

**MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE, GWALIOR**  
(A Govt. Aided UGC Autonomous & NAAC Accredited Institute Affiliated to RGPV, Bhopal)



**Skill Based Mini Project Report**  
**on**  
**Online Shopping Management System**

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Submitted to:  
**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 certified that **Sajal Shrivastava** (0901CS201104) has submitted the project report titled **ONLINE SHOPPING MANAGEMENT SYSTEM** under the mentorship of Ms. Jaimala Jha, in partial fulfilment of the requirement for the award of degree of Bachelor of Technology in Computer Science and Engineering from Madhav Institute of Technology and Science, Gwalior.



Ms. Jaimala Jha  
Professor  
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### **DECLARATION**

I 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 **Ms. Jaimala Jha, Professor, Computer Science and Engineering.**

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



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0901CS201104  
2<sup>nd</sup> Year,  
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## **ABSTRACT**

This project is a web-based shopping system for an existing shop. The project objective is to deliver the online shopping application into android platform. Online shopping is the process whereby consumers directly buy goods or services from a seller in real-time, without an intermediary service, over the Internet. It is a form of electronic commerce. This project is an attempt to provide the advantages of online shopping to customers of a real shop. It helps buying the products in the shop anywhere through internet by using an android device. Thus, the customer will get the service of online shopping and home delivery from his favourite shop.

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# **Chapter 1: INTRODUCTION**

## **1.1 INTRODUCTION**

The central concept of the application is to allow the customer to shop virtually using the Internet and allow customers to buy the items and articles of their desire from the store. The information pertaining to the products are stores on an RDBMS at the server side (store).

The Server process the customers and the items are shipped to the address submitted by them. The application was designed into two modules first is for the customers who wish to buy the articles. Second is for the storekeepers who maintains and updates the information pertaining to the articles and those of the customers. The end user of this product is a departmental store where the application is hosted on the web and the administrator maintains the database. The application which is deployed at the customer database, the details of the items are brought forward from the database for the customer view based on the selection through the menu and the database of all the products are updated at the end of each transaction. Data entry into the application can be done through various screens designed for various levels of users. Once the authorized personnel feed the relevant data into the system, several reports could be generated as per the security.

## **1.2 MOTIVATION**

The objective of the project is to make an application in android platform to purchase items in an existing shop. In order to build such an application complete web support, need to be provided. A complete and efficient web application which can provide the online shopping experience is the basic objective of the project. The web application can be implemented in the form of an android application with web view.

## **Chapter 2: TOOLS**

### **2.1 HARDWARE ESSENTIALS**

- Processor: Minimum 1 GHz; Recommended 2GHz or more.
- Ethernet connection (LAN) OR a wireless adapter (Wi-Fi).
- Hard Drive: Minimum 32 GB; Recommended 64 GB or more.
- Memory (RAM): Minimum 1 GB; Recommended 4 GB or above

### **2.2 SOFTWARE ESSENTIALS**

- Operating system: Windows or MacOS or Linux
- MySQL



## Chapter 3: DATABASE TABLES

### 3.1 USER DETAILS

#### ➤ USER DETAILS

userdetails					
Field Name	Field Type	Default	AllowNull	PriKey	Extra
uid	int(11) FIRST		NO	YES	
uloginname	varchar(50) AFTER 'uid'		NO	NO	
uemailid	varchar(100) AFTER 'uloginname'		NO	NO	
umobno	varchar(30) AFTER 'uemailid'		NO	NO	

### 3.2 PRODUCT DETAILS

#### ➤ PRODUCT DETAILS

product_details					
Field Name	Field Type	Default	AllowNull	PriKey	Extra
id	int(11) FIRST		NO	YES	auto_increment
name	varchar(100) AFTER 'id'		NO	NO	
description	varchar(500) AFTER 'name'		YES	NO	
price	varchar(50) AFTER 'description'		YES	NO	
photo	varchar(100) AFTER 'price'		YES	NO	

### 3.3 PRODUCT ORDER

#### ➤ PRODUCT ORDERS

product_orders					
Field Name	Field Type	Default	AllowNull	PriKey	Extra
id	int(11) FIRST		NO	YES	auto_increment
product_id	int(11) AFTER 'id'		NO	NO	
user_id	int(11) AFTER 'product_id'		NO	NO	
deliver_address	varchar(500) AFTER 'user_id'		YES	NO	

## Chapter 4: SQL Queries

### 4.1 USER DETAILS:

```
1 create table userdetail(  
2 uid int(11) primary key,  
3 uloginname varchar(50) not null,  
4 uemailid varchar(50) not null,  
5 umobno varchar(50) not null  
6 );  
7
```

### 4.2 PRODUCT DETAIL:

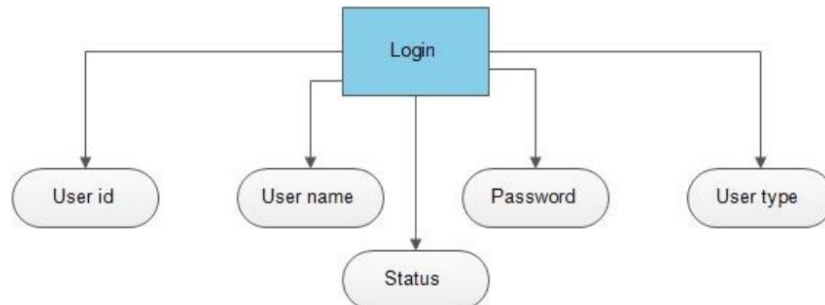
```
1 create table product_details(  
2 id int(11) primary key,  
3 name varchar(50) not null,  
4 description varchar(500) not null,  
5 price varchar(50) not null,  
6 photo varchar(100) not null  
7 );  
8
```

### 4.3 PRODUCT ORDER:

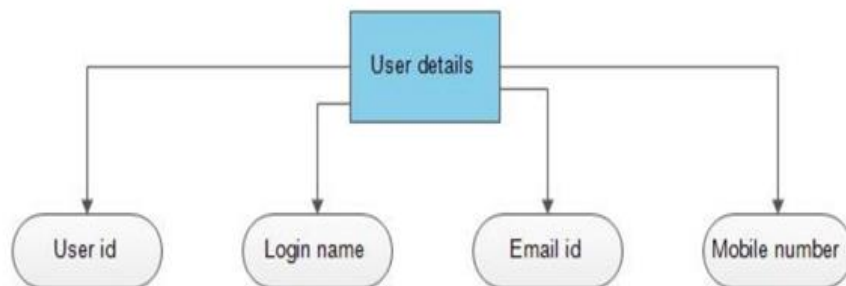
```
1 create table product_orders(  
2 id int(11) primary key,  
3 product_id int(11) ,  
4 userid int(11) not null,  
5 dilever_address varchar(500),  
6 foreign key(product_id) references product_details(id),  
7 foreign key(userid) references userdetail(uid)  
8 );  
9
```

## Chapter 5: ER DIAGRAMS

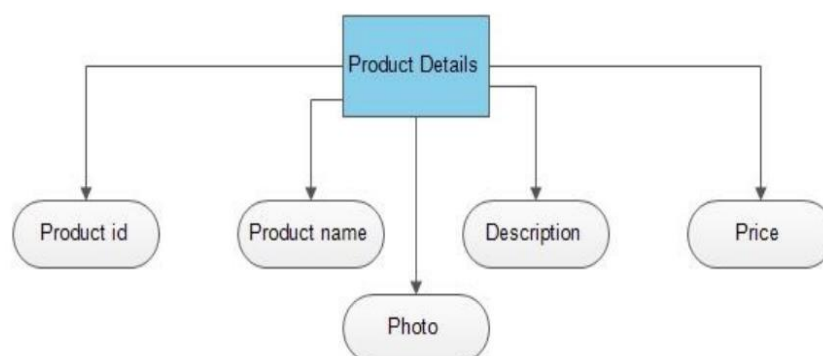
### ➤ LOGIN



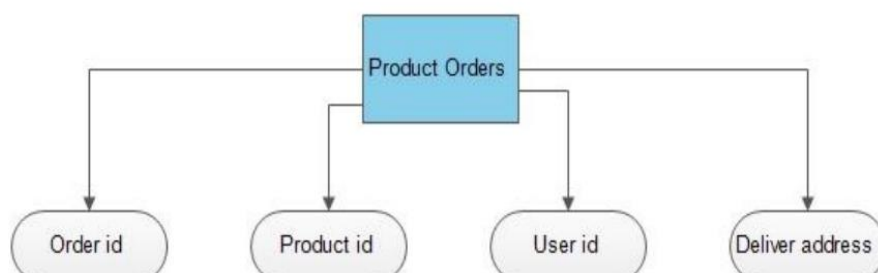
### ➤ USER DETAILS



### ➤ PRODUCT DETAILS



### ➤ PRODUCT ORDERS



## **Chapter 6: CONCLUSION**

### **6.1 CONCLUSION**

Online shopping is becoming more popular day by day with the increase in the usage of World Wide Web, Understanding customer's need for online selling has become challenge for marketers. Specially understanding the consumer's attitudes towards online shopping, making improvement in the factors that influence consumers to shop online and working on factors that affect consumers to shop online will help marketers to gain the competitive edge over others.

### **6.2 FUTURE SCOPE**

In a nutshell, the future scope of the project could be said to revolve around maintaining the required information through the online system. Seeing the results of this project, a few changes could aid in the enhancement of the proposed methodology, such as:

- 1 We can grow up with many other options.**
- 2 It can expand with advanced UI on frontend.**

Above points are the alterations that would help in the enhancement of the new system, increasing the usage and applicability of the proposed technique.

## REFERENCES

- <https://www.geeksforgeeks.org/mysql-common-mysql-queries/>
- <https://www.javatpoint.com/mysql-tutorial>