Tribhuvan University

Faculty of Humanities and Social Sciences

ONLINE SHOPPING SYSTEM

A PROJECT REPORT

Submitted to

Department of Computer Application

Southwestern State College, Basundhara, Kathmandu

In partial fulfillment of the requirements for the Bachelor in Computer Application

Submitted by

Rijan Manandhar

TU Registration No: 6-2-530-53-2022

Feb, 2025

Under the supervision of

Bikash Parajuli

Tribhuvan University

Faculty of Humanities and Social Sciences

Southwestern State College

Supervisor's Recommendation

I hereby recommend that this project is prepared by **Rijan Manandhar (6-2-530-53-2022)** under my supervision by **Bikash Parajuli** entitled **"Online Shopping System (Web Application for Online Shopping)"** in partial fulfillment of the requirements for the degree of Bachelor of Computer Application be processed for the evaluation.

……………………………

Mr. Bikash Parajuli

Supervisor

BCA Department

Southwestern State College

Basundhara, Kathmandu

Tribhuvan University
Faculty of Humanities and Social Sciences
Southwestern State College

LETTER OF APPROVAL

This is to certify that this project is prepared by **RIJAN MANANDHAR (6-2-530-53-2022)** entitled **"Online Shopping System (Web application for online shopping)"** in partial fulfillment of the requirements for the degree of Bachelor in Computer Application has been evaluated. In our opinion it is satisfactory in the scope and quality as a project for the required degree.

------------------------ Mr. Kiran Ghimire BCA Department Head Southwestern State College Basundhara, Kathmandu	------------------------ Mr. Bikash Parajuli Project Supervisor Southwestern State College Basundhara, Kathmandu
------------------------ Mr. Ravi Chapagain Academic Head Southwestern State College Basundhara, Kathmandu	------------------------ External Examiner

ABSTRACT

This report presents an online shopping system that allows users to register, login and view products for daily use more conveniently. The report outlines the purpose, scope and methodology of the project. The purpose of the system is to provide the users a simple user interface to view products related to day-to-day goods and it can be used by every user. For the system analysis, background study and literature review of the existing system is also done. I have reviewed some of the existing systems and got to know that their user interface is not that simple to use. So, this system is developed with the goal of providing simple user interface. There are two actors in this system which user and admin. User can register, login, view products, add to cart, payments and edit account. Admin can login, create products, read products, update products, delete products, generate reports and edit account. After knowing the requirements, a design of the system is made with the help of 'Figma' software. And the system is then developed using HTML, CSS and JavaScript, PHP and MySQL. Some of the tools used for the development of the system are 'draw.io' for making charts and diagram, 'wireframe.cc' for wire-framing, visual studio code for coding etc. And the model used for developing the system is waterfall model as the requirements of the system is quite clear. The time taken to complete this project is about 3 months. The report concludes by highlighting the system's usability, security, and overall functionality.

ACKNOWLEDGEMENT

This report is an attempt to present the "Online Shopping System" project, which has been prepared as part of the partial fulfillment of the requirements for the Degree of Bachelor in Computer Applications (BCA). The successful completion of this project is the result of consistent cooperation, guidance, and support from several individuals and institutions.

First of all, I would like to express my deepest gratitude to academic supervisor, **Mr. Bikash Parajuli**, for his invaluable guidance, constructive feedback, and consistent encouragement throughout the development of this project. His insights and expertise have greatly contributed to shaping this work, and his constant support has been instrumental in overcoming challenges along the way.

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I would like to extend my heartfelt appreciation to all my professors, peers, and friends for their constant motivation and assistance during the development process. Their unwavering support, whether in sharing knowledge or providing moral support, has played a crucial role in the completion of this project.

Finally, I am grateful to my family for their continuous love and support, which gave me the strength and perseverance to carry this work to completion.

This project would not have been possible without the collective effort of all the individuals mentioned above, and I am sincerely thankful to everyone who contributed in one way or another.

With Regards,
Rijan Manandhar
TU Registration No: 6-2-530-53-2022

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LIST OF ABBREVIATIONS

OSS: Online Shopping System

CSS: Cascading Style Sheets

HTML: Hypertext Markup Language

MySQL: My Structured Query Language

PHP: Hypertext Preprocessor

CHAPTER 1: INTRODUCTION

1.1. Introduction

This Online Shopping System is a web-based platform designed to facilitate products view and add to cart for buying products among users. The system is provided with a user-friendly interface with a homepage serving as the gateway to its functionalities. Users access the system through a secure login page, with users required to register beforehand. This login process ensures only authorized individuals can access the system, enhancing security and privacy.

Admin can have login page that redirects to admin dashboard which will help to add, delete or modify products as per requirements. And once there is successful login, users are directed to their user dashboard, offering a comprehensive suite of tools for viewing product categories and items that have been added to cart for further payment. The dashboard features a dynamic category management system, allowing users to add, delete, and view products for buying them effortlessly. This functionality empowers users to customize their shopping experience according to their specific needs and preferences. Moreover, the system includes a robust report generator, enabling admin to generate detailed reports summarizing user activities of products for daily use activities over a specified period. These reports provide users that has added items to cart that have been waiting for payment lists more effectively.

Behind the scenes, the Online Shopping System is developed using PHP as the backend language, ensuring robust functionality and seamless data processing. HTML, CSS and JavaScript are utilized for frontend development, leveraging UI/UX design principles to deliver an intuitive and visually appealing user interface. Additionally, Figma is employed for designing, facilitating collaborative designs processes and ensuring the final product meets the highest standards of user experience. The system's data is stored and managed efficiently using MySQL, ensuring reliability, scalability, and data integrity Overall, the Online Shopping System offers a comprehensive path for shopping products for daily use, combining intuitive design with powerful functionality to streamline shopping experience among various user categories.

1.2. Problem Statement

Online shopping in Nepal has been growing steadily over the past few years, but it still faces numerous challenges that make it difficult for consumers to enjoy a seamless and reliable experience. While rapid digital transformation is going on, with more people having smartphones and access to the internet, several barriers prevent many Nepalese people from fully embracing online shopping. This has been a key concern regarding inconsistency and unreliability of connectivity in rural and remote regions. Although cities like Kathmandu are relatively well-endowed with high-speed internet connectivity, rural communities are badly served, often with crawling internet speeds and frequent outages. This has made people in the areas other than metropolitan cities either avoid online shopping or face difficulty while accessing the e-commerce platforms. Another major problem exists in terms of consumer trust in online shopping portals. People are more skeptical about the authenticity of products sold online, with a general perception of having little regulation in the e-commerce sector in Nepal. Many consumers worry that they will be deceived by selling fake or low-quality products; there are those who have had disappointing online shopping experiences, which even ruins the trust. Without clear and precise product information, detailed description, and reviews of products, it is difficult for customers to take part in informed buying. This is the reason why the Nepalese are mostly hesitant to shop online, especially for categories like electronics, clothes, and accessories, due to the fear of getting counterfeit or low-quality goods. Besides this, despite increasing mobile wallets and digital modes of paying for purchases, COD remains the most preferred mode of payment for many Nepalese customers. While COD is convenient, it also has its own set of challenges. For one, COD can delay the order fulfillment process since consumers pay only upon delivery. This often leads to disputes and further aggravates the process for both sellers and buyers. To sum up, though online shopping in Nepal is gaining popularity, it faces several challenges in making the consumer experience complete: from unreliable internet access, a lack of consumer trust, and limited payment options to geographical barriers, poor customer service, and problems in logistics related to delivery. All these issues combined have made online shopping less attractive to most people in Nepal, especially beyond urban areas. In general, what the online shopping business in Nepal needs is improvement in infrastructure, better and more reliable delivery systems, better customer service across the country.

1.3. Objectives

The main objective of this project work is to design an online shopping system which among others will be able to achieve the following targets:

- To generate reports of products
- To allow user to view products and add to cart
- To facilitate user for shopping right products easily

1.4. Scopes and Limitations

Scopes

This Online Shopping System is designed to run on a localhost in personal system can be extensive, especially in terms of understanding the core functionalities and how they contribute to an overall e-commerce platform. By building such a system one can ensure to gain hands-on experience in web development technologies such as HTML, CSS, JavaScript, and server-side scripting languages like PHP as well as working with databases like MySQL. The system will allow for essential features like user registration, product browsing, shopping cart management, order placement, and payment integration. Since the project will be hosted locally, it can have complete control over the development environment, ensuring full customization of user interfaces, product catalogs, and payment systems. This project will also help to understand important concepts in database management, authentication, security, and basic e-commerce workflows, all of which are essential skills in modern web development.

Limitations

While developing an online shopping system on a localhost offers numerous learning opportunities, it also comes with several limitations. The most obvious limitation is the lack of internet access for users outside of local machine. Since the system will only run on personal computer, it will not be accessible to external users unless deployed on a public server, meaning it cannot be tested by a real-world audience.

Furthermore, the system will not be equipped with essential features such as secure payment gateways, real-time inventory management, or integration with third-party services for delivery and logistics. The security features such as HTTPS, user data encryption, and protection against cyber threats would also be limited on a local setup, leaving your system vulnerable to potential risks.

1.5. Report Organization

This report is about "Online Shopping System" is a web-based application which contains the details about the various activities which is done while doing this project having 5 chapters.

Chapter 1

This chapter is discussed on introduction of the project which has several parts such as overview, problem statement, objectives, scopes and limitations and report organization.

Chapter 2

It contains the information about the background study of the system. It also includes the literature review.

Chapter 3

This chapter addresses the Analysis section of the report, which encompasses System Analysis, including both Requirement and Feasibility analyses. The requirements are categorized into functional and non-functional aspects, while the Feasibility study examines the system's Technical, Economic, and Operational viability, along with scheduling considerations. It also includes the ER-diagram and DFD to represent the conceptual design of the system and data flow. Furthermore, the system design covers architectural design, database schema design, and interface design, with a particular focus on User Interface design, which emphasizes the interaction between users, admin and the system.

Chapter 4

This chapter shows the implementation part which includes tools used like: CASE tools, database platforms.

It also includes testing like unit testing and system testing. It covers test cases for user login, register.

Chapter 5

This chapter is the last chapter that highlights outcomes, conclusion of the entire project.

It also includes further recommendations.

CHAPTER 2: BACKGROUND STUDY AND LITERATURE REVIEW

2.1. Background Study

The background study for the Online Shopping System project report outlines the motivation and context behind creating a web application for efficiently managing and keeping product viewing and using with proper user experience in shopping sites. It highlights the growing need for individuals to go to shopping ecommerce sites for buying products as per needs in an increasingly complex and cashless world. The report emphasizes the challenges faced by common people and small business owners, such as in Nepal, the online shopping experience is still relatively underdeveloped compared to more advanced economies, posing several challenges for consumers. One of the primary issues is the lack of reliable internet access, especially in rural and remote areas, which restricts the ability of people to browse, shop, or make payments online. While urban areas like Kathmandu have better connectivity, users in rural regions still face slow internet speeds and occasional outages. Additionally, many Nepali consumers lack sufficient trust in online shopping platforms, often due to concerns about the authenticity of products, fraud, and the absence of transparent return or refund policies.

To address the issues faced by users in shopping products in their day-to-day life, this Online Shopping System was developed as a solution. The web application is designed to simplify the process of logging and viewing all kinds of products as per needs, providing users with having good viewing ecommerce shopping sites with good UI design. The primary objectives of the project are to offer an intuitive, user-friendly interface that allows users to easily login to system by doing register and going to homepage of shopping sites and choose the product that they need easily and more effectively. Additionally, the system aims to provide tools such as adding to cart, payments for products. Additionally, the system will include essential features like product categorization, search filters, and a simple admin panel to manage products, users, and orders.

2.2. Literature Review

I had researched the existing system which helped us to know what to include and what to exclude in our system by studying their strengths and weakness. The aim of this study is to find out how the system works and also to find the areas for improvements. I studied the existing platforms like "Okdam.com", "Muncha" and "Socheko" to develop our system. By studying this system what I got to know is that they have lots of features but the user interface is not that friendly. Normal user can face lots of difficulties while using their system. So, our try is to provide a simple user interface which can help user with less technical literacy can also use the system.

2.2.1 Existing Systems

a. Okdam.com

Okdam.com is a definitive online shopping goal for Nepal offering totally bother free shopping background through secure and trusted portals. We offer you in popular and unique shopping experience with all your most loved brands and that's just the beginning. Customers never again need to hold up in traffic, expect rebate and invest hours searching for the products and services that they need. All it takes is a couple of snaps and a couple of moments to find the product and to put order(s) at OkDam [1]. Ok Dam exhibits items from all classes, for example, Fashion, clothing, footwear, ornaments, gadgets, Kitchen Appliances, Home Appliances, Furniture, Accessories, Health Care, Machinery, Sports & Fitness, beauty products, Send Gifts to Nepal and as yet tallying! Our collection consolidates the most trending in the fashion lists as well as the all-time high demands. Our items are only chosen for you. We, at OkDam, have all that you require under one umbrella.

b. Muncha

The concept was new and came with a lot of obstacles and issues. The starting of www.munchahouse.com made a way of shopping online accessible, and glamorous to Nepalese in and outside Nepal, which was previously impossible. Over time, munchahouse.com changed to muncha.com from brevity reasons. It also introduced photo-sites in 2002 [2]. The photo-sites were exclusive to registered customers (Agrawal, 2016). With the influence and arrival of the latest technology from neighboring countries, as well as from abroad, Nepal is on the path of success through e-commerce. Online shopping is taking the Nepalese market by storm facilitated by fast speed inexpensive 3G and 4G

internet technology provided by the local service providers. Similarly, the convenient modes of payments and user-friendly, as well as interactive shopping apps are further paving a pathway to unprecedented growth in the e-commerce sector. The growth in the information technology sectors and the increasing number of young human resources in information technology sector directly created more opportunities for the growth of e-Commerce in Nepal [3]. The status of e-commerce in Nepal seems promisingly good. Many users are attracted to online shopping and using online services.

c. Socheko

Socheko.Com has aimed to provide you one stop solution for your all need. Now a days internet has been most common and part of our life. We are searching for products of our need but we cannot manage time to go and get it [4]. Sometime we don't find that in our market, getting to market in now any many challenges like traffic jam parking and so on. Even we go to market its not sure that we'll find the store or the price we are paying is genuine or not. "Socheko" is solution for all this you will get right product on right way exactly at your door step [5]. We at "Socheko" don't commit we'll sale our product on cheaper price than other because we don't believe on price war, we are more committed on quality. In other word we can say that we'll take right price for right product.

CHAPTER 3: SYSTEM ANALYSIS AND DESIGN

3.1. System Analysis

3.1.1 Requirement Analysis

i. Functional Requirements:

- The user shall be able to register and login.

- The users shall be able to view products

- The user shall get to payment section if required

- The admin shall be able to create, read, update, delete products

- The admin shall be able to generate the reports.
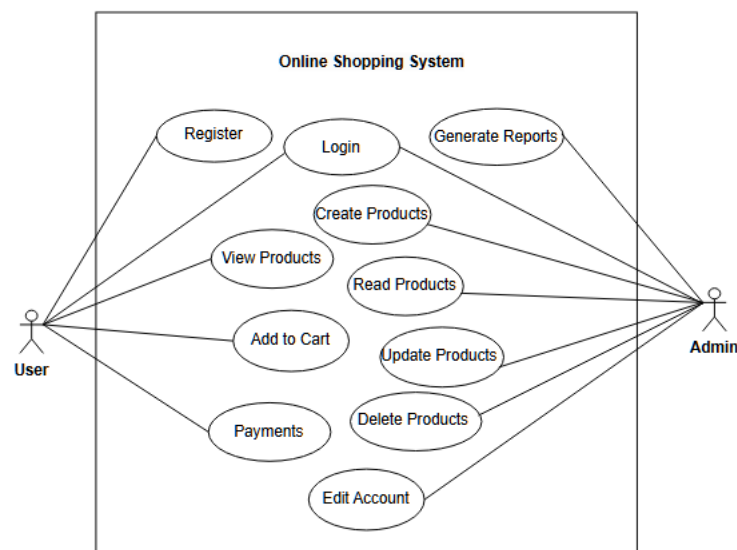
Use-case Diagram

Figure 1: Use-case Diagram of Online Shopping System

ii. Non-functional Requirement:

- The system must have simple user interface.

- The system must be secured.

- The system must have a good response.

- The system must be simple to use and view products.

3.1.2 Feasibility Analysis

i. Technical Feasibility

Technical feasibility helps to evaluate whether the project is technically feasible or not which includes hardware, software and other technologies. The software and hardware requirements are given below in tables:

Table 1: Software Requirements for Online Shopping System

SN	Software	Purpose
1	Visual Studio Code	Code Editor
2	DBMS	Store data and information
3	Microsoft Word	Documentation
4	Snipping Tool	Screenshots
5	Draw.io	Drawing images

Table 2: Hardware Requirements for Online Shopping System

SN	Hardware Requirements	Specification
1	Processor	Intel core i3 2.0 GHz or higher
2	RAM	2 GB or higher

ii. Operational Feasibility

The operational feasibility is studied to know the system can be deployed and operated successfully or not. The system is web-based, so it is platform independent which needs to be accessed through using different platforms.

iii. Economical Feasibility

The materials used in developing the system are mostly free and most software can be used under fair use. So, the project is economically feasible.
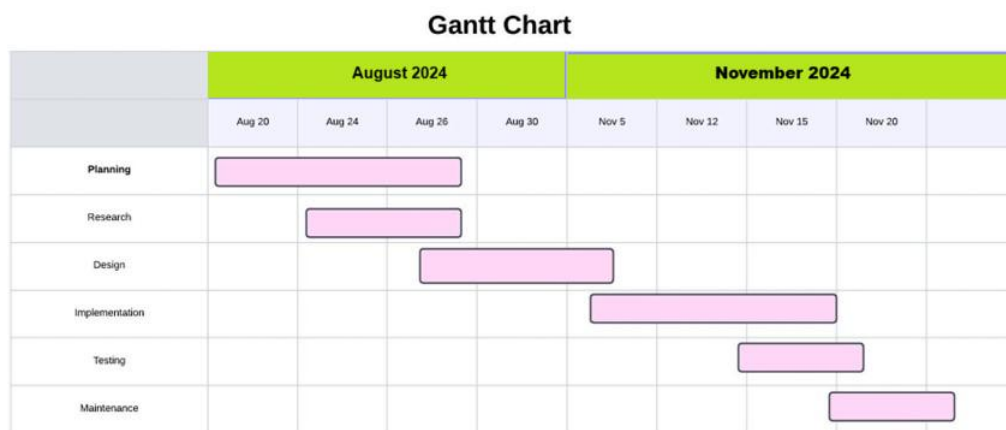
iv. Schedule Feasibility

The project is scheduled in following way:

Figure 2: Gantt Chart of Online Shopping System

3.1.3. Data Modelling
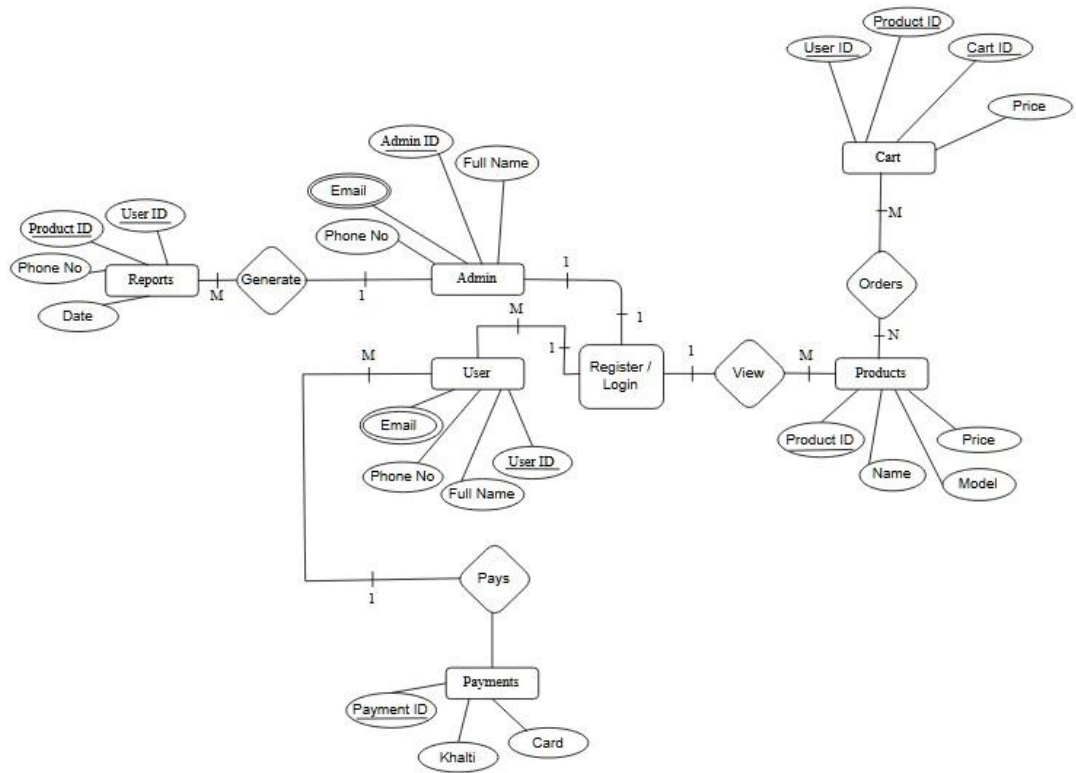
Figure 3: ER-Diagram of Online Shopping System

3.1.4. Process Modelling (DFD)

1. **Level-0/Context Diagram**

Figure 4: Level-0 DFD of Online Shopping System
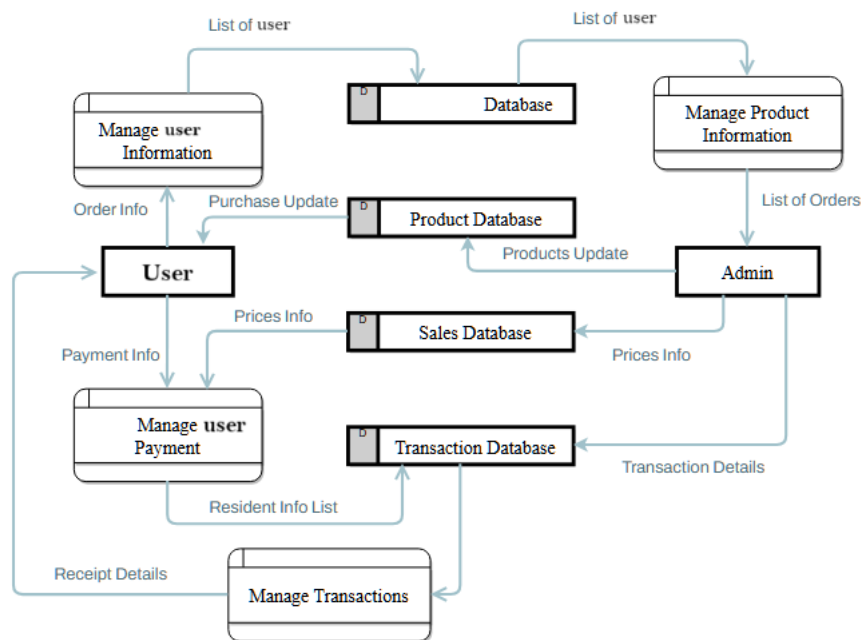
2. **Level-1 /Context Diagram**

Figure 5: Level-1 DFD of Online Shopping System

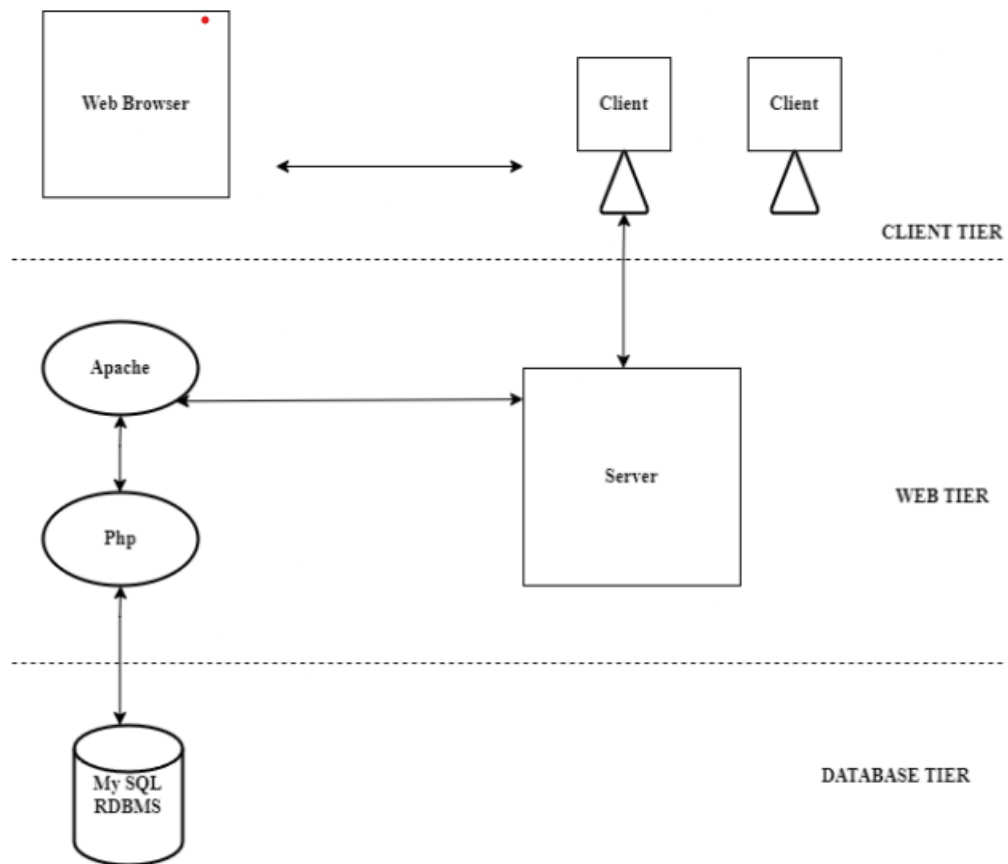## 3.2. System Design

3.2.1. Architectural Design

Figure 6: Architectural Design of Online Shopping System
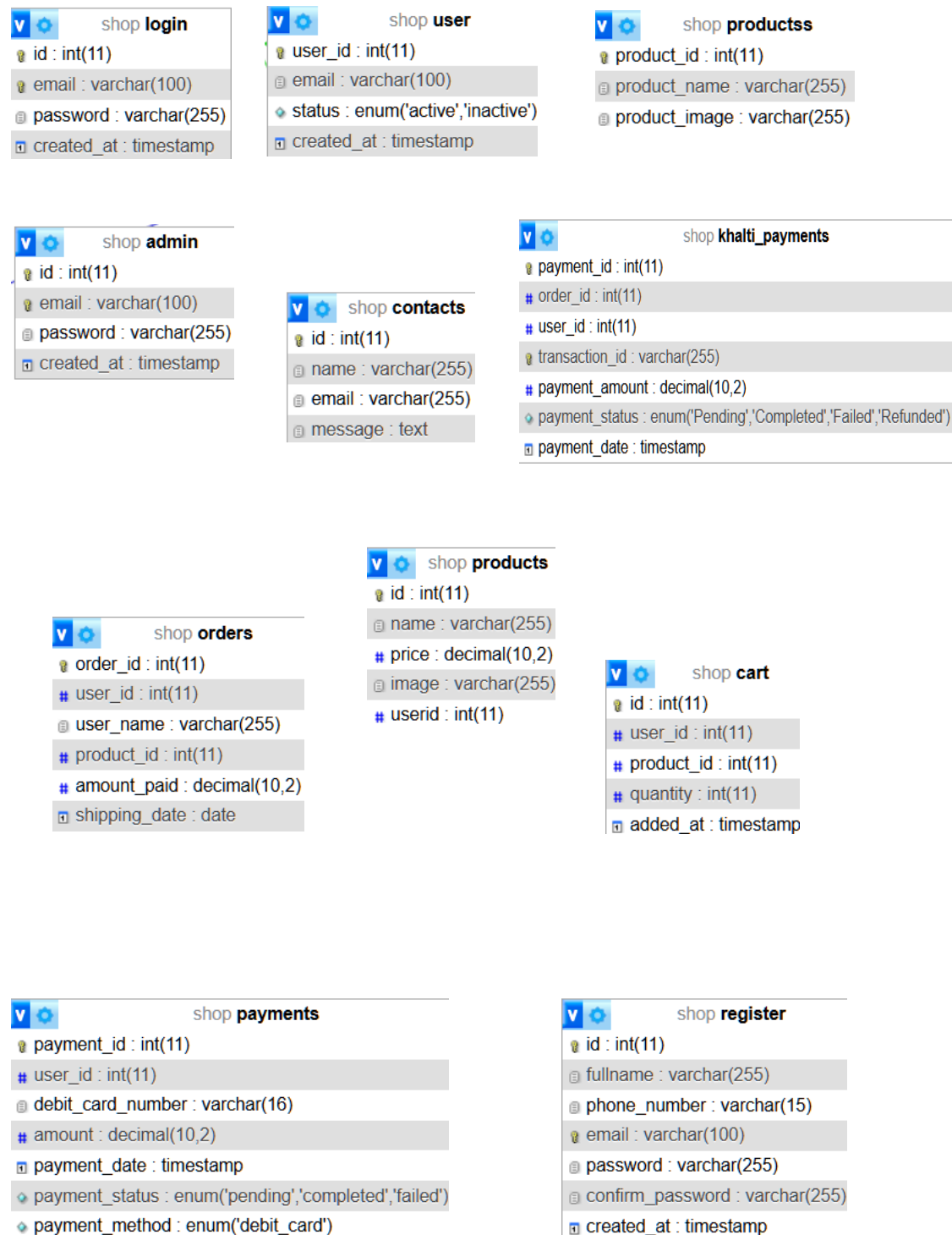
3.2.2. Database Schema Design

shop login
- id : int(11)
- email : varchar(100)
- password : varchar(255)
- created_at : timestamp

shop user
- user_id : int(11)
- email : varchar(100)
- status : enum('active','inactive')
- created_at : timestamp

shop productss
- product_id : int(11)
- product_name : varchar(255)
- product_image : varchar(255)

shop admin
- id : int(11)
- email : varchar(100)
- password : varchar(255)
- created_at : timestamp

shop contacts
- id : int(11)
- name : varchar(255)
- email : varchar(255)
- message : text

shop khalti_payments
- payment_id : int(11)
- order_id : int(11)
- user_id : int(11)
- transaction_id : varchar(255)
- payment_amount : decimal(10,2)
- payment_status : enum('Pending','Completed','Failed','Refunded')
- payment_date : timestamp

shop products
- id : int(11)
- name : varchar(255)
- price : decimal(10,2)
- image : varchar(255)
- userid : int(11)

shop orders
- order_id : int(11)
- user_id : int(11)
- user_name : varchar(255)
- product_id : int(11)
- amount_paid : decimal(10,2)
- shipping_date : date

shop cart
- id : int(11)
- user_id : int(11)
- product_id : int(11)
- quantity : int(11)
- added_at : timestamp

shop payments
- payment_id : int(11)
- user_id : int(11)
- debit_card_number : varchar(16)
- amount : decimal(10,2)
- payment_date : timestamp
- payment_status : enum('pending','completed','failed')
- payment_method : enum('debit_card')

shop register
- id : int(11)
- fullname : varchar(255)
- phone_number : varchar(15)
- email : varchar(100)
- password : varchar(255)
- confirm_password : varchar(255)
- created_at : timestamp

Figure 7: Database Schema Design of Online Shopping System

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3.2.3. Interface Design

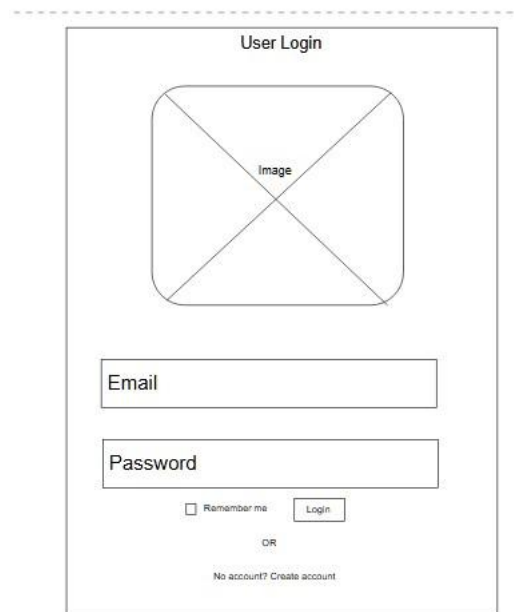**Home Page**
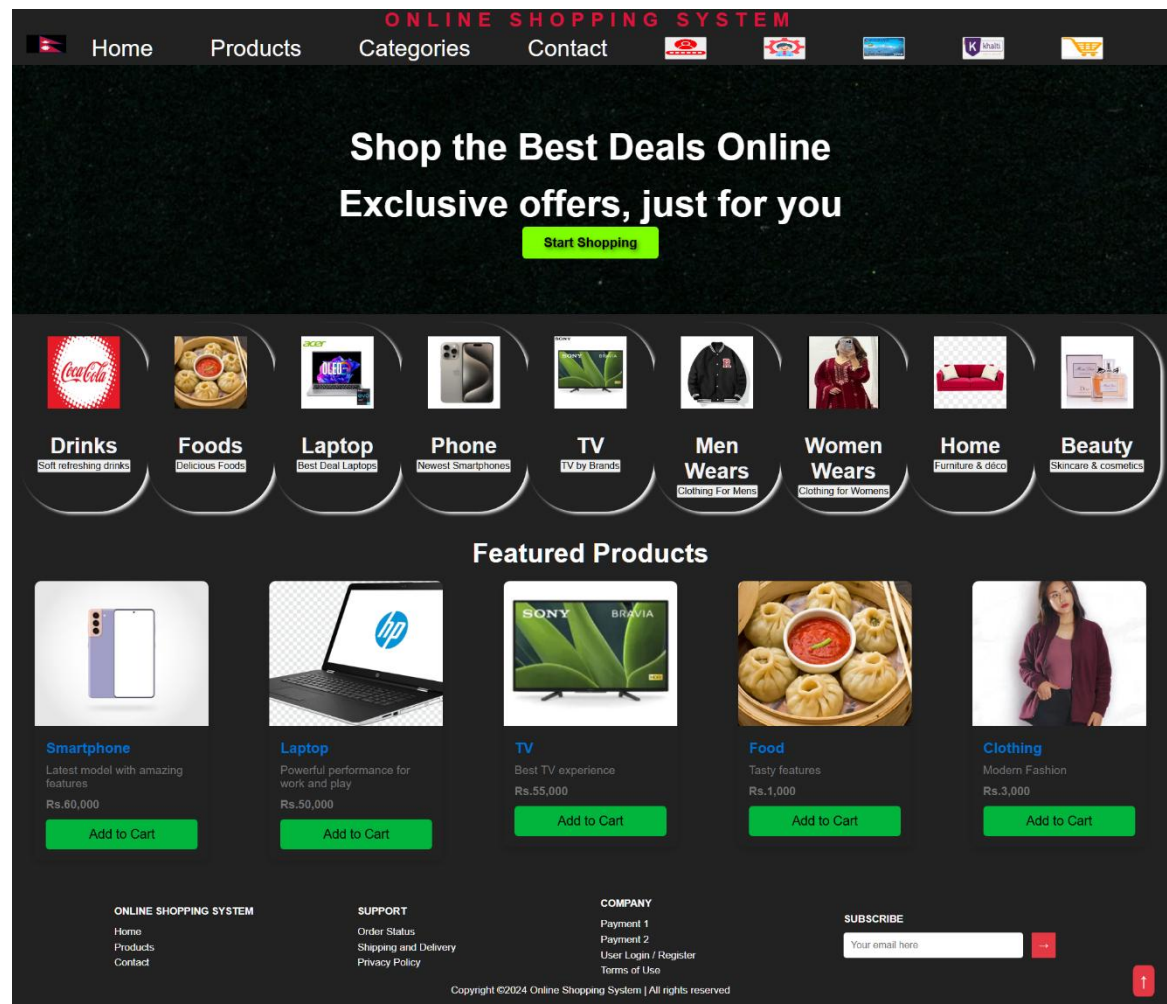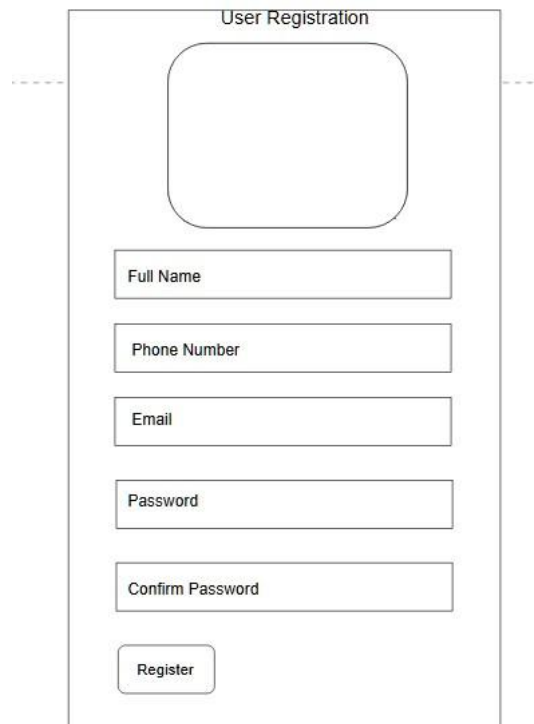
Figure 8: Home Page of Online Shopping System

3.2.4. Physical DFD

1. Register Page
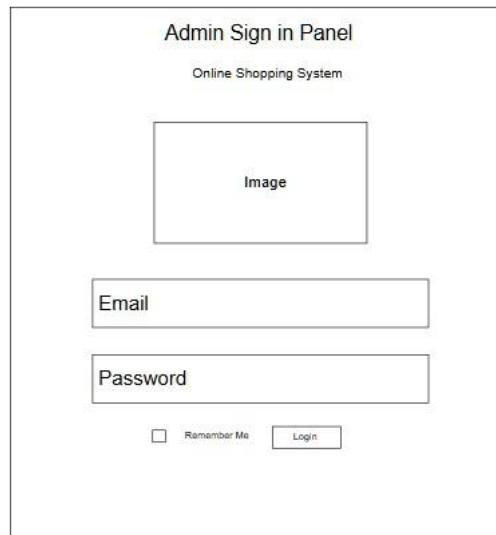
Figure 9: Wireframe of Register Page of Online Shopping System

2. Login Page

Figure 10: Wireframe of User Login Page of Online Shopping System

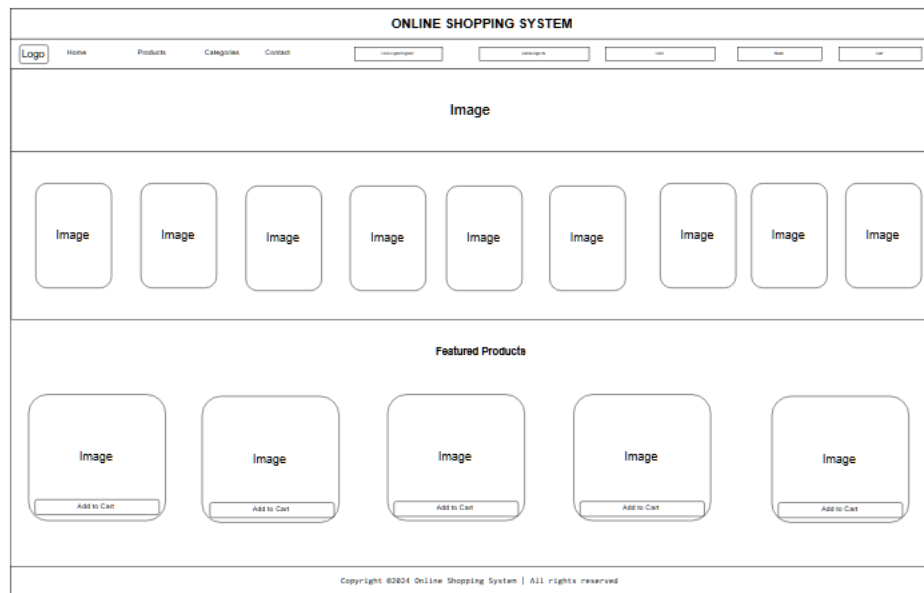**Figure 11: Wireframe of Admin Login Page of Online Shopping System**

3. Home Page

Figure 12: Wireframe of Home Page of Online Shopping System
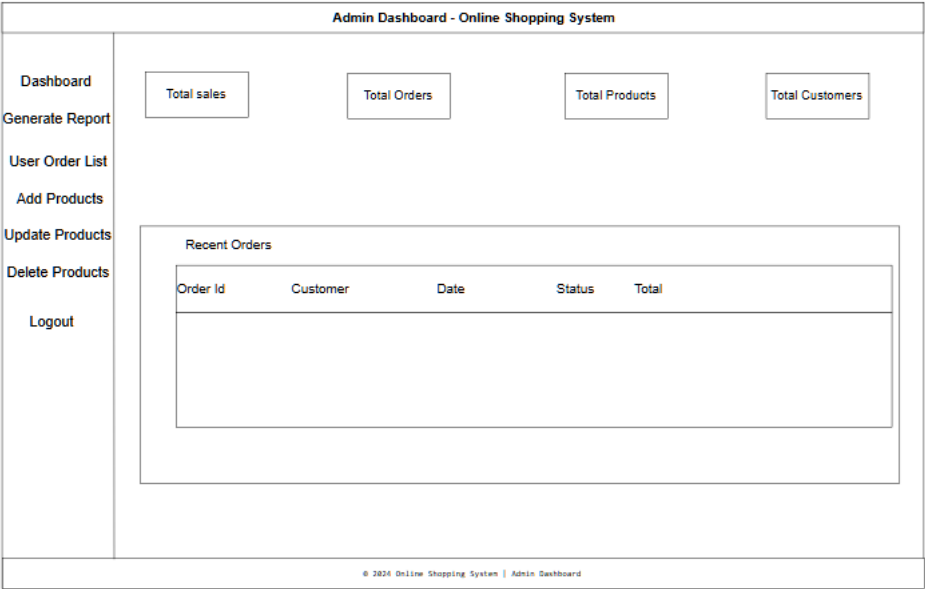
4. Dashboard

Figure 13: Wireframe of Admin Dashboard of Online Shopping System
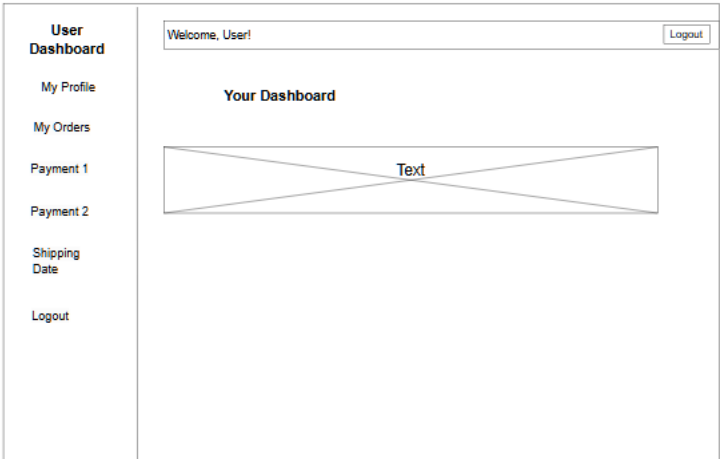

Figure 14: Wireframe of User Dashboard of Online Shopping System

CHAPTER 4: IMPLEMENTATION AND TESTING

4.1. Implementation

In this Phase, theoretical design is turned into practice i.e. working system. The most crucial stage in achieving a new successful system and in giving confidence on the new system for the users that it will work efficiently and effectively. The system can be implemented only after thorough testing is done and if it is found to work according to the specification.

4.1.1. Tools Used

  i.   **Waterfall Model:**

       To implement the project "Online Shopping System", this system will be using the waterfall model (outcome of one phase acts as input for next phase). This project's description are stable. Since we have well known, simple and fixed requirements this waterfall model fits best for the software development. Thia model is simple and user friendly. The phases are processed and finished one at a time in this model, and overlapping does not occurs. It works well for smaller tasks with well-defined sequences.
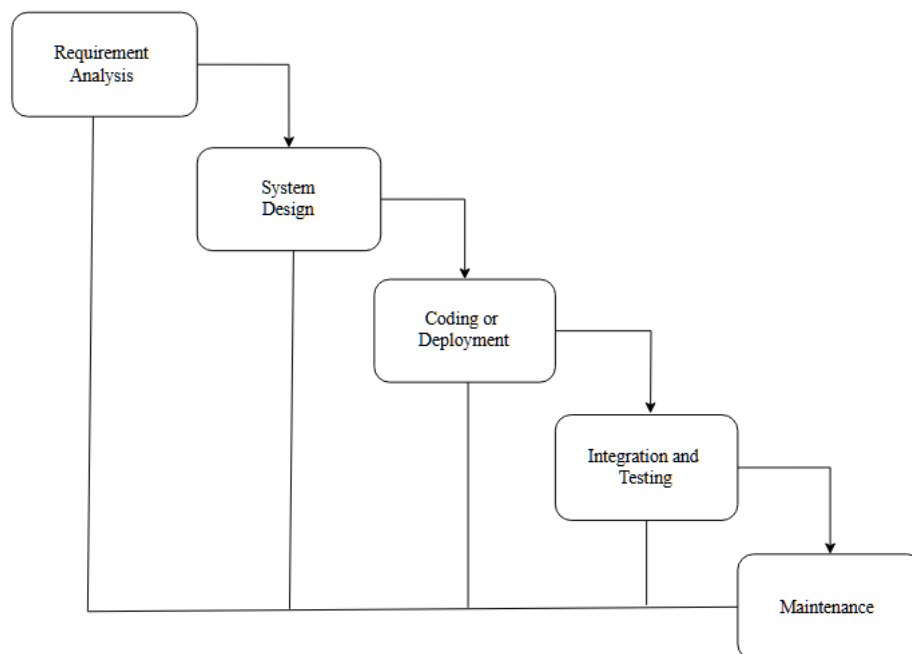

Figure 15: Waterfall Model of Online Shopping System

 ii.   **HTML:** HTML (Hyper Text Markup Language) is the standard language used to create and structure content on the web. HTML is the skeleton that gives every

webpage structure. In this project, HTML is used to add paragraphs, headings, images and links to a webpage.

iii. **CSS:** Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language. Along with HTML and JavaScript, CSS is a foundation used by most websites to create visually engaging webpages, user interfaces for web applications, and user interface for many mobile applications. It is primarily designed to allow the separation of document content from document presentation, including aspects such as layout, colors, and fonts.

iv. **JavaScript:** JS (JavaScript) is a lightweight, interpreted programming language. It is designed for creating network-centric applications. It is complimentary to and integrated with Java. JavaScript is very easy to implement because it is integrated with HTML. It is open and cross-platform.

v. **PHP:** PHP stands for Hypertext Preprocessor. It is a server-side scripting language that powers some of the most popular websites in the world, including Word Press and Facebook. It is open source relatively easy to learn, and works perfectly with MySQL, making it a popular choice for web developers. It is especially suited for Web development and it can be embedded with HTML.

vi. **MySQL:** Every web application requires a database for storing collected data. MySQL is opensource and the world's most popular database management system. MySQL is a database system that runs on a server. It is very fast, reliable, and easy to use. MySQL is developed, distributed, and supported by Oracle Corporation.

vii. **Apache:** Apache is the actual web server application that processes and delivers web content to a computer. Apache is the most popular web server online, powering nearly 54% of all websites.

4.1.2. Implementation Details of Modules

Implementation details modules for Online Shopping System are as follows:

i. **User Registration:** This module is responsible for user registration and login functionality with secured password storage. User can login and access their related information.

ii. **User module:** This module is dedicated to user in which user can see the Products and add the products to the cart. The user can also purchase the product that they want and can remove the product from the cart.

iii. **Admin module:** The admin module can do all the internal functionalities of the system like adding new products, can see the list of products, can edit & update the product, can read feedbacks and messages that the user or a viewer have left them. It tracks all the information and details of the customer. We have developed all type of CRUD (Create, Read, Update and Delete) operations of the customers. This is a role-based module where admin can perform each and every operation on dashboard.

iv. **Product Module:** This module starts when a user visits the product description page. A user can view various images of the product of different sizes. The user can view the complete specification of the product like its features system requirements etc. A user can add a product to the cart by clicking an Add to Cart button.

v. **Cart Module:** This module starts when the user views the shopping cart. All the products that have been added to the cart by the user are listed along with their price and the quantity. The total price of all the products added to cart is displayed. A user can edit the quantity of each product or remove the product from the shopping cart. A user can remove the product from the cart by clicking a button. The total price changes accordingly when a user edits the quantity of a product or when a product is removed from the cart.

vi. **Payment Module:** This module is related to payment platform. It includes Khalti and card method for payments. It comes after the user add orders to cart and proceeds to pay for buying products.

vii. **Report Module:** In this module the admin can view the reports. It contains the needed information about user details, products purchased by the user and the shipping date of orders. It is the last module of "Online Shopping System" project.

4.2. Testing

The purpose of this system testing process was to determine all defects in our project. The program was subjected to a set of test inputs and various observations were made and based on these observations it will be decided whether the program behaves as expected or not.

4.2.1. Unit Testing

Unit testing is undertaken when a module has been created and successfully reviewed. In order to test a single module, we need to provide a complete environment i.e. besides the module we would require:

- The procedures belonging to other modules that the module under test calls.
- Non local data structures that module accesses.
- A procedure to call the functions of the module under test

Unit testing was done on each and every module that is described under module description. Testing user login form, In this section user login in the system. If the username and password are correct then user can use the online shopping system.

- Integration Testing

  In this type of testing, we test various integration of the project module by providing the input. The primary objective is to test the module interfaces in order to ensure that no errors are occurring when one module invokes the other modules.

Test case description: User registration

Table 3: Test Case 1 of User Registration for Online Shopping System

Condition	Input	Steps	Output	Expected Result	Actual Result	Result
Should be Register	Full Name: Ram Nepal Phone Number: 9812332210 Email: ram44@gmail.com Password: Ram12@R# Confirm Password: Ram12@R#	Enter the Full Name, Phone Number, Email, Password, Confirm Password	All the steps Should be register into the system	All Steps are Registered	All Steps are Registered	Pass

Test case description: User login

Table 4: Test Case 2 of User Login for Online Shopping System

Condition	Input	Steps	Output	Expected Result	Actual Result	Result
Should be logged into the system	Email: ram44@gmail.com Password: Ram12@R#	Enter the valid Email, Password, login button	Email should be logged into the system	Navigate to the user dashboard page	Error	Fail

Test case description: Updated User login

Table 5: Test Case 3 of Updated User Login for Online Shopping System

Condition	Input	Steps	Output	Expected Result	Actual Result	Result
Should be logged into the system	Email: ram44@gmail.com Password: Ram12@R#	Updated statement in header (Location path).	Email should be logged into the system	Navigate to the user dashboard page	Navigate to the user dashboard page	Pass

4.2.2. System Testing

Table 6: System Testing for Online Shopping System

Test Description	Test Steps	Test Data	Expected Outcomes	Actual Outcomes	Remarks
User Registration	Enter all the valid information	Full Name: Ram Nepal Phone Number: 9812332210 Email: ram44@gmail.com Password: Ram12@R# Confirm Password: Ram12@R#	Successfully registered	Successfully registered	Pass
User login	Enter all registered information	Email: ram44@gmail.com Password: Ram12@R#	Navigate to the user dashboard	Navigate to the user dashboard	Pass
Add Products	Enter required product information	Product Name: Dell i3, Product Price: 10,000, Product Image: img2.jpeg	Added successfully	Added successfully	Pass
Update Products	Enter required product	Product ID:1111, Product Name: Dell i3, Product Price:	Updated successfully	Updated successfully	Pass

	informati on	11,000, Product Image: img2.jpeg			
Delete Products	Enter required product informati on	Product ID:1111, Product Name: Dell i3, Product Price: 11,000, Product Image: img2.jpeg	Deleted successfully	Deleted successful ly	Pass
Admin login	Enter admin login email and password	Email: cecepywo@mailinato r.com Password: Pa$$w0rd!	Navigate to the admin dashboard	Navigate to the admin dashboard	Pass
Generate Report	Click to see report	View report	Admin views all report	Admin views all report	Pass

CHAPTER 5: CONCLUSION

5.1. Outcome

- If someone doesn't feel like their information is private, they won't buy from you. The same goes for if they don't feel like they can return a product in a reasonable time. Show folks that they take on little risk when shopping through your store.

- A project should be completed on given deadline so that customer will be happy to give positive response.

- Apart from the fact that it's a larger site with more features, which takes time to build, you" also need to account for more extensive testing.

- It's" essential to standout with offers, superior customer service, faster shipping, personalized service and more.

- Customers often think of new ways to improve the products. After all, they are the ones using them. Therefore, it's wise to continuously reach out to them to understand their needs and requirements.

5.2. Conclusion

To conclude, this project is very flexible and user-friendly. Most of the requirements have been fulfilled up to the mark and the requirements which have been remaining, can be completed with a short extension. This project is developed using Html, CSS, JavaScript, PHP & MySQL such that it can be executed in any system. The website was tested thus providing maximum load to the server and was found working fast and effective. This online shopping system, an ecommerce site can offer greater choices, variety and selections for users with any product they want. They purchase electronics, clothing, home decoration, foods according to needs.

It makes entire process easier where users can search product, and buy various product. It also has a facility for user by login into the system where a user can login and can see status of ordered item as well request for items or give some suggestions. It provides the facility of admin login where admin can add various products, update products, review user activity, delete products check order list and also generate reports.

5.3. Future Recommendations

The Project has been developed in such a way that it can accept modifications and further changes. This project work is planned to cover all   the   stepwise   process that takes place in   a   software development environment. The basis of the project is well analyzed and prepared, so that any changes in the future can be updated to the project.

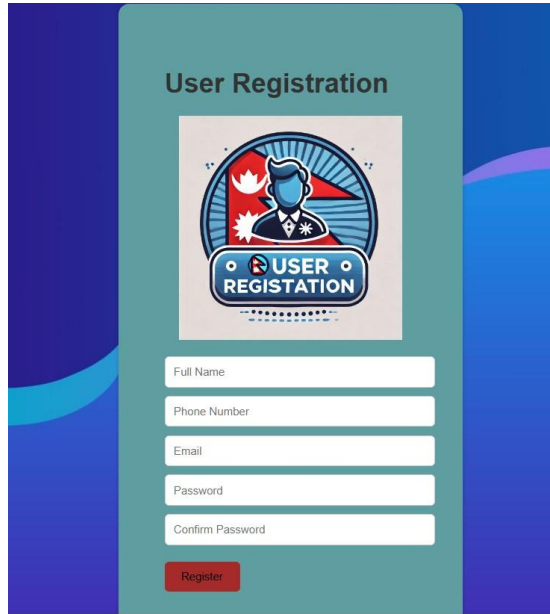The following are the future scope for the project are:

- The current system can be extended to allow the users to create accounts and save products in to cart list.
- Can be added proper payment gateway,
- More Responsiveness website,
- Can be added inventory management system,
- Can be added multilingual to this site,
- Payment Options Must Be Plentiful - Some customers pay with credit cards, debit cards, while others use E-sewa, Fone pay, Mobile Banking etc. Make sure the options are all there.
- And many features can be added to this project to make it more robust

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APPENDICES

1. UI Design of User Register Page of Online Shopping System

2. UI Design of User Login Page of Online Shopping System
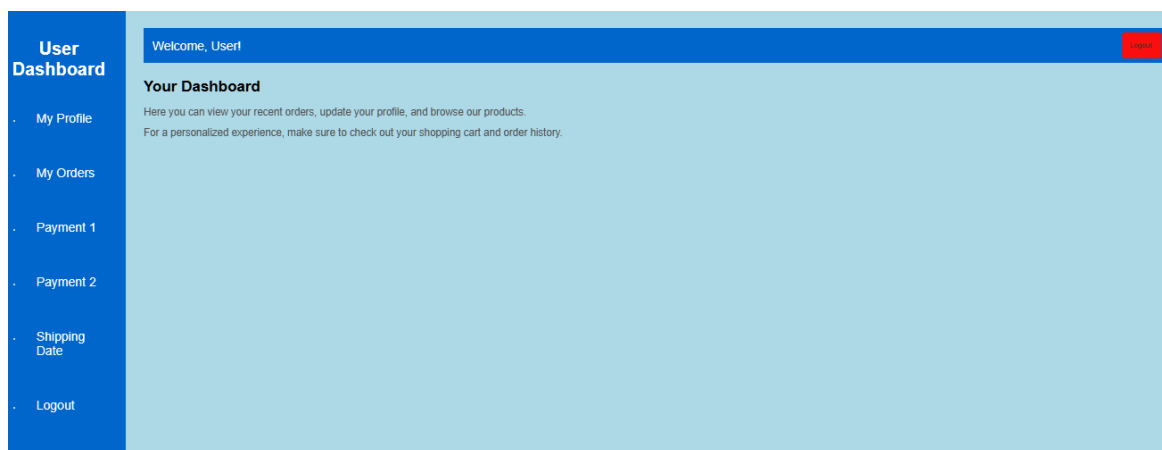
3. **UI Design of Admin Login Page of Online Shopping System**

4. **UI Design of User Dashboard of Online Shopping System**

5. **UI Design of Admin Dashboard of Online Shopping System**