SCHOOL OF COMPUTER SCIENCE AND APPLICATIONS

A Project Report
On

FISHERMEN GUIDELINES AND BIDDING GUIDELINES MANAGEMENT SYSTEM

Master of Computer Applications

Submitted by

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(R21DE155)

Under the guidance of

Internal Guide
Prof. Mohammed Mueen Pasha

External Guide

Aug 2023

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CERTIFICATE

Certified that the project work entitled "**FISHERMEN GUIDELINES AND BIDDING GUIDELINES MANAGEMENT SYSTEM"** carried out under our guidance by **SACHIN B.K**, **R21DE155**, a bonafide student at REVA University during the academic year 2022-23, is submitting the project report in partial fulfillment for the award of **Master of Computer Applications** during the academic year 2022–23. The project report has been approved as it satisfies the academic requirements in respect of the Project work prescribed for the said Degree.

Signature with date	**Signature with date**	**Signature with date**
Prof. Mohammed Mueen Pasha **Internal Guide**	**External Guide**	**Prof. Vinayaka Murthy** **Program Co-Ordinator**

Signature with date

Dr. S. Senthil
Director

Name of the Examiner with affiliation	**Signature with Date**
1.	
2.	

COMPANY CERTIFICATION

DECLARATION

I, Mr. SACHIN B.K, student of Master of Computer Applications belonging to the School of Computer Science and Applications, REVA University, declare that this Project work entitled **"Fishermen Guidelines and Bidding Guidelines Management System"** is the result of the Project work done by me under the supervision of Prof. **Mohammed Mueen Pasha** and , Project Coordinator at Campalin Innovations.

I am submitting this Project work in partial fulfillment of the requirements for the award of the degree of Master of Computer Applications by REVA University, Bangalore during the academic year 2022-23.

I further declare that this Project report or any part of it has not been submitted for the award of any other Degree / Diploma of this University or any other University / Institution.

Signed by me on: 28/08/2023

Certified that this project work submitted by SACHIN B.K has been carried out under our guidance and the declaration made by the candidate is true to the best of my knowledge.

Signature of Internal Guide
Date:

Signature of External Guide,
Date:

Signature of Director of School
Date:

Official Seal of the School

ACKNOWLEDGEMENT

I hereby acknowledge all those, under whose support and encouragement, I have been able to fulfill all my academic commitments successfully. In this regard, I take this opportunity to express my deep sense of gratitude and sincere thanks to School of Computer Science and Applications which has always been a tremendous source of guidance.

I express my sincere gratitude to **Dr. P. SHYAMA RAJU,** Honorable Chancellor, REVA University, Bengaluru for providing us the state-of-the-art facilities.

I am thankful to **Dr. M. DHANAMJAYA**, Vice Chancellor, **Dr. N. RAMESH**, Registrar and **Dr. P.VISWESWARA RAO**, Associate Dean, School of Applied Sciences, Allied Health Sciences and CSA, REVA University, Bengaluru for their support and encouragement.

I take this opportunity to express my heartfelt thanks to **Dr. S. SENTHIL**, Professor & Director, School of CSA, REVA University and my sincere thanks to **Dr. VINAYAKA MURTHY** Professor, Academic Vertical Head for PG Programmes, School of CSA, REVA University, whose encouragement and best wishes provided the impetus for the Project Work carried out.

Also, my sincere gratitude goes to my internal guide, **Prof. Mohammed Mueen Pasha,** for the valuable suggestion and constant encouragement towards the completion of this project. I am deeply indebted to my external guide, Project Coordinator, Campalin for permitting me to commence this Project and utilize all the facilities provided by the University.

Last, but not the least, I thank my parents for their incredible support and encouragement throughout.

ABSTRACT

The Fishermen Guidelines and Bidding Management System is a sophisticated software platform designed to revolutionize the fishing and aquaculture industries by integrating advanced technologies to optimize resource management, promote sustainability, and ensure fair bidding processes. The system efficiently tracks and manages marine resources, maintaining real-time inventory records of fish species, quantities, and locations. It enables fishermen and aquaculture operators to record their catch data, providing valuable insights into fishing performance and trends. Through transparent bidding processes, stakeholders can bid for harvesting rights in specific areas or quotas, promoting equal opportunities and competitive pricing. To comply with stringent fishing regulations and sustainability measures, the system monitors and enforces seasonal variations, preventing overfishing and protecting endangered species. It provides a comprehensive analytics module that generates detailed reports, offering stakeholders data-driven decision- making capabilities to enhance productivity and profitability while safeguarding marine ecosystems. Facilitating seamless communication among stakeholders, the system fosters collaboration between fishermen, aquaculture operators, and regulatory authorities, ensuring effective information sharing. Moreover, the integration of mobile applications empowers users to access critical functionalities in real- time, even while at sea, enhancing operational efficiency. Data security and privacy are paramount in the system's design, implementing robust measures to protect sensitive information, maintain data integrity, and control user access. These measures instill confidence in stakeholders, encouraging broader adoption of the platform.

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CHAPTER 1

INTRODUCTION

Fishing in India is a major industry in its coastal states, employing over 14 million people. In 2016-17, the country exported 11, 34,948 metric tons of seafood worth US$ 5.78 billion (₹37,870.90 crore), frozen shrimp being the top item of export.[1] According to the Food and Organization of the United Nations, fish production has increased more than tenfold since 1947 and doubled between 1990 and 2010.

India has 8,129 kilometers (5,051 mi) of marine coastline, 3,827 fishing villages and 1,914 traditional fish landing centers. India's fresh water resources consist of 195,210 kilometers (121,300 mi) of rivers and canals, 2.9 million hectares of minor and major reservoirs, 2.4 million hectares of ponds and lakes, and about 0.8 million hectares of flood plain wetlands and water bodies.

1.1 Objective:

- The Fisherman should get Actual Market values based on present market
- Our goal is to market your collection, in a fair and honest way, to an ever-increasing audience. Every auction is available online; giving our local roots a national reach. You can browse our auctions at any time and bid from anywhere.
- There should be one to one relationship between seller and producer.
- Location tracking of seller and producer.
- Cooperatives should do networking and coordinate with the other cooperatives. Few similar activities shall be done together to minimize cost and to expand market.
- The Seller should be capable to update themselves with the market information.
- Should be able to prepare marketing plan and implement activities
- There should be transparency in activities, responsibility, and cash transaction
- There should be proper management of accounting, asset, etc. and proper communication to all members.
- There should be regular monitoring of progress and achievements

1.2 Existing System

1. Low marketable surplus of Sea

- The number of small and marginal fisherman India. These fisherman don't know the Actual values of fish in the market.
- The number of small and marginal fisherman is more in India. These fisherman hardly produce for the market. The market, therefore, depends more on big fisherman. The net result is that the quantity of fishing goods available will be inadequate in relation to the demand.

2. Producer or fisherman does not determine the price

- In the case sea marine it is only the government and the main merchant who determines the basic price of the product. He is also sure of his margin.

- In the case of consumer and industrial goods, it is only the producer who determines the basic price of the product. He is also sure of his margin.

3. Lack of storage

- Sea Marine are seasonal the fisher man are not allowed to hunt in time of rainy season. So they have to be stored in large area
- Fishing production is also seasonal. But they are demanded throughout the year. This means that fishing goods need to be stored in warehouses so that they can be made available at the right time in the market.

4. Problems in Transportation:

- Because of problem of transportation the fishermansell for lower price, they are cheated by third party people.
- Because of problem of transportation the fisherman sell for lower price.

5. Long chain of middlemen

- Fisherman have the longest chain of middleman. There are a number of intermediaries in the market like the wholesalers, brokers, commission agents, retailers and so on.

The fishing goods pass through all these people before they reach the ultimate consumer. As it passes through each individual, the price increases. So, it is only the consumer who is finally made to bear the burden. Thus, the high price paid by the consumer does not reach the grower. It is pocketed only by the market intermediaries.

6. Malpractices in the market

In the market, the intermediaries indulge in a number of undesirable practices to make quick money at the cost of the producer and the consumer. The following are some such activities:

- Use of false weights and measurements.
- Adulteration.
- Black-marketing and hoarding and so on.

Such malpractices are considered a major problem in marketing agricultural goods.

7. Lack of Market Information

The producers and fisherman of consumer and industrial goods get information from various sources both from within and outside the organization.

8. Inelastic demand

The demand for fishing goods and sea marine is not influenced by a fall or rise in their price. As a result, the producer will suffer on account of fall in the price during bumper harvest.

Drawbacks

- Third Party Involvement
- Expensive
- Time consuming
- Market Price
- Lack of information

1.3proposed system

This project is useful for the fisher man to sell the product online and helps the fisher man to get the best results. This application helps the fisherman in the selling the product to the government so that the government can have idea about this.

That give the detailed information of the need of proposed system are

- **Performance**: To improve the performance of the sea marine and harvesting the computerized system is to be undertaken. This project is fully computerized and user friendly even that any of the members can see the report and status of the company.
- **Efficiency**: The basic need of this website is efficiency. The website should be efficient so that whenever a new user submits his/her details the website is updated automatically
- **Control**: All the control is under the administrator and the other members have the rights to just see the records not to change any transaction or entry.
- **Security**: Security is the main criteria for the proposed system. Since illegal access may corrupt the database. So security has to be given in this project it.

Advantages

- Maintaining fisher and user data.
- Secured information
- Online bidding process.
- It takes minimal human and paper resources.
- Mistake will be minimal or no mistake is done.

1.4 Literature Review:

Aswathy N.A.; Shanmugam T. R.; &Sathiadhus R.-(2011)- Central Marine fisheries Research institute – kochi – India – Economic viability of mechanized fishing Units and socio economics of fishing ban in Kerala - The study revealed that, In open access unregulated marine fisheries, the viability of a fishers unit greatly influences the entry or exit of vessels in the fishing industry. The paper analyses the friability of various mechanized fishing units in the Kerala state using different economic and financial indicators.

Socio-economic impact of fishing ban on fishing labour was also worked out and suggestions were given for improving the livelihood security of fish Workers.

Barbosa (2012) in his study "Fishing for a High Living" states that the mechanized fishing in Goa is done without any proper regulations. There is no license system for trawlers in the state. Once a trawler owner registers his trawler, he need not approach any government department again. The state of Goa has 1128 registered trawlers and this is far above the saturation point. He suggests that there is a need to regulate the number of trawlers that go in the sea and their expedition schedule. The author strongly feels that there is a need to redraft the laws and to control the mesh size.

CHAPTER 2

Software Requirement Specification

2.1Purpose:

The purpose of the document is to collect and analyse all assorted ideas that have come up to define the system, its requirements with respect to consumers. Also, we shall predict and sort out how we hope this product will be used in order to gain a better understanding of the project, outline concepts that may be developed later, and document ideas that are being considered, but may be discarded as the product develops.

In short, the purpose of this SRS document is to provide a detailed overview of our software product, its parameters and goals. This document describes the project's target audience and its user interface, hardware and software requirements. It defines how our client, team and audience see the product and its functionality. Nonetheless, it helps any designer and developer to assist in software delivery lifecycle (SDLC) processes.

2.2 Scope:

This SRS is also aimed at specifying requirements of software to be developed but it can also be applied to assist in the selection of in-house and commercial software products. The standard can be used to create software requirements specifications directly or can be used as a model for defining an organization or project specific standard. It does not identify any specific method, nomenclature or tool for preparing an SRS.

2.3 System Analysis:

Drawbacks of existing system

1 Paper work
2 Maintaining fisher and user data.
3 Secured information
4 Online bidding process.
5 It takes minimal human and paper resources.
6 Mistake will be minimal or no mistake is done.

2.4 Feasibility Study:

A feasibility study is an analysis used in measuring the ability and likelihood to complete a project successfully including all relevant factors.

Depending on the result of the initial investigation, the survey is expended to a more detailed feasibility study. A feasibility study is a test of system proposal according to its work ability impact on the evaluator and the automatic code generator and to the college and effective use of resources

2.5 Operational Feasibility:

In the sea marine and harvesting there are multiple operations are to be performed to so the application to be more effective and more reliable.

The every system is calculated based on its performance. There are many tools are used to develop the system. But the every system chooses based on its performance and the operations. User always wants his system to be more effective and more responsive, so considering all the above scenarios to develop system with more effective we choose best tools for projects.

2.6Economic Feasibility:

The main aim of this sea marine and harvesting system is to cost effective. The cost to develop this application is less. Because every customer wants to make his software with less cost effective. It saves the evaluation time by to automating some of manual tasks of a paper evaluator. It is easy to use for all new users.

2.7 Motivational feasibility:

The motivational feasibility provides the effective user interface and helps the developer to motivate. There are many stakeholders of the system which helps the user to flow of the application according to they need. The stake holders provide the details to the developer in an easy understanding way.

2.8 Schedule feasibility

This application is web basedsea marine and harvesting by using responsive web technology it gives tremendous output with less time, i.e. this hotel management application is

compatible for all devices with rich user interface hence it helps for easy to operate and took less time.

System Goals:

To create an application for sea marine and harvesting with an intension of controlling and administrating hotels different accepts like employee infrastructure and customers through this application

General Requirements

There are some external or general requirements are needed for this projects like server maintenance, availability of software versions and specific operating system etc. These general requirements act as the external source but plays more important role to hold data correctly and to run on every operating system.

2.9 Functional Requirements:

Modules

- Registration

  fisherman, bidder, transporter before using this application has to register for the application.
- Ease way bringing their products to the market

  Sellingof products online.Allthe Registered user can View the details of the Product.
- Selling of goods through online
- Searching customer based on nearby location.

  Based on the current user location it will find nearer bidder
- Bidding of Products

  Whoever wants to buy the product they can do Auction online.
- Sending Notification to the Government and get back response from Government.
- The Sea Marines are first viewed by the government. If government wants then they can purchase the product by sending notification
- Daily update product price.
- Daily update of product price from the government are displayed to the farmers.

2.10 Hardware Requirements

RAM	:	2 GB
Hard disk	:	100 GB
Processor	:	Intel I3 and above.

2.11 Software Requirements

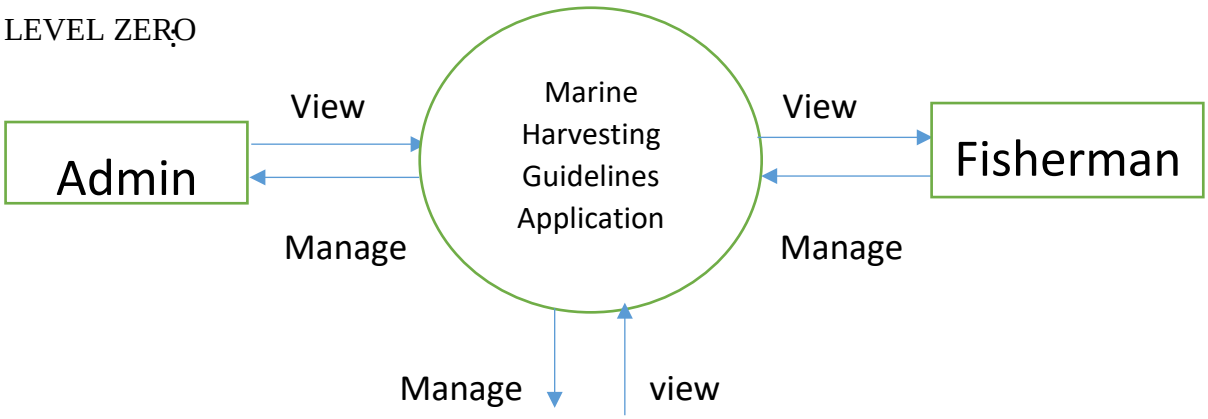
IDE	:	WAMP
Server	:	Tomcat[included in WAMP]
Front-End	:	HTML 5.0 CSS 3.0 BOOTSTRAP 4.0. Middle-
Tier	:	PHP.
Database	:	MySQL [included in WAMP].
Browser	:	Google Chorme ,Mozilla FireFox
		Internet Explorer.
Operating System	:	Windows 8.0 and above.

CHAPTER 3

SYSTEM DESIGN

The SDD documents tracks the necessary information required to effectively define the architecture and the system design of online help seeker web application system in order to give the development team guidance on the architecture of the system to be developed. Design documents are incrementally and iteratively produced during the system development life cycle, based on the circumstances of the online help Seeker Web application System development methodology used for developing the system. The intended audience is the project manager, project team, and development team.

3.1 Data Flow Diagram



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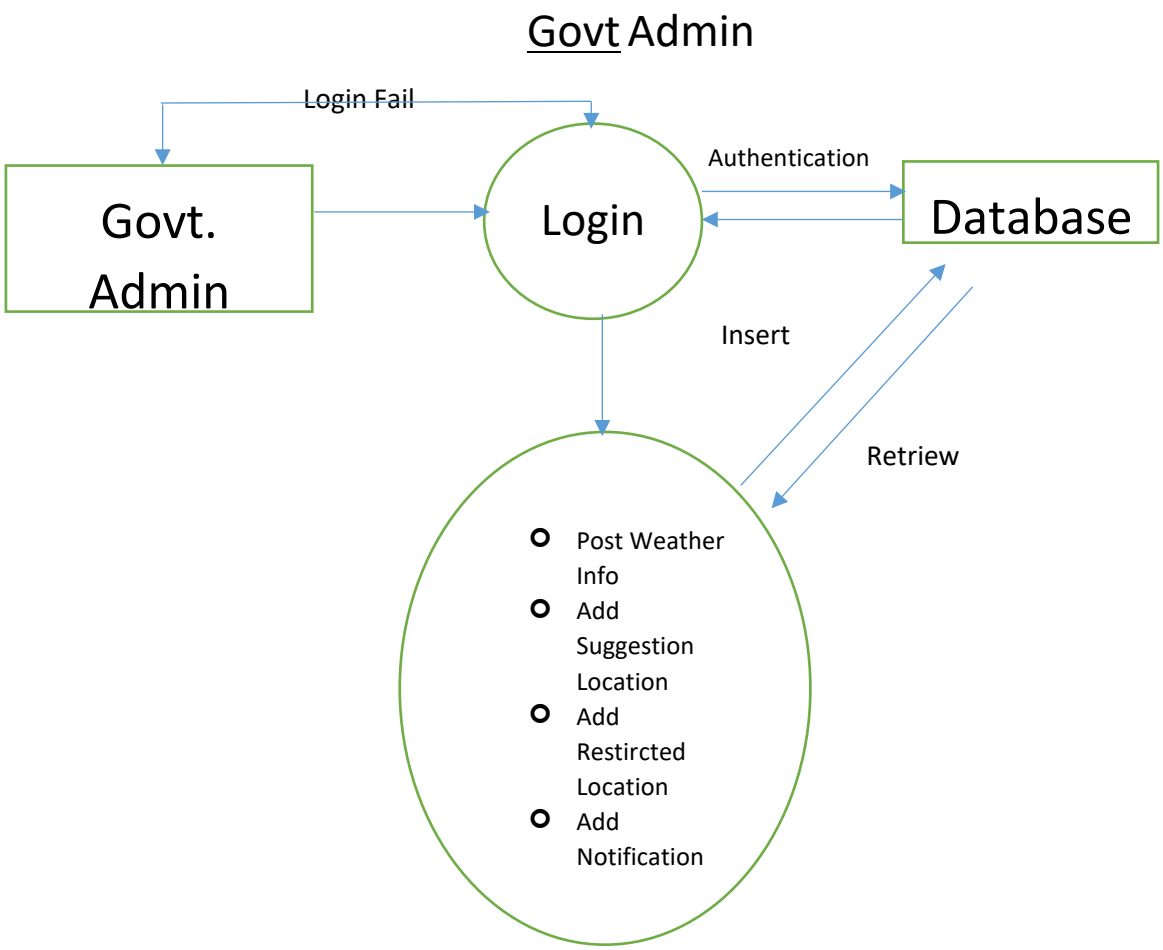


Fig No: 3.1.2Govt Admin DFD

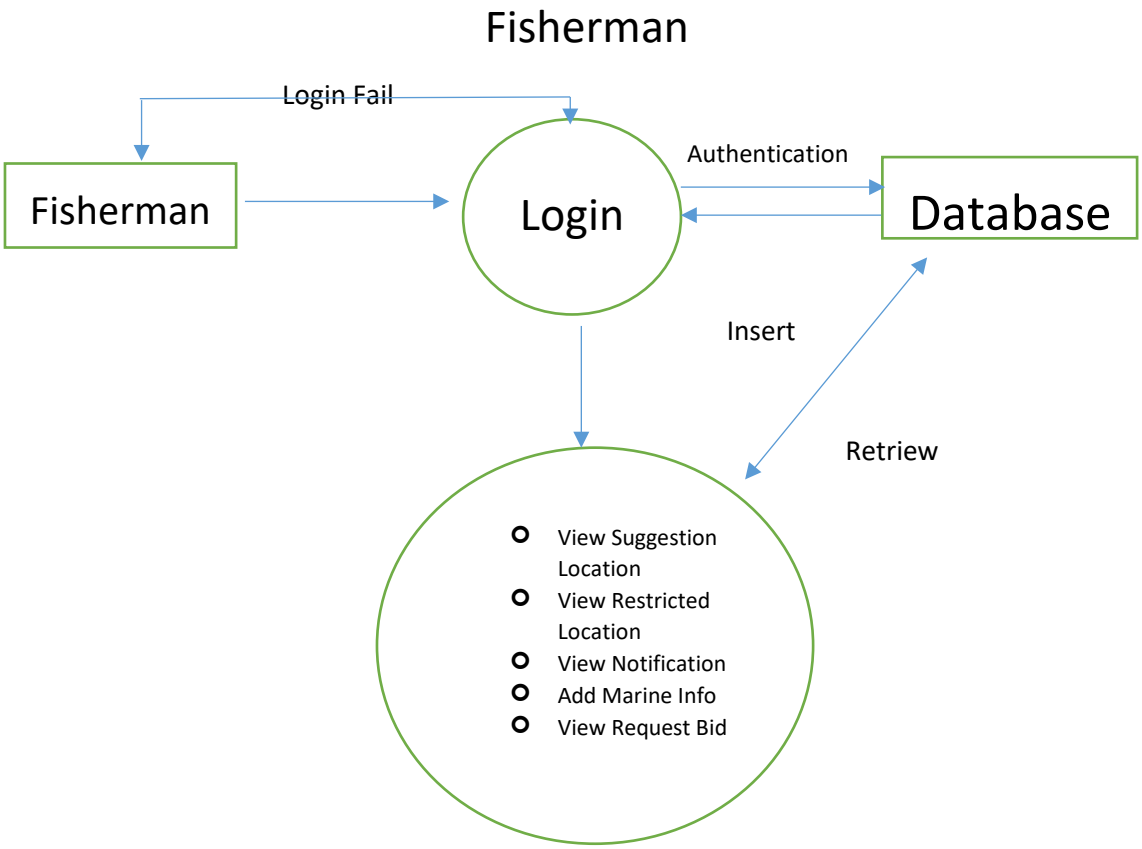


Fig No: 3.1.3 Fisherman DFD

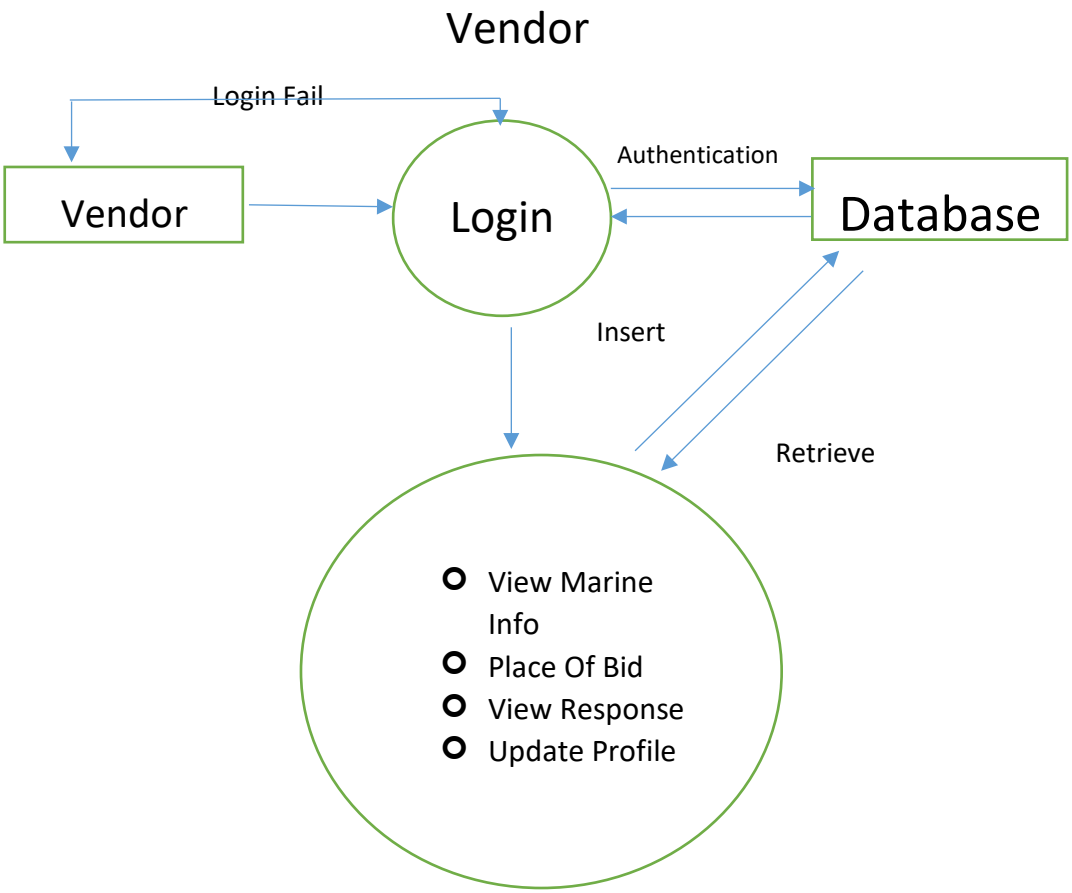


Fig No: 3.1.4 Vendor DFD

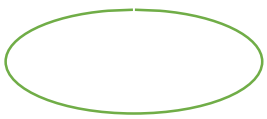
3.2 Use Case Diagram

USE CASE DIAGRAM:

A use case diagram in the ModelingLanguage(UML) is a type ofbehavioral diagram defined by and created from a Use-analysis. Its purpose is to present a graphical overview of the functionality provided by a system in terms of actors,their goals (represented as usecases), and any dependencies between those use cases.

The main purpose of a use case diagram is to show what system functions are performed for which actor. Roles of the actors in the system can be depicted.

Interaction among actors is not shown on the use case diagram. If this interaction is essential to a coherent description of the desired behavior, perhaps the system or use case boundaries should be re-examined. Alternatively, interaction among actors can be part of the assumptions used in the use case.

Symbol	Description
	System Boundary
	Association
	Actor
	Use-Case

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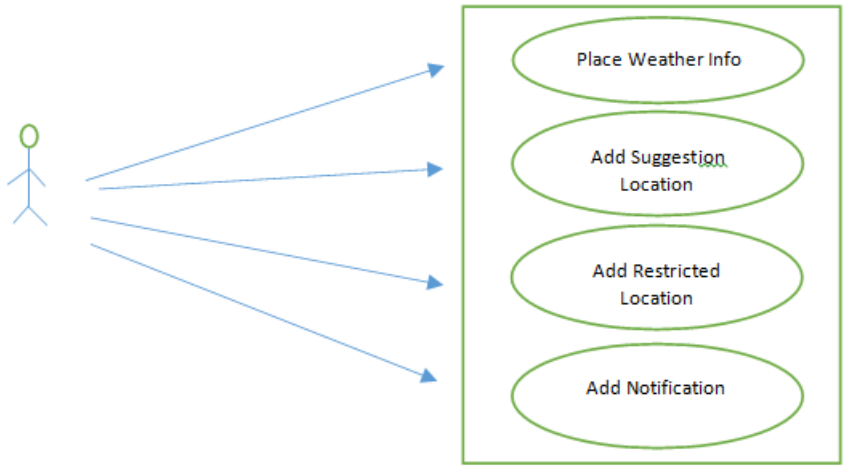


Fig No: 3.2.1 Govt Admin Usecase

Fisherman:

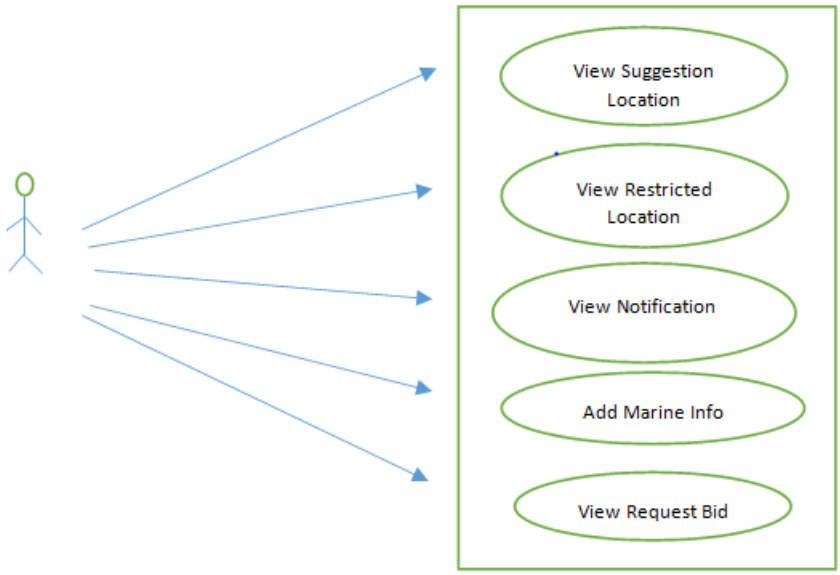


Fig No: 3.2.2 Fisherman Usecase

Vendor :

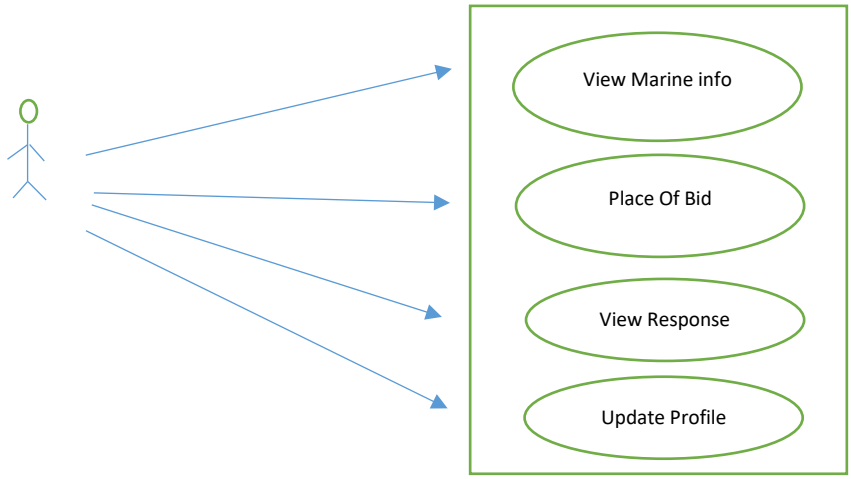
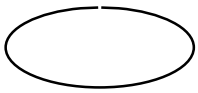
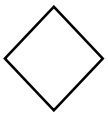
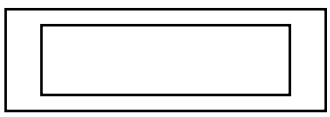


Fig No: 3.2.3 Vendor Usecase

3.3ER Diagram

In software engineeringan entity-relationship model (ERM) is an abstract and conceptual representation of data.Entity-relationship modelling is a database modelling method, used to produce a type of conceptual schemaorsemantic data modelof a system, often a relationaldatabase,and its requirements in a top-downfashion. Diagrams created by this process are called entity-relationship diagrams, ER diagrams, or ERDs.

Symbol	Description
	Entity
	Attribute
	Entity Relationship
	Primary Key
----------	Referential Key
	Weak Entity

ER Diagram

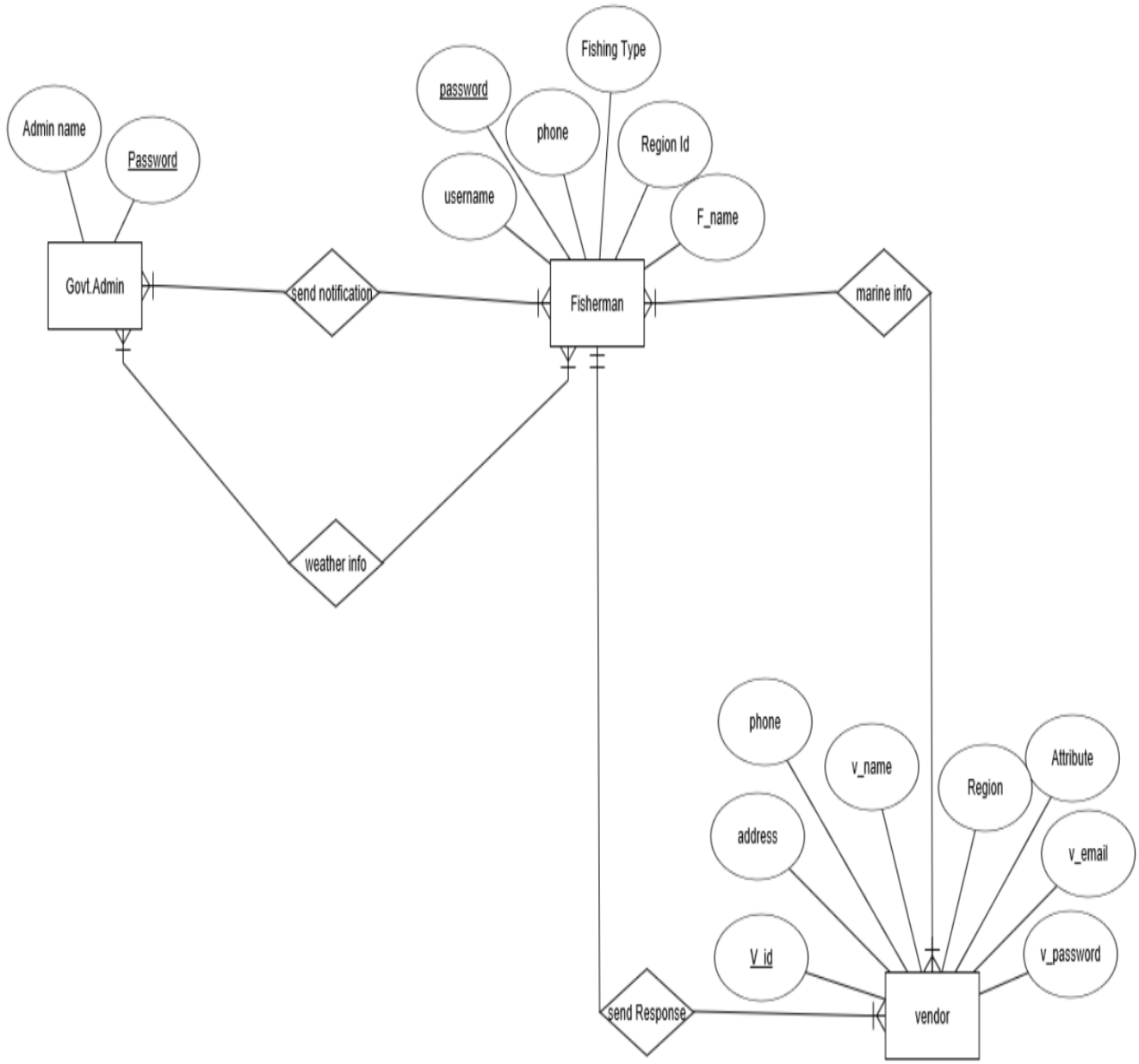


Fig No: 3.3.1 Entity Relationship Diagram

3.4 Class Diagram:

A Class is a Set of object that share a common structure and common behavior. A Class is an abstraction of real-world items. An object is an instance or occurrence of a class. A Class describes a group of relationship and semantics. Object in a class have the same attribute and forma of behavior. Most object derive their individuality from difference in their attribute values and specific relationships to other objects. A Class describe a group of objects with the same properties, behavior, kind of relationships, and semantics. Class Diagram provides a Graphic notation for modeling and their relationships, thereby describe the possible objects.

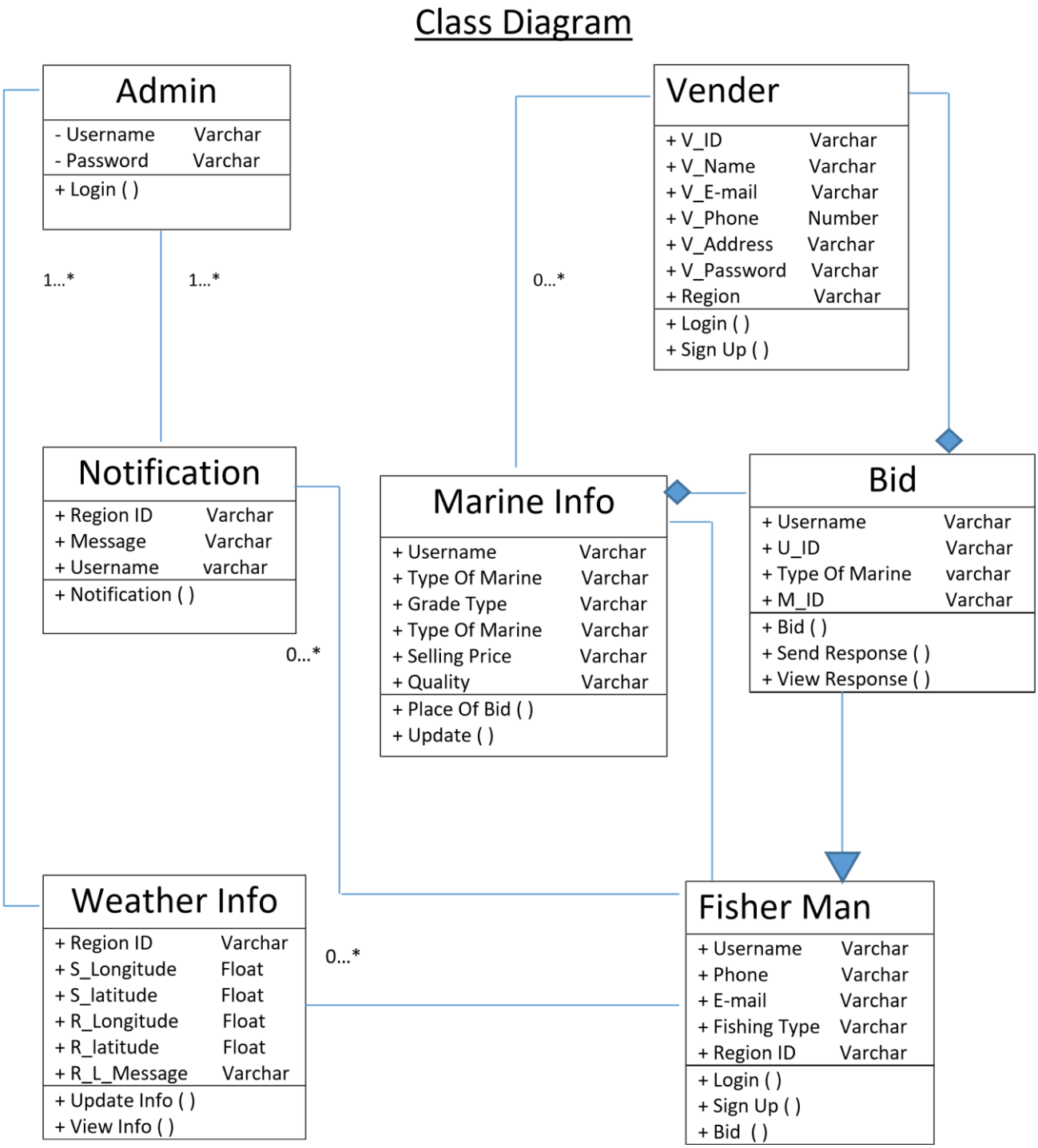


Fig No: 3.4.1 Class Diagram

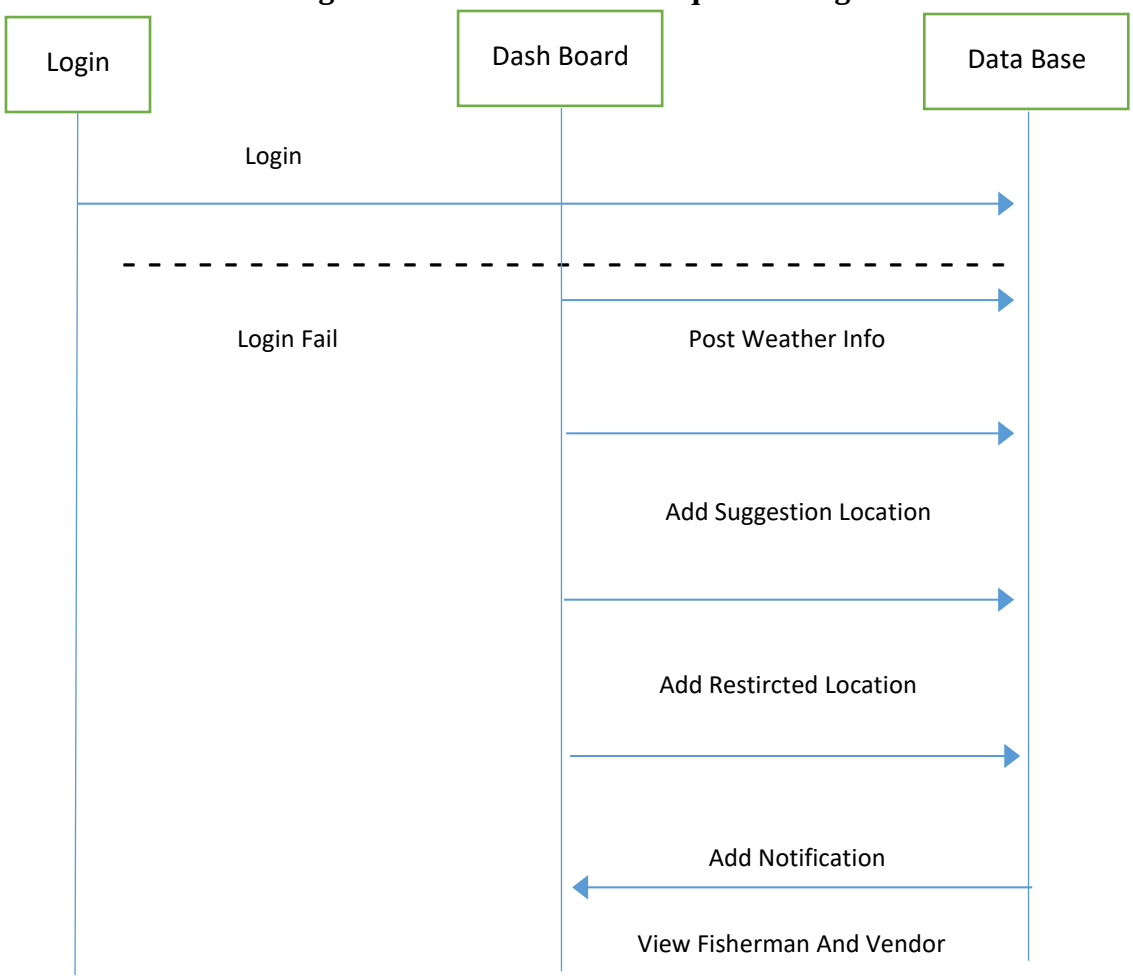
3.5 Sequence Diagram

A sequence diagram shows object interactions arranged in time sequence. It depicts the objects and classes involved in the scenario and the sequence of messages exchanged between the objects needed to carry out the functionality of the scenario. Sequence diagrams are typically associated with use case realizations in the Logical View of the system under development. Sequence diagrams are sometimes called **event diagrams** or **event scenarios**.

A sequence diagram shows, as parallel vertical lines (lifelines), different processes or objects that live simultaneously, and, as horizontal arrows, the messages exchanged between them, in the order in which they occur. This allows the specification of simple runtime scenarios in a graphical manner.

Govt Admin:

Fig No: 3.5.1 Govt Admin Sequence Diagram



Fisher man:

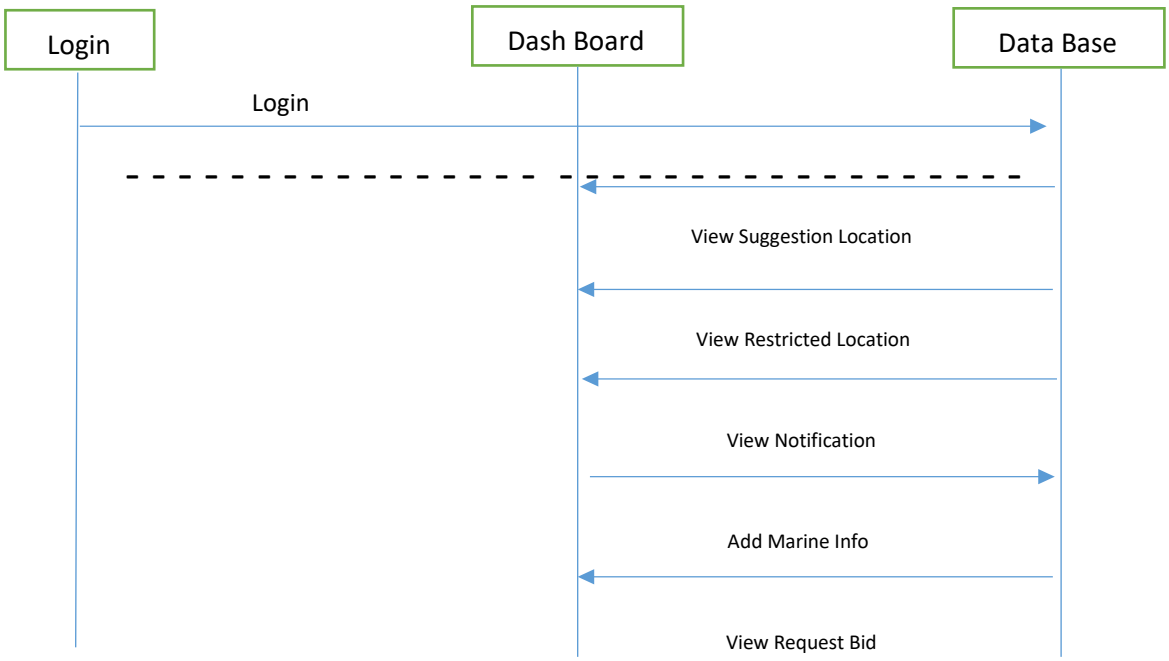


Fig No: 3.5.2 Fisherman Sequence Diagram

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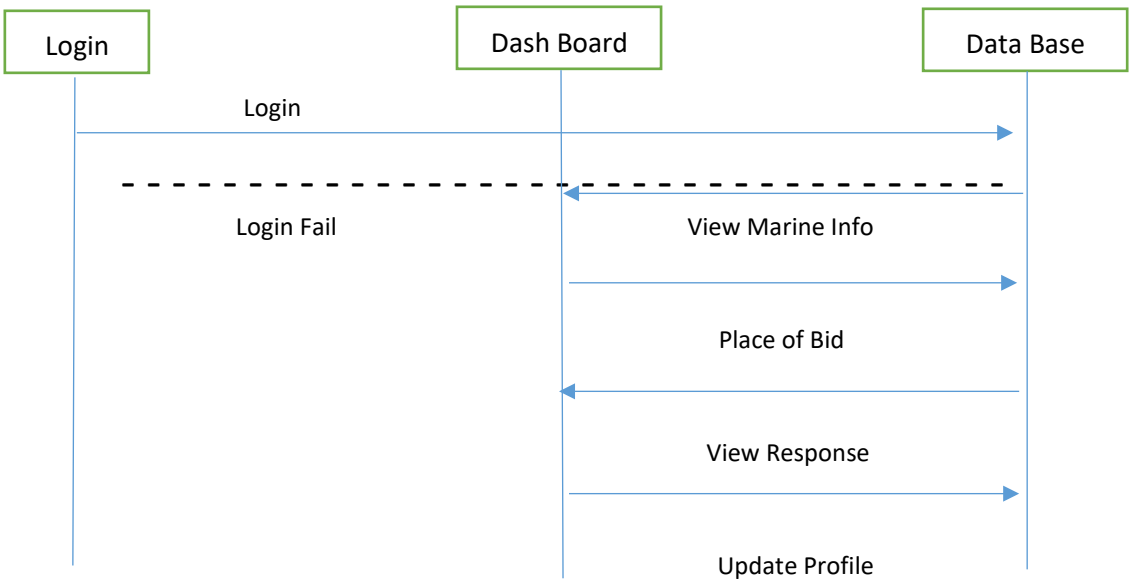

Fig No: 3.5.3 Vendor Sequence Diagram

3.6 Activity Diagram

Activity diagrams are graphical representations ofworkflows stepwise activities and actionswith support for choice, iteration and concurrency. In theUnified Modeling Language, activity diagrams are intended to model both computational and organizational processes (i.e., workflows), as well as the data flows intersecting with the related activities. Although activity diagrams primarily show the overall flow of control, they can also include elements showing the flow of data between activities through one or more data stores.

Govt. Admin

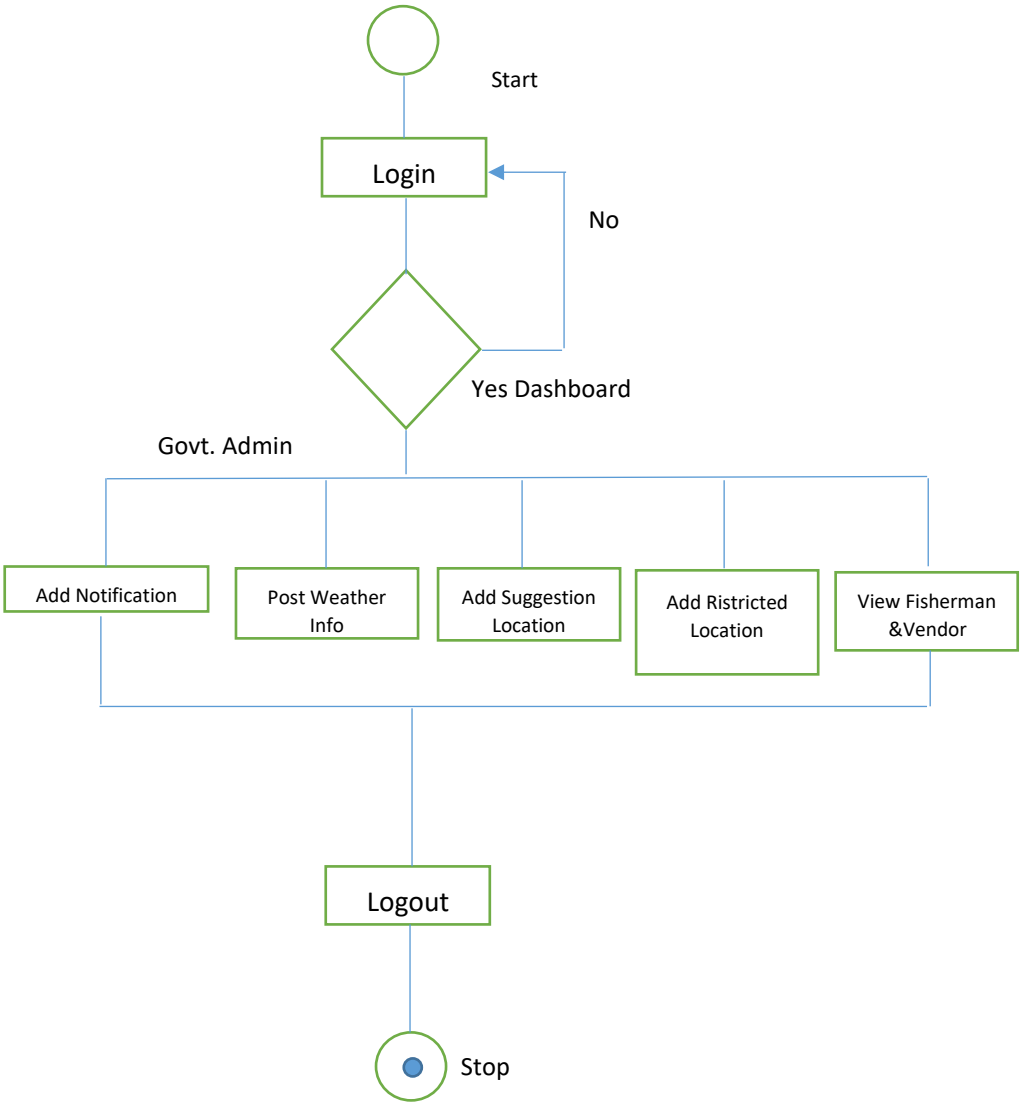

Fig No: 3.6.1 Govt Admin Activity Diagram

Fisherman:

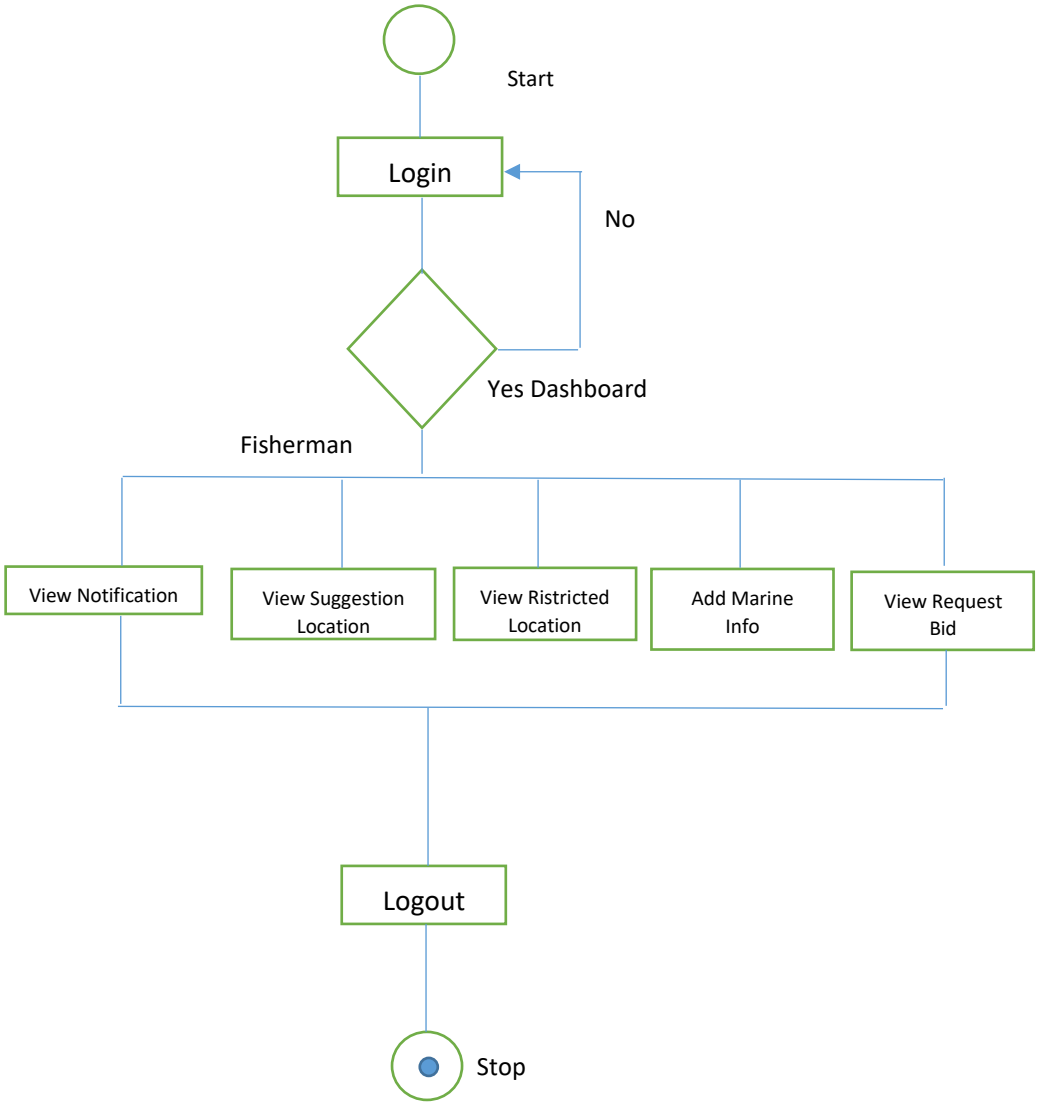

Fig No: 3.6.2 Fisherman Activity Diagram

Vendor

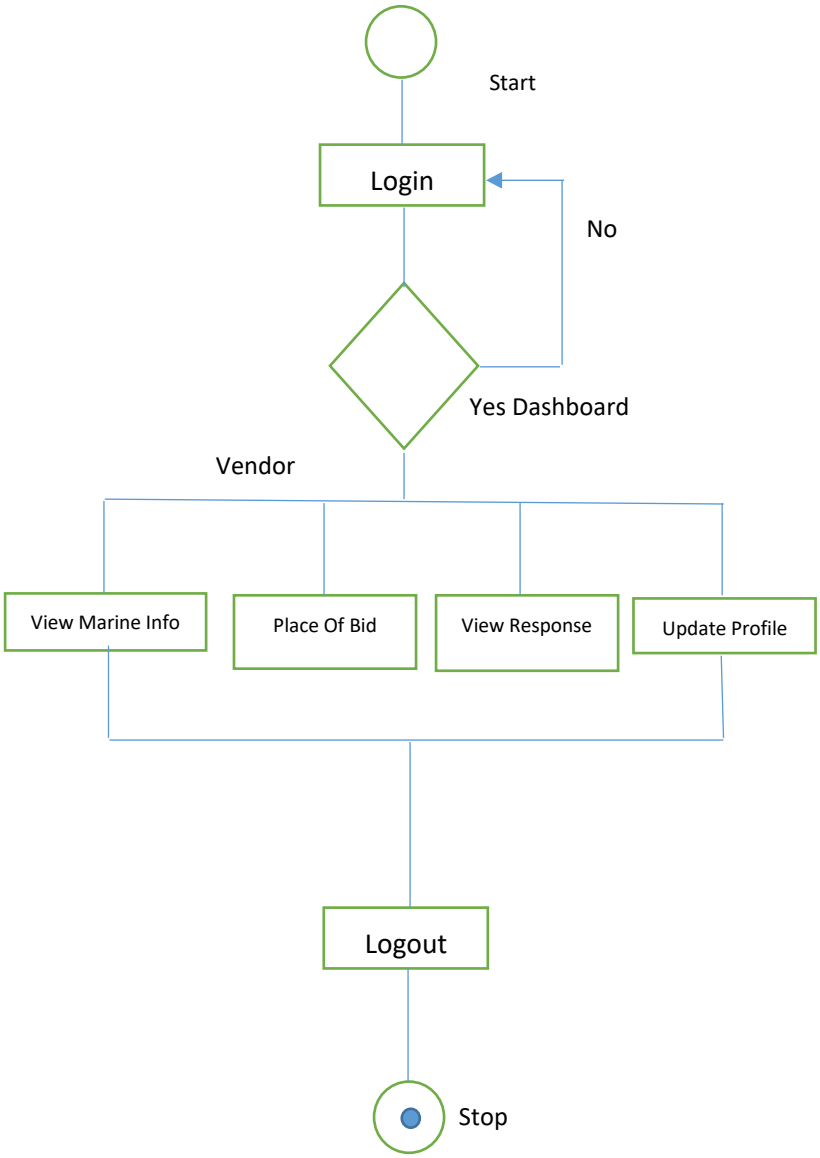

Fig No: 3.6.3 Fisherman Activity Diagram

CHAPTER 4

IMPLEMENTATION

SOURCE CODE OF THE PROJECT

```
<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<meta http-equiv="X-UA-Compatible" content="ie=edge">

<title>Home</title>


<link rel="stylesheet" href="vendors/bootstrap/bootstrap.min.css">

<link rel="stylesheet" href="vendors/themify-icons/themify-icons.css">

<link rel="stylesheet" href="vendors/owl-carousel/owl.theme.default.min.css">

<link rel="stylesheet" href="vendors/owl-carousel/owl.carousel.min.css">


<link rel="stylesheet" href="css/style.css">

</head>

        <style>

.dropbtn {

background-color: #0021fa;

color: white;

padding: 14px;

font-size: 14px;

border: none;
```

```
cursor: pointer;
}

.dropbtn:hover, .dropbtn:focus {
background-color: #2980B9;
}

.dropdown {
position: relative;
display: inline-block;
}

.dropdown-content {
display: none;
position: absolute;
background-color: #226673;
min-width: 160px;
overflow: auto;
box-shadow: 0px 8px 16px 0px rgba(0,0,0,0.2);
z-index: 1;
}

.dropdown-content a {
color: black;
```

```
padding: 12px 16px;

text-decoration: none;

display: block;

}


.dropdown a:hover {background-color: #ddd}


.show {display:block;}

</style>

<body>


<!--================ Header Menu Area start ================-->

<header class="header_area">

<div class="main_menu">

<nav class="navbarnavbar-expand-lgnavbar-light">

<div class="container box_1620">

<a  href="index.html"><h4 class="text-uppercase" color="#ffffff">Sea marine harvesting and bidding</h4></a>

<button class="navbar-toggler" type="button" data-toggle="collapse" data-target="#navbarSupportedContent" aria-controls="navbarSupportedContent" aria-expanded="false" aria-label="Toggle navigation">

<span class="icon-bar"></span>

<span class="icon-bar"></span>

<span class="icon-bar"></span>

</button>
```

```
<div class="collapse navbar-collapse offset" id="navbarSupportedContent">
<ul class="navnavbar-navmenu_nav justify-content-end">
<li class="nav-item active"><a class="nav-link" href="index.html">Home</a></li>
<li class="nav-item"><a class="nav-link" href="feature.html">About</a></li>
<li class="nav-item"><a class="nav-link" href="service.html">Service</a>

<li class="nav-item"><a class="nav-link" href="contact.html">Contact</a></li>
</ul>
<li class="nav-item">
<button onclick="myFunction()" class="dropbtn" class="nav-link js-scroll-trigger">LOGIN/SIGNUP</button>
<div id="myDropdown" class="dropdown-content">
<a class="nav-link js-scroll-trigger" href="../pages/userlogin.php">USERS</a>
<a href="../pages/fisherlogin.php">FISHERMAN</a>
        <a href="../pages/adminlogin.php">ADMIN</a>
</div>
</li>

</div>
</div>
</nav>
</div>
</header>
<!--================Header Menu Area =================-->
```

```
<!--================ Banner Section start =================-->
<section class="hero-banner text-center">
<div class="container">
<p class="text-uppercase">Smart Company With perfect space</p>
<h1 class="text-uppercase">Sea marine harvesting and bidding</h1>
<p class="hero-subtitle">Form male saying she'd so every fifth winged after spirit male land moving won't seasons fish In shall given fifth edition</p>
<a class="button button-outline" href="#">Get Started</a>
</div>
</section>
</html>

<?php
        require('db.php');
        session_start();
   // If form submitted, insert values into the database.
if (isset($_POST['username'])){

        $username = stripslashes($_REQUEST['username']); // removes backslashes
        $username = mysqli_real_escape_string($con,$username); //escapes special characters in a strinreg
        $password = stripslashes($_REQUEST['password']);
        $password = mysqli_real_escape_string($con,$password);
```

```
        //Checking is user existing in the database or not
    $query = "SELECT * FROM `users` WHERE username='$username' and password='$password'";
                $result = mysqli_query($con,$query) or die(mysql_error());
                $rows = mysqli_num_rows($result);
if($rows==1){
                        $_SESSION['username'] = $username;
                        header("Location: ../userdash.php"); // Redirect user to index.php
}else{
                                echo "<div class='form'><h3>Username/password is incorrect.</h3><br/>Click here to <a href='userlogin.php'>Login</a></div>";
                                }
}else{

?>
<!-- ================================================================ -->
<!-- login page  -->
<!-- ================================================================ -->
<div class="splash-container">
<div class="card ">
<div class="card-header text-center"><a href="../home/index.html">HOME</a><span class="splash-description">Please enter your user information.</span></div>
<div class="card-body">
```

```
<form action="" method="post" name="userlogin">
<div class="form-group">
<input class="form-control form-control-lg" name="username" type="text" placeholder="Username" autocomplete="off">
</div>
<div class="form-group">
<input class="form-control form-control-lg" name="password" type="password" placeholder="Password">
</div>

<button type="submit" class="btnbtn-primary btn-lgbtn-block">Sign in</button>
</form>
</div>
<div class="card-footer bg-white p-0  ">
<div class="card-footer-item card-footer-item-bordered">
<a href="userregister.php" class="footer-link">Create An Account</a></div>

</div>
</div>
</div>
        <?php } ?>


        <?php
error_reporting(0);
```

```
        require('db.php');
    // If form submitted, insert values into the database.
if (isset($_REQUEST['p1'])){
                $p1 = stripslashes($_REQUEST['p1']); // removes backslashes
                $p1 = mysqli_real_escape_string($con,$p1); //escapes special characters in a string
                $p2 = stripslashes($_REQUEST['p2']);
                $p2 = mysqli_real_escape_string($con,$p2);
                $p3 = stripslashes($_REQUEST['p3']); // removes backslashes
                $p3 = mysqli_real_escape_string($con,$p3);
                $p4 = stripslashes($_REQUEST['p4']);
                $p4 = mysqli_real_escape_string($con,$p4);
        $query = mysqli_query($con, "SELECT * FROM users WHERE username = '".$p1."'");
if(mysqli_num_rows(  $query) > 0){
echo "<div class='form'><h3>!!!!!!!!!! user name already exist please user other.</h3><br/>Click here to try again <a href='userregister.php'>Register</a></div>";
}
else{
 $query = "INSERT into `users` (username, email, phone, password) VALUES ('$p1', '$p2', '$p3', '$p4')";
      $result = mysqli_query($con,$query);
}
if($result){
echo "<div class='form'><h3>You are registered successfully.</h3><br/>Click here to <a href='userlogin.php'>Login</a></div>";
```

```
    }
}else{
                ?>
<form class="splash-container"  name="userregister" action="" method="post">
<div class="card">
<div class="card-header">
<h3 class="mb-1">Registrations Form</h3>
<p>Please enter your user information.</p>
</div>

<div class="card-body">
<div class="form-group">
<input class="form-control form-control-lg" type="text" name="p1" required="" placeholder="Username" autocomplete="off">
</div>
<div class="form-group">
<input class="form-control form-control-lg" type="email" name="p2" required="" placeholder="E-mail" autocomplete="off">
</div>
<div class="form-group">
<input class="form-control form-control-lg" type="text" name="p3" required="" placeholder="Phone">
</div>
<div class="form-group">
```

```
<input class="form-control form-control-lg" type="password" name="p4" required="" placeholder="Password">
</div>
<div class="form-group pt-2">
<button class="btnbtn-block btn-primary" type="submit">Register My Account</button>
</div>
</div>
<div class="card-footer bg-white">
<p>Already member? <a href="userlogin.php" class="text-secondary">Login Here.</a></p>
</div>
</div>
</form>
                    <?php } ?>
</body>

<?php
          error_reporting(0);
           $a=$_SESSION['username'];
           $query="SELECT * from users where username='$a'";
$mysql_hostname = "localhost";
$mysql_user     = "root";
$mysql_password = "";
$mysql_database = "marine";
$con            =            mysqli_connect($mysql_hostname,            $mysql_user, $mysql_password,$mysql_database);
```

```
if(mysqli_connect_errno())
{
        echo"failed to connect to MysQl: ". mysqli_connect_error();
}
$result = mysqli_query($con,$query); // selecting data through mysql_query()
while($data = mysqli_fetch_array($result))
{
?>
<div class="dashboard-wrapper">
<div class="container-fluid  dashboard-content">
<!-- ============================================================== -
->
<!--pageheader -->
<!-- ============================================================== -
->


<!-- ============================================================== -
->
<!-- end pageheader -->
<!-- ============================================================== -
->
<div class="row">
<!-- ============================================================== -
->
<!--valifation types -->
```

```
<!-- ============================================================== -
->
<div class="col-xl-12 col-lg-12 col-md-12 col-sm-12 col-12">
<div class="card">
<h5 class="card-header">Update profile</h5>
<div class="card-body">
<form id="validationform" action="updateuser.php" method="post">
                                                    <div class="form-group
row">
<label class="col-12 col-sm-3 col-form-label text-sm-right">Username</label>
<div class="col-12 col-sm-8 col-lg-6">
<input name="p1" type="text" required="" data-parsley-maxlength="6" value="<?php echo
$data['username']; ?>" placeholder="Username" class="form-control">
</div>
</div>

<div class="form-group row">
<label class="col-12 col-sm-3 col-form-label text-sm-right">Full Name</label>
<div class="col-12 col-sm-8 col-lg-6">
<input name="p2" type="text" required="" data-parsley-maxlength="6" value="<?php echo
$data['fullname']; ?>" placeholder="Full Name" class="form-control">
</div>
</div>
<div class="form-group row">
<label class="col-12 col-sm-3 col-form-label text-sm-right">Phone</label>
```

```
<div class="col-12 col-sm-8 col-lg-6">

<input name="p3" type="text" required="" data-parsley-length="[5,10]" value="<?php echo $data['phone']; ?>" placeholder="Phone" class="form-control">

</div>

</div>

<div class="form-group row">

<label class="col-12 col-sm-3 col-form-label text-sm-right">Email</label>

<div class="col-12 col-sm-8 col-lg-6">

<input name="p4" type="text" required="" data-parsley-min="6" value="<?php echo $data['email']; ?>" placeholder="Email" class="form-control">

</div>

</div>

<div class="form-group row">

<label class="col-12 col-sm-3 col-form-label text-sm-right">Region</label>

<div class="col-12 col-sm-8 col-lg-6">

<select name="p5" value="<?php echo $data['region']; ?>" class="form-control form-control-sm">

<option>GOA</option>
        <option>GUJARAT</option>
        <option>TAMIL NADU</option>
        <option>KERALA</option>

</select>

</div>

</div>

<div class="form-group row">

<label class="col-12 col-sm-3 col-form-label text-sm-right">Full Address</label>
```

```
<div class="col-12 col-sm-8 col-lg-6">
<textarea name="p6" required="" value="" class="form-control"><?php echo $data['address'];
?></textarea>
</div>
</div>
<div class="form-group row text-right">
<div class="col col-sm-10 col-lg-9 offset-sm-1 offset-lg-0">
<button type="submit" class="btnbtn-space btn-primary">Update</button>
<button class="btnbtn-space btn-secondary">Cancel</button>
</div>
</div>
</form>
</div>
</div>
</div>
<!-- ============================================================== -
->
<!-- end valifation types -->
<!-- ============================================================== -
->
</div>
<?php } ?>


<?php
        error_reporting(0);
```

```
        $a=$_POST['p1'];
        $b=$_POST['p2'];
        $query="SELECT * from product where region='$a' and fish_type='$b'";
$mysql_hostname = "localhost";
$mysql_user     = "root";
$mysql_password = "";
$mysql_database = "marine";
$con = mysqli_connect($mysql_hostname, $mysql_user, $mysql_password,$mysql_database);
if(mysqli_connect_errno())
{
        echo"failed to connect to MysQl: ". mysqli_connect_error();
}
$result = mysqli_query($con,$query); // selecting data through mysql_query()
?>
<div class="dashboard-wrapper">
<div class="dashboard-ecommerce">
<div class="container-fluid dashboard-content ">
<!-- ============================================================== -
->
<!--pageheader  -->
<!-- ============================================================== -
->
<div class="row">
<div class="col-xl-12 col-lg-12 col-md-12 col-sm-12 col-12">
```

```
<div class="page-header">
<h2 class="pageheader-title">Product Details </h2>
</div>
</div>
</div>
<!-- ================================================================ -
->
<!-- end pageheader  -->
<!-- ================================================================ -
->
<?php
while($data = mysqli_fetch_array($result))
{
?>
<div class="row">
<div class="offset-xl-2 col-xl-8 col-lg-12 col-md-12 col-sm-12 col-12">
<div class="card">
<form action="sendrequest.php" name="" method="post" >
<div class="card-header p-4">
<a class="pt-2 d-inline-block">Product Id :<input name="p12" type="text" value="<?php
echo $data['id']; ?>" readonly></h3></a>
<div class="float-right"><h3 class="mb-0"></h3>
  Date: <?php echo $data['pdate']; ?></div>
</div>
<div class="card-body">
```

```
<div class="row mb-4">

<div class="col-sm-6">

<h5 class="mb-3">UserName:</h5>

<h3 class="text-dark mb-1"><input name="p1" type="text" value="<?php echo $_SESSION['username']; ?>" readonly></h3>

<h5 class="mb-3">FisherManName:</h5>

<h3 class="text-dark mb-1"><input name="p11" type="text" value="<?php echo $data['fisherman_name']; ?>" readonly></h3>

</div>

<div class="col-sm-6">

<h5 class="mb-3">Image:</h5>

<imgsrc="assets\images\<?php echo $data['photo']; ?>">

</div>

</div>

<div class="table-responsive-sm">

<table class="table table-striped">

<thead>

<tr>

<th>Region</th>

<th>Fish Type</th>

<th class="right">No Of KG</th>

<th class="center">Price</th>

<th class="right">About</th>

</tr>

</thead>
```

```
<tbody>
<tr>
<td class="left strong"><?php echo $data['region']; ?></td>
<td class="left"><?php echo $data['fish_type']; ?></td>
<td class="right"><?php echo $data['no_of_kg']; ?></td>
<td class="center"><?php echo $data['price']; ?></td>
<td class="right"><?php echo $data['about']; ?></td>
</tr>
<tr>
</tbody>
</table>
</div>
<div class="row">
</div>
</div>
<div class="card-footer bg-white">
<div class="col-lg-8 col-sm-5">
<textarea name="p2" class="form-control" id="exampleFormControlTextarea1" placeholder=" Enter Message"  rows="3"></textarea>
</div>
</div>
<div class="card-footer bg-white">
<div class="col-lg-4 col-sm-5">
<button type="submit" class="btnbtn-primary btn-block">Bid</button>
</div>
```

```
</div>

</form>

</div>

</div>

</div>

<!-- ============================================================= -
->

<!-- footer -->

<!-- ============================================================= -
->


<!-- ============================================================= -
->

<!-- end footer -->

<!-- ============================================================= -
->

<?php } ?>
```

CHAPTER 5

SYSTEM TESTING

Software testing is a process of executing a program or application with the intent of finding the software bugs. It can also be stated as the process of validating and verifying that a software program or application or product meets the business and technical requirements that guided its design and development. The purpose of testing can be quality assurance, verification and validation, or reliability estimation. Testing can be used as a generic metric as well. Correctness testing and reliability testing are two major areas of testing. Software testing is a trade-off between budget, time and quality.

What is Verification and Validation?

Verification is the process to make sure the product satisfies the conditions imposed at the start of the development phase. In other words, to make sure the product behaves the way we want it to. Validation is the process to make sure the product satisfies the specified requirements at the end of the development phase. In other words, to make sure the product is built as per customer requirements.

5.1 Key Benefits of Testing

The key benefits of testing are

- Reduced risk of failures (or incidents) once systems are transferred to live operation
- Demonstrative proof that business requirements have been met
- Assurance that the system will function appropriately with existing legacy systems where required and will integrate with other systems as necessary
- Assurance that the users for which the solution was designed are able to operate productively

Acknowledging these benefits requires accepting the reality that testing costs money. Too much testing could be risky, as it may delay product launch and allow a competitor to steal significant market share. Unfocused, inefficient approaches to test management often result in poor return on investment in testing. As a rule of thumb, sufficient testing is where the costs of testing can be balanced against the potential costs of failures and over run. The risks of failure and business benefit should be used to determine how much testing is performed.

5.2 Basics of Testing

There are two basics of software testing: Blackbox testing and Whiteboxtesting.

Behavioral testing

Behavioral or Black-box testing is a method of software testing that examines the functionality of an application without peering into its internal structures or workings. This method of test can be applied to virtually every level of software testing: unit, integration, system and acceptance.

Structural Testing

Structural or White box testing is a testing technique that examines the program structure and derives test data from the program logic/code. The other names of glass box testing are clear box testing, open box testing, logic driven testing or path driven testing or structural testing.

5.3 Types of Testing

Testing is the process where we validate and verify if the product meets the user's requirements and adheres to the specification. There are several types of testing processes available.

- Unit Testing
- Integration Testing
- Functional Testing
- System Testing
- Stress Testing
- Performance Testing
- Usability Testing
- Acceptance Testing
- Regression Testing
- Beta Testing

5.3.1 Unit Testing

Unit testing is the testing of an individual unit or group of related units. It falls under the class of white box testing. It is often done by the programmer to test that the unit he/she has implemented is producing expected output against given input.

5.3.2 Integration Testing

Integration testing is testing in which a group of components are combined to produce output. Also, the interaction between software and hardware is tested in integration testing if software and hardware components have any relation. It may fall under both white box testing and black box testing.

5.3.3 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.

5.3.4 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.

5.3.5 Stress Testing

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

5.3.6 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.

5.3.7 Usability Testing

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

5.3.8 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.

5.3.9 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.

5.3.10 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.

5.4 Manual and Automation Testing

5.4.1 Manual Testing

Manual testing includes testing a software manually, i.e., without using any automated tool or any script. In this type, the tester takes over the role of an end-user and tests the software to identify any unexpected behavior or bug. There are different stages for manual testing such as unit testing, integration testing, system testing, and user acceptance testing.

Testers use test plans, test cases, or test scenarios to test a software to ensure the completeness of testing. Manual testing also includes exploratory testing, as testers explore the software to identify errors in it.

5.4.2 Automation Testing

Automation testing, which is also known as Test Automation, is when the tester writes scripts and uses another software to test the product. This process involves automation of a manual process. Automation Testing is used to re-run the test scenarios that were performed manually, quickly, and repeatedly.

Apart from regression testing, automation testing is also used to test the application from load, performance, and stress point of view. It increases the test coverage, improves accuracy, and saves time and money in comparison to manual testing.

5.5 Test Cases

A test case is a set of conditions or variables under which a tester will determine whether a system under test satisfies requirements or works correctly. The process of developing test cases can also help find problems in the requirements or design of an application.

Writing good test cases involve the following steps —

- Test cases should be ‘atomic’; they should not overlap or complicate testing. Each test case should be written such that only one thing should be tested at a time
- All positive and negative scenarios should be considered
- Each test case should be written in a language that is simple and easy to understand, using an active voice, and using consistent and exact names

The characteristics of a good test case are —

- Accurate
- Economical
- Traceable
- Repeatable
- Reusable

Test Results: All the test cases mentioned above passed successfully. No defects encountered.

A test case is a set of conditions or variables under which a tester will determine whether a system under test satisfies requirements or works correctly. The process of developing test cases can also help find problems in the requirements or design of an application.

Test Case No	Positive Scenario	Required Input	Expected Result	Actual Output	Test pass/fail
1	To ensure that the module able to update Location information	Longitude and latitude	The location status should update accordingly.	As expected	Pass
2	To ensure the module able to display all restricted and suggested location information	Show location information	The location information should update accordingly.	As expected	Pass
3	To ensure the module able to display all notification	Notification sent by government admin	Display notification	As expected	Pass
4	Upload bidding info	Upload bidding information by updating proper details	Status updated accordingly	As expected	Pass

5	To ensure the module able to display bidding info to users or vendors	Select region to display tender information	Details are displaying	As expected	Pass
6	Send bidding request	User or vendor need to add bidding amount and send bidding request	Request sent	As expected	Pass
7	Send feedback	User need add feedback information	Send feedback to fisherman	As expected,	Pass

CHAPTER 6

FUTURE ENHANCEMENT

By considering this application we can implement same process in android technology. Add some feature like how to do fishing and skill for fisherman to enhance their work. In future we can deploy this application into cloud platform then we can use this application parallel from different user from different locations.

CHAPTER 7

CONCLUSION

This application provides platform for Government experts can update area wise marine fishing guidelines to fisher man, it helps for fisher man to find location in sea easily by using GPS. Fisherman can get instant notification from government regarding weather report and other important information**.** The Fisherman and Agriculture people should get Actual Market values based on present market**.** Our goal is to market your collection, in a fair and honest way, to an ever-increasing audience. Every auction is available online giving our local roots a national reach. You can browse our auctions at any time and bid from anywhere. There should be one to one relationship between seller and producer.

CHAPTER 8

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CHAPTER 9

SCREENSHOTS

HOME PAGE:

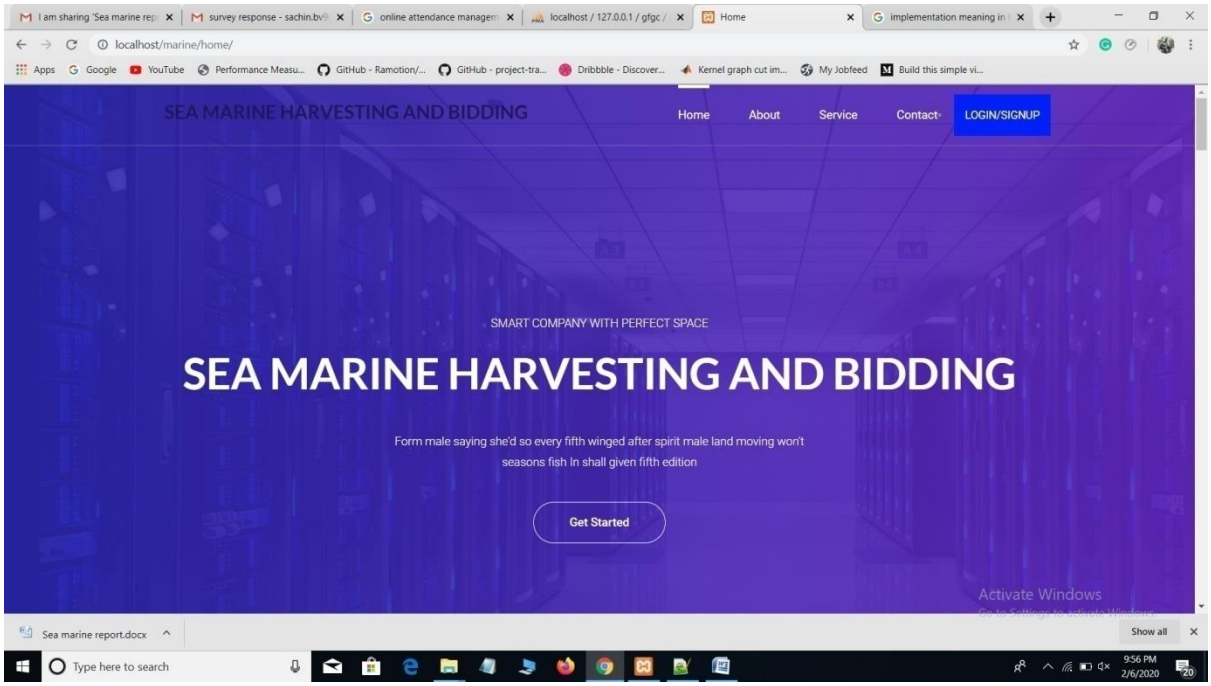

Fig No: 9.1.1 Home Page

Admin Login Page:

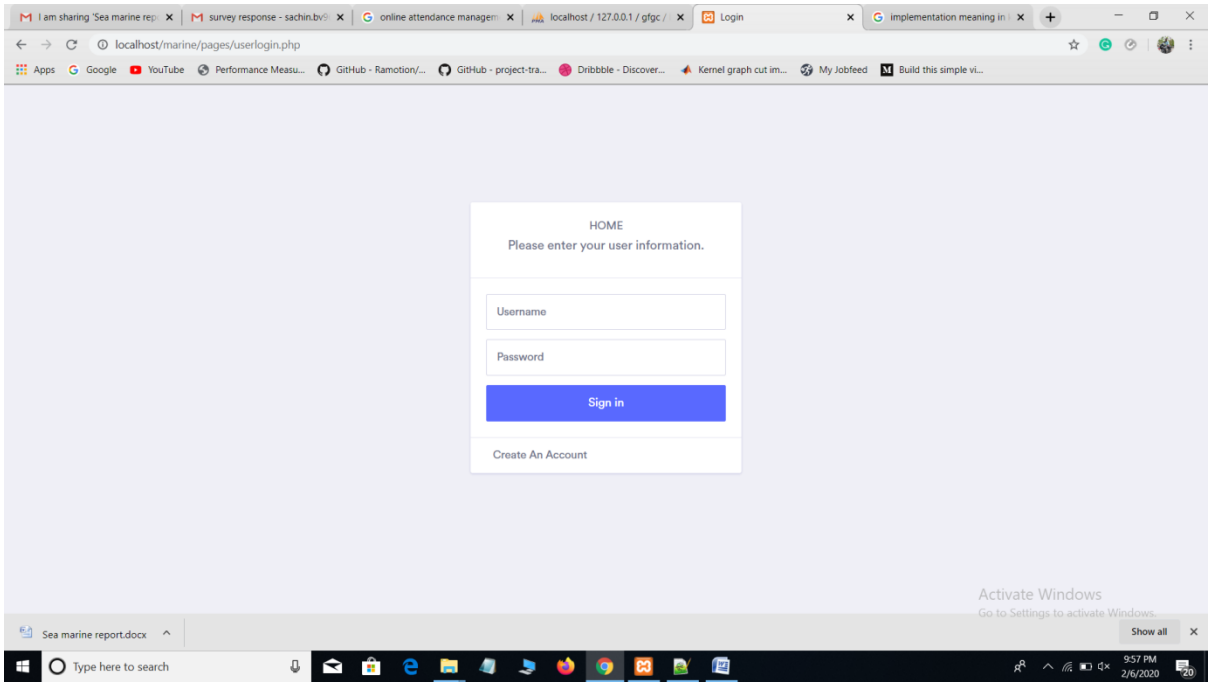

Fig No: 9.1.2 Admin Login Page

Registration Page:

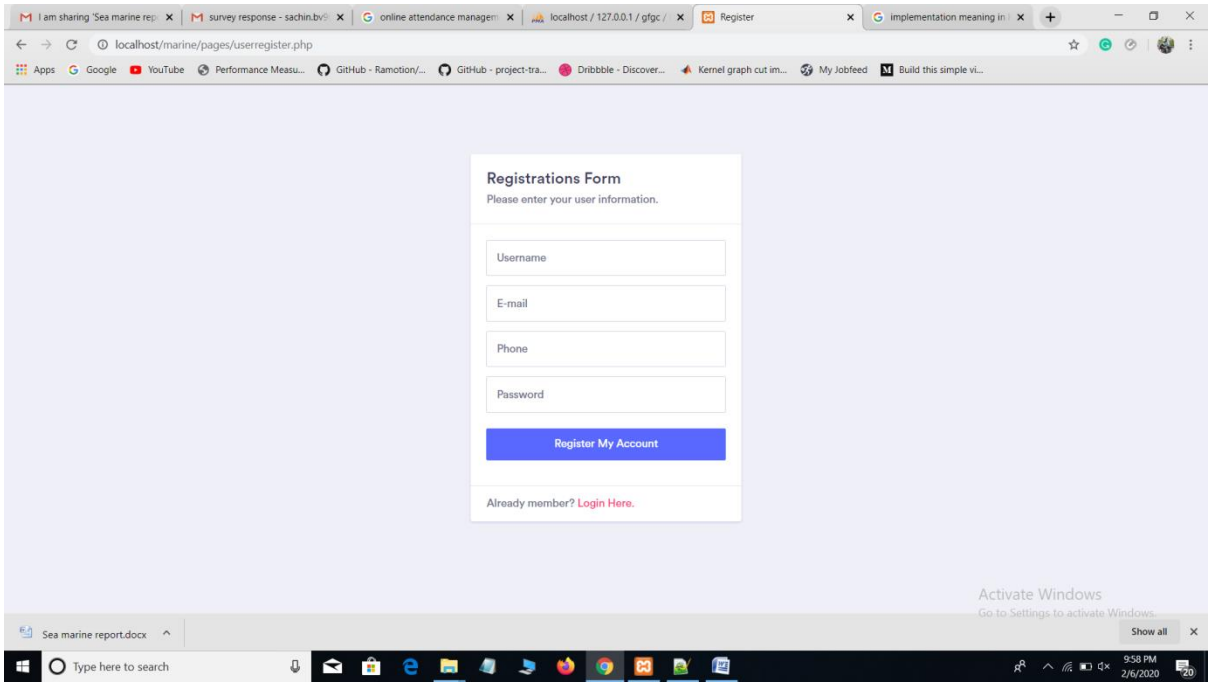

Fig No: 9.1.3 Registration Page

Dashboard:

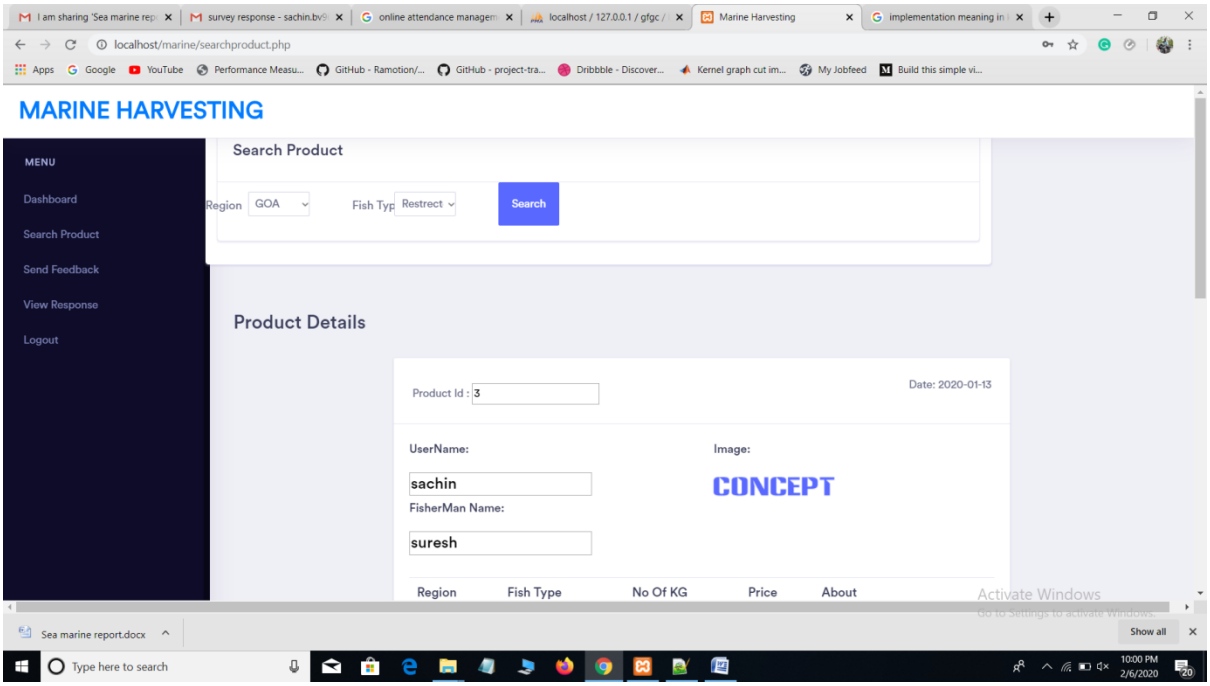

Fig No: 9.1.4 Dashboard Page

Update Profile:

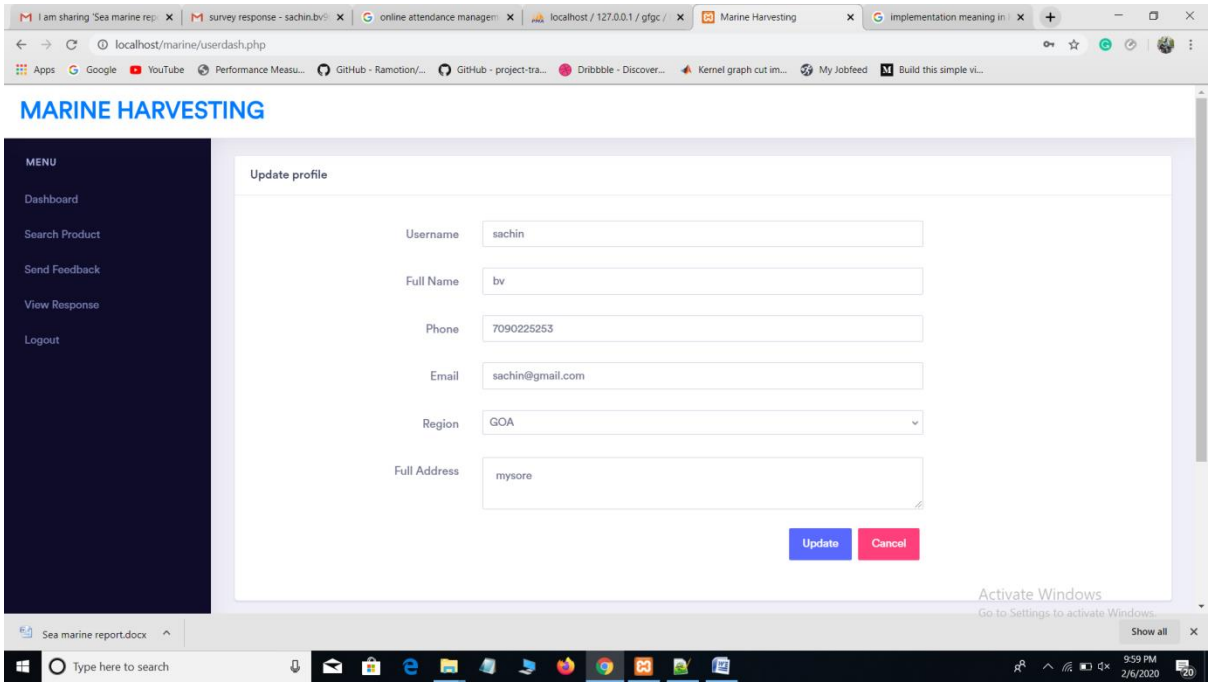

Fig No: 9.1.5 Update Profile Page