

**EXPORT IMPORT SYSTEM**  
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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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**DAFFODIL INTERNATIONAL UNIVERSITY DHAKA,**  
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## **APPROVAL**

This project Titled “**Export Import System**” submitted by **Fajilatun Nesha Id: 162-15-8168 and Md Nadim Tarafder Id: 162-15-7712** to the department of Computer Science and Engineering, Daffodil International University, has been accepted by as satisfactory for the partial fulfillment of the requirements for the Degree of Bachelor of Science in Computer Science and Engineering and approved as to its style and contents. The Presentation has been held on 2021.

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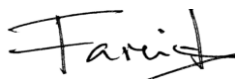
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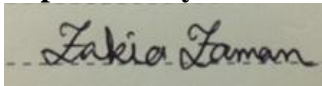
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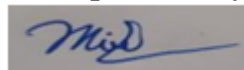
We hereby declare that, this project has been done by me under the supervision of **Ms. Zakia Zaman, Senior Lecturer, Department of CSE** Daffodil International University. I also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

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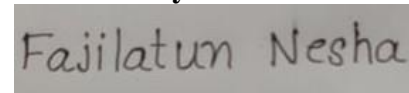
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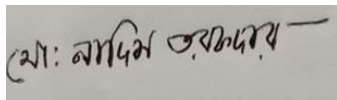


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## **ABSTRACT**

In our busy life everything is technology dependent. Technology makes our lives easier. Now we cannot think of anything without technological help. From morning to night somehow in our life we always connect with internet. It helps us to connect with all around the world. We can take any kind of online service like marketing, banking, tax or any kind of payment or management services through the internet. “Import Export System” is one of that kind of online service providing web base project where people can take service like buying products from importer or exporter from other countries and exporter also can extend their business and make their business well organized and easy by the help of this website.

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# **CHAPTER 1**

## **INTRODUCTION**

### **1.1 INTRODUCTION**

Now we live in a modern society where we try to do our work in a smart and fastest way. For that we try to make a solution for our work through internet and computer. So sometimes we tried to do our work by website and sometimes by Android or IOS app. Mobile app is OS dependent and take space in mobile storage and other side being a user we don't want to install an app for our one-time use. So, we made a web-based project and that's name is "Export Import System" by which anyone get import export facilities.

### **1.2 MOTIVATION**

In our country there are more than hundred e-commerce sites. Most of them sell local products. But Some important product we can't get in those sites but we can buy them from Amazon.com, Alibaba.com or other popular sites. Because of no delivery services in our country we can't buy from Amazon or Alibaba. But there are some Facebook groups where we can request for those products and if any importer willing to import that product for us then we can buy that from them. We already know that Facebook is not trust worthy platform for trading or shopping. So, we decided to make a platform for importers and customer. Where they can take they're without facing any scam.

### **1.3 OBJECTIVES**

The goal of this project is to develop a platform for all type of import export services. It will provide a trustworthy and scam free platform where people can any kind of import and export service. It provides them easy and safe money transaction system too. Because it is

a web-based department project from any device from any browser anyone can take service from this site. It contains delivery facilities too.

## **1.4 EXPECTED OUTCOME**

Attempts have been made to develop a website where people can buy their necessary products from any international website which site's service are not available in our country. It will provide them easily and fastest solution of their needs. It will save their time and money too. Anyone from anywhere can create an account in this website and can request for any kind of product by product link from any kind of website. In their product request they also can give quantity of products and without link they can give products request by description and name of the product.

## **1.5 ORGANIZATION**

The website development project of Import Export System is described in more detail in the following chapters. Such as, for example in chapter 2 "Background Study", in chapter 3 "Specification of Requirement", in chapter 4 "Specification of Project", in chapter "5 Implementation and Testing" and in chapter 6 "Conclusion". References and Appendices are also included for further research on this project.

## **CHAPTER 2**

### **BACKGROUND STUDY**

#### **2.1 INTRODUCTION**

This portion of our paper presents the details background study of our project, problems and its significance and the scope of the study. The proposed project is a web app which helps the users in getting import export services in a smart way. We know that we have various Facebook group which provided same facilities but those are not safe. Sometime people can get scammed. So, we want to create a platform that is easy to use and safe too.

#### **2.2 RELATED WORK**

We did several related works and observe same type of service providing website for this project. We already know about Daraz, evaly, pickaboo and other ecommerce site. Which are most usable in our country but those sites won't be able to provide guarantee of selling hundred percent original product. But for locally not available products peoples depends on Ebuy, Amazon or Alibaba but all those are only for limited products. In other side Backpack is low popular site in Bangladesh which provide direct buy products from other country.

#### **2.3 COMPARATIVE STUDIES**

From the study about related works we find some limitations and some problems on those sites. From the Bangladeshi e-commerce site people only can get the local products. Most of the time those products are very poor in quality and sometimes people get scammed by the evil seller. Other side late delivery is the biggest problem for them. So, for buying original products from the original seller people try Amazon or Alibaba but their delivery

cost is too much higher and sometimes the delivery cost is higher than the original products. But main problem is all seller didn't directly sell product in our country. So, by studying about all of those problem we make some great solutions and we tried to implement them in our website.

## **2.4 SCOPE OF THE PROBLEM**

After studying about problem and limitations of all websites we get some new ideas which we can take as a great scope to get popularity in a short time. Firstly, we will provide services for any country in the world and we will add more than five exporters from those country which are in our service providing list. We will provide our services in a low cost as much as possible. We will add our own currency system for transaction. Because of that people can pay in our site by any kind of payment method.

## **2.5 CHALLENGES**

The Challenges in a work always make us well motivated to do the work until we succeed. All the challenges that we faced in a work created more opportunity and challenges and help us to get the work goal. When we decided to working on this project and from that time we faced many challenges.

- The first challenge was covid pandemic. Because of pandemic time we have to do all off our work at home when it was a group project. Besides that, we can't communicate with our supervisor because of our poor internet connection when we we're in our village home.
- The second challenge was the creating a user-friendly design that easy to understand and easy to use.
- The third challenge was no internet connection in village and our project was fully php Laravel based. So, some time when we need we need to stay at relative's house where we get better internet connection.

- The last challenge was making our work fully bugs free and all functions work well. Our challenge is not that much complex but this endemic makes the situation worst. But day by day we solve out all the challenges one by one with the help of internet and our supervisor too.

## **CHAPTER 3**

### **REQUIREMENT SPECIFICATION**

#### **3.1 INTRODUCTION**

In this section we will briefly describe everything all about our project include this report and the purpose of report.

#### **3.2 REQUIREMENT COLLECTION AND ANALYSIS**

Our project foundation is the requirement of the project and it was the guideline for our development of the web application too.

#### **INITIAL REQUIREMENT**

The main goal to create this web application make the import export sector in our country safe, easy and fast in various way.

- This system must work manually in proper way.
- This system must show real-time data updates. To do this the system need monitoring continuously.
- This system helps normal people buy their products directly form the importer.
- Anyone can become an exporter or an importer by the help of this site.
- User don't need to use any other pos system when the use this website.

## **User/ admin Requirements**

- The user has to register to get the site service. They can add their Profile pictures., Edit profiles, Ad products request for import, give payment receipt as a payment proof.
- Admin also can update profile and he can confirm payment and product request too. He also can remove, update or delete any account.
- Admin can assign anyone from user as a stuff.
- Admin also can demote stuff or give extra permission to e stuff.
- A stuff can do anything what he has permitted for to do by an admin.
- All of the user easily can change their password or they can take direct help from admin or stuff.

## **HARDWARE REQUIREMENTS**

Anyone by any kind of devices like Laptop, Desktop, Android or IOS phone which have any kind of browser and have internet connection can use our system. Because this website is responsive so no one will face any problem for screen size.

## **SOFTWARE REQUIREMENTS**

- A web server will be providing web access to data in a database to the admin and users.
- PhpMyAdmin which is the main software to make this system update day to day.
- As a user level they don't need anything without a pc or mobile phone software.



### 3.3 USE CASE MODEL AND DESCRIPTION

In this use case model, we will discuss methodology of our system and identify, clarify and organize system requirements. A use case diagram is the model of real objects and the system and it defines four components.

- The boundary, which are describe the system of interest in relation to the world around it.
- Actors are individually involved with system and defined according to their working roles.
- Use cases specific the roles that played by the actors with the system.
- It will show relationships between and among all the actors and the use cases.

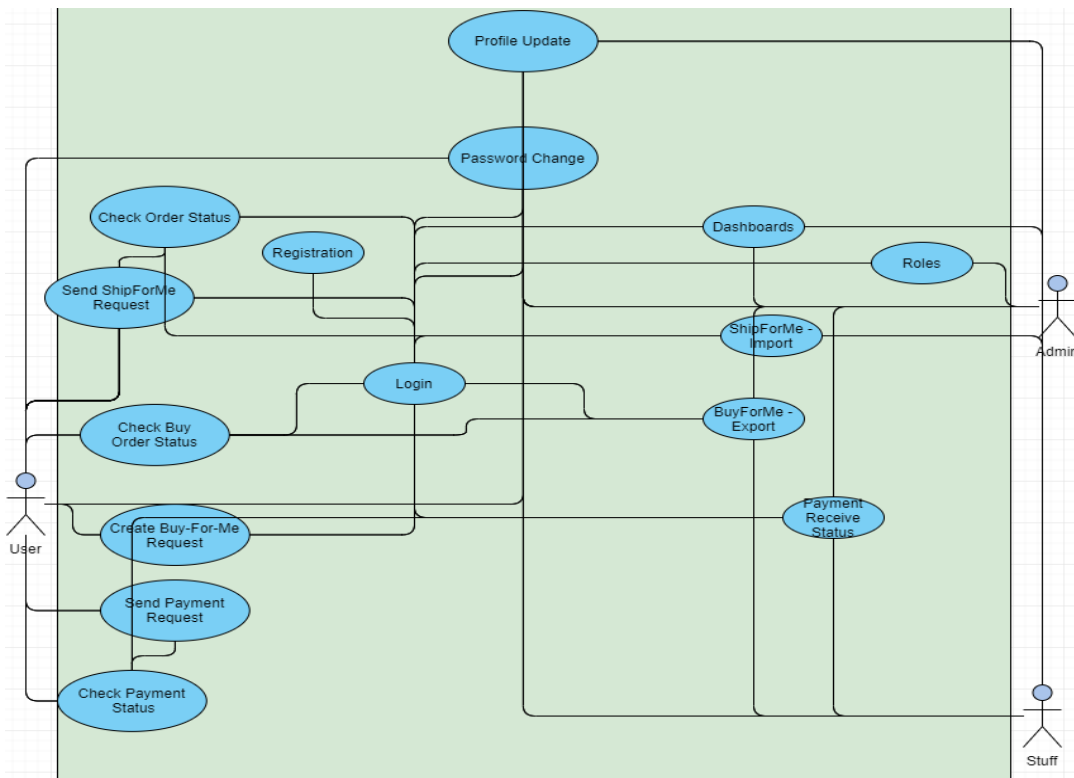


Figure 3.1: Use Case Model and Description

The fig 3.1 is the use-case diagram for our import export project. In this use-case diagram we completely tried to describe user, stuff and admin panel. A user can Check Payment

Status, Send Payment Request, Check Order Status, Send Ship for Me Request, Check Buy Order Status, Create Buy-For-Me Request. Admin can select role and promote a user as a stuff. An admin and a stuff can maintain Dashboards, Ship for Me – Import status, Buy for Me – Export status, Payment Receive Status, Client Quote, Users, Payment Service, US Address, Status, Courier Type's and FAQ. Anyone can register as a user. Admin and Stuff can delete an account. Everyone can update their profile and changed their password.

### 3.4 LOGICAL DATA MODEL

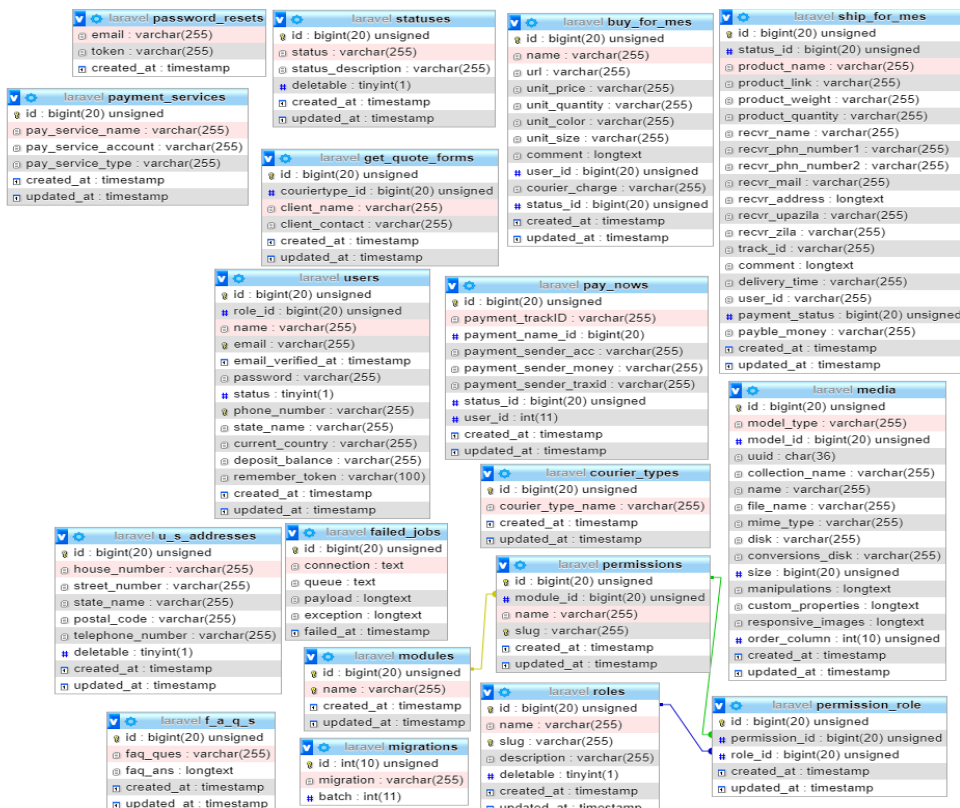


Figure 3.2: Logical Data Model

In fig 3.2 we tried to show our full database model and you can understand how our project's data are connected with others data of our project. As a example you can see roles need permission role and it also depend on permissions data table that's mean role can only accessible by Admin of our website.

### 3.5 DESIGN REQUIREMENTS

The Requirement of designs is important thing for a project. It's kind of mind map that help a developer and his team to understand their work correctly. If developers understood their design in proper way it will help them to connect their work with other developers without any problem.

Table 3.1: Requirements

User	Stuff	Admin
Dashboard	Dashboard	Dashboard
Check Payment Status	Payment Receive Status	Payment Receive Status
Send Payment Request	Payment Service	Payment Service
Check Order Status		
Send Ship for Me Request	Ship for Me – Import	Ship for Me – Import
Check Buy Order Status		
Create Buy-For-Me Request	Buy for Me – Export	Buy for Me – Export
	Users	Users
		Roles

In table 3.1 we show all the design requirements. We show their user have Check Payment Status, Send Payment Request, Check Order Status, Send Ship for Me Request, Check Buy Order Status and Create Buy-For-Me Request functions. Admin and Stuff have similar types of functions like Payment Receive Status, Payment Service, Ship for Me – Import, Buy for Me – Export and Users beside that admin will get extra feature Role select option.

## CHAPTER 4

### DESIGN SPECIFICATION

#### 4.1 FRONT-END DESIGN

Front end is the visual part of our work. It can be defining as the interface and user interaction of info that's mean it is the presentation layer. It is the most valuable part for a developer. Because it is the only part that will be seen by its user. So, developer should make their front-end design as much as simple and easy to understand. For that reason, we give a huge time to make our design. As our design is responsive anyone can use it from any browser with the help of any devices and internet connection. So, we can say that screen size is no matter for our website.

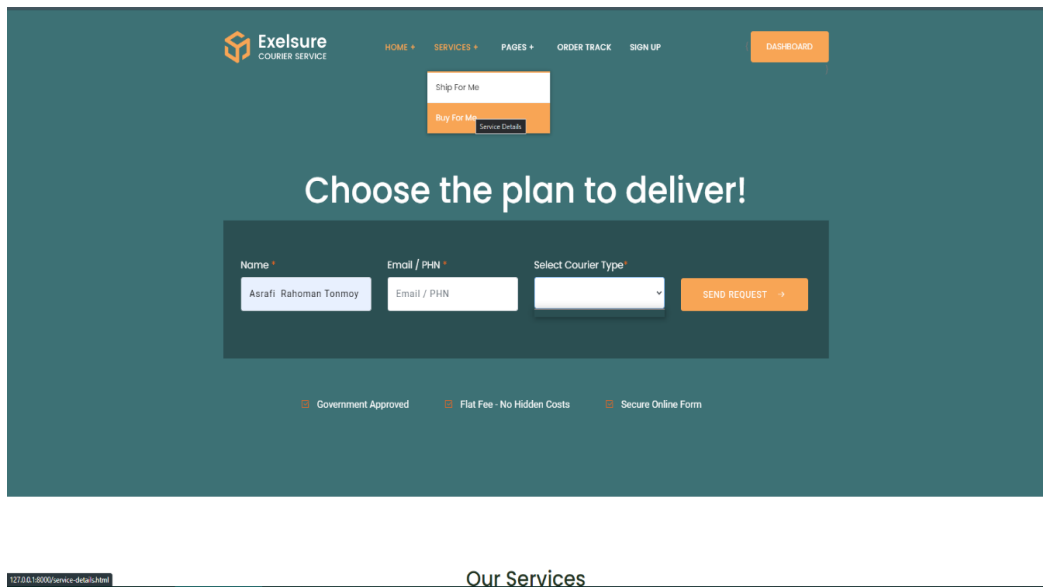


Figure 4.1: Home Page

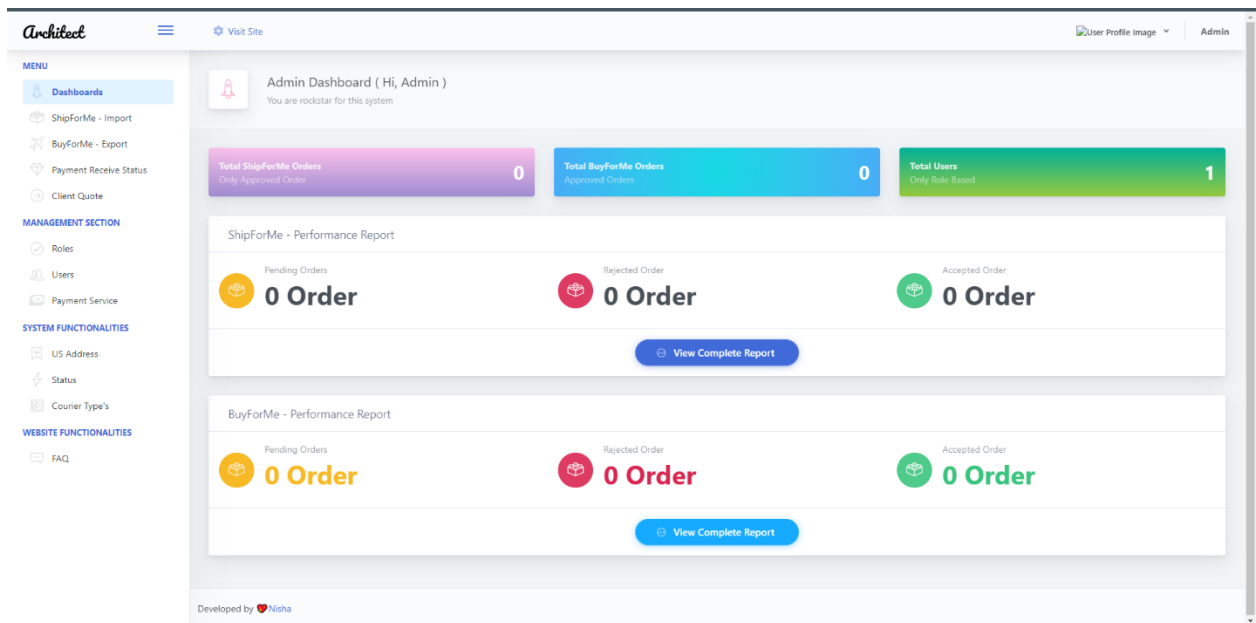


Figure 4.2: Admin dashboard

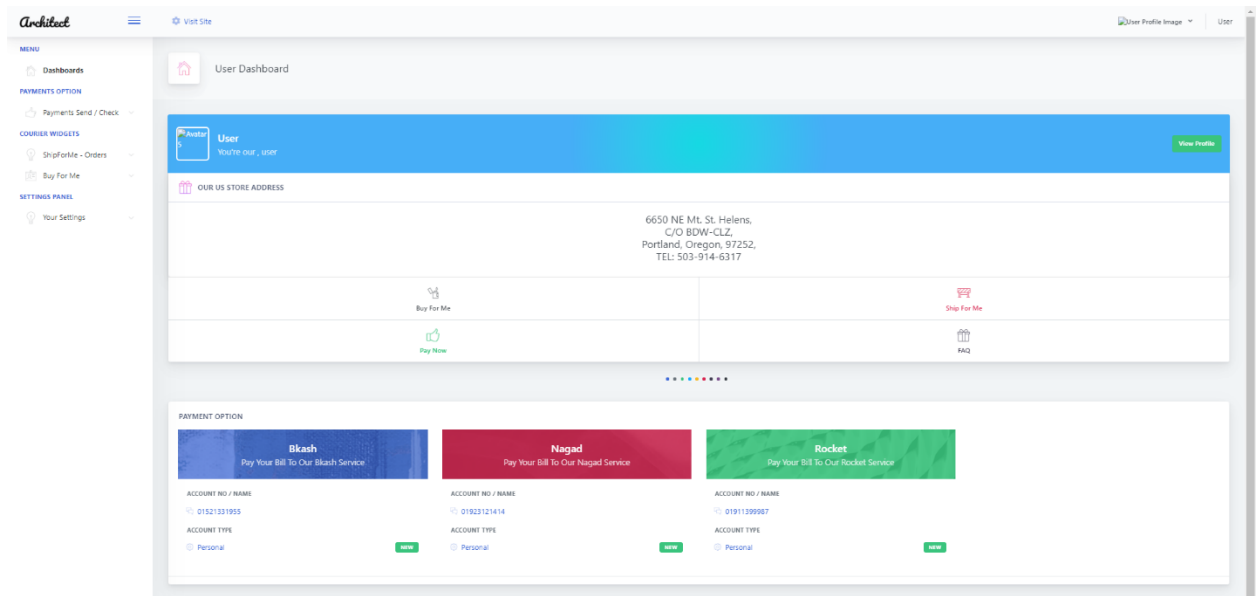


Figure 4.3: User dashboard

Figure 4.1 is the home page of our website. User and admin can login to site by clicking sign in where now showing dashboard option because we are already logged in. Then you can see the user and admin dashboard in figure 4.2 and 4.3. In figure 4.2 and 4.3 if you

look left site, you can see all functions of user and admin. We tried to make our site as simple as possible and easy to understand with a good interface. We use here HTML-5, CSS-3 and Bootstrap-4 to design our site. We take help from various site and source for good design with best color combination.

## **4.2 BACK-END DESIGN**

Back end is the backbone of our website. It is the unseen part for a user. Because they don't need this. In figure 4.2 you can see admin can fully handle everything from back side without seen by any user. Their existence is invisible but always active. Background is a combination of the databases and all the programming languages that run on the web server. The back end directly interacts with the database via an application. In figure 4.4 below, we tried to define a part of back-end design.

### **FUNCTION**

- Database creation, integration, management e.g. MYSQL.
- The language HTML-5 and CSS-3.
- Backup and restore technology for our website database and resources or files.

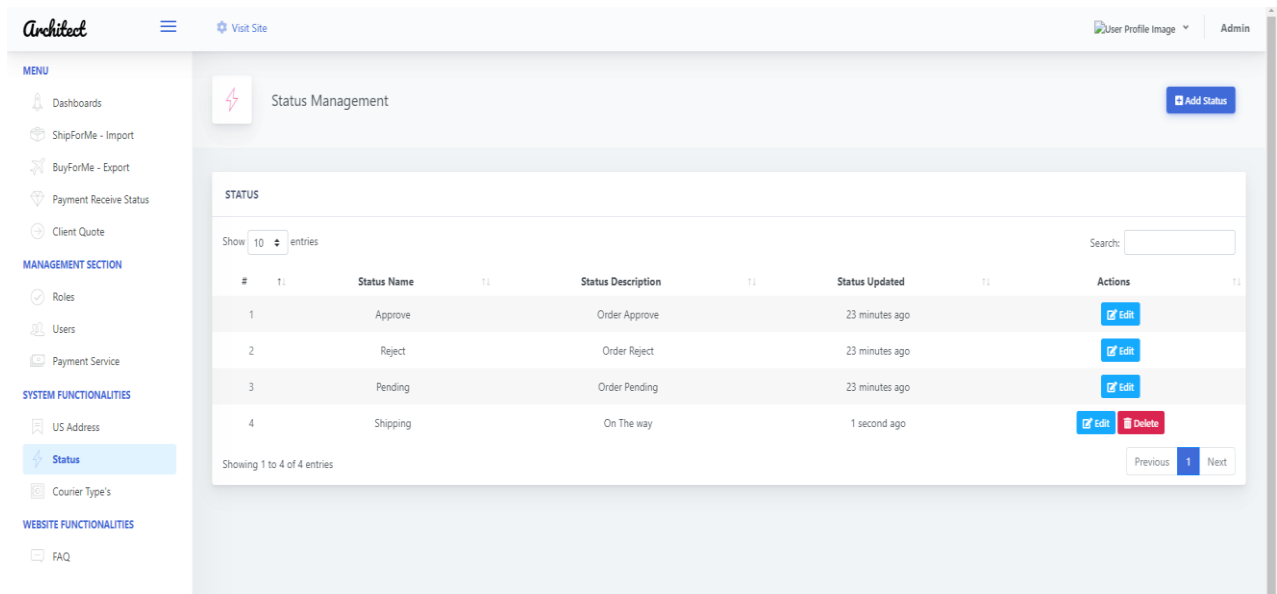


Figure 4.4: Order status control page.

## 4.3 INTERACTION DESIGN AND UX

### THE PROCESS WE USE TO DESIGN THE INTERFACE

There are many processes to design an interface like this,

- Make prototype with Adobe XD
- User analysis by testing usability and durability or site.
- Organized and designed Information architecture
- Graphical user interface design
- Software maintained

## 4.4 IMPLEMENTATION REQUIREMENTS

On our project development time we make various changes in our project. Some of the are minor and some of them were big changes. We make those changes because of the

requirements. If we want to fulfill our main requirement, we need to skip something. After making final requirements we done everything part by part and step by step. After implementing a part, we test it and discuss in a team that it is okay or not.



## **CHAPTER 5**

### **IMPLEMENTATION AND TESTING**

#### **5.1 IMPLEMENTATION OF DATABASE**

In modern databases there are two types of databases one is SQL and another is NoSQL. But almost in all classes SQL is the best choice and more traditional to use. MYSQL, PostgreSQL and MSSQL are common SQL implementations.

#### **INSTALLATION REQUIREMENT**

- i. XAMPP
- ii. PHP
- iii. My SQL
- iv. Web Server
- v. HTML 5
- vi. CSS 3
- vii. Bootstrap 4

#### **INSTALLING AND VERIFYING “WEB SERVER” AND “MYSQL DATABASE”**

To install our server and run our project in any computer need to do some steps. Firstly, you have to install some software and then run some command in project file.

#### **SOFTWARE NEED TO INSTALL**

- i. PHP
- ii. XAMPP
- iii. Compose
- iv. VScode

## COMMANDS

You have to run these commands in project file where you have store it and in that file you have to run cmd and write these commands:

1. composer install
2. Composer dump-autoload
3. Composer dump-autoload
4. copy .env.example .env
5. php artisan key:generate
6. php artisan migrate
7. php artisan db:seed
8. php artisan serve

## 5.2 IMPLEMENTATION OF FRONT-END DESIGN

After run “**php artisan serve**” command in cmd you will get a link and then you have to copy the link and pest it on your browser. After fast the link you will able to full website and able to use in local server. Our full website is Laravel framework base and we used here html 5, css 3, bootstrap and other things to make it beautiful.

## 5.3 IMPLEMENTATION OF INTERACTIONS

For implementation of interactions, we used some processes:

- make connection of php code with html code
- make perfect weight of html file
- make responsive design
- create database

## 5.4 TESTING IMPLEMENTATION

For testing implantation, we use those process,

- Testing implementation by some user
- Getting feedback
- Test by various software
- Test by professional user

## **5.5 Test Results and Reports**

Every project needs test trail before it publishes and make a test result report before handover it to clients. Because client can understand that the project is fully okay for him. We test our project several times. Every time when we add something new we test it. Then when we finished our project, we run test again and record all the bugs and then fixed it. End the end we get our test result and report that have zero percent bugs and zero percent database issues.

## **CHAPTER 6**

### **CONCLUSION AND FUTURE SCOPES**

#### **6.1 DISCUSSION AND CONCLUSION**

It was a wonderful experience to working on this project. We learned many things due to working on this project that we can use in our real life in feature. We are very proud of to work on this project. Because we did something new and something like professional. In feature people will get benefited from this website. Because this import export system or process is too much difficult for new comer and normal people can't get directly by from export. Now by the help of this site they also will get benefits.

#### **6.2 SCOPE FOR FURTHER DEVELOPMENTS**

Actually, we have to do few further developments on this project. We want make it more user friendly and useful. In future we want to publish this site and make this site free to use for every user. In future we will do two things

1. Make android and iOS app,
2. Us AI to maintain everything.

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# PLAGIARISM

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