VISVESVARAYA TECHNOLOGICAL UNIVERSITY

BELGAUM-590018

A Web Mini Project Report On

"HOME DECOR AND FURNISHING WEBSITE"

Submitted in the partial fulfillment of the requirements for the award of the Degree of

Bachelor of Engineering in Computer Science and Engineering

Submitted by

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CERTIFICATE

Certified that the project work entitled **"HOME DECOR AND FURNISHING WEBSITE"** carried out by **Rachana Rao (1OX17CS074)**, **Roshini P (1OX17CS080)** Bona-fide students of The Oxford College of Engineering, Bangalore in partial fulfillment for the award of the Degree of **Bachelor of Engineering in Computer Science and Engineering** of **Visvesvaraya Technological University, Belgaum** during the year 2020-2021. The Web Mini project report has been approved as it satisfies the academic requirements in respect of project work prescribed for the said degree.

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ABSTRACT

An online home décor and furnishing website that allows users to check for various home decors available at the online store and purchase online. The project consists of list of decor products displayed in various models and designs. The user may browse through these products as per categories. If the user likes a product, he may add it to his shopping cart. Once the user wishes to checkout, he must register on the site first. He can then login using same id password next time. Now he may pay through a credit card or cash on delivery. Once the user makes a successful transaction, he gets a copy of the shopping receipt on his email id. Here we use HTML, CSS, Bootstrap to make the entire frontend. The middle tier or code behind model is designed in JavaScript, PHP and we use Xampp server as a backend to store ordered customer lists and inventory data. Hence the home decor and furnishing project brings an entire home decor, store's products online and makes it easy for both buyer and seller to make décor and furnishing deals.

ACKNOWLEDGEMENT

A project is a job of great enormity and it can't be accomplished by an individual all by them. Eventually, we are grateful to a number of individuals whose professional guidance, assistance and encouragement have made it a pleasant endeavor to undertake this project.

It gives us great pleasure in expressing our deep sense of gratitude to our respected Founder Chairman Late **Shri S. NarasaRaju** and to the respected Chairman **Shri S.N.V.L NarasimhaRaju** for having provided us with great infrastructure and well-furnished labs.

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RACHANA RAO

ROSHINI P

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CHAPTER 1

INTRODUCTION

1.1 Preamble

Home decor and furnishing website is an E-commerce Web Application that allows us to access the information about various home décor and furnishing products available at our online store and purchase them. It is used for maintaining information about various models and designs. The project includes two main modules admin and users.

The admin module focuses on maintaining the subscriber's information and checking the reviews periodically. He/she has a username and password using which they get access to the information of users who have subscribed and their reviews.

The people are provided with a facility of registering to become a user. Each member can see the products purchase them and can add it into the shopping cart. The whole project makes work easier for every person using the software in their required category.

1.2 Problem Statement

The purpose of this website application is to simplify and automate the process of searching for a particular product of décor and furnishing model and designs in case of need and maintain the records of all the products, models and furnished products.

At present, the public can only know about a particular product through conventional media means such as on internet, shopping malls or television advertisements. There is no information regarding the product of those home décor available on this portal.

There is no centralized database of various items and its respective product. So, it becomes really tedious for a person to search various home décor and furnish item in case of need. The only option is to manually search umpteen products of decor and find your item or then make phone calls to people who might know.

1.3 Proposed Solution

The solution that is going to be developed is a Home Décor and Furnishing Website. This is a web-based database application portal that is to be used by the people who want to decorate or furnish their home or to help any person as a means of extending a helping hand to the common people to find all the decorative and furnishing products at one place and no longer make them dependent on various hoax like third party sources to help them find your needs. The system keeps the record of all the user information, product details and user's feedback.

This system also has the ability to keep track of the users who have a real interest in exploring the home decor and also every individual's respective feedback. This project intends to computerize the home decor and furnishing website management system in a web portal in order to improve the record management efficiency due to the grown variety of home decor products.

CHAPTER 2

REQUIREMENT ANALYSIS

2.1 LITERATURE SURVEY

During the literature survey, we collected information about the different home models and designs. We also researched about the variety of designs in each and the product for some of these decor products.

Where most products related web applications simply allow small information, in this project, we focus on putting out the best design product of the world thereby allowing users and viewers to try and make purchase on their own. The project also emphasises on receiving feedback be it about improving anything in the website or users' experiences while trying out the products.

In this project, details of each product include the design, stuff used in it, models and alternatives in case some products are not available. Having such details can help the user be ready with all requirement beforehand and hence be completely prepared before starting the process of actually shopping. The users can review feedbacks to see the product are more complex and which good to use. While giving feedback the users can also specify any item that can be put up on the website. This way, the websites can either update their posted item or converse with the user as to why the variation isn't always the best option. The most conventional way to learn about your product was to watch the information on the website. This was done by selling experience, watching somebody purchasing around or even simply listening to someone narrate the experience. But this is not the most convenient way because we might miss out on some information or little details about the product.

Having all the products in a single platform with all the details about the furnishing and décor products along with a feedback and contact from the users who have purchased the products. Hence this website is proven to be a better way of shopping. It is easily accessible to anyone who has an interest in decorating the home and purchasing furnishing products.

CHAPTER 3

SYSTEM REQUIREMENT SPECIFICATION

Software Requirements:

Operating System : Windows 10

Front End : HTML, CSS, Bootstrap, PHP 5.3.5, JavaScript

Back End : MySQL

Technology : XAMPP Server

Hardware Requirements:

Processor : Intel Core i7

Processor speed : 2.00GHz

Hard Disk : 256GB

RAM : 8GB

CHAPTER 4

ANALYSIS AND DESIGN

4.1 PRELIMINARY DESIGN

Preliminary design is basically concerned with deriving an overall picture of the system. Deriving entire system into modules and sub-modules while keeping Cohesion and Coupling factors in mind, tools which assist in preliminary design process are Data Flow Diagrams.

4.1.1 ER DIAGRAM

An Entity Relationship Diagram is a type of flowchart that illustrates how “entities” such as people, objects or concepts relate to each other within a system. An Entity relationship diagram describes inter-related things of interest in a specific domain of knowledge.

An ER model is composed of entity types and specific that can exist between instances of those entity types.

The ER diagram shown below for the home décor and furnishing website contains 4 entity types:

a. Account

b. Cart

c. Payment

d. Contact

4.1.1 ER DIAGRAM

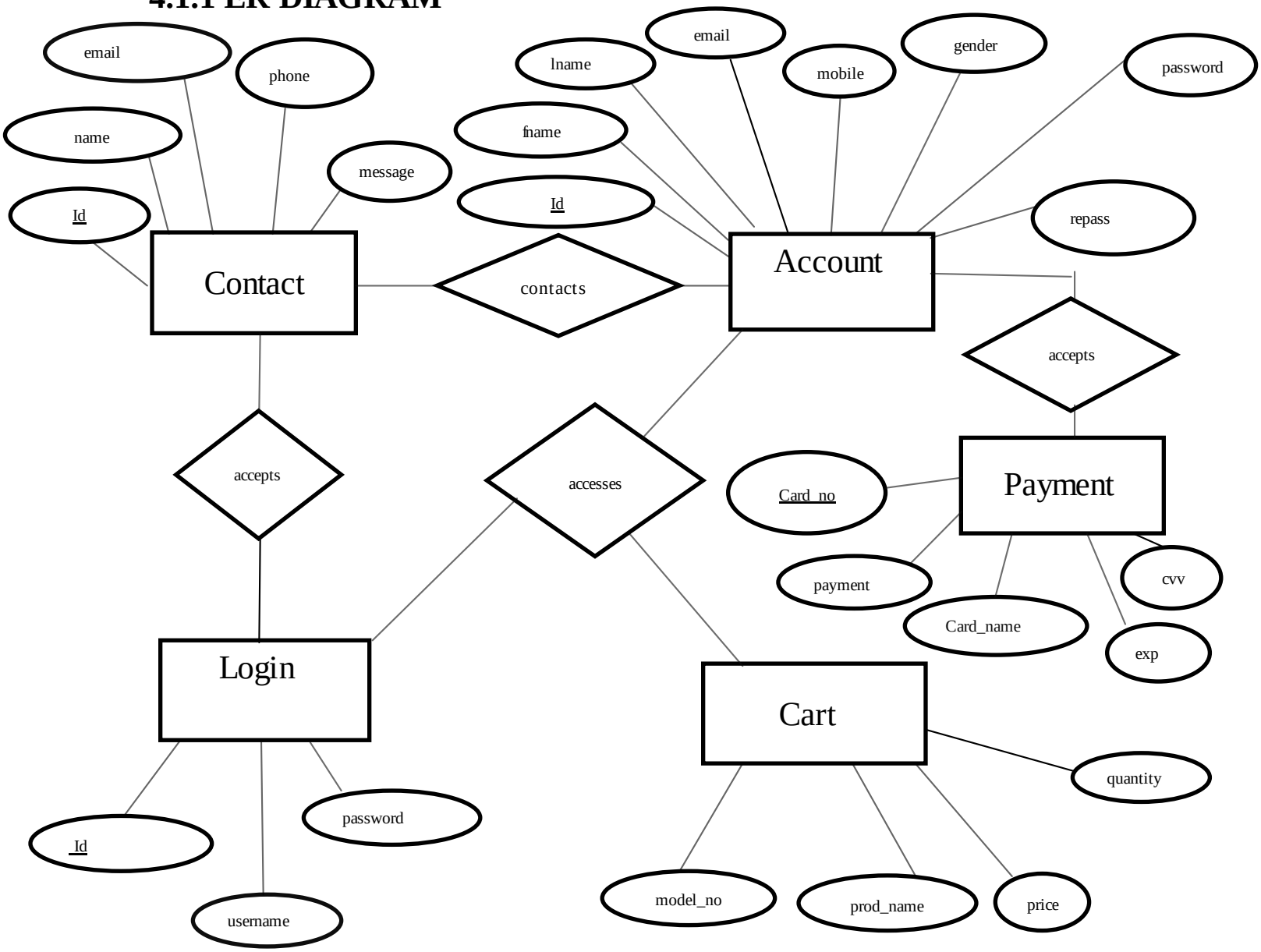

Figure 4.1 ER diagram of Home Decor and Furnishing Website

4.1.2 SCHEMA DIAGRAM

The schema diagram formulates all the constraints that are applied on the data. A Database schema defines its entities and the relationship among them. It contains a descriptive detail of the database which can be depicted by means of schema diagram.

Candidate Key: The minimal set of attributes which can uniquely identify a tuple is known as candidate key the value of the Candidate Key is unique and not-null for every tuple.

Super Key: The set of attributes which can uniquely identify a tuple is known as Super Key. Adding zero or more attributes to candidate key generates super key.

Primary Key: There can be more than one candidate key in a relation out of which one can be chosen as primary key.

Foreign Key: If an attribute can only take the values which are present values of some other attributes, it will be foreign key to the attributes to which it refers.

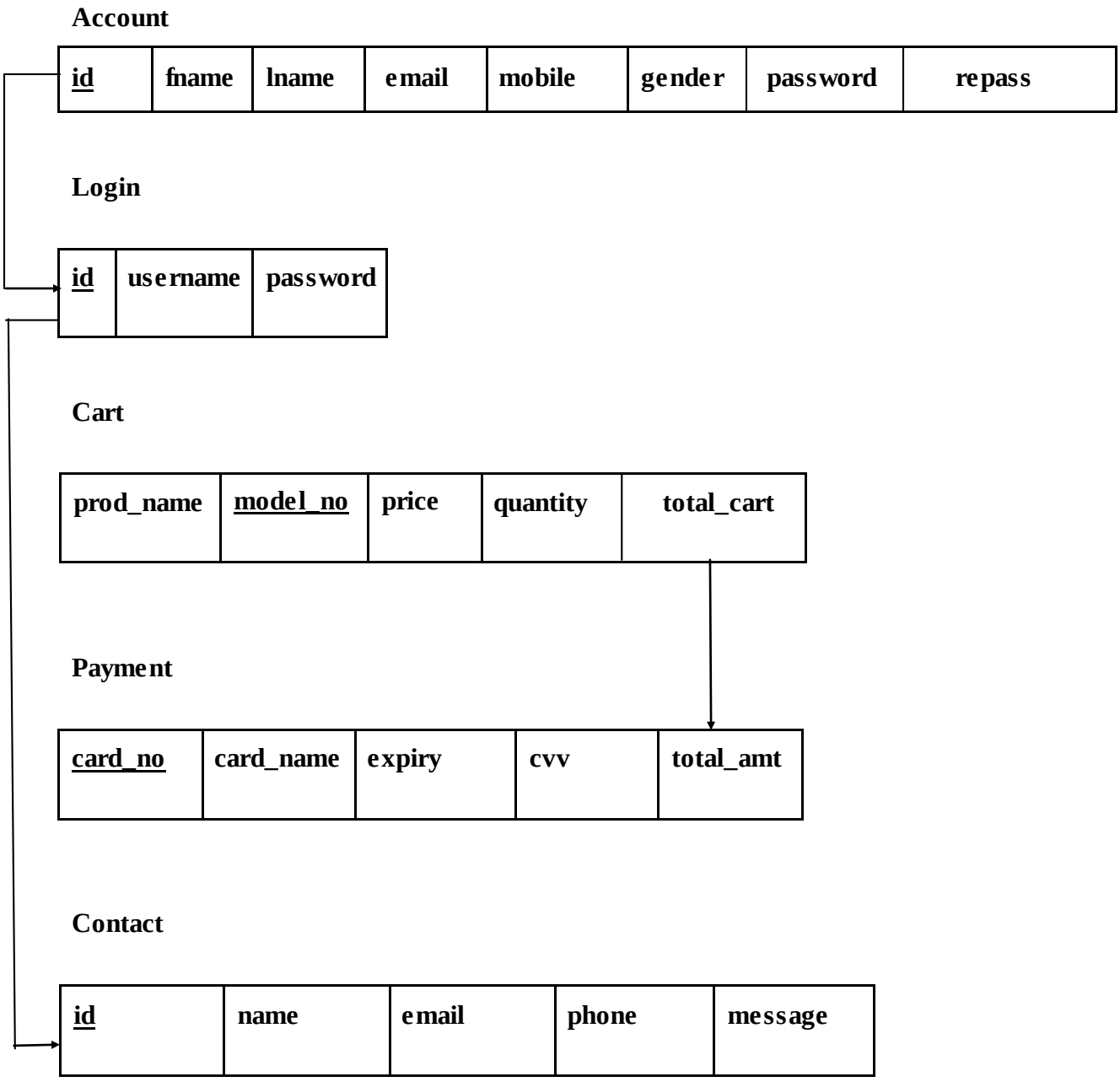

Figure 4.2 Schema diagram of Home Decor and Furnishing Website

CHAPTER 5

IMPLEMENTATION

5.1 INTRODUCTION

This project deals with designing and implementing a system for handling the information of behavioural evaluations. An analyst schedules subject evaluation and then analyses the recorded behaviours that occur during specified collection periods. The evaluations provide data that can be analysed in order to develop plans that will help treat the subject as needed. Our system also implements an admin user who is required for user management and behaviour data management.

The process flow implemented is as follows:

2. The admin adds various products and also monitors it. He has all the authority to
3. Delete, Update and Add details of product.
4. A user who logs in can get access to the available of precuts and the models details and also can request admin to delete their details by dropping a mail.
5. The user who wants to read about a particular item can do so by navigating through various available product and models.
6. It will show all the details of the available products with information on its price and designs.
7. The user then had sole right to drop a feedback about a particular product they have purchased and also view various user's feedback.

8. All the details of product, users, price, view the cart, payment and feedbacks.

5.2 TECHNICAL ASPECTS

The application was developed using the WAMP approach, i.e. Windows, Apache, MySQL and HTML, JAVASCRIPT, PHP.

HTML

HTML is a standard markup language for creating web pages.HTML stands for Hyper Text Markup Language it is the building blocks of html pages.html element presented by tags.html is the label pieces of contents such as “heading”,” paragraph”,” table” and so on.

CSS

Cascading Style Sheet is a style sheet language used for describing the presentation of a document written in a markup language like HTML. CSS includes colors, layout, fonts etc.

BOOTSTRAP

Bootstrap is an open source toolkit for developing with HTML, CSS, and JS. Quickly prototype your ideas or build your entire app with our Sass variables and mix ins, responsive grid system, extensive prebuilt components, and powerful plugins built on jQuery.

WINDOWS

The project was developed in a Windows environment using XAMPP

PHP

PHP is a widely-used general-purpose scripting language that is especially suited for Web development and can be embedded into HTML. All server-side code was written in PHP.

APACHE

The web server used is Apache with the PHPplug in. Apache is a very reliable web server on both.

MySQL

The database system used is MySQL which is an open source RDBMS. It is very light and highly functional. Also, with PHP and MySQL being used together very frequently a lot of online support was available.

CHAPTER 6

TESTING

6.1 INTRODUCTION

Testing is vital for the success of any software. No system design is ever perfect. Testing is also carried in two phases. First phase is during the software engineering that is during the module creation. Second phase is after the completion of software. This is system testing which verifies that the whole set of programs hanged together.

WHITE BOX TESTING

In this technique, the close examinations of the logical parts through the software are tested by cases that exercise species sets of conditions or loops. All logical parts of the software checked once. Errors that can be corrected using this technique are typographical errors, logical expressions which should be executed once may be getting executed more than once and error resulting by using wrong controls and loops. When the box testing tests all the independent part within a module a logical decision on their true and the false side are exercised, all loops and bounds within their operational bounds were exercised and the internal data structure to ensure their validity were exercised once.

BLACK BOX TESTING

This method enables the software engineer to device sets of input techniques that fully exercise all functional requirements for a program. Black box testing tests the input, the output and the external data. It checks whether the input data is correct and whether we are getting the desired output.

ALPHA TESTING

Acceptance testing is also sometimes called alpha testing. Be spoke systems, are developed for a single customer. The alpha testing proceeds until the system developer and the customer agree that the provide system is an acceptable implementation of the system requirements.

BETA TESING

On the other hand, when a system is to be marked as a software product, another process called beta testing is often conducted. During beta testing, a system is delivered among a number of potential users who agree to use it, the customers then report problems to the developers. This provides the product for real use and detects errors which may not been anticipated by the system developers.

UNIT TESTING

Each module is considered independently. It focuses on each unit of software as implemented in the source code. It is white box testing.

INTEGRATION TESTING

Integration testing aims at constructing the program structure while at the same constructing tests to uncover associated with interfacing the modules. Modules are integrated by using the top down approach.

VALIDATION TESTING

Validation testing was performed to ensure that all the functional and performance requirements are met.

SYSTEM TESTING

It is executing programs to check logical chances made in it with intention of finding errors. A system is tested for on line response, volume of transaction, recovery from failure etc. System testing is done to ensure that the system satisfies all the user requirements.

6.2 TEST CASES

Table 6.1: Test cases for user login module

Name: - User Login Module				
NO.	TEST CONDITION	EXPECTED RESULT	ACTUAL OUTPUT	STATUS
Test 1	Click on Submit button without user name and password.	System does not allow admin to login.	System displays message and resume to the same page.	Pass
Test 2	Click on Submit button with invalid user name and or password.	Message "Invalid Credentials" is shown.	As expected.	Pass
Test 3	Click onSubmit button with correct username and password.	System allow admin to login.	System allow admin to access application based on right given to him.	Pass

Table 6.2: Test cases for user registration

Name: -User Registration				
NO.	TEST CONDITION	EXPECTED RESULT	ACTUAL OUTPUT	STATUS
Test 1	Click on Submit button without user name and password	System does not allow user to register.	System displays message and resume to the same page.	Pass
Test 2	Click on Submit button without username or password	Message "Please fill up the username or password" is shown.	System displays message and resume to the same page.	Pass
Test 3	Click in Submit by entering all requested details correctly.	System allows user to register.	System allow user to access application based on right given to him.	Pass

CONCLUSION AND FUTURE ENHANCEMENT

CONCLUSION

The whole system activities are delivered into their parts like admin, user and subscribers. Each one has their own role to perform and system respond accordingly. Several agents have been created using web services and inter agent communication is done. Different onto login have been created for the implementation of system, some of them are PHP, HTML, and MySQL. The back end of the system been designed using MySQL database and the front end is been designed using PHP and HTML. JavaScript is used only for validations in the project.

The system comprises of following features:

1. Management of Home decor and furnishing website.
2. Management of products according to corresponding designs and models.
3. User can request product for particular design, models and ask queries.
4. Payment management
5. Contact information.

FUTURE ENHANCEMENT

There are also few features which can be integrated with this system to make it more flexible. Below list shows the future points to be considered.

1. Videos on “Steps to follow while shopping the product” can be added.

2. Various other products can be added and along with it its corresponding furnish models.

3. Personalised user profile can be made where he/she can favourite the product to cart and share it.

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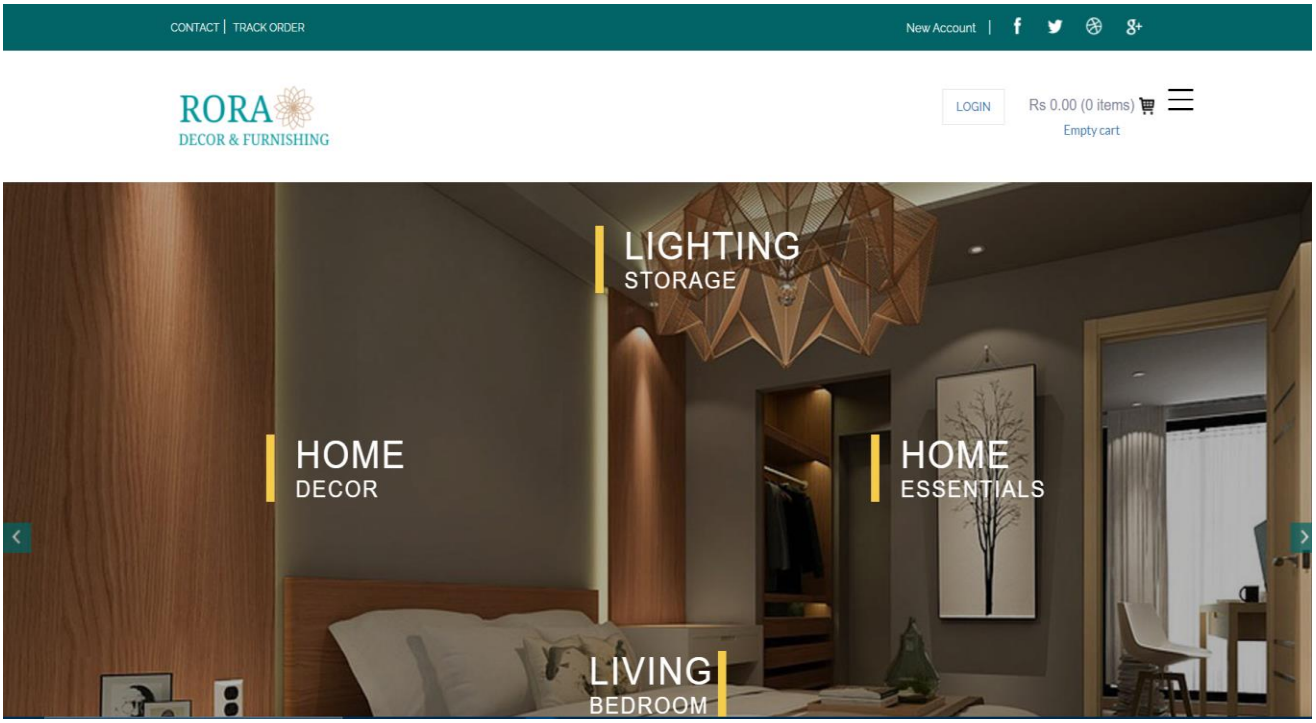
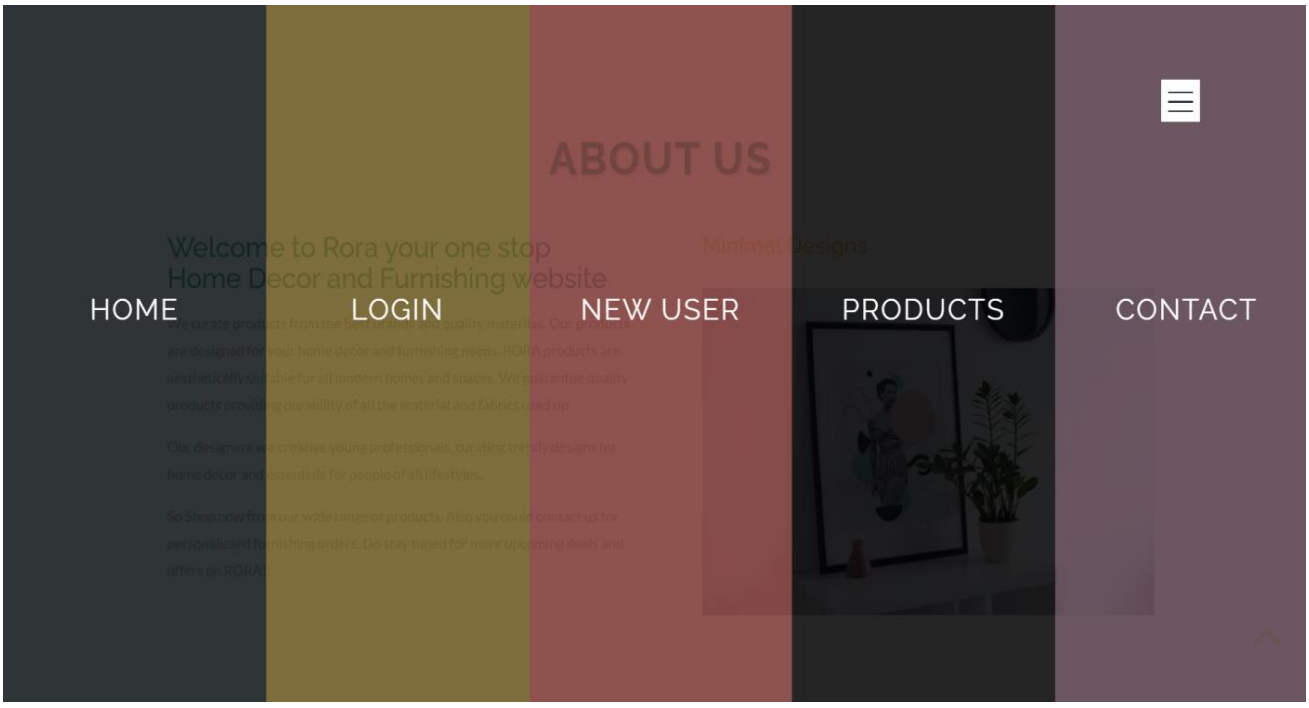
[5] Randy Connolly, Ricardo Hoar," Fundamentals of Web Development",1st edition, Pearson Education India.

Appendix A: Snapshots

Snapshot A.1:





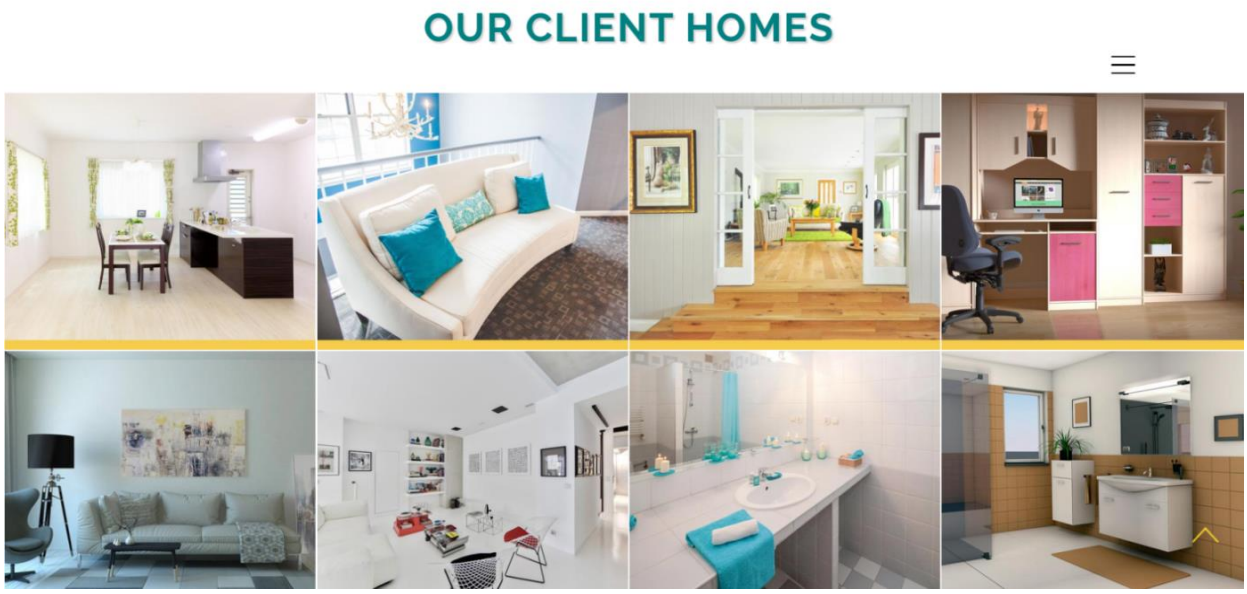


Figure A.1: Home Page

Figure A.1: Depicts the landing page of the website including a navigation panel, a client gallery section and more.

Snapshot A.2:

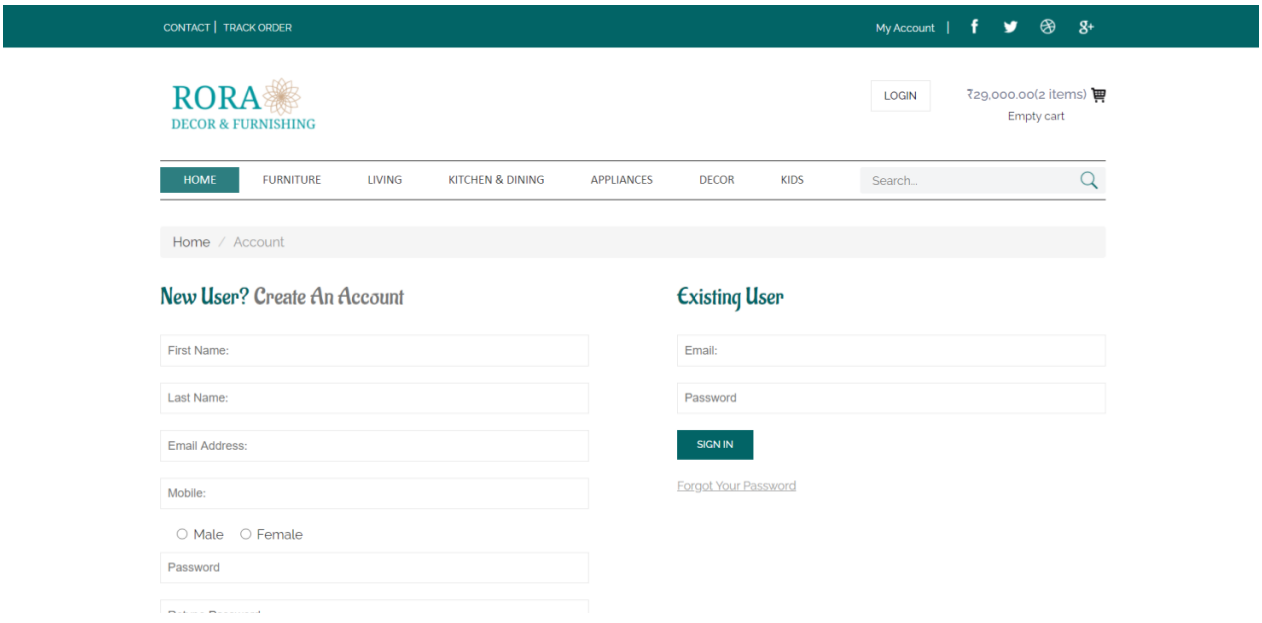


Figure A.2: Account Page

Figure A.2 is the account or sign-up page for new customers.

Snapshot A.3:

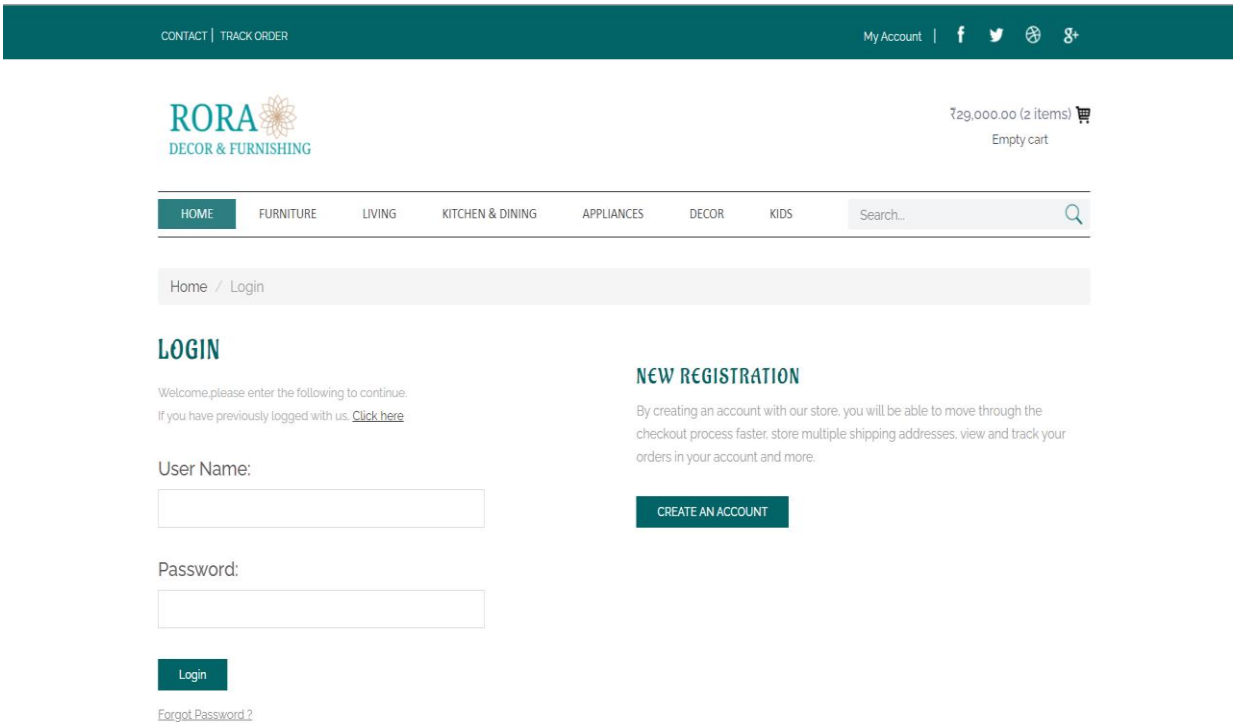


Figure A.3: Login Page

Figure A.3 is the Login or sign-in page for already registered customers

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Snapshot A.4:

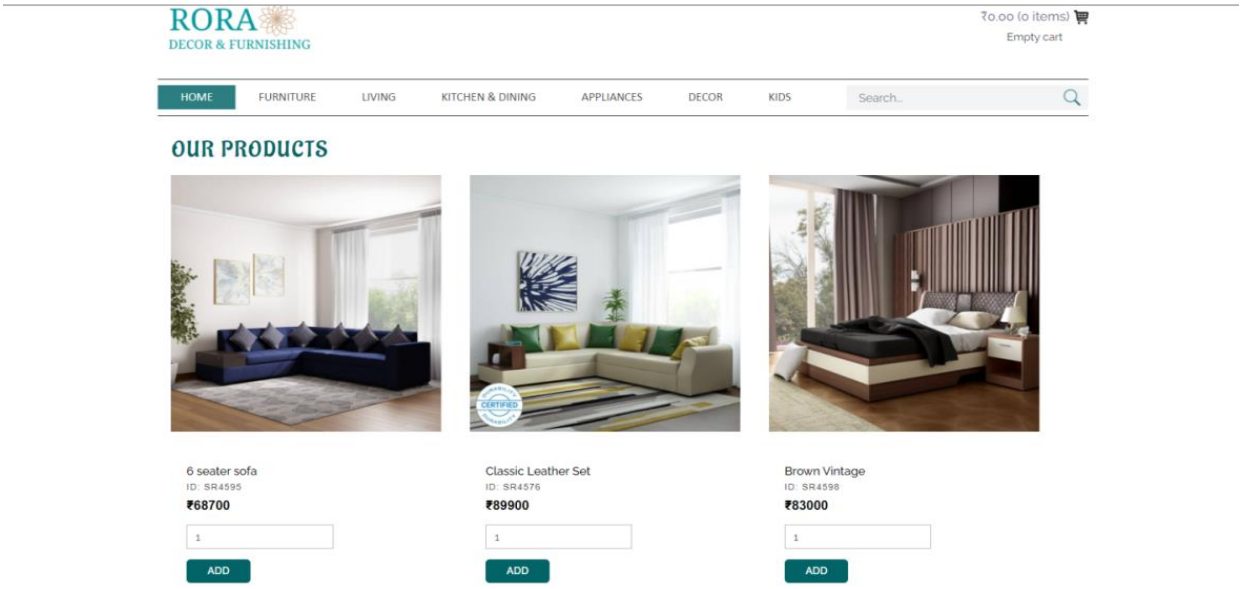

Figure A.4: Product Page

Figure A.4 is the Product page having various products from different categories to select from.

Snapshot A.5:

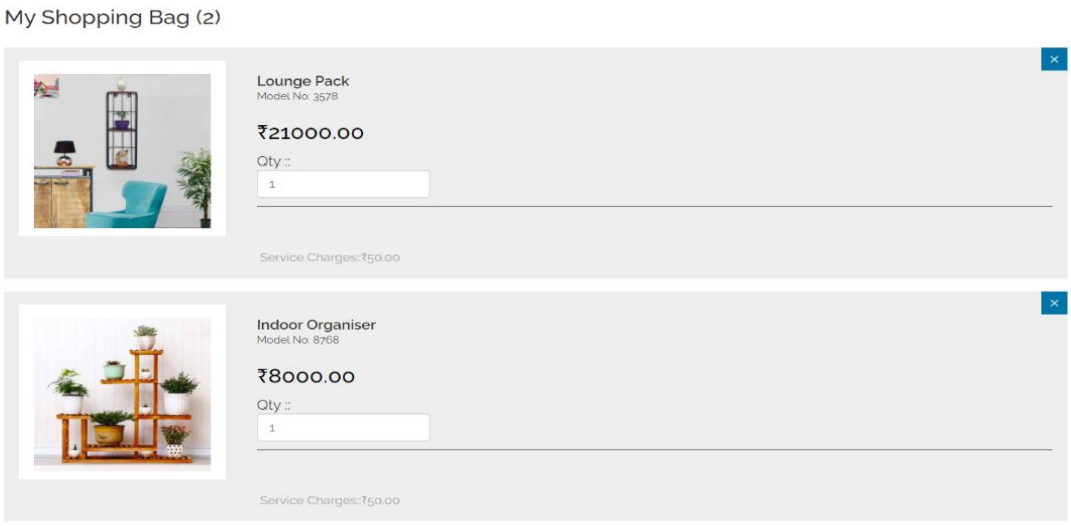

Figure A.5: Cart Page

Figure A.5 is the Cart of the customer where all the added products are available for access.

Snapshot A.6:

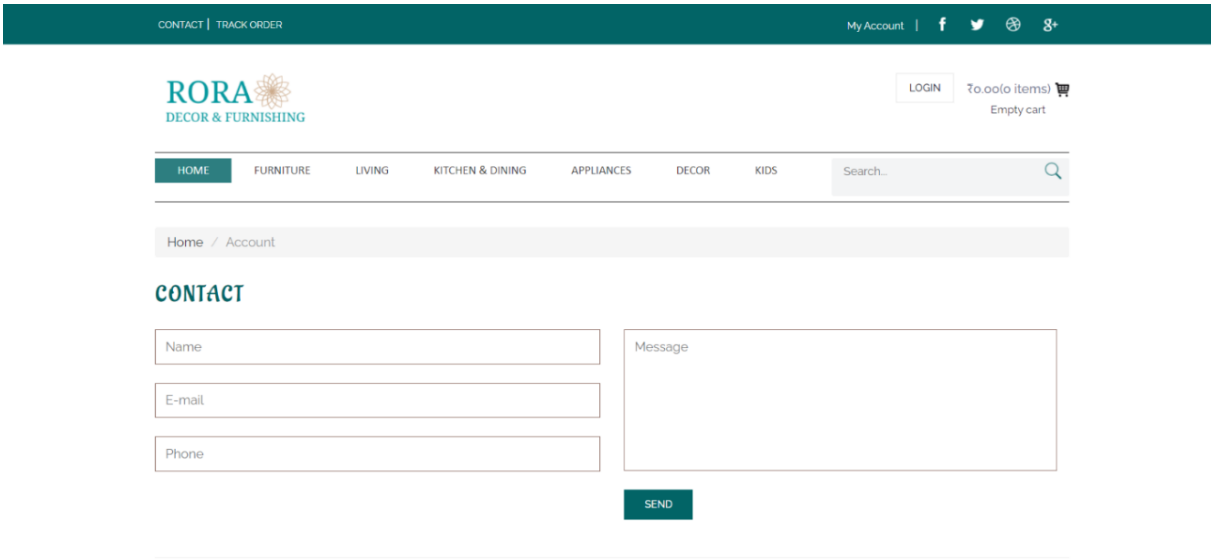

Figure A.6: Contact Page

Figure A.6 is the Contact page for customers to ask queries and send in reviews.

Snapshot A.7:

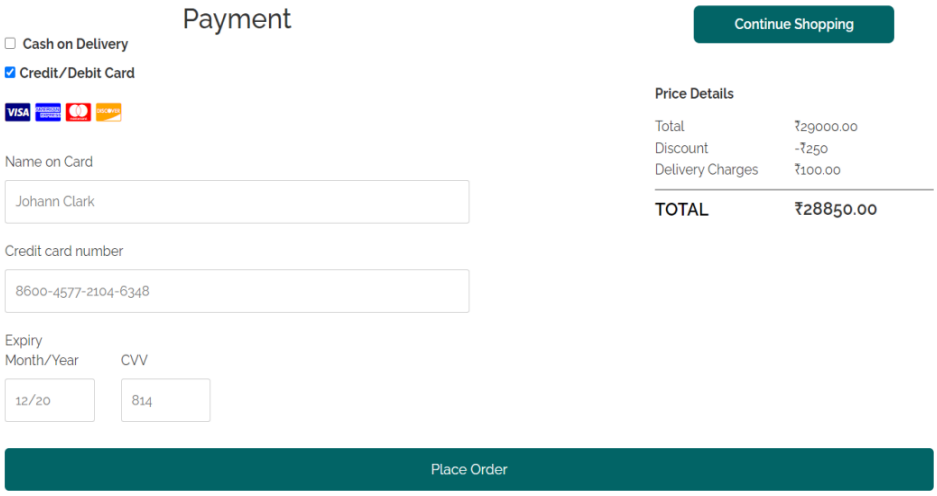

Figure A.7: Payment Page

Figure A.7 is the Payment section for completing the transaction of cart items.