ONLINE MARKETPLACE FOR HOMEMADE ARTWORKS

A Mini Project Report

submitted by

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to

the APJ Abdul Kalam Technological University
in partial fulfillment of the requirements for the award of the Degree

of

Master of Computer Applications

Department of Computer Applications

MES College of Engineering
Kuttippuram, Malappuram – 679582

December 2023

DECLARATION

I undersigned hereby declare that the project report **ONLINE MARKETPLACE FOR HOMEMADE ARTWORKS**, submitted for partial fulfillment of the requirements for the award of degree of Masterof Computer Applications of the APJ Abdul Kalam Technological University, Kerala, is a bonafide work done by me under supervision of MR. Nowshad CV, Assistant Professor , Department of Computer Applications. This submission represents my ideas in my own words and where ideas or words of others have been included, I have adequately and accurately cited and referenced the original sources. I also declare that I have adhered to ethics of academic honesty and integrity and have not misrepresented or fabricated any data or idea or fact or source in my submission. I understand that any violation of the above will be a cause for disciplinary action by the institute and/or the University and can also evoke penal action from the sources which have thus not been properly cited or from whom proper permission has not been obtained. This report has not been previously formed the basis for the award of any degree, diploma or similar title of any other University.

Place:

Date:

THASNEEM B

(MES22MCA-2060)

DEPARTMENT OF COMPUTER APPLICATIONS
MES COLLEGE OF ENGINEERING, KUTTIPPURAM

CERTIFICATE

This is to certify that the report entitled **ONLINE MARKETPLACE FOR HOMEMADE ARTWORKS** is a bonafide record of the MiniProject work carried out by **THASNEEM B (MES22MCA-2060)** submitted to the APJ Abdul Kalam Technological University, in partial fulfillment of the requirements for the award of the Master of Computer Applications, under my guidance and supervision. This report in any form has not been submitted to any other University or Institution for any purpose.

Internal Supervisor(s)

HEAD OF THE DEPT

Acknowledgements

Our endeavor stands incomplete without dedicating our gratitude to a few people who have contributed towards the successful completion of our project. We pay our gratitude to the Almighty for His invisible help and blessing for the fulfillment of this work. At the outsetwe express our heart full thanks to our Head of the Department, Prof. HYDERALI K for permitting us to do this project. We take this opportunity to express our profound gratitude to MR. Nowshad CV, our project guide for his valuable support. We also take this opportunity to thank our project coordinator MS. Febin Aziz for her timely advice and strict schedules to complete our project. We are also grateful to all our teaching and non- teaching staff for their encouragement, guidance and whole-hearted support. Last but not least, we are gratefully indebted to our family and friends, who gave us a precious help in doing our project

THASNEEM B
(MES22MCA-2060)

Abstract

In this modern age, more and more people are getting into doing art. Some excel at it at a rapid rate and go full-time doing it. What if they got a place where they could monetize this efficiently? That is what our project is about. Our project focuses on creating a platform for budding artists to earn money by doing what they love. An online marketplace will allow them to sell their work at a fixed rate and reach a large demographic who is looking exactly for products like these.

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Chapter 1

Introduction

Many artists don’t get platforms to sell their products. There are a lot of customers wants to by homemade products. In the modern age a lot of people are concentrating on art works. We are proposing an application through which the artist can find their customers and vise versa.

1.1 Motivation

There are a lot of talented artists out there who seek a platform for recognization of their works. People may not be aware of many artists and their products.

There isn’t an efficient existing system for this. Yes, there are people who sell their work through Instagram. But that is not ideal. Most of the time people just DM you asking your rate and never get back to you. Also, to get a decent earning, you must have a lot of followers and go through the never ending DMs. We focus on solving these problems that artists face when they try to use social media for selling their products.

Limitations

- Can’t inform everyone about products.
- Need lot of time and effort.

1.2. OBJECTIVE

1.2 Objective

The objective of this application is:

- Develop a user-friendly platform that enhances the buying and selling experience for homemade Artworks,promoting creativity,trust,and financial sustainability for artists.
- Provide a platform for artists to showcase and sell their homemade artworks, empowering them to turn their passion into a sustainable source of income.
- Establish a community of artists, art enthusiasts, and buyers. Encourage collaboration, networking, and the exchange of ideas within the artistic community.
- Enable artists to earn a fair income from their creative endeavors. Ensure transparent and equitable financial transactions between artists and buyers.
- Offer artists the opportunity for global exposure, helping them reach a wider audience beyond their local or regional markets.

1.3 Contribution

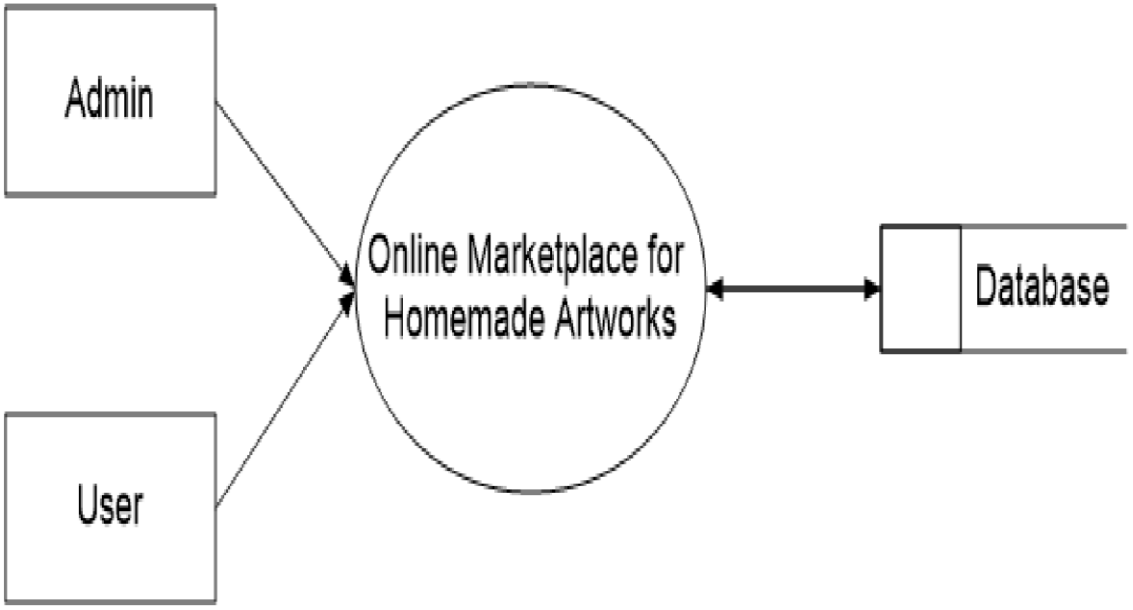
The major contribution in this project are: empowerment of artists,time efficiency,merit-based recognition,quality focus,financial support,trust building,promotion of creativity,economic sustainability,user-friendly experience,community building

1.4 Report Organization

The project report is divided into three sections. Section 2: describes the methodology used for implementing the project. Section 3: gives the results anddiscussions. Finally, Section 4 gives the conclusion.

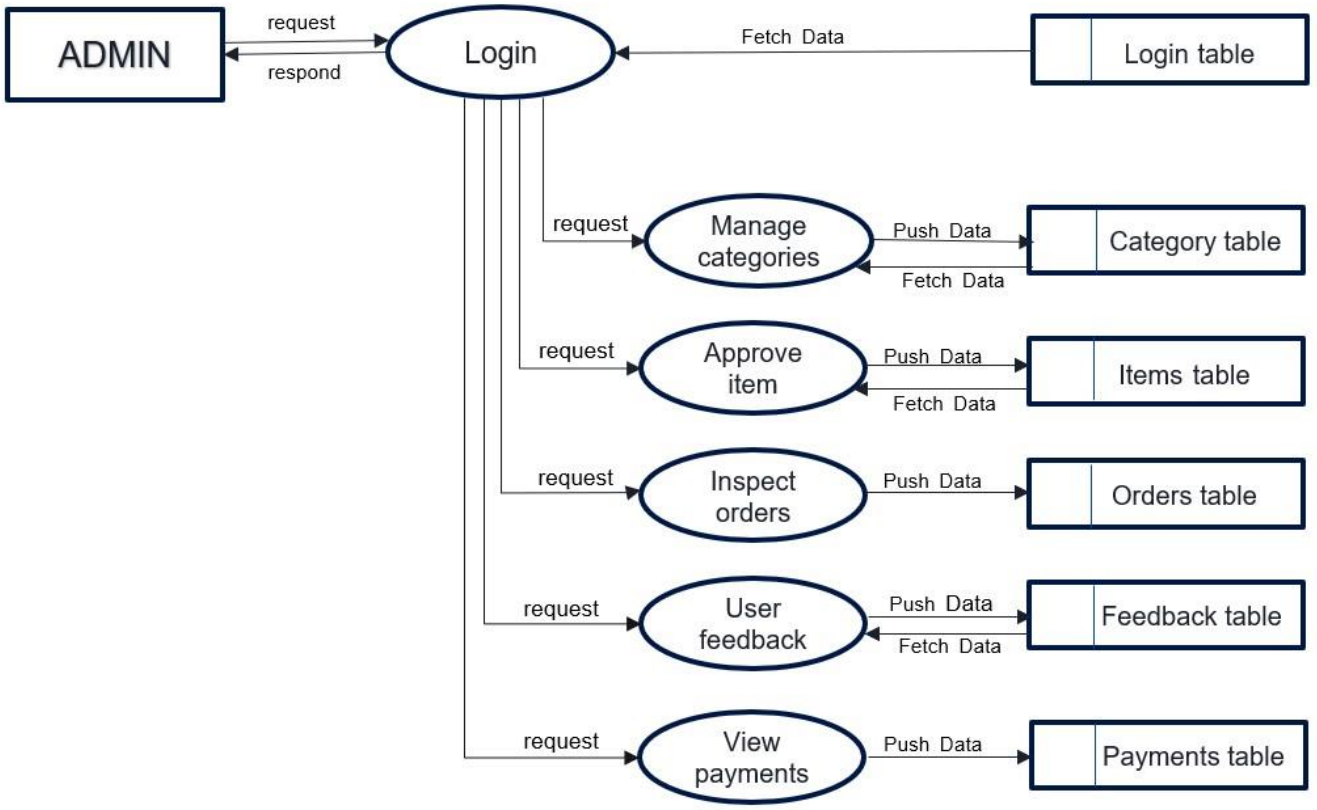
REPORT ORGANIZATION

Data Flow Diagram – LEVEL 0

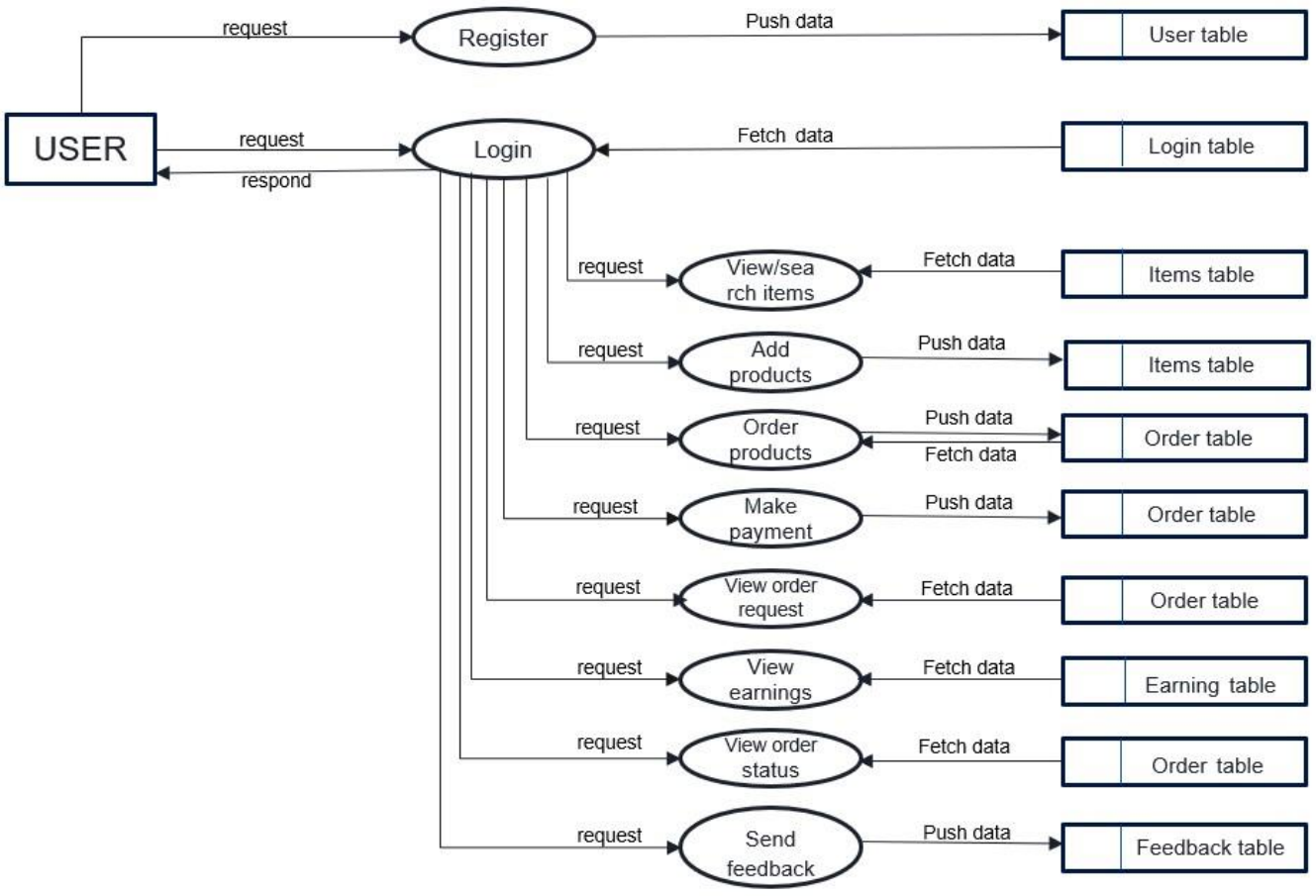


1.3. REPORT ORGANIZATION

Data Flow Diagram - LEVEL 1.1 (Admin)



Data Flow Diagram –LEVEL 1.2 (User)



Database Design

1. Login table

Sl_no	Name	Type	Attribute
1	user_id	int	unique,primarykey
2	username	varchar	
3	password	varchar	

2. User table

Sl_no	Name	Type	Attribute
1	name	varchar	
2	user_id	int	foreignkey key
3	Contact_no	varchar	
4	email	varchar	
5	address	varchar	

3.Category table

Sl_no	Name	Type	Attribute
1	name	varchar	Unique
2	category_id	int	Primary key
3	description	varchar	

4.Item table

Sl_no	Name	Type	Attribute
1	item_id	int	Primarykey,unique
2	user_id	int	foreignkey key
3	product_name	varchar	
4	price	float	
5	category	int	foreignkey key
6	description	varchar	
7	quantity_sold	int	
8	instock	int	
9	image	ile	
10	added_on	date	
11	approval_status	int	

5.Review table

Sl_no	Name	Type	Attribute
1	review_id	int	Primarykey,unique
2	user_id	int	
3	item	Int	foreignkey key
4	rating	Varchar	
5	date_added	Date	

6.Order Item table

Sl_no	Name	Type	Attribute
1	Order_item_id	int	Primary key , unique
2	user_id	int	Foreignkey
3	ordered	bool	
4	item	int	foreignkey
5	quantity	int	
6	seller	int	foreignkey

7.Shipping Address table

Sl_no	**Name**	**Type**	**Attribute**
1	id	int	Primarykey
2	user_id	int	foreignkey
3	address	varchar	
4	city	varchar	
5	district	varchar	
6	state	varchar	
7	pincode	varchar	

8.Payment table

Sl_no	**Name**	**Type**	**Attribute**
1	id	int	Primarykey
2	user_id	int	foreignkey
3	amount	varchar	
4	card_no	varchar	
5	card_cvv	varchar	
6	expiry_month	varchar	
7	expiry_year	varchar	

9.Order table

Sl_no	**Name**	**Type**	**Attribute**
1	Order_id	int	Primarykey
2	user_id	int	foreignkey
3	items	int	foreignkey
4	Ordered_date	date	
5	ordered	bool	
6	Shipping_address	varchar	foreignkey
7	payment	int	foreignkey
8	amount	float	
9	accepted	bool	
10	expected_delivery_date	date	
11	received_date	date	
12	received	bool	
13	seller	int	foreignkey

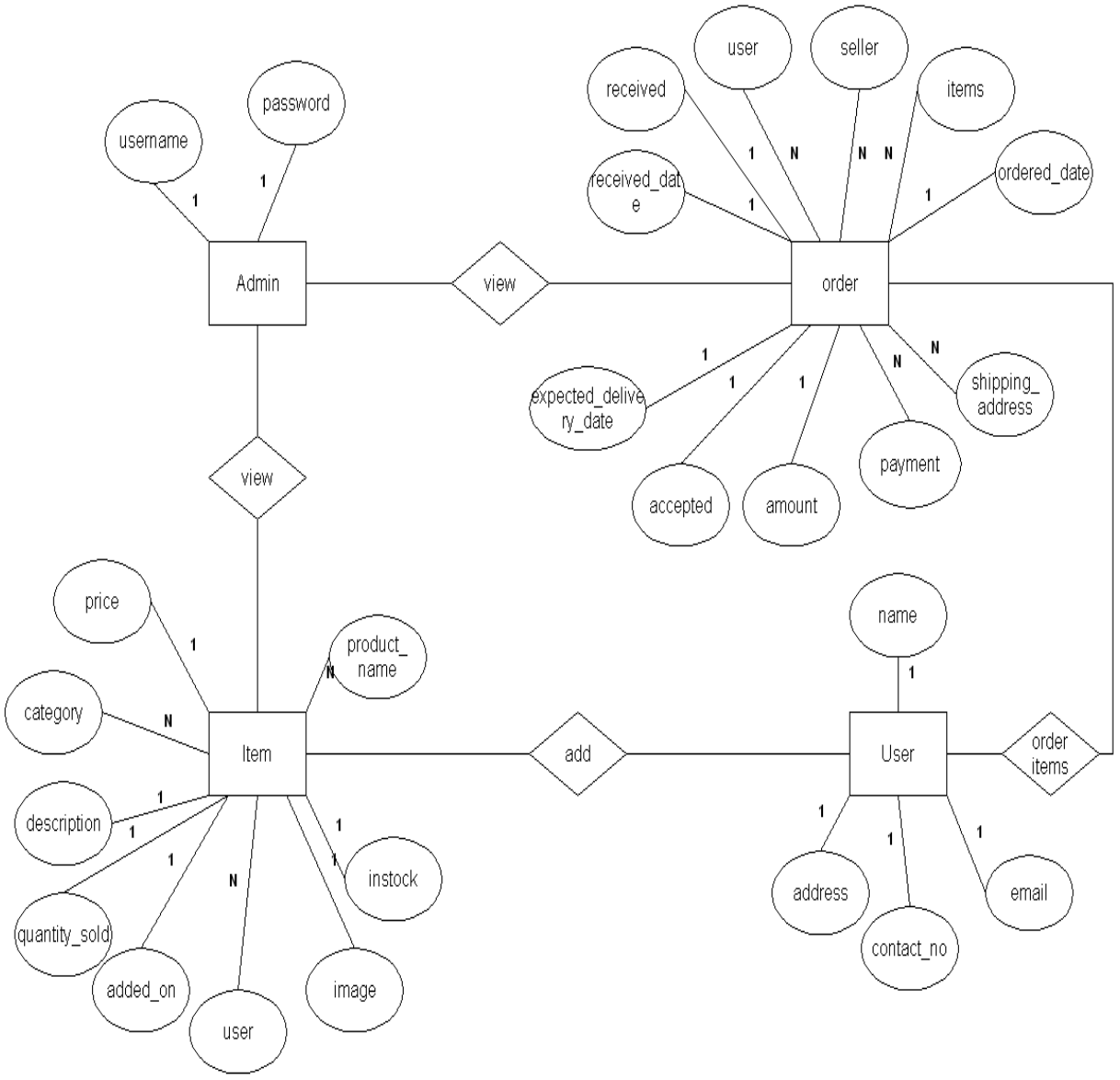
10.Feedback table

Sl_no	**Name**	**Type**	**Attribute**
1	feedback_id	int	Primarykey
2	user	int	foreignkey
3	subject	varchar	
4	feedback	varchar	
5	date	varchar	

11.Earning table

Sl_no	**Name**	**Type**	**Attribute**
1	id	int	Primarykey
2	user	int	foreignkey
3	item	int	foreignkey
4	quantity	int	
5	total	float	

Entity Relationship Diagram



Chapter 2

Methodology

2.1 Introduction

After the initial studies it is found that agile model of software development is suitable and is the best method for the development of this system. Agile methodology mainly focused on client satisfaction through continuous delivery. Also, it sets a minimum number of requirements and turns them into a deliverable product. This project has many individual requirements which can be delivered in parts and the user can gradually improve their work efficiency. Agile methodology has a family of methods of which scrum is selected for the development of this project. Scrum is a process framework that has been used to manage complex product development. It is not a process or technique for building products, rather it is a framework within which various processes can be employed. Also, it is a suitable method to support the development process. It focuses on lean software development and has in building better software effectively and efficiently.

Agile is one of the most widely used and recognized software development frameworks. The methodology those experts agreed upon was described as 'lightweight' and fast. Agile is also about being adaptive and continuous improvement, as much as it is about constant feed- back and speed of delivery.

"Agile is a software development approach where a self-sufficient and cross-functional team works on making continuous deliveries through iterations and evolves throughout the process by gathering feedback from the end users.

2.1. INTRODUCTION

The major rules in scrum methodology are.

1. The product owner (PO): Who represents the stakeholder and the business.
2. The scrum master: Ensures the process followed, removes obstructions, and protects the development system.
3. Development team: Cross functional, self-organizing team who do the actual analysis, design implementation and testing process. They work together in iterative time boxed durations called sprints. The first step is the creation of the product backlog by the PO. It's a to-do list of stuff to be done by the scrum team. Then the scrum team selects the top priority items and tries to finish them within the time box called a sprint. An easier wayto remember all of this is to memorize the 3-3-5 framework. It means that a scrum project has3 roles,

3 artifacts,

and 5 events

These are: -

1. Roles: Product Owner, Scrum Master, and development team.
2. Artifacts: Product Backlog, Sprint Backlog and Product Increment.
3. Events: Sprint, Sprint planning, Daily Scrum, Sprint review and Sprint retrospective

The framework begins with a simple premise starting with what can be seen or known. After that the progress is tracked and tweaked as necessary. The three pillars of scrum are transparency, inspection, and adaptation. In scrum everyone has a role.

2.2. MODULE DESCRIPTION

2.2 Module Description

The Project “ONLINE MARKETPLACE FOR HOMEMADE ARTWORKS” is a web application serves as a platform where artists and buyers can connect to showcase, sell, and purchase handmade creations. The Major Modules are: -

1. ADMIN

- Login
- Manage Category (Add/Delete/Update/View/Search)
- Inspect Orders (View/Approved product/Search)
- User feedback
- View Payments

2. USER

- Login
- Register
- View/Search items
- Add Products
- Order products
- Make Payment
- View Order Request
- View earnings
- View order status
- Send Feedbacks.

2.3. USER STORY

2.3 User story

A key component of agile software development is putting people first, and user-stories put actual end users at the center of the conversation. Stories use non-technical language to provide context for the development team and their efforts. After reading a user story, the team knows why they are building what they're building and what value it creates. A user story is a tool used in agile software development to capture a description of a software feature from an end-user perspective. The user story describes the type of user, what they want and why. A user story helps to create a simplified description of a requirement. User stories are one of the core components of an agile program. They help provide a user-focused framework for daily work. which drives collaboration, creativity, and a better product overall.

UserStory ID	As a <type of user>	I Want to	So That I Can
1	Admin	Login	Login Successful with correct Username and Password
2	Admin	Manage Category	Upload Items Based on the Category
3	Admin	Inspect Orders	View product for approval, View approved product
4	Admin	User feedback	View Users feedback
5	Admin	View Payments	View all payment details
6	User	Login	Login Successful with correct Username and Password
7	User	Register	Register a new user
8	User	View/Search items	View items
9	User	View Category	Understand in Which Category the items
10	User	Add Products	Sell the product
11	User	Order products	Get the product
12	User	Make payments	Cofirm the order
13	User	View order request	Sell the product
14	User	View earnings	Understand earnings

15	User	View Order Status	When will get the products
16	User	Send feedbacks	Rating the products

2.4 Product backlog

A product backlog is a list of the new features, changes to existing features, bug fixes, infrastructure changes or other activities that a team may deliver to achieve a specific outcome. The product backlog is the single authoritative source for things that a teamworks on. That means that nothing gets done that isn't on the product backlog. Conversely, the presence of a product backlog item on a product backlog does not guarantee that it will bedelivered. It represents an option the team has for delivering a specific outcome rather than a commitment. It should be cheap and fast to add a product backlog item to the product backlog,and it should be equally as easy to remove a product backlog item that does not result in direct progress to achieving the desired outcome or enable progress toward the outcome. TheScrum Product Backlog is simply a list of all things that need to be done within the project. It replaces the traditional requirements specification artifacts. These items can have a technical nature or can be user-centric e.g., in the form of user stories.

ID	NAME	PRIORITY	ESTIMATE
1	Form Design	Medium	3
2	Admin Panel	Medium	1
3	Table Design	High	4
4	Coding	High	23
5	Testing Data	Medium	4
6	Output Generation	High	6

2.5 Project Plan

A project plan that has a series of tasks laid out for the entire project, listing task durations, responsibility assignments, and dependencies. Plans are developed in this manner based on the assumption that the Project Manager, hopefully along with the team, can predict up front everything that will need to happen in the project, how long it will take, and who will be able to do it.

User Story	Sprint	Start Date	End Date	Hours	Status
1	Sprint 1	15/09/2023	12/10/2023	13	COMPLETED
2					
3					
4	Sprint 2	13/10/2023	03/11/2023	14	COMPLETED
5					
6					
7	Sprint 3	08/11/2023	30/11/2023	14	COMPLETED
8					
9					
10					

2.6 Sprint backlog(plan)

The sprint backlog is a list of tasks identified by the Scrum team to be completed during the Scrum sprint. During the sprint planning meeting, the team selects a number of product backlog items, usually in the form of user stories, and identifies the tasks necessary to complete each user story. Most teams also estimate how many hours each task will take someone on the team to complete.

This project has three sprints: -

SPRINT 1 (PLAN)

Backlog Item	Completion Date	Original Estimate	Day 1 15/09/2023	Day 2 20/09/2023	Day 3 21/09/2023	Day 4 28/09/2023	Day 5 29/09/2023
User Story #1, #2		HRS	HRS	HRS	HRS	HRS	HRS
Form Design	15/09/2023	1	1	0	0	0	0
Table Design	20/09/2023	2	1	1	0	0	0
Coding	29/09/2023	3	0	0	1	1	1
Testing & Validation	29/09/2023	1	0	0	0	0	1

Table - 1

Backlog Item	Completion Date	Original Estimate	Day 6 04/10/2023	Day 7 05/10/2023	Day 8 06/10/2023	Day 9 11/10/2023	Day 10 12/10/2023
User Story #2, #3		HRS	HRS	HRS	HRS	HRS	HRS
Form Design	04/10/2023	1	1	0	0	0	0
Table Design	05/10/2023	1	0	1	0	0	0
Coding	11/10/2023	3	0	0	2	1	0
Testing & Validation	12/10/2023	1	0	0	0	0	1
Total		13					

Table -2

2.6. SPRINT BACKLOG(PLAN)

SPRINT 2 (PLAN)

Backlog Item	Completion Date	Original Estimate	Day 1 13/10/2023	Day 2 18/10/2023	Day 3 19/10/2023	Day 4 20/10/2023	Day 5 25/10/2023
User Story #4, #5		HRS	HRS	HRS	HRS	HRS	HRS
Form Design	13/10/2023	1	1	0	0	0	0
Coding	20/10/2023	4	1	1	1	1	0
Testing & Validation	25/10/2023	2	0	0	0	1	1

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Table -3

Backlog Item	Completion Date	Original Estimate	Day 6 26/10/2023	Day 7 27/10/2023	Day 8 01/11/2023	Day 9 02/11/2023	Day 10 03/11/2023
User Story #5, #6		HRS	HRS	HRS	HRS	HRS	HRS
Form Design	26/10/2023	1	1	0	0	0	0
Table Design	27/10/2023	1	0	1	0	0	0
Coding	03/11/2023	4	0	1	1	1	1
Testing & Validation	03/11/2023	1	0	0	0	0	1
Total		14					

Table -4

2.6. SPRINT BACKLOG(PLAN)

SPRINT 3 (PLAN)

Backlog Item	Completion Date	Original Estimate	Day 1 08/11/2023	Day 2 09/11/2023	Day 3 10/11/2023	Day 4 15/11/2023	Day 5 16/11/2023
User Story #7, #8		HRS	HRS	HRS	HRS	HRS	HRS
Coding	10/11/2023	4	1	1	2	0	0
Testing & Validation	16/11/2023	2	0	0	0	1	1

Table -5

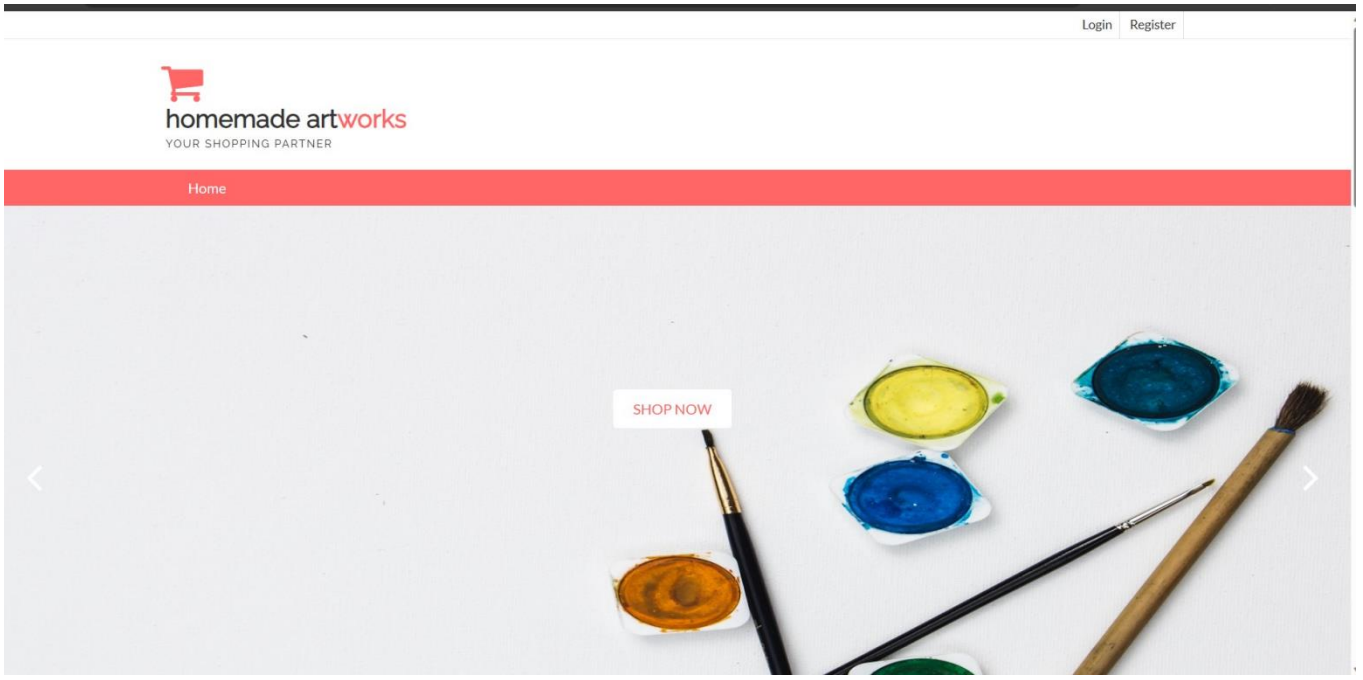
Backlog Item	Completion Date	Original Estimate	Day 6 17/11/2023	Day 7 22/11/2023	Day 8 23/11/2023	Day 9 24/11/2023	Day 10 29/11/2023	Day 11 30/11/2023
User Story #9, #10		HRS	HRS	HRS	HRS	HRS	HRS	HRS
Coding	24/11/2023	5	2	1	1	1	0	0
Testing & Validation	30/11/2023	3	0	0	0	1	1	1
Total		14						

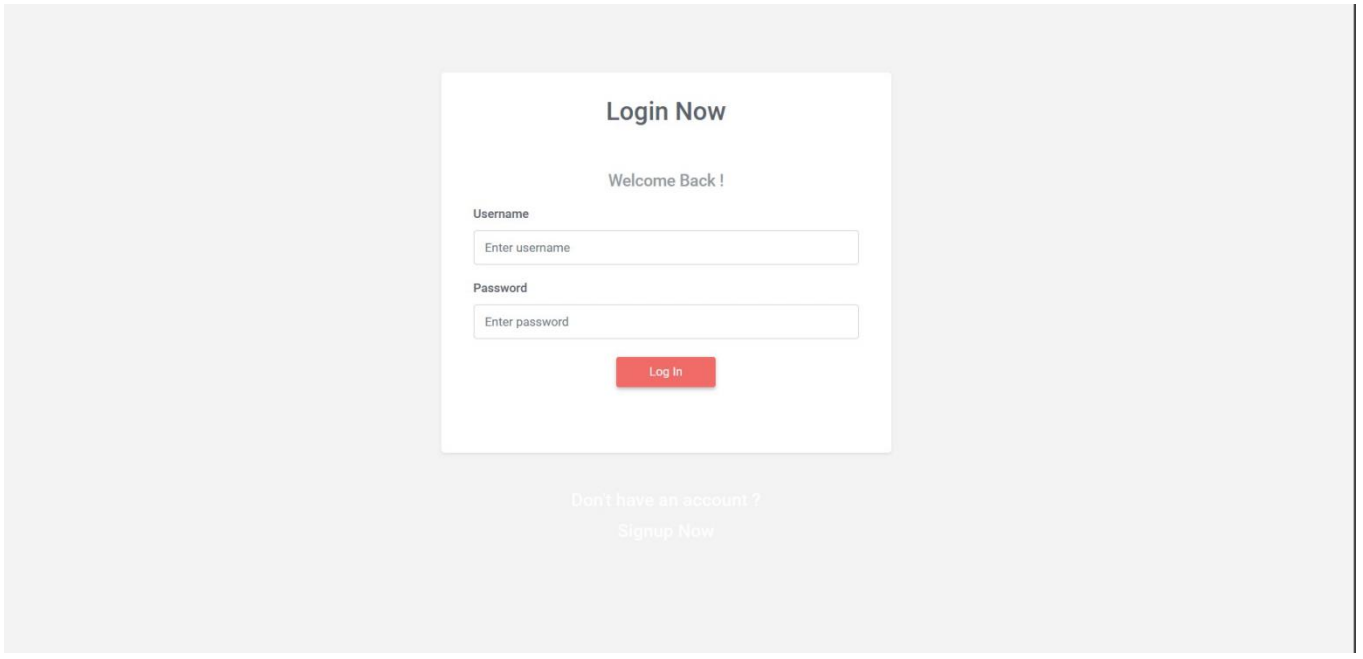
Table -6

Chapter 3

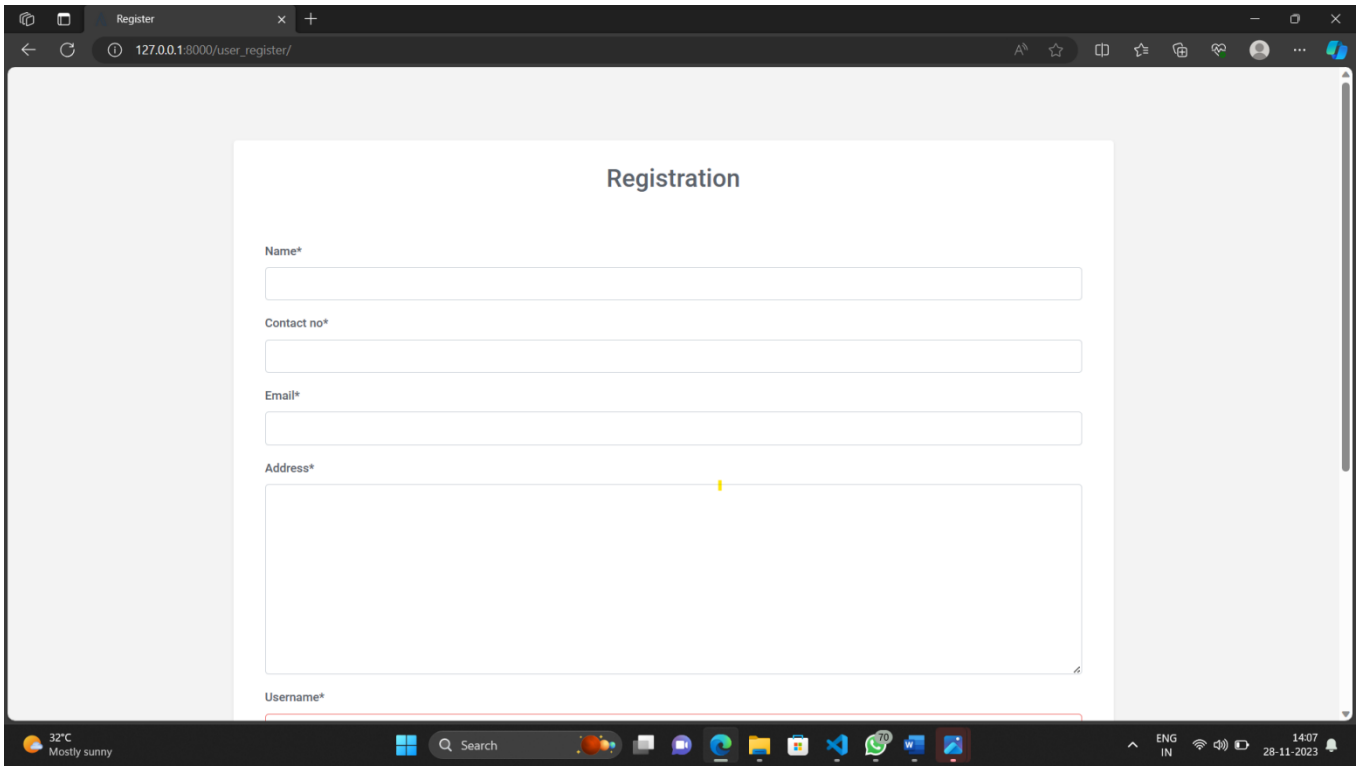
Results and Discussions

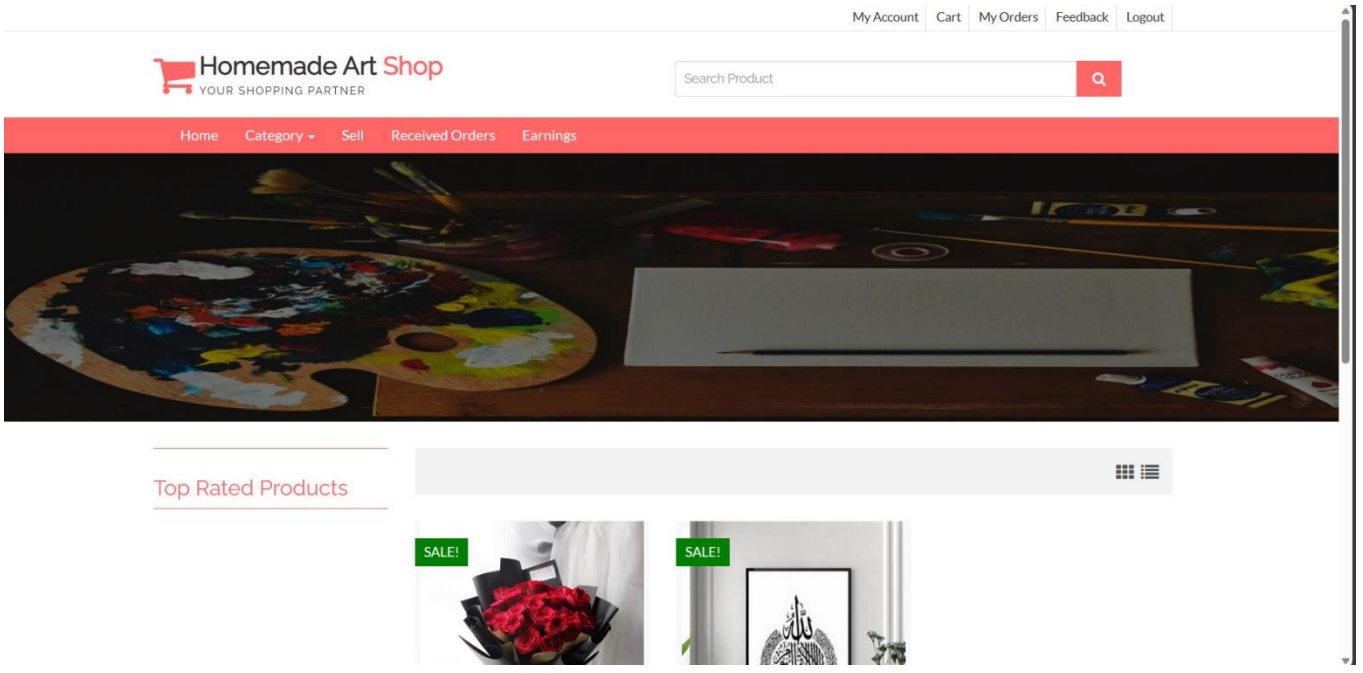
3.1 Results





3.1. RESULTS


Register
127.0.0.1:8000/user_register/
Registration
Name*
Contact no*
Email*
Address*
Username*
32°C
Mostly sunny
Search
ENG
IN
14:07
28-11-2023


My Account
Cart
My Orders
Feedback
Logout
Homemade Art Shop
YOUR SHOPPING PARTNER
Search Product
Home
Category
Sell
Received Orders
Earnings
Top Rated Products
SALE!
SALE!

3.1. RESULTS

testproduct
Rs. 2000.0

calligraphy frame
Rs. 1500.0

« 1 »

Main Menu
Home

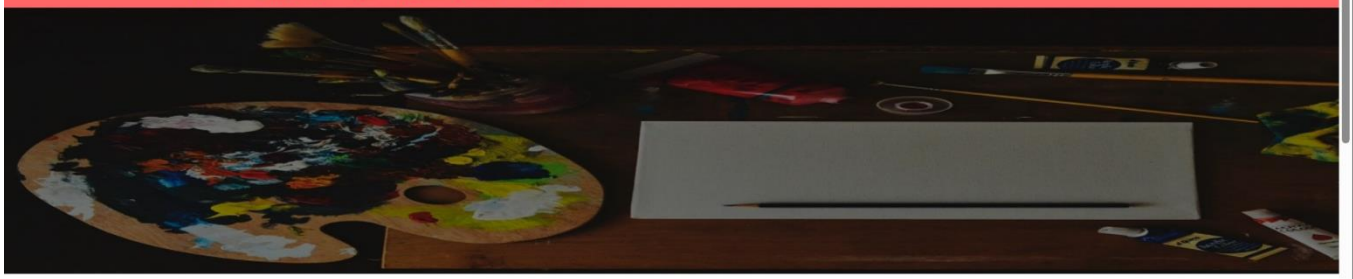
Contact Us
FELACIA ,Thalassery,Kannur
+91 8714532255
thasneem@gmail.com

Homemade art shop @ 2023

My Account | Cart | My Orders | Feedback | Logout

Homemade Art Shop
YOUR SHOPPING PARTNER

Home | Category | Sell | Received Orders | Earnings



Add Product for Selling

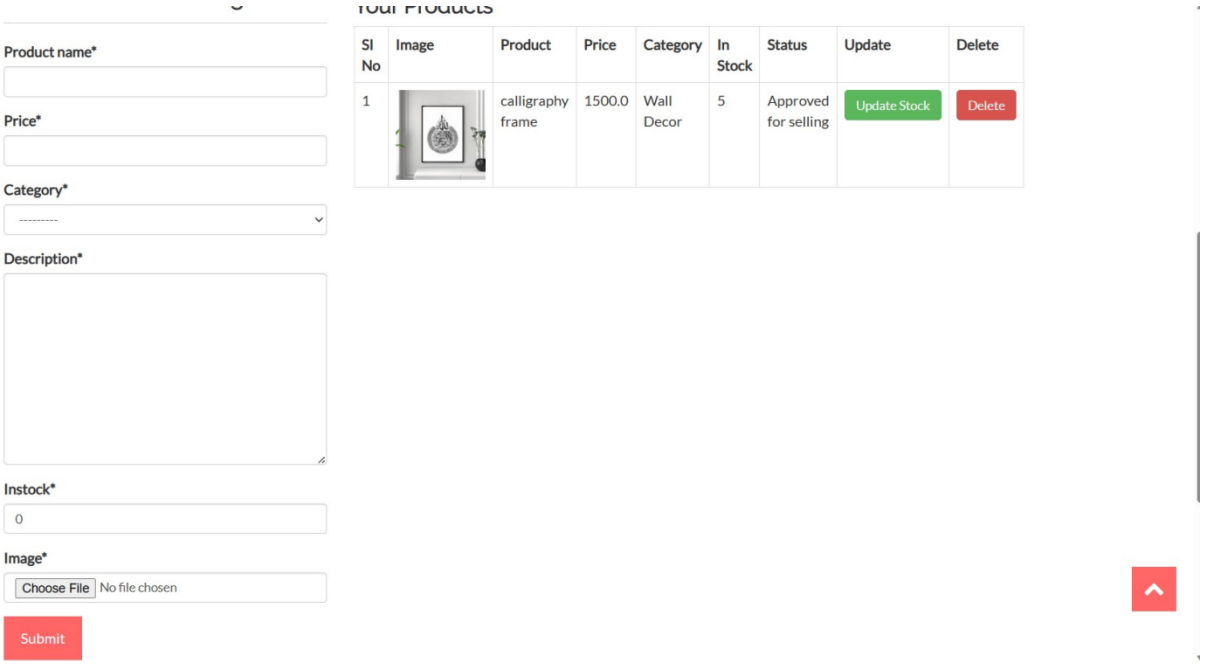
Product name*

Price*

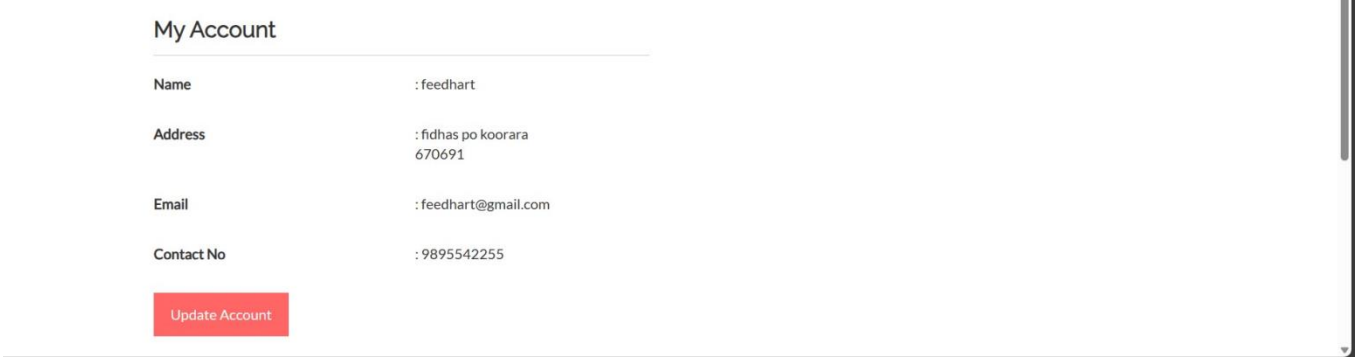
Your Products

Sl No	Image	Product	Price	Category	In Stock	Status	Update	Delete
1		calligraphy frame	1500.0	Wall Decor	5	Approved for selling	Update Stock	Delete

3.1. RESULTS


Product name*
Price*
Category*

Description*
Instock*
0
Image*
Choose File No file chosen
Submit
Your Products
Sl No
Image
Product
Price
Category
In Stock
Status
Update
Delete
1
calligraphy frame
1500.0
Wall Decor
5
Approved for selling
Update Stock
Delete


My Account
Name
: feedhart
Address
: fidhas po koorara 670691
Email
: feedhart@gmail.com
Contact No
: 9895542255
Update Account

3.1. RESULTS

Sl No	Order ID	Item Details						Order Date	Order Total	Order Status	Delivery Status
		Seller	Image	Item	Quantity	Price	Total Item Price				
1	4	testuser		testproduct	2	Rs. 2000.0	Rs. 4000.0	Nov. 27, 2023, 12:55 p.m.	**Rs. 4000.0**	Order Accepted; Expected Delivery on Nov. 30, 2023	Delivered on Nov. 27, 2023

Remove	Product	Name	Price	Quantity	Total
✖		testproduct	Rs. 2000.0	▲ 1 ▼	Rs. 2000.0

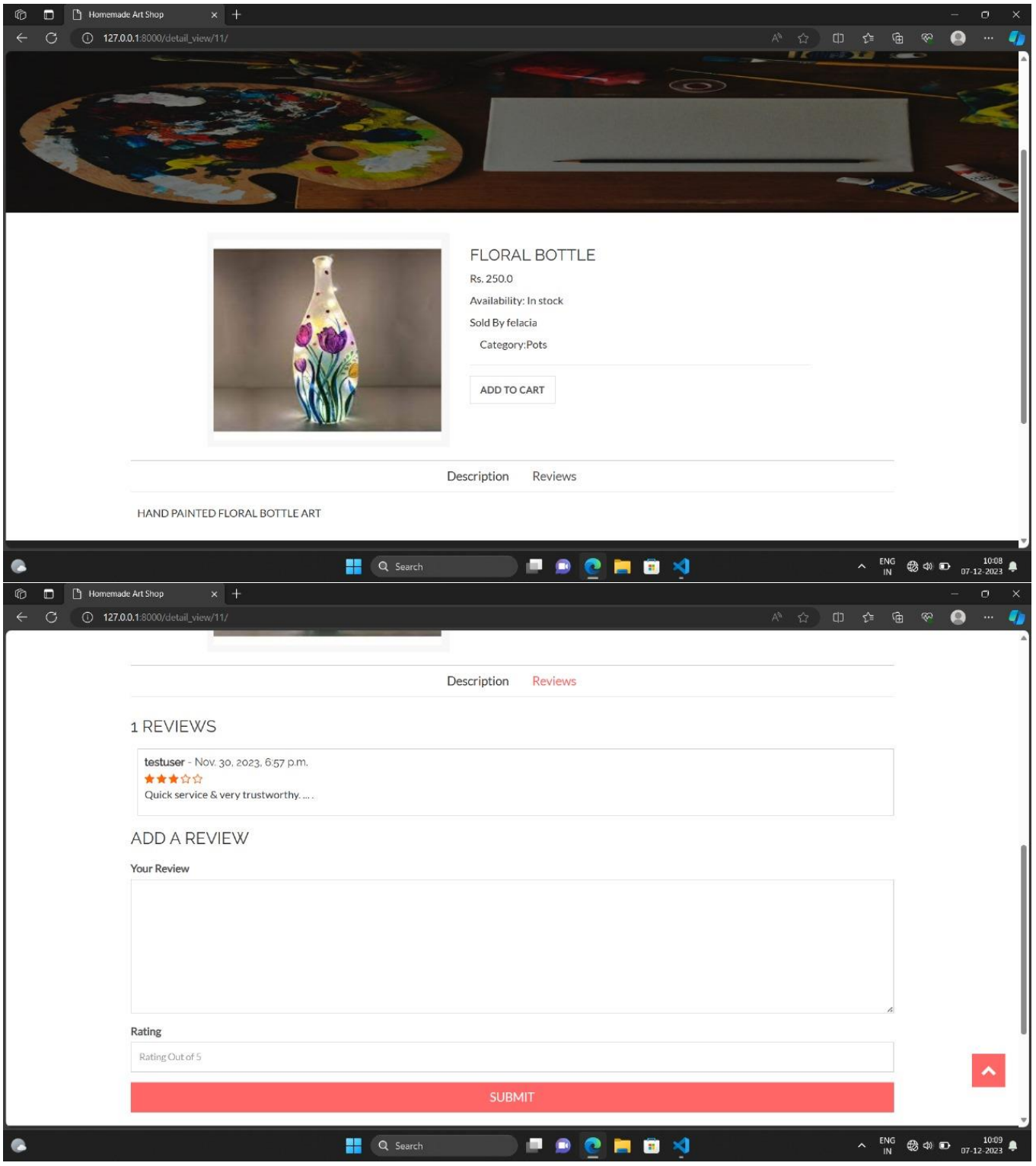
UPDATE CART

Cart Totals

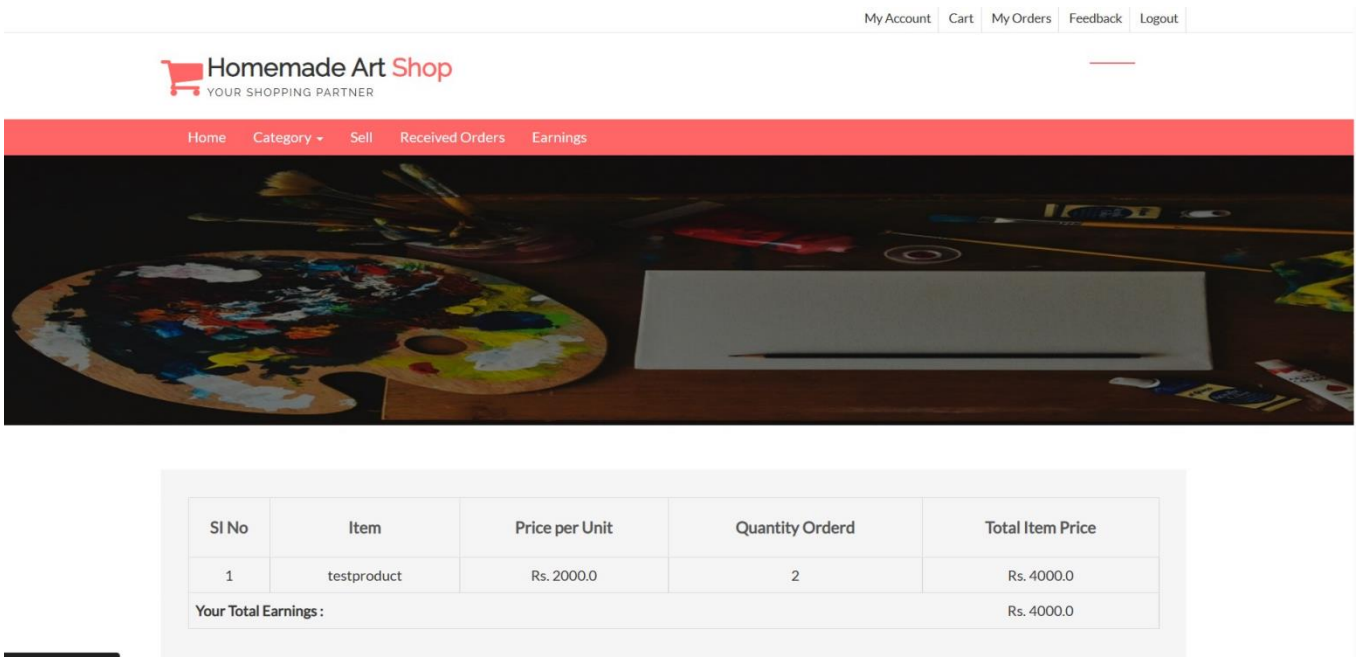
Total	Rs. 2000.0

PROCEED TO CHECKOUT

3.1. RESULTS

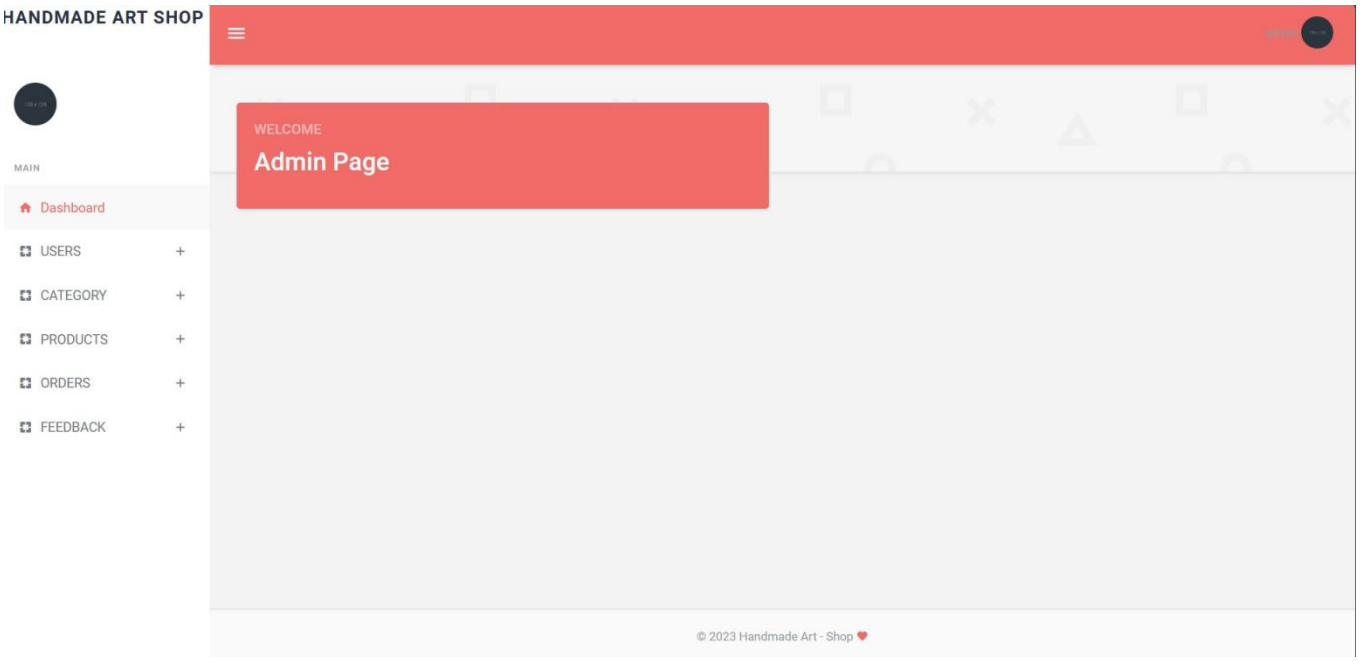

Homemade Art Shop
127.0.0.1:8000/detail_view/11/
FLORAL BOTTLE
Rs. 250.0
Availability: In stock
Sold By felacia
Category:Pots
ADD TO CART
Description
Reviews
HAND PAINTED FLORAL BOTTLE ART
Search
ENG IN
10:08 07-12-2023
Homemade Art Shop
127.0.0.1:8000/detail_view/11/
Description
Reviews
1 REVIEWS
testuser - Nov. 30, 2023, 6:57 p.m.
Quick service & very trustworthy. ... .
ADD A REVIEW
Your Review
Rating
Rating Out of 5
SUBMIT
Search
ENG IN
10:09 07-12-2023

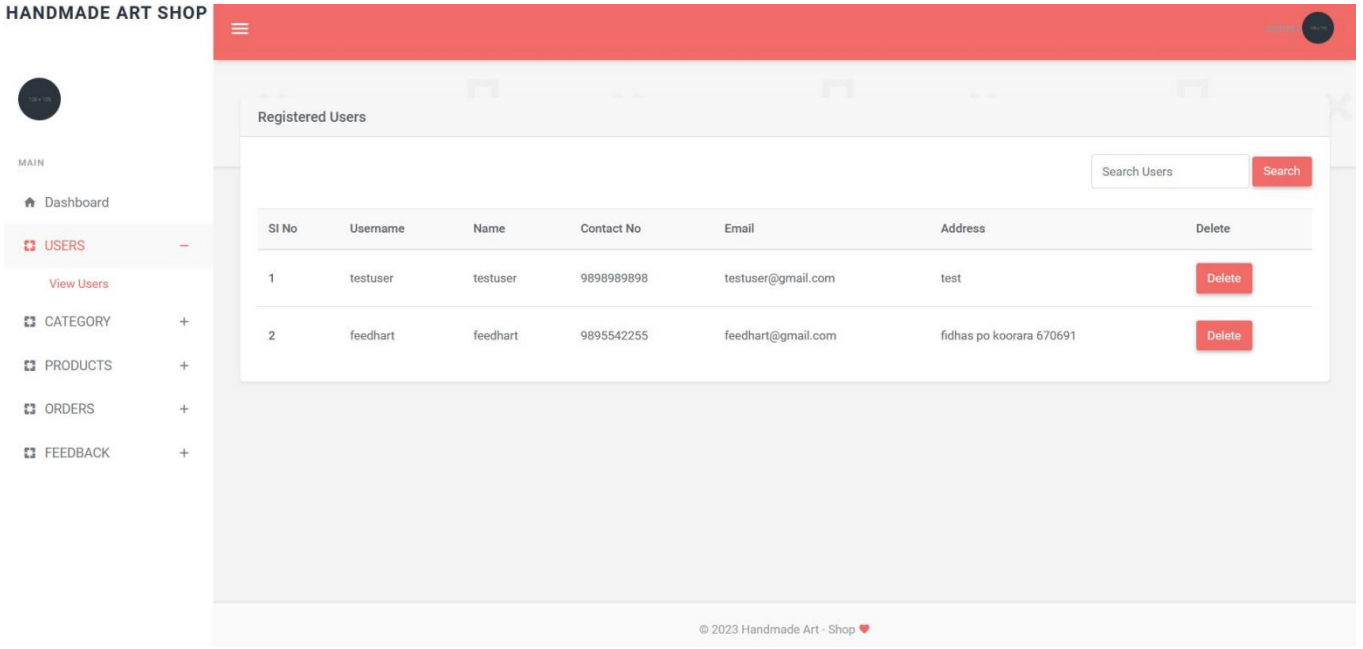
3.1. RESULTS



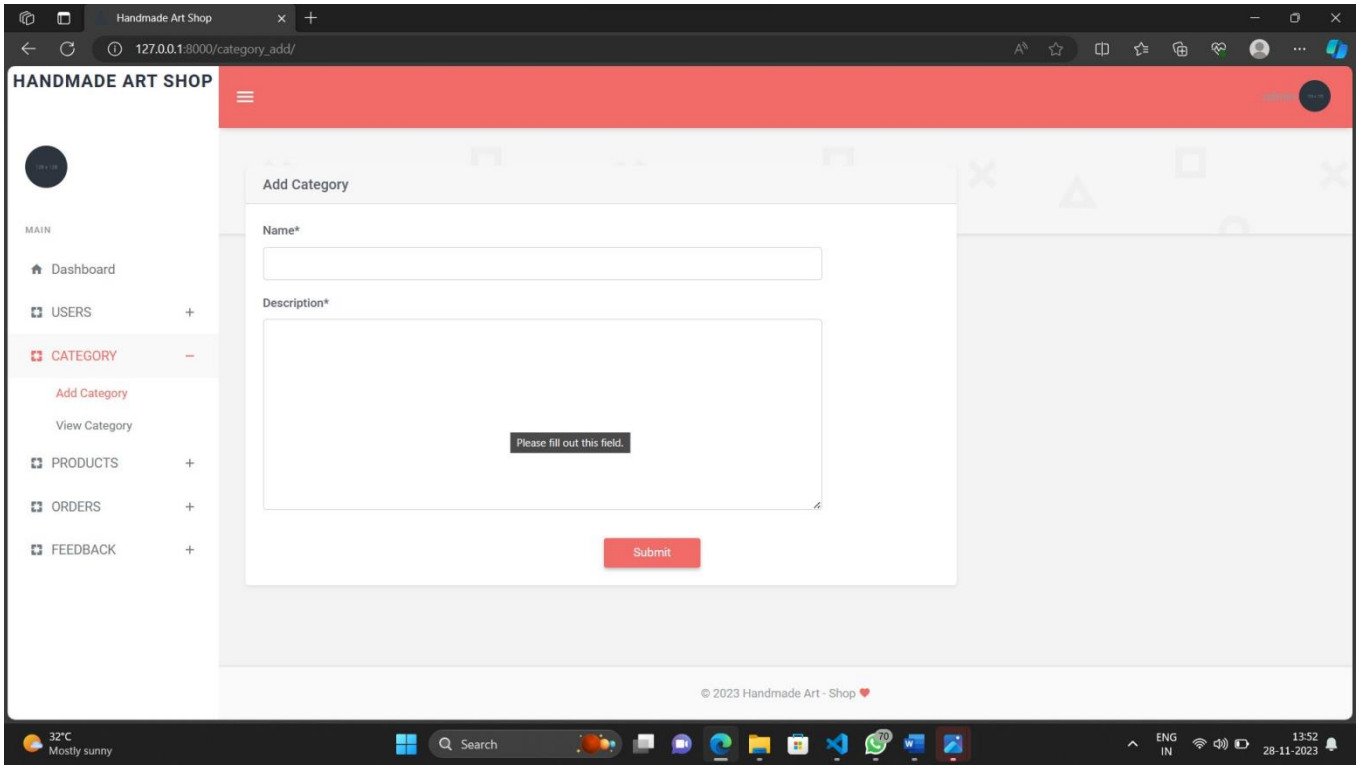
Sl No	Item	Price per Unit	Quantity Orderd	Total Item Price
1	testproduct	Rs. 2000.0	2	Rs. 4000.0
Your Total Earnings :				Rs. 4000.0

3.1. RESULTS

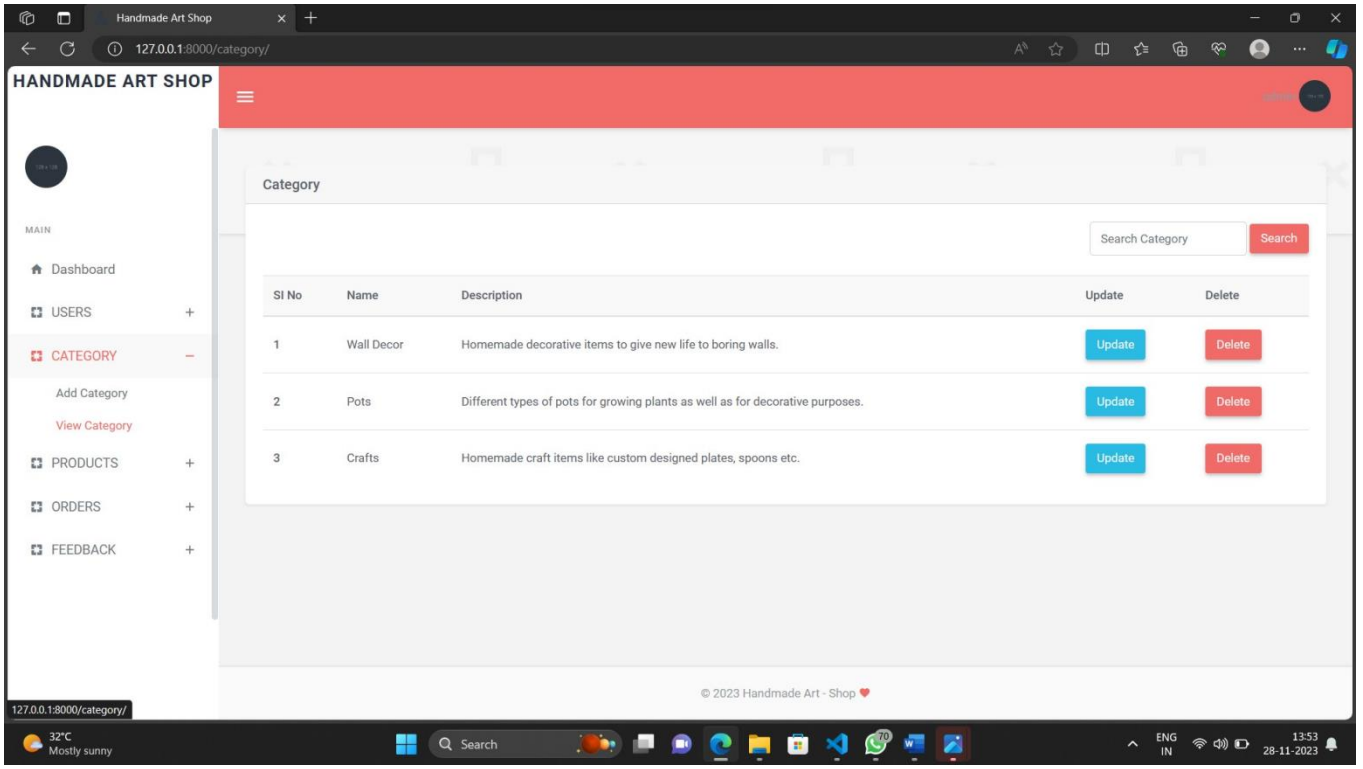

HANDMADE ART SHOP
MAIN
Dashboard
USERS
CATEGORY
PRODUCTS
ORDERS
FEEDBACK
WELCOME
Admin Page
© 2023 Handmade Art - Shop

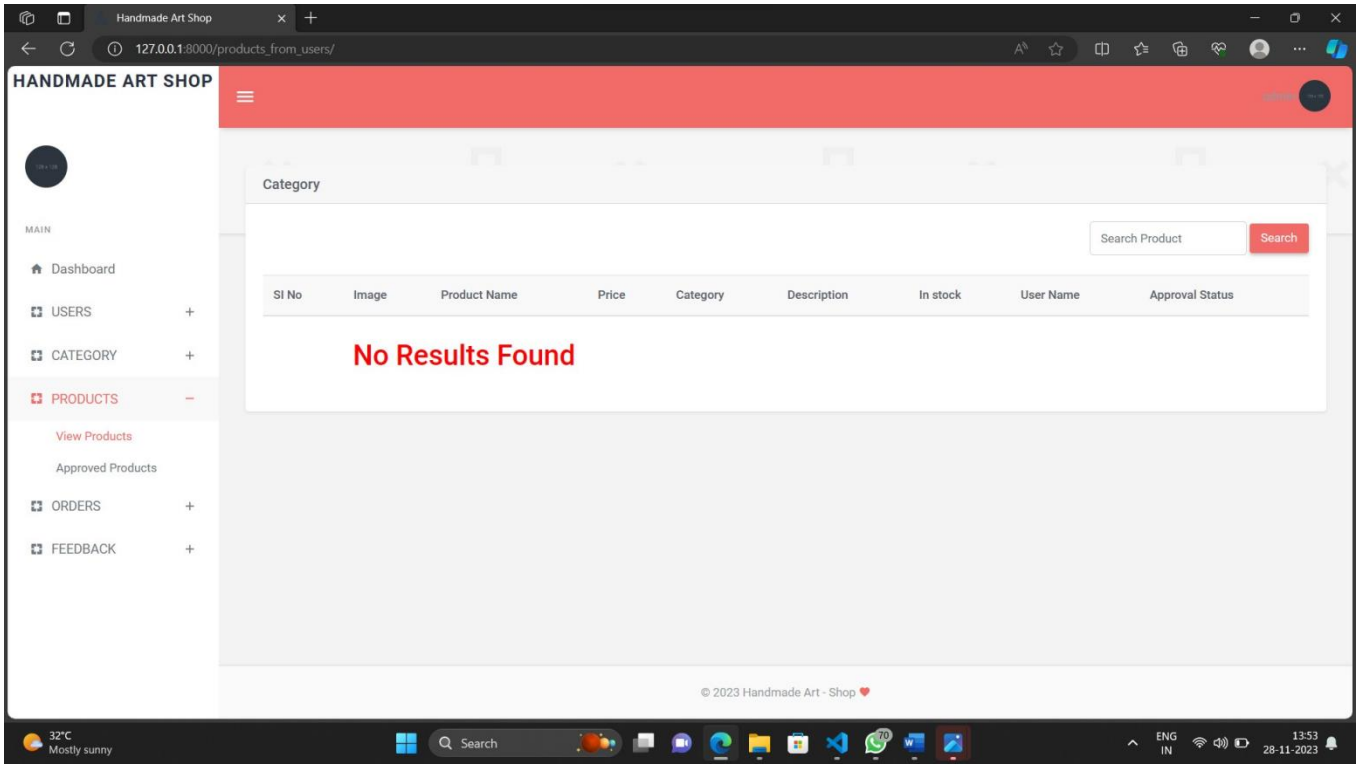

HANDMADE ART SHOP
MAIN
Dashboard
USERS
View Users
CATEGORY
PRODUCTS
ORDERS
FEEDBACK
Registered Users
Search Users
Search
Sl No
Username
Name
Contact No
Email
Address
Delete
1
testuser
testuser
9898989898
testuser@gmail.com
test
Delete
2
feedhart
feedhart
9895542255
feedhart@gmail.com
fidhas po koorara 670691
Delete
© 2023 Handmade Art - Shop

3.1. RESULTS

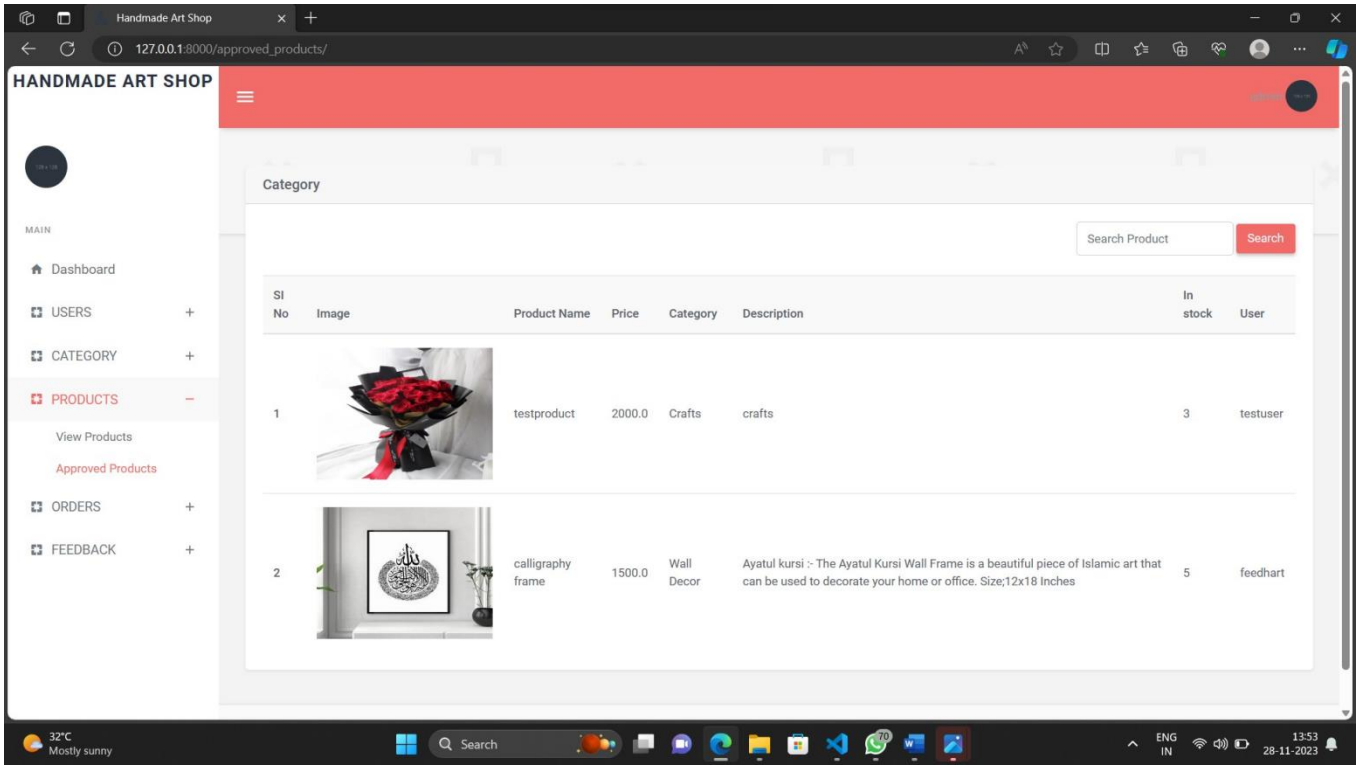

Handmade Art Shop
127.0.0.1:8000/category_add/
HANDMADE ART SHOP
MAIN
Dashboard
USERS
CATEGORY
Add Category
View Category
PRODUCTS
ORDERS
FEEDBACK
Add Category
Name*
Description*
Please fill out this field.
Submit
© 2023 Handmade Art - Shop
32°C
Mostly sunny
Search
ENG
IN
13:52
28-11-2023

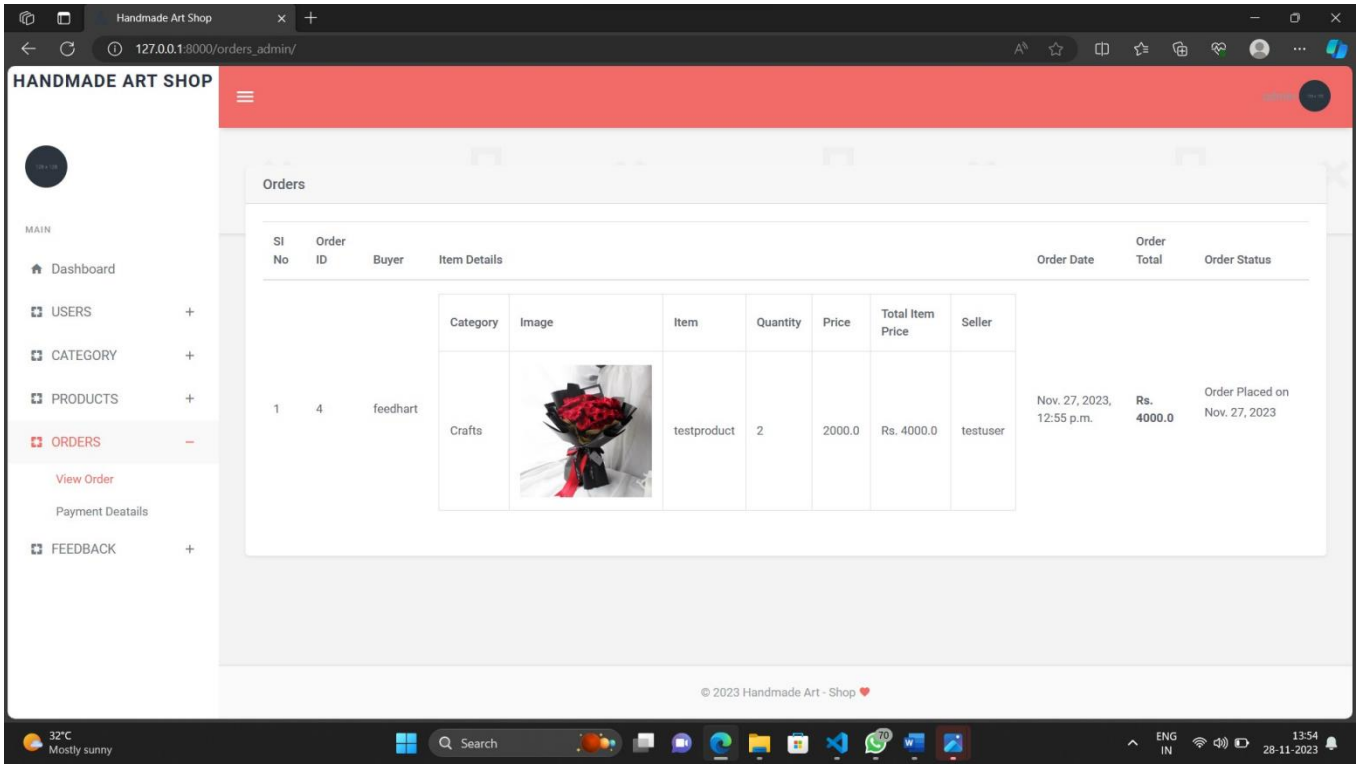
3.1. RESULTS


Handmade Art Shop
127.0.0.1:8000/category/
HANDMADE ART SHOP
MAIN
Dashboard
USERS
CATEGORY
Add Category
View Category
PRODUCTS
ORDERS
FEEDBACK
Category
Search Category
Search
Sl No
Name
Description
Update
Delete
1
Wall Decor
Homemade decorative items to give new life to boring walls.
Update
Delete
2
Pots
Different types of pots for growing plants as well as for decorative purposes.
Update
Delete
3
Crafts
Homemade craft items like custom designed plates, spoons etc.
Update
Delete
© 2023 Handmade Art - Shop
127.0.0.1:8000/category/
32°C
Mostly sunny
Search
ENG
IN
13:53
28-11-2023

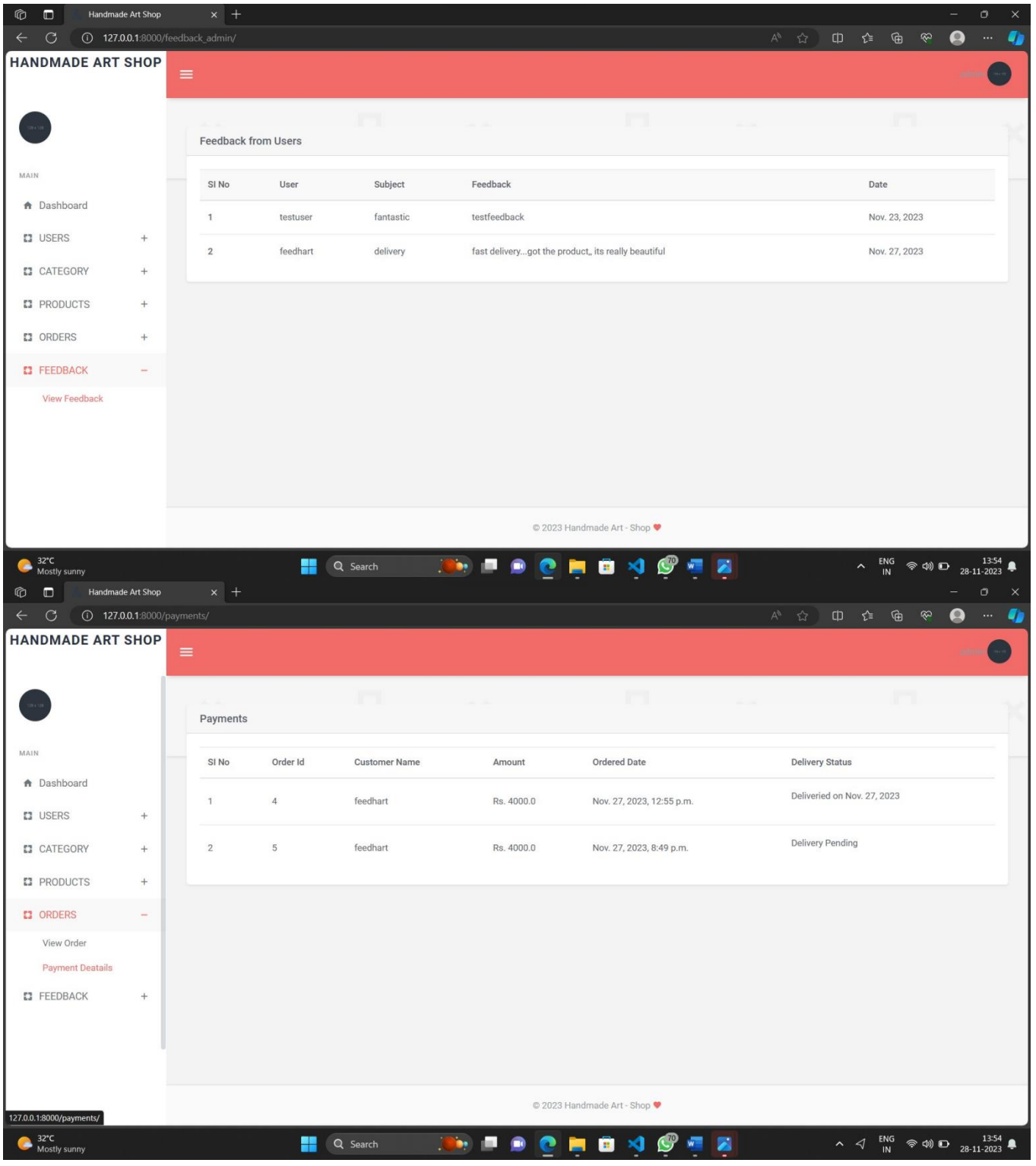

Handmade Art Shop
127.0.0.1:8000/products_from_users/
HANDMADE ART SHOP
MAIN
Dashboard
USERS
CATEGORY
PRODUCTS
View Products
Approved Products
ORDERS
FEEDBACK
Category
Search Product
Search
Sl No
Image
Product Name
Price
Category
Description
In stock
User Name
Approval Status
No Results Found
© 2023 Handmade Art - Shop
32°C
Mostly sunny
Search
ENG
IN
13:53
28-11-2023

3.1. RESULTS


Handmade Art Shop
127.0.0.1:8000/approved_products/
HANDMADE ART SHOP
MAIN
Dashboard
USERS
CATEGORY
PRODUCTS
View Products
Approved Products
ORDERS
FEEDBACK
Category
Search Product
Search
Sl No
Image
Product Name
Price
Category
Description
In stock
User
1
testproduct
2000.0
Crafts
crafts
3
testuser
2
calligraphy frame
1500.0
Wall Decor
Ayatul kursi :- The Ayatul Kursi Wall Frame is a beautiful piece of Islamic art that can be used to decorate your home or office. Size;12x18 Inches
5
feedhart
32°C
Mostly sunny
Search
ENG
IN
13:53
28-11-2023


Handmade Art Shop
127.0.0.1:8000/orders_admin/
HANDMADE ART SHOP
MAIN
Dashboard
USERS
CATEGORY
PRODUCTS
ORDERS
View Order
Payment Deatails
FEEDBACK
Orders
Sl No
Order ID
Buyer
Item Details
Order Date
Order Total
Order Status
Category
Image
Item
Quantity
Price
Total Item Price
Seller
1
4
feedhart
Crafts
testproduct
2
2000.0
Rs. 4000.0
testuser
Nov. 27, 2023, 12:55 p.m.
Rs. 4000.0
Order Placed on Nov. 27, 2023
© 2023 Handmade Art - Shop
32°C
Mostly sunny
Search
ENG
IN
13:54
28-11-2023

3.1. RESULTS


Handmade Art Shop
127.0.0.1:8000/feedback_admin/
HANDMADE ART SHOP
MAIN
Dashboard
USERS
CATEGORY
PRODUCTS
ORDERS
FEEDBACK
View Feedback
Feedback from Users
Sl No
User
Subject
Feedback
Date
1
testuser
fantastic
testfeedback
Nov. 23, 2023
2
feedhart
delivery
fast delivery...got the product, its really beautiful
Nov. 27, 2023
© 2023 Handmade Art - Shop
Handmade Art Shop
127.0.0.1:8000/payments/
HANDMADE ART SHOP
MAIN
Dashboard
USERS
CATEGORY
PRODUCTS
ORDERS
View Order
Payment Deatails
FEEDBACK
Payments
Sl No
Order Id
Customer Name
Amount
Ordered Date
Delivery Status
1
4
feedhart
Rs. 4000.0
Nov. 27, 2023, 12:55 p.m.
Deliveried on Nov. 27, 2023
2
5
feedhart
Rs. 4000.0
Nov. 27, 2023, 8:49 p.m.
Delivery Pending
© 2023 Handmade Art - Shop
127.0.0.1:8000/payments/

Chapter 4

Conclusion

It would be in the realm of digital content; effective blog management is the linchpin that ensures a smooth and engaging experience for both creators and audiences. Through the course of this mini project, we delved into the intricacies of blog management and sought to enhance the efficiency and user-friendliness of the process.

Our journey began with a comprehensive analysis of the key components of successful blog management, including content creation, organization, publication, and audience engagement. Recognizing the dynamic nature of online content, we crafted a solution that not only streamlines these processes but also adapts to the evolving needs of bloggers and their readership.

One of the primary goals was to provide bloggers with a user-friendly interface that facilitates easy content creation and editing. The implementation of [specific feature/tool] not only met this objective but also exceeded expectations by [highlighting a notable achievement or improvement]. This feature empowers bloggers to focus on their creative endeavors rather than grappling with the technicalities of the platform.

References

1. http://www.stackoverflow.com, Stack Overflow
2. http://www.codeproject.com,CodeProject
3. http://w3schools.com, W3Schools
4. http://getbootstrap.com, Bootstrap4

Appendix

Source Code

manage.**py**

```
import os
import sys


def main():
    """Run administrative tasks."""
    os.environ.setdefault('DJANGO_SETTINGS_MODULE', 'marketplace.settings')
    try:
        from django.core.management import execute_from_command_line
    except ImportError as exc:
        raise ImportError(
            "Couldn't import Django. Are you sure it's installed and "
            "available on your PYTHONPATH environment variable? Did you "
            "forget to activate a virtual environment?"
        ) from exc
    execute_from_command_line(sys.argv)


if __name__ == '__main__':
    main()
```