

ONLINE SUPER SHOP MANAGEMENT SYSTEM

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ROLL NO: BKH1311052F

SESSION: 2012-2013

BACHELOR OF SCIENCE (INFORMATION AND
COMMUNICATION ENGINEERING)

NOAKHALI SCIENCE AND TECHNOLOGY UNIVERSITY

ONLINE SUPER SHOP MANAGEMENT SYSTEM

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This Project is submitted in fulfillment of the requirements

For the award of the degree of

Bachelor of Science in Information and Communication Engineering

Department of Information and Communication Engineering

NOAKHALI SCIENCE AND TECHNOLOGY UNIVERSITY

2018

STUDENT'S DECLARATION

This project is submitted to the Department of Information and Communication Engineering of Noakhali Science & Technology University in partial fulfillment of the requirement for having the Bachelor of Science in Information and Communication Engineering. So, I hereby declare that this project has not been submitted elsewhere for the requirement of any kind of degree, diploma or publication.

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SUPERVISOR'S DECLARATION

I hereby declared that I've checked this thesis/project in my opinion, this thesis/project is adequate in terms of scope and quality for award of the degree of Bachelor of Science in Information and Communication Engineering.

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ACKNOWLEDGEMENT

First of all I am giving thanks to almighty to make the opportunity and capable I for completing the project properly and giving chance to finish the B.Sc. Engineering course successfully and also deeply grateful to my project supervisor to Dr. Mohammad Ashikur Rahman Khan, Professor and Chairman, Department of Information and Communication Engineering, NSTU for his endless support, inspiration, encouragement, constructive criticism and suggestion throughout this work. His strong leading and advice really help me throughout the entire period of project work. I would also like to thank our others teachers for their support.

ABSTRACT

An online super shop management 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 super shop management 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 super shop management 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.

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CHAPTER 1

INTRODUCTION

E-commerce is fast gaining ground as an accepted and used business paradigm. More and more business houses are implementing web sites providing functionality for performing commercial transactions over the web. It is reasonable to say that the process of shopping on the web is becoming common place. An online store is a virtual store on the internet where customers can browse the catalogue and select products as their interest. Super shop management system helps create invoices, Product category, purchase orders, receiving lists, and payment receipts and can print bar code labels. The selected items may be collected in a shopping cart. At checkout time, the items in the shopping cart will be presented as an order. At that time, more information will be needed to complete the transaction. The Super shop Management system will control operating costs and provide better understanding. In traditional shopping system, customers have to go market place to buy their product. This documentation has been prepared to give an overview of the Super shop management software system. Customer service refers to a departmental Super shop ability to satisfy the needs of its customers by this Super shop management software system.

1.1 Background

In traditional shopping system customers have to go market place to buy their product. It's a time killing system and they have to go different place to buy different products. In this way they don't know the other customers review on a particular product and can't compare with similar product. Most importantly customers do not get the update of new product. The payment system is not good. Customers do not have available option most of the case they have to pay on cash which is risky to bring cash. Online shopping system can solve all of these problems. Customers only need a digital device which has internet support and web browser. And within short time they can search and compare many products also get the details of a product. They can see the other reviews on a particular product and also can share own experience [1].

1.2 Existing System

In Bangladesh, the environment of the online shopping is not so good. It is not a popular way and customers don't feel comfort in online shopping. Lack of user friendly sites, well search option, product details, payment options are the main region. Customers also do not see the correlated products. As a result, the consumer can't concentrate on their desired products. Customers can't express their problems to sellers. They also tend to lose attention when browsing the site through internet .

Online Super Shop acts as a bridge between the merchants and customers to bring a wide array of quality products and services at the best available rate of the customers with ease through internet. Super Shop handles all steps in the transaction process from showcasing and receiving orders for the products to delivering it to the customers and completing the payment procedures. It's an online market place based in Bangladesh for quality product and services. We offer shoppers easy-to-use search tools, engaging content and time saving navigation. It makes the shopping easy to customers from hundreds of stores and popular brands. It contains an administration console, enabling staff to view customer orders. In case of security protecting sensitive customer data while it is transferred over the internet, and preventing unauthorized access to the administration console [2].

Proposed System

This project will be helped in understanding the creation of an interactive web page and the technologies used to implement it. The design of the project which includes Data Model and Process Model illustrates how the database is built with different tables how the data is accessed and processed from the tables [3].

1.3 Aims and Objectives

- I. Provide better products with renowned brands
- II. Fully responsive and customers friendly site
- III. Better search option that allows customers to find specific types of product
- IV. Secure transaction system
- V. Secure admin console

CHAPTER 2

FEASIBILITY STUDY

At this stage, the analyst estimates the urgency of the project and estimates the development cost. In feasibility analysis, we have to study the following:

Technical Feasibility

Technical feasibility focuses on the technical resources available to the organization. Technical feasibility also involves evaluation of the hardware, software, and other technology requirements of the proposed system. For this project the tools and technologies are used all of them are existing technology. And it is possible to make online super shop using technology [5].

Economic Feasibility

Economic feasibility typically involves a cost or benefits analysis of the project, helping to determine the viability, cost, and benefits associated with a project before financial resources are allocated. Online super shop is cost effective than traditional super shop. Within limited cost this project can be made [5].

Legal Feasibility

Legal feasibility investigates whether any aspect of the proposed project conflicts with legal requirements like zoning laws, data protection acts, or social media laws.

Operational Feasibility

Operational feasibility involves undertaking a study to analyze and determine whether and how well the organization's needs can be met by completing the project. Operational feasibility

studies also analyze how a project plan satisfies the requirements identified in the requirements analysis phase of system development. This project is built to reduce the drawback of traditional system. It considers all possible customer requirements to resolve their problem on traditional shopping system [5].

Scheduling Feasibility

Scheduling feasibility is the most important for project success. After all, a project will fail if not completed on time. In scheduling feasibility, an organization estimates how much time the project will take to complete.

System Design Methodology

System design is the solution to the creation of a new system. This phase is composed of several systems. This phase focuses on the detailed implementation of the feasible system. It emphasizes on translating design specifications to performance specification. System design has two phases of development logical and physical design. During logical design phase the analyst describes inputs (sources), out puts (destinations), databases (data sores) and procedures (data flows) all in a format that meats the uses requirements. The analyst also specifies the user needs and at a level that virtually determines the information flow into and out of the system and the data resources. Here the logical design is done through data flow diagrams and database design [6].

Logical Design

Logical design of an information system shows the major features and also how they are related to one another. The first step of the system design is to design logical design elements. This is the most creative and challenging phase and important too. Design of proposed system produces the details of the state how the system will meet the requirements identified during the system analysis that is, in the design phase we have to find how to solve the difficulties faced by the existing system. The logical design of the proposed system should include the details that contain how the solutions can be implemented.

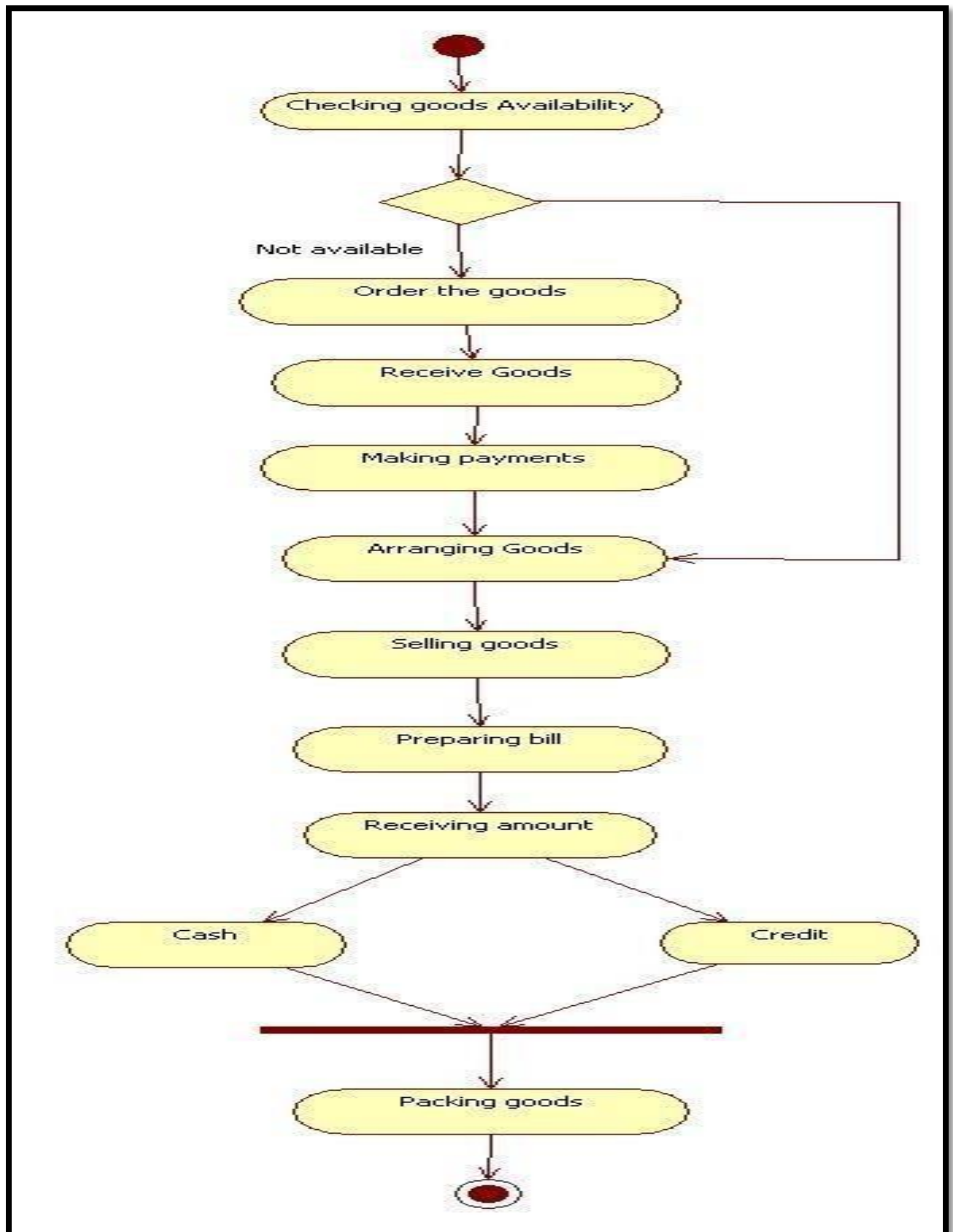


Figure: 2.1: Sequence Diagram

Input Design

The input design is the link between the information system and the user. It comprises the developing specification and procedures for data preparation and those steps are necessary to put transaction data into a usable form for processing data entry. The activity of putting data into the computer for processing can be achieved by inspecting the computer to read data from a written or printed document or it can occur by having people keying the data directly into the system. The design of input focuses on controlling the amount of input required, controlling errors, avoiding delay, avoiding extra steps and keeping the process simple.

The system needs the data regarding the asset items, depreciation rates, asset transfer, and physical verification for various validation, checking, calculation and report generation. The error raising method is also included in the software [7].

Output Design

Computer output is the most important and direct information source to the user. Output design is a process that involves designing necessary outputs in the form of reports that should be given to the users according to the requirements. Efficient, intelligible output design should improve the system's relationship with the user and help in decision making. Since the reports are directing referred by the management for taking decisions and to draw conclusions they must be designed with almost care and the details in the reports must be simple.

E-commerce is fast gaining ground as an accepted and used business paradigm. More and more business houses are implementing web sites providing functionality for performing commercial transactions over the web. It is reasonable to say that the process of shopping on the web is becoming common place [7].

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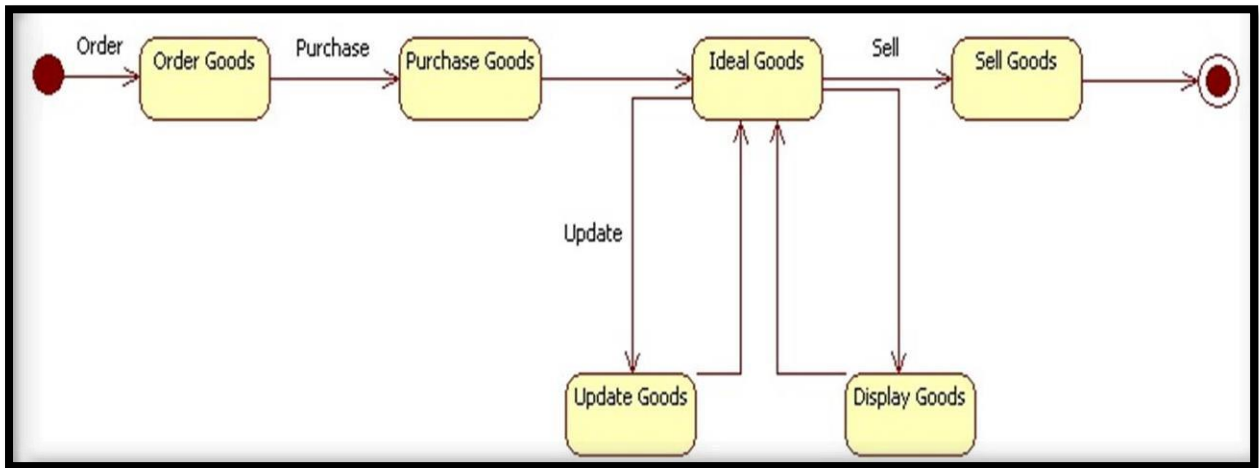


Fig 2.2: sequence Diagram

An online store is a virtual store on the internet where customers can browse the catalog and select products of interest. The selected items may be collected in a shopping cart. At checkout time, the items in the shopping cart will be presented as an order. At that time, more information will be needed to complete the transaction. Usually, the customer will be asked to fill or select a billing address, a shipping address, a shipping option, and payment information such as credit card number [7].

Physical Design

The process of developing the program software is referred to as physical design. We have to design the process by identifying reports and the other outputs the system will produce. Coding the program for each module with its logic is performed in this step. Proper software specification is also done in this step [7].

Modular Design

A software system is always divided into several sub systems that makes it easier for the development. A software system that is structured into several subsystems makes it easy for the development and testing. The different subsystems are known as the modules and the process of dividing an entire system into subsystems is known as modularization or decomposition.

A system cannot be decomposed into several subsystems in any way. There must some logical barrier, which facilitates the separation of each module. The separation must be simple but yet must be effective so that the development is not affected [7].

Database Design

The overall objective in the development of database technology has been to treat data as an organizational resource and as an integrated whole. DBMS allow data to be protected and organized separately from other resources. Database is an integrated collection of data. The most significant form of data as seen by the programmers is data as stored on the direct access storage devices. This is the difference between logical and physical data.

Database files are the key source of information into the system. It is the process of designing database files, which are the key source of information to the system. The files should be properly designed and planned for collection, accumulation, editing and retrieving the required information [8].

The organization of data in database aims to achieve three major objectives: - a.

Data integration.

b. Data integrity.

c. Data independence.

The proposed system stores the information relevant for processing in the MS SQL SERVER database. This database contains tables, where each table corresponds to one particular type of information. Each piece of information in table is called a field or column. A table also contains records, which is a set of fields. All records in a table have the same set of fields with different information. There are primary key fields that uniquely identify a record in a table. There are also fields that contain primary key from another table called foreign key [9].

CHAPTER 3

METHODOLOGY

3.1 Methodology

Methodology describes the manner in which data is collected, analyzed and interpreted.

Process Model

A Process Model tells us about how the data is processed and how the data flows from one table to another to gather the required information.

In my project I have used Waterfall Model because waterfall Model illustrates the software development process in a linear sequential flow. This means that any phase in the development process begins only if the previous phase is complete. In this waterfall model, the phases do not overlap [4].

The sequential phases in Waterfall model are –

- **Requirement Gathering and analysis** – All possible requirements of the system to be developed are captured in this phase and documented in a requirement specification document.
- **System Design** – The requirement specifications from first phase are studied in this phase and the system design is prepared. This system design helps in specifying hardware and system requirements and helps in defining the overall system architecture.
- **Implementation** – With inputs from the system design, the system is first developed in small programs called units, which are integrated in the next phase. Each unit is developed and tested for its functionality, which is referred to as Unit Testing.
- **Integration and Testing** – All the units developed in the implementation phase are integrated into a system after testing of each unit. Post integration the entire system is tested for any faults and failures.

- **Deployment of system** – Once the functional and non-functional testing is done; the product is deployed in the customer environment or released into the market.

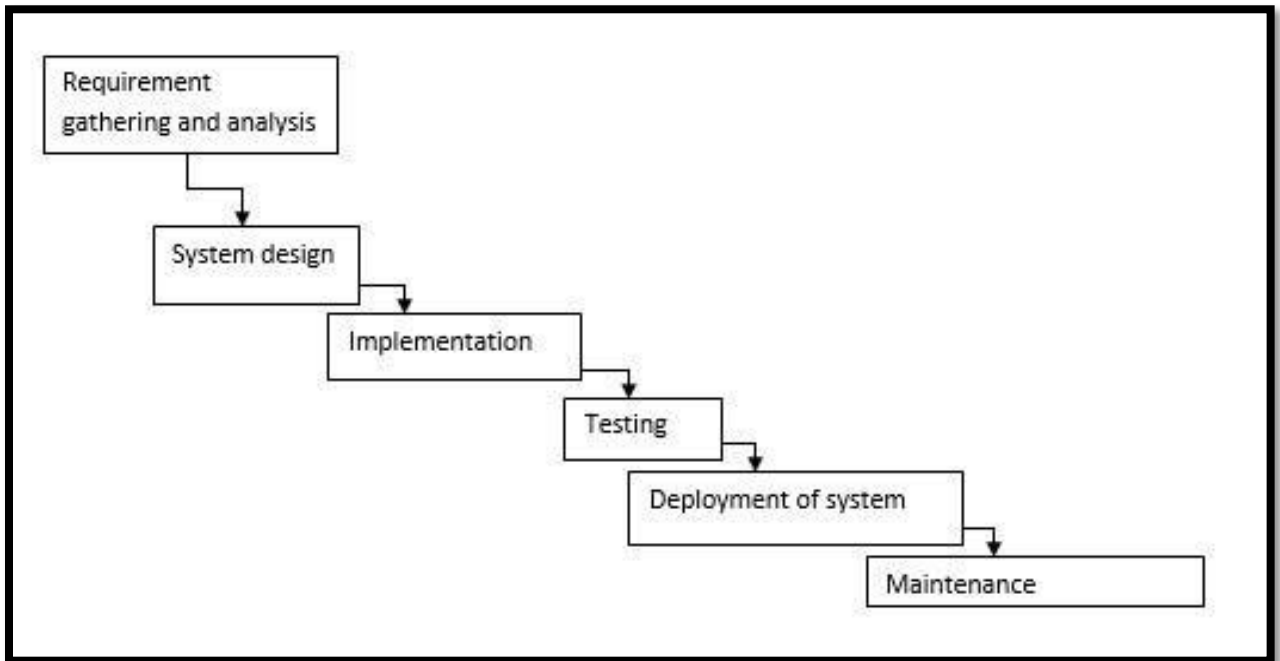


Figure 3.1: Waterfall Model

3.2 Tools

Web server (Apache):

Apache is the most widely used web server software. Developed and maintained by Apache Software Foundation. Apache HTTP Server is generally recognized as the world's most popular HTTP web server. It's fast and secure and runs over half of all web servers around the globe.

PHP:

PHP means Hypertext Preprocessor is a server side scripting language designed for web development. PHP code may be embedded into HTML code, or it can be used in combination with various web template system, web content management systems, and web frameworks.

MySQL:

MySQL is an open-source relational database management system (RDBMS). With PHP, we can connect to and manipulate databases. MySQL is the most popular database system used with PHP.

Bootstrap:

Bootstrap is a free and open-source front-end framework for designing websites and web applications. Bootstrap includes HTML and CSS based design templates for typography, forms, buttons, tables, navigation, modals, image carousels and many other, as well as optional JavaScript plugins. Bootstrap also gives you the ability to easily create responsive designs.

HTML 5 and CSS 3:

Hypertext Markup Language, a standardized system for tagging text files to achieve font, color, graphic, and hyperlink effects on World Wide Web pages. It is a markup language used for structuring and presenting content on the World Wide Web. It is the fifth and current version of the HTML standard.

CSS is the language for describing the presentation of Web pages, including colors, layout, and fonts. It allows one to adapt the presentation to different types of devices, such as large screens, small screens, or printers. CSS is independent of HTML and can be used with any XML-based markup language.

Text Editor:

A text editor is a type of computer program that edits plain text. In this project I use a text editor named Brackets. It is a modern, open source text editor that understands web design.

A database is a collection of data that is organized in such a way that its contents can easily be accessed and manipulated. A database management system (DBMS) or database engine can be defined as a collection of interrelated data and a set of programs used for storing, access, retrieve and modify those data in a uniform and convenient way. Database system is not only providing file capabilities, but also organizes data in a manner that satisfying sophisticated queries. The most popular style of database system is the relational database system. Object-oriented databases have also become popular in recent years. A language called SQL (Structured Query Language) is used to interact with the database. Some popular relational database software packages are MySQL, MS Access [10].

3.3 Data Flow Model

A data model is a conceptual representation of the data structures that are required by a database. The ERD serves as a blue print from which a relational database maybe deduced. Figure 1 shows the ERD for the project and later we will show the transformation from ERD to the Relational model [11].

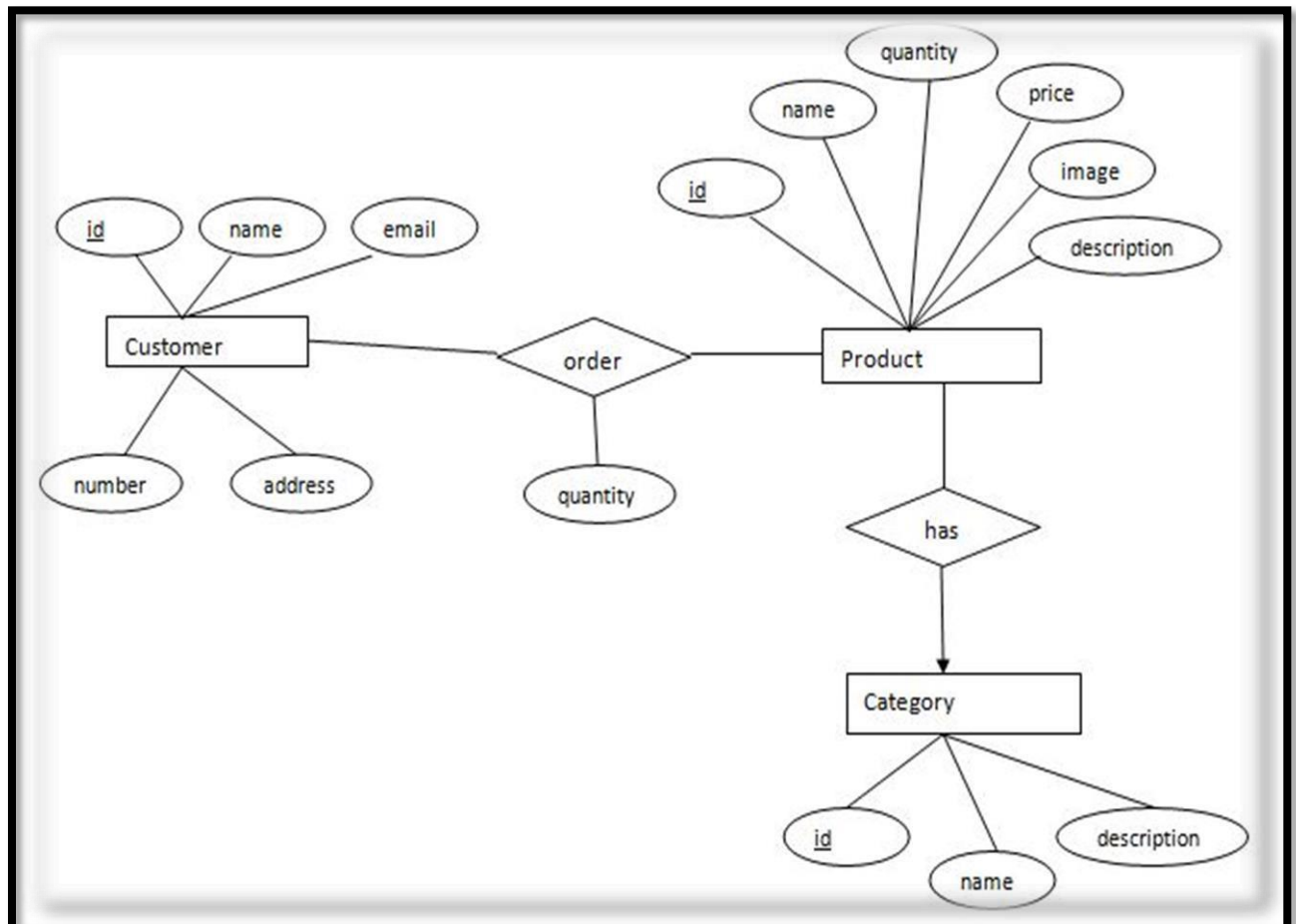


Figure 3.3: ER diagram of online super shop.

3.4 ER to Relational Mapping

In online super shop system customer can order many products. And a product can be bought by many customers. So the relation between the customer and product is many-to-many. For a product has only one specific category and for a category may contain many products. So the relation between product and category is a one-to-many relationship [12].

3.5 Entity

Customer (id, name, address, number, email)

Product (id, name, quantity, price, image, description)

Category (id, name, description)

In order to implement a many-to-many relationship in a database, it is necessary to break the relationship down into two one-to-many relationships. In doing so, a third table is created containing the primary keys of the two original tables. So for our order relationship we break it into two table name customer order and ordered product.

Customer order (id, cust_id, amount)

Ordered product (cust_order_id, pro_id, quantity)

3.6 Usecase Diagram:

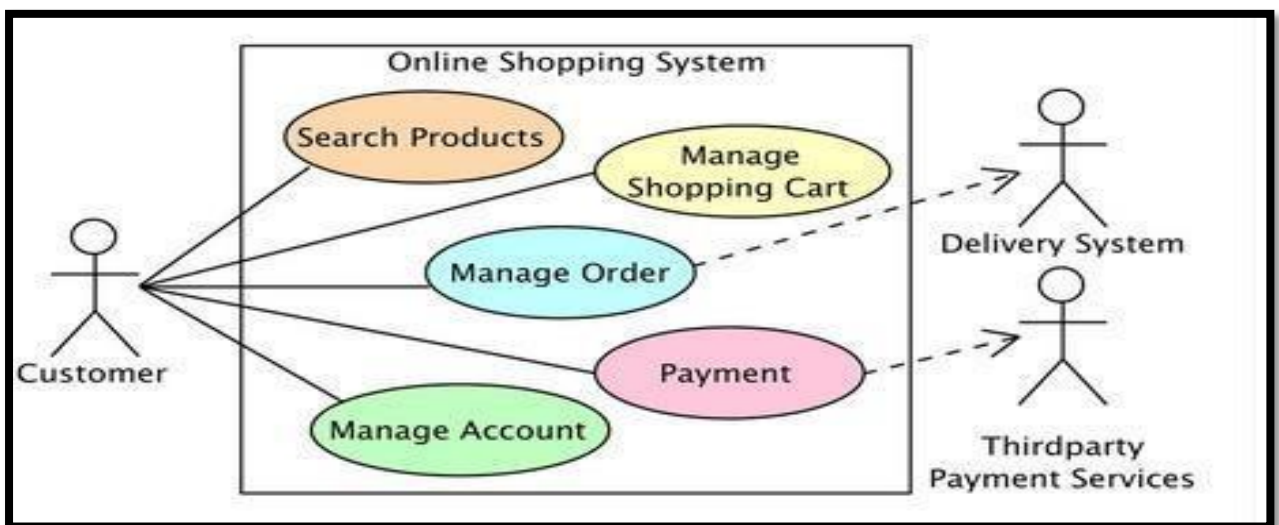


Figure 3.6: Usecase Diagram

In Fig 3.5:

- a) **Search Products:** The customer can search the desired products by the keywords, and the system displays the candidate products to the customers for further examinations.
- b) **Shopping Cart:** When customers found the desired products, they can add the products to the shopping cart if the products are available, e.g., in the stock. The customer can also check the state of the shopping cart in any time, while they find some dislike products in the cart, they can quickly remove them, and when they like to buy more, the customer also can change the number of the item in the shopping car. E.g., there is already one Nike Shoes in Jack's shopping

car, and Jack likes to buy one more for his daddy, he could quickly change the number of shoes in the shopping cart [13].

c) **Manage Order:** When shopping cart is ready, the customer can place the order under his account. That means the customer must have an account and log into the system. Moreover, at least one address must be added to their accounts for receiving products. But if the customers have more than one addresses, the system will ask them to choose one for the shipment. Once customers logged into the system, they can check the state of order at any time, which will show whether the order is paid or not. Even the customer can track their products through the delivery system once their products are sent out [13].

d) **Payment:** While placing the order, the customers must choose the payment approach. If they choose cash on delivery, the cash must be given to the delivery man when receiving products. If the customers choose online payment, the system will check his balance under the account, if the account has not enough balance to pay, the system must ask the customers to pay with their credit cards through third party payment services [13].

e) **Manage Account:** If customers are the first time to use this online shopping system, they must register membership before checking order out. The customers can modify their information at any time, which includes delivery addresses as well as their credit cards information.

3.7: UML Use case Diagram:

UML Use Case Diagrams. Use case diagrams are usually referred to as behavior diagrams used to describe a set of actions (use cases) that some system or systems (subject) should or can perform in collaboration with one or more external users of the system (actors).

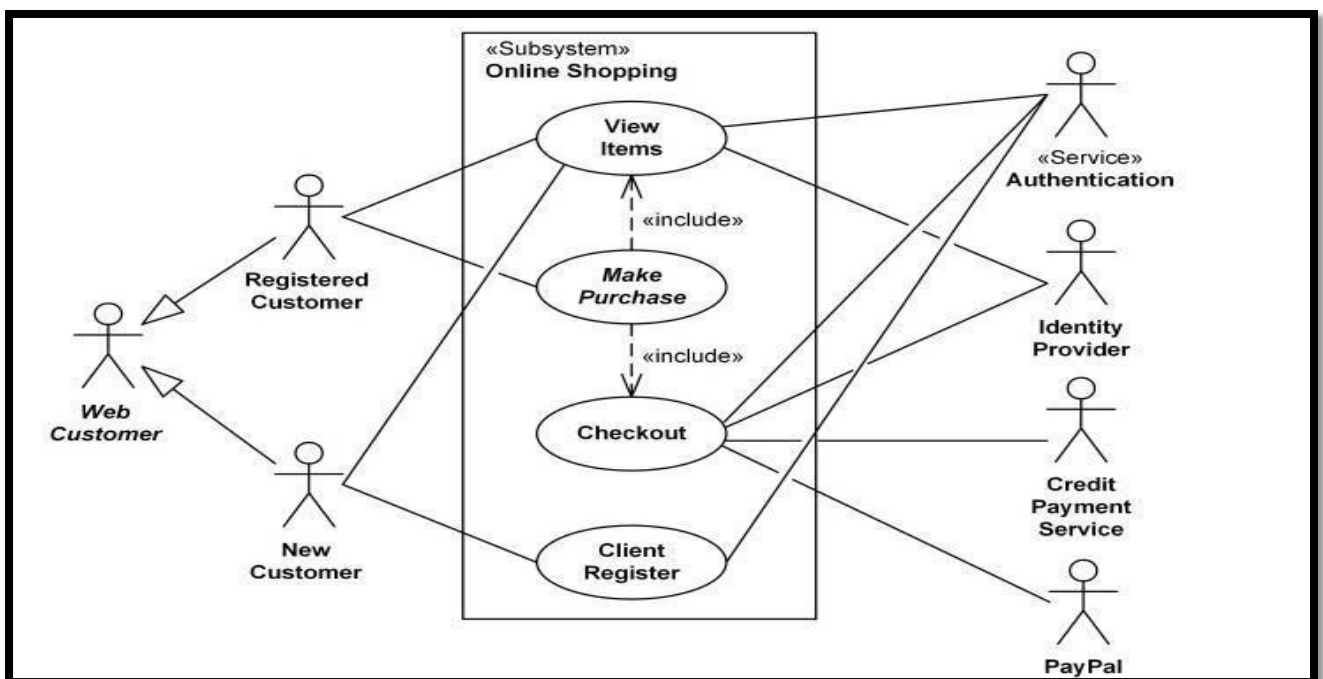


Figure 3.7: UML Use case Diagram

CHAPTER 4

WORKING PROTOTYPE TEMPLATE

Super Shop handles all steps in the transaction process from showcasing and receiving orders for the products to delivering it to the customers and completing the payment procedures.

4.1 Homepage

This is the main homepage of my project online super shop where the content is given of user Login, sign up, Home, Category, cart and Contact menu with little description. The user can see the list of products that are available. The user can search for products by entering the search term into the search textbox provided on the top. A user can drag and drop a product in the cart. A user can view the complete description of the product by clicking details [14].

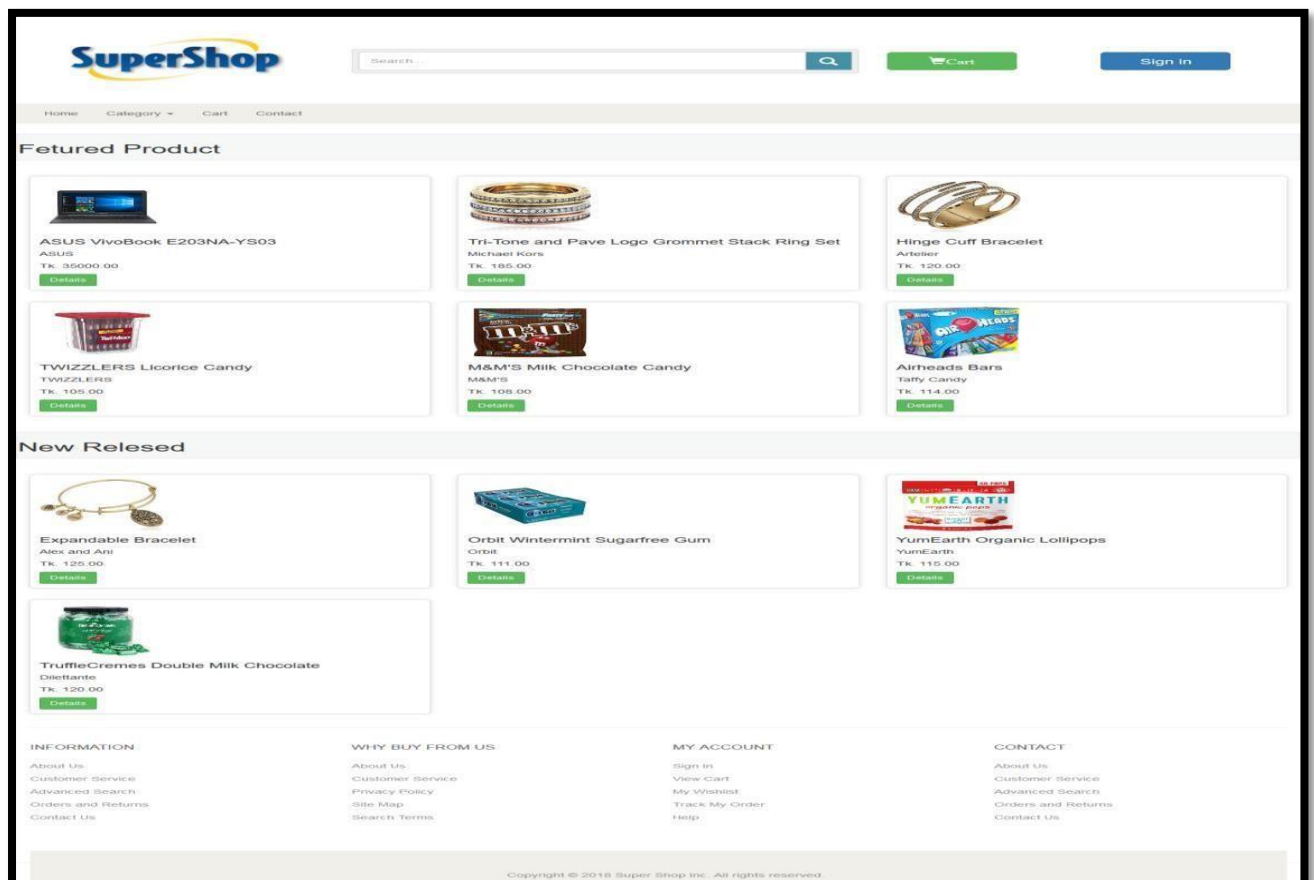


Figure 4.1: Website Homepage

4.2 Product Description Module

This module starts when a user visits the product details page. A user can view the complete specification of the product features and related products of the desired product.

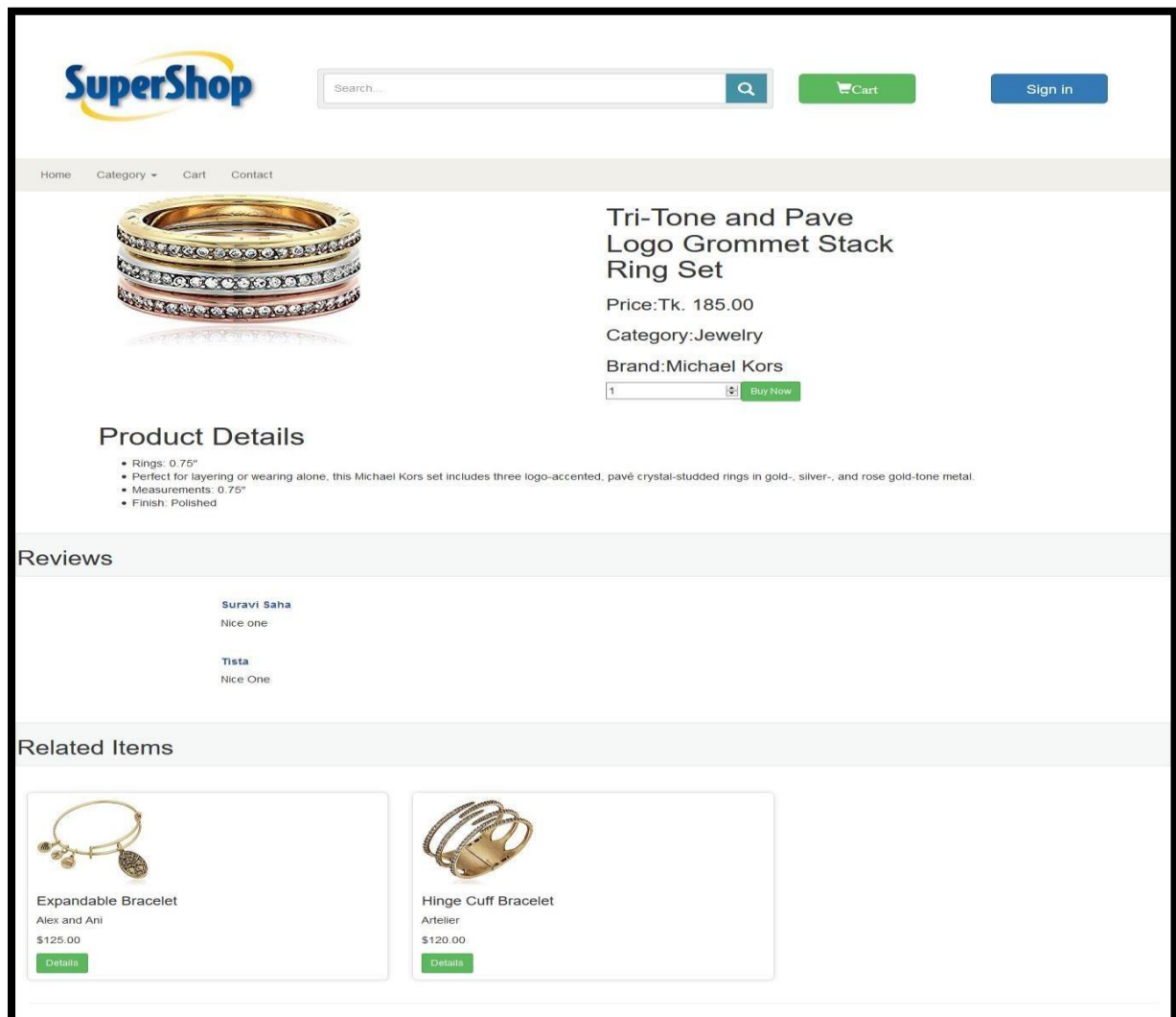


Fig 4.2: Product Description Module

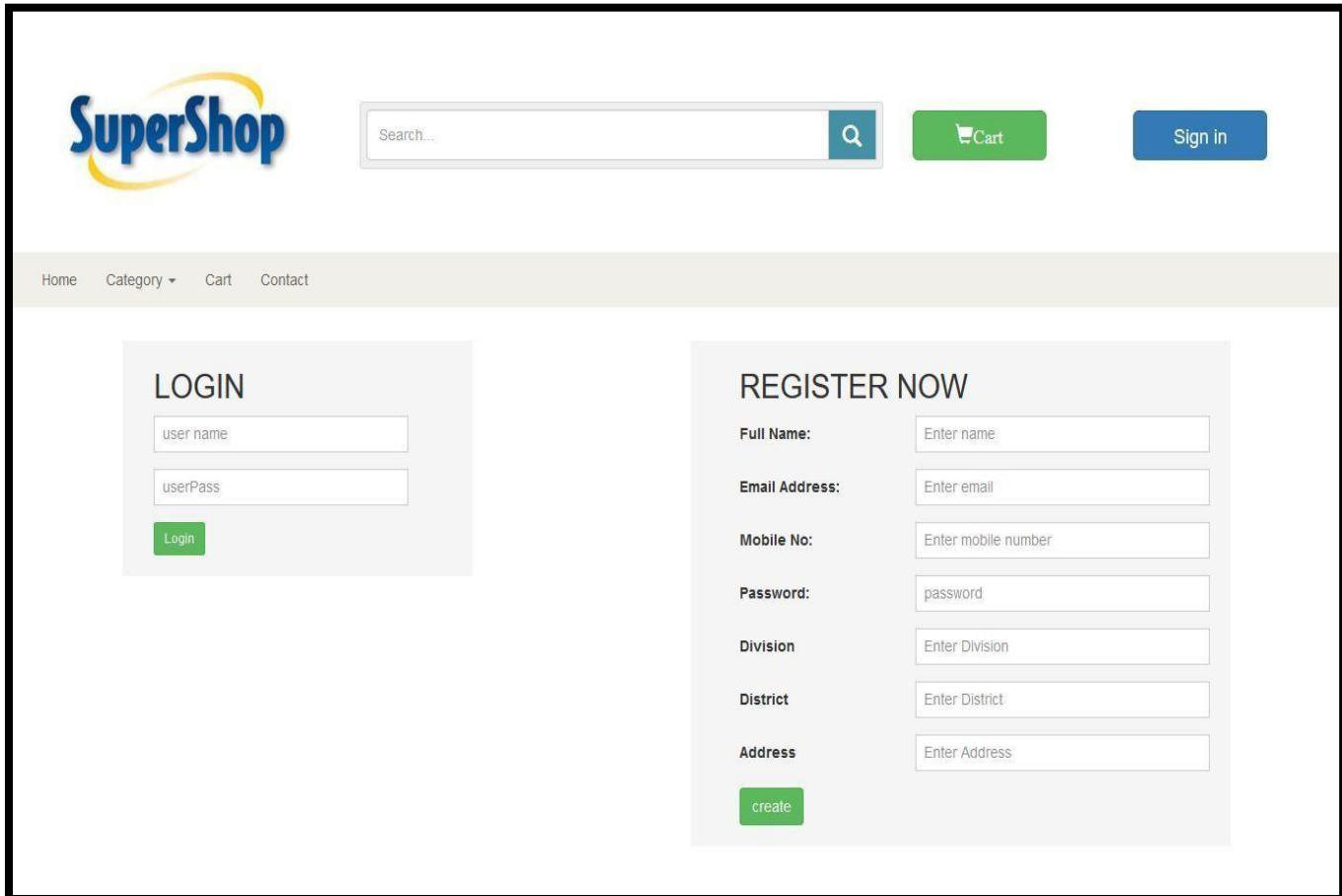
. A user can also view the reviews of the product. A user can also write a review for the product. A user can also write a review by clicking on the write review tab.

There will also be suggestion for related items. Customer can also see those products by clicking details. If they want to buy those products they can click buy now and send the

products into the shipping cart and by clicking “Continue shopping” they can go to the homepage [15].

4.3 User Log-In and Registration page

When a customer wants to buy something he or she has to Log-in to the page.



The screenshot displays the 'SuperShop' website interface. At the top, there is a logo on the left, a search bar with a magnifying glass icon in the center, and a green 'Cart' button and a blue 'Sign in' button on the right. Below the header is a navigation bar with links for 'Home', 'Category' (with a dropdown arrow), 'Cart', and 'Contact'. The main content area is divided into two columns. The left column is titled 'LOGIN' and contains two input fields labeled 'user name' and 'userPass', followed by a green 'Login' button. The right column is titled 'REGISTER NOW' and contains several input fields: 'Full Name', 'Email Address', 'Mobile No.', 'Password', 'Division', 'District', and 'Address'. Each field has a placeholder text (e.g., 'Enter name', 'Enter email'). At the bottom of the registration form is a green 'create' button.

Figure 4.3: User Log-In and Registration page

With a user name and password, a user can log in to the page or by registering into the site a user can visit the site [16].

4.4 Shopping Cart Module

This module starts when the user views the shopping cart. All the products that have been added to the shopping cart by the user are listed along with their price and the quantity. The total price of all the products added to cart is displayed. A user can edit the quantity of each product or remove the product from the shopping cart. A user can remove the product from the cart by

clicking a button or by dragging the product and dropping it outside the cart. The total price changes accordingly when a user edits the quantity of a product or when a product is removed from the cart [17]

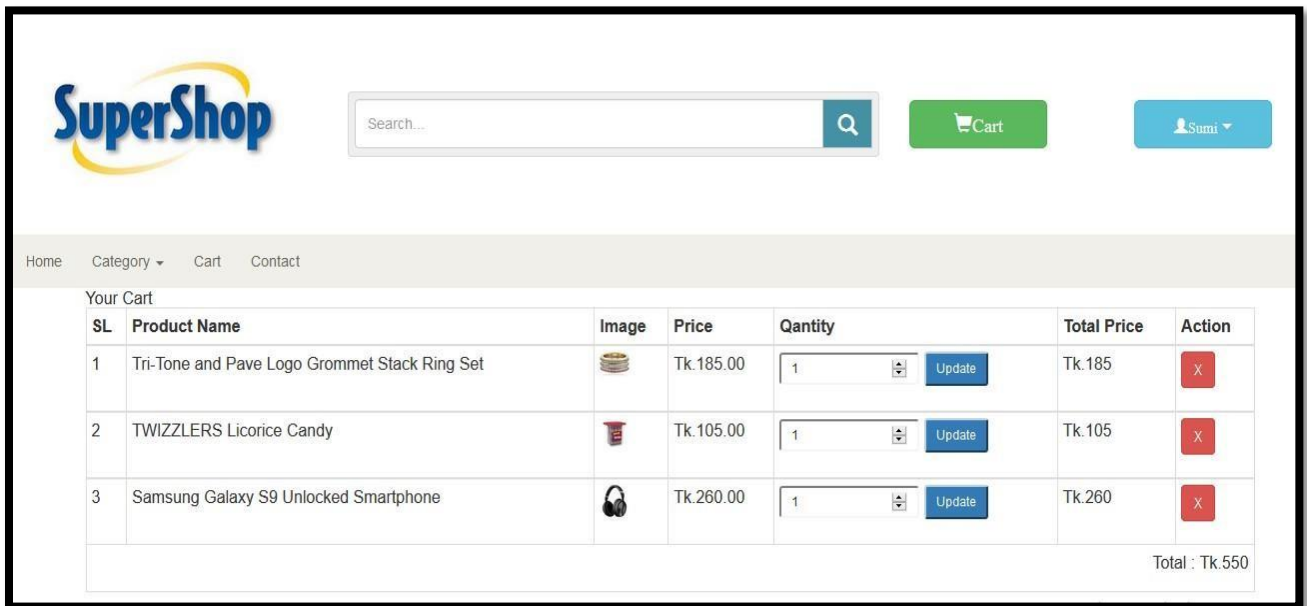


Figure 4 .4: Shopping Cart Module

4.5 Payment method

There are two types of payment method in this site. One is cash on delivery and other in online payment like Bikash. The procedure of cash on delivery is shown below:

ADDRESS

Full Name:

Mobile No:

Division:

District:

Address:

Payment Method:

You have 3 items in your cart

Total: Tk. 550.00

Shipping: Tk. 60

Payable Total: Tk. 600

Figure 4. 5: Payment method

4.6 Cash on delivery process

Customer can pay for product as their convenient way. This is the Cash on delivery process:

The screenshot displays the 'Cash on Delivery' page on the SuperShop website. The page layout includes a header with the SuperShop logo, a search bar, a cart icon, and a user profile dropdown. Below the header is a navigation bar with links to Home, Category, Cart, and Contact. The main content area is titled 'Cash on Delivery' and features a section for 'Your Payable Amount: Tk. 343'. Below this, a 'How to Pay' section provides instructions: clicking 'Confirm Order', receiving the parcel within 5-7 working days, and paying to the delivery man. At the bottom of this section are 'Back' and 'Confirm Order' buttons. To the right, an 'Order Summary' sidebar shows 'You have 2 items in your cart', a total of Tk. 293.00, shipping of Tk. 50, and a payable total of Tk. 343. The shipping address is listed as Suravi Saha with a mobile number.

SuperShop

Search...

Cart

Suravi Saha

Home Category Cart Contact

Cash on Delivery

Your Payable Amount: **Tk. 343**

How to Pay

- Click on "Confirm Order".
- You will get the parcel of happiness within 5-7 working days.
- After receiving the parcel, pay to the delivery man.

Order Summary

You have 2 items in your cart

Total: Tk. 293.00

Shipping: Tk. 50

Payable Total: Tk. 343.

Shipping Address

Suravi Saha
Mobile: 01835567893

Figure 4 .6: Cash on delivery process

When the order is confirmed by the customer a confirmation message will be shown:

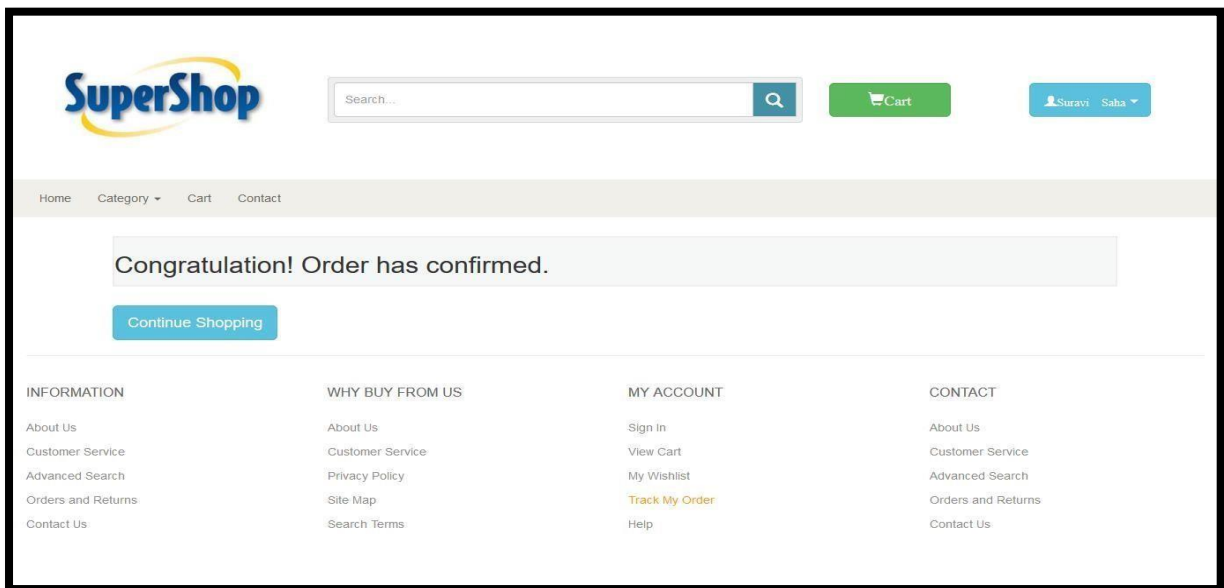


Figure 4 . 6(a): Confirmation of cash on delivery process

4.7 Bkash payment

If any customer want to pay on online they can use Bkash payment procedure. The process is shown below:

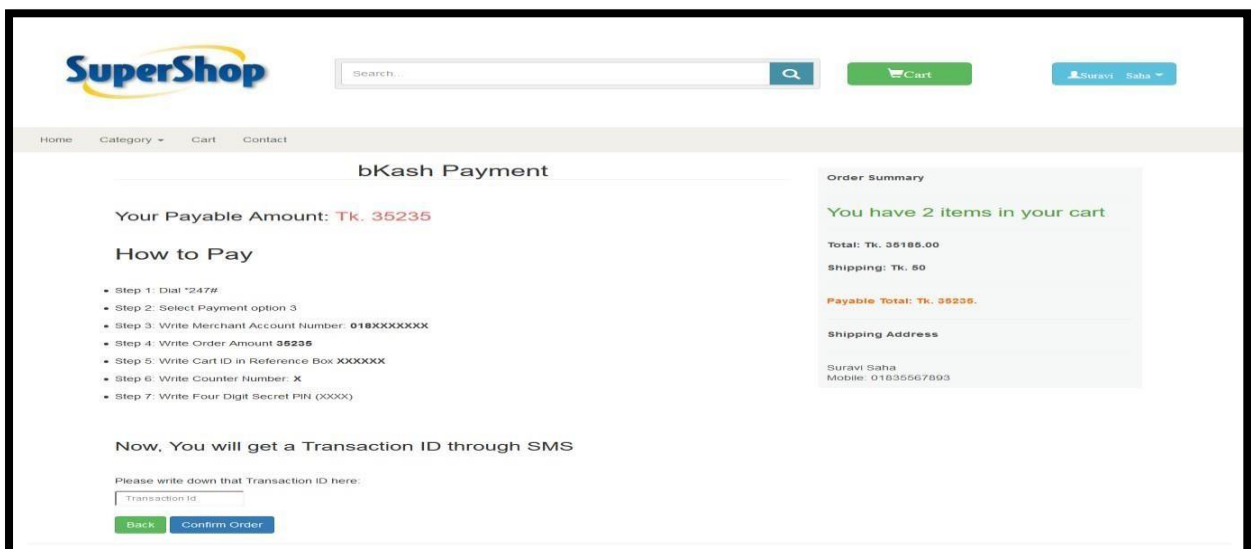


Figure 4 . 7: Bkash payment procedure

4.8 User section

A user can view and edit his/her profile, they can view their ordered product, and review and they can change their password if they want.

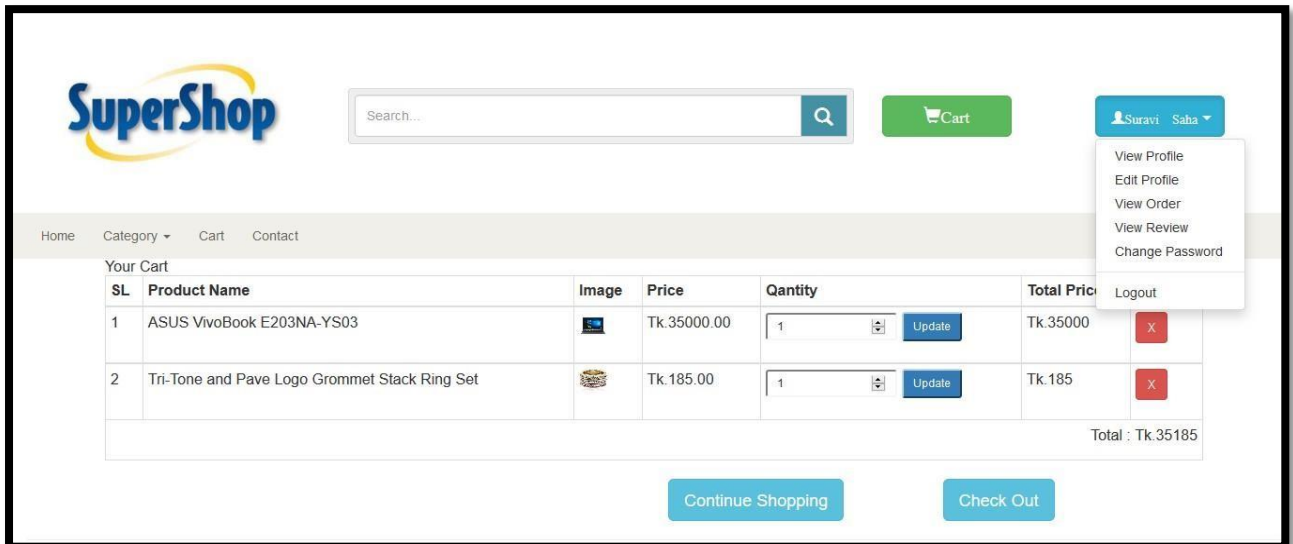


Figure 4 . 8: User section

4.9 User account information

After Log-in into the page if customer want he or she can view his or her account information.

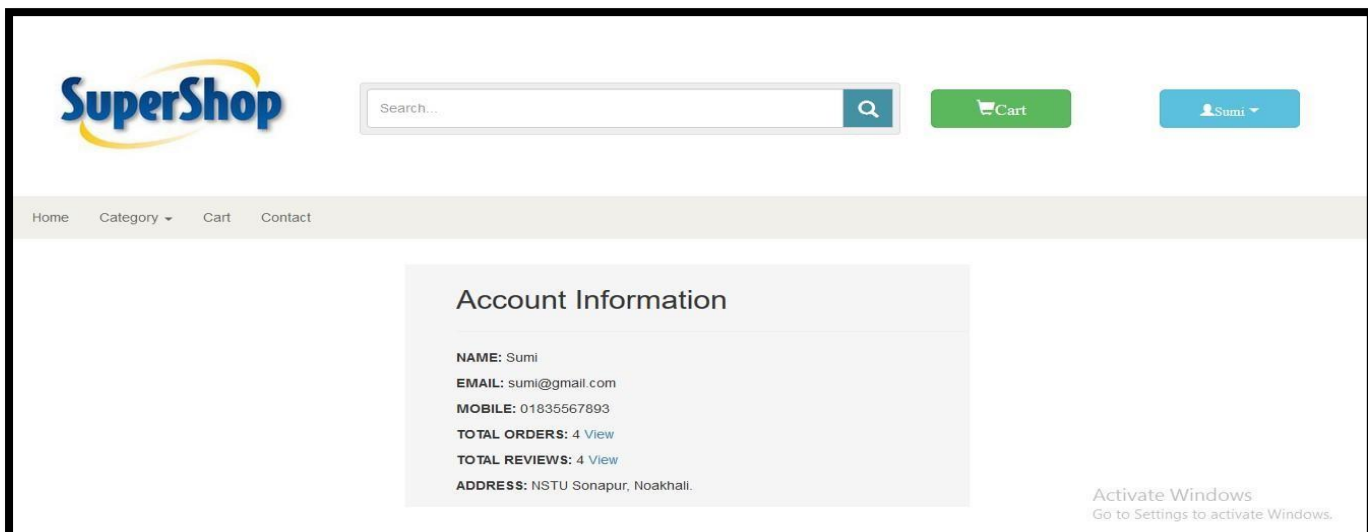
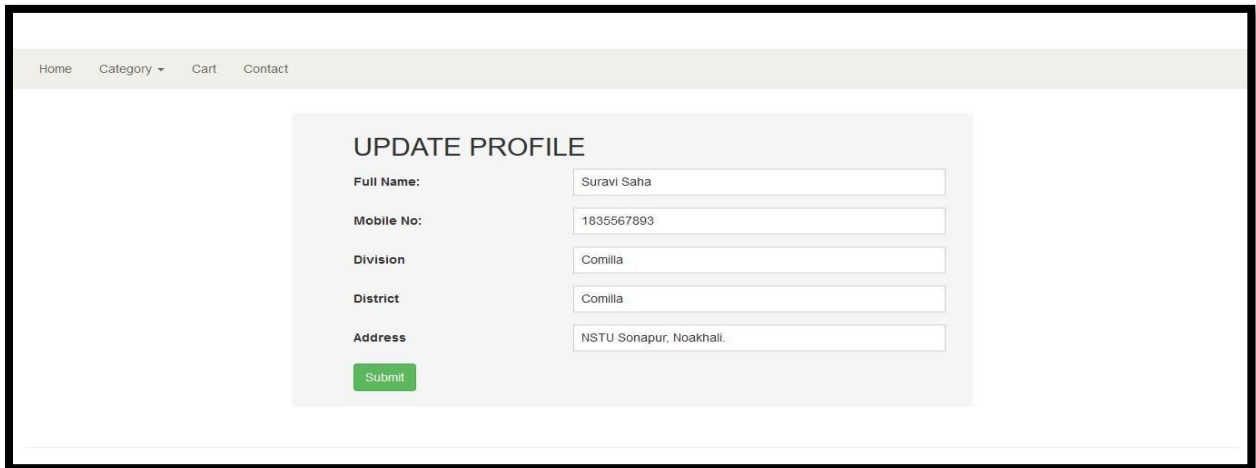


Fig 4 . 9: User account information

4.10 User profile Update

If customer want to update his or her profile they can do so. The procedure is given below:



Home Category Cart Contact

UPDATE PROFILE

Full Name: Suravi Saha

Mobile No: 1835567893

Division: Comilla

District: Comilla

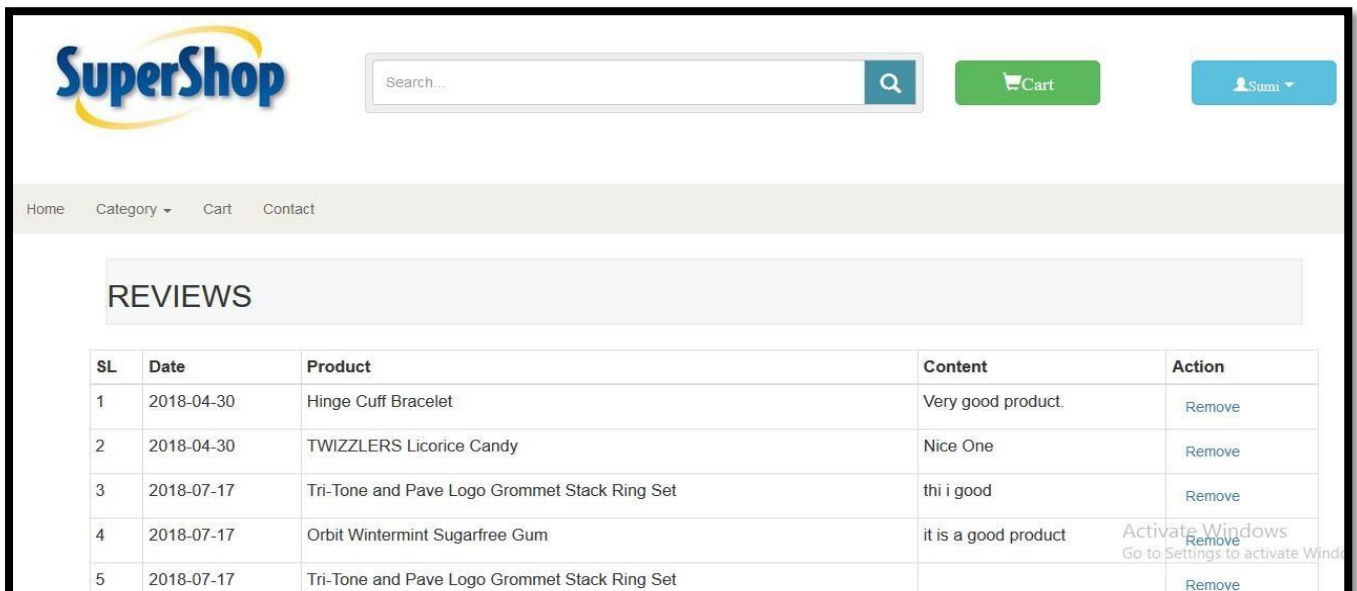
Address: NSTU Sonapur, Noakhali.

Submit

Fig 4 . 10: User profile Update

4.11 Customer review

Customer can see where they give review of a product. Only the registered customer can give review of a product. They can change or delete review if they want [18].



SuperShop Search... Cart Sumi

Home Category Cart Contact

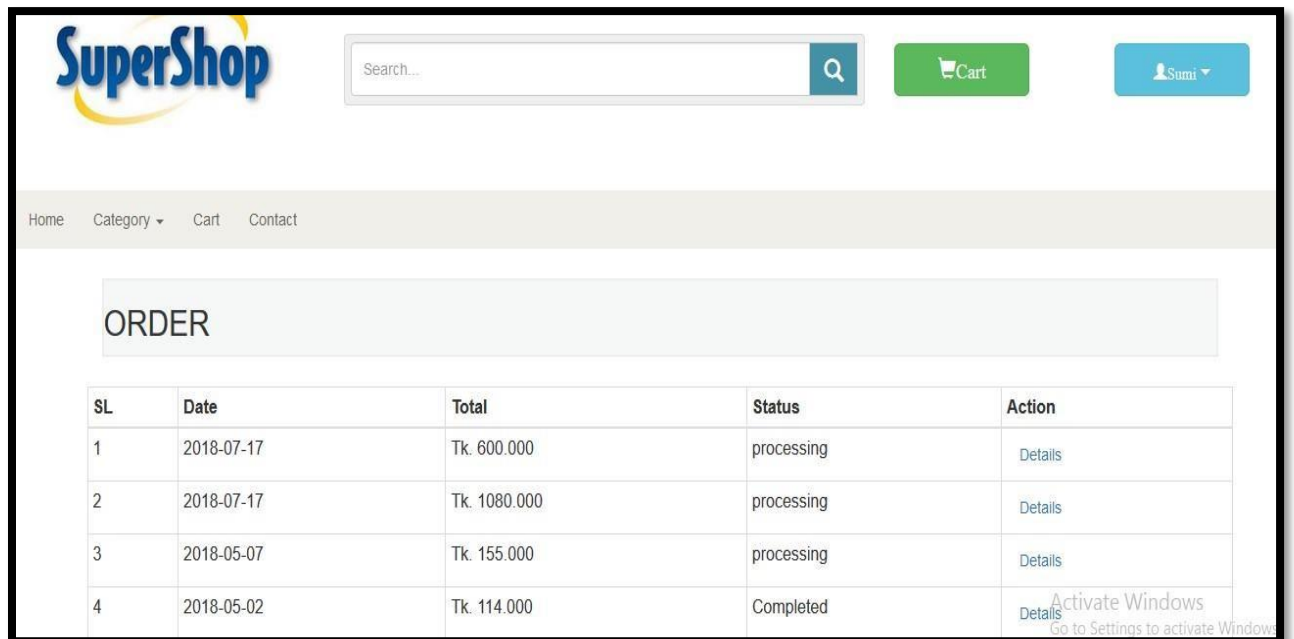
REVIEWS

SL	Date	Product	Content	Action
1	2018-04-30	Hinge Cuff Bracelet	Very good product.	Remove
2	2018-04-30	TWIZZLERS Licorice Candy	Nice One	Remove
3	2018-07-17	Tri-Tone and Pave Logo Grommet Stack Ring Set	thi i good	Remove
4	2018-07-17	Orbit Wintermint Sugarfree Gum	it is a good product	Remove
5	2018-07-17	Tri-Tone and Pave Logo Grommet Stack Ring Set		Remove

Fig 4 . 11: Customer review

4.12 Order List

Customer can view their ordered list.

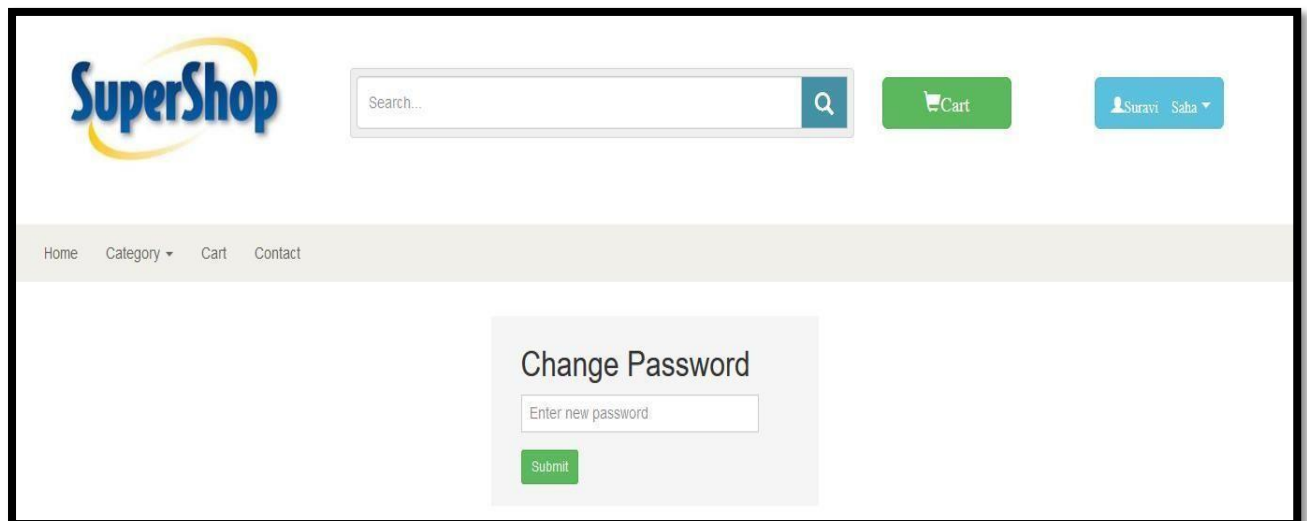


SL	Date	Total	Status	Action
1	2018-07-17	Tk. 600.000	processing	Details
2	2018-07-17	Tk. 1080.000	processing	Details
3	2018-05-07	Tk. 155.000	processing	Details
4	2018-05-02	Tk. 114.000	Completed	Details

Fig 4 . 12: Order List

4.13 Change User password:

A user can change his or her password for the purpose of logging into the page.



Change Password

Fig 4 . 13: Change User password

4.14 Search categories

A user can search any kind of product they desired. They can search by writing any keywords.

If the product is available it will be shown.

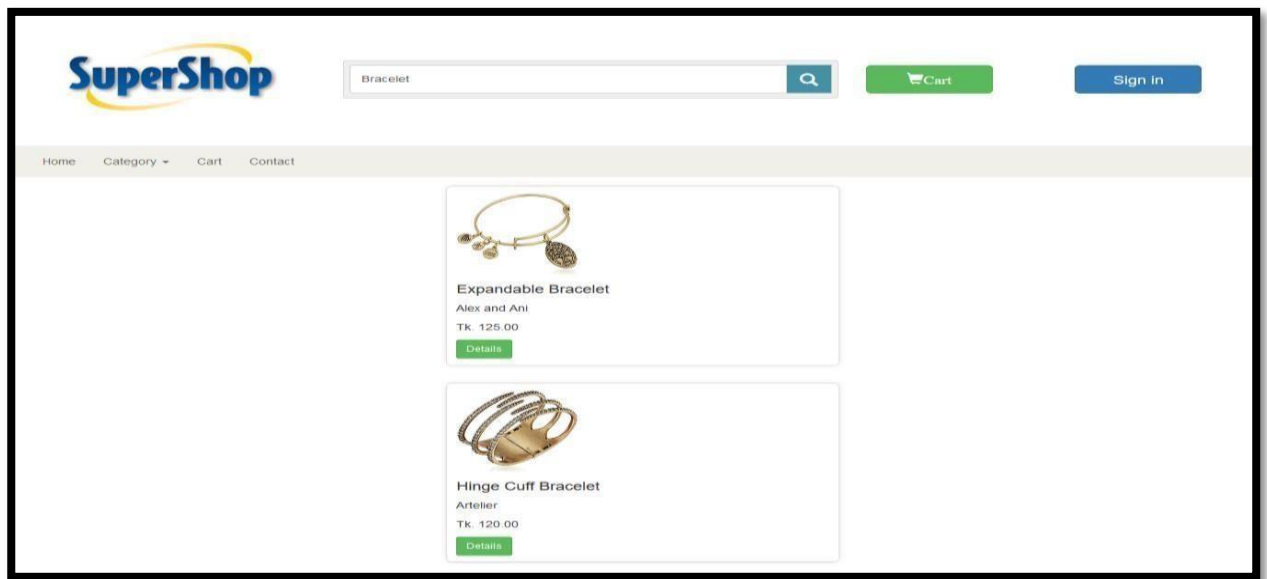


Figure 4 . 14: Search categories

If the searched keyword is not matched to any product of the shop then a message will be showed:

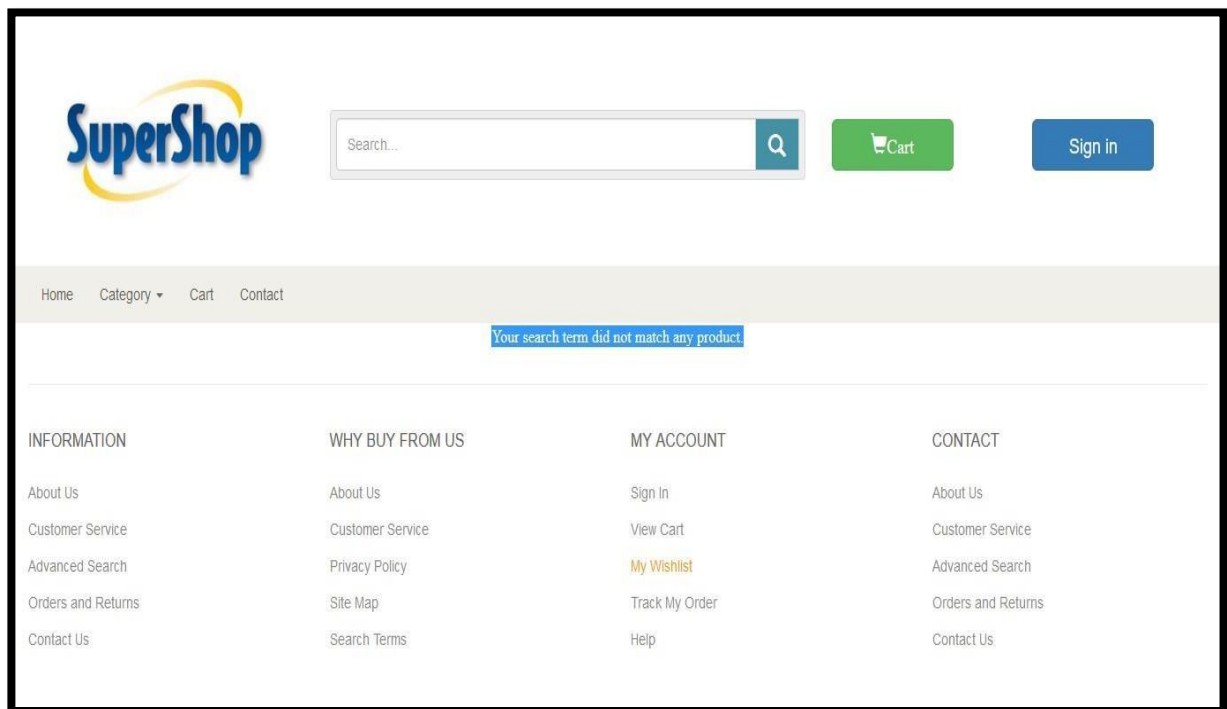


Figure 4 . 15: Search categories

4.15 Admin-Login

This is admin log-in page. An admin can ➤

Add & Delete User.

- Add, Edit & Delete Category.
- Update anything with the demand of customer.



The image shows a web form titled "Admin Login". It has a blue header bar with the title. Below the header, there are two input fields: "Username" with the placeholder text "user name" and "Password" with the placeholder text "password". Below these fields is a blue "Submit" button.

Fig 4 . 15: Admin log-in

4.16 Overview of the admin page

After Log in to the Admin page admin can see a full overview of the products.

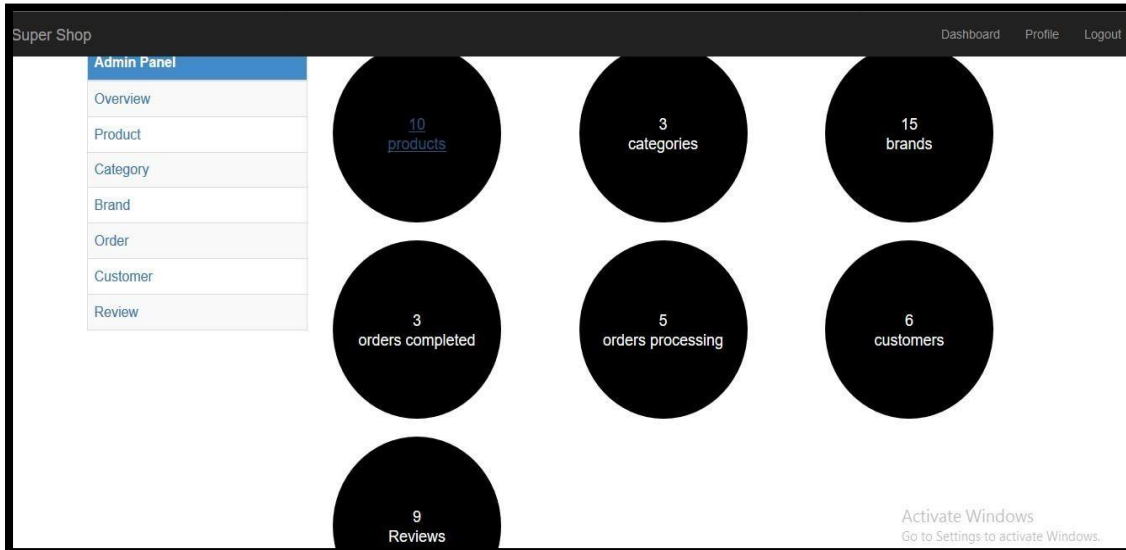


Figure 4 . 16: Overview of the admin page

4.17 Product List:

An admin can see how much product is available how much category they have, their price etc [19].

Admin Panel	Product List Create Product >>						
Overview	Sl. No.	Name	Category	Brand	Image	Price	Action
Product	1	Samsung Galaxy S9 Unlocked Smartphone	Hardware	Dell		Tk. 260.00	Edit Delete
Category	2	Airheads Bars	Foods	Taffy Candy		Tk. 114.00	Edit Delete
Brand	3	TruffleCremes Double Milk Chocolate	Foods	Dilettante		Tk. 120.00	Edit Delete
Order	4	M&M'S Milk Chocolate Candy	Foods	M&M'S		Tk. 108.00	Edit Delete
Customer	5	YumEarth Organic Lollipops	Foods	YumEarth		Tk. 115.00	Edit Delete
Review	6	TWIZZLERS Licorice Candy	Foods	TWIZZLERS		Tk. 105.00	Edit Delete

Figure 4 . 17: Product list

4.18 Update product

An admin can update any kind of product if required: Fig

Super Shop

Dashboard Profile Logout

CREATE PRODUCT

Back

Name

enter name

Category

Select Category

Brand

Select Brand

Description

Activate Windows

Go to Settings to activate Windows.

4.18: Update product

4.19 Create product

An admin can create new product. Create product page is given below:

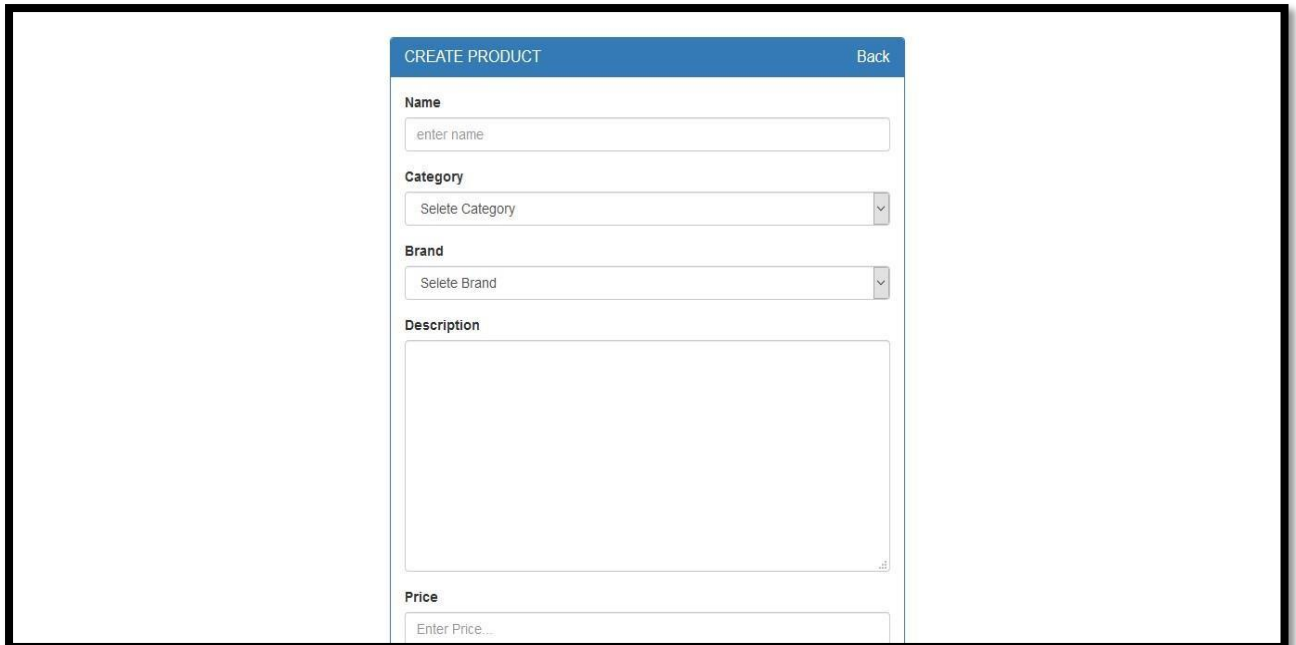
The image shows a web form titled 'CREATE PRODUCT' with a 'Back' button in the top right corner. The form contains several input fields: a text field for 'Name' with the placeholder 'enter name', a dropdown menu for 'Category' with the placeholder 'Selete Category', another dropdown menu for 'Brand' with the placeholder 'Selete Brand', a large text area for 'Description', and a text field for 'Price' with the placeholder 'Enter Price...'. The form is set against a light blue background.

Fig 4.19: Create product

4.20 Ordering process

An admin can see the customer details such as which product are ordered by the customer, how much the quantity of the product, what is the review of the product given by the customer etc. An admin have the power to delete any kind of negative review of the product. After performing a successful transaction admin make complete the processing order [2].

Admin Panel	Processing Order					
Overview	Sl. No.	Date	Customer	Amount	Details	Action
Product	1	2018-05-07	Sumi	Tk. 155.000	Details	Make Complete
Category	2	2018-07-17	Sumi	Tk. 1080.000	Details	Make Complete
Brand	3	2018-07-17	Sumi	Tk. 600.000	Details	Make Complete
Order	4	2018-05-04	Tania	Tk. 175.000	Details	Make Complete
Customer						
Review						

Fig 4 .20: Processing order

4.21 Customer details

Admin are able to see all customer details who ordered product, total quantity of the product, where they give review of the product, customer address and mobile number [21].

Admin Panel	Processing Order					
Overview	Sl. No.	Date	Customer	Amount	Details	Action
Product	1	2018-05-07	Sumi	Tk. 155.000	Details	Make Complete
Category	2	2018-07-17	Sumi	Tk. 1080.000	Details	Make Complete
Brand	3	2018-07-17	Sumi	Tk. 600.000	Details	Make Complete
Order	4	2018-05-04	Tania	Tk. 175.000	Details	Make Complete
Customer	5	2018-05-06	Pew Kaha	Tk. 272.000	Details	Make Complete
Review						

Figure 4 .21: Customer details

4.22 Category list

Admin can see category list of all products. An admin can take action if necessary by removing content.

Admin Panel	Category List					
Overview						
Product						
Category						
Brand						
Order						
Customer						
Review						
	SL	Date	Product	Customer	Content	Action
	1	2018-04-30	Hinge Cuff Bracelet	Sumi	Very good product.	Remove
	2	2018-04-30	TWIZZLERS Licorice Candy	Sumi	Nice One	Remove
	3	2018-07-17	Tri-Tone and Pave Logo Grommet Stack Ring Set	Sumi	thi i good	Remove
	4	2018-07-17	Orbit Wintermint Sugarfree Gum	Sumi	it is a good product	Remove
	5	2018-07-17	Tri-Tone and Pave Logo Grommet Stack Ring Set	Sumi		Remove

Figure 4 .22: Category list

CHAPTER 5

CONCLUSION & FUTURE WORK

Conclusion

This project helps in understanding the creation of an interactive web page and the technologies used to implement it. The design of the project which includes Data Model and Process Model illustrates how the database is built with different tables how the data is accessed and processed from the tables. In Future this project will be developed with much more functionality and product variety [22].

Limitation

Though it is one of the most simple and useful website but it too has some limitations. We avoided many of the complications by keeping it simply [23]. But it is still contains some limitations. Some more limitations of the website are written below.

- ✓ It is an online website.
- ✓ Users can only use it by internet.
- ✓ The website is designed with only English language.
- ✓ Messenger system isn't available in this system.

Future work:

In Future this project will be developed with much more functionality and product variety. It will be developed for the mobile user so that they can access from mobile phone using mobile app. More payment option will be added in future [25].

- ✓ The websites decoration will be enhanced.
- ✓ Add instant massaging facilities for the user.
- ✓ The system will be developed as more users friendly GUI.

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