



Daffodil
International
University

Online Furniture Shop

By

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Id: 161-35-1502

This Project report has been submitted in fulfillment of the requirements
for the Degree
of
Bachelor of Science in Software Engineering.

Department of Software Engineering
DAFFODIL INTERNATIONAL UNIVERSITY
Fall – 2019



Daffodil
International
University

Online Furniture Shop

Submitted to

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Submitted by

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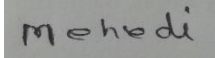
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DECLARATION

It hereby declares that this project has been completed by me under the supervision of Ms. Lamisha Rawshan, Lecturer, Department of Software Engineering, Daffodil International University. It is also declared that neither this work nor any part of this has been submitted elsewhere for award of any degree by me.



Md. Mehedi Hasan

Student ID: 161-35-1502

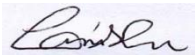
Batch: 19th

Department of Software Engineering

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ABSTRACT

“Online furniture Shop” this is online based furniture shopping system. It helps customer to buy their furniture shop products through internet by using website. This project is helpful for customer who doesn't waste their time to get their desire goods. Customer can easily login to this site and customer his own choice order products and this product add to cart and buy their products. This website another benefit is customer who select products not only one company same products but other company products also see customer. Admin add category. Shop owner add various company furniture products. Shop owner add, edit, update, delete their products.

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Chapter-1

Introduction

1 INTRODUCTION

1.1 Overview:

This system is fully online based. Online based system customer doesn't going to furniture shop to buy their products. This online system customer can see that all categories types of products various company. Normally any online system we can found only one company products but this system customer search any type of products and they can see various company same product and their price and discount. So customer can easily find out their suitable products.

1.2 Purpose

- Reduce customer time
- Make an easy way to customer found online furniture shop products
- Make the process customer choose products not only one company, they can also see others company products

1.3 Background

Before this system generate customer is going to furniture shop. If they don't choice products then they go to another furniture shop to buy their products. These processes are so long and more hassle. So removes these long process and make it more efficient for both customer and shop owner, because of I take this project.

1.4 Objectives

- To make the system automatic and digital.
- To reduce the manual works.
- To make the process time efficient.
- To secure and arrange the data efficiently.
- To make an easy way to find online furniture shop products
- To found furniture easily
- Easy to use.

1.5 Stakeholder

There are many members are associate with this project. They have helped to develop the system directly or indirectly.

Internal Stakeholders:

1. Admin
2. Shop owner

External Stakeholders:

1. Customer

1.6 Proposed System

To develop this system, I proposed a model for this online furniture shop

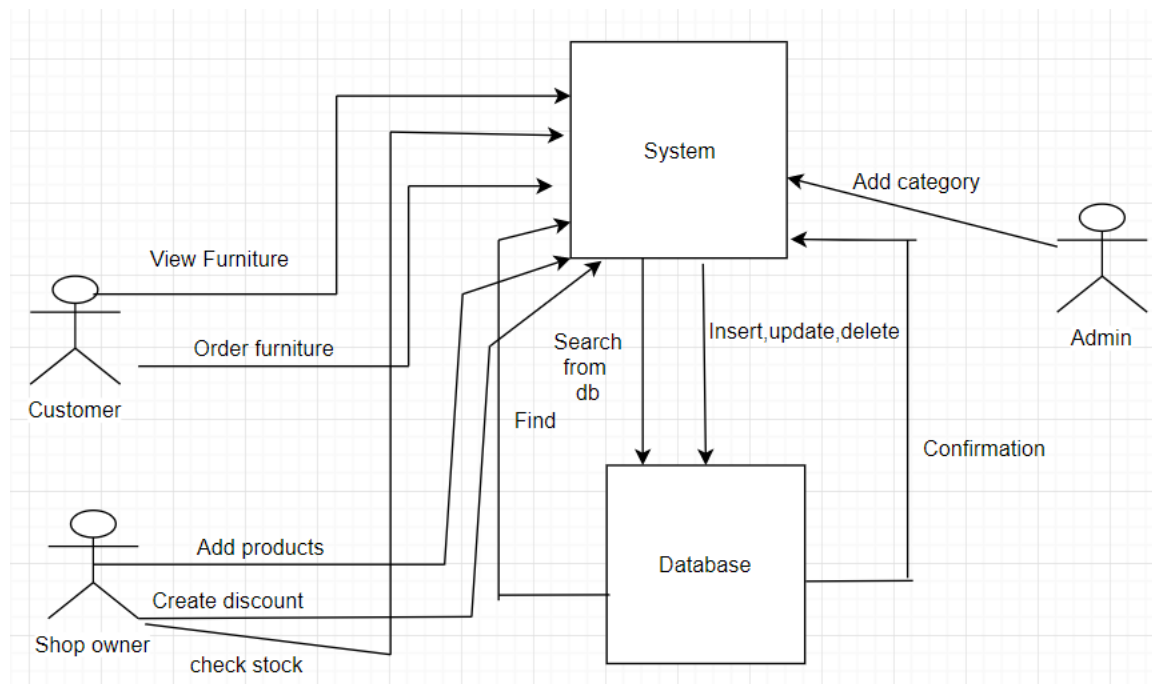


Figure-1.1: Propose System Model

In this system student should register for applying improvement or overlap exam. To registration a student, first he/she give his/her information. After register, a student can apply through login using user name and password. Than the student can apply for overlap or improvement exam to add course code, teacher initial etc. Then the exam committee checks and generates routine

1.7 Project Plan:

Properly full fill the requirements and complete the project at the right time, project schedule helps for proper planning. I also make a project schedule to complete my project properly.

1.8 Gantt chart

In project planning, I use Gantt chart to manage my project properly. To use these tools, I can track the entire task which is not done or not. Also track which one is schedule for the next task. I control my project duration by these tools.

Task Name	Resource Name	Start	Finish	Duration(Days)
Planning	PM,BA,	05-08-2019	18-08-2019	14
Requirement	RE, RA	20-08-2019	29-08-2019	10
System Design	UI Designer,	01-09-2019	10-09-2019	07
Data Base Design	DB Designer	12-09-2019	22-09-2019	11
Development	Developer	26-10-2019	30-11-2019	35
Testing	Tester	05-11-2019	14-11-2019	10
Implementation	Implementation Eng.	16-11-2019	20-11-2019	05
Delivery	PM, Implementation Eng.	22-11-2019	22-11-2019	01
			Total	93 Days

Figure-1.2: Project Planning

1.8.1 Risk:

In Gantt chart tools, I show the project duration. I took ... days for developing, so that I could mitigate my risk. In developing page, I find out a risk that risk is developer. Who may sick or leave.

1.8.2 Milestones:

Milestones, a time frame of a project, will define the task. These project milestones are as follows:

Task No	Task Name	Duration
01	Planning	14 Days
02	Requirement gathering & Analysis	10 Days
03	System Design	07 Days
04	Data Base Design	11 Days
05	Development	35 Days
06	Testing	10 Days
07	Implementation	05 Days
08	Relies	01 Days
	Total	93 Days

Chapter-2

Requirement Specification

2 SOFTWARE REQUIREMENTS SPECIFICATION

Requirements analysis is the process of identifying the user satisfaction form the System. So, Requirements analysis is an important part of project management.

When I selected this project I thought about some specific Software requirement, like as...

- Who is the stakeholder of this system?
- Is it helpful for them or not?
- Functional & Non- functional requirements
- Maintenance of the system
- Is it efficient for using?

2.1 Functional requirement:

The functional requirements of the system are like below---

2.1.1 Customer registration:

FR-01	Customer Registration
Description	This system allows to user to registration the system using name, email, phone no, password and become a valid user
Stakeholder	Customer

2.1.2 Shop owner registration:

FR-02	Shop owner registration
Description	Only registered shop owner add products this system
Stakeholder	Shop owner

2.1.3 Manage category

FR-03	Manage category
Description	Without admin there is nobody add category this system
Stakeholder	Admin

2.1.4 Manage products:

FR-04	Manage products
Description	Only registered shop owner add products this site. Without shop owner there is nobody add products
Stakeholder	Shop owner

2.1.5 Login:

FR-05	Login
Description	Customer, Admin, Shop owner login this system. Without login no one can access the system
Stakeholder	Customer, admin, shop owner

2.2 Performance requirements:

It's very necessary to sustain the performance of the project. To assure the better performance, this project has to meet some requirements which will provide the better performance.

2.2.1 Speed and latency requirements:

While inserting or viewing the system in the browser, system need a minimum amount of speed to perform the task.

SLR-01	The system will be faster
Description	When the user browsing, it depends on their internet speed. It also depends on server bandwidth speed.
Stakeholders	Customer, admin, shop owner

2.2.2 Legibility and accuracy requirements:

System has to confirm the Legibility and Accuracy of the data.

LAR-01	Data accuracy
Description	The input data should be correct and right pattern data, otherwise the input information never saves. Like mail, password etc the input information is not valid, the data never save. Or the input data pattern is not match; the system never saves or accepts the data.
Stakeholders	Customer, admin, shop owner

2.2.3 Capacity requirements:

The system should maintain the all inserting data.

CR-01	Manage the all data in database system.
Description	All registration data like customer, shop owner data and other information are store in the database in right format.
Stakeholders	Customer, admin, shop owner

2.2.4 Dependability requirements:

Dependability means, it measures of a system availability, reliability, security etc. Here, dependability means the run time of this project.

2.2.5 Reliability and availability:

RA-01	The system must be available 24x7
Description	<ul style="list-style-type: none"> ➤ It's available 24 hours in a day ➤ The system must be updated regularly
Stakeholders	Customer, admin, shop owner

2.2.6 Safety critical requirements:

There are no specific safety critical requirements.

2.3 Maintainability and supportability:

To maintain the system and support the system, some people are connected with the project.

2.3.1 Supportability requirements specification:

- **SRS-1.** Understand the system's behavior on a technical support is required by the system operator. The reason for reading them might be
- **SRS-2.** System malfunction has occurred and the system operator has to find the exact point of time when this happened
- **SRS-3.** System produces wrong results and the developers must be able to reproduce the data flow through the system
- **SRS-4.** Anyone tried to breach the system's security mechanisms and the system operator must understand what he did.

2.3.2 Adaptability requirements:

There is no specific adaptability Requirements.

2.4 Security requirements:

- **SR-1.** Log in as a customer
- **SR-2.** Log in as a admin or shop owner

To get access to this system or a specific module the system must provide an authentication mechanism. To prevent anyone to exploit stolen Data all user's password must be encrypted in hash process.

2.4.1 Access requirements:

This system provides accesses the different module, by access the authentication way the authentic user.

2.4.2 Integrity requirements:

To prevent credentials information of user from being stolen, all passwords are stored in encrypted form. The Requirements significantly reduces the value of stolen user credentials, it's not easy to decrypt the password.

2.5 Usability and human integrity requirements

This system easy to use and all the person who wants to apply for overlap or improvement exam and who manage it.

2.6 Data Validation

In this stage I have try to validate almost all input field.

2.7 User Interface Design

It is important to consult the system users and their necessities while designing the user interface.

Chapter-3

Requirements Analysis

3.1 Use Case Diagram:

In this system a user (customer) what things he/she can do, is describe in this picture that provide in below. A customer can login in the system. But before login he/she must registration in this system as a customer. Then he/she can access the login option. After login customer can access for buy furniture products. Admin or shop owner member should login and then they can manage furniture shop products. Admin or shop owner member should login and then they can manage furniture shop products.

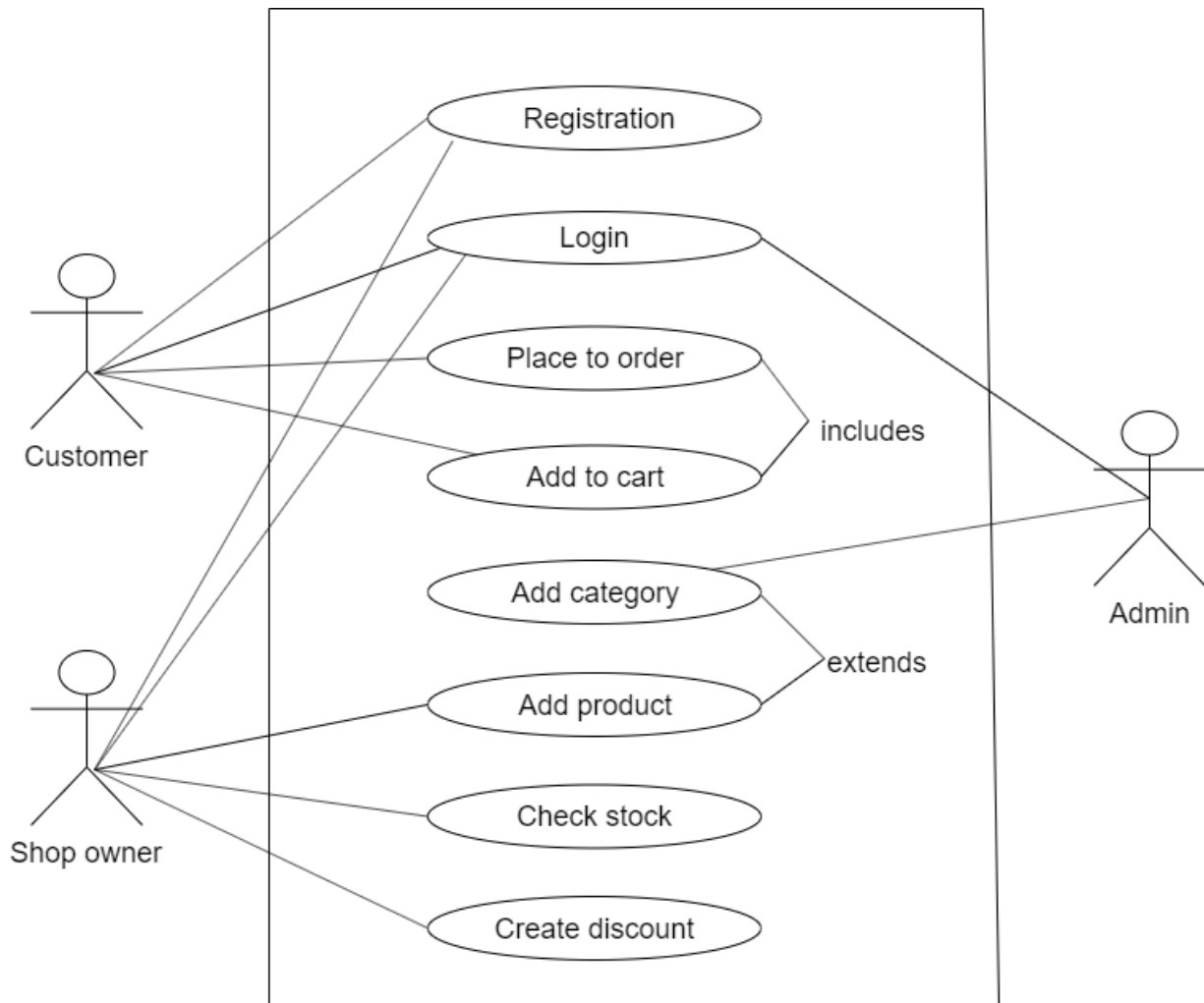


Figure-3.1: Use-Case Diagram

3.1.1 Registration

Use Case Title	Registration
Goal	Insert customer and shop owner information into database
Precondition	Customer, shop owner must be valid information
Success & End Condition	The system show main homepage
Failed End Condition	Database can't store the data.
Primary Actors: Secondary Actors:	Customer, Shop owner
Trigger	Customer and shop owner registration
Description	Customer and shop owner must to registration in the system insert his/her information.
Alternative Flows	N/A
Quality Requirements	N/A

3.1.2 Login:

Use Case Title	Login
Goal	Login Successfully
Precondition	Customer, admin, shop owner must be valid account
Success & End Condition	System check & permission.
Failed End Condition	Cannot access system.
Primary Actors: Secondary Actors:	Customer, admin, shop owner
Trigger	Manage Application.

Description	This use case allows to customer, admin, shop owner account and access to own panel
Alternative Flows	N/A
Quality Requirements	N/A

3.1.3 Place to order:

Use Case Title	Place to order
Goal	Order successfully
Precondition	Customer must have valid account
Success & End Condition	Customer order successfully done
Failed End Condition	Customer order cancel
Primary Actors: Secondary Actors:	Customer
Trigger	Customer must be login
Description	This use case allows to customer order products
Alternative Flows	N/A
Quality Requirements	N/A

3.1.4 Add to cart:

Use Case Title	Add to cart
Goal	Add to cart successfully
Precondition	Customer must be order products
Success & End Condition	Customer successfully products add to cart
Failed End Condition	Products not add into cart
Primary Actors: Secondary Actors:	Customer
Trigger	Customer must be place to order
Description	This use case allows to customer products add to cart
Alternative Flows	N/A
Quality Requirements	N/A

3.1.5 Add category:

Use Case Title	Add category
Goal	Add category successfully
Precondition	Admin must have valid account
Success & End Condition	Admin successfully add category
Failed End Condition	Admin failed to add category
Primary Actors: Secondary Actors:	Admin
Trigger	Admin must have valid account
Description	This use case allows to admin add category

Alternative Flows	N/A
Quality Requirements	N/A

3.1.6 Add products:

Use Case Title	Add products
Goal	Add products successfully
Precondition	Shop owner must be login
Success & End Condition	Shop owner successfully add products
Failed End Condition	Shop owner failed to add products
Primary Actors: Secondary Actors:	Shop owner
Trigger	Shop owner must have valid account
Description	This use case allows to shop owner add products
Alternative Flows	N/A
Quality Requirements	N/A

3.1.7 Check stock:

Use Case Title	Check stock
Goal	Shop owner check stock products
Precondition	Shop owner must be login
Success & End Condition	Shop owner successfully check stock products
Failed End Condition	Shop owner failed to stock products

Primary Actors:	Shop owner
Secondary Actors:	
Trigger	Shop owner must be products add
Description	This use case allows to shop owner check stock
Alternative Flows	N/A
Quality Requirements	N/A

3.1.8 Create discount:

Use Case Title	Create discount
Goal	Shop owner create discount in products
Precondition	Shop owner must be add products
Success & End Condition	Shop owner successfully add products discount
Failed End Condition	Shop owner failed to create discount
Primary Actors:	Shop owner
Secondary Actors:	
Trigger	Shop owner must be add products
Description	This use case allows to shop owner create discount
Alternative Flows	N/A
Quality Requirements	N/A

3.2 Activity Diagram

Following activity diagrams are exactly describing the flow of the different state of the project.

3.2.1 Registration

By this figure I explain my system. If anyone enter the system, he/she see the all the option. And who are registered user and he/she can login in the system. According to the rule he/she can access different potion.

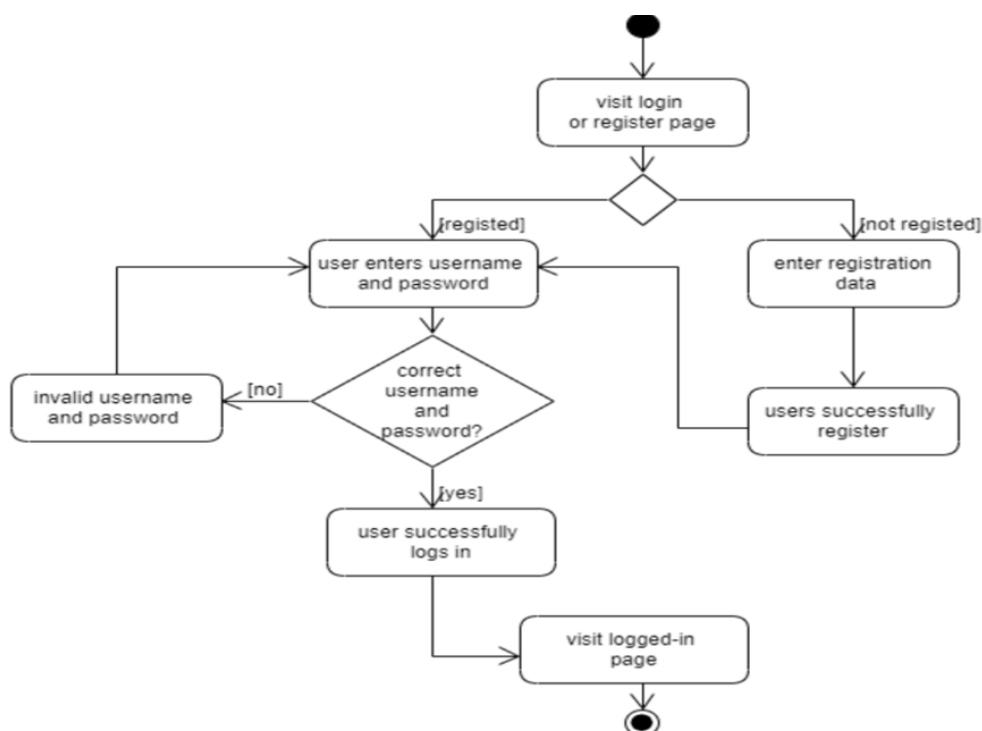


Figure-3.2.1: Registration

3.2.2 Login

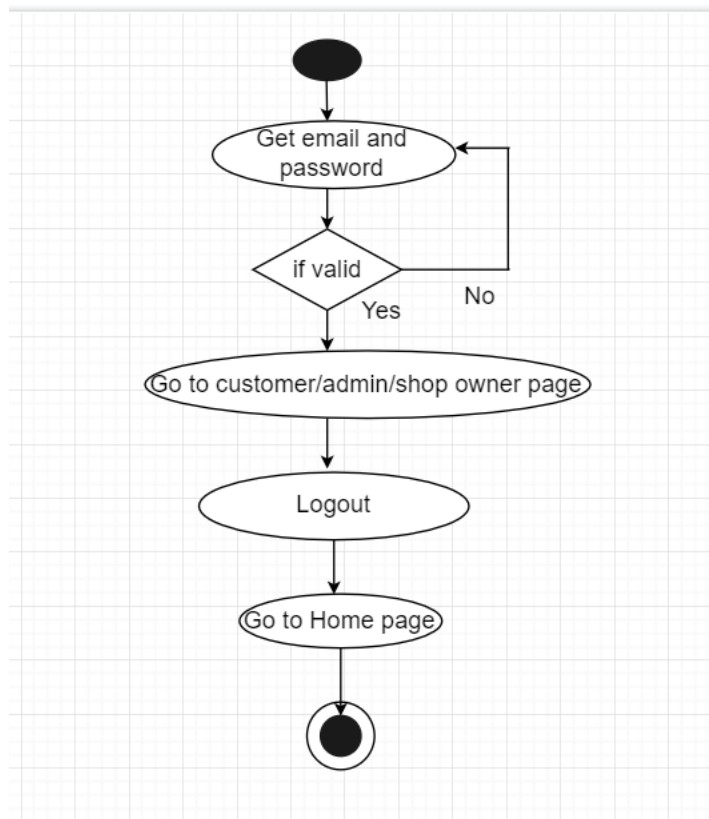


Figure-3.2.2: Login

3.2.3 Place to order

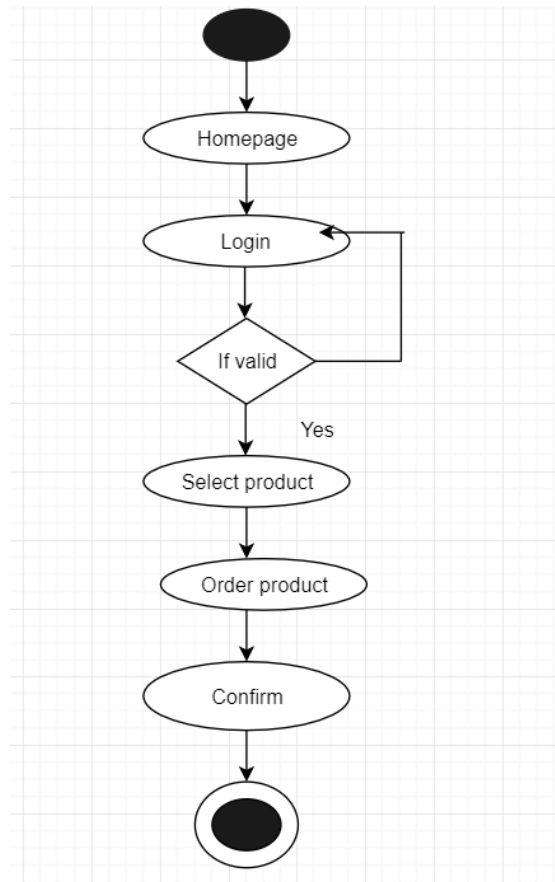


Figure-3.2.3: Place to order

3.2.4 Add to cart

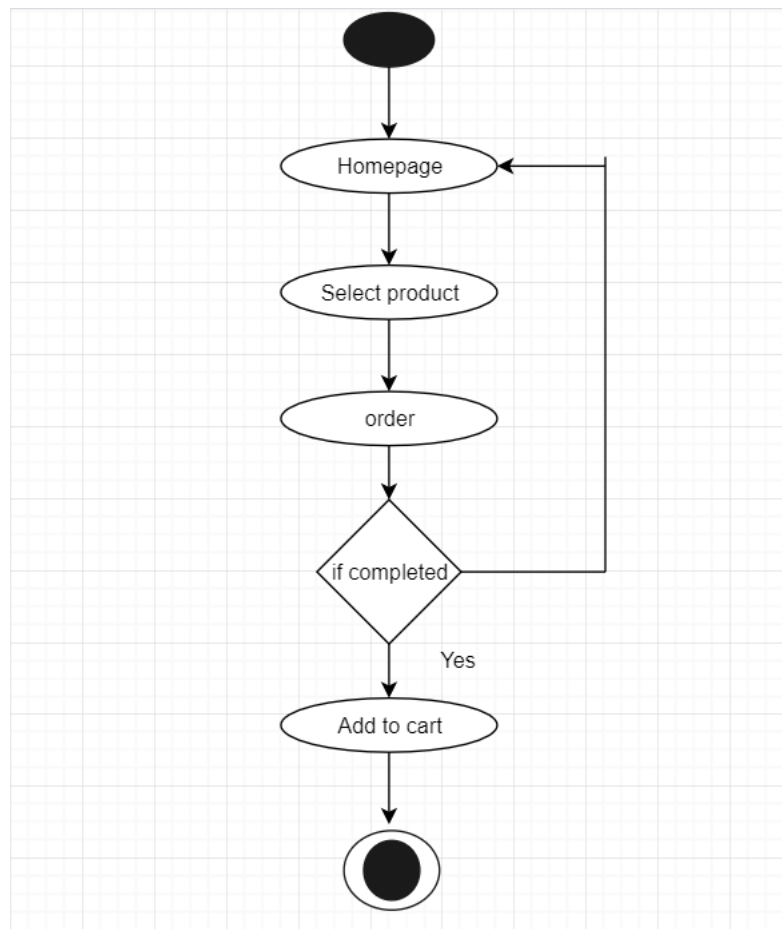


Figure-3.2.4: Add to cart

3.2.5 Add Category

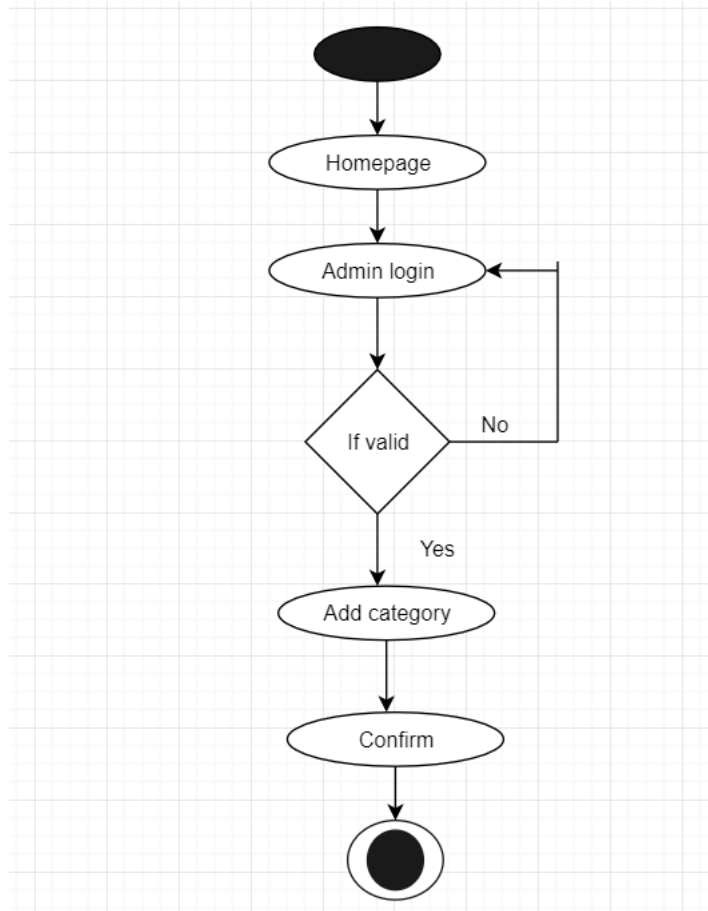


Figure-3.2.5: Add category

3.2.6 Add Product

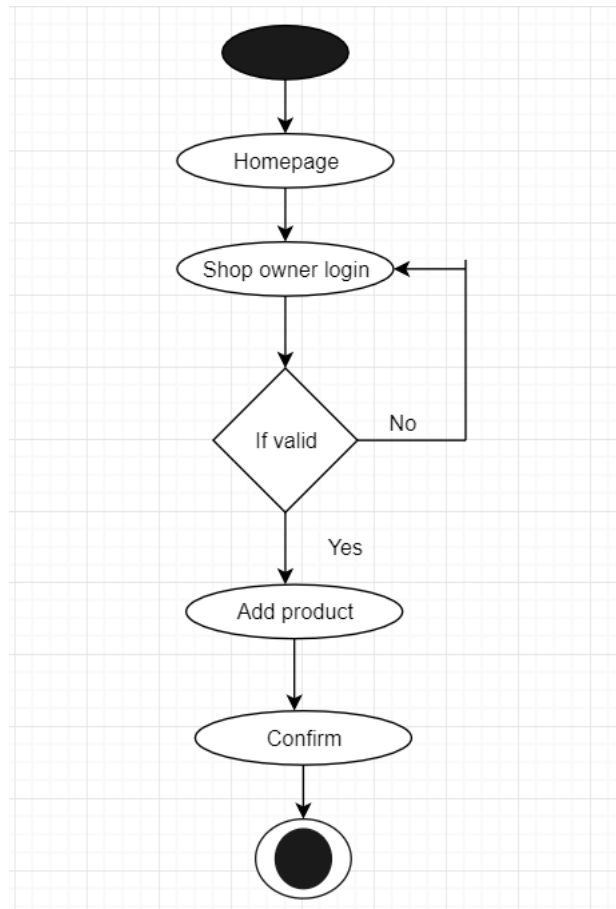


Figure-3.2.6: Add product

3.2.7 Check stock

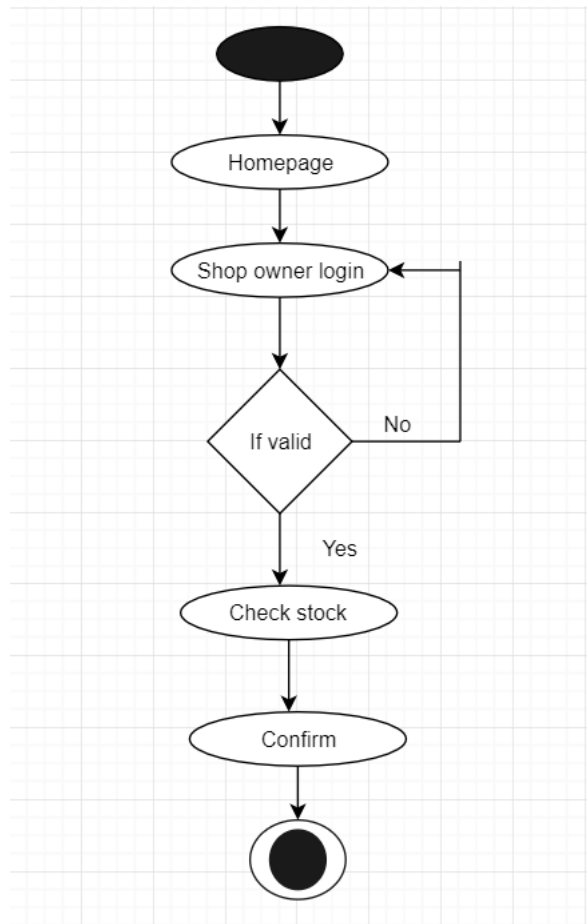


Figure-3.2.7: Check stock

3.2.8 Create discount

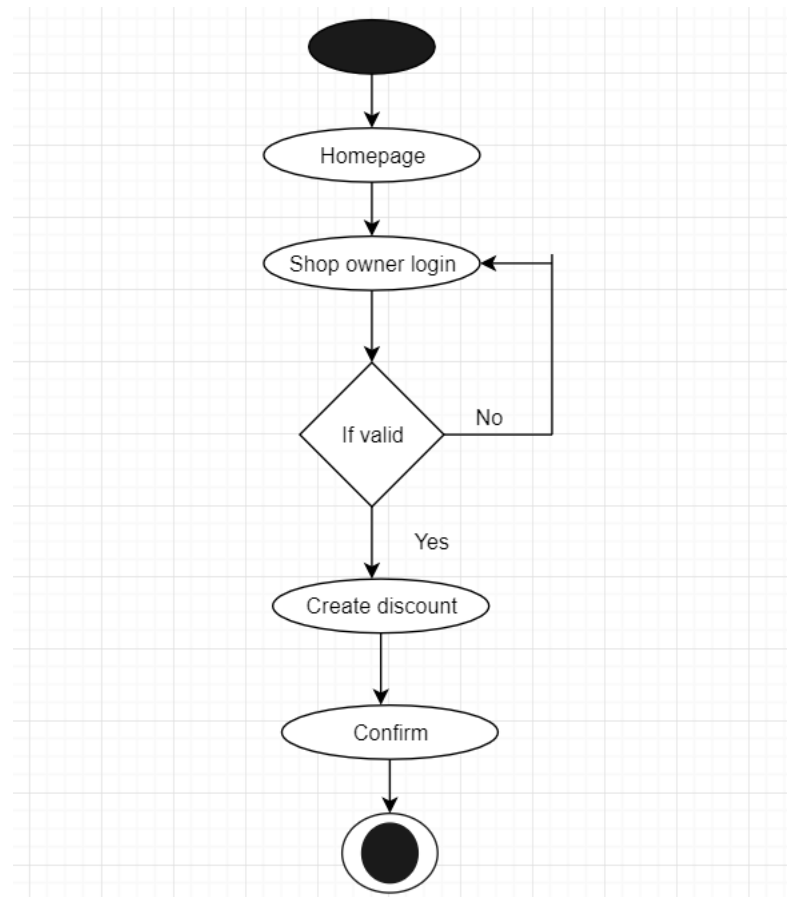


Figure-3.2.8: Create Discount

3.1 Sequence Diagram:

Sequence Diagram show the process in sequential way that it's actor done. In this section describe the sequence system to database.

3.4.1 Registration:

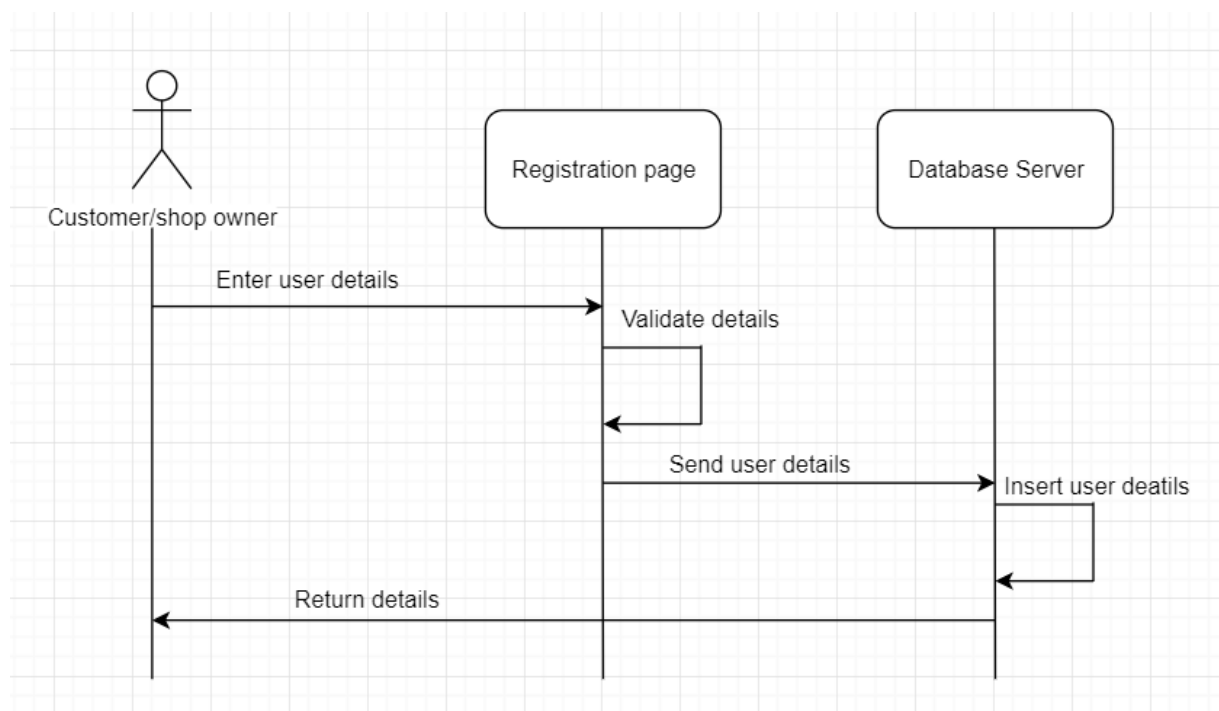


Figure-3.4.1: Registration

3.4.2 Login:

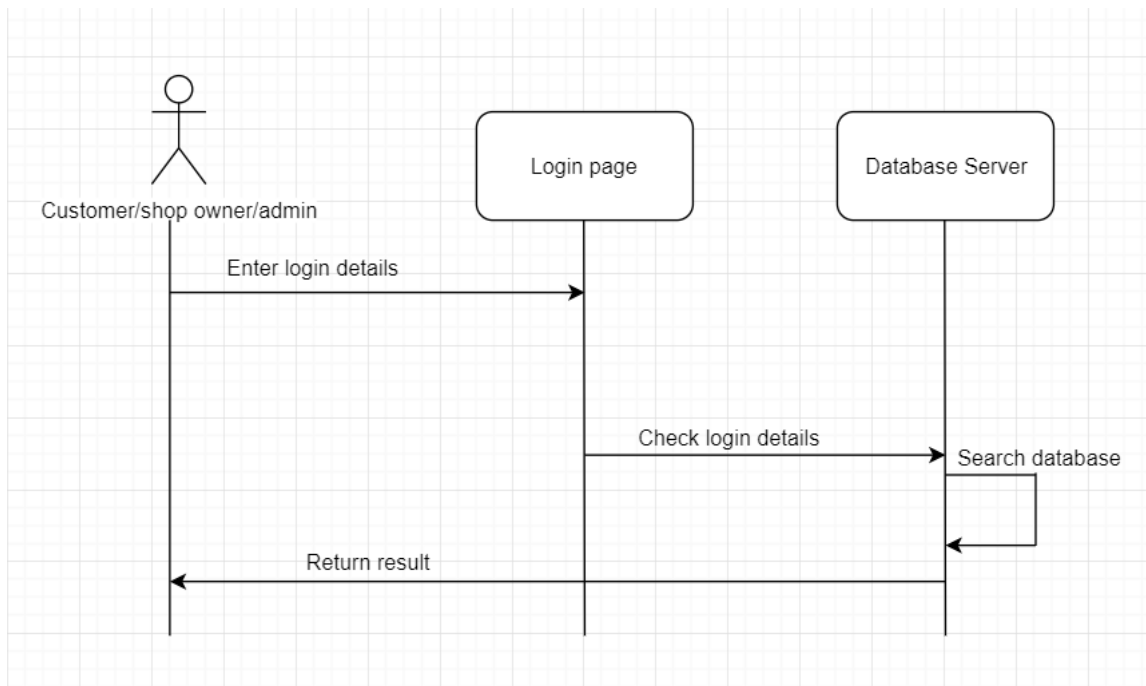


Figure-3.4.2: Login

3.4.3 Place to order:

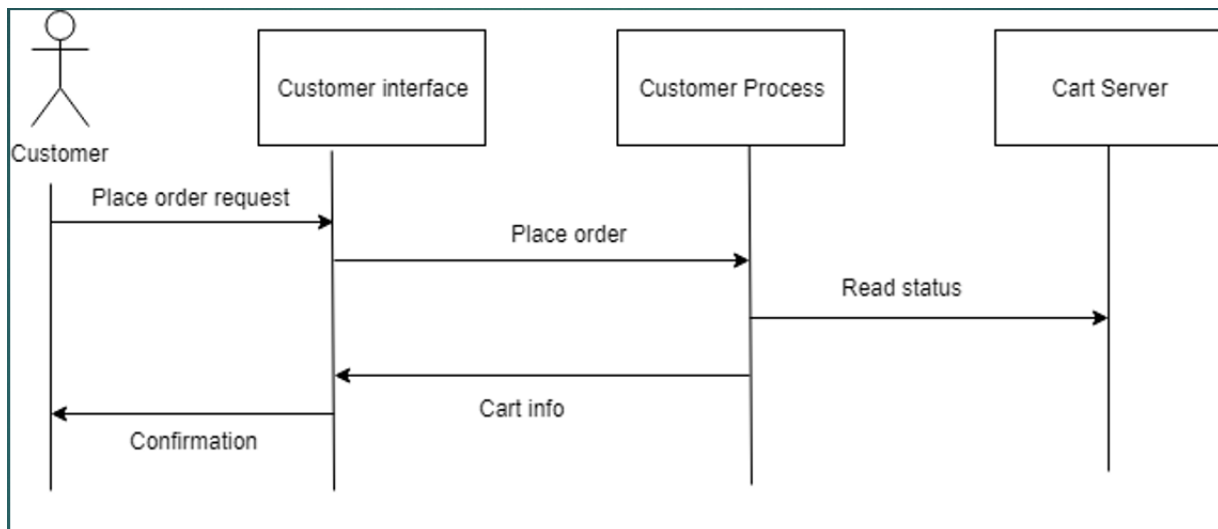


Figure-3.4.3: Place to order

3.4.4 Add to cart:

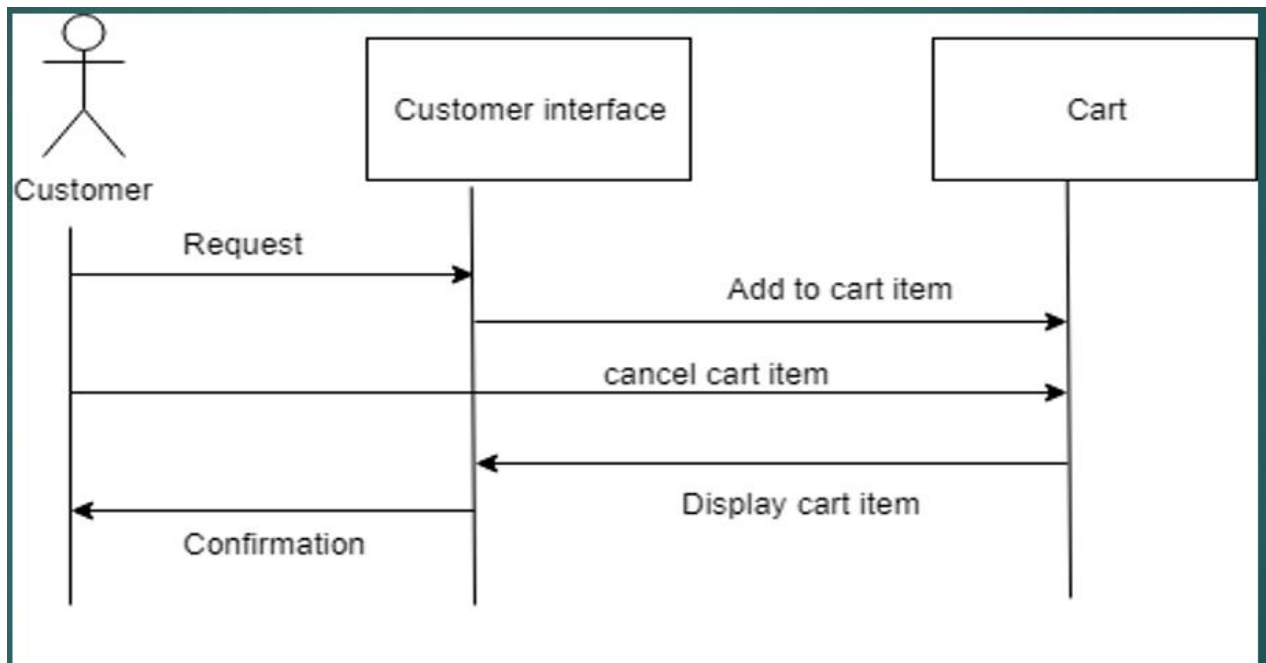


Figure-3.4.4: Add to cart

3.4.5 Add to category:

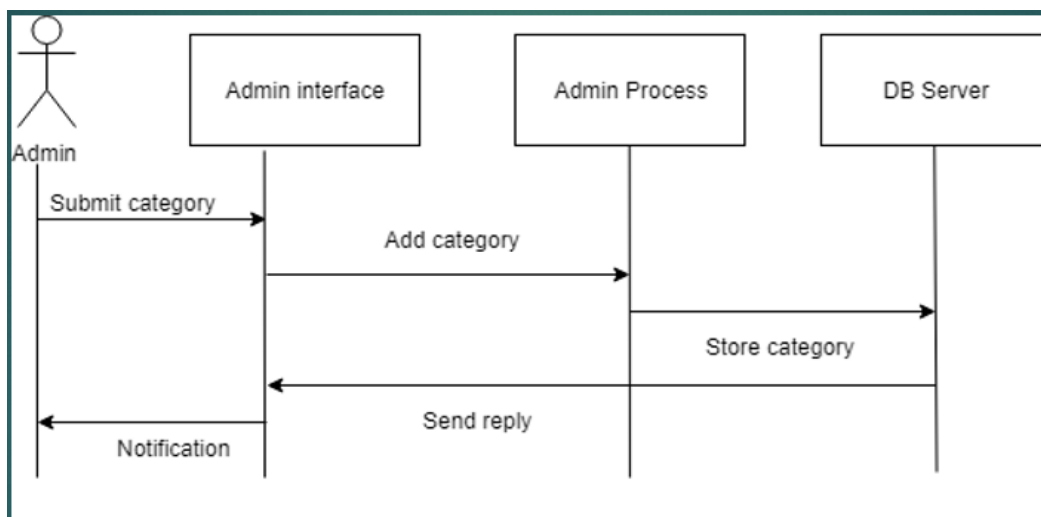


Figure-3.4.5: Add to category

3.4.6 Add products:

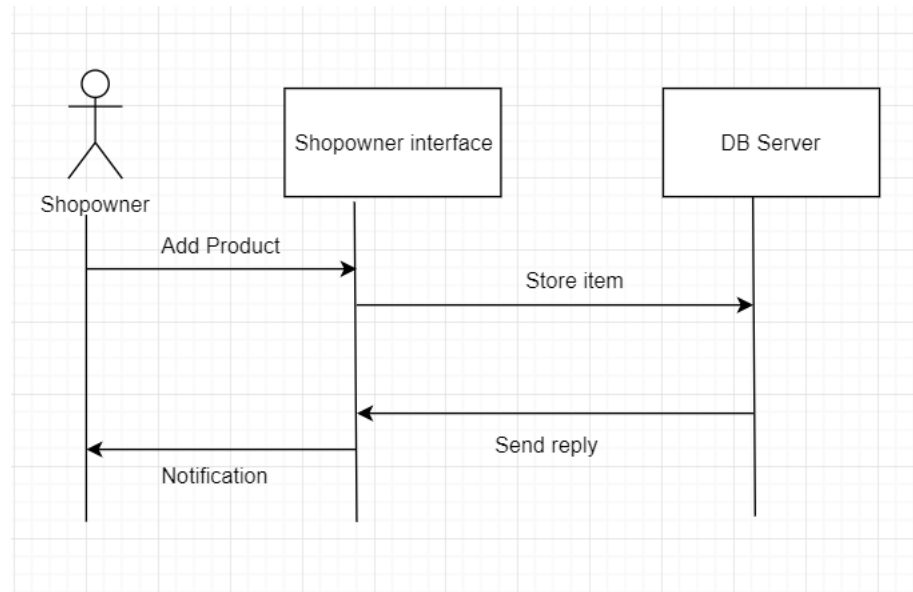


Figure-3.4.6: Add Products

3.4.7 Check stock:

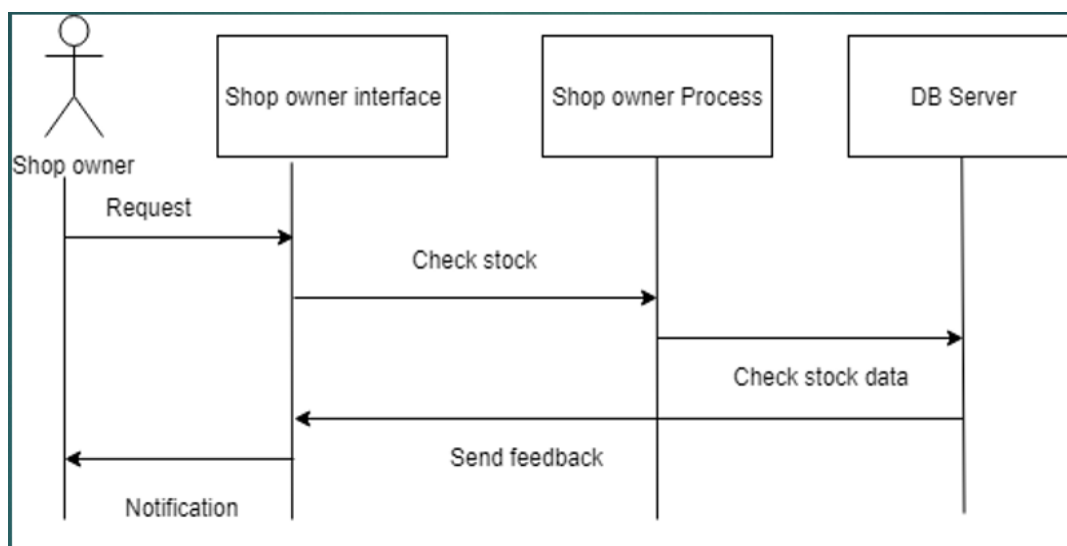


Figure-3.4.7: Check stock

3.4.8 Create discount:

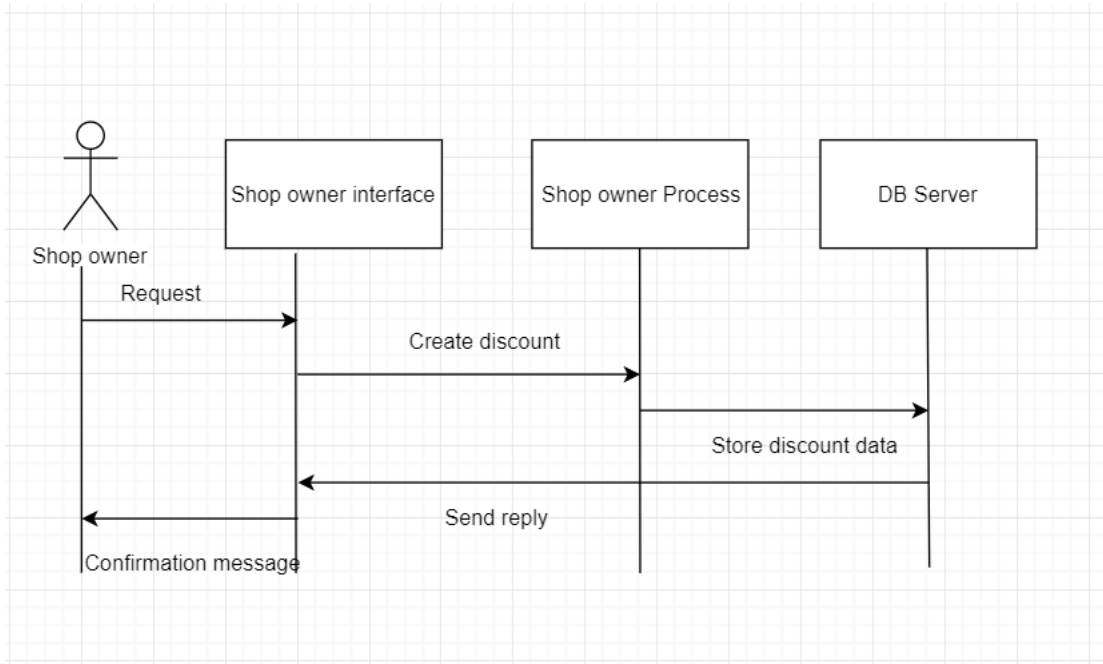


Figure-3.4.8: Create discount

3.5 Class Diagram:

3.5.1 Class Diagram:

To Describe the system properly and its process.

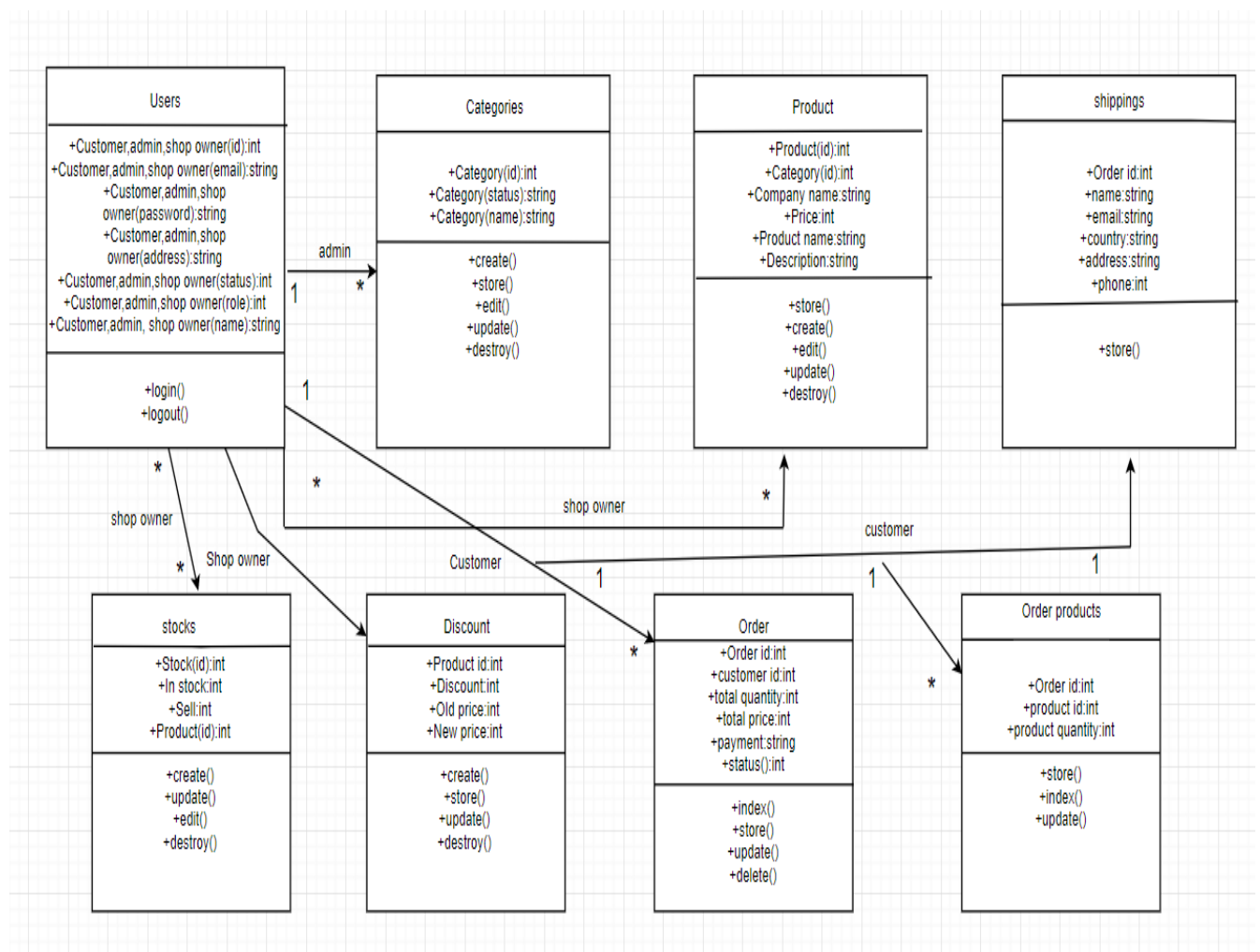


Figure-3.5.1: Class Diagram

3.6 ERD:

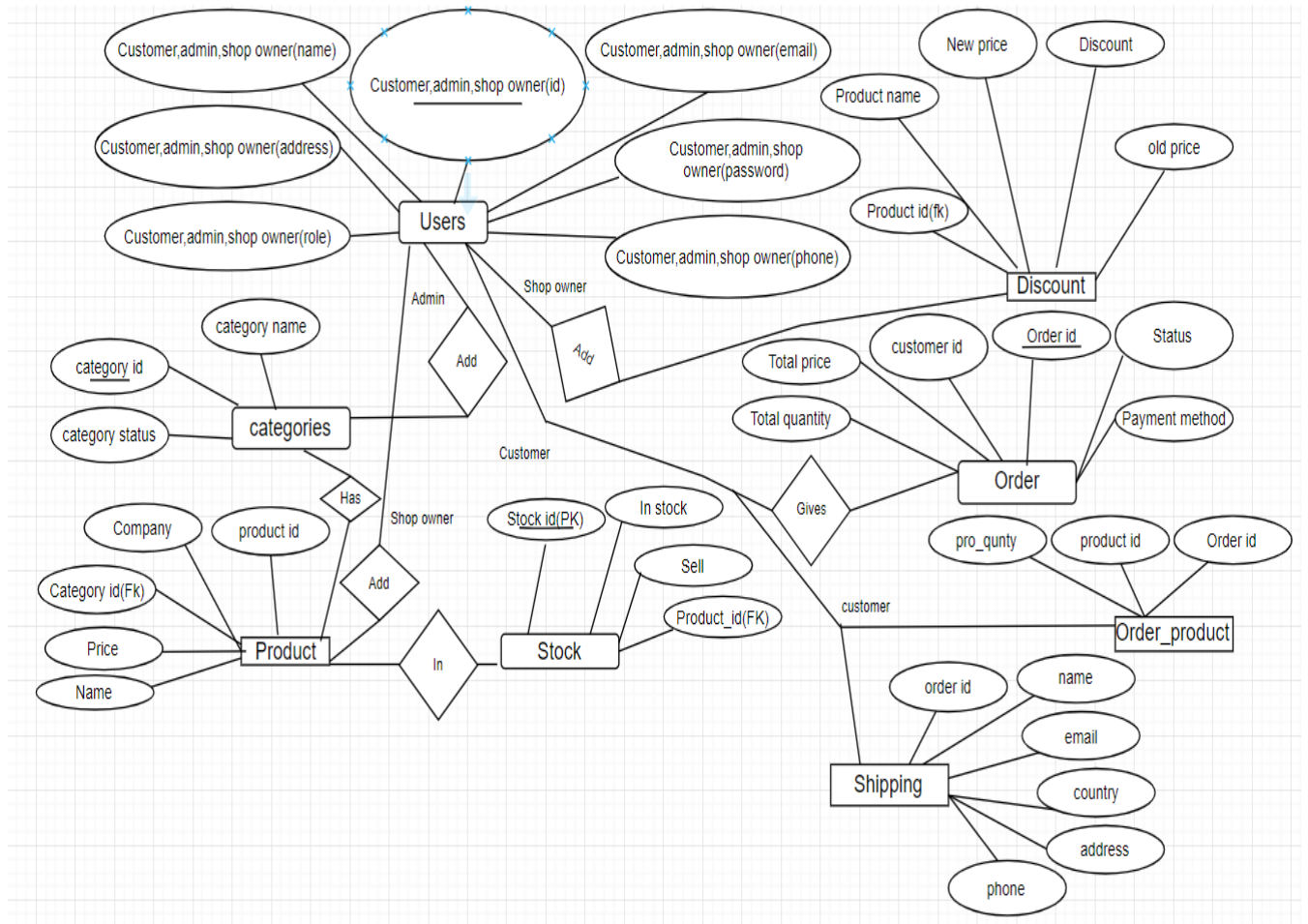


Figure-3.6: ER Diagram

Chapter 4

Design and Development

4 Technology & Tools

For developed this project, I have used some tools and technology that's talking in below.

4.1 User Interface Technology:

User interface (UI) is everything designed into a system view that a person's associates with this system may like the interface of this system.

4.2 Technology

- Programming language: Php
- Web server: Apache.
- Design: html, CSS, bootstrap, JavaScript, Ajax
- Database server: MySQL Server
- Framework: Laravel

4.3 TOOLS:

- Xampp
- MySQL Server.
- Php storm

5 IMPLEMENTATION

5.1 Hardware & Software Specifications

In this stage I want to describe what's needed to build this application.

➤ Hardware Requirements:

- ✓ PROCESSOR: Dual Core or above
- ✓ RAM: 2GB or above
- ✓ Cache Memory: 2MB or above

✓ HDD: 20GB or above

➤ **Software Requirements:**

- ✓ IDE: Xampp
- ✓ Php storm
- ✓ Database: MySQL Server.
- ✓ Web-Server: Apache.

6 USER MANUAL

6.1 Home page

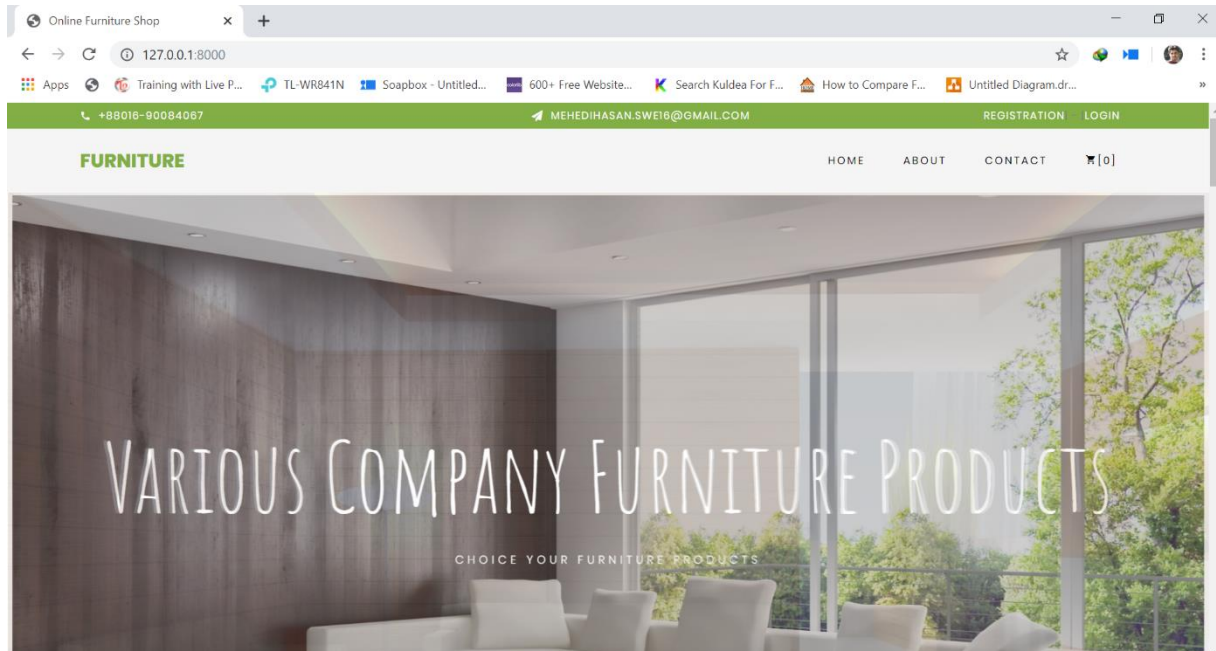
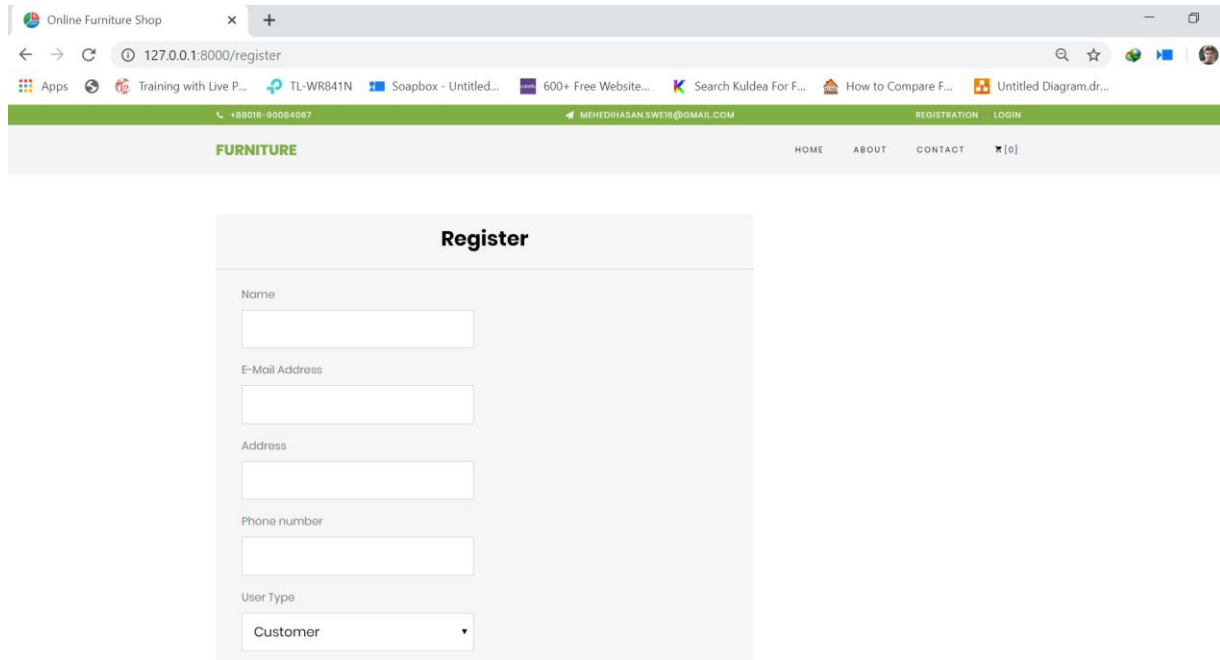


Figure 6.1: Home page

6.2 Registration page



The image shows a web browser window displaying the registration page of an online furniture shop. The browser's address bar shows the URL `127.0.0.1:8000/register`. The page features a green header with the word "FURNITURE" on the left and navigation links for "HOME", "ABOUT", and "CONTACT" on the right. Below the header, there is a "Register" form with the following fields:

- Name:
- E-Mail Address:
- Address:
- Phone number:
- User Type:

Figure 6.2: Registration page

6.3 Login page

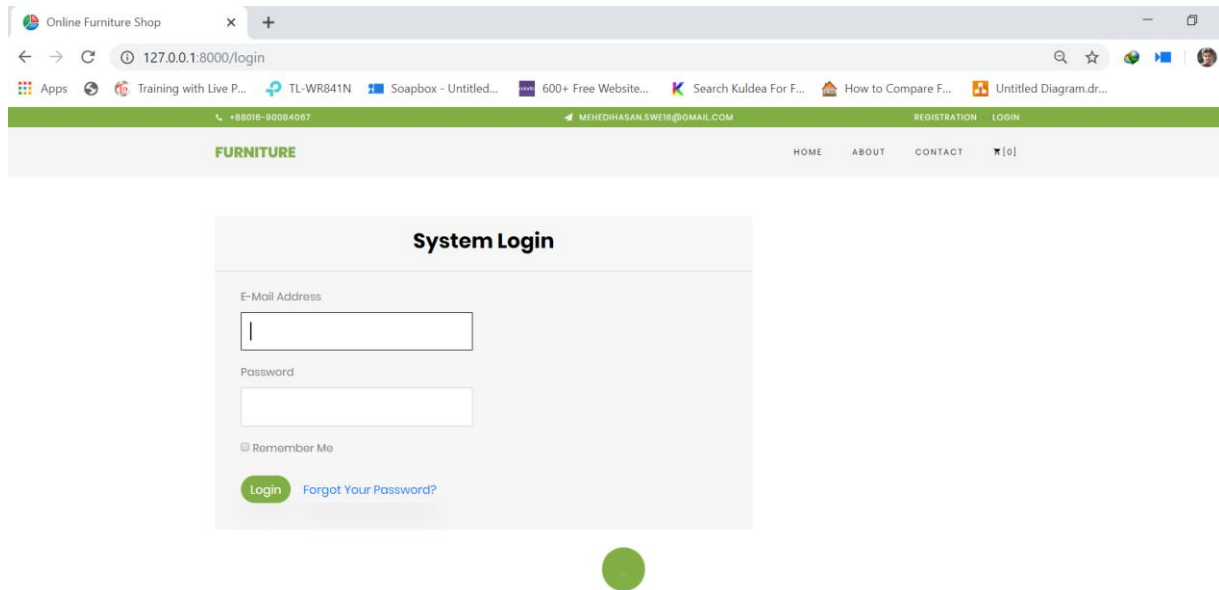


Figure 6.3: Login page

6.4 Admin dashboard

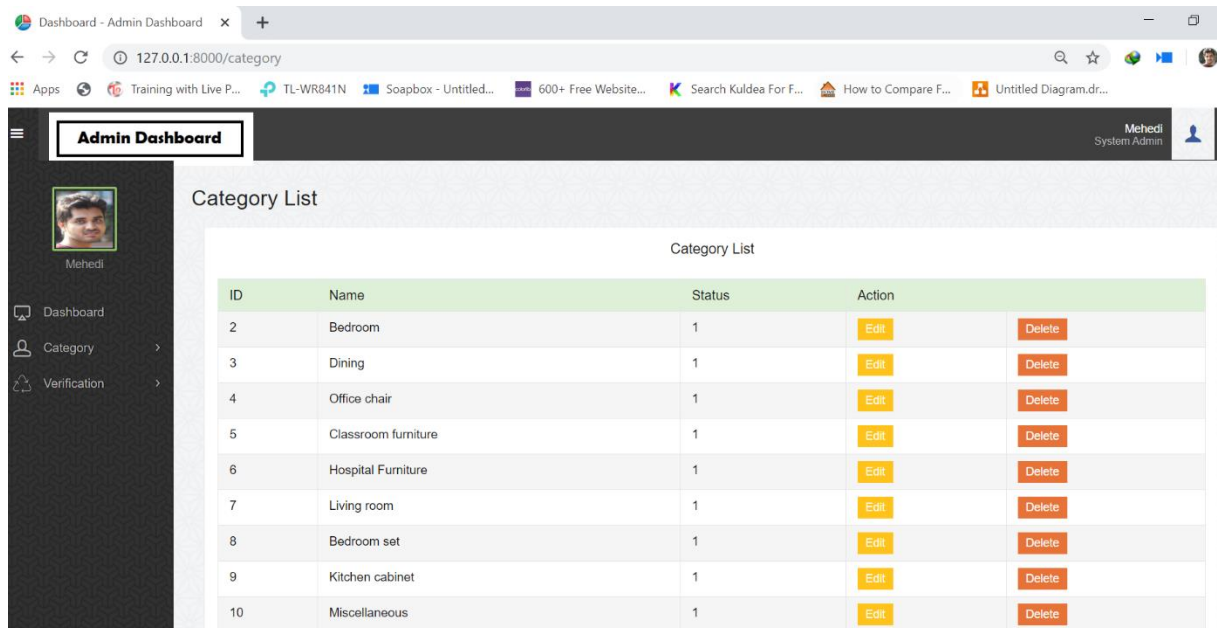
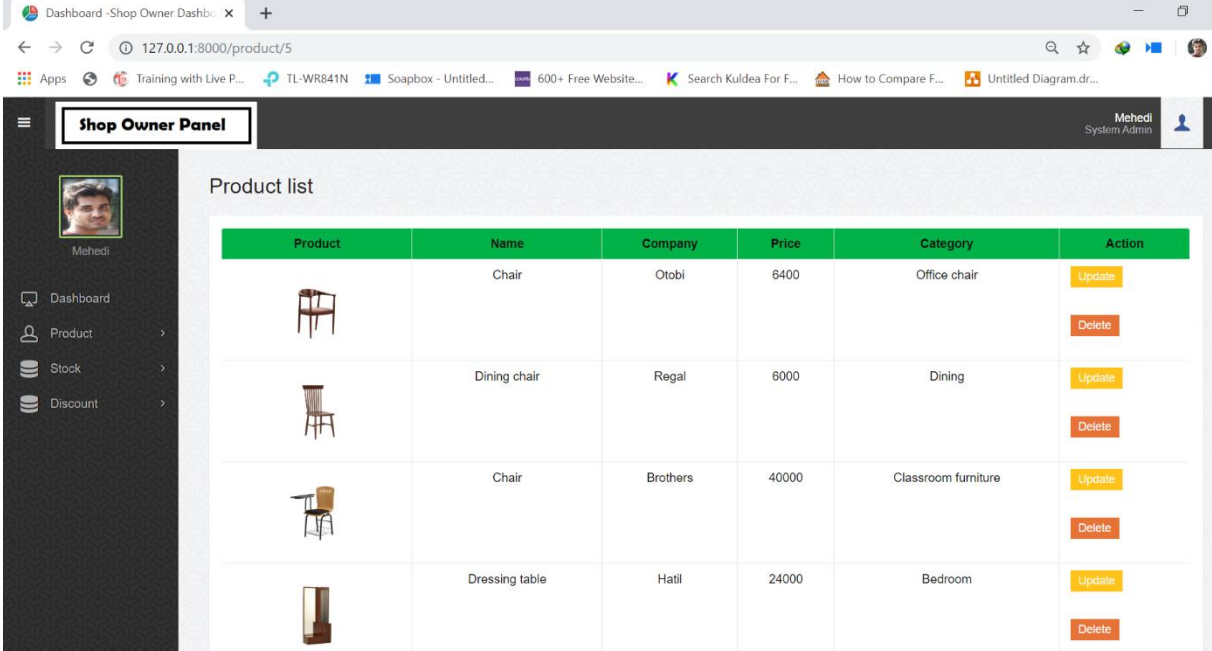


Figure 6.4: Admin dashboard

6.5 Shop owner panel



The screenshot shows a web browser window with the URL `127.0.0.1:8000/product/5`. The page title is "Shop Owner Panel" and the user is identified as "Mehedi System Admin". The main content area is titled "Product list" and contains a table with the following data:





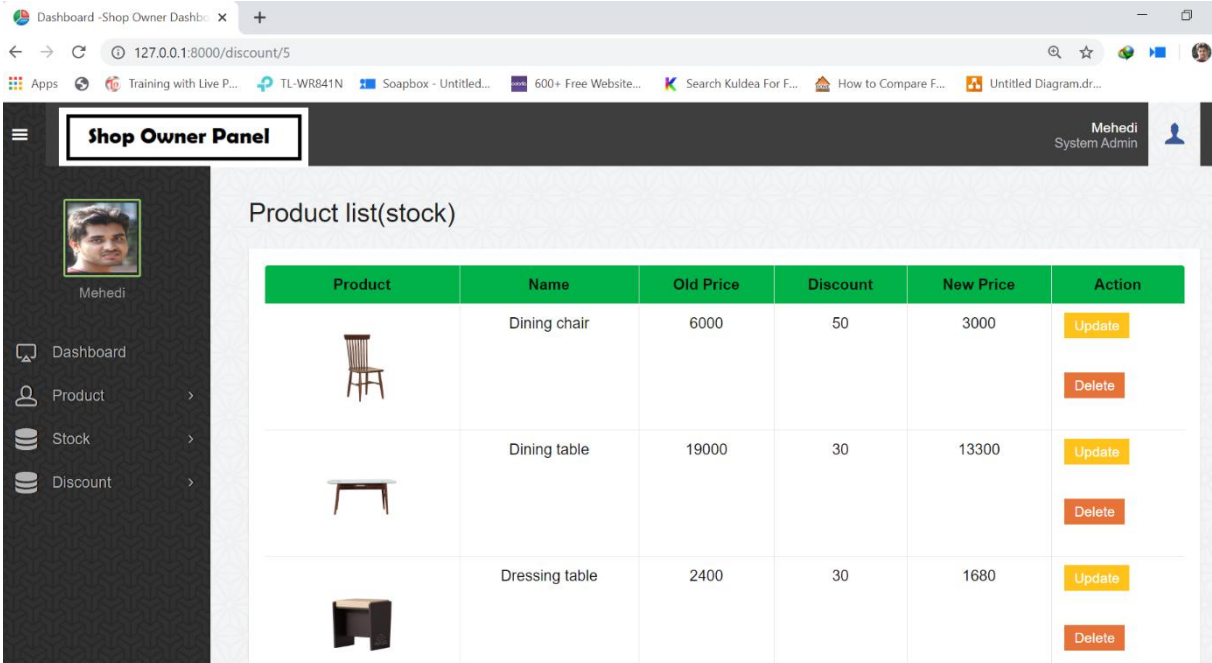
Product	Name	Company	Price	Category	Action
	Chair	Otobi	6400	Office chair	Update Delete
	Dining chair	Regal	6000	Dining	Update Delete
	Chair	Brothers	40000	Classroom furniture	Update Delete
	Dressing table	Hatil	24000	Bedroom	Update Delete

Figure 6.5: Shop owner panel

6.6 Product list (Stock)



The screenshot shows a web browser window with the URL `127.0.0.1:8000/discount/5`. The page title is "Shop Owner Panel" and the user is identified as "Mehedi System Admin". The main content area is titled "Product list(stock)" and contains a table with the following data:




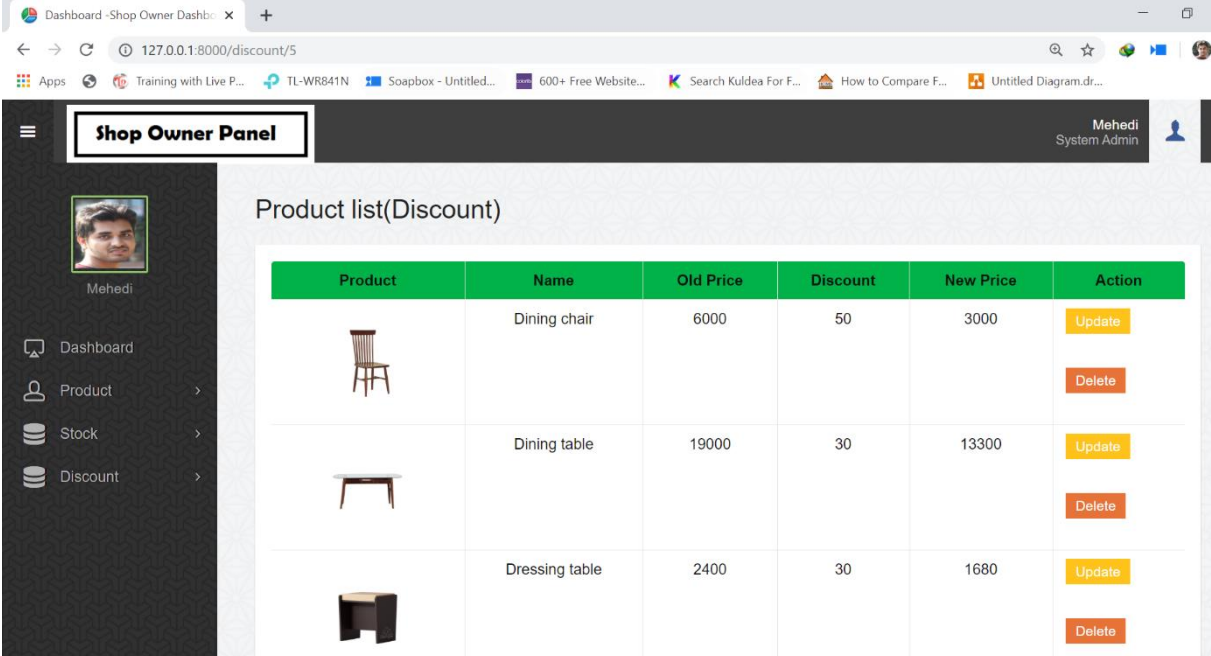
Product	Name	Old Price	Discount	New Price	Action
	Dining chair	6000	50	3000	Update Delete
	Dining table	19000	30	13300	Update Delete
	Dressing table	2400	30	1680	Update Delete

Figure 6.6: Product list (stock)

6.7 Product list (Discount)



The screenshot shows a web browser window with the URL `127.0.0.1:8000/discount/5`. The page title is "Shop Owner Panel" and the user is logged in as "Mehedi System Admin". The main content area displays a table titled "Product list(Discount)".




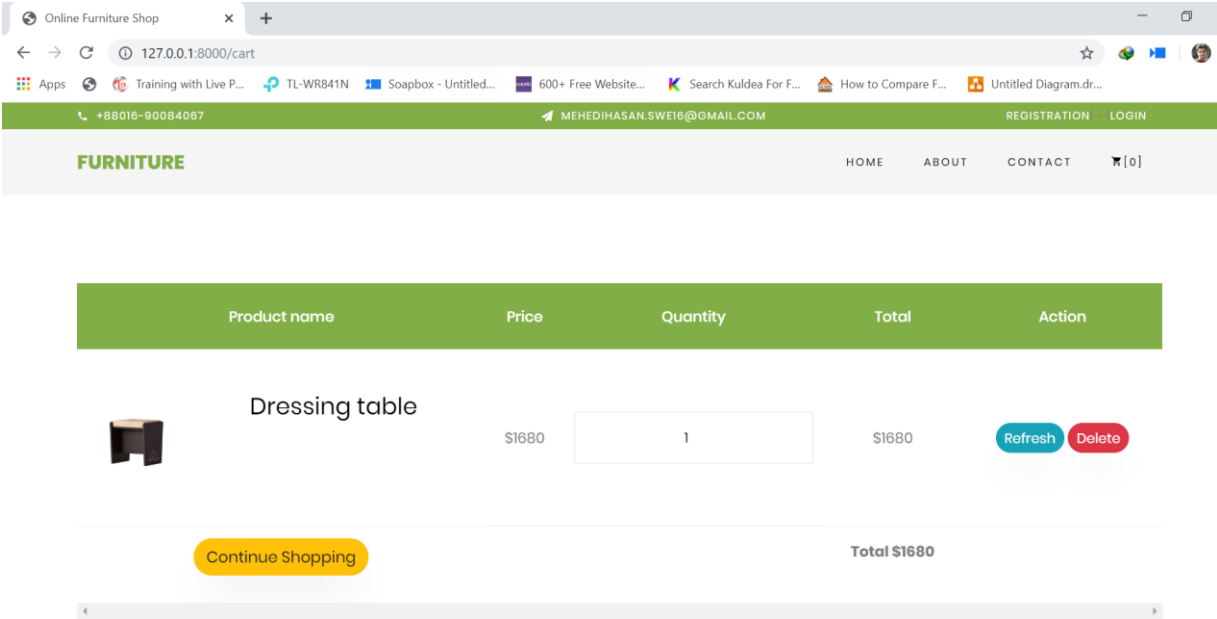

Product	Name	Old Price	Discount	New Price	Action
	Dining chair	6000	50	3000	Update Delete
	Dining table	19000	30	13300	Update Delete
	Dressing table	2400	30	1680	Update Delete

Figure 6.7: Product list (Discount)

6.8 Add to cart



The screenshot shows a web browser window with the URL `127.0.0.1:8000/cart`. The page title is "Online Furniture Shop". The header includes contact information (+88016-90084067, MEHEDIHASAN.SWE16@GMAIL.COM) and navigation links (REGISTRATION, LOGIN). The main content area displays a table with the following data:

Product name	Price	Quantity	Total	Action
 Dressing table	\$1680	<input type="text" value="1"/>	\$1680	Refresh Delete

At the bottom of the table, there is a "Continue Shopping" button and a "Total \$1680" label.

Figure 6.8: Add to cart

7 TESTING

The testing of the software was done in full manual end user data flow testing style. The testing approach is narrated here omitting the technical details.

Two common type of testing is black box testing and white box testing. Black box testing is also called functional testing. In this stage we test only functionality, input, and output. White box testing is structure level testing. For this project I have used black box testing method.

7.1 Testing Strategy:

A testing strategy is a general approach to the testing process rather than a method of devising particular system or component tests. Different testing strategies may be adopted depending on the type of system to be tested and the development process used.

7.2 Test approach:

A test approach is the test strategy implementation of a project, defines how testing would be carried out. Test approach has two techniques:

- **Proactive** - An approach in which the test design process is initiated as early as possible in order to find and fix the defects before the build is created.
- **Reactive** - An approach in which the testing is not started until after design and coding are completed.

7.3 Black Box Testing

Black box trying out additionally referred to as purposeful checking out that ignores the inner mechanism of a device or element and specializes in the outputs generated in response to selected inputs and execution conditions. We have decided to perform equivalence partitioning and Boundary value evaluation for this gadget.

7.4 White Box Testing

White box checking out is a software trying out method wherein the inner structure /implementation of the item being examined is understood to the tester. The tester chooses inputs to workout paths thru the code and determines the proper outputs. Programming understand how and the implementation know-how is crucial.

Pass / Fail Criteria:

The entrance criteria for each phase of testing must be met before the next phase can commence. Now the criteria for pass and fail are given below.

- ✓ According to the given scenario the expected result need to take place then the scenario will be considered as pass otherwise that criteria should be failed.
- ✓ If an item tested 10 times, 9 times perfectly worked and single time do not work properly then it will consider as fail case.
- ✓ System crash will be considered as fail case.
- ✓ After submitting a query in the system, if expected page won't appear then it will be considered as fail case.

7.5 Testing Environment

Testing environment is a setup of software and hardware for the testing teams to execute test cases. In other words, it supports test execution with hardware, software and network configured.

For test environment, key area to set up includes.

- System and applications
- Test data
- Database server
- Front end running environment
- Client operating system
- Browser
- Hardware includes Server Operating system
- Network
- Documentation required like reference documents/configuration guides/installation guides/ user manuals

8 FUTURE IMPROVEMENT

This application avoids the manual work and the problems concern with it. Well I have worked hard in order to present the website. Still, I found out that the project can be done in a better way.

Due to time and technology concern I am unable to deploy notification send the student phone and other small features. For that reason, I am going to develop new features like following:

- ✓ Get payment method system add this system
- ✓ Products some information example-(height, wide, product code, color) and other information add this site

9 REFERENCES

To complete this application, I have taken help from many places. Some references are given bellow

- <http://www.w3schools.com/>
- <https://www.youtube.com/>
- <https://www.google.com/>
- https://colorlib.com/wp/templates/?fbclid=IwAR2GGJ58yJ1LH_xPWj7yE8VE4gukJvEgUN2QTFGk7zoBc6yADXnNLgdqr3k