

INTRODUCTION

1. INTRODUCTION

“KESI” is a online gas booking web site which provide better facility. Here we deal with customer online, The customer can easily book their gas cylinder and other equipments like Washer ,Tube ,Stove etc through online system and branch can track the record of its customer and the delivery of the cylinder and equipments. The system will help the customers by providing a simple user interactive interface for booking the gas cylinders and other equipments through online which will save their time and money. It also gives the branches ease by helping them make the booking process faster and easier to maintain.

During today’s busy life , no one is ready to waste the time by doing the time consuming gas booking like mobile booking system .The existing systems are generalized where the cosumers need to provide a huge round of details. We provide a simple , interactive, less time consuming and efficient “KESI” Online Gas Booking System for agency.

2.ABSTRACT

The aim of this project was to build a online gas booking website. The system provide functionality for customers , allowing them a book for new gas cylinders and other equipments by address . The customers can book online gas cylinders and other equipments , for this process each customer is provided a login account with username and password . Also the Agency , Branch and Staff has a login account to update their functions with username and pasaword. The system will help the customers by providing a simple user interactive interface for booking the gas cylinders and other equipments through online which will save their time and money.

2.1 OBJECTIVE

The main purpose of developing this “KESI” online gas booking project is to provide online delivery of gas cylinders and other equipments like Washer, Stove, Tube etc. The system will help the customer by providing a simple user interactive interface for booking the gas cylinders and other equipments through online which will save their time and money.

MODULE DISCRPTION

There are mainly six modules in this project.They are the following:

- Admin
- Agency
- Branch
- Staff
- User
- Guest

3.ABOUT THE ORGANIZATION

Progressive Cybernetics is a fast developing, well established Information Technology enterprise with highly talented and efficient staff meeting the needs of clients throughout the world. The company is so popular that the clients feed the company with repeat orders, having faith in the capabilities. The staff includes management and engineering personnel, programmers, web developers, graphic designers, business analysts, Technical writers etc, apart from the regular commercial and administrative hands. The motto of this reliable software provider is „DO BEST; GET BEST „,Progressive Cybernetics committed to provide what they have promised. Progressive Cybernetics strives for the satisfaction of their clients and dedicates themselves for the better services to their customers. Progressive Cybernetics are famous in providing high quality, cost cutting, requirement oriented and value added web and software solutions with remarkable cyber services. Progressive Cybernetics are specialist in developing ever rewarding internet existence for ambitious companies which are in the hangover of swift moving internet facilities. Their aim is to grow with such organizations in a very fruitful manner. Their main concentration is to collect business oriented technological know-how and utilize them for the wellbeing of business concerns. Progressive Cybernetics experts in various technologies are committed to deliver effective and creative service to customers.

Services

- Software Development
- Web Development
- SEO Services (Search Engine Optimization)
- Consulting Services
- Host Services
- Testing
- SMS Services

SYSTEM ANALYSIS

4. SYSTEM ANALYSIS

System analysis is a step-by-step process used to identify and develop or acquire the software need to control the processing of specific application. System analysis is a continuing activity the stages of the systems development. System analysis is the process of gathering and interpreting facts, diagnosing problems and using the facts to improve the system. The outputs from the organization are traced through the various processing that the input phases through in the organization. This involves gathering information and using structured tools for analysis. A detailed study of this process must be made by various techniques like interviews; questionnaires etc.

4.1 THE EXISTING SYSTEM

The existing system mainly uses calling or sending message ,both can be done only through registered mobile number. There will be some inconvenience. Instead of these with the “KESI” online gas booking system consumer can book the refill and also register complaints from anywhere and through any device, all they need is a valid username and password.

DRAWBACKS OF EXISTING SYSTEM;

- More man power.
- Time consuming.
- Consumes large volume of pare work.
- Needs manual calculations.
- No direct role for the higher officials.

4.2 THE PROPOSED SYSTEM

The new system of gas booking is online .The system is make creating more facility and remove the exiting system problems. The proposed system reduce the time of the gas cylinder booking process. So after understand the problems of exiting system , we are just make the new system for make work easy and done properly.

Advantages:-

1. User Friendly
2. High efficient
3. Less time consuming
4. Increase work speed
5. Cost effective

4.3 FEASIBILITY ANALYSIS

An analysis and evaluation of a proposed project to determine if it,

- (1) Is technically feasible
- (2) Is feasible within the estimated cost
- (3) Will be profitable

Feasibility studies are almost always conducted where large sums are at stake. It is also called feasibility analysis. Feasibility analysis is designed to determine whether or not, the given project environment, a project will be successful. A feasibility analysis may be conducted for a project with an emphasis on financial viability, environmental integrity, cultural acceptability, or political practicability. This analysis is performed to choose the system that meets the performance requirements at least cost. The most essential tasks performed by a feasibility analysis are identification and description of candidate systems, the evaluation of candidate systems and the selection of best candidate systems. The best system means the system that meets performance requirements at least cost.

4.3.1 Technical Feasibility

The system must be evaluated from technical view point first. Technical feasibility centers on the existing computer systems and extend to which it can support the proposed system. This involves financial considerations to accommodate technical enhancements. This is concerned with the availability of the software and hardware required for development of the system. A survey with the management was conducted there is no need for further software or hardware. So the proposed system is technically feasible.

4.3.2 Economic Feasibility

Economic feasibility is a method for evaluating the effectiveness of a candidate system. It is more commonly known as cost/benefit analysis, the procedure is to determine the benefit and savings that are expected from a candidate system and compare them with costs. The assessment of this feasibility is done with the top managerial levels with the help of information gathering tools such as survey; direct interview etc. Compared with existing system the proposed system is economically feasible. The new software is economically feasible as the savings and benefits to software are more than compared to cost. The cost benefit ratio is very small and hence proposed system is feasible.

4.3.3 Operational Feasibility

Operational feasibility is a measure of how well a proposed system solves the problems, and takes advantage of opportunities identified during scope definition and how it satisfies the requirements identified in the requirement analysis phase of system development. The hierarchy of new system is very easier than the existing system. The new system is very easier and user friendly. Operational cost is bearable. Using command buttons throughout the application programs enhances the operational feasibility. The use of a computer based format makes the operations simpler and quite easier. The graphical user interface also makes the operation simpler. Also when an error occurred, it will be informed by messages to the users because of this system considered as operationally feasible. The maintenance and modification of the new system needs very less human effort. Because of this the system can be considered as operationally feasible

4.4 SOFTWARE REQUIREMENT SPECIFICATION

Software Requirement Specification (SRS) describes what the proposed software should do without describing how the software will do it. It is a comprehensive description of the intended purpose and environment for software under development. SRS provides a reference for validation of the final product. It helps the client to determine if the software meets the requirements.

4.4.1 HARDWARE SPECIFICATION

The project under consideration requires the following hardware.

Processor	: I3 or higher
System bus	: 64bits
Memory	: 4GB RAM or Higher
Hard disk	: 500 GB or Higher
Monitor	: 14" LCD Monitor
Keyboard	: 104 keys
Pointing Device	: Two or Three Button Mouse

4.4.2 SOFTWARE SPECIFICATION

The software for the development of the proposed system is as follows.

Operating System	: Windows7 or above
IDE	: Net Beans IDE 8.0
Front End	: JSP, HTML, CSS
Scripting Language	: JavaScript
Back End	: MySQL 5.0
Web Server	: Glass Fish/Tomcat
Browser	: Internet Explorer, Mozilla Firefox, Google Chrome

4.5 ABOUT THE DEVELOPING TOOL

4.5.1. JSP

Java Server Pages (JSP) is a server-side programming technology that enables the creation of dynamic, platform-independent method for building Web-based applications. JSP have access to the entire family of Java APIs, including the JDBC API to access enterprise databases. Java Server Pages (JSP) is a technology for developing web pages that support dynamic content which helps developers insert java code in HTML pages by making use of special JSP tags, most of which start with `<%` and end with `%>`.

A Java Server Pages component is a type of Java servlet that is designed to fulfill the role of a user interface for a Java web application. Web developers write JSPs as text files that combine HTML or XHTML code, XML elements, and embedded JSP actions and commands.

Using JSP, you can collect input from users through web page forms, present records from a database or another source, and create web pages dynamically.

JSP tags can be used for a variety of purposes, such as retrieving information from a database or registering user preferences, accessing JavaBeans components, passing control between pages and sharing information between requests, pages etc.

Why Use JSP?

Java Server Pages often serve the same purpose as programs implemented using the Common Gateway Interface (CGI). But JSP offer several advantages in comparison with the CGI.

- Performance is significantly better because JSP allows embedding Dynamic Elements in HTML Pages itself instead of having a separate CGI files.
- JSP are always compiled before it's processed by the server unlike CGI/Perl which requires the server to load an interpreter and the target script each time the page is requested.
- Java Server Pages are built on top of the Java Servlets API, so like Servlets, JSP also has access to all the powerful Enterprise Java APIs, including JDBC, JNDI, EJB, JAXP etc.
- JSP pages can be used in combination with servlets that handle the business logic, the model supported by Java servlet template engines.

Finally, JSP is an integral part of Java EE, a complete platform for enterprise class applications. This means that JSP can play a part in the simplest applications to the most complex and demanding.

JSP Processing :

The following steps explain how the web server creates the web page using JSP:

- As with a normal page, your browser sends an HTTP request to the web server.
- The web server recognizes that the HTTP request is for a JSP page and forwards it to a JSP engine. This is done by using the URL or JSP page which ends with **.jsp** instead of .html.
- The JSP engine loads the JSP page from disk and converts it into a servlet content. This conversion is very simple in which all template text is converted to `println ()` statements and all JSP elements are converted to Java code that implements the corresponding dynamic behavior of the page.
- The JSP engine compiles the servlet into an executable class and forwards the original request to a servlet engine.
- A part of the web server called the servlet engine loads the Servlet class and executes it. During execution, the servlet produces an output in HTML format, which the servlet engine passes to the web server inside an HTTP response.
- The web server forwards the HTTP response to your browser in terms of static HTML content.
- Finally web browser handles the dynamically generated HTML page inside the HTTP response exactly as if it were a static page.

4.5.2.Java Script

JavaScript is a programming language that allows scripting of events, objects, and actions to create Internet applications. It is a website development environment that will allow the creation of Interactive Web Pages. The coding techniques are capable of accepting a client's requests and processing these requests. The web site development environment should also provide the facility for 'validating' user input. With JavaScript, forms are a consideration in nearly every pages you design. Capturing user requests is traditionally

done via a 'form'. So the website need to have facilities to create forms. Text fields and text areas can dynamically change in response to user responses.

4.5.3. Apache

The Apache HTTP Server, colloquially called Apache, is free and open-source cross-platform web server software, released under the terms of Apache License 2.0. Apache is developed and maintained by an open community of developers under the auspices of the Apache Software Foundation.

The vast majority of Apache HTTP Server instances run on a Linux distribution, but current versions also run on Microsoft Windows and a wide variety of Unix-like systems. Past versions also ran on OpenVMS, NetWare, OS/2 and other operating systems, including ports to mainframes.

4.5.4. MySQL DATABASE

MySQL, the most popular Open Source SQL database management system, is developed, distributed, and supported by Oracle Corporation.

- **MySQL is a database management system**

A database is a structured collection of data. It may be anything from a simple shopping list to a picture gallery or the vast amounts of information in a corporate network. To add, access, and process data stored in a computer database, you need a database management system such as MySQL Server. Since computers are very good at handling large amounts of data, database management systems play a central role in computing, as standalone utilities, or as parts of other applications.

- **MySQL databases are relational**

A relational database stores data in separate tables rather than putting all the data in one big storeroom. The database structures are organized into physical files optimized for speed. The logical model, with objects such as databases, tables, views, rows, and columns, offers a flexible programming environment. You set up rules governing the relationships between different data fields, such as one-to-one, one-to-many, unique, Required or optional, and "pointers" between different tables. The database enforces

these rules, so that with a well-designed database, your application never sees inconsistent, duplicate, orphan, out-of-date, or missing data.

The SQL part of “MySQL” stands for “Structured Query Language”. SQL is the most common standardized language used to access databases. Depending on your programming environment, you might enter SQL directly (for example, to generate reports), embed SQL statements into code written in another language, or use a language-specific API that hides the SQL syntax.

- **MySQL software is Open Source**

Open Source means that it is possible for anyone to use and modify the software. Anybody can download the MySQL software from the Internet and use it without paying anything. If you wish, you may study the source code and change it to suit your needs. The MySQL Database Server is very fast, reliable, scalable, and easy to use.

If that is what you are looking for, you should give it a try. MySQL Server can run comfortably on a desktop or laptop, alongside your other applications, web servers, and so on, requiring little or no attention. If you dedicate an entire machine to MySQL, you can adjust the settings to take advantage of all the memory, CPU power, and I/O capacity available. MySQL can also scale up to clusters of machines, networked together.

MySQL Server was originally developed to handle large databases much faster than existing solutions and has been successfully used in highly demanding production environments for several years. Although under constant development, MySQL Server today offers a rich and useful set of functions. Its connectivity, speed, and security make MySQL Server highly suited for accessing databases on the Internet.

- **MySQL Server works in client/server or embedded systems**

The MySQL Database Software is a client/server system that consists of a multi-threaded SQL server that supports different backends, several different client programs and libraries, administrative tools, and a wide range of application programming interfaces (APIs).

We also provide MySQL Server as an embedded multi-threaded library that you can link into your application to get a smaller, faster, easier-to-manage standalone product.

- **A large amount of contributed MySQL software is available**

MySQL Server has a practical set of features developed in close cooperation with our users. It is very likely that your favorite application or language supports the MySQL Database Server.

The official way to pronounce “MySQL” is “My Ess Que Ell” (not “my sequel”), but we do not mind if you pronounce it as “my sequel” or in some other localized way.

4.5.5. CSS

Cascading style sheets (CSS) is a simple mechanism for adding style (e g: fonts , colors , spacing) to web documents. These pages contain information on how to learn and use CSS and on available software. They also contain news from the CSS working group.

4.5.6. HTML

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 webpage semantically and originally included cues for the appearance of the document.

HTML elements are the building blocks of HTML pages. With HTML constructs , images and other object such as interactive forms may be embedded into the rendered page. HTML provides a means to create structured documents by denoting structural semantics for text such as headings , paragraphs, list, links , quotes and other items.

HTML can embed programs written in a scripting language such as java script , which affects the behavior and content of webpages inclusion of CSS defines the look and layout of content. The world wide web consortium, former maintainer of the CSS standards, has encouraged the use of CSS over explicit presentational HTML since 1997.

4.6 OPERATING SYSTEM

4.6.1. WINDOWS 10

Windows 10 is a series of personal computer operating system produced by Microsoft as part of its Windows NT family of operating systems. It is the successor to Windows 8.1, and was released to s on July 15, 2015. Windows 10 receives new builds on an ongoing basis, which are available at no additional cost to users, in addition to additional test builds of windows 10 which are available to windows insiders. The latest stable build of Windows 10 is version 1903(may 2019 update).Device in enterprise environments can receive these updates at a slower pace ,or use long-term support .

milestones that only receive critical updates, such as security patches, over their ten-year Life span of extended support One of windows 10's most notable features is its support of universal apps, an expansion of the Metro-style apps first introduced in windows 8. Universal apps can be designed to run across multiple Microsoft product families with nearly identical code-including PCs, tablets, smartphones and Mixed Reality. The windows user interface was revised to handle transitions between a mouse-oriented interface and a touchscreen optimized interface based on available input devices- particularly on 2-in-1 PCs, both interfaces include an updated start menu which incorporates elements of windows 7's traditional start menu with tiles of windows 8.

4.6.2. NETBEANS

NetBeans is an integrated development environment (IDE) for Java. NetBeans allows applications to be developed from a set of modular software components called modules. NetBeans runs on Windows, macOS, Linux and Solaris. In addition to Java development, it has extensions for other languages like JAVA, C, C++, HTML5, an JavaScript. Applications based on NetBeans, including the NetBeans IDE, can be extended by third party developers. The NetBeans Platform is a framework for simplifying the development of Swing desktop applications. The NetBeans IDE bundle for Java SE contains what is needed to start developing. NetBeans plugins and NetBeans Platform based applications; no additional SDK is required. Applications can install modules dynamically. Any application can include the

Update. Center module to allow users of the application to download digitally signed upgrades and new features directly into the running application. Reinstalling an upgrade or a new release does not force users to download the entire application again. The platform offers reusable service common to desktop applications, allowing developers to focus on the logic specific to their application. Among the features of the platform are:

- User interface management (e.g. menus and toolbars)
- User settings management
- Storage management (carries out efficient storage)
- Window management
- Wizard framework (supports step-by-step dialogs)
- NetBeans Visual Library

4.7. DATA FLOW DIAGRAM

Introduction to DFD

DFD is the graphic representation of data movement process, and files used in support of an information system. DFD's can also be used for the visualization of data processing (structured design). On a DFD, data items flow from an external data source or an internal data store or an external data sink via internal process.

To start the system design, something analogue to the architecture blue print as a starting point to design is required. It is a way to focus on functions rather than physical implementation. One such tool is a DFD.

Structured analysis is a set of techniques and graphical tools that help the analyst to develop a new kind of system specification that are easily understandable to the user. DFD's show the major decompositions of the system functions and their interfaces. The DFD is graphic and presents a picture of what is being specified and is conceptually easy to understand presentation of the application.

One important feature of DFD's is that it is logical rather than physical. The elements of the system do not depend on vendor or hardware. They specify in precise, concise manner the working of the system and how it hangs together.

DFD is the graphic representation of data movement process, and files used in support of an information system. There are several rules of thumb used in drawing DFDs.

- Process should be named and numbered for easy references.
- The direction of flow is from top to bottom and from left to right.
- When a process is imported in the lower levels details, they must be numbered.
- Process and data flow names have the first letter of each word must be a capital letter.

The four main Symbols used for developing a DFD are shown below:

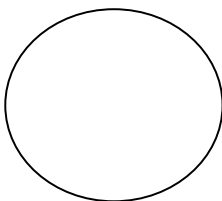
Rectangle

The Rectangle represents the source and destination of the system.



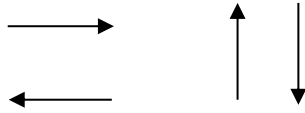
Circle

A circle represent a process that transforms incoming data flows into outgoing data flows.



Arrows

An arrow is used to represent data flows - data in motion



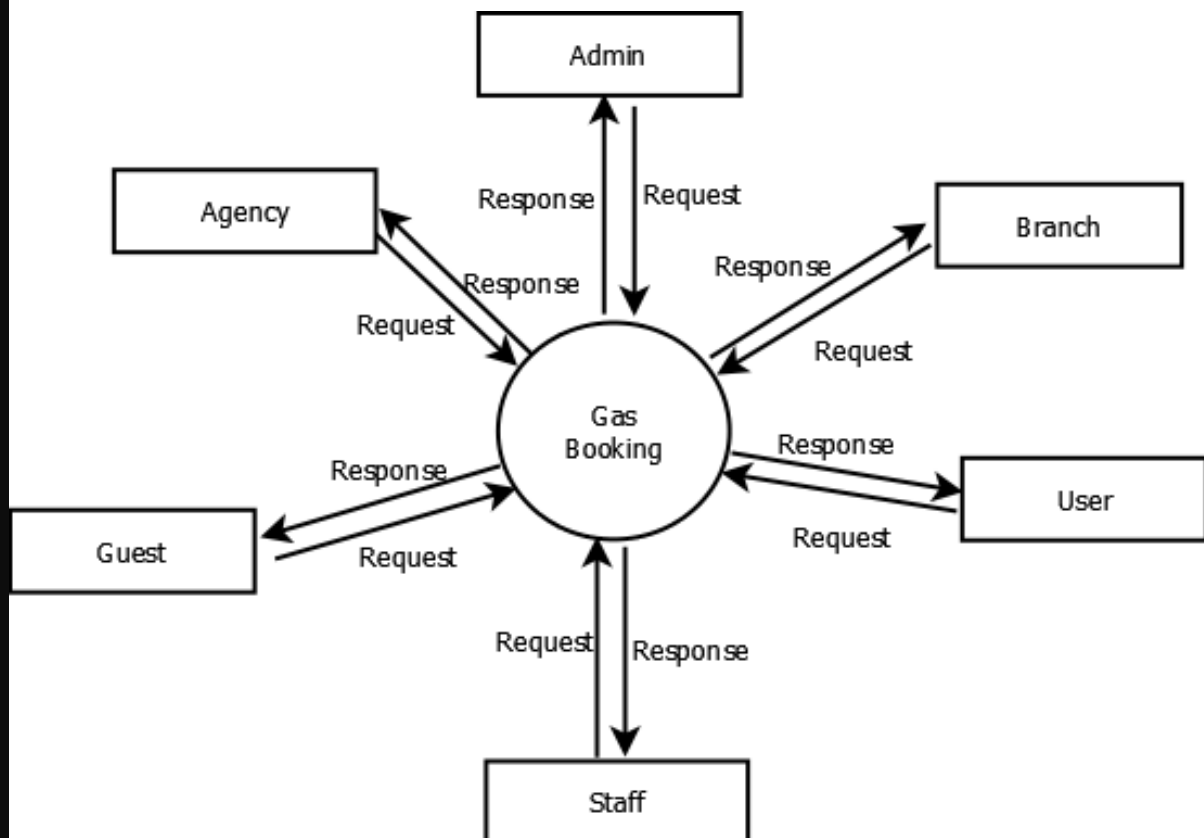
Open Rectangle

An open rectangle is a data store at rest, or a temporary repository of data.

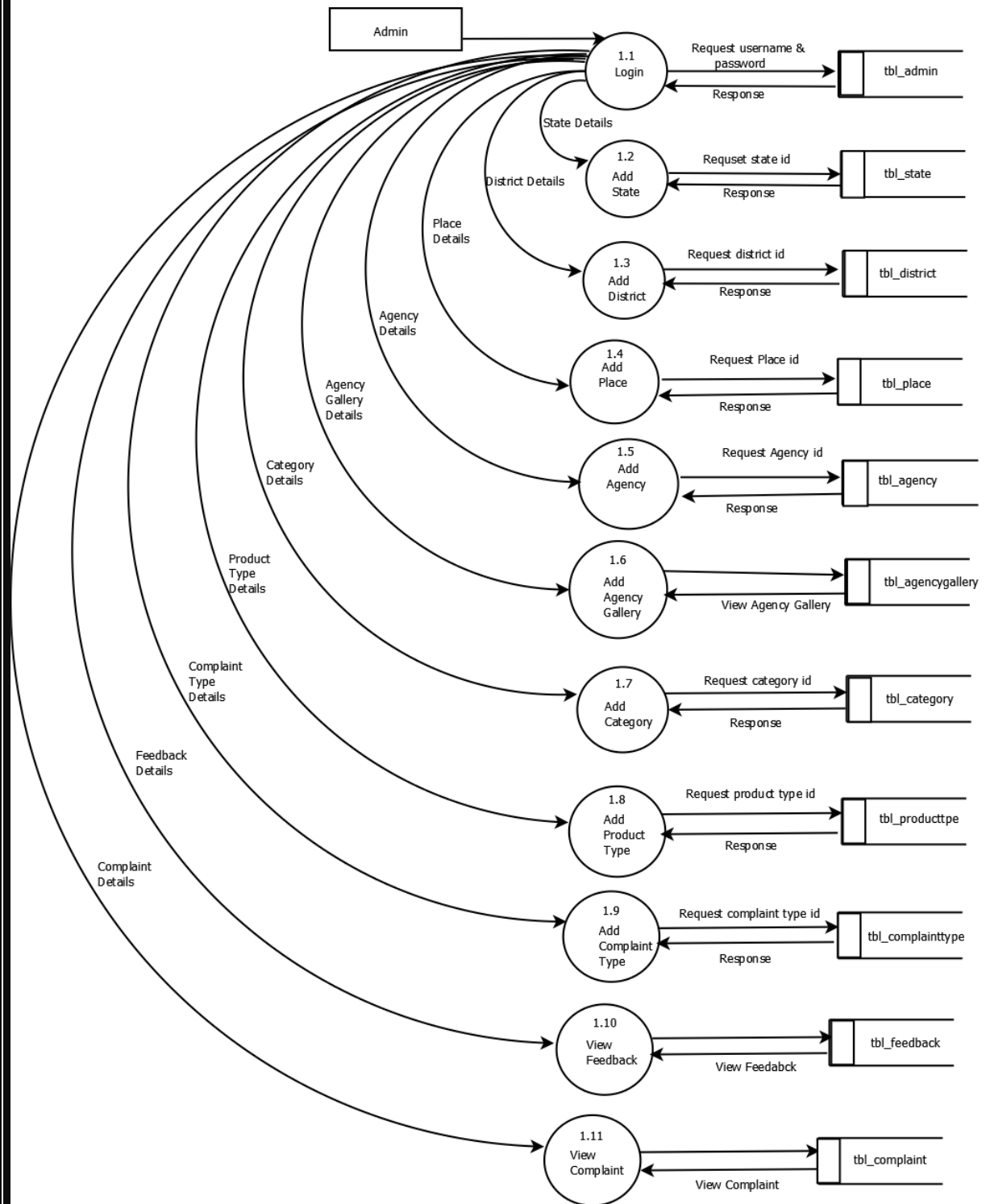


Data Flow Diagram

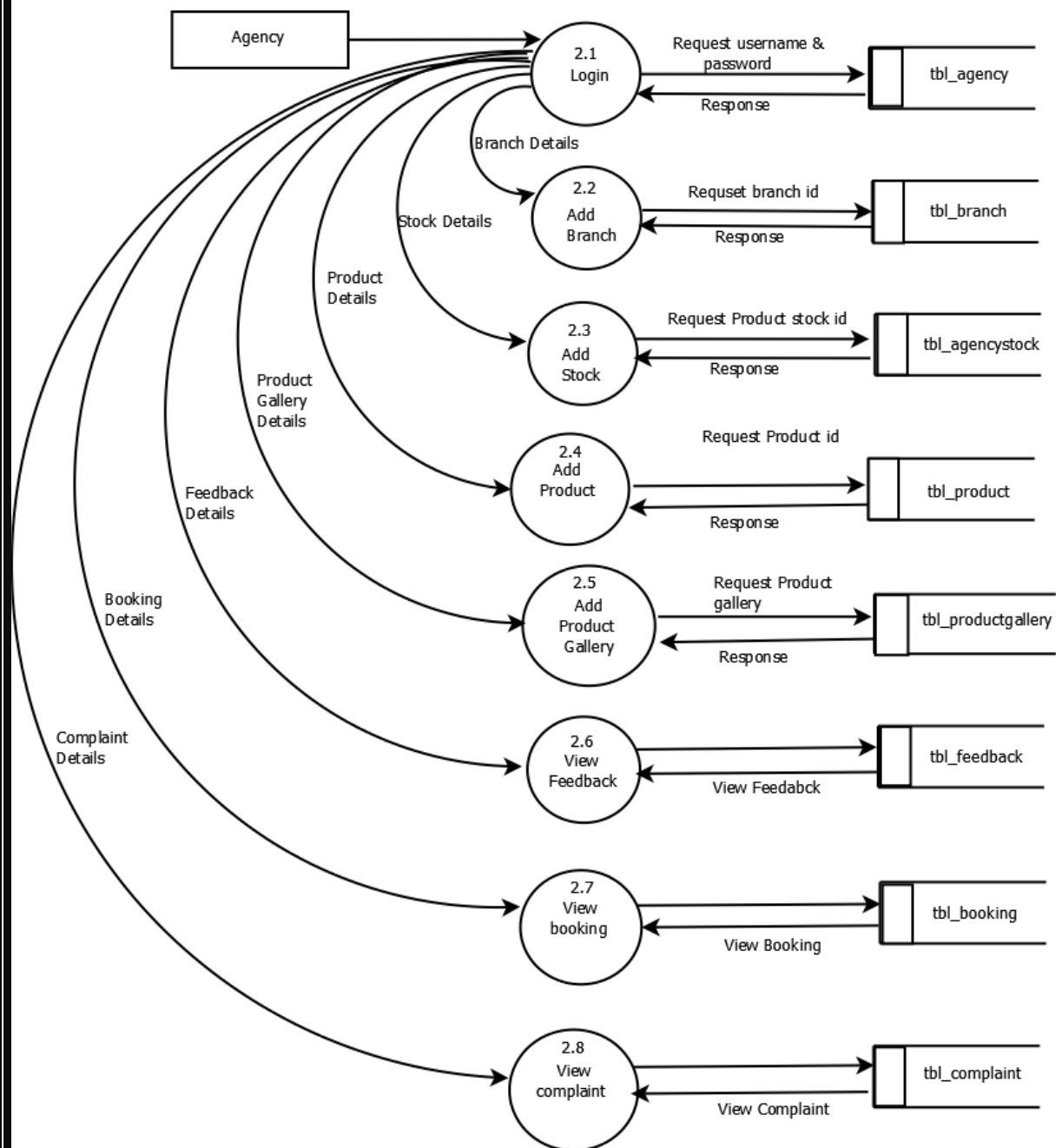
CONTEXT LEVEL



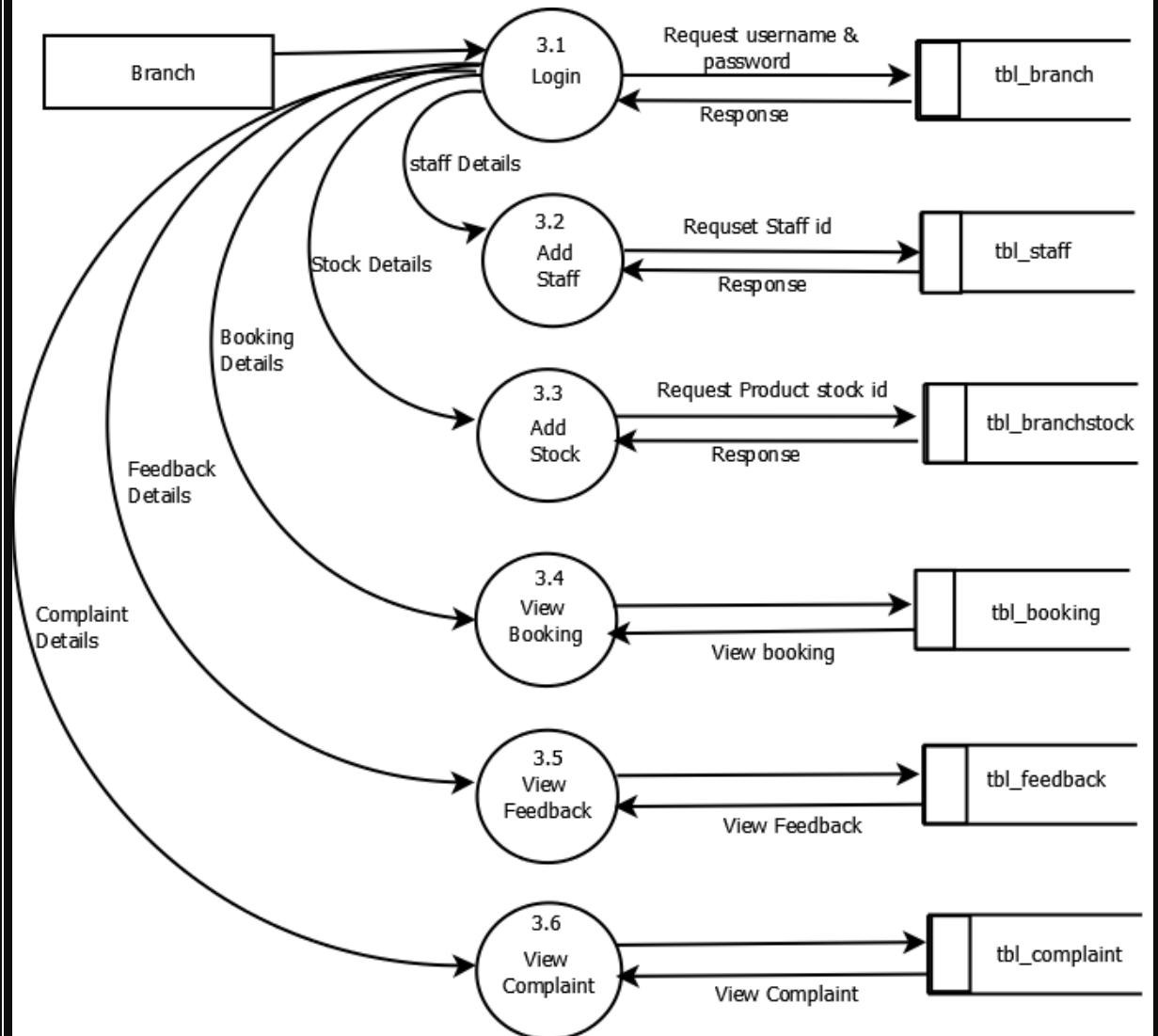
Level 1 for ADMIN



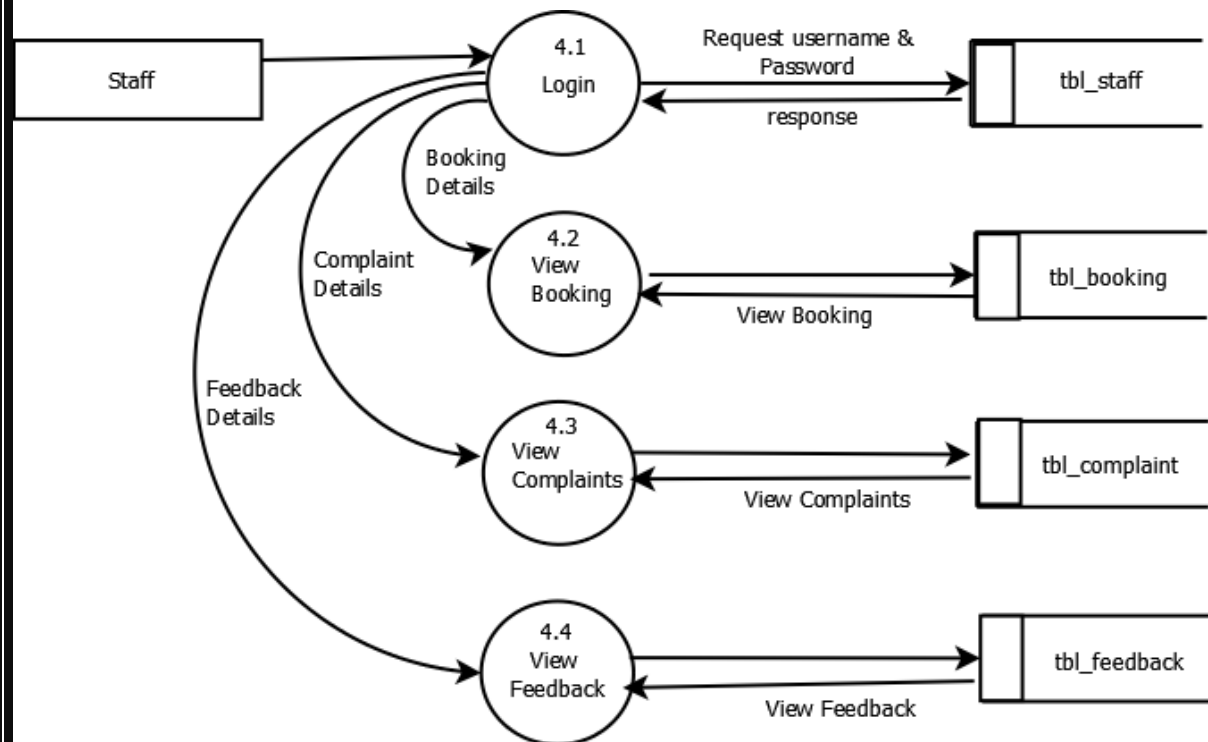
Level 1 for AGENCY



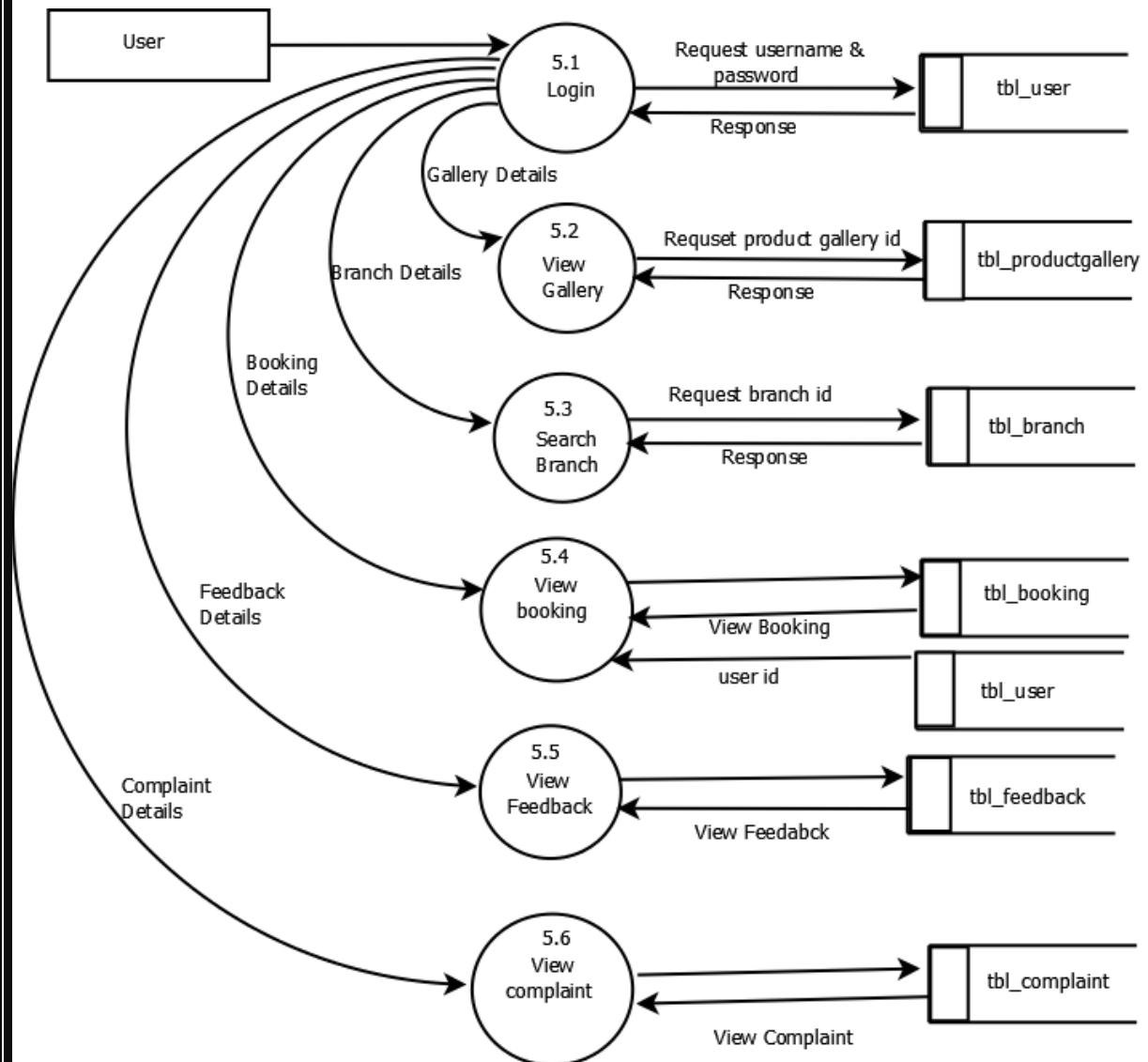
Level 1 for BRANCH



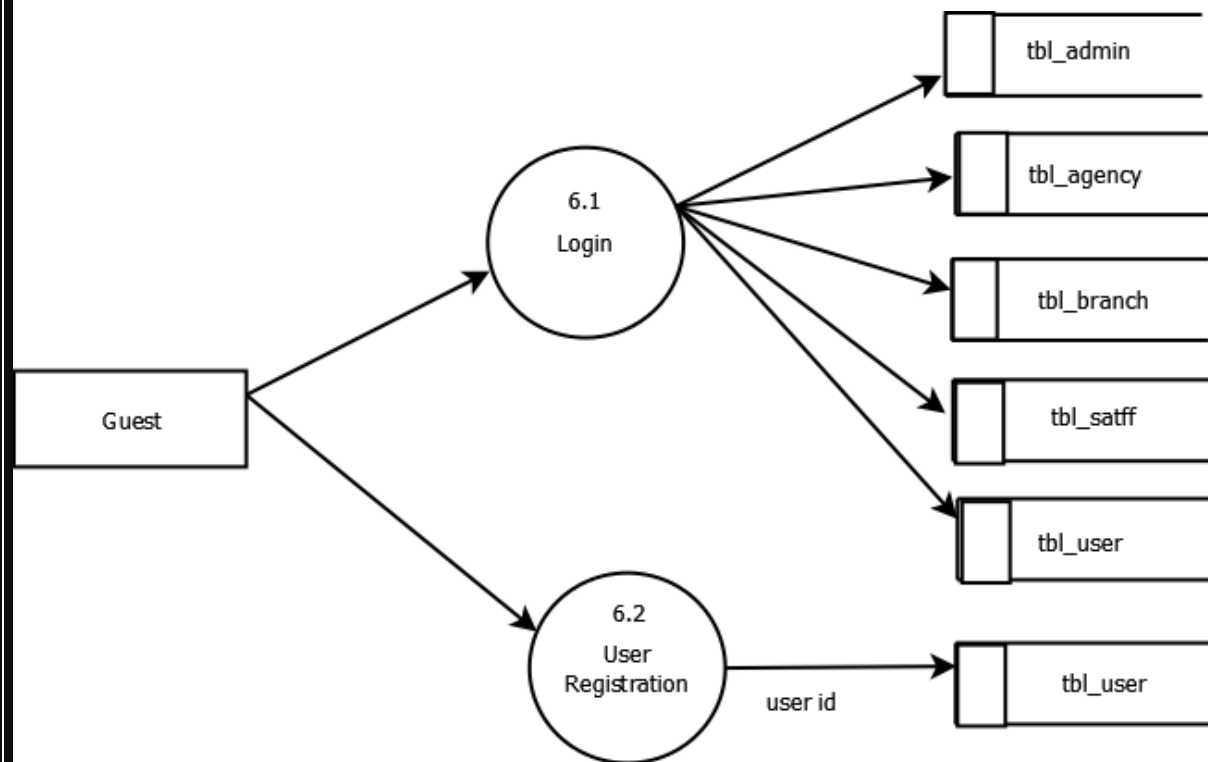
Level 1 for STAFF



Level 1 for USER



Level 1 for GUEST



SYSTEM DESIGN

5. SYSTEM DESIGN

System design sites at the technical kernel of the software engineering and is applied regardless of the software process model that is used. Beginning once software requirement have been analyzed and specified, software design is the first technical activity that is used to build and verify the software. Each activity (design, coding and testing) transform in a manner that ultimately results in validated computer software.

5.1 MODULE DESCRIPTION

There are six modules in Emigration Clearance System project they are

1. Admin
2. Agency
3. Branch
4. Staff
5. User
6. Guest

Admin Module

The admin module usually contains processes. They are:

❖ **Login**

Login in the administrator with a specific username and password

❖ **Add State**

Admin add states

❖ **Add District**

Admin add district

❖ **Add Place**

Admin add place

❖ **Add Agency**

Admin add agency

❖ **Add Category**

Admin add category

❖ **Add Product Type**

Admin add product type

❖ **Add Complaint Type**

Admin add complaint type

❖ **View Complaint**

Viewing the complaint of the user

❖ **View Feedback**

Viewing the feedback of the user

Agency Module

The agency module usually contains processes. They are:

❖ **Login**

Login agency with a valid username and password.

❖ **Home Page**

Home page of the agency

❖ **Branch Registration**

Add branches

❖ **Agency Stock**

Add agency stock

❖ **Add product**

Add product details

❖ **View Feedback**

Viewing the feedback of the user

❖ **View Complaints**

Viewing the complaint of the user

❖ **View Booking**

Viewing the product order of the user

Branch Module

The branch module usually contains processes. They are:

❖ **Login**

Login branch with a valid username and password.

❖ **Home Page**

Home page of the branch

❖ **Staff Registration**

Add staff

❖ **Branch Stock**

Add branch stock

❖ **Reply**

Give reply to the user

❖ **View Feedback**

Viewing the feedback of the user

❖ **View Complaints**

Viewing the complaint of the user

❖ **View Booking**

Viewing the product order of the user

Staff Module

The staff module usually contains processes. They are:

❖ **Login**

Login staff with a valid username and password.

❖ **Home Page**

Home page of the staff

❖ **View Feedback**

Viewing the feedback of the user

❖ **View Complaints**

Viewing the complaint of the user

❖ **View Booking**

Viewing the product order of the user

User Module

The user module usually contains processes. They are:

❖ **Login**

Login user with a valid username and password.

❖ **Home Page**

Home page of the user

❖ **Search Branch**

Search branches

❖ **Booking Products**

Product booking

❖ **View Feedback**

Viewing the feedback

❖ **View Complaints**

Viewing the complaint

❖ **View Booking**

Viewing the product order

Guest Module

The guest module usually contains processes. They are:

❖ **Login**

Login page for guest

❖ **User registration**

Registration page for new user

5.2 ARCHITECTURAL DESIGN

The goal of design process is to produce a model or a representation of a moving from the problem domain to the solution domain. In top level design focus is on deciding which modules are needed for the system, the specification of these modules and how these modules can be interconnected. In this project design technique used is top-down, object-oriented dynamic modeling technique. A top-down design approach starts by identifying the major components and iterating until the desired level of details is achieved. In object oriented design technique, the modules in the design represent data abstraction. A dynamic model aims to specify how the state of various objects changes as events occur.

5.3. INPUT DESIGN

The quality of the system input determines the quality of the system output. Input specification describes the manner in which data enter the system for processing. Input design features can ensure the reliability of the system and produce result from accurate data, or they can result in the production of erroneous information. The input design also determines whether the user can interact efficiently with the system. In our system almost all inputs are being taken from the databases. To provide adequate inputs we have to select necessary values from the databases and arrange it to the appropriate controls.

Objectives :

- To achieve the highest possible level of accuracy.
- To ensure that the input is acceptable and understandable

5.4. DATA BASE DESIGN

The data design transforms the information domain model created during analysis into the data structures that will be required to implement the software. The data objects and relationships defined in the entity relationship diagram and the detailed data content depicted in the data dictionary provide the basis for the data design activity. The overall objective in the development of database technology has been to treat data as an organizational resource and as an integrated whole. Database Management System allows data to be protected and organized separately from other resources. Database is an integrated collection of data. This is the difference between logical and physical data.

The organization of data in the database aims to achieve three major objectives:

- Data integration
- Data integrity
- Data independence

The databases are implemented using a DBMS package. Each particular DBMS has unique characteristics and general techniques for database design. There are 6 major steps

in design process. The first 5 steps are usually done on paper and finally the design is implemented.

- Identify the table and relationships
- Identify the data that is needed for each table and relationship
- Resolve the relationship
- Verify the design
- Implement the design

The database uses tables for storage. A table also contains records, which is a set of fields. All records, in a table have the same set of fields with different information. Uses 19 tables. Each table contains key fields that establish relationships in the database and how the records are stored. There are primary key fields that uniquely identify a record in a table. There are also fields that contain the primary key from another table called foreign keys. The design of the database measures the efficiency of the system. The background used in this application is Microsoft SQL Server2008, which provides databases and tables for storage and queries for retrieving data from the database.

Database Name:- db_gasbooking

1- Table Name : tbl_admin

Primary key : admin_id

Description : Used to store administrator details

FIELD NAME	DATA TYPE	DESCRIPTION
admin_id	int(10)	Admin Id
admin_username	varchar(50)	Admin Username
admin_password	varchar(50)	Admin Password

2- Table Name : tbl_state

Primary key : state_id

Description : Used to store state details

FIELD NAME	DATA TYPE	DESCRIPTION
state_id	int(10)	State Id
state_name	varchar(50)	State Name

3- Table Name : tbl_district

Primary key : district_id

Foreign Key : state_id

Description : Used to store district details

FIELD NAME	DATA TYPE	DESCRIPTION
district_id	int(10)	District Id
state_id	int(10)	State Id
district_name	varchar(50)	District Name

4- Table Name : tbl_place

Primary key : place_id

Foreign Key : district_id

Description : Used to store place details

FIELD NAME	DATA TYPE	DESCRIPTION
place_id	int(10)	Place Id
district_id	int(10)	District Id
place_name	varchar(50)	Place Name

- 5-** Table Name :tbl_agency
 Primary key : agency_id
 Foreign Key : place_id
 Description : Used to store agency details

FIELD NAME	DATA TYPE	DESCRIPTION
agency_id	int(10)	Agency Id
place_id	int(10)	Place Id
agency_contact	varchar(50)	Agency Contact number
agency_photo	varchar(50)	Agecny Photo
agency_address	varchar(50)	Agency Address
agency_email	varchar(50)	Agency Email ID
agency_name	varchar(50)	Agency Name
agency_username	varchar(50)	Agency User Name
agency_password	varchar(50)	Agency password

- 6-** Table Name :tbl_agencygallery
 Primary key : gallery_id
 Foreign Key : agency_id
 Description : Used to store agency gallery details

FIELD NAME	DATA TYPE	DESCRIPTION
gallery_id	int(10)	Galley Id
gallery_filename	varchar(50)	Gallery File Name
galley_caption	varchar(50)	Gallery Caption
agency_id	int(10)	Agency Id

- 7-** Table Name :tbl_category
 Primary key : category_id
 Description : Used to store category details

FIELD NAME	DATA TYPE	DESCRIPTION
category_id	int(10)	Category Id
category_name	varchar(50)	Category Name

8- Table Name : tbl_producuttype

Primary key : producttype_id

Description : Used to store product type details

FIELD NAME	DATA TYPE	DESCRIPTION
producttype_id	int(10)	Product Type Id
producttype_name	varchar(50)	Product Type Name

9- Table Name : tbl_product

Primary key : product_id

Foreign Key : producttype_id ,category_id,branch_id

Description : Used to store product details

FIELD NAME	DATA TYPE	DESCRIPTION
product_id	int(10)	Product Id
product_name	varchar(50)	Product Name
category_id	int(10)	Category ID
producttype_id	int(10)	Product type ID
product_amount	varchar(50)	Product Amount
branch_id	varchar(50)	Branch ID

10- Table Name : tbl_productgallery

Primary key : productgallery_id

Foreign Key : product_id

Description : Used to store product gallery details

FIELD NAME	DATA TYPE	DESCRIPTION
productgallery_id	int(10)	Product Gallery Id
productgallery_name	varchar(50)	Product gallery Name
product_id	varchar(50)	Product ID
product_description	varchar(50)	Product Description

- 11-** Table Name : tbl_agencystock
 Primary key : agencystock_id
 Foreign Key : agency_id,product_id
 Description : Used to store agency stock details

FIELD NAME	DATA TYPE	DESCRIPTION
agencystock_id	int(10)	Agency Stock Id
product_id	varchar(50)	Product ID
agency_id	int(10)	Agency ID
agencystock	varchar(50)	Agency Stock

- 12-** Table Name :tbl_branch
 Primary key : branch_id
 Foreign Key : place_id ,agency_id
 Description : Used to store branch details

FIELD NAME	DATA TYPE	DESCRIPTION
branch_id	int(10)	Branch ID
agency_id	int(10)	Agency ID
place_id	int(10)	Place Name
branch_name	varchar(50)	Branch Name
branch_contact	varchar(50)	Branch Contact Number
branch_email	varchar(50)	Branch Email ID
branch_photo	varchar(50)	Branch Photo
branch_address	varchar(50)	Branch Address
branch_username	varchar(50)	Branch Username
branch_password	Varchar(50)	Branch Password

- 13-** Table Name : tbl_branchstock
 Primary key : pbranchstock_id
 Foreign Key : branch_id, product_id
 Description : Used to store branch stock details

FIELD NAME	DATA TYPE	DESCRIPTION
branchstock_id	int(10)	Branch Stock ID
product_id	int(10)	Product ID
branch_id	Int(10)	Branch ID
branch_stock	varchar(50)	Branch Stock

- 14-** Table Name :tbl_staff
 Primary key : staff_id
 Foreign Key : branch_id, place_id
 Description : Used to store staff details

FIELD NAME	DATA TYPE	DESCRIPTION
staff_id	int(10)	Staff ID
branch_id	int(10)	Branch ID
place_id	int(10)	Place ID
staff_name	varchar(50)	Staff Name
staff_username	varchar(50)	Staff Username
staff_password	varchar(50)	Staff Password
staff_address	varchar(50)	Staff Address
staff_email	varchar(50)	Staff Email ID
staff_phonenumber	varchar(50)	Staff Contact Number
staff_photo	varchar(50)	Staff Photo
staff_idproof	varchar(50)	Staff ID Proof
staff_qualification	varchar(50)	Staff Education
staff_experience	varchar(50)	Staff Experience

- 15-** Table Name :tbl_user
 Primary key : user_id
 Foreign Key : place_id
 Description : Used to store user details

FIELD NAME	DATA TYPE	DESCRIPTION
user_id	int(10)	User ID
place_id	int(10)	Place ID
user_name	varchar(50)	User Name
user_address	varchar(50)	User Address
user_contact	varchar(50)	User Contact Number
user_email	varchar(50)	User Email ID
user_photo	varchar(50)	User Photo
User_idproof	varchar(50)	User idproof
user_username	varchar(50)	User username
suser_password	varchar(50)	User Password

- 16-** Table Name : tbl_complainttype
 Primary key : complaint_typeid
 Description : Used to store complaint type details

FIELD NAME	DATA TYPE	DESCRIPTION
complaint_typeid	int(10)	Complaint Type ID
complaint_name	varchar(50)	Complaint Name

- 17-** Table Name : tbl_complaint
 Primary key : complaint_id
 Foreign Key : complaint_typeid ,user_id
 Description : Used to store complaint details

FIELD NAME	DATA TYPE	DESCRIPTION
complaint_id	int(10)	Complaint ID
complaint_description	varchar(50)	Complaint Description
complaint_typeid	int(10)	Complaint Type ID
complaint_reply	varchar(50)	Product type ID
user_id	int(10)	User ID

18- Table Name :tbl_booking

Primary key : bookig_id

Foreign Key : user_id , product_id, branch_id

Description : Used to store booking details

FIELD NAME	DATA TYPE	DESCRIPTION
booking_id	int(10)	Booking ID
user_id	int(10)	User ID
product_id	int(10)	Product ID
branch_id	int(10)	Branch ID
product_quantity	varchar(50)	Product Quantity

19- Table Name : tbl_feedback

Primary key : feedback_id

Description : Used to store feedback details

FIELD NAME	DATA TYPE	DESCRIPTION
feedback_id	int(10)	Feedback ID
feedback_description	varchar(50)	Feedback Description

5.5. OUTPUT DESIGN

One of the important features of an information system for users is the output produces. Output is the information delivered to users through the information system. Without quality of the output, the entire system appears to be unnecessary that users will avoid using it. Users generally merit the system solely by its output. In order to create the most useful output possible. One works closely with the user though an interactive process, until the result is considered to be satisfactory.

SYSTEM TESTING

6. SYSTEM TESTING

6.1 SYSTEM TESTING

This section discusses about the business, technical or resource related constraint that may keep us from performing all tests necessary. Time schedule is a major constraint when we talk about testing at the site. Testing the security of the software is one major constraint so we have to rely on our own knowledge and have to trust the software for the security.

Software testing is the process used to measure the quality of developed computer software. Usually, quality is constrained to certain topics such as correctness, completeness, security, but can also include more technical requirements as described under the ISO standard, such as capability, reliability, efficiency, portability, maintainability, compatibility, and usability.

System testing is a critical aspect of Software Quality Assurance and represents the ultimate review of specification, design and coding. Testing is a process of executing a program with the intent of finding an error. A good test is one that has a probability of finding a yet undiscovered error. The purpose of testing is to identify and correct bugs in the developed system. Nothing is complete without testing. Testing is vital to the success of the system. Following are the different types of testing.

- Validation Testing
- Unit Testing
- Integration Testing
- User Acceptance Testing
- Alpha Testing
- Beta Testing

6.2 VALIDATION TESTING

Validation testing is where requirements established as a part of software requirements analysis is validated against the software that has been constructed. This test provides the final assurance that the software meets all functional, behavioral and performance requirements.

6.3 UNIT TESTING

Unit testing focuses verification efforts on the smallest unit of software design, the module. This is also known as module testing. The modules are tested separately. These testing are carried out during programming stage itself.

In our window based application system we tested each forms and corrected the errors. User forms are carefully tested for unique user id. if user gives the already existing user id proper message is provided by the application.

6.4 INTEGRATION TESTING

Integration testing is a systematic technique for constructing tests to uncover errors associated within the interface. In this testing, all the modules are combined, and then the entire program is tested as a whole.

After the unit wise testing of forms of Automated voting system, we tested after the forms are integrated, and no corrections are made. And some related forms needed integration testing also.

6.5 USER ACCEPTANCE TESTING

User acceptance of a system is the key factor for the success of any system. The system under considerations is tested for user acceptance by constantly keeping in touch with the prospective system users at the time of developing and making of hardware management system software.

6.6 ALPHA TESTING

Alpha testing is simulated or actual operational testing by potential users/customers or an independent test team at the developer's site. Alpha testing is often employed for off-the-shelf software as a form of internal acceptance testing, before the software goes to beta testing.

6.7 BETA TESTING

Beta testing comes after alpha testing and can be considered a form of external user acceptance testing. Versions of the software, known as beta versions, are released to a limited audience outside of the programming team. The software is released to groups of people so that further testing can ensure the product has few faults or bugs. Sometimes, beta versions are made available to the open public to increase the feedback field to a maximal number of future users.

SYSTEM IMPLEMENTATION

7. SYSTEM IMPLEMENTATION

7.1 SYSTEM IMPLEMENTATION

Implementation is the final stage and it is an important phase. It involves the individual programming. System testing, user training and the operational running of developed proposed system that constitutes the application subsystem one major task of preparing for implementation is education of user, which should really have been taken place much earlier in the project when they were being involved in the investigation and design work. During the implementation phase system actually takes physical shape. In order to develop a system implemented, planning is very essential. The implementation phase of software development is concerned with translating design specification in to source code

The implementation phase ends with an evaluation of the system after placing into operation for a period of time. Implementation is the third phase of the system process. In order to achieve the objective and the expected performance the system has been developed in a highly interactive and user-friendly manner

Implementation plan

The following are the steps involved in the implementation plan:

- Test system with sample data
- Detection and correction of errors
- Make the necessary changes in the system
- Check with the existing system
- Installation of hardware and software utilities
- Training and involvement of user personnel

SYSTEM MAINTENANCE

8. SYSTEM MAINTENANCE

Maintenance is actually the implementation of the post implementation review plan. As important as it is, many programmers and analyst are reluctant to perform or identify themselves with maintains effort. There are psychological, personalities and professional reasons for this. In any case first class effort must be made to ensure that the software changes are made properly and in time to keep the system intone with user specification. Maintenance is expensive. One way to reduce Maintenance costs are through maintenance management and software modifications audits. Software modifications consists of program rewrites system level updates, re-audits of low ranking software, reduced maintenance backlog and higher satisfaction and morale among the maintenance staff.

Even when the new system has gone live there may be need for some system design activity. This will see from changes that are necessitated by the dynamic nature of the system /and its environment. Changes may be required to correct faults or to bring about improvements, and may arise as part of normal running of the system or as a reuse of a review of the system performance. Changes or amendments and documentations and perhaps handled by specialist group of maintenance staff.

FUTURE ENHANCEMENTS

9. FUTURE ENHANCEMENTS

In future we are going to make this project such large that every big firm can use this project. In future we will contact to large number of branches and will gather all information from them and will build a project that will help them all. Number of facility will increase in project and we will try to make this project much simple as possible. We will also going to produce a project that will give simple interface to user.

CONCLUSION

10. CONCLUSION

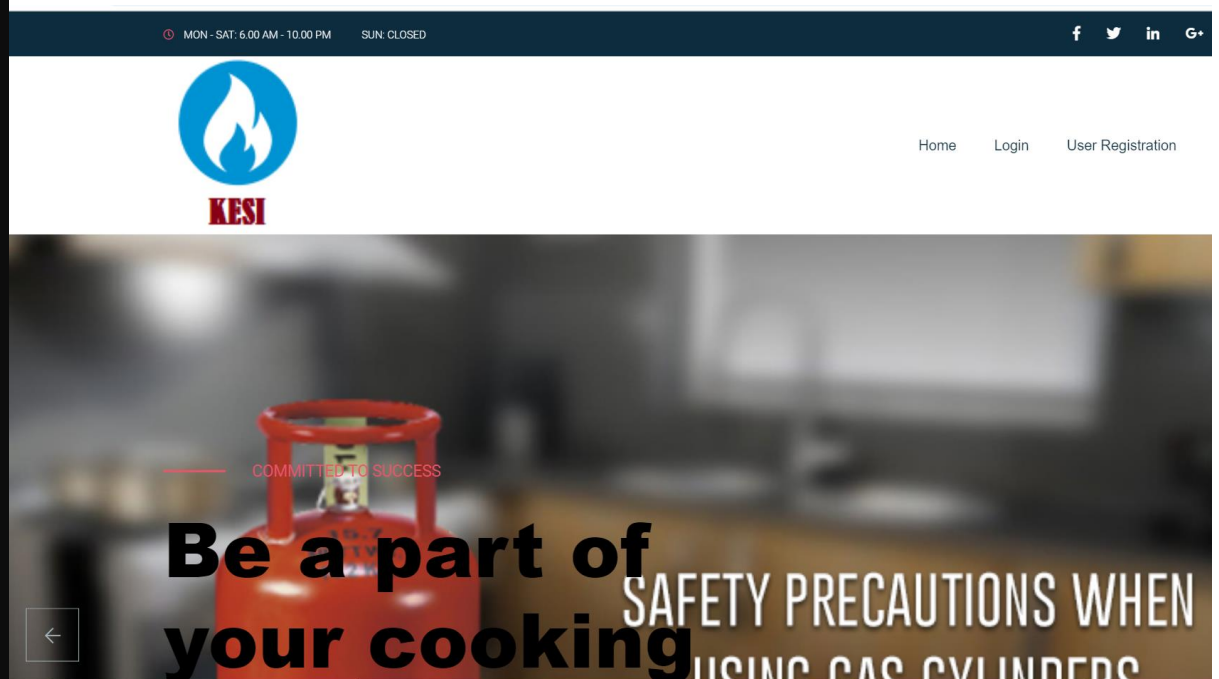
The “KESI” online gas booking web site provides the facility to handle and manage details of cosumer,staff,branch ,agency and booking of LPG efficiently and securely. The intention of this whole system is to computerize the entire existing system and solve all Problems of the Existing System.The system is simple and easy to maintain. This system is useful for all gas agencies. This system will is designed to save time and will reduce the complexity and is also user friendly.

APPENDIX

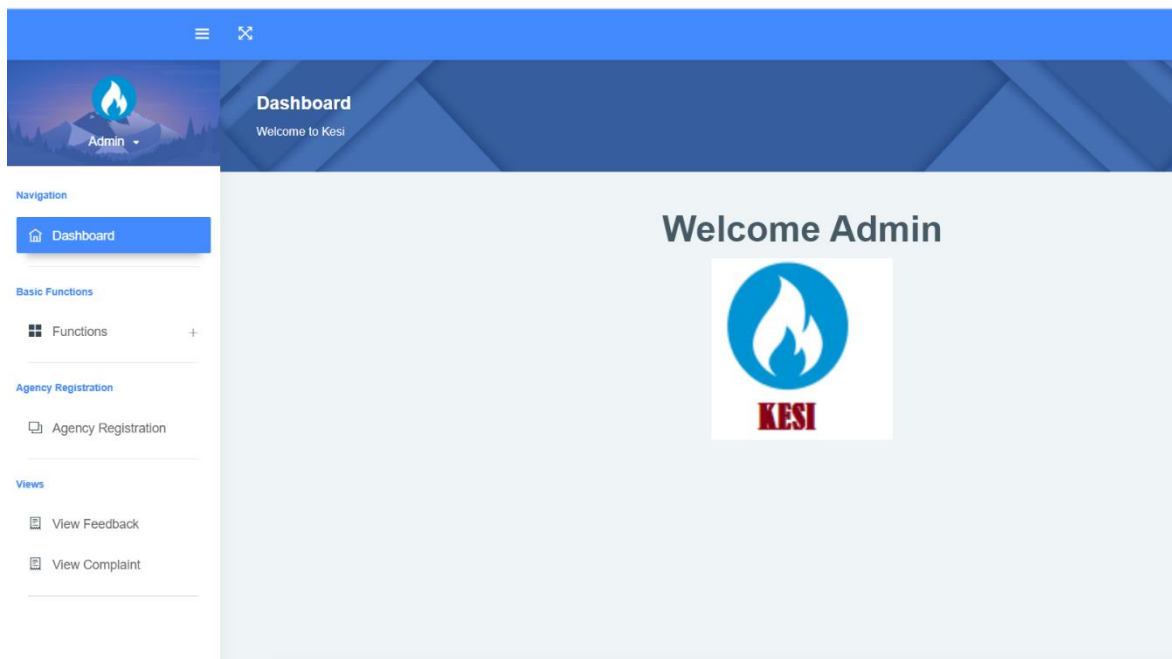
11. APPENDIX

11.1 SCREENSHOT

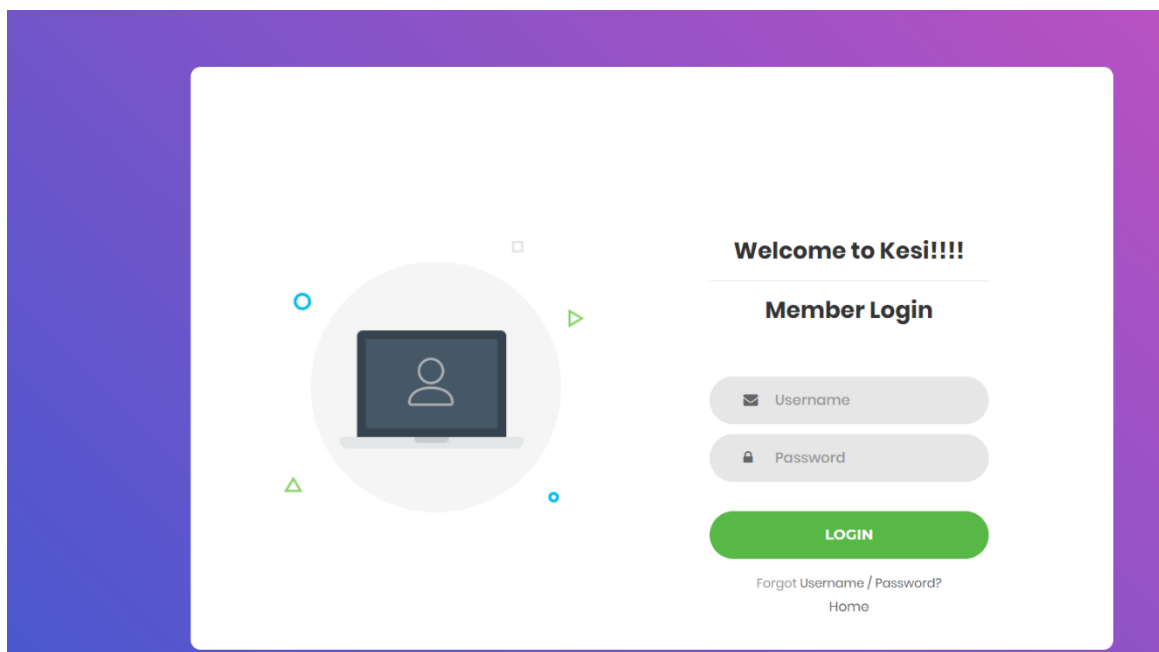
Home page



Admin home page



Login Page



Agency Home Page

MON - SAT: 6.00 AM - 10.00 PM SUN: CLOSED

[f](#) [t](#) [in](#) [G+](#)



[Home](#) [Privacy](#) [Services](#) [Log Out](#)

Welcome HP Gas

Branch Home Page

🕒 MON - SAT: 6.00 AM - 10.00 PM SUN: CLOSED

[f](#) [🐦](#) [in](#) [G+](#)



[Home](#) [Privacy](#) [Services](#) [Log Out](#)

Welcome 3D Gas

Staff Home Page

🕒 MON - SAT: 6.00 AM - 10.00 PM SUN: CLOSED



[Home](#) [Privacy](#) [Services](#) [Log Out](#)

Welcome Sachu S

User Home Page



[Home](#)
[Privacy](#)
[Services](#)
[Others](#)
[Log Out](#)

MON - SAT: 6.00 AM - 10.00 PM SUN: CLOSED

[f](#) [t](#) [in](#)

Welcome Amira

User Registration Page

Name	<input type="text"/>
Address	<input type="text"/>
Contact	<input type="text"/>
Email	<input type="text"/>
State	---select--- ▾
District	---select--- ▾
Place	---select-- ▾
Photo	<input type="button" value="Choose File"/> No file chosen
ID proof	<input type="button" value="Choose File"/> No file chosen
Username	<input type="text"/>
Password	<input type="password"/>
Confirm Password	<input type="password"/>
<input type="button" value="Registration"/> <input type="button" value="Cancel"/>	

12. CODING

```

<% @page import="java.sql.ResultSet" %>
<jsp:useBean class="database.ConnectionClass" id="con"></jsp:useBean>
<% @page contentType="text/html" pageEncoding="UTF-8"%>
<!DOCTYPE html>
<html>
  <head>
    <meta http-equiv="Content-Type" content="text/html; charset=UTF-8">
    <title>User Registration</title>
    <% @include file="Links.jsp" %>
    <script src="jQuery.js"></script>
    <script>
      function getDistrict(a){
        //alert(a);
        $.ajax(
          {
            url:"ajax_district.jsp?did="+a,
            success:function(result){

              //alert(result);
              $("#district").html(result);

            }
          });
      }
      function getPlace(b){
        //alert(a);
        $.ajax(
          {
            url:"ajax_place.jsp?pid="+b,
            success:function(result){
              //alert(result);
              $("#place").html(result);

            }
          });
      }
    </script>
  </head>
  <body>
    <% @include file="Header.jsp" %>
    <br><br>
    <form method="post" enctype="multipart/form-data" action="UserUpload.jsp">
      <table border="2" align="center" cellpadding="10" style="border-collapse:
collapse;">
        <tr>
          <td>Name</td>

```

```

        <td> <input type="text" name="txtname" required="" pattern="([A-Za-
z\s]{1,50})" autocomplete="off"></td>
    </tr>
    <tr>
        <td>Address</td>
        <td><textarea name="txtadd" required=""></textarea></td>
    </tr>
    <tr>
        <td>Contact</td>
        <td> <input type="text" name="txtcon" required="" pattern="([0-9]{10,10})"
autocomplete="off"></td>
    </tr>
    <tr>
        <td>Email</td>
        <td> <input type="email" name="txtem" required="" autocomplete="off"></td>
    </tr>
    <tr>
        <td>State</td>
        <td><select name="State" onchange="getDistrict(this.value)" required="">
            <option>---select---</option>
            <%
                String sel="select * from tbl_state";
                ResultSet rs=con.selectCommand(sel);
                while(rs.next())
                {
                    %>
                    <option
value="<%=rs.getString("state_id")%>"><%=rs.getString("state_name")%></option>
                    <%
                }
                %>
            </select> </td>
    </tr>
    <tr>
        <td>District</td>
        <td><select name="district" id="district" onchange="getPlace(this.value)"
required="">
            <option>---select---</option>
        </select></td>
    </tr>
    <tr>
        <td>Place</td>
        <td><select name="place" id="place" required="">
            <option>---select--</option>
        </select></td>
    </tr>
    <tr>
        <td>Photo</td>

```

```

        <td><input type="file" name="pfile" required=""></td>
    </tr>
    <tr>
        <td>ID proof</td>
        <td><input type="file" name="idfile" required=""></td>
    </tr>
    <tr>
        <td>Username</td>
        <td><input type="text" name="txtuname" required=""
autocomplete="off"></td>
    </tr>
    <tr>
        <td>Password</td>
        <td><input type="password" name="pass" required="" autocomplete="off"></td>
    </tr>
    <tr>
        <td>Confirm Password</td>
        <td><input type="password" name="pass" required="" autocomplete="off"></td>
    </tr>

    <tr>
        <td colspan="2" align="center">
            <input type="submit" name="btnsubmit" value="Registration"><input
type="reset" name="resubmit" value="Cancel">
        </td>
    </tr>
</table>
</form>

</body>
<br>
<br>
<br>
<% @include file="Footer.jsp" %>
</html>

```

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13. BIBILIOGRAPHY

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