A Project Report

on

STATIONARY BAZAR FOR STUDENTS

Submitted in partial fulfillment of the requirements

for the award of the degree of

BACHELOR OF TECHNOLOGY

in

Computer Science & Engineering

by

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(Affiliated to JNTUA, Accredited by NAAC with 'A' Grade, Approved by AICTE, New Delhi & Accredited by NBA(EEE,ECE&CSE))

2017-2021

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Certificate

This is to certify that the project report entitled Stationery Bazar for Studnets is the bonafide work carried out by **H.Sravan Rao** bearing Roll Number 174G1A0587, **A.Sree Harsha** bearing Roll Number 174G1A0590, **P.Shaik Nousin** bearing Roll Number 174G1A0580 and **Y,Sohail Ahamed** bearing Roll Number 174G1A0584 in partial fulfillment of the requirements for the award of the degree of **Bachelor of Technology** in **Computer Science & Engineering** during the academic year 2017-2021.

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Declaration

We, Mr H. Sravan Rao with reg no: 174G1A0587, Mr A.Sree Harsha with reg no: 174G1A0590, Ms P.Shaik Nousin with reg no: 174G1A0580, Mr Y.Sohail Ahamed with reg no: 174G1A0584 students of SRINIVASA RAMANUJAN INSTITUTE OF TECHNOLOGY, Rotarypuram, hereby declare that the dissertation entitled "STATIONERY BAZAR FOR STUDENTS" embodies the report of our project work carried out by us during IV year Bachelor of Technology under the guidance of Mrs T.Divya Vani M.Tech, Department of CSE, SRINIVASA RAMANUJAN INSTITUTE OF TECHNOLOGY, and this work has been submitted for the partial fulfilment of the requirements for the award of the Bachelor of Technology degree.

The results embodied in this project have not been submitted to any other University of Institute for the award of any Degree or Diploma.

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List of Abbreviations

URL	Uniform Resource Locator
HTML	Hyper Text Markup Language
CSS	Cascading Style Sheets
PHP	Hyper Text Preprocessor
SEO	Search Engine Optimization
CLI	Command Line Interface
UML	Unified modelling language
CGL	Command Gateway Interface
IIS	Internet Information Services

ABSTRACT

To buy books , the student have to visit the bookstall and have to buy new books or the student should visit the second hand book markets .It will be difficult for some to buy the books with such high cost for one semester.Also the students after completing their studies might be some books are not useful to them . It would be better to others make use of those books.

Students can easily purchase the books with our website whenever they need either for semester or clearing a subject.A website will be developed for the students and people who need to sell their used books and the things related to their Academics like apron, drafter etc. They can put their price and can sell it to anyone.

CHAPTER 1

INTRODUCTION

A website is a collection of Web pages, images, videos and other digital assets that is hosted on one or several Web server, usually accessible via the Internet, cell phone or a LAN.

The pages of websites can usually be accessed from a common root URL called the homepage, and usually reside on the same physical server. The URLs of the pages organize them into a hierarchy, although the hyperlinks between them control how the reader perceives the overall structure and how the traffic flows between the different parts of the sites.

A website requires attractive design and proper arrangement of links and images, which enables a browser to easily interpret and access the properties of the site. Hence it provides the browser with adequate information and functionality about the organization, community, network etc.

1.1 Motivation:

The World today is transforming to a Web Technology. Each and every functioning is happening with the small devices at our hands. It is time for the developers to develop websites according to the requirements of people around the world.

Students find themselves spending lot of price on buying their academic books and stationery. We can develop a classified website to reduce the price of being spent on such academic things by reuse of such things.

1.2 Objective:

Usually students go to bookstalls to buy books and stationery for their academics. After their exams, those things may not be useful for them. And also they again need to buy academic things for higher studies. This results in spending a lot of money on the academic things only.

The main goal of this project is to provide a platform for the students where they can post their products such that they can earn money and save money by purchasing the products posted in this website.

Our Website provides the platform for buying and selling academic things such as aprons, books, stationery like drafters , calculators etc,.

1.3 Limitations:

The main limitation of this project is that it requires an internet connection

CHAPTER 2

LITERATURE SURVEY

2.1 Existing System:

To buy books , the student have to visit the bookstall and have to buy new books or the student should visit the second hand book markets . After buying if they need to sell their academic things , there is no such particular platform for them .

2.2 Proposed System:

In our website for the students can able to sell/purchase their academic products/things like books, aprons, scientific calculators, drafters etc. Our agenda is to make a reuse of things and save money.

CHAPTER 3

REQUIREMENTS

3.1 Introduction:

Gathering requirements is the main attraction of the Analysis Phase. The process of gathering requirements is usually more than simply asking the users what they need and writing their answers down. Depending on the complexity of the application, the process for gathering requirements has a clearly defined process of its own. This process consists of a group of repeatable processes that utilize certain techniques to capture, document, communicate, and manage requirements.

3.2 Software Requirement Specification:

SRS is a document created by system analyst after the requirements are collected. SRS defines how the intended software will interact with hardware, external interfaces, speed of operation, response time of system, portability of software across various platforms, maintainability, speed of recovery after crashing, Security, Quality, Limitations etc.

The requirements received from client are written in natural language. It is the responsibility of system analyst to document the requirements in technical language so that they can be comprehended and useful by the software development team.

3.3 Hardware Requirements:

The Hardware requirements required for developing this project are as follows:

- Processor : i3 or above
- Ram : 2 GB or above
- Storage : 100 MB or above

3.4 Software Requirements:

The Software requirements required for developing this project are as follows:

- Operating System : Any Operating System that supports web browsers
- Tools : Atom, Xampp Server ,
- Framework : Bootstrap
- Languages Used : HTML, CSS , PHP

3.5 ATOM:

Atom is a free and open-source text and source code editor developed by GitHub (Atom – A Hackable Text and Source Code Editor for Linux). Its developers call it a "hackable text editor for the 21st Century" (Atom 1.0). Atom enables users to install third-party packages and themes to customize the features and looks of the editor, so you can set it up according to your preferences and with ease (Atom). It is as welcoming to a newbie as it is for an experienced developer.

But what makes Atom so great for data science is that it allows you to work with R and Python in a consistent manner. And these two languages are not the only supported languages, Atom's default packages can apply syntax highlighting for the following programming languages and file formats: C, C++, C#, COBOL, CSS, CoffeeScript, Go, HTML, Java, JavaScript, JSON, Perl, PHP, Ruby, Scala, SQL and many others as well (Atom).

3.5.1 Installing ATOM :

Step 1 – Download Atom Text Editor .exe File

First of all check your windows bit version and go to https://atom.io/ to download atom text editor exe file:

- For 32-bit = AtomSetup.exe
- For 64-bit = AtomSetup-x64.exe

You can visit the following link and download the latest atom text version .exe file: Atom latest release page.

At the time of writing the latest stable Atom release was version: 1.57.0

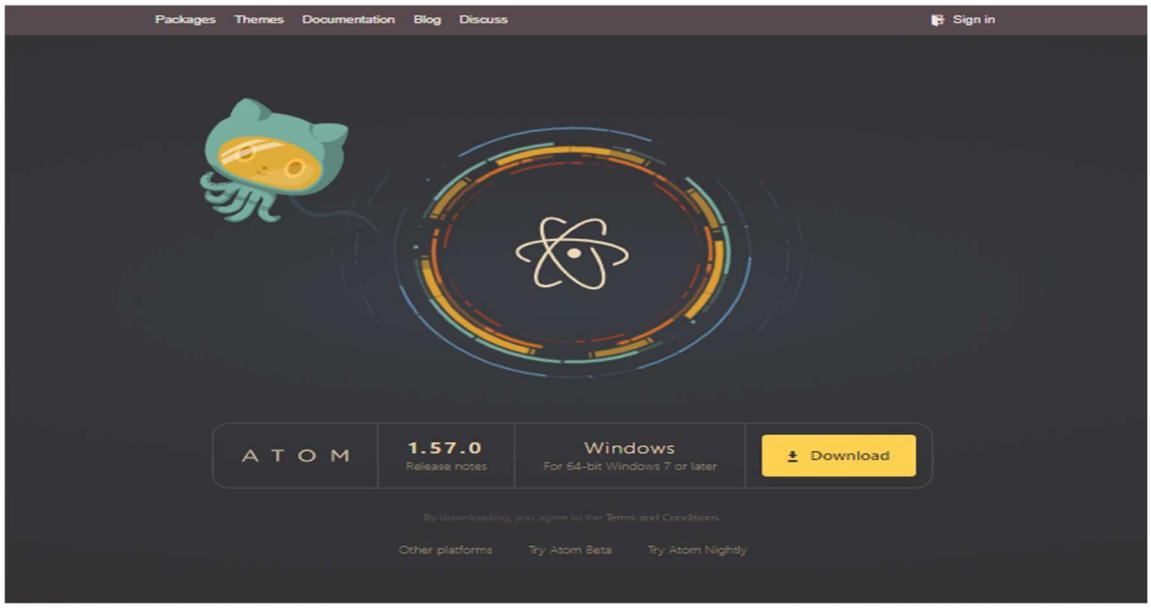

Fig.3.1.Installing Atom

Step 2 – Install Atom In Windows

In this step, Open the location of the downloaded atom steup file.

Double-click it to run the installer.

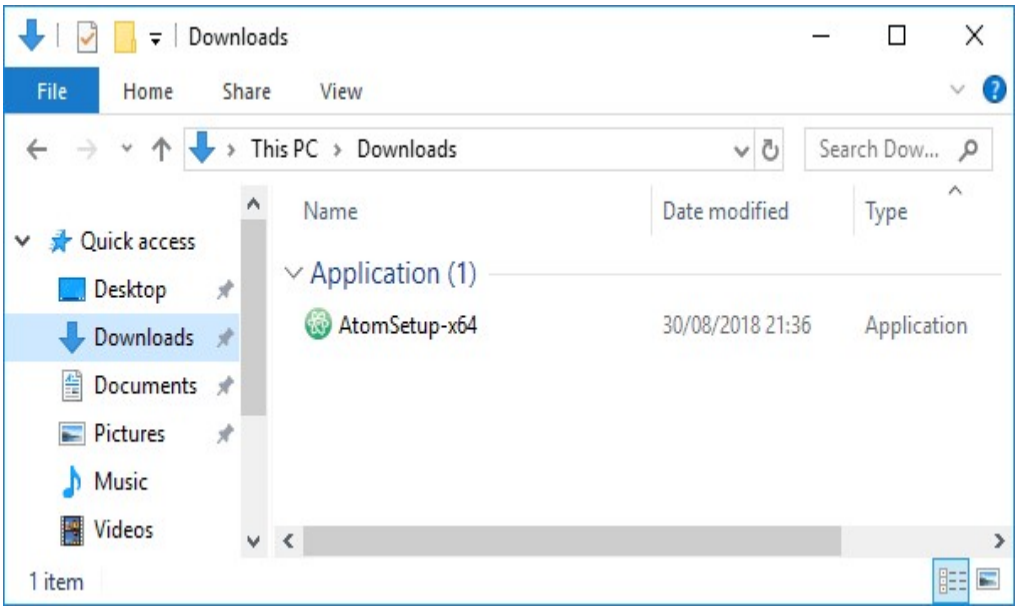

Fig.3.2.Installing Atom in Windows

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The installer will open and start the setup.

Fig.3.3.Launching Atom

The setup program will install Atom, add the atom and apm commands to your Windows PATH variable. It will also create shortcuts on your desktop and in the start menu.Once the installation is complete, Atom text editor will launch.

Step 3 – Use Atom Text Editor

To start and use Atom text editor, so double-click on the atom text editor icon. Which is on the desktop shortcut.

Fig.3.4.Atom icon

The Welcome Guide editor should now open as shown below.

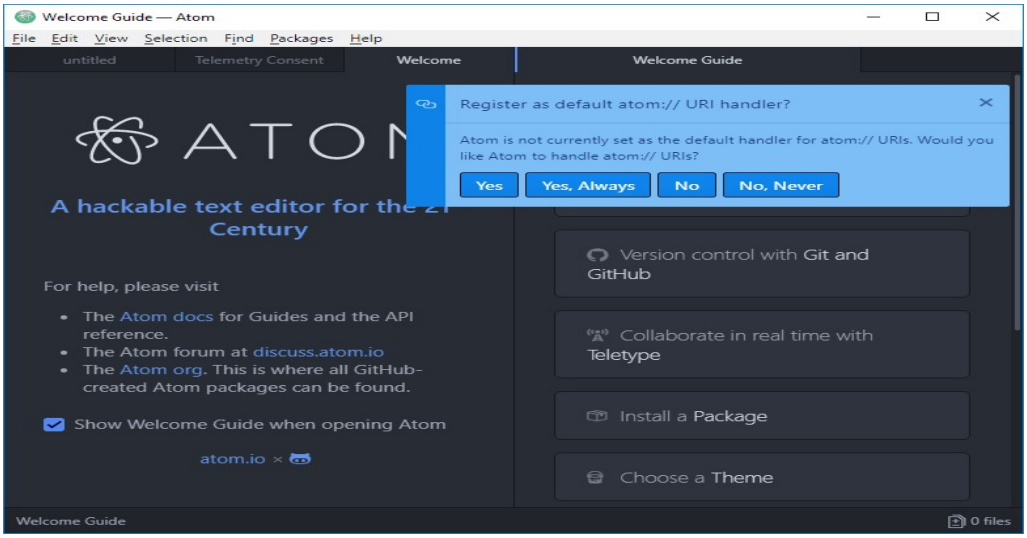

Fig.3.5.Welcome Guide-Atom

3.6 XAMPP:

3.6.1 Installing Xampp:

Step 1 – Downloading the Xampp

To download and install XAMPP, go to apachefriends downloads page, the official link to download XAMPP from. You will see XAMPP ready to download for cross-platform like Windows, Linux, Mac OS X. Since we are discussing How to install XAMPP on Windows 10, therefore, we will choose the Windows option as shown below.

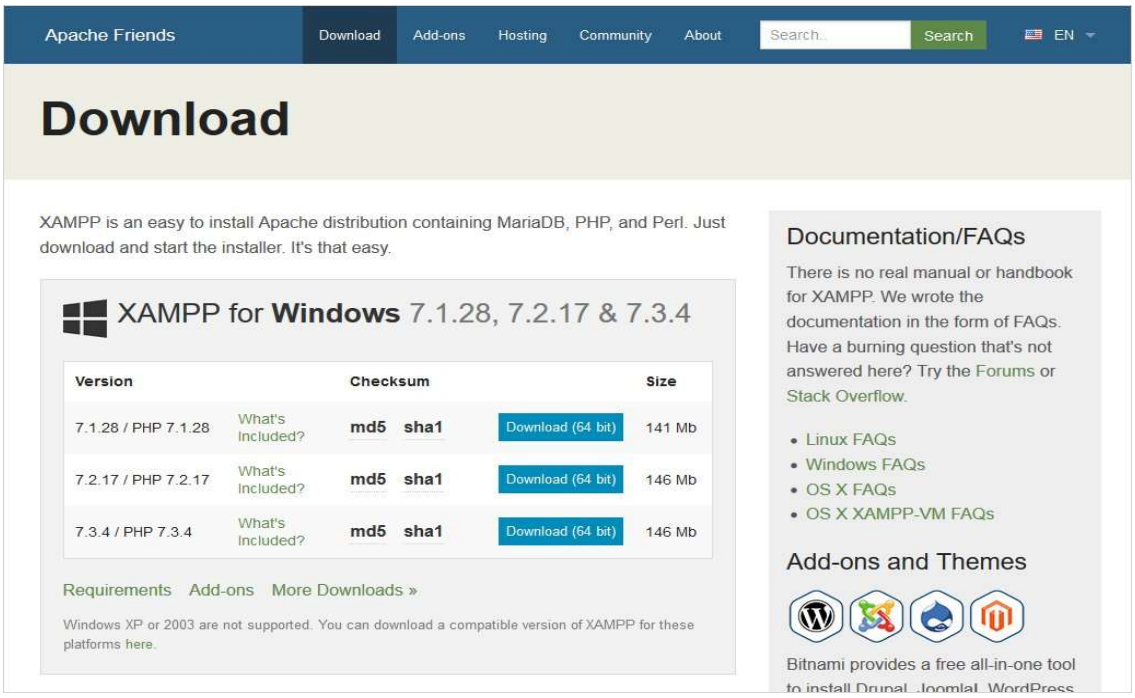

Fig.3.6.Apache Friends Download Page

Step 2 – Run the installer to install Xampp

During the installation process, you may come across warning pop-ups. But you would probably click 'Yes' to start the installation process. Soon after you click on the downloaded file, the XAMPP setup wizard will open. Now click on the 'Next' Button to proceed.

Fig.3.7.Setup Xampp window

Next, you need to check the components which you want to install and can uncheck or leave as it is which you don't want to install. You can see there are a few options which are light grey in color. These are the options which are necessary to run the software and will automatically be installed. Now click on the 'Next' button to continue

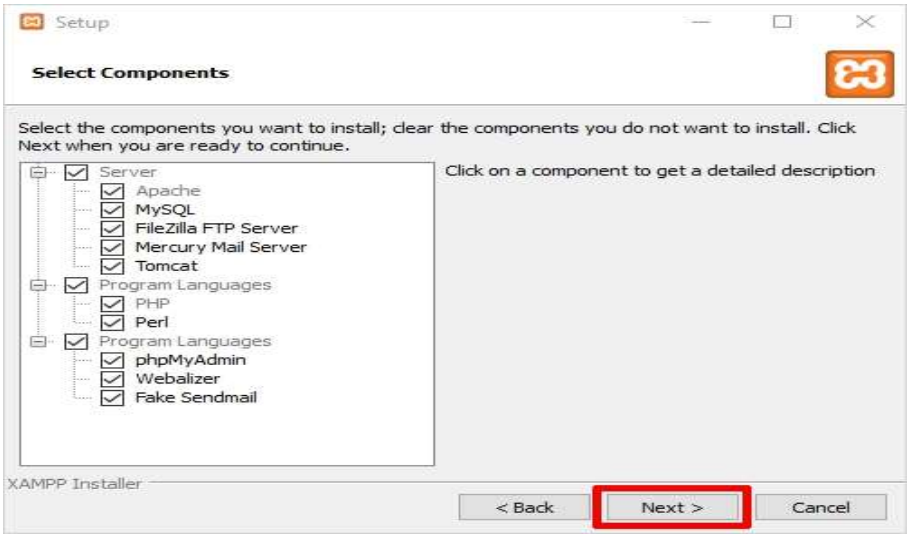

Fig.3.8.Select Components

Now you need to choose the folder where you want to install the XAMPP. You can choose the default location or you can choose any location of your choice and choose the 'Next' button to move ahead.

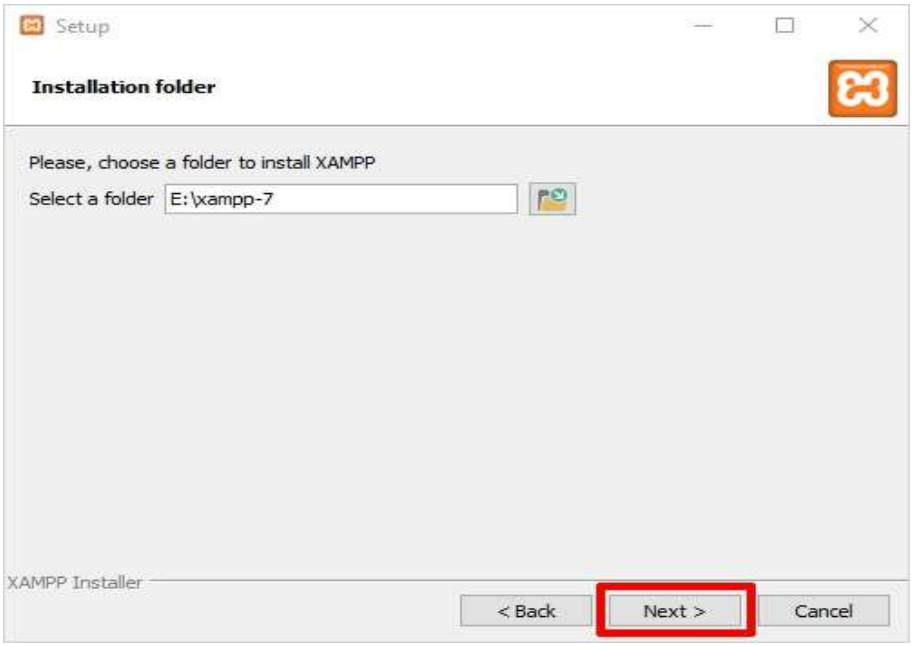

Fig.3.9.Select Installation Folder

Now will see a window showing you information about Bitnami. Simply click on the 'Next' button to move further. However, if you wish to learn more about the Bitnami, then you may check the box saying 'Learn more about Bitnami for XAMPP.'
Basically Bitnami is for installing open source applications i.e. WordPress, Joomla etc on your newly installed XAMPP.

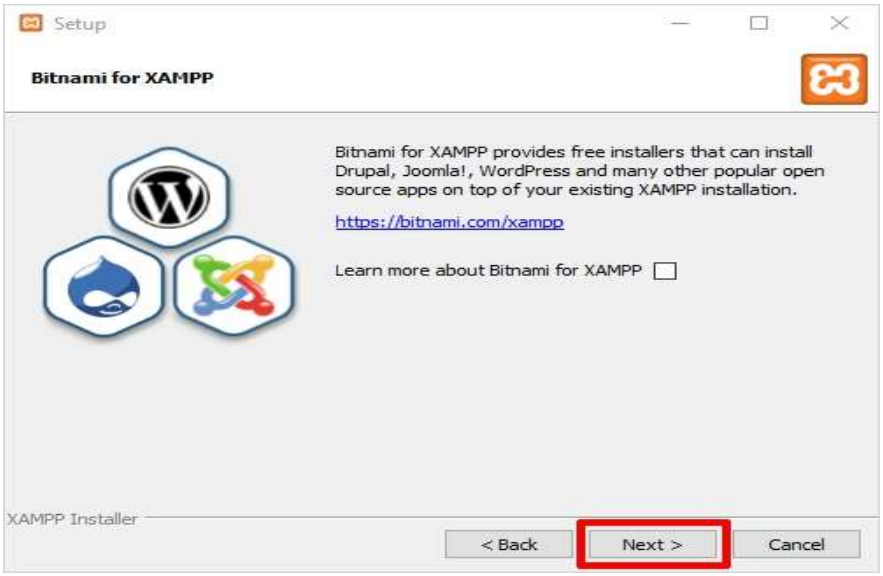

Fig.3.10.Bitnami for Xampp

Now you'll see another window with a message "Setup is now ready to begin installing XAMPP on your computer" like shown below. You just have to hit the 'Next' button to proceed.

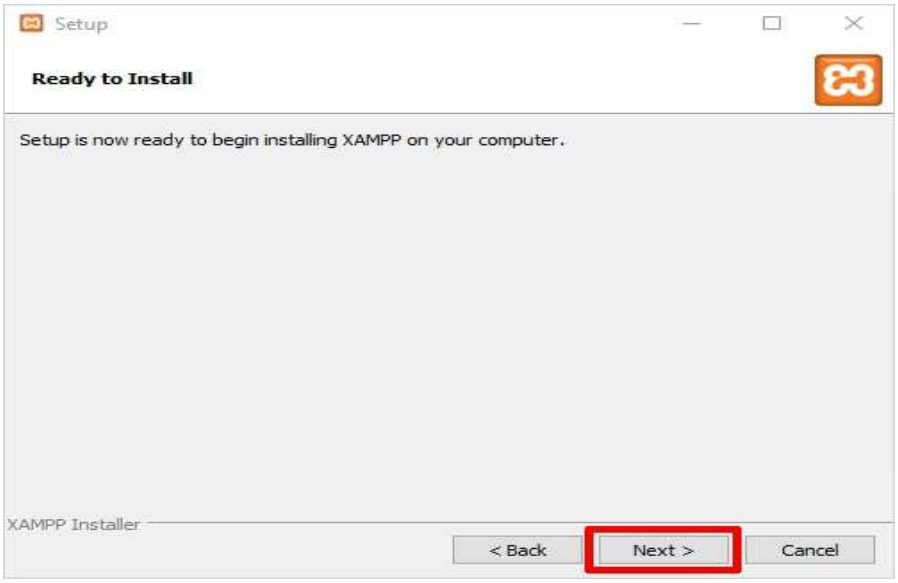

Fig.3.11.Ready to Install

Now just be patient and wait for the installation to complete.

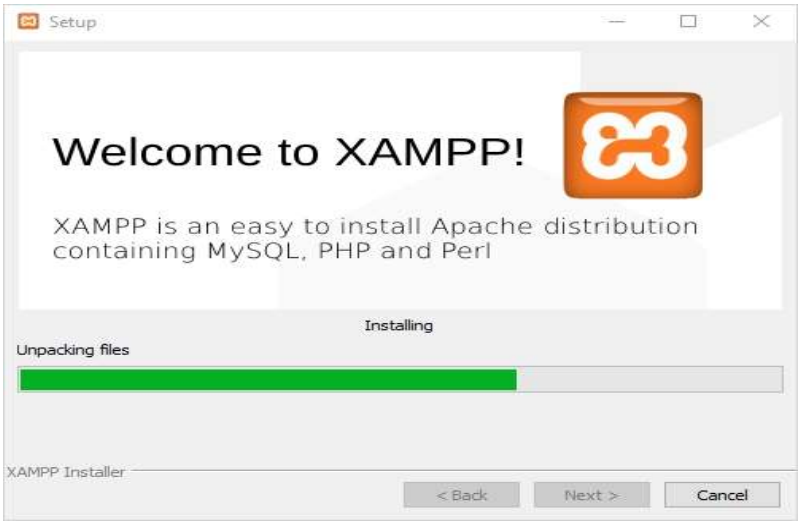

Fig.3.12.Installing

Once the installation is completed, you will be asked whether you would like to start the control panel now or not, displaying the message “Do you want to start the control panel now?” Check the box and click on the ‘Finish’ button and see if the XAMPP is working fine.

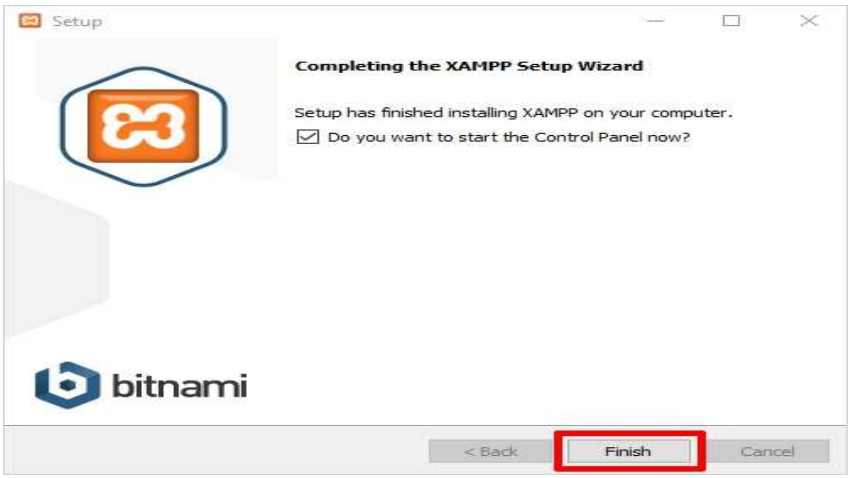

Fig.3.13.Setup Complete

As soon as you will click on the Finish button in the final step of install XAMPP process, you will be asked to select the preferred language between English and German. It is up to you which language you choose. After that click on the 'Save' button to confirm your selected language. As of now, I am choosing the English language.

Fig.3.14.Selecting Language

Step 2 – Xampp is now installed on your system, run it

If the entire process of XAMPP installation went correctly, then the control panel would open smoothly. Now click on the 'Start' button corresponding to Apache and MySQL.

Fig.3.15.Xampp Control Panel v3.2.2

CHAPTER 4

DESIGN

4.1 UML Introduction:

The unified modeling language allows the software engineer to express an analysis model using the modeling notation that is governed by a set of syntactic, semantic and pragmatic rules. A UML system is represented using five different views that describe the system from distinctly different perspective.

UML is specifically constructed through two different domains, they are:

- UML Analysis modeling, this focuses on the user model and structural model views of the systems.
- UML Design modeling, which focuses on the behavioral modeling, implementation modeling and environmental model views.

4.1.1 Usage of UML in Project:

As the strategic value of software increases for many companies, the industry looks for techniques to automate the production of software and to improve quality and reduce cost and time to the market. These techniques include component technology, visual programming, patterns and frameworks. Additionally, the development for the World Wide Web, while making some things simpler, has exacerbated these architectural problems. The UML was designed to respond to these needs. Simply, systems design refers to the process of defining the architecture, components, modules, interfaces and data for a system to satisfy specified requirements which can be done easily through UML diagrams.

4.2 Use Case Diagram:

A use case diagram is a graphical depiction of a user's possible interactions with a system. case diagram shows various use cases and different types of users the system has and will oftenbe accompanied by other types of diagrams as well. The use cases are represented by either circles or ellipses. The actors are often shown as stick figures.

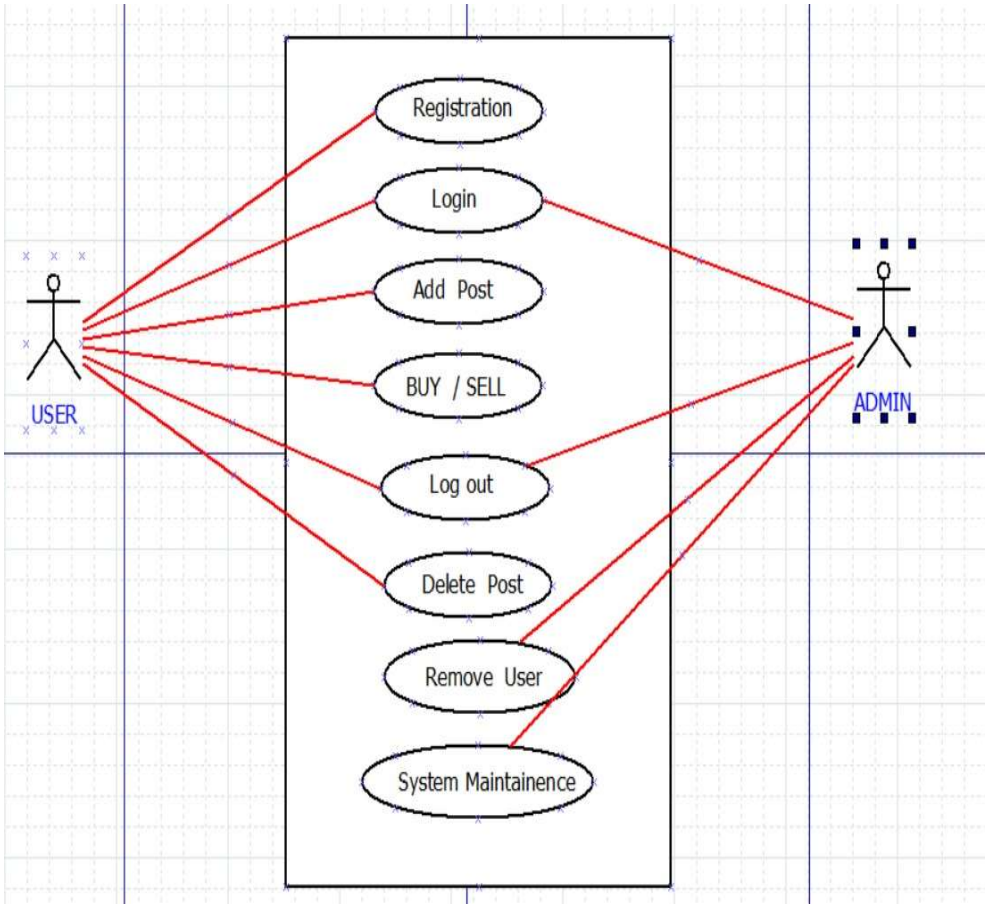

Fig.4.2.Use Case Diagram

4.3 Activity Diagram:

Activity Diagrams describe how activities are coordinated to provide a service which can be at different levels of abstraction. Typically, an event needs to be achieved by some operations, particularly where the operation is intended to achieve a number of different things that require coordination, or how the events in a single use case relate to one another, in particular, use cases where activities may overlap and require coordination. It is also suitable for modeling how a collection of use cases coordinate to represent business workflows

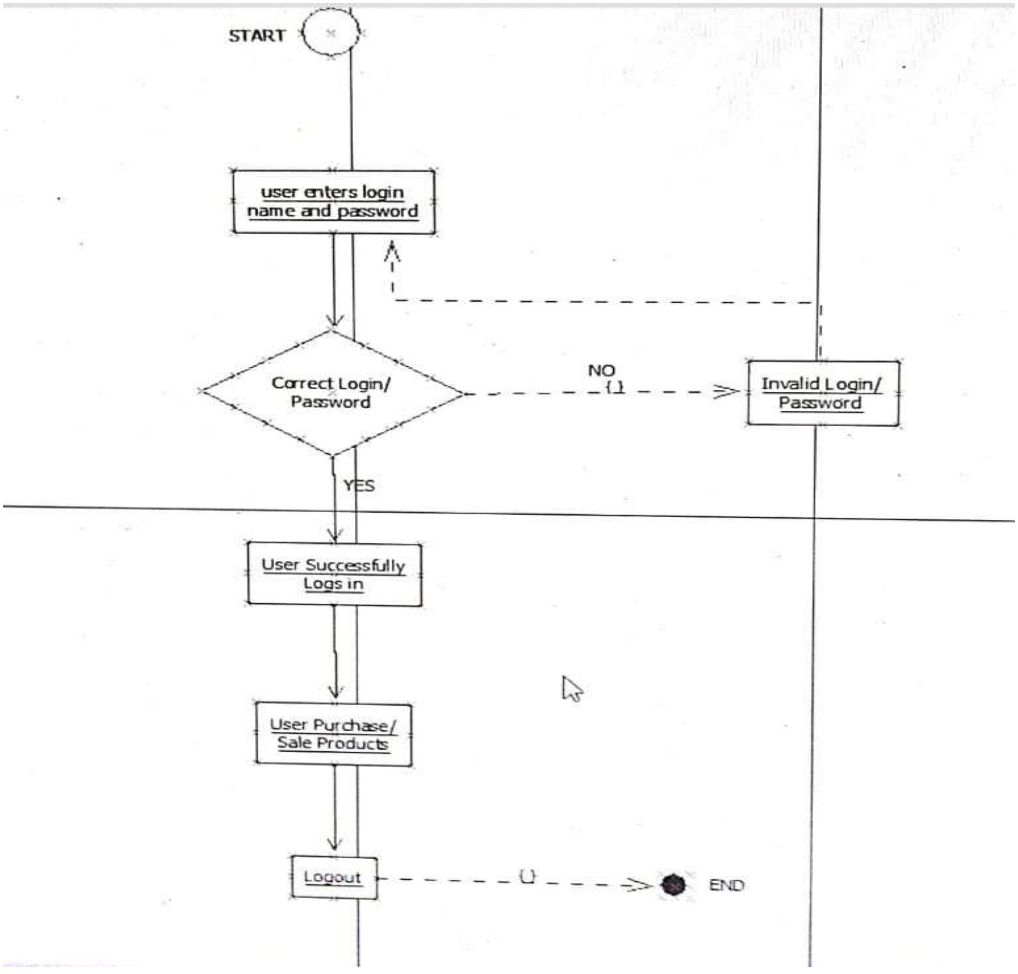

Fig.4.3.Activity Diagram

Within the over graph, it begins from the begin button and following the client enters login subtle elements and watchword to login into the site, In the event that u entered off-base watchword or e-mail at the point it goes to the login form. After effectively loging into the site, client can sale/purchase the items and after that client can logout from the site.

4.4 E-R Diagram:

ER Diagram stands for Entity Relationship Diagram, also known as ERD is a diagram that displays the relationship of entity sets stored in a database. In other words, ER diagrams help to explain the logical structure of databases. ER diagrams are created based on three basic concepts: entities, attributes and relationships.

ER Diagrams contain different symbols that use rectangles to represent entities, ovals to define attributes and diamond shapes to represent relationships.

At first look, an ER diagram looks very similar to the flowchart. However, ER Diagram includes many specialized symbols, and its meanings make this model unique. The purpose of ER Diagram is to represent the entity framework infrastructure.

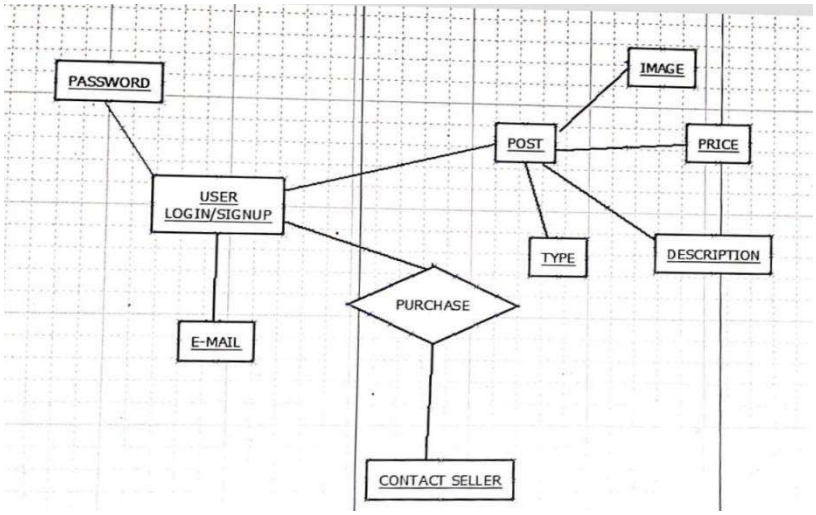

Fig.4.4.E-R Diagram

In the above diagram, Ready to observe that the client login into the site. Here the client can purchase/sale the items.

4.5 Sequential diagram:

Sequence Diagram is an interaction diagram that details how operations are carried out -- what messages are sent and when. Sequence diagrams are organized according to time. The time progresses as you go down the page. The objects involved in the operation are listed from left to right according to when they take part in the message sequence.

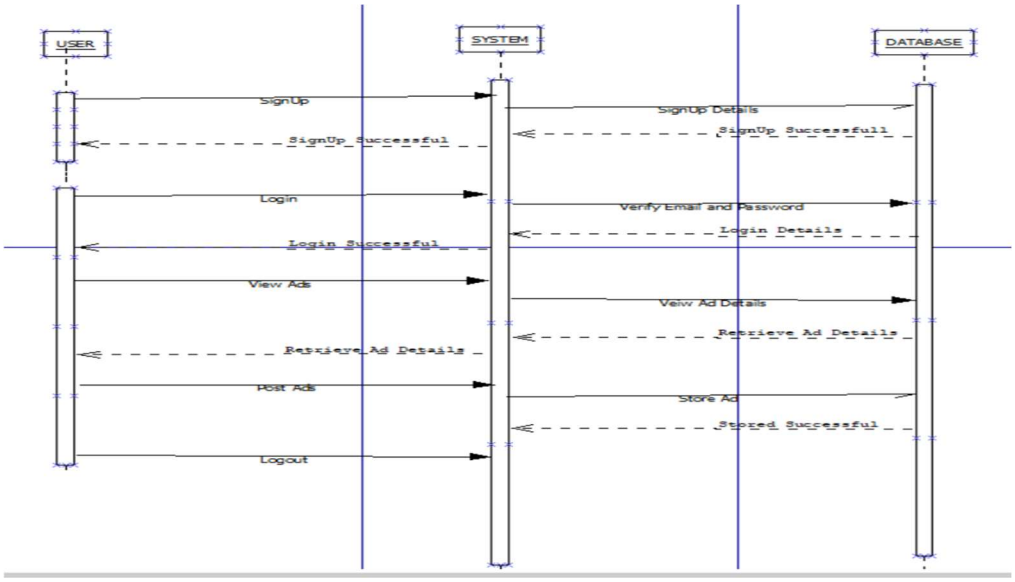

Fig.4.5.Sequential Diagram

4.6 Component diagram:

The purpose of a component diagram is to show the relationship between different components in a system.

For the purpose of UML 2.0, the term "component" refers to a module of classes that represent independent systems on subsystems with the ability to interface with the rest of the system.

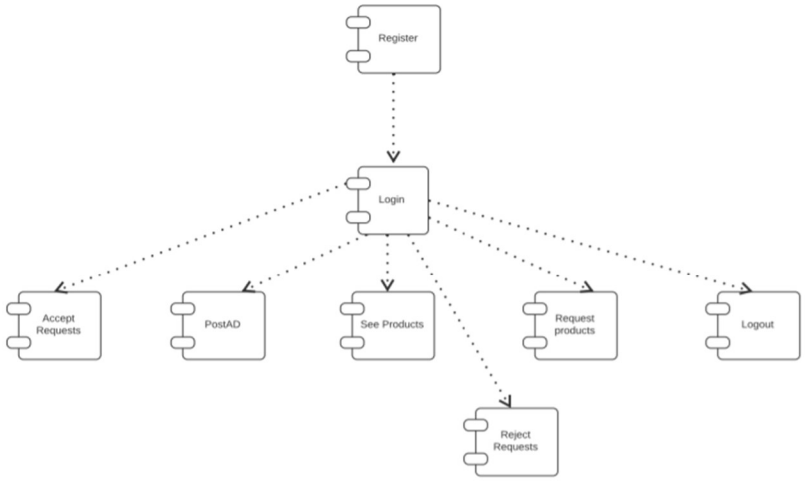

Fig.4.6.Component diagram

4.7 State chart diagram:

A state chart diagram is used to represent the condition of the system or part of the system at finite instances of time. It's a behavioral diagram and it represents the behavior using finite state transitions. State diagrams are also referred to as state machines and State-chart Diagrams.

It can be argued that every class has a state, but that every class shouldn't have a state chart diagram. Only classes with "interesting" states -- that is, classes with three or more potential states during system activity -- should be modelled.

The notation set of the state chart diagram has five basic elements: the initial starting point, which is drawn using a solid circle; a transition between states, which is drawn using a line with an open arrowhead; a state. Which is drawn using a rectangle with rounded corners; a decision point, which is drawn as an open circle; and one or more termination points, which are drawn using a circle with a solid circle.

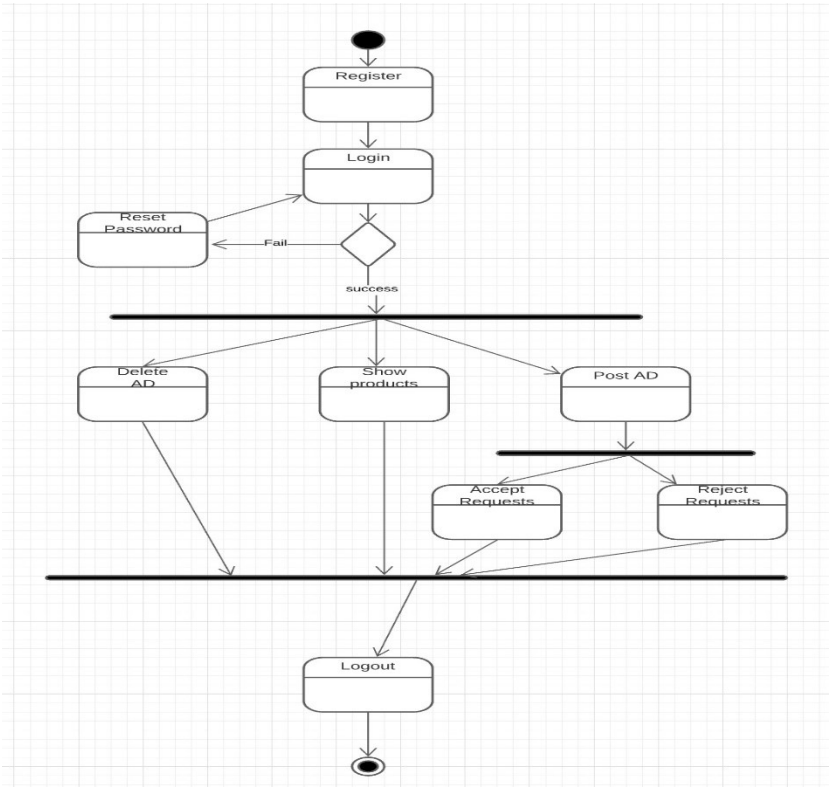

Fig.4.7.State chart diagram

CHAPTER 5

WEB DEVELOPMENT LIFE CYCLE

5.1 Web development cycle:

web development cycle concerns all the stages that go into building the website from formulating the idea to coding and designing to deploying and maintaining. It is the standard or methodical step to follow to achieve a well-functioning website.

The life cycle gives a basic outline for developers or project managers to follow to ensure minimum errors and optimal results. The common stages of the cycle are – Planning, Designing, Development, Testing, and Maintenance**.**

5.2 Phases of web development lifecycle:

5.2.1 Research and analysis:

Most people ignore this critical step in the development process. To ensure that your web design and development is on the right path, gathering information about the project and the client is crucial. Unless your developers have a clear idea of what they are working for and what the requirements are, they will not be able to provide the right solution.

Some of the common questions to ask yourself or your clients in the information gathering stage are

- What is the purpose of the website?
- What type of website/web app will it be – informational, commercial, product, or service-based?
- What is your target audience?

During this phase, it is important to visualize what type of people your website is going to be catering to. Taking into consideration their age, gender, preferences, and needs, set goals and generate requirement elicitation documents. If this step is ignored, all the remaining phases of the cycle become irrelevant and cannot produce the desired outputs.

5.2.2 Planning and Strategy:

The Planning stage involves strategizing all the aspects of the website including design, technology, content, and marketing. Based on the information gathered and analyzed in the last stage, informed decisions are made about the structure and features of the website.

In the Planning phase, a dedicated team is formed with each member having a defined role and delegated with clear tasks. Deciding on the content structure, wireframe (schematics and rough designs), choosing the technology stack and software development methodology are important decisions to take before website creation. Technology stack is a set of programming languages, frameworks, and software that are used to build any web app.

Creating a sitemap, estimating timelines, defining deliverables, and allocation of resources are also essential parts of the Planning phase. Finally, you have to decide on the branding of your website before moving on to the Design phase.

5.2.3 Design:

The design stage involves designing website layout and brings in the creative UI-UX designers to the forefront. The layout involves designing a rough sketch, which may be graphical, to get a feel of the design of the website. The purpose of the layout is to present an information structure, enabling a visual tour of the content and base features for your clients.

The wireframe designed in the last stage is transformed into buttons, tabs, menus, dashboards, colour themes, typography, and graphics to create a base layout of the website.

Keeping in mind the audience research, design an interactive website that caters to their preferences and demands. Make sure your website or application does not become mundane. Include graphics, colors, and other media to attract users without deviating from the branding and purpose of your website.

5.2.4 Content Creation:

Eventually, content is king. If you are unable to communicate with your customers and readers, no amount of fancy design can help you. Creating a communication channel through the user interface is the main aim of the content creation stage.

Content writing involves providing relevant information about your company in an easy-to-understand attractive manner. Adding calls-to-action, creative headlines, formatting, line editing, writing, and updating texts go on throughout the website development lifecycle.

This phase develops the branding and marketing of your site or web app and lets you define your website purposes through content writing. Content is the only way to interact with end-users and convert them into customers.

5.2.5 Development:

The development phase involves the actual building of the website. Developing the client-side and server-side of the website is accomplished in this stage. It is the most time-consuming part of the website development process.

Frontend

The designs made in the early stages are transformed into interactive elements on the web page. Web designers integrate components and functions to the website skeleton, using frameworks and development tools.

HTML, CSS, and a scripting language, generally JavaScript, are used by the web designer to create a user-friendly site. For a majority of web applications, Bootstrap and Foundation are preferred for HTML and CSS. For JavaScript, several frontend frameworks are available in the market. (Read our blog on the best frontend frameworks for web development for more information)

If you want to keep up with the latest market trends, a mobile-based counterpart of your website is also recommended. Using mobile-friendly elements in your website design or developing a mobile application is a good option.

Backend

This phase involves developing the actual features of the web app. While the frontend designs the visual elements, dealing with the user side, the backend codes instructions to make each element perform the necessary functions.

Server-side encompasses the process of developing the server-side app, creating databases, writing the application logic, and integrating server and client-side functions. Developers use several technologies and programming languages in this stage.

Recently, Search Engine Optimization (SEO) is also added to the list of tasks of backend developers. Including these features can attain higher rankings for your site in search engines like Google.

5.2.6 Testing

After the website is developed, a set of rigorous tests are conducted to eliminate any bugs in the system. The Quality Assurance team performs repeated testing methods such as Unit testing, Stress testing, and Load testing meticulously, checking the functionality, usability, compatibility, and performance of the web app. Project consistency is important to have a well-functioning site that provides a seamless user experience. Testing the working of all features on all devices and platforms is also crucial.

Apart from this, making small additions such as plugins and SEO-optimization to ensure a smooth deployment. Testing Engineers and developers work together in a loop till the QA team ensures the final website is ready to be deployed to users.

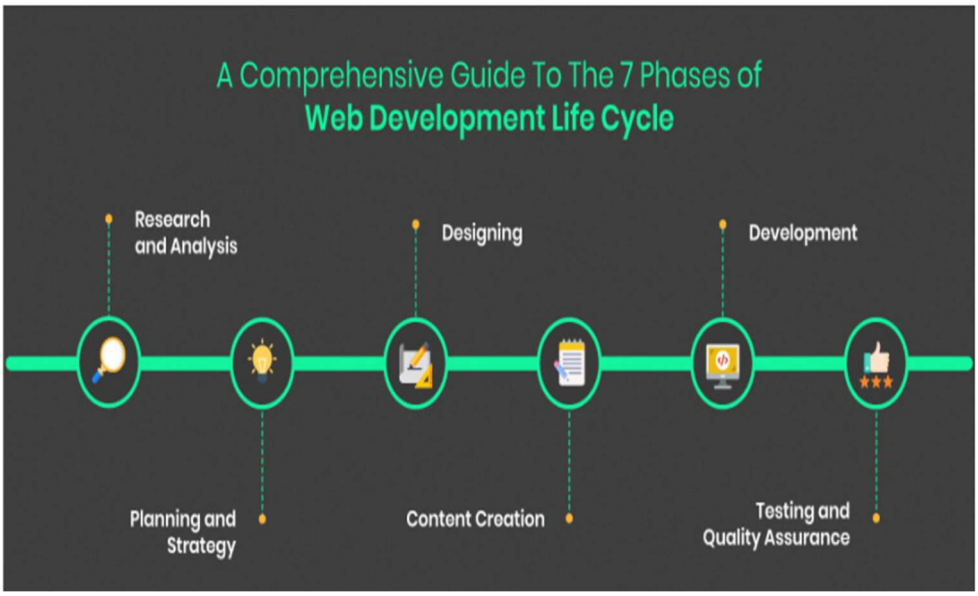

Fig.5.1.Web development lifecycle

CHAPTER-6

IMPLEMENTATION

The development of the application involves 2 core modules. They are: User Login/Registration Module, Admin Module. Before trying to understand the modules themselves, let us look at the components that are used for creating the interface.

6.1 PHP:

PHP is a server-side scripting language designed primarily for web development but also used as a general-purpose programming language. Originally created by Rasmus Lerdorf in 1994 the PHP reference implementation is now produced by The PHP Development Team. PHP originally stood for Personal Home Page, but it now stands for the recursive acronym PHP: Hypertext Preprocessor.

PHP code may be embedded into HTML or HTML5 code, or it can be used in combination with various web template systems, web content management systems and web frameworks. PHP code is usually processed by a PHP interpreter implemented as a module in the web server or as a Common Gateway Interface (CGI) executable. The web server combines the results of the interpreted and executed PHP code, which may be any type of data, including images, with the generated web page. PHP code may also be executed with a command-line interface (CLI) and can be used to implement standalone graphical applications.

The standard PHP interpreter, powered by the Zend Engine, is free software released under the PHP License. PHP has been widely ported and can be deployed on most web servers on almost every operating system and platform, free of charge.The PHP language evolved without a written formal specification or standard until 2014, leaving the canonical PHP interpreter as a de facto standard. Since 2014 work has gone on to create a formal PHP specification. HP development began in 1995 when Rasmus Lerdorf wrote

several Common Gateway Interface (CGI) programs in C, which he used to maintain his personal homepage. He extended them to work with web forms and to communicate with databases, and called this implementation "Personal Home Page/Forms Interpreter" or PHP/FI. PHP/FI could help to build simple, dynamic web applications. To accelerate bug reporting and to improve the code, Lerdorf initially announced the release of PHP/FI as "Personal Home Page Tools (PHP Tools) version 1.0" on the Usenet discussion group comp.infosystems.www.authoring.cgi on June 8, 1995.This release already had the basic functionality that PHP has as of 2013. This included Perl-like variables, form handling, and the ability to embed HTML. The syntax resembled that of Perl but was simpler, more limited and less consistent.

Lerdorf did not intend the early PHP to become a new programming language, but it grew organically, with Lerdorf noting in retrospect: "I don't know how to stop it, there was never any intent to write a programming language. I have absolutely no idea how to write a programming language, I just kept adding the next logical step on the way." A development team began to form and, after months of work and beta testing, officially released PHP/FI 2 in November 1997.

The fact that PHP lacked an original overall design but instead developed organically has led to inconsistent naming of functions and inconsistent ordering of their parameters. In some cases, the function names were chosen to match the lower-level libraries which PHP was "wrapping", while in some very early versions of PHP the length of the function names was used internally as a hash function, so names were chosen to improve the distribution of hash values.

PHP 3 and 4:

Zeev Suraski and Andi Gutmans rewrote the parser in 1997 and formed the base of PHP 3, changing the language's name to the recursive acronym PHP: Hypertext Preprocessor. Afterwards, public testing of PHP 3 began, and the official launch came in June 1998.

Suraski and Gutmans then started a new rewrite of PHP's core, producing the Zend Engine in 1999. They also founded Zend Technologies in Ramat Gan, Israel. On May 22, , PHP 4, powered by the Zend Engine 1.0, was released. As of August 2008 this branch reached version 4.4.9. PHP 4 is no longer under development nor will any security updates be released.

PHP 5:

On July 13, 2004, PHP 5 was released, powered by the new Zend Engine II. PHP 5 included features such as improved support for object-oriented programming, the PHP Data Objects (PDO) extension (which defines a lightweight and consistent interface for accessing databases), and numerous performance enhancements. In 2008 PHP 5 became the only stable version under development. Late static binding had been missing from PHP and was added in version 5.3

Many high-profile open-source projects ceased to support PHP 4 in new code as of February 5, 2008, because of the Go PHP5 initiative, provided by a consortium of PHP developers promoting the transition from PHP 4 to PHP 5.

Over time, PHP interpreters became available on most existing 32-bit and 64-bit operating systems, either by building them from the PHP source code, or by using pre-built binaries. For the PHP versions 5.3 and 5.4, the only available Microsoft Windows binary distributions were 32-bit x86 builds, requiring Windows 32-bit compatibility mode while using Internet Information Services (IIS) on a 64-bit Windows platform. PHP version 5.5 made the 64-bit x86-64 builds available for Microsoft Windows.

PHP 6 and Unicode:

PHP has received criticism due to lacking native Unicode support at the core language level, instead only supporting byte strings. In 2005, a project headed by Andrei Zmievski was initiated to bring native Unicode support throughout PHP, by embedding the International Components for Unicode (ICU) library, and representing text strings as UTF-

16 internally.

However, a shortage of developers who understood the necessary changes, and performance problems arising from conversion to and from UTF-16, which is rarely used in a web context, led to delays in the project.As a result, a PHP 5.3 release was created in 2009, with many non-Unicode features back-ported from PHP 6, notably namespaces. In March 2010, the project in its current form was officially abandoned, and a PHP 5.4 release was prepared containing most remaining non-Unicode features from PHP 6, such as traits and closure re-binding .Initial hopes were that a new plan would be formed for Unicode integration, but as of 2014 none have been adopted.

PHP 7:

During 2014 and 2015, a new major PHP version was developed, which was numbered PHP7. The numbering of this version involved some debate. While the PHP 6 Unicode experiment had never been released, several articles and book titles referenced the PHP 6 name, which might have caused confusion if a new release were to reuse the name. After a vote, the name PHP 7 was chosen. The foundation of PHP 7 is a PHP branch that was originally dubbed PHP next generation (phpng). It was authored by Dmitry Stogov, Xinchen Hui and Nikita Popov, and aimed to optimize PHP performance by refactoring the Zend Engine to use more compact data structures with improved cache locality while retaining near-complete language compatibility. Because of the significant changes, the reworked Zend Engine is called Zend Engine 3, succeeding Zend Engine 2 used in PHP 5. PHP 7 also introduced new language features, including return type declarations for functions, which complement the existing parameter type declarations, and support for the scalar types (integer, float, string, and boolean) in parameter and return type declarations.

6.1.1 Data types:

PHP stores integers in a platform-dependent range, either a 64-bit 32bit signed

integer eqvivalent to the c language type. Unsigned integers are converted to signed values in certain situations; this behavior is different from that of other programming languages. Integer variables can be assigned using decimal (positive and negative),octal, hexadecimal and binary notations.

Floating point numbers are also stored in a platform-specific range. They can be specified using floating point notation, or two forms of specific notation. PHP has a native Boolean type that is similar to the native Boolean types in java and c++. Using the Boolean type conversion rules, non-zero values are interpreted as true and zero as false, as in perl and C++. The null data type represents a variable that has no value; NULL is the only allowed value for this data type. Variables of the "resource" type represent references to resources from external sources. These are typically created by functions from a particular extension, and can only be processed by functions from the same extension; examples include file, image, and database resources.

6.1.2 Functions:

PHP defines a large array of functions in the core language and many are also available in various extensions; these functions are well documented in the online PHP documentation However, the built-in library has a wide variety of naming conventions and associated inconsistencies, as described under history above.

6.2 HTML & CSS:

HTML and CSS are two of the core technologies for building Web pages. HTML provides the structure of the page, CSS the (visual and aural) layout, for a variety of devices. Along with graphics and Scripting HTML and CSS are the basis of building Web pages and Web Applications.

HTML is the language for describing the structure of Web pages. HTML gives authors the means to:

- Publish online documents with headings, text, tables, lists, photos, etc.
- Retrieve online information via hypertext links, at the click of a button.
- Design forms for conducting transactions with remote services, for use in searching for information, making reservations, ordering products, etc.
- Include spread-sheets, video clips, sound clips, and other applications directly in their documents.

CSS is the language for describing the presentation of Web pages, including colors, layout, and fonts. It allows one to adapt the presentation to different types of devices, such as large screens, small screens, or printers. CSS is independent of HTML and can be used with any XML-based markup language. The separation of HTML from CSS makes it easier to maintain sites, share style sheets across pages, and tailor pages to different environments. This is referred to as the separation of structure (or: content) from presentation.

Bootstrap is a free front-end framework for faster and easier web development. Bootstrap includes HTML and CSS based design templates for typography, forms, buttons, tables, navigation, modals, image carousels and many other, as well as optional JavaScript plugins. Bootstrap also gives you the ability to easily create responsive designs

6.3 User Module:

In the User module the user needs to sign up to create account. User needs to give details like email, name, password, gender and needs to submit. Once its over then he needs to enter OTP which was sent to his registered email then his account gets verified. Now he can login into his account and he can see the products and post his own ads. If the user forgot his password he can reset password by clicking on forgot password Once he clicks on it he needs to enter registered email and OTP will sent to email and he needs to enter new password and reset it.

Once login he will be showed with a card view of three categories of products once he click on any of the button corresponding to the category he will be redirected to the products page where all the ads are present.

He can contact the seller by clicking on the contact seller button and report the ad

by clicking report button. For posting ad he needs to fill the basic details of the ad like category, uploading the image of ad, price, title. After that admin will verify the Ad and he will accept or reject the ad.

Once Ad is posted the user can accept or reject the requests for his ad in the requests page. He can also delete the AD if he feels that he doesn't want to sell. It can be done in profile page. In the profile page he can see all the details of him and the can see all the details of the posted Ads. He also can delete all of his Ads. Once he deletes his Ads all the requests of corresponding Ad will be deleted

6.3 Admin Module:

In the admin module admin will be provided with a username and a password and He needs to login with these credentials. Once he logged in he can manipulate all the Users, Reports, Ads, Login info and he will accept and rejects the Ads posted by the user. The admin will have all the access and can manipulate the data in database from the admin page

CHAPTER 7

SCREENSHOTS

The user needs to be signup to be post ad or buy an ad so the first step is to sign up into the website and needs to be login.

Screen 1:

The user needs to enter the details like name, email, gender, phone number and password of their like and needs to submit it.

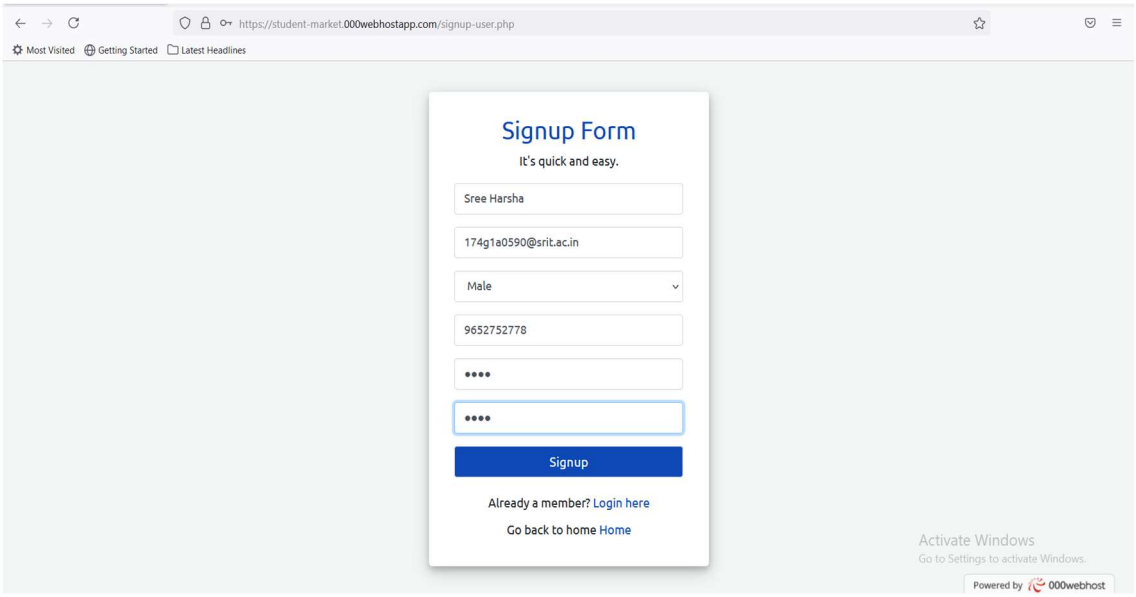

Fig.7.1.Signup form

Screen 2:

The User gets a OTP and verifies their account once its done the user needs to be login into the site. The login screen is shown below.

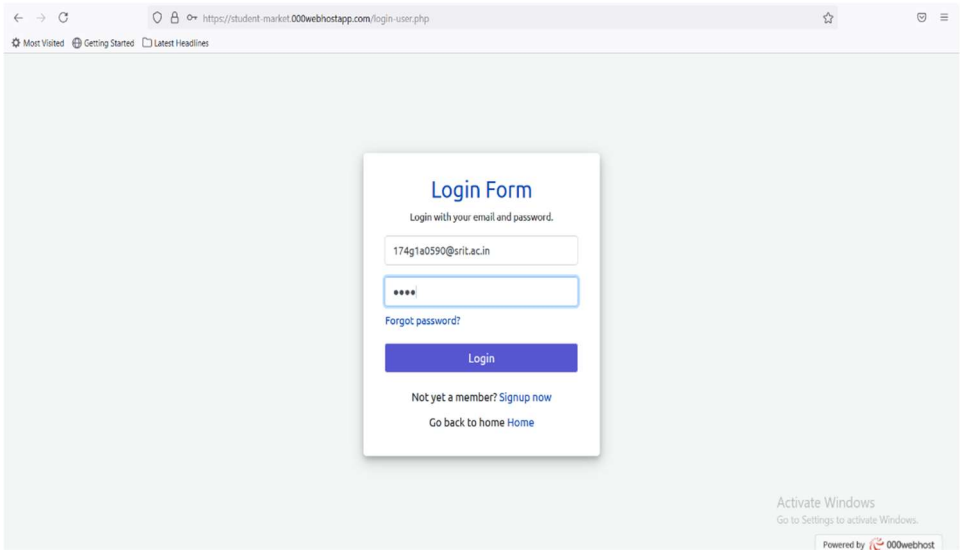

Fig.7.2.Login page

Screen 3:

After logged in the user redirects to products page where the categories cards of products are shown.

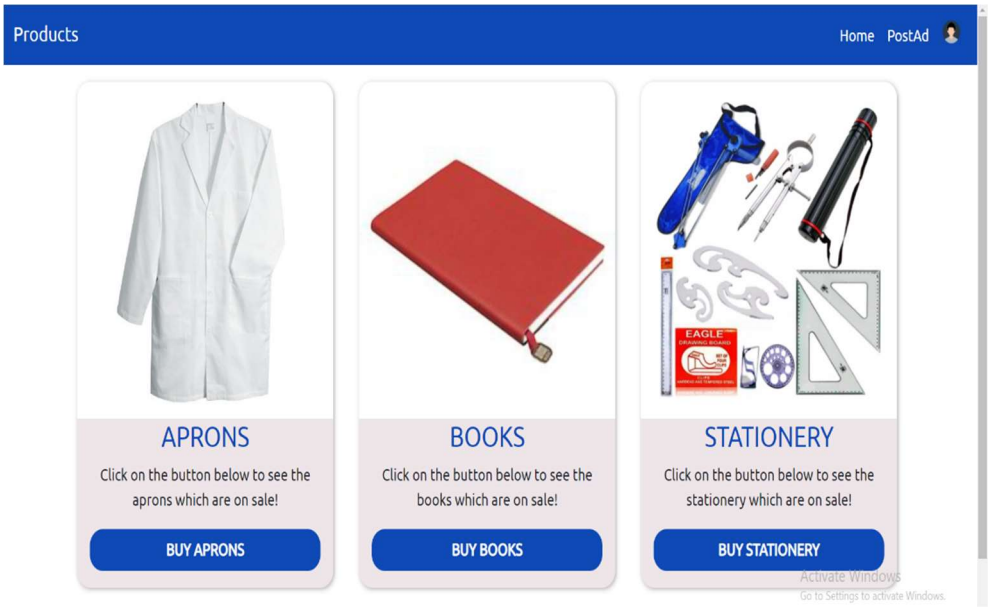

Fig.7.3.Products page

Screen 4:

After that the user can click on the button of preferred category so that the products will be appeared.

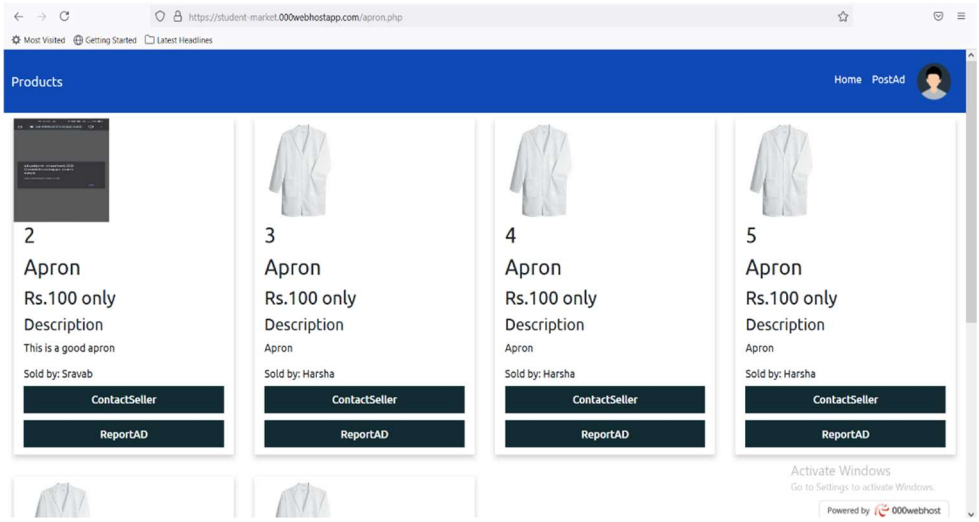

Fig.7.4.Ads page

Screen 5:

User can Contact seller or report the Ad on clicking the supposed buttons and they can Post the AD of his own products. After Clicking upload their AD will be uploaded.

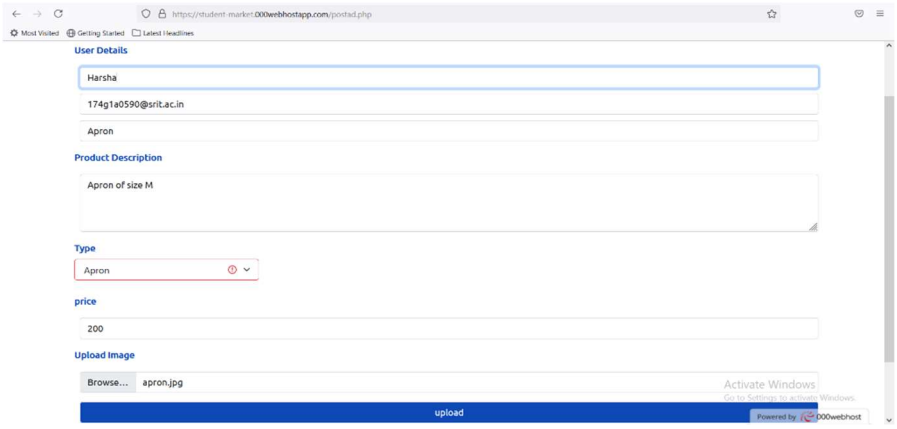

Fig.7.5.PostAD page

Screen 6:

Once the AD approved by the admin it will reflect into Ads page and the user can accept or reject the requests for the specific AD. In the requests page he can see the requests he has sent and requests he has received and requests other users accepted and rejected.

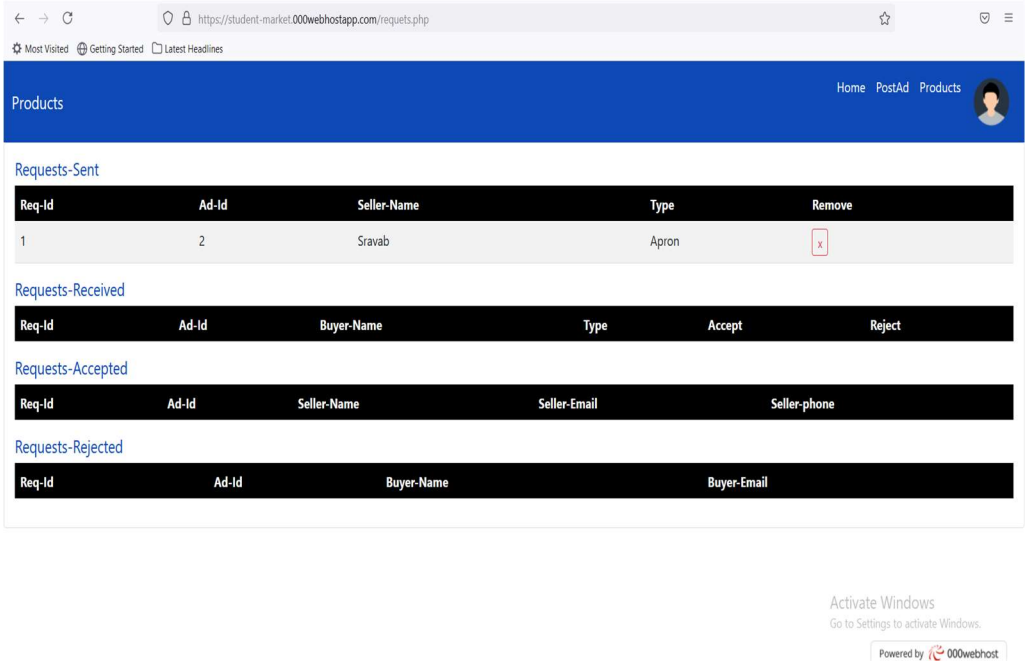

Fig.7.6.Requests page

Screen 7:

The user has facility to delete his Ad once it was sold or even if it not sold as per his convenience. They can delete Ads in profile page. In profile page the user details along with the all the details of their Ads will be present.

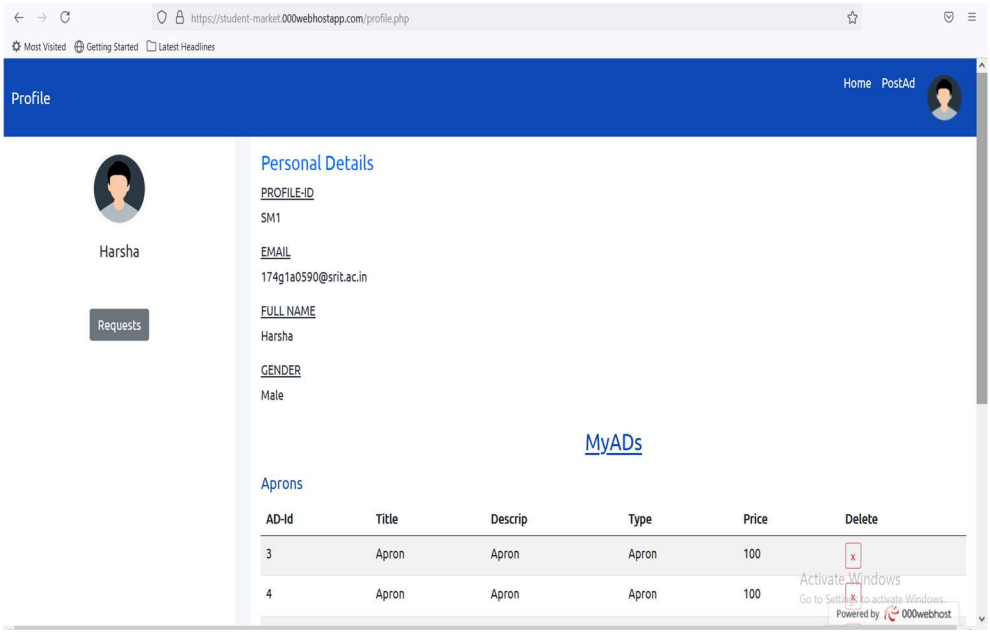

Fig.7.7.Profile page

Screen 8:

Now the Admin module, Admin needs to login with username and a password.

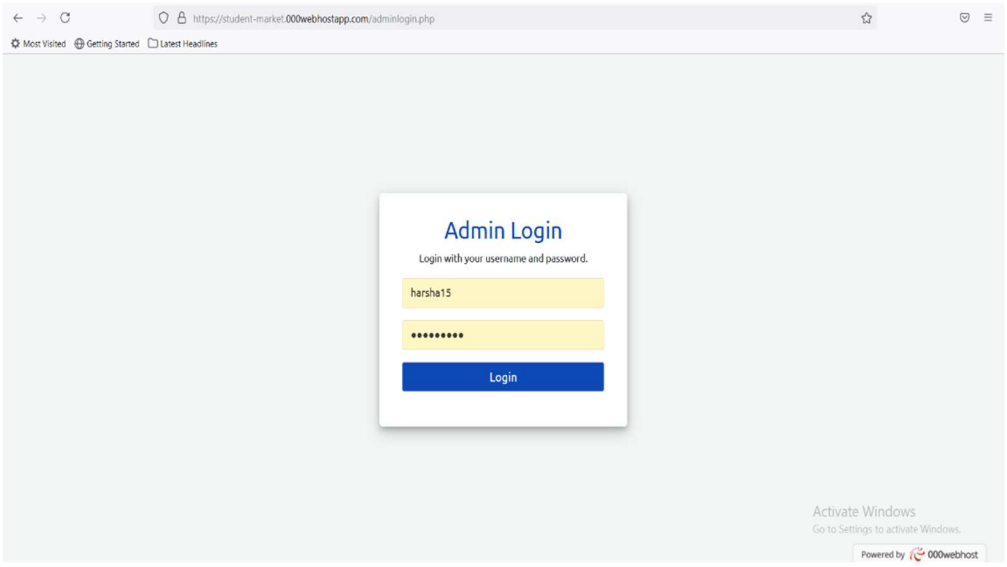

Fig.7.8.Admin Login

Screen 9:

Once Admin has logged in he will gets chance to manipulate all the details present in the database.

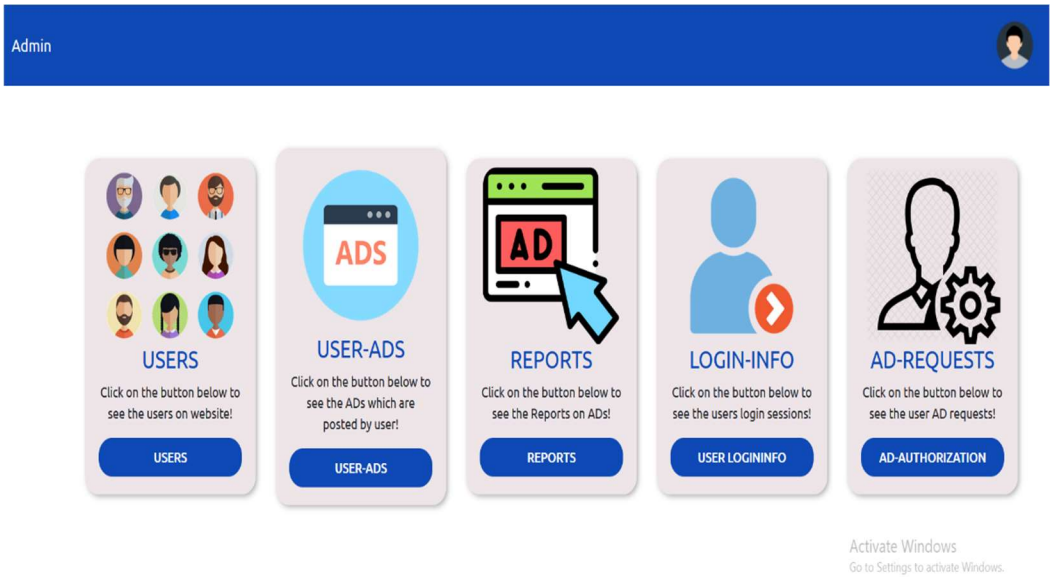

Fig.7.9.Admin page

Screen 10:

The Admin needs to accept and can reject the Ads of the users.

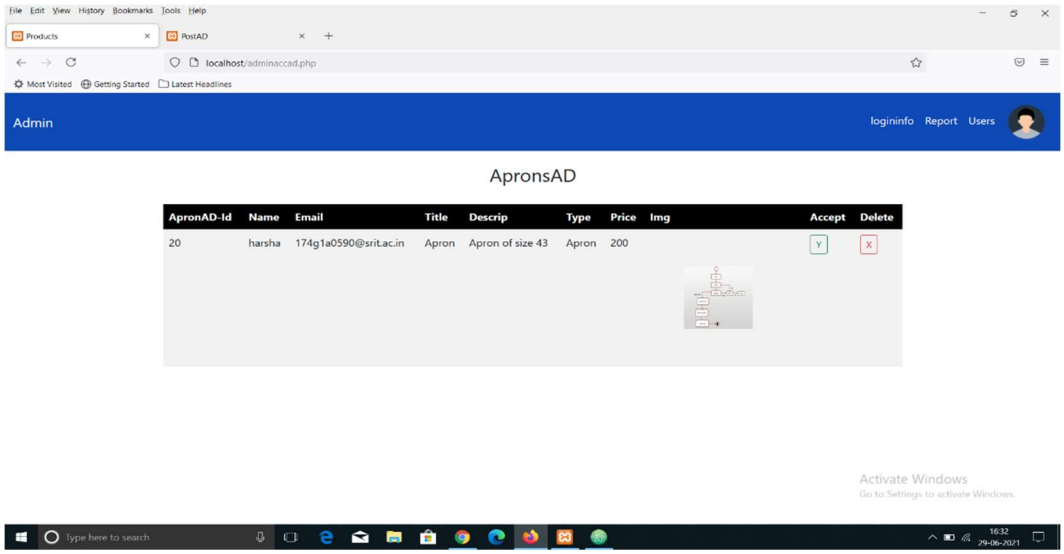

Fig.7.10.Admin authorization

CHAPTER 8

TESTING

The purpose of testing is to discover errors. Testing is the process of trying to discover every conceivable fault or weakness in a work product. It provides a way to check the functionality of components, sub assemblies, assemblies and/or a finished product It is the process of exercising software with the intent of ensuring that the Software system meets its requirements and user expectations and does not fail in an unacceptable manner. There are various types of test. Each test type addresses a specific testing requirement.

8.1 TYPES OF TESTS

8.1.1 Unit Testing:

Unit testing involves the design of test cases that validate that the internal program logic is functioning properly, and that program inputs produce valid outputs. All decision branches and internal code flow should be validated. It is the testing of individual software units of the application .it is done after the completion of an individual unit before integration. This is a structural testing, that relies on knowledge of its construction and is invasive. Unit tests perform basic tests at component level and test a specific business process, application, and/or system configuration. Unit tests ensure that each unique path of a business process performs accurately to the documented specifications and contains clearly defined inputs and expected results.

8.1.2 Integration Testing

Integration tests are designed to test integrated software components to determine if they actually run as one program. Testing is event driven and is more concerned with the basic outcome of screens or fields. Integration tests demonstrate that although the components were individually satisfaction, as shown by successfully unit testing, the combination of components is correct and consistent.

Integration testing is specifically aimed at exposing the problems that arise from the combination of components.

8.1.3 Functional Testing

Functional tests provide systematic demonstrations that functions tested are available as specified by the business and technical requirements, system documentation, and user manuals.

Functional testing is centered on the following items:

Valid Input : identified classes of valid input must be accepted.

Invalid Input : identified classes of invalid input must be rejected.

Functions : identified functions must be exercised.

Output : identified classes of application outputs must be exercised.

Systems/Procedures: interfacing systems or procedures must be invoked.

Organization and preparation of functional tests is focused on requirements, key functions, or special test cases. In addition, systematic coverage pertaining to identify Business process flows; data fields, predefined processes, and successive processes must be considered for testing. Before functional testing is complete, additional tests are identified and the effective value of current tests is determined.

8.1.4 System testing

System testing ensures that the entire integrated software system meets requirements. It tests a configuration to ensure known and predictable results. An example of system testing is the configuration oriented system integration test. System testing is based on process descriptions and flows, emphasizing pre-driven process links and integration points.

8.1.5 White box testing

White Box Testing is a testing in which in which the software tester has knowledge of the inner workings, structure and language of the software, or at least its purpose. It is purpose. It is used to test areas that cannot be reached from a black box level.

8.1.6 Black box testing

Black box tests, as most other kinds of tests, must be written from a definitive source document, such as specification or requirements document.

It is a testing in which the software under test is treated, as a black box .you cannot "see" into it. The test provides inputs and responds to outputs without considering how the software works.

8.2 UNIT TESTING:

Unit testing is usually conducted as part of a combined code and unit test phase of the software lifecycle, although it is not uncommon for coding and unit testing to be conducted as two distinct phases.

Test Strategy and Approach

Field testing will be performed manually and functional tests will be written in detail.

Test Objectives

- All field entries must work properly.
- Pages must be activated from the identified link.
- The entry screen, messages and responses must not be delayed.

Features to be Tested

- Verify that the entries are of the correct format
- No duplicate entries should be allowed
- All links should take the user to the correct page.

8.3 INTEGRATION TESTING

Software integration testing is the incremental integration testing of two or more integrated software components on a single platform to produce failures caused by interface defects. The task of the integration test is to check that components or software applications, e.g. components in a software system or – one step up – software applications at the company level – interact without error.

Test Results: All the test cases mentioned above passed successfully. No defects encountered

8.4 ACCEPTANCE TESTING

User Acceptance Testing is a critical phase of any project and requires significant participation by the end user. It also ensures that the system meets the functional requirements.

Test Results: All the test cases mentioned above passed successfully. No defects encountered.

CONCLUSION

The stationery bazar website is helpful for students to purchase/sale secondhand products with minimum cost. At the end we conclude that this is a web based application that provides facility to post ads of their products by the user.

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[4] MDN - https://developer.mozilla.org/en-US/