ONLINE SHOPPING

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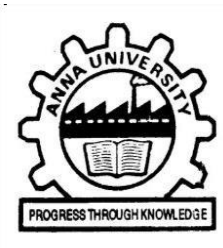

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ABSTRACT

Online Shopping play a great importance in the modern business environment. Ecomm Fashion Store has opened the door of opportunity and advantage to the firms. This paper analysed the different issue of online shopping . The research aims to provide theoretical contribution in understanding the present status of online shopping. The Study Discuss the consumers' online shopping behaviours. Paper also identify the problems face by the consumers when they want to accept internet shopping. Present paper is an expressive study based on the detailed review of earlier pertinent studies related to the various concepts of online shopping to discover the concept of online shopping. Solitude and safety risk emerge regularly as a reason for being cautious about internet shopping. Shopping convenience, information seeking, social contact, and diversity affects the consumer attitude towards online shopping. The impossibility of product testing, problems with complaints, product return and missus of personal data are the main doubts regarding on-line shopping

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CHAPTER 1

INTRODUCTION

1.1.1 OBJECTIVES

An E-commerce website requires appropriate strategy of successful design and implementation. Everything is required to plan from scratch to end of website. The e-commerce sector is seen the exponential growth thus a new option will easily part of this regatta of commercial website. The e-commerce website will feature the online shopping facility of various fashion products under a single web space.

- ❖ The proposed web application will allow business personnel to make their total business using it and increase their reachability thousands of times more than today they have, over the internet. It will allow multiple shopping vendors to sale their products online.
- ❖ The product management in the system will be done in the form of categories. The safety of information is the main requirement of the system and will be handling according to that.
- ❖ To formulate this project first task is to do is cost estimation. For probabilistic assessment of the project cost estimation is required. Cost estimation covers the accurate; estimations of cost and effort required for the project.

As a project manager and developer as well, it's is estimates are defined to early stage in the project. Cost estimation in application development project includes the set of procedures and techniques that will be utilized, required to produce by organisation for development (Alex,2013). The available resources of a company are also affecting the cost estimation. It will be very complex project. To demonstrate knowledge learnt in class, tech communities and online materials, I will undertake the entire project alone even though it requires a team of 6 or more. It will take time of 3months to get the shape or get the basic structure. The environment variants depend on the further requirements of the ecommerce web application.

CHPTER 2

SYSTEM ANALYSIS

Analysis is an important part of any project is analysis is not done properly then whole project move in the wrong direction. It also provides a schedule for proper project work.

Analysis task divided into 3 areas:

- Problem Recognition.
- Feasibility Study.
- Requirement Analysis.

2.1 EXISTING SYSTEM

Many customers go for purchasing offline so as to examine the product and hold the possession of the product just after the payment for the product.In this contemporary world customers loyalty depends upon the consistent ability to deliver quality,value and satisfaction.Offline shopping has a sense of immediacy.You get to posses the item you have purchasednthe very moment.If we can search and make a list of items that we would like to try while shopping,before actually going out.This way we can be more confident in our purchase and not missing out something .This can also help us to decide what areas to visit.And plan such an event with friends

Limitation of Existing System

- Time Consuming
- Shipping Rates
- Refunds/Returns Disputes
- Lack of options
- Bad customer service

Also there are expenses for traveling from house to shop.More over the shop from where we would like to buy something may not be open 24*7.In order to overcome these,we have e-commerce solution,i.e. one place where we can get all required goods/products online.

2.1.1 Drawbacks

- Lack of Personal Touch
- No Guarantee about Product Quality
- Security Issuse
- Long Delivery Period
- Cannot try before Buying

2.2 PROPOSED SYSTEM

The purpose of online shopping is to save time,save money.Through online shopping one can save hid valueable time.one can watch and select things he wants to buy.Through online shopping we can save our money because prices are less then market prices and we receive our bought things at our home.No need to go anywhere and do shopping.We can get different varieties of things online and we can choose which one we want,Through online shopping a person who wants to buy is a lifestyle E-commerce web application,which retails various fashion and lifestyles products.This project allows viewing various products available enable registered user to purchase desired products instantly using paypal payment processor and also can place order by using cash on Delivery option.This project provides an easy access to administrators and managers to view orders placed using pay Later options.In order to develop an E-commerce website,a numbers of technologies must be studied and understood.

Merits of Proposed System

- **Convenience :** This is one of the main reasons that online shopping has become so popular, as it allows you to switch stores and products by clicking a button rather than traveling to a new store.
- **Selection :** of course,a large selection means that your decision making process may be a bit more be a bit more difficult,but it also makes it more likely that you will find a highly quality product that truly pleases you.
- **Immediacy :** Needless to say the quality of a product is also very important.And while most online shopping offers you the ability to return faulty or imperfect products.
- **Saving Money:** Another very important aspect of any shopping experience is trying to save as much money as possible.One reason that people enjoy online shopping is that you can often find a product more cheaply online than you can in stores.
- **Discounts and Offers :** Yes online shopping is better than offline because we can shop at any of our favorite shop and can get the delivery on same day itself.

2.2.1 Benefit of proposed system

- Save Time
- Save Fuel
- Save Energy
- Comparison of Prices
- 24/7 Availablity
- Hate Waiting in Lines
- Too Ashamed to Buy
- Easy to Search Merchandise You Want to Buy

2.3 FEASIBILITY STUDY

Feasibility study of the system is a very important stage during system design. Feasibility study is a test of a system proposal according to its workability impact on the organization, ability to meet user needs, and effective use of resources. Feasibility study decides whether the system is properly developed or not.

There are five types of feasibility as mentioned below:

1. Technical Feasibility
2. Time Schedule feasibility
3. Operational feasibility
4. Implementation feasibility
5. Economic Feasibility

2.3.1 Technical Feasibility

Technical feasibility corresponds to determination of whether it is technically feasible to develop the software. Here those tools are considered, which will be required for developing the project. The tools, which are available, and tools, which will be required , are taken into account. Considering all above points and aspects it is observed that the cost incurred in developing this project from a technical perspective would not be too high. Thus, it is feasible for company as well as for me to develop this system.

2.3.2 Time Schedule feasibility

Time feasibility corresponds to whether sufficient time is available to complete the project.

Parameters considered:

- Schedule of the project.
- Time by which the project has to be completed.
- Reporting period.

Considering all the above factors it was decided that the allotted time that is 3 months was sufficient to complete the project.

2.3.3 Operational Feasibility

Operational feasibility corresponds to whether users are aware of interface environment and sufficient resources are available or not.

Parameters considered:

- People with a basic knowledge of computers would be able to use our system very effectively and easily, as the system would have an intuitive **GUI**.
- The director and employees of La Ecomm Fashions have a basic operating knowledge of computers , so understanding the working of the system and using it would be easy from the decision maker's point of view.
- All the relevant necessary resources for implementing and operating this system are already present in office.

Bearing in mind the above factor, it was observed that the cost would be incurred in developing this project from an operational standpoint would be low. Thus , it would be operational feasible for the company

2.3.4 Implementation Feasibility

Implementation Feasibility is about basic infrastructure required to develop the system. Considering all below points, it is feasible to develop system.

Factors considered:

- All the minimum infrastructure facility required like PC, books, technical manuals are provided.
- Proper guidance is provided.
- All necessary data and files are provided.

2.3.5 Economic Feasibility

Economic Feasibility is about total cost incurred for the system. The software resource requirement of the proposed system is Django and SQLite for functional and backend development and HTML, CSS, JS for the frontend UI.

CHAPATER 3

SYSTEM SPECIFICATION

3.1 HARDWARE REQUIREMENTS

PROCESSOR	: Intel Core i5
RAM	: 8GB
HARD DISK	: 250GB
INPUT DEVICE	: Keyboard
OUTPUT DEVICE	: Monitor

3.2 SOFTWARE REQUIREMENTS

OPERATING SYSTEM	: Windows 10 Pro
FRONT END	: HTML, CSS, JAVASCRIPT, PYTHON
DATABASE	: DJANGO,SQLite, SQL SERVER LAYER

CHAPTER 4

SOFTWARE DESCRIPTION

4.1 FRONT END

HTML

HTML is a language for describing web pages. HTML stands for Hyper Text Markup Language.HTML is not a programming language, it is a markup languageA markup language is a set of markup tags. HTML uses markup tags to describe web pages.HTML markup tags are usually called HTML tags.HTML tags are keywords surrounded by angle brackets like <html>. HTML tags normally come in pairs like and . The first tag in a pair is the start tag, the second tag is the end tag. Start and end tags are also called opening tags and closing tags.HTML Documents. HTML documents describe web pages.HTML documents contain HTML tags and plain text.HTML documents are also called web pages.

CSS

A few words about CSS

- CSS stands for Cascading Style Sheets.
- Styles define how to display HTML elements.
- Styles are normally stored in Style Sheets.
- Styles were added to HTML 4.0 to solve a problem.
- External Style Sheets can save you a lot of work.
- External Style Sheets are stored in CSS files.
- Multiple style definitions will cascade into one CSS provides means to customize inbuilt HTML tags.
- HTML tags were originally designed to define the content of a document. They weresupposed to say "This is a header", "This is a paragraph", "This is a table", by using tagslike <h1>, <p>, <table>, and so on. The layout of the document was supposed to be takencare of by the browser, without using any formatting tags.As the two major browsers - Netscape and Internet Explorer - continued to add new HTMLtags and attributes (like the <font> tag and the color attribute) to the original HTMLspecification, it became more and more difficult to create Web sites where the content ofHTML documents was clearly separated from the document's presentation layout.

To solve this problem, the World Wide Web Consortium (W3C) - the non profit, standard setting consortium, responsible for standardizing HTML - created STYLES in addition to HTML 4.0. All major browsers support Cascading Style Sheets. Styles sheets define HOW HTML elements are to be displayed, just like the font tag and the color attribute in HTML 3.2. Styles are normally saved in external .css files. External style sheets enable you to change the appearance and layout of all the pages in your Web, just by editing one single CSS document.

JavaScript

JavaScript is used in millions of Web pages to improve the design, validate forms, detectbrowsers, create cookies, and much more. JavaScript is the most popular scripting language on the internet, and works in all major browsers, such as Internet Explorer, Firefox, and Opera.

A few words about JavaScript.

- JavaScript was designed to add interactivity to HTML pages.
- JavaScript is a scripting language.
- A scripting language is a lightweight programming language.
- JavaScript is usually embedded directly into HTML pages.
- JavaScript is an interpreted language (means that scripts execute withoutpreliminary compilation)
- Everyone can use JavaScript without purchasing a licensePurpose of using JavaScript.
- JavaScript gives HTML designers a programming tool - HTML authors arenormally not programmers, but JavaScript is a scripting language with a verysimple syntax! Almost anyone can put small "snippets" of code into their HTMLpages.
- JavaScript can put dynamic text into an HTML page - A JavaScript statementlike this: document.write("<h1>" + name + "</h1>") can write a variable text intoan HTML page.
- JavaScript can react to events - A JavaScript can be set to execute whensomething happens, like when a page has finished loading or when a user clicks onan HTML element
- JavaScript can read and write HTML elements - A JavaScript can read andchange the content of an HTML element JavaScript can be used to validate data - A JavaScript can be used to validateform databefore it is submitted to a server. This saves the server from extraprocessingJavaScript can be used to detect the visitor's browser - A JavaScript can be usedto detect the visitor's browser, and - depending on the browser - load another pagespecifically designed for that browser.
- JavaScript can be used to create cookies - A JavaScript can be used to store and Retrieve information on the visitor's computerWhere to Put the JavaScript. Scripts in the head section: Scripts to be executed when they are called, or when an eventis triggered, go in the head section. When you place a script in the head section, you willensure that the script is loaded before anyone uses it.Scripts in the body section: Scripts to be executed when the page loads go in the bodysection. When you place a script in the body section it generates the content of the page.
- Using an External JavaScript: When you might want to run the same JavaScript onseveral pages, without having to write the same script on every page, then you can write aJavaScript in an external file. Save the external JavaScript file with a .js file extension. Theexternal script cannot contain the <script> tag. To use the external script, point to the J1.jsfile in the "src" attribute of the <script> tag:

```
<script type="text/javascript" src="J1.js"></script>
```

4.2 Features

- **24x7 Service availability** − E-commerce automates the business of enterprises and the way
- they provide services to their customers. It is available anytime, anywhere.
- **Advertising / Marketing** − E-commerce increases the reach of advertising of products and services of businesses. It helps in better marketing management of products/services.
- **improved Sales** − Using e-commerce, orders for the products can be generated anytime, anywhere without any human intervention. It gives a big boost to existing sales volumes.
- **Support** − E-commerce provides various ways to provide pre-sales and post-sales assistance to provide better services to customers.
- **Inventory Management** − E-commerce automates inventory management. Reports get generated instantly when required. Product inventory management becomes very efficient and easy to maintain.
- **Communication improvement** − E-commerce provides ways for faster, efficient, reliable communication with customers and partners.

4.3 BACKEND

SQLite:

SQLite is an open-source relational database i.e. used to perform database operations on android devices such as storing, manipulating or retrieving persistent data from the database. It is embedded in android by default. So, there is no need to perform any database setup or administration task. SQLite is not directly comparable to client/server SQL database engines such as MySQL, Oracle, PostgreSQL, or SQL Server since SQLite is trying to solve a different problem.Client/server SQL database engines strive to implement a shared repository of enterprise data. They emphasize scalability, concurrency, centralization, and control. SQLite strives to provide local data storage for individual applications and devices. SQLite emphasizes economy. efficiency, reliability, independence, and simplicity. SQLite does not compete with client/server databases, SQLite competes with fopen()

If there are many client programs sending SQL to the same database over a network, then use a client/server database engine instead of SQLite. SQLite will work over a network file system, but because of the latency associated with most network file systems, performance will not be great Also, file locking logic is buggy in many network file system implementations (on both UNIX and Windows). If file locking does not work correctly, two or more clients might try to modify the same part of the same database at the same time, resulting in corruption. Because this problem results from bugs in the underlying file system implementation, there is nothing SQLite can do to prevent it. A good rule of thumb is to avoid using SQLite in situations where the same database will accessed directly (without an intervening application server) and simultaneously from many computers over a network.

The basic advantage of SQLite is:

- ❖ High-volume Websites
- ❖ Very large datasets
- ❖ High Concurrency
- ❖ I t’s a light weighted database

CHAPTER 5

PROJECT DESCRIPTION

5.1 OVERVIEW OF THE PROJECT

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.

- Electronic Data Interchange (EDI)
- Electronic Mail (e-mail)
- Electronic Fund Transfer (EFT)
- Other Network-based technologies

5.2 MODULE DESCRIPTION

1. User Module
    - ❖ Home page
    - ❖ Contact
    - ❖ Products
    - ❖ Login
    - ❖ Register
    - ❖ Cart
2. Admin module
    - ❖ Report

1.User Module

1.1 Home page

The home page of the application is common to all the system users/administrators. This interface is available through the web application. At the time of logging into the home page, the page shows the categories available for shopping. Each category links to an individual page containing the items related to the category to which it is assigned.

1.2 Contact

The primary purpose of our site's About Us page is to provide information about our business .

1.3 Products

Their contact page includes all the standard information — name, location, email, and so forth. The page feels plain, but it fits with the rest of their site and their overall branding, which lets the user know who the brand is and what they can expect these are information include.

1.4 Login

The user has to login to the user-authentication form by utilizing the username and password once the checkout button is clicked to place an order. The login interface appears when the user clicks the checkout button .

1.5 Register

The user has to register to the user-authentication form by utilizing the username and password once the checkout button is clicked to place an order. The login interface appears when the user clicks the checkout button .

1.6 Cart

In the view-cart interface, both users and the administrator can access items that were added to the cart. They can also access to view the empty cart. Inside the cart interface, the user/administrator has the option to update the cart by either deleting items from list of selected items or by adding items to the list by clicking the continue shopping button. Both the user and administrator also have the option to check out items in the cart by clicking the checkout button which takes them to the order-form page interface.

2.ADMIN MODULE

2.1 Reports

Using this, the administrator can access information for all users who have placed order of the items in access database table which is automaticall y updated when the place-order button is clicked. After clicking the refresh button on the users' tab once a new user successfully registers, that user's information is updated on the first row in the database table. If the administrator is to add/update categories for the application, then refreshing the page would also update the number of categories.

5.3 DATA FLOW DIAGRAM

Figure 1: Dataflow Diagram

5.4 ENTITY DIAGRAM

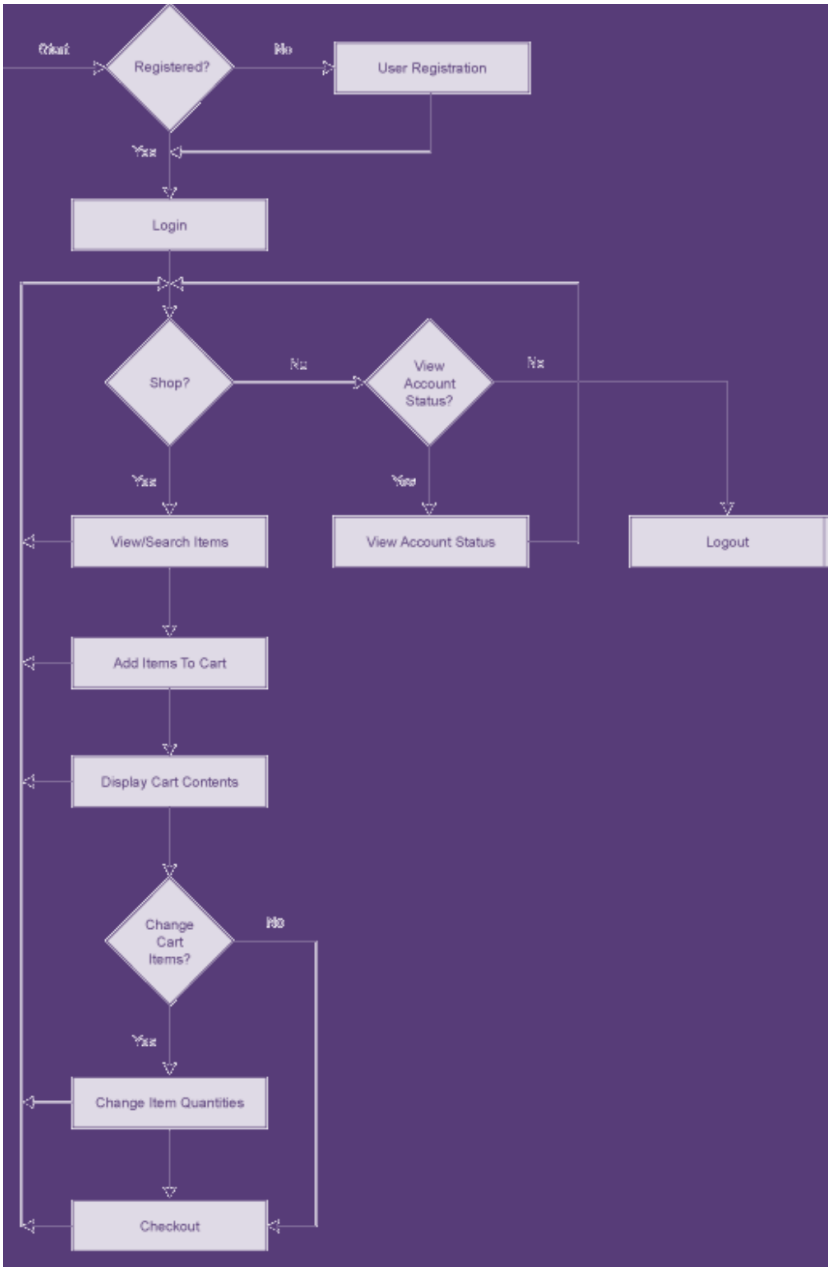

Figure 2: Customer shopping flow chat

5.5 DATABASE DESIGN

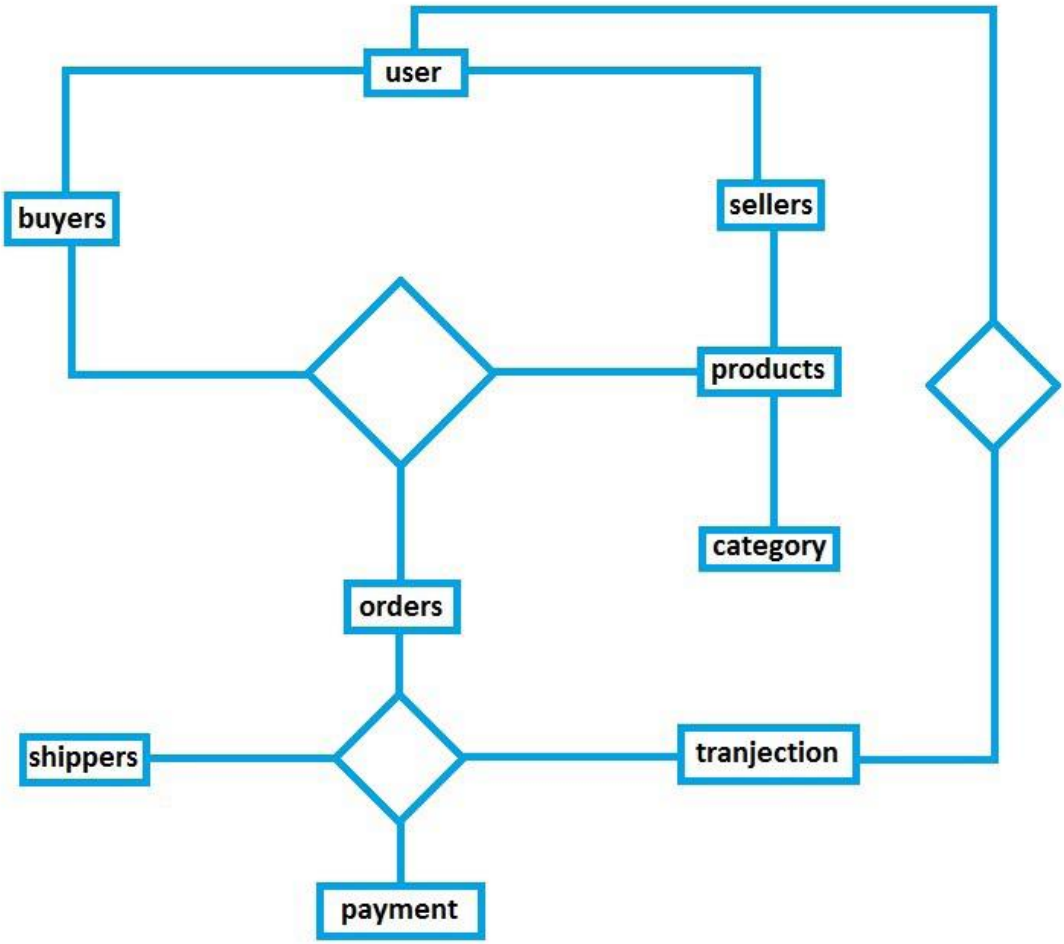

Figure 3: Data Diagram

5.5.1 Table 1

Table name : Login
Primarykey : username

FieldName	Datatype	Size	Description
user_name	Varchar	25	User nameoftheverifiedadmin
Emailed	Varchar	25	User'semailid
Password	Varchar	15	Createastrongpassword

Tablename : UserRegister

Primarykey : user name

FieldName	Datatype	Size	Description
User name	Varchar	25	User nameoftheverified user
Emailed	Varchar	25	User'semailid
phone number	Number	10	User'scontactnumber
Password	Varchar	15	Createastrongpassword
Confirm password	Varchar	15	Re-enterthepassword

5.5.2 Data Relationships

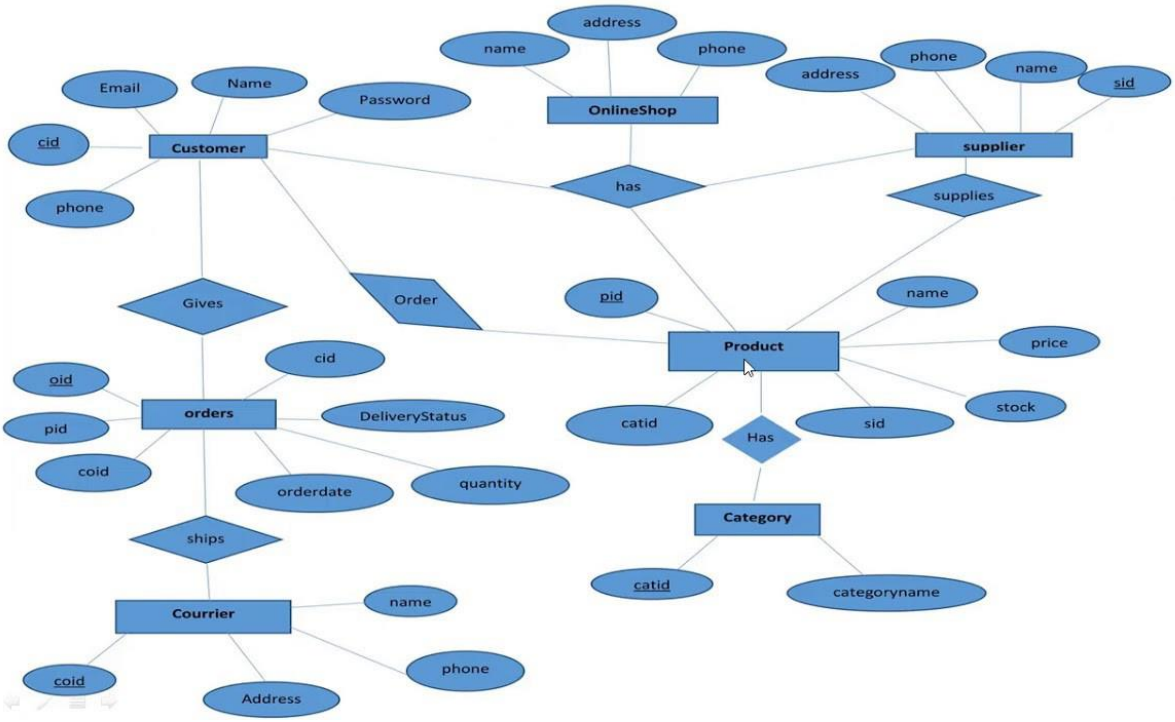

Figure 4: Data Relationship Diagrams

5.6 INPUT DESIGN

In an information system, input is the raw data that is processed to produce output. During the input design, the developers must consider the input devices such as PC, MICR, OMR, etc. Therefore, the quality of system input determines the quality of system output. Well-designed input forms and screens have following properties −

- It should serve specific purpose effectively such as storing, recording, and retrieving the information.
- It ensures proper completion with accuracy.
- It should be easy to fill and straightforward.
- It should focus on user's attention, consistency, and simplicity.
- All these objectives are obtained using the knowledge of basic design principles regarding.
- What are the inputs needed for the system?
- How end users respond to different elements of forms and screens.

OBJECTIVES FOR INPUT DESIGN

The objectives of input design are –

- To design data entry and input procedures.
- To reduce input volume.
- To design source documents for data capture or devise other data capture methods.
- To design input data records, data entry screens, user interface screens, etc.
- To use validation checks and develop effective input controls.

DATA INPUT METHODS

It is important to design appropriate data input methods to prevent errors while entering data. These methods depend on whether the data is entered by customers in forms manually and later entered by data entry operators, or data is directly entered by users on the PCs.

A system should prevent user from making mistakes by –

- Clear form design by leaving enough space for writing legibly.
- Clear instructions to fill form.
- Clear form design.

- Reducing key strokes.
- Batch input method (Offline data input method)
- Online data input method
- Computer readable forms
- Interactive data input

INPUT INEGRITY CONTROLS

Input integrity controls include a number of methods to eliminate common input errors by end-users. They also include checks on the value of individual fields; both for format and the completeness of all inputs.

Audit trails for data entry and other system operations are created using transaction logs which gives a record of all changes introduced in the database to provide security and means of recovery in case of any failure.

5.7 OUTPUTDESIGN

The design of output is the most important task of any system. During output design, developers identify the type of outputs needed, and consider the necessary output controls and prototype report layouts.

OBJECTIVES FOR OUTPUT DESIGN

The objectives of input design are –

- To develop output design that serves the intended purpose and eliminates the production of unwanted output.
- To develop the output design that meets the end users requirements.
- To deliver the appropriate quantity of output.
- To form the output in appropriate format and direct it to the right person.
- To make the output available on time for making good decisions.

EXTERNAL OUTPUTS

Manufacturers create and design external outputs for printers. External outputs enable the system to leave the trigger actions on the part of their recipients or confirm actions to their recipients.

Some of the external outputs are designed as turnaround outputs, which are implemented as 15 a form and re-enter the system as an input.

INTERNAL OUTPUTS

Internal outputs are present inside the system, and used by end-users and managers. They support the management in decision making and reporting.

There are three types of reports produced by management information –

- **Detailed Reports** − They contain present information which has almost no filtering or restriction generated to assist management planning and control.
- **Summary Reports** − They contain trends and potential problems which are categorized and summarized that are generated for managers who do not want details.
- **Exception Reports** − They contain exceptions, filtered data to some condition or standard before presenting it to the manager, as information.

OUTPUT INTEGRITY CONTROLS

Output integrity controls include routing codes to identify the receiving system, and verification messages to confirm successful receipt of messages that are handled by network protocol.

Printed or screen-format reports should include a date/time for report printing and the data. Multipage reports contain report title or description, and the report can be downloaded.

CHAPTER 6

SYSTEM TESTING

TESTING

The purpose of testing is to discover errors. Testing is the process of trying to discover every conceivable fault or weakness in a work product. It provides a way to check the functionality of components, sub assemblies, assemblies and/or a finished product. It is the process of exercising software with the intent of ensuring that the software system meets its requirements and user expectations and does not fail in an unacceptable manner. There are various types of test. Each test type addresses a specific testing requirement.

The testing objectives are summarized as follows:

- Testing is a process of executing a program with the intent of findig an –error.
- A good test case is one that has high probability of finding as as-yet undiscovered error.
- A successful test is one that uncovers an as-yet-undiscovered error.
- Test should be planned long before testing begins.

6.1 UNIT TESTING

The purpose is to validate that each unit of the software code performs as expected. Unit Testing is done during the development (coding phase) of an application by the developers. Unit Tests isolate a section of code and verify its correctness. A unit may be an individual function, method, procedure, module, or object.

6.2 INTEGRATION TESTING

Integration testing is executed to identify bugs in the interfaces and in the interactions between integrated components or systems. Integration testing aims at ensuring that all system modules work together as expected. This testing method is designed to detect errors in the communication of system modules. It involves the entire system being tested not in parts, but as a whole. The two major items tested in an integration test are the interfaces and the data flows between modules.

6.3 VALIDATION TESTING

Validation testing is where requirements established as a part of software requirement analysis is validated against the software that has been constructed this test provides the final assurance that the software meets all functional,behavioural and performance requirements. The errors,which were not uncovered during integration testing, are found out and corrected during this phase.

6.3.1 UserAcceptanceTesting

Useracceptancetestingof thesystemis thekeyfactor thesuccess of any system.Thesystem underconsiderationis tested foruseracceptance by constantly keepingintouch withprospective system at the time of development and making change whenever required. This is donewithregardtotheinputscreendesignandoutputscreendesign.

6.3.2 SystemTesting

This is to verify that all the system elements have been properly integrated and performallocated functions.Testing is executing a program to test the logic changes made in it and with intention of finding errors.Tests are also conducted to find discrepancies between system and itsoriginalobjective,current specification and docum.

6.4 TEST CASES

Test Case	Action	Inputs	Expected Output	Actual Output	Test Results	Test Comments
1	Enter correct username and password	Username: dineshtest Password:123	Login	Login	Pass	Login Successful
2	Enter Incorrect username and correct password	Username:dteste Password:123@d	Invalid	Invalid	Fail	Invalid entry
3	Enter correct username and wrong password	Username:metes Password:sam	Invalid	Invalid	Fail	Invalid entry
4	Submit without any fields	Username: Password:	Enter the fields	Enter the fields	Fail	Enter the fields

CHAPTER 7

SYSTEM IMPLEMENTATION

7.1 IMPLEMENTATION AND EXPREMENTAL RESULTS

Implementation is the most crucial stage in achieving a successful system and giving the user's confidence that the new system is workable and effective. Implementation of a modified application to replace an existing one. This type of conversation is relatively easy to handle, provide there are no major changes in the system. Each program is tested individually at the time of development using the data and has verified that this program linked together in the way specified in the programs specification, the computer system and its environment is tested to the satisfaction of the user.

The system that has been developed is accepted and proved to be satisfactory for the user. And so the system is going to be implemented very soon. A simple operating procedure is included so that the user can understand the different functions clearly and quickly. Initially as a first step the executable form of the application is to be created andloaded in the common server machine which is accessible to all the user and the server is tobe connected to a network. The final stage is to document the entire system which providescomponents and the operating procedures of the system.

7.2 SYSTEM MAINTENANCE

The objectives of this maintenance work are to make sure that the system gets intowork all time without any bug. Provision must be for environmental changes which mayaffect the computer or software system. This is called the maintenance of the system.Nowadays there is the rapid change in the software world. Due to this rapid change, thesystem should be capable of adapting these changes. In our project the process can be added without affecting other parts of the system. Maintenance plays a vital role. The system liable to accept any modification after its implementation. This system has been designed to favor all new changes. Doing this will not affect the system's performance or its accuracy.

In the project system testing is made as follows: The procedure level testing is made first. By giving improper inputs, the errorsare noted and eliminated. Then the web form level testing is made. For exampleof data to the table in the correct manner.occurredstorageIn the form, the zero length username and password are given and checked. Also the duplicate username is given and checked. The client side validations are made. The dates are entered in wrong manner and checked. Wrong email-id is given andchecked. This is the final step in system life cycle. Here we implement the tested error-freesystem into real-life environment and make necessary changes, which runs in an onlinefashion. Here system maintenance is done every months or year based on company policies,and is checked for errors like runtime errors, long run errors and other maintenances like table verification and reports. Implementation is the stage of the project when the theoretical design is turned outinto a working system. Thus it can be considered to be the most critical stage in achieving a successful new system and in giving the user, confidence that the new system will work and the effective

CHAPTER 8

CONCLUSION & FUTURE ENHANCEMENTS

8.1 CONCLUSION

The project entitled La Ecomm Fashion Store system was completed successfully. The system has been developed with much care and free of errors and at the same time it is efficient and less time consuming. The purpose of this project was to develop a web application for purchasing items from a fashion shop. This project enabled me gain valuable information and practical knowledge on several topics like designing web pages using html & CSS, usage of responsive templates, designing of full stack Django application, and management of database using SQLite 3. The entire system is secured. Also, the project helped me understanding about the development phases of a project and software development life cycle. I learned how to test different features of a project. This project has given me great satisfaction in having designed an application which can be implemented to any nearby shops or branded shops selling various kinds of products by simple modifications. However, it was very challenging learning and developing an application using a new technology.

8.2 FUTURE ENHANCEMENTS

There is a scope for further development in our project to a great extent. A number of features can be added to this system in future like providing. The feature like adding an authenticated payment system using Mpesa which is widely used in Kenya. Another feature we wished to implement was providing classes for customers so that different offers can be given to each class. System may keep track of history of purchases of each customer and provide suggestions based on their history using Machine Learning Algorithm. These features could have been implemented if time and skills did not limit me.

CHAPTER 9

9.1 SAMPLE SOURCE CODE

HTML

```
<div class="container">
    <form method="POST"> {% csrf_token %}
   <div class="text-center form-group mb-4">
    <img class="mb-4" src="{% static 'imgs/contact.png' %}"
         alt="Contact Us" width="150" height="165">
    <h1 class="h2 mb-3 font-weight-normal">{{ title }}</h1>
     <p>{{ content }}</p>
  </div>
  <div class="col-sm-6 col-12 form-group mx-auto">
          {{ form }
   </div>
  </form>
</div>
```

CSS

```
<style>
    .footer-link {
        color: white;
    }

    .page-footer {
        background-color: #222222;
        padding-top: 100px;
        color: white;
    }

    #footer-hr {
        background-color: white;
    }
</style>
```

JAVA SCRIPT

```
(function($) {
    'use strict';
    $(function() {
        $('.cancel-link').on('click', function(e) {
            e.preventDefault();
            if (window.location.search.indexOf('&_popup=1') === -1) {
                window.history.back(); // Go back if not a popup.
            } else {
                window.close(); // Otherwise, close the popup.
              }
             });
               });
      })(django.jQuery);
```

DJANGO

```
from django.contrib import admin


 from .models import Address, BillingProfile

# Register your models here.


admin.site.register(Address)

admin.site.register(BillingProfile)
```

SQLite

```
from django.conf import settings

from django.db import migrations, models

import django.db.models.deletion

class Migration(migrations.Migration):

 initial = True

 dependencies = [

    migrations.swappable_dependency(settings.AUTH_USER_MODEL),

 ]


   operations = [

     migrations.CreateModel(

        name='Address',
```

```
            fields=[
                ('id', models.AutoField(auto_created=True, primary_key=True, serialize=False, verbose_name='ID')),
                ('address_line1', models.CharField(max_length=120)),
                ('address_line2', models.CharField(blank=True, max_length=120, null=True)),
                ('city', models.CharField(max_length=120)),
                ('state', models.CharField(max_length=120)),
                ('country', models.CharField(max_length=120)),
                ('pincode', models.CharField(max_length=120)),
                ('user', models.ForeignKey(on_delete=django.db.models.deletion.CASCADE, to=settings.AUTH_USER_MODEL)),
            ],
        ),
    ]
```

9.2 SCREEN SHOTS

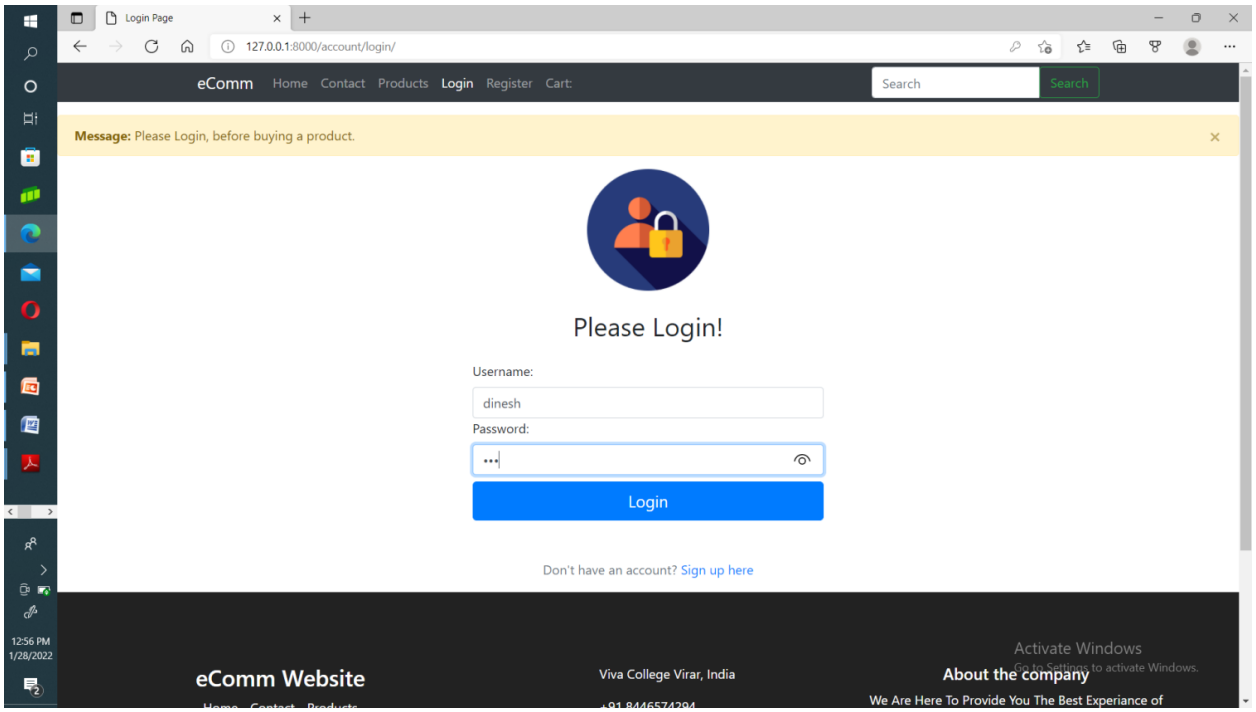

Figure 5 : User Login

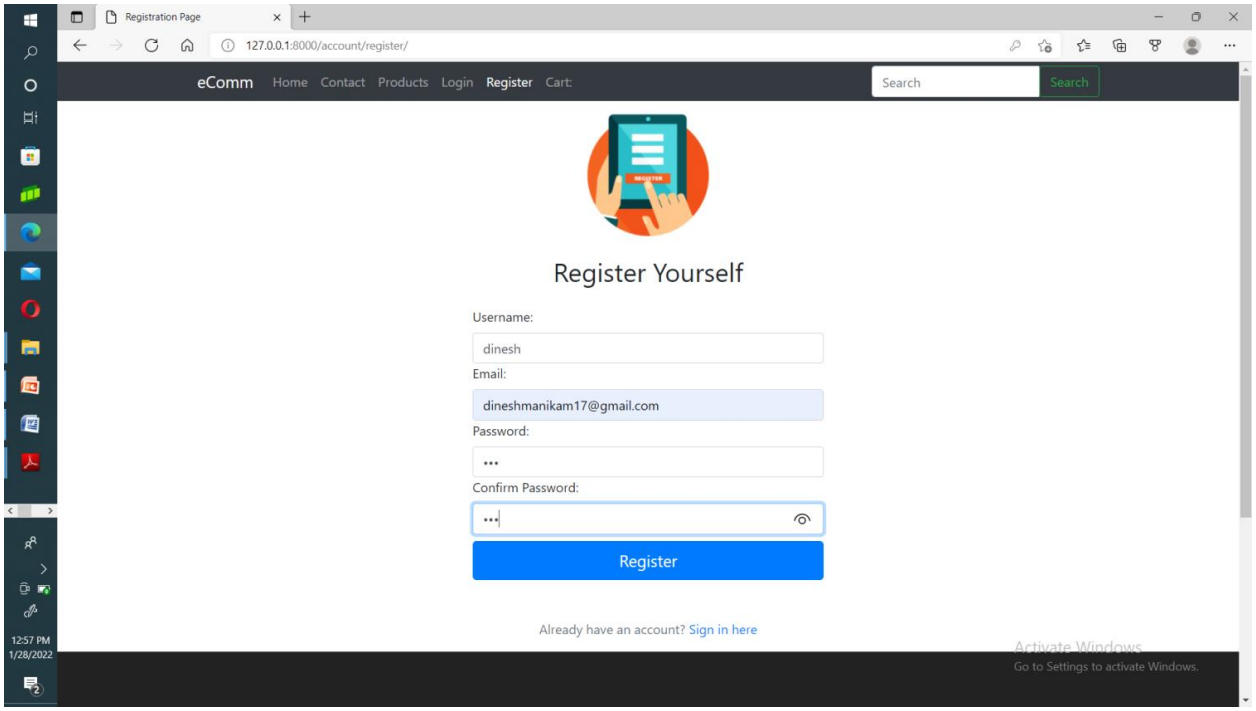

Figure 6 : User Register

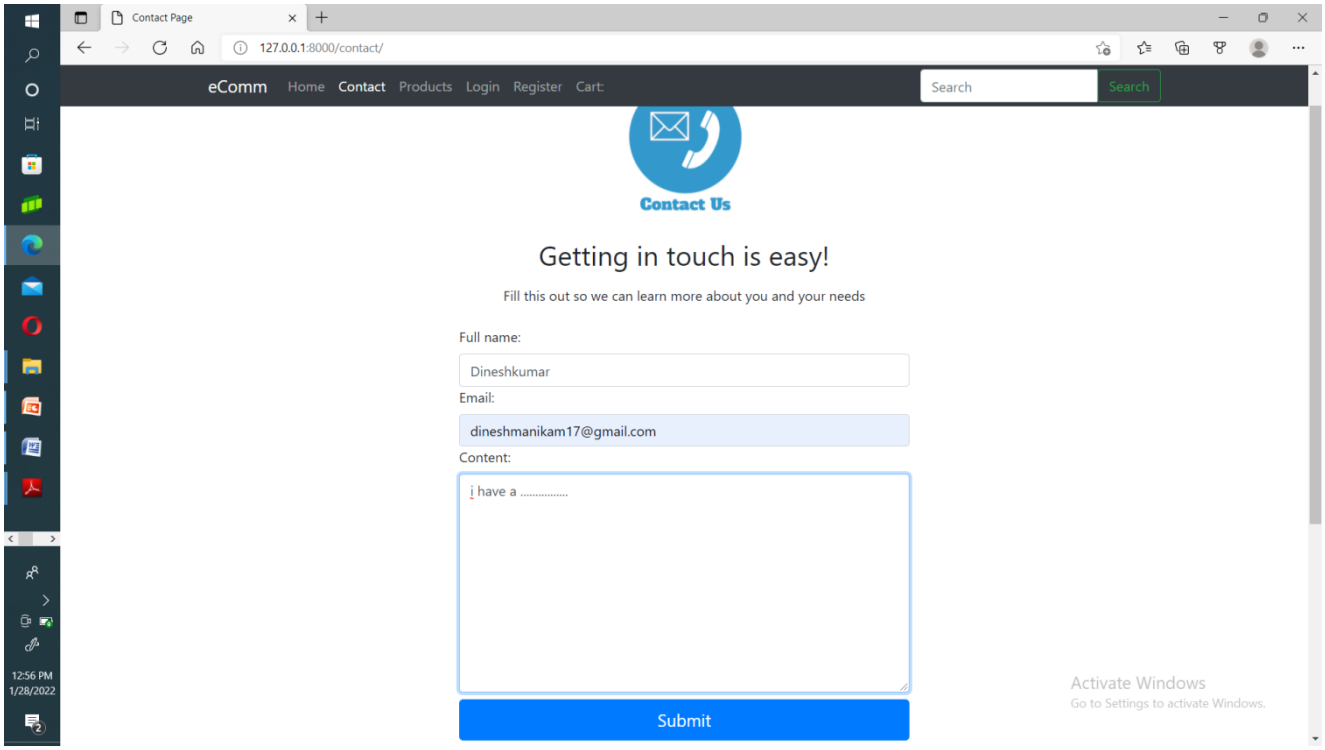

Figure 7 : User Contact

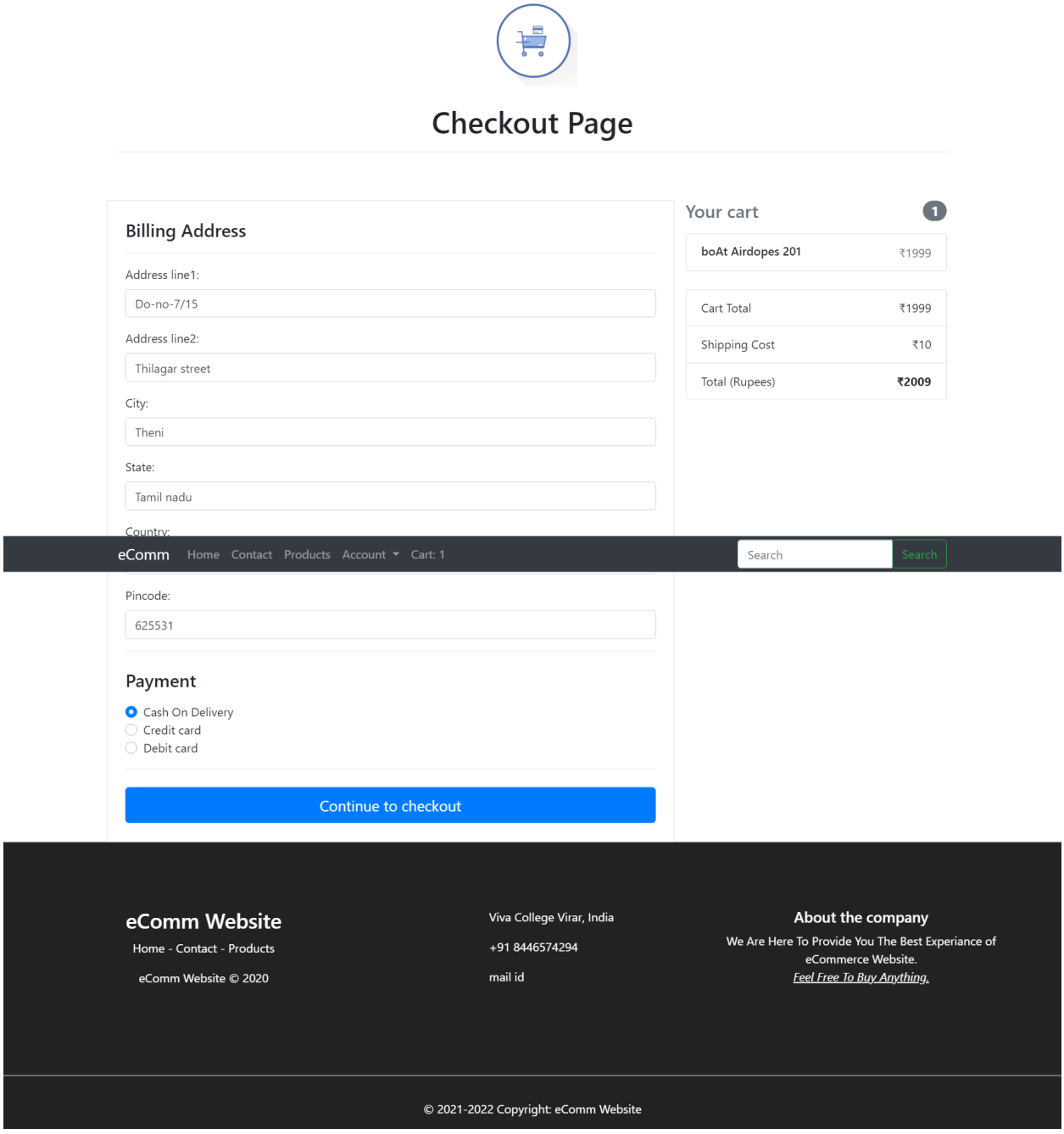

Figure 8 : User Orderplace

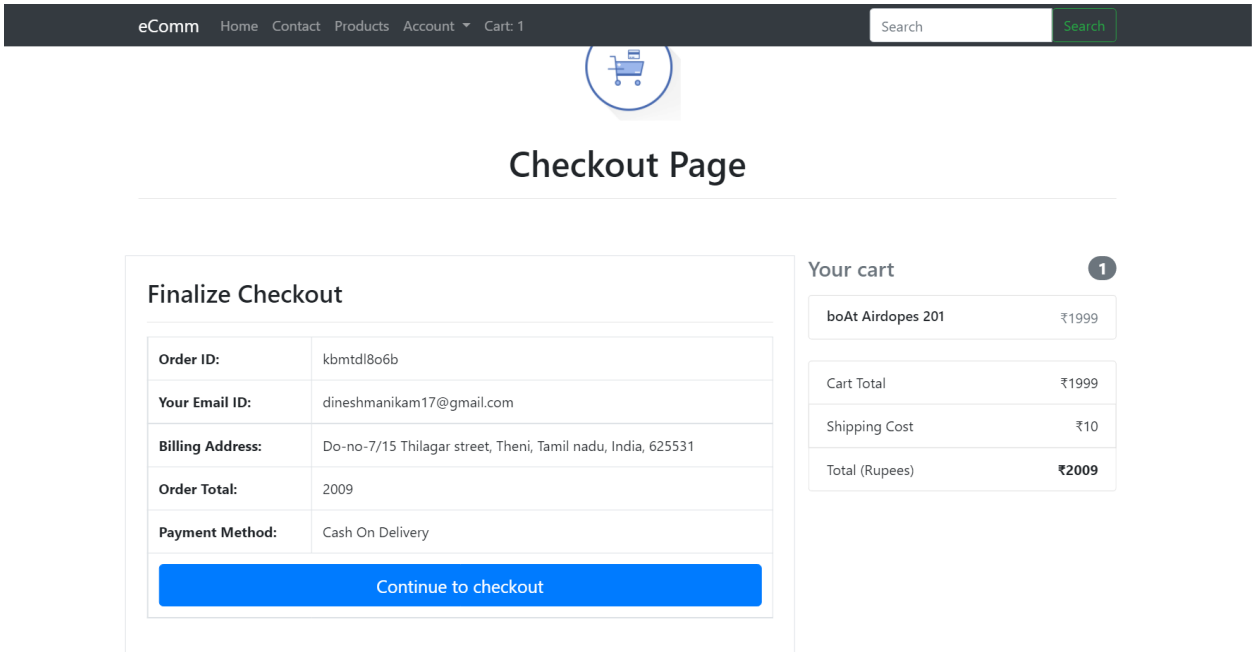

Figure 9 : User Place oreder successfully

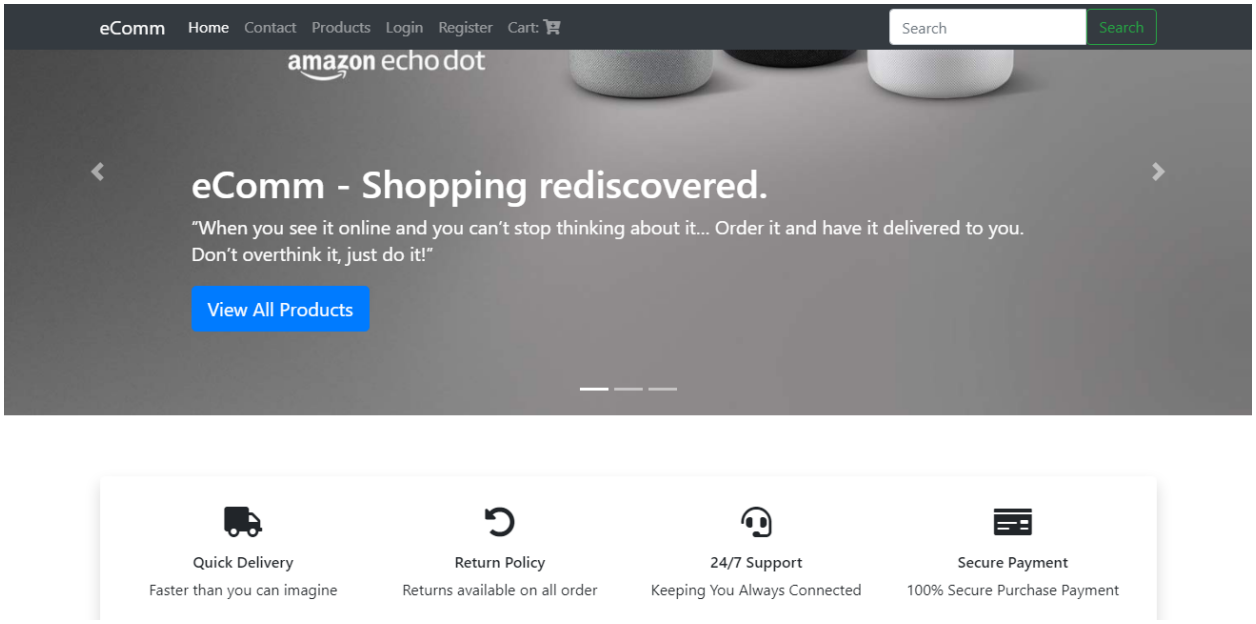

Figure 10: Home page

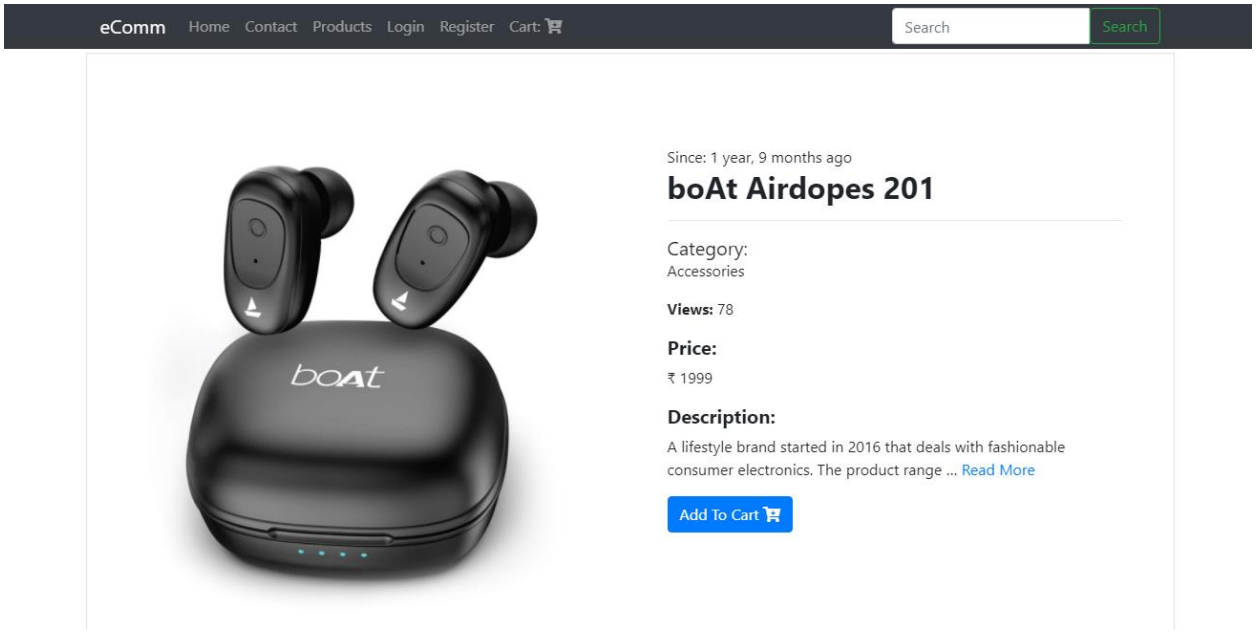

Figure 11: Product Description

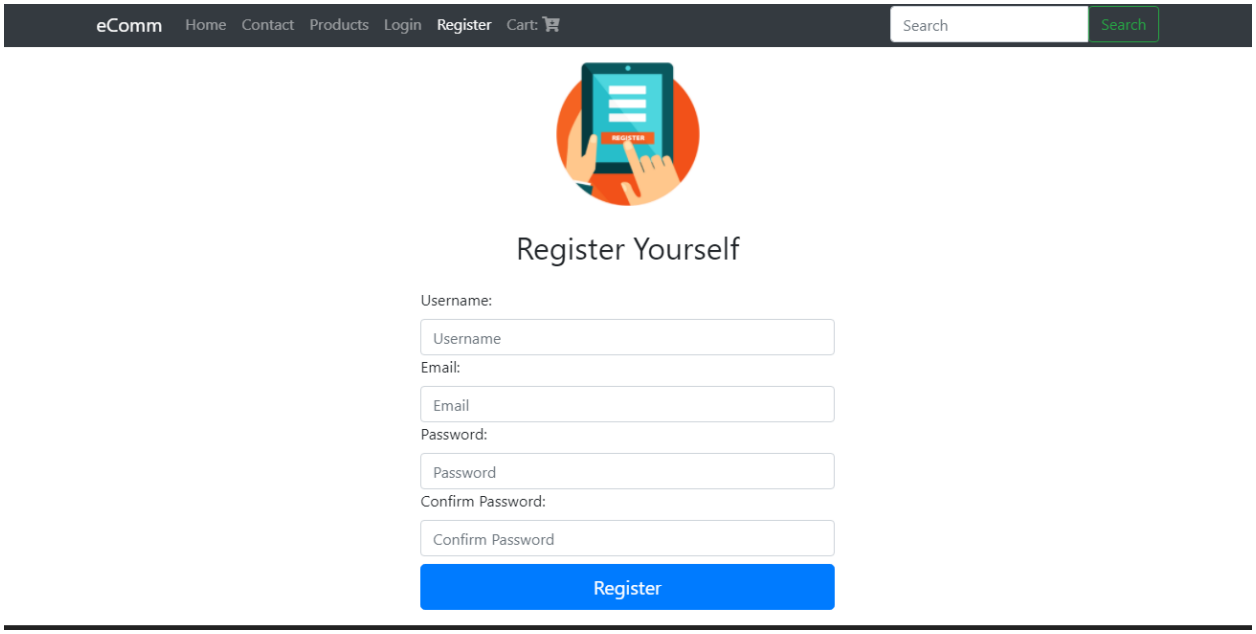

Figure 12: Registration Form

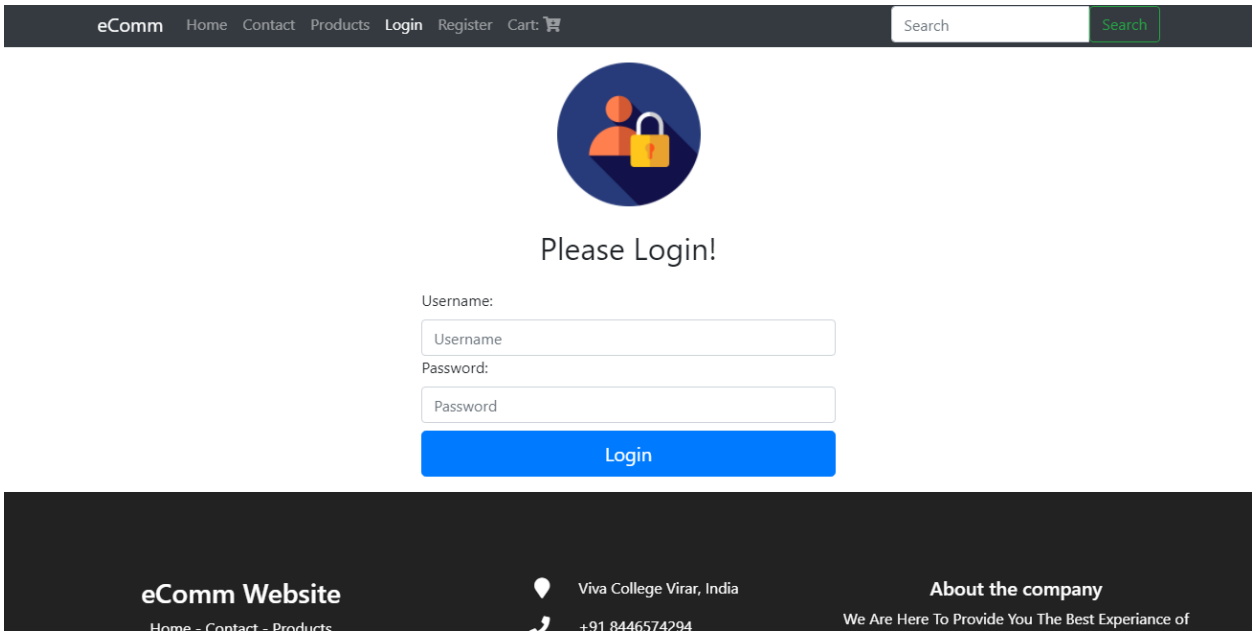

Figure 13: Log in Form

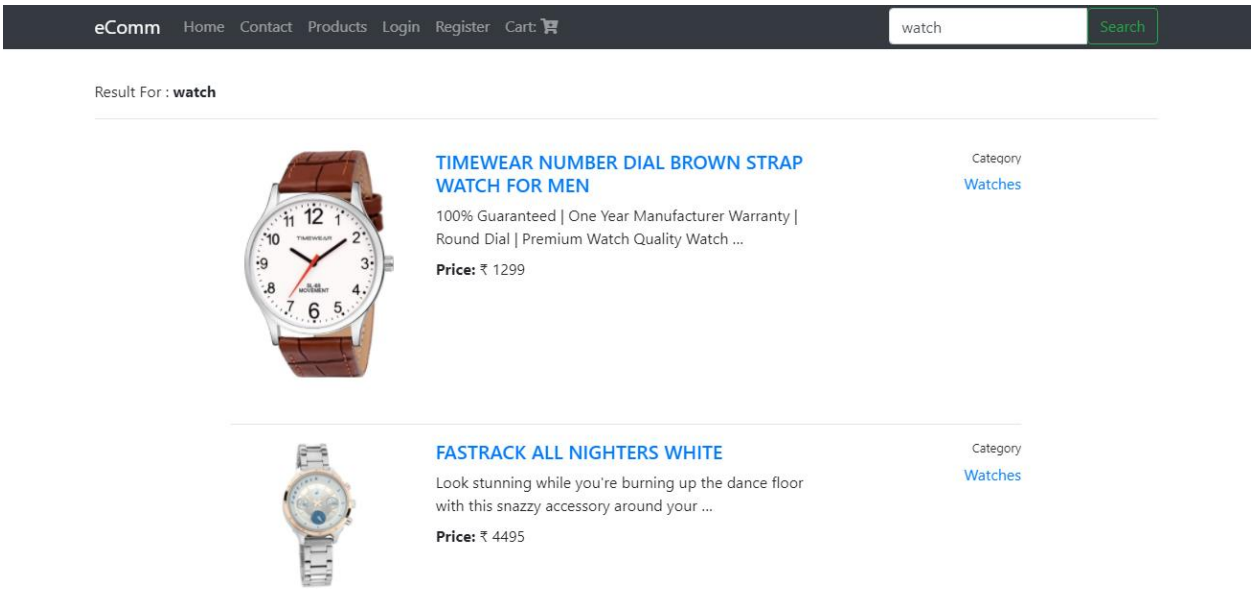

Figure 14: Product Searching

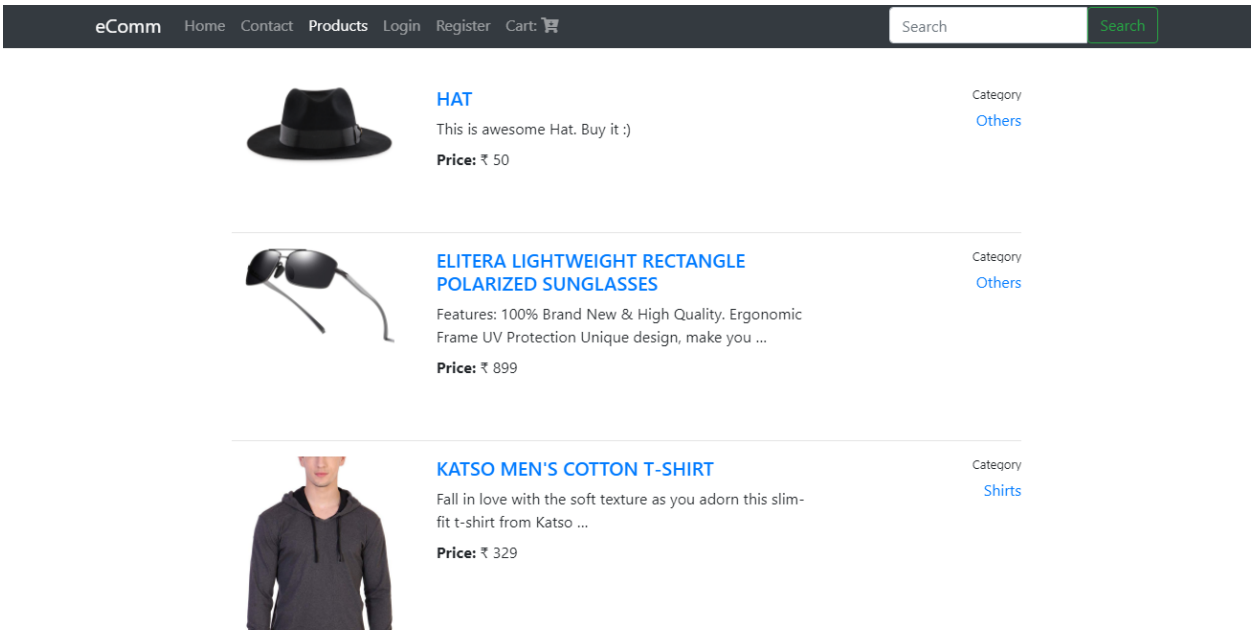

Figure 15: Products

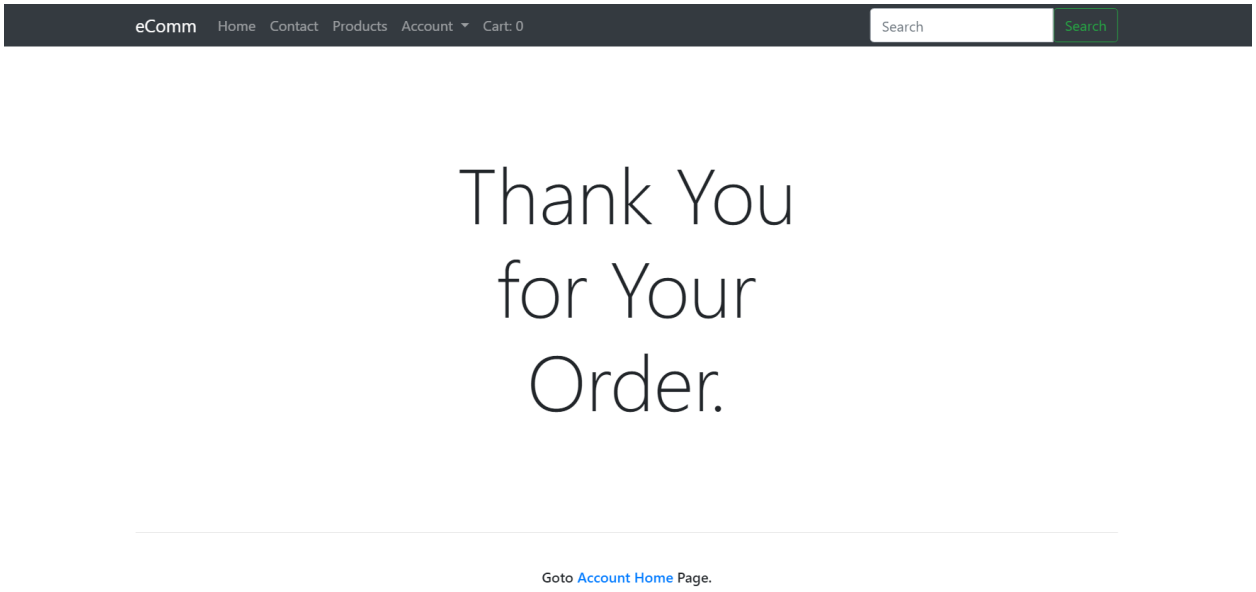

Figure 16: Order sucessfully

CHAPTER 10

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10.2 WEB REFERENCES

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