdmin (MySQL)

Chapter 6

Project Design :

In this phase, a logical system is built which fulfils the given requirements. Design phase of software development deals with transforming the clients's requirements into a logically working system. Normally, design is performed in the following in the following two steps:

1. Primary Design Phase:

In this phase, the system is designed at block level. The blocks are created on the basis of analysis done in the problem identification phase. Different blocks are created for different functions emphasis is put on minimizing the information flow between blocks.

Thus, all activities which require more interaction are kept in one block.

2. Secondary Design Phase:

In the secondary phase the detailed design of every block is performed.

The general tasks involved in the design process are the following:

- Design various blocks for overall system processes.
- Design smaller, compact and workable modules in each block.
- Design various database structures.
- Specify details of programs to achieve desired functionality.
- Design the form of inputs, and outputs of the system.
- Perform documentation of the design.
- System reviews.

User Interface Design

User Interface Design is concerned with the dialogue between a user and the computer. It is concerned with everything from starting the system or logging into the system to the eventually presentation of desired inputs and outputs. The overall flow of screens and messages is called a dialogue.

The following steps are various guidelines for User Interface Design:

1. The system user should always be aware of what to do next.
2. The screen should be formatted so that various types of information, instructions and messages always appear in the same general display area.
3. Message, instructions or information should be displayed long enough to allow the system user to read them.
4. Use display attributes sparingly.
5. Default values for fields and answers to be entered by the user should be specified.
6. A user should not be allowed to proceed without correcting an error.
7. The system user should never get an operating system message or fatal error.

Chapter 7

Project Scheduling Template

Sr. No	Group Member	Time duration	Work to be done
1	Chirag Kadam	3 rd week of September	Implementing GUI for login and registration
2	Rohan Ahire	4 th week of September	Testing GUI with data base with Registration Page and Login Page
	Rohan and Chirag	2 nd week of October	Fixing all major bugs
3	Atharva Ankalwar	4 th week of October	Implementing GUI frames and connecting each other

<u>4</u>	Pratham Bhagwat	2 nd week of November	GUI with database connectivity
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Chapter 8

Conclusion:

Our project is only a humble venture to satisfy the needs to manage online shopping system. Several user friendly coding have also adopted. This package shall prove to be a powerful package in satisfying all the requirements for online shopping.

At the end it is concluded that we have made effort on following points...

- A description of the background and context of the project and its relation to work already done in the area.
- Made statement of the aims and objectives of the project.
- The description of Purpose, Scope, and applicability.
- We define the problem on which we are working in the project.
- We describe the requirement Specifications of the system and the actions that can be done on these things.
- We understand the problem domain and produce a model of the system, which describes operations that can be performed on the system.
- We included features and operations in detail, including screen layouts.
- We designed user interface and security issues related to system.
- Finally the system is implemented and tested according to test cases.

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