

# **DESIGN AND DEVELOPMENT OF A B2C WEBSITE**

**SUBMITTED BY:**

**SHARIF ABDULLAH**

**ID: 093-15-860**

**MD.MAZHARUL ISLAM**

**ID: 083-15-689**

An Project Report Presented in Partial Fulfillment of the Requirements for the  
Degree of Bachelor of Science in Computer Science and Engineering

Supervised By:

**Dr. Md Khabirul Islam**

Associate Professor

Department of CSE

Daffodil International University



**DAFFODIL INTERNATIONAL UNIVERSITY**

**DHAKA, BANGLADESH**

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## **APPROVAL**

This Project titled “**Design and development of B2C a website**”, submitted by Sharif Abdullah and Md. Mazharul Islam 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

21-10-2012

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Faculty of Science & Information Technology

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**Dr Md Khabirul Islam      Internal Examiner**

**Associate Professor**

Department of Computer Science and Engineering

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Daffodil International University

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**Dr Muhammad Shorif Uddin**      **External Examiner**  
**Professor**  
Department of Computer Science and Engineering  
Jahangirnagar University

## **Declaration**

We hereby declare that, this project has been done by us under the supervision of **Dr. Md Khabirul Islam, Associate Professor, 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.

**Supervised by:**

---

**Dr. Md Khabirul Islam**  
**Associate Professor**  
**Department of CSE**  
**Daffodil International University**

**Submitted by:**

---

**SHARIF ABDULLAH**  
**ID: 093-15-860**  
Department of CSE

Daffodil International University

---

**MD.MAZHARUL ISLAM**

**ID: 083-15-689**

Department of CSE

Daffodil International University

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We would like to thank our entire course mate in Daffodil International University, who took part in this discuss while completing the course work.

Finally, I must acknowledge with due respect the constant mental and financial support and patients of our family members in completing this report.

## **ABSTRACT**

At present, people need to go to shopping mall for buying different kinds of essential products. This kind of traditional shopping system is so much time consuming for buying products because of the traffic jam and traveling hassle. Moreover, in the traditional system customer need to move from shop to shop for buying different kinds of products which is very time consuming. E-Commerce websites especially business to consumer (B2C) websites may help overcoming the above trouble for shopping in a supermarket. In this project a B2C website has been developed for selling computer & its accessories, electronic items, mobile phone, books etc. The software and tools used for this project includes HTML, CSS, Java Script, php as programming language, and MySql as the backend database.

The system is implemented and testing using web platform and different features are verified. The system is incorporate with mobile payment system supported by bkaash. The registered users are allowed transaction for this system. In the future the system will be furthered enhanced based on extended requirements.

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# **CHAPTER 1**

## **INTRODUCTION**

### **1.1 Background**

Online shopping is the process whereby consumers directly buy goods, services etc. from a seller interactively in real-time without an intermediary service over the internet. Online shopping is the process of buying goods and services from merchants who sell on the Internet. Since the emergence of the World Wide Web, merchants have sought to sell their products to people who surf the Internet. Shoppers can visit web stores from the comfort of their homes and shop as they sit in front of the computer. Consumers buy a variety of items from online stores. In fact, people can purchase just about anything from companies that provide their products online. Books, computer, mobile, toys, hardware, software, and health insurance are just some of the hundreds of products consumers can buy from an online store.

### **1.2 Problem of the Existing System**

Furthermore, in the existing system a client has to visit every store to buy a product. He faces difficulties to judge a certain products quality and price. So, there is a higher possibility for a customer to loose in the bargain in terms of price or quality of a certain product. Moreover, a customer also loses extra time and physical strength while doing shopping in the market or mall.

### **1.3 Project Goal**

To make Shopping for consumer easier and time saving we are about to make an Ecommerce site. Our project is about making a site of e-commerce for general consumer who can buy product using internet. The modern world is growing too fast. Peoples also need to contribute. Keeping it in mind we are trying to make such a website where consumer can show their products category and able to buy this products through this website. Customer also can get products news from here. The news of success in technological field also will be published here so that anyone can get an idea of our technical state.

#### 1.4 Advantages of online shopping

E-commerce is must to make best use for online shopping. Convenience, no pressure shopping, savings in time, consistency between advertised price and site price, no driving and parking, sometimes no cost delivery even to third party receiver, information on product comparison easily available, sometimes price comparison available online, third party shopping sites keeping merchants competitive hence offering the best products and prices, 24/7 shopping, ease in merchandise cancellation or return, sometimes tracking of shipping available, large online shopping site offering store comparison and sometimes no taxes. For getting maximum output for our website, people can able to buy their goods and products by online system. For payment to the consumer mobile can be a handy medium. Recently Grameen phone, Banglalink and Robi are the largest mobile companies in Bangladesh has launched a money transfer process named 'Bkash'. That is an easiest and fastest way of transferring money. We can use this service for paying our customer.

#### 1.5 E-Commerce

The Internet has created a new economic ecosystem, the e-commerce marketplace, and it has become the virtual main street of the world. Providing a quick and convenient way of exchanging goods and services both regionally and globally, e-commerce has boomed.

Electronic commerce, commonly known as e-commerce or e-comm, refers to the buying and selling of product or services over electronic systems such as the internet and other computer networks. Electronic commerce is generally considered to be the sales aspect of e-business. It also consists of the exchange of data to facilitate the financing and payment aspects of business transactions.

- Electronic Data Interchange (EDI), the business-to-business exchange of data
- E-mail and fax and their use as media for reaching prospects and established customers
- Business-to-business buying and selling
- The security of business transactions

## 1.6 **B2C E-commerce**

In this topic you are aware that business to customer/consumer (B2C e-commerce refers to the attempt to support the organization's customer or demand chain with ICT and you are able to outline the major elements of the customer chain.

Business to customer/consumer (B2C) e-commerce refers to the attempt to support the organization's customer or demand with ICT. B2C focuses on the ICT-enablement of the key processes in the customer chain. Key efficiency, effectiveness and strategic gains are possible through such activity. The most common form of such e-commerce currently is the replacement of traditional retail channels with forms of e-Tailing. Business to Consumer or B2C E-commerce refers to the attempt to support the organization's customer chain with ICT.

## 1.7 **Methodology and Tools**

The system is implanted using a 3-tier approach, with a backend MYSQL database, a middle tier of Dream weaver and PHP, and a web browser as the front end client. HTML, CSS is used in interface design. JavaScript is used for client slide scripting. System development life cycle (SDLC) model has been used for software development.

## 1.8 **Conclusion**

This chapter illustrates theoretical aspects of the project. It also gives a clear view of the background of the project, problems and solution to the problems. Moreover, this project illustrates the methodology and tools used in this project. After reading this chapter one can easily get a small idea about our project of E-commerce.

This is to conclude that the project that I undertook was worked upon with a sincere effort. Most of the requirements have been fulfilled up to the mark and the requirements which have been remaining, can be completed with a short extension.

## **CHAPTER 2**

### **SYSTEM ANALYSIS AND DESIGN**

#### **2.1 Introduction**

This project contains the model for the Online Shopping Cart system, including all the models used to specify and realize the IT system. This model addresses the development of an online shopping cart system that allows suppliers to sell their products directly online to customers. It is provided as a UML example covering the analysis of the business context and processes, and the design and deployment of a possible implementation. The goal is to show the power UML brings to analyzing and designing a robust system that corresponds to the initial requirements.

For building our website perfectly we did various analysis. We made different analysis for easy understanding of the process, the data flow and the relationship among entity. In this chapter we have given some Data Flow Diagram (DFD) and use case model for getting better idea to create such E-commerce website. Unified Modeling Language(UML), most used modeling system now a days, which allows a software engineer to express an analysis model using a modeling notation that is governed by a set of syntactic, semantic, and pragmatic rules has been shown.

#### **2.2 Requirement Analysis:**

Requirements Analysis is the process of understanding the customer needs and expectations from a proposed system or application and is a well-defined stage in the Software Development Life Cycle model.

Requirements are a description of how a system should behave or a description of system properties or attributes. It can alternatively be a statement of 'what' an application is expected to do. The Software Requirements Analysis Process covers the complex task of eliciting and documenting the requirements of all these users, modeling and analyzing these requirements and documenting them as a basis for system design.

To properly build the system I need to learn web site designing through HTML, XHTML, Java Script, Photoshop, Macromedia dream waiver, Macromedia fireworks, PHP and CSS. For database we required MySQL and Apache Server. Simply

- Language: HTML, XHTML
- Scripts: PHP, CSS, Java script
- Designs: Photoshop, Macromedia dream fireworks
- Database: MySQL
- Server: Apache Server

### **2.3 System Analysis:**

System analysis patterns or analysis are conceptual models, leading to specifications of a new system. Analysis is a detailed study of various operations performed by a system and their relationships within and outside the system. During analysis, data are collected on the available files, decision points and transactions handled by the present system.

Interviews, System observation and questionnaire are the tools used for system analysis.

### **2.4 System Design:**

Based on the user requirements and the detailed analysis of a system, the new system is designed. This is the phase of system designing. It is a crucial phase in the development of a system. Normally the design proceeds in two stages:



- 1 Preliminary or general design: My primary goal was to create system “**Design and Development of B2C Website**” We needed to build a system with features of user online buying and payment process.
  
- 2 Structure or detailed design : In the detailed planning phase I did the following:
  - Selected System platform : HTML, XHTML, CSS, Java Script, Photoshop, MySQL, Macro Media Dream waiver, Macro Media Fireworks, Apache
  - Analyzed the System
  - Created drawings showing the future site
  - Planned which tools and Forms to be used for providing treatment
  - System creation started
  - Created users to get feedback

#### **2.4.1 Structured systems analysis and design method**

The three most important techniques that are used in SSADM are:

Logical data modeling:

This is the process of identifying, modeling and documenting the data requirements of the system being designed. The data are separated into entities (things about which a business needs to record information) and relationships (the associations between the entities).

Data Flow Modeling:

This is the process of identifying, modeling and documenting how data moves around an information system. Data Flow Modeling examines processes (activities that transform data from one form to another), data stores (the holding areas for data), external entities (what sends data into a system or receives data from a system), and data flows (routes by which data can flow).

Entity Behavior Modeling:

This is the process of identifying, modeling and documenting the events that affect each entity and the sequence in which these events occur.

### 2.4.2 System Analysis Modeling

The analysis model, actually a set of models, is the first technical representation of a system. Over the years many methods have been proposed for analysis modeling. However, two now dominate. The first, structured analysis is a classical modeling method. The other approach, object oriented analysis, which we have used in the project.

The Systems development life cycle (SDLC), or Software development process in systems engineering, information systems and software engineering, is a process of creating or altering information systems, and the models and methodologies that people use to develop these systems. In software engineering, the SDLC concept underpins many kinds of software development methodologies. These methodologies form the framework for planning and controlling the creation of an information system.



Figure 1.1: Model of the Systems Development Life Cycle

### 2.4.3 UML Modeling

A UML tool or UML modeling tool is a software application that supports some or all of the notation and semantics associated with the Unified Modeling Language (UML), which is the industry standard general purpose modeling language for software engineering.

Diagramming in this context means creating and editing UML diagrams; that is diagrams that follow the graphical notation of the Unified Modeling Language.

The use of UML diagrams as a means to draw diagrams of – mostly – object-oriented software is generally agreed upon by software developers. When developers draw diagrams of object-oriented software, they usually follow the UML notation. On the other hand, it is often debated whether those diagrams are needed at all, during what stages of the software development process they should be used, and how (if at all) they should be kept up to date. The primacy of software code often leads to the diagrams being deprecated.

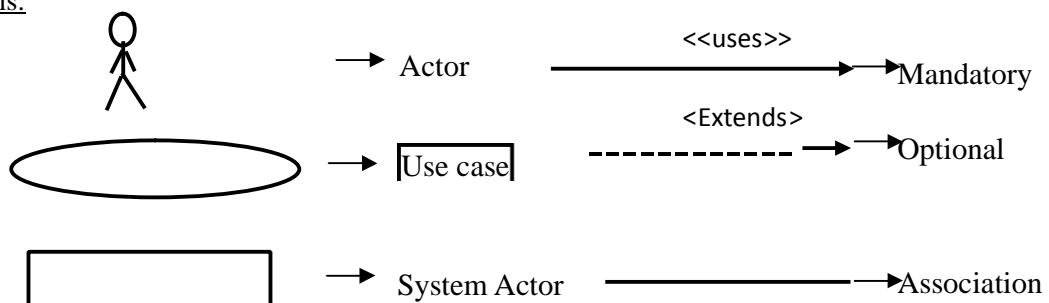
### 2.4.4 Use Case Modeling

The use case model provides detailed information about the behaviors of the system or application that you are developing. It contains use case diagrams and activity diagrams that describe how users interact with the system.

The use case model identifies the requirements of the system in terms of the functionality that must exist to achieve the goals set out by the user or to solve a problem identified by the user. Uses cases describe the major behaviors that you identify in the requirements and describe the value that the results give the users; they do not describe how the system operates internally. Actors are the users of the system and represent the different roles that people and other systems play when they interact with the system.

Use case diagrams depict the relationships between the uses cases and actors and activity diagrams to describe the flow of objects and control in each identified behavior.

Symbols:



Actors:

Actor	Description
Client	Person purchasing products online .The client, also known as customer, is the person that logs cart on to shopping online system to purchase products of his choice.
Administrator	Person responsible for the system. The administrator is the person in charge of managing and administering the system. He also assumes the role of supervisor in the sense that he enforces the "Terms of use" of the site, and has the right to revoke clients privileges by deleting their account.
Bank	The supplier's bank. The bank gets involved to debit the client's account and credit the supplier's account during a purchase.
System	Dummy actor representing the system. This actor is a dummy actor used to represent the system in interactions diagrams for the use cases.

#### **2.4.5 Use Case Model for Online Shopping System**

Administrator adds his product in this website after login. Admin fill products information and save in to product category as list. This product then goes to the page specified by category. User can see product list and when customer want to buy it also needs login. After login product will be added in to cart list. Finally when customer will give complete requirement then product buy.

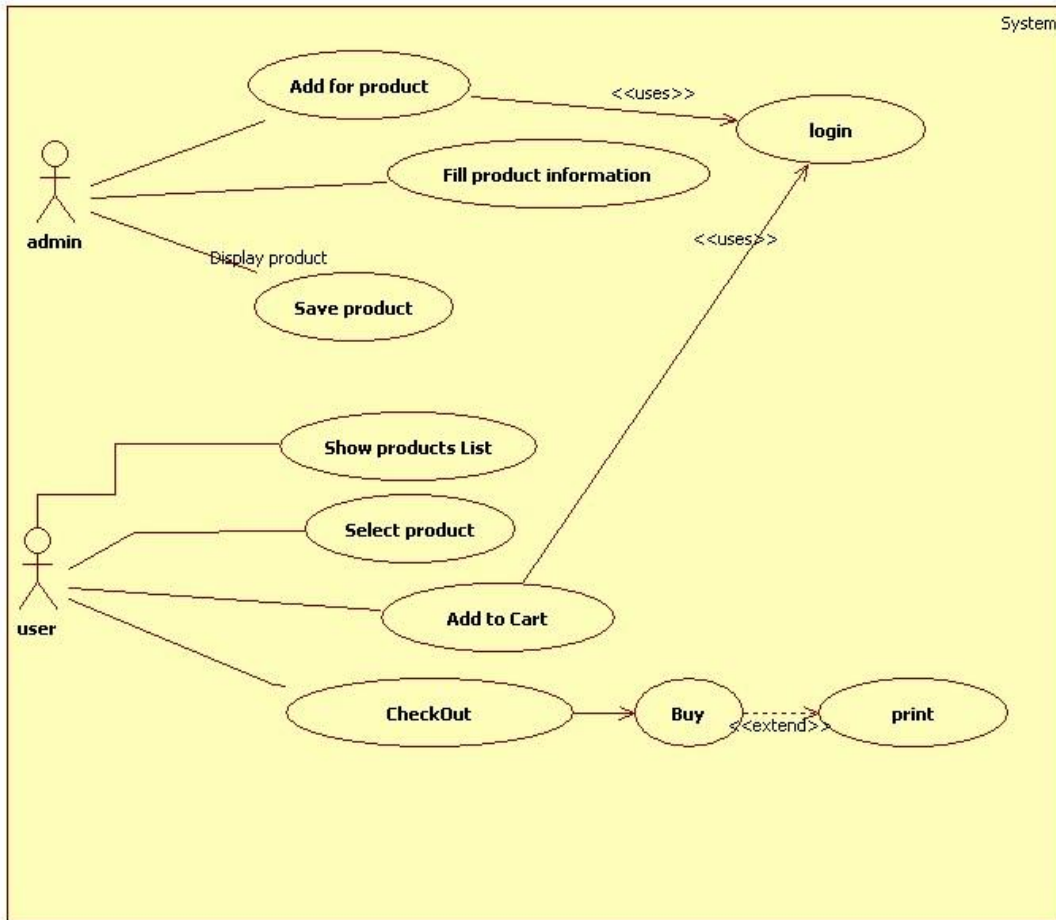


Figure 1.2: Use case model for online shopping

#### 2.4.6 Register Use Case Model:

User and admin must register by filling the registration all information correctly. If it all information successfully done then it will be register. They can also print the registration information.

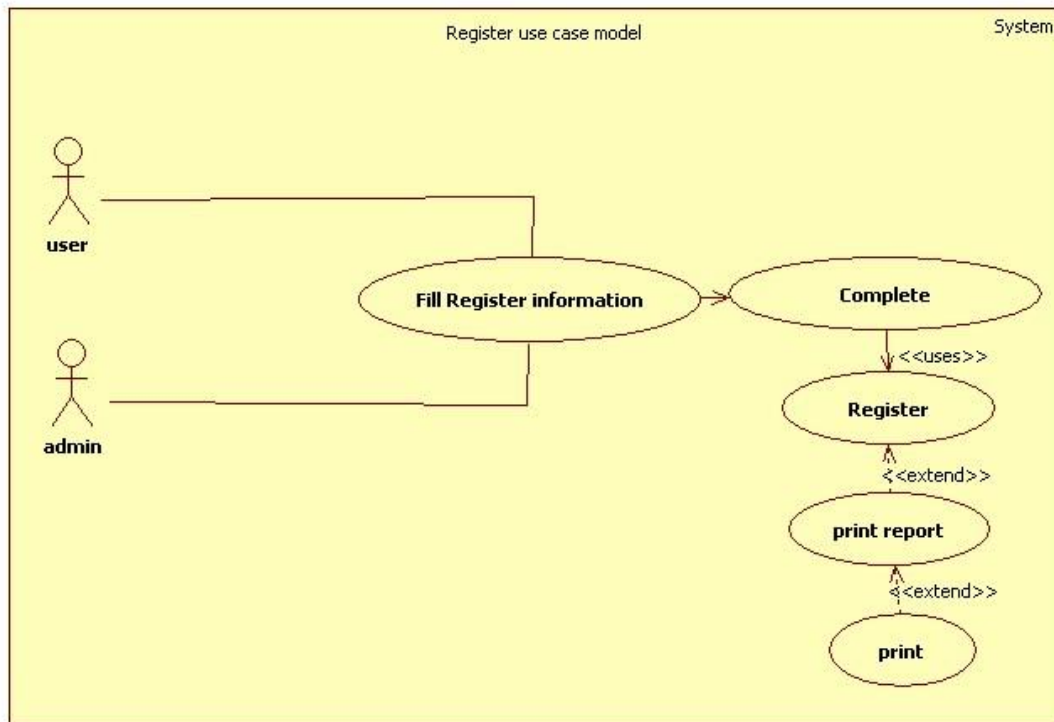


Figure 1.3: Register use case model

#### 2.4.7 Login Use Case Model:

Administrator and user must be ensured email address and password for login process. If a new user buy product he/she must be register in this website. Completely all register information it will be done. When a user can not access website forget password. He can be restored password by email. System will be resend password in to e-mail address.

Finally to buy product it must be login as process.

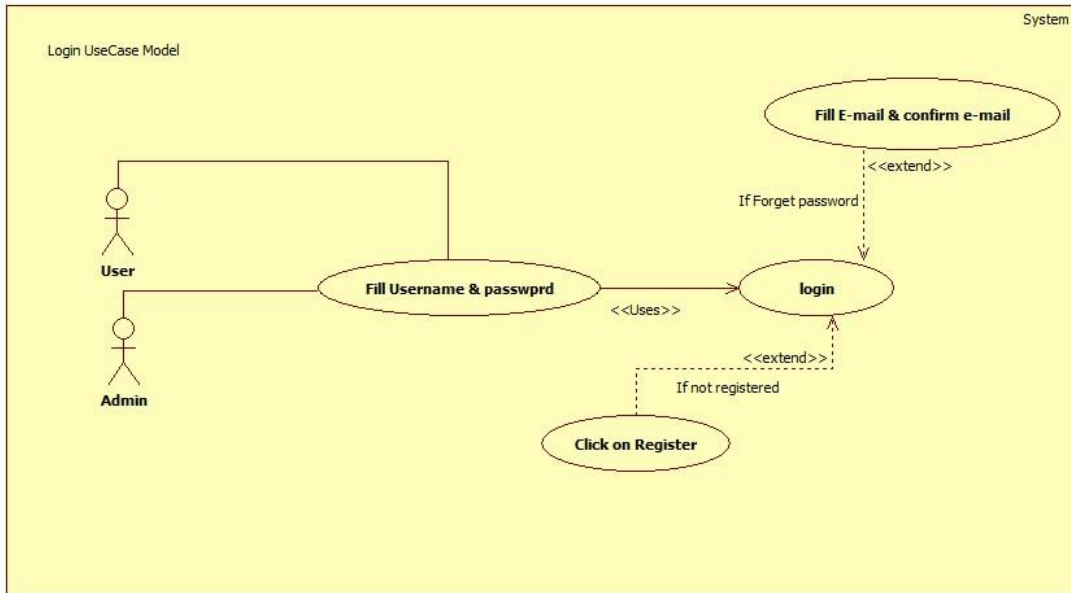


Figure 1.4: Login use case model

#### 2.4.8 Product buys Use Case Model:

User can see the product category, product as list and feasters when user needs to buy product he must be login and product add into add to cart list. Finally it needs to buy then fulfill the information of continue shopping to payment method.

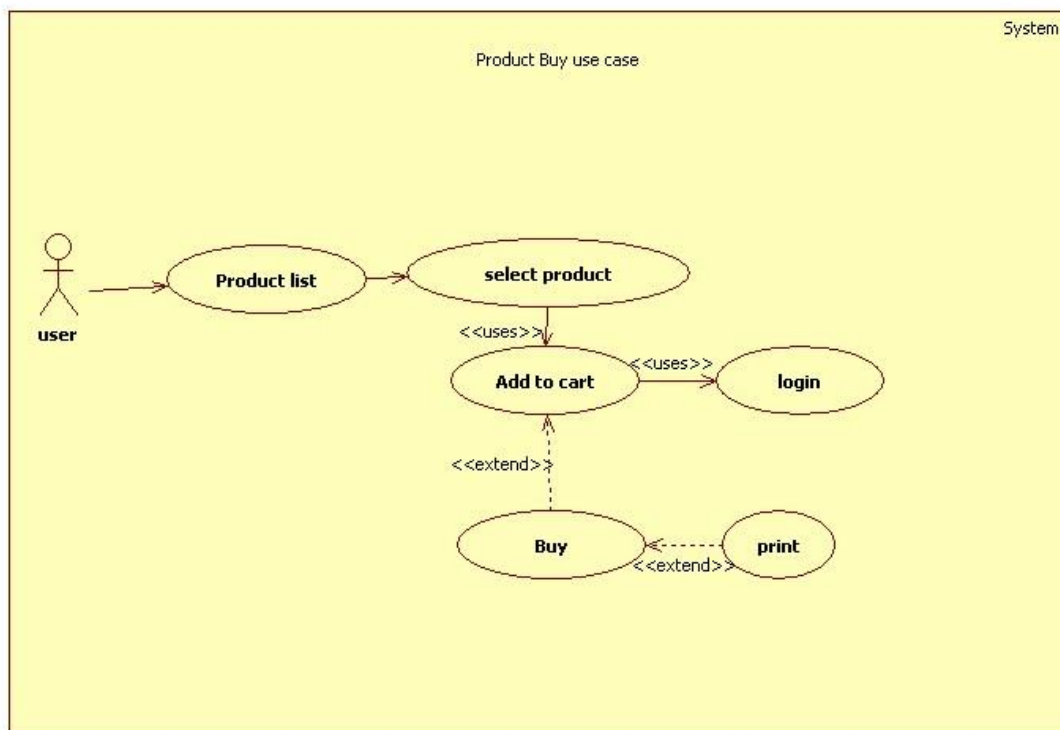


Figure 1.5: Product buy use case model



### 2.4.9 Customer Payment use case Model:

Customer select the products in to the products list and finally checkout for buying process .Customer pay products price via mobile payment system or credit card payment system. Mobile payment system will be continuing in to bkaash payment system.

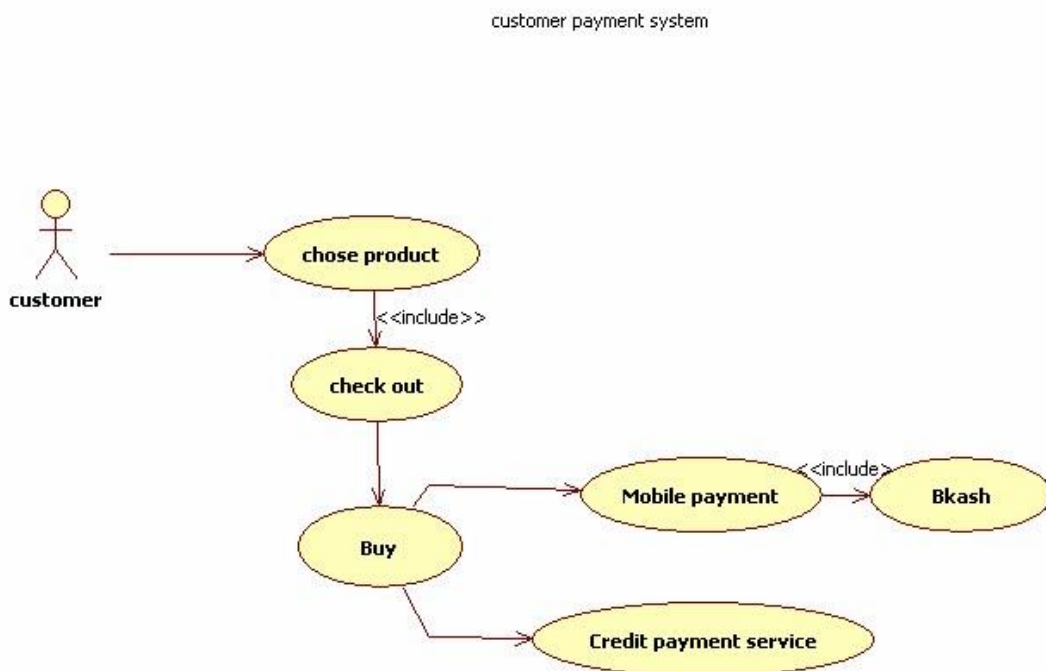


Figure 1.6: Payment system use case model

### 2.5 Phases of System Development Life Cycle:

Let us now describe the different phases and the related activities of system development life cycle in detail.

### **2.5.1 System Study /Initial Idea:**

System study is the first stage of system development life cycle. This gives a clear picture of what actually the physical system is? After completing the system study, a system proposal is prepared by the System Analyst (who studies the system) and placed before the user. After that a system analyst also tries to take some feedback from users about the system.

To describe the system study phase more analytically, we would say that system study phase passes through the following steps:

- 1 Problem identification and project initiation
- 2 Background analysis
- 3 Inference or findings

My project started with the idea of our honorable Dr. Khabirul Islam sir. To provide quality of online shopping in our country he suggests our to develop a “**Design and Development of B2C Website**”. During this time people need to go shopping any product in to shopping mall, it is very time consuming. So he thinks that this system can help this online shopping system.

This idea has prompted me to create Online Shopping System.

### **2.5.2 Feasibility Study:**

The feasibility study is basically the test of the proposed system in the light of its workability, meeting user’s requirements, effective use of resources and of course, the cost effectiveness. The main goal of feasibility study is not to solve the problem but to achieve the scope. In the process of feasibility study, the cost and benefits are estimated with greater accuracy.

The system we are trying to build had a lot of Potential. Online Shopping System is an idea in our country and it will help to buy various products in this website.

The platform I have chosen are HTML, XHTML, CSS, Java script, PHP, Macro media dream waiver, Macro media fireworks and Photoshop platform.

So my system is powerful, efficient, user friendly!

### **2.5.3 Development/Coding:**

After designing the new system, the whole system is required to be converted into computer understanding language. Coding the new system into computer programming language does this. It is an important stage where the defined procedures are transformed into control specifications by the help of a computer language. This is also called the programming phase in which the programmer converts the program specifications into computer instructions, which refer as programs. The programs coordinate the data movements and control the entire process in a system.

My development occurred in following phases

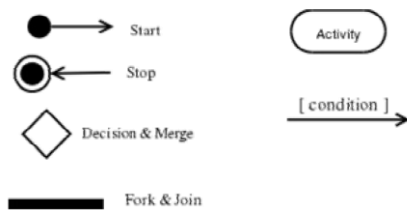
- Platform selection : HTML, CSS, PHP, Java Script, Macro media fireworks, Adobe Photoshop, My SQL
- Observed a tutorial site of w3schools.com
- Created drawings showing the future system
- Planned which tools to be used
- Created new design of the system
- Received user reviews

### **2.6 Activity Diagram**

Activity diagram is basically a flow chart to represent the flow from one activity to another activity. Activity diagrams show the procedural flow of control between two or more class

objects while processing an activity. Activity diagrams can be used to model higher-level business process at the business unit level, or to model low-level internal class actions. In my experience, activity diagrams are best used to model higher-level processes, such as how the company is currently doing business, or how it would like to do business. This is because activity diagrams are "less technical" in appearance, compared to sequence diagrams, and business-minded people tend to understand them more quickly.

### Symbols in UML Activity Diagrams



#### 2.6.1 Login Activity Model

User must have register with the system. User enters username and password in the username and password field. System checks the information. If it is correct then user successfully logged in the system otherwise information is wrong then system show the login failed

notification. If user wants to login then user fill the correct information. When user successfully logged in the system, the system shows the user setting.

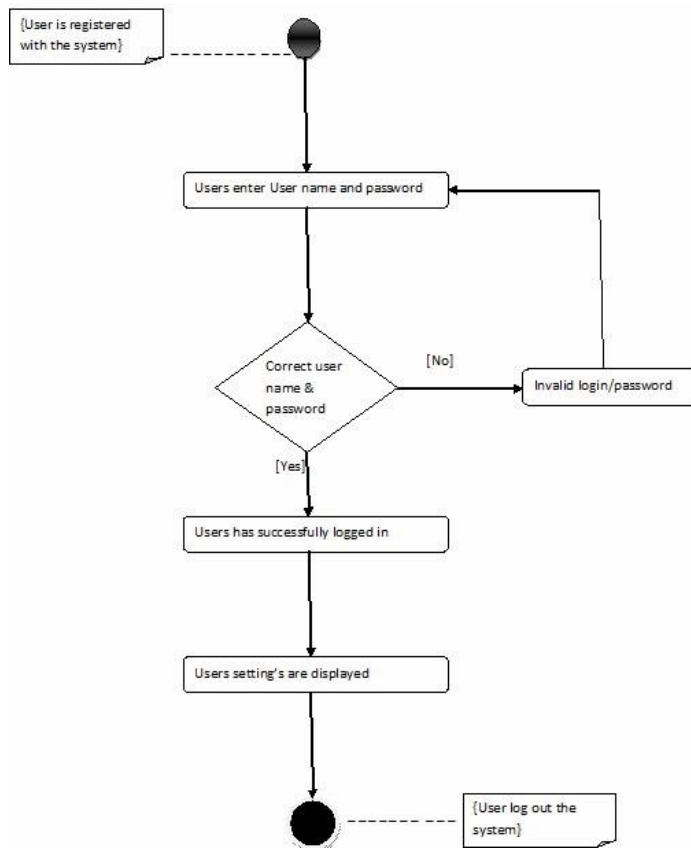


Figure1.7: Login activity diagram

### 2.6.2 Registration Activity Model

User first fill the register information then submit to system. System verifies the register information. If register information is correct then user successfully registered. Create a new account in the web site. If register information is wrong then user registration is failed and now user again filled register information if user wants to register in the web site.

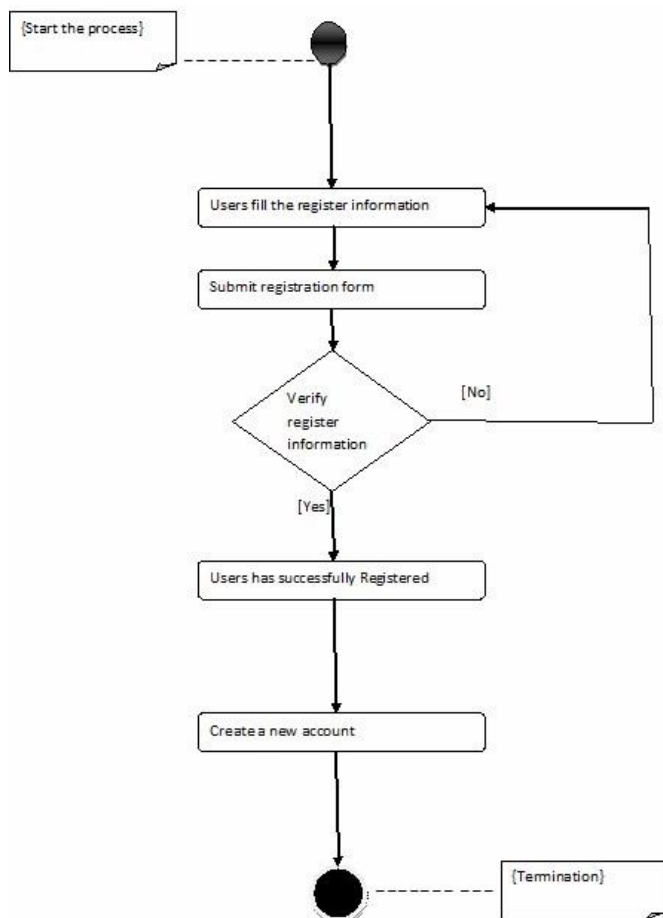


Figure1.8: Registration activity diagram

## 2.7 Database Design






Database design is the process of producing a detailed data model of a database. A properly designed database provides access to up-to-date, accurate information. Because a correct design is essential to achieving goals in working with a database, investing the time required to learn the principles of good design makes sense.

A good database design is, therefore, one that: Divides information into subject-based tables to reduce redundant data. Provides access with the information it requires to join the information in the tables together as needed. Helps support and ensure the accuracy and integrity of information. Accommodates data processing and reporting needs.

Logical data model contains all the needed logical and physical design choices and physical storage parameter needed to generate a design in a data definition language, which can be used to create a database. In our project, Oracle is used to design the database.

### 2.7.1 Entity Relationship Diagram

ERD means entity relationship diagram. It shows the relationship among entities. This ERD illustrates every entity and their relationships.

Symbol	Meaning
	Primary Key. A unique identifier of the entity.
	Regular attribute, not mandatory.
	Not-Null attribute. These attributes are mandatory and cannot be left null.
	Foreign Key. A unique identifier of another entity is kept to form relationship between entities.
	"One to many" relation.

2.7.2 ERD: Entity Relation Diagram in to different table.

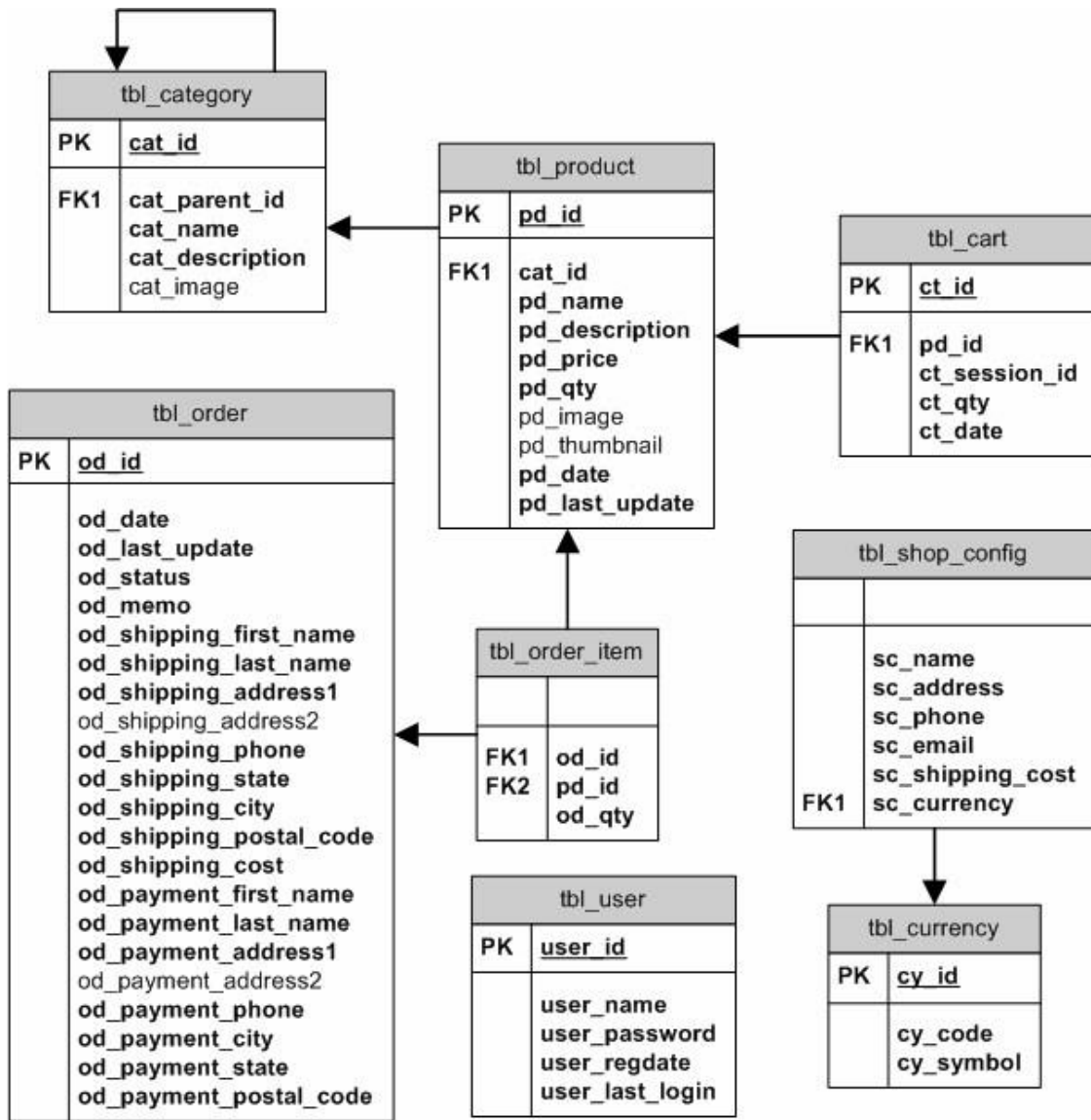


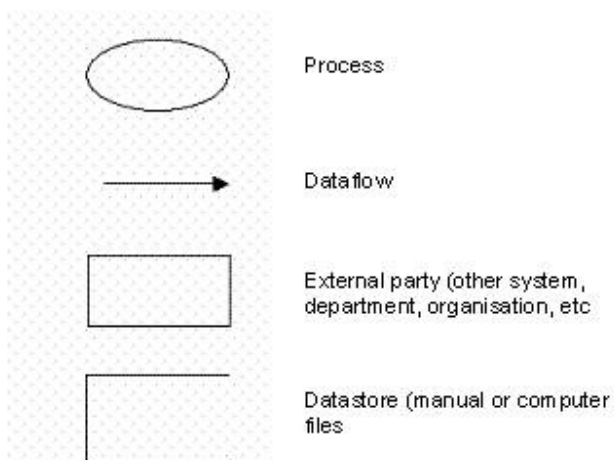
Figure 1.9: ERD



### 2.7.3 Data Flow Diagram (DFD)

A data flow diagram (DFD) is a graphical representation of the "flow" of data through an information system, modeling its process aspects. Often they are a preliminary step used to create an overview of the system which can later be elaborated. DFDs can also be used for the visualization of data processing (structured design).

#### Symbols



User enters the registration details. If user registration details correctly fulfilled then system accept the registration details. System send the registration authentication and user receive the registration authentication.

#### 2.7.4 Register DFD:

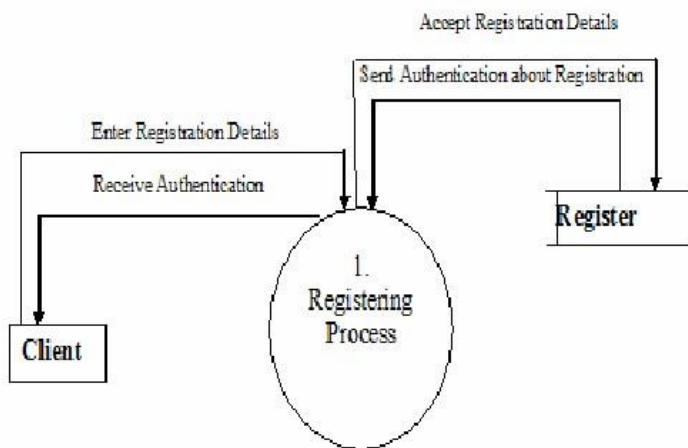


Figure2.0: Register DFD

User enters the login details and system verifies the login details. If Login details match in the login table in the system then system send login authentication. User receives authentication and log into the web site.

If user wants to change the password then user enters username and password and system check the username and password if it is matched then system allows to change the password .Now User enter the new password and system accept the new password. System send confirmation and user receive the confirmation about the change password.

**2.7.5 Login Request DFD:** User enters the login information for create a user. Database can accept this information and save in database.

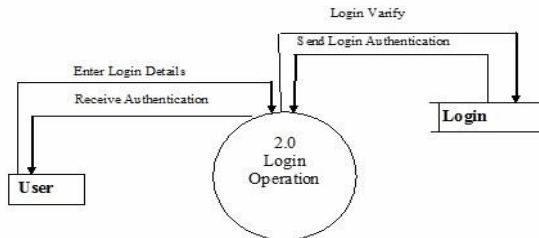


Figure2.1: Login request DFD

**Login Confirmed:** User information is correctly entered in database then show login conformed successfully.

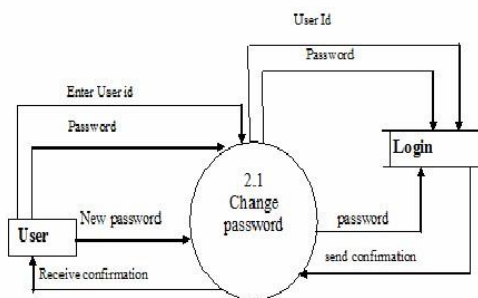


Figure2.2: Login confirmation DFD

## 2.7.6 Class Diagram

Figure identification

<b>Class Name</b>
attribute:Type = initialValue
operation(arg list):return type

**Property/Method:** (+) = Public, (-) = Private, (#) = Protected

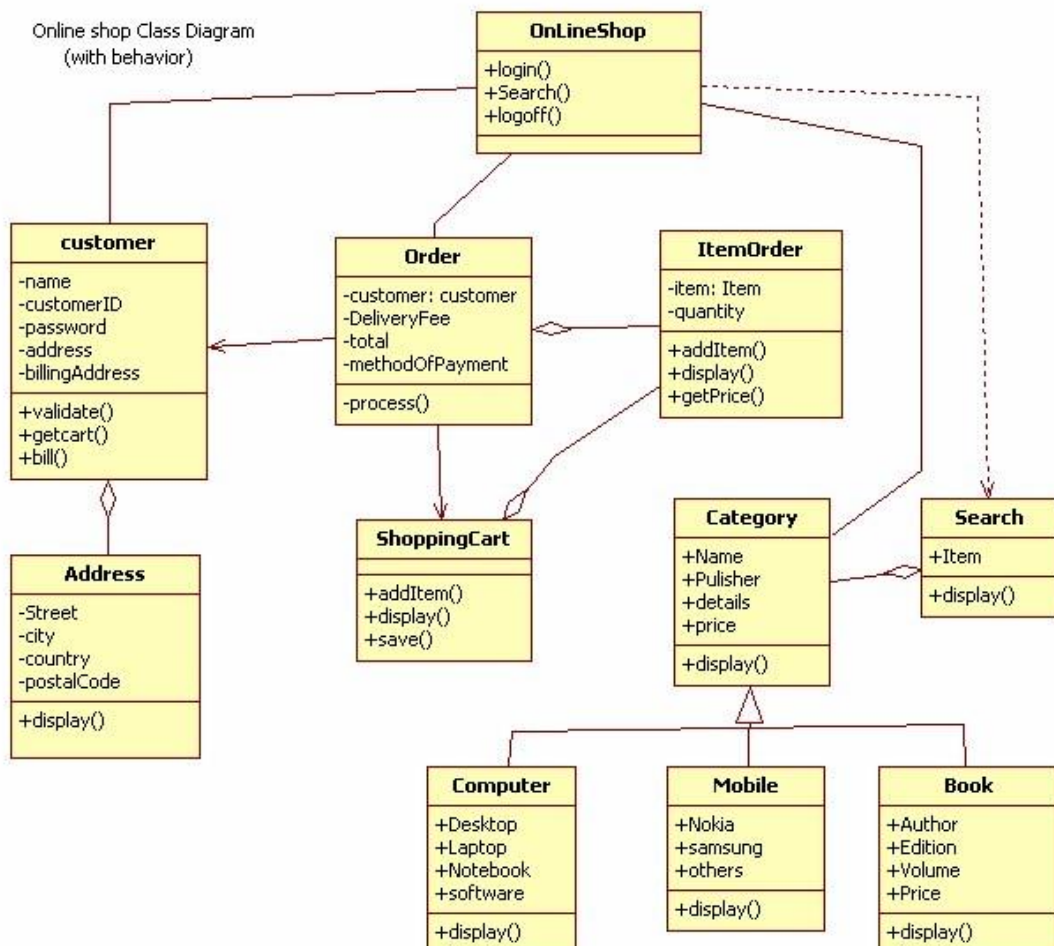


Figure2.3: Class Diagram

## **2.8 Implementation:**

After having the user acceptance of the new system developed, the implementation phase begins. Implementation is the stage of a project during which theory is turned into practice. During this phase, all the programs of the system are loaded onto the user's computer. After loading the system, training of the users starts. Main topics of such type of training are:

- 1 How to execute the package
- 2 How to enter the data
- 3 How to process the data (processing details)
- 4 How to take out the reports

For our system all the volunteers were trained properly to use the system. After that they were monitored and guided to remove errors.

### **2.8.1 Testing:**

Software testing is an investigation conducted to provide stakeholders with information about the quality of the product or service under test.

Several testing types are available:

- Black Box testing.
- White Box testing.
- Alpha testing.
- Beta testing.
- Software application testing.

### **2.8.2 Maintenance:**

Maintenance is necessary to eliminate errors in the system during its working life and to tune the system to any variations in its working environment. It has been seen that there are always some errors found in the system that must be noted and corrected.

My system is undergone regular changes that were required to modify the system. Navigation was made easier for the users and the design was made much more attractive than before.

Another part of maintenance was to study the performance of the system. A system becomes more popular due to better performance. I checked my system regularly. It is observed that all the tools acted in normal speed. The speed was not compromised when the database grew bigger.

### **2.9 Conclusion:**

If a major change to a system is needed, a new project may have to be set up to carry out the change. The new project will then proceed through all the above life cycle phases.

System analysis is an important part of the project. System analysis is needed for designing and implementation of the project. The problems are analyzed to determine the nature of the system. System Analysis finds the different phase of a system and components of system design.

## **CHAPTER 3**

### **SYSTEM DEVELOPMENT**

#### **3.1 Introduction:**

System design focuses on the technical or implementation concerns of the system. When a system designer wants to design the system, he or she should have has enough sufficient knowledge about the detail system. Few steps can simplify the task of designing coding of a system dramatically. Every designer should take time to complete each of the following steps:

- Describe precisely the core functionality & the system design using data model such as ER data model.
- Normalization the system precisely the core functionality the system designs using Normalization and draws the DFD of the system.
- Describe precisely the core functionality & the system design using data model as DFD.

We now look at the database design requirements of the Online Shopping System. However I have attempted to design every aspect of the database design of my system.

This chapter also describes the methodology and tools used in developing the project. It includes software development process definition, software language, editor software and development environment creation software. It also shows the screen shots of the shopping cart software with the function of each web pages of the software project.

## **3.2 Software Requirement Analysis**

This process is also known as feasibility study. In this phase, the development team visits the customer and studies their system. They investigate the need for possible software automation in the given system. By the end of the feasibility study, the team furnishes a document that holds the different specific recommendations for the candidate system. It also includes the personnel assignments, costs, project schedule, target dates etc.... The requirement gathering process is intensified and focused specially on software. To understand the nature of the program(s) to be built, the system engineer or “Analyst” must understand the information domain for the software, as well as required function, behavior, performance and interfacing. The essential purpose of this phase is to find the need and to define the problem that needs to be solved.

### **3.2.1 System Analysis and Design**

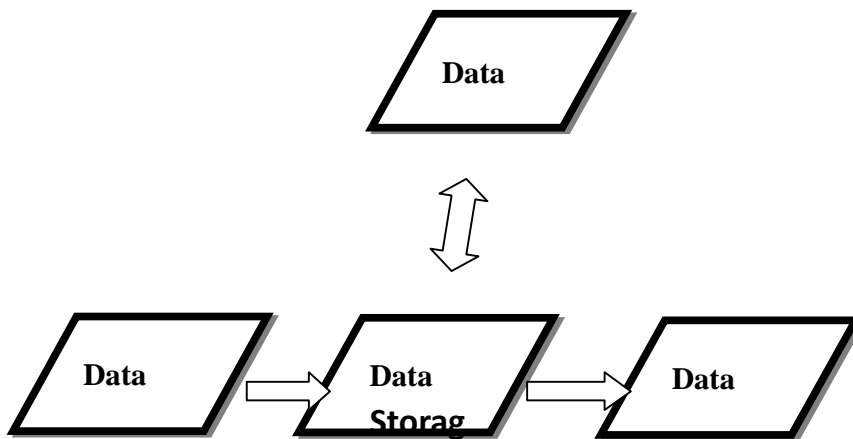
In this phase, the software development process, the software’s overall structure and its nuances are defined. In terms of the client/server technology, the number of tiers needed for the package architecture, the database design, the data structure design etc... are all defined in this phase. A software development model is thus created. Analysis and Design are very crucial in the whole development cycle. Any glitch in the design phase could be very expensive to solve in the later stage of the software development. Much care is taken during this phase. The logical system of the product is developed in this phase.



### 3.3 Ideas of DBMS:

**Data:** Data are raw material for producing information.

**Information:** Information is process data.



**Data Base:** the collection of data usually referred to as the database. One or more large structured sets of persistent data usually associated with software to update and query the data. A simple database might be a single file containing record, each of which contains the same set of fields where each field is certain fixed width. Each record in a database is composed of the important elements of information of a particular item. Each record is composed of a set of field.

**Data model:** Data model is a collection of conceptual tools for describing data, data relationship, data semantics, and consistency constraints.

**Database Administrator:** the person who has full control over a system is called the Database Administrator (DBA).

**Database Users:** we can specify the user in four categories –

- Application programmers are computer professionals who interact with the system through DML calls.
- Sophisticated users interact with the system without writing programs.
- Specialized users are sophisticated users who write specialized database application.
- Naïve users interact with the system invoking one of the permanent application programs that has been written previously.

**3.3.1 Database Management System (DBMS):** A database management system consists of a collection of interrelated data and set of programs to access those data. The collection of data usually referred to as a database, contain information about one particular enterprise.

The primary goal of a DBMS is to provide an environment that is both convenient and efficient to use in retrieving and storing database information. Database system is designed to manage large bodies of information. The database system provide for the safety of the information store, despite system crashes or attempts at unauthorized access. If data are to be shared among several users, the system must avoid possible anomalous result.

**3.3.2 Database System Structure:** A database system is partitioned into modules that deal with each of the responsibilities of the overall system. The functional components of a database system can be broadly divided into the storage manager and the query processor components. The storage manager is important because typically require a large amount of storage space. Usually the information is stored on disk and data are moved between disk storage and main memory as needed. Since the movement of data to and from disk is slow relative to the speed of the central processing unit, it is imperative that the database system structure the data so as to minimize the need to move data between disk and main memory.

The query process is important because it helps the database system simplify and facilitate access to data.

### **3.3.3 Data requirements:**

The Data Requirements Document is prepared when a data collection effort by the user group is required to generate and maintain system data or files. It is as detailed as possible concerning the definition of inputs, procedures, and outputs.

The Data Requirements Document provides a detailed description of the data model that the system must use to fulfill its functional requirements. Users and developers work jointly to identify requirements and with HUD Data Administration for defining the domain data model. In situations where users and Data Administration determine the model independently of developers, hold walkthroughs during the identification so that users can describe the requirements and the model to developers and receive feedback about the clarity and completeness of requirements. Separate the data description into two categories: static and dynamic data. Arrange data elements in each category in logical groupings, such as functions, subjects, or other groupings most relevant to their use. Describe the type of information required to document the characteristics of each data element. Specify information, including that related to sensitivity and privacy issues, to be collected by the user and developer.



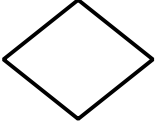

### **3.4 Entity sets designation:**

Here we begin to identified entity sets and their attributes:

- The administration entity set with attributes id, password and email.
- Customer/user entity set with attributes id, password and email.

### 3.5 Entity relationship (E-R) Symbol:

E-R diagram can express the overall logical structure of a database graphically. Such a diagram consists of the following major components:

-  Rectangles which represent entity set.
-  Ellipses which represent attributes.
-  Diamonds which represent relationship sets.
-  Lines which link attributes to entity sets and entity sets to relationship sets.

**Figure 2.4: Entity relationship symbol**

### 3.6 Data Flow Diagram for User login:

User firstly open login form. Then enter user name and password then user database verify user information. If information correct open user home page. Otherwise it replays try correct user name and password.

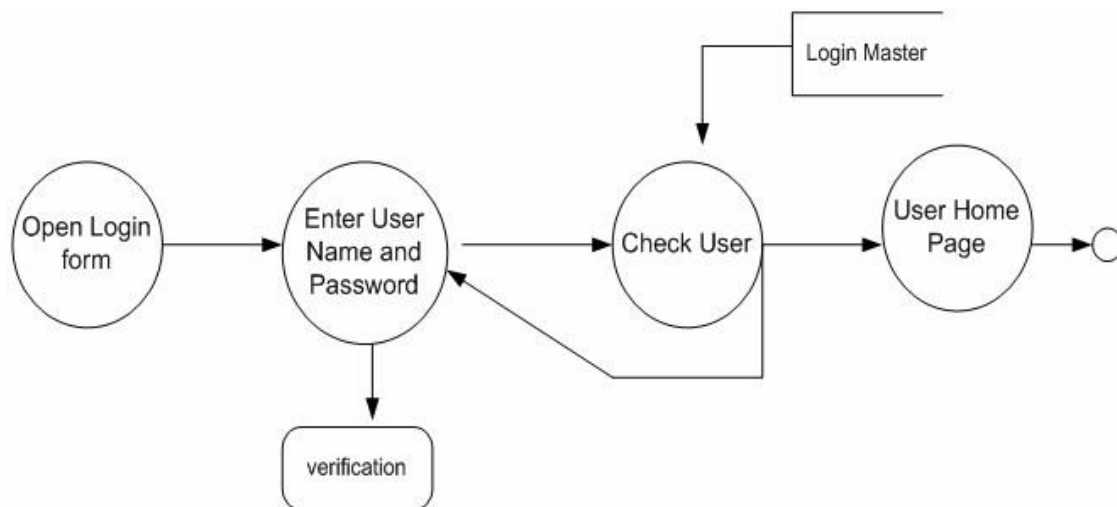


Figure2.5: login DFD

Shopping DFD: Total system of B2C project shopping system

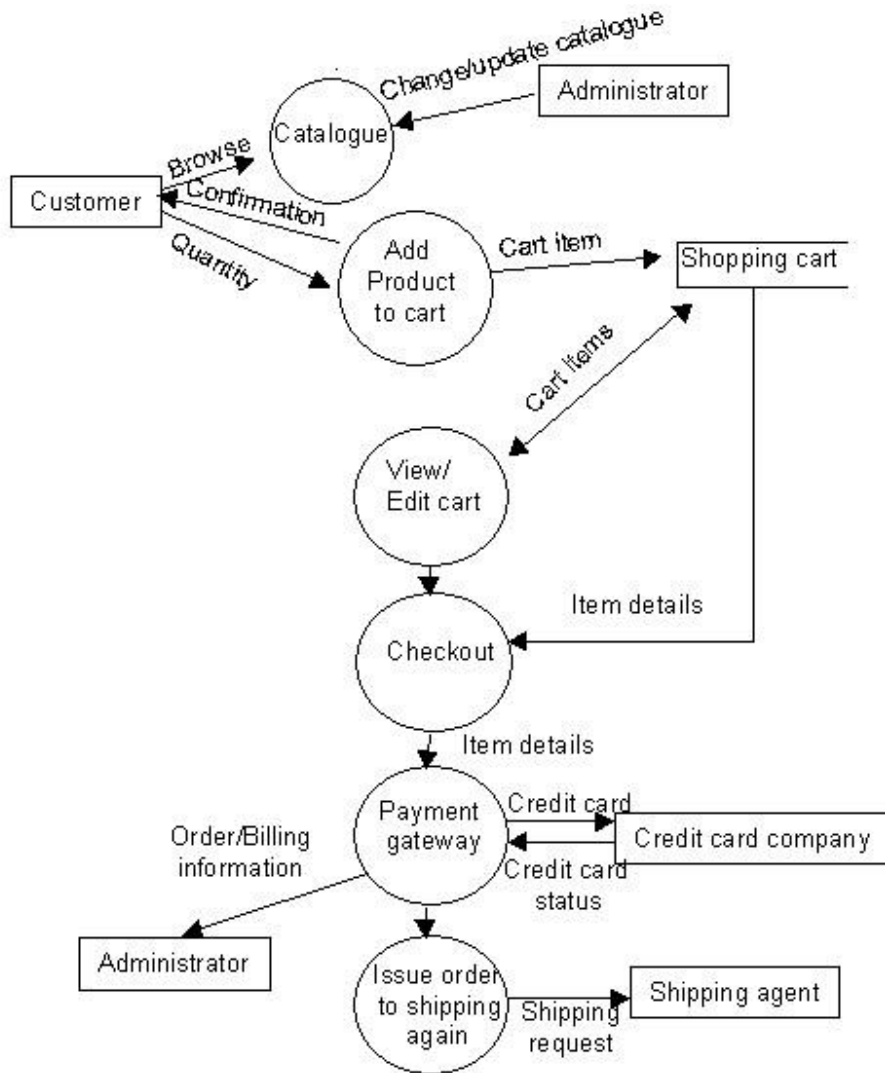


Figure2.6: Total Shopping system DFD

### **3.7 Database:**

A database management system consists of a collection of interrelated data and set of programs to access those data. The collection of data usually referred to as database; contain information about one particular enterprise.

- Administrator DB
- Product category DB
- Add to cart DB
- Check Out DB

### **3.8 Conclusion:**

The process of doing database design generally consists of a number of steps which will be carried out by the database designer. Usually, the designer must determine the relationships between the different data elements and superimpose a logical structure upon the data on the basis of these relationships.

## **CHAPTER 4**

### **SYSTEM SECURITY**

#### **4.1 Introduction:**

Security is not only used to prevent unauthorized access to data but is also used to prevent accidental destruction of data. That is why in our project the administrator and the members created by the administrator have the privilege to read, insert, and update data. But any kind of major change in developing project documentation system can only be made by the super administrator. The general students can read, update and edit data.

They don't have any kind of access to the database.

#### **4.2 Threats to System security:**

Research shows that the most damage comes from errors and omission-people making mistakes. The treat of external attack on a priority sequence, one would probably want to start from within the firm and work out.

The list of potential threats is:

1. Errors and omissions.
2. Disgruntled and dishonest users.
3. Fire
4. Natural disasters.
5. External attack.

#### **4.3 Secured admin area:**

In this system the admin area is fully secured. Without knowing the right password nobody can enter in the admin area. And without entering the in the admin area nobody can change the settings and other features of our system.

#### **4.4 Session cookie secured:**

The session cookie is stored in temporary memory and is not retained after the browser is closed. Session cookies do not collect information from the user's computer. They typically will store information in the form of a session identification that does not personally identify user. Without cookies, websites and their servers have no memory. A cookie, like a key, enables swift passage from one place to the next. Without a cookie every time a user opens a new web page the server where the page is stored will treat the user like a completely new visitor.

Cookies are very important method for maintaining state on the web. "State" in this case refers to an applications ability to work interactively with a user, remembering all data since the application started, and differentiating between users and their individual data sets.

A cookie is a text-only string that gets entered into the memory of ones browser, the value of a variable that a website sets. If the lifetime of this value is set to be longer than the time you spend at that site, then this string is saved to file for future reference.



#### **4.5 Database security:**

The data stored in the database need to be protected from unauthorized access and accidental introductions of inconsistency. Accidental loss of data consistency may result:

- Crashes during transaction processing.
- Anomalies caused by concurrent access to the database.
- Anomalies caused by the distribution of data over several computers.

So, to protect the database, steps are as follows:

- ✓ Unauthorized reading of data.
- ✓ Unauthorized modification of data.
- ✓ Unauthorized destruction of data.

#### **4.6 Conclusion:**

Security is critical in system development. The amount of protection depends on the sensitivity of the data, the reliability of the user, and the complexity of the system. The motives behind security are to keep the organization running protect data as and seek management support for more installations.

## **CHAPTER 5**

### **OVERVIEW OF WEB PAGE DESIGN**

#### **5.1 Introduction:**

A web page is a resource of information that is suitable for the World Wide Web can be accessed through a web browser. This information is usually kept in HTML or CSS format, and may provide navigation to other web page via hypertext links.

Web page may be stored on a local computer or on a remote web server. The web server may restrict pages to a private network for example a corporate intranet, or it may publish pages on the World Wide Web. Web pages are requested and served from web server using Hypertext Transfer Protocol (HTTP).

Web pages may consists of files of static text within the web server's file system (static web pages), or the web server may read file of computer code that instruct it how to construct the (X)HTML for each web page when it is required by a browser (dynamic web page).

## **5.2 Web Page Design:**

Web page design is the process of organization content and images on a web page for the purpose of selling our ideas and information to visitors coming across our website. When I design a web page, I have to know the following things:

### **5.2.1 File Name Extension:**

Static web pages usually have the file extension of .htm or .html. Dynamic web page file name extension usually reflects the language or technology used in the computer code Such as PHP etc. In these cases the web server must have been configured to accept and understand these technologies, although the web browser need not as the server will provide it with plain HTML or XHTML after processing the server side code.

### **5.2.2 Color, typography, illustration and interaction:**

Web page usually include instructions as to the colors of text and backgrounds and very often also contain links to images and something other media to be included in the final view.

Layout, typography and color-scheme information is provided by Cascading Style Sheet (CSS) instructions, which can either be embedded in the HTML or can be provided by a separate file, which is referenced from within the HTML. The letter case is especially relevant where one lengthy style sheet is relevant to a whole web site: due to the way HTTP works, the browser will only download it once from the web server and use the cached copy for the whole site.

Images are stored on the web server as separate files, but again HTTP allows for the fact as images and style sheet will be requested as it is processed. An HTTP 1.1 web server will maintain a connection with the browser until all related resources have been requested and provided. Browser usually renders images along with the text and other material on the displayed web page.

### >**Multimedia**

Other media such as sound or video files may also be embedded within web pages, as part of the page or via hyperlinks. Games, animation and other computer-generated materials can also be embedded using technologies such as Adobe Flash and Java Applets. All of these depends on the client browser's ability to handle the material, and upon the client user's desire and ability to enable (when not enable by default) these features on their machine.

### **Dynamic Behavior**

Client –side computer code such as JavaScript's or code implementing Ajax technique can be provided either embedded in HTML of a web page or like CSS style sheets as separate, linked downloads specified in the HTML (using for example is file extensions for JavaScript files). These scripts may run on the client computer, if the user allows them to, and can provide a degree of interactivity between the web page and the user after the page has downloaded.

### **5.2.3 Browsers:**

A web browser can have a Graphical user interface, like Internet Explorer, Mozilla Firefox or Opera or can be text based like Linux, web users with visual impairments may use a screen reader to read out the displayed text or they may use a more specialized voice browser in the first place. Such users will want to benefit

### 5.3 Code generation:

#### Html:

#### Css:

```
.wrapper{  
    width:960px;  
height:1000px;    background-  
color:#E4E3D6;    margin:0 auto  
0 auto;    border-radius:7px;  
box-shadow: 0px 1px 3px 2px;  
  
}  
  
.header{  
    width:960px;  
    height:150px;  
    background-color:#D7D6C1;  
  
}  
  
.logo{  
    width:200px;  
    height:100px;  
    background-color:#;
```

```
        float:left;

        margin-top:30px;

        margin-left:20px;
    }

    .search{

        width:960px; height:30px;

border-radius:5px;    float:left;

        box-shadow:2px 0px 2px 1px;

        text-shadow:1px 5px 2px #5E68E1;

        margin-left:0px;    text-align:right;

    }

    .body{

        width:960px;

background-color:#;    height:750px;}

    .menu{ width:960px;

        height:35px;

background-color:#B8B68B;

        float:left;    text-align:left;}
```

#### **5.4 Tools and Techniques**

The system is implemented using a 3-tier approach, with a backend Mysql database, a middle tier php and javascript, and a web browser as the front end client. HTML and JavaScript is used to make a dynamic website. System development life cycle (SDLC) model is used for the software development

#### **5.5 Conclusion:**

Those points should be kept in mind while designing a web based system. A user friendly system becomes popular rapidly and thus benefits both the system developer and its users.

## **CHAPTER 6**

### **WEB PAGE DESCRIPTION**

#### **6.1 Introduction:**

This chapter shows features of my system. It contains brief descriptions and images of my system.

#### **6.2 Home page of the system:**

This is the home page of my system. When a user opens my system he will see this page.



**Figure 2.7: Home page of the system**

### 6.3 User creation:

If a user wants to use this system he/she should create his account from Admin. When an Admin wants to create user account he should login first in the system by using his username and password. In this system I have given more priority on e-mail address of a user as his username because e-mail address is unique for a person. Admin will click **login** button after putting his username and password. It looks as follows



Design & Development  
B2B Website

0 Item(s) in your cart | Check Out Home | Sign Up

Welcome !

Search [ ] Go

Home | Sign Up | How to Order? | profile | Contact Us | Delivery Area | Discount | Check Out

**Our Stores**

- Computers
- Mobiles
- Electronics
- Books
- Stationary
- Sports
- Entertainment
- Gifts

**Welcome to our online shop**

Username:

Password:

First Name:

Address:

Phone:

Email:

Designation:

Country:

**Log In**

Your email address:

Your Password:

[Forgot Password?](#)  
[New User? Sign up now](#)

© 2011 Daffodil  
Copyright © 2011 Daffodil Online Shop

**Figure 2.8: User creation signup**

**6.4 Administration Page:** Website administration page where admin can access as this panel as a administration. Where admin can add/remove product and see the total user list and other types of administration work.

The screenshot shows the Admin page of the Daffodil Online Shop. At the top left is the logo 'Daffodil Online Shop'. In the center, it says 'Wellcome!'. At the top right, there is a 'Sign Out' link. Below the header is a search bar with a 'Go' button. A navigation menu includes 'Home' and 'Admin'. The 'Admin' menu is expanded, showing options: Profile, View Products, Product Edit, add product, and UserList. The 'UserList' option is selected, displaying a table of users.

User ID	User Name	Designation	Email	Mobile Number
2	abdullah	admin	abdullah.jony@gmail.	93736353
200	mahabub	user	mahabub775@gmail.com	2147483647
201	kabir	admin	mahabub775@gmail.com	2147483647
207	arafat	user	arafat7toy@gmail.com	175585522
208	ripon	admin	ripon_083@yahoo.com	5665522
209	hakim	user	hakimjoy@yahoo.com	1710645557
212	sabuj	user	123@gmail.com	5566658

Figure2.9: Admin page

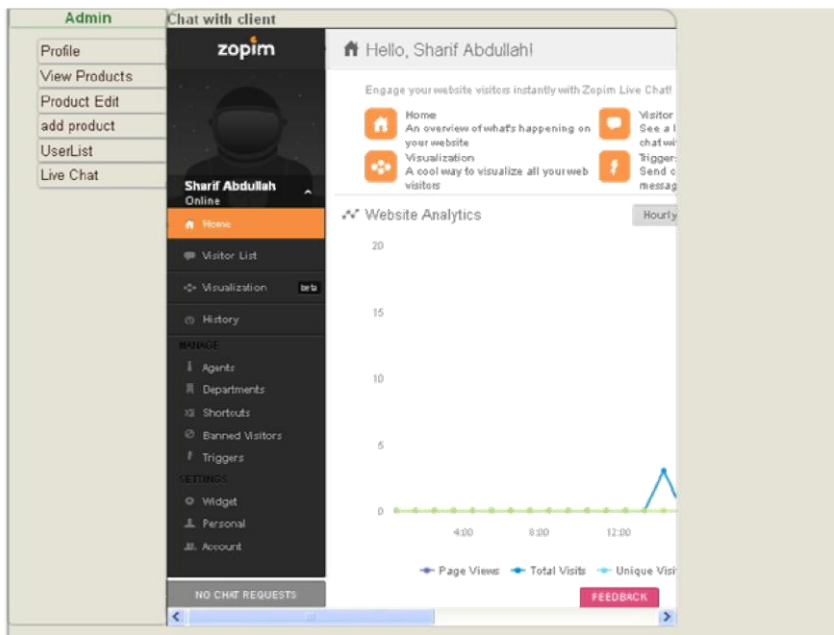
**6.5 Add product by admin:** Administrator can add different kinds of product which can be given product name, product price and product description.

The image shows a web form for adding a product. It contains the following elements:

- Product ID:** A text input field.
- Select Category:** A dropdown menu with the word "select" and a downward arrow.
- Product Name:** A text input field.
- Product Price:** A text input field.
- Product Description:** A large text area with a small icon in the bottom right corner.
- Product Image:** A text input field followed by a "Browse..." button.
- Save:** A button at the bottom left of the form.

**Figure 3.0: Add product**

**6.6 Live chat option with customer:** Live chatting option where a customer can able to chat within the customer care manager where a user/ customer can get different kinds of information by admin.



**Figure3.1: live chatting option**

# **CHAPTER 7**

## **PROGRAM TESTING**

### **7.1 Introduction:**

As each module has written, it is checked out to remove any obvious errors (modules are tested). The modules are then assembled to integrate to form the system. As the modules are integrated, the system is tested. When the integration is completed, the entire system is given further testing.

Testing is a very big stage and to test fully a system it needs lots of time to spend on testing. Delivery time is limited for our project, most of time gone to analysis, development and Design. Here it is planned for some testing.

To improving the efficiency of a task, make sure that the process is well defined and well tested. There are simple and cheap ways to make things go easier to test the system using computers and the errors can be overlooked. Testing ensures proper execution of system by checking for errors that will entail series of problems bugging the system.

### **7.2 System Testing:**

System Testing is actually a series of different tests whose primary purpose is to fully exercise the computer-based system. Although each test has a different purpose, all work to verify that system elements have been properly integrated and perform allocated functions. There are four types of system testing.

- 1 Recovery Testing
- 2 Security Testing
- 3 Stress Testing
- 4 Performance Testing

### **7.2.1 Recovery Testing:**

Recovery is essential for a system that has large number of users and used heavily and regularly. When many users use the system the system can crash due to minor glitches and incorrect inputs. Recovery Testing is a system test that forces the software to fail in a variety of ways and verifies that recovery is properly performed. If recovery is automated (performed by the system itself), re-initialization, checkpointing mechanisms, data recovery and restart are evaluated.

- 1 In my system, recovery testing is performed successfully. Such as when any user is trying to login with invalid username or password, then the system could be fail. But by recovering testing, I don't let the system fail. In this situation users are not allowed to access the system and user will try again.
- 2 In registration page, when Admin add a user in the system by registration it is necessary to fill most important field which is very essential e.g., E-mail address and Password.
- 3 When Admin is able to register a user in the system at that moment a message will show to admin/user that user information saved successfully.

### **7.2.2 Security Testing:**

Security Testing is the ultimate testing for a web based system. Admin put user personal information any breach in security will damage the user privacy and consequently site image. The Security Testing attempts to verify that protection mechanisms built into a system will, in fact, protect it from improper penetration. It maintains the security of the system.

- 1 My system is developed by using HTML and CSS for designing part of the system. To access my system need user name and password and I allow user email address as username to access the system. So it is prevent normal hackers to access the system.
- 2 In case of security testing, this system is more securing since here used MySQL and PHP which both popular to maintain security. In PHP I have created session that maintains the security of every page when session starts.
- 3 None user who has not any user name and password in the system they cannot access for buy product. A user needs a user name and password for proper use of the system.
- 4 To enter the database of MySQL, one has to know the valid username and password. If these are unknown then no one can enter the database.
- 5 Admin can edit the user information unless he/she is logged in and is allowed to do so.

### **7.2.3 Stress Testing:**

Stress is an important factor for a system with multiple users. The system has to make sure that many users can use the system simultaneously without crashing. The system must provide all facilities to everybody. The Stress testing exercise executes a system in a manner

that demands resources in abnormal quantity, frequency and volume. A variation of the stress testing is a technique called sensitivity testing. Sensitivity testing attempts to uncover data combinations within valid input classes that may cause instability or improper processing.

- 1 In my system I used sample users to participate in the stress testing.
- 2 Several numbers of users used the system without any problems.
- 3 Users did not face resource sharing problems
- 4 All the given TOOLS worked properly

#### **7.2.4 Performance Testing:**

Today there are many web based system which appeals to different users. For a successful web based system the system must run smoothly in different browsers without any graphical problems or content processing problems. The Performance test is designed to test the run-time performance of software within the context of an integrated system.

Performance testing occurs throughout all steps in the testing.

1. By performance testing I have seen that my system can run on any web browser i.e. Internet Explorer 6, Internet Explorer7, Mozilla Firefox, Google Chrome and Opera.
2. The site is navigated well in 32 bit resolution.
3. Each module of this system is tested perfectly. So I can say that the proposed system is generally bug free software.

#### **7.3 Conclusion:**

During the design stage, the system under construction has decomposed in the place of tools management test reports. After testing, errors will be found and these on should be corrected.



## **CHAPTER 8**

### **CONCLUSION**

The E-Commerce situation has been improved in the recent years in Bangladesh. There are many B2B, B2C websites doing business in Bangladesh. People are becoming familiar with these websites in spite of very low number of citizens have access to a computer and the internet. The purpose of this project was to develop a Business to Consumer (B2C) website for selling and buying of computer and its accessories, electronic goods, mobile phones and books. The intention was to fulfill the demand of the students, academics, and peripheral customers who are living in different districts. The websites is quite user friendly. The website has very simple features which is easy to understand. Customers with minimum level of literacy with the computer and internet are able to buy products from the websites. A live chatting option has been integrated with the website which is not very common in the websites doing business in Bangladesh.

To make the website more useful for the customers a Bangla version may be developed. Additionally regional stores may ensure prompt delivery of products to the customers.

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## APPENDIX

### DATABASE SCHEMA

**Table: user**

<b>Field Name</b>	<b>Data Type</b>	<b>Size</b>
User_id	Int	(11)
Username	Varchar	(20)
Password	varchar	(15)
Fullname	varchar	(40)
Address	varchar	(100)
Phone	int	(20)
Email	varchar	(20)
Designation	varchar	(20)
Country	varchar	(20)

**Table 1.1: User**

**Product Table:**

<b>product_id</b>	<b>catagory_name</b>	<b>product_name</b>	<b>description</b>	<b>product_price</b>
1				computer mouse optical mouse 200
2			computer Keyboard	300 A4Tech
3				computer
4				computer
5				computer
6				computer

**Table1.2: Product table**

**Category Table:**

Field	Type	Null	Default	Comments
category_id	int(11)	No		
category_name	varchar(50)	No		

**Table1.3: Product category table**

category_id	category_name
1	computer
2	mobile
3	electronics
4	book
5	stationary
6	sport
7	entertainment
8	gift

**Cart Table:**

Field	Type	Null	Default	Comments
user_id	varchar(20)	No		product_name
product_name	varchar(50)	No		
quantity	int(11)	No		product_price
product_price	double	No		

Total price      double No

**Table1.4: Product category table**

**END**

**Project Completed by**

- **sharif abdullah (E-mail:abdullah.jony@gmail.com)**
- **Mazharul Islam(E-mail:ripon\_083@yahoo.com)**