

Kathmandu Bernhardt College

(Affiliated to Tribhuvan University)



An Internship Report

On

“E-Commerce Platform at Peace Nepal”

Under the supervision of

Abhimanu Yadav

Submitted By:

Prabin Chaudhary (7413/072)

Submitted To:

TRIBHUVAN UNIVERSITY

Institute of Science and Technology

Kirtipur, Kathmandu, Nepal

March, 2020

Kathmandu Bernhardt College

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“E-Commerce Platform”

AN INTERNSHIP REPORT

Submitted To:

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Kirtipur, Kathmandu, Nepal

*In partial fulfillment of the requirements for the Bachelor's Degree in
Computer Science and Information Technology*

Submitted By:

Prabin Chaudhary (7413/072)

March, 2020

STUDENT'S DECLARATION

I hereby declare that project report entitled “E-Commerce Platform” submitted in partial fulfillment of the requirement for **Bachelor Degree in Computer Science and Information Technology** of **Tribhuvan University**, is my original work and not submitted for the awards of any other degree, diploma, fellowship, or any other similar title or prize.

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I would also like to thank to my mentor **Mr. Narayan dhoj magar**, Senior Developer at Peace Nepal Dot Com Pvt.Ltd for his constant suggestions and guidance. His painstaking encouragements boosted morale for the completion of this project.

I would also like to appreciate **Mr. Debendra Kandel**, CEO of the Peace Nepal, for his valuable guidance throughout of the project. Without his guidance, the project would not have been successful.

I am also grateful to our lecturers **Er. Kumar Prasun**, **Mr. Abhimanu Yadav** for their constant support and guidance. Lastly, I offer my best regards and gratitude to all our colleagues, fellow workers and others who supported us in any respect during the completion of the project. Thanking You.

Prabin Chaudhary (T.U. Exam Roll No. 7413/072)

ABSTRACT

This report contains the details of the activities carried out during the internship conducted for the three months internship duration.

The main focus of this project “**E-Commerce Platform**” is Web Based Online Shopping for online buyers and online marketing for seller. The online shopping is a Web based intended for online retailer. The main objective of this website is to make it interactive bond between customers and suppliers and its ease of use. It would make searching, viewing, comparing and selection of a product easier. User can view the complete specification of each product. The website provides a feature to a user to add a product, update the item in the product and delete the product in to the shopping cart. The main emphasis lies in providing a user-friendly online shopping cart that consists of features to add, update and delete the product.

Keywords: E-Commerce, Online Shopping, Shopping Cart

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LIST OF ABBREVIATIONS

CSS	:	Cascading Style Sheet
HTML	:	Hypertext Markup Languages
PHP	:	Hypertext Pre-Processor
SQL	:	Structure Query Languages
UML	:	Unified Modeling Languages

CHAPTER 1: INTRODUCTION

1.1 Introduction

With the age of advancement in technology, people starting to shop with their smart device like mobiles, laptop through the internet. Previously peoples go to the market, select the product and buy a product which is itself a time consuming now people start to search a product through an internet what they need and buy a product.

“E-Commerce Platform” is a web application which provides the genuine platform for both admin who wants to sell their products and customers who wants to buy a product. It provides the customer, ability to registers, search product and can order the product.

While in other hand admin are allowed to login in dashboard then only, they can add the products, update the products, edit the products which is added by admin themselves only then can view their order and as per order received, they will deliver the products to the customer. The main scope of this project to provides the genuine platform for both admin and customers.

1.2 Statement of the Problem

Online shopping System primarily focuses on the displaying the product to the customer in more attractive way allow to add the product into the cart or bag and order the product. So, the main objectives of the project were to develop a system that can achieve those needs. With existing system there is lots of problem like:

- In most of the existing system focus on single product like cloths and gadgets etc.
- On traditional way customer should visit shop to shop for buying a product.
- On online shopping we must wait for the product to arrive.
- Time consuming on traditional system and different hidden price like tax, delivery charge etc.

- Traditional approach needs to be tedious and requires much effort and resources.

1.3 Objectives

The main objectives of the “**E-Commerce Platform**” are as followings:

- To provides the genuine platform for both vendor and customer.
- To provides the digital marketing platform for the customer product.
- To advertising service or product.
- To promoting a services or product online.

1.4 Organization overview

Peace Nepal DOT Com Pvt.Ltd is a leading IT company based in Nepal. It is an IT company with highly qualified and dedicated team members always committed for providing state of art and quality output and delivering it on the time committed for.

It currently employees over 20 people with expertise and competence in technology and quality and management. At **Peace Nepal DOT Com Pvt.Ltd** technical experts provide range of services; inception to design and development of custom-made software applications to maintenance and upgrading of existing applications. IT solutions are built are tailored made for the business/company whatever magnitude serve. The company is looking to continuously improve their existing products and service standards.

Company is dedicated and commit towards:

- Building long-term trustful relationship with the customer.
- Assigning projects work to the staffs.
- Provides the shared hosting to the customer.
- Provides the domain registration.
- Building the Mobile Application.
- Designing Graphics, logo design and web development.

- Since establishment, they have successfully established and maintained network with many colleges and organizations which has made them able to offer and provides their students with internship and job opportunities.

1.4.1 Organization Hierarchy

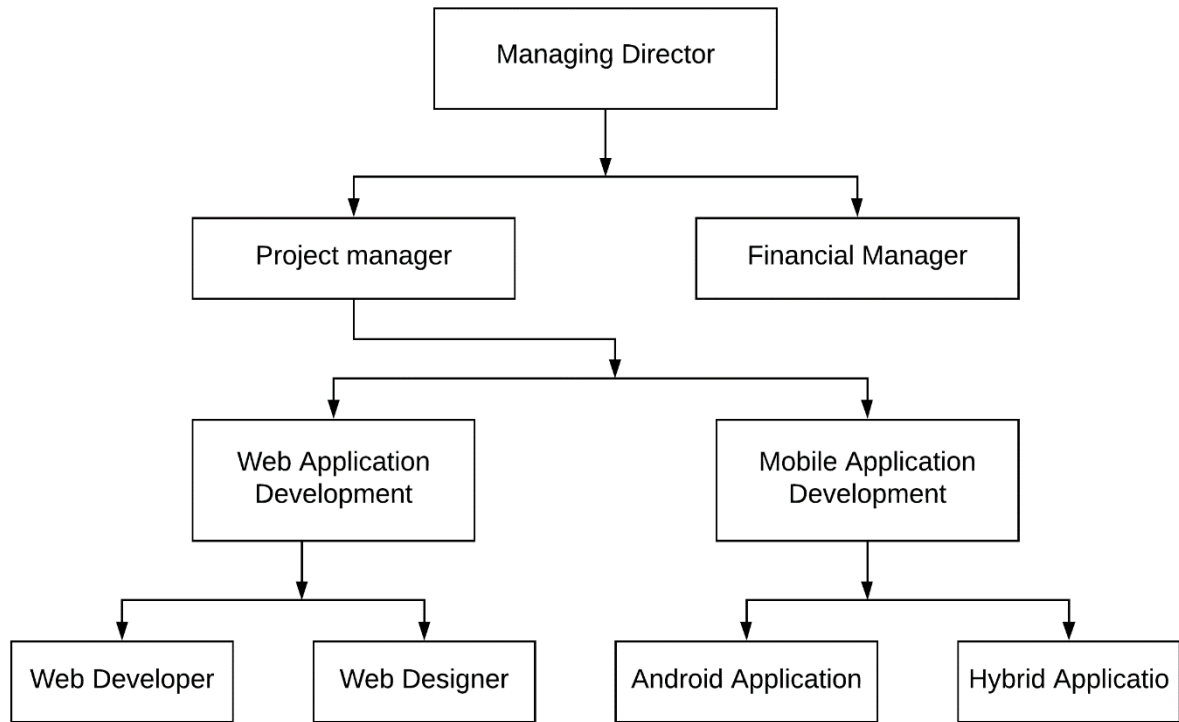


Figure 1. 1: Company's Hierarchy

1.4.2 Contact Details

Table 1. 1: Contact details of Company

Name of Company	Peace Nepal Dot Com
Organization Type	Pvt.Ltd
Physical Address	Kandevtastan, Lalitpur, Nepal
Email	contact@peacenepal.com.np
Website	www.peacenepal.com.np

1.5 Organization Selection

Short listing of an organization was done and approached out to get the best offer and environment. Among the list and working environment of **Peace Nepal Dot Com Pvt.Ltd** I was selected for Web Developer for internship. **Peace Nepal Dot Com Pvt.Ltd** is located in Lalitpur, Kuponol. Working duration was 3 months as intern and now job placement has been done. The position during the inter was junior web developer.

1.6 Placement

As an internee in **Peace Nepal Dot Com Pvt.Ltd**. The duration of internship was about 10 weeks. In my internship period, got chance to learn many things about HTML, CSS, JavaScript, PHP, Database and web-based system along with Laravel Framework. They involved me in several activities of the organization like coding, designing, and observing etc. for the real-world exposure. Organization gave me a task of developing online shopping system. Developing of website is worked under the supervision of **Mr. Narayan Dhoj Magar**, Senior Web Developer.

To become familiar to the organization several questions are asked by me and he gave all the necessary information. It took me two weeks to observe many of the online shopping system which really helped me to do my analysis. After one months of analysis and design and coding started for backend system and front end for the system and completed the given task in allocated time, knowledge gained in the Bsc.CSIT helped me to manage time and task in my internship period.

1.7 Internship Duration

Table 1. 2: Internship Duration

Start Time	18 th Sep, 2019
End Time	16 th Dec, 2019
Position	Intern
Mentor	Mr. Narayan Dhoj Magar
Office Hour	9:00am – 6:00pm

1.8 Roles and Responsibilities

During the internship, I had a very simple role in project that is to handle the frontend, backend and on the page of the project, I had worked on the user module, product module, categories module, frontend and backend. The following table described my role and responsibilities during the internship.

Table 1. 3: Activity Chart for Internship Project

Weeks	Task	Details
Weeks 1-2	Study	Study the different online course, Laravel Documentation and tutorials of PHP and Laravel.
Weeks 3	Installation & Structuring	Installing Xampp, Composer dependencies, Laravel package Framework along with the Directory Structuring.
Weeks 4	Creating Project	Creating project and planning of features and benefits of the application was carried out to determine the requirement and feasibility.
Weeks 5	Backend Designing	Integrating the AdminLTE Bootstrap for Admin Dashboard.
Weeks 6	Frontend Designing	Integrating the Karma Template theme using HTML, CSS, jQuery and AJAX.
Weeks 7-8	Backend Customization	These weeks includes the development of the system that aims to CRUD Operation.
Weeks 9	Database	Designing the database schema and migrating all tables into the database of the project was done.
Weeks 10	Frontend Customization	These weeks includes the whole frontend designing including the user's authentications.
Weeks 11	Testing	The testing phase was carried with several test cases to provide users with quality and error free system.

Weeks 12	Error or bug fixing	This phase aims to reduce all the error or bug found during the testing phase.
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1.9 Internship Experience

Author have completed 3 months internship as intern at the **Peace Nepal Dot Com Pvt.Ltd** with the position intern. Author strongly believe that the experience gained during internship period will help a lot for author future career in the field of information technology. For the first time, Author was able to experience the day-to-day newsroom environment along with new people and team working to develop the product that will be used in the real environment. During this period of time, Author was inspired, excited and exhilarated. As a whole, author had enjoyed internship a lot. This internship definitely confirmed that is exactly the kind of work author want to do.

Author was really happy to work on the things that author have learned during regular class. In addition to that, author got to learn a lot of additional things. Author got to know the idea for doing the real project. Author got the opportunities to attend various seminars and meeting that boosted my presentation skill the to deal with people. Author was expected to apply my knowledge that author have gained during college study to solve problems, make corrections, and write codes for the project author was assigned.

Author had to attend to regular meeting with mentor to discuss about the specific task of the project. Author had to complete the task in the time frame provided. Author worked in a group of three in the project assigned to during internship. Author's mentor and coworkers were always there to help me in case of any problem in my assigned project. All the senior in that company were very helpful and provided a lot of ideas for writing code and doing real project. Author is very grateful for this experience and would recommend joining the same organization to anyone who is creative, organized, communicative and interested in the field of programming.

CHAPTER 2: LITERATURE REVIEW

Marketing is basically helping the consumer's needs more effectively and efficiently with good product and services with best price and delivery. A good marketer continuously satisfying consumers needs in better way. Sometimes opportunity to give the consumers in better way is designed by marketers himself and sometimes it is offered by the technology. Internet is changing the way consumers shop for goods and services and has rapidly evolved into a global event. Rowley Jennifer, (1998) examined that internet is becoming a hotbed of advertising, shopping and commercial activity. Hsieh et al., (2013) stated that internet is influencing people's daily life more so as compared to past. People's daily activities have gradually shifted from physical conditions to virtual environment.

The shopping and payment surroundings have also changed from physical store into online stores. Weiber and Kollmann, (1998) investigated that online technologies provide many competitive advantages like agility, selectivity, individuality and interactivity. Li Na and Zhang Ping, (2002) examined that online shopping has become the third most popular Internet activity, immediately following e-mail using, instant messaging and web browsing. Jush and Ling, (2012) defined online shopping as the process a customer takes to purchase a service or product over the internet. A consumer may at his or her leisure buy from the comfort of their own home products from an online store. Suresh et al., (2011) stated that online shopping is becoming popular in India now. Comscore report, (2013) examined that India is now the world's third largest internet Population. Younger males and women aged 35-44 emerge as power users. 73.8 million Indians surfed the web via a home or work computer. BCG report, (2012) stated that there will be three billion internet users globally, almost half the world's population (J, R. 1998, September 25, p.400-480). The internet economy will reach \$4.2 trillion in the G-20 economics. If it were a national economy, the internet economy would rank in the world's top 5, behind only the USA, and India, and ahead of Germany. Kanwal Gurleen, (2012) observed that India has more than 100 million internet users out of which one half opts for online purchases and the number is rising sharply every year.

“The growth in the number of online shoppers is greater than the growth in Internet users, indicating that more Internet users are becoming comfortable to shop online (Report, A. N. 2013, April 20, p.13-45)”. Until recently, the consumers generally visit online to reserve hotel rooms and buy air, rail or movie tickets, books and gadgets, but now more and more offline product like clothes - saris, kuris, T-shirts-shoes, and designer lingerie, consumer durables are being purchased online. Master Card Worldwide Insights, (2008) revealed that 47% of internet users shop online. Indian shopping community is around 28 million and Indian online shopping market is worth about \$71 billion. Indian online shoppers spend about 11% of their personal income in online shopping.

2.1 Study of the Existing System

Broadly implement web application such as “**Amazon.com**”, “**daraaz.com**” brought the revolution of transforming traditional way of shopping into technological advancement called “Online Shopping System”.

Online buying behavior is affected by various factors like, economic factors, demographic factors, technical factors, social factors, cultural factors, psychological factors, marketing factors and legislative factors. Customers choose an online-shop mainly based on references, clarity terms of delivery, graphic design and additional services. “Problematical customers read discussions on the Internet before they spend their money on-line and when customers are incapable to purchase the product fast and with no trouble they leave online-shop (Saprikis. (2003, March 04, p.45-55)”. Usability and trust are the issues more regularly found to influence the online consumer’s behavior. Examined that discriminating of potential determinants between web- shoppers and non-shoppers. Free shipping is a great motivator to purchase the products and customers are willing to pay nominal charges for getting their products. While compare the shopping with others shopping, consumers take product price and shipping charges almost equally into deliberation.

There are some ways that retailers can do to improve the experience for their online shoppers. The first is to write the expected delivery date of the order, customers are willing to wait for their orders but want to know just how long that force is. Timely coming of product shipment encourages shoppers to recommend an online retailer. Consumers also want to track updates and delivery notifications to understand when their package is incoming. Online shoppers want flexibility in their shipping, mainly the ability to give special delivery instructions or schedule a delivery time. Customers are also wanted to get the address changing option for filling the wrong address when they are purchasing online.

2.2 Development of Project Goal

After analyzing and understanding the existing system, the detail overview of existing system was conceptualized. The way how the system needs to be developed was known. I also figured out that clients had the changing requirements as per the changing time so various development were required. One of the biggest challenges was the creation, updating, integration and management of the system along with payment logic. However, the main goal is to make the system a dynamic one so that it changes or customizes itself frequently and automatically, based on certain criteria. The identification of various problems which must be set as a goal of the project to be solved.

“E-Commerce Platform”, online shopping portal is a specific requirement of the office that integrates the buying and selling services specifically to their customers. Thus, need for the new system is due to major drawbacks in the existing system. Reports can be generated at any time within few seconds, so that manual labor is not required, and also analysis can be performed much more frequently which helps in making decision. The details regarding all users, products can also be maintained as their information is very helpful and sometimes becomes a critical requirement. It allows user to get registered from their palaces and transact for the required product. So, to overcome these problems in existing system I developed **“E-Commerce Platform”**.

CHAPTER 3: SYSTEM ANALYSIS

3.1 Requirement Analysis

The task of requirement analysis and collection was primary done by the supervisor. All the requirement analysis as well as collection was already performed by the senior and the author was then informed about what needed to be done.

3.1.1 Functional requirement

The Functional Requirement Specification documents the operation and activities that a system must be able to performed. For our system “**E-Commerce Platform**”, the functional requirements are as follow:

- Customer should be able search product, add to cart.
- Customer should register to place order the product.
- Admin should have account to add the product.
- Admin are only allowing to add/delete/edit products that is added by themselves.

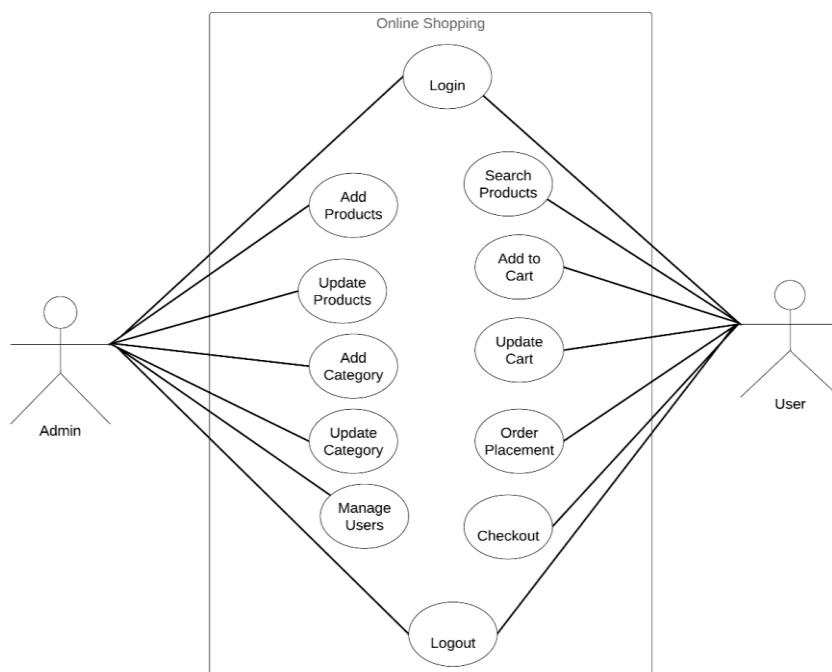


Figure 2. 1: Use Case Diagram of Online Shopping

- Customer should be able to calculate the total price of order/shopping and tax.

3.1.2 Nonfunctional requirement

The non-functional requirement of “**E-commerce Platform**” are as follow:

- **User friendly:** The system is user-friendly enough to meet the knowledge and skills of the users.
- **Reliability:** The system is effective with a reliable source and tools, so the outcomes is reliable.
- **Performance:** The performance of the application is determined by various factors like response time, throughput, resource utilization etc. And the system should provide the outcome in less time.
- **Security:** Security requirement are important factors in this system as important data will be stored in the database.

3.2 Feasibility Analysis

The analysis is done using CASE tools, interviews, forms, invoice etc. the questionnaire can be presented among the personnel who are using this system and the security professional to their response in the approached system but at the moment it was connected with feasibility analysis on the following topics.

3.2.1 Technical Feasibility

It is evident that the necessary hardware and software are available for the development and implementation of the proposed system. Hence the solution is technically feasible.

3.2.2 Economical feasibility

Development this application has very little economically cost. All the platform used to develop the application are open source and all the application software are freely available on internet hence this system is economically feasible.

3.2.3 Schedule Feasibility

Since the project was finish on internship period which makes it feasible in terms of schedule feasibility

CHAPTER 4: SYSTEM DESIGN

4.1 System Design

The design of the system was developed keeping in mind the MVC Model. Design covered the requirements for managing the shopping cart of the organization and tried to integrate the different requirements of the Company. Design patterns are program structures used to solve common problems, separate concerns and improve understandability of code among other things. The design pattern used in this system is MVC pattern.

4.2 Process Design

The activity of determining the workflow, equipment needs, and implementation requirements for a particular process. Process design typically uses a number of tools including flowcharting, process simulation software, and scale models. Process design documents serve to define the design and they ensure that the design components fit together. They are useful in communicating ideas and plans to other engineers involved with the design, to external regulatory agencies, to equipment vendors and to construction contractors.

4.2.1 Flow Chart

I. Flow Chart of the System

The following flowchart show the stepwise activates and action of the “E-Commerce Platform” in which the user must register or login before ordering the product, after the successful login user can order the product then customer can pay through online payment system or cash on delivery. On other hand admin also must login before managing category, managing product, managing order, managing payment and managing feedback.

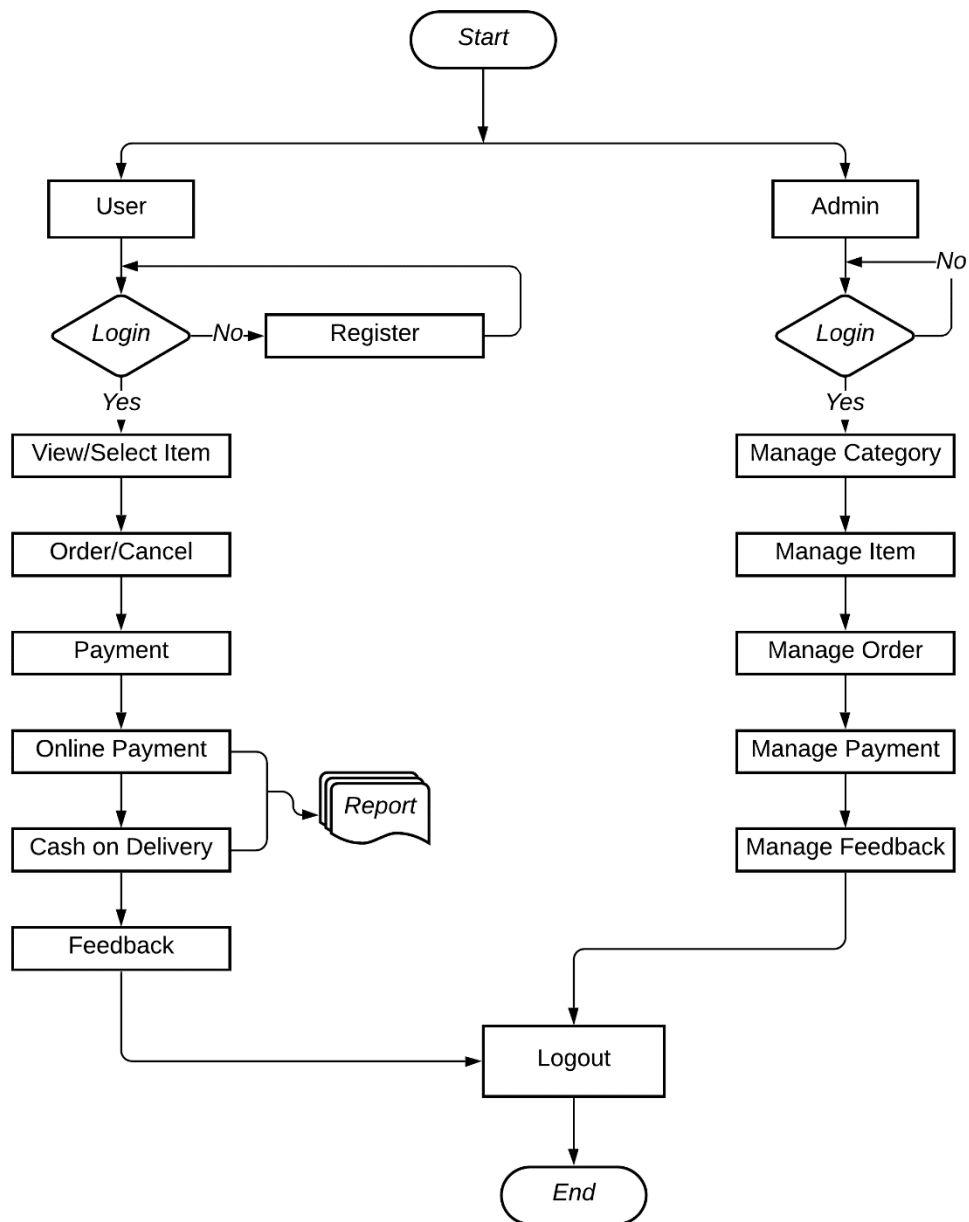


Figure 3. 1: Flowchart of E-Commerce platform

4.2.2 ER Diagram

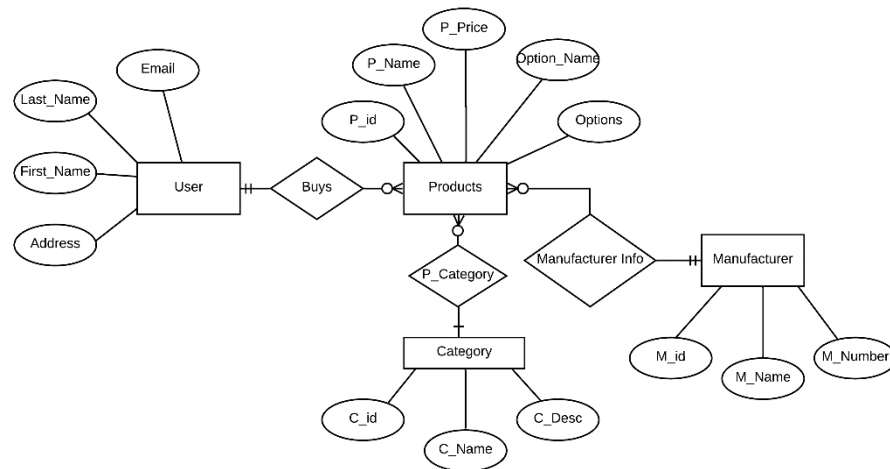


Figure 3. 2: ER Diagram of System

The figure 3.2 shows the basic design of the database of shopping cart. In figure 3.2 there are four entities user, product, category and manufacturer. User has one to many relationships with product as one user can buy many products. Category has one to much relationship with product as one category may have many products. Similarly, there is one to many relationships between manufacturer and products as one manufacturer can manufacture many products.

4.2.3 Data Flow Diagram

The data flow diagram (DFD) for the Online Shopping cart System is a graphical representation of the "flow" of data through the system, modeling its process aspects. DFD is a preliminary step used to create an overview of the system which can later be elaborated. DFD is used for the visualization of data processing and structured design.

Context Level Diagram is a diagram that defines the boundary between the system, or part of a system, and its environment, showing the entities that interact with it. This diagram is a high-level view of a system.

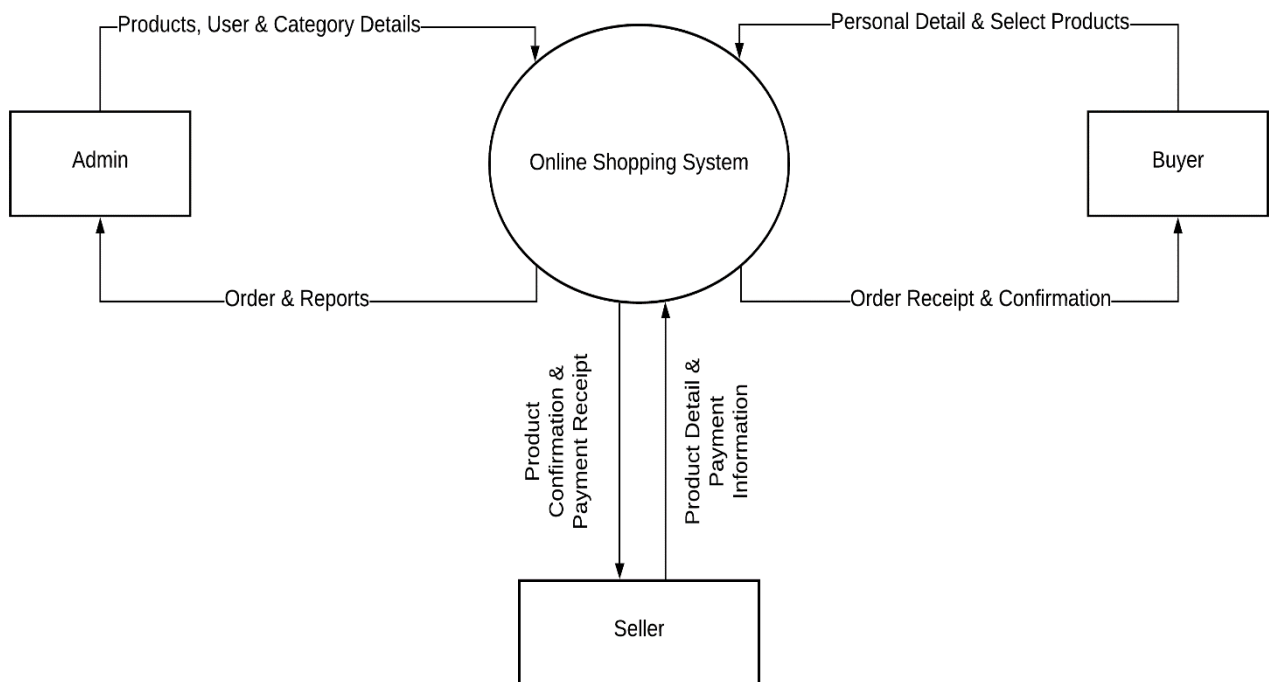


Figure 3. 3: Context Level Diagram

This context diagram in figure 3.3 consists of buyer and seller that interacts with online shopping system to order and buy the various product items from admin. The online shopping application acknowledges by providing with various products and categories that user required.

First Level DFD

Figure 3.3 first level DFD shows user can register, login, search products, and purchase in process 4.0. While searching product data is fetch from product database. Then user can order the selected product in process 7.0.

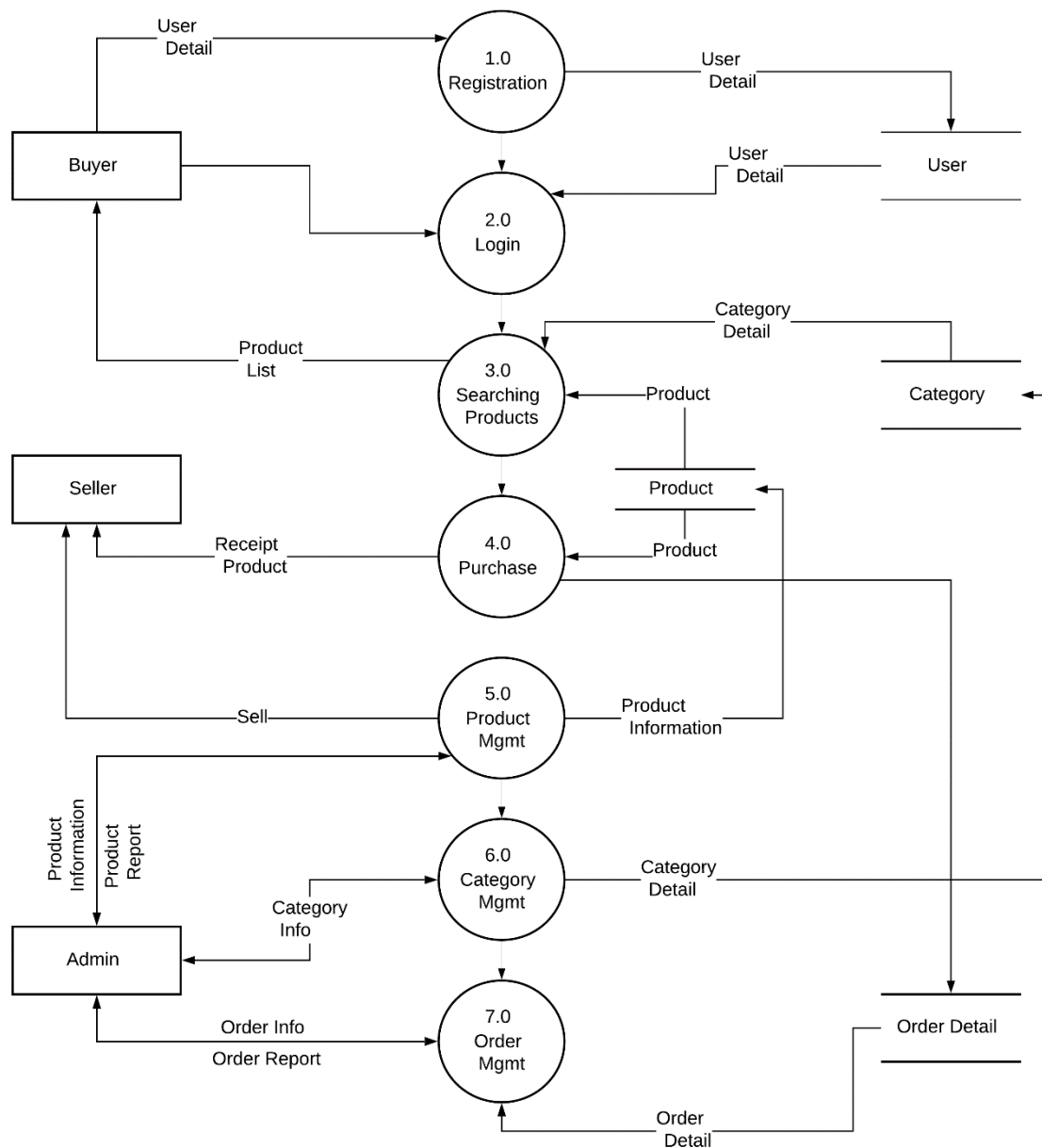


Figure 3. 4: First Level DFD

Second Level DFD

In this level, user search for the various products that one wants. For this various product are loaded from the database. Then for the further searching of the products, user can apply further filtering the search products by viewing various categories of

products and the specification of the product. The specification of product can be viewed by loading the image of the products.

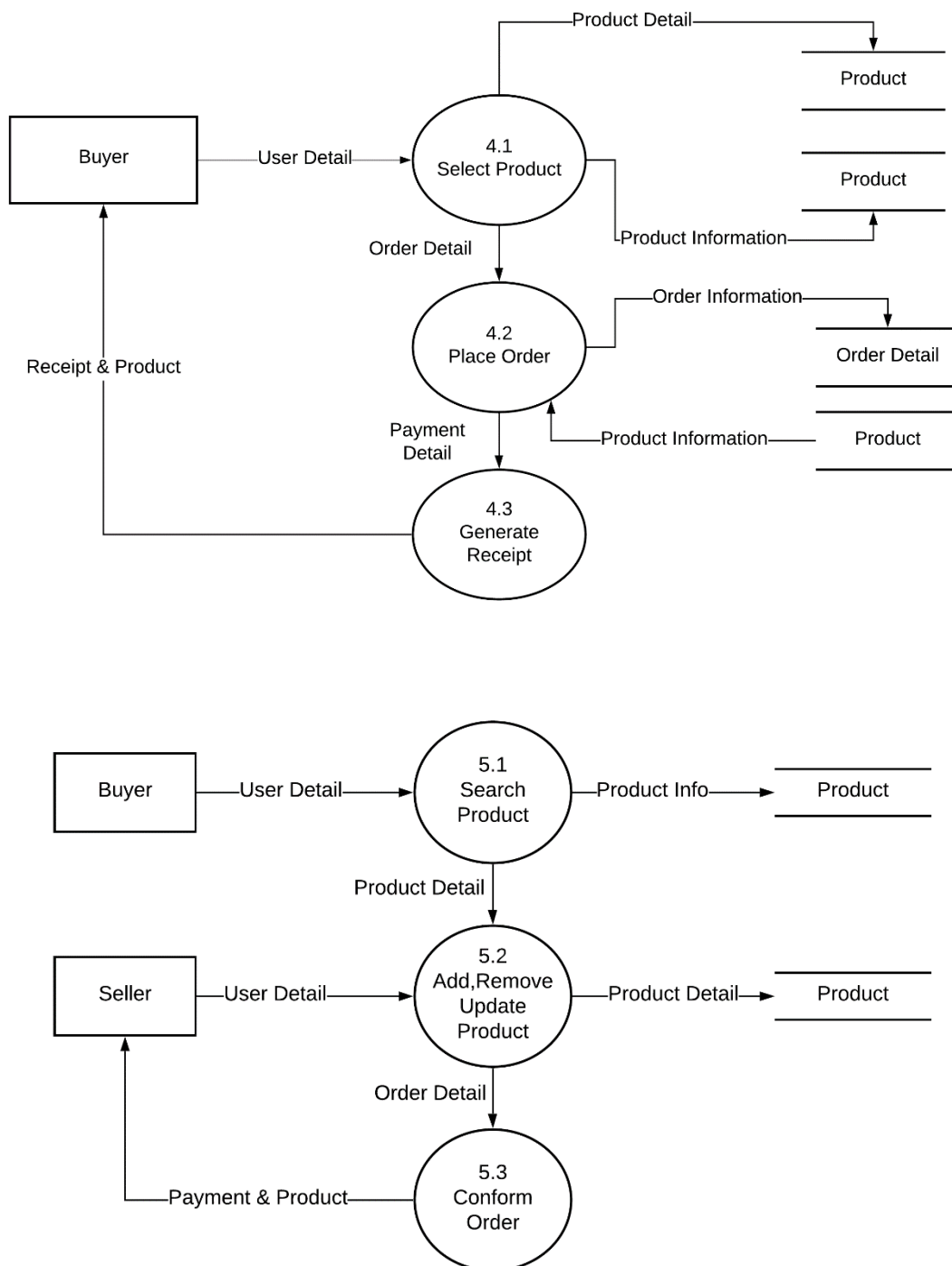


Figure 3. 5: Second Level DFD

4.3 Sequence Diagram

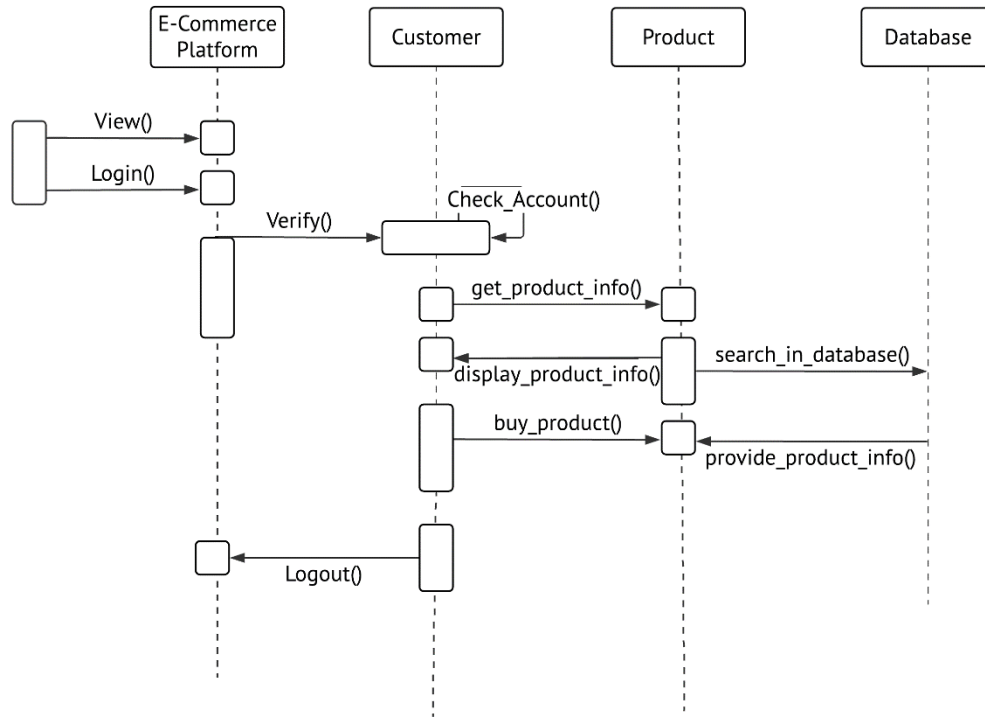


Figure 3. 6: Sequence Diagram for E-Commerce

4.4 Database Design

Database design of Online Shopping System. Schema represents minimal information required to store information of an E-Commerce site and products to sell. Cart information can be stored in Wishlist / watchlist is needed; the schema can be simply extended.

Under this section, the various entities, their corresponding attributes and data types, as well as the relationship among them were defined basing on the project requirements. It also involves the construction of a suitable module for the system.

Entities

- Customers: Who want to buy a product.
- Suppliers: Who want to sell their product.

- Category: Product class/category.
- Product: Item which want to sell through the system.
- Order: Product order details placed by user.
- Payment: Payment details of the customer.

4.5.1 Database Design

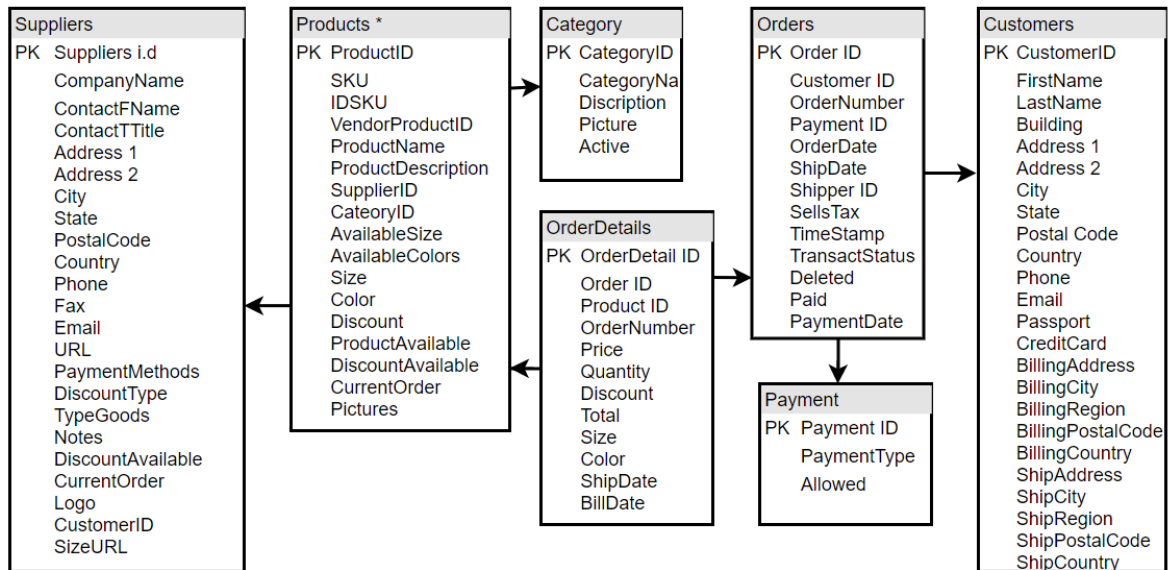


Figure 3. 7: Database Schema for E-Commerce Platform

CHAPTER 5: IMPLEMENTATION AND TESTING

5.1 Implementation

Various development technologies have used for the development. They are listed as below:

5.1.1 Tools Used

Table 2. 1: Tools used for E-Commerce Platform

Tools Name	Purpose
Lucid Chart, Draw.io	Analysis and designing
PHP Strome, Sublime Text	Development
Xampp server	Local Server
Microsoft world	Documentation

5.1.2 Front End Tools

- HTML (Hyper Text Markup Language)

HTML was used to make the formatting of the different pages of E-Commerce platform like admin.app.php, welcome.blade.php, index.blade.php, create.blade.php, edit.blade.php etc. HTML is also used for the displaying the content like image of product, table and slider animation of admin dashboard in the websites of E Commerce Platform.

- CSS (Cascading Style Sheet)

In this process CSS is used to style the pages, but rather than writing the core CSS in this project Bootstrap v3.3 was used as the CSS framework and customize it as needed.

- JQuery

JavaScript library jQuery was used to give slider effect on the index.blade.php to give the animation effect while scrolling the brand list and product list in the index.blade.php page, and jQuery is also used to send the AJAX request to the server.

5.1.3 Backend Tools

- PHP (Preprocessor Hypertext)

PHP was used as server-side scripting in this project which communicate with database and used to insert, update, delete and retrieve the data from the server database, moreover it's also used to store the data in the session like after the successful login and used to add product into the product cart. To make easy to develop the ecommerce website Laravel framework is used in this project which is built on the top of PHP programming language.

- MySQL

In this project MySQL was used as database in order to store all the related data like product, product_image, product_category, attributes, brands, categories, attributes_values etc.

5.2 Testing

Testing separately is done just to make sure that there are no hidden bugs or issues left in the software. In order to test the user module in this project following test causes are created are then this test cases are executed to check the correctness of the system.

5.2.1 Test Case

Table 2. 2: Test Cases for User

S. N	Test Cases	Input Data	Expected Outcome	Actual Outcome	Remarks
1	Login page	Username: gg123 Password: gg@123	User must redirect to profile page after successful login.	User redirect to profile page.	Pass
2	Login page	Username and password empty	Both username and password	Password filed required.	Pass

			field required.		
3	Login page	Username: pcpc password: pcpc@123	Invalid username or password please try again.	Invalid password	Pass
4	Create account	Username: gg123 Password: gg@123 Password confirm: gg@123	Account with this username already exist please try another username.	Name already exists try another	Pass
5	Create account	Username: praveen Password: pc@123 Password Confirm: pc@1111	Password you entered did not matched please try again.	Password not matched.	Pass
6	Create account	Username: praveen Password: pc@123 Password Confirm: pc@123	Your account is created please check your email for the activate your account or click here.	Account created please check your email tops activate.	Pass

Table 2. 3: Test Case for Products

S. N	Test Case Name	Test Procedure	Expected Outcomes
1	Product List Display	Display all product.	Display all the product list on product page.
2	Add Product	Add product to database.	New product has been added successfully.
3	Delete Product	Delete from database.	Delete data from database.
4	Update Product	Update product in database.	Your product is successfully updated.

5.2.2 Test Execution

Each test case design for the user module and product module are executed as following:

Table 2. 4: Test Execution for User Test Case

S. N	Input	Actual Output	Remarks
1	Username: gg123 Password: gg@123	Redirect to profile page.	Test Succeeds.
2	Username and password empty	Both username and password filed required.	Test Succeeds.
3	Username: pcpc password: pcpc@123	Invalid Username or password please try again.	Test Succeeds.

4	Username: gg123 Password: gg@123 Password confirm: gg@123	Account with this username already exist please try another username.	Test Succeeds.
5	Username: praveen Password: pc@123 Password Confirm: pc@1111	Password you entered did not matched please try again.	Test Succeeds.
6	Username: praveen Password: pc@123 Password Confirm: pc@123	Your account is created please check your email for the activate your account or click here.	Test Succeeds.

Table 2. 5: Test Execution of Product Test Case

S. N	Test Procedure	Actual Result	Remarks
1	Check the product page.	All the products are displayed in pagination format.	Test succeeds.
2	All the required input filed are entered to add product.	New product has been added successfully.	Test succeeds.
3	Delete icon click for deleting a product.	Deleted product from database.	Test succeeds.
4	Attributes of the existing product is changed and request for update by clicking update button.	Your product is successfully updated.	Test succeeds.

5.2.3 System Testing

After every module is tested to check the whole system first author create the account for both admin and customer then admin add the multiple products successfully while on other hand customer order the product recently added then through the admin dashboard author can view the order in this way system testing was passed by this project.

CHAPTER 6: CONCLUSION

6.1 Conclusion

This internship has provided a great opportunity to enhance knowledge and skills. It helped me to gain the experience of working in the real and practical environment and most importantly working in team. Moreover, it presented an opportunity to work in the project related to my interest and specialization. This internship has enhanced my knowledge and skills. It has given opportunity to understand this industry and how the work is actually done. The primary achievement was to develop the e-commerce website using PHP Laravel Framework. On doing this, author was able to ensure the much greater accuracy on ecommerce website development.

6.2 Lesson Learnt

During the internship period author found that the internship was very beneficial as a part of development of career and the experience gained through this would be helpful and beneficial for the future opportunities. Besides developing a project other lesson are also learnt, and they are as follows:

- How to bring ideas into the implementation and how to work within the time constraints.
- The process of gathering the information that is required to develop software.
- The importance of communication to co-ordinate the tasks, and how important it is to work in team.

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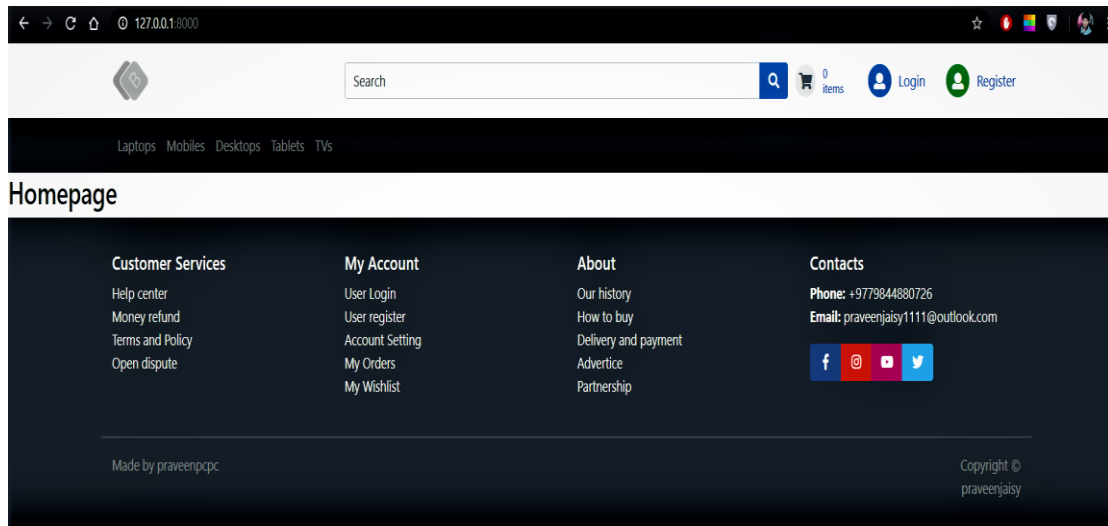
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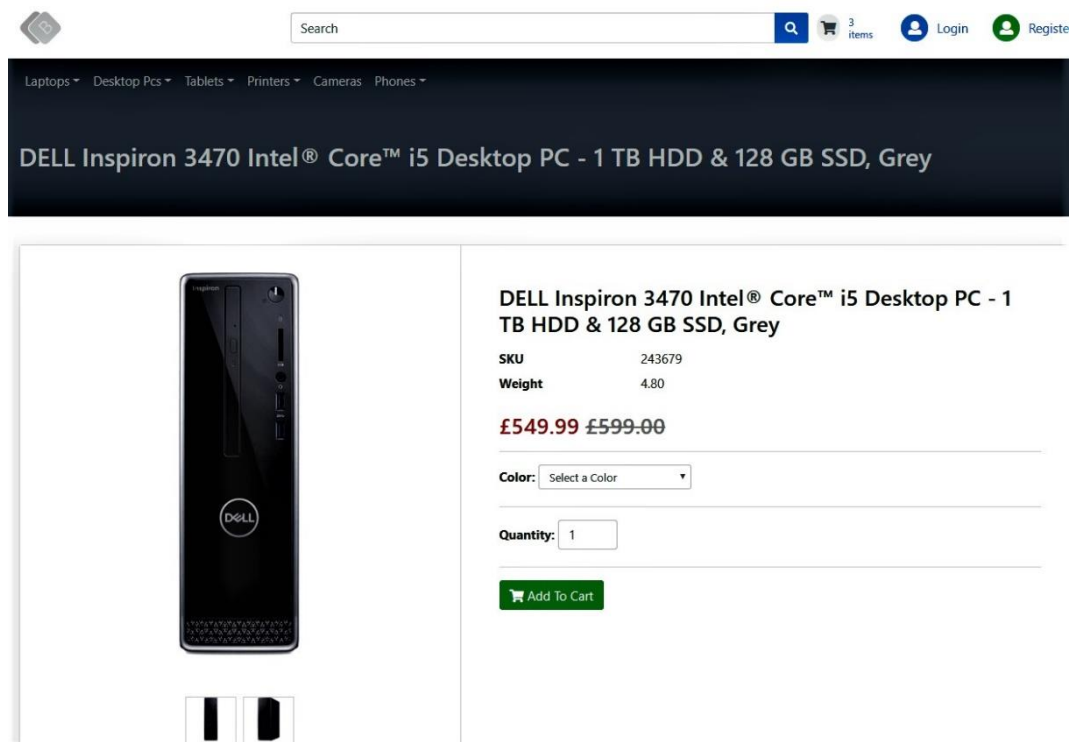
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APPENDIX

Home Page of E-Commerce Platform



Product Detail of E-Commerce Platform



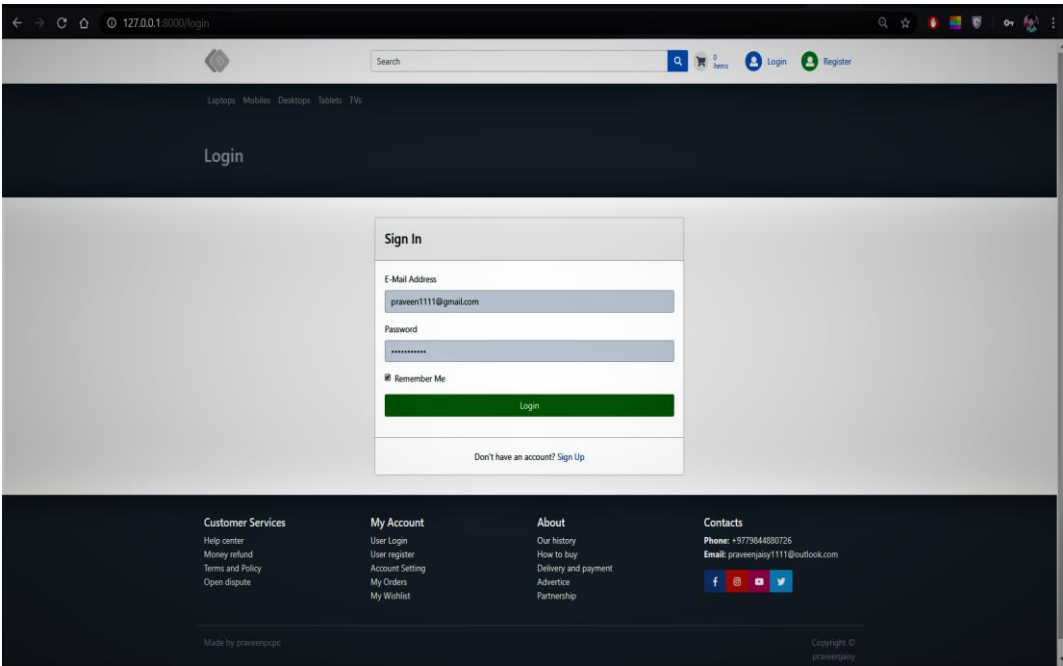
Checkout Page of E-Commerce Platform

The screenshot shows the checkout page of an e-commerce platform. The browser address bar displays "127.0.0.1:8000/checkout". The page header includes a search bar, a shopping cart icon with "1 item", and a user profile icon labeled "praveen pcpc". A dark navigation bar contains links for "Laptops", "Mobiles", "Desktops", "Tablets", and "TVs". The main heading "Checkout" is centered. A red warning banner states "No PayPal settings found." Below this, the page is divided into two columns. The left column, titled "Billing Details", contains form fields for "First name", "Last name", "Address", "City", "Country", "Post Code", "Phone Number", "Email Address" (pre-filled with "praveen1111@gmail.com"), and "Order Notes". The right column, titled "Your Order", shows the "Total cost: £120000" and a green "Place Order" button.

User Register Page of E-Commerce Platform

The screenshot shows the user registration page of an e-commerce platform. The browser address bar displays "127.0.0.1:8000/register". The page header includes a search bar, a shopping cart icon with "0 items", and links for "Login" and "Register". A dark navigation bar contains links for "Laptops", "Mobiles", "Desktops", "Tablets", and "TVs". The main heading "Register" is centered. The registration form, titled "Sign up", contains fields for "First name" (pre-filled with "praveen"), "Last name" (pre-filled with "pcpc"), "E-Mail Address" (pre-filled with "praveen@gmail.com"), "Password" (masked with "*****"), "Confirm Password" (masked with "*****"), "Address" (pre-filled with "kathmandu"), "City" (pre-filled with "kalanki"), and "Country" (a dropdown menu showing "Nepal"). A green "Sign Up" button is at the bottom of the form. Below the button, a small text line reads: "By clicking the 'Sign Up' button, you confirm that you accept our Terms of use and Privacy Policy." At the very bottom, a link says "Have an account? Log in".

User Login Page of E-Commerce Platform



Admin Page of E-Commerce Platform

