E – SHOPPER

A Project Report
Submitted in Partial Fulfilment of the Requirements for the Degree of

Bachelor of Technology (B.Tech)
(Computer Science & Engineering)

By

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Declaration

I hereby declare that, the project entitled ***"E-Shopper"*** submitted in the partial fulfilment of the requirement for the award of the Degree of **Bachelor of Technology (B.Tech)** in **Computer Science & Engineering** is my original work and the project has not formed the basis anywhere for the award of any other degree, diploma, fellowship or any other similar titles. Also I assert that, if any copyrighted material has been used in this Project report, then proper referencing with permissioned document is attached herewith.

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Project Team Leader of Group: A

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Forwarding

I hereby forward the Project Report titled as **"E-Shopper"** submitted by **Ankit Chatterjee,** Registration number: 173460120003 of 2017 – 18 under my guidance and supervision in partial fulfillment of the requirements for the degree of **'Bachelor of Technology' (B.Tech)** in the Department of **Computer Science & Engineering**, Elitte College of Engineering, Sodepur.

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Contents

List of Figures

List of Tables

List of Abbreviations

HTML	Hypertext Mark-up Language
CSS	Cascading Style Sheets
ER	Entity Relationship
SDLC	Systems Development Life Cycle
PHP	Personal Home Page / Hypertext Preprocessor
IWM	Iterative Waterfall Model
RDBMS	Relational Data Base Management System
SQL	Structured Query Language
DFD	Data Flow Diagram

Abstract:

This project is a web based shopping system for an existing shop. The project objective is to deliver the online shopping application into PHP platform. 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 a PHP device. Thus the customer will get the service of online shopping and home delivery from his favorite shop. This system can be implemented to any shop in the locality or to multinational branded shops having retail outlet chains. If shops are providing an online portal where their customers can enjoy easy shopping from anywhere, the shops won't be losing any more customers to the trending online shops such as Amazon, Flip kart or e-bay. Since the application is available in the smart phone, so it is easily accessible.

Keywords:

CSS ; Data flow diagram ; Database schema ;Database ;ER- diagram ; HTML; Integrating testing ; Life cycle model (Iteractive waterfall Model) ; Project objective ; Problem statement ; Study of the system ; Unit testing

Chapter 1

Introduction

This project is a web based shopping system for an existing shop. The project objective is to deliver the online shopping products application into PHP 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 product shopping to customers. It helps buying the products in our E-commerce website anywhere through internet by using a PHP device. Thus the customer will get the service of online shopping items and home delivery from his favorite shop.

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. An online shop, e-shop, e-store, internet shop, web shop, online store, or virtual store evokes the physical analogy of buying products or services at a bricks-and-mortar retailer or in a shopping centre. The process is called Business-to Consumer (B2C) online shopping.

1.1. Project objective

The objective of the project is to make an application in PHP platform to purchase items from our website. In order to build such an application complete web support need to be provided. A complete and efficient web application which can provide the online shopping experience is the basic objective of the project. The web application can be implemented in the form of a PHP application with web view.

1.2. Project overview

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. Data entry into the application can be done through various screens designed for various levels of users. Once the authorized personnel feed the relevant data into the system, several reports could be generated as per the security.

1.3. Project scope

This system can be implemented for online shopping from any registered shop in our E-commerce website or to multinational branded shops having retail outlet chains. The system recommends a facility to accept the orders 24 x 7 and a home delivery system which can make customers happy. If shops are providing items to an online shopping portal where their customers can enjoy easy shopping from anywhere, the shops won't be losing any more customers to the trending online shops such as Amazon, Flip kart or E-bay. Since the application is available in the Smartphone it is easily accessible and always available.

1.4. Project benefits & advantage

Benefits of E-commerce

- Increase in sales.
- Increase in customers.
- Ability to be open 24/7.
- Instant processing of transactions.
- Increased business reach.
- Use electronics payment refers to paperless monetary transaction

These business transactions occur either as business-to-business (B2B), business-to-consumer (B2C), consumer-to-consumer (C2C) or consumer-to-business (C2B). The terms e-commerce and e-business are often used interchangeably. The term E-Tail (electronic retailing) is also sometimes used in reference to transactional processes for E-Shopping or Online Shopping.

E-Shopping or Online Shopping

- E-Shopping is the browsing and purchase of goods using computer (Internet) or Television catalog; also called Home Shopping.
- Online Shopping is a form of e-commerce which allows customers To directly buy goods form seller over the Internet.

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. 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. A typical online store enables the customer to browse the firm's range of products and services, view photos or images of the products, along with information about the product specifications, features and prices. Online stores typically 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, a debit card, or a service such as PayPal. For physical products (e.g., books or clothes), the e-retailer ships the products to the customer; for digital products, such as digital audio files of songs or software, the e-retailer typically sends the file to the customer over the Internet.

Advantage of online shopping

- Save time.
- Save fuel.
- Save energy.
- Compromise of prices.
- 24/7 availability.
- Hate waiting in lines

- Too ashamed to buy
- Easy to search merchandise you want to buy.

1.5. Project feasibility Study

The objective of feasibility study is to determine whether or not the proposed system is feasible. The feasibility is determined in terms of four aspects. These are

Technical feasibility

In this, one has to test whether the system can be developed using existing technology or not. It is evident that necessary hardware and software are available

Behavioral feasibility

The customers are using different types of peripherals devices. Our system is capable of providing user friendly interface for all devices (Like laptops, mobile phone).

Economic feasibility

As a part of this, the costs and benefits associated with the proposed system are compared and the project is economically feasible only if tangible and intangible benefits outweigh the cost. The cost for proposed online shopping system is outweighing the cost and efforts involved in maintaining the registers, books, files and generation of various reports. The system also reduces the administrative and technical staff to do various jobs that single software can do. So, this system is economically feasible.

Legal feasibility

Legal feasibility determines whether the proposed system conflicts with legal requirements, e.g. the Data Protection Act. It will be done by some legal advisors.

Chapter 2

System Design Description

2.1. Tools used

Hardware requirement

- Intel i3 or Amd
- Hard disk – 250 GB
- Ram – 1GB
- Display – 1024 x 768
- Ethernet Connection

Software requirement

- Local Web Server – (XAMPP 3.2.2)
- Text editor – (Notepad++ / Subline text)
- Web Browser – (Google Chrome, Mozilla Firefox)
- Data Base – My SQL

2.2. Study of the system

Modules

The system after careful analysis has been identified to be presented with the following modules and roles.

The modules involved are:

- Administrator
- Moderators
- Users

Administrator

The administrator is the super user of this application. Only admin have access into this admin page. Admin may be the owner of the shop. The administrator has all the information about all the users and about all products.

This module is divided into different sub-modules.

- Manage products
- Manage users
- Manage orders

Manage product

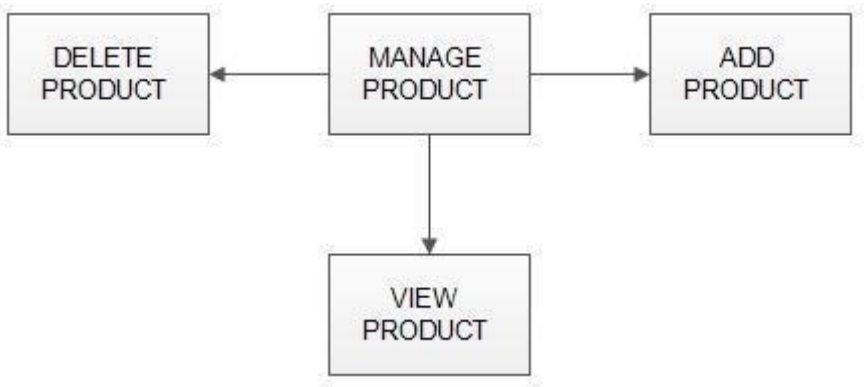


Fig 2.1: Manage Products

Add products

The shopping cart project contains different kind of products. The products can be classified into different categories by name. Admin can add new products into the existing system with all its details including an image.

Delete products

Administrator can delete the products based on the stock of that particular product.

Search products

Admin will have a list view of all the existing products. He can also search for a particular product by name.

Manage user

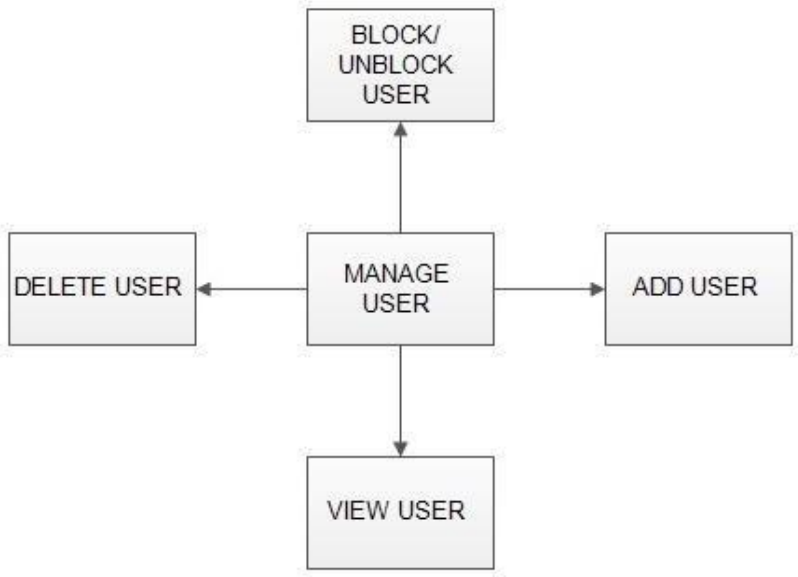


Fig 2.2: Manage User

View users

The admin will have a list view of all the users registered in the system. Admin can view all the details of each user in the list except password.

Add users

Admin has privileges to add a user directly by providing the details.

Delete & block users

Administrator has a right to delete or block a user. The default status of a new user registered is set as blocked. The admin must accept the new user by unblocking him.

Manage orders

Fig2.3: Manage Order

View order

Administrator can view the Orders which are generated by the users. He can verify the details of the purchase.

Delete order

Admin can delete order from the orders list when the product is taken for delivery.

Users

Registration

A new user will have to register in the system by providing essential details in order to view the items in the system. The admin must accept a new user by unblocking him.

Login

A user must login with his user name and password to the system after registration.

View products

User can view the list of items based on their names after successful login. A detailed description of a particular product with product name, products details, product image, and price can be viewed by users.

Search product

Users can search for a particular product in the list by name.

Wish list

The user can add the desired product into his Wish list by clicking Wish list option on the product.

Add to cart

The user can add the desired product into his cart by clicking add to cart option on the product. He can view his cart by clicking on the cart button. All products added by cart can be viewed in the cart. User can remove an item from the cart by clicking remove.

Place order

After confirming the items in the cart the user can place order the cart by providing a delivery address and some details. On successful submitting the items, it will show successful order.

Generate-bill

After placing-order a bill will generate by clicking on generate-bill button. A PDF file will be generated with your cart items and total amount of your items.

Chat-bot

User can communicate with our employee at any time by clicking on chat-bot button. With this chat-bot user can ask, enquiry, discuss anything with our employees.

Chapter 3

System Analysis & Design

System analysis is the process of gathering and interpreting facts, diagnosing problems and using the information to recommend improvements on the system. System analysis is a problem solving activity that requires intensive communication between the system users and system developers. System analysis or study is an important phase of any system development process. The system is viewed as a whole, the inputs are identified and the system is subjected to close study to identify the problem areas. The solutions are given as a proposal. The proposal is reviewed on user request and suitable changes are made. This loop ends as soon as the user is satisfied with the proposal.

3.1. Existing system

The current system for shopping is to visit the shop manually and from the available product choose the item customer want and buying the item by payment of the price of the item.

- It is less user-friendly.
- User must go to shop and select products.
- It is difficult to identify the required product.
- Description of the product limited.
- It is a time consuming process
- Not in reach of distant users.

3.2. Proposed system

In the proposed system customer need not go to the shop for buying the products. He 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 product.

3.3. System requirement specification

3.3.1. General description

Product description

The system consists of two parts. A web application which can provide the online shopping service and a PHP application for the customer to access the web service from his Smartphone. Web application should be able to help the customer for selecting his item and to help the owner in managing the orders from the customers.

Problem statement

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, if 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.

3.3.2. System objectives

- To provide a PHP application for online shopping of products.
- To provide an online shopping web site.

3.3.3. System requirements

Non Functional Requirements

Efficiency requirement

When an online shopping cart PHP application implemented customer can purchase product in an efficient manner.

Reliability requirement

The system should provide a reliable environment to both customers and owner. All orders should be reaching at the admin without any errors.

Usability requirement

The PHP application is designed for user friendly environment and ease of use.

Implementation Requirement

Implementation of the system using CSS and HTML in frontend with JavaScript and jQuery as backend and it will be used for database connectivity. And the database part is developed by MySQL. Responsive web designing is used for making the website compatible for any type of screen.

Functional Requirements

User

User login

Description of Feature

This feature used by the user to login into system. A user must login with his user name and password to the system after registration. If they are invalid, the user not allowed entering the system. Username and password will be provided after user registration is confirmed. Password should be hidden from others while typing it in the field.

Register new user

Description of Feature

A new user will have to register in the system by providing essential details in order to view the products in the system. The admin must accept a new user by unblocking him.

Functional requirement

System must be able to verify and validate information. The system must encrypt the password of the customer to provide security.

Purchase an item

Description of feature

The user can add the desired product into his cart by clicking add to cart option on the product. He can view his cart by clicking on the cart button. All products added by cart can be viewed in the cart. User can remove an item from the cart by clicking remove. After confirming the items in the cart the user can submit the cart by providing a delivery address. On successful submitting the cart will become empty.

Functional requirement

System must ensure that, only a registered customer can purchase items.

Admin

Manage user

Description of feature

The administrator can add user, delete user, view user and block user.

Manage products

Description of feature

The administrator can add product, delete product and view product.

Manage orders

Description of feature

The administrator can view orders and delete orders.

Functional Requirement

- The system must identify the login of the admin.

- Admin account should be secured so that only owner of the shop can access that account.

3.4. System design

System design is the solution for the creation of a new system. This phase focuses on the detailed implementation of the feasible system. It emphasis on translating design. Specifications to performance specification. System design has two phases of development.

- Logical Design
- Physical Design

During logical design phase the analyst describes inputs (sources), outputs (destinations), databases (data sores) and procedures (data flows) all in a format that meets the user

requirements. The analyst also specifies the needs of the user at a level that virtually determines the information flow in and out of the system and the data resources. Here the logical design is done through data flow diagrams and database design. The physical design is followed by physical design or coding. Physical design produces the working system by defining the design specifications, which specify exactly what the candidate system must do. The programmers write the necessary programs that accept input from the user, perform necessary processing on accepted data and produce the required report on a hard copy or display it on the screen.

3.5. Input and output design

Input design is the link that ties the information system into the world of its users. The input design involves determining the inputs, validating the data, minimizing the data entry and provides a multi- user facility. Inaccurate inputs are the most common cause of errors in data processing. Errors entered by the data entry operators can be controlled by input design. The user-originated inputs are converted to a computer based format in the input design. Input data are collected and organized into groups of similar data. Once identified, the appropriate input media are selected for processing. All the input data are validated and if any data violates any conditions, the user is warned by a message. If the data satisfies all the conditions, it is transferred to the appropriate tables in the database. In this project the student details are to be entered at the time of registration. A page is designed for this purpose which is user friendly and easy to use. The design is done such that users get appropriate messages when exceptions occur. Computer output is the most important and direct source of information to the user. Output design is a very important phase since the output needs to be in an efficient manner. Efficient and intelligible output design improves the system relationship with the user and helps in decision making. Allowing the user to view the sample screen is important because the user is the ultimate judge of the quality of output. The output module of this system is the selected notifications.

3.6. Database

Database design

Databases are the storehouses of data used in the software systems. The data is stored in tables inside the database. Several tables are created for the manipulation of the data for the

system. Two essential settings for a database are

Primary Key: The field that is unique for all the record occurrences.

Foreign Key: The field used to set relation between tables.

Normalization is a technique to avoid redundancy in the tables.

3.7. System tools

The various system tools that have been used in developing both the front end and the back end of the project are being discussed in this chapter.

Front end

PHP, HTML, CSS, JAVASCRIPT, JQUERY are utilized to implement the frontend.

PHP (Hypertext Preprocessor)

It is a Server-Side Scripting Language that is embedded in a web page or can be run as script.

Characteristics of PHP

- PHP is Web-Specific and open source.
- Fast access to the database tier of application.
- Support by most web servers and operating system.
- Supports many database management systems libraries available for UNIX DBM, MYSQL, and Oracle etc.
- A fully featured programming language suitable for complex system development.
- All the files are saved as .PHP extension and can be run by any Web-Browser.
- The PHP code is enclosed in special start and end processing instructions <? PHP and?> that allow you to jump into out of "PHP mode".

HTML (Hyper Text Markup Language)

HTML is a syntax used to format a text document on the web.

CSS (Cascading Style Sheets)

CSS is a style sheet language used for describing the look and formatting of a document written in a markup language.

JavaScript

JS is a dynamic computer programming language. It is most commonly used as part of web browsers, whose implementations allow client-side scripts to interact with the user, control the browser, communicate asynchronously, and alter the document content that is displayed.

Java Script is used to create popup windows displaying different alerts in the system like “User registered successfully”, “Product added to cart” etc.

Back end

The back end is implemented using MySQL which is used to design the databases.

MySQL

MySQL is the world's second most widely used open-source relational database management system (RDBMS). The SQL phrase stands for Structured Query Language. Application software called Navigate was used to design the tables in MySQL.

3.8. E-R diagram (Entity Relationship Diagram)

Register

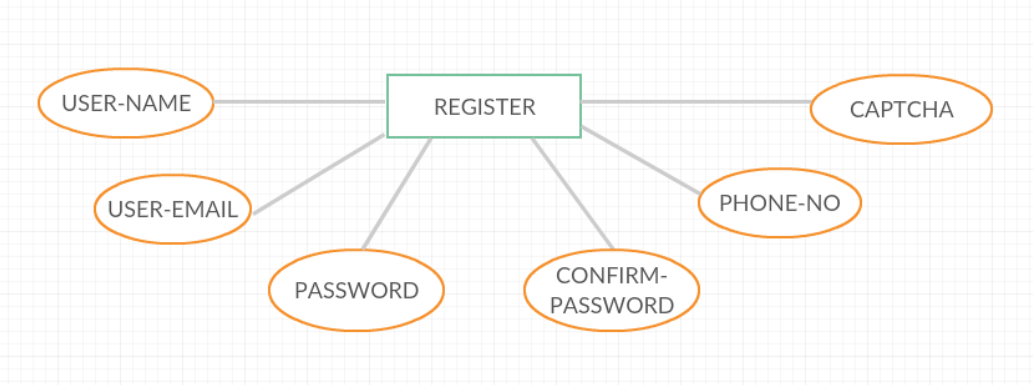


Fig 3.1: Register

Login

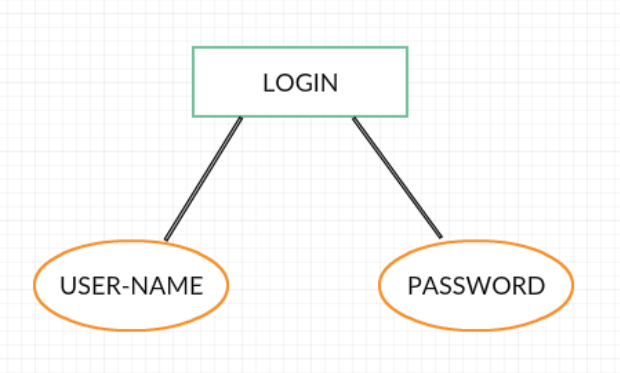


Fig 3.2: Login

Admin login

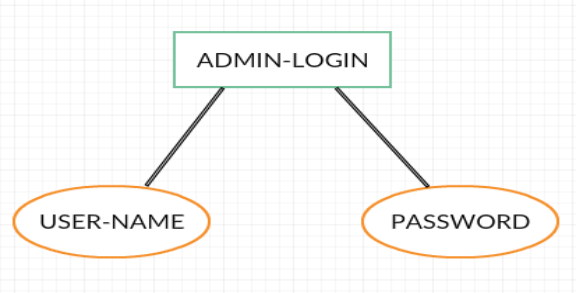


Fig 3.3: Admin Login

Product details

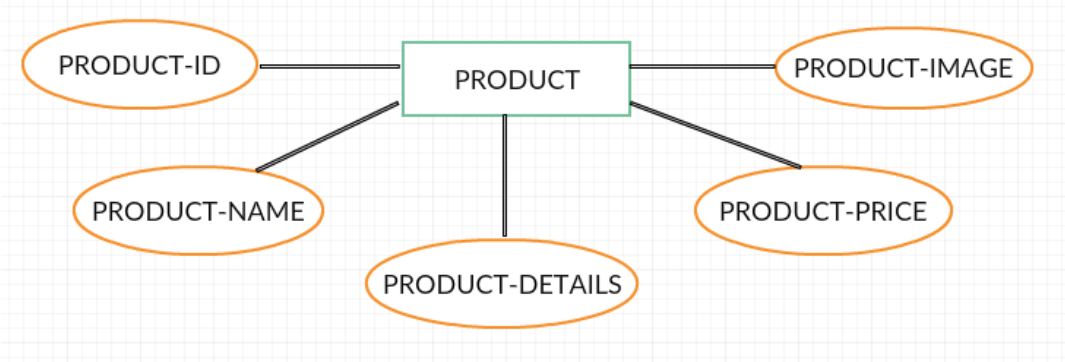


Fig 3.4: Product Details

Order details

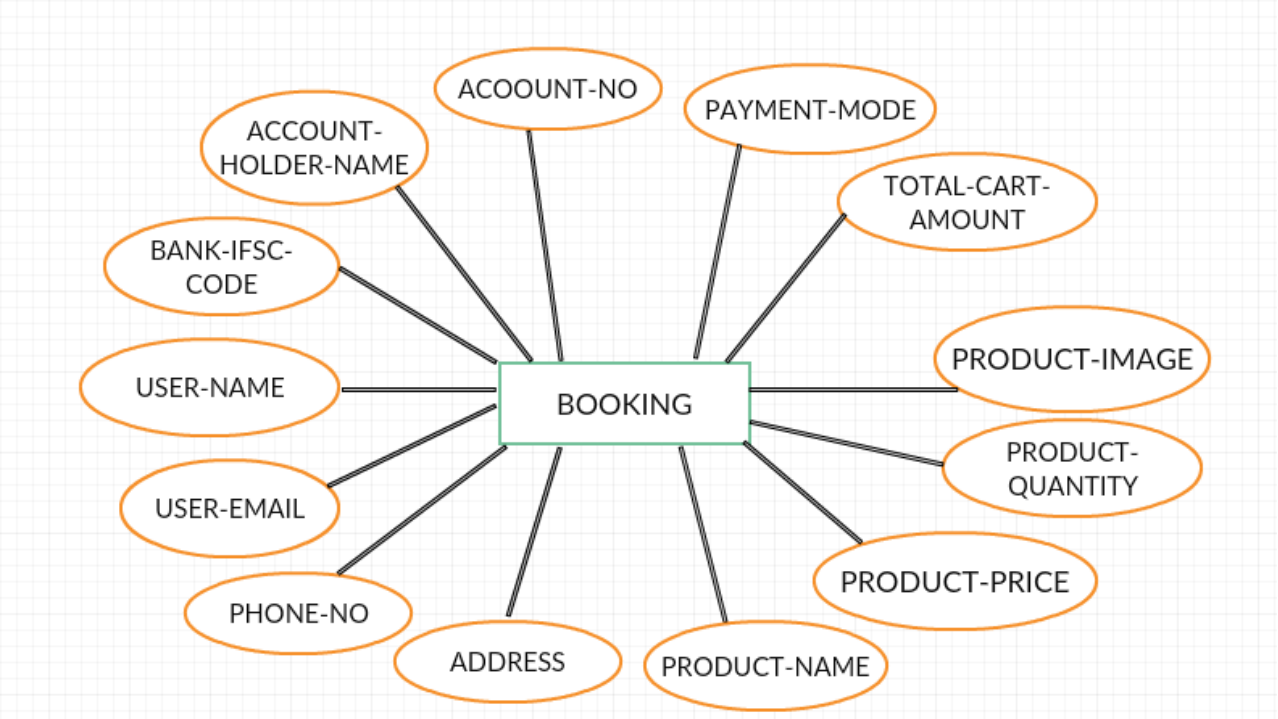


Fig 3.5: Order Details

Complete E-R diagram

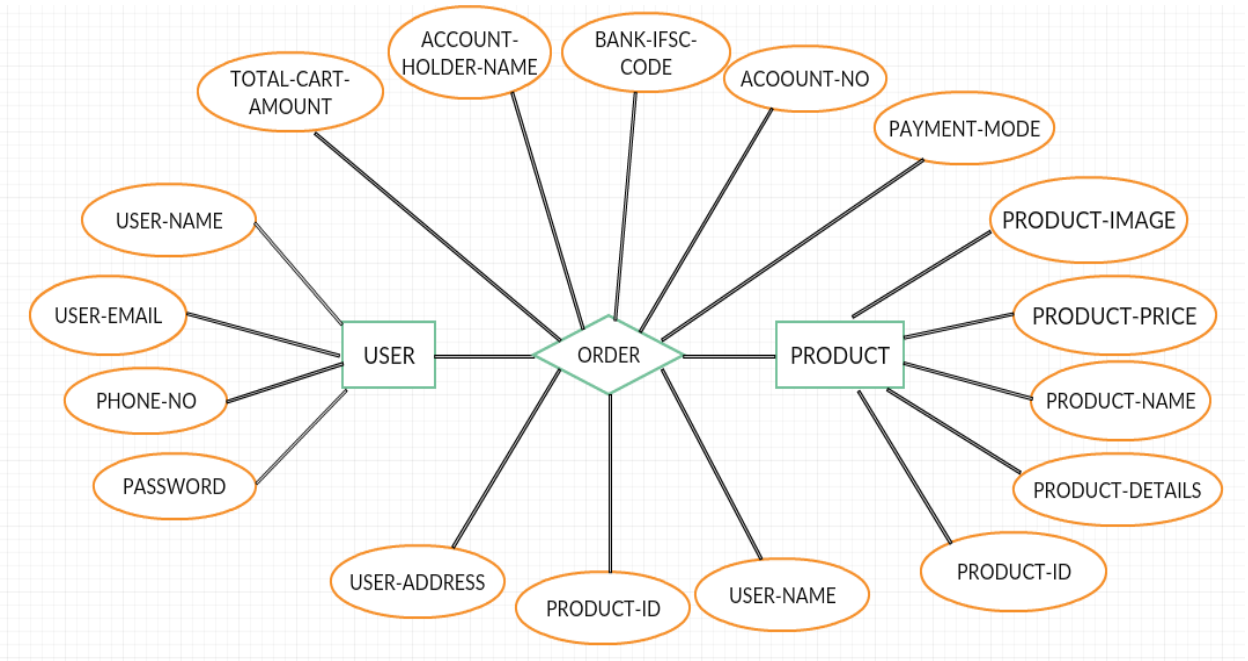


Fig 3.6: Complete E-R Diagram

3.9 Data flow diagram

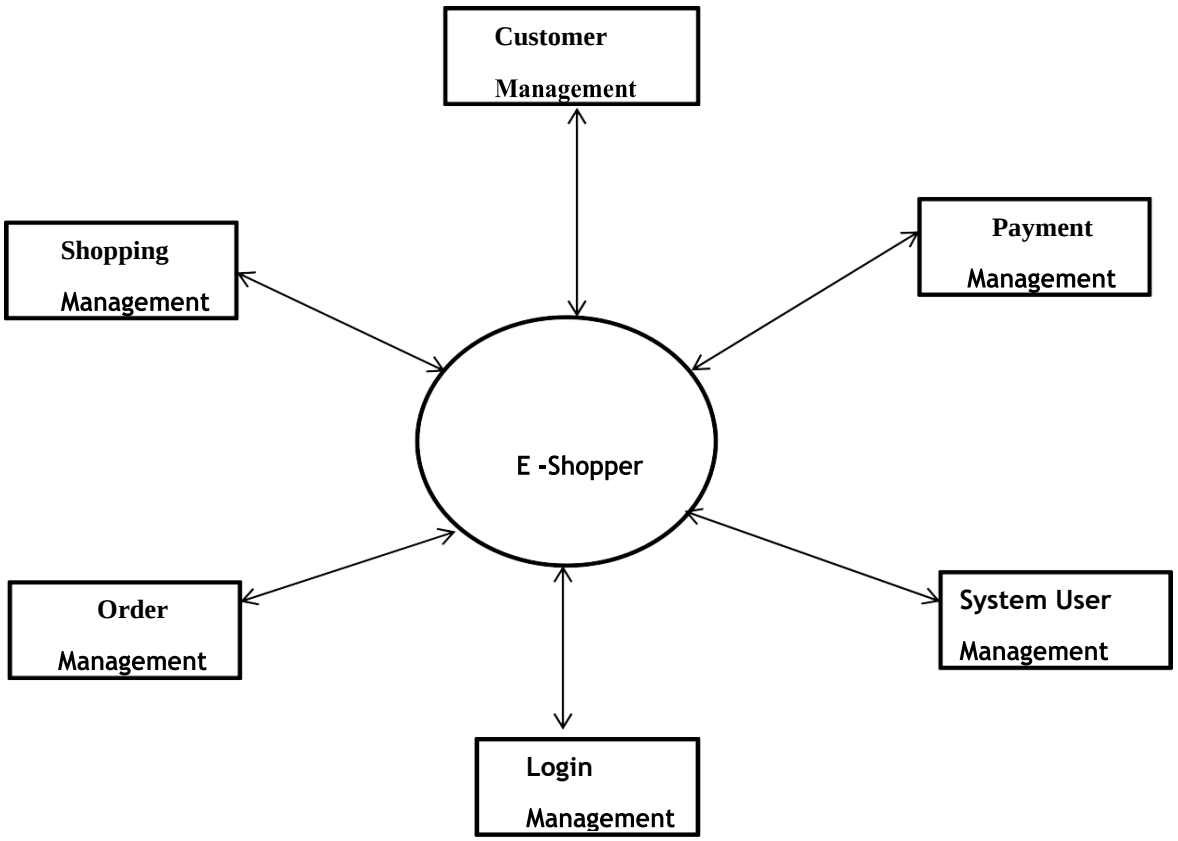


Fig 3.7: 0 level DFD

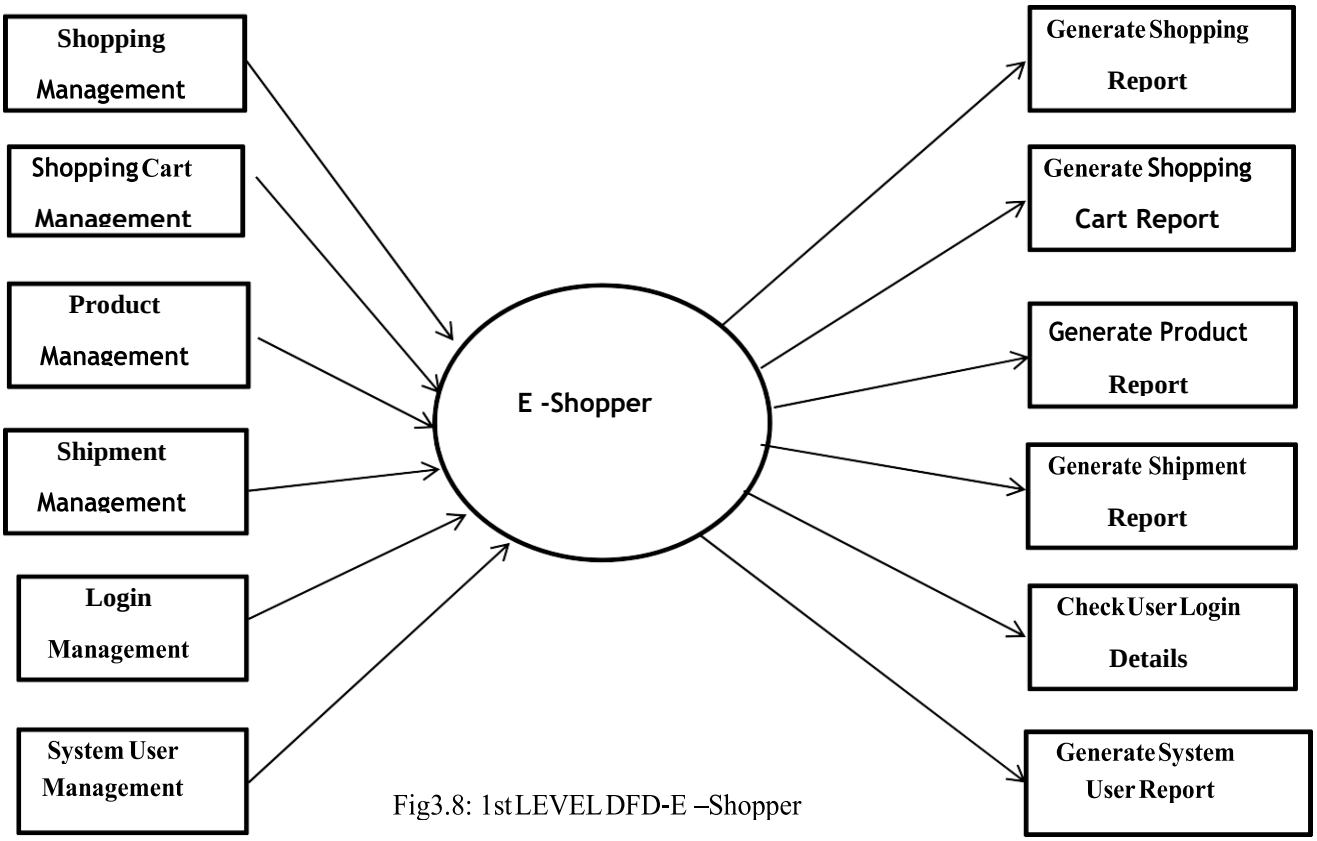


Fig3.8: 1st LEVEL DFD-E –Shopper

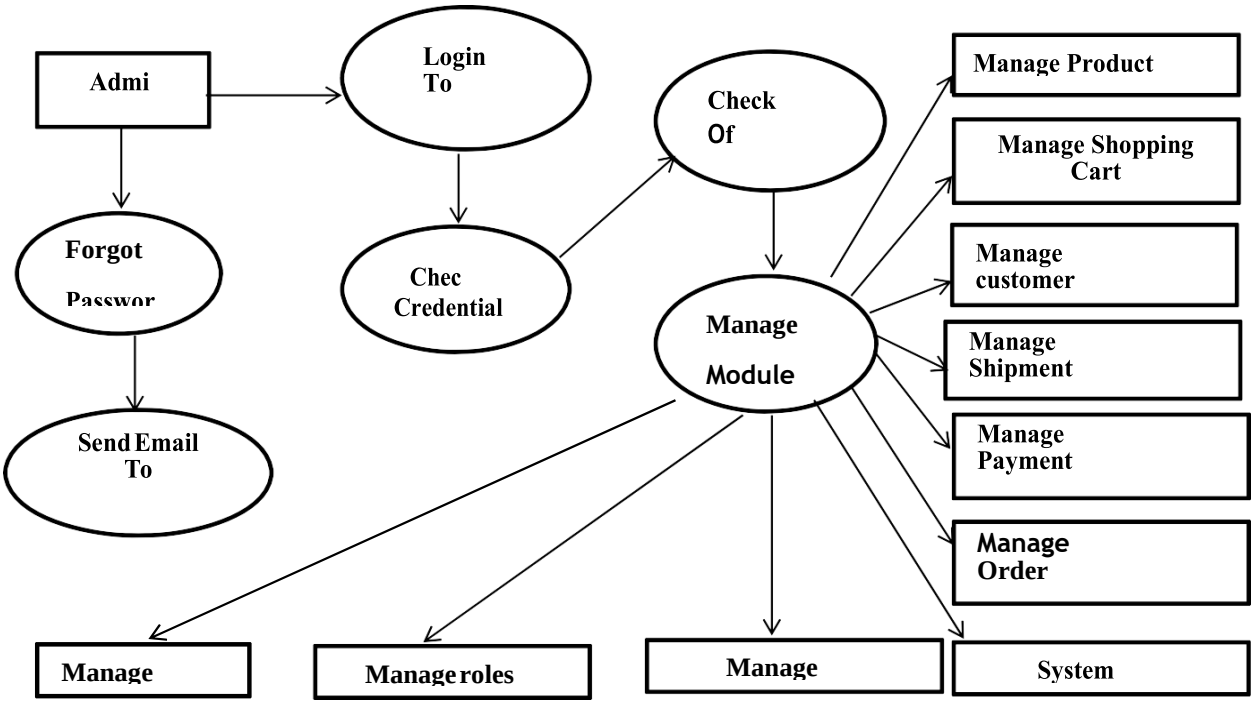


Fig 3.9: 2nd LEVEL DFD E -Shopper

Context flow diagram

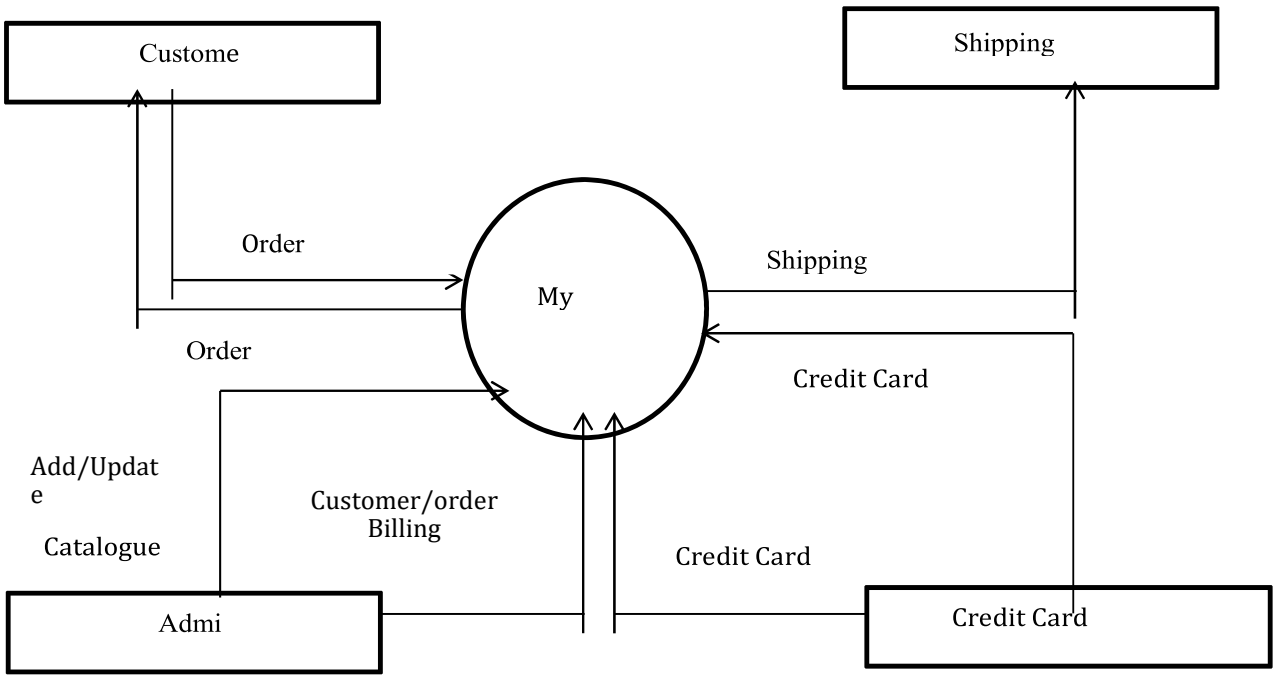


Fig3.10: context flow diagram E- shopper

Chapter 4

System Database Design

4.1 Database schema

A database schema is away to logically group object such as tables, views, stored procedures etc. We can assign user login permission to a single schema that the user can only access the object they are authorized to access.

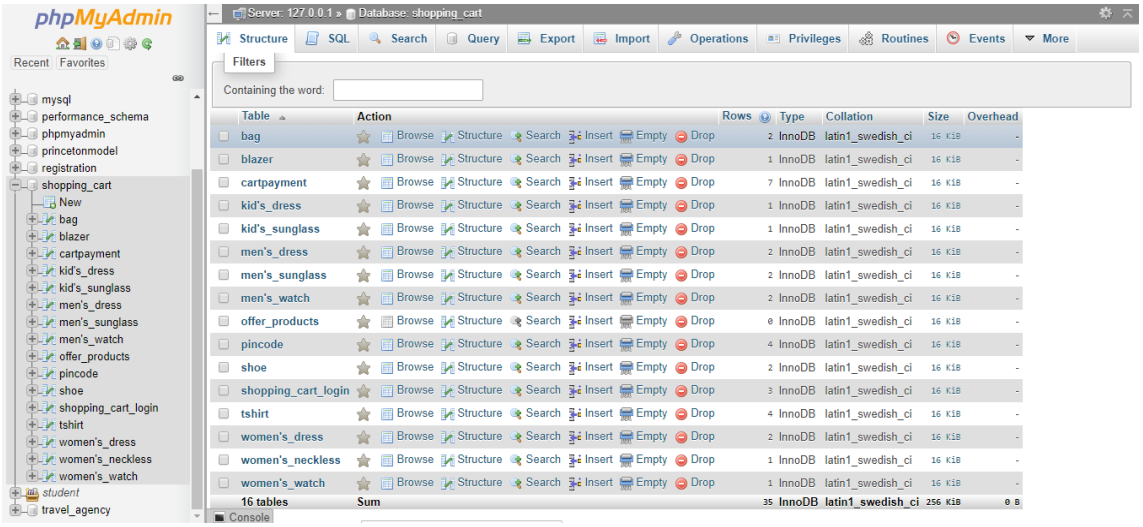


Fig 4.1: Data base schema

Database relational structure

User register

Fig 4.2: Data base schema

Upload

Bag

+ Options

	id	name	price	details	image	label	Web_ID
Edit Copy Delete	1	Quechua	1500	30 L Bag	Bag-A-3812.png	Bag	113145
Edit Copy Delete	2	Skybag	2500	40 L Bag	Bag-A-2733.jpg	Bag	11765333

Fig 4.3: Data base schema

Blazer

+ Options

	id	name	price	details	image	label	Web_ID
Edit Copy Delete	1	Park Avenue	5000	Size-XL,L,M availabel	Blazer-A-3330.jpg	Blazer	2342216

Fig 4.4: Data base schema

Kid-dress

+ Options

	id	name	price	details	image	label	Web_ID
Edit Copy Delete	1	Frock	600	cotton dress	Dress-A-4916.jpg	Kid dress	442311

Fig 4.5: Data base schema

Men-dress

+ Options

	id	name	price	details	image	label	Web_ID
Edit Copy Delete	1	Suit	5000	Park Avenue	Dress-A-126.jpg	Man dress	15522334
Edit Copy Delete	2	kurta	5000	good	Dress-A-179.jpg	Man dress	123411

Fig 4.6: Data base schema

Women-dress

+ Options

	id	name	price	details	image	label	Web_ID
Edit Copy Delete	1	Top	1222	Silk	Dress-A-729.jpg	Women dress	2213454
Edit Copy Delete	2	Top	567	Cotton	Dress-A-1775.jpg	Women dress	33455666

Fig 4.7: Data base schema

Pin code

+ Options

	id	pin	shipping_cost ▲ 1
Edit Copy Delete	3	700003	35
Edit Copy Delete	1	700001	40
Edit Copy Delete	4	700004	45
Edit Copy Delete	2	700002	50

Fig 4.8: Data base schema

Payment

+ Options

	id	firstname	middlename	lastname	username	email_id	phone_no	house_no	streetname	city
Edit Copy Delete	21	Anirban	Kumar	Das	Dipanjan	dipanjan@gmail.com	9874512536	35/A	G.T.ROAD	Serampore
Edit Copy Delete	22	Shilajit	-	Pal	souvik	savo@gmail.com	8967432590	44	G.T.ROAD	Chandannagar
Edit Copy Delete	23	somnath	kumar	panda	souvik	savo@gmail.com	8967432590	33	cit road	kolkata

Fig 4.9: Data base schema

+ Options

country	state	pincode	cart_total	shipping_cost	total	payment_mode	Bank_Account_no	Account_holder_name	ifsc_code	quantity	Web_ID
India	West Bengal	700001	8000	40	8040	Credit Card	33441298	Anirban Das	ICICI00F3245	4	112321
India	West Bengal	700003	500	35	535	Credit Card	253636733	SHILAJIT PAL	SBI00FG321	1	123221
India	West Bengal	700003	6000	35	6035	Debit Card	66577655	SOMNATH PANDA	ICICI00SS221	3	222222

Fig 4.10: Data base schema

Chapter 5

Testing

5.1. Objective

Software testing is an investigation conducted to provide stakeholders with information about the quality of the product under test. Software testing can also provide an objective, independent view of the software to allow the business to appreciate and understand the risk of software implementation. Test techniques include the process of executing a program or application with the intent of finding software bugs (error or other defects).Software testing involves the execution of a software component or system component to evaluate one or more properties of interest, In general, these properties indicate the extent to which the component or system under test:

- Meets the requirements that guided its design and development.
- Responds correctly to all kinds of input.
- Performs its functions within an acceptable time.
- Whether the system is sufficiently usable.
- Can be installed and run in its intended environments
- Achieves the general result its stakeholders desire

As the number of possible tests for even simple software components is practically infinite, all software testing uses some strategy to select tests that are feasible for the available time and resource. As a result, software testing typically (but not exclusively) attempts to execute a program or application with the intent of finding software bugs (error or other defects). The job of testing is an iterative process as when one bug is fixed; it can illuminate other, deeper bugs, or can even create new ones.

5.2. Step of testing

- Unit Testing
- Integration Testing

- System Testing

Unit testing

For not doing break the functionality of existing the system, we will test individual use cases and list down cases for each of the use case.

5.3. Test cases and test results

User register

Table 5.1: User register

Sl. No.	Input values	Test Case	Test Result
1	User Name	Empty	Label and Text become red You have to enter your first name!
2	Email	Empty	Label and Text become red & You have to enter your Email
3	Phone Number	Empty Length<10,>10	Label and Text become red, Length of Phone Number Should Be Ten & Phone Number Should Be Numeric
4	Password	Length <4	Password should be 4 Characters Long
5	Password Confirm	Match	Passwords Do Not match!
6	Captcha	Match	Captcha do not match!
7	Submit	All match	

User login

Table 5.2: user login

Sl No	Input values	Test Case	Test Result
1	User-Name	Empty/specific email id	Email and password wrong(alert)
2	Password	Empty/Wrong	Email and password wrong(alert)

Log Out: Checking out information saved in server.

Integration testing

Integration testing is a systematic technique for constructing the program structure while conducting tests to uncover errors associated with interfacing. The objective is to take unit-tested module and build a program structures that has been dictated by design.

System testing

Testing is a set of activities that can be planned in advance and conducted systematically. The proposed system is tested in parallel with the software that consists of its own phases of analysis, implementation, testing and maintenance. Following are the tests conducted on the system

Chapter 6

Conclusion & Future scope

7.1 Conclusion

The project entitled **"E- Shopper"** was completed successfully.

The system has been developed with much care and free of errors and at the same time it is efficient and less time consuming. The purpose of this project was to develop a web application and a PHP application for purchasing items from a shop. This project helped me in gaining valuable information and practical knowledge on several topics like designing web pages using HTML and CSS, usage of responsive templates, designing of PHP applications, and management of database using MySQL. The entire system is secured. Also the project helped me in understanding about the development phases of a project and software development life cycle. I learned how to test different features of a project. This project has given me great satisfaction in having designed an application which can be implemented to any nearby shops or branded shops selling various kinds of products by simple modifications.

7.2 Future scope

There is a scope for further development in our project to a great extent. A number of features can be added to this system in future like providing moderator more control over products so that each moderator can maintain their own products. Another feature we wished to implement was providing classes for customers so that different offers can be given to each class. System may keep track of history of purchases of each customer and provide suggestions based on their history. These features could have implemented unless the time did not limited us.

Appendix – I

8. Project snapshots

Admin

Admin login

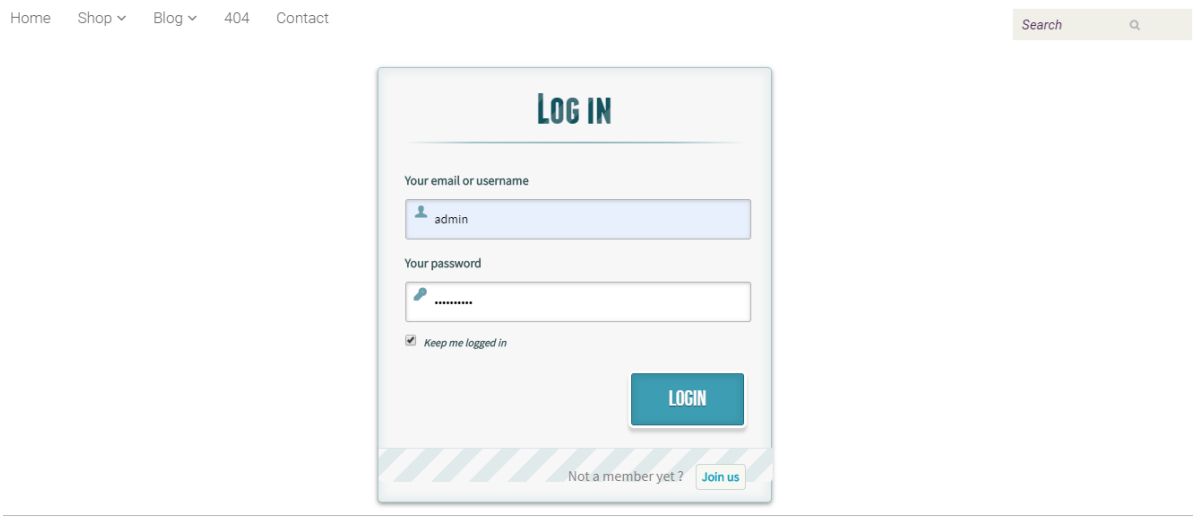


Fig 8.1: Admin Login

Admin dashboard

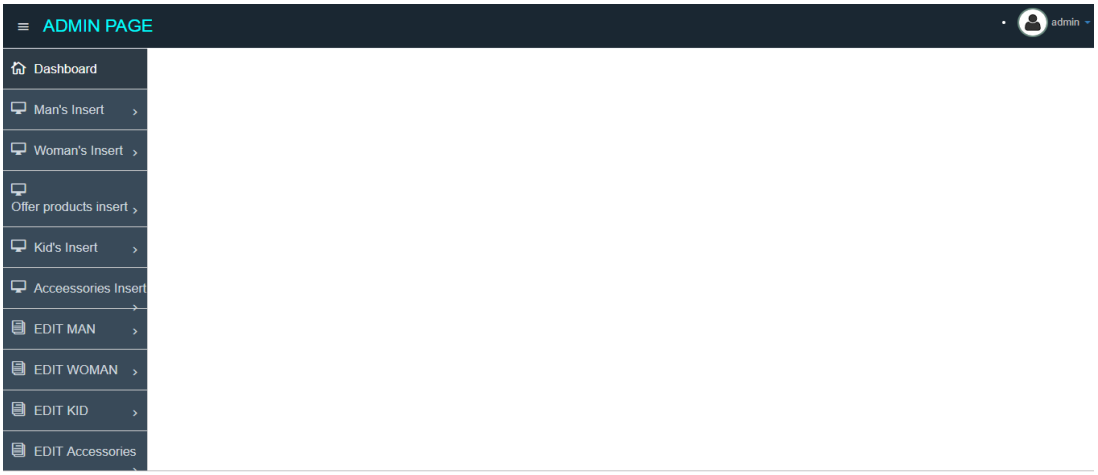


Fig 8.2: Admin Dashboard

Admin upload product form

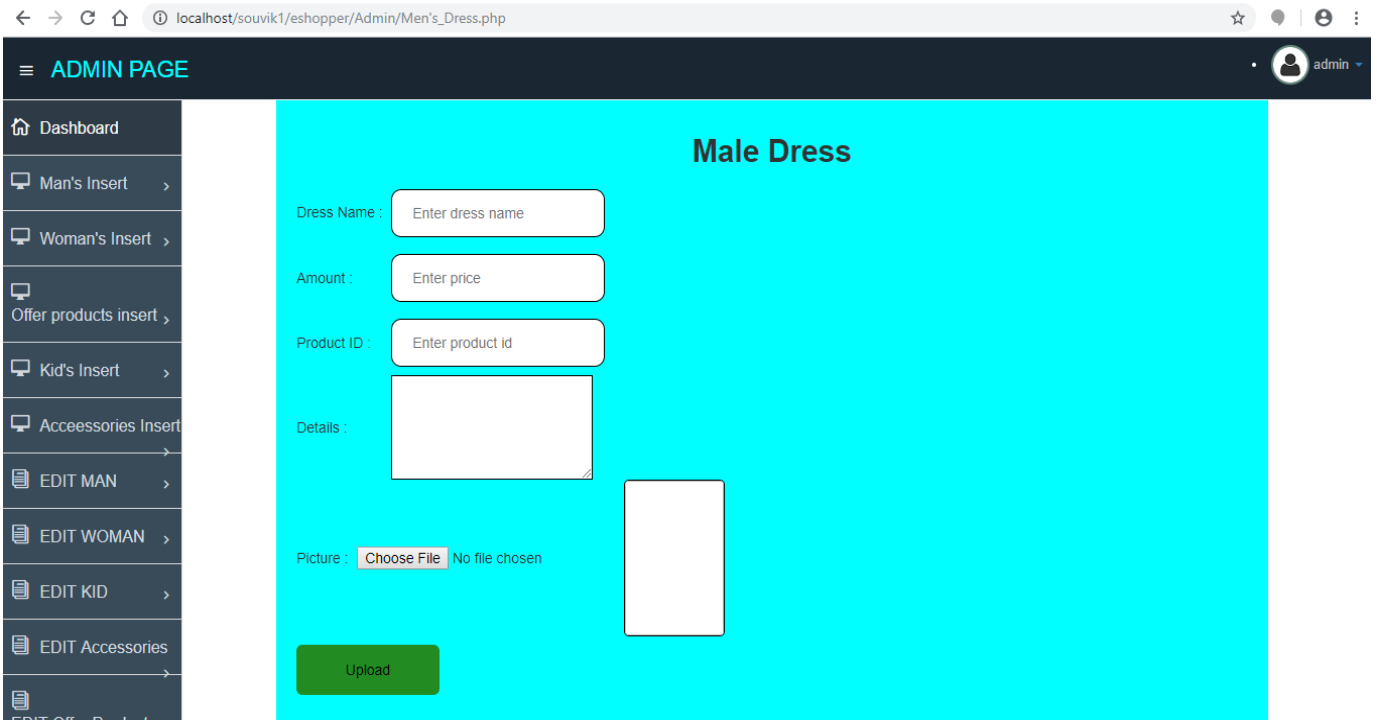


Fig 8.3: Admin upload product form for male

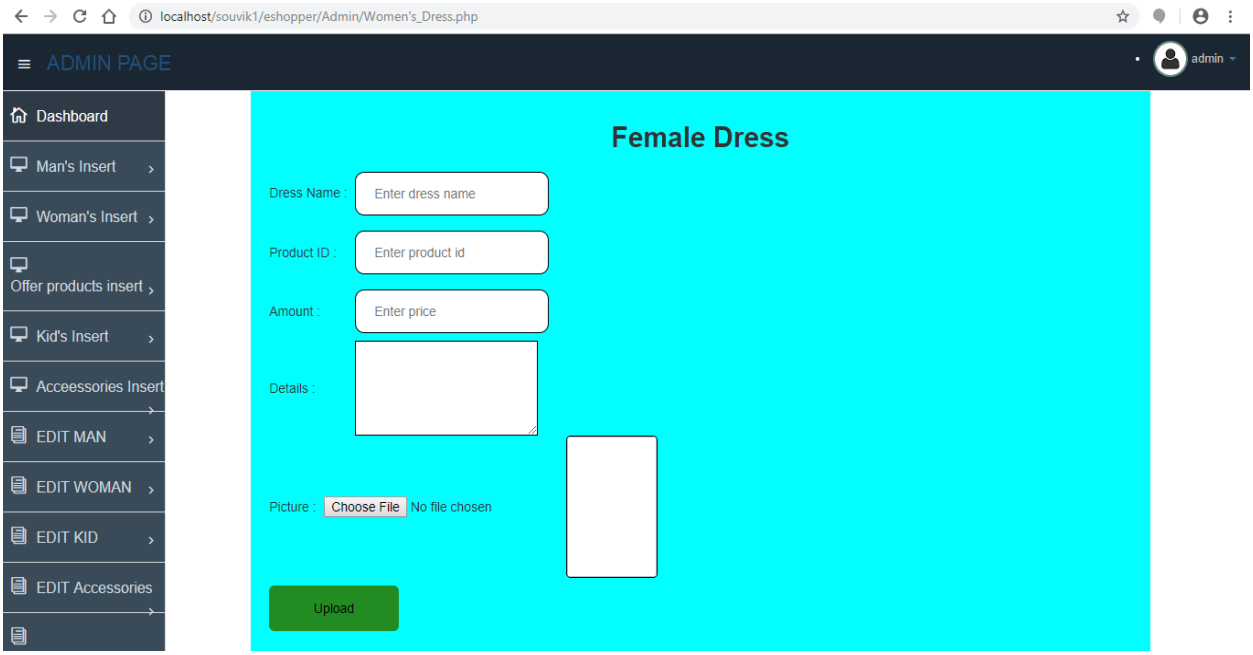


Fig 8.4: Admin upload product form for female

Admin edit & delete

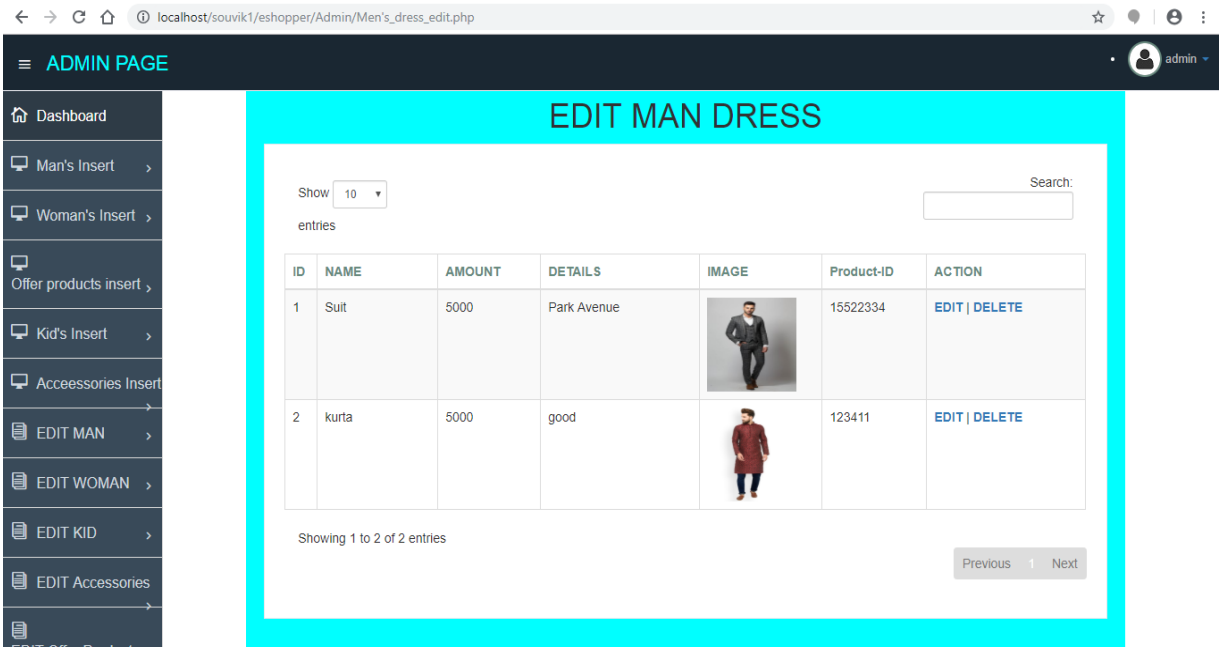


Fig 8.5: Admin Edit & delete

Product edit form

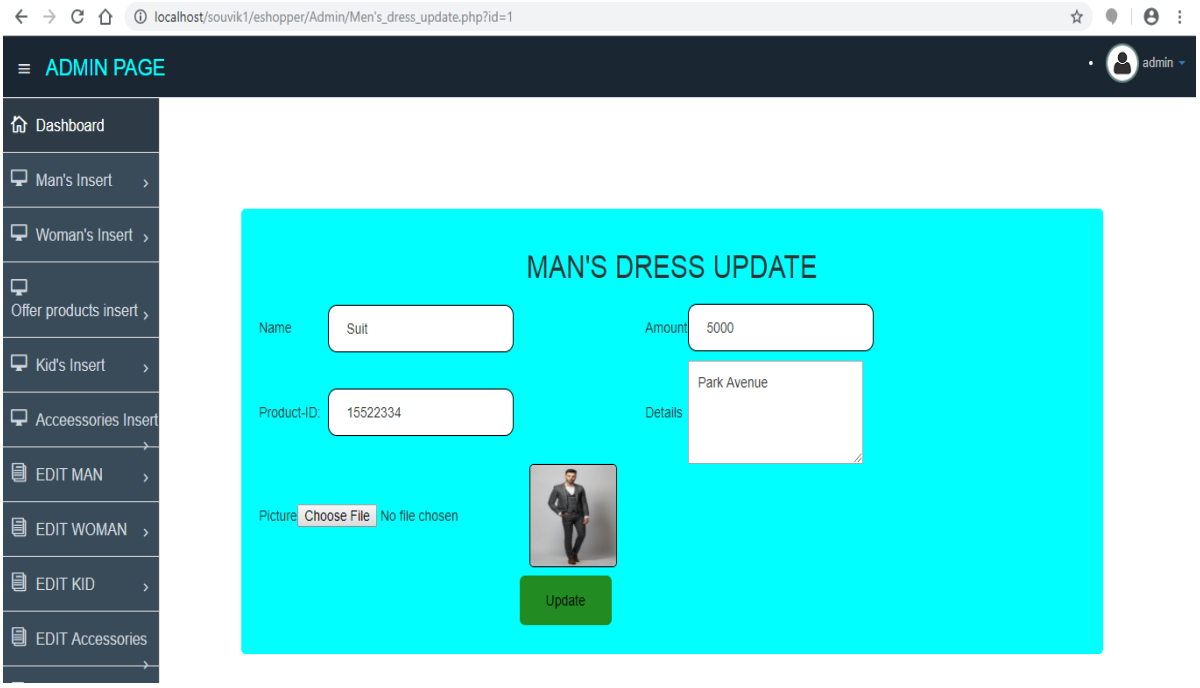


Fig 8.6: Product Edit Form

Access user

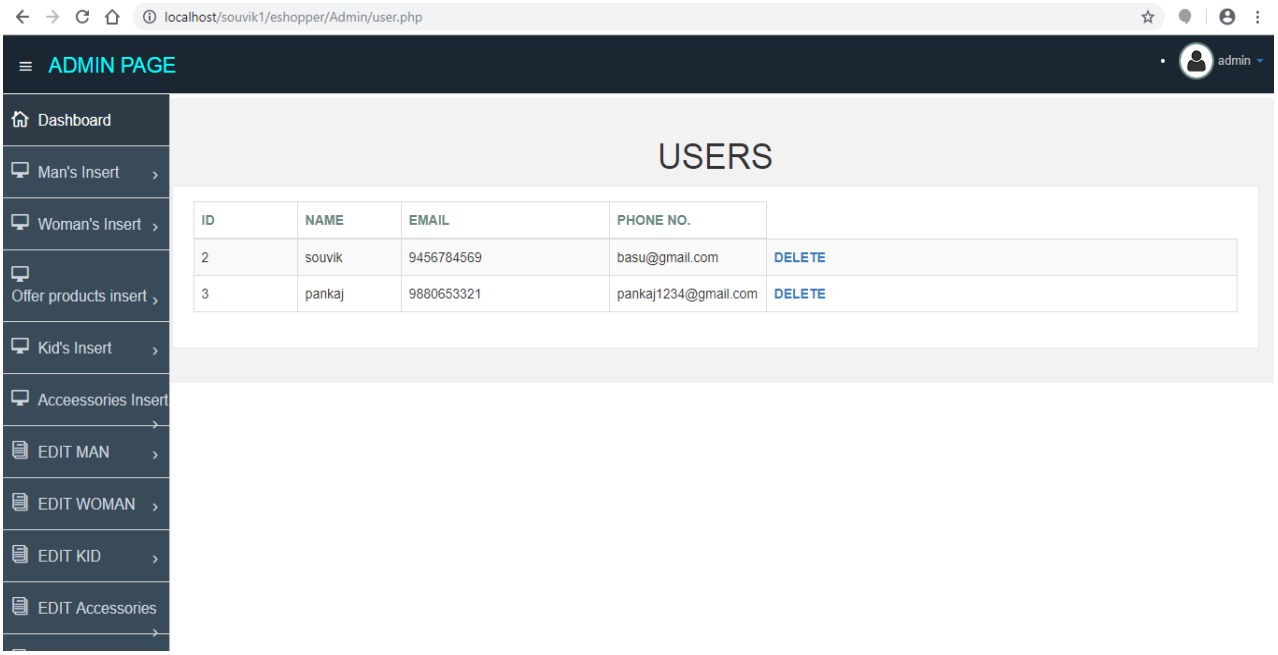


Fig 8.7: Access user

User

Home

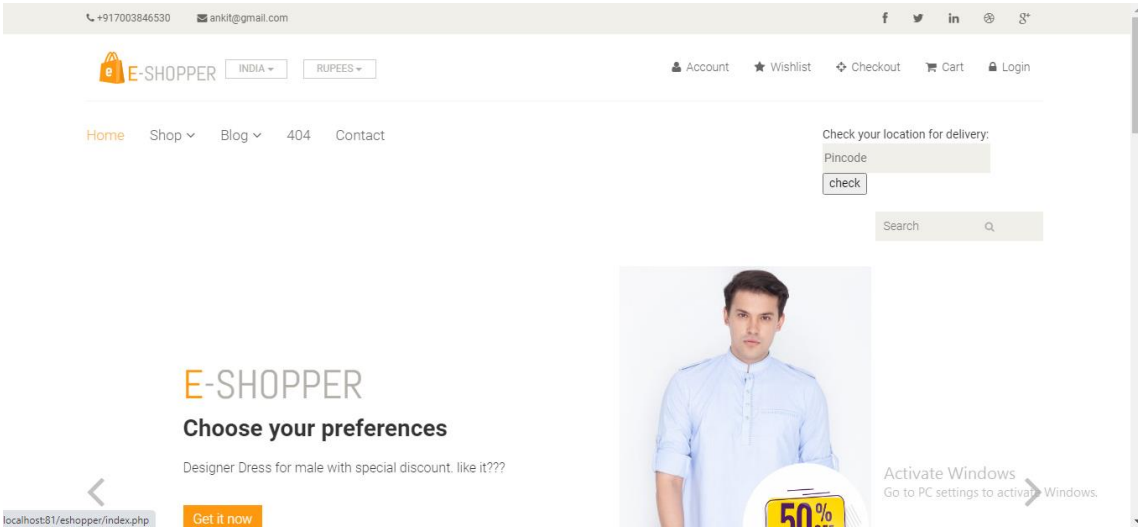


Fig 8.8: Home page

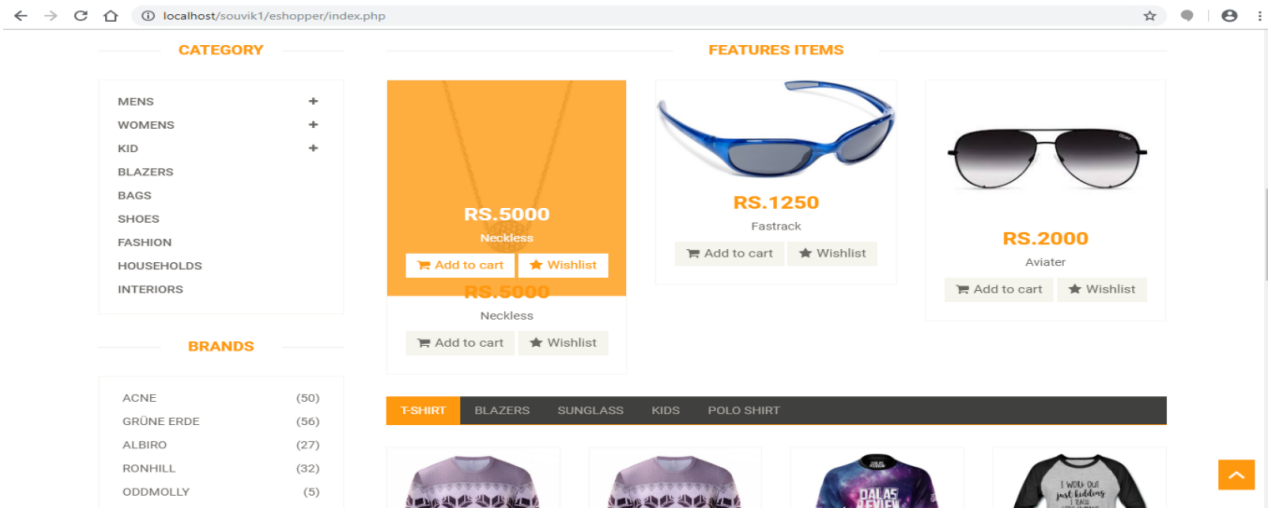


Fig 8.9: Home page

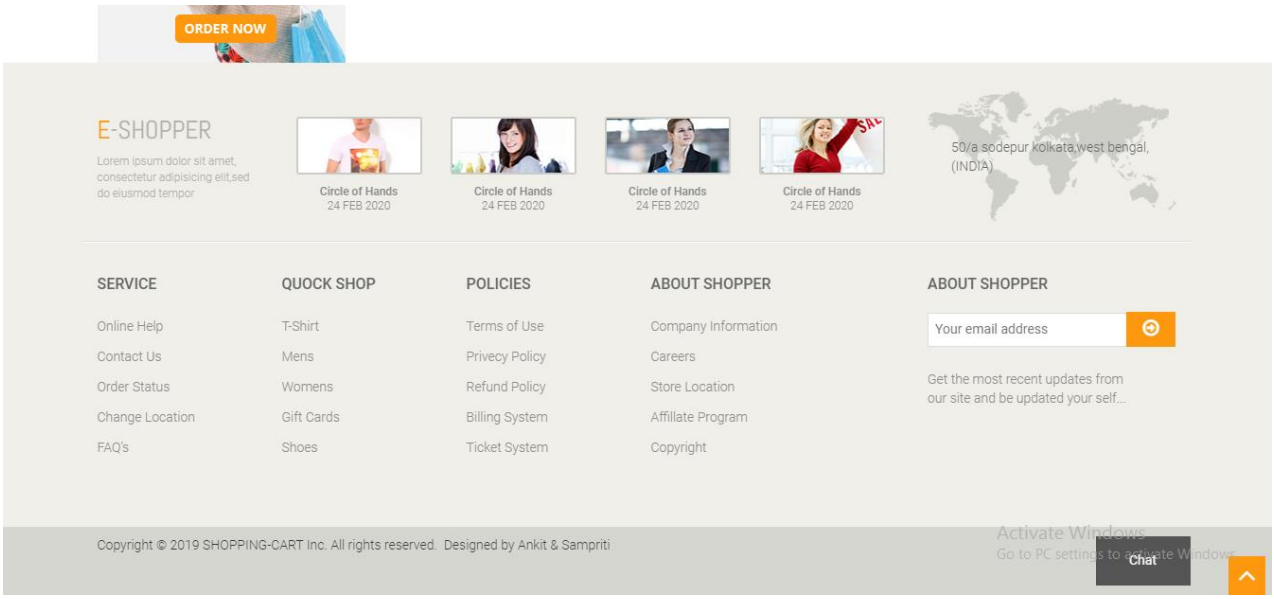


Fig 8.10: Home page

Registration

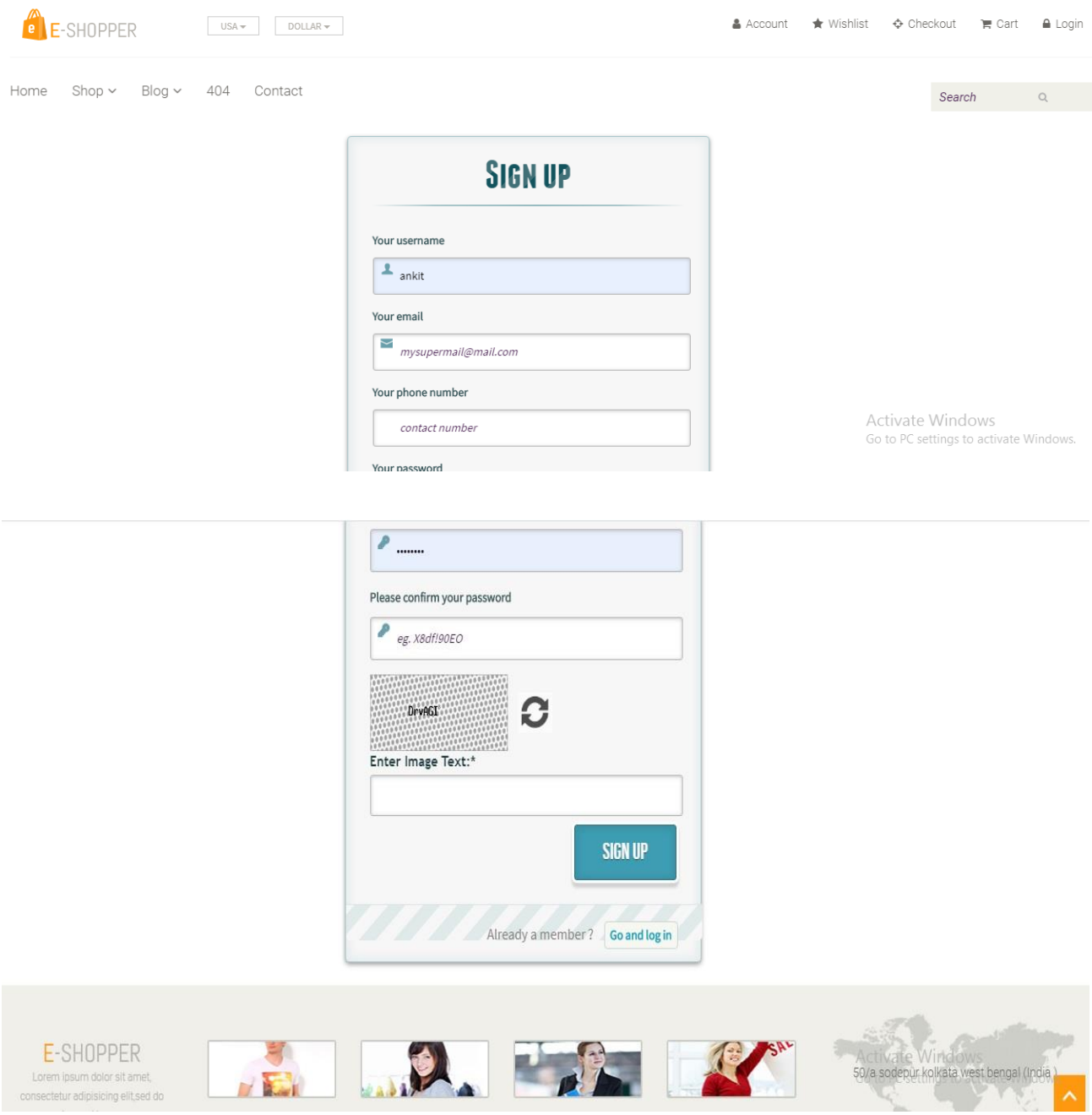


Fig 8.11 Registration Form

Login form

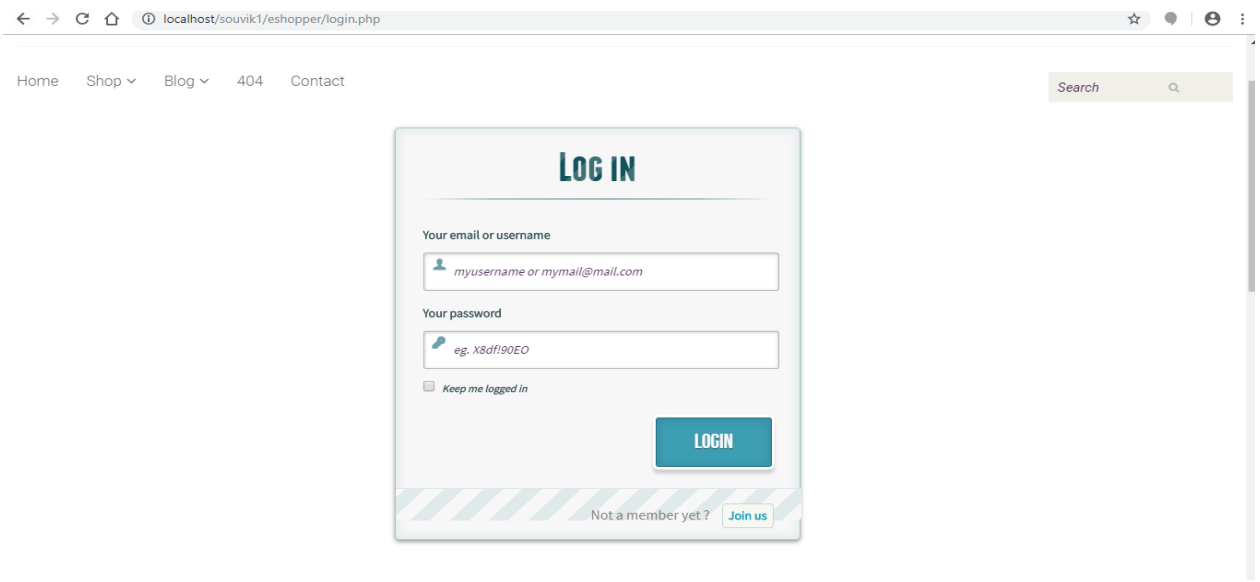


Fig 8.12: Login Form

Product-View

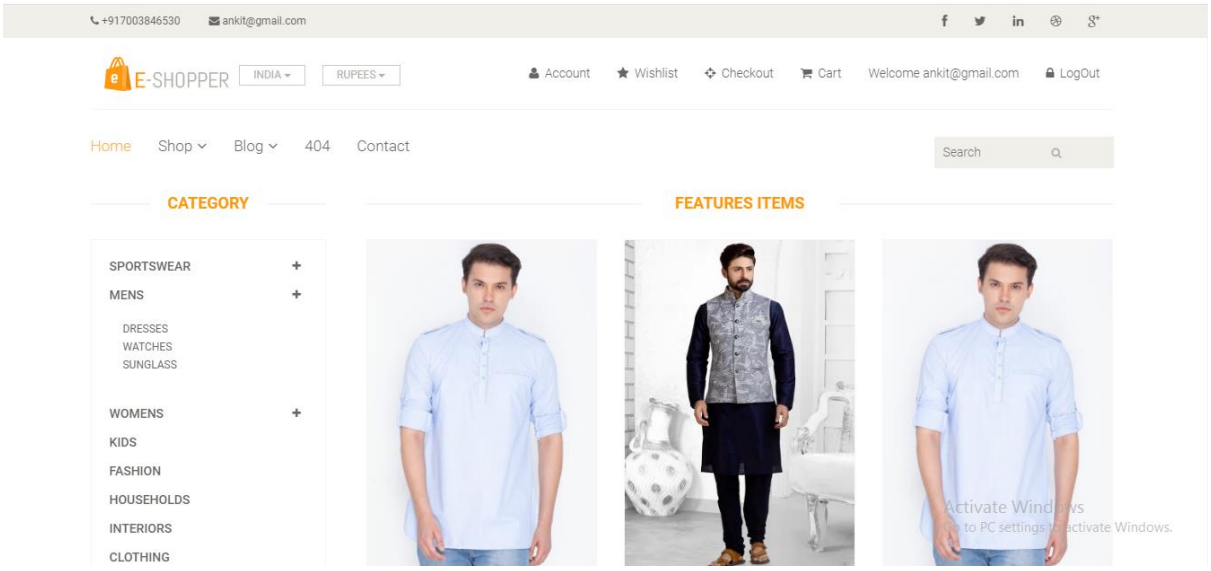


Fig 8.13: Product view

Wish list

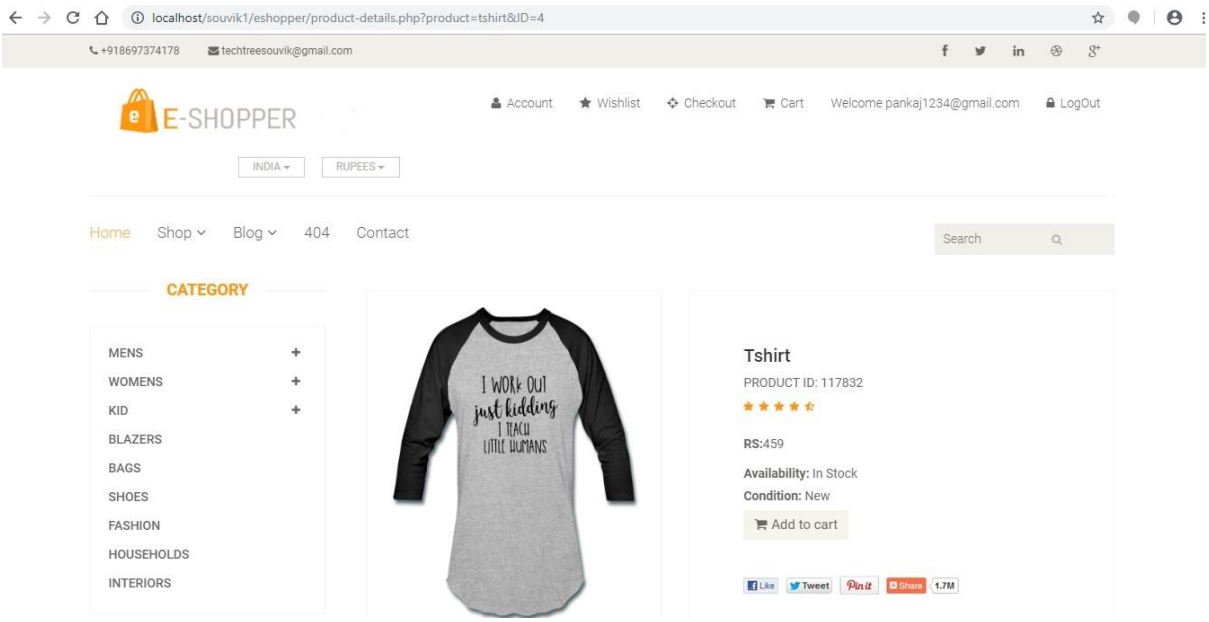


Fig 8.14: wish list

Add to cart

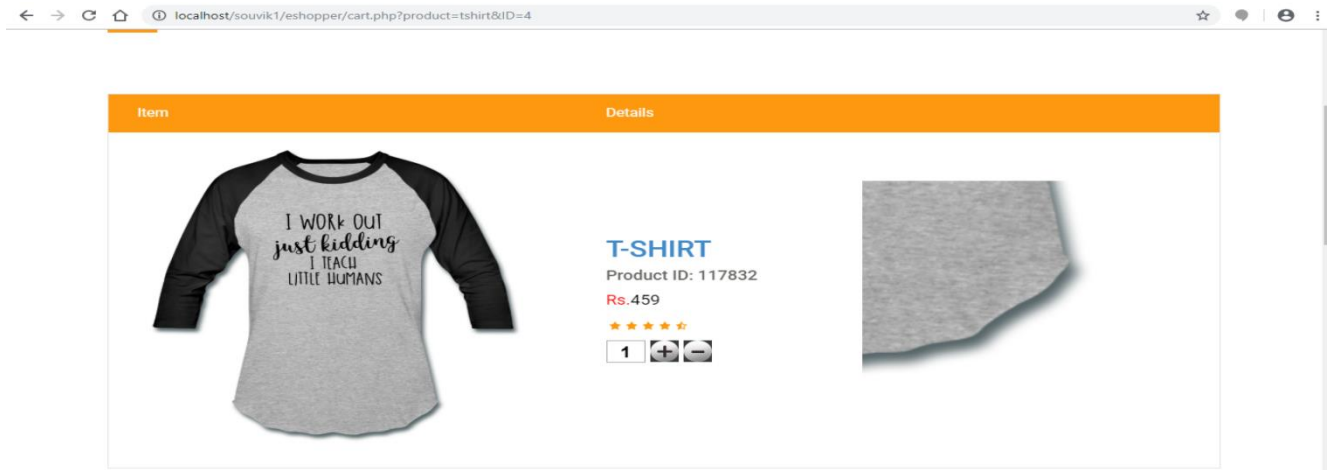


Fig 8.15: Add to cart

Payment status

Fig 8.16: Payment status

Appendix – II

9. Code snapshots

Html code

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="utf-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <meta name="description" content="">
    <meta name="author" content="">
    <title>Home | E-Shopper</title>
    <link href="css/bootstrap.min.css" rel="stylesheet">
    <link href="css/font-awesome.min.css" rel="stylesheet">
    <link href="css/prettyPhoto.css" rel="stylesheet">
    <link href="css/price-range.css" rel="stylesheet">
    <link href="css/animate.css" rel="stylesheet">
    <link href="css/main.css" rel="stylesheet">
    <link href="css/responsive.css" rel="stylesheet">
    <link href="css/myStyle.css" rel="stylesheet">
    <!--[if lt IE 9]>
    <script src="js/html5shiv.js"></script>
    <script src="js/respond.min.js"></script>
    <![endif]-->
    <link rel="shortcut icon" href="images/ico/favicon.ico">
    <link rel="apple-touch-icon-precomposed" sizes="144x144" href="images/ico/
    apple-touch-icon-144-precomposed.png">
    <link rel="apple-touch-icon-precomposed" sizes="114x114" href="images/ico/
    apple-touch-icon-114-precomposed.png">
    <link rel="apple-touch-icon-precomposed" sizes="72x72" href="images/ico/apple-touch-icon-72-precomposed.png"
    >
```

Fig 9.1: Html code

Index PHP page code

```
<?php
session_start();
$servername = "localhost";
$username = "root";
$password = "";
$dbname = "E_shopper";

// Create connection
$con = mysqli_connect($servername, $username, $password, $dbname);
// Check connection
if (!$con) {
    die("Connection failed: " . mysqli_connect_error());
}

    $sql="SELECT * FROM `men's_dress` ORDER BY `id` DESC";
    $qry=mysqli_query($con,$sql);
    $row=mysqli_fetch_array($qry);

    $sql1="SELECT * FROM `women's_dress` ORDER BY `id` DESC";
    $qry1=mysqli_query($con,$sql1);
    $row1=mysqli_fetch_array($qry1);

    $sql2="SELECT * FROM `kid's_dress` ORDER BY `id` DESC";
    $qry2=mysqli_query($con,$sql2);
    $row2=mysqli_fetch_array($qry2);

    $sql3="SELECT * FROM `women's_neckless` ORDER BY `id` DESC";
```

Fig 9.2: Index PHP code

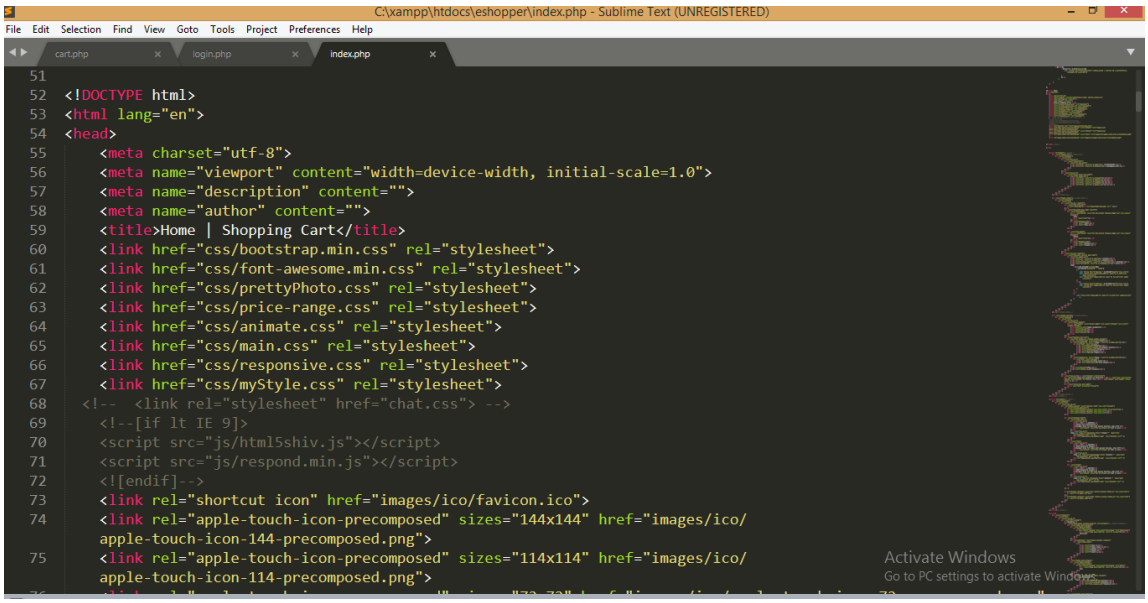
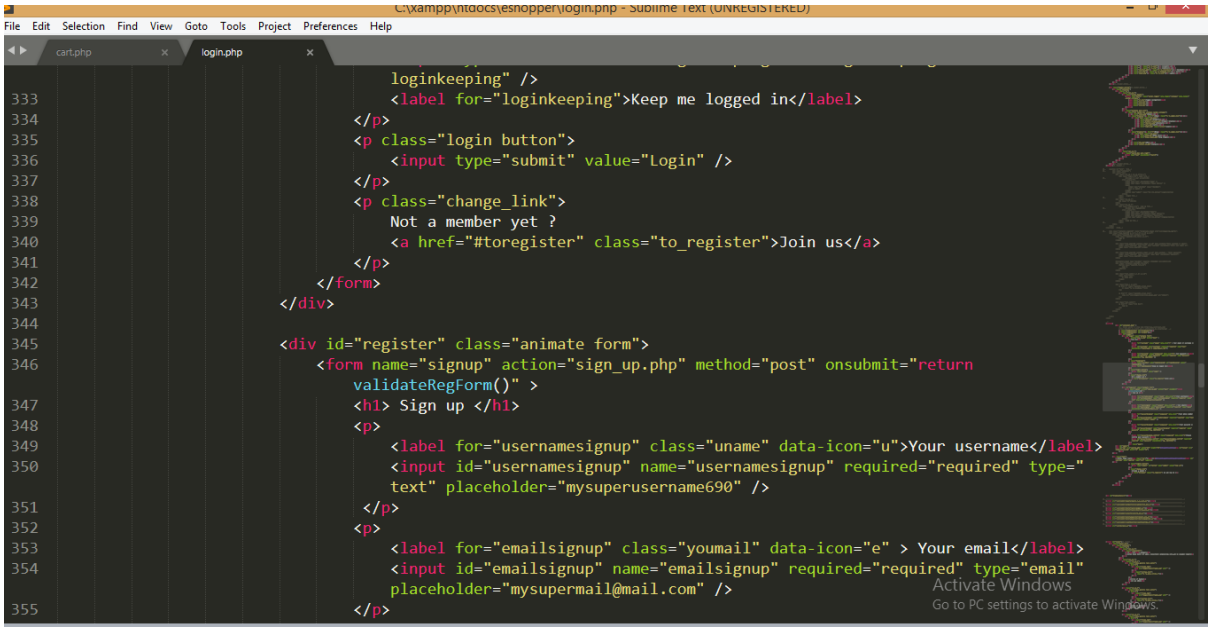


Fig 9.3: Index PHP code

Sign up PHP code

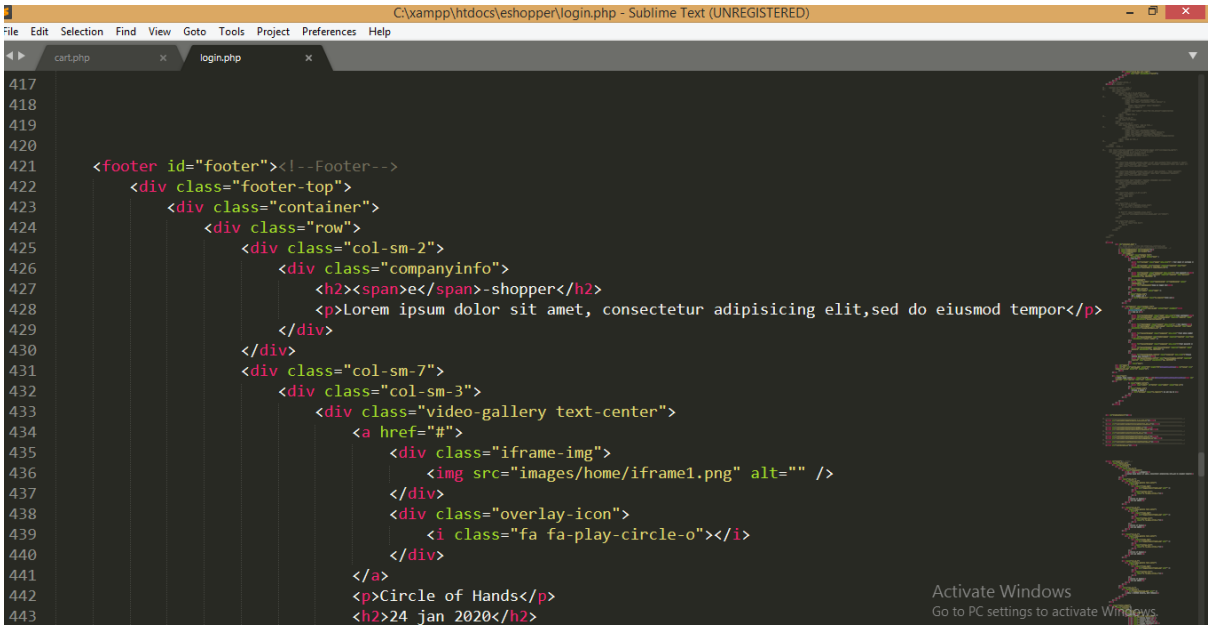
Fig 9.4: Sign up PHP code

Login PHP code



```
                                loginkeeping" />
                                <label for="loginkeeping">Keep me logged in</label>
                            </p>
                            <p class="login button">
                                <input type="submit" value="Login" />
                            </p>
                            <p class="change_link">
                                Not a member yet ?
                                <a href="#toregister" class="to_register">Join us</a>
                            </p>
                        </form>
                    </div>

                    <div id="register" class="animate form">
                        <form name="signup" action="sign_up.php" method="post" onsubmit="return
                            validateRegForm()" >
                            <h1> Sign up </h1>
                            <p>
                                <label for="usernamesignup" class="uname" data-icon="u">Your username</label>
                                <input id="usernamesignup" name="usernamesignup" required="required" type="
                                text" placeholder="mysuperusername690" />
                             </p>
                            <p>
                                <label for="emailsignup" class="youmail" data-icon="e" > Your email</label>
                                <input id="emailsignup" name="emailsignup" required="required" type="email"
                                placeholder="mysupermail@mail.com" />
                            </p>
```

Fig 9.5: Login PHP code



```
<footer id="footer"><!--Footer-->
    <div class="footer-top">
        <div class="container">
            <div class="row">
                <div class="col-sm-2">
                    <div class="companyinfo">
                        <h2><span>e</span>-shopper</h2>
                        <p>Lorem ipsum dolor sit amet, consectetur adipisicing elit,sed do eiusmod tempor</p>
                    </div>
                </div>
                <div class="col-sm-7">
                    <div class="col-sm-3">
                        <div class="video-gallery text-center">
                            <a href="#">
                                <div class="iframe-img">
                                    <img src="images/home/iframe1.png" alt="" />
                                </div>
                                <div class="overlay-icon">
                                    <i class="fa fa-play-circle-o"></i>
                                </div>
                            </a>
                            <p>Circle of Hands</p>
                            <h2>24 jan 2020</h2>
```

Fig 9.6: Login PHP code

Product PHP code

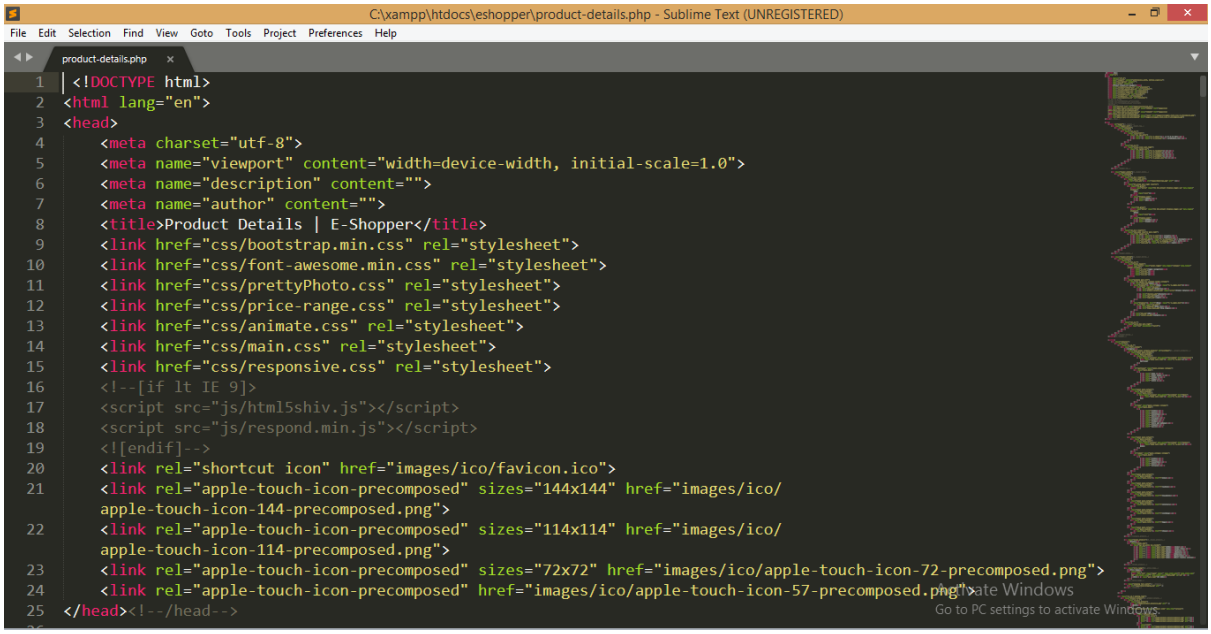


Fig 9.7: Product PHP code

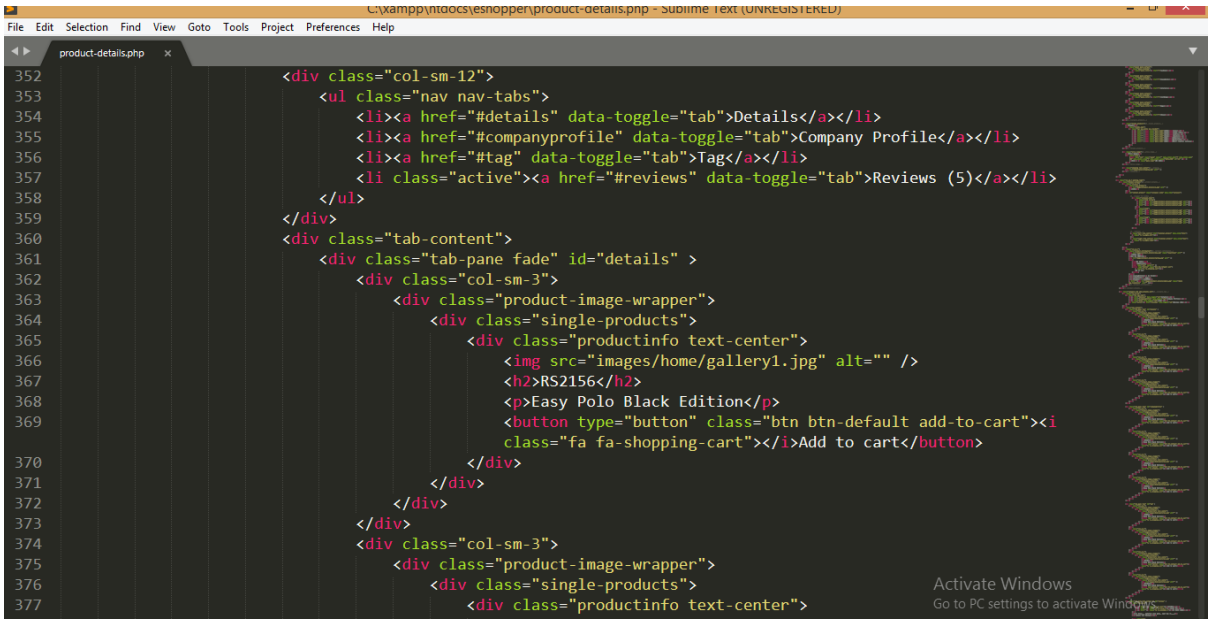
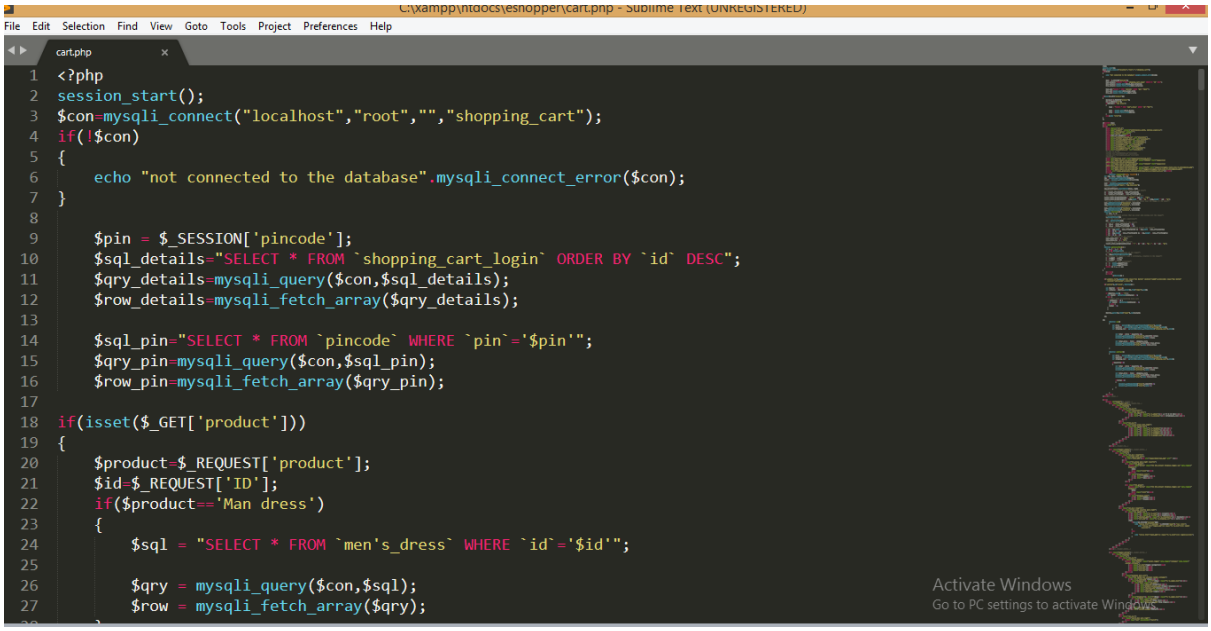


Fig 9.8: Product PHP code

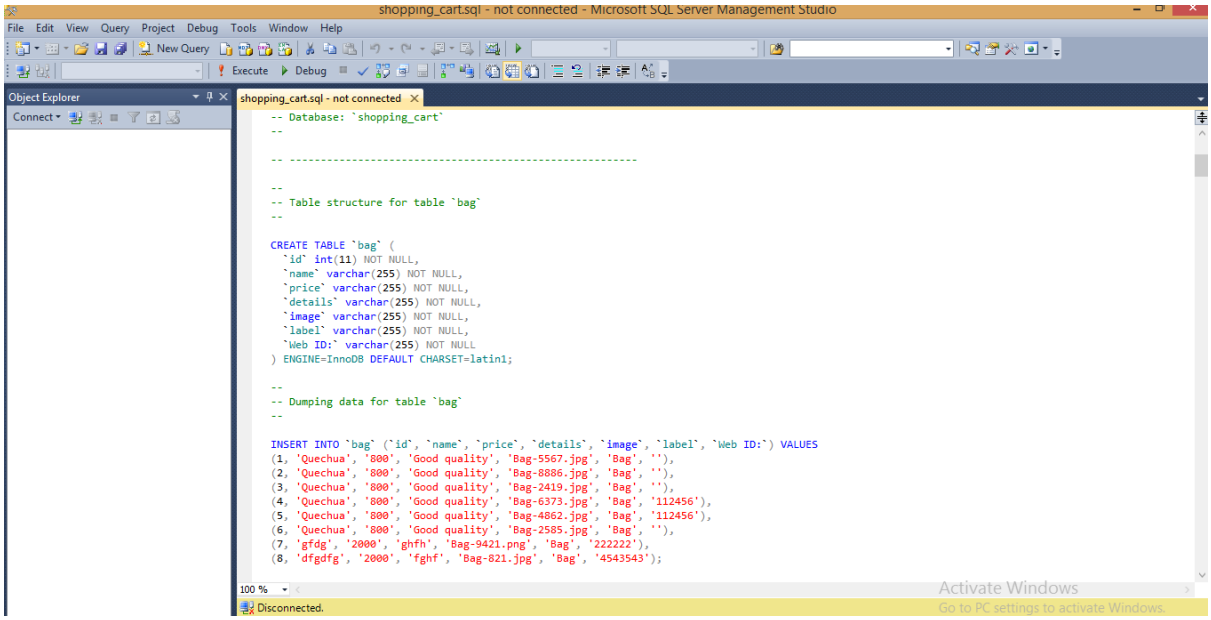
Cart PHP code



```php
<?php
session_start();
$con=mysqli_connect("localhost","root","","shopping_cart");
if(!$con)
{
    echo "not connected to the database".mysqli_connect_error($con);
}

    $pin = $_SESSION['pincode'];
    $sql_details="SELECT * FROM `shopping_cart_login` ORDER BY `id` DESC";
    $qry_details=mysqli_query($con,$sql_details);
    $row_details=mysqli_fetch_array($qry_details);

    $sql_pin="SELECT * FROM `pincode` WHERE `pin`='$pin'";
    $qry_pin=mysqli_query($con,$sql_pin);
    $row_pin=mysqli_fetch_array($qry_pin);

if(isset($_GET['product']))
{
    $product=$_REQUEST['product'];
    $id=$_REQUEST['ID'];
    if($product=='Man dress')
    {
        $sql = "SELECT * FROM `men's_dress` WHERE `id`='$id'";

        $qry = mysqli_query($con,$sql);
        $row = mysqli_fetch_array($qry);
```

Fig 9.9: Cart PHP code

SQL code



```sql
-- Database: `shopping_cart`
--

-- --------------------------------------------------------

--
-- Table structure for table `bag`
--

CREATE TABLE `bag` (
  `id` int(11) NOT NULL,
  `name` varchar(255) NOT NULL,
  `price` varchar(255) NOT NULL,
  `details` varchar(255) NOT NULL,
  `image` varchar(255) NOT NULL,
  `label` varchar(255) NOT NULL,
  `Web ID:` varchar(255) NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=latin1;

--
-- Dumping data for table `bag`
--

INSERT INTO `bag` (`id`, `name`, `price`, `details`, `image`, `label`, `Web ID:`) VALUES
(1, 'Quechua', '800', 'Good quality', 'Bag-5567.jpg', 'Bag', ''),
(2, 'Quechua', '800', 'Good quality', 'Bag-8886.jpg', 'Bag', ''),
(3, 'Quechua', '800', 'Good quality', 'Bag-2419.jpg', 'Bag', ''),
(4, 'Quechua', '800', 'Good quality', 'Bag-6373.jpg', 'Bag', '112456'),
(5, 'Quechua', '800', 'Good quality', 'Bag-4862.jpg', 'Bag', '112456'),
(6, 'Quechua', '800', 'Good quality', 'Bag-2585.jpg', 'Bag', ''),
(7, 'gfdg', '2000', 'ghfh', 'Bag-9421.png', 'Bag', '222222'),
(8, 'dfgdfg', '2000', 'fghf', 'Bag-821.jpg', 'Bag', '4543543');
```

Fig 9.10: SQL code

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