A Project Report

on

CLOTHING STORE

Submitted in partial fulfillment of the requirement for the award of the degree of

Bachelor of Technology in Computer Science and Engineering



Under the Supervision of

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SCHOOL OF COMPUTING SCIENCE AND ENGINEERING DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING GALGOTIAS UNIVERSITY, GREATER NOIDA, INDIA DECEMBER - 2021



SCHOOL OF COMPUTING SCIENCE AND ENGINEERING GALGOTIAS UNIVERSITY, GREATER NOIDA

CANDIDATE'S DECLARATION

We hereby certify that the work which is being presented in the project, entitled "Clothing Store" in partial fulfillment of the requirements for the award of the BACHELOR OF TECHNOLOGY IN COMPUTER SCIENCE AND ENGINEERING submitted in the School of Computing Science and Engineering of Galgotias University, Greater Noida, is an original work carried out during the period of JULY-2021 to DECEMBER-2021, under the supervision of Mr. V. ARUL, Assistant Professor, Department of Computer Science and Engineering of School of Computing Science and Engineering, Galgotias University, Greater Noida

The matter presented in the project has not been submitted by me/us for the award of any other degree of this or any other places.

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This is to certify that the above statement made by the candidates is correct to the best of my knowledge.

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(Mr.V.Arul, Assistant Professor)

CERTIFICATE

The Final Project Viva-Voce examination of 18SCSE1010	187 – NIKHIL GOYAL,
18SCSE1010469 – YUVRAJ SINGH has been held on	and
his/her work is recommended for the award of BACHELOR	OF TECHNOLOGY IN
COMPUTER SCIENCE AND ENGINEERING.	
Signature of Examiner(s)	Signature of Supervisor(s)
Signature of Project Coordinator	Signature of Dean
Date:	
Place:	

ABSTRACT

In Today's Life, Everyone wants to wear the bright, trendy clothes of their choice and needs to be taken care of while shopping the clothes it becomes very tedious to select clothes when we don't know the clothes to which area it is according to the choice and many options.

Mainly this Clothing Store is concerned with the Clothes, Accessories i.e. Shirts, Pants, Jackets, Coats, Watches. In this Clothing Store You can choose any product like Shirts, Jackets, Accessories, Watches, etc. for both {Men and Women} and save it and generate the bill and also update the cart detail at the time of billing and also save the product into cart for purchase later. Whenever the user wants according to the choice, he/she can select the particular clothes and get it.

And the technology used in this project is JAVA Programming Language, JDBC and MySQL for handling the backend part.

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Acronyms

SQL	Structured Query Language
DFD	Data Flow Diagram
CFD	Context Flow Diagram
ER	Entity Relationship
IDE	Integrated Development Environment
SRS	Software Requirement Specification

CHAPTER-1

Introduction

1.1 Introduction About the project

Online goods have become an important part of company business scope, regardless of their nature of conducting business as online companies or conventional companies that are yet to develop online services. As much as it is important to get customer satisfaction with "conventional" services, companies are also eager to have satisfied customers by offering their online services. Attitudes towards Online-shopping were mediated by internet search instead of having a direct relation on e-shopping intention. Furthermore, slanted norm not only had an effect on the intention to shop online, but also turned out to affect attitude towards Online-shopping.

Mainly this Clothing Store is concerned with the Clothes, Accessories i.e. Shirts, Pants, Jackets, Coats, Watches. In this Clothing Store You can choose any product like Shirts, Jackets, Accessories, Watches, etc. for both {Men and Women} and save it and generate the bill and also update the cart detail at the time of billing and also save the product into cart for purchase later. Whenever the user wants according to the choice, he/she can select the particular clothes and get it.

This projects aims to develop a Clothing Store for customers with the goal so that it is very easy to shop your loved things from an extensive number of store available on the market. With the help of this you can book anything from our

Clothing Store. Here is no compelling reason to go to the crowed stores or shopping centres during Festival seasons. To get to this Clothing Store all the customers will need to have an email and password to login and proceed your shopping. The login credentials for an online shopping system are under high security and nobody will have the capacity to crack it easily. Upon successful login the customers can purchase a wide range of things such as Clothes, Accessories i.e. Shirts, Pants, Jackets, Coats, Watches. Etc. And of course you will get your requested ordered items at your door step. It is simple. You will pick your favourite items from our store looking at cost and quality. It just need a computer .Almost a wide range of things can be brought through our store. It is extremely secure. Customer service is accessible.

The fashion industry encompass many different smaller and more niche industries. Often people think of it as just retail/online stores, design houses and brands, and fashion magazines. However, there are other craftspeople and industries in the manufacturing of clothes. Most obviously, there are those that make and sell fabric and notions, but there are also flower makers, embroiders, seamstresses/tailors, and many others. When it comes to fashion shows and fashion marketing there are models, stylists, hair stylists, make-up artists, model agents, photographers, and a host of other non-fashion business that all make up a larger fashion eco-system.

Like a lot of industries particularly those that are consumer focused, change

happens fast and constantly. The industry and the consumer is constantly evolving.

Fashion retailing is no longer just large fashion houses, fashion magazines, and retail stores/ catalogs but evolved first with TV channels that sold many goods including fashion, and then with the Internet and online retailing.

The rise of the Internet has impacted all parts of the fashion industry, not just the selling end of the industry. It has a role in supply chains, advertising, communications, brand awareness, etc. and blurred the line between business and Consumer. Social media channels have not just become important to the selling of fashion but also as part of forecasting and determining future trends. Bloggers and other influencers may help sell products, but can also be used by "Fashion Forecasters" looking for what's next by looking at Instagram, other social media channels, and street-style blogs.

1.2 Advantage of online shopping

Customers can purchase items from the comfort of their own homes or workplace. Shopping is made easier and convenient for the customer through the internet. It is also easy to cancel the transactions.

- Saves time and efforts.
- The convenience of shopping at home.
- Wide variety/range of products are available.
- Good discounts / lower prices.
- Get detailed information about the product.
- We can compare various models/brands.

A. No pressure shopping

Generally, in physical stores, the sales representatives try to influence the buyers to buy the product. While in online shopping, you're free to do as you will.

B. Online shopping saves time

Customers do not have to stand in queues in cash counters to pay for the products that have been purchased by them. They can shop from their home or workplace and do not have to spend time travelling.

C. Comparisons

There is a wide range of products online. The sellers display all the stuff they've got. This enables the buyers to choose from a variety of models after comparing the finish, features, and price of the products on display.

D. Availability

The mall is open on 365 x 24 x 7. So, time does not act as a barrier, wherever the vendor and buyers are.

E. Online tracking

Online consumers can track the order status and delivery status tracking of shipping is also available.

F. Online shopping saves money

To attract customers to shop online, e-retailers and marketers offer discounts to the customers as they have cut down on real estate and maintenance cost the sellers won't back out in giving huge discounts.

1.3 Disadvantages of online shopping

Ease of use is the prime reason that drives the success of e-commerce. Though the internet provides a quick and easy way to purchase a product, some people prefer to use this technology only in a limited way. Some people also fear that they might get addicted to online shopping. The major disadvantages of online shopping are as follows.

A. Delay in delivery

Long duration and lack of proper inventory management result in delays in shipment. Though the duration of selecting, buying and paying for an online product may not take more than 15 minutes; the delivery of the product to customer's doorstep takes about 1-3 weeks.

B. Lack of significant discounts in online shops

Physical stores claim to give significant discounts when compared to online stores, this is a huge disadvantage for the older generation.

C. Missing the shopping experience

The traditional shopping exercise provides a lot of fun in the form of showroom atmosphere e, smart sales attendants, scent and sounds that cannot be experienced through a website. Indians generally enjoy shopping. Consumers look forward to it as an opportunity to go out and shop.

D. Frauds in online shopping

Sometimes, there is a disappearance of the shopping site itself. In addition to the above, the online payments are not much secured. The rate of cybercrimes has been increasing and customers' credit card details and bank details have been misused which raise privacy issues.

1.4 Major Factors of Consumer buying behaviour:

A. Social Factors

Social factors refer to forces that other people exert and which affect consumers' purchase behaviour. These social factors can include culture and subculture, roles and family, social class and reference groups.

B. Psychological Factors

These are internal to an individual and generate forces within that influence her/his purchase behaviour. The major forces include motives, perception, learning, attitude and personality.

C. Personal Factors

These include those aspects that are unique to a person and influence purchase behavior. These factors include demographic factors, lifestyle, and situational factors.

1.5 SYSTEM REQUIREMENTS

Now, this method is intended in such the way that it takes fewer resources to figure out work correctly. That is the minimum needs that we'd like to require care of:-

- ✓ The system wants a minimum of two GB of ram to run all the options.
- ✓ It wants a minimum 1.3 GHz processor to run smoothly.
- ✓ Rest is all up to the user's usage can take care of hardware.
- ✓ For security opposing anti-virus is suggested.
- ✓ The system is made correctly, and all the testing is done as per the requirements. So, the rest of the things depend on the user, and no one can harm the data or the software if the proper care is done.

CHAPTER 2

Literature Survey

2.1 Online Shopping Behaviour

A. Fashion, is something that all girls want to talk about. Some people may think that the famous designers just magically came up with an idea to make a whole collection on their own. Well, in some cases that is true but in most cases it's not. A lot of our clothes that we wear now are actually influenced by the clothes from the 15th/16th century. That's why the clothes from the 16th century and the clothes now are very similar in some ways through the way women wore then and the way they dress now, the way men dressed and the way men dress now and how the children dressed then and now. The women from the 16th century and the women now aren't so different.

B. James Lawler and Anthony Joseph Studies in the literature indicate factors of compatibility of lifestyle (Ratchford, Talukdar, & Lee, 2001), ease of use, effortlessness (Baty & Lee, 1995), fun (Goldsmith, 2000), playfulness (Liu, Armett, Capella, & Taylor, 2001), and risk. The factors are point to as important in the design of differentiation in a generic shopping experience (Jarvenpaa & Todd, 1997). Wolfinbarger and Gilly (2001) indicate differentiation in the context of goal focusing. Goal focusing is further indicated to be deliberate, resourceful, fast,

rational and task-focused shopping (Hoffman & Novak, 1996). Goal-focused shoppers are regularly independent of the help of online sales and service staff and are indicated to have a clearly defined objective to buy previously identified products on the Web without the help of staff (Moe & Fader, 2001). Wolfinbarger and Gilly (2001) initiate the following factors as important in goal-focused shopping on a retailer Web site.

C. Prashant Singh Online shopping consumer behavior is also called E-shopping consumer buying behavior. The research or case studies of online consumer buying behavior are important because it helps to know about consumers demands, it helps to understand and analyze that when consumers buy products online?; Who buy products online?; How consumers mindset for purchasing the products online? I think the whole concept of online shopping has altered in terms of consumer's purchasing or buying behaviors and the success of E-Retailers is depending upon its quality, its branding image, its uniqueness and its popularity etc.

D. Preeti Singh, Prof. Radha Kashyap Online shopping behavior is defined as the process a consumer takes to purchase a service or product over the internet. In other words, a consumer may at his or her spare time buy from the ease of their own home products from an online store. Consumer attitude in term of online shopping is defined as consumer's positive or negative way of thinking when they are about to make the purchasing decision. Consumer attitudes are affected by their purchasing

intention. The relationship between intention and behavior is based on the assumption that consumers' effort to make rational decisions based on information available to them. Therefore, an individual's behavioral intention to perform or not to perform certain behavior is the immediate determinant of that person's actual behavior (Fishbein and Ajzen, 1975).

E. Online stores are a form of multi-channel retailing which can now be used to gain access to a wider market (Kim & Park, 2005). Opening up online shops brings about great advantages as many consumers are leaning towards online shopping. It provides a very flexible way to sell products and services (Doherty & Ellis-Chadwick, 2006). People are finding it more convenient to do their shopping online instead of going out and doing it physically. They can buy almost any products or services they desire just by clicking on their computers or phones (Kau et al., 2003).

2.2 Research Proposal Quantitative

Lawn customers in Karachi Purposes/Aim: The purpose of this study is to examine the impact of brand image and advertisement on consumer buying behaviour in the general public at Karachi. Objective of the study:

- a) To explore the impact of brand image and advertisement on Consumer buying behaviour.
- b) To determine factors those are influencing consumers to purchase Branded lawn fabric.
- c) To find out the female buying behaviour about branded lawn wear.

2.3 Supply Chain Management

Review of Related Literature Due to the growing intensity of competition in both local and global business sectors, several companies and service providers have realized the need to develop more strategic approaches for managing supply chains. These affective factors and realization then led to the development of tradition SCM systems up to the advanced systems companies apply at present. The evolution of supply chain management occurred during the 1990s.

2.4 Bloggers

Fashion blogging has also been a revolutionary method for communicating and advertising through online media. Sprouting from the collective whole of blogs, called the blogosphere, fashion blogging is a whole new world of personal journals infused with the fast-paced line of design in clothing, footwear, accessories, makeup and other wearable paraphernalia.

2.5 Consumer Behaviour

Effect of Brand Image on Consumer Purchasing Behaviour on Clothing: Comparison between China and the UK's Consumers By Kwok Keung Tam 2007 A Dissertation presented in part consideration for the degree of "MSc International Business".

2.6 Project Design

A. The design phase involves converting the informational, functional, and network requirements identified during the initiation and planning phases into unified design specifications that developers use to script programs during the development phase. Program designs are constructed in various ways. Using a top down approach, designers first identify and link major program components and interfaces, then expand design layouts as they identify and link smaller subsystems and connections. Using a bottom-up approach, designers first identify and link minor program components and interfaces, then expand design layouts as they identify and link larger systems and connections.

B. Contemporary design techniques often use prototyping tools that build mock-up designs of items such as application screens, database layouts, and system architectures. End users, designers, developers, database managers, and network administrators should review and refine the prototyped designs in an iterative process until they agree on an acceptable design.

C. Designers should carefully document completed designs. Detailed documentation enhances a programmer's ability to develop programs and modify them after they are placed in production. The documentation also helps management ensure final programs are consistent with original goals and specifications. Organizations should create initial testing, conversion, implementation, and training plans during the

Design phase. Additionally, they should draft user, operator, and maintenance manuals.

For design of the project:

- 1. First Database has to be designed which can be used to handle all the requirements of the users.
- 2. The basic structure of the project has to be designed.

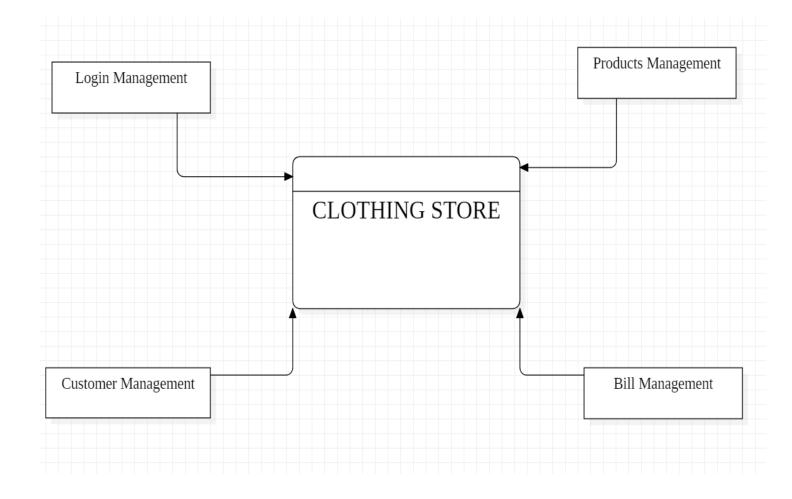


Figure: 1 Data Flow Diagram for Clothing Store

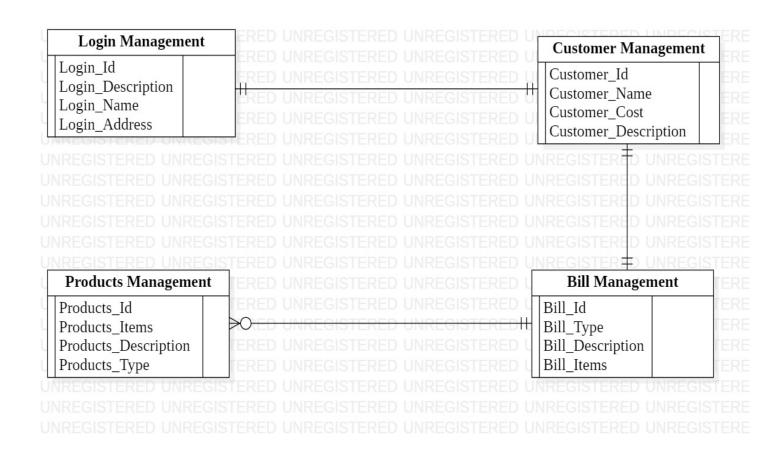


Figure: 2 ER Diagram for Clothing Store

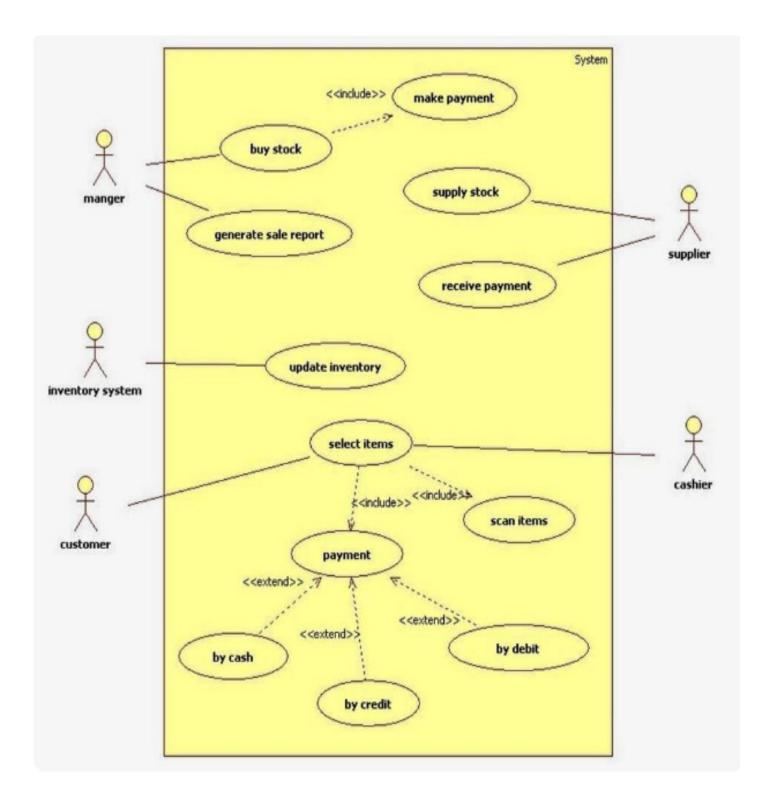


Figure: 3 Class Diagram for Clothing Store

CHAPTER 3

Requirement & Tools of Project

3.1 FRONT-END/BACK-END Requirement

> Front-End:

USING SWING CONTAINERS, ABSTRACT WINDOW TOOLKIT {AWT}
CONTAINERS, AND BY USING EVENT HANDLING.

Back-End:

WAMPSERVER, MYSQL DATABASE

3.2 Hardware Requirements

- ✓ The system wants a minimum of two GB of ram to run all the options.
- ✓ It wants a minimum 1.3 GHz processor to run smoothly.
- ✓ Rest is all up to the user's usage can take care of hardware.

3.3 Software Requirements

- ✓ WAMPSERVER
- ✓ MySQL DATABASE
- ✓ NETBEANS IDE 8.2
- ✓ MySQL CONNECTORS JAR FILES
- ✓ FOR SECURITY OPPOSING ANTI-VIRUS IS SUGGESTED.

Modules Description

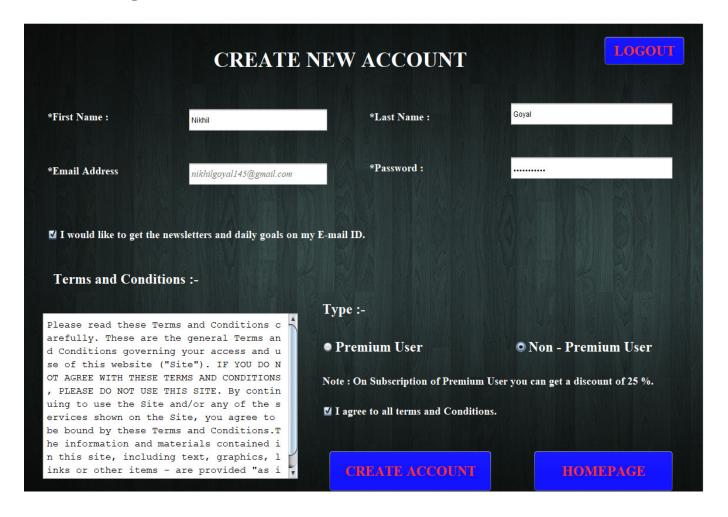
4.1 Registration Module:

'If you are a new user, you must register first. By Clicking on Sign up Button. After Clicking on Sign up Button you're able to a find a new page where you have to fill all the essential information like First Name, Last Name, Email Address, Password and Read the Terms and Condition carefully.

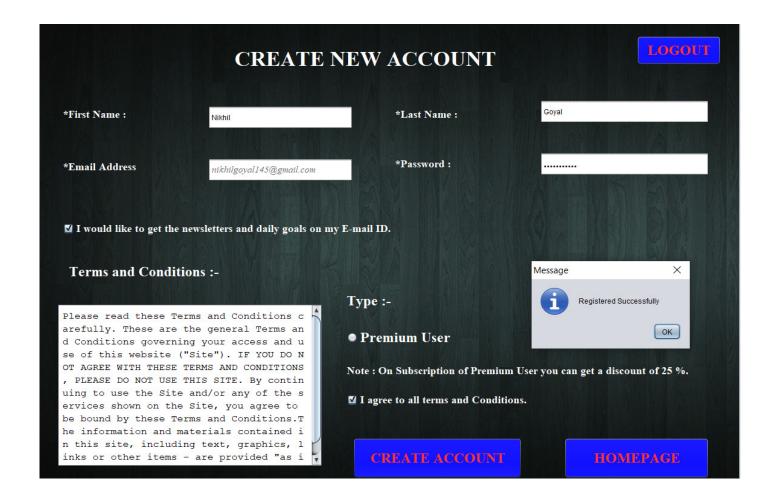
After filling all the required information then you have to submit the information by clicking on Create Account Button.

Without Registration you are not able to move inside the store and not able to use any features of our Cloth Store.

After filling all Information:-



After clicking on Create Account button a Message is Display "Registered Successfully":



4.2 Login Module:

After registration you are able to take all the benefits of cloth store and able to see all products. Here either bride or groom both have to log in with their unique Email Address and Password. After this, they will be directed to the primary user interface from where they have further options. *The Login Page is looking like as:*-



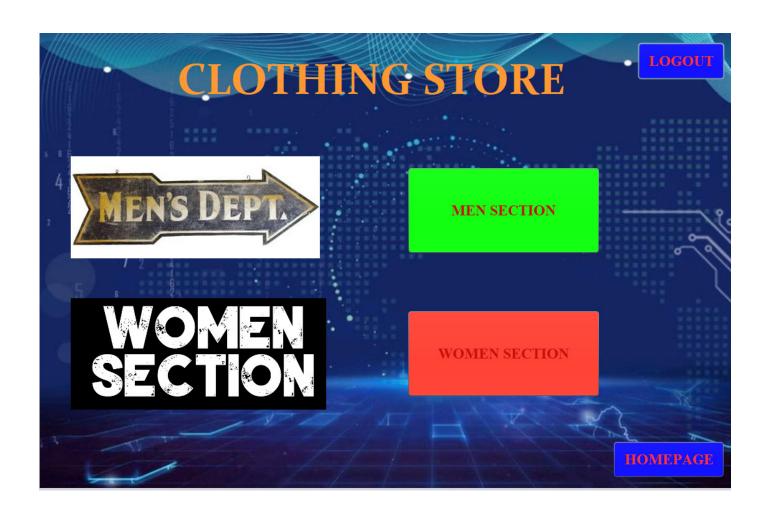
After that Click on Sign In Button then a message is printed "Congratulation, Login Successful":



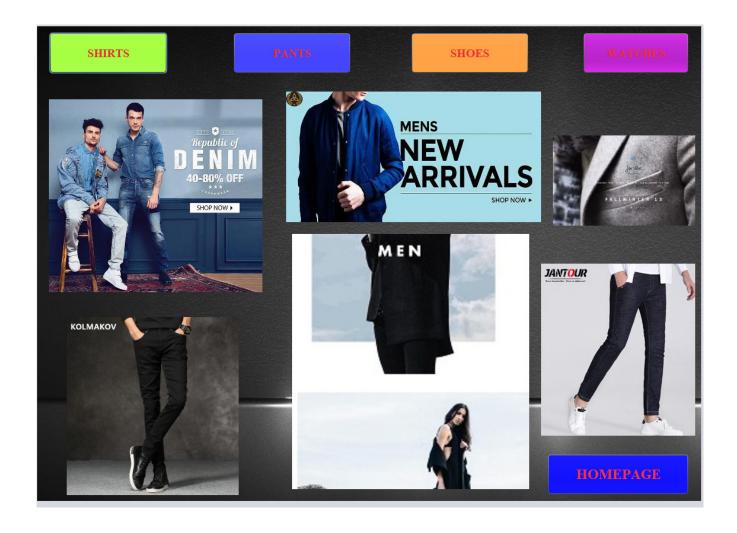
After Login you're able to difference section for male and female if you clicked on male then your page will move to male section you're able to see difference – different product related to Male like shirts, pants, accessories, watches like that if you click on female then your page will move to female section and you're able to see different –different product related to female like jacket/coats, accessories, watches.

4.3 Choice Section Module

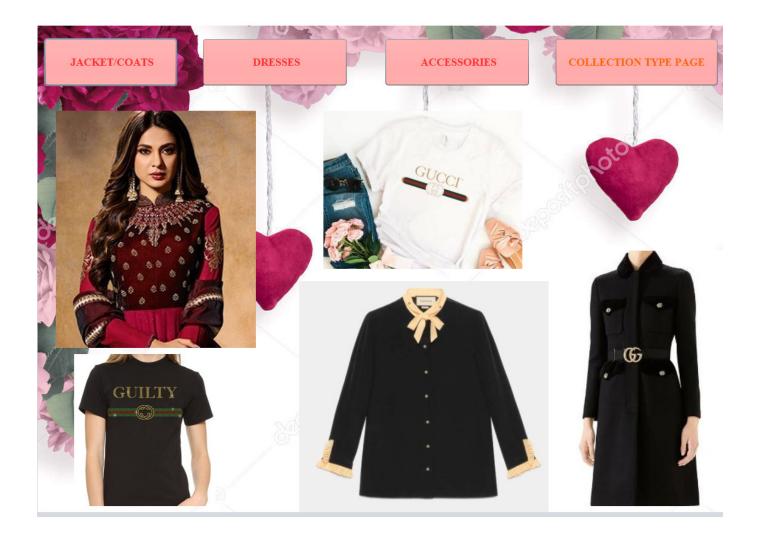
- This is the choice section module when a user can choose MEN Section and WOMEN Section.
- ❖ If user choices MEN Section then a new frame will be open when user can see the men related products.
- ❖ If user choices WOMEN Section then a new frame will be open when user can see the women related products.



4.4 MEN Section Module:-



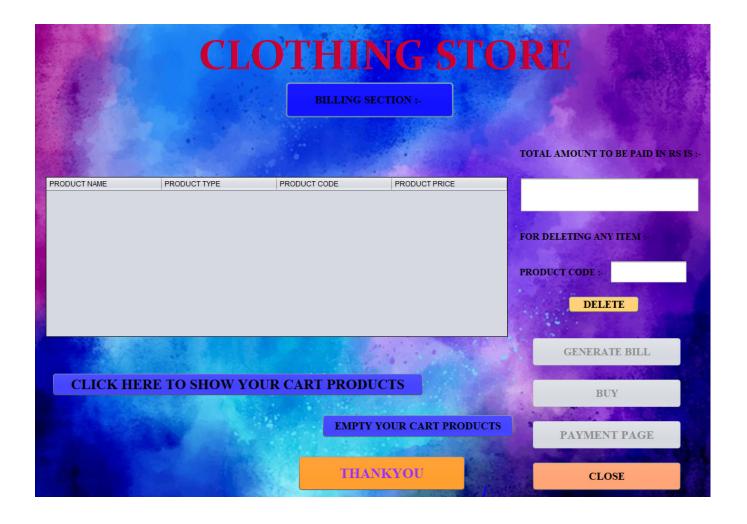
4.5 WOMEN Section Module:-

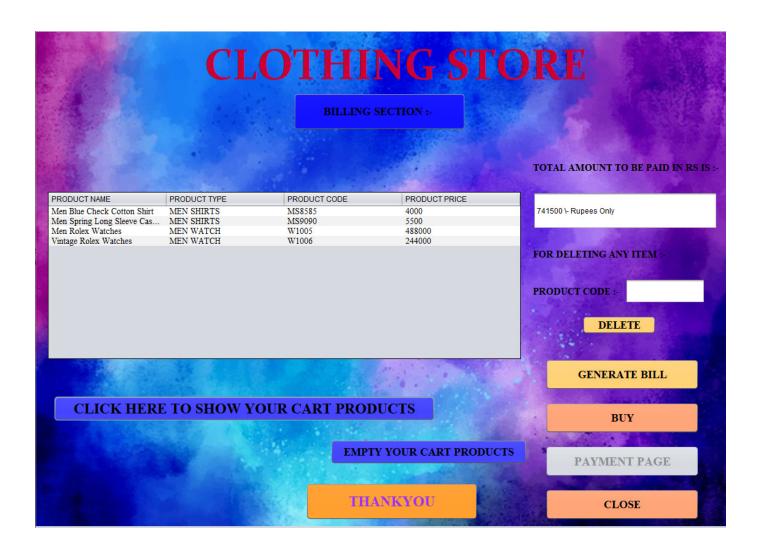


- ✓ After adding any product into the cart the number of Visitors increases automatically. So that you can choice any product according to the Visitors i.e. more Visitors means the product quality is very good and if the number of Visitors is less means the product quality is not good.
- ✓ After adding all the products according to our needs then the next step is the Billing Section where you will able to see all the product whatever you choose by clicking on CLICK HERE TO SHOW YOUR CART PRODUCTS. If you want to remove any

product at the Billing time from your cart then there is an option of Delete by entering the code of Product you can delete any product whatever you want.

4.6 Billing Module:-





✓ After confirming the products then the next step is to generate the bill where you can see your total amount and your details i.e. First Name, Last Name, Email Address and you choosen product name, product type, product code and product price.

- ✓ After generating the bill you can move to payment page where you write the Payment Details like Card Number, Card Type, CVV Number, and High Security Password.
- ✓ After Confirming the Payment Details a message is displayed that is Your Payment is done successfully and you will redirected from the Clothing Store to the Homepage.

4.7 CREATEACCOUNT DATABASE TABLE

Table Name : - createaccount

Field name and type :-

Firstname and varchar(20)

Lastname and varchar(20)

Emailaddress and varchar(40)

Password and varchar(40)

Where, emailaddress is the primary key.

```
mysql> DESC CREATEACCOUNT;
                                Null | Key | Default | Extra
 Field
                 Type
 FIRSTNAME
                 varchar(20)
                                NO
                                             NULL
 LASTNAME
                 varchar(20)
                                NO
                                             NULL
                 varchar(40)
 EMAILADDRESS
                                       PRI
                                             NULL
                                NO
 PASSWORD
                 varchar(40)
                                             NULL
                                NO
4 rows in set (0.21 sec)
```

Table -1

4.8 BILL DATABASE TABLE

Table Name :- bill

Field name and type

Name and varchar(60)

Type and varchar(40)

Code and varchar(10)

Price and int(10)

```
mysql> DESC BILL;
                        Null | Key | Default | Extra
 Field | Type
          varchar(60)
 NAME
                        YES
                                      NULL
          varchar(40)
 TYPE
                        YES
                                      NULL
          varchar(10)
 code
                        YES
                                      NULL
 price
          int(10)
                        YES
                                      NULL
4 rows in set (0.00 sec)
```

Table -2

CHAPTER 5

Sample Code

5.1 Coding for Registration Module

```
import java.sql.*;
import javax.swing.JOptionPane;
/**
* @author NIKHIL GOYAL
*/
public class SignupPage extends javax.swing.JFrame {
  /**
  * Creates new form SignupPage
  */
  public SignupPage() {
    initComponents();
  }
  @SuppressWarnings("unchecked")
  // <editor-fold defaultstate="collapsed" desc="Generated Code">
  private void initComponents() {
    buttonGroup1 = new javax.swing.ButtonGroup();
    jLabel9 = new javax.swing.JLabel();
    EMAILADDRESS = new javax.swing.JTextField();
    FIRSTNAME = new javax.swing.JTextField();
    LASTNAME = new javax.swing.JTextField();
    CLOSE = new javax.swing.JButton();
    jRadioButton2 = new javax.swing.JRadioButton();
    jCheckBox2 = new javax.swing.JCheckBox();
    jScrollPane1 = new javax.swing.JScrollPane();
```

```
¡TextArea1 = new javax.swing.JTextArea();
HOMEPAGE = new javax.swing.JButton();
CREATEACCOUNT = new javax.swing.JButton();
PASSWORD = new javax.swing.JPasswordField();
Label1 = new javax.swing.JLabel();
jLabel9.setText("jLabel9");
setDefaultCloseOperation(javax.swing.WindowConstants.EXIT_ON_CLOSE);
setPreferredSize(new java.awt.Dimension(1240, 840));
setResizable(false);
getContentPane().setLayout(null);
EMAILADDRESS.setFont(new java.awt.Font("Times New Roman", 2, 15)); // NOI18N
EMAILADDRESS.setForeground(new java.awt.Color(102, 102, 102));
EMAILADDRESS.setText("like nikhilgoyal@nmrgroup.com");
EMAILADDRESS.setToolTipText("like nikhilgoyal@nmrgroup.com");
EMAILADDRESS.addMouseListener(new java.awt.event.MouseAdapter() {
  public void mouseClicked(java.awt.event.MouseEvent evt) {
    EMAILADDRESSMouseClicked(evt);
  }
});
EMAILADDRESS.addActionListener(new java.awt.event.ActionListener() {
  public void actionPerformed(java.awt.event.ActionEvent evt) {
    EMAILADDRESSActionPerformed(evt);
  }
});
jLabel1.setFont(new java.awt.Font("Times New Roman", 1, 36)); // NOI18N
jLabel1.setForeground(new java.awt.Color(255, 255, 255));
¡Label1.setText("
                  CREATE NEW ACCOUNT");
getContentPane().add(jLabel1);
```

```
jLabel1.setBounds(280, 10, 520, 100);
    getContentPane().add(HOMEPAGE);
    HOMEPAGE.setBounds(880, 710, 240, 70);
    CREATEACCOUNT.addActionListener(new java.awt.event.ActionListener() {
      public void actionPerformed(java.awt.event.ActionEvent evt) {
        CREATEACCOUNTActionPerformed(evt);
                                                           });
    getContentPane().add(CREATEACCOUNT);
    CREATEACCOUNT.setBounds(530, 710, 280, 70);
    PASSWORD.setFont(new java.awt.Font("Times New Roman", 1, 18)); // NOI18N
    PASSWORD.setEchoChar('.');
    PASSWORD.setFocusAccelerator('&');
    getContentPane().add(PASSWORD);
    PASSWORD.setBounds(840, 220, 280, 40);
  private void HOMEPAGEActionPerformed(java.awt.event.ActionEvent evt) {
   StoreLoginSignupPage obj=new StoreLoginSignupPage();
   obj.setVisible(true);
   this.setVisible(false); }
  private void CREATEACCOUNTActionPerformed(java.awt.event.ActionEvent evt) {
    String name=FIRSTNAME.getText();
    String last=LASTNAME.getText();
    String email=EMAILADDRESS.getText();
    String password=PASSWORD.getText();
    if(name.length()!=0 && last.length()!=0 && email.length()!=0 && password.length()!=0 &&
jCheckBox1.isSelected()==true && jCheckBox2.isSelected()==true &&
email.contains("@gmail")==true) {
    try{
      Class.forName("com.mysql.jdbc.Driver");
      Connection
con=DriverManager.getConnection("jdbc:mysql://localhost:3307/CLOTHSTORE","root","");
      Statement stmt=con.createStatement();
```

```
String query="insert into
CREATEACCOUNT(FIRSTNAME,LASTNAME,EMAILADDRESS,PASSWORD) values
(""+FIRSTNAME.getText()+"",""+LASTNAME.getText()+"",""+EMAILADDRESS.getText()+"",""+PASS
WORD.getText()+"');";
      stmt.executeUpdate(query);
      JOptionPane.showMessageDialog(null, "Registered Successfully");
      con.close();
      FIRSTNAME.setText("");
      PASSWORD.setText("");
      LASTNAME.setText("");
      EMAILADDRESS.setText("");
      StoreLoginSignupPage obj=new StoreLoginSignupPage();
      obj.setVisible(true);
      this.setVisible(false);
                              }
    catch(Exception e) {
      JOptionPane.showMessageDialog(null, e);
    else
            {
      JOptionPane, showMessageDialog(null, "Please Fill All Fields Correctly and Tick the
agreement");
                }
                       }
  private void EMAILADDRESSMouseClicked(java.awt.event.MouseEvent evt) {
    EMAILADDRESS.setText(""); }
  private void EMAILADDRESSActionPerformed(java.awt.event.ActionEvent evt) {
    // TODO add your handling code here: }
  public static void main(String args[]) {
         try {
      for (javax.swing.UIManager.LookAndFeelInfo info:
javax.swing.UIManager.getInstalledLookAndFeels()) {
        if ("Nimbus".equals(info.getName())) {
           javax.swing.UIManager.setLookAndFeel(info.getClassName());
           break;
                         }
    } catch (ClassNotFoundException ex) {
  private javax.swing.JRadioButton jRadioButton1;
  private javax.swing.JRadioButton jRadioButton2;
```

```
private javax.swing.JScrollPane jScrollPane1;
private javax.swing.JTextArea jTextArea1;
// End of variables declaration }
```

5.2 Coding for Login Module

```
import java.sql.Connection;
import java.sql.DriverManager;
import java.sql.ResultSet;
import java.sql.Statement;
import javax.swing.JOptionPane;
/**
* @author NIKHIL GOYAL
*/
public class StoreLoginSignupPage extends javax.swing.JFrame {
  /**
  * Creates new form StoreLoginSignupPage
  public StoreLoginSignupPage() {
    initComponents();
  }
  @SuppressWarnings("unchecked")
  // <editor-fold defaultstate="collapsed" desc="Generated Code">
  private void initComponents() {
    SIGNIN = new javax.swing.JButton();
    EMAILADDRESS = new javax.swing.JTextField();
    password = new javax.swing.JPasswordField();
    jLabel7 = new javax.swing.JLabel();
    ¡Button3 = new javax.swing.JButton();
    jLabel6 = new javax.swing.JLabel();
    MENSECTION = new javax.swing.JButton();
    WOMENCOLLECTION = new javax.swing.JButton();
    jLabel11.setIcon(new javax.swing,ImageIcon(getClass().getResource("/BACKGROUND.jpg"))); //
NOI18N
    setDefaultCloseOperation(javax.swing.WindowConstants.EXIT_ON_CLOSE);
    setPreferredSize(new java.awt.Dimension(1240, 840));
    getContentPane().setLayout(null);
```

```
jLabel5.setBackground(new java.awt.Color(60, 3, 91));
    ¡Label5.setFont(new java.awt.Font("Constantia", 1, 60)); // NOI18N
    jLabel5.setForeground(new java.awt.Color(158, 240, 41));
    ¡Label5.setText(" WELCOME TO OUR STORE");
    jLabel5.setToolTipText("
                              N.M.R STORE");
    jLabel5.addMouseListener(new java.awt.event.MouseAdapter() {
      public void mouseClicked(java.awt.event.MouseEvent evt) {
        jLabel5MouseClicked(evt);
      }
    });
    getContentPane().add(jLabel5);
    jLabel5.setBounds(90, 140, 990, 90);
  private void SIGNINActionPerformed(java.awt.event.ActionEvent evt) {
  String dn="";
  String dna="";
  try{
    Class.forName("java.sql.Driver");
    Connection
con=DriverManager.getConnection("jdbc:mysql://localhost:3307/CLOTHSTORE","root","");
    Statement stmt=con.createStatement();
    String query="SELECT * from CREATEACCOUNT where
EMAILADDRESS=""+EMAILADDRESS.getText()+"" AND PASSWORD=""+password.getText()+"";";
    ResultSet rs=stmt.executeQuery(query);
    if(rs.next()){
      dn=rs.getString("EMAILADDRESS");
      catch(Exception e){
    JOptionPane.showMessageDialog(null, e);
  if(dn.compareTo("")!=0 && dna.compareTo("")!=0) {
    JOptionPane.showMessageDialog(null,"Congratulation, Login Successfull");
    int ans=JOptionPane.showConfirmDialog(null, "Do you want to move to Collection Page");
    if(ans==JOptionPane.YES_OPTION){
    CollectionType obj=new CollectionType();
    obj.setVisible(true);
    this.setVisible(false); }
```

```
else {
    JOptionPane.showMessageDialog(null,"Account Not Found !!!! Try Again");
    EMAILADDRESS.setText("");
    password.setText(""); }
  private void SIGNUPActionPerformed(java.awt.event.ActionEvent evt) {
    SignupPage obj=new SignupPage();
    obj.setVisible(true);
    this.setVisible(false);}
  private void jButton3ActionPerformed(java.awt.event.ActionEvent evt) {
    JOptionPane.showMessageDialog(null,"LOGOUT SUCCESSFULLY");
   System.exit(0);
  }
  private void MENSECTIONActionPerformed(java.awt.event.ActionEvent evt) {
  String dn="";
  String dna="";
  try
    Class.forName("java.sql.Driver");
    Connection con=DriverManager.getConnection("jdbc:mysql://localhost/CLOTHSTORE","root","");
    Statement stmt=con.createStatement();
    String query="SELECT * from CREATEACCOUNT where
EMAILADDRESS=""+EMAILADDRESS.getText()+"" AND PASSWORD=""+password.getText()+"";";
    ResultSet rs=stmt.executeQuery(query);
    if(rs.next())
      dn=rs.getString("EMAILADDRESS");
      dna=rs.getString("PASSWORD");
    }
  }
  catch(Exception e)
  {
    JOptionPane.showMessageDialog(null, e);
  }
  if(dn.compareTo("")!=0 && dna.compareTo("")!=0)
     JOptionPane.showMessageDialog(null,"Your EmailId and Password is Matched.");
     MenCollection obj=new MenCollection();
```

```
obj.setVisible(true);
     this.setVisible(false);
  }
  else
    JOptionPane.showMessageDialog(null,"Please First Login to access the Store Products");
    EMAILADDRESS.setText("Login First");
    password.setText("");
  }}
  private void WOMENCOLLECTIONActionPerformed(java.awt.event.ActionEvent evt) {
  String dn="";
  String dna="";
  try{
    Class.forName("java.sql.Driver");
    Connection
con=DriverManager.getConnection("jdbc:mysql://localhost:3308/CLOTHSTORE","root","");
    Statement stmt=con.createStatement();
    String query="SELECT * from CREATEACCOUNT where
EMAILADDRESS=""+EMAILADDRESS.getText()+"" AND PASSWORD=""+password.getText()+"";";
    ResultSet rs=stmt.executeQuery(query);
    if(rs.next()){
      dn=rs.getString("EMAILADDRESS");
      dna=rs.getString("PASSWORD"); }}
  catch(Exception e)
  {
    JOptionPane.showMessageDialog(null, e); }
  if(dn.compareTo("")!=0 && dna.compareTo("")!=0)
   JOptionPane.showMessageDialog(null,"Your EmailId and Password is Matched.");
   WomenCollection obj=new WomenCollection();
   obj.setVisible(true);
   this.setVisible(false);
  }
  else
    JOptionPane.showMessageDialog(null,"Please First Login to access the Store Products");
    EMAILADDRESS.setText("Login First");
```

```
password.setText("");
  }
  }
  public static void main(String args[]) {
    try {
       for (javax.swing.UIManager.LookAndFeelInfo info:
javax.swing.UIManager.getInstalledLookAndFeels()) {
         if ("Nimbus".equals(info.getName())) {
           javax.swing.UIManager.setLookAndFeel(info.getClassName());
            break;
     } catch (ClassNotFoundException ex) {
java.util.logging.Logger.getLogger(StoreLoginSignupPage.class.getName()).log(java.util.logging.Level.S
EVERE, null, ex);
     } catch (javax.swing.UnsupportedLookAndFeelException ex) {
java.util.logging.Logger.getLogger(StoreLoginSignupPage.class.getName()).log(java.util.logging.Level.S
EVERE, null, ex);}
    //</editor-fold>
    /* Create and display the form */
    java.awt.EventQueue.invokeLater(new Runnable() {
       public void run() {
         new StoreLoginSignupPage().setVisible(true);
       }});}
  private javax.swing.JPasswordField password; // End of variables declaration}
```

Chapter 6

Result and Discussion

6.1 Result

With the help of various links and tools, we have been able to provide a Desktop Application which is live and running on the System. We have been successful in our attempt to take care of the needs of both the customers as well as the administrator.

6.2 Discussion

- ***** Excel exports are developed for the Clothes.
- ❖ This is the Desktop Based Application so every machine needs to install this application.
- ❖ Laptop / Desktop is required to install the software.
- ❖ For Installing the Application the system need minimum 2 GB of RAM and 1.3 GHz Processor.

Chapter 7

Conclusion and Future Scope

7.1 Conclusion

The system has been developed with much care and free of errors and at the same time it is efficient and less time consuming. The purpose of this project was to develop a Desktop application for purchasing items from a Clothing Store. The entire System is secured. Also the project helped us understanding about the development phases of a project and software development life cycle. This project has given us great satisfaction in having designed a Desktop application which can be implemented to any nearby shops or branded shops selling various kinds of products by simple modifications.

The internet has given rise to great potential for businesses through connecting globally. In case online purchasing stills more problems arising specially for apparel. Every consumer has faced number of difficulties. Based on finding it is concluded that online shopping is getting popular in the younger generation. The main barrier in the process of online shopping is the safety issue and low level of trust on online stores therefore; sellers have to make proper strategies to increase the consumer's level of trust on them.

7.2 Future Scope

- ❖ Desktop applications make it a lot easy for customers to buy each and every item and get them delivered, but also for a store owner as well. Users no more worry about the quality, size and other aspects since everything is already mentioned over there.
- Desktop applications also create a direct marketing channel between a store and its customers, helping with product promotion, offer introduction and many other things.
- ❖ People will get good products with affordable price.
- ❖ People can buy products that is not available in there locality.

References

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