# SCHOOLITE

**MAJOR PROJECT SYNOPSIS**

# Of

**BACHELOR OF TECHNOLOGY**

# In

**COMPUTER SCIENCE & ENGINEERING**

# By

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**SYNOPSIS**

# SCHOOLITE

**Introduction:** This project presents a web-based platform tailored to address the educational needs of students and schools. The platform encompasses a curated list of the city's top 10 schools and offers an array of items including uniforms, syllabus kits, stationery, worksheets, and other school-related products. The primary objective is to provide students and parents with a seamless online shopping experience, enabling them to conveniently acquire essential materials with the added convenience of home delivery.

## Objective:

* Develop a web-based platform to cater to the educational needs of students and schools.
* Create a seamless online shopping experience for students and parents.
* Provide home delivery of essential school-related materials.
* **Enhance User Engagement:** Implement features such as user reviews, ratings, and forums to foster a sense of community and engagement among students, parents, and schools.
* **Personalized Recommendations:** Develop an algorithm that analyzes user preferences and purchase history to provide personalized product recommendations, making the shopping experience more tailored to individual needs.
* **Integration with School Curriculum:** Collaborate with schools to integrate the platform with their curricula, allowing teachers to recommend specific materials and resources directly to students and parents.
* **Educational Content:** Provide a section of the platform dedicated to educational content, including tutorials, study guides, and educational games, to further support students' learning journeys.
* **Secure Payment Processing:** Implement robust security measures for payment processing to ensure the safety of users' financial information.
* **Mobile App Development:** Create mobile applications for both Android and iOS platforms to expand the accessibility of the platform and reach a broader user base.
* **Feedback and Improvement Mechanism:** Establish a feedback mechanism for users to report issues, suggest improvements, and request new features, continuously enhancing the platform based on user input.
* **Partnerships with Schools:** Forge partnerships with schools to offer exclusive discounts and promotions to their students and parents, thereby incentivizing more schools to participate in the platform.

## Literature Review:

1. "**E-commerce Trends in Education**" - A review of current trends in online education- related e-commerce platforms.
2. "**User Experience in E-commerce Websites**" - Analysis of user experience principles in e-commerce platforms.
3. "**Impact of Home Delivery Services in E-commerce**" - Examining the significance of home delivery services in online shopping.
4. "**Challenges in Online Shopping for School Materials**" - A study on the challenges faced by students and parents in online school shopping.

* There is very less no. of online shops who provides you the dress,staionaary and may things which we are giving in our website.

## SOME WEBITES ARE : -

* + <https://www.schoolshop.in/>:-

This is only having one group of institute but we will provide the many School’s Items .

* + <https://www.stationerybazaar.com/>:-

This is only having stationary items but we will provide both School’s dresses and Stationary Items.

## Feasibility Study:

The feasibility study of this project involves assessing its viability and significance:

* **Problem Domain:** The existing approach to procuring school-related items necessitates physical visits to stores, manual product selection, and in-person transactions. This conventional method poses various challenges:
* It lacks user-friendliness.
* Shoppers are constrained by the need to visit brick-and-mortar establishments.
* Identifying suitable products can be cumbersome due to limited product information.
* The process is time-intensive.
* It excludes users residing at a distance from the stores.
* **Problem Statement:** The existing system of shopping for school-related items is cumbersome and less user-friendly. It requires customers to physically visit stores, select products manually, and make payments. This process is time-consuming and not accessible for distant users. Additionally, identifying required products can be challenging due to limited product descriptions.
* **Proposed Solution:** The proposed solution addresses these issues by allowing customers to order products through a mobile application, eliminating the need for physical store visits. Furthermore, the system offers a home delivery service for all purchased products, enhancing convenience for customers. This system can be implemented by various local shops, enabling them to accept orders 24/7 and compete effectively with larger online retailers.

# Methodology/Planning of Work:

## Application-Based Project:

* 1. Define software/hardware requirements for project development.
  2. Outline the benefits of the project for society.

## Benefits of the Project for Society:

* **Convenience:** The project eliminates the need for physically visiting stores, saving time and effort for students and parents. This convenience is especially valuable in today's fast-paced world.
* **Accessibility:** By providing an online platform, the project extends access to school- related materials to a wider audience, including those who reside far from physical stores.
* **Cost-Efficiency:** Online shopping often allows for better price comparisons, potentially saving families money on school-related expenses.
* **Variety and Information:** The platform offers a curated list of schools and a wide range of educational materials, ensuring that students have access to the best resources available. Detailed product descriptions help users make informed choices.
* **Supporting Local Businesses:** By enabling local shops to accept online orders 24/7, the project promotes and supports local businesses, helping them compete with larger online retailers.

## Facilities Required for Proposed Work:

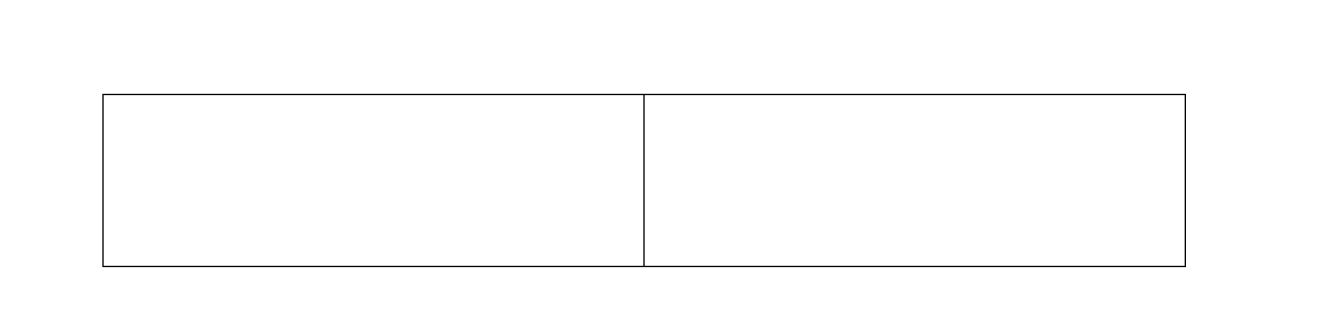
To develop this project, the following software and hardware facilities are necessary:

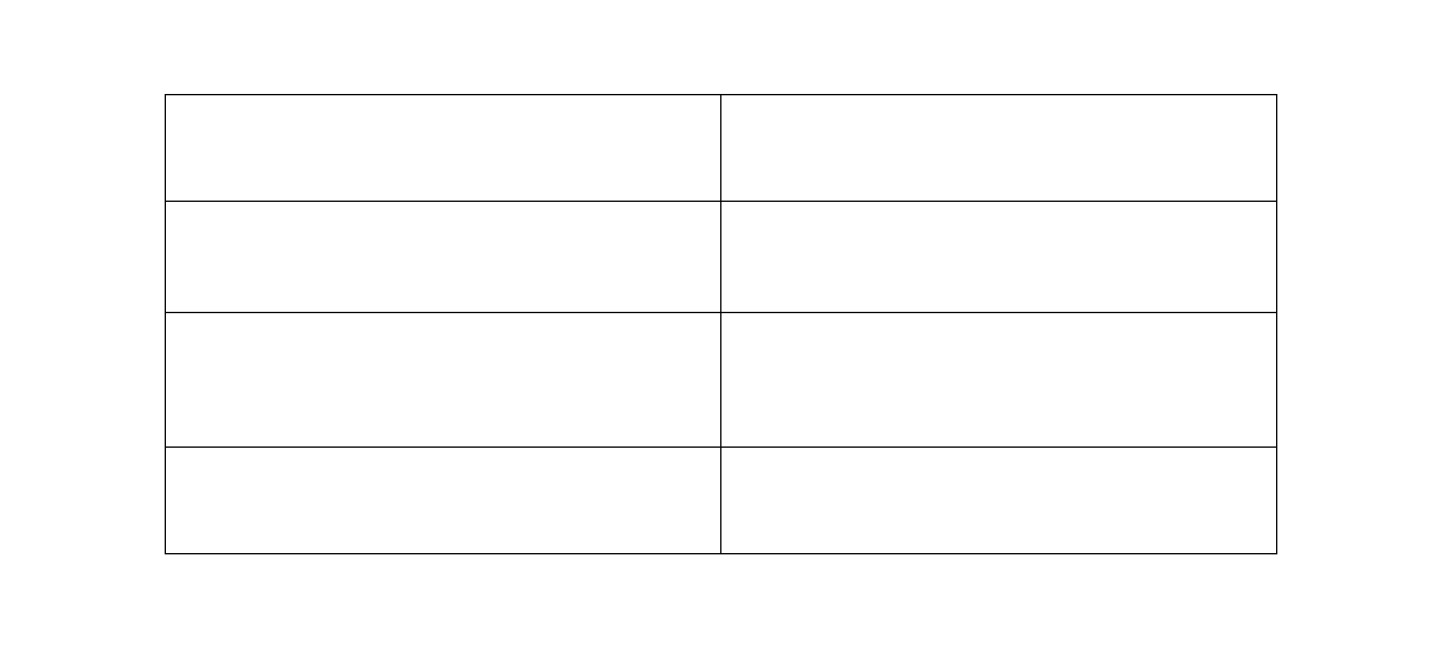
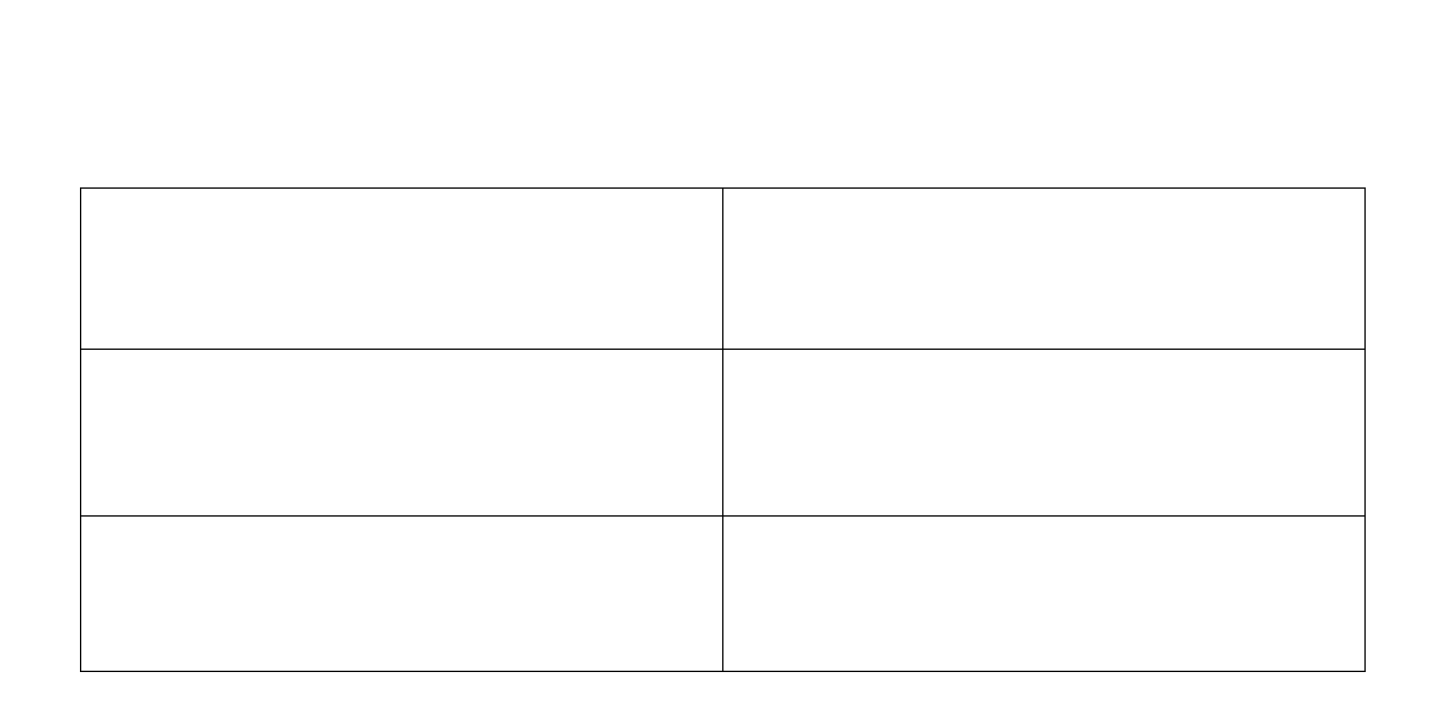
## Software:

* + **HTML:** Used for webpage structure.
  + **CSS:** Applied for styling and formatting web documents.
  + **JavaScript:** Enhances user interactivity and provides alerts.
  + **Java Server Pages (JSP):** Facilitates dynamic web page creation and user input collection.
  + **Node.js:** A versatile server environment for server-side JavaScript execution.
  + **MongoDB:** An open-source NoSQL database for efficient data storage and retrieval.

## Hardware:

* + **Web Server:** To host the web application and serve web pages to users.
  + **Database Server:** To store and manage data efficiently.





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| Web Based Platform |
| User Interface (UI)  Home Page Product Catalog  User log Shopping Cart  Order History CheckDate  User Profile ………………. |
| Functionalities  Product Selection User Account and Filtering Management  Online Order Payment Processing and Placement Integration  Home Delivery Data Storage  Management and Retrieval |
| Backend  Node.js Server Mongo DB  Environment DataBase |

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