GURU GOBIND SINGH INDRAPRASTHA UNIVERSITY



<u>University School Of Information, Communication and Technology</u>

MINOR PROJECT REPORT

Title: E- Commerce Website (LogiKart)

Submitted to: Submitted By:

Prof. R. Rama Kishore Sumit Kumar

03616403217

B.Tech.(CSE)

INDEX

^	I _	_ 1	L.		_1	L
Α	D	S	CI	ra	C	

Introduction

Problem Statement

Software Requirements Specification (SRS)

Technologies Used

Software and Hardware Requirement

GANTT/PERT Chart

UML Use-Case diagram

Entity-Relationship diagram

Snapshots of GUI

Code Snapshots

Conclusion

1. ABSTRACT

E- Commerce Website (LogiKart)

Our project is Logi-Kart. This is a website which helps people to find and buy all type of Video Gaming Peripherals on internet. It is useful in the way that it makes an easier way to buy video gaming products online. Logi-Kart is an interactive e-commerce solution providing users with an opportunity to buy their favourite pc parts. Logi-Kart is the first online platform which deals with new pc accessories of all fields.

For getting access to the site, the customer has to be a registered user, if it is a new user then he has to register himself. After logging in to the website the user can choose from the categorical listing of products from the products page. Our website also provides cart system and checkout page along with all kind of payment support. The user can track the ordered product at any point of time.

2. <u>INTRODUCTION</u>

E- Commerce Website (LogiKart)

eCommerce (Electronic Commerce) is process of doing business through computer networks. The primary goal of an e-commerce site is to sell goods and services online. Online shopping is a form of electronic shopping store where the buyer is directly online to the seller's computer usually via the internet. A person sitting on his chair in front of a computer can access all the facilities of the Internet to buy or sell the products. Online Shopping System helps in buying of goods, products and services online by choosing the listed products from website (E- Commerce site). The Shopping cart is mainly useful for who haven't time to go to shopping. Shopping cart is a very important feature used in e-commerce to assist people making purchases online. The sale and purchase transaction is completed electronically and interactively in real-time.

User can login into eCommerce website which in this case is Logi-Kart, once he logged in then automatically one shopping cart will be created, once user select an item it will add to cart. The proposed system helps in building a website to buy products or goods online using internet connection. The basic concept of the application is to allow the customer to shop virtually using the Internet and allow customers to buy the items and articles of their desire from the store.

Customer can login and get various information about product and can purchase the suitable product. It may be all kind of gaming accessories products like mouse, keyboard, RGB lights and much more. Customer can pay online, so security is must therefore Logi-Kart website provides secure transactions. We can buy goods or products online just by visiting the website and ordering the item online by making payments online. After sale eCommerce website also provide after sales service in which customer problem is solved. For designing of Logi-Kart technologies like HTML, CSS, Bootstrap, JavaScript will be used for the front-end designing of the website. For backend designing of Logi-Kart Django framework will be used. Django is a python-based framework which is used widely nowadays. For storing the related data, the SQLite database technology will be used for Logi-Kart.

The website will be designed in modules which will perform together to make Logi-Kart a complete one stop solution for all gaming peripheral needs.

Some of the Key Features and modules our website will provide:

- Product Landing Page (Frontend Designing)
- Contact Us Feature
- Categorical Product Page
- About Us Page
- Product Cart System
- Product Search Feature
- Easy checkout system with all kind of payments integration.
- Product tracking feature once the payment is complete.

3. PROBLEM STATEMENT

E- Commerce Website (LogiKart)

In day to day life, we will need to buy lots of goods or products from a shop. In India it is very difficult to find good and cheap pc parts for their gaming pc. We want to make a platform to offer all the needed pc parts and gaming peripherals. Customer can pay online, so security is must therefore eCommerce website provides secure transactions. Now a days, it is really hard to get some time to go out and get them by ourselves due to busy life style or lots of works. In order to solve this, E-Commerce websites have been started. Using these websites, we can buy goods or products online just by visiting the website and ordering the item online by making payments online. After sale eCommerce website also provide after sales service in which customer problem is solved.

4. TECHNOLOGIES USED

E- Commerce Website (LogiKart)

There are two aspects of a full stack website; frontend and backend. Different languages were used in frontend and backend. In frontend html was used to design a basic structure of the web page, CSS was used for styling and JavaScript was used to make webpages dynamic. Coming to backend, server was created using Django framework. All the languages and library used in training and for the development of my project are listed below

HTML



HTML5 Logo

Hypertext Markup Language (HTML) is the standard markup language for documents designed to be displayed in a web browser. It can be assisted by technologies such as Cascading Style Sheets (CSS) and scripting languages such as JavaScript. Web browsers receive HTML documents from a web server or from local storage and render the documents into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document.

HTML can embed programs written in a scripting language such as JavaScript, which affects the behaviour and content of web pages. Inclusion of CSS defines the look and layout of content.

Element	Description
<base/>	The HTML <base/> element specifies the base URL to use for all relative URLs in a document.
<head></head>	The HTML <head> element</head> contains machine-readable information (metadata) about the document, like its title, scripts, and style sheets.
k>	The HTML External Resource Link element (<link/>) specifies relationships between the current document and an external resource. This element is most commonly used to link to <u>stylesheets</u> , but is also used to establish site icons (both "favicon" style icons and icons for the home screen and apps on mobile devices) among other things.
<meta/>	The HTML <meta/> element represents metadata that cannot be represented by other HTML meta-related elements, like
<style></th><th>The HTML <style> element contains style information for a document, or part of a document.</th></tr><tr><th><title></th><th>The HTML Title element (<title>) defines the document's title that is shown in a <u>browser</u>'s title bar or a page's tab.</th></tr></tbody></table></style>	

Document metadata

Element	Description
<body></body>	The HTML <body> Element represents the content of an HTML document. There can be only one <body> element in a</body></body>
	document.

Sectioning root

CSS



CSS Logo

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language like HTML. CSS is

a cornerstone technology of the World Wide Web, alongside HTML and JavaScript.

CSS is designed to enable the separation of presentation and content, including layout, colors, and fonts. This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple web pages to share formatting by specifying the relevant CSS in a separate .css file, and reduce complexity and repetition in the structural content. Separation of formatting and content also makes it feasible to present the same markup page in different styles for different rendering methods, such as on-screen, in print, by voice (via speech-based browser or screen reader), and on Braille-based tactile devices. CSS also has rules for alternate formatting if the content is accessed on a mobile device.

JavaScript



JavaScript Logo

JavaScript, often abbreviated as JS, is a high-level, interpreted scripting language that conforms to the ECMAScript specification. JavaScript has curly-bracket syntax, dynamic typing, prototype-based object-orientation, and first-class functions. Alongside HTML and CSS, JavaScript is one of the core technologies of the World Wide Web. JavaScript enables interactive web

pages and is an essential part of web applications. The vast majority of websites use it, and major web browsers have a dedicated JavaScript engine to execute it.

Declarations

var

Declares a variable, optionally initializing it to a value.

let

Declares a block scope local variable, optionally initializing it to a value.

const

Declares a read-only named constant.

Functions and classes

function

Declares a function with the specified parameters.

return

Specifies the value to be returned by a function.

class

Declares a class.

Bootstrap



Bootstrap Logo

Bootstrap is a free and open-source CSS framework directed at responsive, mobile-first front-end web development. It contains CSS- and (optionally) JavaScript-based design templates for typography, forms, buttons, navigation and other interface components.

Bootstrap is the third-most-starred project on GitHub, with more than 131,000 stars, behind only freeCodeCamp (almost 300,000 stars) and marginally behind Vue.js framework. According to Alexa Rank, Bootstrap getbootstrap.com is in the top-2000 in US while vuejs.org is in top-7000 in US.

Django



Django Logo

Django is a high-level Python Web framework that encourages rapid development and clean pragmatic design. A Web framework is a set of components that provide a standard way to develop websites fast and easily. Django's primary goal is to ease the creation of complex database-driven

websites. Some well known sites that use Django include PBS, Instagram, Disqus, Washington Times, Bitbucket and Mozilla.

MySQL



MySQL is the most popular Open Source Relational SQL Database

Management System. MySQL is one of the best RDBMS being used for
developing various web-based software applications. MySQL is developed,
marketed and supported by MySQL AB, which is a Swedish company. This
tutorial will give you a quick start to MySQL and make you comfortable with
MySQL programming.

5. <u>SOFTWARE AND HARDWARE REQUIRMENTS</u>

E- Commerce Website (LogiKart)

Software Requirements includes:

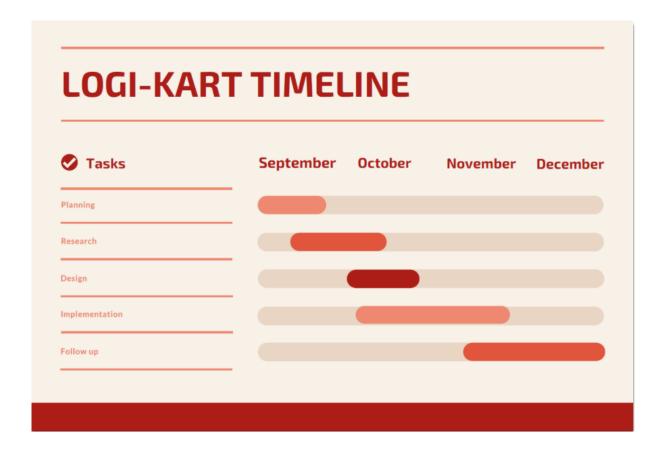
- 1. A web browser that supports HTML5 and CSS3.
- 2. An IDE to code HTML, CSS and JavaScript like Visual Studio Code.
- 3. Django Framework support.

Hardware requirements includes:

- 1. A computer that has a supporting web browser.
- 2. Any mobile phone with a working web browser.
- 3. Availability of Internet to operate the website.

6. GANTT CHART

E- Commerce Website (LogiKart)



8. <u>UML USE-CASE DIAGRAM</u>

E- Commerce Website (LogiKart)

What is a Use-Case Diagram?

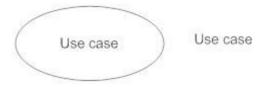
A use case diagram is a dynamic or behaviour diagram in UML. Use case diagrams model the functionality of a system using actors and use cases. Use cases are a set of actions, services, and functions that the system needs to perform.

Use-Case Diagram Symbols

System: Draw your system's boundaries using a rectangle that contains use cases. Place actors outside the system's boundaries.



Use Case: Draw use cases using ovals. Label the ovals with verbs that represent the system's functions.

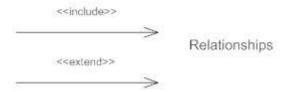


Actors: Actors are the users of a system. When one system is the actor of another system, label the actor system with the actor stereotype.

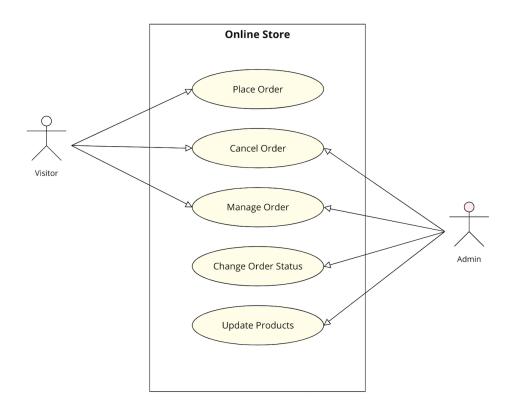


Relationships: Illustrate relationships between an actor and a use case with a simple line. For relationships among use cases, use arrows labeled either "uses" or "extends." A "uses" relationship indicates that one use case is needed by

another in order to perform a task. An "extends" relationship indicates alternative options under a certain use case.



Use-case Diagram:



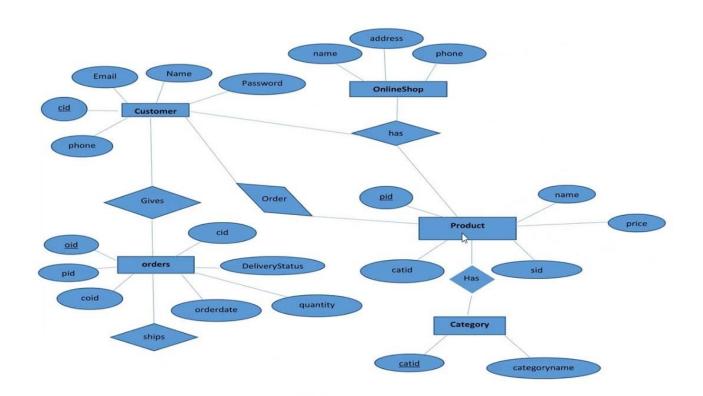
9. ENTITY RELATIONSHIP DIAGRAM

E- Commerce Website (LogiKart)

What is an ER Diagram?

An entity relationship diagram (ERD), also known as an entity relationship model, is a graphical representation of an information system that depicts the relationships among people, objects, places, concepts or events within that system. An ERD is a data modeling technique that can help define business processes and be used as the foundation for a relational database.

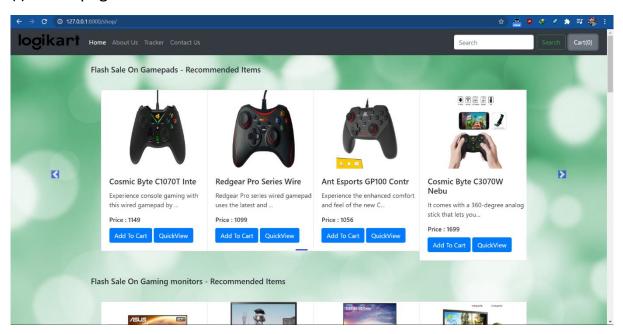
ER DIAGRAM:

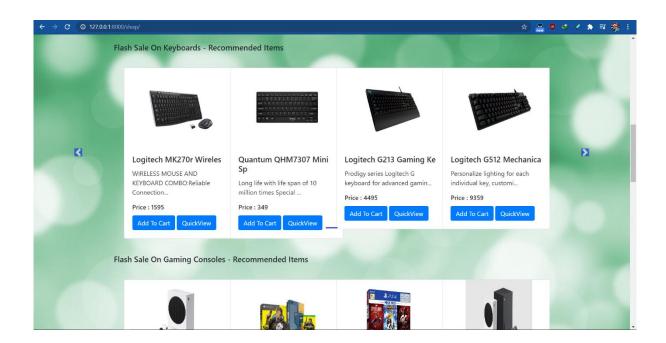


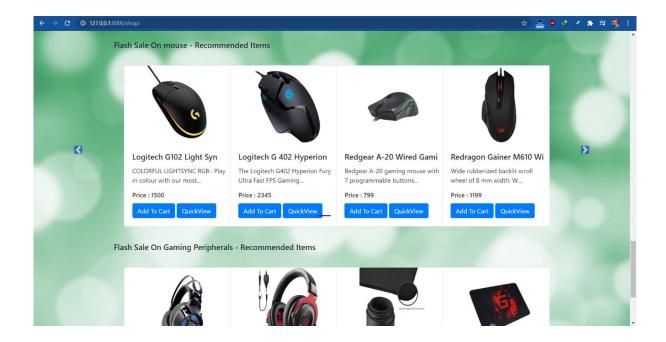
10. SNAPSHOTS OF GUI

E- Commerce Website (LogiKart)

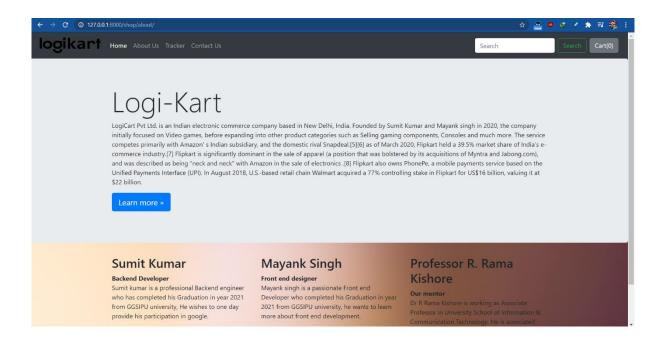
(i) Home page Of website



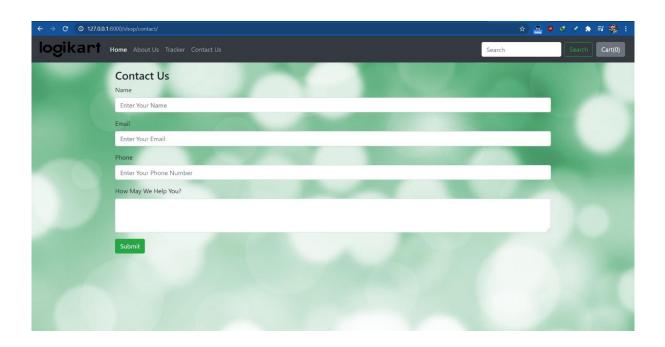


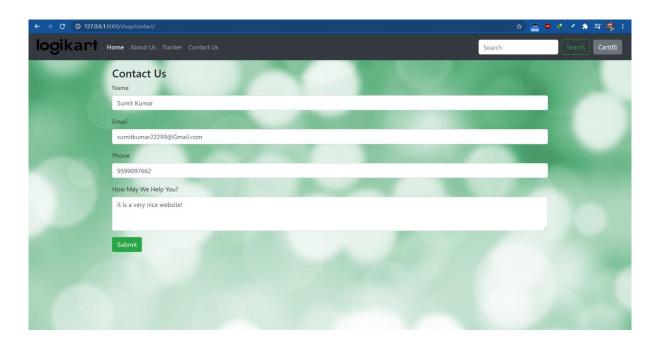


(ii) About Us Page

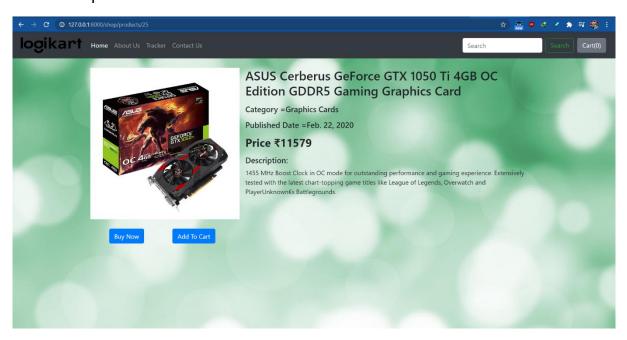


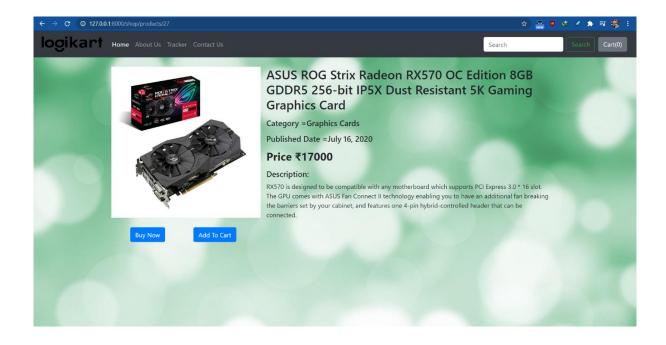
(iii) Contact Us Page: Here we can use this feature to contact the admin to tell about some bugs or to give any suggestions. These can be viewed using the admin panel.



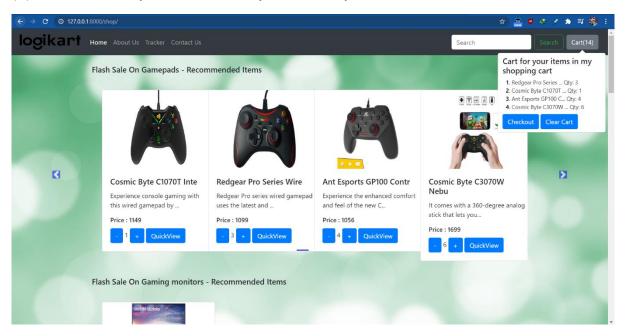


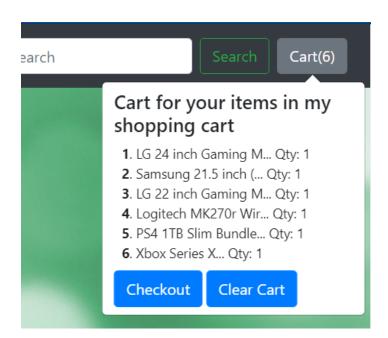
(iv) Product Description page: This is the more comprehensive information about the product.



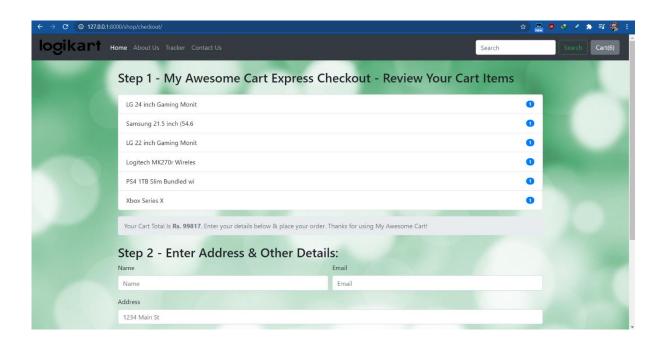


(v) User cart: Depicts what user plans to buy.

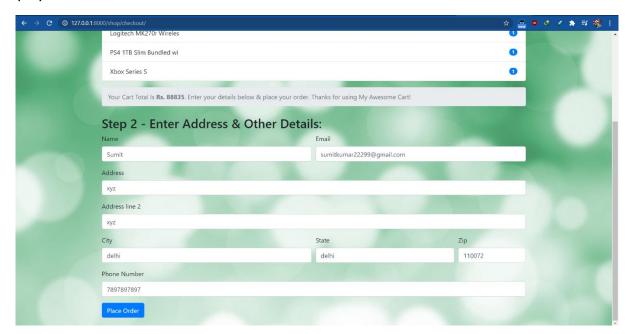




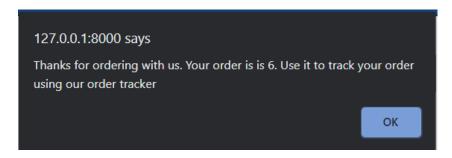
(vi) Checkout page: Shows the total cost of the items in the cart and and asks to fill all the details of user.



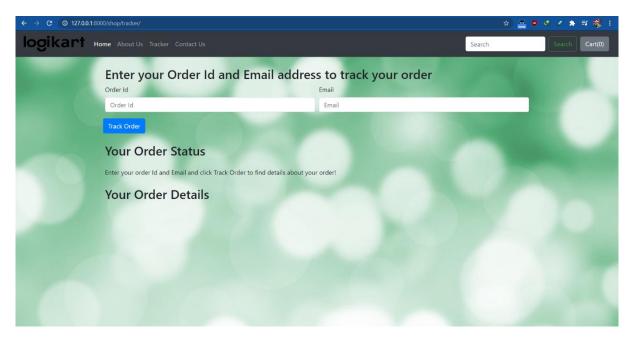
(vii) Checkout Details



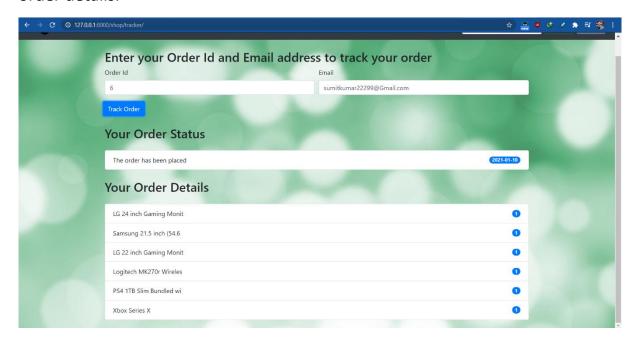
(viii) Product Tracking Details: These are shown to the user once he has ordered the items successfully with all the required details. It has the order no for the user which will be used to track the order.



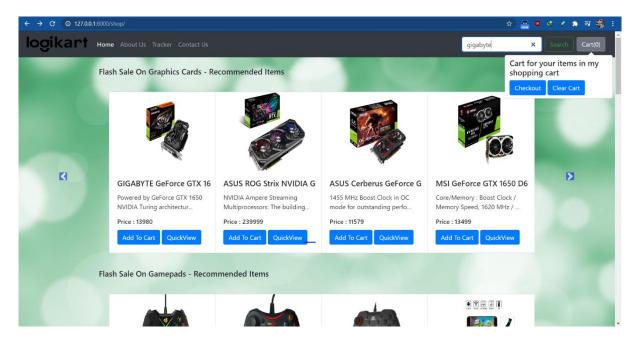
(ix) Product Tracking page: user can track the status of the order by entering the Order Id and the Email of the user.



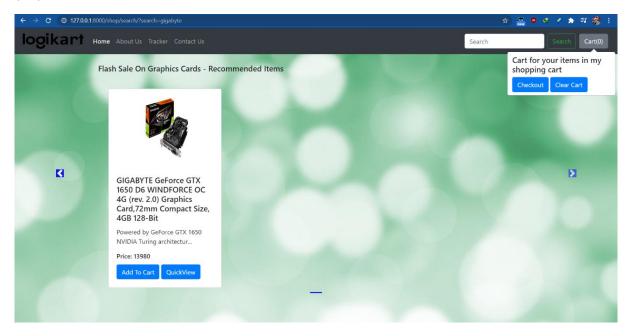
(x) Product Tracking: here the current status of the order is shown with the order details.



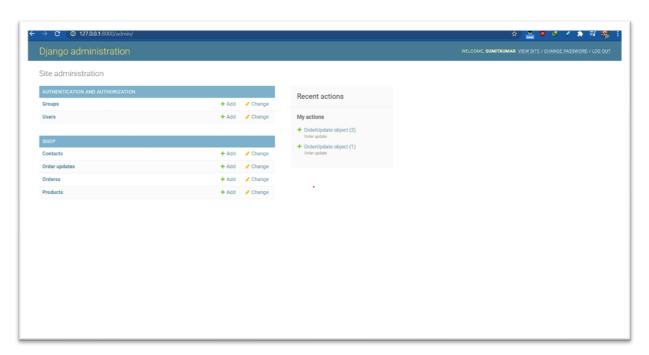
(xi) Product Search Feature: Can be used to search required item on the website.



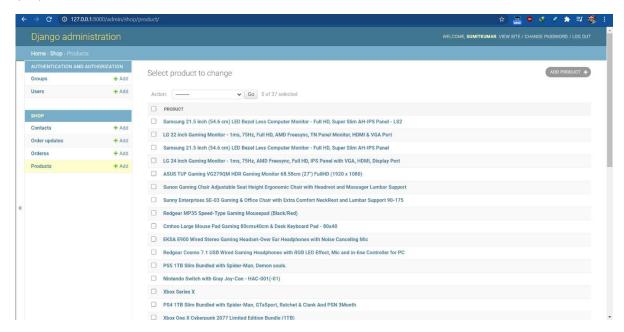
(xii) Product search results:



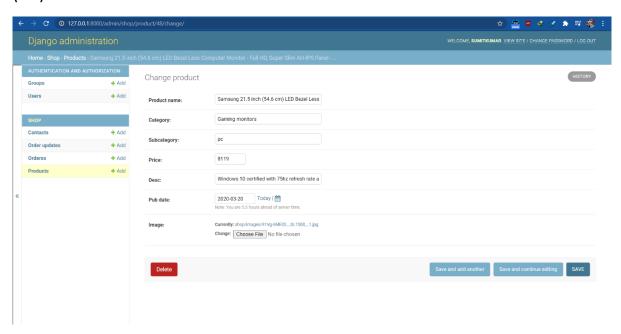
(xi) Django Admin Page: Here all the models of the project are shown and all of them can be edited here in there respective fields.



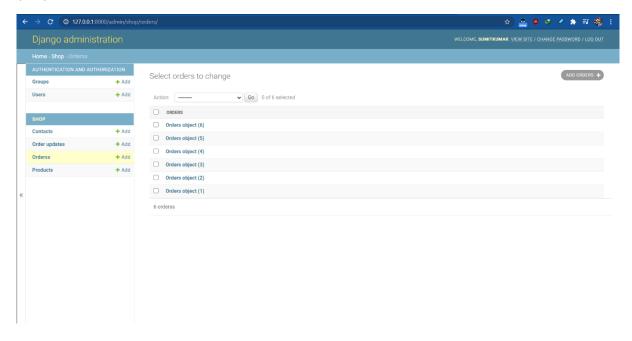
(xii)



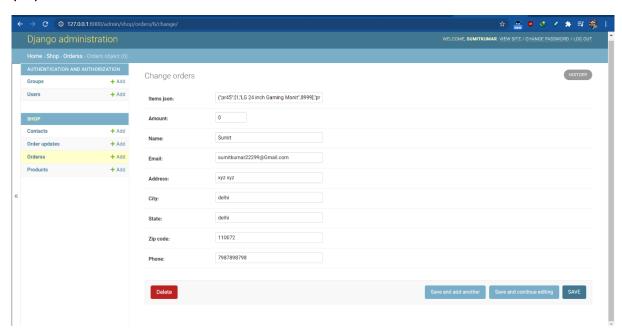
(xiii)



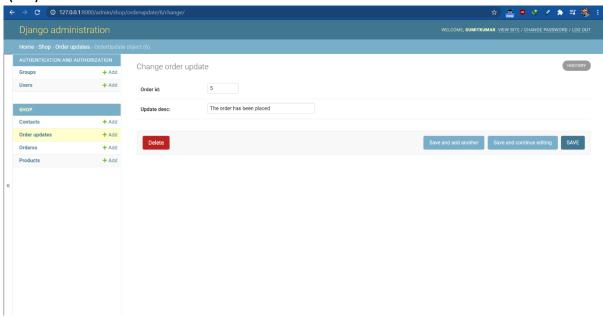
(xiv)



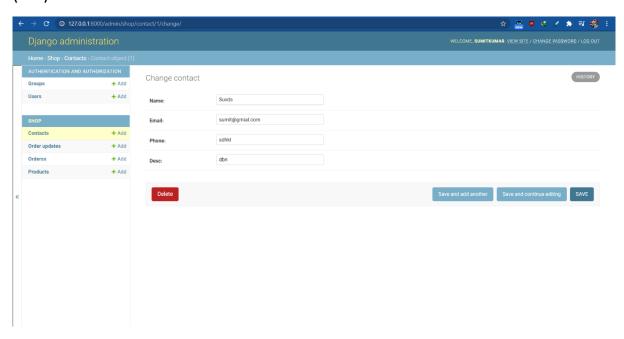
(xv)



(xvi)

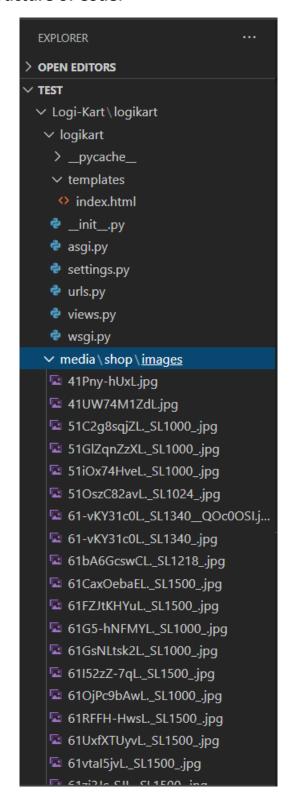


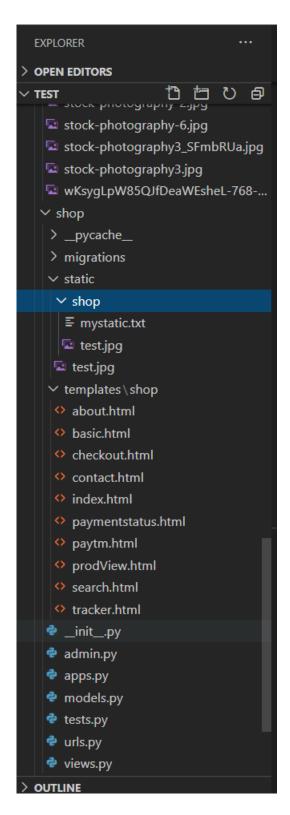
(xvii)

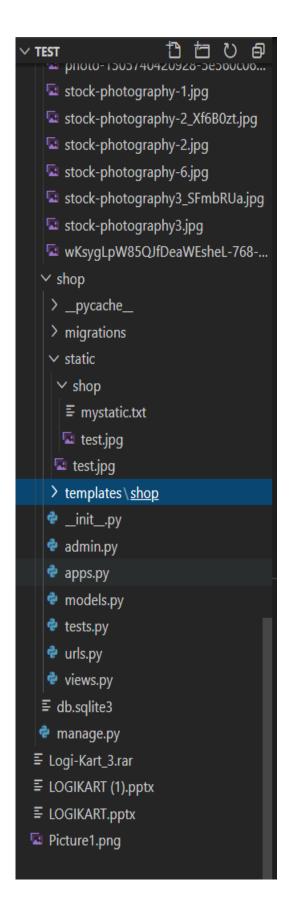


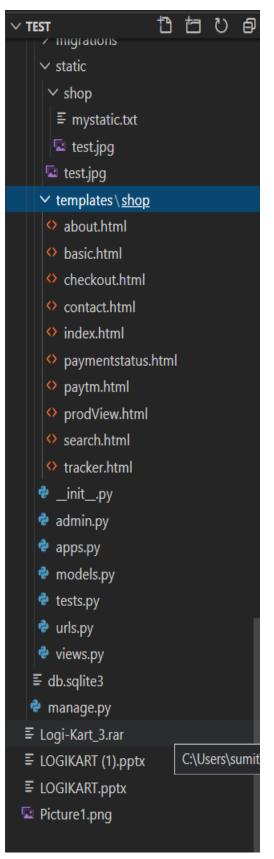
11. CODE SNAPSHOTS

Structure of Code:











12. CONCLUSION

LogiKart is the project that has been built through many learnings and concept clearity. This project was thought of from real men sufferings. Hence, it aims in unified booking which would otherwise have been very tedious and time-consuming. As the developers of this project, it has increased our learning to a great extent. From working with databases, performing operations on database, creating mutiple tables and establishing relations between them to the frontend part that decides the structure of the webpage, it has been a great journey for both of us. This project can be decorated with much more functionalities upon which work will be progressed even after the academic session. But most importantly, this website is successful for the unified appointment which is the main motive of the project.