

## **ABSTRACT**

Topic: Advanced Mobile Store Management System(Phone4U)

Project Nature: Mini Project Extension

Completion Level: Completion 80 % of Mini Project

The advanced mobile store management system manages the mobile stores in all aspects. It provides user with an easy and beautiful GUI. It shows the list of products to the user, the user sees a product and goes through its features and price. Once the user decides to buy a mobile phone goes towards the payment option, the system also shows him some mobile covers and mobile accessories for that particular mobile that he/she has selected, so that he can add it to cart as well. The system bills the user, using the credit card system. After billing, an email is sent to the user's registered email id.

There are 4 users in this system; Admin, Registered user , Company user. The admin is responsible for the approval or rejection of the users, Updation of the mobile phones and Accessories and manages all the users. Also he is responsible for managing the stock and he can view the details of all purchases. The registered user enter into their home page by login with their credentials. The user can view the mobiles with their specifications and add to the cart. After adding product he/she can move to the payment option. He/she can update their profiles in any time and give feedback according to their purchase. The company user get a username and password from the admin, by login the account they can add their details to the profile and can change the password. The company user can add their mobile phones to the stock. They can view the feedbacks from the users about their products. The delivery agency is responsible to deliver the product to the user according to their location. The user can add second hand phones to the list and the purchase of the second hand phones are also possible. The system gives the recomentation to the user by considering his/her seach patterns on the previous . By considering the feedback from the user the phones are rated.