Internship Project Report

ON

“ONLINE GROCERY”

“mybucket”

Prepared by

VAGHELA PRIYANKA

Enrollment No.: 200240116536

B.E INFORMATION TECHNOLOGY

Under the guidance of

VAIDAHI SHAH

ACADEMIC YEAR

2022-23

Hasmukh Goswami College of Engineering, Ahmedabad.

Gujarat Technological University, Ahmedabad

May, 2023

HASMUKH GOSWAMI COLLEGE OF ENGINEERING

INFORMATION TECHNOLOGY

2022-23

CERTIFICATE

Date:

This is to certify that a study on entitled "Online Grocery'' has been carried out by PRIYANKA VAGHELA (200240116536) under my guidance in fulfillment of the degree of Bachelor of Engineering in Information Technology (8th Semester) of Gujarat Technological University, Ahmadabad during the academic year 2022-23.

Internal Guide: Prof. Vaidahi Shah
Asst. Professor, IT Dept.
HGCE, Vahelal

Head of Dept.: Prof. Vaidahi Shah
Head, IT Dept.
HGCE, Vahelal

Internship Allotment Latter

GROWNITED

INTERNSHIP ALLOTMENT

Date: - 20/01/2023

TO WHOMSOEVER IT MAY CONCERN

This is to state that **Vaghela Priyanka**, student representing **Hashmukh Goswami college of engineering** is assigned Industry Internship as per GTU norms.

We wish him/her all the best to perform in this internship which is to be conducted from 27th Jan 2023 to 3rd May 2023.

For, Grownited Private Limited

Rahul Kirpekar
(Authorised Signature)

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Student's Declaration

I undersigned Priyanka Vaghela a student of HGCE B.E Information Technology 8th semester, declare that summer internship project titled "Online Grocery" is a result of my own work and my indebtedness to other work publications, references, if any, have been duly acknowledged. If I are found guilty of copying any other report or published information and showing as my original work, I understand that I shall be liable and punishable by Institute or University, which may include 'Fail' in examination, 'Repeat study & re-submission of the report' or any other punishment that Institute or University may decide.

Name of Student: VAGHELA

PRIYANKA

Enrollment Number: 200240116536

Signature:

ACKNOWLEDGEMENT

I wish to express my heartfelt appreciation to all those who have contributed to this project, both explicitly and implicitly, without the cooperation of whom, it would not have been possible to complete this project.

This final year project has been carried out at the Department of Mechanical, Gujarat Technological University. I would like to express my sincere thanks to my external guide **Mr. Rahul Kirperkar (Grownited)** whose guidance and encouragement is invaluable. It has been an honor and memorable experience working with him.

I would also like to thank my internal guide **Prof. Nilesh Parekh,** Head of IT Department, **Prof.AmitMonpurwala** and the faculty members of HGCE who had helped me directly or indirectly in my project work.

I thank my parents for standing behind me all the time and I thank my friends for their advice, guidance and help. I thank God for all his blessings.

VAGHELA PRIYANKA (200240116536)

ABSTRACT

This is an eCommerce platform that targets only grocery. customer/buyers :- Buyers are the users who wants to purchase product. They can compare product price and other cost with multiple product's. If any item is not available or not in the stocks they can also ask / pre order for that. Admin : will mange all the transcationl part,category,subcategory.product uploading,order status etc Can generate various reports so sale can be upscale. They can also add offers on the above product's offers. They can give rewards to other users when they post reviews for products.

We will manage products by one category and multiple subcategory with different brands Search filter: By product name By product content By brand By ingredients User:- Admin ,Customer [users / buyer].

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Overview of the Company

1.1 About Company

Grownited is an open-source organisation for individiuls and group that think unique.Ideas are valuable to individuals, and we knoe that you have spent energy just thinking it up.We believe that ideas should not sit idle,so we do the work for them.

Grownited is a start-up cultivating firm where we grow and nurture ideas into a tangible reality.We endeavour to build new thing with you,to build a new,modern,futuristic India.It is a task to bring together a concept and the people to work for it,to make it a actuality.

Working in partnership with idea cultivators,Grownited is oriented to become a hub of creativity and coherence woven into one.We believe in the conviction of entrepreneurship by the youth being the future.And we wish to be a part of this future,doing our piece in promoting our beliefs.

In these beliefs is another – the future is ours,and it is,thus our responsibility to nurthure the future.In today’s global scenario,nothing matters more than experience.For this, we provide internships in over 15 categories for individuals from age 14-26.

CHAPTER: 1

INTRODUCTION TO THE PROJECT

1.1 Project Summary

People faces problem in finding the person who want the land for the grocery. To solve the problem the system is designed. Admin can upload the product & product details and user can view that product details and order the product. Here, the goal is to provide an information without any amount.

Food production is also increased.

1.2 Project Purpose

- The purpose of this project is to connect grocery owner and end user.
- In planning to make grocery available for user's.
- To establish a successful relationship, both parties recognize different values.
- Increased local food production.
- Offering an important opportunity to a new user.

1.3 Project Scope

- The customer can pay through credit card and Cash on Delivery.
- Customer can also choose pick-up or delivery
- The customer can easily search for the products and can add immediately to her/his shopping cart.
- The system can print the receipt of the customer's order
- The system has email validation through gmail
- Customer can see the order details and the actions done to her/his orders.
- System has its inventory report and sales report.

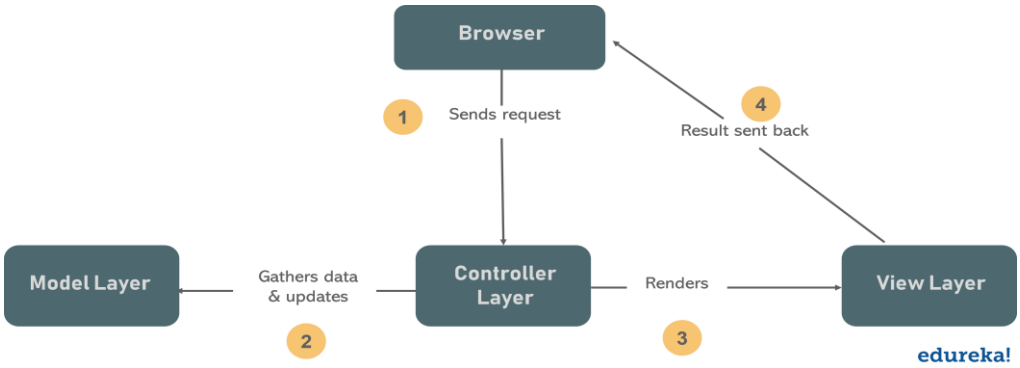
1.4 Technology & Literature Review

The system uses JAVA, HTML, CSS, JAVASCRIPT as front end of the system.MY SQL is used as back end the system for database.

Below there is some explanation about these Terminologies.

➢ **JAVA:**

➢ **JAVA** was developed by James Gosling at **Sun Microsystems** Inc in the year **1995** and later acquired by Oracle Corporation.



(1.4.1 fig. JAVA model)

- Java makes writing, compiling, and debugging programming easy.
- It helps to create reusable code and modular programs. Java is a class-based, object-oriented programming language and is designed to have as few implementation dependencies as possible.
- On November 13, 2006, Sun released much of its Java virtual machine as free, open-source software. On May 8, 2007, Sun finished the process, making all of its JVM's core code available under open-source distribution terms.

➢ **Common use of JAVA:**

- Mobile App Development
- Desktop GUI Applications
- Web-based Applications
- Gaming Applications
- Big Data Technologies
- Distributed Applications
- Cloud-based Applications
- IoT Applications

- **MAVEN**
  - Maven is a popular open-source build tool that the Apache Group developed for building, publishing, and deploying several projects.
  - Maven is written in Java and is used to create projects written in C#, Scala, Ruby, and so on.
  - The tool is used to build and manage any Java-based project.
  - It simplifies the day-to-day work of Java developers and helps them with various tasks.
  - Every application that we use today requires a set of configurations that need to be completed.
  - These configurations were once completed manually, but after the advent of Maven and other automation tools, this tedious task became automated.
  - Maven is a DevOps tool that automates the entire process of building and developing these applications. This introduction to maven tutorial will help you learn everything that you need to excel in Maven.

- **MYSQL:**

  - MYSQL is a fast, easy-to-use RDBMS being used for many small and big businesses. MYSQL is developed, marketed and supported byMYSQL AB, is a Swedish company.MYSQL is becoming so popular because of many good reasons-
  - MYSQL is released under an open-source license. So, you have nothing to pay to use it.
  - MYSQL is very powerful program in its own right. It handles a large subset of the functionality of the most expensive and powerful database packages.
  - MYSQL uses a standard form of the well-known SQL data language.
  - MYSQL works on many operating system and with many language including PHP, PERL, C, C++, JAVA, etc.
  - works very quickly and works well even with large data sets.
  - MYSQL is very friendly to PHP, the most appreciated language for web MYSQL development.
  - MYSQL supports large database, up to 50 million rows or more in a table. The default fille size limit for a table is 4GB, but you can increase this to a theoretical limit of 8 million terabytes.
  - MYSQL is customizable. The open-source GPL license allows programmer to modify the MYSQL software to fit their own specific environments.

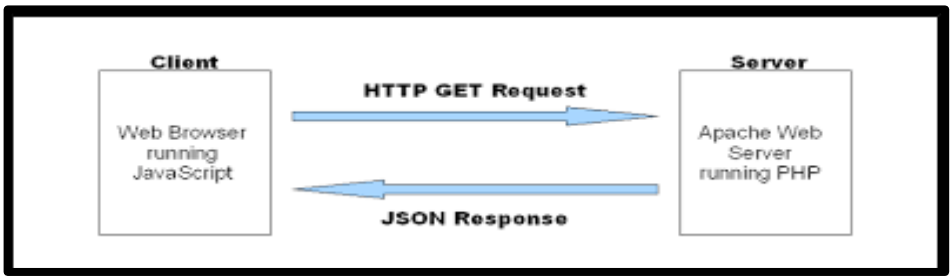
- **HTML:**

  - Hypertext Mark up Language is the main mark up language for displaying web pages and other information that can be displayed in a web browser
  - Hypertext refers to the way in which web pages are linked together. Thus, the link available on a webpage is called Hypertext.

- As its name suggest, HTML is a Markup Language which means you use HTML to simply "mark-up" a text document with tags that tell a web browser how to structure it to display.

➢ **JAVASCRIPT:**

It is a programming language that is widely used to give sophisticated functionality to web pages. It is considered as client side scripting language



(1.4.2 fig. JavaScript Architecture)

The primary purpose of JavaScript is to provide a better experience for the user. It manipulates the objects within the HTML document. The object and HTML elements collectively form what we call the document object model.

➢ **CSS:**

CSS stands for cascading style sheets. It describes how HTML element are to be displayed on screen, paper, or in other media It saves a lot of work. It can control the layout of multiple web pages all at once external style sheets are stored in CSS files.

➢ **Advantages:**

You can define a style for each HTML element and apply it to as many web pages as you want.

- **Pages load faster** – If you are using CSS, you do not need to write HTML tag attributes every time. Just write one CSS rule of a tag and apply it to all the occurrences of that tag. So less code means faster download times.
- **Easy maintenance** – To make a global change, simply change the style, and all elements in all the web pages will **CSS saves time** – You can write CSS once and then reuse same sheet in multiple HTML pages. Be updated automatically.

- **Superior style to HTML** – CSS has a wider array of attributes than HTML, so you can give a far better look to your HTML page in comparison to HTML attributes.
- **Multiple Device Compatibility** – Style sheet allow content to be optimized for more than one type of device. By using the same HTML document, different versions of a website can be presented for handheld devices such as PDAs and cell phones or for printing.

- **Global web standard** – Now HTML attributes are being deprecated and it is being recommended to use CSS. So it's a good idea to start using CSS in all the HTML pages to make them compatible to future browsers.

CHAPTER: 2

SYSTEM REQUIREMENT ANALYSIS AND PROJECT MANAGEMENT

2.1 Tools and Technology

Type of application	:	Web Based application
Front end	:	JAVA, HTML, CSS, JAVA script,Spring bootstrap
Back end	:	MYSQL
Documentation generation tool	:	Microsoft word and PowerPoint, draw.io
Application software	:	Sublime text, xampp

2.2 Hardware and Software Requirement

Hardware Configuration of Server Side

Processor	:	Intel 5i Processor
RAM	:	8 GB
Solid State Drive	:	512 GB
Key Board	:	Standard 101/102 or Digi Sync Family
Monitor	:	Display Panel (1366 X 768)
Mouse	:	Serial Mouse
Internet Connection	:	Yes

Software Requirement for Server Side

Technology	:	JAVA
Server	:	Tomcat Server
Basic Features	:	Html, CSS
Database	:	MySQL 8.1

Minimum System Configuration of Client Side

Processor	:	INTEL Pentium 5or Higher
RAM	:	4GB
Hard Disk Drive	:	40GB
Monitor		Display Panel (1024 X 764)
Mouse	:	Serial Mouse
Internet Connection	:	Yes
Browser	:	Google Chrome, Mozilla Firefox 8.0 or higher Internet Explorer 6.0 or higher

2.3 Software Process Model

The Requirements provided by the users are converted into Users Requirement Specification as described above. The URS documents are then revised, validated, authorized and approved by the users. The development commences after the approval phase i.e. after the signing off of the URS documents. Thus, the URS is concerned to be the most important document from user and developer prospective. The Developer will try to adhere to the requirements specified in the URS documents in order to develop the required application.

The model used in this project is waterfall model.

Waterfall model

The Waterfall Model was the first Process Model to be introduced. It is also referred to as a **linear-sequential life cycle model**. It is very simple to understand and use. In a waterfall model, each phase must be completed before the next phase can begin and there is no overlapping in the phase.

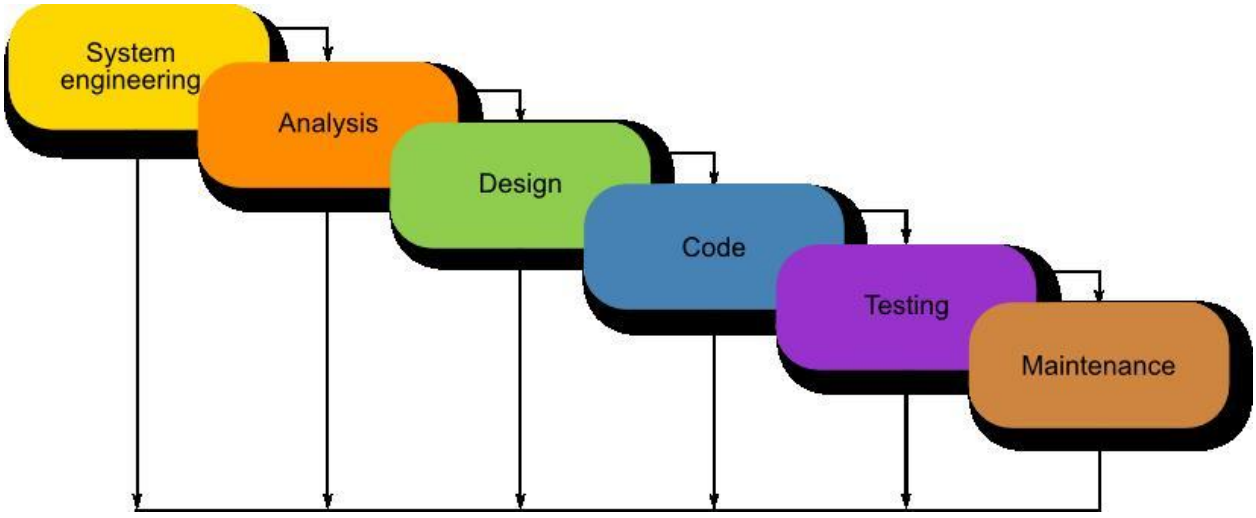
The waterfall Model illustrates the software development process in a linear sequential flow. This means that any phase in the development process begins only if the previous phase is complete. In this waterfall model, the phases do not overlap.

Waterfall Model -Design

Waterfall approach was first SDLC Model to be used widely in Software Engineering to

ensure success of the project. In "The Waterfall" approach, the whole process of software development is divided into separate phases. In this Waterfall model, typically, the outcome of one phase acts as the input for the next phase sequentially.

The following illustration is a representation of the different phases of the Waterfall Model.



(Fig 2.3.1 waterfall model)

The sequential phases in Waterfall model are −

- **Requirement Gathering and analysis** − All possible requirements of the system to be developed are captured in this phase and documented in a requirement specification document.
- **System Design** − The requirement specifications from first phase are studied in this phase and the system design is prepared. This system design helps in specifying hardware and system requirements and helps in defining the overall system architecture.
- **Implementation** − With inputs from the system design, the system is first developed in small programs called units, which are integrated in the next phase. Each unit is developed and tested for its functionality, which is referred to as Unit Testing.
- **Integration and Testing** − All the units developed in the implementation phase are integrated into a system after testing of each unit. Post integration the entire system is tested for any faults and failures.
- **Deployment of system** − Once the functional and non-functional testing is done; the product is deployed in the customer environment or released into the market.

- **Maintenance** − There are some issues which come up in the client environment. To fix those issues, patches are released. Also to enhance the product some better versions are released. Maintenance is done to deliver these changes in the customer environment.

All these phases are cascaded to each other in which progress is seen as flowing steadily downwards (like a waterfall) through the phases. The next phase is started only after the defined set of goals are achieved for previous phase and it is signed off, so the name "Waterfall Model". In this model, phases do not overlap.

Waterfall model -application

Every software developed is different and requires a suitable SDLC approach to be followed based on the internal and external factors. Some situations where the use of Waterfall model is most appropriate are −

- Requirements are very well documented, clear and fixed.
- Product definition is stable.
- Technology is understood and is not dynamic.
- There are no ambiguous requirements.
- Ample resources with required expertise are available to support the product.
- The project is short.

Advantages of waterfall Model

The advantages of waterfall development are that it allows for departmentalization and control. A schedule can be set with deadlines for each stage of development and a product can proceed through the development process model phases one by one.

Development moves from concept, through design, implementation, testing, installation, troubleshooting, and ends up at operation and maintenance. Each phase of development proceeds in strict order.

Some of the major advantages of the Waterfall Model are as follows −

- Simple and easy to understand and use
- Easy to manage due to the rigidity of the model. Each phase has specific deliverables and a review process.
- Phases are processed and completed one at a time.
- Works well for smaller projects where requirements are very well understood.
- Clearly defined stages.

- Well understood milestones.
- Easy to arrange tasks.
- Process and results are well documented.

Disadvantages of waterfall Model

The disadvantage of waterfall development is that it does not allow much reflection or revision. Once an application is in the testing stage, it is very difficult to go back and change something that was not well-documented or thought upon in the concept stage.

The major disadvantages of the Waterfall Model are as follows −

- No working software is produced until late during the life cycle.
- High amounts of risk and uncertainty.
- Not a good model for complex and object-oriented projects.
- Poor model for long and ongoing projects.
- Not suitable for the projects where requirements are at a moderate to high risk of changing. So, risk and uncertainty is high with this process model.
- It is difficult to measure progress within stages.
- Cannot accommodate changing requirements.
- Adjusting scope during the life cycle can end a project.
- Integration is done as a "big-bang. at the very end, which doesn't allow identifying any technological or business bottleneck or challenges early.

2.4 Project planning and scheduling

2.4.1 Project development approach

The activities we followed for this project is listed below:

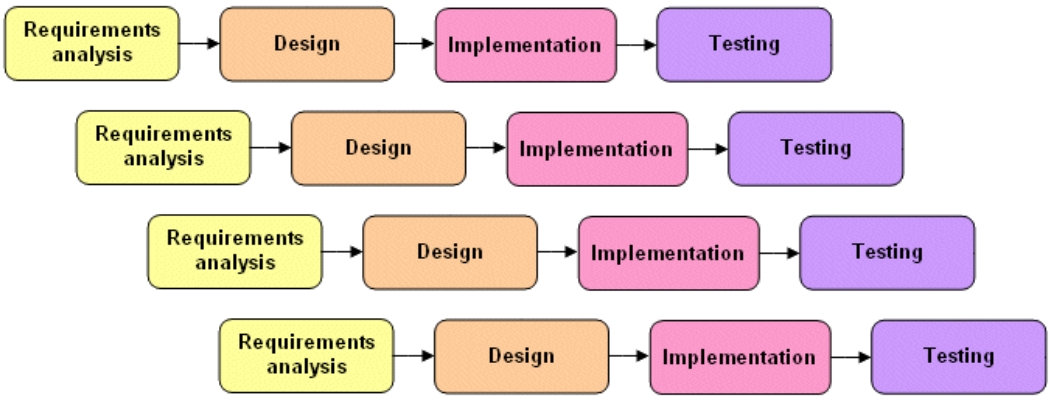
- Planning the work or objectives
- Analysis & Design of objectives
- Assessing and controlling risk
- Allocation of resources
- Organizing the work
- Database Designing
- Form Design

The Process Paradigm we used for our project is Incremental Model.

➢ The Incremental Software Process Model

Incremental Model is a process of software development where requirements are broken down into multiple standalone modules of software development cycle. Incremental development is done in steps from analysis design, implementation, testing/verification, maintenance.

Each iteration passes through the **requirements, design, conding and testing phases**. And each subsequent release of the system adds function to the previous release until all designed functionality has been implemented.



(Fig:-2.4.1 incremental model)

The system is put into production when the first increment is delivered. The first increment is often a core product where the basic requirements are addressed, and supplementary features are added in the next increments. Once the core product is analyzed by the client, there is plan development for the next increment.

2.4.2 Project plan

The project milestone can be identified during development of the project. This milestones and milestone deliverables are shown belows as weekly progress.

Scheduling of a software project does not differ greatly from schenduling of any multi task engineering effort.

2.4.3 Schedule Representation

Scheduling of a software project does not differ greatly from scheduling of any multi task engineering effort. Therefore ,generalized project scheduling tools and techniques can be applied with little modification to software projects.

Project scheduling consists of identifying the tasks needed to complete the projects, determine the dependency amoung different tasks, plan the starting and ending dates for various tasks and determine the chain of tasks that determine of the project. In project scheduling we decide the order in which to do the tasks.

CHAPTER: 3

SYSTEM ANALYSIS

3.1 Requirement of new system

This online grocery shopping system made in order for the consumer of Savemore, to lessen their workloads and to make their grocery shopping easier compare to going to physical grocery store.

3.2 Features of new System

- Easy to order.
- Simple Registration Process
- Cash on delivery options provide.
- One Click Checkout Options.
- Quick Search Options available.
- Category wise Shopping Options.
- Time Saving.
- Money Saving.
- Power Full Admin Panel to manage all user data.

3.3 Feasibility study

3.3.1 Technical Feasibility

This type of the feasibility includes that can the work for the project is done with current equipment, existing software technology, and available market. If new technology is required, what is the likelihood that it can be developed?

We are going to use current technologies .Java,Jsp and its CSS Bootstrap framework, for frontend Designing and SpringBoot and Java 8 for back-end designing.

3.3.2 Economical Feasibility

This type of the feasibility include that a system that can be developed precisely and that will be used if installed must still be a good information for the advertising.

During the study of economic feasibility there are some of the questions which are generated by us are as follows:

- What is the rate of the hardware and software?
- How much manpower required?

Here manpower comes indirectly into the cost of developing the system so.

3.3.3 Operational Feasibility

This type of feasibility is troubled with whether after the installation of the completed system it will operate properly or not. System will be beneficial to the organization if it can operate properly and it supports all specified requirements of the user. This part of the feasibility study was tough because of two reasons: Software development is done at some other place and implementation on was done at other place. We do not have any contacts with the would-be users of our system.

3.4Database Schema Design

3.4.1 Data Dictionary

FIELD	TYPE	SIZE	KEY	DEFAULT	EXTRA
UserId	Int	11	Primarykey	Null	Auto_increment
Role	Int	11	Yes	Null	
FirstName	Varchar	30	Yes	Null	
LastName	Varchar	30	Yes	Null	
Email	Varchar	50	Yes	Null	
Password	Varchar	8	Yes	Null	
Otp	Varchar	10	Yes	Null	
Gender	Varchar	6	Yes	Null	
ContactNum	Varchar	10	Yes	Null	
CreatedAt	Varchar	15	Yes	Null	
ImageUrl	Varchar	1024	Yes	Null	
Active	Tinying	1	Yes	Null	
DOB	Date		Yes	Null	

(Table 3.4.1: User Registration Details)

FIELD	TYPE	SIZE	KEY	DEFAULT	EXTRA
CategoryId	Int	11	Primarykey	Null	Auto_increment
CategoryName	Varchar	30	Yes	Null	
Deleted	Tinying	1	Yes	Null	

(Table 3.4.2: Category Detail)

FIELD	TYPE	SIZE	KEY	DEFAULT	EXTRA
SubCategoryId	Int	11	Primarykey	Null	Auto_increment
SubCategoryName	Varchar	30	Yes	Null	
Deleted	Tinying	1	Yes	Null	

(Table 3.4.3 : Subcategory Details)

FIELD	TYPE	SIZE	KEY	DEFAULT	EXTRA
ProductId	Int	11	Primarykey	Null	Auto_increment
ProductName	Varchar	30	Yes	Null	
Quantity	Varchar	30	Yes	Null	
Price	Varchar	30	Yes	Null	
BrandName	Varchar	30	Yes	Null	
Deleted	Tinying	1	Yes	Null	
CategoryId	Int	30	Yes	Null	
SubcategoryId	Int	30	Yes	Null	
TopsellingInd	Tinying	1	Yes	Null	
LatestInd	Tinying	1	Yes	Null	
MostvalueInd	Tinying	1	Yes	Null	
Description	Varchar	3000	Yes	Null	
CategoryName	Int	30	Yes	Null	
SubCategoryName	Int	30	Yes	Null	

(Table 3.4.4 : Product)

FIELD	TYPE	SIZE	KEY	DEFAULT	EXTRA
StatusId	Int	11	Primarykey	Null	Auto_increment
Status	Varchar	30	Yes	Null	
Deleted	Tinying	1	Yes	Null	

(Table 3.4.5 : Status)

FIELD	TYPE	SIZE	KEY	DEFAULT	EXTRA
AddressId	Int	11	Primarykey	Null	Auto_increment
landmark	Varchar	30	Yes	Null	
Pincode	Varchar	10	Yes	Null	
City	Varchar	30	Yes	Null	
State	Varchar	20	Yes	Null	
UserId	Int	11	Primarykey	Null	Auto_increment
DefaultInd	Tinying	1	Yes	Null	

(Table 3.4.6 : Address Details)

FIELD	TYPE	SIZE	KEY	DEFAULT	EXTRA
OrderId	Int	11	Primarykey	Null	Auto_increment
UserId	Int	11	Yes	Null	
AddressId	Int	11	Yes	Null	
StatusId	Int	11	Yes	Null	
OrderDate	Varchar	15	Yes	Null	
TotaleAmount	Int	11	Primarykey	Null	Auto_increment
Status	Int	11	Yes	Null	
Deleted	Tinying	1	Yes	Null	

(Table 3.4.7 : Order)

FIELD	TYPE	SIZE	KEY	DEFAULT	EXTRA
OrderDetailId	Int	11	Primarykey	Null	Auto_increment
OrderId	Int	11	Yes	Null	
UserId	Int	11	Yes	Null	
StatusId	Int	11	Yes	Null	
Quantity	Varchar	50	Yes	Null	
Price	Int	11	Yes	Null	
Status	Int	30	Yes	Null	
Deleted	Tinying	1	Yes	Null	

(Table 3.4.8 : Order Details)

FIELD	TYPE	SIZE	KEY	DEFAULT	EXTRA
CartId	Int	11	Primarykey	Null	Auto_increment
ProductId	Int	11	Yes	Null	
UserId	Int	11	Yes	Null	
Quantity	Varchar	50	Yes	Null	
Deleted	Tinying	1	Yes	Null	

(Table 3.4.9 : Cart)

FIELD	TYPE	SIZE	KEY	DEFAULT	EXTRA
CreditCardNum	Varchar	16	Yes	Null	
Expdate	Varchar	16	Yes	Null	
Amount	Varchar	30	Yes	Null	
Email	Int	50	Yes	Null	

(Table 3.4.10 : PaymentDetail)

FIELD	TYPE	SIZE	KEY	DEFAULT	EXTRA
ProductImageId	Int	11	Primarykey	Null	Auto_increment
ProductId	Int	11	Yes	Null	
ImageUrl	Varchar	1024	Yes	Null	
Deleted	Tinying	1	Yes	Null	

(Table 3.4.11 : Product Image)

FIELD	TYPE	SIZE	KEY	DEFAULT	EXTRA
WishlistId	int	11	Primary	Null	Auto_increment
ProductId	int	11	Yes	Null	
UserId	int	11	Yes	Null	
Quantity	int	50	Yes	Null	
Deleted	titnyint	1	Yes	Null	

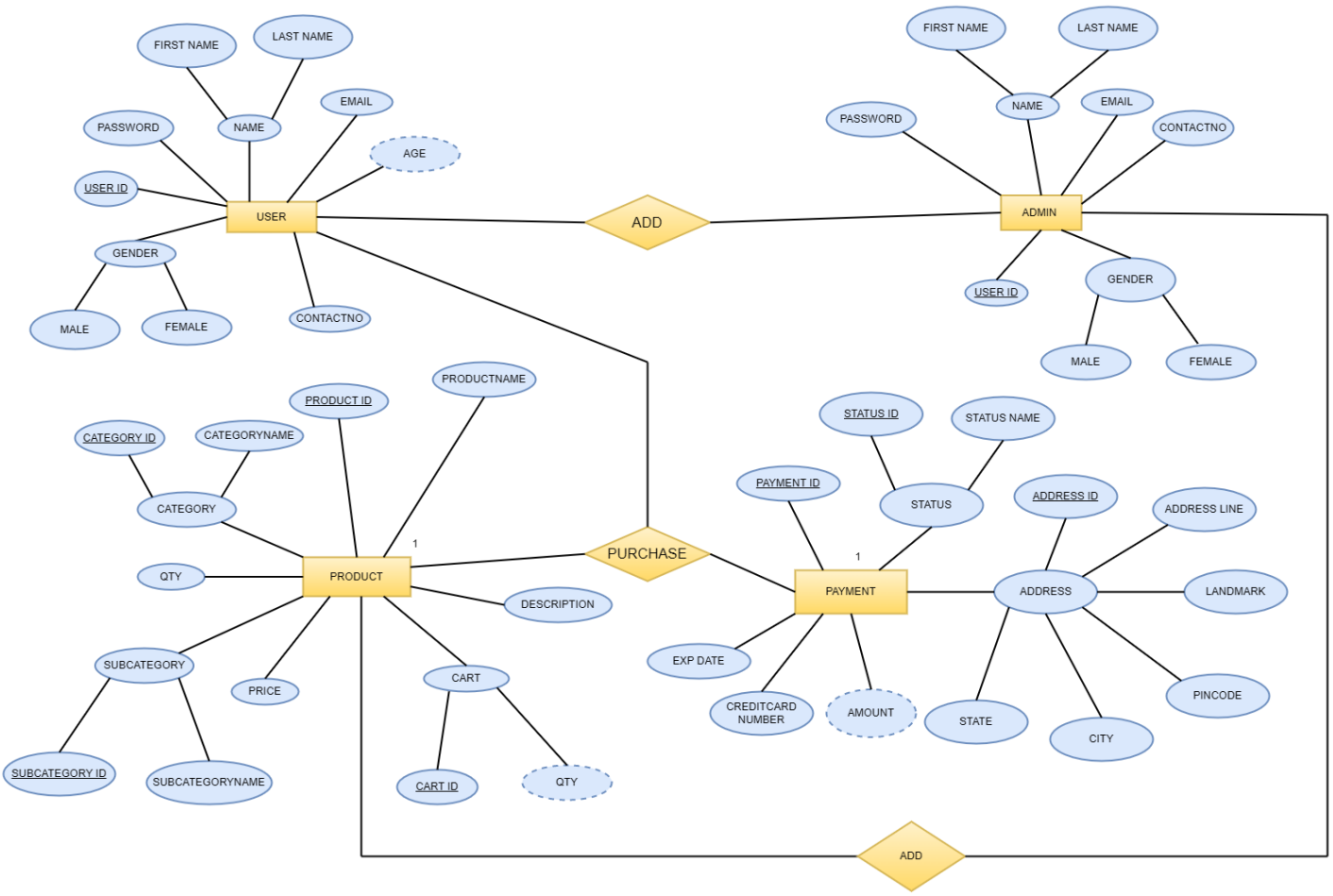
(Table 3.4.12 : Wishlist)

FIELD	TYPE	SIZE	KEY	DEFAULT	EXTRA
ReviewproductId	int	11	Primary	Null	Auto_increment
ProductId	int	11	Yes	Null	
UserId	int	11	Yes	Null	
View	varchar	30	Yes	Null	

(Table 3.4.13 : Rivewproduct)

3.5 Data Modelling

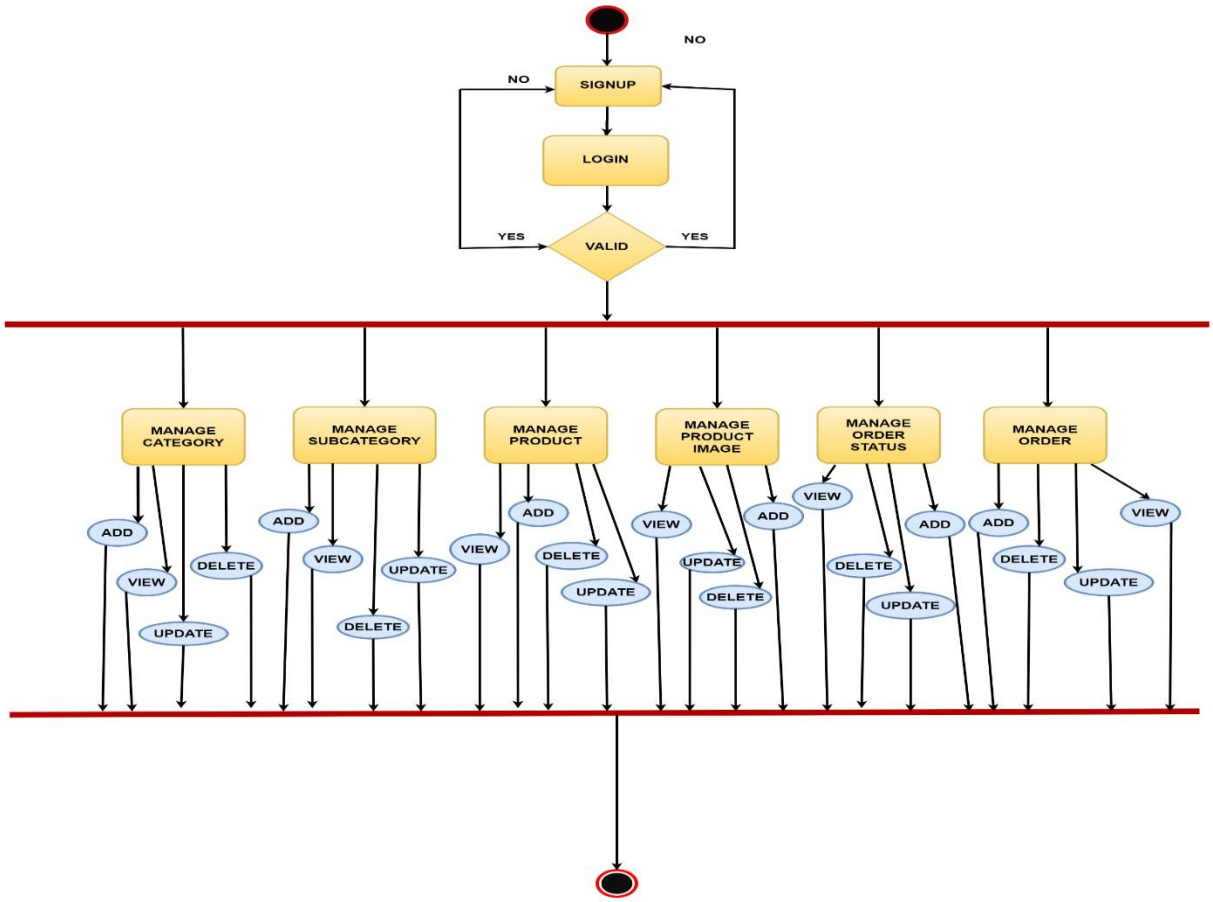
3.5.1 ER Diagram



(Fig:3.5.1 ER diagram)

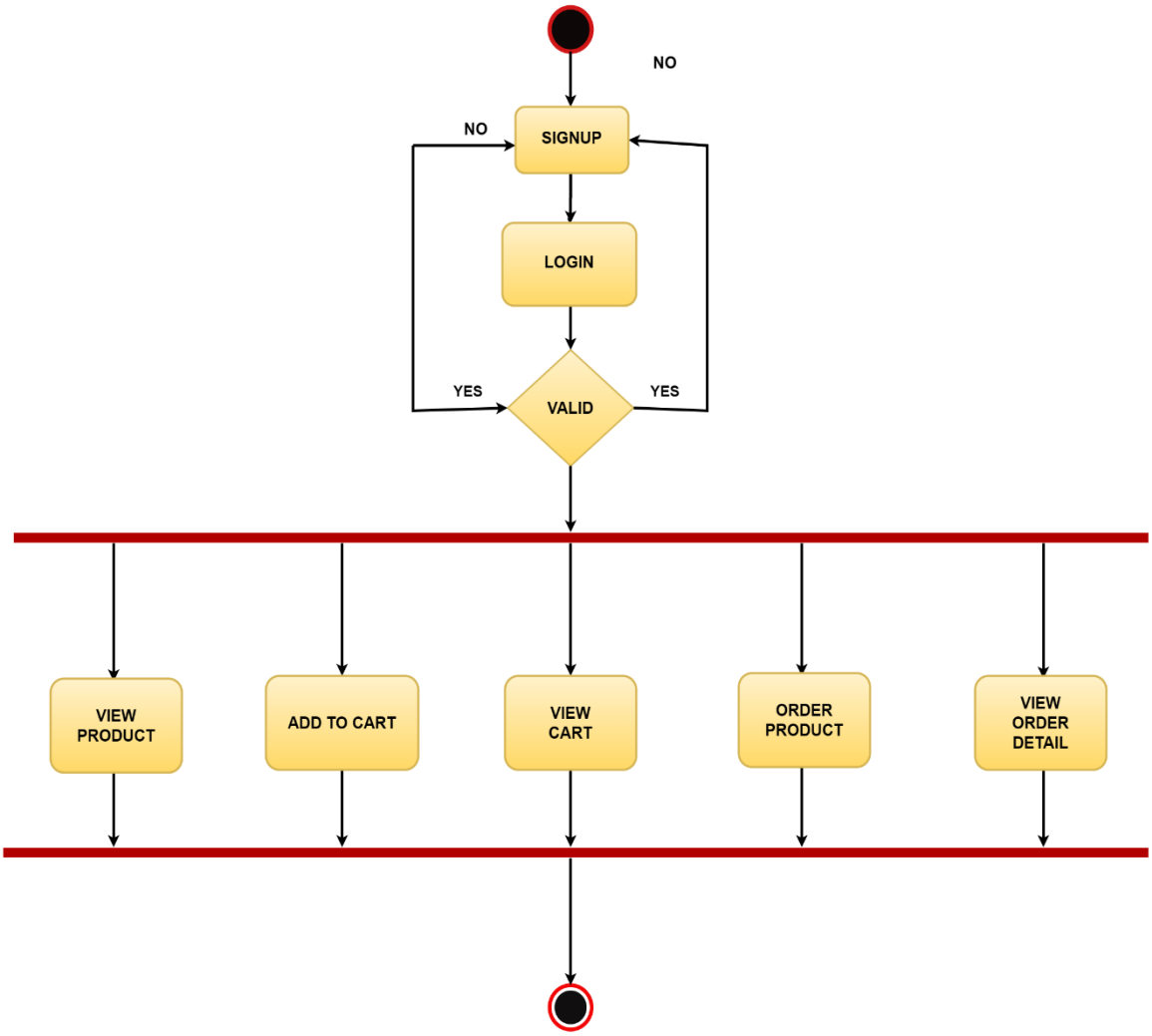
3.5.2 Activity Diagram

- **Activity for admin**



(fig 3.5.2 activity diagram

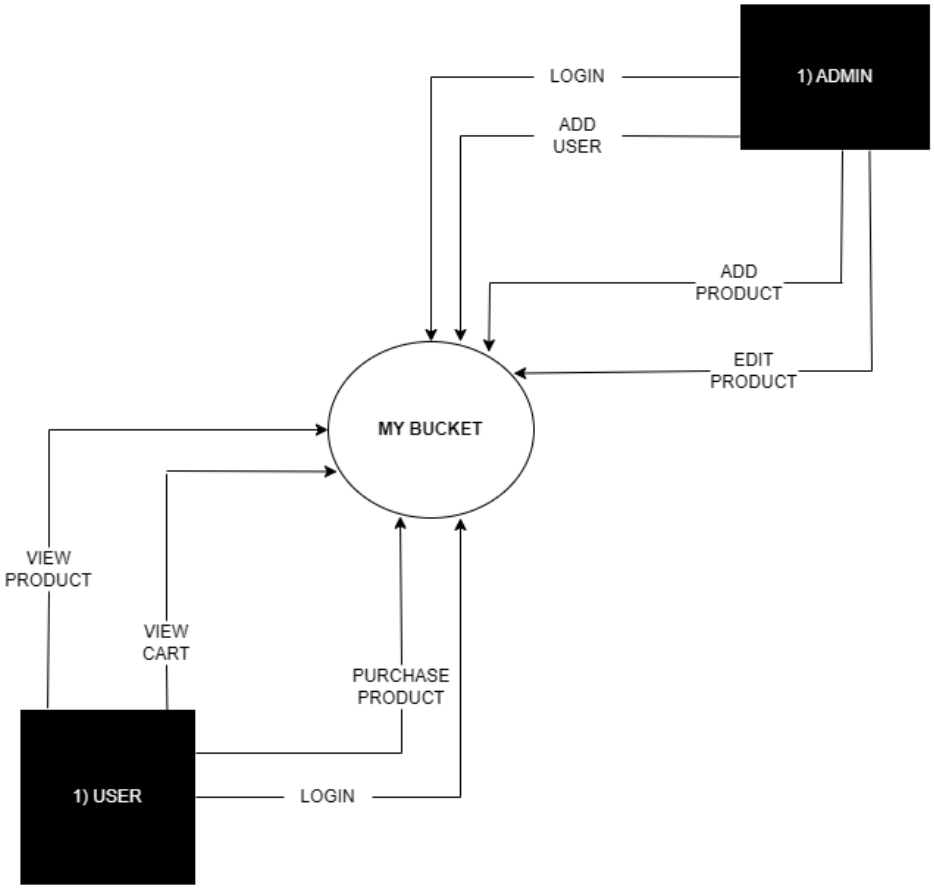
➢ Activity diagram for User



(fig 3.5.3 activity diagram for User)

3.6 Functional and Behavioral modeling

3.6.1 DFD Level 0

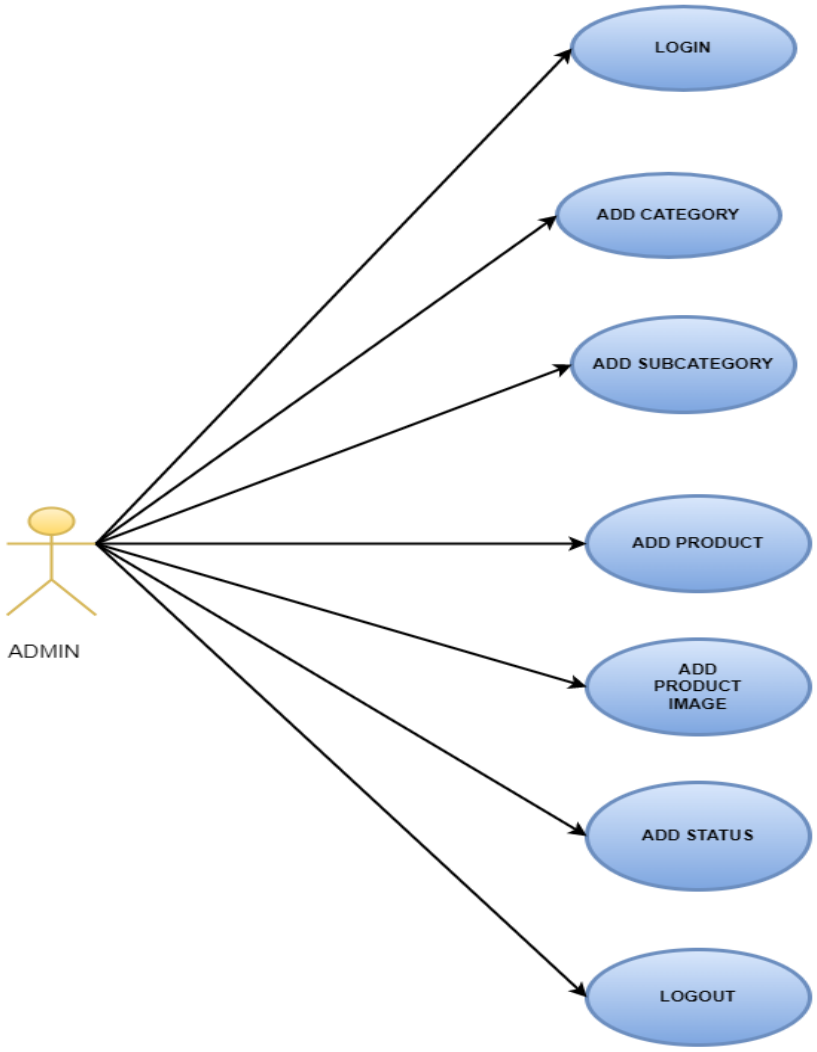


(fig 3.6.5 context level DFD)

3.7 Functions of System

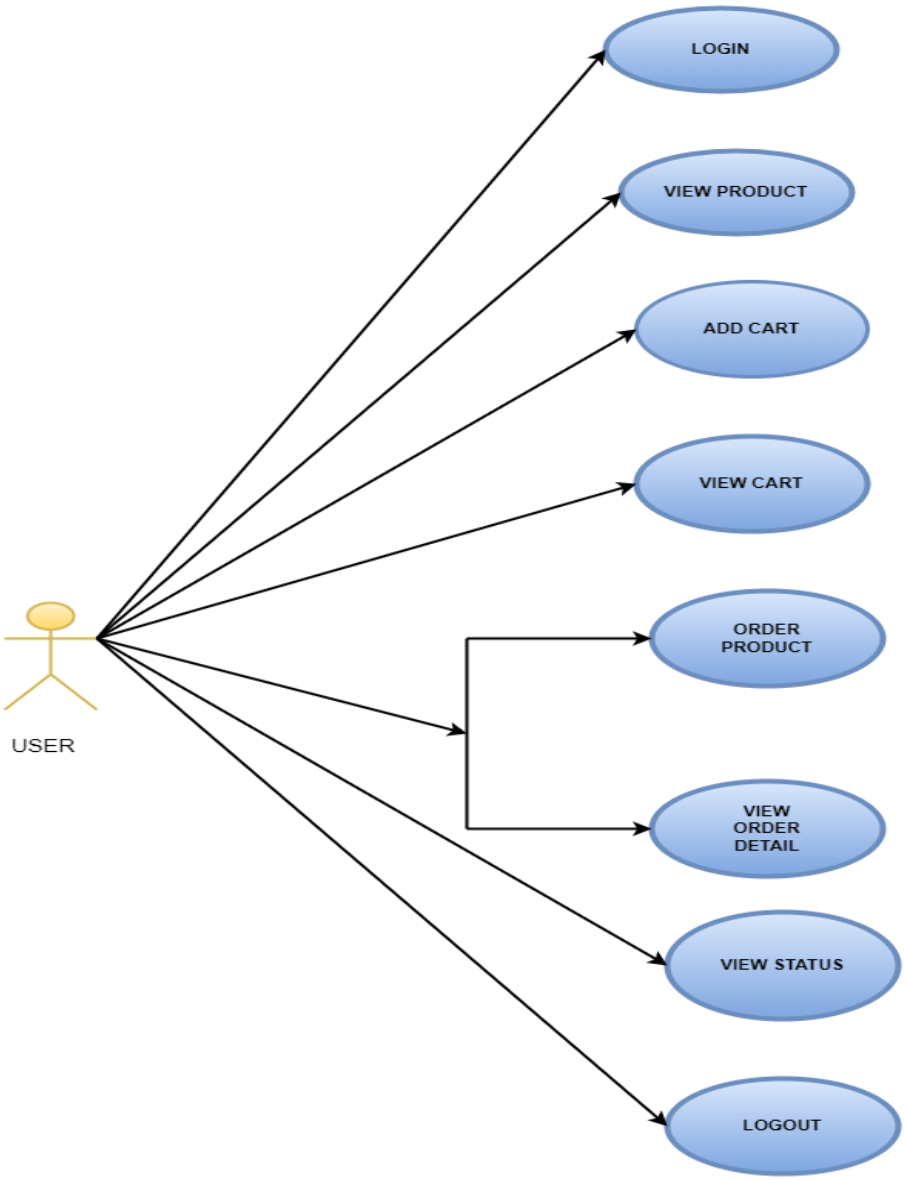
3.7.1 Use Case Diagragram

- **Use case for Admin**



(fig 3.7.6 use case for Admin)

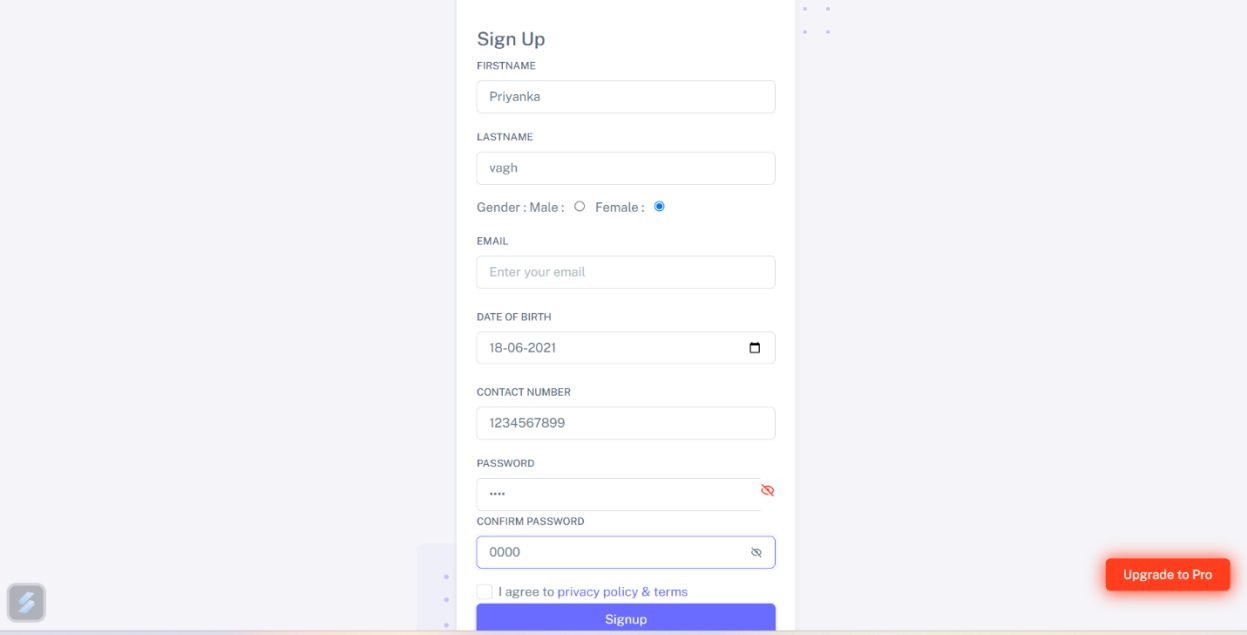
- **Use case for User**



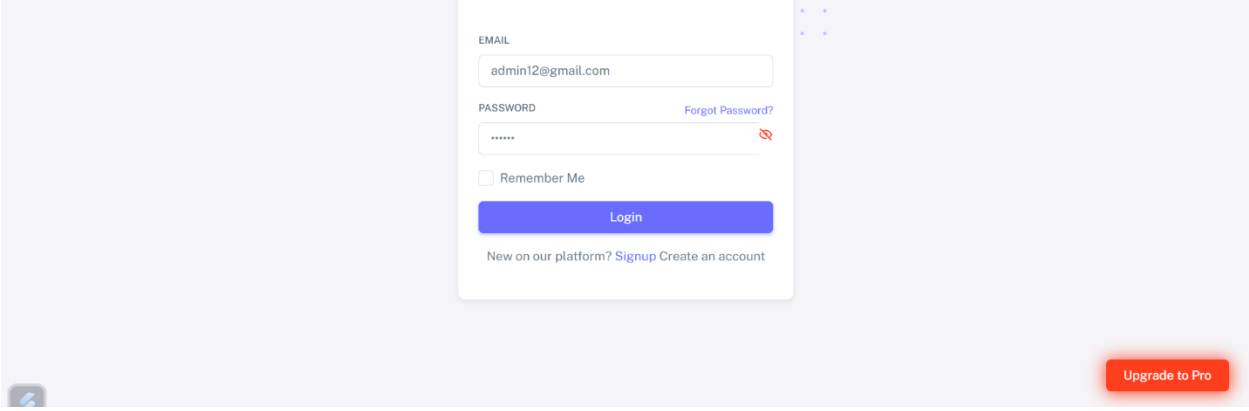
(fig 3.7.6 use case for User)

CHAPTER: 4

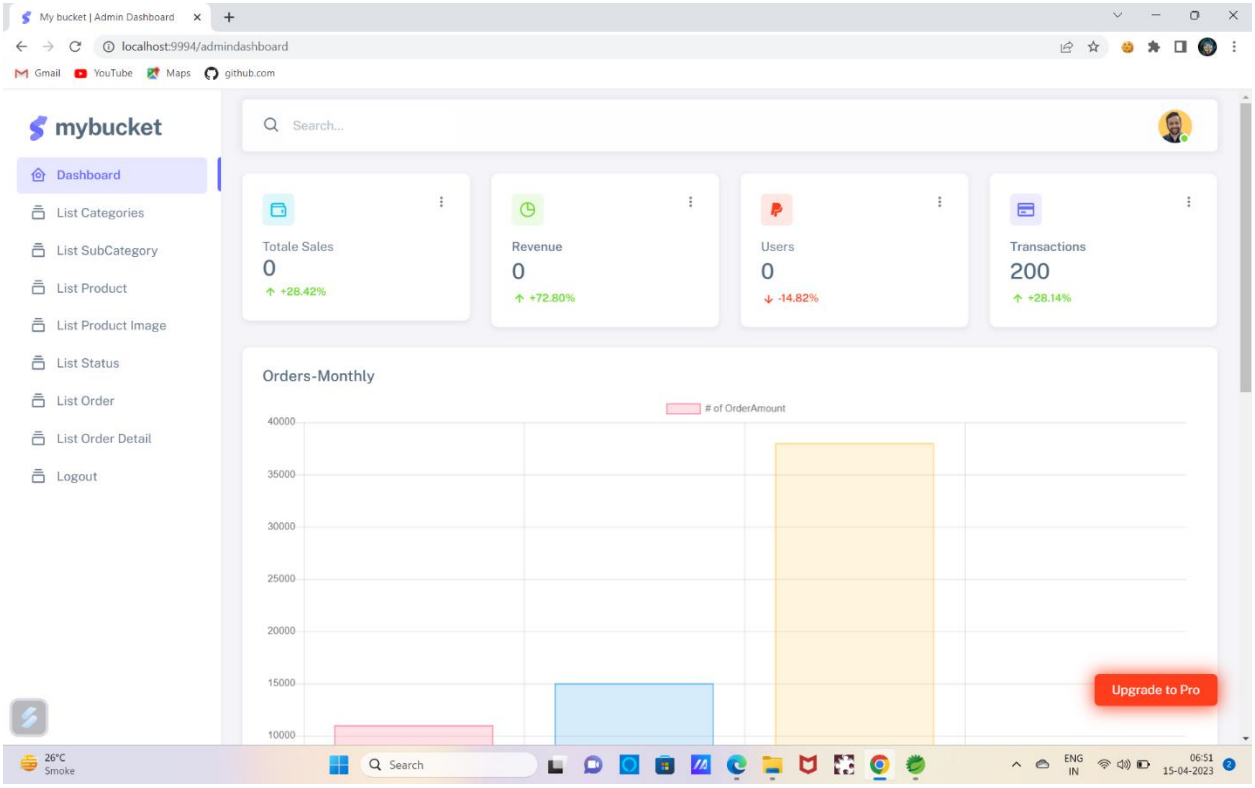
IMPLEMENTATION



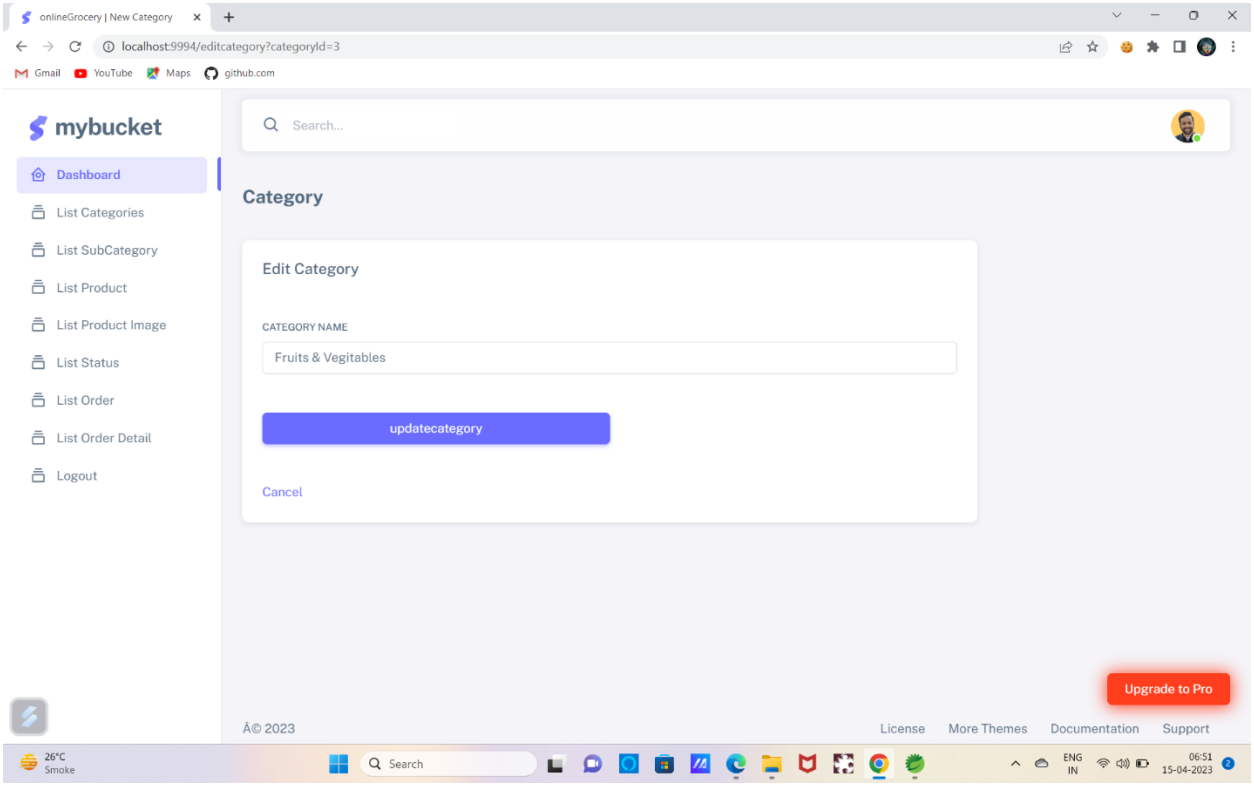
(Fig 4.1 signup)



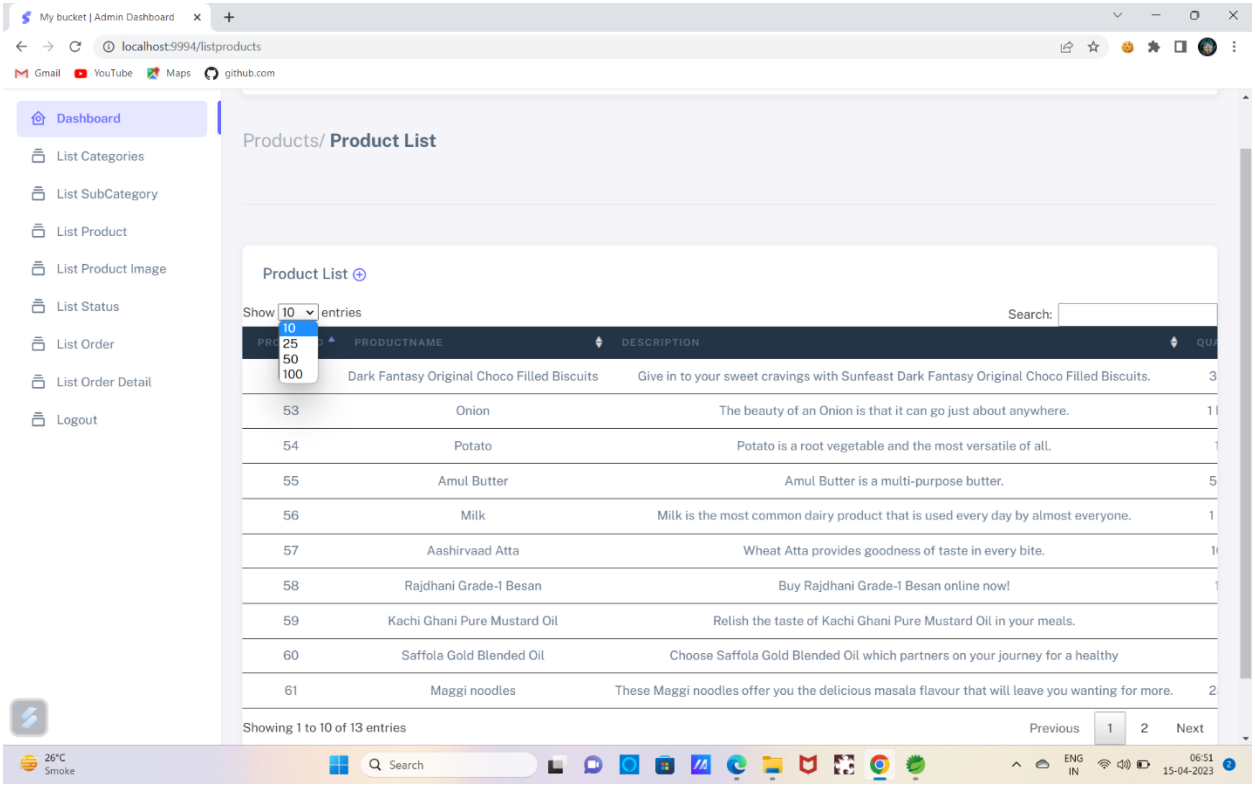
(Fig 4.2 login)



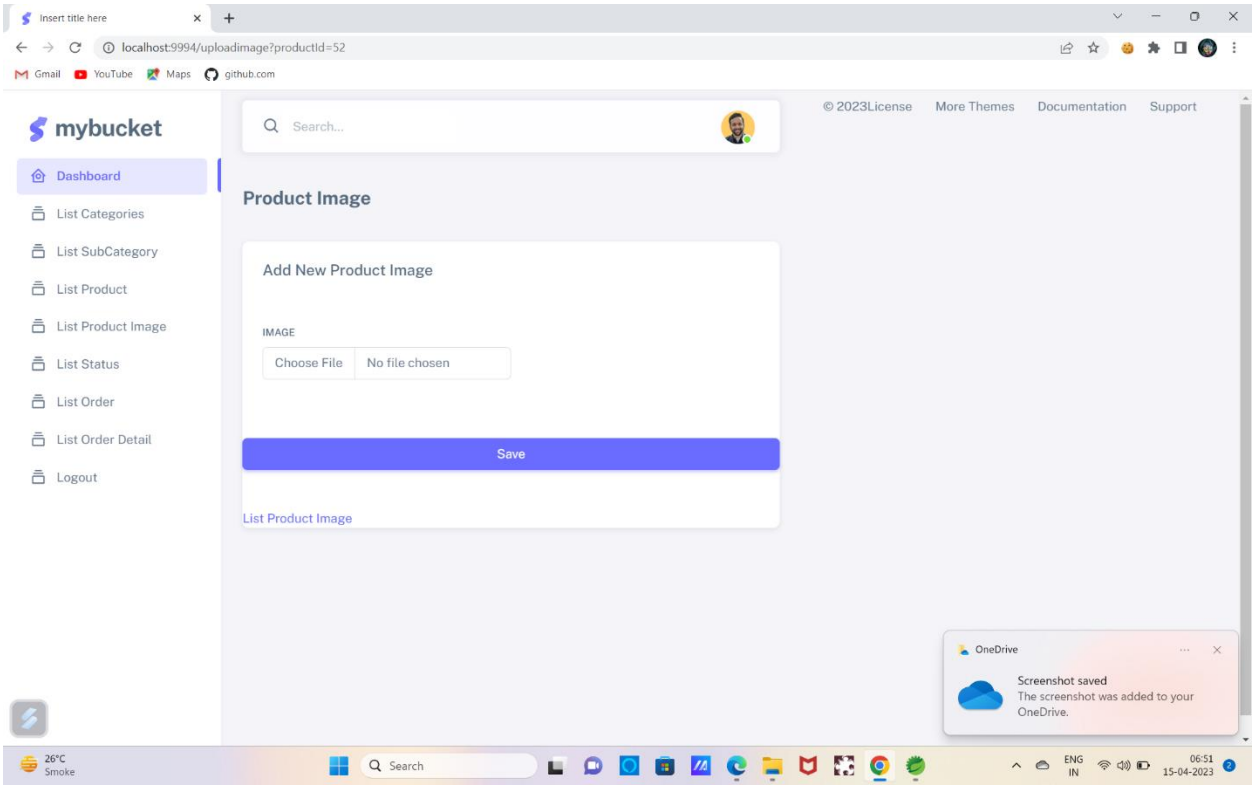
(4.4 admin dashboard)



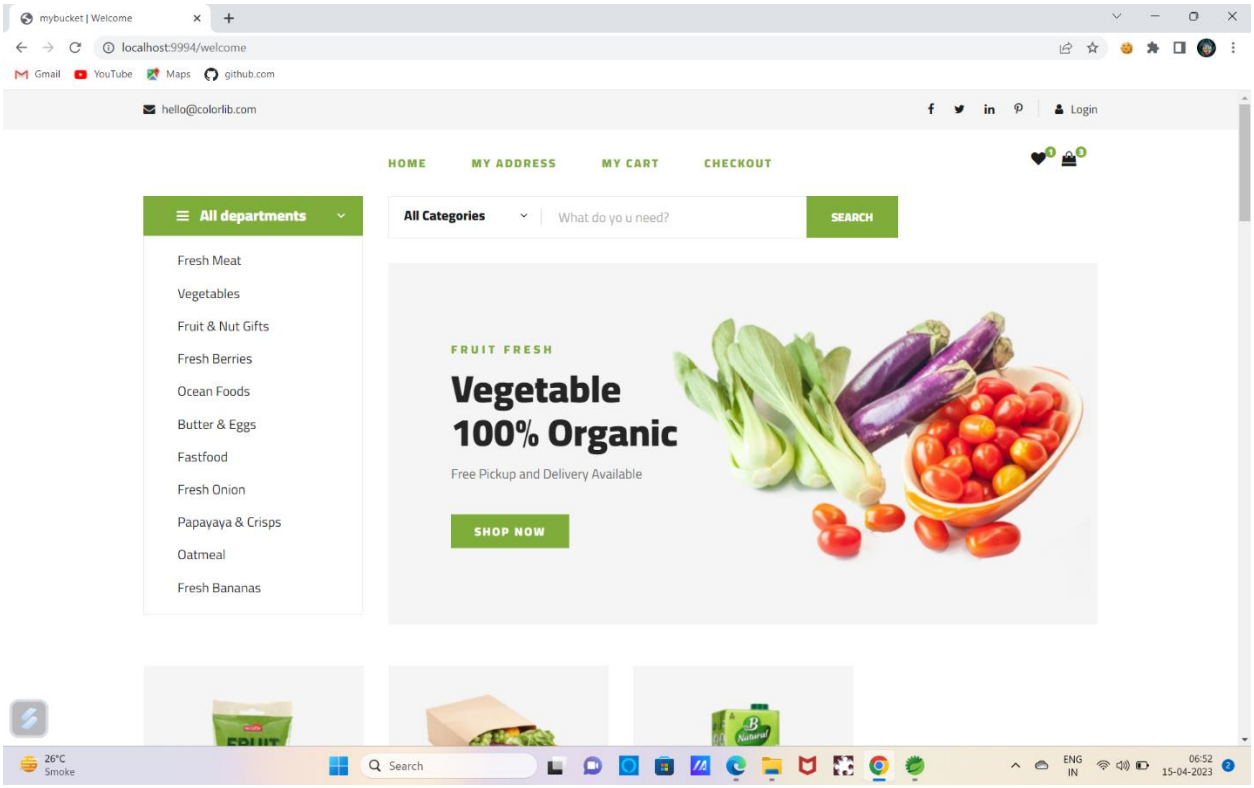
(4.5 update category)



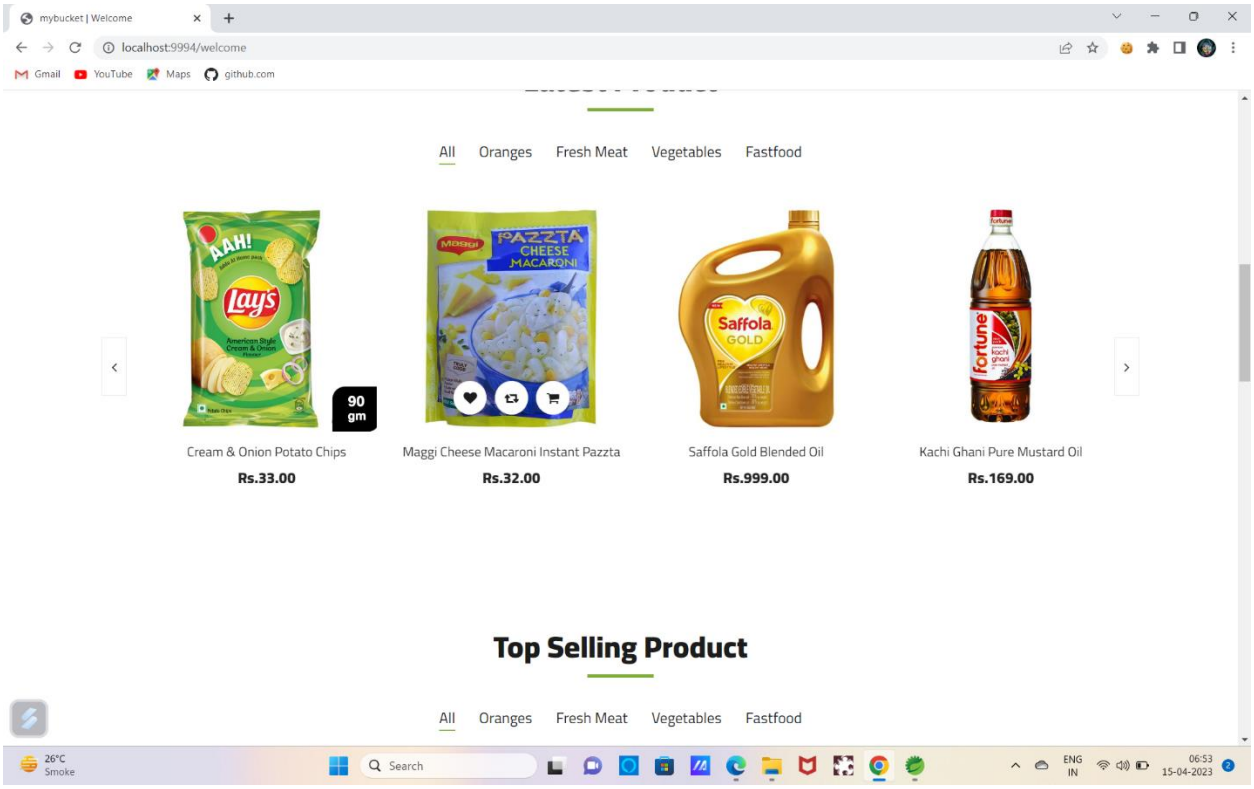
(4.6 view product details)



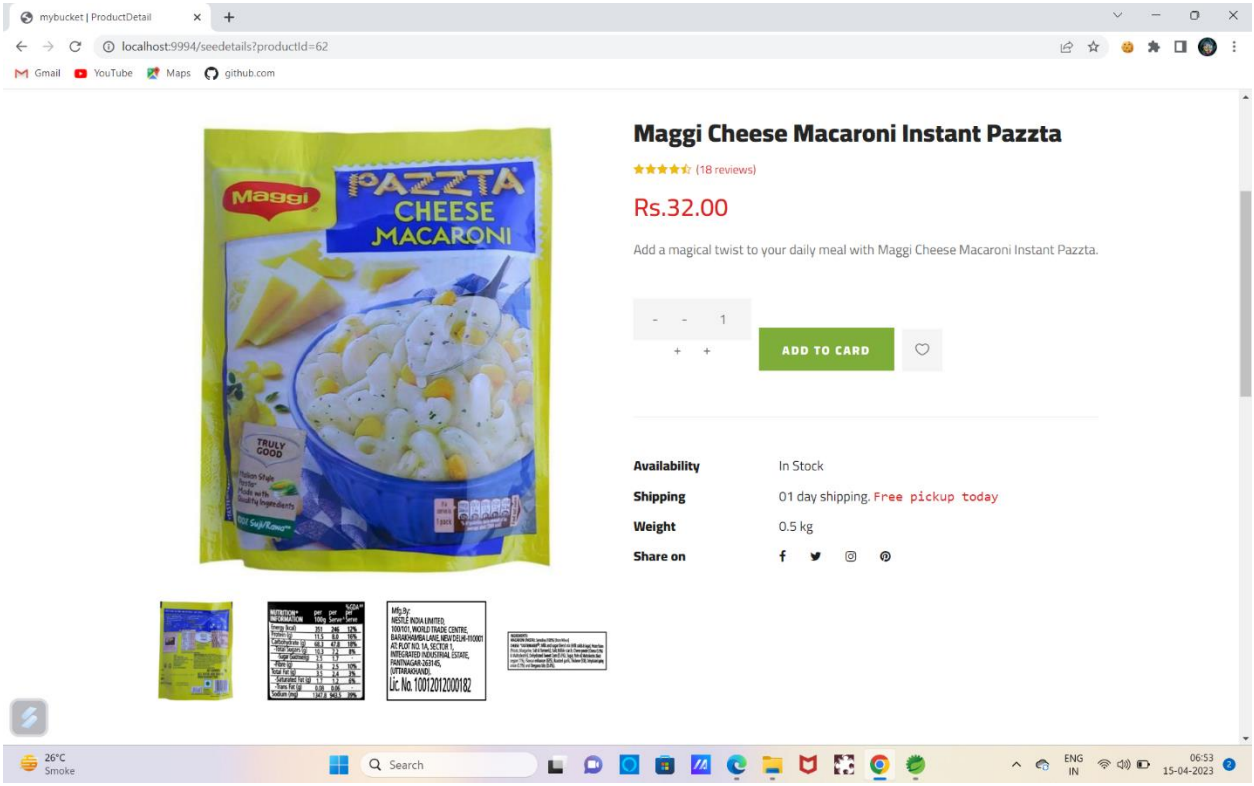
(4.7 add product image)



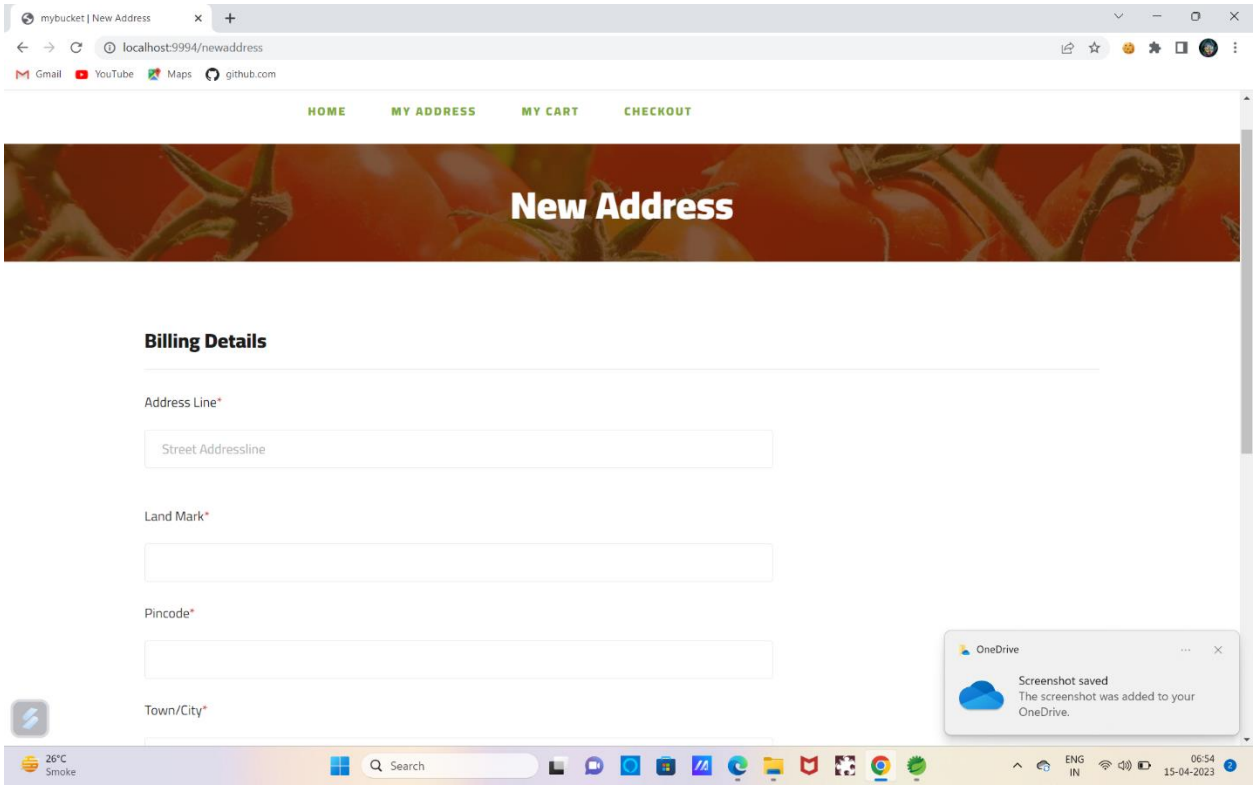
(4.8 user dashboard)



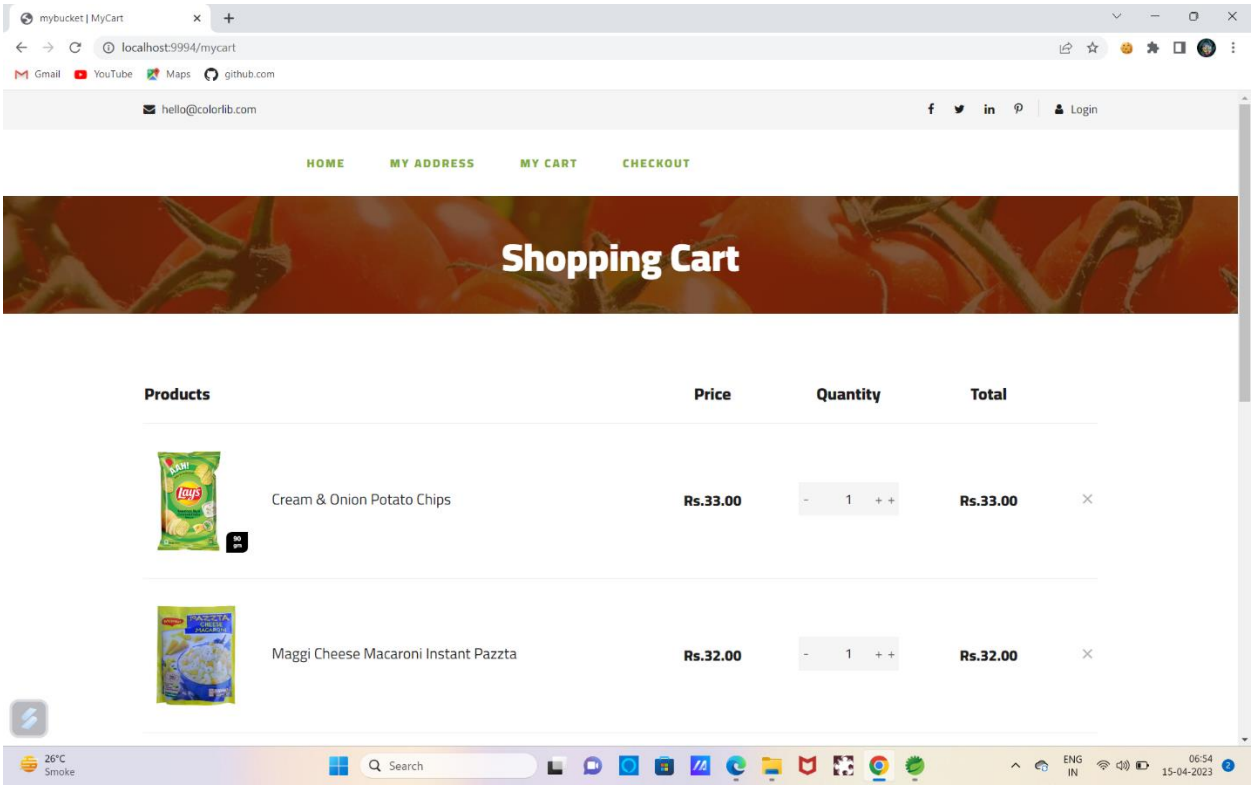
(4.9 view top selling product)



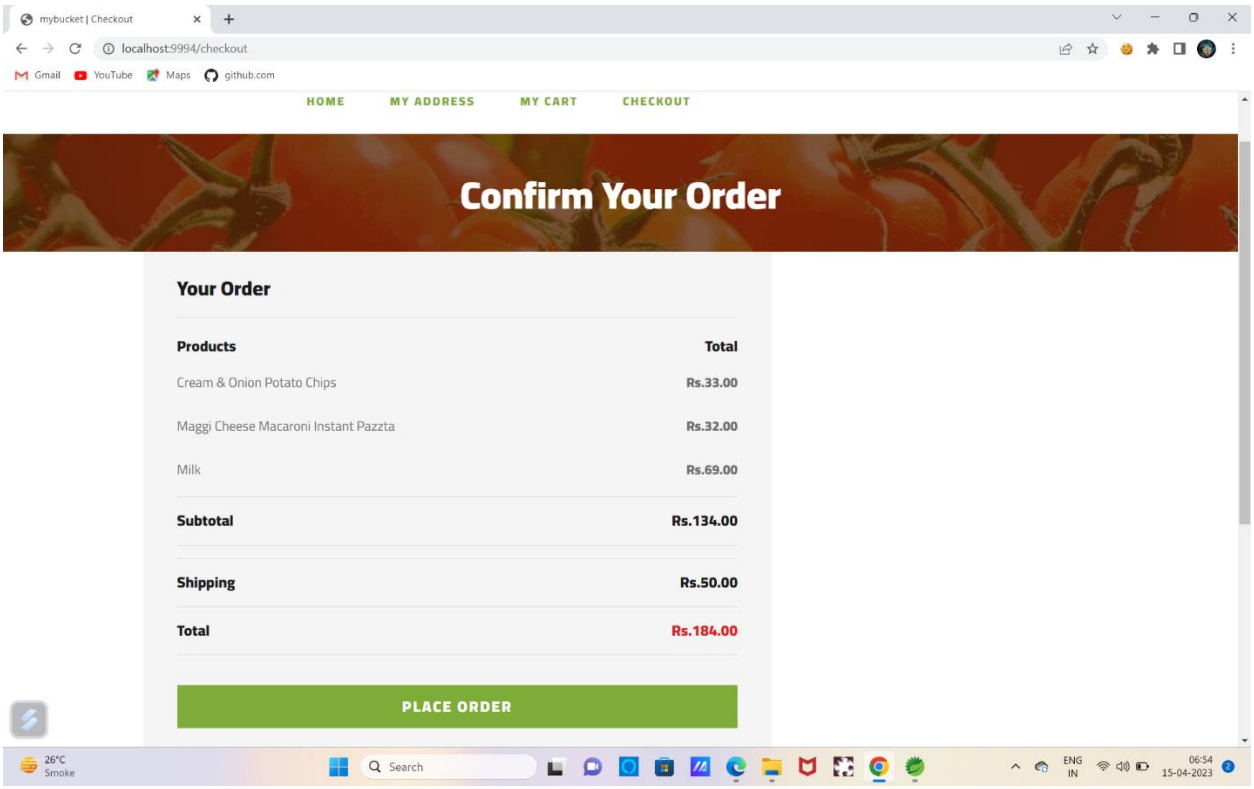
(4.10 view product)



(4.11 view add address)



(4.12 view shopping cart)



(4.13 view order detaills)

CHAPTER: 5

CONCLUSION AND FUTURE WORK

❖ Conclusion

This is to conclude that the project assigned to us was worked upon with a sincere effort. Most of the requirements have been fulfilled up to the mark and there requirements which have been remaining, can be completed within a short extension. The application may be used by the company for the further development into a content management system.

We had a very good experience of an extremely professional environment to work under and a good project to work under the guidance of experienced and skilled employees. We were able to learn through the company, management of a project, how to analyze the given task and handle it swiftly.

Also I able to learn JAVA Technology which would help us a lot when I put our first step in the industry.

As per the further discussion team and we might be working on further website for which we may have to go under induction training.

❖ Future Enhancement

Today, there is need to improve in agricultural field. This website solve the problem of rent the farm.user will be aware of farm land.we will work for more features according to trending requirements in furture.

➢ References:

- List of Web References:-

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  - www.w3school.com
  - www.geeksforgeeks.org

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- JAVA and MYSQL Web Development by James Gosling and Laura Thompson.
- My Sql by Joey Murach and Ray Harris.