ONLINE SHOPPING

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Project report submitted in partial fulfillment of the requirement for the

Award of the Diploma in Computer Engineering

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CERTIFICATE

This is to certify that the projects report entitled “ONLINE SHOPPING” being submitted by**,** **PARMAR MOHIT RAMESHBHAI (186020307080), Mr. PAUN KEVAL ANILBHAI (186020307085) , RAITHATHA HEET NITINBHAI(186020307088)** in partial fulfillment for the Award of the Diploma in Computer Engineering to the Gujarat Technological University is a record of Bonafede work carried out under my guidance and supervision.

Head of Department **Guided by:-**

Computer Engineering **MS. SHIVANGI MALLI**

ACKNOWLEDGEMENT

We sincerely thank our department for the academic advancement it has provided us during the semester and finally provided us an opportunity for the project work. Our special thanks to Guide Ms. SHIVANGI MALLI for her constant help, thoughtful suggestion sand deep interest which has enabled us to complete this work.

I am pleased to present this report on the project named “Online Shopping” developed at A.V Parekh Technical Institute in the Computer Department based on Gujarat Technological University

ABSTRACT

PROJECT NAME :- ONLINE SHOPPING

An online shopping system that permits a customer to submit online orders from sitting at any corner and customer can order at any time because the site is open for 24 hour of the day by simply sitting in front of a computer or smart-phone through the medium of internet.

When ordering goods, shopping systems provide a virtual shopping cart for holding items selected for purchase. Therefore, the customer can go online and make changes to the order.

Successive items selected for purchase are placed into the virtual shopping cart until a customer completes their shopping trip. Virtual shopping carts may be examined at any time, and their contents can be edited or deleted at the option of the customer.

The admin module consist the acces of admins on the application. The admin can change everything in the application. He has an authority to add, delete or update any information of the product.

TOOL & TECHNOLOGY :-

PLATFORM :- PHP
PROGRAMMING LANGUAGE :- PHP , HTML , CSS
DATABASE :- MYSQL

GROUP MEMBERS :-

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INTRODUCTION

1.1 Characteristics of existing system(offline)
1.2 Overview of new system(online)
1.3 Scope (Scope-list of modules and their functions)
1.4 process model with reason

1.1) CHARACTISTICS OF EXISTING SYSTEM - (OFFLINE SHOPPING)

In the existing system all transactions , dealings of products, purchasing of products were which is time consuming.

Reports are prepared manually as and when needed . maintaining of reports is very difficult task.

To buy any product user has to collect information about it either by visiting the shop or asking people for better one.

DISADVANTAGES :-

It was time consuming.
The shop is not open for full day as compare to web application.
Customer has to go to the shop to purchase an anything.
Customer may have to also face the traffic problems.

1.2) OVERVIEW OF PROPOSED SYSTEM WITH ADVANTAGES :-

An online shopping system is very helpful to the customer that they can easily order online from sitting at any corner and customer can order at any time because the site is open for 24 hour of the day by simply sitting in front of a computer or smart-phone through the medium of internet.

ADVANTAGES :-

The online shopping system is available 24/7 for every user.
This system can be accessed by sitting anywhere.
This system is time saving system.
In this all the features was completely explained so no need to check anywhere.
In this system replacement facility is also present.
In this system the product has feedback also.

1.3) SCOPE :-

MODULE 1:- ADMIN

IN- SCOPE :-

Admin can manage all the information of the web application.

Admin can reply the feedback.

Admin can manage the database.

Admin can add, delete , update or restore the any data of the web application

OUT-SCOPE :-

Admin cannot perform registration.
Admin cannot give comment on any product.
Admin cannot send feedback.

MODULE 2:- CUSTOMER

IN- SCOPE :-

Customer can perform registration and login also.
Customer can put any comment on any product.
Customer can add the product to virtual cart.
Customer can share the product through link by any social media.
Customer can send feedback.

OUT-SCOPE :-

Customer cannot manage the database.
Customer cannot manage the products or the categories of web application.\
Customer cannot reply the feedback.
Customer cnnot perform administrating work in web application.

1.4) PROCESS MODEL :-

SOFTWARE DEVELOPMENMT LIFE CYCLE[SDLC] :-

Software Development Life Cycle, SDLC for short, is a well-defined, structured sequence of stages in software engineering to develop the intended software product.

SDLC ACTIVITIES :-

SDLC provides a series of steps to be followed to design and develop a software product efficiently. SDLC framework includes the following steps:

Communication
Requirement Gathering
Feasibility Study
System Analysis
Software Design
Coding
Testing
Implementation
Integration
Operations & Maintenance
Disposition

1) COMMUNICATION :-

This is the first step where the user initiates the request for a desired software product. He contacts the service provider and tries to negotiate the terms. He submits his request to the service providing organization in writing.

2) REQUREMENT GATHERING :-

This step onwards, the software development team works to carry on the project. The team holds discussions with various stakeholders from problem domain and tries to bring out as much information as possible on their requirements. The requirements are contemplated and segregated into user requirements, system requirements and functional requirements. The requirements are collected using a number of practices as given -

Studying the existing or obsolete system and software

Conducting interviews of users and developers

Referring to the database or

Collecting answers from the questionnaires**.**

3) FEASIBILITY STUDY :-

A feasibility study is undertaken to determine the possibility or probability of either improving the existing system or developing a completely new system.

A feasibility study is defined as an evaluation or analysis of the potential impact of a proposed project. Feasibility study is conducted once the problem is clearly understood. Feasibility study is a high level capsule version of the entire system analysis and design process. The objective is to determine quickly at a minimum expense how to solve a problem. The purpose of feasibility is not to solve the problem but to determine if the problem is worth solving. Feasibility and risk analysis are related in many ways. If project risk is huge, the feasibility of producing quality software is reduced. During product engineering, however, we concentrate our attention on following primary areas of interest.

4) SYSTEM ANALYSIS :-

At this step the developers decide a roadmap of their plan and try to bring up the best software model suitable for the project. System analysis includes understanding of software product limitations, learning system related problems or changes to be done in existing systems beforehand, identifying and addressing the impact of project on organization and personnel etc. The project team analyzes the scope of the project and plans the schedule and resources accordingly.

5) SOFTWARE DESIGN :-

Next step is to bring down whole knowledge of requirements and analysis on the desk and design the software product. The inputs from users and information gathered in requirement gathering phase are the inputs of this step. The output of this step comes in the form of two designs: logical design and physical design. Engineers produce meta-data and data dictionaries, logical diagrams, data-flow diagrams and in some cases pseudo codes.

6) CODING :-

This step is also known as programming phase. The implementation of software design starts in terms of writing program code in the suitable programming language and developing error-free executable programs efficiently.

7) TESTING :-

An estimate says that 50% of whole software development process should be tested. Errors may ruin the software from critical level to its own removal. Software testing is done while coding by the developers and thorough testing is conducted by testing experts at various levels of code such as module testing, program testing, product testing, in-house testing and testing the product at user's end. Early discovery of errors and their remedy is the key to reliable software.

8) IMPLEMENTATION :-

This means installing the software on user machines. At times, software needs post-installation configurations at user end. Software is tested for portability and adaptability and integration related issues are solved during implementation.

9) INTEGRATION :-

Software may need to be integrated with the libraries, databases and other program. This stage of SDLC is involved in the integration of software with outer world entities.

10) OPERATION AND MAINTANCE :-

This phase confirms the software operation in terms of more efficiency and less errors. If required, the users are trained on, or aided with the documentation on how to operate the software and how to keep the software operational. The software is maintained timely by updating the code according to the changes taking place in user end environment or technology. This phase may face challenges from hidden bugs and real-world unidentified problems.

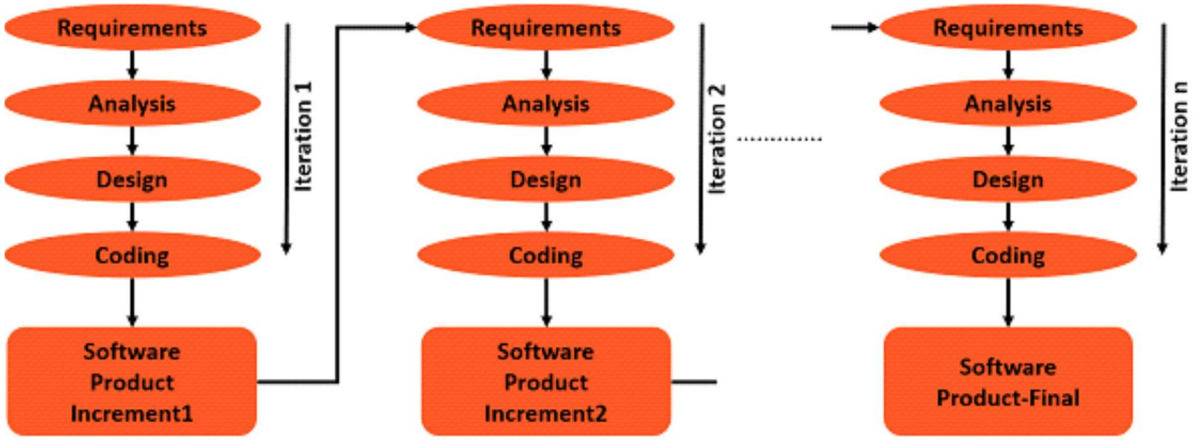
11) DISPOSITION :-

As time elapses, the software may decline on the performance front. It may go completely obsolete or may need intense upgradation. Hence a pressing need to eliminate a

major portion of the system arises. This phase includes archieving data and requires software components, closing down the system, planning disposition activity and terminating system at appropriate end-of-system time.

SDLC - ITERATIVE INCREMENT MODEL :-

In an Iterative Incremental model, initially, a partial implementation of a total system is constructed so that it will be in a deliverable state. Increased functionality is added. Defects, if any, from the prior delivery are fixed and the working product is c. The process is repeated until the entire product development is completed. The repetitions of these processes are called iterations. At the end of every iteration, a product increment is delivered.



ITERATIVE INCREMENTAL MODEL - STRENGTH :-

The advantages or strengths of Iterative Incremental model are −

You can develop prioritized requirements first.

Initial product delivery is faster.

Customers gets important functionality early.

Lowers initial delivery cost.

Each release is a product increment, so that the customer will have a working product at hand all the time.

Customer can provide feedback to each product increment, thus avoiding surprises at the end of development.

Requirements changes can be easily accommodated.

ITERATIVE INCREMENTAL MODEL - WEAKNESSES :-

The disadvantages of the Iterative Incremental model are –

Requires effective planning of iterations.

Requires efficient design to ensure inclusion of the required functionality and provision for changes later.

Requires early definition of a complete and fully functional system to allow the definition of increments.

Well-defined module interfaces are required, as some are developed long before others are developed.

Total cost of the complete system is not lower.

WHEN TO USE ITERATIVE INCREMENT MODEL ?

Iterative Incremental model can be used when −

Most of the requirements are known up-front but are expected to evolve over time.

The requirements are prioritized.

There is a need to get the basic functionality delivered fast.

A project has lengthy development schedules.

A project has new technology.

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SYSTEM REQUIREMENT SPECIFICATION

2.1 USER CHARACTERISTICS

2.2 FUNCTIONAL REQUIREMENTS

2.3 NON-FUNCTIONAL REQUIREMENTS

2.1) USER CHARACTERISTICS (TYPES OF USER WHO IS DEALING WITH THE SYSTEM AND THEIR ROLES)

ADMIN :-

1) LOGIN
2) MANAGE PRODUCT
3) MANAGE CATEGORY
4) MANAGE CUSTOMER
5) VIEW SALE HISTORY
6) REPLY FEEDBACK

CUSTOMER :-

1) REGISTRATION
2) LOGIN
3) FORGOT PASSWORD/CHANGE PASSWORD
4) VIEW SHOPPING HISTORY
5) VIEW PRODUCT
6) VIEW PRODUCT DETAILS
7) ADD TO CART
8) PLACE ORDER
9) CHECK - OUT PLACED ORDER
10) CANCEL ORDER
11) SEND FEEDBACK

2.2) FUCTIONAL REQUREMENTS :-

ADMIN :-

FUNCTION - 1	ADMIN LOGIN
INPUT	e-mail /contact, enter password
PROCESS	The id and password was checked from the database
OUTPUT	Guest login was done or not valid information message

FUNCTION - 2	MANAGE PRODUCT
INPUT	Product_id /product_name ,available stock
PROCESS	Fetch the data from the database and update it.
OUTPUT	database successfully updated

FUNCTION - 3	MANAGE CATEGORY
INPUT	category_name , products
PROCESS	Fetch the data from the database and update it.
OUTPUT	database successfully updated

FUNCTION - 4	VIEW SALE HISTORY
INPUT	e-mail /contact, enter password
PROCESS	The id and password was checked from the database
OUTPUT	Show the whole sailing details

FUNCTION - 5	REPLY FEEDBACK
INPUT	Reply from the customer
PROCESS	validate the given details and record the information in to the database
OUTPUT	Update database and show reply to the customers.

CUSTOMER :-

FUNCTION - 1	CUSTOMER REGISTRATION
INPUT	name , contact , email id , address , set password
PROCESS	The information of user was stored in the database
OUTPUT	guest registration was done or not valid information message

FUNCTION - 2	CUSTOMER LOGIN
INPUT	e-mail /contact, enter password
PROCESS	The id and password was checked from the database
OUTPUT	Guest login was done or not valid information message

FUNCTION - 3	FORGOT / CHANGE PASSWORD
INPUT	e-mail /contact, enter password, enter new password , enter OTP
PROCESS	The id , password or OTP was checked from the database
OUTPUT	database successfully updated

FUNCTION - 4	VIEW SHOPPIN HISTORY
INPUT	e-mail /contact, enter password
PROCESS	The id and password was checked from the database
OUTPUT	Show the whole shopping details

FUNCTION - 5	VIEW PRODUCT
INPUT	Product_id/ product_name
PROCESS	Fetch the data from the database
OUTPUT	Product was showed to the customer

FUNCTION - 6	VIEW PRODUCT DETAILS
INPUT	Product_id/product_name
PROCESS	Fetch the data from the database
OUTPUT	Product details was showed to the customer

FUNCTION - 7	ADD TO CART
INPUT	Product_id/product_name
PROCESS	Select the product and display into the cart
OUTPUT	Show product in cart.

FUNCTION - 8	PLACE ORDER
INPUT	Product_id/product_name ,payment details

PROCESS	Place an order and generate transaction number for user
OUTPUT	Get transaction number.

FUNCTION - 9	CHECKOUT PLACED ORDER
INPUT	Product_id/product_name ,transaction number
PROCESS	Fetch the data from the database
OUTPUT	Show the order progress to the customer

FUNCTION - 10	CANCEL ORDER
INPUT	Product_id/product_name ,transaction number
PROCESS	Fetch the data from the database and cancle the order
OUTPUT	The order was cancelled by the customer

FUNCTION - 11	SEND FEEDBACK
INPUT	name , contact , email id , message
PROCESS	validate the given details and record the information in to the database
OUTPUT	database successfully updated

2.3) NON-FUNCTIONAL REQUIREMNETS :-

The Non-functional Requirements of the system are described below:

RELIABILITY :-

The system should be reliable. This system should not crash frequently.

AVAILABILITY :-

The system shall be available to all users.

SECURITY :-

Security is important because the system is web based. Security will be provided through Access Control Mechanism. The system will have secure password authentication and will prevent illegal access to members' accounts.

MAINTAINABILITY :-

The web application will be designed in such a way that it can be maintained in future.

USABILITY :-

User interface is not much of concern because only the basic information is required to use this system. E-mail Alerts will be sent to users who will subscribe to it so that they can remain up to date with the system.

SCALABILTY :-

The system will be scalable.

COST EFFECTIVE :-

The system is cost-effective.

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SYSTEM ANALYSIS MODELLING-USER BASED

3.1 Feasibility study of the new system

3.2 user – based modelling

3.2.1 use case diagrams

3.1) FEASIBILITY STUDY OF NEW SYSTEM

A feasibility study assesses the operational, technical and economic merits of the proposed project. The feasibility study is intended to be a preliminary review of the facts to see if it is worthy of proceeding to the analysis phase. From the systems analyst perspective, the feasibility analysis is the primary tool for recommending whether to proceed to the next phase or to discontinue the project.

The feasibility study is a management-oriented activity. The objective of a feasibility study is to find out if an information system project can be done and to suggest possible alternative solutions.

-> PROJECTS ARE INITIATED FOR TWO BROAD REASONS :

Problems that lend themselves to system solutions
Opportunities for improving through:
Upgrading systems
Altering systems
Installing new systems

A FESIBILITY STUDY SHOULD PROVIDE MANAGEMENT WITH ENOUGH INFORMATION TO DECIDE :-

Whether the project can be done?
Whether the final product will benefit its intended users and organization?
What are the alternatives among which a solution will be chosen?
Is there a preferred alternative?

TYPES OF FESIBILITY :-

- ✧ **TECHNICAL FESIBILITY**
- ✧ **ECONOMIC FESIBILITY**
- ✧ **OPERATIONAL FESIBILITY**

TECHNICAL FESIBILITY :-

A large part of determining resources has to do with assessing technical feasibility. It considers the technical requirements of the proposed project. The technical requirements are then compared to the technical capability of the organization. The systems project is considered technically feasible if the internal technical capability is sufficient to support the project requirements.

The analyst must find out whether current technical resources can be upgraded to in a manner that fulfils the request under consideration. This is where the expertise of system analysts is beneficial, since using their own experience and their contact with vendors, they will be able to answer the question of technical feasibility.

The essential questions that help in testing the operational feasibility of a system include the following:

Is the project feasible within the limits of current technology?

Does the technology exist at all?

Is it available within gives resource constraints?

Is it a practical proposition?

Manpower – programmers, testers & debuggers

Software and hardware

Are the current technical resources sufficient for the new system?

Can they be upgraded to provide the level of technology necessary for the new system?

Do we possess the necessary technical expertise, and is the schedule reasonable?

Can the technology be easily applied to current problems?

Does the technology have the capacity to handle the solution?

Do we currently possess the necessary technology?

WHY OUR PROJECT " ONLINE SHOPPING " IS TECHNICAL FESIBLE.

Reason: This process is feasible on technical remarks also, as the propose system is more beneficiary in terms of having a sound proof system with new technical components installed on the system. The propose system can run on any machines supporting **Windows** and **Internet** services and works on the best software and hardware that had been used while designing the system , so it wood be feasible in all technical terms of feasibility.

OPERATIONAL FESIBILITY :-

Operational feasibility is dependent on human resources available for the project and involves projecting whether the system will be used if it is developed and implemented.

The operational feasibility assessment focuses on the degree to which the proposed development projects fit in with the existing business environment and objectives with regard to development schedule, delivery date, corporate culture and existing business processes.

To ensure success, desired operational outcomes must be imparted during design and development. These include design-dependent parameters such as reliability, maintainability, supportability, usability, productibility, disposability, sustainability, affordability and others. These parameters are required to be considered at the early stages of design if desired operational behaviours are to be realised. A system design and development requires appropriate and timely application of engineering and management efforts to meet the previously mentioned parameters. A system may serve its intended purpose most effectively when its technical and operating characteristics are engineered into the design. Therefore, operational feasibility is a critical aspect of systems engineering that needs to be an integral part of the early design phases.

The essential questions that help in testing the operational feasibility of a system include the following:

Does current mode of operation provide adequate throughput and response time?

Does current mode provide end users and managers with timely, pertinent, accurate and useful formatted information?

Does current mode of operation provide cost-effective information services to the business?

Could there be a reduction in cost and/or an increase in benefits?

Does current mode of operation offer effective controls to protect against fraud and to guarantee accuracy and security of data and information?

WHY OUR PROJECT " ONLINE SHOPPING " IS OPERATIONAL FESIBLE.

Reason: Behaviorally also the proposed system is feasible, Because for this system , it is not necessary that the user must be a computer expert, but any computer operator given a little bit of knowledge and training can easily operate. This project can easily access their required database and other related information.

ECONOMIC FESIBILITY :-

The purpose of the economic feasibility assessment is to determine the positive economic benefits to the organization that the proposed system will provide. It includes

identification of all the benefits expected. This assessment typically involves a cost/ benefits analysis.

Economic analysis could also be referred to as cost/benefit analysis. It is the most frequently used method for evaluating the effectiveness of a new system. In economic analysis, the procedure is to determine the benefits and savings that are expected from a candidate system and compare them with costs. If benefits outweigh costs, then the decision is made to design and implement the system. An entrepreneur must accurately weigh the cost versus benefits before taking an action.

Possible questions raised in economic analysis are:

Is the system cost effective?
Do benefits outweigh costs?
The cost of doing full system study
The cost of business employee time
Estimated cost of hardware
Estimated cost of hardware/software development
Is the project possible, given the resource constraints?
What are the savings that will result from the system?
Cost of employees' time for study
Cost of packaged hardware/software development
Selection among alternative financing arrangements

The concerned business must be able to see the value of the investment it is pondering before committing to an entire system study. If short-term costs are not overshadowed by long-term gains or produce no immediate reduction in operating costs, then the system is not economically feasible, and the project should not proceed

any further. If the expected benefits equal or exceed costs, the system can be judged to be economically feasible. Economic analysis is used for evaluating the effectiveness of the proposed system.

The economic feasibility will review the expected costs to see if they are in-line with the projected budget or if the project has an acceptable return on investment. At this point, the projected costs will only be a rough estimate. The exact costs are not required to determine economic feasibility. It is only required to determine if it is feasible that the project costs will fall within the target budget or return on investment. A rough estimate of the project schedule

is required to determine if it would be feasible to complete the system's project within a required timeframe. The required timeframe would need to be set by the organization.

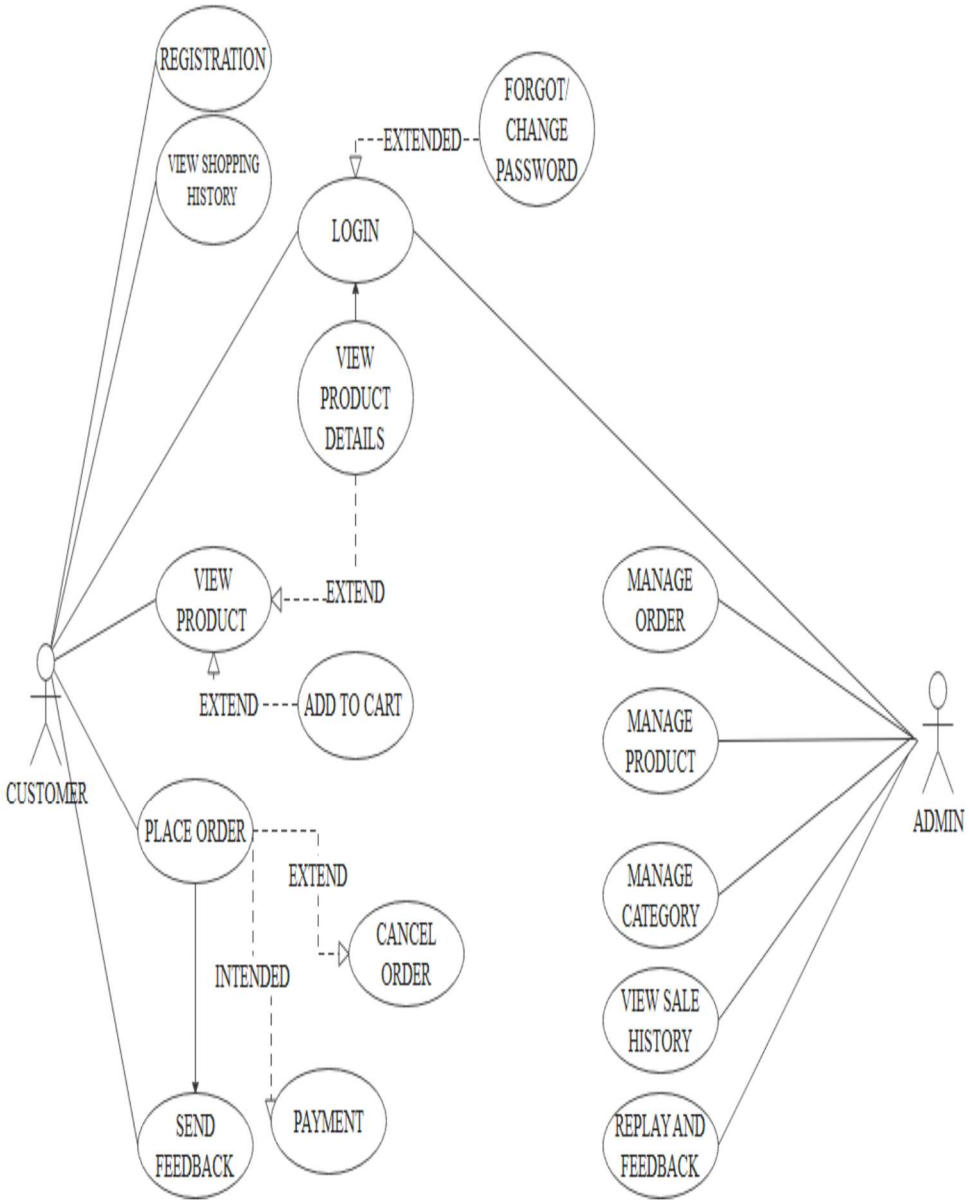
WHY OUR PROJECT " ONLINE SHOPPING " IS ECONOMIC FESIBLE.

Reason: During the economical feasibility test we classified the cost of ONLINE AUCTION according to the phase in which they occur. As we know that the system development cost are usually one time cost that will recur after the project has been completed for calculating development costs we evaluated certain cost categories

- **PERSONAL COSTS**
- **COMPUTER USAGES**
- **TRAINING**
- **SUPPLY AND EQUIPMENT COSTS**
- **COST OF ANY NEW COMPUTER EQUIPMENT AND SOFTWARE**

3.2) USER BASED MODELING

[3.2.1] USE CASE DIAGRAM



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SYSTEM ANALYSIS AND DESIGN-DATA-BASED

4.1 Data Modelling

4.1.1 Data Dictionary

4.1.2 E-R Diagram

4.2 Behavioural Modelling

4.2.1 Data flow diagram

4.2.1.1 Context Level Diagram (level 0)

4.2.1.2 DFD-Level 1 (Admin)

4.2.1.3 DFD-Level 1 (reader)

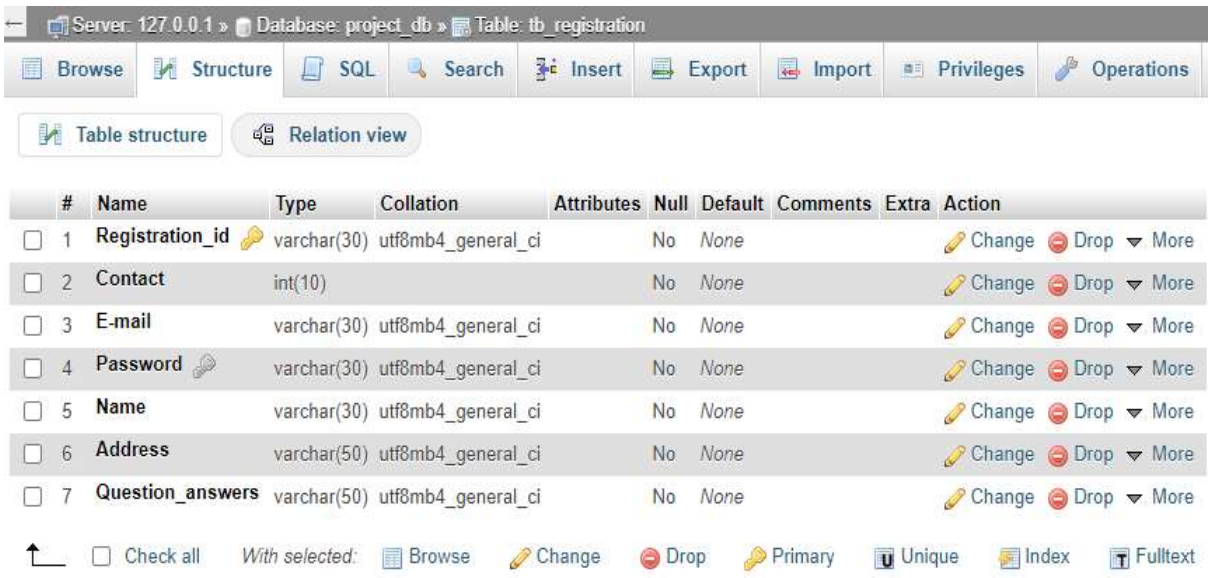
4.1) DATA MODELING

[4.1.1] DATA DICTIONARY

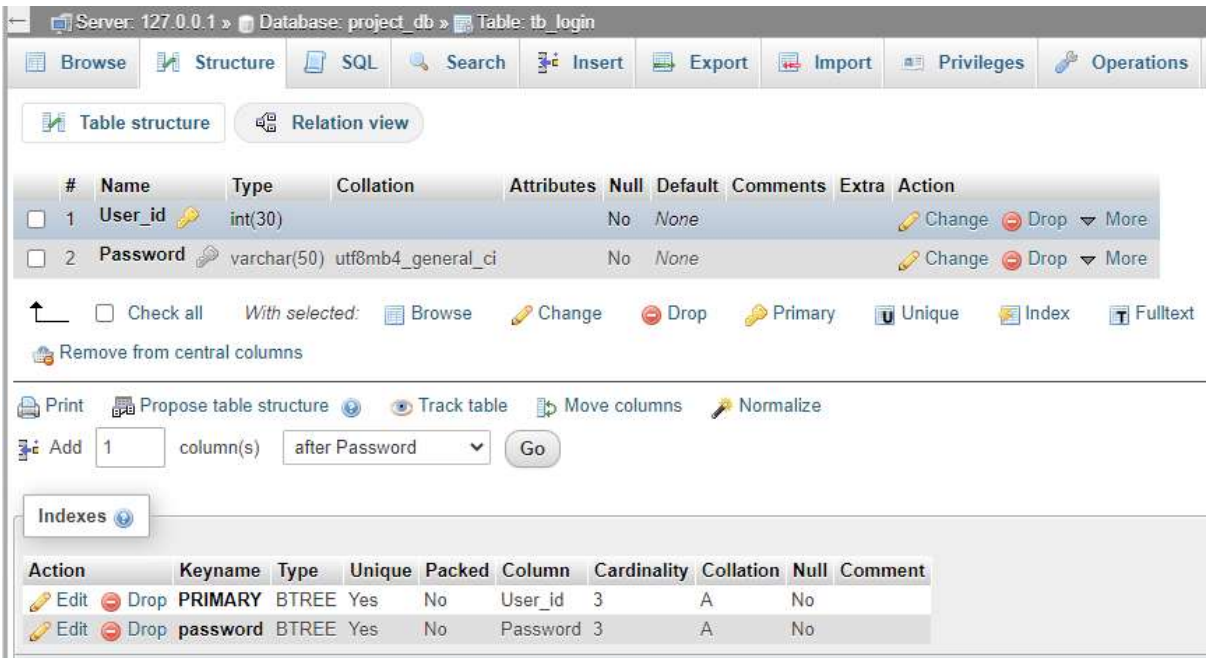
DATABASE TABLE: -

Table	Action	Rows	Type	Collation	Size	Overhead
tb_cart	Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_general_ci	16.0 KiB	-
tb_category	Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_general_ci	16.0 KiB	-
tb_feedback	Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_general_ci	16.0 KiB	-
tb_login	Browse Structure Search Insert Empty Drop	3	InnoDB	utf8mb4_general_ci	32.0 KiB	-
tb_order_master	Browse Structure Search Insert Empty Drop	1	InnoDB	utf8mb4_general_ci	16.0 KiB	-
tb_product	Browse Structure Search Insert Empty Drop	0	InnoDB	utf8mb4_general_ci	16.0 KiB	-
tb_registration	Browse Structure Search Insert Empty Drop	1	InnoDB	utf8mb4_general_ci	32.0 KiB	-
7 table(s)	Sum	5	InnoDB	utf8mb4_general_ci	144 KiB	0 B

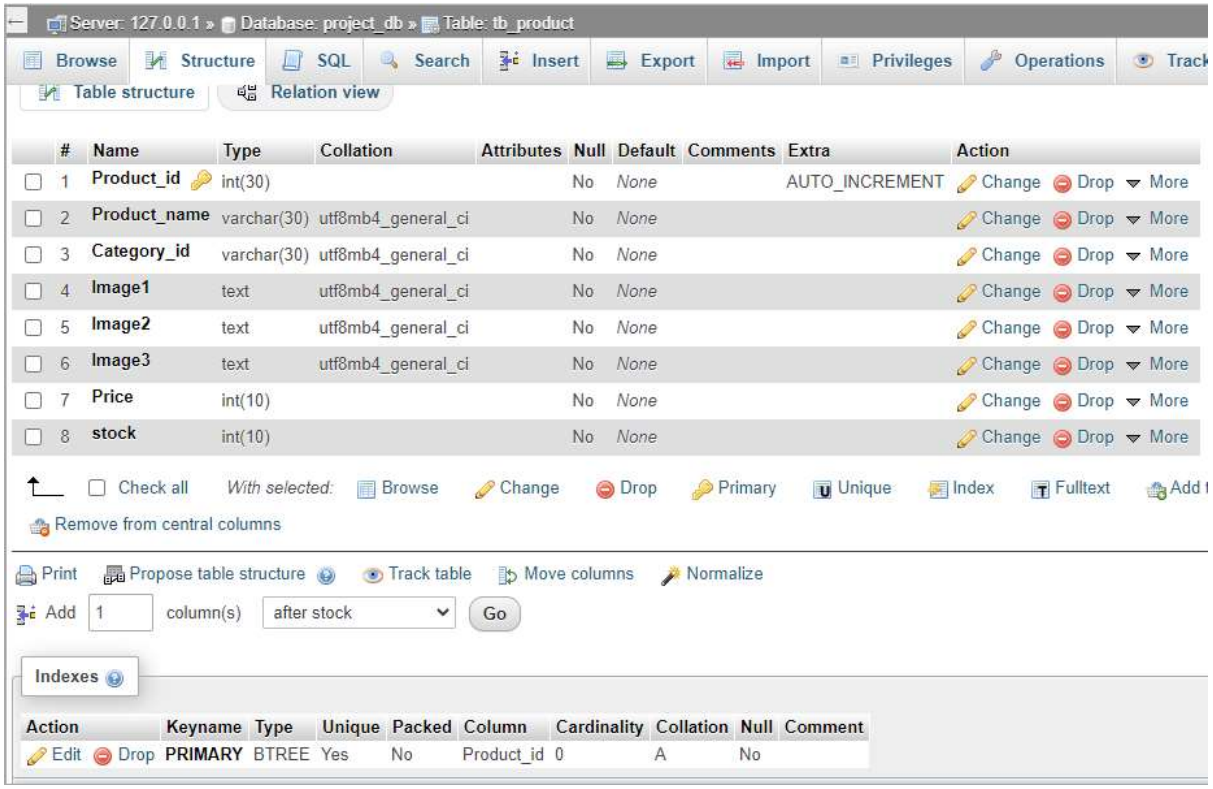
TB_Registration



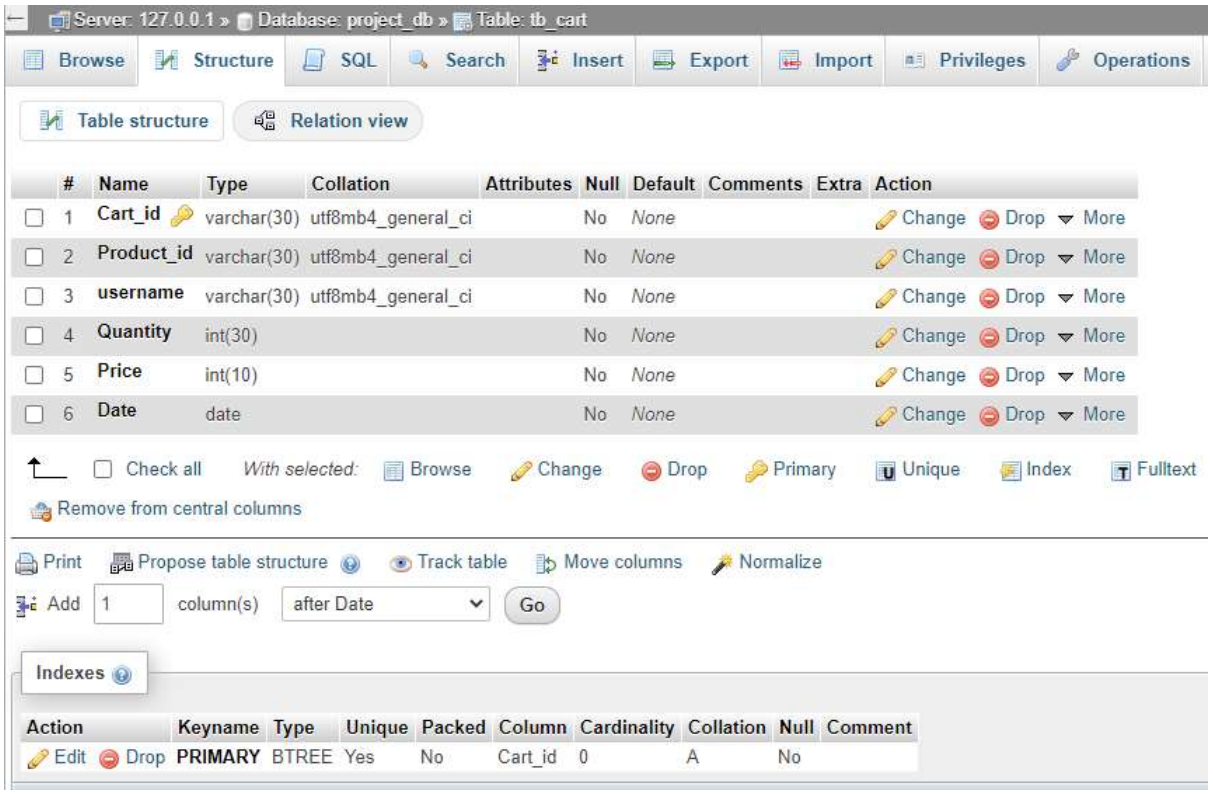
TB_Login


Server: 127.0.0.1 » Database: project_db » Table: tb_login
Browse
Structure
SQL
Search
Insert
Export
Import
Privileges
Operations
Table structure
Relation view
Name Type Collation Attributes Null Default Comments Extra Action
1 User_id int(30) No None Change Drop More
2 Password varchar(50) utf8mb4_general_ci No None Change Drop More
Check all With selected: Browse Change Drop Primary Unique Index Fulltext
Remove from central columns
Print Propose table structure Track table Move columns Normalize
Add 1 column(s) after Password Go
Indexes
Action Keyname Type Unique Packed Column Cardinality Collation Null Comment
Edit Drop PRIMARY BTREE Yes No User_id 3 A No
Edit Drop password BTREE Yes No Password 3 A No

TB_Product


Server: 127.0.0.1 » Database: project_db » Table: tb_product
Browse
Structure
SQL
Search
Insert
Export
Import
Privileges
Operations
Track
Table structure
Relation view
Name Type Collation Attributes Null Default Comments Extra Action
1 Product_id int(30) No None AUTO_INCREMENT Change Drop More
2 Product_name varchar(30) utf8mb4_general_ci No None Change Drop More
3 Category_id varchar(30) utf8mb4_general_ci No None Change Drop More
4 Image1 text utf8mb4_general_ci No None Change Drop More
5 Image2 text utf8mb4_general_ci No None Change Drop More
6 Image3 text utf8mb4_general_ci No None Change Drop More
7 Price int(10) No None Change Drop More
8 stock int(10) No None Change Drop More
Check all
With selected:
Browse
Change
Drop
Primary
Unique
Index
Fulltext
Remove from central columns
Print
Propose table structure
Track table
Move columns
Normalize
Add 1 column(s) after stock Go
Indexes
Action Keyname Type Unique Packed Column Cardinality Collation Null Comment
Edit Drop PRIMARY BTREE Yes No Product_id 0 A No

TB_Cart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Browse
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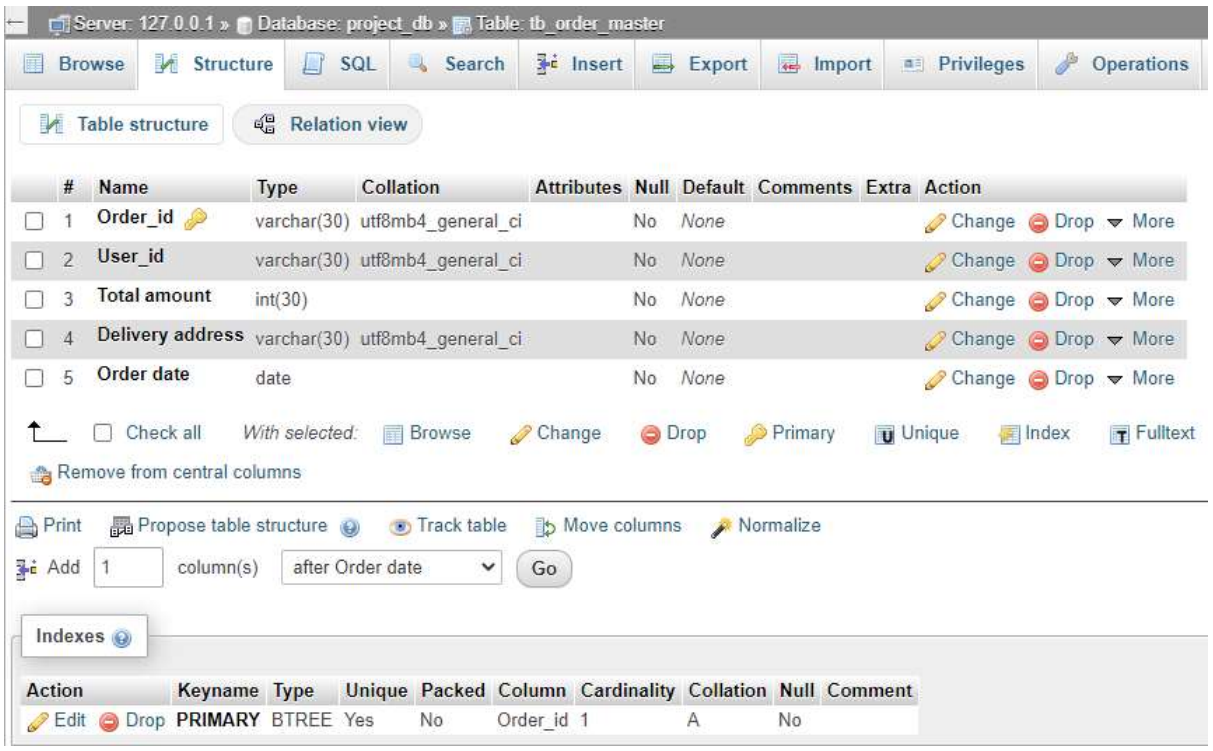
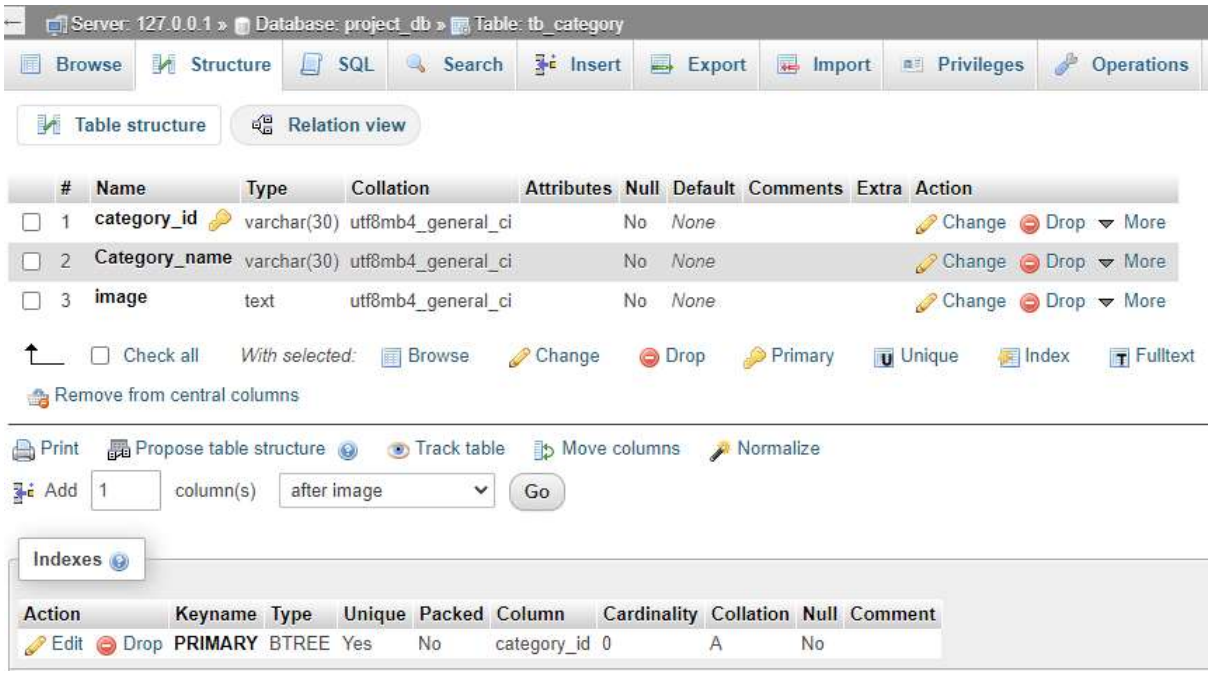
Operations
Table structure
Relation view
Name Type Collation Attributes Null Default Comments Extra Action
1 Cart_id varchar(30) utf8mb4_general_ci No None Change Drop More
2 Product_id varchar(30) utf8mb4_general_ci No None Change Drop More
3 username varchar(30) utf8mb4_general_ci No None Change Drop More
4 Quantity int(30) No None Change Drop More
5 Price int(10) No None Change Drop More
6 Date date No None Change Drop More
Check all With selected: Browse Change Drop Primary Unique Index Fulltext
Remove from central columns
Print Propose table structure Track table Move columns Normalize
Add 1 column(s) after Date Go
Indexes
Action Keyname Type Unique Packed Column Cardinality Collation Null Comment
Edit Drop PRIMARY BTREE Yes No Cart_id 0 A No

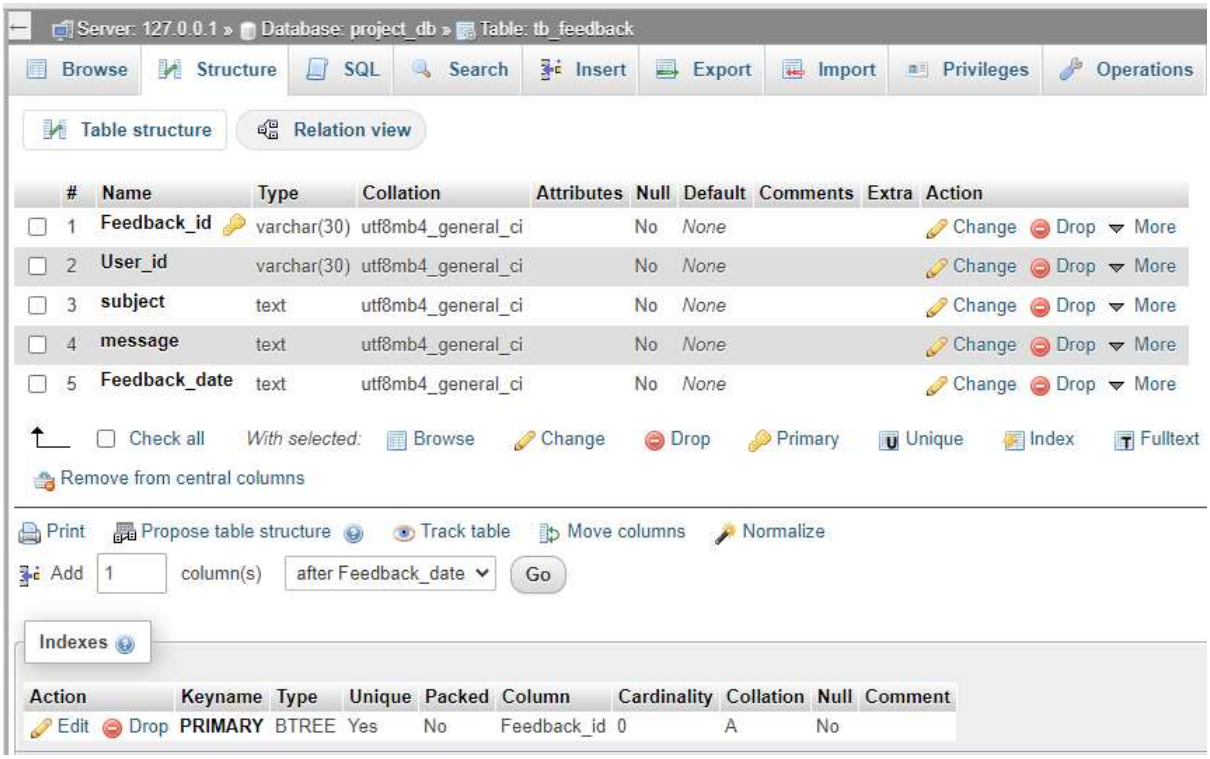
TB_Order_master



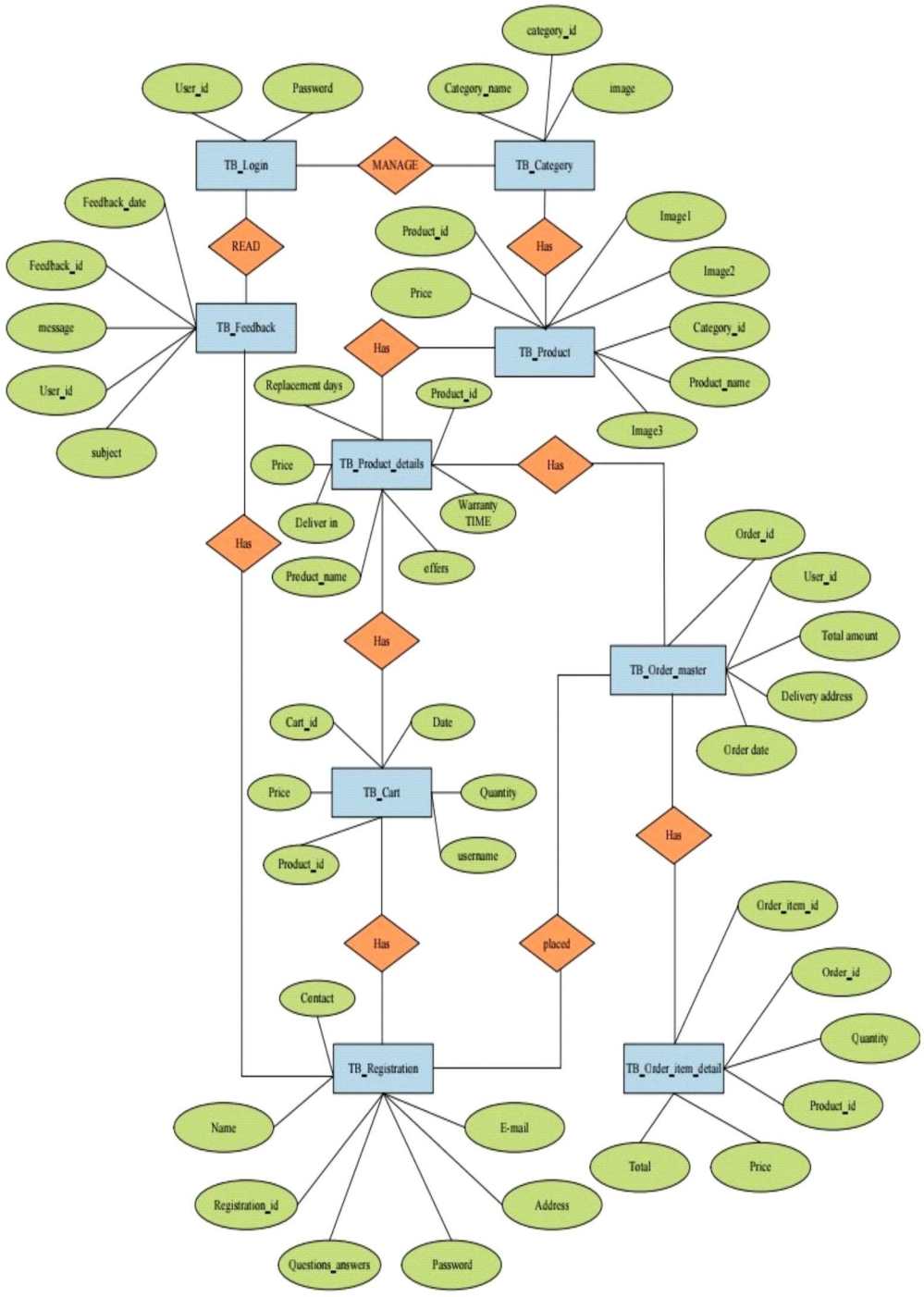
TB_Category


Server: 127.0.0.1 » Database: project_db » Table: tb_category
Browse
Structure
SQL
Search
Insert
Export
Import
Privileges
Operations
Table structure
Relation view
Name Type Collation Attributes Null Default Comments Extra Action
1 category_id varchar(30) utf8mb4_general_ci No None Change Drop More
2 Category_name varchar(30) utf8mb4_general_ci No None Change Drop More
3 image text utf8mb4_general_ci No None Change Drop More
Check all With selected: Browse Change Drop Primary Unique Index Fulltext
Remove from central columns
Print Propose table structure Track table Move columns Normalize
Add 1 column(s) after image Go
Indexes
Action Keyname Type Unique Packed Column Cardinality Collation Null Comment
Edit Drop PRIMARY BTREE Yes No category_id 0 A No

TB_Feedback


Server: 127.0.0.1 » Database: project_db » Table: tb_feedback
Browse
Structure
SQL
Search
Insert
Export
Import
Privileges
Operations
Table structure
Relation view
Name Type Collation Attributes Null Default Comments Extra Action
1 Feedback_id varchar(30) utf8mb4_general_ci No None Change Drop More
2 User_id varchar(30) utf8mb4_general_ci No None Change Drop More
3 subject text utf8mb4_general_ci No None Change Drop More
4 message text utf8mb4_general_ci No None Change Drop More
5 Feedback_date text utf8mb4_general_ci No None Change Drop More
Check all With selected: Browse Change Drop Primary Unique Index Fulltext
Remove from central columns
Print Propose table structure Track table Move columns Normalize
Add 1 column(s) after Feedback_date Go
Indexes
Action Keyname Type Unique Packed Column Cardinality Collation Null Comment
Edit Drop PRIMARY BTREE Yes No Feedback_id 0 A No

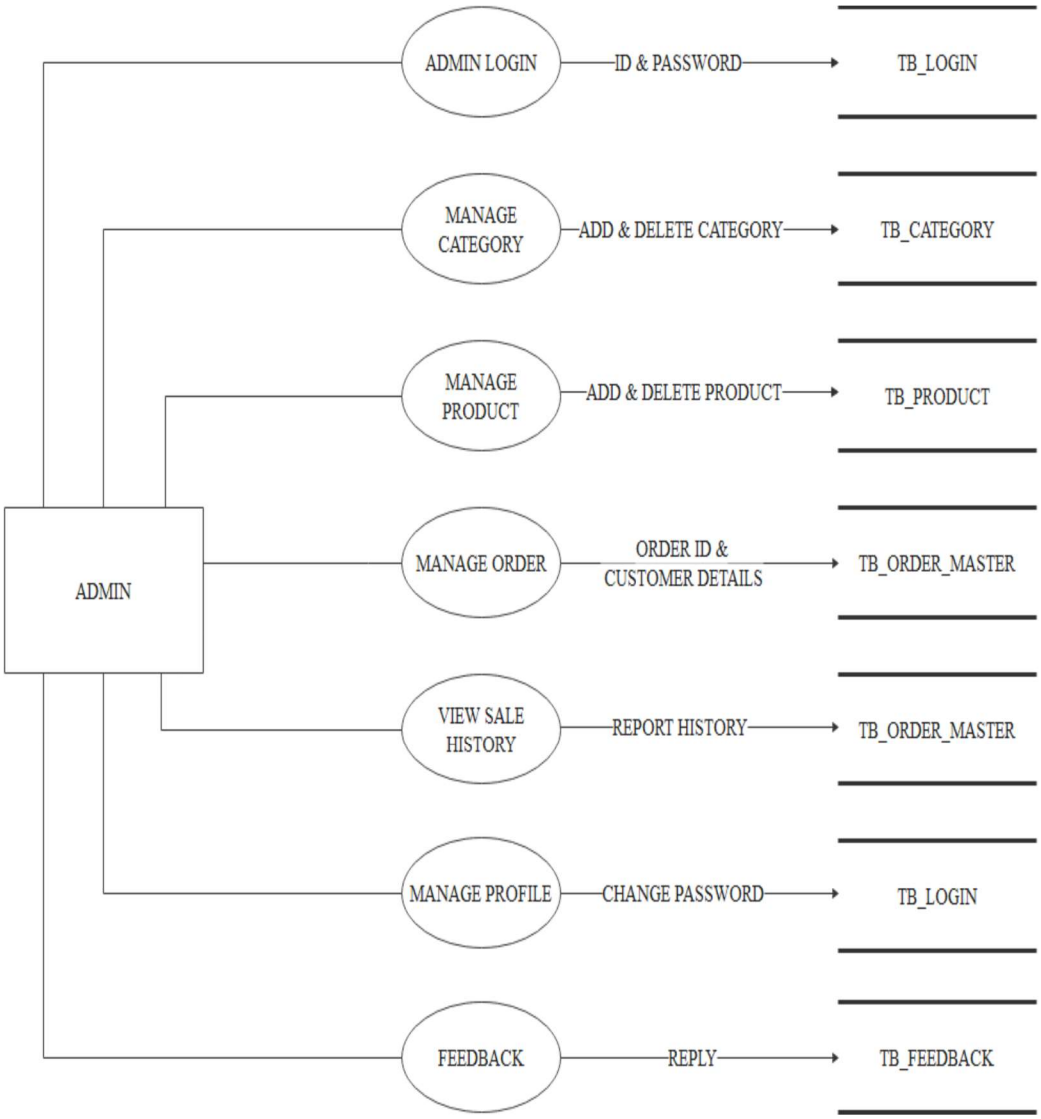
[4.1.2] E-R (ENTITY RELATIONSHIP) DIAGRAM



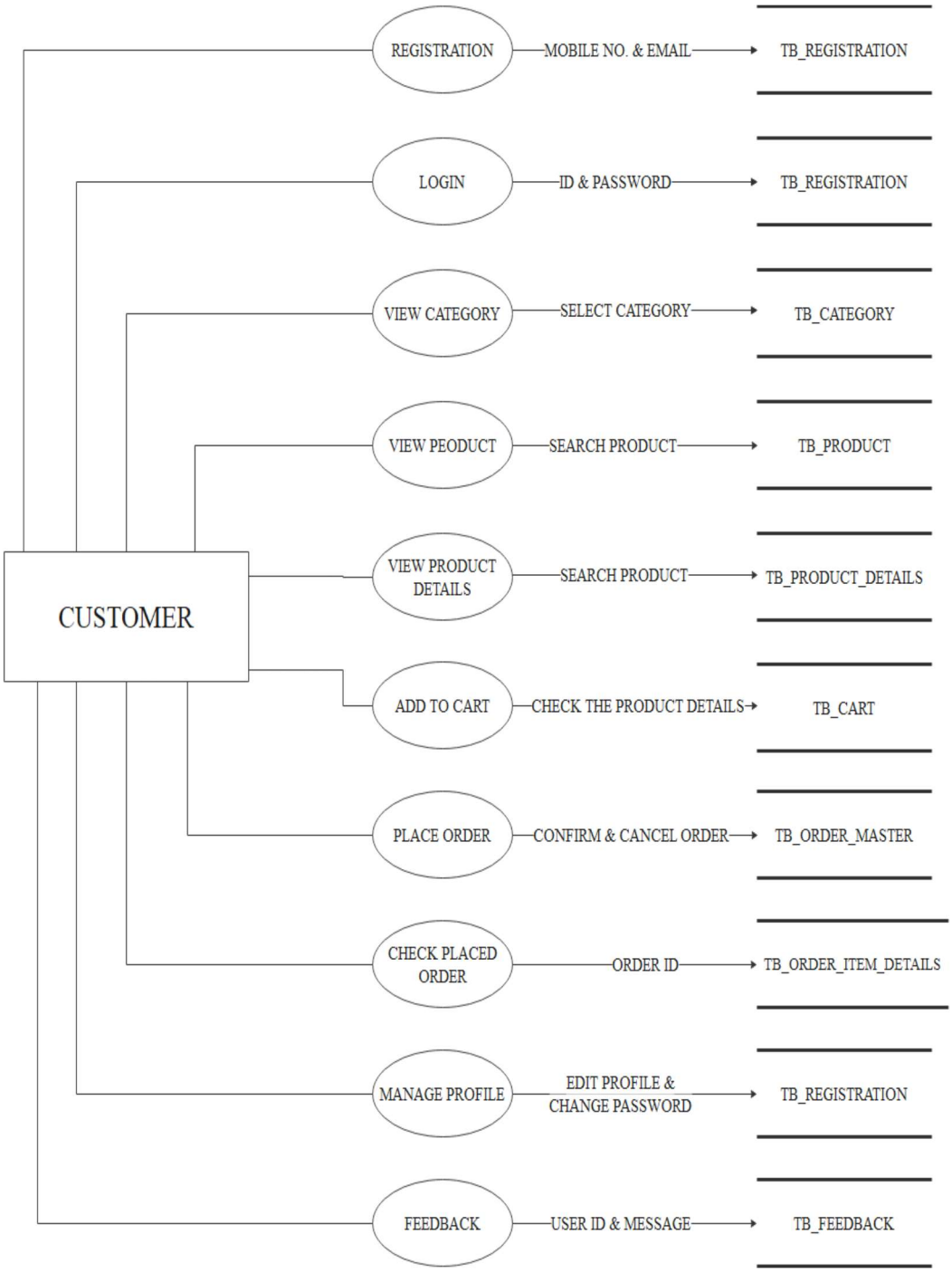
[4.2.1] CONTEX LEVAL DIAGRAM (LEVEL 0)

[4.2.1.2] DFD LEVEL - 1

ADMIN :-



CUSTOMER :-


CUSTOMER
REGISTRATION
MOBILE NO. & EMAIL
TB_REGISTRATION
LOGIN
ID & PASSWORD
TB_REGISTRATION
VIEW CATEGORY
SELECT CATEGORY
TB_CATEGORY
VIEW PEODUCT
SEARCH PRODUCT
TB_PRODUCT
VIEW PRODUCT DETAILS
SEARCH PRODUCT
TB_PRODUCT_DETAILS
ADD TO CART
CHECK THE PRODUCT DETAILS
TB_CART
PLACE ORDER
CONFIRM & CANCEL ORDER
TB_ORDER_MASTER
CHECK PLACED ORDER
ORDER ID
TB_ORDER_ITEM_DETAILS
MANAGE PROFILE
EDIT PROFILE & CHANGE PASSWORD
TB_REGISTRATION
FEEDBACK
USER ID & MESSAGE
TB_FEEDBACK

CH - 5

SOFTWERE AND

HARDWERE REQUIREMENT

5.1.1 server side
5.1.2 client side

- **Server Side:**
  - ✓ Hardware requirement

Hardware	Minimum Requirement
RAM:	256 MB
Hard Disk Space:	5 GB of available hard disk space
Processor (CPU) Speed:	Pentium II 300-MHz-or-compatible processor
Graphics Card:	Video graphics adapter that can support 256 colors and a resolution of 800 by 600 dpi
Network Adapter:	A network adapter from the Microsoft Windows Server 2003 Hardware Compatibility List

  - ✓ Software requirement

Software	Minimum Requirement
Operating System:	Windows 2003 Server OR Linux Server Edition OR Unix Server Edition
Web development environment:	Wamp (Windows Platform) OR Xampp (Unix Platform) Lamp (Linux Platform)

- **Client Side:**
  - ✓ Hardware requirement

Hardware	Minimum Requirement
RAM:	128 MB
Hard Disk Space:	1.5 GB of available hard disk space
Processor (CPU) Speed:	Pentium 233-MHz-or-compatible processor
Graphics Card:	Video adapter and monitor with Super VGA (800 x 600) or higher resolution
Network Adapter:	A network adapter from the Microsoft Windows Xp Hardware Compatibility List

  - ✓ Software requirement

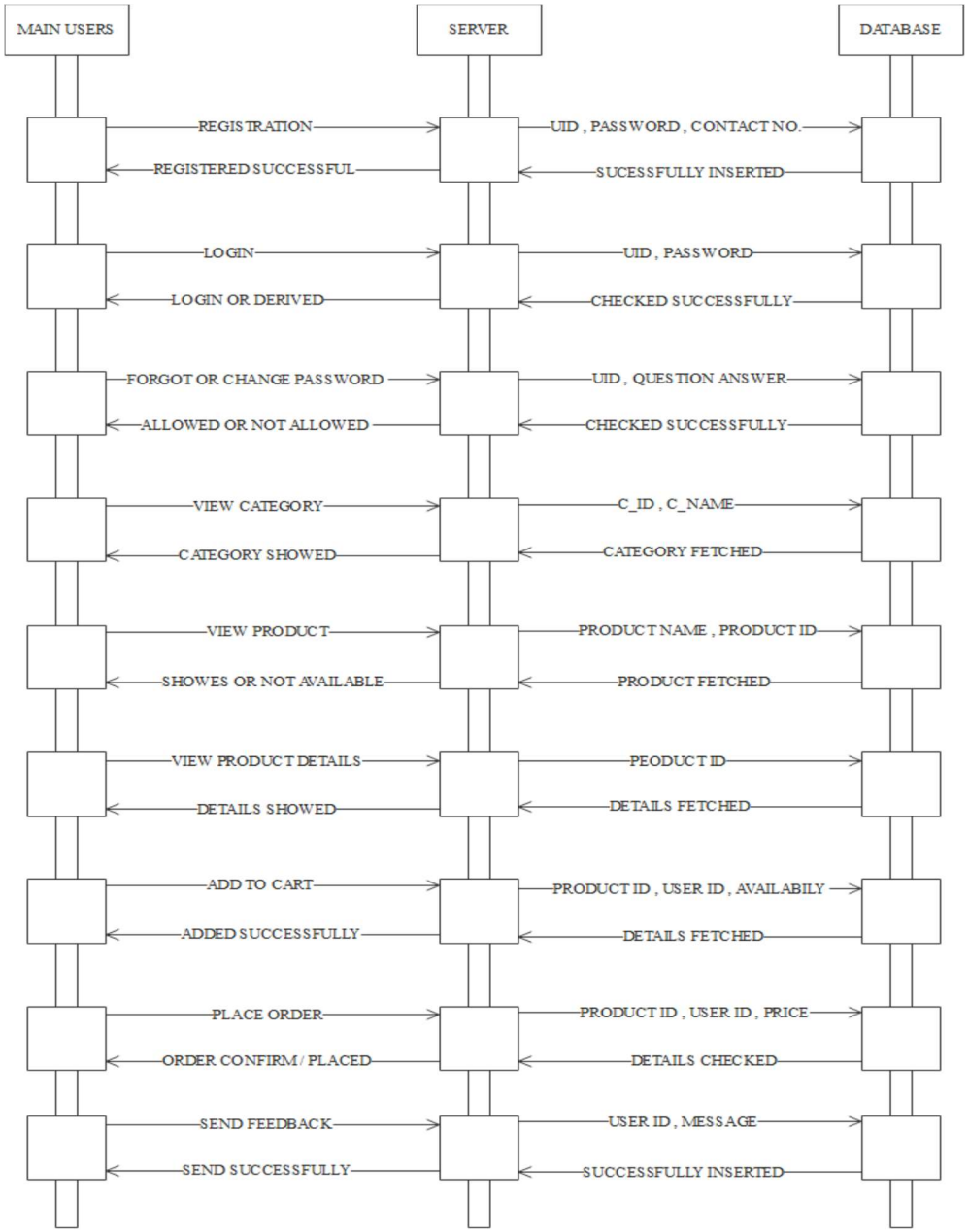
Software	Minimum Requirement
Operating System:	Windows XP OR Later OR Linux / Unix Variant
Browser:	Internet Explorer (8 or Later) OR Google Chrome (1.0 or Later) OR Mozilla Firefox (1.5 or Later)

CH - 6

SYSTEM INTERFACE DESIGN

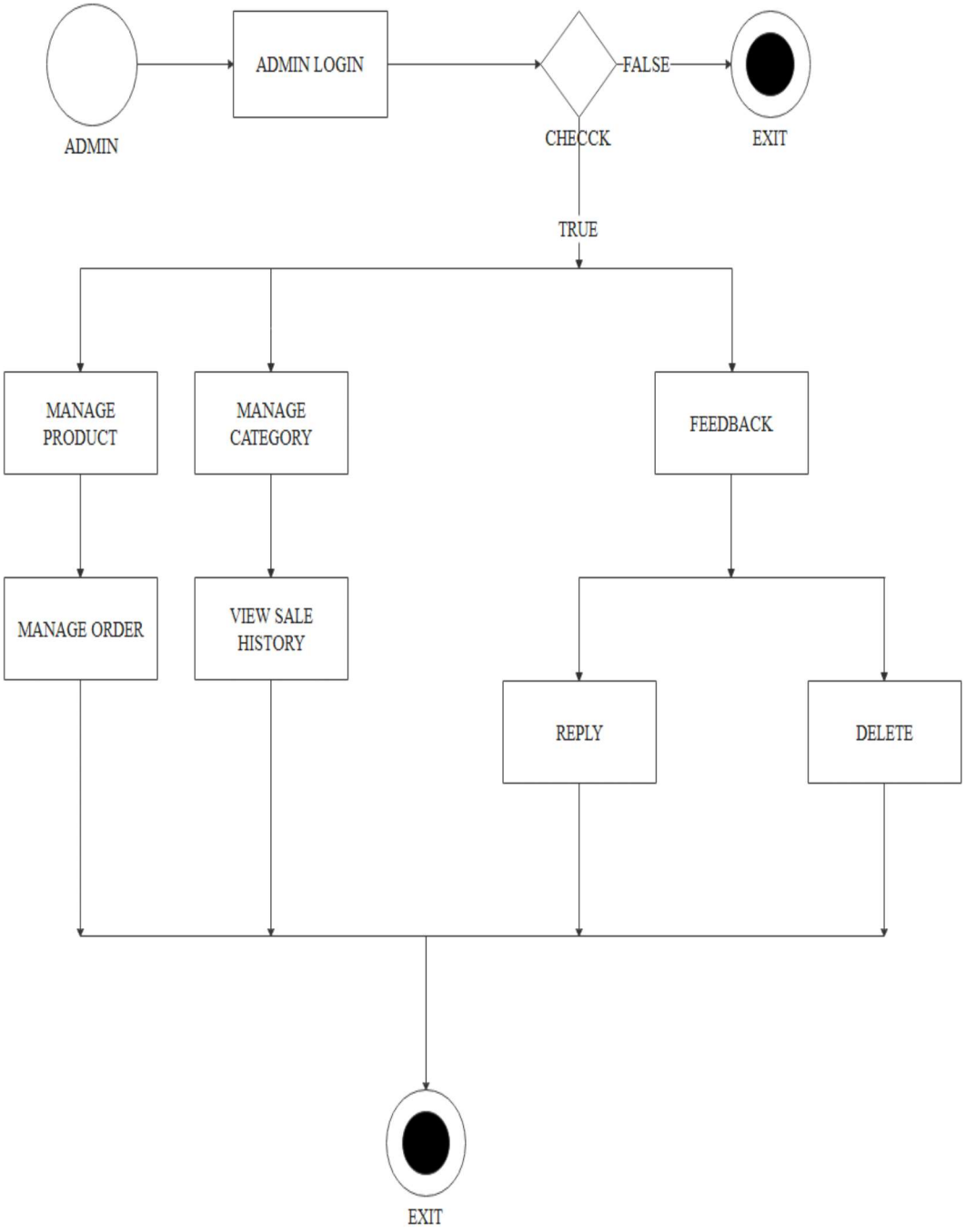
6.1.1 SEQUENCE DIAGRAM
6.1.2 ACTIVITY DIAGRAM

5.1) SEQUENCE DIAGRAM

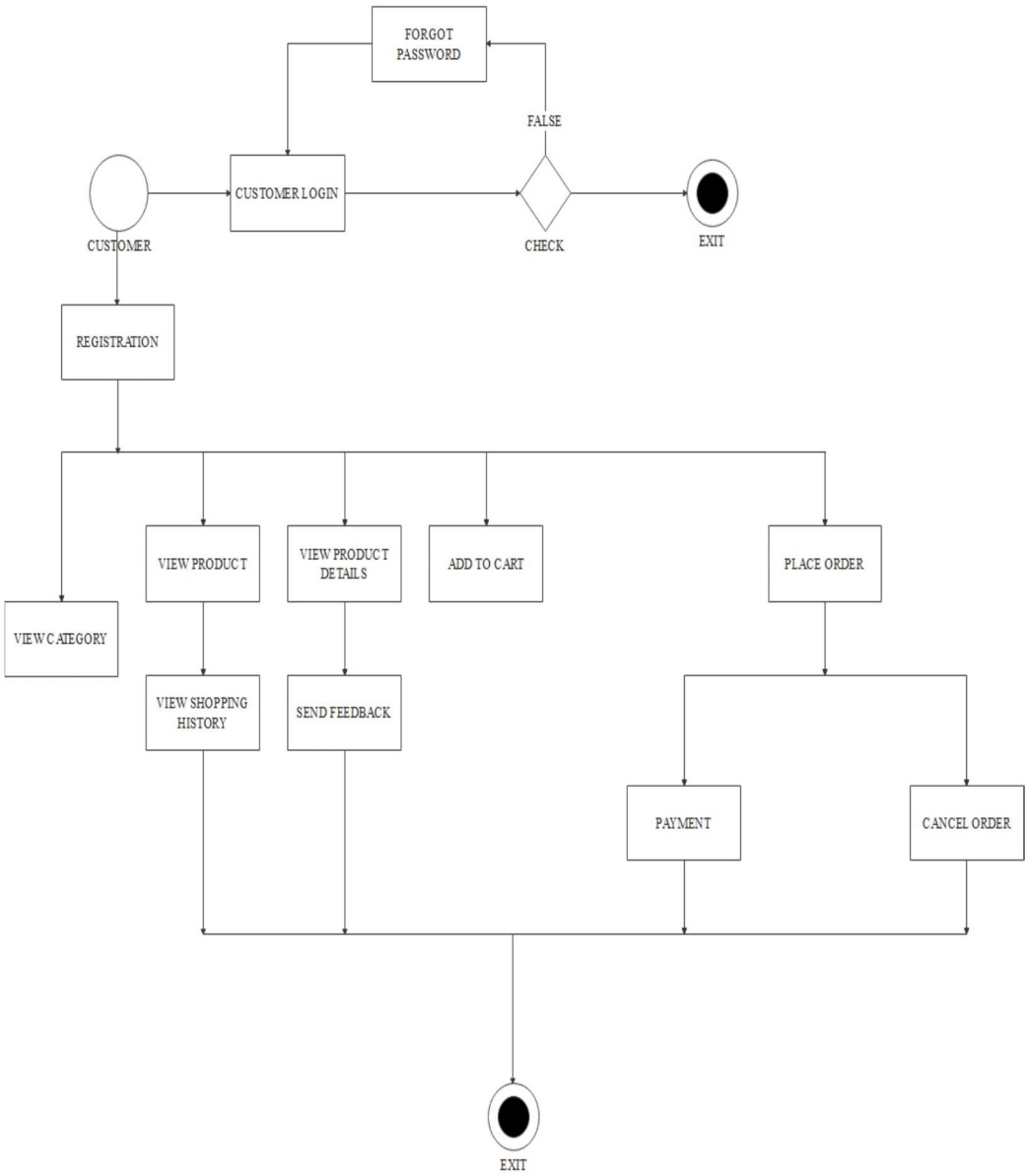


5.2) ACTIVITY DIAGRAM

ADMIN :-



CUSTOMER :-


FORGOT PASSWORD
FALSE
CUSTOMER
CUSTOMER LOGIN
CHECK
EXIT
REGISTRATION
VIEW PRODUCT
VIEW PRODUCT DETAILS
ADD TO CART
PLACE ORDER
VIEW CATEGORY
VIEW SHOPPING HISTORY
SEND FEEDBACK
PAYMENT
CANCEL ORDER
EXIT

CH - 7

SAMPLE CODING/ CODE TEMPLATES

- **header.php**

```
<!DOCTYPE html>

<head>

<title>ONLINE SHOPPING</title>

<meta name="viewport" content="width=device-width, initial-scale=1">

<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />

<meta name="keywords" content="Visitors Responsive web template, Bootstrap Web Templates, Flat Web Templates, Android Compatible web template,

Smartphone Compatible web template, free webdesigns for Nokia, Samsung, LG, SonyEricsson, Motorola web design" />

<script type="application/x-javascript"> addEventListener("load", function() { setTimeout(hideURLbar, 0); }, false); function hideURLbar(){ window.scrollTo(0,1); } </script>

<!-- bootstrap-css -->

<link rel="stylesheet" href="css/bootstrap.min.css" >

<!-- //bootstrap-css -->

<!-- Custom CSS -->

<link href="css/style.css" rel='stylesheet' type='text/css' />

<link href="css/style-responsive.css" rel="stylesheet"/>

<!-- font CSS -->

<link href='//fonts.googleapis.com/css?family=Roboto:400,100,100italic,300,300italic,400italic,500,500italic,700,700italic,900,900italic' rel='stylesheet' type='text/css'>

<!-- font-awesome icons -->

<link rel="stylesheet" href="css/font.css" type="text/css"/>

<link href="css/font-awesome.css" rel="stylesheet">

<link rel="stylesheet" href="css/morris.css" type="text/css"/>

<!-- calendar -->

<link rel="stylesheet" href="css/monthly.css">
```

```
<!-- //calendar -->
<!-- //font-awesome icons -->
<script src="js/jquery2.0.3.min.js"></script>
<script src="js/raphael-min.js"></script>
<script src="js/morris.js"></script>
</head>
<body>
<section id="container">
<!--header start-->
<header class="header fixed-top clearfix">
<!--logo start-->
<div class="brand">
   <a href="index.html" class="logo">
      E-SHOP
   </a>
   <div class="sidebar-toggle-box">
      <div class="fa fa-bars"></div>
   </div>
</div>
<!--logo end-->




<div class="top-nav clearfix">
   <!--search & user info start-->
   <ul class="nav pull-right top-menu">
      <li>
         <input type="text" class="form-control search" placeholder=" Search">
      </li>
```

```
        <!-- user login dropdown start-->
        <li class="dropdown">
            <a data-toggle="dropdown" class="dropdown-toggle" href="#">

                <span class="username">admin1</span>
                <b class="caret"></b>
            </a>
            <ul class="dropdown-menu extended logout">
              <!--<li><a href="#"><i class=" fa fa-suitcase"></i>Profile</a></li>
                <li><a href="#"><i class="fa fa-cog"></i> Settings</a></li>-->
                <li><a href="login.php"><i class="fa fa-key"></i> Log Out</a></li>
            </ul>
        </li>
        <!-- user login dropdown end -->

    </ul>
    <!--search & user info end-->
</div>
</header>
<!--header end-->
<!--sidebar start-->
<aside>
    <div id="sidebar" class="nav-collapse">
        <!-- sidebar menu start-->
        <div class="leftside-navigation">
            <ul class="sidebar-menu" id="nav-accordion">
                <li>
                    <a class="active" href="index.php  ?>">
                        <i class="fa fa-dashboard"></i>
```

```
            <span>HOME</span>
        </a>
    </li>

    <li class="sub-menu">
        <a href="category_details.php">
            <i class="fa fa-book"></i>
            <span>CATEGORY</span>
        </a>

    </li>
    <li>
        <a href="product_details.php">
            <i class="fa fa-bullhorn"></i>
            <span>PRODUCT</span>
        </a>
    </li>
    <li class="sub-menu">
        <a href="customer_details.php">
            <i class="fa fa-th"></i>
            <span>CUSTOMER</span>
        </a>

    </li>
    <li class="sub-menu">
        <a href="order_details.php  ?>">
            <i class="fa fa-tasks"></i>
            <span>ORDER</span>
        </a>
```

```
                </li>



                <li class="sub-menu">
                <a href="admin_feedback.php">
                    <i class="fa fa-envelope"></i>
                    <span>FEEDBACK</span>
                </a>
              </li>
               <li class="sub-menu">
                <a href="login.php">
                    <i class="fa fa-envelope"></i>
                    <span>Logout</span>
                </a>
              </li>


          </ul>           </div>
      <!-- sidebar menu end-->
   </div>
</aside>
<!--sidebar end-->
```

- **FOOTER.PHP**

```
<!-- footer -->
<div class="footer">
                        <div class="wthree-copyright">
                          <p align="right">© 2017 Visitors. All rights reserved | Design by
<B>KEVAL , HEET , MOHIT</B></p>
                        </div>
                    </div>
  <!-- / footer -->
</section>
<!--main content end-->
</section>
<script src="js/bootstrap.js"></script>
<script src="js/jquery.dcjqaccordion.2.7.js"></script>
<script src="js/scripts.js"></script>
<script src="js/jquery.slimscroll.js"></script>
<script src="js/jquery.nicescroll.js"></script>
<!--[if lte IE 8]><script language="javascript" type="text/javascript" src="js/flot-
chart/excanvas.min.js"></script><![endif]-->
<script src="js/jquery.scrollTo.js"></script>
<!-- morris JavaScript -->
<script>
        $(document).ready(function() {
                //BOX BUTTON SHOW AND CLOSE
           jQuery('.small-graph-box').hover(function() {
                jQuery(this).find('.box-button').fadeIn('fast');
           }, function() {
                jQuery(this).find('.box-button').fadeOut('fast');
           });
```

```
        jQuery('.small-graph-box .box-close').click(function() {
                jQuery(this).closest('.small-graph-box').fadeOut(200);
                return false;
        });

        //CHARTS
        function gd(year, day, month) {
                return new Date(year, month - 1, day).getTime();
            }

            graphArea2 = Morris.Area({
                element: 'hero-area',
                padding: 10,
    behaveLikeLine: true,
    gridEnabled: false,
    gridLineColor: '#dddddd',
    axes: true,
    resize: true,
    smooth:true,
    pointSize: 0,
    lineWidth: 0,
    fillOpacity:0.85,
                data: [
                    {period: '2015 Q1', iphone: 2668, ipad: null, itouch: 2649},
                    {period: '2015 Q2', iphone: 15780, ipad: 13799, itouch:
12051},
                    {period: '2015 Q3', iphone: 12920, ipad: 10975, itouch: 9910},
                    {period: '2015 Q4', iphone: 8770, ipad: 6600, itouch: 6695},
                    {period: '2016 Q1', iphone: 10820, ipad: 10924, itouch:
12300},
```

```
                        {period: '2016 Q2', iphone: 9680, ipad: 9010, itouch: 7891},
                        {period: '2016 Q3', iphone: 4830, ipad: 3805, itouch: 1598},
                        {period: '2016 Q4', iphone: 15083, ipad: 8977, itouch: 5185},
                        {period: '2017 Q1', iphone: 10697, ipad: 4470, itouch: 2038},

                ],
                lineColors:['#eb6f6f','#926383','#eb6f6f'],
                xkey: 'period',
        redraw: true,
        ykeys: ['iphone', 'ipad', 'itouch'],
        labels: ['All Visitors', 'Returning Visitors', 'Unique Visitors'],
                pointSize: 2,
                hideHover: 'auto',
                resize: true
        });


        });
        </script>
<!-- calendar -->
        <script type="text/javascript" src="js/monthly.js"></script>
        <script type="text/javascript">
                $(window).load( function() {

                $('#mycalendar').monthly({
                        mode: 'event',

                });
```

```
                $('#mycalendar2').monthly({
                        mode: 'picker',
                        target: '#mytarget',
                        setWidth: '250px',
                        startHidden: true,
                        showTrigger: '#mytarget',
                        stylePast: true,
                        disablePast: true
                });

                switch(window.location.protocol) {
                case 'http:':
                case 'https:':
                // running on a server, should be good.
                break;
                case 'file:':
                alert('Just a heads-up, events will not work when run locally.');
                }

                });
        </script>
        <!-- //calendar -->
</body>
</html>
```

- **index.php**

```
<!--A Design by W3layouts
Author: W3layout
Author URL: http://w3layouts.com
License: Creative Commons Attribution 3.0 Unported
License URL: http://creativecommons.org/licenses/by/3.0/
-->



<?php
include "header.php";
?>



<!--main content start-->
<section id="main-content">
        <section class="wrapper">
                <!-- //market-->


                        <div class="market-updates">
                        <div class="row-md-3 market-update-gd">
                                <div class="market-update-block clr-block-2">


                                        <div class="col-md-10 market-update-center">
                                        <h2 align="center" >Welcome to Our Admin
Panel</h2>
                                </div>
```

```
                                <div class="clearfix"> </div>
                            </div>
                        </div>


                        <br>
                        <br>
                        <br>
                        <br>


                        <div class="row-md-3 market-update-gd">
                            <div class="market-update-block clr-block-4">
                        <div class="col-md-10 market-update-center">
                            <h2 align="center" >Welcome to Our Admin Panel</h2>
                                <h3> Admin Team is Working on this Project</h3>
                                </div>
                                <div class="clearfix"> </div>
                            </div>
                        </div>
                    <div class="clearfix"> </div>


                <!-- //market-->
</div>
                        </div>
                </div>
</section>
<?php
 include "fotter.php";
 ?>
```

CH - 8

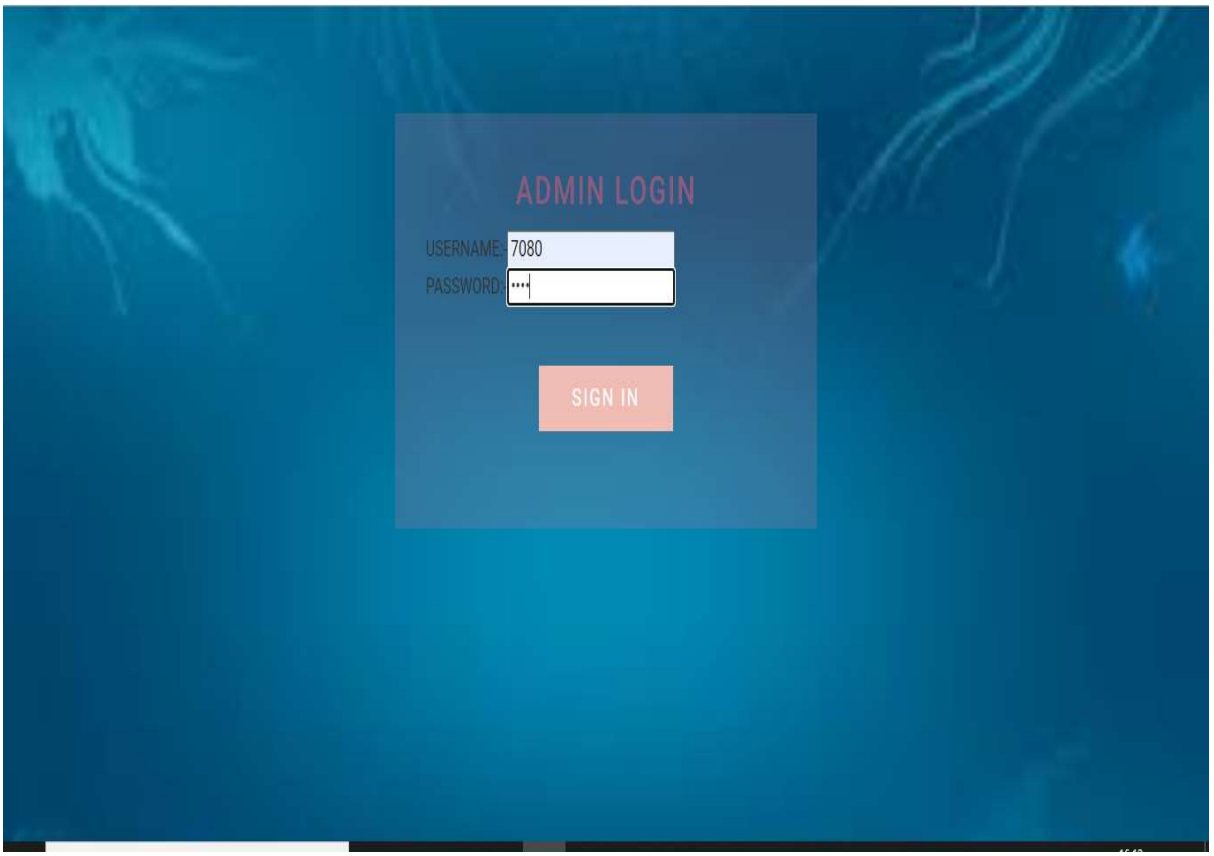
SYSTEM INSTERFACE DESIGN

8.1.1 USER INTERFACE DESIGN

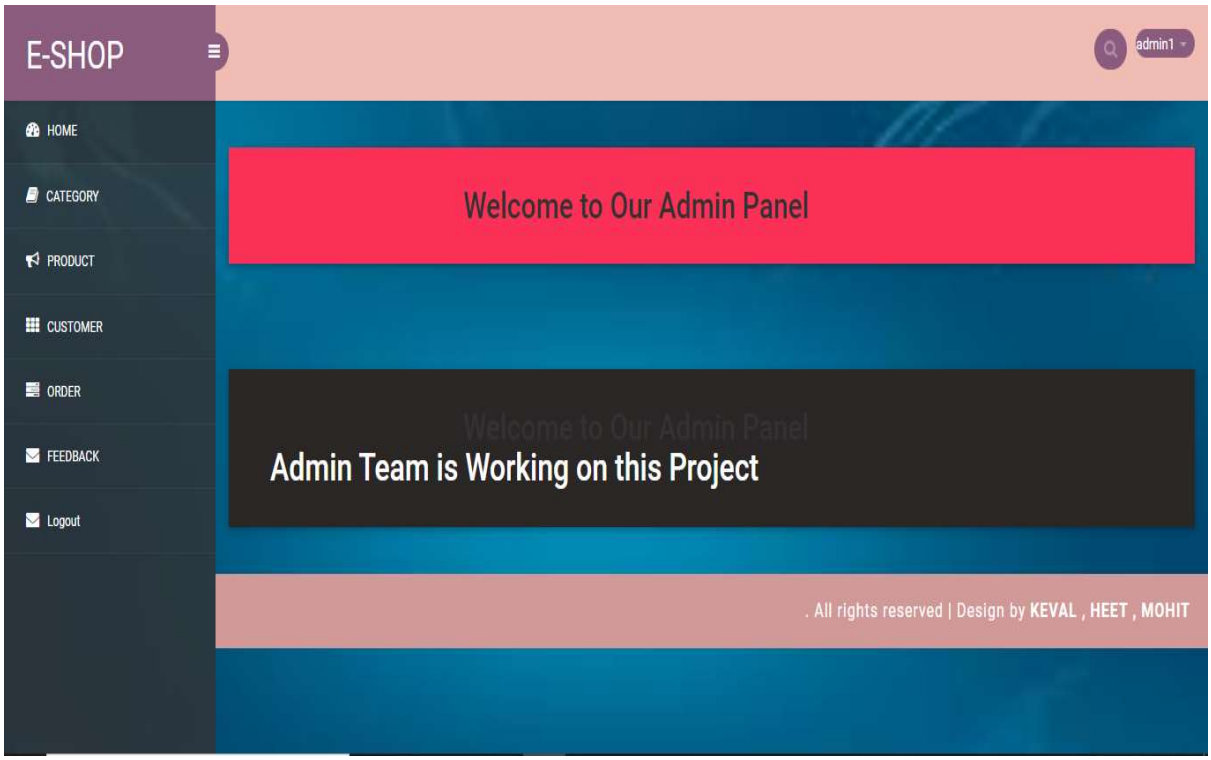
8.1.2 OUTPUT DESIGN

8.1) USER INTERFACE DESIGN

login.php

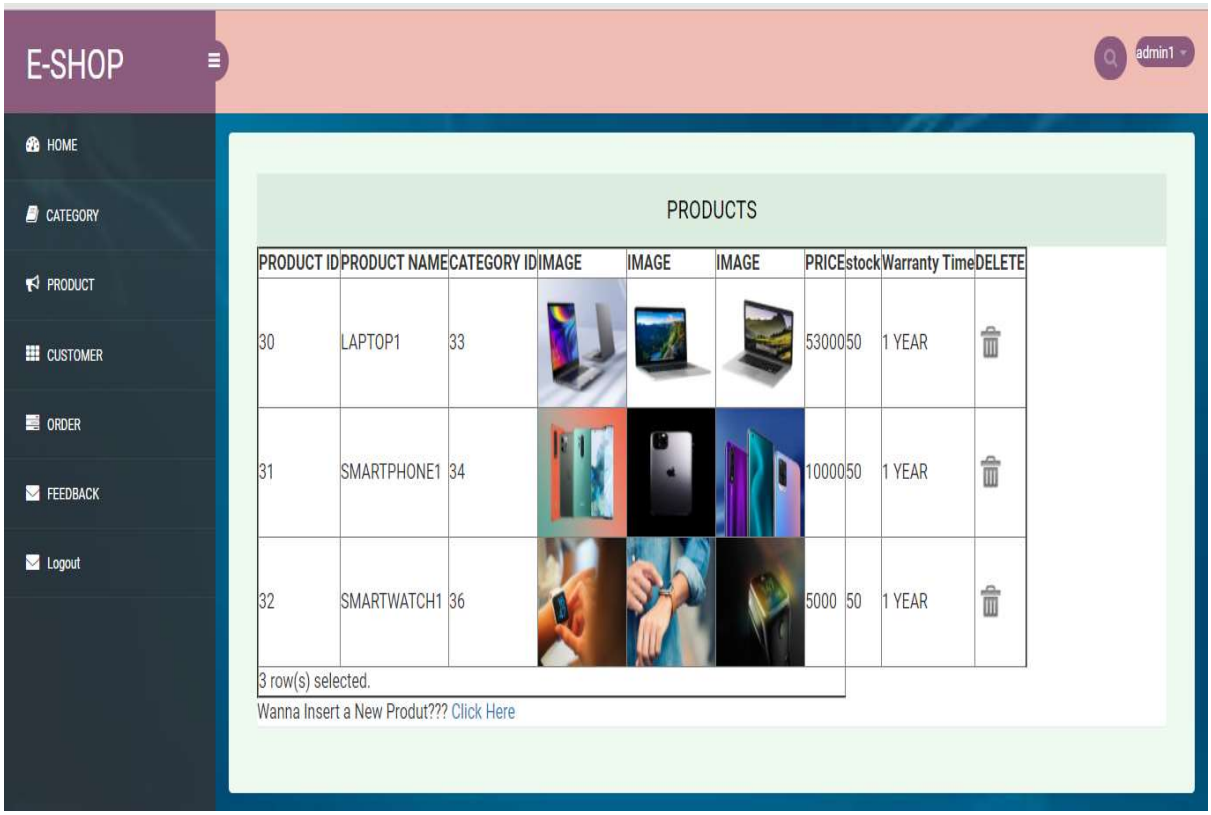


Index.php

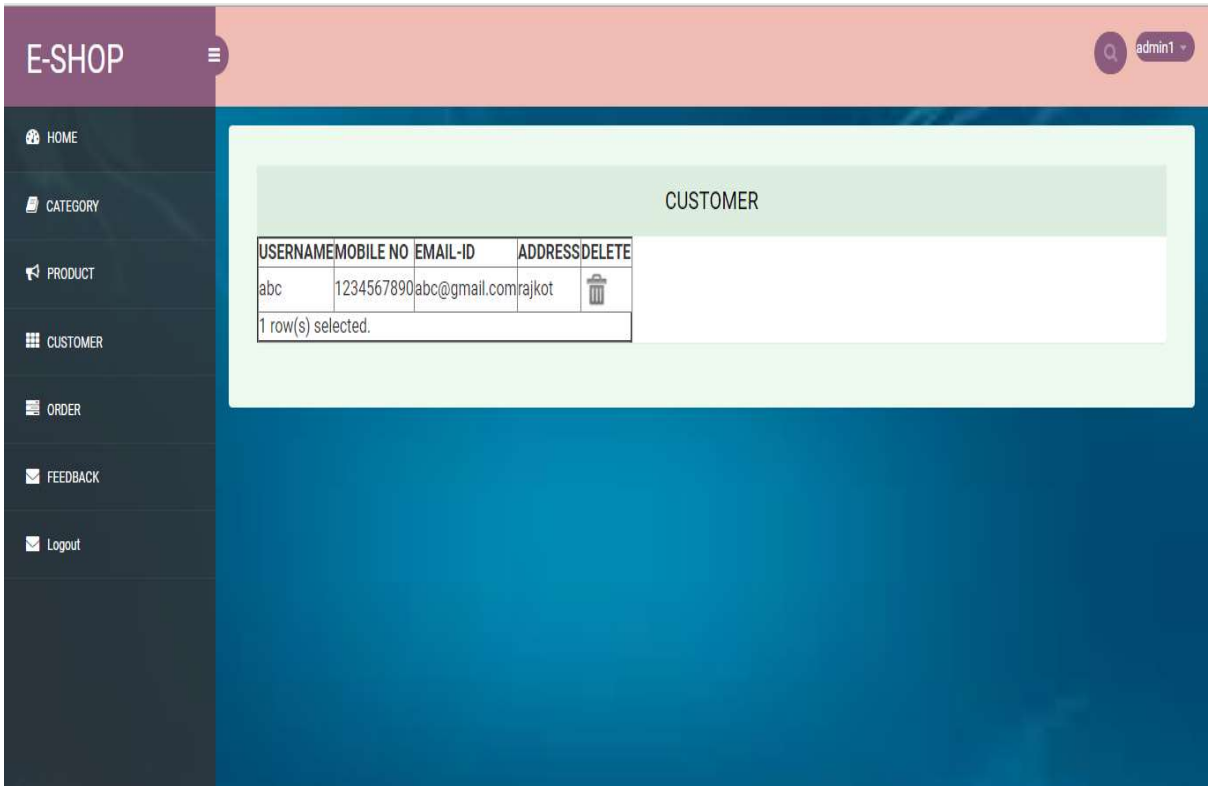

E-SHOP
admin1
HOME
CATEGORY
PRODUCT
CUSTOMER
ORDER
FEEDBACK
Logout
Welcome to Our Admin Panel
Admin Team is Working on this Project
. All rights reserved | Design by KEVAL , HEET , MOHIT

Category_details.php

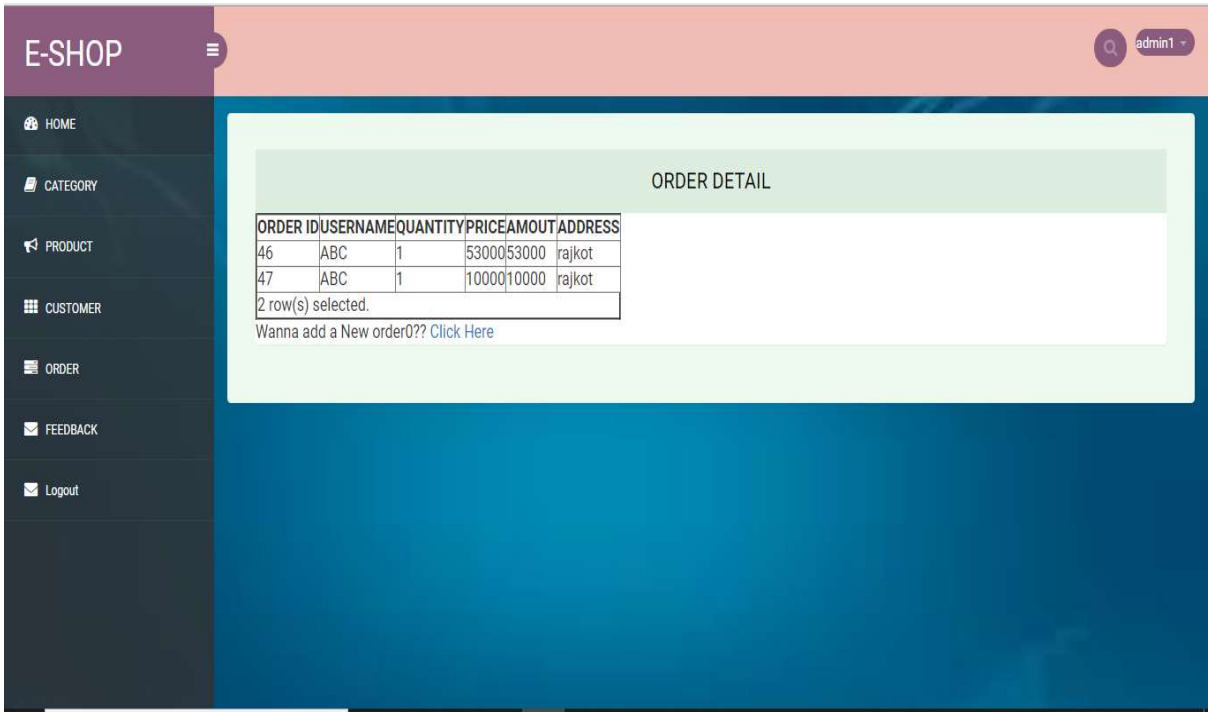
product_details.php



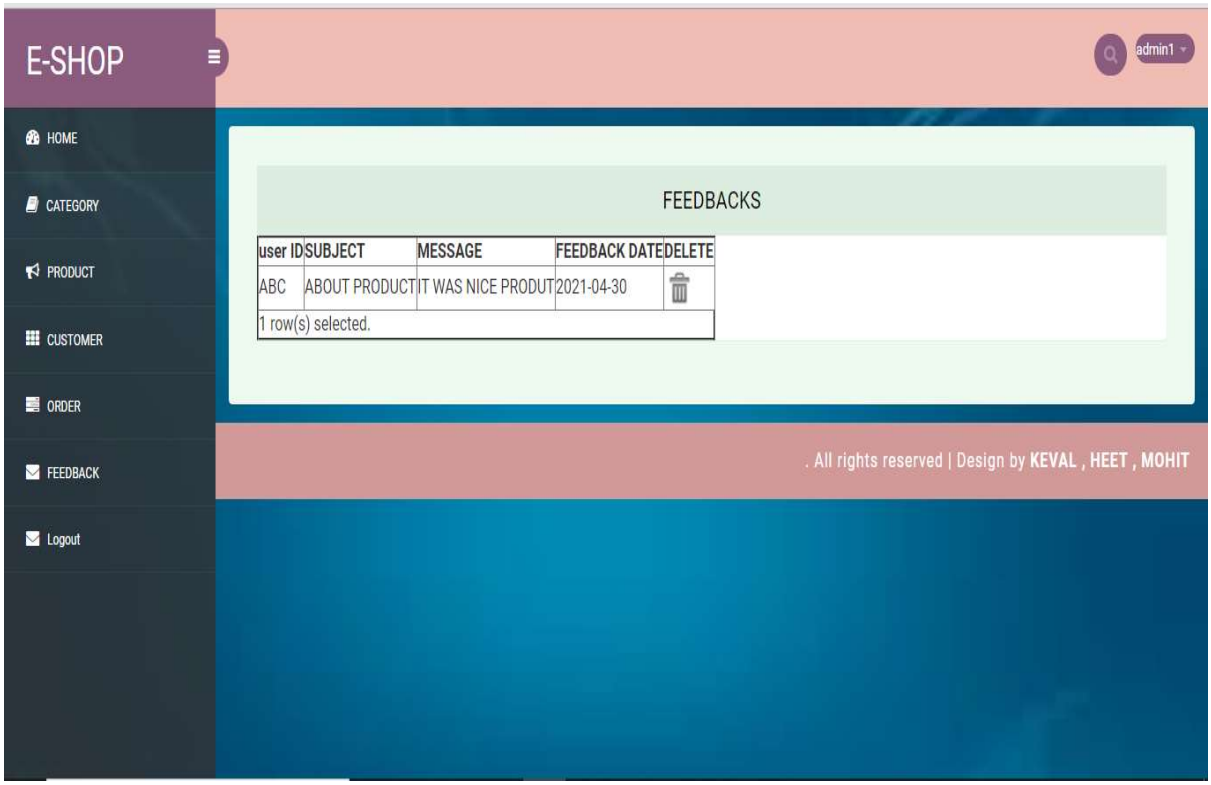
customer_details.php



order_details.php

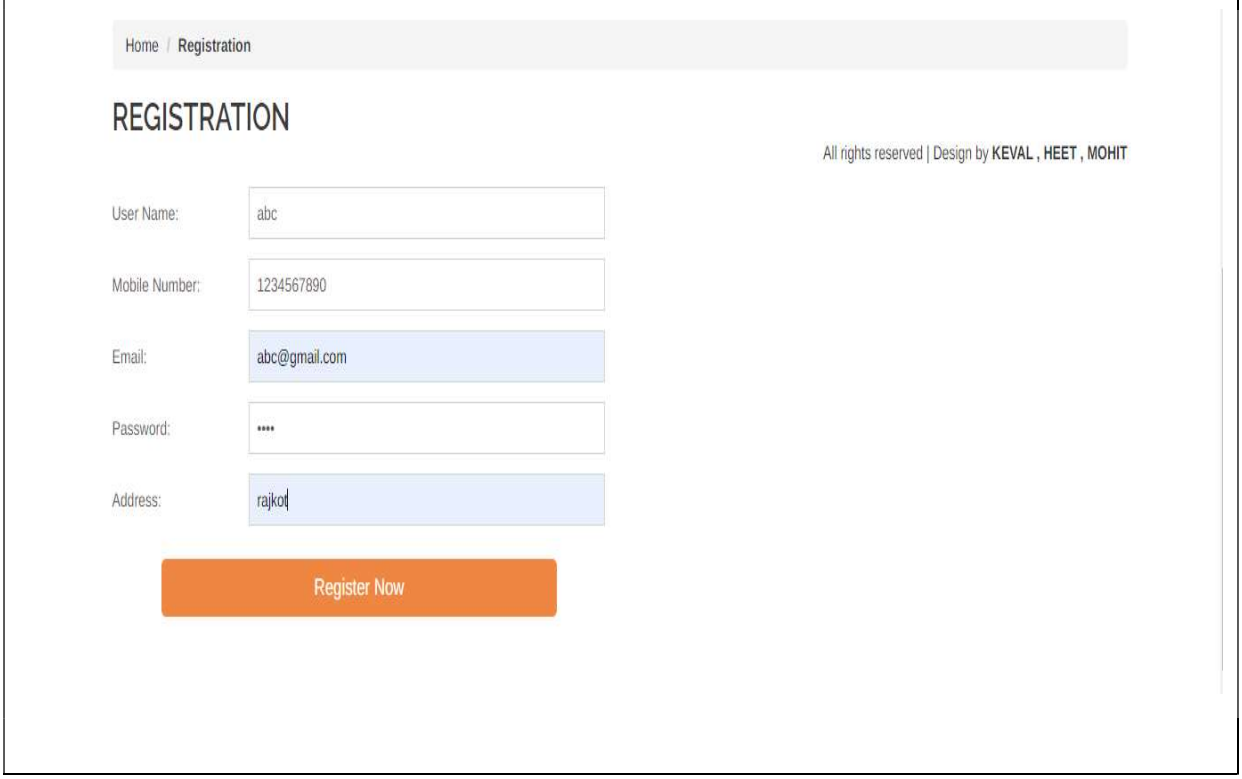


feedback.php

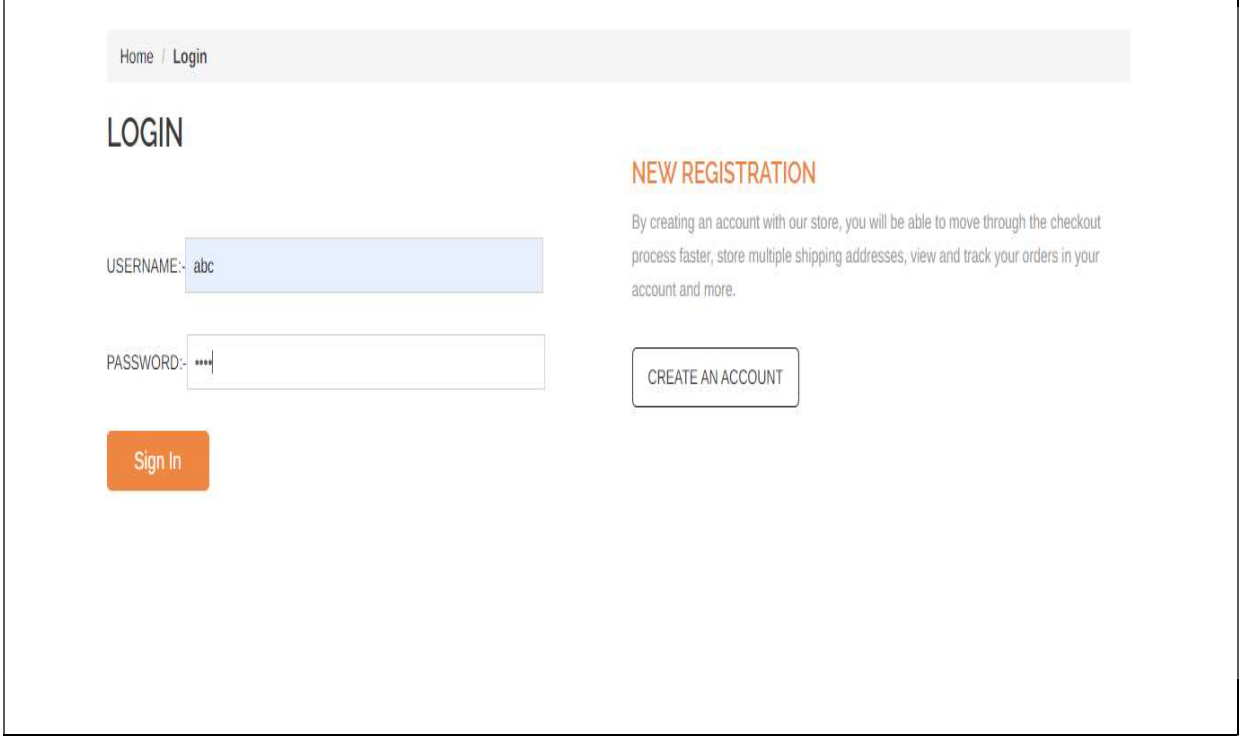


8.2) OUTPUT DESIGN

c_registration.php



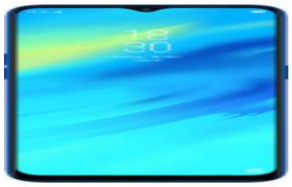
c_login.php


Home / Login
LOGIN
USERNAME:- abc
PASSWORD:- ••••
Sign In
NEW REGISTRATION
By creating an account with our store, you will be able to move through the checkout process faster, store multiple shipping addresses, view and track your orders in your account and more.
CREATE AN ACCOUNT

C_category.php

Select Category

LAPTOP



SMARTPHONE

SMARTWATCH

c_product.php

LAPTOP1

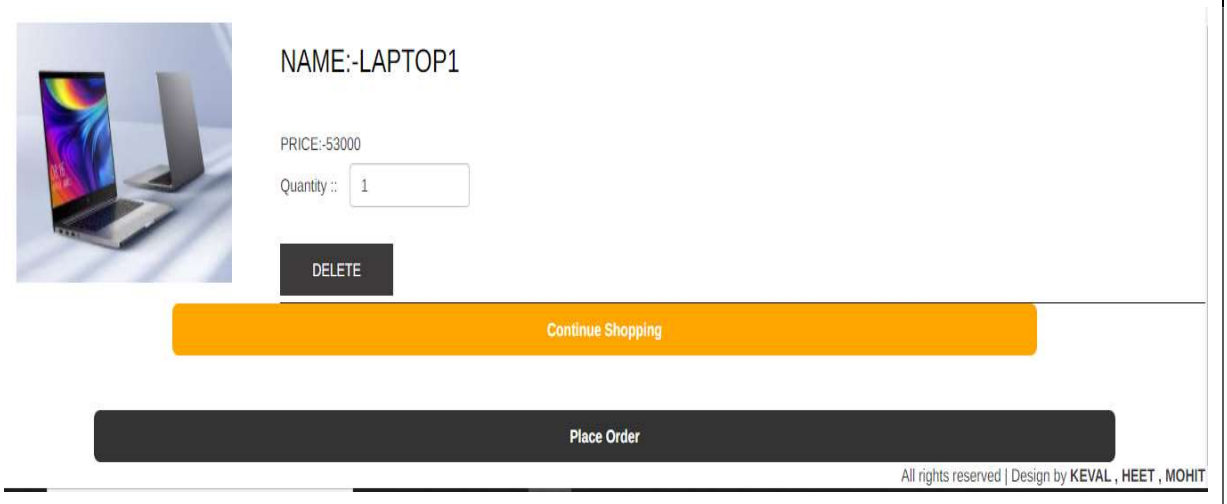
PRICE:-53000

SMARTPHONE1

SMARTWATCH1

PRICE:-5000

c_cart.php


NAME:-LAPTOP1
PRICE:-53000
Quantity ::
1
DELETE
Continue Shopping
Place Order
All rights reserved | Design by KEVAL , HEET , MOHIT

c_showcart.php

NAME:-LAPTOP1

PRICE:-53000

Quantity :: 1

Username ::

DELETE

Continue Shopping

Place Order

c_feedback.php

CH - 9

TESTING

❖ Testing

- The basic goal of any software development is to produce software that has no errors. As we know that faults can occur during any phase of software development cycle.

- Verification is performed at output of each phase, but some faults are likely to remain undetected and they can affect the whole Software.

- Testing relied on to detect these faults. Testing is itself an expensive activity.
- If program fails to behave as expected, it needs to debugged and corrected for that Testing is done.

- Testing is the process of executing a program to locate an error.
- Aim of Testing ⟶ to identify all defects existing in the software product.
- There are mainly two approaches to systematically design Test Cases.
  - Black Box Testing
  - White Box Testing

❖ Black Box testing

- Black box testing is also known as Behavior testing, is a software testing method in which the internal structure/design/implementation of item being tested is not known to the tester.

- Functionality of Black box testing is understood completely in terms of its input and output.

❖ White Box testing

- This method is concerned with testing the implementation of the program.

- The aim of this testing is to providing the internal logic and structure of the code. That is why white box testing is also called structural testing.
- In white box testing it is necessary for a tester to have full knowledge of source code.

- Some of synonyms of white box testing are glass box testing, clear box testing ,open box testing, transparent box testing, structural testing, logic driven testing etc.

❖ Unit testing

- **Unit Testing** is a level of software testing where individual units/ components of a software are tested. The purpose is to validate that each unit of the software performs as designed. A unit is the smallest testable part of any software. It usually has one or a few inputs and usually a single output.

✓ Unit Testing Benefits

- Unit testing increases confidence in changing/ maintaining code.
- Codes are more reliable.
- Codes are more reusable.

- TEST CASE

Correct login	Open login page
	Input valid credentials for existing user
	User successfully logged in
Wrong username	Open login page
	Input username which doesn't exist
	System respond that user doesn't exist
Wrong password	Open login page
	Input existing username with wrong password
	System respond that password is wrong
Logout	Open login page
	Login with existing user
	Click logout
	System shows user login screen
Correct credentials after incorrect	Open login page
	Input incorrect username/password
	System respond that username/password incorrect
	Input valid credentials for existing user
	User successfully logged in

CH - 10

LIMITATIONS OF THE SYSTEM

- It's Currently not possible to import products from the other external programs.
- It's Currently not possible That the customer can see their orders as per username.
- It's Currently not possible to take online payment from customer.
- It's Currently not possible to edit or cancel the order once it was placed.

CH - 11

FUTURE SCOPE OF THE SYSTEM

- The enhancement that we can add the searching option. We can directly search to the particular product
- We will Provide Online payment Facility.
- We will provide an facility to see their own orders.
- We will provide a facility to edit or cancel the given orders.
- We will provide more user friendly layout to make easily usable by any user.

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REFERENCES

➢ BOOK REFRENCE

- Mastering HTML, CSS & Javascript Web Publishing
- BPB Publications

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BIBLIOGRAPHY

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