NEW HORIZON
COLLEGE OF ENGINEERING
Autonomous College Permanently Affiliated to VTU, Approved by AICTE & UGC
Accredited by NAAC with 'A' Grade, Accredited by NBA

A MINI PROJECT REPORT

ON

ONLINE MARKET FOR MOBILE

Submitted in partial fulfillment for the award of the degree of Bachelor of Engineering

In

COMPUTER SCIENCE AND ENGINEERING

Submitted by

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3RD B

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Certificate

This is to certify that the mini project work titled

ONLINE MARKET FOR MOBILE

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Prashant Rana

1NH17CS099

During the academic year

2018-2019

Signature of	**Signature of**
Reviewer	**HOD**

Semester End Examination

Name of the Examiner	*Signature with date*
1. ***……***	***……***
2. ***……***	***……***

ACKNOWLEDGEMENT

The satisfaction and euphoria that accompany the successful completion of any task would be, but impossible without the mention of the people who made it possible, whose constant guidance and encouragement crowned my efforts with success.

I thank the management, **Dr. Mohan Manghnani**, Chairman of NEW HORIZON EDUCATIONAL INSTITUTIONS for providing necessary infrastructure and creating good environment.

I also record here the constant encouragement and facilities extended to me by **Dr. Manjunatha**, Principal, NHCE, **Dr. Prashanth.C.S.R,** Dean Academics, **Dr. B. Rajalakshmi**, Head of the Department of Computer Science and Engineering. I extend my sincere gratitude to them.

I express my gratitude to **Ms. Sheba Pari,** my project reviewer for constantly monitoring the development of the project and setting up precise deadlines.Her valuable suggestions were the motivating factors in completing the work.

Finally a note of thanks to all the teaching and non-teaching staff of Computer Science and Engineering Department for their cooperation extended to me and my friends, who helped me directly or indirectly in the course of the project work.

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Abstract

The following report is about the online market in which users can surf on internet and search for their desired brand mobile. Many of the mobile products are not available on online or on local mobile showroom, so they can search for every brand's mobile with reasonable price.

Most of the people are not are not satisfied with the online service and the price they get on the store. So, this project is developed as the initiative for starting a market with satisfaction of buyers. In most of online application for buying mobile products, most of the mobile brands are not available. But this project is designed specifically designed for mobiles only.

My mini project is about an app which allows a platform for the admins to upload, update and manage their selling product. While the other users can create their account, book and buy the mobile phones made available by the admins. This mini project's objective is to create a main market for mobile phones and its accessories where all the mobile phones and other accessories are made available by the original dealers of the certain brand so that everyone can buy their mobile phones with security and assurance.

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ONLINE MARKET FOR MOBILE

CHAPTER 1

INTRODUCTION

Online Market for Mobile is a software provided in areas to buy original branded mobiles. It allows one to explore every mobile product and updates the new arrivals.

Online Market for Mobile is a web-based e-commerce application providing home delivery services for mobile phones. This project aims to deal with the sole manufacturer of the brand and the original brand mobile phones are put on sale by them. Users can view the detailed information of each mobile product through easy navigation of the application. User can put their desired mobile products to their virtual bag and order them altogether. Users can view their orders and can cancel their order as their wish.

It provides two login process i.e. one for admins and another for the users. The admins can login and are provided a platform for adding, deleting and updating products. They can also view the orders from the users. While the users can login and are provided with a platform for viewing products details, adding products to their bag and ordering the products.

CHAPTER 2

ANALYSIS

2.1 Objectives of the project:

The objectives of the project are as given below:

- To provide admins the access to add, delete and update mobile products.
- To give users a facility which allows them to search the products and watch their detailed information.
- The users are allowed to add multiple items to their bag and then order them.
- On encountering any difficulties, users can contact customer care which take them through FAQs (Frequently Asked Questions) and gives toll free number for contact support.

Chapter 3

Design

3.1 ALGORITHM:

The ONLINE MARKET FOR MOBILE program aims on allowing a user to search for their desired mobile with specific details and can discuss with the admins about their concerns with them. This program has two platforms i.e. one for the admins and next for the users. The admins can edit their profile, manage items, see items, orders, get feedback and reply it and can sign out. While the users can edit their profile, search the items, add items to their bag, and see their orders, contact customer service and sign out. The data structures used are structure and linked lists for entering items into a file using file pointers and search using linear or binary search.

Step 1: Start

Step 2: Main Menu

1. Admin
2. User

Step 3:

Case 1: **Admin**

To ensure the authentication, the program will ask for username and password if the Admin account is chosen.

There will be five options for Admin account namely being edit profile, manage items, see orders[notifications], feedbacks and sign out.

i) Edit profile:

If admin desires to change their username, password, email address, account number or phone number, he/she can use this option.

ii) Manage items:

If admin has to add, delete or update items, he/she will be able to do so through this option.

iii) Orders:

From this option, they will be getting notifications on the orders made by the users. iv) Feedbacks:

In this option, admins will get feedbacks from the users and can reply to them.

v) Sign out:

Admins can exit their platform by signing out and can exit the operation.

Case 2: **User**

To ensure the authentication, the program will ask for username and password if the user account is chosen.

The user will have six options available, and they are: i) Edit profile:

Users can change their username, password, email address or phone number through this option. ii) Search items:

Users can search items through keywords by entering the name of the products they want.

iii) Home:

They can go to home, from here they can have easier access to the products they want through brand and then model name. iv) Bag:

If the user wishes to buy multiple products, they can add items to the cart and initialize the order. v) Customer care:

If user has any problem, they can click on this option to get any help and can watch FAQs to help themselves or can contact on our toll-free number.

vi) Sign out:

Users can exit their platform by clicking on the sign out option and can exit the operation.

Step 4: Stop

3.2 Flow Chart

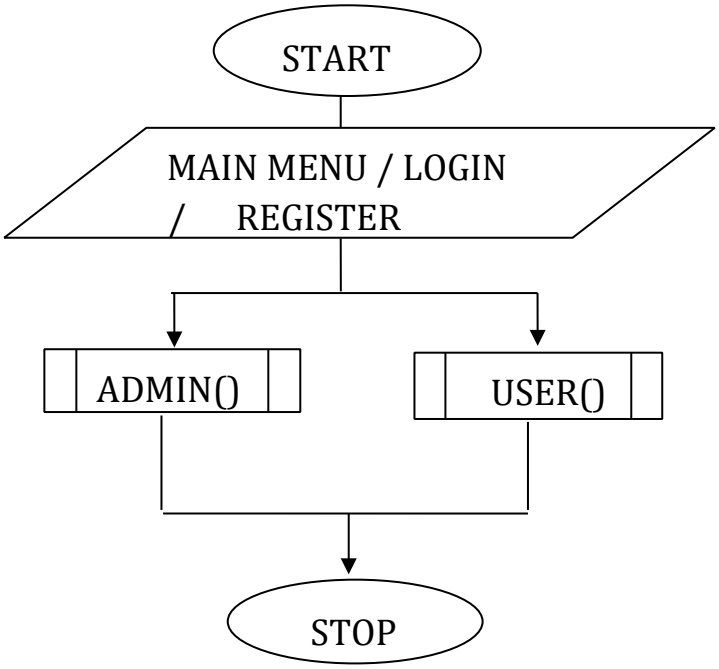

Fig.3.1 main function

Main()

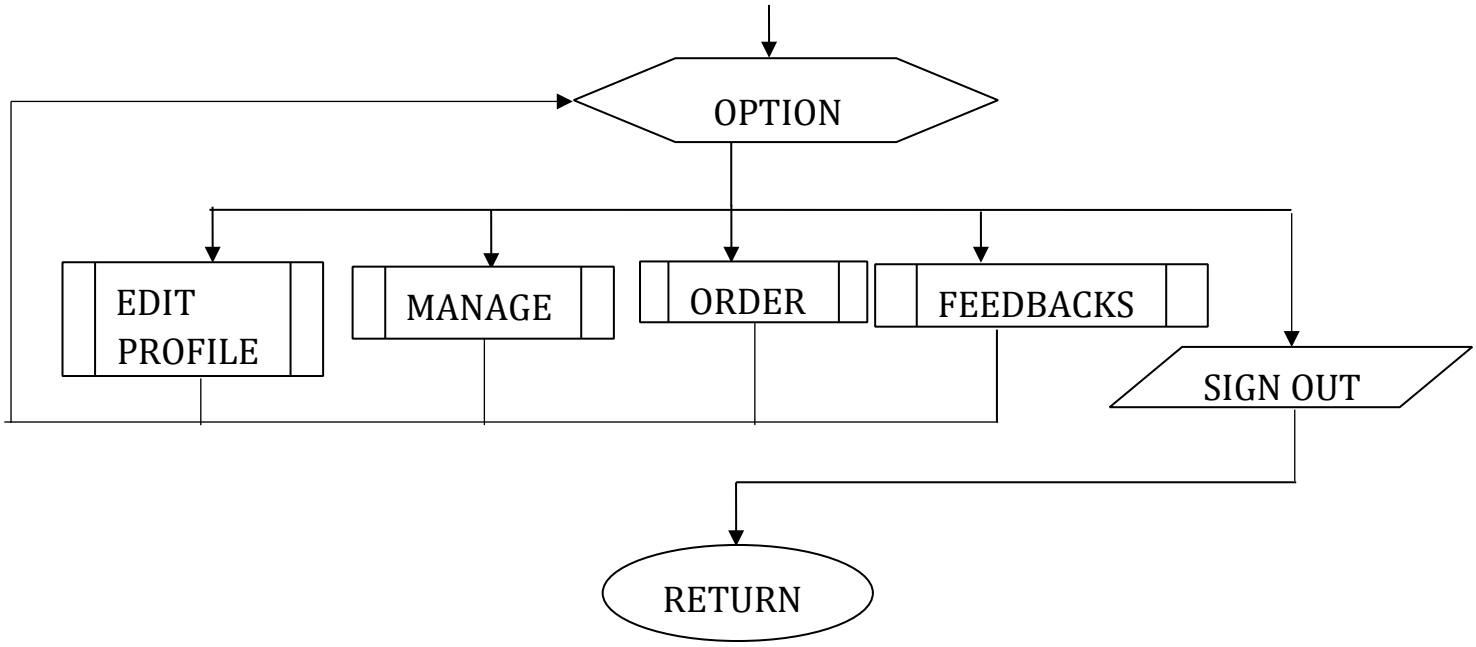

Fig. 3.2 admin function

Admin()

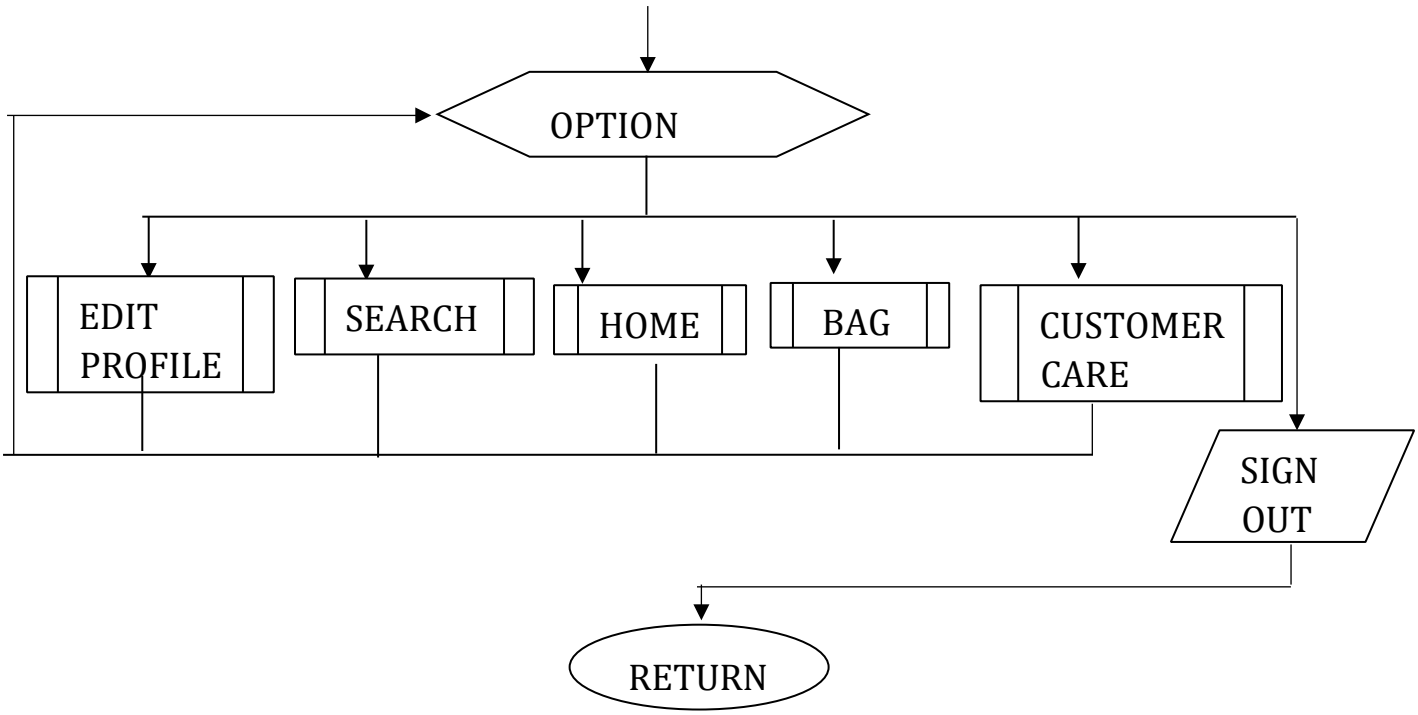

Fig. 3.3 user function

User()

Chapter 4

4.1 Data Structures:

1. Linked Lists:

A linked list is a linear data structure which contains collection of nodes. This node consists of two parts i.e. data part and address of next node.

NODE:

A node is a collection of two elements, this node contains data part and the address to next node.

Fig. 4.1 node

A linked list is formed when same type of nodes is connected to each other. Each node points to the next node in order. The first node is pointed by a pointer called **first/head**. To traverse any linked list, first pointer is used.

A singly linked list is a type of linked list in which the node contains data and the address of the next node. A singly linked list can traverse only in one direction.

In a singly linked list, data are stored and one node points to the next node. To traverse he linked list, first pointer is used. A temporary pointer stores the value at first pointer and the data of the temporary pointer is checked, if data doesn't match temporary pointer moves to the next node (which is stored in the address part of the temporary variable) and if the data matches the loop is stopped.

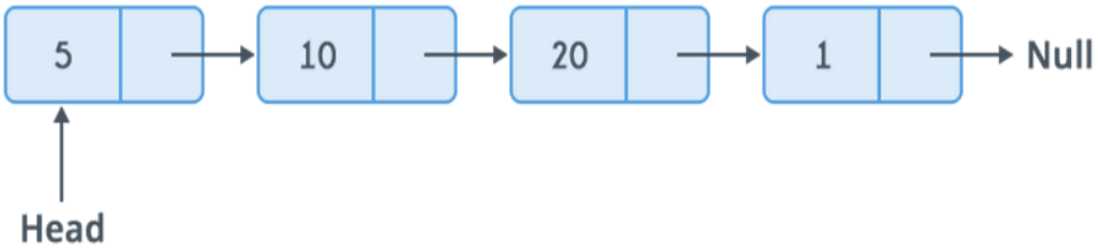

Fig. 4.2 linked list

The data structure that is used in my project is singly linked list. The advantages of singly linked list are listed below:

1. No data are left due to traversal of data from left node to right node.
2. No memory is wasted due to use of dynamic memory allocation (i.e. malloc).
3. It is easy to insert and delete data in a singly linked list.
4. Searching of data is very easy in singly linked list.

Linked list is the most versatile data structure. It can be used for implementation of trees, Queues, graphs and stacks.

Different classification of linked lists is as given below:

- Singly linked list: in which the node contains only data part and link to next node. It can traverse only in one direction.

- Circular singly list: It is also a type of singly linked list but its last node stores the link of first node so that the circular link is maintained. It can traverse in only one direction but can traverse the save data again.

- Doubly linked list: in which node contains link to previous node, data part and link to next node. It can traverse in both directions.

- Circular linked list: It is also a type of doubly linked list but its last node stores the link of next node as the address of first node so that the circular link is maintained.

4.2 Structure:

A structure is a collection of different data types stored in a single list. The syntax of structure is as given below:

```
struct [structure tag] {

   member definition;
   member definition;
   ...
   member definition;
} [one or more structure variables];
```

Structure can be implemented as given below:

Struct node
{
int n; char

name[20]; struct node

*link;

};

Here, link is a self-representing structure pointer. It can only store the address of another same type of structure.

Declaration of structure:

Structures can be declared locally and globally. To declare a structure globally, assign a structure variable before the semicolon of the structure.

To declare globally:

```
Struct node

{
        int n;
        char name[20];
        char node *link;
}s;
```

To declare locally:

```
Struct node

{
        int n;
        char name[20];
        char node *link;
};
void main()
{
        Struct node s;

……..; }
```

CHAPTER 5

IMPLEMENTATION

This project was implemented using singly linked list, structure and file to store the data. The singly linked list is used to store the details of the products dynamically. The first node of the singly linked list pointed by first pointer. To traverse the linked list, a temporary pointer is used. Its value is assigned as first pointer and the temporary pointer's value varies by going to the link of next node. If the given condition is met, the loop is stopped. While the structure is used to create linked list and all the data are stored in a file.

The program is implemented using following logic:

- In login part, the user chooses to login or to register. While registering, the program asks for username and password. If the username contains any character other than alphabets, it sends 'INVALID ERROR'. If the username already exists, it replies that the given username already exists. If all the processes are correct then the username is registered as user/admin and the data are stored in a file.

  While logging in, the program asks for username and password, if both the username and its respective password matches then it takes the user to user/admin.

- If the user logs in as admin, he will be able to choose for adding, deleting, updating or display. In adding, the user/admin will be asked the details of the mobile products with its easier navigation. In deleting, the user will be asked the item to be deleted, name and its model. In updating, the user can update the item's price and quantity. To display the items in the store, the user can choose display option. If the user wishes to exit, log out option is available for it.

- If the user logs in as user, he will be able to choose for products, bag and customer care. In products, user will be able to see certain brands of mobile available. Inside the brand, models of the given brand are displayed. On selecting the model, the user will be able to see the details of mobile. In bag, user will be able to see the items they are going to buy. In customer care, user will be able to see FAQs and if the problem is not solved then the toll-free number is provided. If the user wants to exit, log out option is available for it.

SAMPLE OUTPUTS:

1. LOGIN:

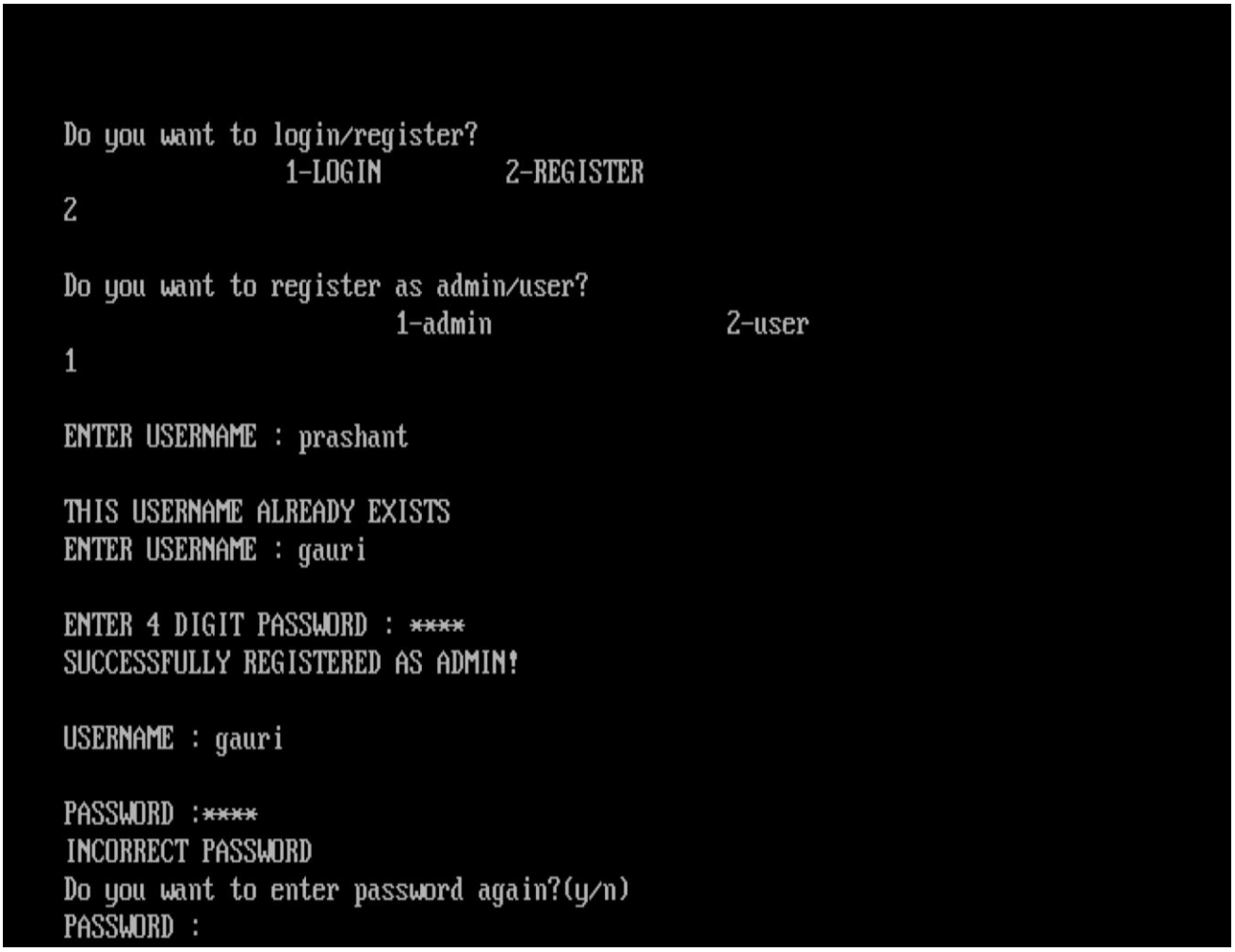

Fig. 5.1 login

2. ADMIN:

A. ADD( ):

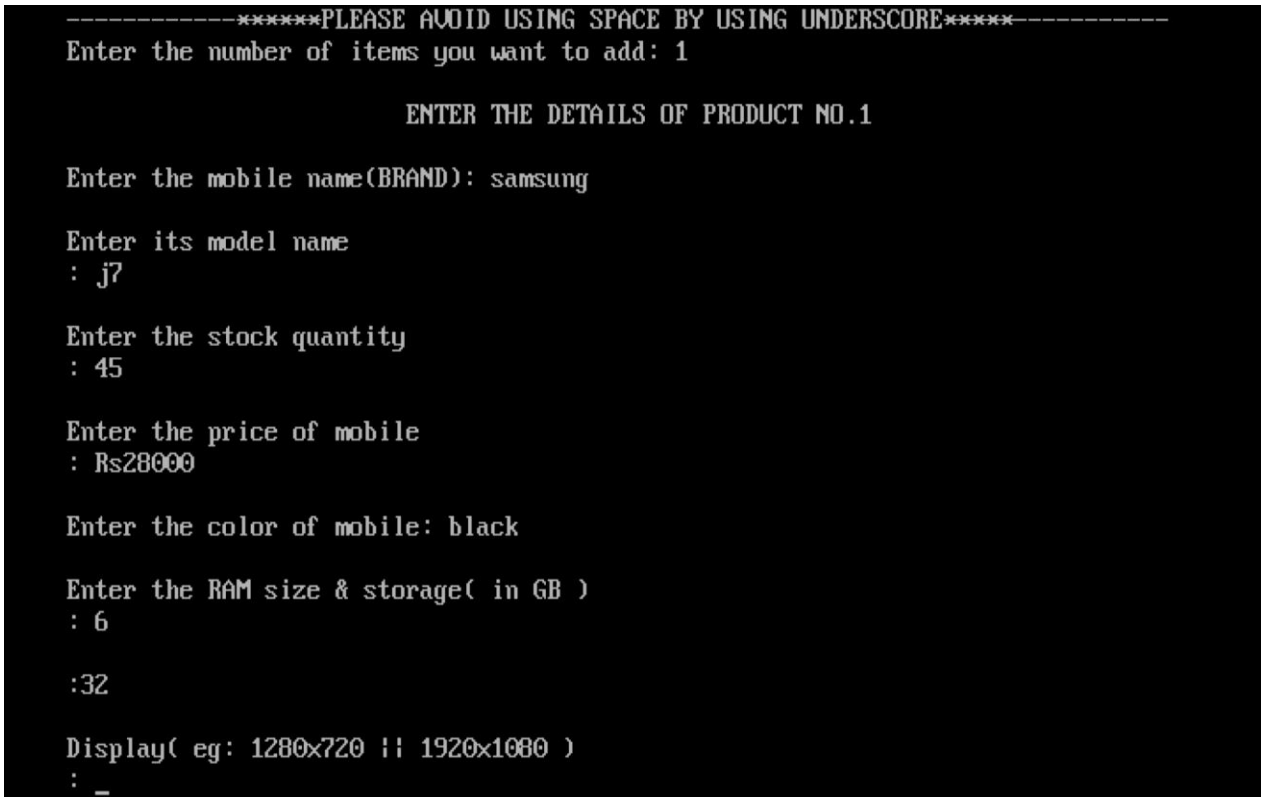

fig. 5.2 adding products

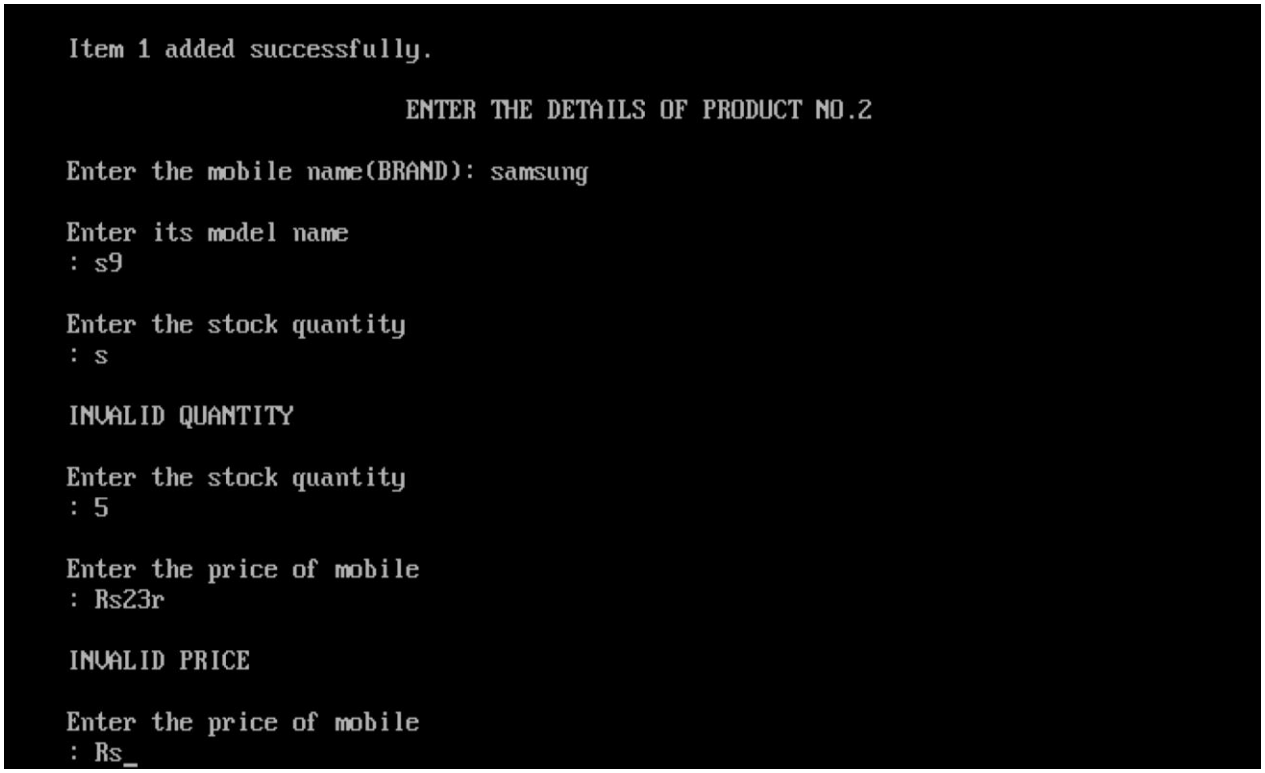

Fig. 5.3(ii) adding products

C. DELETE( ):

Fig. 5.4 deleting products

B. DISPLAY( ):

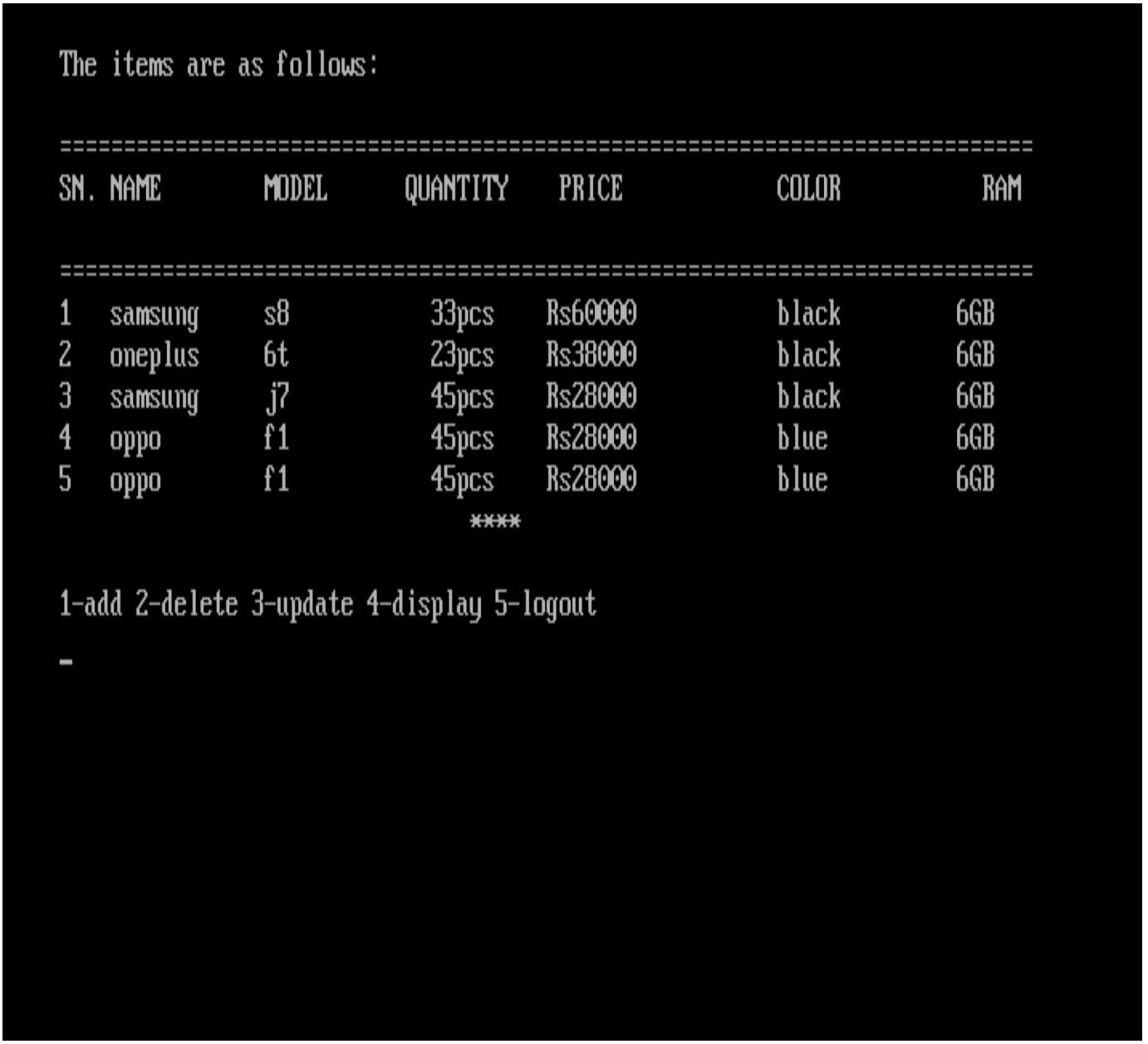

Fig 5.5 display items

3. USER:

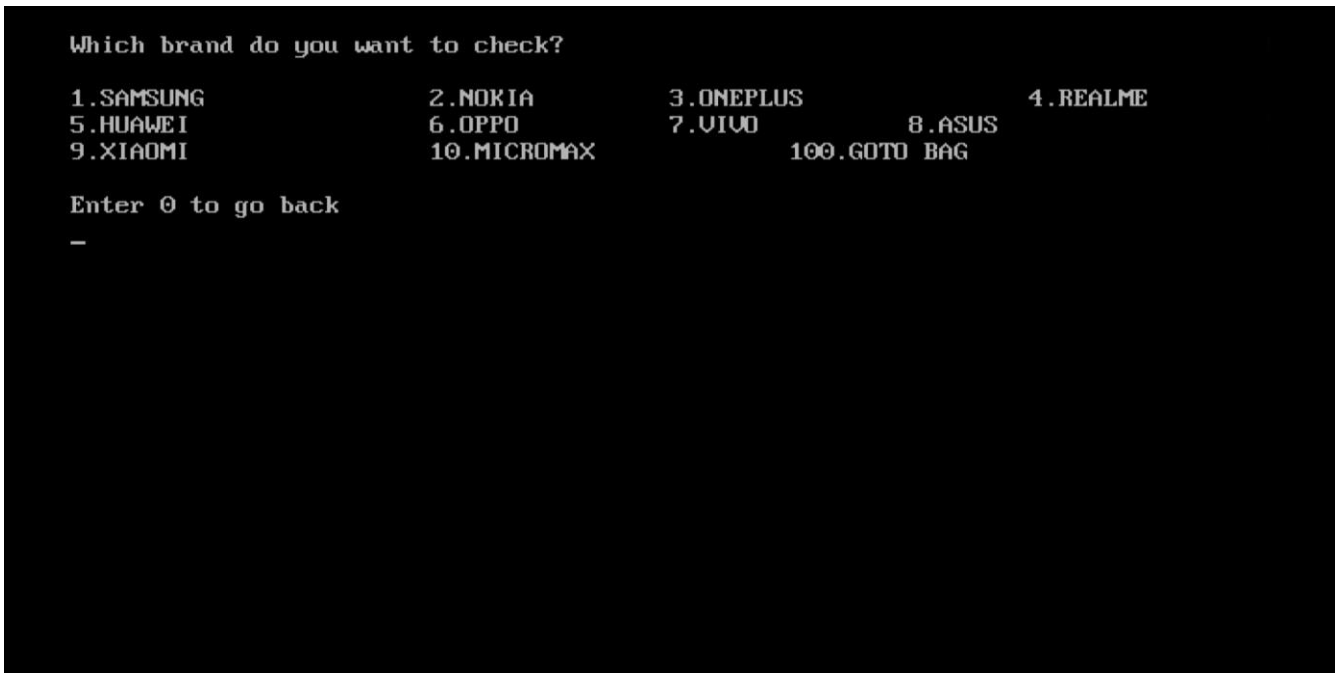

Fig. 5.6 user

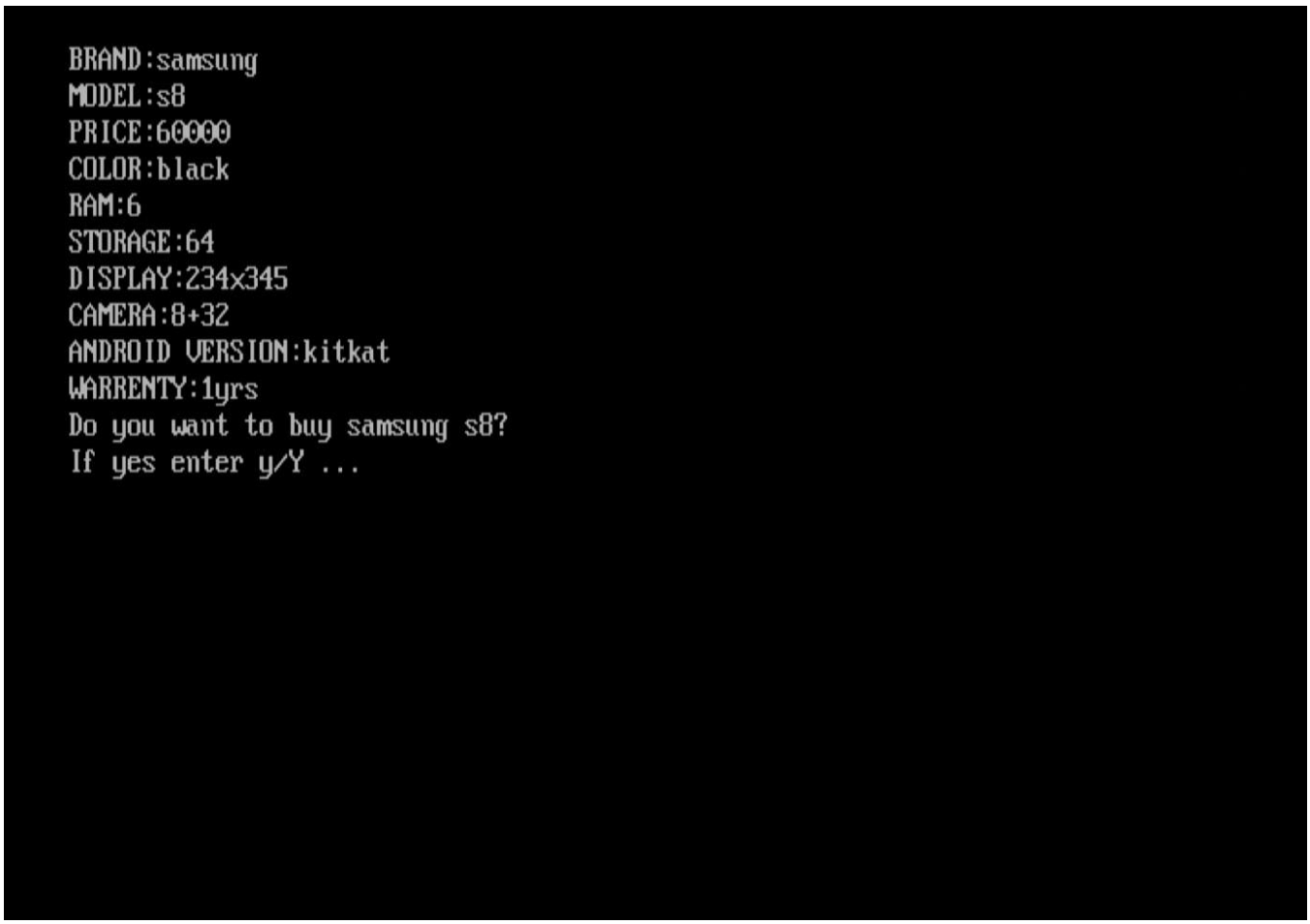

Fig. 5.7 details

CHAPTER 6

CONCLUSION:

In this mini project, I have used singly linked list which has helped me learn more about how to organize data using data structures. This has helped me improve on my code debugging and analysing skills.

To conclude, after doing this mini project on the topic of Online Market for Mobile, there will be development of more new software for mobile marketing competing amongst each other. This competition among the companies for developing new software will take a new step in online marketing of mobile.