"HAND MADE PRODUCT MANAGEMENT SYSTEM"

A COURSE PROJECT REPORT

18CSC303J - Database Management Systems

Submitted by

DATLA SRINIVASA VARMA [RA2111030010231]

Under the guidance of

Dr.G.Saranya

Assistant Professor, Networking and Communications

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BONAFIDE CERTIFICATE

The Mini project report titled **"HAND MADE PRODUCT MANAGEMENT SYSTEM"** is the bonafide work of **DATLA SRINIVASA VARMA [RA2111030010231]** who carried out the course project under my supervision. Certified further, that to the best of my knowledge, the work reported herein does not form any other project report or dissertation on the basis of which a degree or award was conferred on an earlier occasion on this or any other candidate.

SIGNATURE   SIGNATURE

Dr.G.Saranya   **Dr. Annapurani Panaiyappan.K**

Assistant Professor   Professor and Head

Department of Networking   Department of Networking

and Communication   and Communication

SRM Institute of Science   SRM Institute of Science

and Technology   and Technology

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CHAPTER - 1
INTRODUCTION

Online Handicrafts Store is a web-based portal designed keeping in mind the dedication and hardwork of individual artisans and craftsmen. Aim is to incorporate modern technology to provide artisans with a platform to showcase their skills of crafts and cater to a wider range of audience. This approach reduces the cost of acquiring a middle-man and also provides an opportunity for a greater profit margin for the sellers. Sellers can directly register on the portal and showcase their skills to the world.

The portal is a digital store where users can buy various products handcrafted by skilled artisans and individual manufacturers in accordance to their needs. The website is trendy and highly functional in accordance with the needs of a modern consumer. The administrator owns the right over the data displayed on the portal. Artisans register as sellers and send their products info to the administrator who manages the data at the backend.

1.1 Problem Definition :

Most skilled craftsmen lack a platform to sell their products and showcase their skill. In order to make their product available to a larger audience, local artisans rely on a middleman which further reduces their margin of profit. Further problems include the authenticity of a design or a product since it is not being registered. Lack of publicity automatically yields low demand.

Low quality makers are trumping skilled craftsmen due their vastly superior presence in the market. An online web application for selling handicrafts online can be used to tackle these problems.

1.2 Scope of Project :

Scope of this project directly revolves around the welfare of individual artisans. Few of them are :-
 • This can be used by and for various individual artisans throughout the country.
 • Can be used anywhere any time as it is a web based application.

CHAPTER - 2
FEATURES AND OBJECTIVES

2.1 Project Features :

Artisan Registration: Allow individual artisans to register on the platform, providing necessary details such as their contact information, location, and samples of their work.

Product Showcase: Provide artisans with the ability to upload images and descriptions of their handmade products, categorizing them by type, material, and style.

Search and Filter: Implement search and filter functionalities to help users easily find specific handicraft products based on criteria such as category, price range, and artisan location.

Secure Transactions: Enable secure online transactions through payment gateways, ensuring the safety of both artisans and buyers during financial transactions.

Rating and Reviews: Allow buyers to leave ratings and reviews for products they've purchased, helping to build trust and credibility for artisans and their products.

Authenticity Verification: Implement a system to verify the authenticity of artisans and their handmade products, possibly through certifications or authentication processes.

Custom Orders: Provide an option for buyers to place custom orders, allowing them to request personalized handicrafts directly from artisans.

Social Sharing: Integrate social sharing features to allow users to share their favorite products with their social networks, helping to increase visibility and reach for artisans.

Notifications: Implement notification features to keep users updated on order status, new product additions, and promotions.

2.2 Objectives :

Empower Artisans: Provide individual artisans with a platform to showcase their skills and products to a wider audience, empowering them to expand their businesses and increase their income.

Eliminate Middlemen: Reduce the reliance on middlemen in the handicrafts industry, allowing artisans to directly connect with buyers and retain a larger portion of their profits.

Ensure Authenticity: Ensure the authenticity and originality of handicraft products by verifying artisans and providing transparency in the product listing process.

Increase Visibility: Increase the visibility of skilled craftsmen and their products by leveraging modern technology and digital marketing strategies to attract a larger audience of consumers.

Enhance User Experience: Provide users with a seamless and enjoyable shopping experience through a user-friendly interface, efficient search functionalities, and secure transactions.

Foster Community: Foster a sense of community among artisans and buyers, creating a supportive environment where artisans can collaborate, share knowledge, and receive feedback from customers.

Promote Cultural Heritage: Promote and preserve traditional craftsmanship and cultural heritage by showcasing a diverse range of handmade products from artisans across different regions and communities.
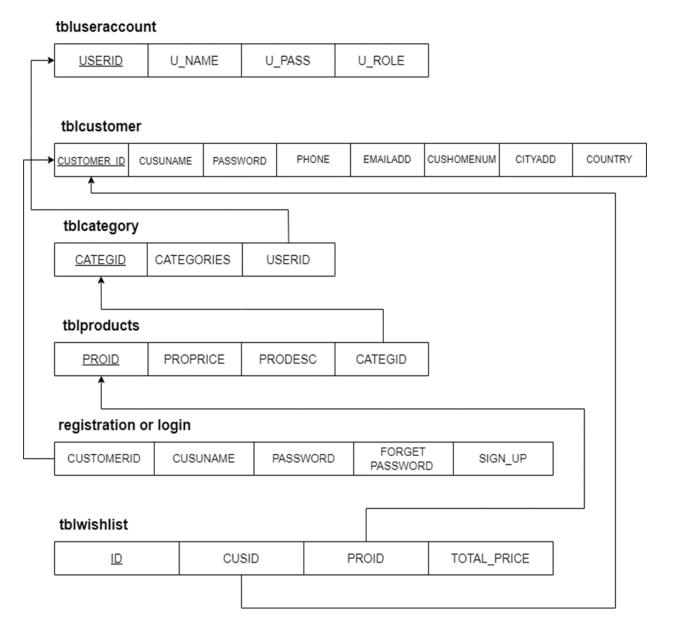
CHAPTER - 3
BACK-END DESIGN

3.1.1 Conceptual Database Design (ER-Diagram) :

3.1.2 Logical Database Design (ER-MAPPING) :

- **SCHEMA DIAGRAM :**

tbluseraccount

USERID	U_NAME	U_PASS	U_ROLE

tblcustomer

CUSTOMER_ID	CUSUNAME	PASSWORD	PHONE	EMAILADD	CUSHOMENUM	CITYADD	COUNTRY

tblcategory

CATEGID	CATEGORIES	USERID

tblproducts

PROID	PROPRICE	PRODESC	CATEGID

registration or login

CUSTOMERID	CUSUNAME	PASSWORD	FORGET PASSWORD	SIGN_UP

tblwishlist

ID	CUSID	PROID	TOTAL_PRICE

➢ The entities are represented as tables.
➢ The tables contain the attributes.
➢ The attributes which are underlined are referred as primary keys.

FRONT-END DESIGN

3.2.1 Front-End Web Development Details :

- **HTML** provides the basic structure of sites, which is enhanced and modified by other technologies like CSS and JavaScript.
- **CSS** is used to control presentation, formatting, and layout.
- **JavaScript** is used to control the behavior of different elements.

HTML :

HTML is at the core of every web page, regardless of the complexity of a site or number of technologies involved. It's an essential skill for any web professional. It's the starting point for anyone learning how to create content for the web. And, luckily for us, it's surprisingly easy to learn.

CSS :

CSS stands for Cascading Style Sheets. This programming language dictates how the HTML elements of a website should actually appear on the frontend of the page.

JavaScript :

JavaScript is a more complicated language than HTML or CSS, and it wasn't released in beta form until 1995. Nowadays, JavaScript is supported by all modern web browsers and is used on almost every site on the web for more powerful and complex functionality.

3.2.2 Connectivity :

PHP is an amazing and popular language!

It is powerful enough to be at the core of the biggest blogging system on the web (WordPress)! It is deep enough to run the largest social network (Facebook)! It is also easy enough to be a beginner's first server side language!

- PHP is an acronym for "PHP: Hypertext Preprocessor"
- PHP is a widely-used, open source scripting language
- PHP scripts are executed on the server
- PHP is free to download and use
- PHP files can contain text, HTML, CSS, JavaScript, and PHP code
- PHP code are executed on the server, and the result is returned to the browser as plain HTML
- With PHP you are not limited to output HTML. You can output images, PDF files, and even Flash movies. You can also output any text, such as XHTML and XML.

CHAPTER - 4

OUTPUT

4.1 Admin Login Page :

4.2 Add New Products Page :

4.3 List of Products Page :

4.4 Orders Page :

4.5 Add New Category Page :

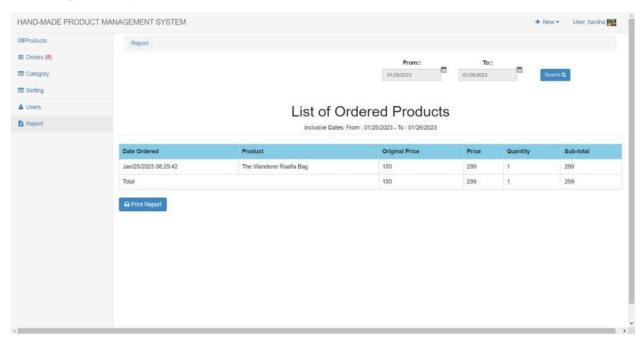## 4.6 Category Page :

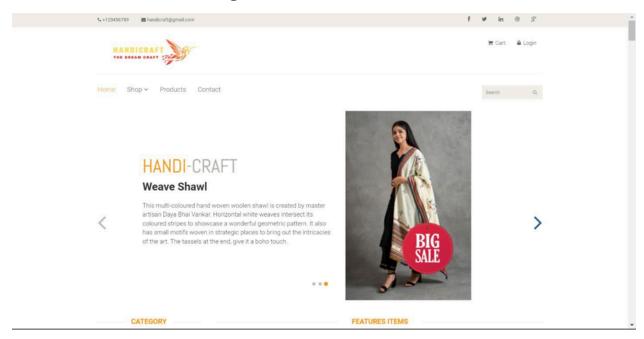## 4.7 Settings Page :

4.8 Users Page :
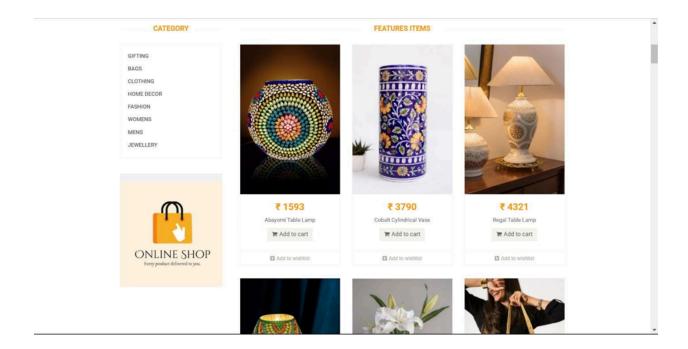
4.9 List of Users Page :
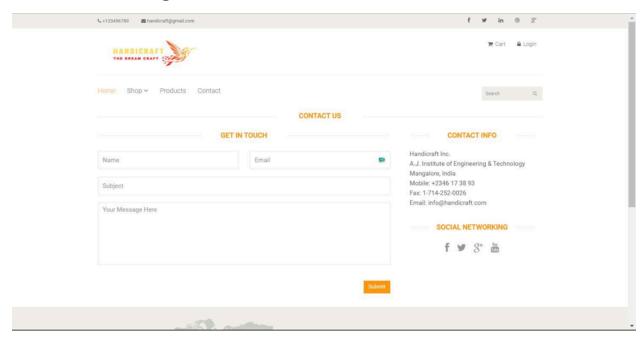

4.10 Report Page :
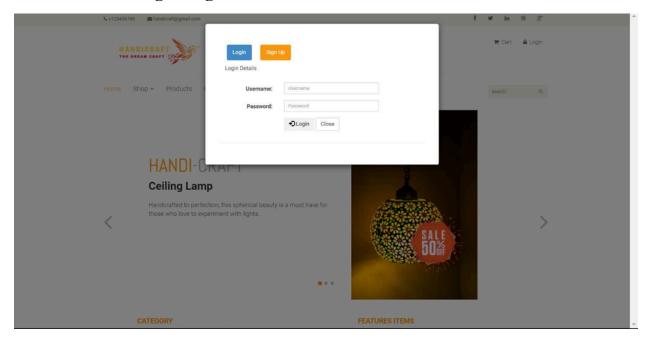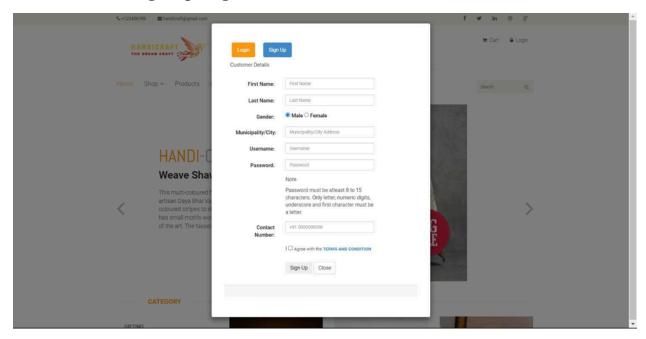
4.11 Website Front View Page :
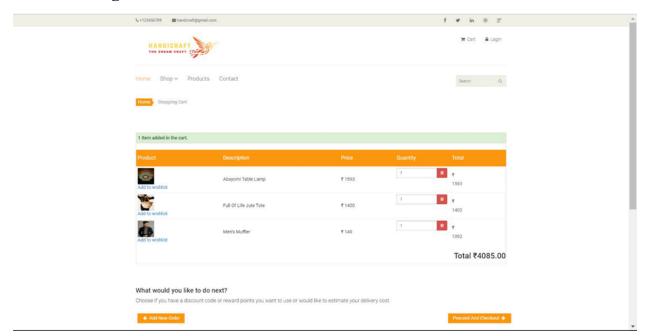
4.12 Contact Us Page :
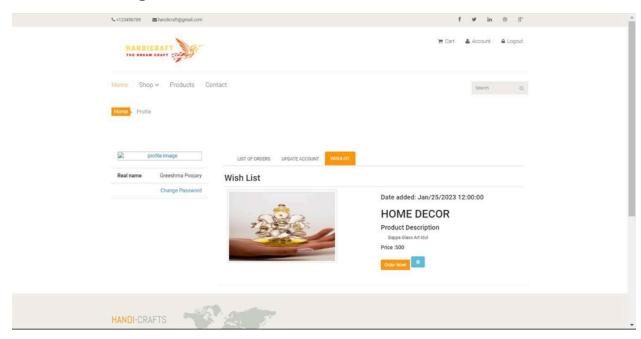

4.13 Customer Login Page :

4.14 Customer Sign Up Page :

4.15 Cart Page :

4.16 Wishlist Page :

4.17 Update Account Page :

4.18 Order Summary Page :

4.19 Order Information Page :

CHAPTER - 5
MODULES

5.1 ADMINISTRATOR : The "admin page" serves as the control center for managing the online handicrafts store, overseeing operations, and maintaining the platform's functionality.

5.2 USER : The "user page" serves as the interface for buyers and visitors to explore the available products, make purchases, and manage their account.

5.3 CUSTOMER : For the "Customer Page" of your online handicrafts store, you'll want to ensure a seamless and engaging experience for visitors who are potential buyers.

5.4 PRODUCT : The "product page" is a crucial component of your online handicrafts store as it directly influences the purchasing decisions of your customers.

5.5 CATEGORY : The category page is where users can browse through different categories of handicraft products available on your online store.

5.6 WISHLIST : The wishlist page is where users can view and manage the products they have saved for future reference or potential purchase.

5.7 REGISTRATION/LOGIN :

The registration/login page is a critical component of your online handicrafts store as it facilitates user account management and access to personalized features.

CHAPTER - 6

APPLICATIONS

6.1 Direct Artisan Engagement :

The project connects artisans directly with buyers, cutting out intermediaries and enabling artisans to showcase their creations independently.

6.2 Enhanced Profit Margins :

By eliminating middlemen, artisans can retain a larger portion of their profits, increasing their economic independence and sustainability.

6.3 Diverse Product Range :

Consumers gain access to a diverse range of unique handmade products from artisans across different regions and cultures.

6.4 Cultural Preservation :

The project celebrates and preserves traditional craftsmanship and cultural heritage by highlighting the stories and techniques behind each handmade item.

6.5 Economic Empowerment :

By providing a platform for artisans to sell their products, the project stimulates economic growth and fosters entrepreneurship within the handicrafts industry.

CHAPTER - 7
CONCLUSION

The following conclusions can be deduced from the development of the project:

- Online Handicrafts stores will be an ease of access for everyone, i.e, customers as well as the artisans.
- Due to the pandemic, it is highly risky to go out for anything but with this e-commerce website people can admire and buy the fine work of the local craftsmen sitting at home.
- It will help the local craftsmen reach out to a wider audience who admire the real art. It will help them reach out to those people who respect the artwork but live far away and can't travel to shop for them.

While developing this project we have learnt a lot about HTML / CSS / JS / PHP / MySQL and working with database management, we have also learnt how to make the application user- friendly (easy to use and handle) by hiding the complicated parts of it from the users.

During the development process, we studied carefully and understood the criteria for making a software more demanding, we also realized the importance of maintaining a minimal margin for errors.

CHAPTER - 8
BIBLIOGRAPHY

It has been a matter of immense pleasure, honor and challenge to have this opportunity to take up this project and complete it successfully.

We have obtained information from various resources to design and implement our project.

We have acquired most of the knowledge from the Internet. The following are some of the resources:

➢ www.w3schools.com
➢ www.tutorialspoint.com
➢ Google and Youtube Tutorials.