PET SHOP BD

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

This Project titled **PET SHOP BD,** submitted by **MD. MARAJ-UL-ISLAM,** 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 January, 2022

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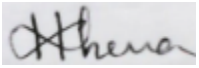

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We hereby declare that, this project has been done by us under the supervision of **RUBAIYA HAFIZ, Sr. Lecturer, Department of CSE** Daffodil International University. We also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

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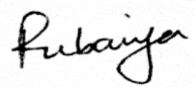

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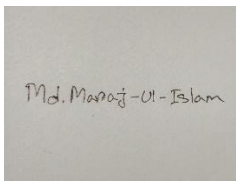

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Finally, I must acknowledge with due respect the constant support and patients of my parents.

ABSTRACT

Animals are one of the best creations of God especially domestic animals. They are kind, helpful, and true friends of humans. There are many people around us who loves animals and pet them in their houses. Their love is unconditional and selfless which cannot be replaced. They spread happiness and positivity in our life. Domestic animals are easy to keep in our houses. But sometimes it's hard to buy pets which can be easy with Mobile applications. We can have our own pet and also get information about different pets. This paper will describe the features about the pet shop application. The buyer can see all the information about their pets and about the shop and can easily communicate with the seller. When the buyer enters into the application they can easily see the categories to choose or find their expected pet. Then they will select their selective animal and add that to cart for purchase.

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CHAPTER 1
INTRODUCTION

1.1 Introduction

E-commerce (electronic commerce) is that the selling and buying of services and products, or the transmitting of funds or data, over a network, primarily the net. These business transactions occur either as consumer-to-business or consumer-to-consumer, business-to-consumer (B2C), business-to-business (B2B). The terms e-business and e-commerce are often used reciprocally. The term e-tail is additionally sometimes utilized in relevance or used in reference to the transactional processes that frame online retail shopping. Within the last decade, widespread use of e-commerce platforms like Amazon, Alibaba, Walmart, Flipkart, Shopify and eBay has contributed to substantial growth in online retail. In 2007, e-commerce accounted for 5.1% of total retail sales; in 2019, e-commerce made up 16.0% The development of smartphones and tablets has had an impact on the rapid growth in the field of e-commerce. Chaffey et al. simply define internet marketing as “the application of the internet and related digital technologies to achieve marketing objectives”. [11]

In our society there are many peoples who loves animal's and keep them in their houses as a pet. This makes society more cordial and warmth for animals. Kindness may be a part of humanity. As a person's kindness is our main virtue. There are many people who voluntarily works for animal's and their betterment. It is important to love all the creatures around us. Empathy is a complex emotion for humans. In many ways, it seems to be vanishing from society. Due to the constant media barrage of violence, death, and despair, we have become increasingly desensitized to the suffering of others. So is it really easy to generate empathy for suffering animals. It is said that "Animals touch the foremost intimate parts of our hearts: our have to nurture and protect, our need for companionship and love."

In this paper I have designed a pet shop application which will helps to records Pet sellers and buyers to make it easy. It can play a vital role in direct communication between the seller and buyers. Anyone who wants to use this application for purchase or sell they need to register in this application which is very easy to do. This application will record the

information of all the people who resisted into it. A person can buy or choose pets from my app.

1.2 Motivation:

The main purpose of making this application is to simplified the process of animal adoption or buying and selling easy for those peoples who loves animals. This can help many peoples who wants to have a pet but in trouble of getting it. My application can help them to find the desire animals. By keeping the records, I can easily find what I need. This application Assist in the management of pet shops Share records, plans, and one more piece of information Secure, secure, and convenient way to use databases Protection. Allowing the donor quick and timely access Record. Easy registration facility and the goal is to encourage participation in any upcoming event More volunteers to take part in such activities. There are several reasons behind this Project implementation. Manually it's hard to find the exact pet with 100% safe and best breeds. The percentage of accuracy is lower in manual systems than in digitized systems. Another reason for implementation is to provide authentic and authorized features Current systems where personal and confidential data can Only view by authorized users.

1.3 The rationale of the Study:

I provide an effective model for direct contact between the buyer and the seller(admin) in this project. The number of projects and programs in this field is small, and the android application has proposed several tactics.

Here, a much more functional and user-friendly interface has described. Most of the application is not that much user friendly and the information is also not that useful. Such applications need some development to make those more user-friendly and also make the communication between the seller and buyer more effective.

1.4 Expected Outcome:

My main contributions include,

1.Many in needs of pets would have no trouble finding it.

2. The public will be informed about the available animals.

3. This would be a time saver.

4. It will be determined if the shop has the particular animal in their shop or not.

5. It would be easier to locate the particular shop or individual if you have their location and phone number.

6.Helps to make a better place for animal lovers and sellers.

1.5 Report Layout:

In this chapter, I looked at the introduction, which included the platform for the pet shop bd the cross-platform application, motivation, the study's reasoning, and the project's results. The report layout is then followed.

1. The backdrop of my project will be discussed in Chapter 2.

2. The project's requirement specification will be discussed in Chapter 3.

3. The design specification will be discussed in Chapter 4.

4. I will talk about implementation and testing in Chapter 5.

5. I will talk about the influence on society and the environment in Chapter 6.

6. The conclusion and future scope will be discussed in Chapter 7.

CHAPTER 2
BACKGROUND

2.1 Terminology

An Android Application for arranging pet shops, An Android Based pet shop Information Retrieval System, Timesaver e-commerce related App, Android pet shop, Smart pet shop, pet shop Management system, pet shop and buyer Management System.

2.2 Related Works

I did research and read all online document in addition as government law on animal right. Animal rights is that the philosophy of getting non-human being rights protected. Wildlife effectively encompasses all sorts of life, whether plant or animal which are found wild in nature and also include marine, freshwater and coastal ecosystems. Wildlife conservation is that the endeavor to shield the endangered animal and plant species, along with their natural habitat which has been advocated through the years by many government and NGOs worldwide. For example, the World Wildlife Fund (WWF) is a global organization whose key aim is to conserve the nature and to reduce the foremost pressing threats to the diversity of life on the world. The Living Planet Report, 2017 of WWF reveals that the earth populations of wildlife are declined by 58% since 1970 to 2012. On the opposite hand, the INTERPOL estimates that internationally the illegal wildlife trade is about ten to twenty billion USD annually.

The wildlife conservation treaties collectively comprise international wildlife law that has 'Big 5', e.g., the Convention on International trade in Endangered Species of Wild Flora and Fauna (CITES) 1973, Convention on the Conservation of Migratory Species of Wild Animals 1979, the Bio Diversity Convention 1992, the Ramsar Convention 1971 and also the World Heritage Convention 1972. These are generally accompanied and informed by an embryonic set of non-binding instruments, e.g., Conference of the Parties (COP) decisions and different action plans [1].

People must consider their area where the live. People cannot destroy their habitat without any reason. People cannot beat any pet or wild animal, it’s an energetic crime. people cannot catch, buy or sell wild animals as per their wish.

2.3 Comparative Analysis

According to the overall analysis, "Animals are best Friends of humans." If anyone is feeling lonely then animals can be their best companion. In this software I will try to help people who wants pet as their Companion. I will list the registered people and available Animals to fulfil their wish.

2.4 Scope of the Problem

In my analysis, I found that it is hard to maintain quality of product. The animal background is unclear such as it may not be vaccinated or may not be the expected breed. And there is no way of knowing all product proper age online. By only watching picture it’s hard to tell the health condition of the animal.

The problem I face using manual system

1.Intensely time consuming.

2.Finding the right animal.

3.requires a lot of pair work.

4. Calculations must be done by hand.

5. More manpower is needed.

2.5 Challenges

I must overcome all limitations to solve the problem, such as

1.The amount of time that must be allotted for this project.

2.More efficient operation

3.Required response in minutes.

4. Reduce the amount of data that needs to be manually entered.

5.Insure data security.

6. Verify the accuracy of the information.

7. Add more features to make it user-friendly.

CHAPTER 3
REQUIREMENT AND SPECIFICATION

3.1 Business Process Modeling

The experiential representation of an organization's business processes, or simplify an example of them is understood as business process modeling (process modeling). Method modeling is an essential part of efficient enterprise process control.

Process simulation software provides an experiential representation of an organization's assist processes and compares them with to-be processes for improving performance.

It is one of the most important aspects of any kind project. At first, I design my business process model in paper. After designing that, I have used Business Process Modeling to represent my process digitally. My model figure has given below:

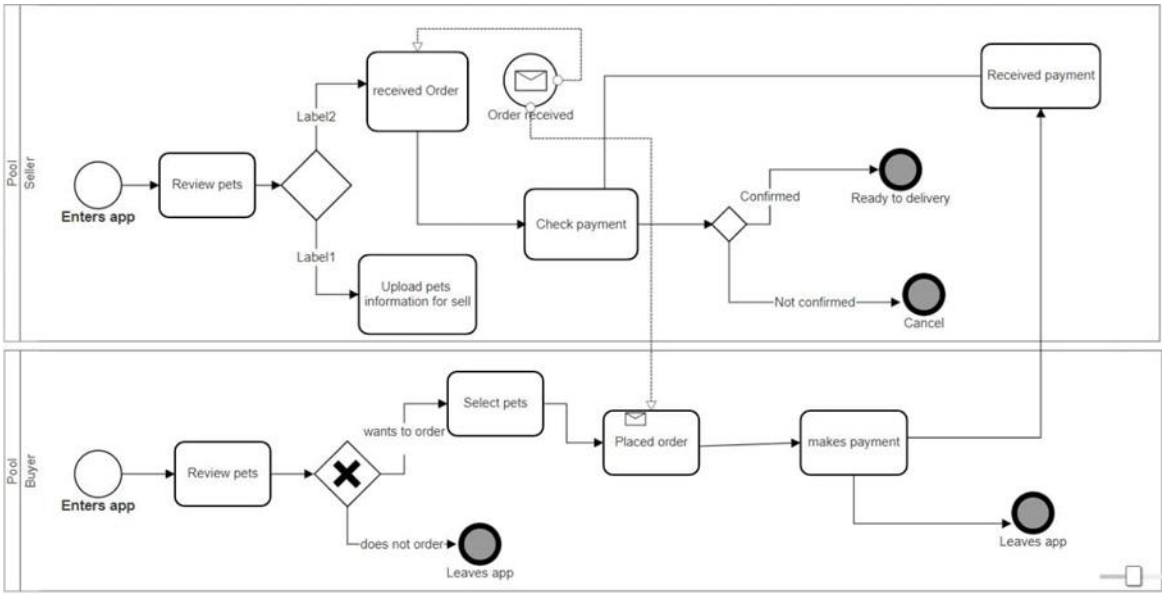

Figure 3.1.1: Business process model diagram

3.2 Requirement Collection and Analysis

Detail Plan and specifications are one of the most important thing to completing the project on time and under budget limit.

It is critical to fully aware the conditions of any initiative you are about to pursue. There have been many too many programs that have stalled due to a lack of well-defined criteria. Projects are at risk where terms and conditions are unclear. They can fail to achieve the expected and required outcome.

The Requirements of my development project have given below:

1. I have checked all the previous existing applications in Google play store.
2. Then I have designed my business process model.
3. Then set the main goal of my project.
4. Then, for the service to be successful, set the necessary environmental requirements or attributes.
5. Then decide what actions, procedures, or other specifications the project must satisfy.

3.3 Use Case Modeling and Description

A use case is simply a listing of all the ways a consumer must engage with a device. Usage cases also define the interaction between its users and a device, often known as actors. In another side, we can say that, these "cases" are same as device requests, and use cases explain how the system responds to such requests to solve a problem. Use cases may refer to facilities, computers, or mobile, although the method is usually automated (such as an Order system).

The use case model for our project is as follows:

1. At first, the user needs to install the application on their own device.
2. After installing, they can see the home page of the application.
3. The user will be able to see the product and category of all kind of product by skipping registration/login.

4. If the user wants to become a buyer, then he must need to fill in some information with a verification number.

5. The user must press the proceed button after entering the number and information.

6. An OTP will send to that number, and the user will register/log in to the program after entering the OTP.

7. Only registered user can be a buyer.

Use case diagram is given below:

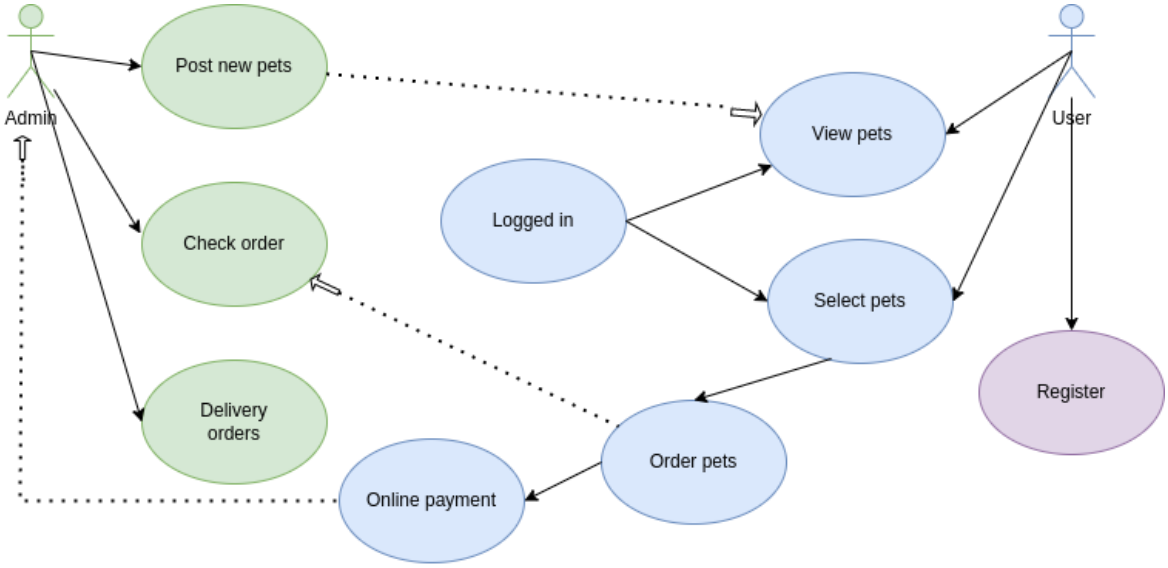

Figure 3.3.1: Use case diagram

3.4 Logical Data Model

The method of constructing a simulation for data to be stored in a database is known as data modeling. This data model is a mathematical description of data objects, their relationships, and the laws that govern them. Computer modeling aids in the digital interpretation of data while also enforcing industry laws, legal compliances, and government policy. Data models guarantee data quality by maintaining accuracy in naming conventions, default values, semantics, and protection.

The process of the logical data model of our project are as follows:

1. First, the system will collect the information from the user.

2. It will then be stored in the Firebase server.

3. If someone sends a request for buy of specific item, then it will show all the necessary information for proceed.

4. After payment confirmation, the information will show to buyer.

The diagram of this process has given below:

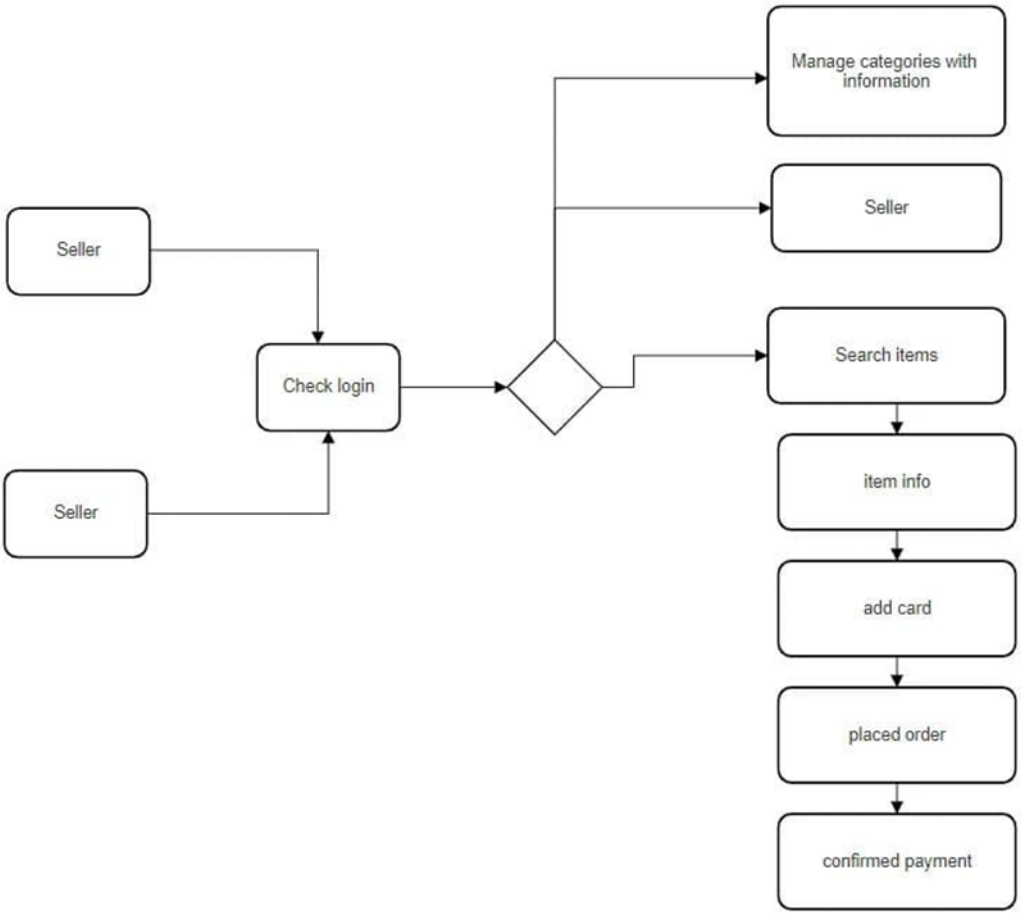

Figure 3.2.1: Workflow diagram

3.5 Design Requirement

Your design types will differ from those of others because they will pertain to your individual issues and method, or experience and lot of things that you are building.

The design requirement of our project is:

1. Can able to store information of ten million users.
2. The time it takes for an application to load should be minimal.
3. Only showing the name, address, and contact information of the buyer for user information.
4. Order confirmation should be shown soon.

Chapter 4
DESIGN SPECIFICATION

4.1 Front-end Design

When you launch an application or software, everything that user sees, including the interface, is referred to as the front end. Making a full cross platform application like mobile application, iOS application, web-based application, the application development process requires collaboration between front-end and back-end developers. Hybrid and mobile front-end architecture are the two most common varieties. Mobile front-end development is typically optimized for the iOS or Android architectures, while hybrid front-end development uses both and is compatible with a variety of operating systems.

In my project, I use a lot of menus and options to make my apps as a user friendly. But there will be six important menus of this application.

These are:

1 Registration/Login

2 Home

3 Cart

4 Orders

5 Profile

6 Terms & Conditions

In my project report, I have used mobile front-end architecture. When a user opens this application, the system will show user the home interface by completing registration/login.

It is basically the home page of pet shop BD. Here any one can easily find all the information of the available animal. And also can search for the specific animal.

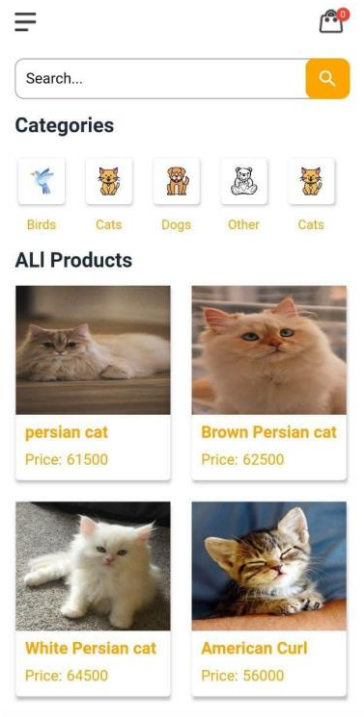

Figure 4.1.1: Design of home page pet shop bd

We have already talked about the "Home" interface, now moving on to the "Cart" interface. The user can find pending order information as with as selected product and sells info such as pet type, pet name, quantities and total amount on this page. Using these buyers can easily communicate with the seller/Admin. Here any registered post for sell. Register User can become a seller by adding a new item by clicking the add item button. Adding an item is an easy process. To do that user needs to fill in all its basic information like type, image, age, price, condition, present address, phone number, and the description and press the submit button.

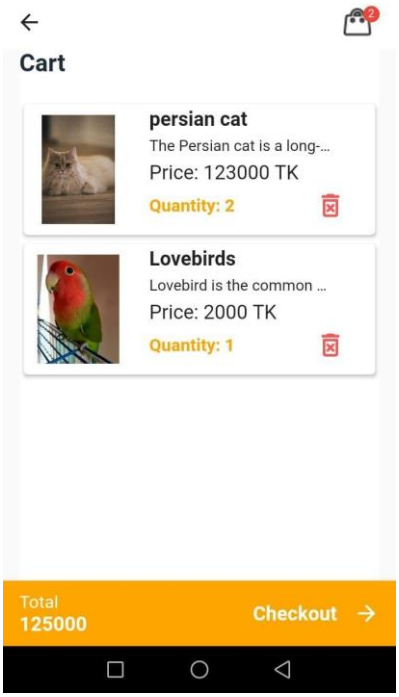

Figure 4.1.2: Design of cart Page

Let's move on to the "Orders" menu. Here the user can see all his current orders as with as previous orders.

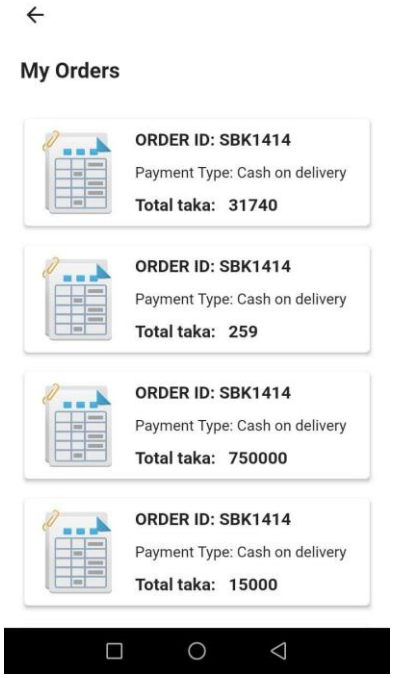

Figure 4.1.3: Design of Order Page

If a user wants to buy any item, then he/she must be registered in app. Here is the registration page.

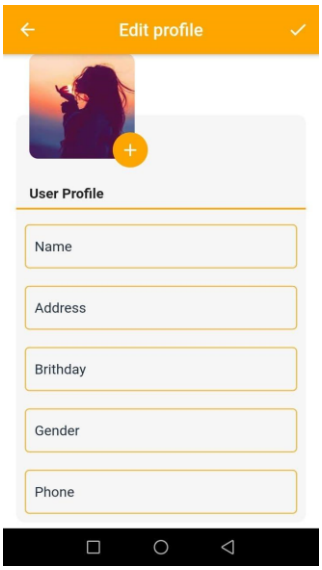

Figure 4.1.4: Design of registration page

If the user needs to registration or login, then he/she should insert his/her email or phone number and password from Registration page.

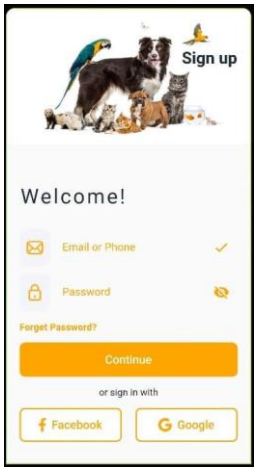

Figure 4.1.5: Design of Profile Information Page

4.2 Back-end Design

The back-end is the most important part of an application or software. The whole system will crash, if the back-end is not working correctly. In the back-end, it stores all the information of the app and also store user information like email, phone number, password, permanent address, current address. It is building communication between the system owner and therefore the user. The program will consider as useless if any of the users' data is not correctly processed. So, for building a far better application, a back-end design is a must important part for any kind of application.

I will move on to the data storage section. The user will send data to the server from the front end, and the server will store the data. This work is happened because of application is connected with firebase. The admin panel has access to all of the information and can make changes. The admin panel can update, delete, remove, or add new data to the server. The admin panel can set the data for the user, and only that fixed data will visible to the users.

Designing the back-end console I am going to use Dart language and store necessary data from user in firebase and store selling information like product’s information. Buyer can see all required information about pet animals from UI (By default it shows from firebase storage) and select their desire pets and make their orders.

In this figure (4.6), you can see all item category, list of items and all user/buyer profile information.

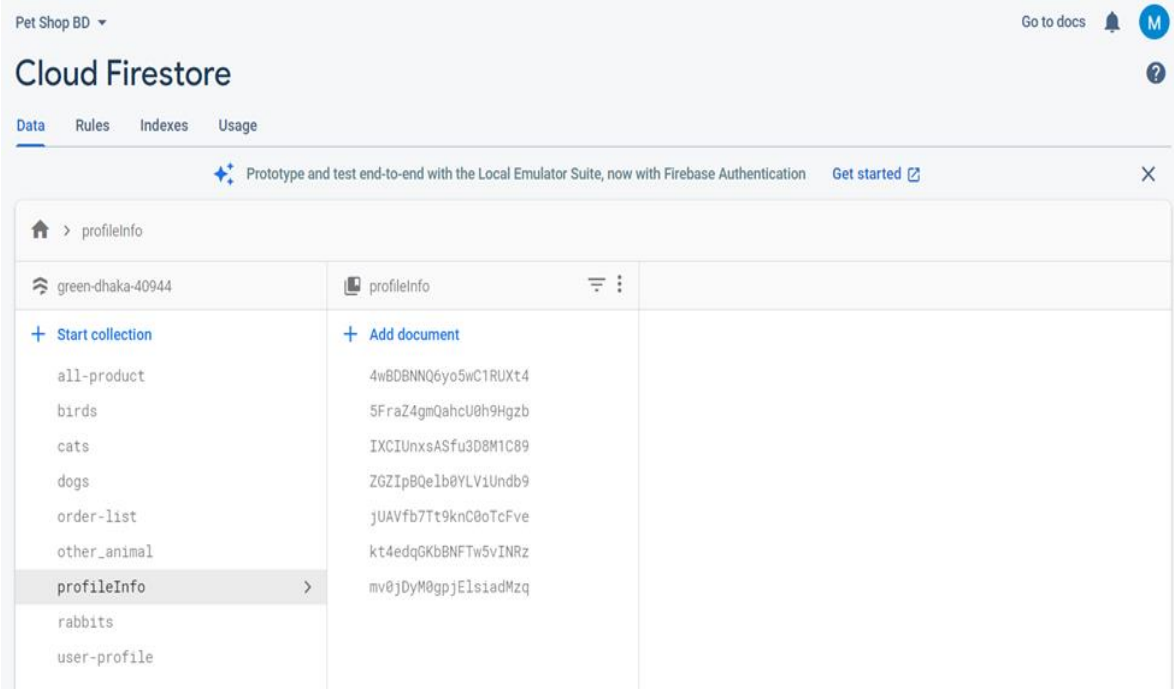

Figure 4.2.1: Fire store database

In this figure (4.7) you can see each item details description. This information will show category wise. To see this information admin must have to choose category first then the specific item. This page will have Id, product id, image, product details, product name, price.

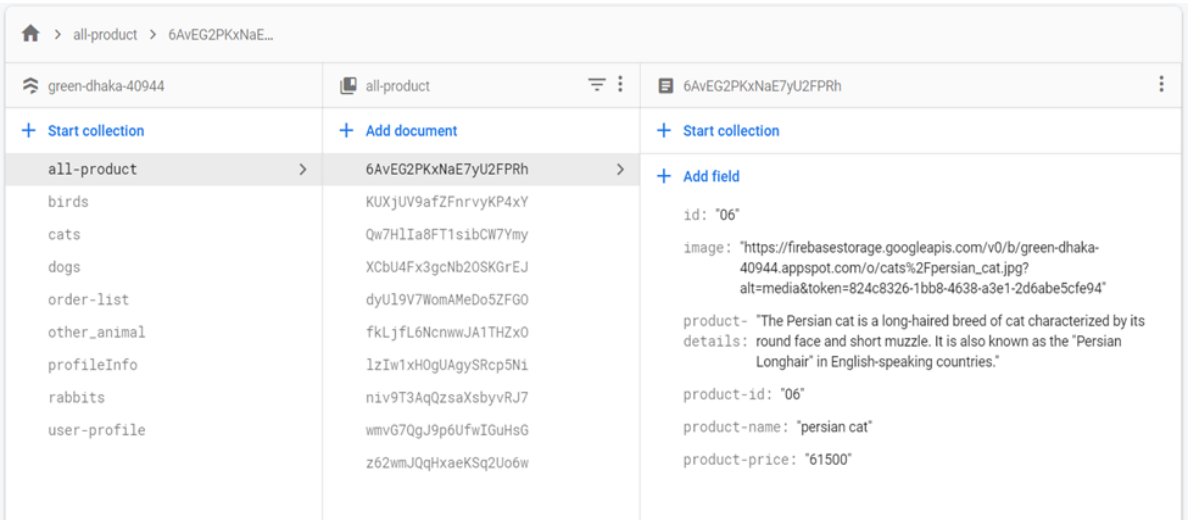

Figure 4.2.2: Item information table

In this figure (4.8) we can see all confirmed order list with product details.

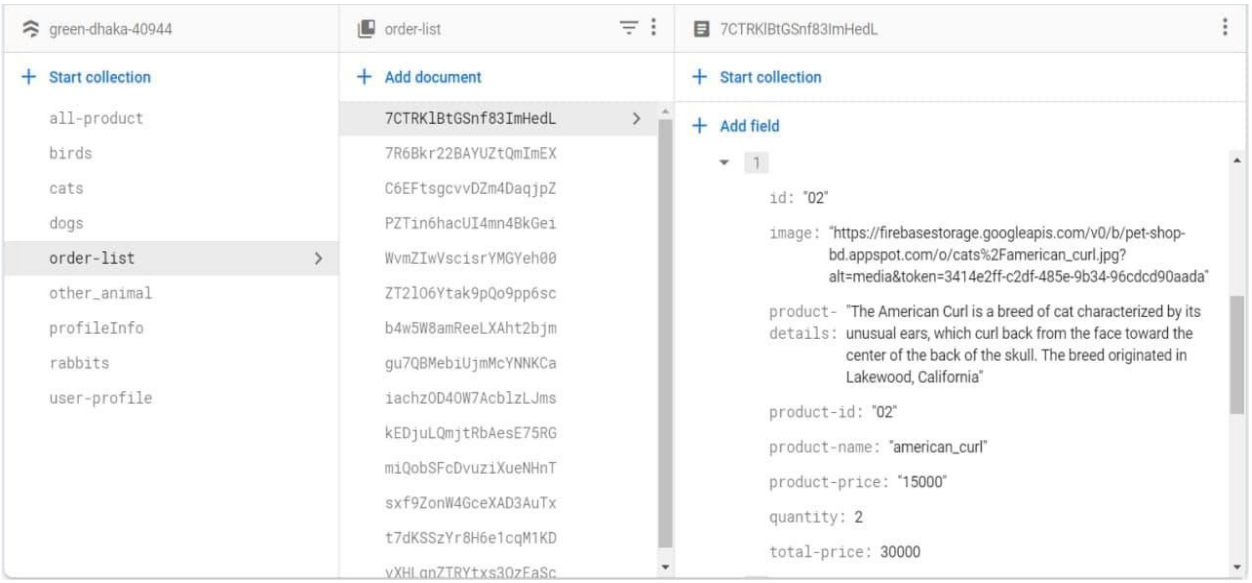

Figure 4.2.3: Order information table.

In this table admin can see all the register user authentication list.

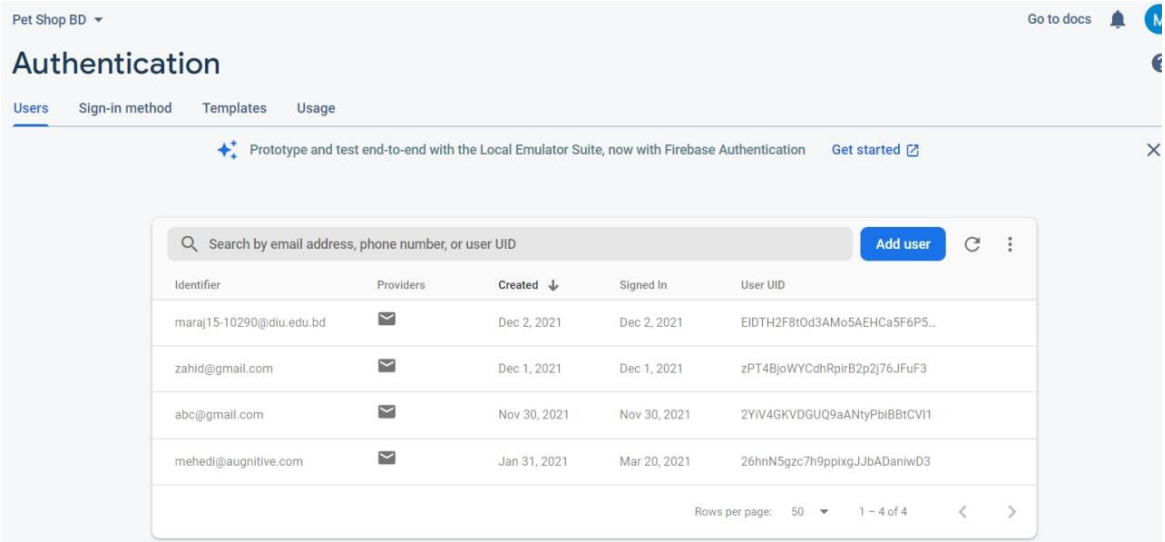

Figure 4.2.4: Authentication table

This is the page where all the item images and videos are stored.

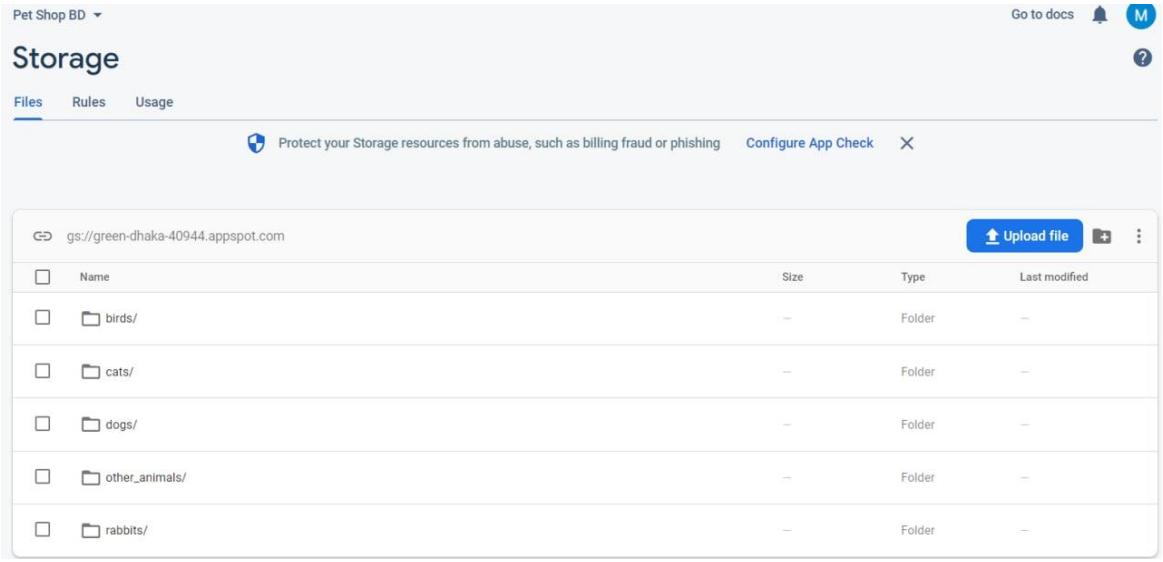

Figure 4.2.5: App Users Dashboard

4.3 Interaction Design and User Experience (UX)

We know that an app is popular only when it is user friendly. That is, the user feels comfortable using the options, menus of the app. It is best not to use anything of admin that annoys the users or makes him lose interest in using the app. So, the interaction design and also the User experience (UX) design become a most vital part to make a system more user-friendly. In this part, I am going to discuss the Interaction Design and User Experience of my cross-platform application.

If a system's operation procedure becomes complicated, a significant number of people will be unsatisfied in using it. They don't feel the interest to use that app.

The firebase authentication is the important part of backend. All user's information are secure here. In my app, user can access all the functions and menus that are visible from the user's end. Users can see all the information of the item like item name, price, their description. And also, can search for the specific item. They can also see all items as category wise. The user can also make changes to his or her data. With a single touch, the user can move from one tab to the next. On any device, the application will run flawlessly. The program will be under 200MB in size.

The application interface will be so easy that any kind of ages person will be able to use it.

4.4 Implementation Requirements

For the implementation of my main application the requirements are given below:

1. Computer (Desktop or Laptop)
2. 64-bit system
3. 5 GB free space
4. Minimum 8 GB RAM
5. Flutter SDK (Software Development Kit)
6. Android Emulator
7. Dart programming language
8. Firebase storage
9. Visual studio code

To build my whole cross-platform application, these are the main requirements. These all are needed for building my cross-platform application.

Here are some things to discuss like flutter, dart programming language, firebase storage.

Flutter: Flutter is an open source UI SDK create by Google. It is used to develop cross-platform applications for android, iOS, Mac, Linux, Windows, Google Fuchsia, [4] and the web from a single codebase [5]. [3]

Dart programming language: Dart is a programming language designed for client development, [6] [7] such as for the web and mobile apps. It is developed by Google and can also be used to build server and desktop applications. [8]

Firebase: Firebase is a platform developed by Google for creating web and mobile applications. [9] [10]

Chapter 5
IMPLEMENTATION AND TESTING

5.1 Implementation of Database

Here I have used Firebase datastore service for accessing the data remotely. The database has connected with my application through the link of the server. So that, If the admin adds some new information, it will be visible from the user end. When the user inserts items information like edit or add item, the data will be store in the firebase. I were able to connect to the firebase and the application numerously more quickly thanks to this firebase service because they provide all information how to connect firebase to application.

Now I will show you the process how to connect firebase to flutter. The process are given below:

1. First of all, you will open a firebase account. It is better to say here, you can store until 1 GB data in firebase for free.
2. Then you will create a firebase project.
3. Then you register your flutter UI app with firebase.
4. Then you have to add a configuration file of firebase.
5. Last one is you have to add flutter fire plugins.

5.2 Implementation of Front-end Design

Implementing the front end, I have used the flutter for design and dart programming language. At first for the login, I put two numbers text box, one for the email and the other for the password. After given the email, password and press the continue button then will be login. Or ones can sign in with Facebook or google. If user forgets password then can use forget password button.

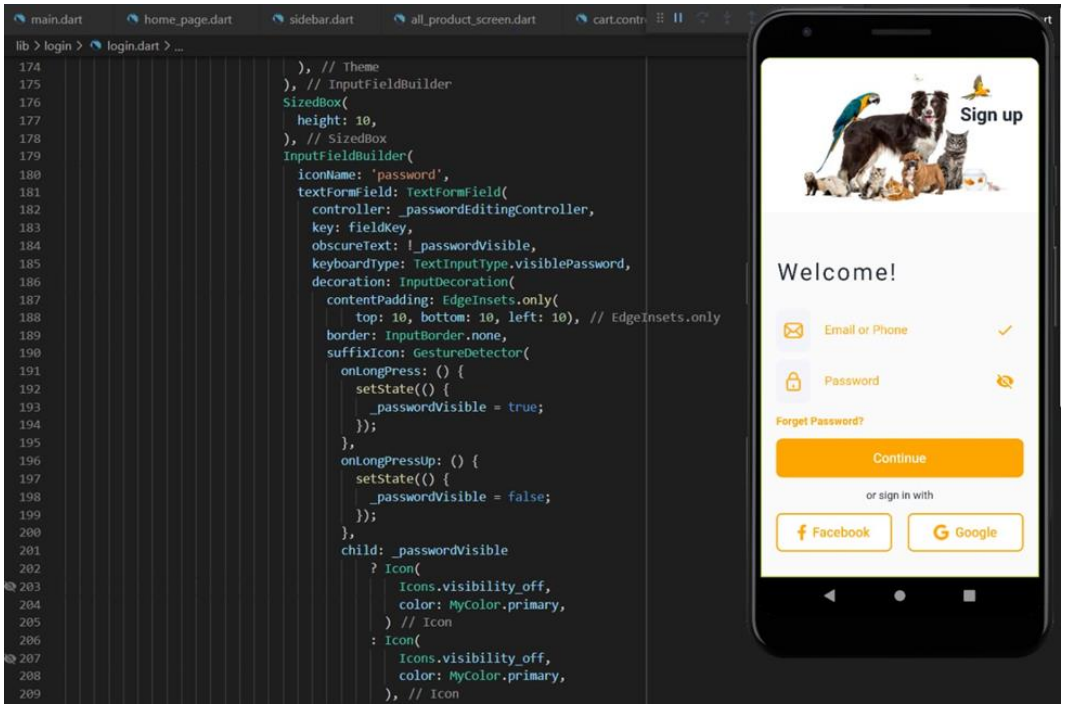

Figure 5.2.1: Login Panel

For inserting user's information, there have five text boxes and one button. They are the user’s name, phone number, address, birthday, and gender. When the user inserts that information and the submit button those data will be store in the database.

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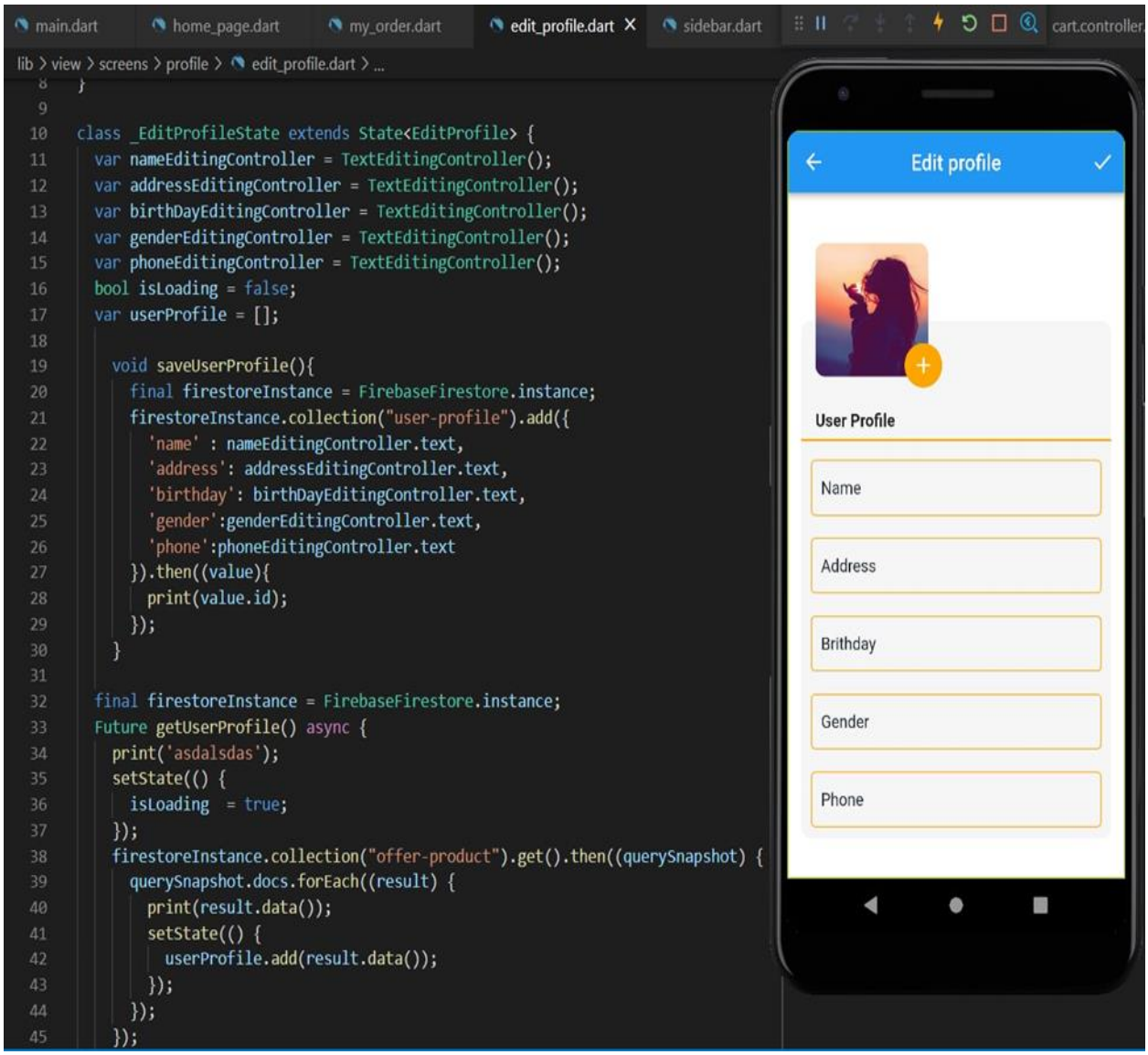

Figure 5.2.2: Profile Panel

User can choose their desire item from display or they can search their items. On the other hand, user can search their items according category wise. From this home page, user can see terms and conditions, settings, orders, about and also edit their profile, gives rating from here.

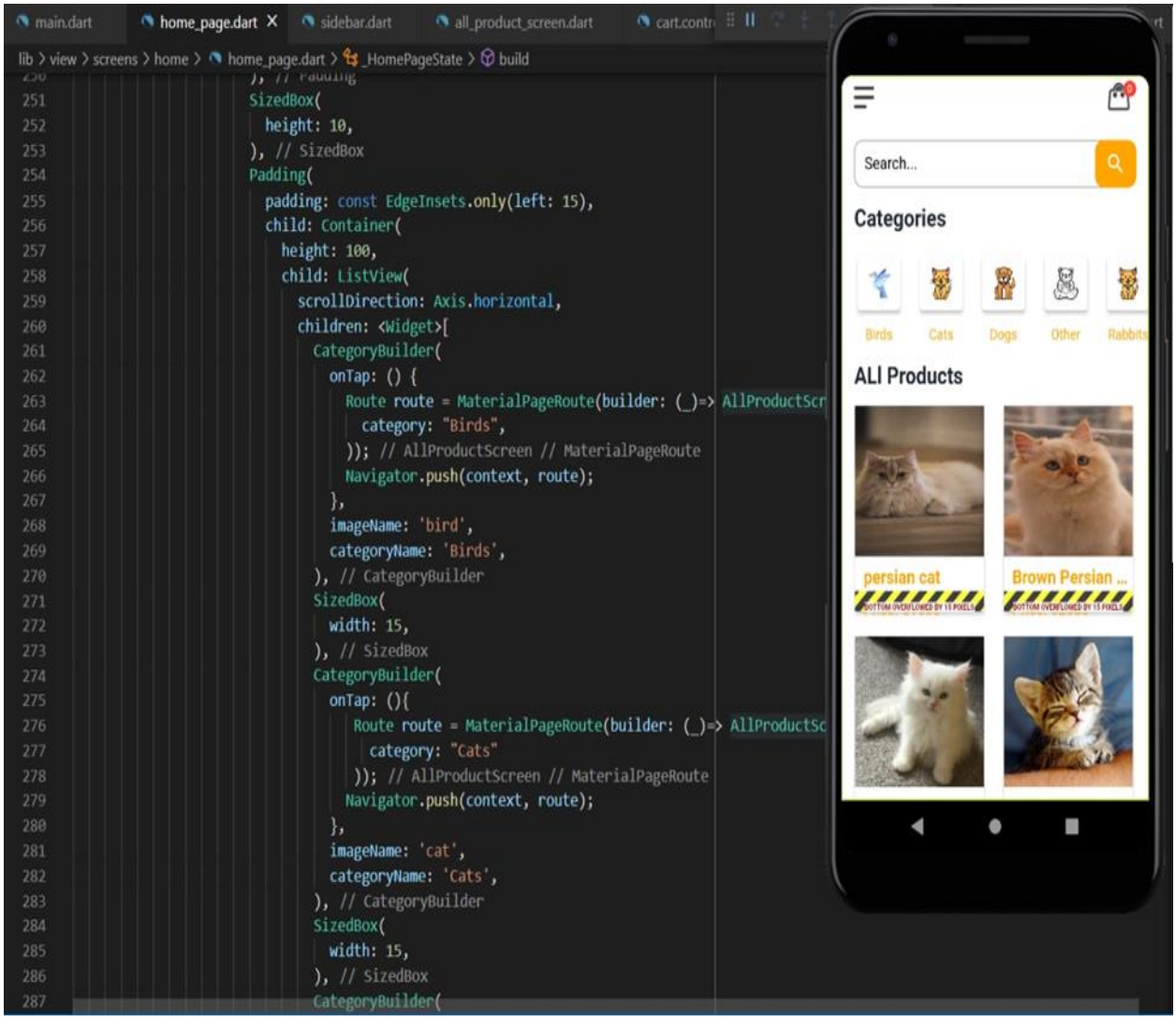

Figure 5.2.3: Home Panel

Here User can see their all previous orders and also current orders.

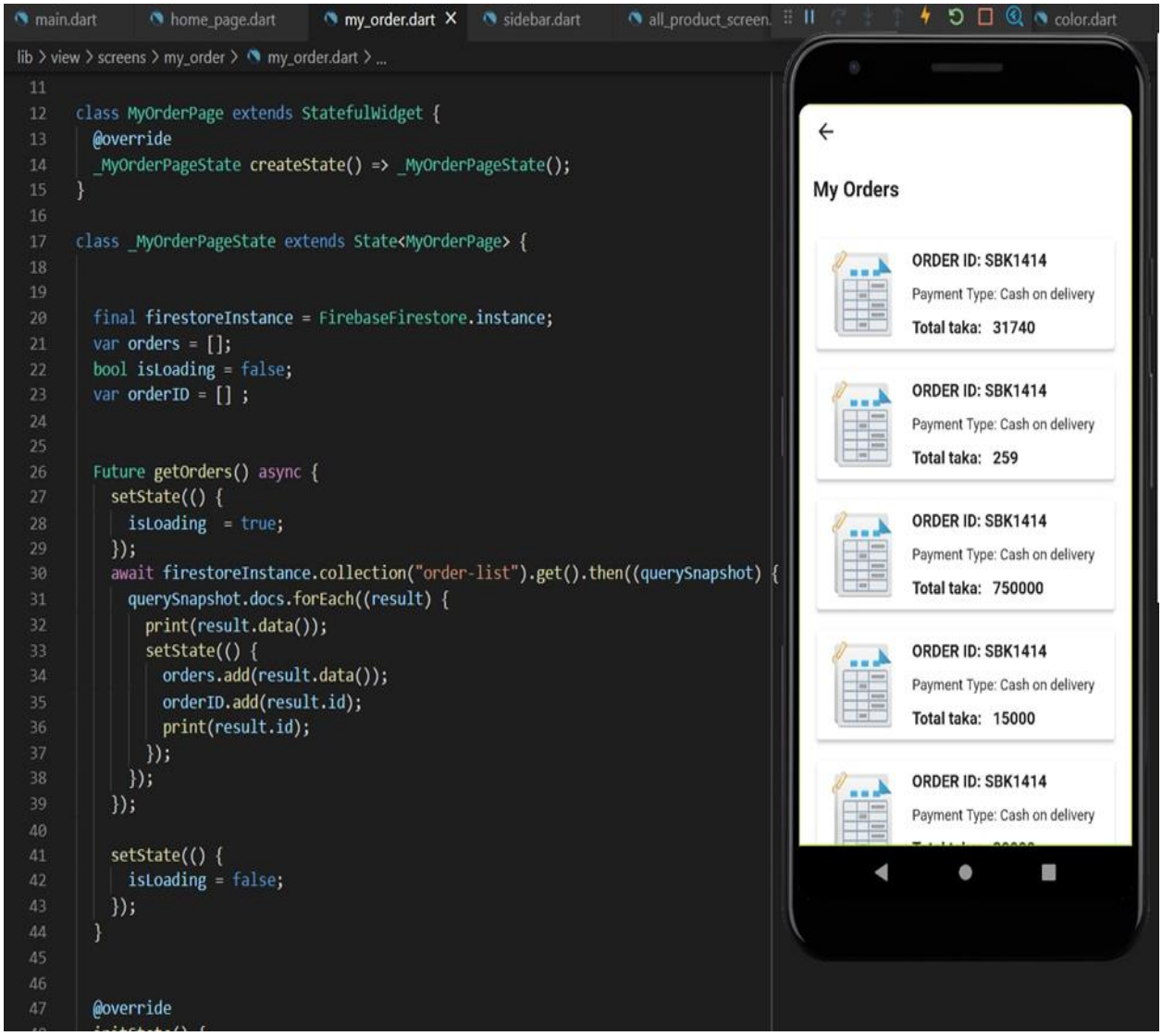

Figure 5.2.4: Order panel

5.3 Testing Implementation

When the user fills the registration form his information will be store in the database as an app user. The admin can see all his or her information. The admin has all the access to that information. The admin can change the data, delete or remove the user from the app. After inserting the data from the user end it will be store in the database within a second.

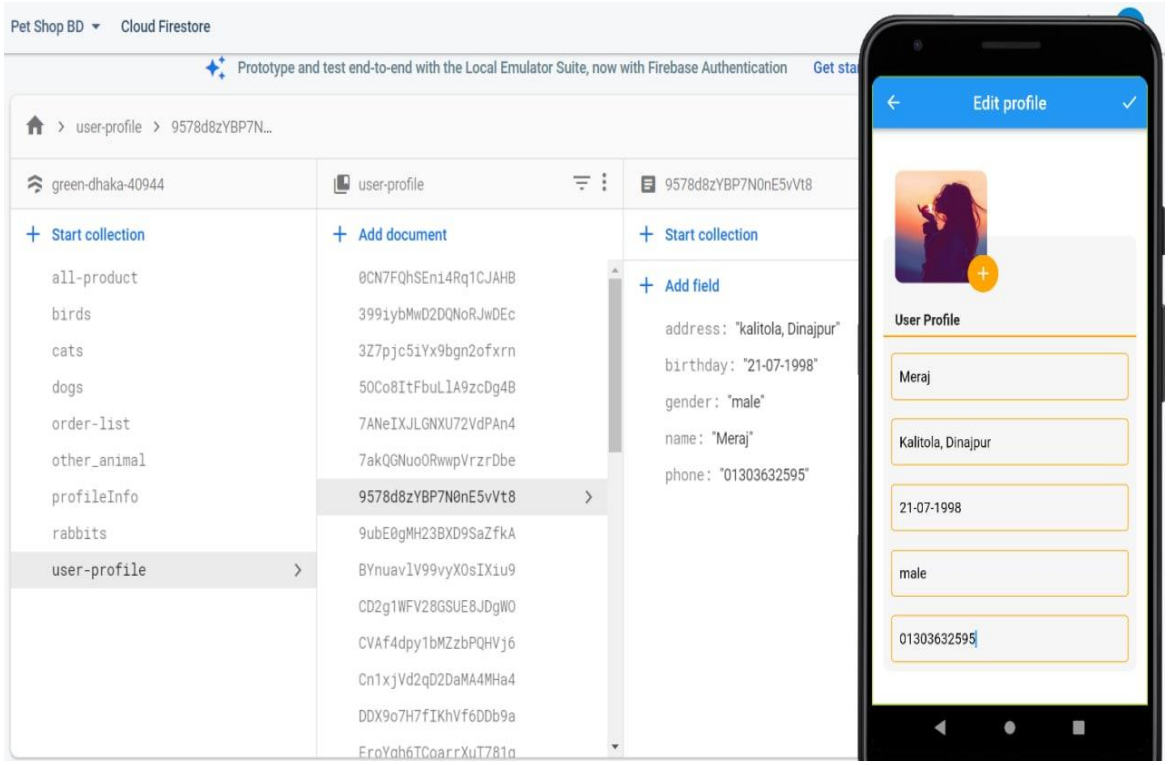

Figure 5.3.1: Implementation of Registration

The admin can add any user to its database. Both buyer and seller will have the same account. For buying and selling user does not require different account.

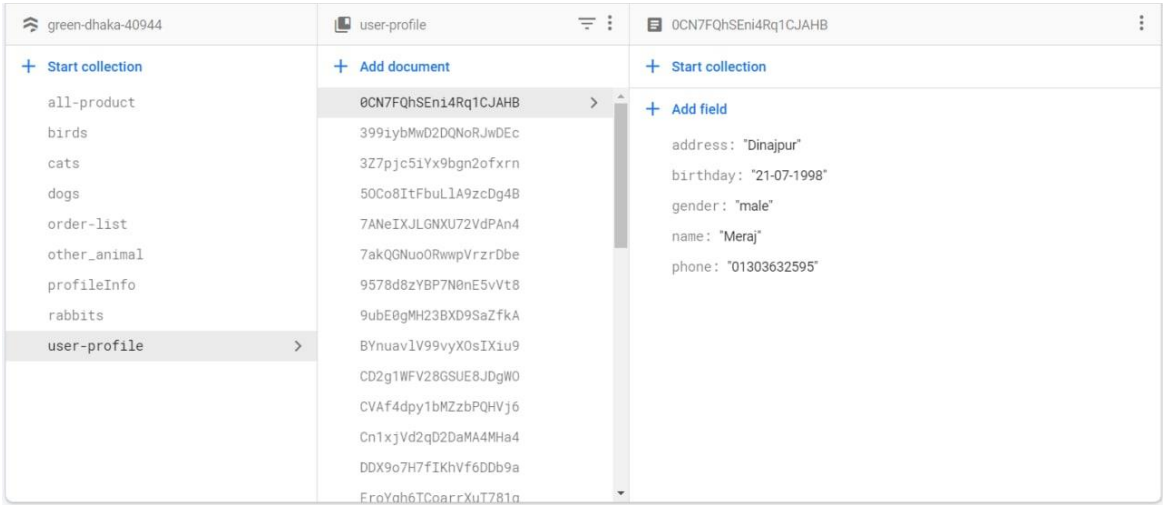

Figure 5.3.2: user details

The admin can see all order details but user can only see their order details.

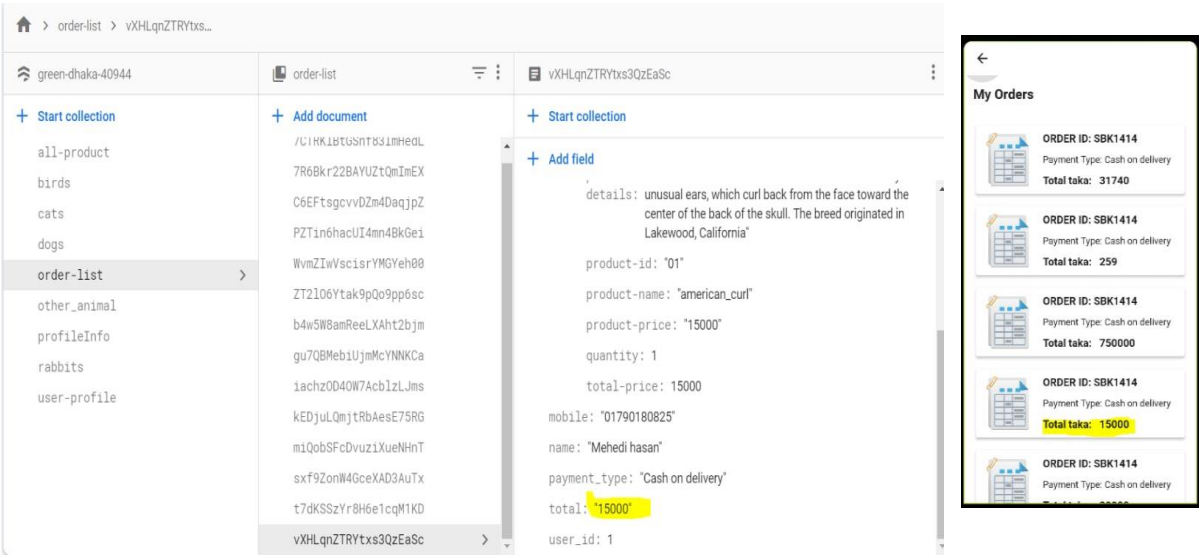

Figure 5.3.3: All order details

Chapter 6

IMPACT ON SOCIETY, ENVIRONMENT

6.1 Impact on Society

Although we all know that all animal is necessary for survival, many of us are unaware of that they can be our companion at home. Animal can be life saver of depressed and lonely people. Millions of people in the around the world have pet. This app, in general, will help people buy, sell, maintain their pet online without hustle. This will help more and more people get a pet. Many people may have negative reactions to have a pet animal. Because they are unclear of how safe it is and how comfortable the animals live among us. Now days even phycologist suggest pet for lonely people. And many breed of animal become so dependent on people that they cannot live in wild by themselves anymore. In our country it is hard to get a pet if your liking because there is no proper online platform. Once people find out how easy is buying and selling pet become using “pet shop bd” the will be more interested to have a pet.

6.2 Ethical Aspects

Developing **The bad**

- The vast majority of incidents were expected from members of management.
- Workers reported that if they informed upper management of the transgressions, they were highly likely to receive some form of punishment for having reported that information.
- Employees were often afraid to report cases of incorrect behavior in the workplace for fear their co-workers would turn against them.

The good

- Many companies within the US workforce who offer some form of ethics training has grown from 74% to 81% between the years of 2011 and 2013.

- Companies now consider the ethical behavior of their staff when compiling employee reviews.
- At least 74% of companies in the US in 2013 began sharing information across departments within their business whenever action was taken over a transgression committed by an employee. This has led to a subsequent fall in incidents like the falsification of documents within 2013[2].

Chapter 7
CONCLUSION AND FUTURE SCOPE

7.1 Conclusion

Technology is ushering in a new era of innovation, shortening the time it takes to complete tasks. The proposed approach can be utilized to shorten the amount of time it takes to get pet to people who need it. People who want to sell pet can use the app to discover new market and buyer. The present age is the age of technology. In this age of Science And Technology, I want to alleviate the suffering of animal lovers through pet shop bd app. They will get a platform to use my app. I hope that by using this app, animal lovers will be able to find the animal of their choice while sitting at home. This app will open a new business era. More and more people will be interested when they realized how easy to have a right pet.

7.2 Future Scope

Some future scope that the system can accomplish is: Provide a powerful platform for users to visit.

I can link it to pet hospitals to provide emergency services. I can add animal doctor contact for medical suggestion. Can add nearest pet hospital, anywhere and anytime so that they can Connect there easily. Friendly develops a very friendly design that takes the user to each module very easily. I can add pet related item like food, medicine, toy, goods. I may manage foster home that people can keep them when they want.

In future, I would like to add vendor system so that users also can sell their pets by using my app. Then my app will give services both users who are buyer and seller.

I build my app in flutter and flutter is one of the best cross-platform application development technologies so that in future I published my app in cross-platform as a desktop application, iOS application (for MAC user) and web-based application.

Without any difficulty Adding features to the system where users can Sync data for later use if they don't have an internet connection.

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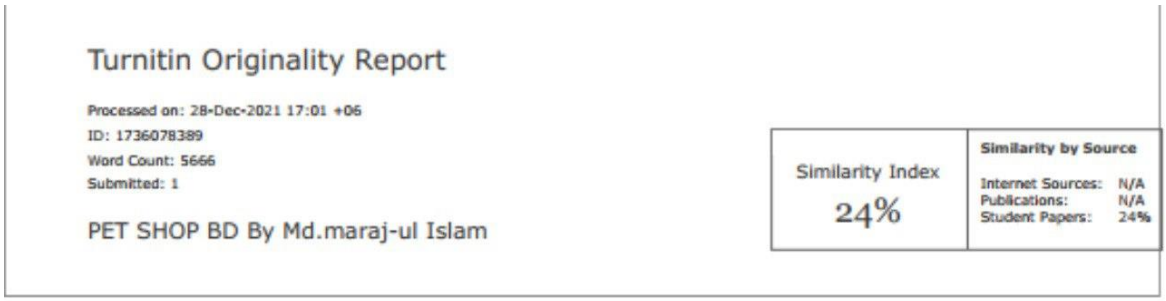

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