





INSTITUTE FOR ADVANCED COMPUTING AND SOFTWARE DEVELOPMENT AKURDI, PUNE

Documentation On

"MOBILE SHOPPING SITE"

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Introduction

The project entitled "Online Mobile Shop" enables customer to buy mobiles or accessories from anywhere through online. This application advertises some of the products for shopping. To buy products, customer has to create an account. Those who does not have an account, they can only view the available product. They can't buy it. Once the customer has created account, not only he can view the products, he can also add the product to the cart and also, he can place an order to buy those products. The application then generates bill for that particular customer. After the confirmation, the customer has to enter his credit card details to buy those products.

Problem Statement

The main reason behind developing this project is the problems which were faced By the customer because of shortage of time and convenience.

Convenience: Unlike your street markets, online shopping sites never close;

They are available 24 hours a day, seven days a week, and they are only a mouse click away.

Accessibility: If you are out of state or even out of the country when a money problem Arises, you can log on instantly to online bank and take care of business, 24/7.

Product Scope

This project traverses a lot of areas ranging from business concept to computing field, and required to perform several researches to be able to achieve the project objectives.

The area covers include:

- J2EE Technology used for the development of the application.
- General customers as well as the society's staff will be able to use the system

effectively.

• Web-platform means that the system will be available for access 24/7 except when there is a temporary server issue which is expected to be minimal.

Aims & Objectives

Specific goals are: -

- The main goal to increase the quantity of sales by making the new technology of web
 pages design more attractive and to search a lot of customers and company to their
 location.
- The main objective of the Online Shopping System is to manage the details of shopping, internet, payment bills, customer.

Overall Description

Product Perspective:

The product will be developed completely independent and dynamic website. customer must have an account to purchase the product.

This application stores all the information in the database which can be retrieved whenever needed and all the validations are performed during the entry of the data by the user thus ensuring that the user cannot enter any wrong data which could cause problem later.

Product Function:

Initially customer has to register to the website to access most of the features of the application. The customer has to enter the details like username, password...etc. After registration customer will be able to purchase products and the purchased product can be added to the cart. Later customer has to enter his credit card details to buy the products. The confirmation of debit card numbers will be handled by the Pay pal website.

Users and Characteristics:

The user of this product is supposed to be fairly educated about the usage of the computers. He should understand how to store products and he should have knowledge about various products so that they could be saved. A person who has no knowledge of computers will find it difficult to understand the system. But with a little knowledge it will be very easy to handle the project.

Admin: Admin adds the new product and accessories and stores in the database which can be retrieved and used whenever needed and all the validation are performed during the entry of the data. Thus, it ensures that the user cannot enter any wrong data which would cause problem later.

User: This application allows the user to access all the products available. To buy the products, customer must create an account in this website.

Operating Environment:

Server Side:

Processor: Intel® Xeon® processor 3500 series

HDD: Minimum 500GB Disk Space

RAM: Minimum 2GB

OS: Windows 8.1, Linux 6

Database: Oracle 11g

Client Side (minimum requirement):

Processor: Intel Dual Core

HDD: Minimum 80GB Disk Space

RAM: Minimum 1GB

OS: Windows 7, Linux

Design and Implementation Constraints:

- The application will use Ajax, JavaScript, jQuery and css as main web technologies.
- HTTP and FTP protocols are used as communication protocols. FTP is used to upload the web application in live domain and the client can access it via HTTP protocol.
- Several types of validations make this web application a secured one and SQL Injections can also be prevented.
- Since Society Management system is a web-based application, internet connection must be established.
- The Society Management System will be used on PCs and will function via internet or intranet in any web browser.

Specific Requirement

External Interface Requirements:

User Interfaces:

- All the users will see the same page when they enter in this website. This
 page asks the users a username and a password.
- After being authenticated by correct username and password, user will be redirect to their corresponding profile where they can do various activities.
- The user interface will be simple and consistence, using terminology commonly understood by intended users of the system. The system will have simple interface, consistence with standard interface

Hardware Interfaces:

- No extra hardware interfaces are needed.
- The system will use the standard hardware and data communication resources.
- This includes, but not limited to, general network connection at the server/hosting site, network server and network management tools.

Application Interfaces:

OS: Windows 7, Linux

Web Browser:

The system is a web-based application; clients need a modern web browser such as Mozilla Firebox, Internet Explorer, Opera, and Chrome. The computer must have an Internet connection in order to be able to access the system.

Communications Interfaces:

- This system uses communication resources which includes but not limited to,
 HTTP protocol for communication with the web browser and web server and
 TCP/IP network protocol with HTTP protocol.
- This application will communicate with the database that holds all the booking information. Users can contact with server side through HTTP protocol by means of a function that is called HTTP Service. This function allows the application to use the data retrieved by server to fulfil the request fired by the user.

System Design

Activity Diagram

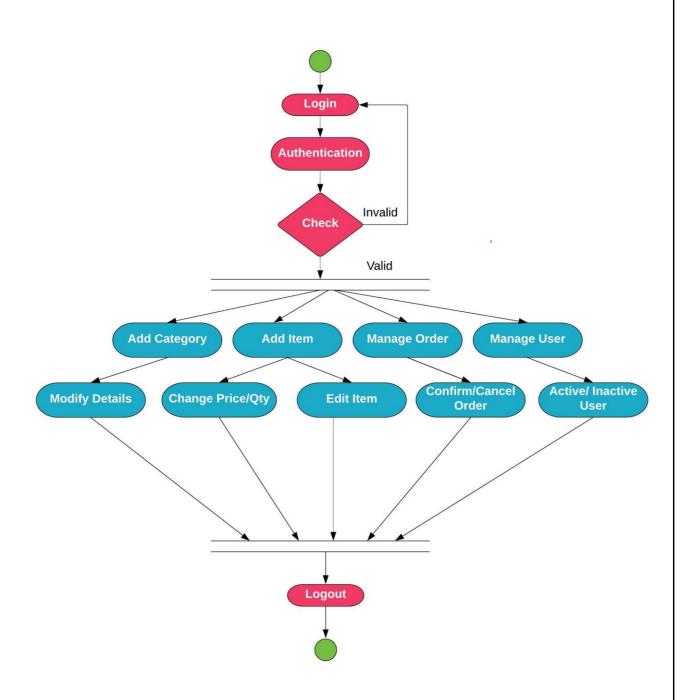
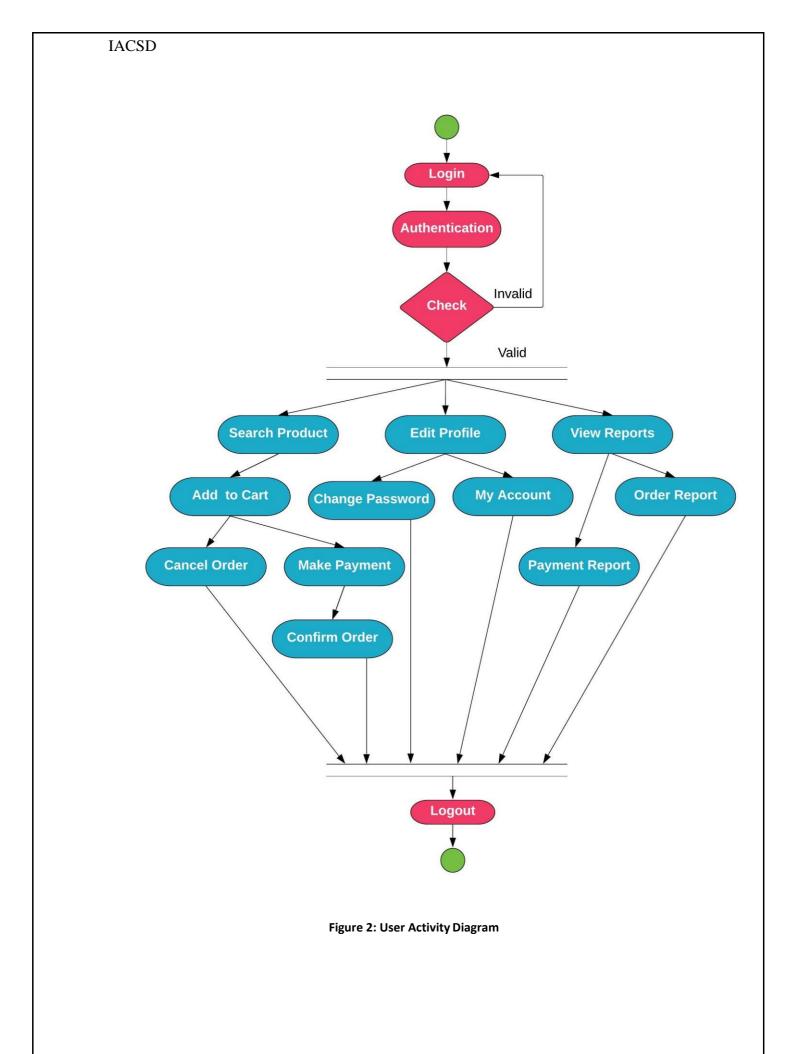


Figure 1: Admin Activity Diagram



Use Case Diagram

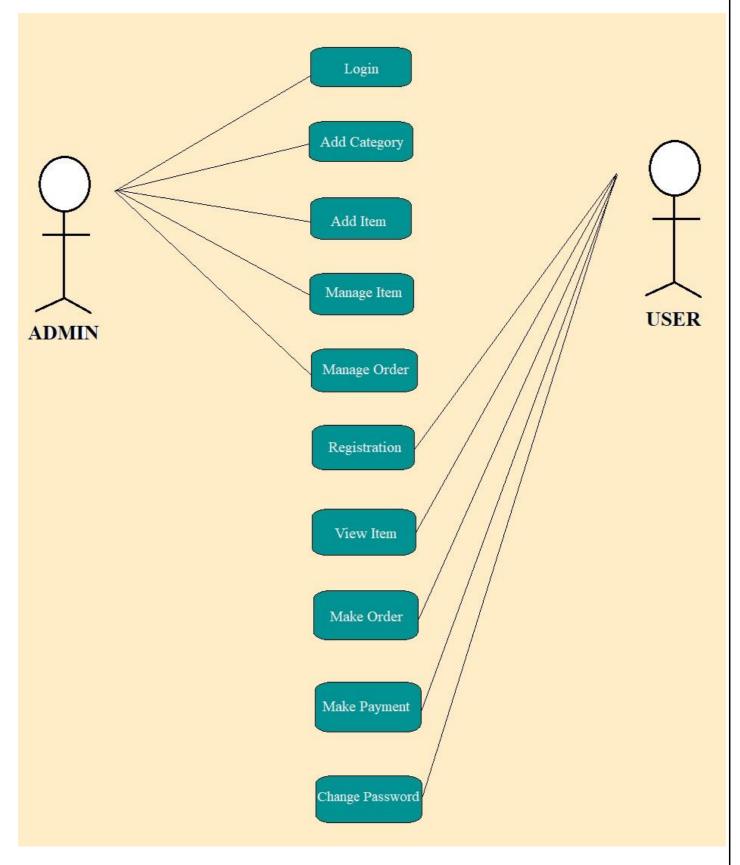


Figure 3: Use Case Diagram

ER Diagram

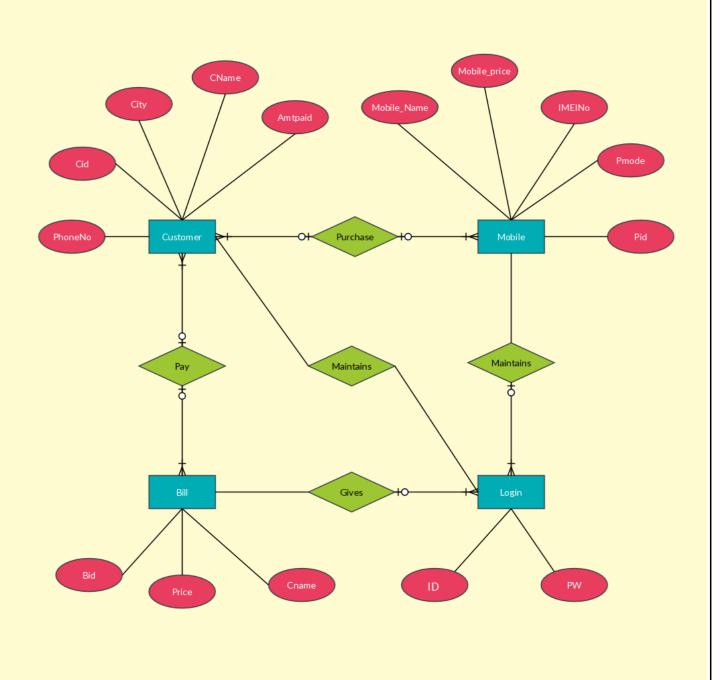
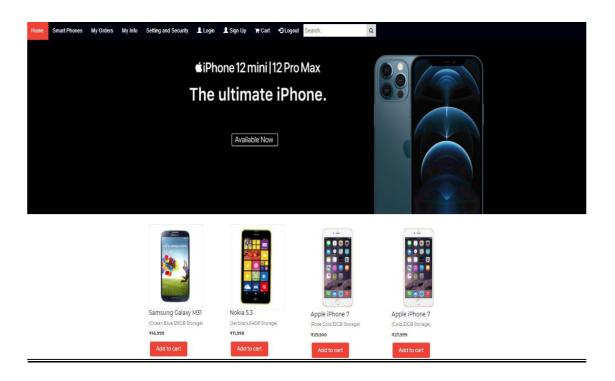
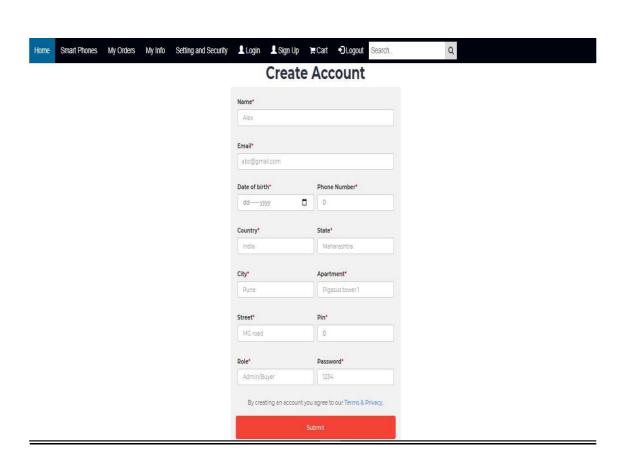
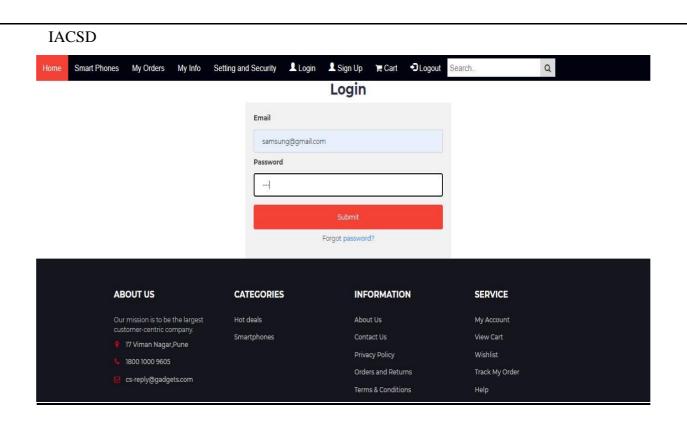


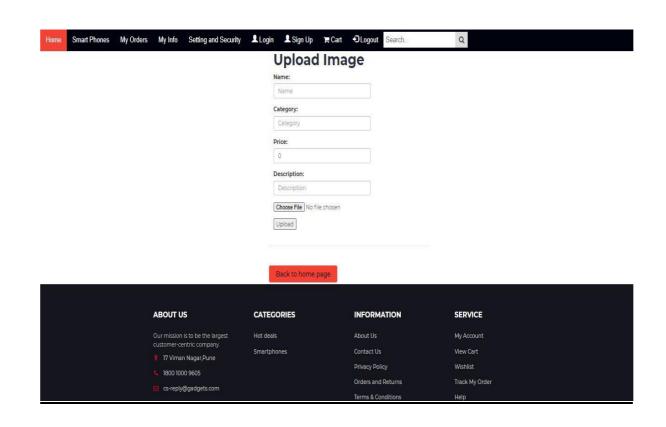
Figure 4: ER Diagram

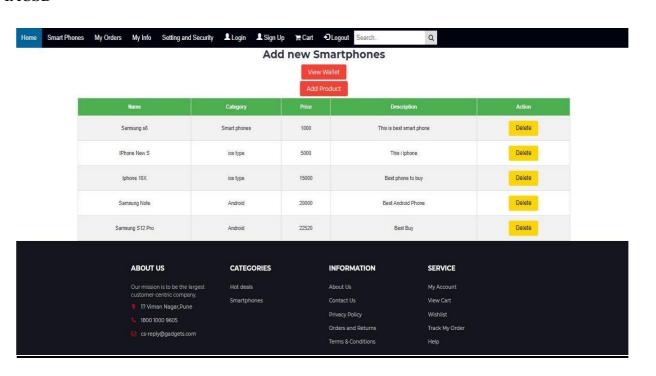
Screenshots:

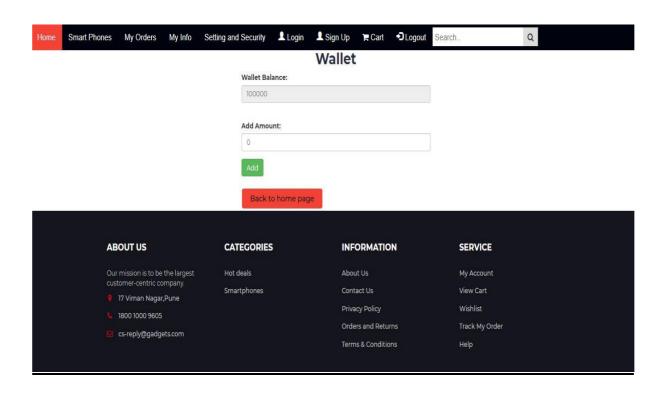


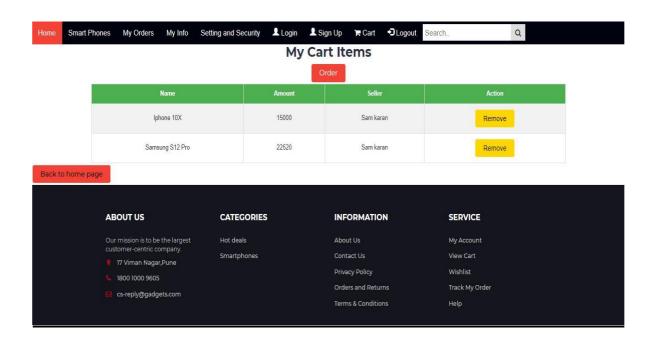


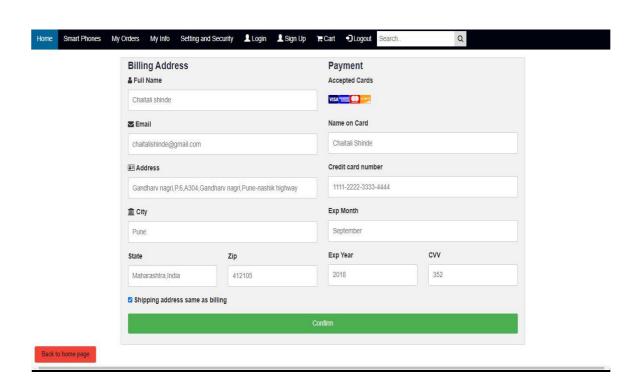












Conclusion:

It is an user friendly application and promotes user to purchase and shop faster. With new technology comes better way of doing things. Being able to buy anytime anywhere. Allows to place order before purchasing. Home delivery you don't have to travel to shop. Widespread effects on economy and e-commerce.

Future Scope:

This project can be enhanced further by adding club house booking, online voting system, online payment facility for the members to reduce the extra work of the admin. The software is flexible enough to be modified and implemented as per future requirements. We have tried our best to present this free and user–friendly website to Society members. Message and Email alerts for various happenings in the society can be added to the system so that users do not miss the updates and happenings of the society.

References

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- Worldwide Smartphone Usage to Grow 25% in 2014 (http://www.emarketer.com/Article/ Worldwide-Smartphone-Usage-Grow-25-2014/1010920).
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