Course Code: ITC11

Course Name: Mini Project

	Credit Scheme		Evaluation Scheme				
Lecture	Practical	Credit	Internal Ex			External	Total
			Written Practical Tutorial		Tutorial		
_	10 Hrs./Week	5	-	75	-	50	125

Course Description:

A mini project is an assignment that the student needs to complete at the end of every semester to strengthen the understanding of fundamentals through effective application of the subjects learnt.

Course Outcomes:

Student will be able to

CO1: Create working project using tools and techniques learnt in this semester (Create)

Course Structure:

Guidelines for Mini Project

- 1. Students are expected to undertake one mini project starting from first semester till third semester.
- 2. The student may take up the mini project in first semester based on the courses learnt in that semester and for every next semester the mini project may be based on the courses learnt in the current semester along with all the subjects learnt in earlier semesters.
- 3. The student may take up the project individually or in group. However, if project is done in group, each student must be given a responsibility for distinct modules.
- 4. Selected project/module must have relevant scope as per the marks assigned and must be carried out in the Institute.
- 5. Internal guide should monitor and evaluate the progress of the project on individual basis through handwritten workbook (Project Diary) maintained by students containing various project milestones with learnings and remarks from internal guide for concurrent evaluation.
- The Project Synopsis should contain an Introduction to Project clearly stating the project scope in detail justifying enough scope for 125 marks. The project work will carry 75 marks for internal assessment and 50 marks for external assessment.
- 7. Students are expected to show working demo of the project during final evaluation.
- 8. Students are expected to upload mini-project on GITHUB as project repository of the institution.
- 9. Students are expected to submit the soft copy of mini project report as a part of final submission.
- 10. The project will be assessed internally as well as externally by the examiners appointed by University. University may appoint Industry Experts as an external examiner

Course Code: ITC21 Course Name: Mini Project

	Credit Scheme			Eva	luation Scl	heme	
Lecture	Practical	Credit		Internal		External	Total
			Written	Practical	Tutorial		
-	10 Hrs./Week	5	-	75	_	50	125

Course Description:

A mini project is an assignment that the student needs to complete at the end of every semester to strengthen the understanding of fundamentals through effective application of the subjects learnt.

Course Outcomes:

Student will be able to

CO1: Create working project using tools and techniques learnt in this semester (Create)

Course Structure:

Guidelines for Mini Project

- 1. Students are expected to undertake one mini project starting from first semester till third semester.
- 2. The student may take up the mini project in first semester based on the courses learnt in that semester and for every next semester the mini project may be based on the courses learnt in the current semester along with all the subjects learnt in earlier semesters.
- 3. The student may take up the project individually or in group. However, if project is done in group, each student must be given a responsibility for distinct modules.
- 4. Selected project/module must have relevant scope as per the marks assigned and must be carried out in the Institute.
- 5. Internal guide should monitor and evaluate the progress of the project on individual basis through handwritten workbook (Project Diary) maintained by students containing various project milestones with learnings and remarks from internal guide for concurrent evaluation.
- 6. The Project Synopsis should contain an Introduction to Project clearly stating the project scope in detail justifying enough scope for 125 marks. The project work will carry 75 marks for internal assessment and 50 marks for external assessment.
- 7. Students are expected to show working demo of the project during final evaluation.
- 8. <u>Students are expected to upload mini-project on GITHUB as project repository of the institution.</u>
- 9. Students are expected to submit the soft copy of mini project report as a part of final submission.
- 10. The project will be assessed internally as well as externally by the examiners appointed by University. University may appoint Industry Experts as an external examiner

11.

Course Code: ITC31

Course Name: Mini Project

	Credit Scheme			Eva	luation Sc	heme	
Lecture	Practical	Credit		Internal		External	Total
			Written	Practical	Tutorial		
-	10 Hrs./Week	5	-	75	-	50	125

Course Description:

A mini project is an assignment that the student needs to complete at the end of every semester to strengthen the understanding of fundamentals through effective application of the subjects learnt.

Course Outcomes:

Student will be able to

CO1: Create working project using tools and techniques learnt in this semester (Create)

Course Structure:

Guidelines for Mini Project

- 1. Students are expected to undertake one mini project starting from first semester till third semester.
- 2. The student may take up the mini project in first semester based on the courses learnt in that semester and for every next semester the mini project may be based on the courses learnt in the current semester along with all the subjects learnt in earlier semesters.
- 3. The student may take up the project individually or in group. However, if project is done in group, each student must be given a responsibility for distinct modules.
- 4. Selected project/module must have relevant scope as per the marks assigned and must be carried out in the Institute.
- 5. Internal guide should monitor and evaluate the progress of the project on individual basis through handwritten workbook (Project Diary) maintained by students containing various project milestones with learnings and remarks from internal guide for concurrent evaluation.
- 6. The Project Synopsis should contain an Introduction to Project clearly stating the project scope in detail justifying enough scope for 125 marks. The project work will carry 75 marks for internal assessment and 50 marks for external assessment.
- 7. Students are expected to show working demo of the project during final evaluation.
- 8. Students are expected to upload mini-project on GITHUB as project repository of the institution.
- 9. Students are expected to submit the soft copy of mini project report as a part of final submission.
- 10. The project will be assessed internally as well as externally by the examiners appointed by University. University may appoint Industry Experts as an external examiner

Course Code: ITC41
Course Name: Project

Credit Scheme				Eva	luation Sc	heme	
Lecture	Practical	Credit		Internal		External	Total
			Written	Practical	Tutorial		
_	40 Hrs./Week	22	-	300	-	250	550

Course Description:

A project is an assignment that the student needs to complete at the end of semester IV to strengthen the understanding of fundamentals through effective application of the subjects learnt.

Course Outcomes:

Student will be able to

CO1: Create working project using tools and techniques learnt in the programme (Create)

Course Structure:

The project is an outcome of technical skills and domain knowledge acquired by the students during the program. Students demonstrate problem solving skills, analytical ability, logical thinking, communication skills and team work during the course of the project. The project can be implementation of a research work published in any reputed journal.

- 1. The project may be done individually or in groups. However, if project is done in groups, each student must be given a responsibility for distinct modules.
- 2. Selected project/module must have relevant scope as per the marks assigned and can be carried out in the Institute or outside with prior permission of the Institute.
- 3. Internal guide should monitor and evaluate the progress of the project on individual basis through handwritten workbook maintained by students containing various project milestones with learnings and remarks from internal guide for concurrent evaluation.
- 4. The Semester IV project should be having sufficient scope for 400 marks. The project work will carry 300 marks for internal assessment and 250 marks for external assessment.
- 5. Students are expected to show working demo of the project during final evaluation in semester IV.
- 6. The project report should be prepared as per the University prescribed format with all the chapters mentioned in project guidelines. And it should be printed on back-to-back pages (one copy) which should be signed by the internal guide and the Director of the Institute. A client (colleges, Non IT organization, and IT organization) certificate should be attached to prove the authenticity of the project work done.
- 7. The project will be assessed internally as well as externally by the examiners appointed by the institutions and University.

Type of Projects

1. Application Development

The students are advised to choose a project that involves window-based development, web-based development, mobile-based development, projects based on machine learning. Analysis and interpretation of any company specific data is not permitted.

2. Embedded Systems / IoT

A project should be developed and implemented for application specific system after thorough investigation of the latest development in the field of electronics or communication to facilitate their efficient operation. The Real Time Operating System (RTOS) or open source platform can be used to develop embedded applications such as Robotics, Microcontroller / Microprocessor based projects etc. An IOT project can be used to design products for reliability and security using simple electronics concepts and integrating with a cloud platform to get the data real-time and make some operational analysis. It has to use efficient algorithms for strong authentication and security protocols and disable non-essential services.

Few examples of IoT applications Smart home, Health care applications, Smart waste management, Activity Tracker etc.

3. ETL Projects

Extract, transform, load (ETL) is the process of integrating the data from one or more sources. It is expected from the student that he should demonstrate the entire ETL process with reference to any domain like finance, banking, insurance, retail etc.

Data extraction consists of extracting the data from homogeneous or heterogeneous sources and transforming it into a proper format using data cleansing. The data can be finally loaded into a final target database such as operational data base, a data mart or data warehouse. This data can be further used for the purpose of querying and analyzing.

4. Research Projects

The research project will be able to demonstrate the skills of working scientifically, and through the project the students will able to understand how to do a literature review, and how to appraise the literature to address questions. To explore an area of interest (develop some expertise and a deeper understanding of a topic). Understand the tools to critically and thoughtfully appraise problems which are faced every day; to learn communicate scientific research in verbal presentations and written form. As an example, the students can identify any problem, by observation or through survey to understand the problem in depth and propose the solution by applying the research methodology.

Project Guidelines:

1. Application Development Project

Chapter No		Details
1		Introduction
	1.1	Company Profile / Institute Profile / Client Profile
	1.2	Abstract
	1.3	Existing System and Need for System
	1.4	Scope of System
	1.5	Operating Environment - Hardware and Software
	1.6	Brief Description of Technology Used 1.6.1 Operating systems used (Windows or Unix) 1.6.2 RDBMS/No Sql used to build database (mysql/ oracle, Teradata, etc.)
2		Proposed System
	2.1	Study of Similar Systems (If required research paper can be included)
	2.2	Feasibility Study
	2.3	Objectives of Proposed System
	2.4	Users of System
3		Analysis and Design
	3.1	System Requirements (Functional and Non-Functional requirements)
	3.2	Entity Relationship Diagram (ERD)
	3.3	Table Structure
	3.4	Use Case Diagrams
	3.5	Class Diagram
	3.6	Activity Diagram
	3.7	Deployment Diagram
	3.8	Module Hierarchy Diagram
	3.9	Sample Input and Output Screens (Screens must have valid data. All reports must have at-least 5 valid records.)
4		Coding
	4.1	Algorithms
	4.2	Code snippets
5		Testing
	5.1	Test Strategy
	5.2	Unit Test Plan
	5.3	Acceptance Test Plan
	5.4	Test Case / Test Script
	5.5	Defect report / Test Log
6		Limitations of Proposed System
7		Proposed Enhancements
8	· · · · · · · · · · · · · · · · · · ·	Conclusion

9	Bibliography
10	Publication / Competition certificates
11	Appendix – Cost sheet , Data sheet
12	User Manual (All screens with proper description/purpose Details about validations related to data to be entered.)

2. Embedded Systems / IoT Project

Chapter No		Details
1		Introduction
	1.1	Company Profile / Institute Profile / Client Profile
	1.2	Abstract
	1.3	Existing System and Need for System
	1.4	Scope of System
	1.5	Operating Environment - Hardware and Software
	1.6	Brief Description of Technology Used 1.6.1 Operating systems used (Windows or Unix) 1.6.2 Database (if applicable)
2		Proposed System
	2.1	Study of Similar Systems (If required research paper can be included)
	2.2	Feasibility Study
	2.3	Objectives of Proposed System
	2.4	Users of System
3		Analysis and Design
	3.1	Technical requirements – H/W , S/W
	3.2	System Architecture / Block Diagram
	3.3	System Hardware Details
	3.4	Pin Diagrams
	3.5	Interface diagrams
	3.6	Design Sequence
	3.7	System Software Details
	3.8	Process / System Flow chart
4		Coding
	4.1	Algorithms
	4.2	Code snippets (if applicable)
5		Testing
	5.1	Results & reports
	5.2	Test cases
	5.3	Acceptance Testing
	5.4	Test reports in IEEE format
6		Limitations of Proposed System
7		Proposed Enhancements

8	Conclusion
9	Bibliography
10	Publication / Competition certificates
11	Appendix – Cost sheet , Data sheet
12	User Manual (All screens with proper description/purpose Details about validations related to data to be entered.)

3. ETL Projects

Chapter No		Details
1		Introduction
	1.1	Company Profile / Institute Profile / Client Profile
	1.2	Existing System functionality (Source System for which the ANALYTICS is being developed)
	1.3	Business process understanding and specifications 1.3.1 Business Requirement Specifications: 1.3.1. 1 The o/p from BR Analysis are BRS Business Requirement Specifications (Business specific Rules to be mentioned here from analysis point of view) 1.3.1.2 Identify the dimensions, required attributes, measures, filter conditions, adjustments for KPIs going to be used in the Target system and its availability in the Source System. If any gaps suggest remediation of gaps 1.3.2 Business Rules Collection 1.3.3 Identify the Key Performance Indicator (specified by 1.3.4 Establish the User Acceptance Criteria client)
	1.4	Scope of the project
	1.5	Operating Environment - Hardware & Software, Description of Tools / Technology to be used in the Target system 1.5.1.1 Operating systems used (Windows or Unix) 1.5.1.2 RDBMS/NoSql used to build database (mysql/ oracle, Teradata, etc.) 1.5.1.3 ETL tools used (Talend/Informatica, Datastage etc) 1.5.1.4 OLAP/ Data mining/ machine learning/ analytics tools used (Python/ Cognos, BO, etc.) 1.5.1.5 Data visualization tools (power BI / Tableau)
2		Proposed System
	2.1	Creating multiple ETL strategies - Specifying metadata details, identifying heterogeneous architectures, processes for I/O only for ETL, scrapping, identifying the volatilities in the channels, designing strategies in the context of the business and existing ERP
	2.2	Comparing them in the context of selected business system (as per the business requirements)
	2.3	Suggesting optimum solution (process)
3		Analysis and Design
	3.1	Use Case Diagram
	3.2	Activity diagram to demonstrate Process flow (execution of ETL process)

	3.3	Design of Target system (Elaborate the tiers of DW architecture in the Target System)	
	3.4	Database schema / Table specifications of Target system	
	3.5	Details of Source & Targets of mapping in the database	
	3.6	Details of Load (Full/Incremental etc.)	
	3.7	Design of ETL schema/strategy	
4	4.1	Design of strategy for Visualization 4.1.1 Visualizations in support of comparison of performance of various ETL strategies 4.1.2 Data visualization using different techniques (if any)	
5		Drawbacks and Limitations Proposed Enhancements	
6		Conclusion	

4. Research Projects

Research projects especially are designed to gain knowledge about some specified area and the deliverable is that knowledge gained, usually encapsulated in some form of report.

Students are expected to contribute something new to academic or practical knowledge in their research area—something original that is more than the accepted knowledge.

Completing a Research Project as part of your coursework is an opportunity to:

- learn to read and interpret other people's research critically by doing your own. This gives you an insight into the effects of practical difficulties and theoretical debates on published research
- develop and apply the knowledge that you have learnt in 4 semesters of your curriculum.
- submit a paper for peer-reviewed publication. (If successful, this will give a boost to your c.v.) If
 you wish to enroll in a research degree such as PhD, a research project as part of your coursework
 will assist the committee evaluating your application in assessing whether you are ready to do
 independent research.

Research Index

1. Title page

2. Acknowledgements

You should acknowledge the assistance given to you by your supervisors, and any other person or organization that has helped you in the planning, conduct, analysis or reporting of your project.

3. Abstract

This is a synopsis of your study question, aims and objectives, background literature, methods, results, key conclusions and recommendations. This should be 250–300 words long and should be very clear and easy to follow.

4. Introduction

In this section of your report you introduce the subject, provide the background to the topic or problem, outline the study question (or problem or study hypothesis), and outline the aims and objectives of your study.

5. Literature review

This is a review of the literature on the topic or problem you are studying. It should include a review of any other studies or projects similar or relevant to yours, and perhaps a review of the literature on the method you have chosen if your project tests a new method of research or analysis.

6. Methods

This section includes the methodology of your research. It will cover such issues as: In case of Computer Management Research :

- Study design
- Study population, sampling frame and numbers, sampling method
- survey design
- survey or data collection instruments
- protocol for obtaining data
- ethical issues and how they are addressed
- information letters, consent forms
- data management and analysis methods
- statistical analysis and tests
- In case of Computer Science Research:
- Study design
- System Architecture
- Implementation
 - o Experimental Implementation
 - o Simulation
- Data management and analysis methods
- Analysis and testing

7. Results

In this section you present the results of your research. Tables, figures and graphs are an excellent means of presenting this sort of information. All tables, figures and graphs, should be numbered consecutively throughout the whole report, and labelled with a clear and concise descriptive title.

8. Discussion

In this section you interpret your results and discuss their implications, with reference to other published research. Any limitations in your research methodology should also be referred to here. Examiners expect you to acknowledge these limitations as an integral part of your evaluation of your project.

9. Conclusion

This section summarizes the key results and the conclusions that you can draw from these results. It also needs to reflect what your initial project aims and objectives were.

10. Recommendations

It is good research practice to make recommendations or to suggest directions for further research or actions as a result of your project findings.

11. References

This is a list of all the references and sources you used in your literature review, methodology and discussion. This includes books, journal articles, abstracts, conference and symposium papers, media articles, and any form of published literature or comment.

12. Appendices

This section may contain copies of any questionnaires if any or evaluation instruments used covering letters, participant information and ethics approvals, or additional explanations.



SIDDHANT INSTITUTE OF COMPUTER APPLICATION

(Approved by AICTE New Delhi, Government of Maharashtra Recognised Savitribai Phule Pune University)

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MCA I SEM I Mini Project Details

Academic Year 2022-23

Sr. No.	Exam Seat No.	Student Name	Project Name
1	17788	ADITI MAHESH GAWADE	E-Vaccination Management System
2	17789	AHER SWAPNIL SANJAY	Website Catering Service
3	17790	AHUJA PUJA MAHESH	iPhone inventory system project
4	17791	ARUNDHATI KISHOR DESHMUKH	Patient Management System
5	17792	ASHITOSH VIJAY CHAUDHARI	student result management
6	17793	AVHAD OMKAR SURESH	Medical Shop Management System
7	17794	AWATE SUVARNA GANESH	Train Ticket Booking System
8	17795	AYACHIT AROHEE AJAY	E-commerce shopping website
9	17796	BADWANE DHANSHREE NAGESHRAO	Online Food Ordering System
10	17797	BARANWAL ASHISHKUMAR ANIL	Cyberider Telegram Chatbot
11	17798	BARI RAHUL TRYAMBAK	Metbridge
12	17799	BEDKUTE PRITEE DINKAR	Human Resource Management system
13	17800	BHAGAT PUJA SATYANARAYAN	Hostel Management System
14	17801	BHAGYASHRI ARJUN NARKHEDE	online job portal
15	17802	BHASE AJINKYA ARUN	Metro Reservation System
16	17803	BHASKAR DAYANAND DEEPAK	Library Management System
17	17804	BHOJANE MAYURI SHARAD	student management system
18	17805	BHORE DATTA JAYRAM	College Assistant
19	17806	BINAY PRADHAN	
20	17807	BOKARE AISHWARYA ANANDRAO	Tourism management application
21.	17808	BORSE GANESH BHANUDAS	Student Result Management System
22	17809	BUKSHETE SAMMED VIDYASAGAR	RTO Vahan
23	17810	BUNDE POOJA CHARANDAS	Customer Relationship Manager
24	17811	CHAFAKANADE VICKY RAMCHANDRA	Bookstore Management system
25	17812	CHANDWADKAR MINAL SUHAS	Florical Website
26	17813	CHAUDHARI AAKANKSHA ARUN	company visitors management system
27	17814	CHAUDHARI BHAGYASHREE ADHIKAR	To-do Web App
28	17815	CHAVAN KAUSHAL SHARAD	Employee payroll system
29	17816	CHITTE NITESH RAVINDRA	Weather Forecasting App
30	17817	DAHULE PRATHMESH PRAMOD	Real Estate Booking System
31	17818	DAKE SANKET RAMESH	Loan Management System
32	17819	DESHMUKH PRASAD BABURAO	Hospital Management System
33	17820	DEVENDRA PRATAP SINGH	Online Bakery Shop Mangement System
35	17822	GADE MAYUR ROHIDAS	Mini-Bank
36	17823	GAIKWAD SANDHYA DADASAHEB	
37	17824	GAIKWAD VAISHNAVI MAHESH	Cyber cafe Management system online DJ Booking System

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Sr. No.	Exam Seat No.	Student Name	Project Name
38	17825	GARJE SHRIRAM SANDIP	Android application
39	17826	GAWADE PRATIKSHA NITIN	School Management System
40	17827	GOPALE PUJA BHAGUJI	Online Fashion Stylist Website
41	17828	GURAV DIVYA SURESH	shoes Shop mangement system
42	17829	HOLKAR PRAVIN BABASAHEB	Charity Management Website
43	17830	HUSUKALE ANIKET SHANTINATH	Agri Web Fertilizer
44	17831	INGALE VISHAL VILAS	Vehicle Parking System
45	17832	JADHAO PRASAD SANJAYSING	
46	17833	JADHAV SACHIN PRAKASH	University Management System
47	17834	JADHAV SAURABH RAJKUMAR	Plasma donner connector System
48	17835	JADHAV VARSHA KRUSHNA	Matrimony site
49	17836	JAGADALE VISHAL MANSING	Blood Bank Management System
50	17837	JAGTAP MOHINI LAXMAN	online voting system
51	17838	JAGTAP RUSHIKESH VIKAS	Fitness Club Management Website
52	17839	JALNELA AKSHAY YADGIRI	User Resgistration And User Login Managemne System
53	17840	KADAM TANVI SANTOSH	Quiz application
54	17841	KAKDE SIDDHANT SANJAY	Employer Management System
55	17842	KALE KAJAL SHESHRAO	farm management system
56	17843	KALE SHUBHAM GULAB	pizza ordering system
57	17844	KANCHAN SHALIGRAM GAWARE	Atm Machine
58	17845	KARMARE AKSHADA SHIVAJI	Safety Shoes Management Site
59	17846	KARPE ATHARVA RAVINDRA	Cloth Management System
60	17847	KHODE ALOK AVINDRA	Transport Manaement Website
61	17848	KOLI PRANAV VIKAS	Online Paynig Guest Website
62	17849	KUBADE TEJAS CHANDRASHEKHAR	Canteen Food Ordernig Website
63	17850	KULKARNI PRATHMESH DILIP	Online Medicine Shoppping
64	17851	KUNAL VIJENDRA MALPE	Women Safety Website
65	17852	MALEKAR VRUSHABH SHIVAJI	Blood Bank Management System
66	17853	MALI DIPAK MADHUKAR	Desktop Data-Entry Application
67	17854	MALI HARSHAL SANJAY	College Voting System
68	17855	MANAL CHANCHAL BABASAHEB	Travel Agency
69	17856	MANE SONALI BALU	mp3 music player
70	17857	MANSI MANOJ JAGDALE	Private Tutor Website
71	17858	MENKUDALE PANKAJ TUKARAM	Agricultutre Equipment Management Syatem
72	17859	MORE DATTATRAY CHANDRAKANT	Campus Placement Recruitment Website
73	17860	MORE YASH UMESH	Garbage Management System
74	17861	NAKUL SUBHASH PATIL	Agriculture Website Management System
75	17862	NAMADE ROHIT VISHNU	Bank Mgmt System

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Sr. No.	Exam Seat No.	Student Name	Project Name	
76	17863	NARKHEDE PRATIK SHRIKRUSHNA	AUTOMOBILE SPARE PARTS AND SERVICING	
77	17864	NIKHIL HARESH RAMRAKHYANI	EMPORIUM	
78	17865	PANCHAL VIDYA VYANKATESH	Car Rental	
79	17866	PARTIK GANESH GUPTA	Online Restaurant System	
80	17868	PATIL VAIBHAV BHIKAN	Tours management system	
81	17869	PATIL VAIBHAV PRATAP	Garage Management System	
82	17870	PATIL YASH PRASHANT	Crop Management Application	
83	17871	PAWALE SHIVAM BALASAHEB	Blood Bank Management System	
84	17872	PAWAR MRUNMAI VILAS	E -Dairy Management	
85	17873	PAWAR NIRANAND ARVIND	Two Wheelar Management System	
86	17874	PAWAR SHREYAS VILAS	Car Rental Project	
87	17875	PHATANGARE SANTOSH BALU	Fire Reporting System	
88	17876	POOJARI KARTIK SATISH	Sign language to Text & voice conversion.	
89	17877	PRAJWAL SHRINIWAS NARKHEDE	Agro Craft	
90	17878	PRATIKSHA SUKHDEO PAWAR	Airline reservation System	
91	17879	PRITI JANARDAN DALVI	Property Registrarion mangement System	
92	17880	RAKSHE RUSHIKESH BALU	Car Rental Management System	
93	17881	RANDIVE HITESH KISHOR	Loan Management System	
94	17882	REBELLO JOYFUL JUJEPAUL	Shoe Shop Management System	
95	17883	RITESH KUMAR	Hostel management system	
96	17884	ROUNDHAL RAHUL HOUSHIRAM	Gym Management System	
97	17885	RUSHIKESH BALU MANE	Complaint Management System	
98	17886	S SATHYAWAHEESVAARAN	Car Booking website	
99	17887	SABALE PRATIKSHA RAMESH	Library Management System	
100	17888	SACHIN KUMAR	visitor management system	
101	17889	SAKHARE RASIKA SHARAD	Collge Campus Hostel Management System	
102	17890	SANDBHOR SHUBHAM ATMARAM	Grocery Billing System	
103	17891	SANDESH PRAKASH LAD	Secondhand Book Buying System	
104	17892	SAURABH ARJUN THORAT	- Secondinated Book Buying System	
105	17893	SHELKE TUSHAR PADMAKAR	Toll-Gate Website	
106	17894	SHINDE ROHIT JAYSING	Heart Disease Prediction System	
107	17895	SHINDE VAISHNAVI MAHADEV	Coocking Management System	
108	17896	SHINDE VAISHNVEE SHASHIKANT	Vehicle Parking Management	
109	17897	SHUBHAM UTTAM CHAVAN	E-Food Wastage Food Website	
110	17898	SONAWANE MAHESH GULABRAO	Sport Management System	
111	17899	SONIYA YADAV		
112	17900	SURYAWANSHI AKSHAY HANAMANT	Aptitude test Application	
113	17901	SURYAWANSHI NEHA MANGALSING	society and building management	
114	17902	SWAPNIL VASANT SHINDE	Online Grocery Products E-Gram Panchayat Website	



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Sr. No.	Exam Seat No.	Student Name	Project Name
115	17903	THITE PRASHANT ROHIDAS	Insurance portal
116	17904	TUPE AKASH VINAYAK	E-Banking Website
117	17905	UGILE PRATIK KARMVEER	Electronics Shop Website
118	17906	VADAKE KEDAR VINAYAK	E-commerce administration
119	17907	VETURLEKAR VISHWAJIT VILAS	Online Pizza Ordering System
120	17908	WADHAI SHIVAM MAHESH	Tourist Website
121	17909	WANKHADE HRISHIKESH BABARAO	Hotel Booking Website
122	17910	YADAV PRANAV POPAT	clinic assistant
123	17911	YADAV SATYAM RAJENDRA	Online Spots Shoes Management System
124	17912	YADAV SHUBHAM RAMRATHI URMILA	Hello Invoice - Invoice Generator
125	17913	ZENDE DAULATRAO PANDURANG	vehicle management



Director
Siddhant Institute of Computer Application
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MCA I SEM II Mini Project Details

Academic Year 2022-23

Sr.No No. Student Name Project Nam		Project Name		
1	1738	ARUNDHATI KISHOR DESHMUKH	Library management	
2	1739	ASHITOSH VIJAY CHAUDHARI	Nursery management system	
3	1740	AWATE SUVARNA GANESH	Book Management System	
4	1741	BARI RAHUL TRYAMBAK	Smart Health care	
5	1742	BHAGYASHRI ARJUN NARKHEDE	Event management System	
6	1743	BHASKAR DAYANAND DEEPAK	Stationary Management System	
7	1744	BUNDE POOJA CHARANDAS	Clinic management system	
8	1745	CHAFAKANADE VICKY RAMCHANDRA	Medical Management system	
9	1746	CHANDWADKAR MINAL SUHAS	Snake Game	
10	1747	CHAUDHARI AAKANKSHA ARUN	College management system	
11	1748	CHITTE NITESH RAVINDRA	Brick Breaker game	
12	1749	DAHULE PRATHMESH PRAMOD	Airline reservation system	
13	1750	DESHMUKH PRASAD BABURAO	Car sales Management System	
14	1751	DEVENDRA PRATAP SINGH	Bakery Shop System	
15	1752	GAIKWAD VAISHNAVI MAHESH	School Management	
16	1753	GARJE SHRIRAM SANDIP	Online cab booking	
17	1754	HOLKAR PRAVIN BABASAHEB	attendance management system	
18	1755	JADHAV SACHIN PRAKASH	Bank management system	
19	1756	JADHAV SAURABH RAJKUMAR	Bus ticket management system	
20	1757	JAGTAP MOHINI LAXMAN	Restaurant management	
21	1758	JAGTAP RUSHIKESH VIKAS	Brick-Braker Game	
22	1759	KALE SHUBHAM GULAB	COLLEGE ERP SYSTEM	
23	1760	KANCHAN SHALIGRAM GAWARE	College management system	
24	1761	KARMARE AKSHADA SHIVAJI	Matrimonial Management System	
25	1762	KARPE ATHARVA RAVINDRA	Supermarket Billing System	
26	1763	KHODE ALOK AVINDRA	HelpDesk Management System	
27	1764	KOLI PRANAV VIKAS	Flappy Bird Game	
28	1765	KUBADE TEJAS CHANDRASHEKHAR	school library management system	
29	1766	KULKARNI PRATHMESH DILIP	Scientific Calculator	
30	1767	MALEKAR VRUSHABH SHIVAJI	Word Counter	
31	1768	MANAL CHANCHAL BABASAHEB	Matrimonial site	
32	1769	MANE SONALI BALU	blood bank management system	
33	1770	MORE DATTATRAY CHANDRAKANT	Footware Management System	
34	1771	MORE YASH UMESH	Cloth Management System	
35	1772	NAKUL SUBHASH PATIL	Clinik Management System	
36	1773	NAMADE ROHIT VISHNU	Coffee Shon Mamt System	
37	1774	NIKHIL HARESH RAMRAKHYANI	Apartment Management System	



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Sr.No	Seat No.	Student Name	Project Name
38	1775	PANCHAL VIDYA VYANKATESH	Address book
39	1776	PATIL VAIBHAV BHIKAN	Electricity bill generation
40	1777	PATIL VAIBHAV PRATAP	Hardware Managemet System
41	1778	PATIL YASH PRASHANT	Online Cab Booking System
42	1779	PAWALE SHIVAM BALASAHEB	Crime Record Management System
43	1780	PAWAR NIRANAND ARVIND	Chemist&Drug store Management
44	1781	PRAJWAL SHRINIWAS NARKHEDE	Hospital Management System
45	1782	PRITI JANARDAN DALVI	Chatting application
46	1783	RAKSHE RUSHIKESH BALU	Interest Calculation System
47	1784	SAURABH ARJUN THORAT	
48	1785	SHELKE TUSHAR PADMAKAR	fast n fitness
49	1786	SHINDE VAISHNAVI MAHADEV	Stadium Seat Booking System
50	1787	SONAWANE MAHESH GULABRAO	Bakery Shop System
51	1788	SURYAWANSHI AKSHAY HANAMANT	loan management system
52	1789	SWAPNIL VASANT SHINDE	Media Player application
53	1790	TUPE AKASH VINAYAK	Online CV developer
54	1791	UGILE PRATIK KARMVEER	Online Voting System.
55	1792	VETURLEKAR VISHWAJIT VILAS	Number guessing game
56	1793	WANKHADE HRISHIKESH BABARAO	Online Courier Services
57	1794	YADAV SATYAM RAJENDRA	Online management System
58	1795	YADAV SHUBHAM RAMRATHI URMILA	Instashop - A Ecommerce Seller Platform
59	1796	ADITI MAHESH GAWADE	Online Medical Management System
60	1797	AHER SWAPNIL SANJAY	Fees Reports
61	1798	AHUJA PUJA MAHESH	E-commerce project
62	1799	AVHAD OMKAR SURESH	Online movie ticket booking system
63	1800	AYACHIT AROHEE AJAY	Employee payroll website
64	1801	BADWANE DHANSHREE NAGESHRAO	Online Food Ordering System
65	1802	BARANWAL ASHISHKUMAR ANIL	Online inventory System
66	1803	BEDKUTE PRITEE DINKAR	Brick Breaker Game
67	1804	BHAGAT PUJA SATYANARAYAN	School Administration System
68	1805	BHASE AJINKYA ARUN	Railway Reservation System
69	1806	BHOJANE MAYURI SHARAD	attendance management system
70	1807	BHORE DATTA JAYRAM	Cricket Team
71	1808	BOKARE AISHWARYA ANANDRAO	Vehicle Management System
72	1809	BORSE GANESH BHANUDAS	Electricity billing system
73	1810	BUKSHETE SAMMED VIDYASAGAR	Virtual Classroom
74	1811	CHAUDHARI BHAGYASHREE ADHIKAR	Farmers Friend
75	1812	CHAVAN KAUSHAL SHARAD	Employee payroll system
76	1813	EKAWADE SANKET MADHUKAR	landlord management stute of Computer



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C. N.	Seat	S4-3-4 N		
Sr.No	No.	Student Name	Project Name	
77	1814	GADE MAYUR ROHIDAS	E-Commerce	
78	1815	GAIKWAD SANDHYA DADASAHEB	Online Bookstore	
79	1816	GAWADE PRATIKSHA NITIN	Bank management software	
80	1817	GOPALE PUJA BHAGUJI	Online examination	
81	1818	GURAV DIVYA SURESH	car shop management system	
82	1819	HUSUKALE ANIKET SHANTINATH	Agriculture Fertilizer	
83	1820	INGALE VISHAL VILAS	Car Sales System	
84	1821	JADHAV VARSHA KRUSHNA	Hotel management	
85	1822	JAGADALE VISHAL MANSING	Billing System	
86	1823	JALNELA AKSHAY YADGIRI	Poultry Farm Management System	
87	1824	KADAM TANVI SANTOSH	Medical shop management system	
88	1825	KAKDE SIDDHANT SANJAY	Wedding Planner System	
89	1826	KALE KAJAL SHESHRAO	Medical shop management system	
90	1827	KUNAL VIJENDRA MALPE	Water Supply Management System	
91	1828	MALI DIPAK MADHUKAR	Online Test Application	
92	1829	MALI HARSHAL SANJAY	Laboratory Management System	
93	1830	MANSI MANOJ JAGDALE	Airline Reservation System	
94	1831	MENKUDALE PANKAJ TUKARAM	Hotel Management System	
95	1832	NARKHEDE PRATIK SHRIKRUSHNA	School Management System	
96	1833	PARTIK GANESH GUPTA	Online Banking	
97	1834	PATIL AKASH GURAPPA	blood bank management system	
98	1835	PAWAR MRUNMAI VILAS	Chemist Drug store Management	
99	1836	PAWAR SHREYAS VILAS	Timetable Management System	
100	1837	PHATANGARE SANTOSH BALU	Online MCQ test management System	
101	1838	POOJARI KARTIK SATISH	Student Feedback System	
102	1839	PRATIKSHA SUKHDEO PAWAR	Placement And Drive System	
103	1840	RANDIVE HITESH KISHOR		
104	1841	REBELLO JOYFUL JUJEPAUL	Clinic Management System	
105	1842	RITESH KUMAR	Stock Management System Citizen card system	
106	1843	ROUNDHAL RAHUL HOUSHIRAM	Venue Booking System	
107	1844	RUSHIKESH BALU MANE	Catering Management System	
108	1845	S SATHYAWAHEESVAARAN		
109	1846	SABALE PRATIKSHA RAMESH	ISP management system	
110	1847	SACHIN KUMAR	Digital Steganography	
			shopping mall management system	
111	1848	SAKHARE RASIKA SHARAD	Percentage Calculator	
112		SANDESU PRAYAGULA P	Music Recommendation	
113	1850	SANDESH PRAKASH LAD	employee management system	
114	1851	SHINDE ROHIT JAYSING	Web Based Agriculture System	
115	1852	SHINDE VAISHNVEE SHASHIKANT	Super Market Billing System Complaint management system	

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Sr.No	Seat No.	Student Name	Project Name
117	1854	SONIYA YADAV	Building a Quiz Application
118	1855	SURYAWANSHI NEHA MANGALSING	E- Shopping cart mall
119	1856	THITE PRASHANT ROHIDAS	online car rental system
120	1857	VADAKE KEDAR VINAYAK	E-mentoring and empowering women
121	1858	WADHAI SHIVAM MAHESH	Number guessing game
122	1859	YADAV PRANAV POPAT	department assistant
123	1860	ZENDE DAULATRAO PANDURANG	online course registration



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MCA II SEM III Mini Project

Academic Year 2022-23

Sr. No.	Seat No.	Student Name	Project Name	
1	17914	AKSHAY BABURAO DASHRATHE	Online Fire Reporting	
2	17915	AKSHAY PRESHIT PATIL	Students attendance application for faculty	
3	17916	ANKIT SANJAY SINGH	Scientific Calculator App	
4	17917	ATTARDE CHAITANYA KIRAN	What Sapp	
5	17918	BHAWARAY MANISH VIJAYDATT	online Jewellery Shopping Application	
6	17919	BONDE RUSHIKESH PRAKASH	Canteen Application	
7	17920	CHOPADE VAIBHAV SANJAY	AUTOMOBILE SPARE PARTS AND SERVICING EMPORIUM	
8	17921	CHOUDHARY BHAVESH KANARAM	Alumni portal	
9	17922	DHARPAL ARNAV NARENDRA	face recognition attendance system	
10	17923	HULE NIRANJAN DATTATRAY	Photo Management App	
11	17924	HURDALE SHAILESH RAVISHANKAR	SPARK WOMEN APP	
12	17925	JADHAV SANKET DATTATRAYA	Online Exam App	
13	17926	KADAM POONAM SUBHASH	Class Time Table App	
14	17927	KSHIRSAGAR GANESH SHRINIVAS	Online Vaccination App	
15	17928	MAGAR DIPALI ASHOK	Vehicle Parking App	
16	17929	NIKITA PRADIP KADAM	Grocery Store App	
17	17930	NILESH SUBHASH RANGARI	E-Diary App	
18	17931	NITA SURESH GORADE	E-Banking App	
19	17932	PATIL BHUSHAN SUNIL	smart Bus pass	
20	17933	PATIL SANKET KHUSHAL	AAHAR APP (Food Donation App)	
21	17934	PRATIK BALASAHEB GAIKWAD	music applications	
22	17935	PUND SANKET RAJENDRA	Car Rental App	
23	17936	RANUBA SHAMRAO IRKAR		
24	17937	ROHINI UDHAV BHARTI	Social media management Application Sign language to Text & voice conversion.	
25	17938	SAHANI SHIVAM VIJAY	Vehicle Finance App	
26	17939	SAKPAL PALLAVI SUBHASH		
27	17940	SAMAL RAHUL SUNIL	Grampanchayat App	
28		SHUBHAM RAMKISAN JOSHI	Clinic App	
29	17941	SOURABH DNYANDEV NAGARE	Safety Application	
30	17942	SUHAS SUBHASH KADAM	Medicine Reminder App	
	17943	THOMBARE BHUVNESHWARI YUVRAJ	Health Check-up App	
31	17944		Expenses Mate	
32	17945	VAIBHAV MACHINDRA BARNE	TodoApp	
33	17946	WADEKAR ABHISHEK NAVNATH	School Management App	
34	17947	WADEKAR AJIT SANJAY	Grocery App	
35	17948	YASH SHUKLA	Fast And Fitness App	
36	17949	ANNADATE MANSI VIJAY	Stationary App	
37	17950	BARURE PUNDLIK BALAJI	Blood Bank System	
38	17951	BHAGAT NEERAJKUMAR KIRIT	Cab booking App	
39	17952	DENKAR RESHMA BALIRAM	women applications	
40	17953	GHADGE VAIBHAV DILIP	My College App	
41	17954	GHOLAP CHETANA KHANDU	Student attendance system	
42	17955	GUNJAL POOJA RAJENDRA	Real estate management	
43	17956	KALASKAR NIKHIL KALASKAR	The Grocery store Fitness App WhatsApp App SEAL	
44	17957	KAMBLE ADITYA GAUTAM	Fitness App	
45	17958	MALGHE VAIBHAVI SAHEBRAO	WhatsApp App	



CAYM Education Trust's SIDDHANT INSTITUTE OF COMPUTER APPLICATION

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MCA II SEM III Mini Project

Academic Year 2022-23

Sr. No.	Seat No.	Student Name	Project Name	
46	17959	MANKAR VAIBHAV SANJAY	Metro Reservation System	
47	17960	MONIKA KUMARI	calculator app	
48	17961	NERKAR PRIYANKA ISHWARLAL	student management system app	
49	17962	PALNE SAGAR SANJAY	Housing Price Prediction	
50	17963	SAMRUDDHI ANILRAO DAMBHARE	Task Reminder app	
51	17964	SHAIKH ALTAF BADSHAHA	Personality-Prediction-Through-CV(AI Project)	
52	17965	SHAIKH FARZANA BABA	Alumni App	
53	17966	SHAIKH SHOAIB RAHIM	Messaging App	
54	17967	SHINDE AAKANKASHA MANGESHKUMAR	Bakery App	
55	17968	SHWETA JHA	Florical App	
56	17969	SONARE POOJA RAJU INDU	Hostel Management Application	
57	17970	SYED ATHER AHMAD SYED RAHEEM	E-Restaurant App	
58	17971	TALEKAR KOMAL BALIRAM	news applications	
59	17972	VERMA NEERAJ MOHANLAL	Yoga App	
60	17973	YEWATKAR ASHWINI VISHAL	Canteen Automation System using Android	

SEAL SEAL *

Director

Siddhant Institute of Computer Application
Sudumbare, Maval, Pune - 412109



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Sr. No.	Seat No.	Student Name	Project Name	Company Name
1	1861	AKSHAY BABURAO DASHRATHE	Result Management	Global Logic
2	1862	AKSHAY PRESHIT PATIL	User Role Assigning System	Logivention
3	1863	ANKIT SANJAY SINGH	User Role Management System	Logivention
4	1864	ANNADATE MANSI VIJAY	HRMS	Piton Systems PVT .LTD
5	1865	ATTARDE CHAITANYA KIRAN	Placement Management System	Renuka tools redefining cutting technolog
6	1866		Online Matrimonial System	GTL Software
7	1867	BHAGAT NEERAJKUMAR KIRIT	Cottage Management System	Engeniuspark Technologies
8	1868		online Recruitment Portal	G-Soft Solutions Pvt.Ltd
9	1869	BONDE RUSHIKESH PRAKASH	Placement Cell	GTL Software Pvt. Ltd
10	1870	CHOPADE VAIBHAV SANJAY	Smartbooging	Smartbooging LLP
11	1871	CHOUDHARY BHAVESH KANARAM		Oncotech Hinjewadi
12	1872		Online Travel Ajency	VS Technosoft LLP
13	1873	DHARPAL ARNAV NARENDRA	Farmer hub web application	Litsbros pvt. ltd.
14	1874		Online Movie Ticket Booking System f	
15	1875	GHOLAP CHETANA KHANDU	Online Job Portal	WebRelier Software Solution pvt ltd
16	1876	GUNJAL POOJA RAJENDRA	Beauty Parlour App	GTL Software Pvt.Ltd
17	1877		Local Search Engine	GTL SOFTWARE PVT. LTD
18	1878	HURDALE SHAILESH RAVISHANKAF		GTL SOFTWARE PVT. LTD
19	1879	JADHAV SANKET DATTATRAYA	crop prediction and fertilizer recomme	
20	1880	KADAM POONAM SUBHASH	ecart application	predrag solution pvt limited
21	1881	KALASKAR NIKHIL KALASKAR	Animtor4 And Generato4	GNS Engineering India Pvt.Ltd
22	1882	KAMBLE ADITYA GAUTAM	Online Teaching system	Success Institute of Technology
23	1883	KSHIRSAGAR GANESH SHRINIVAS	Home remedies and yoga	IntelliseIT Solution
24	1884	MAGAR DIPALI ASHOK	and you	SGMS Infotech LPP
25	1885	MALGHE VAIBHAVI SAHEBRAO	Fresh Flower Express	VS Technosoft LLP
26	1886	MANKAR VAIBHAV SANJAY	Insure me	Bonzer technologies Pvt. Ltd.
27	1887	MONIKA KUMARI	skb company	Hotel management system
28	1888	NERKAR PRIYANKA ISHWARLAL	E-Hospital	Aimscript Technologies
29	1889	NIKITA PRADIP KADAM	online Recruitements system	Orange Itech solution Pvt Ltd
30		NILESH SUBHASH RANGARI	Client lead System(Real Estate)	WebRelier Software Solution pvt Itd
31		NITA SURESH GORADE	Online Grossary Mart	GTL SOFTWARE PRIVATE LIMITED
32		PALNE SAGAR SANJAY		GTL Software Pvt.Ltd
33		PATIL BHUSHAN SUNIL		Masaheb Infotech Pvt Ltd
34		PATIL SANKET KHUSHAL	Clinical Automation System Software	
35		PRATIK BALASAHEB GAIKWAD	Food order app	cybaem tech
36		PUND SANKET RAJENDRA		A to Z infotech
37		RANUBA SHAMRAO IRKAR		
38		ROHINI UDHAV BHARTI		IndiaTech Software Pvt. Ltd.Pune
39		SAHANI SHIVAM VIJAY		
40		SAKPAL PALLAVI SUBHASH		Botmatic PVT LTD Maestro Intellect
41		SAMAL RAHUL SUNIL	a 1: 12 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	GTL infotech
42		SAMRUDDHI ANILRAO DAMBHARE		GTL Infotech GTL Infotech Pvt Ltd
43				
44			Payable Management System	Virtoustack pvt ltd
45				Internal adia Tarkan
46		SHINDE AAKANKASHA MANGESHK		Upturn India Technologies
47				Amordon Technologies Pvt Ltd
48			PDD	Ctronics InfoTech Pvt. Ltd.
49				Suitetech Pvt Ltd Solution
50	-			LTIMindtree
51		61.11.1.5.6.11.5.11.5.11.	0 1: - 1 -	LTIMindtree Sadhana IT Tech Solutions INDIATECH PVT.LTD GTL Software pvt ltd
52		SYED ATHER AHMAD SYED RAHEEN		INDIATECH PVT.LTD
53				GTL Software pvt ltd Supportive careers Pvt.Ltd

Sr. No.	Seat No.	Student Name	Project Name	Company Name
54	1914	THOMBARE BHUVNESHWARI YUVF	internet service provider	SAGVEEK TECHNOLOGIES
55			web scrapper	cybaem tech
56	1916	VERMA NEERAJ MOHANLAL	Student Result management system	Techno spark software service
57	1917		Punabazar(e-Commerce website)	GTL Software Pvt.Ltd
58	1918	WADEKAR AJIT SANJAY	Charmashri matrimony	GTL SOFTWARE PVT. LTD
59	1919	YASH SHUKLA	Nikki Flowers	GTL infotech
60	1920	YEWATKAR ASHWINI VISHAL	Sneh petroleum	Autoflow Technology



Director

Siddhant Institute of Computer Application Sudumbare, Mavai Pune - 412100

A PROJECT REPORT ON "ECOMMERCE ERP"

IN ASSOCIATION WITH PAWAR TECH SERVICES PVT.LTD

BY NIKHIL V MOHITE

SAVITRIBAI PHULE PUNE UNIVERSITY

MASTERS OF COMPUTER APPLICATION 2021-2022



SIDDHANT INSTITUTE OF COMPUTER APPLICATION
PUNE-412109

Siddhant Institute of Computer Application PUNE-412109



PROJECT REPORT

On

"E-commerce ERP"

IN PARTIAL FULFILLMENT OF MASTER OF COMPUTER APPLICATION

BY
NIKHIL V MOHITE

MCA II SEM IV

2020-2022

SUBMITTED TO
SAVITRIBAI PHULE PUNE UNIVERSITY

ACKNOWLEDGEMENT

Apart from the efforts of myself, the success of the project depends largely on the encouragement and guidelines of many others. I take this opportunity to express my gratitude to the people who have been instrumental in the successful completion of this project.

I would like to express a deep sense of gratitude to **Director Prof. Nitin Shrirao** and our Head of the department **Prof. Reshma Mavkar** for their cordial support as they give the permission to use all required equipment and the necessary material to complete the project.

I would like to extend my sincerest gratitude to **Prof.Dnyaneshwar Jadhav** for her guidance and supervision as well as for providing necessary information regarding the project and also for the support in completing the project.

Finally I also extend my heartiest thanks to my parents, friends and well wishers for being with me and extending encouragement throughout the project.

CERTIFICATE

This is project certify that the entitled, to report "E-COMMERCE ERP" being submitted for Pawar Tech services PVT.LMT here with for the internal work of the degree of MASTER OF COMPUTER APPLICATION (SEM-IV) to Savitribai Phule Pune University, Pune is the result of the original project work completed by Nikhil V Mohite under the supervision and guidance of Prof. Dnyaneshwar Jadhav and to the best of my knowledge and belief, the work embodies in this Project has not formed earlier the basis for the award of any Degree of similar title or any other University or examining body.

Date:

Place: Pune

Prof.Dnyaneshwar Jadhav -

Project Guide

Prof. Reshma Mavkar -

Head Of Department

Prof. Nitin Shrirao-

Director

Internal Examiner

External Examiner

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INTRODUCTION

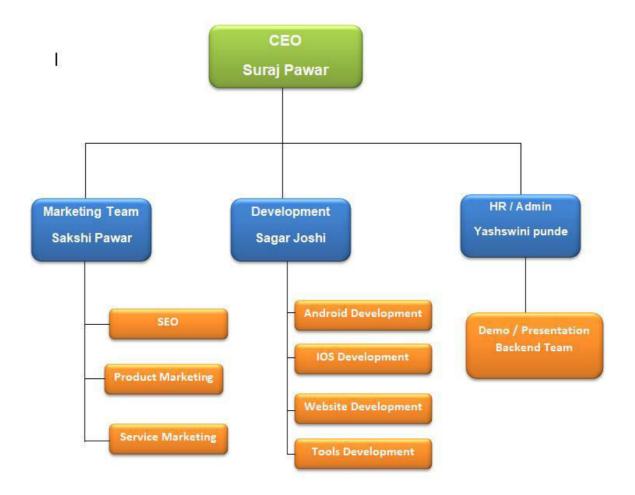
The purpose of this chapter is to provide an introduction to the company profile and also define basic terminology used in our system that is **E-commerce Site.** Chapter-1 presents an overview of existing system and need of system, scope of work and different operating environment.

- Company Profile
- Project Introduction
- Existing System and Need for System
- ❖ Scope of Work
- Operating Environment Hardware and Software

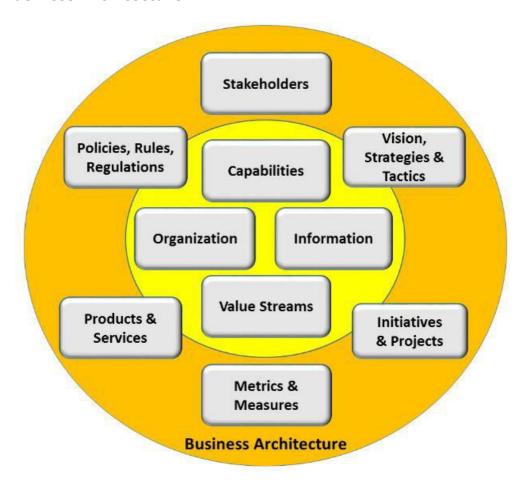
COMPANY PROFILE

Name of the company: Pawar Software Solution Pvt. Ltd.

Organization Chart



Business Architecture



Company Profile

Pawar Software Solution Pvt. Ltd is a leading global technology services provider, delivering business solutions to its customers. Pawar Software Solution Pvt. Ltd founded the information technology service provider industry more than 2 years ago. Today, as an Internet Solution Provider, Apps Techno delivers one of the industry's broadest portfolios of information technology services to customers in the education, manufacturing, financial services, healthcare, communications, energy, transportation, and consumer and retail industries, and to governments around the world. We have developed several software ranges and today, we are taking new paths, like ERP Module, complete web and Internet promotions, SMS API Solution Consultant and many new top features.

· What we offer

As our customers' trusted business, we provide the best solutions for executives to maximize return on their IT investments. Our deep industry knowledge enables us to provide innovative ideas that help to improve productivity and security. We deliver on our commitments, so customers can build strong relationships with us, achieve profitable growth and win in the marketplace.

What team consists?

Pawar Software Solution Pvt. Ltd has more than 25+ people serving 45+ clients in India. **Pawar Software Solution Pvt. Ltd** recognizes that its most important asset and success factor is its employees. We value the different skills, backgrounds, experiences and perspectives throughout our global community and acknowledge these qualities as a competitive differentiator in the marketplace. Our Company teams help clients meet complex business challenges. **Pawar Software Solution Pvt. Ltd** team grows ahead with Innovation, Technology blend and analytical skills.

Business Experience

Pawar Software Solution Pvt. Ltd has over 2 years' experience in providing professional web application services and solutions for clients across the globe. We have successfully implemented forty five projects of different sizes and complexity in various business and technology domains.

Technology Competence

Our unique competence in various technologies enables us to deliver integrated, scalable, robust solutions with the optimal cost/performance ratio. Our team experts constantly conduct research on new technology products to meet the ever-growing customer needs.

Commitment to Quality

While retaining competitive rates we never compromise the quality of our

E COMMERCE ERP

services. We closely monitor project activities at all development phases and guarantees defect prevention, project risk mitigation and high quality results.

- Our Area of Expertise
- Web Design
- Web Page Layout Design
- GUI Component Design
- Flash movies / Animation / Intro Flash
- Web Cast & Video Streaming
- Action Scripts
- E-Brochure Design
- CSS / XSL Implementation
- Website Audit & Maintenance
- Current Technologies
 - Ionic Development
 - Angular Development
 - **Website Development**
 - Android Development
 - **♣** IOS Development
 - Stand Alone Softwares
 - **Bills Softwares**

EXISTING System AND Need OF SYSTEM

Existing System:

In day to day life, we will need to buy lots of goods or products from a shop. It may be food items, electronic items, house hold items etc etc. Now days, it is really hard to get some time to go out and get them by ourselves due to busy life style or lots of works. In order to solve this, B2C E-Commerce websites have been started. Using these websites, we can buy goods or products online just by visiting the website and ordering the item online by making payments online.

- Many customers go for purchasing offline so as to examine the product and hold the possession of the product just after the payment for the product. In this contemporary world customer's loyalty depends upon the consistent ability to deliver quality, value and satisfaction. Offline shopping has a sense of immediacy. You get to posses the item you've purchased the very moment. If we can search and make a list of items that we would like to try while shopping, before actually going out. This way we can be more confident in our purchase and not missing out something... This can also help us to decide what areas to visit. And plan such an event with friends..Once the delivery manager approves the request, he/she forwards the request to Admin head for his/her approval.
- This existing system of buying goods has several disadvantages. It requires lots of time to travel to the particular shop to buy the goods. It is having lots of manual work. Since everyone is leading busy life now a days, time means a lot to everyone. Also there are expenses for travelling from house to shop. It is less user-friendly. In current system user must go to shop and order products. It is difficult to identify the required product. More over the shop from where we would like to buy some thing may not be open 24*7*365. Hence we have to adjust our time with the shopkeeper's time or vendor's time. In current e commerce system user have to go shop to view the description of the product. It is unable to generate different kinds of report

E COMMERCE ERP

❖ Need for System:

- Time Consuming Shipping Rates Refunds/Returns Disputes Lack of options • Cash-Back offers not present • Bad customer service
- Also there am expenses for traveling from house to shop. More over the shop from where we would like to buy something may not be wen 24*7. In order to overcome these, we have c-commerce solution, i.e. one place where we can get all required goods/products online.
- The main aim of e-commerce websites development is to sell products to users. The most successful websites are carefully optimized to achieve a high percentage of purchases. To achieve success e-commerce websites need to integrate all of the latest online closing & upsell techniques available which have been proven to increase the chances that a visitor will purchase.
- There are many important elements that go into building a successful e-commerce website such as removing friction during the purchasing process, making the checkout smooth and easy, making the website fast and attractive, up selling users on related products, incentivizing buyers, reducing cart abandonment, nurturing past buyers to buy again, remarketing to past visitors who haven't yet purchased, using the proper payment options, having a mobile ready design and many more things which are needed to develop and e-commerce website.

SCOPE of WORK

- E-commerce has bloomed over the years and is one of the fastest-growing domains in the online world. Though it took some time for this to be accepted by the end-users, today we are at a point where the majority of the people love to shop online. There were numerous concerns revolving around online shopping at its launch, but over years people tend to have started trusting E-commerce for all their shopping needs.
- In India, people prefer shopping online these days rather than having to visit the physical store. The payment features that are smart and secure as well as the cash on delivery (COD),
- which makes the payment, even more, safer with hassle-free shipping, easy returns and reach out.
- Let us check out the development or growth of this e-commerce sector in India.
 We have specifically collected substantial data from across the web after analysis and inferences of information acquired from authentic sources.
- ➤ In the year 2013, around 8 million people have been shopping online. And, the most interesting factor is that they have done shopping from some of the major online shopping sites.
- And, the number 8 million had risen to around 100 million by the year 2016. The new shoppers (customer base) accounting to around 50% came from the tier one and tier two towns of India.
- > Today, we can proudly say that India is one of the places where online shopping has been booming and will continue to do so.
- > This means that online shopping has a lot of prospects in the future.

OPERATING Environment— HARDWARE AND SOFTWARE

Development based on the customer requirements, technology capability and the skills available, the following technologies are implemented with the project.

HARDWARE REQUIREMENT

- 2 Ghz processor.
- Android Phone with Version 4 or above
- 2GB
- 2 4 GB Hard-Disk.

SOFTWARE REQUIREMENT

- Front End HTML, CSS, Bootstrap, Angular JS, Ajax .
- Back End -Angular , PHP, MySQL
- Server Apache Server 2.0
- Design Tool Macromedia Dreamweaver 12.0
- Documentation Tools Microsoft Word

WEB REQUIREMENTS

- Bandwidth 1mbps(minimum)
- Internet 512 kbps(minimum)
- Internet Explorer 8.0 or any browser

PROPOSED SYSTEM

This chapter gives you an idea about the project which I have undertaken. It explains the user requirements of the system to be developed leading to proposing a solution for the same from our side. User requirements we get from our client so it's totally based on client need.

- Proposed System
- Objectives of System
- User Requirements

PROPOSED SYSTEM

The proposed system helps in building a website to buy, sell products or goods online using internet connection. Unlike traditional commerce that is carried out physically with effort of a person to go and get products, eCommerce has made it easier for human to reduce physical work and to save time. The basic concept of the application is to allow the customer to shop virtually using the Internet and allow customers to buy the items and articles of their desire from the store. E-commerce is fast gaining ground as an accepted and used business paradigm.

OBJECTIVE OF SYSTEM

1. Reduce management costs

Businesses aim at reducing the costs incurred for the betterment of their revenue. Automating the ecommerce business can help in reducing the management cost significantly. Moreover, the right use of digital marketing can help in reducing the cost spent on driving customers to such an extent that businesses can bring customers for free of cost.

2. Developing business relations

With ecommerce as the primary use, business development can be easily achieved. The direct communication between a company and the customer, the business relationship can be boosted. Eventually, the ecommerce market shall be expanded.

3. Providing a unique customer experience

Uncountable ecommerce businesses are functioning out there in the market. When a customer searches for a certain product (for instance, shampoo), they will probably click on the first three links that are shown on the Google Search Engine Results Page. All the rest links are either avoided, never seen, or are visited by a few. This itself shows the competition in the ecommerce market. One of the best ways to stand out from the crowd is by providing a unique customer experience. This includes giving a personalized experience to each customer or visitor of your online store, website, or mobile app. Some other pointers to consider are round the clock customer service, immediate responses to the queries rose, engaging with the customers, and so on.

4. Increasing the number of loyal customers

Customers are the core of all business strategies. Therefore, ensuring the great customer experience is of prime importance for the growth of the business. You need Page - 12

to meet your customers where they spend their time. More than 60% of consumers look for purchasing goods and services online. If you meet your customers where they are already active, the chances of them, interacting with your business increases two folds. You can increase the number of loyal customers by giving the best experience to your already existing customers as well as bring in newer customers.

5. Boosting the efficiency of services

. By reducing the delivery time, you can witness happy customers getting back to your business two times faster. Another way is to provide your customers with automated services such as status update, invoice creating, chat support, etc. When you update your efficiency of delivering products or services to your customers, you are creating a strong online presence that helps you sell more.

USER REQUIREMENTS

The system is developed taking into the various requirements of the Admin / Customer They can be listed as below:-

Admin Functionalities

- Login
- The information provided by the system should be in a simple manner.
- Admin can Maintain Each Record of System.
- Add Users With Access
- Add Slider (CRUD Operation)
- Add product(CRUD Operation with export data)
- Add category(CRUD Operation with export data)
- Add Notice(CRUD Operation with export data)
- Add offers(CRUD Operation with export data)
- Manage Cart Of Customer database
- Manage All customer Of the System.
- Export All record into various format.
- Update Profile
- Update System Setting.
- Reports

Customer

- Customer Should Register with their email and pass.
- Customer Login
- Add Product To cart
- Customer Can check their orders.
- Notice and offer should pop once page loaded
- Customer can cancel their order any time before delivery.
- Customer Can search for product.

FEASIBILITY Study

- 1. Technical Feasibility
- 2. Behavioral Feasibility
- 3. Economical Feasibility
- 4. Legal Feasibility

Feasibility Study

The objective of feasibility study is to determine whether or not the proposed system is feasible. The feasibility is determined in terms of four aspects. These are:-

Technical Feasibility

In this, one has to test whether the system can be developed using existing technology or not. It is evident that necessary hardware and software are available for development and implementation of proposed system We acquired the technical knowledge of working in languages, and then only we have started designing our project.

* Behavioral Feasibility

The customers are using different types of peripherals devices Our system is capable of providing user friendly interface for all devices (Like laptops, mobile phone).

Economical Feasibility

As a part of this, the costs and benefits associated with the proposed system are compared and the project is economically feasible ally if tangible and intangible benefits outweigh the cost. The cost for proposed online shopping system is outweighing the cost and efforts involved in maintaining the registers, books, files and generation of various reports. The system also reduces the administrative and technical staff to do various jobs that single software can do. So, this system is economically feasible.

Legal Feasibility

Legal feasibility determines whether the proposed system conflicts with legal requirements, e.g. the Data Protection Act. It will be done by some legal advisors.

ANALYSIS AND DESIGN

As we are using DOT NET framework for developing this application we are designing our application by OOPS concept. So UML (Unified Modeling Language) is the best way for represent this project. In this Chapter we will explain this project by UML concepts and also database specifications. Diagrams such as the Use Case Diagram, Class Diagram, and Module Hierarchy Diagram etc. you will see in this chapter

- Use Case Diagram
- Class Diagram
- Activity Diagram
- Sequence Diagram
- Component Diagram
- Deployment Diagram

Use Case Diagram

Definitions and Symbols:

Use Case Diagram:

Use-case diagrams graphically depict system behavior (use cases). These diagrams present a high level view of how the system is used as viewed from an outsider's (actor's) perspective. A use-case diagram may depict all or some of the use cases of a system.

> Actors:



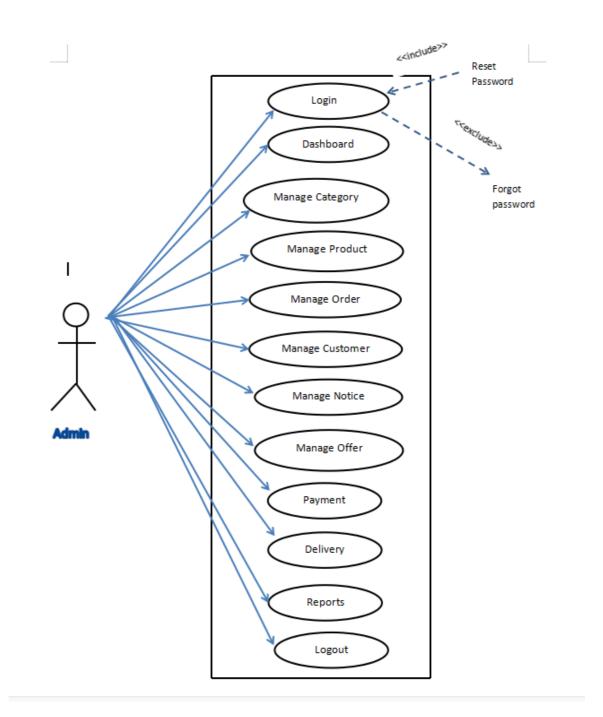
Actor Name

> Use Case Name:
Use Case Name
> Association:

---->

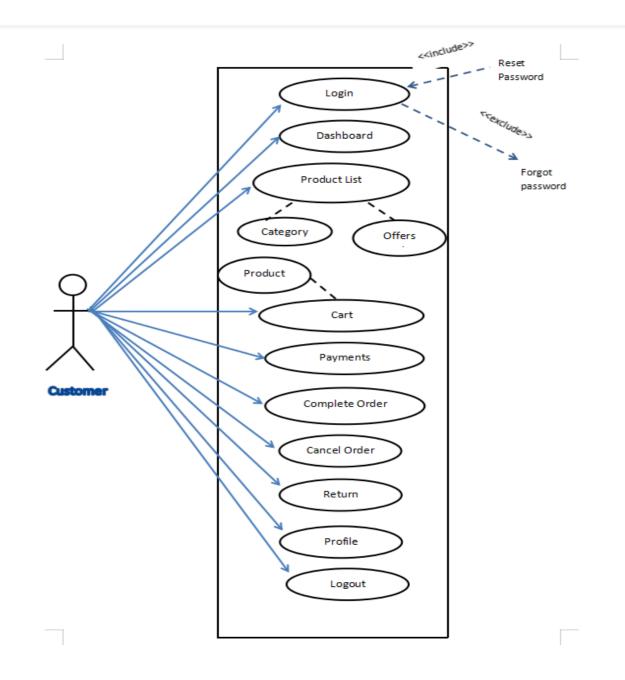
☐ Admin Use Case diagram.

It specifies the functionality of the admin.



☐ Customer Use Case diagram.

It specifies the functionality of the customer.



CLASS DIAGRAM

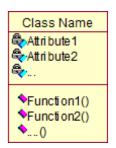
☐ Definitions and Symbols of Class Diagram:

☐ Class:

A class is a set of objects that share a common structure and common behavior (the same attributes, operations, relationships and semantics). A class is an abstraction of real-world items. When these items exist in the real world, they are instances of the class and are referred to as objects [1] [2] [3].

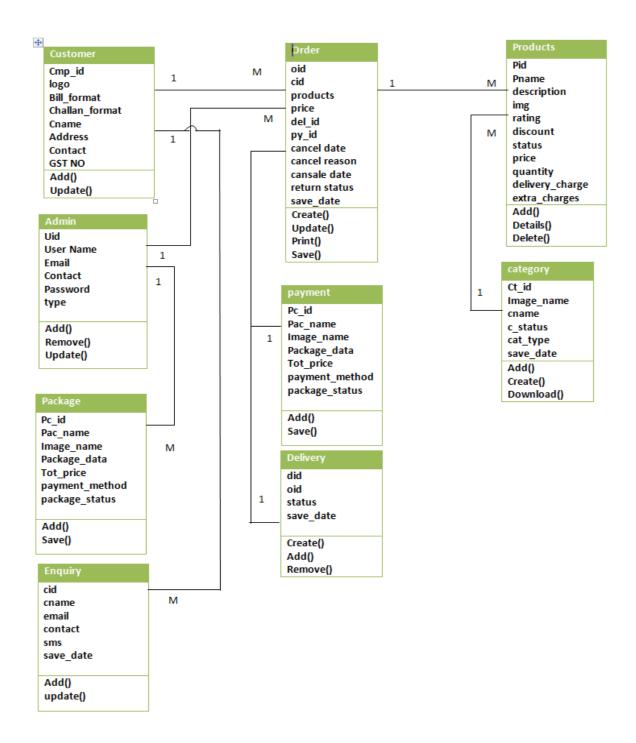
☐ Graphical Depiction:

A class icon is drawn as a 3-part box, with the class name in the top part, a list of attributes (with optional types and values) in the middle part, and a list of operations (with optional argument lists and return types) in the bottom part



☐ Dependency:

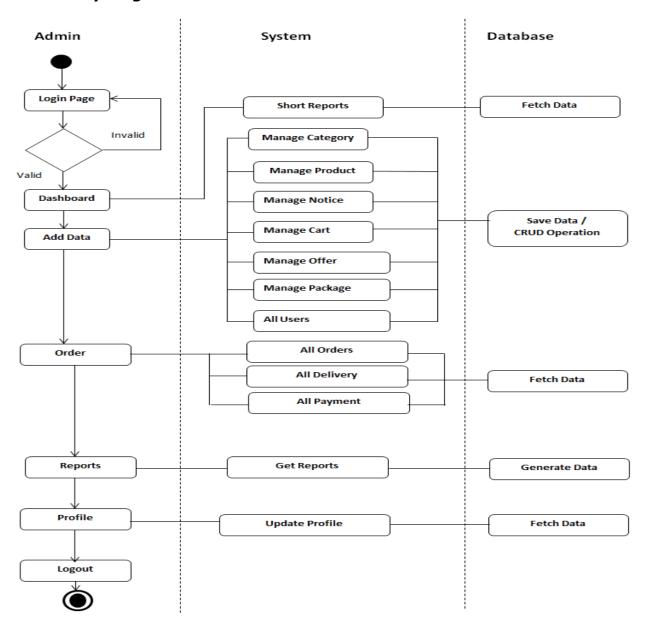
☐ System Class Diagram



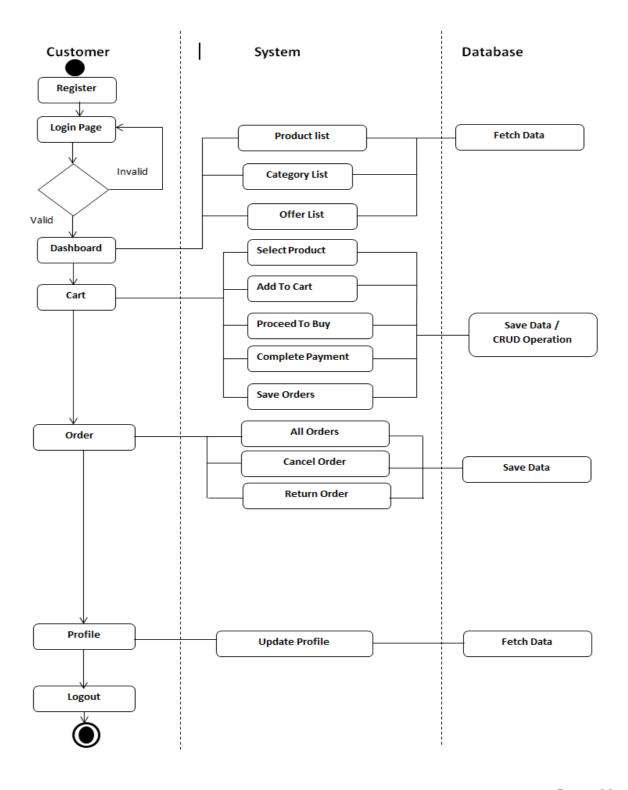
ACTIVITY DIAGRAM

Activity diagram depict the activities and responsibilities of elements that make up a system. Activity modeling is a specialized type of behavioral modeling concerned with modeling the activities and responsibilities of elements

Activity diagram for Admin



□ Activity Diagram for Customer

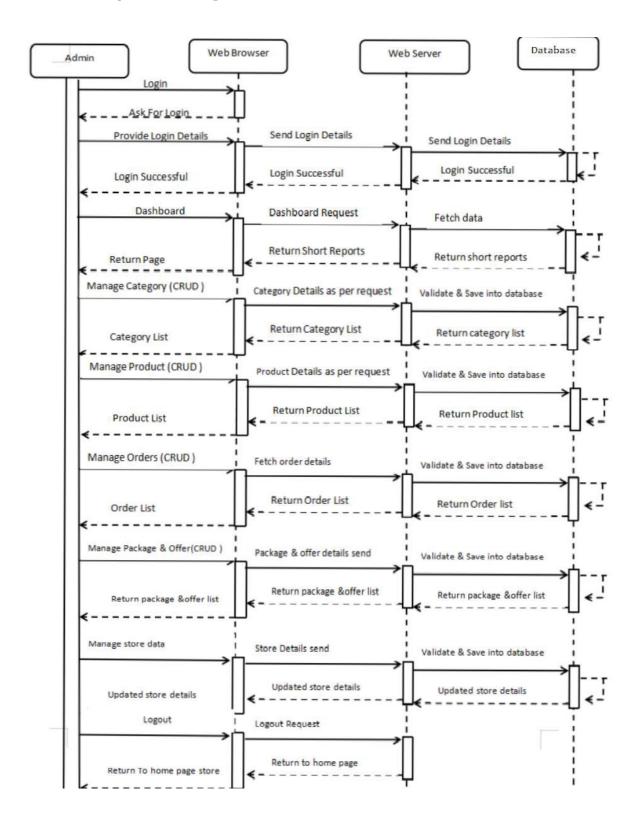


SEQUENCE DIAGRAM

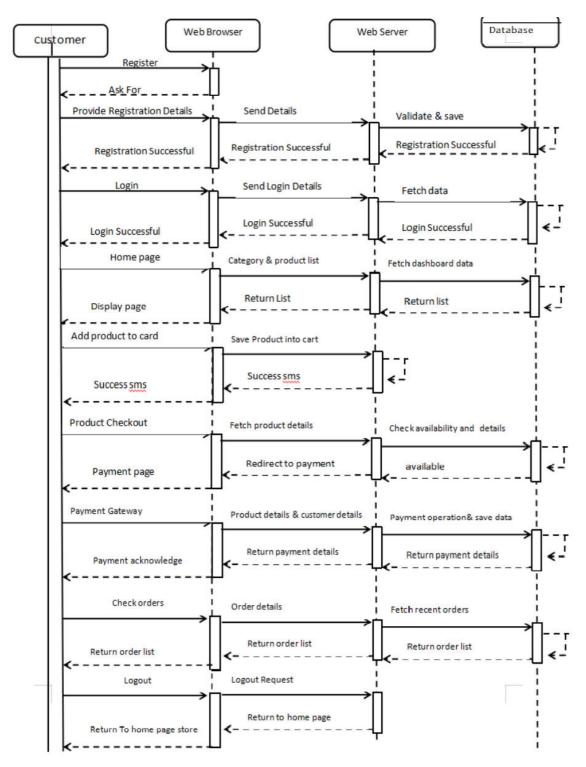
□ Definitions

A sequence diagram shows elements as they interact over time, showing an interaction or interaction instance. Sequence diagrams are organized along two axes: the horizontal axis shows the elements that are involved in the interaction, and the vertical axis represents time proceeding down the page. The elements on the horizontal axis may appear in any order [1].

Admin Sequence Diagram:

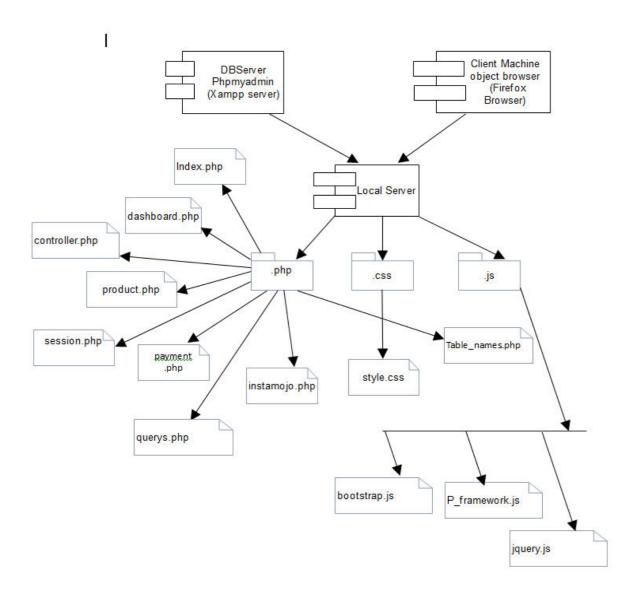


\square Sequence diagram for Customer :



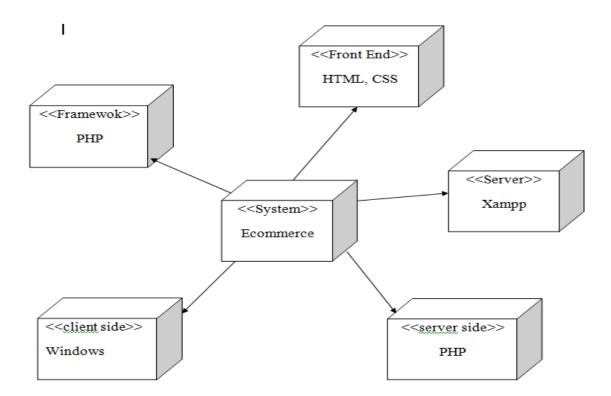
Component Diagram

A component diagram describes the components which are the parts of the system that exists when the system is executing

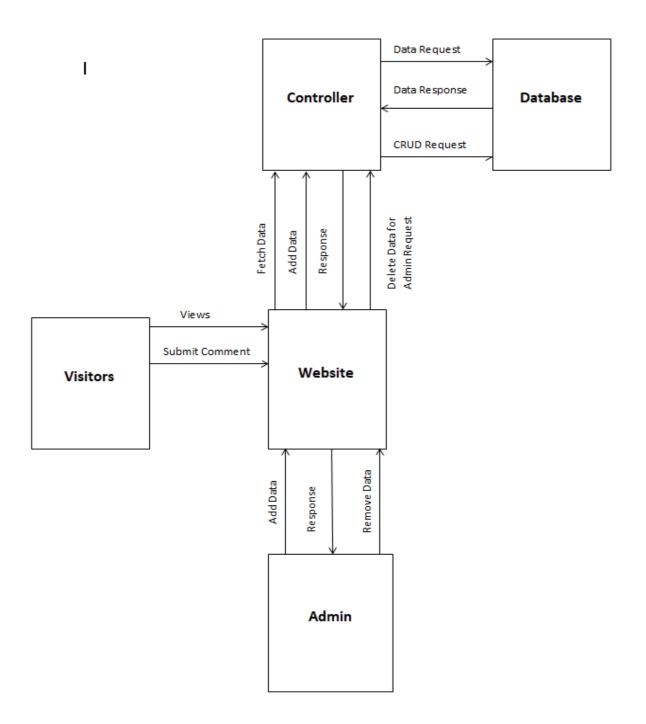


DEPLOYMENT DIAGRAM

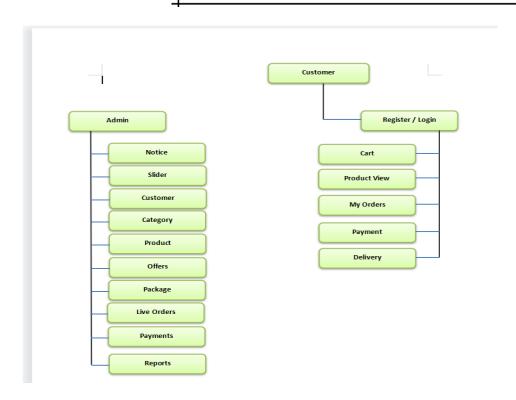
A deployment diagram captures how a system is configured, installed, and executed. It often consists of component like software and hardware communicates to execute the system

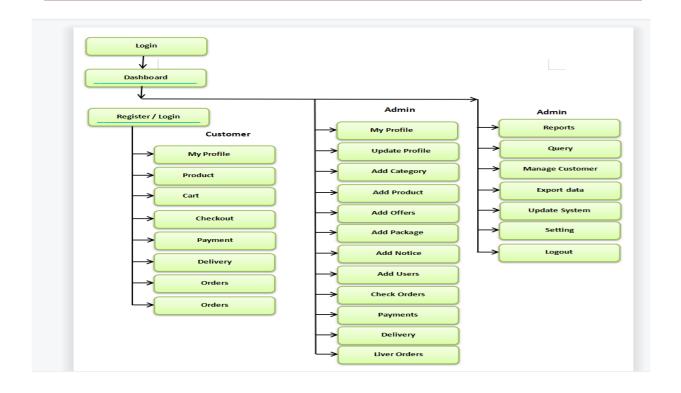


COLLABORATION DIAGRAM



MODULES AND SITEMAP





IMPLEMENTATION

- Input Screens
- ❖ Module Specifications
- ❖ Table Specifications

INPUT SCREEN

Following are the employee interface screen shots of the system modules.

Customer

Fig.1.1-Main Home Page/Dashboard



Fig 1.2-Customer can login if he/she is already registered. For login you need correct credentials. Validations are given to check if credentials are correct.

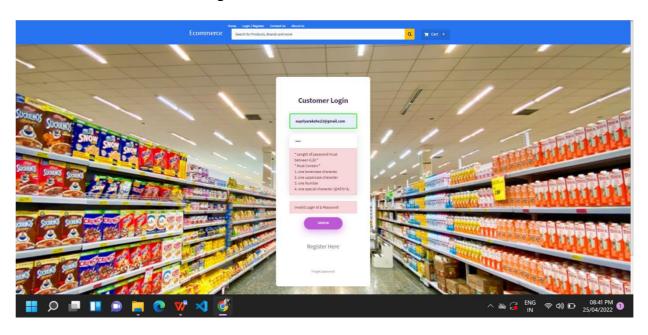


Fig1.3 -If Customer is not register he/she can register by giving required information.

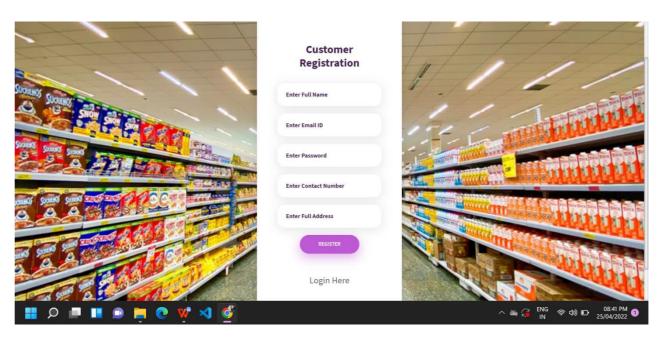


Fig.1.4 -Customer can reset password if forgots he will recieve mail to change password.

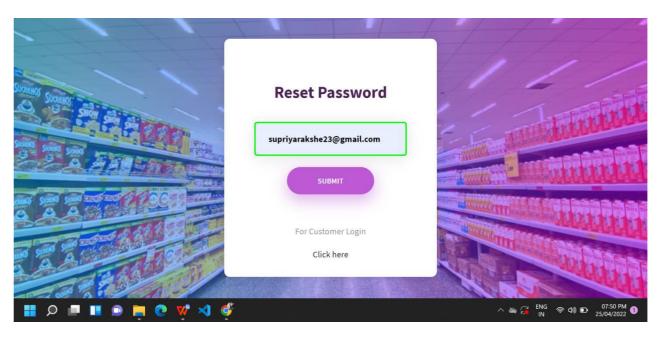


Fig1.5 After success full login customer is redirected to the dashboard where he/she can now look for items.



Page - 35

Fig1.6 Suppose customer is looking for a headphones so he can search for the same in search box. And get choices for Headphones.

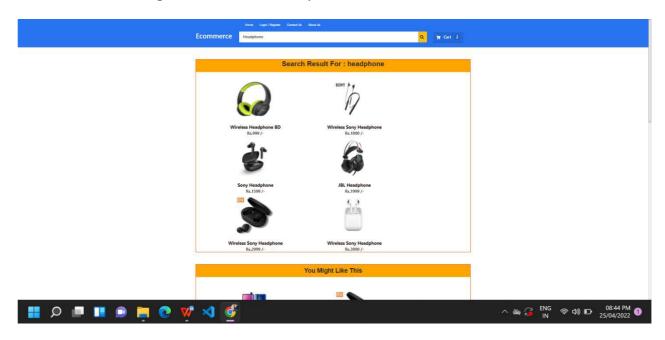


Fig.1.7-If customer is looking for camera and he likes one then after clicking on the product he can get the information about the product.

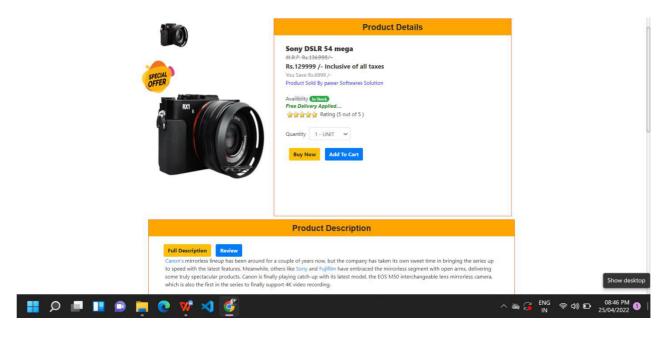


Fig.1.8-Customer can add multiple products to cart and can also remove them from cart if not required.

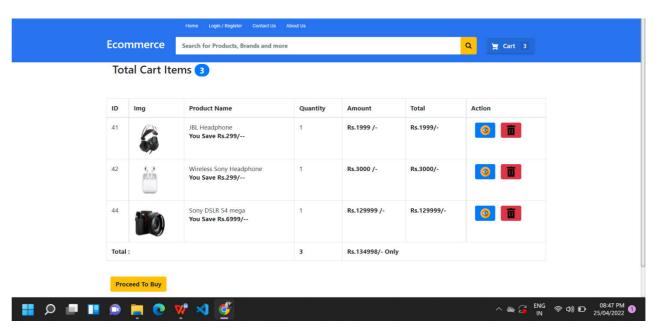


Fig.1.9-Customer can click on proceed to buy if he wants to purchase the item.

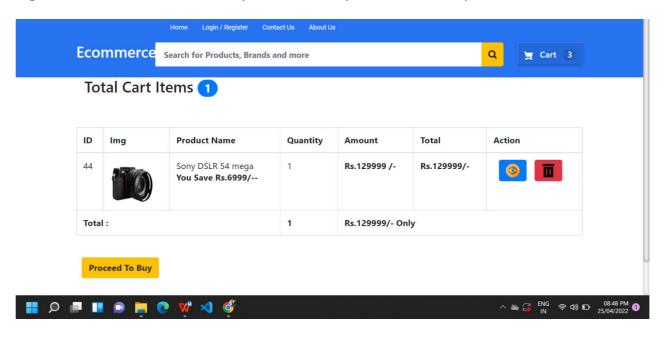


Fig.1.10-Customer gets the order review.It consist of total amount after include tax and delivery charges.You can also select mode of payment whether it is online or COD.

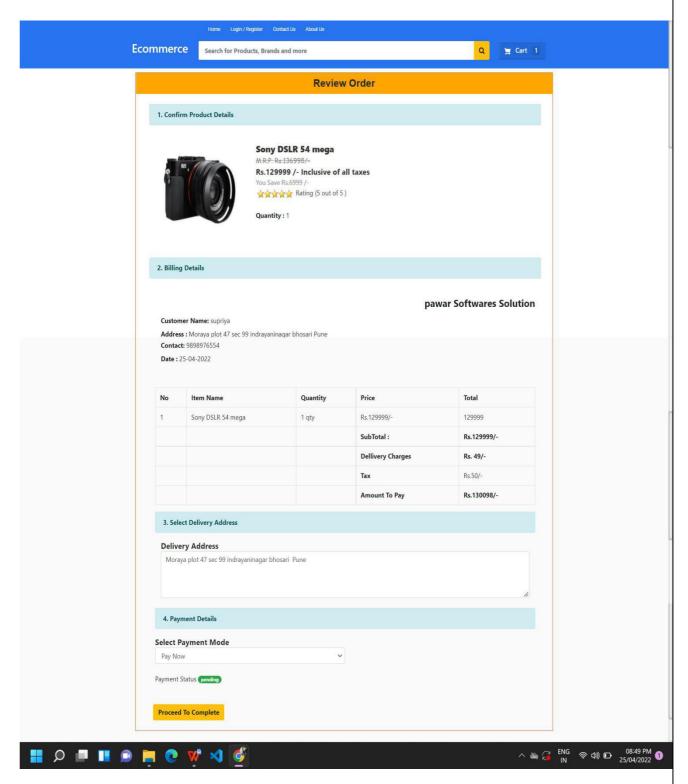


Fig.1.11-On choosing Cash On delivery you you will receive a mail of order confirmation

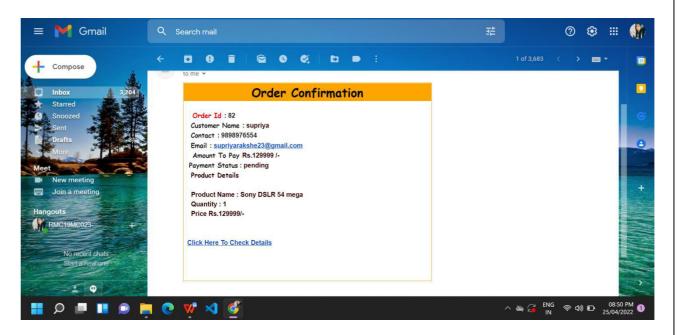


Fig.1.12-On choosing Pay now you will be redirected to InstaMojo Site for online payment .Here you can choose your payment mode like UPI,Credit card,Net Banking etc.

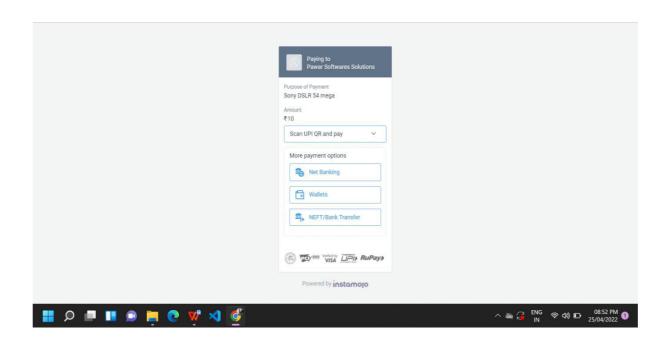


Fig .1.13 You will also receive a payment mail which will redirect you to payment page once clicked on Pay Now.

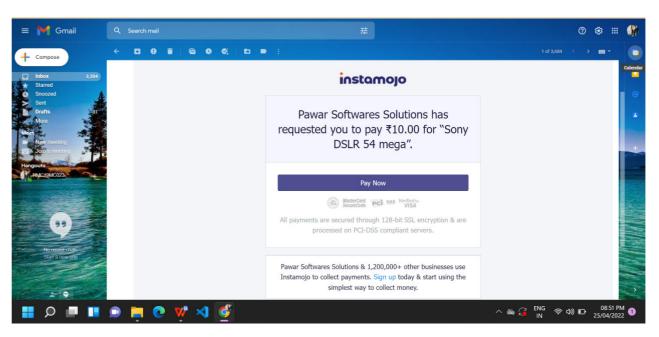


Fig.1.14 If Payment is successful then you are redirected to payment successful page

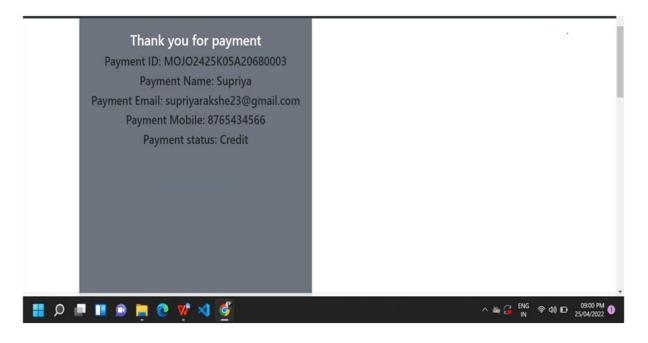


Fig 1.15-If Payment Fails you will be redirected to payment failure page.

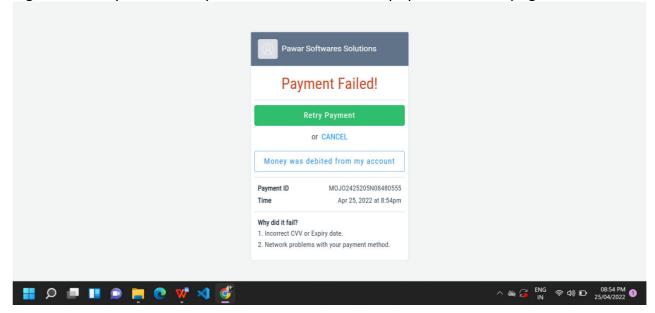


Fig 1.16 Customer can check all orders

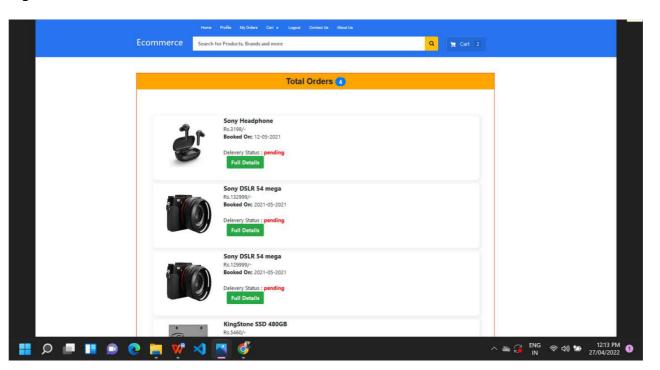


Fig.1.17 Customer can check details of ordered product.

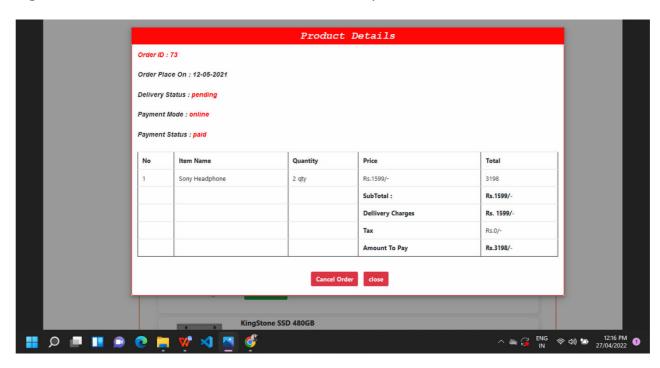


Fig.1.18-Customer can also contact us.If he/she has any query they can let us know by contact us with their query

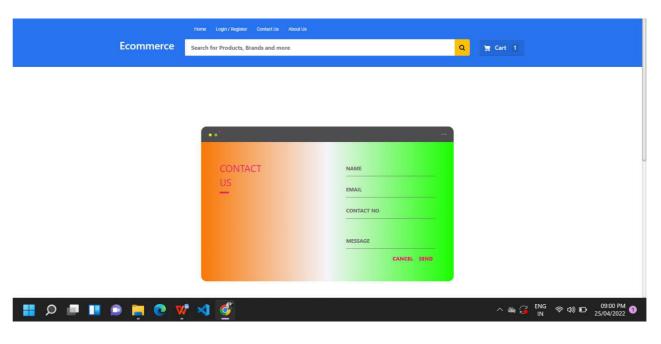
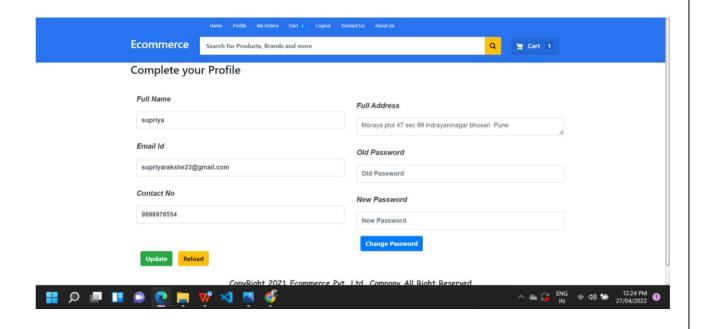


Fig.1.19-Customer can change his/her profile



> Admin

Fig 2.1-Admin Login.

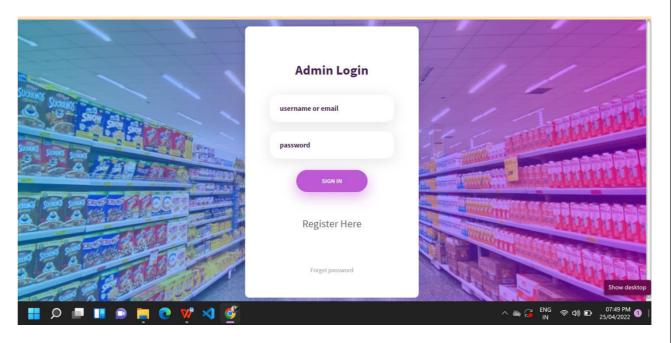


Fig..2.2 - Admin can reset password if he forgets it

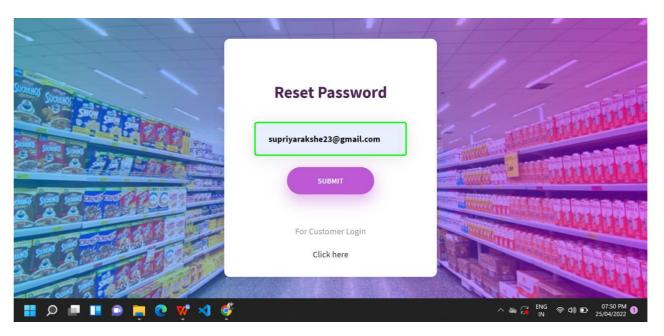
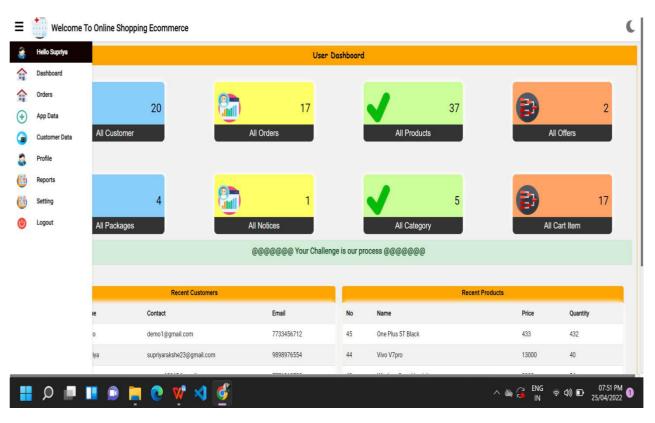


Fig.2.3 -Once login is successful then admin is redirected to dashboard which contains various modules and summary of orders.





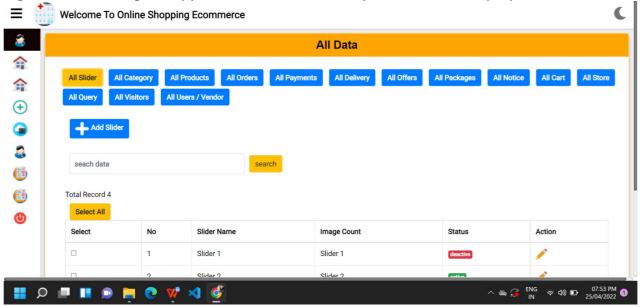


Fig 2.4.1- Sliders- Like a slideshow, Image Sliders show one video or image at a time. The content changes when visitors click to see the next slide, or it changes automatically after a few seconds.

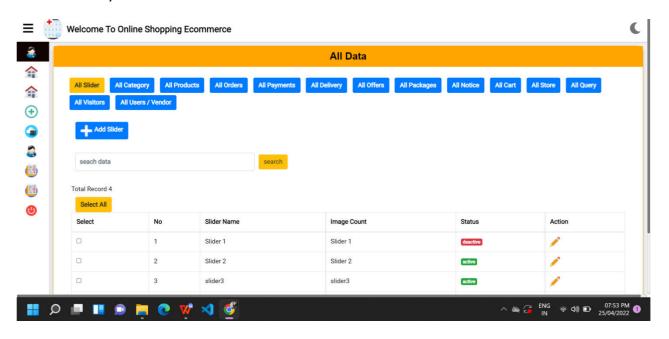


Fig.2.4.2- Admin can add sliders by selecting images and giving them slider name and by providing required details.

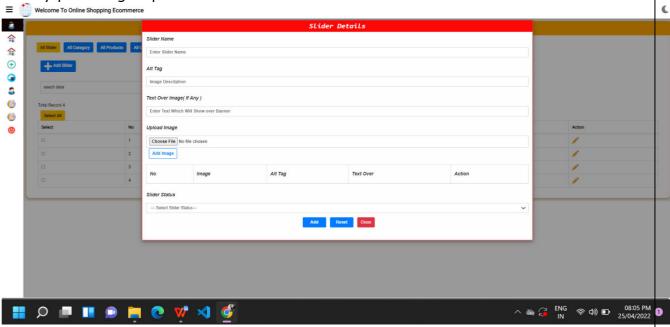


Fig. 2.4.3-Admin can also edit slider.

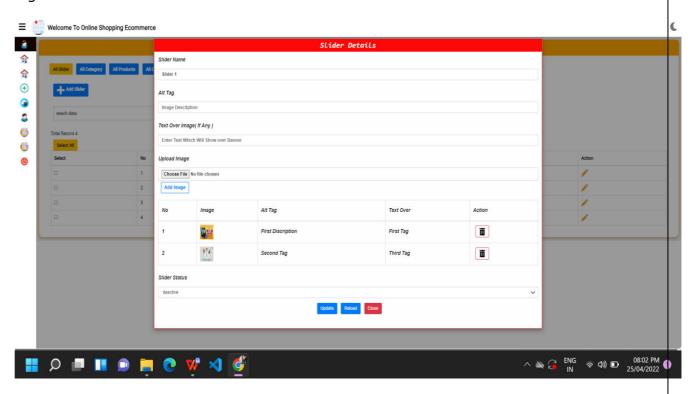


Fig 2.4.4- All Category-Contains product according to their category

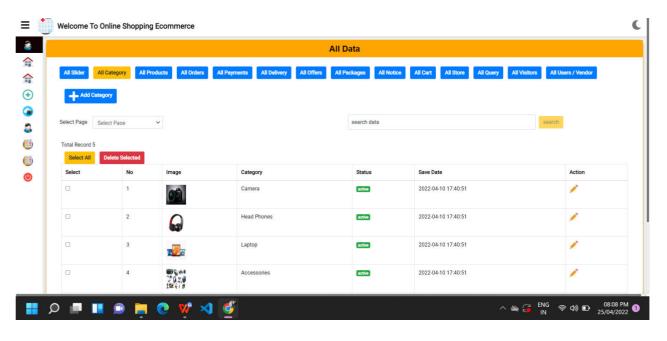


Fig. 2.4.5 -Admin can add product of particular category.

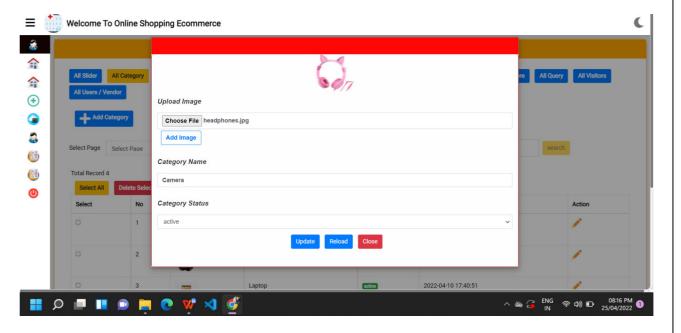


Fig 2.4.6 -All Product contains list of product with its details

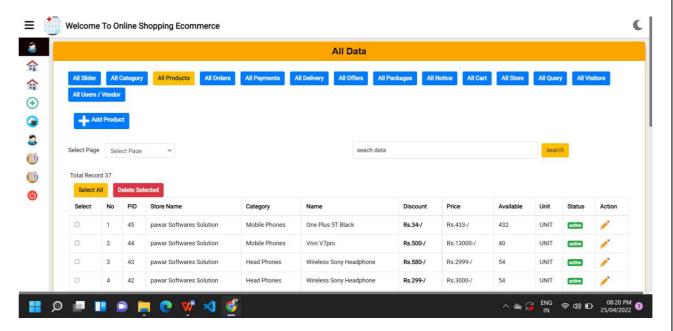


Fig 2.4.7-Admin can add product to list by providing details/information about the product.

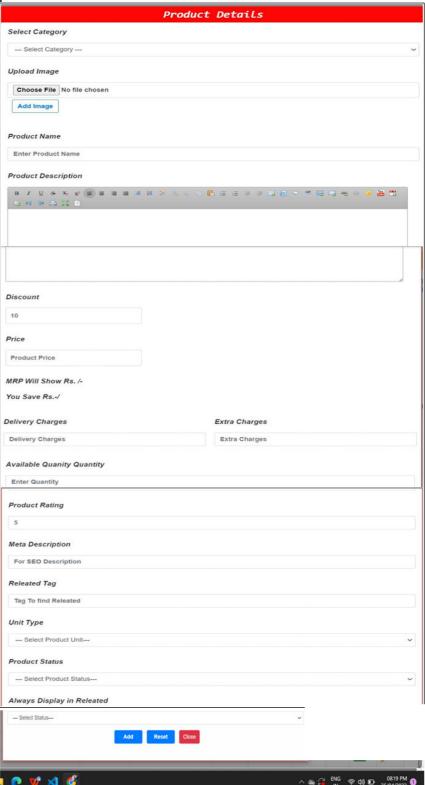


Fig 2.4.8 All Orders -Contains details about order placed

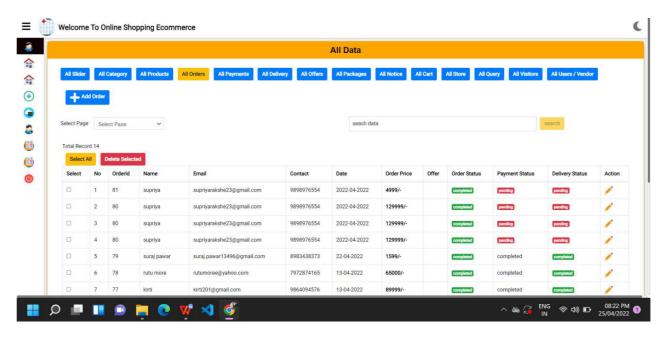


Fig 2.4.9 Admin can check order details

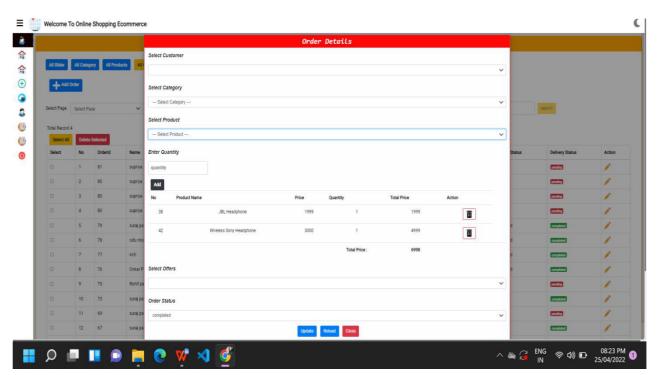


Fig 2.4.10 -All Payments -Contains details about payment/transactions like mode of payment, transaction id, reference id etc..

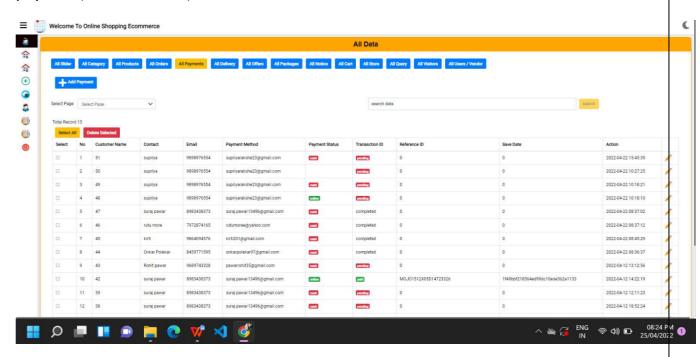


Fig 2.4.11- All Delivery-Contains delivery details. It keeps status whether order is delivered or not.

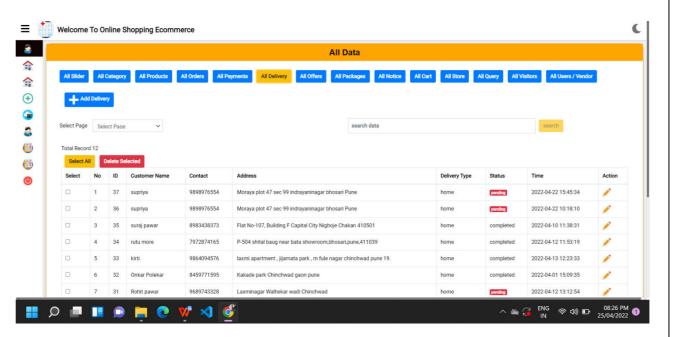


Fig 2.4.12 All Offers-It contains offers details

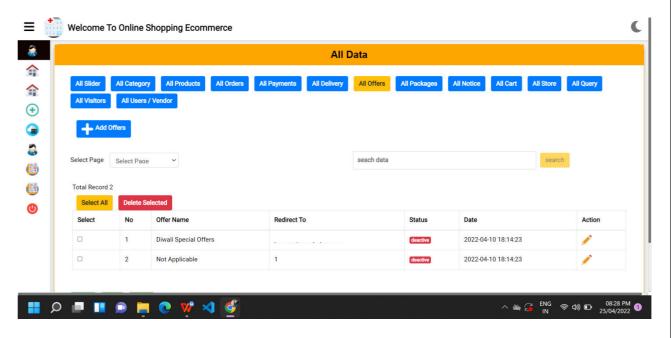


Fig2.4.13-Admin can add exciting offers

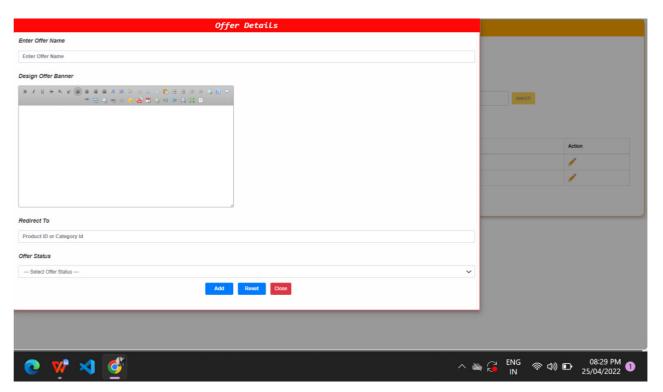


Fig. 2.4.15-Contains packages details. One package may contain many products

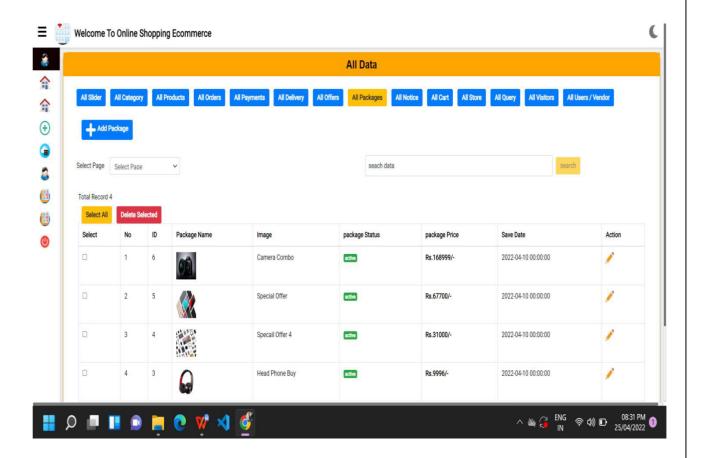


Fig 2.4.16-Admin can manage various packages

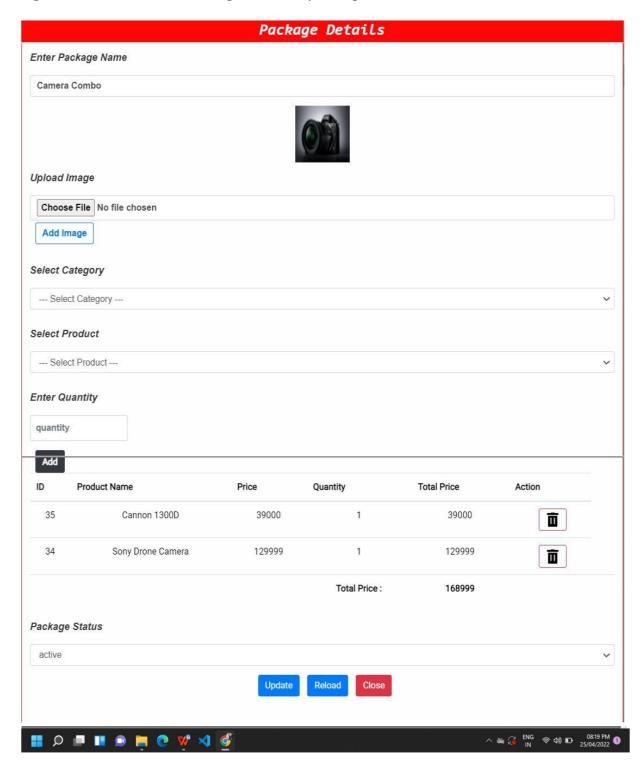


Fig. 2.4.17 Notice- Contains notice for customer. Admin can change the status in order to display it.

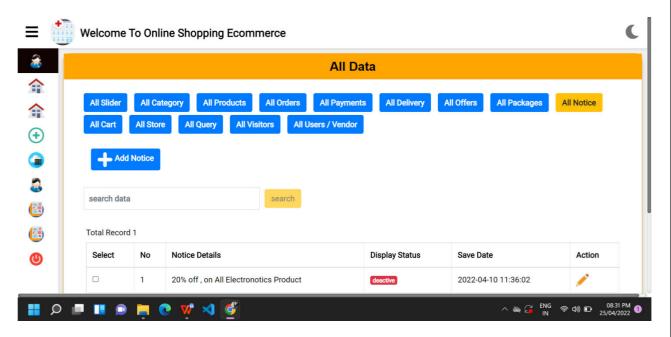


Fig. 2.4.18 -Admin can add notice with its details and status.

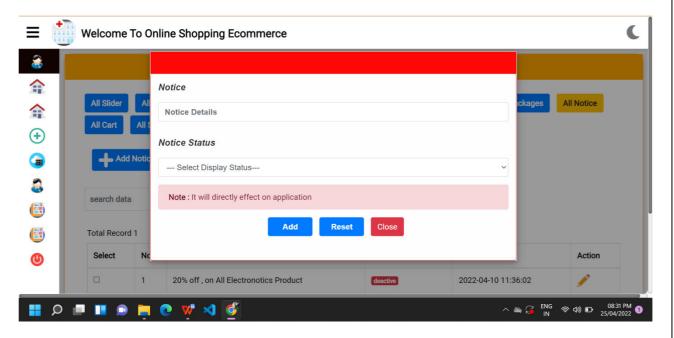


Fig. 2.4.19-Cart- Contains customer carts and product in that cart.

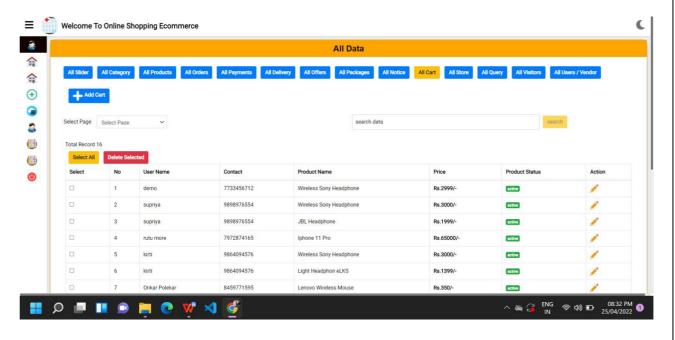


Fig 2.4.20- Admin can manage the cart

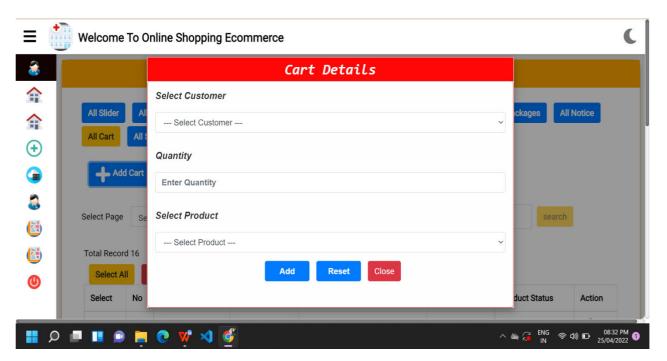


Fig 2.4.21-Stores-Vendors stores that are working or attached with site

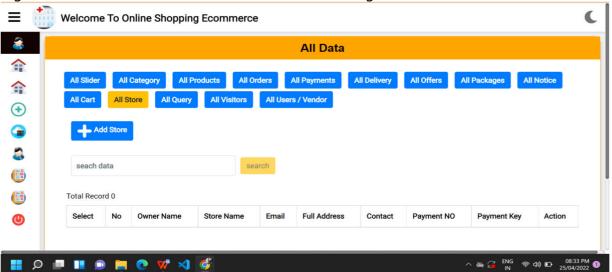


Fig. 2.4.22 Admin can manage Stores with appropriate details of vendor store

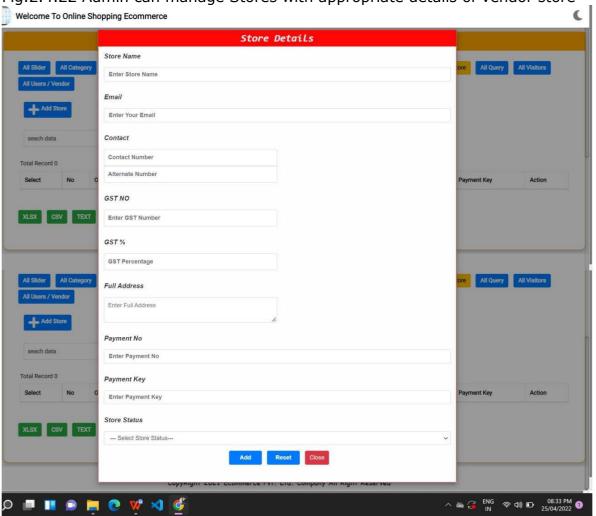


Fig.2.4.23-Query-Contains queries raised by customer. Admin is responsible to manage/handle these queries.

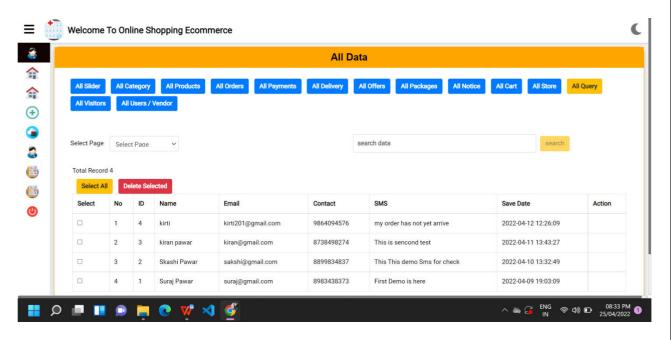


Fig.2.4.24- Keeps track of visitors visited the store

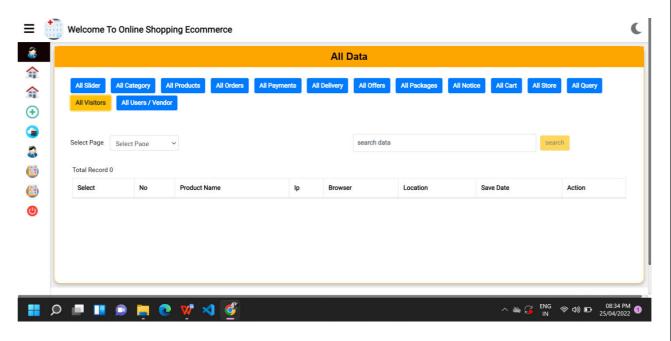


Fig 2.4.25- All-Users -These are people who have access to manage admin operations.

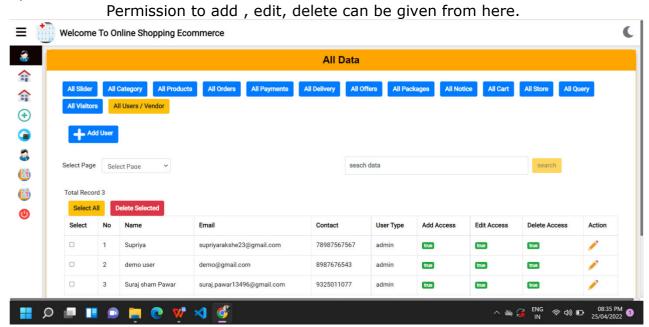
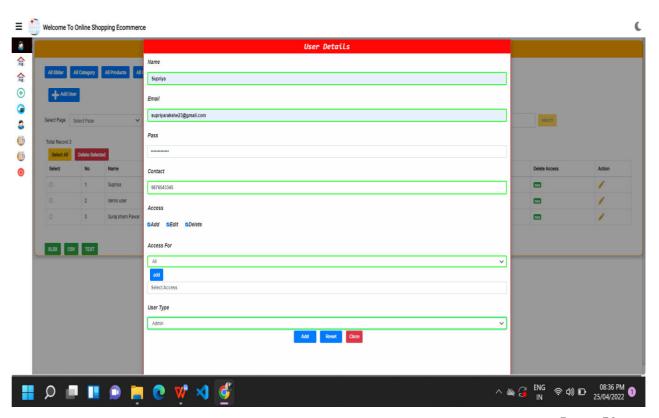


Fig. 2.5 Admin can manage/set access permission.



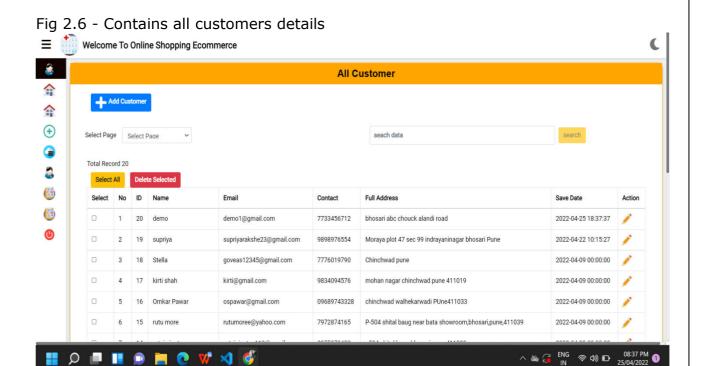


Fig 2.7- Admin can add Customer details

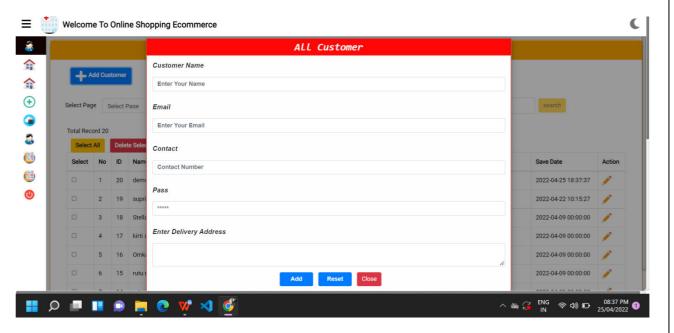


Fig2.8 Admin can change his/her profile

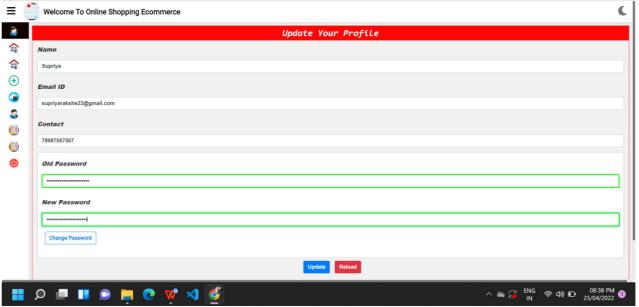


Fig 2.9- Admin can change system settings by providing information

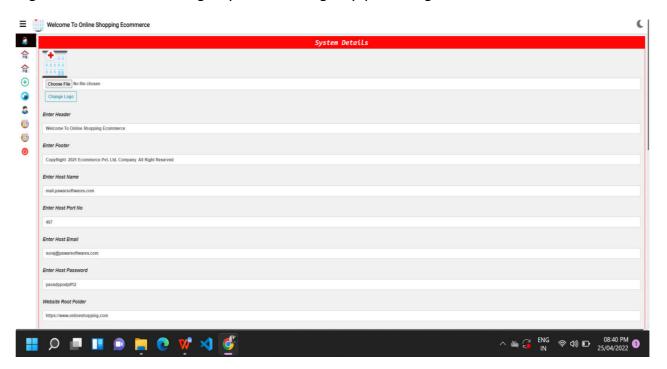


Fig-2.10 Report Generation-Admin can generate reports based on his Requirement.He can find reports between particular dates.

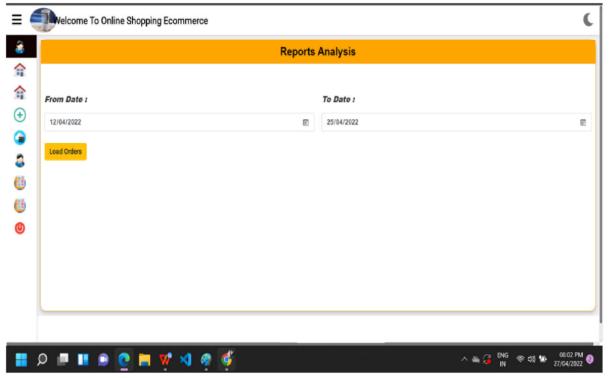
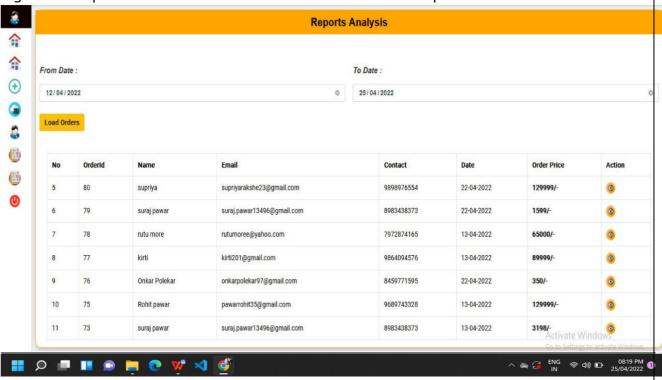
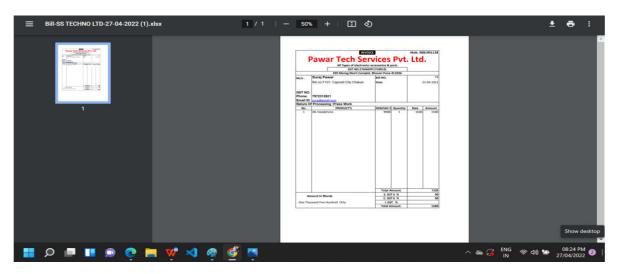


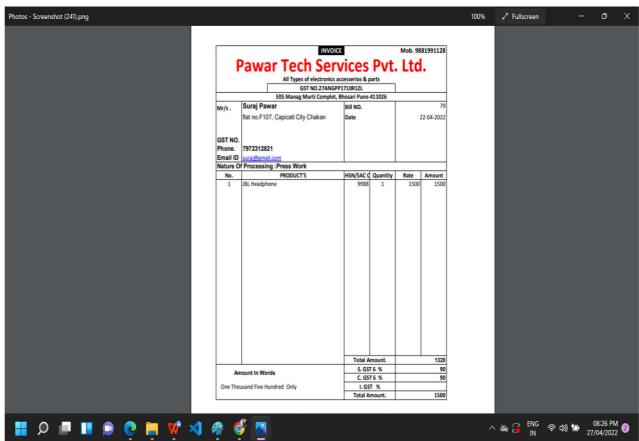
Fig. 2.11- Report Generation -Admin can view date wise report in tabular format



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Fig.2.12- Report Generation-Document Download-On clicking on action bill will be generated and is downloaded automatically. The generated report conatins details of customer, order and total amount





ModuleSpecification

Admin – This module handle all admin & their access data. This module is first user of the application. This module can operation complete operation of the system.

Customer – This is main module of the project. Customer is responsible for all buy operation on system this module save customer details and their buying order data.

Category This module manage all category of the product and their status. Any category can be deactivate from website any time.

Product – This module manage all product of the website. Which will buy by customer. Each product has their policy for refund. This module also manage gallery for each product .

Notice – this module is used to show any notice to customer on website.

Offers – this module manage all offers available In system and show to customer when the uses website.

Orders – this module manage all customer order and their details. All billing details are stored in this module.

Payment - this module is responsible for all payment operation on website done by customer. This module keep track records of each transaction on website.

Delivery – this module manage product delivery on system. This module keep track of delivery status of product.

TABLE SPECIFICATION

User: Stores details of the user.

Attribute Name	Data type and size	Constraints	Description
u_id	int(11)	Primary key (Auto Increment)	
u_fname	Varchar(50)	(Adto Increment)	Frame Name
u_name	Varchar(50)		User Name
email	Varchar(50)		Email Id
pass	Varchar(10)		Password
contact	Varchar(10)		Contact
u_gender	Varchar(10)		Gender
u_aadhar	int(11)		Adhar Number
u_timeslote	int(11)		TimeSlote
u_trainer	int(11)		Trainer
u_address	varchar(200)		Address
u_status	enum('1', '0')		Status
u_dob	varchar(100)		Date Of Birth
u_ joindate	varchar(200)		Joining Date
u_ cdate	varchar(100)		
u _udate	varchar(100)		
u_ package	int(11)		Package
ac_add	Varchar(10)		add access
ac_edit	Varchar(10)		Edit access
ac_delete	Varchar(10)		Delete access
type	Varchar(20)		User type
Save_date	TIMSTAMP		Time

Customer:Stores information about customer

Attribute Name	Data type and size	Constraints	Description
custid	int(11)	Primary key	Customer id
		(Auto Increment)	
gid	int(11)	Foreign Key	Group of gallery
cname	Varchar(50)		Name
email	Varchar(100)		Email
password	Varchar(50)		Password
contact	varchar(12)		contact
full_address	varchar(500)		Full Address
interest	varchar(10000)		Interest
search_data	text		Search Data
Save_date	Timestamp		Current Date

Gallery: Stores images present in project.

Attribute Name	Data type and size	Constraints	Description
gid	int(11)	Primary key (Auto Increment)	Gallery Id
	Varchar(50)	,	Gallery Name
gname			
img_name	varchar(100)		Image Name
add_by	int(10)		Add By
save_time_gall	timestamp		File Path

Admin: Stores details of admin.

Attribute Name	Data type and size	Constraints	Description
admin_id	int(11)	Primary key	Admin ID
		(Auto Increment)	
admin_name	varchar(100)		Admin Name
admin_email	varchar(10)		Admin Email
admin_contact	varchar(10)		Admin contact
admin_password	varchar(100)		Admin password
admin_picture	varchar(100)		Admin picture
admin_cdate	varchar(100)		Admin cdate

Cart:Stores cart information and product data added to cart

Attribute Name	Data type and size	Constraints	Description
Cr id	int(11)	Primary key	Cart ID
_	` '	(Auto Increment)	
pid	int(11)	Foreign Key	Product ID

quantity	int(11)		Cart Quality
did	int(11)	Primary key (Auto Increment)	Delivery ID
oid	int(11)	Foreign Key	Order ID
del_method	varchar(30)		Delivery Method
d_status	varchar(30)		Delivery Status
del_addr	varchar(400)		Delivery address
save_time_del	timestamp		Delivery save time

Attribute Name	Data type and size	Constraints	Description
custid	int(11)	Foreign Key	Customer ID

Delivery: Stores information about product delivery

Catergory: Stores the information type of the product

Attribute Name	Data type and size	Constraints	Description
ct_id	int(11)	Primary key	Category ID
		(Auto Increment)	
img_name	varchar(100)		Image name
cname	varchar(100)		Category name
c_status	varchar(50)		Category status
cat_type	varchar(200)		Category type
cate_save_date	timestamp		Category save date

Contact:Stores contact details of user

Attribute Name	Data type and size	Constraints	Description
cid	int(11)	Primary key	Contact ID
		(Auto Increment)	

cname	varchar(100)		Contact Name	
Attribute Name	Data type and size	Constraints	Description	
of_id	int(11)	Primary key	Offer ID	
		(Auto Increment)		
offer_name	varchar(100)		Offer Name	
offer_data	text		Offer Data	
link	varchar(100)		Offer Link	
of_status	varchar(15)		Offer Status	
save_date_offr	timestamp		Offer Save Date	
cmail	varchar(40)		Contact Mail	
contact	varchar(100)		contact	
sms	varchar(500)		Contact sms	
save_date	timestam		Contact save date	

Notice: Stores details of notice

Attribute Name	Data type and size	Constraints	Description
nid	int(11)	Primary key	Notice ID
		(Auto Increment)	
notice_details	varchar(100)		Notice Details
display	varchar(15)		Notice Display
noti_save_date	timestamp		Notice Save Date

Offer:Store details of offer present

Orders:Store details of products ordered by customer

Attribute Name	Data type and size	Constraints	Description
oid	int(11)	Primary key	Orders ID
		(Auto Increment)	
custid	int(11)	Foreign Key	Customer ID
o_date	varchar(50)		Orders Date
products	text		Products
price	varchar(20)		Price
of_id	int(11)	Foreign Key	Offer ID
o_status	varchar(40)		Order Status
cancel_date	varchar(50)		Oreders cancel
cancel_reason	varchar(50)		Oreders cancel
			Reason
return_status	varchar(30)		Oreders Return
			Status

Packages:Stores packages information

Attribute Name	Data type and size	Constraints	Description
pc_id	int(11)	Primary key	Package ID
		(Auto Increment)	
pac_name	varchar(100)		Package Name
img_name	varchar(50)		Image Name
package_data	text		Package data
tot_price	varchar(30)		Package total price
package_status	varchar(20)		Package Status
pack_save_date	timestamp		Package Save date

Payments: Store details of payment on ordering a product

Attribute Name	Data type and size	Constraints	Description
pyid	int(11)	Primary key	Payment ID
		(Auto Increment)	
oid	int(11)	Foreign Key	Order ID
p_status	varchar(50)		Payment Status
payment_method	varchar(30)		Payment Method
tr_id	varchar(200)		Transaction ID
ref_id	varchar(200)		Reference ID
paym_save_date	timestamp		Payment Save
			Date

Products:Stores details of product

Attribute Name	Data type and size	Constraints	Description	
pid	int(11)	Primary key	Product ID	
		(Auto Increment)		
ct_id	int(11)	Foreign Key	Category ID	
p_name	varchar(100)		Product Name	
p_img	text		Product image	
p_description	varchar(1000)		Product Description	ከ
price	int(10)		Price	
ava_quantity	int(11)		Ava quality	
unit_type	varchar(100)		Unit type	
rating	varchar(20)		Rating	
discount	int(10)		Discount	
p_status	varchar(20)		Product Status	
meta_keyword	varchar(300)		Meta Keyword	
tag	varchar(100)		Product Tag	
always_display	varchar(100)		Always Display	
delivery_charges	varchar(10)		Delivery charges	
extra_charges	varchar(10)		Extra charges	

prod_save_date	timestamp	Product Save Date
add_by	int(10)	Add By

Setting: Store information of settings if needed to be done

Attribute Name	Data type and size	Constraints	Description
Sid	int(11)	Primary key	Setting id
		(Auto Increment)	
Header Text	Int(11)		Header Text
Footer Text	Varchar(100)		Footer
policy_text	text		Policy Text
about_text	text		About Text
email	varchar(50)		Email
pass	varchar(50)		Password
port_no	varchar(10)		Port Number
Host_path	Varchar(100)		Website apth
Logo	Varchar(100)		Site Logo path

Slider: Stores slider data

Attribute Name	Data type and size	Constraints	Description
sid	int(11)	Primary key	Slider ID
		(Auto Increment)	
slider_name	varchar(100)		Slider Name
slider_data	text		Slider Data
status	varchar(50)		Slider Satus
save_date_slid	timestamp		Slider Save Date

TESTING

- ❖ Test Procedures and Implementation
- ❖ Test cases

Test Procedures and Implementation

Testing plays a critical role in quality assurance for software. Due to the limitation of the verification method for the previous phases, design and requirement fault also appear in the code. Testing is used to detect these errors, in addition to the error introduced during coding phase.

Testing is a dynamic method for verification and validation, where the system is to be tested is executed and behavior of the system is observed. Due to this testing the failure of the system can be observed, from which the presence of fault can be deduced. However, separate activities have to be performed to identify the faults.

Objectives of Testing

- Testing is the process of executing a program with the intent of finding a bug.
- ➤ A good case is one that has a high probability of finding an as yet undiscovered error.
- > A successful test is the one that uncover yet an undiscovered error.

Software testing is an investigation conducted to provide stakeholders with information about the quality of product or service under test. Software testing can also provide an objective, independent view of the software to allow the business to appreciate and understand the risk of implementation. Test techniques include, but are not limited to, the process of executing the program or application with the intent of finding software bugs (errors or other defects).

It involves the execution of a software component or system component to evaluate one or more properties of interest. In general, these properties indicate the extent to which the component or system under test:

• Meets the requirements that guided its design and development.

- Responds correctly to all kinds of inputs.
- Performs its functions within an acceptable time is sufficiently usable.
- Can be installed and run in its intended environments and
- Achieves the general result its stakeholders desire.

As the number of possible tests for even simple software component is practically infinite, all software testing uses some strategy to select tests that are feasible for the available time and resources. As a result, software testing typically(but not exclusively) attempts to execute a program or application with the intent of finding software bugs(errors or other defects). Software testing can provide objective, independent information about the quality of software and risk of its failure to users and sponsors.

Software testing can be conducted as soon as executable software (even is partially complete) exists. The overall approach to software development often determines when and how testing is conducted.

Black Box Testing

Black-box testing focuses on the functional requirement of the software, i.e. Black-box testing enables the software engineer to derive sets of input conditions that will fully exercise all functional requirements for a program. Black-box testing attempts to find errors in the following categories.

- Incorrect or missing functions 0 interface errors
- o Errors in data structures or external database access
- o Performance errors 0 initialization and termination errors

White Box Testing

White-box testing sometimes called glass-box testing is test case design method that uses the control structure of the procedural design to derive test cases. Using white-box testing methods the software engineer can derive test cases that guarantee that all independent path within a module have been exercised at least once.

Unit Testing

Unit testing focuses verification effort on the smallest unit of software design that is the module. Using procedural design description as a guide, important control paths are tested to uncover errors within the boundaries of the module. The unit test is normally white box testing oriented and the step can be conducted in parallel for multiple modules.

Validation Testing

At the end of testing software is completely assembled as a package. Validation testing is the next stage, which can be defined as successful when the software functions in the manner reasonably expected by the customer. Reasonable expectations are those defined in the software requirements specifications.

System Testing

System testing is actually a series of different tests whose primary purpose is to fully exercise the computer based system. Although each test has a different purpose all work to verify that all system elements have been properly integrated to perform allocated functions.

In this we tested weather a different software and hardware elements of a system working properly or not such as mouse is giving right input to input module or not.

Test CASES

Test cases list the specific items that will be tested and describe the detailed steps that will be followed to verify the software. There are two fundamental approaches to testing software: test-to-pass and test-to-fail, when you test-to-pass, you really ensure only that the software minimally works. You don't push its capabilities. You don't see what you can do to break it. You treat it with kid gloves, applying the simplest and most straightforward test cases.

You may be thinking that if your goal is to find bugs, why would you test-to-pass? Wouldn't you want to find bugs by any means possible? The answer is no, not initially.

Think about an analogy with a newly designed car. You are assigned to test the very first prototype that has just rolled off the assembly line and has never been driven. You probably wouldn't get in, start it up, head for the test track, and run it wide open at full speed as hard you could. You would probably crash and die. Use test-to-pass to reveal bugs before you test-to- fail.

In Ecommerce Site market there are many test cases that are applied. Some of them shown below like GUI testing, Login, Database etc.

NO	Summary	Execution Steps	Expected Result	Actual Result	Execu- tion Status
1	Verify that the site should be open successfully.	1. Click on the search icon.	The site should be open successfully.	The site opened successfully.	Pass
2	Verify that the site should be open quickly.	1. Click on the search icon.	The site should be open quickly.	The site opened quickly.	Pass
3	Verify that the all the text, images and input fields should be align.		The all the text, images and input fields should be align.	The all the text, images and input fields well aligned.	Pass
4	verify that the after the site open the admin login page should be open first.	1. open the site.	The after the site open the admin login page should be open first.	The after the site open the admin login page open firstly.	Pass

5	Verify that on login page the login fields should be center align.	1. open the site.	on login page the login fields should be center align.	on login page the login fields center aligned.	Pass
7	Verify that the admin is able to login with valid credential.	1. type the valid admin name and password. 2.click on login	The admin is able to login with valid credential.	The admin login with valid credential.	Pass
8	Verify that the admin is not able to login with invalid credential or blank fields.	1. type the valid admin name and password. 2.click on login button.	The admin is not able to login with invalid credential or blank fields.	The admin is not able to login with invalid credential or blank fields.	Pass
9	Verify that the password is in encrypted form when enter.	1. enter in the password field.	The password is in encrypted form when enter.	The password is in encrypted form when enter.	Pass
10	Verify that after admin login open the Dashboard.		After admin login open the Dashboard.	After admin login open the Dashboard.	Pass
11	Verify that the Dashboard Show All Menu With Proper Links. That Should Works.		The Dashboard should shows the Menus. And All Menu Opens Correctly.	On Menus On Dashboard Work Very Well.	Pass

12	Verify that the Home page should shows in well format.		The Home page should shows in well format.	The Home page shows in well format.	Pass
14	Verify that the selecting the system it should apply that and shows all data from that system.	e selecting e system from dropdown ply that and shows data from should shows	The selecting the system it apply that and shows all data from that system.	Pass	
	triat system.	2.click on Apply button.	that system.	system.	
15	Verify Data Add Data Menu Show All Data List With Heading	1. Click on Add Data menu.	By Clicking On Data It Show Data According to page	Data Retrieve Successful With Heading	Pass
16	Verify That All data Display Table Has CRUD Function	Fetch Data	Page Should have Add, Edit,Delete, Update Menu	Page Show All Expected Menu	Pass
17	Verify That All Crud Operation Are Working With Validation		Page Should Show Appropriate Sms With Invalid data And Complete Action	All Crud Operation Are Working With SMS	Pass

18	Verify That SEO is Working	Search Pages on Google	Web-site Should Listed on Result Page	Page Loaded	Pass
19	Verify Data Validate On front End	Fill All Forms	The Page Should Restrict Submit With Invalid Data and Show Error Sms	Error Display on Page	Pass
20	Verify That Update Profile Is Working	Click On Update Profile	Update Profile With Change	Profile Updated With Change	Pass
21	Verify That Setting Menu Working	Click on Setting	All Field Should Update and Make Change live to System	Data Updated With Live Changes	Pass

22	Verify That All Site Work in Various Device	Open Site On Various Device	Site Should be Responsible with all Device	Site Open O All Website	Pass
23	Verify That Site Should Show Error Sms if Request Failed	Check Errors	Site Should Show error sms.	Site Fail To load withour error And Display Error.	Pass
24	Verify That Mail Send On Proper Email ID	send Mail	After Mail Send Show Proper sms	Site Display Proper Sms for mail status	pass
25	Verify That Session Are Working	Check Long Time Continuous Use	Site Should Keep Running Without Disturbance	Site Works Very Well.	Pass
26	Verify That Site Logout After Not Used	Keep Site Open for long Period Inactive	Site Should Logout Without Any error	Site Return to login page	Pass

27	Verify That Site Should Not Open	Open Home Page	Site Should Not Open	Redirected to Login Page	Pass
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USER MANUAL

For any system to be successful it is important that the intended user find the system easy to operate. The purpose of the user manual is to make user acquainted with the system and help employee understand the system and operate it conveniently. The manual contain several screenshots that describes how to use the entire system.

Application Description

USER MANUAL

For any system to be successful it is important that the intended user find the system easy to operate. The purpose of the user manual is to make user acquainted with the system and help user understand the system and operate it conveniently. The User Manual is prepared reflexively because it is an item that must accompany every system.

The manual contain several screenshots that describes how to use the entire system. This Manual helps user to navigate efficiently through the system and help user to solve issues wherever they occur.

☐ Information about the system.

- ➤ The system contains following users:
- Admin:
- ✓ Manage Account
- ✓ Manage Category & Product
- √ Manage Package& Offer
- ✓ Manage Notice
- ✓ Manage Live Order & Orders
- ✓ Manage Cart Items
- ✓ Manage Payments
- ✓ Manage Delivery
- ✓ Manage Sliders
- ✓ Manage Customers
- Customer Provider:
- ✓ Login / Register
- ✓ Manage Orders
- ✓ Search Product
- ✓ Cart items
- ✓ Payments
- ✓ Delivery Items

Admin :-

- **Step 1**: Login to the web application with given Id and password. If password lost then recover from recovery password link. new password will sent on email.
- **Step 2**. Then Complete System Setting. Completed All details in setting forms. Then System Ready To user.
- **Step 3.** Then Click on Add Data To add All Data in System. Create users if available with various access in the system. Add Coordinator too.

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- **Step 4.**Then Add Category In category tab you will get form for category. Then add slider which will display on front page. You can add slider from slider tab. Click on add slider button to add slider.
- **Step 5**. Then add product for each category and upload image of product in product tab all option are mention in product tab.
- **Step 6**. All Order tab will show all available order with their status. And all payment options will show all payments done by customer for order with order and payment details.
- **Step 7.** All delivery options will show all pending delivery and complete delivery of orders with their details.
- **Step 8**: In All Offer section you can create new offer which will show in popup when page get loaded. Your can create offers for product. Click on add offers to add new offer.
- **Step 9**: All Notice Tab will show any notice active or deactive on website.
- **Step10**: All query Tab will show all enquiry or complaint submitted by customer on website.
- **Step 11**: In Orders Menu you can find live order here to take follow up of the orders.
- **Step 12**: Customer Menu will show all customer available on website with their details.
- **Step13**: To update Profile Click on Profile Tab It will redirect to profile page to update records.
- **Step 14.** For more details Refer above screenshots.

Customer:

- **Step 1**: First Register on website with unique Username and password. Then Login with email and password
- **Step 2**. Select Category from Homepage. Select product click on add to cart to add in cart.
- **Step 3.** Click on cart button to complete buying process.
- Step 4. Click on Proceed to checkout. On same page all amount need to pay will

calculate with tax. To complete order select payment mode.

- **Step 5.** If(Payment method is online) Complete payment in order to complete order.
- **Step 6 :** after order successful placed check that order into my order menu.
- **Step 7**: To change password and profile details click on profile button.
- **Step 8.** For more details Refer above screenshots.

DRAWBACKS AND LIMITATIONS

This part of documentation will explain drawbacks and limitation that are in Ecommerce Site Market Application.

DRAWBACKS AND LIMITATIONS

Though e-commerce offers many advantages to customers, business, society and nation, there are still some areas of concern that need to be addressed. The following are some of the limitations or disadvantages of e-commerce.

1. Security

The biggest drawback of e-commerce is the issue of security. People fear to provide personal and financial information, even though several improvements have been made in relation to data encryption. Certain websites do not have capabilities to conduct authentic transactions. Fear of providing credit card information and risk of identity limit the growth of e-commerce.

2. Lack of privacy

Many websites do not have high encryption for secure online transaction or to protect online identity. Some websites illegally collect statistics on consumers without their permission. Lack of privacy discourages people to use internet for conducting commercial transactions,

3. Tax issue

Sales tax is another bigger issue when the buyer and seller are situated in different locations. Computation of sales tax poses problems when the buyer and seller are in different states. Another factor is that physical stores will lose business if web purchases are free from tax.

4. Fear

People fear to operate in a paperless and faceless electronic world. Some of the business organizations do not have physical existence, People do not know with whom they are conducting commercial transactions. This aspect makes people to opt physical stores for purchasesp.

5. Product suitability

People have to rely on electronic images to purchase products. Sometimes, when the products are delivered, the product may not match with electronic images. Finally, it may not suit the needs of the buyers. The lack of 'touch and feel' prevent people from online shopping.

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6. Cultural obstacles

E-commerce attracts customers from all over the world. Habits and culture of the people differ from nation to nation. They also pose linguistic problems. Thus, differences in culture create obstacles to both the business and the consumers.

7. High Labour cost

Highly talented and technically qualified workforce are required to develop and manage the websites of the organization. Since internet provides a lot of job opportunities, business organizations have to incur a lot of expenses to retain a talented pool of employees,

8. Legal issues

The cyber laws that govern the e-commerce transactions are not very clear and vary from country to country. These legal issues prevent people from entering into electronic contracts.

9. Technical limitations

Some protocol is not standardized around the world. Certain software used by vendor to show electronic images may not be a common one. It may not be possible to browse through a particular page due to lack of standardized software. Insufficient telecommunication bandwidth may also pose technical problems.

9. Huge technological cost

It is difficult to merge <u>electronic business</u> with <u>traditional business</u>. Technological infrastructure may be expensive and huge cost has to be incurred to keep pace with ever changing technology. It is necessary to allocate more funds for technological advancement to remain competitive in the electronic world.

FUTURE ENHANCEMENTS

The future enhancements of the Ecommerce Site are proposed in this chapter. It gives us the insight about the area and field where these enhancements can be made.

FUTURE ENHANCEMENTS

> Site speed

Recent research from Google indicates that a large majority of users will abandon a website if it takes more than 3 seconds to load.

Product Copy and Product Images

Product images in an ecommerce environment are super-important, where the consumer is buying from their laptop or mobile device, they are not getting to see it and touch it in-store. So they need to find the confidence to buy, and this often starts with the images.

Multiple photos of the product, zoom capability and even 360 degree rotations have all proven to convert better than one single image.

Install and Monitor Google Analytics

Google Analytics is free and will help you understand how your customer navigates your site and which of your pages are most popular.

It will also help you understand where potential customers lose interest and leave your site, and how quickly they make a purchase.

> Launch Live Chat

They give you the opportunity to field more unique questions and convert a passive visitor into a sale.But much more than that, live chat can help to build your brand. If you're fast to respond and helpful, you will leave a positive impression on the consumer and that should not be underestimated.

Live Order Tracking System

We can add live order tracking system so that customer can track his/her order. Ecommerce order tracking will allow customer to monitor all of your online orders and shipments and communicate the order status to your customers at any point in time.

CONCLUSIONS

This part concludes Ecommerce Site in brief explanation and also specifies operation performed in the application.

Conclusions

In general, today's businesses must always strive to create the next best thing that consumers will want because consumers continue to desire their products, services etc. to continuously be better, faster, and cheaper. In this world of new technology, businesses need to accommodate to the new types of consumer needs and trends because it will prove to be vital to their business' success and survival. E-commerce is continuously progressing and is becoming more and more important to businesses as technology continues to advance and is something that should be taken advantage of and implemented.

From the inception of the Internet and e-commerce, the possibilities have become endless for both businesses and consumers. Creating more opportunities for profit and advancements for businesses, while creating more options for consumers. However, just like anything else, e-commerce has its disadvantages including consumer uncertainties, but nothing that can not be resolved or avoided by good decision-making and business practices.

There are several factors and variables that need to be considered and decided upon when starting an e-commerce business. Some of these include: types of e-commerce, marketing strategies, and countless more. If the correct methods and practices are followed, a business will prosper in an e-commerce setting with much success and profitability.

BIBLIOGRAPHY

The Bibliography chapter contains all the reference books, websites or other reference material details used in order to make this report worthwhile.

BIBLIOGRAPHY

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ANNEXURE

This section of report specifies Input and Output Forms as report and also some sample code which is describes in this section.

☐ Technology used☐ Sample Code

Technology Used

PHP

- PHP is an acronym for "PHP: Hypertext Pre-processor"
- PHP is a widely-used, open source scripting language
- PHP scripts are executed on the server

What is a PHP File?

- PHP files can contain text, HTML, CSS, JavaScript, and PHP code
- PHP code are executed on the server, and the result is returned to the browser as plain HTML
- PHP files have extension ".php"

What Can PHP Do?

- PHP can generate dynamic page content
- PHP can create, open, read, write, delete, and close files on the server
- PHP can collect form data
- PHP can send and receive cookies
- PHP can add, delete, modify data in your database
- PHP can be used to control user-access
- PHP can encrypt data

With PHP you are not limited to output HTML. You can output images, PDF files, and even Flash movies. You can also output any text, such as XHTML and XML.

Why PHP?

- PHP runs on various platforms (Windows, Linux, Unix, etc.)
- PHP is compatible with almost all servers used today PHP supports a wide range of databases
- PHP is free. Download PHP is easy to learn and runs efficiently on the server side

HTML

HTML is the standard markup language for creating Web pages.

- HTML stands for Hyper Text Markup Language
- HTML describes the structure of Web pages using markup
- HTML elements are the building blocks of HTML pages
- HTML elements are represented by tags
- HTML tags label pieces of content such as "heading", "paragraph", "table", and so on.
- Browsers do not display the HTML tags, but use them to render the content of the page
- The <!DOCTYPE html> declaration defines this document to be HTML5
- The <html> element is the root element of an HTML page
- The <head> element contains meta information about the document
- The <title> element specifies a title for the document
- The <body> element contains the visible page content
- The <h1> element defines a large heading
- The element defines a paragraph

SQL

SQL is a standard language for accessing and manipulating databases.

What is SQL?

- SQL stands for Structured Query Language
- SQL lets you access and manipulate databases
- SQL is an ANSI (American National Standards Institute) standard

What Can SQL do?

- SQL can execute queries against a database
- SQL can retrieve data from a database
- SQL can insert records in a database
- SQL can update records in a database
- SQL can delete records from a database
- SQL can create new databases
- SQL can create new tables in a database

- SQL can create stored procedures in a database
- SQL can create views in a database
- SQL can set permissions on tables, procedures, and views

SQL is a Standard - BUT....

Although SQL is an ANSI (American National Standards Institute) standard, there are different versions of the SQL language.

However, to be compliant with the ANSI standard, they all support at least the major commands (such as SELECT, UPDATE, DELETE, INSERT, WHERE) in a similar manner.

Note: Most of the SQL database programs also have their own proprietary extensions in addition to the SQL standard!

Using SQL in Your Web Site

To build a web site that shows data from a database, you will need:

- An RDBMS database program (i.e. MS Access, SQL Server, MySQL)
- To use a server-side scripting language, like PHP or ASP
- To use SQL to get the data you want
- To use HTML / CSS to style the page

CSS

CSS stands for **C**ascading **S**tyle **S**heets.

CSS describes how HTML elements are to be displayed on screen, paper, or in other media.

CSS **saves a lot of work**. It can control the layout of multiple web pages all at once.

CSS can be added to HTML elements in 3 ways:

- **Inline** by using the style attribute in HTML elements
- **Internal** by using a <style> element in the <head> section
- External by using an external CSS file

The most common way to add CSS, is to keep the styles in separate CSS files. However, here we will use inline and internal styling, because this is easier to demonstrate, and easier for you to try it yourself.

Bootstrap

- Bootstrap is a free front-end framework for faster and easier web development
- 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

Why Use Bootstrap?

Advantages of Bootstrap:

- Easy to use: Anybody with just basic knowledge of HTML and CSS can start using Bootstrap
- Responsive features: Bootstrap's responsive CSS adjusts to phones, tablets, and desktops
- Mobile-first approach: In Bootstrap 3, mobile-first styles are part of the core framework
- Browser compatibility: Bootstrap is compatible with all modern browsers (Chrome, Firefox, Internet Explorer, Safari, and Opera)

Angular JS

AngularJS is a structural framework for dynamic web applications. It lets you use HTML as your template language and lets you extend HTML's syntax to express your application components clearly and succinctly. Its data binding and dependency injection eliminate much of the code you currently have to write. And it all happens within the browser, making it an ideal partner with any server technology.