Online Tailoring App

By

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171-15-8962

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

This Project/internship titled"Online Tailoring App" submitted by Sabrina Azad Tarango, ID No: 171-15-8962 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 B.Sc. in Computer Science and Engineering and approved as to its style and contents. The presentation has been held on

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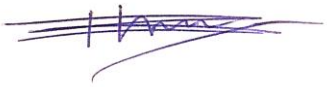

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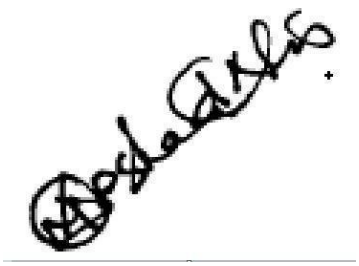

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DECLARATION

We hereby declare that, this project has been done my **Sabrina Azad Tarango** under the supervision of **Ms. Afsara Tasneem Misha, Lecturer, 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 or diploma.

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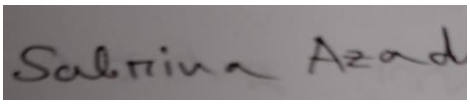

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ACKNOWLEDGEMENT

First, I have to thanks Allah for His blessing makes me possible to complete my project successfully. I am very grateful to **Ms.Afsara Tasneem Misha, Lecturer,** Department of CSE Daffodil International University, Dhaka. My Project is an **Application** which is known as **Mobile App.** My supervisor gives the endless support to complete my project. She guides me very well. Without her support, it's not possible for me to do this project.

I would like to thanks our department Head Dr.Touhid Bhuiyan, Head of, Department of CSE, for his gracious help to complete my project and other faculty member and staff of the CSE Department of Daffodil International University.

Finally, I must thank my parents cause without them I couldn't be able to do anything. They support me more than anything.

ABSTRACT

My project name is "**Online Tailoring App**." It is a development project. Bangladesh is a developing country. Day by day, everything becomes online-based. So why not tailor. Now you can make your desire dress by using this online tailoring. You don't need to go outside to make the dress; you can order from home by using this app.

In-country we are modernized day by day. In this coved situation we shouldn't go out for any purpose. By using this app, we can easily do our tailoring at home. The tailor will come to our house to take the order. So, we don't need to go out. It's an E-commerce project an internet-based program. People Who are using this app must have access to the internet. It's a user-friendly app so that anyone can use it easily.

This app also helps us to solve the unemployment problem. More tailors will be connected by this app and create big E-Commerce sites. It also helps to increase our GDP.

TABLE OF CONTENT

CHAPTER 1

INTRODUCTION

"Online Tailoring App" is an application is which is used for tailoring purposes. Now you can make your desire dress by using this online tailoring. You don't need to go outside to make the dress; you can order from home by using this app.

,

1.1 **INTRODUCTION**

Life becomes so more accessible when we start using technologies. Within a short time, we could get anything whatever we want. Day by day, everything becomes online-based. So why not tailor. You can order your dress from home. You don't need to go outside. Many shops choose your preferred shop in this app, and the tailor receives your order. They come to your location and take your order. After making the dress, they will deliver your clothing to your address. You can pay here in two ways 1—digital 2.Cash.

1.2. **MOTIVATION**

Digitalization is the main motto of our country & this is the century of technological dominance. Now online marketing is becoming a colossal platform & it'll be the e-commerce & fashion design area. This app focuses on the intelligent handling of potential dressmaking according to designs and other requirements, ensuring public satisfaction. I genuinely believe it helps our society from unemployment problems.

1.3. **OBJECTIVE**

I am introducing an android application in an online platform to reduce the hassle & time-consuming tasks regarding tailoring new clothes. It will be economical & will also emphasize creating a customer-friendly business platform.

1.4. **EXPECTED OUTCOME**

Bangladesh is an overpopulated country. Every year we faced an unemployment problem. Cause there is no vacancy for a job. If we do tailoring as an occupation, it could solve our unemployment problem. On the other people don't need to go outside to make their dresses.

1. Tailoring can be done at home.

2. An e-commerce zone for the unemployed population.

3. It helps us to increase our GDP.

1.5. **REPORT LAYOUT**

In my report, there are six chapters.

The Introduction, motivation, objective, expected outcome, report layout has been described in chapter one. The second chapter it's about the background and covers related work. The third chapter, it's about requirement specification. In chapter four, we explain design specifications. In chapter five, we describe Implementation and testing. In the last chapter, we just explained the conclusion. In the previous part, there are some references.

CHAPTER 2

BACKGROUND

2.1. **INTRODUCTION**

Tailor is the essential thing in our life case without tailoring any dresses we couldn't wear. Using this app, we can order our dresses for tailoring. Even we don't need to go out. They will take our order from home. In this COVID situation, it not safe to go out. So, now we don't need to go out to make dresses. It also saves our time. Nowadays, everything has been digitalized. So, in this tailoring sector, it should be digitalized and become a part of E-commerce.

2.2**. RELATED WORKS**

In my project "Online Tailoring App," there are two parts: Admin, other is User. It's a straightforward app and user-friendly. Customers or users have to choose their shop, then select categories of dress and place the order. Admin checks the order and goes to the customer's place, and takes the measurements. After making they give delivery to the customer house and get the payment.

2.3. **COMPARATIVE STUDIES**

"online Tailoring App" It's a part of E-commerce. There are so many E-commerce sites in Bangladesh. This app is somewhat an online shopping type app, but it is only about tailoring, not selling clothes or other stuff. It's pretty similar to an online shopping-related app.

2.4. **SCOPE OF THE PROBLEMS**

It's an online-based app, so you have to be connected with the internet, and you have to understand how to use it. But in our society their a lot who don't know how to use the internet and smartphone. It could be a big issue. Sharing customer's addresses could be a security issue. So, we have to monitor everything properly.

2.5. **CHALLENGES**

In the marketplace, there are a lot of challenges. When we developed something, we face so many difficulties. Cause everything has been updated at every moment.

When an app or project runs well in the marketplace, opponent companies try to lounge something better than this to benefit.

We always have to focus on our qualities, uses, and securities. Otherwise, it never could be easy to compete with other companies.

CHAPTER 3

REQUIREMENT SPECIFICATION

3.1. 1.BUSINESS PROCESS MODEL

Business process modeling isn't a new idea, and it’s been around for quite some time. The changes technology can make to company productivity and efficiency, on the other hand, are nothing short of revolutionary.

Business Process Model

Online Tailoring Shop System

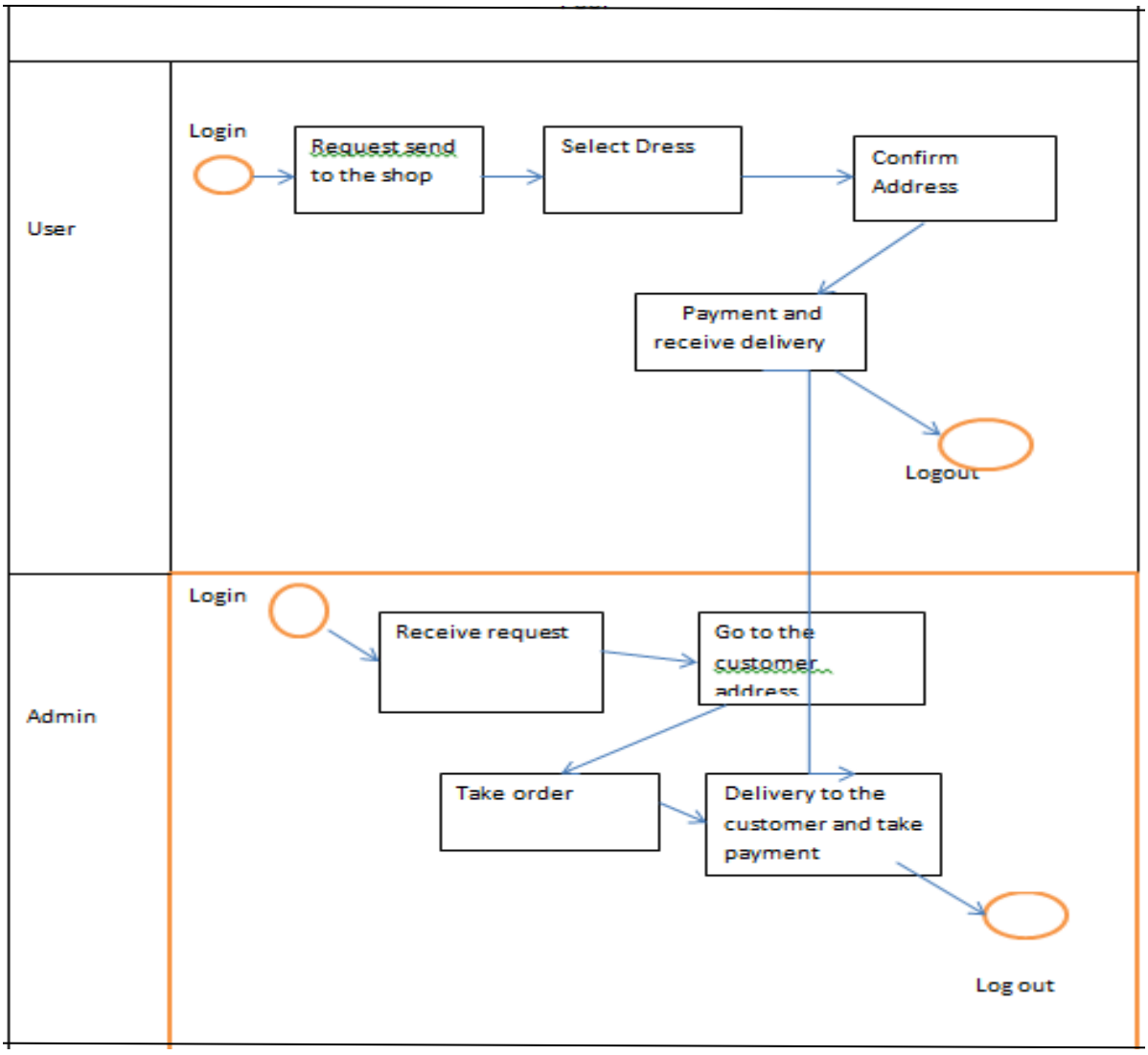


Figure 3.1: Business Process Model

3.1.2. BLOCK DIAGRAM

A block diagram represents a system in which the major components or functions are represented by blocks connected by lines that illustrate the relationships between the blocks. Hardware design, electronic design, software design, and process flow diagrams demonstrate where they're employed in engineering.

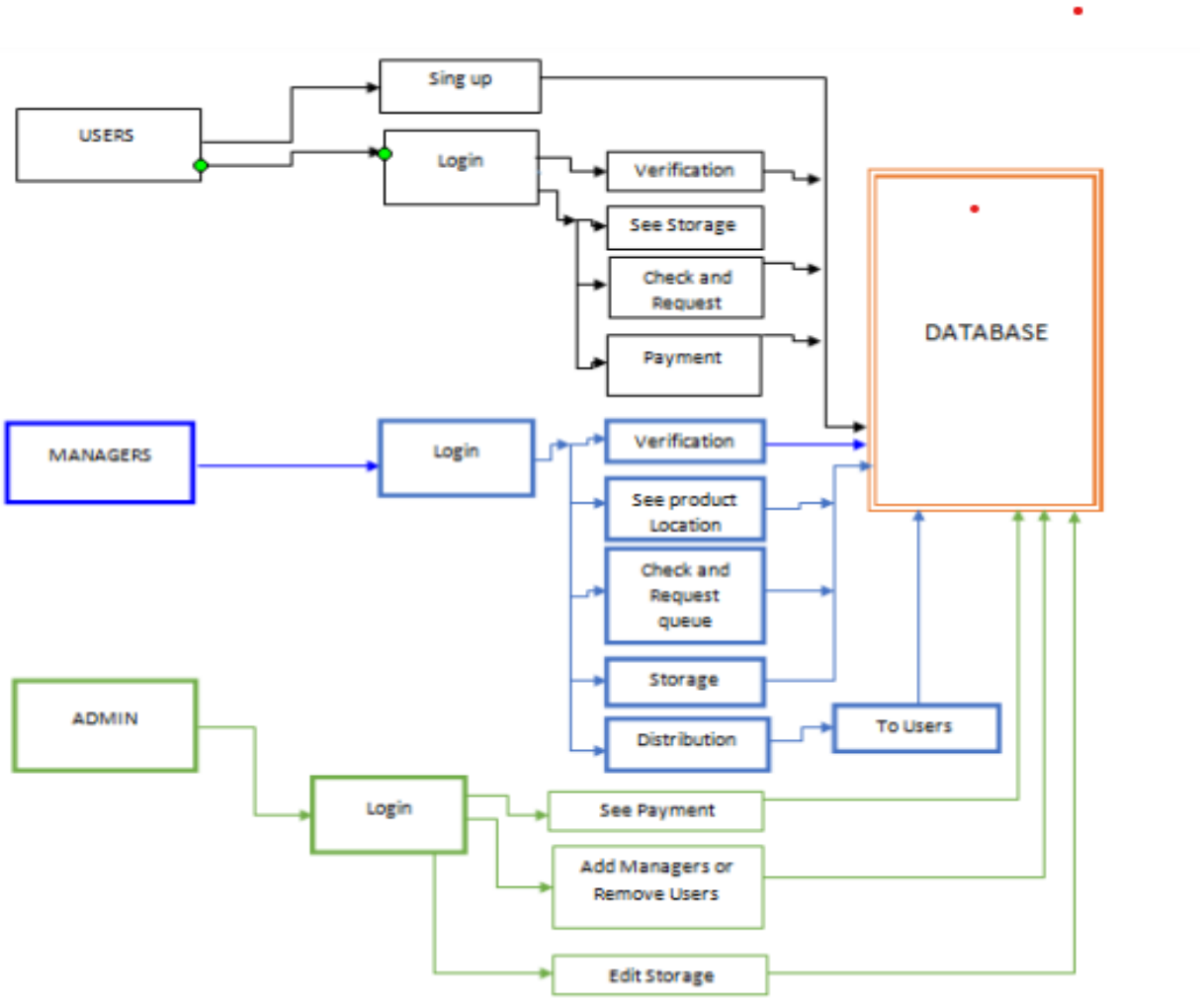


Figure 3.2: Block Diagram

3.3. REQUIREMENT COLLECTION AND ANALYSIS

Requirement collection and analysis is the most important thing. There are always two-part of requirement one is functional, and the other is nonfunctional requirements. Applicable requirements are software-based and nonfunctional requirements are planning about project implementation expected outcome of the project.

3.4.USE CASE MODELING AND DESCRIPTION

A use-case model represents how various sorts of users interact with a system to solve an issue. It explains the users' objectives, interactions with the system, and the system's expected behavior in achieving these objectives.

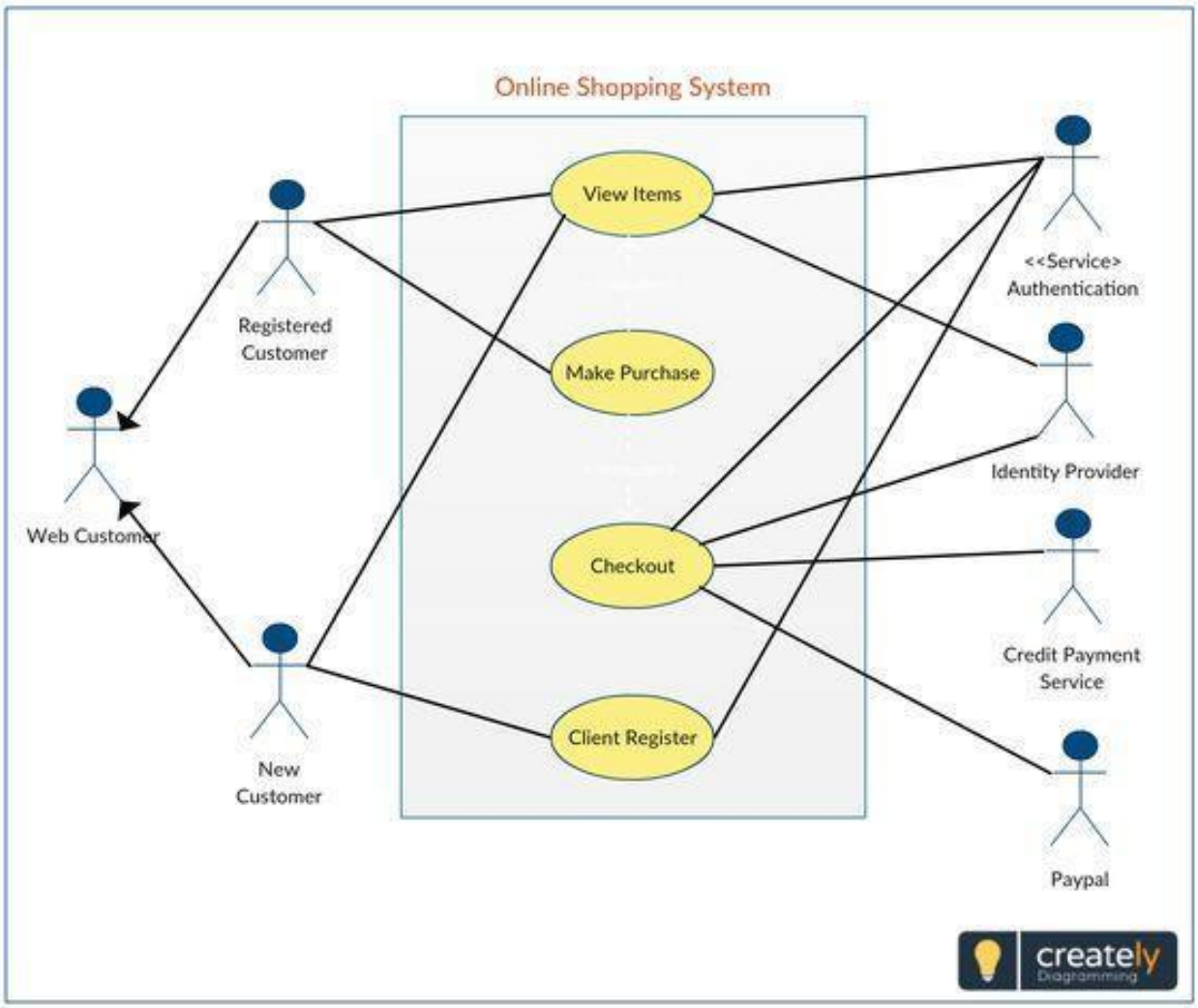


Figure 3.4:Use Case Diagram of the System

3.5: LOGICAL DATA MODEL

A logical data model, also known as a logical schema, is a data model of a problem domain defined in data structures such as relational tables and columns, object-oriented classes, or XML tags, irrespective of a particular database management product or storage technology.

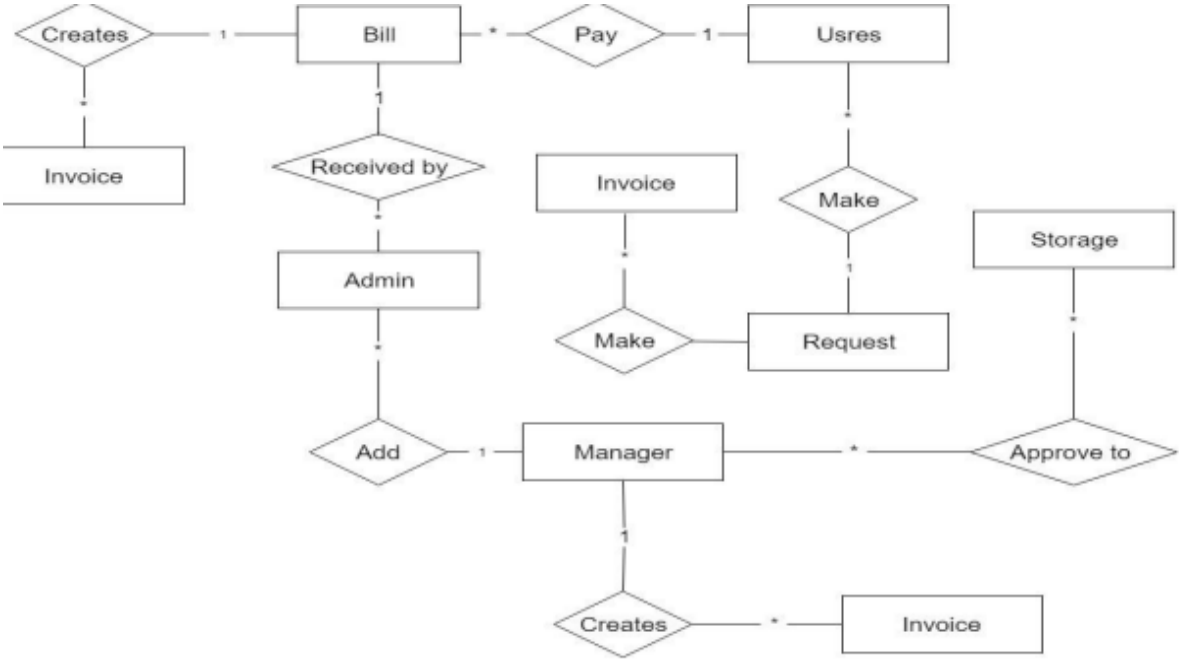


Figure3.5: Logical Data Model

3.5. DESIGN REQUIRMENTS

Requirement for design. Something that is required or desired. Something that must be done; a condition that must be met. The functional properties that enable the team to translate ideas into design features are known as design requirements.

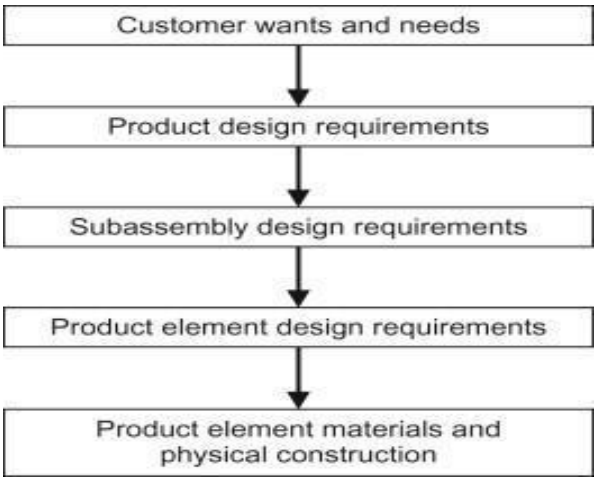


Figure3.6: Design Requirements

CHAPTER 4

DESIGN SPECIFICATION

4.1.FRONT-END DESIGN

Front-end design is most important in every application. It must be user-friendly so that customers can use it easily. Design must be eye-catching. It's must be easy to understand how to use it. In this application, we used Java XML and MATERIAL DESIGN. We Used ANDROID STUDIO to implement the whole project.

Figure: JAVA LOGO

Figure: XML CODE LOGO

Figure: ANDROID STUDIO

The front-end design of my application, "Online Tailoring App."

Figure 4.1.1: Customer register

STEP 1: First, you have to register for the application.

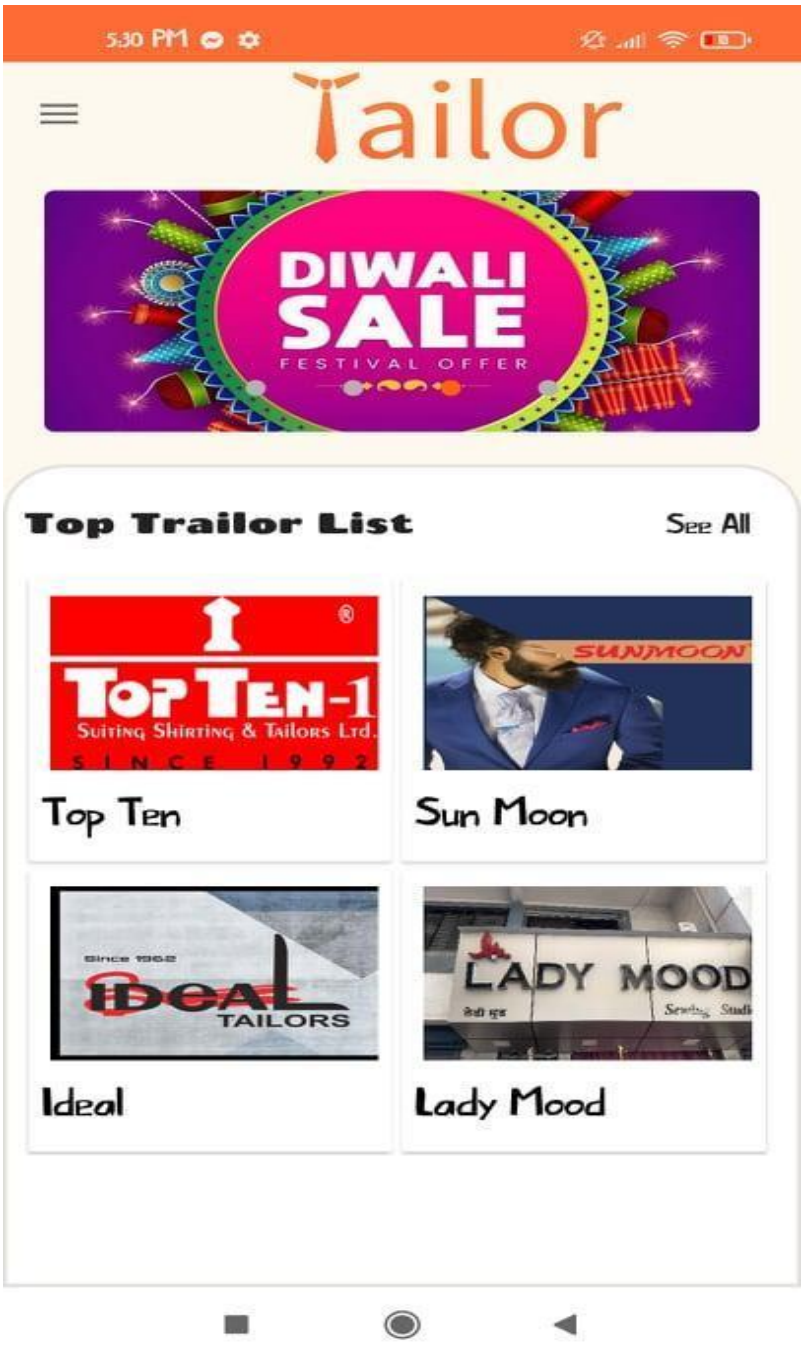


Figure4.1.2. Tailoring Shop

STEP 2: Choose the shop.

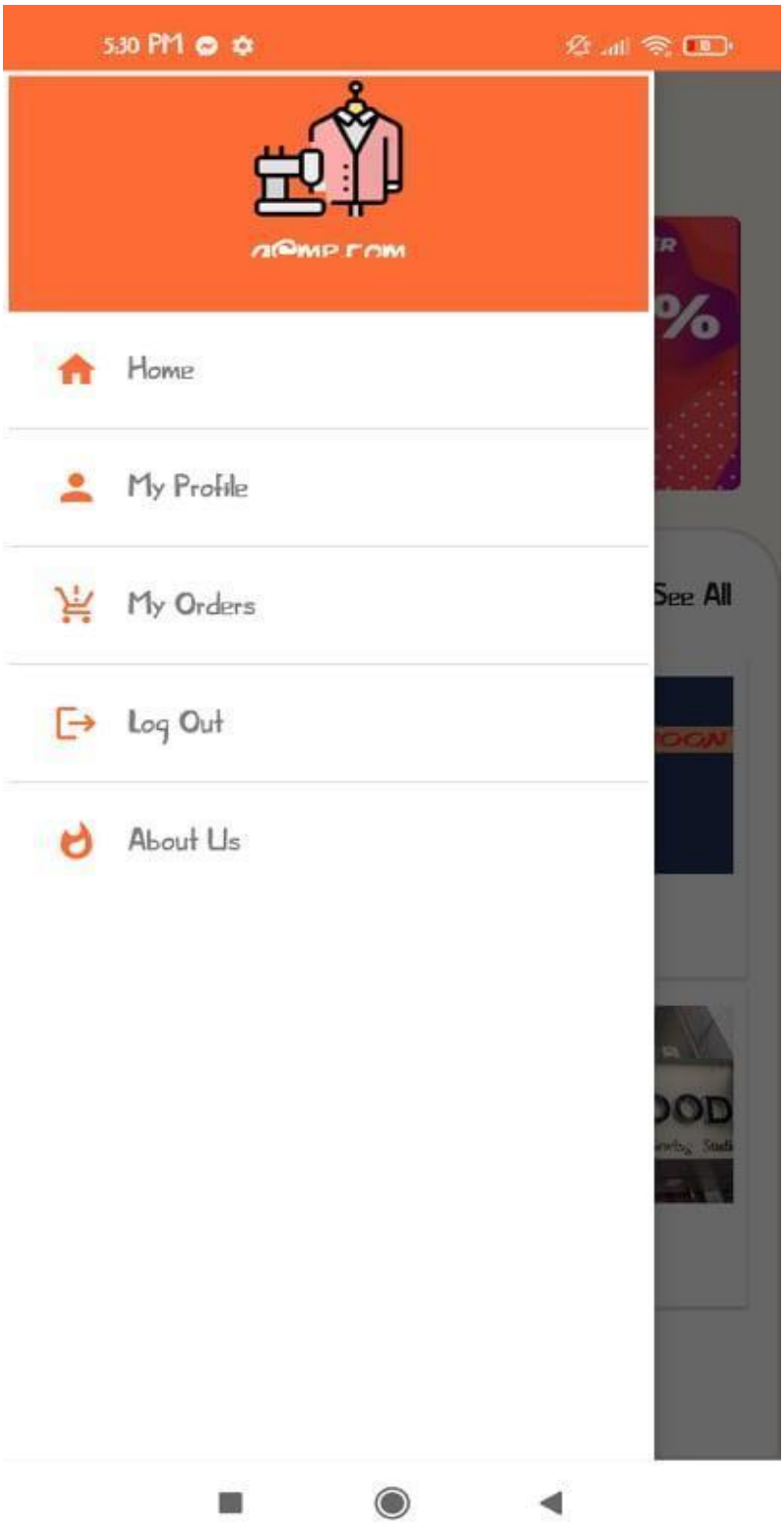


Figure 4.1.3: MANUE BAR

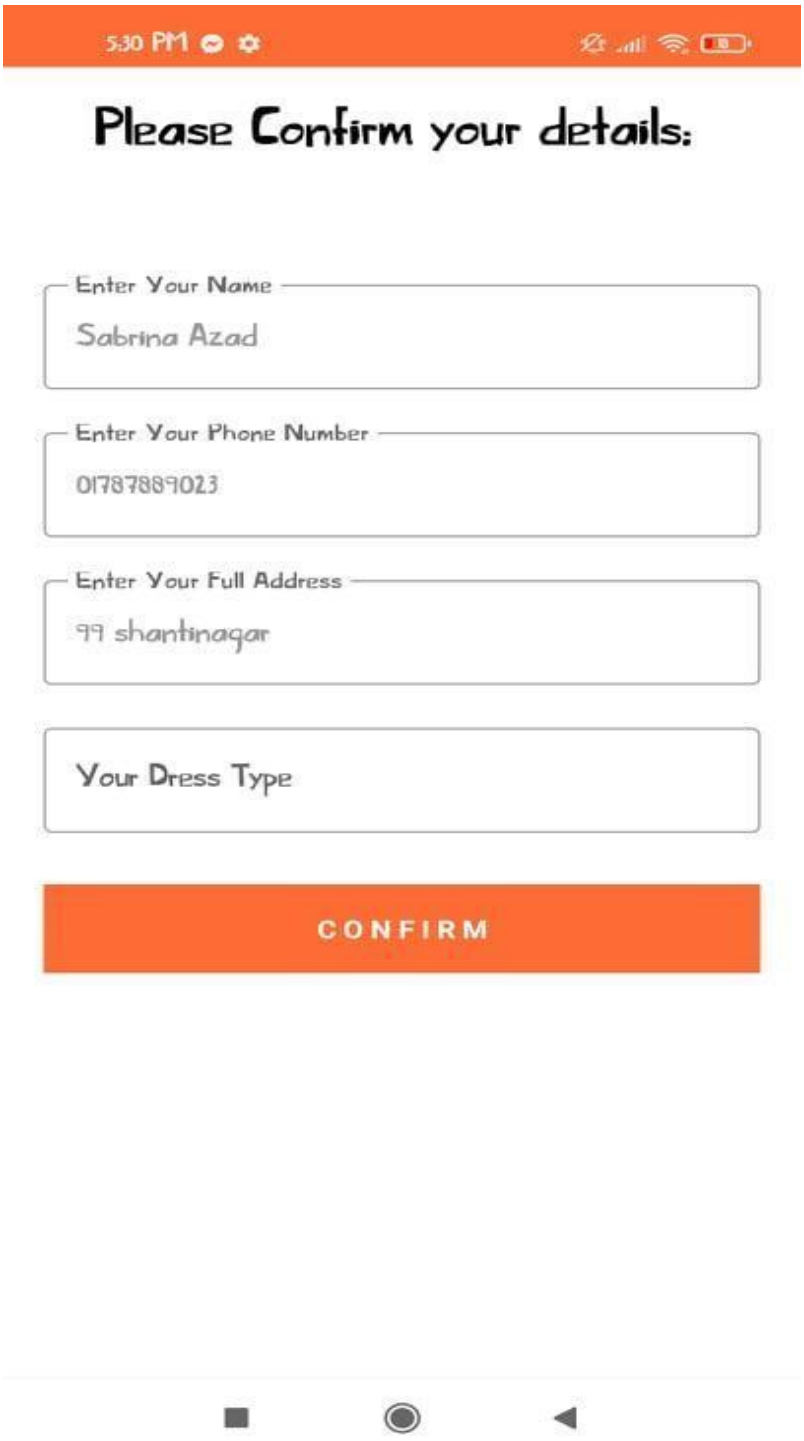


Figure 4.1.4: Select dress and Confirm

STEP 3: Here, you have to select the dress and confirm your order.

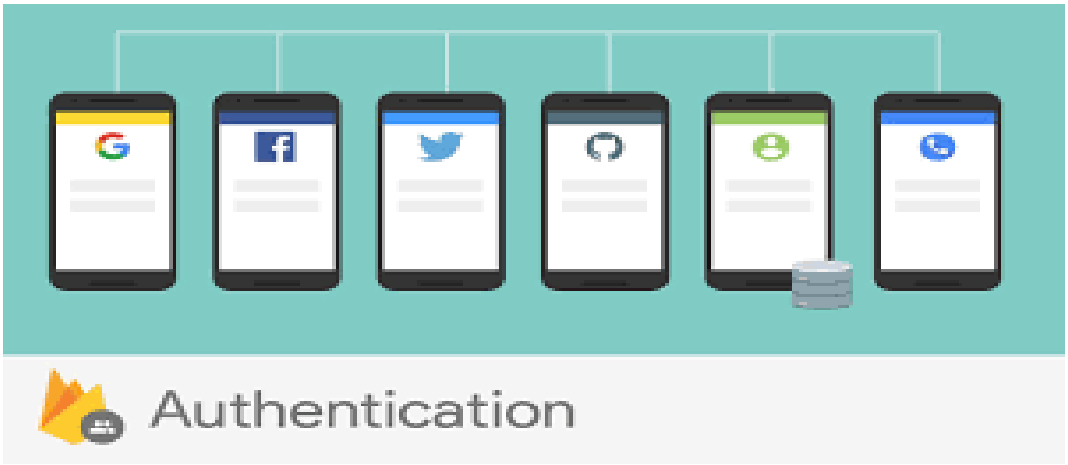
4.2. Back-end Design

In this application, we used Firebase Realtime Database, Firebase Authentication, Firebase storage for image storage.

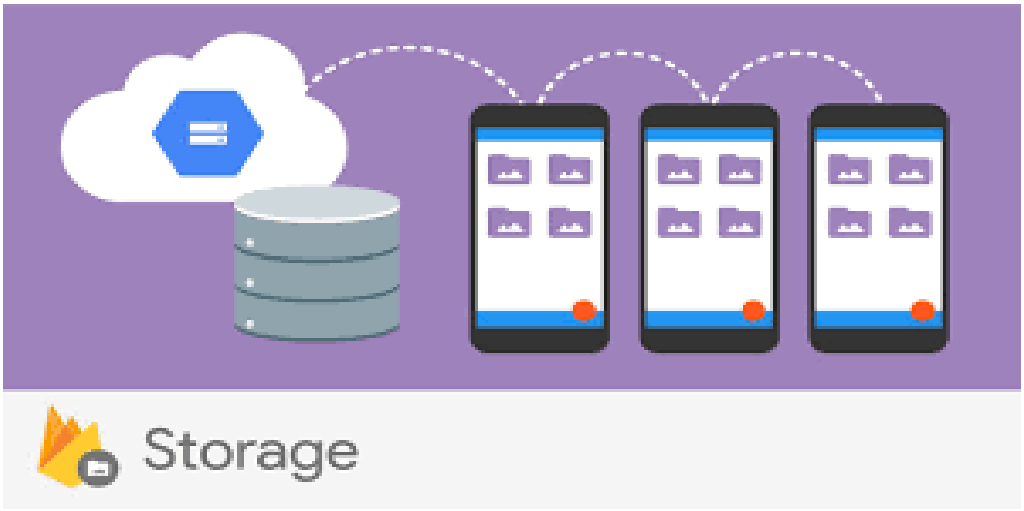
Firebase Real-time Database: Store & adjust knowledge between your users in real-time with the real-time Database. Optimize for offline use and build sturdy user-based security for your app. trustworthy by +200,000 Devs. Build quick For Any Device. Build Extraordinary Apps.

Figure 4.2.1: Image of Firebase

Firebase Authentication



Firebase storage



4.3.INTERACTION DESIGN AND UX

Interaction design is simple work. It is the design of the interaction between user and product. Most of the time, we think It's software or web-based. It is a process that can understand user problems and find out expected outcomes.

In UX, it gives us some excellent experience. It keeps the system simple and more accessible for better understanding.

It makes the product user-friendly.

4.4. IMPLEMENTATION REQUIREMENTS

We used different types of tools, platforms to develop our project. We discussed everything here very clearly. We will update our process by the demands of customers.

CHAPTER 5

IMPLEMENTATION

5.1. IMPLEMENTATION OF DATABASE

The database is an essential part of every application. It stores the data of the system. We can store information, image, data, etc. Tables contain information. In this system, we used Firebase Real-time Database.

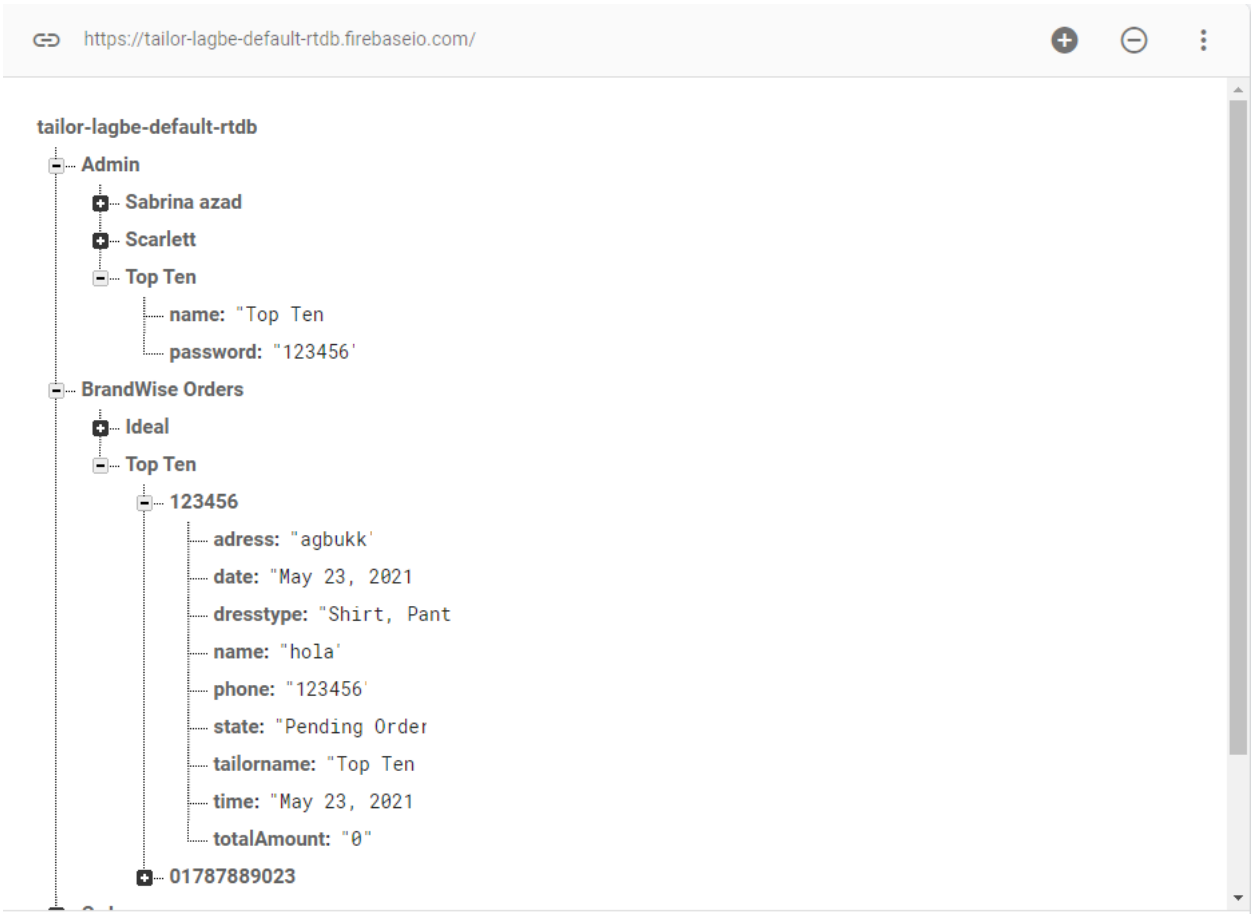


Figure5.1.1: Database

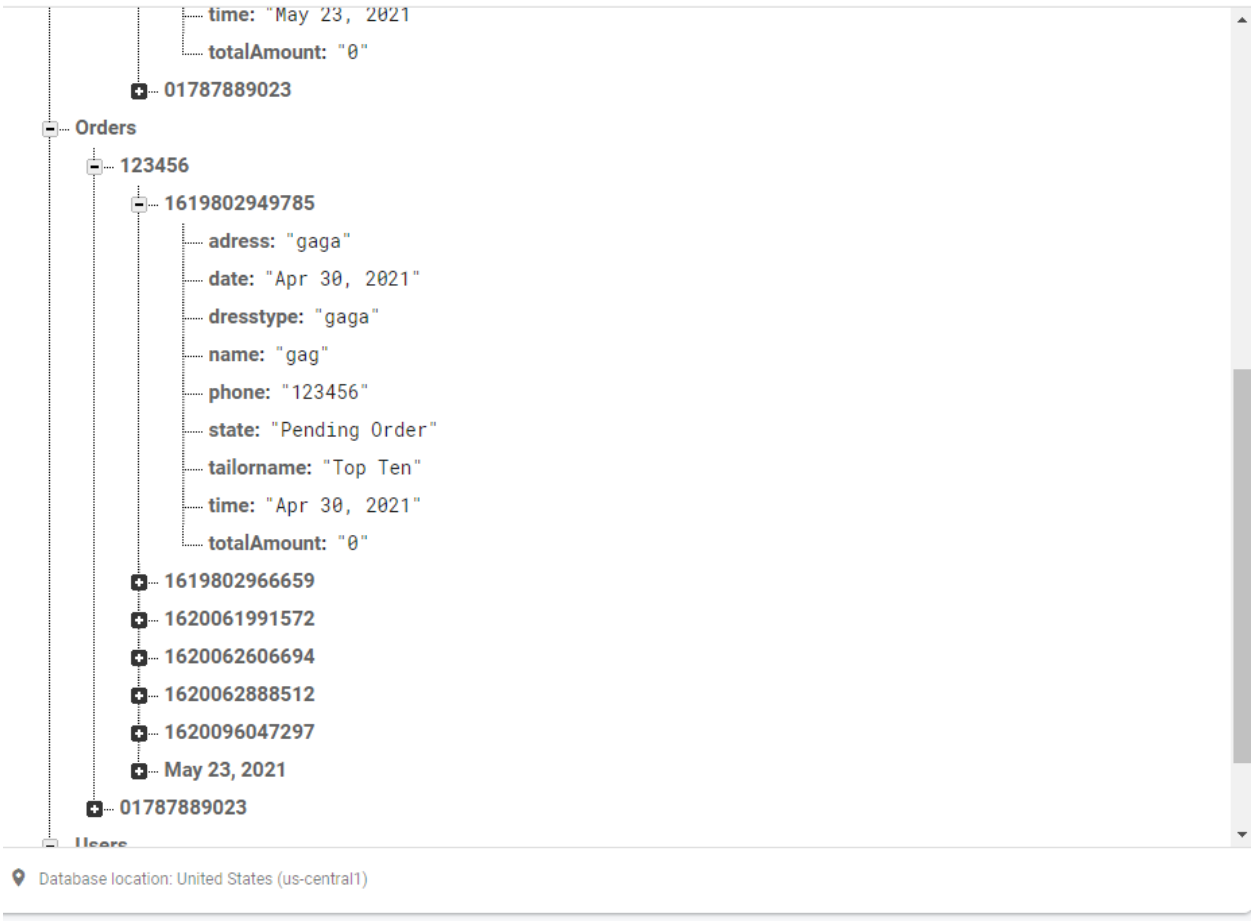


Figure5.1.2: Database

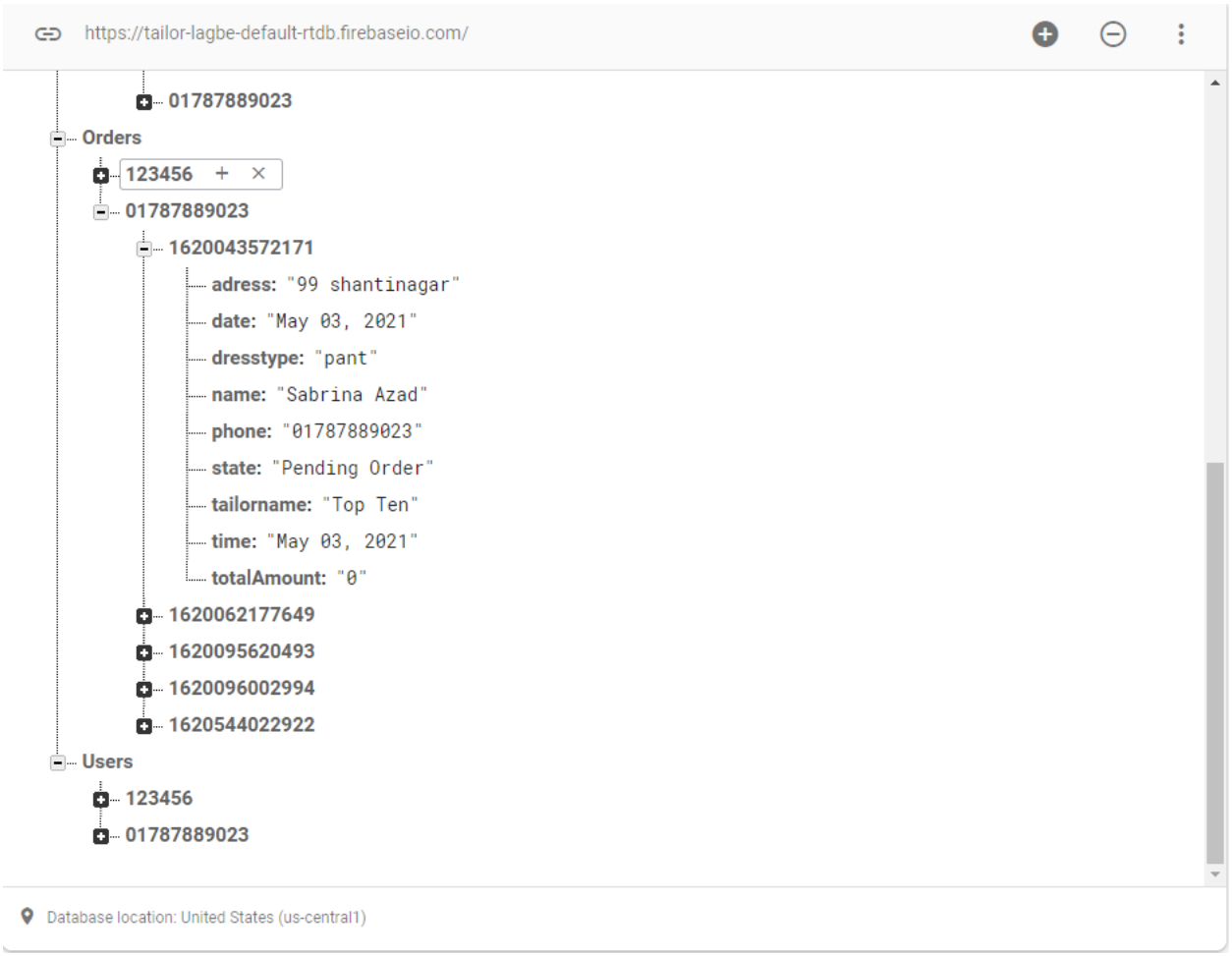


Figure 5.1.3: Database

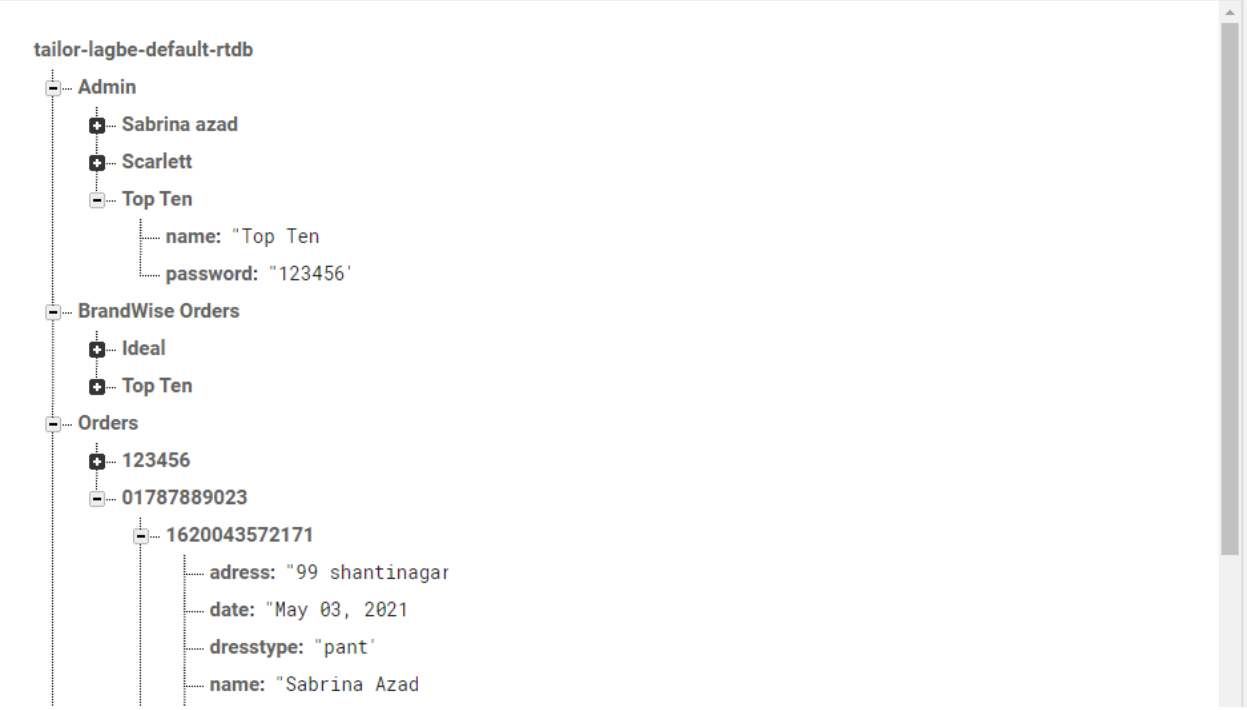


Figure5.1.4: Database

5.2.IMPLEMANTATION OF FRONT-END DESIGN

In this application system we used the Android studio platform for implementation. For front-end design, we use XML code, Java, material design, etc. XML codes r give the basic structure of the application. Intent fragments are part of XML and Java code. Padding gives it perfect measurements. For decoration, we used material design. We make the logo by using Adobe illustrator. We also used java codes.

5.3.IMPLEMENTATION AND INTERACTION

In software system defines that system in terms of components and interaction among these components. Exchange can find everywhere. It's essential to make a system interactive, and we also try it do so. Our application is successfully implemented, and the interaction of our application with the users is quite impressive.

5.5.TEST RESULT AND REPORT

The test report formally reflects testing results, which allows us to estimate testing results.

There are some points of reports:

- The application is user-friendly.
- Easy to understand.
- Better UI performance.
- Time-saving.

CHAPTER 6
CONCLUSION AND FUTURE SCOPE

6.1 DISCUISSION AND CONCLUSION

"Online Tailoring App" is an application that is used for tailoring. It's successfully implemented. Now we can place our order from home. Everything has been digitalized, so why not tailor. From this concept, we make this app. It makes our life easier. It also time sever. It also solves our unemployment problems.

6.2.LIMITATION

There are some limitations which we couldn't fix it up. But near future, we will solve it.

1.We can make it fully digitalized. There is some part which is done manually.

2. Security issues are still bordering on this application.

6.3. SCOPE FOR FUTURE DEVELOPMENT

- Our main work for the future to make this application for all the platforms like ISO, windows.
- We will increase the security of the system.

REFERENCES

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g. https://tailor.guide/

APPLICATION APPENDIX

PROJECT REFLECTION

The main goal of the appendix is to give an introduction main refection of my project. It's a perfect journey of main. I could learn so many things about android applications, databases, design, etc. Now I can establish my application in the marketplace. My supervisor helps me a lot. For her guiding, it's made easy to implement. And lastly, I thanks to Allah for giving me the straights to do the project.

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