

# **ONLINE CLOTH SHOP MANAGEMENT SYSTEM**

*Project Report Submitted By*

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(INMCA)**

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**AMAL JYOTHI COLLEGE OF ENGINEERING  
KANJIRAPPALLY**

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**2017-2022**

**DEPARTMENT OF COMPUTER APPLICATIONS**  
**AMAL JYOTHI COLLEGE OF ENGINEERING**  
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**CERTIFICATE**

This is to certify that the Project report, "**ONLINE CLOTH SHOP MANAGEMENT SYSTEM**" is the bonafide work of **ANU ALEXANDER (Reg.No: AJC17MCA-I011)** in partial fulfillment of the requirements for the award of the Degree of Integrated Master of Computer Applications under APJ Abdul Kalam Technological University during the year 2017-22.

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## **DECLARATION**

I hereby declare that the project report "**ONLINE CLOTH SHOP MANAGEMENT SYSTEM**" is a bonafied work done at Amal Jyothi College of Engineering, towards the partial fulfilment of the requirements for the award of the Degree of Integrated Master of Computer Applications (MCA) from APJ Abdul Kalam Technological University, during the academic year 2017-2022.

**Date: 20/12/2021**

**ANU ALEXANDER**

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**ANU ALEXANDER**

## ABSTRACT

**Online Cloth Management System** is a web-based shopping system for an existing shop. The project objective is to deliver the online shopping application. 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. Thus, the customer will get the service of online shopping. 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 flipart or ebay. Since the application is available and it is easily accessible and always available.

An online shopping system that permits a customer to submit online orders for items and/or services from a store that serves both walk-in customers and online customers. The online shopping system presents an online display of an order cut off time and an associated delivery window for items selected by the customer. The system accepts the customer's submission of a purchase order for the item in response to a time of submission being before the order cut off time.

The online shopping system does not settle with a credit supplier of the customer until the item selected by the customer is picked from inventory but before it is delivered. Therefore, the customer can go online and make changes to the order. In addition, available service windows are presented to the customer as a function of customer selected order and service types and further, the order picking is assigned in accordance with a picker's preference.

When ordering goods, many shopping systems provide a virtual shopping cart for holding items selected for purchase. Successive items selected for purchase are placed into the virtual shopping cart until a customer completes their shopping trip. Virtual shopping carts may be examined at any time, and their contents can be edited or deleted at the option of the customer.

Once the customer decides to submit a purchase order, the customer may print the contents of the virtual shopping basket in order to obtain a hard copy record of the transaction.

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## **List of Abbreviation**

- HTML - Hyper Text Markup Language.
- CSS - Cascading Style Sheet
- SQL - Structured Query Language
- UML - Unified Modeling Language
- JS - Java Script
- PHP - Hypertext Pre-Processor
- RDBMS - Relation Database Management System

## **CHAPTER 1**

### **INTRODUCTION**

## 1.1 PROJECT OVERVIEW

**“ONLINE CLOTH SHOP MANAGEMENT SYSTEM”** is a web-based shopping system for an existing shop. The project objective is to deliver the online shopping application into android platform. Online cloth 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. Thus, the customer will get the service of online shopping.

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).

## 1.2 PROJECT SPECIFICATION

This system can be implemented to any shop in the locality or to multinational branded shops having retail outlet chains. The system recommends a facility to accept the orders 24\*7 and a home delivery system which can make customers happy. If shops are providing an online portal where their customers can enjoy easy shopping from anyway here, the shops won't be losing any more customers to the trending online shops such as flipkart or ebay. Since the application is available in the Smartphone it is easily accessible and always available.

The proposed system is made to help the customers for an easy and convenient way of buying a product and also helps to increase their way efficiently. We will also provide users to give feedbacks, they can view the order details, payment details etc.

The system includes 2 modules. They are:

### 1. Admin Module

Admin must have a login into this system. He has the overall control of the system. Admin can add or update main and sub categories. Admin can view all the products and can able to update or delete products and also can able to view all registered customer details.

Admin manages order with Add, Edit, View and Delete. Admin manages customer. Admin can view the customer orders. He can update the order status and generate reports. The reports can be of 2 types the total sales report between dates and no of customers who order between those dates.

## **2. Customer Module**

Customer can register and buy the products they want. The customer has a dedicated page for the account settings. The user can update the address of billing and shipping. Delivery status of the product is the other advantage that the user has. User can do secure online payment. User can add feedbacks and complaints to them.

## **CHAPTER 2**

### **SYSTEM STUDY**

## 2.1 INTRODUCTION

System analysis is a process of gathering and interpreting facts, diagnosing problems and the information to recommend improvements on the system. It 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 studied to the minute's detail and analyzed. The system analyst plays the role of the interrogator and dwells deep into the working of the present system. The system is viewed as a whole and the input to the system are identified. The outputs from the organizations are traced to the various processes. System analysis is concerned with becoming aware of the problem, identifying the relevant and decisional variables, analyzing and synthesizing the various factors and determining an optimal or at least a satisfactory solution or program of action.

A detailed study of the process must be made by various techniques like interviews, questionnaires etc. The data collected by these sources must be scrutinized to arrive to a conclusion. The conclusion is an understanding of how the system functions. This system is called the existing system. Now the existing system is subjected to close study and problem areas are identified. The designer now functions as a problem solver and tries to sort out the difficulties that the enterprise faces. The solutions are given as proposals. The proposal is then weighed with the existing system analytically and the best one is selected. The proposal is presented to the user for an endorsement by the user. The proposal is reviewed on user request and suitable changes are made. This is loop that ends as soon as the user is satisfied with proposal.

Preliminary study is the process of gathering and interpreting facts, using the information for further studies on the system. Preliminary study is problem solving activity that requires intensive communication between the system users and system developers. It does various feasibility studies. In these studies, a rough figure of the system activities can be obtained, from which the decision about the strategies to be followed for effective system study and analysis can be taken.

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## 2.2 EXISTING SYSTEM

Existing system is semi automated system. Customer can register and they can buy their products. Each customer can create their own profile. The proposed system rectifies the drawbacks of the present system.

It is necessary to modify the existing system in order to include additional information and make the system efficient, flexible and secure. Using the new system customers can able to buy the product, tract it, see the updated delivery status etc.

## 2.3 DRAWBACKS OF EXISTING SYSTEM

- Online portals have been in the news a lot because of hacks by cybercriminals and hackers. It is a very serious issue as your account might be hacked because of negligence and wiped out clean of the existing cash.
- E-commerce is putting a stop to buying capabilities because of a site crash. Such a small word site crash but has the ability to put a whole business down within a few seconds..
- Late delivery is one of the common disadvantages of e-commerce platforms. While ordering a product the customer is assured that it will reach him in maximum seven days or a particular time period.

## 2.4 PROPOSED SYSTEM

The proposed system is defined to meets all the disadvantages of the existing system. It is necessary to have a system that is more user friendly and user attractive for business growth; on such consideration the system is proposed. In our proposed system there is admin who can view all the users. It allows customers to buy the products and do their transactions by using online payment method. Users of this proposed system are admin, customer. The aim of proposed system is to develop a system of improved facilities. The system provides proper security and reduces the manual work. Our website is multifunctional which includes customer introduction project details etc.

The master file that is file which contains all the details of the data's which are kept for long time is customer master. The customer master contains personal details of the customer like customer id, customer name, residential address, etc. This system is designed to help the customers to make the purchasing easy. The proposed system

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provides consistency of data and reduces the paper work. This helps the customer to fulfill his dream of implementing product purchasing through online.

This system helps the customer to get its product delivery done smoothly, efficiently quick and in less time and it helps to increase the work and income source. This system is made to help the customer.

## **2.5 ADVANTAGES OF PROPOSED SYSTEM**

The system is very simple in design and to implement. The system requires very low system resources and the system will work in almost all configurations. It has got following features:

➤ **You are able to get email notifications: -**

Our customers will get email notifications at the time of product purchase and can send feedbacks.

➤ **Better security: -**

For data to remain secure measures must be taken to prevent unauthorized access. Security means that data are protected from various forms of destruction. The system security problem can be divided into four related issues: security, integrity, privacy and confidentiality. Username and password requirement to sign in ensures security. It will also provide data security as we are using the secured databases for maintaining the documents

➤ **Ensure data accuracy: -**

The proposed system eliminates the manual errors while entering the details of the users during the registration.

➤ **Better service:** -

The system will avoid the burden of hard copy storage. We can also conserve the time and human resources for doing the same task. The data can be maintained for longer period with no loss of data.

## CHAPTER 3

### REQUIREMENT ANALYSIS

### 3.1 FEASIBILITY STUDY

Feasibility study is made to see if the project on completion will serve the purpose of the organization for the amount of work, effort and the time that spend on it. Feasibility study lets the developer foresee the future of the project and the usefulness. A feasibility study of a system proposal is according to its workability, which is the impact on the organization, ability to meet their user needs and effective use of resources. Thus, when a new application is proposed it normally goes through a feasibility study before it is approved for development.

The document provides the feasibility of the project that is being designed and lists various areas that were considered very carefully during the feasibility study of this project such as Technical, Economic and Operational feasibilities. The following are its features: -

#### 3.1.1 Economical Feasibility

The developing system must be justified by cost and benefit. Criteria to ensure that effort is concentrated on project, which will give best, return at the earliest. One of the factors, which affect the development of a new system, is the cost it would require.

The following are some of the important financial questions asked during preliminary investigation:

- The costs conduct a full system investigation.
- The cost of the hardware and software.
- The benefits in the form of reduced costs or fewer costly errors.

The proposed system is developed as part of project work, there is no manual cost to spend for the proposed system. Also, all the resources are already available, it gives an indication of the system is economically possible for development.

The cost of project, ONLINE CLOTH SHOP MANAGEMNET SYSTEM was divided according to the system used, its development cost and cost for hosting the project. According to all the calculations the project was developed in a low cost. As it is completely developed using open-source software.

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### 3.1.2 Technical Feasibility

The system must be evaluated from the technical point of view first. The assessment of this feasibility must be based on an outline design of the system requirement in the terms of input, output, programs and procedures. Having identified an outline system, the investigation must go on to suggest the type of equipment, required method developing the system, of running the system once it has been designed.

Technical issues raised during the investigation are:

- Does the existing technology sufficient for the suggested one?
- Can the system expand if developed?

The project should be developed such that the necessary functions and performance are achieved within the constraints. The project requires High Resolution Scanning device and utilizes Cryptographic techniques. Through the technology may become obsolete after some period of time, due to the fact that newer version of same software supports older versions, the system may still be used. So, there are minimal constraints involved with this project. The system has been developed using PHP in front end and MySQL in server in back end, the project is technically feasible for development. The system has been developed using PHP in front end and MySQL in server in back end, the project is technically feasible for development. The System used was also of good performance of Processor Intel i3 core; RAM 4GB and, Hard disk 1TB

### 3.1.3 Behavioral Feasibility

The proposed system includes the following questions:

- Is there sufficient support for the users?
- Will the proposed system cause harm?

The project would be beneficial because it satisfies the objectives when developed and installed. All behavioral aspects are considered carefully and conclude that the project is behaviorally feasible.

ONLINE CLOTH SHOP MANAGEMENT SYSTEM, GUI is simple so that users can easily use it. ONLINE CLOTH SHOP MANAGEMENT SYSTEM is simple enough so that no training is needed.

## 3.2 SYSTEM SPECIFICATION

### 3.2.1 Hardware Specification

Processor - Intel core i3

RAM - 4 GB

Hard disk - 1 TB

### 3.2.2 Software Specification

Front End - HTML, CSS

Backend - MYSQL

Client on PC - Windows 7 and above.

Technologies used - JS, HTML5, AJAX, J Query, PHP, CSS

## 3.3 SOFTWARE DESCRIPTION

### 3.3.1 PHP

PHP is a server-side scripting language designed for web development but also used as a general-purpose programming language. PHP 8.0 is a major version update and a remarkable milestone in PHP, as it brings several new features to type system, syntax, error handling, strings, object-oriented programming, and more. It is the efforts of hundreds of people coming together to shape the future of a programming language that powers a significant portion of the Internet web sites and applications. Originally created by Rasmus Ledorf in 1995.

While PHP originally stood for personal home page, it now stands for PHP: Hypertext Preprocessor, a recursive acronym. PHP code is interpreted by a web server with a PHP processor module which generates the resulting web page. PHP commands can be embedded directly into a HTML source document rather than calling an external file to process data. It has also evolved to include a command-line interface capability and can be used in standalone incompatible with the GNU General Public License (GPL) due to restrictions on the usage of the term PHP. PHP can be deployed on most web servers and also as a standalone shell on almost every operating system and platform, free of charge.

### 3.3.2 MySQL

MySQL, the most popular Open-Source SQL database management system, is developed, distributed, and supported by Oracle Corporation. The MySQL Web site provides the latest information about MySQL software.

- **MySQL is a database management system.**

A database is a structured collection of data. It may be anything from a simple shopping list to a picture gallery or the vast amounts of information in a corporate network. To add, access, and process data stored in a computer database, you need a database management system such as MySQL Server. Since computers are very good at handling large amounts of data, database management systems play a central role in computing, as standalone utilities, or as parts of other applications.

- **MySQL databases are relational.**

A relational database stores data in separate tables rather than putting all the data in one big storeroom. The database structures are organized into physical files optimized for speed. The logical model, with objects such as databases, tables, views, rows, and columns, offers a flexible programming environment. You set up rules governing the relationships between different data fields, such as one-to-one, one-to-many, unique, required or optional, and “pointers” between different tables. The database enforces these rules, so that with a well-designed database, your application never sees inconsistent, duplicate, orphan, out-of-date, or missing data. The SQL part of “MySQL” stands for “Structured Query Language”.

SQL is the most common standardized language used to access databases. Depending on your programming environment, you might enter SQL directly (for example, to generate reports), embed SQL statements into code written in another language, or use a language-specific API that hides the SQL syntax. SQL is defined by the ANSI/ISO SQL Standard. The SQL standard has been evolving since 1986 and several versions exist. In this manual, “SQL92” refers to the standard released in 1992, “SQL: 1999” refers to the standard released in 1999, and “SQL: 2003” refers to the current version of the standard. We use the phrase “the SQL standard” to mean the current version of the SQL Standard at any time.

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- **MySQL software is Open Source.**

Open-Source means that it is possible for anyone to use and modify the software. Anybody can download the MySQL software from the Internet and use it without paying anything. If you wish, you may study the source code and change it to suit your needs. The MySQL software uses the GPL (GNU General Public License), to define what you may and may not do with the software in different situations. If you feel uncomfortable with the GPL or need to embed MySQL code into a commercial application, you can buy a commercially licensed version from us. See the MySQL Licensing Overview for more information.

- **The MySQL Database Server is very fast, reliable, scalable, and easy to use.**

If that is what you are looking for, you should give it a try. MySQL Server can run comfortably on a desktop or laptop, alongside your other applications, web servers, and so on, requiring little or no attention. If you dedicate an entire machine to MySQL, you can adjust the settings to take advantage of all the memory, CPU power, and I/O capacity available.

- **MySQL Server works in client/server or embedded systems.**

The MySQL Database Software is a client/server system that consists of a multi-threaded SQL server that supports different backends, several different client programs and libraries, administrative tools, and a wide range of application programming interfaces (APIs). We also provide MySQL Server as an embedded multi-threaded library that you can link into your application to get a smaller, faster, easier-to-manage standalone product.

## **CHAPTER 4**

### **SYSTEM DESIGN**

## 4.1 INTRODUCTION

Design is the first step into the development phase for any engineered product or system. Design is a creative process. A good design is the key to effective system. The term “design” is defined as “the process of applying various techniques and principles for the purpose of defining a process or a system in sufficient detail to permit its physical realization”. It may be defined as a process of applying various techniques and principles for the purpose of defining a device, a process or a system in sufficient detail to permit its physical realization. Software design sits at the technical kernel of the software engineering process and is applied regardless of the development paradigm that is used. The system design develops the architectural detail required to build a system or product. As in the case of any systematic approach, this software too has undergone the best possible design phase fine tuning all efficiency, performance and accuracy levels. The design phase is a transition from a user-oriented document to a document to the programmers or database personnel. System design goes through two phases of development: Logical and Physical Design.

## 4.2 UML DIAGRAM

UML is a standard language for specifying, visualizing, constructing, and documenting the artifacts of software systems. UML was created by the Object Management Group (OMG) and UML 1.0 specification draft was proposed to the OMG in January 1997.

UML stands for **Unified Modeling Language**. UML is different from the other common programming languages such as C++, Java. UML is a pictorial language used to make software blueprints. UML can be described as a general-purpose visual modeling language to visualize, specify, construct, and document software system. Although UML is generally used to model software systems, it is not limited within this boundary. It is also used to model non-software systems as well. For example, the process flow in a manufacturing unit, etc.

UML is not a programming language but tools can be used to generate code in various languages using UML diagrams. UML has a direct relation with object- oriented analysis and design.

After some standardization, UML has become an OMG standard. All the elements, relationships are used to make a complete UML diagram and the diagram represents a system. The visual effect of the UML diagram is the most important part of the entire process. All the other elements are used to make it complete. UML includes the following nine diagrams.

- Class diagram
- Object diagram
- Use case diagram
- Sequence diagram
- Collaboration diagram
- Activity diagram
- State chart diagram
- Deployment diagram
- Component diagram

#### **4.2.1 USE CASE DIAGRAM**

A use case diagram is a graphic depiction of the interactions among the elements of a system. A use case is a methodology used in system analysis to identify, clarify, and organize system requirements. In this context, the term "system" refers to something being developed or operated, such as a mail-order product sales and service Web site. Use case diagrams are employed in UML (Unified Modeling Language), a standard notation for the modeling of real-world objects and systems.

System objectives can include planning overall requirements, validating a hardware design, testing and debugging a software product under development, creating an online help reference, or performing a consumer-service-oriented task. For example, use cases in a product sales environment would include item ordering, catalog updating, payment processing, and customer relations. A use case diagram contains four components.

- The boundary, which defines the system of interest in relation to the world around it.
- The actors, usually individuals involved with the system defined according to their roles.
- The use cases, which are the specific roles played by the actors within and around

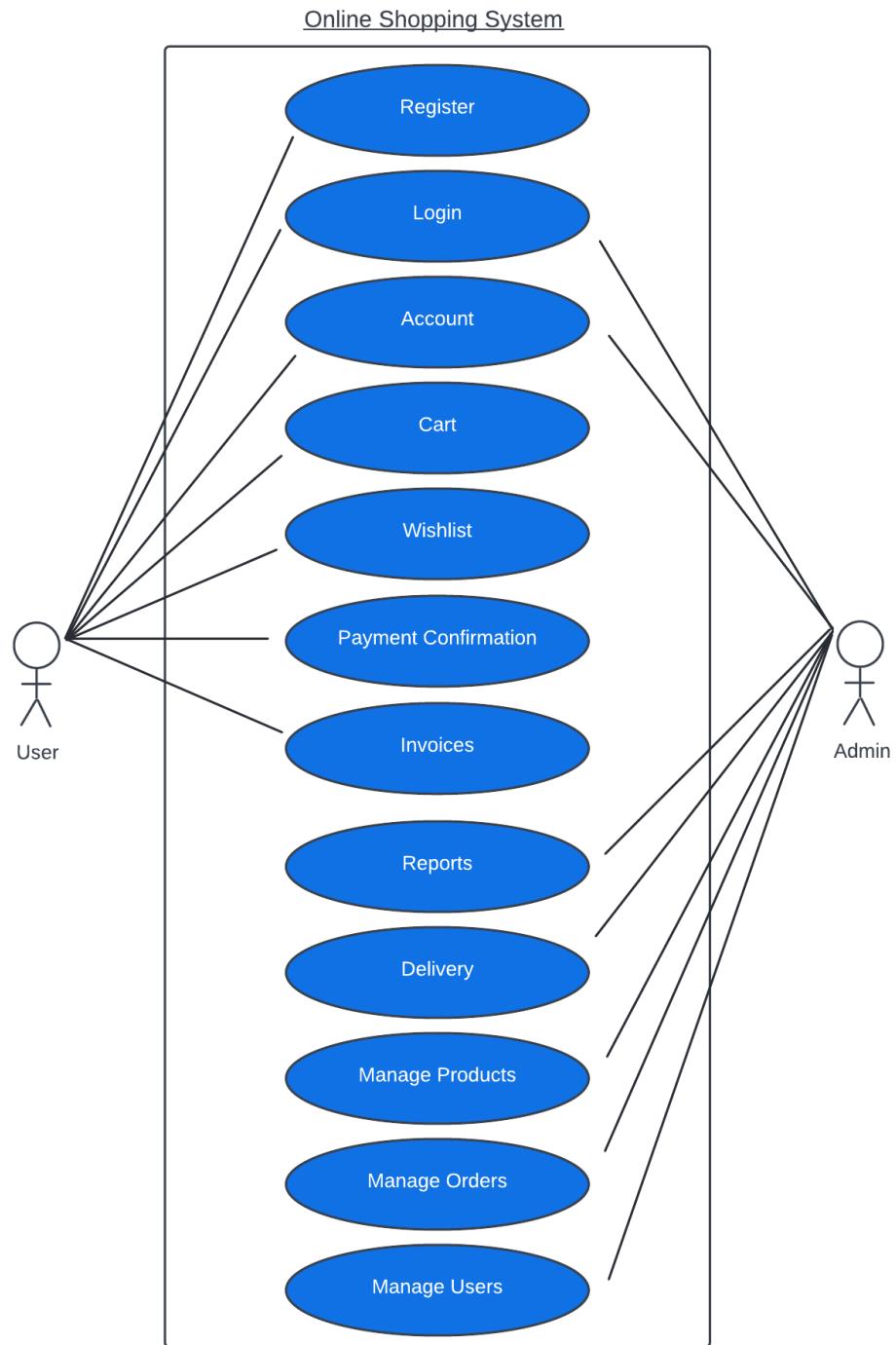
the system.

- The relationships between and among the actors and the use cases.

Use case diagrams are drawn to capture the functional requirements of a system. After identifying the above items, we have to use the following guidelines to draw an efficient use case diagram

- The name of a use case is very important. The name should be chosen in such a way so that it can identify the functionalities performed.
- Give a suitable name for actors.
- Show relationships and dependencies clearly in the diagram.
- Do not try to include all types of relationships, as the main purpose of the diagram is to identify the requirements.
- Use notes whenever required to clarify some important points.

Fig 1: Use case diagram for ONLINE CLOTH SHOP MANAGEMENT SYSTEM



## 4.2.2 SEQUENCE DIAGRAM

A sequence diagram simply depicts interaction between objects in a sequential order i.e., the order in which these interactions take place. We can also use the terms event diagrams or event scenarios to refer to a sequence diagram. Sequence diagrams describe how and in what order the objects in a system function. These diagrams are widely used by businessmen and software developers to document and understand requirements for new and existing systems.

### Sequence Diagram Notations –

- i. **Actors** – An actor in a UML diagram represents a type of role where it interacts with the system and its objects. It is important to note here that an actor is always outside the scope of the system we aim to model using the UML diagram. We use actors to depict various roles including human users and other external subjects. We represent an actor in a UML diagram using a stick person notation. We can have multiple actors in a sequence diagram.
- ii. **Lifelines** – A lifeline is a named element which depicts an individual participant in a sequence diagram. So basically, each instance in a sequence diagram is represented by a lifeline. Lifeline elements are located at the top in a sequence diagram.
- iii. **Messages** – Communication between objects is depicted using messages. The messages appear in a sequential order on the lifeline. We represent messages using arrows. Lifelines and messages form the core of a sequence diagram.

Messages can be broadly classified into the following categories:

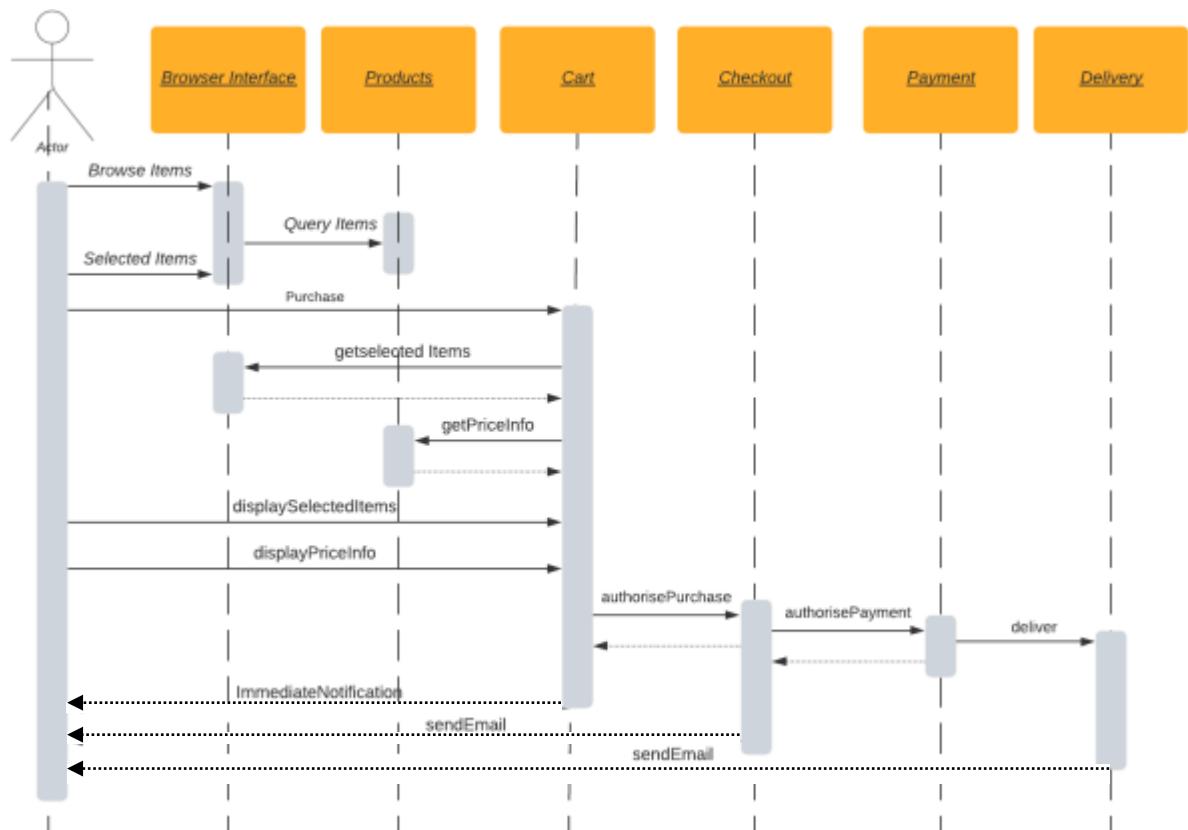
- Synchronous messages
- Asynchronous Messages
- Create message
- Delete Message
- Self-Message
- Reply Message
- Found Message

- Lost Message

### Uses of sequence diagrams –

- Used to model and visualize the logic behind a sophisticated function, operation or procedure.
- They are also used to show details of UML use case diagrams.
- Used to understand the detailed functionality of current or future systems.
- Visualize how messages and tasks move between objects or components in a system.

Fig 2: Sequence diagram for ONLINE CLOTH SHOP MANAGEMENT SYSTEM



## 4.2.3 COLLABORATION DIAGRAM

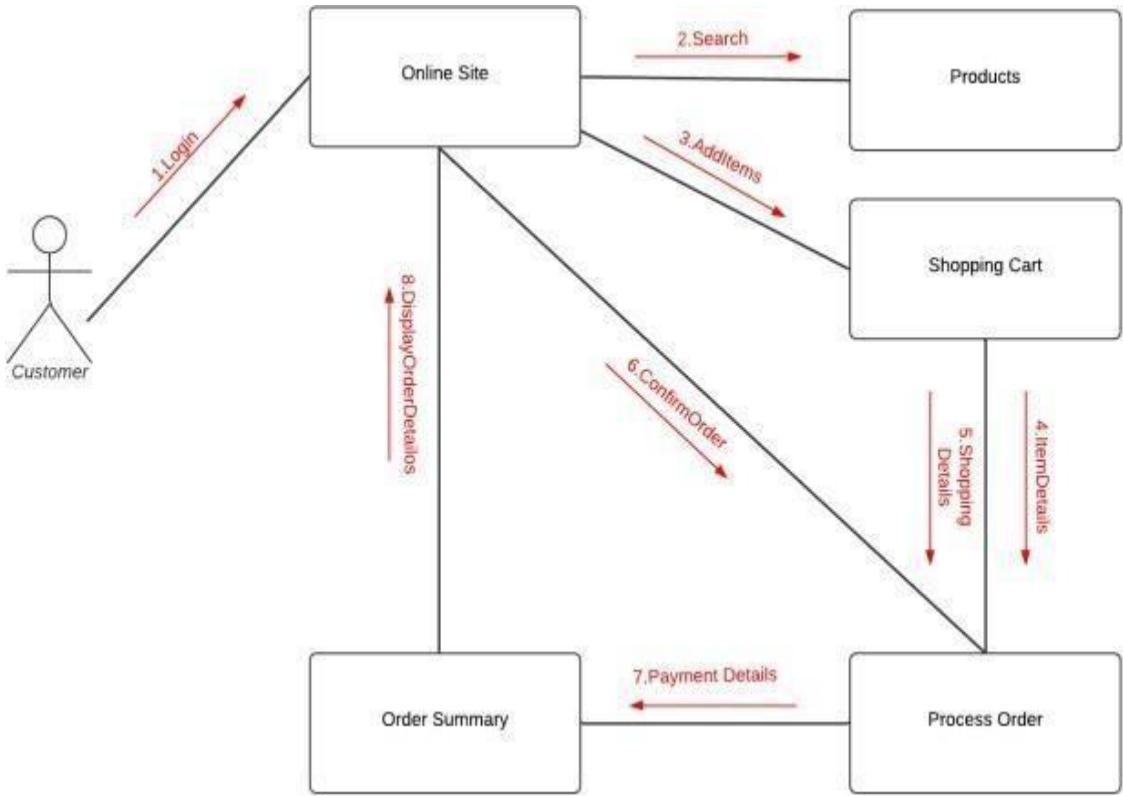
A collaboration diagram, also known as a communication diagram, is an illustration of the relationships and interactions among software objects in the Unified Modeling Language (UML). These diagrams can be used to portray the dynamic behavior of a particular use case and define the role of each object. Collaboration diagrams are created by first identifying the structural elements required to carry out the functionality of an interaction. A model is then built using the relationships between those elements. Several vendors offer software for creating and editing collaboration diagrams,

### Notations of a collaboration diagram

A collaboration diagram resembles a flowchart that portrays the roles, functionality and behavior of individual objects as well as the overall operation of the system in real time. The four major components of a collaboration diagram are:

- i. **Objects**- Objects are shown as rectangles with naming labels inside. The naming label follows the convention of object name: class name. If an object has a property or state that specifically influences the collaboration, this should also be noted.
- ii. **Actors**- Actors are instances that invoke the interaction in the diagram. Each actor has a name and a role, with one actor initiating the entire use case.
- iii. **Links**- Links connect objects with actors and are depicted using a solid line between two elements. Each link is an instance where messages can be sent.
- iv. **Messages**- Messages between objects are shown as a labeled arrow placed near a link. These messages are communications between objects that convey information about the activity and can include the sequence number.

The most important objects are placed in the center of the diagram, with all other participating objects branching off. After all objects are placed, links and messages should be added in between.

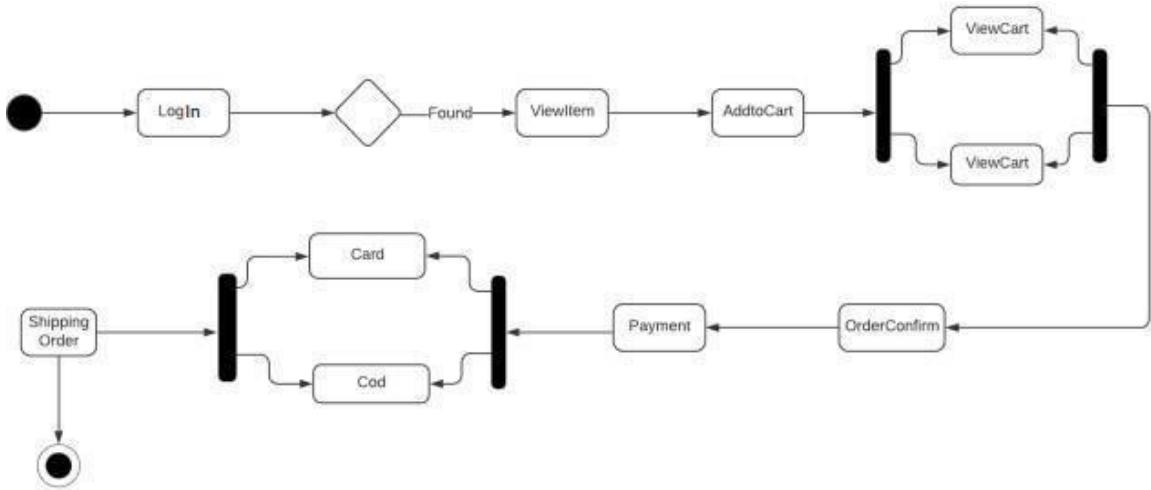
Fig 3: Collaboration Diagram for ONLINE CLOTH SHOP MANAGEMENT SYSTEM

#### 4.2.4 ACTIVITY DIAGRAM

Activity Diagrams describe how activities are coordinated to provide a service which can be at different levels of abstraction. Typically, an event needs to be achieved by some operations, particularly where the operation is intended to achieve a number of different things that require coordination, or how the events in a single use case relate to one another, in particular, use cases where activities may overlap and require coordination. It is also suitable for modeling how a collection of use cases coordinates to represent business workflows

- i. Identify candidate use cases, through the examination of business workflows
- ii. Identify pre- and post-conditions (the context) for use cases
- iii. Model workflows between/within use cases
- iv. Model complex workflows in operations on objects
- v. Model in detail complex activities in a high-level activity Diagram

Fig 4: Activity Diagram for ONLINE CLOTH SHOP MANAGEMENT SYSTEM



## 4.2.5 CLASS DIAGRAM

Class diagram is a static diagram. It represents the static view of an application. Class diagram is not only used for visualizing, describing, and documenting different aspects of a system but also for constructing executable code of the software application.

Class diagram describes the attributes and operations of a class and also the constraints imposed on the system. The class diagrams are widely used in the modeling of object-oriented systems because they are the only UML diagrams, which can be mapped directly with object-oriented languages.

Class diagram shows a collection of classes, interfaces, associations, collaborations, and constraints. It is also known as a structural diagram.

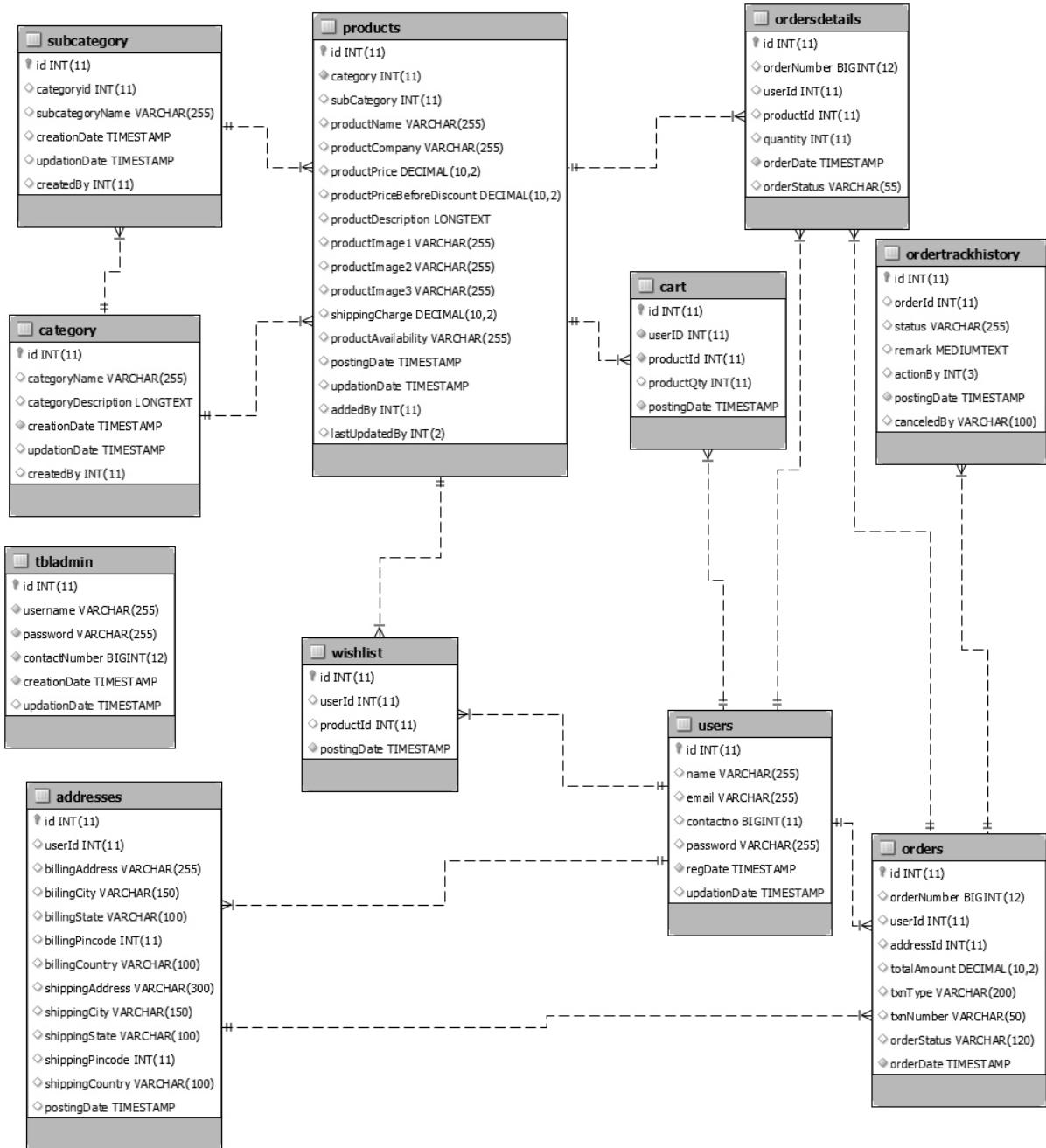
### How to Draw a Class Diagram?

Class diagrams are the most popular UML diagrams used for construction of software applications. It is very important to learn the drawing procedure of class diagram.

Class diagrams have a lot of properties to consider while drawing but here the diagram will be considered from a top-level view.

Class diagram is basically a graphical representation of the static view of the system and represents different aspects of the application. A collection of class diagrams represents the whole system.

Fig 5: Class Diagram for ONLINE CLOTH SHOP MANAGEMENT SYSTEM



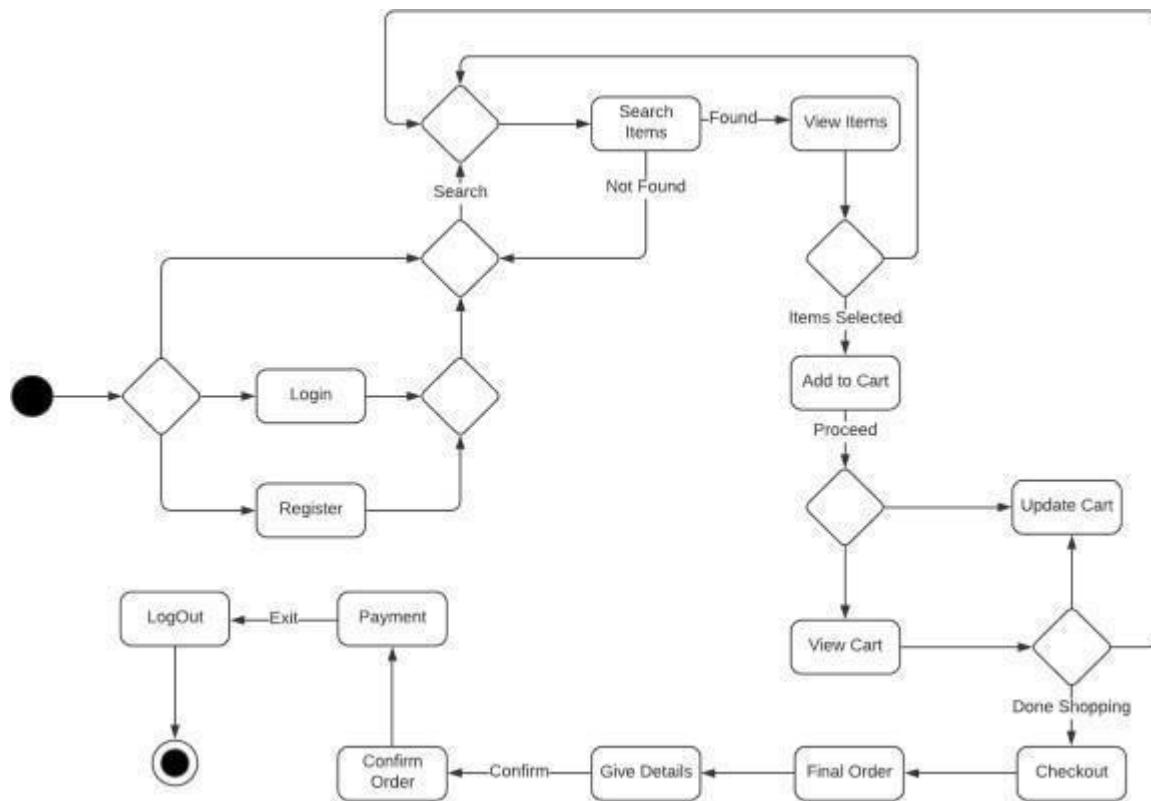
## 4.2.6 STATE DIAGRAM

A state diagram is the graphical representation of a state machine and one of the 14 UML diagram types for software and systems. State diagrams show a behavioral model consisting of states, state transitions and actions. UML state diagrams are based on the concept of state diagrams by David Harrel. State diagrams depict the permitted states and transitions as well as the events that effect these transitions.

### What are state diagrams for?

State diagrams are commonly used in the area of embedded systems. State diagrams help to visualize the entire life cycle of objects and thus help to provide a better understanding of state-based systems. An example of such a state-based system is a cash machine: Upon activation either the state ready or the state malfunction could be reached. As soon as the debit card is inserted it is verified. Depending on the result of the verification the pin number is requested or the process is aborted. Other possible states are account query or availability check etc.

Fig 6: State Diagram for ONLINE CLOTH SHOP MANAGEMENT SYSTEM



## 4.2.7 COMPONENT DIAGRAM

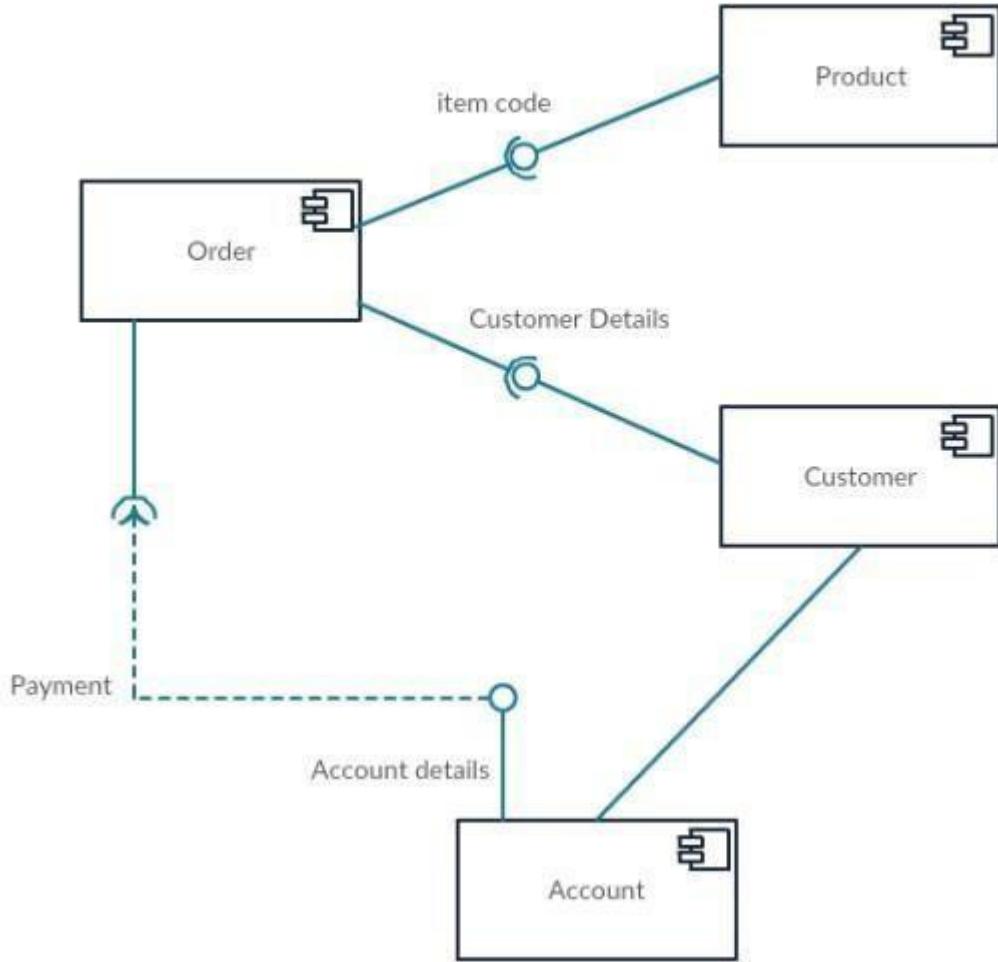
Component diagrams are different in terms of nature and behavior. Component diagrams are used to model the physical aspects of a system. Now the question is, what are these physical aspects? Physical aspects are the elements such as executables, libraries, files, documents, etc. which reside in a node.

Component diagrams are used to visualize the organization and relationships among components in a system. These diagrams are also used to make executable systems.

### Purpose of Component Diagrams

Component diagram is a special kind of diagram in UML. The purpose is also different from all other diagrams discussed so far. It does not describe the functionality of the system but it describes the components used to make those functionalities.

Thus, from that point of view, component diagrams are used to visualize the physical components in a system. These components are libraries, packages, files, etc. Component diagrams can also be described as a static implementation view of a system. Static implementation represents the organization of the components at a particular moment. A single component diagram cannot represent the entire system but a collection of diagrams is used to represent the whole.

Fig 7: Component Diagram for ONLINE CLOTH SHOP MANAGEMENT SYSTEM

## 4.2.8 DEPLOYMENT DIAGRAM

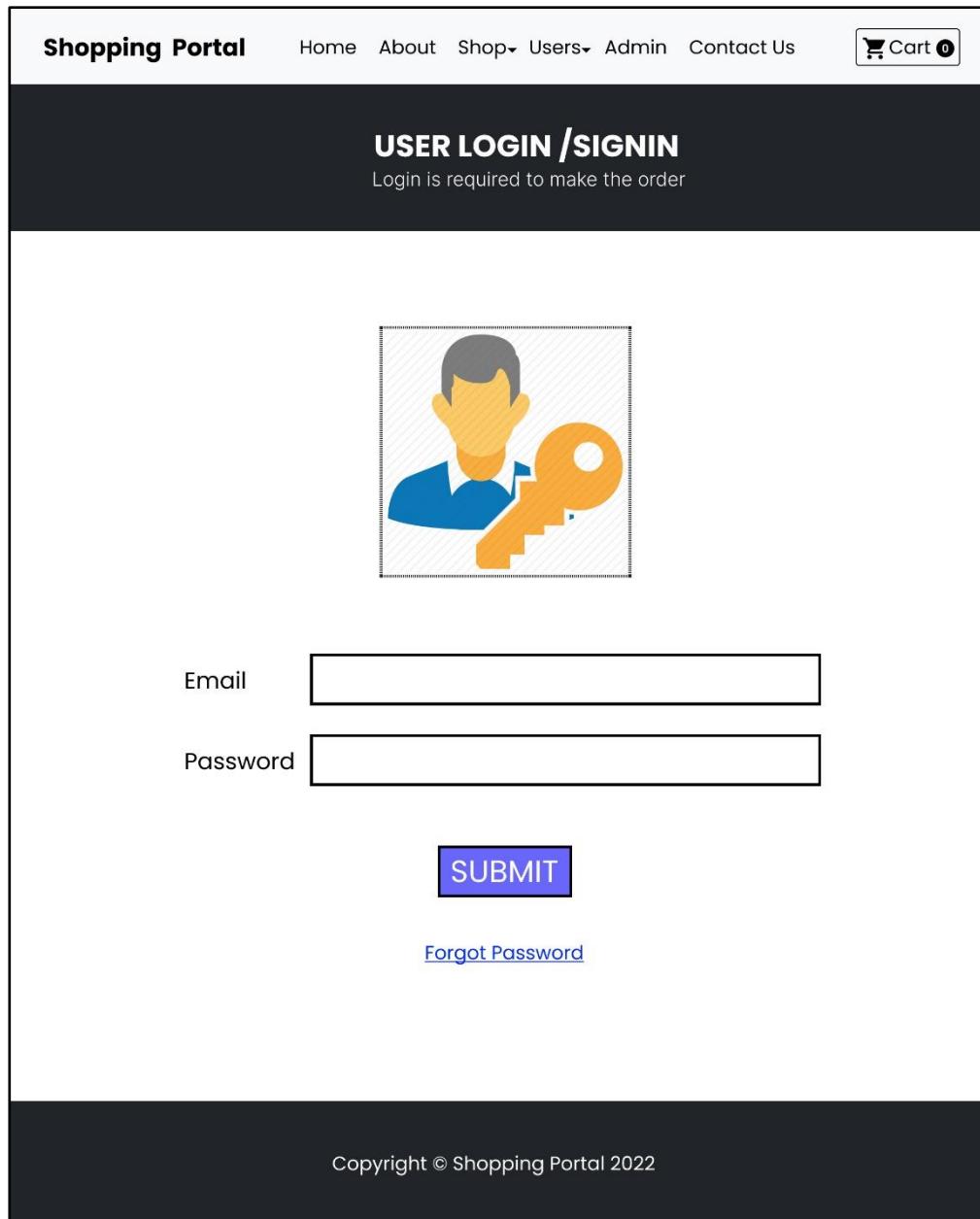
A deployment diagram is a UML diagram type that shows the execution architecture of a system, including nodes such as hardware or software execution environments, and the middleware connecting them. Deployment diagrams are typically used to visualize the physical hardware and software of a system. Using it you can understand how the system will be physically deployed on the hardware. Deployment diagram help model the hardware topology of a system compared to other UML diagram types which mostly outline the logical components of a system.

Fig 8: Deployment Diagram for ONLINE CLOTH SHOP MANAGEMENT SYSTEM



### 4.3 USER INTERFACE DESIGN USING FIGMA

Form Name : Customer Sign In



**Form Name : Customer Registration**

**Shopping Portal** Home About Shop▼ Users▼ Admin Contact Us 

**USER SIGNUP**  
One Time Registration is Required for Shopping



Name

Email

Phone No.

Password

Please check the box below to proceed.

I'm not a robot   
reCAPTCHA  
Privacy - Terms

**SUBMIT**

Copyright © Shopping Portal 2022

**Form Name : Product Page**

**Shopping Portal** Home About Shop Users Admin Contact Us Cart 0

**SHOP IN STYLE**

**ALL PRODUCTS**



Slim Fit Flat-Front Shirt  
\$1299.00 - \$390.00



Slim Fit Flat-Front Trousers  
\$1299.00 - \$390.00



Slim Fit Flat- Kurti  
\$1299.00 - \$390.00



Slim Fit Flat-Front Shirt  
\$1299.00 - \$390.00



Slim Fit Flat-Front Trousers  
\$1299.00 - \$390.00



Slim Fit Flat- Kurti  
\$1299.00 - \$390.00



Slim Fit Flat-Front Shirt  
\$1299.00 - \$390.00

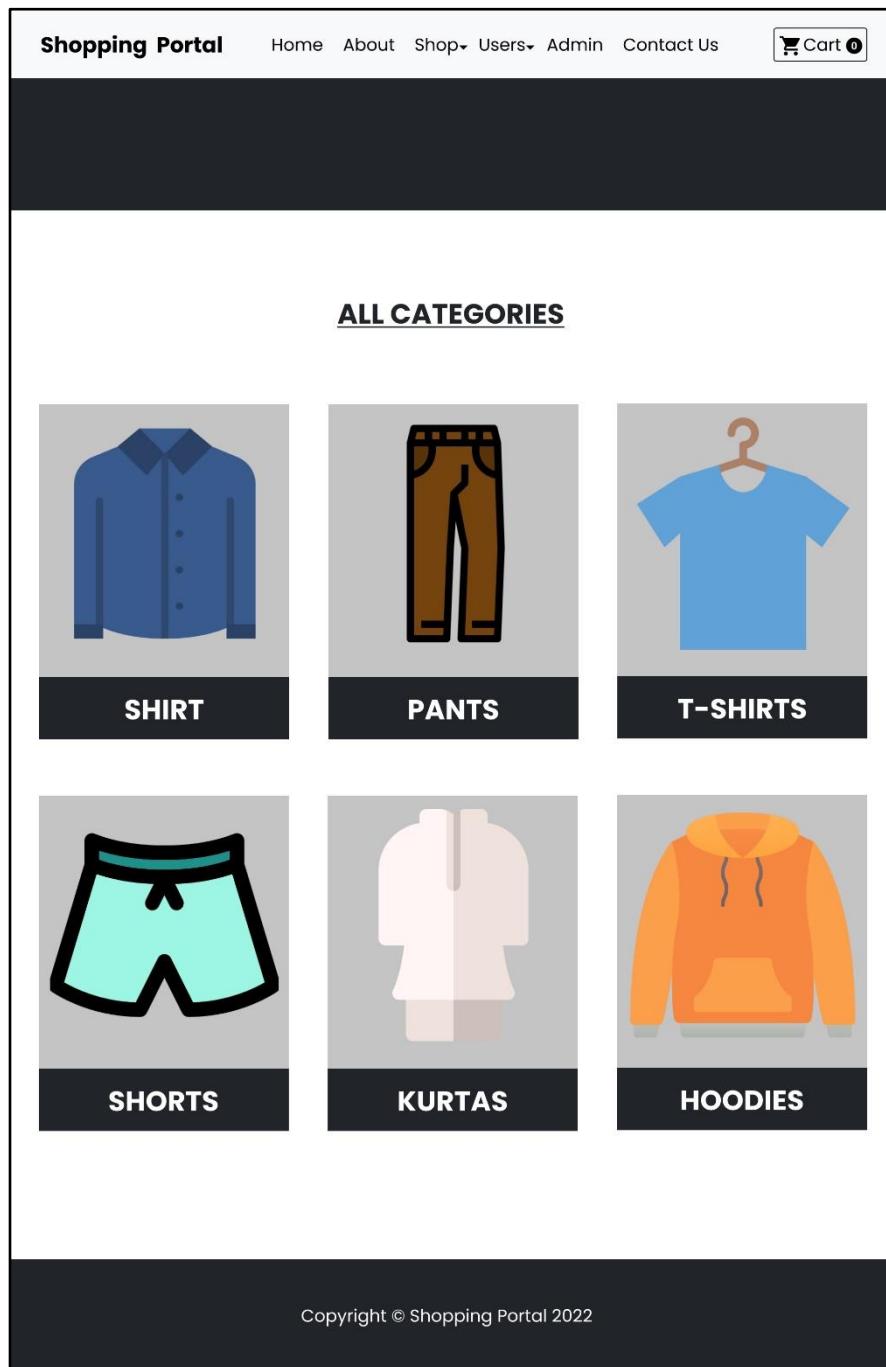


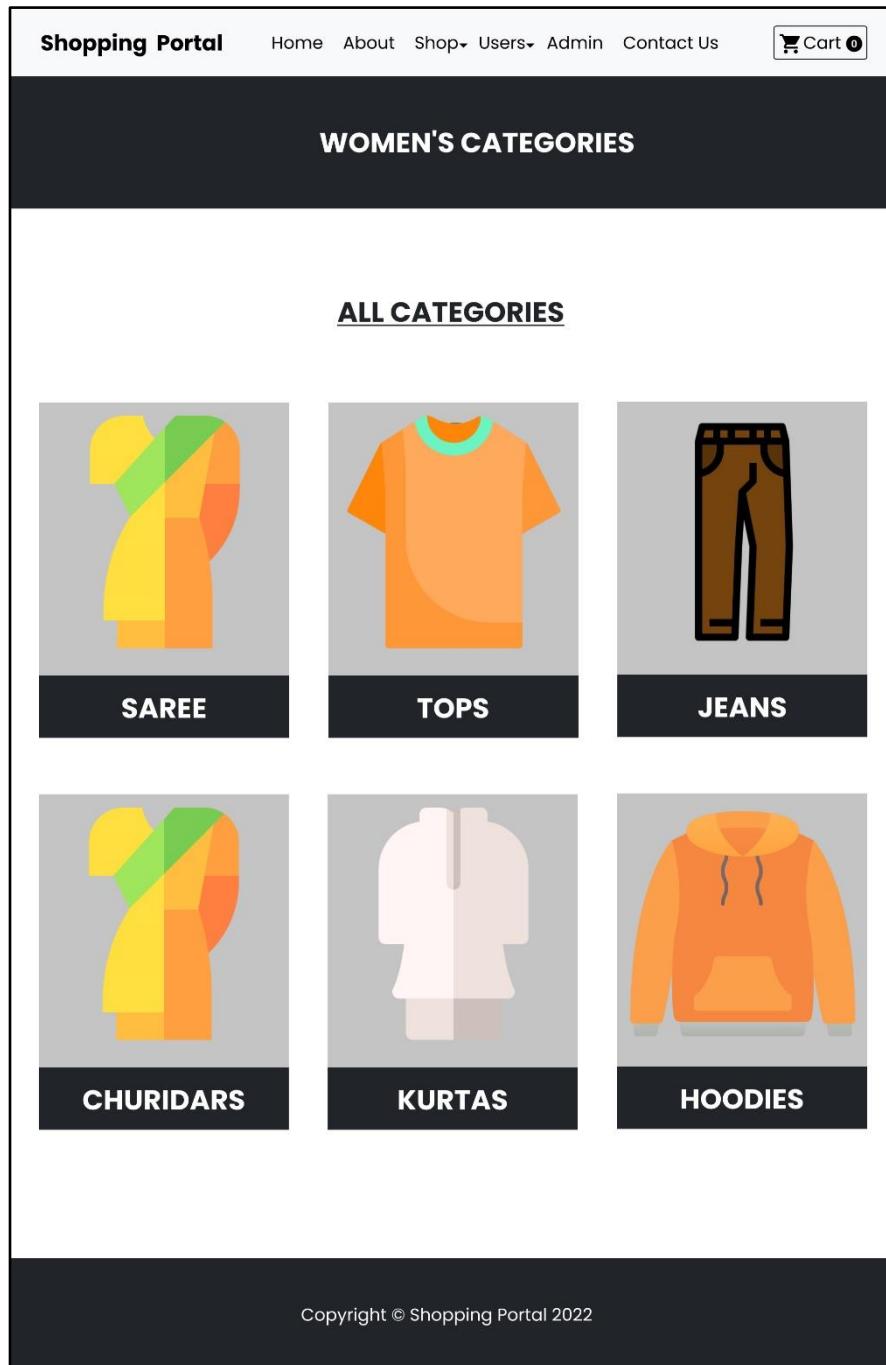
Slim Fit Flat-Front Trousers  
\$1299.00 - \$390.00



Slim Fit Flat- Kurti  
\$1299.00 - \$390.00

Copyright © Shopping Portal 2022

**Form Name : Category Page (MEN)**

**Form Name : Category Page (WOMEN)**

## 4.4 DATABASE DESIGN

A database is an organized mechanism that has the capability of storing information through which a user can retrieve stored information in an effective and efficient manner. The data is the purpose of any database and must be protected.

The database design is a two-level process. In the first step, user requirements are gathered together and a database is designed which will meet these requirements as clearly as possible. This step is called Information Level Design and it is taken independent of any individual DBMS.

In the second step, this Information level design is transferred into a design for the specific DBMS that will be used to implement the system in question. This step is called Physical Level Design, concerned with the characteristics of the specific DBMS that will be used. A database design runs parallel with the system design. The organization of the data in the database is aimed to achieve the following two major objectives.

- Data Integrity
- Data independence

### 4.4.1 Relational Database Management System (RDBMS)

A relational model represents the database as a collection of relations. Each relation resembles a table of values or file of records. In formal relational model terminology, a row is called a tuple, a column header is called an attribute and the table is called a relation. A relational database consists of a collection of tables, each of which is assigned a unique name. A row in a tale represents a set of related values.

#### Relations, Domains & Attributes

A table is a relation. The rows in a table are called tuples. A tuple is an ordered set of n elements. Columns are referred to as attributes. Relationships have been set between every table in the database. This ensures both Referential and Entity Relationship Integrity. A domain D is a set of atomic values. A common method of specifying a domain is to specify a data type from which the data values forming the domain are drawn. It is also useful to specify a name for the domain to help in interpreting its values. Every value in a relation is atomic, that is not decomposable.

## Relationships

- Table relationships are established using Key. The two main keys of prime importance are Primary Key & Foreign Key. Entity Integrity and Referential Integrity Relationships can be established with these keys.
- Entity Integrity enforces that no Primary Key can have null values.
- Referential Integrity enforces that no Primary Key can have null values.
- Referential Integrity for each distinct Foreign Key value, there must exist a matching Primary Key value in the same domain. Other key is Super Key and Candidate Keys.

### 4.4.2 Normalization

Data are grouped together in the simplest way so that later changes can be made with minimum impact on data structures. Normalization is formal process of data structures in manners that eliminates redundancy and promotes integrity. Normalization is a technique of separating redundant fields and breaking up a large table into a smaller one. It is also used to avoid insertion, deletion, and updating anomalies. Normal form in data modelling use two concepts, keys and relationships. A key uniquely identifies a row in a table. There are two types of keys, primary key and foreign key. A primary key is an element or a combination of elements in a table whose purpose is to identify records from the same table. A foreign key is a column in a table that uniquely identifies record from a different table. All the tables have been normalized up to the third normal form.

As the name implies, it denotes putting things in the normal form. The application developer via normalization tries to achieve a sensible organization of data into proper tables and columns and where names can be easily correlated to the data by the user.

Normalization eliminates repeating groups at data and thereby avoids data redundancy which proves to be a great burden on the computer resources. These include:

- ✓ Normalize the data.

- ✓ Choose proper names for the tables and columns.
- ✓ Choose the proper name for the data.

### **First Normal Form**

The First Normal Form states that the domain of an attribute must include only atomic values and that the value of any attribute in a tuple must be a single value from the domain of that attribute. In other words, 1NF disallows “relations within relations” or “relations as attribute values within tuples”. The only attribute values permitted by 1NF are single atomic or indivisible values. The first step is to put the data into First Normal Form. This can be done by moving data into separate tables where the data is of similar type in each table. Each table is given a Primary Key or Foreign Key as per requirement of the project. In this we form new relations for each non-atomic attribute or nested relation. This eliminates repeating groups of data. A relation is said to be in first normal form if only if it satisfies the constraints that contain the primary key only.

### **Second Normal Form**

According to Second Normal Form, for relations where primary key contains multiple attributes, no non-key attribute should be functionally dependent on a part of the primary key. In this we decompose and setup a new relation for each partial key with its dependent attributes. Make sure to keep a relation with the original primary key and any attributes that are fully functionally dependent on it. This step helps in taking out data that is only dependent on a part of the key. A relation is said to be in second normal form if and only if it satisfies all the first normal form conditions for the primary key and every non-primary key attribute of the relation is fully dependent on its primary key alone.

### Third Normal Form

According to Third Normal Form, Relation should not have a non-key attribute functionally determined by another non-key attribute or by a set of non-key attributes. That is, there should be no transitive dependency on the primary key. In this we decompose and set up relation that includes the non-key attributes that functionally determines other non-key attributes. This step is taken to get rid of anything that does not depend entirely on the Primary Key. A relation is said to be in third normal form if only if it is in second normal form and more over the non key attributes of the relation should not be depend on another non- key attribute.

**TABLE DESIGN****Table No 01****Table Name : users****Primary Key : id****Foreign Key : -****Table Description: To store customer login information**

<b><u>Fieldname</u></b>	<b><u>Data Type</u></b>	<b><u>Size</u></b>	<b><u>Description</u></b>
<b>id</b>	Int	10	Primary key
<b>name</b>	Varchar	20	Name of the Customer
<b>password</b>	Varchar	20	Password to login
<b>creationDate</b>	Varchar	20	Date of creation
<b>email</b>	Varchar	50	Email of the Customer
<b>contactno</b>	Bigint	11	Contact no of the Customer
<b>updationDate</b>	Varchar	20	Date of updation

**Table No 02****Table Name : admin****Primary Key : id****Foreign Key : -****Table Description: To log on to admin dashboard**

<b><u>Fieldname</u></b>	<b><u>Data type</u></b>	<b><u>Size</u></b>	<b><u>Description</u></b>
<b>id</b>	Int	10	Primary key of admin table
<b>username</b>	Varchar	20	Name of Admin
<b>contactNumber</b>	Bigint	12	Contact No. of Admin
<b>password</b>	Longtext	100	Password of Admin Login
<b>creationDate</b>	Varchar	20	Date of creation

<b>updationDate</b>	Varchar	20	Date of updation
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**Table No 03**

**Table Name : cart**

**Primary Key : id**

**Foreign Key : userID , productId**

**Table Description: To store product cart information**

<b>Fieldname</b>	<b>Data type</b>	<b>Size</b>	<b>Description</b>
<b>id</b>	Int	10	Primary key of cart table
<b>userID</b>	Int	10	Foreign Key with reference from Users
<b>productId</b>	Int	10	Foreign Key with reference from products
<b>productQty</b>	Int	10	Quandity of products
<b>postingDate</b>	Timestamp	-	Date of posting

**Table No 04**

**Table Name : addresses**

**Primary Key : id**

**Foreign Key : userId**

**Table Description: To store the address of the customer**

<b>Fieldname</b>	<b>Data type</b>	<b>Size</b>	<b>Description</b>
<b>id</b>	Int	10	Primary key of address table
<b>userId</b>	Int	10	Foreign Key with reference from Users
<b>billingAddress</b>	Varchar	50	Address for Billing
<b>billingCity</b>	Varchar	50	City for Billing
<b>billingState</b>	Varchar	50	State for Billing

<b>billingPincode</b>	Int	50	Pincode for Billing
<b>billingCountry</b>	Varchar	50	Country for Billing
<b>shippingAddress</b>	Varchar	50	Address for shipping
<b>shippingCity</b>	Varchar	50	City for shipping
<b>shippingState</b>	Varchar	50	State for shipping
<b>shippingPincode</b>	Int	50	Pincode for shipping
<b>shippingCountry</b>	Varchar	50	Country for shipping
<b>postingDate</b>	Timestamp	-	Date of posting

**Table No            05**

**Table Name : subcategory**

**Primary Key : id**

**Foreign Key : categoryid**

**Table Description: To store product sub-category information**

<b><u>Fieldname</u></b>	<b><u>Data type</u></b>	<b><u>Size</u></b>	<b><u>Description</u></b>
<b>id</b>	Int	11	Primary key
<b>categoryid</b>	Int	11	Foreign key with reference from category table
<b>subcategoryName</b>	Varchar	11	Name of the sub category name
<b>creationDate</b>	Timestamp	-	Date of creation

**Table No            06**

**Table Name    : wishlist**

**Primary Key    : Id**

**Foreign Key    : productid, userId**

**Table Description: To store the customer wishlist information**

<b><u>Fieldname</u></b>	<b><u>Data type</u></b>	<b><u>Size</u></b>	<b><u>Description</u></b>
<b>Id</b>	Int	11	Primary key
<b>userId</b>	Int	11	Foreign key with reference from users table
<b>productid</b>	Int	11	Foreign key with reference from products table
<b>creationDate</b>	Timestamp	-	Date of creation

**Table No            07**

**Table Name    : category**

**Primary Key    : Id**

**Foreign Key    : -**

**Table Description: To store the product category information**

<b><u>Fieldname</u></b>	<b><u>Data type</u></b>	<b><u>Size</u></b>	<b><u>Description</u></b>
<b>Id</b>	Int	11	Primary key
<b>category</b>	Varchar	50	Name of the product that belongs to specific Category
<b>subcategory</b>	LongText	-	Description of the product that belongs to specific Category
<b>creationDate</b>	Timestamp	-	Date of creation
<b>updationDate</b>	Timestamp	-	Date of updation

**Table No 08**

**Table Name : products**

**Primary Key : Id**

**Foreign Key : category, subcategory**

**Table Description: To store the product information**

<b><u>Fieldname</u></b>	<b><u>Data type</u></b>	<b><u>Size</u></b>	<b><u>Description</u></b>
<b>id</b>	Int	11	Primary key
<b>category</b>	Int	11	Foreign key with reference from category table
<b>subcategory</b>	Int	11	Foreign key with reference from subcategory table
<b>productName</b>	Varchar	50	Name of the product
<b>productCompany</b>	Varchar	50	Product Company
<b>productPrice</b>	Decimal	10,2	Product Price
<b>productPriceBefore Discount</b>	Decimal	10,2	Product Selling Price
<b>productDescription</b>	LongText	-	Product Description
<b>productImage1</b>	Varchar	50	Product Image 1
<b>productImage2</b>	Varchar	50	Product Image 2
<b>productImage3</b>	Varchar	50	Product Image 3
<b>shippingCharge</b>	Decimal	10,2	Shipping Charges
<b>productAvailability</b>	Varchar	50	Availability of the Product
<b>creationDate</b>	Timestamp	-	Date of creation
<b>updationDate</b>	Timestamp	-	Date of updation

**Table No            09**

**Table Name : orders**

**Primary Key : Id**

**Foreign Key : orderNumber, userId, addressId.**

**Table Description: To store the customer orders information**

<b><u>Fieldname</u></b>	<b><u>Data type</u></b>	<b><u>Size</u></b>	<b><u>Description</u></b>
<b>id</b>	Int	11	Primary key
<b>orderNumber</b>	Bigint	11	Foreign key with reference from orderdetails table
<b>userId</b>	Int	11	Foreign key with reference from users table
<b>addressId</b>	Int	11	Foreign key with reference from addresses table
<b>totalAmount</b>	Decimal	10,2	Total Amount
<b>tnxType</b>	Varchar	50	Type of Tax
<b>tnxNumber</b>	Varchar	50	Tax Number
<b>orderStatus</b>	Varchar	50	Status of the Order
<b>orderDate</b>	Timestamp	-	Date of order

**Table No            10**

**Table Name : orderdetails**

**Primary Key : Id**

**Foreign Key : orderNumber, userId, productId**

**Table Description: To store the customer order details information**

<b><u>Fieldname</u></b>	<b><u>Data type</u></b>	<b><u>Size</u></b>	<b><u>Description</u></b>
<b>id</b>	Int	11	Primary key
<b>orderNumber</b>	Bigint	11	Foreign key with reference from orderdetails table
<b>userId</b>	Int	11	Foreign key with reference from users table
<b>productId</b>	Int	11	Foreign key with reference from products table
<b>quantity</b>	Int	11	Quandity
<b>orderStatus</b>	Varchar	50	Status of the Order
<b>orderDate</b>	Timestamp	-	Date of order

**Table No**      **11**

**Table Name** : **ordertrackhistory**

**Primary Key** : **Id**

**Foreign Key** : **orderId**

**Table Description:** To store the customer order track history information

<b><u>Fieldname</u></b>	<b><u>Data type</u></b>	<b><u>Size</u></b>	<b><u>Description</u></b>
<b>id</b>	Int	11	Primary key
<b>orderId</b>	Bigint	11	Foreign key with reference from orderdetails table
<b>status</b>	Varchar	20	Status of the product ordered
<b>remarks</b>	Mediumtext	-	Remarks

## CHAPTER 5

### SYSTEM TESTING

## 5.1 INTRODUCTION

Software Testing is the process of executing software in a controlled manner, in order to answer the question - Does the software behave as specified? Software testing is often used in association with the term's verification and validation. Validation is the checking or testing of items, includes software, for conformance and consistency with an associated specification. Software testing is just one kind of verification, which also uses techniques such as reviews, analysis, inspections, and walkthroughs. Validation is the process of checking that what has been specified is what the user actually wanted.

Other activities which are often associated with software testing are static analysis and dynamic analysis. Static analysis investigates the source code of software, looking for problems and gathering metrics without actually executing the code. Dynamic analysis looks at the behavior of software while it is executing, to provide information such as execution traces, timing profiles, and test coverage information.

Testing is a set of activity that can be planned in advanced and conducted systematically. Testing begins at the module level and work towards the integration of entire computers-based system. Nothing is complete without testing, as it vital success of the system testing objectives, there are several rules that can serve as testing objectives. They are:

Testing is a process of executing a program with the intent of finding an error.

- A good test case is one that has high possibility of finding an undiscovered error.
- A successful test is one that uncovers an undiscovered error.

If a testing is conducted successfully according to the objectives as stated above, it would uncover errors in the software. Also testing demonstrate that the software function appears to be working according to the specification, that performance requirement appears to have been met.

There are three ways to test program.

- For correctness
- For implementation efficiency

- For computational complexity

Test for correctness is supposed to verify that a program does exactly what it was designed to do. This is much more difficult than it may at first appear, especially for large programs.

## 5.2 TEST PLAN

A test plan implies a series of desired course of action to be followed in accomplishing various testing methods. The Test Plan acts as a blue print for the action that is to be followed. The software engineers create a computer program, its documentation and related data structures. The software developers is always responsible for testing the individual units of the programs, ensuring that each performs the function for which it was designed. There is an independent test group (ITG) which is to remove the inherent problems associated with letting the builder to test the thing that has been built. The specific objectives of testing should be stated in measurable terms. So that the mean time to failure, the cost to find and fix the defects, remaining defect density or frequency of occurrence and test work-hours per regression test all should be stated within the test plan.

The levels of testing include:

- Unit testing
- Integration Testing
- Data validation Testing
- Output Testing

### 5.2.1 Unit Testing

Unit testing focuses verification effort on the smallest unit of software design – the software component or module. Using the component level design description as a guide, important control paths are tested to uncover errors within the boundary of the module.

The relative complexity of tests and uncovered scope established for unit testing. The unit testing is white-box oriented, and step can be conducted in parallel for multiple components. The modular interface is tested to ensure that information properly flows into and out of the program unit under test. The local data structure is examined to ensure

that data stored temporarily maintains its integrity during all steps in an algorithm's execution. Boundary conditions are tested to ensure that all statements in a module have been executed at least once. Finally, all error handling paths are tested.

Tests of data flow across a module interface are required before any other test is initiated. If data do not enter and exit properly, all other tests are moot. Selective testing of execution paths is an essential task during the unit test. Good design dictates that error conditions be anticipated and error handling paths set up to reroute or cleanly terminate processing when an error does occur. Boundary testing is the last task of unit testing step. Software often fails at its boundaries.

Unit testing was done in Sell-Soft System by treating each module as separate entity and testing each one of them with a wide spectrum of test inputs. Some flaws in the internal logic of the modules were found and were rectified. After coding each module is tested and run individually. All unnecessary code were removed and ensured that all modules are working, and gives the expected result.

### **5.2.2 Integration Testing**

Integration testing is systematic technique for constructing the program structure while at the same time conducting tests to uncover errors associated with interfacing. The objective is to take unit tested components and build a program structure that has been dictated by design. The entire program is tested as whole. Correction is difficult because isolation of causes is complicated by vast expanse of entire program. Once these errors are corrected, new ones appear and the process continues in a seemingly endless loop. After performing unit testing in the System all the modules were integrated to test for any inconsistencies in the interfaces.

Moreover, differences in program structures were removed and a unique program structure was evolved.

### 5.2.3 Validation Testing or System Testing

This is the final step in testing. In this the entire system was tested as a whole with all forms, code, modules and class modules. This form of testing is popularly known as Black Box testing or System tests.

Black Box testing method focuses on the functional requirements of the software. That is, Black Box testing enables the software engineer to derive sets of input conditions that will fully exercise all functional requirements for a program.

Black Box testing attempts to find errors in the following categories; incorrect or missing functions, interface errors, errors in data structures or external data access, performance errors and initialization errors and termination errors.

### 5.2.4 Output Testing or User Acceptance Testing

The system considered is tested for user acceptance; here it should satisfy the firm's need. The software should keep in touch with perspective system; user at the time of developing and making changes whenever required. This done with respect to the following points:

- Input Screen Designs,
- Output Screen Designs

The above testing is done taking various kinds of test data. Preparation of test data plays a vital role in the system testing. After preparing the test data, the system under study is tested using that test data. While testing the system by which test data errors are again uncovered and corrected by using above testing steps and corrections are also noted for future use.

### 5.2.5 Selenium Testing

Selenium is one of the most widely used open-source Web UI (User Interface) automation testing suite. It was originally developed by Jason Huggins in 2004 as an internal tool at Thought Works. Selenium supports automation across different browsers, platforms and programming languages. Selenium can be easily deployed on platforms such as Windows, Linux, Solaris and Macintosh. Moreover, it supports OS (Operating System) for mobile applications like iOS, windows mobile and android.

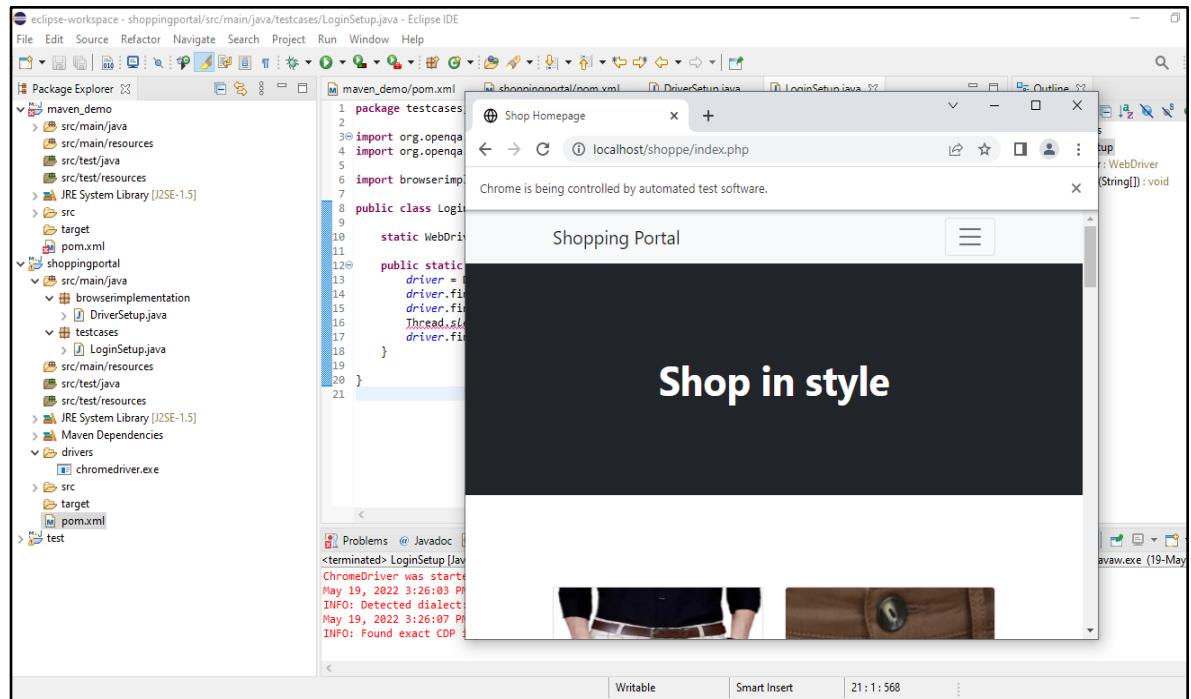
Selenium supports a variety of programming languages through the use of drivers specific to each language. Languages supported by Selenium include C#, Java, Perl, PHP, Python and Ruby. Currently, Selenium Web driver is most popular with Java and C#. Selenium test scripts can be coded in any of the supported programming languages and can be run directly in most modern web browsers. Browsers supported by Selenium include Internet Explorer, Mozilla Firefox, Google Chrome and Safari.

Selenium can be used to automate functional tests and can be integrated with automation test tools such as Maven, Jenkins, & Docker to achieve continuous testing. It can also be integrated with tools such as TestNG, & JUnit for managing test cases and generating reports.

#### ➤ User Login Page Test Case

```
package testcases;  
import org.openqa.selenium.By;  
import org.openqa.selenium.WebDriver;  
import browserimplementation.DriverSetup;  
public class LoginSetup {  
    static WebDriver driver;  
    public static void main (String[] args) throws InterruptedException {  
        driver = DriverSetup.getWebDriver("http://localhost/shoppe/login.php");  
        driver.findElement(By.name("emailid")).sendKeys("alexander@gmail.com");  
        driver.findElement(By.name("inputuserpwd")).sendKeys("741852963");  
        Thread.sleep(3000);  
        driver.findElement(By.id("login")).click();  
    }  
}
```

➤ Output



**Test Case 1**

<b>Project Name: Online Cloth Shop Management System</b>					
<b>Login Test Case</b>					
<b>Test Case ID:</b> test_2		<b>Test Designed By:</b> Anu Alexander			
<b>Test Priority(Low/Medium/High):</b> High		<b>Test Designed Date:</b> 19-05-2022			
<b>Module Name :</b> Home Screen		<b>Test Executed By :</b> Ms Navyamol K.T			
<b>Test Title :</b> Verify login with valid email and password & display Index page		<b>Test Execution Date :</b> 19-05-2022			
<b>Description :</b> Test the Login Page					
<b>Pre-Condition :</b> User has valid email id and password					
Step	Test Step	Test Data	Expected Result	Actual Result	Status(Pass/Fail)
1	Navigation to Login Page		Login Page should be displayed	Login page displayed	Pass
2	Provide Valid Email Id	User Name: alexander@gmail.com	User should be able to Login	User Logged in and navigated to the Home Page	Pass
3	Provide Valid Password	Password: 741852963			
4	Click on Sign In button		User should not be able to Login	Message for enter valid email id or password displayed	Pass
5	Provide Invalid Email Id or password	Username: an@gmail.com Password: User@11			
6	Click on Sign In button				
<b>Post-Condition:</b> User is validated with database and successfully login into account. The Account session details are logged in database					

## CHAPTER 6

### IMPLEMENTATION

## 6.1 INTRODUCTION

Implementation is the stage of the project where the theoretical design is turned into a working system. It can be considered to be the most crucial stage in achieving a successful new system gaining the users confidence that the new system will work and will be effective and accurate. It is primarily concerned with user training and documentation. Conversion usually takes place about the same time the user is being trained or later. Implementation simply means convening a new system design into operation, which is the process of converting a new revised system design into an operational one.

At this stage the main work load, the greatest upheaval and the major impact on the existing system shifts to the user department. If the implementation is not carefully planned or controlled, it can create chaos and confusion.

Implementation includes all those activities that take place to convert from the existing system to the new system. The new system may be a totally new, replacing an existing manual or automated system or it may be a modification to an existing system. Proper implementation is essential to provide a reliable system to meet organization requirements. The process of putting the developed system in actual use is called system implementation. This includes all those activities that take place to convert from the old system to the new system. The system can be implemented only after through testing is done and if it is found to be working according to the specifications. The system personnel check the feasibility of the system. The more complex the system being implemented, the more involved will be the system analysis and design effort required to implement the three main aspects: education and training, system testing and changeover.

The implementation state involves the following tasks:

- Careful planning.
- Investigation of system and constraints.
- Design of methods to achieve the changeover.

## 6.2 IMPLEMENTATION PROCEDURES

Implementation of software refers to the final installation of the package in its real environment, to the satisfaction of the intended uses and the operation of the system. In many organizations someone who will not be operating it, will commission the software development project. In the initial stage people doubt about the software but we have to ensure that the resistance does not build up, as one has to make sure that:

- The active user must be aware of the benefits of using the new system.
- Their confidence in the software is built up.
- Proper guidance is imparted to the user so that he is comfortable in using the application.

Before going ahead and viewing the system, the user must know that for viewing the result, the server program should be running in the server. If the server object is not up running on the server, the actual process won't take place.

### 6.2.1 User Training

User training is designed to prepare the user for testing and converting the system. To achieve the objective and benefits expected from computer-based system, it is essential for the people who will be involved to be confident of their role in the new system. As the system becomes more complex, the need for training is more important. By user training the user comes to know how to enter data, respond to error messages, interrogate the database and call up routine that will produce reports and perform other necessary functions.

### **6.2.2 Training on the Application Software**

After providing the necessary basic training on computer awareness the user will have to be trained on the new application software. This will give the underlying philosophy of the use of the new system such as the screen flow, screen design type of help on the screen, type of errors while entering the data, the corresponding validation check at each entry and the ways to correct the date entered. It should then cover information needed by the specific user/ group to use the system or part of the system while imparting the training of the program on the application. This training may be different across different user groups and across different levels of hierarchy

### **6.2.3 System Maintenance**

Maintenance is the enigma of system development. The maintenance phase of the software cycle is the time in which a software product performs useful work. After a system is successfully implemented, it should be maintained in a proper manner. System maintenance is an important aspect in the software development life cycle. The need for system maintenance is for it to make adaptable to the changes in the system environment.

## CHAPTER 7

### CONCLUSION AND FUTURE SCOPE

## 7.1 CONCLUSION

The current system working technology is old fashioned and there is no usage of commonly used technologies like internet, digital money. The proposed system introduces facility for customer to view and buy the products.

It has 24-hour service so people who work nights that aren't able to go shopping then they are able to do online shopping at any time of the day or night. Before online shopping there was only shopping in store but as the world has got more technology, shopping online has become more popular.

They could improve online shopping by making the delivery time a lot quicker or allowing people to make a delivery time exactly when they want it. They could also improve online shopping's security levels with this they could gain a lot more customers. So less able people who aren't able to get out very much, it gives them some sort of freedom because they can do anything online without help. In store shops have very limited amount of stock they can hold, but online has an infinity amount of stock.

Before online shopping there was only shopping in store but as the world has got more technology, shopping online has become more popular. I think that as the time goes on soon everyone will shop online, but I think shops will still stay in business because without shops people can't visually see what their buying and people may want their item that exact time when they see it and only by actually going shopping you can have the item you want at the exact same time you purchase it so that's why I think that online shopping will never take over actual shops on the high street. They could improve online shopping by making the delivery time a lot quicker or allowing people to make a delivery time exactly when they want it. They could also improve online shopping's security levels; with this they could gain a lot more customers.

## 7.2 FUTURE SCOPE

- More automated suggest product can be developed on basis of the customers product orders.
- Vendors can be able to chat with the customers who is willing to buy the product.
- Implementation of AR and 360 Degree can be implemented

## CHAPTER 8

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- <https://app.lucidchart.com>

## CHAPTER 9

## APPENDIX

## 9.1 Sample Code

### productpage.php

```
<?php session_start();
include_once('includes/config.php');
if(strlen($_SESSION['id'])==0)
{ header('location:logout.php');
}else{

// Code for Product deletion from cart
if(isset($_GET['del']))
{
$wid=intval($_GET['del']);
$query=mysqli_query($con,"delete from cart where id='$wid'");
echo "<script>alert('Product deleted from cart.');//</script>";
echo "<script type='text/javascript'> document.location ='my-cart.php';
</script>"; }
?>
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="utf-8" />
<meta name="viewport" content="width=device-width, initial-scale=1, shrink-to-fit=no" />
<meta name="description" content="" />
<meta name="author" content="" />
<title>Shopping Portal | My Cart</title>
<!-- Favicon-->
<link rel="icon" type="image/x-icon" href="assets/favicon.ico" />
<!-- Bootstrap icons-->
<link href="https://cdn.jsdelivr.net/npm/bootstrap-icons@1.5.0/font/bootstrap-icons.css" rel="stylesheet" />
```

```
<!-- Core theme CSS (includes Bootstrap)-->
<link href="css/styles.css" rel="stylesheet"/>
<script src="js/jquery.min.js"></script>
<!-- <link href="css/bootstrap.min.css" rel="stylesheet" /> -->
</head>
<style type="text/css"></style>
<body>
<?php include_once('includes/header.php');?>
<!-- Header-->
<header class="bg-dark py-5">
<div class="container px-4 px-lg-5 my-5">
<div class="text-center text-white">
<h1 class="display-4 fw-bolder">Cart</h1>
</div>
</div>
</header>
<!-- Section-->
<section class="py-5">
<div class="container px-4 mt-5">
<div class="table-responsive">
<table class="table">
<thead>
<tr>
<th colspan="4"><h4>My Cart</h4></th>
</tr>
</thead>
<tr>
<th>Product</th>
<th>Product Name</th>
<th>Product Price</th>
<th>Quantity</th>
<th>Total Amount</th>
```

```

<th>Action</th>
</thead>
</tr>
<tbody>
<?php
$uid=$_SESSION['id'];
$ret=mysqli_query($con,"select products.productName as
pname,products.productName as proid,products.productImage1 as
pimage,products.productPrice as pprice,cart.productId as pid,cart.id as
cartid,products.productPriceBeforeDiscount,cart.productQty from cart join products on
products.id=cart.productId where cart.userId='$uid'");
$num=mysqli_num_rows($ret);
if($num>0)
{
while ($row=mysqli_fetch_array($ret)) {
?>
<tr>
<td class="col-md-2">"'
width="100" height="100"></td>
<td>
<a href="product-details.php?pid=<?php echo
htmlentities($pd=$row['pid']);?>"><?php echo htmlentities($row['pname']);?></a>
</td> <td>
<span class="text-decoration-line-through">$<?php echo
htmlentities($row['productPriceBeforeDiscount']);?></span>
<span>$<?php echo htmlentities($row['pprice']);?></span>
</td>
<td><?php echo htmlentities($row['productQty']);?></td>
<td><?php echo htmlentities($row['productQty']*$row['pprice']);?></td>
<td>
<a href="my-cart.php?del=<?php echo htmlentities($row['cartid']);?>">

```

```
onClick="return confirm('Are you sure you want to delete?')" class="btn-upper btn btn-danger">>Delete</a>
</td>
</tr>
<?php } ?>
<tr>
<td colspan="6" style="text-align:right;">
<a href="shop-categories.php" class="btn-upper btn btn-warning">Continue
Shopping</a>
<a href="checkout.php" class="btn-upper btn btn-primary">Procced for
Checkout</a></td>
</tr>
<?php } else{ ?>
<tr>
<td style="font-size: 18px; font-weight:bold ">Your Cart is Empty.&nbsp;
<a href="index.php" class="btn-upper btn btn-warning">Continue Shopping</a>
</td>
</tr> <?php } ?>
</tbody>
</table>
</div>
</div>
</div>
</section>
<!-- Footer-->
<?php include_once('includes/footer.php'); ?>
<!-- Bootstrap core JS-->
<script src="js/bootstrap.bundle.min.js"></script>
<!-- Core theme JS-->
<script src="js/scripts.js"></script>
</body>
</html>
<?php } ?>
```

## 9.1 Screen Shots

### Customer Product Page

Shopping Portal    Home    About    Shop ▾    My Wishlist    My Account ▾    Contact us    Welcome:Anu Alexander    Cart 2

## Shop in style



**Slim Fit Men  
Cream Cotton  
Blend Trousers**  
\$1649.00 - \$664.00

[View options](#)



**Slim Fit Men  
Brown Cotton  
Blend Trousers**  
\$2195.00 - \$943.00

[View options](#)



**Slim Fit Men Blue  
Cotton Blend  
Trousers**  
\$1999.00 - \$999.00

[View options](#)



**Regular Fit Men  
Blue Pure Cotton  
Trousers**  
\$1299.00 - \$425.00

[View options](#)



**Men Slim Fit  
Checkered Spread  
Collar Casual Shirt**  
\$1999.00 - \$399.00

[View options](#)



**Men Regular Fit  
Solid Casual Shirt**  
\$1799.00 - \$522.00

[View options](#)



**Men Slim Fit  
Checkered Casual  
Shirt**  
\$1207.00 - \$407.00

[View options](#)



**Men Regular Fit  
Striped Spread  
Collar Casual Shirt**  
\$1599.00 - \$752.00

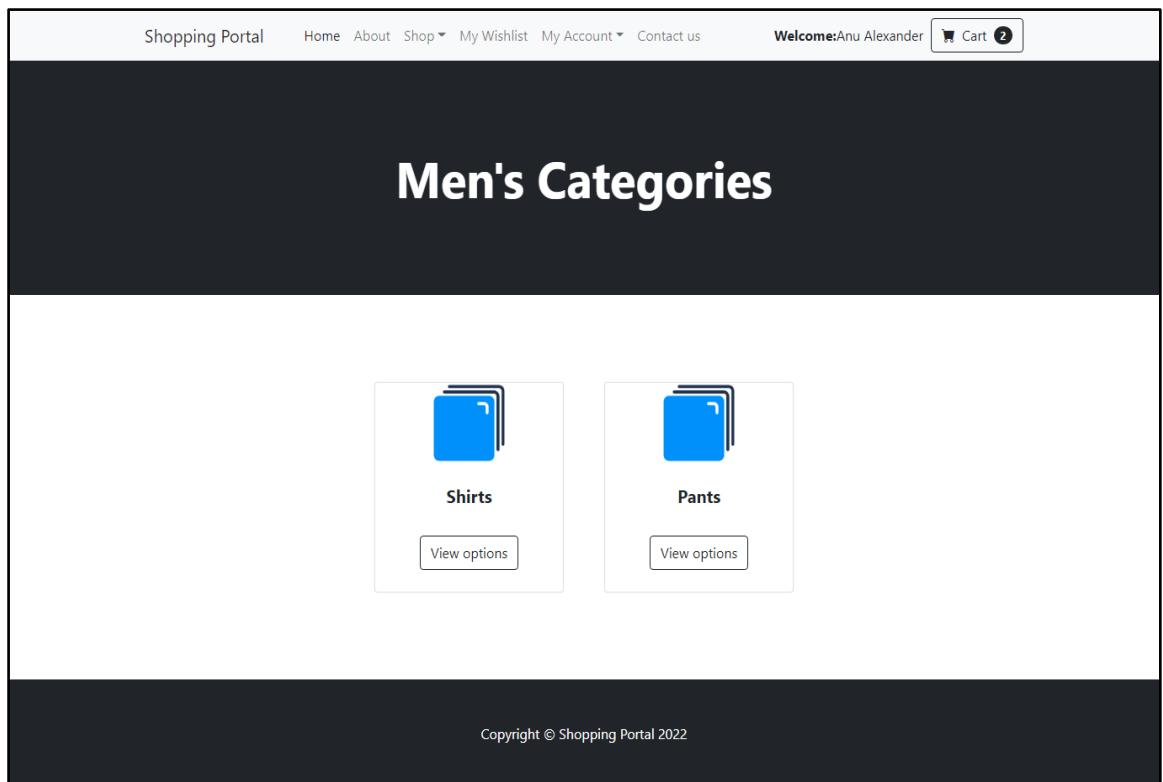
[View options](#)

Page 1 of 1

Previous 1 Next

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### Customer Men's Category Page



## Customer Product Buy Page

Shopping Portal
Home
About
Shop ▾
My Wishlist
My Account ▾
Contact us

Welcome: Anu Alexander
Cart (2)


**Category:** Mens Category  
**Sub-Category:** Shirts  
**Surhi**

**Men Slim Fit Checkered Spread Collar Casual Shirt**

\$1999.00 \$399.00  
**Shipping/Delivery Charges:** 0.00

- Pack of 1 - Style Code PK19SH09G - Fit Slim - Fabric Pure Cotton - Sleeve Full Sleeve - Pattern Checkered

1
 Add to cart
 Wishlist

**Related products**



**Slim Fit Men Cream Cotton Blend Trousers**  
\$1649.00 \$664.00

[View options](#)



**Slim Fit Men Brown Cotton Blend Trousers**  
\$2195.00 \$943.00

[View options](#)



**Slim Fit Men Blue Cotton Blend Trousers**  
\$1999.00 \$999.00

[View options](#)



**Regular Fit Men Blue Pure Cotton Trousers**  
\$1299.00 \$425.00

[View options](#)



**Men Slim Fit Checkered Spread Collar Casual Shirt**  
\$1999.00 \$399.00

[View options](#)



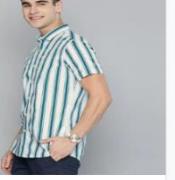
**Men Regular Fit Solid Casual Shirt**  
\$1799.00 \$522.00

[View options](#)



**Men Slim Fit Checkered Casual Shirt**  
\$1287.00 \$407.00

[View options](#)



**Men Regular Fit Striped Spread Collar Casual Shirt**  
\$1599.00 \$752.00

[View options](#)

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Amal Jyothi College of Engineering, Kanjirapally

Department of Computer Applications

## Customer Product Cart Page

Shopping Portal Home About Shop ▾ My Wishlist My Account ▾ Contact us Welcome:Anu Alexander Cart 7

# Cart

Product	Product Name	Product Price	Quantity	Total Amount	Action
	<a href="#">Slim Fit Men Brown Cotton Blend Trousers</a>	\$2195.00 \$943.00	5	4715	<button>Delete</button>

[Continue Shopping](#) [Proceed for Checkout](#)

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## ADMIN PAGES

### Category Dashboard Page

The screenshot shows the 'Dashboard' page of the Shopping Portal. On the left, a sidebar menu includes 'CORE' (Dashboard), 'PRODUCT MANAGEMENT' (Categories, Sub-Categories, Products), 'ORDER MANAGEMENT' (Orders), and 'REPORTS' (Reports). A message at the bottom of the sidebar says 'Logged in as: admin'. The main area is titled 'Dashboard' and contains several colored boxes with order statistics:

- Total Order: 0 (View Details)
- New Orders: 0 (View Details)
- Packed Orders: 0 (View Tasks)
- Dispatched Orders: 0 (View Requests)
- In Transit Orders: 0 (View Details)
- Out for Delivery Orders: 0 (View Details)
- Delivered Orders: 0 (View Details)
- Registered Users: 3 (View Requests)
- Cancelled Orders: 0 (View Details)

At the bottom, it says '© Shopping Portal 2022'.

### Products Add Page

The screenshot shows the 'Add Product' page of the Shopping Portal. The sidebar menu is identical to the dashboard, with 'CORE' (Dashboard), 'PRODUCT MANAGEMENT' (Categories, Sub-Categories, Products), 'ORDER MANAGEMENT' (Orders), and 'REPORTS' (Reports). A message at the bottom of the sidebar says 'Logged in as: admin'. The main area is titled 'Add Product' and shows a form with the following fields:

Category Name	Select Category
Sub Category name	
Product Name	Enter Product Name
Product Company	Enter Product Comapny Name
Product Price Before Discount	Enter Product Price
Product Price After Discount(Selling Price)	Enter Product Price
Product Description	Enter Product Description
Product Shipping Charge	Enter Product Shipping Charge
Product Availability	Select
Product Featured Image	Choose File   No file chosen
Product Image 2	Choose File   No file chosen
Product Image 3	Choose File   No file chosen
<b>Submit</b>	

At the bottom, it says '© Shopping Portal 2022'.

## Registered Users Page

The screenshot shows the 'Manage Registered Users' page. The left sidebar includes 'Dashboard', 'Categories', 'Sub-Categories', 'Products', 'Orders', and 'Logged in as: admin'. The main content area has a title 'Manage Registered Users' and a breadcrumb 'Dashboard / Manage Registered Users'. It features a table with columns: #, Name, Email id, Contact no, Reg. Date, Last Updation, and Action. The table contains three entries:

#	Name	Email id	Contact no	Reg. Date	Last Updation	Action
1	Anu Alexander	anu@gmail.com	9562691822	2022-05-06 18:38:40		<a href="#">View Orders</a>
2	Anu Alexander	alexander@gmail.com	9562691822	2022-05-07 12:58:42		<a href="#">View Orders</a>
3	Anu	a@gmail.com	9562691820	2022-05-09 08:45:50		<a href="#">View Orders</a>

Showing 1 to 3 of 3 entries

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## Reports Page

The screenshot shows the 'B/w Dates Order Report' page. The left sidebar includes 'Dashboard', 'Categories', 'Sub-Categories', 'Products', 'Orders', 'Reports', and 'Registered Users', with 'Logged in as: admin'. The main content area has a title 'B/w Dates Order Report' and a breadcrumb 'Dashboard / B/w Dates Order Report'. It features a form with 'From Date' and 'To Date' fields and a 'Submit' button. Below the form is a table with columns: #, Order No., Order By, Order Amount, Order Date, Order Status, and Action. The table shows the text 'No entries found'.

From Date: dd-mm-yyyy  
To Date: dd-mm-yyyy

Submit

Orders Report Form 2022-03-05 To 2022-05-20

#	Order No.	Order By	Order Amount	Order Date	Order Status	Action
No entries found						

10 entries per page

Search...

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