MR. SALOON-ONLINE BASED SALOON SERVICE FOR MEN

 \mathbf{BY}

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

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APPROVAL

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DECLARATION

We hereby declare that, this project has been done by us under the supervision of Md. Sadekur Rahman, Assistant Professor, Department of CSE, Daffodil International University. We also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree.

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ABSTRACT

In this modern world we have the limitation of time, we don't have enough amount of time in our hands so our aim of this project it to reduce time and give a good service to the people. People will get service by sitting at the home. Customer will call for a salon service and they will get the home service. Our target customer is old aged people and children. We all know these types of people suffer a lot when they want to go to the saloon for a service. They have to wait for their serial and it kills huge time. That's why we have introduced Mr. Saloon. Mr. Saloon is always ready to solve all these kinds of problem.

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CHAPTER 01

Introduction

1.1 Introduction

In this modern world we have the limitation of time, we don't have sufficient of time in our hands. Especially for saloon service, so our aim of this projects it to reduce time, digitalize Saloon service and give a better service to the people. People will get service by sitting at the home.

1.2 Motivation

People will get service by sitting at the home. Customer will call for a salon service and they will get the home service. Our target customer is old aged people and children. We all know these types of people suffers a lot when they want to go to the saloon for a service. They have to wait for their serial and it kills huge time. That's why we have introduced Mr. Saloon. Mr. Saloon is always ready to solve all these kinds of problem.

1.3Objectives

The objectives of our project are point out below.

- To provide Saloon service timely.
- To reduce time.
- Trusted service.
- To reduce third-party harassments.
- Digitalize the service.

1.4 Expected Outcome

Mr. Saloon is an online platform that not only saves time but also gives fast outcomes. It can make saloon service digital. People can take service from home or anywhere and get more benefited.

This system has following features:

- Client can easily login,
- Client can get his service within a short time.
- Client can hire an employee through online based on employees' profile.
- At first no Need to communicate physically.
- Its 24 hours a day and 7 days in a week service.

1.5 Report Layout

The report is divided into six chapters. Each chapter deals with the different aspects of our project. Detail explanation of the chapters is given below.

Chapter 1: Introduction0

This chapter discusses the important theoretical concepts behind our project. Here also discusses our project motivation, objectives and expected outcomes.

Chapter 2: Background

This chapter discusses our project related works, comparative studies and scope of the problem.

Chapter3: Requirement Specification

This chapter discusses our project Business Process Modeling, requirement collection and analysis, use case modeling and description, logical data model and design requirements.

Chapter 4: Design Specification

This chapter discusses our project front-end design, back-end design, interaction design and UX and implementation requirements.

Chapter 5: Implementation and Testing

This chapter discusses about the Implementation of database, front-end design, interactions, testing. Also discuss about test results and reports.

Chapter 6: Conclusion and Future Scope

This chapter discusses about the conclusion and future scope of our project.

CHAPTER 02

Background

2.1 Introduction

Mr. Saloon is an online-based web Application. This chapter is having details work present, comparative analysis with our web application. Details about Scope of the application is explained. Our target and challenges that we faced are described here.

2.2 Related Works

There are many web applications for Saloon Service by using online but none of them are freelance market [1] place type. The other web applications based on specific saloon company. Our web application fully focuses on client's problem to hire their desired Saloon service.

Rezors & Scissors Mens Spa & Salon, Dhaka... Persona

2.3 Comparative Studies

Mr. Saloon is a web application based on client management on saloon service. There are several web applications on this type of management. Using those web applications anyone specifically girls can get service but, in this service, not only girls but also man can be benefited.

2.4 Scope of the Problem

We worked on the web application following the software development process. We went through each part completion the previous one. The web application was planned for a month long to collect requirements and gathered information extensively. Mr. Saloon Planning and time management schedule is given below.

2.4.1 Time Scheduling

The time scheduling of our project is shown in table 2.1.

Table 2.1: Time Scheduling

Planning	1 Month
Design and Analysis	1 Weeks
Coding	5 Month and 2 Weeks
Testing and Implementation	1 Month
Total	8 Month and 2 Weeks

2.4.2 Target of our Project

The target of our project is to save time on saloon services.

2.5 Challenges

The most challenging part was building order system in both client and user parts. Data synchronization was also taking time to plan. Additionally, a designing database for the whole system was challenging. Working with real time chat was also challenging.

CHAPTER 03

Requirement Specification

3.1 Business Process Modeling

Business process modeling in business process management and systems engineering is the activity of representing processes of an enterprise, so that the current process may be analyzed, improved, and automated [2]. BPM of Mr. Saloon shown in figure 3.1, figure 3.2.

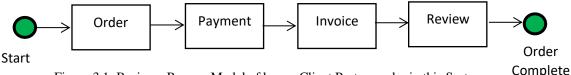


Figure 3.1: Business Process Model of how a Client Post an order in this System.

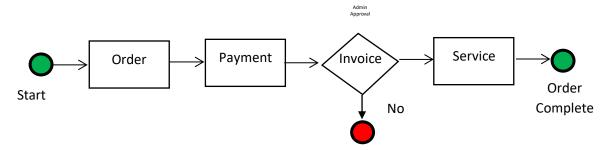


Figure 3.2: Business Process Model of how a Saloon gets an order in this System.

3.2Requirement Collection and Analysis

3.2.1 Software Requirements

To develop this application, we used following Software Requirements:

- Operating System: Windows 8.1, Windows 10.
- System Design: Visio, draw.io, Lucidchart.
- Language: HTML5, CSS3, JavaScript, JQuery, Ajax, PHP.
- Database: Mysql.
- Tools: PhpStorm, Sublime Text 3.
- Internet Browsers: Microsoft Edge, Firefox, Chrome.

Software Requirements, for running the application:

- Operating System: Any Operating System because it is a Web Application.
- Network: Wi-Fi or Cellular Network
- Compatible Browsers: Microsoft Edge, IE10, IE11, Firefox, Safari, Opera, Chrome.

3.2.2 Hardware Requirements

To develop this application, we need the following Hardware Requirements:

• Processor: Intel Core I3

• RAM: 4GB

• Space on disk: minimum 10GB

3.2.3 Functional Requirements

- Graphical User interface which the application user.
- Give ease of understanding to the application through Wi-Fi or cellular network MySQL that stores the data or information to be displayed to the user.

3.3 Use Case Modeling and Description

3.3.1 System Model

- Client Module
- Saloon Module
- Admin Module

Client Module

Clients can perform the below operation in this web application.

i. Registration

Clients registers them in the system by email verification.

ii. Login

After registration clients can login into the system.

iii. Edit Profile

Clients can edit his/her profile.

Saloon Module

Saloon module can perform the below operation in this web application.

i. Registration

Saloon registers them in the system by email verification.

ii. Login

After registration Saloon can login into the system.

iii. Edit Profile

Saloons can edit his profile.

Admin Module

Admin can perform the below operation in this web application.

i. Login

Admin can login into the system.

ii. Add User

Admin can add any types of user.

3.3.2 Use Case Diagram and Description

A use case diagram is a graphic depiction of the interactions among the elements of a system [3]. Figure 3.4 shown Mr. Saloon system use case diagram.

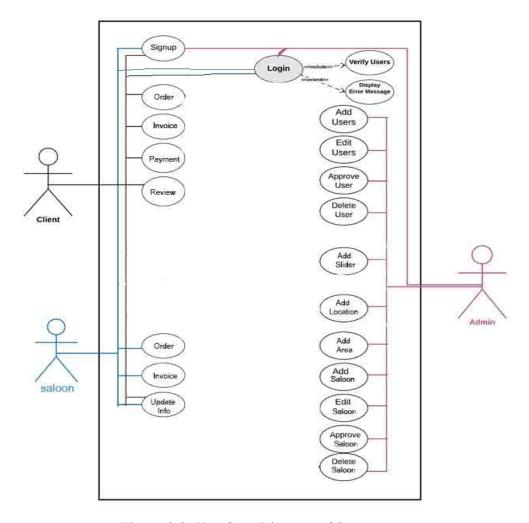


Figure 3.3: Use Case Diagram of System

Actor Client

Flow of steps

- a) This Use case starts when a client enters the system.
- b) Client can edit profile, order, pay, give feedback and rating.

i. Signup

Brief Description: Client can register the system

Actor: Client

Flow of steps

a) This use case starts when a client registered the system.

ii. Update Profile

Brief Description: Client can update his/her profile information.

Actor: Client

Flow of steps

- a) This use case starts when a client login to the system.
- b) Client sees profile information and update profile information.

iii. Order

Brief Description: Client can order.

Actor: Client

Flow of steps

- a) This use case starts when a client login to the system.
- b) Client can post order but before that he need to sign up the form.

iv. payment

Brief Description: Clients payment method

Actor: Client

Flow of steps

- a) This use case starts when a client login to the system.
- b) After getting the invoice the payment method comes.

v. Invoice

Brief Description: Client can get an invoice

Actor: Client

Flow of steps

- a) This use case starts when a client login to the system.
- b) When a client adds an item to cart and continue to shipping after that he gets the invoice

viii. Give Feedback

Brief Description: Client can give feedback.

Actor: Client

Flow of steps

- a) This use case starts when a client login to the system.
- b) Client can give feedback about the saloons and services.

Actor saloon

Flow of steps

- a) This Use case starts when a saloon enters the system.
- b) saloon can edit profile, get the order and invoice, update info.

i. Signup

Brief Description: Saloon can register the system

Actor: Saloon Flow of steps

a) This use case starts when a Saloon registered the system.

ii. Update Profile

Brief Description: Saloon can update his/her profile information.

Actor: Saloon Flow of steps

- b) This use case starts when a Saloon login to the system.
- c) Saloon sees profile information and update profile information.

iii. payment

Brief Description: Saloons payment method

Actor: Saloon Flow of steps

- c) This use case starts when a Saloon login to the system.
- d) After getting the invoice the payment method comes.

iv. Invoice

Brief Description: Saloon can get an invoice

Actor: Saloon Flow of steps

- c) This use case starts when a Saloon login to the system.
- d) When a client adds an item to cart and continue to shipping after that he gets the invoice as well as the saloon also get the invoice.

Actor Admin

Login with given id and password

Flow of steps

- a) Admin can control the system by login to the system.
- b) Admin can manage and see the full system statistic.

i. Add User

Brief Description: Admin can add user.

Actor: Admin

Flow of steps

- a) This use case starts when admin login to the system.
- b) Admin can add any type of user to the system.

ii. Edit User

Brief Description: Admin can Edit user.

Actor: Admin Flow of steps

- a) This use case starts when an admin login to the system.
- b) Admin can update existing user information.

iii. Delete User

Brief Description: Admin can delete user.

Actor: Admin

Flow of steps

- a) This use case starts when admin login to the system.
- b) Admin can delete existing user information.

iv. Add Saloon

Brief Description: Admin can add Saloon.

Actor: Admin Flow of steps

- c) This use case starts when admin login to the system.
- d) Admin can add any type of Saloon to the system.

v. Edit Saloon

Brief Description: Admin can Edit Saloon.

Actor: Admin

Flow of steps

- c) This use case starts when admin login to the system.
- d) Admin can update existing Saloons information.

vi. Approve Saloon

Brief Description: Admin can approve Saloon.

Actor: Admin

Flow of steps

- a) This use case starts when admin login to the system.
- b) Admin can approve user when a Saloon or client register to this system.

vii. Delete Saloon

Brief Description: Admin can delete Saloon.

Actor: Admin

Flow of steps

- c) This use case starts when admin login to the system.
- d) Admin can delete existing Saloon information.

viii. Add location

Brief Description: Admin can add location

Actor: Admin

Flow of steps

- a) This use case starts when admin login to the system.
- b) Admin can add location.

ix. Add area

Brief Description: Admin can add area

Actor: Admin Flow of steps

- a) This use case starts when admin login to the system.
- b) Admin can add area.

x. Add slider

Brief Description: Admin can add slider image.

Actor: Admin Flow of steps

- a) This use case starts when admin login to the system.
- b) Admin can slider image.

3.4 Logical Data Model

The logical data model represents the data processing modules. It used for data analysis and processing easily. The Entity-Relationship Diagram/Model represents the logical data model, shown in figure 3.5.

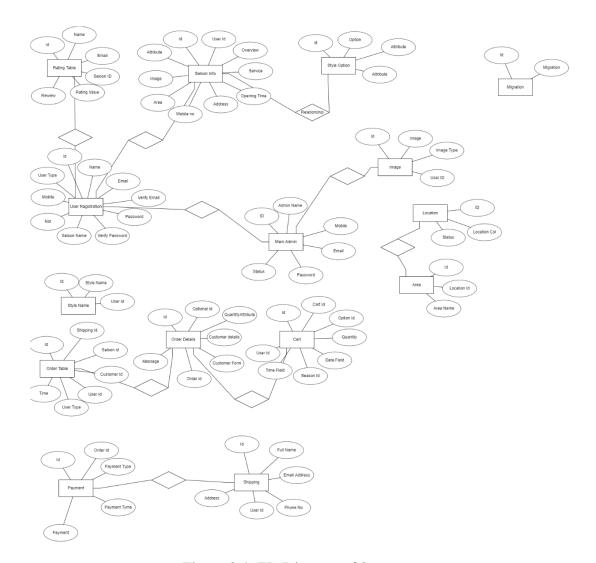


Figure 3.4: ER-Diagram of System

3.5 Design Requirements

When designing systems or software, following issues must be considered that reproduce the overall design of the goals that the system expected to achieve. The following goals were kept in mind while designing the system:

Make system simple and flexible for users: The system users are able to have a great amount of control over their purpose in achieving objectives. Make the system compatible: It should be fit in the total system, future maintenance and enhancement must less. The following figure 3.6 is the flow chart of how client hire Saloon in this system.

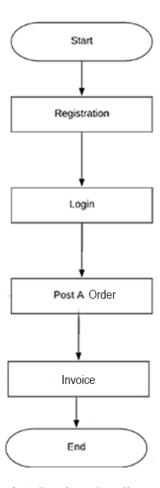


Figure 3.5: Depicts the client module

The following figure 3.7 is the flow chart of how Saloon successfully hire by Saloon.

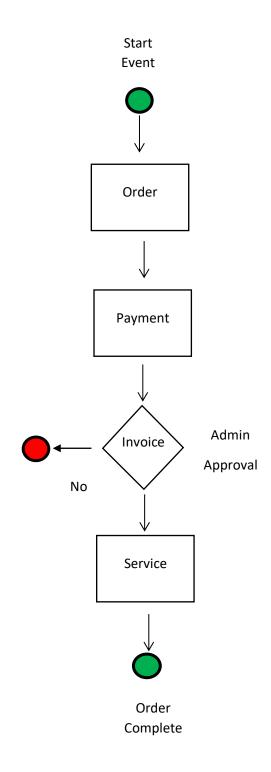


Figure 3.6: Depicts the Saloon module

CHAPTER 04

Design Specification

4.1 Front-end Design

Front-end Design is the main attraction of an application. It also should be user-friendly. Our application we designed a beautiful front-end Design. We also try to design user-friendly. In front-end design, our Application has following screen shown in Table 4.1.

Table 4.1: Activity list of the system

Client Registration Screen
2. Client Login Screen
3. Client Dashboard Screen
4. Client Profile Screen
5. Client Order List
6. Client Shipping Address
7. Client Change Password
8. Saloon Registration Screen
9. Saloon Login Screen
10. Saloon Dashboard Screen
11. Saloon Information
12. Saloon add Price list
13. Saloon View Price
14. Saloon Order Details
15. Saloon View details
16. Saloon Invoice
17. Admin Login Screen
18. Admin Dashboard Screen
19. Admin Add Saloon
20. Admin Delete Saloon
21. Admin Order Details
22. Admin Invoice Copy
23. Admin Add Location
24. Admin Add Area
25. Admin Add Slider
26. Admin View Slider

4.2 Back-end Design

Our Web Application is Dynamic this function works by using the internet. In backend, design used database. The internet is a most important role in our application. The user has none access to Back-End Design.

The following figure 4.1[4] shows how user get output form back-end database.

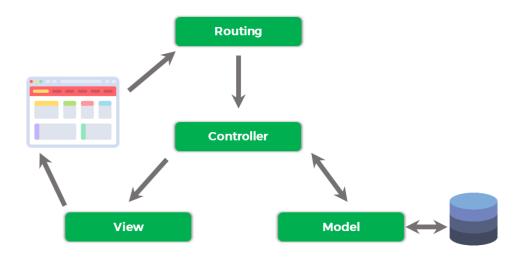


Figure 4.1: Request lifecycle [4].

DBMS tables: The following figure 4.2 shown Mr. Saloon DBMS table.

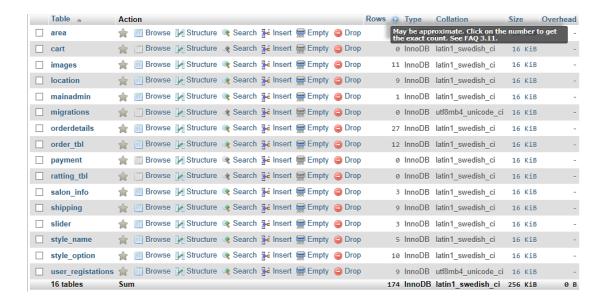


Figure 4.2: System DBMS tables

4.3 Interaction Design and UX

User Experience (UX) is critical to the success or failure of a product in the market. Interaction Design is most important part of User Experience (UX) design. An application fruition depends on User satisfaction. How an application is more attractive to the user is depends on interaction and Design part. In our web application, we used the useful model of Interactive design.

The following figure 4.2 [5] shows There are 7 factors that describe user experience, according to Peter Morville.

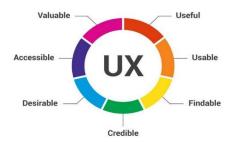


Figure 4.3: The 7 Factors that Influence User Experience [5].

Home Screen Interaction Design and UX:

We have designed our Home Screen which is linked with login page and registration page. When the application is open to the user, they show home page. User are three types in our system client, Saloon and admin. If the user has login id and password, he

can easily login into the system by click on the Login button. Is user don't have id or password they must registration in the system as a client or Saloon.

Dashboard Screen Interaction Design and UX:

We design Dashboard screen for every user. In client dashboard, they can see their profile, edit profile, Review Saloon.

In Saloon dashboard, the can see their profile, edit profile, Add Info, Add Price, View Price.

In admin dashboard, admin can see and Edit the full system statistics.

Post an Order Interaction Design and UX:

In Client dashboard, client see a button which name is Book Now. By clicking the button client need to add all specific information about an order and finally submit the Order by clicking on the submit button.

4.4 Implementation Requirements

Implementation Requirement is given below:

- 1. PHP
- 2. HTML5
- 3. CSS3
- 4. JQuery
- 5. JavaScript
- 6. Bootstrap
- 7. MySQL
- 8. Sublime Text 3

[4][6][7][8][9][10][12]

CHAPTER 05

Implementation and Testing

5.1 Implementation of Database

To build this application one DBMS (MySQL) were used. MySQL for storing data to the server. Some screenshots of the system database are shown in figure 5.1, 5.2, 5.3,5.4



Figure 5.1: Implementation of users table



Figure 5.2: Implementation of Cart

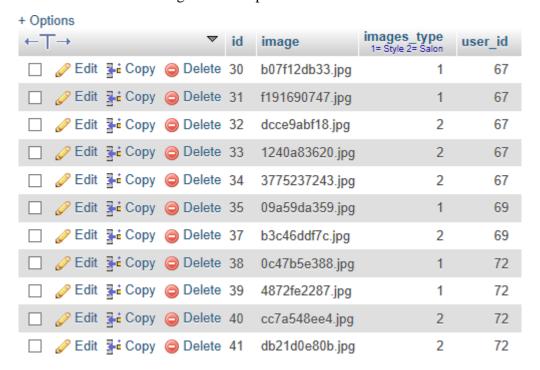


Figure 5.3: Implementation of image



Figure 5.4: Implementation of location



Figure 5.5: Implementation of main Admin



Figure 5.6: Implementation of order details



Figure 5.7: Implementation of payment



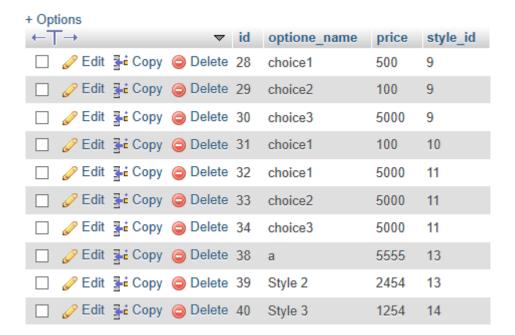
5.8 Implementation of Rating table



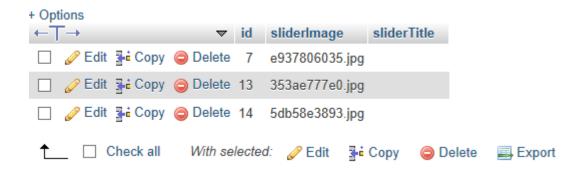
5.9 Implementation of Saloon information



5.10 Implementation of Shipping



5.11 Implementation of Slider option



5.12 Implementation of slider

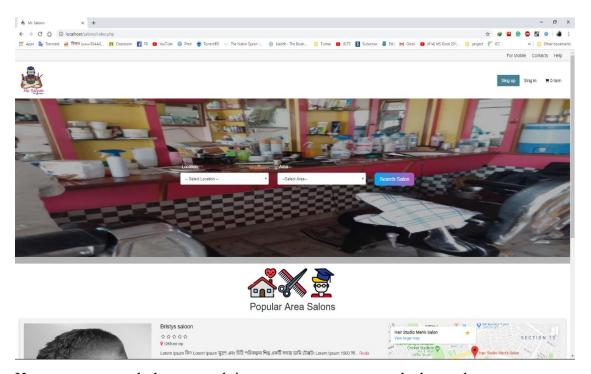


5.13 Implementation of user registration

5.2 Implementation of Front-end Design

For implementing front-end design of the system used HTML5, CSS3, JQuery, JavaScript, Bootstrap and Ajax. The challenge was more when we just implement the screen and there the perfection was the matters for us. There is some front-end screen given below.

Home page: This is the home page of Mr. Saloon.



Here you can search the area and, in your area, you can get the best saloon.

Figure 5.14: Home page

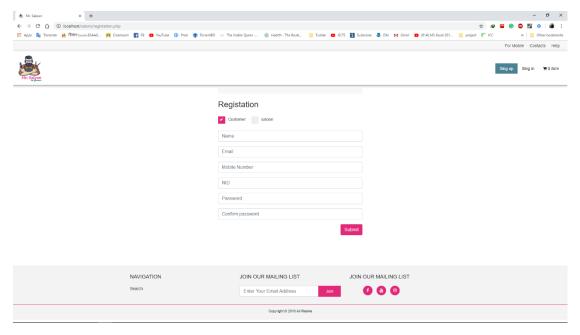


Figure 5.15: Registration Page

Registration Page: Here a person can register as a customer. To register a customer should require name, email, mobile number, NID and password.

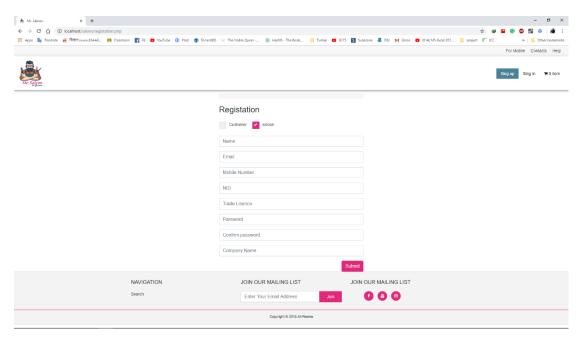


Figure 5.16: Saloon Registration Page

Saloon registration page: Here a person can register as a saloon owner.to register he should re4quired name, email, mobile number, email, NID, Trade license, password and Saloon name.

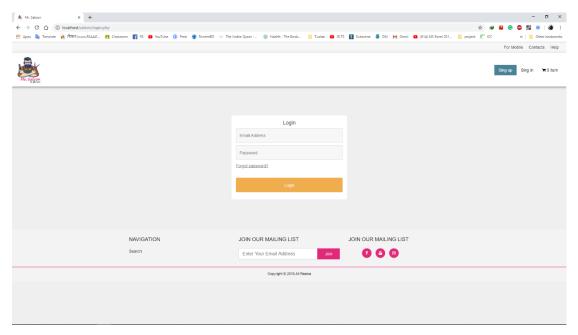


Figure 5.17: Login.

Login: Here by logging in the system a person can enter.

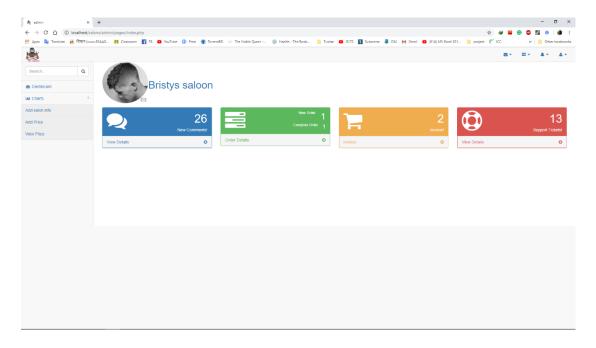


Figure 5.18: Saloon Dashboard

Saloon Dashboard: In saloon dashboard owner can update their own information add price and view price.

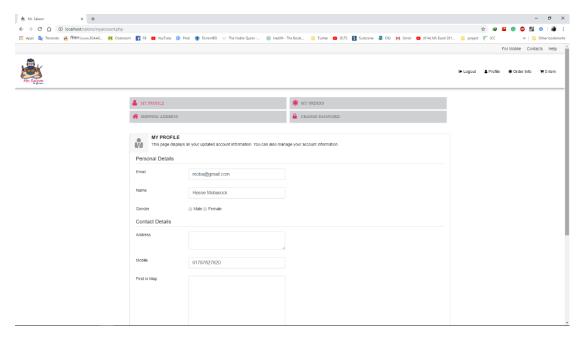


Figure 5.19: Client Dashboard

Clint dashboard: In Client dashboard client can update their own information.

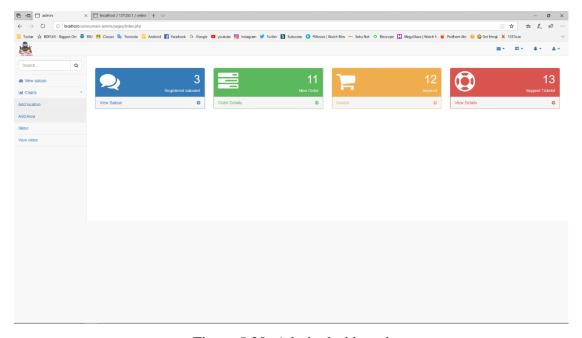


Figure 5.20: Admin dashboard

Admin dashboard: Admin can see and update the whole system. Admin can add location, add area, view slider, view details.

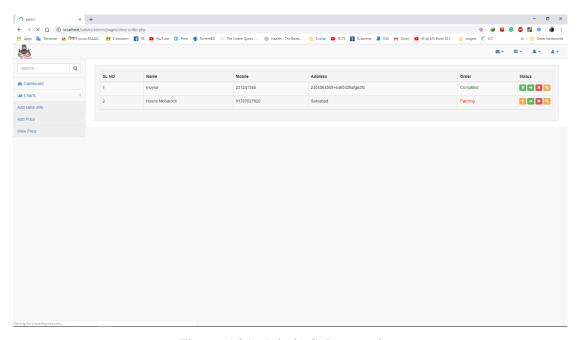


Figure 5.21: Admin Saloon update

Admin saloon update: Admin can add or delete any type of saloon.

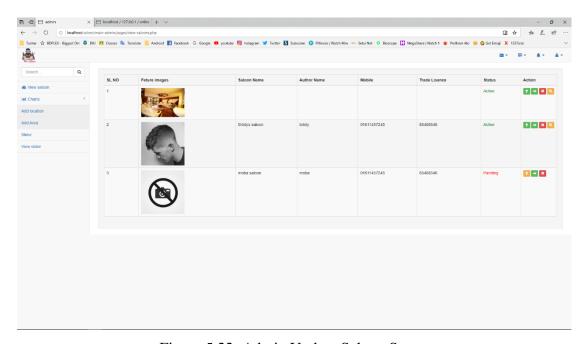


Figure 5.22: Admin Update Saloon Status

Admin Update Saloon Status: Admin can give approval to any saloon

5.3 Implementation of Interactions

Implementation of interaction is most important part of a system. Interaction means when we are in a specific function and go to another function that we want those time. We separate the function for a variant of the user. We design every user part very politely that user what he wants is indeed here. We design very carefully that the design attractive to users. An application Successions where the user is satisfied using the application. The Satisfaction level of our system is high.

5.4 Testing Implementation

When a system is implemented and test some specific function is called test implementation [6]. We have tested our system several times. Login, Post Case, Browse Case, Post Approval, Bid on Case, Bid Notification, Interview Invitation, Chat, Hire, Feedback, Saloon& Client Registration. Test by us at various time. We have tested the following factors:

- 1. Login System.
- 2. Client Registration System.
- 3. Saloon Registration.
- 4. Admin Registration.
- 5. Hire employee.
- 6. Give Feedback and Ratings.

5.5 Test Results and Reports

System Testing Table show below abridge the result of system testing:

User Acceptance Testing

The table below abridge the test cases for user acceptance testing and the test result obtained each other.

Table 5.2: User Acceptance Testing

Test	Date Tested	Tester	Pass or	Severity	Summary	Closed	Comment
Case			Fail	of	of Defect	Prior to	
Id				Defect		Release?	
1	02.01.2019	Tushar	Pass	No	No	<yes></yes>	
				Defect	Defect		

2	02.01.2018	Saikat	Pass	No	No	<yes></yes>	
				Defect	Defect		

CHAPTER 06

Conclusion and Future Scope

6.1 Discussion and Conclusion

For the grace of **Almighty ALLAH**, we have successfully completed our project and documentation. After the long-term of thinking, Discussion, implementation we are in the last session and happy of completion. Mr. Saloon is capable to hire a barber online within short time. Our system reduces the hassle of time.

Until now clients have been left to tedious ways of sourcing online barbers such as flipping through browsing endless websites, and asking friends for referrals. What normally happened next? Customer will call for a salon service and they will get the home service. Our target customer is old aged people and children. We all know these types of people suffers a lot when they want to go to the saloon for a service. They have to wait for their serial and it kills huge time. That's why we have introduced Mr. Saloon. Mr. Saloon is always ready to solve all these kinds of problem

6.2 Scope for Further Developments

We have a future plan for the application. Some of the plans are:

- 1. Develop the payment system.
- 2. Most advanced interview system.
- 3. AI base legal help.
- 4. Advance search Saloon and client option.

APPENDIX

Appendix A: Project Reflection

As what I have learnt during the work on Mr. Saloon, a high-performance team would be one with high performance and high relationship.

When we first started off, I did not think that our team was not the high-task one. But I think our group is identical in a sense that another group member has her own identical character and we actually complement each other.

It's just like how important for the composition of a team is. You need to recruit the right members to form a high-performance team. Perhaps, we were quite lucky to be put in the same team.

Although many would think that the task component would be more important than the relationship component, I think both are as equally important and complement each other.

What makes our team eventually develops into a high-task team is actually the good relationship we establish along the way. As we grow closer together, we actually developed a sense of belonging to the team. It's a "we're all in this together" kind of feeling. We want everyone to do well because we are a team.

One thing that I loved about our team is that we work together as one team, and not as an individual. I remembered how we put in a lot of effort to ensure that every member of the team has good content. We gave each other idea to develop content.

All in all, after doing this Mr. Saloon project together, I have come to realize that high relationship is a very important component in a team. It may be the factor that exuberance the team to achieve a high-task performance.

Lastly, we faced many problems when we developed this project but we solved this problem together. There are some parts of our project was difficult for us to develop but this was possible to complete because of the spirit of our team.

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