

ONLINE ART & CRAFT SHOP

A Mini Project Report

Submitted by

RISWANA THASNEEM P (KITM24MCA-2021)

To

The APJ Abdul Kalam Technological University

In partial fulfillment of the requirements for the award of the Degree

of

Master of Computer Applications



Department of Computer Applications

KMCT INSTITUTE OF
TECHNOLOGY AND
MANAGEMENT

Kuttippuram, Malappuram - 679571

OCTOBER 2025

DECLARATION

I undersigned hereby declare that the project report **ONLINE ART AND CRAFT SHOP**, submitted for partial fulfillment of the requirements for the award of degree of Master of Computer Applications of the APJ Abdul Kalam Technological University, Kerala, is a bona fide work done by me under supervision of Supervisor, Assistant Professor, Department of Computer Applications. This submission represents my ideas in my own words and where ideas or words of others have been included. I have adequately and accurately cited and referenced the original sources. I also declare that I have adhered to ethics of academic honesty and integrity and have not misrepresented or fabricated any data or idea or fact or source in my submission. I understand that any violation of the above will be a cause for disciplinary action by the institute and/or the University and can also evoke penal action from the sources which have thus not been properly cited or from whom proper permission has not been obtained. This report has not been previously formed the basis for the award of any degree, diploma or similar title of any other University.

Place: Kuttippuram

Date: 17/10/2025

DEPARTMENT OF COMPUTER APPLICATIONS
KMCT INSTITUTE OF TECHNOLOGY AND
MANAGEMENT



CERTIFICATE

This is to certify that the report entitled **ONLINE ART AND CRAFT SHOP** is a bonafide record of the Mini Project work during the year 2024-25 carried out by **RISWANA THASNEEM P V (KITM24MCA-2021)** submitted to the APJ Abdul Kalam Technological University, in partial fulfillment of the requirements for the award of the Master of Computer Applications, under my guidance and supervision. This report in any form has not been submitted to any other University or Institution for any purpose.

Internal Supervisor(s)

External Supervisor(s)

Head of The Department

Acknowledgement

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RISWANA THASNEEM P V (KITM24MCA-20121)

Abstract

The rise of e-commerce has transformed the way consumers purchase products, offering greater convenience and accessibility. The project **“Online Art and Craft Shop”** is developed using PHP and MySQL to provide a reliable platform for buyers, sellers, and delivery personnel. The system enables sellers to upload and manage their art and craft products, while buyers can browse, search, and purchase items securely through an integrated payment gateway.

The application also incorporates an efficient delivery management system, allowing delivery personnel to view assigned orders and update their delivery status. Additional features such as user authentication, product categorization, shopping cart, order tracking, and review system make the platform robust and user-friendly.

By digitalizing the selling and purchasing of handcrafted items, this project addresses the limitations of traditional offline markets, such as limited reach, lack of secure transactions, and inefficient order handling. The proposed system not only enhances the shopping experience for customers but also empowers sellers to expand their business to a wider audience through an online marketplace.

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Chapter 1

Introduction

The Online Art and Craft Shop is developed to provide a digital platform for buyers, sellers, and delivery personnel. It enables sellers to showcase their products, buyers to browse and purchase items securely, and delivery personnel to manage assigned deliveries. The system is designed with scalability, security, and efficiency in mind.

1.1 Background

1.1.1 Online Art And Craft Shop

With the rapid growth of e-commerce, online shopping has become a preferred way for customers to purchase products. Traditional art and craft shops are often limited by location, accessibility, and availability of products, which restricts both sellers and buyers. Artists and craftsmen usually struggle to reach a wider audience, while customers may find it difficult to discover unique handmade products in their local markets. The **Online Art & Craft Shop** aims to solve these challenges by providing a digital platform that connects buyers, sellers, and delivery personnel. It enables sellers to display and manage their art and craft products, buyers to browse and purchase items securely, and delivery personnel to handle logistics efficiently.

1.2 Components

The **client** (web browser) interprets the HTML, CSS, and JavaScript received from the server to create the user interface and handle events generated by user interactions such as product search, cart management, and checkout.

The middleware is implemented using PHP, which takes the role of the application server. The client sends requests (HTTP/HTTPS) to the PHP backend, which in turn processes the request, interacts with the database, and returns the results to the client. The database (MySQL) stores all essential information, including user accounts, product details, orders, payments, and delivery records. It provides the ability to perform queries, manage transactions, and ensure data consistency.

1.3 Motivation

- Run on any operating system: The Online Art and Craft Shop is a browser-based application that can run on any computer or device with a fully functional browser. This makes the system platform-independent and easily accessible without compatibility issues.
- No installation of client: Users do not need to install any additional software to access the application. The system communicates through the browser with the server, ensuring ease of access for buyers, sellers, and delivery personnel.

1.4 Objective

- To create a scalable e-commerce platform for art and craft products.
- To implement secure payment gateway integration.
- To enable product management features for sellers.
- To provide order tracking and history for buyers.
- To incorporate a delivery management system.

1.5 Contribution

The project is developed as a browser-based e-commerce system, removing the need to install any client software on user machines. The application runs entirely in a web browser, ensuring accessibility on any device with internet connectivity. The client-side behavior is implemented using JavaScript, HTML, and CSS to handle user interactions such as product browsing, cart management, and order placement. The server-side logic is managed by PHP, which processes requests and interacts with the MySQL database to store and retrieve information about users, products, orders, and deliveries.

1.6 Report organization

The project report is organized into five sections.

- Section 1 – Introduction: Provides the background of the project, including the problem definition, objectives, scope, and significance of the *Online Art & Craft Shop*.
- Section 2 – Literature Survey: Reviews existing systems and related work in the field of e-commerce, focusing on art and craft platforms, and identifies the gaps that this project aims to address.

- Section 3 – System Design and Methodology: Describes the overall architecture, modules, and methodology used to develop the project. It covers system requirements, database design, and workflow of the platform.
- Section 4 – Implementation and Results: Explains the implementation of the project using Django framework and discusses the results of the system with screenshots and functional outputs.
- Section 5 – Conclusion and Future Work: Summarizes the outcomes of the project, highlights its contributions, and suggests directions for future improvements.

Chapter 2

Existing System

- The traditional system of selling art and craft products involves physical shops and manual transactions. Such systems have several drawbacks:
- Limited reach to local customers only
- Manual stock management leading to errors
- No proper delivery tracking
- Lack of secure payment gateways
- Difficulty in scaling the business to reach larger audiences

Chapter 3

Methodology

3.1 Introduction

The system development follows the Agile Methodology, specifically the Scrum framework. The product backlog includes requirements such as user authentication, product listing, order processing, and delivery tracking. Development is carried out in sprints, with continuous feedback and iterative improvements.

1. The Product Owner (PO): Represents the stakeholders of the system such as buyers, sellers, and delivery personnel. The PO defines requirements, prioritizes tasks, and ensures that the system fulfills business objectives.
2. The Scrum Master: Ensures that the Scrum methodology is properly followed, helps remove obstacles faced by the development team, and facilitates smooth progress throughout the project.
3. The Development Team: A cross-functional and self-organizing team responsible for analyzing requirements, designing, coding, testing, and deploying the *Online Art & Craft Shop* system.

The Scrum framework organizes work in iterative time-boxed durations called sprints. The process begins with the creation of a product backlog prepared by the PO. This backlog contains a prioritized list of features such as user registration, product listing, shopping cart management, payment gateway integration, and delivery tracking. The development team selects the top priority items to implement within each sprint.

The Scrum methodology is often remembered by the 3-3-5 framework, which consists of:

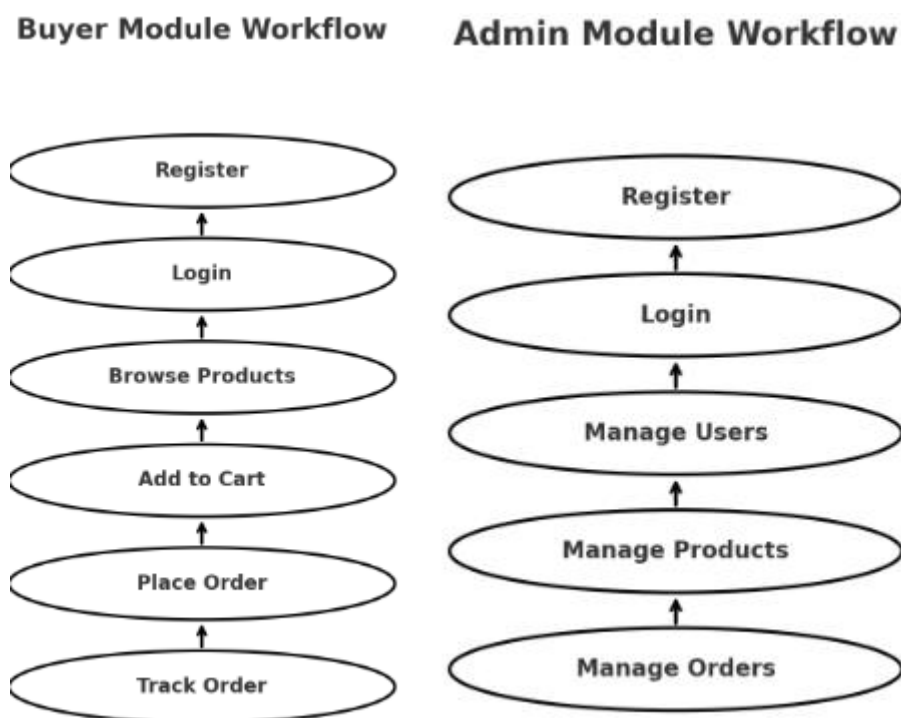
- 3 Roles: Product Owner, Scrum Master, Development Team.
- 3 Artifacts: Product Backlog, Sprint Backlog, Product Increment.
- 5 Events: Sprint, Sprint Planning, Daily Scrum, Sprint Review, and Sprint Retrospective.

The pillars of Scrum are transparency, inspection, and adaptation, ensuring that the project remains flexible and responsive to changes.

The Online Art & Craft Shop is implemented using the CodeIgniter framework, a lightweight and powerful PHP-based framework. CodeIgniter provides an MVC (Model–View–Controller) architecture that helps in maintaining a clean separation of logic, presentation, and data handling. It offers built-in libraries, security features, and database support, making it an efficient choice for developing scalable e-commerce applications. With CodeIgniter, the system ensures smooth management of user roles (buyer, seller, delivery), secure transactions, and efficient product handling in a user-friendly online platform.

3.2 Work flow

The Online Art & Craft Shop is developed using the CodeIgniter PHP framework based on the MVC (Model–View–Controller) architecture. The Model manages database operations, the View handles the user interface, and the Controller connects both to process user requests. Visual Studio Code is used as the IDE for coding and debugging, while MySQL serves as the backend database. Git is used for version control to track changes and manage collaborative development. The workflow includes requirement gathering, coding, database integration, testing, and deployment, ensuring smooth interaction between buyers, sellers, and delivery personnel through a user-friendly online platform. **Online Art & Craft Shop** is an application to automate buying and selling of handmade products. Sellers can register and manage their products, buyers can browse and purchase items, and delivery personnel handle order distribution. The admin manages the whole system and monitors transactions



3.3 User story

User Story ID	As A(Type of User)	I Want To	So That I CAN
1	Admin	Login	Access the admin dashboard with correct credentials
2	Admin	Manage categories (Art, Craft, Handmade Items)	Keep the shop organized
3	Admin	Approve or reject seller registrations	Allow only trusted sellers
4	Admin	Manage listed products	Ensure product quality and availability
5	Admin	View and manage orders	Track and resolve order issues
6	Admin	View user feedback and ratings	Monitor platform performance
7	Admin	Manage delivery personnel accounts	Ensure smooth order delivery
8	Seller	Register and Login	Get access to seller dashboard
9	Seller	Add, update, and delete products	Sell my art & craft items

10	Seller	View and manage my orders	Ful fill customer orders
11	Seller	View sales reports	Track my earnings and sales performance
12	Buyer	Register and Login	Create an account to shop
13	Buyer	Browse and search products	Find the items I need
14	Buyer	Add items to cart and checkout	Purchase products conveniently
15	Buyer	Make secure payments	Complete my purchase safely
16	Buyer	Track my orders	Know the delivery status
17	Buyer	Leave reviews and ratings	Share feedback on products
18	Delivery Boy	Register and Login	Access assigned delivery tasks
19	Delivery Boy	View assigned orders	Know which orders to deliver
20	Delivery Boy	Update delivery status (Picked/Delivered)	Keep buyers and sellers informed
21	Delivery Boy	View delivery history	Track my completed deliveries

3.4 Product backlog

ID	Priority	Size (Hours)	Sprint	Status	Name
1	High	5	1	Planned	User Registration & Login
2	Medium	8	1	Planned	Product Listing & Management (Seller)
3	High	10	2	Planned	Shopping Cart & Checkout
4	High	12	2	In Progress	Payment Gateway Integration
5	Medium	8	3	Planned	Order Tracking & Delivery Management
6	Medium	6	3	Planned	Review & Rating System
7	Low	4	4	Planned	Report Generation (Sales & Orders)
8	Medium	5	4	Planned	Testing & Deployment

3.5 Project plan

USER STORY ID	SPRINT	START DATE	END DATE	HOURS	STATUS
4,5,8,9	Sprint 1	01/07/2025	18/07/2025	11	Complete
1,2,3	Sprint 2	23/07/2025	30/07/2025	5	Complete
10,11	Sprint 3	01/08/2025	24/10/2025	14	Complete
12,13	Sprint 4	09/09/2025	26/09/2025	12	Complete
6,7	Sprint 5	03/10/2025	24/10/2025	14	Complete

3.6 Sprint backlog

Sprint 1:

Backlog item	Status and completion date	Original estimate in hours	Day 1 01/07	Day 2 02/07	Day 3 04/07	Day 4 08/07	Day 5 11/07	Day 6 15/07	Day 7 16/07	Day 8 18/07
Form Design	02/07	2	1	1	0	0	0	0	0	0
Table Design	04/07	2	0	0	2	0	0	0	0	0
Coding	08/07	5	0	0	0	1	2	1	0	1
Testing & validation	08/07	2	0	0	0	0	0	0	1	1
Total		11	1	1	2	1	2	1	1	2

Sprint 2:

Backlog item	Status and completion date	Original estimate in hours	Day 1 23/07	Day 2 25/07	Day 3 29/07	Day 4 30/07
Coding	29/07	2	1	0	1	0
Testing & validation	30/07	3	0	2	0	1
Total		5	1	2	1	1

Sprint 3:

Backlog item	Status and completion date	Original estimate in hours	Day 1 01/08	Day 2 05/08	Day 3 06/08	Day 4 08/08	Day 5 12/08	Day 6 13/08	Day 7 19/08	Day 8 20/08	Day 9 22/08	Day 10 26/08	Day 11 27/08
Form Design	01/08	2	2	0	0	0	0	0	0	0	0	0	0
Table Design	06/08	2	0	1	1	0	0	0	0	0	0	0	0
Coding	26/08	8	0	0	0	2	1	1	1	1	1	1	0
Testing & validation	27/08	2	0	0	0	0	0	0	0	0	1	0	1
Total		14	2	1	1	2	1	1	1	1	2	1	1

Sprint 4:

Backlog item	Status and completion date	Original estimate in hours	Day 1 09/09	Day 2 10/09	Day 3 12/09	Day 4 16/09	Day 5 17/09	Day 6 19/09	Day 7 23/09	Day 8 24/09	Day 9 26/09
Form Design	10/09	2	1	1	0	0	0	0	0	0	0
Coding	26/09	8	0	0	2	1	1	2	1	0	1
Testing & validation	26/09	2	0	0	0	0	0	0	0	1	1
Total		12	1	1	2	1	1	2	1	1	2

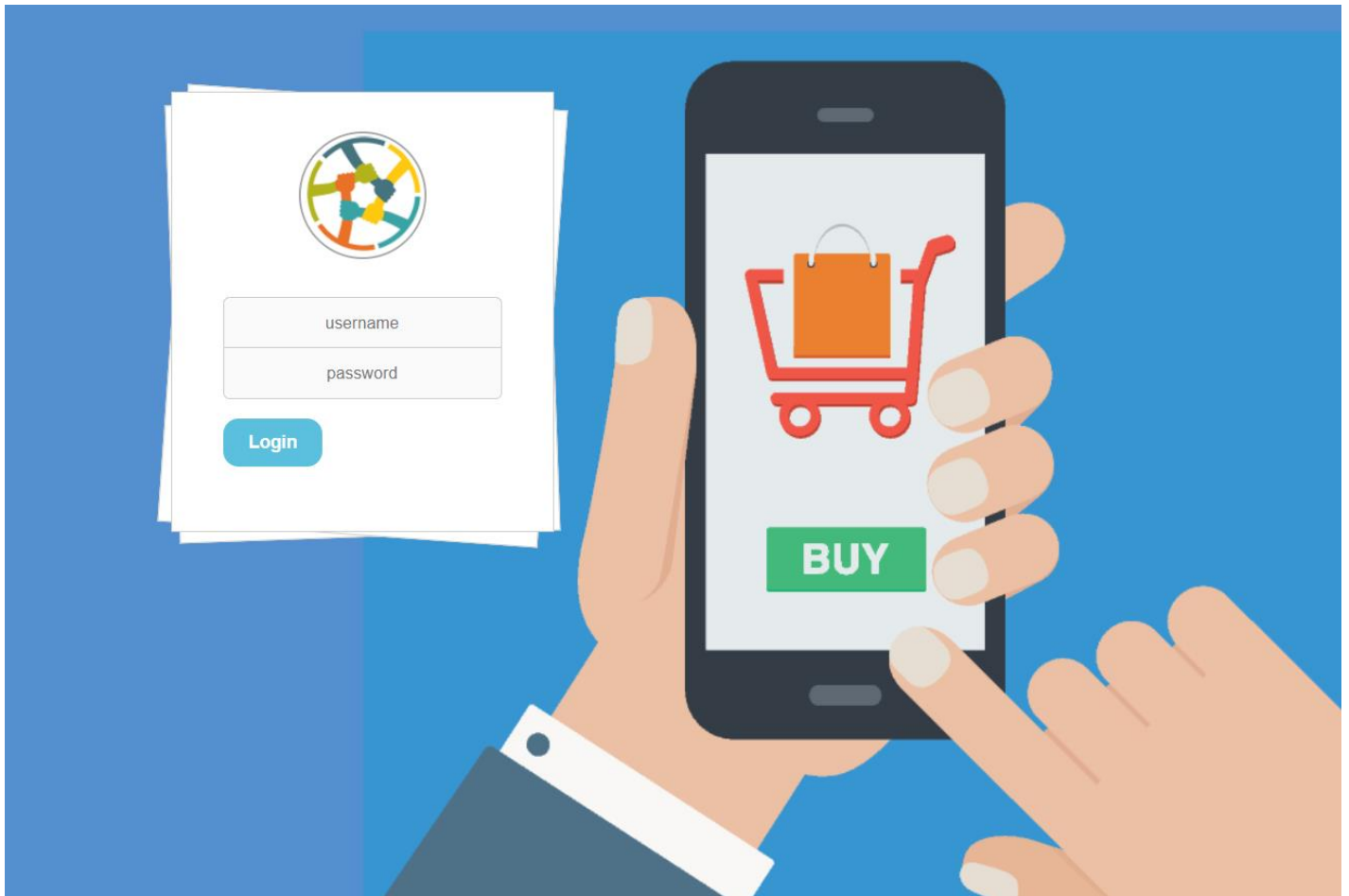
Sprint 5:

Backlog item	Status and completion date	Original estimate in hours	Day 1 03/10	Day 2 07/10	Day 3 08/10	Day 4 10/10	Day 5 14/10	Day 6 15/10	Day 7 17/10	Day 8 21/10	Day 9 22/10	Day 10 24/10
Form Design	03/10	2	2	0	0	0	0	0	0	0	0	0
Table Design	08/10	2	0	1	1	0	0	0	0	0	0	0
Coding	24/10	8	0	0	0	2	1	1	2	1	0	1
Testing & validation	24/10	2	0	0	0	0	0	0	0	0	1	1
Total		14	2	1	1	2	1	1	2	1	1	2

Chapter 4

Design

4.1 Result



Craftonfingertips.com

Art is not what you see but what you make others see

[Shop Now](#)

HOME

PRODUCTION

PASS CHANGE

CALCULATOR

LOGOUT

Search in products...

Q

E-COMMERCE

ADD PRODUCT

PRODUCTS

ADD SLIDER

UPDATE SLIDER

SHOP CATEGORIES

ORDERS

DISCOUNT CODES

SETTINGS

TITLES / DESCRIPTIONS

ACTIVITY HISTORY

ADVANCED SETTINGS

ADMIN USERS

HOME

Dashboard - Statistics Overview

02.10.2025
16:32:11
Last login!

View Details

New subscribed!

0

View Details

New Orders!

0

View Details

Low Quantity Products!
(lower than 5)

91

View Details

Area Chart - Orders By Month

Monthly Orders
Source: Orders table

2.5

2

1.5

1

Orders

2025

ORDERS

Settings

Order by not processed

Order ID	Date	Name	Phone	Status	Preview
# 1234	05.Sep.2025 / 18:44:58	ee	4354543555	-- delivered -- Delivered In transist Pick up	More Info Delete

confirmed by email

Department of Computer Applications, KMCT ITM, Kuttippuram

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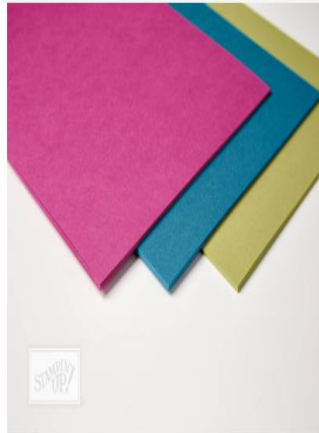
FEATURED PRODUCTS



Canvas Painting

INR 1,000.00 ~~INR 1,500.00~~

★★★★★ (99)



cardstock

INR 50.00 ~~INR 100.00~~

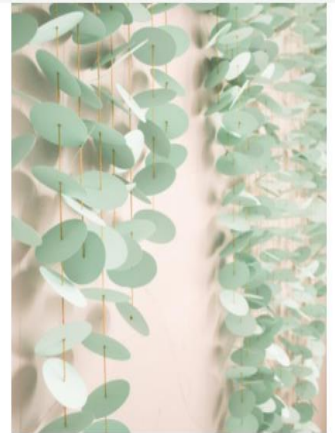
★★★★★ (99)



Bottles

INR 580.00 ~~INR 700.00~~

★★★★★ (99)



Wall Hanging

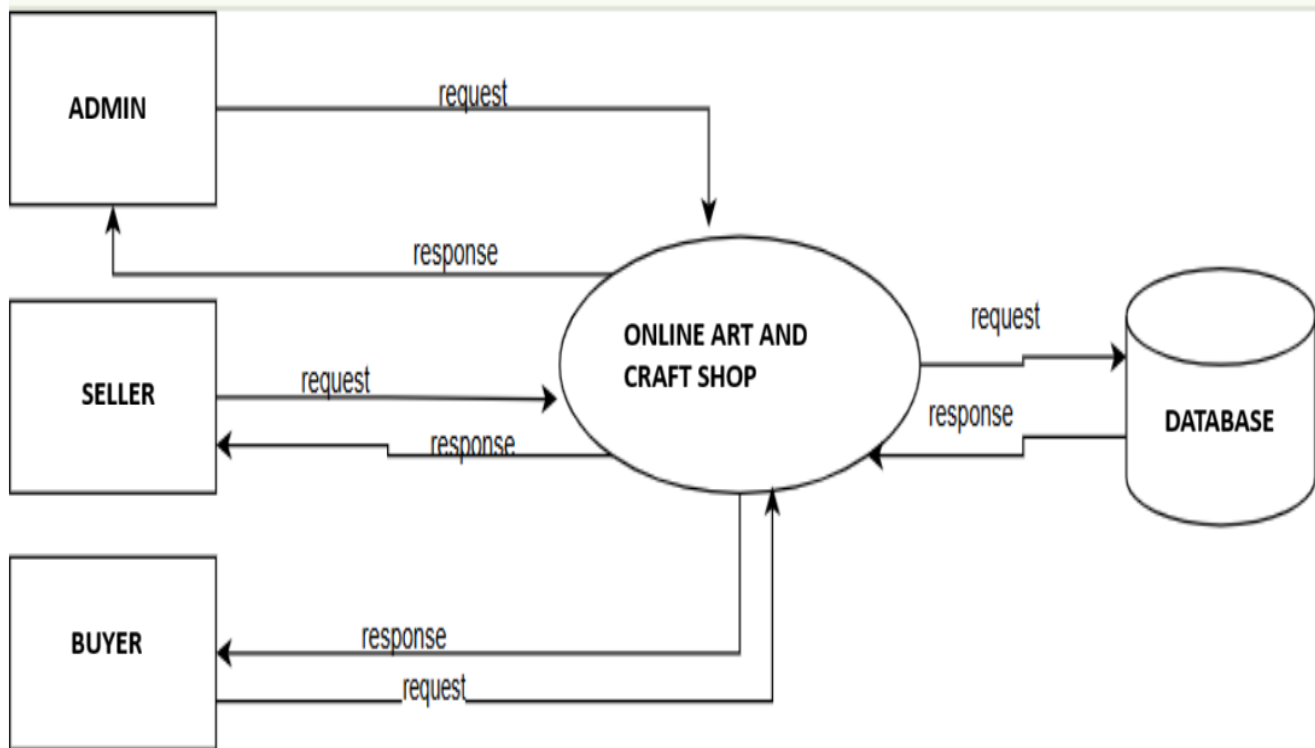
INR 222.00 ~~INR 234.00~~

★★★★★ (99)

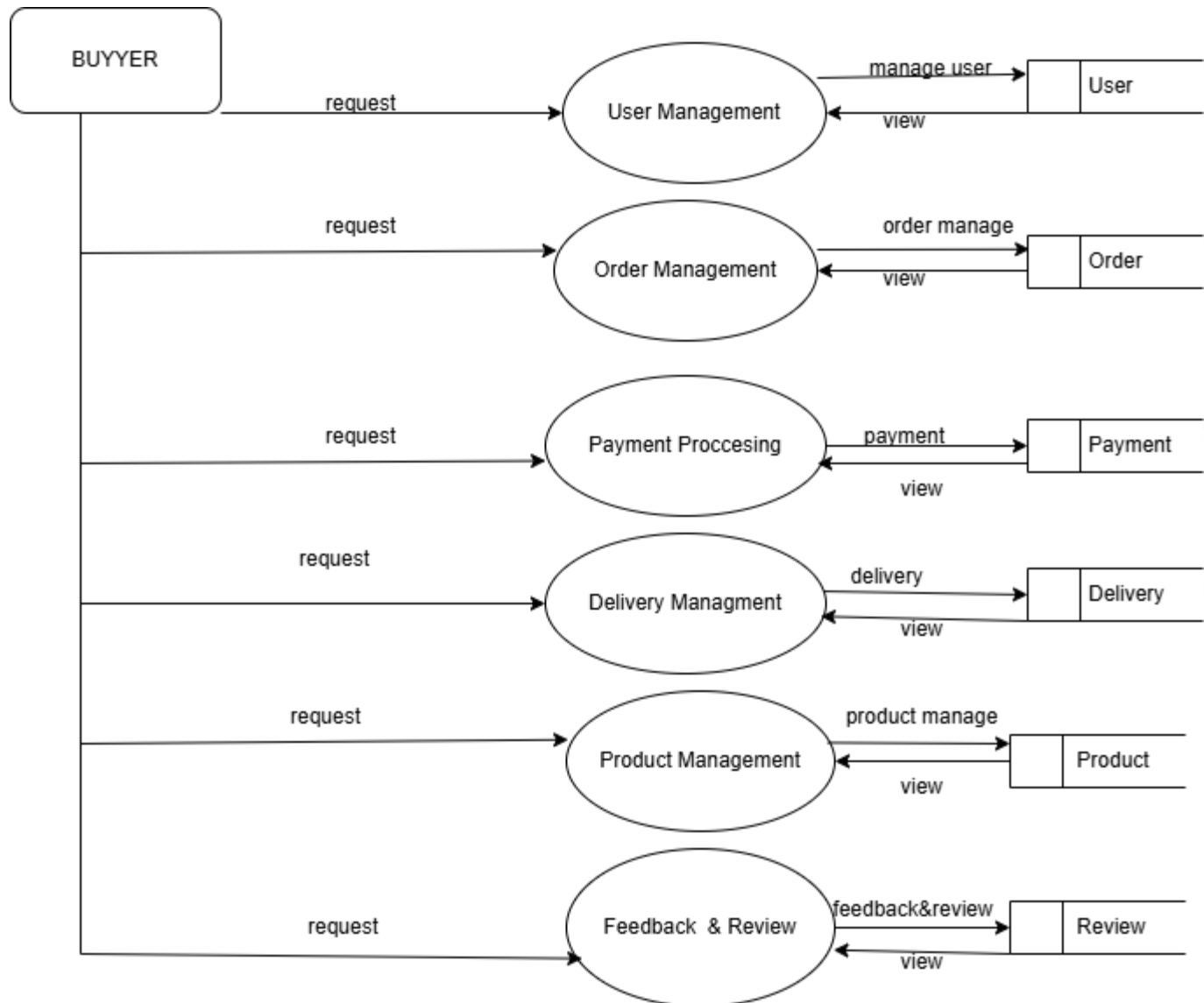


4.2 Data Flow Diagram

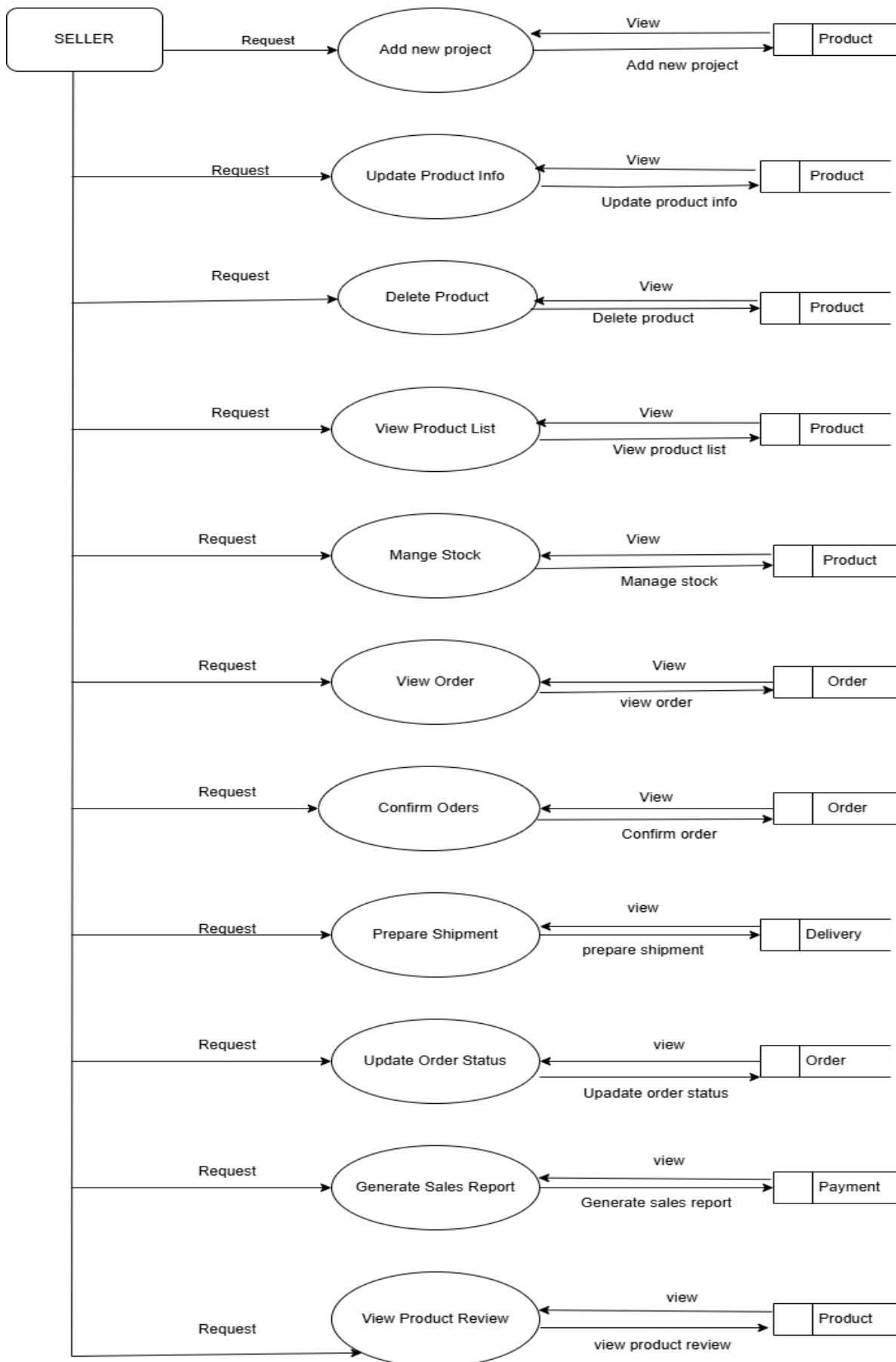
Level 0 :



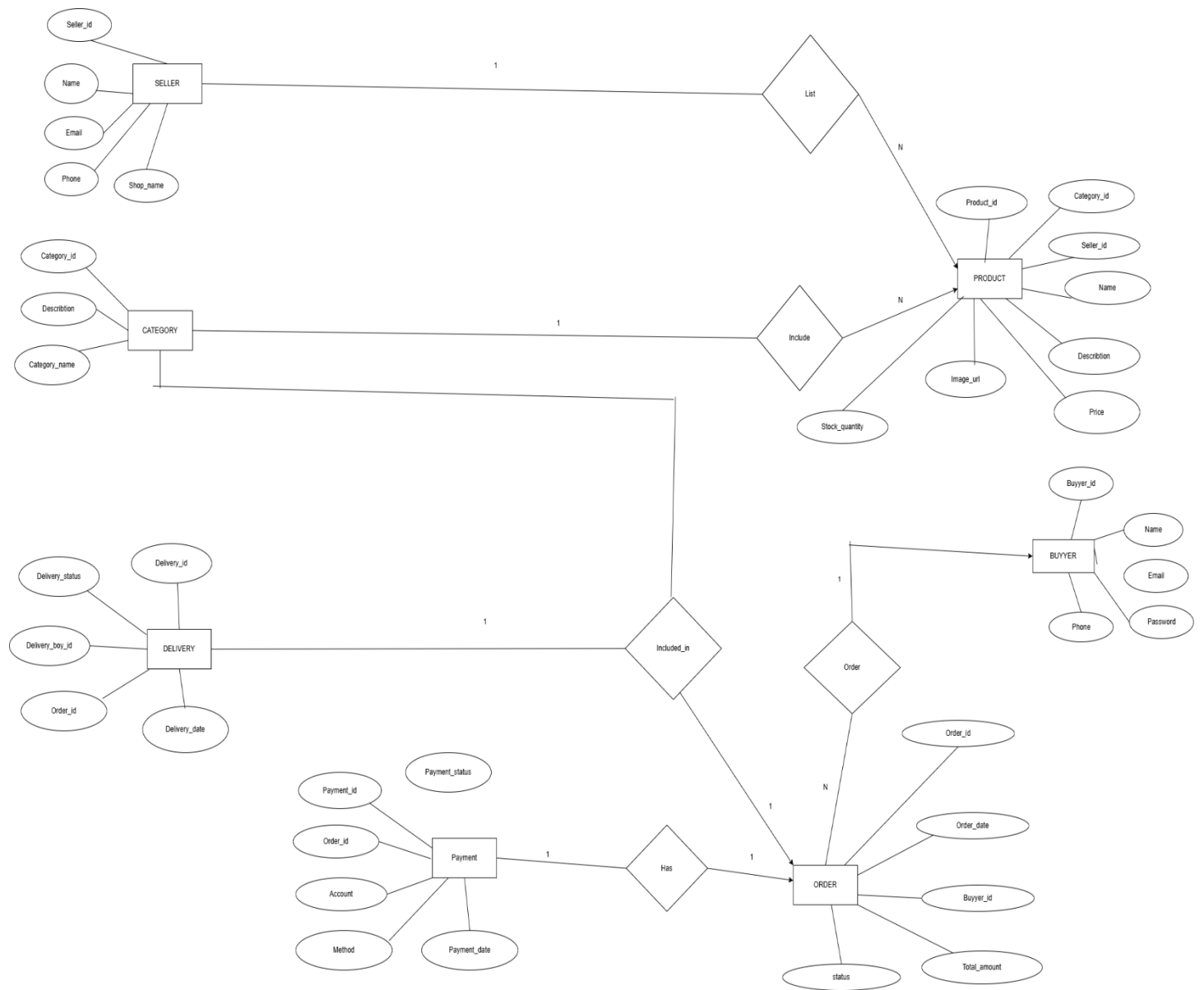
Level 1 :



Level 2:



4.3 ER Diagram



4.4 Table

User:

Column Name	Data Type	Constraints	Description
id	INT(10)	PRIMARY KEY, AUTO_INCREMENT	Unique ID for user
username	VARCHAR(50)	NOT NULL	User login name
password	VARCHAR(32)	NOT NULL	User password (hashed)
email	VARCHAR(100)	NOT NULL	User email address
user_type	VARCHAR(300)	NOT NULL	Type/role of user
notify	TINYINT(1)	DEFAULT 0	Email notification preference
last_login	INT(10)	NULL	Last login timestamp

Categories Table:

Column Name	Data Type	Constraints	Description
id	INT(10)	PRIMARY KEY, AUTO_INCREMENT	Unique ID for category
sub_for	INT(11)	NOT NULL	Parent category reference
position	INT(10)	NOT NULL	Display position order

Products Table:

Column Name	Data Type	Constraints	Description
id	INT(10)	PRIMARY KEY, AUTO_INCREMENT	Unique ID for product
folder	INT(10)	NULL	Folder with images
image	VARCHAR(255)	NOT NULL	Product image filename
time	INT(10)	NOT NULL	Time created
time_update	INT(10)	NOT NULL	Time updated
visibility	TINYINT(1)	DEFAULT 1	Product visibility status
shop_categorie	INT(11)	NOT NULL	Shop category reference
quantity	INT(11)	DEFAULT 0	Available quantity
procurement	INT(10)	NOT NULL	Procurement information

Order:

Column Name	Data Type	Constraints	Description
id	INT(10)	PRIMARY KEY, AUTO_INCREMENT	Unique ID for order
order_id	INT(11)	NOT NULL	Order identifier
user_id	INT(10)	FOREIGN KEY REFERENCES users(id), NULL	Customer user reference
products	TEXT	NOT NULL	Ordered products data
date	INT(10)	NOT NULL	Order date timestamp
referrer	VARCHAR(255)	NOT NULL	Order referrer source
clean_referrer	VARCHAR(255)	NOT NULL	Cleaned referrer data
payment_type	VARCHAR(255)	NOT NULL	Payment method used
paypal_status	VARCHAR(10)	NULL	PayPal payment status

Payment:

Column Name	Data Type	Constraints	Description
id	INT(11)	PRIMARY KEY, AUTO_INCREMENT	Unique ID for product detail
title	VARCHAR(255)	NOT NULL	Product title
description	LONGTEXT	NOT NULL	Detailed product description
basic_description	TEXT	NOT NULL	Basic product description
price	VARCHAR(20)	NOT NULL	Current product price
old_price	VARCHAR(20)	NOT NULL	Previous/original price
abbr	VARCHAR(5)	NOT NULL	Product abbreviation/code
for_id	INT(11)	NOT NULL	Reference to parent product

Chapter 5

CONCLUSION

Although this project is only to construct a JavaScript based client for the software development and implementation using Itec Cloud architecture, the success and adaptation of this Architecture is crucial to the usage of this JavaScript based client.

One reason for the slow adaptability of this architecture was that the client has to be Installed on each user's computer. Now the client is browser based, it will surely pick up.

Development is faster than developing using existing Ajax based development tools. Execution is also faster since the business code is running inside the database engine. Sql commands can be directly written inside PL/SQL while this facility is not available in any language running outside a database. More over various PL/SQL utilities are also provided with Itec Cloud products. It saves the time for writing login and menu programs.

Further the code size is much smaller than codes written in PHP and other languages Used to develop web based applications. Disk access time is greater in the order of thousand When compared execution time. Hence there is much saving in time in loading a program from disk. The command structure is very useful for writing reports.

Definition of report layout, header and tail enables the client to change to next page without any command from the backend. Commands are also available for defining total columns which will enable the client to calculate totals.

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Chapter 6

Appendix

6.1 Source Code

Home:

```
<?php
```

```
/*
```

```
 * @Author:  Hazitech
```

```
 * Gitgub:  ""
```

```
*/
```

```
if (!defined('BASEPATH')) {
```

```
    exit('No direct script access allowed');
```

```
}
```

```
class Home extends ADMIN_Controller
```

```
{
```

```
    public function __construct()
```

```
    {
```

```
        parent::__construct();
```

```
        $this->load->model(array('Orders_model', 'History_model'));
```

```
    }
```

```
    public function index()
```

```
    {
```

```
        $this->login_check();
```

```
        $data = array();
```

```
        $head = array();
```

```

$head['title'] = 'Administration - Home';
$head['description'] = "";
$head['keywords'] = "";
$data['newOrdersCount'] = $this->Orders_model->ordersCount(true);
$data['lowQuantity'] = $this->Home_admin_model->countLowQuantityProducts();
$data['lastSubscribed'] = $this->Home_admin_model->lastSubscribedEmailsCount();
$data['activity'] = $this->History_model->getHistory(10, 0);
$data['mostSold'] = $this->Home_admin_model->getMostSoldProducts();
$data['byReferral'] = $this->Home_admin_model->getReferralOrders();
$data['ordersByPaymentType'] = $this->Home_admin_model->getOrdersByPaymentType();
$data['ordersByMonth'] = $this->Home_admin_model->getOrdersByMonth();
$this->load->view('_parts/header', $head);
$this->load->view('home/home', $data);
$this->load->view('_parts/footer');
$this->saveHistory('Go to home page');
}

/*
 * Called from ajax
 */

public function changePass()
{
    $this->login_check();
    $result = $this->Home_admin_model->changePass($_POST['new_pass'], $this->username);
    if ($result == true) {
        echo 1;
    } else {
        echo 0;
    }
    $this->saveHistory('Password change for user: ' . $this->username);
}

```

```

public function logout()
{
    $this->session->sess_destroy();
    redirect('delivery_agent');
}

}

```

Login:

```
<?php
```

```
/*
```

```
* @Author: Hazitech
```

```
* Gitgub: ""
```

```
*/
```

```
if (!defined('BASEPATH')) {
```

```
    exit('No direct script access allowed');
```

```
}
```

```
class Login extends ADMIN_Controller
```

```
{
```

```

public function index()
{
    $data = array();

    $head = array();

    $head['title'] = 'Administration - Login';

    $head['description'] = "";

    $head['keywords'] = "";

    $this->load->view('_parts/header', $head);

    if ($this->session->userdata('logged_in')) {

        redirect('delivery_agent/home');

    } else {

        $this->form_validation->set_rules('username', 'Username', 'trim|required');

        $this->form_validation->set_rules('password', 'Password', 'trim|required');

        if ($this->form_validation->run($this)) {

            $result = $this->Home_admin_model->loginCheck3($_POST);

            //print_r($this->db->last_query());

            if (!empty($result)) {

                $_SESSION['last_login'] = $result['last_login'];

                $this->session->set_userdata('logged_in', $result['username']);
            }
        }
    }
}

```

```

$this->saveHistory('User ' . $result['username'] . ' logged in');

redirect('delivery_agent/home');

} else {

    $this->saveHistory('Cant login with - User: ' . $_POST['username'] . ' and Pass: ' .
$_POST['password']);

    $this->session->set_flashdata('err_login', 'Wrong username or password!');

    redirect('delivery_agent');

}

}

$this->load->view('home/login');

}

$this->load->view('_parts/footer');

}}

```

Titles:

```

<h1>Titles / Descriptions</h1>

```

```

<hr>

```

```

<div class="row">

```

```

<div class="col-sm-4 col-md-6">

```

```

<?php

```

```

if ($this->session->flashdata('result_publish')) {

```



```

<?php

}

?>

<form action="" method="POST">

<?php

foreach ($languages as $language) {

    ?>

    <input type="hidden" name="translations[]" value="<?= $language->abbr ?>">

    <?php

    }

    foreach ($languages as $language) {

        ?>

        <div class="form-group">

            <label>Description (<?= htmlspecialchars($language->name) ?>)</label>

            <input type="text" name="description[]" value="<?= @$seo_trans[$page['name']][$language-
>abbr]['description'] ?>" class="form-control">

            </div>

        </div>

```