

Ecommerce Shopping Cart System

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This Report Presented in Partial Fulfillment of the Requirements for the Degree of Master of Science in Computer Science and Engineering.

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DAFFODIL INTERNATIONAL UNIVERSITY

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APPROVAL

This Project titled “Ecommerce Shopping Cart System”, submitted by MD Sakhawat Hossen (ID: 151-15-4870) and Muhammad Ali Miazi (ID: 151-15-5437) to the Department of Computer Science and Engineering, Daffodil International University, has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of BSC in Computer Science and Engineering and approved as to its style and contents. The presentation has been held on 9th December, 2018.

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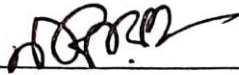
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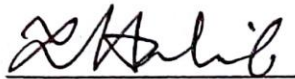
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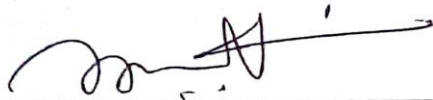
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DECLARATION

I am declare that, this project has been done by me under the supervision of **Md Zahid Hasan, Assistant Professor, Department of CSE**, Daffodil International University. I also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

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ABSTRACT

This project is on “**Ecommerce Shopping Cart System**”. Electronic trading is a process of business through computer networks. A person in the chair in front of the computer can access all the internet facilities to buy or sell goods. In contrast to traditional business, trying to run physical products physically and to take the product, electronic business has made it easier for people to reduce physical labor and save time. The fact that the computer, but also prevents the growth of electronic trade. Security There are still many challenges facing e-commerce and in the security field. The main advantage of electronic trading on traditional business is that users can browse online shops, compare prices and request merchandise at home on their PCs.

TABLE OF CONTENTS

CONTENTS	PAGE
Approval	02
Declaration	03
Acknowledgements	04
Abstract	05
Table of Contents	07
CHAPTERS:	
CHAPTER 1: INTRODUCTION	08-09
1.1 Introduction	08
1.2 Motivation	08
1.3 Objectives	08
1.4 Expected Outcome	09
1.5 Report Layout	09
CHAPTER 2: BACKGROUND	10-13
2.1 Introduction	10
2.2 Project Scenario	10
2.3 Related Works	10
2.4 Comparative Studies	12
2.5 Scope of the Problems	12
2.6 Challenges	12
CHAPTER 3: SOFTWARE REQUIREMENT SPECIFICATION	14-24
3.1 Business Process Model	14
3.2 Use Case Model	14
3.3 Implementation & Requirements	23
3.4 Logical Data Model	24
CHAPTER 4: DESIGN SPECIFICATION	25-39
4.1 System Environment	25
4.2 Front-end Design	25
4.3 Back-end Design	33
4.4 Testing and Integration	48
CHAPTER 5: CONCLUSION & FUTURE SCOPE	40
5.1 Conclusion	40
5.2 Future Scope	40
REFERENCES	41

LIST OF FIGURES

FIGURES		PAGE NO
Figure3.1:	Online Shopping Cart use case.	15
Figure 3.2:	Use Case Diagram to Register Account	17
Figure 3.3:	Use Case Diagram to Purchase product	18
Figure 3.4:	Use Case Diagram to give payment	19
Figure 3.5:	Use Case diagram using delivery product	21
Figure: 3.6:	Logical Data Model	24
Figure 4.1:	Home Page	26
Figure 4.2:	Category and Brands	26
Figure 4.3:	Product	27
Figure 4.4:	Brand and Recommended items	27
Figure 4.5:	Login	28
Figure 4.6:	Single product add to cart	28
Figure 4.7:	Multiple product Add To cart	29
Figure 4.8:	Before bill customer confirmation from	29
Figure 4.9:	Payment method choice option	30
Figure 4.10:	Dashboard Add category page	30
Figure 4.11:	Dashboard all category page.	31
Figure 4.12:	Admin Add brands page.	31
Figure4.13:	Show all brands page	32
Figure 4.14:	Admin product upload page	32
Figure 4.15:	SD to Register Account	33
Figure 4.16:	Class Diagram of System	34
Figure 4.17:	Database name eshop. All the table of eshop.	35
Figure 4.18:	Eshop migration table screenshot.	35
Figure 4.19:	Eshop brand table data are passed show the screen short.	36
Figure 4.20:	Eshop Category table, category add successful to this screenshot.	36
Figure 4.21:	Eshop Product table, product added successful to show this screen short.	37
Figure 4.22:	Eshop Slider table, slider upload successfully to show this screenshot	37

CHAPTER 1

INTRODUCTION

1.1 Introduction

Electronic trading (electronic trade or EC) is the purchase and sale of products and services, or an electronic network, mainly money or data transmission through the Internet. These businesses are business-to-business, business-to-consumer, consumer-to-consumer or business-to-business.

1.2 Motivation

There are many technologies have been developed in this world. The computer is the best among all of these. Generally we go to the market chose a product and buy this. This is mostly time consuming. People are so busy on their work. Now a days they even don't get the time to go to market. And moreover in our Bangladesh traffic jam is a very big issue. In this digital era people chose product, buy and pay with online and salesman reach to the customer house to deliver the product. There is a huge market. For this reason we chose to create a ecommerce shopping cart system.

1.3 Objectives

E-commerce is the activity of buying or selling of products on online services or over the Internet. Electronic commerce draws on technologies such as mobile commerce, electronic funds transfer, supply chain management, Internet marketing, online transaction processing, electronic data interchange (EDI), inventory management systems, and automated data collection systems.

Modern electronic commerce typically uses the World Wide Web for at least one part of the transaction's life cycle although it may also use other technologies such as e-mail. Typical e-commerce transactions include the purchase of online books such as Amazon and music purchases (music download in the form of digital distribution such as iTunes Store) and to a less extent, customized/personalized online liquor store inventory services. There are three areas of e-commerce: online retailing, electric markets, and online auctions. E-commerce is supported by electronic business.

1.4 Expected Outcome

The purpose of this document is to describe the need for this application. Based on an AI technology model, a web application that provides users with the answers to normal people, lets the user respond to comments and comments. Manage well done and manage all steps well done. Ensure the customer's choice, or cancel the order of this store, owner or manager, sell the product and increase profit every day. More points are stored in the online client file.

1.5 Report Layout

We all know, practical knowledge is more important than theory. In our graduation degree we learn a lot of things. This project gives us scope to share our knowledge and utilize our thought. By doing this project we can implement our skill more effectively. First Chapter contains the Introduction, Objectives, Motivation, Expected Outcome and Report layout of our project. Then second chapter contains Project Introduction, Related works, Comparative Studies, Scope of the problem and also Challenges of our project. Our third chapter contain all about Requirement Specification which are Use Case Modeling and Description, Logical Data Model, Design Requirements.

Fourth Chapter describes our full web site description which is related to Design Specification like Front-end Design, Back-end Design, Interaction Design and UX, Implementation Requirements. Our fifth chapter is all about Implementation and Testing. This contains Implementation of Database, Front-end Design, Interactions, Testing Implementation and Test Results and Reports. Our last chapter contain conclusion of the full project. This report contains all about our web system, its problem, solution and use of the system.

CHAPTER 2

BACKGROUND

2.1 Introduction

The main purpose of this online shopping cart is to calculate the purchases made by the customer, it provides products or services. You can also use functions like credit card processing, customer order history and product management.

Administrators can create company profiles, update company profiles, edit customer information, delete customer information, generate billing promo codes, view reports and edit order structure. The administrator also rents a carrier, provides information about the client and the client's purchase product is sent to the client correctly.

Admins Payment Adaptation Clients can view their profile and change some profile information, they can view the user's wish list, add a product to the cart, confirm the order, cancel the order, and run an account. The customer collects the information and the product from the shopping cart. And the products are sent to the customer correctly, please accept the carrier rates in the shopping cart.

2.2. Project Scenario

By registering a simple online shopping cart system, the administrator can

- Create an account for your company and create your own account.
- Administrator can review the report.
- Administrators can add, delete, and update customer data.
- Administrators can edit the company's profile.
- The administrator can create a receipt and a reference code.
- Administrators can modify the structure of the department.
- Administrators can edit reports.
- Customers can register by putting their data.
- Client can edit his profile.
- Customers can view their wish list and checklist information.
- Customer cannot edit his order information.

2.3 Related Works

2.3.1 Functional requirements

1. User must authenticate before registering the account and logging in to the system
2. When an actor forgets his password, the system sends email / sms.
3. The user can change his password.
4. Administrators only have the ability to reset the user's password.
5. Administrators and authorized users must have a sign-in process in order to prevent unauthorized access to the software.
6. 1. You can see user interface, login, product preferences and orders,
7. The customer can add the item to the cart, confirm and run the order.
8. Customer selects payment option like baksh and rocket.
9. Present the payment option and fill the form with valid information.
10. Administrative control order: order order or cancel order,
11. Administrators pay payments and products in a carrier and the carrier supplies these products.
12. Load admin products, change slider, add / remove / divide or update brand.

2.3.2 Non Functional requirements

* Operating system:

The software must be running on all operating systems like Windows, Linux and IOS.

* Usability:

The usability of the software must be easy so that the client can use it without using it.

Disadvantage

* Maintenance:

Software must be easy to group errors and maintenance of the process.

* Flexibility:

The software has to be flexible so that you can easily accept all the changes in low cost, time and experience

* Security:

Software must be security. None of the registered user names or passwords can use this app.

Something else is:

- Fast and easy to use.
- Accuracy
- Accessibility
- Power, current and forecast
- Complaint
- Documentation
- Interoperability
- Maintenance
- Privacy
- Reliability
- Response time
- Stability
- Criteria

2.4 Comparative Studies

Administrators can create company profiles, update company profiles, edit customer information, delete customer information, generate billing promo codes, view reports and edit order structure. The administrator also rents a carrier, provides information about the client and the client's purchase product is sent to the client correctly.

Admins Payment Adaptation Clients can view their profile and change some profile information, they can view the user's wish list, add a product to the cart, confirm the order, cancel the order, and run an account. The customer collects the information and the product from the shopping cart. And the products are sent to the customer correctly, please accept the carrier rates in the shopping cart.

2.5 Scope of the Problems

People outside of an organization can access the system and if there is any weakness in the system, then try to apply important company information. Such attacker can try to find system vulnerabilities. The customer can provide incorrect information when entering information. If the entry is wrong, all the data will be wrong. The administrator can make entry error. If they do, the same thing will happen. Natural disaster may affect the network system. If it is, someone can access the network system.

2.6 Challenges

How to Provide False Information for Client Registration? Authorities do not monitor subscriber entries and information? What is the antivirus software expiration date of the company's computer? It is very important to bring these questions to the risk assessment.

- Customer can enter incorrect information.
- Administrators can approve the wrong entry.
- Administrators can refuse the entry entry.
- An attacker can damage the company's information outside the company.
- Natural disaster may affect the network system.
- Carrier delivery system can affect traffic jam delay

CHAPTER 3

SOFTWARE REQUIREMENT SPECIFICATION

3.1 Business Process Model

Our business model will be instant payment basis. Customer will register or log in to our website. There are so many products on our e-commerce website and all the products are categorized with their tags. Customer will select the product and will add to cart with the quantity. Then they will select where the product will be delivered. After confirming payment option will come with cash, bKash, DBBL. Then they will confirm with auto-generated code they are provided from our website.

3.2 Use Case Model

A use-case model is a model of how different types of users interact with the system to solve a problem. As such, it describes the goals of the users, the interactions between the users and the system, and the required behavior of the system in satisfying these goals.

A use-case model consists of a number of model elements. The most important model elements are: use cases, actors and the relationships between them.

A use-case diagram is used to graphically depict a subset of the model to simplify communications. There will typically be several use-case diagrams associated with a given model, each showing a subset of the model elements relevant for a particular purpose. The same model element may be shown on several use-case diagrams, but each instance must be consistent. If tools are used to maintain the use-case model, this consistency constraint is automated so that any changes to the model element (changing the name for example) will be automatically reflected on every use-case diagram that shows that element.

The use-case model may contain packages that are used to structure the model to simplify analysis, communications, navigation, development, maintenance and planning. Much of the use-case model is in fact textual, with the text captured in the use-case specifications that are associated with each use-case model element. These specifications describe the flow of events of the use case.

The use-case model serves as a unifying thread throughout system development. It is used as the primary specification of the functional requirements for the system, as the basis for analysis and design, as an input to iteration planning, as the basis of defining test cases and as the basis for user documentation.

In terms of software and system engineering, a list of actions in action or the actions of events that generally define the interaction between a role (known as the actor's unified modeling language) and a system of achievement. Actors can be a man or other external system.

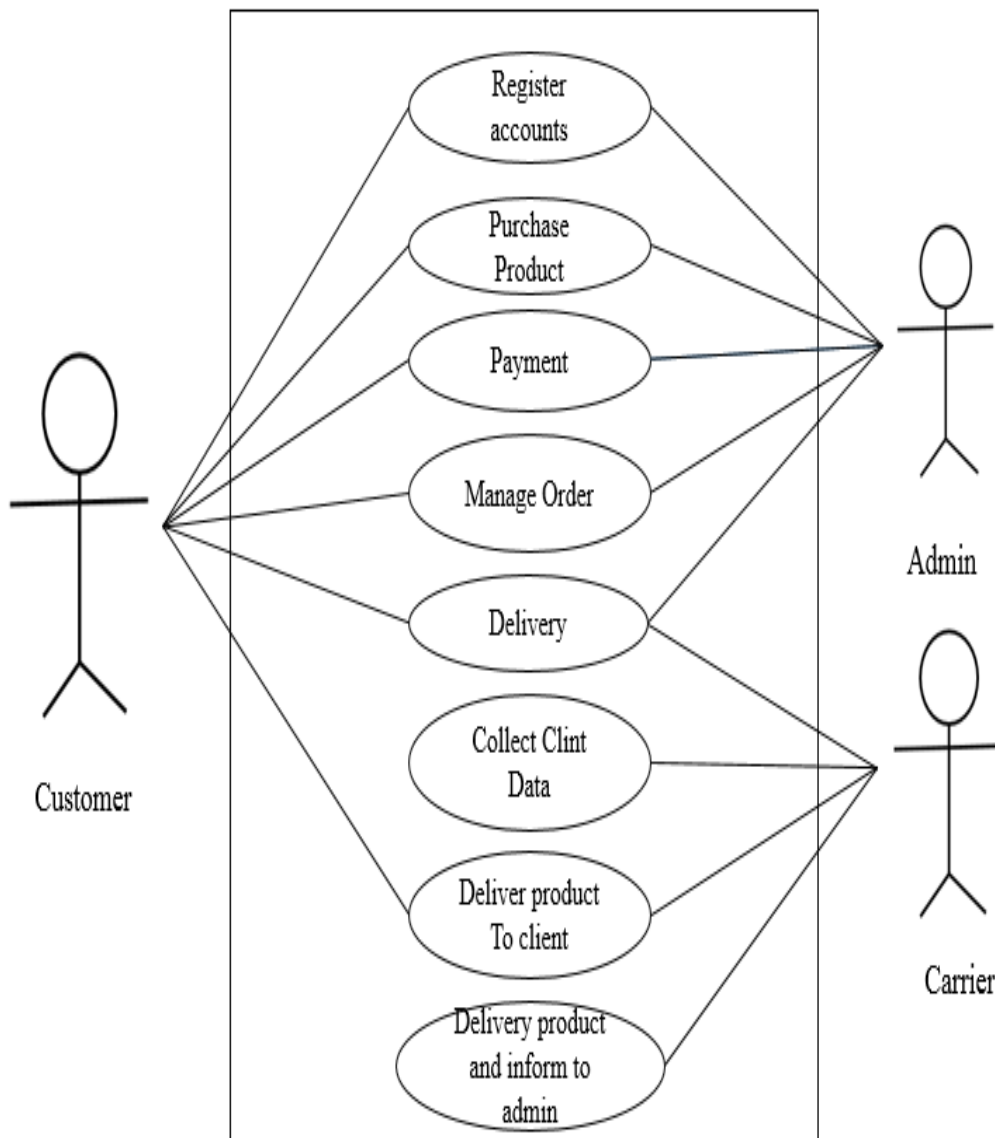


Figure 3.1: Online Shopping Cart use case.

3.2.1 Shopping Cart

Use case	Use case description
Use Case Name	Shopping Cart
Primary Actor	Admin,
Secondary Actor	Online Customer
Goal	Web services
Precondition	Precondition: To do something you need
Stakeholders:	Admin, Customer, Currier
Post Condition	Each one makes its own functionality.
Main Success Scenario	<ul style="list-style-type: none">• Save time in the market• Do not face traffic jams• Transport cost of transportation• Home at the convenience of the customer, your convenience.• Do not carry the goods
Failure Scenario	<ul style="list-style-type: none">• Delivery delay mechanism• Courier take time to shifting product

3.2.2 Register Accounts

The system administrator has the necessary information for the generation of reports. Administrators can register an account and assign roles to registered accounts. You can publish a notification in the notification bar and add the necessary information to the database.

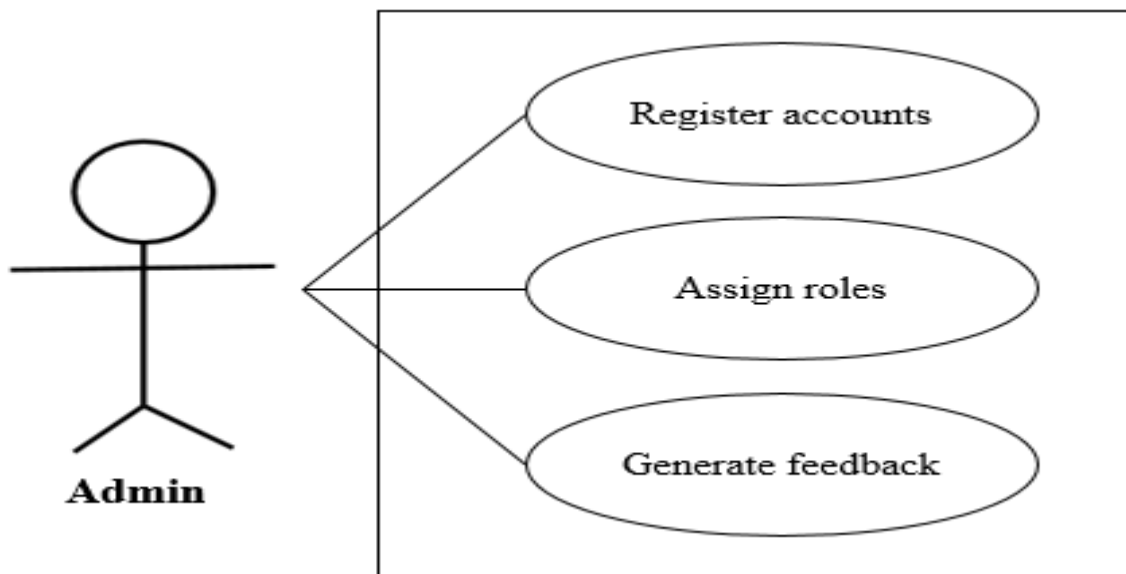


Figure 3.2: Use Case Diagram to Register Account

3.2.3 Use Case Description Register Account

Name	Use case description
Use Case Name	Register Accounts
Primary Actor	Admin
Secondary Actor	Court Users
Goal	Registration accounts for different court users
Precondition	Accessing the database for registration is available in relevant information. Such as name, role, entry date, withdrawal date etc.
Post Condition	Register accounts for all court users.
Main Success Scenario	<ul style="list-style-type: none"> • Web address and shopping cart with it Registration • Follow legal documents • Valid address, email and phone number registration
Failure Scenario	<ul style="list-style-type: none"> • The valid web address of the cart does not come • Cart does not meet the requirements • Incorrect address, email or phone

3.2.4 Purchase product

Customers can view product lists and buy products.

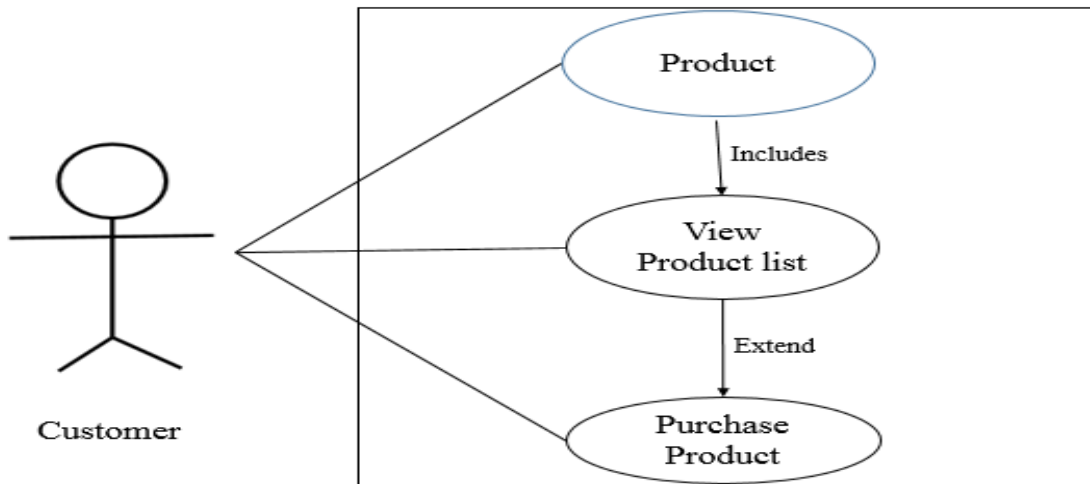


Figure 3.3: Use Case Diagram to Purchase product

3.2.5 Use case description

The Purchase Description gives Sellers an idea as to what type of product or Service the Buyer is requesting.

3.2.6 Purchase product

Use Case	Use Case description
Use Case Name	Purchase product
Primary Actor	Customer
Secondary Actor	Null
Goal	Customer purchase product
Precondition	Customer go to the shop
Post Condition	The customer uses the product and gives his opinion that the product is effective Or not
Main Success Scenario	<ol style="list-style-type: none"> 1. The client must go to the Web Store to view the article and select an article. 2. Selecting the product will add customer's profile cart 3. Customer selects a single product to add a cart, then the cart just show the bill. 4. Selecting different products to add to the customer's cart, the sum of the cart Display all products and clients total invoices. 5. Customer's payment.

Failure Scenario	<ol style="list-style-type: none"> 1 Customers cannot buy and select item 2 Administrator / administrator cannot add invoice. 3 Administrator cannot return identifier..
------------------	---

3.2.7 Customer buy product and give payment

Use case description (detail)

View items in top level usage, buy customers and register. Purpose: Define the main use of the credit card processing system (credit gate with payment gateway).

Purpose: Show some domain models for online purchases: customers, accounts, shopping cart, products, orders, payments.

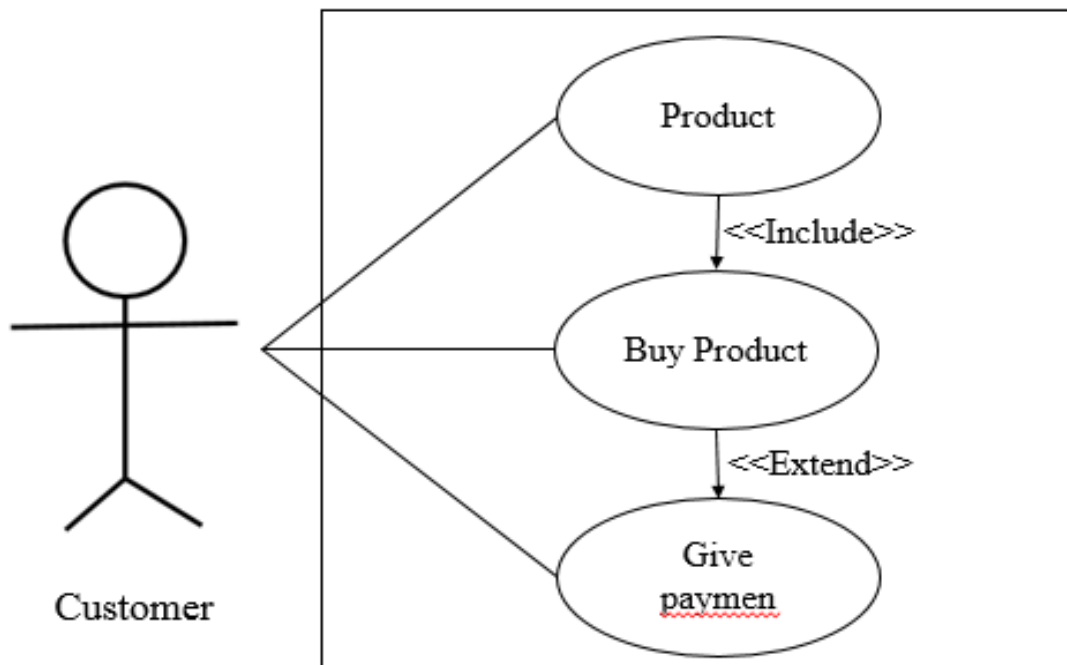


Figure 3.4 Use Case Diagram to give payment

3.2.8 Give payment

Name	Use case description
Use Case Name	Give payment
Primary Actor	Customer
Secondary Actor	Null
Goal	Customer can give payment
Precondition	Customer order product
Post Condition	Customer receive product
Main Success Scenario	<ol style="list-style-type: none">1. Customer likes the product2. Customer will follow the cart system.3. Customer must make online transaction payments.4. Administrators give a confirmation email to the client.
Failure Scenario	<ol style="list-style-type: none">1. Customers cannot buy direct products, flowing a few steps and buy.2. Client system cannot give directly.3. The client cannot get a note of cash.

3.2.9 Cart delivery customer product to courier process.

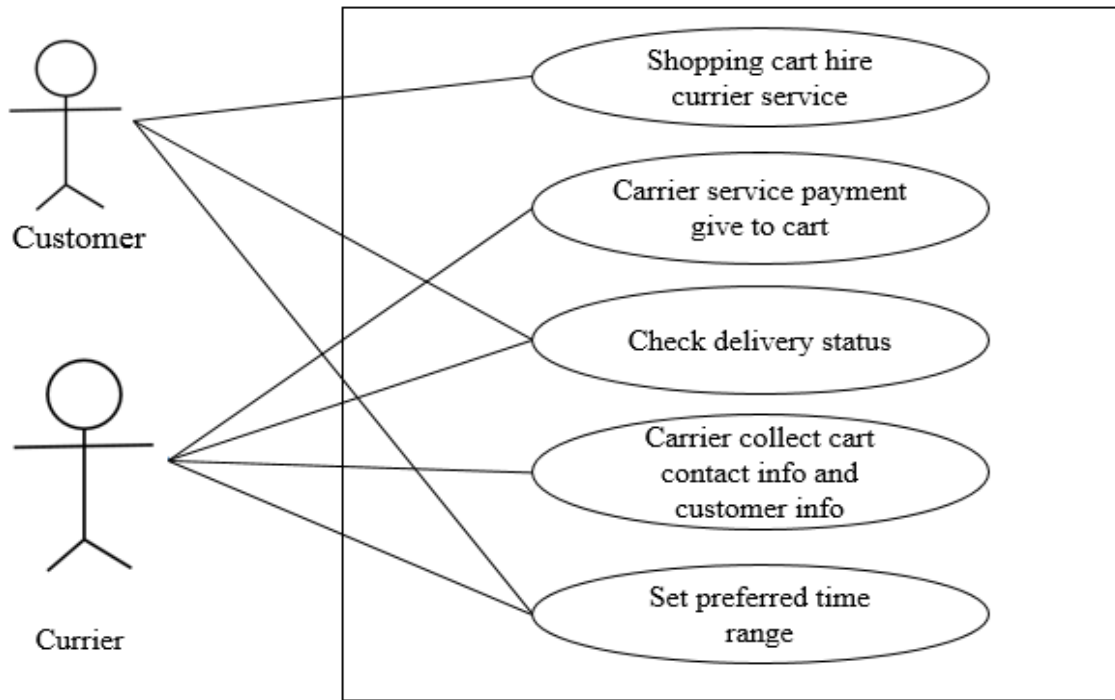


Figure 3.5 Use Case diagram using delivery product

Use case description (detail)

Delivery is the process of transmitting goods from a source to a predefined destination. There are several types of delivery. Curse (physical wealth) is mainly distributed through the road of land.

3.2.10 Delivery product

Name	Use case description
Use Case Name	Delivery.
Primary Actor	Shopping cart, Customer.
Secondary Actor	Courier Company.
Goal	Product delivery to customer
Precondition	Customer name, Contact number and address.
Post Condition	Carry out customer signals for successful delivery of courier delivery products document.
Main Success Scenario	<ol style="list-style-type: none">1. Courier Company Delivery Delivery Request System. The courier company collects items from the store, packs2. them and sends them out.3. Complete courier company's brand distribution4. Close order confirmation system.
Scenario Extensions	<ol style="list-style-type: none">1. Courier Company Delivery Request System.2. Collection items from courier company warehouses, package them and Send it.3. If the company fails to deliver the delivery of Courier Company, then no one accepts it Package.4. System brand supply fails, informs sales staff, contact customer Delivery reprogram.

3.3 Implementation Requirements

Before any programming could be done decisions needed to be made on which technologies should be used to program the project with. The following is a critical evaluation of the different programming languages that could be used to program such an online application.

Following are the tools and technologies used in development of this project:

Backend:

- Programing language: PHP
- Framework: Laravel
- DB server: MySQL
- DB: PHP MY ADMIN

Frontend:

- HTML5
- CSS 3
- JavaScript
- JQuery
- AJAX

Tools

- IDE-Sublime
- XAMPP
- Cmd /Git bash
- MS Visio
- Draw.io

3.4 Logical Data Model

An abstract-and-conceptual representation of an entity-relational model data. Entity Relationship Model is a database modeling method used to produce a system's conceptual schema or a type of semantic data model, often creating a related database and its requirements as follows. The images created by this process are called Entity-Relationship Images.

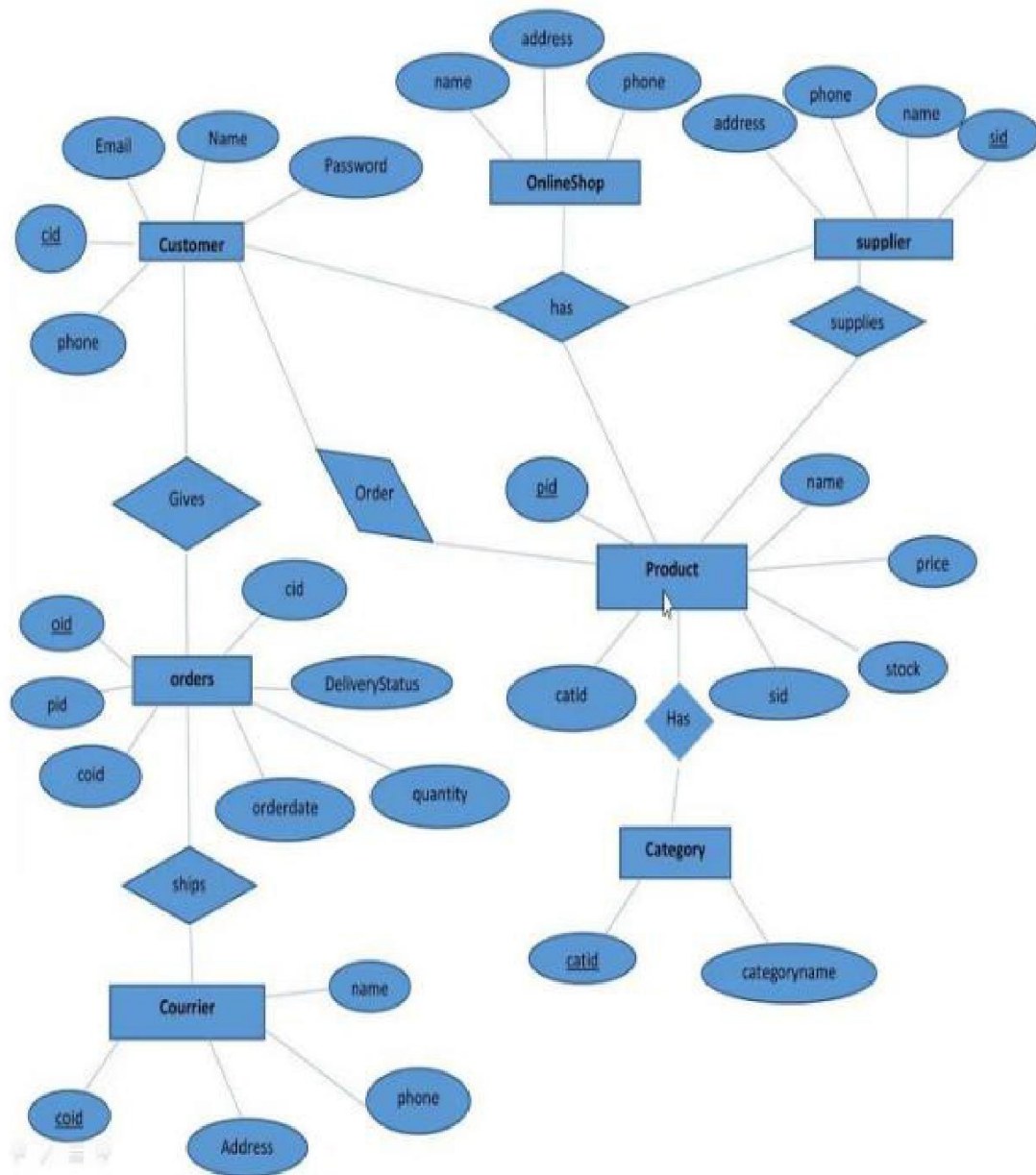


Figure: 3.6 Logical Data Model

CHAPTER 4

DESIGN SPECIFICATION

4.1 System Environment

Design is a process that uses a specification manufacturing product for the implementation of a system. The logical description of how the design will work in a system. The design emphasizes a conceptual solution that meets the requirements, instead of its implementation. For example, details of a database schema and software objectives. Design ideas are often excluded from obvious or low level details for consumers intended for purpose. Finally, the design can be implemented, and the implementation (like code) reveals the actual and complete design. The term is more suitable, such as object based design or database design.

4.2 Front-end Design:

The company's benefits for our proposed system are system-protected, because administrators and clients have their own account to access the database file and the owner / administrator is just one of the access to the database. Important Details and, of course, our proposed system is easy to use. It has the effect of daily reporting, purchasing and selling of effective capital, discounts and discounts. This system is secure and web-based with online support.

User Interface

4.2.1 Header and Slider

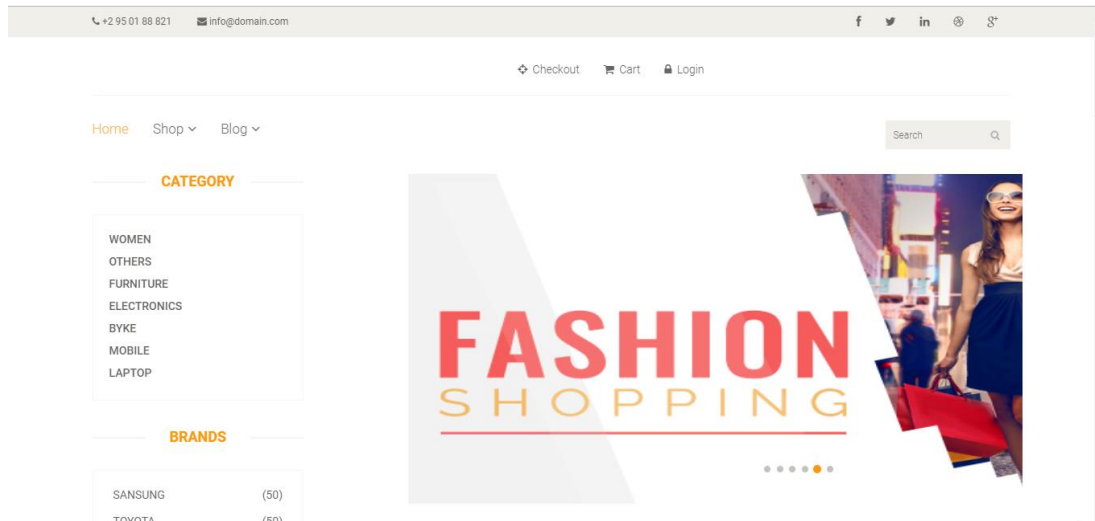


Figure 4.1: Home Page

4.2.2 Category and Brands

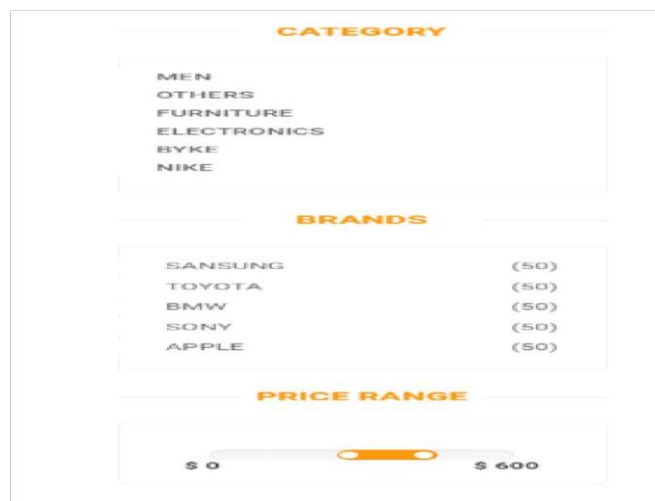


Figure 4.2.: Category and Brands

4.2.3 Product

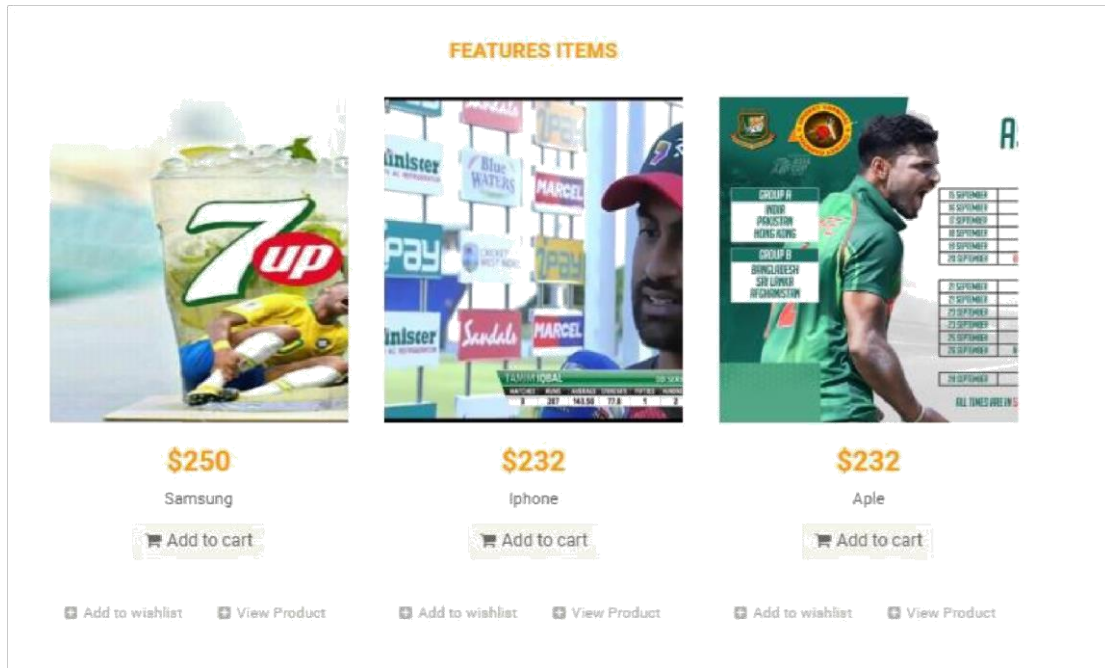


Figure 4.3: Product

4.2.4 Brand and Recommended items

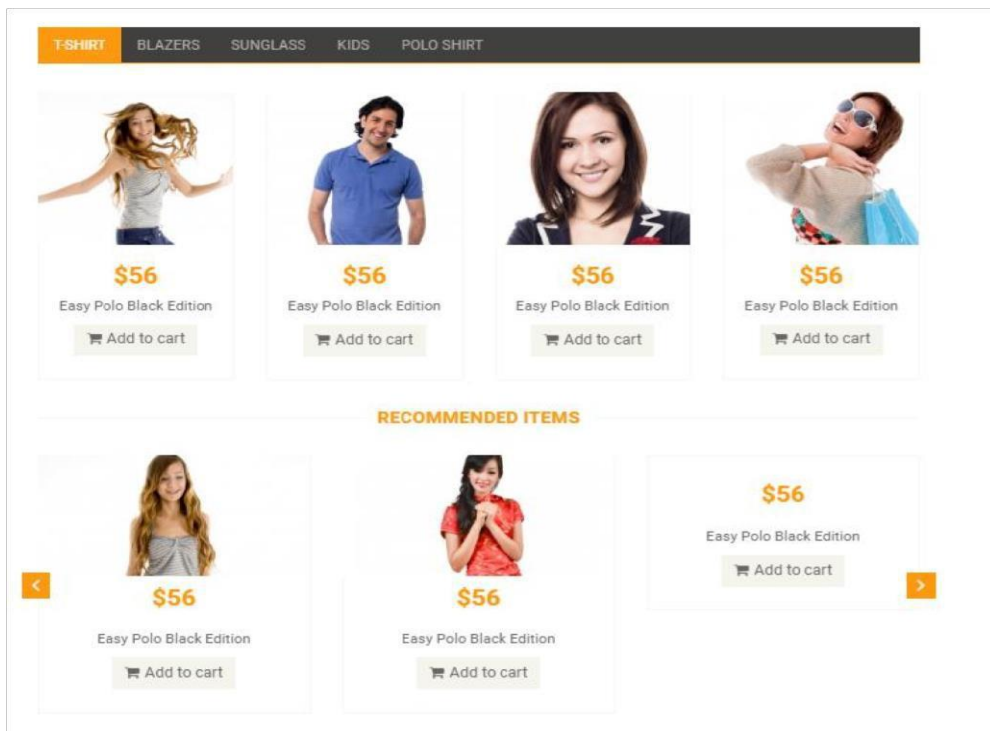


Figure 4.4: Brand and Recommended items

4.2.5: Login


Login to your account

Email
Password
Login

Figure 4.5: Login

4.2.6: Single product add to cart

[Home](#) Shopping Cart



Image	Name	Price	Quantity	Total	Action
	Laptop	1000	<input type="text" value="3"/> Update	3000	<input type="button" value="x"/>

Cart Sub Total	3,000.00
Eco Tax	0.00
Shipping Cost	Free
Total	3,000.00

Figure 4.6: Single product add to cart

4.2.7 Multiple product Add To cart

[Home](#) Shopping Cart

Image	Name	Price	Quantity	Total	Action
	Laptop	1000	<input type="text" value="3"/> Update	3000	<input type="button" value="✖"/>
	Iphone	2554	<input type="text" value="2"/> Update	5108	<input type="button" value="✖"/>

Cart Sub Total	8,108.00
Eco Tax	0.00
Shipping Cost	Free
Total	8,108.00

Figure 4.7: Multiple product Add To cart

4.2.8 before bill customer confirmation from

[Home](#) Check out

Please Fill Up This Form.....

Bill To

First Name *

Last Name *

Email*

Mobile Number *





Address *

City *


Submit


Figure 4.8: before bill customer confirmation from

4.2.9 Payment method choice option

Image	Name	Price	Quantity	Total	Action
	Laptop	1000	<input type="text" value="3"/> Update	3000	
	Iphone	2554	<input type="text" value="2"/> Update	5108	

Select Your PaymentMethod

 Handcash

 bKash


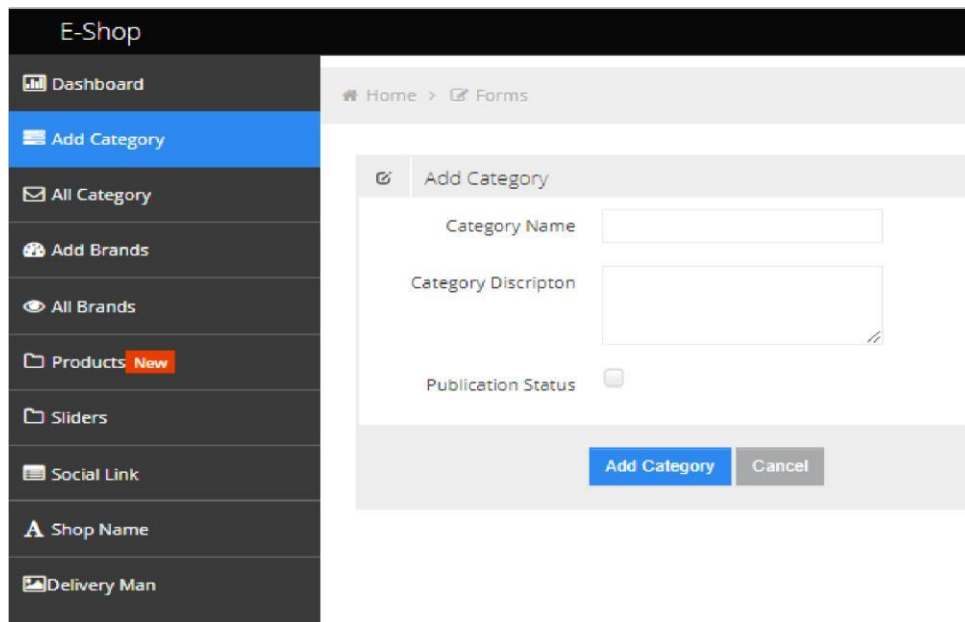
 Rocket

Figure 4.9 Payment method choice option

4.2.10 Dashboard Add category page



The screenshot shows the 'E-Shop' dashboard with a sidebar menu on the left. The 'Add Category' option is highlighted in blue. The main content area displays the 'Add Category' form with the following fields:

- Category Name:
- Category Discription:
- Publication Status:

At the bottom of the form, there are two buttons: 'Add Category' (in blue) and 'Cancel' (in grey).

Figure 4.10 Dashboard Add category page

4.2.11 Dashboard all category page.

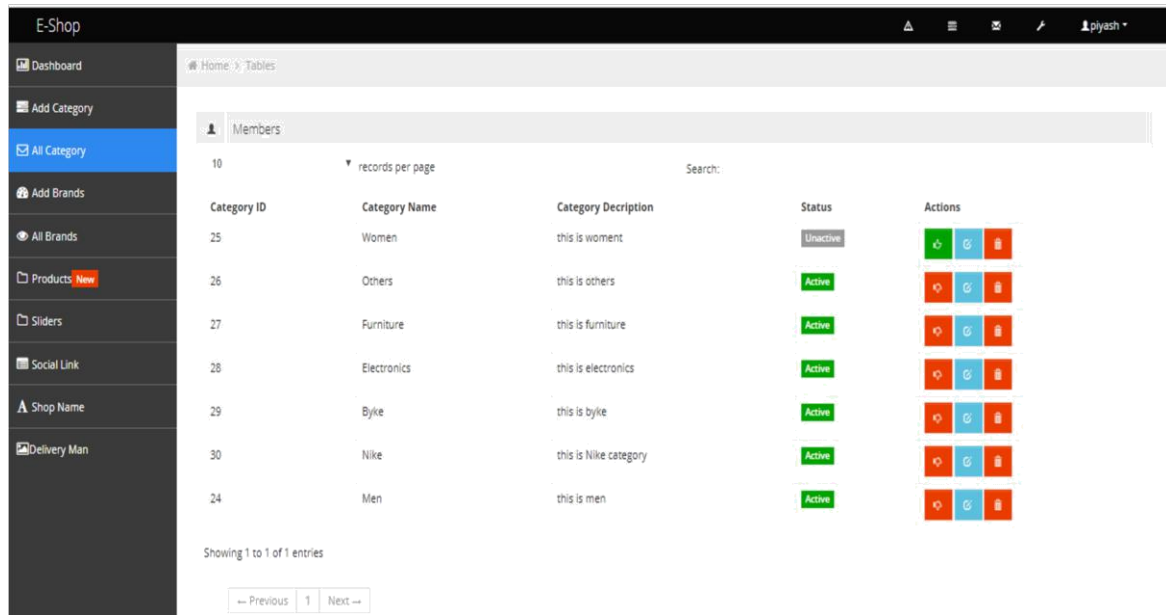


Figure 4.11: Dashboard all category page

4.2.12 Admin Add brands page.

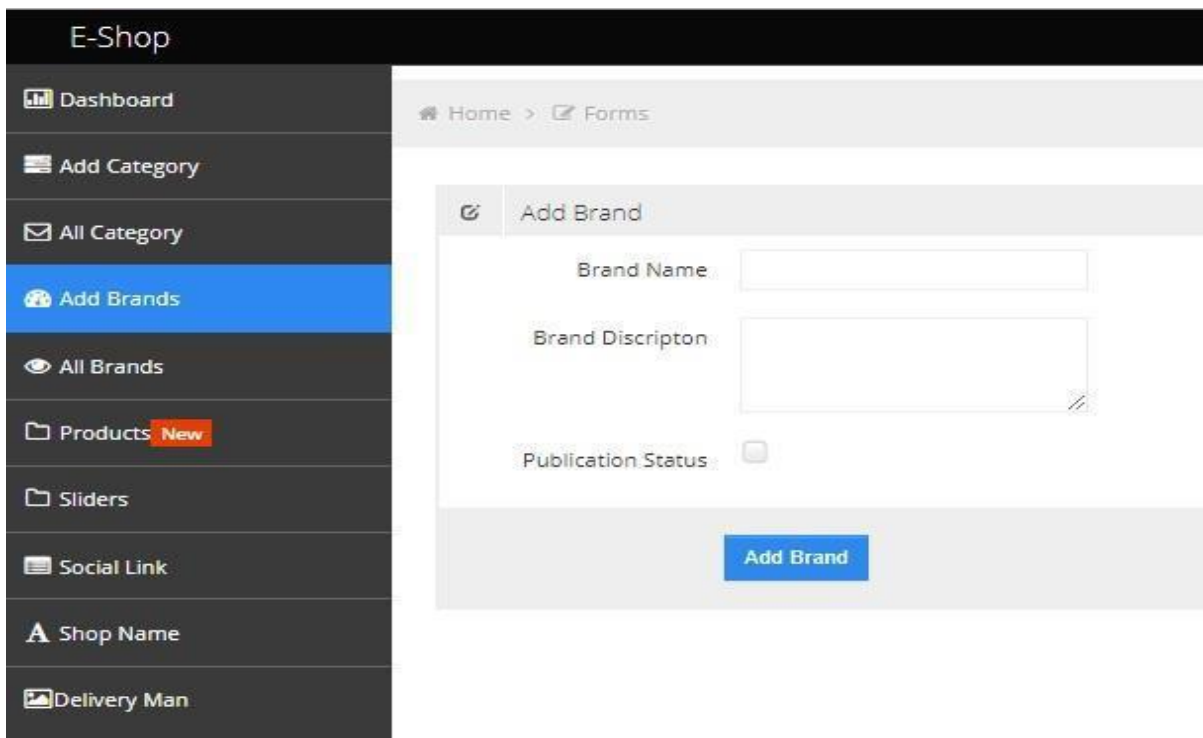


Figure 4.12 Admin Add brands page.

4.2.13 Show all brands page

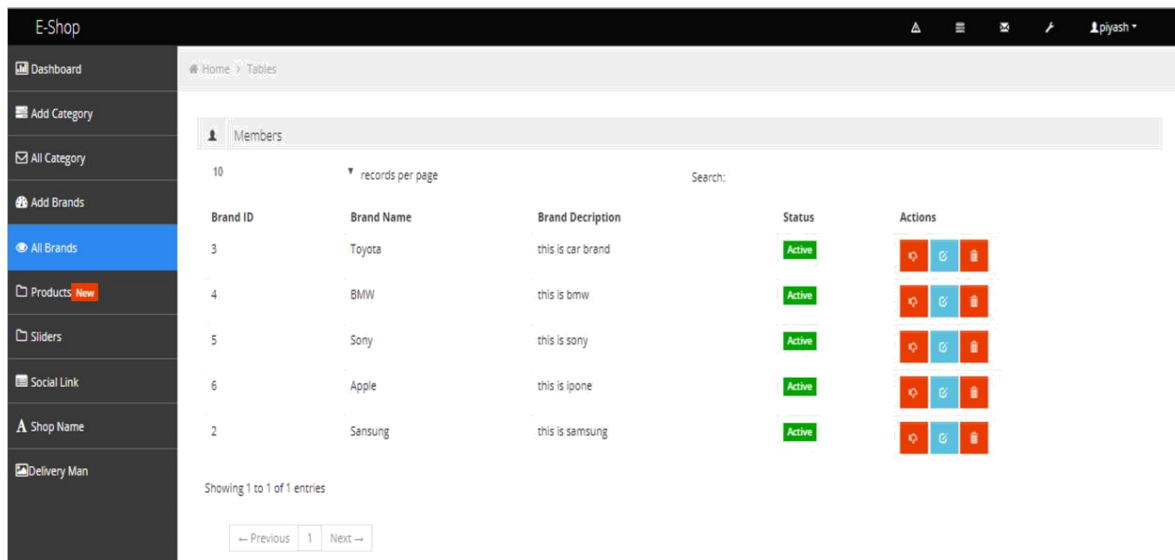


Figure4.13: Show all brands page

4.2.14 Admin product upload page

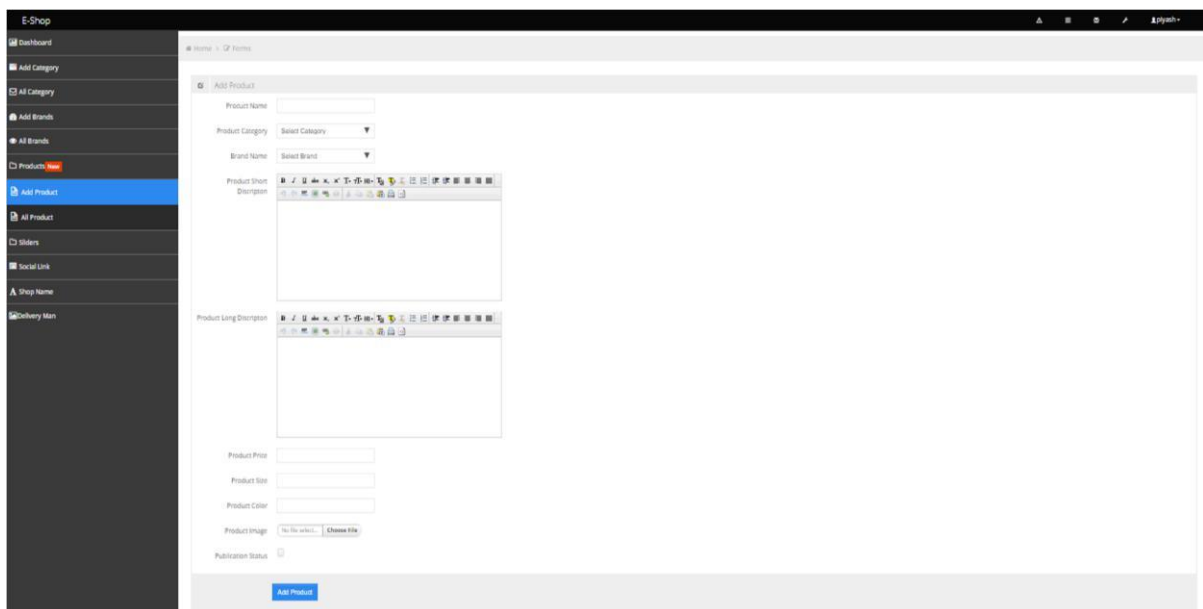


Figure 4.14: Admin product upload page

4.3 Back-end Design:

4.3.1 Sequence Diagrams

Includes interaction images to explain how UML interacts with messages. They are used for dynamic modeling of objects. The interaction diagram is a generalization of two more specific UML diagrams:

4.3.2 Register Account

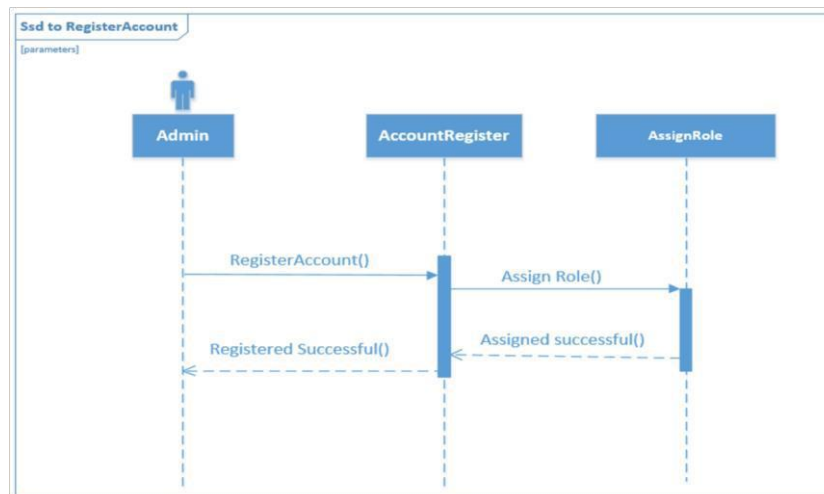


Figure 4.15 SD to Register Account

4.3.3 Class Diagram

Class or structured images define the basic building blocks of a model. They use static objects for models, which describe their characteristics and behavior rather than detailing the methods of acquiring operations.

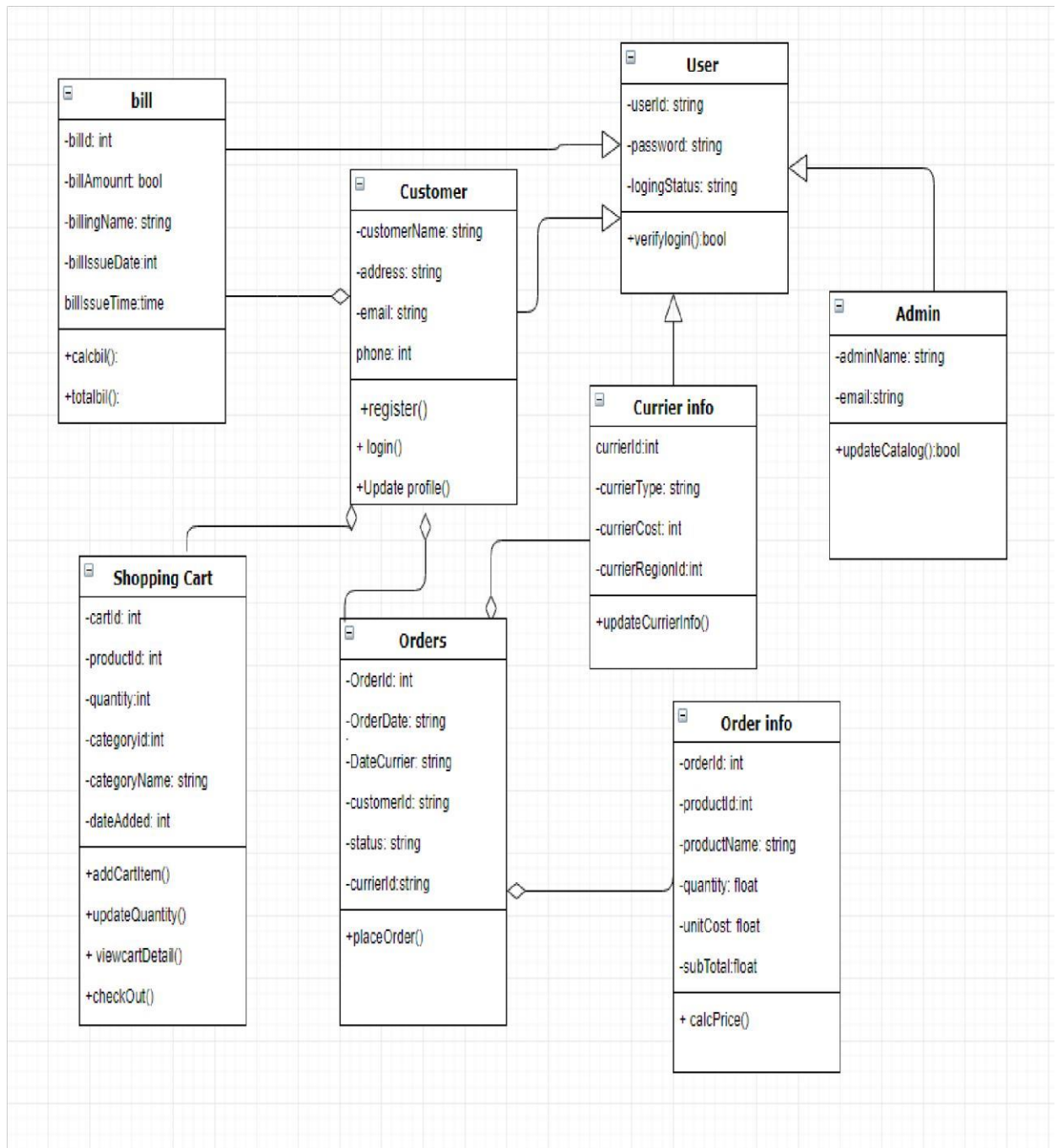


Figure 4.16 Class Diagram of System

4.3.4 Database Design

4.3.4.1 Database name eshop. All the table of eshop.

Table	Action	Rows	Type	Collation	Size	Overhead
migrations	Browse Structure Search Insert Empty Drop	5	InnoDB	utf8mb4_unicode_ci	16 KiB	-
tbl_admin	Browse Structure Search Insert Empty Drop	1	InnoDB	utf8mb4_unicode_ci	16 KiB	-
tbl_brands	Browse Structure Search Insert Empty Drop	5	InnoDB	utf8mb4_unicode_ci	16 KiB	-
tbl_category	Browse Structure Search Insert Empty Drop	7	InnoDB	utf8mb4_unicode_ci	16 KiB	-
tbl_products	Browse Structure Search Insert Empty Drop	5	InnoDB	utf8mb4_unicode_ci	16 KiB	-
tbl_sliders	Browse Structure Search Insert Empty Drop	2	InnoDB	utf8mb4_unicode_ci	16 KiB	-
6 tables	Sum	25	InnoDB	latin1_swedish_ci	96 KiB	0 B

Figure 4.17 Database name eshop. All the table of eshop.

4.3.4.2 This is eshop migration table screenshot.

	id	migration	batch
<input type="checkbox"/> Edit Copy Delete	1	2018_07_30_145731_create_tbl_admin_table	1
<input type="checkbox"/> Edit Copy Delete	2	2018_07_30_191123_create_tbl_category_table	2
<input type="checkbox"/> Edit Copy Delete	3	2018_08_08_105646_create_tbl_brands_table	3
<input type="checkbox"/> Edit Copy Delete	4	2018_08_08_140821_create_tbl_products_table	4
<input type="checkbox"/> Edit Copy Delete	5	2018_09_19_124208_create_tbl_sliders_table	5

Figure 4.18 Eshop migration table screenshot.

4.3.4.3 This is eshop brand table data are passed show the screen short.

Server: 127.0.0.1 » Database: eshop » Table: tbl_brands

Showing rows 0 - 4 (5 total, Query took 0.0020 seconds.)

```
SELECT * FROM `tbl_brands`
```

Number of rows: 25 | Filter rows: Search this table | Sort by key: None

	brand_id	brand_name	brand_discription	publication_status	created_at	updated_at
<input type="checkbox"/> Edit Copy Delete	2	Samsung	this is samsung	1	NULL	NULL
<input type="checkbox"/> Edit Copy Delete	3	Toyota	this is car brand	1	NULL	NULL
<input type="checkbox"/> Edit Copy Delete	4	BMW	this is bmw	1	NULL	NULL
<input type="checkbox"/> Edit Copy Delete	5	Sony	this is sony	1	NULL	NULL
<input type="checkbox"/> Edit Copy Delete	6	Apple	this is ipone	1	NULL	NULL

Check all | With selected: Edit Copy Delete Export

Figure 4.19 Eshop brand table data are passed show the screen short.

4.3.4.4 This is eshop Category table, category add successful to this screenshot.

Server: 127.0.0.1 » Database: eshop » Table: tbl_category

Showing rows 0 - 6 (7 total, Query took 0.0018 seconds.)

```
SELECT * FROM `tbl_category`
```

Number of rows: 25 | Filter rows: Search this table | Sort by key: None

	category_id	category_name	category_discription	publication_status	created_at	updated_at
<input type="checkbox"/> Edit Copy Delete	24	Men	this is men	1	2018-08-06 19:20:10	2018-08-06 19:20:10
<input type="checkbox"/> Edit Copy Delete	25	Women	this is woment	0	2018-08-06 19:20:22	2018-08-06 19:20:22
<input type="checkbox"/> Edit Copy Delete	26	Others	this is others	1	2018-08-06 19:20:33	2018-08-06 19:20:33
<input type="checkbox"/> Edit Copy Delete	27	Furniture	this is furniture	1	2018-08-06 19:20:51	2018-08-06 19:20:51
<input type="checkbox"/> Edit Copy Delete	28	Electronics	this is electronics	1	2018-08-06 19:21:07	2018-08-06 19:21:07
<input type="checkbox"/> Edit Copy Delete	29	Byke	this is byke	1	2018-08-08 16:53:41	2018-08-08 16:53:41
<input type="checkbox"/> Edit Copy Delete	30	Nike	this is Nike category	1	2018-09-22 16:07:17	2018-09-22 16:07:17

Check all | With selected: Edit Copy Delete Export

Figure 4.20 Eshop Category table, category add successful to this screenshot.

4.3.4.5 Eshop Product table, product added successful to show this screen short.

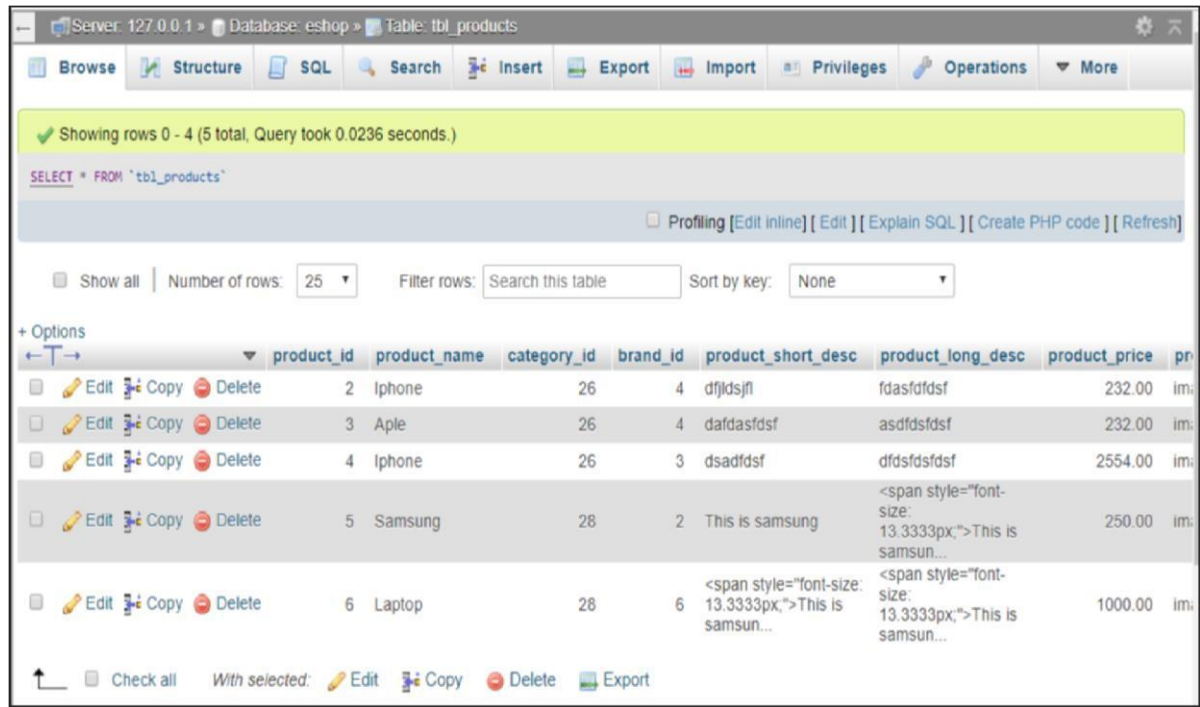


Figure 4.21 Eshop Product table, product added successful to show this screen short.

4.3.4.6 Eshop Slider table, slider upload successfully to show this screenshot

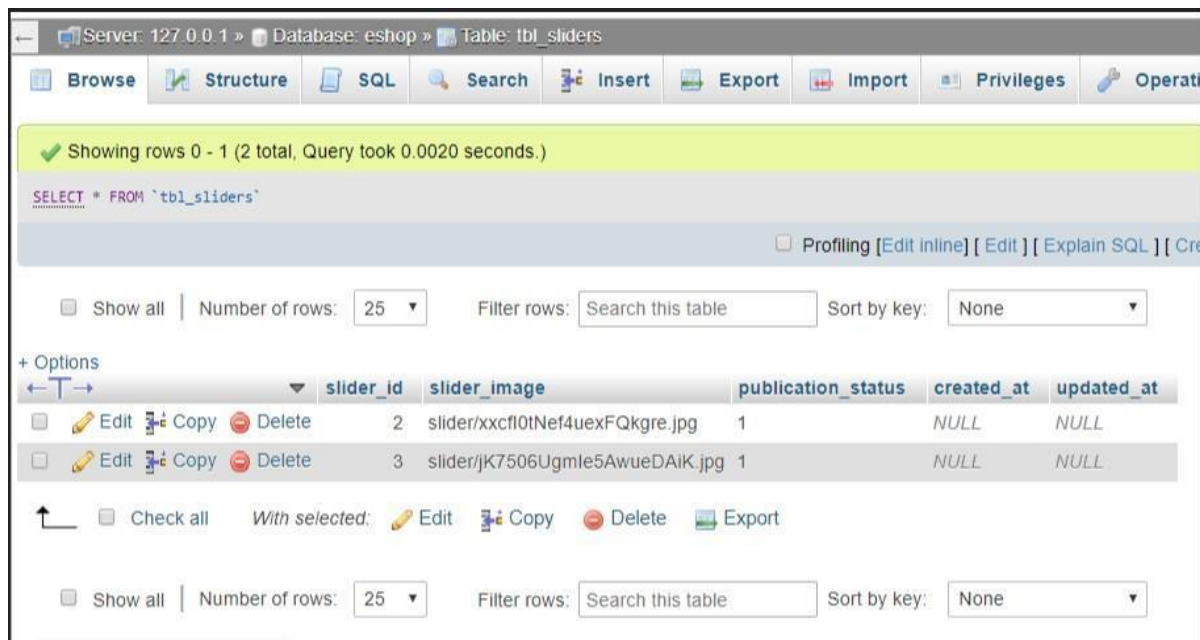


Figure 4.22 Eshop Slider table, slider upload successfully to show this screenshot

4.4 Testing and Integration

System testing is an important phase. Testing represents an interesting anomaly for the software. Thus, a series of testing are performed for the proposed system before the system is ready for user acceptance testing. Unit testing is essential for the verification of the code produced during the coding phase and hence the goal is to test the internal logic of the modules. Using the detailed design description as a guide, important paths are tested to uncover errors within the boundary of the modules. These tests were carried out during the programming stage itself. All functional behavioral performance requirements and the errors which are uncovered during the testing are corrected. Form level and as well as field level validations are performed in all the data entry screens. Program testing is nothing but testing a number of programs that form a cluster to achieve a certain goal. During program testing two kinds of errors will occur namely, syntax errors and logical errors.

- □ Syntax errors have to be corrected before the program is executed.
- □ Handling of data, improper sequence of program statement etc.

Unit testing is a kind of software test which is a separate unit of source code, Set one or more computer programmable modules with combined control Determine whether information, usage methods and operating procedures are set They are suitable for use. We have performed black box tests for unit tests.

Test system was developed after completing this project. We used to verify the faces are separate. We have an error during system testing. After getting the error, we try to solve.

Acceptability tests or beta tests are conducted after system testing and before the system becomes available for real use. We've done the beta testing system.

Test Cases

Test case: Sign up

Project: Ecommerce shopping cart system.

Author: Muhammad Ali Miazzi

Date: 22.11.2018

Test case	Test case description
Test case ID	TC 001
Test case m Manager	MD Sakhawat Hossen Muhammad Ali Miazi
Functional area	Sign up
Test name	Sign up with empty fields.
Objective	The purpose of this test field is to verify that no field is left When a user registers to create his account empty.
Pre-requisite	The application shows running and registration forms.
Steps to perform	1. Present form with different empty field. 2. Click the Registration button.
Expected result	Error messages are displayed indicating empty fields
Test result	<input type="checkbox"/> Pass <input type="checkbox"/> Fail

CHAPTER 5

CONCLUSION & FUTURE SCOPE

5.1 Conclusion

Online base shopping cart system was our main focus where Admin and customer can access to the system without any re verification system every time in log in. Admin /Owner only one who access to every details. Monitoring the details, every needs, delivery deadlines and allocations is very easy to handle. It is a web base shopping cart system and online supported which is more helpful & user friendly. The main reason of this is we can access it from anywhere and anytime.

With all flexibility we have some limitations of the project. This is a limited time to complete the project and submit. It is very touch to complete a huge online shopping cart system with product delivery traceable system. Our main purpose was to take a order of product from customer and payment option of customer by DBBL rocket or bkash and payment bill code generation.

5.2 Future Scope

Further study can be done in this project. We can create delivery tracking system, quality of the project can be improved and more features can be added in future. More flexible this project can be. We only developed web dependent system. In future we can build Android, ISO and other devices supported application for this online shopping cart system.

Betterment in future like:

- 1) Software (supporting all platform) for it can be made.
- 2) It can be supplied for the international Use.
- 3) It will be upgraded in a nucleus site from where all the other affiliating site can be occupied.

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