EXAMINATION CERTIFICATE

This is to certify that **INDRANI DAS** (**CODE:16032, ROLL NO: 0273)** student of B.Sc. (computer science), of the department of Computer Science has successfully completed the major Project Work entitled **"ONLINE CRAFT MANAGEMENT** SYSTEM**"** and also defended successfully.

    I wish her all the success in their future endeavours.

Examiners:

 1: External Examiner:

 2: Internal Examiner:

CERTIFICATE

This is to certify that Ms. INDRANI DAS (bearing Guwahati University Roll No. S-16032/0273, REGN.NO. - 251564 of 2016-17) student of B.Sc. Final semester, under the roll of my College 'Pragjyotish College' has completed her project work entitled "Online Craft Management System", submitted in partial fulfilment of the award of the degree of Bachelor of Computer Science of the said University.

She has worked under the supervision of Dr. Masih Saikia of Dept. of Computer Science. The report submitted is genuine & no part of this report has been submitted anywhere for the award of any degree from any University.

She was sincere & obedient during their tenure of study having an amiable behaviour & good character.

I wish her all the Best.

Dr. Masih Saikia

HOD, Department of Computer Sc.

Pragjyotish college, ghy-09

ACKNOWLEDGEMENT

First and Foremost, praises and thanks to the god, for blessing us with his grace and taking our endeavour to a successful culmination.

The success and final outcome of this project required a lot of guidance and assistance from many people and I am extremely privileged to have got this all along the completion of my project. **My heartfelt gratitude goes to our Head of the Department, Dr. Masih Saikia (Project Guide), Department of Computer Science, Pragjyotish College for his help, proper guidance and timely suggestion during our project period. I would also like to thank our Faculty members at this occasion.**

I am extremely grateful to my parents for their love, prayers, caring and sacrifices for educating and preparing me for my future.

I take pleasure in acknowledging my grateful thanks to all of them who have extended their help and support in completing the task.

Indrani Das

B.Sc. 6th Semester,

REGN.NO. - 251564 0F 2016-17

Guwahati-781009

CONTENTS IN DETAILS:

INTRODUCTION:

1.1 INTRODUCTION:

Innovation in technology is the buzzword today. Computer, the wonder machine has fulfilled more than its share of expectations. We are currently in the midst of a technological revolution in which outdated system has made way for outstanding ones. One of the major applications of computer technology has been information processing activity. Computer has been an essential part of the organizational info processing because the power of the technology and volume of data it can process.

1.2 ABOUT PHP:

PHP is an acronym for "PHP: Hypertext Pre-processor". It is the front-end tool primarily used to create forms so that the user can input data, update and review.

- PHP is a widely-used, open source scripting language
- PHP scripts are executed on the server
- PHP can generate dynamic page content.
- PHP files have extension ".php".
- PHP files can contain text, HTML, CSS, JavaScript, and PHP code.
- PHP runs on various platforms (Windows, Linux, Unix, Mac OS X, etc.)

PHP programming consists of following two steps:

a. Visual Programming.
b. Code Programming.

Basic PHP syntax:

```
<?php
// PHP code goes here.
?>
```

A PHP script starts with **<?php** and ends with **?>**

1.3 ABOUT CSS:

CSS stands for **C**ascading **S**tyle **S**heets. It describes **how HTML elements are to be displayed on screen, paper, or in other media.** It is a simple design language intended to simplify the process of making web pages presentable.

Advantages:
  a) Saves time. b) Easy Maintenance. c)Global web standards. d)Multiple device compatibility.

1.4 ABOUT PHPMYADMIN:

phpMyAdmin is a <u>free and open source</u> administration tool for <u>MySQL</u> and <u>MariaDB</u>. As a portable <u>web application</u> written primarily in <u>PHP</u>, it has become one of the most popular MySQL administration tools, especially for <u>web hosting services</u>.

Support for most MySQL features:

* browse and drop databases, tables, views, fields and indexes
* create, copy, drop, rename and alter databases, tables, fields and indexes.
* maintenance server, databases and tables, with proposals on server configuration.
* execute, edit and bookmark any SQL-statement, even batch-queries.
* manage MySQL user accounts and privileges.
* manage stored procedures and triggers.

1.5 ABOUT SQL:

Structured Query Language (SQL) is a non-procedural language used for database management. Unlike procedural Language, in which we must describe how to access and manipulate data, in SQL we specify what to do. It is the official and de-factors standard language for interfacing with a relational database. SQL exists as an American National standard institute (ANSI) and International Standard Organization (ISO) standards as well as an industry standard.

1.6 ABOOUT JAVASCRIPT:

JavaScript(JS) is a lightweight, interpreted, object-oriented language with first-class functions, and is best known as the scripting language for Web pages, but it's used in many non-browser environments as well. It is a prototype-based, multi-paradigm scripting language that is dynamic, and supports object-oriented, imperative, and functional programming styles.

JavaScript runs on the client side of the web, which can be used to design / program how the web pages behave on the occurrence of an event.

2.PROJECT OUTLINE

2.1 TITLE OF THE PROJECT

"Online Craft Management System"

2.2 INTRODUCTION AND OBJECTIVE OF THE PROJECT

Online Shopping is a form of electronic shopping where the buyer is directly online to the seller's computer usually via internet. There is no intermediary service. The sales and purchase transaction are completed electronically and interactively in real-time. Online Craft Management System is basically an interaction between Admin and Client easily through web. This project describes how to purchase Local Handicrafts created by Craftsmen and also sell the same as a vendor.

The basic concept of the application is to allow the customer to shop virtually using the Internet and allow customers to buy the items and articles of their desire from the store. The information pertaining to the products are stores on an RDBMS at the server side. The Server process the customers and the items are shipped to the address submitted by them. The details of the items are brought forward from the database for the customer view

based on the selection through the menu and the database of all the products are updated at the end of each transaction.

FEATURES:

i. User friendly interface.

ii. A central database holds the key to system.

iii. All forms are html template driven

iv. Integration among all functional areas.

v. The availability of the information is easy

vi. Routine tasks are easily performed

vii. It automates the redundant tasks.

viii. Secure registration and profile management facilities for Customers.

ix. Customers are able to mail the Shop about the items they would like to see in the Shop.

x. Administrator of Online Craft Management System has multiple features such as Add, Delete, Update shopping Items.

OBJECTIVE:

The main objective of the project is-

- To overcome the drawbacks of any manual existing system.
- Through this system we can efficiently manage customers, sellers and their related information.
- With the help of this system, we can provide a new platform for the local Artists and craftsmen to showcase their talent and sell their products at the actual market value.

2.3 HARDWARE AND SOFTWARE USED

In systems engineering and software engineering, requirements analysis encompasses those tasks that go into determining the needs or conditions to meet for a new or altered product, taking account of the possibly conflicting requirements of the various stakeholders, such as beneficiaries or users. Systematic requirements analysis is also known as requirements engineering

SOFTWARE SPECIFICATION:

- **Software used:** WAMP Server
- **Platform/Environment used:** Microsoft Windows 10
- **Language/Software Package used:** WampServer 3.1.7
- **Web Server:** Mozilla Firefox
- **Internet Tools:** HTML, JavaScript, CSS.

HARDWARE SPECIFICATION:

- **Main Memory (RAM):** 4GB or above
- **Secondary Storage:** 200GB or above
- **Monitor:** Any colour Monitor of 24bit Resolution
- **Mouse:** General Windows supported
- **Keyboard:** General Multimedia Windows/Linux supported
- **Processor:** Intel® Core™ i5- 8250U CPU @ 1.60GHz 1.80GHz
- **Model used:** Aspire A515-51G

INSTALLATION STEPS:

1. Download zip file and Unzip file on local server.
2. Put the file inside "c:/wamp/www/"
3. Database Configuration:
4. Open phpMyAdmin
5. Create Database named "test".

    6.Open browser put inside URL: "/localhost/template/"

    7. To Login as admin put inside URL:
"/localhost/template/admin"

ADMIN LOGIN DETAILS:
Login Id: Indrani
Password: ind123$

3. <u>OVERVIEW OF THE SYSTEM</u>:

3.1 FEASIBILITY STUDY:

A feasibility study is defined as an evaluation or analysis of the potential impact of a proposed project or program. A feasibility study is conducted to assist decision makers in determining whether or not to implement a particular project or program. The feasibility study is based on extensive research on both the current practises and the proposed project or program and will contain extensive data related to financial and operational impact.

The main objective of the feasibility study is to test the Technical, Operational and Economical feasibility for adding new modules and debugging old running system. All system is feasible if they are unlimited resources and infinite time.

3.1.1 TECHNICAL FEASIBILITY:

The technical issue usually raised during the feasibility stage of the investigation includes the following:

 *Does the necessary technology exist to do what is suggested?

 *Do the proposed equipment's have the technical capacity to hold the data requirement to use the new system?

 *Will the proposed system provide adequate response to inquiries, regardless of the number or location of users?

  *Can the system be upgraded if developed?

  *Are there technical guaranties of accuracy, reliability, ease of access and data security?

The current system developed is technically feasible. It is a web-based user interface. Thus, it provides an easy access to the users. The database's purpose is to create, establish and maintain a workflow among various entities in order to facilitate all concerned users in their various capacities or roles. Permission to the users would be granted based on the roles specified. Therefore, it provides the technical guarantee of accuracy, reliability and

security. The software and hardware requirements for the development of this project are not many and are available as free as open source. The work for the project is done with the current equipment and existing software technology. Necessary bandwidth exists for providing a fast feedback to the users irrespective of the number of users using the system.

3.1.2 OPERATIONAL FEASIBILITY:

Proposed projects are beneficial only if they can be turned out information system. That will meet the organization's operating requirements. Operational feasibility aspects of the project are to be taken as an important part of the project implementation. Some of the important issues raised are to test the operational feasibility of a project includes the following: -

- Is there sufficient support for the management from the users?
- will the system be used and work properly if it is being developed and implemented?
- will there be any resistance from the user that will undermine the possible application benefits?

The system is targeted to be in accordance with the above-mentioned issues. Beforehand, the management issues and the user requirements have been taken into consideration. So, there is no question of resistance from the users that can be undermine the possible application benefits.

The well-planned design would ensure the optimal utilization of the computer resources and would help in the improvement of performance status.

3.1.3 ECONOMIC FEASIBILITY:

A system can be developed technically and that will be used if installed must still be a good investment for the organisation. In the economical feasibility, the development cost in creating the system is evaluated against the ultimate benefit derived from the new systems. Financial benefits must equal or exceed the costs.

The system is economically feasible. It does not require any addition hardware or software. Since the interface for this system is developed using the

existing resources and technologies available. There is nominal expenditure and economic feasibility is certain.

3.1.4 SCHEDULE FEASIBILITY:

This involves whether the project is feasible enough to be completed within the stipulated time. Schedule feasibility depends on

1. Total time required to develop the project.
2. Time Availability.

3.1.5 MANAGEMENT FEASIBILITY:

Once the existence of a problem is acknowledged and the need for solution is agreed upon, it is necessary to establish that a solution to a problem is feasible. For this, a study is conducted.

The study of a system is initiated by management to check whether the proposed computerized solution is technically, economically, socially and operationally feasible. Management usually initiates this by giving a formal go-ahead to conduct the study.

Conclusion: From the observation made in the feasibility study, it was recommended that the proposed Craft Management System is feasible for its development and implementation.

3.2 SYSTEM PLANNING:

3.2.1 COST ESTIMATION:

Software cost and effort estimation will never be exact science. Too many variable- Human, Technical, Environmental and Political – can affect the ultimate cost of software and effort to develop it.

However, software project estimation can be transformed from a mysterious art to a series of systematic steps that provide estimates with acceptable risk.

To achieve reliable cost and effort estimates, a number of options arises:

- Delay estimation until late in the project (we can achieve 100% accuracy after the project is complete).
- Base estimates on similar projects that have been already completed.

3.2.2 SOFTWARE SIZE ESTIMATION:

The exact size of the software was not known at the beginning because the requirements of the clients could not freeze at the beginning. At an approximate the total size of the software was 60-70 MB.

4. <u>STRUCTURED ANALYSIS & DESIGN:</u>

The analysis of the project begins with a series of modelling tasks. The analysis model achieves two primary objectives:

1: To establish a basis for the creation of a software design, and

2: To define a set of requirements that can be validated once the software is built

Two dominant analysis modelling method are very common: -

A: Structured Analysis

B: Object Oriented Analysis

In this project, the structured analysis method is only used.

4.1 Structured Analysis:

Structured Analysis is a set of techniques and graphical tools that allows the analysis to develop a new kind of system. Various structured analysis tools are used with certain methodologies to describe the system, e.g. Data Flow Diagrams, Decision Tables, and Structured Charts etc.

The main features of structured analysis are:

1: It is graphical. The DFD, for example, depicts a picture of what being specified and makes it conceptually easy to understand the logic of the application.

2: The process is portioned so that we have a clear picture of progression from general to specific in the system flow.

3: It is logical rather than physical. The elements of the system doesn't depend on the hardware. They specify the system in a precise, concise and highly readable manner.

4: It collects for the rigorous study of the user area, a commitment that is often taken lightly in the traditional from system analysis.

5: Certain Task that is normally carried out late in the system development cycle is moved to the analysis phase. For example, user's procedures are documented during analysis rather in the application.

The end of structured analysis produces a structured specification that uses several basic tools such as:

1: Context Diagram

2: Data Flow Diagram

3: Data Dictionary

STRUCTURED CHART:

A structured chart is a top-down modular tool, constructed of squares representing the different modules in the system, and lines that connect them. The lines represent the connection and or ownership between activities and sub activities as they are used in organization charts.

4.1.1 Context diagram:

A context diagram is a data flow diagram by which the whole system is modelled by one process. It shows all the external entities and the system.

Actually, the system shown by the context diagram does not describes the system in detail. For more details it is necessary to identify the major system processes and the data flow between them. Such a diagram is called Top-Level DFD. We can go on expanding each process of the top-level DFD into a more detailed DFD.
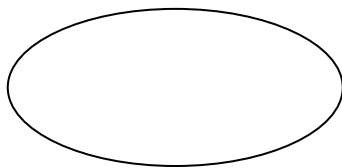
4.1.2 Data Flow Diagram:

      The Data Flow diagram is a graphical representation tool, which has the purpose of clarifying the system requirements and identifying major transformation that will become programs in the system designs. A DFD consists of a series of bubbles joined by the lines. The represents data transformations and lines represent data flow in the system. It depicts the information flow and transformation that occurs as data moves from input top output. The DFD provides a mechanism for functional modelling as well as information glow modelling.

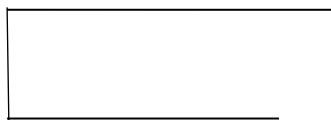   The following diagram illustrates notations and symbols used to construct DFD: -
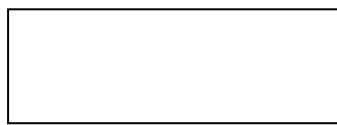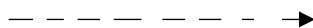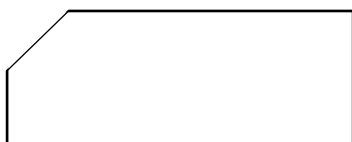
External Entity

A Process

Data in flow

Data Storage

Control Flow

Reports or outputs from the system

The Data flow diagram can be explained as the separate levels indicating the individual complexity in each level of the system and gives a detailed explanation in the further levels that are following them.

LEVEL 0

Initially in the first level of the Data flow the level 0 explains the basic outline of the system. The end-user sends the packets to the system to determine the source and destination address. The diagram marked as the 0 represents the complete Packet watching system which simply represents the basic operation that is being performed by it in the initial level.

LEVEL 1

The level 1 of the Data flow diagram given explains in detail about the Packet watching system which was marked as 0 in the previous level. In this level the end-user who passes the request for the system enters into the first process, the capturing process and then to the processing module. After processing the packets, it was sent for storing.

LEVEL 2

The level 2 provides the clear explanation about the whole system. In this level first, we have to select the packet and perform test over that selected packets. Then identify the end address of the packet and send that packet for processing. After processing the
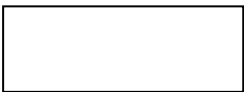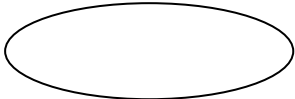
packet, it was sent to the identity content. Then send the processed packet for storing and display the source and destination addresses.
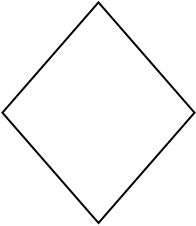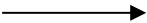
4.1.3 <u>ENTITY RELATIONSHIP DIAGRAM:</u>

The most important consideration in designing the database is how the information will be used. The various applications and procedures that will use the database introduce the requirements upon the structure of data.

Relational database representation of data is defined as the collection of tables. Each table has one or more columns. The first step in creating a database is designing it. First plan is how much tables we require and what data they will contain. It also determines how the tables are related. That is a very important step and deserves careful considerations. It should determine what things we want to store i.e., (entities) and how these things are related i.e., (relationship).

<u>Symbols used in E.R. Diagram</u>:

1.   ☐   **Represents entity set.**

2.   ⬭   Represents attributes.

3. ◇ **Represents relationship set.**

4. —————— **Links attributes to entity sets and entity sets to relationship sets. (One to One Relationship)**

5. ⟶ **Links attributes to entity sets and entity sets to relationship sets. (One to Many Relationship)**

6. ⟷ **Links attributes to entity sets and entity sets to relationship sets. (Many to Many Relationship)**

4.1.4 <u>Data Dictionary:</u>

Information pertaining to the structure and usages of data in the database, the metadata is maintained in a data dictionary. The term system catalog describes the metadata. The data dictionary, which is a database itself, documents of data. Each database uses can consult the data dictionary to learn what each piece of data and various synonyms of the data field mean.

In an integrated system that is in a system where the data dictionary is part of the DBMS; it contains the source of each data field value, the frequency of its use, an audit trail concerning updates, including the one who and when of each update.

In simple words, a data dictionary is a structured repository of data about data. It is a set of rigorous definition of all DFD data elements and data structures used to develop the application. A data dictionary has many advantages. The most obvious is documentation. It serves as a valuable document to the organization at the time of future enhancement. During implementations, it serves as common bases against which programmers who are working on the system compare their data descriptions. Also control information maintained for each data element is cross-referenced in the data dictionary.

Most database management system has a data dictionary as a standard feature. In data dictionary three classes are defined. They are data space elements, data structures, and data flows and data stores.

- Data Elements: It is the smallest unit of data that provides for no further decomposition.
- Data structures: It is a group of data element handled as a unit.
- Data Flows and Data Stores: They are data structures in motion and data structures at rest respectively

In constructing the data dictionary, the analyst has to consider several points.

- Each data flow in the DFD has one data dictionary entry.
- Definitions must be readily accessible by name.
- There should not be data redundancy in the data definition.
- The procedures for writing definition should be precise.

4.2 <u>Design:</u>

Software design is actually a multistep process that focuses on four distinct attributes of a program- Data Structure, Software Architecture, Interface Representations and Procedural (Algorithmic) Detail. The design process actually translates requirements into a representation of the software that can be accessed for quality before code generations begins. The design is documented and is part of the software configuration.

Design begins by using identified system problem as a basis for developing objectives for the new systems. It then proposes a system that satisfies these objectives.

4.2.1 Introduction:

The most creative and challenging phase of the system life cycle is system design. It refers to the technical specification that will be applied in implementing the candidate system. System design specifies how the system will achieve the objective of the proposed system.

Objective:

To design a new system that fulfils the requirement of the project.

System design goes through the following phase of development:

4.2.2 Logical design:

Logical system designs involve developing general specification for how the basic information system activities such as input, process, output, storage and control can meet user requirements.

4.2.3 Physical design:

Physical design involves the detail design of user interface method and products, database structure processing and control procedures.

4.2.4 User interface design:

The first step in the user interface design activity focuses on the preparation of input and the design of output reports in the form acceptable to the users.

User interface design consist of two steps: input design and output design.

4.2.5 Schema design (Entity Relationship Diagram):

The most important consideration is the database design is how to store the information. The various applications and procedures that will use the database introduce requirements upon the structure of data.

In the relational database, the data on the relationships are represented as collection of tables.

The first in creating a database is designing. First plan, what tables we require and what they will contain. It also determines how the tables are related. These are the most important steps and require a careful consideration.

It should be determined that information to store about things (entities) and how they are related (relationships). A useful technique of designing a database is to draw the picture of tables. The graphical display of database is called Entity-Relationship Diagram. It is a popular high-level conceptual data model. This model and its variation are frequently used for conceptual design of database design tools employ its concepts.

4.2.6 Database design:

The general purpose of database is to handle information as an integrated whole. A database is the collection of interrelated data, stored with minimum redundancy. In database design, several objectives are considered.

1. Control redundancy's unique of database design is starting data only once, which redundancy and improves performance.
2. Easy to learn and use.
3. Data independence.
4. Accuracy and integrity.
5. Privacy and security.

6. Performance improvement.

A database can be thought of as a set of logically related files organized to facilitate access by one or more applications programs and to minimize the data redundancy. In fact, a database is defined as a stored collection of data, organized on the basis of relationships in the data rather than the convenience of storage structures; it is not a replacement of files.

The cost of storing and retrieving the data has been kept minimum by reducing the unnecessary space and repetition of similar data.

6. <u>SYSTEM TESTING:</u>

6.1 TESTING:

6.1.1 MODULE TESTING:

 The testing of individual modules was completed during the development itself. Some real data entered manually and necessary testing was completed for each module. Necessary changes were made there to make sure that the module is working satisfactorily.

6.1.2 SYSTEM TESTING:

It consists of following things:

- **PROGRAM TESTING**

    A Program represents the logical elements of a system. For a program to run satisfactorily, it must compile and test data correctly and tie in properly with other programs. When a program is tested, the actual output is compared with the expected output. If there is discrepancy, the sequences of instructions are tested to determine the problem. In this system testing is carried out and it showed positive results.

- **STRING TESTING**

    Programs are invariably related to one another and interact in a total system. Each portion of the system is tested against the entire module with both test and live data before the entire system is ready to be tested.

- **SYSTEM TESTING**

    System testing is designed to uncover weaknesses that were not found in earlier tests. This includes forced system failure and validation of the total system.

- **USER ACCEPTANCE TESTING**

    An acceptance test has the objective of selling the user on the validity and reliability of the system. It verifies the system's procedures operate to system specification and the integrity of vital data is maintained.

- **FUNCTIONAL TESTING**

    The functional testing specifies the operating conditions, input values and expected results. The functional testing in this project results in positive.

All the various operating conditions are accurate. When this test is carried out it does not arise any situation it is able to take care of all the situations.

- **STRUCTURAL TESTING**

    The structural testing is concerned with examining the internal processing logic of a software system. In this test all the logical parts are tested very carefully and it resulted in positive.

6.1.3 SECURTITY TESTING:

Security testing means to protect the system from improper penetration. During security testing the tester plays the role of the individual who desires to penetrate the system. The tester may attempt to acquire password through external means, may attack the system with user software designed to breakdown any defences that have been constructed; may overwhelm the system thereby designing service to other, may purposely cause system error.

Some of the Security measures we have used un our software are as follows:

- No one can access the admin page by typing the URL in the browser. If anyone tries to do that then the software redirects the user to login page.
- No one could enter any page by clicking back button in web browser as it is disabled.
- Based on category of the user, a fraction of all activities in the software is presented to him or her.
- The password used are all encrypted.

7. <u>SYSTEM SECURITY:</u>

The measures for data protection taken by an organization reflect its awareness and attitude towards information and information technology. If top management treats computers as a de humanized, intangible, but integrity would, at best, be lackadaisical. On the other hand, if the management considers information as an important recourse and computers as an aid in decision making one would find a positive approach and involvement by the management towards security of information. This attitude naturally percolates down to the lower levels and the workers consider the computer correspondingly an enemy.

One of the best and first steps in ensuring data security is to create awareness and develop a culture within the organization towards the ways in which information can be lost/alter and what would be the consequences, of such an occurrence, to the organization and individuals.

All other steps that can be taken are:

- IT Planning: The organization must decide on policy for introduction of IT. This must be done at the highest level and should address issues such as levels of protection for various aspects of information relating to the organization.
- Selection of technology, keeping in mind obsolesces due to new innovations and necessity for at the highest relating to the organization.
- Identification of points of exposure of weak links to device means to plug them.
- Physical protection of machine and media.
- Information classification.
- Responsibility for security.
- User Training to increase security awareness and propagation of do's and do not.
- Guidelines for creation and changes to password, etc.

Principles for ensuring security and recovery in case of breaches of security:

7.1 PREVENTION:

The best method is to of course stop all breaches of security before they occur. 'Need-to-knows' policy is an offshoot of the principle of preventions.

7.2 DETECTION:

However, one may try to ensure it, total security is almost impossible. The next principle, therefore, is the one must be able to detect breaches in security, whenever they occur, within the shortest possible time. This helps in damage assessment and, also, in devising further preventive measures.

7.3 DAMAGE MINIMIZATION:

There must be enough resilience in the system to recoup the losses, damage and become functional, by reinstating the status, at the earliest.

7.4 PHYSICAL SECURITY:

These involves-

- Physically bolt down the PC to a table so that it can't be casually lifted and taken away.
- Use lockable rooms for PCs, specially those handling sensitive data. Making it a practice to lock the room when we leave.
- Keep a record of all floppies in use; do not permit alien floppies into the organization.
- Keyboard and PC locking devices can't be fitted to the PC.

7.5 SOFTWARE SECURITY:

These involves-

- Use of original software for operating system, Compilers and software packages as they are bug-free, also known as "Licensed" software.

- Using correct procedures to shut down the PC so that all files would be properly closed.
- Keeping back-ups of all files.
- If we develop our own applications, we should introduce passwords to access the application.

7.6 PROTECTION AGAINST VIRUS:

These involves-

- Building employee awareness of the risk.
- Make system/server files "Read only".
- Try to obtain source code for important software in use and compile it in-house.
- Check executable code, using "debug" or separate utilities to study code structure and check spaces for viruses.

7.7 PASSWORD SECURITY:

Only a given user, terminal or another resource can access data to which permission has been guaranteed to read, write or alter. Thus, a matrix can be created to indicate which user have access to which files, records or fields. If the user request passes the matrix, he is allowed to access, otherwise he is denied access to some parts of the database.

8. <u>CONCLUSION:</u>

8.1 CONCLUDING REMARK:

The process of developing the software for the "Online Craft Management system" was a unique experience for me. The process of development showed me trying to manoeuvre the ups and downs, which appeared at each process of the development of the software. Especially, as the system is handling sensitive data, each steps of the development was conducted cautiously and after proper scrutiny. The interaction in due course gave me the privilege of making the sample users appreciate the benefits of a computerized system and so also their active involvement throughout the development of the project indeed left me all much richer in the experience hitherto never enjoyed.

8.2 SALIENT FEATURES OF THE PROPOSED SYSTEM:

Some salient features of the proposed system:

- Reduces paper work.
- Easy to operate.
- Reduces man power.
- Maintain quality.

Benefits:

- It is a web-enabled project.
- This project offers user to enter the data through simple and interactive forms.
- The user in the administrative side is provided with the option of monitoring the data, updating and deleting the records entered earlier.
- Data storage and retrieval will become easier to maintain because of the data is stored in a systematic manner and in a single database.
- Through these features it will increase the efficiency, accuracy and transparency.
- The user is mainly more concerned about the validity of the data, whatever he/she is entering. There are checks on every stages of any new creation, data entry or updating so that the

user cannot enter the invalid data, which can create problem at the later stage.

- Easier and faster data transfer through the latest technology associated with the computer and communication.

8.3 LIMITATIONS OF THE PROJECT:

- Not any specific error handling procedure has been used.
- The size of the database increases day-by-day, increasing the load on the database backup and data maintenance activity.
- Training for simple computer operations is necessary for the users working on the system.
- Internet connection of client computers should be reliable and should be of better bandwidth, to ensure fast access of the site.
- Online payment mode can be introduced.

8.4 SCOPE FOR FUTURE WORK:

Software development is a never-ending process and continues throughout the life of the software. The software has been developed keeping in mind easy modification and enhancement that maybe required from time to time.

There are always chances to improve in everything. My project can be improved with little modification. The system provides scope for further enhancement depending upon requirements. Even though the system satisfies user requirements, still more and more additional work can be carried out.

CODING:

Connection

```php
<?php
 // Creating a database connection
$connection = mysqli_connect("localhost", "root", "", "test");
   if (!$connection) {
      die("Database connection failed: " . mysqli_connect_error());
   }
 // Selecting a database
$db_select = mysqli_select_db($connection, "test");
   if (!$db_select) {
      die("Database selection failed: " . mysqli_connect_error());
   }
?>
```

Login Page

```php
<?php
echo "<A HREF='index.html'>HOME</a>";
echo "<body bgcolor='  #abb2b9 '>";
echo "<center>";
echo "<img src='images/2.jpg' title='logo'/>";
 echo "<br><br><br>";
echo "<table border=1 WIDTH=30% COLOR=RED>";
echo "<caption><FONT SIZE=5 FACE='TIMES' COLOR= #6c3483 >LOGIN MENU</FONT></caption>";


 echo "</table>";
echo "<form name=b1 action= valid.php method= post>";
echo "<table border=1>";
echo "<tr><td>ENTER LOGIN ID </td>";
echo "<td><input type=text name=lid size=10 maxlength=10 placeholder='enter login id'></td>";
echo "<tr><td>ENTER PASSWORD</td>";
echo "<td><input type=password name=pwd size=15 maxlength=15 placeholder='type password'></td>";
echo "<tr><td colspan=2 align = center> <Input type=submit value= submit></td>";
echo "</table></form>";
echo "<center>";
echo "<body>";
?>
```

Validation

```php
<?php
include "connection.php";
 session_start();
 $lid= $_POST['lid'];
 $pwd=$_POST['pwd'];
 $md=md5($pwd);
 $s="SELECT * FROM login_details where login_id='$lid' and password='$md' ";
   $q = mysqli_query($connection, $s) or die("Record not found$$$$$$$$$.....");
  if ($r=mysqli_fetch_row($q))
   {
     if ($r[2]==1){
     $_SESSION['adminlog']=$lid;
    header("location:adminpage.php");
    }
    Else {
       $s1="SELECT c_id FROM customer where login_id='$lid' ";
       $q1 = mysqli_query($connection, $s1) or die("Record not found$$$$$$$$$.....");
       $r=mysqli_fetch_row($q1);
       $a=$r[0];
     $_SESSION['custlog']=$a;
    header("location:custpage.php");
                                 }
}
   else
   {
     ?>
         <script language="javascript">
         alert("Invalid User, Move to Login Page...");
```

```
            location.href="login.php";

          </script>

         <?php

    }

?>
```

Admin Page

```php
<?php

  session_start();

  if(isset($_SESSION['adminlog']))

   {

   $lid=$_SESSION['adminlog'];

echo "<A HREF='index.html'>HOME</a>";

echo "<body bgcolor='  #abb2b9 '>";

echo "<center>";

echo "<img src='images/2.jpg' title='logo'/>";

 echo "<br><br><br>";

echo "<table border=1 WIDTH=30% BGCOLOR=#af7ac5>";

echo "<caption><FONT SIZE=5 FACE='TIMES' COLOR=#6c3483>ADMIN
MENU</FONT></caption>";

echo "<tr><td ALIGN=CENTER><A HREF='itemreg.php'> ITEM REGISTRATION </a> </td>";

 echo "<tr><td ALIGN=CENTER><A HREF='item_edit.php'>UPDATE</a></td>";

 echo "<tr><td ALIGN=CENTER><A HREF='delivery.php'>DELIVERY</a></td>";

 echo "</table>";

   }


 ?>
```

10. <u>BIBLIOGRAPHY:</u>

1. PHP 5.1 for beginners

    -Ivann Bayross

    -Sharanam Shah

2. Database systems

    -S.B. Navathe

    -Ramez Elmsari

3. System Analysis and Designing

    -M Taxali

    -Satish Jain

    -Dr. Madhulika Jain

4. Web Technology HTML, JavaScript, PHP

    -Kogent