Report on

"Online Hardware Store"

SUBMITTED TO

Darshan University - Rajkot

IN FULFILLMENT OF THE REQUIREMENTS FOR THE AWARD OF

DIPLOMA IN COMPUTER ENGINEERING

SUBMITTED BY

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October - 2023

DEPARTMENT OF COMPUTER ENGINEERING

DARSHAN INSTITUTE OF ENGG. & TECHNOLOGY FOR DIPLOMA STUDIES

RAJKOT-MORBI HIGHWAY, RAJKOT, GUJARAT

This is to certify that **Hit D. Bhimani** (21020201018) a student of the Computer Engineering Department from Darshan University - Rajkot, has satisfactorily completed his project work on "Online Hardware Store" in a group consisting of FOUR persons under the guidance of Prof. Asha A. Gondaliya.

Internal Guide (Prof. Asha A. Gondaliya) Head of Department (Prof. Chintan N. Kanani)

This is to certify that **Maulik V. Daraniya** (21020201036) a student of the Computer Engineering Department from Darshan University - Rajkot, has satisfactorily completed his project work on "Online Hardware Store" in a group consisting of FOUR persons under the guidance of Prof. Asha

A. Gondaliya.

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This is to certify that **Bhavya S. Doshi** (21020201051) a student of the Computer Engineering Department from Darshan University - Rajkot, has satisfactorily completed his project work on "Online Hardware Store" in a group consisting of FOUR persons under the guidance of Prof. Asha

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This is to certify that **Karan K. Songara** (21020201074) a student of the Computer Engineering Department from Darshan University - Rajkot, has satisfactorily completed his project work on "Online Hardware Store" in a group consisting of FOUR persons under the guidance of Prof. Asha

A. Gondaliya.

Internal Guide (Prof. Asha A. Gondaliya)

Head of Department (Prof. Chintan N. Kanani)

EXAMINER'S CERTIFICATE OF APPROVAL

This is to certify that project report entitled **Online Hardware Store**

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In Fulfillment for the award of the diploma in "Computer Engineering" of the Darshan University - Rajkot is hereby approved.

Signature of
External Examiner

Signature of Internal Examiner



October - 2023

DEPARTMENT OF COMPUTER ENGINEERING

DARSHAN INSTITUTE OF ENGG. & TECHNOLOGY FOR DIPLOMA STUDIES

RAJKOT-MORBI HIGHWAY, RAJKOT, GUJARAT

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ABSTRACT

Online Hardware Store is a virtual retail platform dedicated to providing a comprehensive tools and equipment for a variety of purposes. Shoppers can product catalog featuring hand tools, power tools, machinery, accessories, and specialized equipment for construction, automotive, woodworking, and projects. In this application, user can register and then login through valid username and password. An online hardware store is a digital retail platform that offers a wide range of hardware products and tools for various application These stores e-commerce technology to provide customers with a convenient and accessible way to browse, select, and purchase hardware items. Customer can explore a deserver catalog of products, including hand tools, power tools, electrical components, and home improvement products.

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1. INTRODUCTION

1.1 PROBLEM SUMMARY

1.1.1 Problem Identification

In the previous system, had to go to the hardware shop to buy a hardware, ask for discount, going at hardware shop for time of the shop, people were not free at shop's time. It's not easy to the find and keep customer's especially when the startup. Our website needs to be easy to use, but not sure how to do. We need to have enough but not too much stock.

1.1.2 Problem Solution

To solve above problems, I have created a "Hardware Website". Then user can select the tools of his choice to available discount. Once the hardware order is after user can cancelled order. An E- Commerce is also sent to the user via email when user ordered a hardware. E-Commerce site available 24 hours. Variety of goods products are available. Work closely with suppliers and use software to keep ingredients and deliveries in check. Listen to what customers say and use their feedback to get better. Offer reliable delivery and maybe partner with local delivery services.

2. PLANNING

2.1 MODEL DESCRIPTION

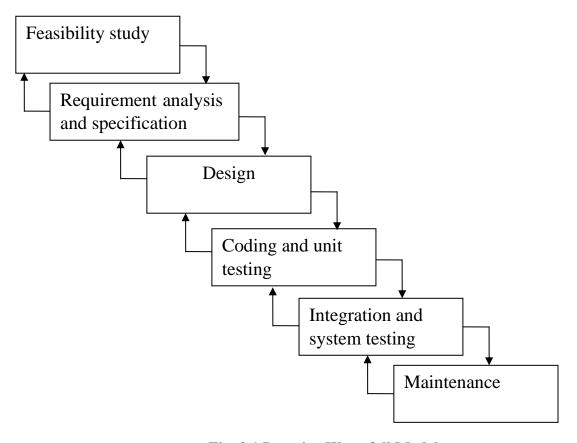


Fig. 2.1 Iterative Waterfall Model

- In our project we are using iterative waterfall model.
- It is not possible to strictly follow the classical waterfall model.
- Making necessary changes to the classical waterfall model so that it becomes applicable to practical software development projects.
- The main change to the classical waterfall model is in the form of providing feedback paths from every phase to its preceding phases as shown in figure.
- The feedback paths allow for correction of the errors committed during a phase as and when these are detected in a later phase.
- For example, if during testing a design error is identified then the feedback path allows the design to be reworked and the changes to be reflected in the design document.
- There is no feedback path to the feasibility stage. This means that the feasibility study errors cannot be corrected.

Requirements analysis and specification

- The aim of the requirements analysis and specification phase is to understand the exact requirements of the customer and to document them properly. This phase consists of two distinct activities, namely
 - > Requirements gathering and analysis, and
 - > Requirements specification
- The goal of the requirement's gathering activity is to collect all relevant information from the customer regarding the product to be developed. This is done to clearly understand the customer requirements so that incompleteness and inconsistencies are removed.
- The requirements analysis activity is begun by collecting all relevant data regarding the product to be developed from the users of the product and from the customer through interviews and discussions.
- During SRS activity, the user requirements are systematically organized into a Software Requirements Specification (SRS) document.

Design

- During the design phase the software architecture is derived from the SRS document. Two distinctly different approaches are available.
- Traditional design consists of two different activities; first a structured analysis of the
 requirements specification is carried out where the detailed structure of the problem is
 examined. During structured design, the results of structured analysis are transformed into
 the software design.

Coding and unit testing (Implementation)

- The purpose of the coding and unit testing phase of software development is to translate the software design into source code. Each component of the design is implemented as a program module. The end-product of this phase is a set of program modules that have been individually tested.
- Each module is unit tested for determine the correct working of all the individual modules.

Integration and system testing

- Integration of different modules is done once they have been coded and unit tested. During the integration and system testing phase, the modules are integrated in a planned manner.
- Finally, when all the modules have been successfully integrated and tested, system testing is carried out. The goal of system testing is to ensure that the developed system conforms

to its requirements laid out in the SRS document. System testing usually consists of three different kinds of testing activities.

- α testing: It is the system testing performed by the development team.
- β Testing: It is the system testing performed by a friendly set of customers.
- Acceptance testing: It is the system testing performed by the customer himself after the product delivery to determine whether to accept or reject the delivered product.

Maintenance

- Maintenance involves performing any one or more of the following three kinds of activities:
 - ➤ Correcting errors that were not discovered during the product development phase. This is called corrective maintenance.
 - > Improving the implementation of the system, and enhancing the functionalities of the system according to the customer's requirements. This is called perfective maintenance.
 - ➤ Porting the software to work in a new environment. For example, porting may be required to get the software to work on a new computer platform or with a new operating system. This is called adaptive maintenance.

2.2 RISK MANAGEMENT

• The aim of risk management is to reducing the impact of all kind of risks that might affect a project. Risk management consists of three essential activities: risk identification, risk assessment, and risk containment.

Risk Identification

- A software project can be affected by a large variety of risks. In order to be able to systematically identify the important risks which might affect a software project, it is necessary to categorize risks into different classes.
- The project manager can then examine which risks from each class are relevant to the project. There are three main categories of risks which can affect a software project:

Project Risks

- ➤ Project risks concern varies forms of budgetary, schedule, personnel, resource, and customer-related problems. An important project risk is schedule. It is very difficult to monitor and control a software project.
- ➤ It is very difficult to control something which cannot be seen.
- > The invisibility of the product being developed is an important reason for many software projects failure.

> So, in our project we are trying to resolve this kind of project risk which is also known as schedule risk.

Technical Risks

- > Technical risks concern design, implementation, interfacing, testing, and maintenance problems.
- ➤ Technical risks also include ambiguous specification, incomplete specification, changing specification, technical uncertainty. Most technical risks occur due to the team member's insufficient knowledge about the project.
- > So in order to prevent this risk, we have done appropriate project analysis before starting our project.

Business Risks

> This type of risks includes risks of building an excellent product that no one wants, losing budgetary or personnel commitments, etc.

Risk Assessment

- Risk assessment involves identifying risk, analyzing them and then assigns priority to them on the basis of the analysis.
- The objective of risk assessment is to rank the risks in terms of their damage. For risk assessment, first each risk should be rated in two ways:
- The probability of a risk coming true (denoted as r).
- The result of the problems associated with that risk (denoted as s).
- Based on these two factors, the priority of each risk can be computed:

$$p = r * s$$

• Where, p is the priority with which the risk must be handled, r is the probability of the risk becoming true, and so is the result of damage caused due to the risk becoming true. If all identified risks are prioritized, then the most likely and damaging risks can be handled first and reject procedures can be designed for these risks.

Risk Containment

- After all the identified risks of a project are assessed, plans must be made to containment the most damaging and the most likely risks.
- Different risks require different containment procedures. In fact, most risks require expertness on the part of the project manager in handling the risk.
- There are three main strategies to plan for risk containment:

- ➤ **Avoid the risk:** This may take several forms such as discussing with the customer to change the requirements to reduce the scope of the work.
- > Transfer the risk: This strategy involves getting the risky component developed by a third party.
- **Risk reduction:** This involves planning ways to containment the damage due to a risk.
- To choose between the different strategies of handling a risk, the project manager must consider the cost of handling the risk and the corresponding reduction in risk.
- For this we may compute the risk leverage of the different risks. Risk leverage is the difference in risk divided by the cost of reducing the risk.
- Risk leverage = (Risk before reducing Risk after reducing) / cost of reducing

3. DETAIL DESCRIPTION

Admin_Master

Admin details are stored in this module. Admin can login to the system and manage the entire system.

- ad_id: ID of Admin.
- ad_username: username of Admin.
- ad_password: Password of Admin

Customer_Master

User can visit to the site and help them to find product, view image, and detail, product Add to cart, checkout, select payment mode, place order, give feedback, logout.

- **cus_id:** ID of Customer.
- **cus_name:** Name of Customer.
- **cus_email:** Emailed of Customer.
- **cus_contactno:** Contact Number of Customer.

Category_Master

This module stores categories of products. Product categories can be added and managed. by the admin. It contains the name of a category.

- **cat_id**: ID of Category.
- **cat_type**: Type of Category.
- cat_name: Name of Category.
- **pro_id**: ID of Product.

Payment_Master

Payment module allow user to pay fare to any product as well as buy.

- **pay_id**: ID of Payment.
- pay_type: Type of Payment.
- pay_id: ID of Customer.
- pay_date: Date of Product.
- **pay_description**: description of Payment.
- pay_amount: amount of Payment.

Product_Master

This module stores product details like product name, product price, product description, etc. product's details can be managed and added by the admin.

- **pro_id**: ID of Product.
- **pro_name**: name of Product.
- **pro_decription**: description for Product.
- **pro_price**: price of Product.
- **pro_status**: status for Product.

Order_Master

Order details like order status, payment status, order amount, etc. are stored in this module. Admin can manage order details.

- **ord id**: ID of Order.
- **pro_id**: ID of Product.
- **pro_date**: Date of Order.
- **ord_status**: status of Order.

Billing_Master

Bill details are stored in this module. Admin can manage bill details.

- **bill_id:** id for Bill.
- **bill_number:** number for Bill.
- **bill_date:** date for Bill.
- **bill_amount:** amount for Bill.
- **bill_status:** status for Bill.

4. DIAGRAMS

4.1 CLASS DIAGRAM

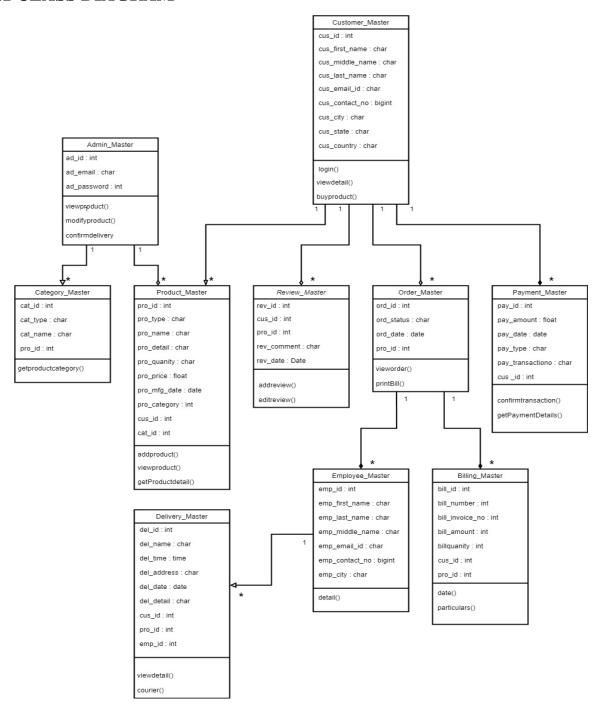


Fig. 4.1 Class Diagram of Online Hardware Store

4.2 SEQUENCE DIAGRAM

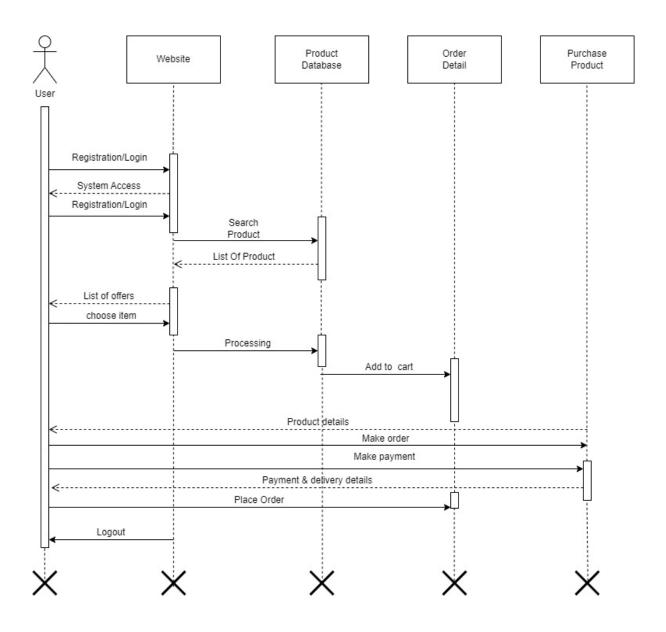


Fig. 4.2.2 Sequence Diagram of Online Hardware Store

4.3 COLLABORATION DIAGRAM

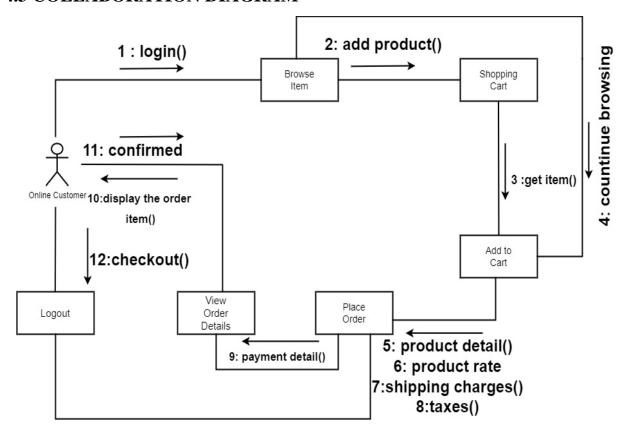


Fig. 4.3 Collaboration Diagram of Online Hardware Store

4.4 STATE DIAGRAM

4.4.1 STATE DIAGRAM FOR ORDER

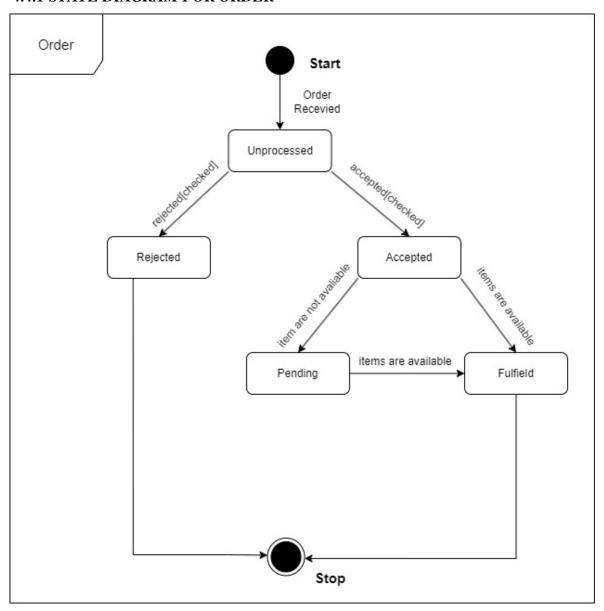


Fig. 4.4.1 State Diagram for Order of Online Hardware Store

4.4.2 STATE DIAGRAM FOR PRODUCT

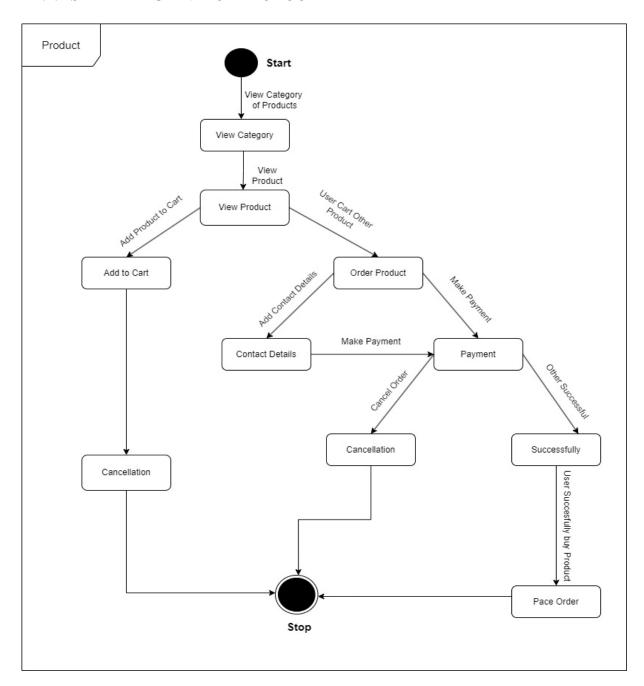


Fig. 4.4.2 State Diagram for Product of Online Hardware Store

4.5 ACTIVITY DIAGRAM

4.5.1 ACTIVITY DIAGRAM FOR ADMIN

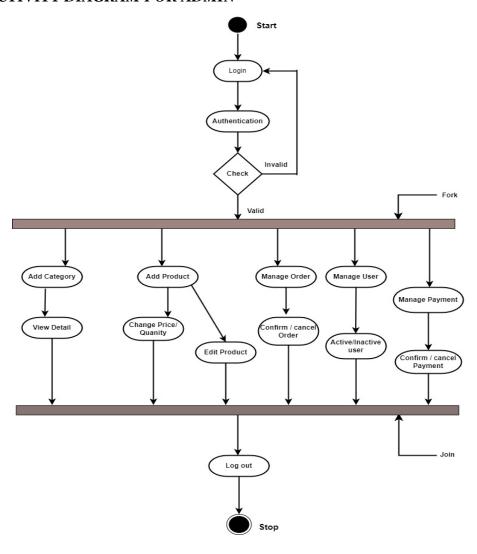


Fig. 4.5.1 Activity Diagram for Admin of Online Hardware Store

4.5.2 ACTIVITY DIAGRAM FOR USER

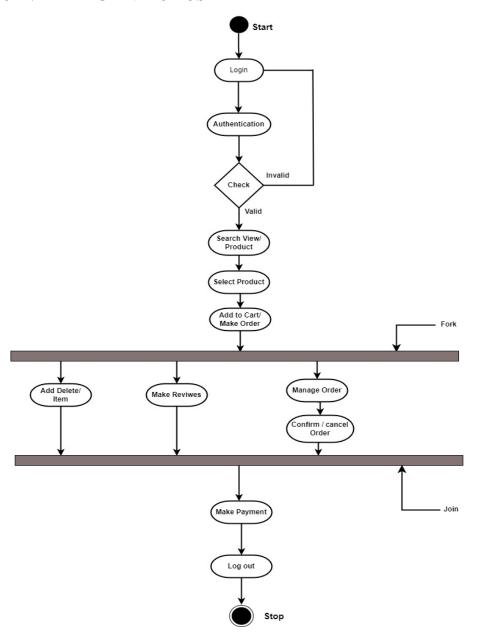


Fig. 4.5.2 Activity Diagram for User of Online Hardware Store

4.6 USE CASE DIAGRAM

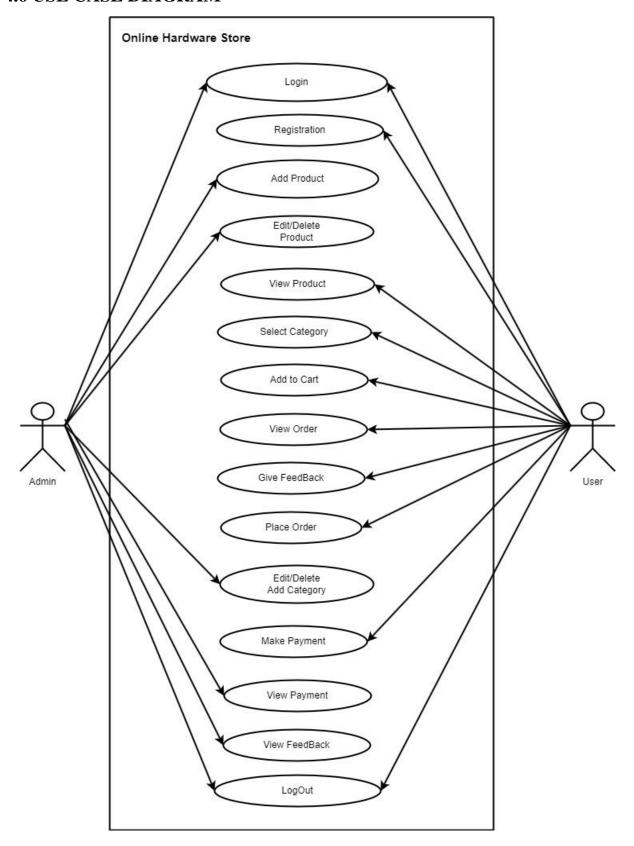


Fig. 4.6 Use Case Diagram of Online Hardware Store

4.7 DATA FLOW DIAGRAM

4.7.1 DATA FLOW DIAGRAM LEVEL 0

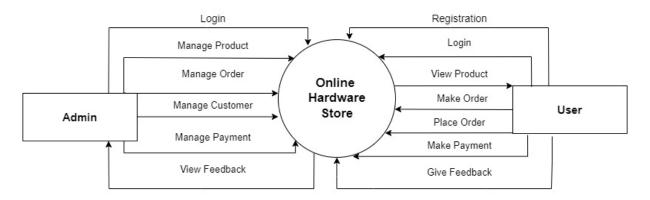


Fig. 4.7.1 Data Flow Diagram Level 0 of Online Hardware Store

4.7.2 DATA FLOW DIAGRAM LEVEL 1 FOR ADMIN

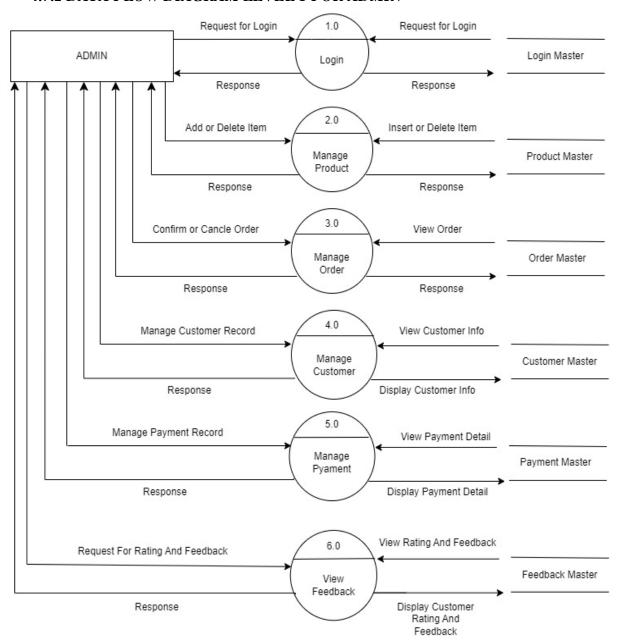


Fig. 4.7.2 Data Flow Diagram Level 1 for Admin of Online Hardware Store

4.7.3 DATA FLOW DIAGRAM LEVEL 1 FOR USER

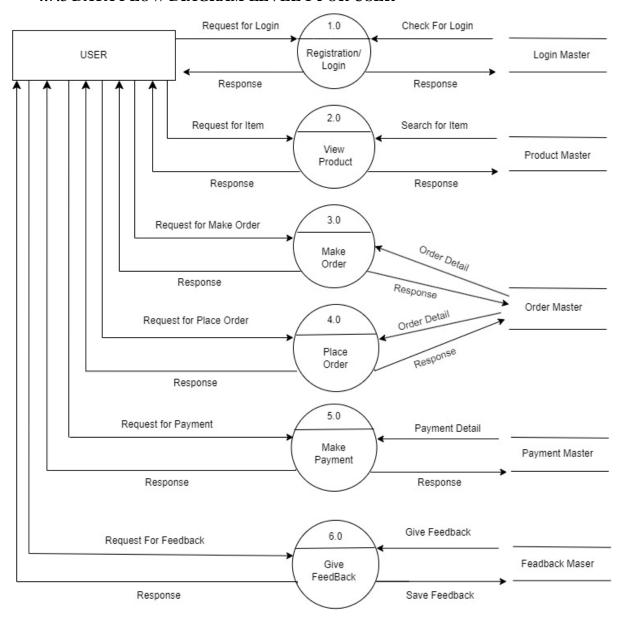


Fig. 4.7.3 Data Flow Diagram Level 1 for User of Online Hardware Store

5. DATA DICTIONARY

5.1 Database Tables

Table 5.1.1: Admin_Master

Admin_Master						
Field Name	Datatype	Size	Constraint	Reference	Description	
ad_id	int	-	PRIMARY	-	It describes Admin Id	
			KEY			
ad_email	varchar	200	NOT NULL	-	It describes Admin	
					email_id	
ad_password	varchar	200	NOT NULL	-	It describes Admin	
					password	

Table 5.1.2: Reviews_Master

Reviews_Master						
Field Name	Datatype	Size	Constraint	Reference	Description	
rev_id	int	-	PRIMARY	-	It describes Review Id.	
			KEY			
cus_id	int	-	FOREIGN	Customer	It describes Customer Id.	
			KEY	_Master →		
				cus_id		
pro_id	int	-	FOREIGN	Product_	It describes Product Id.	
			KEY	Master→		
				pro_id		
rev_comment	varchar	100	NOT NULL	-	It describes Reviews	
					Comment.	
rev_date	datetime	-	NOT NULL	-	It describes Reviews	
					Date.	

Table 5.1.3: Payment_Master

Payment_Master						
Field Name	Datatype	Size	Constraint	Reference	Description	
pay_id	int	-	PRIMARY	-	It describes Payment Id	
			KEY			
pay_date	datetime	-	NOT NULL	-	It describes Payment	
					Date	
pay_amount	float	-	NOT NULL	-	It describes Payment	
					Amount	
pay_type	varchar	100	NOT NULL	-	It describes Payment	
					Туре	
cus_id	int	-	FOREIGN	Customer	It describes Customer Id	
			KEY	_Master →		
				cus_id		

Table 5.1.4: Employee_Master

Employee_Master						
Field Name	Datatype	Size	Constraint	Reference	Description	
emp_id	int	-	PRIMARY	-	It describes Employee Id	
			KEY			
emp_first_name	varchar	50	NOT NULL	-	It describes First Name	
emp_middle_na	varchar	50	NOT NULL	-	It describes Middle Name	
me						
emp_last_name	varchar	50	NOT NULL	-	It describes Last Name	
emp_email_id	varchar	50	NOT NULL	-	It describes Email Id	
emp_contact_no	bigint	-	NOT NULL	-	It describes Contact No	
emp_city	varchar	50	NOT NULL	-	It describes Employee	
					City	

Table 5.1.5: Category_Master

Category_Master						
Field Name	Datatype	Size	Constraint	Reference	Description	
cat_id	int	-	PRIMARY	-	It describes Category Id	
			KEY			
cat_name	varchar	200	NOT NULL	-	It describes Category	
					Name	
cat_type	varchar	200	NOT NULL	-	It describes Category	
					Туре	
pro_id	int	-	FOREIGN	Product_	It describes Product Id	
			KEY	Master→		
				pro_id		

Table 5.1.6: Order_Master

Order_Master								
Field Name	Datatype	Size	Constraint	Reference	Description			
ord_id	int	-	PRIMARY	-	It describes Order Id.			
			KEY					
ord_date	datetime	-	NOT NULL	-	It describes Order Date			
ord_status	varchar	50	NOT NULL	-	It describes Order Status			
pro_id	int	-	FOREIGN	Product_	It describes Product			
			KEY	Master→	detail			
				pro_id				

Table 5.1.7: Customer_Master

Customer_Master								
Field Name	Datatype	Size	Constraint	Reference	Description			
cus_id	int	-	PRIMARY	-	It describes Customer Id			
			KEY					
cus_first_name	varchar	200	NOT NULL	-	It describes First Name			
cus_middle_na	varchar	200	NOT NULL	-	It describes Middle			
me					Name			
cus_last_name	varchar	200	NOT NULL	-	It describes Last Name			
cus_email_id	varchar	200	UNIQUE	-	It describes Email Id			
cus_contact_no	bigint	200	NOT NULL	-	It describes Contact No			
cus_city	varchar	100	NOT NULL	-	It describes Customer			
					City			
cus_state	varchar	200	NOT NULL	-	It describes Customer			
					State			

Table 5.1.8: Product_Master

Product_Master					
Field Name	Datatype	Size	Constraint	Reference	Description
pro_id	int	-	PRIMARY	-	It describes Product Id
			KEY		
cat_id	int	-	FOREIGN	Category_M	It describes Category
			KEY	aster→	Id
				cat_id	
cus_id	int	-	FOREIGN	Customer_M	It describes Customer
			KEY	aster→	Id
				cus_id	
pro_name	varchar	200	NOT NULL	-	It describes Product
					Name
pro_detail	varchar	200	NOT NULL	-	It describes Product
					Detail
pro_quanity	int	-	NOT NULL	-	It describes Product
					Quantity
pro_price	int	-	NOT NULL	-	It describes Product
					Price
pro_category	int	-	NOT NULL	-	It describes Product
					Category
pro_type	varchar	100	NOT NULL	-	It describes Product
					Туре

Table 5.1.9: Billing_Master

Billing_Master					
Field Name	Datatype	Size	Constraint	Reference	Description
bill_id	int	-	PRIMARY	-	It describes Billing Id
			KEY		
pro_id	int	-	FOREIGN	Product_	It describes Product Id
			KEY	Master→	
				pro_id	
ord_id	int	-	FOREIGN	Order_Ma	It describes Order Id
			KEY	ster→	
				ord_id	
cus_id	int	-	FOREIGN	Customer_	It describes Customer Id
			KEY	Master→	
				cus_id	
bill_number	int	-	NOT NULL	-	It describes Billing
					Number
bill_invoice_no	bigint	-	NOT NULL	-	It describes Billing
					Invoice no
bill_amount	int	-	NOT NULL	-	It describes Billing
					Amount
bill_quantity	int	-	NOT NULL	-	It describes Billing
					Quantity

Table 5.1.10: Delivery_Master

Delivery_Master					
Field Name	Datatype	Size	Constraint	Reference	Description
del_id	int	-	PRIMARY	-	It defines id of bill.
			KEY		
emp_id	int	-	FOREIGN	Employee	It describes employee Id
			KEY	_Master →	
				emp_id	
pro_id	int	-	FOREIGN	Product_	It describes Product Id
			KEY	Master→	
				pro_id	
cus_id	int	-	FOREIGN	Customer	It describes Customer Id
			KEY	_Master →	
				cus_id	
del_name	varchar	100	NOT NULL	-	It describes Delivery
					Name
del_time	bigint	-	NOT NULL	-	It describes Delivery
					time
del_address	varchar	100	NOT NULL	-	It describes Delivery
					Address
del_date	int	-	NOT NULL	-	It describes Delivery
					Date
del_detail	varchar	100	NOT NULL	-	It describes Delivery
					Detail

5.2 E-R DIAGRAM

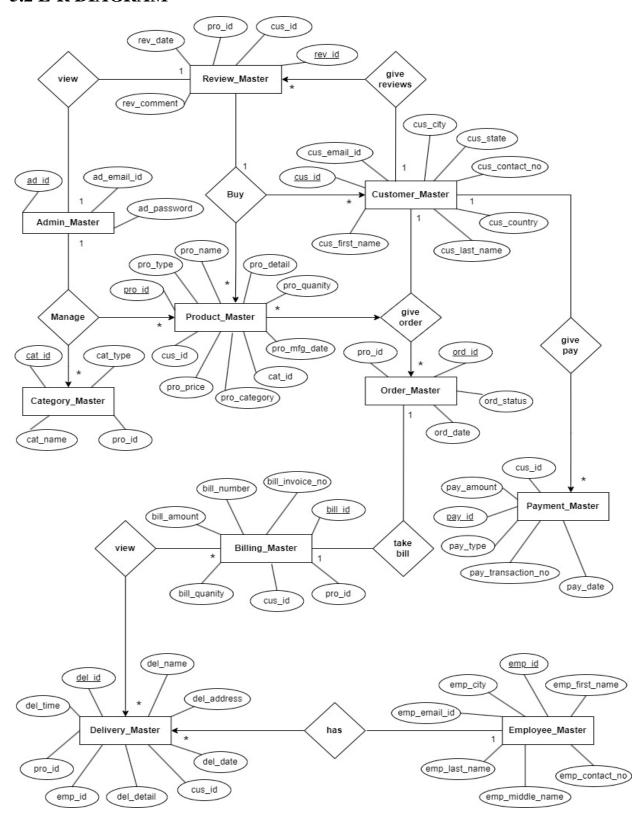


Fig. 5.2 E-R Diagram of Online Hardware Store

6. SCREENSHOTS

ADMIN LOGIN



Fig. 6.1 Admin Login Page

- This is admin page for login.
- After successful login, admin can access dashboard of the website.

HOME PAGE

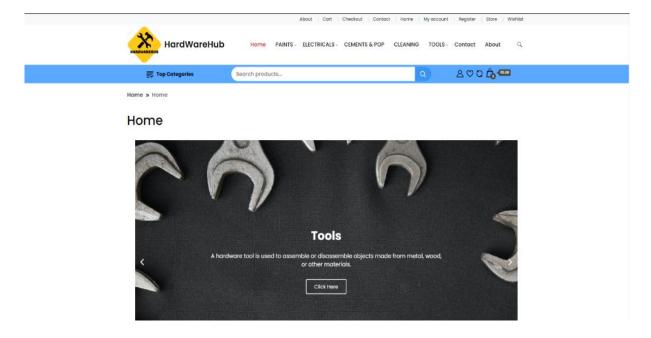


Fig. 6.2 Home Page

- This is home page of site.
- When user comes on dashboard this page is appear.
- User can select categories in this page.

DASHBOARD OF PAGES

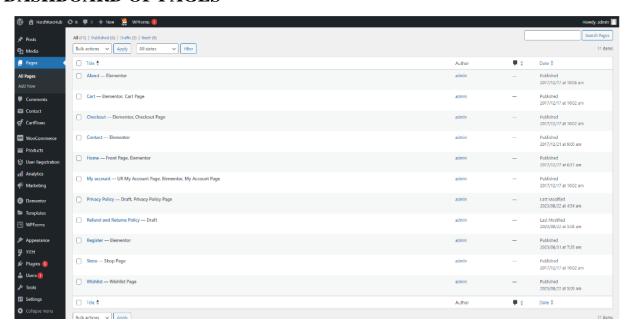


Fig. 6.3 Dashboard of Pages

- This is home page of our site.
- When user comes on dashboard this page is appear.

DASHBOARD OF PRODUCTS

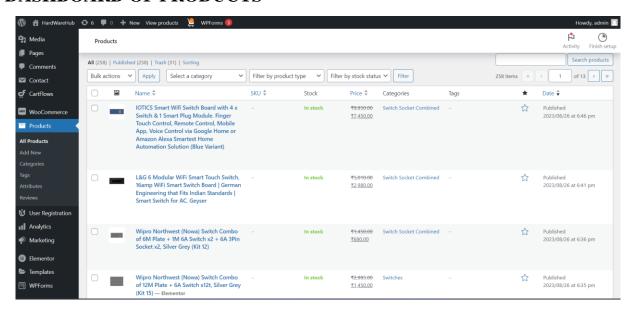


Fig. 6.4 Dashboard of Product

- This is dashboard of all products.
- All the products in website are displayed here.
- Here admin can also edit products.

DASHBOARD OF USERS

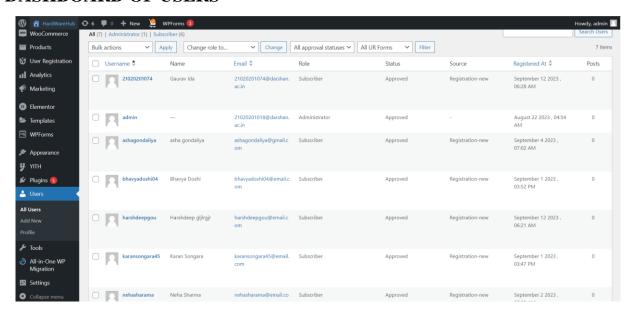


Fig. 6.5 Dashboard of Users

- This is dashboard of users.
- All users are displayed here.
- In here dashboard only website admin can choose the role for the users.

TOOL CATEGORY

Category: TOOLS

Add to cart

Fig. 6.6 Tool Category

- The tool category user can see all available tools for all here.
- User can view brief detail of patriation tools by click on it.
- User can apply filters by their requirement.

CART PAGE

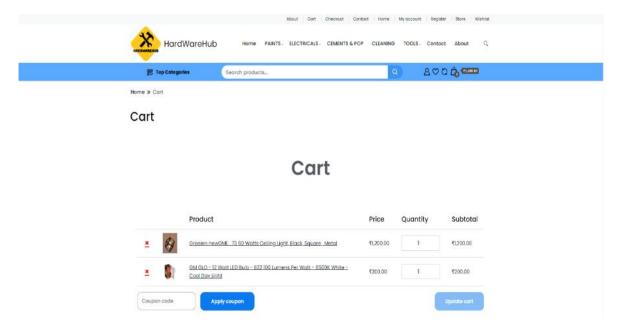


Fig. 6.7 Cart Page

- User can apply discount couped it available.
- In cart page user can view list of fashion information that he/she added.

CHECKOUT PAGE

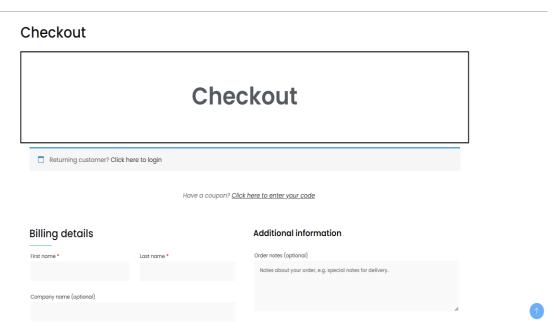


Fig. 6.8 Checkout Page

- In checkout page user need to filed their billing details.
- Order details also appear here.
- User can make payment Cash on Delivery for purchase order.

CONTACT PAGE

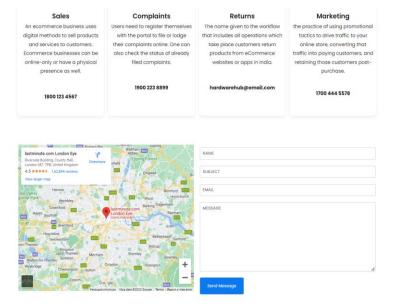


Fig. 6.9 Contact Page

- This is contact us page.
- User can contact with us using this page.

MY ACCOUNT PAGE

My account

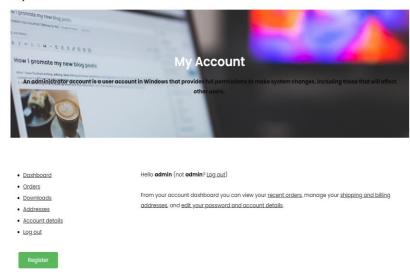


Fig. 6.9 My Account Page

- By this page user can view their account details.
- And also view previous order payment details.

SIGN UP PAGE

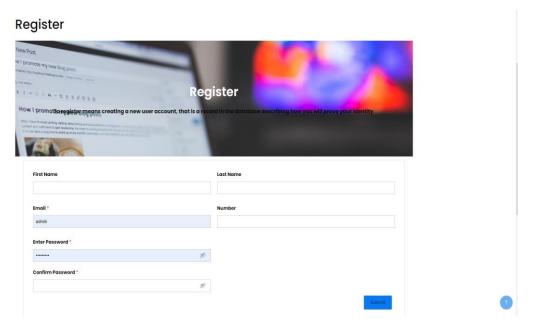


Fig. 6.9 Sign Up Page

- User can sign up itself by feeling their details.
- User need to approve privacy of our website.

7. CONCLUSION

Online Hardware somethings known as a store, sell household hardware for home improvement including: Tools, building materials, hand tools, power tools, power tools, keys, locks, electricals supplies, cleaning products, houseware, tools, paint. Online shopping system is developed by using a proper channel. The objectives of online shopping are pre-defined on which the whole system work to achieve them by managing the details of all customers, payments, bills, products, shopping, and so on.

	8. FUTURE ENHANCEMENT
In online shoppir	ng, customers get many options in the future for mode of payments. Our
vebsites give them the o	option of online payment through debit or credit cards. Customers have also
ne option of net banking	g payment option. It is the objective of an online shopping system to manage
ll the payment details o	of each product.

9. REFERENCES

Description Websites

WordPress www.wordpress.org

Theme: Starter Shop www.themeforest.net

https://www.amazon.in/

https://www.flipkart.com/

https://hardwareshack.in/

Download Website Plugin:

Contact Form 7 https://contactform7.com/

Cart Flow https://wordpress.org/plugins/cartflows/

WooCommerce https://woocommerce.com/

User Registration https://wordpress.org/plugins/user-registration/

Elementor https://elementor.com/

WPForms https://wpforms.com/

YITH https://yithemes.com/themes/plugins/yith-

woocommerce

All-in-one Migration https://wordpress.org/plugins/all-in-one-wp-

migration/