SHOP 360 (A WEB BASED E-COMMERCE SYSTEM)

 \mathbf{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

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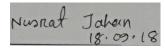
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We hereby declare that, this project has been done by us under the supervision **Nusrat Jahan, Lecturer, Department of Computer Science and Engineering** Daffodil International University. We also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

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ABSTRACT

Shop 360 is mainly web-based e-commerce system. This e-commerce website can view any product with 360 spinning angles. By this spinning technology user will get a clear idea and concept about any product which they choose before add to their cart.

In this digital age, people depended on online-based marketing system day by day. This system will introduce e-commerce user with the next generation e-commerce technology. People will highly experience 3D shopping environment through this e-commerce site. Every essential and technical function which is actually needed for an e-commerce website is included on this website. An e-commerce website is the complete online shopping arena, where both the buyer and the seller reach their goal in the pursuit of getting a top-notch business.

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CHAPTER 1

Introduction

1.1 Introduction

Nowadays E-commerce is the most popular and fast-growing online marketing platform for all kinds of online business. Day by day more business houses become dependents on e-commerce business for e-commerce popularity. The websites also become more and more functional day by day for the e-commerce business. The maximum business houses are implementing their websites providing functionality for performing commercial transactions over the web. It is appropriate to say that the process of shopping on the online is becoming commonplace. Now peoples become too dependent on online marketing where they can view the catalog of the products and add to their shopping list. This matter is become very popular because of, at a time people view too many products in a category and able to find their favorite products for add to their carts.

Keeping on mind above all this thing we made a 3D based E-commerce website that able to view any products in 360 spinning modes. "Shop360" is actually a 3D based product viewing E-commerce website that can view any kinds of the product by 3D modeling. The visitors who want to buy any product on the website they can easily choose a product by category and after search results, they can view any product with the 3D moving angle. Visitors can also view the product by zooming in 3D, left or right view control angle.

1.2 Motivation

Basically, we develop some general e-commerce site in our freelancing carrier for global clients. Most of the themes are common as usual e-commerce UI based websites. Once our one regular USA client who takes regular support from us for his website, he said us it will be great if any time any e-commerce site views its product in 360 angles. Actually, he was not serious about this topic but he wished his internal thoughts and that's was the thinking of the starting stage of our "Shop360" project. In maximum e-commerce shipping case, the customer doesn't satisfy after getting their products on hands. Because of product similarity, which they actually watch on the website in order. Sometimes they don't find their expected products which they want on the E-market. So these problems keeping on mind we want to develop an E-commerce system that can view any product in 3D angle and visitors can find the product by a categorized premium product gallery.

1.3 Project Objective

- This project delivers more user-friendly interface rather than common e-commerce websites.
- The customer can view any products with 360 from any angles.
- Views will understand the actual product shape by this functionality.
- Reduce customer harassment on online shopping.
- 360 technology create a new milestone on online e-commerce shopping platform.
- This project provided best product viewing experience by 360 technologies.
- This 360 technology can be able to do the better competition in the marketplace by this project.

1.4 Expected outcome

This project is mainly developed for reducing customer vexation. By 360 tools system, our website will able to show clear 360 based product images. This will help customer or site visitors to get the actual ideas of the products real shape and formats. The dynamic design

of the website will help the customer to choose product easily. They also find premium colorized product galley that will help them to find product easily. The dynamic search option of the website also helps the customer to find their expected product by name, category and product similarity.

1.5 Report layout

Chapter 1: Introduction

In this chapter, we have discussed about the motivation, objectives and the expected outcome of the project. Later followed by the report layout.

Chapter 2: Background

We discuss about the background circumstances of our project. We also talk about the related work, comparison to other candidate systems, the scope of the problem and challenges of the project.

Chapter 3: Requirement Specification

This chapter is all about the requirements like business process modeling, the requirement collection and analysis, the use case model of the project and their description, the logical relational database model, and the design requirements.

Chapter 4: Design Specification

In this chapter all the designs of the project. Front-end design, back-end design, interaction design and UX and the implementation requirements.

Chapter 5: Implementation and Testing

This chapter contains the implementation of the database, front-end designs, interactions and the test results of the project.

Chapter 6: Conclusion and Future Scope

We discussed about the conclusion and the scope for further developments which pretty much derive from the project.

CHAPTER 2

Background

2.1 Introduction

Shop360 is highly effective for e-commerce business sector. The design of the website is mainly based on most updated 360 spinning e-commerce technology. By this spinning technology the site able to show any produces form any 3D angles. Visitors can visit the website and watch or choose the product by category. By using cart and checkout option users can place the order on the website easily. The most amazing thing about the website is, this site is fully and highly responsive for all kinds of devices.

2.2 Related Work

In this global e-commerce market, there is a lot of websites for e-marketing business. For the business purpose, we built a bakery product-based e-commerce site for a bakery shop. This a bakery online system for those who start a small business with an online based shop system. By the system, admin can control his dashboard properly and any customer can easily buy the product from that site.

2.2.1 Spring Big

"Spring big" is a bakery shop. They are selling various kinds of bakery foods like fast-food, Arabian sweets, biscuits etc. This bakery has online services too. The bakery has a well-decorated gallery based online product store. In the e-store, the customer will able to watch or choose the product by category. Using cart and checkout option users can place the order on the website.

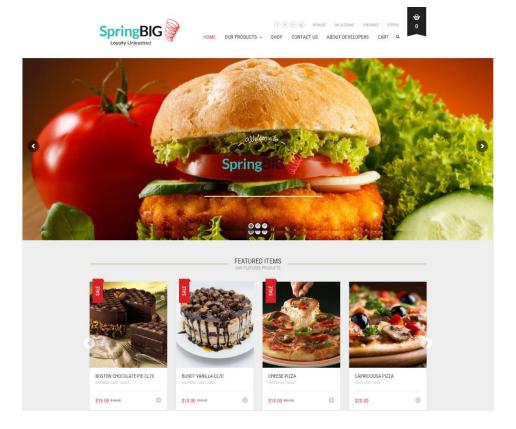


Figure 2.2.1.1: springbig.com

2.2.2 Spring Big

This website must have controlled by an admin. Admin can control the whole system. Admin can add product category in the system, by category they can add the item, manage the products and manage the ordered list. After entering the site customer view products and choose products. After choosing the product, the customer finds their choosing product in the cart function on the website. After entering the curt function, they find a page where they can view their shopped product and they can also customize curt option if they need more item from the site. After update cart, they find coupon option. If they have any product coupon code on any product, they entered the code in the coupon box and after applying coupon the rates of the product automatically minimize. The final sate of the shop is checkout. Clicking checkout, they find a form where customer put in their information for payment, and if anyone wants to create an account on the website they can choose the "CREATE AN ACCOUNT" option by giving the password.

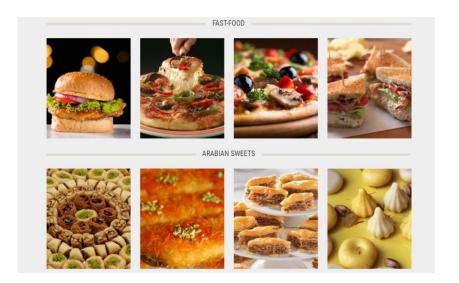


Figure 2.2.2.1: springbig.com

2.3 Comparative studies

Our implemented and developed system is different from the previous build system. Though twice are e-commerce based websites and functions are almost same, but the main difference is 350 spinning engine. The 360 engine functional the website amazingly. By the engine, any visitors will spin and view any products with 360 angles and get a clear idea of the products.

2.4 Scope of the problem

- Anyone will able to find their product easily by the dynamic gallery.
- Customer will able to get the actual shape of the product.
- The customer vexation will reduce by 360 spinning technology.
- Admin will properly meet the needs which actually demanded by the customer.

2.5 Challenges

- 360 technology create a new milestone on online e-commerce shopping platform.
- The interactive UX/UX attract the visitors for shopping.
- The dynamic design of the site is really gorgeous.
- Features are very effective rather than general e-commerce websites.

2.6 Project Schedule

Table 2.6: Project Schedule

	FROM	То	DURATION
Project Proposal	4/15/2017	4/20/2017	6 DAYS
Requirement gathering and specification	4/21/2017	4/30/2017	10 days
Process design and enhancement	5/1/2017	5/30/2017	30 days
Testing and Troubleshooting	6/01/2017	11/30/2017	180 days
Project submission	4/07/2018	4/09/2018	3 days

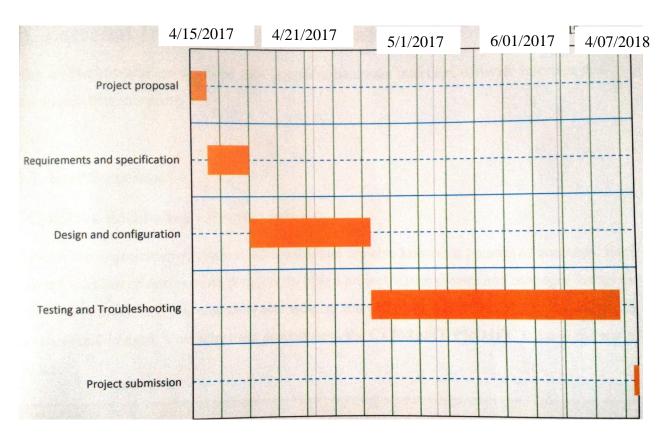


Figure 2.6: Project schedule Gannet chart.

CHAPTER 3

Requirement Specification

3.1 Business Process Modeling

Business process modeling (BPM) is the activity of representing processes of an enterprise, so that the current process may be analyzed, improved, and automated. The term 'business model' is thus used for a broad range of informal and formal descriptions to represent core aspects of including purpose, structures, operational processes and policies[5]. The main characteristic of the methodology is based on the diagram as 'Flow Diagram'. Here we are trying to describe our project's business model using Data Flow Diagram. Normally, Data Flow Diagram describes how data is processed though a system or project.

3.2 Requirement Collection & Analysis

There are some basic requirements collected during implementation of the system and also in the data collection. Here are some given below

- Need 360 based images for spinning products.
- Needed to add the category to add products on the site.
- A proper dashboard needed for control everything.
- The customer should have filled a form for registration when they make the order.
- The customer should have chosen a payment method when they make a payment.

3.3 Use Case Modeling

A use-case diagram is a simplified and graphical representation of how the system works. It has been said before that "Use case diagrams are the blueprints for the system

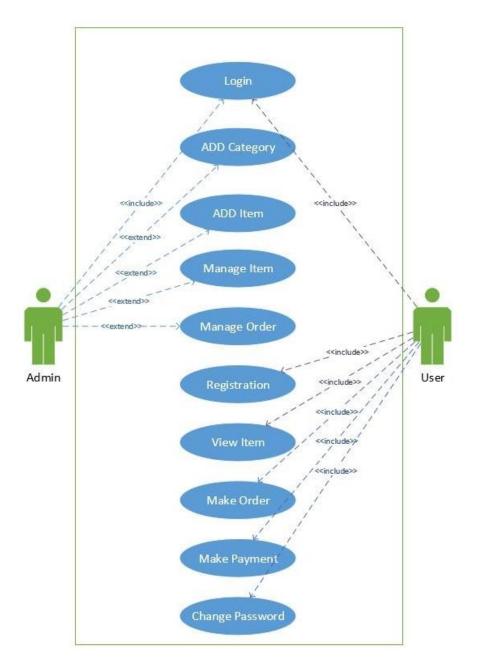


Figure 3.3: Use case model diagram

3.3.1 Use Case Modeling and Description

Table 3.1: Use case description of login

Use Case	Login
Primary Actor	Admin,User
Secondary Actor	Null
Pre-condition	Null
Scenario	Enter UsernameEnter Email
Post-condition	Login successfully or failed

Table 3.2: Use case description of add category

Use Case	Add category
Primary Actor	Admin
Secondary Actor	Null
Pre-condition Pre-condition	Login
Scenario	Enter Username Enter Email
Post-condition	Add category successfully or failed

Table 3.3: Use case description of manage item

Use Case	Manage item
Primary Actor	Admin
Secondary Actor	Null
Pre-condition	Login
Scenario	Enter UsernameEnter Email
Post-condition	Manage item successfully or failed

Table 3.4: Use case description of manage order

Use Case	Manage order
Primary Actor	Admin
Secondary Actor	Null
Pre-condition	Registration or Login
Scenario	• Orders
Post-condition	View orders, check orders, Ship orders

Table 3.5: Use case description of regitartion

Use Case	Registration
Primary Actor	User
Secondary Actor	Null
Pre-condition Pre-condition	Complete Profile

Scenario	
	First name
	Last name
	Company name
	Country select
	House number or street name
	Apartment (Optional)
	• Town/city
	• State
	Post code or zip
	• Phone
	• Email
	□Experience
Post-condition	Thank you your order has been placed,
	Create account successfully

Table 3.6: Use case description of view item

Use Case	View item
Primary Actor	User
Secondary Actor	Null
Pre-condition	Add to cart
Scenario	Add to cartCustomize cart
Post-condition	View quantity on cart section

Table 3.7: Use case description of make order

Use Case	Make order
Primary Actor	User
Secondary Actor	Null
Pre-condition	Null
Scenario	Proceed to checkout
Post-condition	successful

Table 3.8: Use case description of make payment

Use Case	Make payment
Primary Actor	User
Secondary Actor	Null
Pre-condition Pre-condition	Null
Scenario	Bank transferCash on deliveryPayPal
Post-condition	Congratulation or sorry

Table 3.9: Use case description of change password

Use Case	Change password		
Primary Actor	User		
Secondary Actor	Null		
Pre-condition Pre-condition	Login		
Scenario	 Enter your new password Re-enter your password again Confirm to change your password 		
Post-condition	Successfully password updated		

3.4 Logical Data Model

3.4.1 Data flow diagram

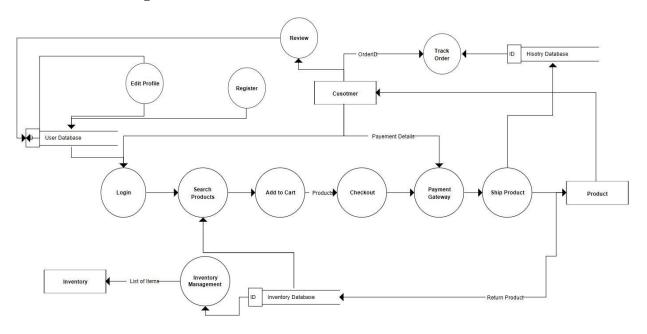


Figure 3.4.1.1: Data Flow Diagram

3.4.2 Class Diagram

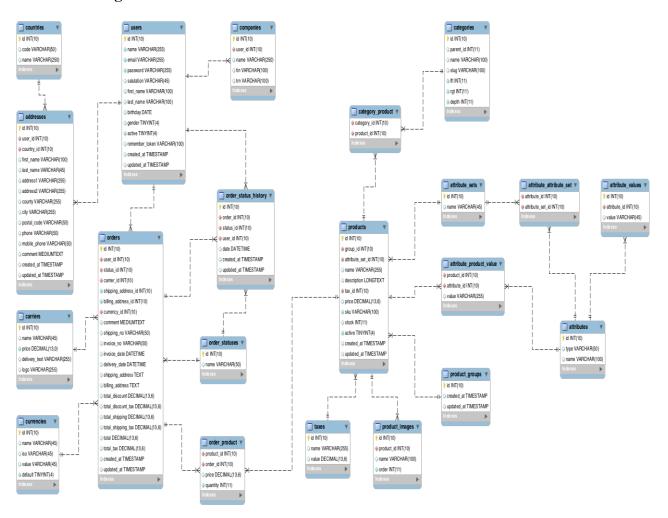


Figure 3.4.2.1: Class Diagram

3.5 Design Requirements

- This system will contain two types of users like Admin and users.
- The user can view any products in 360 angles by 360 spinning.
- Admin can add 360 product images on the site for add products.
- The website must have a proper dashboard to control everything.
- The user will view the item and add to cart them.
- The user can create an account by registration.
- Admin can control everything by the dashboard.
- Admin can create and delete product on the system.
- Admin can create product category for add product.
- User get their invoice after confirming payment.
- The user can choose the payment method.

3.6 Operating Environment

Requirements for the system:

Software: Software required for 'Shop 360' to make working of product is

- Operating System: Windows XP/vista/7 or later version, Linux, Ubuntu.
- Browser: Firefox/Chrome recent update version.
- Development platform: Adobe Illustrator, Adobe Photoshop, Sublime text
 Notepad++, Apache, MySQL

Hardware: For '**Shop 360**' hardware requirements for insurance on internet will be same for both the parties which are follows:

- Processor: Dual Core or above.
- RAM: 1GB or above.
- HD: 20 GB or above.

CHAPTER 4

Design Specification

4.1 Front-end Design

Front-end design is the representation of a website. This is the way of interaction way between the users and the servers. Front-end design is known as a client-side development. In the most aspect of a web development, the most important part is to design the frontend. We created a simple front-end design for the users to co-operate with the website easily. Here are some front-end designs of our website given below.

4.1.2 Home Page

In the home page there are menu bar, product section, shop, featured, contact us, cart and footer exits. The whole website is trying to responsive that means this can be viewed on many devices.



Figure 4.1.2.1: Home Page

4.1.3 360 spinning

The main user attraction of the website is 360 product spinning technology. By this spinning technology, any user will able to view any product with 360 angles. The user can also zoom, pause and properly get a clear concept of the product.



Figure 4.1.3.1: 360 product sample



Figure 4.1.3.2: 360 product sample

4.1.4 Product category

We ready this e-commerce site with a premium category based gallery. By this product, gallery user will able to find their product easily.

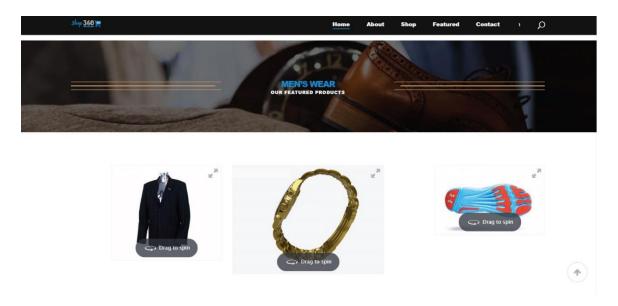


Figure 4.1.4.1: Product Category

4.1.5 Cart

By the cart, option customer can view the chosen product in the cart option. The cart option will able to show the total amount of the product prices and the total amount of product.

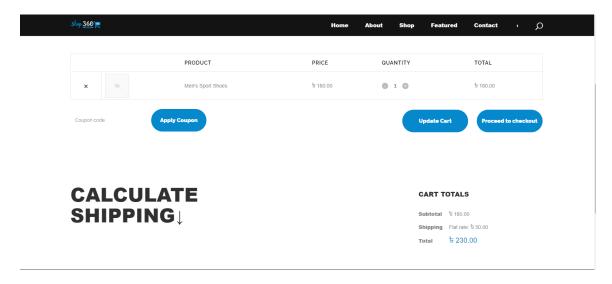


Figure 4.1.5.1: Cart option

4.1.6 Checkout

In the checkout section, the user will find final checkout option for their selected products. Clicking proceeds to checkout option user will proceed to final checkout for their shopping.

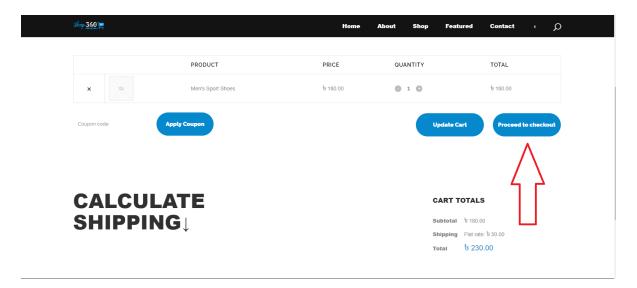


Figure 4.1.6.1: Checkout option

4.1.7 Billing details

After clicking checkout user must log in otherwise must fill the billing address from. This page contains some informative mandatory data which are needed in the future to identify the respective user. The user also able to create an account by giving a password.

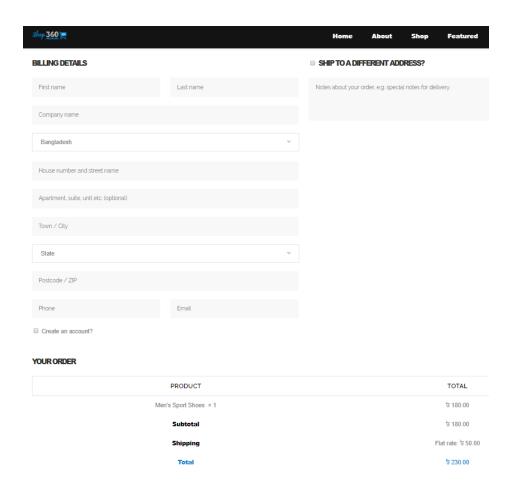


Figure 4.1.7.1: Billing details from

4.1.8 Payment

The most important part of the e-commerce shopping is a shipment and that's why the selection of the payment method is highly important for the user. When user palace the order user must have selected the payment method for shipping.

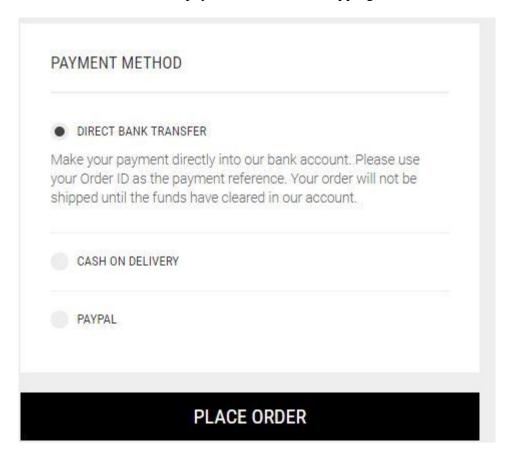


Figure 4.1.8.1: Payment

4.1.9 Confirmation Message

The user will get a message confirmation message after successfully place the order. This message confirms user about their order by sending a mail to the valid mail address.

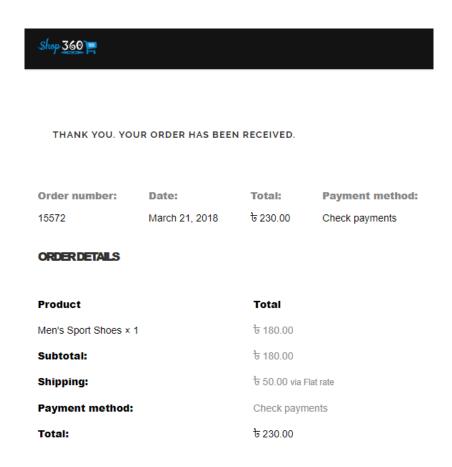


Figure 4.1.9.1: Confirmation Message

4.1.10 Confirmation Message on Mail

By this mail, the user will know everything about their ordered product and shipping details.

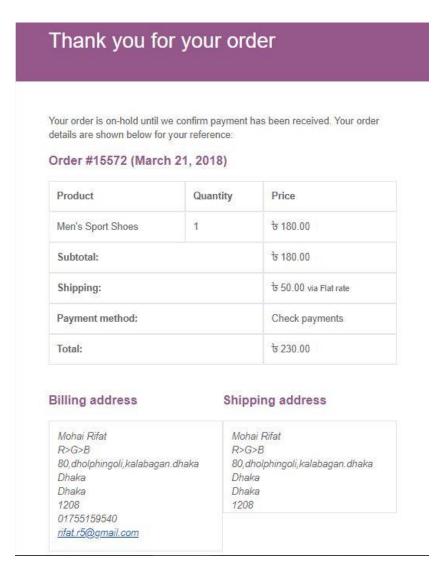


Figure 4.1.10.1: Confirmation Message on Mail

4.2 Back-End Design

The logical part of a system happened in the back-end. It is the most crucial part of a website. The whole system depends on it. Usually, back-end refers server side. In the backend, there are many factors consists of the scripting languages or the server side language, database management, security, authentication, authorization, data parsing, data validating, data backups and so on. We developed "Online Campus Recruitment System" using PHP redux framework which is a server-side language, in here all the logical thing and the hosting site provides us the MySQL database for saving the data information and the workflow of the software.



Figure 4.2.1: Database table in PHPMyAdmin

4.2.2 Interaction Design and UX

We designed this web UI using bootstrap, jQuery and font awesome. Those two helps us to design a better visual for the users and it is also responsive in many formats. "The process of enhancing user satisfaction with a product by improving the usability, accessibility, and pleasure provided in the interaction with the product". "Designers focus on creating engaging web interfaces with logical and thought out behaviors and actions. The successful interactive design uses technology and principles of good communication to create desired user experiences".

4.2.3 Implementation of Requirements

- The design needed to implement in web programming language PHP
- Preferred Database is MySQL (Engine: InnoDB). □
- Hosting platform should be Linux based server.
- Schedule-wise backup from the server (Both source code and Database). □
- Failed log in needed to store in the database.
- Form validation needed using java-script before server-side validation.
- Unauthorized attach needed to prevent with maximum attach limit.
- Invalid data input should display an error message.
- For specific design jQuery needed to be implemented.
- In front-end design bootstrap, jQuery is needed.

CHAPTER 5

Implementation and Testing

5.1 Implementation of Database

Because of using PHP we made different types of the table which describe about the

contents' attribute and the data types. In this process SQL query needed to perform actions.

In the model, the data can be checked whether the user has the permission to input the data

directly into the database. There are Ten tables in our DBMS which are

Company Table: All records of company details are saved in this table.

Admin: Admin manages table.

User table: All users record with details information are saved.

User level: Two types of users are shown in the table. They are Admin and user.

User Details: User whole information are saved.

360 gallery: In this table Products images are information are shown in this table

Products: In this table Products information are saved.

Products category: Products category are shown in this table.

Product post: Product post are information gathers on this table.

5.2 Implementation of Front-End Design

It's very challenging to make a simple UI design for the users, we try to make as simple as

possible. Nowadays, there are many devices like smart mobile, tablets, desktop, 4k desktop

etc. We are Trying our website responsive so that user can visit from different devices with

a marginal scale of the website and easily interact. We make interface relative and standard

with the help of HTML, CSS, JavaScript and JQuery technologies. There are some factors

of implementing the front-end design is given below.

- There will be two types of users like Admin and users.
- Admin can maintenance everything from the dashboard.
- From the dashboard, admin can add product, create category view everything
- Everyone must be logged into the system for done their activity.
- The user can login using their registered email and password.

5.3 Implementation of Interaction

Here to make our system (Online Campus Recruitment System) we have implemented responsive UI for better user experience. In the cases make things easy we use icon, text link and button. The system design of our website is user-friendly.

5.4 Implementation of code

5.4.1 360 spinning codes

```
<script language="javascript" type="text/javascript">
jQuery(document).ready(function(){

    jQuery('#wr360PlayerId').rotator({
        configFileURL: '360_assets/NewProject/NewProject.xml',
            graphicsPath: 'imagerotator/html/img/basic',
        zIndexLayersOn: false,
        responsiveBaseWidth: 600,
        responsiveMinHeight: 0,
        googleEventTracking: false,
    });

});
```

Figure 5.4.1: 360 spinning code in JS

Figure 5.4.1.2: 360 spinning code in JS

5.4.2 360 php codes

```
require_once( dirname( __FILE__ ) . '/wp-load.php' );
header('Content-Type: text/xml; charset=' . get_option('blog_charset'), true);
header( tontent ',)*
$\link_cat = '';
if ( !empty($_GET['link_cat']) \ {
    $\link_cat = $_GET['link_cat'];
    if ( !in_array($link_cat, array('all', '0')) \)
    $\link_cat = absint( (string)urldecode($link_cat) );
echo '<?xml version="1.0"?'.">\n";
<opml version="1.0">
         <title><?php
               '* translators: 1: Site name */
printf( _('Links for %s'), esc_attr(get_bloginfo('name', 'display')) );
          <dateCreated><?php echo gmdate("D, d M Y H:i:s"); ?> GMT</dateCreated>
          <?php
/**
* Fires in the OPML header.
           * @since 3.0.0
         do_action( 'opml_head' );
     </head>
<body>
$cats = get_categories(array('taxonomy' => 'link_category', 'hierarchical' => 0));
     $cats = get_categories(array('taxonomy' => 'link_category', 'hierarchical' => 0, 'include' => $link_cat));
foreach ( (array)$cats as $cat ) :
```

Figure 5.4.2: 360 spinning code in php

5.5 Testing Implementation

Testing implementation is a process of testing upcoming implementation of a system, where tester or system architect will see cases and specification, is it implementable or have limitations.

Table 5.1: Test case evaluation

Test Case	Test Input	Expected outcome	Obtained outcome	Pass / fail	Tested on
1. Login	Login via various devices such as tablet, pc ,cell phones	Successfully login	Successfully login	Pass	25-02- 2018

2.Registration	Username, password	Show restriction to Fill all the fields	Fields must be filled by data	Pass	25-02- 2018
3. Password	Incorrect password or empty field	Warn the incorrect password or field is empty	Show warning	Pass	25-02- 2018
4. Profile settings	View profile, Update profile	Show and update profile information	Show and update information successfully	Pass	25-02- 2018
5.Add product	Input product	product post has been created	product post created successfully	Pass	25-02- 2018
6.Add product category	Input product category	product category has been created	product category created successfully	Pass	25-02- 2018
7.Add 360 images on product category	Input 360 images on Product category	Added images	Added successfully	Pass	25-02- 2018
8.Logout	Click logout button	Logout from the account	Logged out successfully	Pass	25-02- 2018

5.5 Test Results and Report

The test report is wanted to reflect testing results in a formal way, which gives a scope to estimate testing results speedily. It is a paper that records data obtained from an evaluation experiment in an organized manner, describes the environmental or operating conditions, and shows the compare of test results with test objectives. Test report is very important and it is needed to know that the system is ready/ not ready for implementation? It is a

document that records data obtained from an evaluation experiment. We need to run through many types of testing.

There are many types of testing:

- Functionality
- Regression
- Security
- Performance
- Scalability
- Usability
- System interoperability
- Localization
- Disaster recovery
- Installation/upgrade

If the system passes through all these types of testing it is finally ready to launch So at the end, we can carry out the results as the benefits of usability testing.

- Good Quality of Website.
- The system is easier to use.
- The website is more readily accepted by users.
- Easy to use for the new users.
- Better UI for interaction.

CHAPTER 6

Conclusion and Future Scope

6.1 Discussion and Conclusion

We build the system for giving the user best UX and UI experience on a proper 360 product viewing e-commerce website. We hope this product spinning based e-commerce site will do better on Bangladeshi e-commerce market. Our e-commerce based system has been successfully implemented. We are finally completing our project work. The system will come with more upgrades and new feature in future. It will be upgraded with its web interface layout.

6.2 Scope for Further Developments

- Adding a vice search engine for vocal search.
- By adding voice search option user will search anything on the site easily.
- System features will be upgraded day by day for its better use.
- The system will implement new UI if needed for gorgeous looks.
- The security system will more update for better security.
- Include more user-friendly function in future.
- Will add English and Bangla version.
- Add more product detailed based feature.
- Will build a mobile app for all types of mobile operating system.

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APPENDIX

PROJECT REFLECTION:

From Summer-2017 semester we had started our journey to make a system, where people can view any kinds of product by 360-degree spinning technology and a user will get a clear idea about the product by this e-commerce system. It will save valuable times as well. We followed the model to implement and monitor our system, with the all hard work and spending a lot of time finally we were able to reach our goal at last. So we believe that our "Shop 360" will be a positive and effective thing for the e-commerce business market and we will be continuously upgrading our system as early as possible.

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