

A
Project Report on
“V-ex men cloth”

Submitted in Partial Fulfilment for Award of Degree
Of Master of Computer Applications
Semester - 4

Sanjaykumar Bariya

215300694020

Internal Guide
Mr. Nil Gosai



SARDAR VALLABH BHAI PATEL INSTITUTE OF TECHNOLOGY, VASAD

Affiliated to Gujarat Technological University

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Sanjaykumar Bariya (215300694020)

Self Declaration

Title of the Project: **“V-ex men cloth”**

Enrolment Number	Student Name
215300694020	Sanjaykumar Bariya

I, hereby declare that the above mentioned project report submitted by me has been prepared by me and is Capstone project, original in it's content and it has not been submitted anywhere else.

I confirm that the report is only prepared for academic requirement, not for any other purpose. It might Not be used by anyone for any other purpose.

Abstract

The V-ex men cloth is a web based application intended for online retailers. The main objective of this application is to make it interactive and it's ease of use. It would make searching, viewing and selection of a product easier. It contains a sophisticated search engine for user's to search for products specific to their needs. The search engine provides an easy and convenient way to search for products where a user can Search for a product interactively and the search engine would refine the products available based on the user's input. The user can then view the complete specification of each product. They can also view the product reviews and also write their own reviews. The application also provides a drag and drop feature so that a user can add a product to the shopping cart by dragging the item in to the shopping cart. The main emphasis lies in providing a user-friendly search engine for effectively showing the desired results and it's drag and drop behaviour.

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1.Introduction

The V-ex men cloth is a online shopping platform.

Online shopping is process of buying goods and services from merchants who sell on the Internet and people can purchase just about anything from companies that provide their products online.

Online shopping is a form of Electronic Commerce.

E-commerce or Electronic commerce, is a subset of E-Business (a company that does all or most of its transactions through the Internet), is the purchasing, selling, and exchanging of goods and services over computer networks (such as the Internet) through which transactions or terms of sale are performed electronically.

1.1 Existing System

Currently user need to do shopping traditionally. They must need to go shop manually and purchase a product. It's a very time-consuming process.

There are many online shopping platforms like Amazon, Flipkart etc. But they are charging much cost to seller.

On current shopping platform like Amazon seller are facing to much competition.

1.2 Need for the New System

There are large numbers of commercial Online Shopping websites offering large number of products tailored to meet the shopping interests of large number of customers. These online marketplaces have thousands of products listed under various categories.

Problem:

- The basic problems with the existing systems are the non-interactive environment they provide to the users.
- The use of traditional user interfaces which make continuous post backs to the server; each post back makes a call to the server, gets the response and then refreshes the entire web form to display the result. This scenario adds an extra trade off causing a delay in displaying the results
- A search engine that would display the results without allowing the users to further filter the results based on various parameters.
- Use of traditional and non-user-friendly interfaces that are hard to use

1.3 Objective of the New System

- Promoting a service or product online.
- Selling a service or product.
- Providing product support or customer service.
- Providing corporate information.
- Establishing brand awareness and corporate identity.

1.4 Problem Definition

Now days customers are doing shopping traditionally and online both

Traditional shopping take to much time and very complicated.

In Online shopping there are many platforms are available like Amazon, Flipkart etc. but the online shopping platform are charging to much cost to seller and seller are facing to much competition on online shopping platform.

1.5. Core Components

Registration Details :- User can register for purchasing product from our website.

Login Details :- User can login in website using username and password.

Customer Detail :- In website our previous or new join user contact details and there details store in our records for good connection with them.

Order Information :- we will collect data of user purchasing product from our website and we provide them to product on time.

Product Details :- we collect of product details of user interest or there buy cart from our website.

1.6 Project Profile

Project Title: V-ex men cloth
Institute: Sardar Vallabh bhai Patel Institute of Technology, Vasad.
Duration: 4 months
Front End: React, HTML, CSS, JavaScript, jQuery
Back End: Python
Database: MongoDB
Team Member: Sanjaykumar Bariya (215300694020)

1.7 Advantages and Limitations of the Proposed System

Advantages:-

Consumer

- No pressure shopping
- Online shopping saves time
- 24/7 Availability
- Online tracking
- Online shopping saves money

Merchant

- Increase in sell
- Faster buying process
- Cost reduction
- Affordable advertising
- No reach limitations

Limitation: -

- Delay in delivery sometimes.
- You cannot bargain.
- Lack of shopping experience.
- Lack of significant discounts in online shops
- Sometimes hidden cost and shipping charges.

2. Requirement Determination & Analysis

2.1 Requirement Determination

Hardware Requirements

- A working Computer
- Hard Disk: 256 GB or more of free space.
- RAM: 8 GB RAM.
- Processor: Any computer processor.

Software Requirements

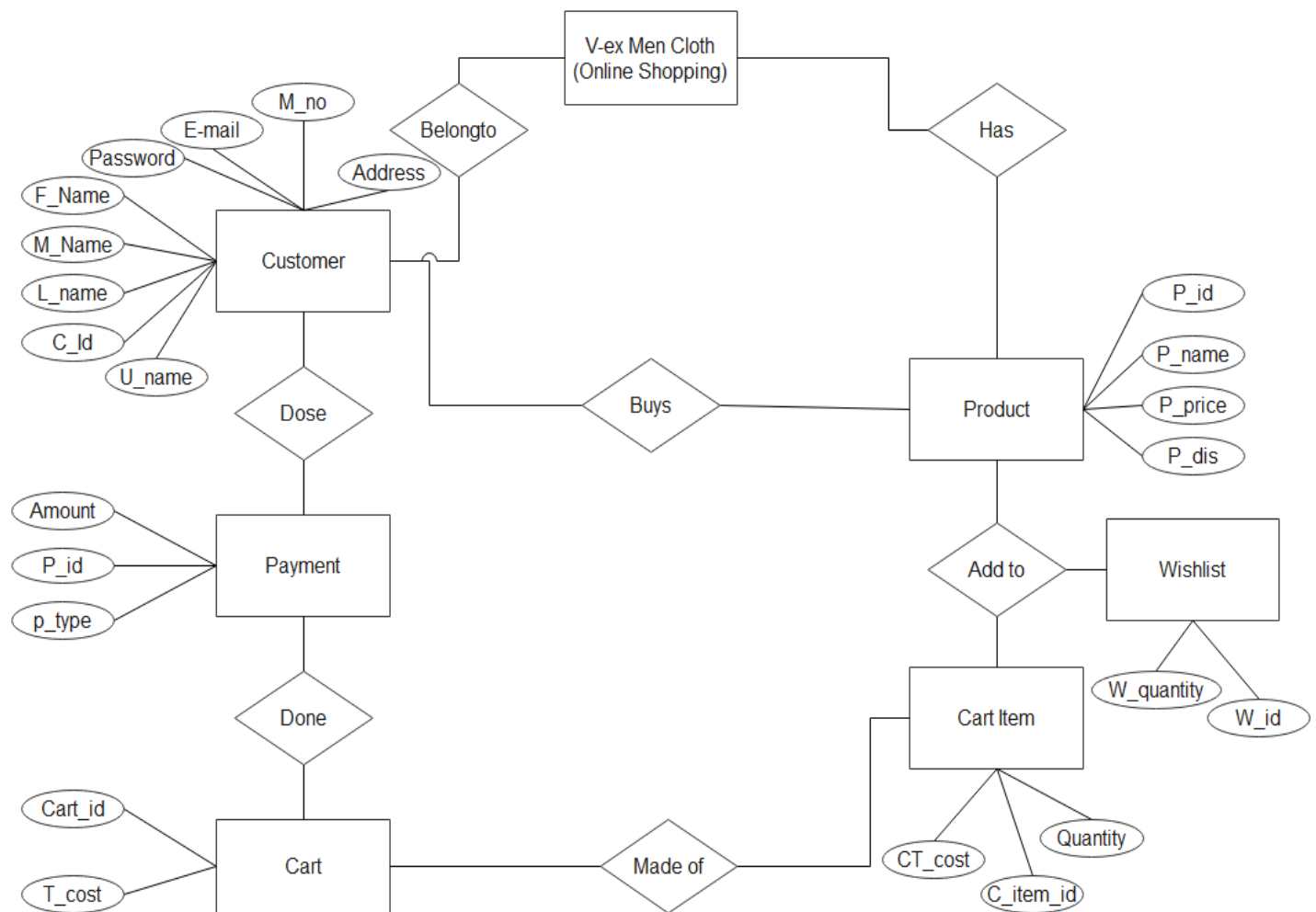
- Operating System: Windows 10, MAC OS, or Linux
- Database: Mongo DB
- Platform Used: Python
- Editor Used: Visual Studio Code
- Browser Supported: Google Chrome, Internet Explorer, Safari, Microsoft Edge.

2.2 Targeted Users

This site is specially designed for men's

3. System Design

3.1 ER Diagram



3.2 Use Case Diagram

Use Case for V-ex Men Cloth



Use Case for User

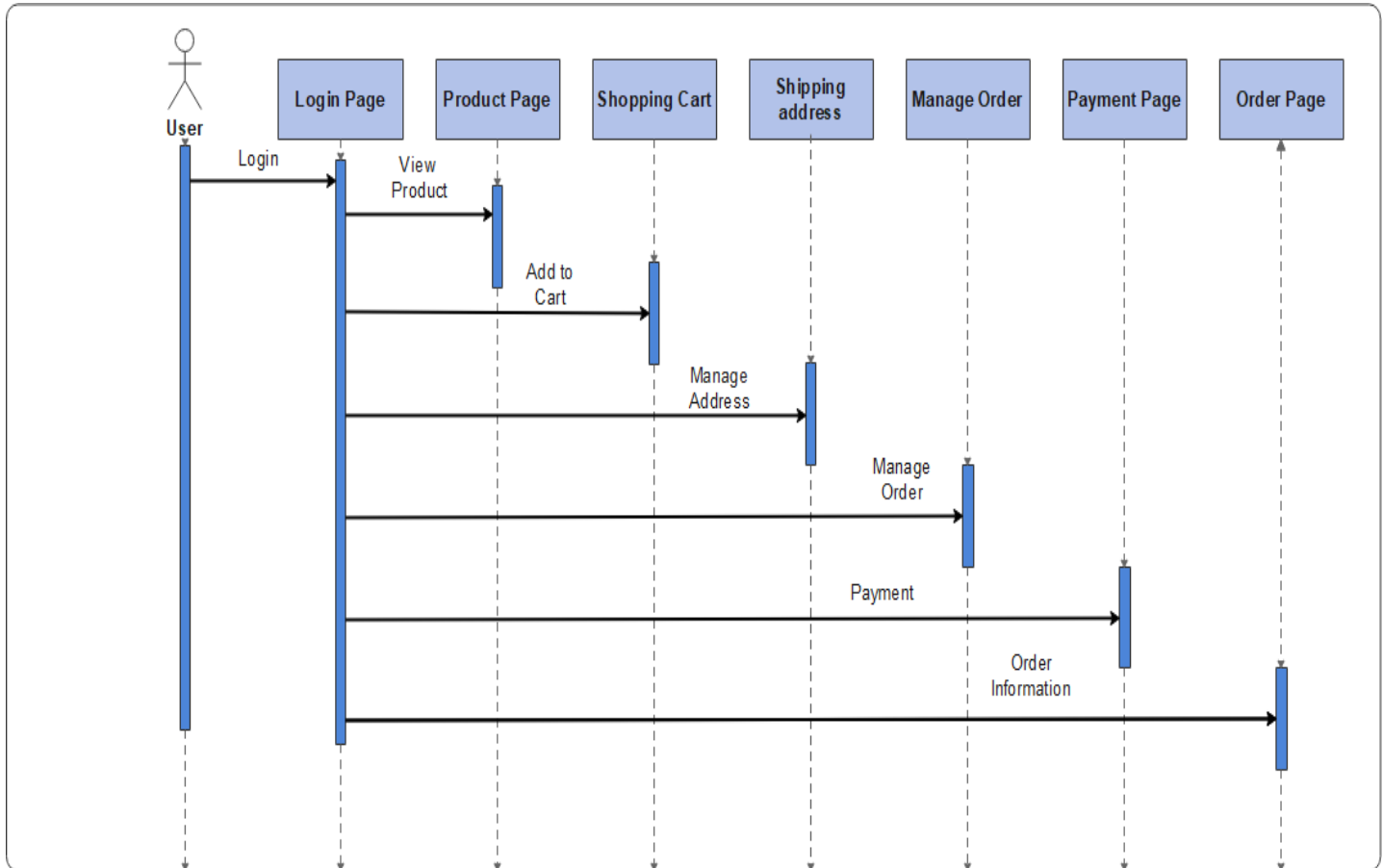


Use Case for Admin

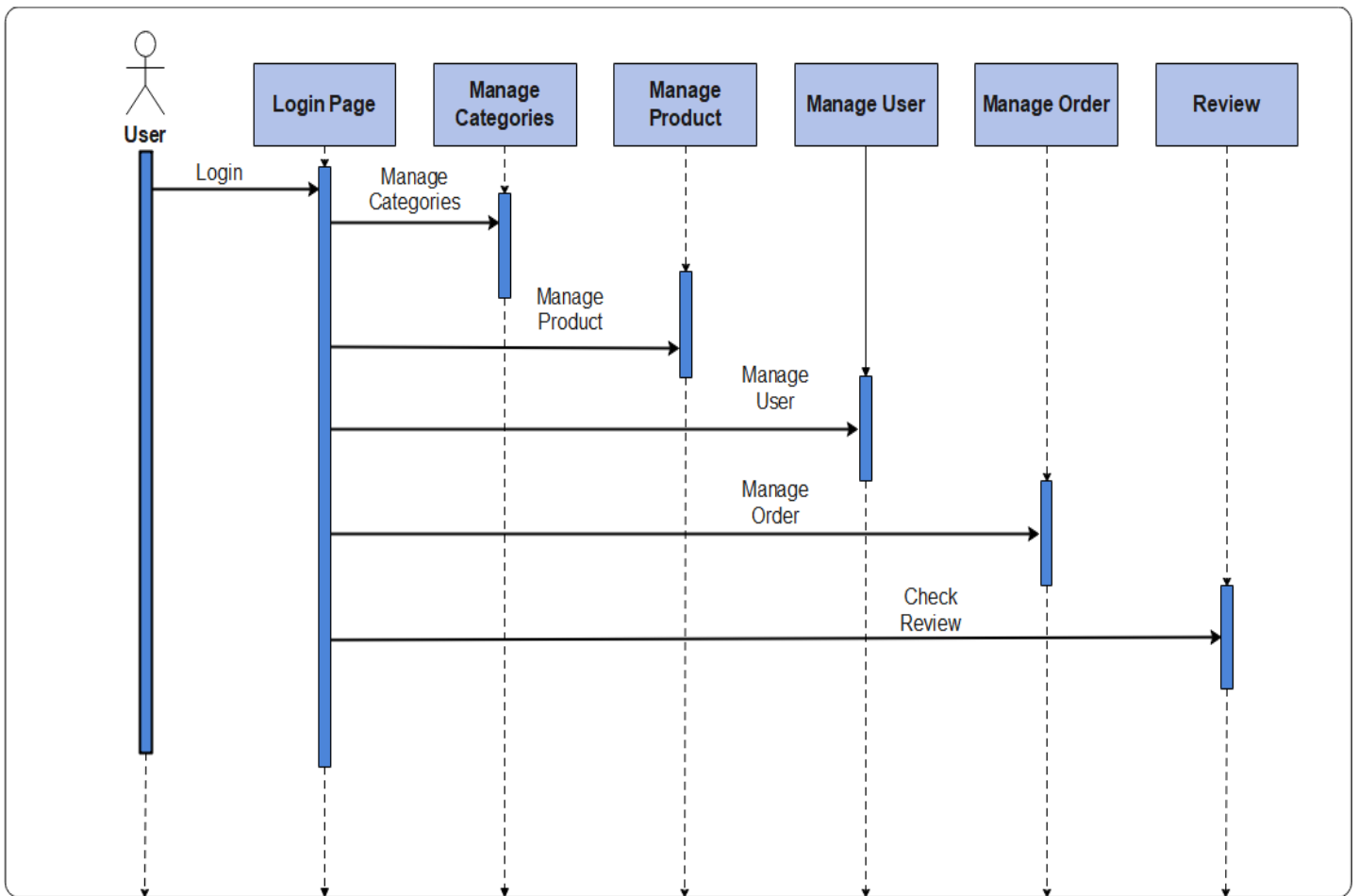


3.3 Interaction Diagram

Interaction Diagram for User

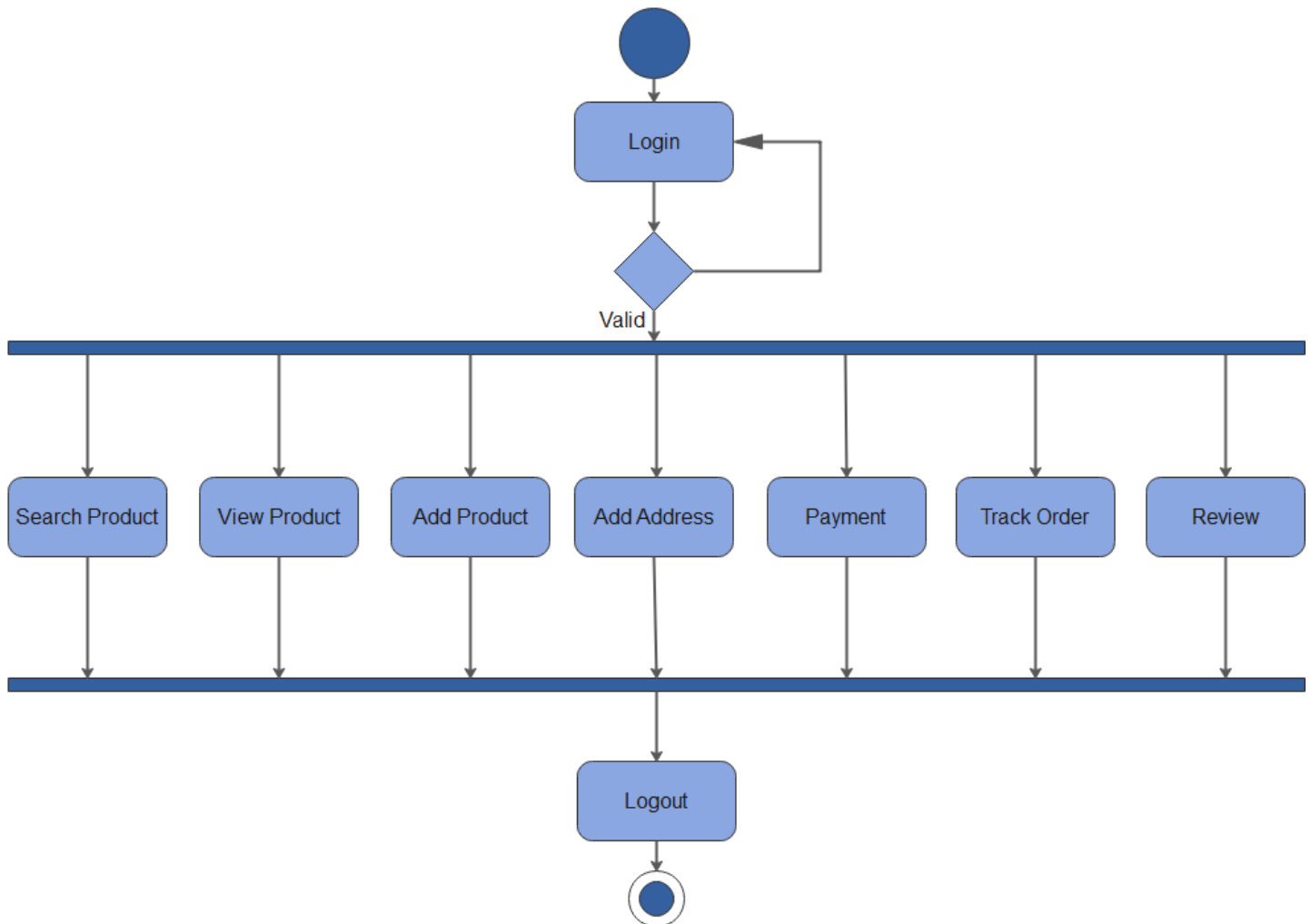


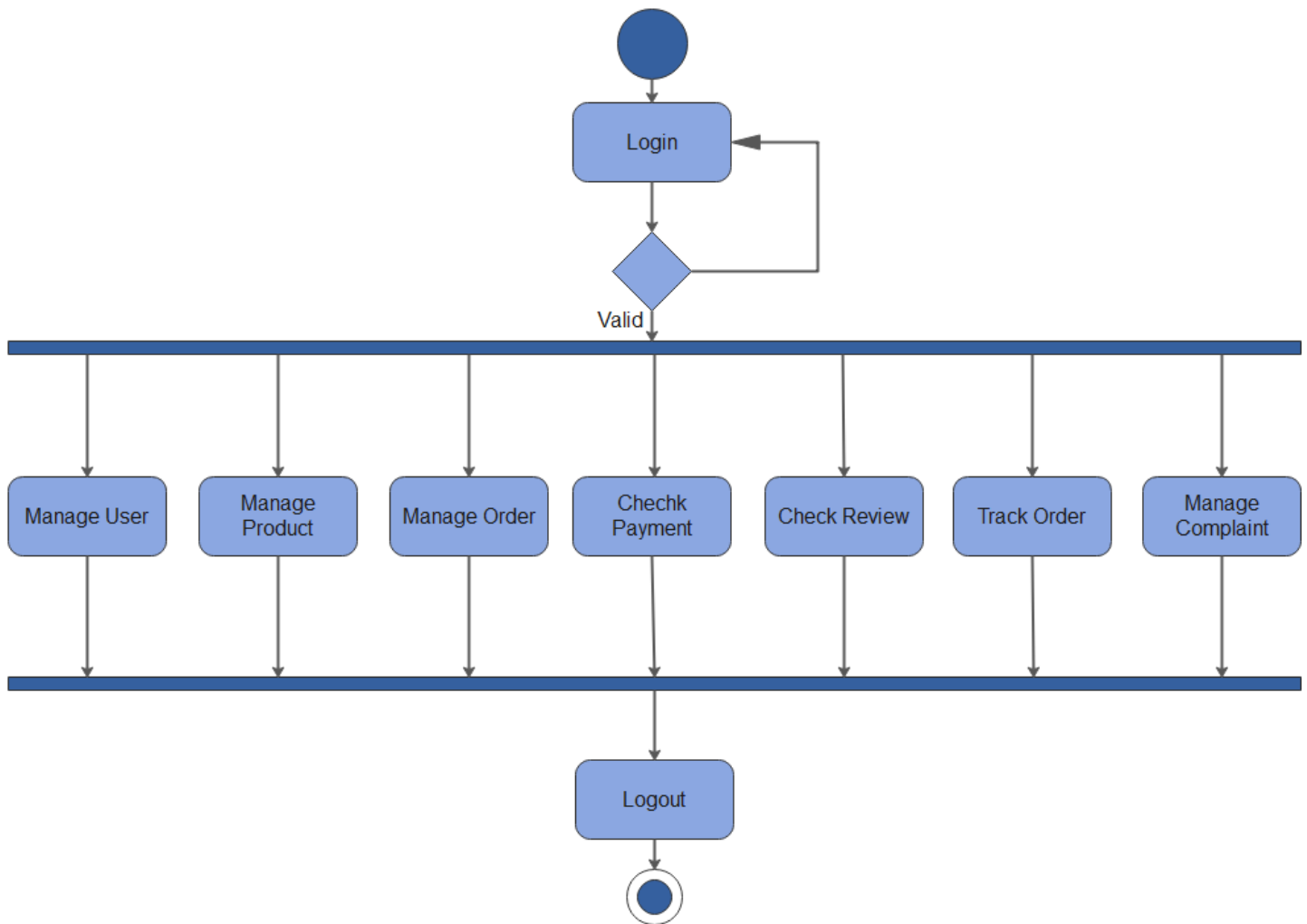
Interaction Diagram for Admin



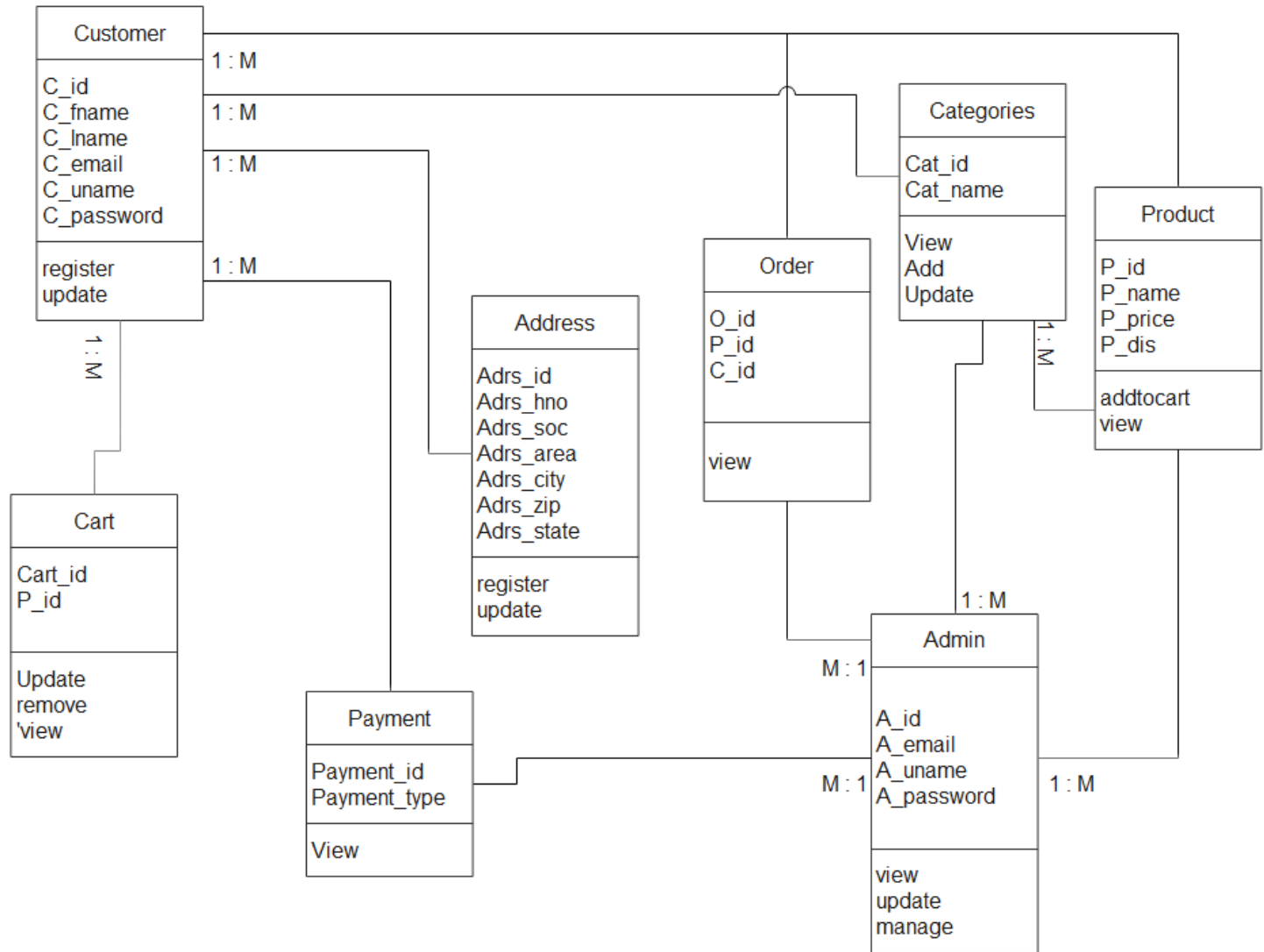
3.4 Activity Diagram

Activity Diagram for User



Activity Diagram for Admin

3.5 Class Diagram



3.6 Data Dictionary

Admin

Field Name	Data Types
Id	bigint
email	varchar
password	varchar
U_name	varchar

Categories

Field Name	Data Types
Id	int
category_name	varchar
category_image	varchar

Customer

Field Name	Data Types
id	int
fname	varchar
lname	varchar
email	varchar
uname	varchar
password	varchar

Address

Field Name	Data Types
id	int
h_no	varchar
soc_name	varchar
area_name	varchar
city	varchar
State	varchar
zip	varchar

Product

Field Name	Data Types
products_id	int
p_name	varchar
p_price	varchar
p_dis	int

Cart

Field Name	Data Types
cart_id	int
p_id	varchar

Order

Field Name	Data Types
cart_id	int
p_id	int
c_id	int

4. Development

4.1 Screenshots

- **Login**
- **Registration**
- **Home**
- **Search Product**
- **Cart**
- **Category (T-shirt)**
- **Contact Us**
- **About Us**
- **Our Service**

Login Page:

Login Here

Email

Password

☐ Remember Me

LOGIN

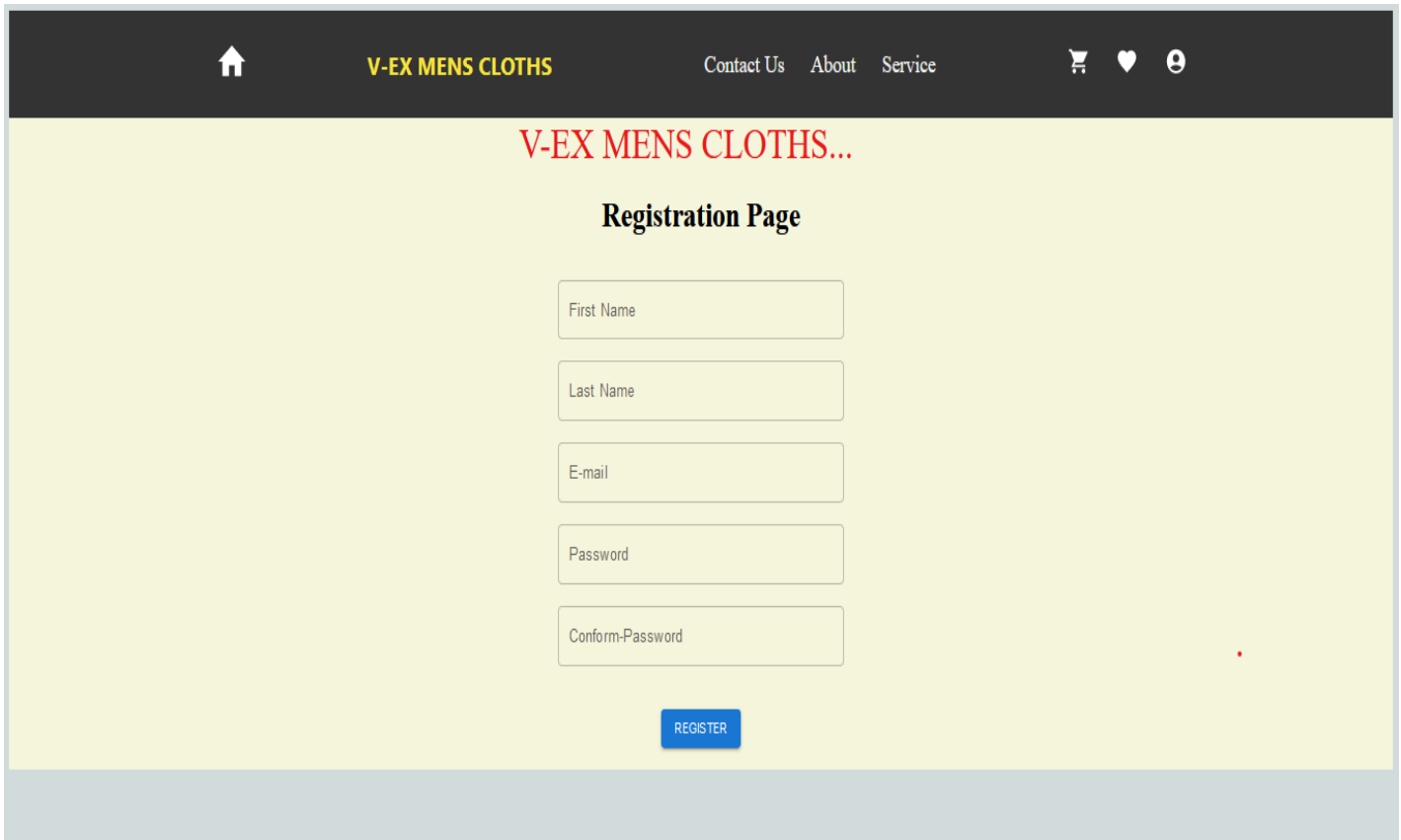
New User!!!

GOOGLE FACEBOOK

REGISTER

- This is a Login page. If the user is already registered with the system, they can login into the system and use the user name and password system.
- If the user is not already registered, they must need to Register their self into the system to buy product.

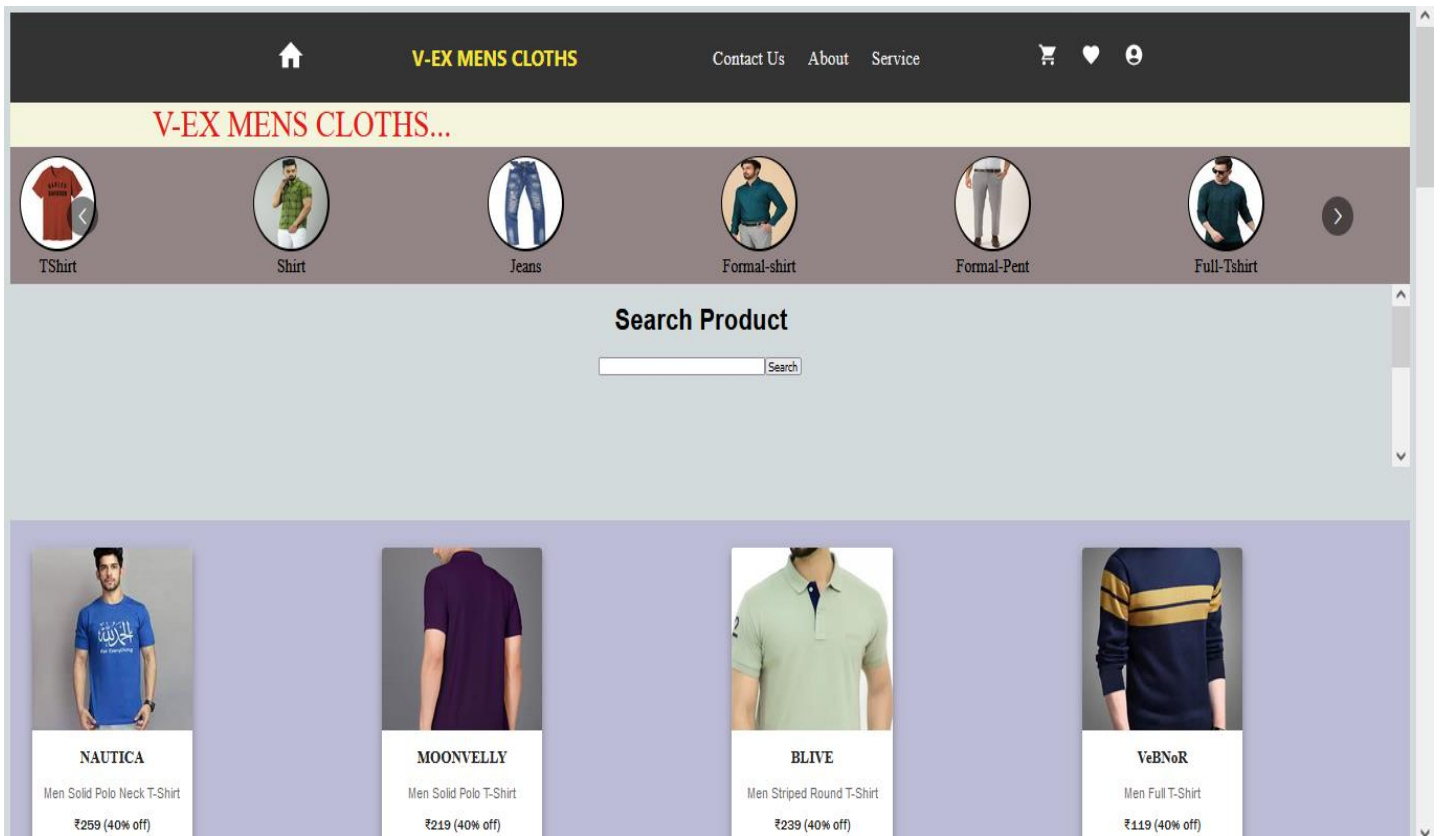
Registration Page



The screenshot displays the registration interface for 'V-EX MENS CLOTHS'. At the top, a dark navigation bar contains a home icon, the brand name 'V-EX MENS CLOTHS' in yellow, and links for 'Contact Us', 'About', and 'Service'. On the right side of the navigation bar are icons for a shopping cart, a heart (wishlist), and a user profile. Below the navigation bar, the page title 'V-EX MENS CLOTHS...' is shown in red, followed by the section title 'Registration Page' in bold black text. The registration form consists of five input fields stacked vertically: 'First Name', 'Last Name', 'E-mail', 'Password', and 'Conform-Password'. A blue 'REGISTER' button is positioned below the 'Conform-Password' field. The entire form is set against a light yellow background.

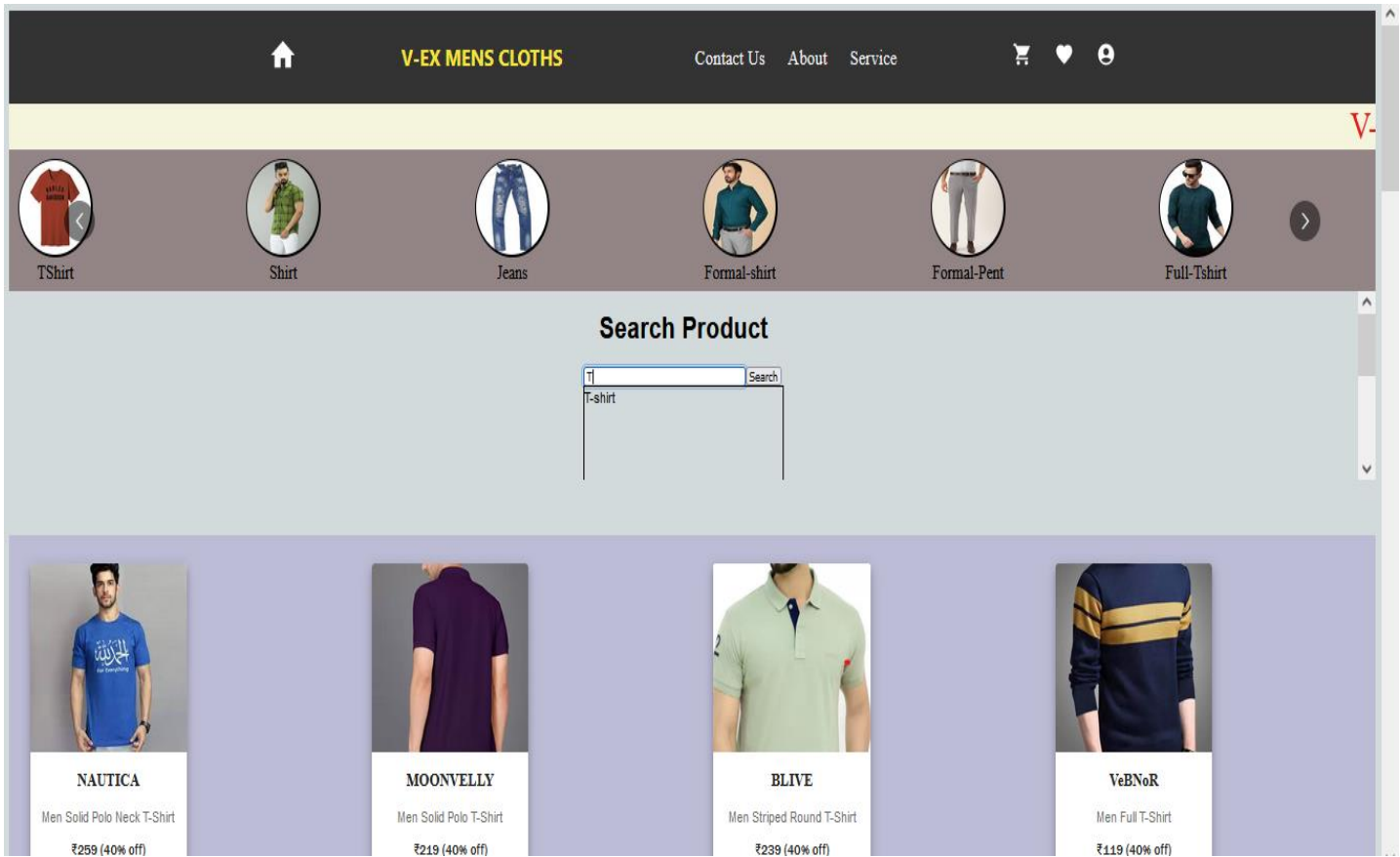
- This is a Registration page If the user is not registered and they want to buy product from the system they must need to Register their self into the system
- They can create account into the system on this page

Home Page



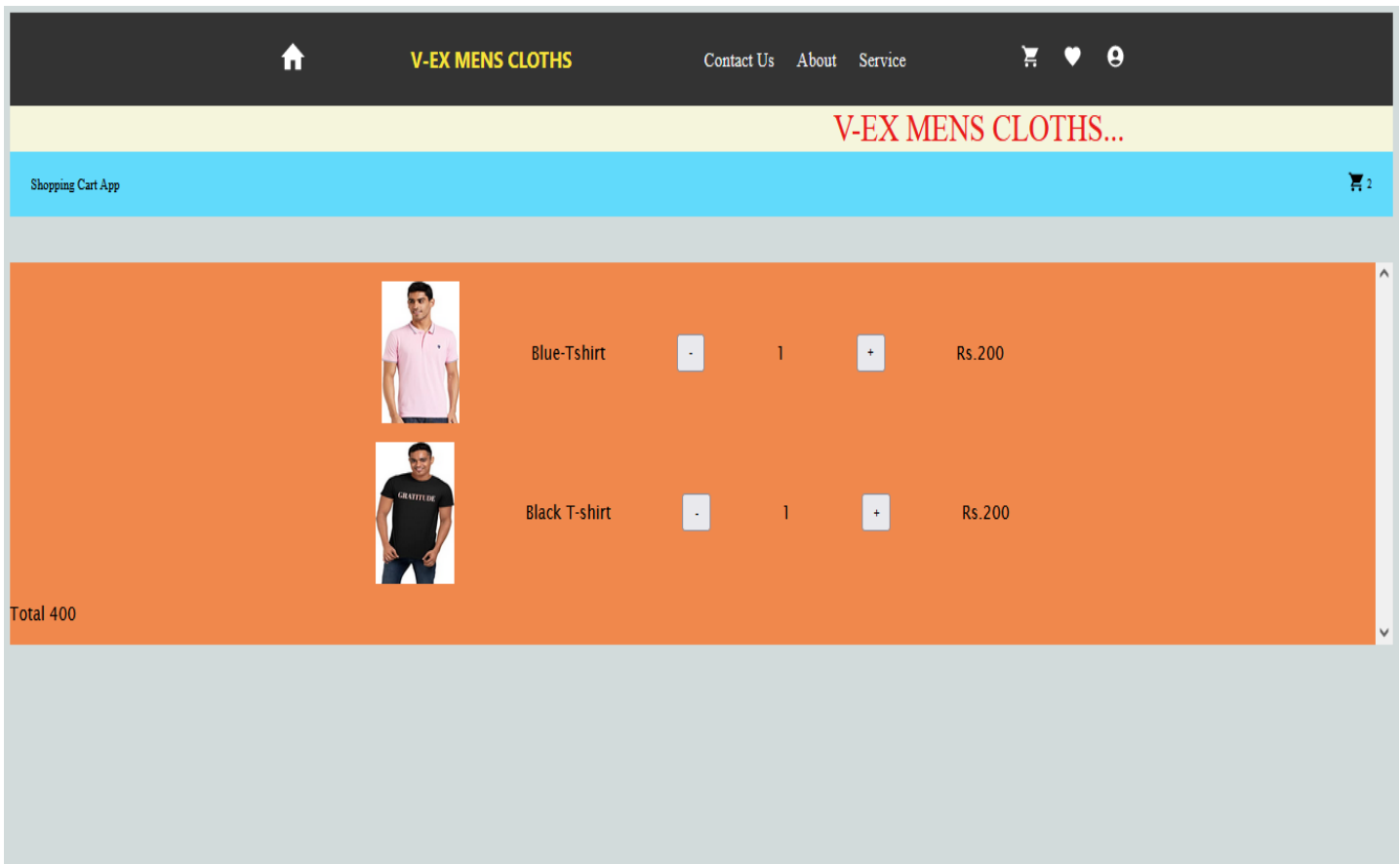
- This is a Home page of the V-ex men cloth.
- User can access this page with or without login
- If the user is registered they can add the product into Cart, Wishlist and they can also Buy the product.
- If the user is not registered they can see the categories and product.

Search Product



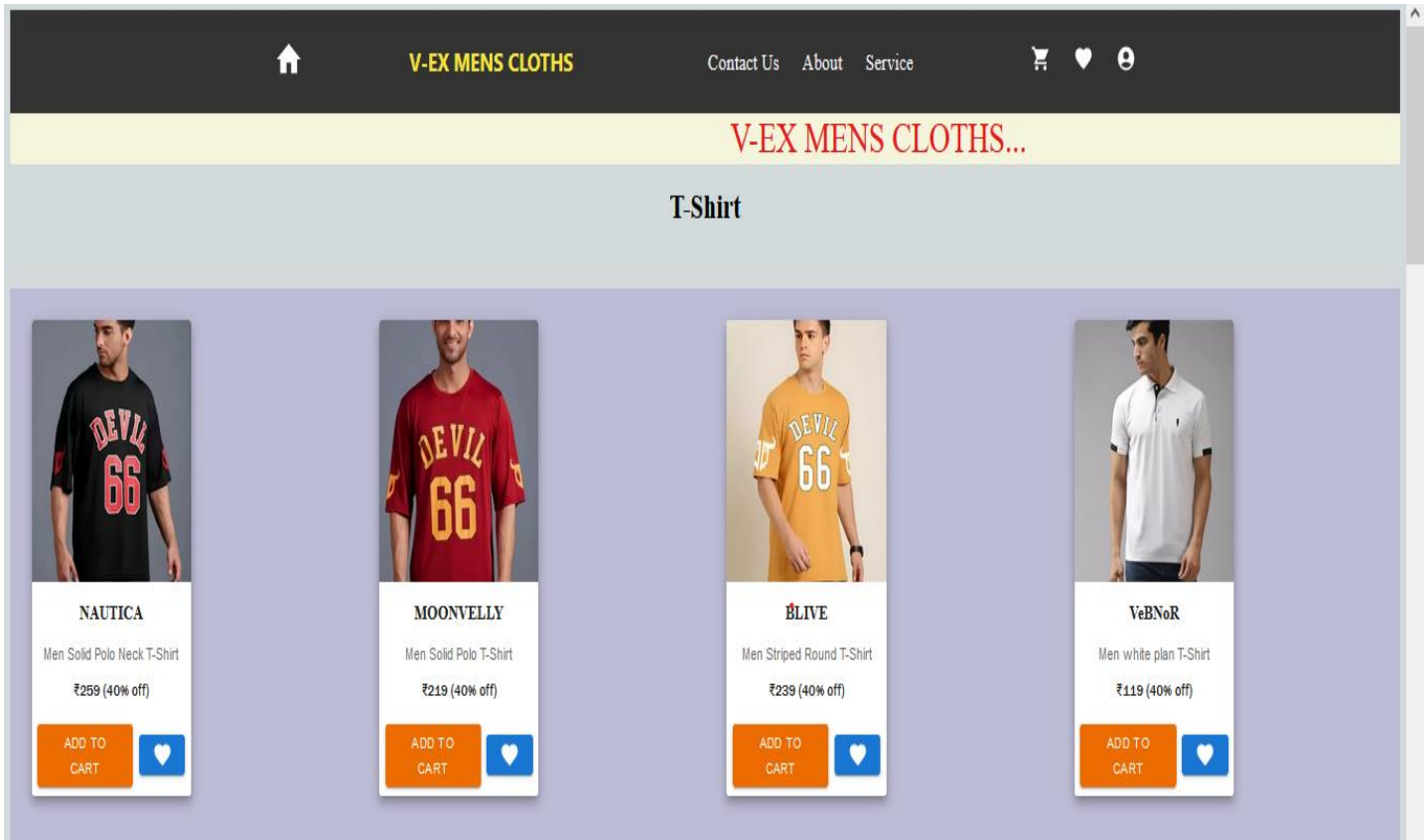
- This is a Search bar for the system
- User can search the product which are they looking for

Cart







- This is a Cart page
- If the user like the product he can add the product into cart to buy the product
- The cart page include Quantity of the product and the total cost of all product which are added into the cart

Category (T-shirt)



- This is a T-shirt category Page
- This page is containing only T-shirts
- Using Category user can find product for him easily

Contact Us

[V-EX MENS CLOTHS](#)[Contact Us](#)[About](#)[Service](#)

V-EX MENS CLOTH

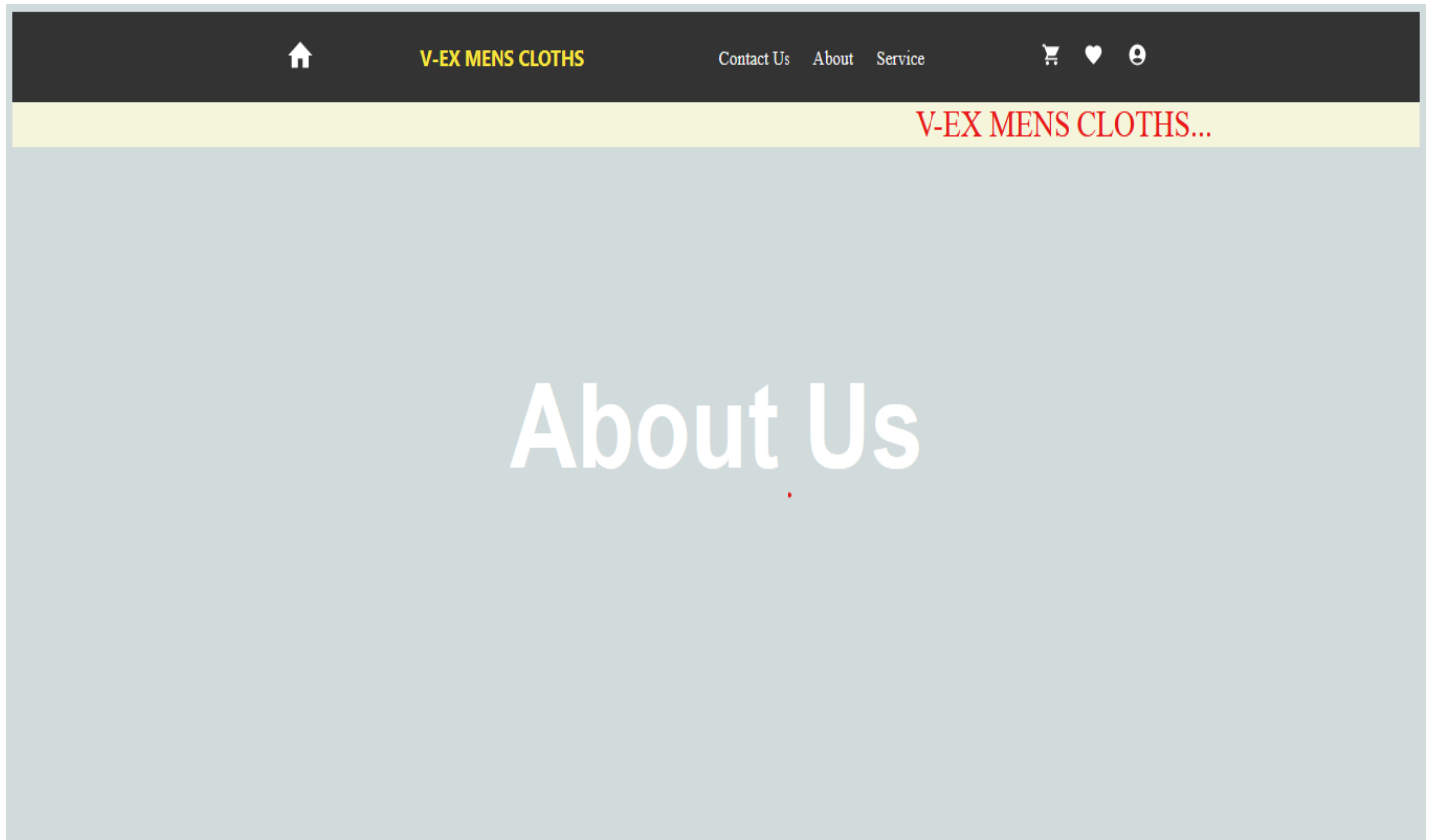
Contact Us

Message

SEND

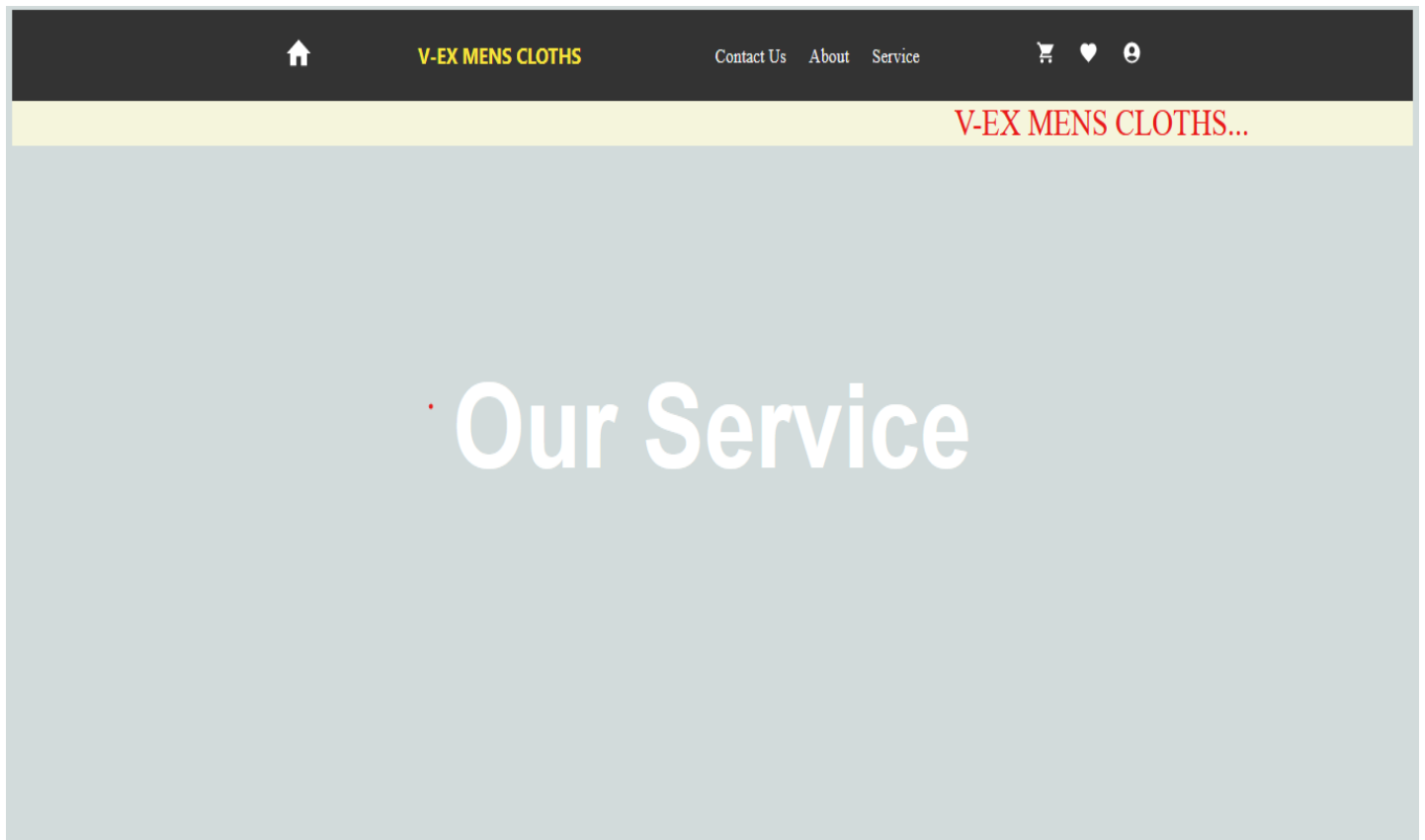
- This is a Page for contact to Admin
- Using this user can easily contact to the Admin for his Query

About Us



- This is a page of About Us
- This page will show the all information about the Admin

Our Services



- This is a reference for service page
- This page will contain all information about the service which are provided by admin

5. AGILE DOCUMENTATION

5.1 AGILE PROJECT CHART

Project Charter					
Project Title	V-ex men cloth			Internal guide	Mr. Nil Gosai
Project Start Date	02/02/23	Project End Date	31/06/25		
Business Need					
Project Scope			Deliverables		
<ul style="list-style-type: none">The system can be extended to allow the users to create accounts and save products in to wish list.The user can see the product and buy it.			<ul style="list-style-type: none">Marketing and Sales Platform Integration.Content Implementation.Shopping Cart Optimization.SEO Architecture Review.		
Risk and Issues			Assumptions/Dependencies		
<ul style="list-style-type: none">Identity theft. This usually involves cybercriminals hacking into e-commerce websites and stealing users' login or credit card details.Fake reviews			<ul style="list-style-type: none">This system will generate an accurate data.		
Financials					
Not Applicable					
Milestone Schedule					

V-EX MEN CLOTH

Sr no.	Milestone	Target Completion Date	Actual Date
1	REQUIRMENT GATHERING & ANALYSIS SYSTEM, USE CASE DIAGRAM	02-02-2023	03-02-2023
2	TRAINING TESSERACT, CLASS DIAGRAM, SEQUENCE DIAGRAM, DESIGNING STARTED	04-02-2023	01-03-2023
3	DESIGNING COMPLETE & CODING DOCUMENTATION STARTED	10-02-2023	11-03-2023
4	CODING TESTING COMPLETED, DOCUMENTATION COMPLETED	10-04-2023	18-05-2023
Project Team			
Team Member	Sanjaykumar Bariya(215300694020)		

5.2 AGILE ROADMAP

1 st QUARTER	2 nd QUARTER
<p>02-02-23 to 05-02-23</p> <p>Understand project definition, gather requirement, and finalized the project scope.</p>	<p>06-02-23 to 01-03-23</p> <p>We design the system and draw various diagram such as:</p> <ul style="list-style-type: none"> • Use case diagram • Class diagram • Sequence diagram <p>for system and prepare data dictionary.</p>
3 rd QUARTER	4 th QUARTER
<p>03-03-23 to 02-04-23</p> <p>We implement the crude operation of the project, tested the module and documentation is prepared side by side.</p>	<p>03-04-23 to 18-05-23</p> <p>We integrate all modules and tested overall system; whatever changes happen are incorporated also documentation is made side by side.</p>
FINAL QUARTER	
<p>18-05-23 to 21-05-23</p> <p>Final presentation and final documentation to be done.</p>	

5.3 AGILE PROJECT PLAN

<u>TASK NAME</u>	<u>RESPONSIBLE</u>	<u>START</u>	<u>END</u>	<u>DAY S</u>	<u>STATUS</u>
SPRINT 1	Sanjay	03-02-23	24-02-23	29	Complete
Project Definition	Sanjay	08-02-23	12-02-23	5	Complete
Gather Requirement	Sanjay	12-01-23	19-02-23	17	Complete
Project scope	Sanjay	19-02-23	24-02-23	6	Complete
SPRINT 2	Sanjay	24-02-23	23-03-23	29	Complete
ER Diagram	Sanjay	24-02-23	28-02-23	5	Complete
Usecase Diagram	Sanjay	01-03-23	06-03-23	6	Complete
Class Diagram	Sanjay	06-03-23	15-03-23	10	Incomplete
Sequence Diagram	Sanjay	15-03-23	24-3-23	10	Incomplete
SPRINT 3	Sanjay	24-03-23	28-04-23	34	Complete
Testing characters	Sanjay	24-03-23	06-04-23	10	Complete
Test the Module	Sanjay	07-4-23	18-04-23	11	Complete
Documentation	Sanjay	19-04-23	28-04-23	10	Incomplete
SPRINT 4	Sanjay	01-05-23	23-05-23	21	Complete
Integrate Modules	Sanjay	01-05-23	09-05-23	9	Complete
Test System	Sanjay	09-05-23	18-05-23	9	Complete
Changes Incorporated	Sanjay	18-04-23	20-05-23	3	Complete
Documentation	Sanjay	20-05-23	23-05-23	3	Complete

5.4 Agile User Story

A user story is a tool used in agile software development to capture a description of a software feature from an end-user perspective. A user story describes the type of user, what they want and why. A user story helps to create a simplified description of a requirement.

Sr no.	Module Name	Description
User Story 1	Login & Registration	User can register their self to system and if he is already registered the can login using User name and password.
User Story 2	Forgot Password	Here User can get opt through email if password is not remembered.
User Story 3	Wish List	User can add his favorite product into Wishlist to buy it latter
User Story 4	Add to cart	User can add the product into cart to check out.
User Story 5	Payment	User can make the payment to when they buy the product

5.5 Agile Sprint Backlog

The Sprint Backlog a list of tasks identified by the Scrum team to be completed during Sprint. During the sprint planning meeting, the team selects some number of product backlog items, usually in the form of user stories and identifies the tasks necessary each user story

<u>TASK NAME</u>	<u>STORY</u>	<u>SPRINT READY</u>	<u>PRIORITY</u>	<u>STATUS</u>	<u>ASSIGNED TO PRINT</u>
SPRINT 1	YES	YES	LOW	Complete	YES
TASK 1	YES	YES	MEDIUM	Complete	YES
TASK 2	YES	YES	MEDIUM	Complete	YES
TASK 3	YES	YES	LOW	Complete	YES
SPRINT 2	YES	YES	LOW	Complete	YES
TASK 4	YES	YES	LOW	Complete	YES
TASK 5	YES	YES	LOW	Complete	YES
TASK 6	<u>NO</u>	NO	HIGH	Incomplete	NO
TASK 6	<u>NO</u>	<u>NO</u>	HIGH	Incomplete	NO
SPRINT 3	YES	YES	LOW	Complete	YES
TASK 6	YES	YES	LOW	Complete	YES
TASK 7	<u>NO</u>	<u>NO</u>	MEDIUM	In progress	NO
TASK 8	<u>NO</u>	<u>NO</u>	HIGH	In progress	NO
SPRINT 4	YES	YES	LOW	Complete	YES
TASK 9	YES	YES	LOW	Complete	YES
TASK 10	<u>NO</u>	<u>NO</u>	HIGH	Incomplete	<u>NO</u>
TASK 11	<u>YES</u>	<u>YES</u>	LOW	Complete	<u>YES</u>
TASK 12	<u>NO</u>	<u>NO</u>	MEDIUM	In progress	<u>NO</u>

5.5 Agile Test Plan

<u>PROJECTNAME</u>		Image OCR		<u>BROWSER</u>	FIREFOX
<u>WRITTEN BY</u>		Sanjaykumar Bariya		<u>DESCRIPTION</u>	25-01-2023
<u>TESTED BY</u>		Sanjaykumar Bariya		<u>TESTED ON</u>	09-05-2023
<u>TEST #</u>	<u>DATE</u>	<u>ACTION</u>	<u>EXPECTED RESULTS</u>	<u>ACTUAL RESULTS</u>	<u>PASS</u>
1	03-02-23	On Boarding process	Document submission		<input type="checkbox"/>
2	04-02-23	Django Training	Basic Fundamentals of Django	Basic Introduction	<input type="checkbox"/>
3	06-02-23	Object & Fields	Admin Training		<input type="checkbox"/>
7	30-02-23	Project Definition	Requirement Determination	Collected Successfully	<input type="checkbox"/>
8	10-03-23	Module Design	Module should be error free	Module has errors	<input type="checkbox"/>
9	07-04-23	Task work flow	Check for proper taskworkflow of the system.	Completed	<input type="checkbox"/>
10	20-04-23	Tested the image of products	Products executed Successfully	Done	<input type="checkbox"/>
11	01-05-23	Tested the storage facility	Facility for the storage is properly selected	Done	<input type="checkbox"/>
12	18-05-23	Tested overall system	System is completed with no errors	System works properly	<input type="checkbox"/>

6. Conclusion

Online shopping is becoming more popular day by day with the increase in the usage of World Wide Web. Understanding customer's need for online selling has become challenge for marketers. Specially understanding the consumer's attitudes towards online shopping, making improvement in

the factors that influence consumers to shop online and working on factors that affect consumers to shop online will help marketers to gain the competitive edge over others. Therefore, our study has focused mainly on two research questions

I) what are factors that influence consumers to shop online and to see what factors are most attractive for online shoppers.

ii) Who are online shoppers in terms of demography? We foresee that our findings will give a clear and wide picture to online retailers and will help them understand the specific factors that influence consumers to shop online, so they can build up their strategies to cater online shoppers. We have also worked on demographic factors of online shoppers, to see a correlation within demography factors such as Age, occupation and Education; this will also give an insight to online retailers to see the online shopping attitudes within these demographic factors. The findings that we have gained in this research are as follows; starting from preference of buying on daily basis to yearly basis. The least number of people have preferred to buy on daily and weakly basis, also moderate number of respondents have preferred to buy on monthly and yearly basis. Secondly, by considering items preference to shop online with respect to different commodities like travel and leisure, food, electronics, books, apparels and footwear. People have shown either least or moderate interest to shop these items online. Considering driving factors to online shopping people are more inclined to shop online just because they receive high discounts and product pricing and also variety in product range. More number of people have preferred to shop online as its timesaving and home delivered. Lastly, the type of payment mode preferred by respondents is somewhat surprising because more people have preferred cash on delivery whereas, UPI/net banking is preferred least and credit/debit card and mobile wallet are preferred moderately. These online the results of correlation results of age shows it indicated that elderly people are not so keen to shop on-line. This will help online retailers to make strategies according to different age brackets. The second part of the analysis is done on factors influencing consumers to shop online. From the results we have concluded that the most influencing and attractive factor among four factors particularly the security concerns are very important while shopping online. Last but not least after analysing the 51 respondents, we have found that low price, discount, product pricing, and quality of product and information are also considered to be important factors

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- www.tutorialspoint.com
- www.javatpoint.com

