MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE, GWALIOR

(A Govt. Aided UGC Autonomous & NAAC Accredited Institute Affiliated to RGPV, Bhopal)

Project Report

on

Electronic Store Management System

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE
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MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE, GWALIOR

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CERTIFICATE

This is to certify that "**Rajesh Rathore**" student of CSE Third year in Computer Science & Engineering of this institute have satisfactorily completed the internship/Project entitled "**Electronic Store Management System**" and submitted the internship report as a partial fulfillment for the award of B tech in Computer Science and Engineering.

As prescribed by Madhav Institute of Technology & Science, Gwalior (M.P.).

09/05/22

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DECLARATION

We hereby declare that the work being presented in this project report, for the partial fulfilment of requirement for the award of the degree of Bachelor of Technology in Computer Science and Engineering at Madhav Institute of Technology & Science, Gwalior is an authenticated and original record of my work under the mentorship of **Mr. Mir Shahnawaz Ahmad**, **Assistant Professor**, Computer Science and Engineering.

We declare that we have not submitted the matter embodied in this report for the award of any degree or diploma anywhere else.

Rajesh

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3rd Year
Computer Science and Engineering

MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE, GWALIOR

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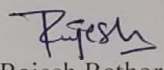
The full semester project has proved to be pivotal to my career. I am thankful to my institute, **Madhav Institute of Technology and Science,** for allowing me to continue my disciplinary project as a curriculum requirement, under the provisions of the Flexible Curriculum Scheme (based on the AICTE Model Curriculum 2018), approved by the Academic Council of the institute. I extend my gratitude to the Director of the institute, **Dr. R. K. Pandit** and Dean Academics, **Dr. Manjaree Pandit** for this.

I would sincerely like to thank my department, **Department of Computer Science and Engineering, for allowing** me to explore this project. I humbly thank **Dr. Manish Dixit**, Professor and Head, Department of Computer Science and Engineering, for his continued support during the course of this engagement, which eased the process and formalities involved.

I am sincerely thankful to my faculty mentors. I am grateful to the guidance of **Mr. Mir Shahnawaz Ahmad**, **Assistant Professor**, Computer Science and Engineering for their continued support and guidance throughout the project. I am also very thankful to the faculty and staff of the department.



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Abstract

An Integrated Framework was required for interaction with the various tools (like Software/Hardware Estimation, etc.) with the platform specification being done in the application itself.

Based on the final platform configuration and bindings, the final product comes in the form of ecommerce application that has a good graphical user interface and user friendly.

Along with above main goals, capability to design the target platform manually was alsodesired.

Keywords: Electronics Management and Suppliers Information

सार:

विभिन्न उपकरणों (जैसे सॉफ्टवेयर/हार्डवेयर अनुमान, आदि) के साथ बातचीत के लिए एक एकीकृत ढांचे की आवश्यकता थी, जिसमें प्लेटफॉर्म विनिर्देश आवेदन में ही किए जा रहे थे। अंतिम प्लेटफ़ॉर्म कॉन्फ़िगरेशन और बाइंडिंग के आधार पर, अंतिम उत्पाद ईकॉमर्स एप्लिकेशन के रूप में आता है जिसमें एक अच्छा ग्राफिकल यूजर इंटरफेस और उपयोगकर्ता के अनुकूल होता है।

उपरोक्त मुख्य लक्ष्यों के साथ, लक्ष्य प्लेटफॉर्म को मैन्युअल रूप से डिजाइन करने की क्षमता भी वांछित थी।

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Chapter 1: Introduction

1.1 Overview

This report discusses the result of the work done in development of "Web Development" on VS Code Platform. It is a part of the ASSET (Online Electronics Product and Suppliers Service) project going in Computer Science Department, Madhav Institute of Technology at the development of an application framework for providing a common platform for facilitating the use of online Ecommerce services developed by the team and integration of various tools developed during the execution of the project.

1.2 Objective

1. An Integrated Framework was required for interaction with the various tools (like Software/Hardware Estimation, etc.) with the platform specification being done in application itself.
2. Based on the final platform configuration and bindings, the final product comes in the form of ecommerce application that has a good graphical user interface and user friendly.

1.3 Methodology

To implement the above goals, the following methodology needs to be followed:

1. Specifying the Application and various components of the Architecture.
2. Specifying the bindings between the tasks and the resources either manually or by the design Tools.
3. Specifying the port interconnections between the resources.
4. Analysis: Extracting the data required for application.

1.4 Required Tools Descriptions

Web application can be developed across multiple IDE's and there are several plugins available for making the current IDE capable to write the Web design programs. Out ofseveral IDE's the popular IDE's are enlisted under –

1.Visual Studio - Microsoft Visual Studio is an IDE made by Microsoft and used for different types of software development such as computer programs, websites, web apps, web services, and mobile apps. It contains completion tools, compilers, and other features to facilitate the software development process

2. My Sql Workbench - **MySQL Workbench** is a visual database design tool that integrates SQL development, administration, database design, creation and maintenance into a single integrated development environment for the MySQL database system. It is the successor to DB Designer 4 from fabFORCE.net, and replaces the previous package of software, MySQL GUI Tools Bundle.

3. Postman -Postman is a powerful HTTP client for testing web services. Created by Abhinav Astana, a programmer and designer based in Bangalore, India, Postman makes it easy to test, develop and document APIs by allowing users to quickly put together both simple and complexHTTP requests.

4. DB forge Studio for MySQL -dB Forge Studio for MySQL is a universal GUI tool for MySQL and Maria DB database development, management, and administration. The IDE allows you to create and execute queries, develop and debug stored routines, automate database object management, analyze table data via an intuitive interface. The MySQL client delivers data and schema comparison and synchronization tools, database reporting tools, backup options with scheduling, and much more.

1.5 Required Languages

- Java Script
- HTML
- CSS
- Node Js

2. CHAPTER 2: Literature Survey

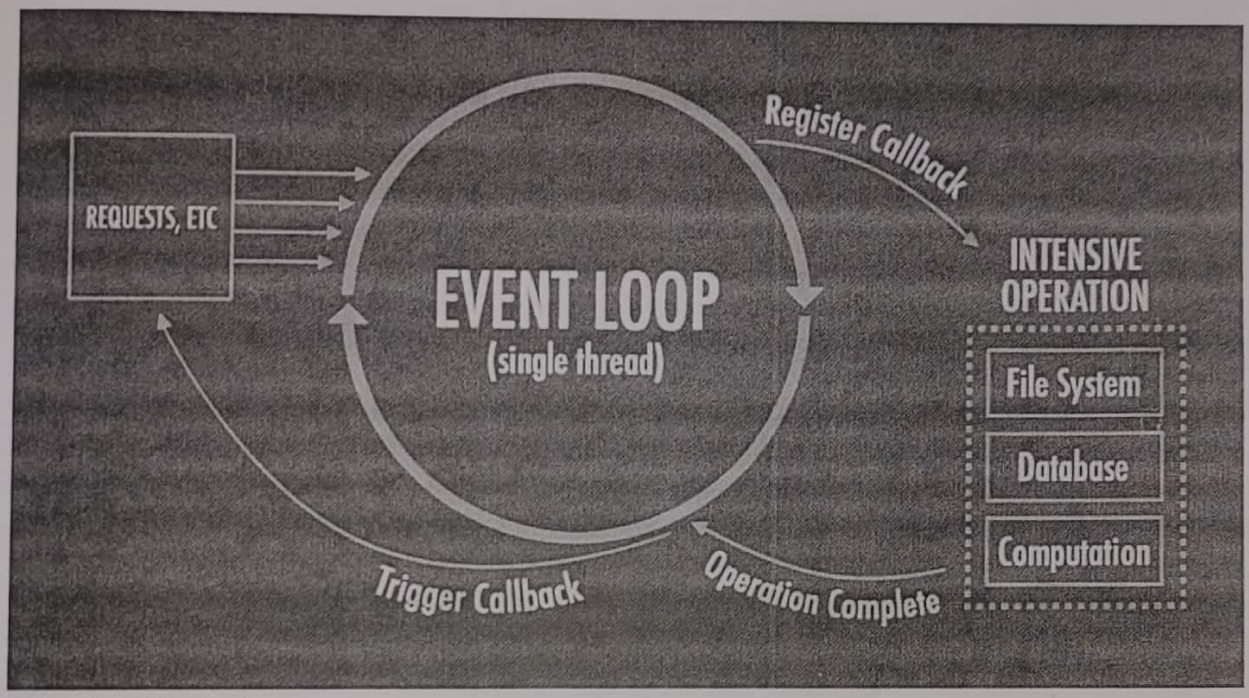


Fig 2.1 Node Js

2.1 Web Development

The word Web Development is made up of two words, that is:

Web: It refers to websites, web pages or anything that works over the internet.
Development: Building the application from scratch.

Web programming, also known as web development, is the creation of dynamic web applications. Examples of web applications are social networking sites like Facebook or e-commerce sites like Amazon.

Web Development can be classified into two ways:

- Frontend Development
- Backend Development

Backend Development : Backend is the server side of a website. It is the part of the website that users cannot see and interact. It is the portion of software that does not come in direct contact with the users. It is used to store and arrange data.

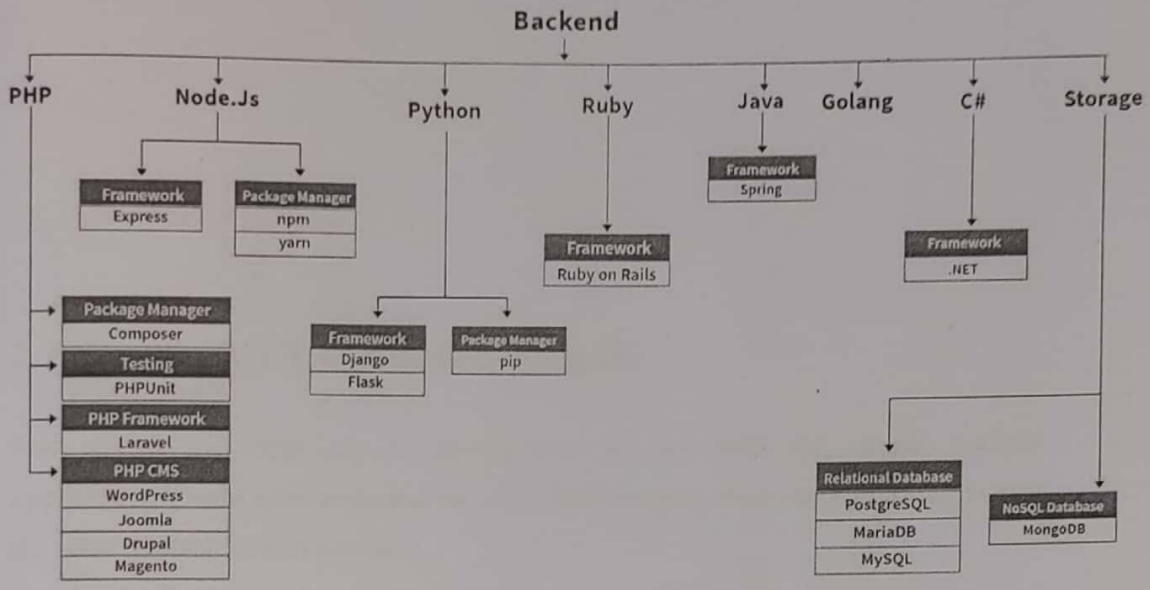


Fig 2.2 : Backend

2.2 Application Components

Any web application includes two parts - **server (back-end) and client (front-end)**. Clients interact with the front-end part directly, evaluating the interface and its convenience, and the client code reacts to all user actions.

Web Design and Applications involve the standards for building and Rendering Web pages, including HTML, CSS, SVG, device APIs, and other technologies for Web Applications ("WebApps"). This section also includes information on how to make pages accessible to people with disabilities (WCAG), to internationalize them, and make them work on mobile devices.

HTML & CSS

HTML and CSS are the fundamental technologies for building Web pages: HTML (html and x html) for structure, CSS for style and layout, including Web Fonts. Find resources for good Web page design as well as helpful tools.

JavaScript Web APIs

Standard APIs for client-side Web Application development include those for Geolocation, and mobile widgets. W3C standards for document models (the "DOM") and technologies such as XBL allow content providers to create interactive documents through scripting.

Mobile Web

Web Best Practices help authors understand how to create content that provides a reasonable experience on a wide variety of devices, contexts, and locations

2.3 Creating Web Application NodeJS:

This section will help one understand how be can build the sample Android Application, howthe code looks and the uses of the directory structure like Layout, Source etc. when new application is created.

For creating the application, do the following Eclipse. File -> New -> project. From the dialog that's comes up, select Android -> Android Application Project. Enter the Minimum and Target SDK version (figure below). Clicking finish creates a new application.

The directory contains all source file that are .java required for the application. The bin contains the files generated after the build is completed. It has the file which is the application binary that is installed on the device for the application to run. The res directory contains sub directories like drawable, Layout, menu, values etc. AndroidManifestFile.xml file is the manifest fir for the application. It contains all the activities in the application, any permission needed and service defined.

Chapter 3: Project Requirement

3.1: Software Requirement

3.2: Hardware Requirement

Windows-Based Requirements

Computers running Microsoft Windows must meet the following minimum Hardware and Software requirements.

- Microsoft Windows 7/8/10 (32- or 64- bit)
- 4 GB RAM minimum, 8 GB RAM recommended.

3.1 Software requirements

- Visual Studio Code
- My Sql Workbench
- Postman

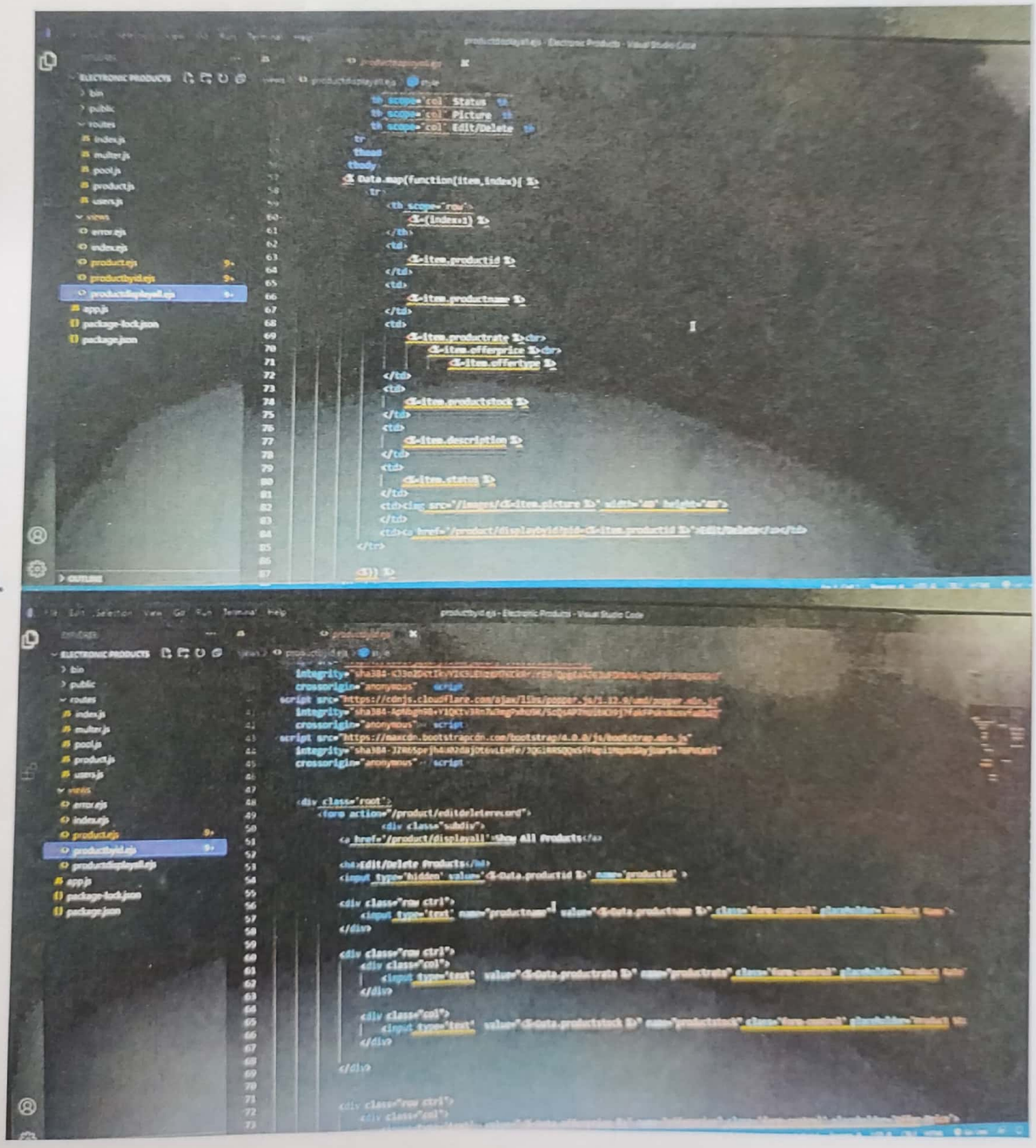
3.2 Hardware Requirements

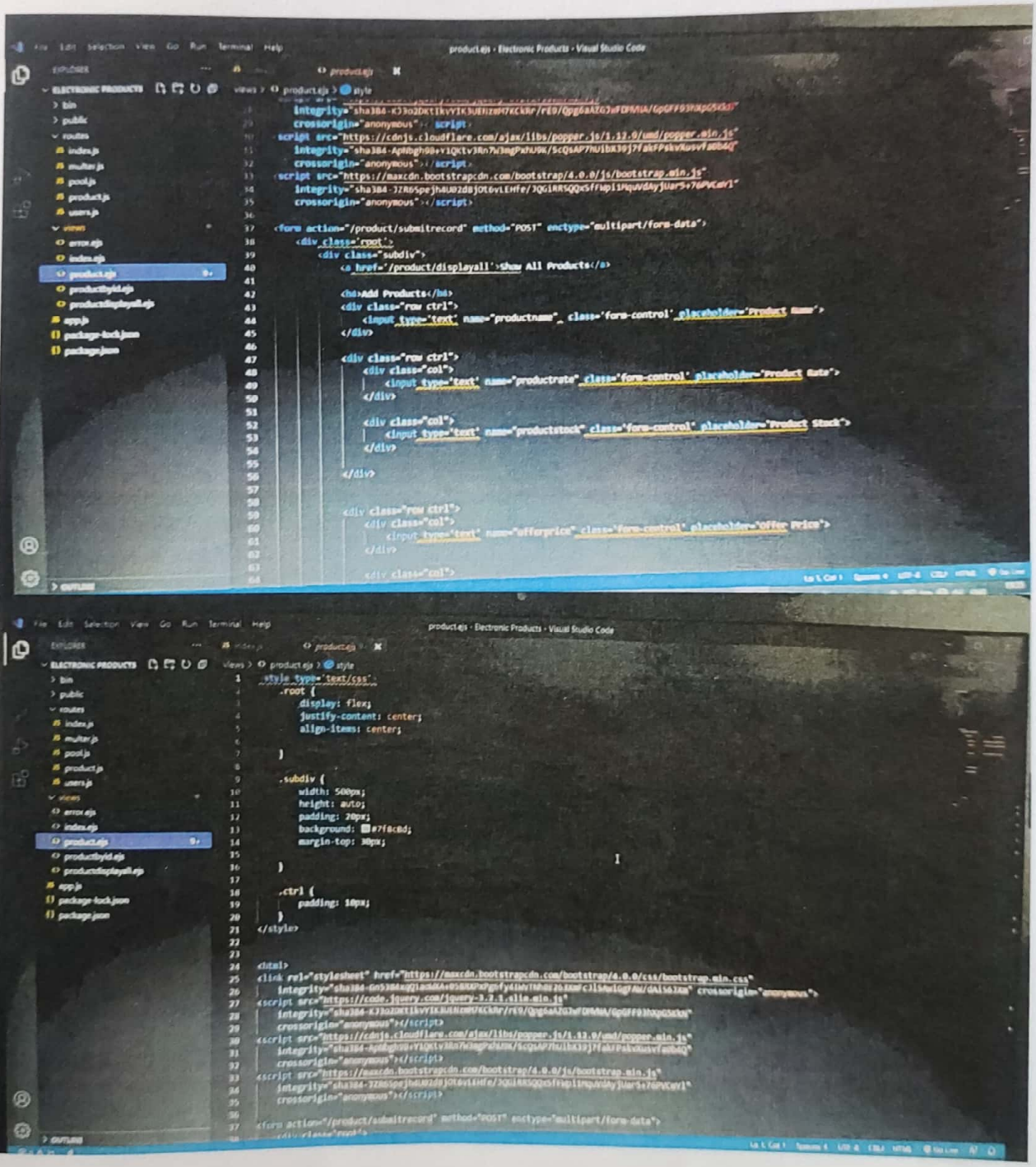
- Laptop / Computer

Chapter 4: Project Implement

4.1 My Project Code

3.





Chapter 5: Results

Fig 5.1: Add Product

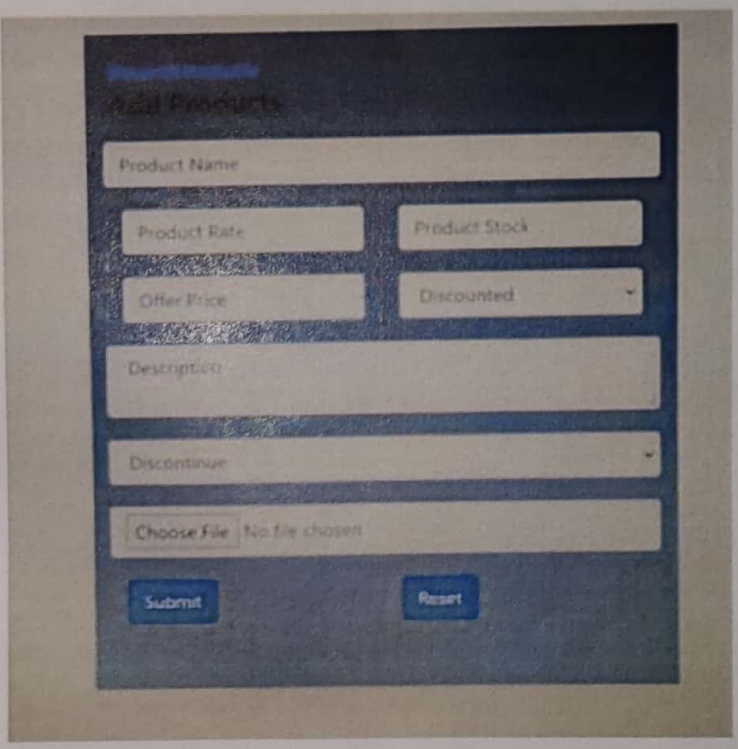


Fig 5.2: Edit/Delete

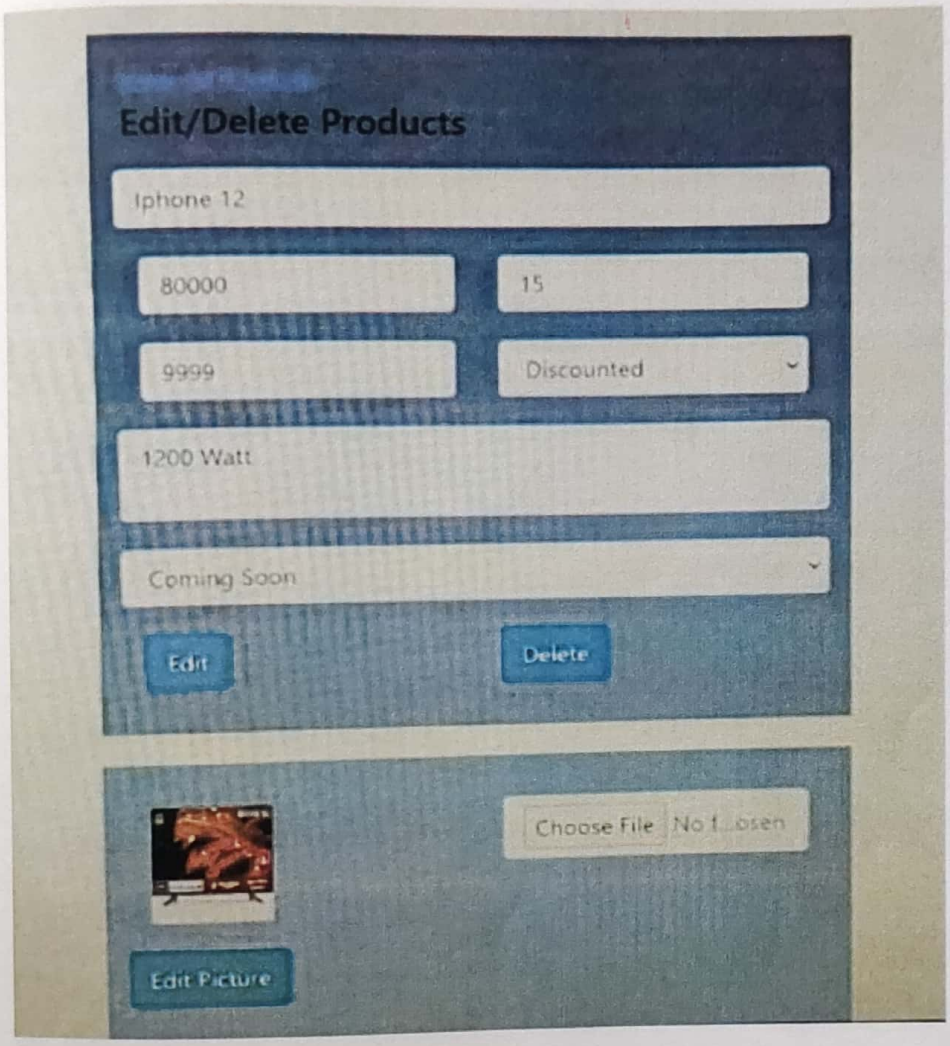


Fig 5.3: Products List

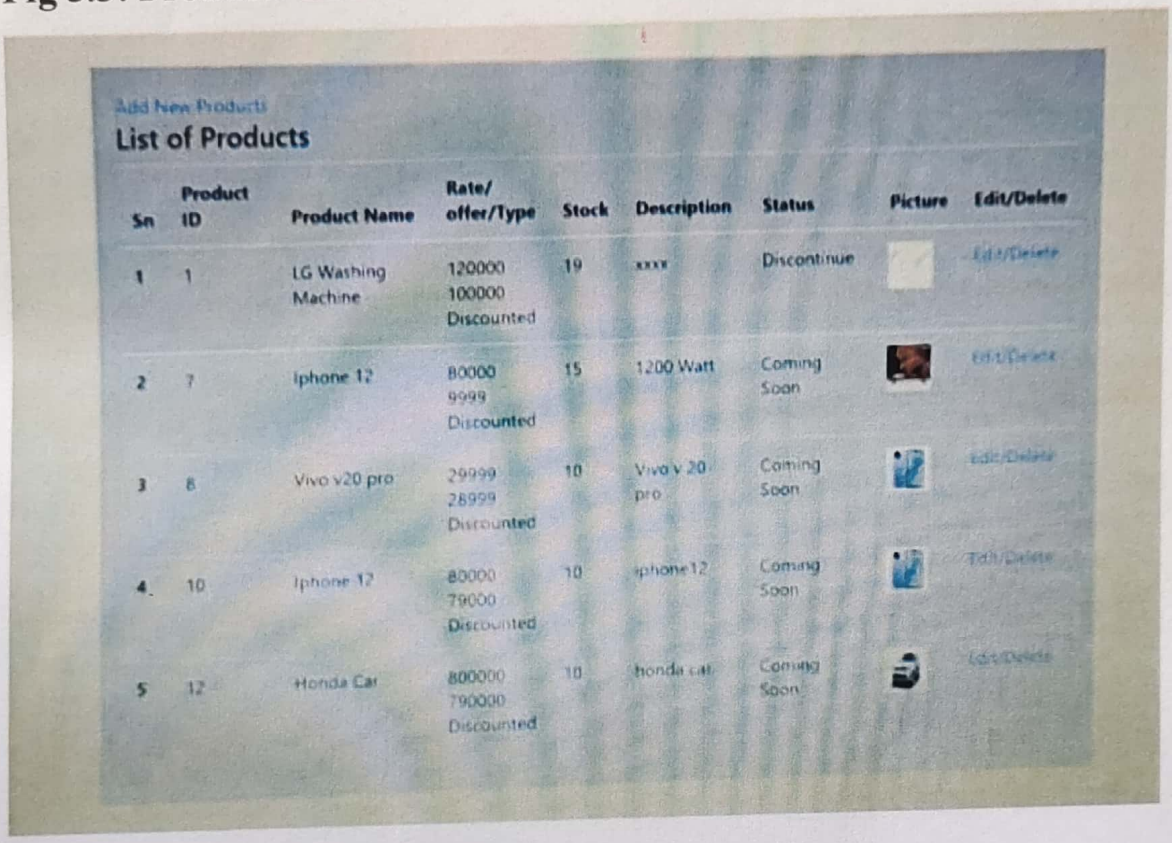


Fig 5.4: Supplier

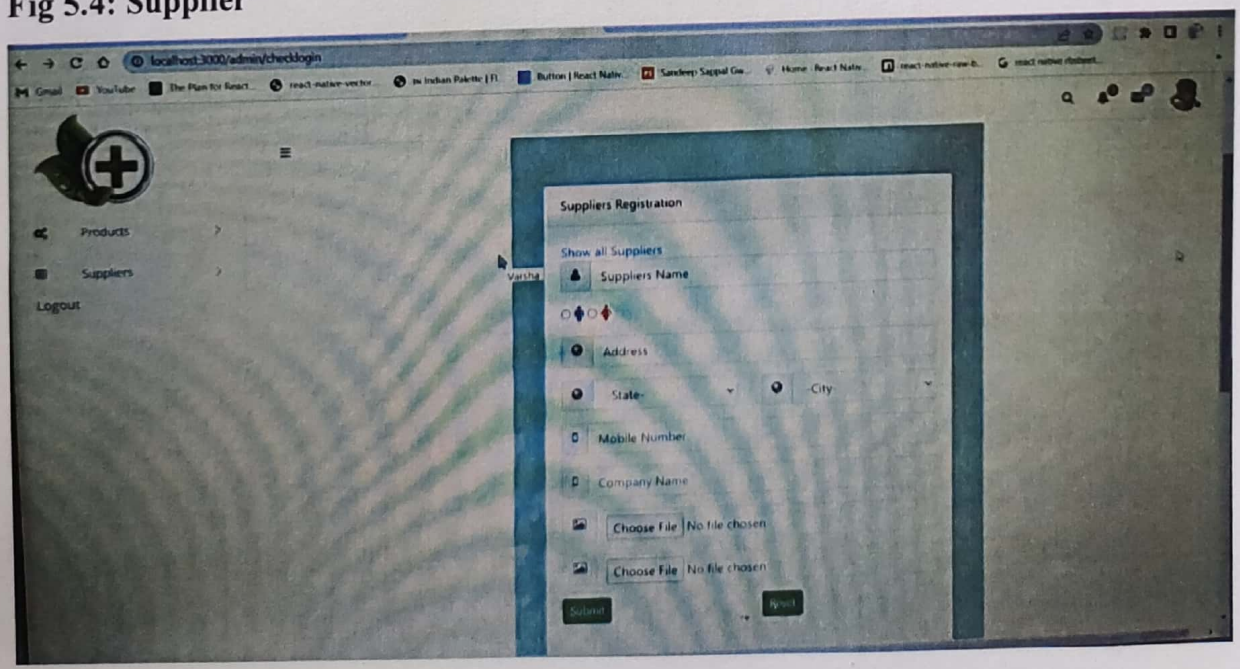


Fig 5.5: Dashboard

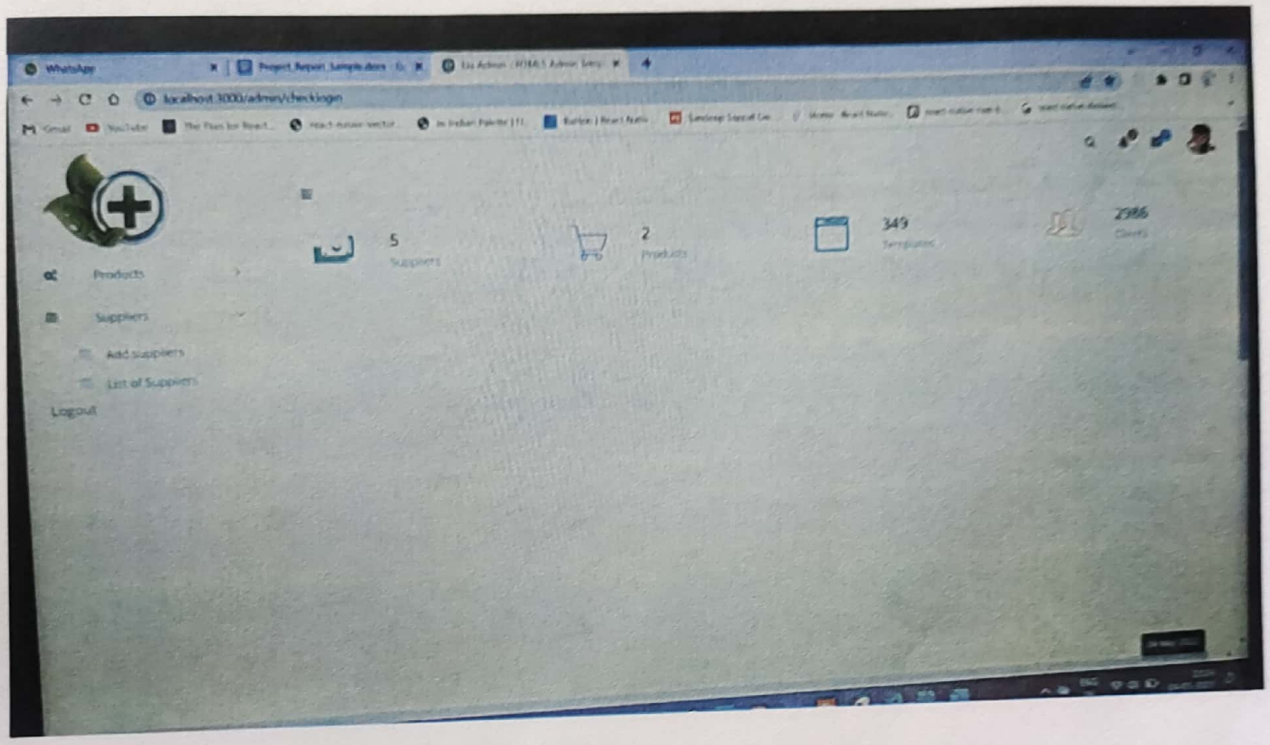
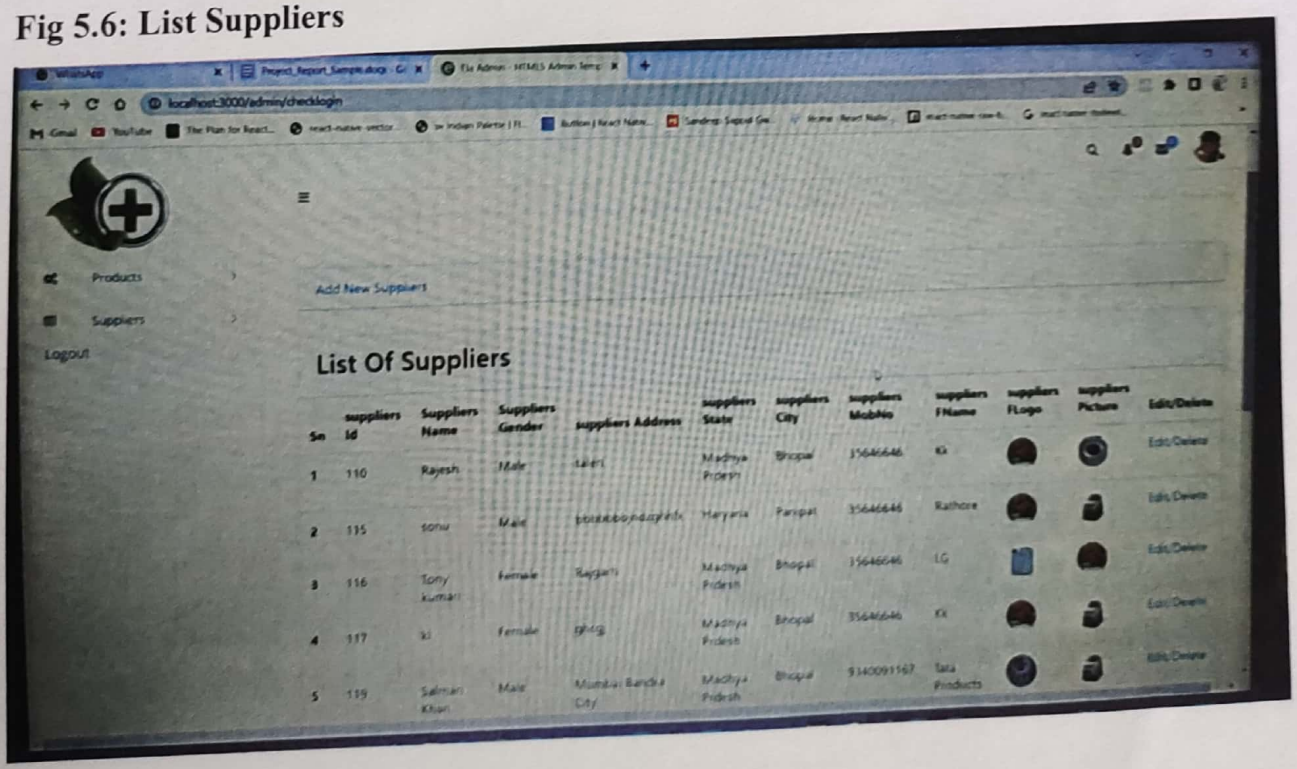


Fig 5.6: List Suppliers



Chapter 4: Conclusion

Through this application we can edit/delete information of the user by Admin. Each of the nodes in this project is based around an "event." A customer buys an in-app purchase, or sends an email to customer service, for instance. The Amount of nodes you can add to your core programming function are nearly limitless. This means you can scale vertically, adding new capability paths that lead back to your core application code. Or, you can scale horizontally, adding new resources to existing programming. Either way, scalability gives your application room to grow, and that's one of the key benefits of using Electronics Product Project.

Chapter 5: Reference

https://getbootstrap.com

https://flatuicolors.com

https://booksoncode.com