



Department of Computer Engineering
5001 Web Programming
Term Project Report

eFashion Portal

Students :

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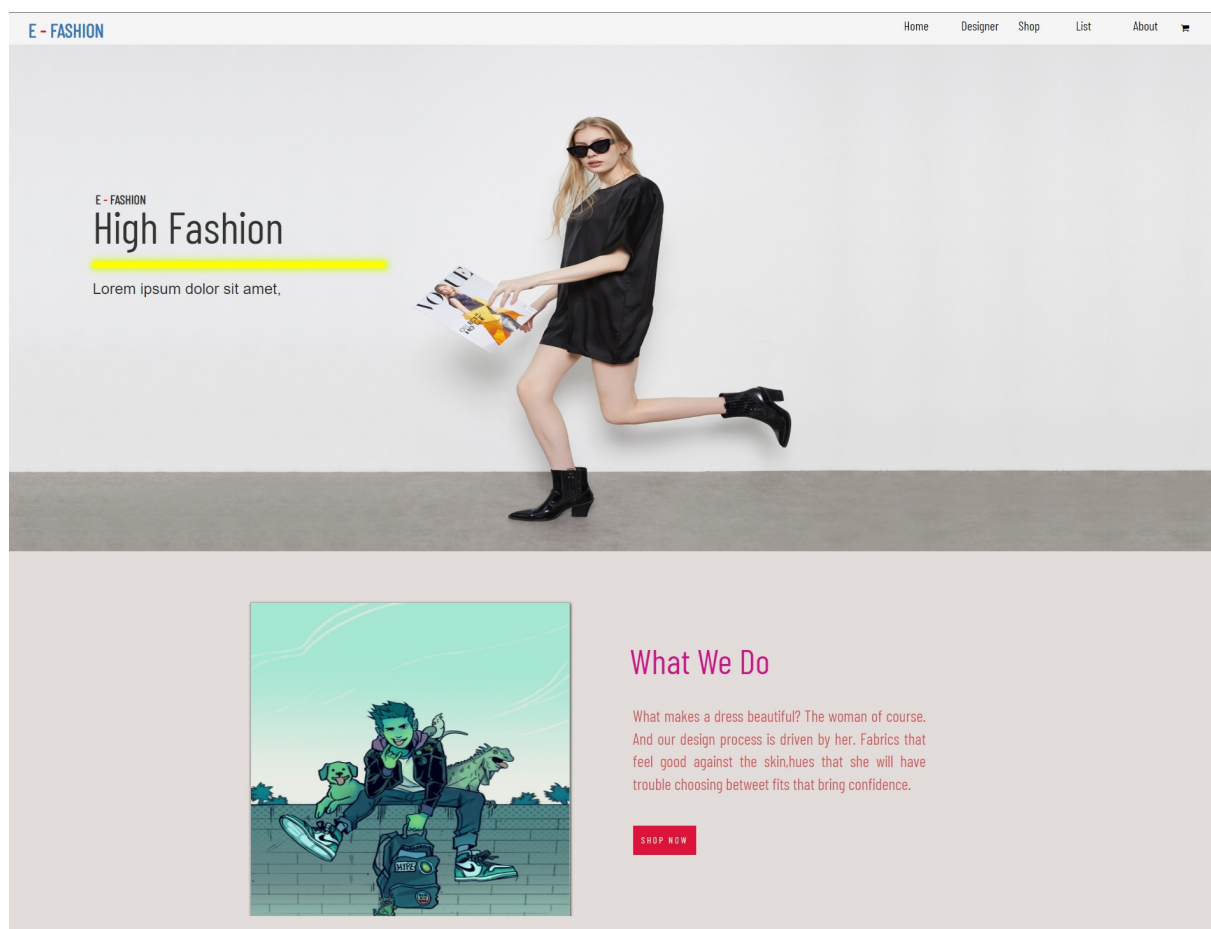
INTRODUCTION

In this project, the customer can view the products of the store, the designer can view own information and the shop assistants can update, delete or add new products to the stock list. As for the customer side, a simple design was aimed in the **Homepage** and **AboutUs** section, and a user-friendly listing was deemed appropriate in the **Shop** section.

The project covers five separate pages, so we will examine the project in five separate sections.

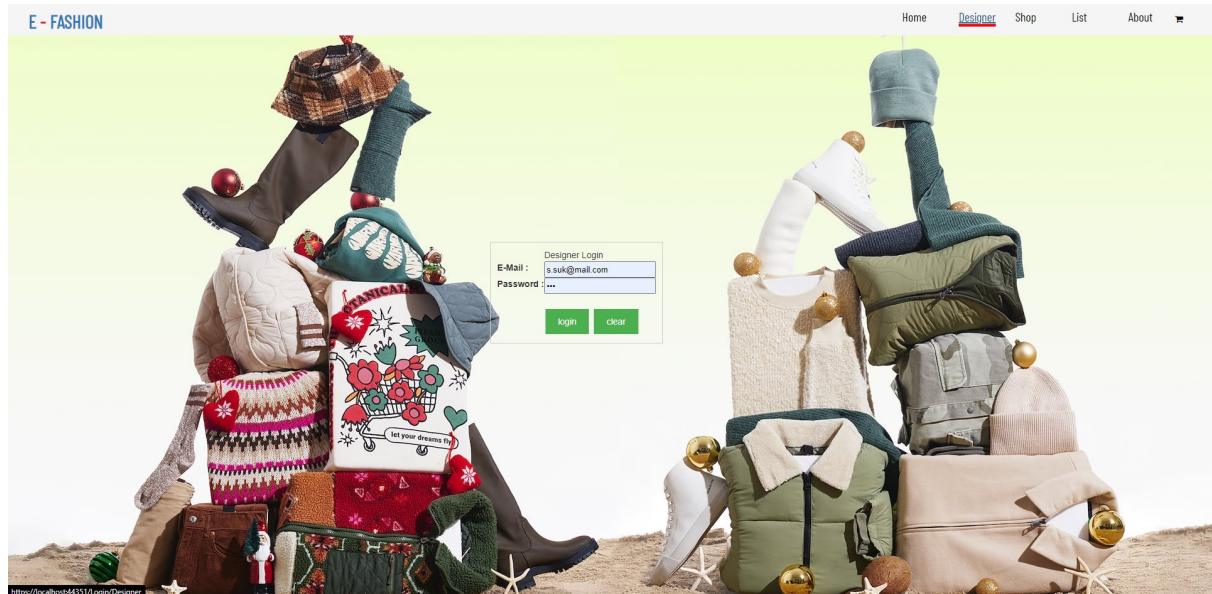
Homepage

When we first opened the website, there are not many functional elements because the homepage is an introduction section for us.

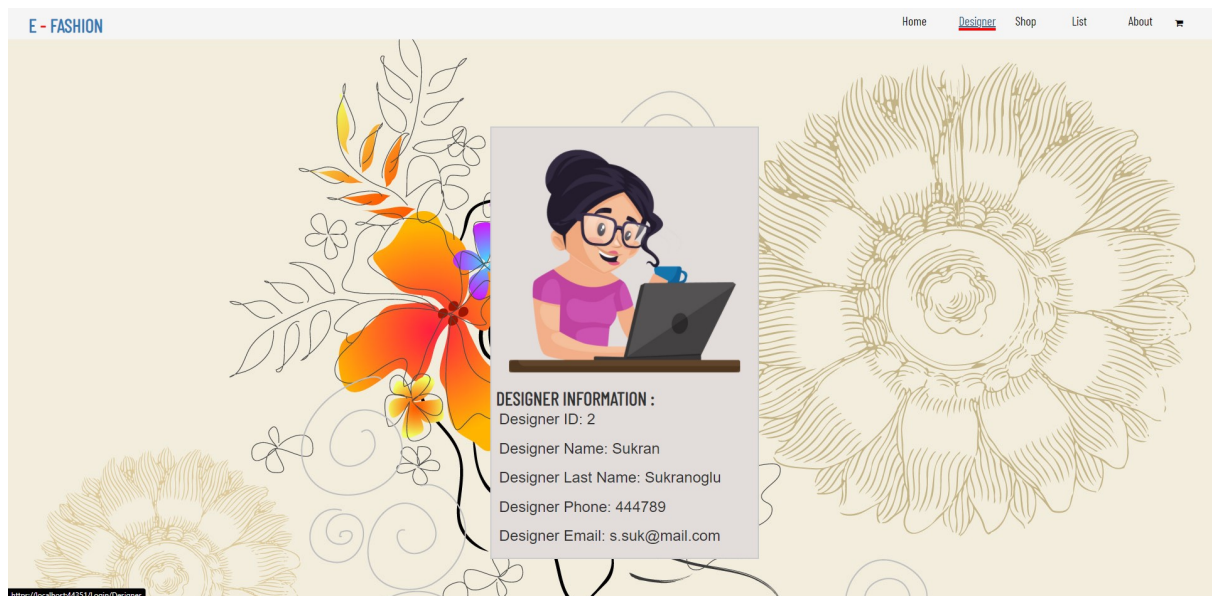


Designer

When we click on the designer page, we see a portal where the designer can log in.



After logging in:



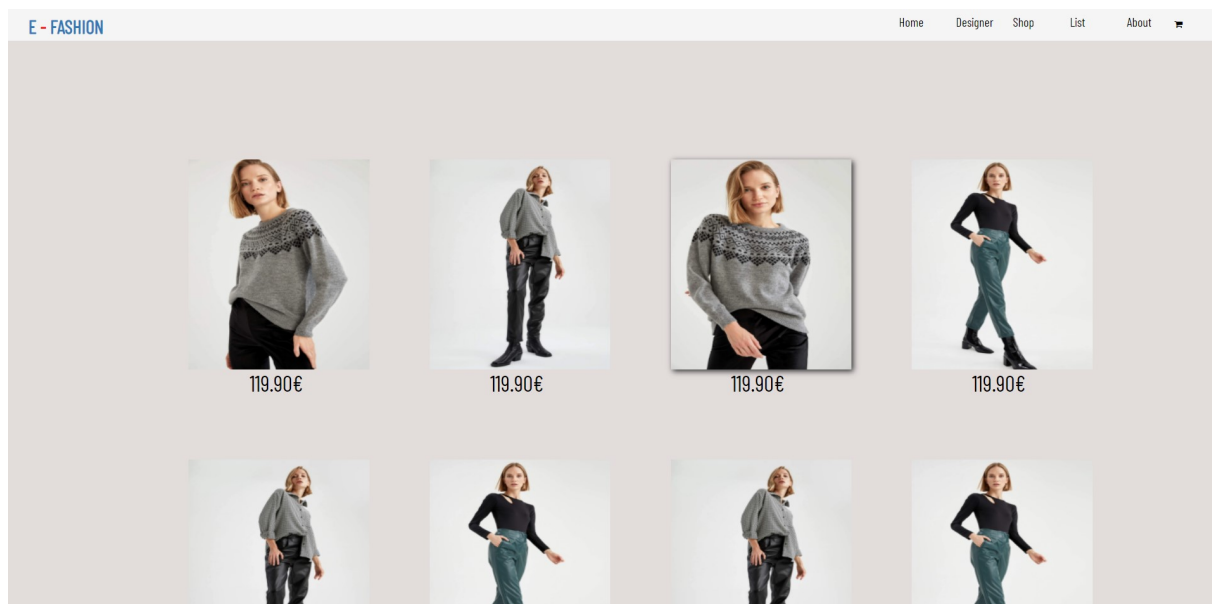
I am not going into details about the “login page” for now because we’ll cover it in more detail in more detail in another page.

Shop

When we enter the shop screen, we see a section divided into two in front of us. The striking detail here is that the photo we bring on the cursor is getting colored and growing a little.



After choosing which category to look at, the screen that will appear before us is as follows:



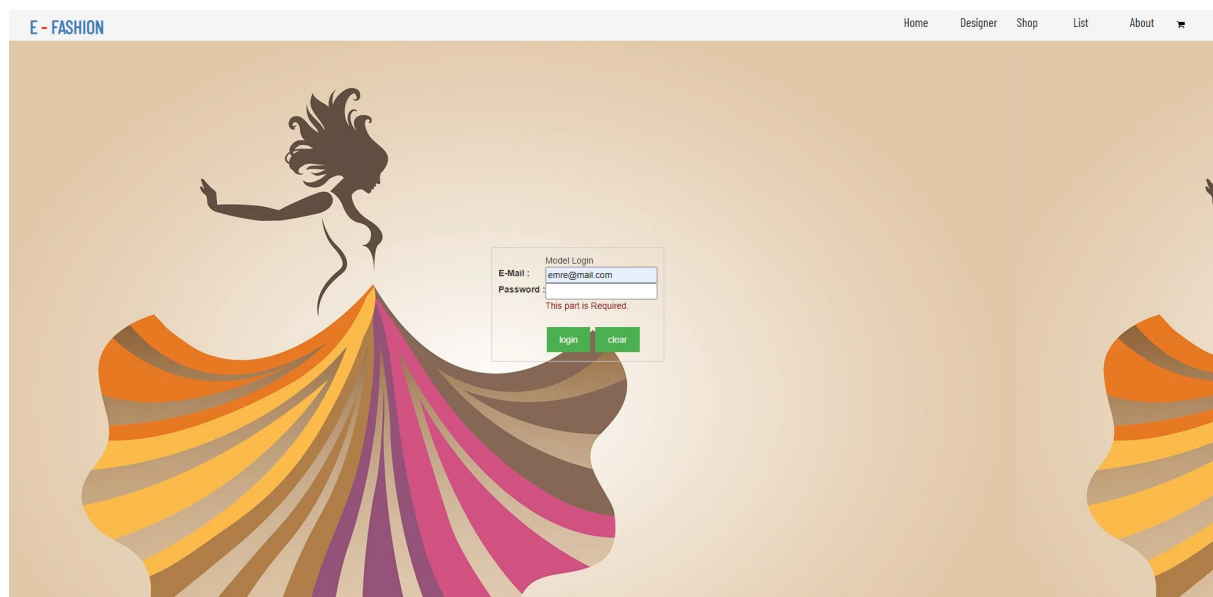
Here, we notice the change of the photo of the model on which we move the cursor, and the addition of a shadow around the photo.

Info: The first photo and the third photo are actually the same, but the photo has changed because the cursor is on the third.

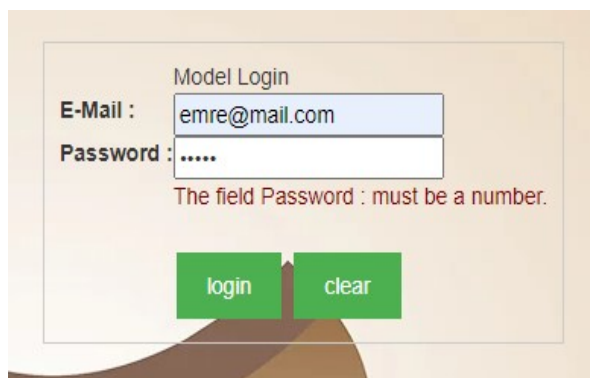
List

We came to the most important part of the project because this is directly connected to the database, and it can operate with the database as it wishes.

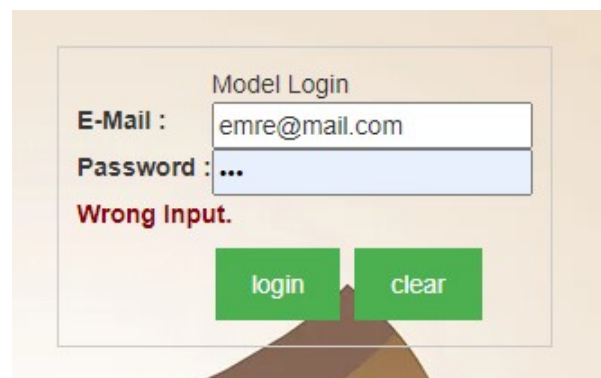
First of all, a login screen comes to us. This part is exactly the same as the designer page and has a few features that I haven't explained.



First of all, if we don't write anything on the form, it will give us a “**This part is Required**” message.



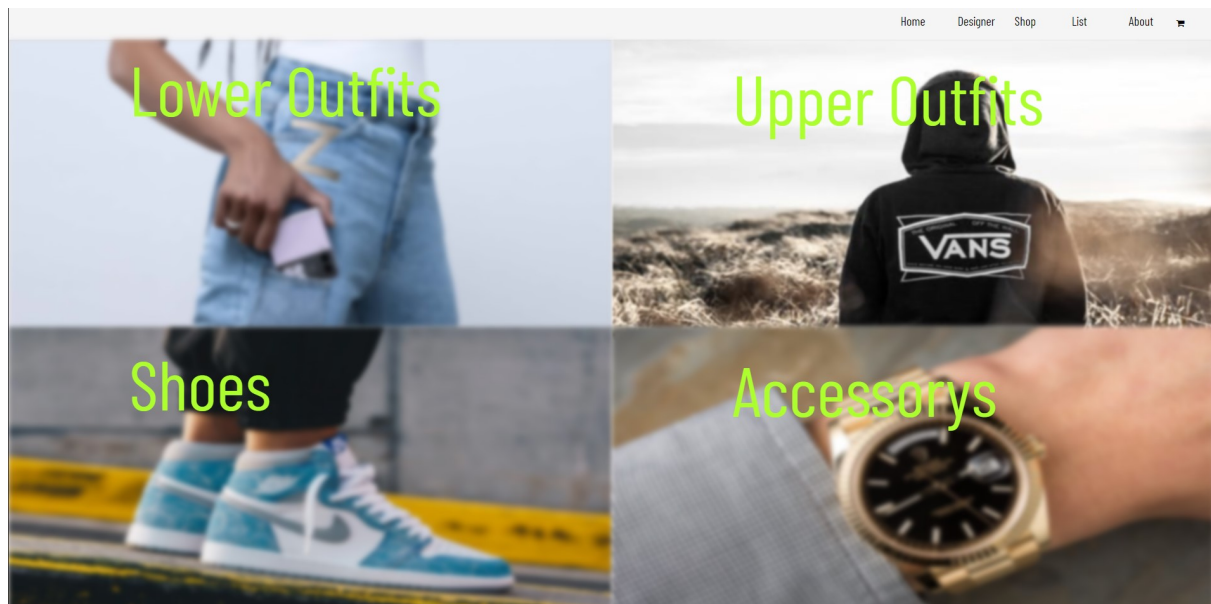
If we enter a value other than integer, it will give “**The field Password : must be a number.**” message.



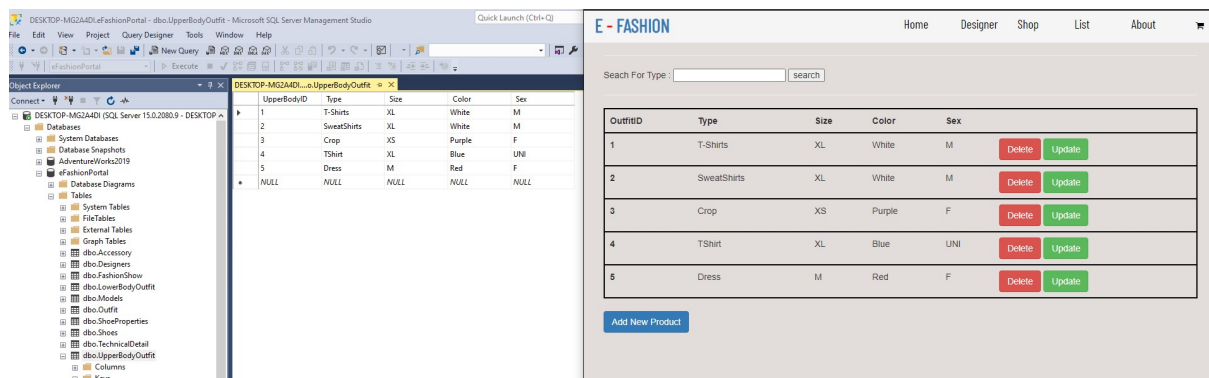
If we enter value different from matching value in the database, it will warn us with “**Wrong Input**” message.

Everything I do about the LoginPage is written in the views that depend on the ModelLoginController and WebApplication9.Models.Models.

After successfully logging in, we will see a page divided into four. Each section here represents the list that we will edit. The important detail here is; The part where we hover the cursor, becomes clear from blurry.

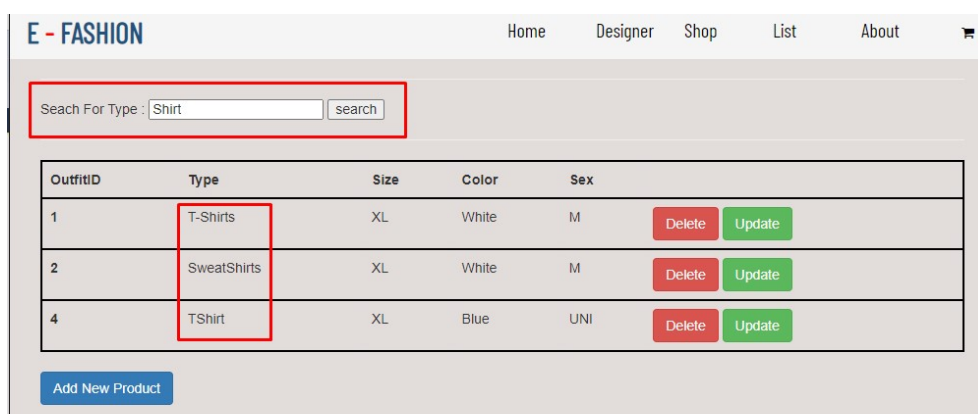


After choosing one of the options, a list appears in front of us, which is updated instantly with the database:



With the search button seen above, we can search for the types of products and list only the products of that type.

(I searched for “shirt” and the ones related to the shirt were listed.)



The “Add New Product” button at the bottom of the list allows us to add a new product to the database.

The screenshot shows the 'E - FASHION' web application with a navigation bar containing 'Home', 'Designer', 'Shop', 'List', and 'About'. Below the navigation bar is a form titled 'Add Upper Outfit'. The form contains the following fields:

- ID**: A text input field containing the value '7'.
- Type**: A text input field containing the value 'Jacket'.
- Size**: A text input field containing the value 'XXL'.
- Color**: A text input field containing the value 'Brown'.
- Sex**: A text input field containing the value 'M'.

At the bottom of the form is a blue button labeled 'Add Upper Outfit'.

After typing the information about the product, we press the button and return to the list.

The screenshot shows two side-by-side windows. The left window is 'SQL Server Enterprise Manager' showing the 'UpperBodyOutfit' table in the 'AdventureWorks2019' database. The table has the following data:

UpperBodyID	Type	Size	Color	Sex
1	T-Shirts	XL	White	M
2	SweatShirts	XL	White	M
3	Crop	XS	Purple	F
4	TShirt	XL	Blue	UNI
5	Dress	M	Red	F
7	Jacket	XXL	Brown	M
NULL	NULL	NULL	NULL	NULL

The right window is the 'E - FASHION' web application showing the 'List' page. It has a search bar and a table of products:

OutfitID	Type	Size	Color	Sex		
1	T-Shirts	XL	White	M	Delete	Update
2	SweatShirts	XL	White	M	Delete	Update
3	Crop	XS	Purple	F	Delete	Update
4	TShirt	XL	Blue	UNI	Delete	Update
5	Dress	M	Red	F	Delete	Update
7	Jacket	XXL	Brown	M	Delete	Update

At the bottom of the list page is a blue button labeled 'Add New Product'.

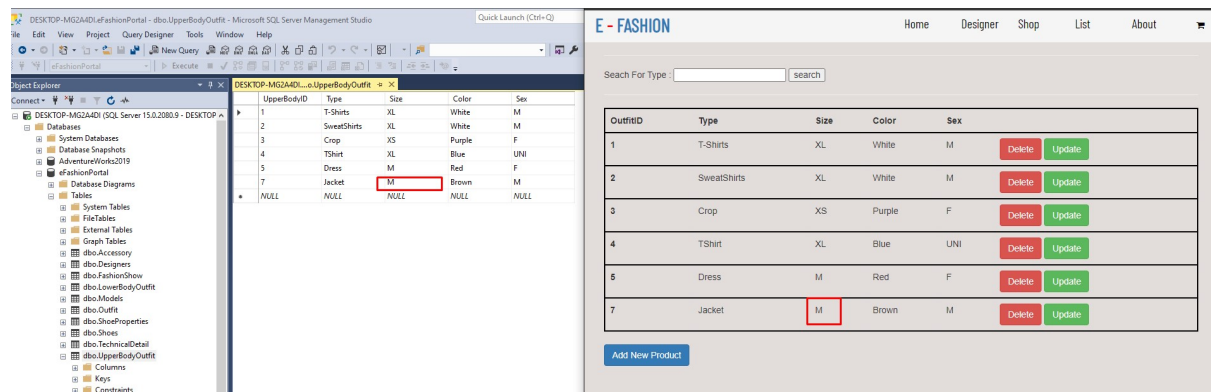
Next, let's use the Update button. Basically its usage is the same as “Add New Product”. It just updates an existing one instead of creating a new one.

The screenshot shows the 'E - FASHION' web application with a navigation bar containing 'Home', 'Designer', 'Shop', 'List', and 'About'. Below the navigation bar is a form titled 'Update Product'. The form contains the following fields:

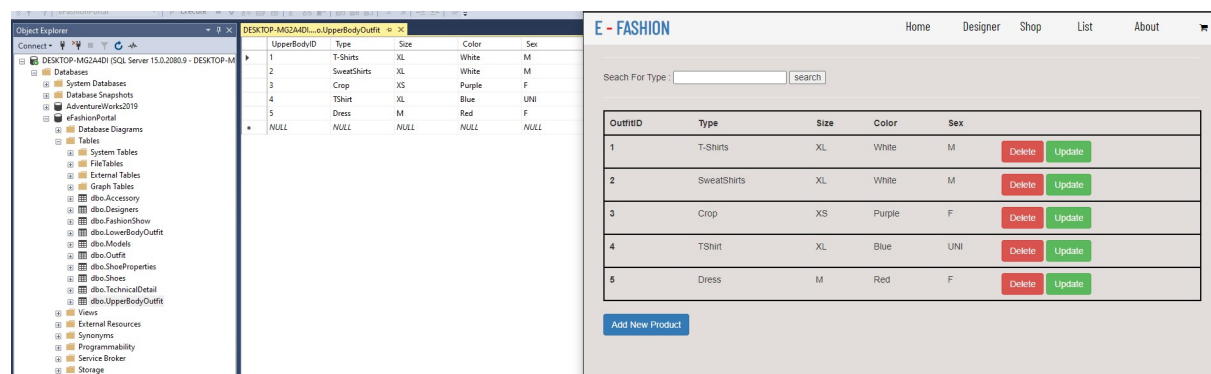
- UpperBodyID**: A text input field containing the value '7'.
- Type**: A text input field containing the value 'Jacket'.
- Size**: A text input field containing the value 'M'. This field is highlighted with a red rectangle.
- Color**: A text input field containing the value 'Brown'.
- Sex**: A text input field containing the value 'M'.

At the bottom of the form is an orange button labeled 'Update Product'.

After writing the updates about the product, we press the button and return to the list.



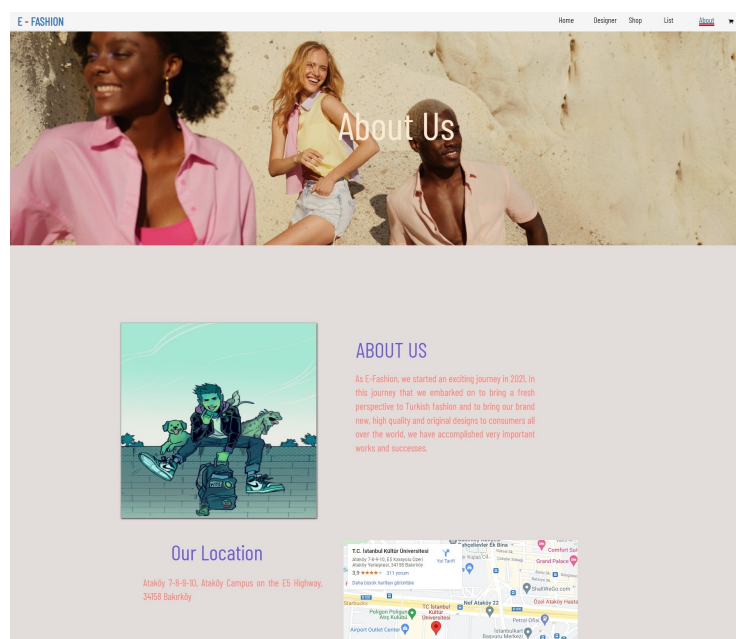
The last feature about our list is the delete feature. Although it is extremely simple to use, it can instantly remove rows from the database.



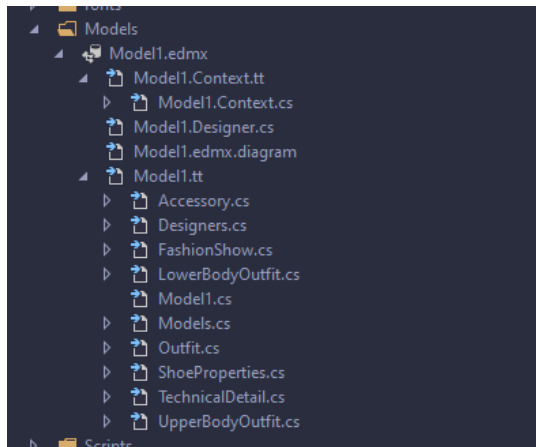
Everything I do about the List is written in the views that depend on the ListController.

About Us

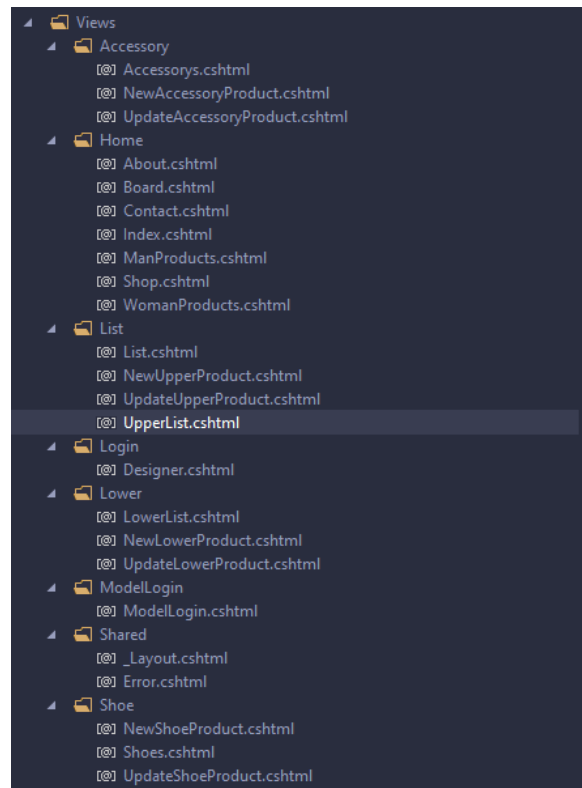
Finally, the About Us section contains a description and map view.



TECHNICAL DETAILS



I connect the database as a model like this.



Views and controllers;