SRS FOR ONLINE RATION SHOPPING

CONTENTS

INTRODUCTION

Online ration shop management system is an online shopping management system it is provide all item in online and it provide the item on the basis of card type. This is very useful to user it provide more advantage than normal shop. Usually these are known as "Ration shops" and chiefly sell wheat, rice, kerosene and sugar at a price lower than that of market price. Now other essential commodities are also sold. To buy these items one must have a ration in this online shopping the item are select then it provide item to user house .major part is home delivery and online payment.it is very helpful and easy to use.The front end is php and the back end is sql. This project was done using basic html for visible web contents, php for server scripting and MySQL database was used to store and manage the auction’s records. Tools used to achieve this Project include NetBeans8.1 html editor CSS for styling, JavaScript, php wamp5 server and MySQL.

SYSTEM ANALYSIS

2.1 INRODUCTION

Requirement analysis is done in order to understand the problem which should be solved by the software system. The problem could be automating an existing manual process, developing a new automated system or combination of two. For large systems have many features, and that have many features, and that need to perform many different tasks, understanding the requirements of the system is major task. The emphasis in the requirement analysis is to for large system that have many features, and that need to perform many different tasks understanding the requirements of the system is major task. This helps to identify what the users expect from the system, not how the system will achieve the goal. Since there are the clients and the developers, who manually don't understand the limitations and needs, leads to inefficient system without analysis. So before designing the system we analyses the user that answering the following questions,

1. Who will use our system?

2. What they expect from the site?

3. What there basic needs are?

The process of establishing the services the system should provide and the constraints under which it should operate called Requirement Analysis. System requirement should set out what the system must do rather than how it is done. A requirement definition is a statement, in natural language plus illustrations, which defines constraints under which the proposed system must operate. The document is also called functional specifications. It serves as a contract between the system buyer and the website developer Firstly a requirement definition is written and then it is expanded to requirement specification. The website design is based directly on the requirement specifications. Requirement specification document must specify all functional and performance requirements.

2.2. EXISTING SYSTEM

The existing system is a manually maintained system. The existing system provides only facilities like user and employee registrations, application online and messaging.

. Limitations of Existing System The limitation of the existing system is listed below:

- Data storage
- Speed of Retrieval of information
- Accuracy

• User Friendliness

• Backup

• Searching

• It is time consuming

• It leads to error prone results

• It consumes lot of manpower to better results

• It lacks of data security

• Retrieval of data takes lot of time

• Percentage of accuracy is less

• Reports take time to produce Hence Computerization of the existing system is proposed. The new system completely removes all manual burdens and provide efficient on the entry system.

2.3 Feasibility Study

Feasibility analysis begins once the goal has defined. It starts by generating broad possible solutions, which are possible to give an indication of what the new system should look like. This is where imagination and creativity is used. Feasibility of a new system means ensuring that the new system which we are going to implement, is efficient and affordable.

There are various types of feasibilities are to be determined. They are:

• Technical feasibility

• Economic feasibility

• Behavioural feasibility

• Operational feasibility

2.3.1 Technical Feasibility

Technical feasibility centers around the existing computer system and to what extend it can support the proposed addition. A study of function, performance and constraint that may effect to the ability to achieve an acceptable system is done. In the proposed system data can be easily stored and managed using database management system software. The result of various queries can be generated easily. Therefore the system is technically feasible. If we ever selecting a platform or tool set of company which is not there years to come, the major setback will be the service, and we will be left with no options other than abandoning the system. Then the next problem will be migration to the better system, where as only successful companies will be there in the business and from

them only the latest versions of the software will come with more added facilities in to the existing system with newer versions. Always we should be able to select a tool set and platform, which can seamlessly integrate into other software platform and the support for the future, should be ensured.

Economical Feasibility

This evaluation looks at the financial aspects of the project. It determines whether the investment needed to implement the system will be recovered. Economic feasibility concerns return from the investments in a project. It determines whether it is worthwhile to invest money in the proposed project or whether something else should be done with it

. Behavioural Feasibility

People are inherently resistant to changes and computer is known for facilitating the changes. An estimate should be made of how strongly the user staff reacts towards the developments of the computerized system. In the existing system more manpower is required and time factor is more. In the proposed system, both man power and time factor are reduced and also unnecessary burden is reduced. Thus, the remaining people are made to engage in some other important work. Therefore, the system is behaviourally feasible.

Operational Feasibility

Operational feasibility covers two aspects. One is the technical performance aspect and the other is acceptance within the organization. Technical performance include issues such as determining whether the system can provide the right information for the organizations personnel, and whether the system can be organized so that it always delivers this information at the right place and on time. Acceptance revolves around the current system and its personnel. Operational feasibility must determine how the proposed system will fit in with the current operations and what, if any, job restructuring and retraining may be needed to implement the system.

2.4. PROPOSED SYSTEM

The proposed System has brought up with several new features that are interesting and extremely useful to the public. The proposed system can thus overcome the drawbacks of the existing system.
Advantages of Proposed System

The major advantage of the proposed system is,

• It is an application, so that information is available anytime.

• High integrity and security.

• Ability to incorporate newly available data.

• It is user friendly.

• Speed and accuracy is increased.

• Fully automated.

• Security is associated with user authentication

• Duplication of information is curbed. Others are,

➢ Accuracy Once the details are added in the system, it is not necessary to enter it again. This reduces the chance of error by reducing the human involved tasks. Accurate information can be made at time.

➢ Data storage A database allows centralized storage of data, thereby eliminating the redundancy of file. Searching can be made fast. The stored data is portable and flexible for future enhancements.
➢ Data collection Methods for collecting data are faster and more efficient. Retrieval of information is faster than the existing system manipulation is also done in an effective manner.

➢ Speed of response The time required for information available is greatly reduced without affecting the accuracy of the system. Manual works involve wastage of time.

3. SYSTEM SPECIFICATIONS

3.1. HARDWARE SPECIFICATIONS

Processor : INTELi3

Ram : 4 GB

Hard Disk Drive : 500 GB

Keyboard : Standard Keyboard

Mouse : MS Serial Mouse

CD Drive : Any 52x Drives

3.2. SOFTWARE SPECIFICATIONS

Operating System : WINDOWS 10

Front End : PHP Back End : MySQL

3.3. ABOUT THE DEVELOPING TOOLS

3.3.1 INTRODUCTION

PHP is a server-side scripting language, which can be embedded in HTML or used as a standalone binary. Proprietary products in this niche are Microsoft's Active Server Pages, Macromedia's ColdFusion, and Sun's Java Server Pages. Some tech journalists used to call PHP "the open source ASP" because its functionality is similar to that of the Microsoft product—although this formulation was misleading, as PHP ASP was developed before. Over the past few years however, PHP and server-side Java have gained momentum, while ASP has lost mindshare, so this comparison no longer seems appropriate. Server-side scripting is a collection of super-HTML tags or small programs that run inside your Web pages—except on the server side, before they get sent to the browser. For example, you can use PHP to add common headers and footers to all the pages on a site or to store form-submitted data in a database.

3.3.2. MYSQL

MySQL is a fast, easy-to-use RDBMS used being used for many small and big businesses. MySQL is developed, marketed, and supported by MySQL DataBase, which is a Swedishcompany. MySQL (pronounced My Ess Q El) is an open source, SQL Relational Database Management System (RDBMS) that is free for many uses (more detail on that later). Early in its history, MySQL occasionally faced opposition due to its lack of support for some core SQL constructs such as sub selects and foreign keys. Ultimately, however, MySQL found a broad, enthusiastic user base for its liberal licensing terms, perky performance, and ease of use. Its acceptance was aided in part by the wide variety of other technologies such as PHP, Java, Perl, Python, and the like that have encouraged its use through stable, well-documented modules and extensions. MySQL has not failed to reward the loyalty of these users with the addition of both sub selects and foreign keys. MySQL is becoming so popular because of many good reasons

JQuery

jQuery is a library of JavaScript Functions.jQuery is a lightweight "write less, do more" JavaScript library. The jQuery library contains the following features:

• HTML element selections.

• HTML element manipulation.
• CSS manipulation.
• HTML event functions.
• JavaScript Effects and animations.
• HTML DOM traversal and modification.
• AJAX
• Utilities
• CSS
. stands for Cascading Style Sheets
• Styles define how to display HTML elements
• Styles were added to HTML 4.0 to solve a problem
• External Style Sheets can save a lot of work

3.3. 3. Special Features of Language

WAMP

Wamp Server is a Windows web development environment. It allows you to create web applications with Apache, PHP and the MySQL database. It also comes with PHPMyAdmin to easily manage your databases. WampServer installs automatically (installer), and its usage is very intuitive. XAMPP also provides support for creating and manipulating databases in MySQL and SQL among others. Once XAMPP is installed you can treat your localhost like a remote host by connecting using an FTP client. Using a program like FileZilla has many advantages when installing a content management system (CMS) like Joomla. You can also connect to local host via FTP with your HTML editor.

Overview of PHP

PHP is a server-side scripting language, which can be embedded in HTML or used as a standalone binary. Proprietary products in this niche are Microsoft's Active Server Pages, Macromedia's ColdFusion, and Sun's Java Server Pages. Some tech journalists used to call PHP "the open source ASP" because its functionality is similar to that of the Microsoft product—although this formulation was misleading, as PHP ASP was developed before. Over the past few years however, PHP and server-side Java have gained momentum, while ASP has lost mindshare, so this comparison no longer seems appropriate. Server-side scripting is a collection of super-HTML tags or small programs

that run inside your Web pages—except on the server side, before they get sent to the browser. For example, you can use PHP to add common headers and footers to all the pages on a site or to store form-submitted data in a database.

PHP is Open Source

PHP doesn't cost anything. We can use it for commercial and/or non-commercial use all we want. Any problem we encountered in our coding can be answered swiftly and easily with a little research. There is no vested interest in a particular server product or operating system. We are free to make choices that suit our needs or those of our clients. Performance Because of the woefulZend engine, PHP4 compares well with ASP in benchmark tests, beating it in some tests. Compiled PHP leaves ASP far behind. Portability PHP is designed to run on many operating systems and to cooperate with many servers and databases.

We can test a project with Personal Web Server and install it on a UNIX system running on PHP as an Apache module. Advantages of PHP

• Cost is low

• PHP is open source software

• PHP is easy to learn

• PHP is embedded within HTML The HTML- embedding of PHP has many helpful consequences:

• PHP can quickly be added to code produced by WYSIWYG editors.

• PHP lends itself to a division of labor between designers and scripter.

• Every line of HTML does not need to be rewritten in a programming language

. • PHP can reduce labor costs and increase efficiency due to its shallow learning curve and ease of use.

• PHP has Cross-platform compatibility

• PHP is not tag-based

• PHP is stable means

• The software doesn't change radically and incompatibly from release to release.

• The server doesn't need to be rebooted often. PHP is much faster for almost every use than CGI scripts.

4. SYSTEM DESIGN

4.1. INTRODUCTION

The design of the program can be done in simple waterfall model of system software engineering. Waterfall model was proposed in the 70's. This model segments the software life cycle into a series of successive activities. Each phase requires well defined information, utilizes well-defined processes, and results in well-defined outputs. Resources are required to complete the process in each phase and each phase is accomplished through the application of explicit methods, tools and techniques. The phased model is also called Waterfall because of sequential move of one phase to another, the implication being the systems cascade from one level to another, the implication being the systems cascade from one level to the next in smooth progression.

4.2. INPUT DESIGN

It is the part of the overall system design. The input methods can be broadly classified into batch and online. Internal control must be established for monitoring number of input and for ensuring that the data is valid the basic step involved in the system design are,

- Review input requirement.
- Decide how the input data flow will be maintained.
- Design the source document.
- Prototype online input screens. The quality of the system input determines the quality of the system output. Input specification describes the manner in which data enter the system for processing. Input design features can ensure the reliability of the system and produce results from the accurate data, or they can result in production the input design also determines whether the user can interact efficiently with the system

4.3. OUTPUT DESIGN

It is the part of overall system design. The goal of the output design is to capture the output and get the data into format suitable for the computer. Data flow diagram identifies the data tone captured and the output to the system. One of the important features of an information system for users is the output it produces. Output is the information delivers to the usersdelivered to the users through the information system. Without quality output the entire system appears to be unnecessary that users will avoid using it. Users generally merit the system solely by its output in order to create the most useful output possible. One works closely with the user through an interactive process, until the result is considered to be satisfactory.

4.4. DATABASE DESIGN

Database design is required to manage the large bodies of information. The management of data involves both the definition of structure of the storage information and provisions of mechanism for

the manipulation of information. In addition the database system must provide for the safety of information handled, despite the system crashes due to attempts art unauthorized access.
For developing an efficient database, we will have to fulfil certain condition such as:

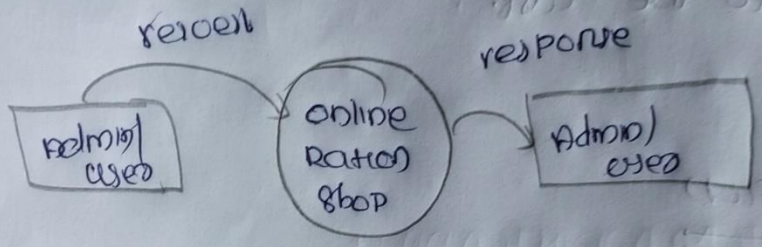
- Control redundancy
- Ease of use
- Data independence
- Accuracy and integrity
- Avoiding inordinate delays
- Recovery from failure
- Privacy and security

4.4.2 DATA FLOW DIAGRAMS

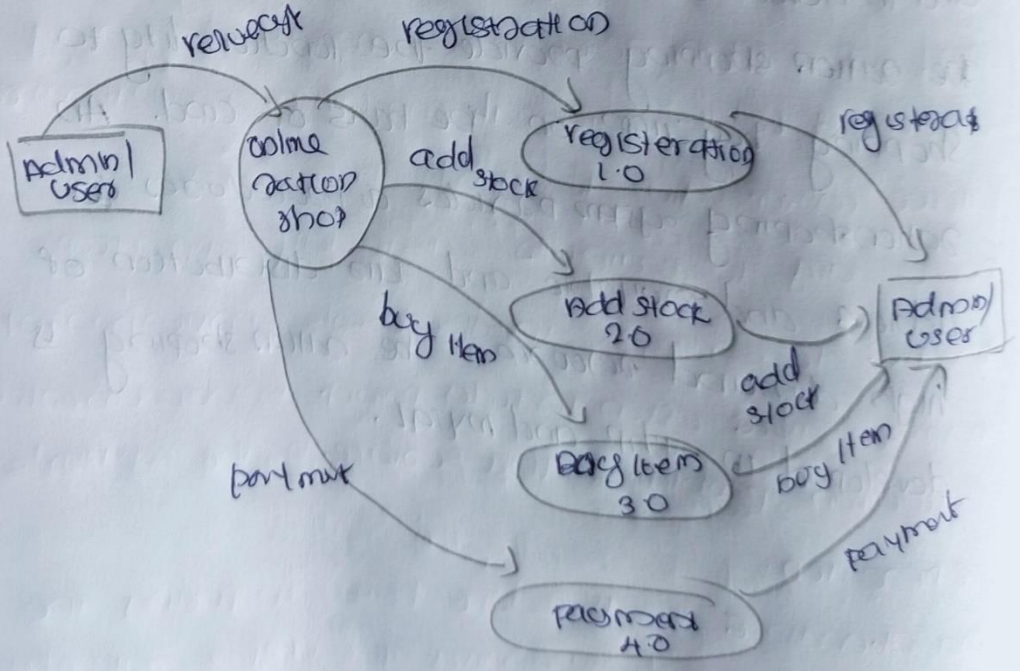
Data Flow Diagram is the important structured tool. A data flow diagram models a system by using external entries from which data flows to a process which transforms the data and create output data which goes other process as input. The main merit of Data Flow Diagram is that it can provide an overview of what data a system would process, what transformation of data are done, what files are used and where the result flow. The graphical representation of the system makes it good communication tool between the user and the analyst. It is difficult to understand the business through verbal description alone. Here Data Flow Diagram helps in illustrating the essential component of a process and the way they interact. A circle is used to represent a process. A rectangle is used to represent source and destination of data. These are called external entities, entities that supplying data are known as source and those that consume data are called destinations. An opened rectangle is used to represent a data store and arrows represents data flows also the arrows shows the direction of data flows. The following data flow diagram specify in precise, concise, manner the working of the systems and how its hangs together.

Data flow diagram

context level

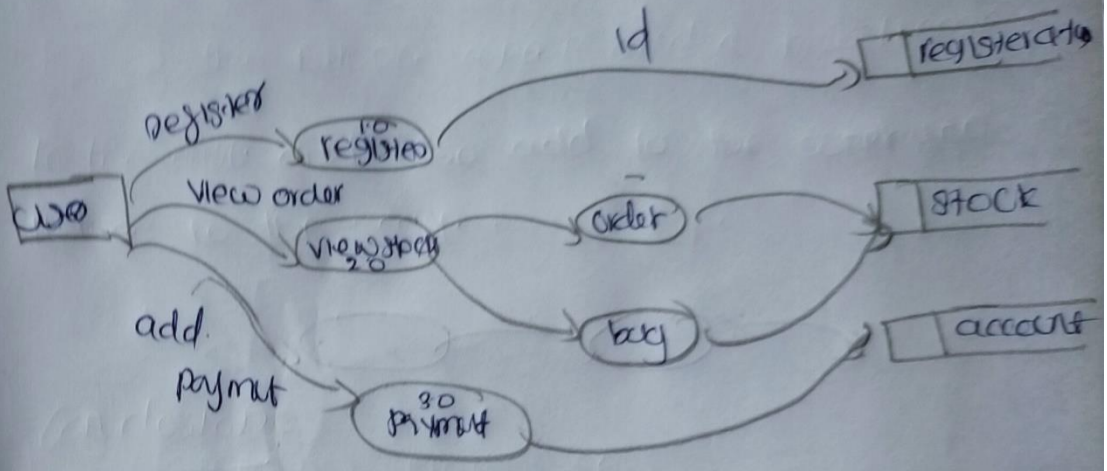


Zero level

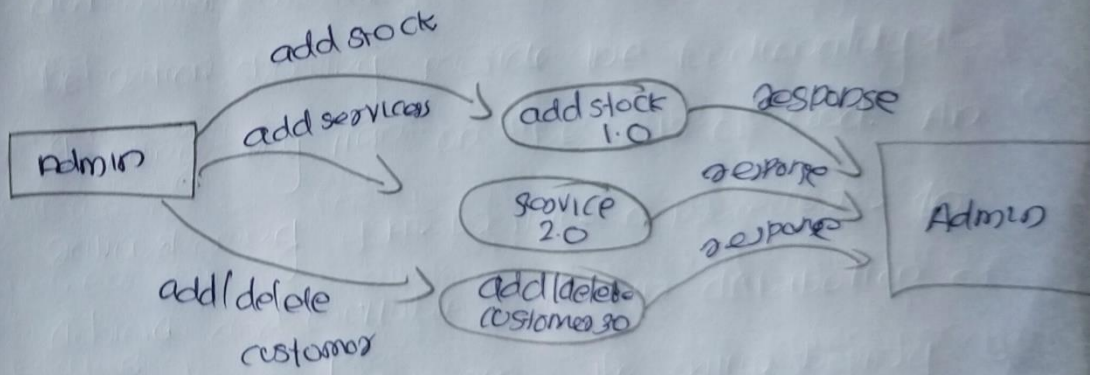


Level one

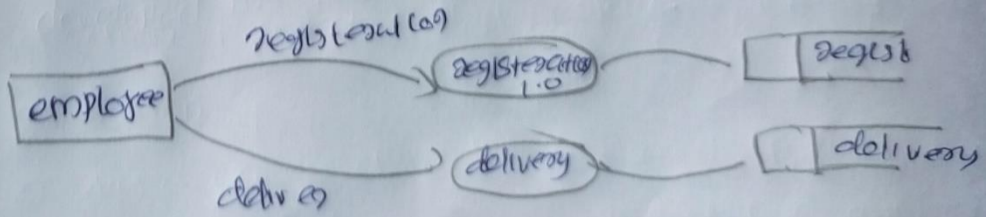
Level one for user



Level one for Admin



Level one for employee



4.5. FORM DESIGN

“Input element should be organized in logical groups so that your brain can process the form layout in chunks fields.” Quite rare is the Web application that doesn’t make extensive use of forms for data input and configuration. But not all web application use forms consistently. Variations in the alignment of input fields, their respective labels, calls to action, and their surrounding visual elements can support or impair different aspects of user behaviour.

4.6 ARCHITECTURAL DESIGN

Architectural design is a comprehensive framework that describes its form and a structure-its components and how they fit together. Architectural design, a software component can be something as simple as a program module, but it can also be extended to include database and “middleware” that enable the configuration of a network of client and servers. The properties of components are those characteristics that are necessary to an understanding of how the component interacts with other components. Architectural design focuses on the representation of the structure of software components and their properties and interaction. The proposed system consists of five modules. They are Admin module, Company module, Candidate module.

Broad Design

In this major new functions are proposed and changes to the existing functions are made important inputs and outputs are also defined it usually involve considering several alternative solution involving different degree of automation.

Detailed Design

During detailed design databases and program modules are designed and detailed user procedure documented. The interface between the user and the computer are also defined.

Input Output Design

The design of input and output are important features of the output specification.’ The input design is the link that ties the information system to the world class users. Output design specifies to the result that is generated by the system. for the end users output is the main reason for developing the system and the basics on which they will evaluate the usefulness of theProcedural Design Procedural design implies that the modules in the project.

Procedural design or Component level design occurs after data, architectural, and interface designs must be translated in to operational software. The procedural design for each component,

represented in graphical, tabular or text-based notation, is the primary work product produced during component-level design.

5.7 SYSTEM MODULES

Auction Management System consists of three modules:

➢ Administrator

➢ Employee

➢ User

1. Administrartor is evaluate the user registeration and add employee .and it manage stock
2. Employee mange the oder to delivery
3. User is to register and buy the items on to the shop

5. SYSTEM TESTING

5.1. INTRODUCTION

Testing of individual forms is carried out check the correctness of logic applied and to detect errors in coding. Validation checks need to be performed on input data. When module testing is satisfactorily concluded, the system as a complete entity is tested to ensure proper coordination among different forms Testing is done as a part of quality assurance. Testing is done at two levels

. • Testing of individual forms

• Testing of entire system

The aim to design a Company Administration System in PHP has been successfully accomplished. Testing Procedure Testing is the process of executing a program with the indent of finding any errors. Testing is vital to the sucacesses of the system. Without proper testing hidden errors will surface after sometime of use and perhaps irreversible damage has been done to the valuable data. A series of test like responsiveness. Its values, stress and security are performed before the system is ready for the user acceptance testing. System testing follows the logical conclusion that all the part of the part of the system is tested and found to be working properly under all kinds of situation and then the system is achieving its goal of processing the data perfectly according to user rules and requirements. System testing is defined as the process by which one detects the defects Introduction the system correctness, reliability, and maintainability. It includes assurance that the system meets the specifications and the requirements for its intended use and performance. Different types of testing were conducted by the project team, as well as by the quality assurance group in the organization before finally putting the application into production.

5.2. TYPES OF TESTING

System testing is the stage of implementation, which is aimed at ensuring that the system works accurately and efficiently before live operation comments.

• Unit testing

• Integration testing

• Alpha testing

• Beta testing

• System testing

• Validation testing

5.2.1 Unit Testing

This is the first of testing. In this different modules are tested against the specification produces during the design of the modules. It refers to the verification of single program module in an isolated environment. Unit testing focuses on the modules independently of one another to locate errors. After coding, each dialogue is tested and individually.

5.2.2 Integration Testing Integration

Testing is a systematic technique for constructing the program structure while at the same time Conducting test to uncover errors associated within the interface. All modules are combined in these testing steps. In the integration testing step, all the errors uncovered are corrected for the next testing step.

5.2.3 Alpha Testing

Alpha and beta testing is the bind phase of the testing the developed system for completeness as per the required standard. Alpha testing is where the end user tests the system rather than the developer. The software is used in the natural setting with the developer monitoring the user using the system the developer records the errors and usage problem encountered by the users.

5.2.4 Beta Testing

Alpha and beta testing is the bind phase of the testing the developed system for completeness as per the required standard. Alpha testing is where the end user tests the system rather than the developer. The software is used in the natural setting with the developer monitoring the user using the system the developer records the errors and usage problem encountered by the users.

5.2.5 System Testing

The system testing is conducted on a complete, integrated system to Evaluate the system's compliance with its specified requirement. it falls within scope of black box testing so no knowledge of inner design or logic is needed. As a rule, system testing takes, as its input, all of the integrated software components that have passed integration testing and also the software system itself integrated with any applicable hardware system. The purpose of the integration testing is to detect any inconsistencies between software units.

5.2.6 Validation Testing

System validation checks the quality of the software in both simulated and environments. First the software goes through phase in which errors and failures based on simulated user requirements are verified and studied. The modified software is then subjected to phase two (called beta testing) in the actual user's site or a live environment. The system is user regularly with live transactions. After scheduled time, failure and errors are documented and final correction and enhancements are made before the package is released for use.

8. SCOPE FOR FUTURE ENHANCEMENT

The project has a very vast scope in future. This software “online ration shopping” is developed using PHP. Here PHP Storm as front-end and MySQL as back end. In the future, the system can be further modified by including more features very easily. The web application online ration shopping System is end to end solution for online bidding and selling process includes product uploading, dynamic product listing, search, buy, bid and add product to shopping cart, calculate price, payment processing ,and future I have to add supplyco items to the cart.

9. CONCLUSION

This is an online website in which is very different, and where Intelligence is built in. This project deals with the design, development and implementation of an online ration website. The ration shopping provide the functionality to shopping buy item on the basis of card . An rationshopping system provides a procedures to achieve and equitable and fair distribution of a high-demand resource. This ration offer great promise as mechanisms for choose a particular item on the basis of card .it provide the in online using bank transaction. The ration shopping project is developed in php and mySQL.

10. BIBLIOGRAPHY

10.1. WEB SOURCE

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