SWAPSHOP

Submitted in partial fulfillment of the requirements of the degree

BACHELOR OF ENGINEERING

IN

Computer science and Engineering (Data Science)
Semester - IV

By

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CERTIFICATE

This is to certify that the Mini Project entitled **"SWAPSHOP"** is a bonafied work of **Aaditya Prajapati (131), Anuj Mishra (120), Ganesh Mohane (122)** and **Yashwardhan Pandey (128),** submitted to the University of Mumbai in partial fulfillment of the requirement for the award of the degree of **"Bachelor of Engineering"** in **"Computer science and Engineering (Data Science)" .**

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Mini Project Approval

This Mini Project entitled "**SWAPSHOP**" by **Aaditya Prajapati (131), Anuj Mishra (120), Ganesh Mohane (122), Yashwardhan Pandey (128),** is approved for the degree of **Bachelor of Engineering** in **Computer science and Engineering (Data Science).**

Examiners

1……
(Internal Examiner Name & Sign)

2……
(External Examiner name & Sign)

Date:

Place:

Contents

Abstract

Under the guidance of our teachers, we have developed an E-commerce website for the students. Through this website students can sell their old books as well as other study materials easily. Also they can able to buy books and other study materials in affordable price.

We have developed this website's frontend using HTML,CSS,JS languages and in backend we have used PHP language. This website collects the user data and seller data when student register in our website, after successful registration students can login and can do buying / selling. Where User can buy product and seller can add/delete their product via seller dashboard.

This website will save important time and money of the students. Also it will help in their academic growth.

Acknowledgement

We remain immensely obliged to Prof. Priya Deshpande for guiding us through the way of developing this topic, and for her invaluable support and help whenever required in the due course of the project work, which enabled us to complete the project successfully.

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We are also thankful to the faculties and staff of the Computer science and Engineering (Data Science) department, Lokmanya Tilak College of Engineering, Navi Mumbai, for their invaluable support. In addition to this, we would like to acknowledge that it was an indeed a fulfilling experience to work on this project.

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List of Abbreviation

HTML : Hyper Text Markup language

PHP : Hyper Text Preprocessor language

CSS : Cascading Style Sheets

SQL : Structured Query language

JS : Java Script

DBMS : Data Base Management System

List of Figures

Chapter 1
Introduction

1.1 Introduction

Fig 1.1 : Project Logo

Online shopping is the process whereby consumers directly buy goods, services, etc. from a seller interactively in real-time without an intermediary service over the internet.

SWAPSHOP is an E-Commerce Website for the students, by the students, where students can just SWAP their STUFFS online. Students can sell their products at their satisfactory price or they can buy any products at their affordable price. Many people choose to conduct shopping online because of the convenience. A user visiting the website can see a wide range of books arranged in respective categories. The user may select the desired book and view its price. The user may even search for specific

books on the website. This software is supported to eliminate and in some cases reduce the hardships faced during the offline process. For example, when a person shops at a brick-and-mortar store, she has to drive to the store, find a parking place, and walk throughout the store until she locates the books she needs. After finding the items she wants to purchase, she may often need to stand in long lines at the cash register. The software has the following three main components:-

1. Implement new users to register and log in.

2. Implement user to choose any book.

3. Implement the user to buy books.

This web project is developed using PHP as the front end and SQL as the back end. The SQL database stores various book-related details. A user visiting the website can see a wide range of books arranged in respective categories. The user may select the desired book and view its price. The user may even search for specific books on the website. Once the user selects a book, he then has to fill in a form and the book is booked for the user.

1.2 Motivation

In the first year, we wasted so much money and time because of buying and searching for new books just for 2-3 months of semesters. Every student has old books and stationaries, which they can sell. e.g. Semesters books, Engineering Graphics instruments. The motivation behind making this website is to get students their study materials at an affordable price and that too online. Students will get an appropriate number of choices along the way, and the power of a compelling discount. Sometimes the books are not available which student wants. So, from this, we got the motivation to build this E-commerce website for college students.

1.3 Problem Definition

During the times a student cannot afford a new book or any stationary for their study because of their financial issue, etc. It can be time-consuming to find certain books at times as students have to find a store and get in line to buy their needs. Students may not have any idea of which books should they buy or which books are suitable for their respective universities. They struggle to buy the specific book which is recommended by their teachers. Students also face problems with library books as they are time-limited they cannot have them after a period of time.

1.4 Objective

Our objective is to design such an application using which one can say 'goodbye' to the days when you stood in line waiting and waiting some more for a store clerk to finally check out your items. To build a platform where every student can buy and sell or share their old books and stationaries easily and at affordable prices.

Chapter 2
Literature Survey

To make this project, previous research and articles that related to price comparison websites have been gathered and analyzed. Hence, this chapter covers the literature review which is the analytical, critical, and objective review of written materials. There are three published research articles and journals that are being used as the main references for the literature review of this project.

2.1 Survey of Existing System

In Literature survey we have analyzed two research papers first is
"E-commerce :- Problems and Aspects" [1]
written by **Dr. Ravi B.** Published by International journal of Commerce Arts and Science(CASIRJ) in 2021.
In which they have discussed the problems related to the ecommerce website. E-commerce is a type of business model that conduct its operations/ dealings of exchanging of goods and services or the transmitting of funds or data or terms of sale are performed over an electronic network. Today E-commerce provides tremendous opportunities in different areas of economic life.Wide spread use of ICT has opened the doors for developments in the field of business. E-business retail is decidedly convenient due to its 24-hour availability, global reach and generally efficient customer service. Its growth would depend to a great extent on effective IT security systems for which necessary technological and legal provisions need to be put in place constantly and strengthened instantly. The companies, organizations, and communities in India are beginning to take advantage of the potential of e-commerce; critical challenges remain to be overcome before e-commerce would become an asset for common people.It is said e-Business is by the people, for the people and of the people.

In second research **"Building and developing e-commerce Website"** [2] written by **mohammed thabit** published by international journal science and research(IJSR) in 2017. In this paper is about the building and developing a reliable website. Recently the e-

commerce platform is playing an important role in some areas; its activities are a subset of e-business activities. The aim of this paper is to build and develop a reliable website based on the e-commerce theories, developing effective well designed web pages. This website will sell computer products include (hardware and software). For implement the selling online website, it needs to use current technologies to achieve this goal. As a first stage, it should setting up online ecommerce store with easy-to-use. Then improve the customer experience, and lastly implement the Direct Online Sale between business to consumer by implement electronic payment methods. All these techniques should be based on deliberated plan according to strategy of electronic commerce with implement the current technology to ensure a good revenue to the company.

2.2 Limitation of Existing System

During this survey we found the following gaps:-

- User can't sell their Product.
- Not user friendly.
- The ideas used here are huge and not so friendly for students.
- The prices are same as market.

In our website we have filled this gaps. In our website user can buy as well as can sell their product with our user friendly interface. Our project idea is very simple to the students so, anyone can easily get this.

2.3 Mini Project Contribution

Our mini project, SwapShop, aimed to provide a platform for students to buy and sell study materials at affordable prices. The primary objective of this project was to help students save money and time by providing them with an easy and efficient way to acquire the necessary course materials.

In addition to facilitating cost-effective transactions, our project also aimed to promote awareness of the benefits of using old study materials. This initiative encouraged students to recycle their textbooks, notes, and other study materials instead of simply discarding them, which can help reduce waste and preserve natural resocurces.

Overall, our SwapShop project contributed to society by providing students with a practical solution to their academic needs while also promoting with a practical solution to their academic needs while also promoting environmentally responsible behavior. We hope that this initiative will continue to benefit the student community and promote sustainable practices in the future.

Chapter 3
Proposed Methodology

3.1 Architecture/Framework

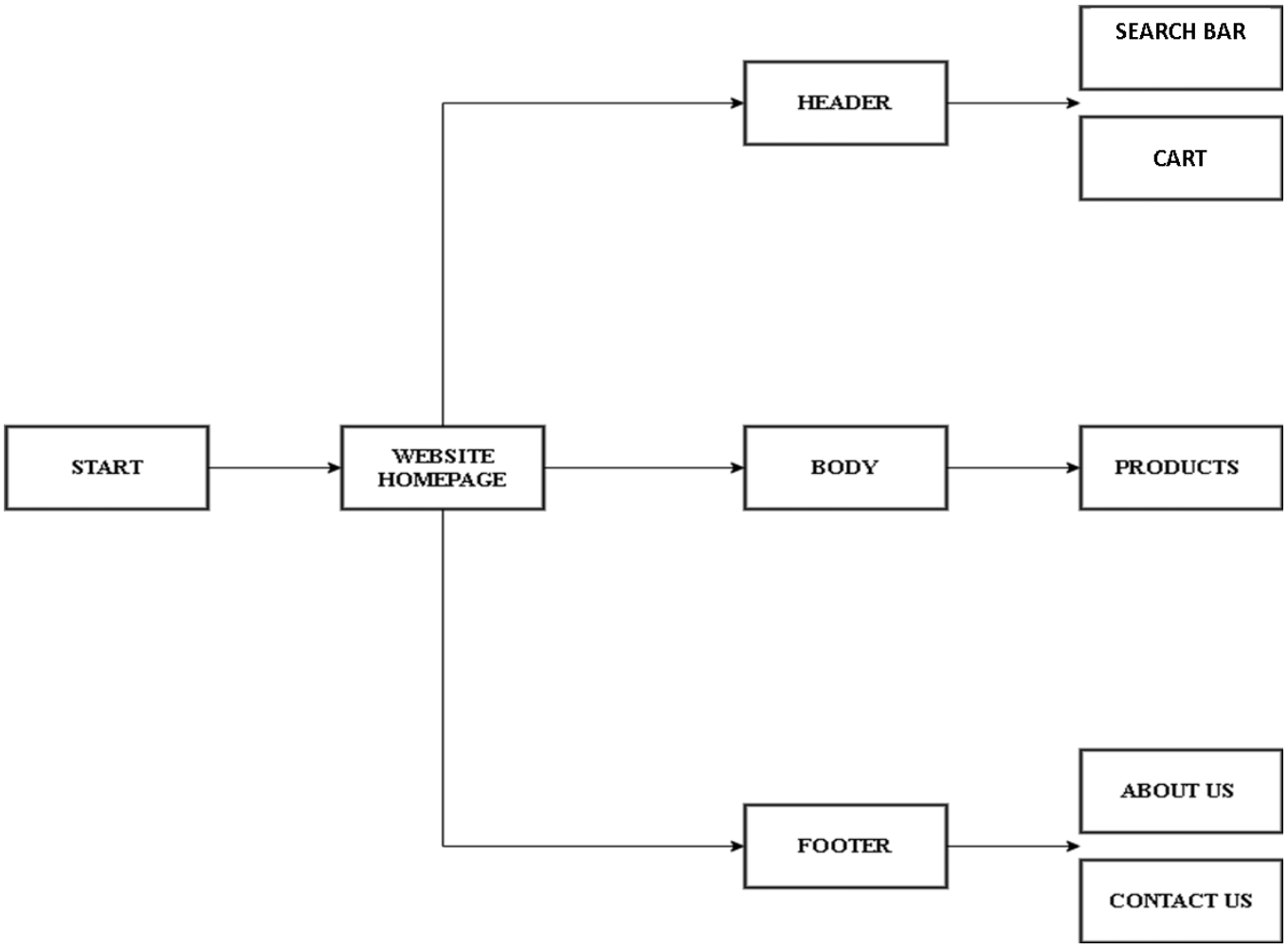

Fig 3.1 Architecture/Framework

3.2 Algorithm and process design

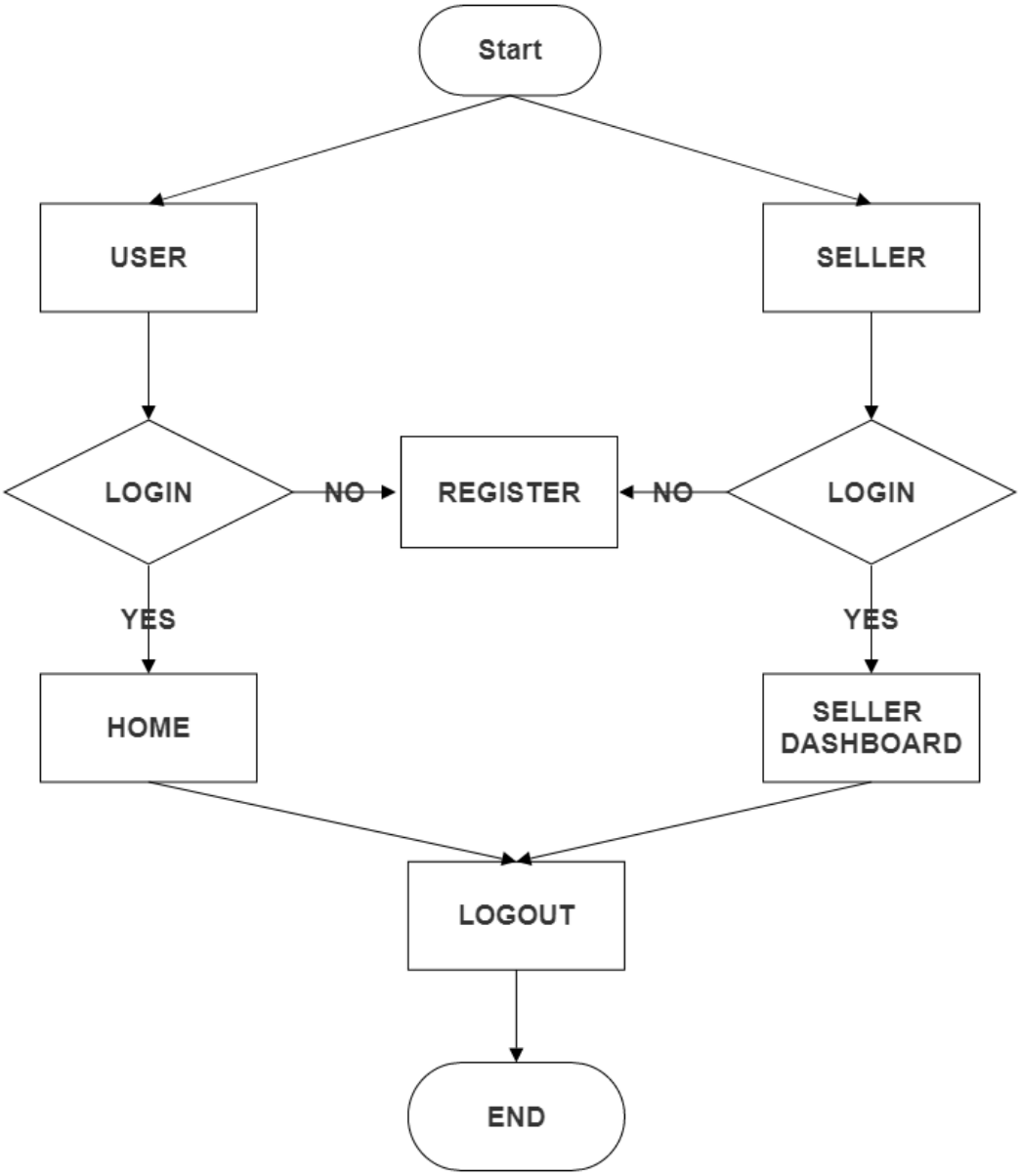

Fig 3.2 Algorithm and process design

Chapter 4
Implementation

4.1 Implementation process

STEP 1: Creating frontend using HTML

HTML or Hyper Text Markup Language is the standard markup language used to create web pages.HTML is written in the form of HTML elements consisting of tags enclosed in angle brackets (like <html>). HTML tags most commonly come in pairs like <h1> and </h1>, although some tags represent empty elements and so are unpaired, for example <img>. The first tag in a pair is the start tag, and the second tag is the end tag (they are also called opening tags and closing tags)

STEP 2: Updating html file using CSS

CSS was first developed in 1997, as a way for Web developers to define the look and feel of their Web pages. It was intended to allow developers to separate content from the design so that HTML could perform more of the function that it was originally based on the markup of content, without worrying about the design and layout. Web Designers that don't use CSS for their design and development of Web sites are rapidly becoming a thing of the past.

STEP 3: Creating databases using MYSQL

MySQL, the most popular Open Source SQL database management system, is developed, distributed, and supported by Oracle Corporation. The MySQL Web site (http://www.mysql.com/) provides the latest information about MySQL software. Since computers are very good at handling large amounts of data, database management systems play a central role in computing, as standalone utilities, or as parts of other applications.

STEP 4: Linking frontend with backend using PHP

PHP (recursive acronym for PHP: Hypertext Preprocessor) is a widely-used open-source general-purpose scripting language that is especially suited for web development and can be embedded into HTML. Instead of lots of commands to output HTML (as seen in C or Perl), PHP pages contain HTML with embedded code that does "something" (in this case, output "Hi, I'm a PHP script!"). The PHP code is enclosed in special start and end processing instructions<?PHP and ?> that allow you to jump into and out of "PHP mode.

4.2 Software and Hardware

VScode (Visual Studio Code)

Visual Studio Code, also commonly referred to as VS Code, is a source-code editor made by Microsoft with the Electron Framework, for Windows, Linux, and macOS. Features include support for debugging, syntax highlighting, intelligent code completion, snippets, code refactoring, and embedded Git. Users can change the theme, keyboard shortcuts, preferences, and install extensions that add additional functionality. This Visual Studio Code is used at every step of the implementation section.

- Frontend : HTML5, CSS, JS
- Backend : PHP, MYSQL – Xampp
- Hardware : Processor 2GHZ, RAM – At least 2GB
- Software : OS – Windows, Visual code text editor, Storing data – Gitlab, Chrome browser

Chapter 5
Result and Discussion

5.1 Result & Discussion

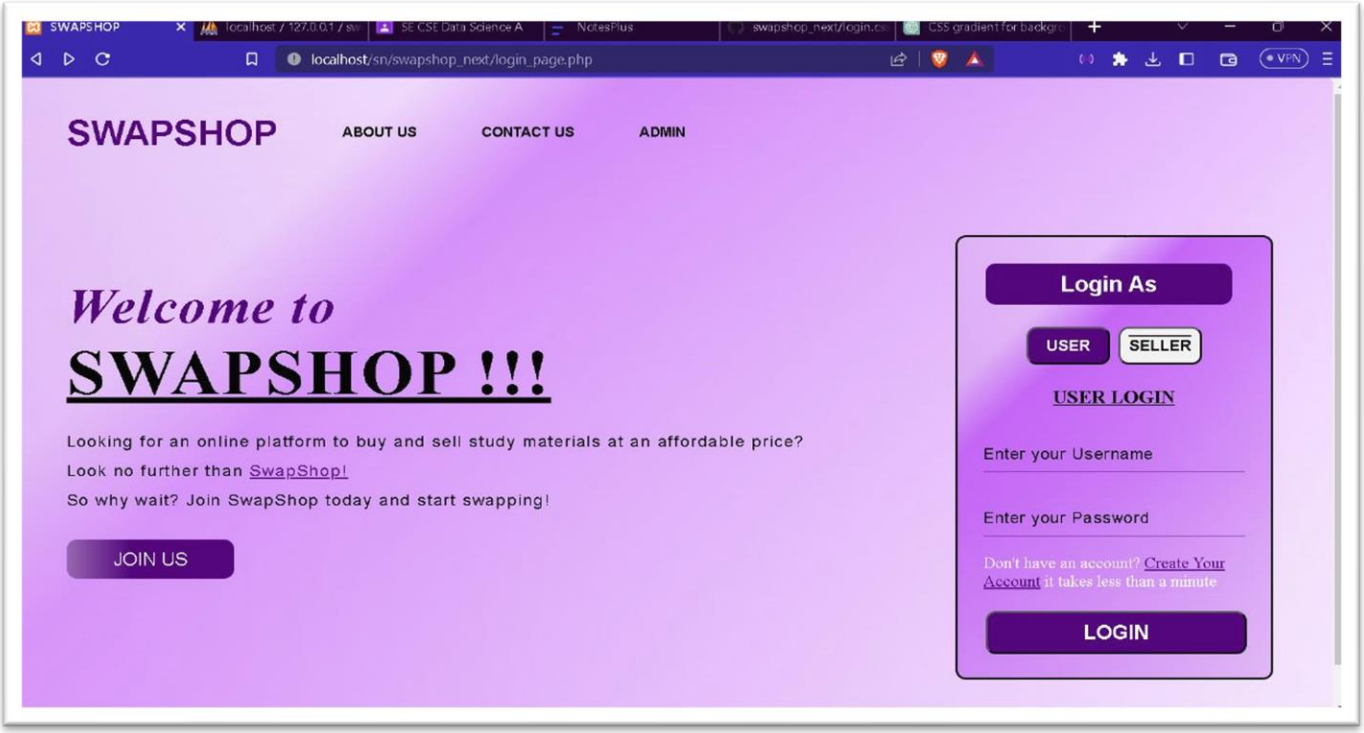

Fig 5.1 : Login page

Login Page

This is our login page where both user and seller have to login, if they both do not have account they have to first create an account as an seller or user.

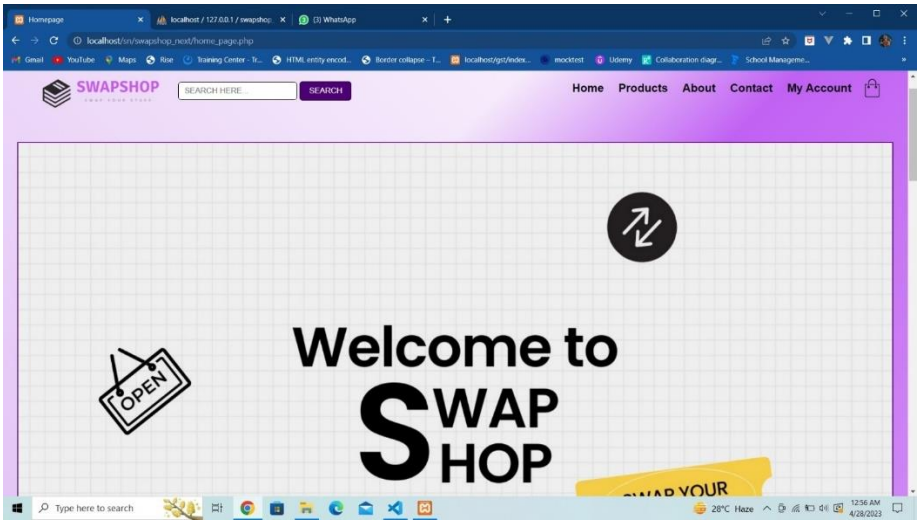

Fig 5.2 : Home page

Home page

This is homepage which shows the trending products of the website. Here user and seller have their separate links to login and register. This site can be reached by localhost/swapshop2.0.

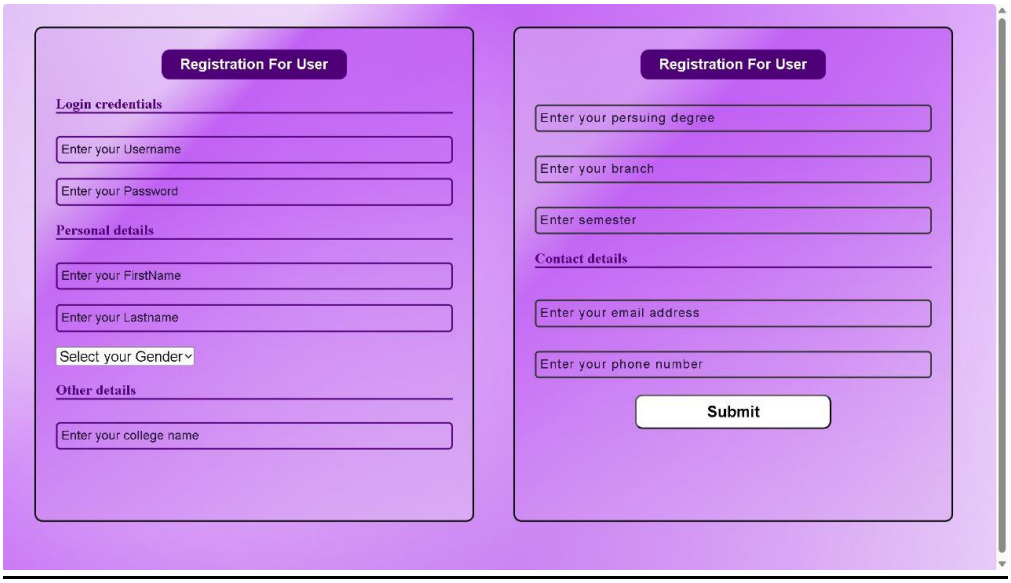

Fig 5.3 : User register page

User Register page

This is our register page. Here user can register themselves by entering the details. Same as user, seller also has their separate register page.

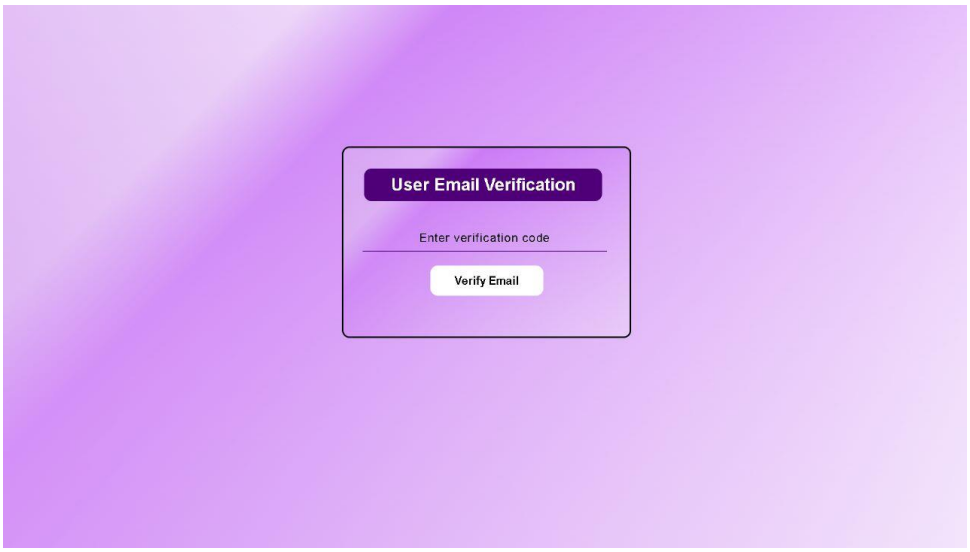

Fig 5.4: User email verification page

Email verification of user

This is our user email verification page in that user get a verification code which is used while registration.

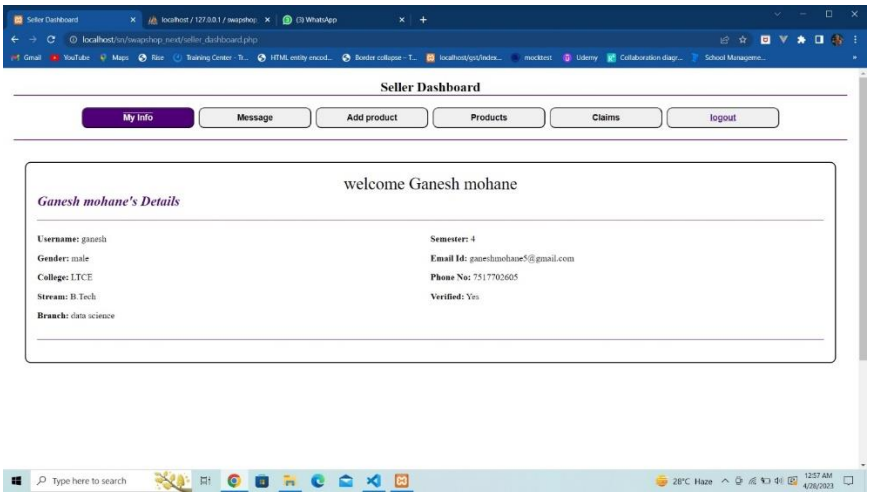

Fig 5.5 : Seller dashboard page 1

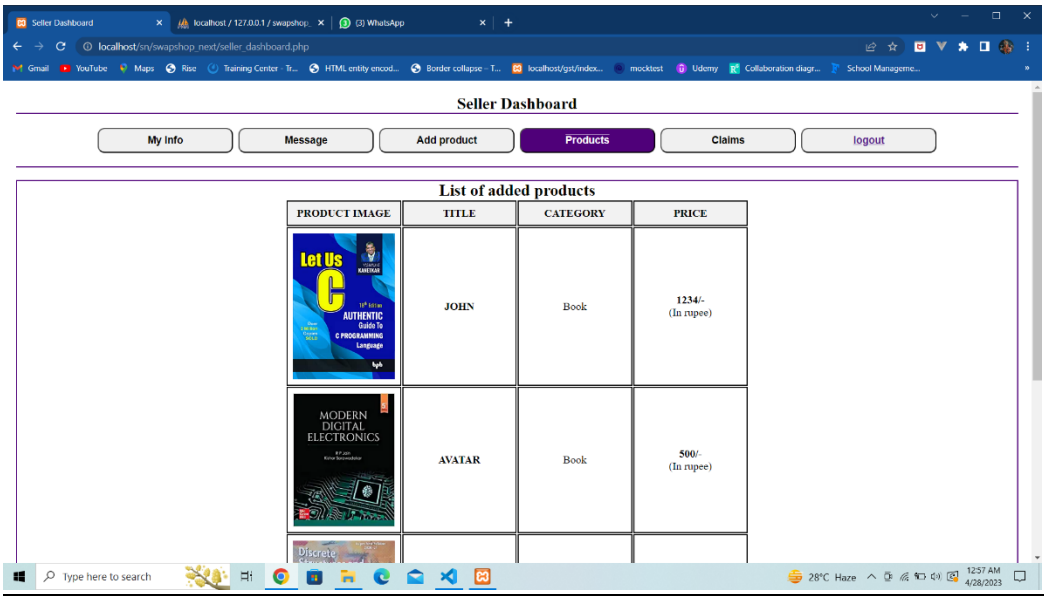

Fig 5.6 : Seller dashboard page 2

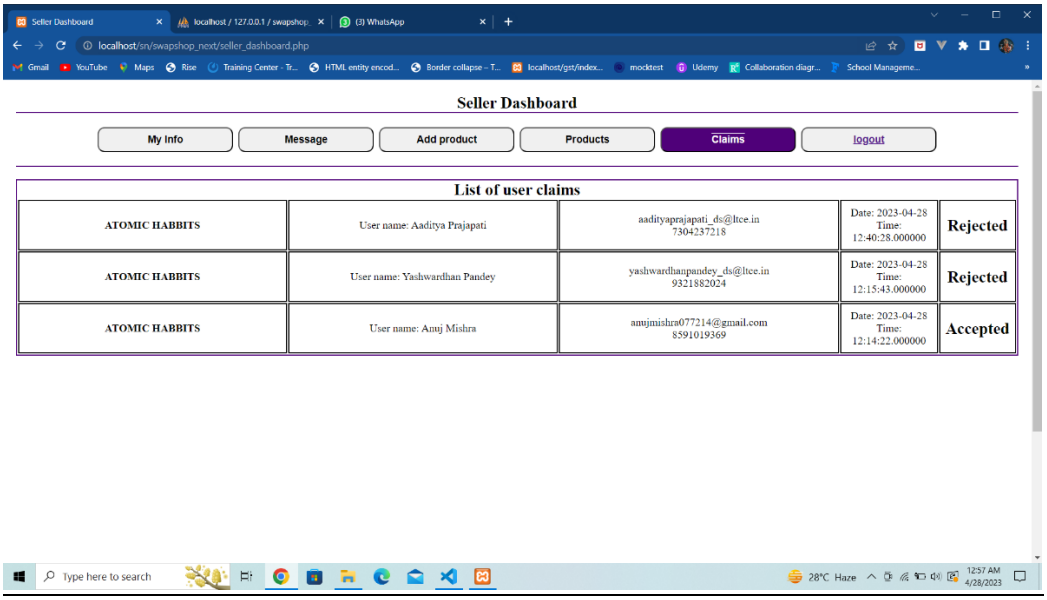

Fig 5.7 : Seller dashboard page 3

Seller Dashboard

This is our seller dashboard page where seller can add new product. And also seller can see the product list add by him. In seller dashboard seller get to know the list of user's claims for the product.

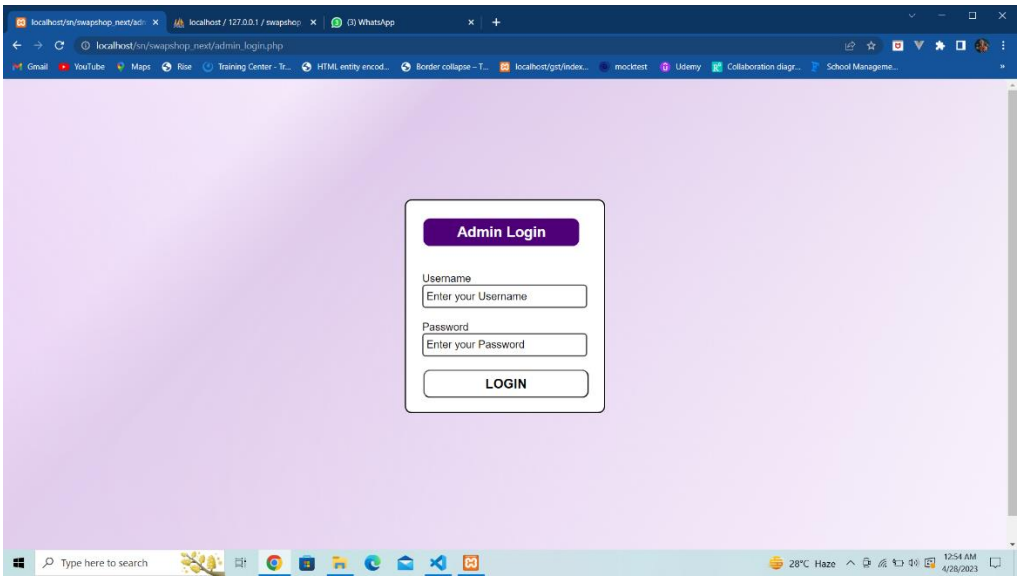

Fig 5.8 : Admin Login page

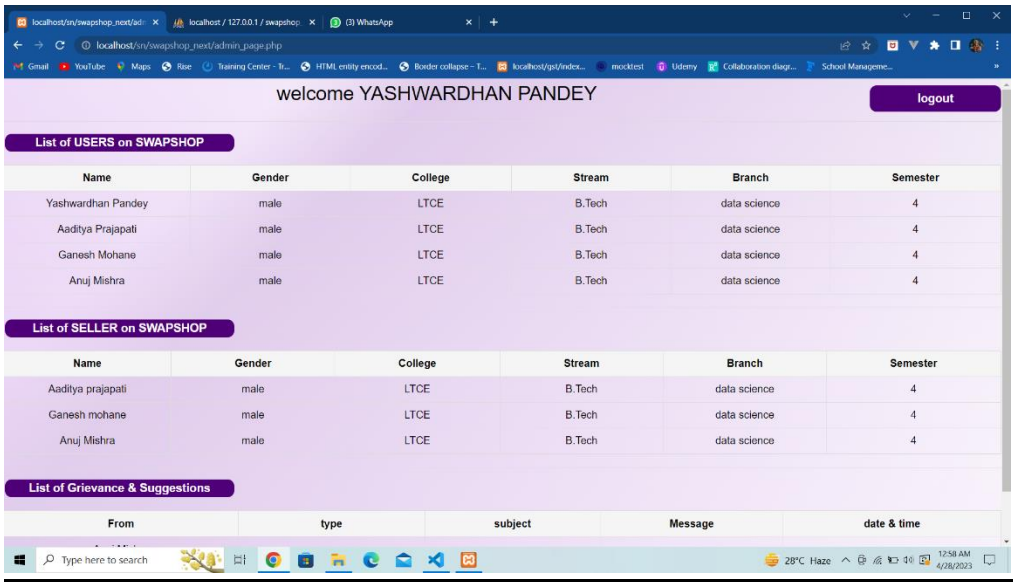

Fig 5.9 : Admin Dashboard page

This is the Admin dashboard or you can say admin panel, this the place from where we can handle the whole website. We can watch on user and sellers activities. To login in the admin dashboard there is login page in the main login page.

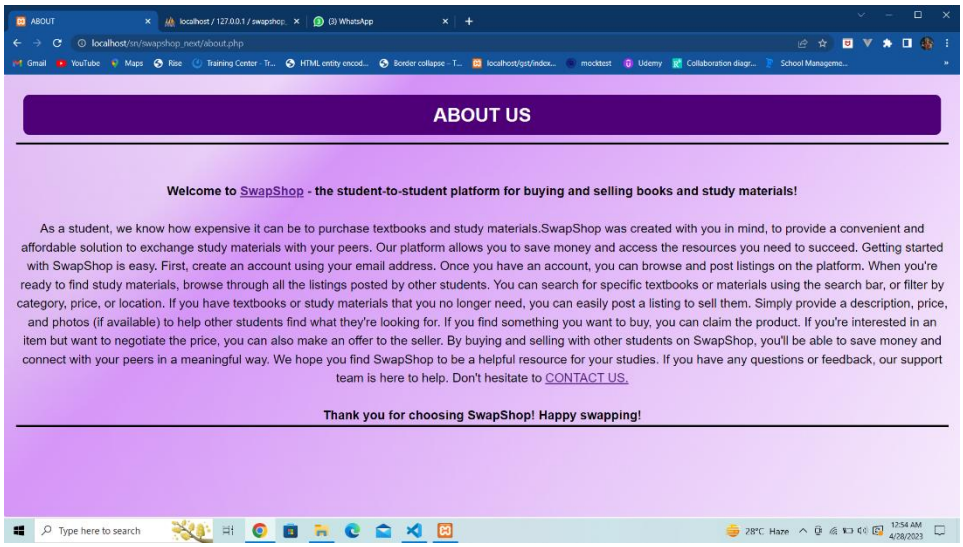

Fig 5.10 : About us page

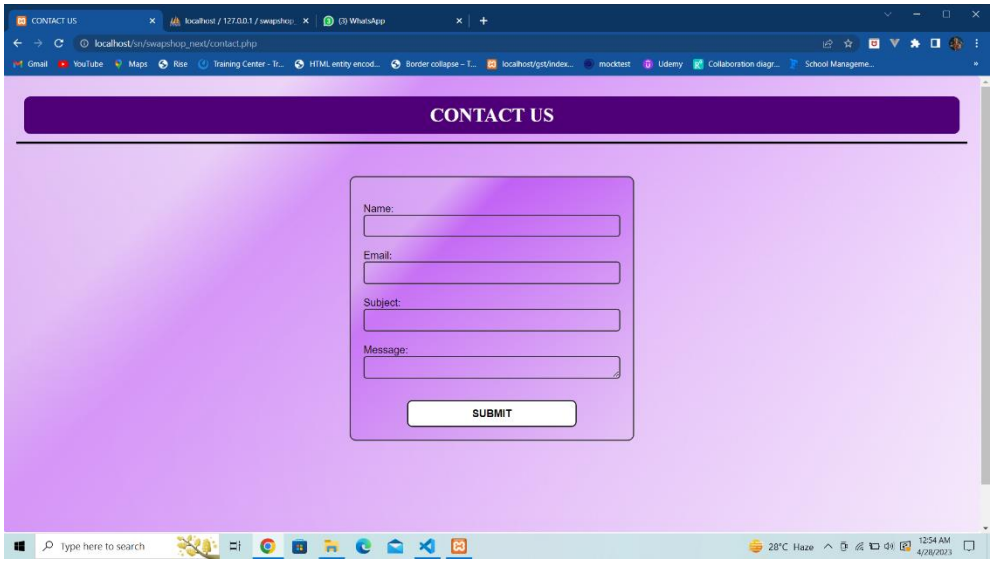

Fig 5.11 : Contact us page

So, this are the about us and contact us pages which you can find in front page of website. To know more about us and the swapshop you can go to the about us page and if you have any query they you can reach out to us using contact us page.

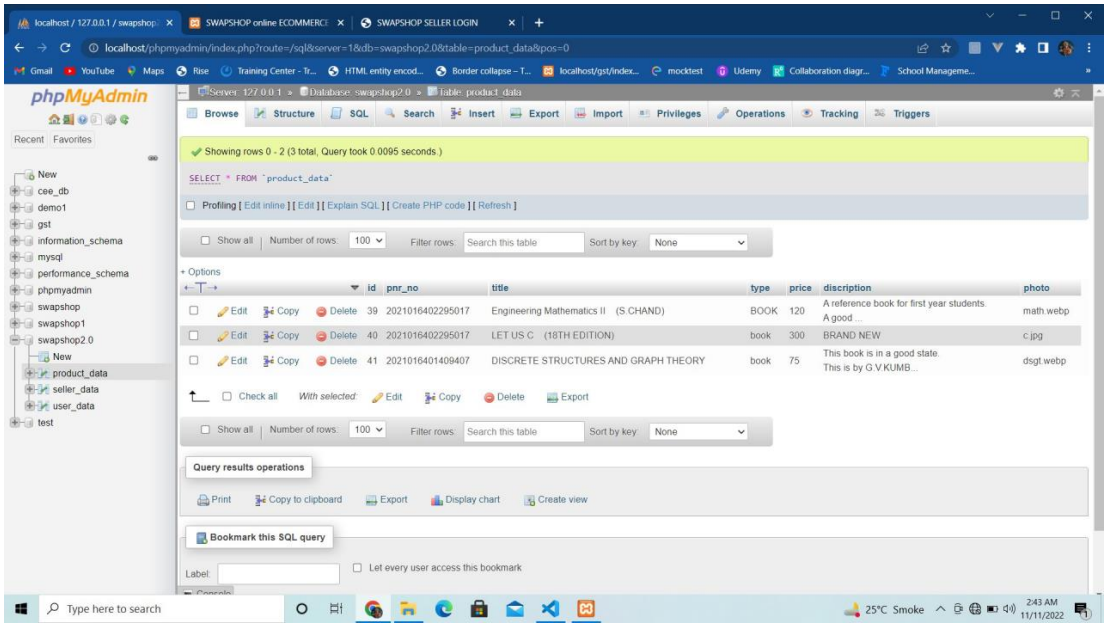

Fig 5.12 : Database

Database

The following is our database where we created three tables user_data,seller_data and product_data.

Chapter 6
Conclusion & Future Work

6.1 Conclusion :

The Internet has become a major resource in modern business, thus electronic shopping has gained significance not only from the admin but also from the user's point of view. we have designed the project to provide the user with easy navigation, retrieval of data, and necessary feedback as much as possible.

In this project, the user is provided with an e-commerce website that can be used to buy or sell their products online. This project helps in understanding the creation of an interactive web page and the technologies used to implement it. The design of the project which includes the Data Model and Process Model illustrates how the database is built with different tables, and how the data is accessed and processed from the tables.

The building of the project has given us precise knowledge about how PHP is used to develop a website, and how it connects to the database to access the data. If the project turns out to be successful then it can be a plus point for our college.

6.2 Future Work :

Software development is never ending process and continues the life of the software as per the changing needs of the user from time to time. The project is no doubt has been developed keeping in mind easy modification and enhancement that may be required from time to time.

However, there are many scopes to modify this software. Because due to shortage of time, we here become unable to include many things. Although this website is smooth and fast for users, we will build a SWAP SHOP app for a better interface. As there is no payment system, for now, it will surely be available in the future.

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