# VISVESVARAYA TECHNOLOGICAL UNIVERSITY

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##### A Mini Project Report on

**E-SHOPPING**

*Submitted in partial fulfillment of the requirements as a part of the DBMS Lab for the V Semester of degree of* ***Bachelor of Engineering in Information Science and Engineering*** *of Visvesvaraya Technological University, Belagavi*

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2020 – 2021



# RNS Institute of Technology

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### CERTIFICATE

This is to certify that the Mini project report entitled ***E-SHOPPING*** has been successfully completed by **SAMARTH R AITHAL and VARUN DS** bearing USN **1RN18IS091 and 1RN18IS120**, presently V semester student of **RNS Institute of Technology** in partial fulfillment of the requirements as a part of the DBMS Laboratory for the award of the degree ***Bachelor of Engineering in Information Science and Engineering*** under **Visvesvaraya Technological University, Belagavi** during academic year 2020 – 2021. It is certified that all corrections/suggestions indicated for Internal Assessment have been incorporated in the report deposited in the departmental library. The mini project report has been approved as it satisfies the academic requirements as a part of DBMS Laboratory for the said degree.

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1.

2.

# ABSTRACT

An online shopping system that permits a customer to submit online orders for items and/or services from a store that serves both walk-in customers and online customers. The online shopping system presents an online display of an order cut off time and an associated delivery window for items selected by the customer.

The system accepts the customer's submission of a purchase order for the item in response to a time of submission being before the order cut off time. The online shopping system does not settle with a credit supplier of the customer until the item selected by the customer is picked from inventory but before it is delivered. Therefore, the customer can go online and make changes to the order.

In addition, available service windows are presented to the customer as a function of customer selected order and service types and further, the order picking is assigned in accordance with a picker's preference. When ordering goods, many shopping systems provide a virtual shopping cart for holding items selected for purchase. Successive items selected for purchase are placed into the virtual shopping cart until a customer completes their shopping trip.

Virtual shopping carts may be examined at any time, and their contents can be edited or deleted at the option of the customer. Once the customer decides to submit a purchase order, the customer may print the contents of the virtual shopping basket in order to obtain a hard copy record of the transaction.

The fulfillment and rapture that go with the fruitful finishing of any assignment would be inadequate without the specifying the people who made it conceivable, whose steady direction and support delegated the endeavors with success.

I would like to profoundly thank **Management** of **RNS Institute of Technology** for providing such a healthy environment to carry out this Project work.

I would like to thank our beloved Director **Dr. H N Shivashankar** for his confidence feeling words and support for providing facilities throughout the course.

I would like to express my thanks to our Principal **Dr. M K Venkatesha** for his support and inspired me towards the attainment of knowledge.

I wish to place on record my words of gratitude to **Dr. S Satish Kumar,** Professor and Head of the Department, Information Science and Engineering, for being the enzyme and master mind behind my Project work.

I would like to express my profound and cordial gratitude to my Lab Incharge Dr**. R Rajkumar**, Assistant Professor, Department of Information Science and Engineering for their valuable guidance, constructive comments and continuous encouragement throughout the Project work.

I would like to express my profound and cordial gratitude to my Faculty Incharge **Mrs. Vinutha G K**, Assistant Professor, Department of Information Science and Engineering for his/her valuable guidance in preparing Project report.

I would like to thank all other teaching and non-teaching staff of Information Science & Engineering who have directly or indirectly helped me to carry out the project work.

And lastly, I would hereby acknowledge and thank my parents who have been a source of inspiration and also instrumental in carrying out this Project work.

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|  |  |  |
| --- | --- | --- |
| API | - | Application Programming Interface |
| CGI | - | Common Gateway Interface |
| CRS | - | Computer Reservation System |
| CSS | - | Cascading style sheets |
| DBMS | - | Database Management System |
| ER | - | Entity Relationship |
| GDS | - | Global Distribution System |
| GPL | - | General Public License |
| HTML | - | Hypertext Markup Language |
| HTTP | - | Hypertext Transfer Protocol |
| ID | - | Identification |
| JS | - | JavaScript |
| MVD | - | Multi Valued Dependency |
| PHP | - | PHP Hypertext Preprocessor |
| SQL | - | Structured Query Language |
| TB | - | Terabyte |
|  |  |  |

**Chapter 1**

**INTRODUCTION**

## Background

A **database** is an organized collection of data, generally stored and accessed electronically from a computer system. Where databases are more complex they are often developed using formal design and modeling techniques.

The database management system (DBMS) is the software that interacts with end users, applications, the database itself to capture and analyze the data and provides facilities to administer the database. The sum total of the database, the DBMS and the associated applications can be referred to as a "database system". Often the term "database" is also used to loosely refer to any of the DBMS, the database system or an application associated with the database. The DBMS manages three important things: the data, the database engine that allows data to be accessed, locked and modified and the database schema, which defines the database’s logical structure. These three foundational elements help provide concurrency, security, data integrity and uniform administration procedures. Typical database administration tasks supported by the DBMS include change management, performance monitoring/tuning and backup and recovery. Many database management systems are also responsible for automated rollbacks, restarts and recovery as well as the logging and auditing of activity.

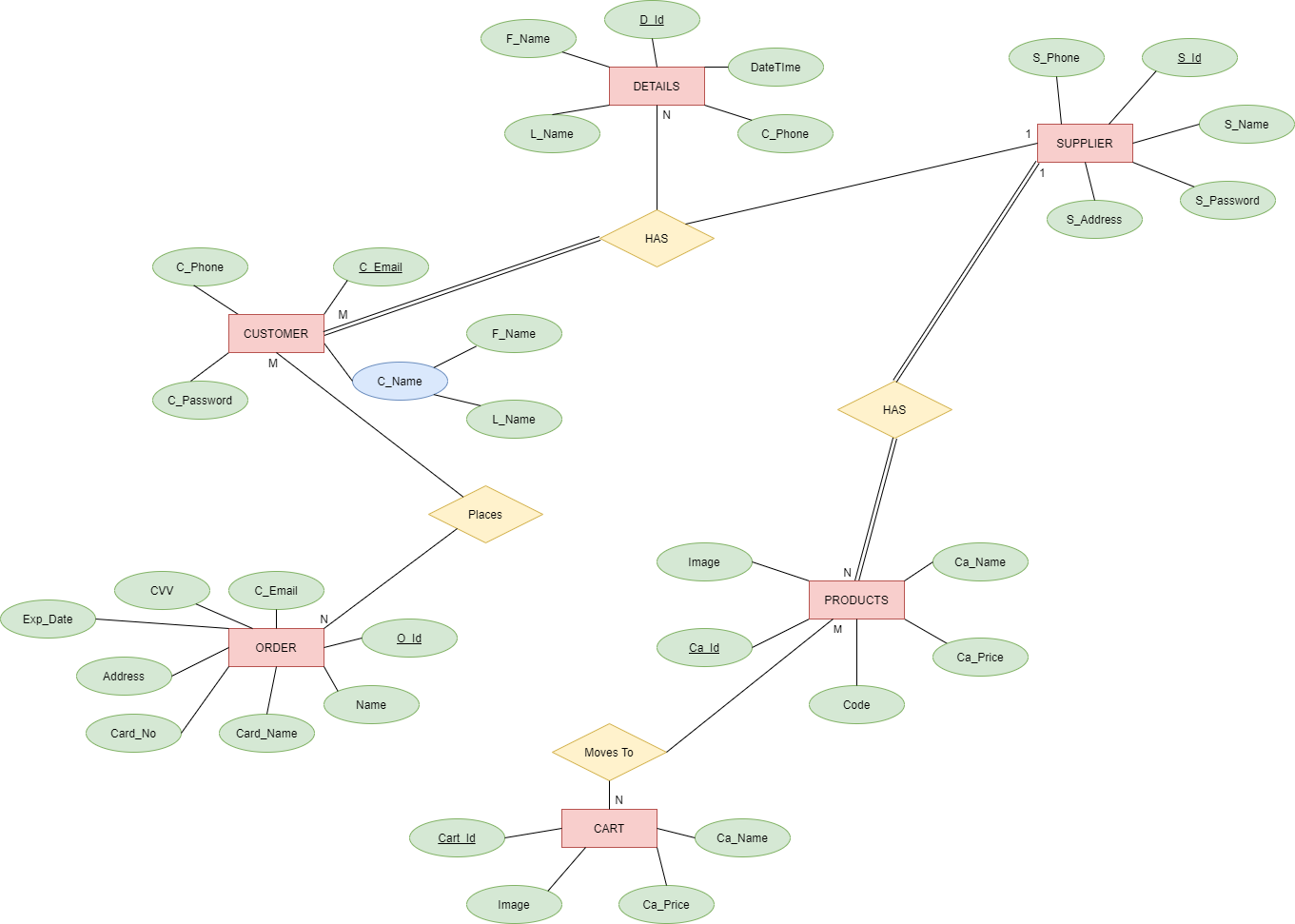
## 

## Introduction to E-Shopping

**E-Shopping** is a form of electronic commerce which allows consumers to directly buy goods or services from a seller over the Internet using a web browser or a mobile app. Consumers find a product of interest by visiting the website of the retailer directly or by searching among alternative vendors using a shopping search engine, which displays the same product's availability and pricing at different e-retailers.

Online stores usually enable shoppers to use "search" features to find specific models, brands or items. Online customers must have access to the Internet and a valid method of payment in order to complete a transaction, such as a credit card.

## Chapter 2

**E R DIAGRAM AND RELATIONAL SCHEMA DIAGRAM**

*Figure 2.1: E-R Diagram for E-Shopping*

## Description of ER Diagram

Entity relationship diagram displays the relationships of entity set stored in a database. In other words, we can say that ER diagrams help you to explain the logical structure of databases. At first look, an ER diagram looks very similar to the flowchart. However, ER Diagram includes many specialized symbols, and its meanings make this model unique.

#### Components of E-Shopping, E-R Diagram

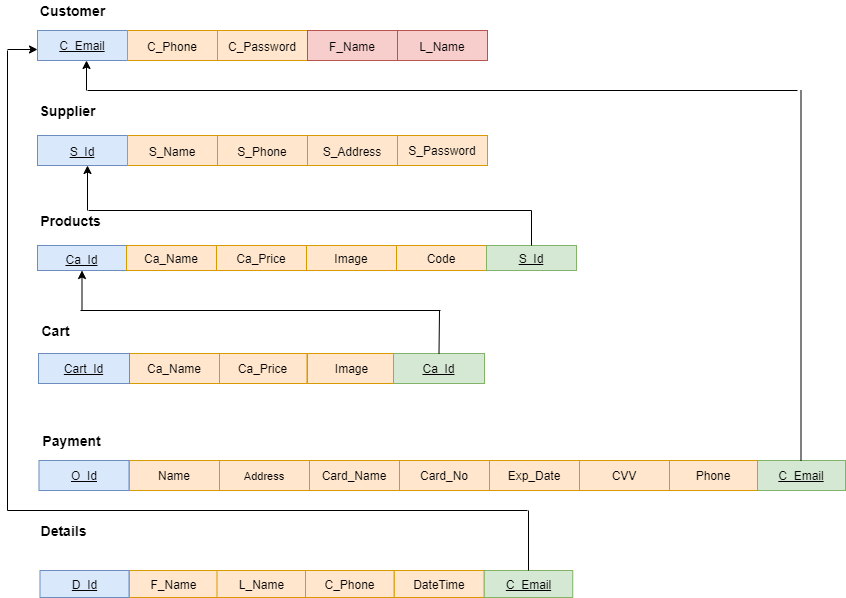
Entity types like **CUSTOMER** and **PRODUCTS** are in rectangular boxes.

* + - 1. Relationships like **PLACES** and **HAS** are in diamond boxes, attached to entity types with straight lines.
      2. Attributes are shown in ovals like **C\_Password** and **Image**, each attached by a straight line to entity or relationship type.
      3. Key attributes like **C\_Email** and **S\_Id** are underlined.
      4. Component attributes of a composite attribute like **Ca\_Name** are attached to oval representing it.

#### E-R Diagram Relationships Description

* + - 1. **CUSTOMER:DETAILS:SUPPLIER** is of cardinality 1:M:N as all customers will have just one supplier and all the details entered by the customer will be viewed by supplier and therefore connected by **HAS** relationship. There is total participation from customer as there is only one supplier, partial participation from supplier as not all customer will buy.
      2. **SUPPLIER:PRODUCTS** is of cardinality 1:N as one supplier can have more than one category and therefore connected by an **HAS** relationship. There is total participation from SUPPLIER as supplier will have some category, total participation from PRODUCTS as all products will have a supplier.
      3. **PRODUCTS:CART** is of cardinality M:N as multiple products can be added to CART and cart can have multiple PRODUCTS and therefore connected by **MOVE TO** relationship. There is partial participation from PRODUCTS as category may or may not have products, partial participation from CART as cart may or may not have products.
      4. **CUSTOMER:PAYMENT** is of cardinality M:N as one customer can place multiple orders and orders can be placed by multiple customers and therefore connected by **PLACES** relationship. There is partial participation from CUSTOMER as all customers may not place any order, partial relationship from order as orders may not be placed at all.

## Description of Relational Schema Diagram



*Figure 2.2 Relational Schema Diagram for E-Shopping*

#### General Constraints

* + - 1. **NULL Constraint**: Attributes that are under NOT NULL constraints have to be filled compulsorily. Few of the attributes in the project are under NOT NULL constraint.
      2. **Entity Integrity Constraint**: This constraint makes sure that no primary key can have a NULL value assigned to it. The primary keys involved in the project include:
         * C\_Email
         * S\_Id
         * Ca\_Id
      3. **Referential Integrity Constraints**: A table in the back end of the project may have references pointing to an attribute in another table. For example: S\_Id in the SUPPLIER table refers to S\_Id in CATEGORY table. The various tables are also linked with multiple foreign keys which are all set to cascade any update or delete operation on the attribute in the main table. The various Foreign Key attributes are:
         * C\_Email
         * S\_Id
         * Ca\_Id
         * Cart\_Id

#### Schema Description

The above Figure.2.2 shows the relational schema of E-Shopping. It has the following entities.

* + - 1. **CUSTOMER:** The Customer Entity has five attributes. They are:

C\_Email, C\_Phone, C\_Password, F\_Name, L\_Name.

C\_Email is the Primary Key.

* + - 1. **SUPPLIER:** The Supplier Entity has five attributes. They are:

S\_Id, S\_Name, S\_Phone, S\_Address, S\_Password.

S\_Id is the Primary Key.

* + - 1. **PRODUCTS:** The Products Entity has six attributes. They are:

Ca\_Id, Ca\_Name, Ca\_Price, Image, Code, S\_id.

Ca\_id is the Primary Key.

S\_Id is a Foreign Key.

Code is a unique Key.

* + - 1. **CART:** The Cart Entity has five attributes. They are:

Cart\_Id, Ca\_Name, Ca\_Price, Image, Ca\_Id.

Cart\_Id is the Primary Key.

Ca\_Id is a Foreign Key.

* + - 1. **PAYMENT:** The Payment Entity has seven attributes. They are:

O\_Id,Name,C\_Email,Address,Card\_Name,Card\_No,Exp\_Date,Phone,CVV.

O\_Id is the Primary Key.

C\_Email is the Foreign Key.

* + - 1. **DETAILS:**The Details Entity has seven attributes. They are:

D\_Id,F\_Name,L\_Name,C\_Email,C\_Password,C\_Phone,DateTimes.

D\_Id is the Primary Key.

C\_Email is a Foreign Key.

## Chapter 3

**SYSTEM DESIGN**

## Table Description

##### CUSTOMER

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| FIELD | TYPE | NULL? | KEY | DEFAULT |
| C\_Email | VARCHAR(30) | NO | PRIMARY | None |
| F\_Name | VARCHAR(15) | YES |  | NULL |
| L\_Name | VARCHAR(15) | YES |  | NULL |
| C\_Password | VARCHAR(20) | YES |  | NULL |
| C\_Phone | BIGINT(15) | YES |  | NULL |

*Table 3.1 Customer*

##### SUPPLIER

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| FIELD | TYPE | NULL? | KEY | DEFAULT |
| S\_Id | INT(11) | NO | PRIMARY | None |
| S\_Password | VARCHAR(20) | NO |  | None |
| S\_Name | VARCHAR(20) | YES |  | NULL |
| S\_Phone | BIGINT(15) | YES |  | NULL |
| S\_Address | VARCHAR(100) | YES |  | NULL |

##### *Table 3.2 Supplier*

##### CART

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| FIELD | TYPE | NULL? | KEY | DEFAULT |
| Cart\_Id | INT(100) | NO | PRIMARY | None |
| Ca\_Name | VARCHAR(50) | NO |  | None |
| Ca\_Id | INT(10) | NO | FOREIGN | None |
| Ca\_Price | DOUBLE(9,2) | NO |  | None |
| Image | VARCHAR(300) | YES |  | NULL |

##### *Table 3.3 Cart*

##### PRODUCTS

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| FIELD | TYPE | NULL? | KEY | DEFAULT |
| Ca\_Id | INT(11) | NO | PRIMARY | None |
| Ca\_Name | VARCHAR(50) | YES |  | NULL |
| code | VARCHAR(100) | NO | UNIQUE | None |
| Ca\_Details | VARCHAR(200) | NO |  | None |
| Ca\_Price | DOUBLE(9,2) | NO |  | None |
| Image | VARCHAR(300) | YES |  | NULL |

*Table 3.4 Products*

##### PAYMENT

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| FIELD | TYPE | NULL? | KEY | DEFAULT |
| O\_Id | INT(11) | NO | PRIMARY | None |
| Name | VARCHAR(30) | NO |  | None |
| C\_Email | VARCHAR(30) | NO | FOREIGN | None |
| Address | VARCHAR(100) | NO |  | None |
| Card\_Name | VARCHAR(20) | NO |  | None |
| Card\_No | BIGINT(20) | NO |  | None |
| Exp\_Date | VARCHAR(10) | NO |  | None |
| Phone | BIGINT(15) | NO |  | None |
| CVV | INT(5) | NO |  | None |

*Table 3.5 Payment*

##### DETAILS

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| FIELD | TYPE | NULL? | KEY | DEFAULT |
| D\_Id | INT(11) | NO | PRIMARY | None |
| F\_Name | VARCHAR(15) | NO |  | None |
| L\_Name | VARCHAR(15) | NO |  | None |
| C\_Email | VARCHAR(40) | NO | FOREIGN | None |
| C\_Password | VARCHAR(30) | NO |  | None |
| C\_Phone | BIGINT(15) | NO |  | None |
| DateTime | DATETIME | YES |  | NULL |

*Table 3.6 Details*

## 3.2 Stored Procedures

One stored procedure is used to view all the products which are inserted by supplier. In supplier side all the products can be viewed.

DELIMITER $$

CREATE DEFINER = `root`@`localhost` PROCEDURE `viewcat`()

NO SQL

select \* from category$$

DELIMITER ;

## 3.3 Trigger

A trigger is a stored procedure in database which automatically invokes whenever a special event in the database occurs. For example, a trigger can be invoked when a row is inserted into a specified table or when certain table columns are being updated.

CREATE TRIGGER `cusdetails` BEFORE INSERT ON `customer`

FOR EACH ROW INSERT INTO details (F\_Name,L\_Name,C\_Email,C\_Password,C\_Phone,DateTimes) VALUES(new.F\_Name,new.L\_Name,new.C\_Email,new.C\_Password,new.C\_Phone,NOW());

In this project we have used trigger to insert signup details into details table and display it into details table. From this table Supplier can view customer details.

## Chapter 4

**IMPLEMENTATION**

## Front-end Development

The front-end is built using a combination of technologies such as Hypertext Markup Language (HTML), JavaScript and Cascading Style Sheets (CSS). Front-end developers design and construct the user experience elements on the web page or app including buttons, menus, pages, links, graphics and more.

#### Hypertext Markup Language

HTML is a computer language devised to allow website creation. These websites can then be viewed by anyone else connected to the Internet. It is relatively easy to learn, with the basics being accessible to most people in one sitting; and quite powerful in what it allows you to create. HTML is the standard markup language for creating Web pages. It stands for Hyper Text Markup Language. It describes the structure of a Web page. It consists of a series of elements. It elements tell the browser how to display the content. It elements are represented by tags. HTML tags label pieces of content such as "heading", "paragraph", "table", and so on. Browsers do not display the HTML tags, but use them to render the content of the page.

#### Cascading style sheets

CSS stands for Cascading Style Sheets. It is a style sheet language which is used to describe the look and formatting of a document written in markup language. It provides an additional feature to HTML. It is generally used with HTML to change the style of web pages and user interfaces. CSS is used along with HTML and JavaScript in most websites to create user interfaces for web applications. Before CSS, tags like font, color, background style, element alignments, border and size had to be repeated on every web page. This was a very long process. CSS solved that issue. CSS style definitions are saved in external CSS files so it is possible to change the entire website by changing just one file. CSS provides more detailed attributes than plain HTML to define the look and feel of the website.

#### JavaScript

JavaScript is a dynamic computer programming language. It is lightweight and most commonly used as a part of web pages, whose implementations allow client-side script to interact with the user and make dynamic pages. It is an interpreted programming language with object-oriented capabilities. Client-side JavaScript is the most common form of the language. The script should be included in or referenced by an HTML document for the code to be interpreted by the browser. It means that a web page need not be a static HTML, but can include programs that interact with the user, control the browser, and dynamically create HTML content. The JavaScript client-side mechanism provides many advantages over traditional CGI server-side scripts. The JavaScript code is executed when the user submits the form, and only if all the entries are valid, they would be submitted to the Web Server. JavaScript can be used to trap user-initiated events such as button clicks, link navigation, and other actions that the user initiates explicitly or implicitly. Advantages are: **Less server interaction, immediate feedback to the visitors, increased interactivity** and **richer interfaces.**

## Back-end Development

Backend is server side of the website. It stores and arranges data, and also makes sure everything on the client-side of the website works fine. It is the part of the website that you cannot see and interact with. It is the portion of software that does not come in direct contact with the users. The parts and characteristics developed by backend designers are indirectly accessed by users through a front-end application. Activities, like writing APIs, creating libraries, and working with system components without user interfaces or even systems of scientific programming, are also included in the backend.

#### Backend scripting language - PHP Hypertext Preprocessor

PHP is used as the server side scripting language. PHP is an acronym for "PHP: Hypertext Preprocessor". PHP is a widely-used, open source scripting language. PHP scripts are executed on the server. It is compatible with all servers used today. It is easy to use and runs efficiently on the server side. It can run on various platforms like windows, Linux, UNIX, Mac OS-X etc. and since it is a scripting language, it comes with predefined functions which makes it easy to implement any logic necessary.

#### Web Server – Apache

Apache is an open-source and free web server software that [powers around 46% of](https://w3techs.com/technologies/details/ws-apache/all/all) [websites](https://w3techs.com/technologies/details/ws-apache/all/all) around the world. The official name is [Apache HTTP Server,](https://httpd.apache.org/) and it’s maintained and developed by the Apache Software Foundation. It allows website owners to serve content on the web — hence the name “web server”. Although we call Apache a web server, it is not a physical server, but rather a software that runs on a server. Its job is to establish a connection between a server and the browsers of website visitors (Firefox, Google Chrome, Safari, etc.) while delivering files back and forth between them (client-server structure). Apache is a cross-platform software, therefore it works on both UNIX and Windows servers.

#### Database – MySQL

MySQL is a fast, easy-to-use RDBMS being used for many small and big businesses. It is developed, marketed and supported by MySQL AB, which is a Swedish company. It is released under an open-source license. So you have nothing to pay to use it. It is a very powerful program in its own right. It handles a large subset of the functionality of the most expensive and powerful database packages. It uses a standard form of the well-known SQL data language. It works on many operating systems and with many languages including PHP, PERL, C, C++, JAVA, etc. It works very quickly and works well even with large data sets. It is very friendly to PHP, the most appreciated language for web development. MySQL supports large databases, up to 50 million rows or more in a table. The default file size limit for a table is 4GB, but you can increase this (if your operating system can handle it) to a theoretical limit of 8 million terabytes (TB). It is customizable. The open-source GPL license allows programmers to modify the MySQL software to fit their own specific environments.

## Dataflow Diagram

Buys

Customer

Products

Adds to

Payment

Cart

Adds

or

Removes

Supplier

Makes

*Figure 4.1 Shopping Process*

The above Figure 4.1 shows the flow of shopping process. First supplier adds or removes products according to its availability. After adding the product customer can view those products. If the customer likes the product, he can add those products to cart. After adding to cart they can choose the quantity of the product. Then the customer can checkout and decide the mode of payment. Product will be delivered to the address in few days.

## Discussion of Code Segment

This section talks about the important code sections and modules that are implemented in the E-Shopping project. These modules add logic to the complete system, and make it function the way it is supposed to. It also talks about the integration between the front end HTML code and the back end MySQL database.

#### Login Module

**Pseudocode Login:**

if($\_SERVER["REQUEST\_METHOD"] == "POST") {

      // username and password sent from form

      $C\_Email = mysqli\_real\_escape\_string($db,$\_POST['C\_Email']);

      $C\_Password = mysqli\_real\_escape\_string($db,$\_POST['C\_Password']);

      $sql = "SELECT \* FROM customer WHERE C\_Email = '$C\_Email' and C\_Password= '$C\_Password'";

      $result = mysqli\_query($db,$sql);

      $row = mysqli\_fetch\_array($result,MYSQLI\_ASSOC);

      if ($row) {

          header("location: addcart.php");

          ?>

  <?php

      }

      else{

          ?>

          <script>

              alert("Failed to Login");

          </script>

* + 1. **Sign-up module**

**Pseudocode Signup:**

$requestType = $\_SERVER['REQUEST\_METHOD'];

if ($requestType == 'POST'){

  $F\_Name = $\_POST['F\_Name'];

  $L\_Name = $\_POST['L\_Name'];

  $C\_Email=$\_POST['C\_Email'];

  $C\_Password = $\_POST['C\_Password'];

  $C\_Phone = $\_POST['C\_Phone'];

  $query =  "INSERT INTO customer VALUES('" . $F\_Name . "', '" . $L\_Name . "', '" . $C\_Email . "', '" . $C\_Password . "', '" . $C\_Phone . "')";

  $res = $conn->query($query);

  if ($res) {

header("location: Login.php");

?>

<?php

    }

    else{

        ?>

        <script>

            alert("Error Occurred While Creating Account");

        </script>

#### Get Product Details module

**Pseudocode add\_cart:**

$con = new mysqli("localhost", "root", "", "e\_commerce");

          $res=mysqli\_query($con,"CALL viewcat()") or die("query fail:" .mysqli\_error());

          while ($row = mysqli\_fetch\_array($res)) {

}

#### Book Products module

**Pseudocode add\_cart:**

if (isset($\_POST['code']) && $\_POST['code']!=""){

$code = $\_POST['code'];

$result = mysqli\_query($con,"SELECT \* FROM `category` WHERE `code`='$code'");

$row = mysqli\_fetch\_assoc($result);

$Ca\_Details = $row['Ca\_Details'];

$code = $row['code'];

$Ca\_Price = $row['Ca\_Price'];

$Image = $row['Image'];

$cartArray = array(

  $code=>array(

  'Ca\_Details'=>$Ca\_Details,

  'code'=>$code,

  'Ca\_Price'=>$Ca\_Price,

  'quantity'=>1,

  'Image'=>$Image)

);

if(empty($\_SESSION["shopping\_cart"])) {

  $\_SESSION["shopping\_cart"] = $cartArray;

  $status = "<div class='box'>Product is added to your cart!</div>";

}else{

  $array\_keys = array\_keys($\_SESSION["shopping\_cart"]);

  if(in\_array($code,$array\_keys)) {

    $status = "<div class='box' style='color:red;'>

    Product is already added to your cart!</div>";

  } else {

  $\_SESSION["shopping\_cart"] = array\_merge($\_SESSION["shopping\_cart"],$cartArray);

  $status = "<div class='box'>Product is added to your cart!</div>";

* + 1. **Remove From Cart**

**Pseudocode cart:**

if (isset($\_POST['action']) && $\_POST['action']=="remove"){

if(!empty($\_SESSION["shopping\_cart"])) {

    foreach($\_SESSION["shopping\_cart"] as $key => $value) {

        if($\_POST["code"] == $key){

        unset($\_SESSION["shopping\_cart"][$key]);

        $status = "<div class='box' style='color:red;'>

        Product is removed from your cart!</div>";

        }

        if(empty($\_SESSION["shopping\_cart"]))

        unset($\_SESSION["shopping\_cart"]);

            }

        }

}

if (isset($\_POST['action']) && $\_POST['action']=="change"){

  foreach($\_SESSION["shopping\_cart"] as &$value){

    if($value['code'] === $\_POST["code"]){

        $value['quantity'] = $\_POST["quantity"];

        break; // Stop the loop after we've found the product

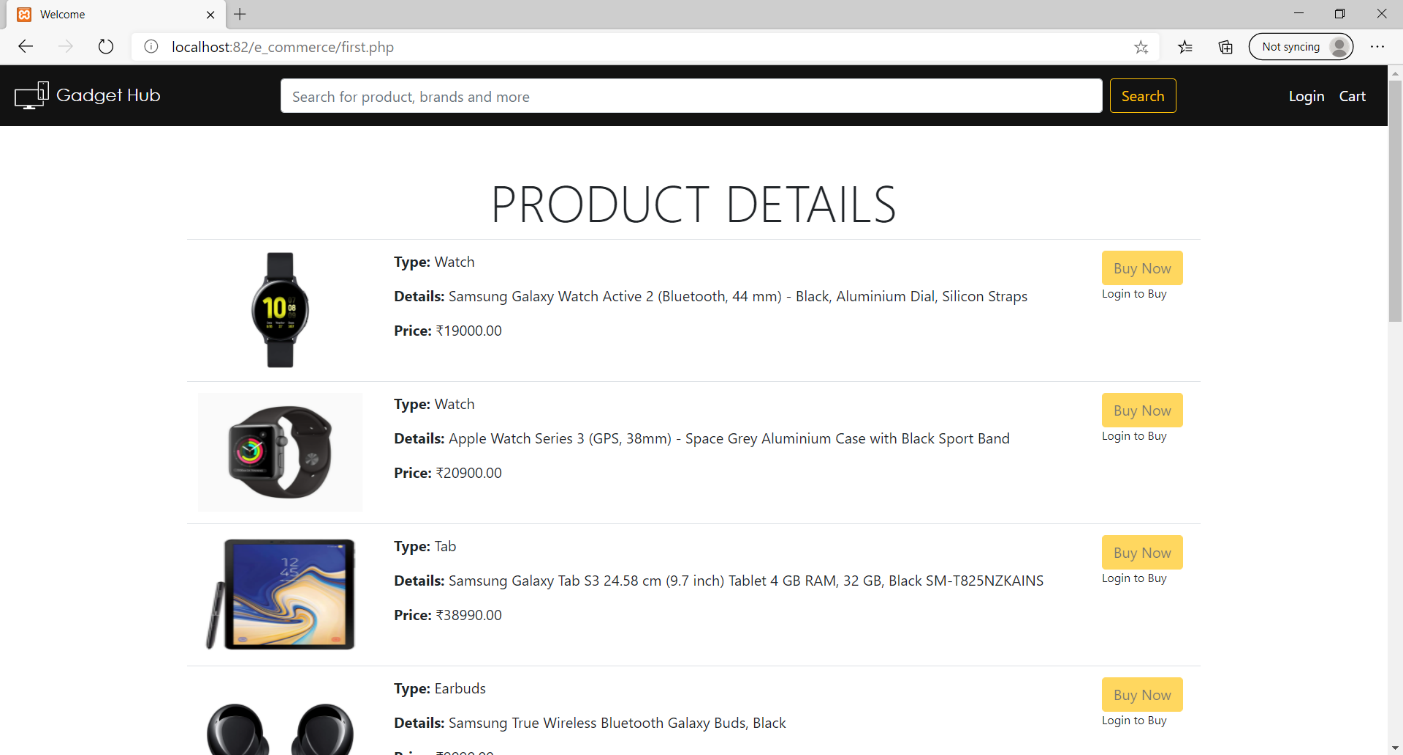
    }

}

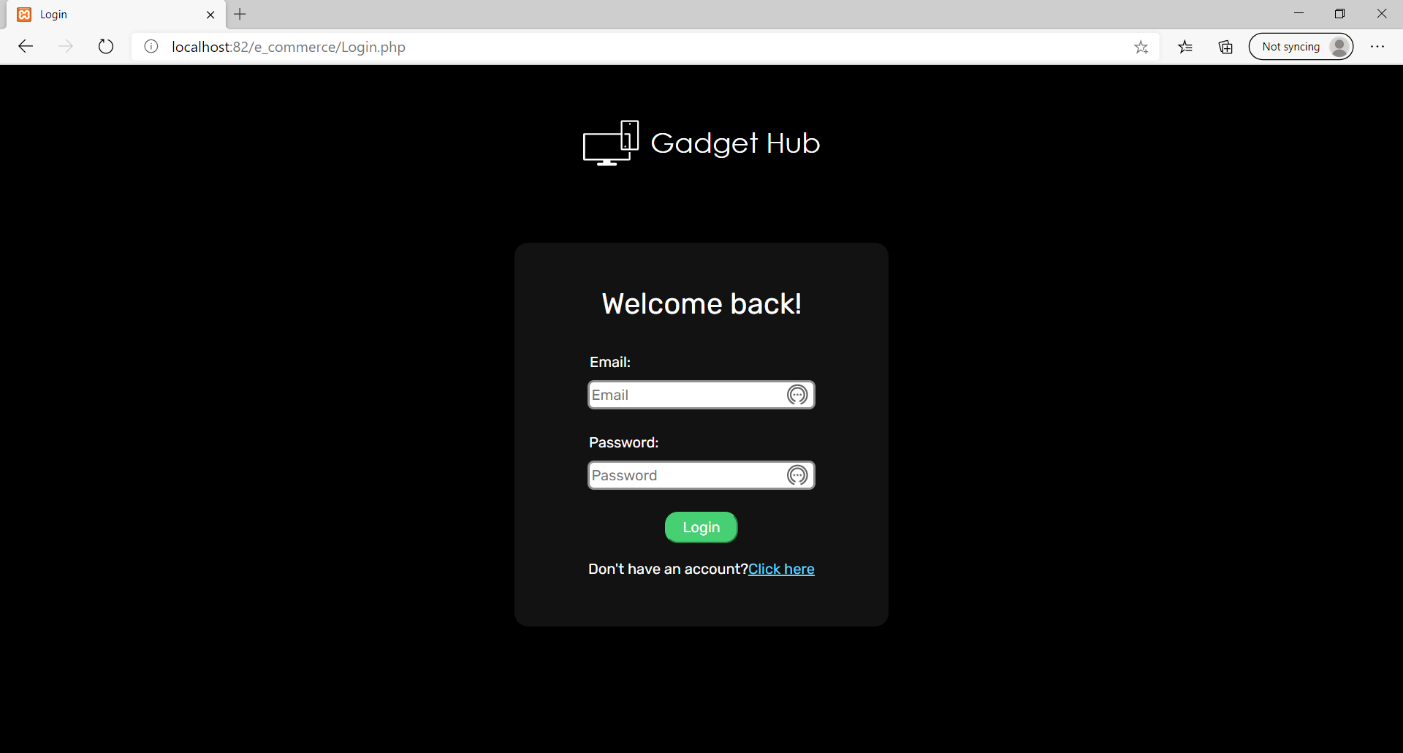
## 

## Discussion of Results

*Figure 4.1 Index Page*

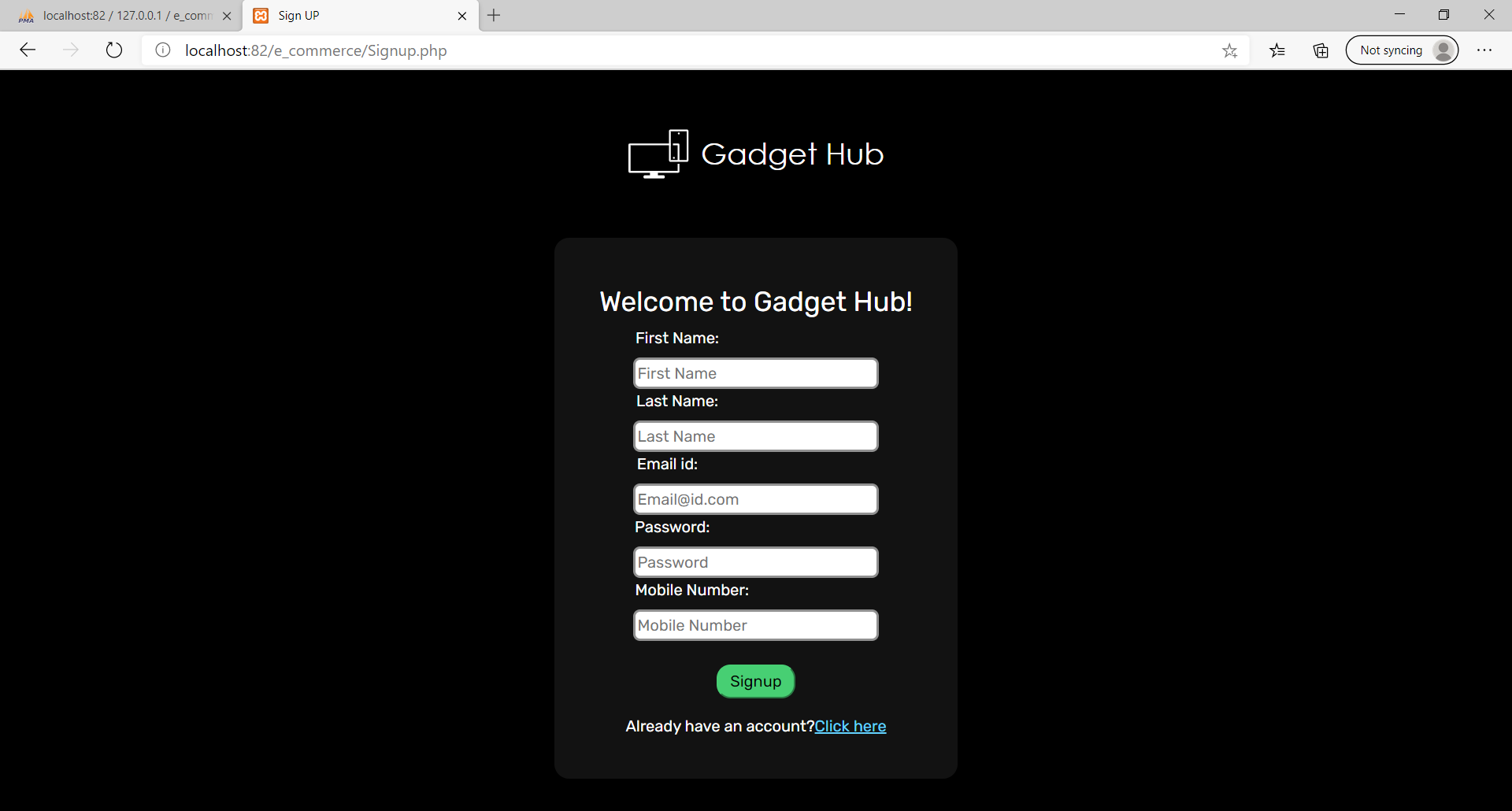
**The above Figure 4.1 is the snapshot of the Index page. Here if the user is customer, then they can click Customer button. If the user in supplier, then they can click Supplier button.

*Figure 4.2 Homepage*



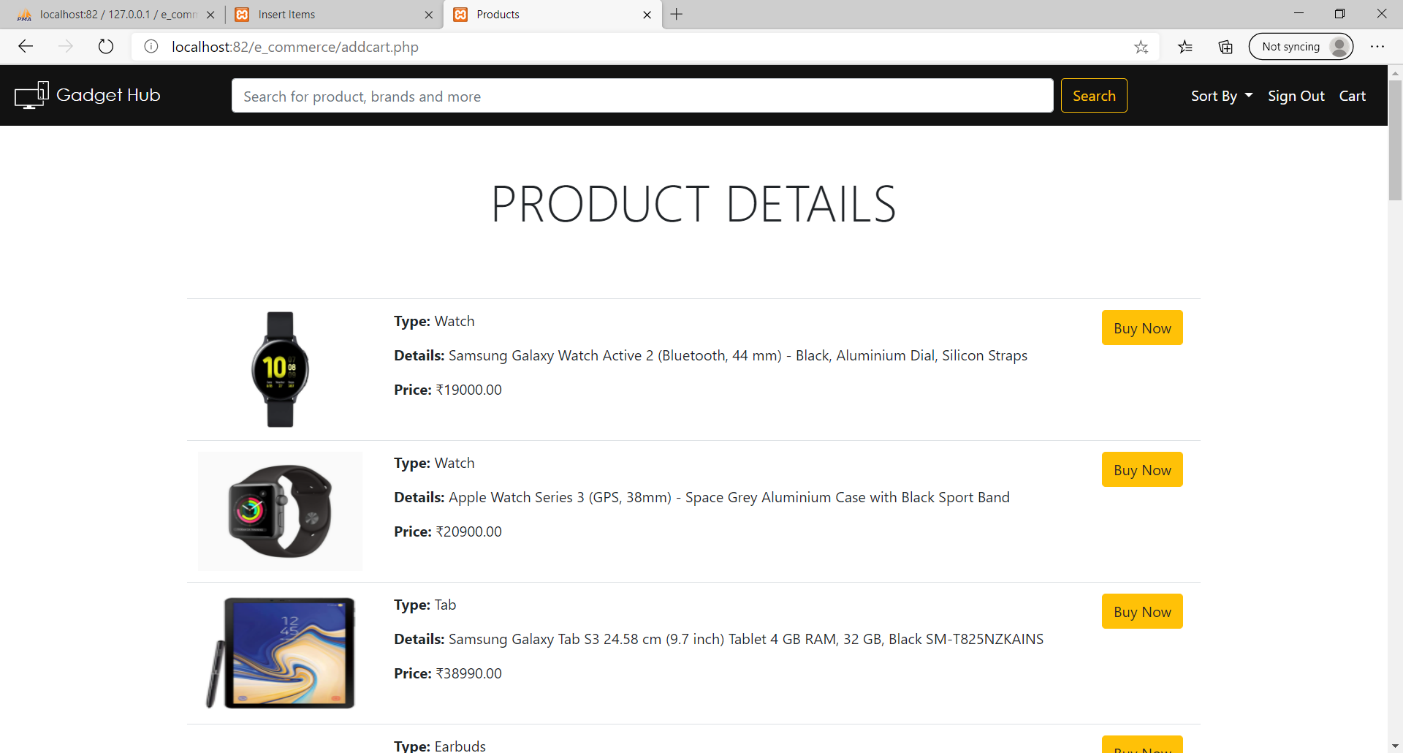
The above Figure 4.2 is the snapshot of the homepage. After clicking Customer button, it is redirected to this page. Here customer can view products search for required product. But they cannot buy. To buy the product customer has to login first.

*Figure 4.3 Login Page*

The above Figure 4.3 is the snapshot of the Login page. If the user has account, they can login and buy the products they like. If they do not have account, they can click *Click here* button and Signup.

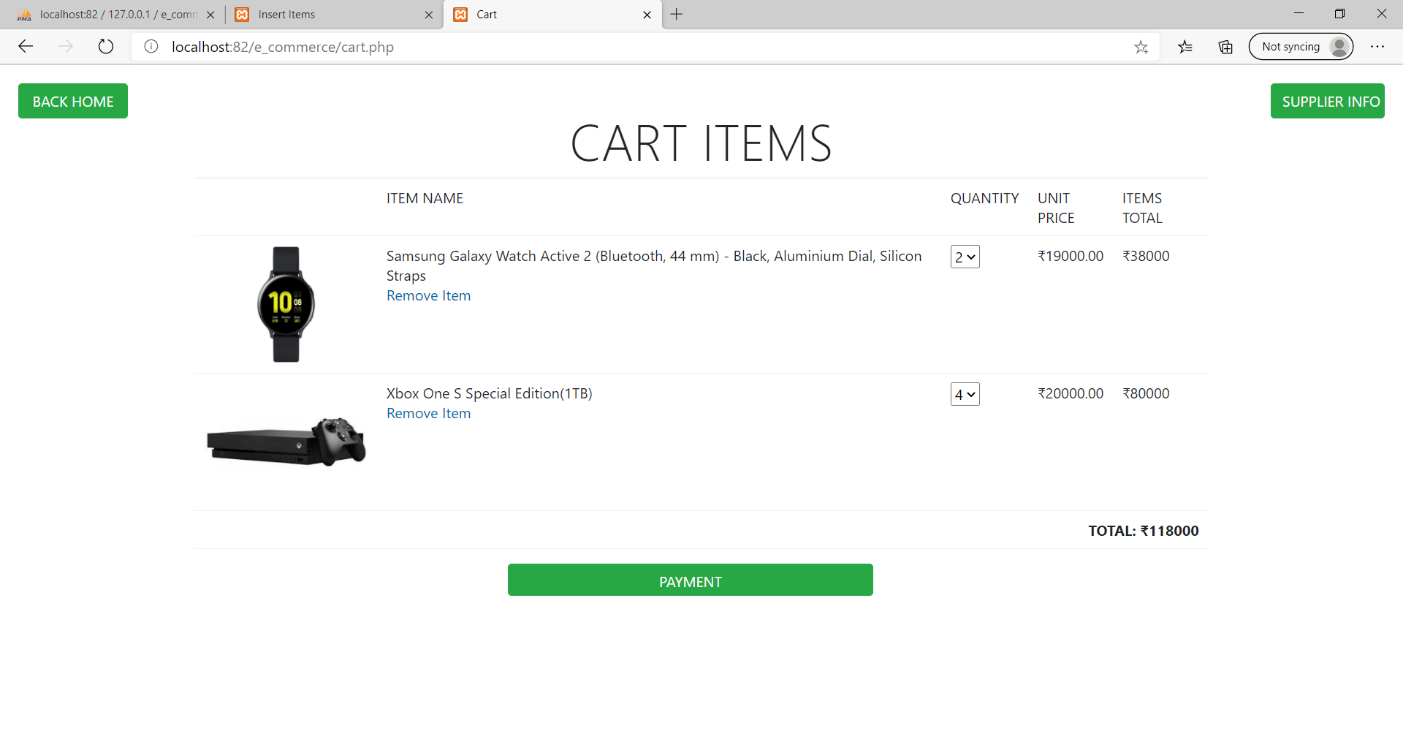
*Figure 4.4 Signup Page*

The above Figure 4.4 is the snapshot of the Signup page. If the user doesn’t have an account, they can create an account and then login and buy products they like.

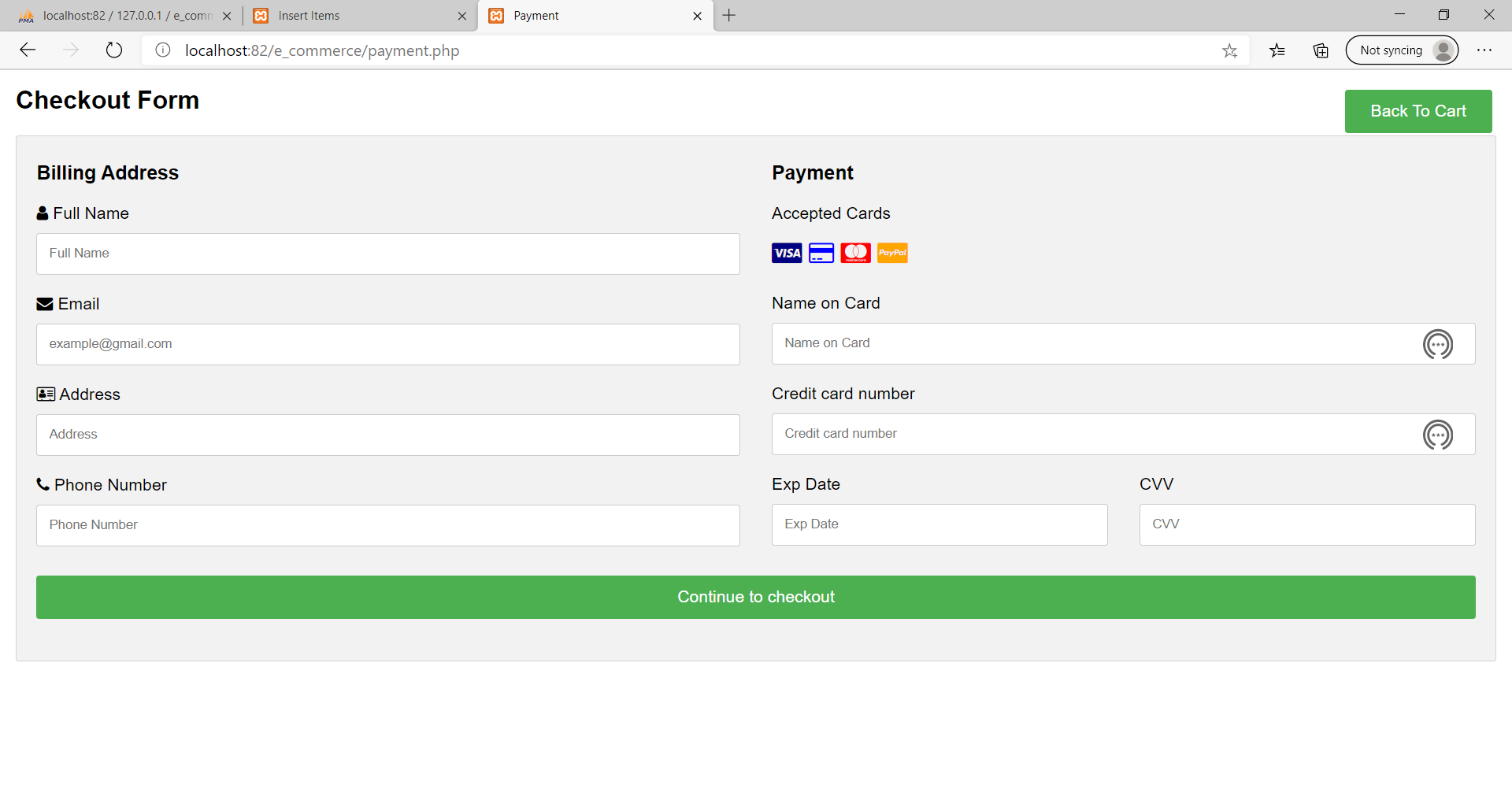


*Figure 4.5 Homepage after Login*

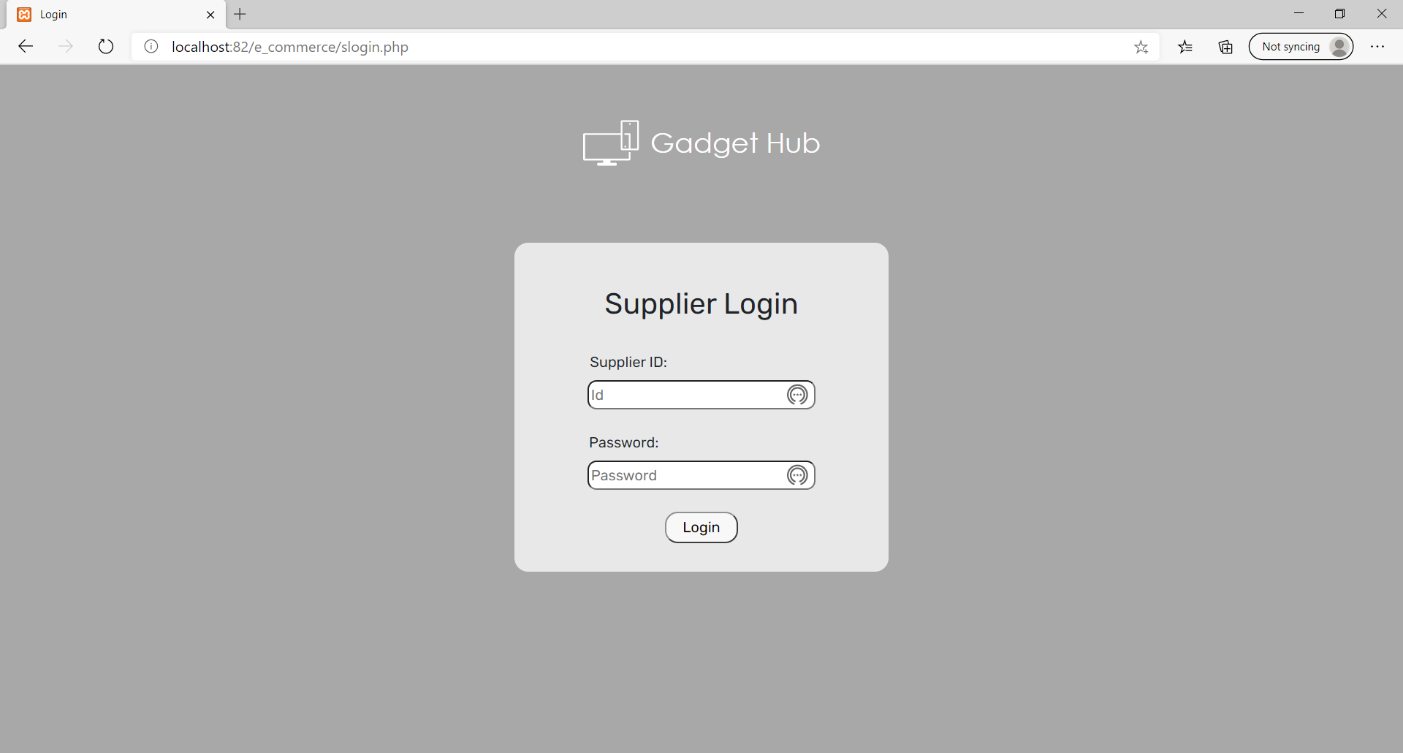
The above Figure 4.5 is the snapshot of the homepage after login. Here Buy Now button is active. Customer can view products, search to check if the product they like is available and then click Buy Now button. On click of that button, that item will be added to cart.



*Figure 4.6 Cart Page*

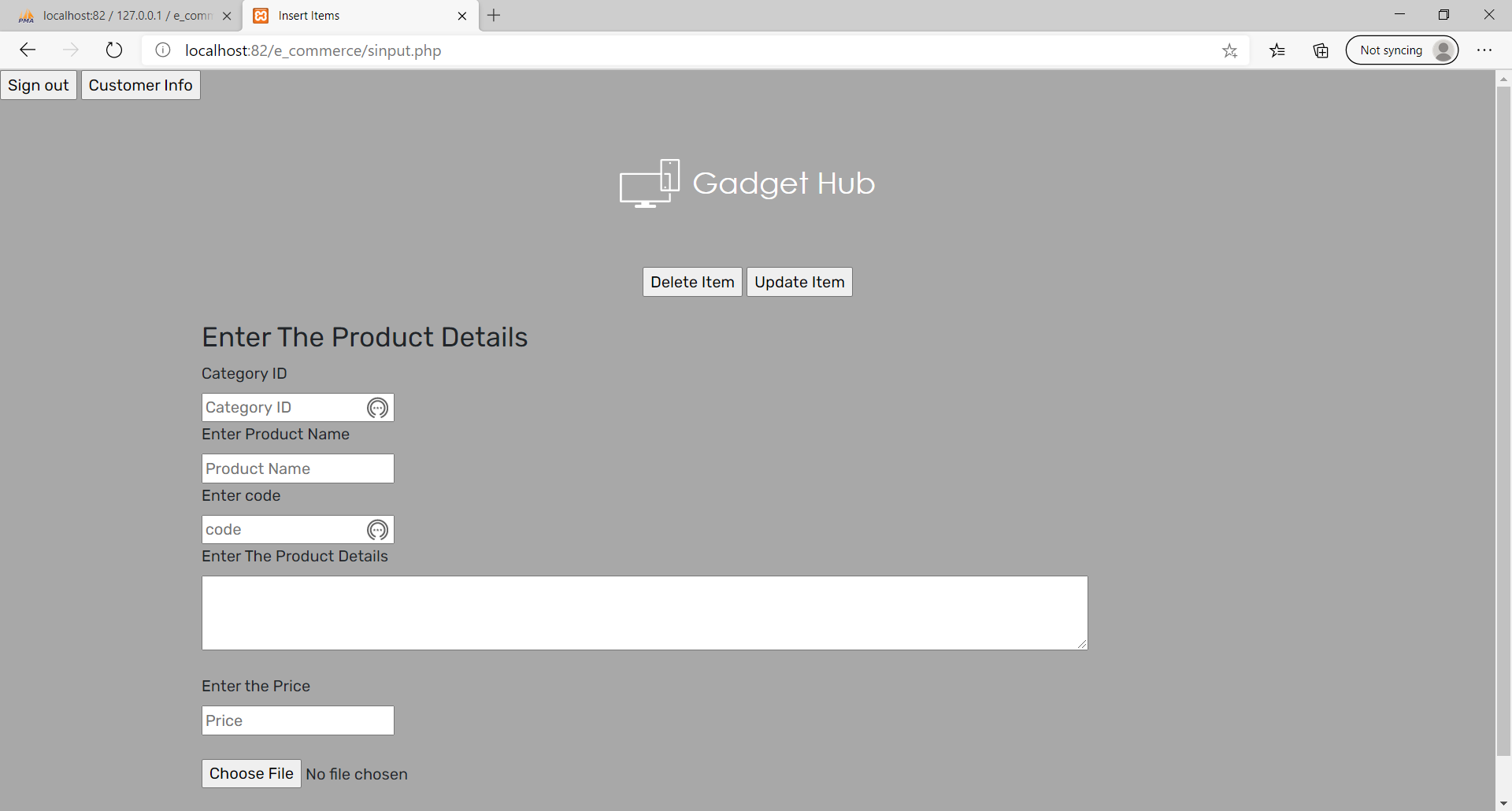
The above Figure 4.6 is the snapshot of the Cart page. Here customer can remove products if he doesn’t want to buy. They can also select the quantity of the product. Here customer can also view supplier info. If they are satisfied with the products, they can click *Payment* button to checkout and pay.

*Figure 4.7 Payment Page*

The above Figure 4.7 is the snapshot of the payment page. After selecting the product and its quantity, customer has to give their personal details like name, address, phone number and choose the mode of payment. The only mode of payment is card .They have to give all the card details and then click *continue to checkout* button.

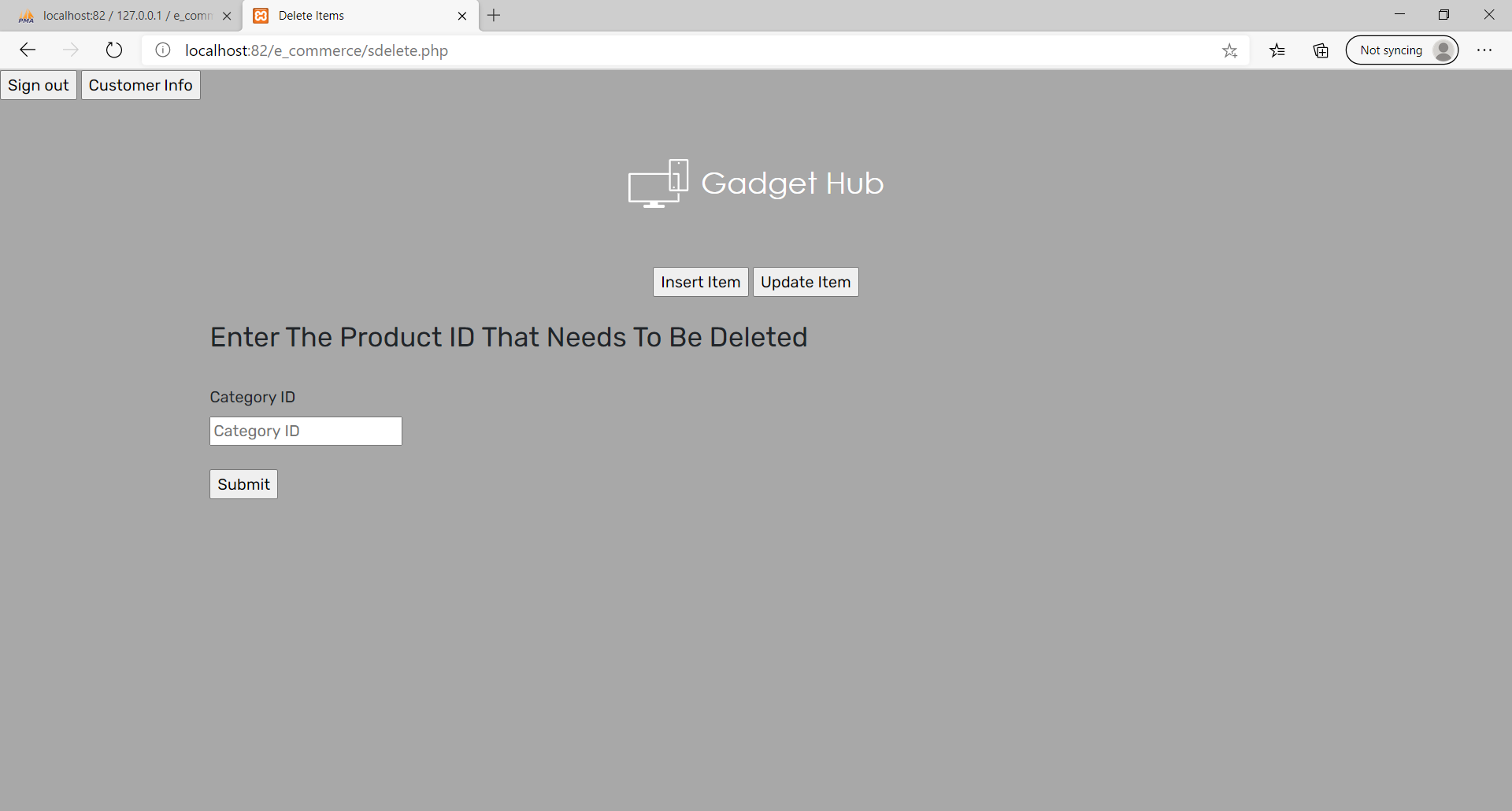
*Figure 4.8 Supplier Login*

The above Figure 4.8 is the snapshot of the supplier login page. He has to login to insert or delete an item. Without logging in he cannot insert or delete item.



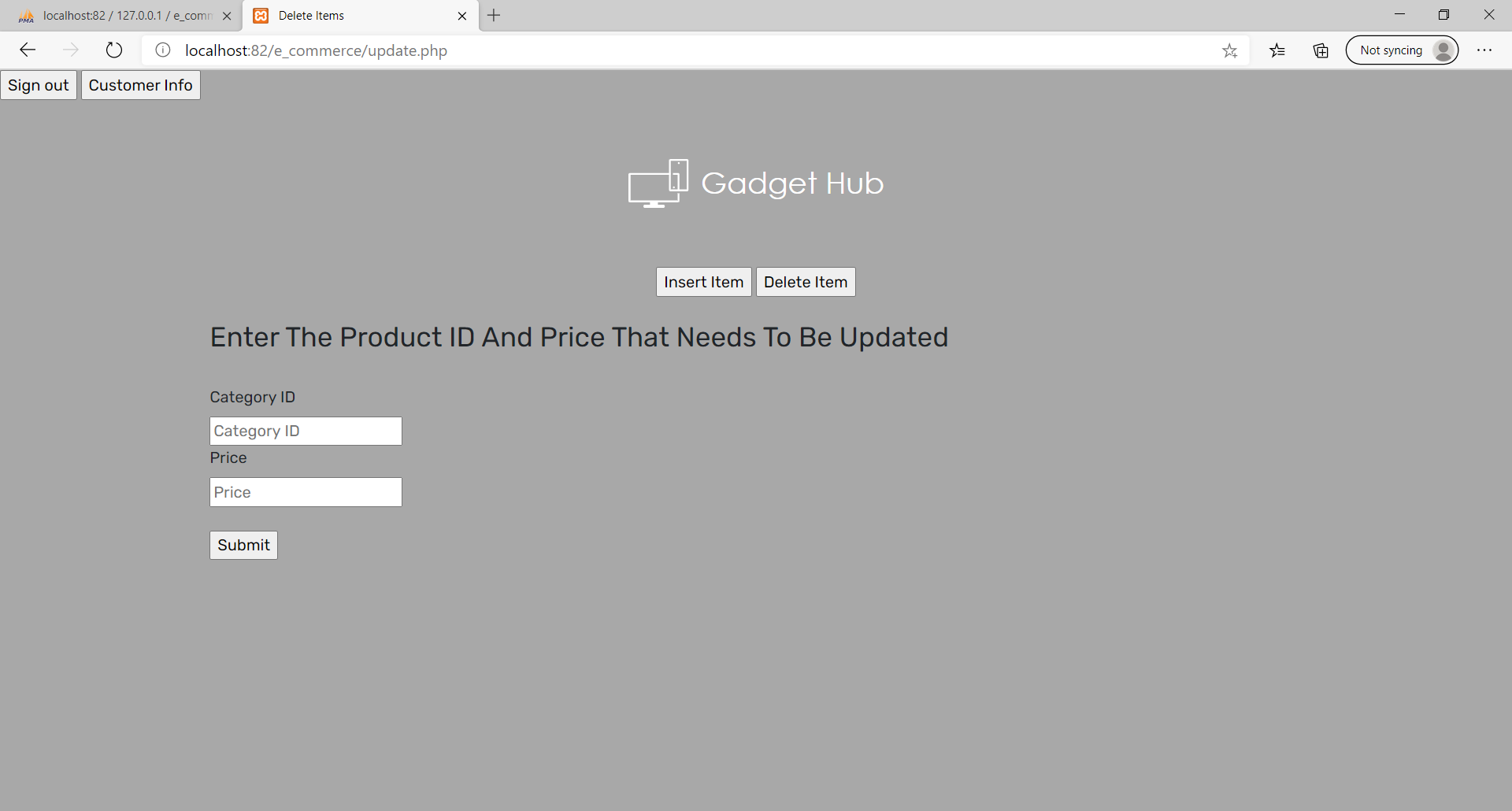
*Figure 4.9 Insert Item*

The above Figure 4.9 is the snapshot of the Insert item page. After supplier logins here he can give all the product details and insert the item so that customer and view and buy the product.



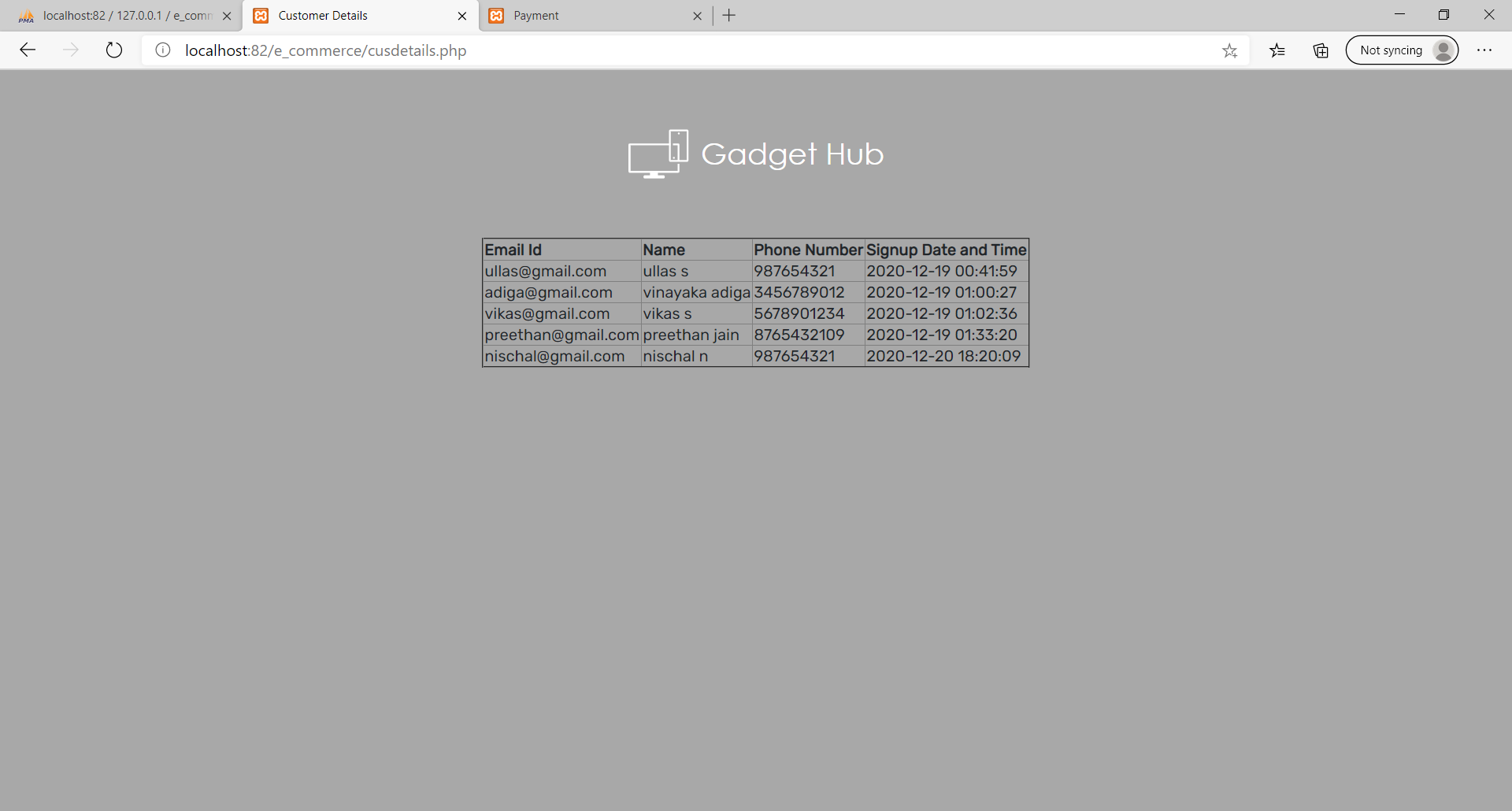
*Figure 4.10 Delete Item*

The above Figure 4.10 is the snapshot of the delete item page. Here supplier can give Category ID to delete the product if its out of stock so that customer won’t view the product.



*Figure 4.11 Update Product Info*

The above Figure 4.11 is the snapshot of update product info. Supplier has to give category id and its new price to change the price of the product.



*Figure 4.12 View Customer Info*

The above Figure 4.12 is the snapshot of view customer info page. On click of *Customer Info* Button it will lead to this page containing Customer Info

## 

## Application of project

These types of E-Shopping are examples of flourish technology has had on the world. These help users buy any products from their laptops, mobiles phones or tablets. They are easy to use and get the job done in very few steps. The old methods of standing is long lines and waiting for hours is gone. As they are deployed on the web, they can be multi lingual which would support diversity and cause these systems to spread worldwide. These system also help integrate use of multiple currency options to make the payments.

Major applications of E-Shopping are:

1. All products are available at one place.
2. Easy access to bill for the products you bought.
3. A database of all the year’s activity is created for use if needed later.
4. Support multilingualism and use of multiple currencies.

# CONCLUSION AND FUTURE ENHANCEMENT

## Conclusion

This project was an attempt to make the structure and working of an E-Shopping simpler and user-friendly. This was an attempt to make it similar to the real world implementation. In this scenario, all the undertakings of the E-Shopping was achieved in a constructive manner. Given the right guidance and support its applications and availability can be enhanced.

## Future Enhancements

* + 1. Hosting it on an online web server.
    2. The safety and security of the application can be improved by using captcha code to login.
    3. Front-end can be improved with better user experience.
    4. Redundant tables can be removed. Back-end can be improved using Django.

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