THE MAHARAJA SAYAJIRAO UNIVERSITY OF BARODA DEPARTMENT OF COMPUTER APPLICATIONS FACULTY OF SCIENCE



A PROJECT REPORT

On

E-COMMERCE

Submitted by

ANSH KHANCHANDANI

PRN: 2020033800115021

In partial fulfillment for the award of the degree

Of

BACHELOR OF COMPUTER APPLICATIONS

In the

Department of Computer Applications

APRIL, 2023

Internal Guide

Dr. / Mr. /Ms.

POOJA PATEL MAM

THE MAHARAJA SAYAJIRAO UNIVERSITY OF BARODA DEPARTMENT OF COMPUTER APPLICATIONS FACULTY OF SCIENCE



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PRITIBALA PATEL MAM

ACKNOWLEDGEMENT

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CERTIFICATE

This is to certify that Mr. /Ms. **ANSH KHANCHANDANI** a student of BCA Program (PRN No.**2020033800115021**) of The Maharaja Sayajirao University of Baroda, Vadodara, has successfully completed the mini project prescribed for the fifth semester of the program during the period from July 2022 to December 2022 towards the partial fulfillment for the degree of Bachelor of Computer Applications.

Date:

Signature of the Guide Head

Prof P.K. Mehta

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ABSTRACT

The Ecommerce Website is a webbased application intended for online retailers. The main objective of this application is to make it interactive and its ease of use. It would make searching, viewing and selection of a product easier. It contains a sophisticated search engine for users to search for products specific to their needs. The search engine provides an easy and convenient way to search for products where a user can Search for a product interactively and the search engine would refine the products available based on theuser's input. The user can then view the complete specification of each product. They can also view the product reviews and also write their own reviews. The application also provides a drag and drop feature so that a user can add a product to the shopping cart by dragging the item in to the shopping cart. The main emphasis lies in providing a user- friendly search engine for effectively showing the desired results and its drag and drop behavior.

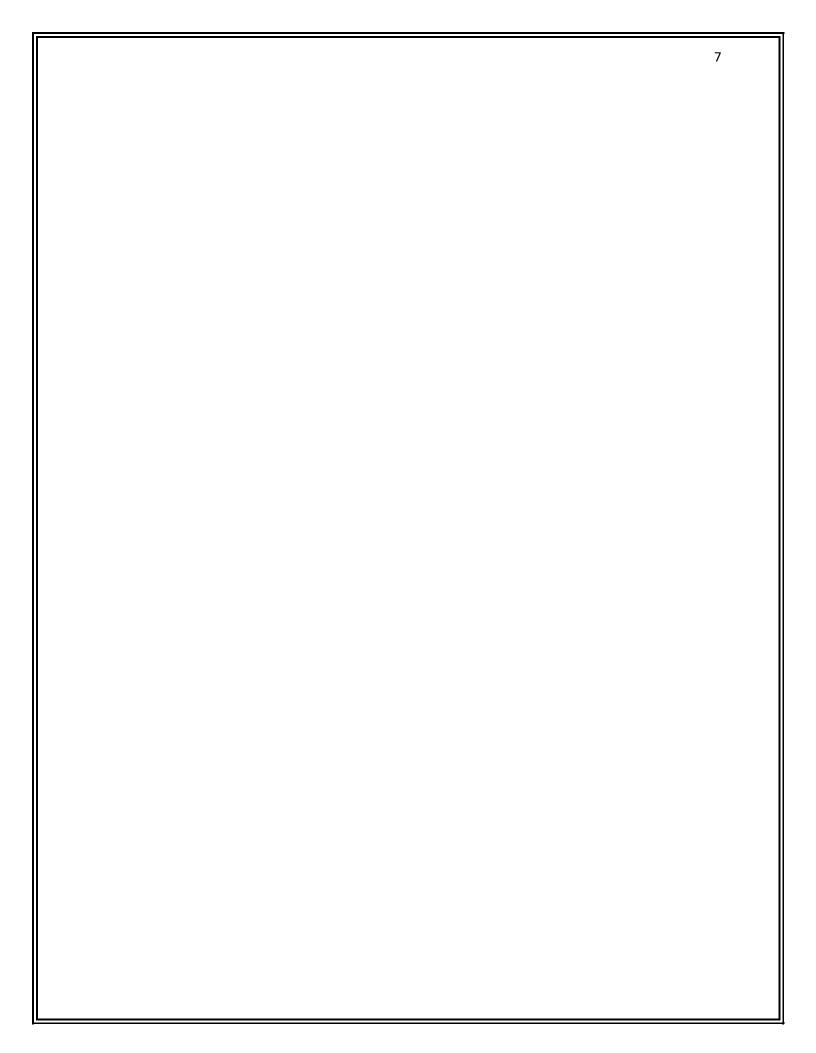


TABLE OF CONTENTS

ACKNOWLEDGEMENT	III		
CERTIFICATE	IV		
CERTIFICATE BY ORGANIZATION	V		
ABSTRACT	VI		
Chapter 1. Requirement Analysis	XII		
1.1 Introduction			
1.1.1 Purpose	XII XII		
1.2 Overall Description			
1.2.1 Product Perspective	XIII XIII		
1.2.2.1 User Characteristics	XIII XIII XIV XIV		
1.3 Functional requirements			
1.3.1 Description	XIV		
1.3.1.1 Registration	XIV XIV XIV XV XV XV		

1.4 Nonfunctional requirements	
1.4.1 Performance requirements	XVI XVII XVII
1.5 Platform specifications deployment	
1.5.1 Hardware specification	XVII XVII
Chapter 2. System design	XVIII
2.1 Use case diagram	XVIII
2.1.1 Admin use case diagram	XX XXI
2.2 Activity diagram	XXII
2.2.1 Admin activity diagram	XXIII XXV
2.3 Sequence diagram	XXVII
2.3.1 Admin sequence diagram	XXVIII XXIX
2.4 Class diagram	XXX
Chapter 3. Database Design	XXXI
3.1 Design goals	XXXI XXXI
3.2.1 Shop product module	XXXI XXXIII XXXIII
	XXXIII

3.3 ER-Diagram	
3.3 EK-Diagram	XXXIII
3.3.1 Admin Details ER diagram	XXXIV
3.3.2 User details ER diagram	XXXV
3.3.3 Product details ER diagram	XXXVI
3.3.4 Order details ER diagram	XXXVII
3.3.5 Category ER diagram	
3.3.6 Sub-Category diagram	XXXVIII
3.3.7 Review ER diagram	
3.3.8 Wishlist ER diagram	XXXVIII
3.3.9 Order Track History ER diagram	
3.3.10 Complete ER diagram	XXXVIII
3.3.10 Complete Lix diagram	
3.4 Data modeling	
3.4.1 Data dictionary	
·	
3.4.1.1 User data table	
3.4.1.2 Sub-Category data table	
3.4.1.3 Admin data table	
3.4.1.4 Product data table	
3.4.1.5 Category data table	
3.4.1.6 Orders data table	
3.4.1.7 Order Track History data table	
3.4.1.8 Wishlist data table	
3.4.1.9 Review data table	
Chapter 4. System Design { SCREENSHORTS & EXPLANATION}	XLI
4.1 Figure 4.1	XLII
4.2 Figure 4.2	XLIII
4.3 Figure 4.3	XLIV
4.4 Figure 4.4	XLV
4.5 Figure 4.5	XLVI
4.6 Figure 4.6	XLVII
4.7 Figure 4.7	XLVIII
4.8 Figure 4.8	XLIX
4.9 Figure 4.9	L
4.10 Figure 4.10	LI
4.11 Figure 4.11	LII
4.12 Figure 4.12	LIII
4.13 Figure 4.13	LIV
4.14 Figure 4.14	LV
4.15 Figure 4.15	LVI

4.16	Figure 4.16	LVII
4.17	Figure 4.17	LVIII
4.18	Figure 4.18	LIX
4.19	Figure 4.19	LX
4.20	Figure 4.20	LXI
4.21	Figure 4.21	LXII
Chapter 5.	Test Reports	LXX
5.1	Unit Testing	LXX
5.2	Integration Testing	LXXII
5.3	Validation Testing	LXXIII
5.4	White box Testing.	LXXIV
Chapter 6.	Results & Challenges	LXXV
6.1	Challenges	LXXV
Chapter 7.	Conclusions	LXXVI
Chapter 8.	Limitation	LXXVII
8.1 Sco	ope for future work	LXXVII
Chapter 9.	References	LXXVII

1. REQUIREMENT ANALYSIS

1.1 INTRODUCTION

1.1.1 **PURPOSE**

- This document is meant to delineate the features of Ecommerce Website, 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.
- The Ecommerce Website for Accessories item shop web application is intended to provide complete solutions for vendors as well as customers through a single get way using the internet.
- It will enable vendors to setup online shops, customer 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.

1.1.2 **PRODUCT SCOPE**

• This system allows the customer's to maintain their cart for add or remove the product over the internet.

1.2 OVERALL DESCRIPTION

• The Onlineshopping system (OSS) application enables vendors to set up online shops, customers to browse through the shops, and a system administrator to approve and reject requests for new shops and maintain lists of shop categories.

- Also the developer is designing an Ecommerce Website to manage the items in the shop and also help customers to purchase them online without visiting the shop physically.
- Ecommerce Website will use the internet as the sole method for selling goods to its consumers.

1.2.1 **PRODUCT PERSPECTIVE**

• This product aimed toward a person who don't want to visit the shop as he might don't get time for that or might not interested in visiting there and dealing with lot of formalities.

1.2.2 **PRODUCT FUNCTIONS**

• Ecommerce Website should support this use case:

1.2.2.1 USER CHARACTERISTICS

• User should be familiar with the terms like login, register, order system etc.

1.2.2.2 **PRINCIPLE ACTORS**

• 2 Principle Actors are Customer and Administrator.

1.2.2.3 **GENERAL CONSTRAINTS**

• A full internet connection is required for Ecommerce Website.

1.2.2.4 **ASSUMPTIONS DEPENDENCIES**

• Working of Ecommerce Website need Internet Connection.

1.3 FUNCTIONAL REQUIREMENTS

• This section provides requirement overview of the system. Various functional modules that can be implemented by the system will be –

1.3.1 **DESCRIPTION**

1.3.1.1 **REGISTRATION**

• If customer wants to buy the product then he/she must be registered, unregistered user can't go to the shopping cart.

1.3.1.2 **LOGIN**

• Customer logins to the system by entering valid user id and password for the shopping.

1.3.1.3 CHANGES TO CART

• Changes to cart means the customer after login or registration can make order or cancel order of the product from the shopping cart.

1.3.1.4 **PAYMENT**

• In this system we are dealing the mode of payment by Cash. We will extend this to credit card, debit card etc in the future.

1.3.1.5 **REPORT GENERATION**

• After ordering for the product, the system will sent one copy of the bill to the customer's Email-address and another one for the system data base.

1.3.1.6 **LOGOUT**

• After ordering or surfing for the product customer has to logout.

1.4NONFUNCTIONAL REQUIREMENTS

- Following Non-Functional Requirements will be there in the insurance to the internet:
 - **a.** Secure access to consumer's confidential data.
 - **b.** 24X7 availability.
 - **c.** Better component design to get better performance at peak time.
 - **d.** Flexible service based architecture will be highly desirable for future extension. On-Functional Requirements define system properties and constraints.
 - ☐ Various other Non-Functional Requirements are:
 - Security
 - * Reliability
 - Maintainability
 - Portability
 - **Extensibility**
 - Reusability
 - Compatibility
 - Resource Utilization

1.4.1 PERFORMANCE REQUIREMENTS

- In order to maintain an acceptable speed at maximum number of uploads allowed from a particular customer as any number of users can access to the system at any time.
- Also the connections to the servers will be based on the attributes of the user like his location and server will be working 24X7 times.

1.4.2 **TECHNICAL ISSUES**

- This system will work on client-server architecture. It will require an internet server and which will be able to run PHP application.
- The system should support some commonly used browser such as IE, Mozilla Firefox, chrome etc.

1.4.3 **SECURITY REQUIREMENTS**

• Secure access to consumer's confidential data with email & password and also at time of Secure access to consumer's confidential data user can also need a email verification through email security code

1.5 PLATFORM SPECIFICATIONS – DEPLOYMENT

1.5.1 Hardware Specification

- Processor CORE 2 DUE
- RAM 1 GB
- Minimum space required 80 GB

1.5.2 **Software Specification**

- Operating environment windows 7
- Platform Xampp Server (MySql)
- Notepad++

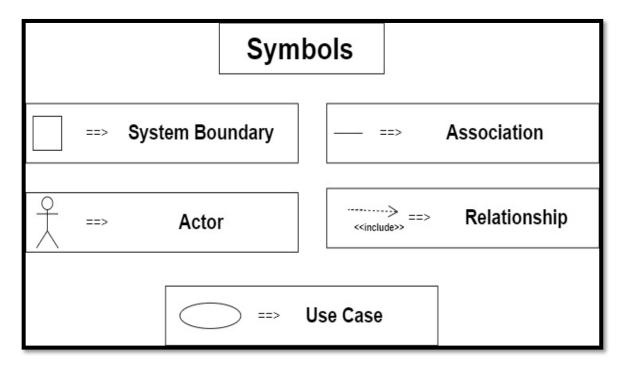
2. SYSTEM DESIGN

After carefully analyzing the requirements and functionality of the web application, I had two important diagrams by the end of the analysis phase. They are the ER diagram and data flow diagram which were the basis for finding out entities and relationships between them, the flow of information.

2.1 USE CASE DIAGRAM

- ☐ This Use Case Diagram is a graphic representation of the interactions among the elements of Ecommerce Website.
- It represents the methodology used in system analysis to identify, clarify, and organize system requirements of ecommerce website.

SYMBOLS:



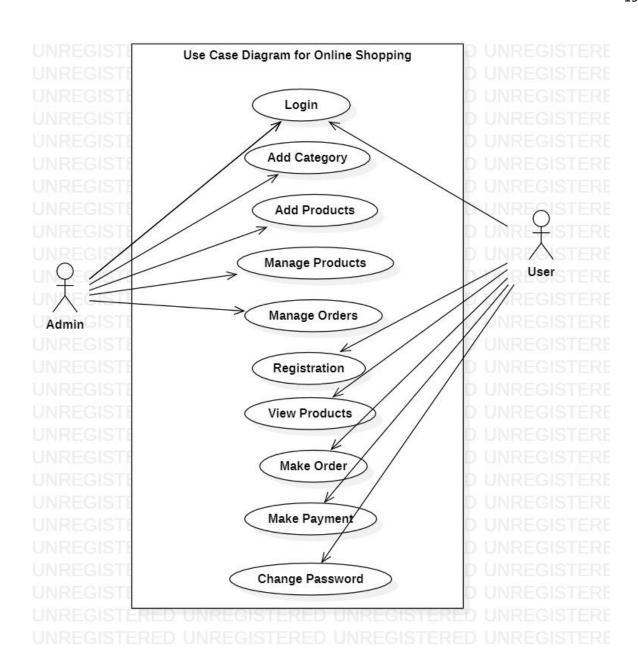


Figure 2.1.1: Use Case Diagram

2.1.2 ADMIN USE CASE DIAGRAM

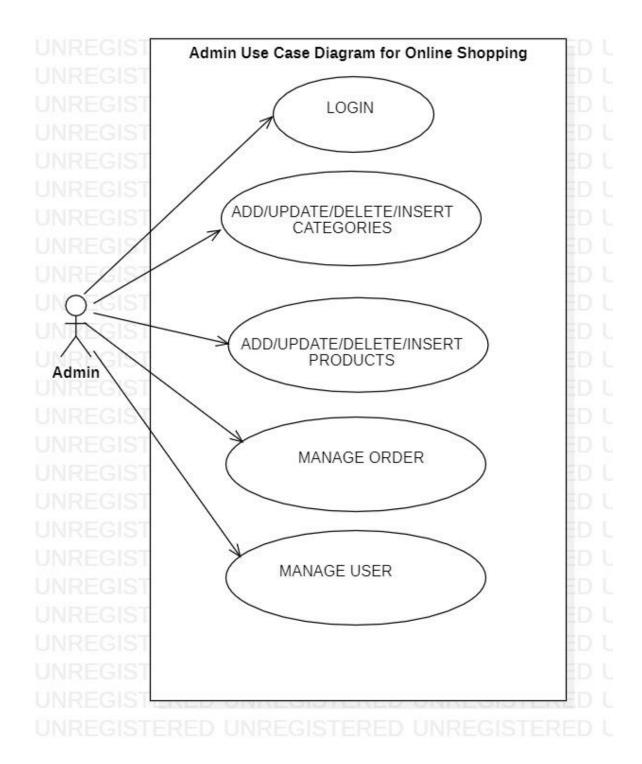


Figure 2.1.2: Admin Use Diagram

2.1.3 USER USE CASE DIAGRAM

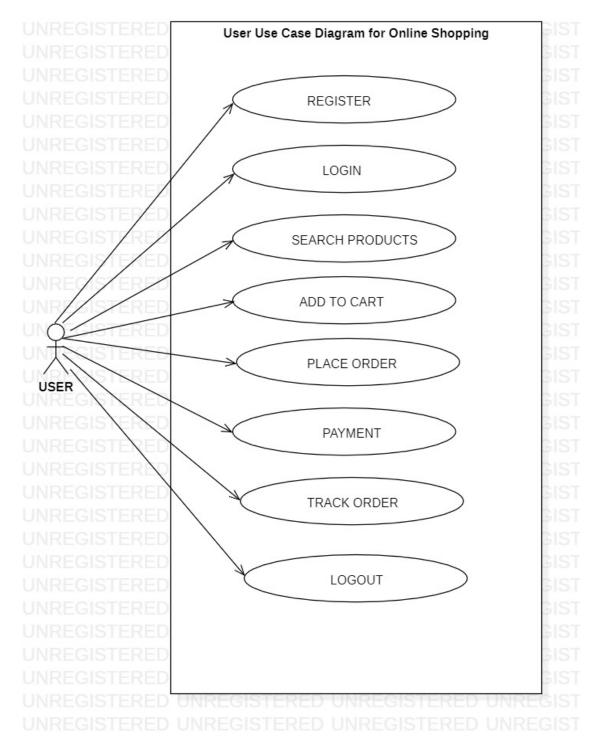


Figure 2.1.3: User Use Diagram

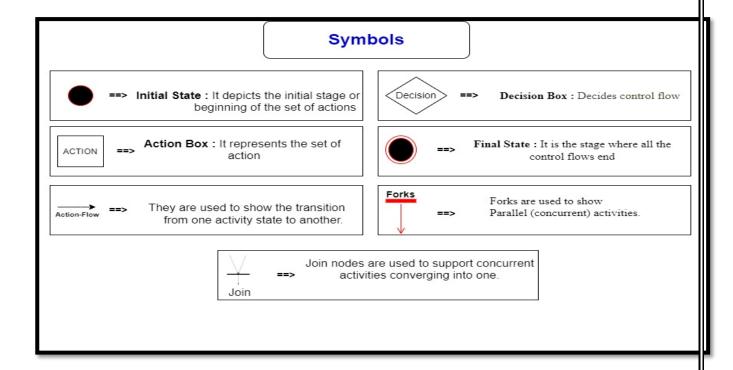
2.2 ACTIVITY DIAGRAM

Intro...

- Activity diagram is used to represent the flow of control within the system.
- > The flow can be sequential, branched, or concurrent.
- ➤ This is the Login Activity Diagram of Ecommerce Website, which shows the flows of Login Activity, where admin will be able to login using their Email ID and password.
- After login user can manage all the operations on shopping website.
- ➤ The diagram below helps demonstrate how the login page works in a Ecommerce Website System. The various objects in the Citizen.

2.2.1 ADMIN ACTIVITY DIAGRAM

- Admin Activity Diagram of Ecommerce Website which shows the flows between the activities of Admin in a System.
- The main activity involved in this Admin Activity Diagram of System are as follows:
 - 1. Manage product
 - 2. Manage order
 - 3. Manage user
 - 4. Manage review



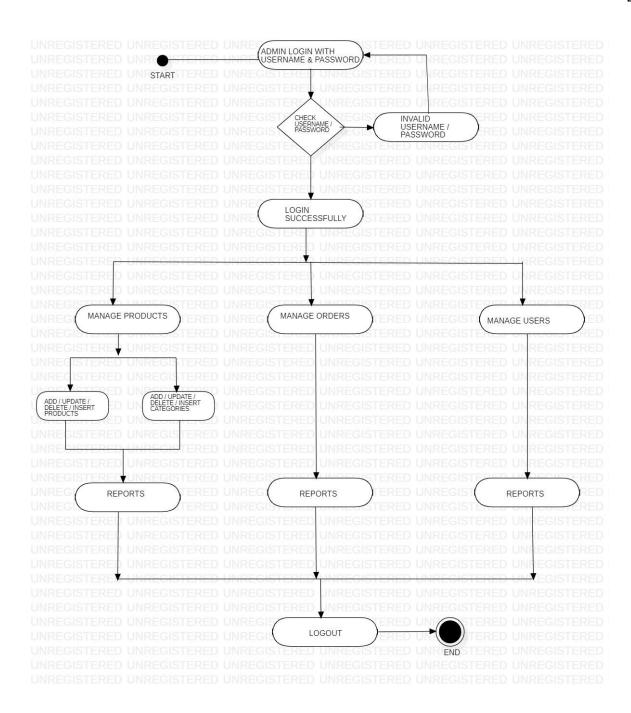


Figure 2.2.1: Admin Activity Diagram

2.2.2 USER ACTIVITY DIAGRAM

- User Activity Diagram of Ecommerce Website which shows the flows between the activities of Admin in a System.
 - ❖ The main activity involved in this Admin Activity Diagram of Website are as follows:
 - 1. Search Product
 - 2. View Product
 - 3. Add to Cart
 - 4. Payment
 - 5. Track Order

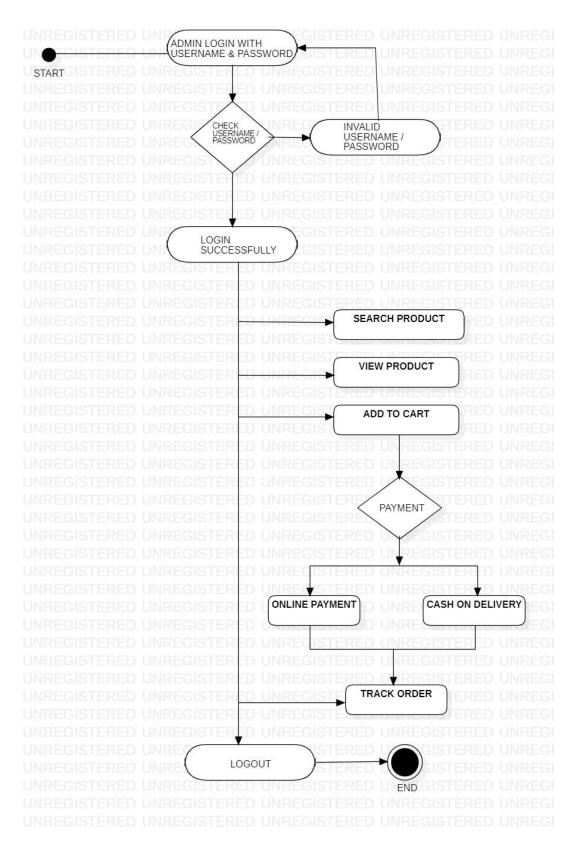
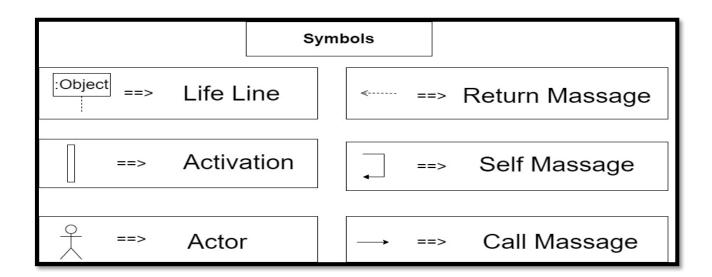


Figure 2.2.2: User Activity Diagram

2.3 SEQUENCE DIAGRAM

2.3.1 ADMIN SEQUENCE DIAGRAM

- ☐ Ecommerce Website Sequence diagram shows the interaction between the objects of user and Ecommerce Website management.
 - ❖ The instance of class objects involved in this Admin Sequence Diagram of Ecommerce Website are as follows:
 - 1. Login Page
 - 2. Product Management
 - 3. Order Management
 - 4. User Management



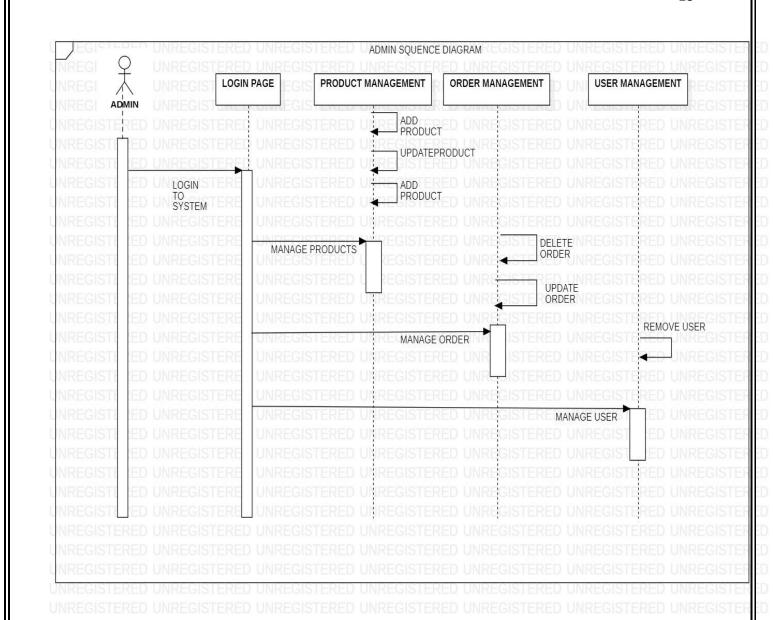


Figure 2.3.1: Admin Sequence Diagram

2.3.2 USER SEQUENCE DIAGRAM

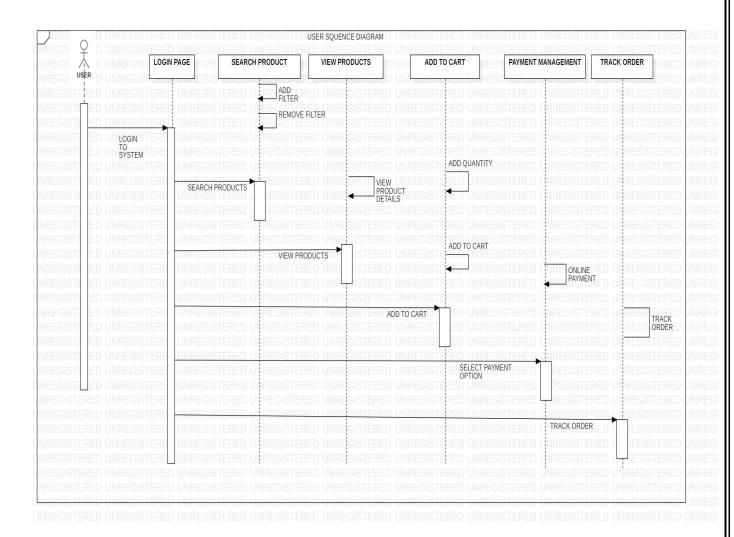


Figure 2.3.2: User Sequence Diagram

CLASS DIAGRAM

➤ Ecommerce Website Class Diagram describes the structure of a Ecommerce Website System classes, there at tributes, operations (or methods), and the relationships among objects.

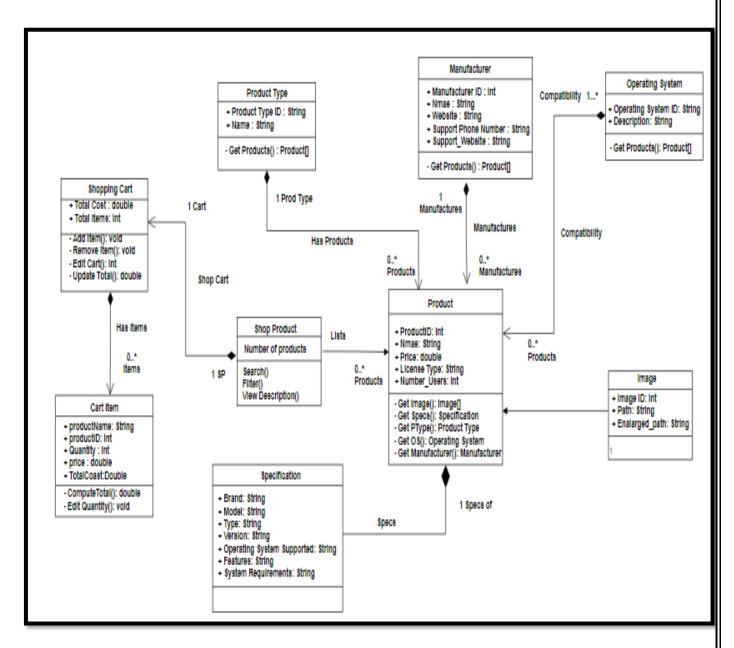


Figure 2.4: Class Diagram

3.DATABASE DESIGN

3.1 DESIGN GOALS

- i. The design of the web application involves the design of the forms for listing the products, search for products, display the complete specification for the product, and design a shopping cart that is easy to use.
- ii. Design of an interactive application that enables the user to filter the products based on different parameters.
- iii. Design of application that decreases data transfers between the client and the server.

3.2 PROCEDURAL/MODULAR APPROACH

Following are all the modules designed for the Ecommerce Website.

3.2.1 SHOP PRODUCT MODULE

This module starts when the user visits the home page or when a user searches for a product by entering a search term. This part of the application includes displaying allthe products that are available or the products that match the search term entered by the user. The user can then filter these products based on various parameters like manufacturer, product type, operating system supported or a price range. The user browsethrough the products and each product would be displayed with an image and its features like operating system supported, number of user licenses and if it is a full version or an upgrade version. A user can add a product to the cart either by dragging the product and dropping it in the cart or by clicking a button. The user would be able to see the shopping cart summary.

3.2.2 PRODUCT DESCRIPTION MODULE

This module starts when a user visits the product description page. A user can view various images of the product of different sizes. The use can see an enlarged image in a popup window. The user can view the complete specification of the product like its features, operating system supported, system requirements etc. A user can also view the manufacturer information and also information about rebates, exchange policies etc. A user can also view the reviews of the product. A user can also write a review for the product.

3.2.3 SHOPPING CART MODULE

This module starts when the user views the shopping cart. All the products that have been added to the shopping cart by the user are listed along with their price and the quantity. The total price of all the products added to cart is displayed. A user can edit the quantity of each product or remove the product from the shopping cart. A user can remove the product from the cart by clicking a button or by dragging the product and dropping it outside the cart. The total price changes accordingly when a user edits the quantity of a product or when a product is removed from the cart.

3.3 ER DIAGRAM

3.3.1 ADMIN

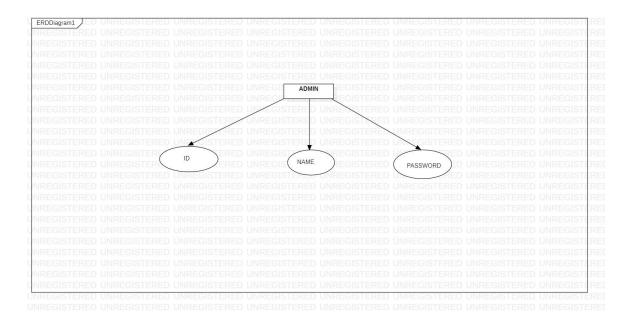


Figure 3.3.1: Admin ER Diagram

3.3.2 USER DETAILS

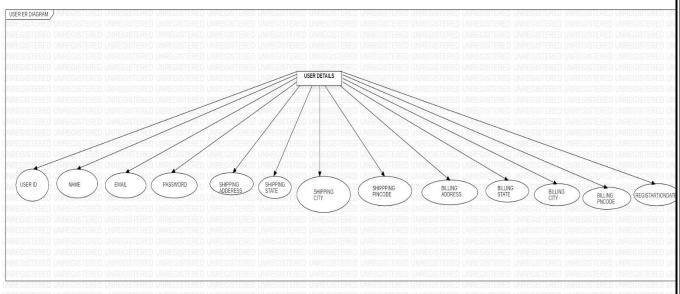


Figure 3.3.2: User Diagram

3.3.3 PRODUCT DETAILS

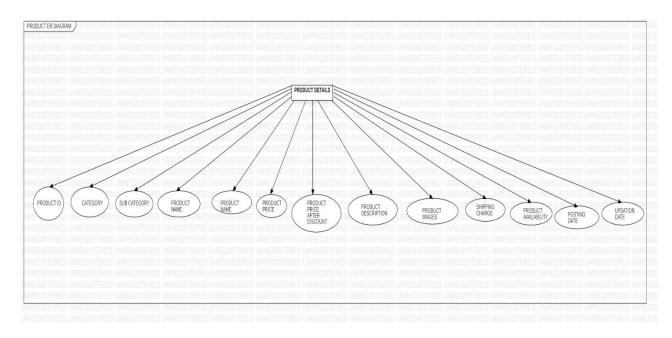


Figure 3.3.3: Product Diagram

3.3.4 PRODUCT ORDERS

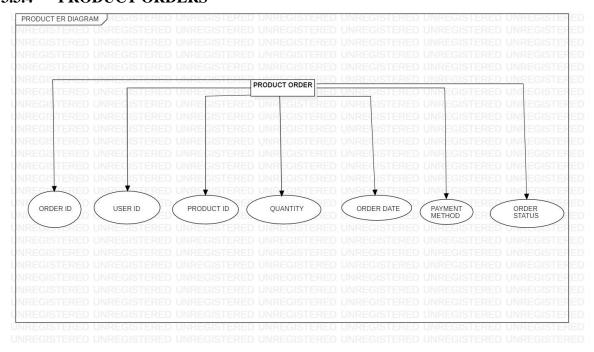


Figure 3.3.4: Product Order Diagram

3.3.5 CATEGORY

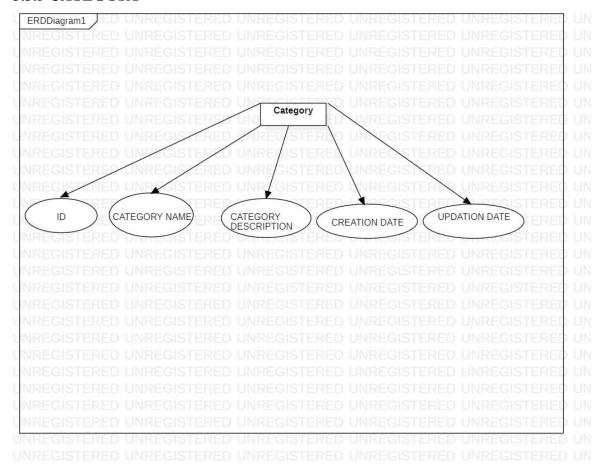


Figure 3.3.5:Product Category

3.3.6: SUB-CATEGORY

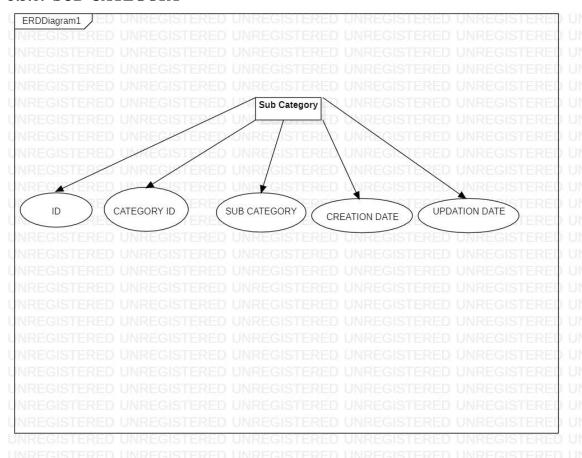


Figure 3.3.6: Product Sub Category

3.3.7:REVIEW

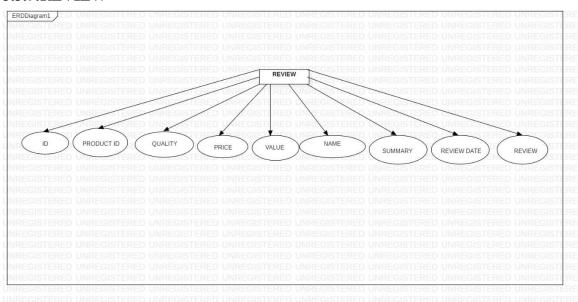


Figure 3.3.7: Review Products

3.3.8:ORDER TRACK HISTORY

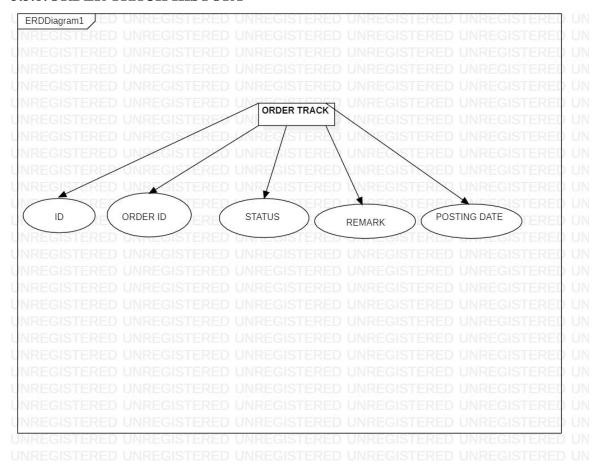


Figure 3.3.8: Track Order

3.3.9:WISHLIST

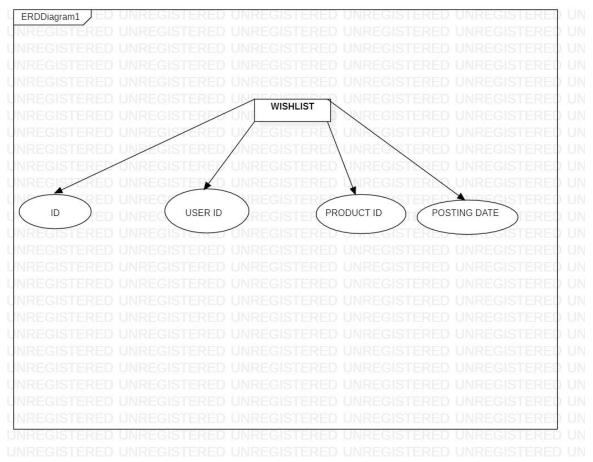


Figure 3.3.10: User Wishlist

3.3.5 COMPLETE ER DIAGRAM

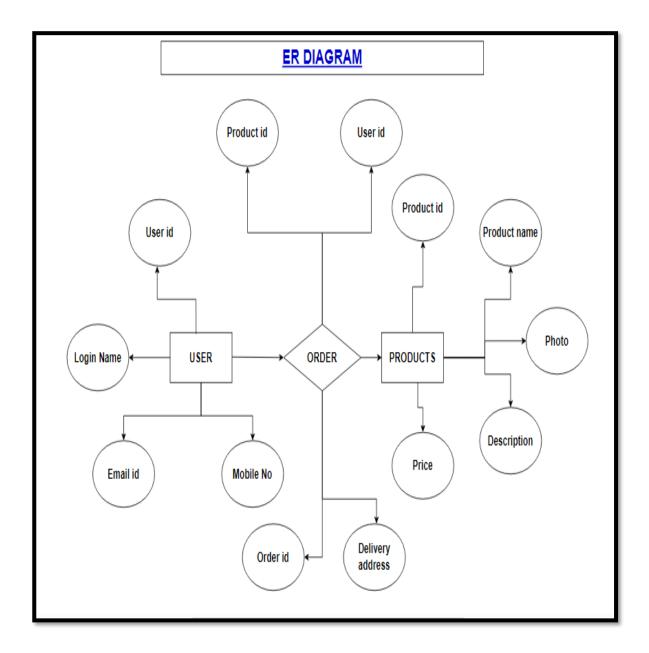


Figure 3.3.5: Entity Relation Ship Diagram

3.4 DATA MODELING

o DATA DICTIONARY

1.USER DATA TABLE

USER DATA TABLE

FIELD NAME	DATATYPE	CONSTRAINT	DESCRIPTION
ID	INT	NOT NULL, UNIQUE	USER ID
NAME	TEXT	NOT NULL	USER NAME
EMAIL	VARCHAR	NOT NULL, UNIQUE	USER EAMIL
PASSWORD	VARCHAR	NOT NULL, UNIQUE	USER PASSWORD
CONTACT NO	INT	NOT NULL, UNIQUE	USER SHIPPING ADDRESS
SHIPPING ADDRESS	VARCHAR	NOT NULL	USER SHIPPING ADDRESS
SHIPPING STATE	TEXT	NOT NULL	USER SHIPPING STATE
SHIPPING CITY	TEXT	NOT NULL	USER SHIPPING CITY
SHIPPING PINCODE	INT	NOT NULL	USER SHIPPING PINCODE
BILLING ADDRESS	VARCHAR	NOT NULL	USER BILLING ADDRESS
BILLING STATE	TEXT	NOT NULL	USER BILLING STATE
BILLING CITY	TEXT	NOT NULL	USER BILLING CITY
BILLING PINOCDE	INT	NOT NULL	USER BILLING PINCODE
REGISTRATION DATE	DATE & TIME	NOT NULL	USER REGISTRATION DATE

2.SUB CATEGORY DATE

SUB-CATEGORY TABLE

FIELD NAME	DATATYPE	CONSTRAINT	DESCRIPTION
ID	INT	NOT NULL	ID
		.UNIQUE	
CATEGORY ID	INT	NOT NULL	ID OF CATEGORY
SUBCATEGORY	TEXT	NOT NULL	NAME OF
			SUBCATEGORY
CREATION DATE	DATE & TIME	NOT NULL	DATE AT WHICH
			CATEGORY WAS
			CREATED
UPDATION DATE	DATE & TIME	NOT NULL	DATE AT WHICH
			CATEGORY WAS
			UPDATED

3.ADMIN WITH EMAIL ID DATA TABLE

ADMIN DATA TABLE

FIELD NAME	DATATYPE	FILED LENGTH	CONSTRAINT	DESCRIPTION
ID	INT	30	NOT NULL, UNIQUE	ADMIN ID
NAME	TEXT	30	NOT NULL	ADMIN NAME
PASSWORD	VARCHAR	30	NOT NULL, UNIQUE	USER PASSWORD

4.PRODUCT DATA TABLE

PRODUCT'S TABLE

+

•			
FIELD NAME	DATATYPE	CONSTRAINT	DESCRIPTION
ID	INT	NOT NULL, UNIQUE	ID
CATEGORY ID	INT	NOT NULL	ID OF CATEGORY
SUBCATEGORY ID	INT	NOT NULL	ID OF
			SUBCATEGORY
PRODUCT NAME	VARCHAR	NOT NULL	NAME OF THE
			PRODUCT
PRODUCT	VARCHAR	NOT NULL	NAME OF
COMPANY			COMPANY
PRODUCT PRICE	INT	NOT NULL	PRICE OF THE
			PRODUCT AFTER
			DISCOUNT
PRODUCT PRICE	INT	NOT NULL	PRICE OF THE
BEFORE			PRODUCT
DISCOUNT			BEFORE
			DISCOUNT
PRODUCT IMAGE	VARCHAR	NOT NULL	PRODUCT
1			IMAGES
PRODUCT IMAGE	VARCHAR	NOT NULL	PRODUCT
2			IMAGES
PRODUCT IMAGE	VARCHAR	NOT NULL	PRODUCT
3			IMAGES
SHIPPING	INT	NOT NULL, NULL	SHIPPING
CHARGE			CHARGES ON THE
DD ODIIOT	********	210002000	PRODUCT
PRODUCT	VARCHAR	NOT NULL	STOCK OF
AVAILABILITY	D. 100 C. 000 CD	21072777	PRODUCT
POSTING DATE	DATE & TIME	NOT NULL	DATE AT WHICH
			PRODUCT WAS
			POSTED FIRST
TIDD ARION DAME	DAME & MD CE	NOTATIL	TIME
UPDATION DATE	DATE & TIME	NOT NULL	DATE AT WHICH
			PRODUCT WAS
			POSTED UPDATED

5.CATEGORY DATA TABLE

CATEGORY TABLE

FIELD NAME	DATATYPE	CONSTRAINT	DESCRIPTION
ID	INT	NOT NULL	CATEGORY ID
		.UNIQUE	
CATEGORY NAME	TEXT	NOT NULL	NAME OF
			CATEGORY
CATEGORY	VARCHAR	NOT NULL	DESCRIPTION OG
DESCRIPTION			CATEGORY
CREATION DATE	DATE & TIME	NOT NULL	DATE AT WHICH
			CATEGORY IS
			CREATED
UPDATION DATE	DATE & TIME	NOT NULL	LAST UPADTION
			DATE OF
			CATEGORY

6.ORDER'S DATATABLE

ORDER'S TABLE

FIELD NAME	DATATYPE	CONSTRAINT	DESCRIPTION
Id	Int	NOT NULL	ID
		UNIQUE	
User Id	Int	NOT NULL	ID OF USER
Product Id	Int	NOT NULL	ID OF PRODUCT
Quantity	Int	NOT NULL	QUANTITY OF
			ORDER
Order Date	Date & Time	NOT NULL	DATE AT WHICH
			ORDER WAS
			PLACED
Payment Method	VARCHAR	NOT NULL	MODE OF
			PAYMENT COD
Order Status	VARCHAR	NOT NULL	STATUS OF
			ORDER

7.ORDER TRACK HISTORY TABLE

ORDER-TRACK HISTORY TABLE

1

	FIELD NAME	DATATYPE	CONSTRAINT	DESCRIPTION
	ID	INT	NOT NULL,	ID
			UNIQUE	
	ORDER ID	INT	NOT NULL	ID OF ORDER
	STATUS	TEXT	NOT NULL	STATUS OF
				ORDER
	REMARK	VARCHAR	NOT NULL	REMARK WITH
				ORDERS
	POSTING DATE	DATE & TIME	NOT NULL	DATE OF
Į				DELIVERY

7.WISHLIST TABLE

WISHLIST TABLE

FIELD NAME	DATATYPE	CONSTRAINT	DESCRIPTION
ID	INT	NOT NULL,	ID
		UNIQUE	
USER ID	INT	NOT NULL	ID OF USER
PRODUCT ID	INT	NOT NULL	ID OF PRODUCT
POSTING DATE	DATE & TIME	NOT NULL	DATE OF
			PRODUCT
			WISHLISTED

8.REVIEW TABLE

REVIEW TABLE

FIELD NAME	DATATYPE	CONSTRAINT	DESCRIPTION
ID	INT	NOT NULL,	ID
		UNIQUE	
PRODUCT ID	INT	NOT NULL	ID OF PRODUCT
QUALITY	INT	NOT NULL	QUALITY OF
			PRODUCT
PRICE	INT	NOT NULL	PRICE OF
			PRODUCT
VALUE	INT	NOT NULL	VALUE OF
			PRODUCT
NAME	TEXT	NOT NULL	NAME OF USER
SUMMARY	VAR CHAR	NOT NULL	SUMMARY OF
			PRODUCT
REVIEW	VARCHAR	NOT NULL	REVIEW OF
			PRODUCT
REVIEW DATE	DATE & TIME	NOT NULL	DATE OF
			REVIEW

4. SCREENSHOTS OF THE UI

INTERFACE AND DESIGN

SCREENSHORTS AND EXPLANATION

- ➤ The user interface of the application has been designed using Notepad++. The main controls used in the design are HTML, CSS, JAVASCRIPT, AJAX, PHP, MYSQL.
- ➤ The user can see the list of products that are available. The user can search for products by entering the search term into the search textbox provided on the top. This textbox is watermarked with the words "Search Terms" to let the user know that this is the place to enter the search terms. The user can filter the products by using the dropdown lists.

1. Home page of Bhavani Times Website: -

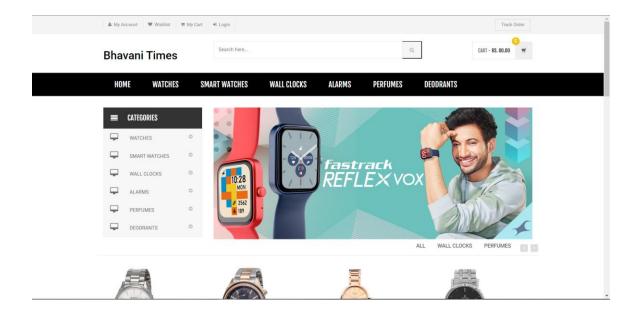


Figure 4.1: Home page of System

2. DASH BOARD:-

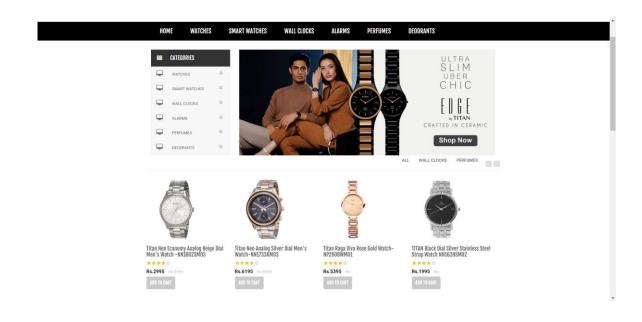


Figure 4.2: Dash board of System

3. :- FOOTER

Bhavani Times To be a leading centre of excellence for timepieces in the India that customers recognise as a retailer of luxury watches and as a go to provider for luxury watch care and servicing Monday-Sunday: 10.00 AM To 9.30 PM Opp.Emperor Building Fatehganj Main Road,Vadodara,Gujarat,390002 +919879176303 info@bhavanitimes.com

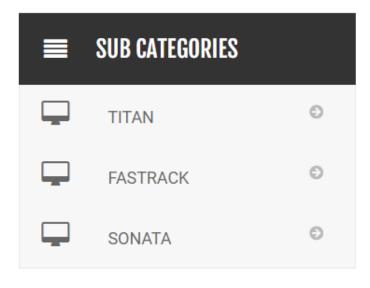
Figure 4.3: FOOTER

4. MENU BAR:-

HOME	WATCHES	SMART WATCHES	WALL CLOCKS	ALARMS	PERFUMES	DEODRANT
		Fi	gure 4.4: Menu			
	5. SEARCH	I BAR: -				
	Search here.					Q

Figure 4.5: Search Bar

6. SEARCH BAR WITH FILTER:-



SHOP BY

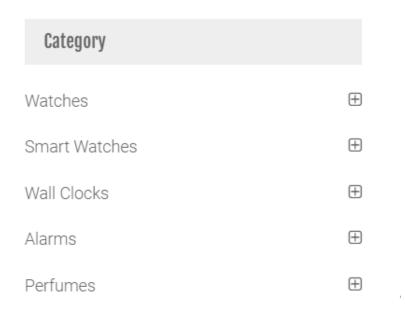


Figure 4.6: Filter

7. REGISTER USER:-

Create your own Shopping account. Full Name * Email Address * Contact No. * Password. *

SIGN UP

Confirm Password. *

SIGN UP TODAY AND YOU'LL BE ABLE TO:

Speed your way through the checkout.

Track your orders easily.

CREATE A NEW ACCOUNT

Keep a record of all your purchases.

Figure 4.7: Registration page

8. LOGIN:-

SIGN IN	
Hello, Welcome to your account.	
Email Address *	
Password *	
	Forgot your Password?

LOGIN

Figure 4.8: Login with email

9. ADMIN DASH BOARD: -

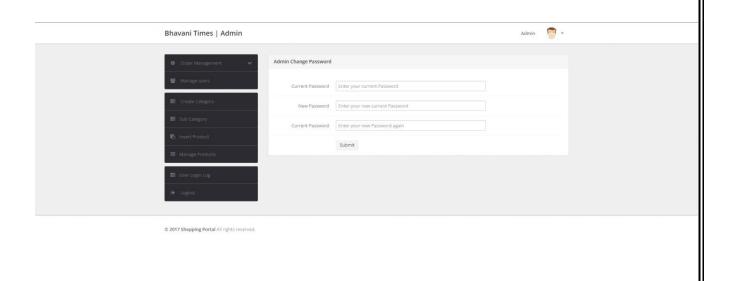


Figure 4.09: Admin dashboard

10. ADMIN MENU OPTION: -

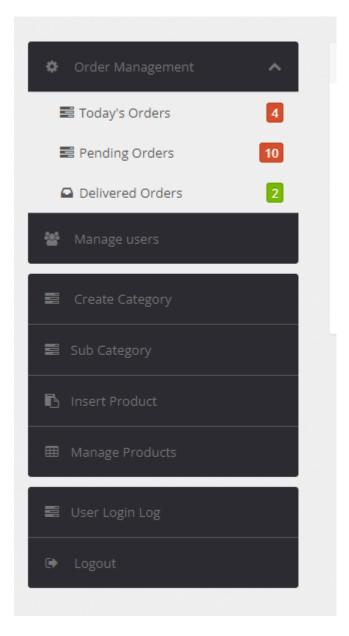


Figure 4.10: Admin Menu bar

11. ADMIN PRODUCT DETAILS: -

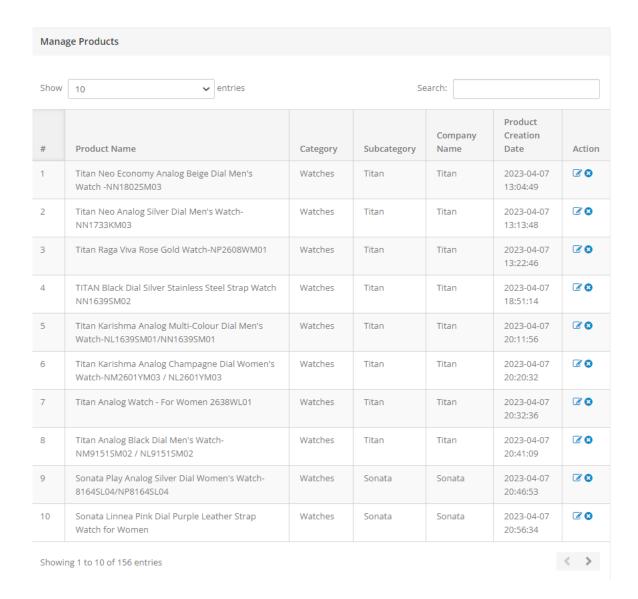


Figure 4.11: Order manage by admin

12. ADD PRODUCT BY ADMIN: -

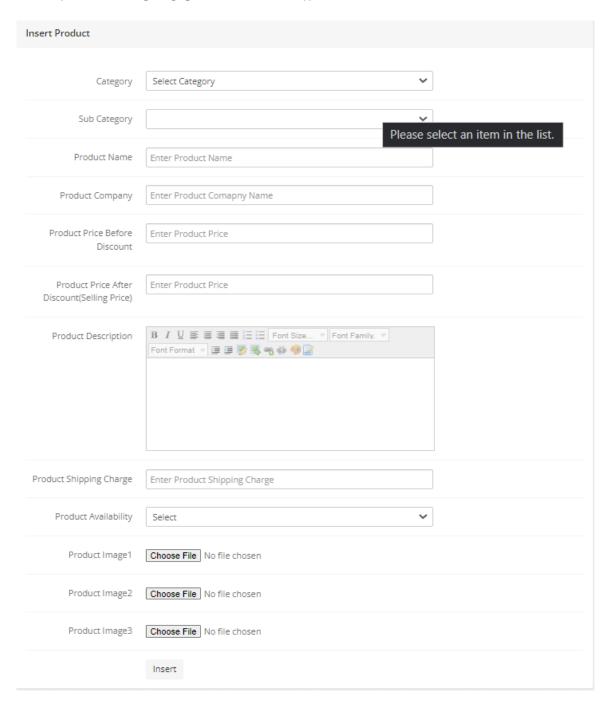


Figure 4.12: Add product by Admin

13. ORDERS VIEW BY ADMIN

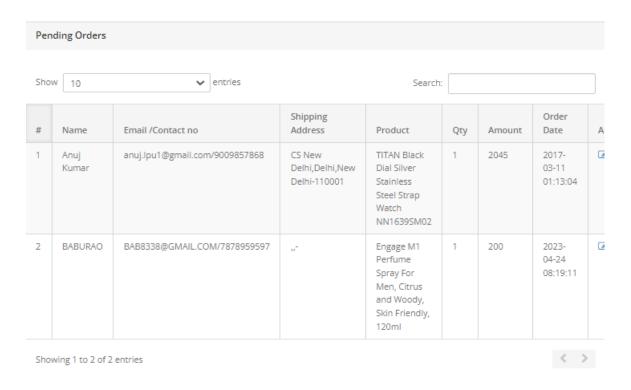


Figure 4.13: Orders view by admin

14. ADMIN MANAGE USERS

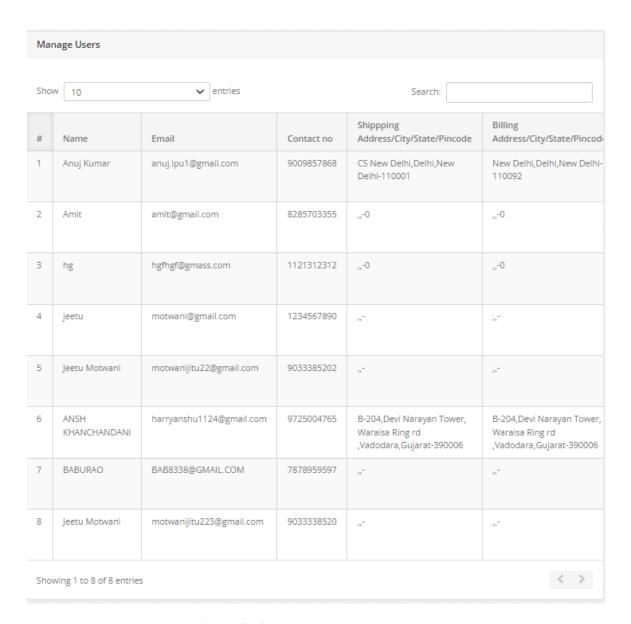


Figure 4.14: user manage Dashboard

15.FEATURED PRODUCT

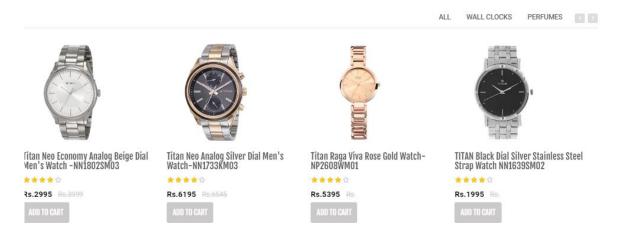


Figure 4.15: Upcoming product show

16. RELATED PRODUCTS: -

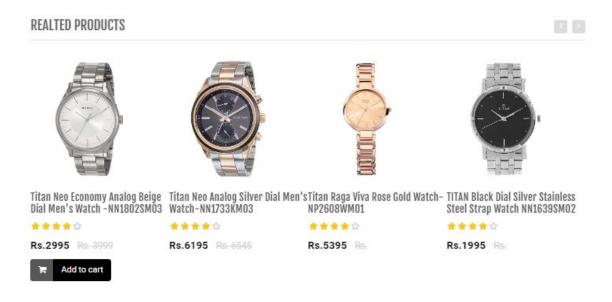


Figure 4.16: Related Products

17.OUR BRANDS



Figure 4.17: Our Brands

18. PRODUCT DESCRIPTION

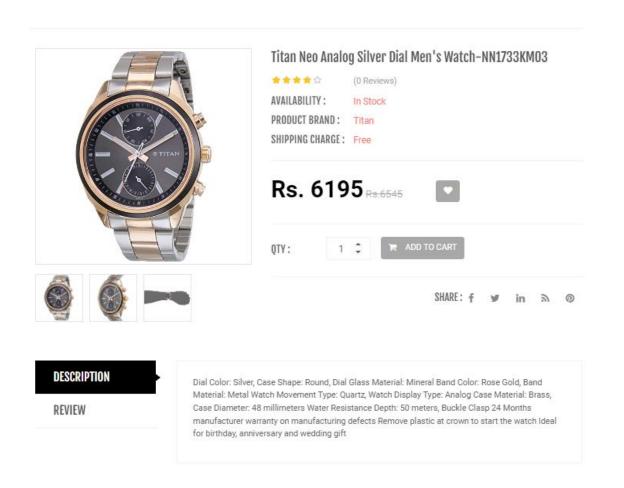


Figure 4.18: Product details

10

19.ADDRESS DETAILS BY USERS:-

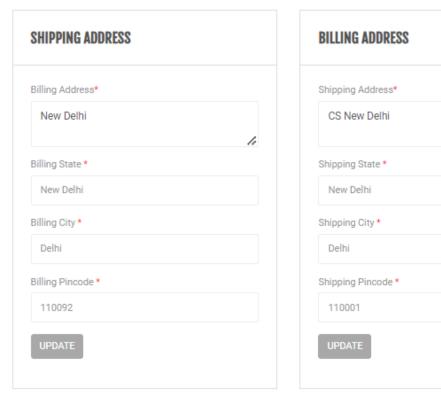


Figure 4.19: Address add by user when user order's product

20. SHOPPING INFO: -

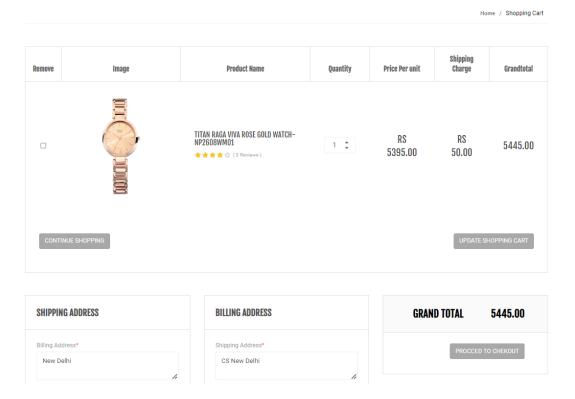


Figure 4.20: Shipping details

20. TRACK ORDER:-

Please enter your Order ID in the box below and press Enter. This was given to you on your receipt and in the confirmation email you should have received. rder ID egistered Email

TRACK YOUR ORDER

Figure 4.21: Track Order

1. TESTING

Software testing is a process of running with intent of finding errors in software. Software testing assures the quality of software and represents final review of other phases of software like specification, design, code generation etc.

5.1 UNIT TESTING

- Unit testing emphasizes the verification effort on the smallest unit of software design i.e.; a software component or module. Unit testing is a dynamic method for verification, where program is actually compiled and executed. Unit testing is performed in parallel with the coding phase. Unit testing tests units or modules not the whole software.
- I have tested each view/module of the application individually. As the modules were built up testing was carried out simultaneously, tracking out each and every kind of input and checking the corresponding output until module is working correctly.
- The functionality of the modules was also tested as separate units. Each of the three modules was tested as separate units. In each module all the functionalities were tested in isolation.
- In the Shop Products Module when a product has been added to cart it has been made sure that if the item already exists in the shopping cart then the quantity is increased one else a new item is created in the shopping cart. Also the state of the system after a product has been dragged in to the shopping cart is same as the state of the system if it was added by clicking the add to cart button. Also it has been ensured that all the images of the products displayed in the shop products page are drag gable and have the product property so that they can be dropped in the cart area.

- In the Product Description Module it has been tested that all the images are displayed properly. Users can add review and the as soon as a user adds a review it is updated in the view customer review tab. It has been checked to see if the whole page refreshes or a partial page update happens when a user writes a review.
- In the Cart Details it has been tested that when a user edits a quantity or removes a product from the cart, the total price is updated accordingly. It has been checked to seeif the whole page refreshes or a partial page update happens when a user edits the cart.
- Methods were written to retrieve all the manufacturers from the database, strings that match a certain search term, products that match certain filter criteria, all images that belong to a particular product etc. Unit test cases were automatically generated for these methods and it can be seen in figure 6.1 that the tests have passed.

5.2 INTEGRATION TESTING

- In integration testing a system consisting of different modules is tested for problems arising from component interaction. Integration testing should be developed from the system specification. Firstly, a minimum configuration must be integrated and tested.
- In my project I have done integration testing in a bottom up fashion i.e. in this project I have started construction and testing with atomic modules. After unit testing the modules are integrated one by one and then tested the system for problems arising from component interaction.

TEST CASES TABLES

TEST CASES	INTERFACE	FUNCTIONALITY CHECK	RESULT
1	USER LOGIN	CONFIRM LOGIN WITH EMAIL	PASS
2	CONFIRM EMAIL	AUTHENITICATION	PASS
3	CONFIRM EMAIL	REGISTRATION	PASS
4	REGISTRATION	SEARCH PRODUCT	PASS
5	SEARCH PRODUCT	VIEW PRODUCT	PASS
6	VIEW PRODUCT	ADD TO CART	PASS
7	ADD TO CART	BUY PRODUCT	PASS
8	PAYMENT	CONFIRM PAYMENT	PASS/TESTING MODE
9	TRACK ORDER	-	PASS
10	LOGOUT	LOGOUT FROM SYSTEM	PASS

5.3 VALIDATION TESTING

- ❖ It provides final assurances that software meets all functional, behavioral & performance requirement. Black box testing techniques are used.
 - There are three main components
- Validation test criteria (no. in place of no. & char in place of char)
- Configuration review (to ensure the completeness of s/w configuration.)
- Alpha & Beta testing-Alpha testing is done at developer's site i.e. at home & Beta testing once it is deployed. Since I have not deployed my application, I could not do the Beta testing.
 - Test Cases- I have used a number of test cases for testing the product. There
 were different cases for which different inputs were used to check whether
 desired output is produced or not.

- 1. Addition of a new product to the cart should create a new row in the shopping cart.
- 2. Addition of an existing product to the cart has to update the quantity of the product.
- 3. Any changes to items in the cart have to update the summary correctly.
- 4. Because same page is inserting data into more than one table in the database atomicity of the transaction is tested.
- 5. The state of the system after a product has been dragged in to the cart should be same as the state of the system if the same product is added to the cart by clicking a button.

5.4 WHITE BOX TESTING

- ❖ In white box testing knowing the internal working of the product, tests can be conducted to ensure that internal operations are performed according to specification and all internal components have been adequately exercised. In white box testing logical path through the software are tested by providing test cases that exercise specific sets of conditions and loops.
- Using white-box testing software developer can derive test case that
- ➤ Guarantee that all independent paths within a module have been exercised at least once.
- Exercise all logical decisions on their true and false side.
- Exercise all loops at their boundaries and within their operational bound.

66 > Exercise internal data structure to ensure their validity. At every stage of project development I have tested the logics of the program by supplying the invalid inputs and generating the respective error messages. All the loops and conditional statements are tested to the boundary conditions and validated properly.

6 RESULTS & CHALLENGES

The application can be used for any Ecommerce application. It is easy to
use, since it uses the GUI provided in the user dialog. User friendly screens
are provided. The application is easy to use and interactive making
Ecommerce Website a recreational activity for users. It has been thoroughly
tested and implemented.

6.1 CHALLENGES

- Compatibility with browsers like Mozilla Firefox, Internet explorer etc
- Using a layered approach in developing the application which would make theapplication maintainable.
- Learning new technologies like using JavaScript for drag and drop behavior andAjax toolkit controls with little guidance.

The overall idea of doing this project is to get a real time experience. Learn newtechnologies

CONCLUSIONS

The 'Ecommerce Website' is designed to provide a web based application that would make searching, viewing and selection of a product easier. The search engine provides an easy and convenient way to search for products where a user can Search for a product interactively and the search engine would refine the products available based on theuser's input. The user can then view the complete specification of each product. They can also view the product reviews and also write their own reviews.

7 LIMITATIONS

❖ This application does not have a built in check out process. An external checkout package has to be integrated in to this application. Also users cannot save the shopping carts so that they can access later i.e. they cannot create wish lists which they can access later. This application does not have features by which user can set price ranges for products and receive alerts once the price reaches the particular range.

7.1 SCOPE FOR FUTURE WORK

The following things can be done in future.

- The current system can be extended to allow the users to create accounts and save products in to wish list.
- The users could subscribe for price alerts which would enable them to receive messages when price for products fall below a particular level.
- The current system is confined only to the shopping cart process. It can be extended to have an easy to use check out process.

8 REFERENCES

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