Online clothes shopping system

On Line Clothes Shopping System

**SIX WEEKS INDUSTRIAL TRAINING**

**REPORT**

**ON**

**“Online Clothes Shopping”**

**CHANDIGARH**

**INDO GLOBAL COLLEGE**

**OF ENGINEERING, ABHIPUR**

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**Submitted To:- Submitted By:-**

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**ACKNOWLEDGEMENT**

It is great pleasure to present this report on the project named “ONLINE

CLOTHES SHOPPING ” undertaken by me as part of my B. Tech (CSE)

curriculum.

I am thankful to PTU and IGCE ABHIPUR for offering me such a wonderful

challenging opportunity and I express my deepest thanks to all coordinators, of

IGCE ABHIPUR for providing all the possible help and assistance and their

constant encouragement.

It is a pleasure that we find ourselves penning down these lines to express our

sincere thanks to the people who helped us along the way in completing our

project. We find inadequate words to express our sincere gratitude towards them.

First and foremost we would like to express our gratitude towards our training

guide **Mr. kamal garg** for placing complete faith and confidence in our ability to

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help, valuable guidance, constructive criticism and constant interest. She took

personal interest in spite of numerous commitments and busy schedule to help us

complete this project. Without the sincere and honest guidance of our respected

project guide we would have not been to reach the present stage.

We are also thankful to Mr. Preetkamal Singh (Coordinator) for their support in

guiding us and giving us the right direction every time we need.

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**ABSTRACT**

This is a project report on “**ONLINE CLOTHES SHOPPING**”. During the

making/developing of this project we explored new ideas and functionality behind

the working of a notepad.

This project is the output of our planning, schedule, programming skill and the

hard work, and this report reflects our steps taken at various levels of

programming skill, planning and schedule.

We have learnt a lot during this project and liked the improvement in our testing

skills and deep concept related to these kinds of projects.

Our project is **ONLINE CLOTHES SHOPPING**. This is a web based

application which helps people to find and buy latest mobiles with different

functionalities on internet. It is useful in the way that it makes an easier way to

buy mobiles online.

In this application we have basically 2 modules. The first module includes the

customer module.

The customer have to register for any enquiry related to clothes. The unregistered

person can’t access this application. The registered customer can view details of

mobiles and he can buy the mobile of his choice and need. He has to pay the price

of mobile.

The admin module contains the access of admin on the application. The admin can

change everything in the application. He have the ability to add, delete, update any

information regarding the clothes.

**PREFACE**

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Learning comes from doing. To learn something one has to go through Practical

conditions. Recognizing this fact, the University has made it essential for

**Computer Science and Engineering (CSE)** students to undergo Industrial

Training for six weeks. During this period, the student learns about the functioning

of the organization and the actual business environment. Also this training helps

the student how to implement the theoretical knowledge into practical life, in our

day to day life. This project report was prepared during the training period in the

month of Jan – June.

During this period, an effort was made to understand **Online Clothes Shopping**

and to finish the project work assigned to us. This report lays special emphasis on

the operational work, tasks and projects carried out during the training period.

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ORGANIZATION OVERVIEW

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**Company Profile**

**The cms Development Center has got state of art of the infrastructure**

**and communication links:**

High speed Internet

Secured FTP Sites for Data Interchange

Our own secure dedicated servers hosted at US data center

Fax and email at all locations

International Private Leased Circuit (IPLC) to the client site

Firewall security

User level internet access control system

Over 100,000 sq. ft. of air-conditioned space

Locations fully equipped with latest software and hardware

Video and audio conferencing capabilities

100% power backup

PROJECT DESCRIPTION

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In today’s busy world, people don’t have time for their personal needs. And the

technology is so fast that anyone can do anything by just sitting in a room. The

internet is the way that helps a person in all aspects. If someone wish to buy and

view things, he can buy online with the help of internet.

Today there are very least organizations which are manual. Everything is going to

be computerized and online whether it is banking, advertising or shopping. We

are trying to help people to make their life easier by proving online clothes

shopping.

In this we have introduced many modules like admin module and customer

module. The customer have to register for any enquiry related to clothes. The

unregistered person can’t access this application. The registered customer can

view details of clothes and he can buy of his choice and need. He has to pay the

price of cloth.

The admin module contains the access of admin on the application. The admin can

change everything in the application. He has the ability to add, delete, update any

information regarding the clothes.

The project’s home page includes the registration link. The registered users can

login to their account for their queries or buy new clothes. And the unregistered

users have first to register. The registration can be done by following the sign up

link .

COMPONENTS OF THE PROJECTS

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**How to Login**

In this module, the user will enter his username and password to view and

buy latest products. There will be 2 types of users Administrator/Customer

**How to be a member of this application**

In this site, the candidate can join this application , if he is not a member yet

by pressing sign up link .User should provide some details that are asked to

join.

**How to view the mobile details**

Any cloth can be searched by selecting the model no. which the user wish

to view or buy.

**How to give order**

First the user has to login,and then he will visit the view products page.

There he will select the cloth he wants to buy and then he will click on

show products detail .There he can purchase that cloth.

**How to pay money**

The user can pay through debit or credit cards.

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REQUIREMENT ANALYSIS

**Hardware Requirements**

**Number Description**

1 Intel core ,WIN xp/7/vista

2 320 MB RAM

**Software Requirements**

**Number Description**

1 Windows XP –7

2 Php 5.1

3 MySQL

4 IIS server/ WAMPSERVER

5 HTML/Dhtml/Ajax/JavaScript/Css/

flash 8

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**MODULES**

**Login Module** –In this module user can enter the application by providing

username and password and start shopping.

**Admin Module** – Admin can add, modify and delete the latest varities of clothes.

**Join Module** – In this module user can become a part of the site by providing

some necessary information for example first name, last name, password, confirm

password, email and other details.

**Shopping Module –** The customer can view and buy latest varities of clothes.

**Administrator** – **Can add, modify, and delete the cloth details.**

**INTRODUCTION TO TOOLS**

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**FRONT-END/BACK-END**

**Front-End: Web Pages using PHP, HTML, and JavaScript.**

**Back-End: MYSQL**

**Front End:**

**HTML** –It is used to generate web page. HTML, an initialism of Hypertext

Markup Language, is the predominant markup language for web pages. It

provides a means to describe the structure of text-based information in a

document — by denoting certain text as headings, paragraphs, lists, and so

on.

**JAVASCRIPT** – It is used for checking User information before sending

to JavaScript is a scripting language most often used for client-side web

development. It is a dynamic, weakly typed, prototype-based language with

first-class functions. Currently, "JavaScript" is an implementation of the

ECMAScript standard.

**PHP-** Php is a technology that lets you mix regular, static HTML with

dynamically-generated HTML. Many Web pages that are built by CGI

programs are mostly static, with the dynamic part limited to a few small

locations. But most CGI variations, including servlets, make you generate

the entire page via your program, even though most of it is always the same.

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**Backend:**

**My SQL** is a relational database management system (RDBMS) which has

more than 6 million installations. MySQL stands for "My Structured Query

Language". The program runs as a server providing multi-user access to a

number of databases.

**IIS SERVER** /WAMP- Apache is a web container, or application server

developed at the Apache Software Foundation (ASF).It adds tools for

configuration and management but can also be configured by editing

configuration files that are normally XML-formatted. Apache includes its

own internal HTTP server.

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WHY PHP?

**PHP** is a widely used, general-purpose scripting language that was originally

designed for web development, to produce dynamic web pages. It can be

embedded into HTML and generally runs on a web server, which needs to be

configured to process PHP code and create web page content from it. It can be

deployed on most web servers and on almost every operating system and platform

free of charge. PHP is installed on over 20 million websites and 1 million web

servers.

PHP was originally created by Rasmus Lerdorf in 1994 and has been in

continuous development ever since. The main implementation of PHP is now

produced by **The PHP Group** and serves as the *de facto* standard for PHP as there

is no formal specification. PHP is free software released under the PHP License,

which is incompatible with the GNU General Public License (GPL) because of

restrictions on the use of the term *PHP*.

PHP has evolved to include a command line interface capability and can also be

used in standalone graphical applications.

HISTORY

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*PHP* originally stood for Personal Home Page. It began in 1994 as a set of

Common Gateway Interface binaries written in the C programming language by

the Danish/Greenlandic programmer Rasmus Lerdorf. Lerdorf initially created

these Personal Home Page Tools to replace a small set of Perl scripts he had been

using to maintain his personal homepage. The tools were used to perform tasks

such as displaying his résumé and recording how much traffic his page was

receiving. He combined these binaries with his Form Interpreter to create PHP/FI,

which had more functionality. PHP/FI included a larger implementation for the C

programming language and could communicate with databases, enabling the

building of simple, dynamic web applications. Lerdorf released PHP publicly on

June 8, 1995 to accelerate bug location and improve the code. This release was

named PHP version 2 and already had the basic functionality that PHP has today.

This included Perl-like variables, form handling, and the ability to embed HTML.

The syntax was similar to Perl but was more limited, simpler, and less consistent.

Zeev Suraski and Andi Gutmans, two developers at the Technion IIT, rewrote the

parser in 1997 and formed the base of PHP 3, changing the language's name to the

recursive initialism *PHP: Hypertext Preprocessor*. The development team

officially released PHP/FI 2 in November 1997 after months of beta testing.

Afterwards, public testing of PHP 3 began, and the official launch came in June

1998. Suraski and Gutmans then started a new rewrite of PHP's core, producing

the Zend Engine in 1999. They also founded Zend Technologies in Ramat Gan,

Israel.

On May 22, 2000, PHP 4, powered by the Zend Engine 1.0, was released. As of

August, 2008 this branch is up to version 4.4.9. PHP 4 is no longer under

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development nor will any security updates be released. On July 13, 2004, PHP 5

was released, powered by the new Zend Engine II. PHP 5 included new features

such as improved support for object-oriented programming, the PHP Data Objects

extension (which defines a lightweight and consistent interface for accessing

databases), and numerous performance enhancements. In 2008, PHP 5 became the

only stable version under development. Late static binding has been missing from

PHP and has been added in version 5.3. PHP 6 is under development alongside

PHP 5. Major changes include the removal of register\_globals magic quotes, and

safe mode. The reason for the removals was that register\_globals had given way to

security holes, and magic quotes had an unpredictable nature, and was best

avoided. Instead, to escape characters, magic quotes may be substituted with the

addslashes () function, or more appropriately an escape mechanism specific to the

database vendor itself like mysql\_real\_escape\_string () for MySQL. Functions that

will be removed in PHP 6 have been deprecated in PHP 5.3 and will produce a

warning if used.

Many high-profile open-source projects ceased to support PHP 4 in new code as

of February 5, 2008, because of the GoPHP5 initiative, provided by a consortium

of PHP developers promoting the transition from PHP 4 to PHP 5.

PHP currently does not have native support for Unicode or multibyte strings;

Unicode support will be included in PHP 6 and will allow strings as well as class,

method and function names to contain non-ASCII characters.

It runs in both 32-bit and 64-bit environments, but on Windows the only official

distribution is 32-bit, requiring Windows 32-bit compatibility mode to be enabled

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while using IIS in a 64-bit Windows environment. As of PHP 5.3.0, experimental

x64 bit versions are available.

**Usage**

PHP is a general-purpose scripting language that is especially suited for web

development. PHP generally runs on a web server. Any PHP code in a requested

file is executed by the PHP runtime, usually to create dynamic web page content.

It can also be used for command-line scripting and client-side GUI applications.

PHP can be deployed on most web servers, many operating systems and

platforms, and can be used with many relational database management systems. It

is available free of charge, and the PHP Group provides the complete source code

for users to build, customize and extend for their own use.

PHP primarily acts as a filter, taking input from a file or stream containing text

and/or PHP instructions and outputs another stream of data; most commonly the

output will be HTML. Since PHP 4, the PHP parser compiles input to produce

bytecode for processing by the Zend Engine, giving improved performance over

its interpreter predecessor.Originally designed to create dynamic web pages, PHP

now focuses mainly on server-side scripting, and it is similar to other server-side

scripting languages that provide dynamic content from a web server to a client,

such as Microsoft's Active Server Pages, Sun Microsystems' JavaServer Pages,

and mod\_perl. PHP has also attracted the development of many frameworks that

provide building blocks and a design structure to promote rapid application

development (RAD). Some of these include CakePHP, Symphony, CodeIgniter,

and Zend Framework, offering features similar to other web application

frameworks.

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The LAMP and WAMP architectures have become popular in the web industry as

a way of deploying web applications. PHP is commonly used as the *P* in this

bundle alongside Linux, Apache and MySQL, although the *P* may also refer to

Python or Perl.

As of April 2007, over 20 million Internet domains were hosted on servers with

PHP installed, and mod\_php was recorded as the most popular Apache module.

Significant websites are written in PHP including the user-facing portion of

Facebook, Wikipedia (Media Wiki), Yahoo!, My Yearbook, Digg, Joomla,

WordPress, YouTube, Drupal and Tagged.

**Speed optimization**

As with many scripting languages, PHP scripts are normally kept as humanreadable

source code, even on production web servers. In this case, PHP scripts

will be compiled at runtime by the PHP engine, which increases their execution

speed. PHP scripts are able to be compiled before runtime using PHP compilers as

with other programming languages such as C (the language PHP and its

extensions are written in).

Code optimizers aim to reduce the computational complexity of the compiled code

by reducing its size and making other changes that can reduce the execution time

with the overall goal of improving performance. The nature of the PHP compiler

is such that there are often opportunities for code optimization, and an example of

a code optimizer is the Zend Optimizer PHP extension.

Another approach for reducing overhead for high load PHP servers is using PHP

accelerators. These can offer significant performance gains by catching the

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compiled form of a PHP script in shared memory to avoid the overhead of parsing

and compiling the code every time the script runs. A PHP accelerator will be built

into PHP 6.

**Security**

The National Vulnerability Database stores all vulnerabilities found in computer

software. The overall proportion of PHP-related vulnerabilities on the database

amounted to: 20% in 2004, 28% in 2005, 43% in 2006, 36% in 2007, and 35% in

2008. Most of these PHP-related vulnerabilities can be exploited remotely: they

allow hackers to steal or destroy data from data sources linked to the webserver

(such as an SQL database), send spam or contribute to DOS attacks using

malware, which itself can be installed on the vulnerable servers.

These vulnerabilities are caused mostly by not following best practice

programming rules: technical security flaws of the language itself or of its core

libraries are not frequent (23 in 2008, about 1% of the total). Recognizing that

programmers cannot be trusted, some languages include taint checking to detect

automatically the lack of input validation which induces many issues.

**Syntax**

Syntax-highlighted PHP code embedded within HTML

PHP only parses code within its delimiters. Anything outside its delimiters is sent

directly to the output and is not processed by PHP. The most common delimiters

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are <?php to open and ?> to close PHP sections. <script language="php"> and

</script> delimiters are also available, as are the shortened forms <? or <?=

(which is used to echo back a string or variable) and ?> as well as ASP-style short

forms <% or <%= and %>. While short delimiters are used, they make script files

less portable as their purpose can be disabled in the PHP configuration, and so

they are discouraged. The purpose of all these delimiters is to separate PHP code

from non-PHP code, including HTML.

The first form of delimiters, <?php and ?>, in XHTML and other XML

documents, creates correctly formed XML 'processing instructions'. This means

that the resulting mixture of PHP code and other markup in the server-side file is

well-formed XML.

Variables are prefixed with a dollar symbol and a type does not need to be

specified in advance. Unlike function and class names, variable names are case

sensitive. Both double-quoted ("") and heredoc strings allow the ability to embed a

variable's value into the string. PHP treats newlines as whitespace in the manner of

a free-form language (except when inside string quotes), and statements are

terminated by a semicolon. PHP has three types of comment syntax: /\* \*/ marks

block and inline comments; // as well as # are used for one-line comments. The

echo statement is one of several facilities PHP provides to output text (e.g. to a

web browser).

In terms of keywords and language syntax, PHP is similar to most high level

languages that follow the C style syntax. *If* conditions, *for* and *while* loops, and

function returns are similar in syntax to languages such as C, C++, Java and Perl.

**Data types**

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PHP stores whole numbers in a platform-dependent range. This range is typically

that of 32-bit signed integers. Unsigned integers are converted to signed values in

certain situations; this behavior is different from other programming languages.

Integer variables can be assigned using decimal (positive and negative), octal, and

hexadecimal notations. Floating point numbers are also stored in a platformspecific

range. They can be specified using floating point notation, or two forms of

scientific notation. PHP has a native Boolean type that is similar to the native

Boolean types in Java and C++. Using the Boolean type conversion rules, nonzero

values are interpreted as true and zero as false, as in Perl and C++. The null

data type represents a variable that has no value. The only value in the null data

type is *NULL*. Variables of the "resource" type represent references to resources

from external sources. These are typically created by functions from a particular

extension, and can only be processed by functions from the same extension;

examples include file, image, and database resources. Arrays can contain elements

of any type that PHP can handle, including resources, objects, and even other

arrays. Order is preserved in lists of values and in hashes with both keys and

values, and the two can be intermingled. PHP also supports strings, which can be

used with single quotes, double quotes, or heredoc syntax.

The Standard PHP Library (SPL) attempts to solve standard problems and

implements efficient data access interfaces and classes.

**Functions**

PHP has hundreds of base functions and thousands more via extensions. These

functions are well documented on the PHP site, however, the built-in library has a

wide variety of naming conventions and inconsistencies. PHP currently has no

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functions for thread programming, although it does support multiprocess

programming on POSIX systems.

**5.2 and earlier**

Functions are not first-class functions and can only be referenced by their name,

directly or dynamically by a variable containing the name of the function. Userdefined

functions can be created at any time without being prototyped. Functions

can be defined inside code blocks, permitting a run-time decision as to whether or

not a function should be defined. Function calls must use parentheses, with the

exception of zero argument class constructor functions called with the PHP new

operator, where parentheses are optional. PHP supports quasi-anonymous

functions through the create\_function() function, although they are not true

anonymous functions because anonymous functions are nameless, but functions

can only be referenced by name, or indirectly through a variable $function name();

in PHP.

**5.3 and newer**

PHP gained support for closures. True anonymous functions are supported using

the following syntax:

function getAdder($x)

{

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return function ($y) use ($x) {

return $x + $y;

};

}

$adder = getAdder(8);

echo $adder(2); // prints "10"

Here, getAdder() function creates a closure using parameter $x (keyword "use"

forces getting variable from context), which takes additional argument $y and

returns it to the caller. Such a function can be stored, given as the parameter to

other functions, etc. For more details see Lambda functions and closures RFC.

**Objects**

Basic object-oriented programming functionality was added in PHP 3 and

improved in PHP 4. Object handling was completely rewritten for PHP 5,

expanding the feature set and enhancing performance. In previous versions of

PHP, objects were handled like primitive types. The drawback of this method was

that the whole object was copied when a variable was assigned or passed as a

parameter to a method. In the new approach, objects are referenced by handle, and

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not by value. PHP 5 introduced private and protected member variables and

methods, along with abstract classes and final classes as well as abstract methods

and final methods. It also introduced a standard way of declaring constructors and

destructors, similar to that of other object-oriented languages such as C++, and a

standard exception handling model. Furthermore, PHP 5 added interfaces and

allowed for multiple interfaces to be implemented. There are special interfaces

that allow objects to interact with the runtime system. Objects implementing Array

Access can be used with array syntax and objects implementing Iterator or

IteratorAggregate can be used with the for each language construct. There is no

virtual table feature in the engine, so static variables are bound with a name

instead of a reference at compile time.

If the developer creates a copy of an object using the reserved word *clone*, the

Zend engine will check if a \_\_clone() method has been defined or not. If not, it

will call a default \_\_clone() which will copy the object's properties. If a \_\_clone()

method is defined, then it will be responsible for setting the necessary properties

in the created object. For convenience, the engine will supply a function that

imports the properties of the source object, so that the programmer can start with a

byvalue replica of the source object and only override properties that need to be

changed.

RESOURCES

PHP includes free and open source libraries with the core build. PHP is a

fundamentally Internet-aware system with modules built in for accessing FTP

servers, many database servers, embedded SQL libraries such as embedded

PostgreSQL, MySQL and SQLite, LDAP servers, and others. Many functions

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familiar to C programmers such as those in the stdio family are available in the

standard PHP build. PHP has traditionally used features such as

"magic\_quotes\_gpc" and "magic\_quotes\_runtime" which attempt to escape

apostrophes (') and quotes (") in strings in the assumption that they will be used in

databases, to prevent SQL injection attacks. This leads to confusion over which

data is escaped and which is not, and to problems when data is not in fact used as

input to a database and when the escaping used is not completely correct. To make

code portable between servers which do and do not use magic quotes, developers

can preface their code with a script to reverse the effect of magic quotes when it is

applied.

PHP allows developers to write extensions in C to add functionality to the PHP

language. These can then be compiled into PHP or loaded dynamically at runtime.

Extensions have been written to add support for the Windows API, process

management on Unix-like operating systems, multibyte strings (Unicode), cURL,

and several popular compression formats. Some more unusual features include

integration with Internet Relay Chat, dynamic generation of images and Adobe

Flash content, and even speech synthesis. The PHP Extension Community Library

(PECL) project is a repository for extensions to the PHP language.Zend provides a

certification exam for programmers to become certified PHP developers.

MYSQL

**MySQL** is a relational database management system (RDBMS) which has more

than 6 million installations. MySQL stands for "My Structured Query Language".

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The program runs as a server providing multi-user access to a number of

databases.

The project's source code is available under terms of the GNU General Public

License, as well as under a variety of proprietary agreements. MySQL is owned

and sponsored by a single for-profit firm, the Swedish company MySQL AB, now

a subsidiary of Sun Microsystems, which holds the copyright to most of the

codebase.

MySQL is commonly used by free software projects which require a full-featured

database management system, such as WordPress, phpBB and other software built

on the LAMP software stack. It is also used in very high-scale World Wide Web

products including Google and Facebook.

**Uses** MySQL is used in web applications and acts as the database component of

the LAMP software stack. Its popularity for use with web applications is closely

tied to the popularity of PHP, which is often combined with MySQL. Several

high-traffic web sites (including Flickr, Facebook, Wikipedia, Google (though not

for searches), Nokia, Auctionmarts and YouTube) use MySQL for data storage

and logging of user data.

PLATFORMS AND INTERFACES

The MySQL Administrator in Linux

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MySQL is written in C and C++. The SQL parser uses yacc and a home-brewed

lexer, sql\_lex.cc

MySQL works on many different system platforms, including AIX, BSDi,

FreeBSD, HP-UX, i5/OS, Linux, Mac OS X, NetBSD, Novell NetWare,

OpenBSD, OpenSolaris, eComStation, OS/2 Warp, QNX, IRIX, Solaris, Symbian,

SunOS, SCO OpenServer, SCO UnixWare, Sanos, Tru64 and Microsoft

Windows. A port of MySQL to OpenVMS is also available.

Libraries for accessing MySQL databases are available in all major programming

languages with language-specific APIs. In addition, an ODBC interface called

MyODBC allows additional programming languages that support the ODBC

interface to communicate with a MySQL database, such as ASP or ColdFusion.

The MySQL server and official libraries are mostly implemented in ANSI C/ANSI

C++.

To administer MySQL databases one can use the included command-line tool

(commands: MySQL and mysqladmin).

Also downloadable from the MySQL site are GUI administration tools: *MySQL*

*Administrator*, *MySQL Migration Toolkit* and *MySQL Query Browser*. The GUI

tools are now included in one package called *MySQL GUI Tools*.

In addition to the above-mentioned tools developed by MySQL AB, there are

several other commercial and non-commercial tools available. Examples include

Navicat Free Lite Edition or SQLyog Community Edition, they are free desktop

based GUI tools, and phpMyAdmin, a free Web-based administration interface

implemented in PHP.

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**Features**

As of April 2009[update], MySQL offers MySQL 5.1 in two different variants: the

MySQL Community Server and Enterprise Server. They have a common code

base and include the following features:

A broad subset of ANSI SQL 99, as well as extensions

Cross-platform support

Stored procedures

Triggers

Cursors

Updatable Views

True Varchar support

INFORMATION\_SCHEMA

Strict mode

X/Open XA distributed transaction processing (DTP) support; two phase

commit as part of this, using Oracle's InnoDB engine

Independent storage engines (MyISAM for read speed, InnoDB for

transactions and referential integrity, MySQL Archive for storing historical

data in little space)

Transactions with the InnoDB, BDB and Cluster storage engines;

savepoints with InnoDB

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SSL support

Query caching

Sub-SELECTs (i.e. nested SELECTs)

Replication with one master per slave, many slaves per master, no automatic

support for multiple masters per slave.

Full-text indexing and searching using MyISAM engine

Embedded database library

Partial Unicode support (UTF-8 sequences longer than 3 bytes are not

supported; UCS-2 encoded strings are also limited to the BMP)

Partial ACID compliance (only full compliance when using the non-default

storage engines InnoDB, BDB and Cluster)

Shared-nothing clustering through MySQL Cluster

The MySQL Enterprise Server is released once per month and the sources can be

obtained either from MySQL's customer-only Enterprise site or from MySQL's

Bazaar repository, both under the GPL license. The MySQL Community Server is

published on an unspecified schedule under the GPL and contains all bug fixes

that were shipped with the last MySQL Enterprise Server release. Binaries are no

longer provided by MySQL for every release of the Community Server.

Replication support (i.e. Master-Master Replication & Master-Slave

Replication)

**Distinguishing features**

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The following features are implemented by MySQL but not by some other

RDBMS software:

Multiple storage engines, allowing one to choose the one that is most

effective for each table in the application (in MySQL 5.0, storage engines

must be compiled in; in MySQL 5.1, storage engines can be dynamically

loaded at run time):

Partner-developed storage engines (InnoDB, solidDB, NitroEDB,

Infobright (formerly Brighthouse), Infobright (Open Source))

Community-developed storage engines (memcached, httpd, PBXT)

Custom storage engines

**Server compilation type**

There are 3 types of MySQL Server Compilations for Enterprise and Community

users:

Standard: The MySQL-Standard binaries are recommended for most users,

and include the InnoDB storage engine.

Max: (not MaxDB, which is a cooperation with SAP AG) is mysqld-max

Extended MySQL Server. The MySQL-Max binaries include additional

features that may not have been as extensively tested or are not required for

general usage.

The MySQL-Debug binaries have been compiled with extra debug

information, and are not intended for production use, because the included

debugging code may cause reduced performance.

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Beginning with MySQL 5.1, MySQL AB has stopped providing these different

package variants. There will only be one MySQL server package, which includes

a mysqld binary with all functionality and storage engines enabled. Instead of

providing a separate debug package, a server binary with extended debugging

information is also included in the standard package.

**History**

Milestones in MySQL development include:

MySQL was originally developed by Michael Widenius and David Axmark

beginning in 1994

MySQL was first released internally on 23 May 1995

Windows version was released on 8 January 1998 for Windows 95 and NT

Version 3.23: beta from June 2000, production release January 2001

Version 4.0: beta from August 2002, production release March 2003

(unions)

Version 4.01: beta from August 2003, Jyoti adopts MySQL for database

tracking

Version 4.1: beta from June 2004, production release October 2004 (R-trees

and B-trees, subqueries, prepared statements)

Version 5.0: beta from March 2005, production release October 2005

(cursors, stored procedures, triggers, views, XA transactions)

Sun Microsystems acquired MySQL AB on 26 February 2008.

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Version 5.1: production release 27 November 2008 (event scheduler,

partitioning, plugin API, row-based replication, server log tables)

**Future releases**

The MySQL 6 roadmap outlines support for:

Referential integrity and Foreign key support for all storage engines is

targeted for release in MySQL 6.1 (although it has been present since

version 3.23.44 for InnoDB).

Support for supplementary Unicode characters, beyond the 65,536

characters of the Basic Multilingual Plane (BMP) is announced for MySQL

6.0.

A new storage engine is also in the works, called Falcon. A preview of

Falcon is available on MySQL's website.

Support for parallelization is also part of the roadmap for future versions.

**Support and licensing**

Via MySQL Enterprise MySQL AB offers support itself, including a 24/7 service

with 30-minute response time, the support team has direct access to the developers

as necessary to handle problems. In addition it hosts forums and mailing lists,

employees and other users are often available in several IRC channels providing

assistance.

Buyers of MySQL Enterprise have access to binaries and software that is certified

for their particular operating system, and access to monthly binary updates with

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the latest bug fixes. Several levels of Enterprise membership are available, with

varying response times and features ranging from how to and emergency support

through server performance tuning and system architecture advice. The MySQL

Network Monitoring and Advisory Service monitoring tool for database servers is

available only to MySQL Enterprise customers.

MySQL Server is available as free software under the GNU General Public

License (GPL), and the MySQL Enterprise subscriptions include a GPL version of

the server, with a traditional proprietary version available on request at no

additional cost for cases where the intended use is incompatible with the GPL.

Both the MySQL server software itself and the client libraries are distributed

under a dual-licensing format. Users may choose the GPL, which MySQL has

extended with a FLOSS License Exception. It allows Software licensed under

other OSI-compliant Open Source licenses, which are not compatible to the GPL,

to link against the MySQL client libraries.

Customers that do not wish to be bound to the terms of the GPL may choose to

purchase a proprietary license.

Like many open-source programs, the name "MySQL" is trademarked and may

only be used with the trademark holder's permission.

MySQL recently (2008) released version 5.1 with 20 known crashing and wrong

result bugs in addition to the 35 present in version 5.0. Critical bugs sometimes do

not get fixed for long periods of time. An example was a critical bug which was

reported in 2003 and eventually patched six years later in an alpha release.

MySQL shows poor performance when used for data warehousing; this is partly

due to inability to utilize multiple CPU cores for processing a single query.

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MySQL does not offer a single table type ("storage engine") offering all features;

the two most common types, MyISAM and InnoDB, do not completely overlap in

their feature sets.

Previous versions of MySQL did not support many standard SQL features, with

the manual claiming that they were unnecessary or would hurt performance. Even

now, MySQL has many limitations that other RDBMS software (e.g. PostgreSQL)

do not, such as the inability to refer to a temporary table twice in one query and

extremely poor subselect performance.

The developer of the Federated Storage Engine states that "The Federated Storage

Engine is a proof-of-concept storage engine", though it was included and turned

on by default in the main distributions of MySQL version 5.0. Some of the shortcomings

are documented in the "MySQL Federated Tables: The Missing Manual".

**Competition**

In October 2005, Oracle Corporation acquired Innobase OY, the Finnish company

that developed the InnoDB storage engine that allows MySQL to provide such

functionality as transactions and foreign keys. A press release by Oracle that was

issued after the acquisition, mentioned that the contracts that make the company's

software available to MySQL AB would be due for renewal (and presumably

renegotiation) sometime in 2006. During the MySQL Users Conference in April

2006, MySQL issued a press release which confirmed that MySQL and Innobase

OY agreed to a "multi-year" extension of their licensing agreement. In February

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2006, Oracle Corporation acquired Sleepycat Software, makers of the Berkeley

DB, a database engine onto which another MySQL storage engine was built.

In April 2009, Oracle Corporation entered into an agreement to purchase Sun

Microsystems, current owners of the MySQL intellectual property. Although the

deal was unanimously approved by Sun's board of directors, it is anticipated to

close this summer, subject to Sun stockholder approval, certain regulatory

approvals and customary closing conditions.

**Microsoft Front Page**

**Microsoft Front Page**, code-named *Quartz*, is a WYSIWYG HTML editor and

general web design program by Microsoft. It is part of the Expression Studio suite.

Expression Web edits web pages using XML, CSS 2.1, ASP.NET 2.0, XHTML,

XSLT and JavaScript. It requires the .NET Framework 2.0 to operate. Microsoft

SharePoint Designer provides related Microsoft technology. It offers Visual

Studio support for ASP.NET applications. It has some legacy support for classic

ASP. Expression Web uses its own standards-based rendering engine which is

different from Internet Explorer's Trident engine. Microsoft Expression Web

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provides the ability to install add-ins from third-party developers, extending its

capabilities.

**SYSTEM DEVELPOMENT LIFE CYCLE (SDLC)**

The Systems Development Life Cycle **(SDLC)** is a conceptual model used in

project management that describes the stages involved in an information system

development project from an initial feasibility study through maintenance of the

completed application. Various SDLC methodologies have been developed to

guide the processes involved including the waterfall model (the original SDLC

method). Documentation is crucial regardless of the type of model chosen or

devised for any application, and is usually done in parallel with the development

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process. Some methods work better for specific types of projects, but in the final

analysis, the most important factor for the success of a project may be how closely

particular plan was followed.

**PROBLEM ANALYSIS**

**Applications**

The main applications of the On Line Placement System is the ability of the

website to properly show enroll the artists and manage information about them.

The administrator has the ability to change ,modify, view and delete the various

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details regarding the users and arts. The users have the ability to log in and post

their queries and download arts.

**Challenges**

The challenges mainly lie in detecting attacks like viruses, hacking and also in the

implementation of firewall. A virus can enter the system and can disrupt the

working of the website. Hacking can be done by some people who want to access

some restricted sections of the website (e.g. administrator’s area) and to modify or

taper some aspects of the website.

Scanning attacks may yield:

(i) The method used by viruses to enter the system.

(ii) The types of database allowed through a firewall.

(iii) The paths or ways used by hackers to enter the system

(iv) The loopholes remaining in the system (or website) which are used by

attackers.

(v) The server from where the viruses or hackers are gaining access to the system.

(vi) The types of viruses able to affect the website.

And with the implementation of firewall and other security mechanisms that are

designed for it, the On Line Placement System Website safe and secure.

**REQUIREMENT ANALYSIS**

**Goal of Thesis**

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The goal of our thesis is to develop a website that can be used as an enrollment

website with the features of interaction and problem solving. The whole project

will be based on PHP with MYSQL as the database with certain security

constraints added to it.

Our aim is also to implement the Administrator part in to the project so that the

server or administrator himself can view, add, delete and modify.

**A. Administrator**

He has to see whether the website is working properly and whether the details

available in the system are relevant and correct. He can view, add, modify, delete

details.

**B. Database**

The database keeps all the records of all the users i.e. name,course, phone no.,dob,

city, country,etc. For creating such records it takes the help of tables which is

created in the MYSQL. The tables can have infinite entries of all the registered

users as well as administrators.

**C. Clients**

Our aim will also to provide efficient way by which client can enter to see his

profile, ask questions to his teacher and download softwares.

**D. Security Constraints**

There need to be certain constraints which have to be implemented on the database

as well as on the administrator in order to work properly the whole system, such as

declaring the primary key, or such constraints in order to keep the database work

properly.

**Some of such constraints are as follows:**

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**1.** Each user has a field called username which can be used to differentiate

between different users.

**2.** The administrator has his own password known to no one else to access a

unique page.

3. Only the administrator has the right to delete, modify users and questions.

4. Administrator has to first login to get access to myaccount part and modify

some data available in the website.

5. A new user cannot have same username and password as of some already

registered user.

6.When user or administrator click on logout the session of the user ends and he

has to again login using his/her username and password to access the same

functionality.

7. Checks are implemented so that the mandatory fields are filled by users when

the user is entering some information in the system.

8. Latest firewalls and other antivirus and anti hacking modules are to be used

with the website so as to protect the website from external attacks.

**FEASIBILTY STUDY**

From the inception of ideas for software system, until it is implemented and

delivered to customer and even after that the system undergoes gradual

developments and evaluations.

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The software is said to have life cycle composed of several phases.

At the feasibility stage, it is desirable that two or three different configuration will

be pursed that satisfy the key technical requirement but which represent different

level of ambition and cost.

Feasibility is the determination of whether or not a project is worth doing. A

feasibility study is carried out select a best system that mate performance

requirements.

The data collected during primary investigation examines system feasibilities that

is likelihood that the system will be beneficial to the organization. Four tests for

feasibility study are as follows:-

**Technical Feasibility:** This is concerned with specifying equipment and

software that w ill successfully satisfy the use considerably, but might

include

The feasibility to produce output in a given time because system is

fast enough to handle multiple users.

Response time under certain circumstances and ability to process a

certain volume of transaction of a particular speed.

Feasibility to communicate data to distant location.

**Economical Feasibility:** Economic analysis is the most frequently used

technique used for evaluating the effectiveness of a proposed system. More

commonly known as cost/benefit analysis the procedure is to determine the

benefits and savings that are expected from a proposed system and

compared them with cost. Though the cost of installing the system may

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appear high, it is one time investment. The resulting benefits is that

automation results in turnaround time. The resulting cost/benefit ratio is

favorable.

**Operational Feasibility :** It is mainly related to human organizational as

social aspects. The points to be considered are - The system interface is

standard, user friendly and provides extensive help. Hence no special

training is not required.

**Social Feasibility:** Social feasibility is determination of whether a

proposed project will be acceptable to people or not, So this project is

totally Social and Feasible

**SYSTEM ANALYSIS**

The Analysis model:

The analysis model must achieve three primary objectives:

To describe what the customer requires.

To establish the basis for the enhancement of a software design.

To define a set of requirements that can be validated once the software is

completely enhanced. The main elements of the analysis model are briefly

described below.

At the core of the model lies the ***data dictionary***, which is a repository that

contains descriptions of all the data objects consumed or produced by the

software .Three different diagrams surround the core.

The **entity relation diagram** depicts relationships between data objects.

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The **data flow diagram** provides an indication of how the data is

transformed as they move through the system.

The **state transition diagram** indicates how the system behaves as a

consequence of external events.

**DESIGN PHASE**

The design phase involves converting the informational, functional, and network

requirements identified during the initiation and planning phases into unified

design specifications that developers use to script programs during the

development phase. Program designs are constructed in various ways. Using a topdown

approach, designers first identify and link major program components and

interfaces, then expand design layouts as they identify and link smaller subsystems

and connections. Using a bottom-up approach, designers first identify and link

minor program components and interfaces, then expand design layouts as they

identify and link larger systems and connections.

Contemporary design techniques often use prototyping tools that build mock-up

designs of items such as application screens, database layouts, and system

architectures. End users, designers, developers, database managers, and network

administrators should review and refine the prototyped designs in an iterative

process until they agree on an acceptable design.

Designers should carefully document completed designs. Detailed

documentation enhances a programmer’s ability to develop programs and

modify them after they are placed in production. The documentation also helps

management ensure final programs are consistent with original goals and

specifications. Organizations should create initial testing, conversion,

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implementation, and training plans during the design phase. Additionally, they

should draft user, operator, and maintenance manuals.

For design of the website project:

1. First Database has to be designed which can be used to handle all the

requirements of the users.

2. The basic structure of the website has to be designed.

3. The main template to be used for the website is designed.

**DATA FLOW DIAGRAM**

***DATA FLOW DIAGRAM OF***

**ONLINE PLACEMENT CELL MANAGEMENT SYSTEM**

**ScreenShots**

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**Login Screen**

**Sign up Screen**

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Student

Entries

Admin Creates

Student

Database

Request

Form

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**Admin screen**

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**View Product screen of Admin**

**View order screen of Admin**

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Add Product screen of Admin

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Online clothes shopping system

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Online clothes shopping system

**Change Product screen of Admin**

Delete Product screen of Admin

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**About Us screen**

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Online clothes shopping system

**Contact Us screen**

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**User’s Profile screen**

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**Show product detail screen of User**

User’s View Order screen

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**TESTING**

**Software testing**

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Software testing is the process used to measure the quality of developed computer

software. Usually, quality is constrained to such topics as correctness,

completeness, security, but can also include more technical requirements as

described under the ISO standard ISO 9126, such as capability, reliability,

efficiency, portability, maintainability, compatibility, and usability. Testing is a

process of technical investigation, performed on behalf of stakeholders, that is

intended to reveal quality-related information about the product with respect to the

context in which it is intended to operate .

**White box, black box, and grey box testing**

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White box and black box testing are terms used to describe the point of view that a

test engineer takes when designing test cases. **Black box** testing treats the software

as a black-box without any understanding as to how the internals behave. Thus,

the tester inputs data and only sees the output from the test object. This level of

testing usually requires thorough test cases to be provided to the tester who then

can simply verify that for a given input, the output value (or behavior), is the same

as the expected value specified in the test case.

**White box** testing, however, is when the tester has access to the internal data

structures, code, and algorithms. For this reason, unit testing and debugging can be

classified as white-box testing and it usually requires writing code, or at a

minimum, stepping through it, and thus requires more skill than the black-box

tester. If the software in test is an interface or API of any sort, white-box testing is

almost always required.

In recent years the term grey box testing has come into common usage. This

involves having access to internal data structures and algorithms for purposes of

designing the test cases, but testing at the user, or black-box level. Manipulating

input data and formatting output do not qualify as grey-box because the input and

output are clearly outside of the black-box we are calling the software under test.

This is particularly important when conducting integration testing between two

modules of code written by two different developers, where only the interfaces are

exposed for test.

**Grey box** testing could be used in the context of testing a client-server

environment when the tester has control over the input, inspects the value in a

SQL database, and the output value, and then compares all three (the input, sql

value, and output), to determine if the data got corrupt on the database insertion or

retrieval.

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**Verification and Validation**

Software testing is used in association with verification and validation (V&V).

*Verification* is the checking of or testing of items, including software, for

conformance and consistency with an associated specification. Software testing is

just one kind of verification, which also uses techniques such as reviews,

inspections, and walkthroughs. *Validation* is the process of checking what has

been specified is what the user actually wanted.

Verification: Have we built the software right? (i.e. does it match the

specification).

Validation: Have we built the right software? (i.e. Is this what the customer

wants?)

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Level of testing

**Unit testing** tests the minimal software component, or module. Each unit

(basic component) of the software is tested to verify that the detailed design

for the unit has been correctly implemented. In an Object-oriented

environment, this is usually at the class level, and the minimal unit tests

include the constructors and destructors.

**Integration testing** exposes defects in the interfaces and interaction

between integrated components (modules). Progressively larger groups of

tested software components corresponding to elements of the architectural

design are integrated and tested until the software works as a system.

**Functional testing** tests at any level (class, module, interface, or system)

for proper functionality as defined in the specification.

**System testing** tests a completely integrated system to verify that it meets

its requirements.

**System integration testing** verifies that a system is integrated to any

external or third party systems defined in the system requirements.

**Acceptance testing** can be conducted by the end-user, customer, or client to

validate whether or not to accept the product. Acceptance testing may be

performed as part of the hand-off process between any two phases of

development.

***Alpha testing*** is simulated or actual operational testing by potential

users/customers or an independent test team at the developers' site.

Alpha testing is often employed for off-the-shelf software as a form

of internal acceptance testing, before the software goes to beta

testing.

***Beta testing*** comes after alpha testing. Versions of the software,

known as beta versions, are released to a limited audience outside of

the company. The software is released to groups of people so that

further testing can ensure the product has few faults or bugs.

Sometimes, beta versions are made available to the open public to

increase the feedback field to a maximal number of future users.

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It should be noted that although both Alpha and Beta are referred to as testing it is

in fact use immersion. The rigors that are applied are often unsystematic and many

of the basic tenets of testing process are not used. The Alpha and Beta period

provides insight into environmental and utilization conditions that can impact the

software.

After modifying software, either for a change in functionality or to fix defects, a

regression test re-runs previously passing tests on the modified software to ensure

that the modifications haven't unintentionally caused a *regression* of previous

functionality. Regression testing can be performed at any or all of the above test

levels. These regression tests are often automated.

**SMOKE TESTING**

**Smoke testing** is a term used in plumbing, woodwind repair, electronics, and

computer software development. It refers to the first test made after repairs or first

assembly to provide some assurance that the system under test will not

catastrophically fail. After a *smoke test* proves that the pipes will not leak, the keys

seal properly, the circuit will not burn, or the software will not crash outright, the

assembly is ready for more stressful testing.

In plumbing, a *smoke test* forces actual smoke through newly plumbed pipes

to find leaks, before water is allowed to flow through the pipes.

In woodwind instrument repair, a smoke test involves plugging one end of

an instrument and blowing smoke into the other to test for leaks. (This test

is no longer in common use)

In electronics, a *smoke testing* is the first time a circuit is attached to power,

which will sometimes produce actual smoke if a design or wiring mistake

has been made.

In computer programming and software testing, *smoke testing* is a

preliminary to further testing, which should reveal simple failures severe

enough to reject a prospective software release. In this case, the smoke is

metaphorical.

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**IMPLEMENTATION PHASE**

The implementation phase involves installing approved applications into

production environments. Primary tasks include announcing the implementation

schedule, training end users, and installing the product. Additionally,

organizations should input and verify data, configure and test system and

security parameters, and conduct post-implementation reviews. Management

should circulate implementation schedules to all affected parties and should

notify users of any implementation responsibilities.

After organizations install a product, pre-existing data is manually input or

electronically transferred to a new system. Verifying the accuracy of the input

data and security configurations is a critical part of the implementation process.

Organizations often run a new system in parallel with an old system until they

verify the accuracy and reliability of the new system. Employees should

document any programming, procedural, or configuration changes made during

the verification process.

For implementation of the website project:

1. The website can be installed on a computer or a server which has PHP

and MYSQL installed in it.

2. The owners of the website are to be properly trained to use all the features

of the website, giving details of each features of the website.

3. To show the accuracy of the website and conformance of the website to

the requirements of the owners or users of the website.

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**TEST PLAN**

The testing phase requires organizations to complete various tests to ensure the

accuracy of programmed code, the inclusion of expected functionality, and the

interoperability of applications and other network components. Thorough testing

is critical to ensuring systems meet organizational and end-user requirements. Test

plans created during initial project phases enhance an organization’s ability to

create detailed tests.

A bottom-up approach tests smaller components first and progressively adds and

tests additional components and systems. A top-down approach first tests major

components and connections and progressively tests smaller components and

connections.

Bottom-up tests often begin with functional (requirements based) testing.

Functional tests should ensure that expected functional, security, and internal

control features are present and operating properly. Testers then complete

integration and end-to-end testing to ensure application and system components

interact properly. Users then conduct acceptance tests to ensure systems meet

defined acceptance criteria. Organizations should review and complete user,

operator, and maintenance manuals during the testing phase. Additionally, they

should finalize conversion, implementation, and training plans.

For testing of the website:

1. All the features of the website are tested by running each function

available in the website.

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2. The results of the tests conducted on the website are analyzed

properly.Only after getting satisfactory results of testing the website can

be uploaded on the network i.e. internet.

**MAINTENANCE**

The maintenance phase involves making changes to hardware, software, and

documentation to support its operational effectiveness. It includes making

changes to improve a system’s performance, correct problems, enhance security,

or address user requirements. To ensure modifications do not disrupt operations

or degrade a system’s performance or security, organizations should establish

appropriate change management standards and procedures.

Routine changes are not as complex as major modifications and can usually be

implemented in the normal course of business. Routine change controls should

include procedures for requesting, evaluating, approving, testing, installing, and

documenting software modifications.Maintaining accurate, up-to-date hardware

and software inventories is a critical part of all change management processes.

Management should carefully document all modifications to ensure accurate

system inventories. Management should coordinate all technology related

changes through an oversight committee and assign an appropriate party

responsibility for administering software patch management programs. Quality

assurance, security, audit, regulatory compliance, network, and end-user

personnel should be appropriately included in change management processes.

Risk and security review should be done whenever a system modification is

implemented to ensure controls remain in place.

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For maintenance of the website:

1. The database has to be updated regularly according to new available

information.

2. Redundant and false information must be removed from the database.

3. Newer version of PHP and MYSQL can be used for up gradation of

website and to improve the overall performance of the system.

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**FUTURE ENHANCEMENTS**

We can have a Website that will cover whole India giving details of Arts created

by persons.

The On Line Placement System website will have the prominent features

including:

Providing online Placement Record through our site.

Providing personalized inbox to the user.

Providing video conferencing with the Artists

Providing links to news which will elaborate more information about

them.

Providing Ajax technology refreshing In our website.

**Conclusions and Bibliography**

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**Conclusions**

We have successfully implemented the site ‘On Line Clothes Shopping System’.

With the help of various links and tools, we have been able to provide a site which

is live and running on the web. We have been successful in our attempt to take

care of the needs of both the customers as well as the administrator. Finally we

hope that this will go a long way in popularizing the organization and making it’s

work of enrollment, keeping track of Artist’s Arts, problem solving, etc much

more efficient.

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