

ONLINE SHOPPING WEBSITE



*A project report submitted to
Rajiv Gandhi Proudyogiki Vishwavidhyalaya, Bhopal
in partial fulfillment for the award of
the degree of
Bachelor of Technology
in
Computer Science & Engineering*

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

**SUSHILA DEVI BANSAL COLLEGE OF TECHNOLOGY
INDORE- 453331**

2021

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PROJECT GUIDE

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**SUSHILA DEVI BANSAL COLLEGE OF TECHNOLOGY
INDORE- 453331**



CERTIFICATE

This is to certify that **Tushar Thakur, Rupali Nargole, Soham Patidar, Parag Nargole** have completed their project work, titled "**Online Shopping website**" as per the syllabus and have submitted a satisfactory report on this project as part of fulfillment towards the degree of "**BACHELOR OF TECHNOLOGY**"(Computer Science & Engineering) from **RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL.**

HEAD OF THE DEPARTMENT

PROJECT GUIDE

DIRECTOR

**SUSHILA DEVI BANSAL COLLEGE OF TECHNOLOGY
INDORE- 453331**



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INTERNAL EXAMINER

EXTERNAL EXAMINER

Abstract

This project is a web base shopping system. Online shopping is the process where by consumers directly buy goods or services from a seller in real-time, without an intermediary service, over the internet. It is a form of electronic commerce. This project is an attempt to provide the advantages of online shopping to customers of a real shop. It helps buying the products in the shop anywhere through the internet by using an android device. Thus the customer will get the service of online shopping from his favorite shop.

This system can be implemented to any shop in the locality or to multinational branded shops having retail outlet chains. The system recommends a facility to accept the orders 24*7 which can make customers happy.

we have developed an Online Shopping Site based on HTML, CSS, javascript and java.

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CHAPTER - 1

SYSTEM REQUIREMENT ANALYSIS

1 INTRODUCTION

System requirement analysis is the process of gathering and interpreting facts, diagnosing problems and using the information to recommend improvements on the system. System requirement analysis is a problem solving activity that requires intensive communication between the system users and system developers.

System requirement analysis is an important phase of any system development process. The system is viewed as a whole, the inputs are identified and the system is subjected to close study to identify the problem areas. The solutions are given as a proposal. The proposal is reviewed on user request and suitable changes are made. This loop ends as soon as the user is satisfied with the proposal.

1.1 PURPOSE

The purpose of this document is to present a detailed description of the Online Shopping System. It will explain the purpose and functions of the system. The document contains the functional requirements and non-functional requirements of the system project. The document also contains the guidelines about the time frame given to the developers, designers, testers to complete the project on time.

1.2 DOCUMENT CONVENTIONS

TITLE	FONT	BOLD	SIZE
Main Heading Title	Times New Roman	Yes	16
Main Section Title	Times New Roman	Yes	16
SubSection Title	Times New Roman	Yes	14
General Text	Calibri	No	14

1.3 INTENDED AUDIENCE AND READING SUGGESTIONS

This document is intended for individuals directly involved in the development of Online Shopping System. This includes software developers, testers, clients, etc.

Further sections of System Requirement Analysis includes :-

Chapter 2 :- Overall description, external interface requirements, functional requirements, non-functional requirements, project plan.

Chapter 3 :- Methodology used, Use Case Diagram, Activity Diagram, Sequence Diagram, Class Diagram

Chapter 4 :- Architectural design, database design, component design, interface design

Chapter 5 :- Implementation

Chapter 6 :- Testing

Chapter 7 :- Future Scope and Limitations

Chapter 8 :- Conclusion

1.4 PRODUCT SCOPE

This system can be implemented to any shop in the locality or to multinational branded shops having retail outlet chains. The system recommends a facility to accept the orders 24*7 which can make customers happy. If shops are providing an online portal where their customers can enjoy easy shopping from anywhere, the shops won't be losing any more customers to the trending online shops such as flipkart or ebay. Since the application is available in the Smartphone it is easily accessible and always available.

1.5 REFERENCES OF SRS

- IEEE Standards Description : 830 - 1998
- **Roger S. Pressman** , Software Engineering: a practitioner's approach: 8th edition, United States, 2014

CHAPTER 2

OVERALL DESCRIPTION

2.1 PRODUCT PERSPECTIVE

The software product is an independent product. It is a Standalone System.

2.2 PRODUCT FUNCTIONS

- Registration
- Login
- Forgot Password
- Change Password
- Manage Category : Add Category, Delete Category
- Manage Product : Add Product, Delete Product and Update Product
- View Product
- View Category
- Buy Product
- Add to Cart : View Cart, Remove from Cart
- Logout

2.3 USER CLASSES AND CHARACTERISTICS

There are 2 forms of user for the system :-

- **Administrator :**

Administrator is the owner of Online Shopping System who is responsible for maintaining the software product. The administrator can perform the following functions :

- Login using email id and password.
- Forgot Password if administrator forgets the password
- Change the current password
- Add or delete Category
- ADD, Delete, Update Product
- Logout the system

- **Customer :**

The users of the Online Shopping System are customers who visit the website and order items online from those added by the administrator. The user can perform the following functions :

- Register himself/herself for the website login.
- Login using e-mail id and password entered during the registration.
- Forgotten Password if he/she forgets the password through their registered e-mail id.
- Change the current password.
- View Product and category of his/her choice.
- Add to cart the product for purchasing it later or make an order.
- View Cart and remove from cart.
- Logout the system.

2.4 OPERATING ENVIRONMENT

HARDWARE REQUIREMENTS

- Processor : Intel Core Processor
- Ram : 4 GB or Higher

SOFTWARE REQUIREMENTS

- Operating System : Unix, Linux, Windows
- Development tool : Netbeans
- Front End : HTML, CSS, JavaScript, JSP
- Database : MySQL

2.5 DESIGN AND IMPLEMENTATION CONSTRAINTS

- Due to the time constraints, we are not able to make a project which will support a shop having all kinds of goods such as D-Mart, Big Bazar, etc.
- Due to the time constraints, our system is not able to perform all the functionalities which other online shopping websites perform such as flipkart or amazon.

2.6 USER DOCUMENTATION

Not Applicable

2.7 ASSUMPTIONS AND DEPENDENCIES

- Users must have an internet connection.
- Users must have a browser and know how to use the website.
- Users have entered their details correctly.

It is a standalone system and it does not depend on any other third party tool or any other software.

CHAPTER 3

EXTERNAL INTERFACE REQUIREMENTS

3.1 USER INTERFACES

- **Registration Page** : It is for registering a new user to use the functionalities of the system such as viewing or purchasing a product. User has to fill in some details such as name, email-id, contact number, address and password to register himself/herself for the system.
- **Login Page** : It is for authentication of registered users. This screen should accept the user's email-id and password and authenticate against the corporate authentication system. It also provides the features of new user registration and forgot password.
- **Category Page** : It is for viewing all the categories of the system. It also provides the feature to view the products that are already added to cart and change password button. Logout button is also provided.
- **Product Page** : In this page, the registered user can view all the products related to the category which he/she selected for. Users can also search for the product based on product attributes such as product name and product company. It also provides the features to view the description of the product, buy product and add to cart the product. Users can also view the products that are already added to cart. Back button and logout button is also provided.
- **Add to Cart Page** : This page shows all the products that were added to cart by the user earlier. It also provides the features to view the description of the product, buy the product and to remove the product from the cart which was added earlier. Users can view the total price of the product and a grand total of all the products. Back button and logout button is also provided.

3.2 HARDWARE INTERFACES

No Hardware Interface is required.

3.3 SOFTWARE INTERFACES

No Software Interface is required.

3.4 COMMUNICATION INTERFACES

TCP/IP, UDP, SMTP, FTP, HTTP, HTTPS Protocols

CHAPTER 4

SYSTEM FEATURES

- **Registration**

A new user will have to register in the system by providing essential details in order to view the products in the system.

- **Login**

This feature is used by the user to login into the system. A user must login with his e-mail id and password to the system after registration. If they are invalid, the user is not allowed to enter the system.

- **Forgot Password**

If the user forgets his/her password which they used during registration, they can use this feature. By this they will get a One Time Password on their registered e-mail id and then they can set a new password.

- **Change Password**

If a user wants to change the current password then he/she can use this feature.

- **Manage Category**

The administrator can add category and delete category.

- **View Category**

The customers can view the categories of the system.

- **Manage Product**

The administrator can add product, delete product and update product.

- **View Product**

The customers can view the products of the system.

- **Add to Cart**

The user can add the desired product into his cart by clicking add to cart option on the product. He can view his cart by clicking on the cart button. All products added by cart can be viewed in the cart. Users can remove an item from the cart by clicking remove. Users can purchase the items by clicking on the buy product button.

- **Buy Product**

The user can buy the desired product by clicking buy now option.

- **Logout**

If the user has finished his/her work then he/she can logout the system.

CHAPTER 5

NON FUNCTIONAL REQUIREMENTS

Non-functional requirements are requirements that are not directly concerned with the specific functions delivered by the system. Some of the non-functional requirements of the system are :-

- **Availability** : The system will be highly available as it provides a facility to accept the orders 24*7.
- **Portability** : The system will be highly portable because we are using JAVA programming language and as JAVA is a platform independent language so our system can run on any Operating Environment.
- **Adaptability** : The system will be highly adaptable as we have used the OOP concept thus the cost reduces in implementing class so it's flexibility is maintained and it can adapt to other environments also.

5.1 PERFORMANCE REQUIREMENTS

The system will be efficient to respond and simple and easy to use.

5.2 SAFETY REQUIREMENTS

- Its usage will not provide any damage or any type of loss of data of the system currently in use (manual system).
- The security model is prepared regarding the safety of Database so that data is not lost in case of any damage to the system.

5.3 SECURITY REQUIREMENTS

- Security of the system should definitely be maintained through the password.
- System will have different types of users and every user has access constraints.
- Customers can just read information but they cannot edit or modify any information rather than their personal information and password.

- Only administrator can access the database.

5.4 SOFTWARE QUALITY ATTRIBUTES

- **Usability** : The information related to products should be easily found. The user interface should be very friendly.
- **Maintainability** : With the advent of fast changing technology, system should be able to change fast and provide good features.

CHAPTER 6

PROJECT PLAN

6.1 TEAM MEMBERS

Tushar Thakur 0829CS1811157

Rupali Nargole 0829CS181127

Soham Patidar 0829CS181146

Parag Nargole 0829CS181102

6.2 DIVISION OF WORK

Tushar Thakur: Documentation, front end, Back end, implementation.

Parag Nargole: Documentation, Requirement gathering, Testing.

Rupali Nargole: Documentation, Analysis. Requirement gathering.

Soham Patidar: Documentation, front end, Design.

6.3 TIME SCHEDULE

