



Tribhuvan University Faculty of Humanities and Social Science

Online Shopping System

A PROJECT REPORT

Submitted to: Asian School of Management and Technology
Gongabu, kathmandu

In partial fulfillment of the requirements for the Bachelors in Computer Application

Submitted by

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Supervisor's Recommendation

I hereby recommend that this project prepared under my supervision by Shyam Basnet and Sujata Khadka entitled “Online Shopping System” in partial fulfillment of the requirements for the degree of Bachelor of Computer Application is recommended for the final evaluation.

SIGNATURE

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LETTER OF APPROVAL

This is to certify that this project prepared by **Shyam Basnet** and **Sujata Khadka** entitled” Online Shopping System” in partial fulfillment of the requirements for the degree of Bachelor in Computer Application has been evaluated. In our opinion it is satisfactory in the scope and quality as a project for the required degree.

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Sincerely,

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ABSTRACT

This project is a web based shopping system for a existing shops. The project objective is to deliver online shopping application in android platforms. This project is an attempt to provide the advantages of online shopping to customer of a real shops. It helps in buying the product in the shops anywhere through internet. Thus the customer will get the service of online shopping and home delivery .

This system can be implemented to any shop in the locality or to multinational branded shops having retail outlet chains. If shops are providing an online portal where their customers can enjoy easy shopping from anywhere, the shops won't be losing any more customer. Since the application is available in the Smartphone it is easily accessible and always available.

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Abbreviations

DB	: Database
CSS	: Cascading Style Sheets
DFD	: DataFlow Diagram
HTML	: Hypertext MarkUp Language
MYSQL	: Structural Query Language
PHP	: Php Hypertext Preprocessor

CHAPTER ONE

INTRODUCTION

1.1 Introduction

Online shopping is business transactions that take place by communication networks. It is a process of buying and selling products, services, and information over computer network. Online shopping is a set of dynamic technologies, applications and business process that link organizations, customers, suppliers and communities through electronic transactions and the electronic exchange of information products and services

Online shopping is a form of electronic commerce where the buyer is directly online to the seller's computer usually via the internet. There is no intermediary service. The sale and purchase transaction is completed electronically and interactively in real-time such as esawa.com for new books. If an intermediary is present, then the sale and purchase transaction is called electronic commerce.

Our project is also a business project through which people can buy items through the internet medium by logging into the system. Our system consists of different kinds of product and mainly based on clothing with the availability of its price which makes easier for buyer to maintain cost. For ordering the product first user have to register into our system but without any registration they can view the product. After registration on the system user can order the desire product available in the system where they have to fill up the form which help in confirmation of the user. Since, we are providing services for 24 hrs user can buy product at any time with the access of internet. Our system is simple and portable because it is a web application. Hence, this system is convenient and easy to use.

1.2 Problem Statement

In traditional shopping system, it is difficult to find certain things which may be time consuming and the services are not open for 24hours. People are also facing the problem related to the quality of the product and in rejection of request for the product. So we have created a system where people can easily find the product and open for 24 hours.

1.3 Objective

The main objectives of the project are given below:

- 1) To provide information about various products in different category.
- 2) To purchase products online.

1.4 Scope and Limitation

The project have wide range of scopes and are as follows:

- 1) Increasing the value of the content with accessibility, reusability and durability.
- 2) Purchasing and selling product and services over internet.
- 3) Rise in digital technology.
- 4) To create easy and convenient way for shopping.

In this system, we cannot take the online payment and quite difficult in rejection of request for the product. In certain level, after gaining access of the system we can organize the payment system using different medium and rejection of the product.

1.5 Report Organization

Further content are organized as in chapter 2, we talk about the background of online shopping system and literature review. In chapter 3 , we have feasibility study that is needed for constructing the system along with the functional and non-functional requirements. It also includes the structuring system requirement i.e. process modeling and data modeling along with system design that include architectural design, database schema design, interface design and physical DFD.

Chapter 4 includes , tools used for the development, implementation detail of module and the testing of data in the system is described briefly in the chapter 4. Chapter 5 consists of outcome , conclusion and enhancements that can be made in the system in the future.

CHAPTER TWO

BACKGROUND STUDY AND LITERATURE REVIEW

2.1. Background Study

The history of ecommerce started over 40 years ago, when the introduction of early technology like Electronic Data Interchange (EDI) and teleshopping in the 1970s paved the way for the modern-day ecommerce store as we know it today. The history of ecommerce is closely intertwined with the history of the internet. Online shopping became possible when the internet was opened to the public in 1991. Amazon was one of the first ecommerce sites in the US to start selling products online and thousands of businesses have followed since. The convenience, safety, and enjoyable user experience of ecommerce have improved exponentially since the inception of online shopping.

2.2. Literature Review

Originally, electronic commerce meant the facilitation of commercial transactions electronically, using technology such as Electronic Data Interchange (EDI) and Electronic Funds Transfer (EFT). These were both introduced in the late 1970s, allowing businesses to send commercial documents like purchase orders or invoices electronically. Nowadays, e-commerce sector plays a significant role both in developed and developing countries. M.S Khan and Mahapatra mentioned that Information technology can play a significant role in developing and increasing the perfection of services in business sectors [1].

Online shopping, a form of electronic commerce, In 1979 Michael Aldrich, an English inventor, connected a modified 26" color domestic television to a real-time transaction processing computer via a domestic telephone line and invented online shopping. The first recorded B2B was Thomson Holidays 1981 the first recorded B2C was Gateshead SIS/Tesco in 1984. The world's first recorded online home shopper was Mrs. Jane Snowball, 72, of Gateshead, England in May 1984. Huda M.N and Hasan clearly, discussed that E-commerce is a revolution & turning point in online business practices and can make a huge contribution to the economy [2] and [3] also indicated that currently, e-commerce organizations have increasingly become a fundamental component of business strategy and a strong catalyst for economic development.

CHAPTER THREE

SYSTEM ANALYSIS AND DESIGN

3.1. System Analysis

For our project system analysis are performed by focusing on functional requirements checking whether it meets functional requirements or not. Along with functional requirement we checked non- functional requirements to make our project more effective.

3.1.1 Requirement Analysis:

This requirement analysis enlists enough and necessary requirements that are required for project development. To derive the requirements, clear and thorough understanding of the system to be developed or being developed is needed.

I. Functional Requirement:

Functional requirements are checked by performing different kind of operation on the system and how the system should react to particular input and what the system should give output according to the input. It includes the functions performed by the particular module. Here are some functional requirements of our system:

- 1) Keeping the records of products
- 2) Storing feedback given by customer
- 3) Storing the item selected by customer
- 4) Keeping the daily sell
- 5) Storing record of customer registration
- 6) Keeping the record of products delivered or not

II. Non-Functional Requirement

There are the functions offered by the system. It describes overall qualities or attributes of the system and how well or to what standard a function should be provided. The non-functional requirements used in Online Shopping System are as follows:

1. Portability:

The system is web based application .So , it is portable.

2. Interface:

Interface have been designed using web designing application. However, it is user friendly and easy to use.

3. Flexible service:

Our system consists of different kinds of product with their prices which makes our system flexible.

4. 24*7 availability:

Our service is open for 24 hours. Customer can buy items in anytime with the access of internet.

3.1.2 Feasibility Analysis

i. Technical Feasibility:

All the tools and software product required to construct this project is easily available in the web. It do not require special environment to execute. The application requires simple user interfaces but implementation of product category is quiet complex.

ii. Operational Feasibility:

The system is reliable, maintainable, usable, sustainable and affordable. Therefore, this system is operationally feasible.

iii. Economic Feasibility:

As this system is not tested in the working field and no more any equipment is necessary for its implementation so the new system is economically feasible.

iv. Schedule Feasibility:

S.N	Task name	Duration	2020/2021					
			Nov	Dec	Jan	Feb	Mar	Apr
1.	Study and Analysis	6w						
2.	Data collection	1w						
3.	Implementation	5w						
4.	Testing and Analysis	3w						
5.	Documentation	20w						
6.	Review	1w						
7.	Presentation and Submission	1d						

Table 3.1.2:Working Schedule

Since our project can be completed in time it is feasible.

3.1.3 Data Modelling:

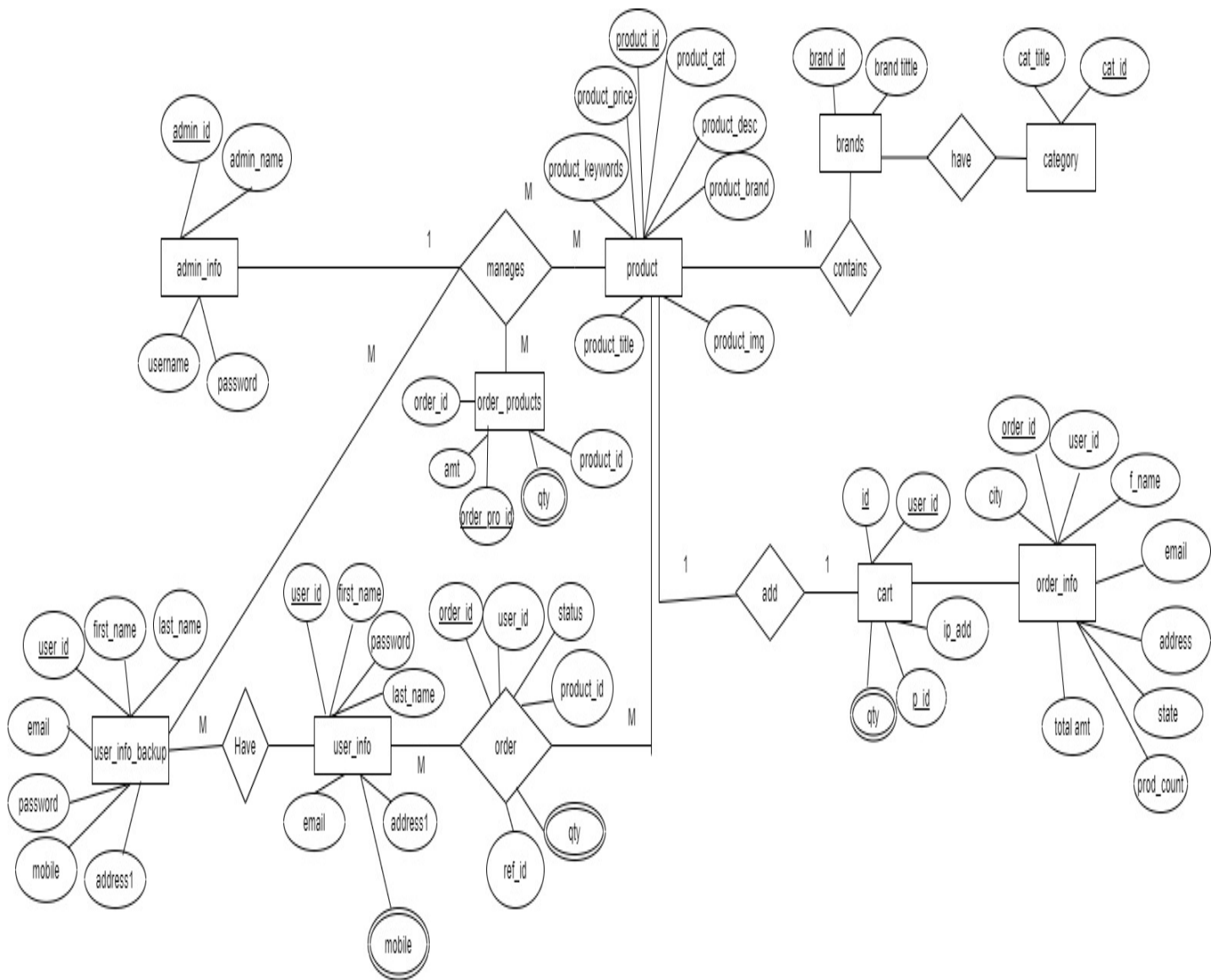


Fig 3.1.3: ER diagram for Online Shopping System

3.1.4 Process Modeling

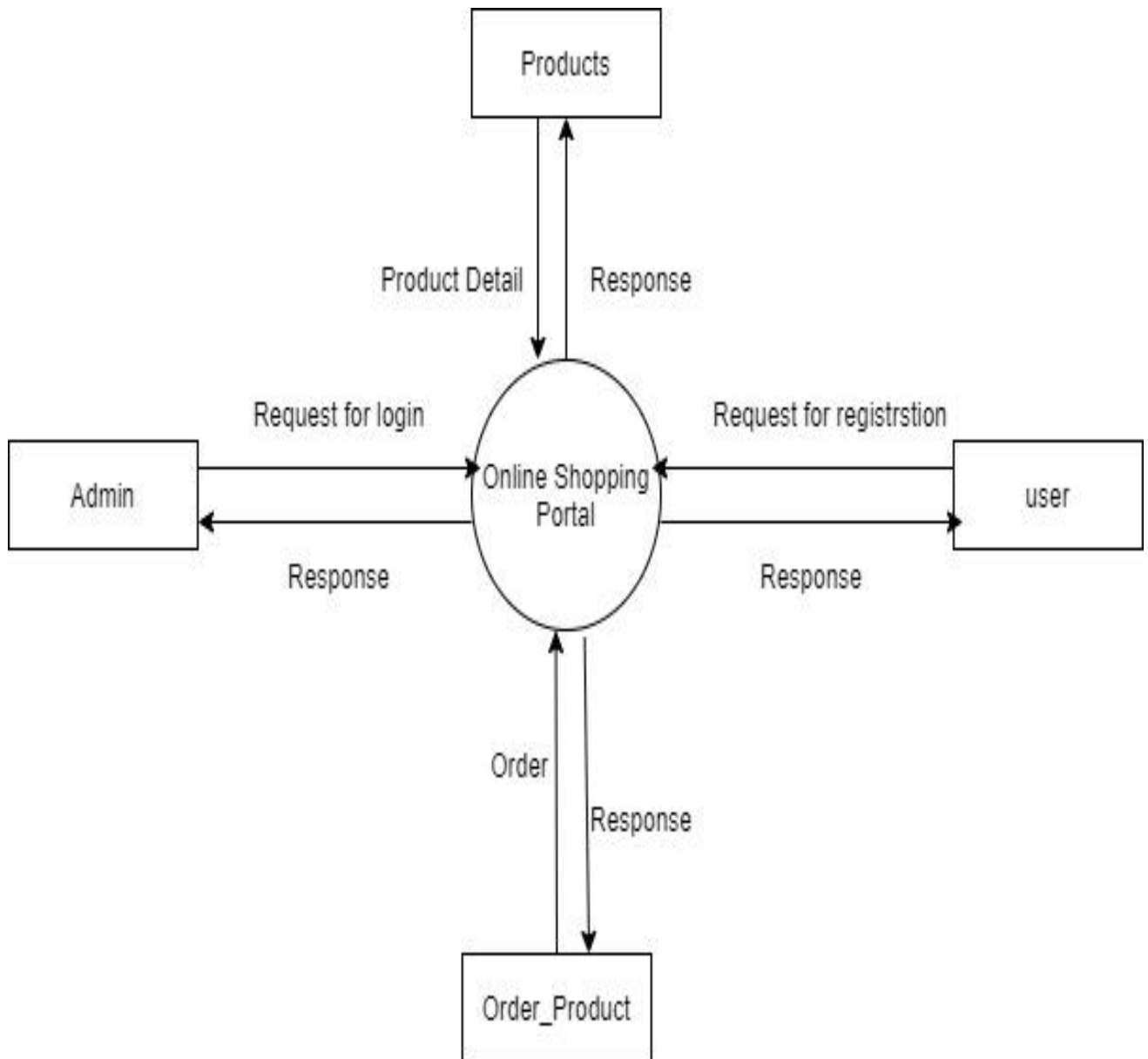


Fig 3.1.4: DataFlow Diagram for Online Shopping System

3.2 System Design

The system design of our project is simple. To use the system ,people required internet through which system get access and they can login in to the system for buying different products.

3.2.1 Architectural Design:

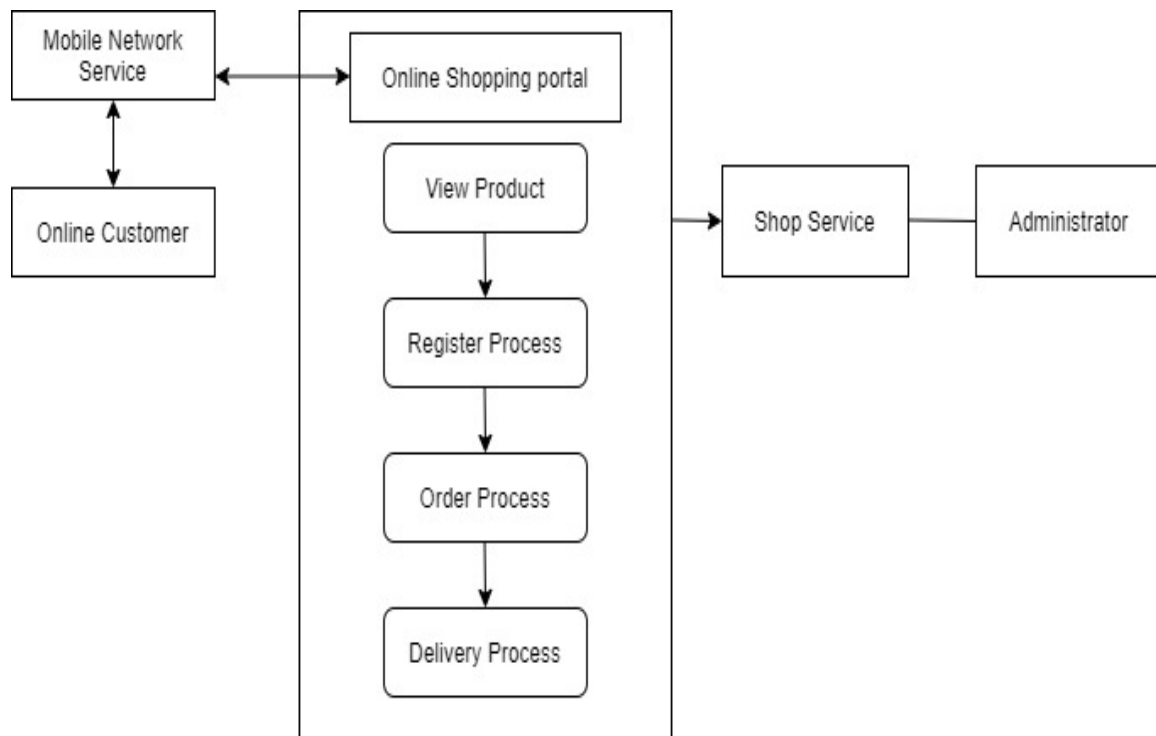


Fig 3.2.1: Architectural Design for Online Shopping System

3.2.2: Database Schema Design:

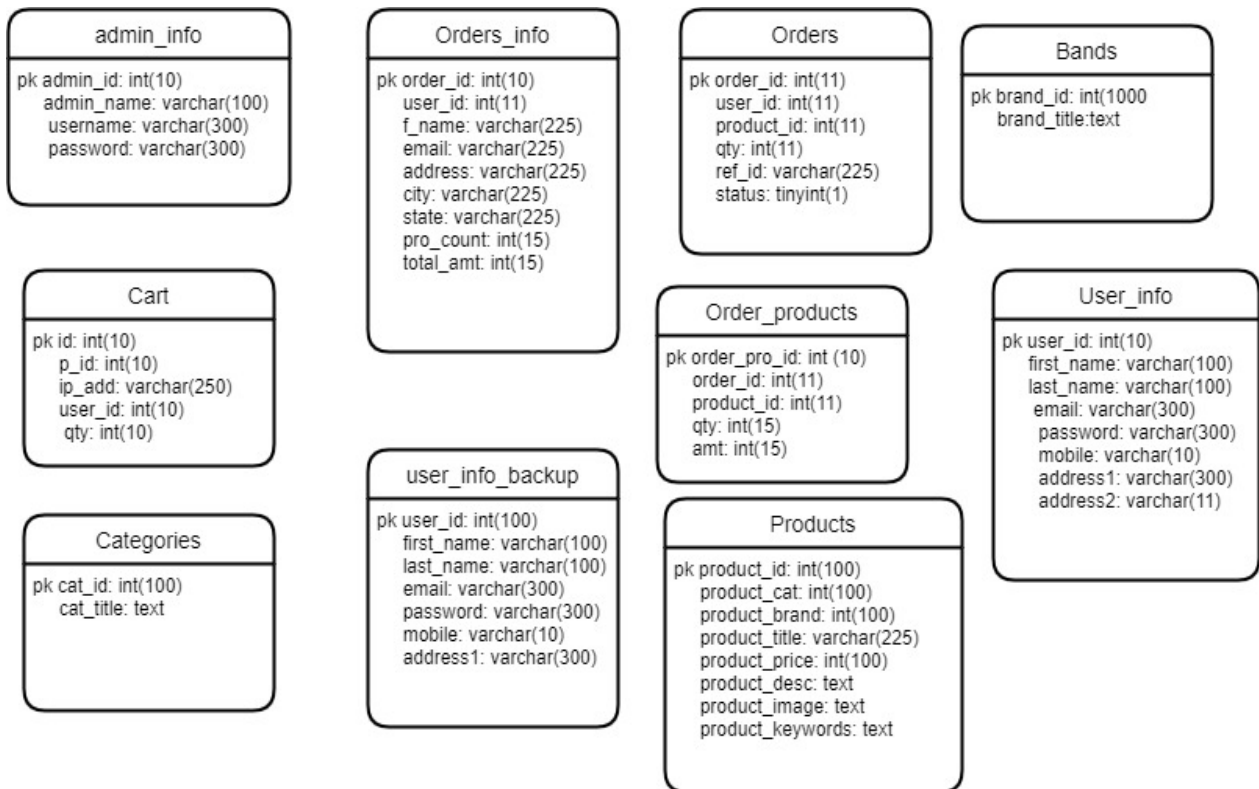


Fig 3.2.2: Database Schema Diagram for online Shopping System

3.2.3: Interface Design:

We have used HTML and CSS framework for creating a simple looking web application. The interface consists of a home page where a user can view the product and can order from the web pages.

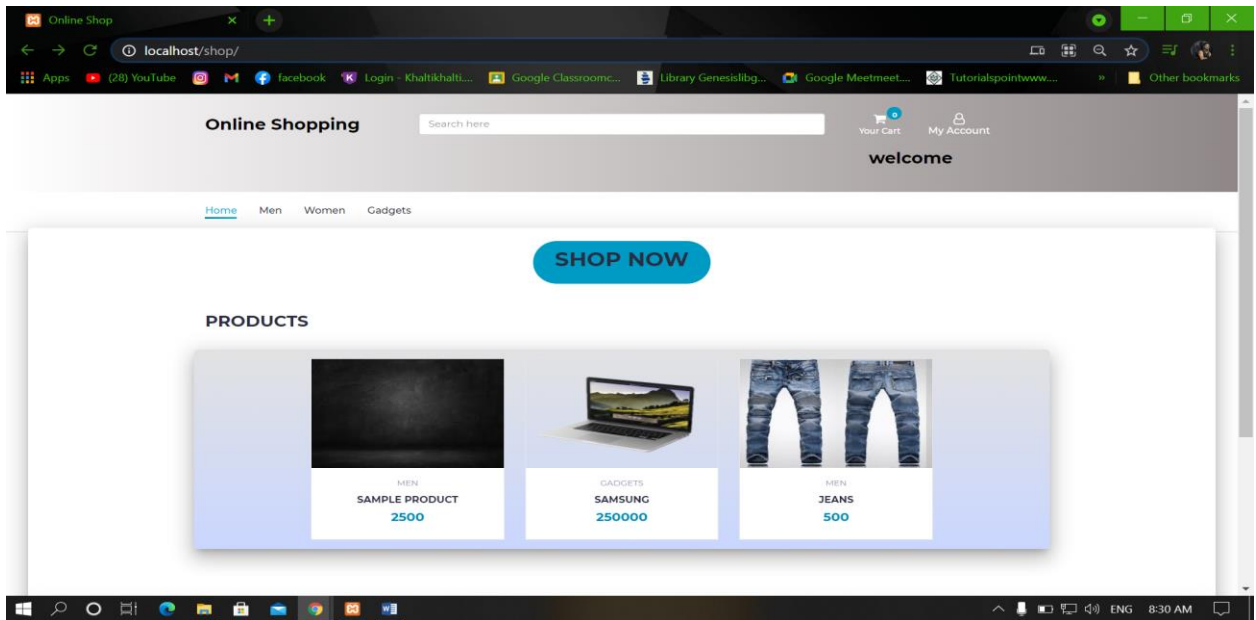


Fig 3.2.3: Interface for Home Page

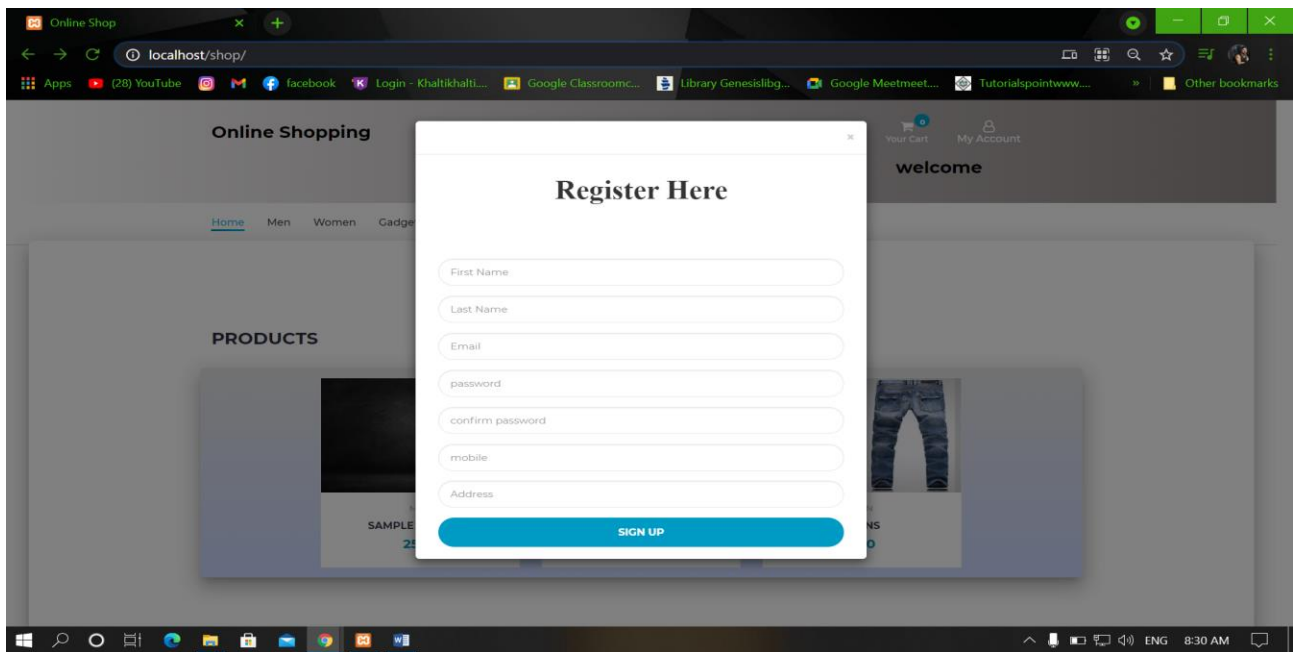


Fig 3.2.3: Interface login and Register page

Fig 3.2.3: Interface login and Register page

3.2.4 Physical DFD:

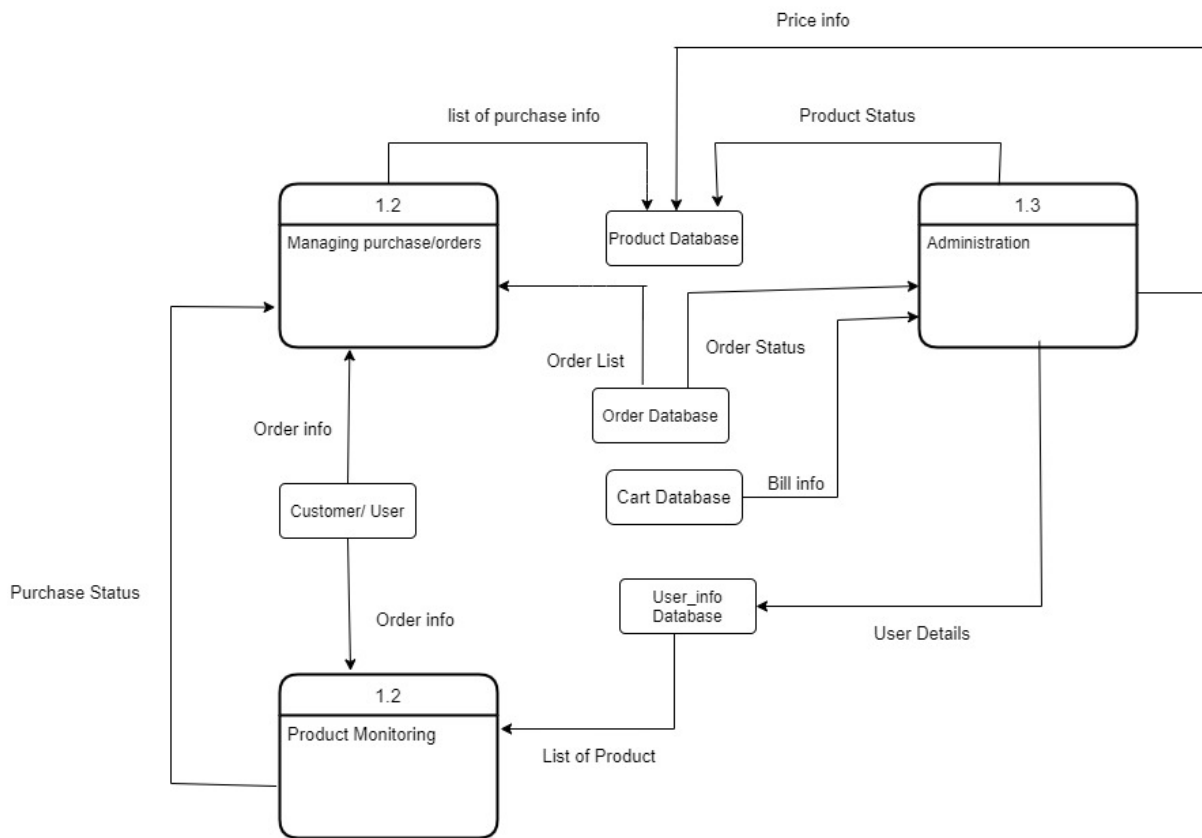


Fig 3.2.4: Physical DFD for online shopping system

CHAPTER FOUR

IMPLEMENTATION AND TESTING

4.1 Implementation

For our project we have use incremental model for the implementation. For this model firstly we have created document and then our project was implement. Firstly, different modules are created and tested accordingly.

4.1.1 Tools Used

Different tools were used during implementation of our project. The tools that were used while implementing our project.

Tools used for frontend,

1. HTML: It is used to design layout of the web pages.
2. CSS: It is used to provide style in the web pages and their content.
3. JavaScript: It is used to add interactive behavior between webpages.

Tools used for backend,

1. PHP: It is used to handle the forms and the data collected from the users, save the data in the databases, can return data to the users.
2. MYSQL: It is used for the creation of login application and web databases to store data's of database.

4.1.2 Implementation detail of module

Admin:



Fig 4.1.2: Proposed Implementation of Admin

User/Customer:

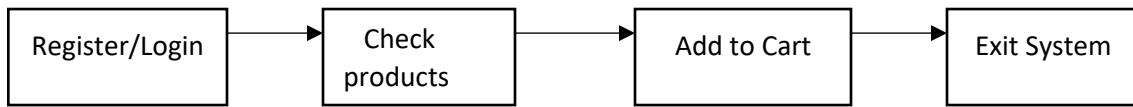


Fig 4.1.2: Proposed Implementation of User

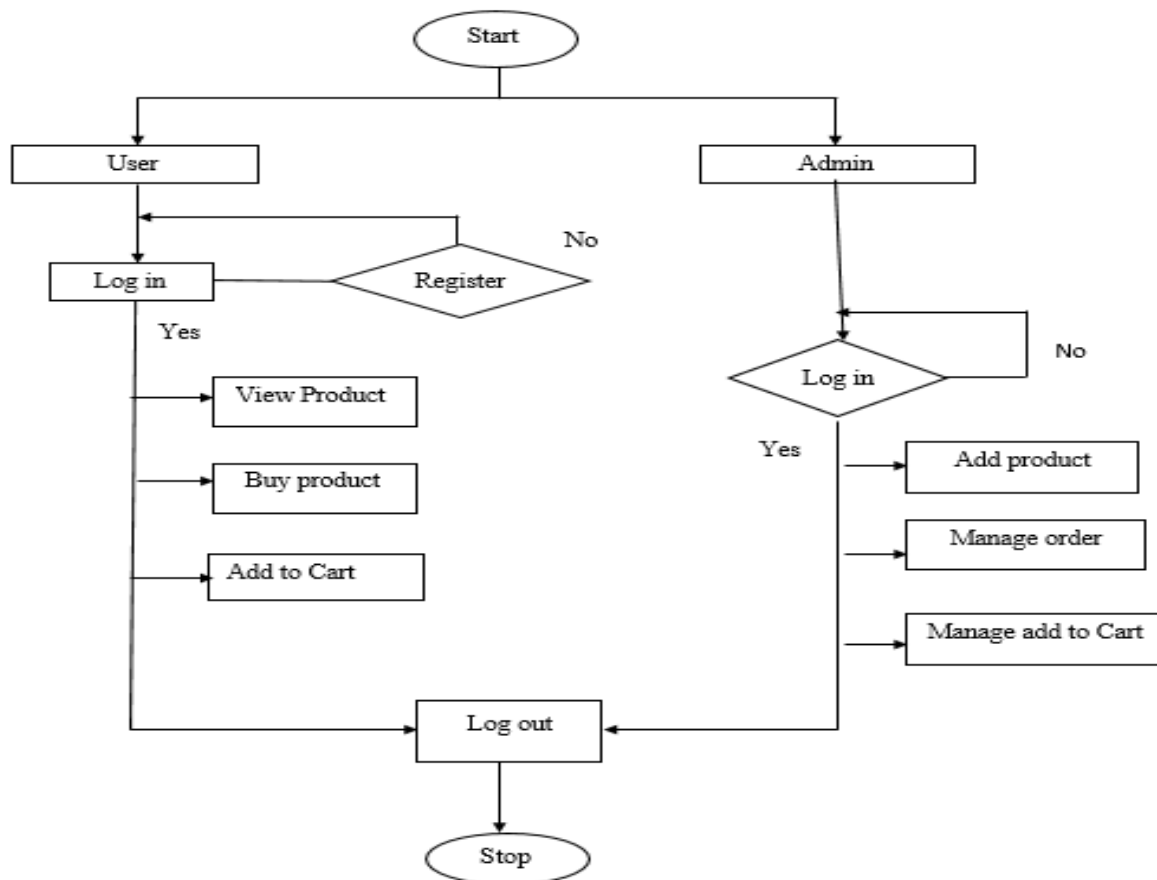


Fig: Flow diagram for Online Shopping System

Fig 4.1.2: Implementation model for Online Shopping System

4.2 Testing

4.2.1 Test Cases for Unit Test

Unit test was done by feeding the system with several test cases. We performed unit test by ordering the product of our pages. System worked fine. However, the system is facing problem in managing the orders.

S. No.	Input	Expected Outcome	Actual output	Remarks
1.	ramhari	Insert into Database	Data Inserted	Test Success
2.	Ramhari	Edit Data	Data Edited	Test Success
3.	shoes	Product Update	Product Updated	Test Success
4.	t-shirt	Delete Data	Data Deleted	Test Success

Table 4.2.1: Test Case for Unit Test

4.2.2. Test Case for System Test

During system testing the system is used experimentally to ensure that the software doesn't fail and in the way user exception. The test data input is used for processing and the result was obtained which was quite satisfactory.

S. No.	Input	Expected Outcome
1.	Email: ramhari@gmail.com Password: Nepal	Login Success
2.	Email: ramhari@gmail.com Password : nrpal	Login Failed

Table 4.2.2: Test Case for SystemTest

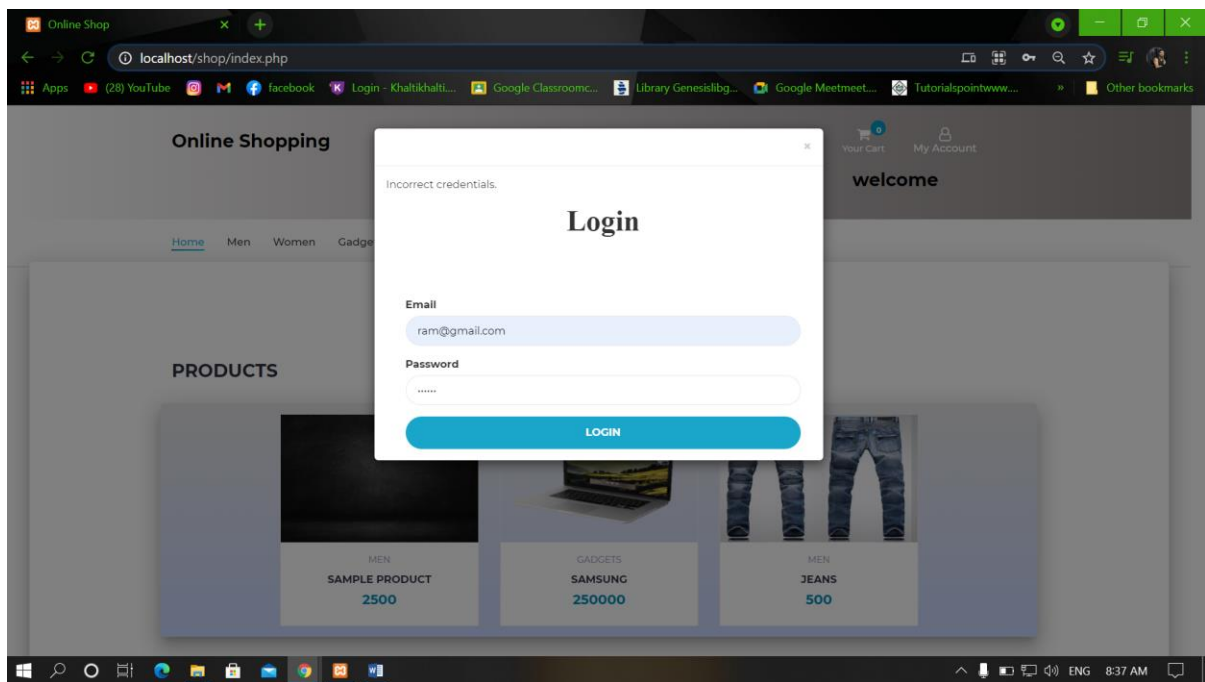
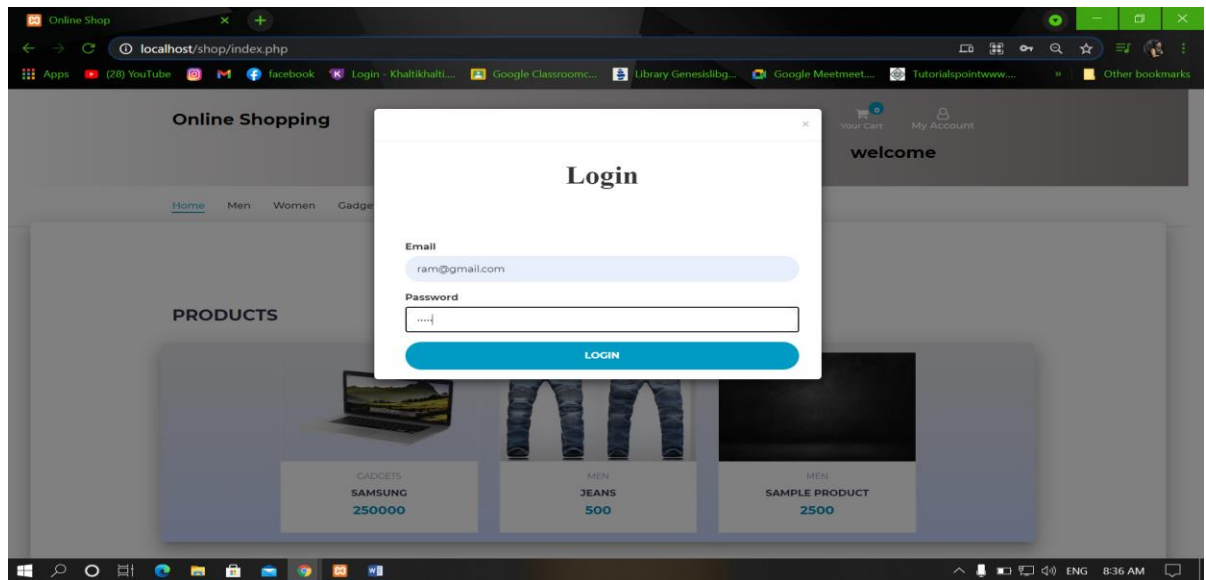


Fig: Login Failed

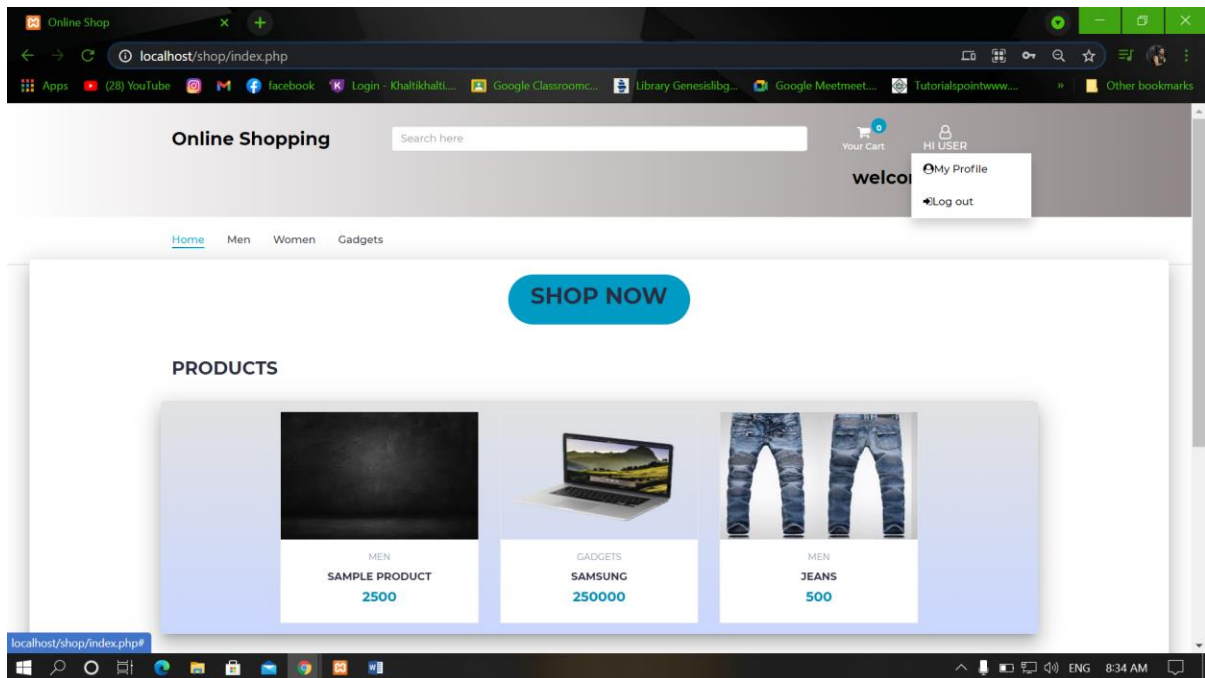


Fig: Login Success

Fig 4.2.2: Test Case for Online Shopping System

CHAPTER FIVE

CONCLUSION AND FUTURE RECOMMENDATION

5.1 Conclusion

In conclusion the availability of online shopping system have make the shopping more easy and less time consuming. Also it has open doors for many small retailer that would never be in business if they have to incur the high cost for owning a brick and mortar.

5.2 Lesson Learnt

From our project we have learnt to deal with different kind of web developing tools. Also we have learn crude operation (insert, delete, update, edit) of databases. Along with these , we have learnt to design the layout for the Online Shopping System.

5.3 Future Recommendation

This application can always be improved no matter how hard we have tried to make it as we have expected. In our application, we have only allowed cash on delivery. In future we will try to make online payment through various banking system and rejection of ordered product by user.

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