ONLINE SHOPPING CENTER

A Dissertation submitted in partial fulfillment of the requirements for the award of degree of

MASTER OF COMPUTER APPLICATIONS

By

ABHISHEK KUMAR SINGH
1NH18MCA01

Under the Guidance of
Dr. V. ASHA

DEPARTMENT OF MASTER OF COMPUTER APPLICATIONS

NEW HORIZON
COLLEGE OF ENGINEERING
Autonomous College Permanently Affiliated to VTU, Approved by AICTE & UGC
Accredited by NAAC with 'A' Grade, Accredited by NBA

Ring Road, Near Marathahalli,
Bengaluru – 560103

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DEPARTMENT OF MASTER OF COMPUTER APPLICATIONS

CERTIFICATE

This is to certify that **ABHISHEK KUMAR SINGH,** *bearing USN* **1NH18MCA01** *has successfully completed his/her final year VI semester project workentitled* **ONLINE SHOPPING CENTER** *as a partial fulfillment of the requirements for the award of* **MASTER OF COMPUTER APPLICATIONS** *degree, during the Academic Year* **2020-21** *under my supervision. This report has not been submitted to any other Organization/University for any award of degree.*

Signature of the Internal Guide   Head of the Department   Principal

External Viva

Internal Examiner   External Examiner

Date:

NSLCOMP

Learning with excellence

CERTIFICATE OF COMPLETION

AWARDED TO

Mr. Abhishek Kumar Singh

Registration No. NSL/RNC/91-21 on successful completion of

"Cloud Computing & Web Application Security" Internship program

15th February 2021 to 14th May 2021

Awarded on 14th day of May, 2021

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Authorized Signatory
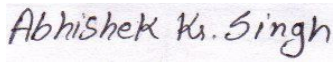
DECLARATION

I, ABHISHEK KUMAR SINGH, student of VI Semester MCA, bearing USN 1NH18MCA05 hereby declare that the project work entitled ONLINE SHOPPING CENTER has been carried out by me under the supervision of Internal Guide Dr. V. Asha, Professor and External Guide Niranjan Kushwaha, Technical Lead and submitted in partial fulfillment of the requirements for the award of the Degree of Master of Computer Applications by Department of Master of Computer Applications, New Horizon College of Engineering, an Autonomous Institution, Affiliated to Visvesvaraya Technological University during the academic year **2020-21**. This report has not been submitted to any other Organization/University for any award of degree.

Name : Abhishek Kumar Singh

Signature : *Abhishek Ks.Singh*

Date : 28-05-2021

ACKNOWLEDGEMENT

COMPANY PROFILE

NSLcOMP is an entrepreneur company, focused on customerspecific software solutions for clients worldwide. We offer our services and resources to any kind of software development or contract hiring requirements. In an era of competitiveness choosing the right IT partner has become a huge challenge, our humble list of clienteles in a short span of time across various industries, speaks volumes of our dedication and professionalism which you can expect. Our vision is to develop deliver and delight clients through cost effective solutions, creating a value based long term business relationship.

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ABSTRACT

This technology opens the windows to the local host in Chrome. This project is a web based shopping system for an existing shop. The project objective is to deliver the online shopping application to C# platform. Online shopping is the process whereby consumers directly buy goods or services from a seller in real-time, without an intermediary service, over the Internet. It is a form of electronic commerce. This project is an attempt to provide the advantages of online shopping to customers of a real shop. It helps buying the products in the shop anywhere through internet by using an android device. Thus the customer will get the service of online shopping and home delivery from his favorite shop.

CHAPTER 1

INTRODUCTION

1.1 General Introduction

This venture is net primarily based purchasing system for an existing keep. The assignment goal is to supply the net purchasing application to window platform. This assignment offers with growing an E-commerce website for on-line product sale. It gives the person with a catalog of different available products for purchase in the store. In order to facilities on-line electronic purchasing cart furnished to the user.

1.2 Problem Statement

E-Commerce affords an easy way to sell merchandise to a massive purchaser base. However, there is lots crowning glory amongst opposition amongst more than one E-Commerce sites. When customers land on E-Commerce sites, they count on to find what they may be looking for speedy and without difficulty.

1.3 Existing System

The contemporary system for buying is to visit the shop manually and from the to be had product pick the object consumer need and buying the item by way of fee of the rate of the object.

- It is less user-pleasant.
- User ought to visit save and pick merchandise.
- It is hard to identify the required product.
- Description of the product restricted.
- It is a time eating procedure
- Not in attain of distant users.

1.3.1 Cost/Benefit Analysis

- Hardware charges relate to the real buy or rent of the computer . Determining the real price of hardware is usually greater tough whilst various user than for a committed stand-by myself gadget percentage the machine. In a few cases, the excellent manner to manipulate for this fee is to deal with it as an operating value.
- Personnel costs encompass EDP body of workers salaries and advantages as well as pay for the ones concerned in growing in gadget. Once the machine is installed the costs of working and retaining the system end up habitual expenses.
- Facility costs are charges incurred inside the coaching of the physical web page in which the software or the laptop can be in operation.
- Operating costs encompass all prices associated with the everyday operation of the gadget; the amount relies upon at the operating hours, the nature of the application.
- Supply charges are variable charges that increase with increased use of paper, ribbon, disks, and the like.

1.3.2   Procedure For Cost/Benefit Analysis

- Identify the prices and advantages touching on the given venture.
- Categories the various costs and benefits for analysis.
- Select a way of assessment.
- Interpret the consequences of the analysis.
- Take motion.

1.4 Objective of Work

The objective of the undertaking is to make an application in platform to purchase items in an current keep. In order to construct such an utility entire internet aid need to be provided. A whole and efficient application that may provide the web buying experience is the simple goal of the venture. The utility can be implemented in the shape of an application with web view. Much E-Commerce hobby is supposed to bring about a sale. However, in some conditions a right away sale is probably not likely or irrelevant. In such cases some other shape of measurable reaction is probably used. All advertising communication factors have interaction to a degree. It is probably to form a primary a part of communications method of many groups and not truely be used tactical adjunct. Other varieties of communication are in all likelihood for use along with marketing programs even though these are best well known company advertising and marketing packages.

1.5 Proposed System With Methodology

In the proposed device patron want not visit the store for getting the goods. He can order the product he wish to shop for thru the utility in his Smartphone. The shop proprietor may be admin of the system. Shop owner can employ moderators who will help owner in managing the clients and product orders. The device additionally recommends a domestic delivery gadget for the purchased merchandise.

Primary goal:
- The essential destinations of the task are referenced underneath:
- To satisfy the necessity for achieving the Bachelor's level of Computer Data System

Secondary goal:

It contains:

- To deal with the stock subtlety like buy, deals stock and balance.
- To give upper hand to the association
- Enable smooth and secure operation
- Easy to use
- Increase processing speed
- User friendly interface

1.6 Feasibility Study

A feasibility have a look at is performed once they need to understand whether the undertaking is given positive situations. Feasibility research are undertaken under many instances to discover whether or not the business enterprise has sufficient money for the mission, whether the product being created may be sold and if there are sufficient human assets for the venture. A desirable feasibility observe will display the energy and depicts earlier than the challenge is planned or budgeted for. By doing the resource beforehand, company can store money and sources ultimately by using avoiding the task that are not feasible.

In our task we led achievability study considering the accompanying components

- Economic Feasibility Study.
- Operational Feasibility Study.
- Technical Feasibility Study.

1.6.1   Economical Feasible Study

t determines the required task is able to producing financial gain for an Organization. It involves the cast incurred at the venture group expected cost of hardware and software, fee of performing feasibility observe and soon .For this it's far essential to don't forget the activities required to perform the undertaking deployment. This venture is economically possible if it makes a speciality of the issues required to behavior the assignment.

1.6.2 Operational Feasible Study

It accesses the volume to which the required task remedy series of steps to solve consumer requirements. This feasibility relies upon on human assets and involves whether or not the Project is evolved and is operative once they're set up. It determines whether or not the Solution cautioned by means of the venture and the development group is suitable.

1.6.3 Technical Feasible Study

It accesses the cutting-edge assets and era, that are required to perform person requirements within the software program inside allocated time and price range. For this, the software improvement team ascertains whether or not the contemporary resources and technology Can be upgraded or introduced within the software program to perform consumer's requirements.

CHAPTER 2

REVIEW OF LITERATURE

2.1 Review Summary

In this system we have login system. If we print a wrong name then it shows wrong name entered. We use some classes and create some object with respect to those classes. A class is like a blueprint for an object. We use concept of file in this object. A file itself a bunch of bytes stored on some storage device like tape, disk.

C# and .net framework:

In spite of the fact that C# can be aggregated by the machine code, it is constantly utilized in the conjuncture with the .Net structure, henceforth, any application created with C# needs .Net system as a pre-essential.

The .NET Framework

The .Net structure created by Microsoft is an incredible stage that helps engineers recorded as a hard copy various sorts of utilizations including Windows, web constantly benefits. The structure comprises of an enormous library of codes that can be utilized by dialects like C#.

Highlights of C#

C-sharp is an article situated programming language that offers huge loads of highlights to software engineers.

Some of which are:

Simple and straight forward linguistic structure. It offers Interoperability, adaptability and is updatable. It depends on parts. It has a rich library and is an organized language. It is type safe for example it just permits code to get to the memory area for which it has approved admittance.

This instructional exercise has been ready for the amateurs. Be that as it may, a little information on programming will help you in understanding it better. C# can be written in any content manager like scratch pad and can be incorporated utilizing a C# compiler however most software engineers like to utilize an Integrated Development Environment (IDE) for composing programs. IDE is fundamentally an apparatus that helps software engineers recorded as a hard copy programs in various dialects like C#, Visual Basic, Java, and so on.

Microsoft offers its most well-known IDE for C# for example Visual Studio. Microsoft has additionally presented an express form of Visual Studio for beginners and the individuals who wish to utilize .Net without stressing over the permitting cost. Visual Studio Express Edition turns out consummately for composing a wide range of projects in C#.

CHAPTER 3

SYSTEM CONFIGURATION

System configuration is the time period that defines the laptop hardware, the techniques as well as very gadgets that compromises complete machine and its boundaries. The term additionally mentioned the specification of the given pc device from its hardware issue to its software and numerous method that run within that gadget.

It refers to what kind and module of gadgets are hooked up and what specific software program is being run on the numerous a part of the machine. By extension, System configuration also refers to specific working machine that have been set default robotically or manually with the aid of a given program or consumer.

A computer machine mainly the working gadget, dictates a hard and fast of default settings and configuration whilst the machine first comes online. This device dictates the regular function and functions that make the device run an effective and solid manner. The running structures have their own configuration utilities to permit administrators to exchange the configuration of the device.

3.1 Software Specification

- Operating System   :   windows 10
- Front End   :   Html, CSS, JavaScript
- Back End   :   SQL Server
- Server Side   :   Internet Information Service(IIS)
- Server   :   SQL Server 2012
- IDE   :   .Net framework 4.0/4.5
- Processor   :   Intel inside Core i3

3.2 Hardware Requirements

- RAM   :   4GB
- Hard Disk   :   500 GB
- Browser   :   Mozilla Firefox
- Mouse   :   2 buttons
- Keyboard   :   104 keys

3.3 Tools/Platform Used

- .Net(C#)   :   Used for developing front end
- SQL Server 2014   :   Used for Backend
- .Net Framework   :   4.0/4.5
- Adobe Photoshop CS6   :   Used for Picture editing and designing
- MS word   :   Documentation

CHAPTER 4

MODULE DESCRIPTION

List of the models are used in project:

 1: Register of new customer

 2: Login

- User
- Admin

3: Homepage

4: Admin site module

- Login module Manage Category
- Manage Item
- Manage user
- Manage order
- Manage Reports

5: User site module Registration

- Login
- Make Order
- Make Payment
- Manage Account
- Change Password

4.1 Registration of new customer:

In Registration option add the client information such as Id, name, phone number, and password.

```
                    ┌──────────────┐
                    │   REGISTER   │
                    └──────┬───────┘
                           │
        ┌──────────────────┼──────────────────┐
        ▼                  ▼                  ▼
  ┌──────────┐      ┌──────────┐      ┌──────────────┐
  │   NAME   │      │  PHONE   │      │   PASSWORD   │
  └──────────┘      └──────────┘      └──────────────┘
```
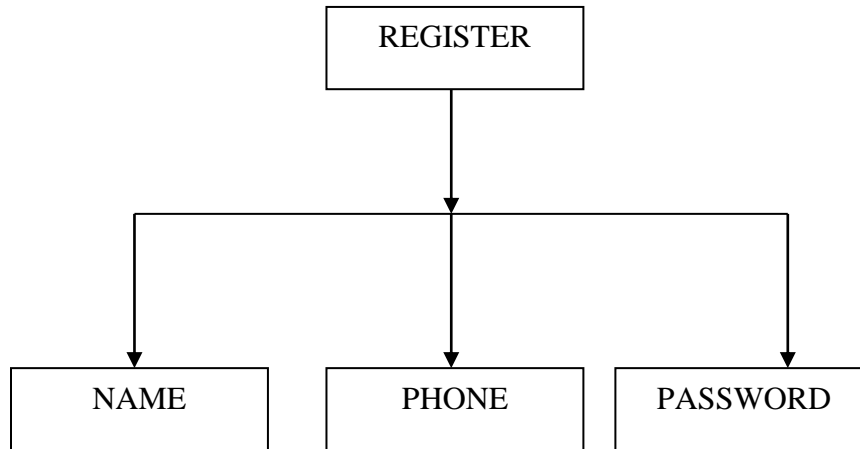
FIG 4.1: REGISTRATION

4.2 Login:

It will encompass simple fields, Username and Password. A message is boldly displayed on the screed defining the login is for the administrators most effective. There is a button Login for submitting the entered username and password. On a success entry the user could be furnished with the administrator manipulate web page to manipulate all of the settings of the database and on unsuccessful login the person is directed again to the same login page with an mistakes message.

```
┌──────────────────────┐
│        LOGIN         │
└──────────────────────┘
```
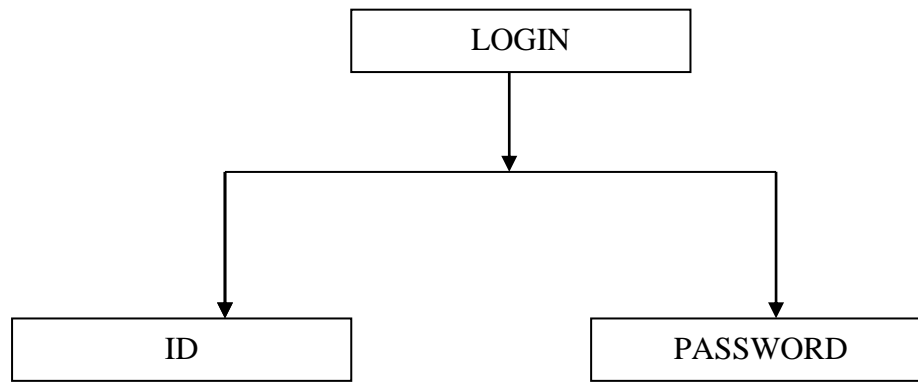
Fig 4. 2: Login

4.3 Homepage:

In Home option user able to see the overall project and able to proceed go for operation.

4.4 Admin module:

In Admin module option Admin will be able to Manage Category Item, user, order, Reports

4.5 User module:

In this User option user able to see Login, Make Order, Make Payment, Manage Account, and Change Password.

Functional Requirements

The most important function of the login page is to provide access only to the registered college administrators. The college must provide the users for the post of administrators and those who will be modifying the routine.

REQ-1: Providing the users to be listed as the administrators.

REQ-2: Correct username and password to enter into the administrator controls.

Other Non-Functional Requirements

Real-Time

The application will provide up-to-date information. It should display the latest results at all times, and if it lags behind, the user should be notified.

CHAPTER 5

SYSTEM DESIGN

Design is the initial section inside the advancement degree for any procedures and requirements to outline a system, a system or framework in adequate element to allow its bodily acknowledgment. These choices have the ultimate bearing upon unwavering best and practicality of the framework. Configuration is the excellent way to exactly make an interpretation of the purchaser's requirements into completed programming or a framework.

5.1 DFD / UML Diagrams:

Data glide diagrams originated with Chris Gene and Trish Samson in 1979, who popularized the technique for based evaluation and layout. Edward Yourdon and Tom DeMarco delivered some other approach inside the Nineteen Eighties which used circles in place of rounded rectangles to denote processes and which became popular.

A statistics waft diagram is a graphical method that depicts records or information flow and the transforms which might be applied as records pass from enter to output. Information flow charts are applied to graphically talk to the progression of facts in a commercial enterprise data framework. Information movement graphs can be partitioned into practical and physical. The sensible records circulate chart portrays circulation of records via a framework to play out sure usefulness of a commercial enterprise. The physical information circulate define portrays using the realistic information flow. DFD has regularly been used because of the following motives:

- Logical facts waft of the system.
- Determination of physical system construction necessities.
- Establishment of manual and automated structures necessities.

5.1.1 Data Flow Diagrams Symbol
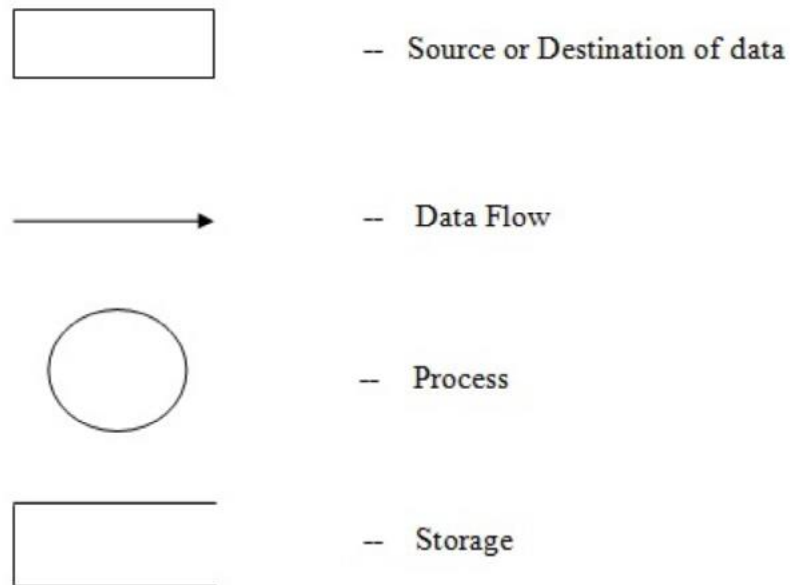
FIG 5.1 DFD Diagrams

5.1.2 Context Diagram
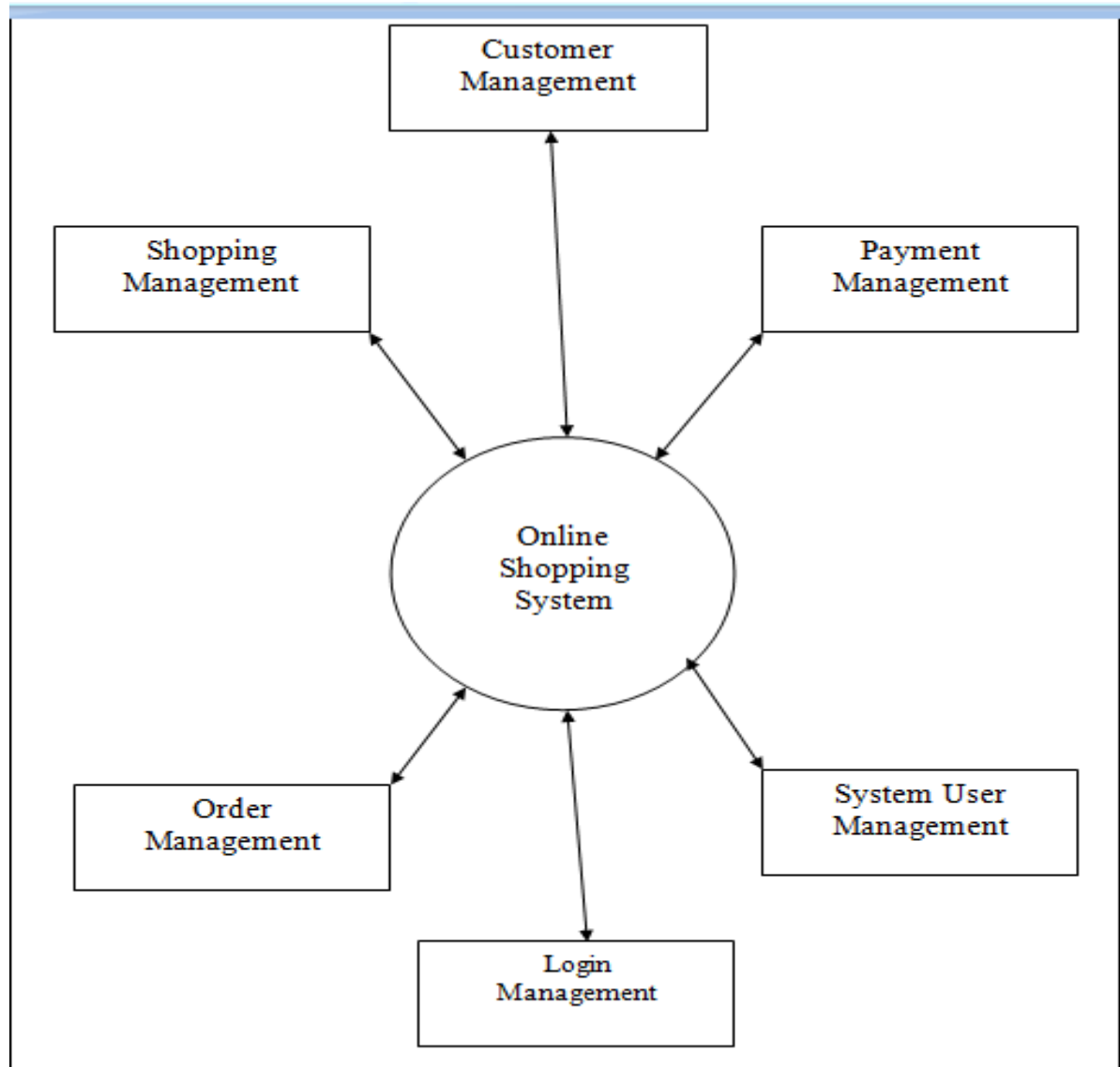
FIG 5.2 DFD Level 0

Admin Side DFD - 1st Level
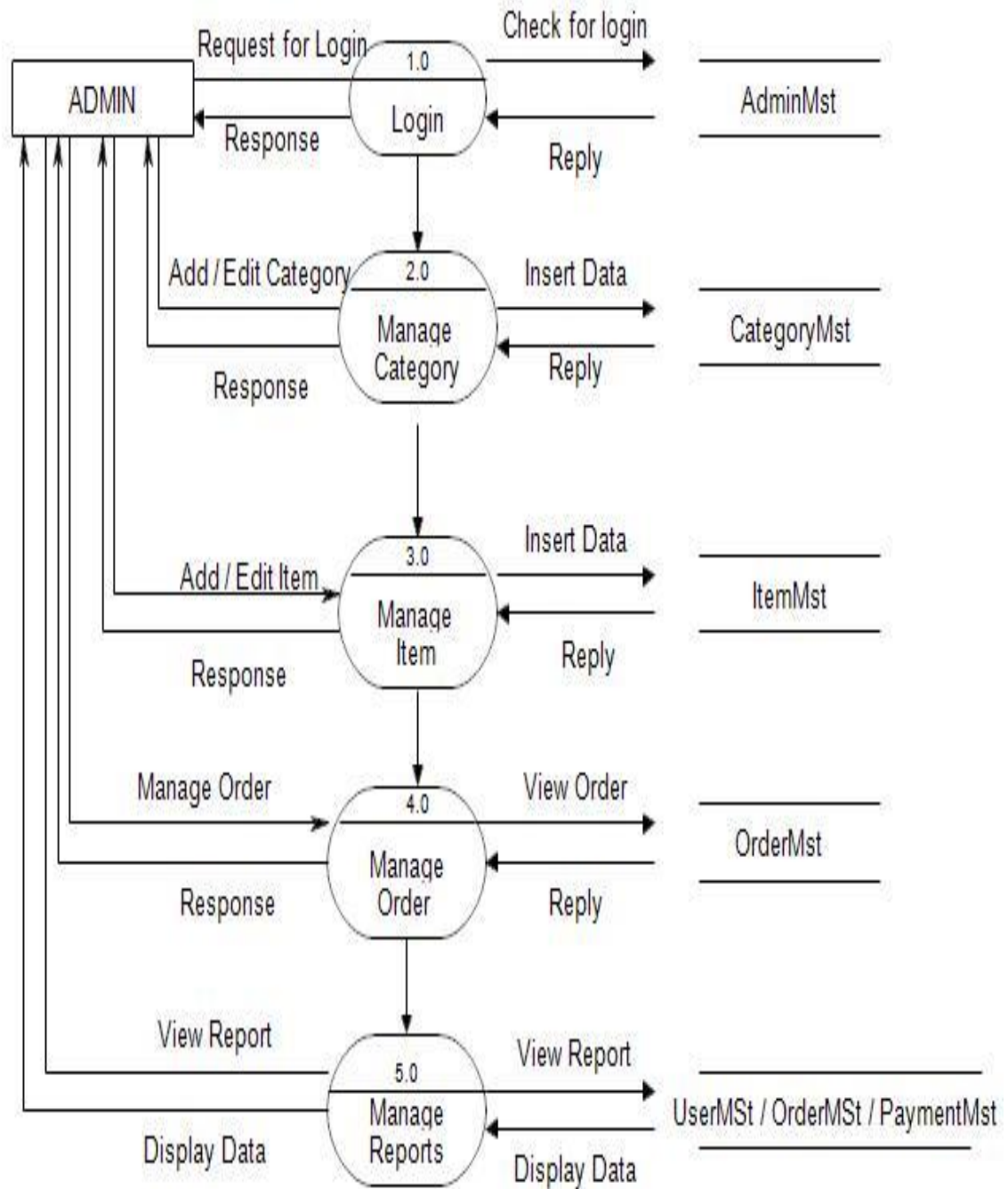
Fig 5.3 ADMIN SIDE (1st LEVEL)

2nd Level Admin DFD - (3.0)
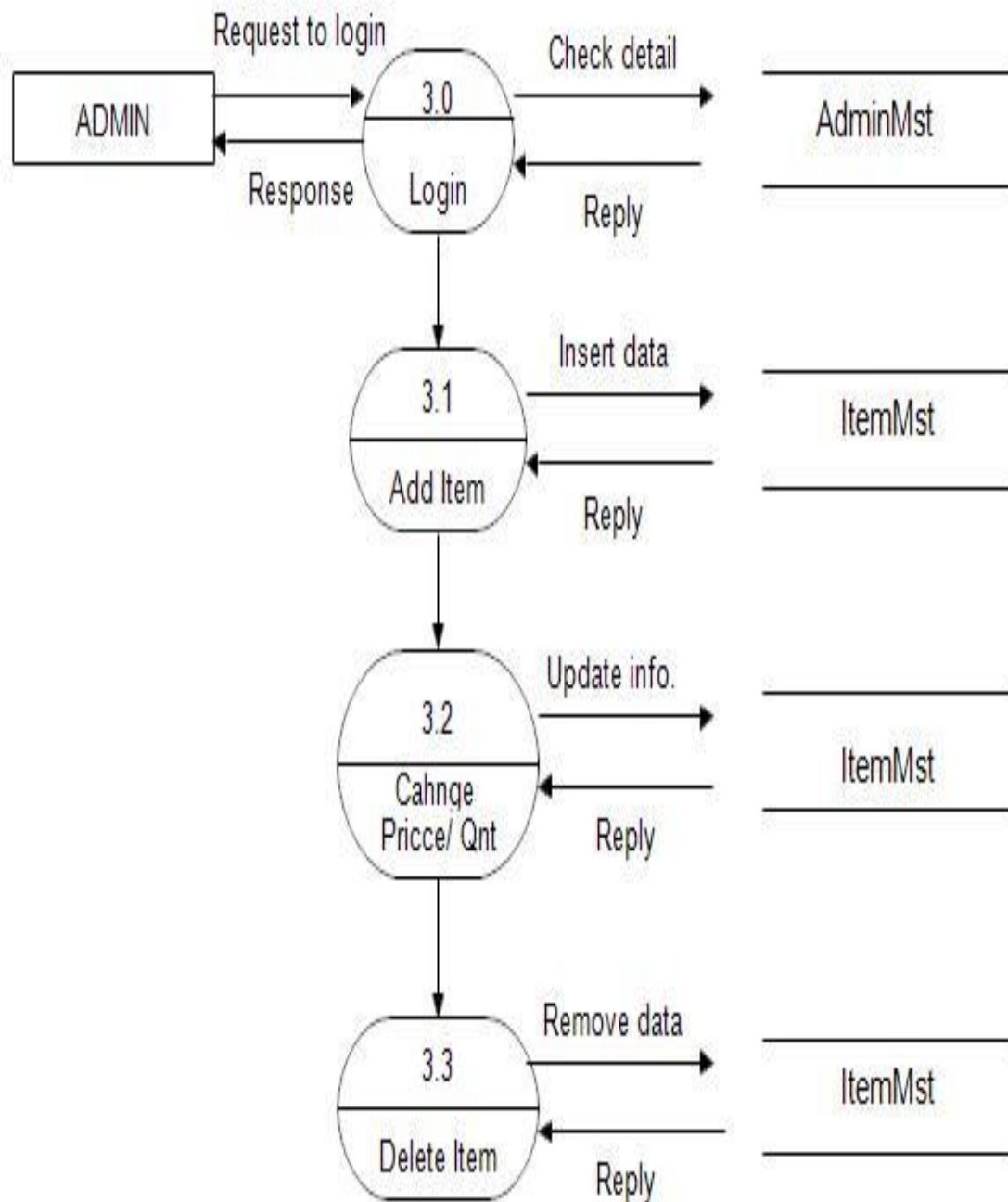
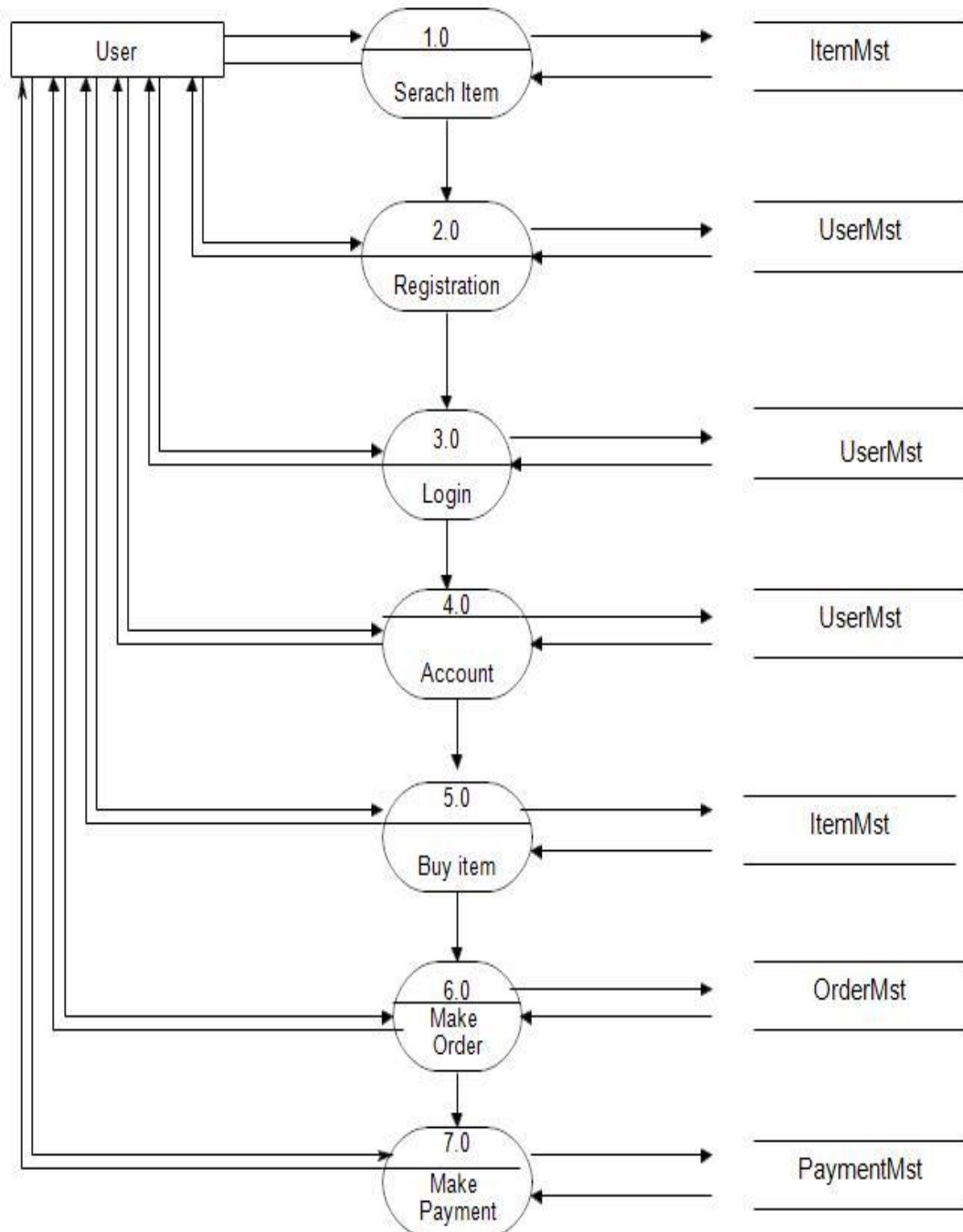**Fig 5.4 ADMIN SIDE (2ND LEVEL)**

2nd Level Admin DFD - (4.0)
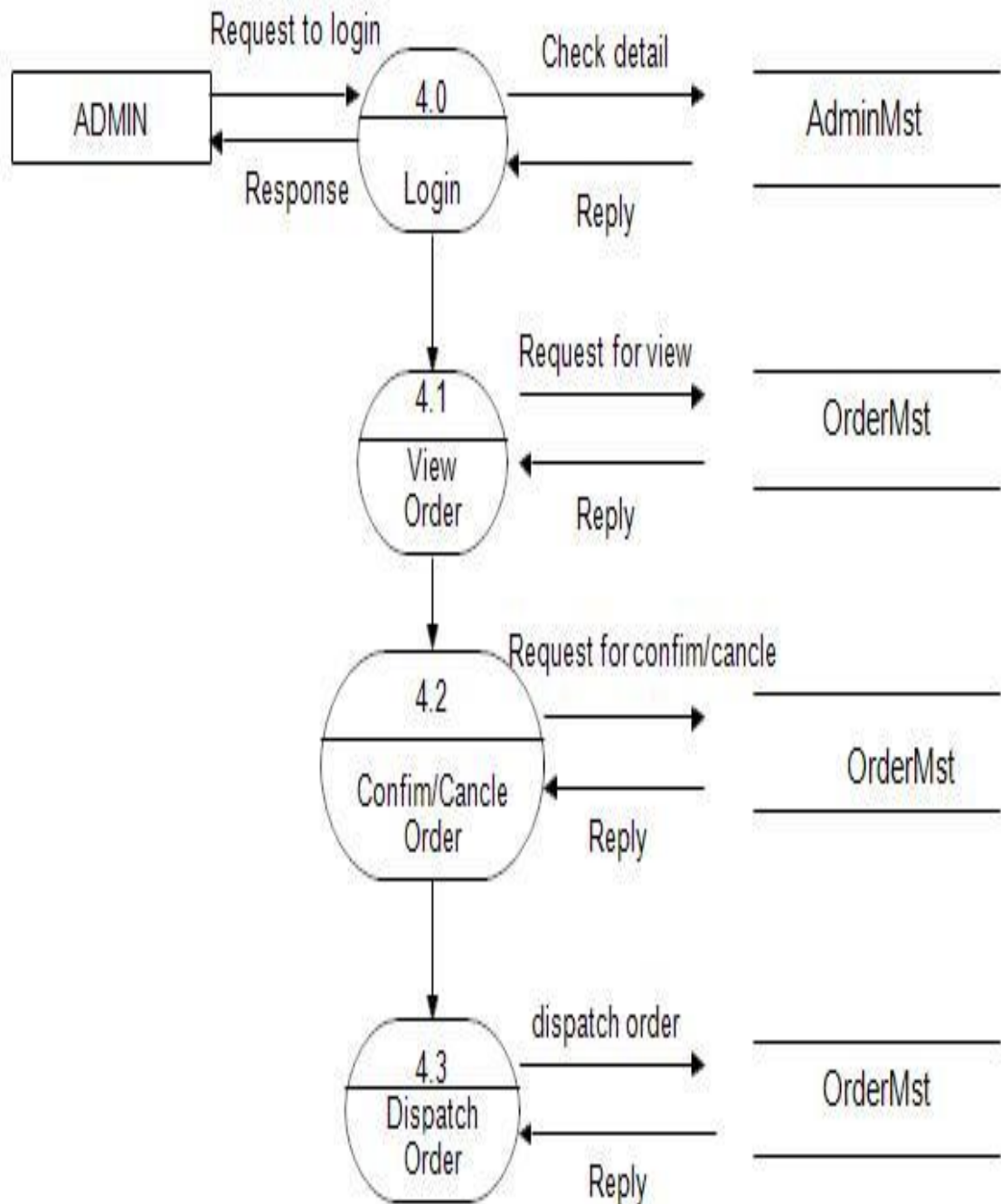
Fig 5.5 ADMIN SIDE (2ND LEVEL 4.0)
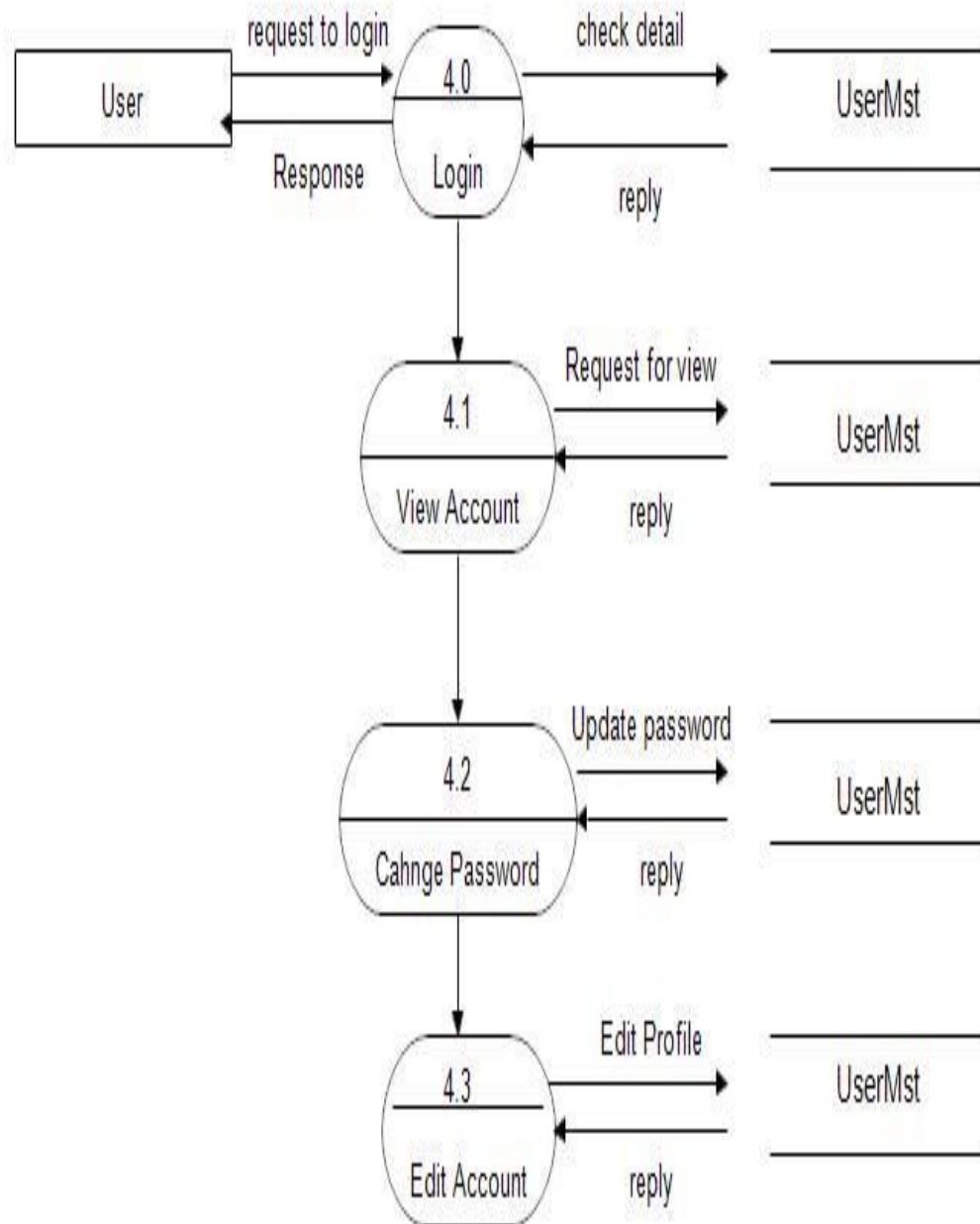
2nd Level Admin DFD - (5.0)
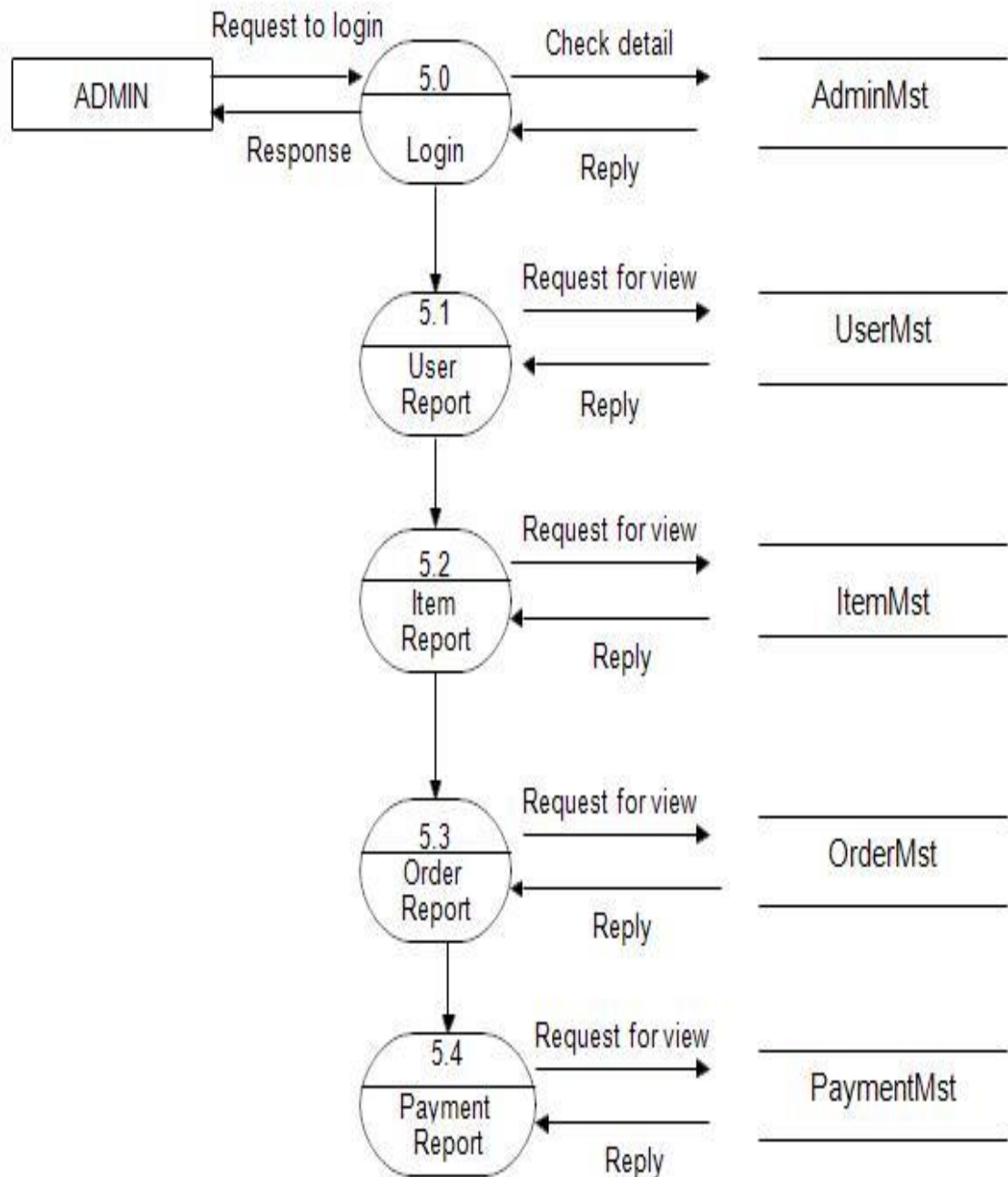
Fig 5.6 ADMIN SIDE (2ND LEVEL 5.0)

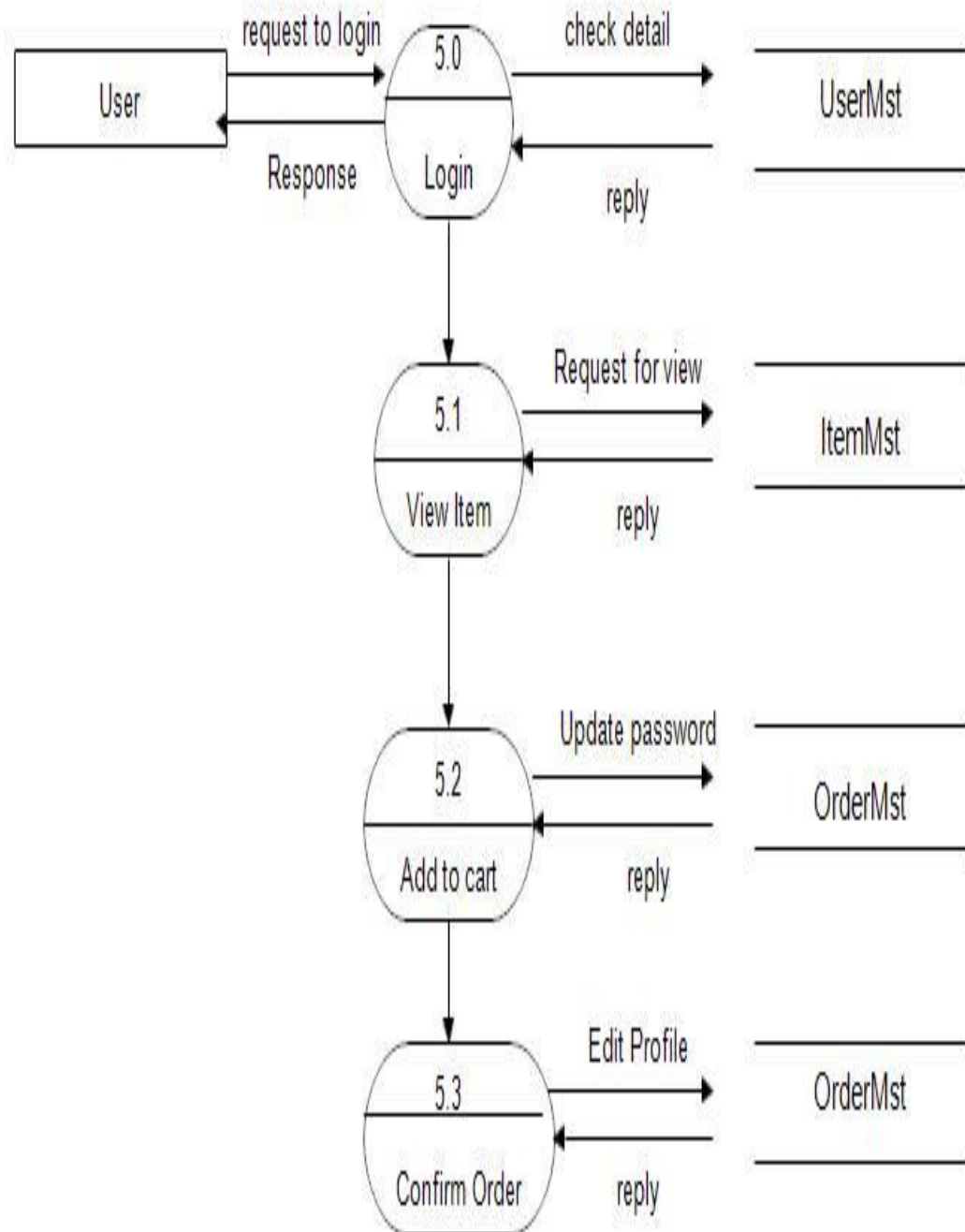# 1st Level User side DFD

Fig 5.7 USER SIDE (1st LEVEL)

2st Level User DFD - (4.0)

Fig 5.8 USER SIDE (2nd   LEVEL)

2st Level User DFD - (5.0)

Fig 5.9 USER SIDE (2nd   LEVEL)

5.2 Database Diagram

An Entity-Relationship diagram is a graphical representation how data is related to one another.

We divide data into attributes and entities. The ER Diagram divided into 3 basic Components:

Entities

Entities are represented using rectangles.

Attributes

Attributes are defined as properties of entities. They are represented using ellipses.

Relationship

It defines the relationship between the entities. It is represented using Rhombus.

Normalization

It is a technique of reducing redundancy among the tables.

Normalization is used for mainly two purposes,

- It is used in removing redundant data.
- It ensures the data is logically stored.

FNF	SNF	TNF
Unique Identification with non-repetition within column.	While connecting the tables, matching of information to gain further access to related data.	Culmination of the previous two forms the third one will ensure no redundancy occurs in any query or data row.

TABLE 5.1
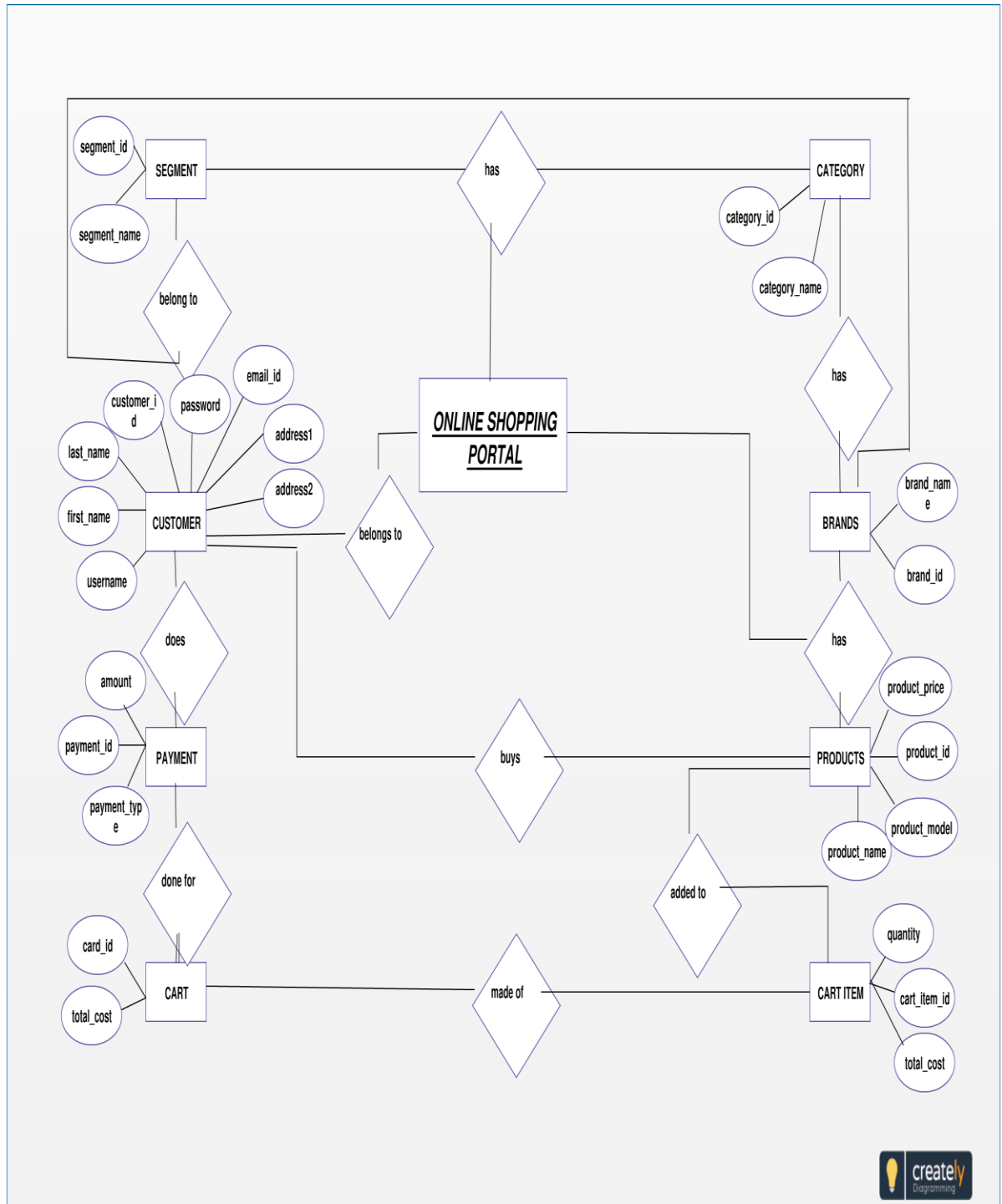
FIG 5.10 ER diagram
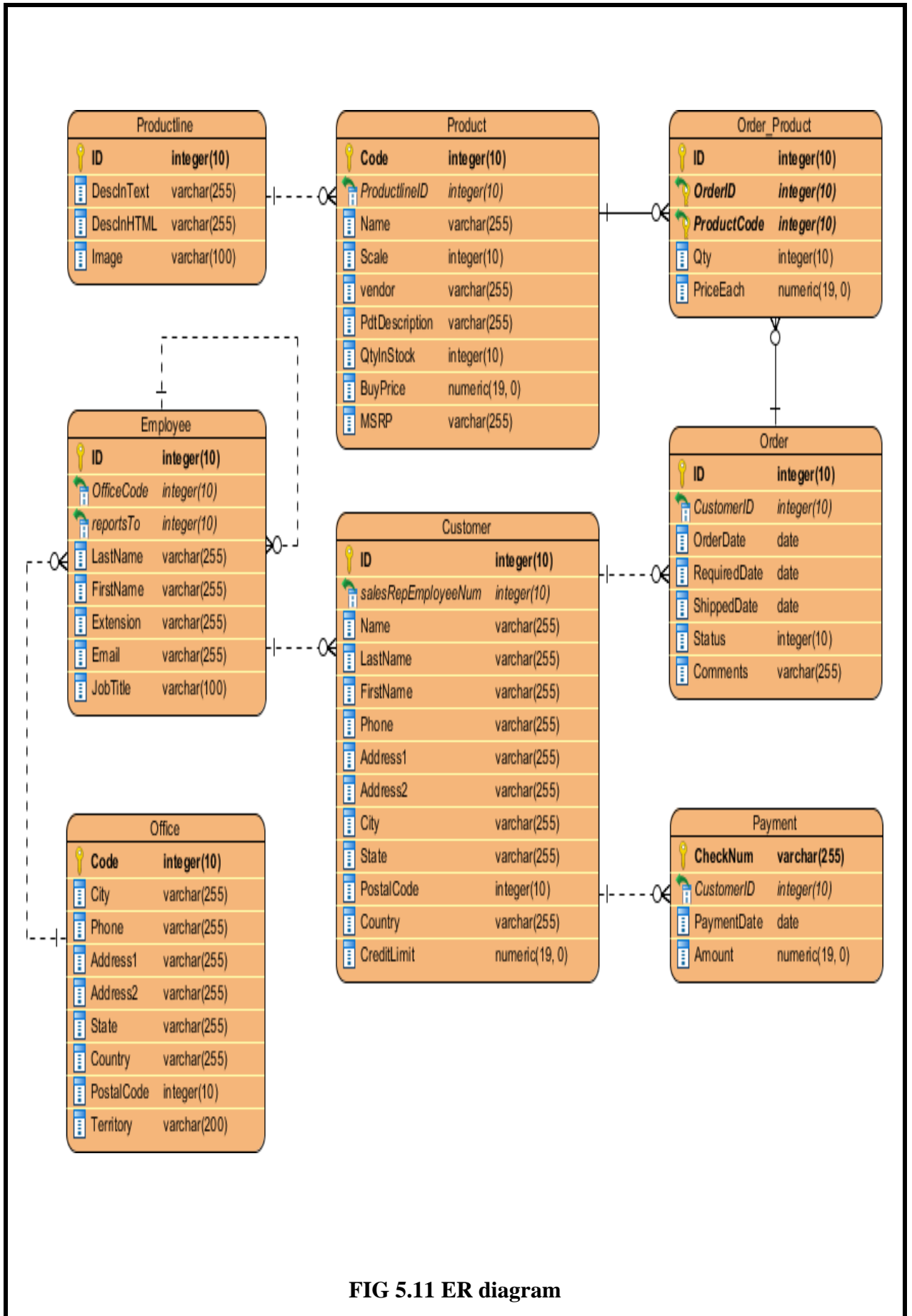
FIG 5.11 ER diagram

5.3 Data Structure

User Table: To store the registration details of the general users.

Field Name	Type	Constraints
User_id	Int(11)	PRIMARY KEY
First_name	navchar(50)	NOT NULL
Last_name	navchar (50)	NOT NULL
password	navchar (50)	NOT NULL
Address	navchar (50)	NOT NULL
Pincode	navchar (50)	NOT NULL
Email	navchar (50)	NOT NULL
Mobile	navchar (50)	NOT NULL
Photo	image	NOT NULL
Activation_code	navchar (50)	NOT NULL
Created_on	navchar (50)	NOT NULL
Is_active	navchar (50)	NOT NULL

TABLE 5.2 User Table

Status Table: To store generated status details.

Field Name	Type	Constraints
Status_id	int	PRIMARY KEY
Document_number	nvarchar(Max)	NOT NULL
Status	nvarchar(50)	NOT NULL

TABLE 5.3 Status Table

CHAPTER 6

SYSTEM IMPLEMENTATION

6.1 Implementation

The implementation of the new software or upgrading system is a complex process as the network access and computer system information are expected to change greater amount of information. Few applications are the stand alone software and which does not connect to any of the databases.

System implementation is the process of lowest level system elements and uses a Shape created all through architectural design and the result of machine analysis to construct the system element that fulfills the requirement. System elements are made and reuse.

The motive of implementation method is to design and create a device detail from the gather and required material and tools. The system bridges the System definition method and the integration manner.

System implementation also involves packaging and storing depending upon the required software technology and wherein and while the device requirement changes to the higher level.

System implementation begins with details design and includes developing implementing process.

6.1.1 Pre-Implementation Technique

The System may want to either be completely bespoke with every code line written by the professional programmer or it could be developed by way of the off -the shelf software that's custom designed later. The builders will observe the device requirement specs precisely.
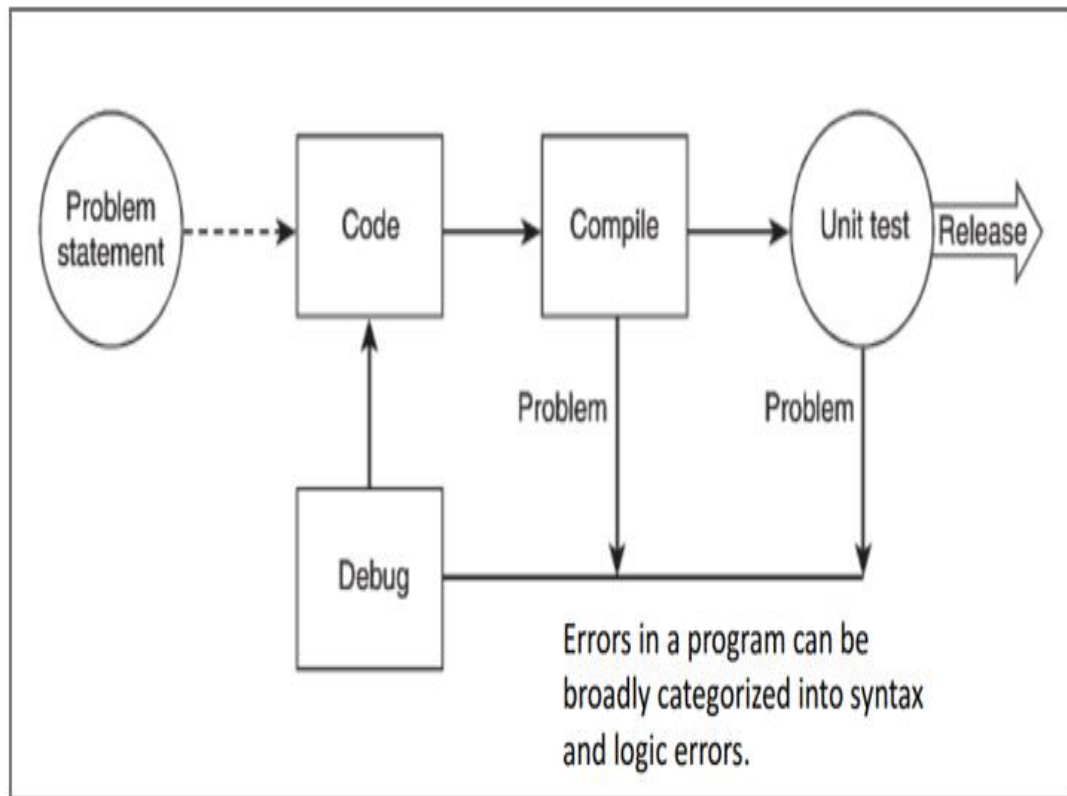
FIG 6.1 Implementation

The Benefits of Good Implementation

- Readability of the program increases.

- The program can be easily modified and maintained.

- All system requirements should be satisfied successfully.

- Correctness of the program.

- To improve performance of system by designing an efficient code.

6.1.2 Post-Implementation Technique

Phased implementation has been used which decompose the hassle into smaller milestones. A check has to be usually as soon as a part is finished to check if the device works as distinct.

6.2 Screen Shots

FIG 6.2 Home.aspx

FIG 6.3 Login.aspx

FIG 6.4 Registration.aspx

FIG 6.5 WishList.aspx

FIG 6.6 ChangePassword.aspx

FIG 6.7 Product.aspx

FIG 6.8 Cart.aspx

FIG 6.9 MyOrder.aspx

FIG 6.10 Order_id

FIG 6.11 Print Order
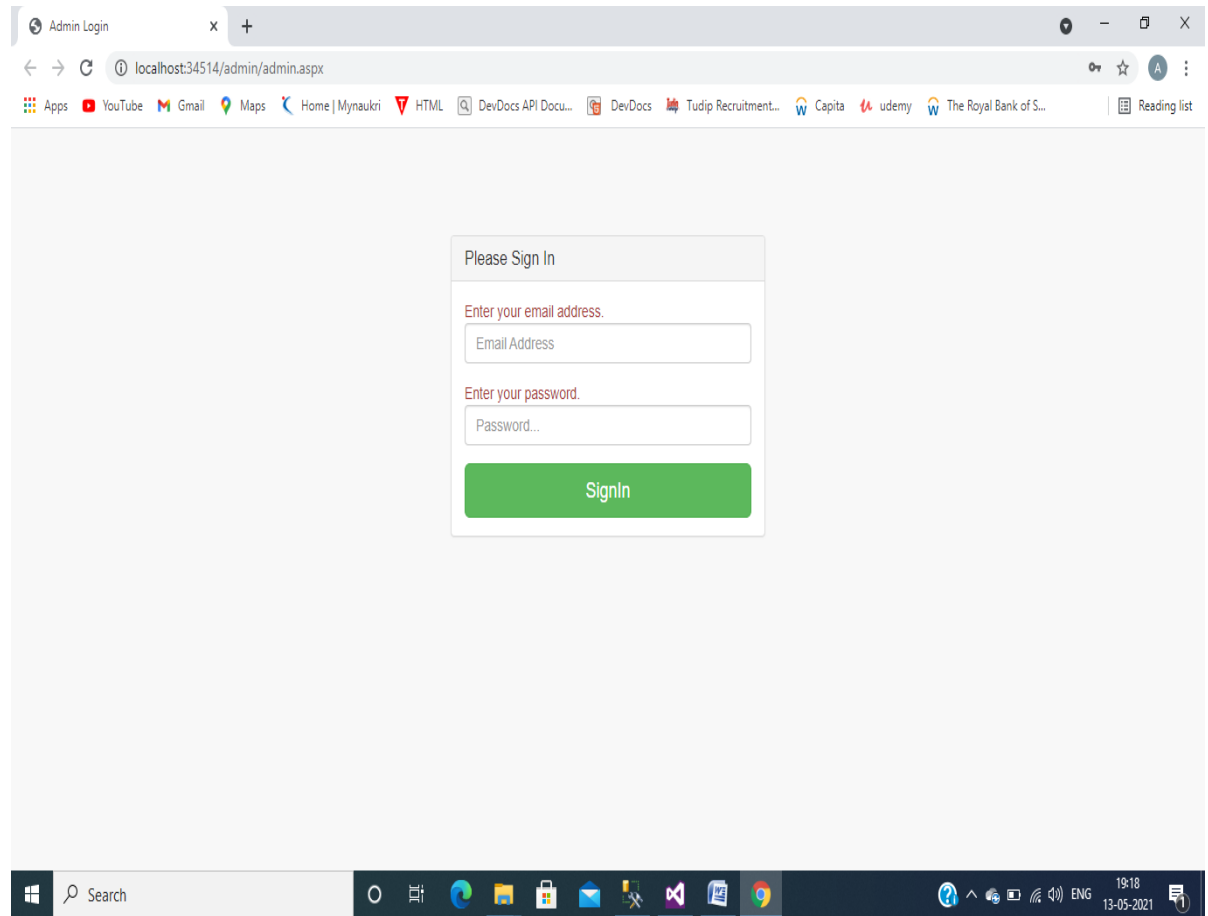
FIG 6.12 Admin.aspx

CHAPTER 7

SOFTWARE TESTING

7.1 Tests Cases

Testing is done to identify bugs in the project. Bugs identified are fixed and once the hassle is resolved, fixes are re-examined. A take a look at case describes an enter, motion, or occasion and an anticipated response, to determine if a feature of a venture is operating correctly. A test case may also comprise details including test case identifier, take a look at case call, objective, take a look at conditions/setup, input statistics requirements, steps, and anticipated consequences. Test plan describes The targets, scope, method, and recognition of a venture checking out effort. The procedure of getting ready a check plan is a useful way to think through the efforts had to validate the acceptability of a project. Complete test plan helps people understand the project validation. The following are some of the gadgets that is probably protected in a take a look at plan, depending at the specific undertaking a project.

- Objective of testing effort
- Relevant requirements
- Assumptions and dependencies
- Project risk analysis
- Testing priorities and focus
- Scope and limitations of testing
- Problem tracking and resolution - tools and processes
- Software entrance and exit criteria
- Test suspension and restart criteria
- Coordination issues and open issues

7.2 Testing Methodology

Programming Testing Methodology is characterized as way to deal with test an application to know whether the result meets the customer necessities. This incorporates the general testing of the application i.e., from front-finish to back-end. It even incorporates the framework testing to decide generally execution of the framework.

The testing philosophy decides if the product can effectively can work on various conditions across various stages. Testing is one of stage in programming improvement life cycle. Programming testing Methodology is a basic piece of Development Methodology.

Programming testing Methodologies isolated into 2 classifications:

- Functional Testing
- Non-Functional Testing

7.2.1 Unit Testing

It is the primary degree of testing and directed by engineers itself. Its fundamental goal is to see if every unit of framework meet the necessity. Every unit is considered as littlest individual of programming. A solitary unit may have numerous information sources however single yield.

In technique situated programming framework the capacities or methodology are considered as units. In object situated programming framework techniques for super class or sub class are considered as units. The objective of unit testing is to isolate each piece of program and afterward test and check its accuracy.

7.2.2 Joining Testing

It is the second degree of testing wherein singular units of framework are incorporated into a solitary unit and tried collectively. The fundamental goal of Integration testing is to uncover deserts in interfaces and connection between frameworks.
Joining Strategies:

- Top-Down Integration
- Bottom-Up Integration

7.2.3 System Testing

It is the third degree of testing wherein the a total and coordinated framework is tried to meet its predetermined requirements. It utilizes Black Box Testing strategy. Autonomous analyzers are accessible to perform framework testing.

Kinds of System Testing:

- Interoperability testing
- Regression testing
- Scalability testing
- Performance testing

7.2.4 Acceptance Testing

It is characterized as the fourth degree of testing in which the framework is tried for endorsement or acceptability. The reason for this testing is to check if all the client necessities are effectively fulfilled. It utilizes discovery testing strategy.

Acknowledgment testing Divided into 2 classes:

Internal Acceptance Testing: This testing is performed by a gathering of people who are not straightforwardly associated with the undertaking.

External Acceptance Testing: This testing is performed by clients or clients who are not individuals from the association that built up the item.

7.2.5 Testing Methods

The testing techniques are essentially arranged into 2 sorts. They are

- Black Box Testing

- White Box Testing

Black Box Testing

It is characterized as method of testing without having any information about the interior rationale of the framework. The analyzer doesn't have the foggiest idea about the execution and plan part of the framework. In this testing the analyzer simply gives a bunch of sources of info and inspects the yields.

The discovery testing commonly utilized for

- It is utilized to discover mistaken capacities

- It is utilized in deciding the UI mistakes

- It is utilized in deciding mistakes in information structures

- It is utilized in deciding execution blunders

- It is utilized in deciding instatement blunders

White Box Testing

It is characterized as method of testing by knowing about the inside rationale of the framework. The analyzer knows the execution and plan part of the framework. The analyzer should know programming dialects to complete testing.
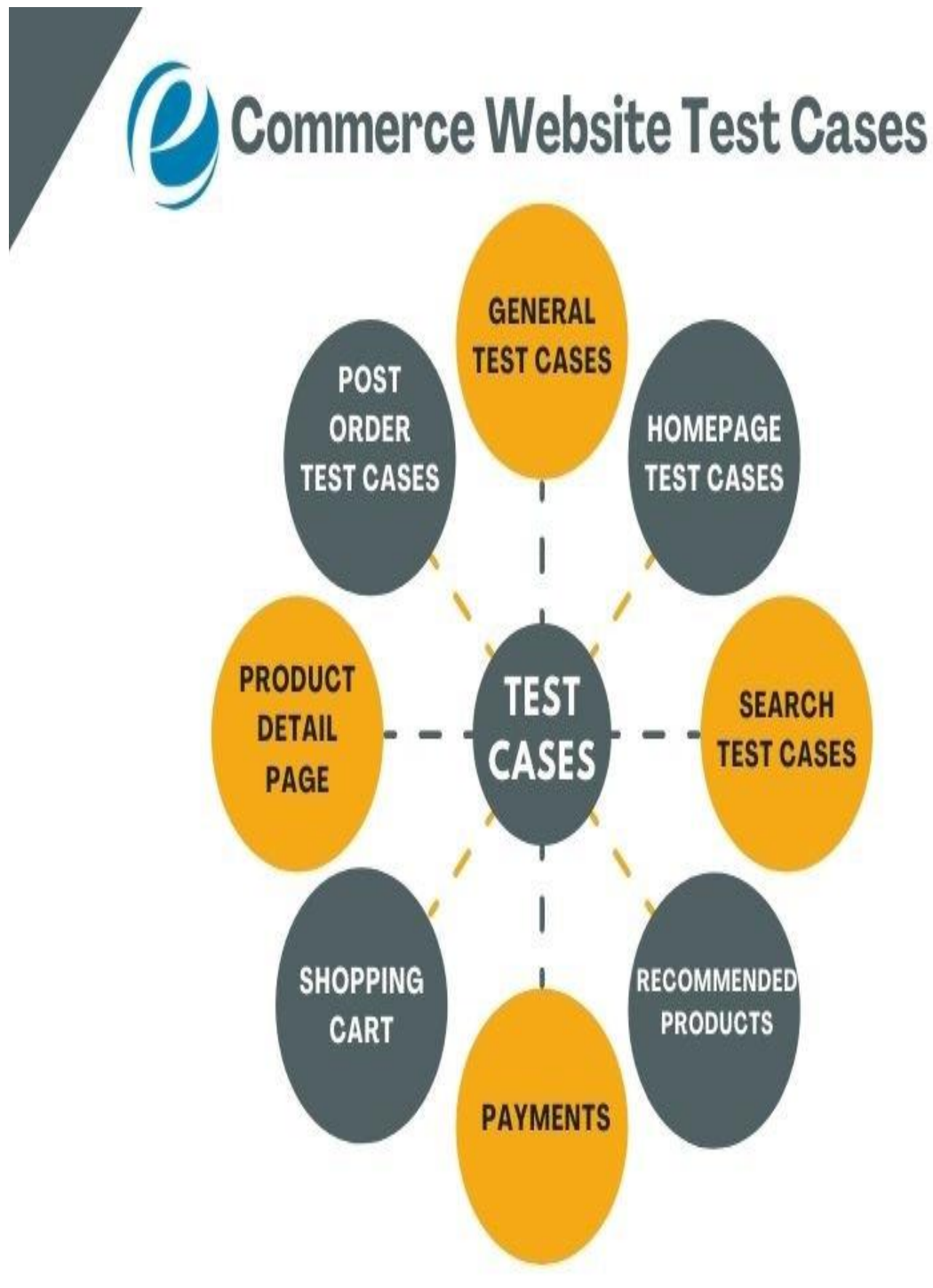
FIG 7.1 Test Methods

EXAMPLE OF A TEST CASE (Amazon)

Requirement Number	Test Case Number	Test Case Name	Test case description	Target URL (if any)	Sequence of Steps	Expected Results	Actual Results	Pass/Fail	If Failed, Defect ID
UC001	TC003	Search for a product: Wrong search	This test case searches for products that we know Amazon will not carry	http://internalQA. amazon.com	1. Navigate to "Search for a product" page 2. Enter "10 tola gold bar" 3. Hit Enter	1. System should show you a Search product page with a text box for entering the product name and a Submit button 2. No action from the system 3. System should say "No matches found".	No results found	Pass	
UC002	TC004	Login to the System :Positive Test		http://internalQA. amazon.com	1. Navigate to the "Login Page" 2. Enter username = marufa and password = good 3. Hit Enter	1. The login page is displayed with a textbox for Username, Textbox for Password and a Submit Button 2. No output 3. Welcome page is displayed with time of last login.	Welcome page displayed	Pass	

TABLE 7.1 Test Methods

CHAPTER 8

RESULTS AND DISCUSSIONS

8.1 Conclusion

The project entitled Ecommerce become finished correctly. The system has been evolved with a lot care and freed from mistakes and at the same time it's far green and less time ingesting. The cause of this project turned into to increase a web utility and an VB.NET software for getting gadgets from a shop. The system changed into tested and the performance of the system become found to be suitable.

All the vital output became created. The system became discovered to be user-pleasant with help message for the consumer. The menu Driven Architecture of the System offer an clean to use surroundings for the customers.

This challenge helped us in gaining treasured records and sensible understanding on numerous subjects like designing web pages the use of html &CSS, usage of responsive templates, designing of android programs, and management of database the usage of MySql. The entire system is secured. Also the project helped us knowledge about the improvement phases of a project and software development life cycle. We learned how to test one-of-a-kind capabilities of a task. The gadget was tested and the overall performance of the device turned into located to be appropriate. All the vital output turned into created. The gadget turned into implemented successfully. The manpower and working hours had to function the machine turned into less and it changed into seen to be extra cozy. Thus, the undertaking was finished successfully.

8.2 Limitation

- Increased complexity and effort.
- Point of communication are doubled
- Maintenance tools are currently inadequate with maintain servers

8.3 Future Enhancements

Modify this system to perform additional operations such as modification the Registration date of Shopping etc.

- This system will be extended in future to handle number of product and also provide facility of more services.

- In future the system can be made online.

- On coming day it can be placed on Internet through which the user can by the product online and make payment through Credit Card System. It is based on firebase so it can store huge number of record, and it can be centralized. It future to handle marketing through many client

CHAPTER 9

REFERENCES

9.1 TEXT REFERENCE

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9.2 WEB REFERENCE

[2] https://msdn.microsoft.com/en-us/library/mt590198(v=sql.1).aspx

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