Online Shopping System

A PROJECT REPORT

Submitted By

GARGI AGARWAL
(2000290140046)
PINKUSH GUPTA
(2000290140084)
SHRISTI JAIN
(2000290140117)
SOYAB KHAN
(2000290140124)

Submitted in partial fulfilment of the Requirements for the Degree of

MASTER OF COMPUTER APPLICATIONS

Under the Supervision of
Dr. Shashank Bhardwaj
Assistant Professor

Submitted to

DEPARTMENT OF COMPUTER APPLICATIONS
KIET Group of Institutions, Ghaziabad
Uttar Pradesh-201206

(JAN 2022)

CERTIFICATE

Certified that **Gargi Agarwal (2000290140046), Pinkush Gupta (2000290140084), Shristi Jain (2000290140117), Soyab Khan (2000290140124),** have carried out the project work having "**Title of Report- Online Shopping System**" for Master of Computer Applications from Dr. A.P.J. Abdul Kalam Technical University (AKTU) (formerly UPTU), Technical University, Lucknow under my supervision. The project report embodies original work, and studies are carried out by the student himself / herself and the contents of the project report do not form the basis for the award of any other degree to the candidate or to anybody else from this or any other University/Institution.

Date: 12-01-2022

GARGI AGARWAL
(2000290140046)
PINKUSH GUPTA
(2000290140084)
SHRISTI JAIN
(2000290140117)
SOYAB KHAN
(2000290140124)

This is to certify that the above statement made by the candidate is correct to the best of my knowledge.

Date: 12-01-2022

Dr. Shashank Bhardwaj
Assistant Professor
Department of Computer Applications
KIET Group of Institutions, Ghaziabad

Signature of Internal Examiner **Signature of External Examiner**

Dr. Ajay Shrivastava
Head, Department of Computer Applications
KIET Group of Institutions, Ghaziabad

ABSTRACT

Electronic Commerce is process of doing business through computer networks. A person sitting on his chair in front of a computer can access all the facilities of the Internet to buy or sell the products.

Unlike traditional commerce that is carried out physically with effort of a person to go & get products, ecommerce has made it easier for human to reduce physical work and to save time.

E-Commerce which was started in early 1990's has taken a great leap in the world of computers, but the fact that has hindered the growth of e-commerce is security. Security is the challenge facing e-commerce today & there is still a lot of advancement made in the field of security.

The main advantage of e-commerce over traditional commerce is the user can browse online shops, compare prices, and order merchandise sitting at home on their PC.

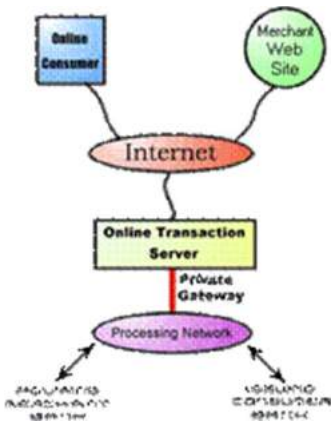
For increasing the use of e-commerce in developing countries the B2B e-commerce is implemented for improving access to global markets for firms in developing countries. For a developing country advancement in the field of e-commerce is essential. The research strategy shows the importance of the e-commerce in developing countries for business applications.

Definition of E-commerce

Electronic commerce or ecommerce is a term for any type of business, or commercial transaction, that involves the transfer of information across the Internet. It covers a range of different types of businesses, from consumer-based retail sites, through auction or music sites, to business exchanges trading goods and services between corporations. It is currently one of the most important aspects of the Internet to emerge.

Working of E-COMMERCE

The consumer moves through the internet to the merchant's web site. From there, he decides that he wants to purchase something, so he is moved to the online transaction server, where all of the information he gives is encrypted. Once he has placed his order, the information moves through a private gateway to a Processing Network, where the issuing and acquiring banks complete or deny the transaction. This generally takes place in no more than 5-7seconds.



There are many different payment systems available to accommodate the varied processing needs of merchants, from those who have a few orders a day to those who process thousands of transactions daily. With the addition of Secure Layer Technology, E-C0mmerce is also a very safe way to complete transactions

Present Challenges Facing E-Commerce

Speaking of obstacles, there are a lot of them that need to be uprooted before e-commerce can compete with traditional commerce. The biggest obstacle in the course of advancement of e-commerce is that the consumer's senses are limited to seeing and hearing the product. The second largest problem that e-commerce has been facing over the past few years is that of security. Traditional buyers and sellers are still paranoid about conducting business online. According to Hal Loevy, vice president of Global Marketing and Partnerships for SGSonSITE, "Despite all the noise about e-commerce, which is significant, companies still have to keep their old business practices: Can I trust who I am buying from? Who am I doing business with? What is their trading history? Am I obeying the law? Will I receive the goods as specified on screen and who do I approach if I have a problem?". According to emarketer.com, "70% of US consumers are concerned about online security; this discourages consumers from using credit cards to shop online (Payment One)". Also, according to e-marketer.com, in December 2001, 91% of websites collected personal information and in April-May 2001, 68% of US Internet users were concerned that transactions may not be secure and other companies and individuals might gain access to their personal information.

Some recent technological breakthroughs

Finally, in order to make the online shopping experience even better, there are a lot of new technologies like Verify, Digi Scent's Smell and Touch Sense that have emerged over the last couple of years. Even though I Smell, and Touch Sense are very new technologies, and they haven't been adopted by the majority of internet shoppers yet, they promise a consumer-friendly future. Verify is one technology that has been widely adopted today, and for good reason. According to a recent BizRate study, over 50% of online shoppers stated that they would not make further purchases from a Web merchant that delivered an item in a color that wasn't what they expected. This is the problem that Imation have designed their Verify system to solve. Here's how it works. When a shopper visits a Verify-enabled Web site for the first time they are invited to take a Web based survey that establishes how their monitor, computer, operating system, and browser handle color. This information in then stored as a cookie in the shopper's browser. Then, when they view a product image, the Verifi system reads the information in the

cookie and combines this with the profile of the scanner (or digital camera etc.) that the merchant used to produce the image to generate a color-accurate image in the shopper's browser.

1) The reality of E-Commerce with developing countries

The report is about the potential offered by internet based business-to-business (B2B) e-commerce for improving access to global markets for firms in developing countries .It addresses three questions:

Is B2B e-commerce opening new and cheaper access to global markets for developing country producer firms or, conversely, is it strengthening existing buyer-producer relationship and existing power relations?

Are developing country producers being marginalized by the spread of B2B e-commerce trading relationships that depend on sophisticated information and communication technologies (ICT's) and on efficient logistics systems, electronic payment systems and new certification procedures?

How can governments or technical assistance agencies help producers in developing countries to participate in B2B e-commerce developments on an equitable basis?

The question has been answered on how internet-based electronic marketplaces were actually working in 2001-2002 and how firms in developing countries were using internet applications to support and enhance their business support. This study does not examine any aspects of B2B e-commerce.

2) B2B E-Commerce: Issues for Developing Countries

Business to Business or B2B refers to electronic commerce between businesses rather than between a business and a consumer. B2B businesses often deal with hundreds or even thousands of other businesses, either as customers or suppliers.

Optimism about the potential of B2B e-commerce depends upon the idea that the major obstacle to increased sales is the cost of making products known to potential buyers in industrialized countries. This section makes explicit some of the expectations and assumptions surrounding the optimistic views of the potential of B2B e-commerce for firms in developing countries. It considers the policy implications that arise from these expectations and assumptions. It also examines the strength of the evidence supporting projections of rapid growth in B2B e-commerce transactions.

2.1) B2B e-commerce expectations and assumptions

The idea that B2B e-commerce would radically transform the way firms to do business can be summed up in four propositions about how this form of e-commerce is expected to work. These are taken from the publications of just two UN organizations concerned with trade and development, UNCTAD and ITC. However, the broadly reflect the general state of the expectations for B2B e-commerce in 2000 and 2001.

Proposition 1: e-commerce works through 'many-to-many' e-marketplaces

B2B e-commerce marketplaces are on-line spaces were many buyers and sellers can come together in one trading community and obtain sufficient information to make decisions about whether to buy or sell. UNCTAD's 2001 E-Commerce and Development Report suggested that 'many-to-many' e-marketplaces would become the dominant component of e-commerce

activity and argued that."E-markets involve a large number of buyers and sellers that engage in many-to-many transactions and relationships. They create a trading community in buyers' orders are matched with sellers' offers' and the trading partners benefit from other forms of collaboration"

Proposition 2: B2B e-commerce offers greater returns to firms in developing countries than other trading channels.

B2B e-commerce offers two important advantages for developing country firms.

First, e-commerce related transaction costs are less sensitive to distance than traditional marketing channels, so access to global markets is made easier.

Second, by simplifying and making market channels more efficient, B2B e-commerce enable developing country firms to retain a large share of the final consumer price of products. The process is not necessarily one of disintermediation, but rather one of more efficient, internet – based intermediation.

Proposition 3: B2B e-commerce particularly helps smaller firms to enter global markets

Reduction in the costs of accessing global markets are particularly important for Small and Medium sized Enterprises (SME's).

"E-Trade opens new commercial opportunities to the export-oriented enterprise. In particular, it empowers the small and medium-sized enterprise (SME), allowing into participate in international markets where previously market entry and promotion costs were prohibitive. It enables the firm to source production inputs more expeditiously, to streamline (i.e. eliminate intermediaries) its own supply- and export-distribution chains and to reduce business transaction costs.

Towards the end of the 1990's, there were high expectations that B2B e-commerce would encourage substantial changes in the way firms buy and sell products and that this would be associated with major reductions in the costs of transaction on the international market. It was suggested that:

Buyers and sellers could eliminate the 'middlemen' and intermediaries, establish one-to-one on-line trading and rationalise marketing channels.

Electronic trading would create opportunities for developing country producer firms to enter new markets and to strengthen their position in international trade.

3) The Reality of E-Marketplaces

How do e-marketplaces operate in practice? The answer to this question is based on the mapping of the characteristics of attributes of 184 e-marketplaces in the garments and horticulture (including some sites concerned with a broader range of agricultural products) sectors. The following illustrates the types of applications that were present at the e-marketplaces based on the web, which were included in the sample.

Types of applications in B2B e-marketplaces

***Direct Buyer/Seller Links*:** Provides a means for sellers to post direct links from a web site to their own company web sites. Potential buyers can follow these links to a vendor's web site. Alternatively, there may be no link and only protect and contact information about particular firm (e.g. electronic showrooms on-line directories, on-line catalogues).

Line auctions On: Applications may take three forms

Listing-agent auctions where the service provider acts as an agent running web-based auctions on the behalf of independent sellers who list their own auctions.

Merchant auctions where no independent sellers are identified, and the service provider acts as a retailer, which happens to conduct its transactions by auction.

Request for quots: This consists of a seller or buyer posting a message to a forum within an on-line environment or to individual members, indicating a desire to buy or sell items. Buyers and sellers may be unable to select the firms to which their quotes are sent as well as the individual firms from which they

Receive quotes. Messages may include price information.

***Trade Leads/Classifies*:** buyers and/or sellers post messages to an on-line forum or to individual members indicating a desire to buy or sell items. Buyers and sellers do not have control over which user forms can access messages posted to the forum. Messages generally do not include price information.

***E-Retail*:** The service provider sells products directly to users. Visitors take the role of buyers and the site provider takes the role of a seller. These platforms parallel the exchange processes common on B2C web sites.

3.1) Support services in e-marketplaces:

To what extent were providers of e-marketplaces offering affordable services to support the settlement of transactions on-line? On-line trading might be greatly facilitated by services that: The road to creating a successful online store can be a difficult if unaware of e-commerce principles. Researching and understanding the guidelines required to properly implement an e-business plan is a crucial part to becoming successful with online store building.

Enable payment to be made; and

Facilitate the delivery of the product.

Product delivery was equally unspotted. The companies hosting e-marketplace rarely played a direct rule in arranging for the delivery of the products. For 80% of the e-marketplace the buyers were left to take responsibility for arranging for the delivery of the products once they had been purchased. This was facilitated by links from some of these e-marketplace to third party service providers.

For an additional cost, e-marketplace users could access logistic service including shipping and delivery service, financial service customs brokering, insurance service and travel service. Shipping and/or delivery support service were accessible to users in 34% of the 77 horticulture and 53% of the 107 garments e-marketplace. It was not possible to excess the effectiveness of these services using the method employed in this study, but in many cases the web site provider merely provided a link to the web site of the provider of these services.

ACKNOWLEDGEMENTS

Success in life is never attained single handedly. My deepest gratitude goes to my thesis supervisor, **Dr. Shashank Bhardwaj** for his guidance, help and encouragement throughout my research work. Their enlightening ideas, comments, and suggestions.

Words are not enough to express my gratitude to **Dr. Ajay Kumar Shrivastava**, Professor and Head, Department of Computer Applications, for his insightful comments and administrative help at various occasions.

Fortunately, I have many understanding friends, who have helped me a lot on many critical conditions.

Finally, my sincere thanks go to my family members and all those who have directly and indirectly provided me moral support and other kind of help. Without their support, completion of this work would not have been possible in time. They keep my life filled with enjoyment and happiness.

GARGI AGARWAL
(2000290140046)
PINKUSH GUPTA
(2000290140084)
SHRISTI JAIN
(2000290140117)
SOYAB KHAN
(2000290140124)

TABLE OF CONTENTS

LIST OF FIGURES

LIST OF TABLES

1. INTRODUCTION

1.1 Overview

This system provides an easy solution for customers to buy the product without going to the shop and to shop owner to sale the product. This proposed system can be used by any naïve users, and it does not require any educational level, experience, or technical expertise in computer field, but it will be of good use if user has the good knowledge of how to operate a computer.

1.2 Background Study

E-commerce is fast gaining ground as an accepted and used business paradigm. More and more business houses are implementing web sites providing functionality for performing commercial transactions over the web. It is reasonable to say that the process of shopping on the web is becoming commonplace.

The objective of this project is to develop a general-purpose e-commerce store where any product (such as books, CDs, computers, mobile phones, electronic items, and home appliances) can be bought from the comfort of home through the Internet. However, for implementation purposes, this paper will deal with an online ecommerce store.

An online store is a virtual store on the Internet where customers can browse the catalog and select products of interest. The selected items may be collected in a shopping cart. At checkout time, the items in the shopping cart will be presented as an order. At that time, more information will be needed to complete the transaction.

Usually, the customer will be asked to fill or select a billing address, a shipping address, a shipping option, and payment information cash on delivery. An email notification is sent to the customer as soon as the order is placed.

1.3 Project Planning

Project planning is part of project management, which relates to the use of schedules such as Gantt charts to plan and subsequently report progress within the project environment. Initially, the project scope is defined and the appropriate methods for completing the project are determined. Following this step, the durations for the various tasks necessary to complete the work are listed and grouped into a work breakdown structure. The logical dependencies between tasks are defined using an activity network diagram that enables identification of the critical path. Float or slack time in the schedule can be calculated using project management software. Then the necessary resources can be estimated and costs for each activity can be allocated to each resource, giving the total project cost. At this stage, the project plan may be optimized to achieve the appropriate balance between resource usage and project duration to comply with the project objectives. Once

established and agreed, the plan becomes what is known as the baseline. Progress will be measured against the baseline throughout the life of the project

1.4 Purposes

The project is about to handle all the information of the shop regarding members. Also, it manages resources which were managed and handled by manpower previously. The main purpose of the project is to integrate distinct sections of the shop into consistent manner so that complex functions can be handled smoothly. The project aims at the following matters

- Automation of product manipulation.
- Buying products.
- To manage information of different types of items.
- Consistently update information of all the item.
- Managing security by providing authorized email & password. Manages database efficiently.

2. FEASIBILITY STUDY

2.1 Technical Feasibility

It is technically feasible, since there will not be much difficulty in getting required resources for the development and maintaining the system as well. All the resources needed for the development of the software as well as the maintenance.

2.2 Economical Feasibility

Development of this application is highly economically feasible. The organization needed not spend much m one for the development of the system already available. The only thing is to be done is making an environment for the development with an effective supervision. I f we are doing so, we can attain the maximum usability of the corresponding resources. Even after the development, the organization will not be in a condition to invest more in the organization. Therefore, the system is economically feasible.

3. SYSTEM DESIGN

3.1 Design

3.1.1 Use Case

A use case diagram is used to represent the dynamic behavior of a system. It encapsulates the system's functionality by incorporating use cases, actors, and their relationships. It models the tasks, services, and functions required by a system/subsystem of an application. It depicts the high-level functionality of a system and also tells how the user handles a system.

The main purpose of a use case diagram is to portray the dynamic aspect of a system. It accumulates the system's requirement, which includes both internal as well as external influences. It invokes persons, use cases, and several things that invoke the actors and elements accountable for the implementation of use case diagrams. It represents how an entity from the external environment can interact with a part of the system.

Following are the purposes of a use case diagram given below:

1. It gathers the system's needs.
2. It depicts the external view of the system.
3. It recognizes the internal as well as external factors that influence the system.
4. It represents the interaction between the actors.

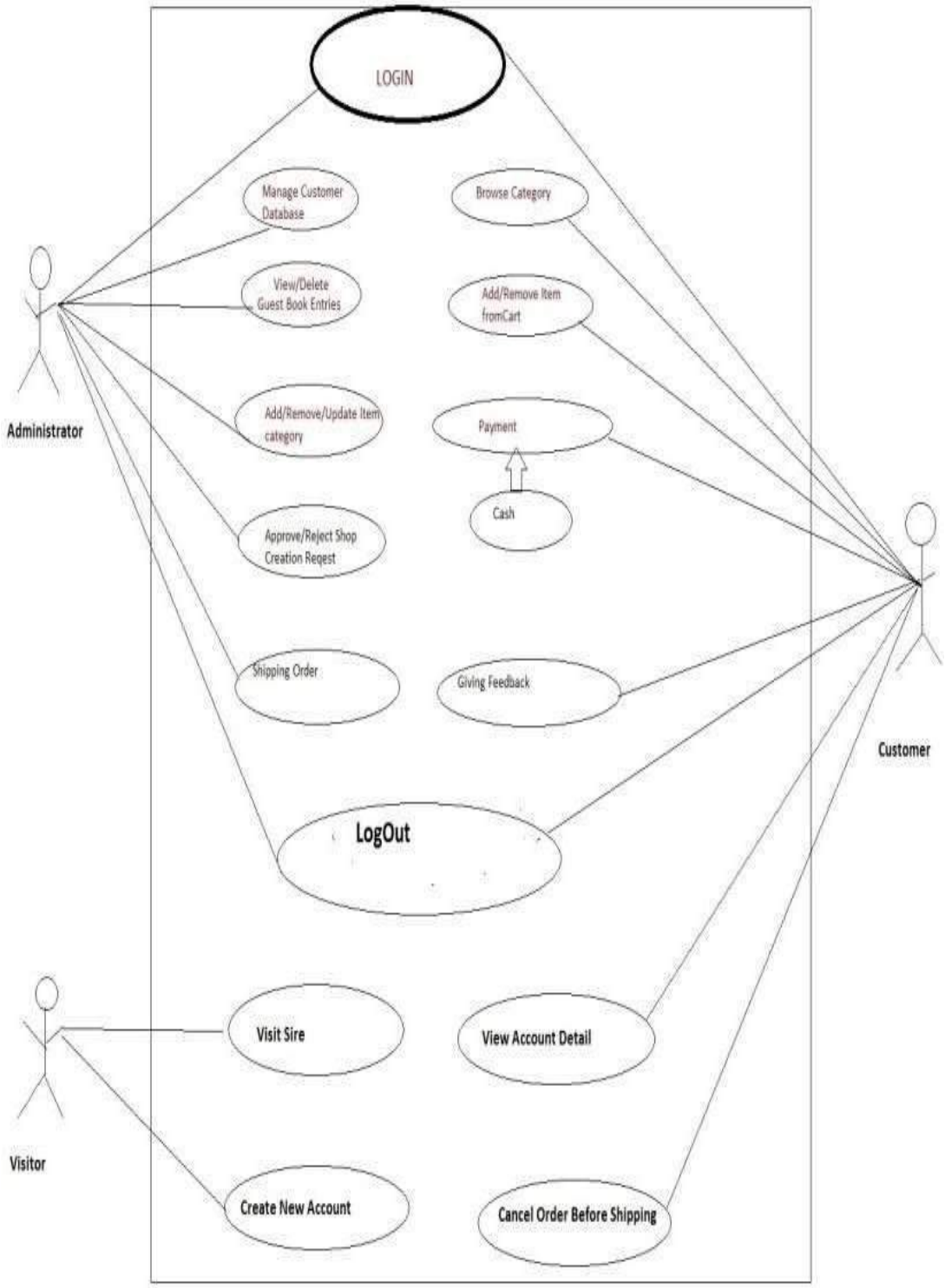

LOGIN
Manage Customer Database
Browse Category
View/Delete Guest Book Entries
Add/Remove Item fromCart
Add/Remove/Update Item category
Payment
Cash
Approve/Reject Shop Creation Reqest
Shipping Order
Giving Feedback
LogOut
Administrator
Customer
Visitor
Visit Sire
View Account Detail
Create New Account
Cancel Order Before Shipping

Fig 3.1.1

3.1.2 ER Diagram

ER Diagram stands for Entity Relationship Diagram, also known as ERD is a diagram that displays the relationship of entity sets stored in a database. In other words, ER diagrams help to explain the logical structure of databases. ER diagrams are created based on three basic concepts: entities, attributes and relationships.

ER Diagrams contain different symbols that use rectangles to represent entities, ovals to define attributes and diamond shapes to represent relationships.

At first look, an ER diagram looks very similar to the flowchart. However, ER Diagram includes many specialized symbols, and its meanings make this model unique. The purpose of ER Diagram is to represent the entity framework infrastructure.

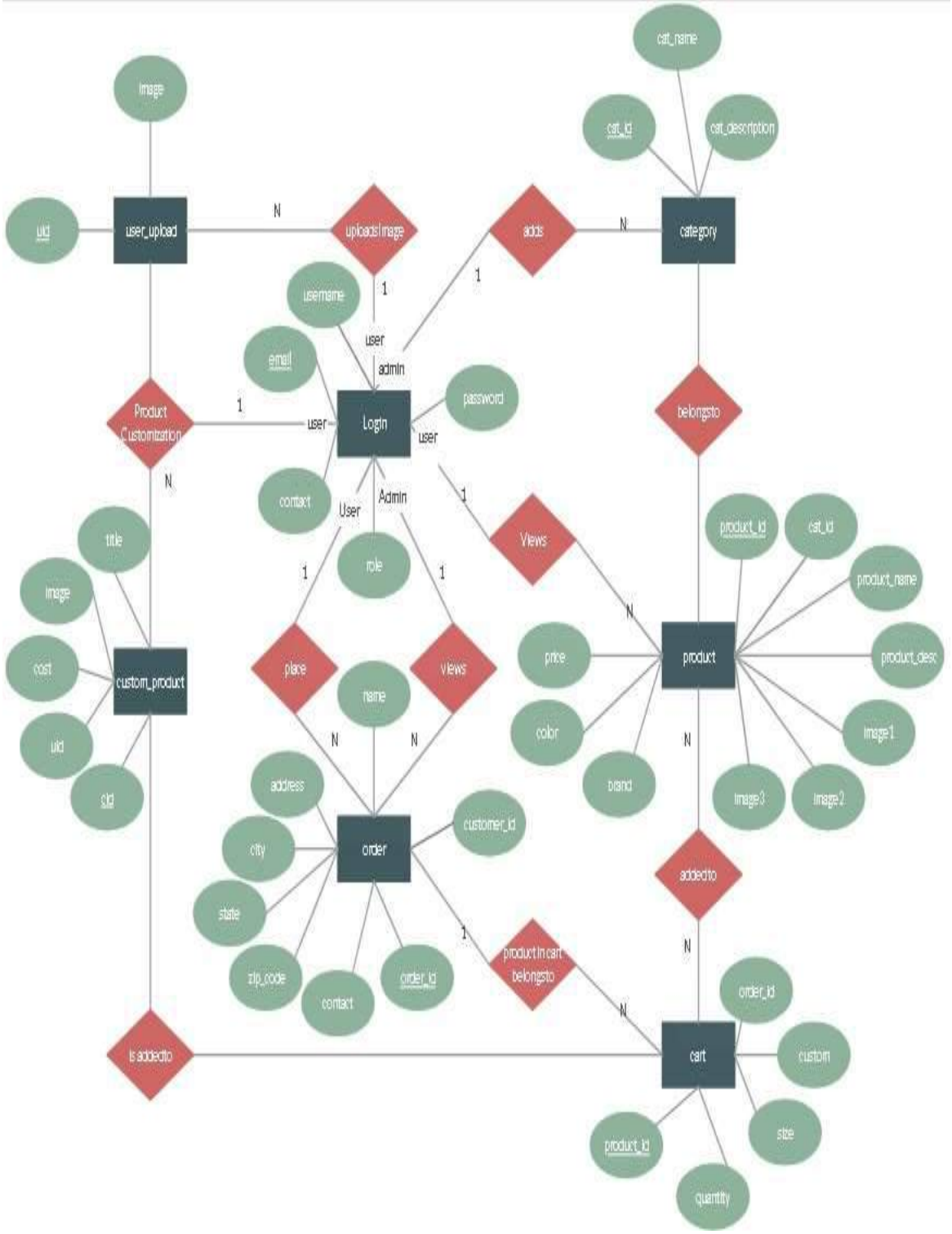

cat_name
image
cat_id
cat_description
uid
user_upload
N
uploadsImage
adds
N
category
username
1
1
user
email
admin
Product
Customization
1
user
Login
password
user
belongsto
N
contact
User
Admin
1
Views
product_id
cat_id
title
role
1
1
product_name
image
N
cost
custom_product
place
name
views
price
product
product_desc
N
N
color
image1
uid
brand
image3
image2
N
sid
address
customer_id
order
addedto
city
state
1
productIn cart
belongsto
N
zip_code
order_id
contact
order_id
N
Is addedto
cart
custom
product_id
size
quantity

Fig. 3.1.2

3.1.3 DFD

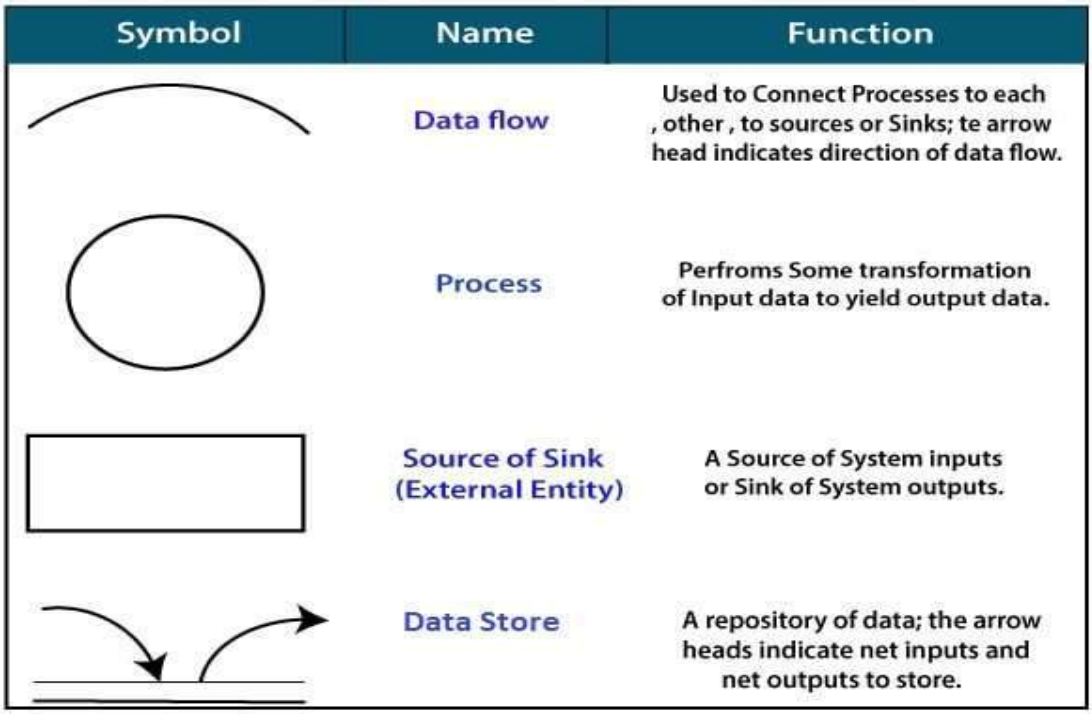
A Data Flow Diagram (DFD) is a traditional visual representation of the information flows within a system. A neat and clear DFD can depict the right amount of the system requirement graphically. It can be manual, automated, or a combination of both.

It shows how data enters and leaves the system, what changes the information, and where data is stored.

The objective of a DFD is to show the scope and boundaries of a system as a whole. It may be used as a communication tool between a system analyst and any person who plays a part in the order that acts as a starting point for redesigning a system. The DFD is also called as a data flow graph or bubble chart.

The following observations about DFDs are essential:

1. All names should be unique. This makes it easier to refer to elements in the DFD.
2. Remember that DFD is not a flow chart. Arrows is a flow chart that represents the order of events; arrows in DFD represents flowing data. A DFD does not involve any order of events.
3. Suppress logical decisions. If we ever have the urge to draw a diamond-shaped box in a DFD, suppress that urge! A diamond-shaped box is used in flow charts to represents decision points with multiple exists paths of which the only one is taken. This implies an ordering of events, which makes no sense in a DFD.
4. Do not become bogged down with details. Defer error conditions and error handling until the end of the analysis.



Symbols for Data Flow Diagrams

Fig. 3.1.3

3.1.3.1 DFD For Admin

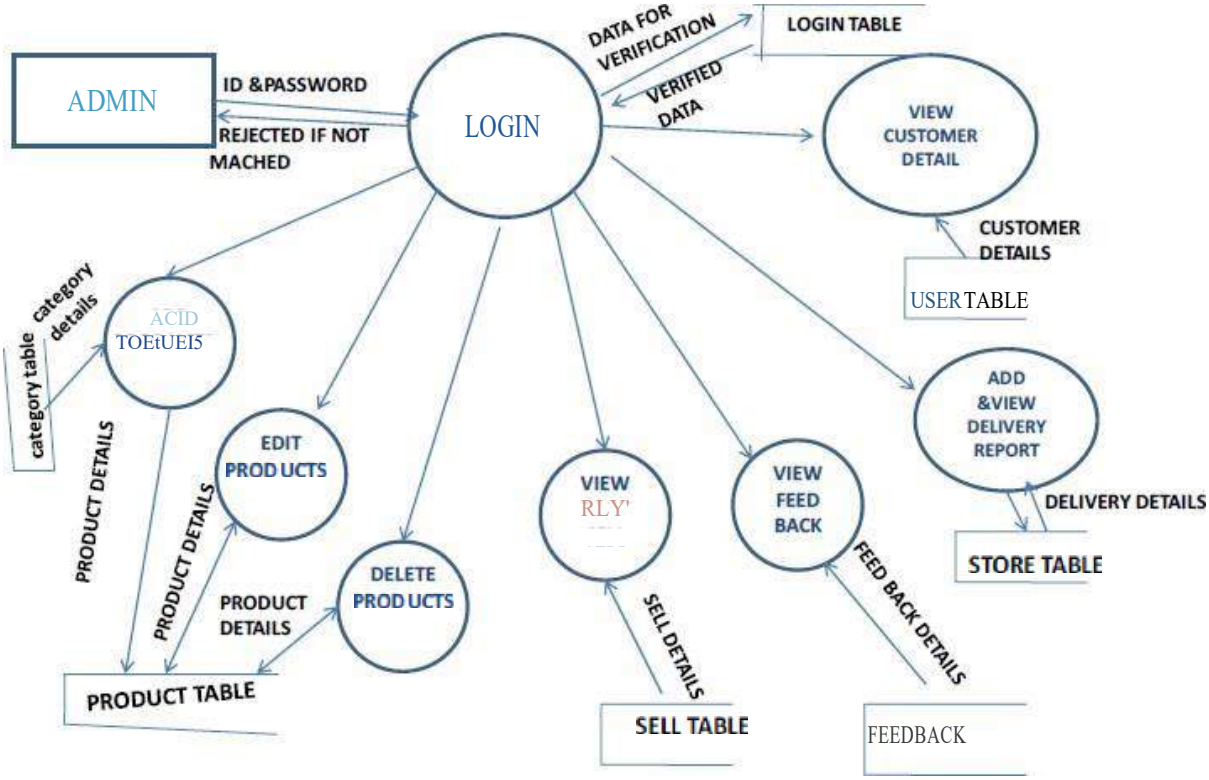


Fig. 3.1.3.1

3.1.3.2 DFD For Customer

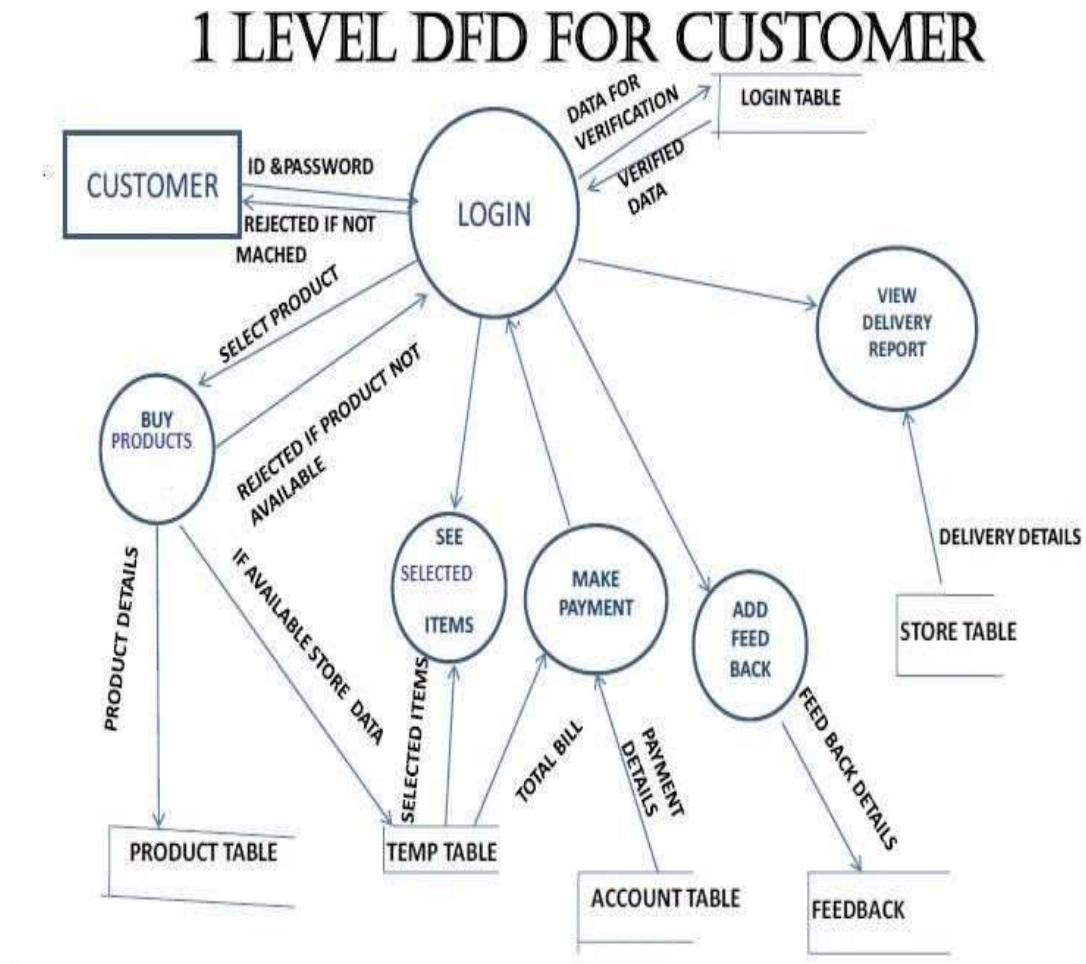


Fig. 3.1.3.2

3.2 User Characteristics

Admin The administrator has all the rights to access the system. He is the one who has all rights to view the members and product details, modify those details. He can add various product based on the category. He can also set the available quantity of a product and its reasonable price. Also, he can also set discount in various occasion. Admin can also view the details of a member. The admin has the power to generate the scratch card so that users can also use the recharge card to buy various product

Users The user can log in to the system by using his specific email and password. User can view the products and order the products according to their own needs. He can view his profile and update his details. He can update his personal information by logging into the system. User can find various product by using search option easily. update his details. He can update his personal information by logging into the system. User can find various product by using search option easily.

3.3 System Information

This system is an automated Shop Management System. Through the software user can add members, add product, search product, update information, edit information, buy the product in quick time. The system has the following advantages:

- User friendly interface
- Fast access to database
- Search facility
- Look and Feel Environment

3.4 System Analysis

System Analysis refers into the process of examining a situation with the intent of improving it through better procedures and methods. System Analysis is the process of planning a new system to either replace or complement an existing system. But before any planning is done the old system must be thoroughly understood and the requirements determined. System analysis is, therefore, the process of gathering and interpreting facts, diagnosing problems, and using the information to re- comment improvements in the system. System analysis is conducted with the following objectives in mind:

- Evaluate the system concept for feasibility.
- Perform economic and technical analysis.
- Allocate functions to hardware, software people, database, and other system elements.
- Establish cost and schedule constraints.
- Create a system definition that forms the foundation for all the subsequent engineering work.

4. HARDWARE AND SOFTWARE REQUIREMENTS

4.1 Hardware Required

- **Processor** : Pentium IV or Above
- **Ram** : 2GB or above
- **Hard Disk** : 50GB or above
- **Input Devices** : Keyboard, Mouse
- **Output Device:** Monitor

4.2 Software Required

- **Operating System:** Windows XP, 7, 8, 8.1, 10
- **Frontend** : HTML, CSS, Bootstrap, JavaScript
- **Backend** : MySQL
- **Local host:** XAMPP

5. IMPLEMENTING TOOLS FOR THE PROJECT

5.1Tools

- HTML
- CSS
- Bootstrap
- Laravel
- Vue Js
- MySQL
- XAMPP

5.2 What is XAMPP

XAMPP stands for Cross-Platform (X), Apache (A), MySQL (M), PHP (P) and Perl (P). It is a simple, lightweight Apache distribution that makes it extremely easy for developers to create a local web server for testing purposes. Everything you need to set up a web server – server application (Apache), database (MySQL), and scripting language (PHP) – is included in a simple extractable file. XAMPP is also cross-platform, which means it works equally well on Linux, Mac and Windows. Since most actual web server deployments use the same components as XAMPP, it makes transitioning from a local test server to a live server is extremely easy as well. Web development using XAMPP is especially beginner friendly.

5.3 What is included in XAMPP

XAMPP has four primary components. These are:

Apache: Apache is the actual web server application that processes and delivers web content to a computer. Apache is the most popular web server online, powering nearly 54% of all websites.

MySQL: Every web application, howsoever simple or complicated, requires a database for storing collected data. MySQL, which is open source, is the world's most popular database management system. It powers everything from hobbyist websites to professional platforms like WordPress.

PHP: PHP stands for Hypertext Preprocessor. It is a server-side scripting language that powers some of the most popular websites in the world, including Word Press and Facebook. It is open source, relatively easy to learn, and works perfectly with MySQL, making it a popular choice for web developers

5.4 HTML

Every webpage you look at is written in a language called HTML. You can think of HTML as the skeleton that gives every webpage structure. In this course, we'll use HTML to add paragraphs, headings, images, and links to a webpage.

In the editor to the right, there's a tab called test.html. This is the file we'll type our HTML into. Like any language, it has its own special syntax. A browser's job is to transform the code in test.html into a recognizable webpage! It knows how to lay out the page by following the HTML syntax.

Example: -

```
<!DOCTYPE html>
<html>
<head>
<title>Page Title</title>
</head>
<body>

<h1>My First Heading</h1>
<p>My first paragraph. </p>

</body>
</html>
```

5.5 CSS

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language.[1] Most often used to set the visual style of web pages and user interfaces written in HTML and XHTML, and is applicable to rendering in speech, or on other media. Along with HTML and JavaScript, CSS is a cornerstone technology used by most websites to create visually engaging webpages, user interfaces for web applications, and user interfaces for many mobile applications.

CSS is designed primarily to enable the separation of document content from document presentation, including aspects such as the layout, colors, and fonts.[3] This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple HTML pages to share formatting by specifying the relevant CSS in a separate .CSS file, and reduce complexity and repetition in the structural content.

CSS Types: -

- Inline CSS
- Internal or Embedded CSS
- External CSS

- Inline CSS:
  Inline CSS contains the CSS property in the body section attached with element is known as inline CSS. This kind of style is specified within an HTML tag using the style attribute.

  Example:

```
<!DOCTYPE html>
<html>
    <head>
        <title>Inline CSS</title>
    </head>

    <body>
        <p style = "color:#009900; font-size:50px;
                font-style:italic; text-align:center;">
            Hello
        </p>

    </body>
</html>
```

- Internal or Embedded CSS:
  This can be used when a single HTML document must be styled uniquely. The CSS rule set should be within the HTML file in the head section i.e the CSS is embedded within the HTML file.

  Example:

```
<!DOCTYPE html>
<html>
    <head>
        <title>Internal CSS</title>
        <style>
            .main {
                text-align:center;
            }
            .GFG {
                color:#009900;
                font-size:50px;
                font-weight:bold;
            }
            .geeks {
                font-style:bold;
                font-size:20px;
            }
        </style>
    </head>
    <body>
        <div class = "main">
```

```
            <div class ="GFG">Hello</div>

            <div class ="geeks">
                A computer science portal
            </div>
        </div>
    </body>
</html>
```

- External CSS:
  External CSS contains separate CSS file which contains only style property with the help of tag attributes (For example class, id, heading, … etc). CSS property written in a separate file with .css extension and should be linked to the HTML document using **link** tag. This means that for each element, style can be set only once and that will be applied across web pages.

  Example:
  The file given below contains CSS property. This file save with .css extension. For Ex: **style.css**

```
body {
   background-color:powderblue;
}
.main {
   text-align:center;
}
.GFG {
   color:#009900;
   font-size:50px;
   font-weight:bold;
}
#geeks {
   font-style:bold;
   font-size:20px;
}
```

Below is the HTML file that is making use of the created external style sheet

- **link** tag is used to link the external style sheet with the html webpage.
- **href** attribute is used to specify the location of the external style sheet file.

```
<!DOCTYPE html>
<html>
  <head>
    <link rel="stylesheet" href="geeks.css"/>
  </head>
```

```
    <body>
      <div class = "main">
        <div class ="GFG">GeeksForGeeks</div>
        <div id ="geeks">
          A computer science portal for geeks
        </div>
      </div>
    </body>
  </html>
```

5.6 MySQL

- MySQL is a database system used on the web.
- MySQL is a database system that runs on a server.
- MySQL is ideal for both small and large applications.
- MySQL is very fast, reliable, and easy to use.
- MySQL uses standard SQL.
- MySQL compiles on several platforms.
- MySQL is free to download and use.
- MySQL is developed, distributed, and supported by Oracle Corporation.

6. Project Database and Project Table

6.1 Database Design

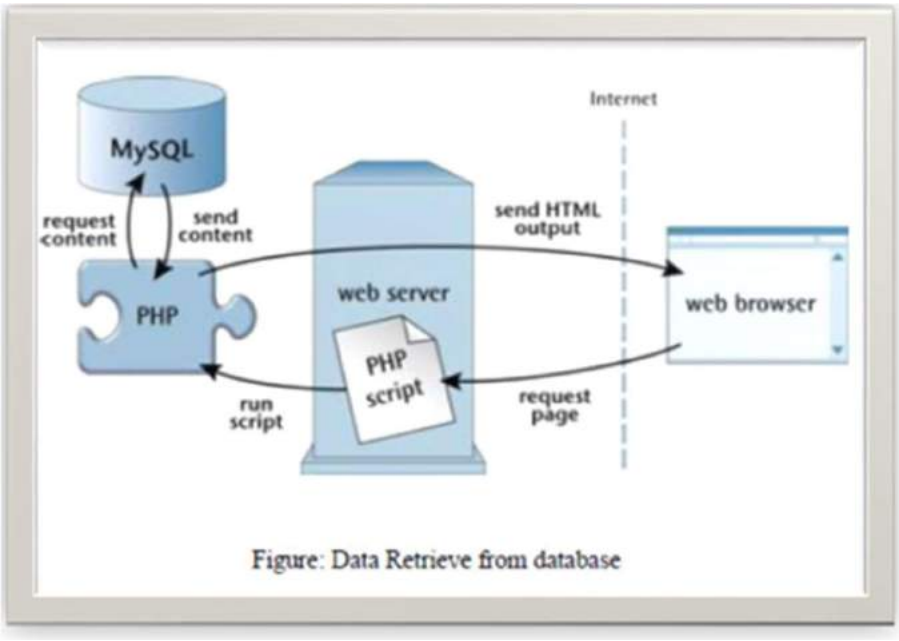


Fig. 6.1

6.2 All Table List

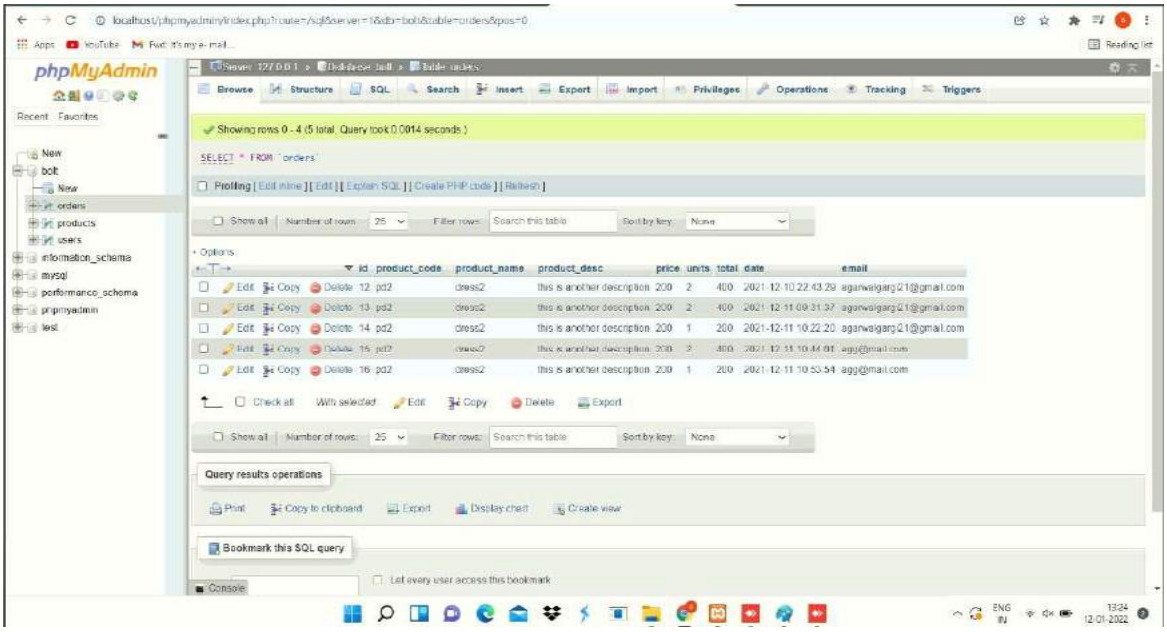


Fig. 6.2

6.3 Admin Table

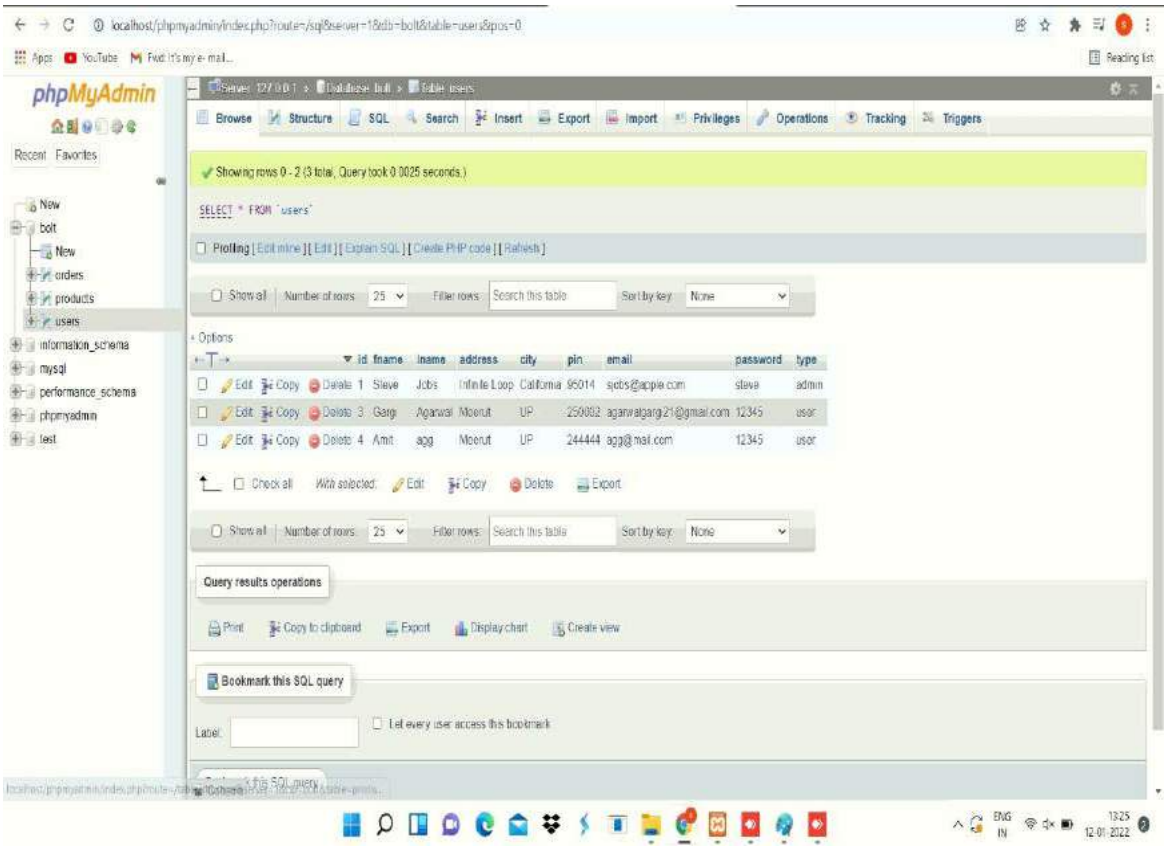


Fig. 6.3

6.4 Users Table

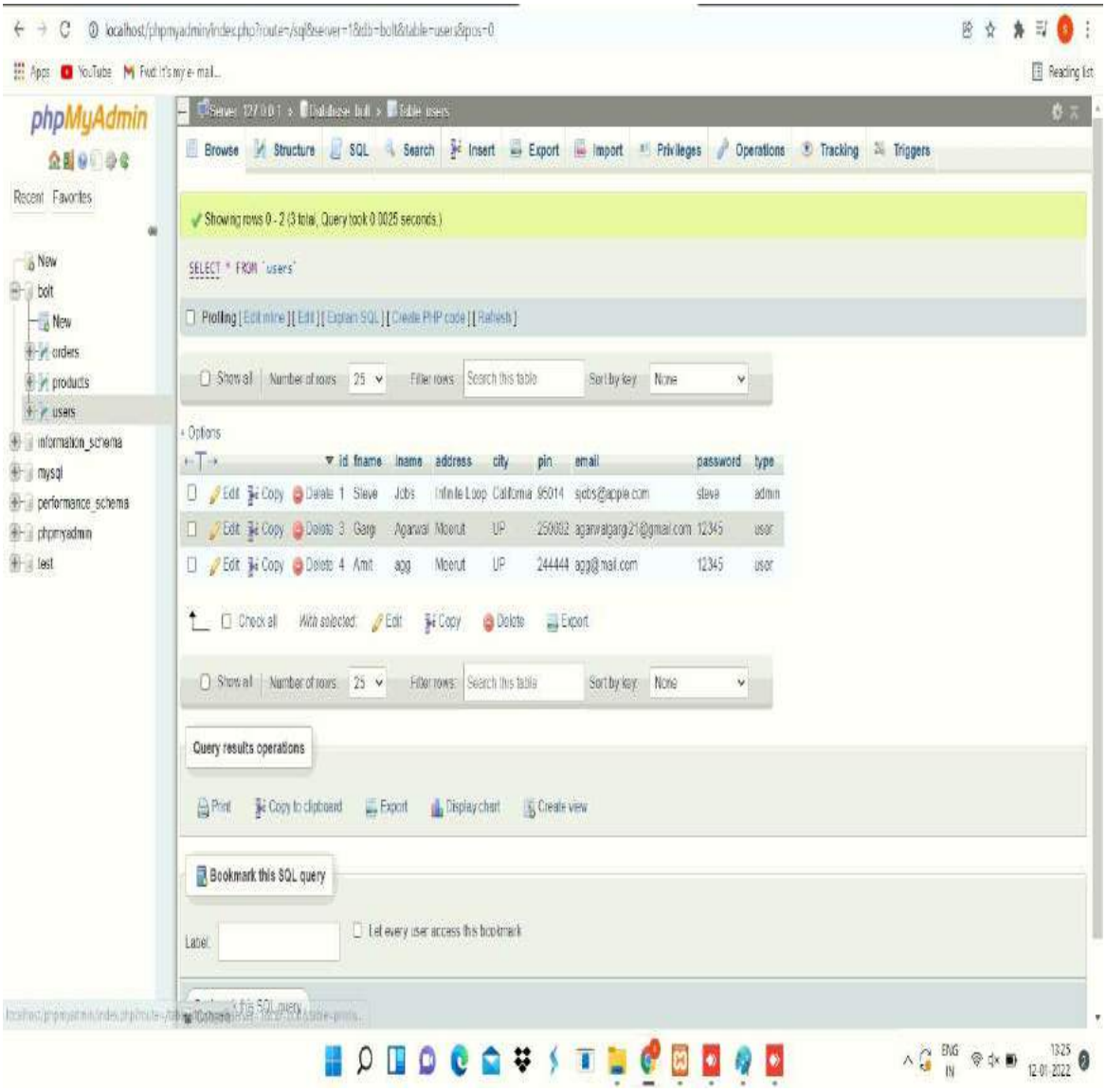


Fig. 6.4

6.5 Product Table

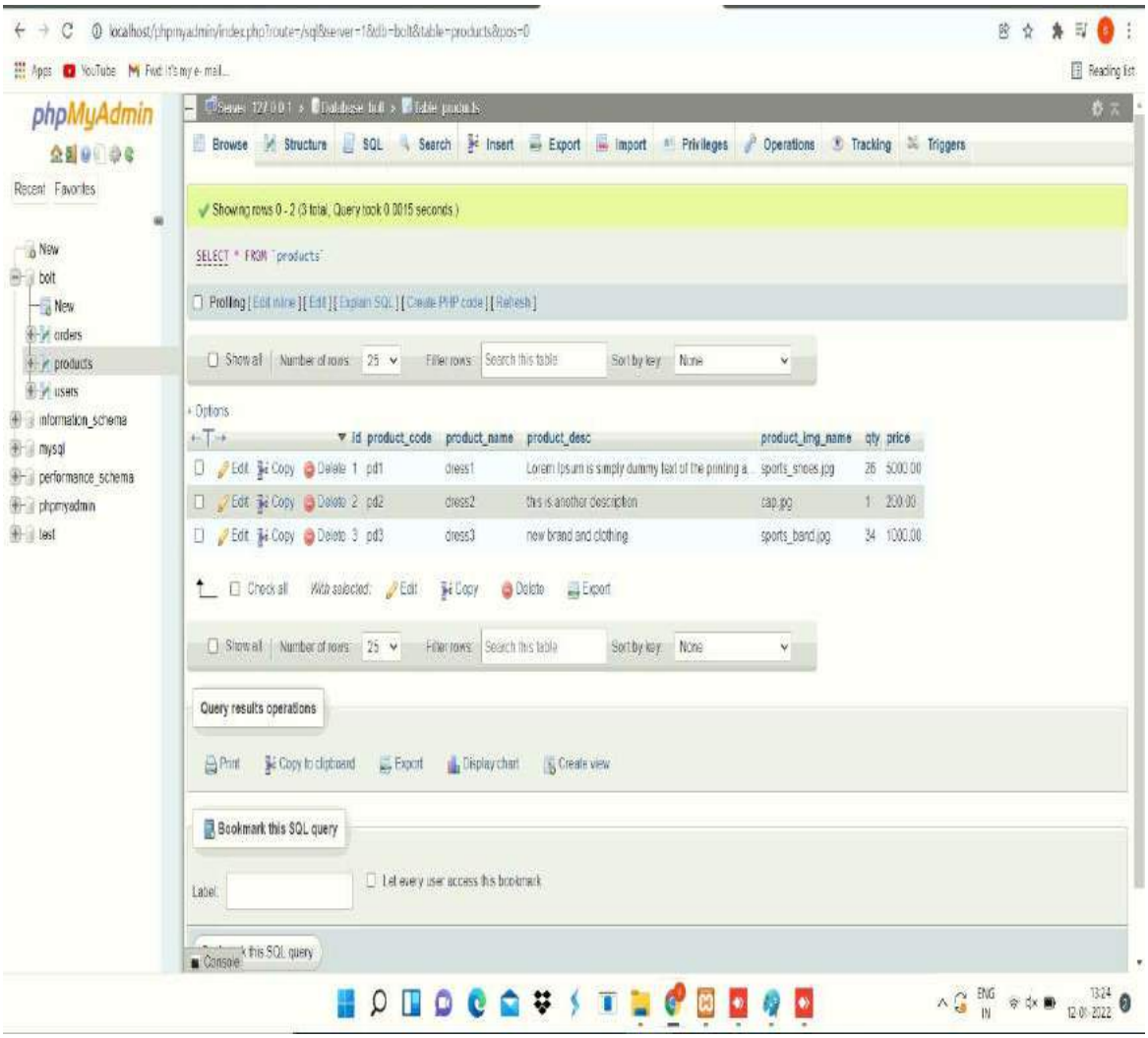


Fig. 6.5

6.6 Order Table

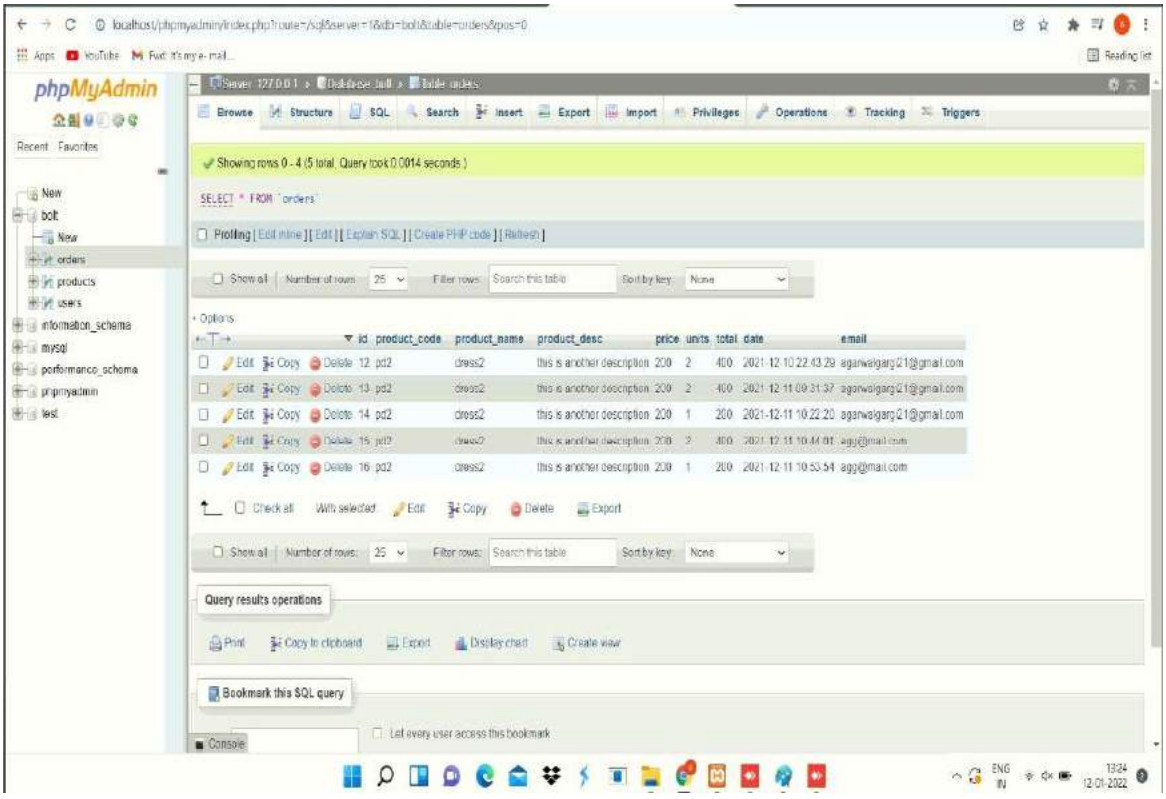


Fig. 6.6

7. Project Model View

7.1 Home Page

Fig. 7.1

7.2 Admin Login Page

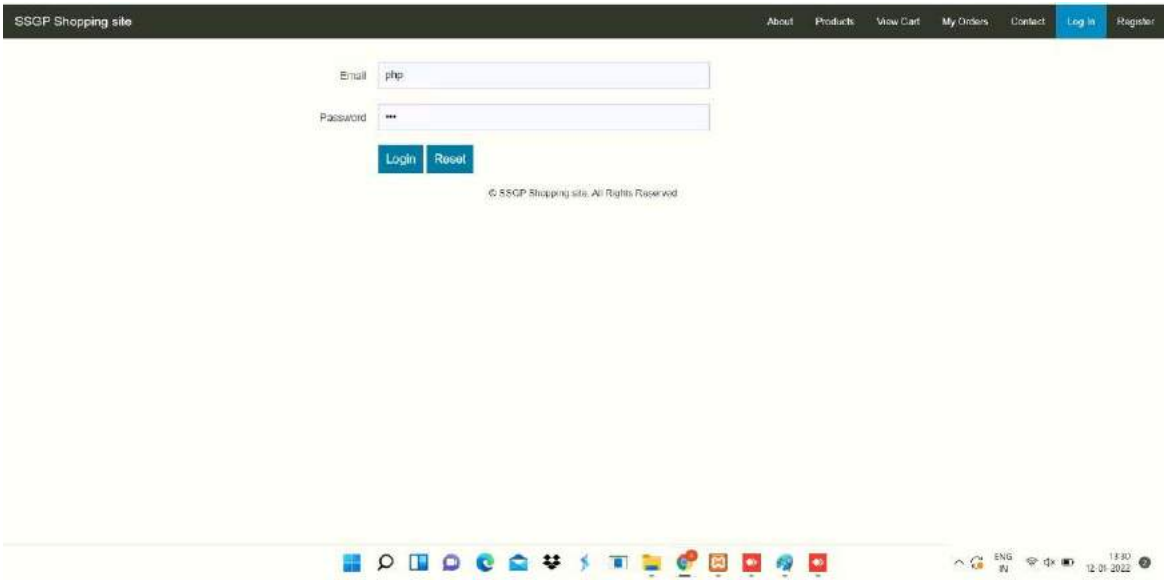


Fig. 7.2

7.3 User Register Page

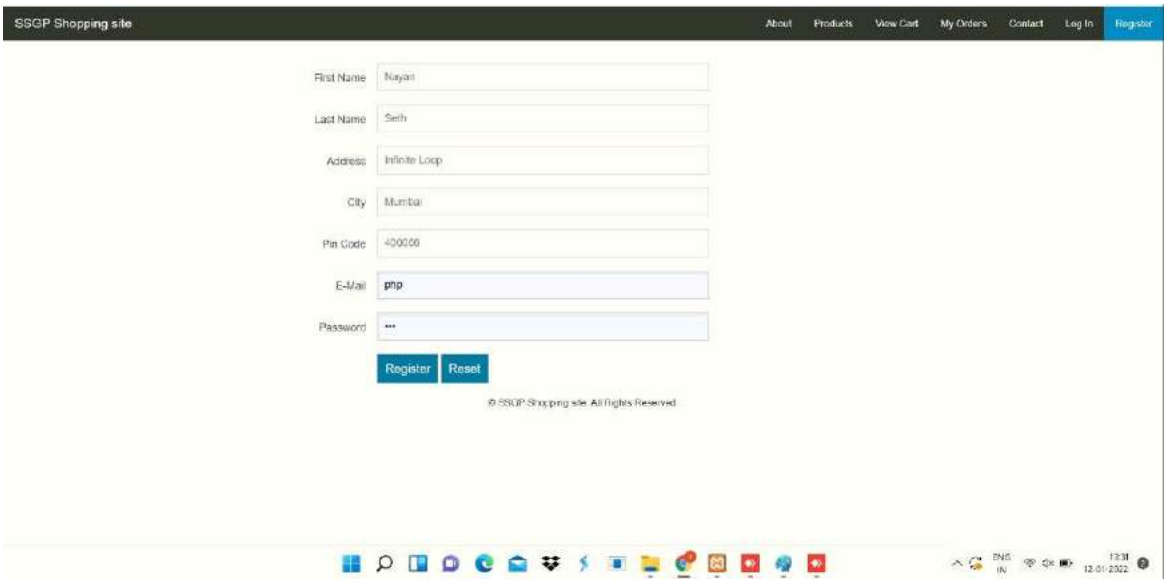


Fig. 7.3

8. Category List Page

8.1 Add Product Page

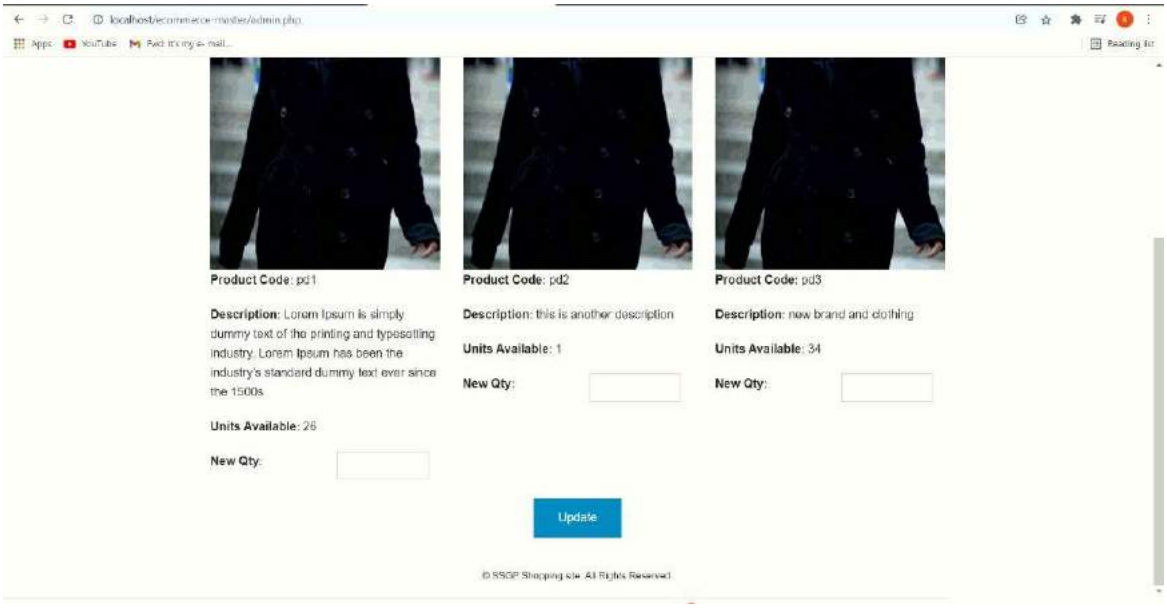


Fig. 8.1

8.2 Product List Page

Fig. 8.2

8.3 Order List Page

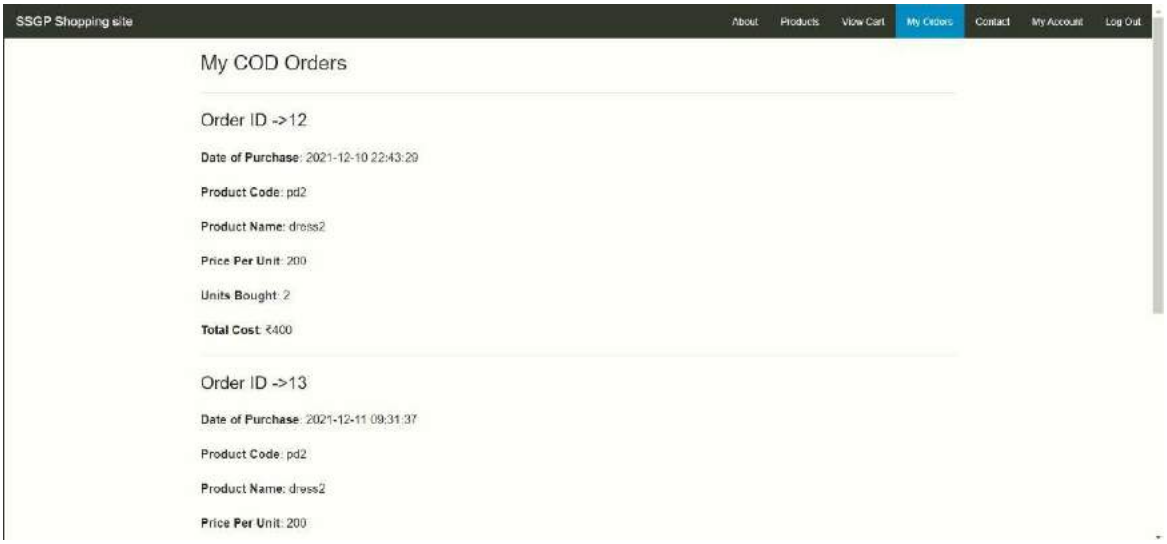


Fig. 8.3

9. Software Testing

9.1 Why Software Testing is Required

Toolbars work properly. Are all menu function and pull-down sub function properly listed? Is it possible to invoke each menu function using a logical assumption that if all parts of the system are correct, the goal will be successfully achieved? In adequate testing or non-testing will leads to errors that may appear few months later. Testing represents an interesting anomaly for the software engineer. During earlier software engineering activities, the engineer attempts to build software from an abstract concept to a tangible product. Now comes testing. The engineer creates a series of test cases that are intended to "demolish" the software that has been built. In fact, testing is the one step in the software process that could be viewed (psychologically, at least) as destructive rather than constructive. Testing requires that the developer discard preconceived notions of the "correctness" of software just developed and overcome a conflict of interest that occurs when errors are uncovered.

If testing is conducted successfully (according to the objectives stated previously) it will uncover errors in the software. As a secondary benefit, testing demonstrates that software functions appear to be working according to specification, that behavioral and performance requirements appear to have been met. In addition, data collected as testing is conducted provide a good indication of software reliability and some indication of software quality. But testing cannot show the absence of errors and defects, it can show only that software errors and defects are present. It is important to keep this (rather gloomy) statement in mind as testing is being conducted.

9.2 Testing Strategy

There are types of testing that we implement. They are as follows:

While deciding on the focus of testing activities, study project priorities. For example, for an on- line system, pay more attention to response time. Spend more time on the features used frequently. Decide on the effort required for testing based on the usage of the system. If the system is to be used by many users, evaluate the impact on users due to a system failure before deciding on the effort.

This creates two problems

- Time delay between the cause and appearance of the problem.
- The effect of the system errors on files and records within the system.

The purpose of the system testing is to consider all the likely variations to which it will be suggested and push the systems to limits. The testing process focuses on the logical intervals of the software ensuring that all statements have been tested and on functional interval uncover errors and ensure that defined input will produce actual results that agree with the required results. Program level testing, modules level testing integrated and carried out.

There are two major types of testing they are:

- White Box Testing.
- Black Box Testing.

9.3 White Box Testing

White box sometimes called "Glass box testing" is a test case design uses the control structure of the procedural design to drive test case. Using white box testing methods, the following tests were made on the system

a) All independent paths within a module have been exercised once. In our system, ensuring that case was selected and executed checked all case structures. The bugs that were prevailing in some part of the code where fixed
b) All logical decisions were checked for the truth and falsity of the values.

9.4 Black Box Testing

Black box testing focuses on the functional requirements of the software. This is black box testing enables the software engineering to derive a set of input conditions that will fully exercise all functional requirements for a program. Black box testing is not an alternative to white box testing rather it is complementary approach that is likely to uncover a different class of errors that white box methods like.

- Interface errors.
- Performance in data structure.
- Performance errors.
- Initializing and termination error

10. CONCLUSION

10.1 Conclusion

This project is only a humble venture to satisfy the needs in a shop. Several user-friendly coding has also adopted. This package shall prove to be a powerful package in satisfying all the requirements of the organization. The objective of software planning is to provide a framework that enables the manger to make reasonable estimates made within a limited time frame at the beginning of the software project and should be updated regularly as the project progresses.

This website provides a computerized version of shop manipulate system which will benefit the users as well as the visitor of the shop. It makes entire process online where users can search product and buy various product. It also has a facility for common user by login into the system where user can login and can see status of ordered item as well request for items or give some suggestions. It provides the facility of admin's login where admins can add various item, review users activity and also give occasional discount and also add info about different events for the customer.

10.2 Future Aspect

The project has a very vast scope in future. The project can be implemented on intranet in future. Project can be updated in near future as and when requirement for the same arises, as it is very flexible in terms of expansion. With the proposed software of database Space Manager ready and fully functional the client is now able to manage and hence run the entire work in a much better, accurate and error free manner.

The following are the future scope for the project.

- Should be added payment gateway
- Can be added inventory management system
- Can be added multiple branches
- Can be added multilingual to this site
- And many features can be added this project to make it more robust.

BIBLIOGRAPHY

- The growth of the Internet and E-commerce
- E-commerce success stories
- Going into e-business
- E-commerce business models
  - Direct sales
  - Intermediaries
    - Electronic marketplaces
  - Infomediaries
  - Auctions
  - Extranets
  - Intranets
  - Electronic Data Interchange (EDI)
- How do companies use e-commerce?
  - Online transactions, payments
  - Marketing
  - Personalization and mass customization
  - Customer service
- E-commerce in various industries
  - Banking
  - Automobile
  - Pharmaceuticals
  - Retail
- Logistics and E-commerce
- E-commerce and Supply Chain Management
  - Using e-commerce for sharing and exchanging information
  - Dynamic pricing
- International E-commerce
- E-commerce technologies
  - Security
  - Systems integration