



QuickShop

(ONLINE SHOPPING WEBSITE AND DELIVERY SYSTEM)

A Report for the Evaluation 3 of Project 2

Submitted by

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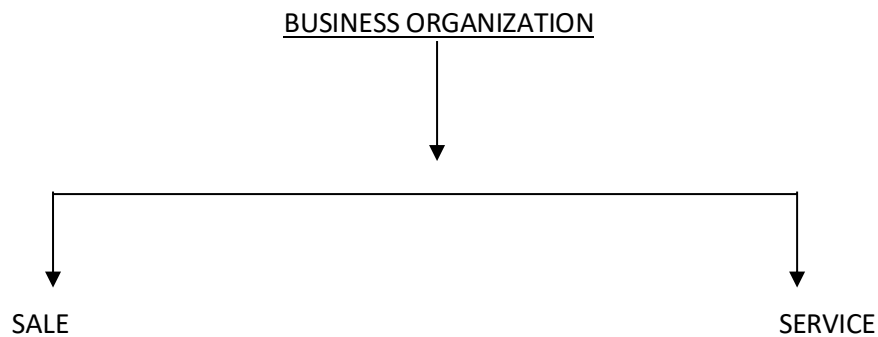
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Professor
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INTRODUCTION

QuickShop is a web-based application intended to provide automated solution and services to customer. Consider a Business organization which have all of its business through INTERNET i.e., WEBSITES. The Business Organization has its offices in few states and normally use courier facility to deliver the product .If possible home delivery is also possible. This Business Organization mainly has two sectors first one is sale which sale the product to the customer and second is service which is provided to the customer.



QuickShop provide sales and service to customer by interaction with customer.

The success of a company is mainly based on its satisfied customers, which in turn gives huge profits.

Retaining existing customers is also an important job of a company. QuickShop concentrates on the retention of customers by collecting all data from every interaction, every customer makes with a company from 'all' access points whether they are phone, mail, web or field. The company can then use this data for specific business purposes viz., marketing, service, support or sales

QuickShop is basically the collection and distribution of "all" data to "all" areas of business. The data can then help market the company, help up sell to existing customer, understand customers better so that customers can be given better service and allows them to interact with the company by whatever means they wish.

REQUIREMENT ANALYSIS

NEED

In current competitive scenario every business establishment needs quality processes to increase their efficiency as well as improve their productivity. It is of vital importance that manual, time consuming & monotonous operations are automated so as to streamline the working of an organization. Since, the existing system (manual work) takes more time and manpower for processing. It is keeping in mind this business philosophy (mantra) that we propose an QuickShop. Our system will deal with all the aspects SALES of Electronics Related Products and SERVICES after SALES. And it will also empower the lower middle class of the society who are looking for work. And will be a medium to earn extra money for everyone.

MAJOR OBJECTIVES

The main objectives of developing the QuickShop are as given below: -

1. To provide information about various Products in different category online.
2. Customer can purchase Products Online.
3. Customer can login and get various information about product and can purchase the suitable product.
4. Customer can pay online, so security is must therefore QuickShop provide secure transactions.
5. After sale QuickShop also provide after sales service in which customer problem is solved.
6. Data security is maintained to relatively high level by implementing it at Database level, so as to ensure that only authorized users have access to confidential client information
7. Dealers or shops can also register themselves for selling there products.
8. Every customer can be a valet and earn money by delivering products if they wish.

SYSTEM ANALYSIS

System Analysis is a management technique, which helps in designing a new system or improving an existing system. System Analysis is the process of gathering and interpreting facts, diagnosing problems (if any), using information to recommend improvements to the system. There are four basic elements of system analysis: - Output, Input, Files, processes. For computerization of any system, the existing system must be thoroughly being understood to determine “how the computer can be best used to make its operation most effective”. This is acquired by analyzing existing system.

FEASIBILITY STUDY

Feasibility study is the process of determination of whether or not a project is worth doing. Feasibility studies are undertaken within tight time constraints and normally culminate in a written and oral feasibility report. I have taken two weeks in feasibility study with my co-developer. The contents and recommendations of this feasibility study helped us as a sound basis for deciding how to proceed the project. It helped in taking decisions such as which software to use, hardware combinations, etc.

1. Technical Feasibility
2. Economical Feasibility
3. Operational Feasibility

1. Technical Feasibility

Technical feasibility determines whether the work for the project can be done with the existing equipment, software technology and available personnel. Technical feasibility is concerned with specifying equipment and software that will satisfy the user requirement. This project is feasible on technical remarks also, as the proposed system is more beneficiary in terms of having a sound proof system with new technical components installed on the system. The proposed system can run on any machines supporting Windows and Internet services and works on the best software and hardware that had been used while designing the system so it would be feasible in all technical terms of feasibility.

2. Economical Feasibility

Economical feasibility determines whether there are sufficient benefits in creating to make the cost acceptable, or is the cost of the system too high. As this signifies cost-benefit analysis and savings. On the behalf of the cost-benefit analysis, the proposed system is feasible and is economical regarding its pre-assumed cost for making a system. We classified the costs of QuickShop according to the phase in which they occur. As we know that the system development costs are usually one-time costs that will not recur after the project has been completed. For calculating the Development costs we evaluated certain cost categories viz.

1. Personal costs
2. Computer usage
3. Supply and equipments costs
4. Cost of any new computer equipments and software.

3. Operational Feasibility

Operational feasibility criteria measure the urgency of the problem (survey and study phases) or the acceptability of a solution (selection, acquisition and design phases). How do you measure operational feasibility? There are two aspects of operational feasibility to be considered:

UML (UNIFIED MODIFY LANGUAGE)

The Unified Modeling Language (UML) is a standard language for specifying, visualizing, constructing, and documenting the artifacts of software systems, as well as for business modeling and other non-software systems. The UML represents a collection of best engineering practices that have proven successful in the modeling of large and complex systems. The UML is a very important part of developing object oriented software and the software development process. The UML uses mostly graphical notations to express the design of software projects. Using the UML helps project teams communicate, explore potential designs, and validate the architectural design of the software.

Goals of UML

The primary goals in the design of the UML were:

1. Provide users with a ready-to-use, expressive visual modeling language so they can develop and exchange meaningful models.
2. Provide extensibility and specialization mechanisms to extend the core concepts.
3. Be independent of particular programming languages and development processes.
4. Provide a formal basis for understanding the modeling language.
5. Encourage the growth of the OO tools market.
6. Support higher-level development concepts such as collaborations, frameworks, patterns and components.
7. Integrate best practices.

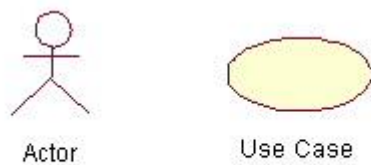
Why Use UML?

As the strategic value of software increases for many companies, the industry looks for techniques to automate the production of software and to improve quality and reduce cost and time-to-market. These techniques include component technology, visual programming, patterns and frameworks. Businesses also seek techniques to manage the complexity of systems as they increase in scope and scale. In particular, they recognize the need to solve recurring architectural problems, such as physical distribution, concurrency, replication, security, load balancing and fault tolerance. Additionally, the development for the World Wide Web, while making some things simpler, has exacerbated these architectural problems. The Unified Modeling Language (UML) was designed to respond to these needs.

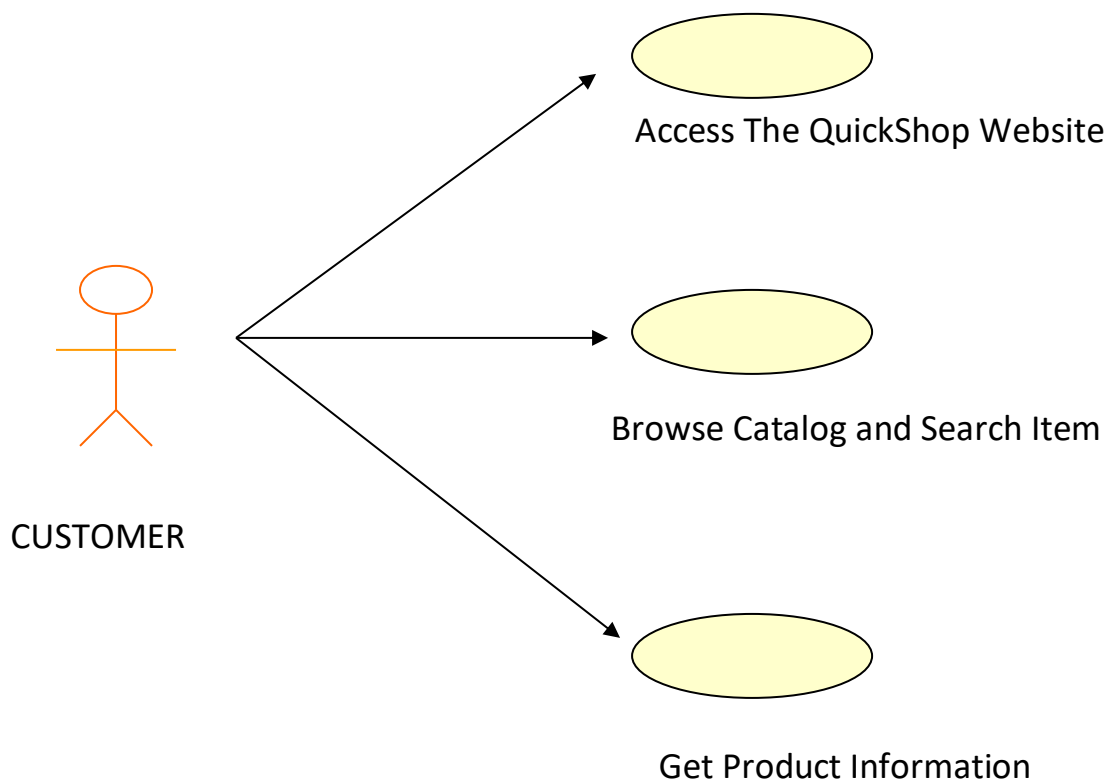
UML DIAGRAM TYPES

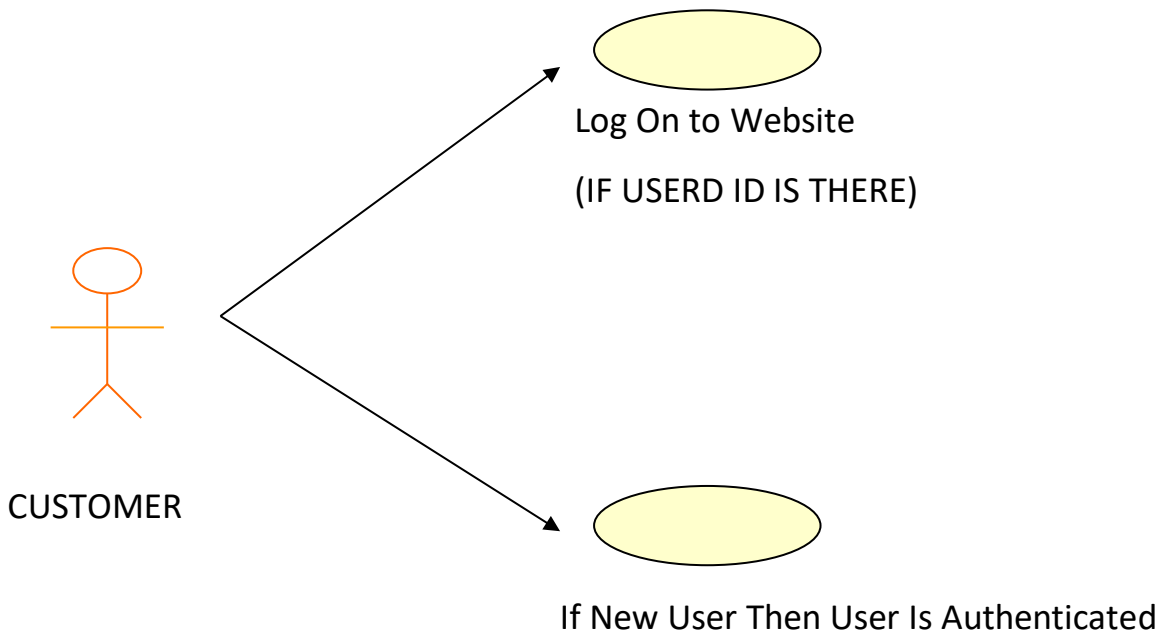
1. USE CASE

A use case is a set of scenarios that describing an interaction between a user and a system. A use case diagram displays the relationship among actors and use cases. The two main components of a use case diagram are use cases and actors.

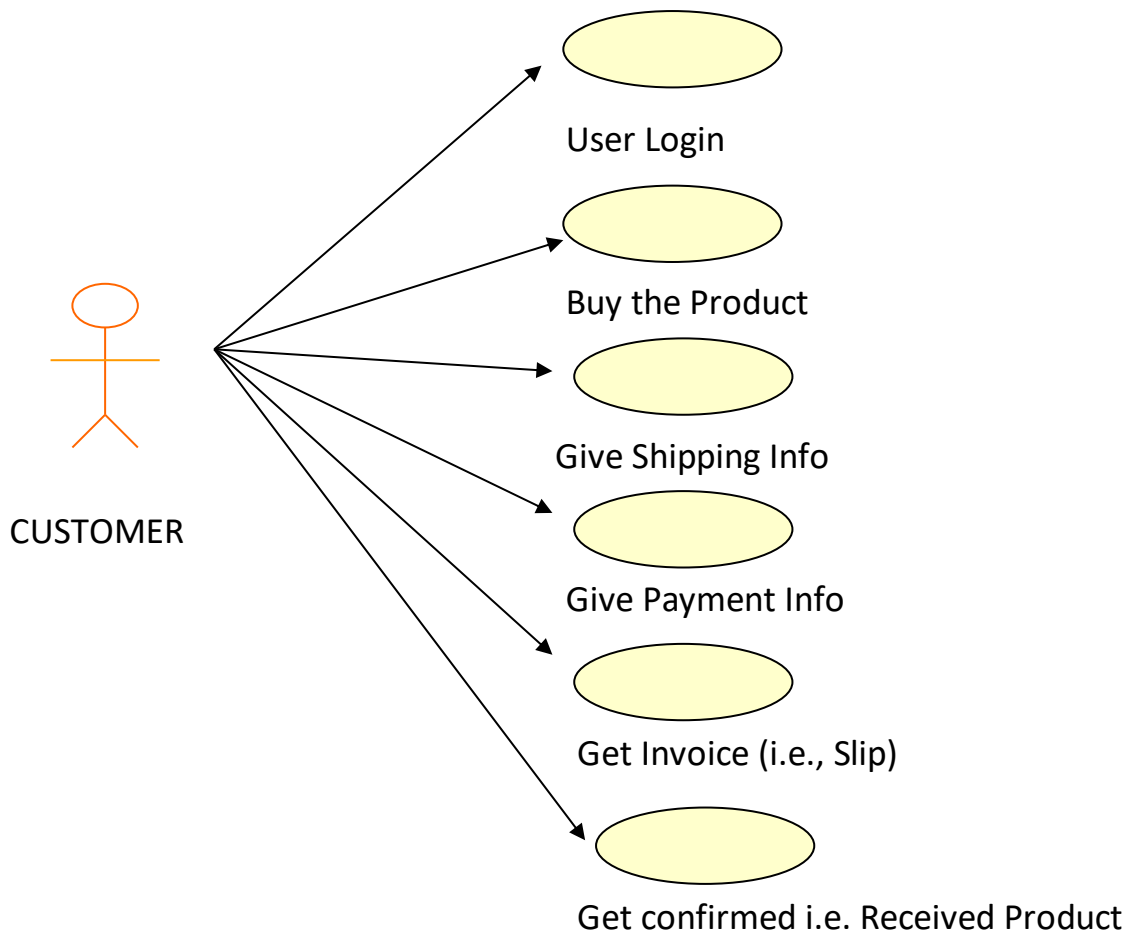


An actor is represents a user or another system that will interact with the system you are modeling. A use case is an external view of the system that represents some action the user might perform in order to complete a task.

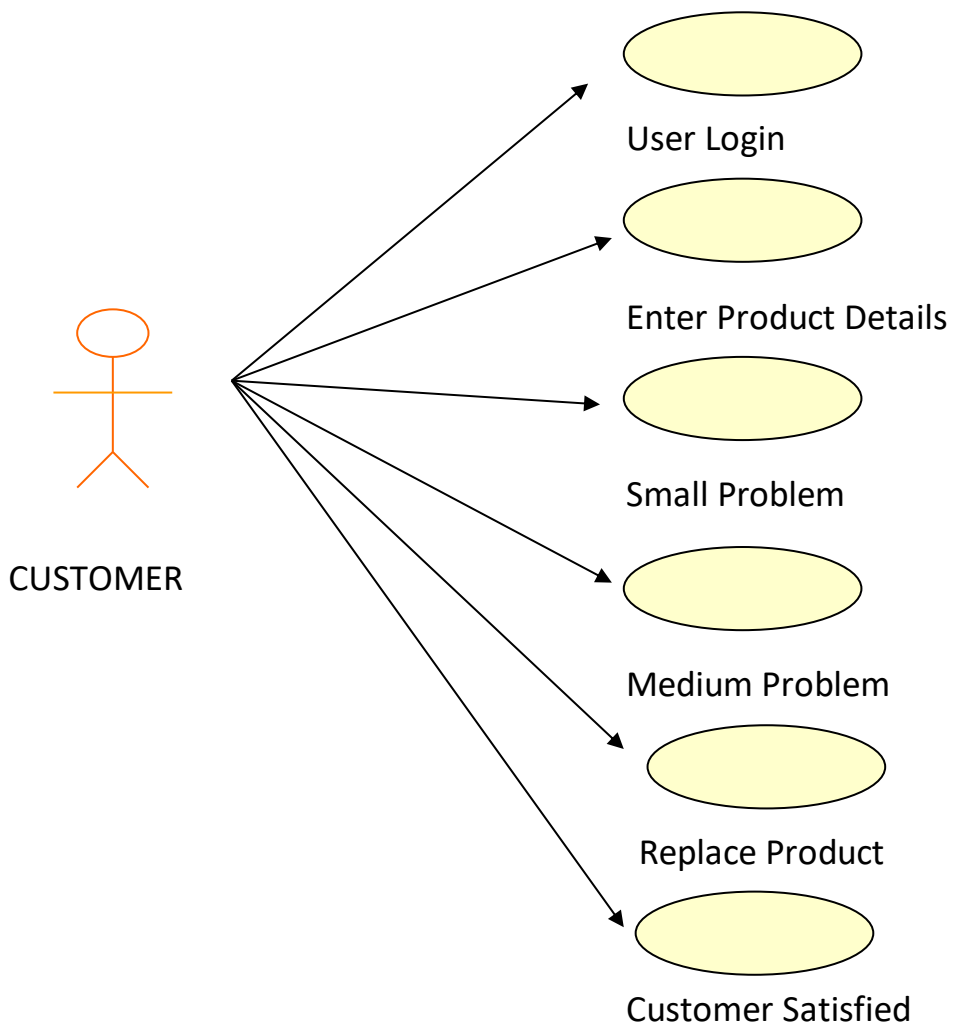




SALE



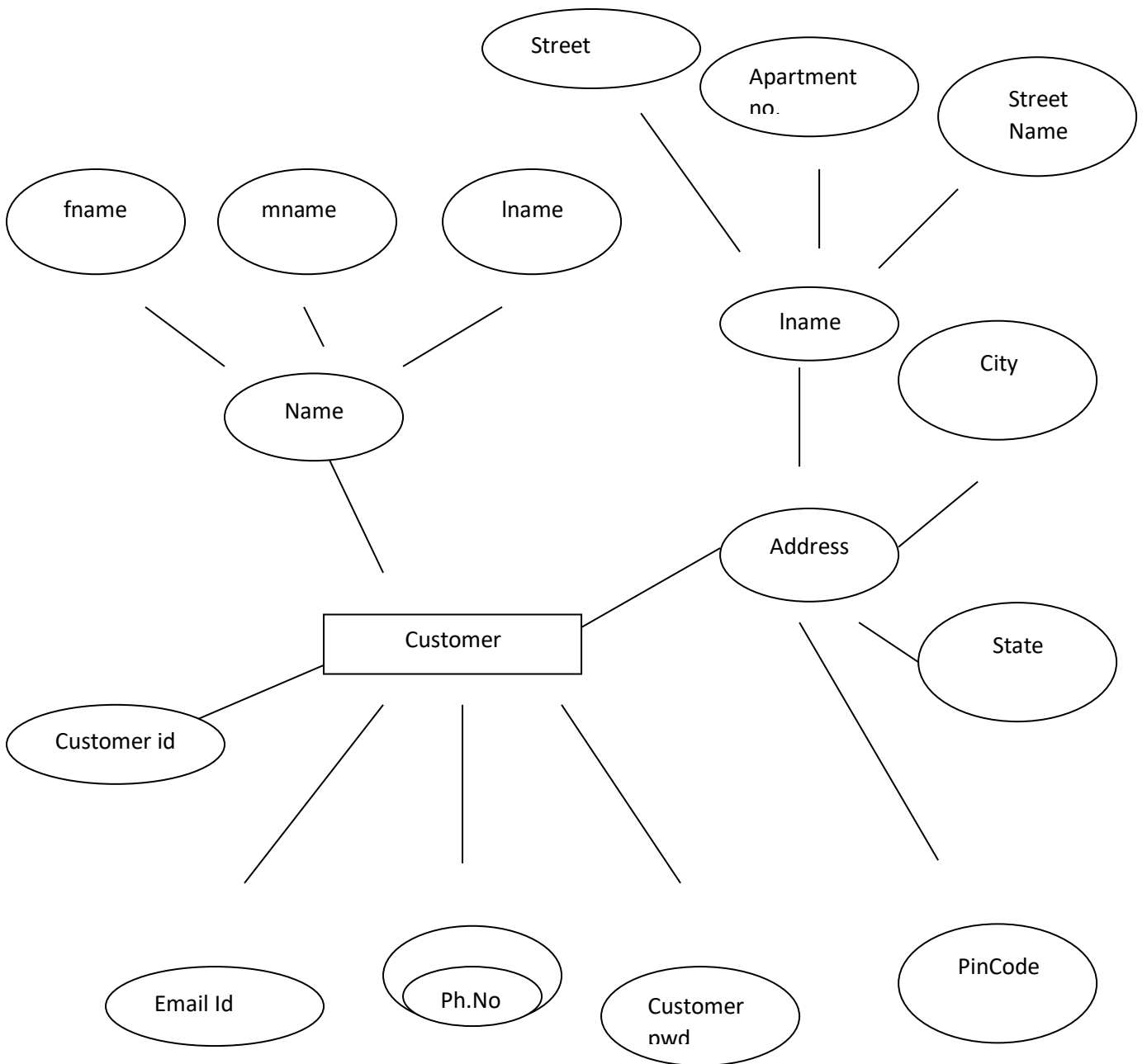
SERVICE



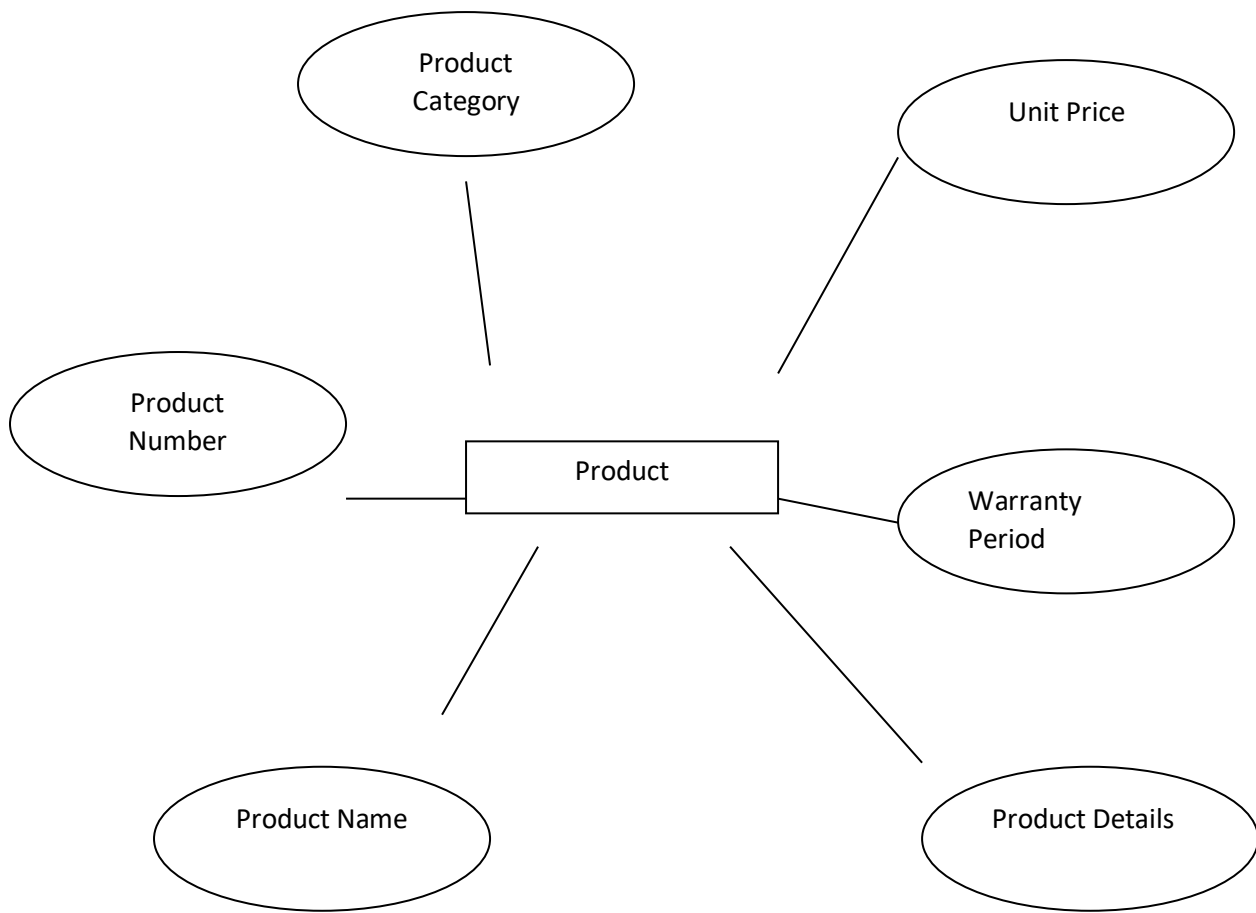
DESIGN

ER-Diagram (ERD)

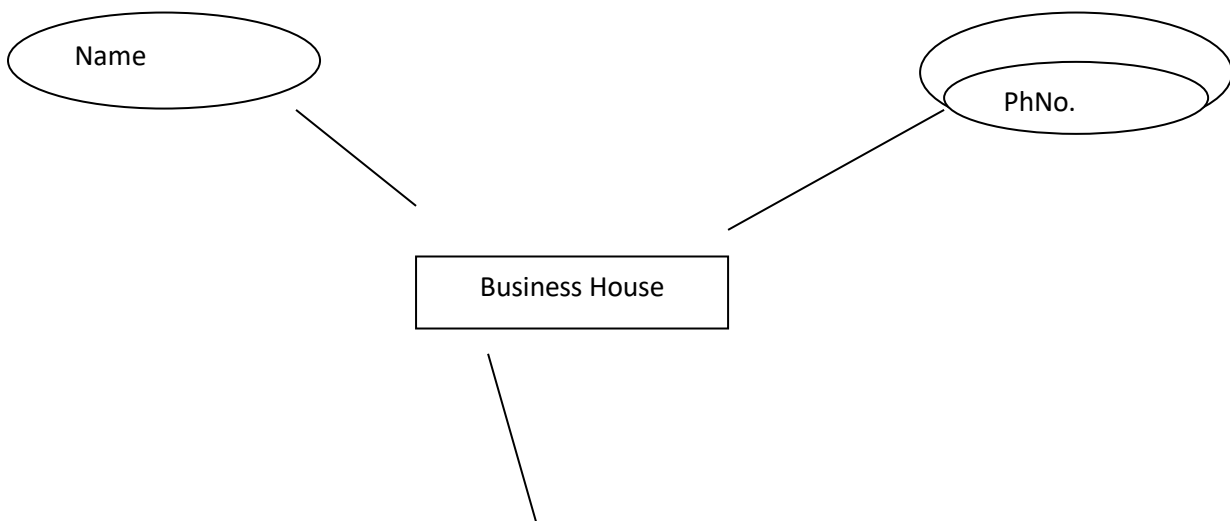
Customer Entity

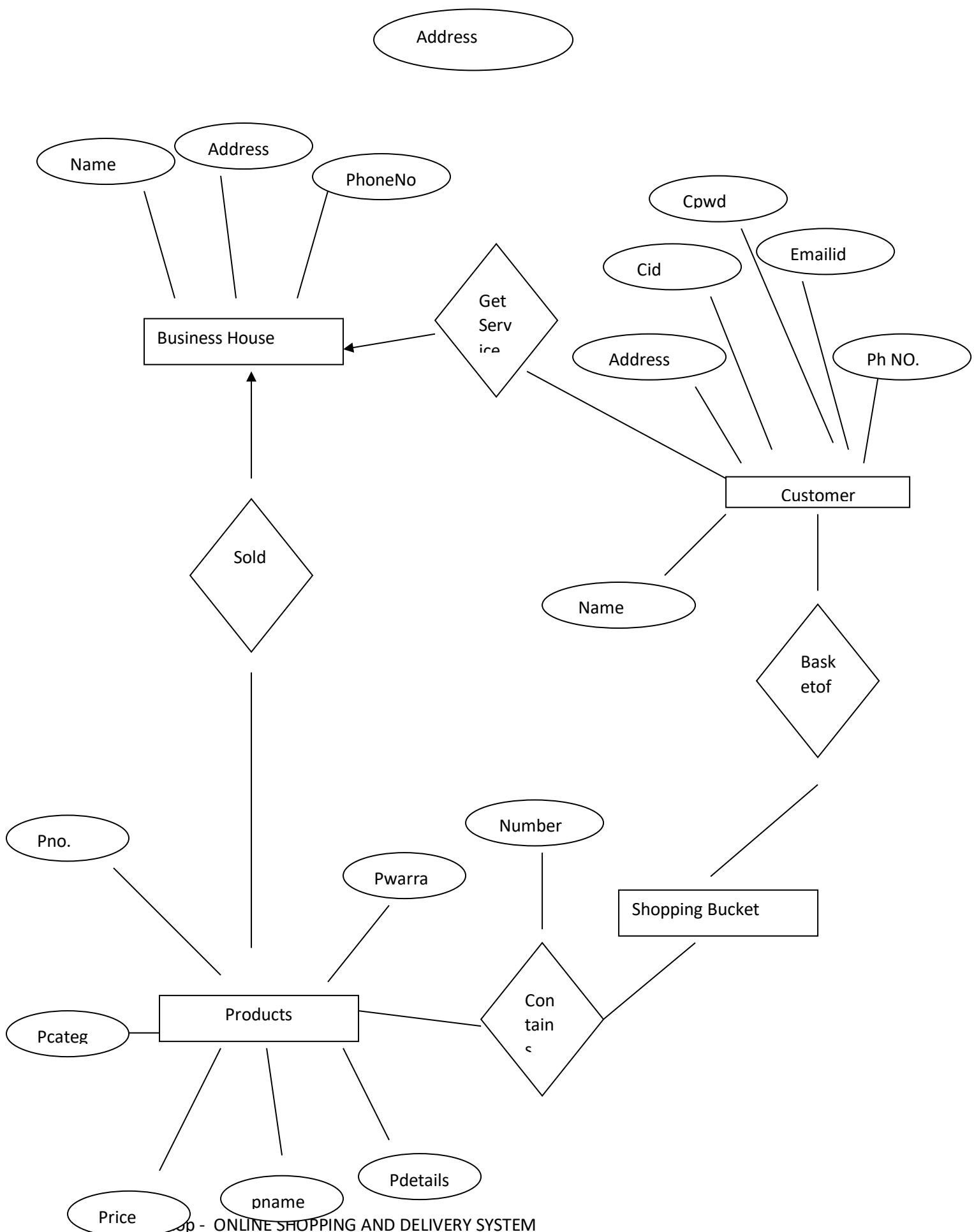


Product Entity

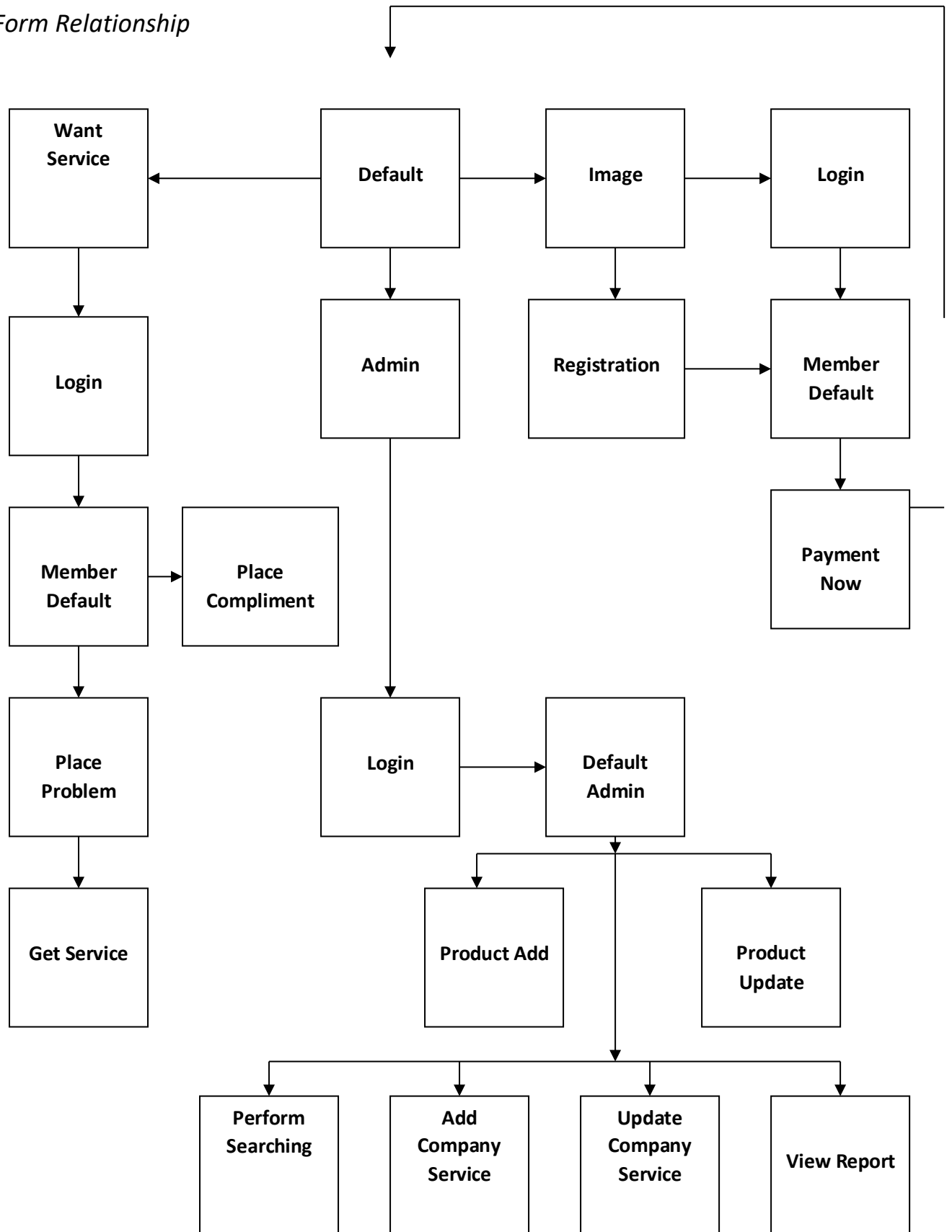


Business House



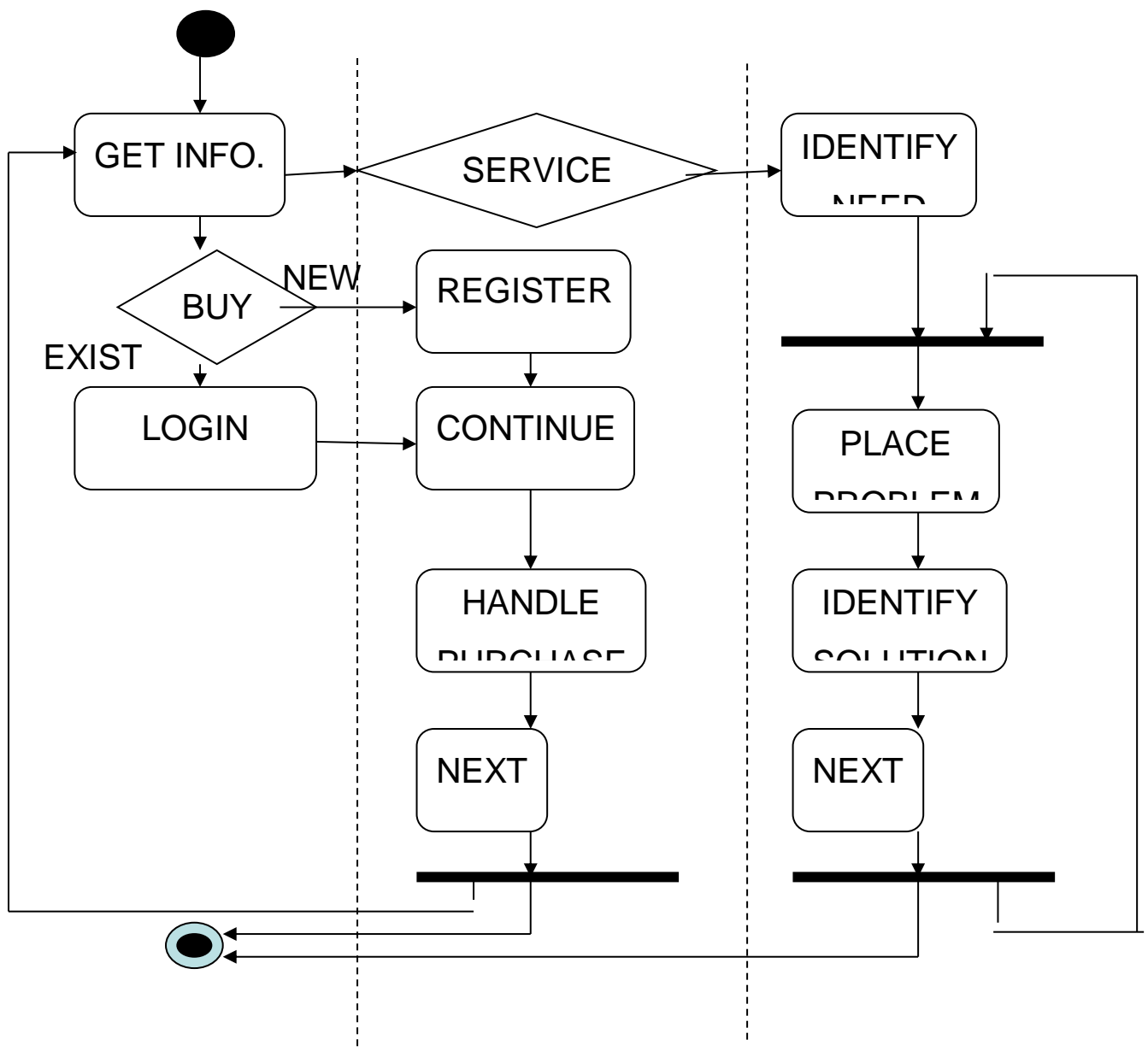


Form Relationship



Activity Diagram

Activity diagrams describe the workflow behavior of a system. Activity diagrams are similar to state diagrams because activities are the state of doing something. The diagrams describe the state of activities by showing the sequence of activities performed. Activity diagrams can show activities that are conditional or parallel.



About Technology

Why We Use SQL

a..Security Management:

SQL Server provides a controlled access to data to users by providing a combination of privileges.

b.Backup and Recovery:

SQL Server provided sophisticated security backup and recovery routines.

c. Open connectivity:

SQL Server provides open connectivity to and from other vendor's software such as Microsoft.

Also SQL Server database can be access by various front-end software's such as Microsoft Visual Basic ®, Power Builder etc.

d.Space Management:

In SQL Server once can flexibly allocate disk spaces for data storage and can control them subsequently. SQL Server 8 is designed with special feature of data warehousing

Why We Use Laravel

1. Rich Class Framework
2. Compiled execution
3. Rich output caching
4. Web-Farm Session State
5. Enhanced Reliability
6. Easy Deployment
7. Dynamic update of running application

Forms Name

1. *Default Page*
2. *Login page*
3. *Product details Page*
4. *Member's info page*
5. *Product order Page*
6. *Transaction Page*
7. Admin Login Page
8. Default admin page
9. Product add page
10. Product update page
11. Service Add page
12. Service Add Page
13. Report Page
14. Search Page
15. Registration Page
16. How to Buy

Future Aspects of Projects

1. The QuickShop at present not provide service through telephony, but in QuickShop we can provide it in future.
2. Automatic mail sending facility will be provided to the customer ,who purchases the product.
3. Live help will be provided in the future.
4. Websites will be mounted using secure http connection.

References

1.W3Schools

2.Laravel documentation

3.Youtube(freeCodeCamp)

Etc.

