

CHAPTER 3

IMPLEMENTATION

3.1 Background Study

In order to design this system, it is necessary to know some background knowledge of basic terms in programming. This project is done using python.for web app design we required some framework.we are using django as a web framework.The design portion of this project is made using Html,Css,Bootstrap,Javascript,Jquery.

3.2 Implementation Tools

This is the phase where we are actually building the system. Firstly, the whole information that we gathered are studied, analyzed and then it was processed to build an actual system.

Different tools and technologies that we have used are given below:

HTML/CSS/Bootstrap,Javascript: are used to design front-end.

Back end:Python.

Back end development refers to the server side of an application and everything that communicates between the database and the browser.

3.3 Proposed System

We are proposing the system that can handle many customer order requests at a time efficiently. Our system should maintain security and transparency in transactions. In our system daily,weekly order product calculate.

3.4 Expected Outcome

We are expecting the system which can handle many requests at a time and it can give access to customer order in real time. Our system should make blocks of each event organizer and system users. At last, we want better performing system which can manage every tasks and transactions in automated manner.Khalti Payment Integration in our system.

References manda Referenences hala

[1] Paris, Cody & Lee, Woojin & Seery, Paul. (2010). The Role of Social Media in Promoting Special Events: Acceptance of Facebook 'Events'. *Information and Communication Technologies in Tourism*. 14. 531-541. 10.1007/978-3-211-99407-8_44.

[2] Show, C. (2019). *Crypto Coin Show – Medium*. [online] Medium. Available at: <https://medium.com/@cryptocoinshow> [Accessed 4 Sep. 2019].

[3] org, K. (2019). *Khalti / Blog*. [online] Blog.khalti.com. Available at: <https://blog.khalti.com/> [Accessed 4 Sep. 2019].