

# **E-SOMBD-A WEB APPLICATION**

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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/internship titled **E-SOMBD-A WEB APPLICATION**, submitted by **Abdishakur Ahmed Mohamed**, ID No: 193-15-13579 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 8 / 12 /2022.

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## DECLARATION

I hereby declare that, this project has been done by us under the supervision of **Nusrat Jahan lecturer (Senior Scale), 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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Finally, I must acknowledge with due respect the constant support and patients of my parents.

## **ABSTRACT**

The project is a system for an online store. This project is web-based. Today's web store system is the most common and convenient form of communication. The concept of an online store system over a network is not new; we have all placed orders for items after seeing them advertised on television or in other forms of social media with quick delivery. Forward-thinking companies will be able to sell their products to a global market as the world becomes more interconnected, particularly thanks to the internet and its open protocols, without having to build and maintain their own private networks for selling, delivering, and supporting customers. For those who want to compete in these new markets, the methods for grabbing consumers' attention, describing products, and delivering them electronically will be of interest. In other words, how you will be buying and selling in the future and how it will work, this project simply explains how business transactions can be executed across an unreliable & unsecured medium like the internet, & discussed some of the methods currently being planned & implemented. With the help of this online store system, buyers and sellers can transact business virtually. The buyer will post the item they are looking for along with any necessary information. The buyer's product will be fully disclosed to the seller. The seller will then deliver those goods. Like other forms of online marketing, there are an increasing number of companies dedicated to promoting online commerce. It's simple to use this online store, and also is user friendly.

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# **CHAPTER 1**

## **INTRODUCTION**

### **1.1 Introduction**

Roman roads were instrumental in bringing unprecedented amounts of trade and commerce to Europe 1,000 years ago. The spice trade routes connected East and West a thousand years ago. At the beginning of the second millennium, the Internet, the largest computer network in the world and the network of networks, is fundamentally altering everyone's lives and the way that business is done. Based on cutting-edge technology, the internet has emerged as a key medium for conducting international business. Electronic networks and the Internet were used to conduct global business in a new way. Due to the availability of the Internet, electronic commerce, or e-commerce, which involves network-based business transactions, has grown. There are two main facets to e-commerce. economic and technological. online shopping is such an electronic business that allows customers to forward purchase products or services over the Internet using internet browser. This online web store system is using a process called (B2C) that means business-to-consumer, we know the online store systems have more demand in the market. Most of the customers will not come the store to buy products but they will use these systems easily and they will become more reliable [2].

### **1.2 Motivation**

#### **1.2.1 Practical Motivation**

A great number of buyers need internet shopping support as scanning and searching for things, like pricing about the products, knowing items information, and finding specific products, shopping all day, consistently, having a great time also fervor, maintaining anonymity while searching for specific items is completely satisfied more effectively and productively than regular shopping; these are some fundamental satisfactions that the customer will receive completely. Customers are inspired to make purchases online because it is a relatively hassle-free method of doing so.

### **1.2.2 Product Motivation**

Absence of availability of things moreover drives customers to purchase something online. Customers typically use the online shopping system for items like CDs, e-books, and airline tickets. for saving time, with no doubt. Huge degree of customization is furthermore being offered to the customers with monstrous worth cutoff points and which is unbelievable in commonplace buying measure. The web outfits a phase to see things with bare essential information as for genuine expenses from overall territories and therefore help customers in getting some answers concerning new examples. Purchasers can similarly work together with customer get-togethers and find a few solutions concerning latest patterns and plan. A couple of customers need to shop and scrutinize on the web in light of the fun, satisfaction and intensity notwithstanding, that is the enthusiastic and wanton delights, either as individuals or as get-togethers [8].

### **1.2.3 Service excellence motivation**

Organization significance is the factor that convince a buyer to go for online shopping. This is the factor that pull in client and every single day the quantity of clients is improving a direct result of progress in administrations. This might be ensuring with respect to cost, advantageous movement of things in extraordinary condition, cash down, relentless quality components, for instance, clearly communicated load charges, undeniably communicated thing charges.

### **1.2.4 Social Motivation**

online buyers are getting influenced by their social environment. Buying decisions are generally affected by people living around the buyer like Supportive social climate, seen standards, loved ones. Individuals procure new conduct by noticing others.

## **1.3 Objectives**

As the technology of my country developing day by day, so many companies prefer online shopping system and for existing that reason guides me to choose online shopping store. Most of the people they need new idea like to buy something in internet, also the job market of web passed projects are unique. There is traditional shopping system and years ago the people were using that one now it's the time we need to shift the online shopping stores to be easier.

Some of those benefits for online shopping system are as follow:

- i. **Comparison shopping:** the traditional system was little bit crazy side of pricing that is why online shopping system will come up.
- ii. **Reduced operational expenses:** e-commerce store is the most economically way to grow your retail business.
- iii. **Increased availability of products and services:** Retailers have a better chance to connect with their customers and promote their businesses when their goods and services are listed online.
- iv. **Lower advertising costs:** most of the products are cheap that goes to have low advertisement.
- v. **Availability of express delivery:** Delivery is so important for many customers who don't wish to go to the store directly so online shopping system provides free home delivery service all the time.
- vi. **Convenience:** the main benefit of online shopping system has is convenience. It is accessible 7 days a week for 24 hours from your PC or cell phone.
- vii. The convenience of shopping at home.
- viii. Get detailed information about the product.
- ix. We can compare various models/brands.

#### 1.4 Expected Outcome

My project is built with a buyer and seller in mind. Both the buyer and the seller will be able to communicate for free using this website. More people will become interested in using this online shopping system. as more people have access to it. The primary goal of is to reach is to host a lot of digital enabled transections and help to grow the cost effective. The online shopping system in Somalia will be more popular than before as the technology of my country is developing more in the last years. people will be inspired to do this online shopping system more than before.

## 1.5 Project Management and Finance

My project is open source and everyone who is in daffodil international family can make changes like adding or removing or anything further that is necessary to cover, so that without adaptation DIU family will take my costs as motivation.

## 1.6 Report Layout

As I achieved both parts theoretical and practical concept for my graduation degree. By implementing this project, I am enhancing my knowledge in the next level. I divided my project report into seven chapters and I will go step by step. At the beginning of the report, I have added an index of whole report to ensure that, all of the contents can be found easily. I have also added the index of all of the figures. Also, I gave every page a number in each content.

The **first chapter** contains introduction. In this chapter I emphasis the introduction, motivation, objectives, expected outcomes and lastly report layout of the project.

The **second chapter** contains backgrounds. In this chapter I emphasized the introduction, scenario of E-SOMBD system, related works of my project, comparative studies, scope of the problems and lastly challenges.

The **third chapter** contains software requirements specification. In this chapter contains all the diagram of the project, such as the ER diagram, UML diagram, flow chart diagram has been added.

The **fourth chapter** contains design specification. In this chapter, it contains the front-end design and back-end design of the project. I have added multiple screenshots of my code in this chapter.

The **fifth chapter** contains Implementation and testing. In this chapter, it contains the implementation of database, implementation of front-end design of the project, testing implementation and test results and reports of project.

The **sixth chapter** is impact on society environment and sustainability.

The **Seventh chapter** is the conclusion and future scope. In the last chapter, I have concluded my whole project.

## **CHAPTER 2**

### **BACKGROUND**

#### **2.1 Preliminaries/Terminologies**

**E-SOMBD-A** is an online software that will manage overall process of the whole online shopping system especially in Somalia. there is different online shopping in Somalia which access online shopping system to buy their product to the people but their process sometimes fails due to the lacking of proper management and also would not be so advance than my software “E-SOMBD-A”.

In my country Somalia some people would use offline market, which is more complex and time consuming? my software, E-SOMBD-A online shopping system is here to solve the problem.

**E-SOMBD-A** provides or post all kinds of products such as different types of men, women and children clothes watches and cotes. Customers can get all those products available in 24hours a day and 7 days a week. E-SOMBD-A online shopping system helps Somalian people to overcomes the day that they suffered a lot when they used offline market. It spares their time just gives items constantly while they are their home. E-SOMBD-A online shopping system is a friendly customer’s service to assist you with location, purchasing and shipping’s customer’s products to their home [3].

#### **2.2 Related Works**

The previous situation in Somalia for shopping was to visit the shops and market physically and afterward from the accessible items shown in the shop, a customer picks the products needs and afterward pay for products fundamentally in real money mode is done, as majority of Somalian people were out of knowledgeable and mindful to utilize digital market card modes due to lack of internet in Somalia.

##### **2.2.1 Feature Offline Shopping**

- Its physical market
- The shop owner can be admin of the system
- It is offline version

### **2.2.2 Problem Offline Shopping**

- It's not much user friendly
- Description about the products is less available and are mostly verbal only.
- Its time consuming
- It's not available all the time
- And its manual system

## **2.3 Comparative Studies**

As we can see, the offline retail market is currently experiencing some serious issues. These issues will all be resolved by my system, E-SOMBD.

### **2.3.1 Features Online Shopping**

- It is online shopping system.
- It will save more time.
- Mostly available in 24 hours a day and 7 days a week.
- It will provide secure logging and registration procedure.
- The customer will need to be information to see the products.
- The customer will see everything that is available while he not come.
- The customer feedback will be counted.
- The admin will manage the customers services.
- Details of the customer also shown the administrators.

## **2.4 Scope of The Problem**

- Most of the market product have no knowledge for customer satisfaction.
- In my country the quality of the product it is not as expected.
- Sometimes delivery will take long time
- Insecurity when customer shop online.

## 2.5 Challenges

- The internet connection must be provided all over the country.
- No further experience using web services most of my people.
- Difficulties to maintain loyal customer relationship in my system.
- Sometimes i face lack of security at that time which may loss some important data of the customers, those data are at risk of falling into wrong hand, who can do whatever he/she wants.
- Customers' expectations are skyrocketing, so retailers all over the world are constantly working to establish their reputations and a strong brand identity by promising fantastic experiences. In a time when customer satisfaction is paramount, it can be difficult to live up to their expectations. Tech behemoths like Amazon have elevated online shopping to the proverbial "next level" with their proactive shipping practices. Today's retailers face a formidable challenge in competing with these industry titans and meeting the constantly changing customer demands. 86% of buyers are likely to give extra money for a better experience, with a more significant 89% starting their own business and turning into competitors due to a poor experience.
- Being Consistent A successful omnichannel strategy must include consistency as a key component. Businesses must offer easy purchasing touchpoints across every product or service because customers research products across a variety of platforms before making a choice. One of the major eCommerce challenges for retailers is to analyze and comprehend customer interactions across all touchpoints and use them to create a consistent and seamless customer experience.
- Technology partnerships are becoming more and more common in e-commerce. When businesses collaborate with a company to realize their idea, a lot is on the line. By concentrating on the technology or processes and giving priority to trust, transparency, and communication between partners, the final product can be successful.



## CHAPTER 3

### SOFTWARE REQUIREMENTS SPECIFICATION

#### 3.1 Business Process Modelling

Admin can enter the system by logging, then he/she can view all the orders from customers, Can delete orders from customers, can view all the products of the customer and is the one who access the system. Admin can add and update the user's information, and he can also update the system. Admin can reject the order of the customer if the product is not available in the system. User can view all the products from the system without logging or register it, also user can make order but firstly will need to register the system after completing he/she can make the order process. We will see a business process model diagram that will help us to understand quickly what our work is. Mostly customer will manage buying and order, after he pass the correctness, his product will be confirmed, figure 3.1.1 will cover all the scenario, here is the figure [11].

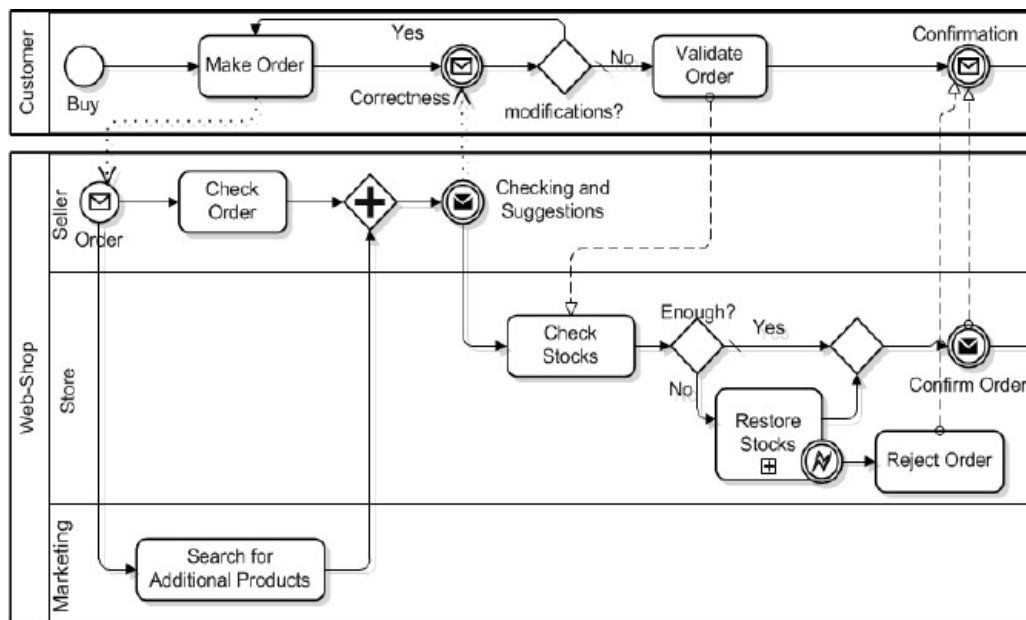


Figure 3.1.1. Business Process Model.

The system for defining software requirements is crucial because it affects how well-liked and practical the software that is produced will be.

## **3.2 Requirement Collection and Analysis**

There are some software requirements that I used for developing my project [3].

### **3.2.1 Front-end**

- HTML
- CSS
- JS
- BOOTSRAP

### **3.2.3 Back-end**

- PHP as a server-side language
- MySQL server for managing server-side action

### **3.2.4 Hardware Requirements**

- Processor
- System Memory
- Hard Disk

### **3.2.5 Analysis**

Users can view all of the system's products without logging in or registering. In order to place an order, a user must first log in and complete the registration process. After that, he or she can continue processing the order and finally confirm it. A system administrator can log in and view all customer orders as well as delete any that have already been placed. can see each user who logs into the system. The highest level of access to an account is granted to administrators. You can get in touch with the account administrator if you want to be one for a particular account. According to the permissions granted by the admin, a regular user will only have restricted access to the account.

### 3.3 Use Case Diagram

The biggest benefit of using figure 3.3.1 as a use case diagram is that it makes it easier for my business and store to design processes from the viewpoint of the user. As a result, the system operates more effectively and fulfills the objectives of the user. The user will control 6 pages that belong to him, including payment and password, while the admin will manage 5 pages that the user is unable to manage. Here is a diagram with a suitable layout. [12].



Figure 3.3.1. Use Case Diagram.

### 3.3.1 Use Case Description

Table 3.3.1's use case description demonstrates how the administrator will log in and how, once logged in, he will manage the products, whether it's adding or managing orders. Table 3.3.2, on the other hand, illustrates how users will use a website to complete tasks. It describes how a system behaves in response to a request from the viewpoint of a user. Each use case is represented as a series of easy steps that start with the user's objective and end when that objective is achieved. The scope and high-level operations of a system are also described. These representations show how the system and its actors interact [13].

Table 3.3.1. Use Case Modelling Table for Admin.

Use-case Name	Use-Case Modeling for Admin
Actor	Admin
Pre-Condition	Log in
Internal Path	Add items Add categories Manage items Manage orders
Exception Path	Update User's information
Notes	Admin has access to everything.

Table 3.3.2. Use Case Modelling Table for User Registration.

Use-case Name	Use-Case Modeling for Users registration
Actor	Users
Pre-Condition	Registration
Internal Path	Fill up the Registration form Click Register button
External Path	Please enter username and password Please click Login button
Notes	User need to use their Username and Password for login in to our site.

This table 3.3.3 will help us understanding how user personal information is working, when we are dealing payment option, it has to be unique only the user who will pay the product fee and no one else won't share or aware, same as when he needs to change his password only the user will deal about that issue. It will summarize details of a system and the users within that system.

Table 3.3.3. Use Case Modelling Table for User Information.

Use-case Name	Use-Case Modeling for User
Actor	User
Pre-Condition	Log in
Internal Path	View items Make orders Make payment Change password
Exception Path	Update User's information Click Register button
Notes	Admin has access to everything.

### 3.4 Logical Data Model for User

Figure 3.4.1 of the logical data model defines the structure of the data elements and the connections between them. It focuses on the user side and is separate from the physical database that describes how the data will be used. By generating the overall physical scenario, it will generate information about the customer product, customer order, customer payment, and his account. This logical data model acts as a guide for the data that is used [5].

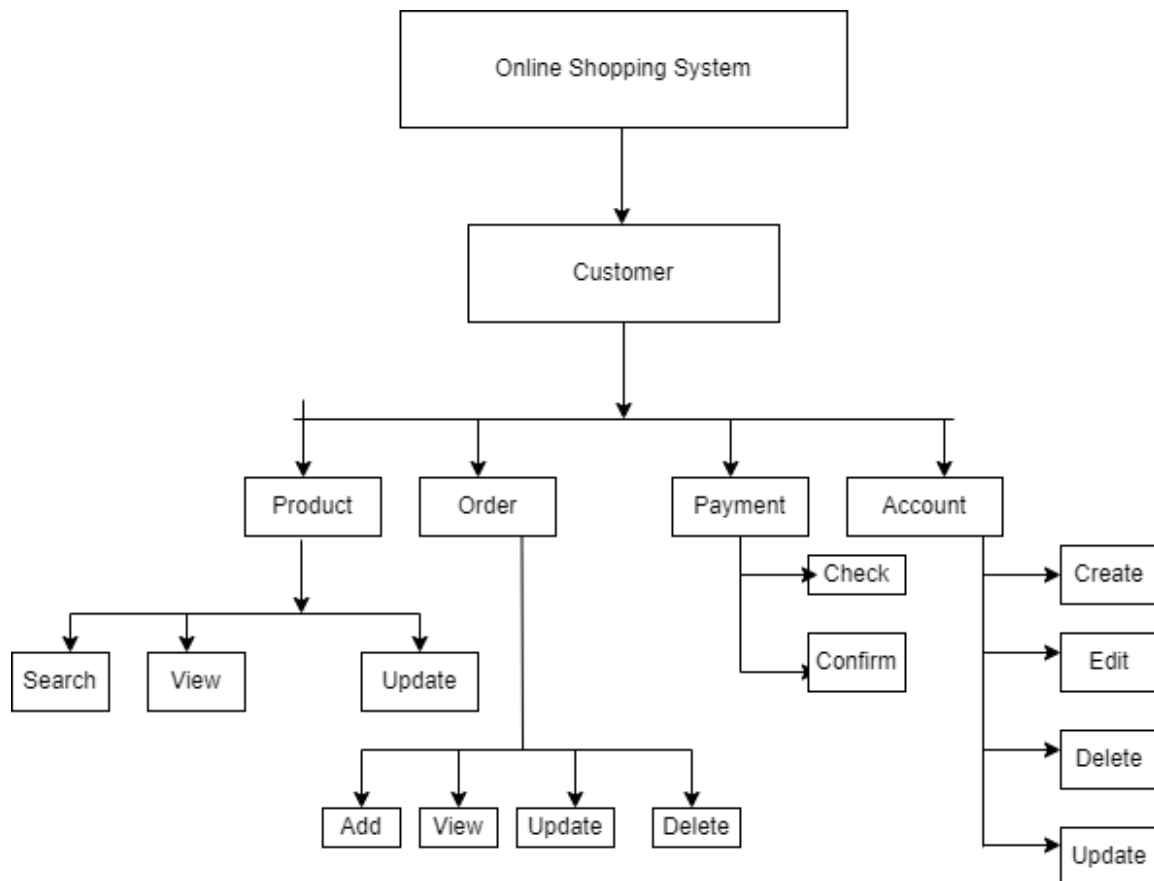


Figure 3.4.1. Logical Data Model for Users.

The above figure shows the logical model for customer activities, each and every customer follows this structure like seen the products, the orders he/she made, the payment, and his account. Also, he/she can update or delete a product from the details page, after that it will disappear that is the good reason, I use logical data model for customer.

### 3.4.1 Logical Data Model for Admin

This is another logical data model for admin side figure 3.4.2 here is where all the administrative work is done, it serves as a blueprint for the data involved, whereas the physical data models detail how that data will be implemented. The admin logical data model is then converted by database administrators and application developers into the tables, columns, keys, and other physical entities of a database [14].

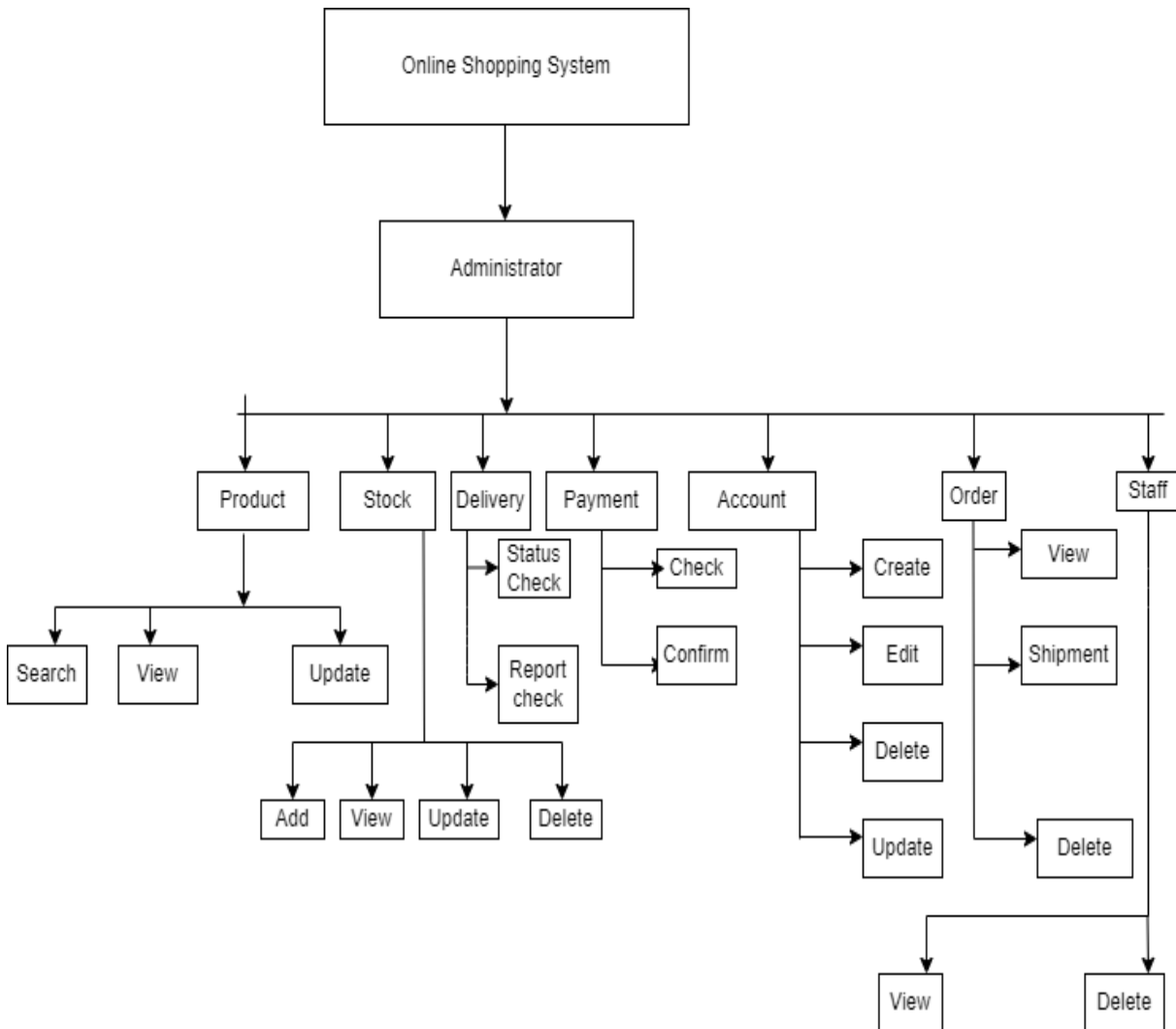


Figure 3.4.2. Logical Data Model for Admin.

### 3.5 Design Requirements

Design requirements are those specifications and design criteria from the Contract that outline the minimum acceptable technical requirements and establish the parameters in which the Project's design must be developed and carried out.

#### 3.5.1 User Registration

user registration is more important than we think, if the user has filled up the requirements, then he/she can accept otherwise not. In this diagram/ Figure 3.5.1, shows that there are some details that are necessary and the user must fill up. For user registration process one has to click on “register now”, then a form will arrive, by filling up all the required his/her information in the form. Then the user validates his/her details, if the details not correct, then the user must correct his/her information else if it is correct then accepted lastly the registration process will be successful. Here is the diagram [6].

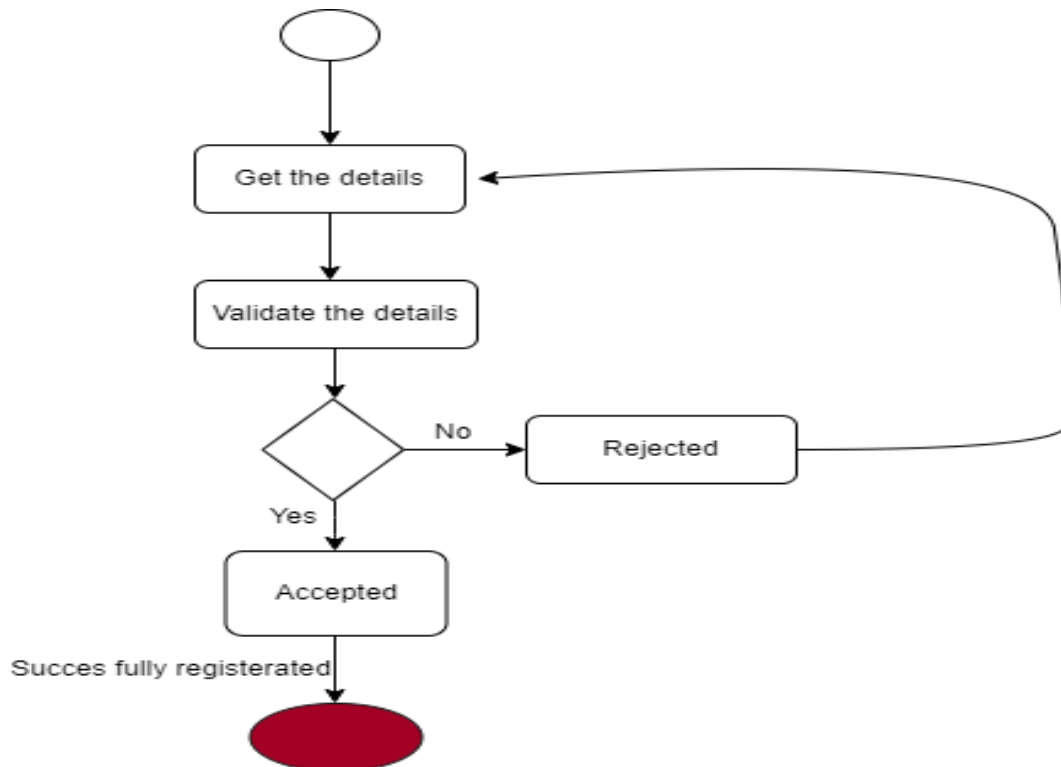


Figure 3.5.1. User Registration Diagram.



### 3.5.2 User Login

This figure 3.5.2 shows that when the user finished its registration then he/she has to login, when he/she needs to login he/she has to use previous details that he/she uses as registration. In login process if user has already logged in then exit else user has to put his/her information like user Id and password. Then the system finds user information. If user information is not found. Then show some error and the process repeated, else the user found. Then verify password if the password corrected. Then user successfully login to the system else not corrected the password then show some error and lastly login process would be cancelled.

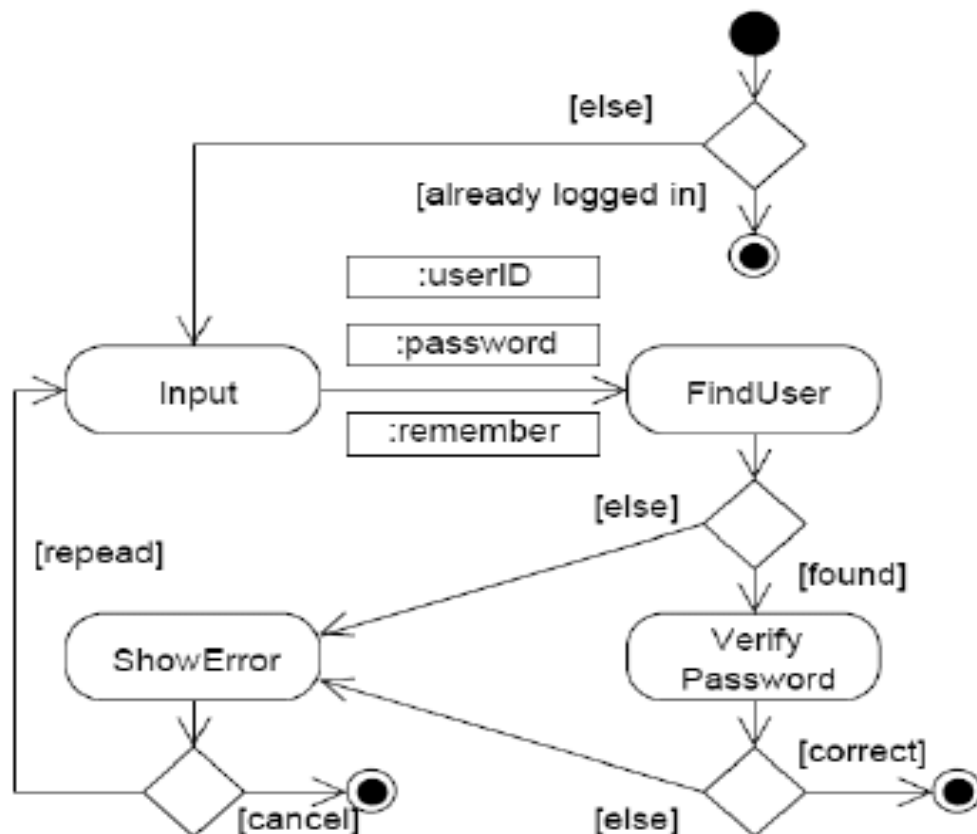


Figure 3.5.2. User Login Diagram.

## **CHAPTER 4**

### **DESIGN SPECIFICATION**

#### **4.1 Front-end Design**

Front-End is a part of a software system. It connects with the user and it collects from the user. User might be human or robot, whatever the user is. Front-end connects with it directly. Adding a background image in Front End design list, it gives the user a good impression for using the website.

HTML, BOOTSTRAP, CSS, JS, and PHP are used for my Front-End design in my project [5].

#### **4.2 Back-end Design**

Back-end always depends on Front-End. Because firstly it processes data from the front-end. Front-end process data in such away, that back-end can process data. Back-end is a process that the user can't see it. User can't see it its structure. For connecting with the database, I need to use a programming language, such as PHP. In web project back-end can use easily more than android.

I use PHP as a server-side language and MySQL server for managing server-side action.

#### **4.3 Interaction Design and UX**

When the user application, he/she may face many problems and difficulties, so the interaction design works for those problems that the user may face. It also shows what will be the expected outcome of the project. For preventing problems for the user.

UX is very important part of a project. When we make application, we make it for the betterment of the user. So, their experience is very important. Making the comfortable application a proper planning is needed.

A registration form is a set of fields that a user fills out and sends to a business or person. There are a variety of reasons why you might want someone to complete a registration form, and this figure 4.3.1 demonstrates how to do it.

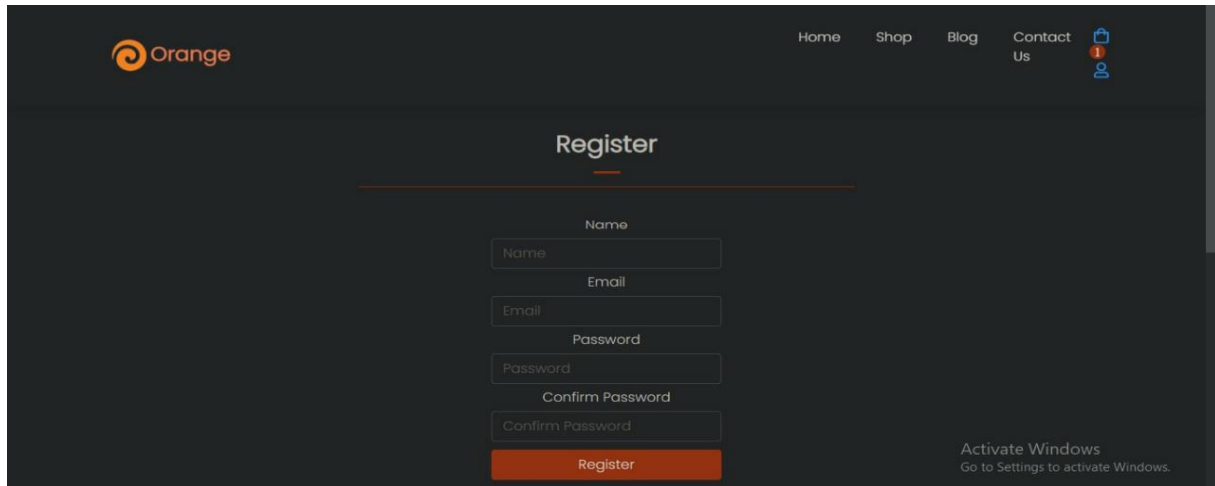
The image shows a user registration page for a website called "Orange". The page has a dark background. At the top, there is a navigation bar with links for "Home", "Shop", "Blog", "Contact Us", and a user profile icon. The main heading is "Register". Below it, there are five input fields: "Name", "Email", "Password", and "Confirm Password". Each field has a label above it. At the bottom of the form is a red "Register" button. In the bottom right corner, there is a message that says "Activate Windows Go to Settings to activate Windows."

Figure 4.3.1. User Registration Page.

Figure 4.3.2 shows if the user has an account, then he/she needs to use that one, that means he/she is member.

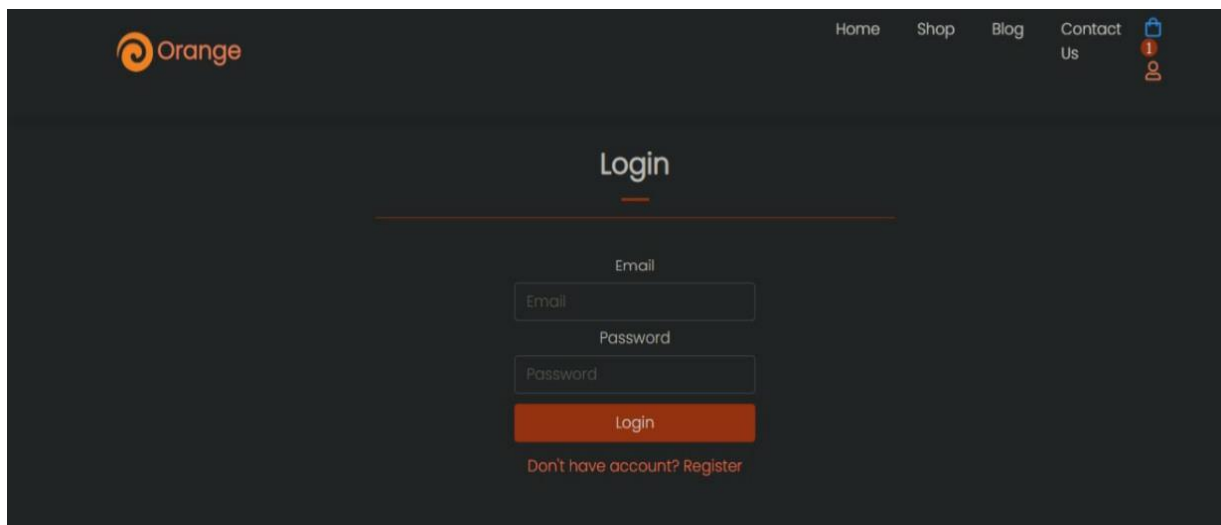
The image shows a user login page for the same "Orange" website. The layout is similar to the registration page. The main heading is "Login". Below it, there are two input fields: "Email" and "Password". Each field has a label above it. At the bottom of the form is a red "Login" button. Below the login button, there is a link that says "Don't have account? Register". The navigation bar at the top is the same as in the registration page.

Figure 4.3.2. User Login Page.

## Home Page

Here figure 4.3.3 will show us only the upper side of the home page and small content as a new season comes.

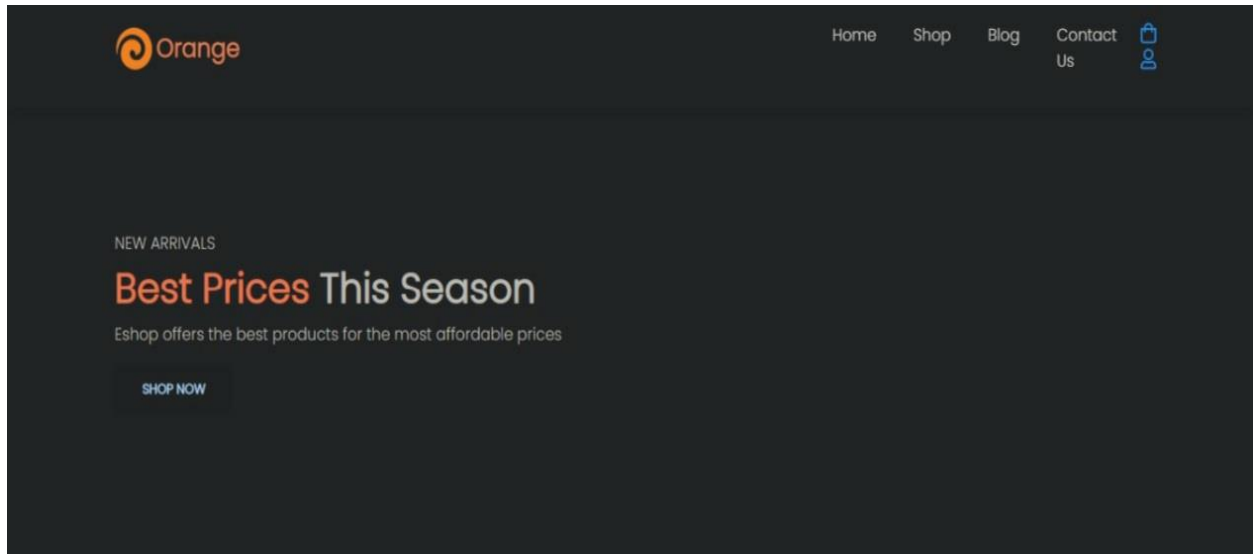


Figure 4.3.3. Home Page.

Here this figure 4.3.3 shows the shop page that user can limit the range of his requirements he/she can pick any range they need, there is no specific limit that the owner mentioned.

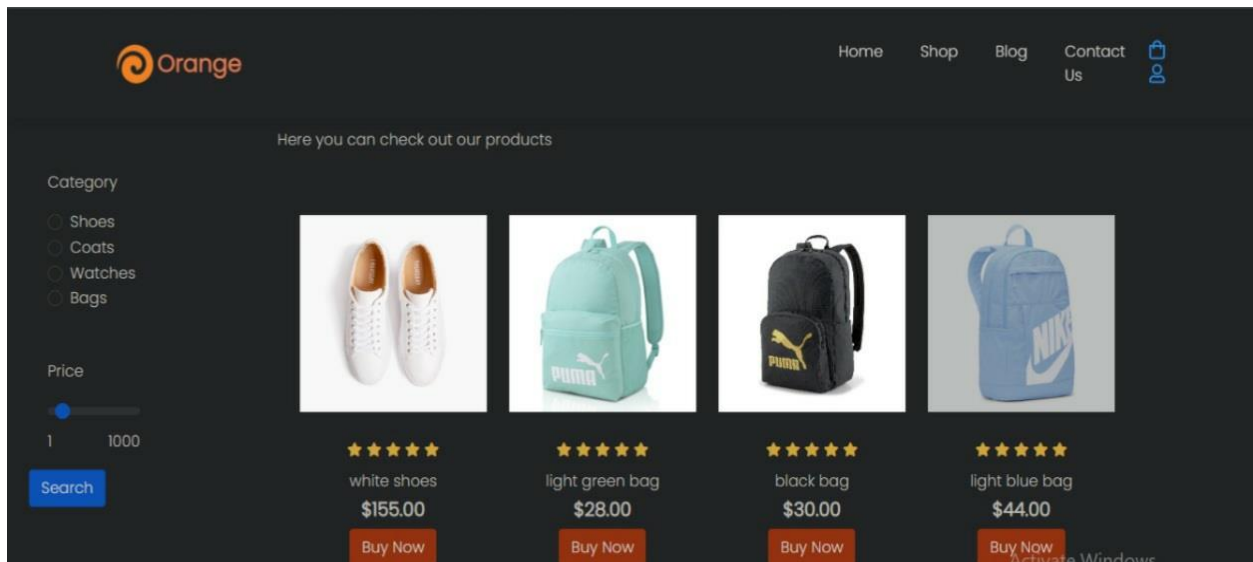


Figure 4.3.4. Shop Page.

## 4.4 Implementation Requirements

There are tools available to help with any project. For my application, I use a few tools. I talked specifically and in detail about it in the chapter. I already have a brief description of every tool I use there.

## 4.5 Project Flowchart

### 4.5.1 Flowchart for Admin

A figure 4.5.1 show us that the admin side will manage and see what the user request and if he/she make any change the user knows that something is happen, so this flowchart help us what admin can do.

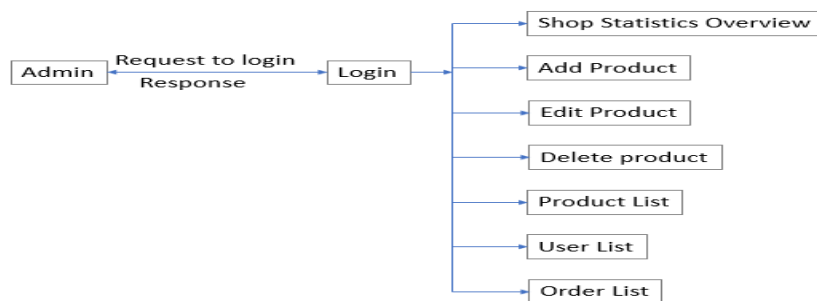


Figure 4.5.1. Flowchart for Admin.

### 4.5.2 Flowchart for User

Again, a figure 4.5.2 will help us how the user will apply a product if he/she needs that product, so this flowchart will help us to understand how the user interaction works.

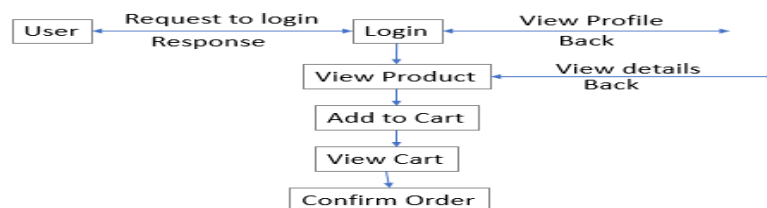


Figure 4.5.2. Flowchart for User.

## CHAPTER 5

### IMPLEMENTATION AND TESTING

#### 5.1 Implementation of Database

The majority of the time, MySQL is used for developing web applications. I also use a localhost phpMyAdmin MySQL database for this project. Figure 5.1.1 displays the home page for the administrative side.

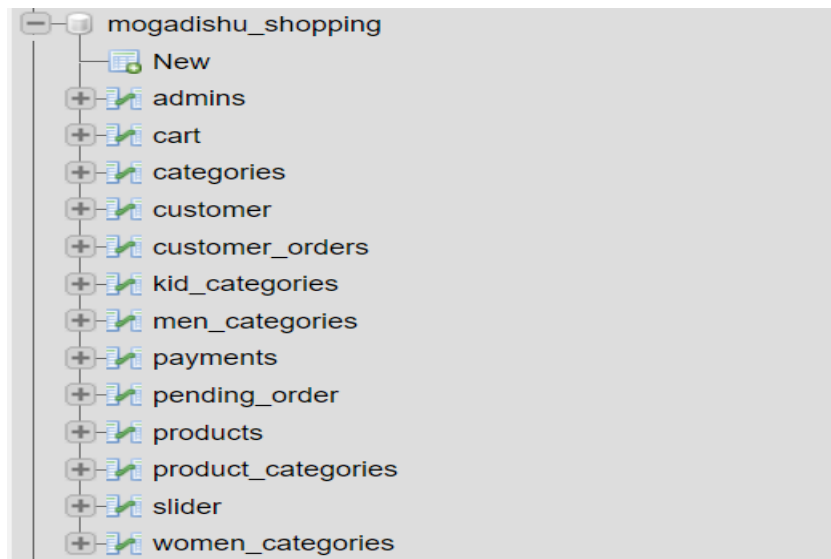


Figure 5.1.1. Database Table.

#### 5.2 Implementation of Front-end Design

The most important aspect of a project is the front-end design. Because it entices the majority of people to use my online shopping application. At first, people interact with Front-End design. My online shopping system's Front-End design is a component of a software system. The user's data is collected by the front-end and can be changed. What do you see when walking around and string at the cityscapes? Probably, among the first things are shop fronts, shining and beckoning, created to draw you inside. You choose the most engaging site, open it and there you are.

### **5.3 Testing Implementation**

There are some levels of testing

- Unit Testing
- Integration Testing
- System Testing
- Acceptance Testing

#### **5.3.1 Unit Testing**

The unit testing is the first stage of testing. During the systems development, it is carried out. In order to verify the code, it is necessary. The programmer is in charge of doing it. They identify the code error and then correct it. The formal documentation required by this program is not required.

#### **5.3.2 Integration Testing**

This is the second level of examination. Because of module integration, various dependent modules are tested for bugs.

#### **5.3.3 System Testing**

The third stage of software testing is this one. At this stage, technicians and users will work together to conduct testing. The third level of testing also includes systems testing. Testing the framework makes sure it operates according to business requirements and complies with exhibition requirements. Its information comes from the archive of systems requirements, the system architectural design and detailed design documents, and the Information Systems Department norms. Documentation is saved and set aside for framework testing.  $\alpha$  -Testing  $\beta$  -Testing.

#### **5.3.4 Acceptance Testing**

The testing has reached its conclusion. A software can be sure that the system is prepared for use in production after this testing. I have completed the project in full.

## Testing Implementation

Table 5.3.1. Testing Implementation.

NO	Tested Case	Tested Input	Expected Outcome	Actual Outcome	Result
1	Registration	Enter Name, email, pass, region, district, Phone number, address, gender, etc.	Registration successful and enter into the system	Registration successful and entered into the system	Passed
2	Login in	Enter username and password	Enter into the system if he had done registration first	Entered into the system	Passed
3	Apply for an order	Select an item, then add to the card then proceed the checkout, then pay the required amount of money.	Your order has been submitted But customer had to confirm his/her order	An order has been placed successful	Passed
4	Add a new product	Product title, product category, category, product image 1, product image 2, product image 3, product price, product keyword, product desc and last submit.	A new product has been added successful	A new product has been added successful	Passed



## Testing Sample

In my system, this is a registration form. To become a member of my system, users must first register here. Once a user has registered with the system, he/she cannot register again. The user needs to be a member before buying a product and this figure 5.3.1 help us how the user will make the registration form [1].

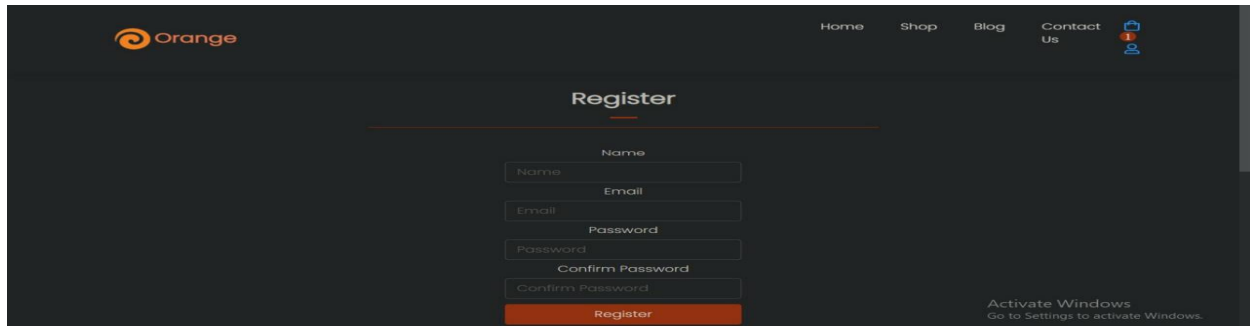
A screenshot of a web application's registration form. The page has a dark theme with orange accents. At the top, there's a navigation bar with links: Home, Shop, Blog, Contact Us, and a user icon. The main heading is "Register". Below it, there are input fields for Name, Email, Password, and Confirm Password. A "Register" button is at the bottom. On the right side, there's a small "Activate Windows" watermark.

Figure 5.3.1. Registration Form.

After completing the registration process, the user will receive an email and password to fully access the system as we can see figure 5.3.2.

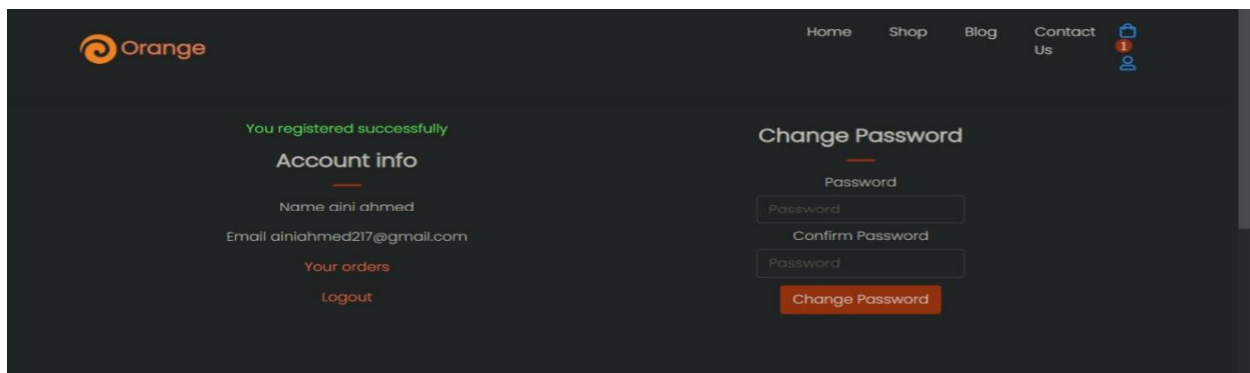
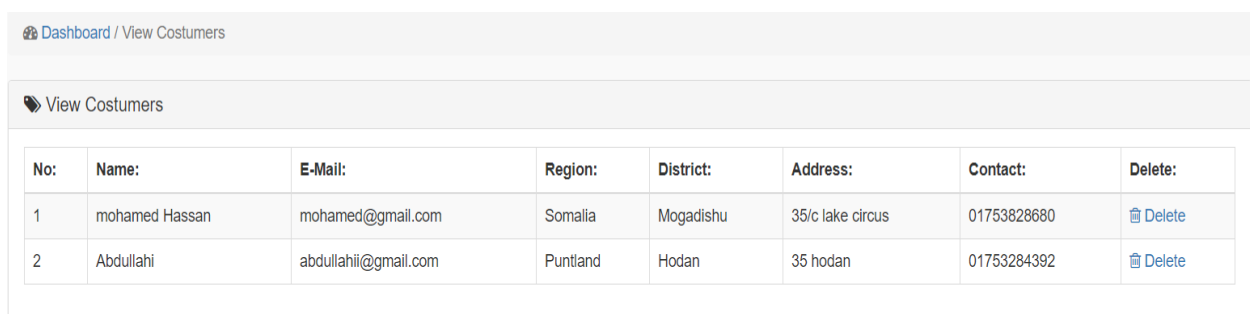
A screenshot of a user dashboard after successful registration. The page shows "You registered successfully" in green. Under "Account info", it displays the user's name "aini ahmed" and email "ainiahmed217@gmail.com". There are links for "Your orders" and "Logout". On the right, there's a "Change Password" section with input fields for Password and Confirm Password, and a "Change Password" button.

Figure 5.3.2. Registration Form is Successes.

Here figure 5.3.3 we can see the custom view figure that all mails and addresses are stored.

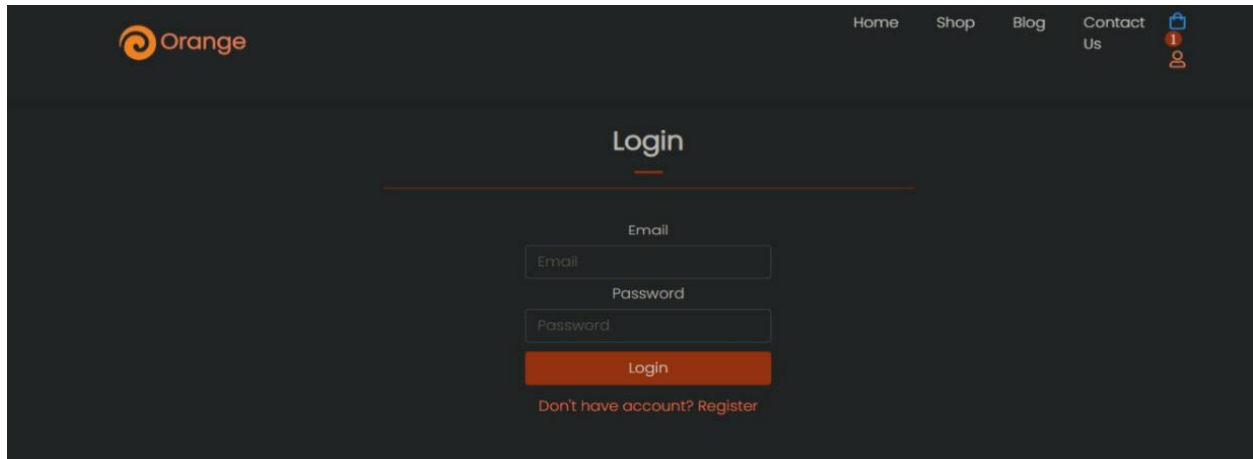
A screenshot of a web application's "View Costumers" page. It shows a table with customer information. The table has columns for No, Name, E-Mail, Region, District, Address, Contact, and Delete. There are two rows of data. Above the table, there's a breadcrumb "Dashboard / View Costumers" and a section header "View Costumers".

No:	Name:	E-Mail:	Region:	District:	Address:	Contact:	Delete:
1	mohamed Hassan	mohamed@gmail.com	Somalia	Mogadishu	35/c lake circus	01753828680	<a href="#">Delete</a>
2	Abdullahi	abdullahil@gmail.com	Puntland	Hodan	35 hodan	01753284392	<a href="#">Delete</a>

Figure 5.3.3. Customer View.

## Login Page

The figure 5.3.4 describes if the user he/she has already an account then he can use that one to log in. Following that, the user can sign in to the system with his or her email address and password to gain full access to the system.



Orange

Home Shop Blog Contact Us

### Login

Email

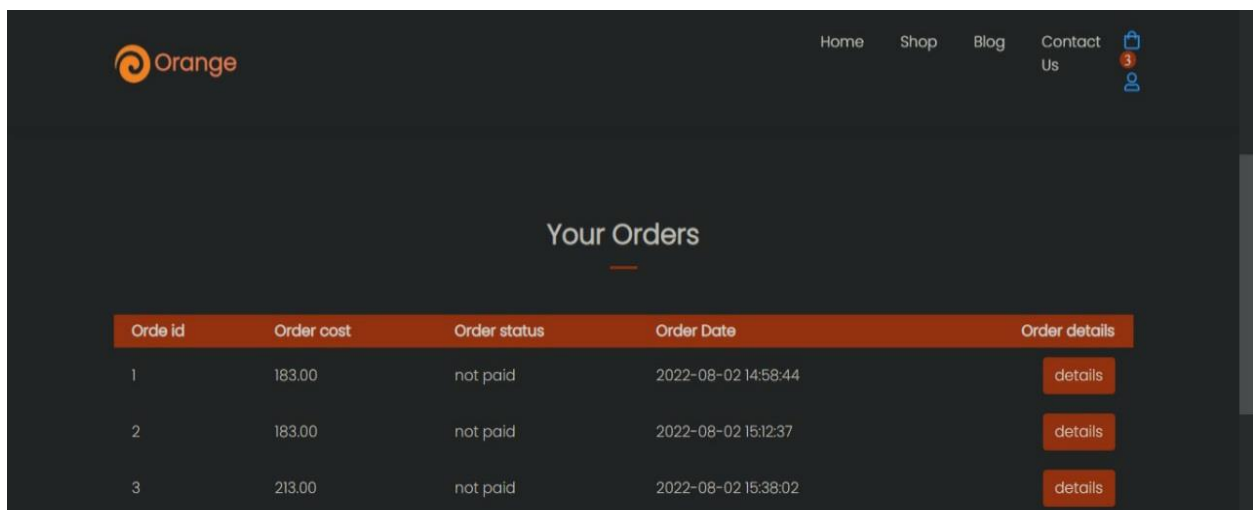
Password

Login

[Don't have account? Register](#)

Figure 5.3.4. Sign in Page.

Here we have figure 5.3.5 that shows us all of our product and their information, this page is more important and the user must check it always to see what he/she ordered.



Orange

Home Shop Blog Contact Us

### Your Orders

Order id	Order cost	Order status	Order Date	Order details
1	183.00	not paid	2022-08-02 14:58:44	<a href="#">details</a>
2	183.00	not paid	2022-08-02 15:12:37	<a href="#">details</a>
3	213.00	not paid	2022-08-02 15:38:02	<a href="#">details</a>

Figure 5.3.5. Order Details.

## Cart Page

This Figure 5.3.6 will help us to the quantities and subtotal of the products.

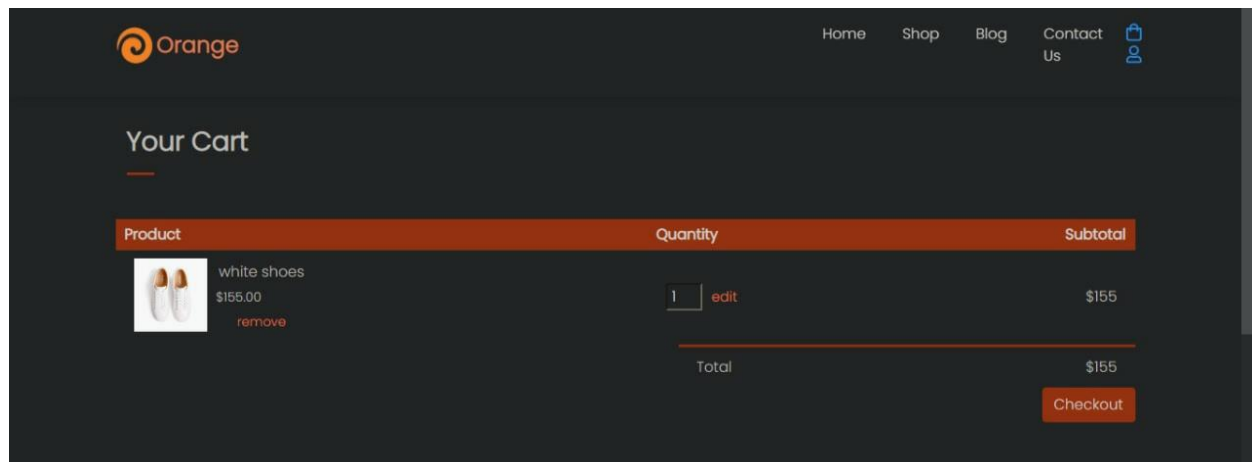


Figure 5.3.6. Cart Page.

Figure 5.3.7 shows all the products that are available in the dashboard.

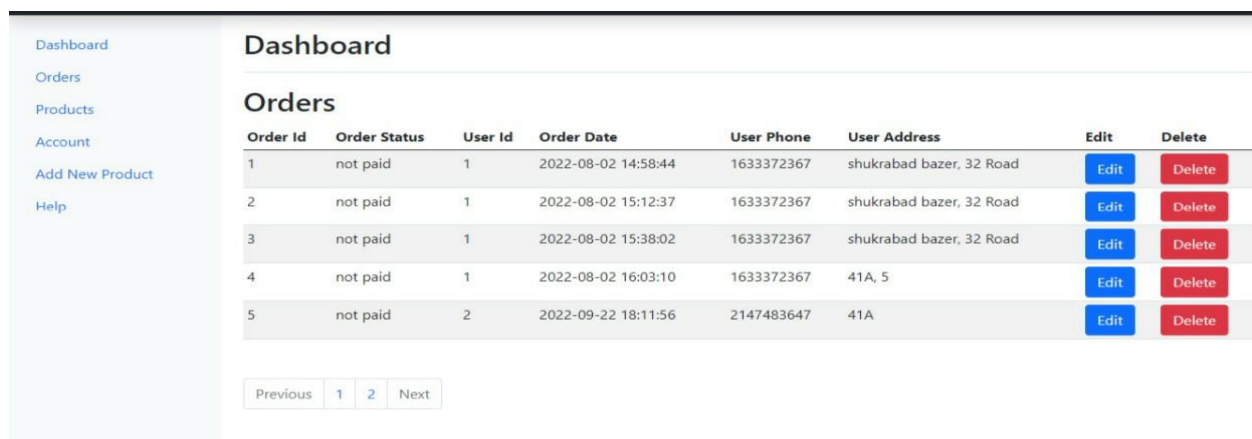


Figure 5.3.7. Dashboard Page.

## 5.4 Test Result and Report

I thoroughly tested my project and were successful. I work on it several times in order to find errors. However, I am unable to find any errors. I simplify my application so that users can use it comfortably. In my report, I compiled all of my efforts.

## **CHAPTER 6**

### **IMPACT ON SOCIEY, ENVIRONMENT AND SUSTAINABILITY**

#### **6.1 Impact on Society**

As more Internet facilities, high educational standards, lifestyle changes, and the nation's economic growth are utilized, e-commerce and online shopping are seeing remarkable growth around the world. Techniques and equipment for electronic commerce are in great demand.

Opportunities are being created in the remaining market segments thanks to the variety of shopping experiences and the quick development of transaction facilities. The most important benefit of e-commerce is the capability to offer secure purchase transactions over the Internet, along with nearly instantaneous credit card verification and validation. Due to this significant effect, more and more consumers are taking advantage of different aspects of electronic commerce. The use of electronic commerce varies widely across the country, especially in marketing and subsequent sales. [15].

#### **6.2 Impact on Environment**

My program is entirely environmentally friendly. Nevertheless, it might have an impact on the environment. For instance, a smart device (Smart Phones/Laptops) is needed to use my application, and a mobile phone can harm the environment. E-detrimental commerce's effects on the environment increase along with its popularity. According to Generation IM's global study, ecommerce is 17% more carbon-efficient than traditional retail stores. Product transport, buildings, warehouses, product packaging, and manufacturing are all examples of carbon-efficient business practices. There are visible environmental impacts (such as a cardboard box to recycle or plastic wrapping to discard) and an invisible footprint for each package shipped (such as the carbon dioxide emitted in transportation and delivery) [15].

### **6.3 Ethical Aspects**

There is nothing to be concerned about in terms of ethics. Because we will only be using it for personal work for an institution, there will be no unethical work associated with my application. E-commerce is a platform that allows for the exchange of goods and services over the internet. This trading process takes the form of, Online shopping web sites for direct retail sales to consumers, Providing or participating in third-party business-to-consumer or consumer-to-consumer sales through online marketplaces, Business-to-business buying and selling, Using web contacts and social media to collect and use demographic data Electronic data interchange between businesses, Marketing to existing and prospective customers via e-mail or fax (for example, newsletters), Participating in pre-retail for the launch of new products and services, Online financial exchanges for currency conversion or trading.

### **6.4 Sustainability Plan**

Web technologies are updated on a regular basis, bringing new features and security measures. After certain time periods, the framework and technology I used in my project receive major updates. I created my application using the most recent technology available at the time. Again, if a major update arrives that may conflict with my existing code, I will have to update my application and make the necessary changes. After a certain period of time, this application will be open source, and other web technology enthusiasts will be able to make changes and add new features to it. Sustainability is frequently viewed as balancing current needs while not jeopardizing future generations' ability to meet their own.

## **CHAPTER 7**

### **CONCLUSION AND FUTURE SCOPE**

#### **7.1 Conclusion**

The Online Shopping System isn't just a pretty site with dynamic specialized highlights; it also focuses on building relationships with customers while making money.

Understanding the client's requirements and needs is the first step in developing a connection with them. Staying faithful to an organization's commitments gives a client motivation to return, and meeting their desires gives them motivation to stay.

It demonstrates the organization's regard for its customers through website correspondence. Clients' needs and desires are not the same; age, gender, insight, and culture are all important factors. Clients with greater online influence are more concerned with the factors that directly affect the project.

To build an online purchasing business, a significant amount of time and money must be invested in characterizing, planning, improving, testing, executing, and maintaining the webstore. It is extremely simple to lose a client but extremely difficult to re-gain a client.

To stay in the online business, a webstore should respond to client messages, inform clients about issues, and always be honest with them.

Value factor and after deal factor play an important role in web-based business, so online advertisers should pay attention to it just as they work on satisfying current clients and offering new plans gradually to attract new ones.

## **7.2 Scope for Further Development**

Today's commercial center is crammed with numerous web-based businesses that discourage customer satisfaction. A wide range of creative items and administrations are available to confuse customers.

Somalia's reality. The growth of the e-commerce industry in Somalia has been exceptional in recent years, as more customers began to investigate the benefits of using this platform. If they comprehend and address their issues, there is sufficient extension for online design material for fashion cloth shopping organizations in the future.

The Internet is changing the way people buy products and start businesses, and it has quickly become a global marvel. So many organizations in Somalia have begun to use the Internet to cut advertising costs, lowering the cost of their items and administrations in order to stay ahead in extremely competitive business sectors. Organizations also use the Internet to transmit, share, and disseminate information, to sell products, to receive feedback, and to conduct customer satisfaction surveys.

Clients use the Internet not just to buy items on the web, but also to compare prices, item features, and after deals administration highlights that they will get if they buy items from a specific store, for example, online style. Many experts are optimistic about the potential of online business.

Mogadishu Online Shopping is Somalia's best online store for fashion clothing. It provides home delivery and allows you to order products from various categories such as men's fashion, women's fashion, and children's fashion, among others.

## **APPENDICES**

### **Project Reflection**

I have been working hard for months to ensure the success of my project. I did my best to create an "Online Shopping Store System" for my country, Somalia. It is a web-based program. This project makes me so strong, the day I started and today there is big difference, I can't imagine how my feeling today is and how it was before. There is nothing is easy but when you try and start doing it everything will be under control.

### **Appendix B**

#### **Abbreviations and acronyms**

PHP: Hypertext Preprocessor

HTML: Hypertext Markup Language

CSS: Cascading Style Sheets

JS: JavaScript

Bootstrap

UX: User Experience

XAMPP: Cross-platform (X), Apache, MySQL, and PHP.



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