

Chapter – 01: Introduction

1.1 ABOUT ONLINE SHOPPING MANAGEMENT SYSTEM

Online shopping 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 product like clothes can be bought from the comfort of home through the Internet. However, for implementation purposes, this paper will deal with an online shopping for various kinds of products.

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 such as credit card number. An e-mail notification is sent to the customer as soon as the order is placed.

In today's fast-changing business environment, it's extremely important to be able to respond to client needs in the most effective and timely manner. If your customers wish to see your business online and have instant access to your products or services. Online Shopping is a lifestyle e-commerce web application, which retails various fashion and lifestyle products. This project allows viewing various products available enables registered users to purchase desired products instantly using PayPal payment processor (Instant Pay) and also can place order by using Cash on Delivery (Pay Later) option. This project provides an easy access to Administrators and Managers to view orders placed using Pay Later and Instant Pay options.

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In order to develop an online shopping website, a number of Technologies must be studied and understood. These include multi-tiered architecture, server and client side scripting techniques, implementation technologies such as PHP and relational databases. This is a project with the objective to develop a basic website where a consumer is provided with a shopping cart application and also to know about the technologies used to develop such an application.

This document will discuss each of the underlying technologies to create and implement an ecommerce website.

Bangladesh is a developing country. Our people try to improve their future. They are always busy for their work. They have no time to go to a market for shopping. So the time and place are very important. E-Commerce management system is one kind of Online shopping is the process whereby consumers directly buy goods or services from a seller in real-time over the internet. An online shop or e-shop or virtual store evokes the physical analogy of buying products or services in a shopping mall, which already exists. But in our country most of the people are not familiar with this new system. So we'll try to *develop an Online shopping Management system* where payment system by using mobile, that can everybody familiar and take the benefits of online shop. [1]

1.2 AIMS AND OBJECTIVES

The main objective of this project is to develop an **Online shopping Management System**, which are familiar to our people with an online shop or virtual store and the shopping cart system. Our system brings with it a lot of advantages. To remain honest with our topic, we take a brief look at the main objectives:

- Our system overcomes Geographical barriers by making it possible to shop from virtually from anywhere in our country providing e-commerce shopping platforms.

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- Online shopping system which has been developed in Bengali is relatively a quick process that can be carried out from virtually any location with access to the internet. It saves customers a lot of their precious time.
- Our Online shopping project is also a hassle free and sometimes even an enjoyable purchasing activity as customers need not walk to stores, carry heavy loads of their purchases back home, nor does it involve communication and burning fuels. And it does some favor to the environment by limiting the emission of toxics with lesser use of retail outlets and avoiding congestion.
- And most of the Bangladeshi will use this site enjoyably because there is easy way to payment by mobile or online banking system. [1]

The main aim of Online shopping management system:

- Enable to maintain a large amount of customer information.
- Enable to maintain a huge collection of information
- Quickly view the current status of a customer
- Provide quickly and easy search of any category of products
- Provide easy transaction and sales of product
- Provide accurate account information for product purchase
- Generate automated order receipt
- Provide three layer security
- Provide an auction system to buy an exclusive product

1.3 INVESTIGATIONS

This is the second phase of the system Development Life Cycle. This phase is very important in this phase I will get to know the organization behavior for which I'm doing my project

I have visited few super shops. Some of them are maintaining manual system, but large super shops are maintaining point of sale (POS) system. I find that every manual system has lacking and problem in their system. In this age of IT, now it is no

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more possible to maintain manual system in organization moreover super shop must use POS for quick access of data and for become faster in service. So I'll like to develop an online system for help those super shops that are not using POS yet and for those people who are want to be free from harassment to buying things.

Initial investigation is the phase, where we will understand what we have to do in this project, we will determine here, what about the project is? What the project need, what is current status of the project and what are the problems with the current system. As I am going to develop a general system, so I will use strategies of several companies and generates a single solution. [4]

1.4 PROBLEM STATEMENT

As a sample when a person wants to buy a book he/ she first have to drive to the books store then walk throughout the store until he/ she locates the book he/ she needs. After finding the product if he/ she want to purchase, he/ she may often need to stand in long queue at cash counter for long time.

I have some problem in the above systems that's:

- Needs more time to searching a specific product.
- It is so time consuming to get daily sales report
- Sometime calculation may wrong
- Need more man power to maintain the whole shop such as purchase and Generating order
- To manipulate the products by category it's so difficult.
- To generate invoice and store the invoice needs no more place
- Sometimes files may be destroyed by cockroach or by another way
- It is insecure.
- There is not any strong stock control
- Update product price is an another problem

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The online shopping is the best and convenient way for shopping. It helps consumer to avoid the disadvantage of traditional or manual shopping system.

With the help of E-commerce system which has been developed for all people, consumer can buy a variety of items from the online store to see the details and they have multiple chose to payment.

1.5 EXISTING SYSTEM

A customer visits the online shopping portal. A customer may buy item or just visit the page and logout. The customer can select a segment, then a category, and brand to get the different products in the desired brand. The customer can select the product for purchasing. The process can be repeated for more items. Once the customer finishes selecting the product/s the cart can be viewed, If the customer wants to edit the final cart it can be done here. For final payment the customer has to login the portal, if the customer is visiting for the 1st time he must register with the site, else the customer must use the login page to proceed. Final cart is submitted for payment and card details and address (where shipment has to be made) are be confirmed by the customer. Customer is confirmed with a shipment Id and delivery of goods within 3 working days.

As it is a general system, I will try to design the system in a way that everyone can use it frequently. So I choose the common events that all the general people use it and then a graphical presentation of report will generate by the system.

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2.1 OVER VIEW OF THE EXISTING SYSTEM

We can divide our present shopping system in two ways. There are:

- Traditional or manual shopping system, and
- Online shopping or electronic shopping system.

The traditional or manual shopping system is the process where, when a customer needs to buy something, first needs to think from where he/ she can get it. Then drive to the specific shop or market, choose the products, bargain for prize. If he/ she want to purchase finally, he/ she may often need to stand in long queue at cash counter for long time. This type of shop or market are not fulfill your requirement all the time and don't serve you 24 hours of a day. Also to go from one shop to another is killing your precious time.

One the other-hand **Online shopping system or electronic shopping system** is the process where customers directly buy goods or service from a seller. By the help of internet shopping customer take a hassle free and sometimes even an enjoyable purchasing activity. But the existing online shopping system is not popular in our country. All online shopping system which are exist, they use their payment system by VISA card, Master card or etc. But in our country, those type of card use only top level person or very rich man in our society. So, in our country, the present online shopping system is not familiar and popular. [16] [19]

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2.2 SIMILAR PROJECTS IN MARKETPLACE:

1. kaymu

<http://www.kaymu.com.bd>

2. Aponzone

<http://www.aponzone.com>

3. Daraz

<https://www.daraz.com.bd>

4. Ajkerdeal

<http://www.ajkerdeal.com>

5. Akhoni

<http://www.akhoni.com>

6. Freepeople

<http://www.freepeople.com>

7. Urbanoutfitters

<http://www.urbanoutfitters.com>

8. Store-bd

<http://www.store-bd.com>

9. Bagdoom

<http://www.bagdoom.com>

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2.3 POSSIBLE SOLUTION

Our proposed system is little different from existing shopping system. Bangladesh is a developing country. A big population of our country can't use online shop. They don't know the system, process or mechanism of online shop. So we are added some new features with the existing Online shopping system. They are

01. View All product details Easily
02. Easy payment system
03. Quickly Delivery process
04. Generate Secure Delivery Card
05. A total help guide, and
06. A customer care.

2.4 CHOOSING THE BEST SOLUTION

In our proposed system, the main highlight-able criteria are, here we use easy payment process. Such as by Mobile, by cash card, visa card or Bank account chooses by the customer. After completion of our project:

- Use an online shopping mall in easy payment process
- All of our general people can use this site,
- Save their time,
- Get a 24 hours service,
- Avoid to go several market,
- Reduced man power.
- Quick delivery service.
- Easily get the details products information.
- High secure system.
- Avoiding congestion, and
- Get a new way for shopping in our country.

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The proposed system will contain three sections:

❖ Admin Section

- Home
 - ✓ Add new products
 - ✓ Manage all products
 - ✓ Add new categories
 - ✓ Manage all categories
 - ✓ Add new manufacturer
 - ✓ Manage new manufacturer
- Auction
 - ✓ View all auction product
 - ✓ Set an amount for bid
 - ✓ Bid an auction product
- Order
 - ✓ List all Order
 - ✓ View order box
 - ✓ Change order status
 - ✓ Delivery order
- Payment
 - ✓ View all payment
 - ✓ Add new payment category
 - ✓ Delete old category
- Password
 - ✓ Create password for staff
 - ✓ Change password
- Logout

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❖ Customer section

- Home
- Products
 - ✓ Category wise products show
 - ✓ Add products to cart
 - ✓ Details
- My order
 - ✓ List all orders
 - ✓ Make new order
 - ✓ update order
 - ✓ delete order
- My cart
 - ✓ View cart
 - ✓ Order cart products
- Profile
 - ✓ Change personal info
 - ✓ Change password
- Auction
 - ✓ View all auction product
 - ✓ Set an amount for bid
 - ✓ Bid an auction product
 - ✓ Logout

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❖ Guest User section

- Home
- Products
 - ✓ Category wise products show
 - ✓ Add products to cart
 - ✓ Details
- My order
 - ✓ List all orders
 - ✓ Make new order
 - ✓ update order
 - ✓ delete order
- Registration
 - ✓ Register first for complete the order
 - ✓ Fulfill complete information
 - ✓ Verify user registration
- My cart
 - ✓ View cart
 - ✓ Order cart products

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2.5 USED TECHNOLOGY

The automated Online shopping management system is based on any windows environment. To run the system only need any popular browser.

To do this, following tools and technologies are used.

SOFTWARE REQUIREMENTS:

- FRAMEWORK – JQUERY , AJAX
- SCRIPTING LANGUAGE – PHP, JAVA SCRIPT
- DATABASE SERVER – MYSQL
- WEB SERVER – APACHEE
- OTHER LANGUAGE – HTML , CSS, BOOTSTRAP
- IDE – NETBEANS 8.1
- OPERATING SYSTEM – WINDOWS XP, 7/8

HARDWARE REQUIREMENTS:

- RAM 1 GB
- HARDDISK 10 GB

Chapter – 03: Design

3.1 WORK FLOW DIAGRAM

Database design is the process of producing a detailed data model of database. And for that, first we give the use case diagram which required for the project:

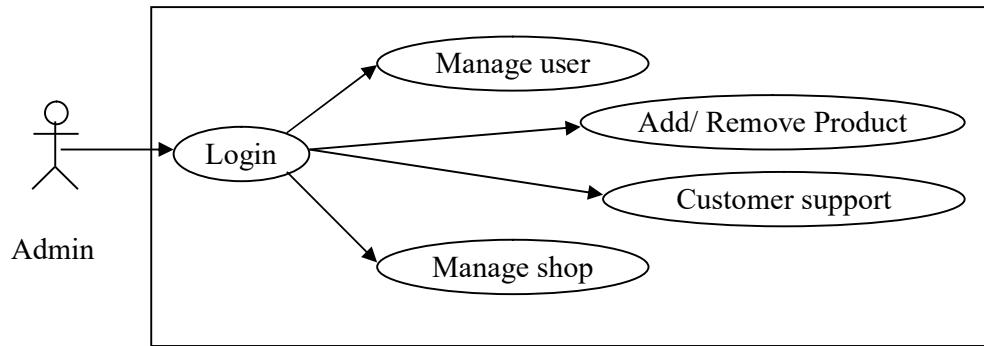


Figure – 3.1.1 Work Flow for administrator

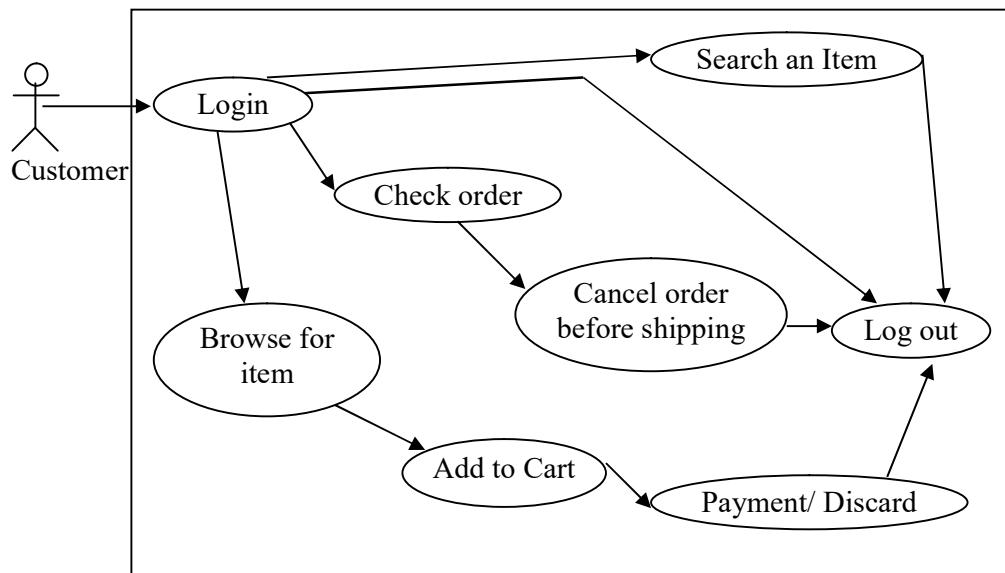


Figure – 3.1.2 Work Flow for customers

The relations that are implemented to create the database for the Development of a Generic Shopping Cart system described are order, order details, products, product advertise, temp order, user info. Here's a brief description of the objects we identified with respect to our project.

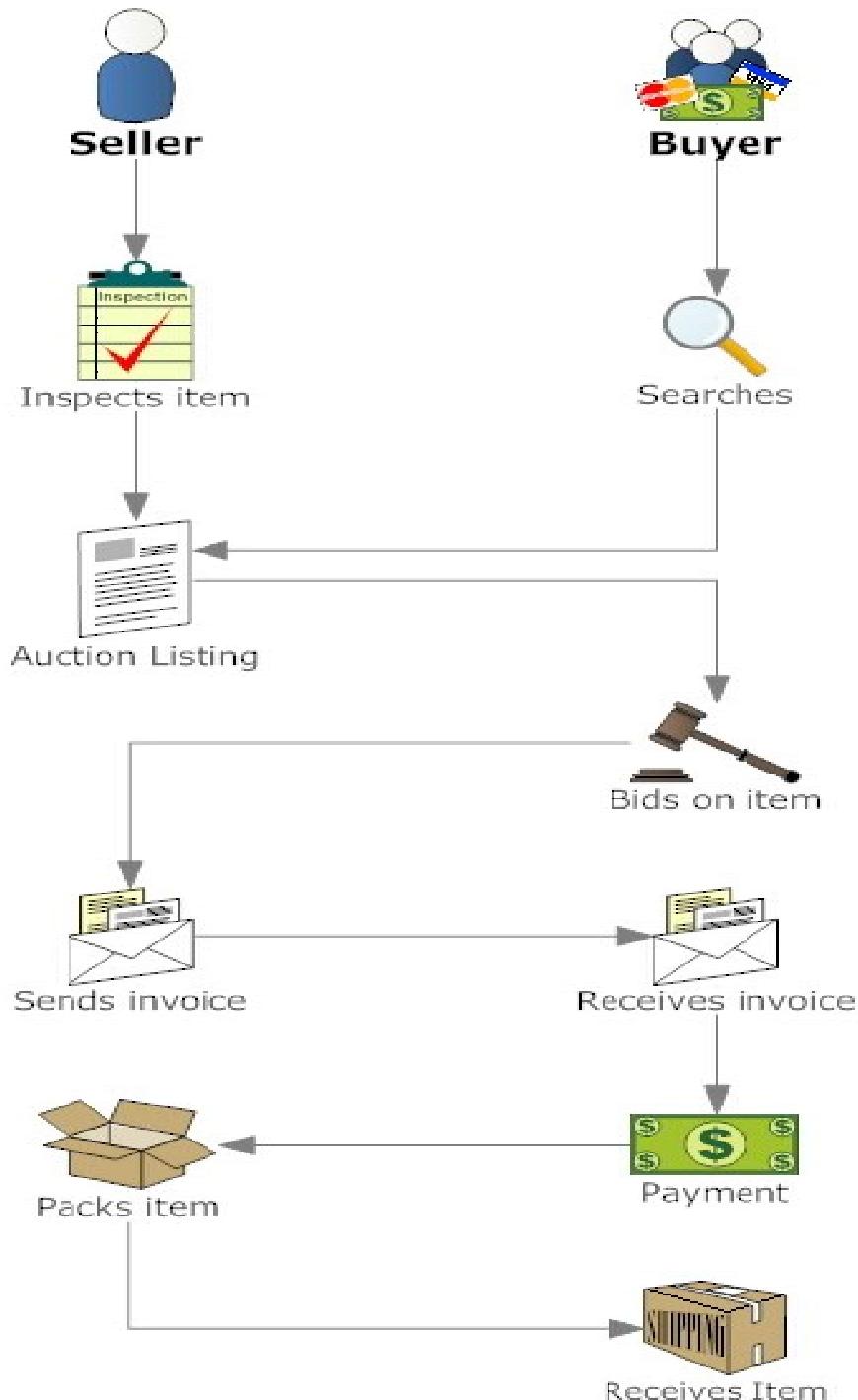


Fig 3.1.3: Work Flow Diagram for Online Shopping

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3.2 Use Case

The first steps for the functional requirement collection are the use cases. Use cases are “a description of set of sequences of actions, including variants, that a system performs that yield an observable result of value to an actor”. They are used in order to: design system from user’s perspective, communicate system behavior in user’s term and enumerate all externally visible behavior .

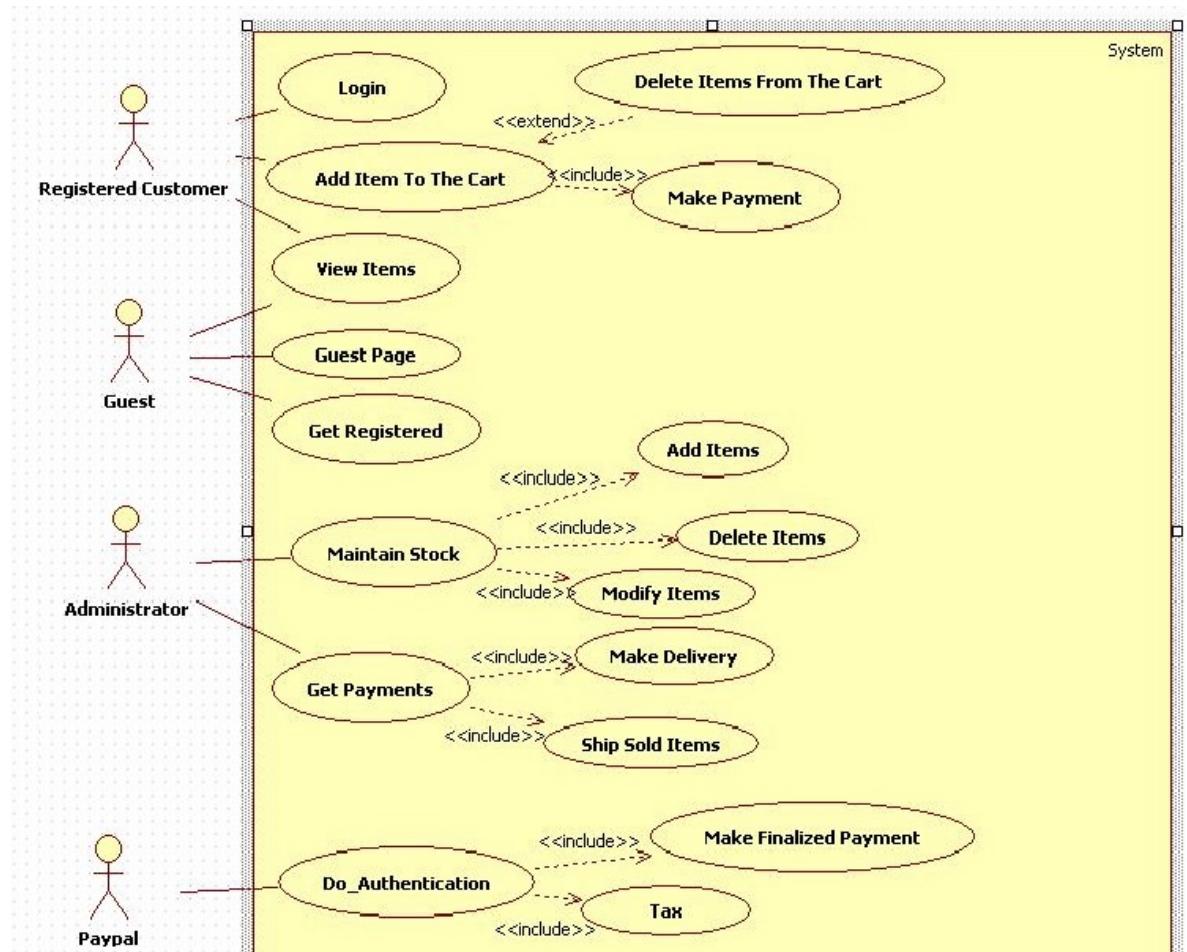


Fig 3.2.1: Use case diagram for online shopping

Auction Website Use Cases

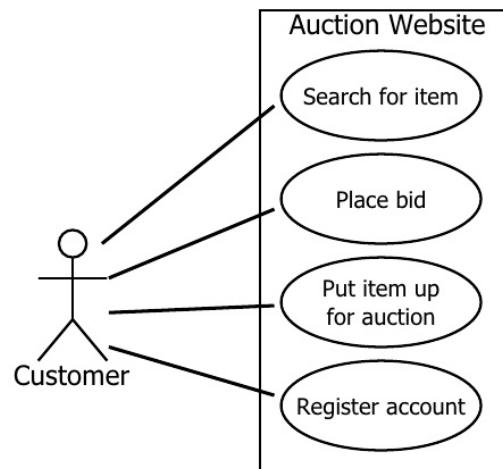


Fig 3.2.2: Use Case diagram for Auction

Use-case Diagram for Admin

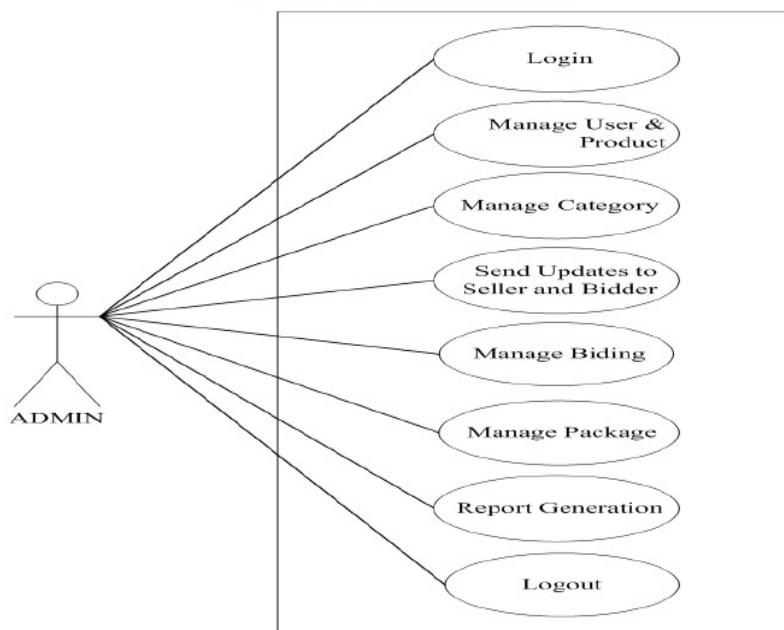


Fig 3.2.3: Use case diagram for Admin

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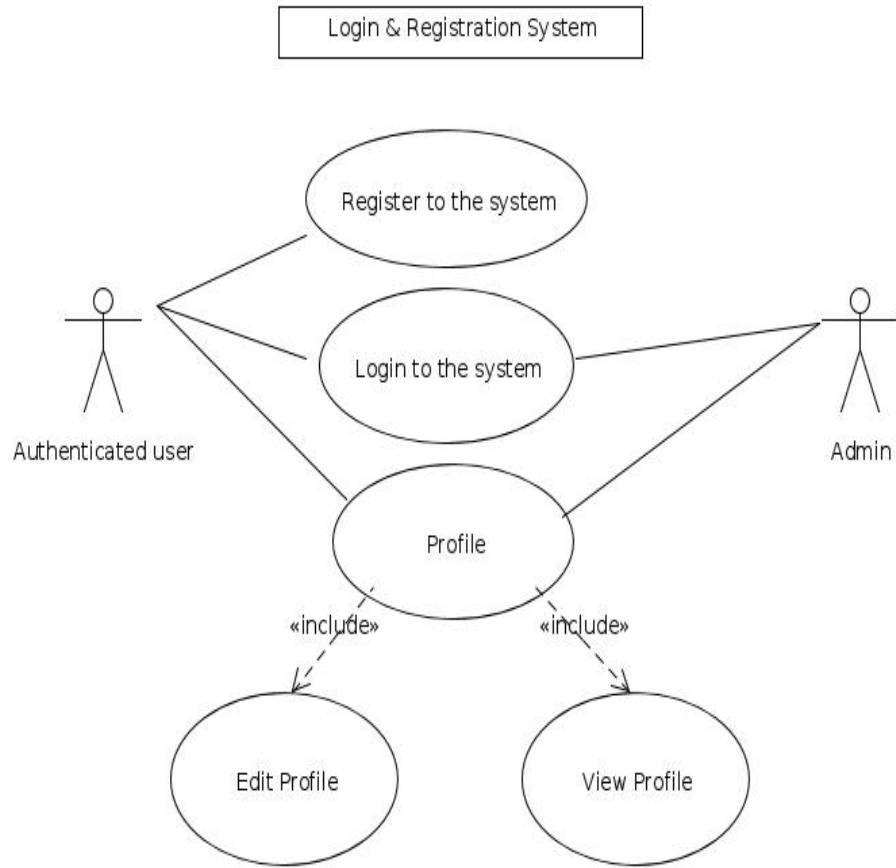


Fig 3.2.4: Use case diagram for Login & Registration

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3.3 UML Class Diagram

The next step of the design phase is to draw an UML Class Diagram of the system. Since the programming language of the system is an object oriented one, an UML Class Diagram is particularly adapted to show the classes of the system, their inter-relationships, and the operations and attributes of the classes.

Here is the class diagram of the project.

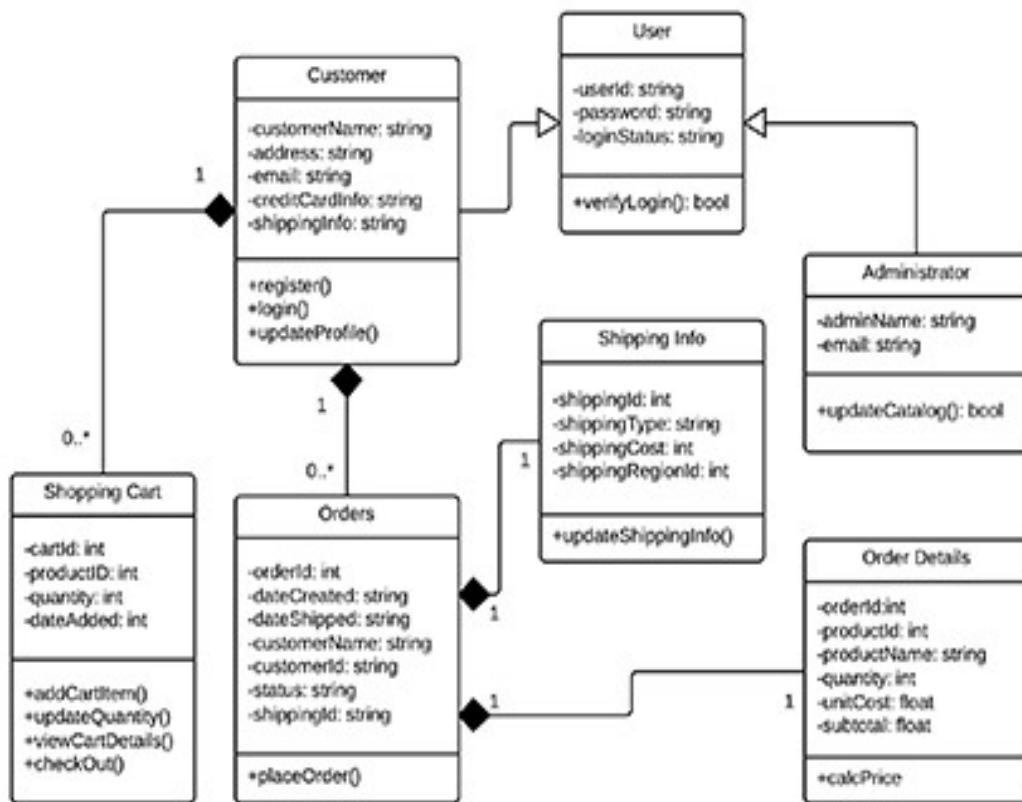


Fig 3.3.1: UML class diagram for Online shopping

3.3.1 UML Class Diagram for Auction

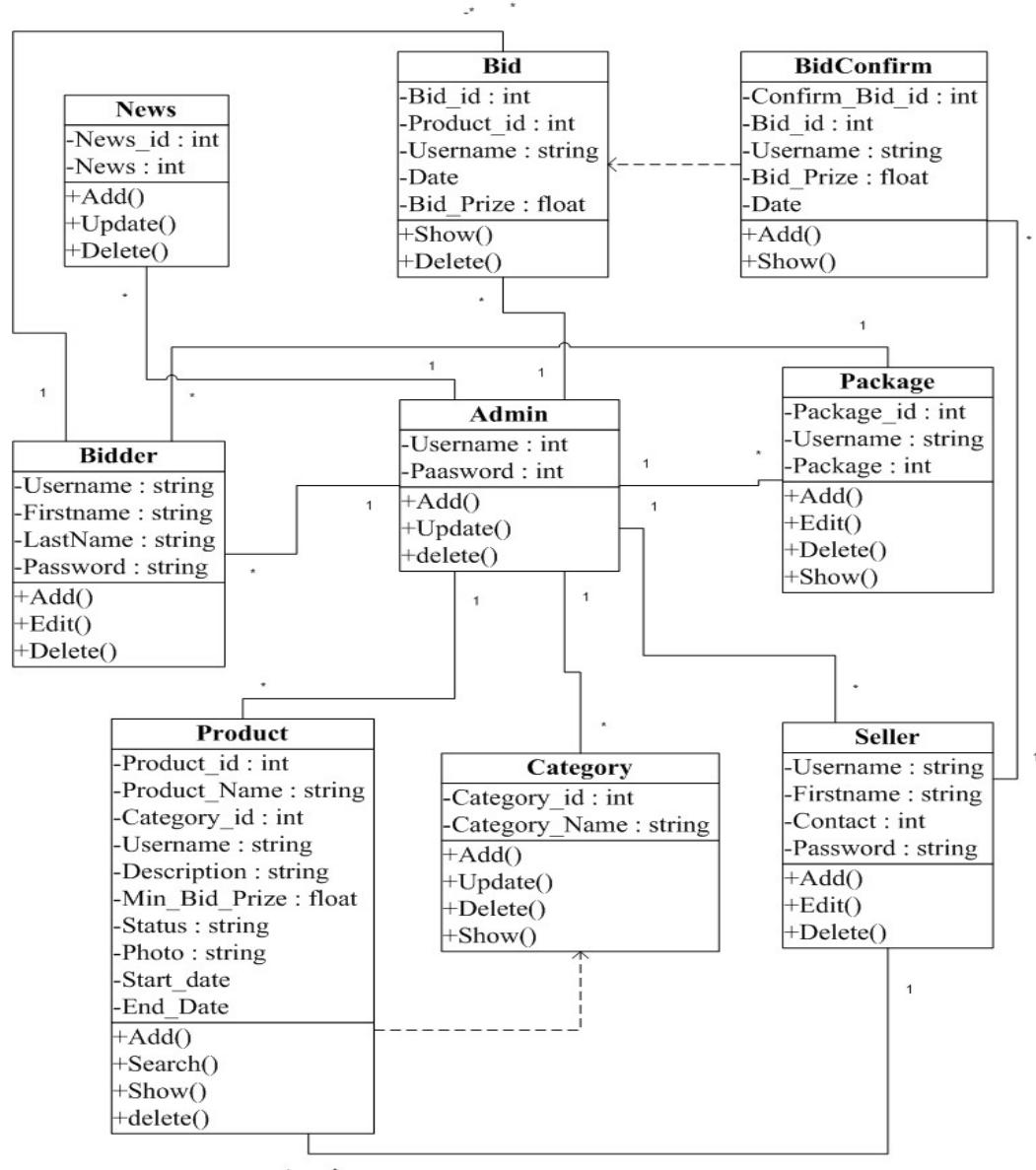


Fig 3.3.1.1: UML class diagram for Auction

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3.4 STRUCTURE DIAGRAM

The next step of the design phase is to draw a Structure diagram of the system. This diagram shows the working scope of an administrator and normal users. Here is the structure diagram of the project.

3.4.1 STRUCTURE DIAGRAM FOR CUSTOMER

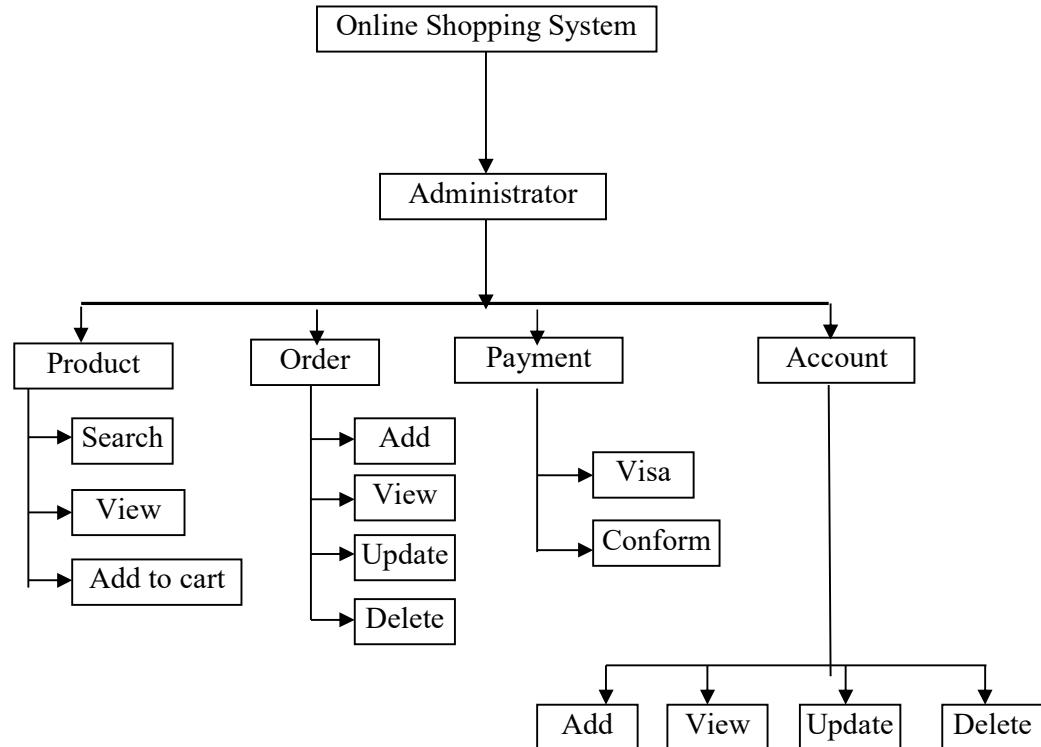


Fig 3.4.1.1: Structure Diagram for Customer

3.4.2 STRUCTURE DIAGRAM FOR ADMIN

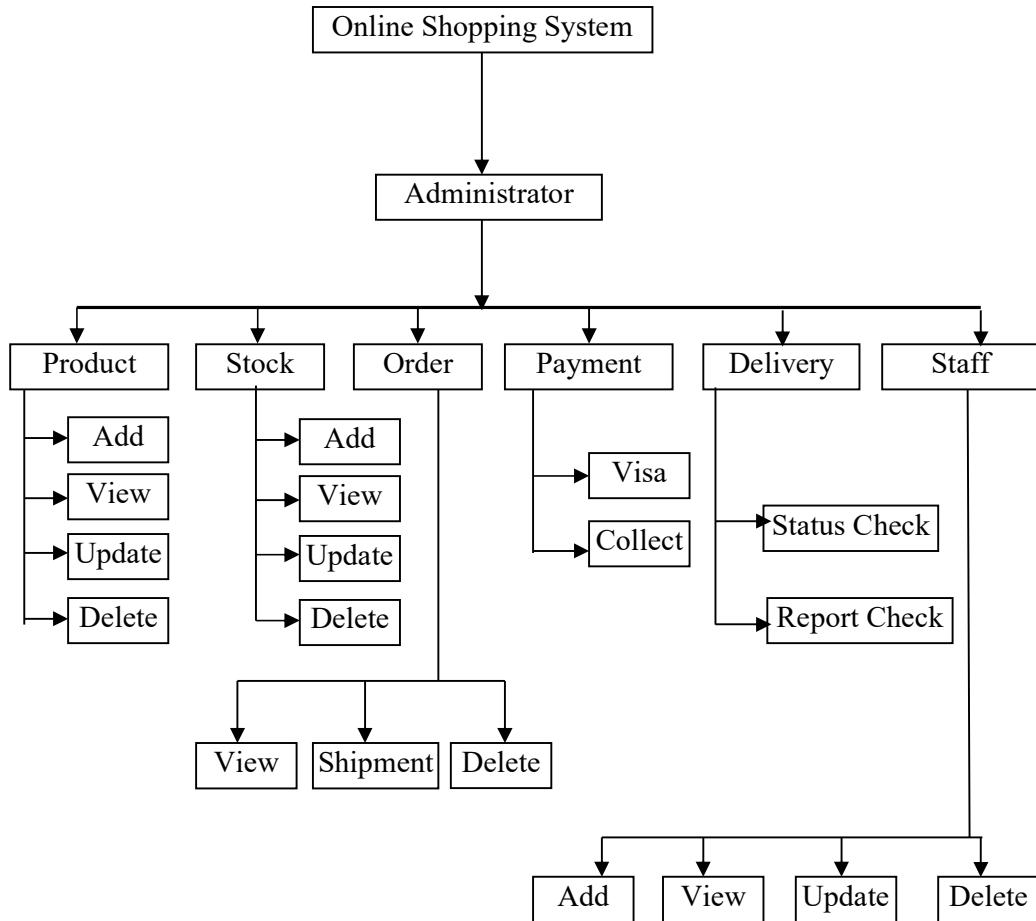


Fig 3.4.2.1: Structure Diagram for Shop Admin

3.5 ER Diagram for Database Design

After having drawn the structure diagram for our project, it is clear what kind of data should be stored in the database. Since PostgreSQL is a relational database, the EER modeling approach is very useful to design the database schema since it maps well to the relational model and the constructs used in the ER model can easily be transformed into relational tables.

Here is the ER Diagram for the database of the system.

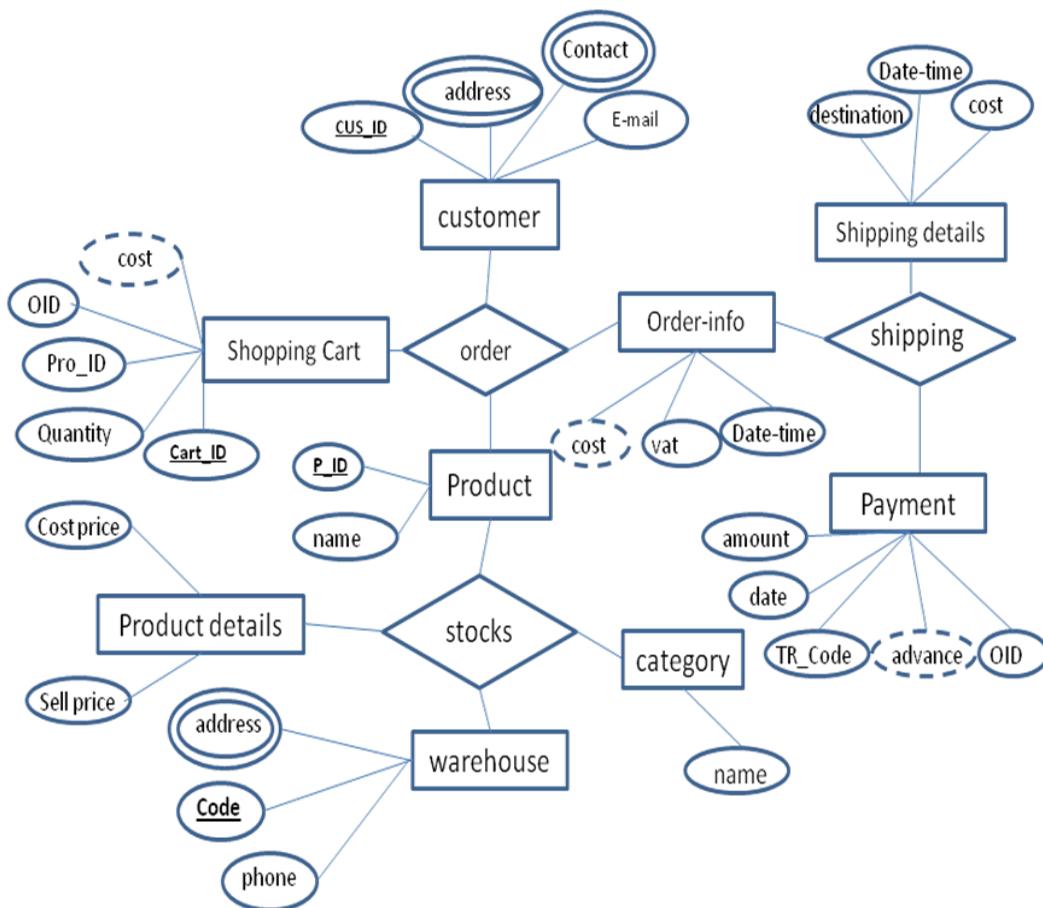


Fig 3.5.1: E-R diagram for online shopping management system

3.5.1 ENTITY RELATIONSHIP DIAGRAM FOR AUCTION

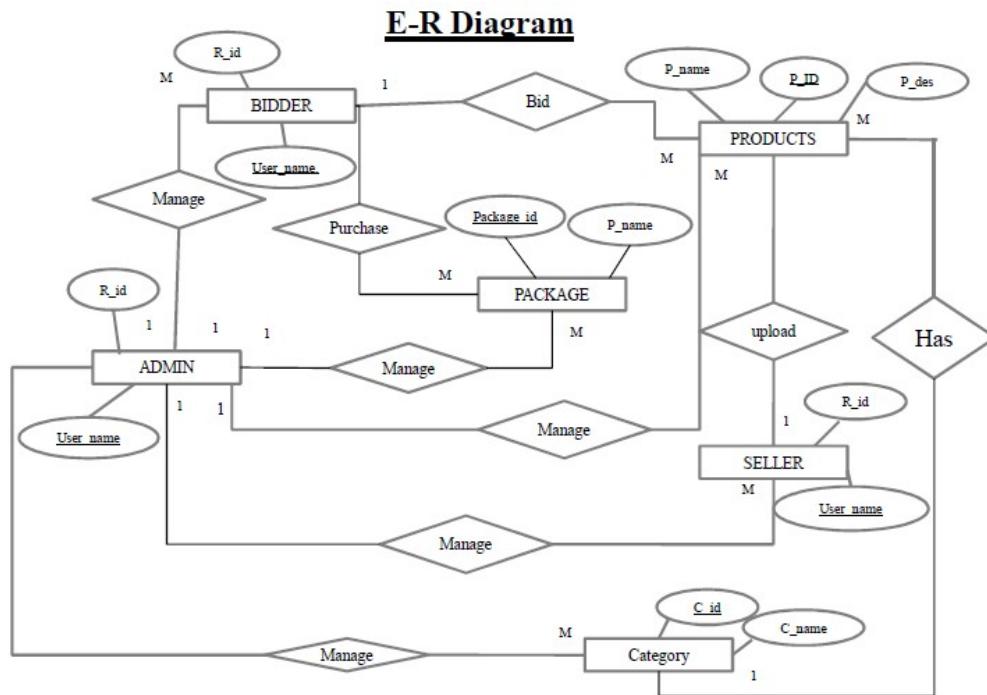


Fig 3.5.1.1: E-R diagram for Online Auction

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3.6 DATABASE DESIGN

3.6.1 TABLE DESIGN

Table designs are completed in few steps:

1. Project Definition
2. Process Definition
3. Requirement Analysis
4. 1st Normalization
5. 2nd normalization
6. 3rd normalization

1. PROJECT DEFINITION

- ✓ Product databases
- ✓ Stock databases
- ✓ Order
- ✓ Order details
- ✓ Customer database
- ✓ Employee databases
- ✓ Shipment information
- ✓ Payment information

2. PROCESS DEFINITION

- ✓ Product
- ✓ Stock
- ✓ Customer
- ✓ Employee
- ✓ Order
- ✓ Order details
- ✓ Shipment info
- ✓ Payment info
- ✓ Login

Chapter – 03: Design

3. REQUIREMENT ANALYSIS

Product
Product ID
Product Name
Category
Buy Price
Sell price
Product Image
Description

Employee
Emp ID
First Name
Middle Name
Last Name
Father Name
Mother Name
email
Gender
Date of Birth
Marital Status
Address

Customer
Cus ID
First Name
Middle Name
Last Name
Shipping Address
Email
Contact

Order
Order No
Customer
Date
Is deliver

Payment
Payment No
Payment Type
Date
Amount

Login
User ID
Password
Access level

Shipment
Shipment Address
Shipment Date
Note
Shipment Contact

Stock
Product Name
Quantity
Date
Stock by

Order Details
Order No
Product name
Quantity

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key	Address	type
PK	Address ID	INT
FK	Employee ID	INT
FK	Type ID	INT
	Address	CHAR
FK	City ID	INT

key	Address type	type
PK	ID	INT
	Name	CHAR

key	City	type
PK	ID	INT
	Name	CHAR
FK	Country ID	INT

key	Country	type
PK	ID	INT
	Name	CHAR

key	Address type	type
PK	ID	INT
	Name	CHAR

key	Gender	type
PK	ID	INT
	Name	CHAR

key	Access Level	type
PK	ID	INT
	Name	

key	Marital	type
PK	ID	INT
	Name	CHAR

key	Payment type	type
PK	ID	INT
	Name	CHAR

Fig 3.6.1.1: Relationship Diagram

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3.6.2 RELATIONSHIP DIAGRAM

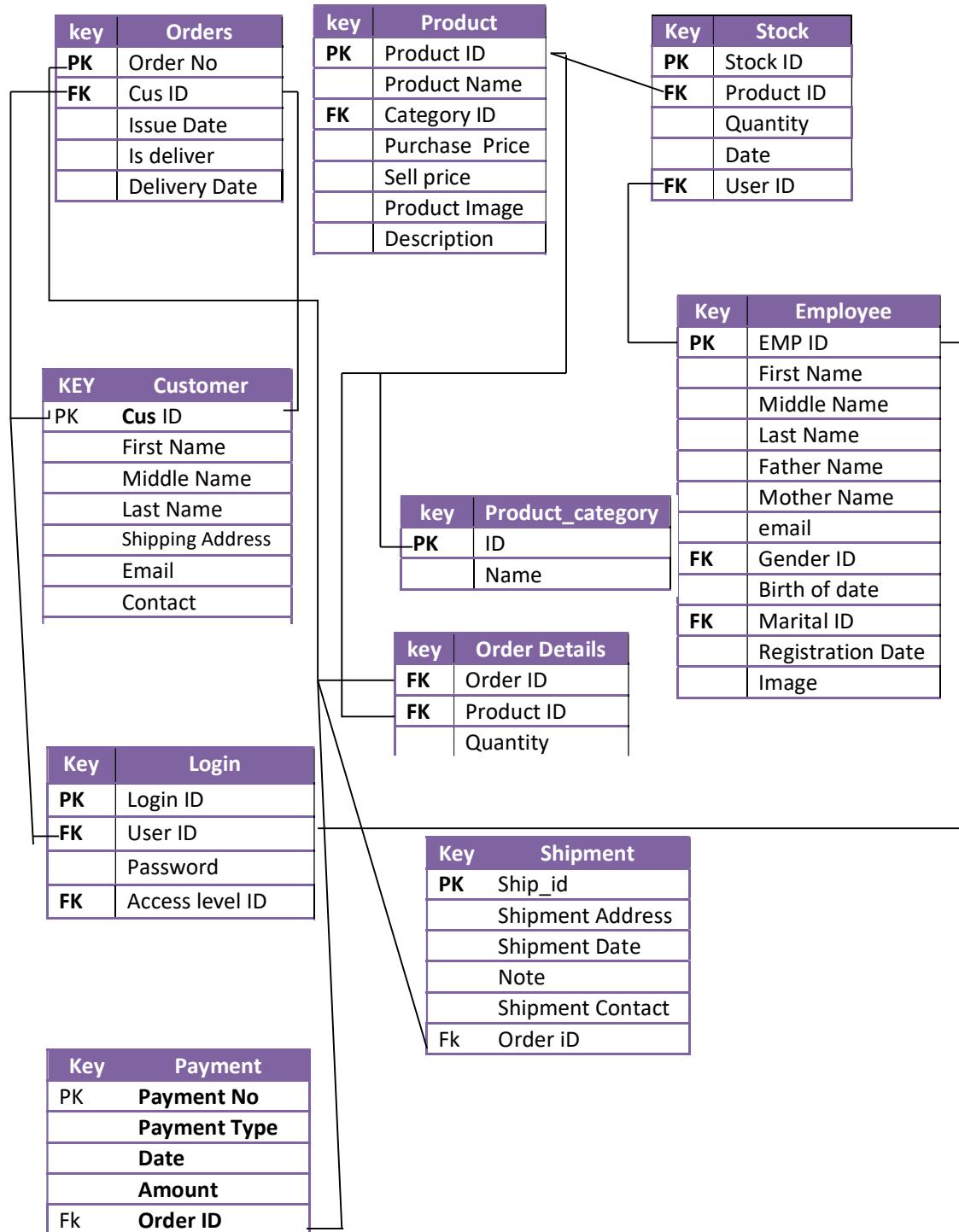


Fig 3.6.2.1: Relationship Diagram

3.7 Data Flow Diagram

After having design the database for our project. We design the dataflow model which represents the process as a set of activities each of which carries out some data transformation. It shows how the input to the process such as specification is transformed to an output such as design. The activities here may be lower than in a workflow model. They may represent transformations carries out by people or computers.

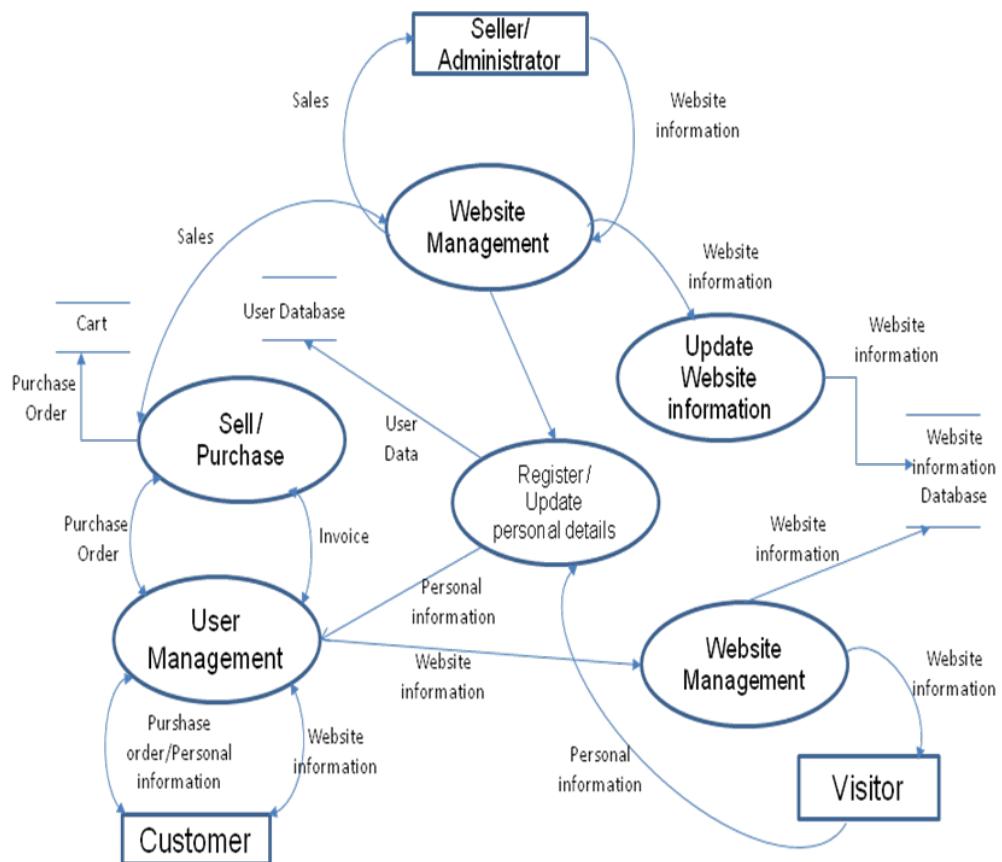


Fig 3.7.1: Data Flow Diagram

3.7.1 Data Flow Diagram for Customer and Admin

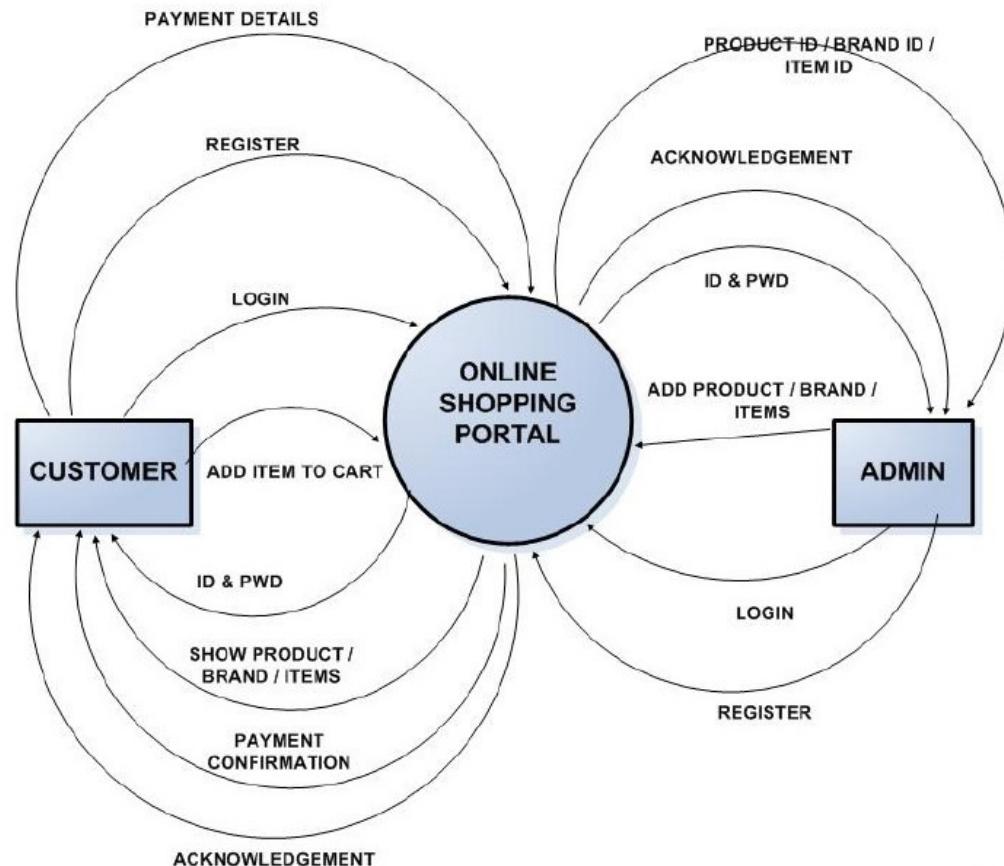


Fig 3.7.1.1: Data flow between Customer Shop and admin

Fig3.7.1.2: Data flow Diagram for login [44]

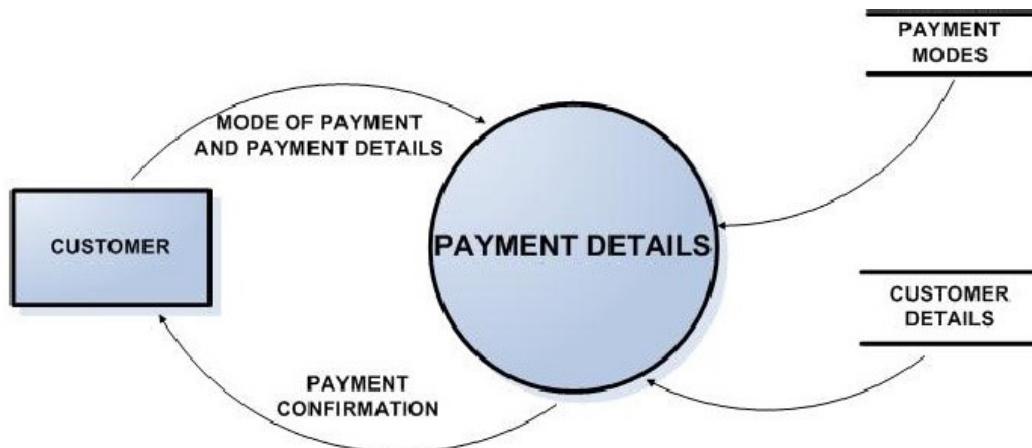


Fig3.7.1.3: Data flow Diagram for Payment [45]

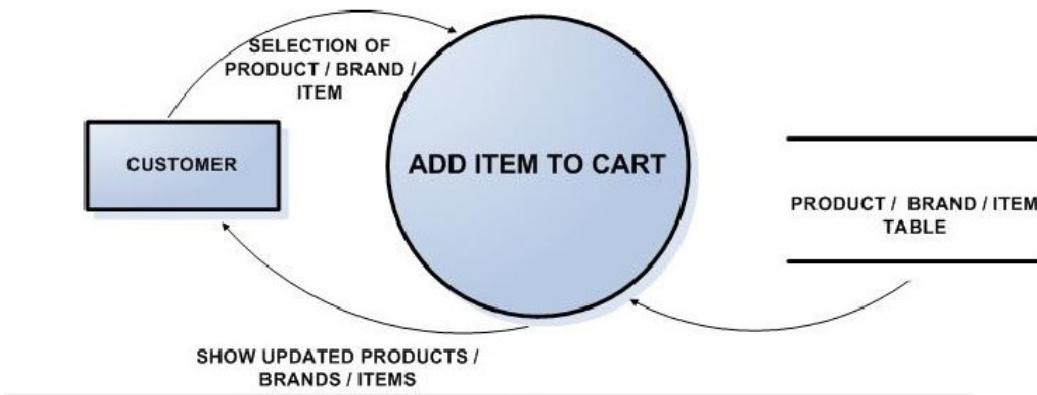


Fig3.7.1.4: Data flow Diagram for Add to cart [46]

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3.8 VALIDATION

Validation check for ID

Present Check	Id must be present
Type check	it VARCHAR
Length Check	It must be 6 character

Validation Check for date of birth

Present Check	Id must be present
Type check	it is must be date type
Format Check	Check date format

3.9 NON-FUNCTIONAL / OPERATIONAL REQUIREMENTS

➤ Security

- Pages of the website must be access in the way they were intended to be accessed.
- Included files shall not be accessed outside of their parent file.
- Administrator can only perform administrative task on pages they are privileged to access. Customers will not be allowed to access the administrator pages.

➤ Efficiency and Maintainability

- Page loads should be returned and formatted in a timely fashion depending on the request being made.
- Administrators will have the ability to edit the aspects of the order forms, product descriptions, prices and website directly

Chapter – 04: Implementation

4.1 Introduction

Implementation is the stage in the project where the theoretical design is turned into a working system and is giving confidence on the new system for the users that it will work efficiently and effectively. It involves careful planning, investigation of the current system and its constraints on implementation, design of methods to achieve the changeover, an evaluation of change over methods. Apart from planning major task of preparing the implementation are education and training of users. The more complex system being implemented, the more involved will be the system analysis and the design effort required just for implementation.

An implementation co-ordination committee based on policies of individual organization has been appointed. The implementation process begins with preparing a plan for the implementation of the system. According to this plan, the activities are to be carried out, discussions are made regarding the equipment and resources and the additional equipment has to be acquired to implement the new system.

Implementation is the final and important phase. This is the most critical stage in achieving a successful new system and in giving the users confidence that the new system will work is effective. The system can be implemented only after thorough testing. This method also offers the greatest security since the old system can take over if the errors are found or inability to handle certain type of transactions while using the new system.

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4.2 OUTPUT AND INPUT DESIGN

SAMPLE INPUT FORM FOR ADDING CATEGORY INFORMATION

The screenshot shows a 'Form Elements' window with the following fields:

- Category Name:** A text input field.
- Category Description:** A rich text editor with a toolbar containing various formatting options like bold, italic, underline, and alignment.
- Publication Status:** A dropdown menu labeled 'Select Publication Status'.
- Action Buttons:** 'Save Category' and 'Reset' buttons at the bottom.

Fig 4.2.1: Sample input form

SAMPLE INPUT FORM FOR MANAGE CATEGORY INFORMATION

The screenshot shows a 'Category' management interface with the following details:

Serial No	Category Name	Publication Status	Actions
1	Shoe	Unpublished	[Edit, Publish, Unpublish, Delete]
2	Jewelry	Unpublished	[Edit, Publish, Unpublish, Delete]
3	Kurti	Published	[Edit, Publish, Unpublish, Delete]
4	Cap	Unpublished	[Edit, Publish, Unpublish, Delete]
5	Saree	Published	[Edit, Publish, Unpublish, Delete]
6	Salowar	Published	[Edit, Publish, Unpublish, Delete]
7	Bedding Cloth	Unpublished	[Edit, Publish, Unpublish, Delete]
8	Toys, Kids & Babies	Unpublished	[Edit, Publish, Unpublish, Delete]
9	Tri Shirt	Published	[Edit, Publish, Unpublish, Delete]
10	Shirt	Published	[Edit, Publish, Unpublish, Delete]

Below the table, it says 'Showing 1 to 10 of 15 entries'.

Fig 4.2.2: Sample input form



EXTRA 35% OFF
ON SELECT MERCHANDISE

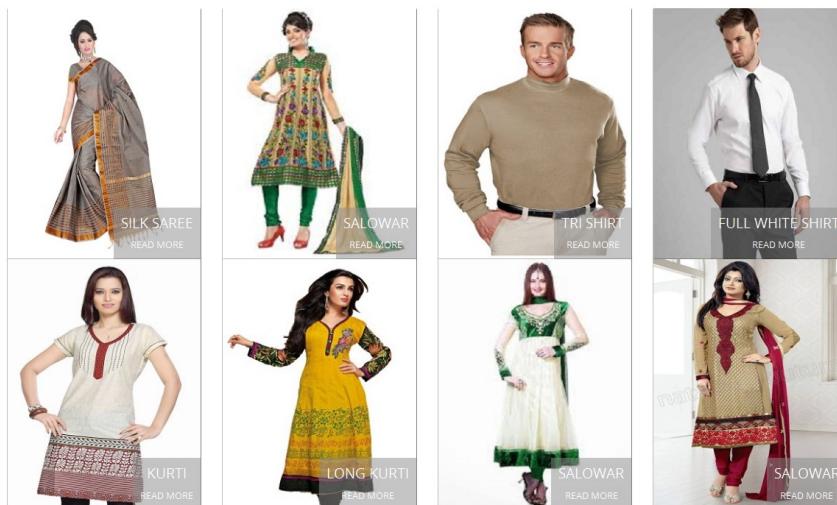
CELINA UNPLUGGED
ON SELECT MERCHANDISE

ACTIVE GEAR STORE
SHOP NOW

BRAND OF THE WEEK

A TOUCH OF GLAMOUR

It is a long established fact that a reader will be distracted by the readable content of a page when looking at its layout. The point of using Lorem Ipsum is that it has a more-or-less normal distribution of letters, as opposed to using 'Content here, content here',



Manufacture

Pride
Addidas
Texmart
Rolex
Give & Take
Karupponno
Freeland
Collection
Lenovo
Huawei
Xiaomi
Apple Inc.
Dream Fashion

Help

Frequently Asked Questions
Men
Women
Accessories
Kids
Brands

Company Name
Frequently Asked Questions
Men
Women
Accessories
Kids
Brands

Account

Login
Create An Account
Create Wishlist
My Shopping Bag
Brands
Create Wishlist

Style Zone
Frequently Asked Questions
Men
Women
Accessories
Kids
Brands

Popular

New Arrivals
Men
Women
Accessories
Kids
Brands
Trends
Sale
Style Videos
Login
Brands

Need Help? Contact Us >

(or) Call us: +01621078285

Follow Us

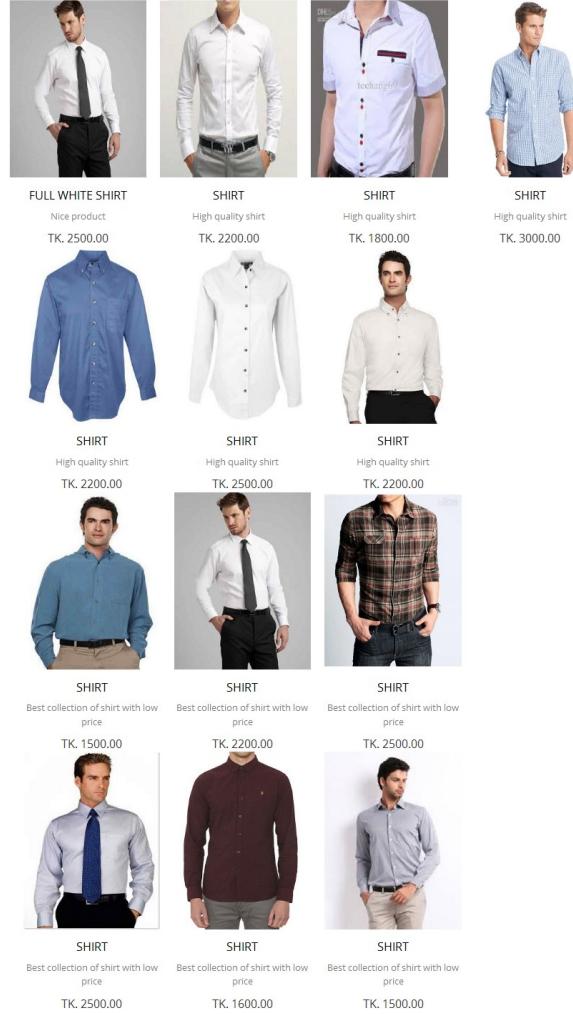


ALL
SHOE
KURTI
SAREE
SALOWAR
TRI SHIRT
SHIRT
PANT
FILTER BY
CATEGORIES
<input checked="" type="checkbox"/> Kurtas
<input type="checkbox"/> Kutis
<input type="checkbox"/> Churidar Kurta
<input type="checkbox"/> Salwar
<input type="checkbox"/> Printed Sari
<input type="checkbox"/> Shree
BRAND
<input checked="" type="checkbox"/> Shree
<input type="checkbox"/> Anouk
<input type="checkbox"/> Biba
<input type="checkbox"/> Vishud
<input type="checkbox"/> Amari
<input type="checkbox"/> Shree
COLOUR

DISCOUNT
<input checked="" type="radio"/> 60 % and above
<input type="radio"/> 50 % and above
<input type="radio"/> 40 % and above
<input type="radio"/> 30 % and above
<input type="radio"/> 20 % and above
<input type="radio"/> 10 % and above

ENTHECWEAR - 4449 ITEMS

Sort: Popular | New | Discount | Price: Low High



Manufacture

Pride
Addidas
Texmart
Rolex
Give & Take
Karuppono
Freeland
Collection
Lenovo
Huawei
Xiaomi
Apple Inc.
Dream Fashion

Help

Frequently Asked Questions
Men
Women
Accessories
Kids
Brands

Company Name

Account

Login
Create An Account
Create Wishlist
My Shopping Bag
Brands
Create Wishlist

Style Zone

Popular

New Arrivals
Men
Women
Accessories
Kids
Brands
Trends
Sale
Style Videos
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Chapter – 04: Implementation

SAMPLE DESIGN FORM OF ADMIN DASBOARD PAGE



Chapter – 04: Implementation

SAMPLE INPUT FORM FOR ADDING MANUFACTURE INFORMATION

The screenshot shows a window titled "Form Elements". It contains fields for "Manufacture Name" (a text input), "About Manufacture" (a rich text editor with a toolbar), and "Publication Status" (a dropdown menu). At the bottom are "Save Manufacture" and "Reset" buttons.

Fig 4.2.3: Sample input form

SAMPLE INPUT FORM FOR MANAGE MANUFACTURE INFORMATION

The screenshot shows a table titled "Manufacture" with 10 entries. The columns are "Serial No", "Manufacture Name", "Publication Status", and "Actions". The "Actions" column contains icons for search, edit, and delete. The table includes a header row with sorting and search functions, and a footer showing page navigation.

Manufacture			
10 ▾ records per page		Search:	
Serial No	Manufacture Name	Publication Status	Actions
1	Pride	Published	
2	Addidas	Published	
3	Bond	Unpublished	
4	Texmart	Published	
5	Microsoft	Unpublished	
6	Rolex	Published	
7	Give & Take	Published	
8	Karupponno	Published	
9	Freeland	Published	
10	Collection	Published	

Showing 1 to 10 of 19 entries

← Previous 1 2 Next →

Fig 4.2.4: Sample input form

Chapter – 04: Implementation

SAMPLE INPUT FORM FOR ADDING PRODUCT INFORMATION

Add Product

Product Name	<input type="text"/>
Product Code	<input type="text"/>
Category Name	Select Category Name ▾
Manufacturer Name	Select Manufacturer Link ▾
Product Price	<input type="text"/>
Product Quantity	<input type="text"/>
Product Sku	<input type="text"/>
Product Short Description	<input type="text"/> B I U x x' T- fP H- Tg T 
Product Long Description	<input type="text"/> B I U x x' T- fP H- Tg T 
Product Image	No file selected <input type="button" value=""/>
Publication Status	Select Publication Stat. ▾
<input type="button" value="Save Product"/> <input type="button" value="Cancel"/>	

Fig 4.2.5: Sample input form

Chapter – 04: Implementation

SAMPLE INPUT FORM FOR MANAGE PRODUCT INFORMATION

Serial No	Product Name	Category Name	Manufacturer Name	Product Price	Product Quantity	Publication Status	Actions
1	Jamdani	Saree	Texmart	2000.00	50	Published	
2	Benaroshi	Saree	Texmart	5000.00	5	Published	
3	Silk Saree	Saree	Freeland	1250.00	2	Published	
4	Silk Saree	Saree	Freeland	1250.00	20	Published	
5	Silk Saree	Saree	Freeland	500.00	100	Published	
6	Salowar	Salowar	Dream Fashion	2800.00	3	Published	
7	Tri Shirt	Tri Shirt	Collection	1000.00	3	Published	
8	Full White Shirt	Shirt	Pride	2500.00	5	Published	
9	Kurti	Kurti	Pride	2200.00	10	Published	
10	Long Kurti	Kurti	Addidas	2500.00	10	Published	

Fig 4.2.6: Sample input form

SAMPLE FORM FOR CUSTOMER LOGIN

New User? Create A Shoppe Account

Register Using Facebook

First Name:

Last Name:

Email Address:

Male Female

Password:

Retype Password:

Create An Account

I Agree To Shoppe.Com [Terms Of Service](#)

Existing User

Sign In Using Facebook

Email:

Password:

Sign In

[Forgot Your Password](#)

Fig 4.2.7: Sample input form

Chapter – 04: Implementation

SAMPLE FORM FOR SEEING PRODUCT DETAILS INFORMATION

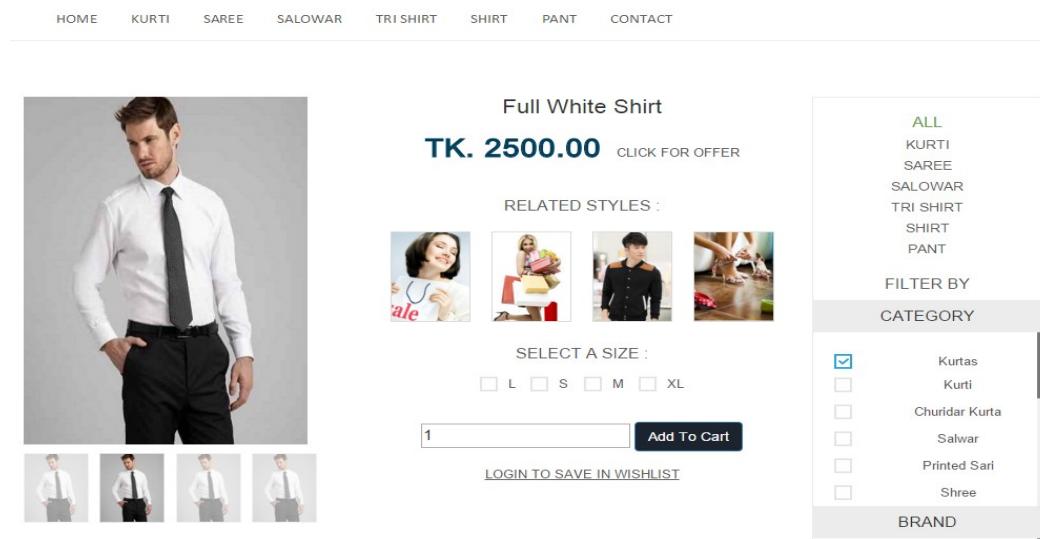


Fig 4.2.8: Sample input form

SAMPLE FORM FOR ADDING PRODUCT IN CART INFORMATION

The screenshot shows a shopping cart page. At the top, there's a banner with '50%OFF' and a coupon code offer. The main header includes the 'Shoppe' logo, a search bar, and a 'Create Account' button. Below the header, there's a navigation menu with links for 'HOME', 'KURTI', 'SAREE', 'SALOWAR', 'TRI SHIRT' (which is highlighted in orange), 'SHIRT', 'PANT', and 'CONTACT'. In the center, there's a message 'CONTACT US' and a 'MY SHOPPING BAG / 1 ITEM' section. This section shows a thumbnail of the 'Full White Shirt' and its details: Product Name: Full White Shirt, Product Price: 2500.00, Product Quantity: 1, Sub Total: 2500. There's also a red 'Update' button next to the quantity input field. To the right of the bag section, there's a heart icon and a '1 ITEM' count. At the bottom of the page, there's a 'Continue Shopping' button on the left and a 'Checkout' button on the right. On the far right, there's a summary table for the cart:

Total :	BTD: 2500
Vat Total :	BTD : 375
Grand Total :	BTD: 2875

Fig 4.2.9: Sample input form

Chapter – 04: Implementation

SAMPLE FORM FOR GIVING SHIPPING INFORMATION

The screenshot shows a shopping cart summary and a shipping info input form. The cart summary table has columns: SL No, Product Name, Product Image, Product Price, Product Quantity, and Sub Total. It lists one item: 'Full White Shirt' at 2500.00 for 1 quantity, totaling 2500. Below the cart are three summary boxes: 'Total : BTD: 2500', 'Vat Total : BTD : 375', and 'Grand Total : BTD: 2875'. A message 'Create Shipping Info For Complete Your Valuable Order' is displayed above the shipping form. The shipping form includes fields for Full Name, Email Address, Phone Number, Address, Country, and a 'Save Shipping Info' button.

SL No	Product Name	Product Image	Product Price	Product Quantity	Sub Total
1	Full White Shirt		2500.00	1	2500

Total :	BTD: 2500
Vat Total :	BTD : 375
Grand Total :	BTD: 2875

Fig 4.2.10: Sample input form

SAMPLE FORM FOR COMPLETING PAYMENT INFORMATION

The screenshot shows a payment method selection form and a footer navigation menu. The payment methods listed are Cash On Delivery, Blash, and Paypal. A 'Confirm Order' button is present. The footer menu includes links for Manufacture, Help, Account, Popular, and various categories like New Arrivals, Men, Women, Accessories, Kids, Brands, Trends, Sale, Style Videos, Login, and Brands.

Manufacture	Help	Account	Popular
Pride Addidas Texmart Rolex Give & Take Karuponno Freeland Collection Lenovo Huawei Xiaomi Apple Inc. Dream Fashion	Frequently Asked Questions Men Women Accessories Kids Brands Company Name Frequently Asked Questions Men Women Accessories Kids Brands	Login Create An Account Create Wishlist My Shopping Bag Brands Create Wishlist Style Zone Frequently Asked Questions Men Women Accessories Kids Brands	New Arrivals Men Women Accessories Kids Brands Trends Sale Style Videos Login Brands

Fig 4.2.11: Sample input form

Chapter – 05: Testing

SAMPLE FORM FOR MANAGE ORDER SYSTEM FROM ADMIN PANEL

Category									
Serial No	Order ID	Customer ID	Customer Name	Shipping ID	Order Total	Payment Status	Order Status	Payment Type	Actions
1	2	18	Morshed Khan	4	6900.00	pending	pending	cash_on_delivery	
2	3	18	Morshed Khan	5	5750.00	pending	pending	cash_on_delivery	
3	4	18	Morshed Khan	6	575.00	pending	pending	paypal	
4	5	18	Morshed Khan	7	3220.00	pending	pending	paypal	
5	6	19	mahfujur Rahman	8	3450.00	pending	pending	paypal	
6	7	20	h s	9	9660.00	pending	pending	paypal	
7	8	21	snigdha hasan	10	7015.00	pending	pending	paypal	

Showing 1 to 7 of 7 entries

— Previous | 1 | Next —

SAMPLE FORM FOR DOWNLOAD INVOICE OF ORDER FROM ADMIN

PENDING	COMPLETED			
Customer Information				
Customer Name	Phone Number	Email Address	Address	Country
Morshed Khan	01715151617	khan@gmail.com	Mohakhali	BD
Order Information				
Order ID	Order Total	Order Date		
2	6900.00	2015-10-27 10:05:41		
Customer Order Details				
SL No	Product Name	Product Price	Product Quantity	Sub Total
1	Long Kurti	2500.00	2	5000
2	Tri Shirt	1000.00	1	1000
			Total :	BDT : 6000
			Vat Total :	BDT : 900
			Grand Total :	BDT : 6900
Download Invoice				

5.1 INTRODUCTION

Software testing is the process of executing a program with intention of finding errors in the code. It is a process of evolution of system or its parts by manual or automatic means to verify that it is satisfying specified or requirements or not. Generally, no system is perfect due to communication problems between user and developer, time constraints or conceptual mistakes by developer. The purpose of system testing is to check and find out these errors or faults as early as possible so losses due to it can be saved. Testing is the fundamental process of software success. Testing is not a distinct phase in system development life cycle but should be applicable throughout all phases i.e. design development and maintenance phase. Testing is used to show incorrectness and considered to success when an error is detected.

5.2 OBJECTIVES OF SOFTWARE TESTING

The software testing is usually performed for the following objectives :-

SOFTWARE QUALITY IMPROVEMENT:-

The computer and the software are mainly used for complex and critical applications and a bug or fault in software causes severe losses. So a great consideration is required for checking for quality of software.

VERIFICATION AND VALIDATION:-

Verification means to test that we are building the product in right way .i.e. are we using the correct procedure for the development of software so that it can meet the user requirements. Validation means to check whether we are building the right product or not.

SOFTWARE RELIABILITY ESTIMATION:-

The objective is to discover the residual designing errors before delivery to the customer. The failure data during process are taken down in order to estimate the software reliability.

5.3 PRINCIPLES OF SOFTWARE TESTING

Software testing is an extremely creative and challenging task. Some important principles of software testing are as given:- All tests should be traceable to customer requirements. Testing time and resources should be limited i.e. avoid redundant testing. It is impossible to test everything. Use effective resources to test. Test should be planned long before testing begins i.e. after requirement phase. Test for invalid and unexpected input conditions as well as valid conditions. Testing should begin in “in the small” and progress towards testing “in the large”. For the most effective testing should be conducted by an independent party. Keep software static (without change meanwhile) during test. Document test cases and test results. Examining what the software not doing which it expected to do and also checking what it is doing that was not expected to do.

5.4 STRATEGY FOR SOFTWARE TESTING

Different levels of testing are used in the test process; each level of testing aims to test different aspects of the system. The first level is unit testing. In this testing, 29 individual components are tested to ensure that they operate correctly. It focuses on verification efforts. The second level is integration testing. It is a systematic technique for constructing the program structure. In this testing, many tested modules are combined into the subsystem which is then tested. The goal here is to see if the modules can be integrated properly. Third level is system testing. System testing is actually a series of different tests whose primary purpose is to fully exercise computer based system. These tests fall outside scope of software process and are not conducted solely by software engineers.

BLACK BOX TESTING

Black box testing is a testing technique that ignores the internal mechanism of the system and focuses on the output generated against any input and execution of the system. It is also called functional testing.

Chapter – 05: Testing

WHITE BOX TESTING

White box testing is a testing technique that takes into account the internal mechanism of a system. It is also called structural testing and glass box testing. Black box testing is often used for validation and white box testing is often used for verification.

UNIT TESTING

The software units in a system are modules and routines that are assembled and integrated to perform a specific function. Unit testing focuses first on modules, independently of one another, to locate errors. This enables, to detect errors in coding and logic that are contained within each module. This testing includes entering data and ascertaining if the value matches to the type and size supported by java. The various controls are tested to ensure that each performs its action as required.

INTEGRATION TESTING

Data can be lost across any interface, one module can have an adverse effect on another, sub functions when combined, may not produce the desired major functions. Integration testing is a systematic testing to discover errors associated within the interface. The objective is to take unit tested modules and build a program structure. All the modules are combined and tested as a whole.

Here the Server module and Client module options are integrated and tested. This testing provides the assurance that the application is well integrated functional unit with smooth transition of data.

FUNCTIONAL TESTING

Functional testing is the testing to ensure that the specified functionality required in the system requirements works. It falls under the class of black box testing.

Chapter – 05: Testing

SYSTEM TESTING

System testing is the testing to ensure that by putting the software in different environments (e.g., Operating Systems) it still works. System testing is done with full system implementation and environment. It falls under the class of black box testing.

STRESS TESTING

Stress testing is the testing to evaluate how system behaves under unfavorable conditions. Testing is conducted at beyond limits of the specifications. It falls under the class of black box testing.

PERFORMANCE TESTING

Performance testing is the testing to assess the speed and effectiveness of the system and to make sure it is generating results within a specified time as in performance requirements. It falls under the class of black box testing.

USABILITY TESTING

Usability testing is performed to the perspective of the client, to evaluate how the GUI is user-friendly? How easily can the client learn? After learning how to use, how proficiently can the client perform? How pleasing is it to use its design? This falls under the class of black box testing.

ACCEPTANCE TESTING

Acceptance testing is often done by the customer to ensure that the delivered product meets the requirements and works as the customer expected. It falls under the class of black box testing.

REGRESSION TESTING

Regression testing is the testing after modification of a system, component, or a group of related units to ensure that the modification is working correctly and is not damaging or imposing other modules to produce unexpected results. It falls under the class of black box testing.

Chapter – 05: Testing

BETA TESTING

Beta testing is the testing which is done by end users, a team outside development, or publicly releasing full pre-version of the product which is known as beta version. The aim of beta testing is to cover unexpected errors. It falls under the class of black box testing.

Chapter – 06: Conclusion

6.1 Conclusion

In this project I have represented an efficient way of developing dynamic website by using power of PHP and My SQL. Still little limitation exists in the software; my aim is to develop this web site up to highly useful. [11]

The Internet has become a major resource in modern business, thus electronic shopping has gained significance not only from the entrepreneur's but also from the customer's point of view. For the entrepreneur, electronic shopping generates new business opportunities and for the customer, it makes comparative shopping possible.

A good shopping cart design must be accompanied with user-friendly shopping cart application logic. It should be convenient for the customer to view the contents of their cart and to be able to remove or add items to their cart. The shopping cart application described in this project provides a number of features that are designed to make the customer more comfortable.

This project helps in understanding the creation of an interactive web page and the technologies used to implement it. The design of the project which includes Data Model and Process Model illustrates how the database is built with different tables, how the data is accessed and processed from the tables. The building of the project has given me a precise knowledge about how PHP is used to develop a website, how it connects to the database to access the data and how the data and web pages are modified to provide the user with a shopping cart application.

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Chapter – 06: Conclusion

6.2 Future Work

On this topic further study may be needed for more development. To make it global, easier and dynamic following study can be made:

- Develop it for dynamic use
- not only used by internet, also by mobile communication
- every user transaction can be possible by online and confirmation also possible by online system
- every user of the whole world can get help from this site

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