

Chapter 1

Introduction

1.1 Overall Description

In today's busy world, people don't have time for their personal needs. And the technology is so fast that anyone can do anything by just sitting in a room. The internet is the way that helps a person in all aspects. If someone wish to buy and view things, he can buy online with the help of internet.

Today there are very least organizations which are manual. Everything is going to be computerized and online whether it is banking, advertising or shopping. We are trying to help people to make their life easier by proving online clothes shopping.

In this we have introduced many modules like admin module and customer module. The customer have to register for any enquiry related to clothes. The unregistered person can't access this application. The registered customer can view details of clothes and he can buy of his choice and need. He has to pay the price of cloth.

The project's home page includes the registration link. The registered users can login to their account for their queries or buy new clothes. And the unregistered users have first to register. The registration can be done by following the sign up link.

Online Fashion Store named Winkel.com is an online website fashion industry which provides the customers with all new Fresh brands of clothes and accessories of all age groups for each and every one.

The main reason behind this idea was to minimize the travel and expense of the customer for anything, i.e. clothes and accessories.

The project aims to make an online shopping store. It will be used by net users so that that they can order products and make deals at the click of a mouse. The store has facilities for buying goods, selling goods (the users may want to sell products through our website), auctions, posting

comments/queries about goods, and discussion. The users of the system are the netshoppers who use the customer interface described above and the businessman (the shopkeeper) who uses the businessman interface to make changes to the underlying database system such as changing the policy engine et al.

1.2 Definitions

1. Shopping: This entails interaction between the customer and the shopkeeper dealing with buying, selling of commodities.
2. Product: commodities that is being sold/given to a customer.
3. Customer: A buyer or probable buyer at the store.
4. Deal: A 2 way transaction usually money for goods.
5. Policy set: A set of rules used by the shopkeeper to manage the shop.

1.3 Overview of Developer's Responsibilities

The developer is responsible for development of the underlying database structure which shall serve as an online shop. The developer shall also be responsible for development of both the customer and the businessmen's interface for the online shop which shall both make use of the underlying database structure. The developer will also train the user to use the interface and show sample data entry and deletion. The database must then be built by the client.

Chapter 2

General Description

2.1 Product Scope

This project is intended for making use of Digital Technology to the next level. Currently there are lots of online websites in the digital market. Usually they provide with all the features of buying and searching the products. However, there are some problems like extensive time and space complexities.

By using Data Mining Algorithms, this project will lower the space and time complexities and provide an easy and quick surfing and filtering to the customer.

2.2 Product Perspective

This software product is eventually intended for the customers who would visit the website. Products will be deployed to the website and all customers will access the products by use of the website. Website will be main user interface where customers can operate all provided functionality.

To use the product, customers are required to visit the website and search products of clothes or accessories by just writing the product name on the search bar. Customers can also make an account on the website (not mandatory to buy the product). Whenever a new user is registered, all the required data will be created in the database and a predefined workspace will be assigned for the user. Later, user will be able to login and logout

the system anytime he wants. Since every operation that user perform reflected to our database, user will find his workspace same as he left the last time.

From the customer point of view, he/she could add products to Cart and Buy it. They could search through all the products available on the website's database.

2.3 Product Functions

This product will have a number of features which will allow users to use functionalities which have been explained above.

Required functionalities of the product can be summarized in categories ; Search product, Sort By Gender ,Sort By Price, Sort By Brand Name, Contact Us, Account, LogIn, SignUp.

Following functions are summarized below :-

Searching by product's name :

User can enter the product's name on the search bar and all the products associated with that product name will appear on the screen

Sorting :-

By Gender:

Users have an option to select products on the basis of gender (Male, Female).

By Price:

When all the products appear on the screen, users have the option to sort the products on the basis of price like products below Rs 500 would appear or above 500 would appear.

By Brand Name:

Users have an option to select products on the basis of brands.

Add to Cart

Users could add one or more products to this tool for future use.

SignUp

Users can make an account on the website

LogIn

When the users have made an account on the website, they could access their account by logging In.

2.4 User Characteristics

Users of this product will mainly consist of Fashion Lovers and Hipsters.

Age group between 60-80 would have a little use of this product.

2.5 Operating Environment

- Adobe Dreamweaver
- WAMP (Windows Apache MySQL PHP) Server.
- Operating System (windows, linux,unix)
- PHP Designer

- Web Browser
- Laptop or Desktop
- Sublimetext

2.6 Constraints

- Only English Language
- Money is expressed in Indian Currency only.
- 500 MB is the maximum server can hold.

Chapter 3

Background Study

3.1 PHP

PHP is a server-side scripting language designed for web development but also used as a general-purpose programming language. Originally created by Rasmus Lerdorf in 1994, the PHP reference implementation is now produced by The PHP Group. While PHP originally stood for Personal Home Page,] it now stands for the recursive backronym PHP: Hypertext Preprocessor.

PHP code may be embedded into HTML code, or it can be used in combination with various Web template systems and web frameworks. PHP code is usually processed by a PHP interpreter implemented as a module in the web server or as a Common Gateway Interface (CGI) executable. The web server combines the results of the interpreted and executed PHP code, which may be any type of data, including images, with the generated web page. PHP code may also be executed with a command-line interface (CLI) and can be used to implement standalone graphical applications.

The standard PHP interpreter, powered by the Zend Engine, is free software released under the PHP License. PHP has been widely ported and can be deployed on most web servers on almost every operating system and platform, free of charge.

The PHP language evolved without a written formal specification or standard until 2014, leaving the canonical PHP interpreter as *de facto* standard. Since 2014 work has been ongoing to create a formal PHP specification.

3.1.1 USE

PHP is a general-purpose scripting language that is especially suited to server-side web development, in which case PHP generally runs on a web server. Any PHP code in a requested file is executed by the PHP runtime, usually to create dynamic web page content or dynamic images used on websites or elsewhere. It can also be used for command-line scripting and client-side graphical user interface (GUI) applications. PHP can be deployed on most web servers, many operating systems and platforms, and can be used with many relational database management systems (RDBMS). Most web hosting providers support PHP for use by their clients. It is available free of charge, and the PHP Group provides the complete source code for users to build, customize and extend for their own use.

PHP acts primarily as a filter, taking input from a file or stream containing text and/or PHP instructions and outputting another stream of data. Most commonly the output will be HTML, although it could be JSON, XML or binary data such as image or audio formats. Since PHP 4, the PHP parser compiles input to produce bytecode for processing by the Zend Engine, giving improved performance over its interpreter predecessor.

Originally designed to create dynamic web pages, PHP now focuses mainly on server-side scripting, and it is similar to other server-side scripting languages that provide dynamic content from a web server to a client, such as Microsoft's ASP.NET, Sun Microsystems' JavaServer Pages, and mod_perl. PHP has also attracted the development of many software frameworks that provide building blocks and a design structure to promote rapid application development (RAD). Some of these include PRADO, CakePHP, Symfony, CodeIgniter, Laravel, Yii Framework, Phalcon and Zend Framework, offering features similar to other web application frameworks.

The LAMP architecture has become popular in the web industry as a way of deploying web applications. PHP is commonly used as the P in this bundle alongside Linux, Apache and MySQL, although the P may also refer to Python, Perl, or some mix of the three. Similar packages, WAMP and MAMP, are also available for Windows and OS X, with the first letter standing for the respective operating system. Although both PHP and Apache are provided as part

of the Mac OS X base install, users of these packages seek a simpler installation mechanism that can be more easily kept up to date.

As of April 2007, over 20 million Internet domains had web services hosted on servers with PHP installed and `mod_php` was recorded as the most popular Apache HTTP Server module. As of October 2010, PHP was used as the server-side programming language on 75% of all websites whose server-side programming language was known (as of February 2014, the percentage had reached 82%), and PHP was the most-used open source software within enterprises. Web content management systems written in PHP include MediaWiki, Joomla, eZ Publish, SilverStripe, WordPress, Drupal, Moodle, the user-facing portion of Facebook, and Digg.

For specific and more advanced usage scenarios, PHP offers a well-defined and documented way for writing custom extensions in C or C++. Besides extending the language itself in form of additional libraries, extensions are providing a way for improving execution speed where it is critical and there is room for improvements by using a true compiled language. PHP also offers well defined ways for embedding itself into other software projects. That way PHP can be easily used as an internal scripting language for another project, also providing tight interfacing with the project's specific internal data structures.

PHP received mixed reviews due to lacking support for multithreading at the core language level, though using threads is made possible by the "pthreads" PECL extension.

As of January 2013, PHP was used in more than 240 million websites (39% of those sampled) and was installed on 2.1 million web servers.

3.2 MySQL

MySQL is an open-source relational database management system (RDBMS); in July 2013, it was the world's second most widely used RDBMS, and the most widely used open-source client-server model RDBMS. It is named after co-founder Michael Widenius's daughter, My. The SQL acronym stands for Structured Query Language. The MySQL development project has

made its source code available under the terms of the GNU General Public License, as well as under a variety of proprietary agreements. MySQL was owned and sponsored by a single for-profit firm, the Swedish company MySQL AB, now owned by Oracle Corporation. For proprietary use, several paid editions are available, and offer additional functionality.

MySQL is a popular choice of database for use in web applications, and is a central component of the widely used LAMP open source web application software stack (and other "AMP" stacks). LAMP is an acronym for "Linux, Apache, MySQL, Perl/PHP/Python." Free-software-open source projects that require a full-featured database management system often use MySQL. Applications that use the MySQL database include: TYPO3, MODx, Joomla, WordPress, phpBB, MyBB, Drupal and other software. MySQL is also used in many high-profile, large-scale websites, including Google (though not for searches), Facebook, Twitter, Flickr, and YouTube.

On all platforms except Windows, MySQL ships with no GUI tools to administer MySQL databases or manage data contained within the databases. Users may use the included command line tools, or install MySQL Workbench via a separate download. Many third party GUI tools are also available.

3.2.1 Overview

MySQL is written in C and C++. Its SQL parser is written in yacc, but it uses a home-brewed lexical analyzer. MySQL works on many system platforms, including AIX, BSDi, FreeBSD, HP-UX, eComStation, i5/OS, IRIX, Linux, OS X, Microsoft Windows, NetBSD, Novell NetWare, OpenBSD, OpenSolaris, OS/2 Warp, QNX, Oracle Solaris, Symbian, SunOS, SCO OpenServer, SCO UnixWare, Sanos and Tru64. A port of MySQL to OpenVMS also exists.

The MySQL server software itself and the client libraries use dual-licensing distribution. They are offered under GPL version 2, beginning from 28 June 2000 (which in 2009 has been extended with a FLOSS License Exception) or to use a proprietary license.

Support can be obtained from the official manual. Free support additionally is available in different IRC channels and forums. Oracle offers paid support via its MySQL Enterprise products. They differ in the scope of services and in price. Additionally, a number of third party organisations exist to provide support and services, including SkySQL Ab and Percona.

MySQL has received positive reviews, and reviewers noticed it "performs extremely well in the average case." and that the "developer interfaces are there, and the documentation (not to mention feedback in the real world via Web sites and the like) is very, very good". It has also been tested to be a "fast, stable and true multi-user, multi-threaded sql database server".

3.3 JavaScript

JavaScript is a high-level, dynamic, untyped, and interpreted programming language. It has been standardized in the ECMAScript language specification. Alongside HTML and CSS, it is one of the three essential technologies of World Wide Web content production; the majority of websites employ it and it is supported by all modern web browsers without plug-ins. JavaScript is prototype-based with first-class functions, making it a multi-paradigm language, supporting object-oriented, imperative, and functional programming styles. It has an API for working with text, arrays, dates and regular expressions, but does not include any I/O, such as networking, storage or graphics facilities, relying for these upon the host environment in which it is embedded.

Despite some naming, syntactic, and standard library similarities, JavaScript and Java are otherwise unrelated and have very different semantics. The syntax of JavaScript is actually derived from C, while the semantics and design are influenced by the Self and Scheme programming languages.

JavaScript is also used in environments that are not web-based, such as PDF documents, site-specific browsers, and desktop widgets. Newer and faster JavaScript virtual machines (VMs) and platforms built upon them have also increased the popularity of JavaScript for server-side web

applications. On the client side, JavaScript has been traditionally implemented as an interpreted language, but more recent browsers perform just-in-time compilation. It is also used in game development, the creation of desktop and mobile applications, and server-side network programming with runtime environments such as Node.js.

3.4 jQuery

jQuery is a cross-platform JavaScript library designed to simplify the client-side scripting of HTML. jQuery is the most popular JavaScript library in use today, with installation on 65% of the top 10 million highest-trafficked sites on the Web. jQuery is free, open-source software licensed under the MIT License.

jQuery's syntax is designed to make it easier to navigate a document, select DOM elements, create animations, handle events, and develop Ajax applications. jQuery also provides capabilities for developers to create plug-ins on top of the JavaScript library. This enables developers to create abstractions for low-level interaction and animation, advanced effects and high-level, theme-able widgets. The modular approach to the jQuery library allows the creation of powerful dynamic web pages and web applications.

The set of jQuery core features—DOM element selections, traversal and manipulation—enabled by its selector engine (named "Sizzle" from v1.3), created a new "programming style", fusing algorithms and DOM data structures. This style influenced the architecture of other JavaScript frameworks like YUI v3 and Dojo, later stimulating the creation of the standard Selectors API.

Microsoft and Nokia bundle jQuery on their platforms. Microsoft includes it with Visual Studio for use within Microsoft's ASP.NET AJAX framework and ASP.NET MVC Framework while Nokia has integrated it into the Web Run-Time widget development platform. jQuery has also been used in MediaWiki since version 1.16.

3.5 HTML

HyperText Markup Language, commonly referred to as HTML, is the standard markup language used to create web pages. Along with CSS, and JavaScript, HTML is a cornerstone technology, used by most websites to create visually engaging webpages, user interfaces for web applications, and user interfaces for many mobile applications. Web browsers can read HTML files and render them into visible or audible web pages. HTML describes the structure of a website semantically along with cues for presentation, making it a markup language, rather than a programming language.

HTML elements form the building blocks of all websites. HTML allows images and objects to be embedded and can be used to create interactive forms. It provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items.

The language is written in the form of HTML elements consisting of tags enclosed in angle brackets (like <html>). Browsers do not display the HTML tags and scripts, but use them to interpret the content of the page.

HTML can embed scripts written in languages such as JavaScript which affect the behavior of HTML web pages. Web browsers can also refer to Cascading Style Sheets (CSS) to define the look and layout of text and other material. The World Wide Web Consortium (W3C), maintainer of both the HTML and the CSS standards, has encouraged the use of CSS over explicit presentational HTML since 1997.

3.6 CSS

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language. Although most often used to set the visual style of web pages and user interfaces written in HTML and XHTML, the language can be applied to any XML document, including plain XML, SVG and XUL, and is applicable to rendering in speech, or on other media. Along with HTML and JavaScript, CSS is a cornerstone technology used by most

websites to create visually engaging webpages, user interfaces for web applications, and user interfaces for many mobile applications.

CSS is designed primarily to enable the separation of document content from document presentation, including aspects such as the layout, colors, and fonts.[3] This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple HTML pages to share formatting by specifying the relevant CSS in a separate .css file, and reduce complexity and repetition in the structural content, such as semantically insignificant tables that were widely used to format pages before consistent CSS rendering was available in all major browsers. CSS makes it possible to separate presentation instructions from the HTML content in a separate file or style section of the HTML file. For each matching HTML element, it provides a list of formatting instructions. For example, a CSS rule might specify that "all heading 1 elements should be bold", leaving pure semantic HTML markup that asserts "this text is a level 1 heading" without formatting code such as a <bold> tag indicating how such text should be displayed.

This separation of formatting and content makes it possible to present the same markup page in different styles for different rendering methods, such as on-screen, in print, by voice (when read out by a speech-based browser or screen reader) and on Braille-based, tactile devices. It can also be used to display the web page differently depending on the screen size or device on which it is being viewed. Although the author of a web page typically links to a CSS file within the markup file, readers can specify a different style sheet, such as a CSS file stored on their own computer, to override the one the author has specified. If the author or the reader did not link the document to a style sheet, the default style of the browser will be applied. Another advantage of CSS is that aesthetic changes to the graphic design of a document (or hundreds of documents) can be applied quickly and easily, by editing a few lines in one file, rather than by a laborious (and thus expensive) process of crawling over every document line by line, changing markup.

The CSS specification describes a priority scheme to determine which style rules apply if more than one rule matches against a particular element. In this so-called cascade, priorities (or weights) are calculated and assigned to rules, so that the results are predictable.

The CSS specifications are maintained by the World Wide Web Consortium (W3C). Internet media type (MIME type) text/css is registered for use with CSS by RFC 2318 (March 1998). The W3C operates a free CSS validation service for CSS documents.

Chapter 4

Requirement Analysis

4.1 Specific Requirements

With this section and later, we will describe the requirements of the software in detail. Basically, we will categorize requirements in 3 which are namely external interface requirements, functional requirements and non-functional requirements. Except non-functional requirements, requirements of the product will be detailed under this section with brief information and later sample input-output sequence and flow of events will be given.

4.1.1 User Interfaces

The interface available to the users will be Home Page, Account Page, SignUp Page, LogIn Page, Men Product Page, Women Product page, Kid Product Page, New Arrival Page, Clothing Page, Watches ,Shoes, Belts, Handbags ,Brand pages etc.

4.1.2 Hardware Interface

The hardware interface are Desktop and Laptop having an Operating System.

4.1.3 Software Interface

Windows, Unix, Linux

WAMP (Windows Apache MySQL PHP) Server

PHP Designer

Adobe Dreamweaver

Web Browser

Sublime Text Editor

4.1.4 Communication Interface

WAMP Server

Web Browser

4.2 Functional Requirements

Following functions are summarized below :-

Searching by product's name :

User can enter the product's name on the search bar and all the products associated with that product name will appear on the screen

Sorting :

By Gender:

Users have an option to select products on the basis of gender (Male, Female).

Sorting By Price:

When all the products appear on the screen, users have the option to sort the products on the basis of price like products below Rs 500 would appear or above 500 would appear.

Sorting By Brand Name:

Users have an option to select products on the basis of brands.

Add to Cart

Users could add one or more products to this tool for future use.

SignUp

Users can make an account on the website

Login

When the users have made an account on the website, they could access their account by logging In.

Buy

User can buy the product.

Remove the product

User can remove the selected item if he/she wants.

4.3 Non-Functional Requirements

4.3.1 Performance Requirements

Adding the product into the cart won't take more than 2 seconds. Searching the product will take 2 seconds. Sorting the products will also take not more than 2 seconds.

4.3.2 Security and Safety Requirements

We may collect various information if you seek to place an order for a product to us on the Site

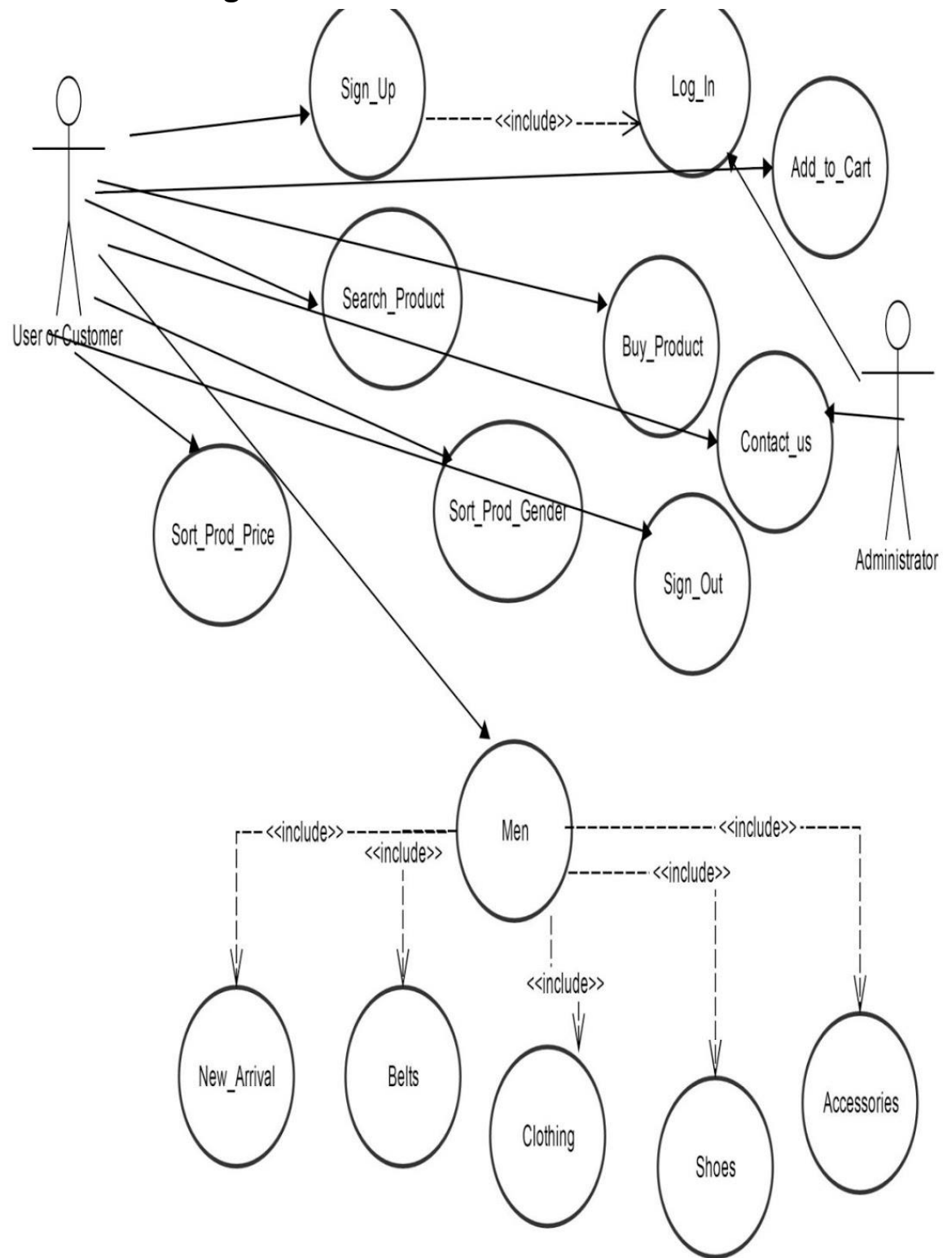
We need this information in order to allow you to go ahead with placing your order for a product. We may use that data to process payment for the product and deliver the product to you. We also use that data to inform you when the product is about to be delivered.

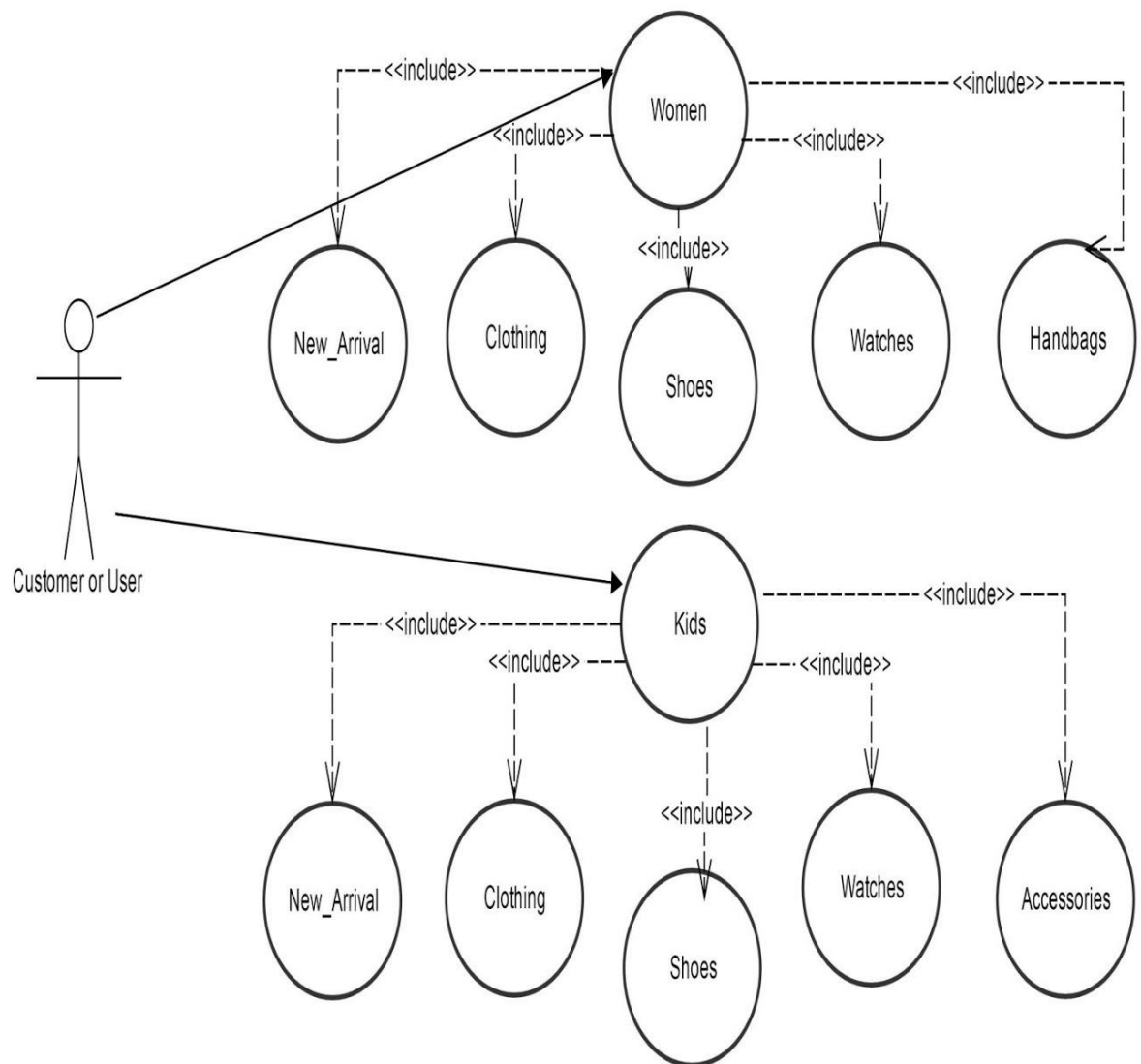
We may also share your data with our franchisor. You further authorize the franchisor to use this information to sell products to you, directly or indirectly.

We use standard and authorized payment services and our Credit Check and Fraud Prevention policies are aligned to these companies.

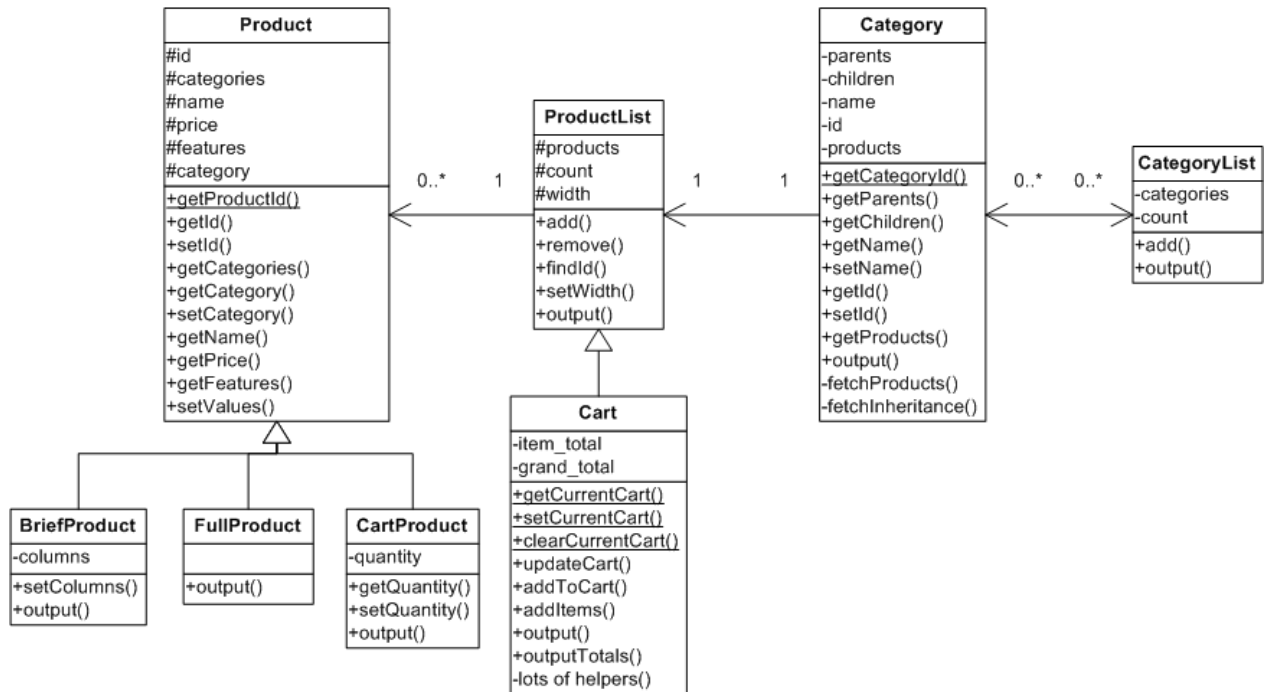
You must only submit to us or our agent or the Site information which is accurate and not misleading and you must keep it up to date and inform us of changes.

4.4 Use Case Diagram

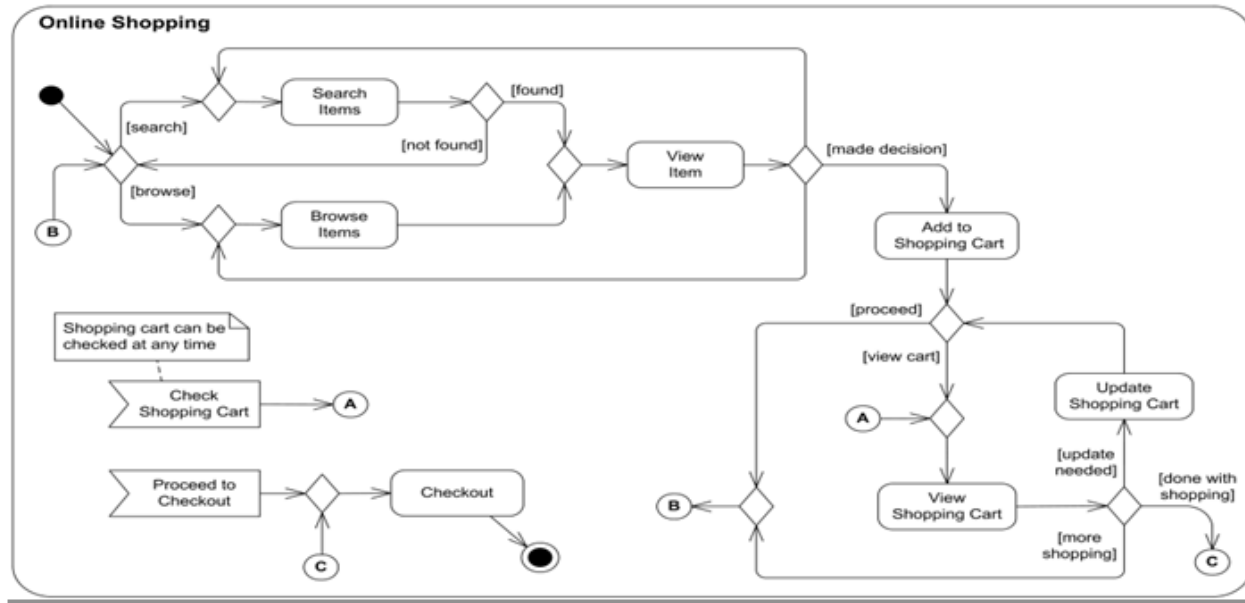




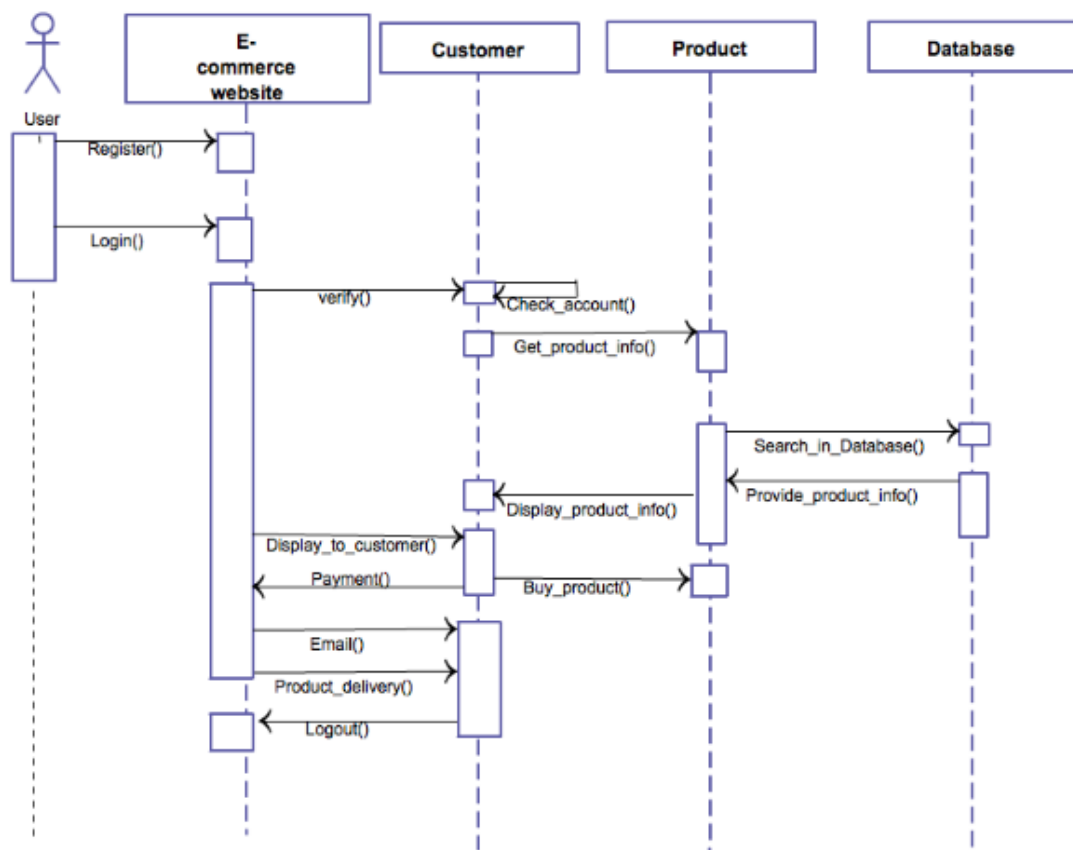
4.5 Class Diagram



4.6 Activity Diagram



4.7 Sequence Diagram



Chapter 5

Design and Implementation

5.1 System Design

The main function modules of the system are divided into the front desk function module and the backstage function module: the front part is presented to the users including tourists and login users with different permissions and the back part is operated by the system administrator.

5.1.1 The Function Module Design of the Foreground Users

Through a browser on the network, the foreground tourists can receive the user registration, login, view product information, browse the site news, etc. with the user registration module, the user login module, the news-browsing module and the product-browsing module. The login users can manage personal information, view and modify individual orders, review products, initiate complaints, etc. with the personal information management module, the purchasing module, the personal order management module, the commodity comments module, and the customer complaint module.

5.2 System Implementation

5.2.1 Front System Implementation

A. User registration

The user registration entrance is located in the upper right corner of the site, the user should click on the "Register" link to enter the member registration page where the user need to fill out information about himself or herself. The page has been done with the input validation. As what is submitted does not meet the requirements of the input, the submission will fail. And the page will prompt the related error about the user's filling. The user registration interface can save the member registration information to the Member of the database table, so that the user can manage his own data, which is convenient for the site administrator's management. When the user submits the right registration information, the Register action in the Account Controller with Http Post attribute will accept the treatment.

B. User login

The user login entrance is also located in the upper right corner of the site, the user should click on the "Login" link to enter the member login page. When login, the user needs to fill in the correct user name, password and verification code and then submit the login. If the login is successful, the page will turn to the home page, if not, the page will prompt the error information. The user using the verification code to login effectively prevent the possibility of the user's password being cracked with the brute force. At the same time, using the Linq technology to query the membership information in database greatly improves the security of user information. After the user submits the right login information, the Login action in the Account Controller with Http Post attribute will accept the treatment. First it will verify whether the user exists, if it exists, then will judge whether the current user is an administrator, if the user is the administrator, the page will jump to the main interface of the management of background, otherwise go to the home page.

C. Products browsing

The home page provides the list of product information browsing, click on a single commodity, the user can browse the detailed information of the products.

D. Personal information management

If the user is registered as a member, he or she can login to the page of user's information to modify the related data, in order that the user's information can get updated. After modifying the

information, the user should click "Edit information" to submit the modification. Then the modification should be verified whether it meets the requirement, if meets, the information will be updated and saved to the database, and the user's information gets updated. If the user wants to change his or her password, he or she needs to fill in the current password, the new password and repeat the new password to change.

E. Commodity purchasing

The commodity will be added to the shopping cart after the user clicks on the "Buy". In the interface of the shopping cart, the user also can change the quantity of commodities and delete the commodities he or she doesn't want to buy. Then, the user is going to choose the method of payment and fill in the receipt information to place an order, and then the user finishes the shopping. The default receipt information is the personal information which the user fills in when registration. After placing an order successfully, the Order database will increase a piece of order information and the commodities in the shopping cart will be added to the Order Goods table.

F. Personal order management

The user can check all his or her orders in "My orders" which is presented in a list form. Meanwhile, the user can check the detailed information of orders. In the personal order management module, the user can cancel the unfilled orders, confirm the receipt. The operation of changing the order made by the user should come before the commodities are not shipped. Once shipped, the user can do nothing to the order other than confirming the receipt.

G. Commodity comments

In the interface of the detailed order information, the user will find the entrance of the commodity comments module in the "deal". Just click it, the user will go to the commodity comments interface. Comments on the commodity will be displayed directly under the detailed information of the commodity. And the comments will be added to the "Comment" table in the database after the user submits the comments. Comments on the commodity

Chapter 6

Testing Reports

INTRODUCTION

Project Basic Information

Name of the Product: Online Fashion Store.

Product Description : Ecommerce website.

Project Duration: 5/9/15 – 1/12/15

This report is intended to highlight the importance of result reporting in the context of software testing. Result reporting can be at various stages of testing like system, integration etc... This document addresses some of the areas of result reporting at a high level involving independent system testing (Black box testing) keeping in mind, the customer as one of the audience.

One of the important facts of software development life cycle is Testing. Software testing is an area that is being considered and given utmost importance in the world of fast changing technology. There are various stages at which testing is done to ensure quality of delivery.

Result reporting is a mechanism for presenting to the customer, from different angles, the state of the product¹. Reporting format varies depending on the stage of the testing in the development life cycle Audience² at each stage.

Transparency involved during testing - white box or black box testing.

Type of testing involved like Functional, Performance/Load/Stress, Disaster recovery etc...

Independent system testing takes about 20 to 50 % of the development time depending on various combinations of the types of tests conducted on a product. The complex the testing gets, more would be the effort required. Of course, the more a product is tested, the better the quality would be.

Typically, test result reporting would consist of about 5 to 10% of this effort.

Result reporting is very important and even more so when the product has failed testing.

There are various aspects that the customer would be interested in knowing about the product like

its performance, platform dependence etc... and just not the compliance to functional requirements.

Tools , Techniques and Methodologies

The following tools, techniques and methods would be used for the project for the specified purpose:

Coding : PHP, MySQL, HTML, JavaScript

Testing : Adobe Dreamweaver , Wamp server , Adobe Photoshop

Documentation: MS Word, Rational Rose.

Testing Standards

The following tools, techniques and methods would be used for the project for the specified purpose:

Features to be tested - The following list describe the features to be tested:

USER:

Login

Registration(validation of all fields)

Searching Products

Searching between filters

Modes of payment

Generating the approximate itineraries between products.

Support for multi languages and currency.

TEST CASES

Requirement Number	Test Case Number	Test Case Name	Test case description	Target URL (if any)	Sequence of Steps	Expected Results	Actual Results	Pass/Fail	If Failed, Defect ID
UC001	TC001	Search for a product: Good search	This test case tests the functionality of Search in amazon. It focuses on positive search.	http://internalQA.amazon.com	1. Navigate to "Search for a product" page 2. Enter product name "Dove Soap" 3. Hit Enter or Click Submit button	1. System should show you a Search product page with a text box for entering the product name and a Submit button 2. No action from the system 3. System should respond back with 10 types of Dove Soaps	1. System showed a Search product page with a text box for entering the product name and a Submit button 2. No action from the system 3. System responded back with 10 matching products, along with their gifs.	Pass	
UC001	TC002	Search for a product: Empty Search	This test case tests that our application tells us that we are being improper in doing an empty search	http://internalQA.amazon.com	1. Navigate to "Search for a product" page 2. Enter no product name 3. Hit Enter	1. System should show you a Search product page with a text box for entering the product name and a Submit button 2. No action from the system 3. System should say "No search term was entered. Please enter product name".	"An internal error occurred" page was displayed	Fail	Bug 15908

UNIT TESTING

Unit testing is a method of testing that verifies the individual units of source code are working properly. The goal of unit testing is to isolate each part of the program and show that the individual parts are correct.

LOAD TESTING

Load testing is the process of creating demand on a system or device and measuring its response. It generally refers to the practice of modelling the expected usage of a software program by simulating multiple users accessing the program concurrently. As such, this testing is most relevant for multi-user systems; often one built using a client/server model, such as web servers etc. The servers can bear up to 1000 hits per query.

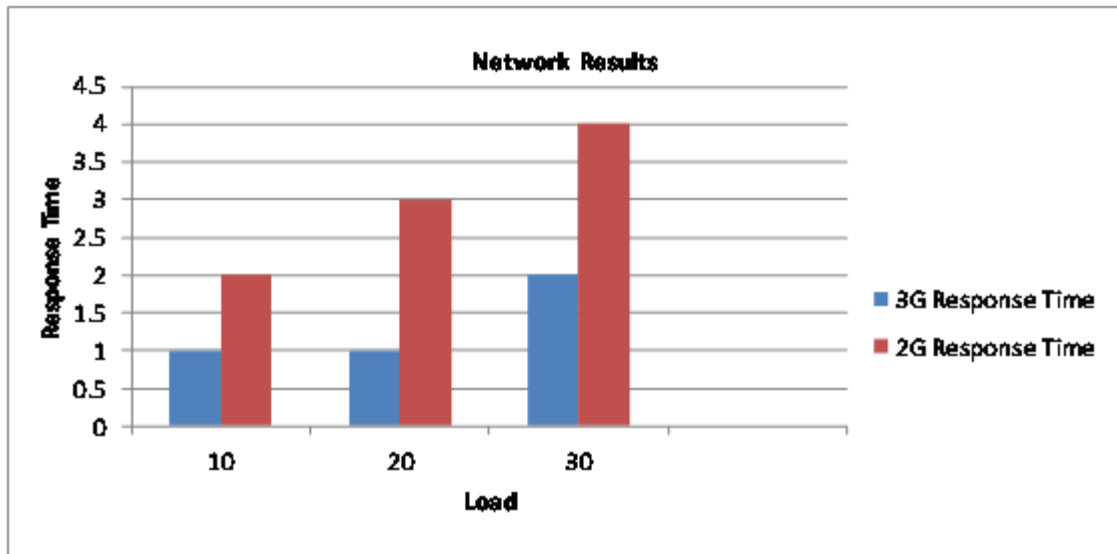
SYSTEM TESTING

Once the entire system has been built then it has to be tested against the Software Requirement Specification and System Specification to check if it delivers the features required. System testing can involve a number of specialist types of test to see if all the functional and non-functional requirements have been met.

PERFORMANCE TESTING

The system should meet the performance requirements as mentioned in the Vision document. The performance will be evaluated based on the response time of the GUI and the database commands .

The network performance has been tested on both low and high bandwidths and result are displayed in the pic below. All the queries are redirected to an online web server and the acceptance of the request and the appropriate result depends upon the network speed.



MANUAL TESTING

Manual Testing will be done to ensure the correctness of various parts of the code using test cases generated by the tester.

Pass/fail criteria

The system should satisfy all the functional requirements, in the Vision document. Each feature to be tested will be evaluated against its requirement as stated above in the Document. The pass or fail of a test depends on whether the system meets with all the particular post conditions.

Observations

Average response time is more for search page when compared to the Home page.

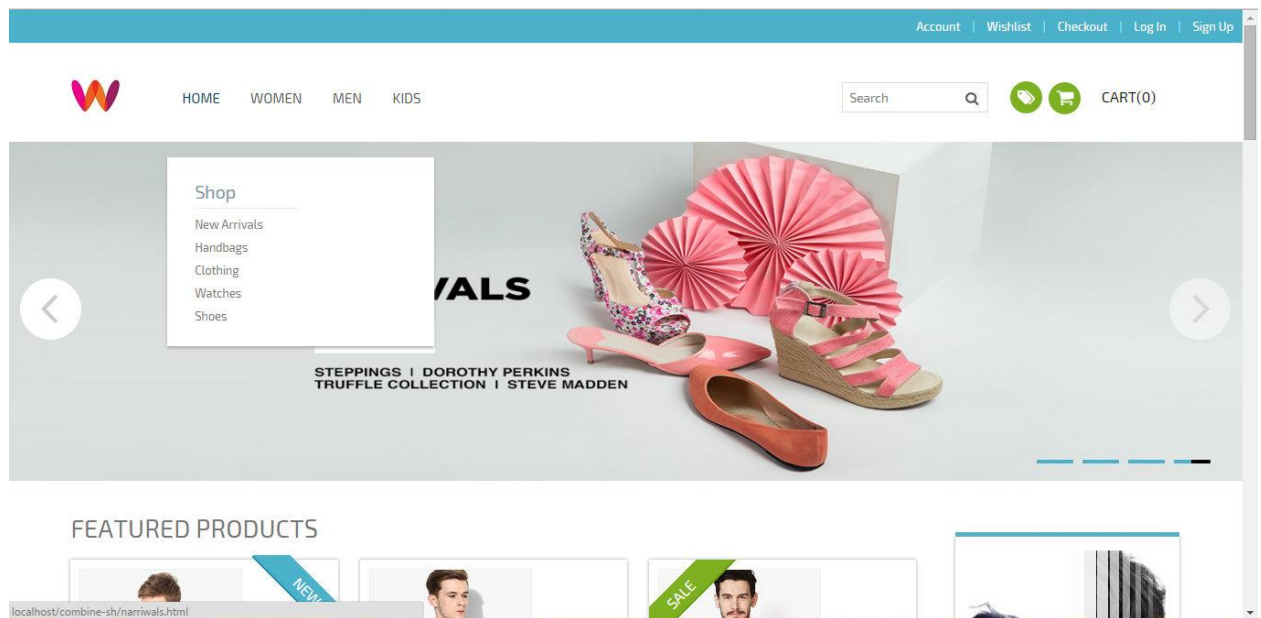
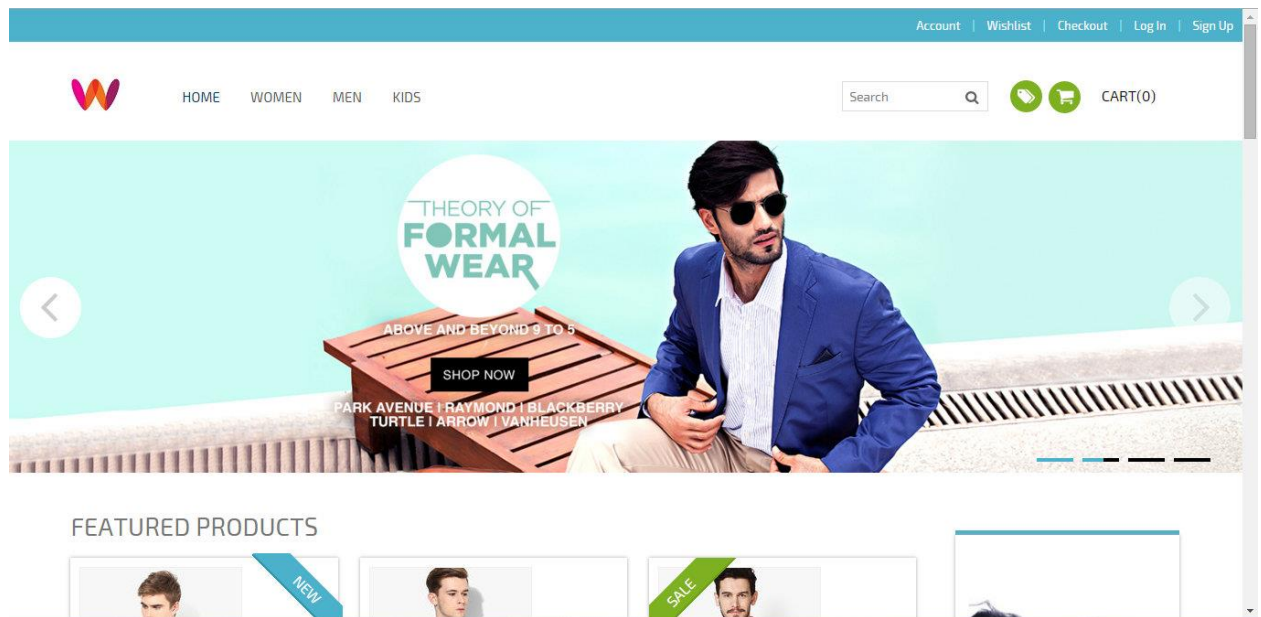
Average response time is low for home page because it doesn't many database interactions.

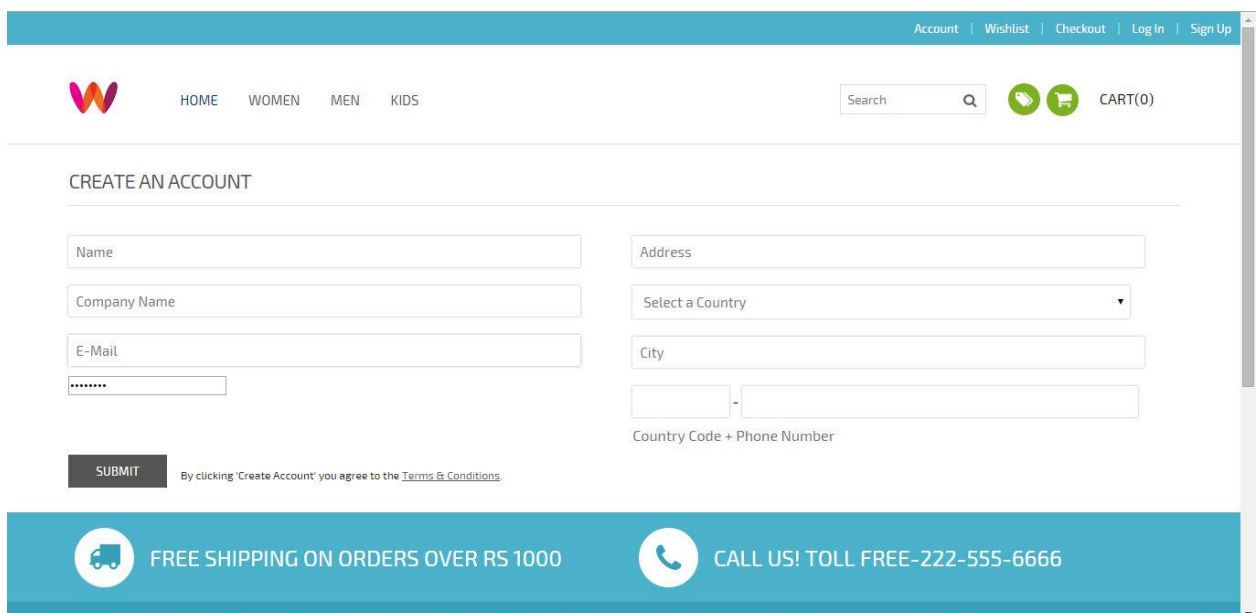
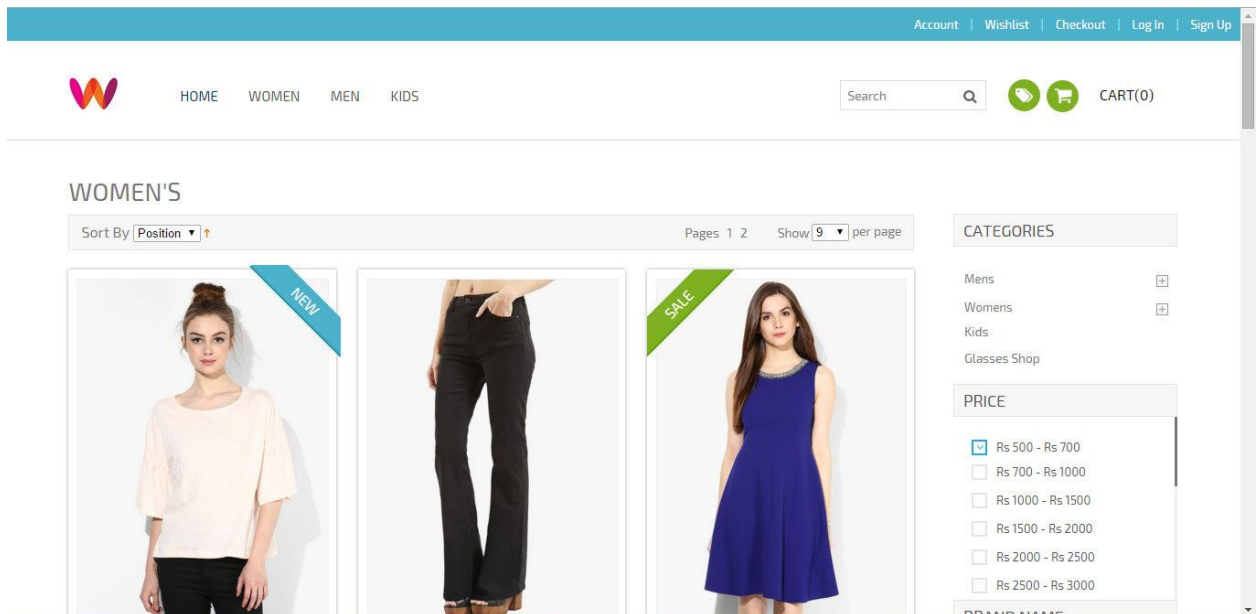
Average response time for Search page is more since it should wait for the results from the database.

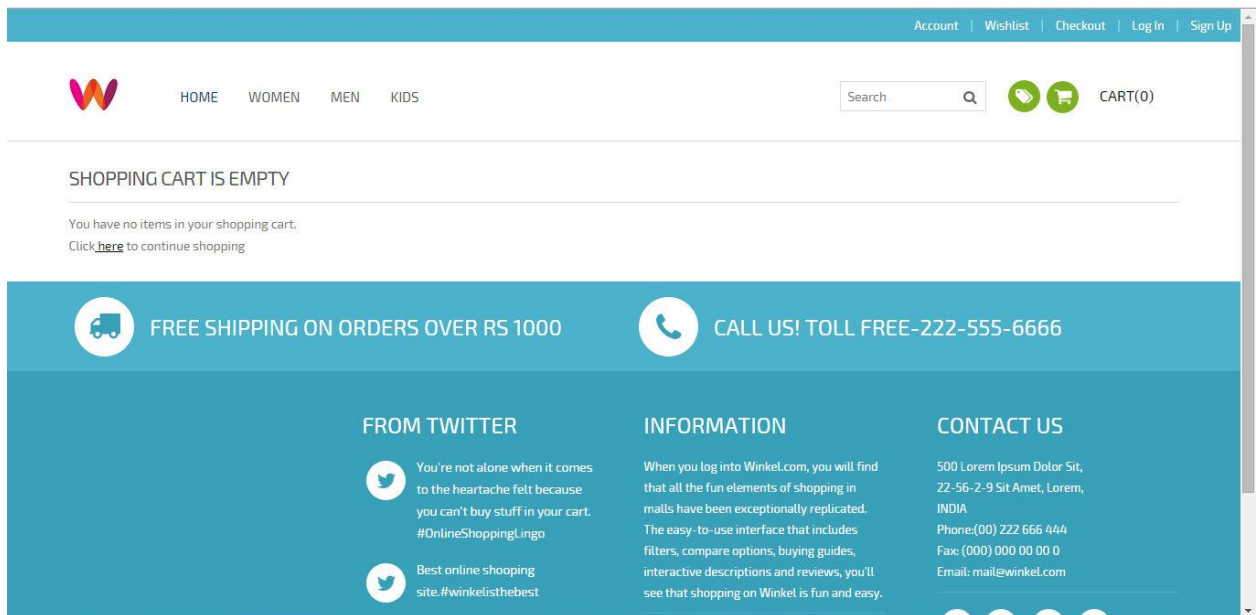
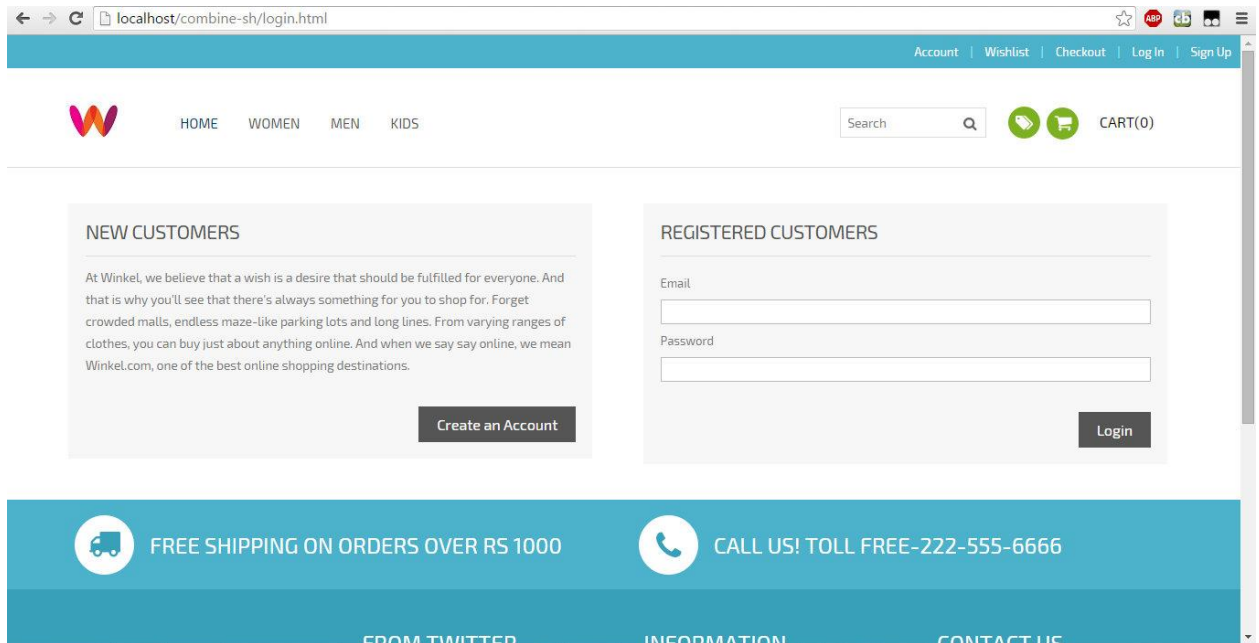
IMAGE

If you are a new user you can register using the register link or if you are already a user you can login to purchase book. Any common user can use the search option in the home page to search for a place of his choice.

The register page will appear as below







PROJECT EVALUATION

1. Introduction

This document evaluates the experience of the development of the Online Fashion Store project. A brief description of the tools, process, techniques employed as well as the mistakes made is presented so that lessons are documented and learned.

2. Problems faced

The following are the problems faced during the design of Android Application.

2.1 JavaScript in PHP

The main problem we faced was inexperience in JavaScript in PHP. So we used to refer to youtube video tutorials and some good website like stackoverflow etc.

2.2 Security

I also had some security issues to be resolved.

Only the user who will login can use the cart

And also the user should not be able to access the Administrative options.

It was easy for me to create the user security options but we faced problems with protecting access options from the user. But later I was able to figure it out using Google search engine and some videos about Code Validation.

Time: The project took less than 3.5 months almost 452 hours and 27120 minutes.

Table below shows the time spent for each task at each phase. Design is the most important task that was performed at last two phases .Coding was performed in last two phases but mainly in the implementation phase.

Design Phase :3 weeks

Implementation Phase: 8 weeks

Testing phase :2.5 weeks

The Table below shows the break down of time spent in each phase for Research, Design, Coding, Testing and Documentation.

	Inception(Hours)	Implementation(Hours)	Elaboration(Hours)	Total
Research	20	25	5	50
Design	17	20	5	42
Coding	0	210	37	247
Testing	0	15	30	45
Documentation	20	28	20	68
Total	57	298	97	452

Table.2 Phase Breakdown

Time Breakdown

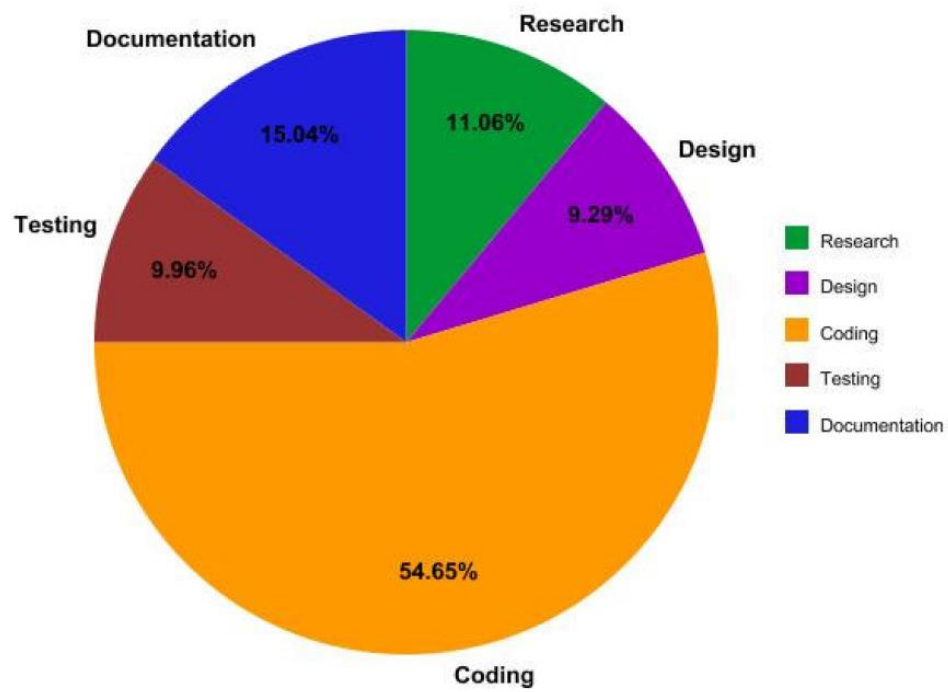
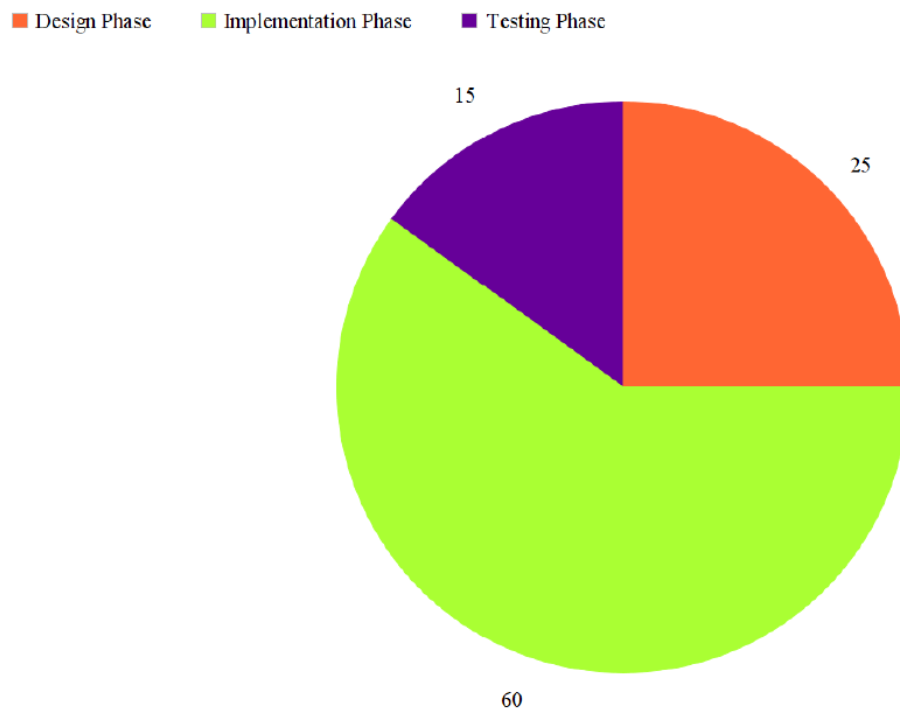


Fig.2 Task breakdown

Lessons Learned

Programming

The Online Fashion Store Project helped us to improve our confidence level in PHP Programming. Help us learn the basics in MySQL and making us familiar with JavaScript.

Time Management

Since this Project is done by our team we have learnt how to manage time during the

Software Life Cycle Process. We have also learned how to face tense situations and meet the deadlines .This would add as a good experience for our future job perspective.

UML and Software Lifecycle

As software student though we have good knowledge in UML and Software LIFE cycle we never had any good practical experience regarding them. Through this project we have learnt how to develop a project following the various stages in Software Life Cycle.

Documentation

We always had a feeling that we are not good at documentation .But through this project we believe that we have improved our Documentation skills.

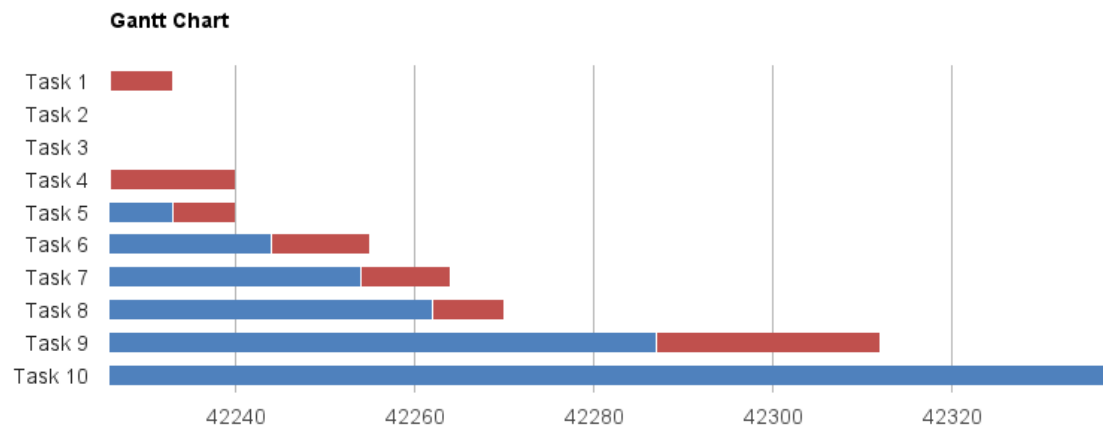
Chapter 7

Conclusion and Future Scope

The system of online shopping is a kind of commercial information system with the interactive function. It can make the commodities information gets updated in time and users have a better understanding of the trade. This system is developed as an e-commerce platform based on PHP and WAMP as the application server. The functions of the front system include the user registration, checking commodities, buying commodities, the shopping cart, the personal order management, the customer complaint and personal information management, etc. The functions of the background system include the commodities category management, the commodities management, the order management, the news and information management, and so on. At the same time, it is using the jQuery, JavaScript that improves the performance and maintainability of the system.

Gantt Chart

Task	Start Date	Task Data	Days To Complete
Task 1	8/10/2015	Study a lot of research papers in every field	7
Task 2	7/17/2015	Summary of Research Papers	7
Task 3	7/27/2015	Detailed Discussion on Research Papers	7
Task 4	8/10/2015	Read the Algorithms	14
Task 5	8/17/2015	Discussion on Algorithms	7
Task 6	8/28/2015	Topic Chosen : Ecommerce Website(Online Fashion Store)	11
Task 7	9/7/2015	Decide the title of website	10
Task 8	9/15/2015	Design and Layout Of The Website	8
Task 9	10/10/2015	Backhand and Database work	25
Task 10	11/29/2015	Algorithms Implemented	50



REFERENCES:

Book

[1] Margaret H. Dunham, *Data Mining: Introductory and Advanced* .Pearson.

Online:

[2] John Morris, Published on Apr 28, 2013.

<https://www.youtube.com/watch?v=FymgHnWUMg4>

ABBREVIATIONS

PHP	HyperText Preprocessor
HTML	HyperText Markup Language
CSS	Cascading Style Sheet
WAMP	Windows, Apache, MySQL, PHP