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**PUSL3190 Computing Individual Project**

**Interim**

<Project Title Here>

Supervisor: <Supervisor Name Here>

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Degree Program: <Your Degree Program Here>

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# **Chapter 01 Introduction**

## Introduction

According to a survey conducted by Coresight Research, within US apparel brands and retailers, discovered that the average return rate of the online apparel sales in US is about 24.4% (Coresight & Zheng, 2023). The reasons for high return rates in online clothing are people having different body shapes and compared to the user body measurements the clothing brand’s size chart measurements with clothing item specifications being different. Such as materials can be stretchable or non-stretchable and should be highly considered when buying the product.

According to the questionnaire survey that conducted for this project, 62.5% respondents stated that the material is important when purchasing a clothing item or an apparel. Thus, 31.3% respondents were saying that it is very important. None of the respondents says that the material consideration is not important.

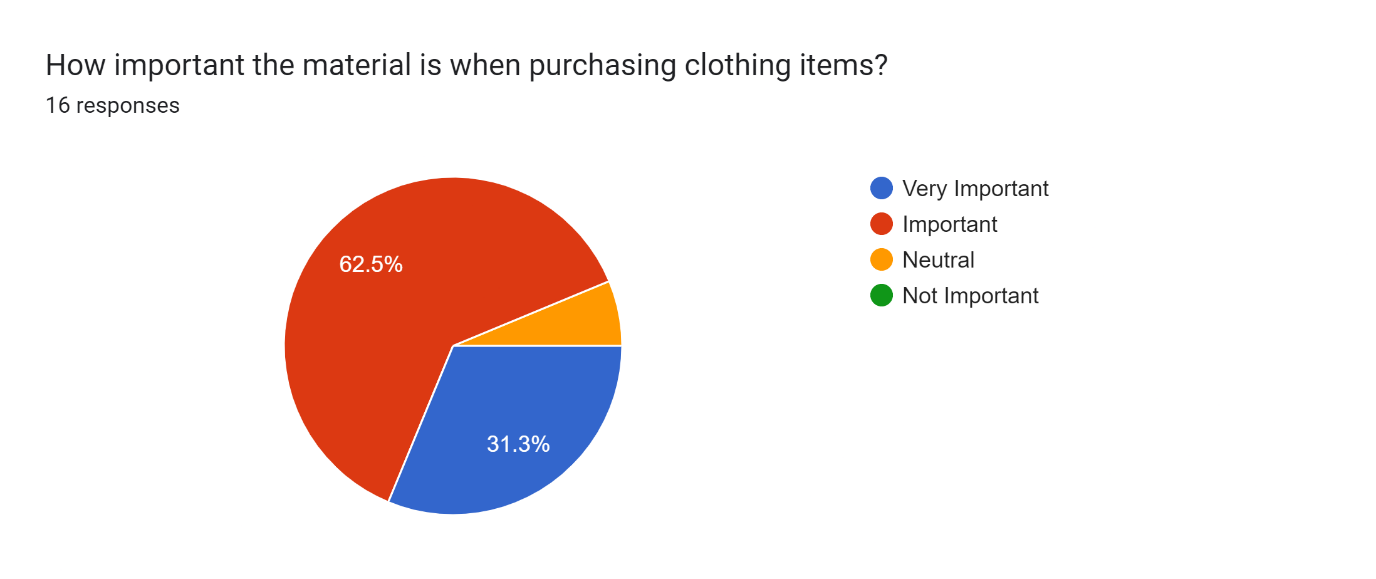


Figure 1: How important the material

Cotton, Polyester, Linen, etc., materials can be considered as non-stretchable and usually require a bigger size of the product. While stretchable materials like Spandex blend fabrics such as Polyester- Spandex blend or elastane needs a smaller size in comparison to non-stretchable fabrics.

In a study that collected data from the in-person interviews were asked about online apparel shopping and its feedback. Both ‘product quality’ and ‘return and exchanges’ topics were mentioned 18 times each. Which mentioned more often than the other topics (Yin & Xu, 2021).

Since the quality of the product matters, the developing system provides the user with a feature to select the preferred materials of the clothing according to their likings. Which gives a certainty about the product quality. It can be fully 100% cotton/ polyester/ linen or else it can be a spandex blend material.

According to Statista, comparing to other retail product categories such as shoes, bags and accessories, the highest returned rate which is 26% is for the clothing items among all the categories (Dopson, 2023). Since not all the customers are happy with the online clothing purchasing, developing a system that can recommend the best fitting size before buying the actual product would be a better solution.

The developing system is called ‘Material-related size recommendations’, can recommend the perfectly fitting size for the user by getting one user specific body measurement such as user’s chest size. Then that measurement would be compared with the specific clothing brand’s size chart, while considering the material aspects of that clothing item as well. Moreover, the material wise size recommendation data would be gathered from previous customer purchases made from a specific brand. (In here it only focuses about a specific brand and can use this exact solution to expand this system while collaborating with several other brands.)

This system collects the data about customer’s order history through a page where user can enter their chest width, material of the clothing they bought, and the fitted size when do both physical and online shopping. Using all these data, system can give the user a material-related size recommendation.

Data from several surveys found that men have more trust in online shopping (purchases) than women who reported have lesser trust (Kumar & Singh, 2014). Therefore, the developing system would be mainly focused on women and the age range of 20-54. Since women found difficulties with the materials related sizes mostly.

The developing system uses a mobile application which provides user-friendly user interfaces (UIs) for the user to get the recommended fitting size of the clothing item. In addition to that some more features are available in this application such as user feedback which could improve the reliability of the system.

Through the react native mobile application, the user can enter the user-specific body measurement which is the chest size, and that data would be sent to the related databases to give the best fitting size. And technologies as react native for the mobile application frontend, mySQL database with java spring boot for the backend would be use as a full- stack.

## Problem Definition



**Figure 2:** (Administration, 2021)

After the covid19 pandemic in 2019, the worldwide online shopping sales has rapidly increased as shown in the above figure 2. Furthermore, 8 percent of increment in online shopping sales can be seen within the next couple of years in comparison to past few years, for all sectors including fashion clothing (Administration, 2021).

According to a study, it reported that according to Bloomberg, even after the COVID 19 ended 41% of American people claimed to like online shopping (apparel and other items) more than visiting the shop and purchase items physically. Furthermore, it stated in a survey that conducted in 2022, online sales are booming in the China as ¾ of are related to clothing and fashion categories 1 (Vaghasiya & Sitapara, 2023). These reported data display how much online shopping in apparel or clothing sectors has boosted up.

Although apparel and clothing sales has shown a major growth in the online shopping, the return rates of those sectors also have been highly increased as stating 40% to 50% (Cullinane, et al., 2017). As the following research paper and other data shows, the high return rates globally have become a big issue in online appeal shopping. To overcome this problem, creating a system that recommends a best fitting clothing size for the customers would be great. Thus, creating a mobile application where user enters his/her chest size and gather the user feedbacks of past purchases made from that specific brand and feed to the model to give excellent size recommendations would be the best solution.

## Project Objectives

### **Main objectives**

1. Recommend the best fitting clothing size for the user according to the body measurement, and the material attributes with compared to the brand size chart measurements.
2. Target users are women who’s in between age rage of 20-54 for this system.
3. Ability to select a clothing item according to the preferred clothing material.
4. Displays the current stock availability of an item.
5. Able to purchase and make the payment through PayPal sandbox.
6. Provides a user feedback system that can improve the model.
7. Improves online shopping experience.

### **Specific objectives**

1. A mathematical model would compare both the user-specific body measurement (chest size) and the clothing material with the clothing brand’s size chart, then find the best fitting clothing size such as UK size 8/ 10/ 12/ 14/ 16 for the user.
2. Analyzing using only one body measurement which is the user chest size (width), because it is convenient for the users to measure and put only one body measurement rather than taking a lot of time to give all other his/ her body measurements.
3. A feature for the user to first select a material such as cotton, linen, polyester, or spandex blend fabrics such as polyester, elastane. After selecting the preferred material could select a clothing item from the list of cloths according to the user-selected material.

This value-added feature benefits the users to find the exact same material that searching for. When the selected clothing item is delivered, can find whether it has the exact same material attributes. This minimizes low quality and wrong order delivering. Thus, increases brand loyalty.

1. Payment using PayPal sandbox feature, the user can make the payment after getting the size recommendation and the availability of that selected product.
2. Users can leave feedback about their previous purchases, so that it would improve the reliability of system, can keep make much better recommendations with time goes on.
3. As for high return rates in apparel such as for blouses and tops, the developing system could assist the user to find the best fitting clothing item while reducing the return rates.

# **Chapter 02 System Analysis**

## 2.1 Facts Gathering Techniques

Facts gathering techniques can be listed in 2 parts, such a primary and secondary data gathering techniques. As for the primary data gathering, have conducted a survey questionnaire to gather data about different perfectives for the developing system.

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Figure 3: The Questionnaire about the best fitting size recommendation system- Section1.

In the figure 3 shows, in section 1 of this questionnaire , it is asking the participants to enter their gender, age, and how important the material is when buying an clothing item, the confidence about getting the expected matching size when buying the item online, and if the participants has ever used/experienced an online size recommendation system or an app, moreover, if the participants like to have/ use an online size recommending system application in their day to day life.

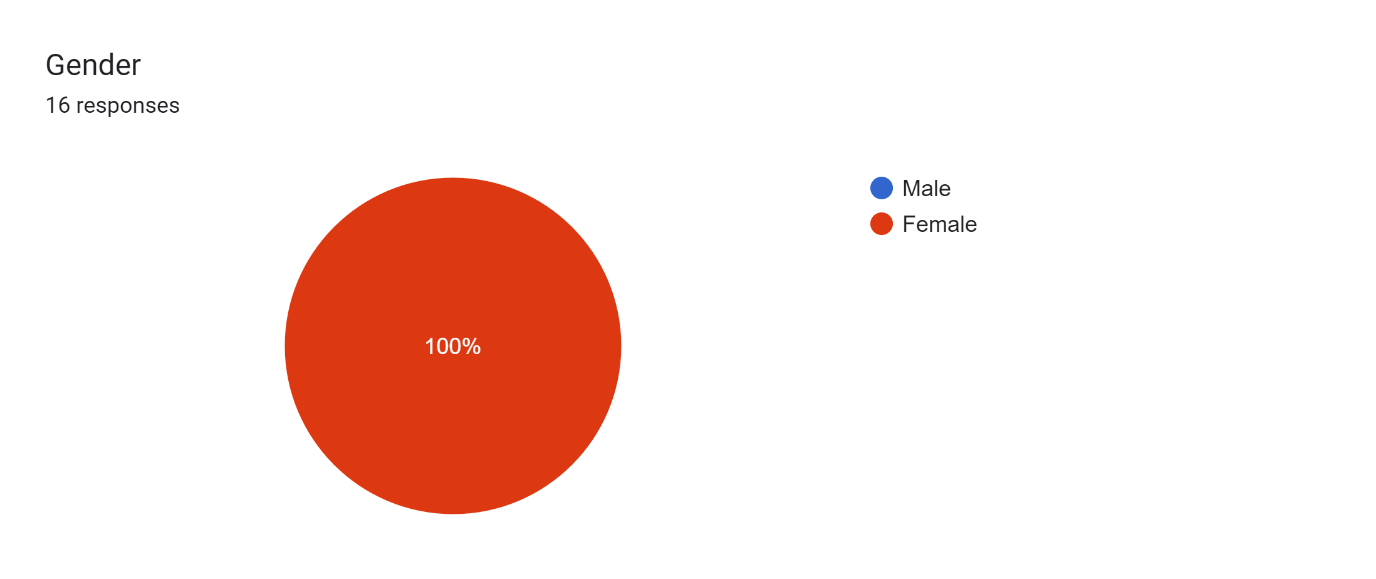


Figure 4: Gender

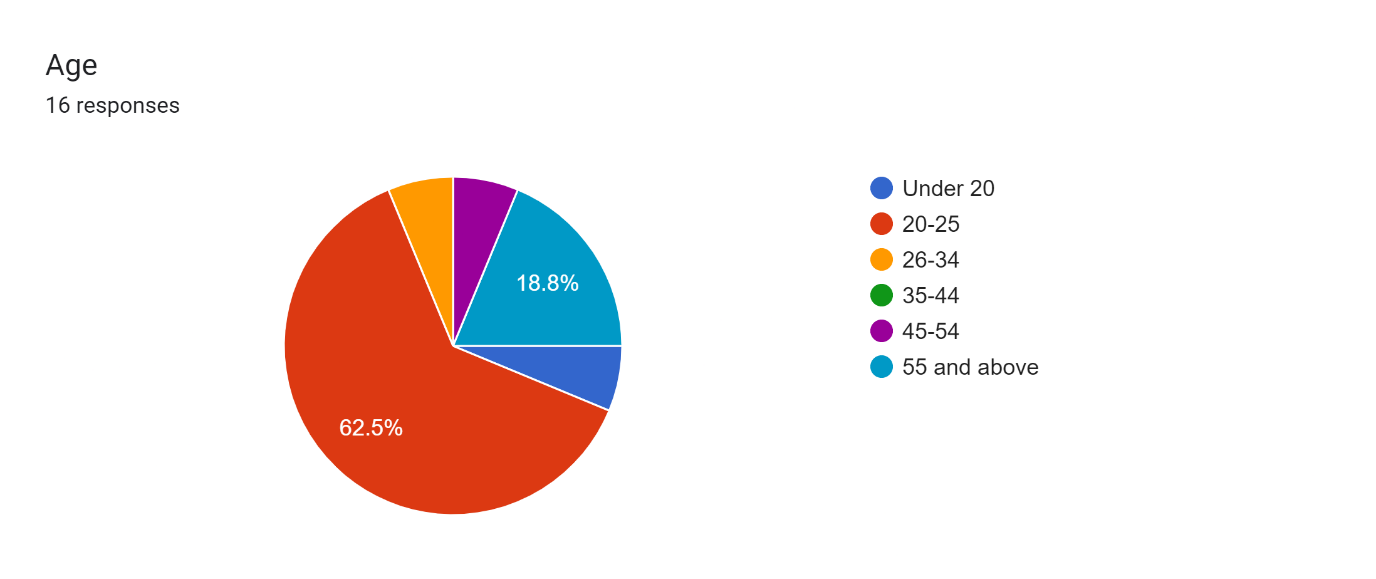


Figure 5: Age

Since the developing application’s target audience is females between 20 to around 54 aged people, from that criterion the data would be collected. As in the figure 4, and 5 above, it shows the responses or the results of this questionnaire. While all the respondents are female and with all combined 93.9% of respondents are in between the age of 20-54. (Considering that under 20 aged females would not be used for collecting the data since the developing application mainly targets ages between 20-54 women.

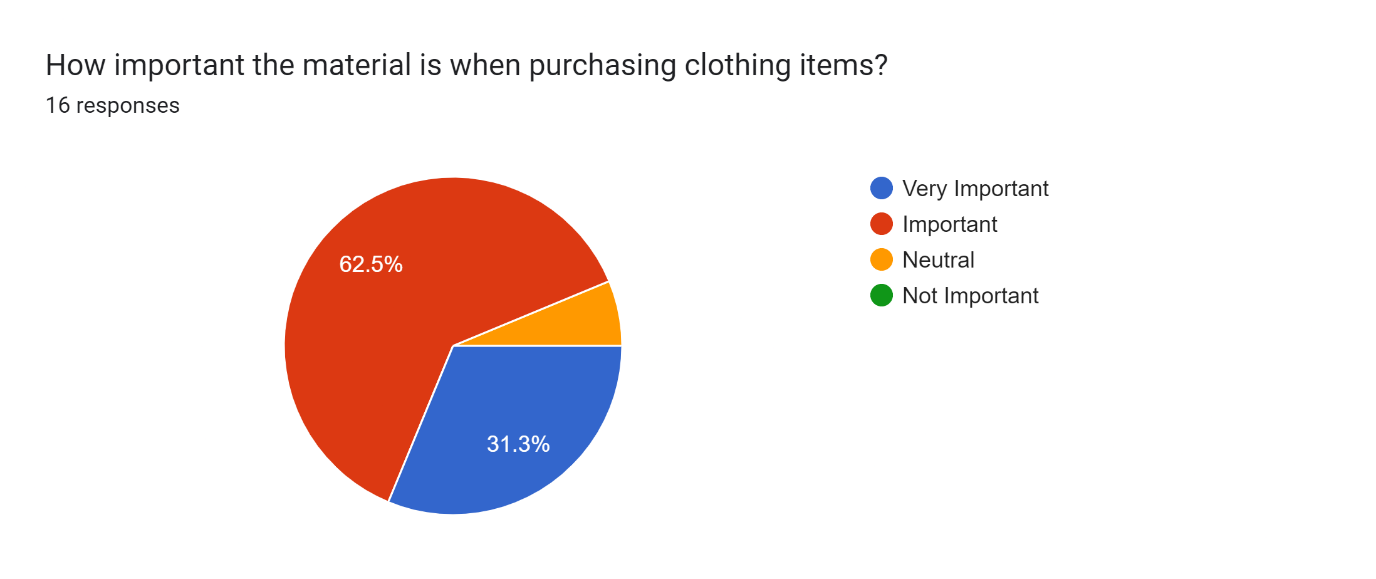


Figure 6: Value of the material

Forms response chart. Question title: How confident are you in choosing the correct size when do online shopping?
. Number of responses: 16 responses.

Figure 7: Correct size in online shopping

Figure 6 and 7 describes about the importance of the material and how accurate the sizes are when buying the product online. While in figure 8 and 9 below describes, whether if the user has already experienced online size recommendation systems and if she/he would like to experience such an application.

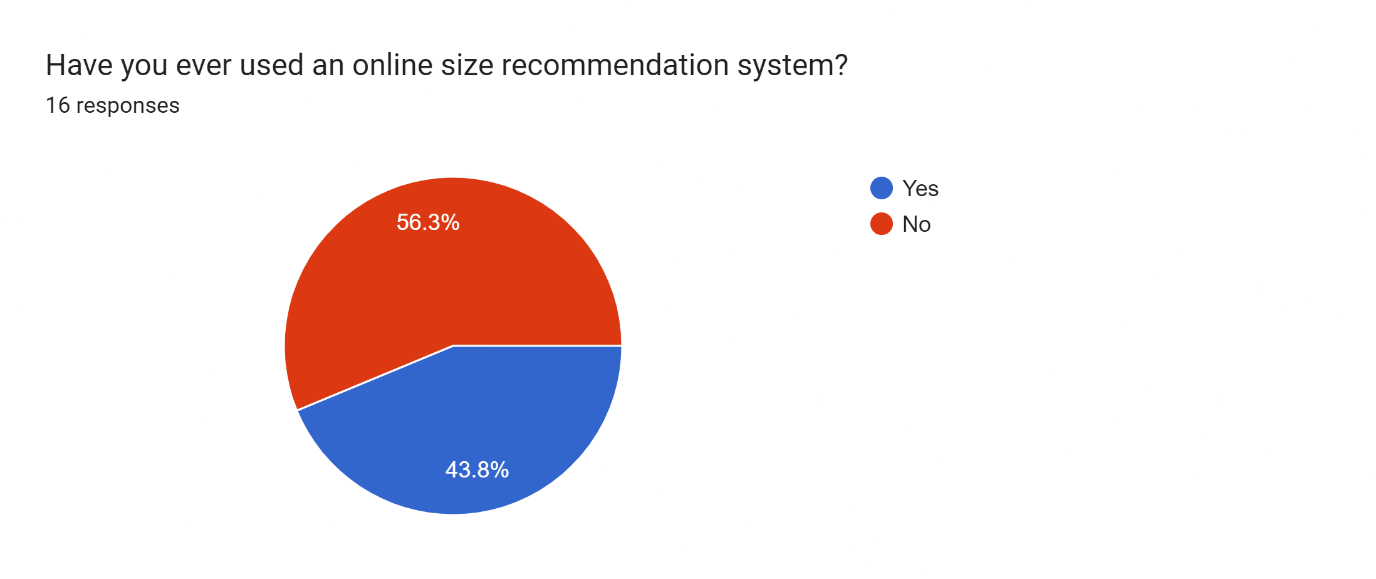


Figure 8: Experience with the online size recommendation systems

Forms response chart. Question title: Would you like an app that provides size recommendations for you based on your body measurement relates to clothing item&apos;s material ?
. Number of responses: 16 responses.

Figure 9: Size recommending application preference

As the mathematical model’s training dataset expected to use the survey data which includes questions such as the preferred UK size for different materials such as cotton, polyester, linen and spandex-blend fabrics or materials as it shows in the figure 10 above for the cotton material. However, this technique of using the survey data did not succeed because having low number of responses. If were to use this method, must have at least 200 responses.

A screenshot of a survey

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Figure 10: Correct UK size for the specific materials

As for the secondary data gathering, have gathered data from existing systems which would be described in the following topic about 2.2 Existing System.

## 2.2 Existing System

Using ‘FashionFit’ system, user can virtually try on any unbranded clothing item from any retailers using AI. The 3D pose maps the user’s body and Neural body fit model creates 3D models of the body according to the body shapes. Then able to virtually try on the clothing using GANs framework in machine learning (Hashmi, et al., 2020). In that system it uses 3D body pose to map the user’s body based on an image.

A system where gathers the data about user’s previous purchases, and with the specific clothing item’s details, predicts the suitable size of for user using the GBM classifier as reduces the return rates (Abdulla, et al., 2019). By analyzing a collection of data, system would be able to tell the size of clothing that is recommended for the user and without fully need of the visualization.

Research about ‘Avatar manager system’, developed a system where the user can try on the clothing item, he/she likes on an avatar when do online shopping. Men and women can select a suitable body type which matched for each user from the given options. Then after should select the preferred body size such as small or large or extra-large, etc. In the end of this process user can adjust the avatar’s body measurements compared to the user’s body measurements. Then it would display how the selected clothing item would fit on according to the user’s body measurements (Polke & Kumari, 2018).

THE FIT (Korea) implemented an AI-based system in online shopping malls, that recommends the suitable shoe size for the customer. This application collects the data about customer’s order history and compares that data with the customer’s actual foot size and recommends a shoe size from currently available shoe products (Yuan, et al., 2021).

According to a system that implemented using a Hierarchical Bayesian model. It can recommend a size for the product by checking the highest probability about customer keeping the product without returning it and according to their preference through using a survey conducted about millions of purchase data (Romain Guigourès, 2018).

## 2.3 Use case diagram

A diagram of a user

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Figure 11: Use Case diagram

The system name is ‘Size Recommendation system’ and actors are external objects that can be listed as primary actors, secondary actors. The primary actor in the developing system is the user/ customer which displays on the left side of the container/ system in the figure 11 shows above. These people can use the system to get the size recommendations.

In the other hand the secondary actor in here is the clothing brand shown in the right side of the figure 9. It reacts when the user/ customer selects an item and checks the stock availability and also when making the payment.

As for the use cases it has base and included use case. As an example, the login ‘base use case’ needs ‘included use case’ to verify and authenticate the user. Furthermore, this system has ‘extended use case’ which the relationship with the ‘base use case’ does not happen every time, such as when login to the system the login error message would not occur every time.

## 2.4 Drawbacks of the existing system

According to the Fashion fit system (Hashmi, et al., 2020) mentioned above, this existing system uses augmented reality where the customer can virtually try on clothing items. Although it gives the user a better virtual experience, the accuracy of mapping the body coordinates could be rather low. However, the developing system is more relied on the data of buying history of each user and would train a model to provide accurate size recommendations.

Moreover, in Avatar manager system (Polke & Kumari, 2018) it creates an avatar to check whether the clothing item fits, where the user must select their body shape such as small/ large or extra-larger first. This could be a better easy approach for the user in terms of not needing to physically try on the product. But since it is asking the user to select the shape of his/her body shape, the accuracy of choose the correct size of the avatar and adjusting user body measurements to it could be somewhat would not give accurate results.

# **Chapter 03 Requirements Specification**

## 3.1 Functional Requirements

## 3.2 Non-Functional Requirements

* Security:

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* Accessibility

The application can run on both iOS and Android improving the accessibility of the system to the user being a cross-platform application.

* Maintainability

And have also used getters and setters in java encapsulation as a security measurement. Which helps to improve maintainability of the code structure and the security.

## 3.3 Hardware / Software Requirements

## 3.4 Networking Requirements (Optional)

# **Chapter 04 Feasibility Study**

## 4.1 Operational Feasibility

## 4.2 Technical Feasibility

The developing application is running on react-native. And react-native is a cross-platform. By running ‘npm start’ on the command prompt or the terminal, can select the platform that should be running this application. Can run this system on Android, IOS or Web (reactnative.dev, n.d.).

When it comes to running and connecting to the server, cannot use localhost to make requests to the server through development machine. Only using the development machine’s local IP address (ex: IPv4 - Internet Protocol version 4) we can access the server. Mobile application can also access this IP address since it is also connected to the same network as the development machine.

## 4.3 Outline Budget

Chapter 05 System Architecture

5.1 Class Diagram of Proposed System

5.2 ER Diagram

5.3 High-level Architectural Diagram

5.4 Networking Diagram (Optional)

# **Chapter 06 Development Tools and Technologies**

## 6.1 Development Methodology

## 6.2 Programming Languages and Tools

### **Testing**

Uses postman as a tool, to test the HTTP requests and its responds. Under collections have created a new collection called ‘Sizerecom’. There a new POST request is send to the ‘http:// 192.168.186.125:8080/user’ endpoint (IPv4 address) and that request would be sent in a JSON format as shows in the figure 12 below,

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Figure 12: Postman API is being used to test the HTTP requests, send to MySQL database.

When the request is sent, it would update the MySQL database tables as in the figure 13 below. So, then it could test the APIs in this application as it uses ‘PostMapping’ annotation in java spring boot to handle and send the POST requests.

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Figure 13: How the MySQL database is being updated from the test post requests.

A new GET request is made to get (retrieve) the data and view all users in endpoint of ‘/allusers’. As can see in the figure 15, the ID is auto incrementing by one using the ‘@GeneratedValue’ annotation with ‘@Id’ annotation. The Id then used as the primary key.

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Figure 15: Shows all the added users.

## 6.3 Third Party Components and Libraries

For the mobile application have used third party components and libraries to add more additional functionalities to the system while creating the application well organized by enhancing the user experience also.

1. @react-navigation/native

* This can navigate the user from one screen to another screen using the navigate (‘’) method.

1. @react-navigation/stack

* This creates a stack, so if put ‘A’ screen on top and ‘B’ screen under that, this library can stack them and would go to the screen ‘A’ first the navigates to the screen ‘B’.

1. npx react-native link react-native-gesture-handler react-native-screens react-native-svg

* Since the ‘Button’ component in react-native does not include many options when it comes to editing or styling the component, in here it uses a component called ‘TouchableOpacity’ which can easily be styled and act as a button.

1. react-native-screens library

* uses to create a stack where navigate between the screens.

1. @react-navigation/native @react-navigation/bottom-tabs

* to create the bottom navigation bar in most of the pages

1. @react-native-picker/picker

* To create the dropdown list in the ‘Material.jsx’ page

1. Axios library

* uses this library to make http requests from the react-native app to the server.

## 6.4 Algorithms

Chapter 07 Discussion [Max of 1 Page]

Overview of the Interim Report

Summary of the Report

Challenges Faced

Future Plans / Upcoming Work

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