

A
Project Report
On
[Project Title]
Submitted by
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Class: **MCA- I**
Guided by
Prof. [Dr. Ramesh Jadhav]
For the Academic Year 2021-22



Sinhgad Technical Education Society's
SINHGAD INSTITUTE OF
MANAGEMENT,
Vadgaon Bk, Pune

(Affiliated to Savitribai Phule Pune University, Approved by AICTE &
Accredited by National Board of Accreditation, New Delhi).

Date:-

CERTIFICATE

This is to certify that Mr. SINGH ARPIT OMPRAKASH , has successfully / partially completed his/her project work entitled “**ONLINE SHOPPING MANAGEMNET**” in partial fulfillment of MCA-I SEM-I Mini Project for the year 2021-2022. He / She have worked under our guidance and direction.

Prof. RAMESH JADHAV

Dr. Chandrani Singh

Project Guide

Director, SIOM-MCA

Examiner 1

Examiner 2

Date:

Place:

DECLARATION

We certify that the work contained in this report is original and has been done by us under the guidance of my supervisor(s).

- The work has not been submitted to any other Institute for any degree or diploma.
- We have followed the guidelines provided by the Institute in preparing the report.
- We have conformed to the norms and guidelines given in the Ethical Code of Conduct of the Institute.
- Whenever we have used materials (data, theoretical analysis, figures, and text) from other sources, we have given due credit to them by citing them in the text of the report and giving their details in the references.

Name and Signature of Project Team Members:

Sr. No.	Seat No.	Name of students	Signature of students
1		SINGH ARPIT OMPRAKASH	

ACKNOWLEDGEMENT

We have immense pleasure in expressing our sincerest and deepest sense of gratitude towards our guide Ms. _____ for the assistance, valuable guidance and co- operation in carrying out this Project successfully. We have developed this project with the help of Faculty members of our institute and we are extremely grateful to all of them. We also take this opportunity to thank Head of the Department Dr. Chandrani Singh, for providing the required facilities in completing this project. We are greatly thankful to our parents, friends and faculty members for their motivation, guidance and help whenever needed.

Thank You,

Student Name:

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INTRODUCTION

This project is a web based shopping system for an existing shop. The project objective is to deliver the online shopping application into any platform with active internet connection. Online shopping is the process where by consumers directly buy goods or services from a seller in real-time, without an intermediary service, over the Internet. It is a form of electronic commerce. This project is an attempt to provide the advantages of online shopping to customers of a real shop. It helps buying the products in the shop anywhere through internet by using an any device(windows, android, IOS, mac.). Thus the customer will get the service of online shopping and home delivery from his favorite shop.

1.1 Existing System and Need for System

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

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

1.2 Scope of Work

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 anywhere, the shops won't be losing any more customers to the trending online shops such as flipcart or ebay. Since the application is available in the Smartphone it is easily accessible and always available.

1.3 Operating Environment - Hardware and Software

Hardware:-

1. CPU: for web 1,6 GHz , for web and database 4 x 1,6 GHz CPU.
2. RAM: 4GB.

3. Minimum database space: 10GB.
4. CPU: Quad 2GHz+ CPU.
5. RAM: 6GB.
6. Minimum database space: 10GB

Software:-

- HTML
- CSS
- JSP
- JAVA
- JDBC
- MYSQL

- ECLIPSE
- MYSQL WORKBENCH
- MYSQL COMMAND LINE

PROPOSED SYSTEM

2.1 Proposed System (Introduction of system)

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

2.2 Module specifications (Scope)

USER

➤ USER LOGIN

Description of feature

This feature used by the user to login into system. A user must login with his user name and password to the system after registration. If they are invalid, the user not allowed to enter the system.

Functional requirement

- Username and password will be provided after user registration is confirmed.
- Password should be hidden from others while typing it in the field.

➤ REGISTER NEW USER

Description of feature

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

Functional requirement

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

➤ PURCHASING AN ITEM

Description of feature

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

Functional requirement

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

ADMIN

➤ MANGAE USER

Description of feature

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

➤ MANAGE MODERATOR

Description of feature

The administrator can add moderator, delete moderator, block moderator and search for a moderator.

➤ MANAGE PRODUCTS

Description of feature

The administrator can view orders and delete orders.

Functional requirements

- The system must identify the login of the admin.
- Admin account should be secured so that only owner of the shop can access that account.

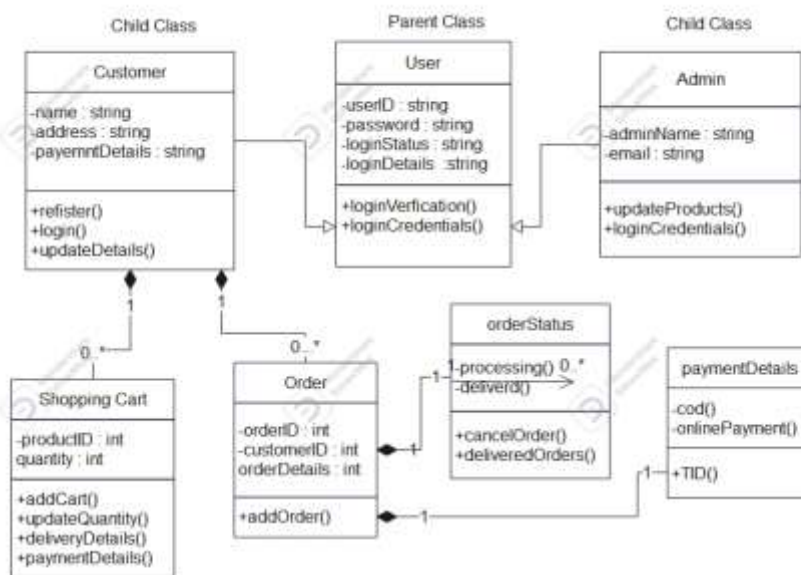
2.3 Objectives of System

- To provide an web application for online shopping of products in an existing shop.
- To provide a online shopping web site for the any shop.

3 : ANALYSIS & DESIGN

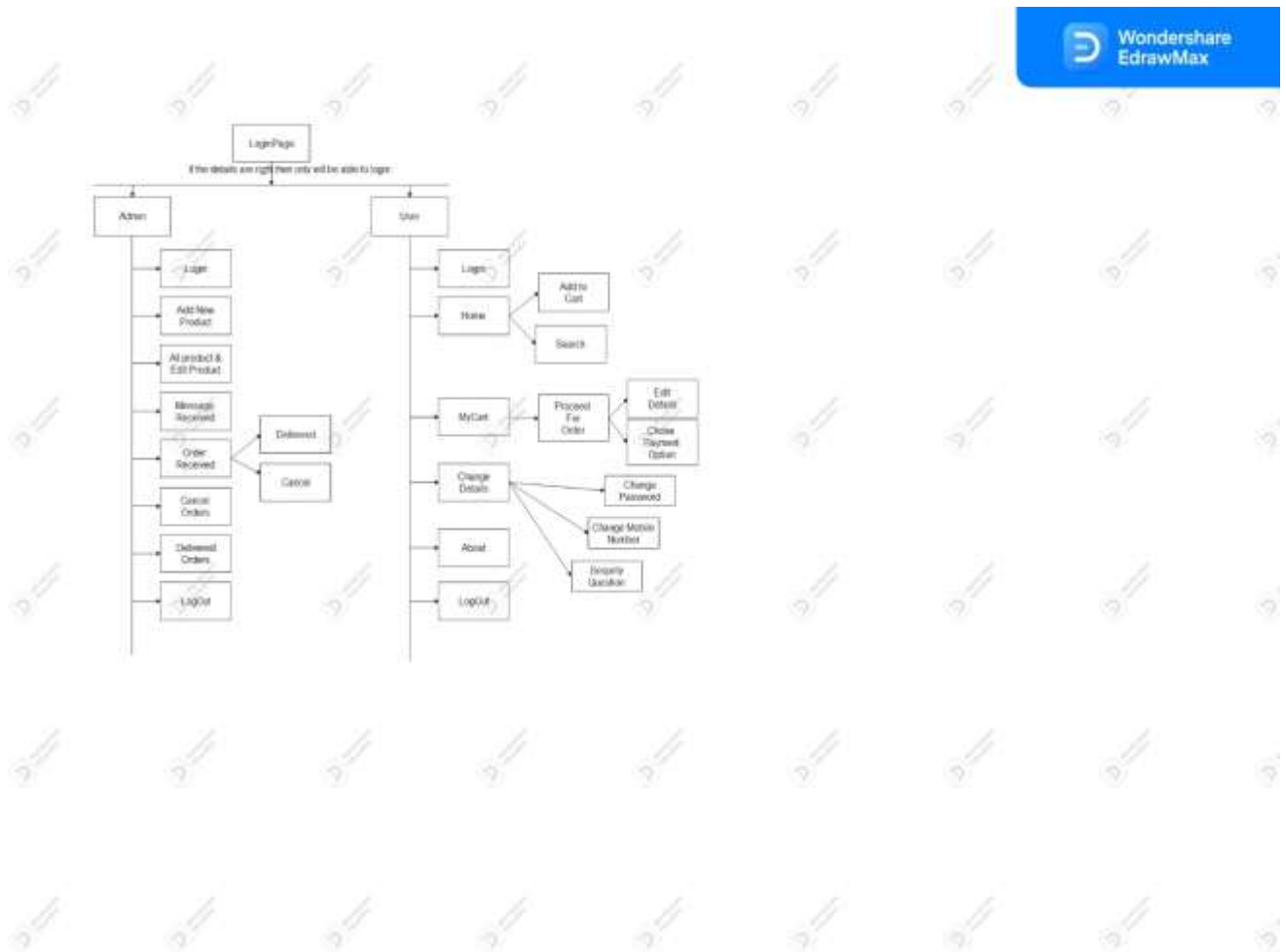
3.1 Class Diagram

A class diagram is an illustration of the relationships and source code dependencies among classes in the Unified Modeling Language (UML). In this context, a class defines the methods and variables in an object, which is a specific entity in a program or the unit of code representing that entity.



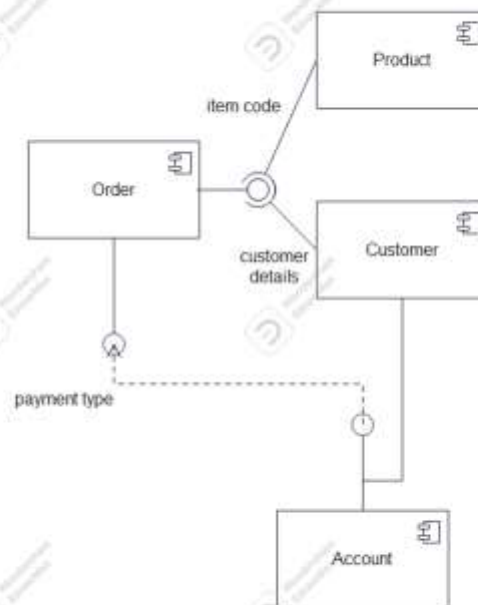
3.2 Object Diagram

A UML object diagram represents a specific instance of a class diagram at a certain moment in time. When represented visually, you'll see many similarities to the class diagram. An object diagram focuses on the attributes of a set of objects and how those objects relate to each other.



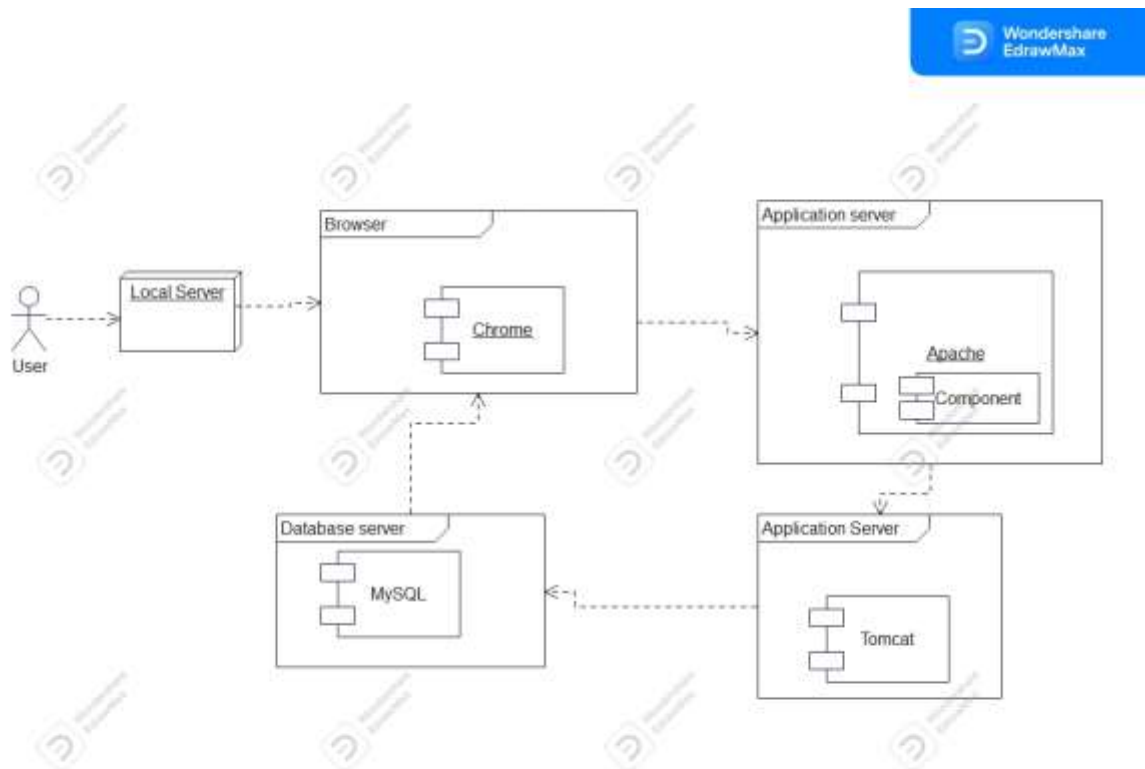
3.3 Component Diagram

A component diagram, describes the organization and wiring of the physical components in a system. Component diagrams are often drawn to help model implementation details and double-check that every aspect of the system's required functions is covered by planned development.



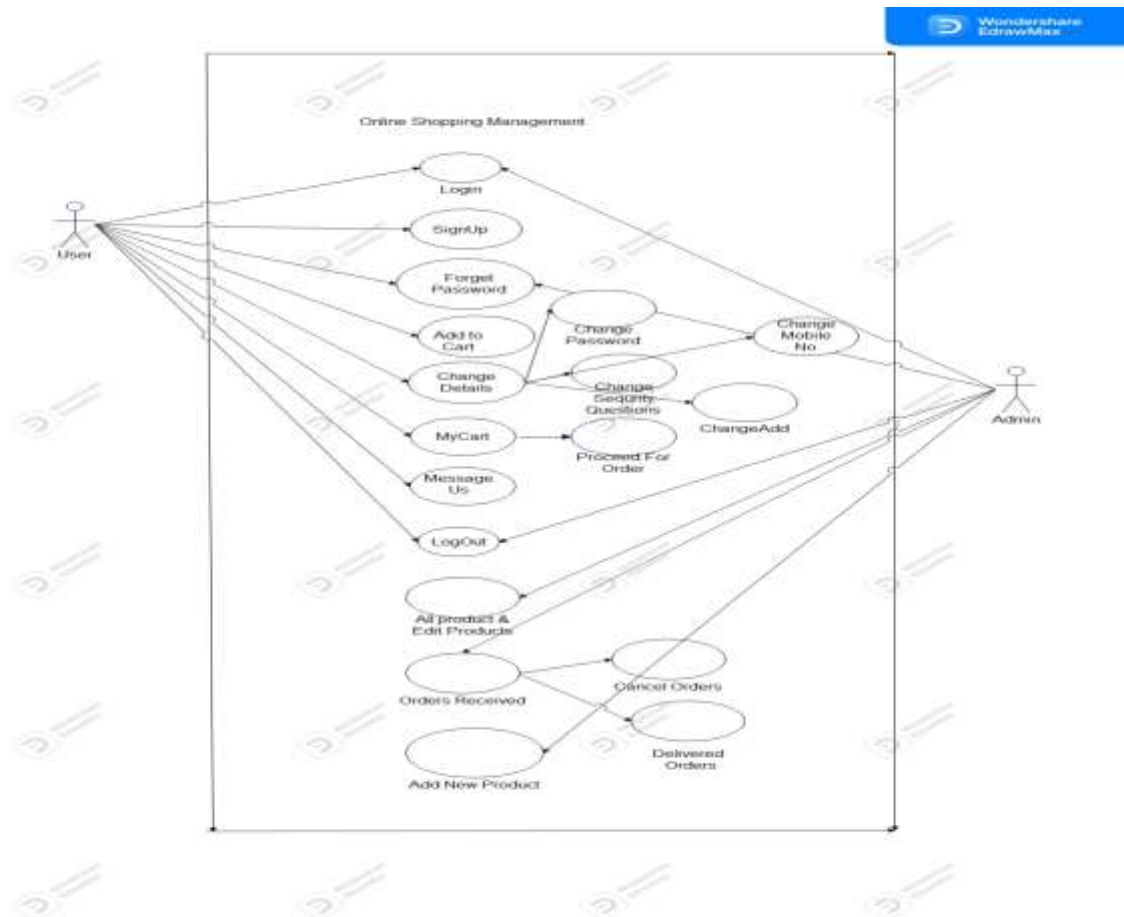
3.4 Deployment Diagram (in case of Web Deployment)

deployment diagrams model the physical architecture of a system. Deployment diagrams show the relationships between the software and hardware components in the system and the physical distribution of the processing.



3.5 Use Case Diagrams

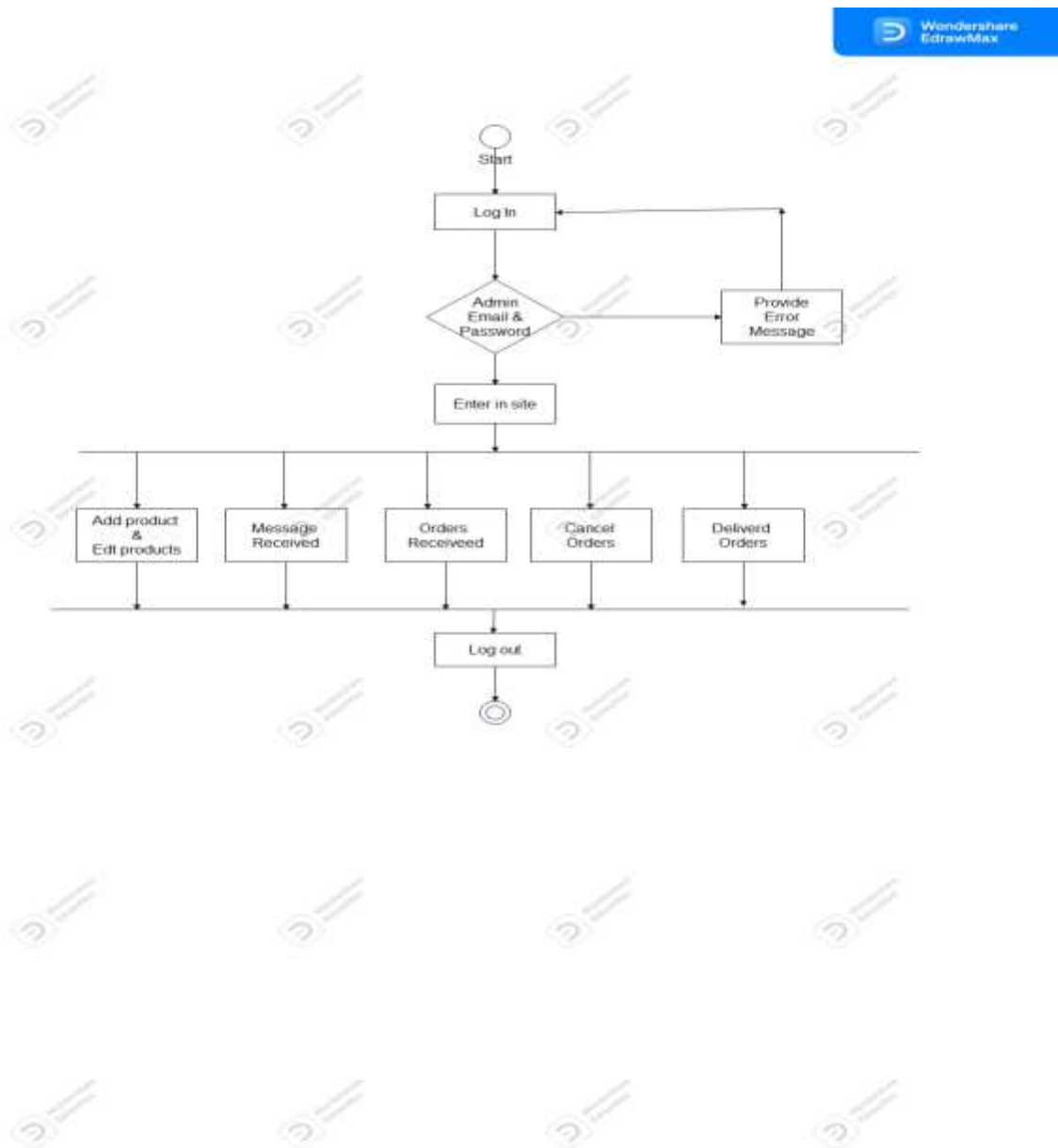
Use-case diagrams describe the high-level functions and scope of a system. These diagrams also identify the interactions between the system and its actors. The use cases and actors in use-case diagrams describe what the system does and how the actors use it, but not how the system operates internally.



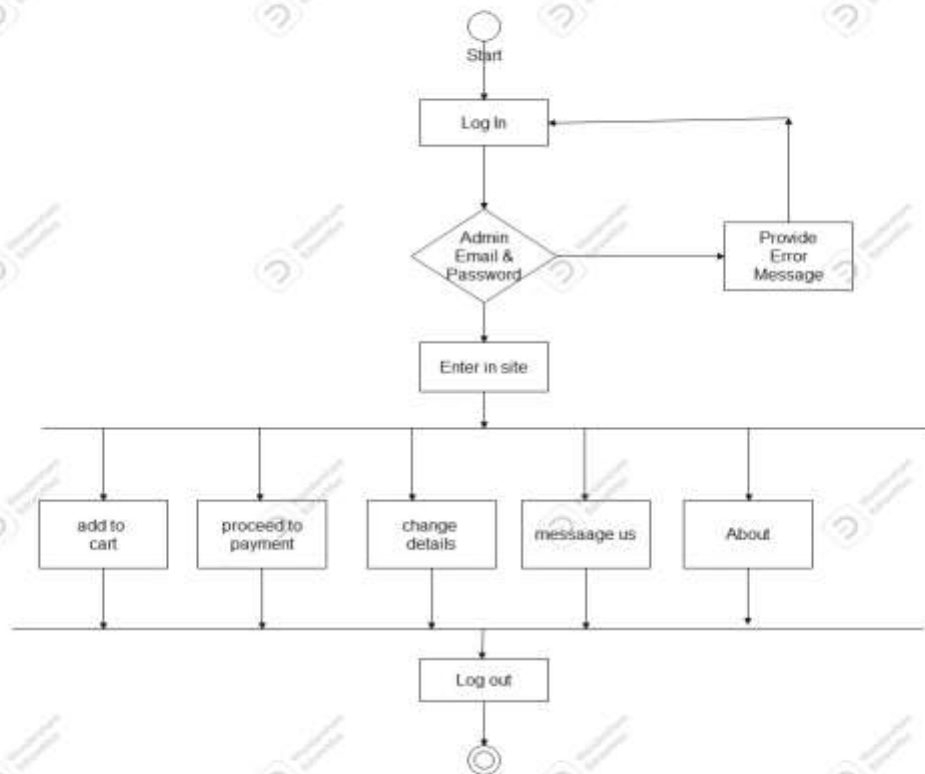
3.6 Activity Diagram

An activity diagram is a behavioral diagram i.e. it depicts the behavior of a system. An activity diagram portrays the control flow from a start point to a finish point showing the various decision paths that exist while the activity is being executed.

Admin Site:-

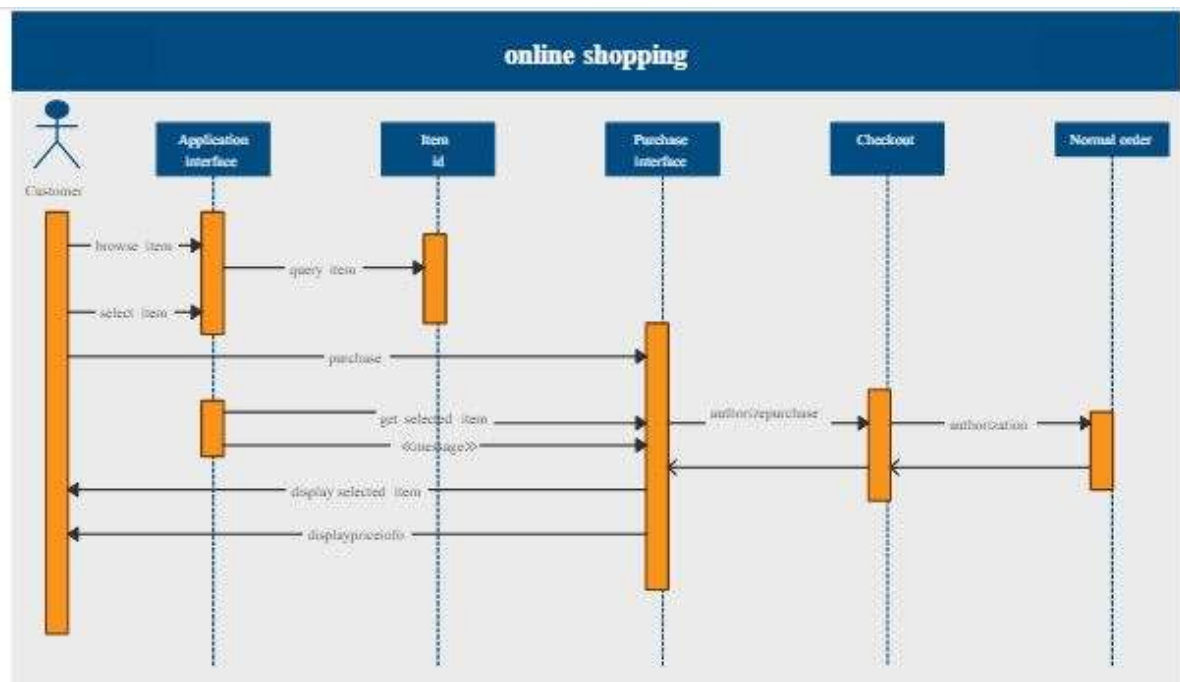


User Site:-



3.7 Sequence Diagram

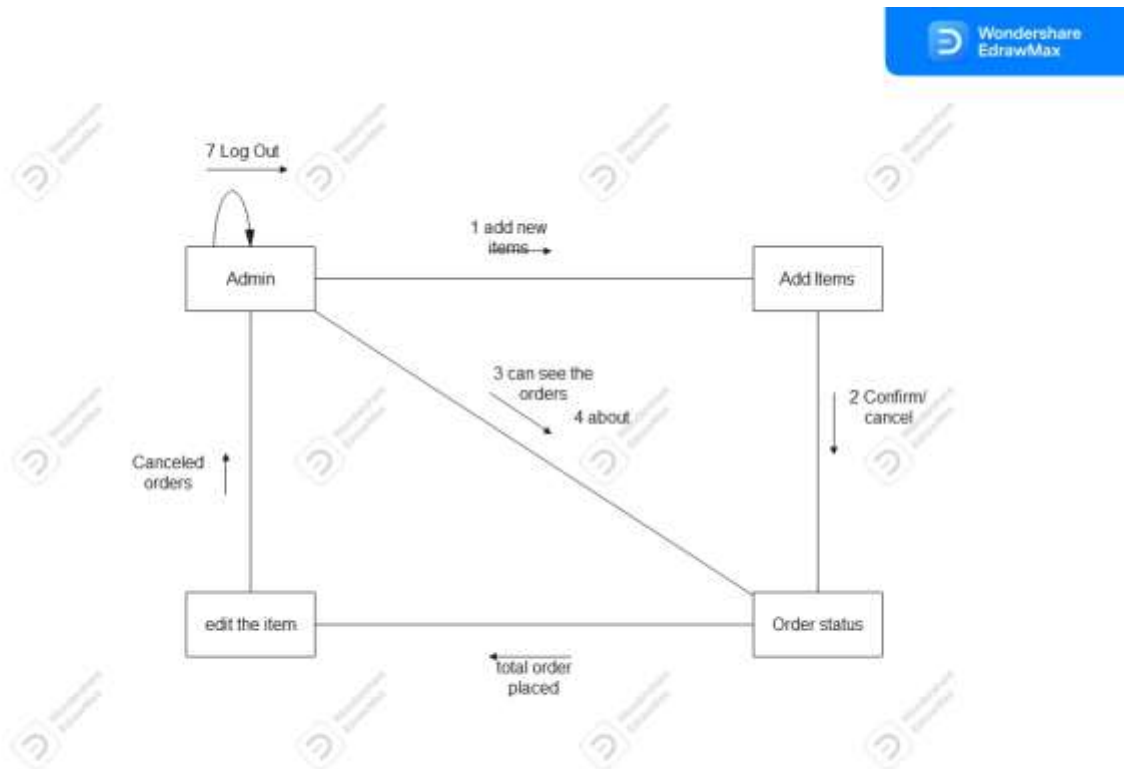
A sequence diagram is a type of interaction diagram because it describes how—and in what order—a group of objects works together. These diagrams are used by software developers and business professionals to understand requirements for a new system or to document an existing process.



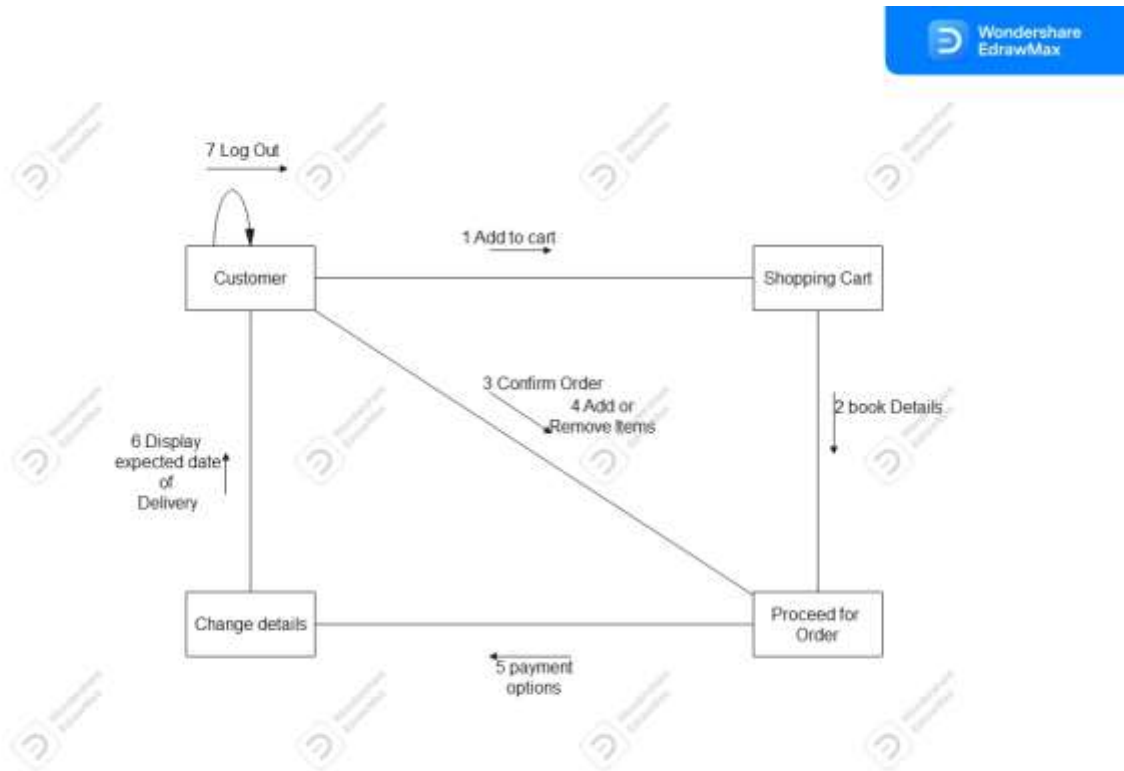
3.8 Collaboration Diagram

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.

Admin Site :-

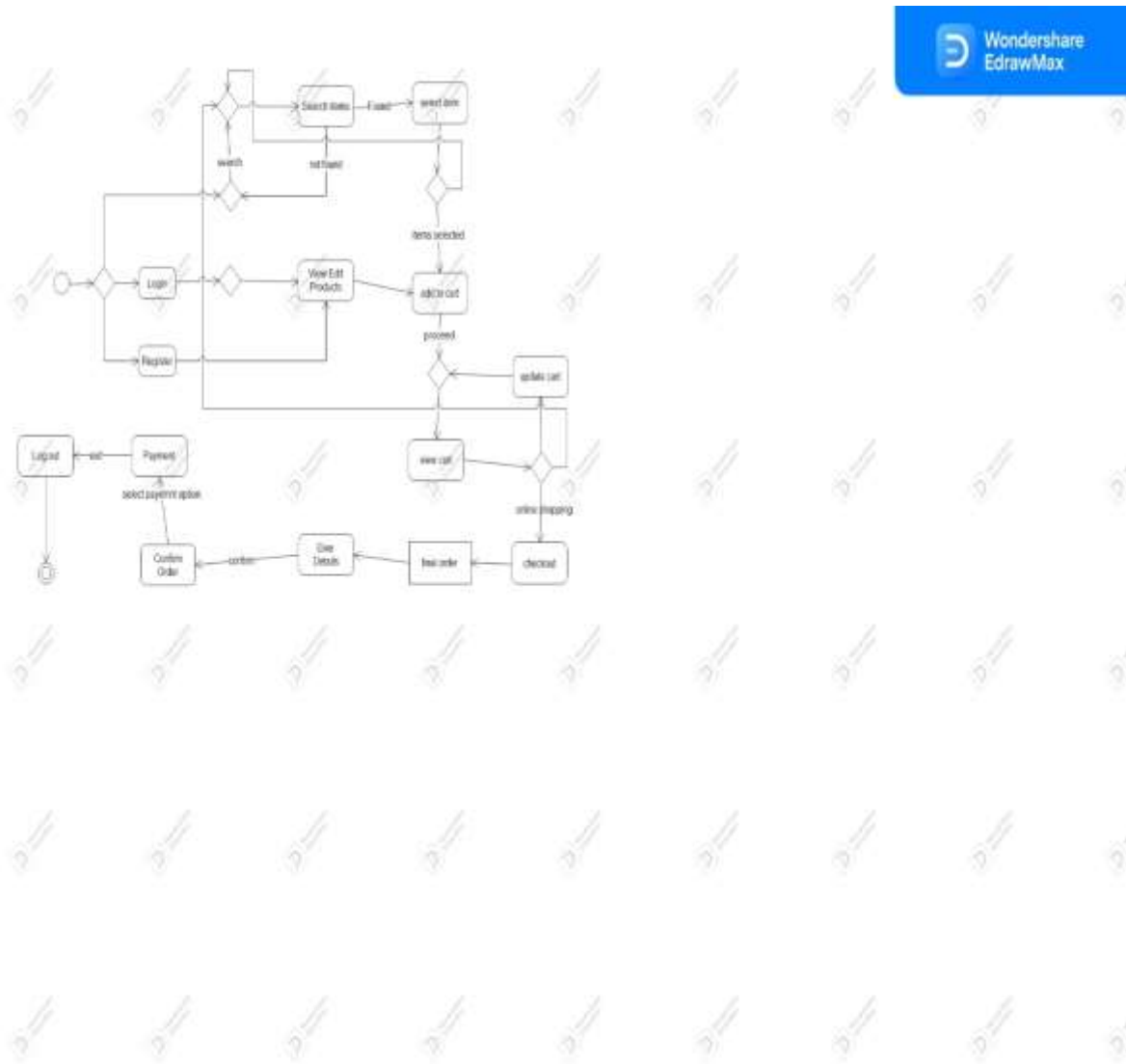


User Site:-

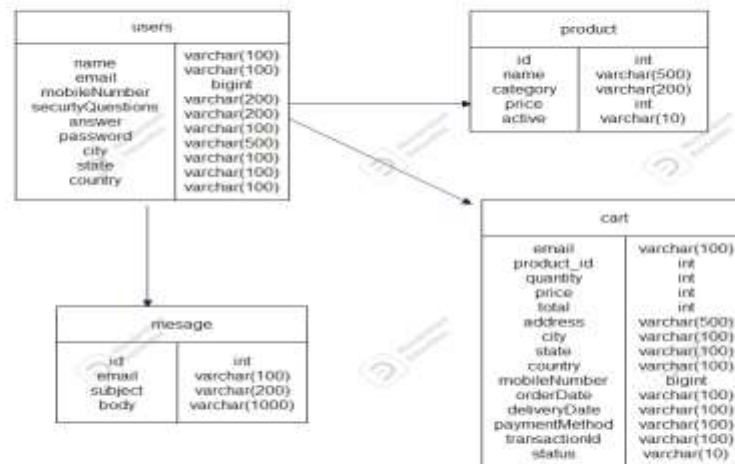


3.9 State Chart Diagram

Statechart diagram is used to describe the states of different objects in its life cycle. Emphasis is placed on the state changes upon some internal or external events. These states of objects are important to analyze and implement them accurately. Statechart diagrams are very important for describing the states.



3.10 Table specifications (Database design)



3.11 Data Dictionary

Table No	Table Name
1	users
2	product
3	cart
4	message

Users

```
mysql> select *from users;
```

name	email	mobileNumber	securityQuestion	answer	password	address	city	state	country
Arpit Singh	arpitsingh@gmail.com	9029304992	What was your first car?	audi	1234	stanza living	pune	maharashtra	india

mysql> show full columns from users;

Product

```
mysql> select *from product;
```

id	name	category	price	active
1	shoes.xyz	shoes	999	Yes
2	realmeXt	phone	15999	Yes
3	bajuvala	cycles	6999	Yes
4	acer	laptop	50000	Yes
5	Toys	toy	5600	Yes
6	dell	laptopos	50000	Yes

Cart

```
mysql> select *from cart;
```

email	product_id	quantity	price	total	address	city	state	country	mobileNumber	orderDate	deliveryDate
paymentMethod	transactionId	status									
arpitsingh@gmail.com	2	1	15999	31998	manpada	pune	maharashtra	india	7738828669	2022-03-25 13:43:46	2022-04-01 13:43:46
Cash on delivery(COD)		Cancel									
arpitsingh@gmail.com	3	2	6999	13998	manpada	pune	maharashtra	india	7738828669	2022-03-25 13:43:46	2022-04-01 13:43:46
Cash on delivery(COD)		Delivered									
arpitsingh@gmail.com	5	1	5688	5688	manpada	pune	maharashtra	india	7738828669	2022-03-25 13:43:46	2022-04-01 13:43:46
Cash on delivery(COD)		Delivered									
arpitsingh@gmail.com	5	1	5688	5688	stanza living	pune	maharashtra	india	9829384992	2022-03-25 16:16:39	2022-04-01 16:16:39
Cash on delivery(COD)		Delivered									
arpitsingh@gmail.com	4	1	50000	50000	stanza living	pune	maharashtra	india	9829384992	2022-03-25 16:16:39	2022-04-01 16:16:39
Cash on delivery(COD)		Delivered									
arpitsingh@gmail.com	6	1	50000	50000	NULL	NULL	NULL	NULL	NULL	NULL	NULL
NULL	NULL	NULL									

Message

```
mysql> select *from message;
```

id	email	subject	body
1	arpitsingh@gmail.com	realted to prodyct	toyur all rproducts are good

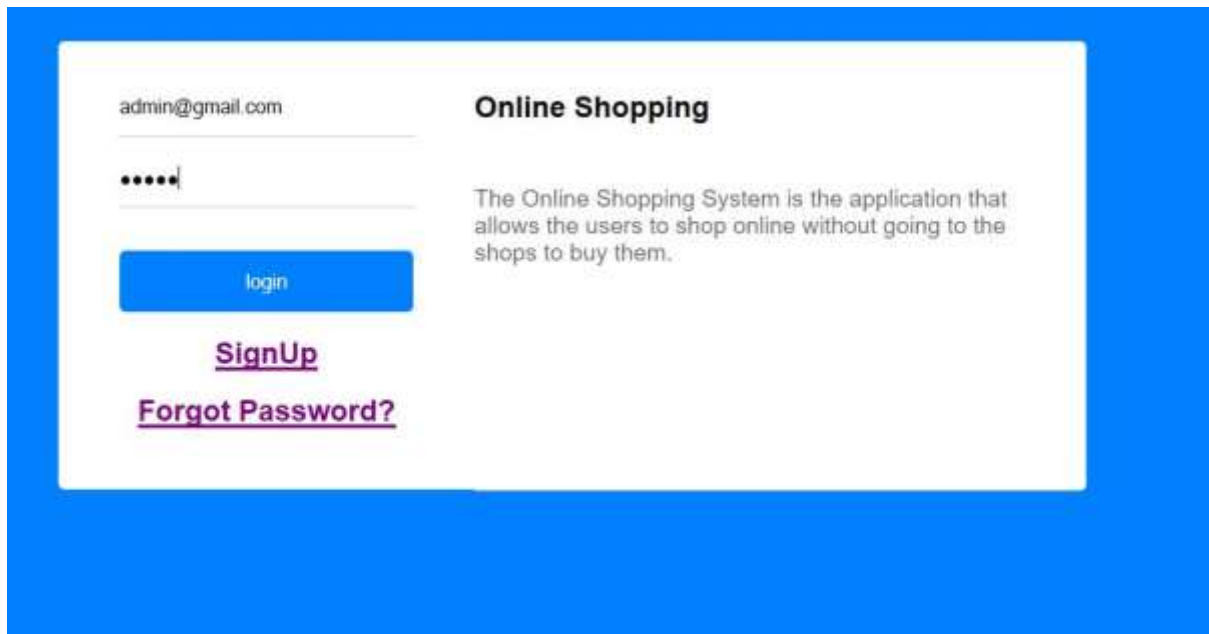
1 row in set (0.00 sec)

Chapter 4 : USER MANUAL

4.1 User Interface Screens with data (Input/ Output)

Admin

Input



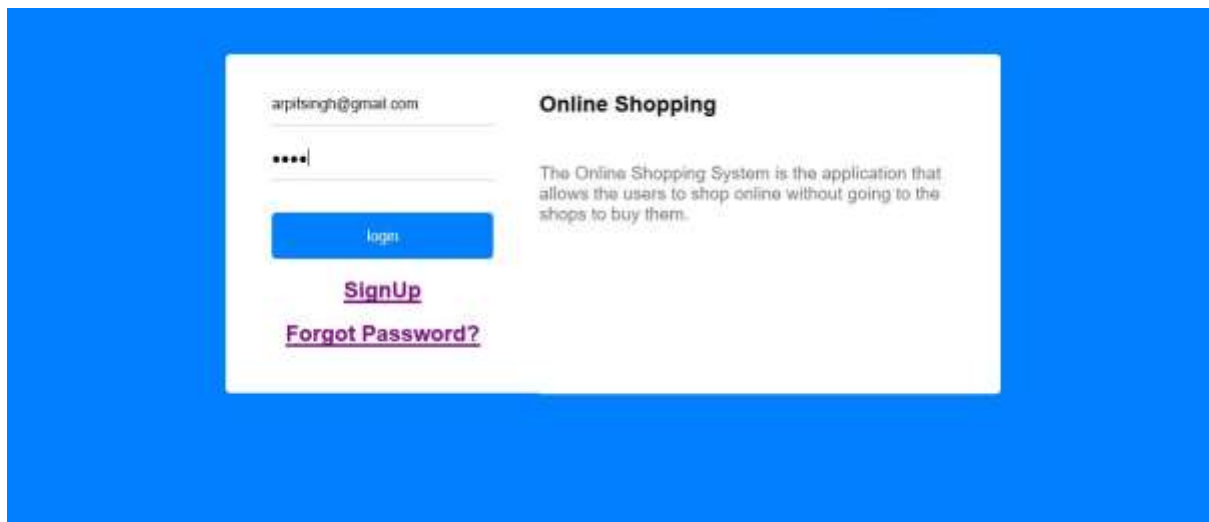
The screenshot displays a web interface for an online shopping system. On the left, there is a login form with two input fields: the first contains the email address 'admin@gmail.com' and the second contains a password represented by six dots. Below these fields is a blue rectangular button labeled 'login'. Underneath the button are two links: 'SignUp' and 'Forgot Password?', both rendered in purple text with underlines. To the right of the login form, the heading 'Online Shopping' is displayed in bold black text. Below this heading, a descriptive paragraph states: 'The Online Shopping System is the application that allows the users to shop online without going to the shops to buy them.' The entire interface is set against a solid blue background.

Output



User

Input



Output

ID	NAME	CATEGORY	PRICE	ADD TO CART
1	shoes.xyz	shoes	₹ 999	Add to cart
2	realmeXt	phone	₹ 15999	Add to cart
3	bajuvata	cycles	₹ 6999	Add to cart
4	acer	laptop	₹ 50000	Add to cart
5	Toys	toy	₹ 5600	Add to cart
6	dell	laptops	₹ 50000	Add to cart

4.2 Data Reports

- The project entitled Online shopping system was completed successfully. The system has been developed with much care and free of errors and at the same time it is efficient and less time consuming. The purpose of this project was to develop a web application and an android application for purchasing items from a shop. This project helped us in gaining valuable information and practical knowledge on several topics like designing web pages using html & css, usage of responsive templates, designing of android applications, and management of database using mysql. The entire system is secured. Also the project helped us understanding about the development phases of a project and software development life cycle. We learned how to test different features of a project. This project has given us great satisfaction in having designed an application which can be implemented to any nearby shops or branded shops selling various kinds of products by simple modifications. There is a scope for further development in our project to a great extent. The duration time was of 2 months.
- Hence, in the future enhancement, the project can be extended to have facility for visitor to comment to any case. The project can be enhanced in many facilities in future.

- As software is used, the user will recognize additional functions that will provide benefits, perfective maintenance extends the s/w beyond its original functional requirements.
- At the same time, the requirements as shown in this project report may also change to provide user's need or per software enhancement requirements.
- In Future we will browse many categories for management system.

4.3 Sample program code

login.jsp

```
<!DOCTYPE html>
<html>
<head>
<link rel="stylesheet" href="css/signup-style.css">
<title>Login</title>
</head>
<body>
<div id='container'>
  <div class='signup'>
    <form action="loginAction.jsp" method="post">
      <input type="email" name="email" placeholder="Enter Email" required>
      <input type="password" name="password" placeholder="Enter Password" required>
      <input type="submit" value="login">
    </form>
    <h2><a href="signup.jsp">SignUp</a></h2>
    <h2><a href="forgotPassword.jsp">Forgot Password?</a></h2>
  </div>
  <div class='whysignLogin'>
    <%
String msg= request.getParameter("msg");
if("notexist".equals(msg))
{ %>
<h1>Incorrect Username or Password</h1>
<% } %>
<%if("invalid".equals(msg))
{
%>
<h1>Some thing Went Wrong! Try Again !</h1>
```

```

<% } %>
    <h2>Online Shopping</h2>
    <p>The Online Shopping System is the application that allows the users to shop online
without going to the shops to buy them.</p>
</div>
</div>

</body>
</html>

```

loginAction.jsp

```

<% @page import="project.ConnectionProvider"%>
<% @page import="java.sql.*"%>
<%
String email=request.getParameter("email");
String password=request.getParameter("password");
if("admin@gmail.com".equals(email) && "admin".equals(password))
{
    session.setAttribute("email", email);
    response.sendRedirect("admin/adminHome.jsp");
}
else
{
    int z=0;
    try
    {
        Connection con = ConnectionProvider.getCon();
        Statement st = con.createStatement();
        ResultSet rs = st.executeQuery("select *from users where email='"+email+"
and password = '"+password+"'");
        while(rs.next())
        {

```

```

        z=1;
        session.setAttribute("email", email);
        response.sendRedirect("home.jsp");
    }
    if(z==0)
        response.sendRedirect("login.jsp?msg=notexist");
    }
    catch(Exception e)
    {
        System.out.println(e);
        response.sendRedirect("login.jsp?msg=invalid");
    }
}
%>

```

adminHeader.jsp

```

<% @page errorPage="erroe.jsp" %>
<!DOCTYPE html>
<html>
<head>
<link rel="stylesheet" href="../css/home-style.css">
<link          rel="stylesheet"          href="https://cdnjs.cloudflare.com/ajax/libs/font-
awesome/4.7.0/css/font-awesome.min.css">
<script src='https://kit.fontawesome.com/a076d05399.js'></script>
</head>
<!--Header-->
<br>
<div class="topnav sticky">
<%String email=session.getAttribute("email").toString(); %>
    <center><h2>Online shopping (Arpit Singh)</h2></center>
    <a href="addNewProduct.jsp">Add    New    Product    <i class='fas fa-plus-
square'></i></a>

```

```

<a href="allProductEditProduct.jsp">All Products & Edit Products <i class='fab fa-
elementor'></i></a>
<a href="messagesReceived.jsp">Messages Received <i class='fas fa-comment-
alt'></i></a>
<a href="ordersReceived.jsp">Orders Received <i class="fas fa-archive"></i></a>
<a href="cancelOrders.jsp">Cancel Orders <i class='fas fa-window-close'></i></a>
<a href="deliveredOrders.jsp">Delivered Orders <i class='fas fa-dolly'></i></a>
<a href="..../logout.jsp">Logout <i class='fas fa-share-square'></i></a>
</div>
<br>
<!--table-->

```

4.4 Limitations and Bibliography

[1] JavaScript Enlightenment, Cody Lindley-First Edition, based on JavaScript 1.5, ECMA-262, Edition

[2] McGraw-Hill's, Java : The complete reference 7th Edition, Herbert Schildt

[3] Complete CSS Guide A number of features can be added to this system in future like providing, Maxine Sherrin and John Allsopp-O'Reilly Media; September 2012

[4] <http://www.w3schools.com/html/default.asp>, <http://www.w3schools.com/css/default.asp>, <http://www.w3schools.com/js/default.asp>

[5] [Stack Overflow - Where Developers Learn, Share, & Build Careers](#)