"**E-COMMERCE FOR AGRICULTURAL PRODUCTS:**

WEB BASED APPLICATION"

PROJECT SUBMITTED TO

ASPEE AGRIBUSINESS MANAGEMENT INSTITUTE

IN PARTIAL

FULLFILLMENT OF THE REQUIREMENT FOR THE AWARD OF THE

DEGREE OF

M.Sc. (ICT IN AGRICULTURE)

2014-15

तेजस्विनावधीतमस्तु

SUBMITTED BY

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ACKNOWLEDGEMENT

There are times when words can't express thankfulness … Often   fails us….same as with us today , as I can't find perfect words that would express our deep sense of gratitude and satisfaction. Need I am indebted to our inspiring guide, who   has extended all valuable guidance, help and constant encouragement through the various difficult stages for the onslaught of Project.

I have great pleasure in offering out sincere respect to our Project guide Mr. Nilesh Desai   for Providing us with all necessary facilities and timely help during the period I interacted with them I would also like to thank for help they extended us for implementing our suggestion.

Last but not the least I am thankful to Gujarat University for introducing this exercise as a significant aspect of our M.Sc.(ICT in Agriculture).

Thanking to   **Your Faithfully.**

Dr. Bankim L. Radadiya   Divyaben D. Sheladiya

ABSTRACT

The main purpose of carrying this project is partial fulfillment of the Master of Science Information Communication Technology(in Agriculture) Degree (NAU Navsari). This project is required to submit as a Final year project in order to Postgraduate.

This project is about "Agriculture E-Commerce Web Based Application". The front-end system is used by Admin. Admin can be login to update their personal information through this web site. They also are able to make order for take away and delivery. This system also allow administrator to manage table, member, order report.

This scope of the project covers Registration module, Products order module, The project of methodology is used UML(Unified Model Language) to design the system such as Timing diagram, Use case diagram, Activity diagram and Sequence diagram.

The System flow and the customer are being drawn to understand how the system works does and who the customer that interacts with the system is. Besides that SQL Server 2014 Management studio, Visual Studio 2012 that is used as development phases of the project. Besides that, there are various phase of development used when develop this project. We have gone through the every stage of the software life cycle, such as System planning, requirements, analysis, design and implementation.

In developing in this web application, team work and communication was important for a project team to complete the whole system. Brainstorming with team member may get better idea and improvement for the system. Central placement site is a placement website than can manage the task of the placement of the student.

. The online shopping system presents an online display of an order cut off time and an associated delivery window for items selected by the customer. The system accepts the customer's submission of a Purchase Order for the item in response to a time of submission being before the order cut off time.

The online shopping system does not settle with a credit supplier of the customer until the item selected by the customer is picked from inventory but before it is delivered. Therefore, the customer can go online and make changes to the order.

In addition, available service windows are presented to the customer as a function of customer selected order and service types and further, the order picking is assigned in accordance with a picker's preference. When ordering goods, many shopping systems provide a virtual shopping cart for holding items selected for Purchase.

Successive items selected for purchase are placed into the virtual shopping cart until a customer completes their shopping trip. Virtual Shopping Cart may be examined at any time, and their contents can be edited or deleted at the option of the customer.
Once the customer decides to submit a purchase order, the customer may print the contents of the virtual Shopping Basket in order to obtain a hard copy record of the transaction.

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1.ABOUT COMPANY

1.1 Company Profile:

Company Name	Wise Com Technologies Pvt.Ltd
Company Address	Near to Pearim park, At-amadpore,Nh no.8 Di-Navsari- 396 445.
Work area	WiseCom Technologies has in house design and development team for designing and developing Static/Dynamic Websites. The company has also created Web Applications for Educational Institutes
Contact Number	+91 97129-29932
Website	www.wisecomtechnologies.com

Company Information:

Wise Com Technologies Pvt Ltd was started under leadership of '**Dr. Saurabh J Desai** on 15 Nov 2013. The main goal to start IT Company in South Gujarat is to provide opportunity to vast amount of talents available in the region and to grow with their support. DR. SAURABH J. DESAI who is a Pharmacist by education and businessman by Profession has taken various sociological steps (English Medium School, College, IAS training Facilities) to improve the livelihood of the people of this region. This company is yet another step to provide students with good talent who want to prosper in the field of IT and do not want to shift away from home.

Although in very nascent stage, the company has already engaged in three different business-es:

IT Off Shoring Service :WiseCom Technologies has done contract with a South African based company 'About Time Software Pvt Ltd' to provide off shoring Implementation and support services for 'Click Software' product.

Website and Web Application :WiseCom Technologies has in house design and development team for designing and developing Static/Dynamic Websites. The company has also created Web Applications for Educational Institutes.

Financial Product :WiseCom Technologies is developing a new Financial product for Small and Medium enterprise. The product is being developed in MVC(c#) asp.net tech-nology to make it secure and user friendly because of inherent nature of the technology used. Modular design approach is considered to develop the product to enhance it in future to ac-commodate more modules with the aim of completing a full ERP system.

Company Portfolio :

➢ www.portfoliopharma.com
➢ www.sssankul.org
➢ www.camroof.com
➢ www.essenceoflight.co.za

Address :

Wise Com Technologies Pvt.Ltd
Near to Pearimpark,

2. SYSTEM DESCRIPTION

Our Online shopping For Agricultural Productssystem is based on purchasing any Agricultural Products. In this system who wants to Purchase item first they will choose Item. If there is new User who wants to purchase any Agricultural Products first they will fill up Register form and then they will purchase any Item and if they all ready register then they will purchase anyAgricultural Products

2.1 Project Profile

Project Definition	E-Commerce For Agricultural Products: Web Based Application
Team Member	One
Developed By	Divya D. Sheladiya
Time Duration	**2.5** Months

2.2 User Profile

Administrator	Administrator can manage Customer. He can see reports. He can manage Products list with their all subcategory.
Registered User	Visit Site and Purchase Product
Customer	Customer can give online order and pay bill his/her credit card or debit card to used.

2.3 Technical Details

1. Programming Language:

➢ MVC with C#

➢ Asp.net

2. Operating System:

➢ Windows 8.1

3. Database Management System:

➢ Microsoft SQL Server 2014 Management Studio

3. ENVIRONMENT DESCRIPTION

3.1 Hardware Specification

Sr. No	Component	Description
1)	PROCESSOR	Intel® Pentium® processor
2)	MOTHERBOARD	Intel original
3)	RAM	4 G.B.
4)	HARD DISK	500 G.B.
5)	MONITOR (RESOLUTION)	1024 * 768
6)	COMPAQ DISK DRIVE	DVD (16 speed)
7)	KEYBOARD	Multimedia
8)	MOUSE	Optical
9)	PRINTER	Laser

3.2 Software Specification

| Serial No.	Software Used	Remark
1)	Microsoft SQL Server 2014 Management Studio	It is used to maintain the database. It is used as a back end tool.
2)	Visual Studio 2012	It is used as front end tool for building screen in the project.
3)	WINDOWS 8.1 pro	It is use as for working on operating system.
4)	Framework	MVC(c#)

3.3 Modules In The System

1.Registration
2.Payment
3.Order Management
4.Transaction Management
5.COD Management
6. Product Management
7. Add To Cart
8.Wish List
9.Customer Management

3.4 Description of Development Tools

What is MVC?

Induction advocates the use of the Model-View-Controller (MVC) paradigm to web application development. Following is a brief summary of how Induction supports models, views and controllers. In Induction the important types of classes you will write are controllers, views, models and model factories. A very simple application may only use controllers, but most applications will use controllers, views and models and very likely one or more model factories.
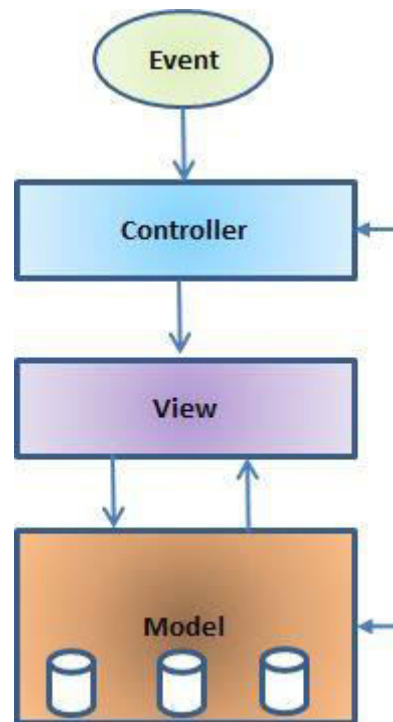
Model: The model object knows about all the data that need to be displayed. It is model who is aware about all the operations that can be applied to transform that object. It only represents the data of an application. The model represents enterprise data and the business rules that govern access to and updates of this data. Model is not aware about the presentation data and how that data will be displayed to the browser.

View: The view represents the presentation of the application. The view object refers to the model. It uses the query methods of the model to obtain the contents and renders it. The view is not dependent on the application logic. It remains same if there is any modification in the business logic. In other words, we can say that it is the responsibility of the view's to maintain the consistency in its presentation when the model changes.

Controller: Whenever the user sends a request for something then it always go through the controller. The controller is responsible for intercepting the requests from view and passes it to the model for the appropriate action. After the action has been taken on the data, the controller is responsible for directing the appropriate view to the user. In GUIs, the views and the controllers often work very closely together.

What is C#

C# is similar to Java in terms of syntax; it is an object-oriented language from Microsoft that started around1997. C# also known as C sharp is available to run on multiple platforms, such as Windows, UNIX, Linux and Solaris.

C# uses the Microsoft .NET framework and the Mono framework to be interpreted and translated into a language that is capable of running fast on any computer. C sharp is the third most popular language to be use with these frameworks and it is the most popular .NET language used today by .NET programmers.

Anders Hejlsberg was the lead architect and principal designer of C#, he was involved with the design of Turbo Pascal, Embarcadero Delphi and Visual J++ before the creation of C sharp. The design of C# was driven by flaws in most major programming languages such as C++, Java, Delphi and Smalltalk, according to Anders Hejlsberg.

C# however, was called an imitation of Java, by James Gosling, the creator of Java programming language and the co-founder of Microsystems Bill Joy, the originator of Java. Gosling went on to say that C# doesn't have the reliability, productivity and security features that Java can offer programmers.

Anders Hejlsberg argues that C# is much closer to C++ in its design than to Java, but the authors of C++ Klaus Kreft and Angelika Langer claimed in a blog post that Java and C# are almost identical programming languages; they said that the language was a "boring repetition that lacks innovation," "Hardly anybody will claim that Java or C# are revolutionary programming languages that changed the way we write programs," and "C# borrowed a lot from Java".

But C# language was intended to be a simple, modern, general-purpose, object-oriented programming language.

Software robustness, durability, and programmer productivity are important for this language to achieve. The originators of the language wanted the language, and implementations of it to provide support for software engineering by doing tasks that some languages require to be done with long processes such as doing uninitialized variables, and automatic garbage collection.

The language makes it easier for workwide deployments and reduces the amount of redundant code because it takes advantage of software maintained on the computer as building blocks.

Support for international languages is very important for C sharp as well, because hosted and embedded systems, ranging from the very large that use sophisticated operating systems, down to the very small having dedicated functions are intended to be suitable for writing applications with C#.

The language was not intended to compete directly on performance and size with C, C++ or assembly language, but C# applications are also intended to be economical with regard to memory and processing power requirements.

MVC4 & Razor:

What is Razor?

ASP.NET MVC4has always supported the concept of "view engines" - which are the pluggable modules that implement different template syntax options. The "default" view engine for ASP.NET MVC uses the same .aspx/.ascx /. master file templates as ASP.NET Web Forms. Other popular

ASP.NET MVC view engines are Spart&Nhaml.
MVC 4 has introduced a new view engine called Razor.

Why is Razor?

1. Compact & Expressive.

2. Razor minimizes the number of characters and keystrokes required in a file, and enables a fast coding workflow. Unlike most template syntaxes, you do not need to interrupt your coding to explicitly denote server blocks within your HTML. The parser is smart enough to infer this from your code. This enables a really compact and expressive syntax which is clean, fast and fun to type.

3. Easy to Learn: Razor is easy to learn and enables you to quickly be productive with a minimum of effort. We can use all your existing language and HTML skills.

4. Works with any Text Editor: Razor doesn't require a specific tool and enables you to be productive in any plain old text editor (notepad works great).

5. Has great Intellisense:
6. Unit Testable: The new view engine implementation will support the ability to unit test views (without requiring a controller or web-server, and can be hosted in any unit test project - no special app-domain required).

About Bootstrap (Front-End Framework)

What is Bootstrap?

Bootstrap is a free collection of tools for creating websites and web applications. It contains HTML and CSS based design templates for typography, forms, buttons, navigation and other interface components, as well as optional JavaScript extensions.

Why Bootstrap?

- Easy to get started
- Great Grid system
- Base styling for most HTML elements
- Extensive list of Components
- Bundled JavaScript plug-in

Advantages of Bootstrap

- First advantage that you can get from bootstrap is **saving a lot of time.**
- The second and **most attractive option of bootstrap is customization.** You can customize it with your own way.
- You are not going to face any difficulty in near future because **bootstrap is using advance technologies** such as CSS3 and HTML5.
- An additional attractive option you will get is responsiveness. **Every bootstrap base side is responsive.** You can use it without hesitation.
- Bootstrap is not only stronger in design and structures but it also **more powerful in documentation.**

Overview of JQuery

What is JQuery?

JQuery is a lightweight, "write less, do more", JavaScript library. The purpose of JQuery is to make it much easier to use JavaScript on your website. Query takes a lot of common tasks that require many lines of JavaScript code to accomplish, and wraps them into methods that you can call with a single line of code.

The JQuery library contains the following features :-

➢ HTML/DOM manipulation
➢ CSS manipulation
➢ HTML event methods
➢ Effect and animations
➢ AJAX
➢ Utilities

Why JQuery?

There are lots of other JavaScript frameworks out there, but JQuery seems to be the most popular, and also the most extendable. JQuery will run exactly the same in all major browsers, including Internet Explorer 6!

4. SYSTEM DESIGN

4.1 Introduction of System

As the competition in today's IT world for web application have increase and it constantly requires continuous unique ideas to represent information with new techniques which must be developed to effectively design and create very interactive web application.

This project aims at providing new potential business at local level, this system is designed to function as Business- To- Business as well Business- To- Direct-Customer. This System is new system which will provide user friendly environment in E-commerce for Online Shopping System.

This system is used throughout the particular web sites such that, Reliance fresh direct, Agricart, Flip Kart, Myntra, Silk museum. These sites are used through the user and select the product to online purchasing. To available product in certain Brands of the products to choose and purchase to online. This system is also save the time and also fast process. On festival time also to be give the scheme to attract customer. The system is work on the concept of cash on delivery.

In our system to available products for Agriculture and also to selection Brands for product. And also delivery time of product is very quickly. And not to be any complaint of customer for us.

So, Online Shopping System is very nice system and more people are to purchasing credit card, debit card or COD to use and purchase product.

4.2 Features of System

As consumers enticed by convenience and 24/7 availability continue to gravitate towards online stores, they create a demand for more sophisticated ecommerce shopping cart software. Luckily, you can now choose advanced Shopping Cart features that help you sell and succeed online like never before.Ecommerce shopping cart are like engines that keep online stores running smoothly. You'll be taking your customers along for the ride, so you'll want to choose an ecommerce shopping cart that not only meets your needs, but theirs as well. While your unique goals and budget will determine which ecommerce shopping cart is right for your online store, certain ecommerce shopping cart features can help you boost customer confidence and encourage repeat sales.

- Registration
- Edit account details
- Change Password
- Cash On Delivery
- Product Reviews
- Wish list
- Support Multiple Brand
- User friendly
- Add To Cart
- Update &Delete Facility
- Conformation E-mail

- Place Order
- Address Book

1) Payment Options

Most visitors to online stores prefer to pay by credit card. If you want to use your ecommerce shopping cart software to process credit card transactions with a real-time payment gateway, you'll have to open a merchant account.

Although the majority of shoppers at online stores will make a credit card transaction, choosing an ecommerce shopping cart that also allows you to accept alternative payments will please customers who remain resistant to providing such information online. Offering options such as PayUMoney,PayPal®, Google® Checkout, checks, and/or money orders allows more people to feel comfortable checking out on your site.

2) Site Search & Browse

Visitors to online stores have a need for speed - and it starts with time-saving search. Consumers expect online stores to allow them to search for a product and quickly find the product they want. Customers also navigate via categories, along with browsing by price, category and brand distinctions. If your ecommerce shopping cart does not include a search feature for your site, your visitor may simply decide to look elsewhere.

3) Product Reviews

No matter how well online stores promote their own products, reviews by other customers will have a greater impact. In fact, 63% of consumers indicate that they are more likely to Purchasefrom a site if it has product ratings and reviews, according to a CompUSA® and I Perceptions® study. Choose an ecommerce shopping cart that allows for product ratings and reviews - and let "word of mouth" work for you.

4) WishList / Registry

Customers at online stores often buy gifts for special occasions, which is why many ecommerce shopping carts feature a registry option that makes the process easier. Also, so-called "wish lists" allow customers to save items at online stores and return at a later date to purchase those items. In general, when your ecommerce shopping cart allows your customers to manage their items the way they want, the result is higher satisfaction.

5) Real-Time Inventory

It's a common complaint from those who frequent online stores -- a customer goes through a lengthy process of placing an order, only to find out later that the item purchased wasn't really in stock. Ecommerce shopping carts should allow for real-time inventory management, which ensures that what customers see on their screen is what's actually available for delivery to their doorstep.

6) Express Checkout

The checkout process at many online stores can be as frustrating -- if not more so -- than standing in a long checkout line at a brick-and-mortar store. When visitors are ready to buy, your ecommerce shopping cart must make it as simple as possible. Some ecommerce shopping carts offer registered users an express checkout option, which pulls up their stored payment and billing info when they log in.

7) OrderTracking

An ecommerce shopping cart can help you keep customers informed every step of the way - even after their order is placed. Automated order confirmation emails and shipping notification emails build customer's confidence in their purchase and in your brand. If a customer registers, they should be able to track their order by logging into an account created upon registration.

8) Special Offers

Looking for a way to woo new customers - or existing customers you haven't seen in a while? Ecommerce shopping carts can help you promote special offers like order discounts, coupon codes, free shipping and gift cards. These offers serve a dual purpose -they encourage customers to take advantage of a "good deal" while also helping you compete in today's competitive online marketplace.

9) Website Security

Choose an ecommerce shopping cart with built-in SSL data encryption for website security. When online stores display SSL Certificate seals on their home pages, customers feel confident that their personal information will be protected and are more likely to complete a Purchase.

Ecommerce shopping carts are key to the success of online stores. When choosing an ecommerce shopping cart for your online business, keep customer satisfaction in mind and you'll be rewarded with customer loyalty.

4.3 Benefits of System

1) Better Prices:-

The vast majority of online stores offer prices that are much lower than what you will find at a physical store. There are a few reasons for this. The first is because many people use the Internet to find cheaper items. Online business owners understand this. They will usually reduce their profit margin to get more customers. Another reason is because you can easily browse through dozens of different websites to find the best price. You can do the same at a mall, but it would take about an hour or longer. You also may not be taxed because most ecommerce stores won't tax you unless they are stationed in your state.

2) Convenience:-

Shopping online is convenient. You don't need to get dressed and drive to your favorite store. You can easily visit their website, find the product you want and buy it without getting out of your pajamas. It's also convenient because you don't need to wait for the store to open. If you work irregular hours or are very busy, then you probably don't have the time to visit the store. Shopping online allows you to buy things without hurting your schedule.

3) Variety:-

Most physical stores have a limited array of products. They can only hold so many items, and there are often many policies affecting the availability of products. For example, there might be a certain item that is only available to those versions of the business that exist in the mall. Shopping online allows you to find many products that you wouldn't be able to find in a physical store. You can also buy products that may not logically go together like candy canes and quilts.

4) Discreet Shopping:-

Physical stores often make it difficult to buy certain items. For example, buying lingerie without getting a few awkward stares is nearly impossible. There are many instances of this, and sometimes you might feel embarrassed for no reason. Shopping online gives you privacy because you won't have people looking at you while you shop. Not only that, but the receipts are usually made so that no one will know what you bought.

4) User Friendly:-

This system is fully user friendly .So, User can easily visit the site and easily interact with the system and buy a product.

5. PROJECT PLANNING

5.1 Scope and Objective

Scope:-

- ➢ It offers everything needed to effectively manage E-commerce for Online Agriculture Shopping System.
- ➢ Easy to generate reports.
- ➢ It can help increase revenue, cut cost.
- ➢ It increases manpower.
- ➢ It's helpful to manage large amount of data at one place.

Objective:-
- ➢ Admin can manage the whole product item with their subcategory.
- ➢ Customer cans online registration for purchasing product with use of Particular web-site.

Future Scope:-
- ➢ We can improve this system as cloud based system.
- ➢ Directly customer can interact with this system.
- ➢ Provide online registration, online ordering, home delivery processing.
- ➢ Further enhancement on sale (Discount) management.

5.2 Feasibility Report

An important outcome of the preliminary investigation is the determination that the system requested is feasible or not. There are three study aspects in the feasibility study portion of the preliminary investigation.   The first study aspect is whether the current project is technically feasible, existing software technology, and available personnel. If a new technology is required then what is the likelihood that it can be developed?

The second study aspect probes whether the project is economically visible or not i.e., whether the creation of a new system has sufficient benefits to make the costs acceptable or not or whether the cost of not creating the system is so great that the project must be undertaken. The third study aspect probes whether the project is operationally feasible or not i.e., whether the system will be used it is developed and implemented, or whether, there will be any resistance from the users that may undermine the possible application benefits.

1) Technical Feasibility:-

Technical feasibility of any system is the availability of both the hardware and software for the system. System is web based application developed using MVC(C#) ASP.NET. System requires SQL Server Management Studio 2014 as a back-end.

2) Economic Feasibility Report:

The benefits obtained from the system has to be rated against the cost incurred to actually develop the system. The following are the benefits that would be derived from the system:
- ➢ Minimizes the chances of human errors by automating the entire process.
- ➢ Reduces the paper work by providing automatically generated reports.
- ➢ Reduces the work load on staff.

3) Operational Feasibility:-
System is beneficial only if they can be turned into information systems that will meet the organization's operating requirements.

6. RISK ANALYSIS

6.1 Introduction

What is risk analysis?

> ➢ "Risk is future uncertain events with a probability of occurrence and a potential for loss". Risk identification and management are the main concerns in every software project. Effective analysis of software risks will help to effective planning and assignments of work.

Risk categories:-

> ➢ Risk management is an essential activity of project management. It is important to classify risks into appropriate categories. Risks can be classified into following categories:

1) Schedule Risk:

Project schedule get slip when project tasks and schedule release risks are not addressed properly. Schedule risks mainly affect on project and finally on company economy and may lead to project failure.

2) Technology Risk:

It is related to the complete change in technology or introduction of a new technology.

3) Technical or Performance Risk:

Technical risks generally lead to failure or functionality and performance.

Causes of technical risks are:

- Continuous changing requirements
- No advanced technology available or the existing technology is in initial stages.
- Product is complex to implement.
- Difficult project modules integration.

4) People Risk:

Risks related to people represent the most numerous resource risks, comprising over two-thirds of the incidents. Availability of people was the primary issue, with four subcategories:

- Staff Staff leaving the project permanently.
- leaving the project temporarily.
- Staff joining the project late.
- Queuing issues involving people not dedicated to the project.

5) Business Impact Risk:

The following risk item issues identify some generic risks associated with Agriculture business impact:

- Affect of this product on company revenue?
- Reasonableness of delivery deadline?
- Number of customers who will use this product and the consistency of their needs relative to the product?
- Number of other products/systems with which this product must be amount and quality of product documentation that must be produced costs associated with late delivery or a defective product?

Risk Management Probability Definitions:

The risk rating is based on the probability of impact and the level of impact. The most obvious drawback to any POS system is that it is a computer, and subject to all the same technological whims. If it happens to crash and you don't have a back up, you risk losing all your data.

6.2 Risk Table

Possible Risk	Probability
Will the system be able to meet all its objectives?	30 %
Will the application be able to meet its requirements?	35 %
If implementation fails	65 %
If can't meet the deadline	45 %
Technological failure	30 %
If technology becomes outdated	30 %

System Workflow

This Process continue for each and every module in the project.
- Requirement of module are gathered.
- than the system design of its development.
- After that it is implemented deployed and maintained.

7. SYSTEM ANALYSIS

7.1 Use Case Diagram

Use case diagrams are used together the requirements of a system including internal and external influences. These requirements are mostly design requirements. So when a system is analyzed together its functionalities use cases are prepared and actors are identified.

We use the following elements in use case diagrams:

1) Actor:-

An actor represents a role that an outsider takes on when interacting with the system.
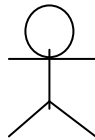
Actor

2) Associations:-

An association is the relationship between an actor and a use case.

3) Use cases:-

A use case describes the interaction between an actor and a system, meaning it describes the functionality of the system that the actor utilities:

7.1.1 Admin
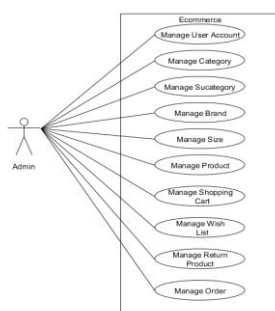
7.1.2 Registered User
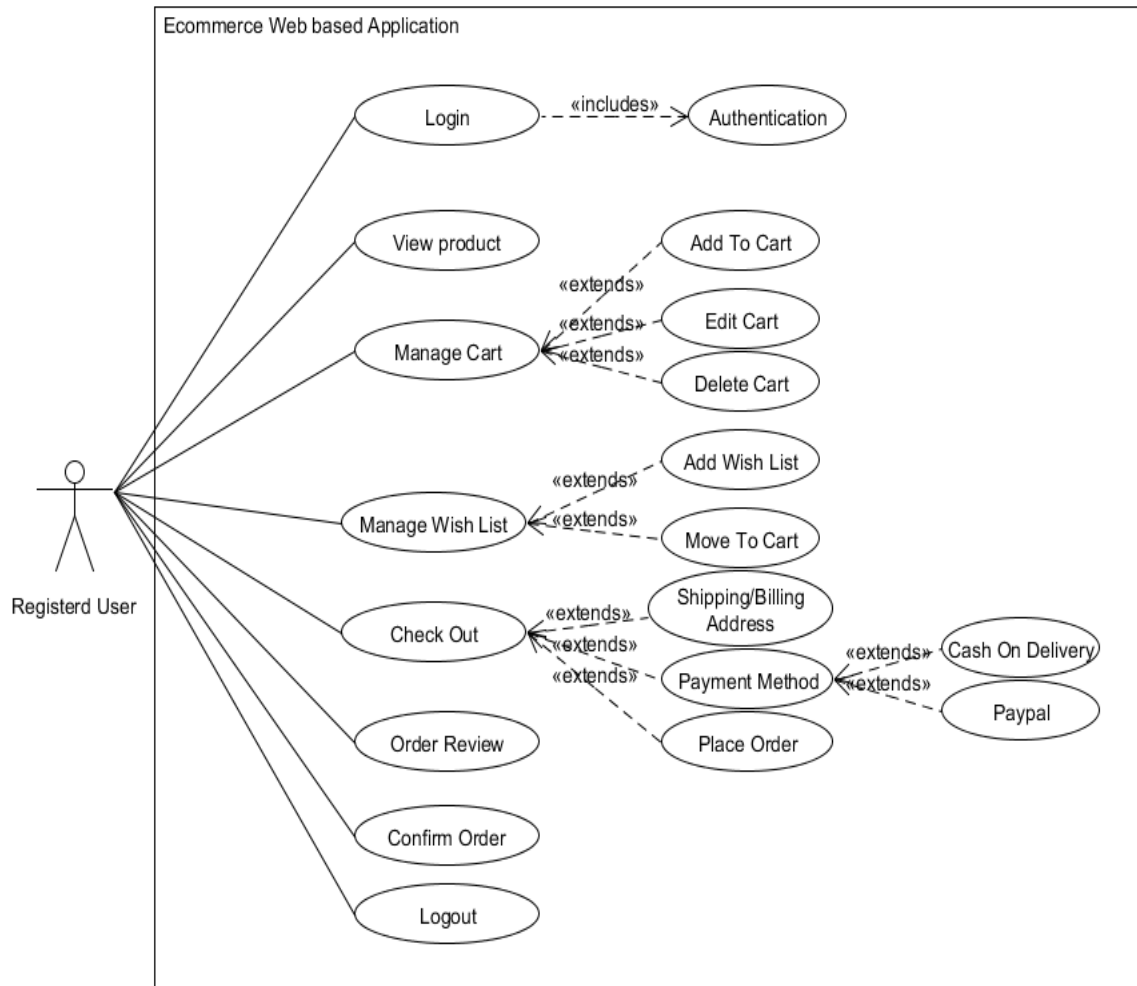
7.1.3 Visitor
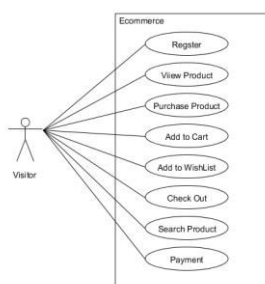
8.DATA DICTIONARY

8.1 Database Tables

1) tbl_Category:-

Columns	Data Type	Constraint
cid	Int	Auto_increment,Primary Key
Cname	varchar(50)	Allow Null

2) tbl_SubCategory:-

Columns	Data Type	Constraint
Scid	Int	Auto_increment,Primary Key
Scname	Varchar(50)	Allow Null
cid	Int	Foreign key

3) tbl_PreSubCategory:-

Columns	Data Type	Constraint
Pscid	Int	Auto_increment,Primary Key
Pscname	Varchar(50)	Allow Null
Scid	Int	Foreign key

4) tbl_Brand:-

Columns	Data Type	Constraint
Bid	Int	Auto_increment,Primary Key
Bname	Varchar(50)	Allow Null
Pscid	Int	Foreign key

5) tbl_Product:-

Columns	Data Type	Constraint
Pid	Int	Auto_increment,Primary Key
cid	Int	Foreign key
Scid	Int	Foreign key
Pscid	Int	Foreign key
Bid	Int	Foreign key
Name	Varchar(50)	Allow Null
Description	Varchar(50)	Allow Null
Price	Varchar(50)	Allow Null
Image	Varchar(50)	Allow Null
Imagepath	Varchar(300)	Allow Null

6) tbl_User:-

Columns	Data Type	Constraint
Uid	Int	Auto_increment,Primary Key
Fname	Varchar(50)	Allow Null
Lname	Varchar(50)	Allow Null
Address	Varchar(max)	Allow Null
Dob	Date	Allow Null
State	Varchar(50)	Allow Null
City	Varchar(50)	Allow Null
Pincode	Varchar(50)	Allow Null
Mobile	Varchar(50)	Allow Null
Email	Varchar(50)	Allow Null

Password	Varchar(50)	Allow Null
Roleid	Int	Allow Null
Createdon	Date	Allow Null
Coupancode	Date	Allow Null

7) ddlAddress:-

Columns	Data Type	Constraint
Id	Int	Auto_increment,Primary Key
Text	Varchar(max)	Allow Null
Uid	Int	Foreign key

8) tblAddress:-

Columns	Data Type	Constraint
Id	Int	Auto_increment,Primary Key
Fullname	Varchar(50)	Allow Null
Address1	Varchar(50)	Allow Null
Address2	Varchar(50)	Allow Null
State	Varchar(50)	Allow Null
City	Varchar(50)	Allow Null
Pincode	Varchar(50)	Allow Null
Mobile	Varchar(50)	Allow Null
Uid	Int	Foreign key

9) tbl_Cart:-

Columns	Data Type	Constraint
Cartid	Int	Auto_increment,Primary Key

Pid	Int	Foreign key
Uid	Int	Foreign key
Qty	Int	Allow Null
Price	Int	Allow Null

10) tblOrder

Columns	Data Type	Constraint
Oid	Int	Auto_increment,Primary Key
Orderid	Varchar(50)	Allow Null
Uid	Int	Foreign key
Shipdate	Datetime	Allow Null
Status	Varchar(50)	Allow Null
Billaddress	Varchar(max)	Allow Null
Shipaddress	Varchar(max)	Allow Null
Amount	Int	Allow Null
Totprod	Int	Allow Null
Paymentmethod	Varchar(50)	Allow Null

11) tblWishlist:-

Columns	Data Type	Constraint
Wid	Int	Auto_increment,Primary Key
Pid	Int	Foreign key
Uid	Int	Foreign key
Qty	Int	Allow Null

8.2 Activity Diagram

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8.2.1 Login

Enter UserName And Password

No → Invalid ID And Passwordd

Yes

Successfully Login

Display User Home Page
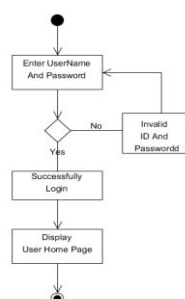
8.2.2 Registration
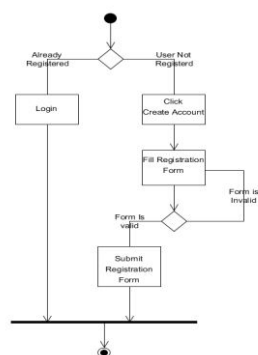
8.2.3 Place Order
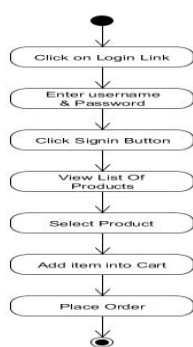
8.3 Sequence Diagram
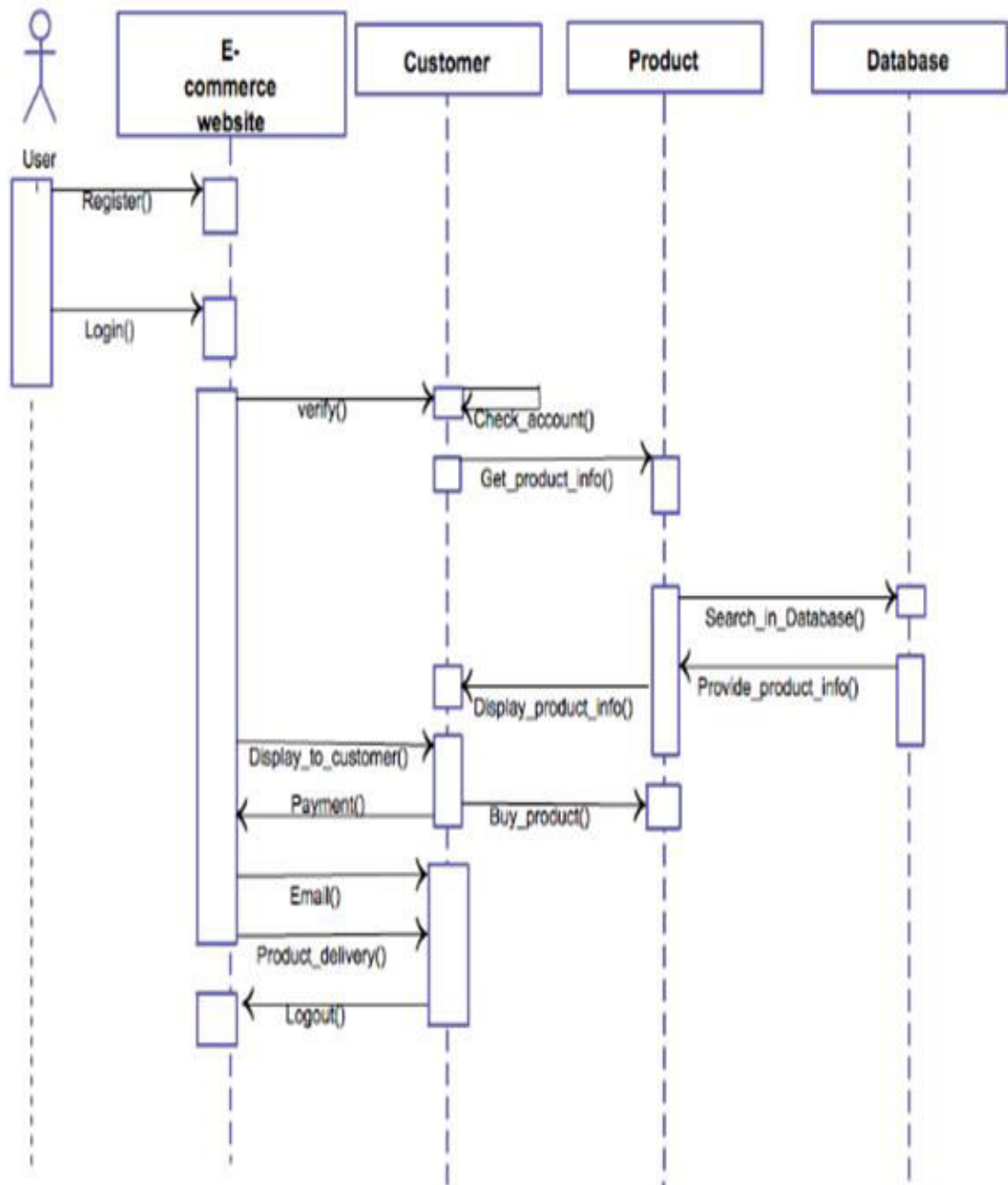
9. SYSTEM IMPLEMENTATION

9.1 Screen Shots

ADMIN PANEL

> **Admin Manage Category:-**

> **Admin Manage Sub Category:-**

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➢ **Admin Manage Pre Sub Category:-**

➢ **Admin Manage Brands:-**

➢ **Admin Manage Products:-**

➢ **Admin Manage Customer:-**

➢ **Admin Manage Order History:-**

USER PANEL

➢ **Home Page :-**

➢ **Create Account:-**


➢ **Login:-**

➢ **My Account:-**

➢ **WishList:**

Password:-

Add To Cart:-

➢ **Billing Address:**

➢ **Shipping Address:-**

➢ **Payment Method:-**

➢ **Order Review:**

➢ **Online Payment (Paypal):**

➢ **Invoice data:**

9.2 Reports

1) Daily Report :-

    ➢ In daily, report we get all order report today's date.

2) Monthly Report :-

    ➢ In monthly, report we get one month report whatever user enter the from date.

3) Weekly Report :-

    ➢ In Weekly, report we get one week report which enter in from date.

4) Discount Report :-

    ➢ In Discount report we get that order list on which product we give discount.

10. TESTING

10.1 Introduction

Testing is an investigation conducted to provide stakeholders with information about the quality of the product or service under test. Software testing can also provide an objective, independent view of the software to allow the business to appreciate and understand the risks of software implementation. Test techniques include, but are not limited to the process of executing a program or application with the intent of finding software bugs (errors or other defects).

Black box Testing :-

Black box testing is a testing technique that ignores the internal mechanism of the system and focuses on the output generated against any input and execution of the system. It is also called functional testing.

White box Testing :-

White box testing is a testing technique that takes into account the internal mechanism of a system. It is also called structural testing and glass box testing.

Black box testing is often used for validation and white box testing is often used For verification.

Types of testing :-

There are many types of testing like

- ➢ Unit Testing
- ➢ Integration Testing
- ➢ Functional Testing
- ➢ System Testing
- ➢ Stress Testing
- ➢ Performance Testing
- ➢ Usability Testing

10.2 Unit Testing

Unit testing is a software testing method by which individual units of source code, sets of one or more computer program modules together with associated control data, usage procedures, and operating procedures are tested to determine if they are fit for use. Intuitively, one can view a unit as the smallest testable part of an application. In procedural programming, a unit could be an entire module, but it is more commonly an individual function or procedure. In object-oriented programming, a unit is often an entire interface, such as a class, but could be an individual method. Unit tests are short code fragments created by programmers or occasionally by white box testers during the development process.

Benefits of Unit Testing :-

- ➢ Find Problems early

- ➢ Facilitates change

➢ Simplifies integration

➢ Documentation

➢ Design

10.3 Interface Testing

Interface testing is one of the most important software tests in assuring the quality of software products. Interface Testing is conducted to evaluate whether systems or components pass data and control correctly to one another. Interface Testing is usually performed by both testing and development teams. Interface testing determines which application areas are initially and usually accessed and its user-friendliness as well. Within web applications, there are certain standards which are followed in almost all the applications. Having these standards makes life easier for use, because these standards can be converted into checklist and application can be tested easily against the checklist.

Server Interface :-

➢ Verify that communication is done correctly, web-server application server, application server-database server and vice versa.
➢ Compatibility of server software, hardware, network connections.

External Interface :-

➢ Have all supported browsers been tested?
➢ Have all error conditions related to external interfaces been tested when external application is unavailable or server inaccessible?

Internal Interface :-

➢ If the site uses plug-ins, can the site still be used without them?
➢ Can all linked documents be supported/opened on all platforms (i.e. can Microsoft Word be opened on Solaris)?
➢ Are failures handled if there are errors in download?
➢ If the system does crash,are the re-start and recovery mechanisms efficient and reliable?
➢ If we leave the site in the middle of a task does it cancel?
➢ If we lose our Internet connection does the transaction cancel?
➢ Does our solution handle browser crashes?

❖ Test cases for unit testing:

Table No.1 Test cases of Login module

No.	Test Case	Expected Result	Result
1.	Blank password	Get error message on display	Fail
2.	Blank username	Get error message on display	Fail
3.	Wrong username & password	Alert error message Display to user.	Fail
4.	Valid username & password	Redirect to respective module	Pass

Table No.2 Test cases of Registration module

No.	Test Case	Expected Result	Result
1.	Blank First Name	Get error message on display	Fail
2.	Blank Last Name	Get error message on display	Fail
3.	Blank Address	Get error message on display	Fail
4.	Blank Country,State,City	Get error message on display	Fail
5.	Blank Zip,Phone	Get error message on display	Fail
6.	Wrong email	Alert error message Display to user.	Fai
7.	Blank Password and Confirm Password	Get error message on display	Fail

❖   Test case for integrated testing:

Table No.1 Test case for integrated testing

No.	Test Case	Expected Result	Result
1.	Product Must be in Add to Cart	User Can Place Order	Valid
2.	Not available internet connection.	Alert error message Display to user	Invalid
3.	Internet connection takes more time (more than 2 minute) for load data from server.	Load data from server to application.	Invalid
4.	Load data from invalid url.	Alert error message Display to user	Invalid
5.	Fast internet connection	Quick response from server	Valid

FUTURE SCOPE AND FURTHER ENHANCEMENT OF THE PROJECT

- **Return of Product:** User can return any product.

- **Notification:** Notification generate on Admin side when new user register into the system.

- **Stock Management:** Admin manage stock of product.

- **SMS Service:** When order confirm, message sent to buyer.

- **Offline Payment:** User can perform offline payment through bank cheque.

- **Product Selling :** Farmer(User) Also sale the Products.

LEARNING DURING PROJECT WORK", I.E. "EXPERIENCE OF JOURNEY DURING PROJECT DURATION"

We have learned following:

- Learned C# language in detail.

- Learned MVC4 Frameworks in ASP.NET

- Learned Advance Script for AngularJS in Details.

- Learned JQUERY and Java script with its functionality.

- Learned Linq and SQL Server 2012

- Learned how to generate dynamic menus from Database.

- Learned Add Multiple control and store value in Database.

- Learned HTML and CSS in detail.

- Learned working of Boot Strap.

- Learned how to apply filtering based on selection.

REFERENCES

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    - Jon Galloway, Phil Haack, Brad Wilson, K. Scott Allen

- ❖ Beginning C#

    - Black Book

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