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***Introduction***

**“ZuperMarket (On-Line Shopping System / E-commerce)”** is a web-based project which is made for remote-shopping or shopping through Internet. As the technology is being advanced the way of life is changing accordance. Now a day’s we can place the order for anything from our home. There is no need to go the shop of the things we want. The order can be placed online through Internet. The payment, the confirmation of purchasing; we can do everything that we want. Now we can think that how the days have been changed with time. People had to stand in rows to wait there terms to buy a particular thing from a popular shop. But what is happening now a day’s; we can extremely surprise that those things can be available on the door-step in few hours. People had to suffer the rush of the market when they went for shopping. They used to think hundred times to buy anything having the sufficient money for shopping. The problem was the rush; the quarrel at the time of buying the things. But the advancement of technology brought the new way for shopping. The way of shopping was completely changed with the coming of Internet Technology. People have to fill a simple form on the internet to place their order on any popular shop or shopping-mall for the thing they want to buy. Now they can place their order from the home. This project entitled “On-Line Shopping” is an implementation of the above description. It means, it implements the E-shopping or in other word shopping through Internet. It lets the user to place their order online for any article.

***OBJECTIVE***

Today the internet and its boom have created a new economic scenario that not only stresses on the classical concept of the “product” but also on the modern concept of “service”. It is this level of service that dictates whether a commercial venture will succeed or not in the market. To provide a high accessibility of service we will design the online shopping website, so that potential customers need not go to a physical shop to buy products or services. There are several objective of this websites are following given below:

• This site is gives all the information about the e-shopping to provide better service for the customer.

• It provides the facility to the customers who want to shop on-line due to lack of time.

• It’s providing the full details about the product and related information about the product like cost, size etc.

• With the help of it we can save the time and money also.

• It provides multiple payment methods for shopping by the cash, Debit card and credit card also.

• It provides better security and good delivery service to the customer.

***SYSTEM ANALYSIS***

**Problem Definition / Identification of Need:**

The ZuperMarket (On-Line Shopping System / E-commerce) Administrator is the super user and has complete control over all the activities that can be performed. The application notifies the administrator of all shop creation requests, and the administrator can then approve or reject them. The administrator also manages the list of available product categories. The administrator can also view and delete entries in the guestbook.

**Shop Owner:**

Any user can submit a shop creation request through the application. When the request is approved by the Mall Administrator, the requester is notified, and from there on is given the role of Shop Owner. The Shop Owner is responsible for setting up the shop and maintaining it. The job involves managing the sub-categories of the items in the shop. Also, the shop owner can add or remove items from his shop. The Shop Owner can view different reports that give details of the sales and orders specific to his shop. The Shop Owner can also decide to close shop and remove it from the mall.

**Employees:**

Purchase department under a Purchase manager to overlook purchasing activities if warehousing needs arise. Sales department under a Sales manager who will look after the sale of products and services, the most important activity. Accounts department under an Accounts manager to look after the accounting activities of the enterprise.

**Requirement Specification:**

It is quite difficult and time consuming task to find the information as well as maintaining information manually. If all these information are to be kept at a single place it is also not possible in the manual system. Computerized system will upgrade and manage information very easily. As it is a web-based application so it uses Internet technologies and its hardware/software requirement will also be more comprehensive than Desktop application system. Some Network devices will be required like modems, switches, Internet connection. Software required for the system is also different from a normal desktop system. First of all a server software will be mandatory (here Internet Information Server (IIS)). A browser is also needed as a client process on the user side.

**Preliminary Investigation:**

System Analysis is not only time consuming but also a rigorous task. But it is crucial and most important phase of Software development process. Preliminary Investigation is the process of gathering data for requirement analysis. It is more helpful for problem definition and requirement specification.

***FEASIBILITY ANALYSIS***

Whatever we think need not be feasible .It is wise to think about the feasibility of any problem we undertake. Feasibility is the study of impact, which happens in the organization by the development of a system. The impact can be either positive or negative. When the positives nominate the negatives, then the system is considered feasible. They were three key consideration involved in this feasibility analysis each consideration has reviewed to depict how it relates to the system effort.

They are as follows:-

1. Technical feasibility

2. Economic feasibility

3. Operational feasibility

**Technical Feasibility:**

We can strongly says that 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 of the same is available in the organization here we are utilizing the resources which are available already.

**Economical Feasibility:**

Development of this application is highly economically feasible .The organization needed not spend much money 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. If we are doing so, we can attain the maximum usability of the corresponding resources .Even after the development, the organization will not be in condition to invest more in the organization. Therefore, the system is economically feasible.

The manual efforts involved in maintaining the record and student information, is tremendous. This is so because the volume of information to be handled is tremendous. Maintaining the records of these many student is not easy and the manpower involved is great.

ALTERNATIVES

1. Hire more staff

2. Develop a computerized system using VISUAL BASIC & SQL server as database provider.

3. Develop a computerized system using VISUAL BASIC & ORACLE as the database provider.

4. Develop a computerized system using C++ & maintaining data file i.e. \*.dat for database.

Its Advantages are:-

1. The system will be platform independent and there will be no need is for purchasing other very expensive software. The jdk/jvm is easily and freely available and is compatible with most of the computers. The system can be upgraded and maintained easily to keep in tune with specific needs of the customer. The memory required by this software will not be much, so we won’t have to upgrade the present system (computer).

The last alternatives suggested by the software development team are the cheapest possible one. The software is text based so no formal training will have to be imparted. The compiler is freely available. The only expenditure that needs to be done is money cost of software team.

**Operational Feasibility :**

It is mainly related to human organizational and political aspects. The points to be considered are:

• What changes will be brought with the system?

• What organizational structures are distributed?

• What new skills will be required? Do the existing staff members have these skills?

• If not, can they be trained in due course of time?

Generally project will not be rejected simply because of operational infeasibility but such considerations are likely to critically affect the nature and scope of the eventual recommendations.

For operational feasibility study we appointed a small group of people who are familiar with information system techniques, who understand the parts of the business that are relevant to the project and are skilled in system analysis and design process.

***Online Shopping System Process WorkFlow***

**Continue Shopping**

Clear Cart

Proceed To Checkout

**Confirmation Page**

Purchase Confirmation Details

Submit Purchase

Enter Personal Details

Purchase Calculations

**CheckOut Page**

Cart Items

Item 1

Item 2

Item 3

Item 4

**Cart Page**

**Category**

Category 1

Category 2

Category 3

Category 4

**Index Page**

View Cart

Add To Cart

**Product**

Product 1

Product 2

Product 3

Product 4

**Category Page**

***Data Flow Diagram***

**DFD Level 0**

Vendor Management

Place Order

User Details Management

Database

Cart Management

View Product

Product Management

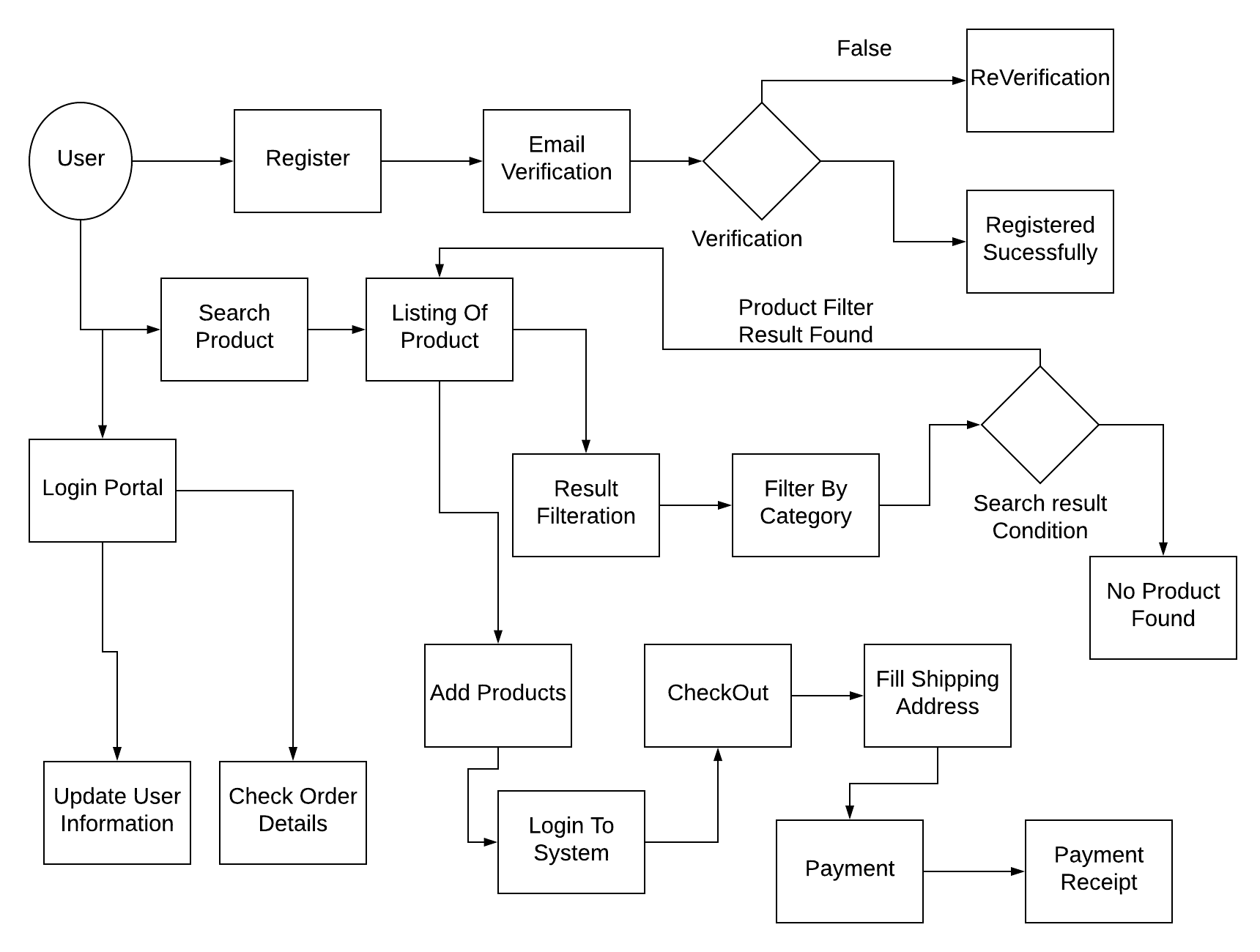
User Management

**E-commerce Portal Management**

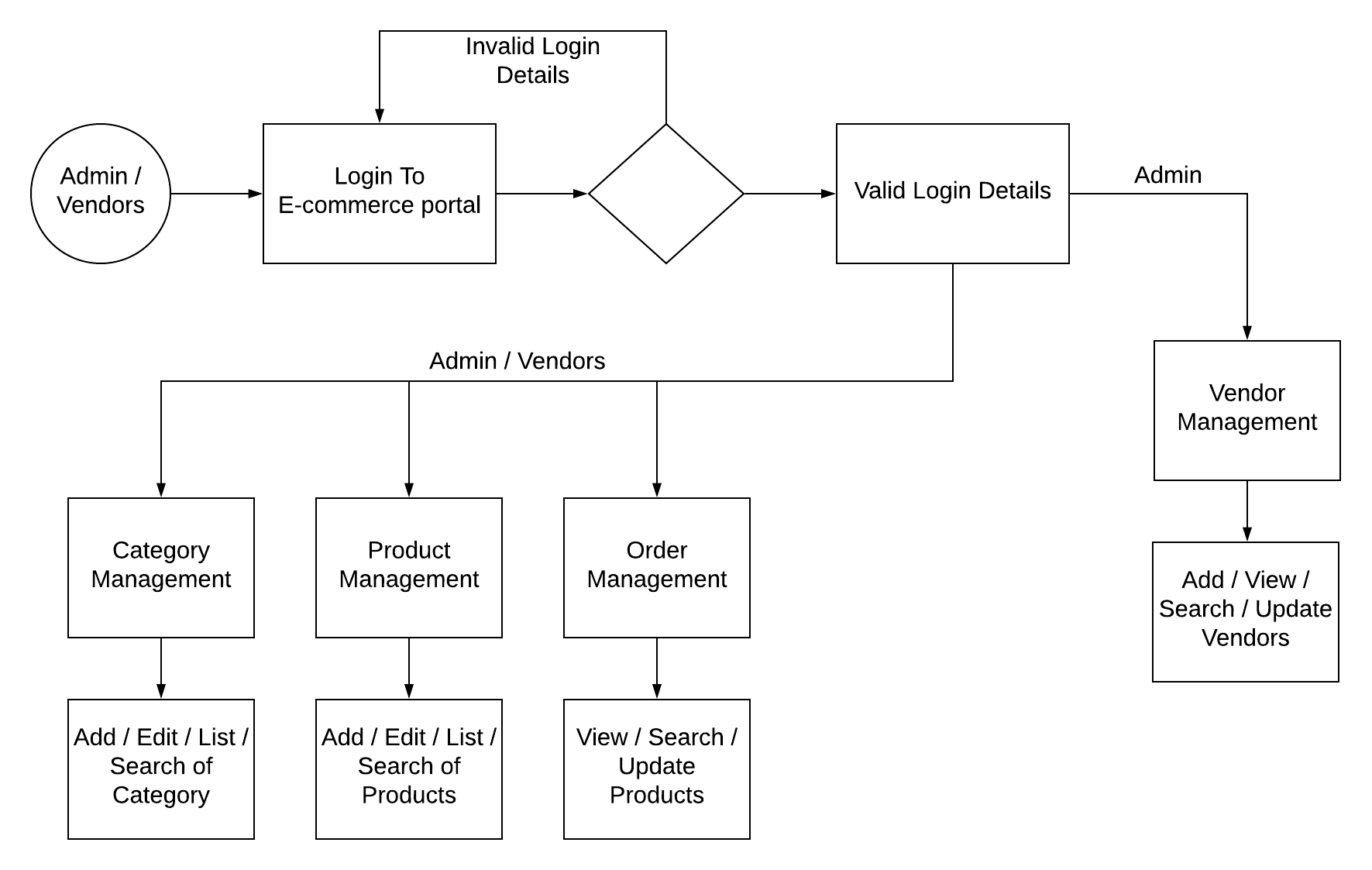
Admin/ Vendor

Users/ Customers

**DFD Level 1**

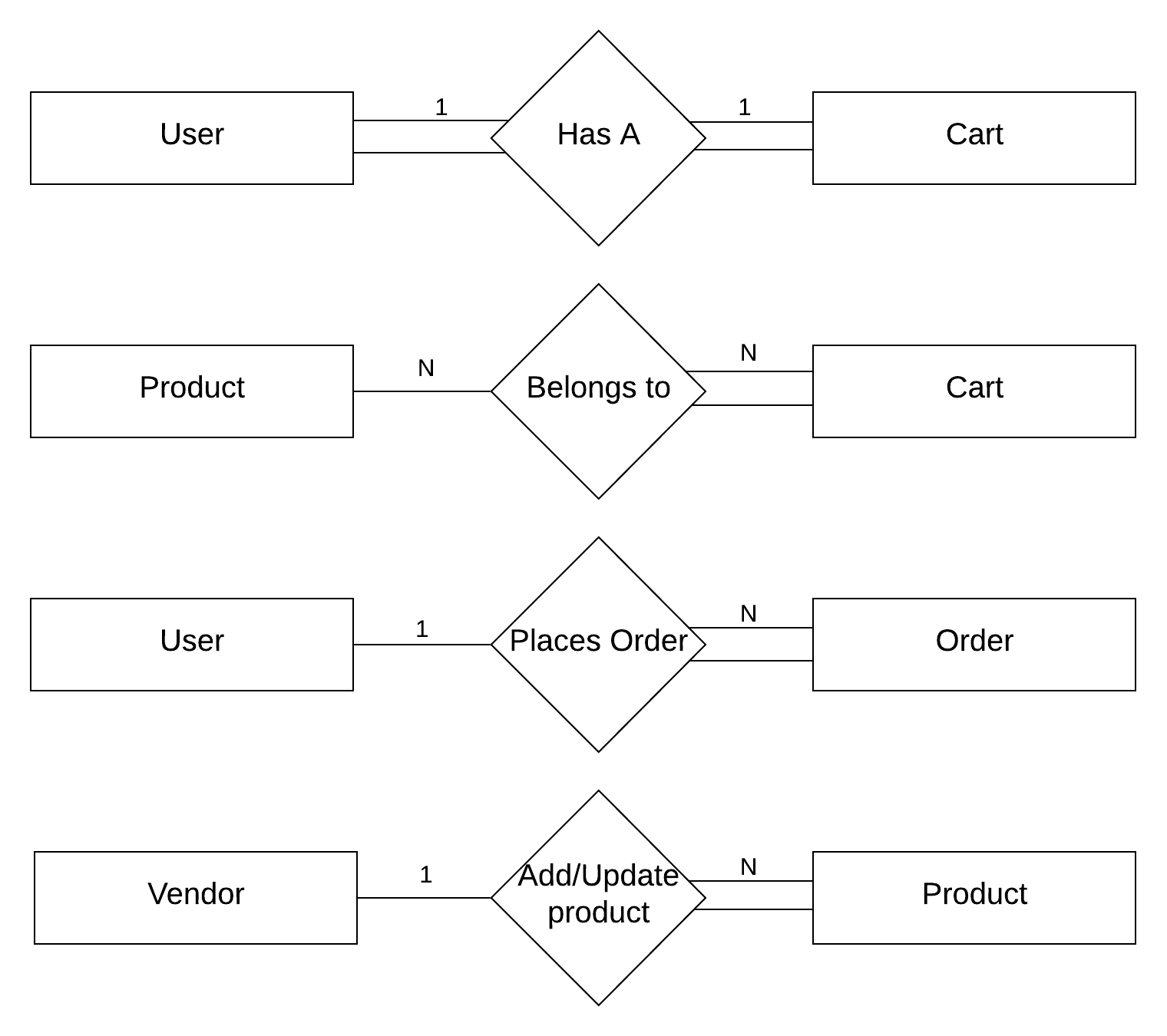
****

**DFD Level 2**

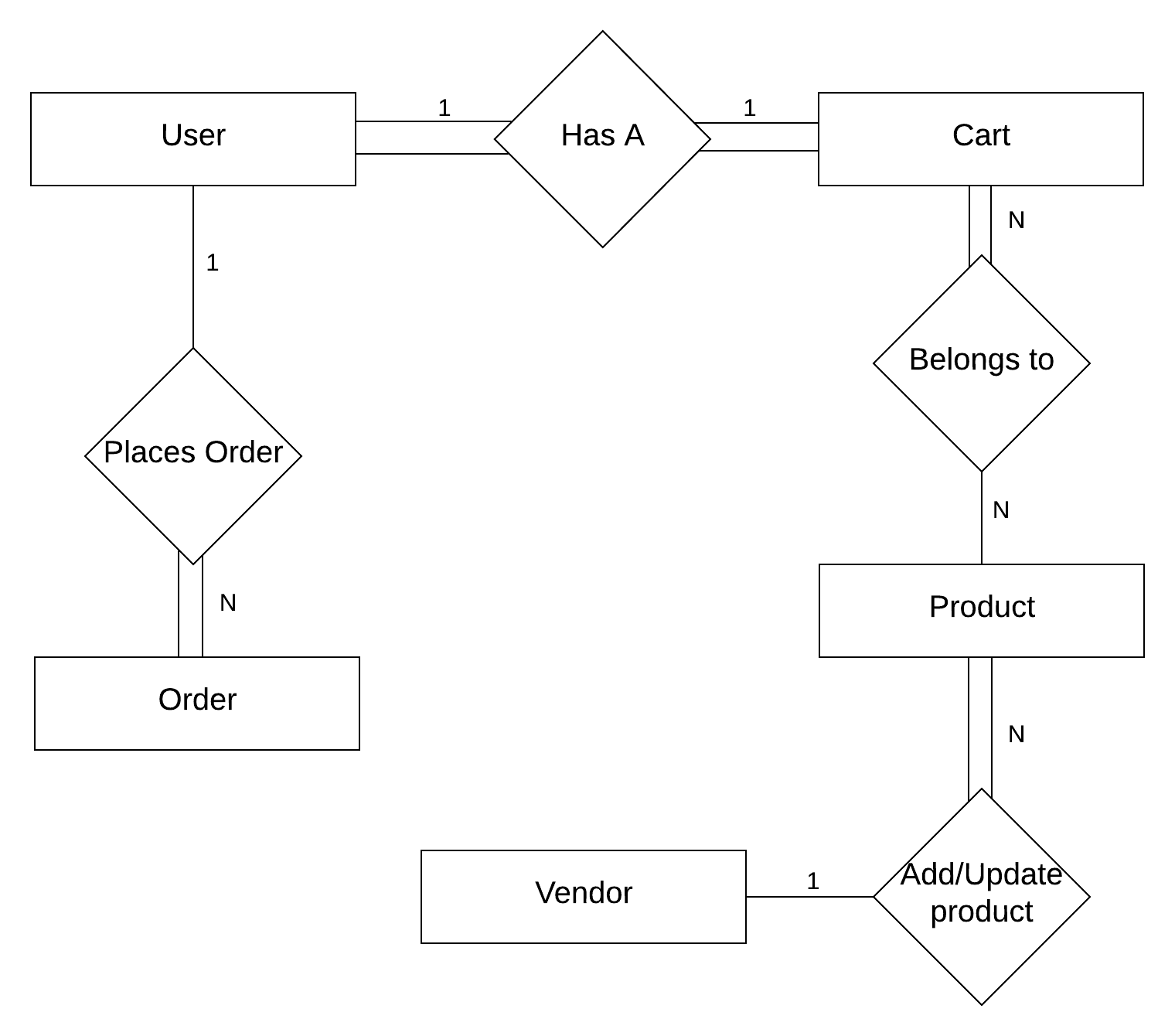
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***Entity Relationship Diagram***

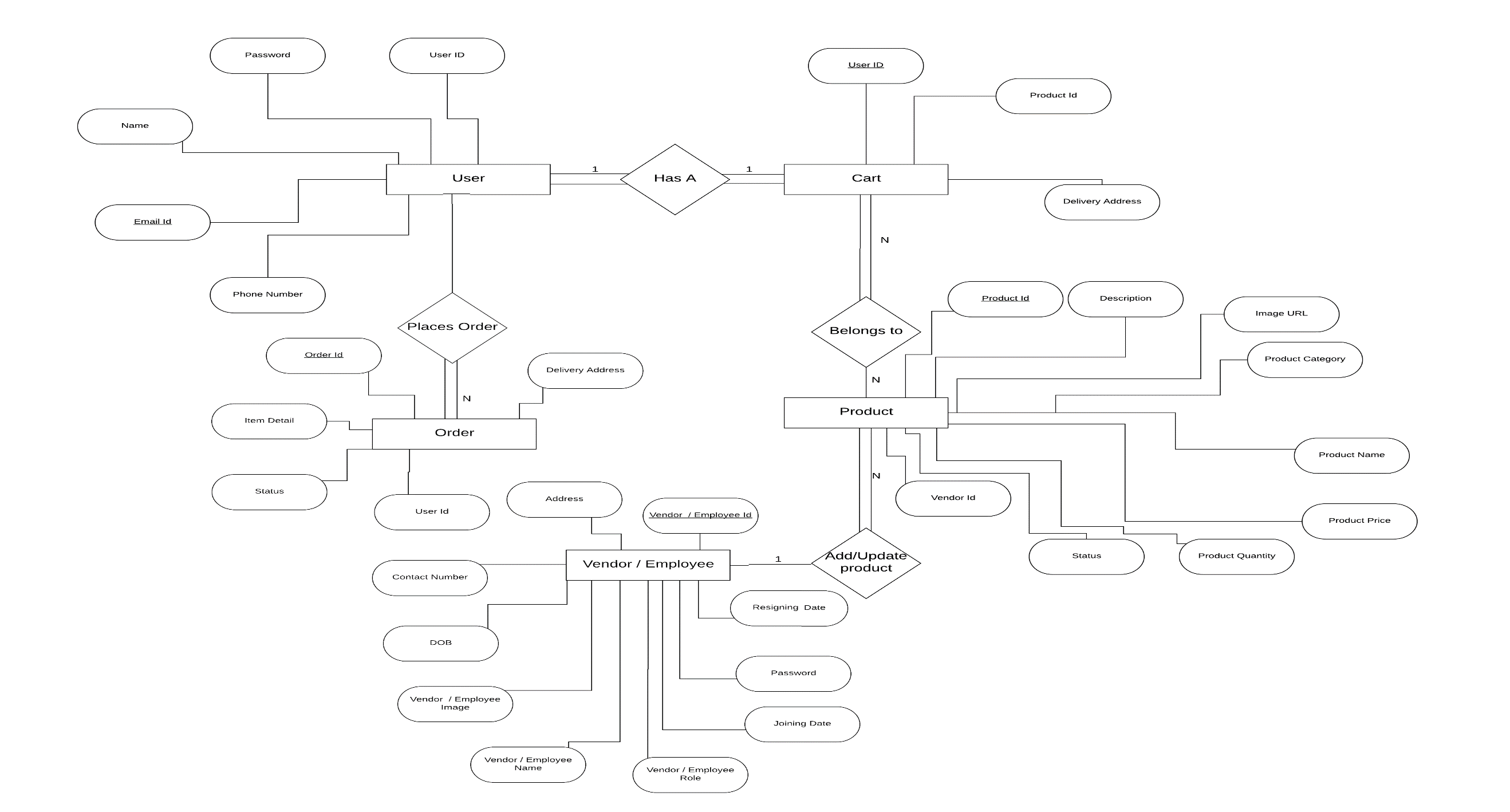
**Relationship Between Entities**



**Complete Structure of Relationship Between Entities**



**ER Diagram**



***SYSTEM DESIGN***

System design is the solution to the creation of a new system. This phase is composed of several systems. This phase focuses on the detailed implementation of the feasible system. It emphasis on translating design specifications to performance specification. System design has two phases of development logical and physical design.

During logical design phase the analyst describes inputs (sources), out puts (destinations), databases (data sores) and procedures (data flows) all in a format that meats the uses requirements. The analyst also specifies the user needs and at a level that virtually determines the information flow into and out of the system and the data resources. Here the logical design is done through data flow diagrams and database design.

The physical design is followed by physical design or coding. Physical design produces the working system by defining the design specifications, which tell the programmers exactly what the candidate system must do. The programmers write the necessary programs that accept input from the user, perform necessary processing on accepted data through call and produce the required report on a hard copy or display it on the screen.

**LOGICAL DESIGN :**

Logical design of an information system shows the major features and also how they are related to one another. The first step of the system design is to design logical design elements. This is the most creative and challenging phase and important too. Design of proposed system produces the details of the state how the system will meet the requirements identified during the system analysis that is, in the design phase we have to find how to solve the difficulties faced by the existing system. The logical design of the proposed system should include the details that contain how the solutions can be implemented. It also specifies how the database is to be built for storing and retrieving data, what kind of reports are to be created and what are the inputs to be given to the system. The logical design includes input design, output design, and database design and physical design.

**INPUT DESIGN:**

The input design is the link between the information system and the user. It comprises the developing specification and procedures for data preparation and those steps are necessary to put transaction data into a usable form for processing data entry. The activity of putting data into the computer for processing can be achieved by inspecting the computer to read data from a written or printed document or it can occur by having people keying the data directly into the system. The design of input focuses on controlling the amount of input required, controlling errors, avoiding delay, avoiding extra steps and keeping the process simple.

The system needs the data regarding the asset items, depreciation rates, asset transfer and physical verification for various validation, checking, calculation and record generation. The error raising method is also included in the software, which helps to raise error message while wrong entry of input is done. So in input design the following things are considered.

What data should be given as input?

* How the data should be arranged or coded?
* The dialogue to guide the operating personnel in providing input.
* Methods for preparing input validations and steps to follow when error occur.
* The samples of screen layout are given in the appendix.

**OUTPUT DESIGN :**

Computer output is the most important and direct information source to the user. Output design is a process that involves designing necessary outputs in the form of reports that should be given to the users according to the requirements. Efficient, intelligible output design should improve the system's relationship with the user and help in decision making. Since the records are directing referred by the management for taking decisions and to draw conclusions they must be designed with almost care and the details in the records must be simple, descriptive and clear to the user. So while designing output the following things are to be considered.

* Determine what information to present.
* Arrange the presentation of information in an acceptable format.
* Decide how to distribute the output to intended receipts.

Depending on the nature and future use of output required, they can be displayed on the monitor for immediate need. All screens are informative and interactive in such a way that the user can full fill his requirements through asking queries.

**PHYSICAL DESIGN**

The process of developing the program software is referred to as physical design. We have to design the process by identifying reports and the other outputs the system will produce. Coding the program for each module with its logic is performed in this step. Proper software specification is also done in this step.

**MODULAR DESIGN**

A software system is always divided into several sub systems that makes it easier for the development. A software system that is structured into several subsystems makes it easy for the development and testing. The different subsystems are known as the modules and the process of dividing an entire system into subsystems is known as modularization or decomposition.

A system cannot be decomposed into several subsystems in any way. There must some logical barrier, which facilitates the separation of each module. The separation must be simple but yet must be effective so that the development is not affected.

The system under consideration has been divided into several modules taking in consideration the above-mentioned criteria.