"ONLINE FASHION STORE"

A

Project Report

submitted

in partial fulfillment

for the award of the Degree of

Bachelor of Technology

in Department of Computer Science and Engineering

Project Mentor:
Name:Mrs. Rashmi Dadhich
Designation : Assistant Professor

Submitted By :
Girish Karwasra,17ESKCS062
Palak Wadhwa, 17ESKCS109
Pragati Jain, 17ESKCS116

Department of Computer Science and Engineering
Swami Keshvanand Institute of Technology, M & G, Jaipur
Rajasthan Technical University, Kota
Session 2019-2020

Swami Keshvanand Institute of Technology, Management & Gramothan, Jaipur

Department of Computer Science and Engineering

CERTIFICATE

This is to certify that Mr.Girish Karwasra, Ms.Palak Wadhwa, Ms.Pragati Jain, students of B.Tech(Computer Science & Engineering) VII semester has submitted their Project Report entitled ”Online Fashion Store” under my guidance.

Mentor

Name : Mrs. Rashmi Dadhich

Designation : Assistant Professor

Signature.....

Coordinator

Name : Mrs. Anjana Sangwan

Designation : Associate Professor

Signature.....

Name: Dr. Mukesh Kumar Gupta

Designation: Head of Department

Signature.....

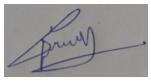
DECLARATION

We hereby declare that the report of the project entitled ”Online Fashion Store” is a record of an original work done by us at Swami Keshvanand Institute of Technology, Management and Gramothan, Jaipur under the mentorship of ”Mrs. Rashmi Dadhich” (Dept. of Computer Science and Technology) and coordination of ”Mrs. Anjana Sangwan” (Dept.of Computer Science and Technology). This project report has been submitted as the proof of original work for the partial fulfillment of the requirement for the award of the degree of Bachelor of Technology (B.Tech) in the Department of Computer Science and Technology.It has not been submitted anywhere else, under any other program to the best of our knowledge and belief.

Team Members

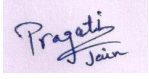
Signature

(Girish Karwasra,17ESKCS062)Team Member 1



(Palak Wadhwa,17ESKCS109) Team Member 2

(Pragati Jain, 17ESKCS116) Team Member 3



Acknowledgement

A project of such a vast coverage cannot be realized without help from numerous sources and people in the organization.We take this opportunity to express our gratitude to all those who have been helping us in making this project successful.

We are highly indebted to our faculty mentor Mrs. Rashmi Dadhich.She has been a guide, motivator source of inspiration for us to carry out the necessary proceedings for the project to be completed successfully. We also thank our project coordinator Mrs. Anjana Sangwan for his co-operation, encouragement, valuable suggestions and critical remarks that galvanized our efforts in the right direction.

We would also like to convey our sincere thanks to Prof. Dr. Mukesh Gupta, HOD, Department of Computer Science and Engineering, for facilitating, motivating and supporting us during each phase of development of the project.Also, we pay our sincere gratitude to all the Faculty Members of Swami Keshvanand Institute of Technology, Management and Gramothan, Jaipur and all our Colleagues for their co-operation and support.

Last but not least we would like to thank all those who have directly or indirectly helped and cooperated in accomplishing this project.

Team Members:

Girish Karwasra, 17ESKCS062

Palak Wadhwa, 17ESKCS109

Pragati Jain, 17ESKCS116

Contents

List of Figures

Chapter 1

Project Chapter

1.1 Problem Statement and Objective

The Online Fashion Store (OFS) web application is intended to provide complete solutions for vendors as well as customers through a single gateway using the internet as the sole medium. It will enable vendors to set up online fashion shops (garments, accessories etc.), customers browse through the shop and purchase them online without having to visit the shop physically. The administration module will enable a system administrator to approve and reject requests for new shops and maintain various lists of shop category This document is meant to discuss the features of OFS, so as to serve as a guide to the developers on one hand and a software validation document for the prospective client on the other..

1.2 Introduction to Project

OFS is aimed towards the vendors who want to reach out to the maximum cross-section of customers and common people who can be potential customers. This project envisages bridging the gap between the seller, the retailer and the customer. OFS should be user-friendly, 'quick to learn' and reliable software for the above purpose. OFS is intended to be a stand-alone product and should not depend on the availability of other software. It should run on both UNIX and Windows based platforms.

1.3 Proposed Logic / Algorithm / Business Plan / Solution / Device

The objective of project on Online Shopping Portal is to developing a GUI based automated system, which will cover all the information Related to the all products which is used in our daily life. For example – Mobiles Phones, Laptops, Clothes, Books, Electronic Items and many more. So by this GUI based automated system a user want to purchase something then it only a mouse click away to purchase these products.

1.4 Scope of the Project

1. Secure registration and profile management facilities for Customers
2. Browsing through the e-store to see the items that are there in each category of products like garments (ethnic , western etc) and accessories.
3. Adequate searching mechanisms for easy and quick access to particular products and services.
4. Creating a Shopping cart so that customers can shop 'n' no. of items and checkout finally with the entire shopping carts. Customers can add or delete items in the cart.
5. Uploading 'Most Purchased' Items in each category of products in the Shop.
6. Administrators are responsible for internal affairs like processing orders assuring home delivery, getting customer's delivery-time feedback, updating order's status and answering client's queries online.
7. Feedback mechanism, so that customers can give feedback for the product or service which they have purchased. Also facility rating of individual products by relevant customers.
8. Adequate payment mechanism and gateway for all popular credit cards, cheques and other relevant payment options, as available from time to time.

9. Initial non functional requirements will be: -

   - Secure access of confidential data (user's details).
   - 24 X 7 availability
   - Better component design to get better performance at peak time
   - Advertisement space where it will effectively catch the customer's attention and as a source of revenue..

Chapter 2

Software Requirement Specification

2.1 Overall Description

The "ONLINE SHOPPING PORTAL" is developed according the current need in different Fields. This is online shopping Website which provides facility for purchasing Mobiles, Laptops, Camera and many more items. So by using this Online Shopping Portal users which want to purchase some products will first Register an account on this portal then Login through their Username and Password, and then Select items which they want to purchase and add them to cart and finally checkout by giving payment details. So by using this portal users can easily purchase products from their home.

2.1.1 Product Perspective

2.1.1.1 System Interfaces

It is an independent product that does not require additional hardware or software interfaces to function, other than the OS. When released, the final product would be the first version of the software. It is designed as a secured system, which could be accessed by the any authenticated user. Nonetheless, the system restricts access to its various components, to users with varied characteristics

2.1.1.2 User Interfaces

User Interface is the platform through which user can easily interact with the system. In our application, we have a register and login page that is user friendly and can be accessed easily.

2.1.1.3 Hardware Interfaces

- 300 MB hard disk space on the user's machine
- RAM: 2GB or more
- Processor: Dual Core or more

2.1.1.4 Software Interfaces

- Any operating system that can run a web browser: Windows, LINUX, MacOS, etc.
- Modern web browsers like, Firefox (version 78 or above), Chrome (version 80 or above), Microsoft Edge (version 80 or above), etc.

2.1.1.5 Communications Interfaces

Following are the Communication Interface specifications:

- NIC (Network Interface Card) - It is a computer hardware component that allows a computer to connect to a network, for both wired and wireless connections.
- Internet Service Provider (ISP) to access and share information over the Internet.

- Ethernet - It is a frame-based computer network technology for Local Area Networks (LANs).
- Wireless adapter if using Wi-Fi
- Wireless adapter if using Wi-Fi

2.1.1.6 Memory Constraints

It requires a minimum of 512 MB of primary memory and 3GB of secondary memory for installation and execution

2.1.1.7 Project Functions

The complete product is comprised of various functions- Function available to general user-

- User can access the information about various Products and Brands.
- User can become a member of site by registering himself.
- User can buy a Product online.
- Selected categories can be explored by user.

Registered user has some other function like-

- Log –in page to log into the application.
- He will get email from administrator sending him information about new Products in the store.
- Can change his/her password.

Function available to Administrator

- Administrator will add or delete the Products in the database.
- Administrator also provides the discount on the Products.
- It enables or disables the user after fill the user registration form.
- Administrator will send new password to the user email address.

2.1.1.8 User Characteristics

- The user should be familiar with the Shopping Mall related terminology like Shopping cart/Checking out/Transaction etc.
- The user should be familiar with the Internet.

2.1.1.9 Constraints

Only administrator will be able to make entries in the database and can modify it.

2.1.1.10 Assumption and Dependencies

It is assumed that the internet provided to the gateway has a good stability and the user should have a good internet connection in order to run the application. the person using this application is assumed to be the one who know the basics of computer and know how to operate an application. Since our project is not dependent on any other project,there is no dependency.

Chapter 3

SYSTEM DESIGN SPECIFICATION

3.1 System Architecture

The most creative and challenging phase of System Development Life Cycle (SDLC) is Software Design. SDS is systematic documentation of design. A design process involves "conceiving and planning out in the mind" and "making drawing pattern or sketch". The term "design" describes a final system and the process by which it is developed. It assist in catching potential errors before the implementation phase itself which had been very costly to remove otherwise. System Design is a solution how to translate the system requirement into a blue print for constructing the software. The goal of SDS is not only to produce a correct design but the best possible one within the limitation imposed by the requirements and the physical and social environment in which the system will operate. The system architecture description found in this document provides the reader a clear sense of how the system will be organized, how the components will interact and how the users will interface with the running software.

3.2 High Level Design Diagrams

3.2.1 Class Diagram

3. Class Diagram

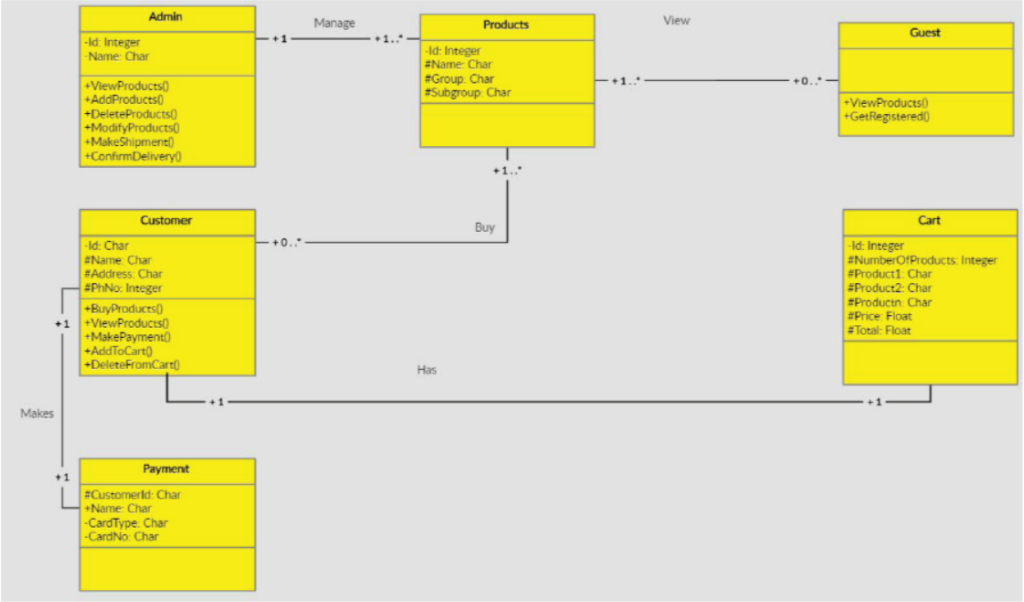


Fig 5.4 Class Diagram

Figure 3.1: Class Diagram

3.2.2 Activity Diagram

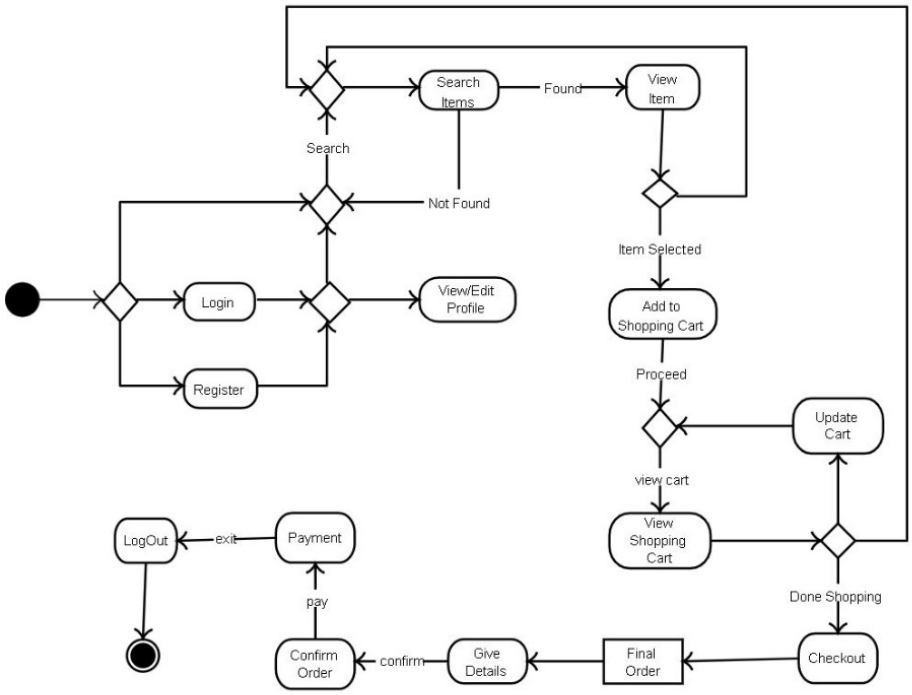


Figure 3.2: Activity Diagram

3.2.3 Data-Flow Diagram

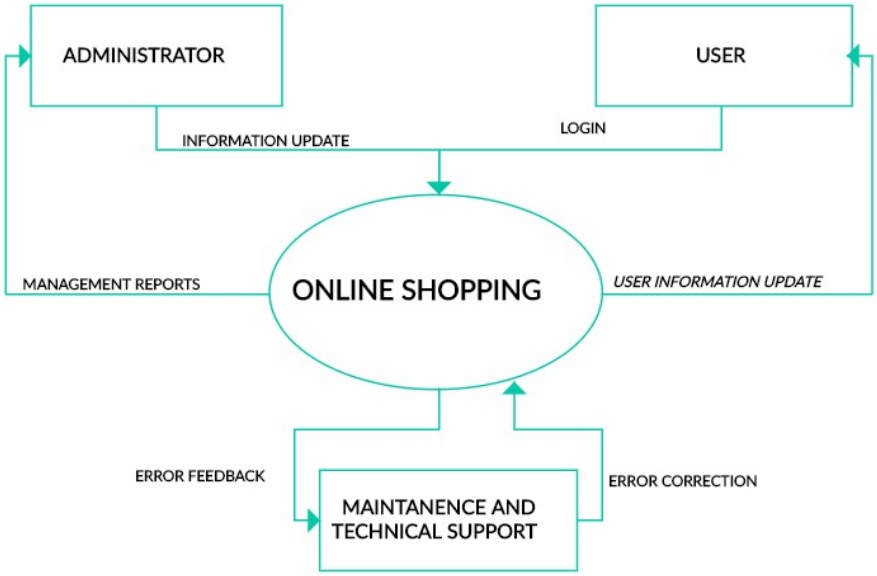


Figure 3.3: DFD - 0

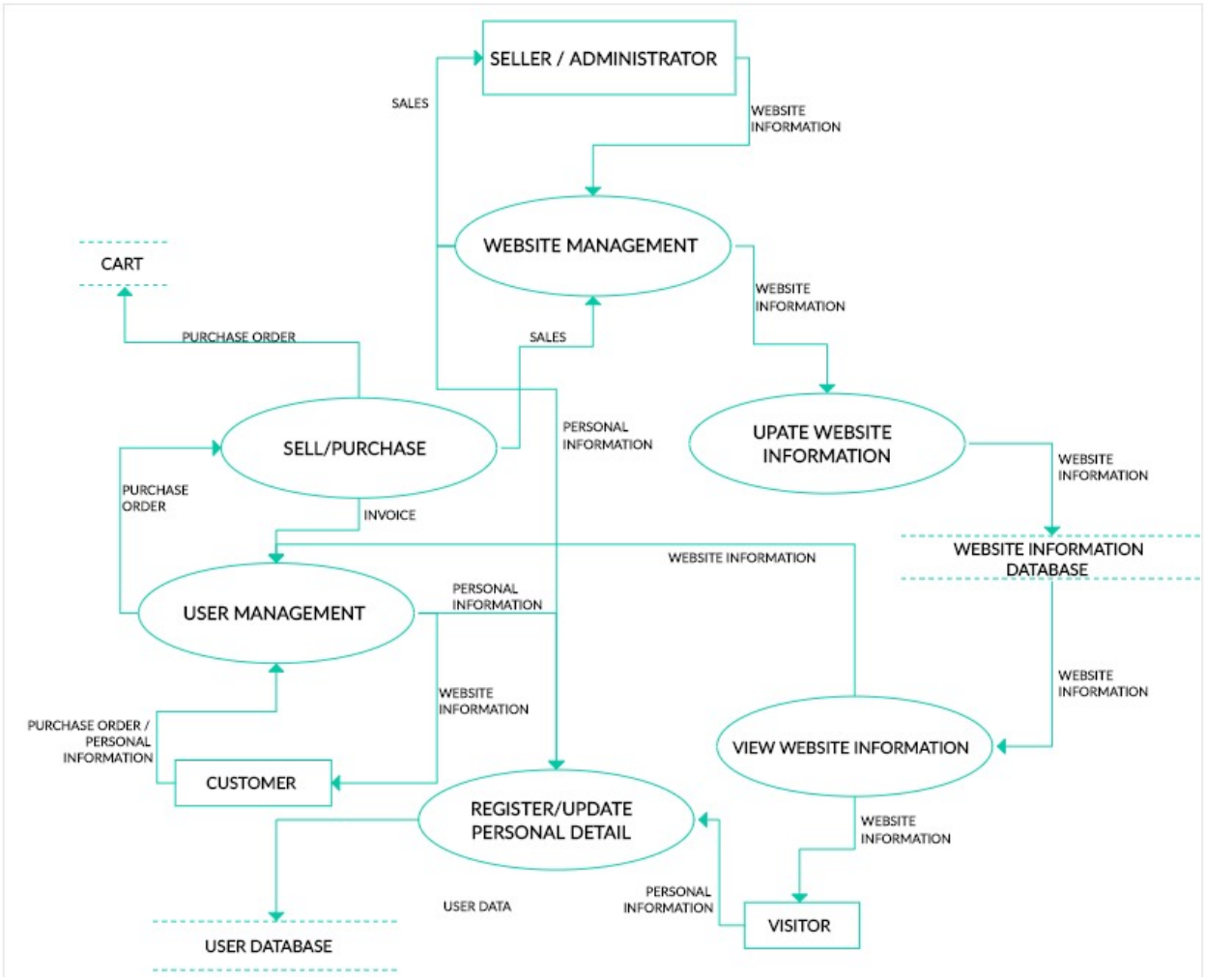


Figure 3.4: DFD - 1

3.2.4 Use Case Diagram

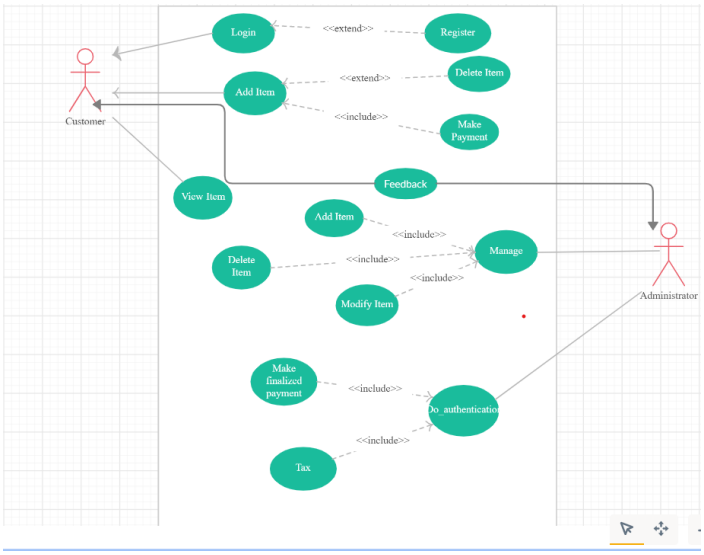


Figure 3.5: Use-case Diagram

Chapter 4

METHODOLOGY AND TEAM

4.1 Introduction to Waterfall Framework

The Waterfall Model was first Process Model to be introduced. It is also referred to as a linear-sequential life cycle model. It is very simple to understand and use. In a waterfall model, each phase must be completed before the next phase can begin and there is no overlapping in the phases. The waterfall Model illustrates the software development process in a linear sequential flow; hence it is also referred to as a linear-sequential life cycle model. This means that any phase in the development process begins only if the previous phase is complete. In waterfall model phases do not overlap. In ”The Waterfall” approach, the whole process of software development is divided into separate phases. In Waterfall model, typically, the outcome of one phase acts as an input for the next phase sequentially. Following is a diagrammatic representation of different phases of waterfall model.

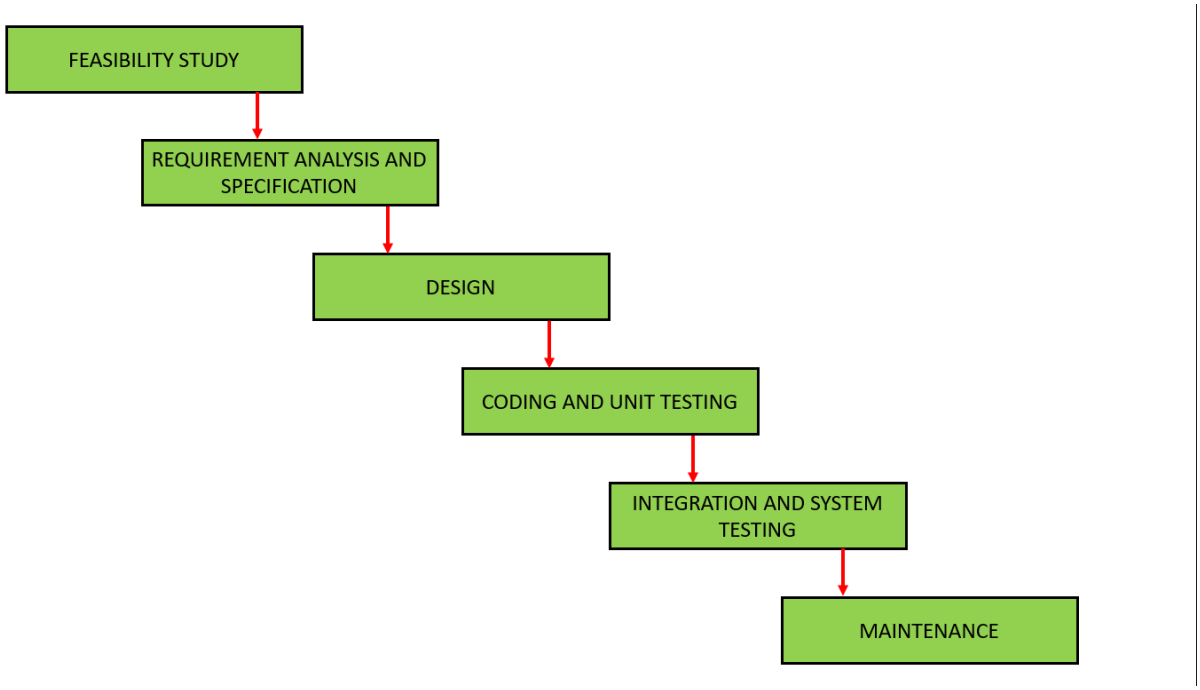


Figure 4.1: WaterFall model

The sequential phases in Waterfall model are-

1. **Requirement Gathering and analysis:** All possible requirements of the system to be developed are captured in this phase and documented in a requirement specification doc.

2. **System Design:** The requirement specifications from first phase are studied in this phase and system design is prepared. System Design helps in specifying hardware and system requirements and also helps in defining overall system architecture.

3. **Implementation:** With inputs from system design, the system is first developed in small programs called units, which are integrated in the next phase. Each unit is developed and tested for its functionality which is referred to as Unit Testing.

4. **Integration and Testing:** All the units developed in the imple-

mentation phase are integrated into a system after testing of each unit. Post integration the entire system is tested for any faults and failures.

5. **Deployment of system:** All the units developed in the implementation phase are integrated into a system after testing of each unit. Post integration the entire system is tested for any faults and failures.

6. **Maintenance:** All the units developed in the implementation phase are integrated into a system after testing of each unit. Post integration the entire system is tested for any faults and failures.

All these phases are cascaded to each other in which progress is seen as flowing steadily downwards (like a waterfall) through the phases. The next phase is started only after the defined set of goals are achieved for previous phase and it is signed off, so the name ”Waterfall Model”. In this model phases do not overlap.

Waterfall Model Pros Cons

Advantage The advantage of waterfall development is that it allows for departmentalization and control. A schedule can be set with deadlines for each stage of development and a product can proceed through the development process model phases one by one. Development moves from concept, through design, implementation, testing, installation, troubleshooting, and ends up at operation and maintenance. Each phase of development proceeds in strict order.

Disadvantage The disadvantage of waterfall development is that it does not allow for much reflection or revision. Once an application is in the testing stage, it is very difficult to go back and change something that was not well-documented or thought upon in the concept stage.

4.2 Team Members, Roles & Responsibilities

Girish Karwasra- Back-end

Palak Wadhwa - Front-end

Pragati Jain - Database

Chapter 5

System Testing

The designed system has been testing through following test parameters.

5.1 Functionality Testing

In testing the functionality of the web sites the following features were tested:

1. Links

   (a) Internal Links: All internal links of the website were checked by clicking each link individually and providing the appropriate input to reach the other links within.

   (b) External Links: Till now no external links are provided on our website but for future enhancement we will provide the links to the candidate's actual profile available online and link up with the elections updates online etc.

   (c) Broken Links : Broken links are those links which so not divert the page to specific page or any page at all. By testing

the links on our website, there was no link found on clicking which we did not find any page.

2. Forms

   (a) Error message for wrong input : Error messages have been displayed as and when we enter the wrong details (eg. Dates), and when we do not enter any details in the mandatory fields. For example: when we enter wrong password we get error message for acknowledging us that we have entered it wrong and when we do not enter the username and/or password we get the messages displaying the respective errors.

   (b) Optional and Mandatory fields : All the mandatory fields have been marked with a red asterisk (*) and apart from that there is a display of error messages when we do not enter the mandatory fields. For example: As the first name is a compulsory field in all our forms so when we do not enter that in our form and submit the form we get an error message asking for us to enter details in that particular field.

3. Database Testing is done on the database connectivity.

5.2 Performance Testing

Performance Testing takes into account the internal mechanism of a system or component. Fatigue Testing is carried out with the objective of determining the relationship between the stress range and the number of times it can be applied before causing failure. So when

your product's performance durability needs to be predicted, verified and validated, turn to DTB's Performance Testing and Fatigue Testing experts. We provide you with the necessary performance testing and fatigue testing equipment and personnel to test the design and manufacturing integrity of your product. Call upon our vast experience in commercial and military applications. Software Performance Testing is a 2-day course designed to provide an excellent knowledge base and practical skills for anyone interested in improving Software Performance Testing techniques and practices in their organization. This course starts with an overview of software testing basics, including discussions of the importance of software testing, the different levels of testing and basic testing principles. Basic testing terminology is defined. Techniques for ensure test coverage of requirements, different types of testing documentation and various test activities are discussed. Course attendees will learn how to utilize various techniques for performing systematic performance testing, including decision/-condition coverage, loop testing and basis path testing. Strategies for performing software and system integration testing are also covered.

5.3 Usability Testing

Usability testing focuses on the modules independently locate the errors. This enables the tester to detect errors in coding. It is the process of taking a module and running it in isolation from rest of the software product by using prepared test cases and comparing the actual result with the result redirected with the specifications and design

of the module. One purpose of testing is to find and remove as many errors in the software as practical. There are number of reason in support of usability testing-: • The size of module single module is small that we can locate an error fairly easily. • The module is small enough that we can attempt to test it in some demonstrably exhaustive fashion. • Confusing interactions of multiple errors in widely different parts of software are eliminated. There are problem associated with testing a module in isolation. How do we run a module without anything to call it, to be called by it, possibly to output intermediate values obtained during execution? One approach is to construct an appropriate driver routine to call it, and simply stubs to be called by it, and to insert output statements in it. Stubs serve to replace modules that are subordinate to the module to be tested. A stub or dummy subprogram uses the subordinate module's interface, may do minimal data manipulation, prints verification of entry and returns.

Chapter 6

PROJECT SCREENSHOTS

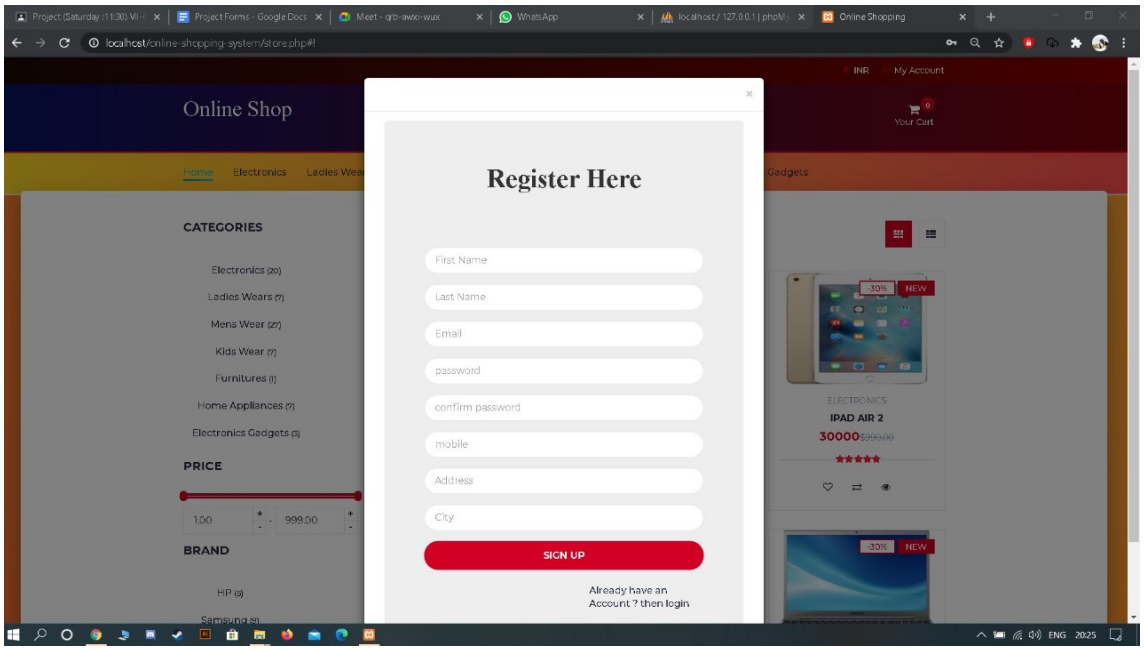


Figure 6.1: Register Page

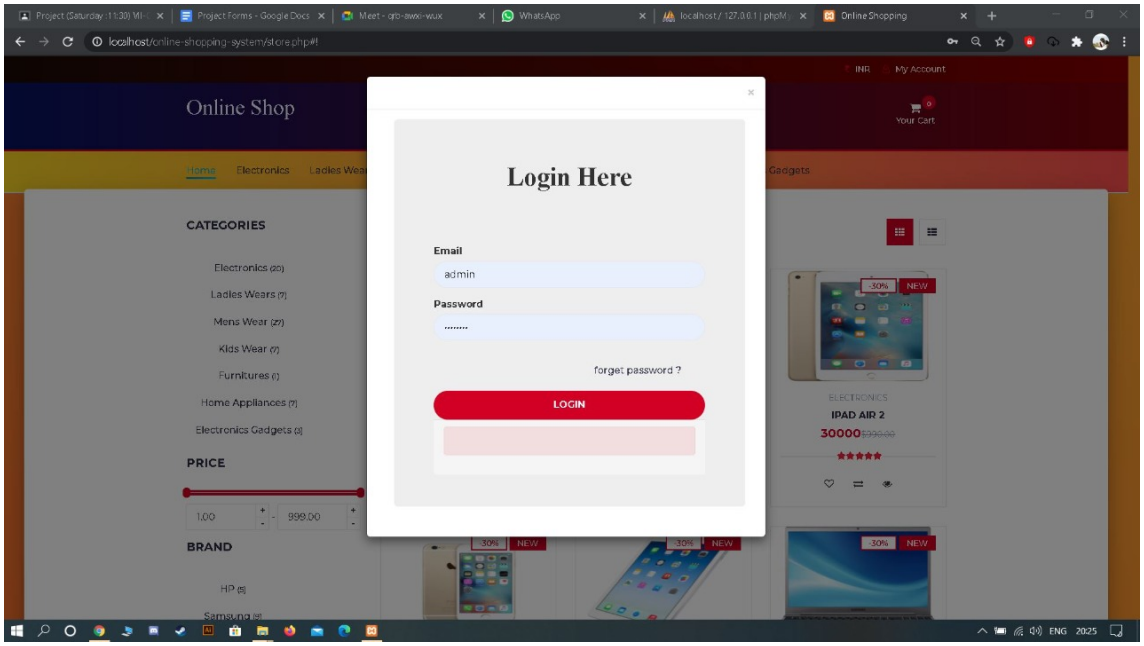


Figure 6.2: Login Page

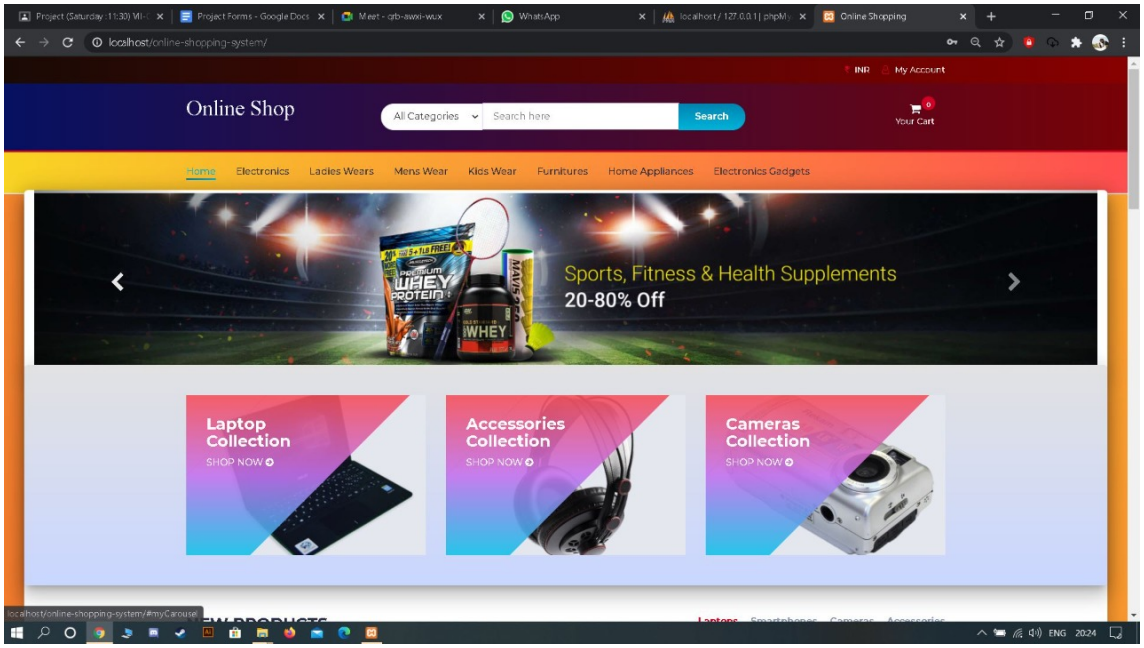


Figure 6.3: Home Page

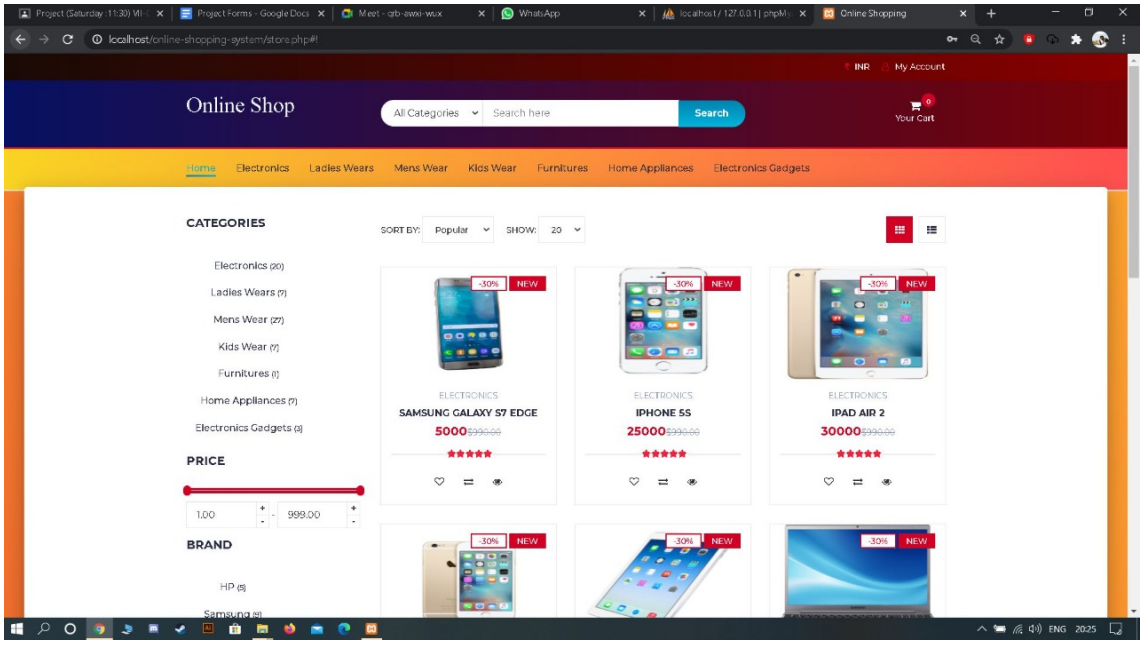


Figure 6.4: Product Page

Chapter 7

PROJECT SUMMARY AND CONCLUSIONS

7.1 Conclusion

Online shopping is rising day by day in India. Because computer users are increasing day by day so the online shopping trends are also increasing. This project covers the online selling of electronics, fashion accessories, watches etc. The project shows the product category and then product details. From the product details, the product can be added to cart and can be bought, making it very simple to use.

Chapter 8

FUTURE SCOPE

Initial functional requirements will be: -

- Secure registration and profile management facilities for Customers Browsing through the e-store to see the items that are there in each category of products like garments (ethnic , western etc) and accessories.
- Adequate searching mechanisms for easy and quick access to particular products and services.
- Creating a Shopping cart so that customers can shop 'n' no. of items and checkout finally with the entire shopping carts. Customers can add or delete items in the cart.
- Uploading 'Most Purchased' Items in each category of products in the Shop. Administrators are responsible for internal affairs like processing orders, assuring home delivery, getting customer's delivery-time feedback, updating order's status and answering client's queries online.
- Feedback mechanism, so that customers can give feedback for the product or service which they have purchased. Also facility rating

of individual products by relevant customers.

- Adequate payment mechanism and gateway for all popular credit cards, cheques and other relevant payment options, as available from time to time.

Initial non functional requirements will be: -

- Secure access of confidential data (user's details).
- 24 X 7 availability
- Better component design to get better performance at peak time Advertisement space where it will effectively catch the customer's attention and as a source of revenue.

References

[1] *Literature References (IEEE Syntax), Examples are given as under:*

[2] *Google Search Engine for various searching*

[3] `Web-TechnologiesBlackBook`

[4] `research-methodology.net`