A **Project** REPORT ON

"Online Smart Business"

SUBMITTED TO THE MAHARASHTRA STATE BOARD OF TECHNICAL EDUCATION, MUMBAI.
IN PARTIAL FULFILMENT OF THE REQUIREMENTS
FOR THE AWARD OF THE DIPLOMA DEGREE

Diploma In Computer Technology

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2021-2022

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Amrutnagar,Ghulewadi Tal-Sangamner ,Pin- 422608, India

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Submitted By

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ACKNOWLEDGEMENT

As wise person said about the nobility of the teaching profession, Catch a fish and you feed a man his dinner, but teach a man how to catch a fish, and you feed him for life.

In this context, I would like to thank our helpful project guide Prof.Bhabad V.M who had been an incessant source of inspiration and help. Not only did she inspire me to undertake this assignments, she also advise me throughout its course and help me during my times of trouble. I would like to thank H.O.D. of Computer Technology Department Prof. Kale G.B. for motivating me.

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ABSTRACT

In the modern world, technology has flourished in a very tremendous way. Where ever we go we come across digital gadgets and everything has been atomized whetherit is an institution or business sector or any commercial sector for that matter, anything and everything has become technicality oriented in this cyberspace world. The project "SMART BUSINESS" is a small approach to automate the ledges of the retailers, distributors and stockiest and help them to overcome stress when comes to investment analysis and management of stocks, orders and maintaining products such as baby care, biscuits, body care, hair care etc..., This project deals about the marketing and requirement strategy of the clients. These marketing strategies differ from place to place, time to time and from product to product. This is an application which is been developed and customized based on the categories of clients. The categories of clients are i) Retailer ii) Distributor iii) Stockiest. Using this application the retailer can maintain his/her profile. He/ She can find all the distributors available for the product for which has registered. He / She can order the products from the nearest and available distributors based on the demands of the customers. Similarly, using this application a distributor can maintain his/her profile and can find all the stockiest available for the products for which he/she has registered. He/ She can order the products from the nearest and available stockiest based on the demands of the retailers. They can maintain the track of retailers existing in their location so that they can expand their business. In the same way, Stockiest can maintain their own profile and can maintain the details about their products and even their clients and orders placed by them so that it could be delivered as soon as possible. They also record the information regarding the stock availability, reorder level and expiry of products.

Chapter 1

Introduction

1.1 Introduction

Retail markets and shops have a very ancient history, dating back to antiquity. Re- tailing involves the process of selling consumer goods or services to customers through multiple channels of distribution to earn a profit. Retailers satisfy demand is identified through a supply chain. Retailers typically make a variety of strategic level decisions including the type of store, the market to be served, the optimal product assortment, customer service, supporting services and the store's overall market positioning. Once the strategic retail plan is in place, retailers devise the retail mix which includes product, price, place, promotion, personnel and presentation. In the digital age, an increasing number of retailers are seeking to reach broader markets by selling through multiple channels, including both bricks and mortar and online retailing. Digital technologies are also changing the way that consumers pay for goods and services. Retailing support services may also include the provision of credit, delivery services and a range of supporting services.

1.1.1 User Based Problems

The existing system of operation and method of Online Smart Business has been haunted by the following problems:

1. It is not cost-effective for small scale business owner.
2. Invoices can go into spam folders due to flagging by email servers; that leads to delay of payments.
3. Reaching offline customers who do not access the internet makes the process difficult.
4. Automatic invoices and management system reduces human mediation, which reduces personal touch for the business.
5. Irregularity of updates can lead to hardships and hassles between Purchase and credits.

Chapter 2

Literature Survey

2.1 Literature Survey

As you probably know, manufacturers produce products and retailers sell them to end users. A can of motor oil, for example, is manufactured and packaged, then sold to automobile owners through retail outlets and/or repair shops. In between, how ever, there are a few key operators-also known as distributors-that serve to move the product from manufacturer to market. Some are retail distributors, the kind that sell directly to consumers (end users). Others are known as merchant wholesale distributors; they buy products from the manufacturer or other source ,then move them from their warehouses to companies that either want to resell the products to end users or use them in their own operations.

2.1.1 Paper 1

OSaaS: Online Shopping as a Service to Escalate E-Commerce in Developing Countries by M.Khan .

Service Computing, peculiarly, Everything as a Service (XaaS) has brought an immense commute in the cloud computing and boosts up the business strategies by introducing online platforms and technologies. It creates a new horizon of opportunities in business process, modeling, management and online shopping. Here a set of problems is unfolded which destitute the growth rate of E-Commerce in developing countries, especially, in rural areas. Low literacy, communication language, limited Internet access, low Internet users, non-availability of credit or debit cards are the core problems in the developing countries for online shopping. In this paper, Online Shopping as a Service model with Cloud Service Center is proposed to overcome these challenges. This model escalates the online shopping usage to enhance

E-Commerce. Cloud service center is introduced in this model which plays a third party role be- tween consumers and online vendors. Consumers can place an order to the cloud service center in local language via phone or can visit the facility center for the de- sired product. Experimental analysis showed the adoption of our proposed model to build confidence of online vendors for implementation in immense range in least developed regions.

2.1.2 Paper 2

Securing e-business applications using smart card

As the Internet is used increasingly as a platform for business transactions, security becomes a primary issue for Internet applications. Some applications are too sensitive for software-only security mechanisms. Higher levels of protection can be achieved with smart-card-based authentication schemes and transaction protocols. In this paper, we provide examples of typical banking applications implemented with smart cards using symmetrical (DES) and asymmetrical (RSA) cryptography. We present a pure Java™ architecture for such applications, which is intended for use on standard Web application servers and client devices enabled for Web browsing and the Java language. It employs applets on the client side to access smart cards via the Open Card Framework. The applets communicate with authentication servlets or application servlets on the server side and act as a mediator between the smart card and the application logic on the server.

2.1.3 Paper 3

RATAN: A Smart Business to Business (B2B) Communicator by Swarup Das Business to Business (B2B)

Marketing focuses on meeti- ng the requirement of business rather than con- summers , and which make it complex business system. The B2B business strategy involves business campaign of manifested information about products or services. With widespread use of the Internet, series of different . marketing processes such as searching for suitable business provider/supplier, getting contact in- formation, make a deal with particular business provider/supplier, getting updates of business and many more are handled though web. There are many systems available providing all these processes online but not in a single window. In this paper, we are proposing a system called RATAN provides a solution in B2B business strategy. In this system, all business processes starting from searching to dealing are automated smartly in single platform. We used web crawling algorithm to deal with getting information of particular business provider and facility to contact though phone call or sending mail. We are also providing an eminent feature of automated meeting scheduler. Our system performing on real B2B marketing business and result show that the proposed system can effectively improve the quality of B2B strategy for challenging B2B tasks.

2.2 Problem Statement

i. Maintaining more than one store – Those who have a chain of stores or even more than one store, product/item lookup, inventory transfer, checking the overall sales report and more becomes difficult

ii. Level of efficiency – In case of both the retail stores and QSRs, managing customers and billing during the rush hours become tough. Hand billing or billing through a cash register takes time and serving more number of customers in less times becomes an impossibility

iii. Maintaining payments and receivables – A cash register does not provide you the option to keep a check on your payments and receivables. So, without a billing solution, you need to keep track of these things manually, which again takes up a lot of your time.

iv. Keeping track of stock – Keeping track of stock is one of the most important things for a business. But a cash register cannot provide any kind of help in this regard

v. Maintaining customer satisfaction – Customer satisfaction is of foremost importance for any business. However, if billing takes time, if there's a problem with the delivery, etc., it becomes hard for a business to retain the customers.

Chapter 3

Scope of Project

3.1 Project Scope

The system will not incorporate in its development all the functions of a Retailer , Distributor and Stockiest but will focus only on the aforementioned functionalities.
Reasons For Rising Scope of Online Smart Business :

- Offer stand Discounts.
- Fast Shipping
- Customer Service.
- Advertising.
- B2C and B2B Offering

3.1.1 Scope

1. The retailer can make the online payment to distributor in future
2. In future we can develop this application for Windows and IOS.
3. In adding the more features of online smart business management system to develop access with user's flexibility.
4. To authenticate the users based on the system users list which is maintained by the operating system

3.1.2 Modules

Following are the milestones along with description and their expected delivery date:

Module ID	Module Name
M1	Distributer Module.
M2	Retailer Module
M3	Stockiest Module

Table 3.1: Modularization of Project

3.1.3 Milestones

Milestone	Description	Delivery Date
Feasibility Study approved	The Feasibility Study has been documented and was approved by the Project Guide.	17/08/2022
Project Planning approved	Project planning has been documented and was approved by the project Guide	29/08/2022
Hardware built	The Hardware requirements are documents and built.	21/9/2022
Modules Developed.	The software requirements are documented and built successfully.	26/04/2023
Integration of Modules	All the built modules are successfully integrated and verified for compatibility.	04/04/2023
Testing	Test cases are verified. Testing process is completed	18/05/2023
Final approval and submission.	All the documentation is prepared and approved by project guide. Approved for submission	20/06/2023

Table 3.2: Milestone Delivery

3.1.4 Phase

Project will be comprising of 4 following phases:

Phase	Description	Sequence
Project Initiation	Defining the project by developing a business case, feasibility study and Project Charter. Estimation of the expected cost.	Phase # 1
Project Planning.	The project deliverables and requirements are defined, and the project schedule is created.	Phase # 2
Project Execution	In this phase coordinating people and resources, as well as integrating and performing the activities of the project in accordance with the project plan is to be done	Phase # 3
Project Closure	All the documentation, testing reports, plagiarism check reports are to be generated and submitted	Phase # 4

Table 3.3: Phases of Project

3.1.5 Activities

Phase	Activity	Description	Sequence
Project Planning	Develop Quality Plan	Produce a document describing Quality Assurance and Quality Control and process review activities to be undertaken.	After the Project Plan but before the formulation of supplier.
Project Planning	Formulation of supplier	Produce a document describing hardware required along with its specification and get quotation from different vendors	After the Project Plan but before the Execution

Table 3.4: Activities

3.1.6 Tasks

A *'task'* is simply an item of work to be completed within the project. List all tasks required to undertake each activity, within the following table:

Phase	Activity	Task	Sequence
Project Initiation	Develop quality Charter	Develop Business Case Perform Feasibility Study Perform Stage-Gate	*1st* *2nd* *3rd*
Project Planning	Develop Quality Plan	Identify Quality Targets Identify Quality Assurance TechniquesIdentify Quality Control Techniques Document Quality Plan Formulation of supplier	*1st* *2nd* *3rd* *4th* *5th*
Project Execution	Execute project according to Plan.	Develop all Phases Integrate all developed PhasesPerform integration testing Perform system testing Perform final calibrations	*1st* *2nd* *3rd* *4th* *5th*
Project Closure	Verify Acceptance Criteria.	Verify the baseline acceptance criteria.Prepare the delivery documentation. Perform plagiarism on documentation Review project	*1st* *2nd* *3rd*

Table 3.4: Task Sequence Table

3.1.7 Effort

For each task listed above, we have quantified the likely *'effort'* required to complete the task.

Task	Effort
Develop Business Case. Perform Feasibility Study. Perform Stage-Gate.	2 days 3 days 1 day
Identify Quality Targets Identify Quality Assurance Techniques Identify Quality Control Techniques Document Quality Plan Develop WBS Formulation of supplier	16 days 12 days 17 days 10 days 5 days 3 days
Build Hardware. Develop all modules. Integrate all developed modules. Perform integration testing. Perform system testing. Perform final calibrations.	52 days 107 days 14 days 4 days 17 days 2 days
Verify the baseline acceptance criteria. Prepare the delivery Documentation. Perform plagiarism on prepared documentation Review project completion	4 days 6 days 2 days 2 days

Table 3.5: Efforts Required

3.2 Project Plan

3.2.1 Team Structure

Sr. No.	Name Of Student	Role	Responsibility
1	Gaikwad Shradha Balasaheb	Developer, Analyst, Designer, Tester.	Development of Phase 1 and Phase 2
2	Anuja Vilas Wale	Developer, Designer, Tester.	Development of Phase 3 and 4
3	Muskan Sayyad	Analyst, Designer.	Development of Phase 5
4	Anuja Wale	Analyst, Designer	Development of Phase 5

Table 3.6: Team Structure

3.2.2 Work Breakdown Structure

The following is the Work Breakdown diagram of project.

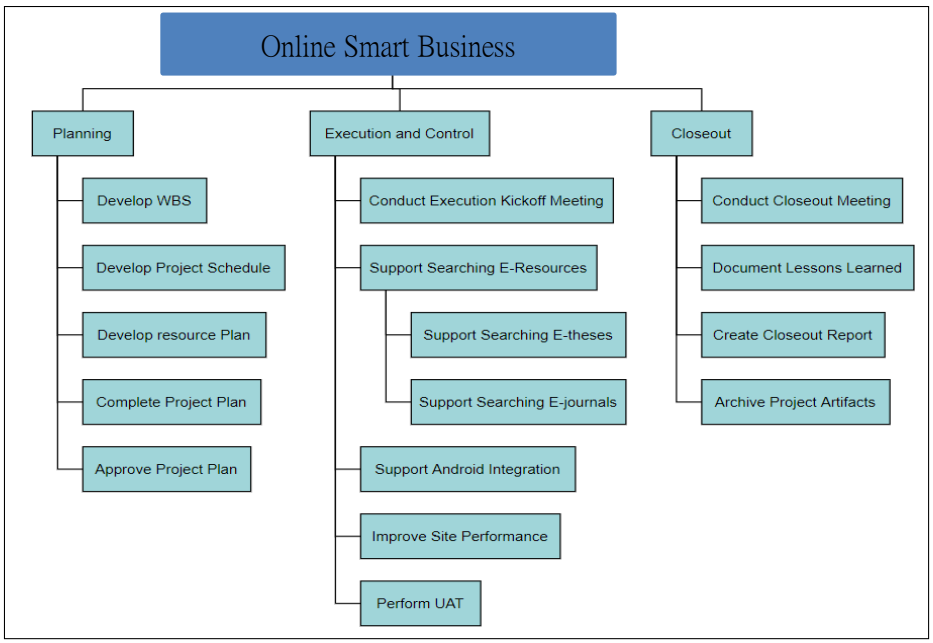
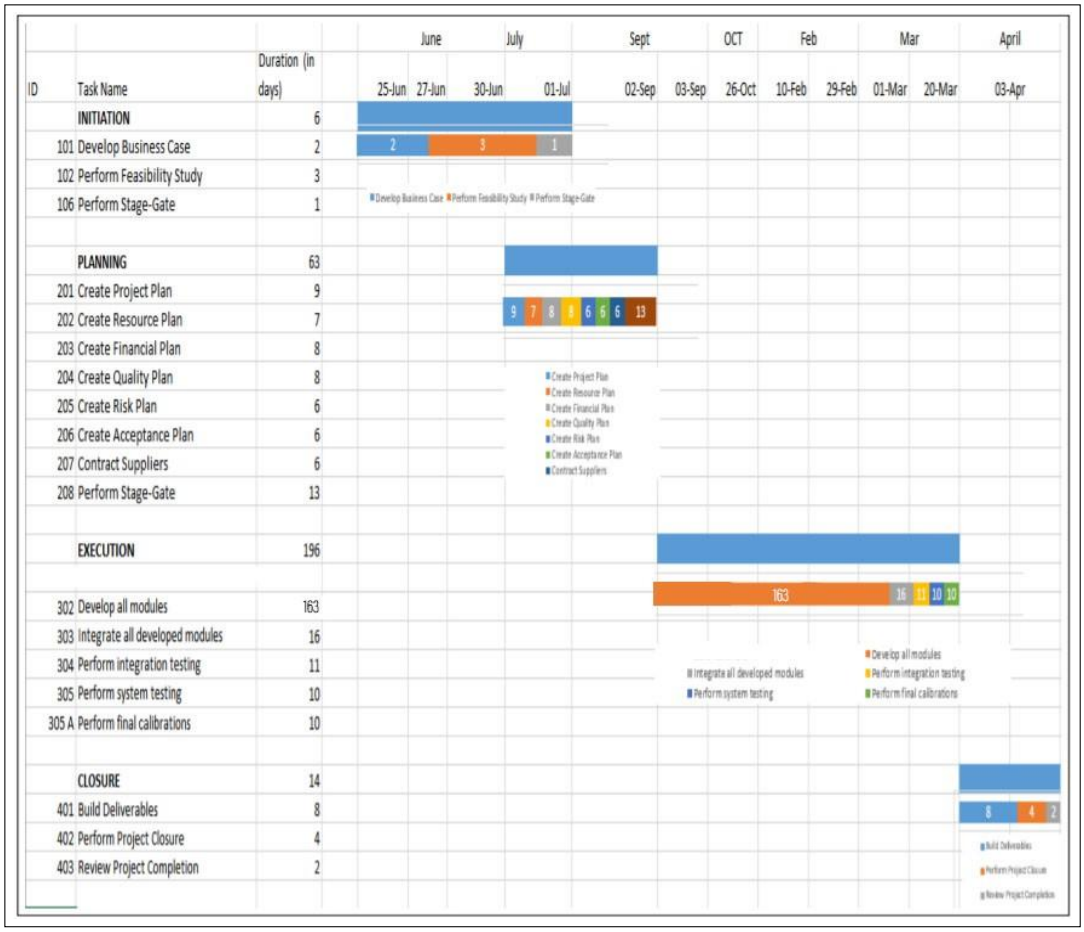


Figure 3.1: Work Breakdown Structure.

3.2.3 Schedule

Following provided is a summarized schedule for each of the phases and activitieswithin the project.



ID	Task Name	Duration (in days)
	INITIATION	6
101	Develop Business Case	2
102	Perform Feasibility Study	3
106	Perform Stage-Gate	1
	PLANNING	63
201	Create Project Plan	9
202	Create Resource Plan	7
203	Create Financial Plan	8
204	Create Quality Plan	8
205	Create Risk Plan	6
206	Create Acceptance Plan	6
207	Contract Suppliers	6
208	Perform Stage-Gate	13
	EXECUTION	196
302	Develop all modules	163
303	Integrate all developed modules	16
304	Perform integration testing	11
305	Perform system testing	10
305 A	Perform final calibrations	10
	CLOSURE	14
401	Build Deliverables	8
402	Perform Project Closure	4
403	Review Project Completion	2

Figure 3.2: Schedule / Timeline chart.

3.2.4 Assumptions

It is Assumed that :

- The resources identified will be available
- Required funding will be available.
- No licensing needs to be done for prototype
- Calibrations and accuracy can be improved in upcoming iterations

3.2.5 Constraints

Planning constraints identified are as follows:

- The project must operate within the funding and resource allocations approved
- First produced prototype must be cost efficient.
- Team must complete the project within Final submission.

Chapter 4

Methodology

This system enhanced combined all stockiest, distributor, retailer and also user. Its reduced time consuming process. Here need limited resources only. Ecommerce allows you to reach customers all over the country and around the world. Your custimers can make a purchase anywhere and anytime, especially more people are getting used to shopping on their mobile devices. Ecommerce website through SEO, PPC ads or a good old postcard, there is a way to track your traffic and customers' entire user journey to get insights into keywords, user experience, marketing message, pricing strategy, and more. Ecommerce platform technologies, it has become very easy and affordable to set up and maintain an ecommerce store with a low overhead. Ecommerce platforms give merchants the opportunity to serve up personalized content and product recommendations to registered customers. These targeted communications can help increase conversion by showing the most relevant content to each visitor

1. This system enhanced combined all stockiest, distributor, retailer and also user.
2. Its reduced time consuming process.
3. Here need limited resources only.
4. Low cost Application

4.1 Project Algorithm And Code

We use the following Algorithms.

Arranging a particular type of data in a sequential arrangement: storing contacts on our phone, storing speech signals in speech processing, etc. Implementing of Stack and Queue, Adjacency matrix representation of Graphs, Implementing hash tables and heaps.

- **Login**-For Distributor

  Approve user-

1. **DISTRIBUTOR**-

   1.1 **Add Retailor**-

   1.1.1 Enter Name

   1.1.2 Enter Address

   1.1.3 Enter Email

   1.1.4 Enter Mobil Number

   1.1.5 Enter Password

   1.2 Add product-

   1.2.1 Select Category

   1.2.2 Enter product Name

   1.2.3 Enter Quantity

   1.2.4 Enter Price

   1.2.5 Create a Product Id

   1.2.6 Add Product Image

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
        xmlns:app="http://schemas.android.com/apk/res-auto"
        xmlns:tools="http://schemas.android.com/tools"
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        tools:context=".St_HomeActivity"
        android:background="@drawable/background_gradient"
        >
<ImageView
        android:id="@+id/id_logut"
                android:layout_width="40dp"
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                app:layout_constraintTop_toTopOf="parent"
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                android:layout_height="wrap_content"
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                app:layout_constraintStart_toStartOf="parent"
                app:layout_constraintEnd_toEndOf="parent"
                >
<androidx.cardview.widget.CardView
        android:id="@+id/cardv2"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_marginEnd="40dp"
        android:layout_marginStart="40dp"
        app:cardCornerRadius="20dp"
        app:cardElevation="8dp"
        >

<LinearLayout
                android:layout_width="match_parent"
                        android:layout_height="match_parent"
                        android:orientation="vertical"
                        android:background="@color/white"
                        >
```

Fig. 1 Distributor Home XML File

- **Login** – For Retailor
  Approve user-

2. **Retailor-**

2.1 View Product-

Retailer can be view the products and search the products of availability. If can't available the goods retailer will be purchase from the stockiest.

2.2 Add Stockiest

2.1.1 Enter Name
2.1.2 Enter Address
2.1.3 Enter Email
2.1.4 Entre Mobile Enter Password
2.1.5 Add Stockiest

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
        xmlns:app="http://schemas.android.com/apk/res-auto"
        xmlns:tools="http://schemas.android.com/tools"
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        tools:context=".RetailorHomeActivity"
        android:background="@drawable/background_gradient"
        >
<ImageView
        android:id="@+id/id_logut"
                android:layout_width="40dp"
                android:layout_height="40dp"
                android:src="@drawable/logout"
                app:layout_constraintEnd_toEndOf="parent"
                app:layout_constraintTop_toTopOf="parent"
                android:layout_margin="10dp"
                />
<LinearLayout
        android:layout_width="match_parent"
                android:layout_height="wrap_content"
                android:orientation="vertical"
                app:layout_constraintTop_toTopOf="parent"
                app:layout_constraintBottom_toBottomOf="parent"
                app:layout_constraintStart_toStartOf="parent"
                app:layout_constraintEnd_toEndOf="parent"
                >

<androidx.cardview.widget.CardView
        android:id="@+id/cardv2"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_marginEnd="40dp"
        android:layout_marginStart="40dp"
        app:cardCornerRadius="20dp"
        app:cardElevation="8dp"
        android:layout_marginTop="20dp"
        android:layout_marginBottom="10dp"
        >

<LinearLayout
                android:layout_width="match_parent"
                        android:layout_height="match_parent"
```

Fig 2. Retailor Home XML File

- **Login**- For Stockiest
  Approve user-

3. **Stockiest-**

3.1 Add Product

3.1.1 Select Category
3.1.2 Enter Product Name
3.1.3 Enter Quantity
3.1.4 Enter Price
3.1.5 Create Product Id
3.1.6 Add Product Image

3.2 View Product

A stockiest can be view the production stock, available stock and maintenance stock.

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
        xmlns:app="http://schemas.android.com/apk/res-auto"
        xmlns:tools="http://schemas.android.com/tools"
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        tools:context=".StockistHomeActivity"
        android:background="@drawable/background_gradient"
        >

<androidx.recyclerview.widget.RecyclerView
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        android:layout_width="match_parent"
        android:layout_height="match_parent"
        app:layout_constraintTop_toTopOf="parent"
        android:layout_marginTop="10dp"
        app:layout_constraintStart_toStartOf="parent"/>
<ProgressBar
        android:id="@+id/progressBar_viewp"
                style="?android:attr/progressBarStyle"
                android:layout_width="wrap_content"
                android:layout_height="wrap_content"
                app:layout_constraintTop_toTopOf="parent"
                app:layout_constraintStart_toStartOf="parent"
                app:layout_constraintEnd_toEndOf="parent"
                app:layout_constraintBottom_toBottomOf="parent"
                />
</androidx.constraintlayout.widget.ConstraintLayout>
```

Fig . 3.1 Stockiest Home XML File

4.2 Modules

4.2.1 DISTRIBUTOR

1. Register and Login Distributor has to register their basic details to get access This service. And the main activities in the application are the user login page for user. The other modules are followed by this login page. This module records
   only user and password of the user.
2. Create product A Distributor will be create the products is based on the user's requirements. Like product name, their description, cost, shipping date and shipping chargers also.
3. View my production A distributor can be view the production stock, Available stock And maintenance stock.
4. Upload image Distributor will be upload the images on production stocks and available stocks

4.2.2 RETAILER

1. Register and Login Retailer has to register their basic details to get access with this service. And The main activities in the application are the user login page for user. The other modules are followed by this login page. This module records only user and password of the user.
2. View and search Products Retailer can be view the products and search the products of availability. If can't available the goods retailer will be purchase from the stockiest.
3. Place Orders for Distributor Retailer will check the orders from the users. If retailer can get orders it will distribute to the distributor
4. My order Retailer will check the user's orders. And chart to the order list.

(a) Histogram generation by HOG **(b)** pipelining SVM to HOGoutput

4.2.3 STOCKIEST

- Register and Login Stockiest has to register their basic details to get access with this service. And the main activities in the application are the user login page for user. The other modules are followed by this login page. This module records only user and password of the user.
- Create product A stockiest will be create the products is based on the user's requirements. Like product name, their description, cost, shipping date and shipping chargers also.
- View my production A stockiest can be view the production stock, available stock and maintenance stock.
- Upload image Stockiest will be upload the images on production stocks and avail- able stocks.
- Edit/Delete Product A Stockiest can be edit the product details, cost or description. Or else if stock will not available stockiest can delete the product

Chapter 5

Details of Design, working and processes

5.1 Requirements Specification

5.1.1 Hardware Requirements

1. Processor : Intel CORE i3 2.00GHz.
2. Hard Disk Capacity : 1TB
3. Ram : 8 GB.

5.1.2 Software Requirements

1.Android Emulator

Android Studio

5.2 System Design diagram

System Design diagram can help system designers and developers visualize the high-level, overall structure of their system or application for the purpose of ensuring the system meets their users' needs. You can also use design diagrams to describe patterns that are used through.

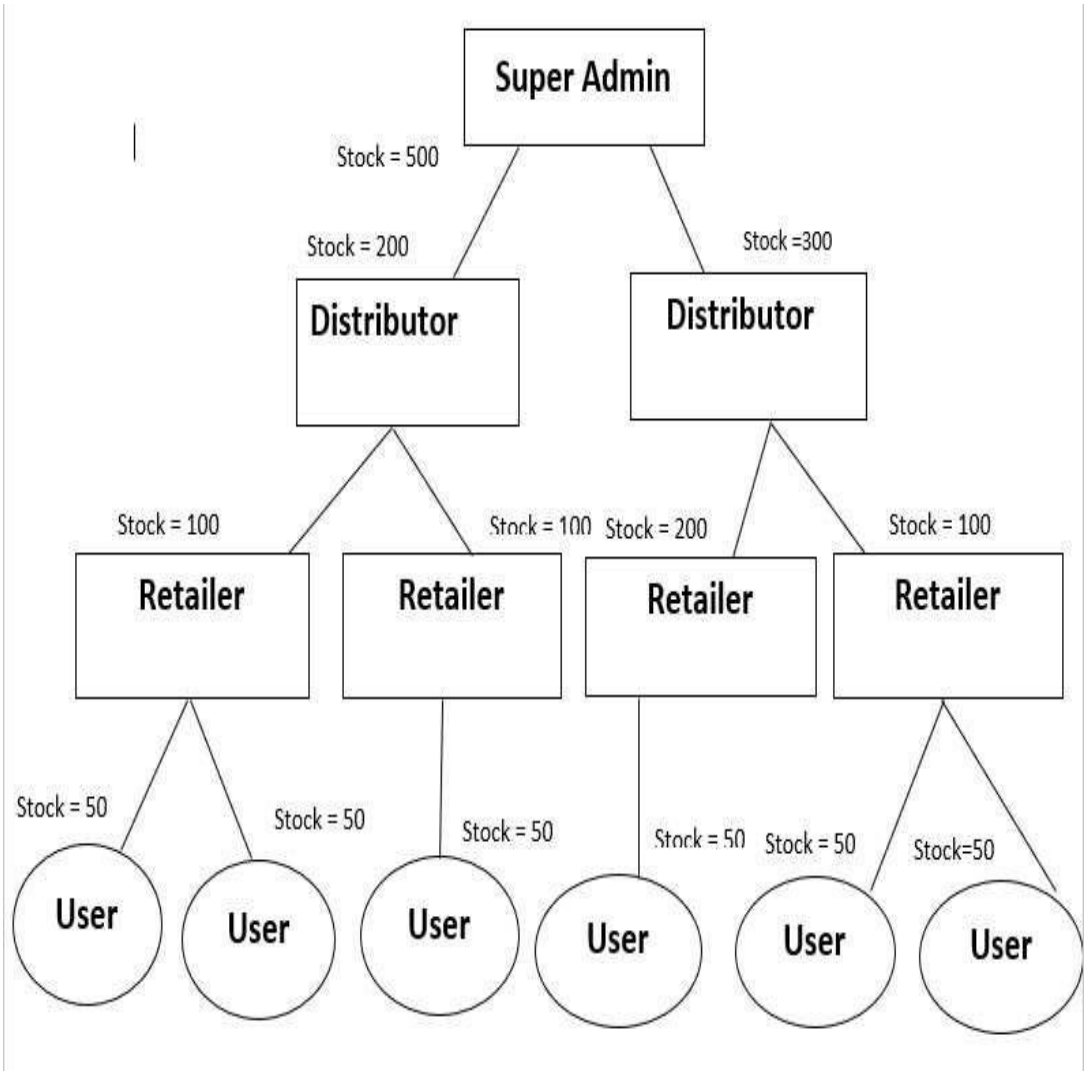


Figure 5.1: System Design Diagram

5.3 Data Flow Diagrams

A data flow Diagram is a graphical representation of all major steps, and how the data flow through the system.

5.3.1 Level 0 Data Flow Diagram

DFD Level 0 is also called a Context Diagram. Its a basic overview of the whole system or process being analyzed or modeled. Its designed to be an at-a-glance view, showing the system as a single high-level process, with its relationship to externalentities.

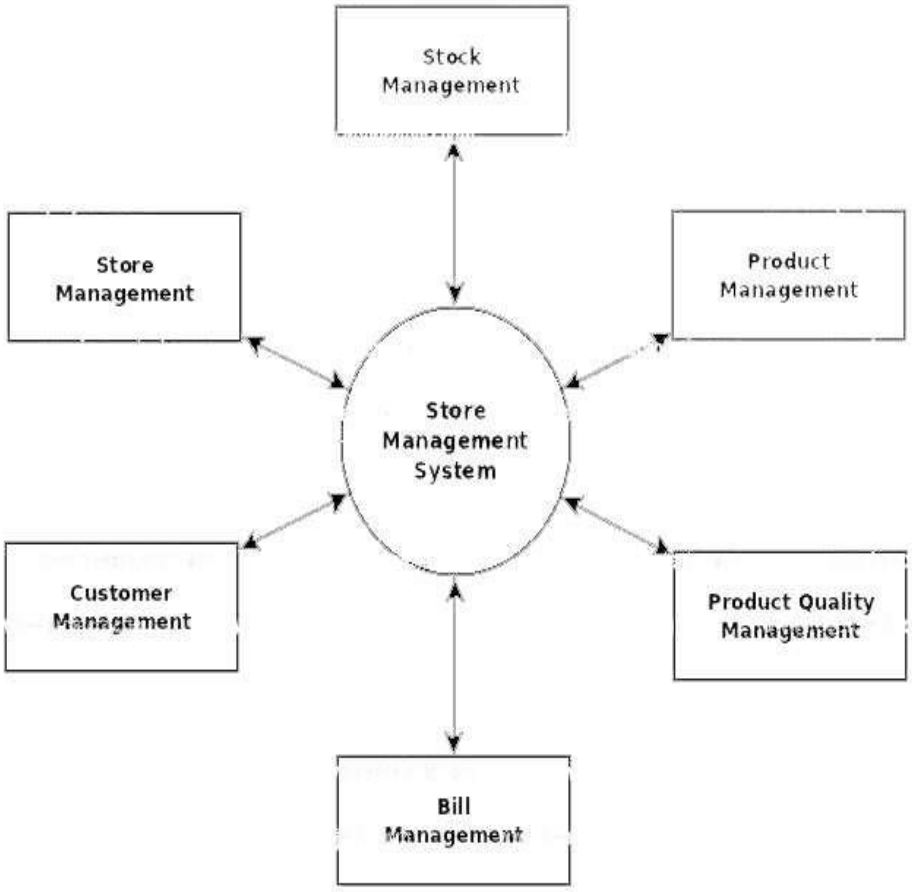


Figure 5.2: Level 0 Data Flow Diagram

5.3.2 Level 1 Data Flow Diagram

DFD Level 1 provides a more detailed breakout of pieces of the Context Level Diagram. You will highlight the main functions carried out by the system, as you break down the high-level process of the Context Diagram into its sub-processes.[referfig 5.3]

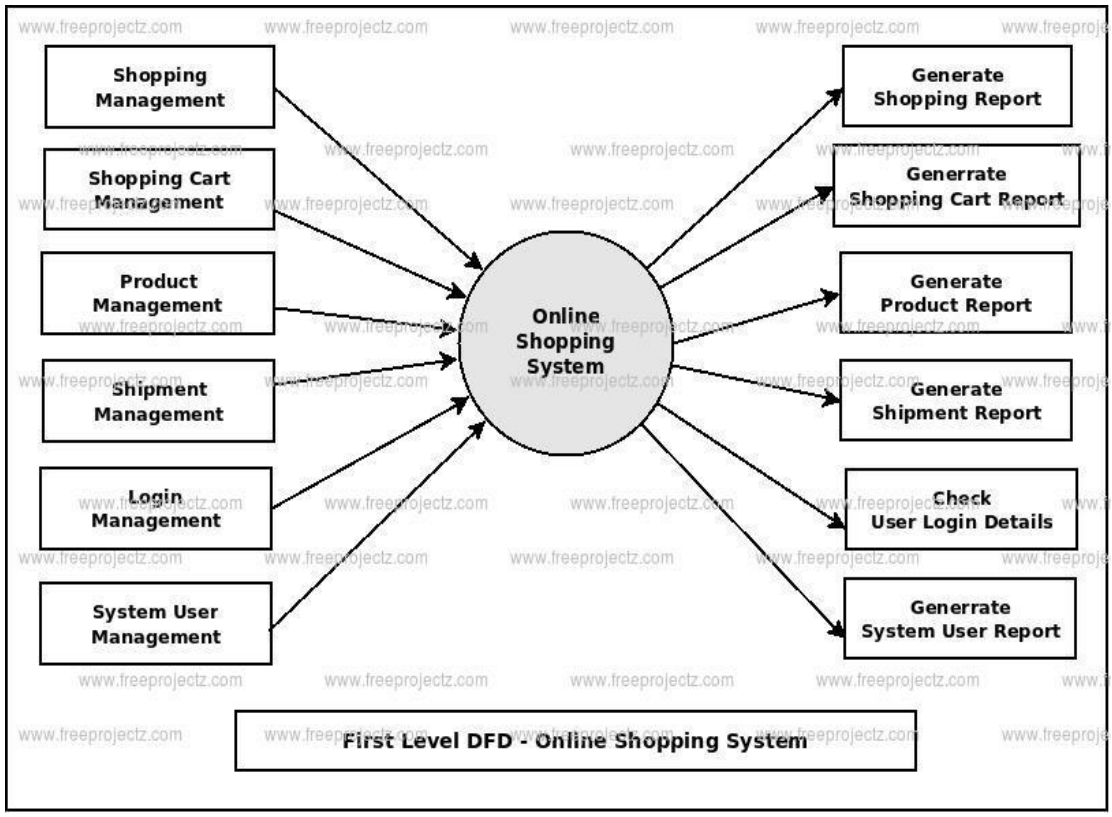


Figure 5.3: Level 1 Data Flow Diagram

5.4 Class Diagram

A class diagram in the Unified Modeling Language (UML) is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, operations (or methods), and the relationships among objects.

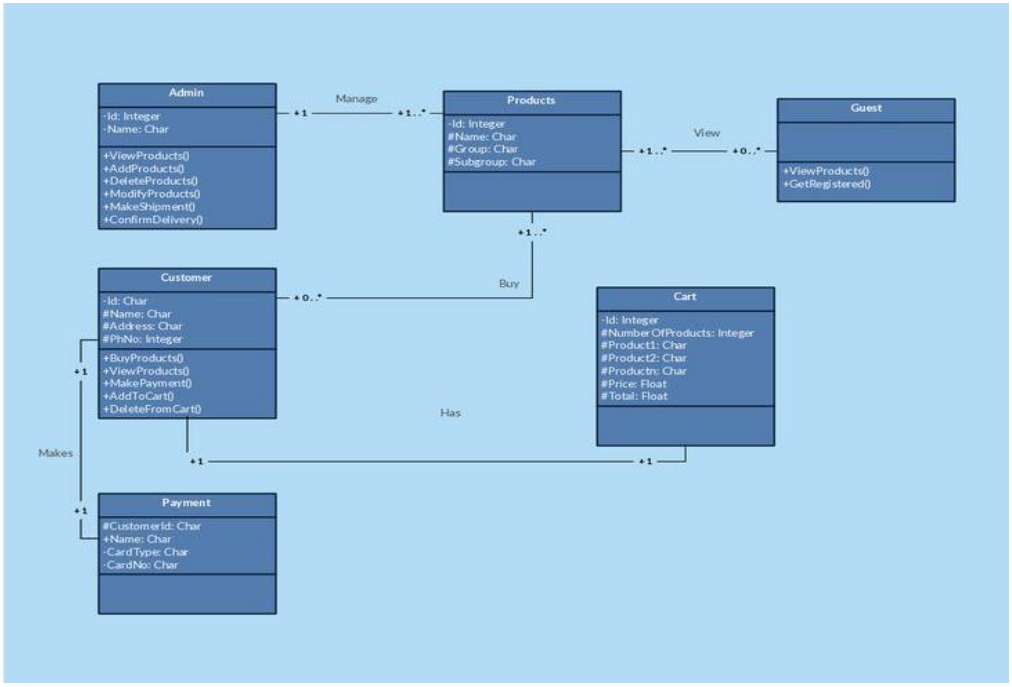


Figure 5.4: Class Diagram

5.5 E-R Diagram

An Entity is an object or component of data . An Entity is Represented As rectangle in an ER diagram

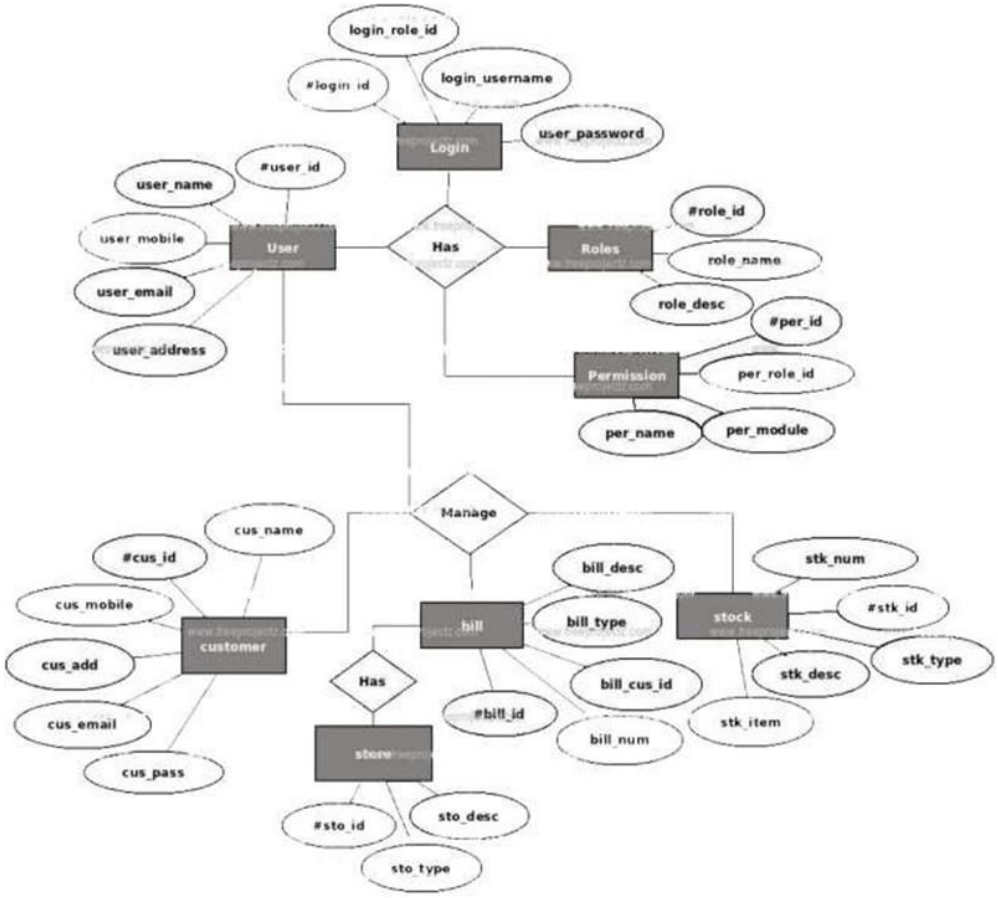
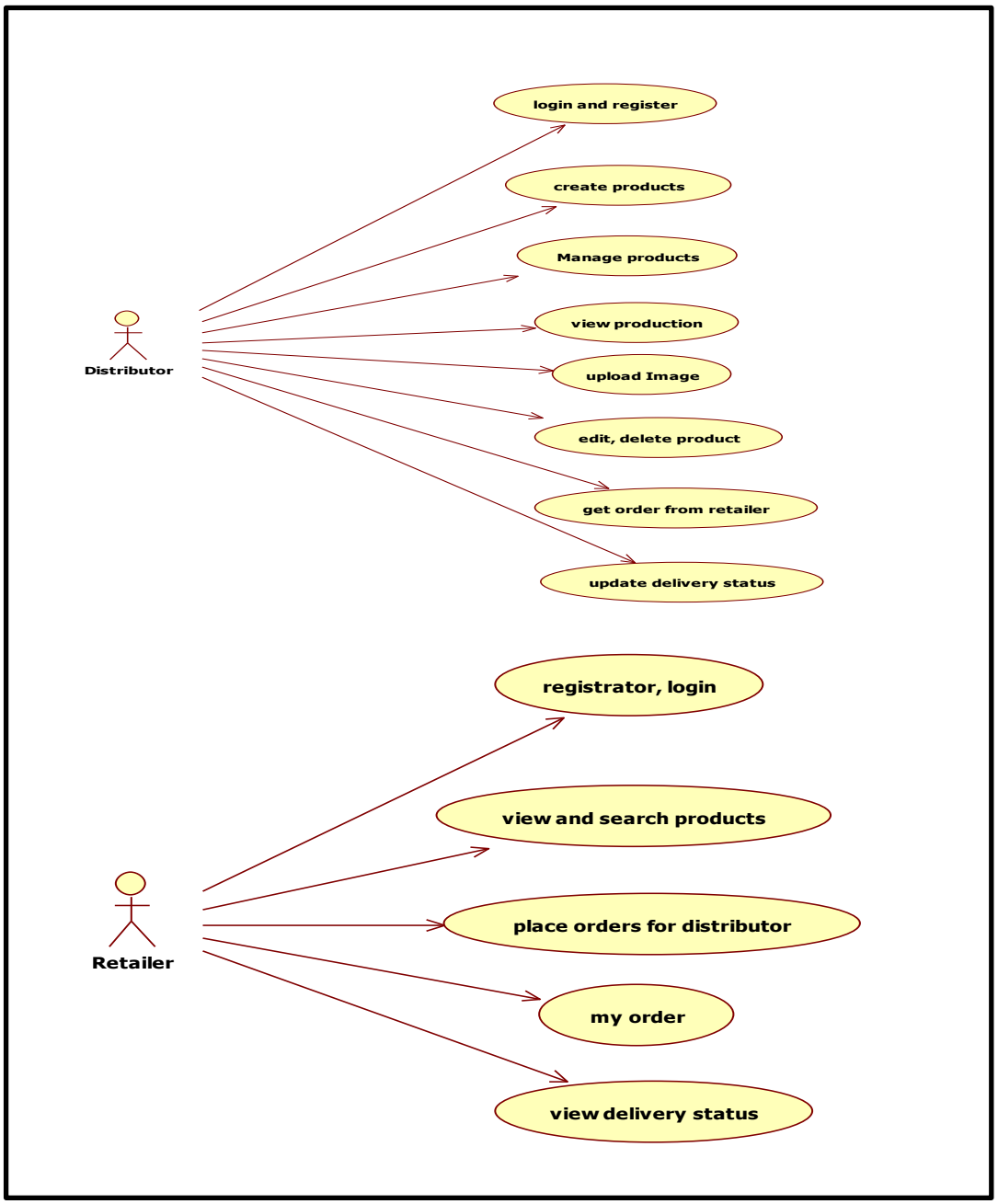


Figure 5.5: Activity Diagram

5.6 Use-Case Diagram

A use case diagram is a dynamic or behavior diagram in UML. Use case diagrams model the functionality of a system using actors and use cases. Use cases are a set of actions, services, and functions that the system needs to perform. The ”actors” are people or entities operating under defined roles within the system.



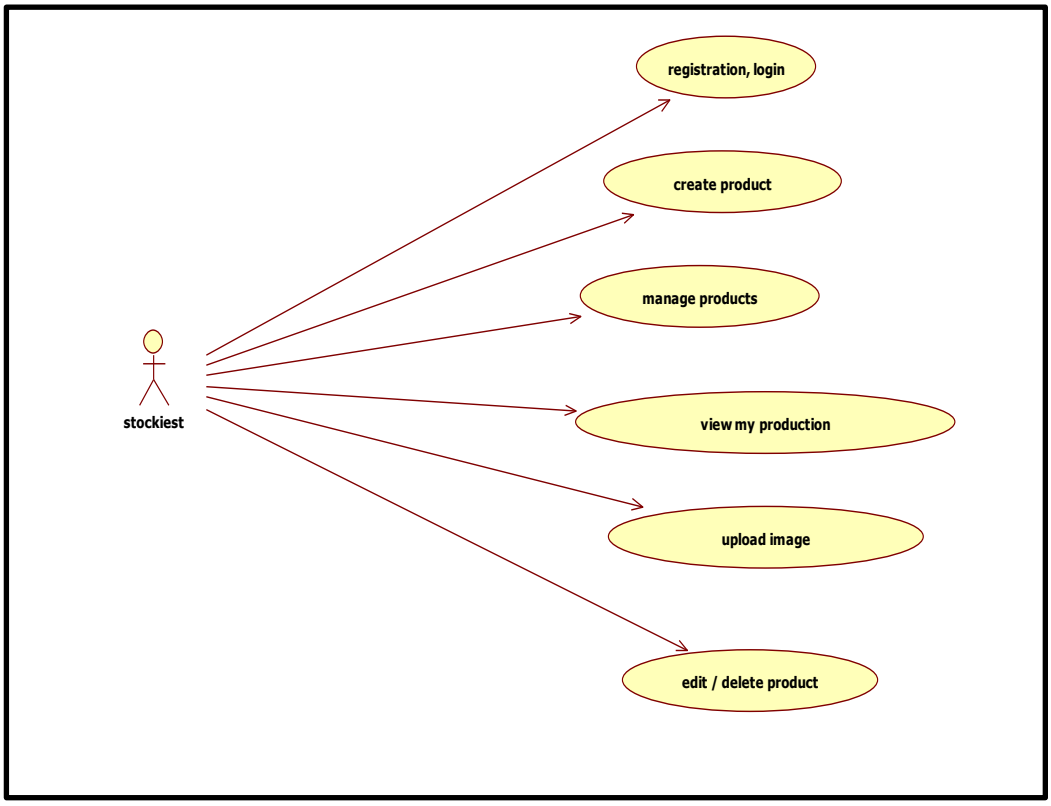


Figure 5.6: Use-Case Diagram

5.7 System Working Diagram

A system working diagram in engineering is a diagram that defines the boundary between the system, or part of a system, and its environment, showing the entities that interact with it. This diagram is a high level view of a system.

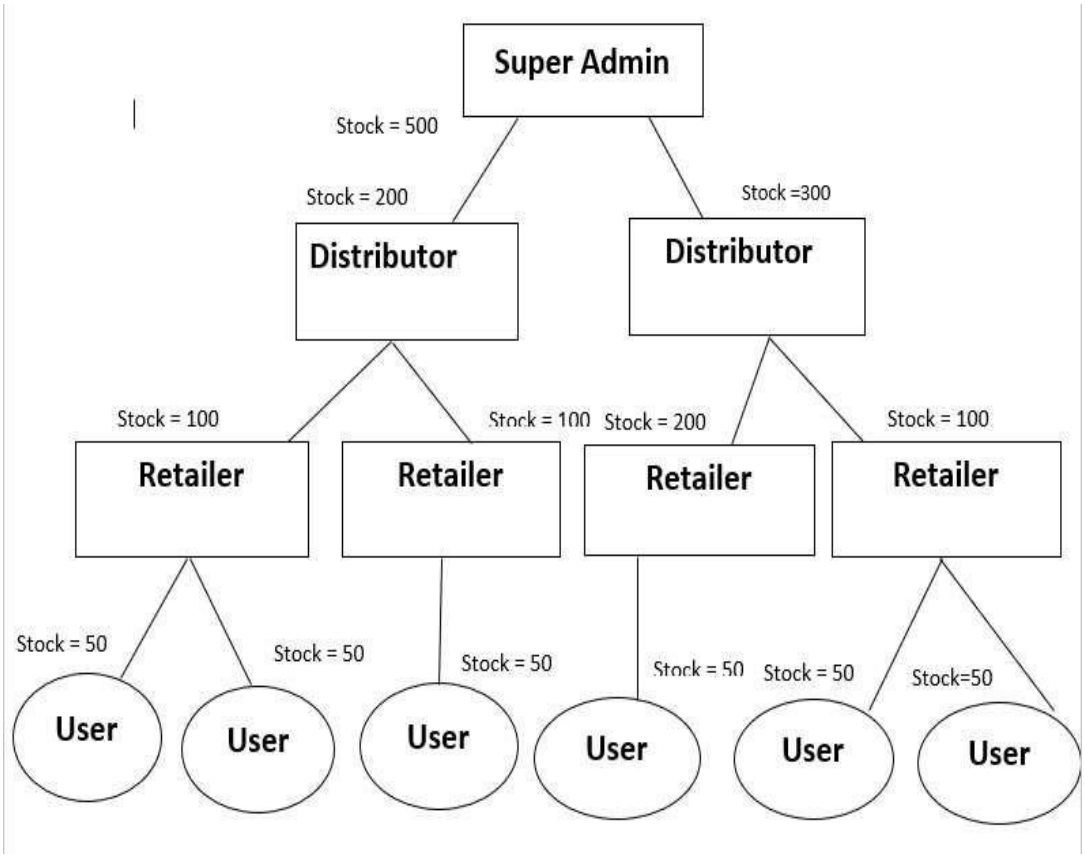


Figure 5.7: System Working Diagram

Chapter 6

Results and Application

6.1 Software Testing

Following are the main levels of software testing as described
Types and Levels of Testing :

6.1.1 Unit Testing

Unit Testing is a level of the software testing process where individual units / components of a software/system are tested. The purpose is to validate that each unit of the software performs as designed

6.1.2 Integration Testing

Integration Testing is a level of the software testing process where individual units are combined and tested as a group. The purpose of this level of testing is to expose faults in the interaction between integrated units.

6.1.3 System Testing

System Testing is a level of the software testing process where a complete, integrated system/software is tested. The purpose of this test is to evaluate the system' s compliance with 4. Acceptance Testing is a level of the software testing process where a system is tested for the specified requirements. acceptability. The purpose of this test is to evaluate the system' s compliance with the business requirements and assess whether it is acceptable for delivery.

6.2 Test Cases

Login form

SR.NO	Test Case	Excepted Result	Test Result
1	Enter valid Name and Password & Click on Login For (Distributor , Retailor, Stockiest)	Software should Display main window	Successful
2	Enter Invalid	Software should not display main window	Successful

When Distributor Page Successfully Login

Sr. no	Test case	Excepted Result	Test Result
1	On The Click of Add Retailor Button	At first user have to fill all fields with proper data, if any Error like entering text data instead of number or entering number instead of text.is found then it gives proper message otherwise Adds Record To the Database	Successful
2	On The Click of Add Product Button	At first user have to fill all fields with proper data, if any Error like entering text data instead of number or entering number instead of text.is found then it gives proper message otherwise Adds Record To the Database	Successful
3	On The Click of Product Button	The product information and products added by the distributor will appear	Successful
4	On The Click of Retailor Button	The product information and Retailor added by the distributor will appear And can contact the retailer	Successful
5	On The Click of Logout Button	Logout from Distributer's page	Successful

When Retailor Page Successfully Login

Sr no	Test Case	Excepted Result	Test Result
1	On The Click of View Product Button	The product sold by the stockiest will be visible to the retailer	Successful
2	On The Click of Add Stockiest Button	At first user have to fill all fields with proper data, if any Error like entering text data instead of number or entering number instead of text.is found then it gives proper message otherwise Adds Record To the Database	Successful
3	On The Click of Logout Button	Logout from Retailors page	Successful

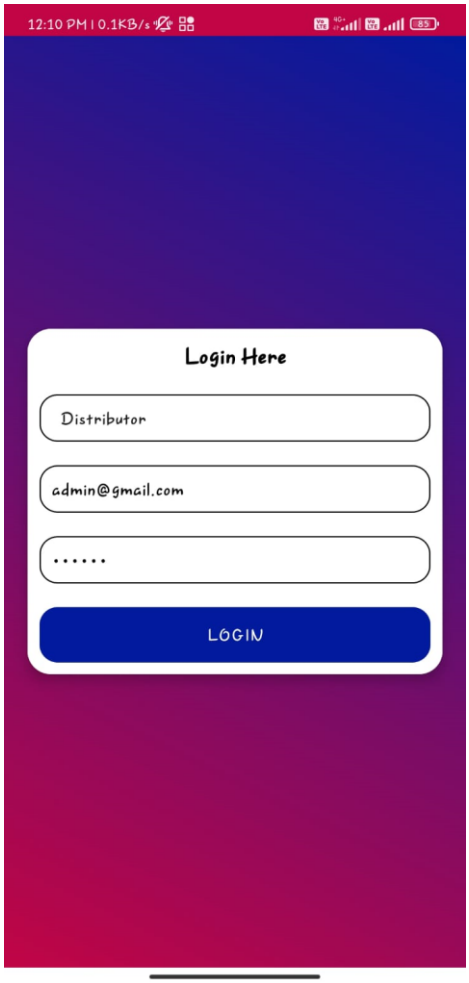
When Stockiest Page Successfully Login :

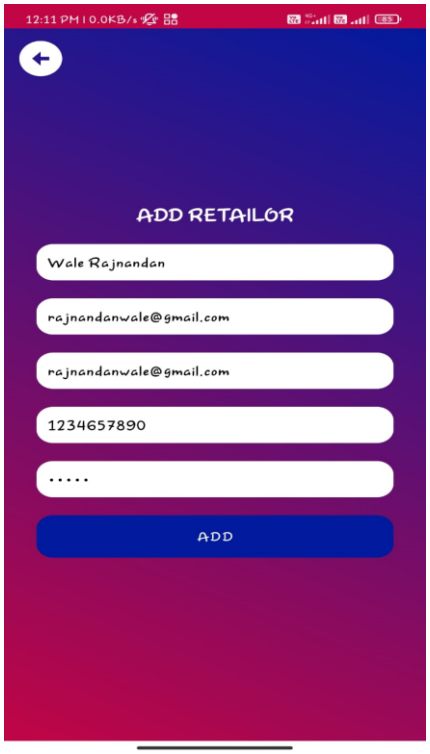
Sr. No	Test Case	Excepted Result	Test Result
1	On The Click of Add Product Button	At first user have to fill all fields with proper data, if any Error like entering text data instead of number or entering number instead of text.is found then it gives proper message otherwise Adds Record To the Database	Successful
2	On The Click of View Product Button	The stockiest will see the product they want to sell	Successful
3	On The Click of Sell Button	Successfully sells the product given to the stockiest	Successful
4	On The Click of Add Button	stockiest successfully add product	Successful
5	On The Click of Logout Button	Logout from Stuckist's page	Successful

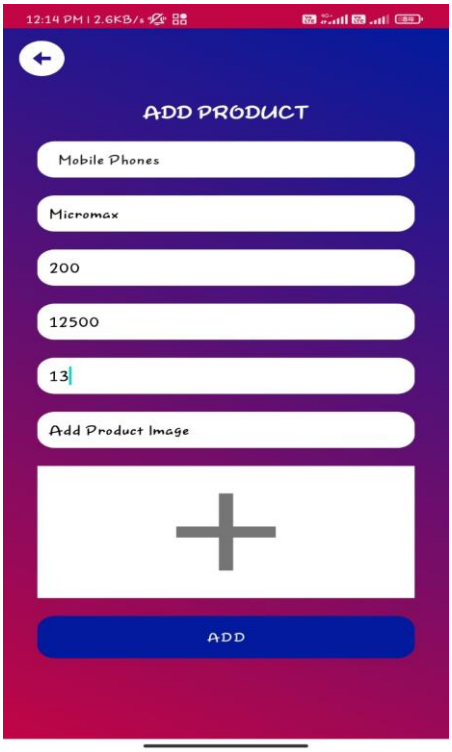
6.3 System Design Screenshot

Following are the Images and Screenshots of system.

System Design(DISTRIBUTOR) :




12:11 PM | 0.0KB/s
ADD RETAILOR
Wale Rajnandan
rajnandanwale@gmail.com
rajnandanwale@gmail.com
1234657890
.....
ADD


12:14 PM | 2.6KB/s
ADD PRODUCT
Mobile Phones
Micromax
200
12500
13
Add Product Image
ADD

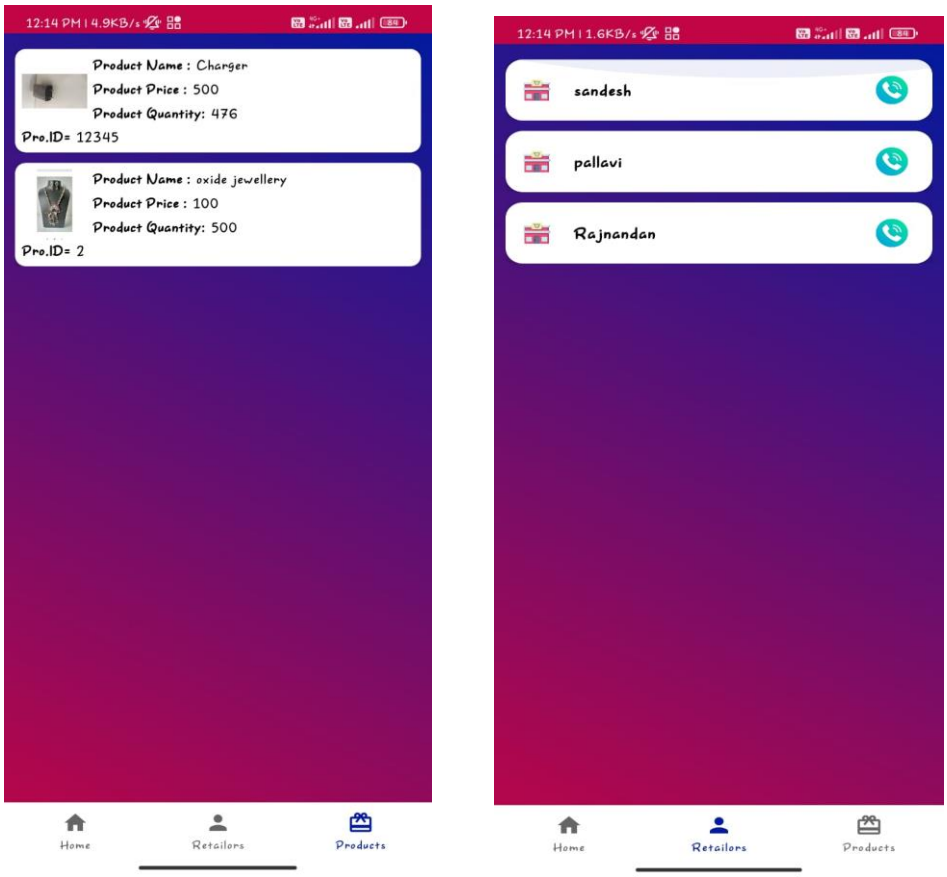


Figure 6.1: DISTRIBUTOR

System Design(Retailor)

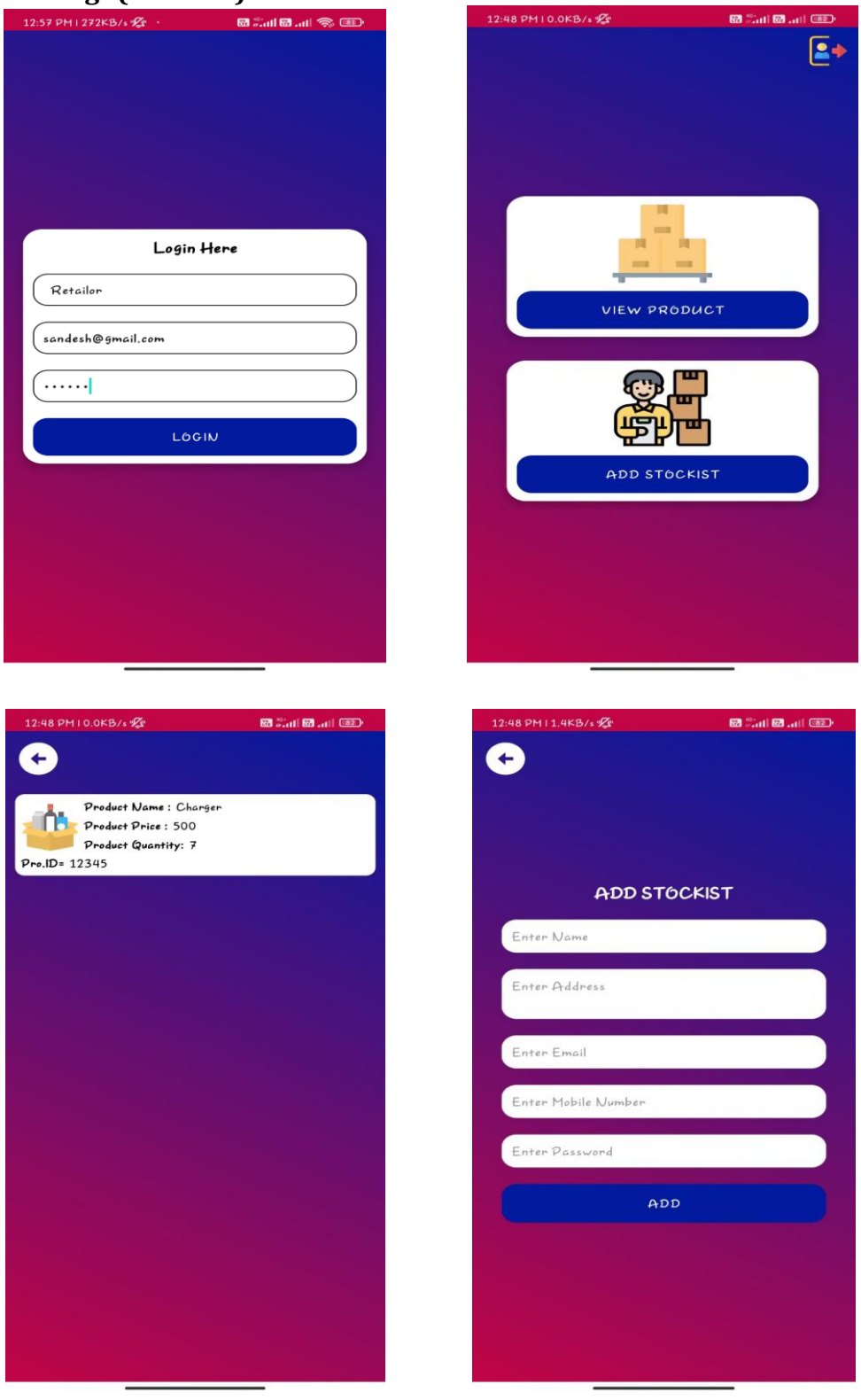


Figure 6.2: Retailor

System Design(Stuckist) :

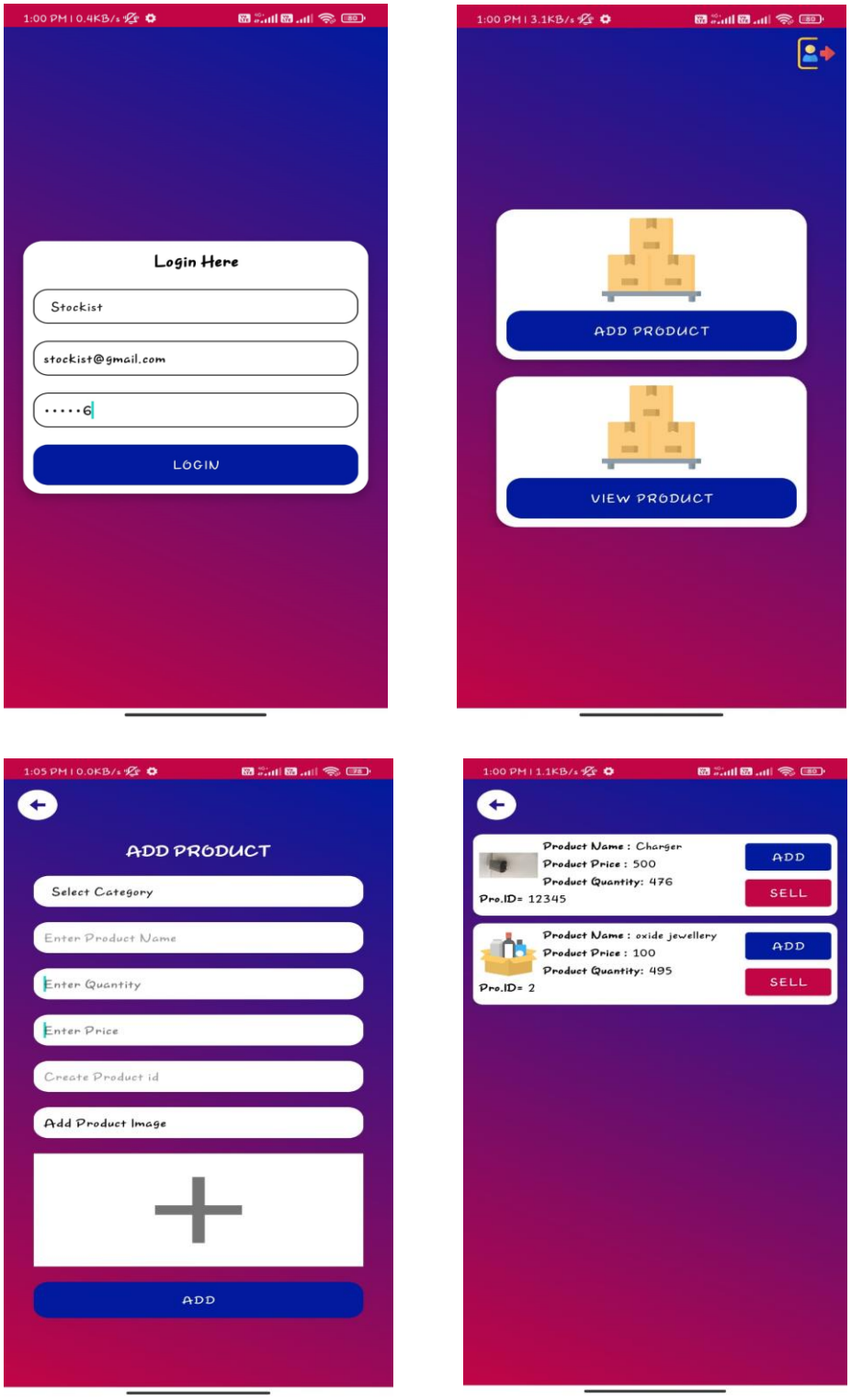


Figure 6.3: Stockist

6.4 Application

1. Allow online change or cancellation of order.
2. Online Purchase Of products
3. Maintain customer profile
4. Maintain stock.

Chapter 7

Conclusion and Future Scope

7.1 Conclusion

- The main objective of "ONLINE SMART BUSINESS" is to enhance and upgrade the existing system by increasing it efficiency and effectiveness.
- Due to the change in buying behavior of consumers, ecommerce business has emerged to provide another channel for shopping online. In an e-commerce business, orders are first received through the online platform, then the goods are delivered to customers.
- Using this application the retailer can maintain clients profile. Clients can find all the distributors available for the product for which has registered. clients can order the products from the nearest and available distributors based on the demands of the customers.
- Ssimilarly, using this application a distributor can maintain clients can order the products from the nearest and available stockiest based on the demands of the retailers. They can maintain the track of retailers existing in their location so that they can expand their business.

7.2 Future Scope

1. The retailer can make the online payment to distributor in future
2. In future we can develop this application for Windows and IOS.
3. In adding the more features of online smart business management system to develop access with user's flexibility.
4. To authenticate the users based on the system users list which is maintained by the operating system

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[3] Y. Fang, I. Qureshi, H. Sun, P. McCole, E. Ramsey, and K.H. Lim, “Trust, Satisfaction, and Online Repurchase Intention: The Moderating Role of Perceived Effectiveness of E-Commerce Institutional Mechanisms”. Management Information Systems Quarterly, 38(2), pp. 407-427, 2014.