

A  
Project Report On  
**E-MART**  
**The Virtual Existence for Local Stores**

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Subject : **System Design Practice (CE-621)**

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## **CERTIFICATE**

This is to certify that the Practical / Term work carried out in the subject of  
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# **Abstract**

E-Mart web application is intended to provide complete solutions for vendors as well as customers through a single gateway using the internet as the sole medium. It will enable vendors to set up online shops, customers to browse through the shop and purchase them online without having to visit the shop physically. The administration module will enable a system administrator to approve and reject requests for new shops and maintain various lists of shop category

This document is meant to discuss the features of E-Mart, so as to serve as a guide to the developers on one hand and a software validation document for the prospective client on the other.

## **1.INTRODUCTION**

### **1.1 Project Details : Brief Specifications**

E-Mart is aimed towards the vendors who want to reach out to the maximum cross-section of customers and common people who can be potential customers. This project envisages bridging the gap between the seller, the retailer and the customer. E-Mart should be user-friendly, 'quick to learn' and reliable software for the above purpose. E-Mart is intended to be a stand-alone product and should not depend on the availability of other software. It should run on any web browser.

### **1.2 Technology Used**

**Back End:** Python ( Django Rest Framework)

**Front End:** React-Redux

**Database:** SQLite3

## **2. SOFTWARE REQUIREMENT SPECIFICATIONS**

### **2.1 Functional Requirements**

#### **R.1 Login and Registration for Application**

##### **R.1.1 Registration for Application**

Description: This function creates an account.

Input: User Details

Output: Appropriate Response

Exception: Error Message

##### **R.1.2 Login for Application**

Description: Logging In

Input: User Details

Output: Appropriate Response

Exception: Error Message

#### **R.2 Manage Profile**

Description: User can Manage Profile

##### **R.2.1 Add Profile Details**

Input: User Information

Output: Success Message

##### **R.2.2 Update Profile**

Input: Update Design for T-Shirt

Output: Success Message

##### **R.2.3 View Profile**

Input: User Selection

Output: Success Message

#### **R.3 Manage Shops**

Description: Vendors can manage shops and Customers can get product list

##### **R.3.1 Add Product**

Input: Product Information

Output: Success Message

##### **R.3.2 Update Product Details**

Input: Update Details for Product

Output: Success Message

##### **R.3.3 Delete Product**

Input: User Selection

Output: Success Message

#### R.3.4 Show Products

Input: User Selection

Output: Products List

#### R.4 Manage Orders:

Description: Customer Can Manage Cart and Orders

##### R.4.1 Add Product to Cart

Input: User Selection

Output: Cart Details Updation

##### R.4.2 Remove Product from Cart

Input: User Selection

Output: Cart Details Updation

##### R.4.3 Place Order

Input: User Selection

Output: Redirect to Address selection

##### R.4.4 Order Payment

Description: Redirect to 3rd party payment gateway

Input: User Selection

Output: Success Message, Order details and Cart details  
Updation

#### R.5 Manage Reviews:

Description: Customer Can Add Reviews to placed products

##### R.5.1 Add Product Review

Input: Review Description

Output: Review List Updation

##### R.5.2 Remove Product Review

Input: User Selection

Output: Review List Updation

##### R.5.3 Show Product Review

Input: User Selection

Output: Review list of selected products

## 2.2 Non-Functional Requirements

### 1. Flexibility:

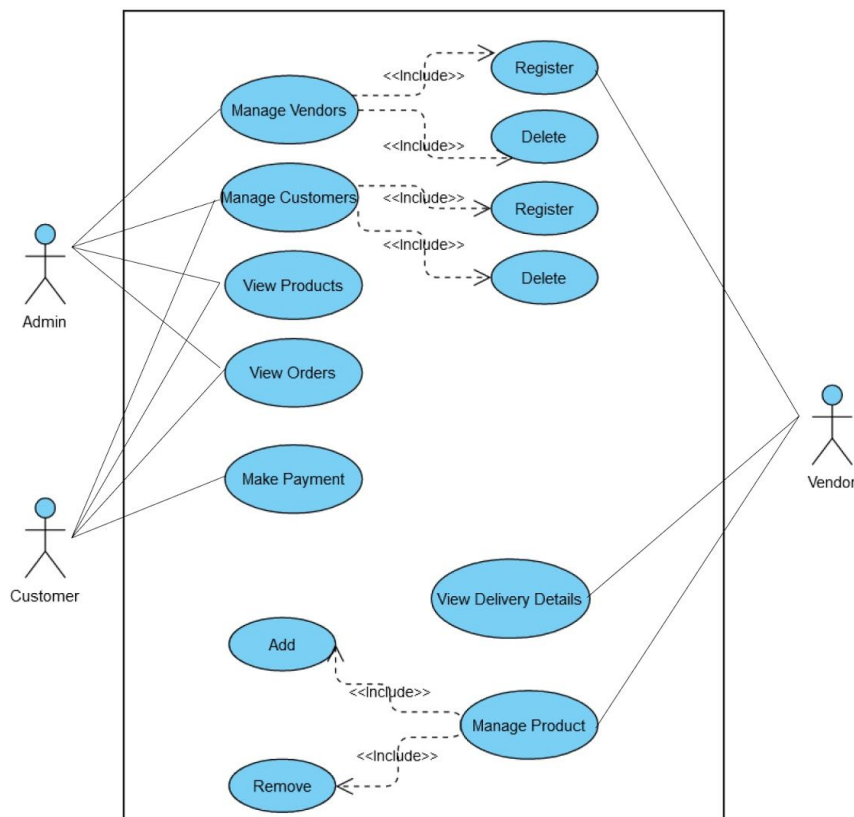
The system should be developed in such a way that it is easily customized. If new functions are required, there will be little effort required to update the system to support new transactions.

### 2. Reliability:

As the system provides the right tools for discussion, it must be made sure that the system is reliable in its operations and for securing the sensitive details.

## 3.DESIGN

### 3.1 Use Case Diagram



## 3.2 Class Diagram

### CLASS DIAGRAM

User	
int	Id
string	Name
email	Email
string	Password
number	Mobile No
Methods	
Manage_User()	

Special Membership	
int	Id
int	Customer_Id
date	Begin_Date
date	End_Date
Methods	
Add_Member()	
Remove_Member()	

Vendors	
int	Id
int	User_Id
boolean	COD_Available
int	Transaction_Id
boolean	Is_Active
string	Address1
string	Address2
int	Pincode

Methods	
Manage_Vendor()	
Recieved_Orders()	
Products()	

Product Image	
int	Id
int	Product_Id
image	Image
Methods	
Manage_Images()	

Address	
int	Id
int	Customer_Id
string	Address1
string	Address2
int	Pincode
Methods	
Manage_Address()	

Transaction Details	
int	Id
number	Account No
string	Bank Name
string	IFSC Code
Methods	
Manage_Details()	

Cart	
int	Id
int	Customer_Id
int	Product_Id
int	Quantity
date	Added_Date
boolean	Placed
int	Address_Id
date	Order_Date
date	Delivery_Date
Methods	
Manage_Cart()	
Manage_Orders	

Products	
int	Id
int	Vendor_Id
string	Category
double	Price
float	Discount
string	Description
int	Max Limit
int	Stock

Methods	
Manage_Products()	
Manage_Discount()	
Manage_Stocks()	

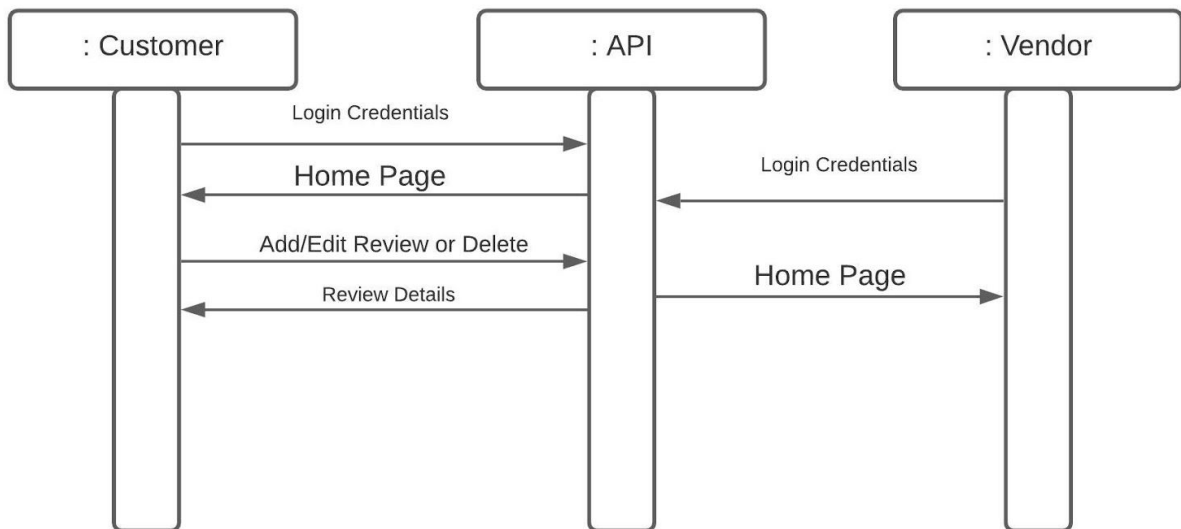
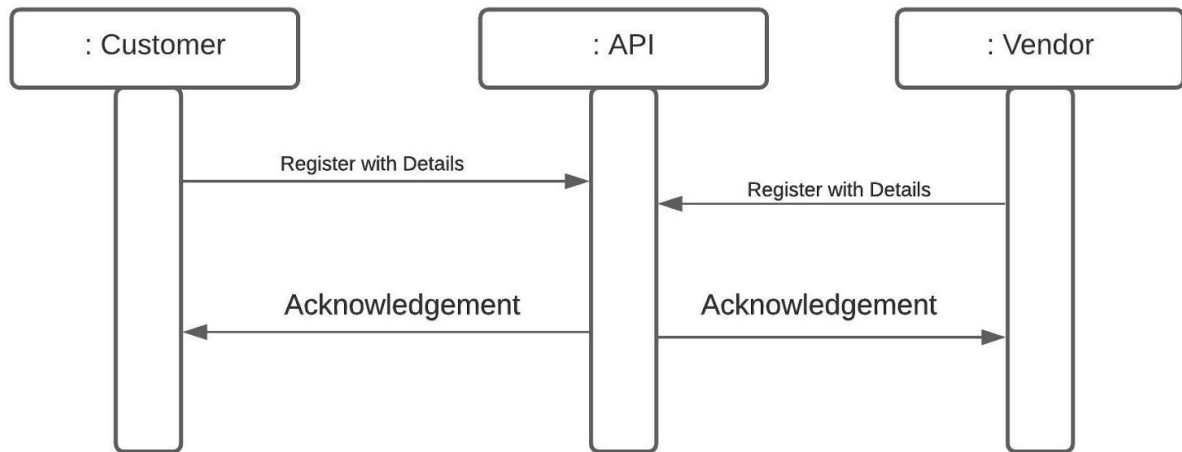
Customer	
int	Id
int	User_Id
boolean	Is_Special
Methods	
Manage_Customer()	

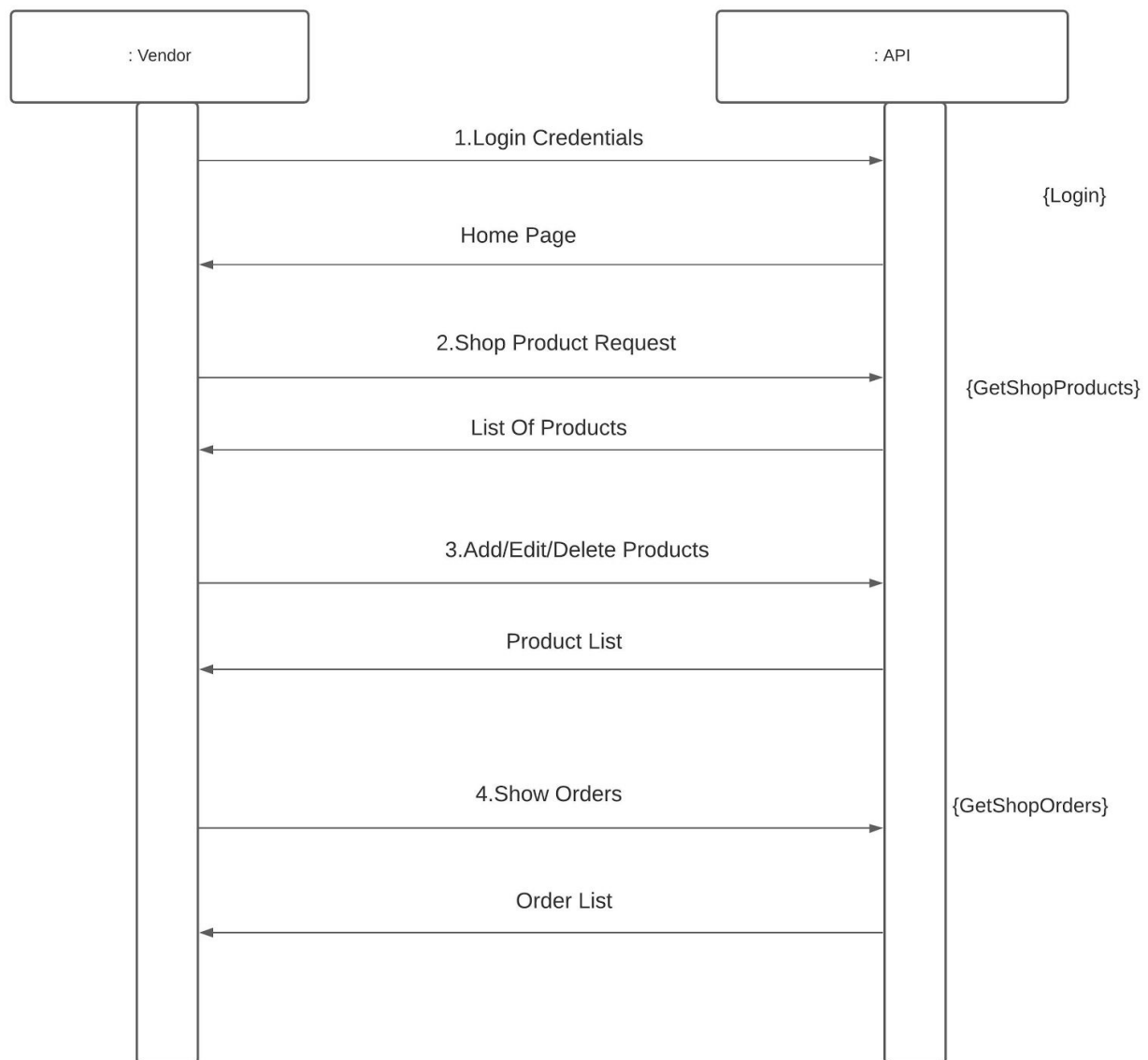
Reviews	
int	Id
string	Description
int	Product_Id
int	User_Id
Methods	
Manage_Reviews()	

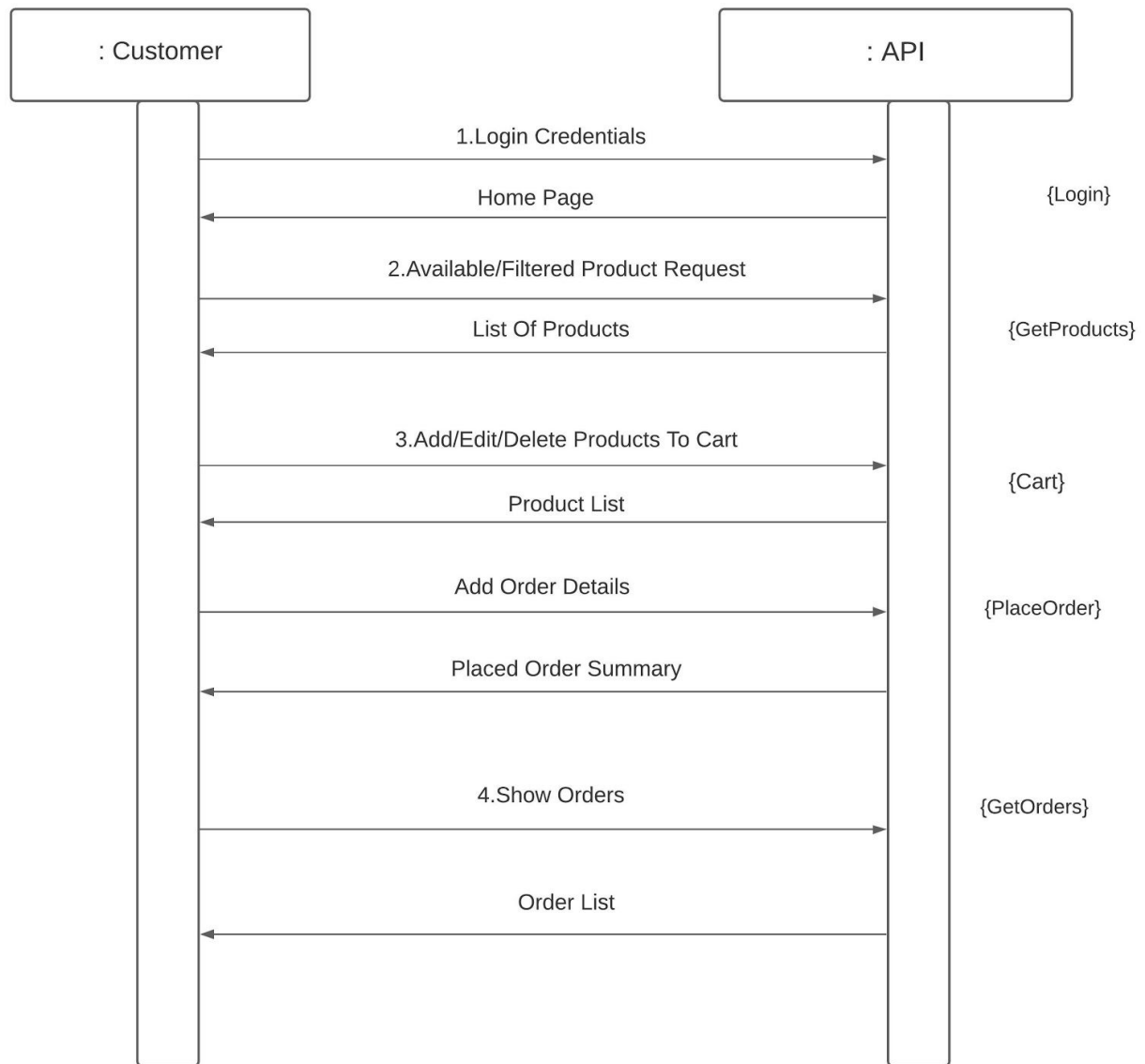
Vendor Membership	
int	Id
int	Vendor_Id
date	Begin_Date
date	End_Date
Methods	
Add_Member()	
Remove_Member()	



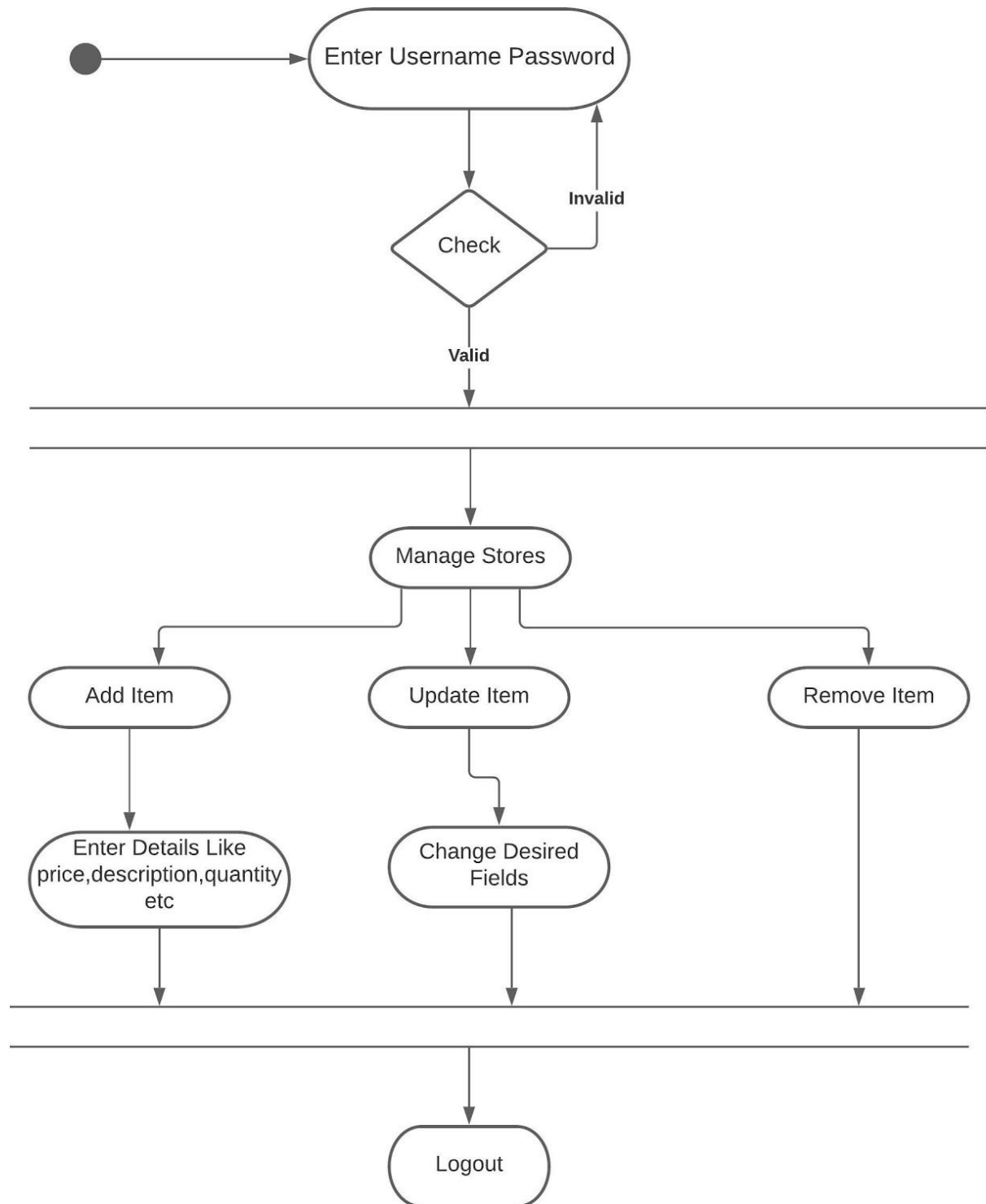
### 3.3 Sequence Diagram

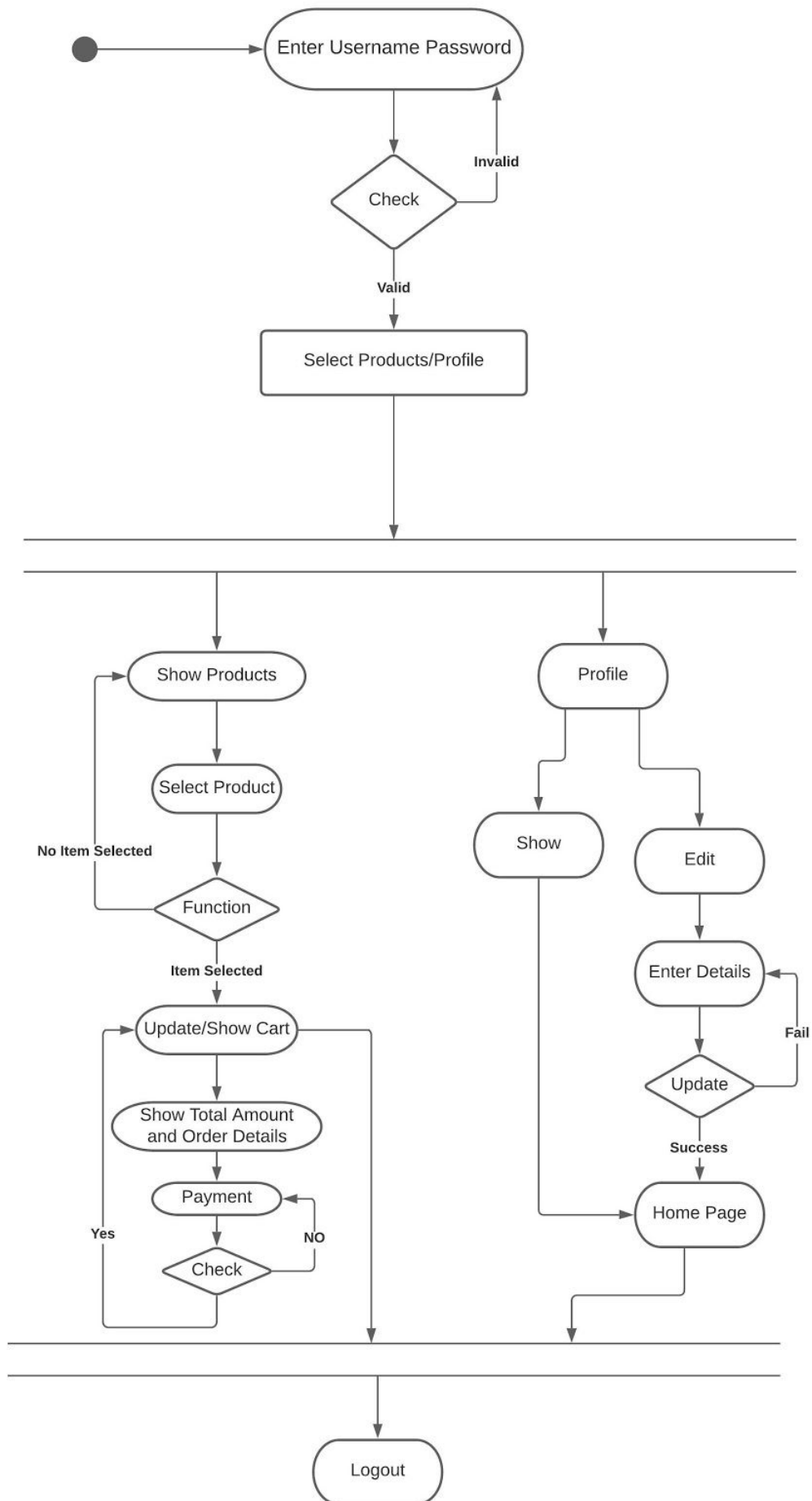






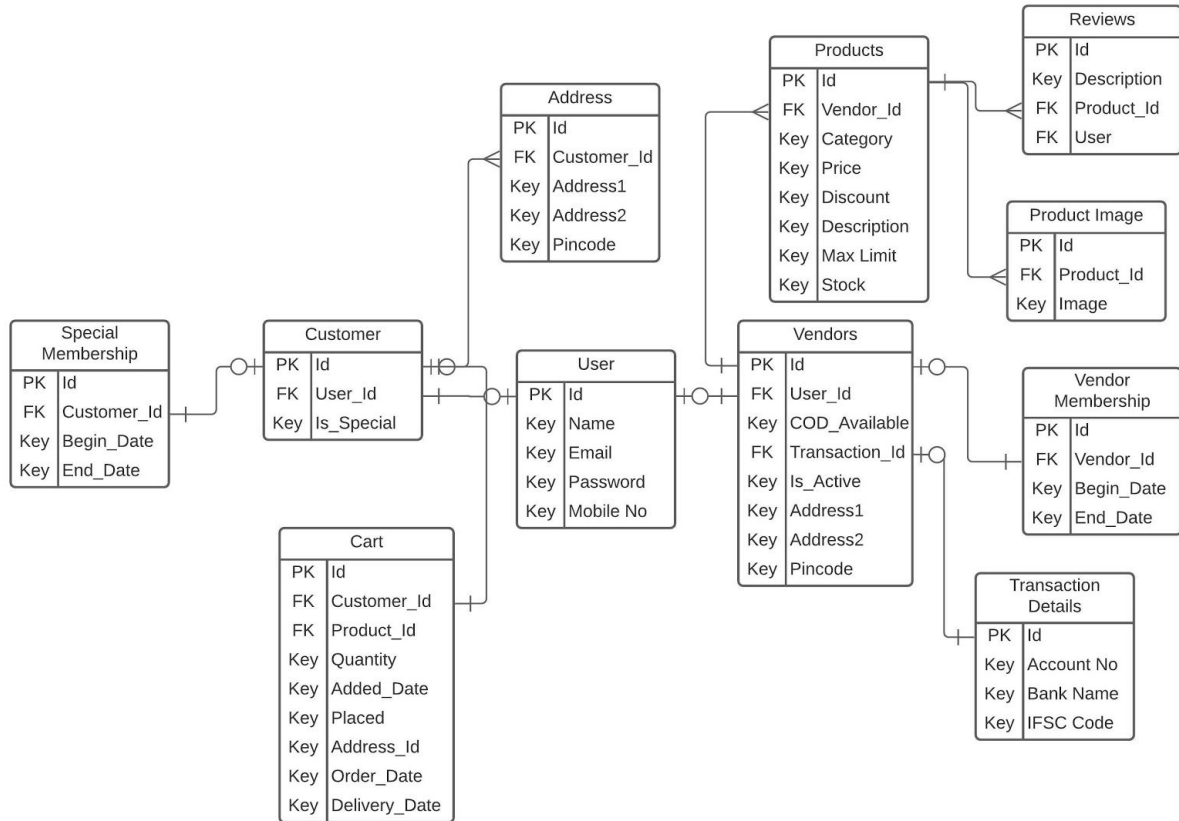
### 3.4 Activity Diagram





### 3.6 ER Diagram

**ER DIAGRAM**



### 3.7 Data Dictionary

USER						
Sr. No.	Field Name	Data type	Required	Unique	PK/FK	Reference
1	Id	Integer	Yes	Yes	PK	
2	First Name	Varchar2	Yes	No		
3	Last Name	Varchar2	Yes	No		
4	Email	Email	Yes	No		
5	Password	Password	Yes			
VENDOR						
Sr. No.	Field Name	Data type	Required	Unique	PK/FK	Reference
1	User_id	Integer	Yes	Yes	FK	User
2	Shop_name	Varchar2	Yes	No		
3	Address	Varchar2	Yes	No		
4	Pincode	Number	Yes	No		
5	Code_available	Boolean	Yes	No		
6	Transaction_id	Varchar2	Yes	Yes		
CUSTOMER						
Sr. No.	Field Name	Data type	Required	Unique	PK/FK	Reference
1	User_id	Integer	Yes	Yes	FK	User
ADDRESS						
Sr. No.	Field Name	Data type	Required	Unique	PK/FK	Reference
1	User_id	Integer	Yes	Yes	FK	User
2	Address_title	Varchar2	Yes	No		
3	Address	Varchar2	Yes	No		
4	Pincode	Number	Yes	No		
PRODUCTS						
Sr. No.	Field Name	Data type	Required	Unique	PK/FK	Reference
1	Vendor_id	Integer	Yes	No	FK	Vendor
2	Title	Varchar2	Yes	No		
3	Catagory	Varchar2	Yes	No		
4	Amount	Integer	Yes	No		
5	Quantity	Integer	Yes	No		
6	Details	Varchar2	Yes	No		

PRODUCT_IMAGE						
Sr. No.	Field Name	Data type	Required	Unique	PK/FK	Reference
1	Product_id	Interger	Yes	No	FK	Product
2	Image	Image	Yes	No		
CART_DETAILS						
Sr. No.	Field Name	Data type	Required	Unique	PK/FK	Reference
1	Product_id	Interger	Yes	No	FK	Product
2	Customer	Interger	Yes	No	FK	Customer
3	Quantity	Integer	Yes	No		
4	Added_date	Date-Time	Yes	No		
5	Placed	Boolean	Yes	No		
6	Address_id	Integer	Yes	No	FK	Address
7	Order_date	Date-Time	Yes	No		
8	Delivery_date	Date-Time	Yes	No		

REVIEW						
Sr. No.	Field Name	Data type	Required	Unique	PK/FK	Reference
1	User_id	Interger	Yes	No	FK	User
2	Product_id	Interger	Yes	No	FK	Product
3	Description	Varchar2	Yes	No		



## **4.IMPLEMENTATION DETAILS**

### **4.1 Implementation Environment**

Visual Studio Code in Windows 10

### **4.2 Description of Modules**

#### **1. Register Module:**

This module is used to create the account on a website. All fields contain some types of validations. Then the user can login to our website using his/her credentials.

#### **2. Login Activity :**

This module takes users credentials and then verifies it with registered users, If users have entered incorrect credentials then alert with “Incorrect credentials. Try Again letter”, otherwise the user will be redirected to the home page with a welcome message.

#### **3. Shops Module:**

This module takes vendor details and opens a store virtually and allows the user to manage the store online by adding products to the store and offering discounts.

#### **4. Orders Module**

This module helps customers to manage their carts and orders and allows vendors to keep track of deliveries and store orders.

#### **5. Reviews Module**

This module allows customers to give feedback about the products that they have bought. Customers can also view reviews for a product filled in by customers that have bought it earlier.

## 4.3 Function Prototype

- User Login:

```
def signin_view(request)
def user_update_view(request)
def signout(request)
def AddressViewSet(request)
def ChangePasswordViewSet(request)
```
- User Register:

```
def vendor_registration_view(request)
def customer_registration_view(request)
```
- Manage Shops:

```
def get_all_products(request)
def get_all_products_by_catagory(request)
def get_all_products_by_vendor(request)
def ProductViewSet(request)
def ProductImageViewSet(request)
def getProductImage(request)
```
- Manage Orders:

```
def CartDetailsViewSet(request)
def Charge(request)
def OrdersViewSet(request)
```
- Manage Review:

```
def ReviewViewSet(request)
```

## **5.TESTING**

In this system we have used Black Box testing. The main focus of black box testing is on the validation of your functional requirements.

Here are the generic steps followed to carry out any type of Black Box Testing.

- ✓ Initially, the requirements and specifications of the system are examined.
- ✓ Tester chooses valid inputs (positive test scenario) to check whether SUT processes them correctly. Also, some invalid inputs (negative test scenario) are chosen to verify that the SUT is able to detect them.
- ✓ Tester determines expected outputs for all those inputs.
- ✓ Software tester constructs test cases with the selected inputs.
- ✓ The test cases are executed.
- ✓ Software tester compares the actual outputs with the expected outputs.
- ✓ Defects if any are fixed and re-tested.

### **Different Test Cases:**

For Login:

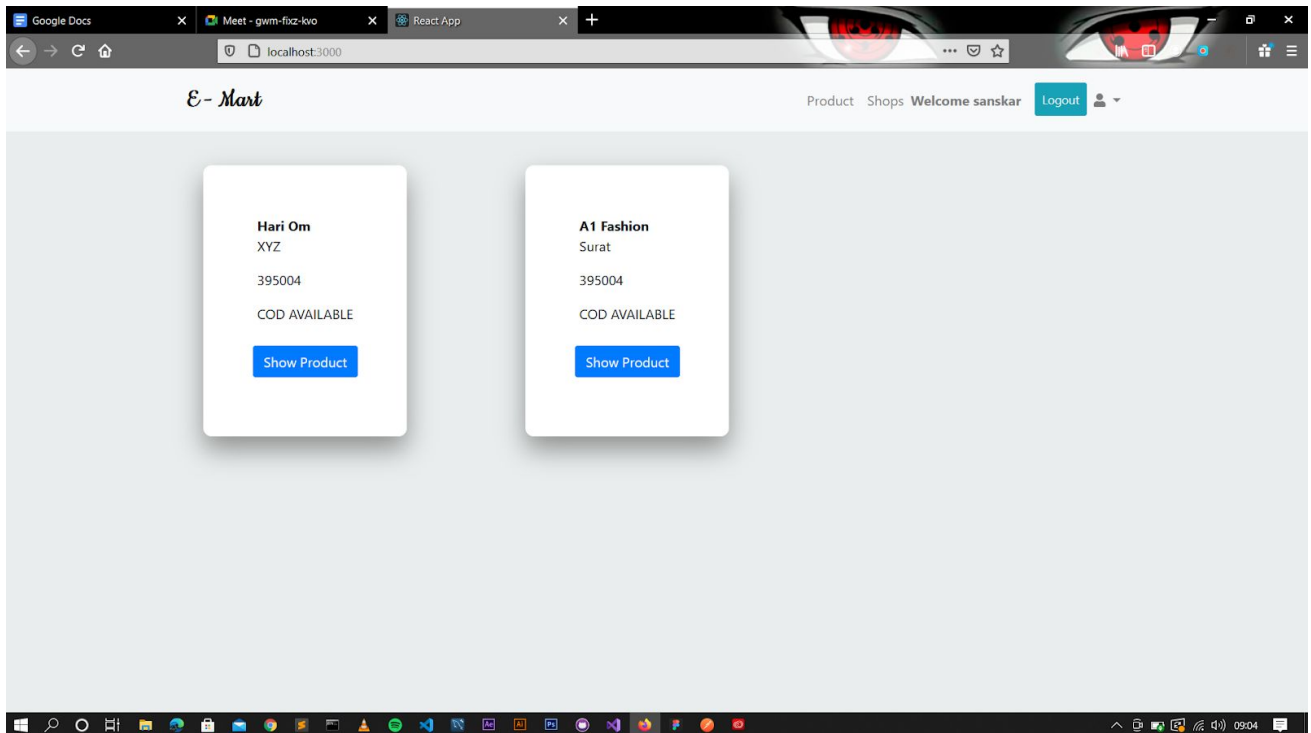
If a user enters the correct username and password then the system shows the home page of the application. If a user enters incorrect details then the system will show the message “Something is wrong, check username or password”.

For Registration:

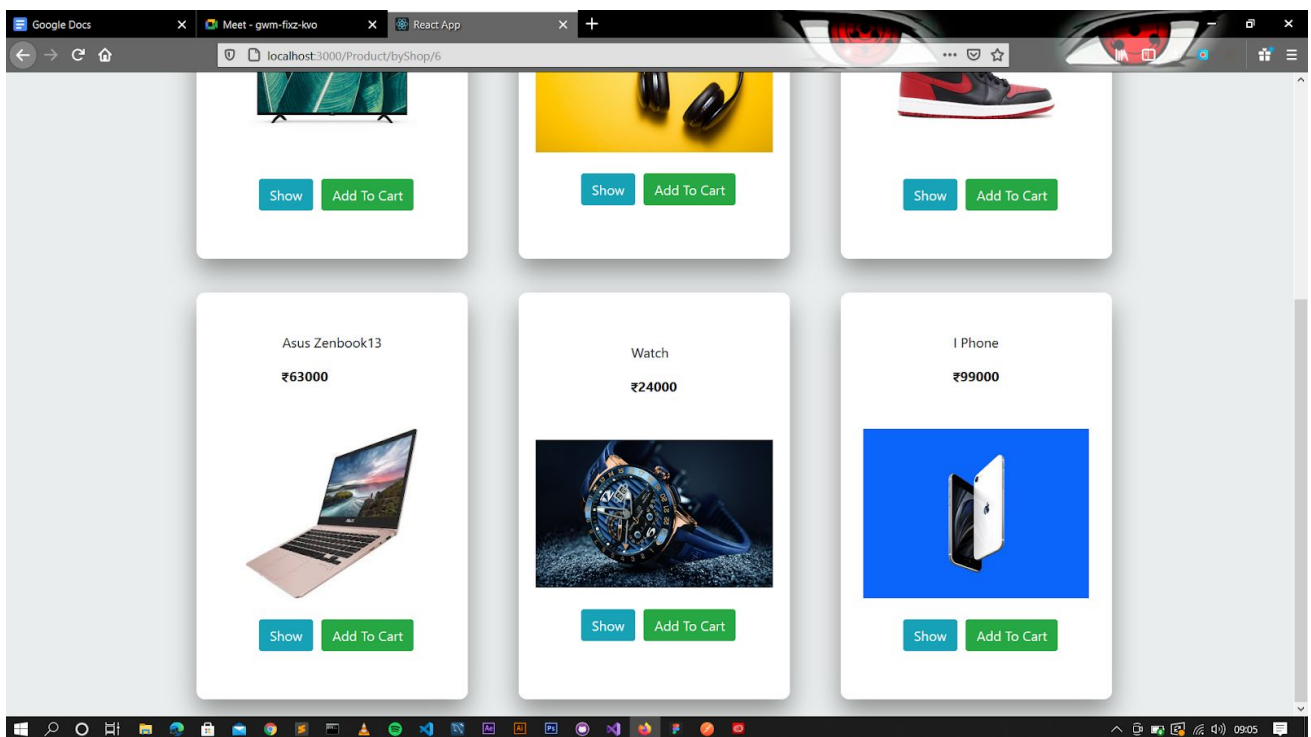
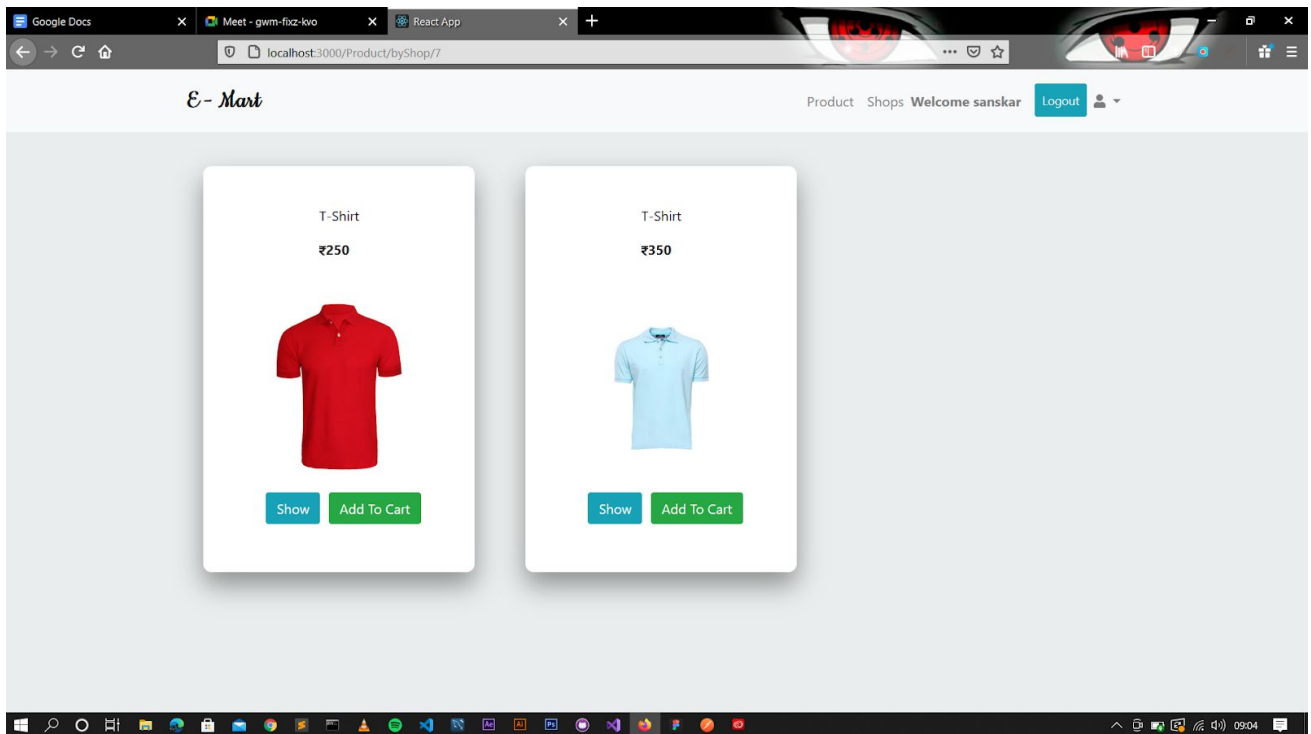
If a user enters an incorrect confirmation password then the system will show “Password does not match” message. And if a user enters correct data than he will be redirected to user details page.

## 6.SCREEN-SHOTS

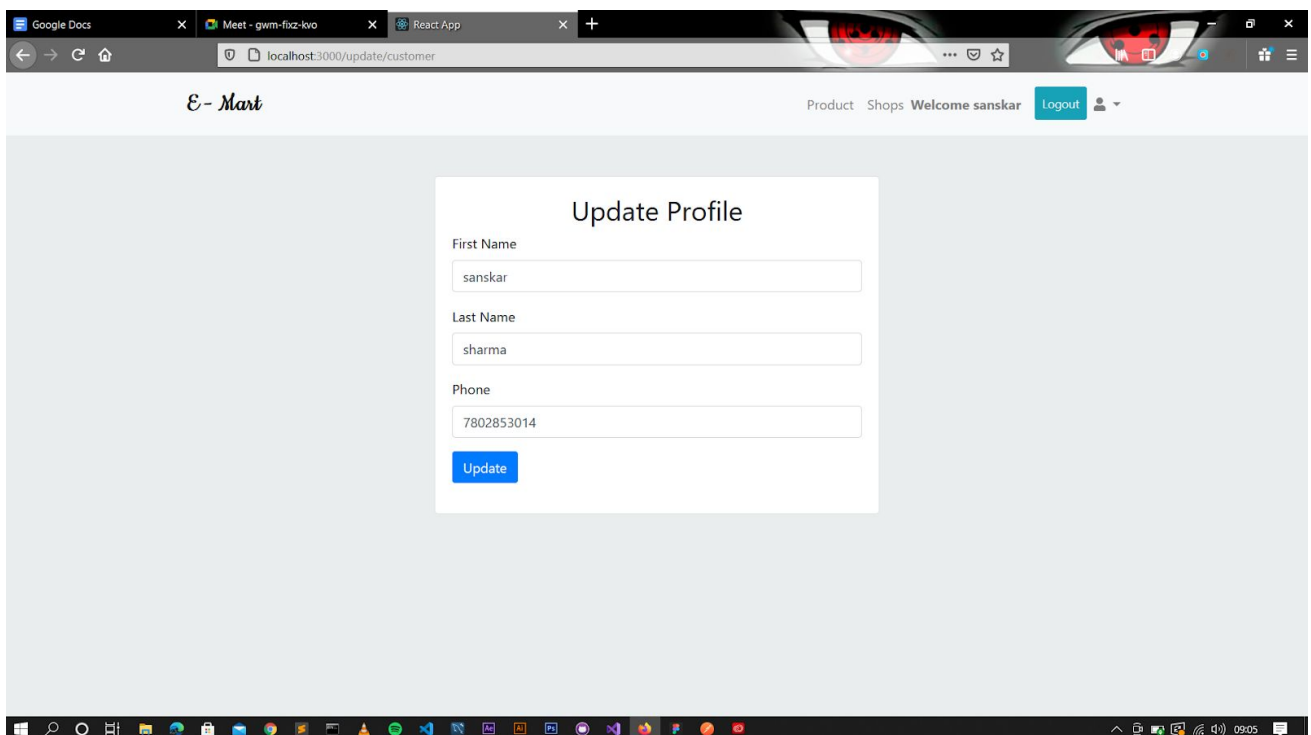
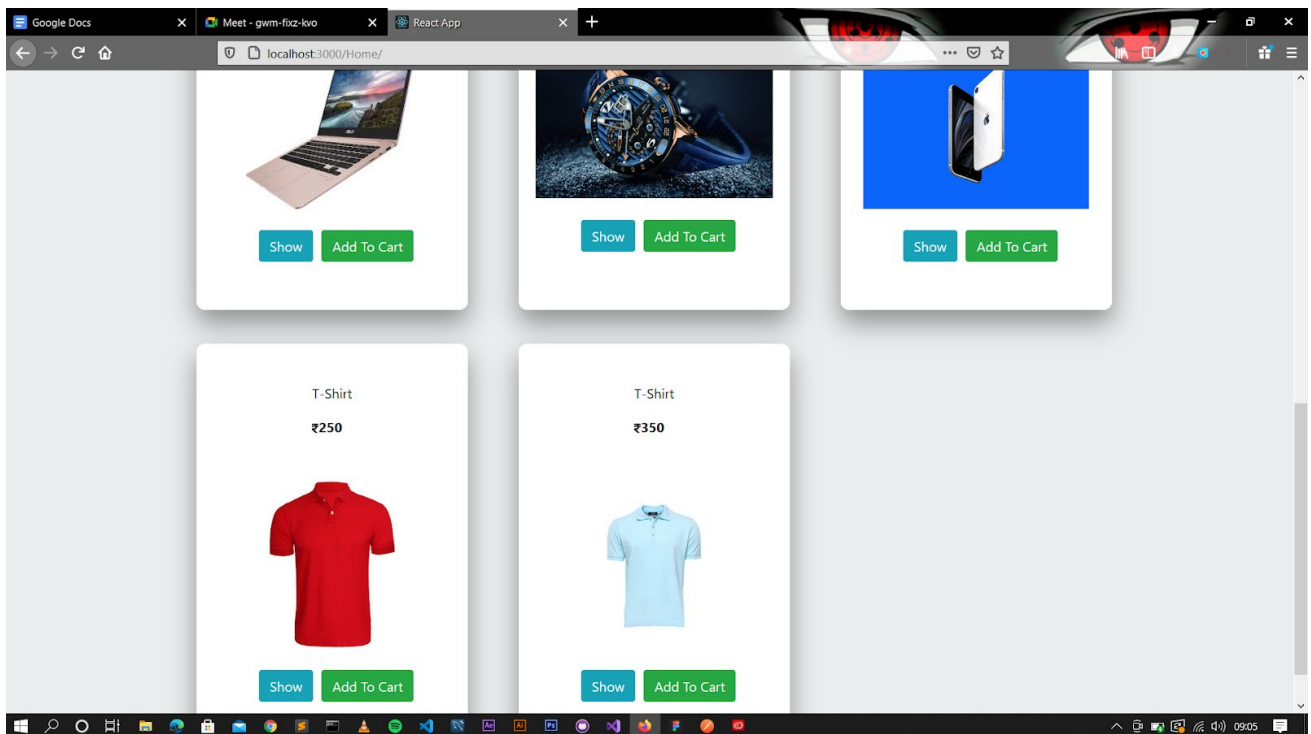
### Customers View:

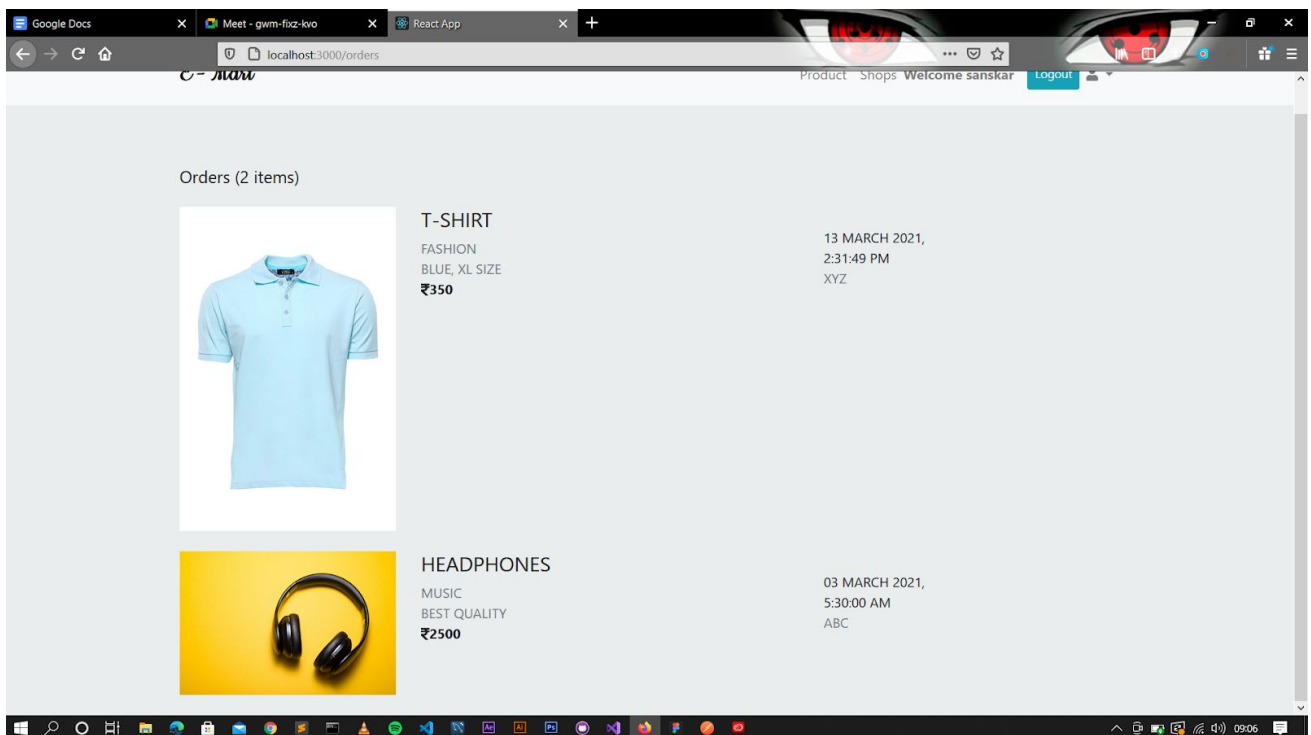
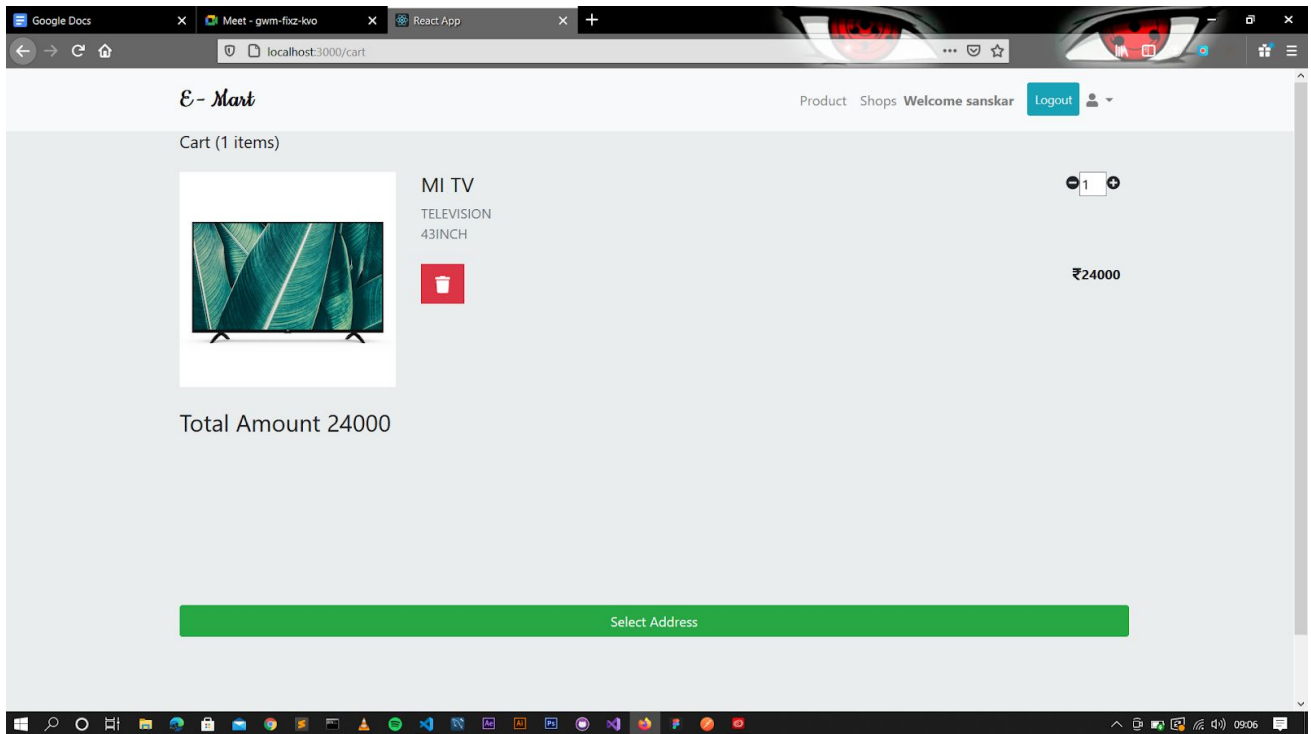


## Shop View:



## All Products:





## Vendors View:

The top screenshot shows the 'Home' page of the 'E-Mart' application. The browser address bar is 'localhost:3000/Home/'. The page header includes the 'E-Mart' logo, an 'Add Product' link, and a navigation menu with 'Product', 'Shops', 'Welcome sanskarvender', and a 'Logout' button. The main content area displays a grid of product cards. Each card shows a product name, price, an image, and buttons for 'Images', 'Add Images', 'Edit', and 'Delete'.

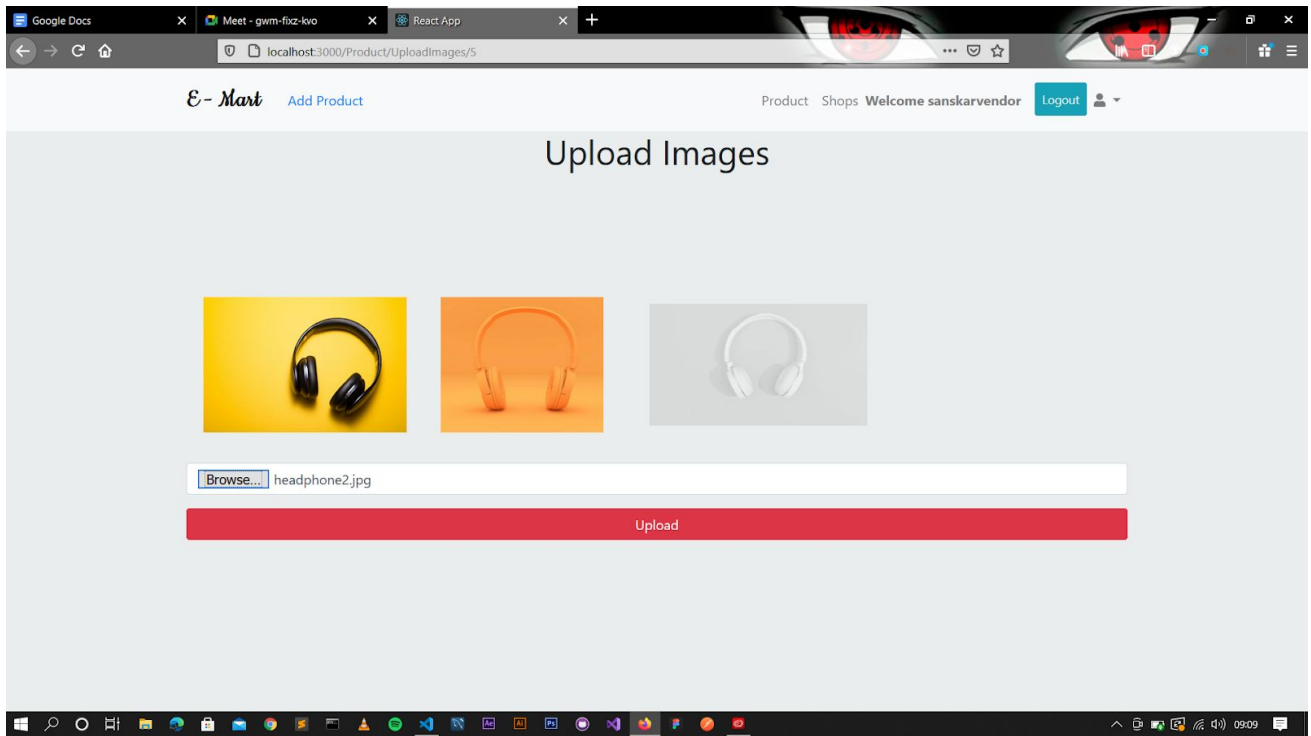
Product Name	Price
MI TV	₹24000
Headphones	₹2500
Jordan	₹9700
Asus Zenbook13	₹63000
Watch	₹24000
I Phone	₹99000

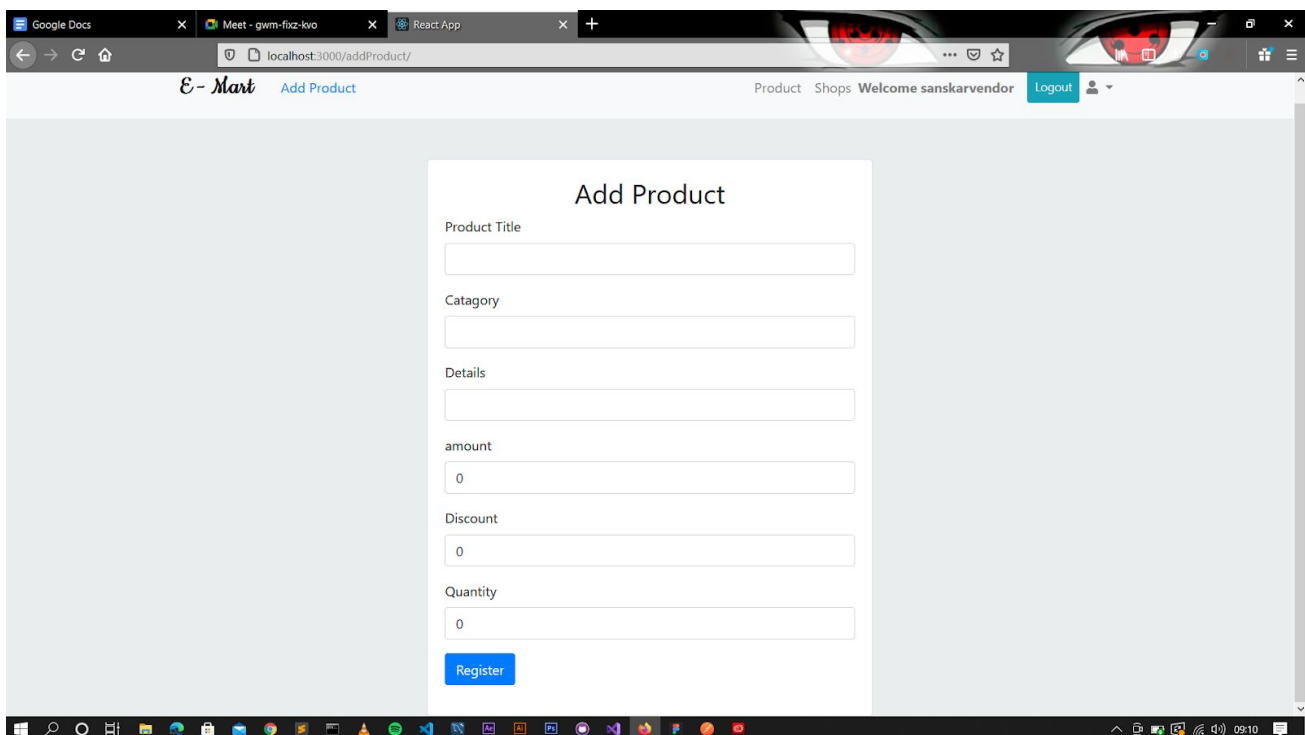
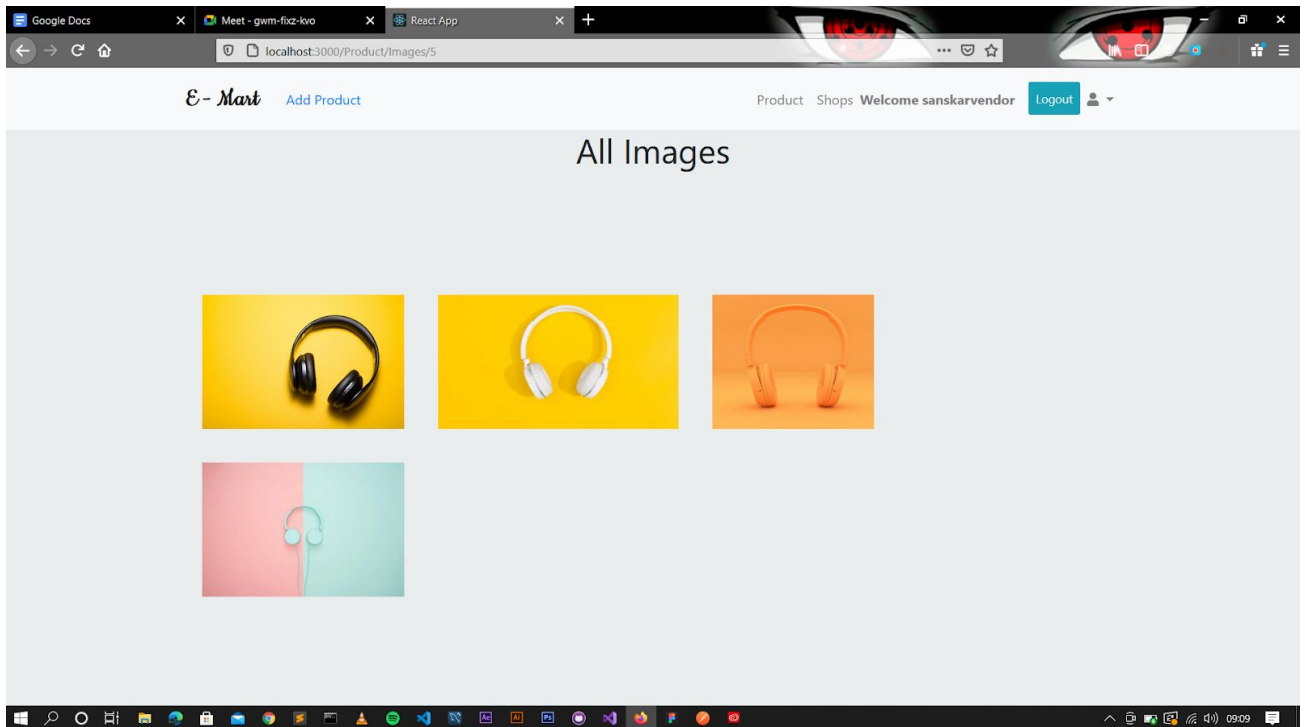
The bottom screenshot shows the 'Edit Product' form. The browser address bar is 'localhost:3000/Product/Edit/5'. The form is titled 'Edit Product' and contains the following fields:

- Product Title: Headphones
- Category: Music
- Details: Best Quality
- amount: 2500
- Discount: 0
- Quantity: 1000

An 'Edit' button is located at the bottom of the form.







## **7.CONCLUSION**

Hereby, we conclude that the functionalities implemented in E-Mart System was performed by understanding all the modules according to requirements which are as given below:

- User Registration
- Login
- Product Addition and Deletion by Vendors.
- Orders Placement to customer selected address.
- Add Products to the temporary Cart.
- View Previous Orders.
- Give Review to the placed products.

After implementation of coding, comprehensive testing was performed and the results were provided in the report.

## **8.LIMITATIONS AND FUTURE EXTENSIONS**

### **8.1 Limitations**

1. **Competition:** It has a small presence in terms of cities covered hence, it is getting a huge competition from other startups like Grofers, PepperTap, Nature's Basket, ZopNow, Aaram Shop, Mera Grocer, etc.
2. **Bigger Players:** Bigger players in terms of financial backing and presence are also entering this lucrative industry. Players like [Amazon](#), [Flipkart](#) and [Google](#) have also entered this industry. This may prove fatal for smaller players like Big Basket to compete with them.
3. **Smaller Players:** Many other localized shops have picked up on this trend and have started home delivery service to nearby customers thereby killing groups of target customers across regions and cities.
4. **[Customer Retention](#):** It is very difficult to retain customers. They would tend to move with the service provider that offers the most discounts

## 8.2 Future Extensions

1. Data-driven ads.  
Ads on the basis of cookies.
2. Recommendations, Discounts on basis of Machine Learning.  
Analysed recommendations and prices for boosting sales.
3. Benchmarking products as System assured.  
System approved products to attract customers.
4. Government collaboration.