

FUEL DELIVERY ON DEMAND

Project Report Submitted By

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In Partial fulfillment for the Award of the Degree Of

**INTEGRATED MASTER OF COMPUTER APPLICATIONS
(INMCA)
APJ ABDUL KALAM TECHNOLOGICAL UNIVERSITY**



AMAL JYOTHI COLLEGE OF ENGINEERING

KANJIRAPPALLY

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2017-2022

DEPARTMENT OF COMPUTER APPLICATIONS
AMAL JYOTHI COLLEGE OF ENGINEERING
KANJIRAPPALLY



CERTIFICATE

This is to certify that the Project report, “**FUEL DELIVERY ON DEMAND**” is the bonafide work of **ATHUL SREELESH (Reg.No:AJC17MCA-I014)** 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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Head of the Department

External Examiner

DECLARATION

I hereby declare that the project report “**FUEL DELIVERY ON DEMAND**” is a bonafided 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:

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ATHUL SREELESH

ABSTRACT

Due to growth of automobiles in market, fuel consumption became more. Unfortunately because of some reason if vehicle stops due to lack of petrol, it will be very hard for the owner to push the vehicle to the nearest petrol pump. In some cases people go to new location and sometimes they won't be having any idea of the gas stations to refuel their vehicles. To develop application to deliver the fuel to those who need to refuel vehicles at any location and time. In this application three modules using user, fuel station, admin. Admin can verify Fuel Station details, then it will show user modules. It can be said that the only and one major challenge comes in the form of safety.

We bring a new solution for refueling automobiles and power backup supply. To develop an application to deliver fuel on demand. To make sure that quality and quantity is good. It provides a door to door supply.

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CONTENT

Sl.No	Topic	PageNo:
1	INTRODUCTION	1
1.1	PROJECT OVERVIEW	2
1.2	PROJECT SPECIFICATION	2
2	SYSTEM STUDY	3
2.1	INTRODUCTION	4
2.2	EXISTING SYSTEM	5
2.3	DRAWBACKS OF EXISTING SYSTEM	5
2.4	PROPOSED SYSTEM	5
2.5	ADVANTAGES OF PROPOSED SYSTEM	6
3	REQUIREMENT ANALYSIS	7
3.1	FEASIBILITY STUDY	8
3.1.1	ECONOMICAL FEASIBILITY	8
3.1.2	TECHNICAL FEASIBILITY	9
3.1.3	BEHAVIORAL FEASIBILITY	9
3.2	SYSTEM SPECIFICATION	10
3.2.1	HARDWARE SPECIFICATION	10
3.2.2	SOFTWARE SPECIFICATION	10
3.3	SOFTWARE DESCRIPTION	10
3.3.1	PHP	10
3.3.2	MYSQL	11
4	SYSTEM DESIGN	13
4.1	INTRODUCTION	14
4.2	UML DIAGRAM	14
4.2.1	USE CASE DIAGRAM	15
4.2.2	SEQUENCE DIAGRAM	17
4.2.3	CLASS DIAGRAM	19
4.2.4	OBJECT DIAGRAM	20
4.2.5	COLLABORATION DIAGRAM	21
4.2.6	STATE CHART DIAGRAM	21
4.2.7	ACTIVITY DIAGRAM	22
4.2.8	COMPONENT DIAGRAM	22
4.2.9	DEPLOYMENT DIAGRAM	23

4.3	USER INTERFACE DESIGN USING FIGMA	24
4.4	DATA BASE DESIGN	29
5	SYSTEM TESTING	34
5.1	INTRODUCTION	35
5.2	TEST PLAN	36
5.2.1	UNIT TESTING	36
5.2.2	INTEGRATION TESTING	37
5.2.3	VALIDATION TESTING	37
5.2.4	USER ACCEPTANCE TESTING	38
5.2.5	SELENIUM TESTING	38
6	IMPLEMENTATION	43
6.1	INTRODUCTION	44
6.2	IMPLEMENTATION PROCEDURE	44
6.2.1	USER TRAINING	45
6.2.2	TRAINING ON APPLICATION SOFTWARE	45
6.2.3	SYSTEM MAINTENANCE	45
7	CONCLUSION & FUTURE SCOPE	46
7.1	CONCLUSION	47
7.2	FUTURE SCOPE	47
8	BIBLIOGRAPHY	48
9	APPENDIX	50
9.1	SAMPLE CODE	51
9.2	SCREENSHOTS	74

List of Abbreviation

IDE	-	Integrated Development Environment
HTML	-	Hyper Text Markup Language.
CSS	-	Cascading Style Sheet
SQL	-	Structured Query Language
UML	-	Unified Modeling Language

CHAPTER 1

INTRODUCTION

1.1 PROJECT OVERVIEW

The growth of automobiles in our market have raised immensely. As a result fuel consumption became more. Unfortunately because of some reason if vehicle stops due to lack of petrol, it will be very hard for the owner to push the vehicle to the nearest petrol pump. In some cases people go to new location and sometimes they won't be having any idea of the gas stations to refuel their vehicles. To develop application to deliver the fuel to those who need to refuel vehicles at any location and time. In this application three modules using user, fuel station, admin. Admin can verify Fuel Station details, then it will show user modules. It can be said that the only and one major challenge comes in the form of safety.

We bring a new solution for refueling automobiles and power backup supply. To develop an application to deliver fuel on demand. To make sure that quality and quantity is good. It provides a door to door supply.

1.2 PROJECT SPECIFICATION

The proposed system is a website in which user can book fuel online for. Also the customers have the access to the web where he/she can view all the service history of their vehicle.

The system includes 2 modules. They are:

1. Admin Module

Admin must have a access into the system. He has the overall control of it. He can add or update fuel details, manage user data etc. Also he can View all the registered users and also manage all his data.

2. Customer Module

Customer can register and they can book fuel for delivery service and also view also information about his/her previous bookings .

3. Petrol Pump Module

Each Petrol Pump can register their pump to the site and they can provide fuel for delivery service on location basis and also view also information about their bookings .

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.

2.2 EXISTING SYSTEM

The existing system is the manual system. All the records are maintained in the project. Need to be converted into automated system. People should push the vehicles or get help to reach nearest gas station. In the above method time and manual work is done by owners of the vehicle. For some aged people or medically ill people it will get even hard. To get fuel to fill generators people need to go to a petrol station.

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 view all information.

2.3 DRAWBACKS OF EXISTING SYSTEM

- No proper online management of system
- Human effort is needed.
- It is difficult to maintain important information.

2.4 PROPOSED SYSTEM

The proposed system is defined to meet all the disadvantages of the existing system. It is necessary to have a system that is more user friendly and user attractive: on such consideration the system is proposed. In our proposed system there is admin who can view all the customers. It allows customers to make their booking and do their transactions by using online payment method. Users of this proposed system are admin and customer. This application keeps the data in a centralized way which is available to all the users simultaneously. It is very easy to manage historical data in database. No specific training is required for the distributors to use this application. They can easily use the tool that decreases manual hours spending for normal things and hence increases the performance. It is very easy to record the information of online sales and purchases in the databases.

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:

➤ **Easy Access: -**

Anyone can access the system at any time which ensures 24/7 service and the system is very much user friendly.

➤ **Flexible:-**

It can be used at any condition, both at emergency case and for door step delivery.

➤ **Innovative:-**

It is a newly emerged system with growing recognition. So it will be appealing for the future generation due to its easiness.

➤ **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 product 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 give an indication of the system is economically possible for development.

The cost of project, FUEL DELIVERY ON DEMAND 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.

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. 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 i5 core; RAM 8GB and, Hard disk 1TB, SSD 256GB.

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.

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 is now installed on more than 244 million websites and 2.1 million web servers. Originally created by Rasmus Ledorf in 1995, the reference implementation of PHP is now produced by the PHP group. While PHP originally stood for personal Home page ,it now stands for PHP:HypertextPreprocessor, 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.

- **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, COBOL, etc. 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
- Statechart 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.

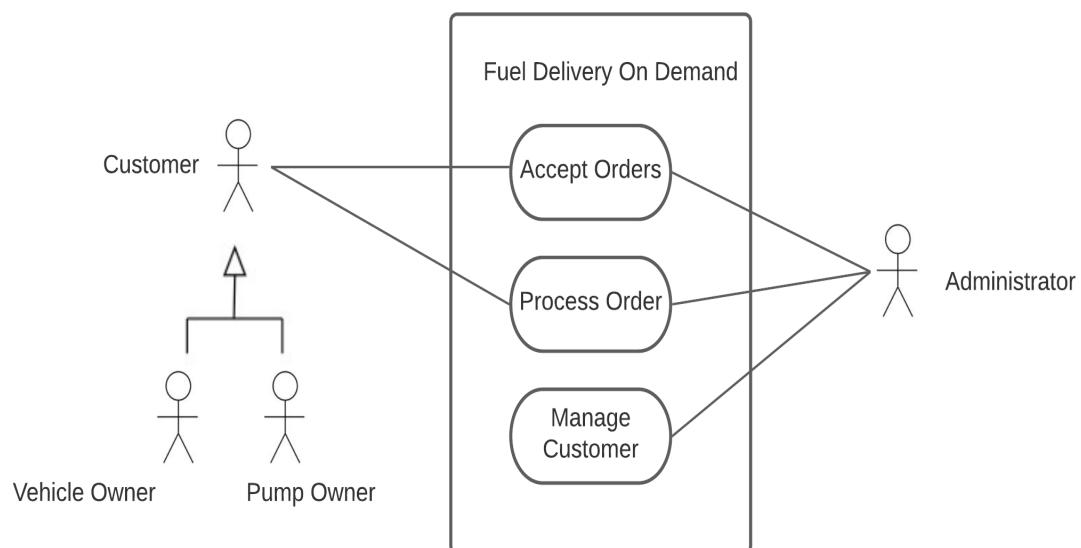
System objectives can include planning overall requirements, validating a hardware design, testing and debugging a software product under development, creating an online help reference, or performing a consumer-service-oriented task. For example, use cases in a product sales environment would include 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 are 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

Use Case Diagram



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:

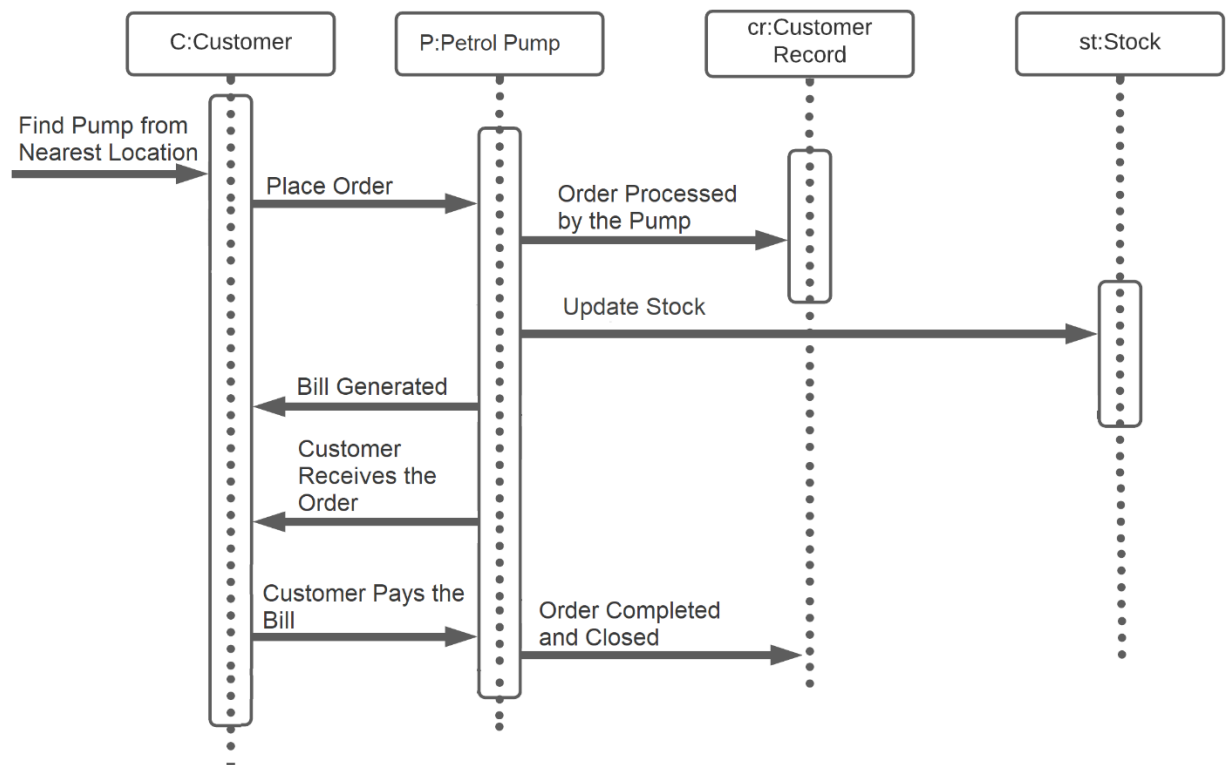
- Synchronous messages
- Asynchronous Messages
- Create message
- Delete Message
- Self-Message
- Reply Message
- Found Message
- Lost Message

iv. Guards – To model conditions we use guards in UML. They are used when we need to restrict the flow of messages on the pretext of a condition being met. Guards play an important role in letting software developers know the constraints attached to a system or a particular process.

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.

Sequence Diagram



4.2.3 CLASS DIAGRAM

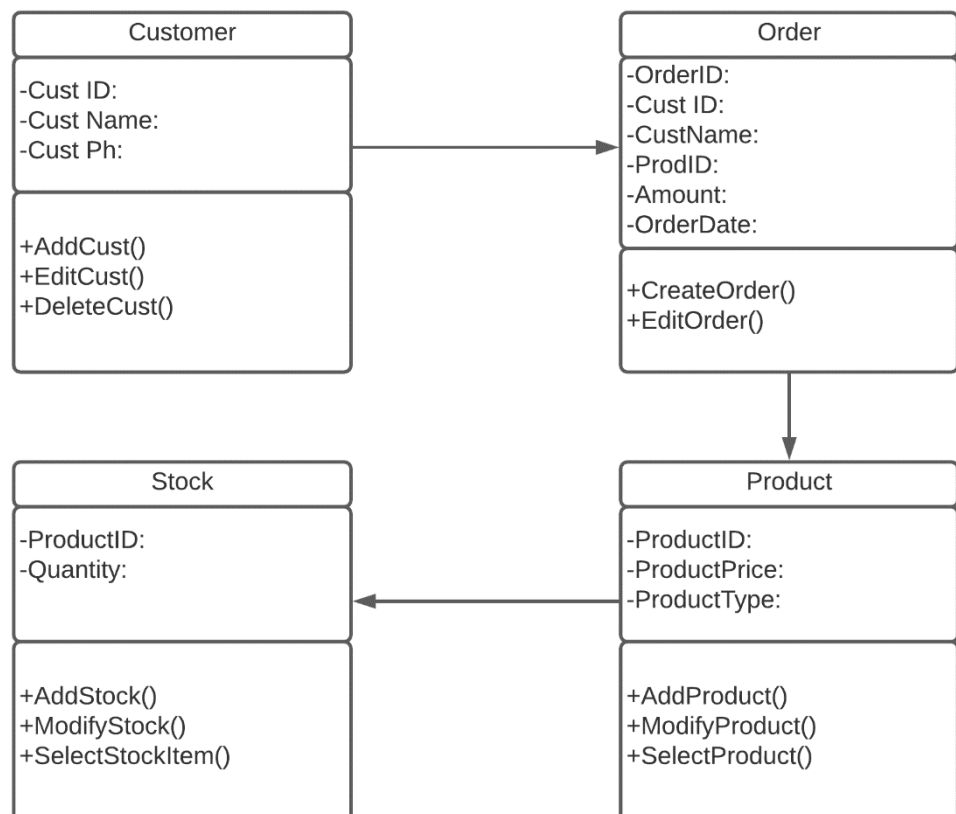
Class diagram is a static diagram. It represents the static view of an application. Class diagram is not only used for visualizing, describing, and documenting different aspects of a system but also for constructing executable code of the software application.

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 objectoriented systems because they are the only UML diagrams, which can be mapped directly with object-oriented languages.

The purpose of the class diagram can be summarized as –

- Analysis and design of the static view of an application.
- Describe responsibilities of a system.
- Base for component and deployment diagrams.
- Forward and reverse engineering.

Class Diagram



4.2.4 OBJECT DIAGRAM

Object diagrams are derived from class diagrams so object diagrams are dependent upon class diagrams.

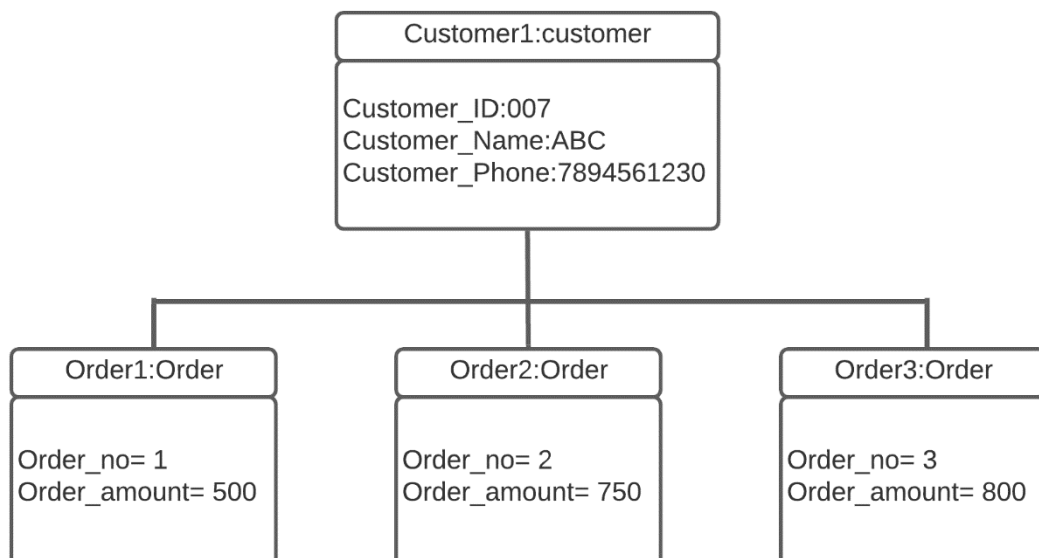
Object diagrams represent an instance of a class diagram. The basic concepts are similar for class diagrams and object diagrams. Object diagrams also represent the static view of a system but this static view is a snapshot of the system at a particular moment.

Object diagrams are used to render a set of objects and their relationships as an instance.

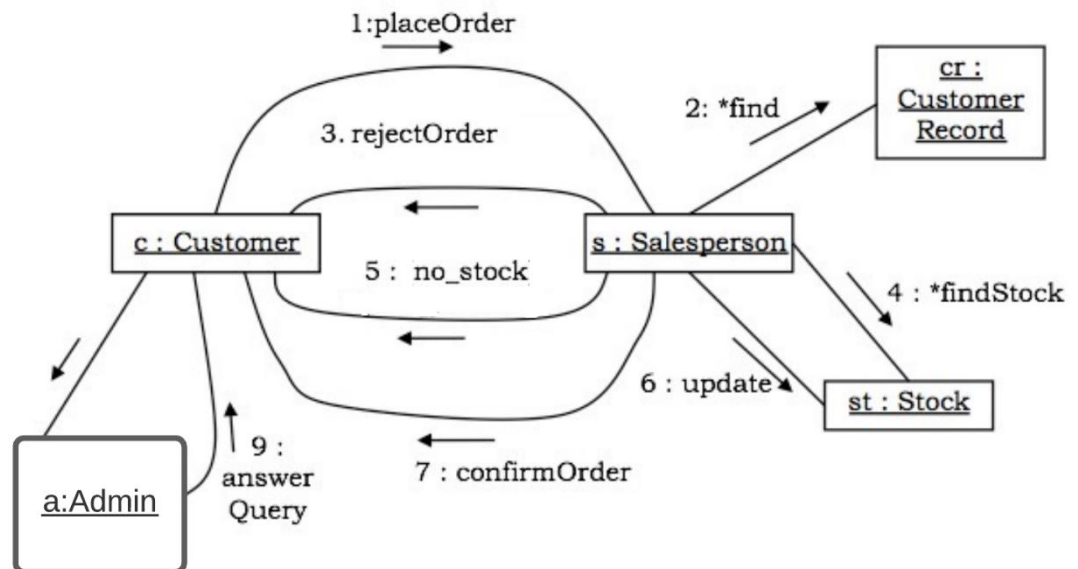
The purpose of the object diagram can be summarized as –

- Forward and reverse engineering.
- Object relationships of a system
- Static view of an interaction.
- Understand object behaviour and their relationship from practical perspective

Object Diagram

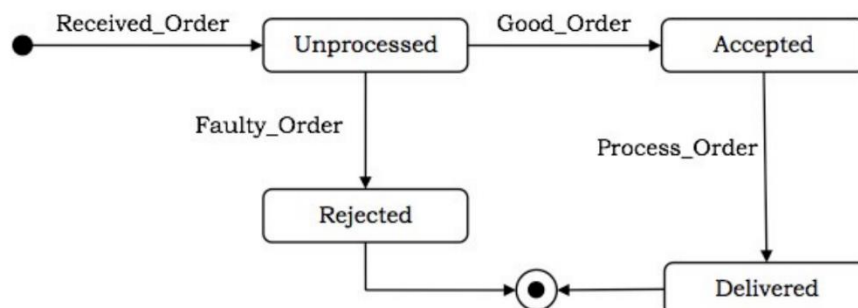


4.2.5 COLLABORATION DIAGRAM

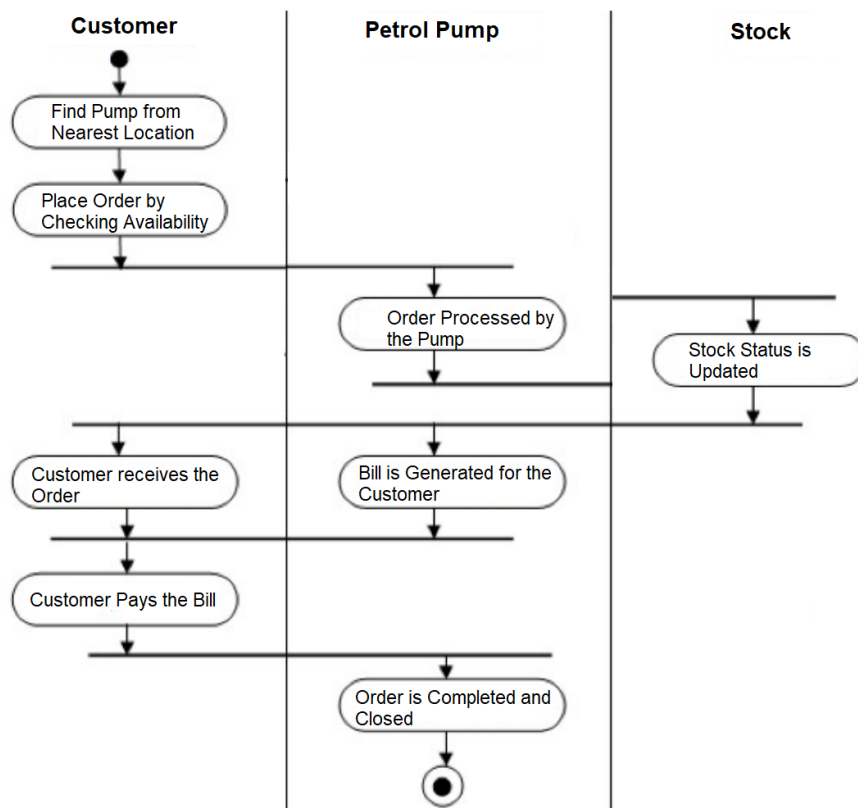


4.2.6 STATE CHART DIAGRAM

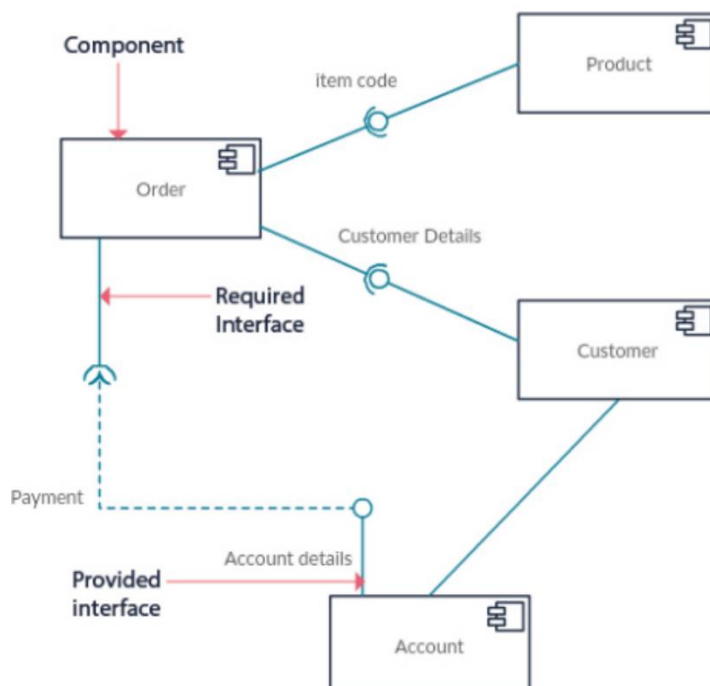
State Chart Diagram



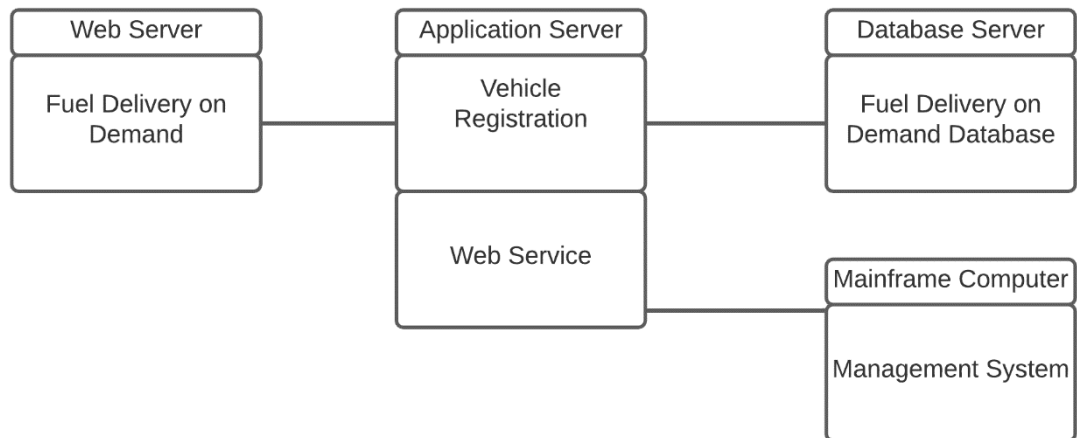
4.2.7 ACTIVITY DIAGRAM



4.2.8 COMPONENT DIAGRAM



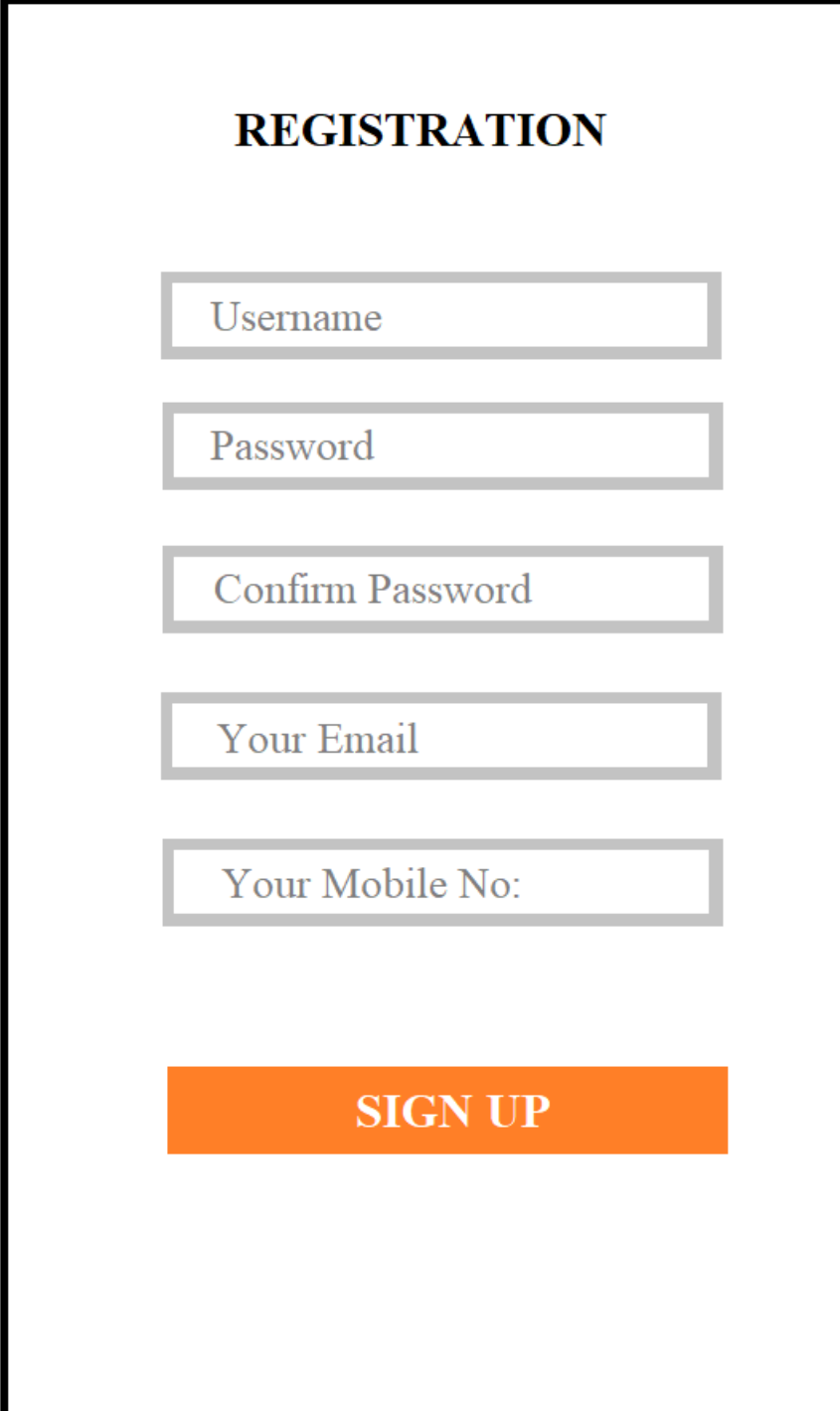
4.2.9 DEPLOYMENT DIAGRAM



4.3 USER INTERFACE DESIGN USING FIGMA

4.3.1-INPUT DESIGN

Form Name : User Registration



The image shows a user registration form within a black rectangular border. At the top center, the word "REGISTRATION" is written in a bold, black, serif font. Below this title, there are five input fields, each with a light gray border and a light gray placeholder text. The fields are labeled "Username", "Password", "Confirm Password", "Your Email", and "Your Mobile No:". At the bottom of the form, there is a solid orange rectangular button with the text "SIGN UP" in white, bold, sans-serif capital letters.

Form Name : User Login

The screenshot displays the 'User Login' form within the 'Onsite Fuel' web application. The header features the 'ONSITE FUEL' logo in blue and orange, followed by navigation links: 'HOME', 'ABOUT US', 'PAGES', 'BUNK OWNER', and an orange 'LOGIN' button. Below the header, a dark blue breadcrumb trail shows 'HOME > LOGIN'. The main content area contains a white box with the title 'LOGIN'. Inside this box, there are two input fields: 'Username' and 'Password', both with light gray borders. Below these fields is an orange 'LOGIN' button. The entire page is set against a light gray background.

ONSITE FUEL [HOME](#) [ABOUT US](#) [PAGES](#) [BUNK OWNER](#) [LOGIN](#)

[HOME](#) > [LOGIN](#)

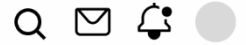

LOGIN

Username

Password

[LOGIN](#)

Form Name : Purchase

 **ONSITE FUEL**

 Order >

 Profile >

Petrol Pump's Near You

Pump Name	District	Distance in KM	PETROL		DIESEL_		SPEED_		POWER_		
HP2	Kottayam	0.59500736444822	101₹	✓	102₹	✓	108₹	✓	112₹	✓	PURCHASE
HP3	Kottayam	6.7313091219432	101₹	✗	103₹	✓	109₹	✗	113₹	✓	PURCHASE
HP4	Kottayam	4.0590712131213	98₹	✗	105₹	✗	104₹	✗	110₹	✗	PURCHASE
HP5	Alappuzha	49.039577596208	99₹	✗	106₹	✓	103₹	✓	109₹	✓	PURCHASE
HP6	Kottayam	7.5528304581895	100₹	✓	102₹	✓	108₹	✓	112₹	✓	PURCHASE
hp7	Kottayam	19.951190062115	98₹	✓	105₹	✓	102₹	✓	108₹	✗	PURCHASE
HP8	Nagercoil	164.02203597289	100₹	✓	102₹	✓	110₹	✓	109₹	✓	PURCHASE
hp9	Kottayam	0.66317122447471	115₹	✓	116₹	✓	108₹	✓	112₹	✓	PURCHASE

4.3.2 OUTPUT DESIGN

User Login

ONSITE FUEL[HOME](#) [ABOUT US](#) [PAGES](#) [CONTACTS](#)[LOGIN](#)

LOGIN

Are You a Bunk Owner? [Login Here](#)

[Forgot password?](#)

LOGIN

Or with Sign

[FACEBOOK](#)

[TWITTER](#)

[GOOGLE+](#)

Don't have an account [Sign up](#)



User Registration

ONSITE FUEL

HOME ABOUT US PAGES BUNK OWNER

LOGIN

REGISTER

-- Choose Your State --

-- Choose Your District --

^

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 table 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 are 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:

- 4.4.2.1 Normalize the data.
- 4.4.2.2 Choose proper names for the tables and columns.
- 4.4.2.3 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 eliminated 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 attributes 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 other non-key attribute

TABLE DESIGN**Table Name: usign**

Primary Key: id

S.No	Name	Data Type	Description
1	id	int	User ID
2	uname	varchar	Username
3	password	varchar	Password of User
4	phone	varchar	Phone No:
5	email	varchar	Email ID
6	status	int	Status

Table Name: uhistory

Primary Key: id

Foreign Key **user_id** references **usign**

S.No	Name	Data Type	Description
1	id	int	History ID
2	user_id	int	User ID
3	fuel	varchar	Type of Fuel
4	quantity	varchar	Quantity of Fuel
5	amount	varchar	Rate for Fuel
6	payable	float	Cost Price
7	latitude	varchar	User Live Latitude
8	longitude	varchar	User Live Longitude
9	date	timestamp	Current Date

Table Name: price

Primary Key: id

S.No	Name	Data Type	Description
1	id	int	Price ID
2	fuel	varchar	Fuel Name
3	amt	varchar	Fuel Rate
4	status	int	Status of Fuel

Table Name: bunksign

Primary Key: id

S.No	Name	Data Type	Description
1	id	int	Reg ID
2	name	varchar	Name of Bunk
3	uname	varchar	Username for Bunk
4	password	varchar	Password
5	phone	varchar	Phone No:
6	place	varchar	Place of Existence
7	email	varchar	Email ID
8	latitude	varchar	Live Latitude
9	longitude	varchar	Live Longitude
10	date	timestamp	Current Date
11	status	int	Status

Table Name: ausingn

Primary Key: id

S.No	FName	Data Type	Description
1	id	int	Admin ID
2	uname	varchar	Admin Username
3	password	varchar	Admin Password

Table Name: state

Primary Key: id

S.No	FName	Data Type	Description
1	id	int	State Id
2	state_name	varchar	State Name
3	district	varchar	District Name

Table Name: tbl_payments

Primary Key: id

S.No	FName	Data Type	Description
1	id	int	Table id
2	user_id	int	User's Id
3	name	varchar	User Name
4	amount	varchar	Payable Amount
5	fuel	varchar	Fuel Type
6	quantity	varchar	Total Quantity of Fuel
7	dist	varchar	Distance from Pump
8	payment_status	varchar	Status of Payment
9	added_on	varchar	Date
10	bunk_id	int	Id of Pump

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 terms 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 appear to be working according to the specification, that performance requirement appear to have been met.

There are three ways to test program.

- For correctness
- For implementation efficiency
- For computational complexity

Test for correctness are 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.

5.2.6 Login Page Testcase

package tests;

```
import org.openqa.selenium.By;  
import org.openqa.selenium.WebDriver;
```

```
import browserimplementation.DriverSetup;  
public class Firsts {
```

```

public static WebDriver driver;

public static void main(String[] args) throws InterruptedException {
// TODO Auto-generated method stub

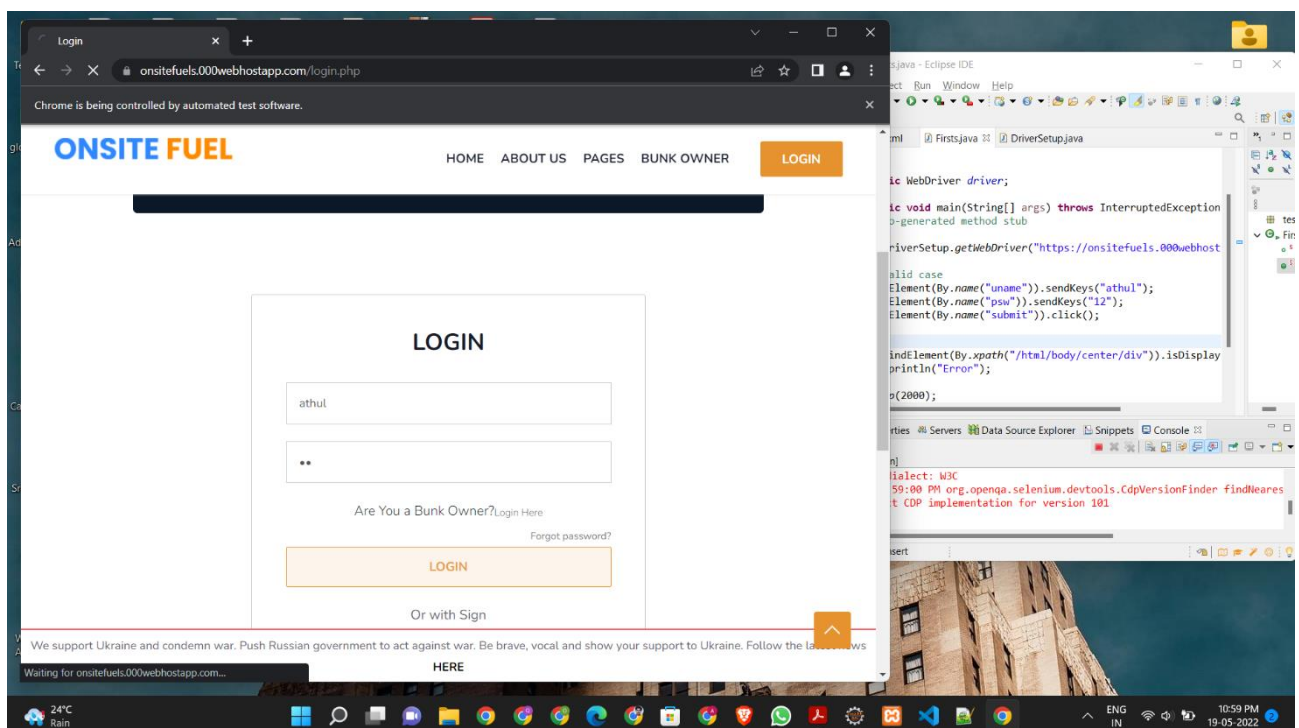
driver =
DriverSetup.getWebDriver("https://onsitefuels.000webhostapp.com/login.p
hp");

//login-Invalid case
driver.findElement(By.name("uname")).sendKeys("athul");
driver.findElement(By.name("psw")).sendKeys("12");
driver.findElement(By.name("submit")).click();

if(driver.findElement(By.xpath("/html/body/center/div")).isDisplayed()) {
System.out.println("Error");
}
Thread.sleep(2000);
driver.findElement(By.name("FNP")).click();
driver.quit();
}
}

```

OUTPUT



5.2.7 Website Testcase

package tests;

```
import org.openqa.selenium.By;
import org.openqa.selenium.WebDriver;
import browserimplementation.DriverSetup;
public class Firsts {
    public static WebDriver driver;
    public static void main(String[] args) throws InterruptedException {
        // TODO Auto-generated method stub
```

```
        driver = DriverSetup.getWebDriver("https://onsitefuels.000webhostapp.com/login.php");
        //login-Invalid case
        driver.findElement(By.name("uname")).sendKeys("athul");
        driver.findElement(By.name("psw")).sendKeys("12");
        driver.findElement(By.name("submit")).click();
```

```
        driver.get("https://onsitefuels.000webhostapp.com/history.php");
```

```
        if(driver.findElement(By.xpath("/html/body/center/div")).isDisplayed()) {
            System.out.println("Error");
        }
        Thread.sleep(2000);
        driver.findElement(By.name("FNP")).click();
        driver.quit();
    }
}
```

OUTPUT

S.No	Fuel	Qty	Amt	Paid	Date
1	Diesel	10	93.47	934.7	2022-03-02 09:50:03
2	Diesel	10	93.47	934.7	2022-03-21 05:35:56
3	Petrol	5	106.34	531.7	2022-04-03 05:55:24
4	Petrol	1	106.34	106.34	2022-04-03 06:07:40
5	Petrol	1	106.34	106.34	2022-04-03 06:09:21
6	Petrol	1	106.34	0	2022-04-03 06:09:47
7	Petrol	5	106.34	531.7	2022-04-03 06:23:57
8	Petrol	5	106.34	531.7	2022-04-05 10:25:52

Test Case 1

Project Name: Fuel Delivery On Demand					
Login Test Case					
Test Case ID: Login			Test Designed By: ATHUL SREELESH		
Test Priority (Low/Medium/High): High			Test Designed Date: 17-05-2022		
Module Name: Login Screen			Test Executed By: Ms. Grace Joseph		
Test Title: Verify login with username and password			Test Execution Date: 18-05-2022		
Description: Test the Login Page					
Pre-Condition: User has valid username and password					
Step	Test Step	Test Data	Expected Result	Actual Result	Status (Pass/Fail)
1	Navigate to Login Page		Login Page should be displayed	Login Page displayed	Pass
2	Provide valid username	Username: athul	User should be able to login	User logged in and navigated to respective home page	Pass
3	Provide valid password	Password: athul@123			
4	Click on Login button				
5	Provide invalid username or password	Username: @thul Password: athul@1234	User should not be able to login	Message about Invalid Credentials is displayed	Fail
6	Provide NULL username or password	Username: (NULL) Password: (NULL)			
7	Click on Login button				
Post-Condition: User is validated with database and successfully logged in to their account. The account session details are logged in database.					

Test Case 2

Project Name: Fuel Delivery On Demand					
Purchase History Test Case					
Test Case ID: Login			Test Designed By: ATHUL SREELESH		
Test Priority (Low/Medium/High): High			Test Designed Date: 17-05-2022		
Module Name: Login Screen			Test Executed By: Ms. Grace Joseph		
Test Title: Verify login with username and password			Test Execution Date: 18-05-2022		
Description: Test the Purchase History Page					
Pre-Condition: User has valid username and password					
Step	Test Step	Test Data	Expected Result	Actual Result	Status (Pass/Fail)
1	Navigate to Login Page		Login Page should be displayed	Login Page displayed	Pass
2	Provide valid username	Username: athul	User should be able to login	User logged in and navigated to respective home page	Pass
3	Provide valid password	Password: athul@123			
4	Click on Login button				
5	Click on History in Orders		Purchase History must be displayed	Purchase History is displayed	Pass
5	Provide invalid username or password	Username: @thul Password: athul@1234	User should not be able to login	Message about Invalid Credentials is displayed	Fail
6	Provide NULL username or password	Username: (NULL) Password: (NULL)			
7	Click on Login button				
Post-Condition: User is validated with database and successfully logged in to their 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 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 data 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. Software maintenance is of course, far more than "Finding Mistakes".

CHAPTER 7

CONCLUSION AND FUTURE SCOPE

7.1 CONCLUSION

On-demand fuel delivery is not a new phenomenon for countries like the USA and UK. However, in India, this is no doubt an emerging business these days. And definitely, this is the right time to start this business when the eCommerce industry is booming.

India is a developing country and here the automotive industry is growing at a faster pace. Additionally, there are several reasons that are driving the market for automotive fuel delivery system rapidly. Basically, an increasing number of vehicle manufacturing facilities due to the low cost of production, increasing production capacity, and growing demand for light and heavy vehicles are the major reasons.

Those days are gone when people will move around with their car for searching for a petrol pump or fuel station. Nowadays, the Indian population always looks for a convenient and user-friendly online store for any of the purchasing requirements.

The proposed system provides a convenient way for the customers to order fuel from their nearest fuel station and get delivered at the user specified location. Also, this emerging system provides a new way of fuel refilling and opens a new market and several job opportunities.

7.2 FUTURE SCOPE

Apart from the domestic consumers, you can also provide the service to the factories and industries where fuel is an important utility item. Additionally, the big establishments like the shopping mall, IT hubs are the regular users of the generator. You can cater to these audiences too. Also, we can find several start-up initiatives in the online fuel delivery sector. Therefore, starting an online fuel store is a very lucrative proposition for both existing and new entrepreneurs.

The system can be attached to existing ecommerce sites so that wide acceptance can be made within a short span of time.

CHAPTER 8

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CHAPTER 9

APPENDIX

9.1 Sample Code

Login.php

```
<?php
session_start();
$name=$_SESSION["n"]=$_POST['uname'];
$pass=$_POST['psw'];
include 'connect.php';

if(!$con)
{
    echo("Error in Connection");
    echo mysqli_error($con);
}
$sql="SELECT * FROM usign where uname='".$name."'";

$result=mysqli_query($con,$sql);

if(mysqli_num_rows($result)>0)
{
    while($row=mysqli_fetch_assoc($result))
    {
        $password=$row['password'];    /*from db to a variable in php file*/
        $idd=$_SESSION['idd']=$row['id'];

    }
}
else
{
    echo"<script>alert('Incorrect Username or Password');
    window.location.href='login.php';
</script>";
}

if ($password==$pass)
{
    $_SESSION["id"]=session_id();
    echo"<script>
    window.location.href='Home.php';
</script>";
}
else
{
    echo"<script>alert('Incorrect Username or Password');
    window.location.href='login.php';
</script>";
}
?>
```

Signup.php

```
<?php
if(isset($_POST["submit"]))                               /*extra*/
{
$name=$_POST['uname'];
$pass=$_POST['psw'];
$ph=$_POST['phone'];
$email=$_POST['email'];
include 'connect.php';

$query = "SELECT `uname` FROM usign WHERE uname = '$name' ";          /*extra*/
$result = mysqli_query($con,$query);
/*extra*/
if(mysqli_num_rows($result))
{
echo "<script>alert('Registration Failed!! Username exists');
window.location.href='signup.php';
</script>";
}
else
{
if(isset($_POST["submit"]))
{

$add="INSERT INTO usign(uname,password,phone,email) VALUES ('$name','$pass','$ph','$email')";

if(mysqli_query($con,$add))
{
echo "<script>alert('Registration Successfull');
window.location.href='Home.php';
</script>";
}
else
{
echo "<script>alert('Registration Failed');
window.location.href='signup.php';
</script>";
}
}
}
}
?>
```

connect.php

```
<?php
$con=mysqli_connect("localhost","root","","miniproject2021");
?>
```

order.php

```
<?php
session_start();
$name=$_SESSION["n"];
$id=$_SESSION["idd"];
if($_SESSION["id"]==session_id())
{
    $id = $_SESSION['pid'] = $_GET['pid'];
    include 'connect.php';
    $res = "SELECT * FROM price WHERE id = $id";
    $result = mysqli_query($con,$res);
    $row = mysqli_fetch_array($result);
?>

<!DOCTYPE html>
<html lang="en">
<head>
    <link rel="shortcut icon" type="image/x-icon" href="images/favicon.ico">
    <!-- Required meta tags -->
    <meta charset="utf-8">
    <meta name="viewport" content="width=device-width, initial-scale=1, shrink-to-fit=no">
    <title>Welcome </title>
    <!-- plugins:css -->
    <link rel="stylesheet" href="vendors/feather/feather.css">
    <link rel="stylesheet" href="vendors/mdi/css/materialdesignicons.min.css">
    <link rel="stylesheet" href="vendors/ti-icons/css/themify-icons.css">
    <link rel="stylesheet" href="vendors/typicons/typicons.css">
    <link rel="stylesheet" href="vendors/simple-line-icons/css/simple-line-icons.css">
    <link rel="stylesheet" href="vendors/css/vendor.bundle.base.css">
    <!-- endinject -->
    <!-- Plugin css for this page -->
    <link rel="stylesheet" href="vendors/datatables.net-bs4/dataTables.bootstrap4.css">
    <link rel="stylesheet" href="js2/select.dataTables.min.css">
    <!-- End plugin css for this page -->
```

```

<!-- inject:css -->
<link rel="stylesheet" href="css2/vertical-layout-light/style.css">
<!-- endinject -->
<link rel="shortcut icon" href="images/favicon.png" />
</head>
<body>
<div class="container-scroller">
<!-- partial:partials/_navbar.html -->
<nav class="navbar default-layout col-lg-12 col-12 p-0 fixed-top d-flex align-items-top flex-row">
<div class="text-center navbar-brand-wrapper d-flex align-items-center justify-content-start">
<div class="me-3">
<button class="navbar-toggler navbar-toggler align-self-center"
type="button" data-bs-toggle="minimize">
<span class="icon-menu"></span>
</button>
</div>
<div>
<a class="navbar-brand brand-logo" href="Home.php">

</a>
<a class="navbar-brand brand-logo-mini" href="Home.php">

</a>
</div>
</div>
<div class="navbar-menu-wrapper d-flex align-items-top">
<ul class="navbar-nav">
<li class="nav-item font-weight-semibold d-none d-lg-block ms-0">
<!-- onsitefuel logo: bg1.png -->
<h1 class="welcome-text"></h1>
</li>
</ul>
<ul class="navbar-nav ms-auto">
<li class="nav-item dropdown d-none d-lg-block">
<a class="nav-link dropdown-bordered dropdown-toggle dropdown-toggle-split"
id="messageDropdown" href="#" data-bs-toggle="dropdown" aria-expanded="false"> Select Category
</a>
<div class="dropdown-menu dropdown-menu-right navbar-dropdown preview-list pb-0" aria-
labelledby="messageDropdown">
<a class="dropdown-item py-3" >
<p class="mb-0 font-weight-medium float-left">Select category</p>
</a>

```

```

<div class="dropdown-divider"></div>
<a class="dropdown-item preview-item">
<div class="preview-item-content flex-grow py-2">
<p class="preview-subject ellipsis font-weight-medium text-dark">Profile </p>
</div>
</a>
<a class="dropdown-item preview-item">
<div class="preview-item-content flex-grow py-2">
<p class="preview-subject ellipsis font-weight-medium text-dark">Business</p>
</div>
</a>
<a class="dropdown-item preview-item">
<div class="preview-item-content flex-grow py-2">
<p class="preview-subject ellipsis font-weight-medium text-dark">Approval</p>
</div>
</a>
</div>
</li>
<li class="nav-item d-none d-lg-block">
<div id="datepicker-popup" class="input-group date datepicker navbar-date-picker">
<span class="input-group-addon input-group-prepend border-right">
<span class="icon-calendar input-group-text calendar-icon"></span>
</span>
<input type="text" class="form-control">
</div>
</li>
<li class="nav-item">
<form class="search-form" action="#">
<i class="icon-search"></i>
<input type="search" class="form-control" placeholder="Search Here" title="Search here">
</form>
</li>
<li class="nav-item dropdown">
<a class="nav-link count-indicator" id="notificationDropdown"
href="#" data-bs-toggle="dropdown">
<i class="icon-mail icon-lg"></i>
</a>
<div class="dropdown-menu dropdown-menu-right navbar-dropdown preview-list pb-0"
aria-labelledby="notificationDropdown">
<a class="dropdown-item py-3 border-bottom">
<p class="mb-0 font-weight-medium float-left">You have 4 new notifications </p>

```

```

<span class="badge badge-pill badge-primary float-right">View all</span>
</a>
<a class="dropdown-item preview-item py-3">
  <div class="preview-thumbnail">
    <i class="mdi mdi-alert m-auto text-primary"></i>
  </div>
  <div class="preview-item-content">
    <h6 class="preview-subject fw-normal text-dark mb-1">Application Error</h6>
    <p class="fw-light small-text mb-0"> Just now </p>
  </div>
</a>
<a class="dropdown-item preview-item py-3">
  <div class="preview-thumbnail">
    <i class="mdi mdi-settings m-auto text-primary"></i>
  </div>
  <div class="preview-item-content">
    <h6 class="preview-subject fw-normal text-dark mb-1">Settings</h6>
    <p class="fw-light small-text mb-0"> Private message </p>
  </div>
</a>
<a class="dropdown-item preview-item py-3">
  <div class="preview-thumbnail">
    <i class="mdi mdi-airballoon m-auto text-primary"></i>
  </div>
  <div class="preview-item-content">
    <h6 class="preview-subject fw-normal text-dark mb-1">New user registration</h6>
    <p class="fw-light small-text mb-0"> 2 days ago </p>
  </div>
</a>
</div>
</li>
<li class="nav-item dropdown">
  <a class="nav-link count-indicator" id="countDropdown" href="#"
  data-bs-toggle="dropdown" aria-expanded="false">
    <i class="icon-bell"></i>
    <span class="count"></span>
  </a>
  <div class="dropdown-menu dropdown-menu-right navbar-dropdown preview-list pb-0"
  aria-labelledby="countDropdown">
    <a class="dropdown-item py-3">
      <p class="mb-0 font-weight-medium float-left">You have 7 unread mails </p>

```



```

<span class="badge badge-pill badge-primary float-right">View all</span>
</a>
<div class="dropdown-divider"></div>
<a class="dropdown-item preview-item">
  <div class="preview-thumbnail">
    
  </div>
  <div class="preview-item-content flex-grow py-2">
    <p class="preview-subject ellipsis font-weight-medium text-dark">Marian Garner </p>
    <p class="fw-light small-text mb-0"> The meeting is cancelled </p>
  </div>
</a>
<a class="dropdown-item preview-item">
  <div class="preview-thumbnail">
    
  </div>
  <div class="preview-item-content flex-grow py-2">
    <p class="preview-subject ellipsis font-weight-medium text-dark">David Grey </p>
    <p class="fw-light small-text mb-0"> The meeting is cancelled </p>
  </div>
</a>
<a class="dropdown-item preview-item">
  <div class="preview-thumbnail">
    
  </div>
  <div class="preview-item-content flex-grow py-2">
    <p class="preview-subject ellipsis font-weight-medium text-dark">Travis Jenkins </p>
    <p class="fw-light small-text mb-0"> The meeting is cancelled </p>
  </div>
</a>
</div>
</li>
<li class="nav-item dropdown d-none d-lg-block user-dropdown">
  <a class="nav-link" id="UserDropdown" href="#" data-bs-toggle="dropdown" aria-expanded="false">
     </a>
    <div class="dropdown-menu dropdown-menu-right navbar-dropdown" aria-
      labelledby="UserDropdown">
      <div class="dropdown-header text-center">
        
        <p class="mb-1 mt-3 font-weight-semibold"><?php echo $name; ?></p>
      </div>

```

```

<a class="dropdown-item" href="logout.php"><i class="dropdown-item-icon mdi mdi-power text-
primary me-2"></i>Sign Out</a>
</div>
</li>
</ul>
<button class="navbar-toggler navbar-toggler-right d-lg-none align-self-center" type="button" data-bs-
toggle="offcanvas">
<span class="mdi mdi-menu"></span>
</button>
</div>
</nav>

```

```

<!-- partial -->
<div class="container-fluid page-body-wrapper">
<!-- partial:partials/_settings-panel.html -->
<div class="theme-setting-wrapper">
<div id="settings-trigger"><i class="ti-settings"></i></div>
<div id="theme-settings" class="settings-panel">
<i class="settings-close ti-close"></i>
<p class="settings-heading">SIDEBAR SKINS</p>
<div class="sidebar-bg-options selected" id="sidebar-light-theme"><div class="img-ss rounded-circle
bg-light border me-3"></div>Light</div>
<div class="sidebar-bg-options" id="sidebar-dark-theme"><div class="img-ss rounded-circle bg-dark
border me-3"></div>Dark</div>
<p class="settings-heading mt-2">HEADER SKINS</p>
<div class="color-tiles mx-0 px-4">
<div class="tiles success"></div>
<div class="tiles warning"></div>
<div class="tiles danger"></div>
<div class="tiles info"></div>
<div class="tiles dark"></div>
<div class="tiles default"></div>
</div>
</div>
<div id="right-sidebar" class="settings-panel">
<i class="settings-close ti-close"></i>
<ul class="nav nav-tabs border-top" id="setting-panel" role="tablist">
<li class="nav-item">
<a class="nav-link active" id="todo-tab" data-bs-toggle="tab" href="#todo-section" role="tab" aria-
controls="todo-section" aria-expanded="true">TO DO LIST</a>
</li>

```

```

<li class="nav-item">
<a class="nav-link" id="chats-tab" data-bs-toggle="tab" href="#chats-section" role="tab" aria-
controls="chats-section">CHATS</a>
</li>
</ul>
</div>
<!-- partial -->
<!-- partial:partials/_sidebar.html -->
<nav class="sidebar sidebar-offcanvas" id="sidebar">
<ul class="nav">
<li class="nav-item">
<a class="nav-link" data-bs-toggle="collapse" href="#form-elements" aria-expanded="false" aria-
controls="form-elements">
<i class="menu-icon mdi mdi-card-text-outline"></i>
<span class="menu-title">Order</span>
<i class="menu-arrow"></i>
</a>
<div class="collapse" id="form-elements">
<ul class="nav flex-column sub-menu">
<li class="nav-item"><a class="nav-link" href="history.php">History</a></li>
</ul>
</div>
</li>
<li class="nav-item">
<a class="nav-link" data-bs-toggle="collapse" href="#charts" aria-expanded="false" aria-
controls="charts">
<i class="menu-icon mdi mdi-chart-line"></i>
<span class="menu-title">Profile</span>
<i class="menu-arrow"></i>
</a>
<div class="collapse" id="charts">
<ul class="nav flex-column sub-menu">
<li class="nav-item"> <a class="nav-link" href="view.php">View</a></li>
</ul>
<ul class="nav flex-column sub-menu">
<li class="nav-item"> <a class="nav-link" href="edit.php">Edit</a></li>
</ul>
</div>
</li>
</ul>
</nav>

```

```

<!-- <li class="nav-item">
<a class="nav-link" data-bs-toggle="collapse" href="#icons" aria-expanded="false" aria-
controls="icons">
<i class="menu-icon mdi mdi-layers-outline"></i>
<span class="menu-title"></span>
<i class="menu-arrow"></i>
</a>
<div class="collapse" id="icons">
<ul class="nav flex-column sub-menu">
<li class="nav-item"> <a class="nav-link" href="pages/icons/mdi.html"></a></li>
</ul>
</div>
</li> -->
<!-- partial -->
<div class="main-panel">
<div class="content-wrapper">
<div class="row">
<div class="col-sm-12">
<div class="home-tab">
<div class="d-sm-flex align-items-center justify-content-between border-bottom">
</div>

<div class="tab-content tab-content-basic">
<div class="tab-pane fade show active" id="overview" role="tabpanel" aria-labelledby="overview">
<div class="row">
<div class="col-sm-12">
<div class="statistics-details d-flex align-items-center justify-content-between">
</div>
</div>
</div>
</div>

<div class="row">
<div class="col-lg-8 d-flex flex-column">
<div class="row flex-grow">
<div class="col-12 col-lg-4 col-lg-12 grid-margin stretch-card">
<div class="card card-rounded">
<div class="card-body">
<div class="d-sm-flex justify-content-between align-items-start">
<div>
</div>
</div>

```



```
<!-- content-wrapper ends -->
<!-- partial:partials/_footer.html -->
<!-- partial -->
</div>
<!-- main-panel ends -->
</div>
<!-- page-body-wrapper ends -->
</div>
<!-- container-scroller -->
<!-- plugins:js -->
<script src="vendors/js/vendor.bundle.base.js"></script>
<!-- endinject -->
<!-- Plugin js for this page -->
<script src="vendors/chart.js/Chart.min.js"></script>
<script src="vendors/bootstrap-datepicker/bootstrap-datepicker.min.js"></script>
<script src="vendors/progressbar.js/progressbar.min.js"></script>
<!-- End plugin js for this page -->
<!-- inject:js -->
<script src="js2/off-canvas.js"></script>
<script src="js2/hoverable-collapse.js"></script>
<script src="js2/template.js"></script>
<script src="js2/settings.js"></script>
<script src="js2/todolist.js"></script>
<!-- endinject -->
<!-- Custom js for this page-->
<script src="js2/dashboard.js"></script>
<script src="js2/Chart.roundedBarCharts.js"></script>
<!-- End custom js for this page-->
</body>
</html>
<?php
}
else
{
header('location:login.php');
}
?>
```

loc.php

//Sharing Live Location

```
<?php
session_start();
$name=$_SESSION["n"];
$id=$_SESSION["idd"];
if($_SESSION["id"]==session_id())
{
$id=$_SESSION['pid'];
include 'connect.php';
$res = "SELECT * FROM price WHERE id = $id";
$result = mysqli_query($con,$res);
$row = mysqli_fetch_array($result);
//echo $cost=$qty * $row['amt'];
//echo $row["fuel"];
//echo $row["amt"];
$fuel=$row["fuel"];
$amt=$row["amt"];
?>

<?php
if(isset($_POST['submit']))
{
$qty=$_SESSION['qty']=$_POST['select'];
}
?>

<!DOCTYPE html>
<html lang="en">
<head>
<link rel="shortcut icon" type="image/x-icon" href="images/favicon.ico">
<!-- Required meta tags -->
<meta charset="utf-8">
<meta name="viewport" content="width=device-width, initial-scale=1, shrink-to-fit=no">
<title>Welcome </title>
<!-- plugins:css -->
<link rel="stylesheet" href="vendors/feather/feather.css">
<link rel="stylesheet" href="vendors/mdi/css/materialdesignicons.min.css">
<link rel="stylesheet" href="vendors/ti-icons/css/themify-icons.css">
<link rel="stylesheet" href="vendors/typicons/typicons.css">
<link rel="stylesheet" href="vendors/simple-line-icons/css/simple-line-icons.css">
<link rel="stylesheet" href="vendors/css/vendor.bundle.base.css">
```

```
<!-- endinject -->
<!-- Plugin css for this page -->
<link rel="stylesheet" href="vendors/datatables.net-bs4/dataTables.bootstrap4.css">
<link rel="stylesheet" href="js2/select.dataTables.min.css">
<!-- End plugin css for this page -->
<!-- inject:css -->
<link rel="stylesheet" href="css2/vertical-layout-light/style.css">
<!-- endinject -->
<link rel="shortcut icon" href="images/favicon.png" />
</head>
<body>
<div class="container-scroller">
<!-- partial:partials/_navbar.html -->
<nav class="navbar default-layout col-lg-12 col-12 p-0 fixed-top d-flex align-items-top flex-row">
<div class="text-center navbar-brand-wrapper d-flex align-items-center justify-content-start">
<div class="me-3">
<button class="navbar-toggler navbar-toggler align-self-center" type="button" data-bs-
toggle="minimize">
<span class="icon-menu"></span>
</button>
</div>
<div>
<a class="navbar-brand brand-logo" href="Home.php">

</a>
<a class="navbar-brand brand-logo-mini" href="Home.php">

</a>
</div>
</div>
<div class="navbar-menu-wrapper d-flex align-items-top">
<ul class="navbar-nav">
<li class="nav-item font-weight-semibold d-none d-lg-block ms-0">
<!-- onsitefuel logo: bg1.png -->
<h1 class="welcome-text"></h1>

</li>
</ul>
<ul class="navbar-nav ms-auto">
<li class="nav-item dropdown d-none d-lg-block">
```



```

<a class="nav-link dropdown-bordered dropdown-toggle dropdown-toggle-split"
id="messageDropdown" href="#" data-bs-toggle="dropdown" aria-expanded="false"> Select Category
</a>

<div class="dropdown-menu dropdown-menu-right navbar-dropdown preview-list pb-0" aria-
labelledby="messageDropdown">
<a class="dropdown-item py-3">
<p class="mb-0 font-weight-medium float-left">Select category</p>
</a>
<div class="dropdown-divider"></div>
<a class="dropdown-item preview-item">
<div class="preview-item-content flex-grow py-2">
<p class="preview-subject ellipsis font-weight-medium text-dark">Profile </p>
</div>
</a>
<a class="dropdown-item preview-item">
<div class="preview-item-content flex-grow py-2">
<p class="preview-subject ellipsis font-weight-medium text-dark">Business</p>
</div>
</a>
<a class="dropdown-item preview-item">
<div class="preview-item-content flex-grow py-2">
<p class="preview-subject ellipsis font-weight-medium text-dark">Approval</p>
</div>
</a>
</div>
</li>
<li class="nav-item d-none d-lg-block">
<div id="datepicker-popup" class="input-group date datepicker navbar-date-picker">
<span class="input-group-addon input-group-prepend border-right">
<span class="icon-calendar input-group-text calendar-icon"></span>
</span>
<input type="text" class="form-control">
</div>
</li>
<li class="nav-item">
<form class="search-form" action="#">
<i class="icon-search"></i>
<input type="search" class="form-control" placeholder="Search Here" title="Search here">
</form>
</li>
<li class="nav-item dropdown">
<a class="nav-link count-indicator" id="notificationDropdown" href="#" data-bs-toggle="dropdown">

```

```

<i class="icon-mail icon-lg"></i>
</a>
<div class="dropdown-menu dropdown-menu-right navbar-dropdown preview-list pb-0" aria-
labelledby="notificationDropdown">
<a class="dropdown-item py-3 border-bottom">
<p class="mb-0 font-weight-medium float-left">You have 4 new notifications </p>
<span class="badge badge-pill badge-primary float-right">View all</span>
</a>
<a class="dropdown-item preview-item py-3">
<div class="preview-thumbnail">
<i class="mdi mdi-alert m-auto text-primary"></i>
</div>
<div class="preview-item-content">
<h6 class="preview-subject fw-normal text-dark mb-1">Application Error</h6>
<p class="fw-light small-text mb-0"> Just now </p>
</div>
</a>
<a class="dropdown-item preview-item py-3">
<div class="preview-thumbnail">
<i class="mdi mdi-settings m-auto text-primary"></i>
</div>
<div class="preview-item-content">
<h6 class="preview-subject fw-normal text-dark mb-1">Settings</h6>
<p class="fw-light small-text mb-0"> Private message </p>
</div>
</a>
<a class="dropdown-item preview-item py-3">
<div class="preview-thumbnail">
<i class="mdi mdi-airballoon m-auto text-primary"></i>
</div>
<div class="preview-item-content">
<h6 class="preview-subject fw-normal text-dark mb-1">New user registration</h6>
<p class="fw-light small-text mb-0"> 2 days ago </p>
</div>
</a>
</div>
</li>
<li class="nav-item dropdown">
<a class="nav-link count-indicator" id="countDropdown" href="#" data-bs-toggle="dropdown" aria-
expanded="false">
<i class="icon-bell"></i>
<span class="count"></span>

```

```

</a>
<div class="dropdown-menu dropdown-menu-right navbar-dropdown preview-list pb-0" aria-
labelledby="countDropdown">
<a class="dropdown-item py-3">
<p class="mb-0 font-weight-medium float-left">You have 7 unread mails </p>
<span class="badge badge-pill badge-primary float-right">View all</span>
</a>
<div class="dropdown-divider"></div>
<a class="dropdown-item preview-item">
<div class="preview-thumbnail">

</div>
<div class="preview-item-content flex-grow py-2">
<p class="preview-subject ellipsis font-weight-medium text-dark">Marian Garner </p>
<p class="fw-light small-text mb-0"> The meeting is cancelled </p>
</div>
</a>
<a class="dropdown-item preview-item">
<div class="preview-thumbnail">

</div>
<div class="preview-item-content flex-grow py-2">
<p class="preview-subject ellipsis font-weight-medium text-dark">David Grey </p>
<p class="fw-light small-text mb-0"> The meeting is cancelled </p>
</div>
</a>
<a class="dropdown-item preview-item">
<div class="preview-thumbnail">

</div>
<div class="preview-item-content flex-grow py-2">
<p class="preview-subject ellipsis font-weight-medium text-dark">Travis Jenkins </p>
<p class="fw-light small-text mb-0"> The meeting is cancelled </p>
</div>
</a>
</div>
</li>
<li class="nav-item dropdown d-none d-lg-block user-dropdown">
<a class="nav-link" id="UserDropdown" href="#" data-bs-toggle="dropdown" aria-expanded="false">
 </a>

```

```

<div class="dropdown-menu dropdown-menu-right navbar-dropdown" aria-
labelledby="UserDropdown">
<div class="dropdown-header text-center">

<p class="mb-1 mt-3 font-weight-semibold"><?php echo $name; ?></p>
</div>
<a class="dropdown-item" href="logouth.php"><i class="dropdown-item-icon mdi mdi-power text-
primary me-2"></i>Sign Out</a>
</div>
</li>
</ul>
<button class="navbar-toggler navbar-toggler-right d-lg-none align-self-center" type="button" data-bs-
toggle="offcanvas">
<span class="mdi mdi-menu"></span>
</button>
</div>
</nav>

<!-- partial -->
<div class="container-fluid page-body-wrapper">
<!-- partial:partials/_settings-panel.html -->
<div class="theme-setting-wrapper">
<div id="settings-trigger"><i class="ti-settings"></i></div>
<div id="theme-settings" class="settings-panel">
<i class="settings-close ti-close"></i>
<p class="settings-heading">SIDEBAR SKINS</p>
<div class="sidebar-bg-options selected" id="sidebar-light-theme"><div class="img-ss rounded-circle
bg-light border me-3"></div>Light</div>
<div class="sidebar-bg-options" id="sidebar-dark-theme"><div class="img-ss rounded-circle bg-dark
border me-3"></div>Dark</div>
<p class="settings-heading mt-2">HEADER SKINS</p>
<div class="color-tiles mx-0 px-4">
<div class="tiles success"></div>
<div class="tiles warning"></div>
<div class="tiles danger"></div>
<div class="tiles info"></div>
<div class="tiles dark"></div>
<div class="tiles default"></div>
</div>
</div>
</div>
<div id="right-sidebar" class="settings-panel">

```

```

<i class="settings-close ti-close"></i>
<ul class="nav nav-tabs border-top" id="setting-panel" role="tablist">
<li class="nav-item">
<a class="nav-link active" id="todo-tab" data-bs-toggle="tab" href="#todo-section" role="tab" aria-
controls="todo-section" aria-expanded="true">TO DO LIST</a>
</li>
<li class="nav-item">
<a class="nav-link" id="chats-tab" data-bs-toggle="tab" href="#chats-section" role="tab" aria-
controls="chats-section">CHATS</a>
</li>
</ul>
</div>
<!-- partial -->
<!-- partial:partials/_sidebar.html -->
<nav class="sidebar sidebar-offcanvas" id="sidebar">
<ul class="nav">
<li class="nav-item">
<a class="nav-link" data-bs-toggle="collapse" href="#form-elements" aria-expanded="false" aria-
controls="form-elements">
<i class="menu-icon mdi mdi-card-text-outline"></i>
<span class="menu-title">Order</span>
<i class="menu-arrow"></i>
</a>
<div class="collapse" id="form-elements">
<ul class="nav flex-column sub-menu">
<li class="nav-item"><a class="nav-link" href="history.php">History</a></li>
</ul>
</div>
</li>
<li class="nav-item">
<a class="nav-link" data-bs-toggle="collapse" href="#charts" aria-expanded="false" aria-
controls="charts">
<i class="menu-icon mdi mdi-chart-line"></i>
<span class="menu-title">Profile</span>
<i class="menu-arrow"></i>
</a>
<div class="collapse" id="charts">
<ul class="nav flex-column sub-menu">
<li class="nav-item"><a class="nav-link" href="view.php">View</a></li>
</ul>

```

```

<ul class="nav flex-column sub-menu">
<li class="nav-item"> <a class="nav-link" href="edit.php">Edit</a></li>
</ul>
</div>
</li>
</ul>
</nav>

<!-- <li class="nav-item">
<a class="nav-link" data-bs-toggle="collapse" href="#icons" aria-expanded="false" aria-
controls="icons">
<i class="menu-icon mdi mdi-layers-outline"></i>
<span class="menu-title"></span>
<i class="menu-arrow"></i>
</a>
<div class="collapse" id="icons">
<ul class="nav flex-column sub-menu">
<li class="nav-item"> <a class="nav-link" href="pages/icons/mdi.html"></a></li>
</ul>
</div>
</li> -->

<!-- partial -->
<div class="main-panel">
<div class="content-wrapper">
<div class="row">
<div class="col-sm-12">
<div class="home-tab">
<div class="d-sm-flex align-items-center justify-content-between border-bottom">
</div>
<div class="tab-content tab-content-basic">
<div class="tab-pane fade show active" id="overview" role="tabpanel" aria-labelledby="overview">
<div class="row">
<div class="col-sm-12">
<div class="statistics-details d-flex align-items-center justify-content-between">
</div>
</div>
</div>
</div>
</div>

```

```

<div class="row">
<div class="col-lg-8 d-flex flex-column">
<div class="row flex-grow">
<div class="col-12 col-lg-4 col-lg-12 grid-margin stretch-card">
<div class="card card-rounded">
<div class="card-body">
<div class="d-sm-flex justify-content-between align-items-start">
<div>
</div>
<div id="performance-line-legend"></div>
</div>
<div class="chartjs-wrapper mt-5">
<form action="loc2.php" method="post">

<button type="button" name="btn" class="btn btn-primary" onClick="getLocation()">Share Live
Location</button>

<!--OUTPUT-->
<div id="output"></div>
<script src="https://code.jquery.com/jquery-2.2.4.min.js"></script>
<script language='javascript'>
var x = document.getElementById('output');
function getLocation()
{
if(navigator.geolocation)
{
navigator.geolocation.getCurrentPosition(showPosition);
}
else
{
x.innerHTML = 'NOT Supporting';
}
}
function showPosition(position)
{
//x.innerHTML = 'Lat : '+position.coords.latitude+'<br>Long : '+position.coords.longitude
var la = position.coords.latitude;
var lon = position.coords.longitude;
document.getElementById("la").value= la;
document.getElementById("lon").value= lon;

```

```
}
</script>
<input type="hidden" name="la" id="la">
<input type="hidden" name="lon" id="lon">
<input type="submit" name="submit" value="Submit" class="btn btn-primary">

</form>
</div>
</div>
</div>
</div>
</div>
</div>
</div>
</div>
</div>
</div>
</div>
</div>
</div>
</div>
</div>
<!-- content-wrapper ends -->
<!-- partial:partials/_footer.html -->

<!-- partial -->
</div>
<!-- main-panel ends -->
</div>
<!-- page-body-wrapper ends -->
</div>
<!-- container-scroller -->
<!-- plugins:js -->
<script src="vendors/js/vendor.bundle.base.js"></script>
<!-- endinject -->
<!-- Plugin js for this page -->
<script src="vendors/chart.js/Chart.min.js"></script>
<script src="vendors/bootstrap-datepicker/bootstrap-datepicker.min.js"></script>
<script src="vendors/progressbar.js/progressbar.min.js"></script>
<!-- End plugin js for this page -->
<!-- inject:js -->
<script src="js2/off-canvas.js"></script>
<script src="js2/hoverable-collapse.js"></script>
```

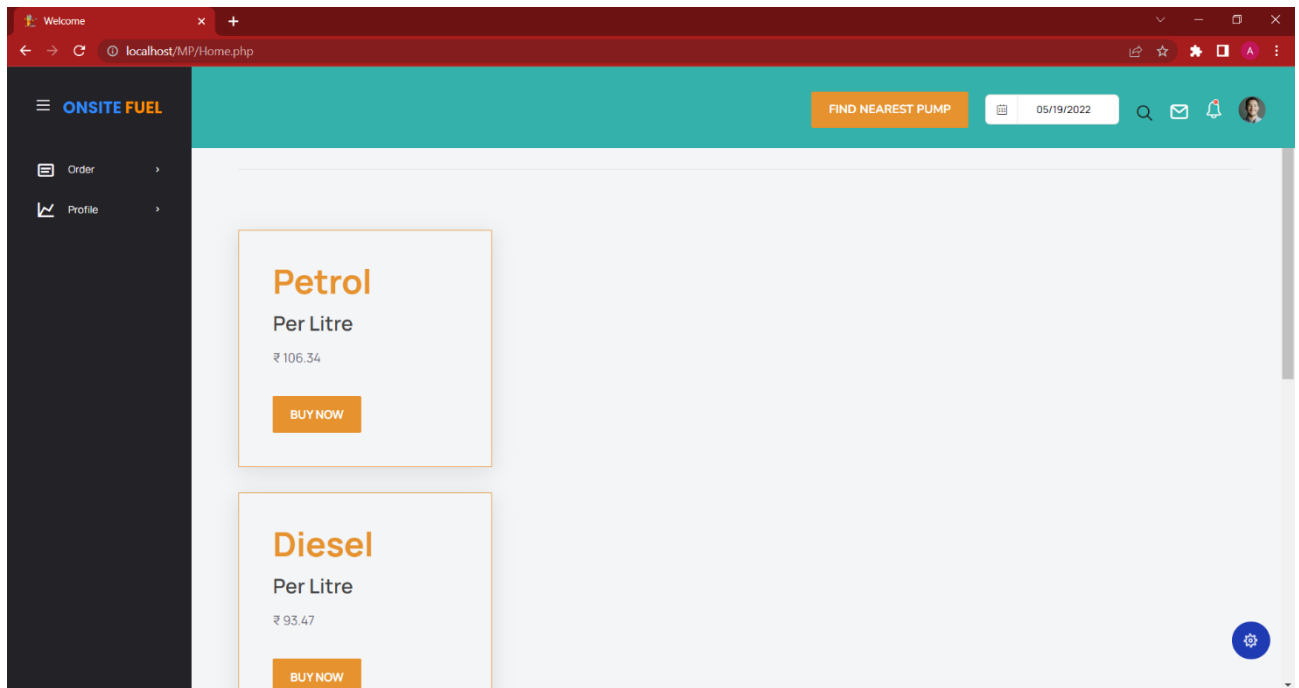
```
<script src="js2/template.js"></script>
<script src="js2/settings.js"></script>
<script src="js2/todolist.js"></script>
<!-- endinject -->
<!-- Custom js for this page-->
<script src="js2/dashboard.js"></script>
<script src="js2/Chart.roundedBarCharts.js"></script>
<!-- End custom js for this page-->
</body>
```

```
</html>
```

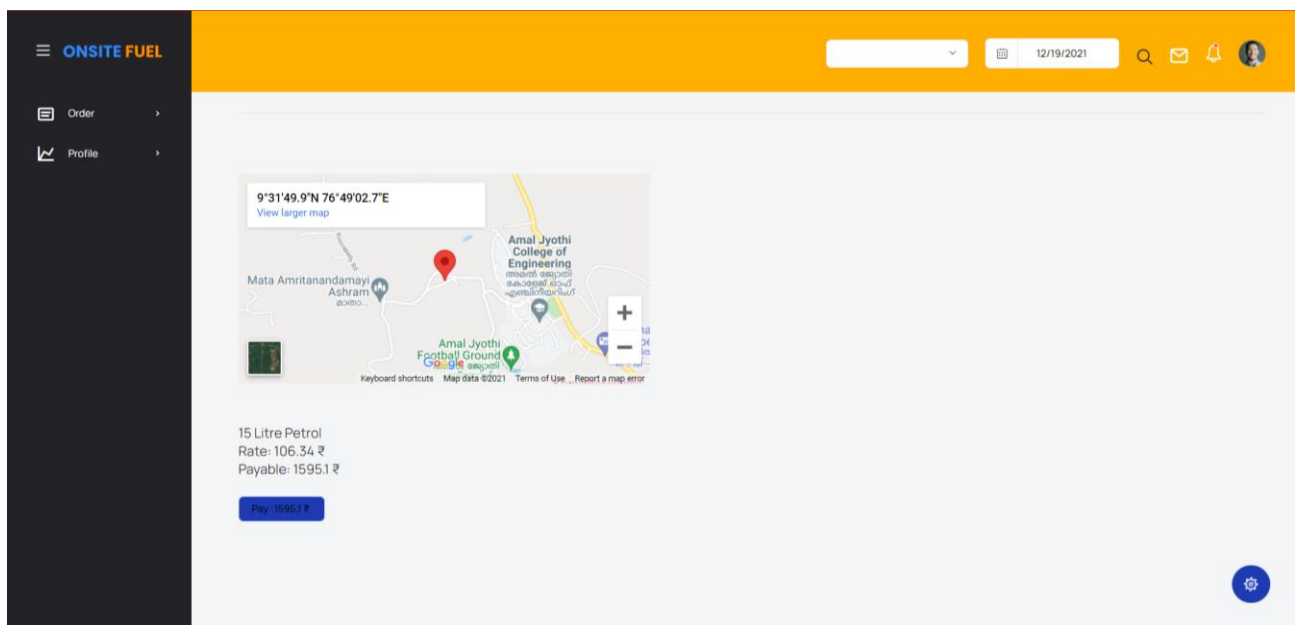
```
<?php
}
else
{
header('location:login.php');
}
?>
```

9.2 SCREENSHOTS

Home page



Showing Live Location and Other Details Page



Order page

Petrol Pump's Near You

Pump Name	District	Distance in KM	PETROL	DIESEL	SPEED	POWER	
HP2	Kottayam	0.58775370397079	101₹	102₹	108₹	112₹	PURCHASE
HP3	Kottayam	6.7281819362381	101₹	103₹	109₹	113₹	PURCHASE
HP4	Kottayam	4.0668305447223	98₹	105₹	104₹	110₹	PURCHASE
HP5	Alappuzha	49.044128658041	99₹	106₹	103₹	109₹	PURCHASE
HP6	Kottayam	7.5487847381354	100₹	102₹	108₹	112₹	PURCHASE
hp7	Kottayam	19.95732081761	98₹	105₹	102₹	108₹	PURCHASE
HP8	Nagercoil	164.0143006722	100₹	102₹	110₹	109₹	PURCHASE
hp9	Kottayam	0.65592996770202	115₹	116₹	108₹	112₹	PURCHASE

hp7 Petroleum Kottayam , Kerala

Petrol:
Buy 98₹

Diesel:
Buy 105₹

Speed:
Buy 102₹

Power:
Out of Stock

Welcome

localhost/MP/order2.php

ONSITE FUEL

Order

Profile

05/19/2022

hp7 Petroleum Kottayam , Kerala

Distance: 19.95732081761 KM

Diesel

105 ₹ per litre

Choose Quantity in Litre's:

10

Submit

05/19/2022

Welcome

localhost/MP/payorder.php

ONSITE FUEL

Order

Profile

05/19/2022

Receipt

hp7 Petroleum Kottayam , Kerala

Fuel Type: Diesel

Rate: 105 ₹

Quantity: 10 litre's

Distance: 19.95732081761 KM

Total Price: 1050 ₹

Delivery Charge: 199 ₹

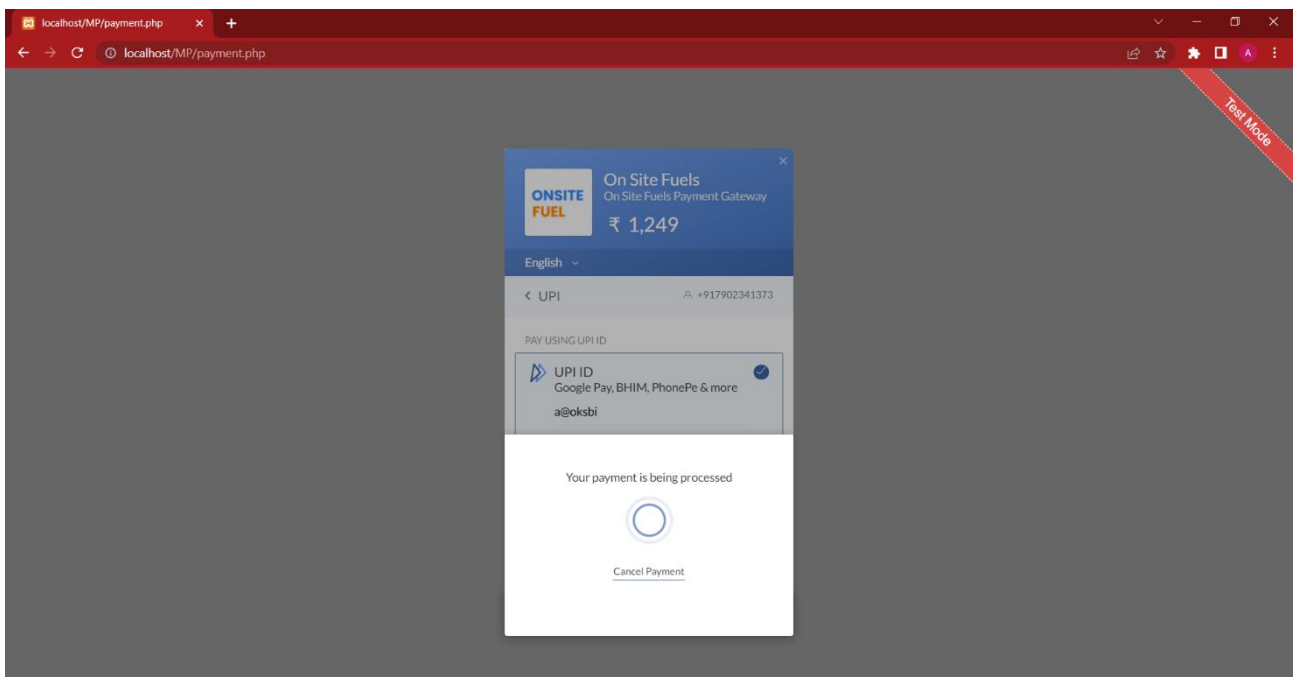
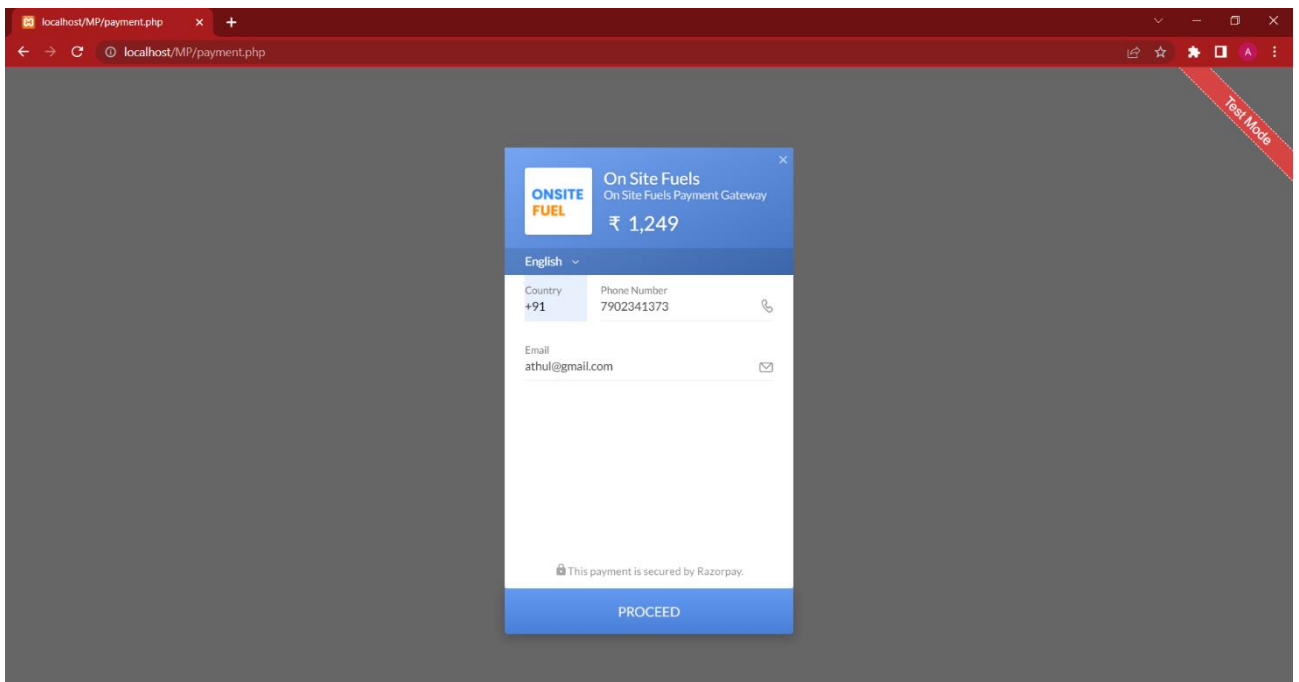
Total Payable: 1249 ₹

NB: 10₹ Delivery Charge Per KM

Submit

05/19/2022

Payment Page



Receipt Print Page

PHP Print

localhost/MP/thank_you.php

Back to Home

BILL

hp7 Petroleum ,Kottayam District ,Kerala

Name:	athul
Fuel:	Diesel
Quantity:	10 litre's
Rate Per Litre:	105 ₹
Payable:	1249 ₹

Print

Registered users page

ONSITE FUEL

Admin

12/19/2021

Customer Bunk Owner Business Approval

Share Print Export

Customer Details

Username	Email	Phone no:	Status	Action
jerin	jerinp9876@gmail.com	9048043445	Active	Delete
Nikky	nikkygp@gmail.com	9947452840	Active	Delete
anu12	anu@gmail.com	9048043444	Active	Delete
athul	athulsreeesh@gmail.com	1111111111	Active	Delete
Preview	preview@gmail.com	9876543210	Active	Delete
athul123	athulsreeesh@gmail.com	7902341373	Active	Delete

Status Summary

Closed Value
357

Total Visitors: 26.80%

Visits per day: 9065