**Online Gift Shop and**

**Inventory Management System**

1. **INTRODUCTION**

Organization will fall short of its purpose without proper and effective inventory of its sales & stocks. Sales & Inventory Management Systems are ways of management and monitoring all of these sales & stocks. Inventories in smaller organization are done manually, but as a business grows with its increasing number of location, department, items and transactions, making inventory and managing orders, purchase, allocation of stocks by manual means is almost unworkable. To be able to do the task, the inventory management software must be put to action.

To develop software that will help in the maintenance and management of any inventory system. This is an integrated system that covers different kinds of features like customer order, payment, billing, supplier details etc. Administrator is the user who logs in and manages the entire inventory. Report generation is done at every stage of sale as well as purchase.

The software provides following facilities to the administrator::

* Facilitates online entry of any details related to the inventory.
* Provides information about the different orders of the customers.
* Bill generation is done for every customer order.
* Inventory can be updated at any point of time.
* Supplier details are also stored in the database.
* On low stock inventory is updated by purchasing goods from the supplier.
* Master Driven approach to reduce data entry mistake.
* System can produce stock on hand report any time.
  1. **BACKGROUND**

Coming to the existing system all the works are done manually (manual process), using pen and paper. All the entries of the labors data are done by the manual on the book or file. Sometimes they have difficulty to search and find the details of labors or clients.  
Searching details or data of any labors cost many time and hard work. Information   
written on file or book can be lost as it is not stored anywhere.

**Drawbacks:**

* The existing system is manual system. Needs to be converted into automated system.
* Risk of mismanagement of data.
* Less Security.
* No proper coordination between different Applications and Users.
* Fewer Users - Friendly.
* Accuracy not guaranteed.
* Not in reach of distant users.
* More stationaries are required.
* More Time is required in search of any data or information.
* Information or data can be lost as they are not stored properly.

**Solution of these problems:**

The development of the new system contains the following activities, which try to automate the entire process keeping in view of the database integration approach.

* User friendliness is provided in the application with various controls.
* The system makes the overall project management much easier and flexible.
* There is no risk of data mismanagement at any level while the project development is under process.
* It provides high level of security with different level of authentication.
* Users from any part of the world can make use of the system.
* New system will process accurate results.
* New system will be much better in performance as compared to existing one.
  1. **ORGANIZATIONAL PROFILE**

**Name, Address and Tel. no of the Organization:**

We are not an actual organization; we are just a group of graduation pursuing students, who chose to make this project so as to help the institutes manage their attendance records easily.

Telephone: 887944667

E-Mail: Mtsydv54@gmail.com

Bbaskarshetty415@gmail.com

Name & details of contact person:

Rohit R. Yadav

Baskar Francis Shetty

**Background of the Organization:**

We chose the project so as to help the gift shop Owner in creating, managing, and accessing the records efficiently. As well as the resources spent for creating, managing and presenting the records also costs a lot (for stationary etc.). This tedious job can be made easy if the task is done by an application.

**Vision and Goals:**

Our primary vision is to make a truly acceptable and efficient system which will be helpful to client in every possible way.

**Team members name and roles assigned to them:**

We are a team of two people, Rohit Yadav and Baskar Francis. Baskar has been assigned to take care of the the whole design part, and Rohit is designated to take care of the whole coding part.

The documentation part will be done by both.

* 1. **PURPOSE, SCOPE AND APPILCABILITY**

**Purpose:**

This system can be implemented to any shop in the locality or to multinational branded shops having retail outlet chains. The system recommends a facility to accept the orders 24\*7 and a home delivery system which can make customers happy. If shops are providing an online portal where their customers can enjoy easy shopping from anywhere, the shops won’t be losing any more customers to the trending online shops such as flipcart or ebay. Since the application is available in the Smartphone it is easily accessible and always available.

**Scope:**

This project is a web based gift shopping system for an existing shop. The project objective is to deliver the online shopping application into android platform. Online shopping is the process whereby consumers directly buy goods or services from a seller in real-time, without an intermediary service, over the Internet. It is a form of electronic commerce. This project is an attempt to provide the advantages of online shopping to customers of a real shop. It helps buying the products in the shop anywhere through internet by using an android device.

**Applicability:**

The application was designed into two modules first is for the customers who wish to buy the articles. Second is for the storekeepers who maintains and updates the information pertaining to the articles and those of the customers. The end user of this product is a departmental store where the application is hosted on the web and the administrator maintains the database. The application which is deployed at the customer database, the details of the items are brought forward from the database for the customer view based on the selection through the menu and the database of all the products are updated at the end of each transaction.

1. **SURVEY OF TECHNOLOGY**

**Visual Studio IDE 2015**

Best Support for Latest Asp.NET Technologies:

Visual Studio IDE is the official IDE for Asp.NET . With its editors, code analyzers, and converters, you can quickly and smoothly upgrade your applications to use new Asp.NET language constructs, such as lambdas, functional operations, and method references.   
Batch analyzers and converters are provided to search through multiple applications at the same time, matching patterns for conversion to new Asp.NET language constructs. With its constantly improving Asp.NET Editor, many rich features and an extensive range of tools, templates and samples, Visual Studio IDE sets the standard for developing with cutting edge   
technologies out of the box.

Fast & Smart Code Editing:

An IDE is much more than a text editor. The Visual Studio Editor indents lines, matches words and brackets, and highlights source code syntactically and semantically. It lets you easily refactor code, with a range of handy and powerful tools, while it also provides code templates, coding tips, and code generators.   
The editor supports many languages from Asp.NET, C/C++, XML and HTML, to PHP, Groovy, Asp.NET doc, Asp.NET Script and ASP. Because the editor is extensible, you can plug in support for many other languages.

Easy & Efficient Project Management:

Keeping a clear overview of large applications, with thousands of folders and files, and millions of lines of code, is a daunting task. Visual Studio IDE provides different views of your data, from multiple project windows to helpful tools for setting up your applications and managing them efficiently, letting you drill down into your data quickly and easily, while giving you versioning tools via Subversion, Mercurial, and Git integration out of the box.

**MySQL**

MySQL is a database management system. A database is a structured collection of data. It may be anything from a simple shopping list to a picture gallery or the vast amounts of information in a corporate network. To add, access, and process data stored in a computer database, you need a database management system such as MySQL. Since computers are very good at handling large amounts of data, database management plays a central role in computing, as stand-alone utilities, or as parts of other applications.

MySQL is a relational database management system. A relational database stores data in separate tables rather than putting all the data in one big storeroom. This adds speed and flexibility. The tables are linked by defined relations making it possible to combine data from several tables on request. The SQL part of MySQL stands for "Structured Query Language" - the most common standardized language used to access databases.

MySQL is Open Source Software. Open Source means that it is possible for anyone to use and modify. Anybody can download MySQL from the Internet and use it without paying anything. Anybody so inclined can study the source code and change it to fit their needs. MySQL uses the GPL (GNU General Public License) to define what you may and may not do with the software in different situations. If you feel uncomfortable with the GPL or need to embed MySQL into a commercial application you can buy a commercially licensed version from us.

1. **REQUIREMENT AND ANALYSIS**

System Analysis is about complete understanding of existing systems and finding where the existing system fails. The solution is determined to resolve issues in the proposed system. It defines the system. The system is divided into smaller parts. Their functions and inter relation of these modules are studied in system analysis. The complete analysis is followed below.

* 1. **PROBLEM DEFINITION**

The store is able to cater to the need of people but at the same time finding it difficult to manage the sales and stock details. Due to increase in sales they are finding it difficult to manage the large amount of transactions which are causing discrepancies in the data.

To solve that difficult problem, the owner of the shop want make use Of computer to maintain the data, so that we have researched and Developed a system called Sales and Inventory Management System(SIMS).It will store all the information and required data can be retrieved with Ease, so that users can manage the details and admin functionalities.

**Modules:**

User Master, Customer Master, Supplier Master, Product Category, Product Master, Customer Order, Issue Stock, Purchase Order, Receive Stock, Payment Receive, Payment to supplier, Billing, daily sales report, purchase report, amount due report, stock in hand report, etc.

From an end-user perspective, the Project consists of four functional elements: Security, Master, Transaction Modules and Report generation module:

* **Security Modules:** Security module is developed to maintain user.
* **Master Modules :** Master module is developed to maintain customer, supplier, product category, products, warehouse and tax details
* **Transaction Modules** : Transaction module is developed to maintain quotation, customer order, issuing products, generating purchase order, receiving products, transfer products, receive payment(Billing) and supplier payment.

**3.2 FEASIBILITY STUDY**

Feasibility study is undertaken to determine the possibility if either improving the   
existing system or creating a new system. It includes the overview of the project and helps to   
overcome the problem and get an idea whether a feasible solution exists or not.  
In this a case new system is created by gathering the requirements of the customer or   
client. Feasibility study is done by four major Feasibilities. They are Operational feasible,   
Technical feasible, Economical feasible and Behavioral feasible. Types of Feasibility:

* **Operational feasibility:**

As the current system is manual (paper work) reports that are generated are   
difficult to prepare and take much time. Since the user finds the difficulties in   
operating the manual system, they have had come and give their requirements   
regarding what type of project they want.

* **Technical feasibility:**

Generally new system brings new technology into an organization. The  
proposed system requires technology and tools or equipment’s which can be obtained   
easily. Moreover the operating system has the technical capacity to hold the   
requirements and data required to use the proposed system.

* **Economic feasibility:**

While developing the software application one should also consider its cost   
as well as what benefit the project manager is gets through this project. One of the   
factors which effect the development of the new system is the Cost it would require   
to make the project is profitable or not. Since the system is done as a part of project work, there is no manual cost is needed to spend for the proposed system.

* **Behavioral feasibility:**

The project should be beneficial because it satisfies the objectives of the   
developer and requirements of the customer. All behavioral aspects are considered   
carefully and conclude that the project is behaviorally feasible.

* 1. **PLANNING AND SCHEDULING**

The project is planned on the keeping in mind that there are resources available online which contributes to the development process like libraries and frameworks. Building a virtual assistant is a task which involves abundance of user requirements. Planning must be done to ensure on time delivery of the project.

**PERT Chart**

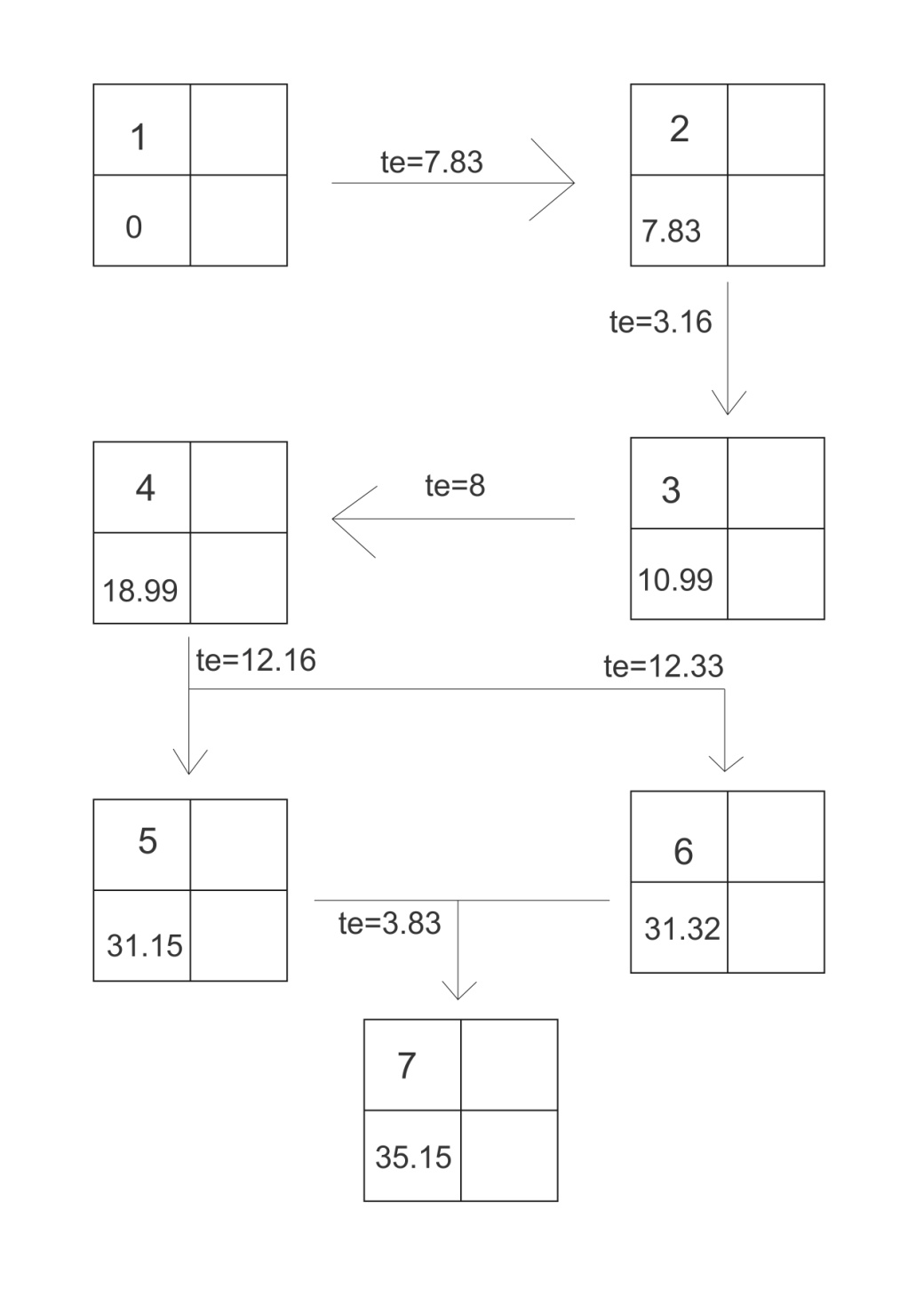
Project Evaluation and Review Technique (PERT) requires three time estimates which are counted in weeks, generally.

* Most-likely time: Time expected by a task to take under normal circumstances.
* Optimistic time: Shortest time which is expected under no risks.
* Pessimistic time: Worst possible time considering risks and failures.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Sr.No | Activity | Optimistic time (a) | Most-likely time (m) | Pessimistic time (b) |
| 1 |  |  |  |  |
| 2 | Requirement Gathering | 7 | 8 | 8 |
| 3 | Requirement Analysis | 3 | 3 | 4 |
| 4 | Design | 8 | 8 | 9 |
| 5 | Coding | 11 | 12 | 14 |
| 6 | Testing | 12 | 12 | 14 |
| 7 | Implementation | 3 | 4 | 4 |

Now, we will calculate te which is expected time calculated by

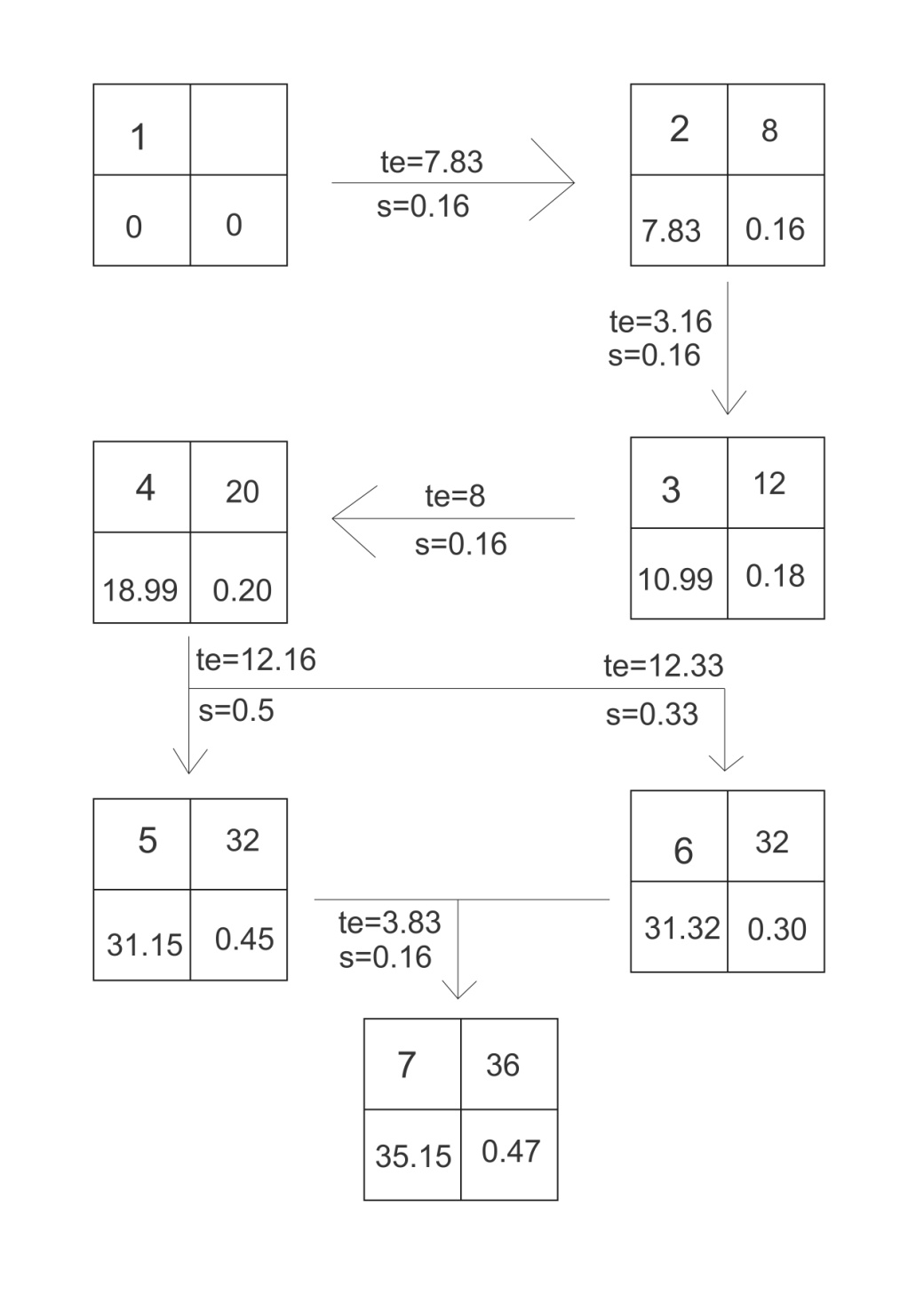
|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Sr.No | Optimistic time (a) | Most-likely time (m) | Pessimistic time (b) | Expected time (te) |
| 2 | 7 | 8 | 8 | 7.83 |
| 3 | 3 | 3 | 4 | 3.16 |
| 4 | 8 | 8 | 9 | 8 |
| 5 | 11 | 12 | 14 | 12.16 |
| 6 | 12 | 12 | 14 | 12.33 |
| 7 | 3 | 4 | 4 | 3.83 |



Pert chart after adding expected time.

Calculating degree of uncertainty that is standard deviation s,

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Sr.No | Optimistic  time (a) | Most-likely  time (m) | Pessimistic  time (b) | Expected  time (te) | Standard deviation (s) |
| 2 | 7 | 8 | 8 | 7.83 | 0.16 |
| 3 | 3 | 3 | 4 | 3.16 | 0.16 |
| 4 | 8 | 8 | 9 | 8 | 0.16 |
| 5 | 11 | 12 | 14 | 12.16 | 0.50 |
| 6 | 12 | 12 | 14 | 12.33 | 0.33 |
| 7 | 3 | 4 | 4 | 3.83 | 0.16 |



Pert chart after adding target date and standard deviation.

For the events that have target date T, we will calculate their *z* values,

Calculate corresponding probabilities of not meeting the target date by using graph of equivalent *z* values.

|  |  |  |
| --- | --- | --- |
| Sr.No | *z* value | Probability Percentage |
| 2 | 1.06 | 14% |
| 3 | 5.61 | 0% |
| 4 | 5.05 | 0% |
| 5 | 1.88 | 3.01% |
| 6 | 2.26 | 1.19% |
| 7 | 1.81 | 3.5% |

Probability of not meeting the target date is highest in requirement gathering stage. This indicates the process of requirement gathering must be done efficiently considering the time constraint.

**Gantt Chart**

According to PERT chart, it is estimated that project will be concluded in approximately 36 weeks. The Gantt chart is prepared accordingly which is shown in diagram below:



The process of requirement gathering is allotted eight weeks. That will help in reducing the risk of failure in later processes. Take enough time to gather and elicitate requirements.

Coding and testing process are to be done concurrently because of time constraints. As well as fixing the bugs would take time. Doing testing after the development process may prove hectic and time consuming. Four weeks are kept specifically for implementation. This is done keeping in mind risks that may arise after the deployment of project.

* 1. **HARDWARE AND SOFTWARE REQUIREMENTS**

The software is designed to be light-weighted so that it doesn’t be a burden on the machine running it. This system is being build keeping in mind the generally available hardware and software compatibility. Here are the minimum hardware and software requirement for gift shop and inventory system.

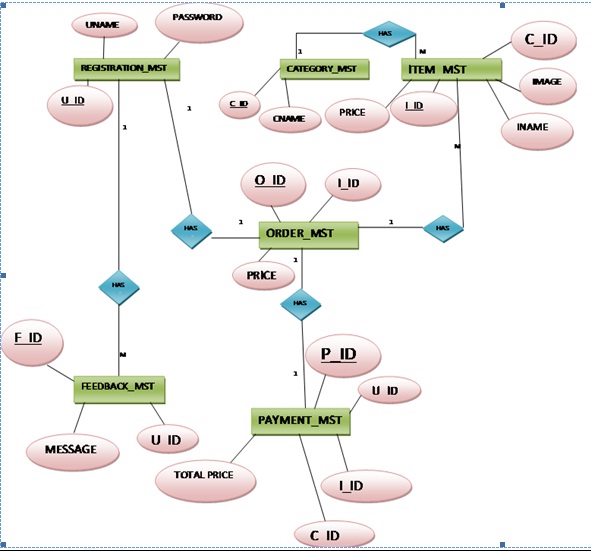
**Software Requirements:**

* Windows 7 or greater
* SQL Server 2014
* Microsoft Visual Studio 2015

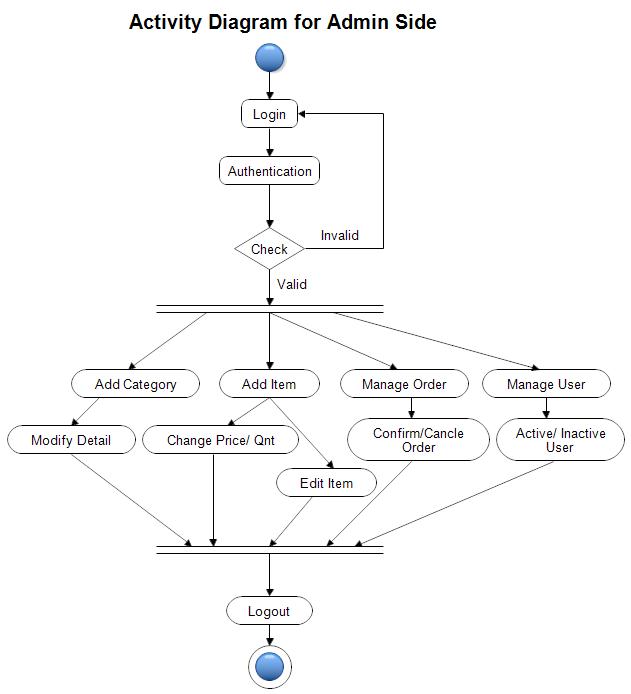
**Hardware Requirements:**

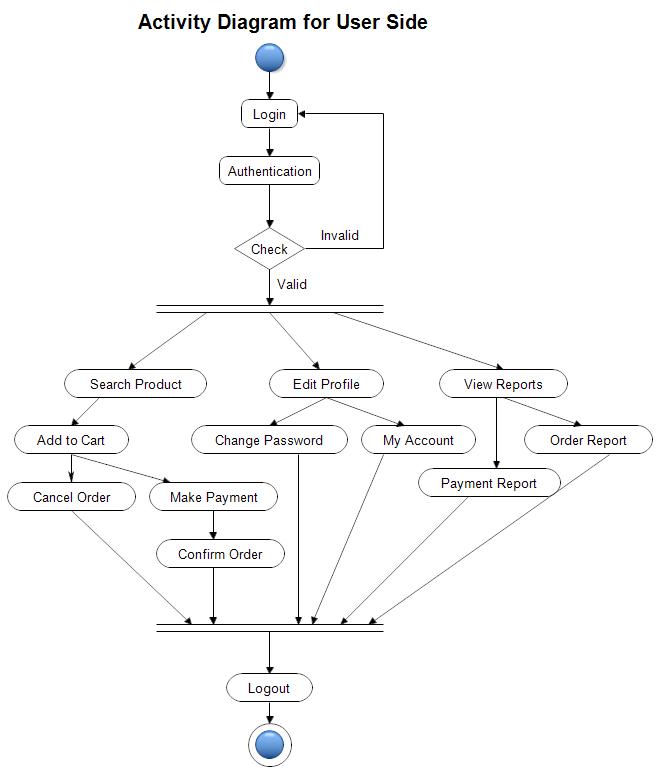
* Pentium-pro processor or later.
* RAM 512MB or more.

1. **SYSTEM DESIGN**
   1. **ER DIAGRAM**

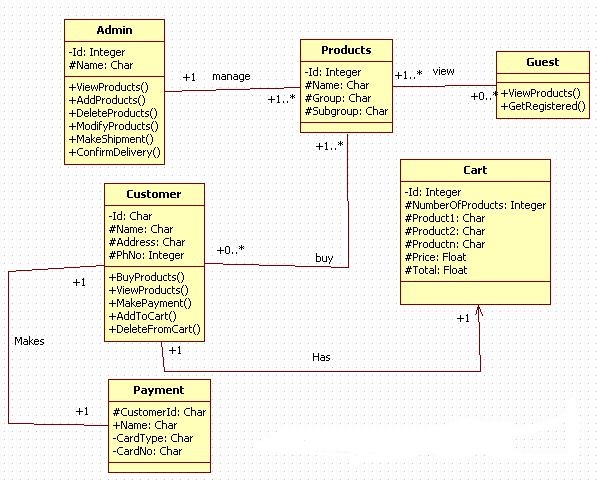
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* 1. **ACTIVITY DIAGRAM**

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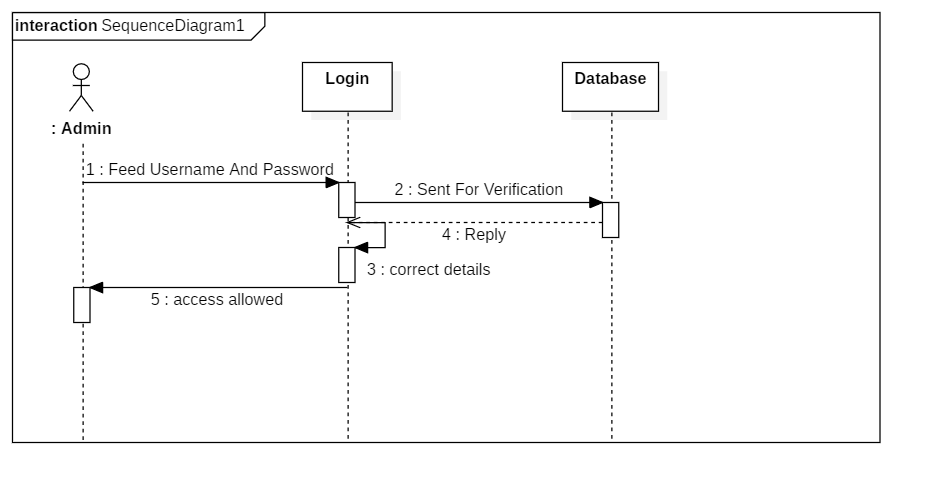
* 1. **CLASS DIAGRAM**

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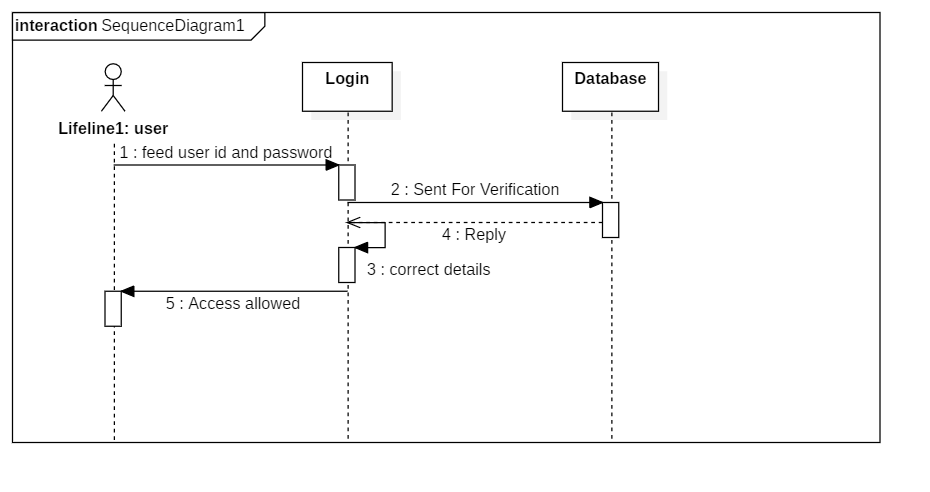
* 1. **USE CASE DIAGRAM**

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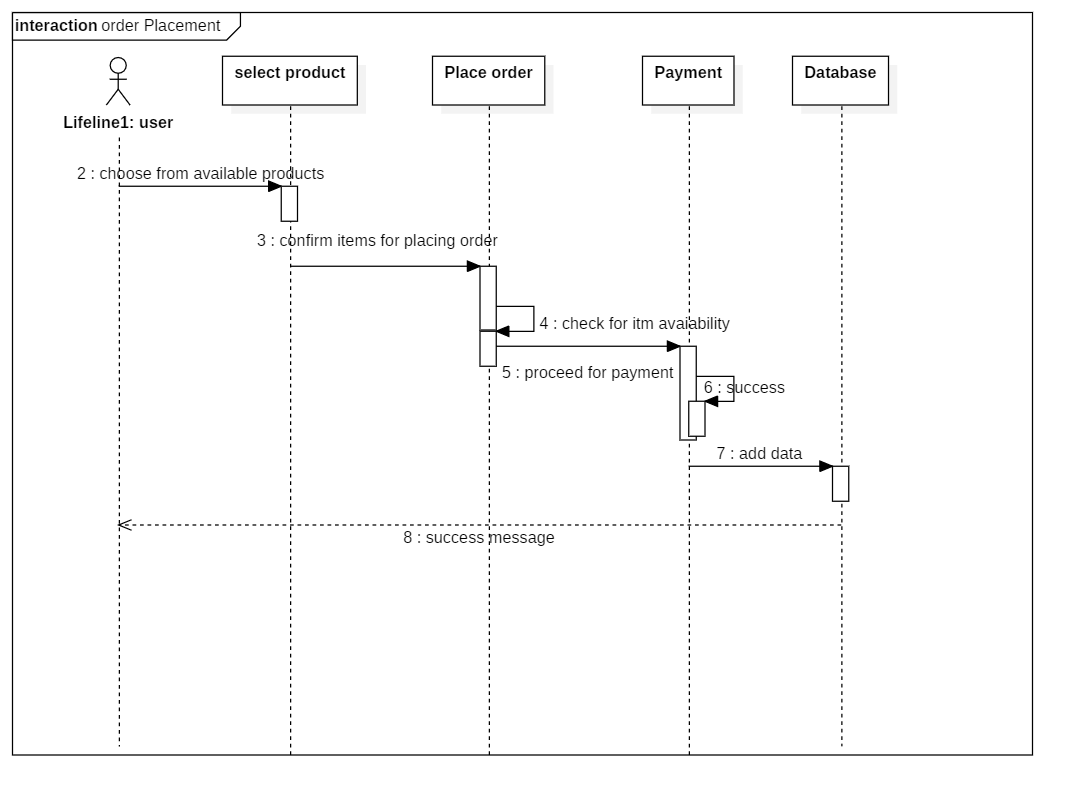
* 1. **SEQUENCE DIAGRAM**
     1. Sequence diagram for admin login

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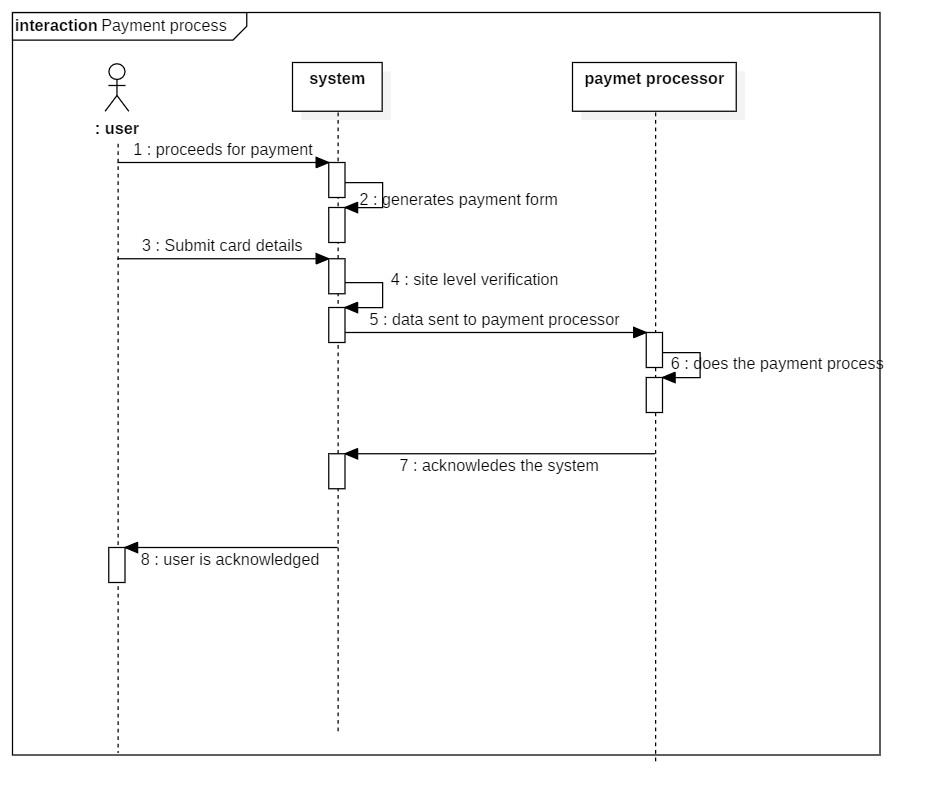
* + 1. Sequence diagram for user login



* + 1. Sequence diagram for order placement



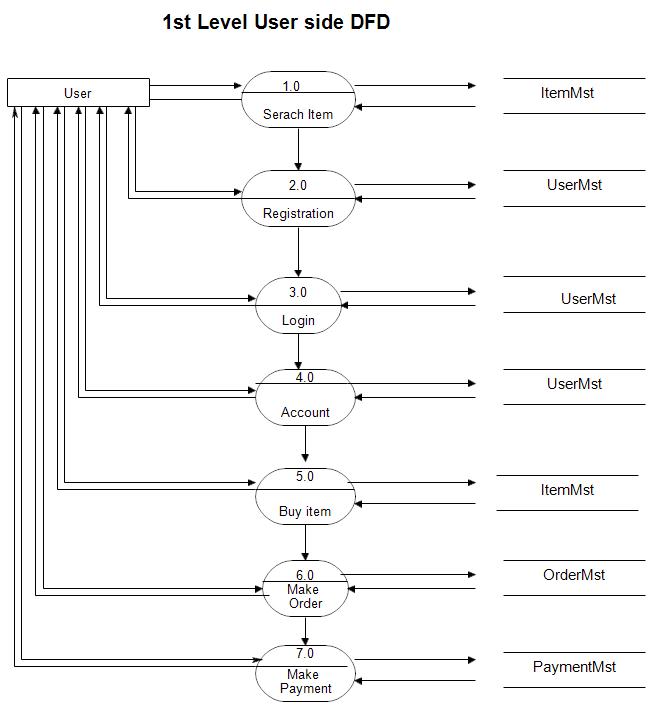
* + 1. Sequence diagram for payment process



* 1. **DATA FLOW DIAGRAM**

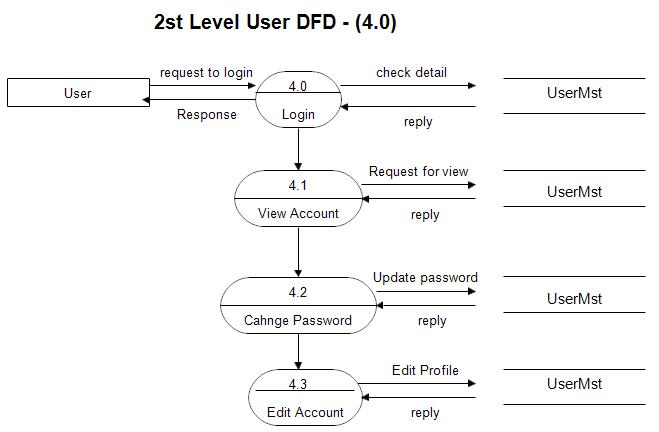
4.6.1 DFD Level 0 (Context Level Diagram)

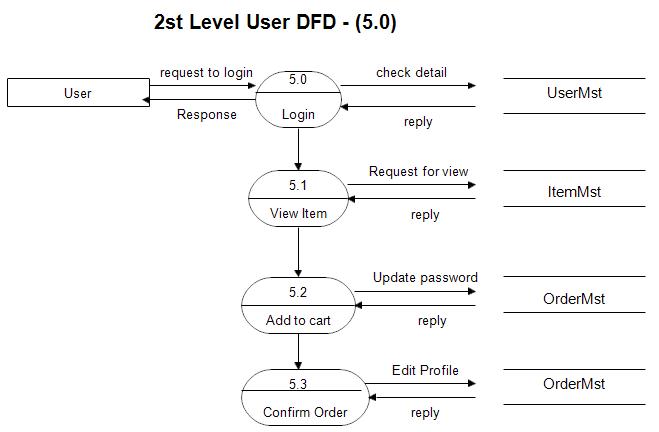
4.6.2 DFD Level 1

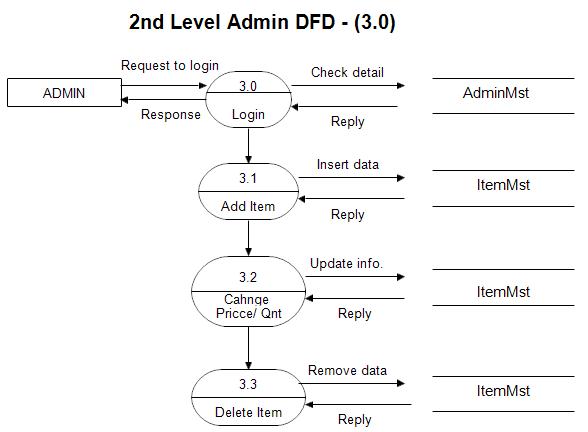


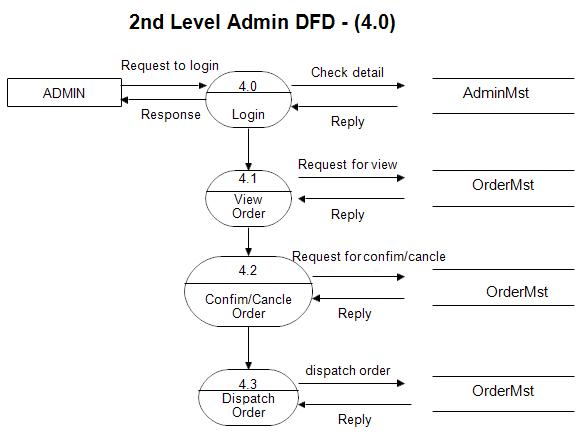


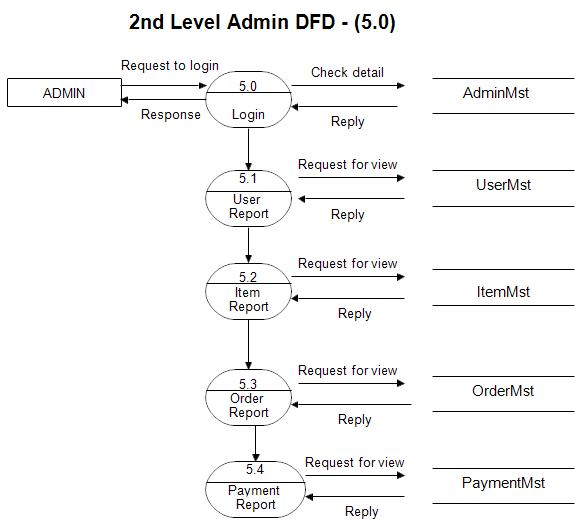
4.6.3 DFD Level 2



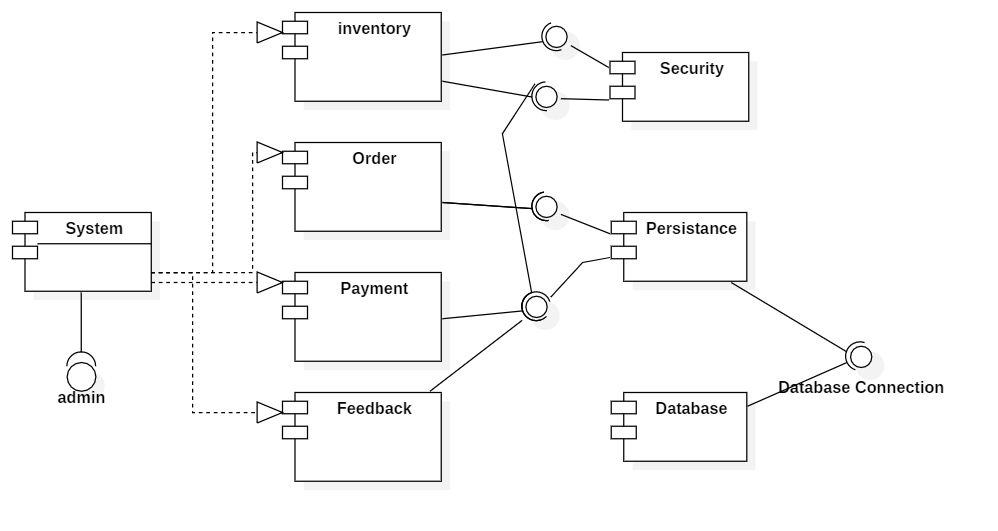




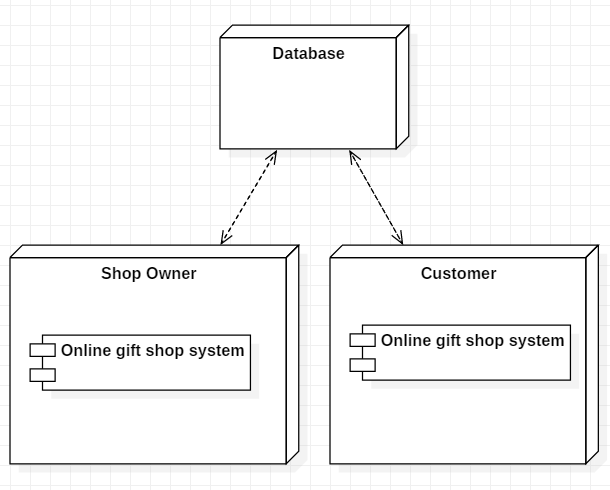


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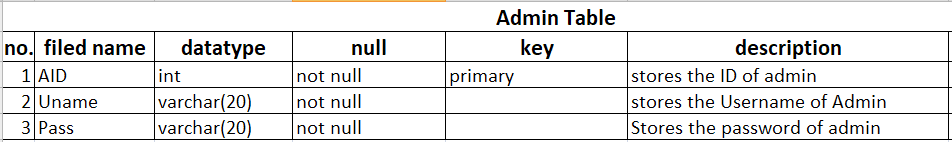
* 1. **COMPONENT DIAGRAM**

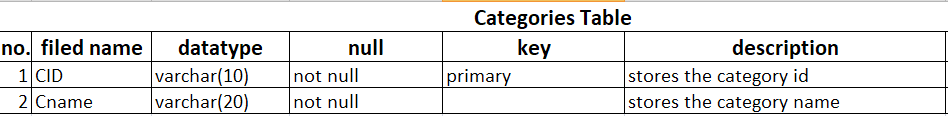
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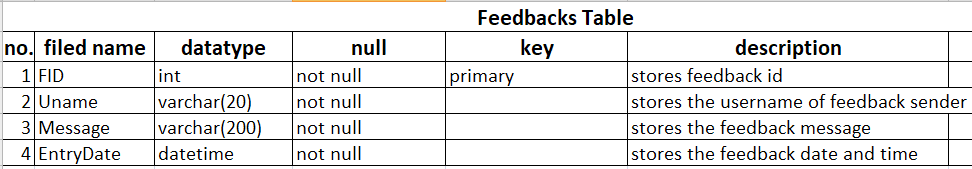
* 1. **DEPLOYMENT DIAGRAM**

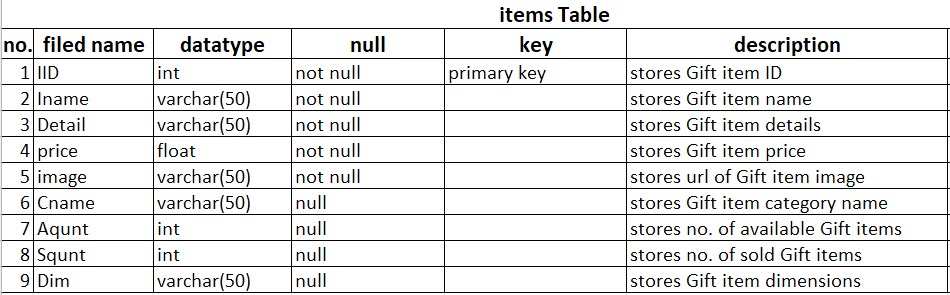
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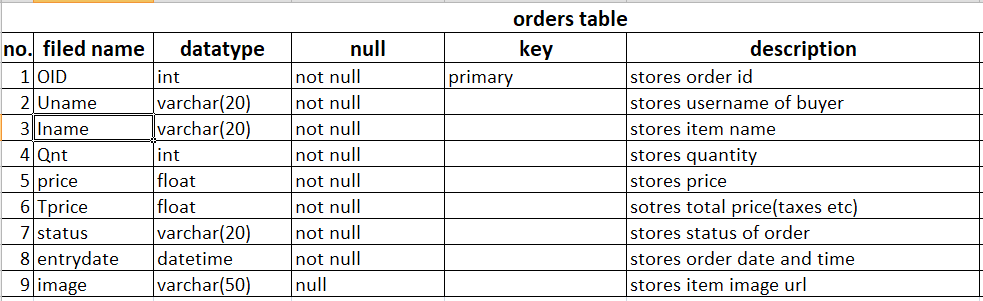
**4.9 DATA DICTIONARY**

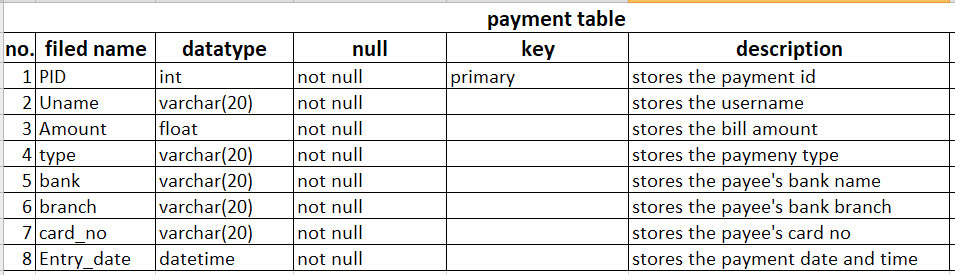
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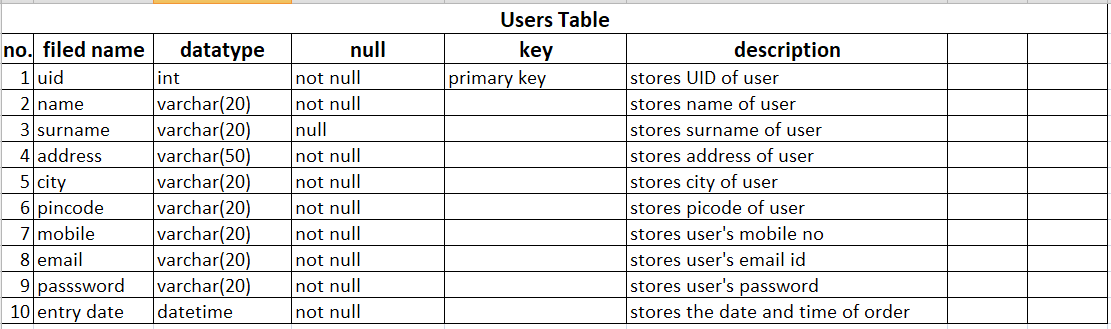
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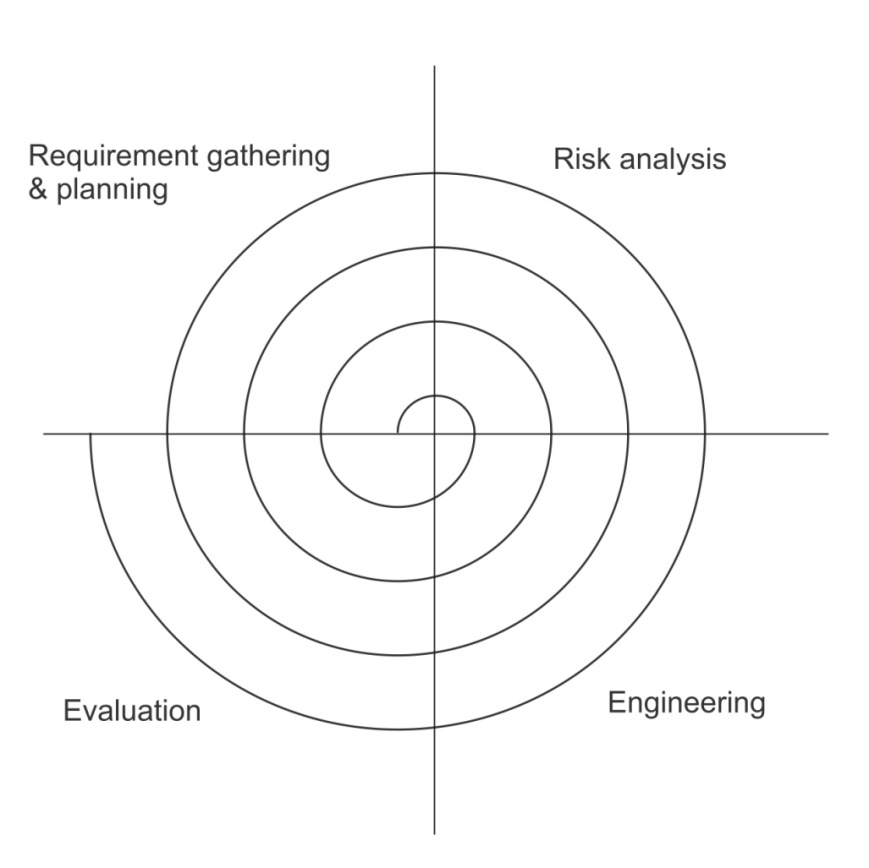
1. **IMPLEMENTATION AND TESTING**

In the Implementation phase, all the tasks are executed as per the project plan developed during the planning phase. However, the project plan may have to be revised periodically to accommodate any changes to the project plan that may arise on account of change requests, risks and various events that may occur during execution of the plan.

* 1. **IMPLEMENTATION APPROACH**

Changes are expected in the product during the development phase as requirements are subject to change. And also it is not possible to anticipate the project risk at the start of the project. Hence I chose **spiral model**. It is another way of looking at waterfall model. The development process proceeds in a spiral where each loop terminates with an evaluation before the next iteration is embarked upon. The main objective of spiral model is to identify risk areas in the project.

For this project, the system is divided into modules. And each module undergoes the spiral phases of requirement gathering and planning, risk analysis, engineering and evaluation.



1. **Requirement gathering and planning includes :**

* Problem identification.
* Deciding product specification.
* Deciding objective of the system.
* Deciding schedule of the system.
* Plan number of iterations required to complete software.

1. **Risk Analysis includes :**

* Identification of risk areas.
* Measuring cost and efforts related to risk.
* Efforts are taken to resolve risk.

1. **Engineering includes :**

* Design the prototype.
* Convert design to code
* Implement the developed system.
* Do the testing.
* Collect feedback

1. **Evaluation includes :**

* Evaluate the product.
* Repeat the loop if required.

Each and every loop goes through testing which makes it easy to recover any error and fix it then and there itself. In this model, we don’t have to start the work from beginning.  The spiral model incorporates the stepwise approach of the Classical Waterfall Model. The spiral model uses the approach of Prototyping Model by building a prototype at the start of each phase as a risk handling technique. Also, the spiral model can be considered as supporting the evolutionary model – the iterations along the spiral can be considered as evolutionary levels through which the complete system is built.

* 1. **CODING DETAILS AND CODE EFFICIENCY**
     1. **Coding details**

Code represents your design in working. It is very important to understand the architecture before you begin writing code. According to the designs in system design chapter, all the loops and conditions are identified well in advance. The code is well written with comments wherever required. It is done so to make sure the code is well organized and maintainable.

* + 1. **Code efficiency**

Code efficiency is directly linked with algorithmic efficiency and the speed of runtime execution for software. It is the key element in ensuring high performance. Code efficiency plays a significant role in applications in a high-execution-speed environment where performance and scalability are paramount. One of the recommended best practices in coding is to ensure good code efficiency.

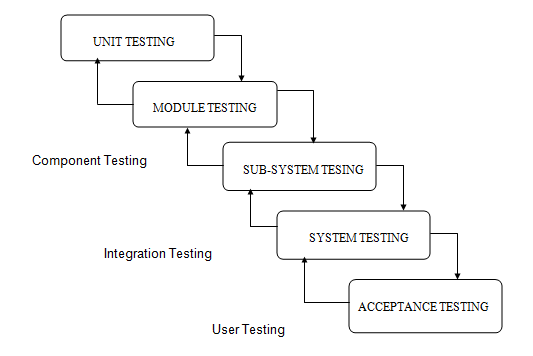
But efficiency in coding isn’t only about creating tight algorithms.  It’s also about being able to reduce waste.  This means waste in terms of how much time you spend fixing problems and also waste in terms of consuming too many computer resources. The more complex you make your code; the more difficult it can be to untangle it.

This project uses the best keywords, data types and variables, and other available programming concepts to implement the related algorithm. Here are a few algorithm pseudo code used in the project.

* 1. **TESTING APPROACH**

Software testing is a critical element of software quality assurance and represents the ultimate review of specification, design and coding. In fact, testing is the one step in the software engineering process that could be viewed as destructive rather than constructive. A strategy for software testing integrates software test case design methods into a well-planned series of steps that result in the successful construction of software. Testing is the set of activities that can be planned in advance and conducted systematically. The underlying motivation of program testing is to affirm software quality with methods that can economically and effectively apply to both strategic to both large and small-scale systems.

A strategy for software testing may also be viewed in the context of the spiral. Unit testing begins at the vertex of the spiral and concentrates on each unit of the software as implemented in source code. Talking another turn on outward on the spiral we encounter validation testing where requirements established as part of software requirements analysis are validated against the software that has been constructed. Finally we arrive at system testing, where the software and other system elements are tested as a whole.



* + 1. **Unit Testing**

Unit is the smallest part of software which includes functions, methods, interfaces and classes and can be tested individually for correctness. Unit testing is a testing technique using which individual modules are tested to determine if they are fit for use. It is concerned with functional correctness of the standalone modules.

The main aim is to isolate each unit of the system to identify, analyze and fix the defects. Unit tests are typically written and run by developers to ensure that code meets its design and behaves as intended. A unit provides a strict written contract that the piece of code must satisfy. As a result, it affords several benefits.

All the individual units of this project were tested well before integration as per the test scenario and test cases designed during the design phase. Unit test find problems early in the development cycle.

* + 1. **Integration testing**

Integration testing tests integration or interfaces between components. Integration testing is done by specific integration tester or test team. Integration testing also tests the functionality of the software under review. Integration testing mainly focuses on output protocols and parameters passing between different units, modules / systems. Focus of integration is mainly on low-level design, architecture and construction of software. Integration testing is considered a structural testing.

Integration testing involves the concept of Stubs and Drivers. Stub is a piece of code emulating a called function. In absence of a called function, stub may take care of that part for testing purpose. Driver is a piece of code emulating a calling function. In absence of actual function calling the piece of code under testing, diver tries to work as calling function.

After successful unit testing is achieved, the modules and sub systems of the project were integrated in a sequential manner. So the cause of failure may be analyzed as early as possible. It was found that all the modules are integrated and functioning as required.

* + 1. **System Testing**

System testing represents the final testing done on a system before it is delivered to the customer. It is done on integrated sub systems that make up the entire system, or the final system getting delivered to the customer. System testing validates that the entire system meets its functional / non functional requirements as defined by the customers in software requirements specification. The criteria for system testing may involve in entire domain or selected parts depending on the scope of testing.

System testing is carried out by specialist test team or independent testers. Testers must also deal with incomplete or undocumented requirements. The test environment should correspond to the final target or production environment as much as possible in order to minimize the risk of environment specific failures not being found by testing.

After all the modules and their integration is done. The system was tested as a whole application. Few defects were still encountered which were fixed immediately and regression testing was performed.

* + 1. **Acceptance Testing**

After the system test has corrected almost all the defects, the system will be delivered to the user or customer for acceptance testing. The goal of acceptance testing is to establish confidence in the system. Acceptance testing is most often focused on a validation type testing. This testing is done in two phases; Alpha testing and Beta testing.

Alpha testing is testing of an application when development is about to complete, that is before the delivery of product. Minor design changes can still be made as a result of alpha testing. Beta testing is also called as field testing as it takes place at customer’s site after the delivery of the product.

This project was designed for every end user who intends to automate his daily tasks over desktops and laptops. It was observed that users found the application easy to use according to today’s technical era.

**5.4 TEST CASE DESIGN**

* 1. **MODIFICATIONS AND IMPROVEMENTS**

The main concept of testing is that you can never ensure that all swans are white. There always exist some defects. Also there is always scope for improvement. After executing the test cases, it was found that some aspects of the project needed rework and improvement. Besides, several issues were found which were fixed immediately. A few major improvements in the project are listed below:

* UI Design has been modified:

Right from the start the system is going to be menu driven, the opening menu displays the available options. Choosing one option gives another popup menu with more options. In this way every option leads the users to data entry form where the user can key in the data.

* System Validity:

The user is mainly more concerned about the validity of the data, whatever he is entering. There are checks on every stages of any new creation, data entry or updation so that the user cannot enter the invalid data, which can create problems at later date.

* Record Monitoring:

User is provided the option of monitoring the records he entered earlier. He can see the desired records with the variety of options provided by him.

1. **RESULTS AND DISCUSSION**

After executing all the test cases and fixing the defects, regression and re-testing was also done to ensure reliability of the system. The modifications were also made and tested again. The test report is created after the test cases were successfully executed and met the exit criteria for acceptance of user.

* 1. **TEST REPORTS**

The results gathered from the tests have given evidence to support hypothesis. In this project, the user is provided with an e-commerce web site that can be used to buy Products online. To implement this as a web application we used ASP.NET as the Technology. ASP.NET has several advantages such as enhanced performance, scalability, built- in security and simplicity. SQL Server provides fast data access, easy installation and simplicity.

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 Online Gift Shop 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 ASP.NET 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 Online Gift Shop application.

* 1. **USER DOCUMENTATION**

1. **CONCLUSIONS**

* 1. **CONCLUSION**

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. As per a survey, most consumers of online stores are impulsive and usually make a decision to stay on a site within the first few seconds. “Website design is like a shop interior. If the shop looks poor or like hundreds of other shops the customer is most likely to skip to the other site. Hence we have designed the project to provide the user with easy navigation, retrieval of data and necessary feedback as much as possible.

* 1. **LIMITATIONS OF THE SYSTEM**

There are some limitations for the current system to which solutions can be provided as a future development:

* The system is not configured for multi- users at this time. The concept of transaction can be used to achieve this.
* The Website is not accessible to everyone. It can be deployed on a web server so that everybody who is connected to the Internet can use it.
* Credit Card validation is not done. Third party proprietary software can be used for validation check.
  1. **FUTURE SCOPE OF PROJECT**

As for other future developments, the following can be done:

* The Administrator of the web site can be given more functionality, like looking at a specific customer’s profile, the books that have to be reordered, etc.
* Multiple Shopping carts can be allowed.
* A console for the data centre may be made available to allow the personnel to monitor on the sites which were cleared for hosting during a particular period.
* Moreover, it is just a beginning; further the system may be utilized in various other types of auditing operation viz. Network auditing or similar process/workflow based applications.

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THANK YOU