A PROJECT REPORT

ON

SPORTIFY

Sports Goods Shopping Website



SUBMITTED IN PARTIAL FULFILLMENT

FOR THE AWARD OF

POST GRADUATION DIPLOMA IN ADVANCE COMPUTING (PG-DAC)

UNDER THE GUIDANCE OF

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ABSTRACT

The project details the development of a shopping website for sports goods. It supports the business-to-consumer (B2C) model by providing a platform for the business to showcase and sell their products directly to consumers, eliminating the need of intermediaries or aggregators.

Freely available software are used in the development of this project viz. React for frontend, Java Spring Boot for backend, and MySQL for database management. A simple and robust project is developed by following the principles of software engineering and incorporating the Java Lombok library.

From displaying new products and updating stocks, to adding employees in the system, this project empowers the business to provide secure access to role-appropriate functionalities to various actors by using Spring Security and JSON Web Tokens. Email integration also alerts the consumer on registration, while the BCrypt password encoder provides safe storage of the password. Moreover, with the help of RESTful API and Swagger UI, this full-stack project provides a lightweight, reusable and scalable shopping website for sports goods.

1. INTRODUCTION

The project details the development of "Sportify", a shopping website for sports goods. It supports the business-to-consumer (B2C) model by providing a platform for the business to showcase and sell their products directly to consumers, eliminating the need of intermediaries or aggregators. From browsing products to tracking the delivery status of orders, this full-stack project aims to provide a seamless experience for consumers, website administrators and support staff.

The highlights of the project are as follows:

- Uses freely available software React for frontend, Java Spring Boot for backend, and MySQL for database management.
- Developed by following the principles of software engineering.
- Provides secure access to role-appropriate functionalities to various actors by using Spring Security and JSON Web Tokens.
- Alerts the consumer on registration via email.
- Enables safe storage of the password by implementing BCrypt password encoder.
- Provides a lightweight, reusable and scalable shopping website with the help of RESTful API and Swagger UI.
- Incorporates the Java Lombok library to achieve clean and simple code.

2. PROJECT OVERVIEW

2.1. OBJECTIVES

The main objectives of this project are:

- To provide a platform that helps connect sports goods businesses directly to their customers.
- To facilitate easy navigation and provide seamless shopping experience for customers.
- To enable quick maintenance and updation of the shopping website for the business.
- To create a secure environment for all transactions and restrict access to roleappropriate functionalities.

2.2. SCOPE

"Sportify" aims to deliver an e-commerce website that hosts a wide collection of sports goods. The customers can login and purchase the showcased products directly from the business by adding a delivery address and selecting a payment method. They can also view their order history and check the status of their orders. On the other hand, website administrators (admins) can manage various product and order details. This project does not support the actual logistics of delivery of products, nor does it connect to a payment portal. However, these can be easily integrated in the application as per the preferences of the business owners.

2.3. OVERVIEW

A. REQUIREMENTS AND SPECIFICATIONS:

i. Hardware requirement:

- 1) Ram: 8 GB
- 2) Hard-disk: 500 GB
- 3) Processor: Intel Core i3
- 4) Video Card: Intel Integrated Graphics
- 5) Operating System: Windows 10/ Linux Cent OS 6.4/ Fedora 8.0/ Ubuntu

ii. Software requirement:

- 1) Application Tools: STS-3.9.18 IDE, JDK 11, Visual Studio Code 1.71.2
- 2) Server: Apache-tomcat-9.0.36
- 3) Database: MySql 5.7

B. FEATURES PROVIDED

I. FOR CUSTOMERS

- a. Browse Customers can login and browse products by selecting a category. They
 can explore the entire collection of sports goods available, as well as view details for
 individual products.
- b. Register, Login & Logout New customers can register on the site. Existing customers can then login to access their account information and logout when the account is not in use.
- c. View and Edit Profile When logged in, customers can view and amend their profiles, if required.
- d. Add to Cart If customers find suitable products, they can save the products in their carts until they decide to purchase them.
- e. Remove from Cart Customer may remove the product from the cart by deleting it or reducing its quantity to zero.

- f. Place Orders When customers wish to purchase the products which they have saved in their carts, they can place orders for those products by selecting or adding a delivery address and selecting a payment method registered in their account.
- g. Delivery Address Customers can add, edit or delete addresses from My Addresses.

 They can also add a new address while placing an order.
- h. Payment Method While placing orders, customers have the freedom to choose from various payment methods associated with their accounts.
- i. Order History Customers can view their order history and order status in My Products.

II. FOR ADMIN

- a. Login & Logout Similar to customers, admins can login & logout to access their account.
- b. View and edit Profile When logged in, admins can view and edit their profiles.
- c. Add Employee or Delivery Person Only admins can add employees or delivery personnels.
- d. Remove Employee or Delivery Person Admins can remove an employee's or delivery person's account.
- e. Add New Categories or Products Admins can add new Categories or Products with all the necessary details like category name, product name, description, price etc.
- f. Update Categories or Product Details Often, the details of a categories or products such as the price, quantity etc. change over time. In such cases, the admins can update the category or product details to reflect the change on the website.
- g. Delete Categories or Products Admins may remove any category or product which is not available, which will reflect in the database.
- h. Stock Only admins can see the stock of products.

III. FOR EMPLOYEE

- 1. Login & Logout Similar to customers, employees can login & logout to access their accounts.
- 2. View and Edit Profile When logged in, employees can view and edit their profiles.

- 3. Add New Categories or Products Employees can add new Categories or Products with all the necessary details like category name, product name, description, price etc.
- 4. Update Categories or Product Details Often, the details of a category or product such as the price, quantity etc., change over time. In such cases, the employees can change those category or product details to reflect the change on the website.
- 5. Delete Categories or Products Employees may remove any category or product which is not available, which will reflect in the database.
- 6. Manage Orders Employees can see the list of all orders. Then they may assign orders to themselves and prepare them for the delivery person to pick up.

IV. FOR DELIVERY PERSON

- a. Login & Logout Similar to customers, delivery personnel can login & logout to access their accounts.
- b. View and Edit Profile When logged in, delivery personnel can view and edit their profiles.
- c. Deliver Orders Delivery personnel can see the list of ready orders and assign the orders to themselves for delivery.
- d. Taken back After assigning the order to himself/herself, the delivery person can give up the assignment. The status of the picked order changes back to "Ready" which allows another delivery person to assign it to himself/herself.

2.4. FEASIBILITY STUDY

The following feasibility studies were carries out before undertaking the project, in accordance with basic principles of software engineering.

A. TECHNICAL FEASIBILITY

Feasibility of developing the requested system with the available manpower, software, hardware was assessed as follows:

Backend: This project makes use of cross-platform software and solutions like Java, and hence can run on any operating system. Spring boot provides a quick way to set up, configure and run web-based applications. The combination of Spring Boot, Spring Data JPA and Hibernate for backend make for a fast, easy set-up and reliable system to interact with the database, as they are secure and transactional in nature.

Database: Since the sensitive data of customers and admins need to be stored in a robust and secure database, MySQL database management system was chosen as it is an industry standard. It allows us to implement database operations on tables, rows, columns and indexes.

Frontend: React, used in front-end, is swift and a single page framework when it comes to delivering the requested page as it doesn't reload the entire page for every HTTP request. It only re-renders the components that need to fetch new data. Also, as React is modular in nature, it is easy to develop new components and scale up existing components in order to add new features to the system.

B. OPERATIONAL FEASIBILITY

From browsing products to tracking the delivery status of orders, this full-stack project aims to provide a seamless experience for consumers, website administrators and support staff. Various software used also provide for a robust, scalabale and secure system.

All the software and technologies used in our project are freely and widely available, with extensive community support. This makes "Sportify" an economically feasible solution to the organizations that wish to implement it.				

3. REQUIREMENTS FULFILLED

3.1. FUNCTIONAL REQUIREMENTS

Following are some of the functional requirements fulfilled by our project:

- Customers can browse through all available sports goods.
- Customers can add product to the cart.
- Customers can place orders for sports goods and view their order history.
- Admin can manage various sports goods details like product name, price, adding/updating/deleting new product, etc.
- Employee can manage orders like assign orders, ready orders, etc.
- Admins can add or delete employees or delivery person if the need arises.
- Delivery person can deliver the orders.

3.2. NON-FUNCTIONAL REQUIREMENTS

Following are the non-functional requirements fulfilled by our project:

- Usability Since the website uses lightweight and established software components that are also cross-platform, it supports most operating system. Well-known icons and symbols used throughout the website provides a consistent theme and user-friendly interface that anyone can grasp easily, even without a technical background.
- Performance The use of React for front end and Spring Boot, Spring Data JPA
 and Hibernate for back end delivers quick response times to admin and customers
 alike.
- Security Spring Security working in tandem with JSON Web Tokens provides robust methods for authentication and restricts role-appropriate access. Encrypted passwords enable safe storage of credentials.
- Maintainability Simple and flexible systems provide easy maintenance.
- Scalability RESTful API and Swagger UI enable scalability.

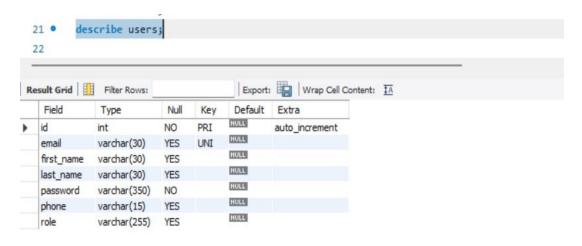
4. PROJECT DESIGN

4.1. DATA MODEL

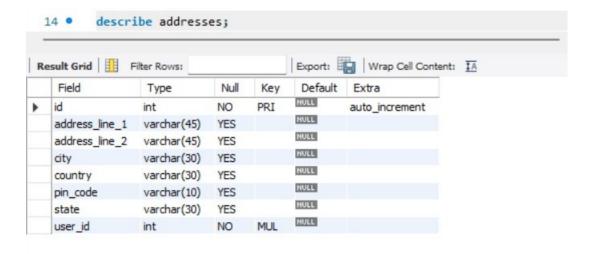
The following tables depict the database design used for "Sportify" application:

A. TABLES RELATED TO USER DETAILS

a. Users Table

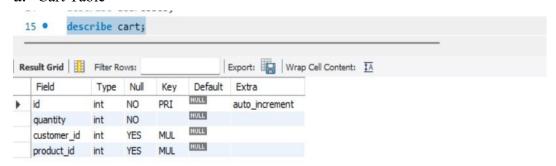


b. Address Table

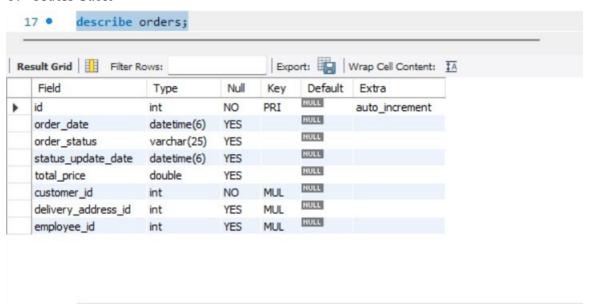


B. Tables Related to Orders

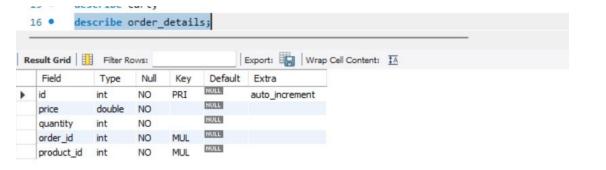
a. Cart Table



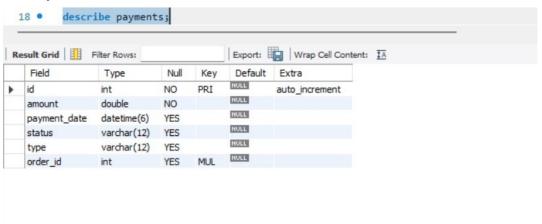
b. Orders Table



c. Order Details Table

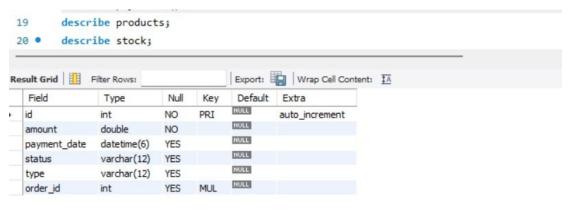


d. Payment Table

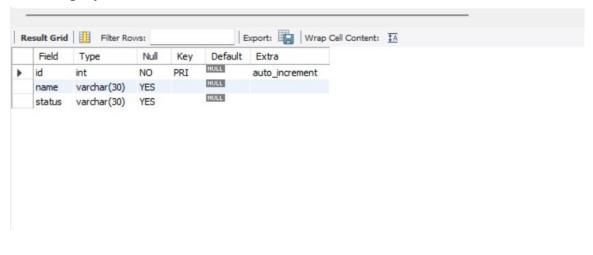


C. Tables Related to Products

a. Product Table

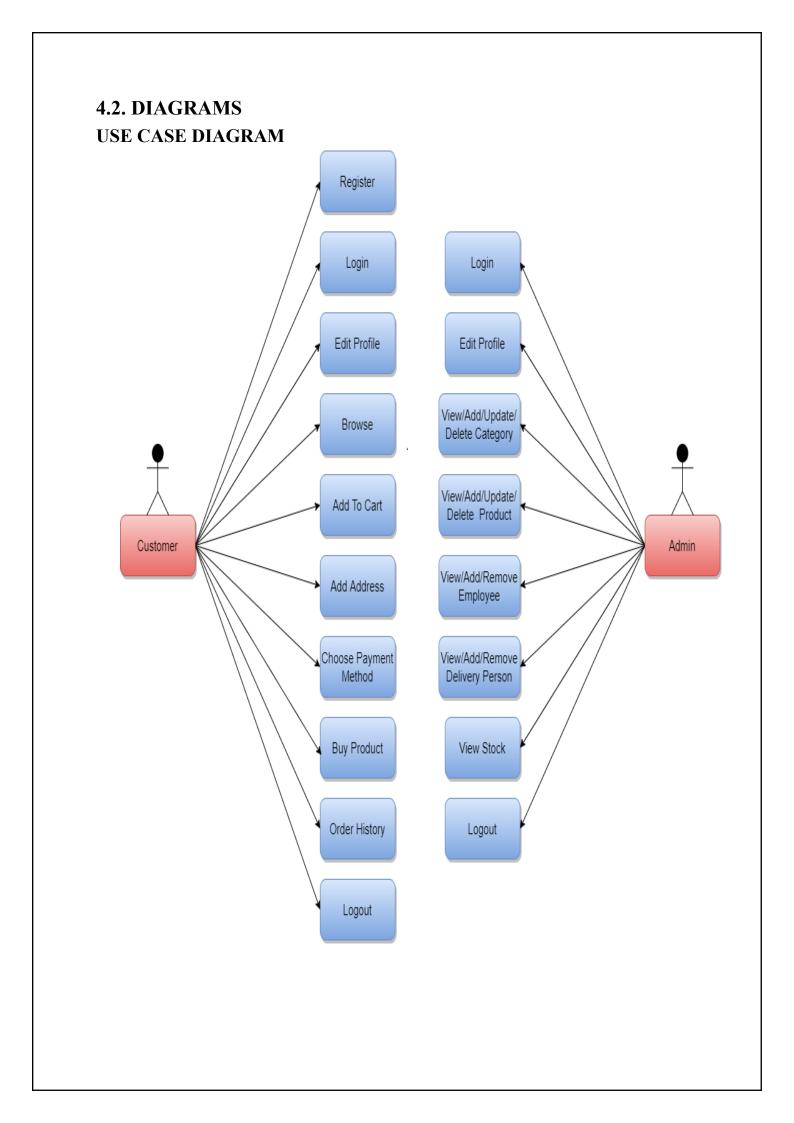


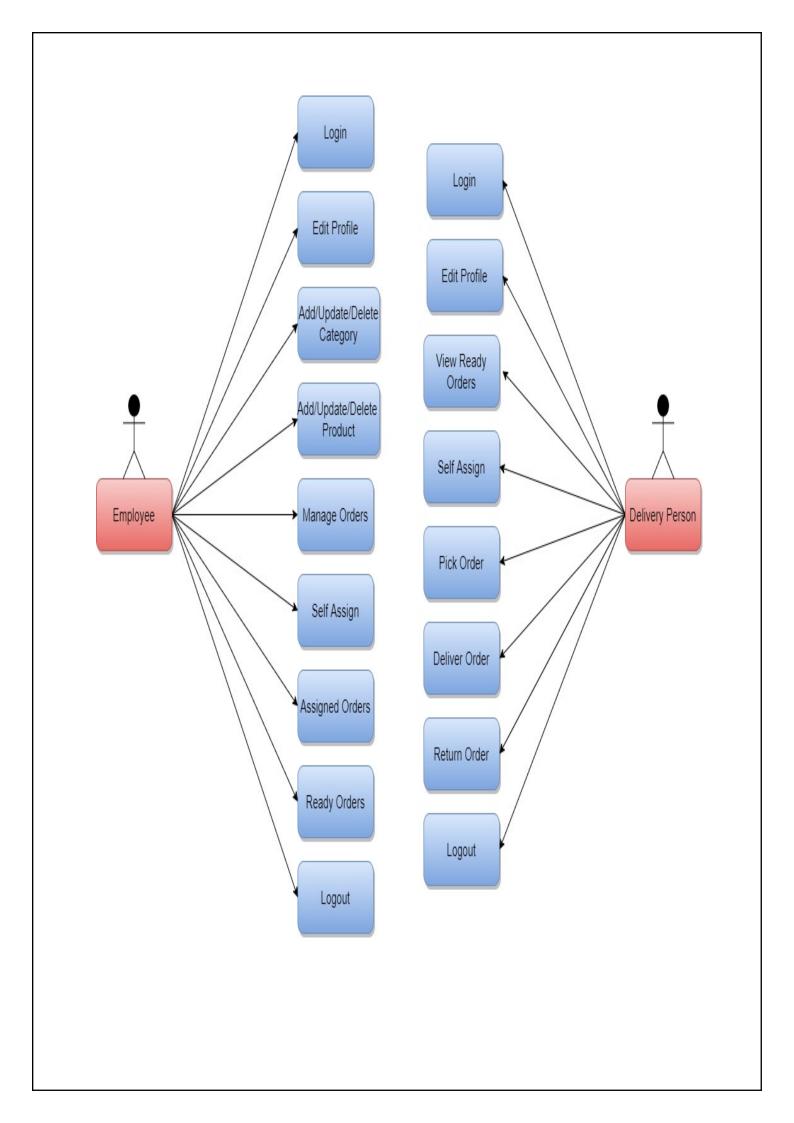
b. Category Table



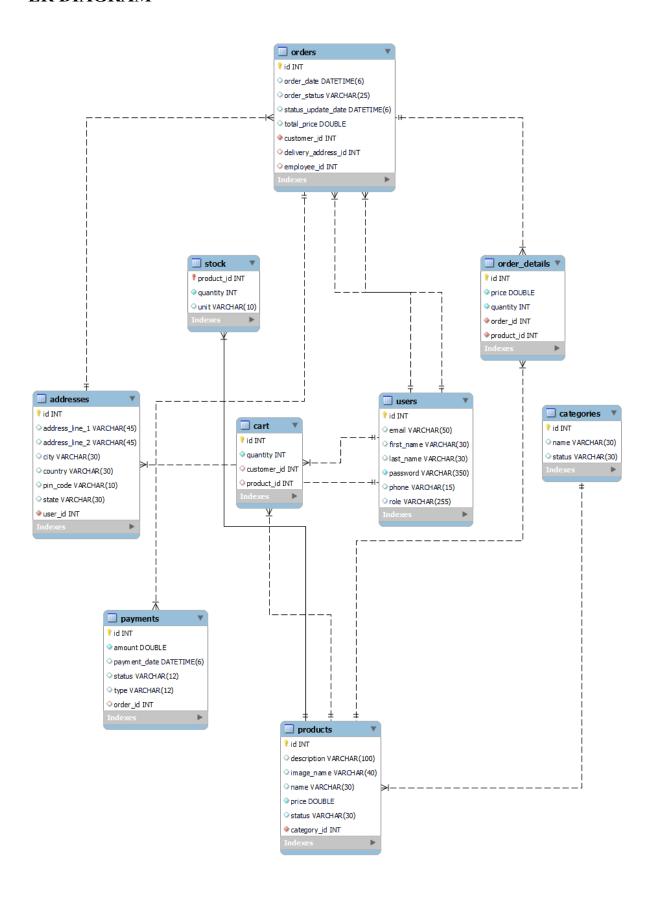
c. Stock Table







ER DIAGRAM



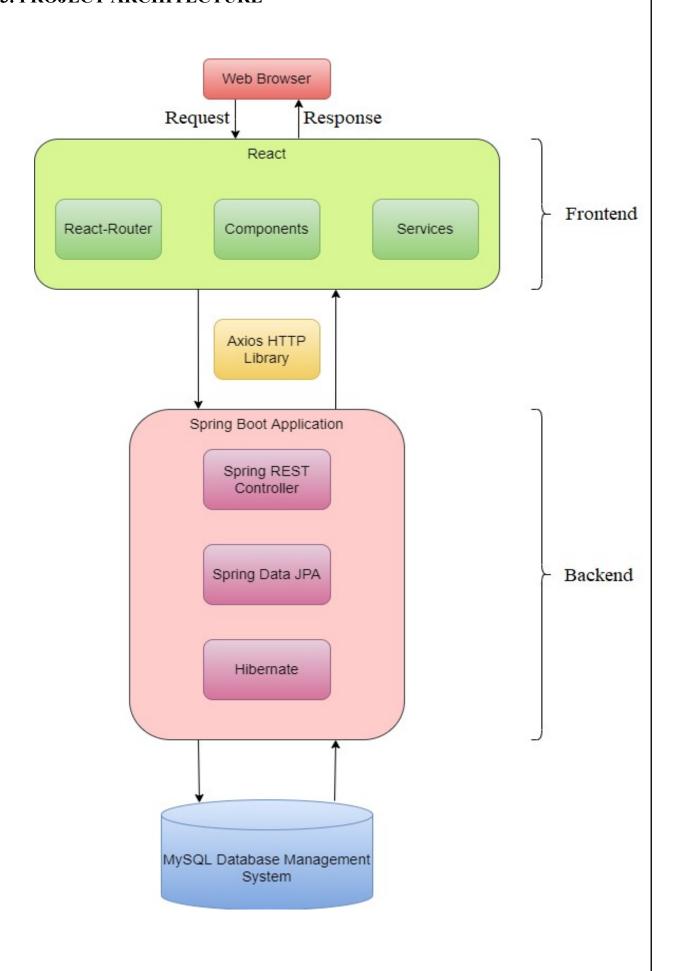
ACTIVITY DIAGRAM a. Admin Login Authentication Check If Valid Employees Delivery Person Product Categories Account Stock Remove Add Delivery View Employee View Category View Product View Stock Employee Person View Delivery Remove Delivery Add/Update/Delete Add/Update/Delete View/Edit Profile Add Employee Person Person Category Product Logout

b. Customer Login Authentication Check If Valid My Products Browse Account Cart My Address Add/Update/Delete Select Category Add to Cart Check Cart Delete From Cart Address Add Address Place Order Select Product View/Edit Profile View Address View Orders Choose Payment Method Logout

c. Employee Login Authentication Check If Valid Account Categories Product Manage Order View Category View Product All Orders Assigned Orders Add/Update/Delete Product Add/Update/Delete Self Assign View/Edit Profile Ready Orders Category Logout

d. Delivery Person Login Authentication Check If Valid Account **Deliver Orders** View Ready Take Back Pick Orders View/Edit Profile Orders Orders Self Assign **Deliver Orders** Logout

4.3. PROJECT ARCHITECTURE



5. PROJECT SCREENSHOTS

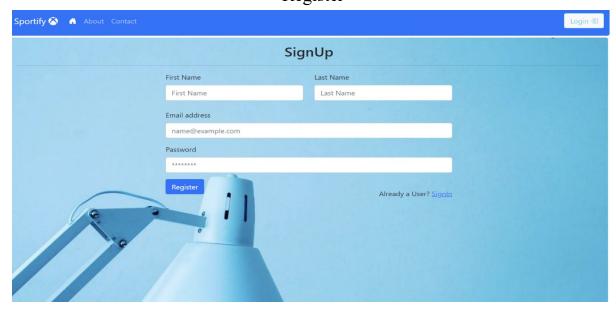
Homepage



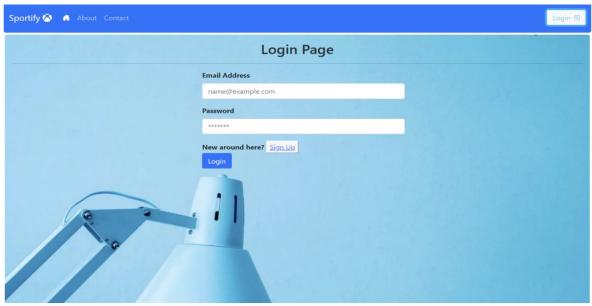
Footer



Register



Login



Edit Profile



5.1. CUSTOMER

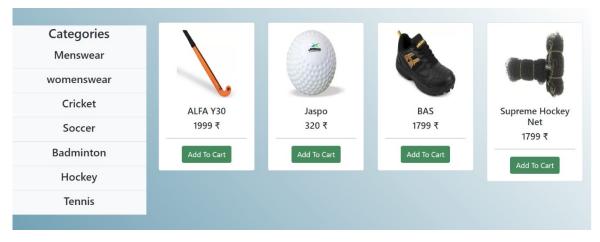
Home Page



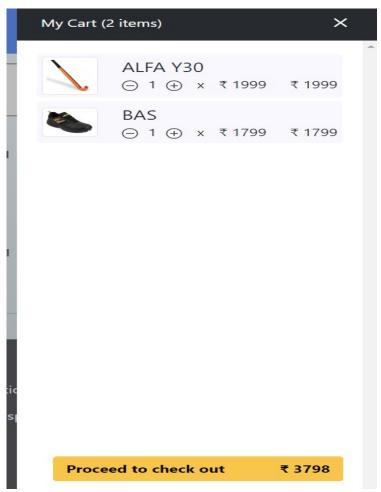
Address Page



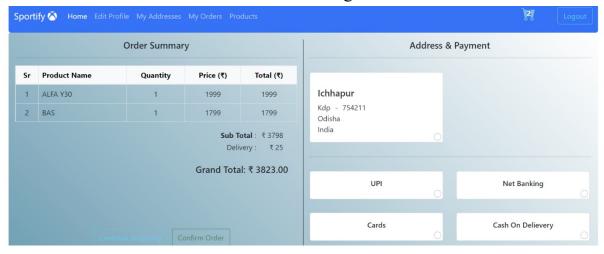
Product Details



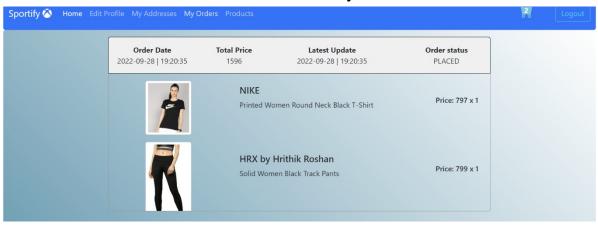
Cart



Checkout Page

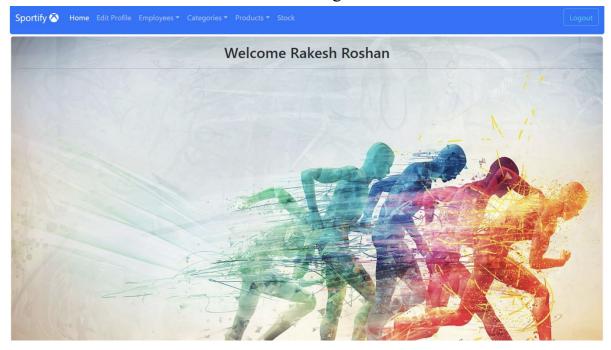


Order History



5.2. ADMIN

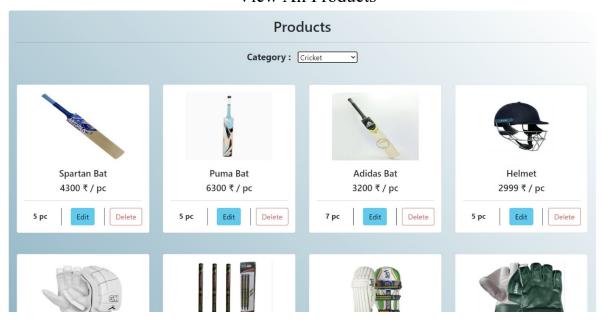
Home Page



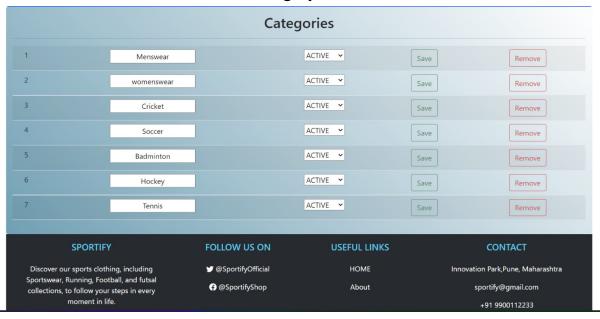
Employee Details



View All Products



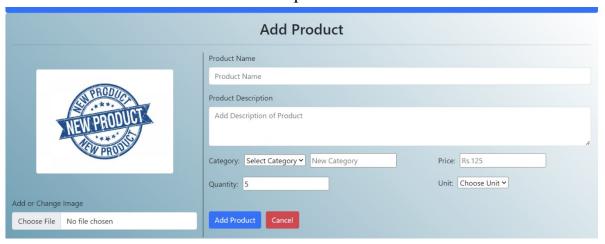
Category List



Add Category



Add product



Stock Report

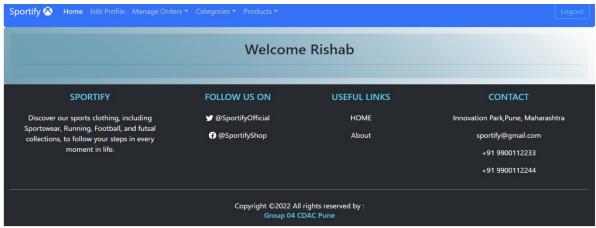


Add Employee/Delivery Person

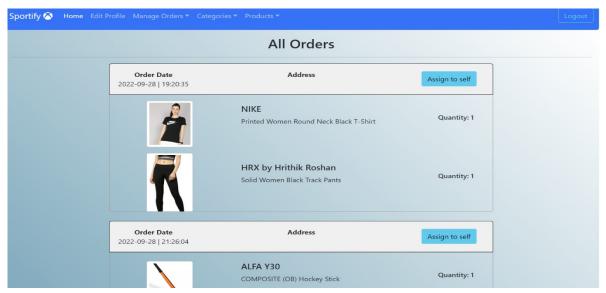


5.3. EMPLOYEE

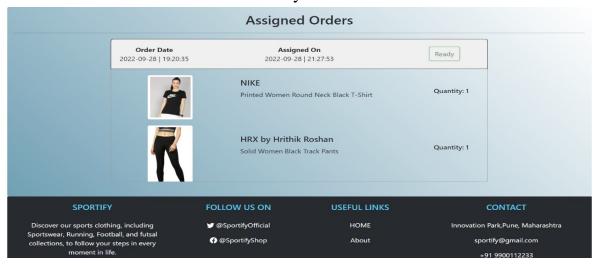
Homepage



Placed Order



Ready Order

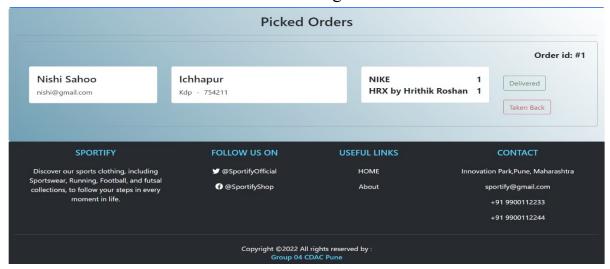


5.4. DELIVERY PERSON

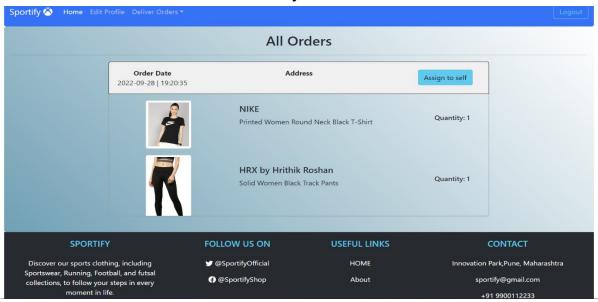
Homepage



Order Page



Ready Order



6. TESTING

All functionalities for various actors were tested manually. Additionally, JUnit test cases were created for certain methods. The results of the JUnit test were as follows:

Sr. No.	Test	Outcome	Method Tested	Result
1	Fetch user by id	The details of the first user were retrieved and belonged to the role of admin.	UserServiceImpl .findById()	Passed
2	Fetch users be their role	List of all admins was fetched.	UserServiceImpl .getUsersByRole()	Passed
3	Fetch all products under a specific category	List of all products under category 1 was retrieved.	ProductServiceImpl .getProductsByCategory()	Passed
4	Delete product by id	Third product in the list was deleted from database.	ProductServiceImpl .deleteProduct()	Passed
5	Add product to cart	Product was added to cart.	CartServiceImpl .addItemToCart()	Passed
6	Update product quantity in cart	Product quantity in cart was increased from 1 to 5.	CartServiceImpl .updateQuantity()	Passed
7	Register new user	User was registered in database.	UserController .registerUser()	Passed
8	Fetch list of all employees	List of all employees was fetched.	UserController .getAllEmployees()	Passed
9	Delete category	First category was deleted from database.	CategoryController .deleteCategory()	Passed
10	Fetch all categories	List of all categories was fetched.	CategoryController .getAllCategories()	Passed

7. CONCLUSION

"Sportify", an online sports goods website, was developed by our project team to simplify the online sale and purchase of sports goods. We tried using the latest technologies that are cross-platform and robust. Each and every software we used was freely available on the internet, which keeps the cost of production at a minimum. Also we have attempted to developed a secure, user-friendly online shopping management system.

This system will help them to properly manage the system and aid in growth without creating a hassle. This system is completely secure since every user is provided with username and password, so there is no chance of any unauthorized access.

The website provides a seamless shopping experience to customers. So, using this system will help in reducing the labour and provide more facility for customers who can access the website remotely.

In conclusion, "Sportify" as a website would definitely be a good choice for any sports goods trading business that wishes to enter the online market. We are confident that the numerous features and aesthetics of the application will certainly give a big boost to the business.

8. FUTURE SCOPE

Using whatever we have learnt over the duration of this course, we tried to make our project as user-friendly and gave it as many features as possible in the limited time allotted for the project work. That said, there are certainly more features that can be added to our application. Some of those are mentioned below:

- 1. The most purchased products can be highlighted as customer's favourite to promote those products further.
- 2. Allow the users to delete their account.
- 3. Discounts can be given on a per-user basis depending on the customer's purchase history as well as how many books they buy at the same time.
- 4. Customers can upvote/downvote/report feedbacks.
- 5. After a confirmed purchase, an email with the invoice of the orders can be sent to the customer.
- 6. In case the user forgets the password, a 'reset password' functionality can be added.
- 7. CAPTCHA can be added to login page.
- 8. An email notification can be sent to the users for an item in their cart, which may have been out of stock, but is now available.

9. REFERENCES

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