

Chapter 4

IMPLEMENTATION AND USER INTERFACE

The implementation phase of the project is the development of the designs produced during the design phase. Through a series of screen shots and descriptions this section will show how the generic requirements of the applications have been met. User interface is the front-end application view to which user interacts in order to use the software. User can manipulate and control the software as well as hardware by means of user interface. Today, user interface is found at almost every place where digital technology exists, right from computers, mobile phones, cars, music players, airplanes, ships etc. User interface is part of software and is designed such a way that it is expected to provide the user insight of the software. UI provides fundamental platform for human-computer interaction. UI can be graphical, text-based, audio-video based, depending upon the underlying hardware and software combination. UI can be hardware or software or a combination of both.

4.1 Database

Perhaps the biggest and most important change is the database employed as it keeps track of your frequently used applications and helps user to achieve better hospitality and ease of access. Databases are the storehouses of the data used in the software systems. The data is stored in tables inside the database. Several tables are created for the manipulation of the data for the system. Two essential settings for a database are - the field that is unique for all the record occurrences. - the field used to set relation between tables.

4.2 Layout

The layout of the interface is constructed using java graphics library as well as certain graphics and pictures. A graphical representation of the GUI can be seen from fig. 4.1.

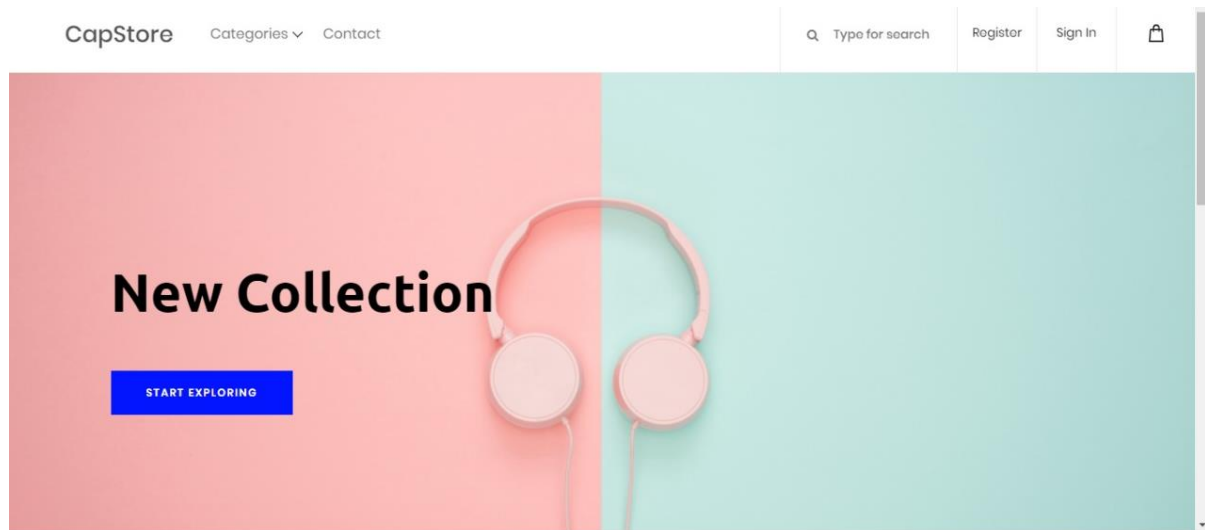


Figure 4.2.1 CapStore Home Page Layout

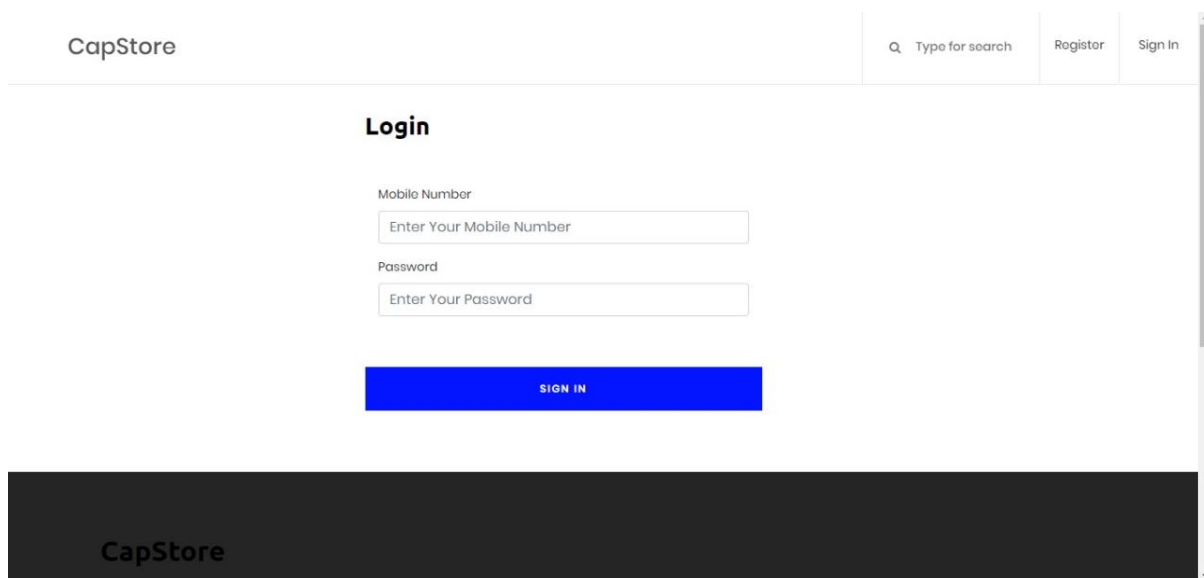


Figure 4.2.2 CapStore Login Layout

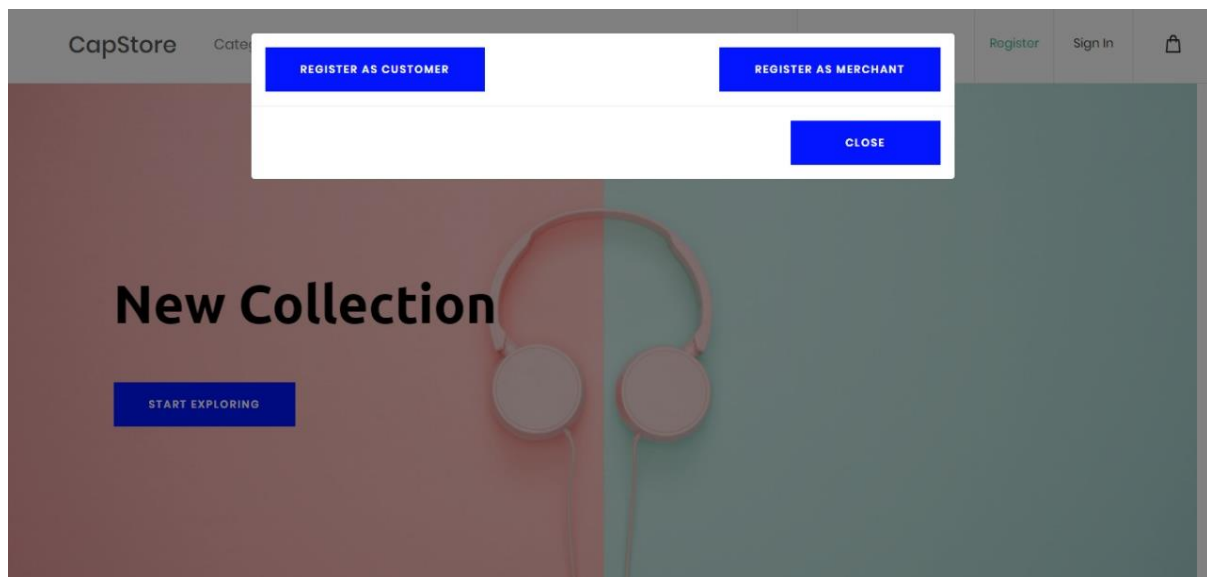


Figure 4.2.3 CapStore Register Selection Layout

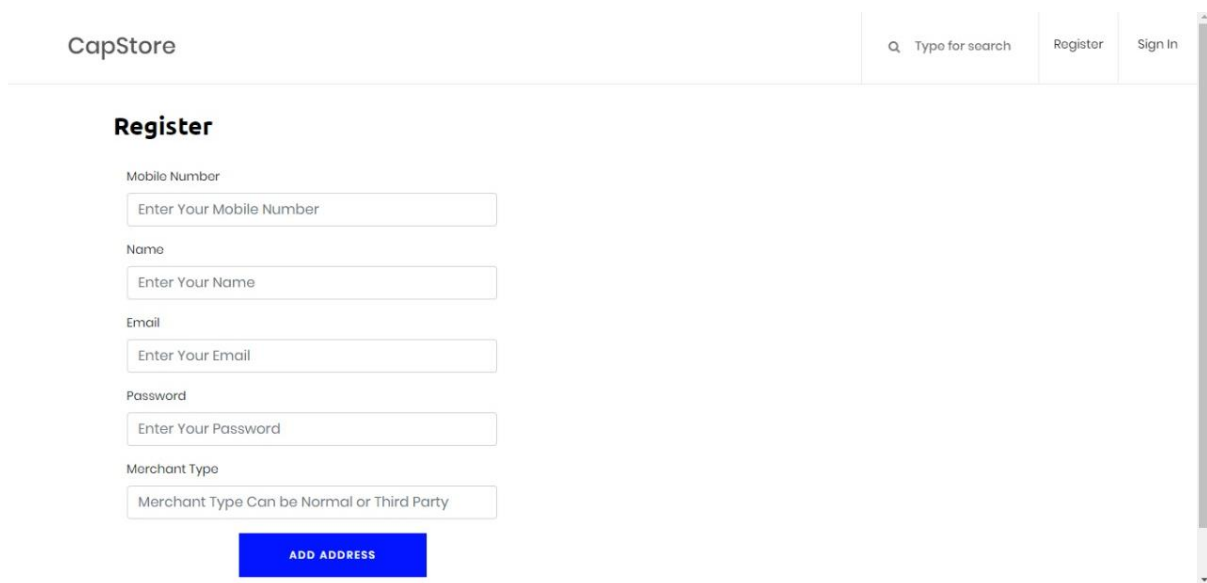
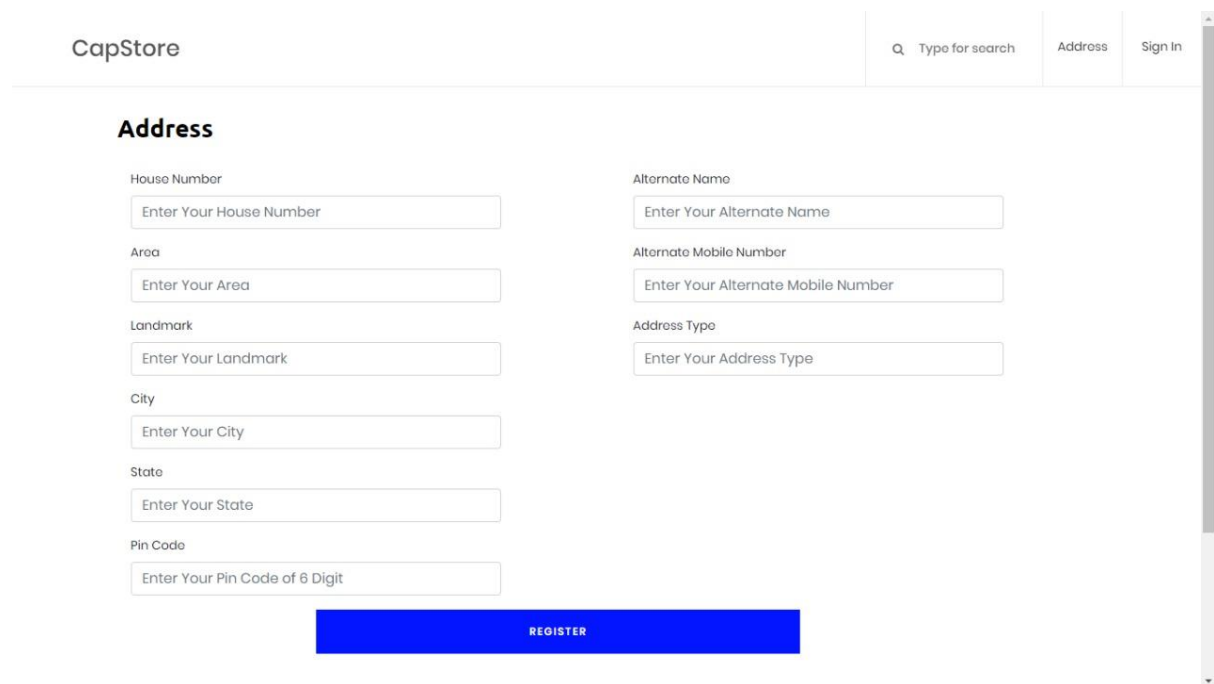
The image displays the 'Register' form in the CapStore application. The form is titled 'Register' and includes several input fields: 'Mobile Number' (placeholder: 'Enter Your Mobile Number'), 'Name' (placeholder: 'Enter Your Name'), 'Email' (placeholder: 'Enter Your Email'), 'Password' (placeholder: 'Enter Your Password'), and 'Merchant Type' (placeholder: 'Merchant Type Can be Normal or Third Party'). A blue 'ADD ADDRESS' button is positioned at the bottom of the form. The background is a light gray, and the CapStore logo is visible in the top left corner. The top right of the page features a search bar with the placeholder 'Type for search' and links for 'Register' and 'Sign In'.

Figure 4.2.4 CapStore Merchant Register Layout



The image shows a web form titled "CapStore" for adding an address. The form is organized into two columns. The left column contains fields for "House Number", "Area", "Landmark", "City", "State", and "Pin Code". The right column contains fields for "Alternate Name", "Alternate Mobile Number", and "Address Type". Each field has a placeholder text indicating what to enter. A blue "REGISTER" button is located at the bottom center of the form. The top of the page features a navigation bar with the "CapStore" logo, a search bar, and links for "Address" and "Sign In".

CapStore

Q Type for search Address Sign In

Address

House Number
Enter Your House Number

Alternate Name
Enter Your Alternate Name

Area
Enter Your Area

Alternate Mobile Number
Enter Your Alternate Mobile Number

Landmark
Enter Your Landmark

Address Type
Enter Your Address Type

City
Enter Your City

State
Enter Your State

Pin Code
Enter Your Pin Code of 6 Digit

REGISTER

Figure 4.2.5 CapStore Add Address Layout