AMAL JYOTI COLLEGE OF ENGINEERING

Department of Computer Applications

PROJECT REPORT

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This is to certify that the project entitled

THE DIGITAL BOUTIQUE

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Subject

Software Engineering

1. INTRODUCTION

OBJECTIVE

The main objective of this web-based system that will help user to purchase products through online. Due to its worldwide nature, the internet is a flexible allowing users to choose from thousands of similar products they are just one click away. What actually makes the difference between similar online business are the price and the customer support they provide. top companies usually have outstanding customer services and assistance 24 hours a day, 7 days a week 365 days a year. not only the customer service is important to provide support to actual customers but it can generate sales while communicating with prospective clients answering their questions and offering all the necessary information they need. By offering your clients the possibility to solve their problems in an easy way you increase loyalty of actual customers and build a solid base of prospective customers so placing a new order is just a matter of time.

2. SYSTEM ANALYSIS

EXISTING SYSTEM

Existing system is a manual one in which users are maintaining books to store the information like product details, purchases, sales details and accounts for every month. It is very difficult to maintain historical data.

DISADVANTAGES:

The following are the disadvantages of the existing system

• It is difficult to maintain important information in books.

• More manual hours need to generate required reports.

• It is tedious to manage historical data which needs much space to keep all the previous years' ledgers, books etc.

• Daily sales and purchases details must be entered into books are very difficult to maintain. Limitations of the Manual system:

PROPOSED SYSTEM

The proposed system is a dynamic website and it will make online purchasing of product easy. Advantages

• The application provides user can add a product to the shopping cart on clicking the add to cart button.

• The Admin have many privilege in the system, such as delete, update item detail and view order details.

• This system helps to save time.

• To overcome the drawbacks of existing system, the proposed system was introduced.

• Home delivery is made possible. • Customers can browse through the products and buy the same through online rather than visiting the store.

3. SYSTEM SPECIFICATION

HARDWARE REQUIREMENT

Client side

Processor : 1.0 GHz.

Ram : 4 GB.

HDD : 1 TB

Mother board : intel mother board.

Keyboard : 110Keys Keyboard.

Server side

Processor : 2.0 GHz.

Ram : 4 GB.

HDD : 1 TB

Mother board : intel mother board.

Keyboard : 110Keys Keyboard.

SOFTWARE REQUIREMENT

Client side

Operating system : Windows 7,8,10

Web Browser : Google Chrome

Server side

Developing Tool : pycham

Server-side Language : PYTHON

Front end : PYTHON

Back end : MySQL Server 5.1

Documentation : Microsoft word 2010

4. SOFTWARE DESCRIPTION

FRONT END

The company has selected PYTHON programming language for developing this project. There are many advantages for this programming language and also it is very user friendly.

PYTHON

Python is an open source programming language that was made to be easy-to-read and powerful. A Dutch programmer named Guido van Rossum made Python in 1991. He named it after the television show Monty Python's Flying Circus. Many Python examples and tutorials include jokes from the show. Python is an interpreted language. Interpreted languages do not need to be compiled to run. A program called an interpreter runs Python code on almost any kind of computer. This means that a programmer can change the code and quickly see the results. This also means Python is slower than a compiled language like C, because it is not running machine code directly. Python is a good programming language for beginners. It is a high-level language, which means a programmer can focus on what to do instead of how to do it. Writing programs in Python takes less time than in some other languages. Python's developers try to avoid changing the language to make it better until they have a lot of things to change. Also, they try not to make small repairs, called patches, to unimportant parts of the CPython reference implementation that would make it faster. When speed is important, a Python programmer can move some of the work of the program to other parts written in programming languages like C or PyPy, a just-in-time compiler. It translates a Python script into C and makes direct C-level API calls into the Python interpreter.

BACK END

MYSQL.

MySQL is an Oracle-backed open source relational database management system (RDBMS) based on Structured Query Language (SQL). MySQL runs on virtually all platforms, including Linux, UNIX and Windows. Although it can be used in a wide range of applications, MySQL is most often associated with web applications and online publishing.

5. PROJECT DESCRIPTION

MODULE DESCRIPTION

Online shopping system is an important digital system that easily purchase products. This project is expected to manage the crowd of shop.it has 2 modules customer and admin.

This system contains 2modules:

- Customer
- Admin

Admin

Admin is the super user of the website who can manage everything on the website. Admin can log in through the login page.

Admin Features–

Admin can add the products

Admin can manage the order details

Update the status

Admin added new offers

Manage cash details

Users

Anyone can register through the registration page. After a successful registration user can log in with valid email and password. User can recover own password by providing some registered info.

After successful login user can do the following things–

Purchase products

view the delivary date and price

Update His/her profile

INPUT DESIGN

User

User Registration

User can give input values such as Name, , email id, password , address,.

User Login Details

Login form will allow the user, to give input values such as email id, password.

Purchase product

The registered user can see many collections. the user like the product and buy.

status

The registered user can see the status of purchasing product. The admin can view the order and the status will update.

Contact us

The guest user can Contact us details like name, Email ID, phone number and message to contact with the admins.

Update password

Registered user can update their password using input values such as current password, password and confirm password

Admin

Admin login

Login form will allow the admin, to give input values such as email id, password **.**

Forgot Password

This form will allow the admin, to update his password using input values such as current password, password and confirmed password.

Update status

The user can purchase product, admin take update status accept, shipping, order, delivered.

Add product

The admin can add the product the admin can add brand material , size .

Manage page

This form will allow the admin to manage page using input values such as page details.

Cash details

The admin will check the cash details like cash on delivery, debit card, credit card etc…

OUTPUT DESIGN

User

product listing

User can view and search variety of products will be displayed.

User Profile

The registered user can view and edit user details.

Purchasing Details

The registered user can view their Booking details and current booking status

Admin

purchasing

This form will allow the admin to view the booking details

Manage Testimonial

This allows admin to manage the user's testimonials.

6.SYSTEM TESTING

System testing is the stage of implementation, which is aimed at ensuring that the system works accurately and efficiently before the live operation commences. For any software that is newly developed, primary importance is given to testing the system. It is the last opportunity for the developer over to the customer.

Testing is the process by which a developer will generate a set of test data, which gives maximum probability of finding all types of errors that can occur in the software. Testing is vital to the success of the system. System testing makes a logical assumption that if all parts of the system are correct, the goal will be successfully achieved. The candidate system is subject to a verity of tests: online response, volume, stress, recovery & security and usability testes. A series of testing are performed for the proposed system before the system is ready for user acceptance testing.

It is the process of exercising or evaluating a system by manual or automatic means to verify that it satisfies the specified requirements or to identify the difference between expected and actual results. The testing activities are aimed at convincing the customer through demonstration and the actual use that the software is a solution to the original problem and that both the product and the process that created it are of high quality. It is also used to find and eliminate any residual errors from previous stages and the operational reliability of the system. System testing is the stage of implementation, which is aimed at ensuring that the system works accurately and efficiently before live operation commences. Testing is the process of executing the program with the intent of finding errors and missing operations and also complete verification to determine whether the object is being met and the user requirement is satisfied. The ultimate aim of quality assurance Tests is carried out and the results are compared with the expected document. In the case of erroneous results, debugging is done. Using detailed testing strategies, a test plan is carried out on each module.
System testing is actually a series of different tests whose primary purpose is to fully
Exercise the computer-based system. It begins where the testing is completed, and finally software is completely assembled as a package, interfacing errors are uncovered and corrected. They are designed to exercise the program is to external specification.

ARTIFICIAL DATA

Artificial data are usually created for running the first test. The data should contain all possible combination of formats and values that we want the system through its places. Artificial data should include deliberate mistakes, such as numbers occurring in a alphabet input field where a program expects a name. The mistakes take us to check the systems editing, error and error correction procedures.

TESTING STRATEGIES

 Running the program to identify any errors (whether syntax or semantic) that might have occurred while feeding the program into the system.

 Applying the screen formats to regulate users to gauge the extent to which the screens are comprehensible to the user.

 Presenting the formats to regulate users to gauge the purpose of obtaining approval and checking if any modification has to be done or whether the proposed server does this accurately.
 Obtaining their results or responses from user and analyzing it for improvement.

 Check the data accessibility from the data server and whether any improvement is needed or not.

LEVELS OF TESTING

1. Unit testing
2. Integration testing
3. Validation testing
4. Acceptance testing
5. Output testing

UNIT TESTING

This is the first level of testing. The different modules are tested against the specification produced during the integration. This is done to test the internal logic of each module. Those resulting from the interaction between modules are initially avoided. The input received and output generator is also tested to see whether it falls in the expected range of value. Unit testing is performed from the bottom up, starting with the smallest and lowest modules and proceeding one at a time.
The units in a system are the modules and routine that are assembled and integrated to perform a function. The programs are tested for correctness of logic applied and detection of errors in coding. Each of the modules was tested and errors are rectified. The licenses provide project has been done by unit testing.

INTEGRATION TESTING

In integration testing, the tested modules are combined into sub-systems, which are then tested. The goal of integration testing to check whether the modules can be integrated properly emphasizing on the interfaces between modules. The software protector module is linked together and integration testing done on them.

VALIDATION TESTING

After the integration testing, software is completely assembled as a package, interfacing errors have been uncovered and corrected, and validation testing may begin. Validation succeeds when the software functions as per the expectation of the customer. Software validation is achieved through a series of black box tests that demonstrate conformity with the requirements. Both the plan and procedure designed to ensure that all functional requirements are achieved, documentation is correct and human engineered and other requirements are met. Validation testing is done by inputting dummy to ensure that software developed satisfied all the requirements of the user.

ACCEPTANCE TESTING

The objective of the acceptance test is to tell the user about the validity and reliability of the system. It verifies whether the system operates are specified and the integrity of important data is maintained. User motivation is very important for the successful performance of the system. All the modules were tested individually using both test and live data. After each module was ascertained that it was working correctly and it had been “integrated” with the system. Again, the system was tested as a whole. We hold the system tested with different types of users. The system design, data flow diagram, procedures etc. Were well documented so that the system can be easily maintained and upgraded by any computer professional at a later.

OUTPUT TESTING

After the validation testing, the next step is the output testing of the software. Since no system could be useful, if it doesn’t produce the required output in the specific format. Asking about the format required by them tests the output generated or displayed by the system under consideration.

7.SYSTEM IMPLEMENTATION

IMPLEMENTATION

Once the system has checked and performs its operations successfully, it can be put into operation. It involves a computer compatible file, training the operating staff, installing hardware, terminals and telecommunication network etc. Implementation is the stage of the project where the theoretical design is turn in to a working system. The implementation stage is a system project in its own right. It involves careful planning, investigation of current system and its constraints on implementation, design of methods to achieve the change over, and the evolution method. Once the planning has been completed, the major effort is to ensure that the programs in the system are working properly. At the same time concentrate on training user staff. The implementation phase is an important one in which the source code put in to the operation. Before implementing the software careful testing and documentation is necessary. During the implementation and testing phases the configuration management and quality assurance of requirements, design specification and source code are performed. Implementation should provide with well-defined software requirements, design specifications. The major milestone for project implementation is successful integration of software components in the functioning system.

The term implementation has different meanings, ranging from the conversion of a basic application to a complete replacement of a system. The procedure, however, is virtually the same. Implementation is used here to mean the process of converting a new or revised system design to an operational one. There are three types of implementation.

- Implementation of a computer system to replace a manual system.
- Implementation of a new computer system to replace an existing one.
- Implementation of a modified application to replace an existing one.

The implementation plan includes a description of all the activities that must occur to implement the new system and put it into operation. It identifies the personnel responsible for the activities and prepares a time chart for implementing the system.
The implementation is primarily concerned with the following:

- User training
- Documentation

USER TRAINING

An Implementation plan is a management tool for a specific policy measure, or package of measures, designed to assist agencies to manage and monitor implementation effectively.
Implementation plans are intended to be scalable and flexible; reflecting the degree of urgency, innovation, complexity and/or sensitivity associated with the particular policy measure. Agencies are expected to exercise judgment in this area; however, the level of detail should be sufficient to enable the agency to effectively manage the implementation of a policy measure.

DOCUMENTATION

The whole system is documented and presented in a readable manner. Also system manuals are prepared and handed over to the user to operate the developed system. This was to ensure that if any correction, manipulations or updating were performed in future, the user would face no problem in making these changes.

The implementation plan consists of the following steps:
a. List all files required for implementation

b. Identify all data required to build new files during the implementation

c. List all new documents and products that go into the new system

8.CONCLUSION AND FUTURE ENHANCEMENT

CONCLUSION

The technology has made significant progress over the year to provide consumers better online shopping experience and will continue to do so for year to come with the rapid growth of products and brands, people have speculated that online shopping will overtake in store shopping. while this has been the case in some areas, there is still demand for brick and mortar stores in market areas where the consumer fells more comfortable seeing and touch the product being bought. however, the availability of online shopping has produced a more educated consumer that can shop around with relative ease without having to spent a large amount of time. In exchange, online shopping has opened up door to many small retailers that would never be in business if they had to incur the high cost of owning a brick and mortar store Instant access.

Efficient management of Rental service

- Less processing time and getting required information.
- User friendly.

FUTURE ENHANCEMENT

The people use the internet to shop online for mobile phones, laptop and other consumer goods. if the internet is anything to go by, India’s technological and economic growth has moved in to the top year. with more India’s online shopping registering a phenomenal 100 per sent annual growth and, many retail chains and consumer durable companies are joining bandwagon to tap the online market.