INTRODUCTION

1.INTRODUCTION

1.1 PROJECT OVERVIEW

Today internet become reality and usage of internet become very much popular and there is tremendous increase of internet in all over the world for shopping purpose. Online Shopping is a form of electronic commerce which allows consumers to directly buy goods from a seller over the internet. This will let consumer to view and order products online from any part of the world The Online Shopping enables customer to buy mobiles or accessories from anywhere through online. This application advertises some of the products for shopping. To buy products, customer has to create an account, they can only view the available product. The product will be developed completely independent and dynamic website. Customer must have an account to purchase the product. This application stores all the information in the database which can be retrieved whenever needed and all the validations are performed during the entry of the data by the user thus ensuring that the user cannot enter any wrong data which could cause problem later. The Marker is meant for the mobile and other electronic products shopping that includes the purchasing and the selling of the products on internet. The mobile business has lot of scope and enhancing day by day. The internet business of the mobile has been the great future due to globalization. The project is internet based due to the vast demand of the internet. The world is now a global village due to the internet. Now a day's people prefer to buy goods on the internet by browsing the websites of businesses and not visiting the market to buy goods. The online shop owner revenue will definitely be enhanced due to the great demand of the online shopping and made the person be happy of having great technical business idea. Main objective of this project is to understand architecture of online shopping websites from ordering, cancellation, updating products and payment through different online techniques. Online shopping project is a fast growing business in the world.

1.2 Advantages

- Its user friendly and time saving features users are attracting towards online web shopping... Complete web based administration.
- It makes products easy to find: Finding a product online is much easier than looking for it in the local store.
- Products are often more inexpensive: Products are often cheaper online than they are in stores.
- It saves time and energy: You don't have to waste your time going to stores, dealing with crowds, and standing in lines.
- Shopping online gives you access to a wider range of options: You have great freedom of choice when you shop online. The Internet provides a far wider range of products than that you would find in any local store.
- Shopping online allows you privacy: There are some things that you just don't want to buy publicly. You can buy any kind of product online while maintaining your privacy.

1.3 PROBLEM DEFINITION.

So an alternative solution is needed. The primary objective of the proposed system design is to overcome the drawbacks of the existing system and reduce the manual work. We can achieve this objective by computerizing the whole activities that are carried out manually. Computerizing will reduce manual work and produce desired information efficiently and quickly.

SYSTEM ANALYSIS

SYSTEM ANALYSIS

2. SYSTEM ANALYSIS

The process of gathering and interpreting facts diagnosing problem and using the information to recommended information in system or in other words, it means detailed explanation of description

System analysis refers to the process of examining a situation with the intent of improving it through better process and method. System analysis is, therefore, the process of gathering and interpreting facts diagnosing problem and using the information to recommended information in system or in other words, it means detailed explanation of description. Before computerizing a system under consideration, it has to be analyzed.

We need to study how it function currently, what are problem and what the requirement that proposed software should meet. The main component of making software are

- System and software requirements analysis
- Design and implementation of software
- Ensuring, verifying and maintaining software integrity

2.1 EXISTING SYSTEM

In the existing system all transactions, dealing of products, purchasing of products were done manually which is time consuming. Reports are prepared manually as and when needed.

Maintaining of reports is very tedious task. To buy products user has to collect information about it either by visiting the shop or asking people which is the better one.

Identifying Needs of the System

The work that was being carried out with the help of the manual system has to be transferred to the personal computer from the variety of reasons.

1. The manual system is slowly being phased out and all the activities that are being carried out by manual system are to be taken care of the system

2. There are many function that demanded computerization, but were not being covered by the manual system

3. Throughout time is high for processing.

2.2 PROPOSED SYSTEM

- Shop online is an online application which provides the online shopping facility available for everyone.

- Shop online application concentrates more on user friendly interface and promotes user to purchase faster and easier.

- Shop online is provided with customer's support page.
- Faster access information.
- Security issues pays major importance today, extra attenuation towards security is done shopping application.

2.3 FEASIBILITY STUDY

Feasibility study is made to see if the project on completion will serve the purpose of the organization for the amount of work, effort and the time that spend on it. Feasibility study lets the developer foresee the future of the project and the usefulness. Feasibility study is a test of system proposed regarding its workability, impact on the organization, ability to meet the needs and effective use of resources. Thus when a new project is proposed, it normally goes through a feasibility study before it's approved for development.

The document provides the feasibility of the project that is being designed and lists various areas that were considered very carefully during the feasibility study of this project such as technical, economical and behavioral feasibility.

Investigating the existing system in the area under investigation does, to test the technical, social and economic feasibility of a system and generating ideas about the new system. There are three aspects in the feasibility study portion of the preliminary investigation.

- Technical Feasibility
- Economic Feasibility
- Behavioural Feasibility

Technical Feasibility

A technical feasibility centers on the existing computer system (hardware, software etc.) And to what extent it can support the proposed software. The hardware and software requirements of the system are industry standards. Here no extra expenditure is expected to incur. The consideration that are normally associated with technical feasibility include,

- Development Risk
- Resource Availability
- Technology

Economic feasibility

Economic analysis is the most frequently used method for evaluating the effectiveness of the candidate system. Most commonly known as cost/benefit analysis, the procedure is to determine the benefits and savings that are expected from a candidate system; otherwise further alternations will have to be made, if it is to have a chance of approved. Second is the fee details which functions are same as in the passport generation process. Complaint registration form is used for complaint registration. All the process is carried out with the help of computer's so it gives more accuracy and security. The proposed system is cost effective because of its experimental and user-friendly interface. The user can directly view and change the record.

The analysis raises financial or economical question during the preliminary investigation to estimate the following.

- The cost to conduct a full systems investigation.
- The benefits in the form of reduced costs or fewer costly errors.
- The cost if nothing changes.
- The cost of hardware and software for the class application of the project being considered.

Behavioral Feasibility

It centers on the reaction of the users. Since the system is user-friendly, user training is an easy manner. Any one, with the basic knowledge of computer can operate the system. The user need not have prior knowledge of Visual Basic.

2.4 DATA FLOW DIAGRAM

The data flow diagram (DFD) is one of the most important tools used by system analysts. A DFD is also known as "Bubble Chart" has the purpose of clarifying system requirements and identifying major transformations that will become programs in system design phase. So it is the starting point of the design phase that functionally decomposes the requirement specifications down to the lowest level of detail.

Data flow diagrams are made up of a number of symbols, which represent system components. Most data flow modeling methods use four kinds of symbols. These symbols are used to represent four kinds of the system components. Processes, data stores, data flows and external entities. Circles in DFD represent processes,

Data flow is represented by a thin line in the DFD and each data store has a unique name and square or rectangle represents external entities.

Constructing DFD

Several rules of thumb are used in drawing a DFD. Process should be named and numbered for easy reference. Each name should be a representative of the process. The direction of flow is from top to bottom and from left to right.

When a process is exploded into lower-level details, they are numbered. The names of data stores, sources and destinations are written in capital letters. Process and data flow names have the first letter of each word capitalized.

To construct a Data Flow Diagram, we use,

- Arrows
- Circles
- Open ended boxes
- Rectangles

Five rules for constructing a Data Flow Diagram:

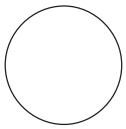
- Arrows should not cross each other.
- Squares, circles and files must bear names.
- Decomposed data flow squares and circles can have same names.
- Choose meaningful names for data flow.
- Draw all data flows around the outside of the diagram.

DFD Symbols

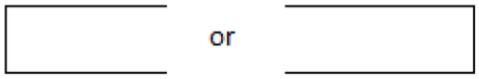
- A Rectangle defines the source or destination of system data.

- An Arrows identifies flow of data in motion. It is a pipeline through which information flows.

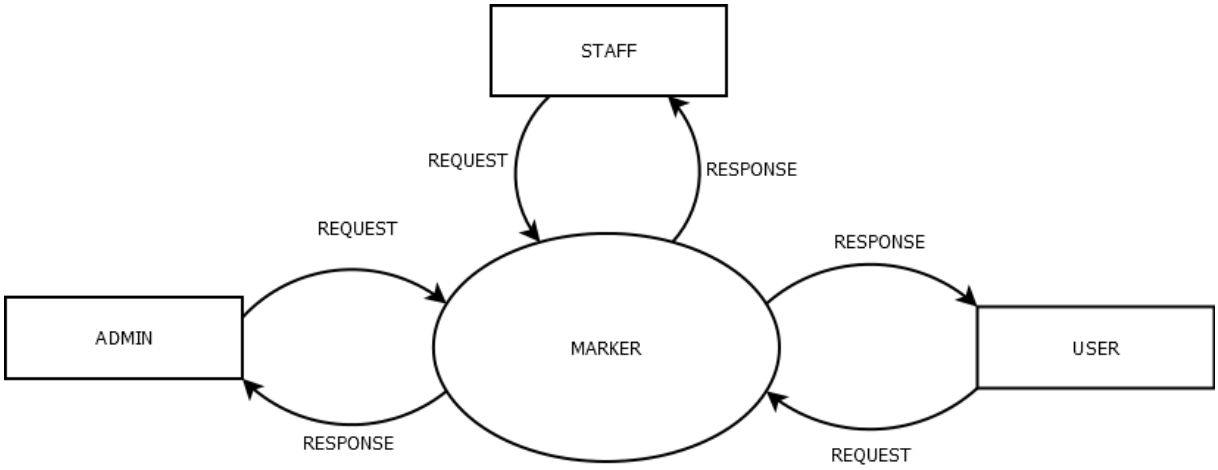
- A circle or bubble represents a process that transforms incoming data flow into outgoing data flows.



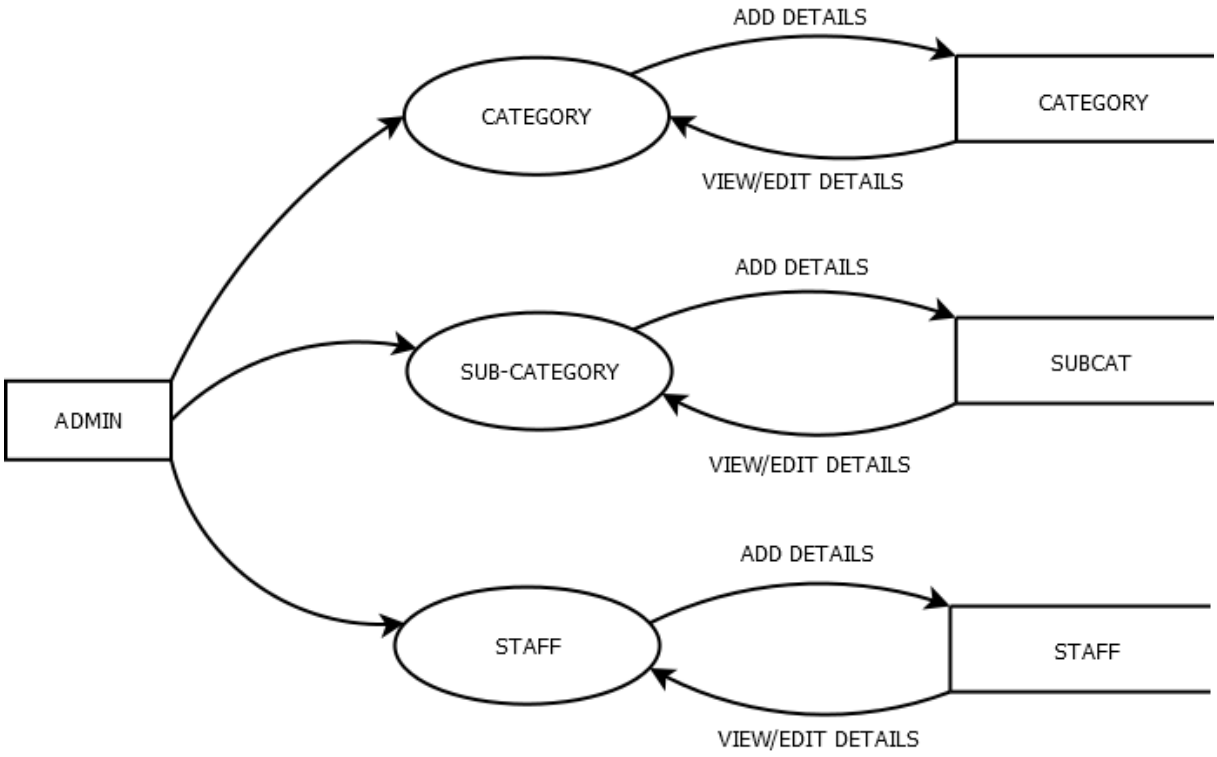
- An open rectangle is a data store.



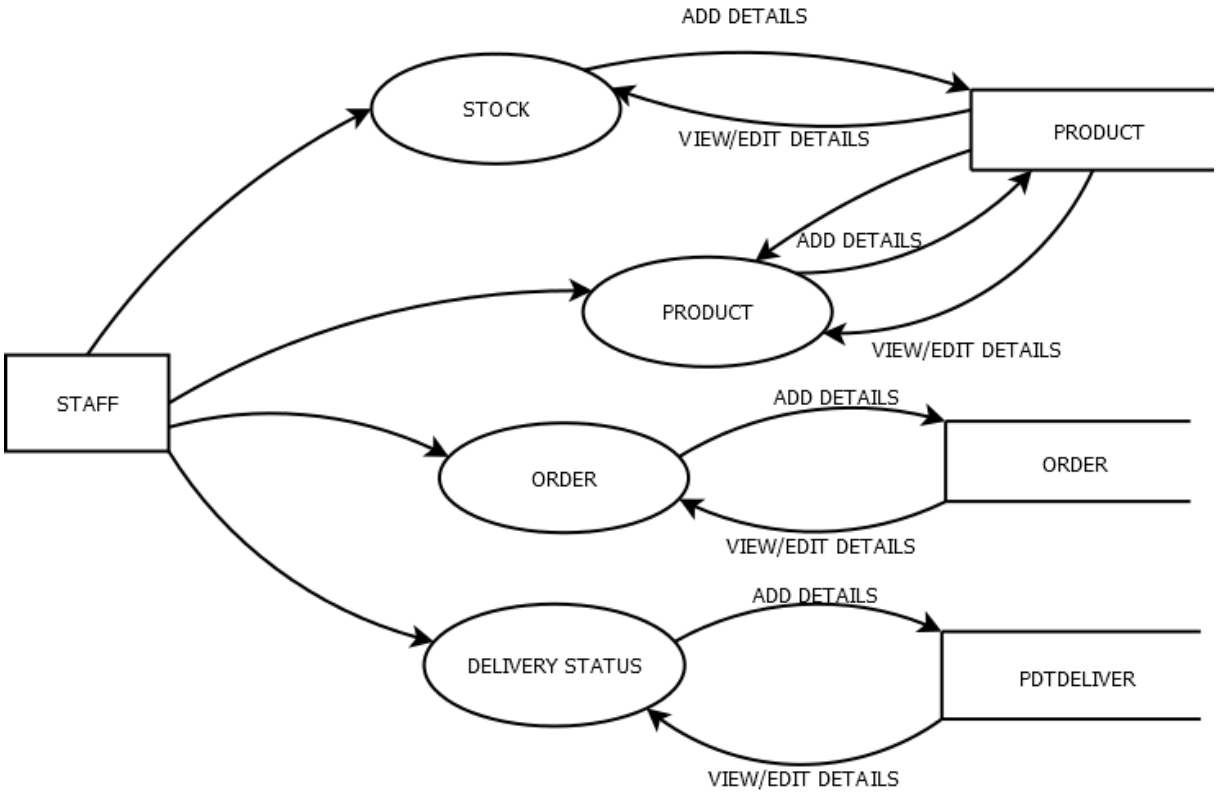
Level 0


STAFF
REQUEST
RESPONSE
REQUEST
RESPONSE
ADMIN
MARKER
USER
RESPONSE
REQUEST

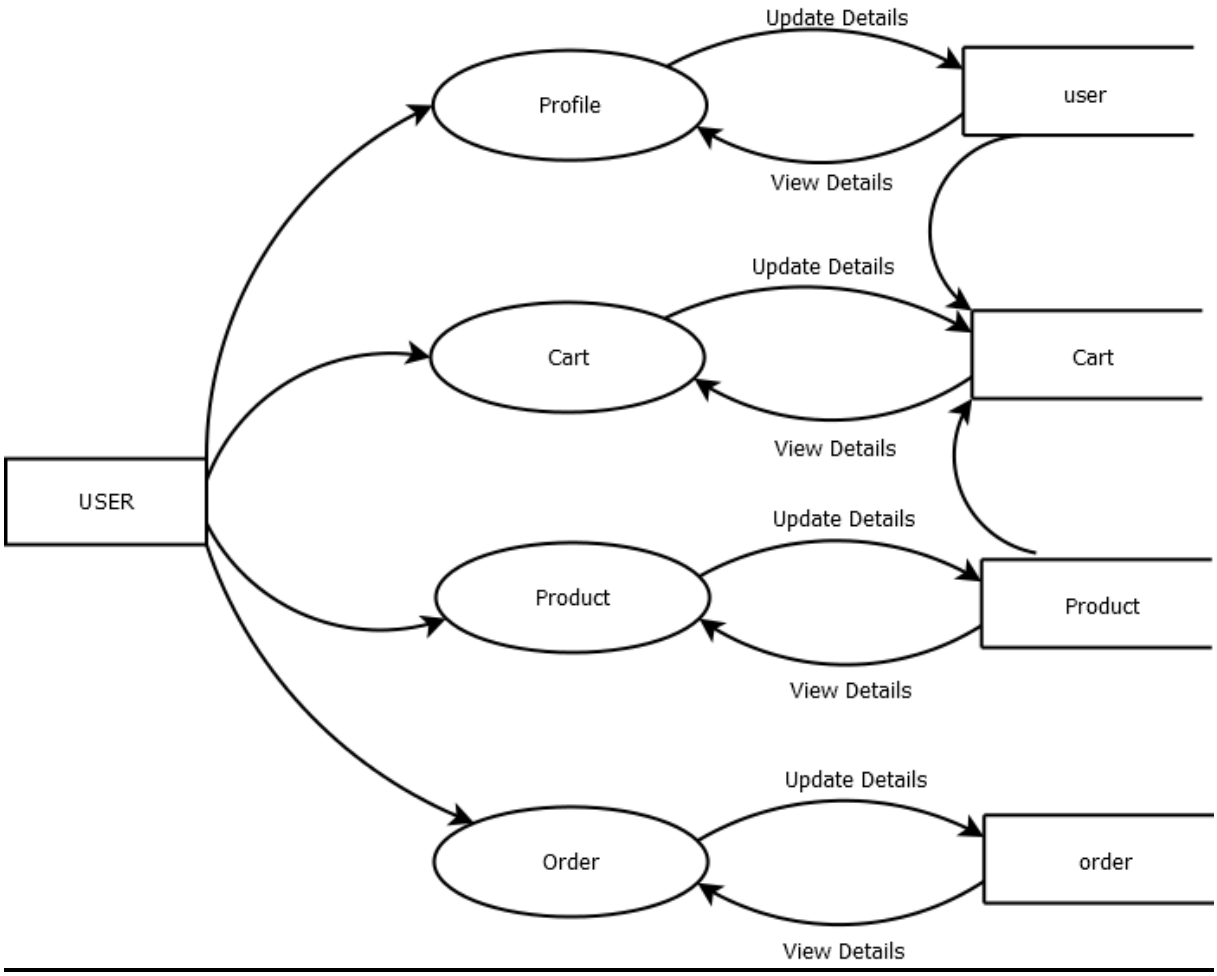
Level 1.1 ADMIN



Level 1.2 STAFF



Level 1.3 USER



PROGRAMMING ENVIRONMENT

PROGRAMMING ENVIRONMENT

According to system study we have to specify the resources required for the proposed system.

This includes hardware, software and manpower requirements.

3.1 HARDWARE CONFIGURATION

PROCESSOR	-	DUAL CORE (TWO GHZ AS ABOVE)
RAM	-	2GB
HARD DISK	-	160GB
MONITOR	-	GENERIC PNP MONITOR
KEYBOARD	-	108 KEYS
GRAPHICS	-	DIRECT X9 WITH 128 MEMORIES

3.2 SOFTWARE CONFIGURATION

OPERATING SYSTEM	-	WINDOWS XP/7/8 WITH IIS
FRONT END	-	PHP
BACK END	-	MY SQL

3.3 DBMS DESCRIPTION

A database is a collection of inter related data stored with minimum redundancy to serve many users quickly and efficiently. The general objective of database design is to make the database access easy, inexpensive and flexible to the user. Database design is used to define and then specify the structure of business used in the client/server system. A business object is nothing but information that is visible to the users of the system. The database must be normalized one. Database design is one of the important parts in developing software. It is a process of developing the conceptual model of data. It minimizes the artificiality embedded

in using separate files. It is a definition of the entire information content of the organization and it specifies a relation between the data.

The primary objectives are fast response time to enquiries, more information at low cost, control of redundancy, clarity and ease-of-use and program independence, accuracy and integrity of the system, fast recovery, privacy and security of information and availability of powerful and user languages. For designing a table, the analyst must decide the fields of the tables, types of the fields, field length, default values etc. For this firstly the entity and relationship must be identified. Secondly, their attributes must be specified. This method of organizing the data table is known as normalization.

The data structure can be later redefined through a normalization process that groups data in the simplest way possible so that later changes can be made with ease. Normalization is designed to simplify relationship and establish logical links between files without losing information. An inherit problem is data redundancy and the inefficiency it generates. In other words, normalization implies splitting the tables into two or more tables with fewer columns. Most designing techniques try to reach and a few 4NF, but many reach 5NF.

The six normalization rules are:

* 1NF – each row or column must have a single value with no repeating values.
* 2NF – each non-key column must depend on the primary key column.
* 3NF – no non-key column can depend on another non-key column.
* BCNF – no attribute of a composite key depends on the attribute of another composite key.
* 4NF – an entity cannot have a 1:1 relation between key column and non-key column.
* 5NF –if and only if every non-trivial join dependency in it is implied by the candidate key. It is also known as project join normal form.

3.4 FEATURES OF OPERATING SYSTEM

This project work is done in Windows 10, which is the operating system. An operating system is a set of software tools designed to make it easy for people or programmers to make optimum use of the computer. People can be separated into two groups, users and programmers. The user wants a convenient set of commands to manage files of data or programs, copy and run application packages while a programmer uses a set of tools that can be held together and debug programs. No matter where you are working, your computer will easier to use and manage, because Microsoft Windows XP is more compatible and powerful than any workstation you have used.

The main features of Windows 10 are:

1. Easier to use
2. Easier to manage
3. More compatible
4. More powerful

Easier to use:

With Windows 10, you can have faster access to information, and you are able to accomplish tasks more quickly and easily.
Windows 10makes it easier to:

- Work with files
- Find information.
- Personalize computing environment.
- Work remotely

- Work taking place the web

Easier to manage:

You and your network administrators can work more efficiently now, because many of the most common management tasks are streamlined with Windows 10. With XP your workstation will be easier to:

- Setup
- Administrate
- Support

More compatible:

Windows 10 offers increased compatibility. With different types of network and with wide array of hardware and software. Windows 10 also provides:

- Improved driver support
- Increased support for new generation hardware multimedia technologies.

More powerful:

For all your computing needs Windows 10 provides:

- Industrial-strength reliability.
- The highest level of security
- Powerful performance.

Kernel Features

The kernel is considered to be the heart of the operating system that provides services to the programs running on the computer. It takes care of the hardware, software, network resources, file systems and the remaining services such as,

* Security
* System fault tolerance
* Multitasking
* Multiprocessing
* Platform independence
* File system reliability
* File system security
* Flexible protocol support
* Support multi-client operating system
*Enhanced scalability
* Multi-user environment
*Communication.

3.5 LANGUAGE OVERVIEW

PHP: HYPERTEXT PREPROCESSOR

PHP is a server side scripting language designed for web development but also used as a general purpose programming language. PHP is now installed on more than 244 million websites and

2.1 million Web servers. Originally created by Rasmus Ledorf in 1995, the reference implementation of PHP is now produced by the PHP group. While PHP originally stood for personal Home page, it now stands for PHP: Hypertext Preprocessor, a recursive acronym. PHP code is interpreted by a web server with a PHP processor module which generates the resulting web page. PHP commands can be embedded directly into a HTML source document rather than calling an external file to process data. It has also evolved to include a command-line interface capability and can be used in standalone incompatible with the GNU General Public License (GPL) due to restrictions on the usage of the term PHP.PHP can be deployed on most web servers and also as a standalone shell on almost every operating system and platform, free of charge.

Hyper Text Markup Language (HTML)

To public information for global distribution, one needs a universally understood language, a kind of publishing mother tongue that all computers may potentially understood. The publishing language use by the World Wide Web is HTML.HTML is short for hypertext markup language. It defines the structure and layout of a web document by using a variety of tags and attributes.HTML pages contain a set of markup symbols or cods indented for display on a browser. The markup tells the browser how to display a webpage's words and images for the user. Each individual markup code is referred as an element or tag. Some elements come in pairs (container tags) that indicate when some display effect is to begin and when it is to

end. Some tags enable the document to display formatted text, color, a variety of fonts, graphic images, special effects, hypertext jumps to other

Internet locations and information forms...HTML 4.0 is advancement over the standard specification of HTML. It extends HTML with mechanism for style sheets, scripting, frames, embedding objects, improved up port for right to left and mixed direction text, richer tables and enhancements to forms offering improved accessibility for people with disabilities.HTML 4.0 also takes great strides towards the internationalization of documents, with the goal of making the Web Truly World Wide. Early versions of HTML were defined with loose syntactical rules, which helped its adoption by those unfamiliar with web publishing. Overtime, the trend has been to create increasingly strict language syntax.HTML 4.01 is the current version of HTML specification. This project makes use of HTML 4.01 specification.

JAVASCRIPT

JavaScript is a scripting language from Netscape that is only marginally related to java.java and JavaScript is not the same thing. JavaScript was designed to resemble java, which in turn looks like c and C++.the difference is that java was built as a general purpose object language, while JavaScript is intended to provide a quick and simpler language for enhancing web pages and servers. JavaScript is embedded as a small program in web page that is interpreted and executed by mouse functions, buttons or other actions from the user. JavaScript can be used to fully control Netscape and Microsoft web browsers including all the familiar browser attributes. Without any network transmission an HTML page with embedded JavaScript can interpret the entered text and alter the user with a message.

MACROMEDIA DREAMWEAVER

Macromedia Dreamweaver is a professional IDE (integrated development environment) for designing, coding and developing websites, web pages and web applications. The visual editing features in Dreamweaver help in creation of web pages quickly without writing a line of code. All the site elements or assets can be dragged from an easy to use panel directly into a document and the changes can be viewed instantly. Dreamweaver also provides a full featured coding environment that includes code editing tools (such as coloring and tag completion) and reference material on HTML, cascading style sheet(CSS), JavaScript, cold-fusion markup language(CFML), Microsoft Active Server pages(ASP), and java Server Pages(JSP). Dreamweaver is completely customizable. The developer can create his own objects and commands, modify keyboard shortcuts, and even write JavaScript code to extend Dreamweaver capabilities with new behaviors, property in specters and site reports. This project uses Macromedia Dreamweaver CS4 for creating the java server pages.

SYSTEM DESIGN

SYSTEM DESIGN

4. SYSTEM DESIGN

The most creative and challenging phase of system life cycle is system design. The term design describes a final system and the process by which it is developed. It refers to the technical specification that will be applied in implementing the candidate system. The elegant design achieves its objectives with minimum use of resources

The first step is to determine how the output is to be produced and in what format. The input and the database have to be designed to meet the requirements of proposed output.

4.1 DATABASE DESIGN

A database is a collection of interrelated data stored with minimum redundancy to serve many users quickly and efficiently. The general objective of database design is to make the data access easy, inexpensive and flexible to the user. Database design is used to define and then specify the structure of business used in the client/server system. A business object is nothing but information that is visible to the users of the system. The database must be normalized one.

Database design is one of the important parts in developing software. It is a process of developing the conceptual model of data. It minimizes the artificiality embedded in using separate files. It is a definition of the entire information content of the organization and it species a relationship between the data. The primary objectives are fast response time to inquiries, more information at low cost, control of redundancy, clarity and ease of use, data and program independence, accuracy and integrity of the system, fast recovery, privacy and security of information and availability of powerful end user languages. For designing a table, the analyst must decide the fields of the tables, type of the fields, field length, default values etc. For

this, firstly, the entity and relationship must be identified. Secondly, their attributes must be specified. This method of organizing the data table is known as Normalization.

4.2 TABLES

Table Name: LOGIN

Field Name	Data Type	Description	Constraints
Id	Int(10)	User Id	Primary Key
Username	Varchar(50)	User Name	Null
Password	Varchar(50)	Password	Null
Userid	Varchar(50)	Corresponding Id on that table	Null
Type	Varchar(50)	Type of User	Null

Table Name: CATEGORY

Field Name	Data Type	Description	Constraints
Id	Int(10)	**UserId**	Primary Key
Name	Varchar(50)	**Name of Category**	Null

Table Name: ORDERS

Field Name	Data Type	Description	Constraints
Id	Int(10)	ID of the order	Primary Key
Userid	Varchar(50)	Id of the user who ordered product	Null
Pdt_id	Varchar(50)	Id of the product ordered	Null
No	Varchar(50)	Number of products ordered	Null

Table Name: PDTDELIVER

Field Name	Data Type	Description	Constraints
Id	Int(10)	Id of the product	Primary Key
Userid	Varchar(50)	Id of the user who ordered product	Null
Pdtid	Varchar(50)	Id of the ordered product	Null
Orderid	Varchar(50)	Id of the order	Null
expDate	Varchar(50)	Date of expiry date	Null
Odate	Varchar(50)	Date of order	Null
Packing	Varchar(50)	Type of packing	Null
packingStatus	Varchar(50)	Status of packing	Null
Shipping	Varchar(50)	Type of shipping	Null
shippingStatus	Varchar(50)	Status of shipping	Null
Arrived	Varchar(50)	Id of arrival	Null
arrivedStatus	Varchar(50)	Status of arrival	Null
Deliverd	Varchar(50)	Id of delivery	Null
deliveredStatus	Varchar(50)	Status of Delivery	Null

Table Name: PRODUCT

Field Name	Data Type	Description	Constraints
Id	Int(20)	Id of Product	Primary Key
File	Varchar(50)	Name of uploaded picture	Null
Name	Varchar(50)	Name of Product	Null
Category	Varchar(50)	Name of category	Null
Subcat	Varchar(50)	Name of Subcategory	Null
Specification	Varchar(50)	Specification of product	Null
Stock	Varchar(50)	Stock of product	Null
Price	Varchar(50)	Price of Product	Null

Date	Varchar(50)	Manufacturing Date of Product	Null
Discount	Varchar(50)	Discount of product	Null

Table Name: STAFF

Field Name	Data Type	Description	Constraints
Staffed	Int(10)	Id of Staff	Primary Key
Firstname	Varchar(50)	First Name of Staff	Null
Lastname	Varchar(50)	Last name of Staff	Null
Mailid	Varchar(50)	Mailid of the staff	Null
Mobphone	Varchar(10)	Mobile Phone of Staff	Null

Table Name: SUBCAT

Field Name	**Data Type**	**Description**	**Constraints**
Id	Int(10)	Id of Subcategory	Primary Key
Name	Varchar(20)	Name of subcategory	Null
Maincatid	Varchar(20)	Id of the corresponding subcategory	Null

Table Name: USER

Field Name	**Data Type**	**Description**	**Constraints**
Id	Int(10)	Id of the user	Primary Key
Firstname	Varchar(20)	Firstname of user	Null
Lastname	Varchar(20)	Lastname of user	Null
Mailed	Varchar(20)	Mailid of user	Null
Mobphone	Varchar(20)	Mobile phone of user	Null

Table Name: CARDPAY

Field Name	Data Type	Description	Constraints
Id	Int(10)	Id of the user	Primary Key
Card	Varchar(50)	Card number of user	Null
CVV	Varchar(50)	CVV of user	Null

Table Name: CART

Field Name	Data Type	Description	Constraints
Id	Int(10)	Id of the user	Primary Key
Pdt_id	Varchar(50)	Id of product	Null
Usr_id	Varchar(50)	Id of user	Null

4.3 INPUT DESIGN

Input design is one of the most expensive phases of the operation of computerized system and often the major problem of a system. A larger number of problems with a system can usually be traced back to fault input design and methods. Needless to say, therefore that the output data is the block of a system and has to be analyzed and designed with the most consideration.

It is the process of converting the user-oriented description of inputs into a computer based business information system to a programmer-oriented specification. The objective of input design is to create an input layout that is easy to follow and prevent operator errors. It covers all phases of input from creation of initial data into actual entry of the data to the system for processing. The input design is the link that ties the system into world of its users. The user interface design is very important for any application. The interface design defines how the software communication within itself, to system that interpreted with it and with human who use it.

The goal of designing input data is to make the automation as easy and free from errors as possible. For providing a good input design for the application easy data input and selection features are adopted. The input design requirements such as user friendliness, consistent format and interaction dialogue for giving the right message and help for the user at right time are also considered for the development of the project.

Requirements of Form Design:

- Identification and wording.
- Maximum readability and use.
- Physical factors.
- Order of data items.
- Easy of data entry.
- Size and arrangement.
- Use of instructions.
- Efficiency considerations.
- Type of requirements.

4.4 OUTPUT DESIGN

A quality output is one, which meets the requirements of the end user and presents the information clearly. In any system results of processing are communicated to the user and to other systems through outputs. In the output design it is determined how the information is to be displayed for immediate need and also the hard copy output. It is the most important and direct source information to the user. Thus output design generally refers to the result and information that are generated by the system. For many end users, output is the main reason for developing the system and the basis on which they are evaluate the usefulness of application. The objective of a system finds its shape in terms of the output. The analysis of the objective of the system leads to determination of outputs. Outputs of a system can take various forms. The most common are reports, screens, printed form, graphical drawing etc.

The outputs also vary in terms of their contents, frequency, timing and format. The users of the output, its purpose and sequence of details to be printed are all considered. The output forms a system in the justification for its existence. If the outputs are inadequate in any way, the system itself is inadequate. The basic requirements of output are that it should be accurate, timely and appropriate, in terms of content, medium and layout for its intended purpose. Hence it is necessary to design output so that the objectives of the system are met in the best possible manner. The outputs are in the form of reports.

When designing output, the system analyst must accomplish things like, to determine what information to be present, to decide whether to display or print the information and select the output medium to distribute the output to intended recipient. External outputs are those, whose destination will be outside the organization and which require special attention as the project image of the organization. Internal outputs are those; whose destination is within the organization. It is to be carefully designed, as they are the user's main interface with the system. Interactive outputs are those, which the user uses in communication directly with the computer. The success or failure of the software

is decided by the integrity and correctness of the output that is produced from the system. It today's competitive world of business, it is very important for companies to keep themselves up-to date about the happenings in the business. So the outputs generated by the software systems are of paramount importance. The output is the most important and direct source of information to the user. So it should be provided in a most efficient formatted way. An efficient and intelligent output of the system improves the relationship between the user and the system and help in decision making.

The output form of an information system should accomplish one or more of the following Objectives:

- Convey information about past activities, current status, or projection of the future.
- Single impotent event, opportunities, problem, or warning.
- Trigger an action.
- Confirm an action

SYSTEM DEVELOPMENTS

SYSTEM DEVELOPMENTS

5.1 SYSTEM SPECIFICATION

The project mainly contains three modules they are:

- Admin
- Staff
- Customer

1. **Admin**

The administrator has all the privileges. The administrator adds details about the categories, sub-categories and staff. This is the primary module of the application who will have back end view of website and update important details on daily basis.

2. **Staff**

The staff carry out all functions involving the products. The staff is responsible for adding stock and products, viewing and editing them. The staff is also responsible for viewing orders and showing status of the ordered product.

3. **Customer**

The links available in the website for the user after login.

- Home
- Mobiles
- Laptops
- Headphones
- Tablets

- Televisions
- Cart
- About us
- Feedback
- Change password
- Logout

SYSTEM IMPLEMENTATION

SYSTEM IMPLEMENTATION

6.1 SYSTEM IMPLEMENTATION

The primary goal of the product implementation is the development of source code that is easy to read and understand. Source code debugging, testing, and modification of a software product consume a large portion of most software budgets. We observed that most of the difficulties encountered during implementation are caused by inadequate analysis and design. Given adequate design documentation, implementation of a software product should be a straightforward, low stress, highly efficient process.

The basic trend of structured coding is use of single entry, single exit constructs. When a program is written using only single entry, single exit constructs, the dynamic flow of execution will match the static structure of the source text. This allows one to understand the program behavior by reading the code from the start to end, as written. Strict adherence to single entry, single exit programs will require repeated code segments or repeated code segments or repeated subroutine calls. Strict adherence to single entry, single exit wound prevents restore loop exits and branching to exception handling code.

Our philosophy of structured coding is to adhere to single entry; single exit constructs in a majority of situations, but to violate single entry, single exit as common sense dictates in particular, forward transfer of control to local region of the program do not intent to encourage poor coding style, but to acknowledge the realities of implementation. This view should not be taken as licenses' to substitute go to statements for careful though and redesign.

Adherence to implementation standards and guidelines by all programmers on a project results in a product of uniform quality standards were defined as those concerns that can be checked by an automated tool, while determining adherence to the guideline enquires human interpretation. Several conditions must be observed to obtain voluntary adherence to standards and guidelines. These

conditions were discussed, and it was observed that the psychological atmosphere established by the project leader and the senior programmer is crucial in obtaining voluntary adherence to standard and guidelines.

Supporting documents for the implementation phase include all baseline work products of the analyzer and the design phases and the program unit notebooks. A program unit is the unit of work assigned to an individual programmer. Finally, guideline for the documentation prologues in individual routine and compilation units and internal commenting conventions were discussed.

The major milestone for product implementation is successful integration of source code components into a functioning system. There are however, several intermediate milestones that typically occur prior to integration. Product integration typically occurs in carefully planned stages, with successful completion of each stage providing an intermediate milestone. The ultimate milestone for product implementation is successful demonstration of product capabilities on the customer's acceptance tests.

6.2 SYSTEM TESTING

Software testing is the processes of executing software in a controlled manner, in order to answer the Question-Does the software behave as specified? Software testing is often used in association with the terms verification and validation. Validation is the checking or testing of items, includes software, for conformance and consistency with an associated specification.

Software testing is just one kind of verification, which also uses techniques such as reviews, analysis, inspections, and walkthroughs. Validation is the process of checking that what has been specified is what the user actually wanted.

Validation: Are we doing the right job?

Verification: Are we doing the job right?

Software testing should not be confused with debugging. Debugging is the process of analyzing and localizing bugs when software does not behave as expected. Although the identification of some bugs will be obvious from playing with the

software, a methodical approach to software testing is a much more through means for identifying bugs. Debugging is therefore an activity which supports testing, but cannot replace testing.

Other activities which are often associated with software testing are static analysis and dynamic analysis. Static analysis investigates the source code of software, looking for problems and gathering metrics without actually executing the code. Dynamic analysis looks at the behavior of software while it is executing, to provide information such as execution traces, limiting profiles, and test coverage information.

Testing is a set of activity that can be planned in advance and conducted systematically. Testing begins at the module level and work towards the integration of entire computer based system. Nothing is complete without testing, as it vital success of the system testing objectives, there are several rules that can serve as testing objectives. They are:

- Testing is a process of executing a program with the intend of finding an error.
- A good test case is one that has high possibility of finding an undiscovered error.
- A successful test is one that uncovers an undiscovered error.

If a testing is conducted successfully according to the objectives as stated above, it would have uncovered errors in the software also testing demonstrate that the software function appears to be working according to the specification, that performance requirement appears to have been met. There are three ways to test program

- Testing for correctness
- For implementation efficiency
- For computational complexity

Test for correctness are supposed to verify that a program does exactly what it was designed to do. This is much more difficult that it may at first appear, especially for large program.

Test Plan:

A test plan implies a series of desired course of action to be followed in accomplishing various testing methods the test plan acts as a blue print for the action that is to be followed. The software engineers create a computer program, its documentation and related data structures. The software developers is always responsible for testing the individual units of the programs, ensuring that each performs the function for which it was designed. There is an independent test group (ITG) which is to remove the inherent problems associated with letting the builder to test the thing that has been built.

The specific objectives of testing should be stated in measurable terms. So that the mean time to failure, the cost to find and fix the defects, remaining defect density or frequency of occurrence and test work-hours per regression test all should be stated within the test plan. The levels of testing include:

- Unit Testing
- Integration Testing
- Data Validation Testing
- Output Testing

Unit Testing:

Unit testing focuses verification effort on the smallest unit of software design – the software component or module. Using the component level design description as a guide, important control paths are tested to uncover errors within the boundary of the module. The relative complexity of tests and uncovered scope established

for unit testing. The unit testing is white box oriented, and step can be conducted in parallel for multiple components. The modular interface is tested to ensure that information properly flows into and out of the program unit under testing.

Integration Testing:

The major concerns of Integration testing are developing and incremental strategy that will limit the complexity of the entire actions among components as they are added to the system. Developing a component as they are added to the system, developing and implementation and integration schedules that will make the Modules available when needed, and designing test case that will demonstrate the viability of the evolving system. Though each program works individually, they should also work after linking them together. This is also referred to as interfacing. Data may be lost across interface and one module can have adverse effect on another. Subroutines are to linking may not do the desired function expected by the main routine. Integration testing is a symmetric technique for constructing programs structure while at the same time conducting tests to uncover errors associated with the interface. In the testing the programs are constructed and tested in small segments.

System Testing:

When a system is developed it is hoped that it performs properly. In practice however some errors always occur. The main purpose of testing an information system is to find the errors and correct them. A successful test is the one, which finds and error.

The main objectives of the system testing are:

- To ensure the operation the system in perform as per specification.
- To make sure that system meets user's requirements during operation.

- To verify that controls incorporate in the system function intend.

- To see that when correct inputs are fed to the system the output are correct.

- To make sure that during operation incorrect input and output will be deleted.

The scope of the system test should include both manual operations and computerized operations. System testing is the comprehensive evolution of the programs, manual procedures, computer operations and controls. System testing is the process of checking if the developed system is working according to original objectives and requirements. All testing needs to be conducted in accordance to the test conditions specified earlier.

Acceptance Testing:

An acceptance test has the objective of checking the validity and the reliability of the system. It verifies that the system procedures operate the system specifications and the integrity of vital data is maintained. The system is found to the user-friendly and working effectively.

6.3TRAINING

A well designed system, if not operated and used properly could fail. Training the user is important, as if not done well it could prevent the successful implementation of an information system. As system becomes more and more complex the need for education and training is important.

The training could cover:

- Familiarization with the system itself.
- Training in using the application.
- Good document is essential.
- There is no substitute for hands on operation of the system while learning its use.

Change over or conversion:

The plan should be formulated in consultation with the users. The conversion plan includes a description of all activities that must occur to implement the new system and put into operation. This includes identification of people responsible and timetable for each activity that is to be carried out.

During the planning of conversion, the analyst should form a list containing all tasks including the following:

- List all files for conversion.
- Identify all data required to build new file conversion
- Identify all controls to be conversion
- Verify conversion schedule

The conversion plan should anticipate possible problems and ways to deal with them.

Training on application software:

After providing the necessary basic training on the computer awareness the user will have to train on the new application software. This will give the underlying philosophy of the use of the new system such as screen flow. Screen design, type of errors while entering data, the corresponding validation check at entry and ways to correct the data entered.

6.4 DOCUMENTATION

After the job of testing and training were completed the whole system was documented and presented in readable manner. This is to ensure that all the future corrections can be made easily with the help of this document which describes each and every module of the project well described and accurately.

CONCLUSION

CONCLUSION

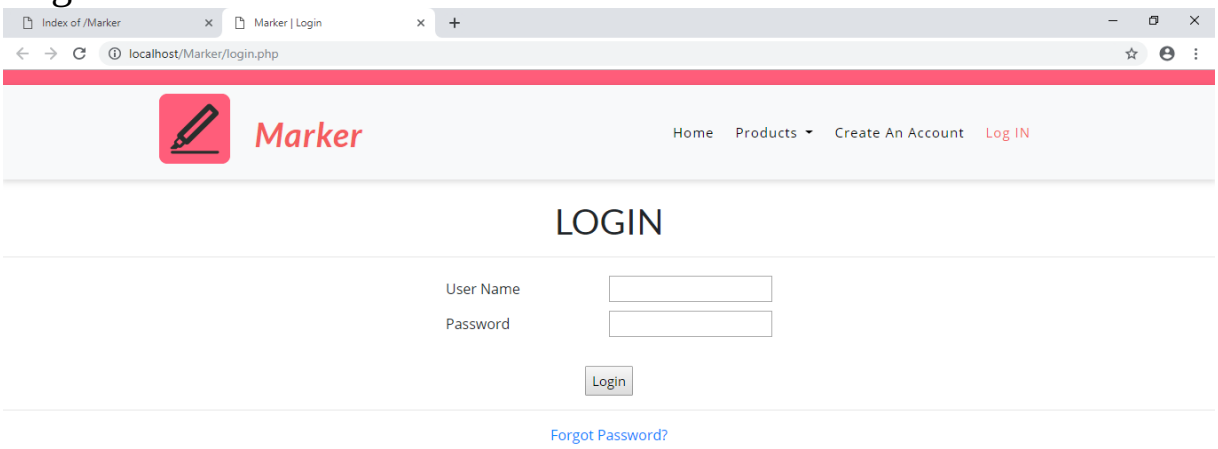
Online Shopping will allow customer to place order without even visiting the shop. Being able to buy any time, any place, anywhere. Site enables them to browse before they shop and to research the product so they more confidence in what they are buying. Online products shopping become more enjoyable and easier than real world shopping. Finding a product online is much easier than looking for it in the local store. In a store, you have to search for the product you want; if it's not there, you may have to visit several locations, which is frustrating and time-consuming. However, online you can easily search for any product by using the website's search feature, and it's more likely to be in stock. If the website doesn't have it, you can simply go to another without wasting your time. You don't have to waste your time going to stores, dealing with crowds, and standing in lines. The whole process of shopping from a local store becomes even more time-consuming if you do not have your own car. You can solve all of these hassles by shopping online.

APPENDIX

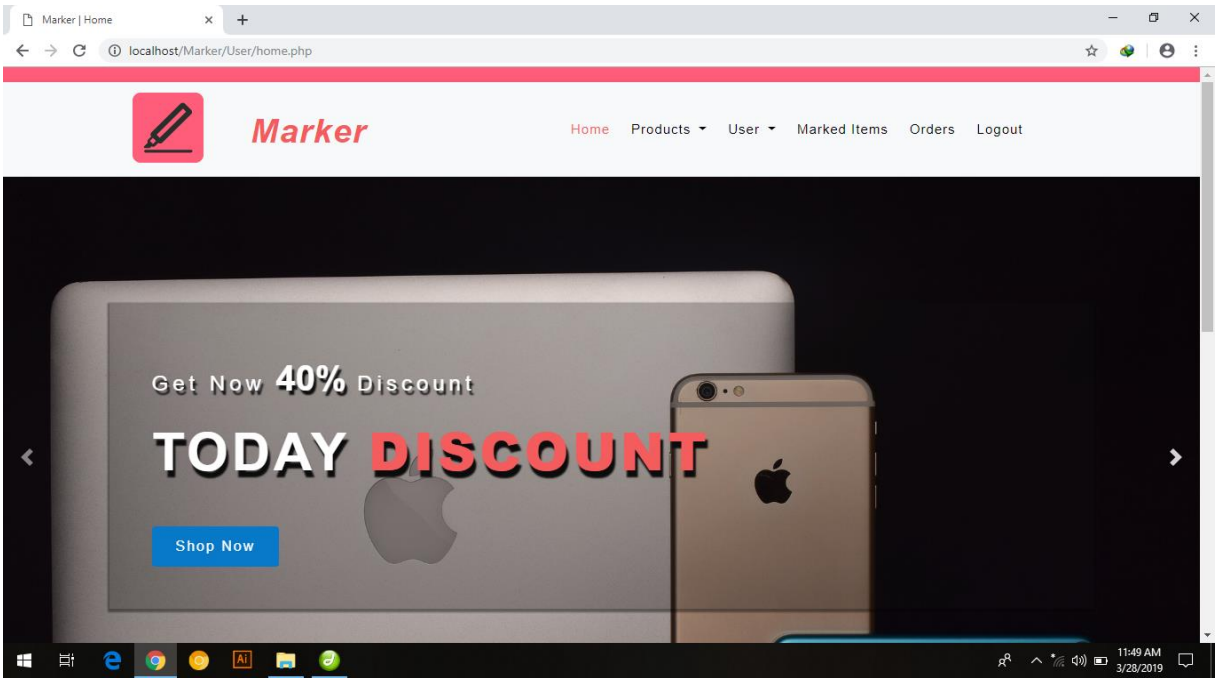
APPENDIX

9.1 SCREENSHOTS

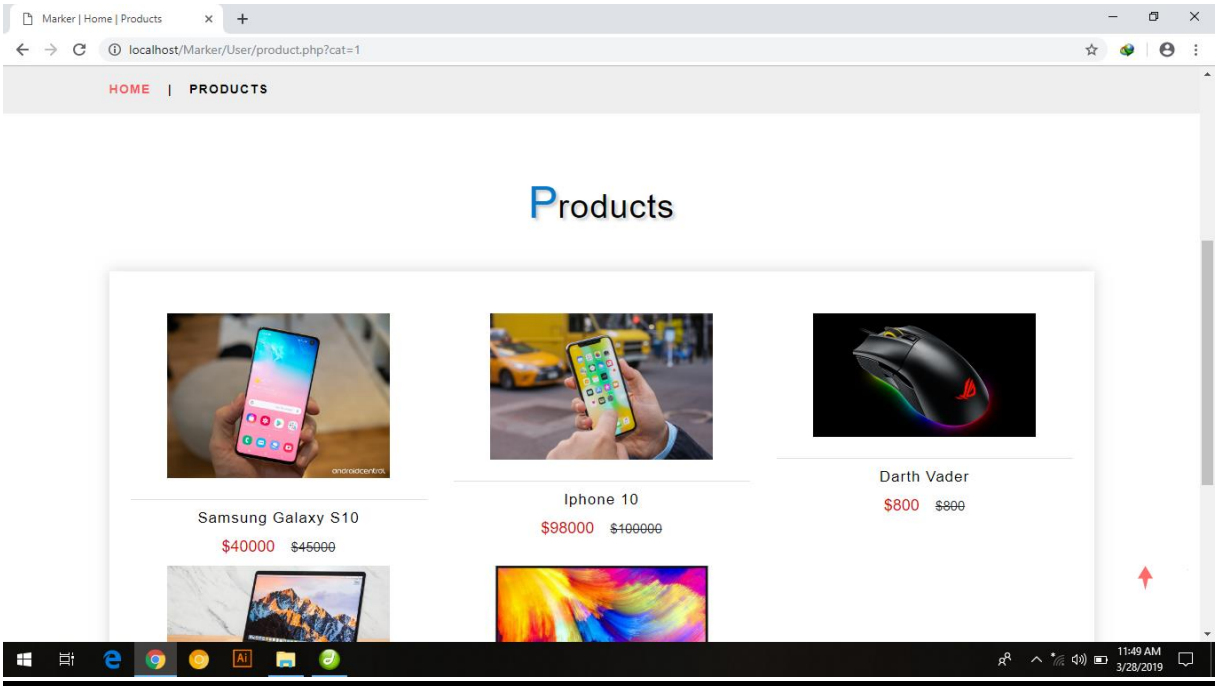
Login



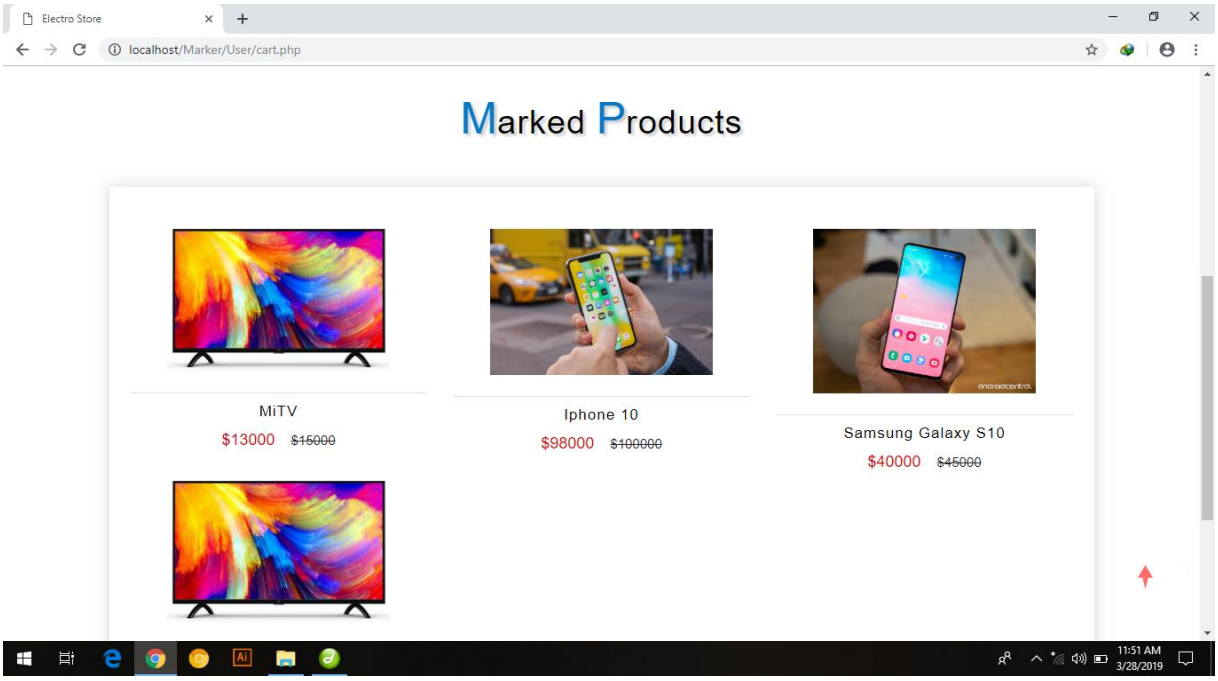
Home



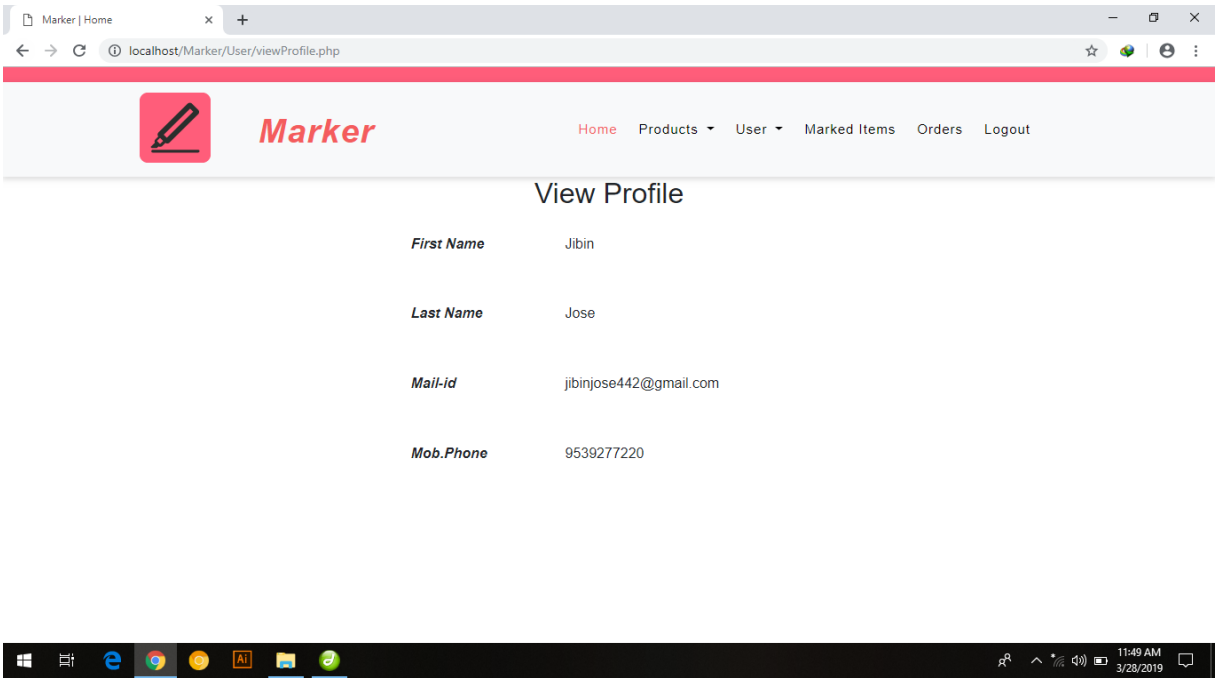
Products



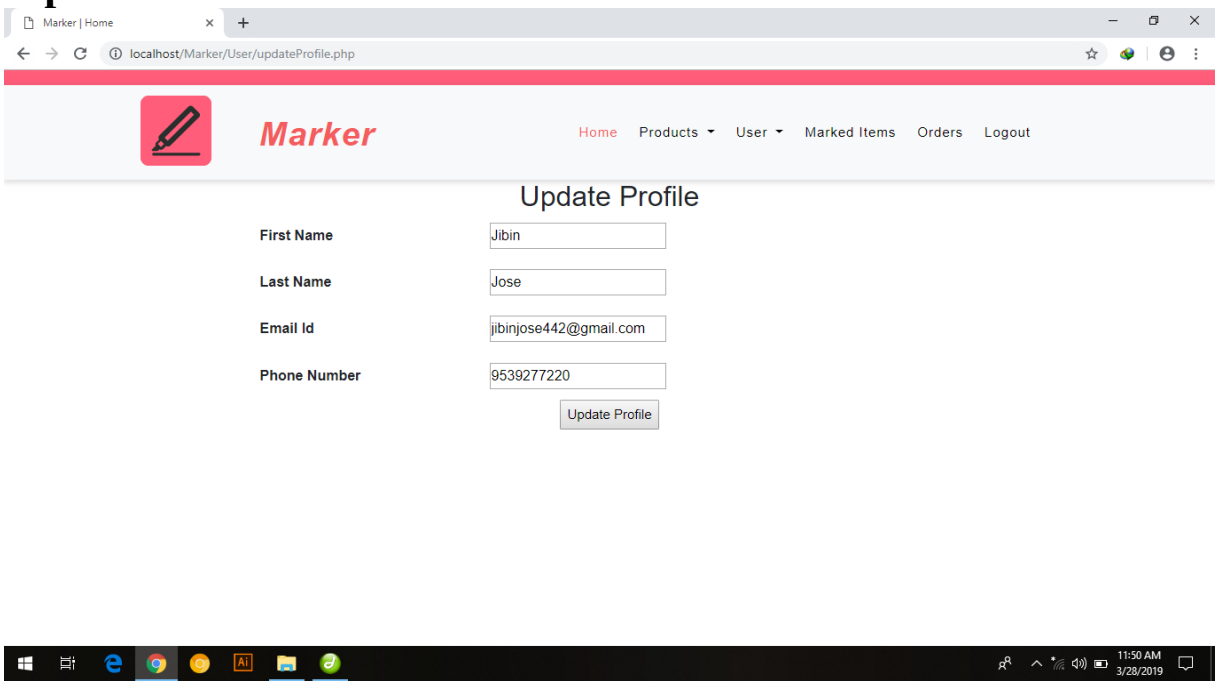
Marked



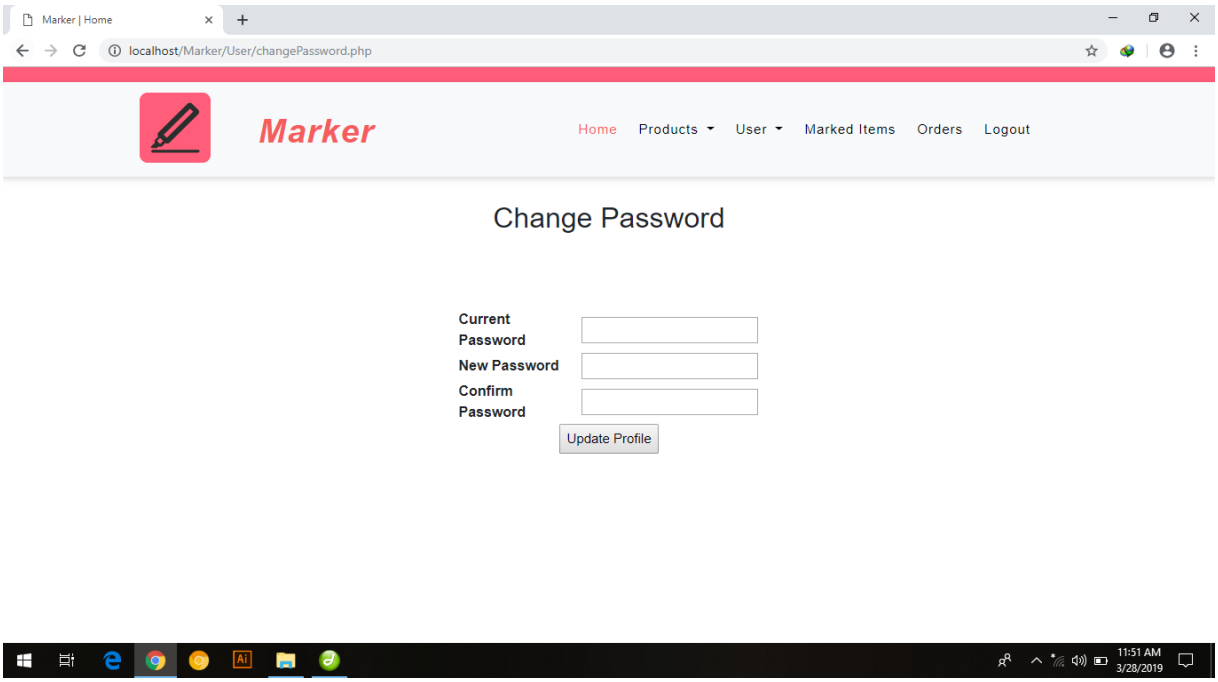
Profile



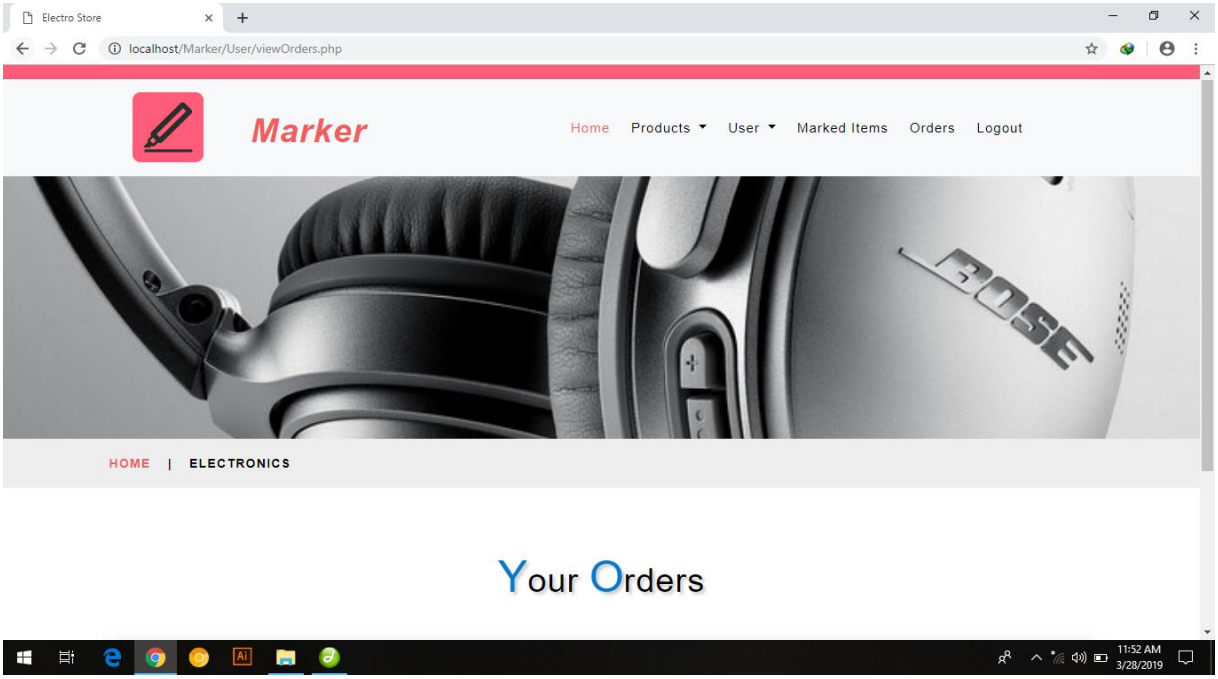
Update Profile



Change Password


Marker | Home
localhost/Marker/User/changePassword.php
Marker
Home
Products
User
Marked Items
Orders
Logout
Change Password
Current Password
New Password
Confirm Password
Update Profile
11:51 AM
3/28/2019

Order


Electro Store
localhost/Marker/User/viewOrders.php
Marker
Home
Products
User
Marked Items
Orders
Logout
HOME | ELECTRONICS
Your Orders
11:52 AM
3/28/2019

9.2 Code

HEADER

```
<?php
session_start();
 if($_SESSION['status']!="Active")
{
   header("location:../login.php");
}
?>
        <script>
                addEventListener("load", function () {
                        setTimeout(hideURLbar, 0);
                }, false);

                function hideURLbar() {
                        window.scrollTo(0, 1);
                }
        </script>
        <!-- //Meta tag Keywords -->

        <!-- Custom-Files -->
        <link href="css/bootstrap.css" rel="stylesheet" type="text/css" media="all" />
        <!-- Bootstrap css -->
        <link href="css/style.css" rel="stylesheet" type="text/css" media="all" />
        <!-- Main css -->
```

```
        <link rel="stylesheet" href="css/fontawesome-all.css">
        <!-- Font-Awesome-Icons-CSS -->
        <link href="css/popuo-box.css" rel="stylesheet" type="text/css" media="all" />
        <!-- pop-up-box -->
        <link href="css/menu.css" rel="stylesheet" type="text/css" media="all" />
        <!-- menu style -->
        <!-- //Custom-Files -->

        <!-- web fonts -->




<link
href="//fonts.googleapis.com/css?family=Lato:100,100i,300,300i,400,400i,700,700i,900,900i&amp;subset=latin-ext" rel="stylesheet">
        <link
href="//fonts.googleapis.com/css?family=Open+Sans:300,300i,400,400i,600,600i,700,700i,800,800i&amp;subset=cyrillic,cyrillic-ext,greek,greek-ext,latin-ext,vietnamese"
            rel="stylesheet">
        <!-- //web fonts -->


</head>
```

View Profile

```
<?php
include("header.php");
include 'dbconn.php';
```

```
$id =$_SESSION["id"];



$sql="select * from user where id=$id"; //echo $sql;
                    $result=mysql_query($sql);
                    $r=mysql_fetch_array($result);


          ?>
<body>


<center>
 <div class="services-heading">
                                    <h2>View Profile</h2>
 </div>


<div class="well">
<form  name="form1" method="post" >
 <table width="449" height="318">
   <tr>
    <th width="186" scope="row"><div align="left"><em>First Name</em></div></th>
    <td width="287"><label>
     <?php  echo $r["firstname"]; ?>
    </label></td>
   </tr>
   <tr>
```

```
    <th scope="row"><div align="left"><em>Last Name</em></div></th>
    <td><label>
      <?php  echo $r["lastname"]; ?></label></td>
   </tr>
   <tr>
    <th scope="row"><div align="left"><em>Mail-id</em></div></th>
    <td><label>
     <?php  echo $r["mailid"]; ?>
    </label></td>
   </tr>
   <tr>
    <th scope="row"><div align="left"><em>Mob.Phone </em></div></th>
    <td><label>
      <?php  echo $r["mobphone"]; ?>
    </label></td>
   </tr>
  </table>
</form>
</div>
<p> </p>
</center>


</body>
```

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BIBILIOGRAPHY

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