

A Report
on
BOOKSTORE WEB PAGE
*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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Associate Professor

Submitted By

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**SCHOOL OF COMPUTING SCIENCE AND ENGINEERING
GALGOTIAS UNIVERSITY,
GREATER NOIDA INDIA
December 2021**



**SCHOOL OF COMPUTING SCIENCE AND
ENGINEERING
GALGOTIAS UNIVERSITY, GREATER NOIDA**

CANDIDATE'S DECLARATION

I hereby certify that the work which is being presented in the project, entitled **“BOOKSTORE WEB PAGE”** in partial fulfillment of the requirements for the award of the B.tech CSE submitted in the School of Computing Science and Engineering of Galgotias University, Greater Noida, is an original work carried out during the period of October, 2021 to December 2021, under the supervision of Dr.Sudeept Singh Yadav Associate Professor, Department of Computer Science and Engineering/Computer Application and Information and Science, of School of Computing Science and Engineering , Galgotias University, Greater Noida

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

Harsh Kumar Maurya

19SCSE1010202

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

Dr. Sudeept Sing Yadav
Associate Professor

CERTIFICATE

The Final Project Viva-Voce examination of Harsh Kumar Maurya has been held on _____ and his work is recommended for the award of Bachelor of Technology.

Signature of Examiner(s)

Signature of Supervisor(s)

Signature of Project Coordinator

Signature of Dean

Date: December, 2021

Place: Greater Noida

Abstract

The main objective of the project is to create an online book store that allows users to search and purchase a book online based on title, author and subject. The selected books are displayed in a tabular format and the user can order their books online through credit card payment. Using this Website the user can purchase a book online instead of going out to a book store and wasting time.

There are many online book stores like Powell's, Amazon which were designed using Html. I want to develop a similar website using HTML, CSS, JavaScript, My SQL.

Online Book store is an online web application where the customer can purchase books online. Through a web browser the customers can search for a book by its title or author, later can add to the shopping cart and finally purchase using credit card transaction. The user can login using his account details or new customers can set up an account very quickly. They should give the details of their name, contact number and shipping address. The user can also give feedback to a book by giving ratings on a score of five. The books are divided into many categories based on subject like Software, Database, English, Architecture etc.

This project helps in understanding the creation of an interactive web page and the technologies used to implement it. The building of the project has given me a precise knowledge about how PHP is used to develop a website, how it connects to the database to access the data and how the data and web pages are modified to provide the user with a shopping cart application.

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ACRONYMS

Html	Hypertext Markup Language
Sql	Structured Query Language
Php	Hypertext Preprocessor
Srs	Software Requirements Specification
Css	Cascading Style Sheets
Gpl	General Public License
Ram	Random-Access Memory
Xml	Extensible Markup Language
Dfd	Data Flow Diagram
Er	Entity Relationship

Introduction

Online shopping is the process whereby consumers directly buy goods, services etc. from a seller interactively in real-time without an intermediary service over the internet.

Online shopping is the process of buying goods and services from merchants who sell on the Internet. Since the emergence of the World Wide Web, merchants have sought to sell their books to people who surf the Internet. Shoppers can visit web stores from the comfort of their homes and shop as they sit in front of the computer. Consumers buy a variety of items from online stores. In fact, people can purchase just about anything from companies that provide their books online. Books, clothing, household appliances, toys, hardware, software, and health insurance are just some of the hundreds of books consumers can buy from an online store.

Many people choose to conduct shopping online because of the convenience. For example, when a person shops at a brick-and-mortar store, she has to drive to the store, find a parking place, and walk throughout the store until she locates the books she needs. After finding the items she wants to purchase, she may often need to stand in long lines at the cash register.

1.1 Background

Online shopping allows you to browse through endless possibilities, and even offers merchandise that's unavailable in stores. If you're searching for a niche product that may not be distributed locally, you're sure to find what you're looking for on the internet. What's even more useful is the ability to compare items, similar or not, online. You can search through multiple stores at the same time, comparing material quality, sizes and pricing simultaneously.

An online bookstore software projects that acts as a central database containing various books in stock along with their title, author and cost. This project is a website that acts as a central book store. This web project is developed using php as the front end and sql as a back-end. The sql database stores various book related details. A user visiting the website can see a wide range of books arranged in respective categories. The user may select desired book and view its price. The user may even search for specific books on the website. Once the user selects a book , he then has to fill in a form and the book is booked for the user.

Say 'goodbye' to the days when you stood in line waiting, and waiting, and waiting some more for a store clerk to finally check out your items. Online shopping transactions occur instantly-saving you time to get your other errands done! Additionally, unlike a store, online shopping has friendly customer service representatives available 24 hours a day, 7 days a week to assist you with locating, purchasing and shipping your merchandise.

1.2Objective

My objective is to design such an application using which one can say 'goodbye' to the days when you stood in line waiting, and waiting some more for a store clerk to finally check out your items. Online shopping transactions occur instantly-saving you time to get your other errands done! Additionally, unlike a store, online shopping has friendly customer service representatives available 24 hours a day, 7 days a week to assist you with locating, purchasing and shipping your merchandise.

My main aim is to design such a book store where customer can visit our site anytime of the day from anywhere to view the available books, choose any of them and can order by paying online or can opt for cash on delivery as well. The administrator will regularly add any new books available to them for sale. The administrator will take books from the reputed publishers and vendors only.

1.3 Purpose and Scope

1.3.1 Purpose

Online Shopping system would have the following goals.

- Provide a web user interface to add, view, delete records in different areas.
- Provide a user interface to enter computer details.
- Provide a user interface to change details of all the computers and accessories.
- Provide a user interface for users to explore the store and choose items to buy.

1.3.2 Scope

The main scope and deliverables of the project would be to:

- Understand and prepare detailed requirement and specifications
- Prepare high level and detailed design specifications of the system
- Prepare Test Plan and Test cases
- Develop the system and coding
- Perform unit testing, integration and system testing
- Demonstrate a bug free application after suitable modification if needed.

1.4 TOOLS AND TECHNOLOGY USED

In a desktop application like Laboratory Management System, there is a scope for a large number of platforms, languages and frameworks to choose from. Before selecting from this large array of technologies, the following aspects, which are characteristic to windows based application like this one, have been kept in mind:

- Data validation
- Performance
- Reliability
- Scalability
- Security
- Portability
- Performance

The various technologies available for consideration are as follows:

Operating System: Windows 7

Client Side Scripting:

- HTML
- CSS
- JavaScript

Server Side Scripting: PHP

Database Tool: My SQL

HTML or **HyperText Markup Language** is the standard markup language used to create web pages.

HTML is written in the form of HTML elements consisting of *tags* enclosed in angle brackets (like `<html>`). HTML tags most commonly come in pairs like `<h1>` and `</h1>`, although some tags represent *empty elements* and so are unpaired, for example ``. The first tag in a pair is the *start tag*, and the second tag is the *end tag* (they are also called *opening tags* and *closing tags*).

The purpose of a web browser is to read HTML documents and compose them into visible or audible web pages. The browser does not display the HTML tags, but uses the tags to interpret the content of the page. HTML describes the structure of a website semantically along with cues for presentation, making it a markup language rather than a programming language.

HTML elements form the building blocks of all websites. HTML allows images and objects to be embedded and can be used to create interactive forms. It provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items. It can embed scripts written in languages such as JavaScript which affect the behavior of HTML web pages.

CSS

CSS was first developed in 1997, as a way for Web developers to define the look and feel of their Web pages. It was intended to allow developers to separate content from design so that HTML could perform more of the function that it was originally based on the markup of content, without worry about the design and layout.

CSS didn't gain in popularity until around 2000, when Web browsers began using more than the basic font and color aspects of CSS.

Web Designers that don't use CSS for their design and development of Web sites are rapidly becoming a thing of the past. And it is arguably as important to understand CSS as it is to know HTML - and some would say it was more important to know CSS.

Style sheet refers to the document itself. Style sheets have been used for document design for years. They are the technical specifications for a layout, whether print or online. Print designers use style sheets to insure that their designs are printed exactly to specifications. A style sheet for a Web page serves the same purpose, but with the added functionality of also telling the viewing engine (the Web browser) how to render the document being viewed.

PHP:

PHP (recursive acronym for *PHP: Hypertext Preprocessor*) is a widely-used open source general-purpose scripting language that is especially suited for web development and can be embedded into HTML.

Instead of lots of commands to output HTML (as seen in C or Perl), PHP pages contain HTML with embedded code that does "something" (in this case, output "Hi, I'm a PHP script!"). The PHP code is enclosed in special start and end processing instructions `<?php` and `?>` that allow you to jump into and out of "PHP mode."

What distinguishes PHP from something like client-side JavaScript is that the code is executed on the server, generating HTML which is then sent to the client. The client would receive the results of running that script, but would not know what the underlying code was. You can even configure your web server to process all your HTML files with PHP, and then there's really no way that users can tell what you have up your sleeve.

The best things in using PHP are that it is extremely simple for a newcomer, but offers many advanced features for a professional programmer. Don't be afraid reading the long list of PHP's features. You can jump in, in a short time, and start writing simple scripts in a few hours.

MYSQL:

MySQL, the most popular Open Source SQL database management system, is developed, distributed, and supported by Oracle Corporation.

The MySQL Web site (<http://www.mysql.com/>) provides the latest information about MySQL software.

- **MySQL is a database management system.**

A database is a structured collection of data. It may be anything from a simple shopping list to a picture gallery or the vast amounts of information in a corporate network. To add, access, and process data stored in a computer database, you need a database management system such as MySQL Server. Since computers are very good at handling large amounts of data, database management systems play a central role in computing, as standalone utilities, or as parts of other applications.

- **MySQL databases are relational.**

A relational database stores data in separate tables rather than putting all the data in one big storeroom. The database structures are organized into physical files optimized for speed. The logical model, with objects such as databases, tables, views, rows, and columns, offers a flexible programming environment. You set up rules governing the relationships between different data fields, such as one-to-one, one-to-many, unique, required or optional, and “pointers” between different tables. The database enforces these rules, so that with a well-designed

database, your application never sees inconsistent, duplicate, orphan, out-of-date, or missing data.

The SQL part of “MySQL” stands for “Structured Query Language”. SQL is the most common standardized language used to access databases. Depending on your programming environment, you might enter SQL directly (for example, to generate reports), embed SQL statements into code written in another language, or use a language-specific API that hides the SQL syntax.

SQL is defined by the ANSI/ISO SQL Standard. The SQL standard has been evolving since 1986 and several versions exist. In this manual, “SQL-92” refers to the standard released in 1992, “SQL:1999” refers to the standard released in 1999, and “SQL:2003” refers to the current version of the standard. We use the phrase “the SQL standard” to mean the current version of the SQL Standard at any time.

- **MySQL software is Open Source.**

Open Source means that it is possible for anyone to use and modify the software. Anybody can download the MySQL software from the Internet and use it without paying anything. If you wish, you may study the source code and change it to suit your needs. The MySQL software uses the GPL (GNU General Public License), <http://www.fsf.org/licenses/>, to define what you may and may not do with the software in different situations

Literature Survey

A software developer company states that an e-catalogue provides valuable information to the prospective customers about product specifications. It facilitates the potential customers in locating the products they want and in a way they want it. It describes that being self-updateable in a few simple clicks, the information in e-catalogue is always accurate and best of all it needs no reprinting. In addition, e-catalogue promotes your products by itself with enhanced interactivities, customer personalization and even enquiry shopping cart.

Amazon.com is one of the most successful online shopping websites which uses e-catalogue to feature its products. The information available for each book includes the book cover at the left side of the main frame, plus the book description which includes information like book title, book author, book price, and number of books left to be sold and rating from customers.

Universities or institutions are the place where we can share or transmit the knowledge, thus they are known as knowledge based institutions. The intranet facilities are normally provided for the universities students to help them in their studies. Online book catalogue could run on the university server and could be accessed by the lecturers and students using their intranet. Most universities are connected with LAN and this facility enabled the information to be shared and at the same time we could let the lecturers and students to practice e-commerce

REQUIREMENTS AND ANALYSIS

Problem Definition

Problem Definition and Need for the New System

- Online Book Store is a specific requirement of the client that integrates the buying and selling services specifically to their customers.
- Reports can be generated at any time within few seconds, so that manual labor is not required, and also analysis can be performed much more frequently which helps in taking decision.
- The details regarding all users, books can also be maintained as their information is very helpful and sometimes becomes a critical requirement.
- Allows user to get registered from their places and transact for the required product.
- To overcome these problems we develop “**Online Book Store**”.

Project Design

4.1 System Requirements Specifications

System requirements are expressed in a software requirement document. The Software requirement specification (SRS) is the official statement of what is required of the system developers. This requirement document includes the requirements definition and the requirement specification. The software requirement document is not a design document. It should set out what the system should do without specifying how it should be done. The requirement set out in this document is complete and consistent. The software specification document satisfies the following:-

- It specifies the external system behaviours.
- It specifies constraints on the implementation.
- It is easy to change.
- It serves as reference tool for system maintainers.
- It record forethought about the life cycle of the system.
- It characterizes acceptable response to undesired events.

User Class and Characteristics:

- General public
- Customers
- Administrator
- General public can use the system to see the books, their prices and quantity available.
- Non registered user cannot buy the books.

- Customers are using for viewing and buying the books.
- Customer can also write feedbacks for books and services
- Administrators can add, edit & delete books and provide services to the customer.
- Administrator can see the daily sell. Can also see the feedback given by the customer.
- Administrator maintaining the deliveries.

Functional Requirements:

- The System must provide following functionalities—
- Keeping records of registration of customers.
- Keeping the records of books.
- Keeping the daily sell.
- Storing the feedback given by the customer.
- Keeping details about the product it is delivered or not. etc.
- Storing the items selected by the customer in the temporary storage.

Non Functional Requirements:

Following Non-functional requirements will be there in the online shopping portal.

- Secure access of confidential data (customer's details).
- 24 X 7 availability.
- Better component design to get better performance at peak time.

Flexible service based architecture will be highly desirable for future extension Non functional requirements define system properties and

constraints It arise through user needs, because of budget constraints or organizational policies, or due to the external factors such as safety regulations, privacy registration and so on.

Various other Non-functional requirements are:

1. Security
2. Reliability
3. Maintainability
4. Portability
5. Extensibility
6. Reusability

External Interface Requirements:

User Interface:

User of the system will be provided with the Graphical user interface, there is no command line interface for any functions of the product.

Hardware Interface:

Hardware requirements for running this project are as follows:

Processor: - Pentium I or above.

RAM: - 128 MB or above.

HD: - 20 GB or above.

Software Interface:-

Software required to make working of product is:-

Front end- HTML/PHP

Back end- My SQL

4.2 Conceptual Models

DataFlowDiagram

DataFlows

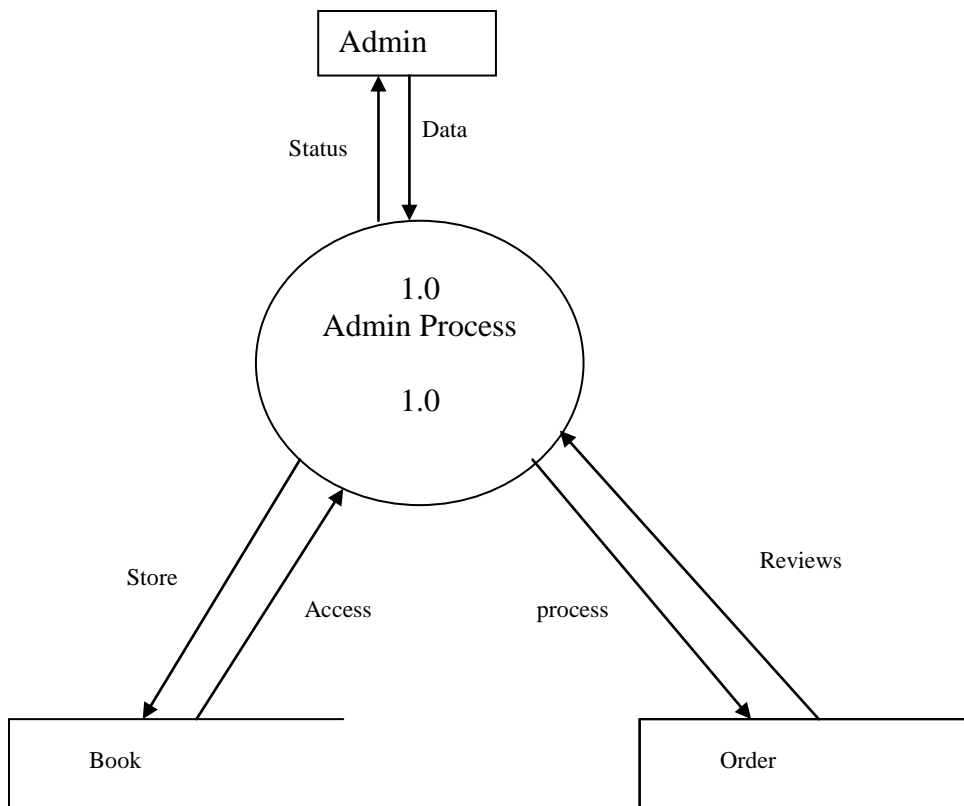
DFDs show the flow of data from external entities into the system, showed how the data moved from one process to another, as well as its logical storage. There are only four symbols:

- Squares representing **external entities**, which are sources or destinations of data.
- Rounded rectangles representing **processes**, which take data as input, do something to it, and output it.
- Arrows representing the **data flows**, which can either, be electronic data or physical items.
- Open-ended rectangles representing **data stores**, including electronic stores such as databases or XML files and physical stores such as or filing cabinets or stacks of paper.

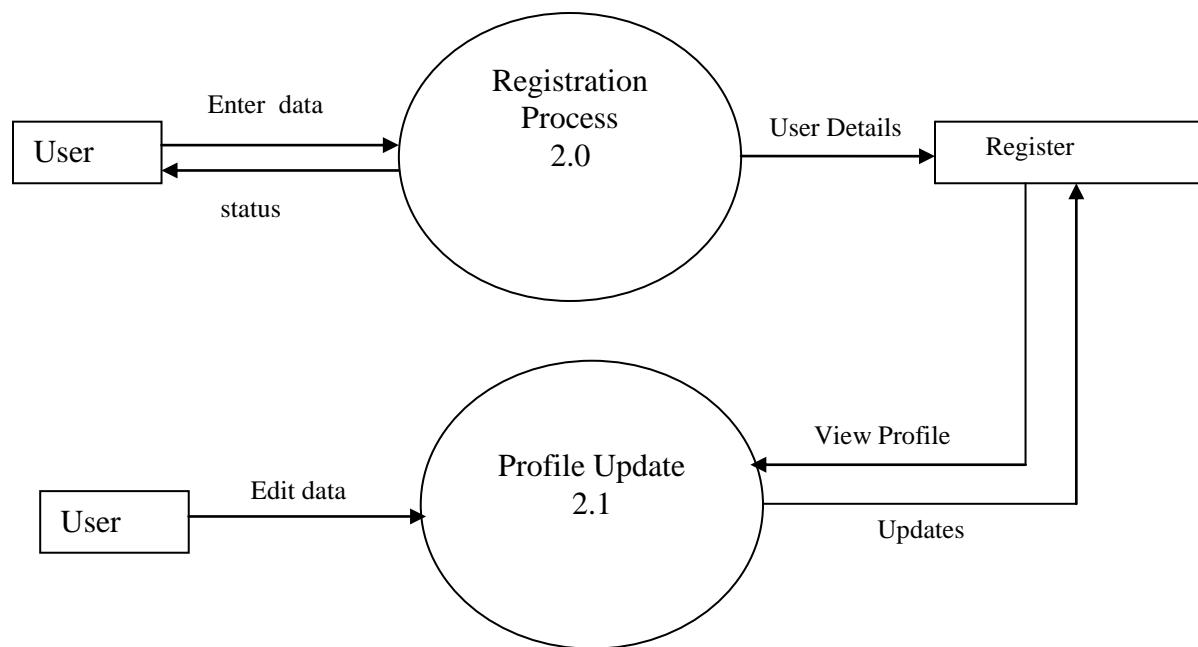
4.1 0-Level DFD:



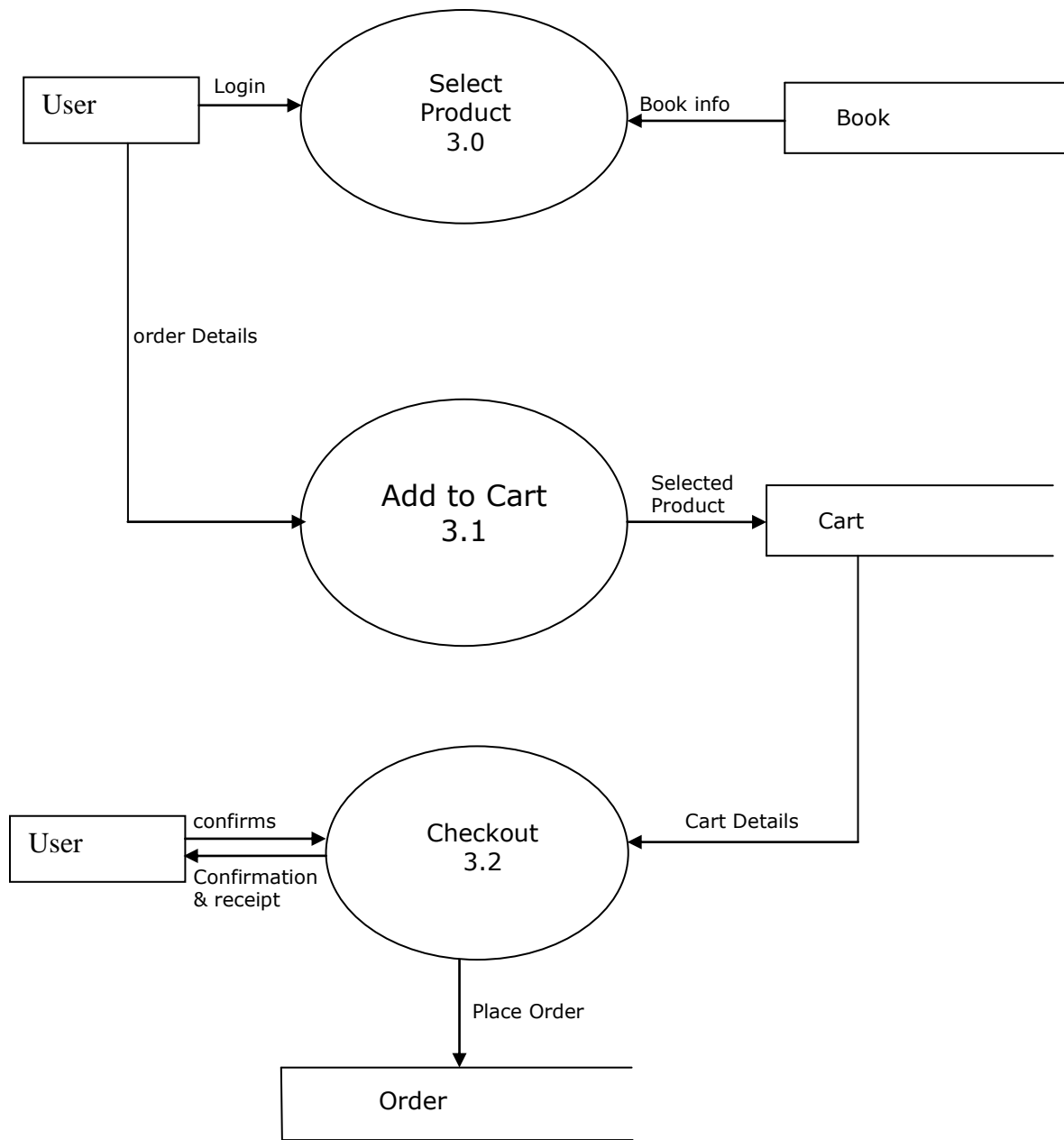
CONTEXT



4.2 DFD for Admin Process



4.3 DFD For User Registration and Profile Update



4.4 DFD for shopping and checkout process

Entity-Relationship Model

Simply stated the ER model is a conceptual data model that views the real world as entities and relationships. A basic component of the model is the Entity-Relationship diagram which is used to visually represent data objects. Since Chen wrote his paper the model has been extended and today it is commonly used for database.

Basic Constructs of E-R Modeling

The ER model views the real world as a construct of entities and association between entities.

Entities

Entities are the principal data object about which information is to be collected. Entities are classified as independent or dependent (in some methodologies, the terms used are strong and weak, respectively). An independent entity is one that does not rely on another for identification. A dependent entity is one that relies on another for identification. .

Relationships

A Relationship represents an association between two or more entities. Relationships are classified in terms of degree, connectivity, cardinality, and existence.

Attributes

Attributes describe the entity of which they are associated. A particular instance of an attribute is a value. The domain of an attribute is the collection

of all possible values an attribute can have. The domain of Name is a character string.

Classifying Relationships

Relationships are classified by their degree, connectivity, cardinality, direction, type, and existence. Not all modeling methodologies use all these classifications.

Degree of a Relationship

The degree of a relationship is the number of entities associated with the relationship. The n-ary relationship is the general form for degree n. Special cases are the binary, and ternary, where the degree is 2 and 3 respectively.

Connectivity and Cardinality

The connectivity of a relationship describes the mapping of associated entity instances in the relationship. The values of connectivity are "one" or "many". The cardinality of a relationship is the actual number of related occurrences for each of the two entities. The basic types of connectivity for relations are: one-to-one, one-to-many, and many-to-many.

Direction

The direction of a relationship indicates the originating entity of a binary relationship. The entity from which a relationship originates is the parent entity; the entity where the relationship terminates is the child entity.

The direction of a relationship is determined by its connectivity type. An identifying relationship is one in which one of the child entities is also a dependent entity. A non-identifying relationship is one in which both entities are independent.

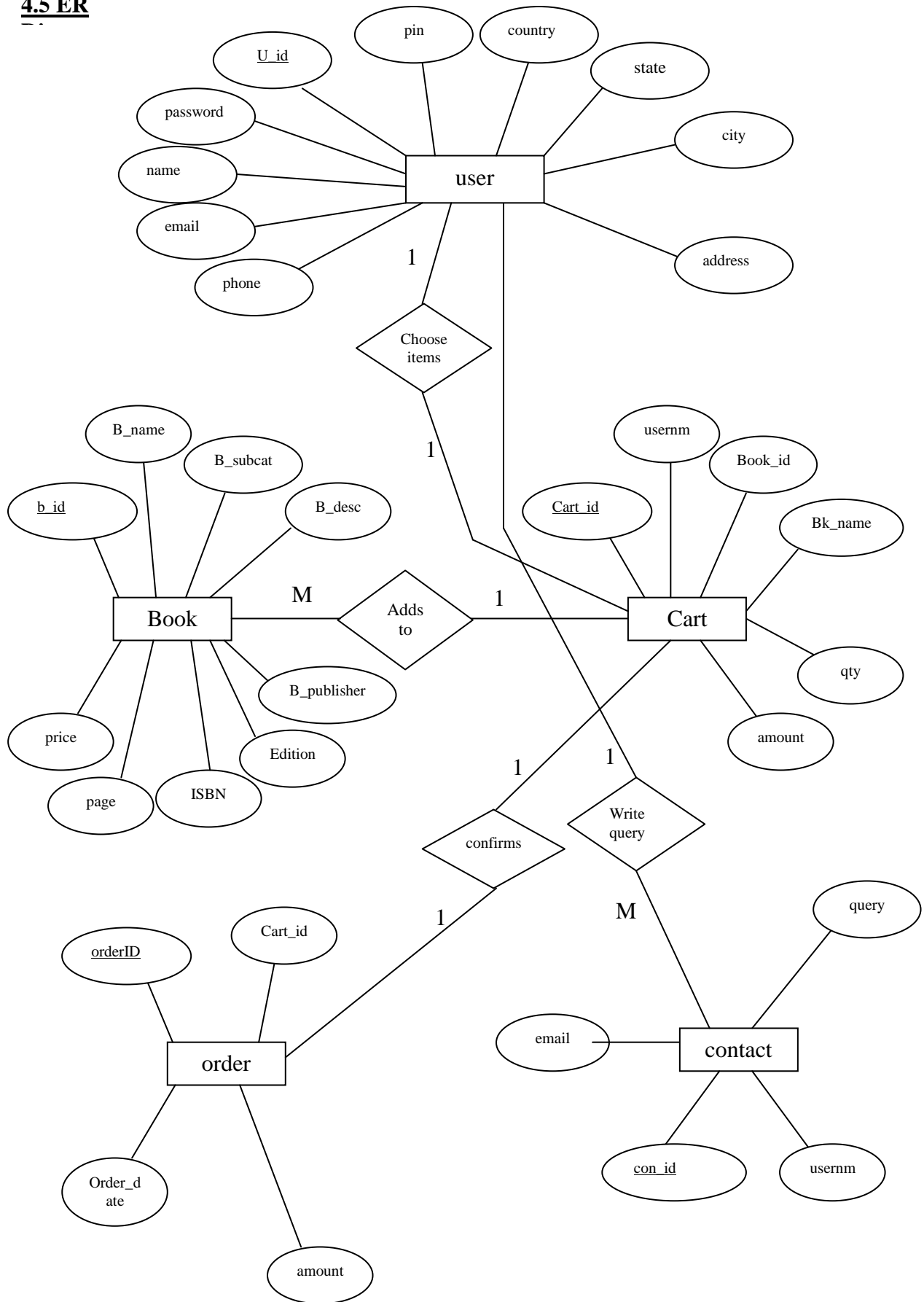
Existence

Existence denotes whether the existence of an entity instance is dependent upon the existence of another, related, entity instance. The existence of an entity in a relationship is defined as either mandatory or optional.

Generalization Hierarchies

A generalization hierarchy is a form of abstraction that specifies that two or more entities that share common attributes can be generalized into a higher level entity type called a supertype or generic entity. The lower-level of entities become the subtype, or categories, to the supertype. Subtypes are dependent entities.

4.5 ER



WORKING OF PROJECT

System Design

Introduction:

System design is the solution of a “how to approach to the creation of the new system. It is composed of several steps. It facilitates the understanding and provides the procedural details necessary for implementation of the system recommended in the feasibility study. Emphasis is given on translating the performance requirements into design specification. Design goes through logical and physical stages of development.

Logical design reviews the present physical system; prepares input and output specification; make editing; security and control specification; details the implementation plan, and prepare logical design walk through. The physical design maps out the details of the physical system; plans the system implementation plan and specifies hardware and software. System design translates the system requirement into the ways of the system as recommended in the feasibility study. Thus the system design is the translation from user-oriented document to a programmer or a database personal oriented document. System design is a highly creative process that can be greatly facilitated by the following:-

- Strong Problem Definition
- Pictorial description of the Existing System
- Set of Requirements of the new system

Modules Description:

1. Registration: Customer can register their account here to continue shopping.
2. Admin: Admin can add books, check orders and make sure the orders are delivered on time and can confirm payments by the customers.
3. Shopping Cart: Customers after login can browse through the different books and choose one or more products and can add them to cart.
4. Payment: Cash on Delivery facility is available.

INPUT DESIGN

Very careful attention had to be given to input design, which is a major part of the overall system design. In order to make the data entry as easy, logical and error free as possible, specific standards had been followed. Validation checks, provided in the system prevented the user in entering incorrect, erroneous data. This made sure that, only valid data had been available for data processing. If valid data was entered, then meaningful error messages had been prompted to enter correct data. The interactive screen formats facilitate the entry of valid data.

INPUT DESIGN OBJECTIVES:

The numbers of clear objectives of input design are,

- To produce a cost effective method of input

- To achieve the highest possible level of accuracy
- To ensure that the input is acceptable to and understood by the user staff

OUTPUT DESIGN:

Output, as you probably know, generally refers to the results and information that are generated by the system. For many end-users, output is the main reason for developing the system and the basis on which they will evaluate the usefulness of the application. Most end users will not actually operate the information system or enter data through workstations, but they will use the output from the system.

When designing output, systems analysts must accomplish the following.

- Determine what information to present
- Decide whether to display, print, or “speak” the information and select the output medium.
- Arrange the presentation of information in an acceptable format.
- Decide how to distribute the output to intended recipients.

That alignment of information on a display or printed document is termed as layout.

Accomplishing the general activities listed above will require specific decisions, such as whether to use preprinted forms when preparing reports and documents, how many lines to plan on a printed page, or whether to use graphics and color.

The output design is specified on layout performs, sheets that describe the location characteristics, and format of the column headings and pagination. As we indicated at the beginning of this discussion, these elements are analogous to an architect's blue print that shows the location of the each component.

DATABASE DESIGN

The general theme behind a database is to handle information as an integrated whole. A database is a collection of inter-related data stored with minimum redundancy to serve single users quickly and efficiently. The general objective is to make information necessary, quick, inexpensive and flexible for the user.

Database Tables

5.1 User Table

Field Name	Data Type	Size	Allow Null	Constrain
u_id	int	4	No	PK
u_fnm	vchar	35	No	
u_unm	vchar	25	No	
u_pwd	vchar	20	No	
u_gender	vchar	7	No	
u_email	vchar	35	No	
u_contact	vchar	12	No	
u_city	vchar	20	No	

5.2 Category Table

Field Name	Data Type	Size	Allow Null	Constrain
cat_id	int	4	No	PK
cat_nm	varchar	30	No	

5.3 Subcat Table

Field Name	Data Type	Size	Allow Null	Constrain
subcat_id	int	4	No	PK
Parent_id	Int	4	No	
Subcat_nm	varchar	35	No	

5.4 Contact Table

Field Name	Data Type	Size	Allow Null	Constrain
con_id	int	4	No	PK
Con_nm	varchar	40	No	
Con_email	varchar	40	No	
Con_query	Longtext	0	No	

5.5 Book Table

Field Name	Data Type	Size	Allow Null	Constrain
b_id	int	4	No	PK
b_nm	varchar	60	No	
b_subcat	varchar	25	No	
b_desc	longtext	0	No	
b_publisher	varchar	40	No	
b_edition	varchar	20	No	
b_isbn	varchar	10	No	
b_page	int	5	No	
b_price	int	5	No	
b_img	longtext	0	No	
b_pdf	longtext	0	No	

5.6 Cart Table

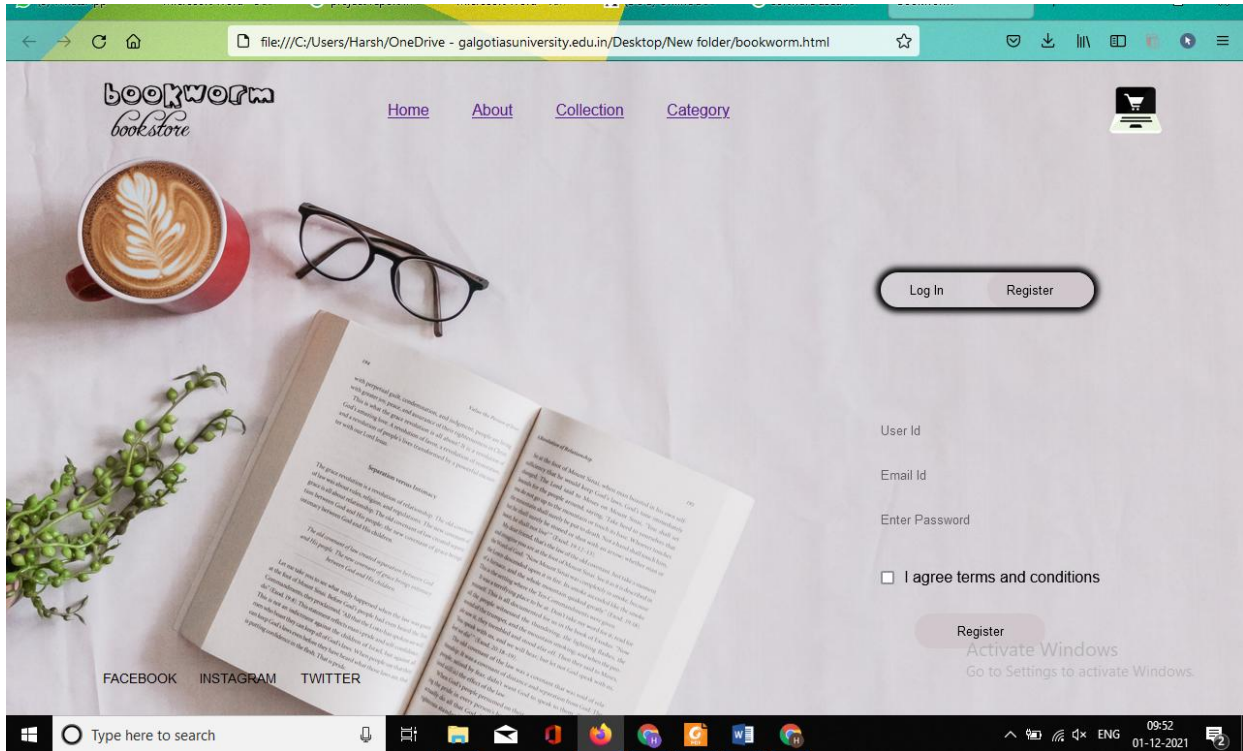
Field Name	Data Type	Size	Allow Null	Constrain
cart_id	int	4	No	PK
user_nm	varchar	20	No	
Book_id	varchar	10	No	PK
Book_name	varchar	25	No	
qty	int	4	No	
Amount	Float		No	

5.7 Checkout Table

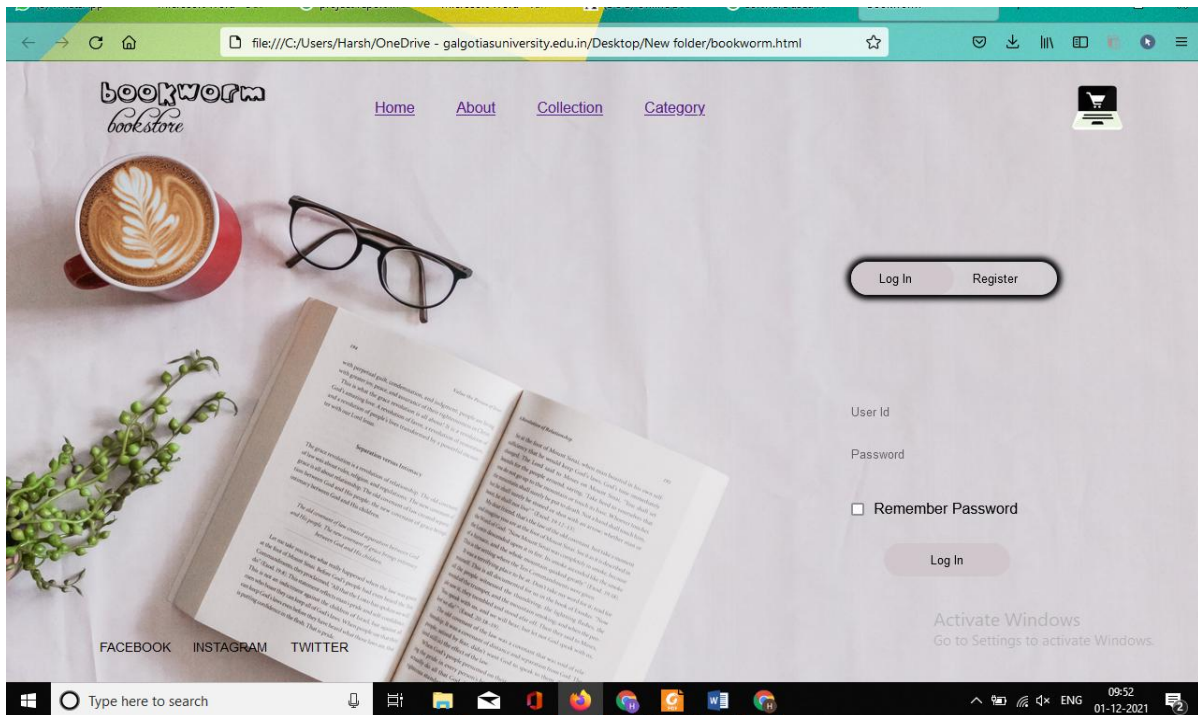
Field Name	Data Type	Size	Allow Null	Constrain
order_id	int	4	No	PK
Cart_id	varchar	60	No	
Order_date	datetime		No	
Total_Amount	Float	0	No	

RESULTS AND DISCUSSION

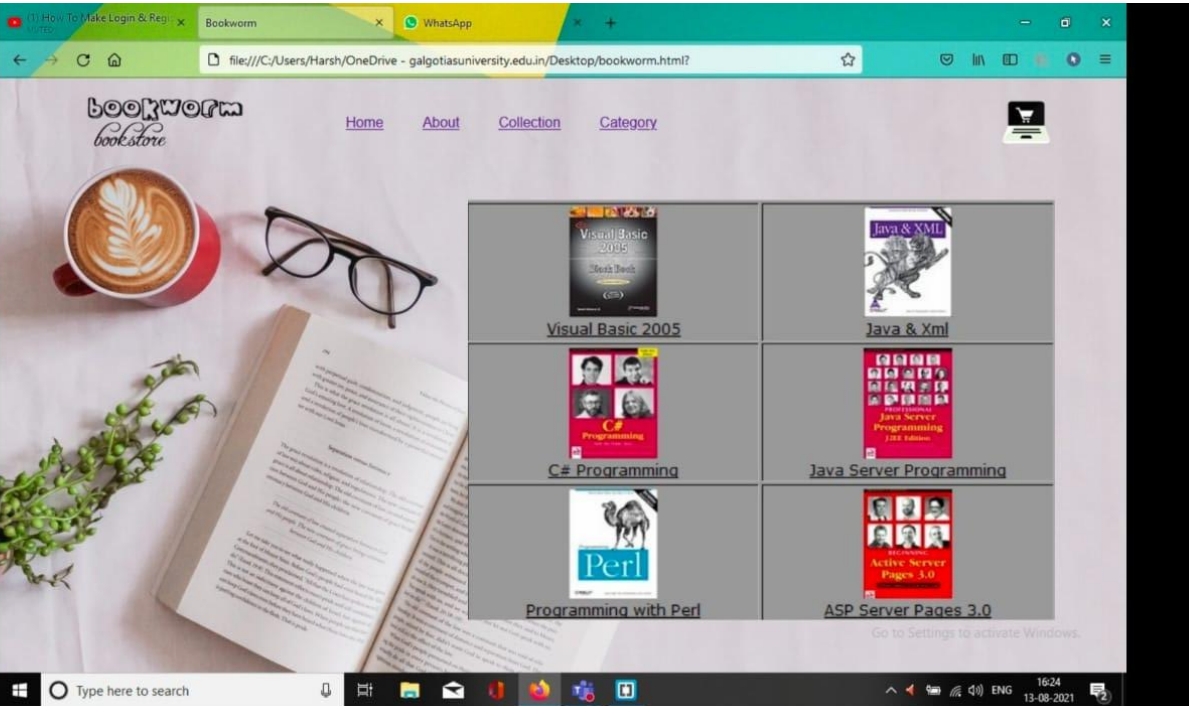
Registration page:



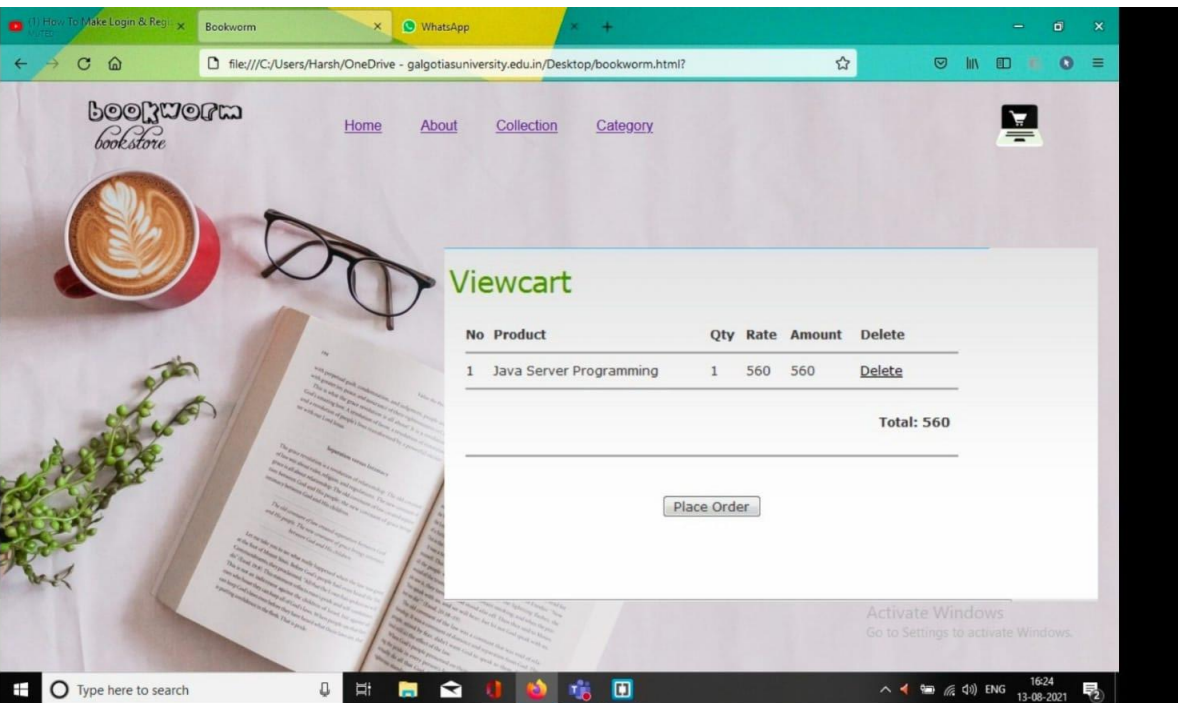
Login page:



List of books:



Cart page:



FUTURE APPLICATION\CONCLUSION

Future Application

Software development is never –ending process and continues the life of the software as per the changing needs of the user from time to time. The project is no doubt has been developed keeping in mind easy modification and enhancement that may be required from time to time.

However, there are many scopes to modify this software. As because due to shortage of time, we here become unable to include many things. We are trying to cover all their existing system for sales return records of the items but due to shortage of time we become unable to include many things. Due to lake of time I here include none of them and a future scope one can develop these returns which are so much essential. Only with a little more doing it is possible to design the formats for those returns. Moreover, an on-line system will be more helpful to the organization. . With almost the same data with only a little modification an on-line system can be designed to fulfill their demands. All these can be considered to be future scope for this project.

Conclusion

The Internet has become a major resource in modern business, thus electronic shopping has gained significance not only from the entrepreneur's but also from the customer's point of view. For the entrepreneur, electronic shopping generates new business opportunities and for the customer, it makes comparative shopping possible. As per a survey, most consumers of online stores are impulsive and usually make a decision to stay on a site within the first few seconds. "Website design is like a shop interior. If the shop looks poor or like hundreds of other shops the customer is most likely to skip to the other site". Hence we have designed the project to provide the user with easy navigation, retrieval of data and necessary feedback as much as possible. In this project, the user is provided with an ecommerce web site that can be used to buy books online. To implement this as a web application we used PHP as the Technology. PHP (XAMPP) has several advantages such as enhanced performance, scalability, built-in security and simplicity. To build any web application using PHP we need a programming language such as JAVA, HTML # and so on. JAVA SCRIPT was the language used to build this application. PHP uses MySQL server to interact with the database as it provides in-memory caching that eliminates the need to contact the database server frequently and it can easily deploy and maintain an PHP application. MySQL was used as back-end database since it is one of the most popular open source databases, and it provides fast data access, easy installation and simplicity. A good shopping cart design must be accompanied with user-friendly shopping cart application logic. It should be convenient for the

customer to view the contents of their cart and to be able to remove or add items to their cart. The shopping cart application described in this project provides a number of features that are designed to make the customer more comfortable. 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. The building of the project has given me a precise knowledge about how PHP is used to develop a website, how it connects to the database to access the data and how the data and web pages are modified to provide the user with a shopping cart application.

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