E – Commerce Website For Shopping Malls And Marts

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By

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SESSION 2022 - 23

DECLARATION BY THE CANDIDATE

We the undersigned solemnly declare that the report of the Project work entitled "*E – Commerce Website For Shopping Malls And Marts*", is based on my own work carried out during the course of our study under the supervision of **Mr. Devbrat Sahu.**

We assert that the statements made, and conclusions drawn are an outcome of the project work. We further declare that to the best of my knowledge and belief that the report does not contain any part of any work which has been submitted for the Award of any other degree/diploma/certificate in this University/deemed University of India or any other country.

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This is to certify that the Major project report of entitled "*E – Commerce Website For Shopping Malls And Marts*" is a record of bonafide Project work carried out by **Mudit Ranjan Shrivastava**, **Varun Mishra** and **Piyush Agarwal** bearing Roll No.:**303302219066**, **303302219117** and **303302219074** respectively & Enrollment No.: BH3749 , BH3800 and BH3747 under my guidance and supervision for the award of Degree of Bachelor of Technology of Chhattisgarh Swami Vivekanand Technical University, Bhilai (C.G.), India.

To the best of my knowledge and belief the thesis embodies the work of the candidate him/herself, has duly been completed, Fulfils the requirement of the Ordinance relating to the B. Tech degree of the University. Is up to the desired standard both in respect of contents and language for being referred to the examiners.

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CERTIFICATE BY THE EXAMINERS

The Thesis/Project entitled "*E – Commerce Website For Shopping Malls And Marts*" has been examined by the undersigned as a part of the examination and is hereby recommended for the award of the degree of Bachelor of Technology of Chhattisgarh Swami Vivekanand Technical University, Bhilai.

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LIST OF ABBREVIATIONS

DFD	Data Flow Diagram
OS	Operating System
CSS	Cascading Style Sheets
RAM	Random Access Memory
ROM	Read Only Memory
WWW	World Wide Web
MB	Megabytes
UI	User Interface
SDLC	Software Development Life Cycle
JS	JavaScript
HTML	Hype Text Markup Language

LIST OF FIGURES

CHAPTER – 1

INTRODUCTION

1.1 OVERVIEW

Advance development of technology has changed day to day life of everyone in this world. Internet has become important part of human life. From children to older people everyone is using internet for specific purpose. Internet is used for free communication, business transactions, learning, shopping, storing data, sharing news worldwide, research and development. Internet travel through mass of cables, routers, satellites and Wi-Fi tower. Internet helps to design to shuttle a short message between two terminals. To share content quickly, effectively and in real time social media is used. Social media helps to reach a large audience in business. There will be direct connection with audience through social media. Many students have study and learn skills from social media sites and technology as well as some of people have damaged their career with bad addiction on entertainment aspect of internet sites. Productive use of internet will lead to successful path. People share anything including material in social media that may not be accurate and some time they are unverified or false information. Social media sites are the important aspect of digital marketing which provide high benefits and it also help to reach millions of customers.

E-commerce refers to buying and selling of goods or services via the internet, and the transfer of money and data to complete the sales. E-commerce also encompasses activities like online auctions, internet banking, payment gateways and online ticketing. Business transaction in E-commerce can be completed in six ways: Consumer to Consumer, Consumer to Business, Business to Business and Business to Consumer, Business to Administration, and Consumer to Administration. (Fernandes 2014.) E-commerce is a popular term also known as electronic commerce or even internet commerce provides the most efficient and convenient way to perform transactions involved in this trade. E-commerce substantially lowers the transaction cost. E-commerce helps to save time, effort and energy for both buyers and sellers. E-commerce has developed into large company which helps to make huge amount of profit. Traditional companies are forced to change their business techniques and to develop their own websites as well. All over the world more than 75% of people use internet every day for business and private purposes. With e-commerce platforms, retailers build online stores where they showcase their products and services. Digital marketing uses search engine optimization (SEO) is main tool to promote the products and services in E-commerce website. (Fernandes, 2014.) E-commerce concept is rapidly growing as it has brought new ideas and opportunities in the field of business. E-commerce attracts consumers by providing services 24 hour with wide variety of product. 3 Technical issue is one of the risk factors of E-commerce website as it is based on technical system and sometimes it may lead to failure of whole E-commerce site. E-commerce attracts consumers and retailers despite of having low business expenses. Website plays an important role in development of any sort of business bet it small scale of large scale. In today's convenience-based society, people tend to remotely shop rather than going to local stores for buying items. Website helps on broadening the service by taking your brand form traditional brick to a well-managed and loved brand. Online store makes it possible for

customers to shop or visit your store at any time of the day which makes it convenient for both buyers and sellers. Reach is the other advantage that one can get from having a well-made website. Internet has made it possible to browse the website from across the globe at any given point of time. There is no comparison between the number of people physically visiting the store and traffic coming through the website. (Fernandes, 2014.) Website is a good place for users to gather information about the products they are interested in or in the overall business they are interested in. Credibility is another major factor that shapes up having a proper looking website. It does not only give credibility but also provides an impression that the business is much superior and more successful than it might actually be

1.2 OBJECTIVE OF PROJECT

The research strategy shows the importance of the e-commerce in developing countries for business applications. We have observed the loop holes even in the smart cities where we have apps and websites like Snapdeal, Amazon , Flipkart , etc which covers a lot of things to offer to users but when it comes to offers and deals on the products then users need to visit the shops physically which can be a waste of time for many users.

So, why not have a map in hand in terms of an application/software which can give the user access to all kinds of offers at one place. The end user will get to know all the offers, rate and activities of any place in one platform. The user can easily plan accordingly where they want to go they can save a lot of time and energy. Basically we have organized the unorganized system.

1.3 WEB DEVELOPMENT TOOLS

Rapid development of web tools and technologies bring more conveniences in our daily life. Millions of data can be transmitted easily from one place to another with the help of internet. In one-way technology development has not only simplified our daily lives but also has reduced cost and time in general. Online business has changed traditional method of buying and selling products. People save time and effort with wide variety of products available 24/7. E-commerce website should be attractive and always updated with all new techniques for better profit. For Our NF electronics E-commerce website, we have used various tools and technologies such as Notepad++ for programming, chrome, HTML, CSS, JavaScript, SQL database which are described below.

1.3.1 HTML

DOCTYPE declaration must be in the first line of web document which tells browser that codes are written in HTML5. HTML tag is container for whole HTML document and tells browser

in which language document is written. Head tag especially works behind the scene and contains information about documents. Only few elements inside head tag are displayed in web pages. Charset attribute specifies character encoding for HTML document. UTF-8 can support almost all the character and symbol inside HTML document. Title tag are displayed on search engine of browser and defines title of document. Body tag is visible part and define the document body. Body element is the actual content of document. It contains different text images, videos, links and other. HTML element contains start tag and end tag and contents are written in between. (w3schools,2020) Example: <Tag name> content goes here </tag name> <h1> Heading 1 </h1> (heading tag).

```
<!DOCTYPE html>
    <html>

        <head>
            <title> Title here </title>
        </head>

        <body>
            Web page content goes here.
        </body>

    </html>
```

Fig – 1.1 Autocomplete Structure Of HTML

1.3.2 CSS

Cascading style sheets is a mechanism for adding styles such as font spacing, colours to web documents written in HTML. CSS reduce work and save time .CSS can change layout of multiple web pages just by changing styling one page. CSS is a prominent technology of the worldwide web styles for different rendering method like onscreen, in print, by voice and Braille based tactile devices. CSS also has rules for alternate formatting for the content accessed on mobile devices. In 1994 October 10, Hakon Wium 7 Lie introduces CSS. There are three ways of inserting CSS on web page: Inline CSS, External CSS, and Internal CSS. (w3schools, 2018) In Inline style sheet CSS code is written in same line for single element as shown below in example –
 this is example of Inline CSS:

In External style sheet, the code is written in another file and saved with CSS extension as shown below.
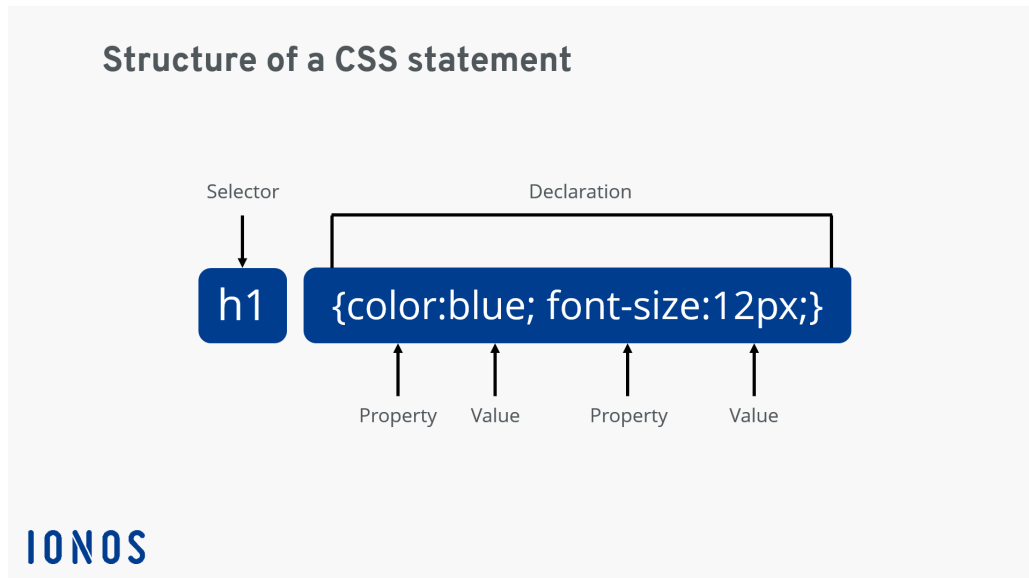
Fig – 1.2 CSS Syntax

1.3.3 JavaScript

JavaScript (JS) is a dynamic, weakly typed programming language which is compiled at run time. JavaScript is one the most popular programming languages. Enormous companies like Netflix, Walmart and PayPal build entire application with JavaScript. It can be executed as a part of web page in browser. Java script was invented to make webpage more dynamic and to change the content on page directly from inside the browser. Real time networking applications like chats and video streaming services command-line tools and game can be built with JavaScript. In 1995 Netscape introduced Live Script but due to the popularity of Java it was renamed as JavaScript. However, it is totally independent from Java and has nothing in common with Java. JavaScript was mainly used for a spamming, annoying overlays and 8 pop-ups but another problem was writing different scripts for different browsers. In late 1996 people noticed fragmentation could be a problem and JavaScript language was submitted to ECMA committee to start standardization. New features are being added and it is getting better and better programming languages. It is interpreted language which means it is compiled before it runs and not compiled during development. JavaScript was originally designed to run only in browser. Every browser has JavaScript engine to executed JavaScript code. JavaScript engine reads and understands JavaScript code then compile it to machine code because machine code executes faster and execute machine codes. Google's JavaScript was extracted to run JavaScript anywhere and many non browser environments such as Node.js, Adobe Acrobat use JavaScript. JavaScript can manipulate the HTML code, CSS, send background Http requests. In HTML, JavaScript code must be between <script>and</script> tag. (Power,Shelly.2006)

<HTML> <body > <script> alert("Hello JavaScript") < /script> <p> Introduction to JavaScript </p> </body > </HTML>

1.3.4 Bootstrap

Bootstrap is defined as a collection of HTML, CSS and Java script tools for creating and building web pages and web applications. Bootstrap is flexible and easy to work. Bootstrap is also known as a frontend development framework that enables developers and designers to build fully responsive websites quickly. Bootstrap can be used with any IDE or editor and any server-side technology and language from ASP.NET to PHP to Ruby on Rails. (w3schools, 2020) Bootstrap is a responsive grid so there will be no more spending hours coding your own grid. Bootstrap comes with a whole barrel full of components that can easily tack into webpages including: navigation 9 bars, dropdowns, progress bars, thumbnails and more. Every piece of code is described and explained in explicit detail on their website. As with so many open source projects bootstrap has a large community of designer and developers behind it. Being hosted on GitHub makes it easy developers to modify and contribute to bootstrap codebase. Automatic resizing images based on the current screen size is possible with Bootstrap. Dozens of custom jQuery plugins are available in bootstrap. One of the main critiques when it comes to frame works such as bootstrap is their size the weight, they throw around can really slowdown your application upon first load. Bootstrap is as popular among developer as they have started to create template based on bootstrap to accelerate the web development process even further. Precompiled version and source code version are the forms of bootstrap. The source code version comes with styles source code written in LESS, all the JavaScript and accompanying documentation. If the people are not familiar with LESS, or they are just not interested in changing the source code at that time they can use the precompiled vanilla CSS. (w3schools,2020).

1.3.5 SQL and NONSQL Databases

SQL stands for Structured Query language. It is used to access and manipulate relational database management systems (RDBM) such as MySQL, MS SQL Server, Oracle, Microsoft Access, etc. The data in such databases are organized in the form of table that consist of columns and rows. The columns are the vertical fields whereas the rows are the horizontal records. To perform any kind of action on a database, SQL statements are needed. We need to use following SQL statement to get all the records of a Student table. SELECT * FROM Student; So the basic syntax is: SELECT column name FROM table name; to select particular column If we want to select all the columns then we use *. SQL queries can be categorized into following four categories. DDL (Data Definition Language) is used to perform various operations on the structure of table, schema and modify it. Some of the DDL queries are CREATE, DROP, ALTER and DELETE. DML (Data Manipulation Language) is used to manipulate data in the database such as SELECT, INSERT, DELETE, UPDATE. DCL stands for Data Control Language and some of DCL examples are REVOKE and GRANT. These are

used basically to deal with access rights and permissions. TCL (Transaction Control Language) are transaction-based queries like COMMIT, ROLLBACK and SET TRANSCATION. SQL is a declarative language and is very easy to use. With SQL, we can create database, store data, access database and can be used in integration with other programming language for web development. We can use phpMyAdmin, a free and open source software tool for managing the MySQL over the web. To create a database using SQL, following codes are needed. CREATE DATABASE mydb; 11 CREATE TABLE table name(column_name1 dataType, column_name2 dataType CREATE TABLE Customer (Id int, Name varchar (255), Address varchar(255)); Basic SQL for CRUD Operations To insert data: (CREATE) INSERT into Customer (Name, Address) Values ('Reena', 'Nepal'); To Read data: (READ) Select * FROM Customer WHERE Name ='Reena'; To Update data: (UPDATE) Update Customer SET name='Mohan' WHERE Id =1; To Delete record: (DELETE) Delete Customer WHERE Id = 1; NONSQL database are built for specific data models that have flexible schemas for building modern application. NoSQL database are widely recognized for the ease of development, functionality and performance at scale. NoSQL database use variety of data models for accessing and managing data. Modern applications such as mobile, gaming and web requires flexible, scalable, high performance and high functional database use NoSQL database which provide great user experience. NoSQL database generally provide flexible schemas for more iterative development and to enable faster for these applications. NoSQL database is generally designed to scale out by using distributed cluster of hardware instead of scaling up by adding expensive and robust servers. NoSQL database are optimized for specific data 12 models and access pattern that enables higher. Key value, Document Graph, in memory and search are types NoSQL database. NoSQL database stores and manages data in such a way that allows for high operational speed and great flexibility for developers. (w3schools, 2020)

1.3.6 XAMPP

XAMPP stands for cross-platform (X), Apache (A), MySQL (M), PHP (P) and Perl (P). It was created by Apache friends. XAMPP helps in creating a local web server for developers which enables them to perform test runs. Languages such as Apache, PHP and MySQL are needed to build web servers which are all later accumulated together in a simple XAMPP file. Since it is cross platform product, XAMPP works equally good on mac, windows and Linux. (Mening, 2018.) XAMPP consists of four important components which are Apache, MySQL, PHP and Perl. Apache helps in delivering web contents to a computer which is also the most used web server application. More than half of the websites are using Apache as their web server which makes it very popular among the categories. (Mening, 2018.) MySQL is simply a database which is then needed to collect data in order to make website operate properly. It helps a lot in making or altering data by providing options such as add, remove and modify data in a web server. PHP is a server scripting language which is used to develop static or dynamic websites or applications. Perl is a dynamic programming language which is used in network

programming and system admin. The fully configured XAMPP control panel before starting to run is displayed the figure below. (Mening, 2018.)
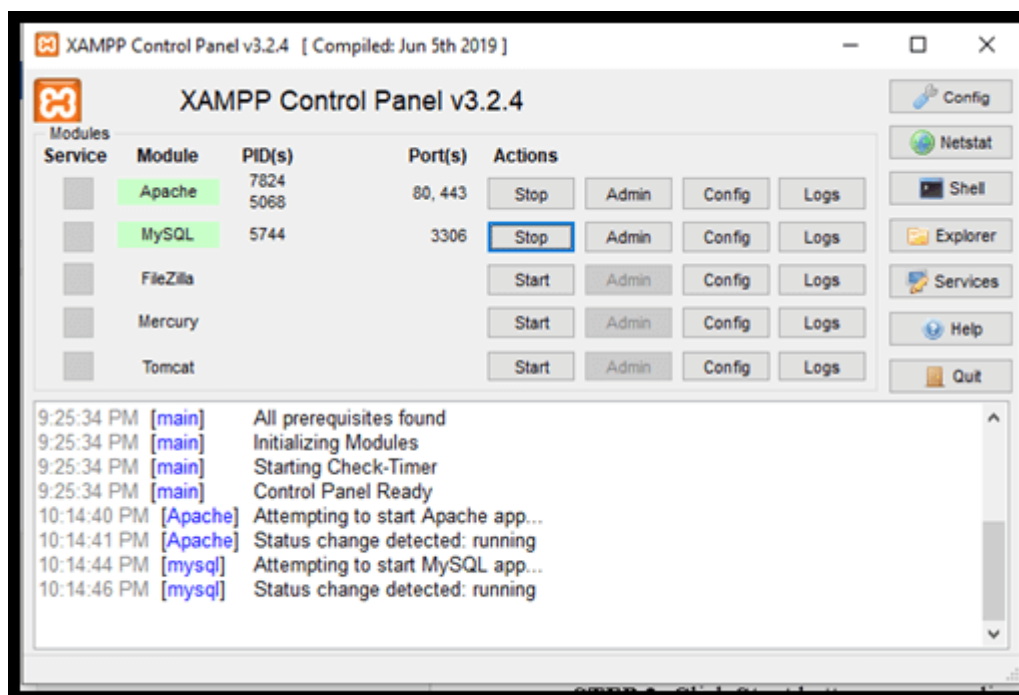

Figure – 1.3 XAMPP Control Panel

1.3.7 REST

Rest is an architectural style for web developing. It is popular among developers due to its simplicity and the fact that it builds upon existing systems and features of the internet HTTP in order to achieve its purposes as opposed to create new frameworks and technology. In the REST architecture clients send request to retrieve or modify resources and servers send responses to these requests. Some of the constraints of rest are client server, stateless, cacheable, layered, optional code on demand, uniform interface. REST uses a standardized set of request methods including: GET, POST, PUT, DELETE and other existing HTTP capabilities. REST is based on standard HTTP .REST architecture allows developers to quickly implement the data validation because of the performance, security, flexibility, extensively and ease of use.

1.3.8 Node.js

Node.js is free open source server environment which uses asynchronous programming to build and run web applications. Ryan Dahl introduced Node.js in 2009. We can run Node.js on various platform such as Linux, Windows, Mac OS and so on. Node.js can be easily downloaded to user Pc from nodejs.org. Users can easily create, read, write and close files on

server and also easily delete add and 14 modify data in database. Node.js is light-weighted as this uses event-driven architecture. Everything done within Node.js, every call is chain of asynchronous callbacks. Node.js uses non-blocking I/O models. Node.js has built-in modules is a set of functions which can be easily used while developing application without any further installation. Many cloud-based servers support hosting of Node.js. Node js application can use different object database such as MongoDB, traditional SQL database. Node.js plays a critical role in the technology stack of many high-profile companies who depend on its unique benefits of Node.js.

CHAPTER – 2

LITERATURE REVIEW

2.1 Literature Review

Some preliminary works on e-business and banking have been made through using data analysis. This literature review was also conducted to help put the research methodology in a better conceptual framework. In this regard the review focused on: the evolution and definition of e-business; processes of e-business adoption; benefits, barriers and challenges to e-business adoption. E-Business probably began with electronic data interchange in the 1960s (Zwass, 1996). However, (Melao, 2008) suggests that it was only in the 1990s, primarily via the Internet, that e-Business has emerged as a core feature of many organizations. In his opinion, the hope was that e-Business would revolutionize the ways in which organizations interact with customers, employees, suppliers and partners. Some saw e- Business as part of a recipe to stay competitive in the global economy. The term "e-Business" has a very broad application and means different things to different people. Furthermore, its relation with e-commerce is at the source of many disagreements. (Melao, 2008). A more comprehensive definition of e-business is: "The transformation of an organization's processes to deliver additional customer value through the application of technologies, philosophies and computing paradigm of the new economy." In a simple sense, E-Business can be defined as, "the organized effort of individuals to produce and sell, for profit, products and services that satisfy society's needs through the facilities available on the Internet" (Brahm Canzer, 2009) Some authors view e-Business as the evolution of e- commerce from the buying and selling over the Internet, and argue that the former is a subset of the latter.(Turban et al., 2006). Others defend that, although related, they are distinct concepts (Laudon and Traver, 2008). Others use both terms interchangeably to mean the same thing (Schneider, 2002). (Kalakota and Robinson, 2000) proposed a definition of e-business that clearly stresses the difference between e-commerce and e-business. More precisely they assume that "e-business is not just about e-commerce transactions or about buying and selling over the Web; it is the overall strategy of redefining old business models, with the aid of technology, to maximize customer value and profits". Kalakota and Robinson's definition is of great importance because it describes e- business as an essential business-reengineering factor that can promote company's growth. According to (Melao, 2008) the clear commonalities among these definitions, include the improvement of business processes and the use of ICT in intranets, extranets and the Internet to conduct business. He defines e-Business as the use of ICT as an enabler to (re)design, manage, execute, improve and control business processes both within and between organizations. Thus, front and back-office integration and multi-channel integration become crucial in e-Business, which requires a challenging process improvement approach to support the necessary organizational, technological and social changes. The article published by Rahmath Safeena, Hema Date and Abdullah Kammani in January 2001, states that, the various areas where the banks are preparing to use ebusiness approach include familiar and relatively mature electronically based products in developing markets, such as telephone banking, mobile banking, credit cards, ATMs, and

direct deposit. This means that most of the banks have recognized the need to change their business process to conform to changing business trends in order to keep up with competition. The customers are using net banking, to pay the utility bills, insurance premium, to book orders online, to book railway tickets also to book flight tickets, purchasing the products online using net banking or online banking (e-banking), credit cards, debit cards or smartcards also. The development in the e-business however means that an increasing number of jobs are being changed from traditional tellers to branch advisors/ counselors. Bank staff is increasingly asked to provide highly qualified financial advice rather than perform simple teller functions. By using intranet the communication is very fast in the banks. The banks can handle their transaction very fast online, using e-banking. Electronic business methods enable companies to link their internal and external data processing systems more efficiently and flexibly, to work more closely with suppliers and partners, and to better satisfy the needs and expectations of their customers. EBusiness refers to more strategic focus with an emphasis on the functions that occur using electronic capabilities. (Yen-Yi, 2006) In the article published by Windrum, and De Berranger in 2002 focussed on the integration of the internet and related ICTs into the business organization forming ebusiness. It has two facets. One is the integration of the supply chain so that production and delivery become a seamless process. The other is the creation of new business models based on open systems of communication between customers, suppliers and partners. Where the integration of the supply chain provides increased efficiency and significant cost advantages through waste minimization, the development of new products.

CHAPTER – 3

SYSTEM ANALYSIS

3.1 Software Requirements

Software plays a vital role in the development of any system. No matter in which language does the application has been developed. Software is that important part in any application that gives immense support in the development of any system. Software is a set of programs or coding that has been made for the better and easy performance of the computer. In project we have also used different software for developing it in an efficient manner.

3.1.1 Developer's Requirement

- 4Gb RAM with 2GB memory space.
- Minimum processor i3 7th generation
- Visual Studio Code
- Python (3.0.1)
- PIP (Preferred Installer Program)
- OS (Windows 10)

3.1.2 End User's Requirement

Google Colab Colaboratory, or "Colab" for short, is a product from Google Research. Colab allows anybody to write and execute arbitrary python code through the browser, and is especially well suited to machine learning, data analysis and education. Google have released Colaboratory: a web IDE for python, to enable Machine Learning with storage on the cloud — this internal tool had a pretty quiet public release in late 2017, and is set to make a huge difference in the world of machine learning, artificial intelligence and data science work.

PIP (Preferred Installer Program)- Pip is the package management system written in python used to install and manage software packages. It connects to an online repository of public packages, called the Python Package Index. pip can also be configured to connect to other package repositories, if they comply to Python Enhancement.

3.2 Hardware Requirements:

The role of hardware is as important as that of the software. If software requires adequate and accurate software, then it will also require a good hardware. The hardware configurations should be according to the need of the software that is being developed. The improper configurations of the hardware may lead to the undesirable result of the system being developed. The basic hardware required in our projects is the RAM, ROM and the processor of the system that is being used in the development of the project.

3.2.1 Developer's Requirement:

- Intel Core i3 processor or above, 2 GHz or higher.

The processor is a logical circuit that responds to fundamental instructions and processes them to run a computer system. It is a prerequisite since a computer cannot function without it. Every time, an updated processor should be utilized to ensure that there is no misbehavior on the part of the processor.

- The disk requirement is 5 GB.

Another significant component of a computer system is the read-only memory (ROM). The ROM holds the computer's memory that can only be read 13 and not updated to. The ROM enables us to boot the computer system whenever we turn it on. It does so by exposing some functionality.

- It requires a minimum of 4GB RAM. (Recommended 8GB)
- Internet Connection(1MBps).
- Graphics Card with GTX 1080.

So, with the support of the above-mentioned hardware explanation, we can readily comprehend the significance of hardware in the creation of any computer system project. A system cannot function correctly without ideal hardware, hence appropriate and precise hardware is required while building or running any system.

3.2.2 End User's Requirement:

- Intel Core i3 processor or above
- 2 GHz or higher
- Minimum RAM 4GB.
- Storage Required 2GB.

RAM: 4 GB or above

- RAM is short for "random access memory" and RAM is one of the most fundamental elements of computing. RAM is the super-fast and temporary data storage space that a computer needs to access right now or in the next few moments.
- The role of hardware is as important as that of the software. If software requires adequate and accurate software, then it will also require a good hardware.
- Configurations should be according to the need of the software that is being developed. The improper configurations of the hardware may lead to the undesirable result of the system being developed. The basic hardware required in our projects is the RAM, ROM and the processor of the system that is being used in the development of the project. The explanations of the requirements are as under 14.
- The RAM is another important part in the computer system. It is the storage device of a computer. The RAM stores the data and the machine codes that is being currently using up by the computer system. The space in the RAM should be adequate while developing or

running the system developed. The inadequate amount of space in the RAM may lead to the improper functioning of the developed system. To avoid this proper RAM is to be used.

Graphic card with GTX 1080:

- Graphics Card is the most important component. It is a piece of computer hardware that produces the image we see on a monitor. It does this by converting data into a signal that the monitor can understand.

- Graphics card is a hardware which is used to increase the video memory of a computer and make its display quality more high definition. It makes the computer more powerful and gives it the capacity to do more high-level works. It is very much important for gaming and video editing on a PC.

3.3 Types of SLDC : Agile Model

The meaning of Agile is swift or versatile. **"Agile process model**" refers to a software development approach based on iterative development. Agile methods break tasks into smaller iterations, or parts do not directly involve long term planning. The project scope and requirements are laid down at the beginning of the development process. Plans regarding the number of iterations, the duration and the scope of each iteration are clearly defined in advance.

Each iteration is considered as a short time "frame" in the Agile process model, which typically lasts from one to four weeks. The division of the entire project into smaller parts helps to minimize the project risk and to reduce the overall project delivery time requirements. Each iteration involves a team working through a full software development life cycle including planning, requirements analysis, design, coding, and testing before a working product is demonstrated to the client.
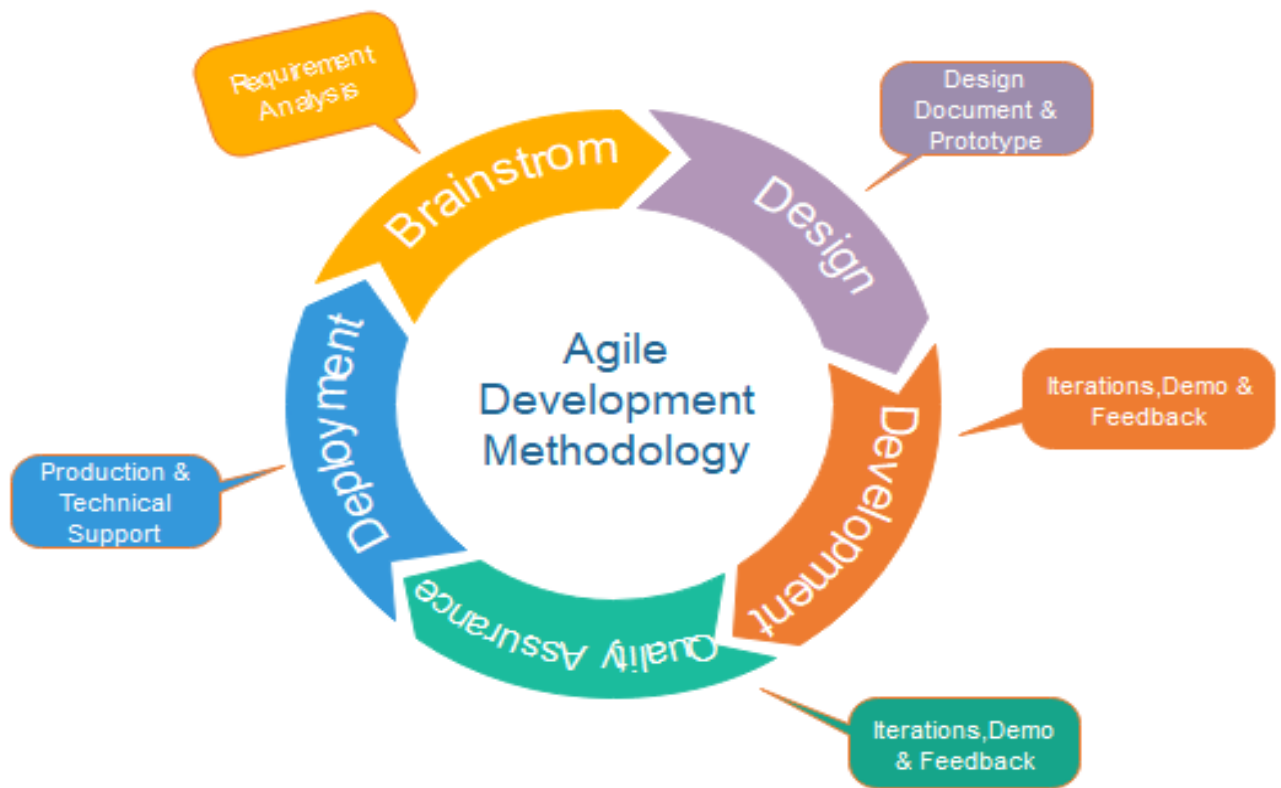
Figure – 3.1 Agile Method

Phases of Agile Model:

Following are the phases in the Agile model are as follows:

- Requirements gathering
- Design the requirements.
- Construction/ iteration
- Testing/ Quality Assurance
- Deployment
- Feedback

1. Requirements gathering: In this phase, you must define the requirements. You should explain business opportunities and plan the time and effort needed to build the project. Based on this information, you can evaluate technical and economic feasibility.

2. 2. Design the requirements: When you have identified the project, work with stakeholders to define requirements. You can use the user flow diagram or the high-level UML diagram to show the work of new features and show how it will apply to your existing system.

3. 3. Construction/ iteration: When the team defines the requirements, the work begins. Designers and developers start working on their project, which aims to deploy a working product. The product will undergo various stages of improvement, so it includes simple, minimal functionality.

4. Testing: In this phase, the Quality Assurance team examines the product's performance and looks for the bug.

5. Deployment: In this phase, the team issues a product for the user's work environment.

6. Feedback: After releasing the product, the last step is feedback. In this, the team receives feedback about the product and works through the feedback.

3.4 DATA FLOW DIAGRAM

3.4.1 Data Flow Diagram Level - 0

The context level data flow diagram (dfd) is describe the whole system. The (o) level dfd describe the all user module who operate the system. Below data flow diagram of online shopping site shows the two user can operate the system Admin and Member user.

Level -0 DFD

Figure – 3.1 DFD Level 0

3.4.2 Data Flow Diagram Level – 1

The user is all people who operate or visit our website. User is a customer of a website. User can first select product for buy, user must have to register in our system for purchase any item from our website. after register he can login to site and buy item by making online payment through any bank debit card or credit card.
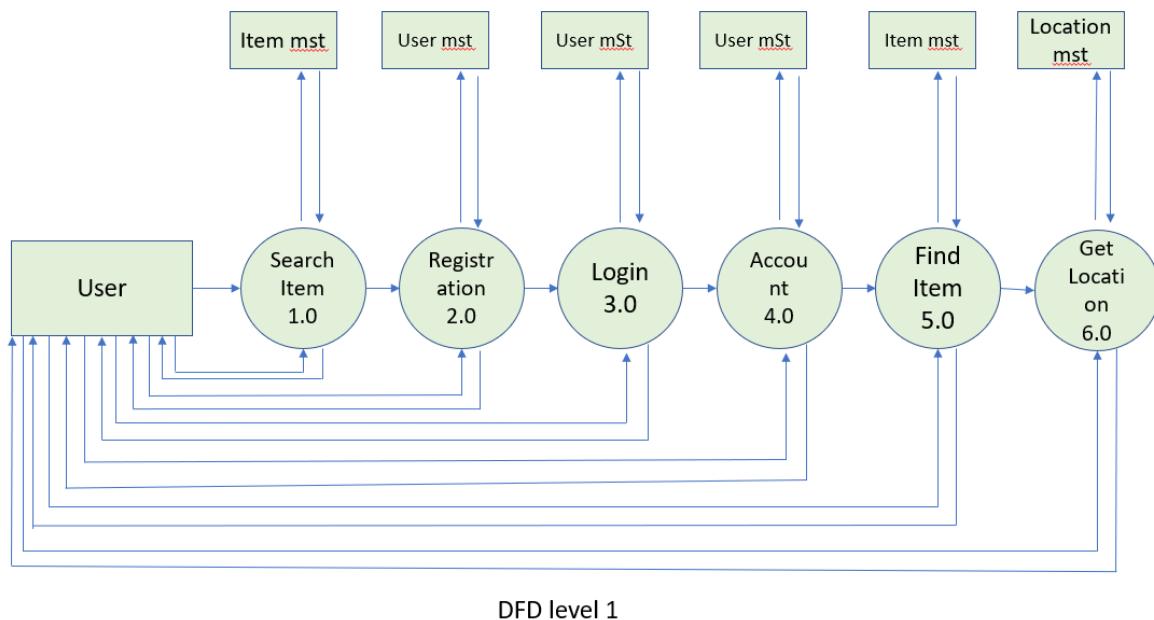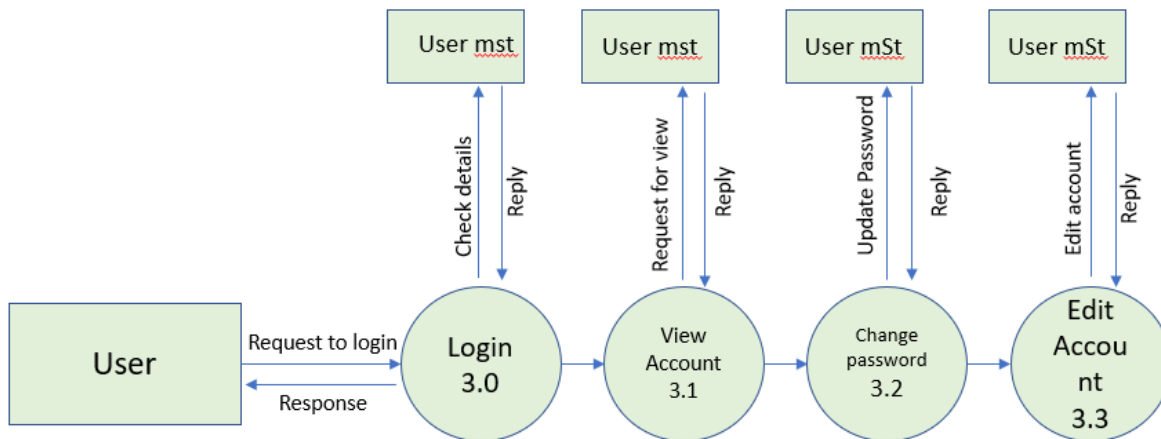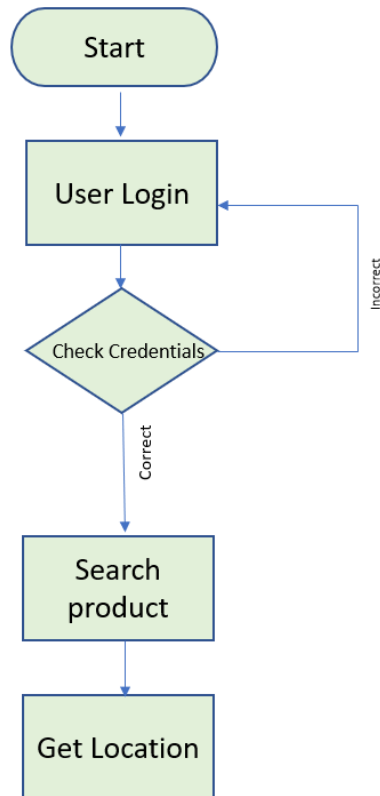

Figure – 3.2 DFD Level 1

3.4.3 Data Flow Diagram Level – 2

DFD level 2

Figure – 3.4 DFD Level 2

3.5 WORKFLOW DIAGRAM

Work Flow Diagram

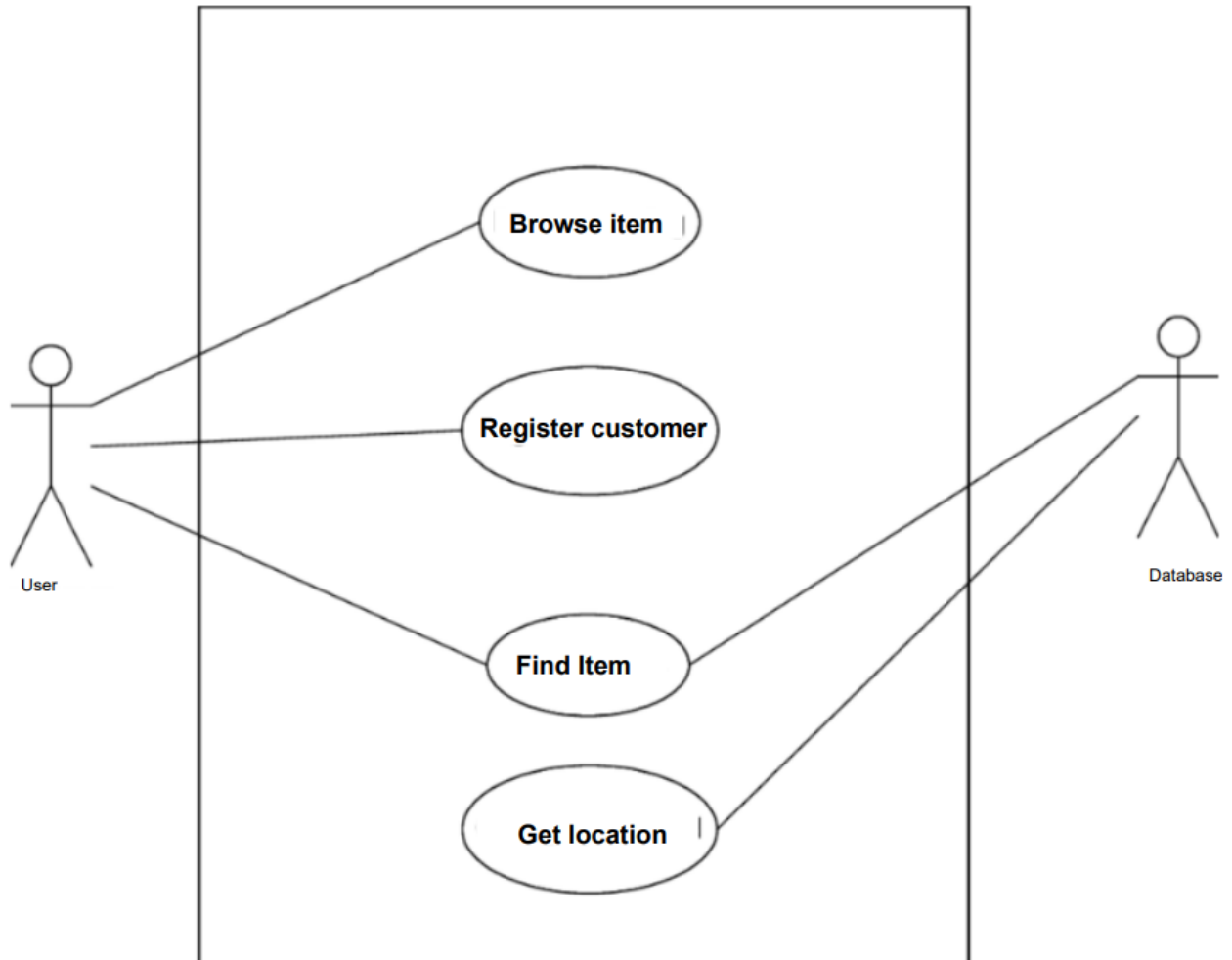**Figure – 3.5 Workflow Diagram**

3.6 USE CASE DIAGRAM

Figure – 3.6 Use Case Diagram
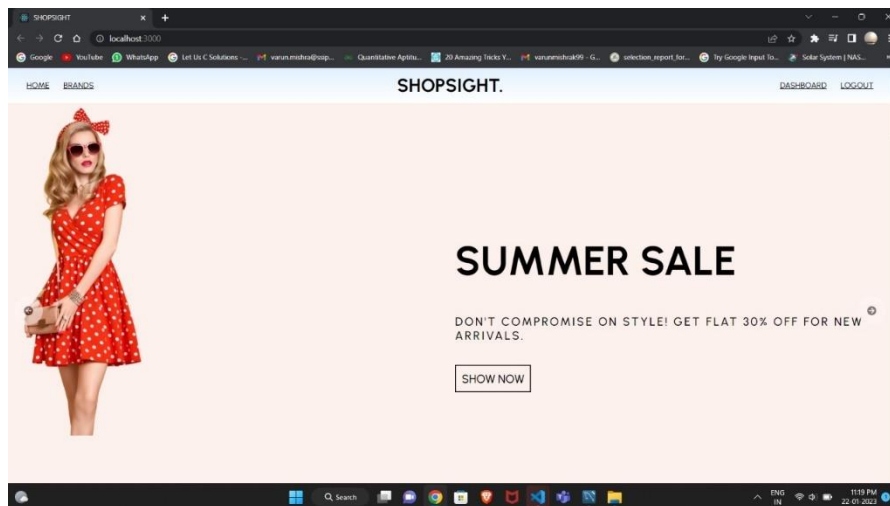
CHAPTER – 4

SNAPSHOTS

SNAPSHOTS

Figure – 4.1 Home Page

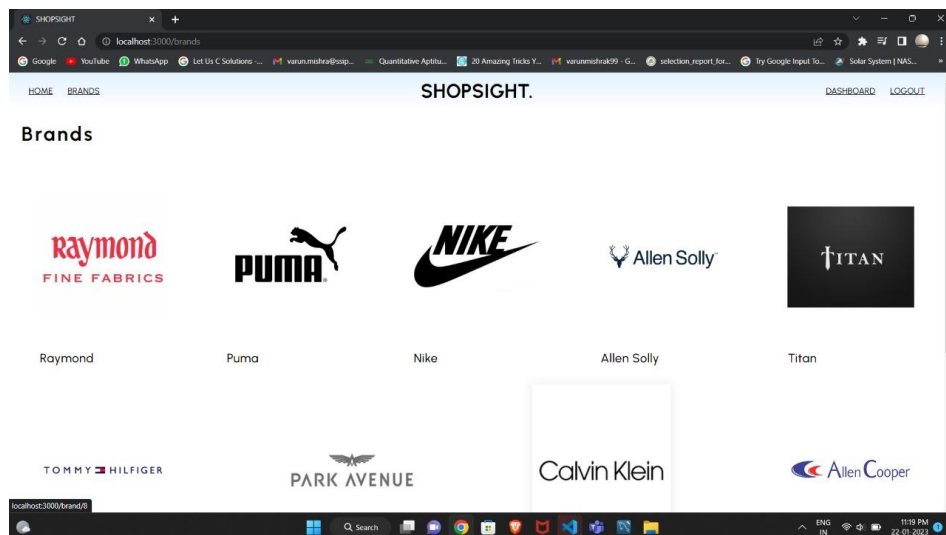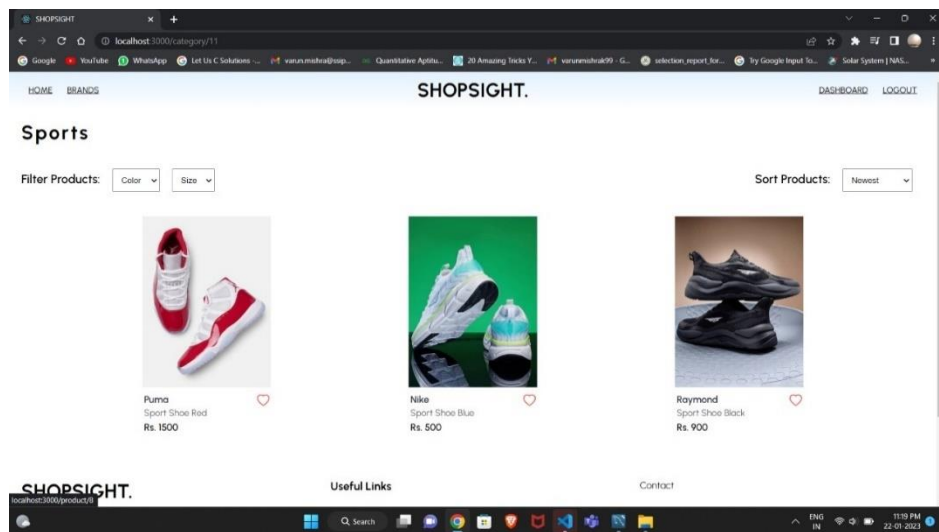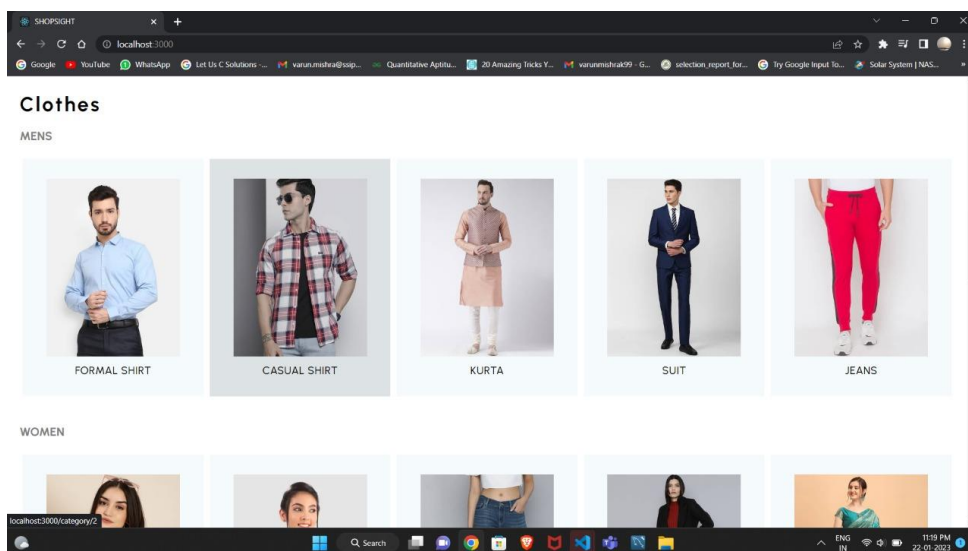**Figure – 4.2 Brand Section**

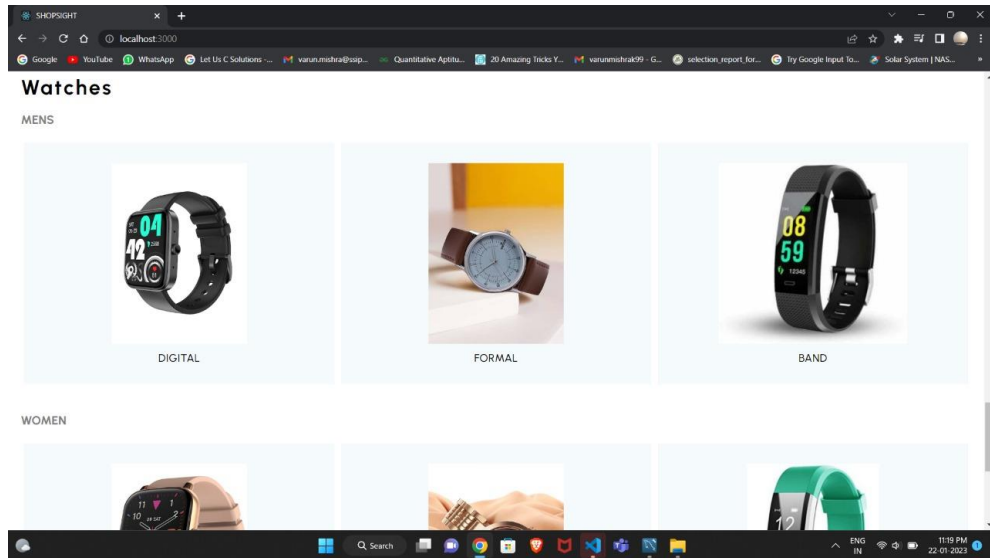**Figure – 4.3 Sports Section**

Figure – 4.4 Clothe Section

Figure – 4.5 Watch Section
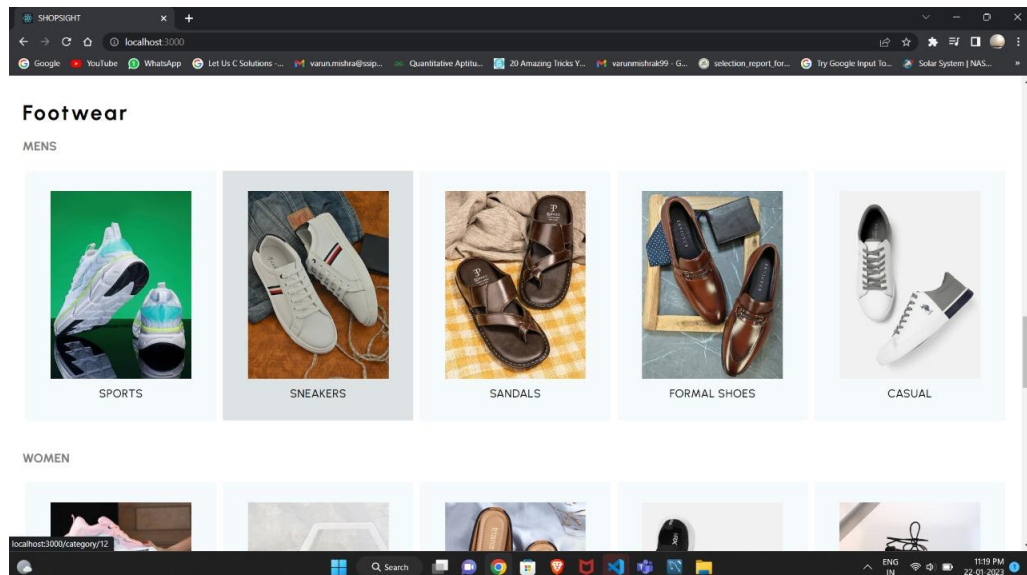
Figure – 4.6 Footwear Section

CHAPTER – 5

CONCLUSION

CONCLUSION

The end user will be able to get the information of all the offers and deal regarding the products in which they are interested. This will ultimately help the user to save a lot of time as they get to know prior only about the product's availability and the nearest shop where it is available. It will also let them save their money as they will be getting the best deals recommendation over our platform.

CHAPTER – 6

FUTURE SCOPE

FUTURE SCOPE

This project is currently working in only one city but it holds a huge potential for becoming a successful web application not only all over the country but across the globe. The shortcomings in the current e – commerce websites have not been resolved and are genuine. So, an application which can save users time and money in todays world is game changer.

CHAPTER – 7

REFERENCES

REFERENCES

Text Book
1. Toby Velte, Anthony Vote and Robert Elsenpeter, "Cloud Computing: A Practical Approach", McGraw Hill, 2002
2. The Definitive Guide by David Flanagan
3. CSS Secrets: Better Solutions to Everyday Web Design Problems by Lea Verou
4. A solid introduction to web design concepts can be found in Learning Web Design: A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics by Jennifer Robbins.

Web Resources
http://www.stackoverflow.com
https://www.w3schools.com

CHAPTER – 8

PUBLICATION

Mental Health Predictor : Using Machine Learning Algorithms

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Abstract— Early detection of mental health problems improves patients' quality of life and allows professionals to treat them more effectively. Being mentally, emotionally and socially well is important. It affects how you feel, think and act. Health, whether physical or mental, plays an important role in human life. The effectiveness of these machine learning techniques in identifying mental health-related issues was evaluated using . There are five machine learning algorithms: logistic regression, K-NN classifier, decision tree classifier, random forest, and stacking. After comparing and practicing these strategies, we found the stacking method to be the most accurate, with a prediction accuracy of 81.35%.

Keywords—Mental Health, current state, Machine Learning, data, depression

smartphones, social media, neuroimaging, and wearable technology have enabled medical professionals and mental health researchers to acquire large amounts of data quickly.

II. LITERATURE SURVEY

To classify information into different mental disorders, this study evaluated the effectiveness of eight different machine learning algorithms. According to their findings, Multiclass Classifier, Multilayer Perceptron, and LAD Tree are three classifiers that provide more accurate results than others. The paper articulates the analysis of mental health in terms understandable by a variety of audiences. They developed a framework for assessing a person's mental health and used it to create a predictive model. Clustering techniques were also used to count the number of clusters before building the model. The generated class labels were validated with MOS before being used to train the classifier. Testing has shown

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ICSRESM 2022

3rd International Conference on
Sustainable Research in Engineering Science and Management

Paper ID - 144

CERTIFICATE

This is to certify that

Mudit Ranjan Shrivastava

Shri Shankaracharya Institute of Professional Management and Technology Raipur Chhattisgarh, India

has contributed a paper titled

Mental Health Predictor : Using Machine Learning Algorithms

in 3rd International Conference on Sustainable Research in Engineering Science and Management (ICSRESM-2022) held during December 16, 2022 on Shri Shankaracharya Institute of Professional Management and Technology, Raipur, Chhattisgarh, India We wish the authors all the very best for future endeavors.

Dr. Suman Kumar Swarnkar
Convener (ICSRESM-2022)

Dr. J P Patra
Coordinator (ICSRESM-2022)

Dr. Alok Kumar Jain
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has contributed a paper titled

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