***TURFiT***

***A project report submitted to Kannur University***

***In partial fulfilment of requirements for the award of***

**MASTER**

***OF***

**COMPUTER APPLICATION**

***By***

**RAMEEM RAJ B H**

**REG. NO: C1GMCA2115**

**(2021-2023)**



**DEPARTMENT OF COMPUTER APPLICATIONS**

**DONBOSCO COLLEGE**

**ANGADIKADAVU, KANNUR**

**DEPARTMENT OF COMPUTER APPLICATIONS**

**DONBOSCO COLLEGE**

**ANGADIKADAVU, KANNUR**

****

**CERTIFICATE**

This is to certify that the report of the project entitled **“TURFIT”** is a bonafide record of the original work done by **RAMEEM RAJ B H** (**Reg.No:C1GMCA2115)** during the **third semester** of the year **2021-2023** in partial fulfilment of the requirements for the award of Master’s Degree in Computer Applications under the Kannur university.

**Internal Guide Date:**

**External Examiners Head of the Institution**

**1.**

**2.**

**DECLARATION**

I RAMEEM RAJ B H, third semester MCA, student of Don Bosco College, Angadikadavu, under Kannur University do hereby declare that the project entitled “TURFIT” is the record of original work done by me under the supervision of Mrs.Anusree Assistant Professor, Don Bosco College, Angadikadavu towards partial fulfilment of the requirement of Master’s degree in computer applications, and no part thereof has been presented for the award of any other degree.

Date: RAMEEM RAJ B H

Reg No: C1GMCA2115,

Dept of MCA,

Don Bosco College,

Angadikadavu, Kannur

**ACKNOWLEDGEMENT**

First of all, I thank the lord Almighty for his immense grace and blessings showered on meat every stage of this work. I am greatly indebted to our Director Fr. Fidel Thachil SDB, Don Bosco College, Angadikadavu for providing the opportunity to take up this project as part of my curriculum.

I express my sincere thanks to Mrs. Anusree (Assistant Professor, Dept. of MCA, Don Bosco College), and other Faculties, Management and Staff of Don Bosco College for the support throughout my MCA course.

Acknowledging the efforts of everyone, their chivalrous help in the course of the project preparation and their willingness to corroborate with the work, their magnanimity through lucid technical details lead to the successful completion of my project.

I would like to express my sincere thanks to all my friends, colleagues, parents and all those who have directly or indirectly assisted during this work.

RAMEEM RAJ B H

**ABSTRACT**

In modern world with the help of internet we can Turf playground are used to play various sports like football, rugby, tennis, cricket etc. People enjoy playing on the turf, It has vibrant environment and very safe to play. Many school teams and clubs prefer turf playground for practice and training purpose. Sometimes it becomes difficult to book turf playground because of timing issue or the slot getting booked previously. The TURFIT playground booking website is proposed for booking the turf in an easy and efficient way. This system has replaced the manual process of going to the location to book with an automated online process.

Main actors of this project are the Admin, Manager and Users. Admin can control turf managers by adding and removing them. Managers are the representative of each turf and can add their own turfs and its details, and the managers can add events that performed in their turf. Users can check the availability of the turf, select timings and their slots and also can view the events done by respective turfs and can join the events.

**TABLE OF CONTENT**

|  |  |  |
| --- | --- | --- |
| Chapters | Contents | Page No |
| **1** | **INTRODUCTION** | 8 |
| 1.1 | Project Review | 9 |
| 1.2 | Scope of the Project | 10 |
| **2** | **SYSTEM ANALYSIS** | 12 |
| 2.0 | Requirement Analysis | 12 |
| 2.1 | Existing System | 13 |
| 2.2 | Proposed System | 13 |
| 2.3 | Feasibility Study | 14 |
| 2.3.1 | Economic Feasibility | 14 |
| 2.3.2 | Technical Feasibility | 14 |
| 2.3.3 | Behavioral Feasibility | 15 |
| 2.3.4 | Legal Feasibility | 15 |
| 2.4 | System Requirement Specification | 15 |
| 2.4.1 | Actor Identification | 16 |
| 2.4.2 | Use Case Identification | 16 |
| 2.4.2.1 | Use Case Diagrams | 22 |
| 2.4.3 | Activity Diagrams | 26 |
| 2.4.4 | Sequence Diagram | 31 |
| 2.5 | System Requirements | 33 |
| 2.5.1 | Hardware and Software Requirements | 33 |
| **3** | **SYSTEM DESIGN** | 35 |
| 3.1 | Database Design | 36 |
| 3.1.1 | Data Flow Diagrams | 37 |
| 3.1.2 | ER Diagrams | 44 |
| 3.1.3 | Table Design | 46 |
| 3.2 | Architecture Design | 51 |
| 3.2.2 | Hierarchical Diagram | 51 |
| 3.3 | Interface Design | 52 |
| 3.3.1 | Input Design | 53 |
| 3.3.2 | Output Design | 54 |
| 3.4 | Procedural Design | 56 |
| **4** | **CODING** | 57 |
| 4.1 | About Software Tools used | 58 |
| 4.1.1 | Python | 58 |
| 4.1.2 | SQLite | 59 |
| 4.2 | Coding Principle | 59 |
| 4.3 | Sample Code | 60 |
| **5** | **TESTING** | 72 |
| 5.0 | System Testing | 73 |
| 5.1 | Unit Testing | 73 |
| 5.2 | Integration Testing | 76 |
| 5.3 | System Testing | 76 |
| 5.4 | Validation Testing | 77 |
| **6** | **IMPLIMENTATION** | 78 |
| 6.1 | System Implementation | 79 |
| **7** | **MAINTENANCE AND REVIEW** | 81 |
| 7.1 | Maintenance and review | 82 |
| **8** | **CONCLUSION** | 83 |
| 8.1 | conclusion | 84 |
| **9** | **REFERENCES** | 85 |
| 9.1 | Websites | 86 |
| 9.2 | Reference Books | 86 |
| **10** | **APPENDIX** | 87 |

**CHAPTER-1**

**INTRODUCTION**

1. INTRODUCTION
   1. **PROJECT OVERVIEW**

Turf playground are used to play various sports like football, rugby, tennis, cricket etc. Nowadays turf booking are done by offline method like by going to the turf playground and book their slots manually or call the appropriate person in charge for turf booking and make an appointment earlier. Offline turf booking can be burdensome and time-consuming, which can lead to several problems for both users and playground owners. an online turf playground booking platform makes it easy and convenient for users to find and book turf playgrounds for their sports and fitness activities.

This project aims to implement online booking of the turf playgrounds called as **‘TURFIT’** which offers searching nearest turf playground and online booking of turf slots in different locations. One of the main advantages of online turf booking is the streamlined booking process. Users can make reservations directly through the platform, with real-time availability information. With the help of this system users can book any available turf playground and also view and join the events that are hosted by each turf.

Main actors of this project are the Admin, Manager and Users. Admin can control the managers by adding and removing them. Managers are the representatives of turf and they can add their turf details and add events that hosted by them. Users can view the list of turfs and book the available turf .

This project is developed by using Python (Django) as the programming language, and SQLite as the database.

* 1. **SCOPE OF THE PROJECT**

The scope of “TURFIT” online turf playground booking refers to the process of reserving and securing a turf playground through a digital platform. This service enables customers to search, select, and book turf playgrounds online for their sports activities.

In modern technology with the help of internet we can easily book turf playground by the help of “TURFIT” online turf playground system. With the help of this system, we can perform hassle-free, efficient, fast, and convenient method of turf booking. The users can view their nearest turf playgrounds and events performing on the turfs also.

The “TURFIT” project will be able to implement a online booking platform for those who want to book their slots for turf playground and search the nearest turfs. In the current scenario, the system has a wide scope because the peoples who needs to book the turf can be done online instead of booking the turf by going the turf playground early or booking by phone call.

**CHAPTER-2**

**SYSTEM ANALYSIS**

**2. SYSTEM ANALYSIS**

System analysis is the process of collecting and interpreting facts, understanding problems, and using the information to suggest improvements on the system. This will help to understand the existing system and determine how computers make its operation more effective. The aim of this analysis is to collect the detailed information on the system and the feasibility study of the proposed system. This analysis focuses on the flow of the system module by module and the efficiency of each. To design the proposed system, we need the exact processing logic as well as the extended features of the existing system such as reliability, consistency, storage capacity etc. This report will discuss the advantages and drawbacks/ disadvantages of the existing system and the modifications and enhancements can be done. This analysis will concentrate on the information gathering for the efficient, user friendly and reliable system, which will carry forward the features of the existing system.

**2.0 REQUIREMENT ANALYSIS**

Requirements analysis results in the specification of software’s operational characteristics, indicates software’s interface with other system elements, and establishes constraints that software must meet. Requirements analysis allows you to elaborate on basic requirements established during the inception, elicitation, and negotiation tasks that are part of Requirements engineering.

**REQUIREMENT GATHERING**

The requirement gathering can be done by following ways.

* Interview
* Questionnaire
  + Website visit

For this project I used website visit and interview method. I visited the following resources.

* I visited a few current turf booking Websites. These sites are given below:
* [www.playspots.com](https://www.playspots.in/)
* [www.sporloc.com](https://www.sporloc.com/)
* [www.turftown.com](https://turftown.in/)
* The interview method helped to collect more information from some turf grounds.

**2.1 EXISTING SYSTEM**

The current system of turf booking is mostly done through phone calls or visiting the turf in person. Customers have to call the turf manager to inquire about the availability of the turf and then book it over the phone. It is difficult to find available slots for booking.

**Disadvantages**

* No proper system to manage the online turf booking and event booking.
* Difficult to book a turf for a specific time.
* Unavailability of slots for booking turf.
* Time consuming and inconvenient for customers who may not be able to visit the turf in person or make a phone call.

**2.2 PROPOSED SYSTEM**

The proposed system is an online platform that allows users to book turfs for various sports activities. The system is designed to make the booking process easy and convenient for users. Users can access the system through a web interface and can view the available turfs, select a suitable one, and make a booking. The project “TURFIT’ act as an online platform for booking the turf that allow users to make reservations and making the booking process quick and hassle-free.

**Advantages**

* Convenient for booking turf online
* Includes event booking
* Easy to view available slots and helps to choose suitable option
* Provides option for complaint booking
* View booked turf slots and events
* Search turf by location

**2.3 Feasibility Study**

Feasibility analysis is the procedure for identifying the candidate system, evaluating and electing the most feasible system. When conducted feasibility study understand the need for change or improvement in the current system, which is manually. This is done by investigating the existing system. A feasibility study is conducted to check whether it is

* Possible (to build with the given technology and resources)
* Affordable (given time and cost constraints of the organizations)
* Acceptable

Basically, feasibility study tries to find out whether it is worth developing a new system before proceeding to developing it. Certain key considerations are involved in the feasibility analysis are:

* Economic Feasibility
* Technical Feasibility
* Behavioral Feasibility
* Legal Feasibility

**2.3.1 Economic Feasibility**

Economic Feasibility is cost-benefit analysis various benefits and costs involved are considered, calculated, and compared, if the benefits are more than the cost, the project is considered economically feasible. It also makes stresses whether the system can be built in the specified time interval. Today everyone using computers and familiar with all the functionalities. We only want to pay for the net connection. Now it is common for all. And the benefits will be more. So, the proposed system will replace the cost and man power involved in the existing system. thus, the system is economically feasible.

**2.3.2 Technical Feasibility**

The Technical Feasibility is the concept that deals with the hardware as well as software requirements. Through the technology may become obsolete after some period, because newer version of some software supports older versions, the system may still be used. So, there are only minimal constraints involved with this project. The Project Spare Hub can be used by anyone without knowing the language python or Django framework. Anyone can be accessing the system if they have simple browsing experience, so they can easily use this software for parts ordering and to find out the workshops nearby them. It does not have any operational barriers. People don’t want to know the framework used by this system. By seeing the interface, itself, any user can easily identify the functions and access the system. So, the system is technically feasible.

**2.3.3 Behavioral Feasibility**

The “Spare Hub” is designed in a user-friendly manner and we need not to provide any special training for the persons using this software. Those who have simple browsing experience, they can easily use this software. It does not have any operational barriers, so there is no need to provide any special training for using this software. Hence it is behaviorally feasible.

**2.3.4 Legal Feasibility**

The system cannot create any violation of rules and regulation of government. It is not making any security issues to outside world. So, the Spare Hub is legally feasible.

**2.4 SYSTEM REQUIREMENT SPECIFICATION**

System requirements are expressed in a software requirement document. The Software requirement specification (SRS) is the official statement of what is required for the system developers. This requirement document includes the requirements definition and the requirement specification. The software requirement document is not a design document. It should set out what the system should do without specifying how it should be done. The requirement set out in this document is complete and consistent. The software specification document satisfies the following: -

* It specifies the external system behavior.
* It specifies constraints on the implementation.
* It serves as reference tool for system maintainers.
* It records forethought about the life cycle of the system.
* It characterizes acceptable response to undesired events.

**2.4.1. ACTOR IDENTIFICATION**

An actor is someone or something that interacts with the system. An actor is he /she what uses the system. An actor exchanges information with the system. Asking certain questions as detailed below can identify the actors of the system.

|  |  |  |
| --- | --- | --- |
| **1.** | Who will use the main functionality of the system? | Administrator, Manager and User. |
| **2.** | Who will lead support from the system and do their tasks? | Administrator, Manager and User. |
| **3.** | Who will maintain and administrate the system? | Administrator. |
| **4.** | With which other systems, does this system need to interact? | Database. |
| **5.** | Who was interest in the result produced by the system? | Administrator, Manager and User. |

As per the above answers we can conclude the actors. They are:

* Admin
* Manager
* User

**2.4.2. USE CASE IDENTIFICATION**

A use cases represents the functionality of an actor. It is defined as a set of actions performed by a system, which yields an observable result. An ellipse containing its name inside the ellipse or below it represents it. It is placed inside the system boundary and connected to an actor with an association. This shows how the use cases and the actor interact.

To find out the use cases, ask the following questions to each of the actors.

* Which functions does the actor require from the system? What does the actor need to do?
* Does the actor need to read, create, destroy, modify or store some kind of information in the system?
* Could the actor’s daily work be simplified or made more efficient by adding new functions to the system?

**2.4.2.1 USE CASES**

**Use case for the actor Administrator**

|  |  |  |
| --- | --- | --- |
| **1** | Which functions does the Administrator require from the system? What does the Administrator need to do? | Administrator requires the following functionalities from the system such as Add managers, View manager, Remove manager, View turf bookings and View enquiries |
| **2** | Does the Administrator need to read, create, destroy, modify or store some kind of information in the system? | Yes. Administrator need to create, view and edit the data if require. |
| **3** | Could the Administrator work be simplified by adding new functions to the system? | Yes, the system can reduce his/her work. |

Above questions give the following use cases for the actor Administrator.

* Login
* Add Managers
* Remove Managers
* View Managers
* View Turf bookings
* View complaints
* Logout

**Use case for the actor Manager**

|  |  |  |
| --- | --- | --- |
| **1** | Which functions does the Manager require from the system? What does the Driver need to do? | Manager requires the following functionalities from the system such as Add turfs, Update and delete turfs, View turf bookings, Approve/Reject bookings, Add turf slots, Add games, Add events, update and delete events, view event bookings, approve/Reject event bookings |
| **2** | Does the Manager need to read, create, destroy, modify or store some kind of information in the system? | Yes. Manager need to create, view and edit the data if require. |
| **3** | Could the Manager work be simplified by adding new functions to the system? | Yes, the system can reduce his/her work. |

Above questions give the following use cases for the actor Manager .

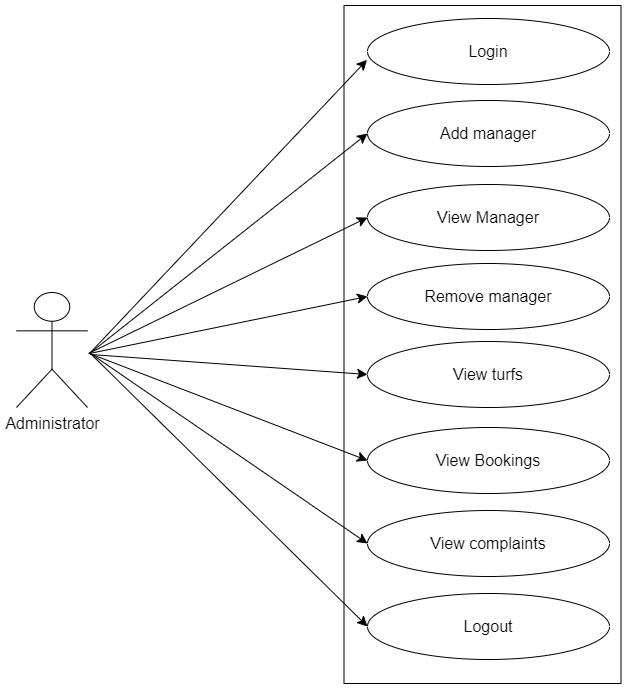
* Login
* Add Turfs
* View turfs
* Delete Turfs
* Add slots
* Edit/Remove slots
* Add games
* Edit/Remove games
* Add Events
* View Events
* Edit/Remove events
* View turf bookings
* View event bookings
* Reject turf bookings
* Reject event bookings
* Logout

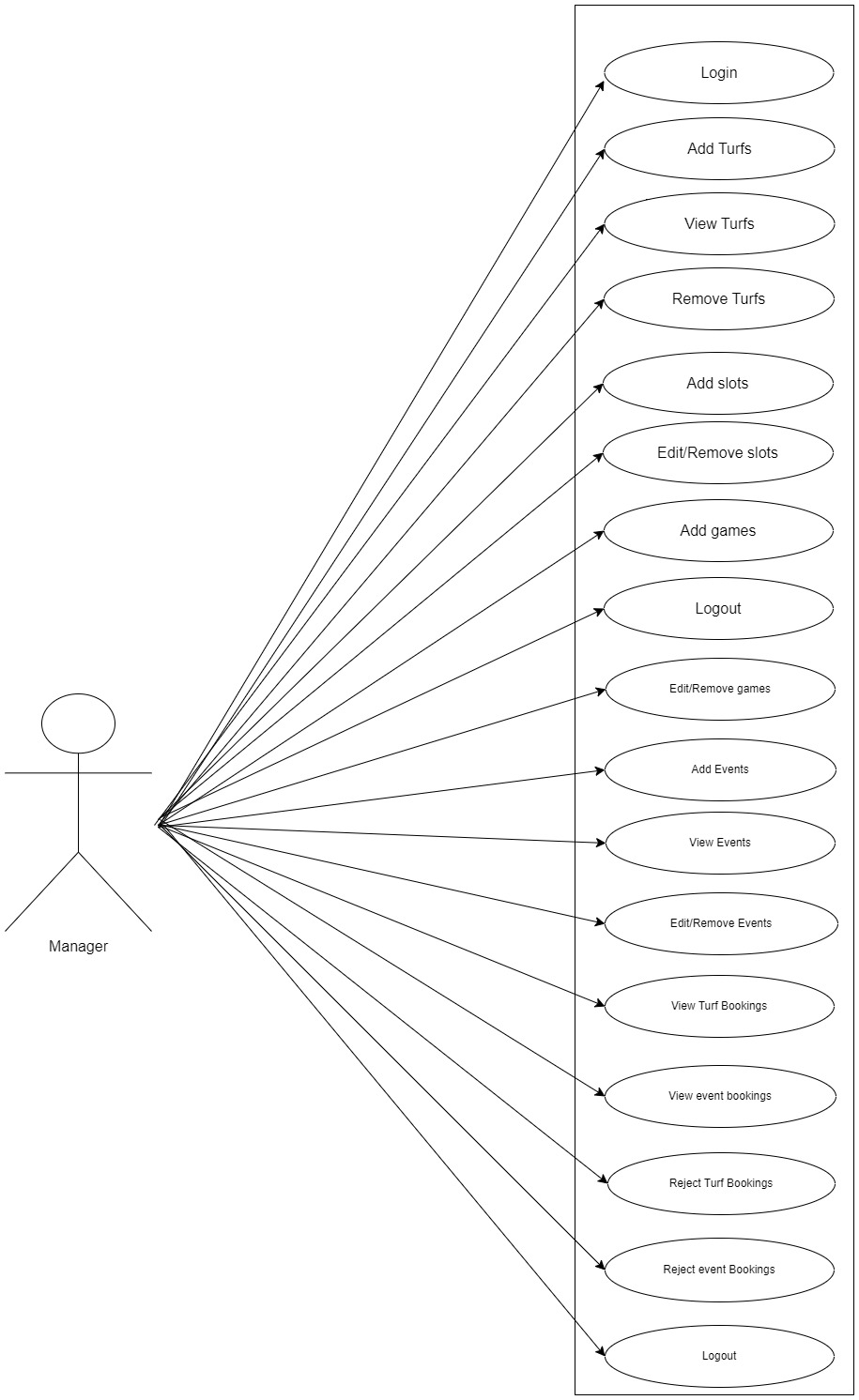
**Use case for the actor User**

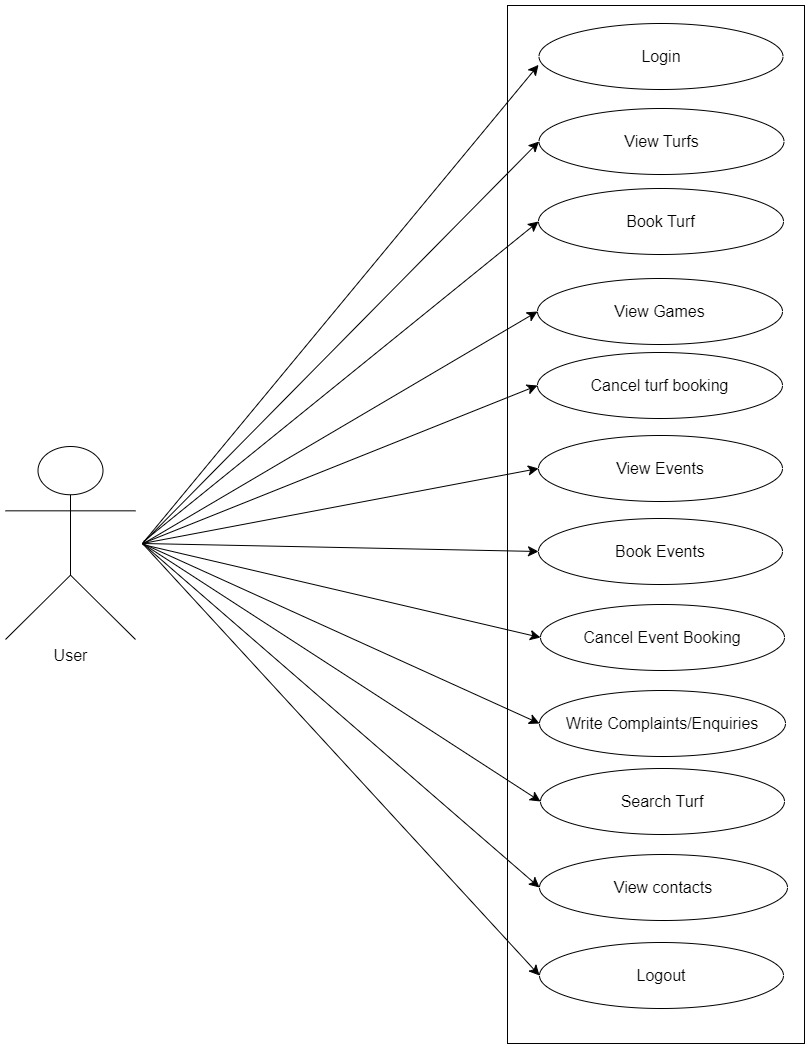
|  |  |  |
| --- | --- | --- |
| **1** | Which functions does the User require from the system? What does the workshop need to do? | User requires the following functionalities from the system such View turfs, Book turfs, Cancel turf bookings, View events, Book events, , view booked events, cancel event bookings, Search turfs by location, , Write complaint/Enquiries, View contacts |
| **2** | Does the User need to read, create, destroy, modify or store some kind of information in the system? | Yes. User need to create, view and edit the data if require. |
| **3** | Could the User work be simplified by adding new functions to the system? | Yes, the system can reduce his/her work. |

Above questions give the following use cases for the actor User.

* Login
* View Turfs
* Book turf
* View games
* Cancel turf booking
* View Events
* Book Events
* Cancel event booking
* Write complaints/enquiries
* Search turf by location
* View contacts
* Logout

****

****

****

**2.4.3. ACTIVITY DIAGRAM**

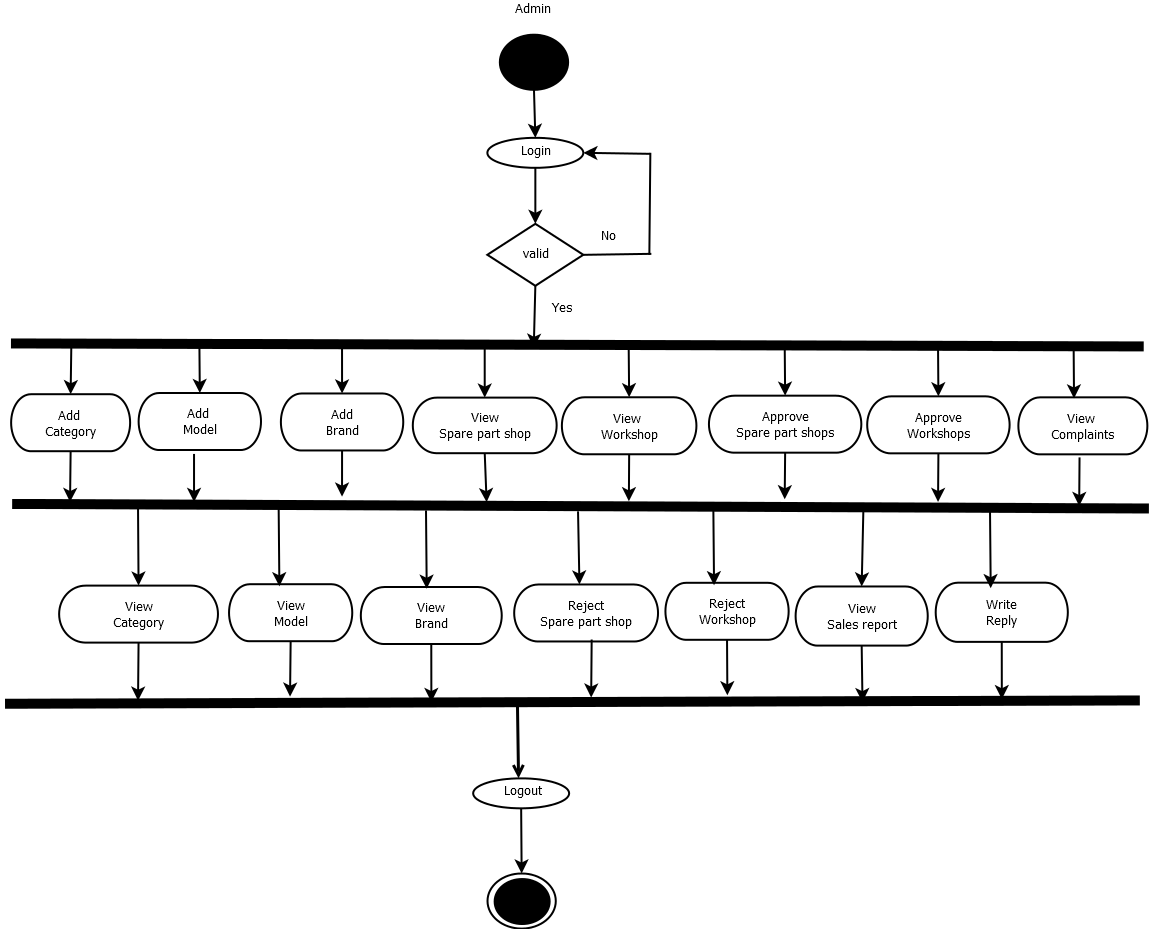
The activity diagram supplements the use case by providing a graphical representation of the flow of interaction within a specific scenario. It uses rounded rectangles to imply a specific system function, arrows to represent flow through the system, decision diamonds to depict a branching decision, and solid horizontal lines to indicate that parallel activities are occurring.

The basic purposes of activity diagrams are similar to other diagrams. It captures the dynamic behavior of the system. Other diagrams are used to show the message flow from one object to another but activity diagram is used to show message flow from one activity to another.

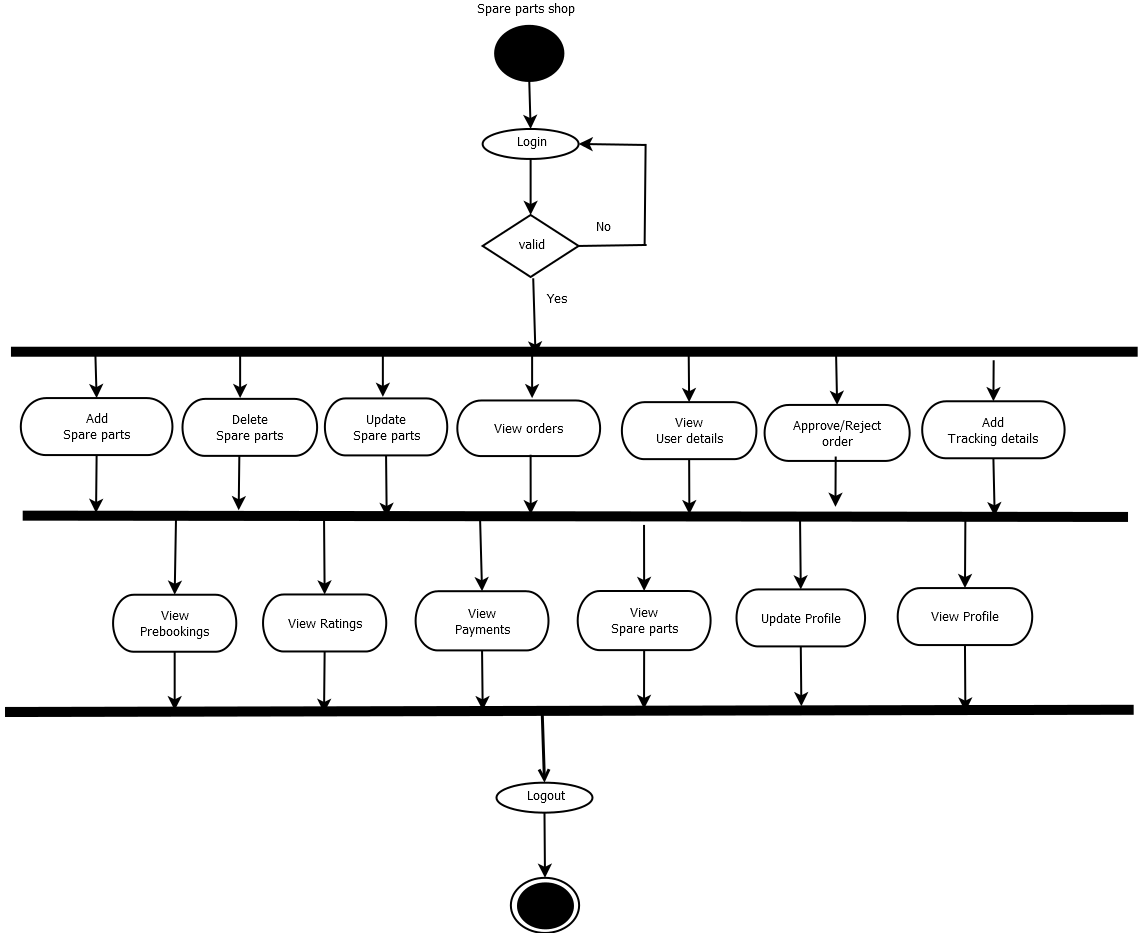
So the purposes can be described as:

* Draw the activity flow of a system.
* Describe the sequence from one activity to another.
* Describe the parallel, branched and concurrent flow of the system.

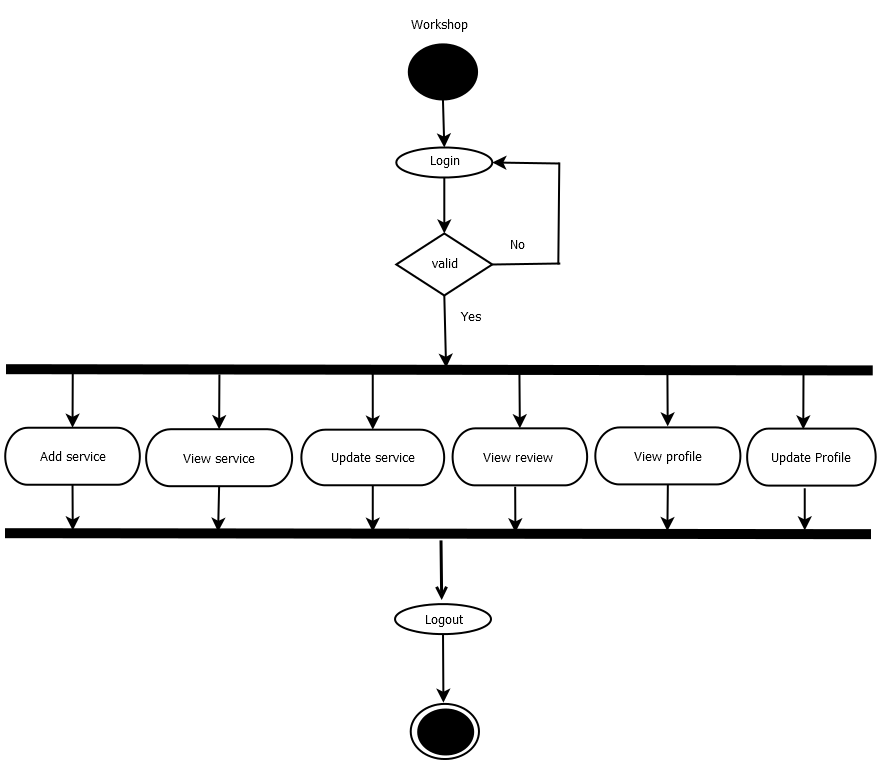
**Activity Diagram for Administrator**

****

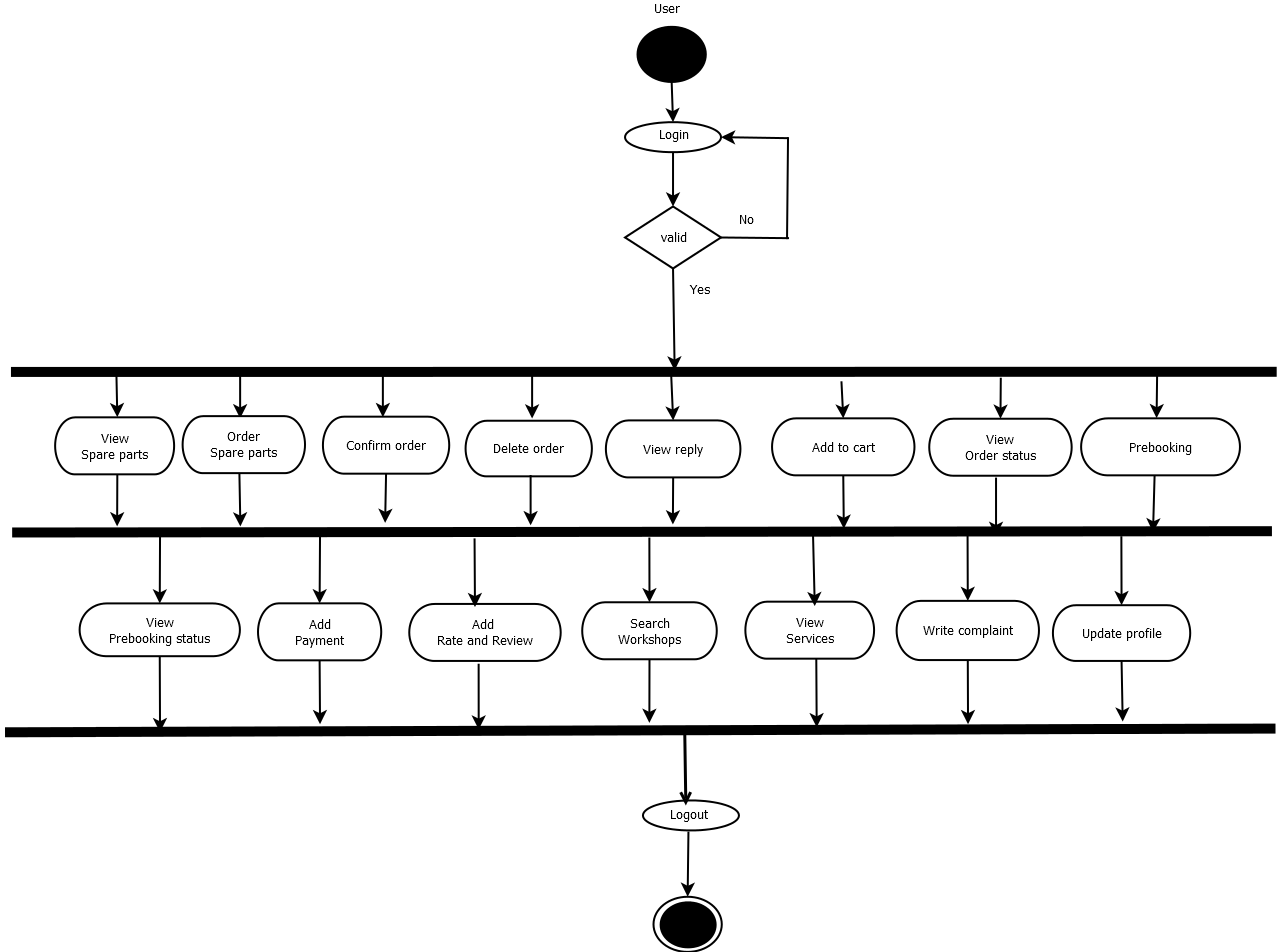
**Activity Diagram for Spare part shop**

****

**Activity Diagram for Workshop**

****

**Activity Diagram for User**

****

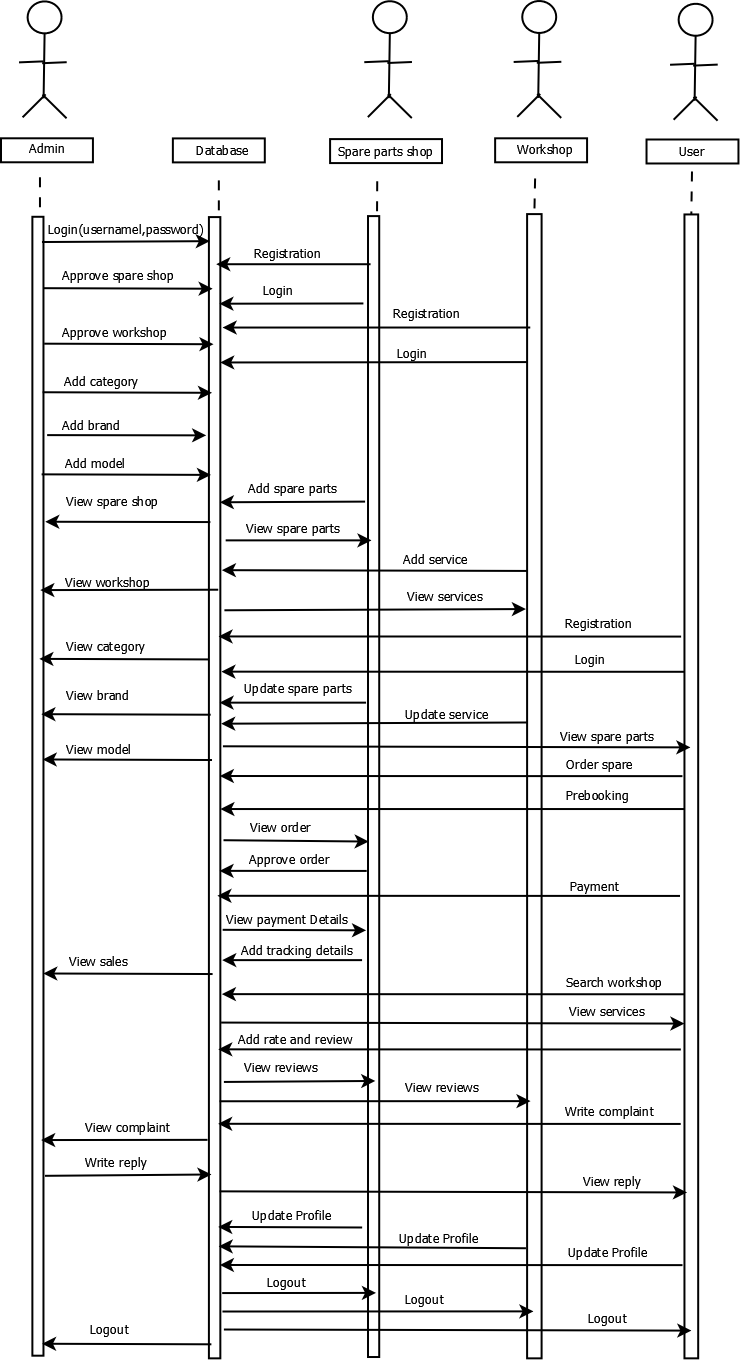
**2.4.4. SEQUENCE DIAGRAM**

Sequence diagrams are an easy and intuitive way of describing the behaviour of a system by viewing the interaction between the system and its environment. A sequence diagram shows an interaction arranged in a time sequence. It shows the objects participating in the interaction by their life lines and the messages they exchange, arranged in a time sequence.

A sequence diagram has two dimensions: a vertical dimension represents time, horizontal dimension represents different objects. The vertical line is called the object’s lifeline. The lifeline represents the object’s existence during the interaction. This form was first popularized by Jacobson. An object is shown as a box at top of a dashed vertical line. A role is slot for an object within a collaboration that describes the type of object that may play the role and its relationships to other roles. However, a sequence diagram does not show the relationships among the roles or the association among the objects. An object role is shown as a vertical dashed line, the life line.

Each message is represented by an arrow between the life lines of two objects. The order in which these messages occur shown top to bottom on the page. Each message is labeled with the message name. The label also can include the argument and some control information and show self-delegation, a message that an object sends to itself, by sending the message arrow back to the same lifeline. The horizontal ordering of the lifelines is arbitrary. Often, all arrows are arranged to proceed in one direction across the page, but this is not always possible and the order conveys no information.

The sequence diagram is very simple and has immediate visual appeal- this is its greatest strength. A sequence diagram is an alternative way to understand the overall flow of the control of a program. Instead of looking at the code and trying to find out the overall sequence of behavior, we can use the sequence diagram to quickly understand that sequence.

****

**2.5. SYSTEM REQUIREMENTS**

**2.5.1 Hardware and Software Requirements**

Hardware and software requirements for the installation and smooth functioning of this product could be configured based on the requirements needed by the component of the operating environment that works as front-end system here we suggest minimum configuration for the both hardware and software components.

Working off with this application is requirements concrete on system environments. It includes two phases.

* Hardware Requirements
* Software Requirements

**External Interfaces Requirements**

This will use the standard input/output devices for a personal computer. This includes the following.

* Keyboard
* Mouse
* Monitor
* Mobile Phone/Tablet

1. **HARDWARE REQUIREMENTS**

* Processor : Dual Core
* Speed : 2 GHz
* RAM : 2 GB
* Hard Disk : 40 GB or Above

1. **SOFTWARE REQUIREMENTS**

* Operating System : Windows 10
* Front End : HTML, CSS, JavaScript
* Back End : SQLite
* Programming Language : Python Django
* Development Platform : Visual Studio Code

**CHAPTER-3**

**SYSTEM DESIGN**

**3.0 SYSTEM DESIGN**

Design is a meaningful engineering representation of something that is to be built. It is an iterative process through which requirements are translated in to a blueprint for constructing the software. The goal of the design phase is to plan a solution of the problem specified by the requirements document.

Major activities during the design phase are:

* Data Base Design
* Architectural Design
* Interface Design
* Modular Design

**3.1 DATABASE DESIGN**

A database is collections of inter related data stored with minimum redundancy to serve many users quickly and efficiently. In database design data independence, accuracy, privacy, and security are given higher priority. Database design is an integrated approach to file design. This activity deals with the design of the physical database. All entries and attributes have been identified while creating the database. The database design deals with the grouping of data into number of tables so as to reduce the duplication of data, minimize storage space, and retrieve the data efficiently.

Guidelines for designing a database:

* Design a relational schema so that it is easy to explain its meaning. Do not combine attributed from multiple entity and relationship types into a single relation.
* Design the database schema so that no insertion, deletion or modification anomalies are present in the relation.
* As far as possible, avoid placing attributes in a base relation whose values may frequently be null.

**Advantages**

* Easy to use.
* Data independence.
* Accuracy and integrity.
* Avoiding inordinate delays.
* Recovery from failures.

**3.1.1 DATA FLOW DIAGRAM**

A data flow diagram is a graphical technique that depicts data flow and transforms that are applied as data move from input to output. The DFD is used to represent increasing information flow and functional details. A Level 0 DFD also called a fundamental system model or context model represents the entire software elements as a single bubble with input and output indicated by incoming and outgoing arrows respectively. Additional process and information flow parts are represented in next level i.e., Level 1 DFD. Each of the processes represented at level 1 are sub functions of overall system depicted in the context model.

**Data flow diagram Symbols:**

Source/Destination of Data

Data Flow

Process

**S**torage

**Level 0**

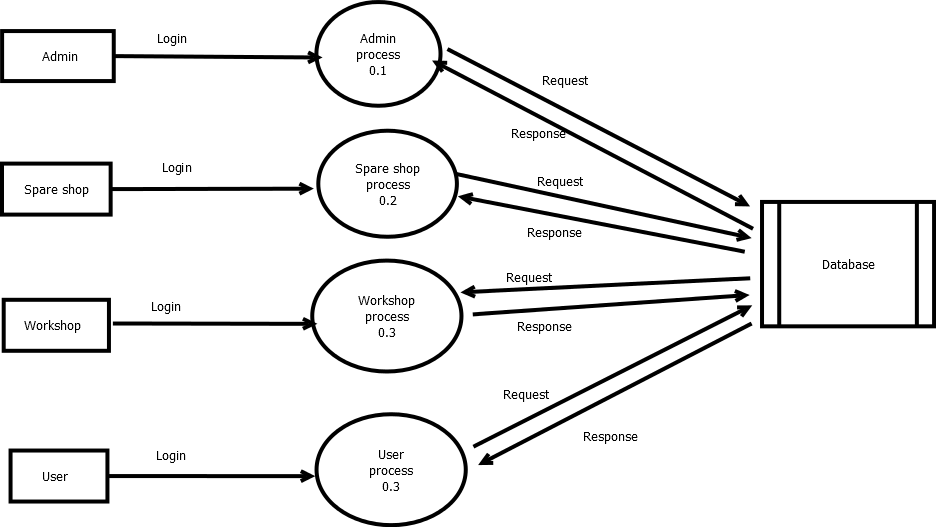
user Database

Response Request

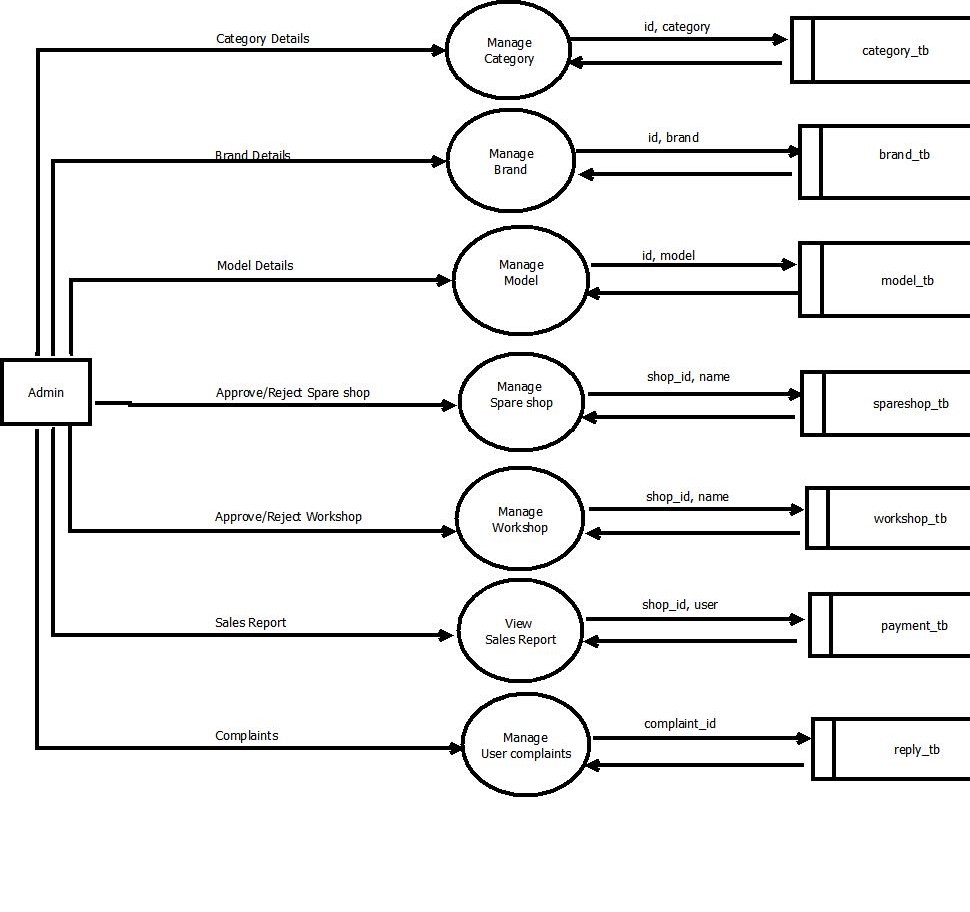
DD

Request Response

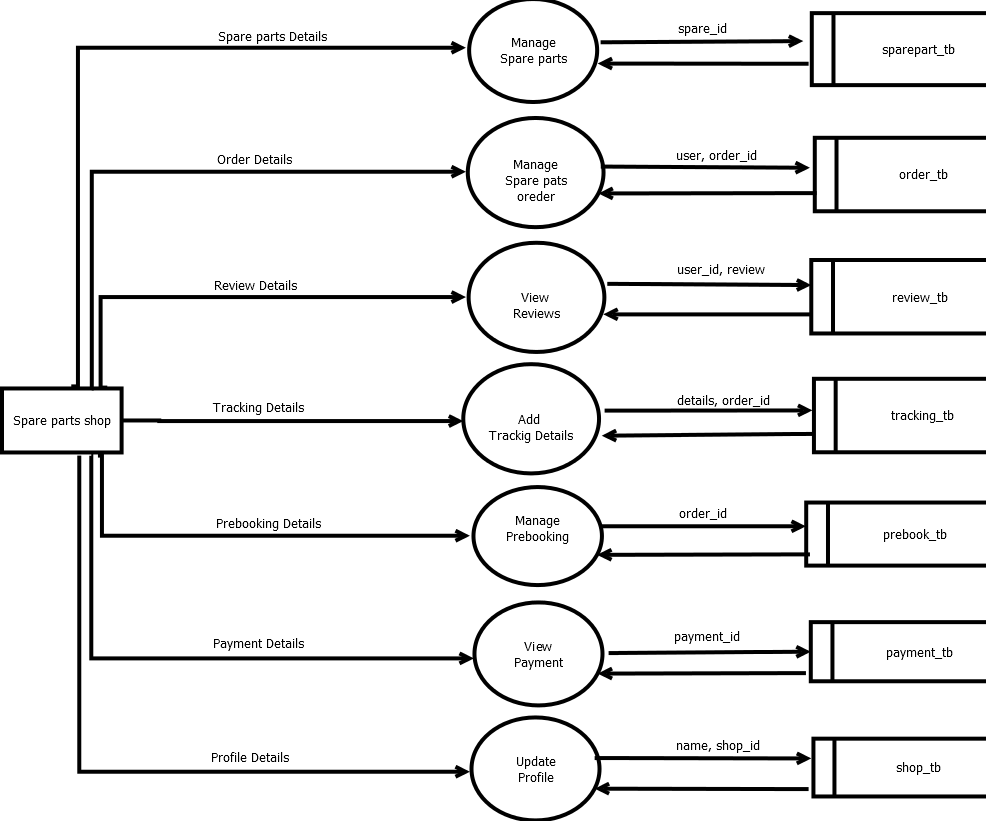
**Level 1:**

****

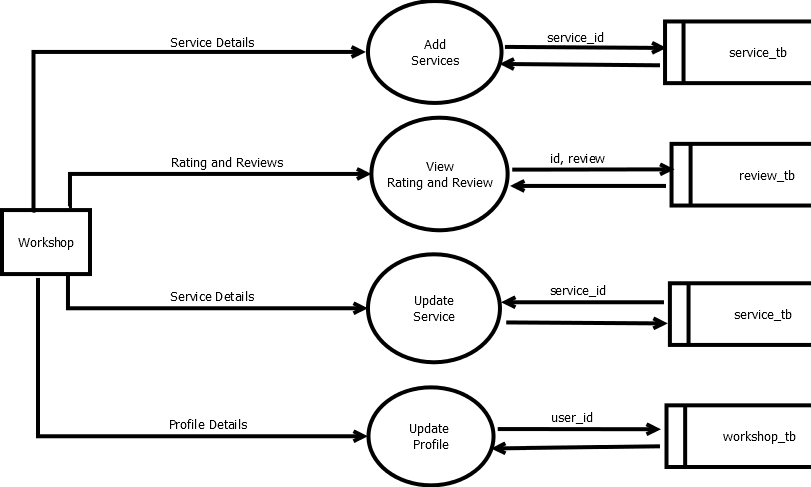
**Level 2: Admin**

****

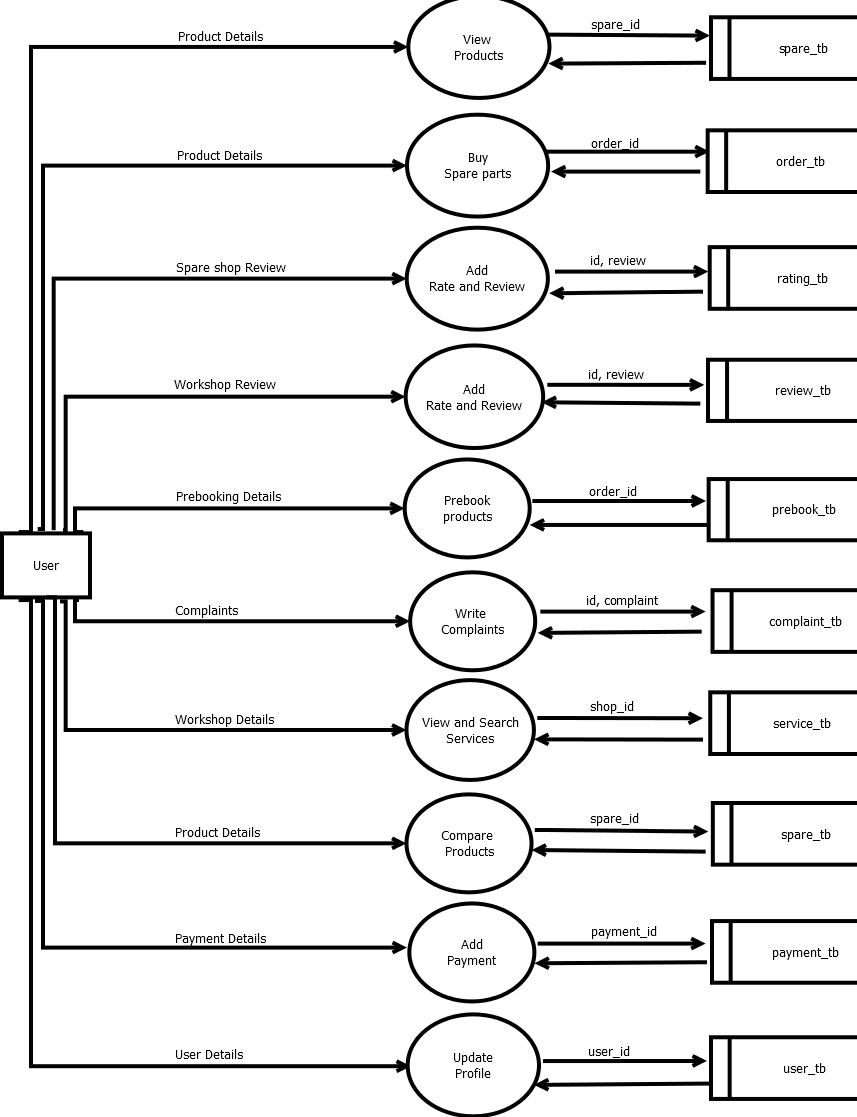
**Level 2: Spare Parts Shop**

****

**Level 2: Workshop**

****

**Level 2: User**

****

**3.1.2 E-R DIAGRAM**

An entity-relationship diagram is a data modeling technique that creates a graphical representation of the entities, and relationship between entities, within an information system.

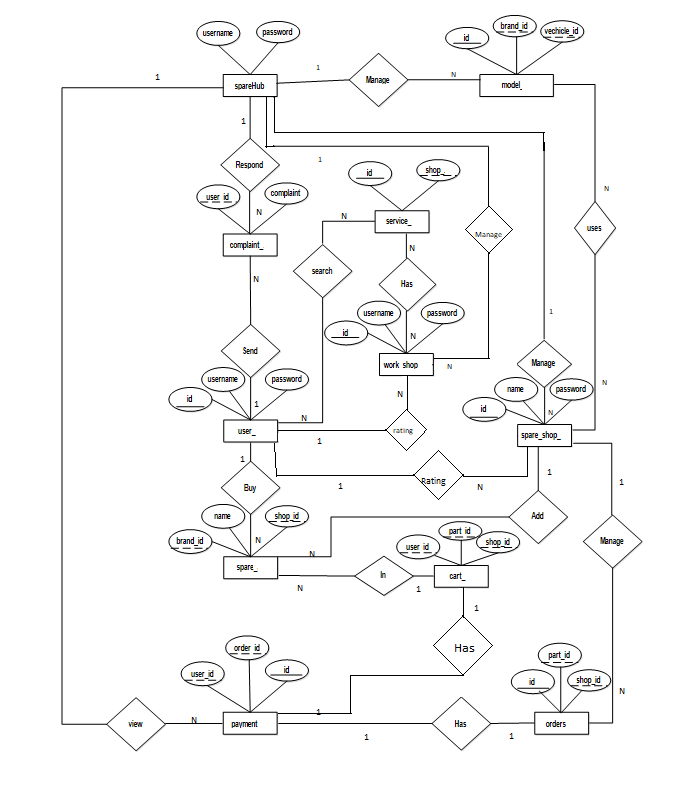
**There are three basic elements in ER models:**

* **Entities** are the “things” about which we seek information
* **Attributes** are the data we collect about entities.
* **Relationships** provided the structure needed to draw information from multiple entities.

Entity

Attributes

Relation

****

**3.1.3 TABLE DESIGN**

In the database all the information are stored in the form of tables. A table is simply a way storing data in rows and columns. In the system data is stored in many tables.

|  |  |
| --- | --- |
| **Table Name** | **Description** |
| User\_tb | Store user details. |
| Sparepart\_tb | Store spare parts details. |
| Order\_tb | Store spare parts ordering details |
| Complaint\_tb | Store user complaints |
| Servive\_tb | Store workshop service details |
| Payment\_tb | Store payment details |
| Reply\_tb | Store reply messages |
| Prebook\_tb | Store pre booking details |
| Review\_tb | Store user reviews |

1. Table Name : User\_tb

**Primary Key(\*) :userid**

|  |  |  |
| --- | --- | --- |
| **Field** | **DataType** | **Description** |
| userid(\*) | Integer | User Id |
| Path | Varchar(50) | Photo |
| Name | Varchar(20) | Name |
| Gender | Varchar(20) | Gender |
| Address | Varchar(20) | Address |
| Email | Varchar(20) | Mail ID |
| User name | Varchar(20) | User name |
| Password | Varchar(20) | Password |

2. Table Name : Sparepart\_tb

**Promary Key(\*) : Part Id**

**Foreign Key** (\*\*) **: Shop Id**

|  |  |  |
| --- | --- | --- |
| **Field** | **DataType** | **Description** |
| Part id | Integer | Part ID |
| Shop id | Integer | Shop ID |
| Part name | Varchar(20) | Part name |
| Price | Varchar(20) | Price details |
| Stock | Varchar(20) | Stock details |
| Details | Varchar(20) | Product details |
|  |  |  |

3. Table Name : Order\_tb

**Primary Key(\*) : Order Id**

|  |  |  |
| --- | --- | --- |
| **Field** | **DataType** | **Description** |
| Id | Integer | Order ID |
| Phone | Varchar(20) | Phone number |
| Address | Varchar(20) | Address |
| Count | Varchar(20) | Total number |
| Part id | Integer | Part ID |
| Shop id | Integer | Shop ID |
| Time | Varchar(20) | Ordering time |
| Prebook id | Integer | Pre booking ID |

4.Table Name : Complaint\_tb

|  |  |  |
| --- | --- | --- |
| **Field** | **DataType** | **Description** |
| Id | Integer | User Id |
| Subject | Varchar(20) | Subject |
| Complaint | Varchar(50) | Complaint details |
| Date | Varchar(20) | Date |
| User id | Integer | User ID |

5.Table Name : Service\_tb

|  |  |  |
| --- | --- | --- |
| **Field** | **DataType** | **Description** |
| id | Integer | Service ID |
| Service | Varchar(20) | Service details |
| Discription | Varchar(200) | Service discription |
| Status | Varchar(20) | Service availability |
| Shop id | Integer | Shop ID |
| Image | Varchar(100) | Images |

6.Table Name : Payment\_tb

|  |  |  |
| --- | --- | --- |
| **Field** | **DataType** | **Description** |
| Id | Integer | Payment ID |
| Amount | Varchar(20) | Amount details |
| Transaction key | Varchar(20) | Bank details |
| Order id | Integer | Order ID |
| Date | Varchar(20) | Date |
| User id | Integer | User ID |
| Shop id | Integer | Shop ID |
| Status | Varchar(20) | Payment status |

7.Table Name : Review\_tb

|  |  |  |
| --- | --- | --- |
| **Field** | **DataType** | **Description** |
| Id | Integer | Review ID |
| Rating | Varchar(20) | Rating |
| Review | Varchar(30) | Review details |
| Shop id | Integer | SHop ID |
| User id | Integer | User ID |
| Date | Varchar(20) | Date |

8.Table Name : Reply\_tb

|  |  |  |
| --- | --- | --- |
| **Field** | **DataType** | **Description** |
| Id | Integer | Reply ID |
| Subject | Varchar(30) | Subject details |
| Reply | Varchar(30) | Reply details |
| Date | Varchar(20) | Date |
| Complaint id | Integer | Complaint ID |
| Status | Varchar(10) | Status |
| User id | Integer | User ID |

+

1. Table Name : Prebook\_tb

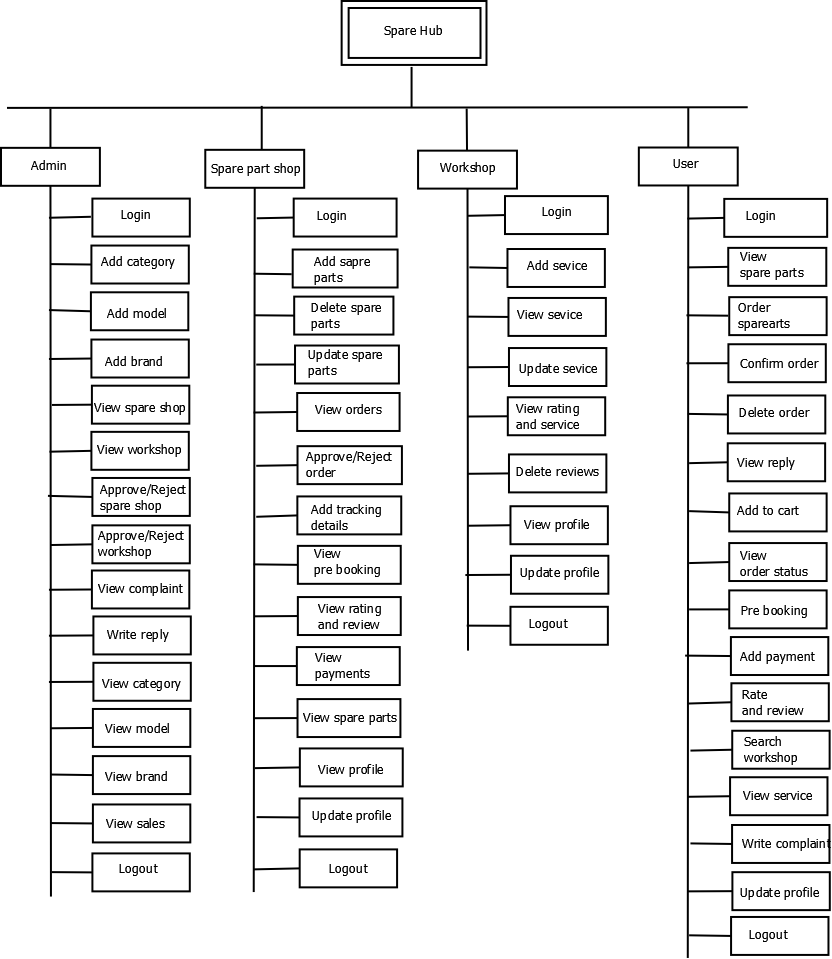
|  |  |  |
| --- | --- | --- |
| **Field** | **DataType** | **Description** |
| Id | Integer | Pre booking ID |
| Part id | Integer | Spare part ID |
| Shop id | Integer | Spare part shop ID |
| User id | Integer | User ID |
| Count | Varchar(20) | Total number |
| Date | Varchar(20) | Date |
| Status | Varchar(20) | Order status |
| Time | Varchar(20) | Time of booking |

**3.2 ARCHITECTURAL DESIGN**

The architectural design develops a modular program structure and represents the control relationships between modules. It also defines interfaces that enable data to flow throughout the program.

**3.2.2 HIERARCHICAL DIAGRAM**

The hierarchical diagram is a technique for representing the modules of a system as a hierarchy and for documenting each module. It was used to develop requirements, construct the design, and support implementation of an expert system to demonstrate and verify the system. Structure charts can be used to display several types of information.

****

**3.3 INTERFACE DESIGN**

An interface design element for the software tell how information flows into and out of the system and how it is communicated among the components as part of the architecture.

**3.3.1 INPUT DESIGN**

Input design is the link between the information system and users and those steps that are necessary to put transaction data into a usable form for processing data entry. Instructing the computer to read data from a written printed document can active the activity of putting data into the computer for processing or it can occur by keying data directly into the system. The design of input focusing on controlling the errors, avoid delay, and keeping the process simple. System analyst decides the following input design details.

* What data to input?
* What medium to use?
* How the data is arranged and coded?

In my project named **“*Spare Hub”,*** I tried to include the following design constrains provided in the software engineering.

**1: Avoid scattering of fields in the forms**

In all forms of the software the textboxes (which provided to input some data), label (which label the text boxes), combo box (list a set of values) etc all are arranged in a neat and well format. It provides a simple look to the pages. The buttons are placed at the bottom of the page and easily accessible to the user. The menus are arranged below the heading and at a minimum level of menus are arranged with pages. Menu provides the continuity to the pages.

**2: User only needs to enter a minimum amount of data**

All forms contain a minimum amount data, but most essentials. No page provides or wanted bulky of data. It provides more easiness to the user. It creates more the software to the end user. Also, the operation continues by single click.

**3: Avoid confusion in the forms**

All forms have a well-defined menu and each menu name indicate its purpose. So the user can easily access various forms without confusion. Each form and its sub forms are well labelled. So the user can easily identify the forms and work on that.

**The following are the input forms present in this project:**

* Login form
* User, Spare part shop and Workshop registration form
* Write complaints
* Add category, brand and model
* Add spare parts
* Add service
* Add messages, reviews and reply

**3.3.2 OUTPUT DESIGN**

Designing computer should proceed in well thought out manner. The term output means any information produced by the information system weather printed or displayed. Output design is a process that involves designing necessary output that have to be used by various users according to requirement. The efficient intelligent output design should remove the system relationship with the users and help in decision making.

When designing the output, system analyst must accomplish the following:

* Determine the information present
* Decide whether to print, display the information and select output medium
* Arrange information in acceptable format.

In my project, the outputs are in the form of reports. They are well format and it provides the output in a correct and neat format.

**The following are the output forms present in this project:**

* Form for viewing spare shop and work shop details
* Form for viewing spare parts
* Form for viewing workshop services
* Form for viewing user details
* Form for viewing rate and reviews
* Form for viewing order details
* Form for viewing sales details
* Form for viewing notifications

**3.4 PROCEDURAL DESIGN**

The procedural design determines the modules included in the whole project which help us to identify the major functions.

**MODULE SPECIFICATIONS**

The “Spare Hub” consist of four actors:

* Admin
* Spare part shop
* Workshop
* User

**1. Admin**

Admin has the overall control of the system. Admin can manage spare part shops and workshops, manage category, analyzing report, view payment details, manage complaints and manage overall control.

**2. Spare part shop**

They can login, manage spare parts, order management, view rating and reviews and updating spare part details and profile.

**3. Workshop**

They can login, manage workshop and services, view ratings and reviews and updates services and profile.

**4. Workshop**

They can login, and view spare parts and workshop services, order spare parts, search services, add rating and review for spare parts and workshop services, write complaints and profile updation.

**CHAPTER 4**

**CODING**

**4. CODING**

**4.1. ABOUT SOFTWARE TOOLS USED**

**4.1.1 PYTHON**

Python is a general-purpose interpreted, interactive, object-oriented, and high-level programming language. It was created by Guido van Rossum during 1985- 1990. Like Perl, Python source code is also available under the GNU General Public License (GPL).

Python is a high-level, interpreted, interactive and object-oriented scripting language. Python is designed to be highly readable. It uses English keywords frequently where as other languages use punctuation, and it has fewer syntactical constructions than other languages.

**Characteristics of Python**

* It supports functional and structured programming methods as well as OOP.
* It can be used as a scripting language or can be compiled to byte-code for building large applications.
* It provides very high-level dynamic data types and supports dynamic type checking.
* It supports automatic garbage collection.
* It can be easily integrated with C, C++, COM, ActiveX, CORBA, and Java.

**DJANGO**

Django is a Python-based free and open-source web framework that follows the model–template–views (MTV) architectural pattern. It is maintained by the Django Software Foundation (DSF), an American independent organization.

Django's primary goal is to ease the creation of complex, database-driven websites. The framework emphasizes reusability and "plug ability" of components, less code, low coupling, rapid development, and the principle of don't repeat yourself. Python is used throughout, even for settings, files, and data models. Django also provides an optional administrative create, read, update and delete interface that is generated dynamically through introspection and configured via admin models.

**4.1.2 SQLite**

SQLite is a relational database management system contained in a C library. In contrast to many other database management systems, SQLite is not a client–server database engine. Rather, it is embedded into the end program.

SQLite generally follows PostgreSQL syntax. SQLite uses a dynamically and weakly typed SQL syntax that does not guarantee the domain integrity. This means that one can, for example, insert a string into a column defined as an integer. SQLite will attempt to convert data between formats where appropriate, the string "123" into an integer in this case, but does not guarantee such conversions and will store the data as-is if such a conversion is not possible.

SQLite is a popular choice as embedded database software for local/client storage in application software such as web browsers. It is arguably the most widely deployed database engine, as it is used today by several widespread browsers, operating systems, and embedded systems (such as mobile phones), among others. SQLite has bindings to many programming languages.

**4.2 CODING PRINCIPLE**

The input to the coding phase is the design document. During coding phase, modules identified in the design document are coded according to the module specification. Objectives of coding phase are, to transform design into code and unit test the code.

**CODING GUIDELINES**

• Code should be easy to understand.

• Don’t take pride in cryptic code.

• Code should be well documented.

• Comments should be present.

• Functions should be small.

• Do not use Go-to statement.

**4.3. SAMPLE CODE**

**1. shop\_signup.html**

{% extends 'base.html' %}

{% load static %}

{% block content %}

<script src="/static/jquery.min.js"></script>

<script>

$(document).ready(function(){

var password=document.getElementById("password");

var confirm\_password=document.getElementById("confirm\_password");

function validatePassword(){

if(password.value != confirm\_password.value){

confirm\_password.setCustomValidity("Passwords Don't Match");

}

else{

confirm\_password.setCustomValidity('');

}

}

password.onchange=validatePassword;

confirm\_password.onkeyup=validatePassword;

flag=0;

$("#formsignup").submit(function(e){

if(flag == 0){

e.preventDefault();

$.ajax({

url:"{% url 'checkUsername' %}",

data:{'username':$("#username").val()},

success:function(data){

if(data.status == "exists"){

alert('Username Already Exists');

}

else{

flag=1;

$("#formsignup").submit();

}

}

});

}

});

});

</script>

<div class="span9">

<ul class="breadcrumb">

<li>Home<span class="divider">/</span></li>

<li class="active">Spare Part Shop Registration</li>

</ul>

<h3>Spare Part Shop Registration</h3>

<hr class="soft"/>

<div class="well" style="background:#202020;color:white">

<br/>

<form class="form-horizontal" method="post" action="{% url 'shopSignupAction' %}" id="formsignup" enctype="multipart/form-data">

{% csrf\_token %}

<div class="control-group">

<label class="control-label" for="logo">Logo<sup>\*</sup></label>

<div class="controls">

<input type="file" name="logo" id="logo" required/>

</div>

</div>

<div class="control-group">

<label class="control-label" for="shopname">Shop Name<sup>\*</sup></label>

<div class="controls">

<input type="text" name="shopname" id="shopname" placeholder="Shop Name" required/>

</div>

</div>

<div class="control-group">

<label class="control-label" for="address">Address<sup>\*</sup></label>

<div class="controls">

<textarea name="address" id="address" rows="4" placeholder="Address" required></textarea>

</div>

</div>

<div class="control-group">

<label class="control-label" for="address">State<sup>\*</sup></label>

<div class="controls">

<input type="text" value="Kerala" readonly="true"/>

</div>

</div>

<div class="control-group">

<label class="control-label" for="district">District<sup>\*</sup></label>

<div class="controls">

<select name="district" id="district" required>

<option value="">--select--</option>

{% for d in districts %}

<option value="{{d.id}}">{{d.district\_name}}</option>

{% endfor %}

</select>

</div>

</div>

<div class="control-group">

<label class="control-label" for="place">Place<sup>\*</sup></label>

<div class="controls">

<input type="text" name="place" id="place" placeholder="Place" required/>

</div>

</div>

<div class="control-group">

<label class="control-label" for="proof">Proof<sup>\*</sup></label>

<div class="controls">

<input type="file" name="proof" id="proof" required/>

</div>

</div>

<div class="control-group">

<label class="control-label" for="phone">Phone<sup>\*</sup></label>

<div class="controls">

<input type="text" name="phone" id="phone" pattern="^\d{10}$" placeholder="Phone" required/>

</div>

</div>

<div class="control-group">

<label class="control-label" for="email">Email<sup>\*</sup></label>

<div class="controls">

<input type="email" name="email" id="email" placeholder="Email" required/>

</div>

</div>

<div class="control-group">

<label class="control-label" for="username">Username<sup>\*</sup></label>

<div class="controls">

<input type="text" name="username" id="username" placeholder="Username" required/>

</div>

</div>

<div class="control-group">

<label class="control-label" for="password">Password<sup>\*</sup></label>

<div class="controls">

<input type="password" name="password" id="password" pattern=".{8,}" title="Eight or more Characters" placeholder="Password" required/>

</div>

</div>

<div class="control-group">

<label class="control-label" for="confirm\_password">Confirm Password<sup>\*</sup></label>

<div class="controls">

<input type="password" name="confirm\_password" id="confirm\_password" placeholder="Confirm Password" required/>

</div>

</div>

<div class="control-group">

<div class="controls">

<input class="btn btn-large btn-success" id="signup" type="submit" value="Register" />

</div>

</div>

</form>

</div>

</div>

{% if messages %}

{% for message in messages %}

<script>

alert('{{message}}');

</script>

{% endfor %}

{% endif %}

{% endblock %}

**views.py**

def shopSignupAction(request):

logo\_img=""

proof=""

if(len(request.FILES)>0):

logo\_img=request.FILES['logo']

proof=request.FILES['proof']

else:

logo\_img="no logo"

proof="no proof"

did=district\_tb.objects.get(id=request.POST['district'])

shop=shop\_tb(logo=logo\_img,shop\_name=request.POST['shopname'],phone=request.POST['phone'],email=request.POST['email'],address=request.POST['address'],

district\_id=did,place=request.POST['place'],proof=proof,username=request.POST['username'],password=request.POST['password'],

status='pending')

shop.save()

shop=User.objects.create\_user(username=request.POST['username'],password=request.POST['password'])

shop.save()

messages.add\_message(request,messages.INFO,"Signup successful")

return redirect('shopSignup')

**2. order\_details.html**

{% extends 'base.html' %}

{% block content %}

<div class="span9">

<ul class="breadcrumb">

<li>Home<span class="divider">/</span></li>

<li>Spare Parts<span class="divider">/</span></li>

<li class="active">product Details</li>

</ul>

<h3> Spare Part Details </h3>

<hr class="soft"/>

<div class="tab-content">

<div class="row" style="background:#202020;color:white;padding-left:5em">

<br/><br/>

{% for v in data %}

<div id="gallery" class="span3">

<a href="{{v.path.url}}"><img class="img-resize-details" src="{{v.path.url}}" style="width:100%" alt="no pic"/></a>

</div>

<div class="span6">

<h3>{{v.part\_name}}</h3>

<hr class="soft"/>

<div class="control-group">

<label class="control-label"><span style="font-size:20px">{{v.price}} .RS</span></label>

<div class="controls">

{% if 'user\_id' in request.session %}

<a class="btn btn-large btn-primary pull-right" href="{% url 'addToCart' v.id %}"> Add to cart <i class=" icon-shopping-cart"></i></a>

{% else %}

<a class="btn btn-large btn-primary pull-right" href="{% url 'login' %}"> Add to cart <i class=" icon-shopping-cart"></i></a>

{% endif %}

</div>

</div>

<br class="clr"/>

</div>

<br/>

<br/>

<div class="span9">

<div id="myTabContent" class="tab-content">

<div class="tab-pane fade active in" id="home" style="padding-right:130px">

<br/>

<table class="table table-bordered">

<tbody>

<tr class="techSpecRow"><th colspan="2">Spare Part Details</th></tr>

<tr class="techSpecRow"><td class="techSpecTD1">Brand: </td><td class="techSpecTD2">{{v.brand\_id.brand\_name}}</td></tr>

<tr class="techSpecRow"><td class="techSpecTD1">Model:</td><td class="techSpecTD2">{% for p in models %}{{p.model\_id.model\_name}}{% if forloop.counter != models.count %},{% endif %}{% endfor %}</td></tr>

{% if v.stock == '0' %}

<tr class="techSpecRow"><td class="techSpecTD1">Stock:</td><td class="techSpecTD2">{{v.stock}}</td></tr>

{% else %}

<tr class="techSpecRow"><td class="techSpecTD1">Stock:</td><td class="techSpecTD2">{{v.stock}}</td></tr>

{% endif %}

<tr class="techSpecRow"><td class="techSpecTD1">Seller:</td><td class="techSpecTD2">{{v.shop\_id.shop\_name}}</td></tr>

<tr class="techSpecRow"><td class="techSpecTD1">Seller Address:</td><td class="techSpecTD2">{{v.shop\_id.address}}</td></tr>

</tbody>

</table>

</div>

<h5>Features</h5>

<p class="p-restrict">

{{ v.details }}

</p>

<br/><br/>

</div>

</div>

{% endfor %}

</div>

</div>

</div>

{% endblock %}

**views.py**

def selectOrder(request,cid):

cart\_obj=cart\_tb.objects.filter(id=cid)

part\_model=part\_model\_tb.objects.filter(part\_id=cart\_obj[0].part\_id)

all\_cart=cart\_tb.objects.filter(user\_id=request.session['user\_id'])

return render(request,'view\_cart.html',{'data':all\_cart,'cart':cart\_obj,'part\_model':part\_model})

**3. write\_complaint.html**

{% extends 'base.html' %}

{% load static %}

{% block content %}

<div class="span9">

<ul class="breadcrumb">

<li>Home<span class="divider">/</span></li>

<li class="active">Complaint</li>

</ul>

<h3> Complaint</h3>

<hr class="soft"/>

<div class="well" style="background:#202020;color:white;">

<br/><br/>

<form class="form-horizontal" method="post" action="{% url 'writeComplaintAction' %}">

{% csrf\_token %}

<div class="control-group">

<label class="control-label" for="subject">Subject<sup>\*</sup></label>

<div class="controls">

<textarea name="subject" id="subject" rows="2" placeholder="Subject" required></textarea>

</div>

</div>

<div class="control-group">

<label class="control-label" for="complaint">Complaint<sup>\*</sup></label>

<div class="controls">

<textarea name="complaint" id="complaint" rows="4" placeholder="Complaint" required></textarea>

</div>

</div>

<div class="control-group">

<div class="controls">

<input class="btn btn-large btn-success" type="submit" value="Submit" />

</div>

</div>

</form>

</div>

</div>

<script src="/static/jquery.min.js"></script>

{% if messages %}

{% for message in messages %}

<script>

alert('{{message}}');

</script>

{% endfor %}

{% endif %}

{% endblock %}

**Views.py**

def writeComplaintAction(request):

uid=user\_tb.objects.get(id=request.session['user\_id'])

complaint=complaint\_tb(user\_id=uid,subject=request.POST['subject'],complaint=request.POST['complaint'],date=datetime.date.today())

complaint.save()

messages.add\_message(request,messages.INFO,"Submitted successfully")

return redirect('writeComplaint')

**4. view\_services.html**

{% extends 'base.html' %}

{% load static %}

{% block content %}

<div class="span9">

<ul class="breadcrumb">

<li>Home<span class="divider">/</span></li>

<li>Find Workshops<span class="divider">/</span></li>

<li>Workshops<span class="divider">/</span></li>

<li class="active">Services</li>

</ul>

<h3> Services </h3>

<hr class="soft"/>

{% if msg %}

<label>{{msg}}</label>

{% else %}

<div class="tab-content">

<div id="listView" style="background:#202020;color:white;">

<br/>

{% for v in data %}

<div class="row">

<div class="span2" style="padding-left:5em">

<a href="{{v.service\_img.url}}"><img class="img-resize-details" src="{{v.service\_img.url}}" alt=""/></a>

</div>

<div class="span4" style="padding-left:2em">

<h3 style="font-size:20px">{{v.service}}</h3>

<hr class="soft"/>

<p>

Description : {{v.description}}<br/><br/>

Status : {{v.status}}

</p>

</div>

</div>

<hr class="soft"/>

{% endfor %}

</div>

<hr class="soft"/>

<div>

{% endif %}

{% else %}

<li class="disabled"><span>&raquo;</span></li>

{% endif %}

</ul>

{% endif %}

</div>

<br/>

</div>

</div>

</div>

{% endblock %}

**Views.py**

def viewServices(request,wid):

services=service\_tb.objects.filter(shop\_id=wid)

if(services.count()>0):

page=request.GET.get('page',1)

paginator=Paginator(services,4)

try:

all\_services=paginator.page(page)

except PageNotAnInteger:

all\_services=paginator.page(1)

except EmptyPage:

all\_services=paginator.page(paginator.num\_pages)

return render(request,'view\_services.html',{'data':all\_services})

else:

return render(request,'view\_services.html',{'msg':'No services'})

**CHAPTER 5**

**TESTING**

**5.0 SYSTEM TESTING**

For software that is newly developed, primary importance is given to testing the system. It is the last opportunity for the developer to detect the possible errors in the software before handing over it to the customer. Testing is the processes by which the developer will generate a set of data, which gives the maximum probability of finding all types of errors that can occur in the software. The various steps in testing the system can be listed as below:

**1.** Running the program to identify any errors that might have occurred while feeding the program into the system.

**2.** Applying the screen formats to regulate users to extend, so that the screens are comprehensible to the user.

**3.** Presenting the formats to the administration for the purpose of obtaining approval and checking if any modification has to be done. Obtaining feedbacks from users and analyzing the scope for improvement.

**4.** Checking the data accessibility from the data server and whether any improvement is needed or not.

Testing is a methodology for evaluating the project. The good test has a high probability of finding an error. Testing is generally two types- Black box testing and White box testing.

• Unit Testing

• Integration Testing

• System Testing

• Validation Testing

**5.1 UNIT TESTING**

Unit testing is carried out to screen wise, each screen being identified as an object. Attention is diverted to individual modules, independently to one another to locate in coding and logic.

In unit testing,

 Module interface is tested to ensure that information properly flows into and out of the program under test.

 Local data structures are examined to ensure that data stored temporarily maintains its integrity during all steps in algorithm execution.

 Boundary condition is tested to ensure that the module operates properly at boundaries established to limit or restrict processing.

 All independent paths through the control structures are executed to ensure that all statements in the module have been executed at least once.

 Error handling paths are also tested.

**TEST CASES**

**Login form**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No:** | **Test Scenario** | **Expected Result** | **Observed Result** | **Result** |
| 1. | Enter wrong user name and pass word. | Display login form again with a warning message. | Message displayed. | Pass |
| 2. | Enter correct user name and wrong password. | Display login form again with a warning message. | Message displayed. | Pass |
| 3. | Enter correct user name and password. | Users can login into the system. | Appropriate home page is displayed. | Pass |
| 4. | Press login button without filling the user name and password. | Display a warning message to fill the fields. | Warning message is displayed. | Pass |

**Registration form**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| No: | **Test Scenario** | **Expected Result** | **Observed Result** | **Result** |
| 1 | Form displayed. | Display the registration form. | Form loaded | Pass |
| 2 | Enter the name in integers. | Display an invalid message. | Invalid message displayed | Pass |
| 3 | Enter the mobile number in characters. | Display an invalid message. | Invalid message displayed. | Pass |
| 4 | Enter the mobile number more than and less than 10 integers. | Display an invalid message. | Invalid message displayed. | Pass |
| 5 | Click the save button without filling the details | Display a warning message to fill the details. | Warning message displayed. | Pass |
| 6 | Click on save button with filled fields. | Accept the details. | Registration successfully done. | Pass |
| 7 | Click cancel button | Clear all fields to blank | All fields cleared. | Pass |

**5.2 INTEGRATION TESTING**

Integration testing is a symmetric technique for constructing the program structure while at the same time conducting tests to uncover errors associated with interfacing. Unit tested module were taken and a single program structure was built that has been dictated by and tested in small segments, where errors were easy to locate and rectify. Each database or table manipulation operation was written as single program was tested again with numerous test data to check for its functionality.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No** | **Input/procedure** | **Expected Result** | **Actual Result** | **Pass/Fail** |
| 1. | Check the value pass between different forms are appropriate format | Appropriate operations of different forms. | Same as expected. | Pass |

**5.3 SYSTEM TESTING**

System testing is used test the entire system (Integration of the all modules). It also tests to find the discrepancies between the system and the original objective, current specification and system documentation. The entire system is checked to correct deviation to achieve correctness.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No** | **Input/procedure** | **Expected Result** | **Actual Result** | **Pass/Fail** |
| 1. | Check whether indented output is obtained. | All operations are carried out properly. | Same as expected. | Pass |

**5.4 VALIDATION TESTING**

At the conclusion of integration testing, software is completely assembled as a package, interfacing errors have been uncovered and corrected and a final series of software tests begins validation test has been conducted one of the two possible conditions exists. One is the function or performance characteristics confirm to specification and are accepted and the other is deviation from specification is uncovered and a deficiency list is created.

**CHAPTER 6**

**IMPLEMENTATION**

**6.1 SYSTEM IMPLEMENTATION**

System implementation is the stage where the theoretical design is turned into a working system. The system can be implemented only after through testing is done and if it if found to work according to specifications. The following methods were undergone.

• Testing developed programs with updating.

• Correction of errors identified.

• Creating the tables of the system with actual data.

• Making necessary changes with actual data.

• Doing a parallel run of the system to find out any errors identified and to correct them.

• Training of user personnel.

The implementation method used to implement Queue Management is Parallel Run. That is, the new system will work parallel to the existing system. The new system will replace the existing system completely. The implementation stage involves following tasks.

• Careful planning.

• Investigation of the current system and constraints.

• Design of methods to achieve the changeover.

• Training of the staff in the changeover phase.

• Evaluation of the changeover method

Technologies used in the development of the software are:

• Development tool: Visual Studio Code 1.72.0

• Language: Python 3.10

• Framework: Django 3.0.5

• Database: SQLite

• Web Server: Chrome

• Scripting: HTML, JavaScript, CSS, bootstrap

**CHAPTER-7**

**MAINTENANCE AND REVIEW**

**7. 1 MAINTENANCE AND REVIEW**

Maintenance is making adaptation of the software for external changes (requirements changes or enhancements) and internal changes (fixing bugs). When changes are made during the maintenance phase all preceding steps of the model must be revisited. There are three types of maintenance:

1. Corrective (Fixing Bugs/errors)

2. Adaptive (Updates due to environment changes)

3. Perfective (Enhancements, requirements changes)

**CHAPTER 8**

**CONCLUSION**

**8.1 CONCLUSION**

Spare Hub has been developed, tested, documented, and implemented successfully. The main objective of the system was brought in to effect. The system is developed in Python Django as front-end tool and SQLite as backend tool.

This application is currently an open one, which promises any number of modules to be integrated along with it. Considering the current trends and the developments the future might offer, this is considered as an excellent system with a promising bright future in the coming Years.

The important benefits that have been found out through the implemented system are:

1. User friendly.
2. Simplified operation.
3. Reduced processing time.
4. Accurate result providing.
5. Increases accuracy.

Any system that has been used for several years gradually decades and becomes less effective because of the changes in environment to which it has to adopt. For a time, it is possible to overcome problems by appending the need of fundamental changes.

**CHAPTER 9**

**REFERENCE**

**9. REFERENCES**

**9.1 WEBSITES**

• http://www.w3schools.com

•<http://www.stackoverflow.com>

•<http://www.codeproject.com>

•<https://youtube.com>

**9.2 REFERENCE BOOKS**

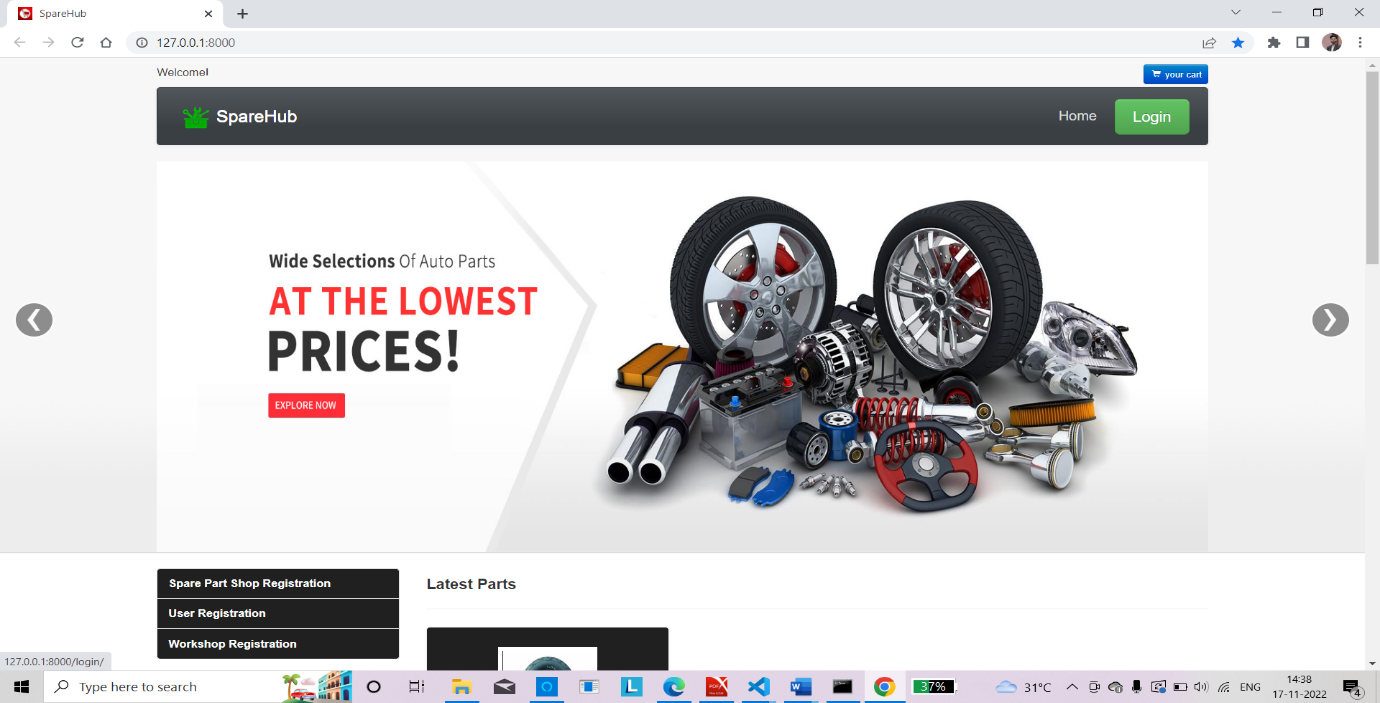
* Software Engineering, ROGER. S. PRESSMAN, Tata McGraw Hill, Fifth Edition, Year 2004.
* Database System Concepts, Abraham Silberschatz, Henry F Korth, S Sudarshan, Sixth edition, Year 2011

**CHAPTER 10**

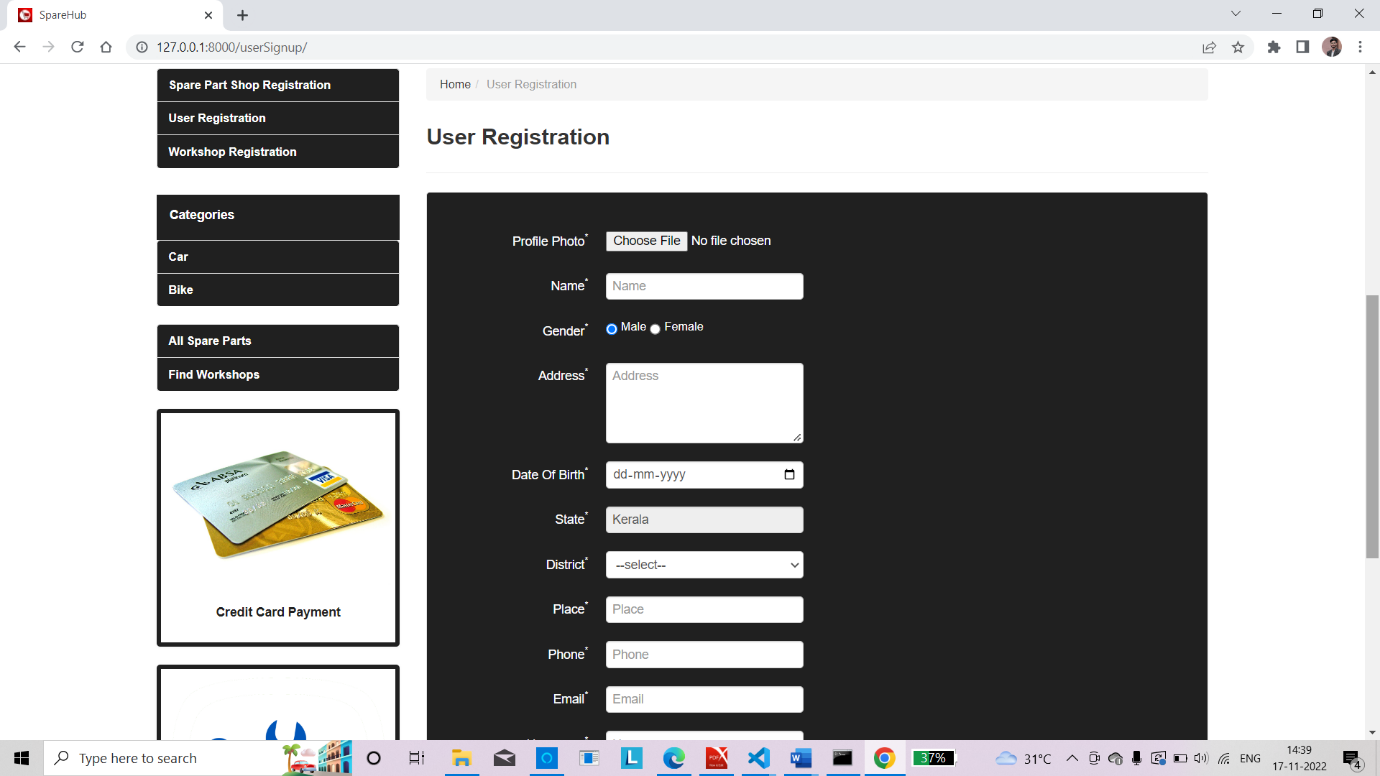
**APPENDIX**

**SAMPLE SCREENSHOTS**

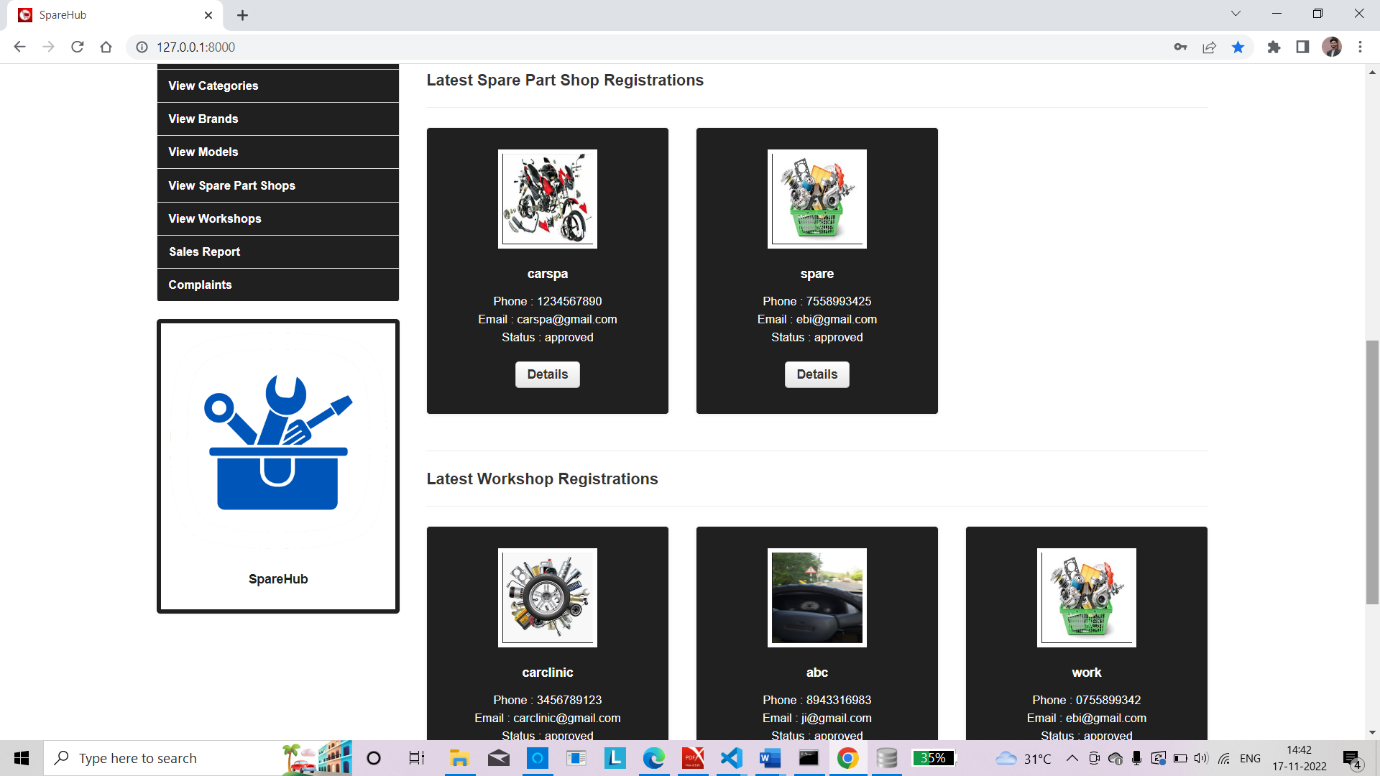
**Home**

****

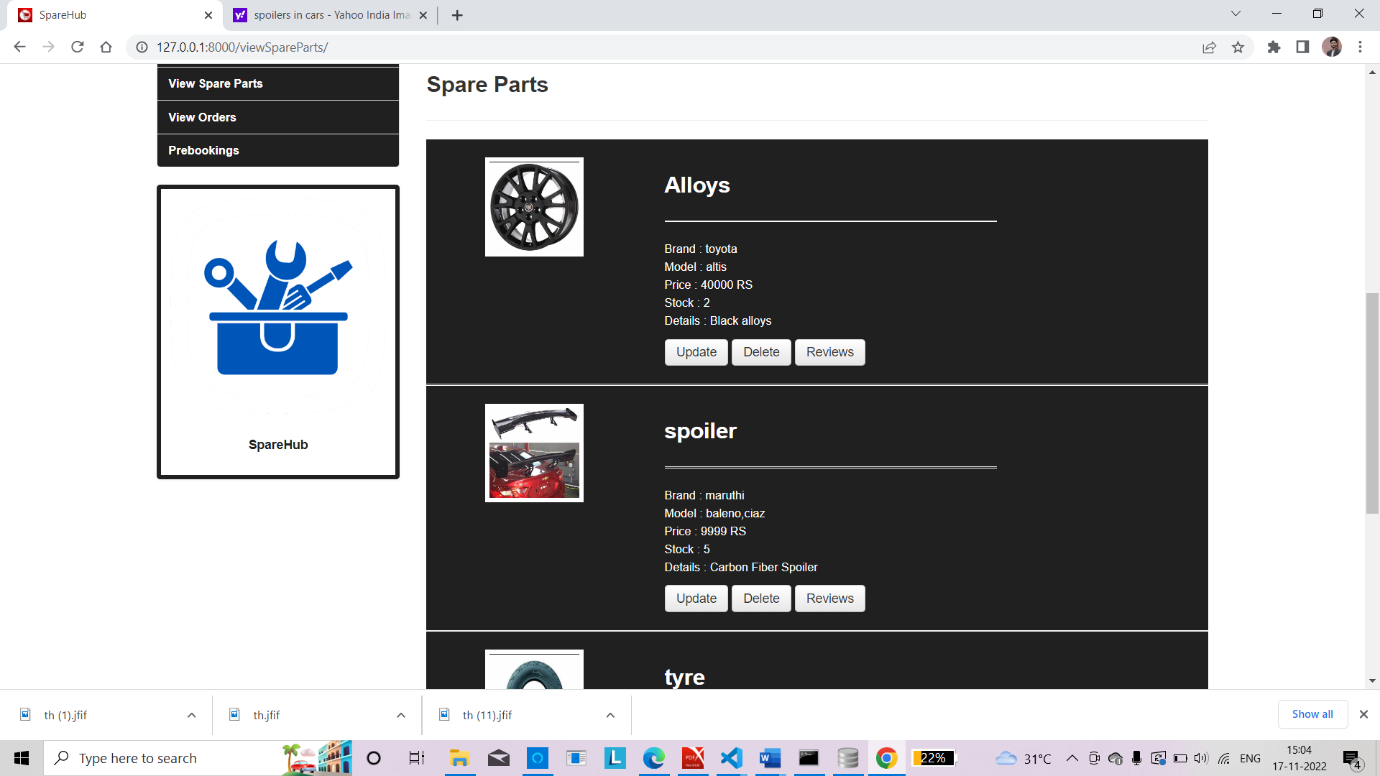
**User Registration**

****

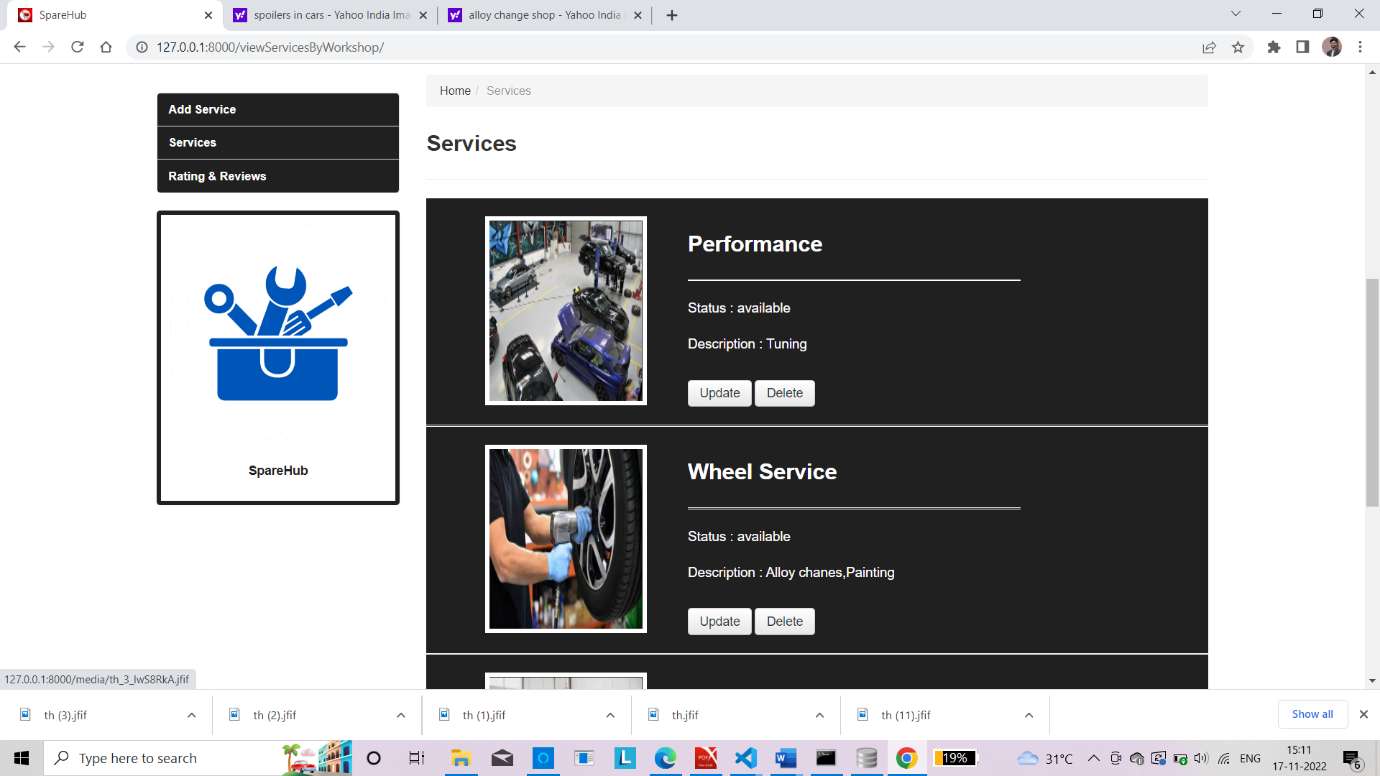
**Approve/ Reject shops**



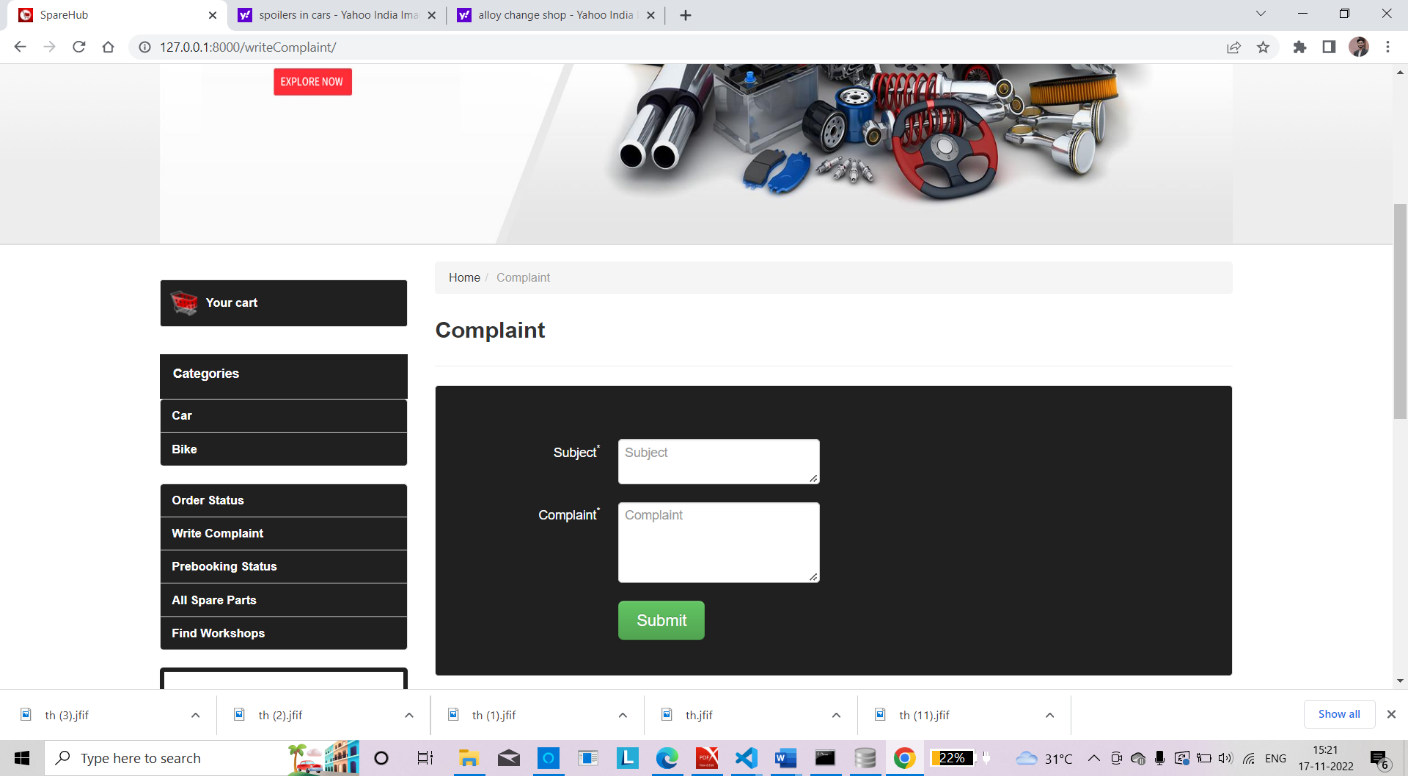
**Order products**

****

**View services**

****

**Write complaint**

****