**INTRODUCTION**

1. **INTRODUCTION**

**1.1. ABOUT THE PROJECT**

Garbage management system is end to end solution for onlinebidding and selling process includes product uploading, dynamic product listing, search,buy, bid and add product to shopping cart, calculate price, calculate shipping cost,payment processing, invoice generation, order tracking, and generation of reports for themanagement. Shudhi introduce search product that will help users search less and domore. The new experience created by using user input and research. This meansthat people searching for products will save time because they no longer need tonavigate to a dedicated “shopping” experience to find what they’re looking for.Below we outline the steps you’ll need to take as an advertiser on SHUDHI,to prepare for this change when it takes effect in the coming weeks.The front end is Html and the back end is Php and mysql.

This project was done using basic html for visible web contents, php for server scripting and MySQL database was used to store and manage the auction’s records. Tools used to achieve this Project include NetBeans8.1 html editor CSS3 for styling, JavaScript, php wamp5 server and MySQL.

**1.2. ORGANIZATIONPROFILE**

This is to certify that the project entitled **‘ONLINE GARBAGE MANAGEMENT SYSTEM’** is a bonafied record of the work done at our college computer lab by **RESHMA RAVEENDRAN and SANGEETHA V SEBASTIAN,** studying in **John Paul Memorial Arts and science college, Labbakkada**in partial fulfillment of the requirements for the award of the degree of **BCA** from **MG University**, during the period from **June 2019 to September 2019**.The matter contained in the dissertation has not been submitted for the award of any other degree

**SYSTEM ANALYSIS**

1. **SYSTEM ANALYSIS**

**2.1. INTRODUCTION**

Requirement analysis is done in order to understand the problem which should be solved by the software system. The problem could be automating an existing manual process, developing a new automated system or combination of two. For large systems have many features, and that have many features, and that need to perform many different tasks, understanding the requirements of the system is major task.

The emphasis in the requirement analysis is to for large system that have many features, and that need to perform many different tasks understanding the requirements of the system is major task.

This helps to identify what the users expect from the system, not how the system will achieve the goal. Since there are the clients and the developers, who manually don’t understand the limitations and needs, leads to inefficient system without analysis. So before designing the system we analyses the user that answering the following questions,

1. Who will use our system?
2. What they expect from the site?
3. What there basic needs are?

The process of establishing the services the system should provide and the constraints under which it should operate called Requirement Analysis. System requirement should set out what the system must do rather than how it is done. A requirement definition is a statement, in natural language plus illustrations, which defines constraints under which the proposed system must operate.

The document is also called functional specifications. It serves as a contract between the system buyer and the website developer Firstly a requirement definition is written and then it is expanded to requirement specification.

The website design is based directly on the requirement specifications. Requirement specification document must specify all functional and performance requirements.

**2.2. EXISTING SYSTEM**

The existing system is a manually maintained system. But there is no existing system of online garbage management. The existing system provides only site for garbage management .

**2.2.1. Limitations of Existing System**

The limitation of the existing system is listed below:

* Data storage
* Speed of Retrieval of information
* Accuracy
* User Friendliness
* Searching
* It is time consuming
* It leads to error prone results
* It consumes lot of manpower to better results
* It lacks of data security
* Retrieval of data takes lot of time
* Backup
* Reports take time to produce

Hence Computerization of the existing system is proposed. The new system completely removes all manual burdens and provide efficient on the entry system.

* **Data storage**

In the manual system, paper files require a huge amount of storage space and paper storage creates several problems like spoilage the deterioration by way of aging, humidity etc.

* **Speed of Retrieval of information**

Speed of retrieval the data is less and is relatively inaccurate. Similarly speed of execution is low. It is impossible to maintain the speed and accuracy together in the manual system.

* **Accuracy**

In the existing system the error rate is high and is difficult to locate the errors and correct them. Online error messages are not possible.

* **Time consuming**

A considerable amount of time is required for recording claims in to the system.Preparing reports is a tedious task in the existing system. Thus each customer has to wait for more time.

* **User Friendliness**

In the existing system, degree at user friendliness is considerably low. Operation effort is high.

* **Backup**

Backup of data cannot be done easily since all the data are in different files and are written on the paper.

* **Searching**

Difficult to know the details of an item since we have to look through many records.

**2.3 Feasibility Study**

Feasibility analysis begins once the goal has defined. It starts by generating broad possible solutions, which are possible to give an indication of what the new systemshould look like. This is where imagination and creativity is used.

Feasibility of a new system means ensuring that the new system which we are going to implement, is efficient and affordable. There are various types of feasibilities are to be determined. They are:

* Technical feasibility
* Economic feasibility
* Behavioural feasibility
* Operational feasibility

***2.3.1 Technical Feasibility***

Technical feasibility centers around the existing computer system and to what extend it can support the proposed addition. A study of function, performance and constraint that may effect to the ability to achieve an acceptable system is done. In the proposed system data can be easily stored and managed using database management system software. The result of various queries can be generated easily. Therefore the system is technically feasible. If we ever selecting a platform or tool set of company which is not there years to come, the major

setback will be the service, and we will be left with no options other than abandoning the system.

Then the next problem will be migration to the better system, where as only successful companies will be there in the business and from them only the latest versions of the software will come with more added facilities in to the existing system with newer versions. Always we should be able to select a tool set and platform, which can seamlessly integrate into other software platform and the support for the future, should be ensured.

***2.3.2 Economical Feasibility***

This evaluation looks at the financial aspects of the project. It determines whether the investment needed to implement the system will be recovered. Economic feasibility concerns return from the investments in a project. It determines whether it is worthwhile to invest money in the proposed project or whether something else should be done with it.

***2.3.3 Behavioural Feasibility***

People are inherently resistant to changes and computer is known for facilitating the changes. An estimate should be made of how strongly the user staff reacts towards thedevelopments of the computerized system.In the existing system more manpower isrequired and time factor is more.

In the proposed system,both man power and time factor are reduced and also unnecessaryburden is reduced.Thus,the remaining people are made to engage in some other importantwork.Therefore,the system is behaviourally feasible.

***2.3.4 Operational Feasibility***

Operational feasibility covers two aspects. One is the technical performance aspect and the other is acceptance within the organization. Technical performance include issues such as determining whether the system can provide the right information for the organizations personnel, and whether the system can be organized so that it always delivers thisinformation at the right place and on time.Acceptance revolves around the current system and its personnel. Operational feasibility must determine how the proposed system will fit in with the current operations and what, if any, job restructuring and retraining may be needed to implement the system.

**2.4. PROPOSED SYSTEM**

The proposed System has brought up with several new features that are interesting and extremely useful to the public. The proposed system can thus overcome the drawbacks of the existing system.

**2.4.1. Advantages of Proposed System**

The major advantage of the proposed system is,

It is an application, so that information is available anytime.

High integrity and security.

Ability to incorporate newly available data.

It is user friendly.

Speed and accuracy is increased.

Fully automated.

Security is associated with user authentication

Freely available

**Accuracy**

Once the details are added in the system, it is not necessary to enter it again. This reducesthe chance of error by reducing the human involved tasks. Accurate information can bemade at time.

**Data storage**

A database allows centralized storage of data, thereby eliminating the redundancy of file.

Searching can be made fast. The stored data is portable and flexible for future enhancements.

**Data collection**

Methods for collecting data are faster and more efficient. Retrieval of information is faster than the existing system manipulation is also done in an effective manner.

**Speed of response**

The time required for information available is greatly reduced without affecting the accuracy of the system. Manual works involve wastage of time.

**SYSTEM**

**SPECIFICATIONS**

**3. SYSTEM SPECIFICATIONS**

**3.1. HARDWARE SPECIFICATIONS**

Processor : INTEL(R) PENTIUM(R)

Ram : 4 GB

Hard Disk Drive : 500 GB

Keyboard : Standard Keyboard

Mouse : MS Serial Mouse

CD Drive : Any 52x Drives

**3.2. SOFTWARE SPECIFICATIONS**

Operating System : WINDOWS 10

Front End : HTML

Back End : PHP,MySQL

**3.3. ABOUT THE DEVELOPING TOOLS**

3.3.1 INTRODUCTION

PHP is a server-side scripting language, which can be embedded in HTML or used as a standalone binary. Proprietary products in this niche are Microsoft’s Active Server Pages, Macromedia’s ColdFusion, and Sun’s Java Server Pages. Some tech journalists used to call PHP “the open source ASP” because its functionality is similar to that of the Microsoft product—although this formulation was misleading, as PHP ASP was developed before. Over the past few years however, PHP and server-side Java have gained momentum, while ASP has lost mindshare, so this comparison no longer seems appropriate. Server-side scripting is a collection of super-HTML tags or small programs that run inside your Web pages—except on the server side, before they get sent to the browser. For example, you can use PHP to add common headers and footers to all the pages on a site or to store form-submitted data in a database.

3.3.2. MYSQL

MySQL is a fast, easy-to-use RDBMS used being used for many small and big businesses. MySQL is developed, marketed, and supported by MySQL DataBase, which is a Swedish company. MySQL (pronounced My Ess Q El) is an open source, SQL Relational Database Management System (RDBMS) that is free for many uses (more detail on that later). Early in its history, MySQL occasionally faced opposition due to its lack of support for some core SQL constructs such as sub selects and foreign keys. Ultimately, however, MySQL found a broad, enthusiastic user base for its liberal licensing terms, perky performance, and ease of use. Its acceptance was aided in part by the wide variety of other technologies such as PHP, Java, Perl, Python, and the like that have encouraged its use through stable, well-documented modules and extensions. MySQL has not failed to reward the loyalty of these users with the addition of both sub selects and foreign keys. MySQL is becoming so popular because of many good reasons.

* MySQL is released under an open-source license. So you have nothing to pay to use it.
* MySQL is a very powerful program in its own right. It handles a large subset of the functionality of the most expensive and powerful database packages.
* MySQL uses a standard form of the well-known SQL data language.
* MySQL works on many operating systems and with many languages including PHP, PERL, C, C++, JAVA etc.
* MySQL works very quickly and works well even with large data sets.
* MySQL is very friendly to PHP, the most appreciated language for web development.
* MySQL supports large databases, up to 50 million rows or more in a table. The default file size limit for a table is 4GB, but you can increase this (if your operating system can handle it) to a theoretical limit of 8 million terabytes (TB).
* MySQL is customizable. The open source GPL license allows programmers to modify the MySQL software to fit their own specific environments.

# 3.3.3 HTML

Hypertext Markup Language (HTML) is the standard [markup language](https://en.wikipedia.org/wiki/Markup_language) for documents designed to be displayed in a [web browser](https://en.wikipedia.org/wiki/Web_browser). It can be assisted by technologies such as [Cascading Style Sheets](https://en.wikipedia.org/wiki/Cascading_Style_Sheets) (CSS) and [scripting languages](https://en.wikipedia.org/wiki/Scripting_language) such as [JavaScript](https://en.wikipedia.org/wiki/JavaScript)**.**

* Web browsers receive HTML documents from a web server or from local storage and render the documents into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document.

HTML elements are the building blocks of HTML pages. With HTML constructs, images and other objects such as interactive forms may be embedded into the rendered page. HTML provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items. HTML elements are delineated by *tags*, written using angle brackets. Tags such as <**img** /> and <**input** /> directly introduce content into the page. Other tags such as <**p**> surround and provide information about document text and may include other tags as sub-elements. Browsers do not display the HTML tags, but use them to interpret the content of the page

**JQuery**

jQuery is a library of JavaScript Functions.jQuery is a lightweight "write less, do more"JavaScript library.

The jQuery library contains the following features:

* HTML element selections.
* HTML element manipulation.
* CSS manipulation.
* HTML event functions.
* JavaScript Effects and animations.
* HTML DOM traversal and modification.
* AJAX
* Utilities

The jQuery library is stored as a single JavaScript file, containing all the jQuery methods. It can be added to a web page with the following mark-up:

<head>

<script type="text/javascript" src="jquery.js">

</script>

</head>

**CSS**

* **CSS** stands for **C**ascading **S**tyle **S**heets
* Styles define **how to display** HTML elements
* Styles were added to HTML 4.0 **to solve a problem**
* **External Style Sheets** can save a lot of work
* External Style Sheets are stored in **CSS files**

HTML was never intended to contain tags for formatting a document.HTML was intended to define the content of a document, like:

<h1>This is a heading</h1>

<p>This is a paragraph.</p>

When tags like <font>, and color attributes were added to the HTML 3.2 specification, it started a nightmare for web developers. Development of large web sites, where fonts and color information were added to every single page, became a long and expensive process.

**NETBEANS**

The NetBeans PHP editor provides code templates and code generation tools, such as

"getter and setter" generation, refactoring, such as "instant rename", parameter tooltips, hints, and quick fixes, and smart code completion. Benefit from syntactic and semantic code highlighting, pop-up documentation, code formatting and folding, marking of pre-filling, and rectangular selection.

NetBeans IDE for PHP offers a number of features specific to developing with the latest features of PHP.For example, in support of PHP 5.6, the PHP editor supports variadic functions. For example, in support of PHP 5.5, the PHP editor provides support for the various new language features. For example, in support of PHP 5.4, you can set up your PHP project to run on PHP's built-in web server. The IDE's PHP code completion supports PHP 5.4 array styles such asarray dereferencing and short array syntax. NetBeans IDE also recognizes Traits and anonymous object variables (also called "fluent instantiation"). Finally, NetBeans IDE includes minor features such as callable type hints, binary notation for integers, and Class::{expr}() invocation.

**3.3. 3. Special Features of Language**

**XAMPP**

XAMPP Server is a Windows web development environment. It allows you to create web applications with Apache, PHP and the MySQL database. It also comes with PHPMyAdmin to easily manage your databases**.** WampServer installs automatically (installer), and its usage is very intuitive. WAMP also provides support for creating and manipulating databases in MySQL and SQL among others. Once WAMP is installed you can treat your localhost like a remote host by connecting using an FTP client. Using a program like FileZilla has many advantages when installing a content management system (CMS) like Joomla. You can also connect to local host via FTP with your HTML editor.

**Overview of PHP**

RasmusLerdorf — Software Engineer, Apache team member, and international man of mystery—is the creator and original driving force behind PHP.PHP is the Web development language written by and for Web developers.PHP stands for Hypertext Preprocessor*.* The product was originally named Personal Home Page Tools. But as it expanded in scope, a new

and more appropriate name was selected by community vote. PHP is currently in its fifth major rewrite, called PHP5 or just plain PHP.

PHP is a server-side scripting language, which can be embedded in HTML or used as a standalone binary. Proprietary products in this niche are Microsoft’s Active Server Pages, Macromedia’s ColdFusion, and Sun’s Java Server Pages. Some tech journalists used to call PHP “the open source ASP” because its functionality is similar to that of the Microsoft product—although this formulation was misleading, as PHP ASP was developed before. Over the past few years however, PHP and server-side Java have gained momentum, while ASP has lost mindshare, so this comparison no longer seems appropriate. Server-side scripting is a collection of super-HTML tags or small programs that run inside your Web pages—except on the server side, before they get sent to the browser. For example, you can use PHP to add common headers and footers to all the pages on a site or to store form-submitted data in a database.

PHP is an official module of Apache HTTP Server, the market-leading free Web server that runs about 67 percent of the World Wide Web. This means that the PHP scripting engine can be built into the Web server itself, leading to faster processing, more efficient memory allocation, and greatly simplified maintenance. Like Apache Server, PHP is fully cross-platform, meaning it runs native on several flavours of UNIX, as well as on Windows and now on Mac OS X. All projects under the aegis of the Apache Software Foundation—including PHP—are open source software.

PHP (recursive acronym for *PHP: Hypertext Pre-processor*) is a widely-used open source general-purpose scripting language that is especially suited for web development and canbe embedded into HTML. Instead of lots of commands to output HTML (as seen in C or Perl), PHP pages contain HTML with embedded code that does "something" (in this case,output "Hi, I'm a PHP script!"). The PHP code is enclosed in special start and end processing instructions **<? php and ?>**that allow you to jump into and out of "PHP mode."What distinguishes PHP from something like client-side JavaScript is that the code is executed on

the server, generating HTML which is then sent to the client. The client would receive theresults of running that script, but would not know what the underlying code was. You can even configure your web server to process all your HTML files with PHP, and then there's really no way that users can tell what you have up yoursleeve.

The best things in using PHP are that it is extremely simple for a newcomer, but offersmany advanced features for a professional programmer. PHP is mainly focused onserver-side scripting, so you can do anything any other CGI program can do, such ascollect form data, generate dynamic page content, or send and receive cookies. But PHPcan do much more.

There are three main areas where PHP scripts are used.

**Server-side scripting:** This is the most traditional and main target field for PHP. You need three things to make this work. The PHP parser (CGI or server module), is a web server and a web browser. You need to run the web server, with a connected PHP installation. You can access the PHP program output with a web browser, viewing the PHP page through the server. All these can run on your home machine if you are just experimenting with PHP programming.

**Command line scripting:** You can make a PHP script to run it without any server or browser. You only need the PHP parser to use it this way. This type of usage is ideal for scripts regularly executed using cron (on \*nix or Linux) or Task Scheduler (on Windows). These scripts can also be used for simple text processing tasks.

**Writing desktop applications: PHP** is probably not the very best language to create a desktop application with a graphical user interface, but if you know PHP very well, and would like to use some advanced PHP features in your client-side applications you can also use PHP-GTK to write such programs. You also have the ability to write cross platformapplications this way.

**PHP** can be used on all major operating systems, including Linux, many Unix variants

(including HP-UX, Solaris and OpenBSD), Microsoft Windows, Mac OS X, RISC OS, and probably others. PHP has also support for most of the web servers today. This includes Apache, Microsoft Internet Information Server, Personal Web Server, Netscape and iPlanet servers, Oreilly Website Pro server, Caudium, Xitami, OmniHTTPd, and many others. For the majority the servers, PHP has a module, for the others supporting the CGI standard, PHP can work as a CGI processor. So with PHP, you have the freedom of choosing an operating system and a web server. Furthermore, you also have the choice of using procedural programming or object oriented programming, or a mixture of them. Although not every

standard OOP feature is implemented in PHP 4, many code libraries and large applications (including the PEAR library) are written only using OOP code. PHP 5 fixes the OOP related weaknesses of PHP 4, and introduces a complete object model.

**PHP is Open Source**

PHP doesn’t cost anything. We can use it for commercial and/or non-commercial use all we want. Any problem we encountered in our coding can be answered swiftly and easily with a little research. There is no vested interest in a particular server product or operating system. We are free to make choices that suit our needs or those of our clients.

**Performance**

Because of the woefulZend engine, PHP4 compares well with ASP in benchmark tests, beating it in some tests. Compiled PHP leaves ASP far behind.

**Portability**

PHP is designed to run on many operating systems and to cooperate with many servers and databases. We can test a project with Personal Web Server and install it on a UNIX system running on PHP as an Apache module.

**Advantages of PHP**

Cost is low

PHP is open source software

PHP is easy to learn

PHP is embedded within HTML

The HTML- embedding of PHP has many helpful consequences:

* PHP can quickly be added to code produced by WYSIWYG editors.
* PHP lends itself to a division of labor between designers and scripter.
* Every line of HTML does not need to be rewritten in a programming language.
* PHP can reduce labor costs and increase efficiency due to its shallow learning

curve and ease of use.

* PHP has Cross-platform compatibility
* PHP is not tag-based
* PHP is stable means
* The software doesn’t change radically and incompatibly from release to release.
* The server doesn’t need to be rebooted often.

PHP is much faster for almost every use than CGI scripts.

* PHP makes it easy to communicate with other programs and protocols.
* PHP is fast becoming one of the most popular choices for so-called two-tier

development.

* PHP is developed and supported in a collaborative fashion by a worldwide community of users.

**SYSTEM DESIGN**

**4. SYSTEM DESIGN**

**4.1. INTRODUCTION**

The design of the program can be done in simple waterfall model of system software engineering. Waterfall model was proposed in the 70’s. This model segments the software life cycle into a series of successive activities. Each phase requires well defined information, utilizes well-defined processes, and results in well-defined outputs. Resources are required to complete the process in each phase and each phase is accomplished through the application of explicit methods, tools and techniques. The phased model is also called Waterfall because of sequential move of one phase to another, the implication being the systems cascade from one level to another, the implication being the systems cascade from one level to the next in smooth progression.

**4.2. INPUT DESIGN**

It is the part of the overall system design. The input methods can be broadly classified into batch and online. Internal control must be established for monitoring number of input and for ensuring that the data is valid the basic step involved in the system design are,

Review input requirement.

Decide how the input data flow will be maintained.

Design the source document.

Prototype online input screens.

The quality of the system input determines the quality of the system output. Input specification describes the manner in which data enter the system for processing. Input design features can ensure the reliability of the system and produce results from the accurate data, or they can result in production the input design also determines whether the user can interact efficiently with the system

**4.3. OUTPUT DESIGN**

It is the part of overall system design. The goal of the output design is to capture theoutput and get the data into format suitable for the computer.Data flow diagram identifies the datatone captured and the output to the system. One ofthe important features of an information system for users is the output it produces. Outputis the information delivers to the users

delivered to the users through the informationsystem. Without quality output the entire system appears to be unnecessary that users willavoid using it. Users generally merit the system solely by its output in order to create themost useful output possible. One works closely with the user through an interactiveprocess, until the result is considered to be satisfactory.

**4.4. DATABASE DESIGN**

Database design is required to manage the large bodies of information. The management of data involves both the definition of structure of the storage information and provisions of mechanism for the manipulation of information. In addition the database system must provide for the safety of information handled, despite the system crashes due to attempts art unauthorized access. For developing an efficient database, we will have to fulfil certain condition such as:

Control redundancy

Ease of use

Data independence

Accuracy and integrity

Avoiding inordinate delays

Recovery from failure

Privacy and security

There are 6 major steps in design process. The first 5 steps are usually done on paper andfinally the design is implemented.

Identify the table and relationships

Identify the data that is needed for each table and relationship

Resolve the relationship

Verify the design

Implement the design

In this system the name of the database is db\_securedata.

**4.4.1. TABLE DESIGN**

**1. Table Name:login**

**Primary Key:userid**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **SI NO** | **Field Name** | **Data Type** | **Constraint** | **Description** |
| 1 | id | Int(10) | Primary key | User id |
| 2 | Email | Varchar | Not null | User email |
| 3 | Pass | Varchar | Not null | Password |

**2. Table Name:Customer Registration**

**Primary Key: csid**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **SI NO** | **Field Name** | **Data Type** | **Constraint** | **Description** |
| 1 | Csid | Int (20) | Primary key | Customerid |
| 2 | Csname | varchar (20) | Not null | Customername |
| 3 | Csemail | varchar (20) | Not null | Customeremail |
| 4 | Cspass | varchar (20) | Not null | Customerpassword |
| 5 | Csph | varchar (20) | Not null | Phonenumber |

**3. Table Name: appointment**

**Primary Key: userid**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **SI NO** | **Field No** | **Data Type** | **Constraint** | **Description** |
| 1 | Id | Int(10) | Primary key | User id |
| 2 | Name | Varchar(200) | Not null | User name |
| 3 | Emailid | Varchar(20) | Not null | User email |
| 4 | Services | Varchar(20) | Not null | Selectservices |
| 5 | Date | Int(20) | Not null | Date |
| 6 | Address | Varchar(200) | Not null | Address |
| 7 | Mobileno | Varchar(20) | Not null | Mobile no |
| 8 | Time | Int(20) | Not null | Time |

**4. Table Name:services**

**Primary Key:id**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **SI NO** | **Field Name** | **Data Type** | **Constraint** | **Description** |
| 1 | Id | Int(10) | Primary key | Serviceid |
| 2 | Name | Varchar(200) | Not null | servicename |
| 3 | Cost | Int(20) | Not null | Servicecost |

**5.TableName:adminlogin**

**Primary Key:admid**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **SINO** | **Field Name** | **Data Type** | **Constraint** | **Description** |
| 1 | Id | Int(20) | Primary key | Admin id |
| 2 | User name | Varchar(50) | Not null | Username |
| 3 | Pass | Varchar(20) | Not null | Pass |

**6. Table Name: admin1login**

**Primary Key:id**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **SI NO** | **Field Name** | **Data Type** | **Constraint** | **Description** |
| 1 | Id | Int(20) | Primary key | AdminId |
| 2 | Username | Varchar(20) | Not null | User name |
| 3 | Pass | Varchar(20) | Not null | Password |

**7.TableName: Orders:**

**Primary key:id**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **SI NO** | **Field Name** | **Data Type** | **Constraint** | **Description** |
| 1 | Id | Int(10) | Primarykey | Id |
| 2 | Userid | Int(10) | Not null | Userid |
| 3 | Productid | Int(10) | Not null | Productid |
| 4 | Quantity | Int(20) | Not null | Product quantity |
| 5 | Orderdate | Timestamp | Not null | Order date |
| 6 | paymentmethod | Varchar(20) | Not null | Payment |
| **7** | orderStatus | Int(10) | Not null | Order status |

**8.TableName:Services**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **SI NO** | **Field Name** | **Data Type** | **Constraint** | **Description** |
| 1 | Id | Int(10) | Primary key | Id |
| 2 | servicename | Varchar(200) | Not null | Service name |
| 3 | Cost | Int(10) | Not null | Service cost |
| 4 | creationdate | Timestamp | Not null | Product creation date |

**4.4.2 DATA FLOW DIAGRAMS**

Data Flow Diagram is the important structured tool. A data flow diagram models a system by using external entries from which data flows to a process which transforms the data and create output data which goes other process as input.

The main merit of Data Flow Diagram is that it can provide an overview of what data a system would process, what transformation of data are done, what files are used and where the result flow. The graphical representation of the system makes it good communication tool between the user and the analyst. It is difficult to understand the business through verbal description alone. Here Data Flow Diagram helps in illustrating the essential component of a process and the way they interact.

The symbols used in the data flow diagram have been explained below.

**Source andDestination of data Rectangle**

**Process Circle**

**Data Store Open rectangle**

**Data Flow Arrow**

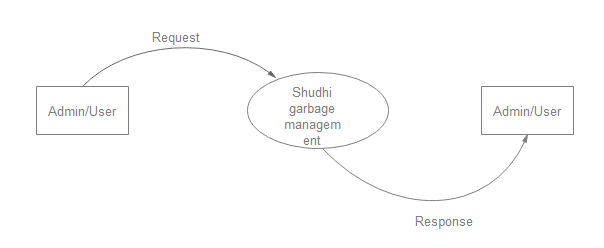
A circle is used to represent a process. A rectangle is used to represent source and destination of data. These are called external entities, entities that supplying data are known as source and those that consume data are called destinations. An opened rectangle

is used to represent a data store and arrows represents data flows also the arrows shows the direction of data flows.

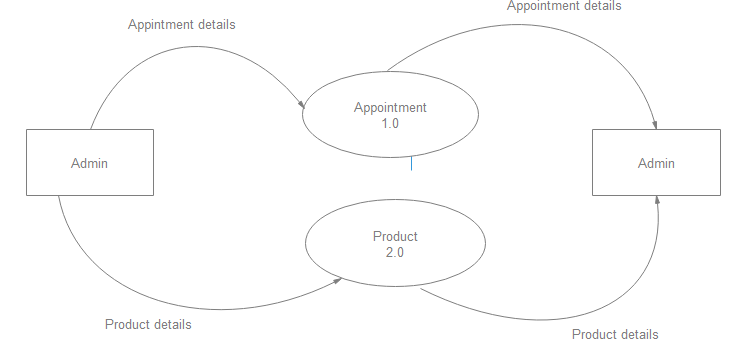
The following data flow diagram specify in precise, concise, manner the working of the systems and how its hangs together.

**DATA FLOW DIAGRAMS**

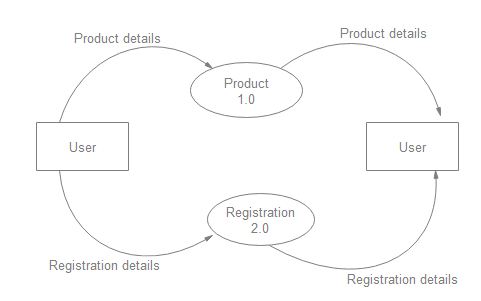
**CONTEXT LEVEL**

****

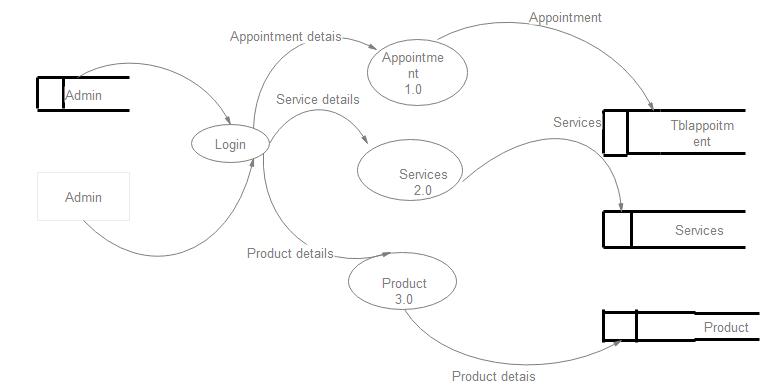
**ZERO LEVEL FOR ADMIN**

****

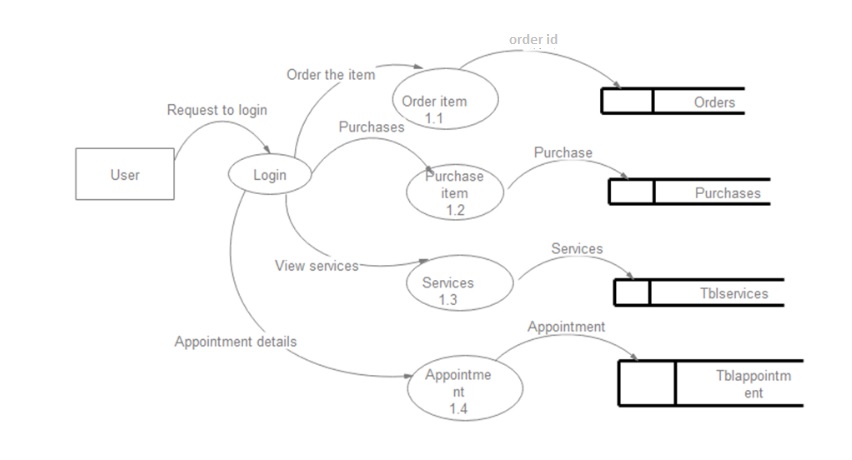
**ZERO LEVEL FOR USER**

****

**LEVEL ONE FOR ADMIN**

****

**LEVEL ONE FOR USER**

****

**4.5. FORM DESIGN**

“Input element should be organized in logical groups so that your brain can process the form layout in chunks fields.” Quite rare is the Web application that doesn’t make extensive use of forms for data input and configuration. But not all web application use forms consistently. Variations in the alignment of input fields, their respective labels, calls to action, and their surrounding visual elements can support or impair different aspects of user behaviour.

**4.6 ARCHITECTURAL DESIGN**

Architectural design is a comprehensive framework that describes its form and a structure-its components and how they fit together. Architectural design, a software component can be something as simple as a program module, but it can also be extended to include database and “middleware” that enable the configuration of a network of client and servers. The properties of components are those characteristics that are necessary to an understanding of how the component interacts with other components. Architectural design focuses on the representation of the structure of software components and their properties and interaction. The proposed system consists of five modules. They are Admin module,Company module, Candidate module.

**Broad Design**

In this major new functions are proposed and changes to the existing functions are made important inputs and outputs are also defined it usually involve considering several alternative solution involving different degree of automation.

**Detailed Design**

During detailed design databases and program modules are designed and detailed user procedure documented. The interface between the user and the computer are also defined.

**Input Output Design**

The design of input and output are important features of the output specification.’ The input design is the link that ties the information system to the world class users. Output design specifies to the result that is generated by the system. for the end users output is the main reason for developing the system and the basics on which they will evaluate the usefulness of the application.

**Procedural Design**

Procedural design implies that the modules in the project. Procedural design or Component level design occurs after data, architectural, and interface designs must be translated in to operational software. The procedural design for each component, represented in graphical, tabular or text-based notation, is the primary work product produced during component-level design.

**5.7 SYSTEM MODULES**

Garbage Management System consists of two modules:

* Administrator
* User

**1.** Administration: This module provides functions like:-

View user and customer details.

Sending notifications.

View feedback and complaints

Dealing payment with user

add/delete user

**2. User: This** module provides functions like:-

View and edit their profiles

Purchases

Send feedback and complaints.

join with garbage management

**SYSTEM TESTING**

**5. SYSTEM TESTING**

**5.1. INTRODUCTION**

Testing of individual forms is carried out check the correctness of logic applied and to detect errors in coding. Validation checks need to be performed on input data. When module testing is satisfactorily concluded, the system as a complete entity is tested to ensure proper co-ordination among different forms

Testing is done as a part of quality assurance. Testing is done at two levels.

Test ing of individual forms

Testing of entire system

The aim to design a Company Administration System in PHP has been successfully accomplished.

**Testing Procedure**

Testing is the process of executing a program with the indent of finding any errors.Testing is vital to the successes of the system. Without proper testing hidden errors willsurface after sometime of use and perhaps irreversible damage has been done to thevaluable data. A series of test like responsiveness. Its values, stress and security areperformed before the system is ready for the user acceptance testing. System testingfollows the logical conclusion that all the part of the part of the system is tested andfound to be working properly under all kinds of situation and then the system is achievingits goal of processing the data perfectly according to user rules and requirements.System testing is defined as the process by which one detects the defects Introduction thesystem. Any software development organization or team has to perform severalprocesses. System testing and quality assurance is a review Introduction softwareproducts and related documentation for completion, correctness, reliability andmaintainability.An effective test plan and procedure will lead to the orderly construction of the soft wareand the discovery of errors at each stage in the construction process. The software team’sapproach to testing is defining a plan that describes an overall strategy and a

procedurethat defines specific testing steps and tests that will be conducted. In the proposed system,if the administrator makes any attempt to login to the application without entering his

password, then the system will not allow the user to login to the application.Quality assurance is the review of software products and related documentation forcompleteness,

correctness, reliability, and maintainability. It includes assurance that thesystem meets the specifications and the requirements for its intended use andperformance. Different types of testing were conducted by the project team, as well as bythe quality assurance group in the organization before finally putting the application intoproduction.

The main objectives of the system are:

To ensure during operation the system will perform as per specification.

To make sure that the system meets user requirement during operation.

To verify that the controls incorporated in the system functions as intended.

To see that when correct input is fed to the system the outputs are correct.

To make sure that during operation incorrect input and output will be deleted.

Software testing is the major phase of the software development since it decides thesoftware quality, which is measured in terms of number of defects that a program willhave. So the software should be tested thoroughly at each stage of the development.Special test cases and test plans should be prepared to make the software defects free.The system has been tested and validated in steps process wise, and module wise.System testing first stage of implementation is aimed at ensuring that the system was accuratelyand efficiently before live operation commences. Testing is vital to the success of thesystem. A series of testing performed for the proposed system is ready for useracceptance testing.

**5.2. TYPES OF TESTING**

System testing is the stage of implementation, which is aimed at ensuring that the system works accurately and efficiently before live operation comments.

* Unit testing
* Integration testing
* Alpha testing
* Beta testing
* System testing
* Validation testing

**5.2.1 Unit Testing**

This is the first of testing. In this different modules are tested against the specificationproduces during the design of the modules. It refers to the verification of single program module in an isolated environment. Unit testing focuses on the modules independently ofone another to locate errors.After coding, each dialogue is tested and individually. All necessary

coding whereremoved and it was ensured that all the modules are worked, as the programmer wouldexpect. Logical errors where found and corrected. So, by working all the modulesindependently and verifying the outputs of each module the program was functioning asexpected.

In unit testing we have to test the programs making up the system. For this reason unittesting is sometimes called as the Program testing. The software units in a system aremodules and routines that are assembled and integrated to perform a specific function.Unit testing focuses first on modules, independently of one another, to locate errors. Thisenables, to detect errors in coding and logic that are contained with in the module alone.Unit testing can be performed from the bottom up, starting with the lowest level modulesand proceeding one at a time. For each module in bottom up testing, a short programexecutes the module and provides the needed data that the module is asked to perform theway it will when embedded within a larger system. When bottom level modules aretested, attention turns to those on next level ones. They are tested and then linked with thepreviously examined lower level modules.

Top-down testing, as the name implies, begins with the upper level modules. Often top-down

testing plans combine with bottom up testing; that is some lower level modules areunit-tested and integrated into a top-down testing program. This testing was carried outduring programming stage itself. In the testing step, each module is found to be workingsatisfactory as regards to the expected output from the module.

**5.2.2 Integration Testing**

Integration Testing is a systematic technique for constructing the program structure while at the same time Conducting test to uncover errors associated within the interface. All modules are combined in these testing steps. In the integration testing step, all the errors uncovered are corrected for the next testing step.

**5.2.3 Alpha Testing**

Alpha testing is the bind phase of the testing the developed system for completeness as per the required standard. Alpha testing is where the end user tests the system rather than the developer. The software is used in the natural setting with thedeveloper monitoring the user using the system the developer records the errors and usage problem encountered by the users.

**5.2.4 Beta Testing**

Beta testing is the bind phase of the testing the developed system for completeness as per the required standard. Beta testing is where the end user tests the system rather than the developer. The software is used in the natural setting with the developer monitoring the user using the system the developer records the errors and usage problem encountered by the users.

**5.2.5 System Testing**

The system testing is conducted on a complete, integrated system to Evaluate the system’s compliance with its specified requirement. it falls within scope of black box testing so no knowledge of inner design or logic is needed.

As a rule, system testing takes, as its input, all of the integrated software components that have passed integration testing and also the software system itself integrated with any applicable hardware system. The purpose of the integration testing is to detect any inconsistencies between software units.

System testing is the stage of implementation, which is aimed at ensuring that the system works accurately and efficiently before live operation commence. The logical design and the physical design should be thoroughly and continually examined on paper ensure that they will work when implemented.

**5.2.6 Validation Testing**

System validation checks the quality of the software in both simulated and environments. First the software goes through phase in which errors and failures based on simulated user requirements are verified and studied. The modified software is then subjected to phase two (called beta testing) in the actual user’s site or a live environment. The system is user regularly with live transactions. After scheduled time, failure and errors are documented and final correction and enhancements are made before the package is released for use.

**SYSTEM**

**IMPLEMENTATION**

**6. SYSTEM IMPLEMENTATION**

**6.1. 1MPLEMENTATION**

The implementation is the final stage and it is an important phase. It involves the individual programming; system testing, user training and the operational running of developed proposed system that constitute the application subsystem. One major task of preparing of implementation is education of users, which should relay have been taken place much earlier in the project when they were being involved in the investigation and design work. During implementation phase system actually takes physical shape. In order to develop a system implemented planning is very essential.

The implementation phase of the software development is concerned with translating design specification in the source code. The user tests the developed system and the changes are according to the needs. Before implementation several tests have been conducted to ensure no errors encountered during the operation. The implementation phase ends with an evaluation of the system after placing it into operation for a period of time.

Implementation is the stage of the project where the theoretical design is turn into a working system. The implementation stage is a systems project in its own right. It involves careful planning, investigation of the current system and its constraints on implementation, design of methods to achieve the changeover, training of staff in the changeover procedures and evolution changeover method. Once the planning has been completed, the major effort is to ensure that the programs in the systems are working properly. At the same time concentrate on training user staff. When the staff has been trained a full systems can be carried out.

The implementation phase is an important one in which the source code is put into operation. Before implementing the software careful testing and documentation is necessary. During the implementation and testing phase’s configuration management and quality assurance of requirements, design specification and source code are performed. Implementation should be provided with well-defined software requirements, architectural design specifications.

The major milestone for product implementation is successful integration of software components in the functioning system. The ultimate, milestone for product implementation is successful demonstration of product capability on the customer’s acceptance tests. In this project a connection is establish between the client and server.

**6.2. TRAINING:**

The users would mainly be using the system were trained to handle the software. Explicit instructions were given regarding the working of the system.

1. Programmer training

2. Operator training

3. User training

Training is defined as learning that is provided in order to improve performance on thepresent job. A person’s performance is improved by showing here how to master a newor established technology. The technology may be a piece of heavy machinery, acomputer, a procedure for creating a product, or a method of providing a service. Noticethat the last part of the definition state that training is provided for the present job.This includes training new personal to perform their job, introduction a new technology,or bringing an employee up to standards. Earlier, it was stated that there are four inputsto a system: people, material, technology and time. Training is mainly concerned with themeeting of two these inputs people and technology. That is, having people earn to mastera given technology.

The purpose of the training is to ensure that a the personal who are to be associated withthe computer based business system possess the necessary knowledgeskill,operating,programming and user personal are trained using reference manuals astraining aids. The success of a system is depending up on how they are operated andused.

Training can be classified into two.

Training operators

users

The system operator training involves familiarization with run procedures that is workingthrough a sequence of activities needed to a new system on an ongoing basis. The usertraining deals with the operating is also important because it helps users use the softwarecorrectly.

**6.3. CONVERSION**

Conversion is the process of performing all of the operations that result directly in the turnover of the system to the user

Conversion has two parts:

1. The creation of a conversion plan at the start of the development phase and the implementationof this plan througho ut the development phase.

2. The creation of a system changeover plan at the end of the development phase and theimplementation of the plan at the beginning of the operation phase.

Conversion is the transfer of the data from an old system to a new System. This process isoften difficult and should be tested careful for errors. Documentation is prepared both forprogrammers and end users to facilitate their different need in understanding the system.Training increases user efficiency.

Individual System components that successfully completed unit and integration testingduring the build phase are now subjected to more rigorous system and acceptance testing,as defined by the testing plans. In addition, user and operation procedure are tested for the system.As appropriate, the Data Conversion will be performed prior to the finalizedof the system into production. The detailed Data Conversion and Implementation planswill define exactly how this will be accomplished.

**6.4. POST IMPLEMENTATION REVIEW**

After the system is implemented and conversion is complete, review of the system isusually conducted by users and analysts alike. Not only is this a normal practice, but itshould be a formal process to determine how well the system is working, how it has beenaccepted, and whether adjustment are needed.

The review is also important to gather information for maintenance of the system.

**SYSTEM**

**MAINTENANCE**

**7. SYSTEM MAINTENANCE**

Maintenance involves the software industry captive, typing up system resources. It means restoring something to its original condition. Maintenance follows conversation to extend that changes are necessary to maintain satisfactory operations relative to changes in the user’s environment. Maintenance often includes minor enhancements or corrections to problems that surface in the system’s operation.

Maintenance is also done based on fixing the problems reported, changing the interface with other software or hardware enhancing the software.

Any system developed should be secured and protected against possible hazards. Security measures are provided to prevent unauthorized access of the database at various levels. An uninterrupted power supply should be so that the power failure or voltage fluctuations will not erase the data in the files. Password protection and simple procedures to prevent the unauthorized access are provided to the users. The system allows the user to enter the system only through proper user name and password.

Software maintenance activities can be classified into

Corrective maintenance

Adaptive maintenance

Perfective maintenance

Preventive maintenance

**SCOPE FOR FUTURE ENHANCEMENT**

**8. SCOPE FOR FUTURE ENHANCEMENT**

The project has a very vast scope in future. This software “Garbage Management System” is developed using PHP. Here PHP Storm as front-end and MySQL as back end. In the future, the system can be further modified by including more features very easily.

The web application Garbage Management System is end to end solution for online

working process includes wastepickup, Marketting of biofertilizers,providing biogas to home,buying recycled product,cart system available and cash on delivery available.

**CONCLUSION**

**9. CONCLUSION**

This is an online website in which is very different, and where Intelligence is built in. This project deals with the development and implementation of anonline Garbage website. The average selling price for a particular product based on the previous winning bid prices from previous auctions. An garbage based system provides a house keeping works and also provide items whatever user want.

This Garbage system offer great promise as mechanisms for optimal resource allocation in complex distributed systems with self-interested agents. However, limited, costly computation. The Auction Management System project is developed in php and mySQL.

**BIBLIOGRAPHY**

**10.BIBLIOGRAPHY**

**10.1. WEB SOURCE**

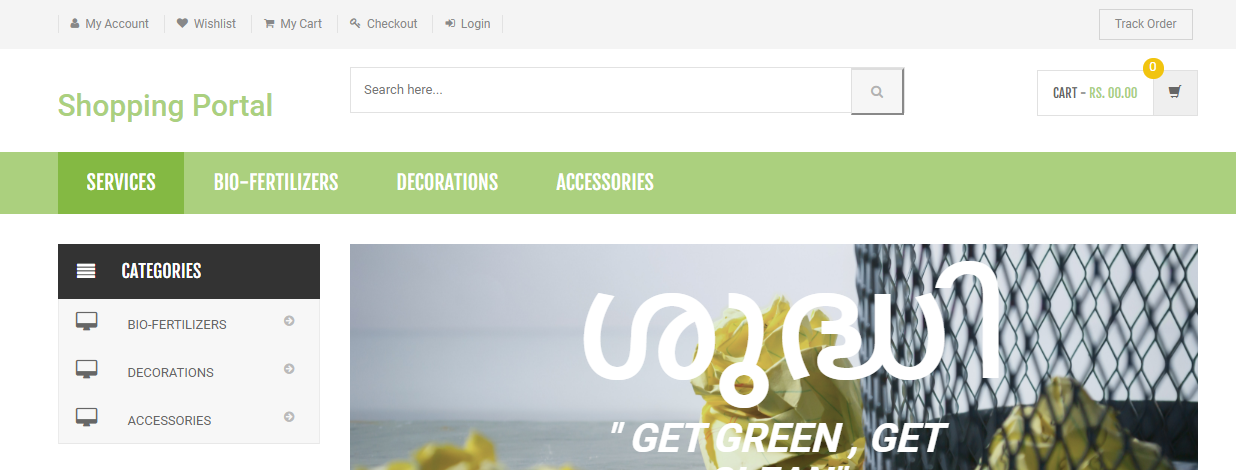
* <http://www.wikipedia.org>
* <http://www.w3schools.com>
* <http://www.tizag.com/sqlTutorial/sqlqueries.php>

**APPENDIX**

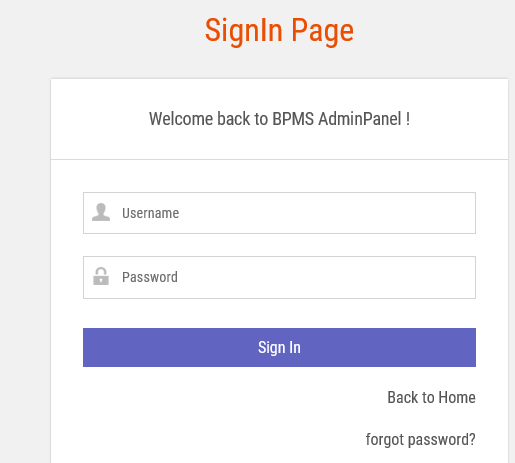
**11. APPENDIX**

**11.1 SCREEN SHORTS**

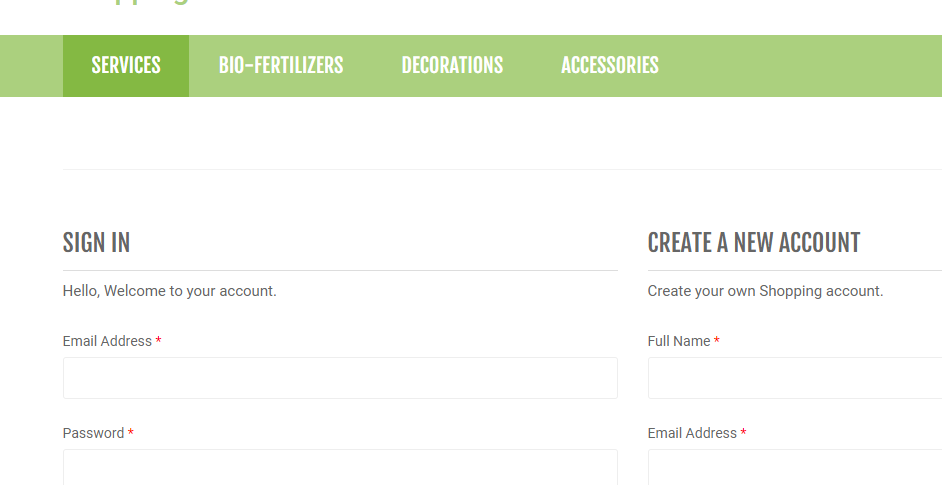
**User Homepage**

****

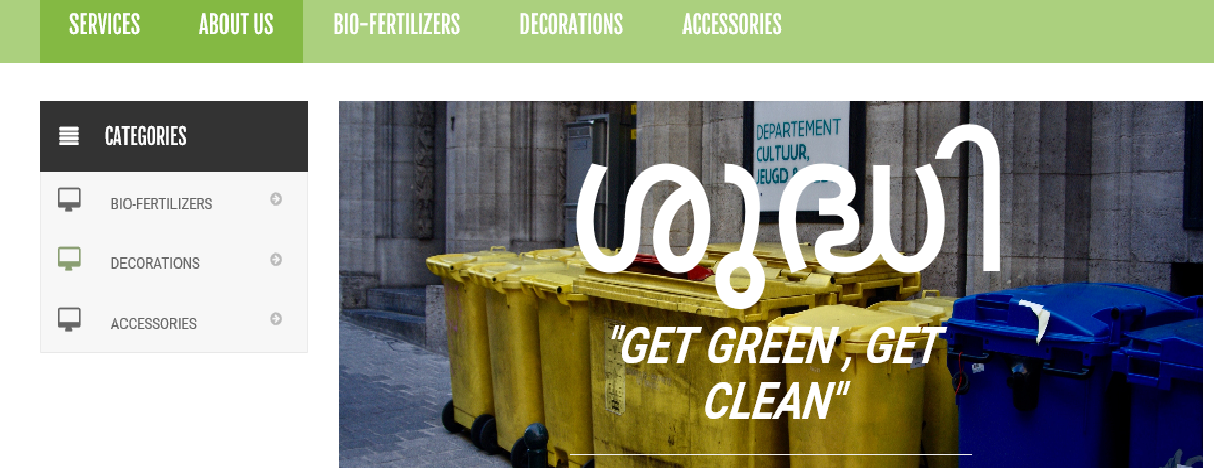
**Admin Homepage**

****

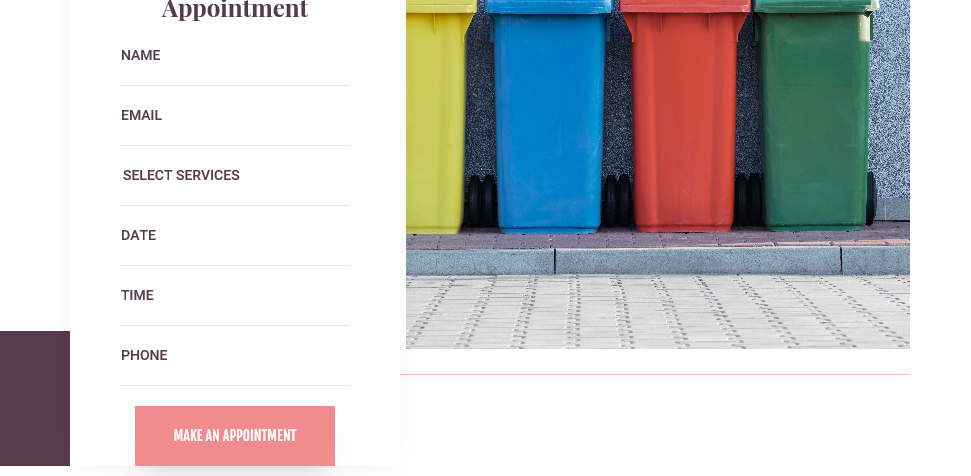
**User Login**

****

**User Homepage**

****

**User Appointment**

**+**

**11.2.SAMPLE CODES**

**11.2.1.User Registration**

**<?php**

**session\_start();**

**error\_reporting(0);**

**include('includes/config.php');**

**// Code user Registration**

**if(isset($\_POST['submit']))**

**{**

**$name=$\_POST['fullname'];**

**$email=$\_POST['emailid'];**

**$contactno=$\_POST['contactno'];**

**$password=md5($\_POST['password']);**

**$query=mysqli\_query($con,"insert into users(name,email,contactno,password) values('$name','$email','$contactno','$password')");**

**if($query)**

**{**

**echo "<script>alert('You are successfully register');</script>";**

**}**

**else{**

**echo "<script>alert('Not register something went worng');</script>";**

**}**

**}**

**11.2.2. User login**

**if(isset($\_POST['login']))**

**{**

**$email=$\_POST['email'];**

**$password=md5($\_POST['password']);**

**$query=mysqli\_query($con,"SELECT \* FROM users WHERE email='$email' and password='$password'");**

**$num=mysqli\_fetch\_array($query);**

**if($num>0)**

**{**

**$extra="my-cart.php";**

**$\_SESSION['login']=$\_POST['email'];**

**$\_SESSION['id']=$num['id'];**

**$\_SESSION['username']=$num['name'];**

**$uip=$\_SERVER['REMOTE\_ADDR'];**

**$status=1;**

**$log=mysqli\_query($con,"insert into userlog(userEmail,userip,status) values('".$\_SESSION['login']."','$uip','$status')");**

**$host=$\_SERVER['HTTP\_HOST'];**

**$uri=rtrim(dirname($\_SERVER['PHP\_SELF']),'/\\');**

**header("location:http://$host$uri/$extra");**

**exit();**

**}**

**else**

**{**

**$extra="login.php";**

**$email=$\_POST['email'];**

**$uip=$\_SERVER['REMOTE\_ADDR'];**

**$status=0;**

**$log=mysqli\_query($con,"insert into userlog(userEmail,userip,status) values('$email','$uip','$status')");**

**$host = $\_SERVER['HTTP\_HOST'];**

**$uri =rtrim(dirname($\_SERVER['PHP\_SELF']),'/\\');**

**header("location:http://$host$uri/$extra");**

**$\_SESSION['errmsg']="Invalid email id or Password";**

**exit();**

**}**

**}**

**?>**

**<!DOCTYPE html>**

**<html lang="en">**

**<head>**

**<!-- Meta -->**

**<meta charset="utf-8">**

**<meta http-equiv="Content-Type" content="text/html; charset=UTF-8">**

**<meta name="viewport" content="width=device-width, initial-scale=1.0, user-scalable=no">**

**<meta name="description" content="">**

**<meta name="author" content="">**

**<meta name="keywords" content="MediaCenter, Template, eCommerce">**

**<meta name="robots" content="all">**

**<!-- create a new account -->**

**<div class="col-md-6 col-sm-6 create-new-account">**

**<h4 class="checkout-subtitle">create a new account</h4>**

**<p class="text title-tag-line">Create your own Shopping account.</p>**

**<form class="register-form outer-top-xs" role="form" method="post" name="register" onSubmit="return valid();">**

**<div class="form-group">**

**<label class="info-title" for="fullname">Full Name <span>\*</span></label>**

**<input type="text" class="form-control unicase-form-control text-input" id="fullname" name="fullname" required="required">**

**</div>**

**<div class="form-group">**

**<label class="info-title" for="exampleInputEmail2">Email Address <span>\*</span></label>**

**<input type="email" class="form-control unicase-form-control text-input" id="email" onBlur="userAvailability()" name="emailid" required >**

**<span id="user-availability-status1" style="font-size:12px;"></span>**

**</div>**

**<div class="form-group">**

**<label class="info-title" for="contactno">Contact No. <span>\*</span></label>**

**<input type="text" class="form-control unicase-form-control text-input" id="contactno" name="contactno" maxlength="10" required >**

**</div>**

**<div class="form-group">**

**<label class="info-title" for="password">Password. <span>\*</span></label>**

**<input type="password" class="form-control unicase-form-control text-input" id="password" name="password" required>**

**</div>**

**<div class="form-group">**

**<label class="info-title" for="confirmpassword">Confirm Password. <span>\*</span></label>**

**<input type="password" class="form-control unicase-form-control text-input" id="confirmpassword" name="confirmpassword" required >**

**</div>**

**<button type="submit" name="submit" class="btn-upper btnbtn-primary checkout-page-button" id="submit">Sign Up</button>**

**</form>**

**<span class="checkout-subtitle outer-top-xs">Sign Up Today And You'll Be Able To : </span>**

**<div class="checkbox">**

**<label class="checkbox">**

**Speed your way through the checkout.**

**</label>**

**<label class="checkbox">**

**Track your orders easily.**

**</label>**

**<label class="checkbox">**

**Keep a record of all your purchases.**

**</label>**

**</div>**

**</div>**

**<!-- create a new account --></div><!-- /.row -->**

**</div>**

**<?php include('includes/brands-slider.php');?>**

**</div>**

**</div>**

**$(window).bind("load", function() {**

**</body>**

**</html>**