



Tribhuvan University

Faculty of Humanities and Social Sciences

A Project Report on

“MYStore”

*In partial fulfillment of the requirement for the degree of Bachelor in Computer
Application*

(BCA)

Submitted to:

Department of Computer Application

Kathmandu College of Technology

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2080/04/25



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Student's Declaration

I hereby declare that I am the only author of this work and that no sources other than the listed have been used in this work.

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2080/04/25



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Supervisor's Recommendation

I hereby recommend that this project report prepared under my supervision by **Isha Niraula** entitled “**MYStore**” in partial fulfillment of the requirements for the degree of Bachelor in Computer Application be processed for the evaluation.

.....
Prashant Gautam
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2080/04/25



Tribhuvan University
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LETTER OF APPROVAL

We certify that we have read this project report and, in our opinion, it is satisfactory in the scope and quality as a project in the partial fulfillment of the requirement of Bachelor's Degree in Computer Application.

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I am very grateful to the department of computer application, Kathmandu College of Technology for providing us an opportunity to work on a major project as part of our third year project. I am delighted to express my deep sense of gratitude and indebtedness to our learned supervisor, for his invaluable guidance, encouragement and even monitoring to spare time despite her busy schedule for project's progress reviews.

My special thanks goes to my colleagues and everyone who directly and indirectly extended their hands in making this project success.

Isha Niraula

ABSTRACT

E-commerce is the buying and selling of goods and services over the Internet. E-Commerce or Electronics Commerce is a methodology of modern business which addresses the need of business organizations, vendors and customers to reduce cost and improve the quality of goods and services while increasing the speed of delivery.

In this project everything is done from coding, but this requires solid knowledge of Laravel. This project is supposed to be beneficial for those people with less IT knowledge with the use of internet access. The project aims to create a web application with some basic functionality. The basic functionalities include- customer login, mobile friendly /responsive website, Orders, Products, Price, and the Cart. Users will be able to add the products in Cart.

Keywords: - E-commerce, Functionalities, Login, Cart.

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LIST OF ABBREVIATIONS

DFD	Data Flow Diagram
ER Diagram	Entity Relationship Diagram
GUI	Graphical User Interface
MySQL	Structured Query Language

CHAPTER 1

INTRODUCTION

1.1 Introduction

Ecommerce is the buying and selling of goods and services over the Internet. E-commerce is fast gaining ground as an accepted and used business paradigm. Consumers can shop from online stores that allow them to shop without physically going into shops. The objective of this project is to develop a general purpose e-commerce store where product like mobiles and laptops can be bought from the comfort of home through the Internet. However, for implementation purposes, this paper will deal with an online shopping for mobiles and laptops.

The system we have built is made by using free technology available on the internet and these technologies include apache server, MySQL, Laravel. An online store is a virtual store on the Internet where customers can browse the catalog and select products of interest. The selected items may be collected in a shopping cart. At checkout time, the items in the shopping cart will be presented as an order. At that time, more information will be needed to complete the transaction. Usually, the customer will be asked to fill or select a billing address, a shipping address and payment information such as cash on payment.

1.2 Problem Statement

E-commerce provides an easy way to sell products to a large customer base. However, there is a lot of competition among multiple e-commerce sites. When users land on an e-commerce site, they expect to find what they are looking for quickly and easily. Also, users are not sure about the brands or the actual products they want to purchase. They have a very broad idea about what they want to buy. Many customers nowadays search for their products on Google rather than visiting specific e-commerce sites. They believe that Google will take them to the e-commerce sites that have their product.

1.3 Objective

The main objective of this project is to provide information about the essential information of products for the user. The design of e-commerce system performed following activities and function:

- i. To provide all the required details about the products.
- ii. To provide users to purchase products and also to add the products in cart.
- iii. To provide a secure system for purchasing products and to prevent overcrowding.

1.4 Scope and Limitations

The project was designed in order to provide automation to the E-commerce system. This project emphasizes on providing facilities that are easily accessible to the users.

1.4.1 Scopes

The system which have been built is able to perform various task such as add to cart, purchase products, add products etc. and it scopes are listed below:

- i. Save time
- ii. Reduce burden of tension for purchasing product.
- iii. User can get product according to your preference.
- iv. Any authorized user can use this system.

The E-Commerce system meets the above mentioned objectives and features in the earlier stages however, no any system is perfect. It was quite difficult to design a system with full accuracy and efficiency.

1.4.2 Limitations

The project allows purchase products, add products in cart, orders, payments etc. However, there are some limitation which are listed below:

- i. Online web Application: The system is only supposed through internet access. Without the access of the internet user cannot use the protocol system.
- ii. Online payment is not supported.
- iii. There is only one administrator to manage the whole system.

1.5 Report Organization

This report document contains five chapters:

Chapter one: Chapter which describes the introduction of the built system.

Chapter two: Chapter two defines and describes Background study and Overview of related existing systems and their pros and cons.

Chapter three: Chapter three presents the System Analysis and Design including Requirement Analysis and Feasibility Analysis.

Chapter four: Chapter four presents the Implementation, Testing and debugging are explained.

Chapter five: In chapter five, Conclusion, Limitations and Future Enhancement are briefly explained.

CHAPTER 2

LITERATURE REVIEW

2.1 Literature Review

Different article, documentation, and project have been referred related to banking management system, optimization etc. in the preparation of this report. A short summary of these report sources are mentioned below:

E-commerce business is a new commodity trading patterns that is related with telecommunication and computer perfectly. E-commerce business has been developed rapidly with the development of both telecommunications and computer technologies. This paper makes a brief introduction to the E-commerce business model which is now a very popular technology for venture, and list other business benefits and market applications of the E-commerce business technology[1].

Real-world shopping activity seems to make way to electronic commerce. But there're still lots of people need or like this traditional shopping. With the popularity of the mobile computing technology, mobile devices get rapid development. In this paper, we hope to design a kind of outstanding mobile device. This device is designed specially for the shopping functions. The whole shopping process is divided into three steps: pre-shopping step, ongoing-shopping step and post-shopping step. Different shopping steps need different mobile computing. The device is aimed to include every necessary functions consumer need when they buy merchandise. For pre-shopping step, what to buy and where to buy problems will be solved with corresponding functions modules. Product information, price comparison and expert suggestion services could be contained in ongoing-shopping module of the device. The post-shopping module is designed for the payment processing, logistics suggestion and service/maintenance information management[2].

Many Internet users browse the e-commerce web pages but buy nothing. One of the important factors is that Internet users lost the shopping desire when they are facing the old e-commerce trading platform which consists of the list of good catalogue. So lots of people still like to go to the traditional shopping center. The most important characteristic of e-commerce is that people can buy all kinds of goods without leaving home. If we combine the 3D environment of traditional shopping

mall with the e-commerce characteristics, it will induce people's shopping desire and give a new birth to the ecommerce. No doubt the virtual reality application in ecommerce is promising. As exploration, this article conceives a Web 3D shopping mall, discusses the application of virtual reality technology in the e-commerce, and describes the Web supporting technology at current stage[3].

CHAPTER 3

SYSTEM ANALYSIS AND DESIGN

3.1 System Analysis

Considering the fact that this project involves design and implementation of a software system regardless that is web-based, it was necessary to mention and consider certain models used in software development and deployment. For this project we are using incremental model.

Incremental Model is a process of software development where requirements divided into multiple standalone modules of the software development cycle. In this model, each module goes through the requirements, design, implementation and testing phases. Every subsequent release of the module adds function to the previous release. The process continues until the complete system achieved.

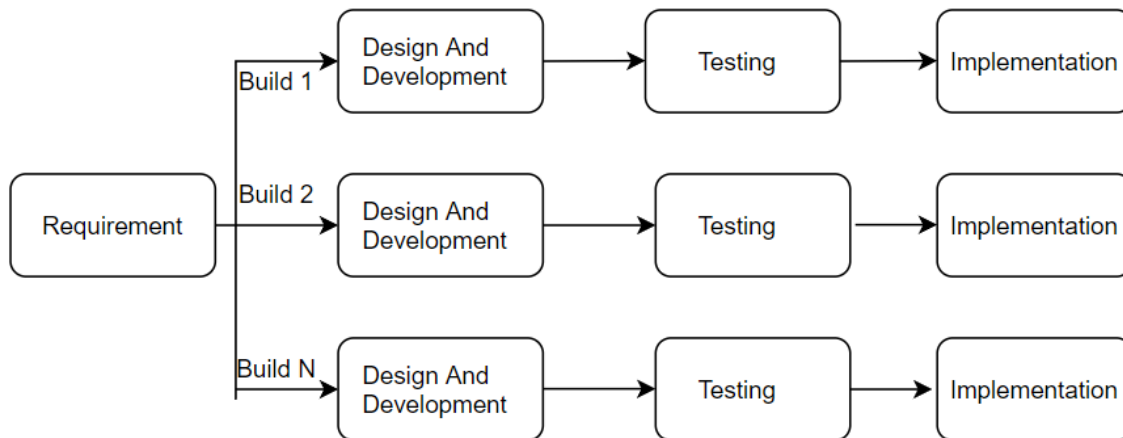


Figure: 3.1 Incremental Development Model

3.1.1 Requirement Analysis

Requirements analysis is a crucial step for determining the success of a system or software project. Requirements are generally split into two types:

- Functional requirements
- Non-functional requirements

i. Functional Requirement

This section provides the requirement overview of the system. Various modules implemented by the system are:

- **Users Module**
 - i. Users will be able to register and login.
 - ii. Users will be able to use the carts.
 - iii. Users will be able to order the products which they like.
 - iv. Users will be able to delete.
- **Admin module**
 - i. Only registered user can log in the system.
 - ii. It ensures security to the system.
 - iii. It helps to authenticate the users.
 - iv. Only validate email and password is used to log in the system.

3.1.1.1 Use Case Diagram

Use-case diagrams describe the high-level functions and scope of a system. These diagrams also identify the interactions between the system and its actors. The use cases and actors in use-case diagrams describe what the system does and how the actors use it, but not how the system operates internally. Here the actors are administrator and users and the internal operation between them is described in figure below:

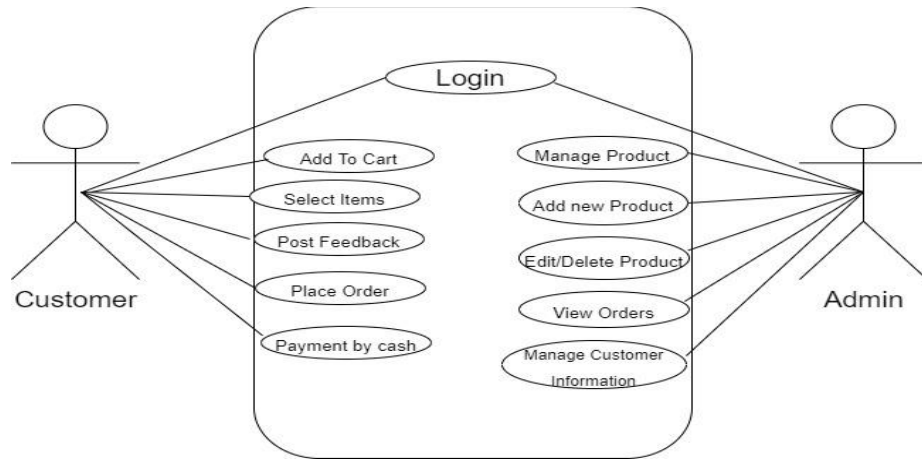


Figure: 3.2 Use Case Diagram

ii. Non –Functional Requirement

Non-functional requirements of the system are identified as availability, security performance, reliability, implementation. The non-functional requirements included in the project are:

- **Availability:**

It will be available online.

- **Security**

In every system, security is most important. So, this system will be secure to use and the information of the users won't be leaked or available for others for user's privacy.

- **Performance**

All users need a better performance while using system. So, this system will be designed for smooth performance with optimization and good response.

- **Reliability**

It will be reliable for the users.

3.1.2 Feasibility Analysis

A feasibility study is simply an assessment of the practicality of a proposed project plan or method. This is done by analyzing technical, operational, economic, and schedule feasibility factors.

i. Technical Feasibility

These include hardware, software and technologies. The suggested system is technically possible because it requires access to the use of a browser and the internet. The system's user interface is also quite simple.

ii. Operational Feasibility

Reliability, maintainability, usability, and supportability are among them. The suggested system is operationally practical since it is reliable for all types of users, regardless of whether or not they are computer literate. For a small to large-scale organization, the proposed system is supported. It is simple and straightforward to use.

iii. Economic Feasibility

The project was developed within the organization's budgetary constraints. The project was resource was freely available, and no additional obligations are required. The creation of the system does not necessitate the use of expensive hardware or software. The platform are open sources and the resources required for the project are also open source.

iv. Schedule Feasibility

Since this project is to be submitted before our board exam, which is very good as our college activities are passive and time should not be a problem. The working scheduled of our project is described in the following GANTT chart.

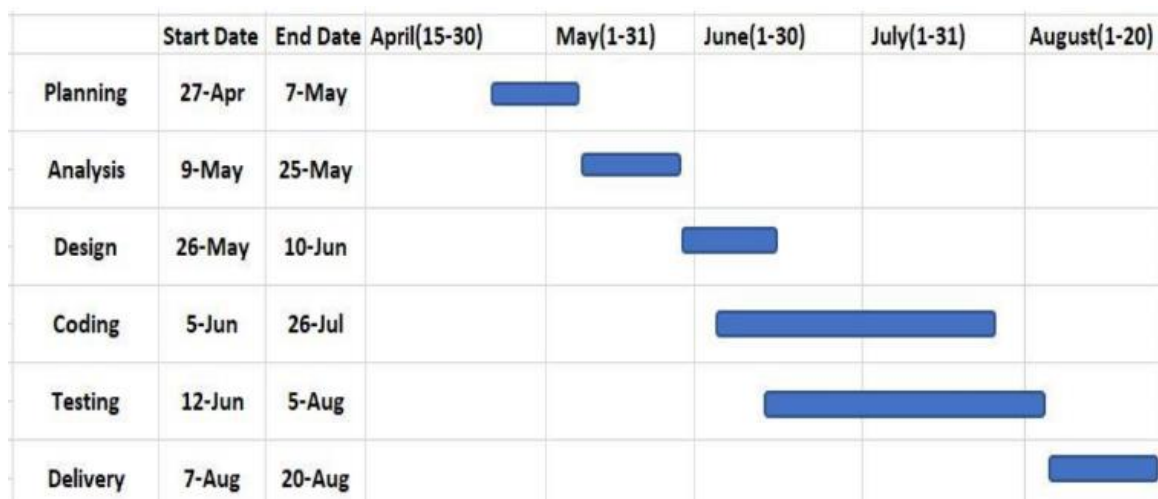


Figure: 3.3 Gantt chart of E-Commerce

3.1.3 Data Modeling(ER-Diagram)

ER Diagram stands for Entity Relationship Diagram, also known as ERD is a diagram that displays the relationship of entity sets stored in a database.

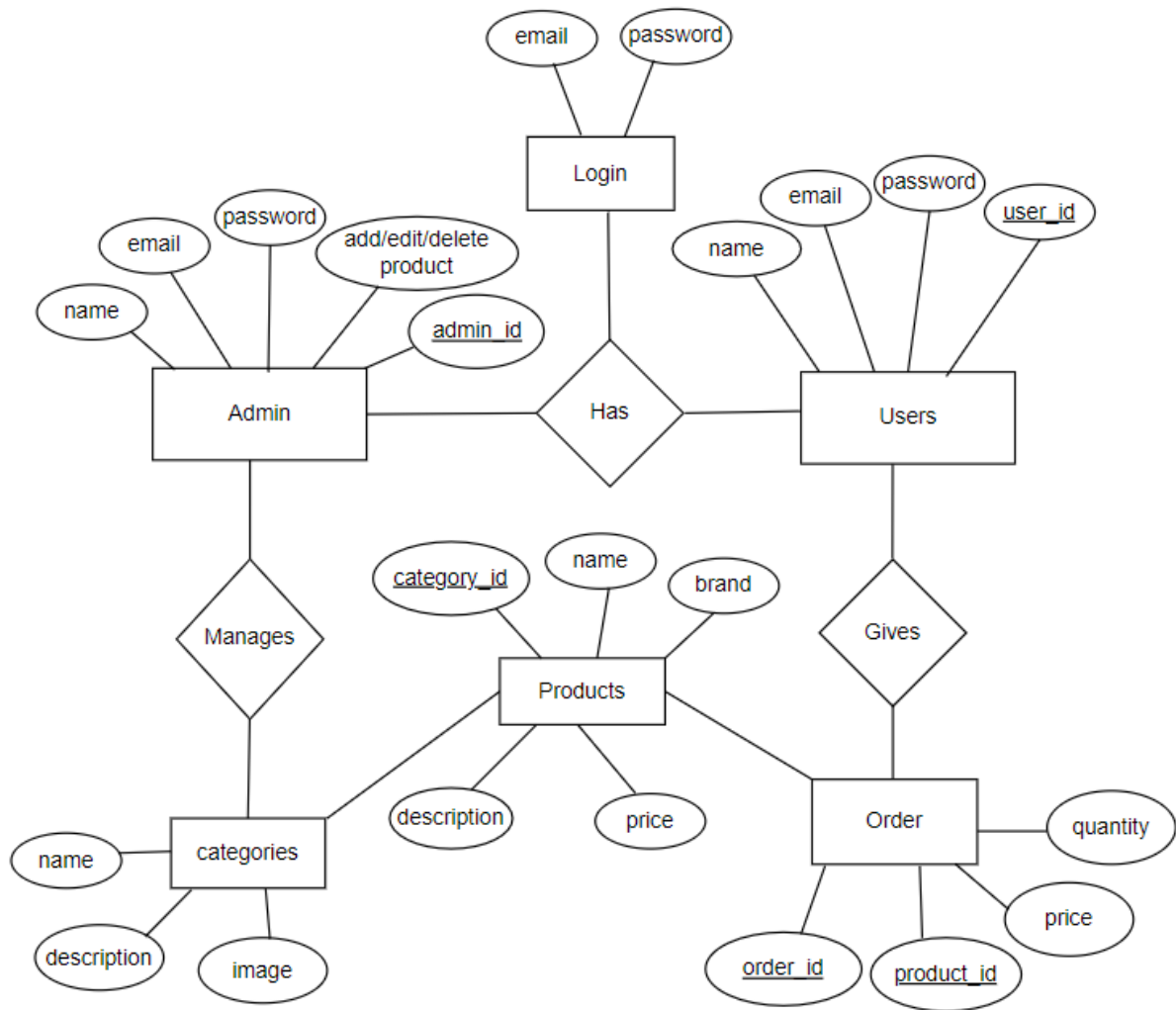


Figure: 3.4ER Diagram (E-Commerce)

3.1.4 Process Modeling (DFD)

A context diagram is also referred to as the Level 0 Data Flow Diagram, the Context diagram is the highest level in a Data Flow Diagram. It is a tool popular among Business Analysts who use it to

understand the details and boundaries of the system to be designed in a project. The E-Commerce system context diagram, sometimes called a level 0 data-flow diagram, identifies the flows of information between the system and external entities. Here the external entities are the users who visit the E-commerce site to either create an account by filling a registration form or login to the system and perform transaction. The system module is where the admin will manage and update products and the system provide relevant information to users. The system context diagram represents all the external components that may interact with the system, hence displays the entire software system as a unit.

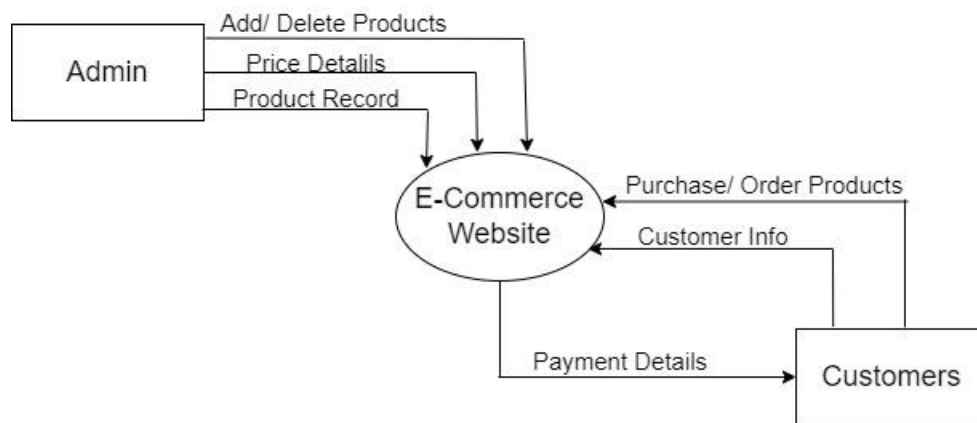


Figure: 3.5 DFD Level 0 of E-Commerce

3.1.5 Level one DFD

First Level DFD (1st Level) of E-commerce Website shows how the system is divided into sub-systems (processes), each of which deals with one or more data flows to or from an external agent, and which together provide all of the E-commerce Website functionality.

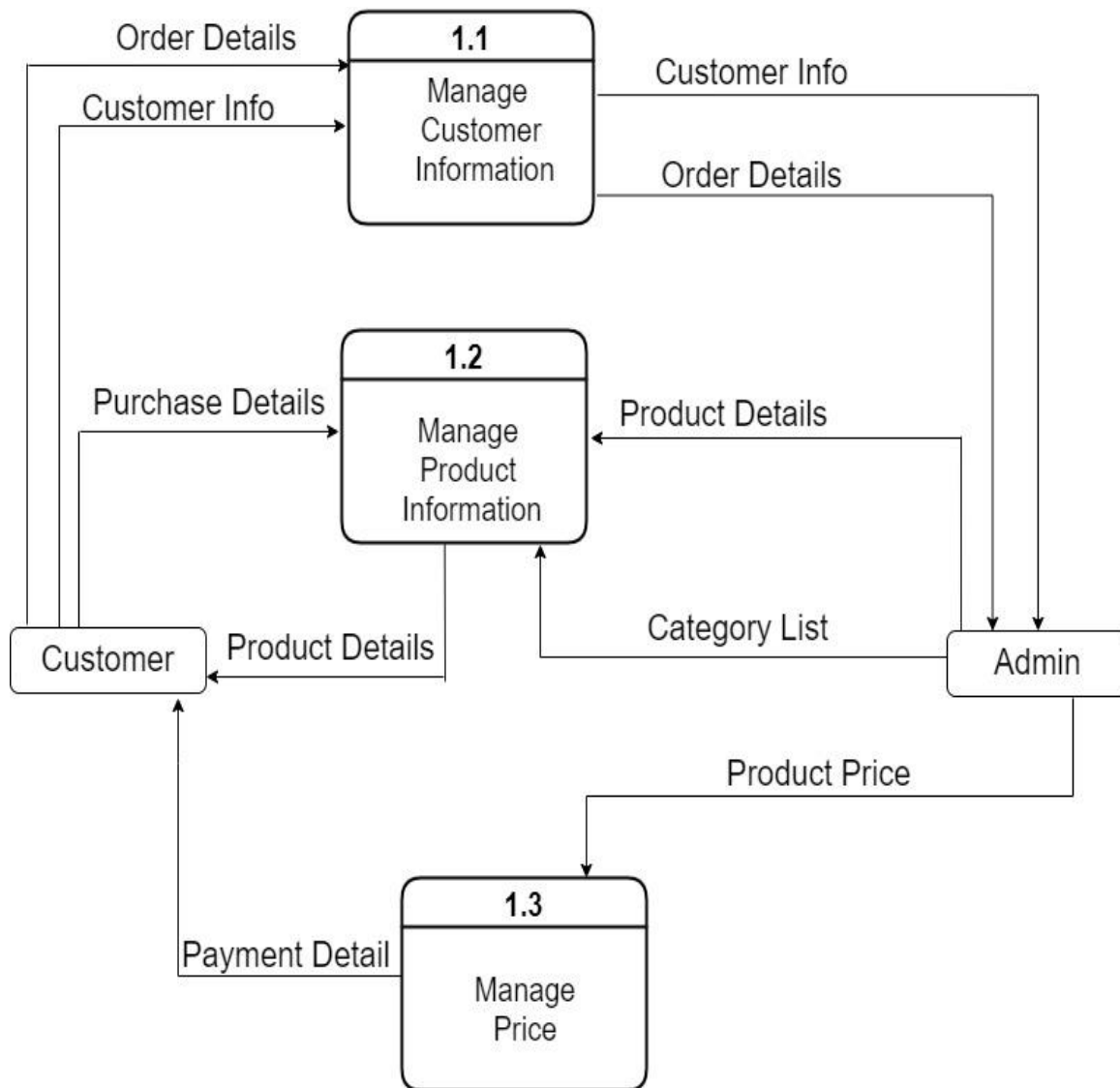


Figure: 3.5 Level one DFD of E-commerce

3.1.6 Flowchart

A flowchart is a diagrammatic representation of an algorithm. A flowchart can be helpful for both writing programs and explaining the program to others. In the developed E- Commerce system, the module is different for admin and users where data flows as:

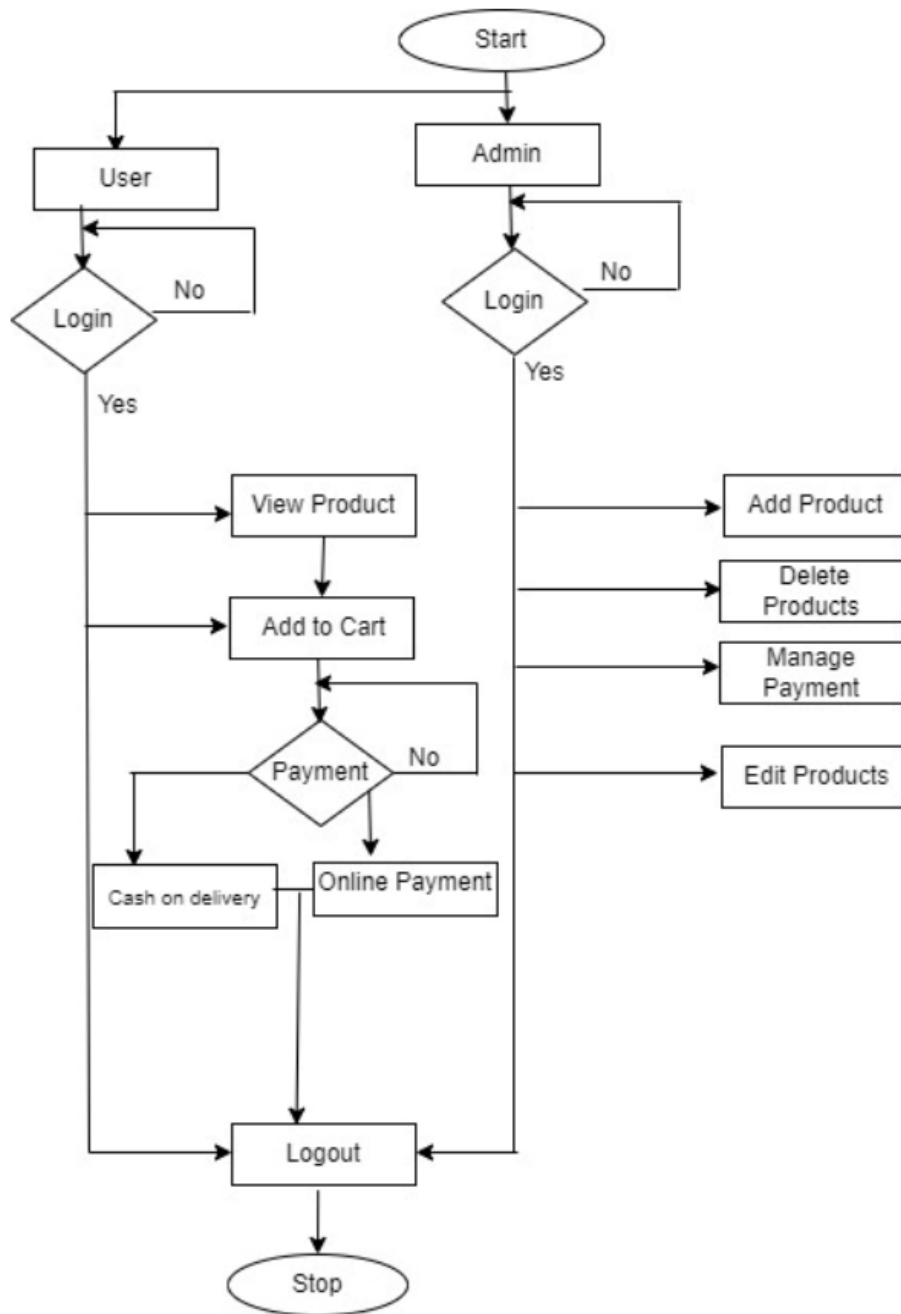


Figure: 3.6Flowchart of E-Commerce

3.2 System Design

3.2.1 Architectural Design

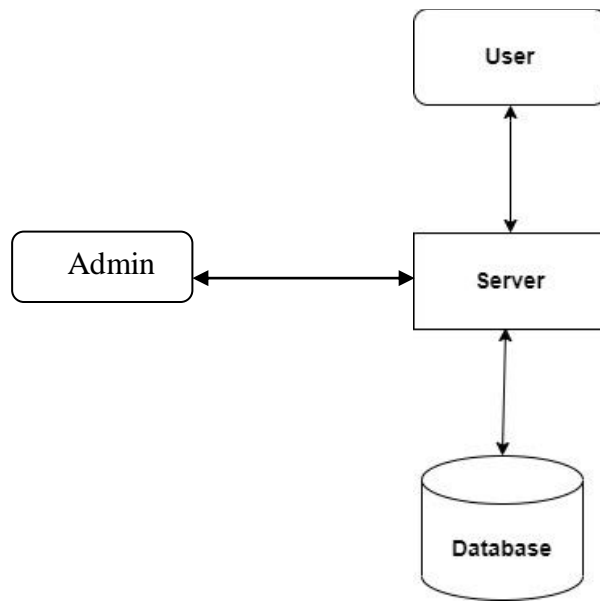


Figure: 3.7 Architecture of E-Commerce

3.2.2 Database Schema

A database schema is the blueprints of your database, it represents the description of a database structure, data types, and the constraints on the database. And designing database schemas is one of the very first and important steps to start developing any mobile software.

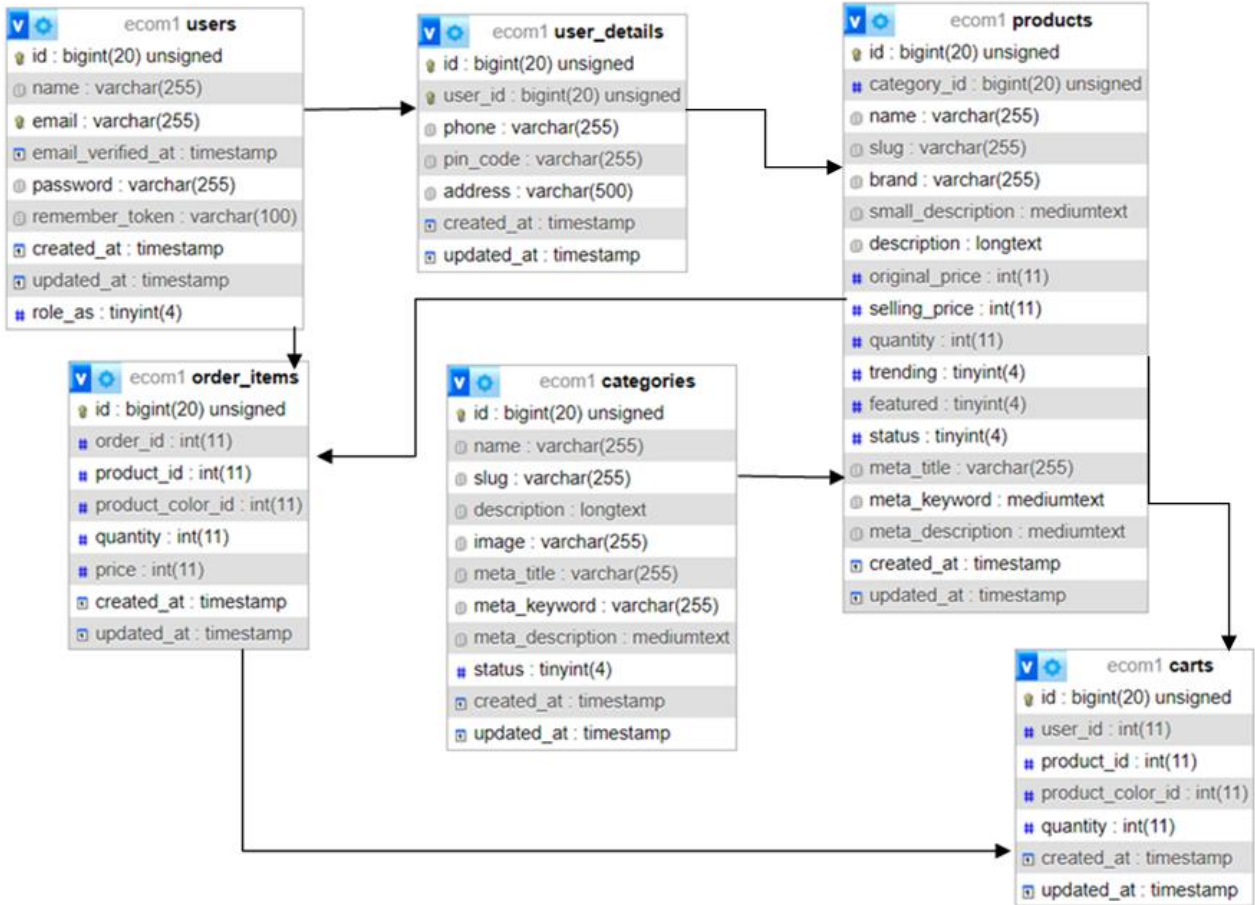


Figure: 3.9 Database Schema Design of E-Commerce

3.2.3 Appendix

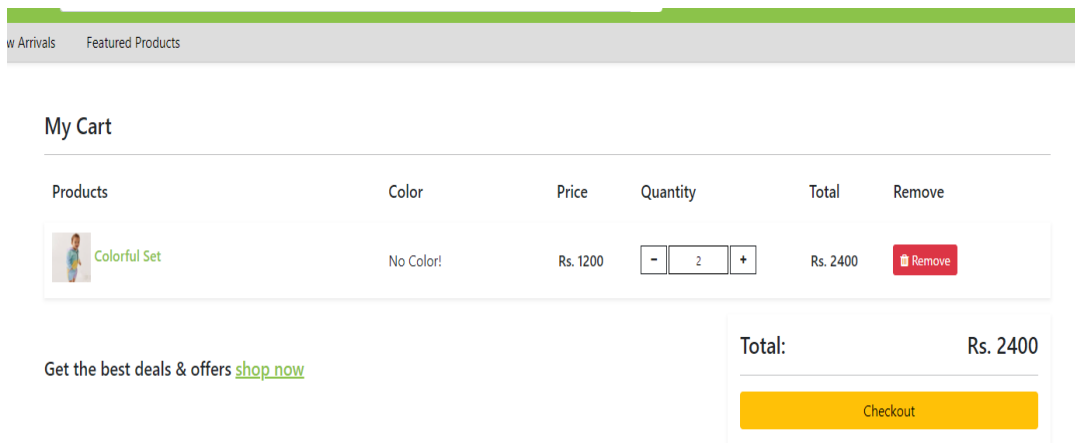


Figure: 3.8 Cart page Design (E-Commerce)

New Arrivals

Featured Products

Checkout

Item Total Amount :

Rs. 2400

* Items will be delivered in 3 - 5 days.
 * Tax and other charges are included ?

Basic Information

Full Name

Phone Number

Email Address

Pin-code (Zip-code)

Full Address

Select Payment Mode:

Cash on Delivery

Online Payment

Cash on Delivery Mode

Place Order (Cash on Delivery)

Figure:3.11 Checkout Page Design

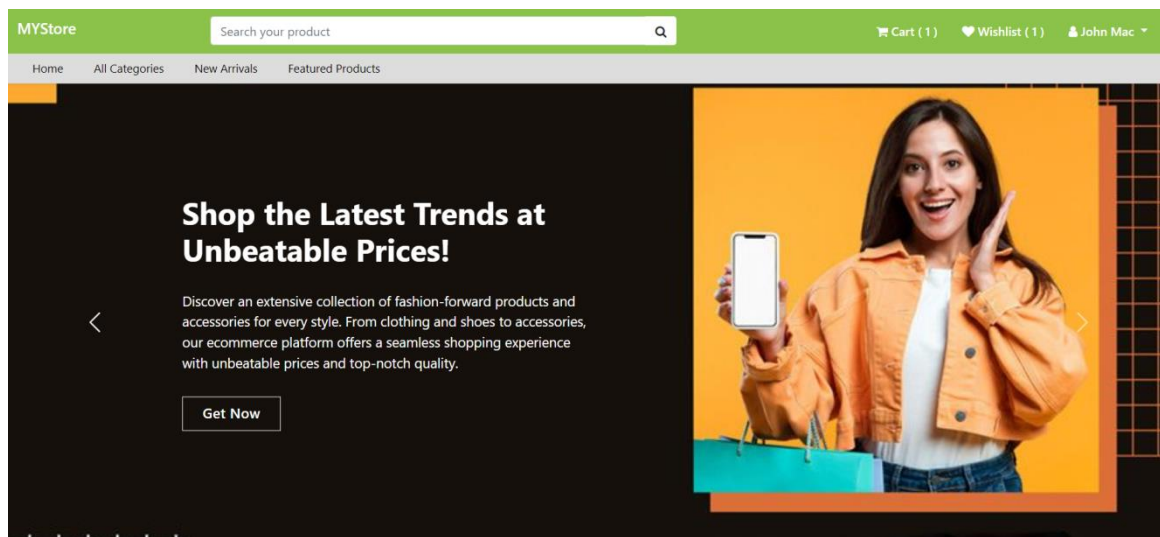


Figure: 3.12 Home page Design (E-Commerce)

Search your product

Cart (0)

New Arrivals Featured Products

Login

Email Address john@gmail.com

Password

☐ Remember Me

Login [Forgot Your Password?](#)

Figure: 3.13 login Page Design (E-Commerce)

Search your product

Cart (0)

New Arrivals Featured Products

Register

Name

Email Address

Password

Confirm Password

Register

Figure:3.14 Register Page Design

3.3 Algorithm

A product personalization algorithm in e-commerce is a sophisticated software system that analyzes customer data and preferences to recommend tailored product suggestions. It employs machine learning techniques to consider factors such as past purchases, browsing history, demographic information, and user behavior. By leveraging these insights, the algorithm generates personalized product recommendations, enhancing the shopping experience for each user and increasing the likelihood of conversion and customer satisfaction.

Procedure:

- i. Begin the procedure for loading data on the front end.
- ii. Check if a user is authenticated by calling `Auth::check()`.
 - If authenticated (result is true):
 - Get the authenticated user's ID and store it in the `$userId` variable.
 - Query the Order model to retrieve the most recent order associated with the user ID, ordered by `created_at` in descending order.
 - Store the retrieved order in the `$lastOrderedItem` variable.
 - Retrieve the ID of the `$lastOrderedItem` and store it in the `$orderId` variable.
 - If `$orderId` exists:
 - Query the OrderItem model to retrieve the most recent order item associated with the order ID, ordered by `created_at` in descending order.
 - Store the retrieved order item in the `$orderItem` variable.
 - Retrieve the product associated with the order item by finding the product with the same ID using the Product model.
 - Query the Product model to find products in the same category as `$product->category_id`, ordered by `created_at` in descending order.
 - Store the personalized product recommendations in the `$personalizedProduct` variable.
 - If not authenticated (result is false):
 - Set `$lastOrderedItem` to null.
- iii. Query the Slider model to retrieve sliders where the status column is set to '0'.
 - Store the retrieved sliders in the `$sliders` variable.
- iv. Query the Product model to retrieve trending products where trending is set to '1', ordering them by the most recent.
 - Store the retrieved trending products in the `$trendingProducts` variable, limiting the results to 15 products.
- v. Query the Product model to retrieve new arrival products, ordering them by the most recent.

- Store the retrieved new arrival products in the `$newArrivalProducts` variable, limiting the results to 14 products.
- vi. Query the Product model to retrieve featured products where featured is set to '1', ordering them by the most recent.
- Store the retrieved featured products in the `$featuredProducts` variable, limiting the results to 14 products.
- vii. Pass all the retrieved data (sliders, trending products, new arrival products, featured products, and personalized products if available) to the front-end view named 'frontend.index' for rendering.

Pseudocode:

Step 1. `if (Auth::check())`

- **Authentication Check:** The code begins by checking if a user is authenticated using Laravel's `Auth::check()` function. If a user is authenticated, it proceeds to retrieve some user-specific data; otherwise, it sets `$lastOrderedItem` to null.

Step 2. `$userId = Auth::user()->id;`

- **Retrieve User's Last Ordered Item:** If a user is authenticated (`Auth::check()` returns true), the code proceeds to retrieve the last order made by the user. It does this by querying the database using the Order model and filtering the orders by the user's ID (`$userId`). It then orders the results by the `created_at` column in descending order to get the most recent order and assigns it to `$lastOrderedItem`.

Step 3. `$lastOrderedItem = Order::where('user_id', $userId)`

- **Retrieve Order ID:** If there is a last ordered item (`$lastOrderedItem` exists), the code retrieves the ID of that order and assigns it to `$orderId`.

Step 4. `->orderBy('created_at', 'desc')`

`->first();`

- **Retrieve Order Item and Related Product:** If \$orderId exists, the code proceeds to retrieve the most recent order item associated with that order. It does this by querying the OrderItem model and ordering the results by the created_at column in descending order. Then, it retrieves the associated product using the Product model and assigns it to the \$product variable.

Step 5. \$orderId = \$lastOrderedItem->id;

- **Retrieve Personalized Products:** The code further retrieves a list of personalized products. It queries the Product model to find products in the same category as the previously retrieved \$product. These products are ordered by created_at in descending order, and the results are assigned to the \$personalizedProduct variable.

Step 6. if (\$orderId) {

\$orderItem = OrderItem::where('order_id', \$orderId)->orderBy('created_at', 'desc')->first();

- **Retrieve Sliders:** The code retrieves a list of sliders where the status column is set to '0'. This likely represents sliders or images that are meant to be displayed on the front-end of the website.

Step 7. \$product = Product::find(\$orderItem->product_id);

- **Retrieve Trending, New Arrival, and Featured Products:** The code fetches lists of products based on their respective attributes. It retrieves trending products by filtering products with trending set to '1', new arrival products by ordering products by created_at in descending order, and featured products by filtering products with featured set to '1'. Each of these lists is limited to a specific number of products using the take() method.

Step 8. \$personalizedProduct = Product::where('category_id', \$product->category_id)->orderBy('created_at', 'desc')->get();

- **View Rendering:** Finally, the code passes all the retrieved data (sliders, trending products, new arrival products, featured products, and personalized products) to a view called 'frontend.index'

using Laravel's view() function. This data will be used to render the front-end view of the web page.

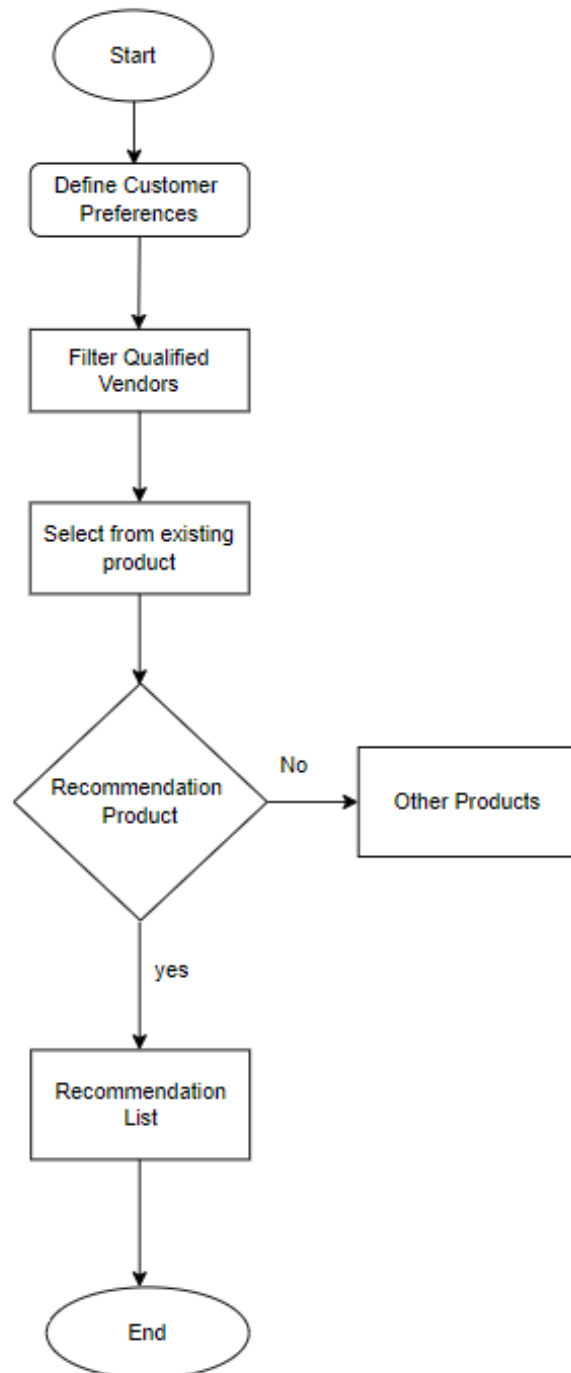


Figure: 3.15 Flowchart of Algorithm

CHAPTER 4

IMPLEMENTATION AND TESTING

4.1 Implementation

In first phase, data were collected. Data collection took longer time than other phase. It was the critical stage in project's development. All the physical design of the project is turned into working computer code. Many tools and technologies that were utilized to develop the system were discussed in the preceding chapter.

4.1.2 Implementation Details of Modules

The proposed system is composed of different module such as user module, admin module, login module, order module. In user module user can register and login the system and can perform transaction and can get logout from the system likewise admin also can login the system and manage products and can logout from the system and in login module only registered user can login the system. In transaction detail module user can see the detail transaction after every successful transaction. In remove user module admin can delete the user and it can be performed by admin only.

User Module:

In user module account is created by filling the form detail which includes the field like username, email address, password, confirm password. If user enter already registered email and username then student cannot register themselves twice. While filling the input field user must fill all data in the input field so that it would not throw an error message. After successfully creating an account user can login to the system and perform the task like add to cart if you like the product, view products, view details of products, purchase the products and so on..

Admin Module:

In Admin Module user can login to the system after successfully creating an account. Admin module consist of two field such as email field and password field. User is only logged in to the system when email and password entered by user is matched with database email and password. In this module user can login through email and password. User must enter correct email and password to login into the system. If user enter wrong

email and password, then it throws an error message and in order to login in the system user must enter correct email and password.

Order Module:

Users must login into the system to perform order. User cannot order the products if user is not logged into the system. An order module tracks sales, orders, inventory, and fulfillment. In order module user can track an order from the initial purchase transaction, through the entire fulfillment process, to the point a customer receives their goods. At each stage, data is collected, so the customer can order the product. Users can order the products by filling forms which includes the field like full name, address and contact number.

4.2 Testing

On the basis of the software requirement specification document, testing was performed to investigate and validate the behavior of a fully integrated software product. Before deploying an application or website, it must be thoroughly tested. As a result, this application's test cases were written. Some of the types of testing that we did are described below.

4.2.1 Test Cases for Unit Testing

Table 4. 1User Login Table

ID	Test Case Description	Test Data	Expected Result	Actual Result	Pass/Fail
U_LOG_1	User enters a wrong email	email: john@gmail.com password: password	Display message **The user name is not registered.**	As expected,	Pass
U_LOG_2	User enters a wrong password	email:john@gmail.com password: admin123	Display message **The password is	As expected,	Pass

			incorrerct**		
U_LOG_3	User enters correct email and password	email: admin@gmail.com password: pass123	Logged into home page.	As expected,	Pass

Table 4. 2 Admin Login Table

ID	Test Case Description	Test Data	Expected Result	Actual Result	Pass/Fail
A_LOG_1	User enters a wrong email	email: isha.niraula5@gmail.com password: password	Display message **The user name is not registered.**	As expected,	Pass
A_LOG_2	User enters a wrong password	email: isha@gmail.com password: password2	Display message **The password is incorrerct**	As expected,	Pass
A_LOG_3	User enters correct email and password	email: isha@gmail.com password: password34	Logged into home page.	As expected,	Pass

4.2.2 Test Case for System Testing

Check system behavior,

- i. If the site launches properly with all the relevant pages, features and logo.
- ii. If the user can register/login to the site.
- iii. If the main features, such as add to cart, see product details, order products and so forth, function as expected.
- iv. If the site works properly in the newest versions of all major browsers.
- v. If the content of pages is properly aligned, well managed and without spelling mistakes.
- vi. If session is working as expected.
- vii. If a user is satisfied with the site after utilizing it, or if the user does not find it difficult to utilize it.

CHAPTER 5

CONCLUSION AND FUTURE RECOMMENDATION

5.1 Lesson Learnt / Outcome

The successful completion of this project signifies the attainment of its core objectives. The web-based application has enabled users to register easily and select products based on their preferences. Furthermore, users can conveniently add chosen products to their shopping carts, while administrators have the capability to manage the product inventory through functions such as adding, editing, and deleting items. The platform also offers users the convenience of reviewing products from anywhere, eliminating the need for physical presence.

5.2 Conclusion

Overall the E-Commerce and the user will be done properly for the betterment of users. User can rely on this website to choose their products. They will also be given a proper feedback about choosing their products wisely. So, E-Commerce website provides the better facilities for the users. E-Commerce system is successfully implemented using Laravel which are open source and freely available on internet and it successfully solve the problem of traditional E-commerce system. The proposed system is useful for people with minimal IT knowledge with the use of internet. Towards the end of the project it was discovered that the application might benefit from a number of improvements. Some of these suggestions came from the app's testers, while others came from both of us.

5.3 Future Recommendation

There are many things that can be added in future to improve this website such as user experience, and portability. There is more to be done, thus this application can be seen of as a launching pad for something bigger to come. All of them will need more time and resources to complete, but they are still highly realistic and achievable goals.

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