A Project **Report** (including **Synopsis**) on

DeliveryByte

Submitted to Manipal University, Jaipur

Towards the partial fulfillment for the Award of the Degree of

**BACHELORS OF TECHNOLOGY**

In Computers Science and Engineering

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By

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# INTRODUCTION

**DeliveryByte** is an E-Commerce application which manages the process of planning and executing [last-mile delivery](https://optimoroute.com/last-mile-delivery/) for goods. marketers can sell products/services and the customer can purchase on that website electronically by using the internet on the mobile and computer. The web app will usually be available 24 hours a day, and consumers from no matter where can log in to internet and order anthing and get it delivered. In recent times E-commerce has become a daily essential as people now prefer to buy good online rather than going out. Using it, both producers and buyers can save time, energy and money.

# MOTIVATION

The motivation behind DeliveryByte is based on the everyday need of consumer to have a product delivered to their hands, and a producer to be able to provide its service to the consumers, and the inspiration by big e-commerce companies. DeliveryByte will help producers to streamline their business, and help small as well as large businsses to grow. It will help reduce . There is a prominent need for e-commerce website And especially now, post-pandemic, they are expected to play a much bigger part in common peoples’ lives, not just because the physical shops are closed, but also because people have become more comfortable and somewhat reliant as well, on online shopping.

# PROJECT OBJECTIVE

The primary objective of **DeliveryByte** is to Deliver products to customers, Reduce management costs, developing business relations, Boosting the efficiency of services, Increasing sales, and Ensure that customers have a great buying experience, so they come back for more, while taking care of safety, planned maintenance and quality standards .

The statistics will help teachers and students to realise their weak points and strong points and will give them smart recommendations.

|  |  |
| --- | --- |
| **PROS** | **CONS** |
| More and more offline shopkeepers will be able to sell products online. | Unable to examine product personally |
| Faster Buying/Selling. | The website is not completely hacker/malware attack proof. There are some potential backdoors, especially in the payment gateway. |
| No need for physical company set-up | Unable to examine product personally |

# METHODOLOGY AND PLANNING

A Web Application would be created using the front end using **HTML**, **CSS**, **JS** and **Bootstrap** and backend using **PHP** connecting to the database server.

The Database would be written **MySQL** and would be queried by the application as per requirement.

Timeline

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# SOFTWARE AND HARDWARE REQUIREMENTS

* Bootstrap
* PHP
  + SQL
  + Xampp
* MySQL WorkBench

# BIBLIOGRAPHY/REFERENCES

* SQL for Data Science (coursera)
* W3schools
* ERDPlus
* Building a Dynamic Web App using PHP & MySQL (Udemy)

**ENTITY RELATIONSHIP DIAGRAM**

Diagram

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**RELATIONAL MODEL DIAGRAM**

Diagram

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