

Project Report Submitted In Aviothic 1.0

On

Easy-M Website

Team Name: #Hash it Out

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ABSTRACT

Easy-Market Website is an online web application where the customer can purchase products online. Through a web portals the customers can search for a products by different local shopkeepers in there local area by locating there locations in there wards. On this web portals shops owner are able to register there shops and also adds there products for sale, here user are able to purchase all those product which are added by there local area shopkeepers.

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INTRODUCTION

In the world of software development there lots of improvement in the area of Architectural design and principles. The philosophies and implementation details are changing as the people guiding the development of the application. In this fantastic and yet sometimes complex world of software development there are some tried and true architecture patterns and software development guidelines employed by most architects. Also your design must have an ability to turn towards innovation instead of lending itself to common practices. Web services are one such area where architects must lean on their creative side and hope that their solutions are still successful. In this report we will explain an exciting voyage down the road of Web services application. From requirements to use cases, to database design, to component frameworks, to user interfaces, we will cover each and every aspect of system design required to build an application with collaborative Web services. The reason why we selected online Bookstore web service is everybody walking down the street has some idea about bookstores. The objective of this project is to develop an e book store where books can be bought from the comfort of home through the Internet

An **Easy-Market Website** is a web-portal on the Internet where customers can purchases there product by selecting product which are add by there selecting local area. **Easy-Market Website** is an online web application where the customer can purchase products online. Through a web portals the customers can search for a products by different local shopkeepers in there local area by locating there locations in there wards. On this web portals shops owner are able to register there shops and also adds there products for sale, here user are able to purchase all those product which are added by there local area shopkeepers.

PROBLEM DEFINITION

- To solve the problem for local shopkeepers, we found that local shopkeepers are unable to sale their products on online platform.
- So, here we made a web portals to sale product to the customer through whatsapp.

PURPOSE

The main purpose of the Project on **Easy-Market Website** is to manage the details of products, Customer, Order. It manages all the information about customers and there products. The project is totally built at administrative end and thus only the administrator is guaranteed the access. The purpose of the project is to build an application program to reduce the manual work for managing the product sale and purchase for Customer and Saller. It tracks all the details about the Customer, Order, Payment.

Specific objective

- To design a management system for market store.
- To analyze the problem of sailing and purchase.
- To analyze the possible requirements for the new products.

HARDWARE AND SOFTWARE SPECIFICATION

SOFTWARE :

Language	:	HTML , CSS , Javascript, PHP
Database	:	MySql server
Browser	:	Google Chrome , Mozilla
Web Server	:	Xampp

HARDWARE :

Processor	:	Pentium or above
RAM	:	Minimum 1 GB
Hard Disk	:	10 GB
Keyboard	:	Any
Moniter	:	Any colored Moniter

ABOUT THE TECHNOLOGY

HTML:

Hypertext Markup Language (HTML) is the main mark up language for creating web pages and other information that can be displayed in a web browser. HTML is written in the form of HTML elements consisting of tags enclosed in angle brackets (like `<html>`), within the web page content. HTML tags most commonly come in pairs like `<h1>` and `</h1>`, although some tags represent empty elements and so are unpaired, for example `
`. The first tag in a pair is the start tag, and the second tag is the end (they are also called opening tags and closing tags). In between these tags web designers can add text, further tags, comments and other types of text-based content

CSS:

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation semantics (the look and formatting) of a document written in a mark up language. CSS is designed primarily to enable the separation of document content (written in HTML or a similar mark up language) from document presentation, including elements such as the layout, colors, and fonts. This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple pages to share formatting and reduce complexity and repetition in the structural content (such as by allowing for table less web design)

Java Script:

JavaScript (JS) is an interpreted computer programming language. It was originally implemented as part of web browsers so that client-side scripts could interact with the user, control the browser and alter the document content that was displayed. JavaScript is a prototype-based scripting language with dynamic typing and has first-class functions. Its syntax was influenced by the language C. JavaScript copies many names and naming conventions from Java, but the two languages are otherwise unrelated and have very different semantics.

PHP:

Java Server Pages (JSP) is a technology that helps software developers create dynamically generated web page based on HTML, XML, or other document types. Released in 1999 by Sun micro system, JSP is similar to PHP, but it uses the Java programming language to deploy and run Java Server Pages, a compatible web server with a servlet container, such as Apache tomcat or NetBeans or Jetty, is required. Architecturally, JSP may be viewed as a high-level abstraction of Java servlets JSPs are translated into servlets at runtime: each JSP servlet is cached and re-used until the original JSP is modified.

BOOTSTRAP

Bootstrap is a free and open-source front-end web framework for designing websites and web applications. It contains HTML and CSS-based design templates for typography, forms, buttons, navigation and other interface components, as well as optional JavaScript extensions. Unlike many web frameworks, it concerns itself with front-end development only. Bootstrap is the second most-starred project on GitHub, with more than 111,600 stars and 51,500 forks. It is modular and consists of a series of less style sheets that implement the various components of the toolkit. These style sheets are generally compiled into a bundle and included in web pages, but individual components can included or removed. Bootstrap provides a number of configuration variables that control things such as color and padding of various components.:

PROPOSED SOLUTION

The new system was designed to solve problem affecting the manual system in use. It was designed use online thereby relieving both customer and staff from much stress as experienced from the manual system

This was the analyzing and storing of information either automatically or interactively, it made use of online access to internet.

The proposed system also had some other features like

- Accuracy in handling of data
- Fast rate of operation and excellent response time Flexibility, that is to say, it can be accessed at any time
- Easy way of back up or duplicating data in diskette in case of data les Better storage and faster retrieval system
- Accessibility from any part of the world.

PROJECT ANALYSIS

- The Existing system is a paper based system. Here a paper is used as a means of clearance. Students are meant to fill forms that are supposed to be signed by all departments. Photocopying the form for all the departments that made it expensive and tiresome
- The paper based system is tiresome and time consuming whereby in case any changes are to be made, a different magazine or newspaper has to be published to reflect those changes.
- This system is very expensive because a lot of money has to be spent to publish new copies of magazines and newspaper with the latest information.
- It is hard to manipulate the information already published.

TOOLS USED TO GATHER INFORMATION

During this project research work, data needed for the project was gathered from the various sources. In gathering and collecting necessary data and information needed from the system analyses.

Some various methods through which data is gathered are as follows

Research Design:

The aim is mainly to acquire an in-depth understanding of existing manual system. Quantitative design was also used to gather information that is analysis of document such as books, newspaper, magazines, and internets.

Focus Group Discussion:

Probe questions: this introduces team members to discuss topic and make each other feel more comfortable sharing their opinion with the team.

Direct Observation:

By observing, we documented activities, behavior, and physical aspects of a situation

PROJECT DESIGN

https://github.com/kushvijay234/hashitout_EasyM_Aviothic1.0/blob/master/assets/UI%20of%20Website.pdf

Code GitRepo Url

https://github.com/kushvijay234/hashitout_EasyM_Aviothic1.0