A PROJECT REPORT ON

EQUIP CART

Submitted in partial fulfillment of the requirements for the award of the Degree of Bachelor of Technology

In

Department of Computer Science & Engineering

By

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SRI VASAVI INSTITUTE OF ENGINEERING & TECHNOLOGY

Accredited by NAAC with 'A' grade & NBA (CSE, ECE & ME)

Approved by AICTE, New Delhi & Affiliated to JNTUK, Kakinada

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Nandamuru, Pedana Mandal, Krishna Dt. A.P

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

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CERTIFICATE

This is to certify that the project report entitled entitled **"EQUIP CART"** is a Bonafide work carried out by

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Under my guidance and supervision in partial fulfillment of the requirements for the award of degree of **B.Tech** in Computer Science Engineering from **JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY, KAKINADA.** The results embodied in this Project report have not been submitted to any other University or Institute for the award of any degree or diploma.

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SIGNATURE OF EXTERNAL

DECLARATION

We certify that,

- The work contained in this report is original and has been done by us under the guidance of our supervisor
- The work has not been submitted to any other institute for any degree or diploma.
- We have followed the guidelines provided by the institute in preparing the report.
- We confirm to the norms and guidelines given in the Ethical code of Conduct of the institute.
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ABSTRACT

Equip Cart is an e-commerce website. The Unique feature of equip cart is **CUSTOMIZATION**. That means here the user can customize the product as he wants. When the customization is done the order will be placed. When the order placed , That order is given to the people by admins who actually made it. If the user specified about the brands, Then we try to contact the brands and make the deals.

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CHAPTER 1
INTRODCTION

INTRODUCTION

E-COMMERCE

E-commerce (electronic commerce) is the buying and selling of goods and services, or the transmitting of funds or data, over an electronic network, primarily the internet. These business transactions occur either as business-to-business (B2B), business-to-consumer (B2C), consumer-to-consumer or consumer-to-business.The terms e-commerce and e-business are often used interchangeably. The term e-tail is alsosometimes used in reference to the transactional processes that make up online retail shopping.

In the last two decades, widespread use of e-commerce platforms such as Amazon and eBay has contributed to substantial growth in online retail. In 2011, e-commerce accounted for 5% of total retail sales, according to the U.S. Census Bureau. By 2020, with the start of the COVID-19 pandemic, it had risen to over 16% of retail sales.

How does e-commerce work?

E-commerce is powered by the internet. Customers access an online store to browse throughand place orders for products or services via their own devices.As the order is placed, the customer's web browser will communicate back and forth with the server hosting the e-commerce website. Data pertaining to the order will be relayed to a centralcomputer known as the order manager. It will then be forwarded to databases that manage inventorylevels; a merchant system that manages payment information, using applications such as PayPal; and a bank computer. Finally, it will circle back to the order manager. This is to make sure that storeinventory and customer funds are sufficient for the order to be processed.

After the order is validated, the order manager will notify the store's web server. It will display a message notifying the customer that their order has been successfully processed. The order manager will then send order data to the warehouse or fulfilment department, letting it know the product or service can be dispatched to the customer. At this point tangible or digital products may be shipped to a customer, or access to a service may be granted.

Platforms that host e-commerce transactions include online marketplaces that sellers sign up for, such as Amazon; software as a service (SaaS) tools that allow customers to "rent" online store infrastructures; or open source tools that companies manage using their in-house developers.

Advantages and disadvantages of e-commerce:

Benefits of e-commerce include its around-the-clock availability, the speed of access, the wide availability of goods and services, easy accessibility and international reach.

- **Availability.** Aside from outages and scheduled maintenance, e-commerce sites areavailable 24/7, enabling visitors to browse and shop at any time. Brick-and-mortar businesses tend to open for a fixed number of hours and may even close entirely on certain days.
- **Speed of access.** While shoppers in a physical store can be slowed by crowds, e-commerce sites run quickly, which is determined by compute and bandwidth considerations on both the consumer device and the e-commerce site. Product and shopping cart pages load in a few seconds or less. An e-commerce transaction can comprise a few clicks and take less than five minutes.
- **Wide availability.** Amazon's first slogan was "Earth's Biggest Bookstore." It could make this claim because it was an e-commerce site and not a physical store that had to stock each book on its shelves. E-commerce enables brands to make a wide array of products available, which are then shipped from a warehouse or various warehouses aftera purchase is made. Customers will likely have more success finding what they want.
- **Easy accessibility.** Customers shopping a physical store may have difficulty locating a particular product. Website visitors can browse product category pages in real time and use the site's search feature to find the product immediately.
- **International reach.** Brick-and-mortar businesses sell to customers who physically visit their stores. With e-commerce, businesses can sell to anyone who can access the web. E-commerce has the potential to extend a business's customer base.
- **Lower cost.** Pure play e-commerce businesses avoid the costs of running physical stores, such as rent, inventory and cashiers. They may incur shipping and warehouse costs, however.

- **Personalization and product recommendations.** E-commerce sites can track a visitor's browse, search and purchase history. They can use this data to present personalized product recommendations and obtain insights about target markets. Examples include the sections of Amazon product pages labeled "Frequently bought together" and "Customers who viewed this item also viewed."

The perceived disadvantages of e-commerce include sometimes limited customer service, consumers not being able to see or touch a product prior to purchase and the wait time for product shipping.

- **Limited customer service.** If customers have a question or issue in a physical store, they can see a clerk, cashier or store manager for help. In an e-commerce store, customerservice can be limited: The site may only provide support during certain hours, and its online service options may be difficult to navigate or not answer a specific question.
- **Limited product experience.** Viewing images on a webpage can provide a good sense about a product, but it's different from experiencing the product directly, such as playing a guitar, assessing the picture quality of a television or trying on a shirt or dress. E-commerce consumers can end up buying products that differ from their expectations and have to be returned. In some cases, the customer must pay to ship a returned item back to the retailer. Augmented reality technology is expected to improve customers' ability to examine and test e-commerce products.
- **Wait time.** In a store, customers pay for a product and go home with it. With e-commerce, customers must wait for the product to be shipped to them. Although shipping windows are decreasing as next-day and even same-day delivery becomes common, it's not instantaneous.
- **Security.** Skilled hackers can create authentic-looking websites that claim to sell well-known products. Instead, the site sends customers fake or imitation versions of those products -- or simply steals credit card information. Legitimate e-commerce sites also carry risk, especially when customers store their credit card information with the retailer to make future purchases easier. If the retailer's site is hacked, threat actors may steal that credit card information. A data breach can also lead to a damaged retailer reputation.

1.1 PROBLEM STATEMENT:

There are some disadvantages in existing system. The customer doesn't get the products according their structure, and their comfort. Develop a website in which the customer can able to customize their products according to their need.

1.2 OBJECTIVES

1. The main objective is to provide the good customer experience
2. To provide the employability for the skilled worker who lost their jobs
3. To provide the best results for the employess who actually made the product

CHAPTER-2

LITERATURE SURVEY

The most popular e-commerce platforms in 2023

There is an overwhelming increase in the number of e-commerce platforms available in the market. A simple Google search will enable you to find some of the best online shopping tools, website templates, and e-commerce website builders to help you in website development. Thefollowing are the best e-commerce platforms in 2023:

- **Shopify:** This is one of the most prominent e-commerce solutions out there. Shopify is spread in over 175 countries, with over 1 million business clients. It is best suited for small to medium businesses, and it has various features already integrated into the platform, making it very easy to use. It has diverse custom domains, AI personalization, more than 70 user-friendly templates, image optimization algorithms, many other features, and excellent support.

- **Magento:** This is one of the most well-known e-commerce platforms that are also open source. It was initially released in 2009 and has since been providing services in many countries. It is well suited for small to medium businesses with the required human resources and time to set up their website. The various features that make it so reliable include global selling, optimized for mobile shopping, instant purchase, video options available for customization, and also Magento support and maintenance service.

- **WooCommerce:** When you think of e-commerce platforms, WooCommerce is what comes to mind. Not only is it open-source, but also a free shopping cart plugin. Over 30% of all online stores use WooCommerce hosting. It is crucial for small businesses that already possess a site on WordPress but have a minimal budget. The third-party plugins and user-friendly WooCommerce themes make this platform extremely flexible. It has different features, including shipping options, a calculator, geolocation support, mobile optimization, coupons, and discounts. You can always extend the functionality by using external tools such as shipping tracking software or drop shipping software, or other helpful software solutions for logistics.

- **Drupal:** This is an open-source and free e-platform that will help you perform various website functions. It has flexible features that can help to customize an e-commerce store

according to its customers' wishes. It is best suited for small companies with relatively tight budgets. It is an accessible and secure platform. As an additional benefit, there are many Drupal hosting platforms to scale operations.

- **BigCommerce:** This platform was founded in 2009 and is spread across 120 countries nowadays. BigCommerce is best suited for SMBs that require their online platform to perform various functions. Although it is slightly costlier than the other platforms, it is loaded with multiple features, including gift cards, limitless bandwidth and product listings, custom domains, lots of themes, and e-Commerce templates.

- **OpenCart:** This platform offers you everything that you need to run an online store. It is open-source software that can be added to your existing website. It has various modules, extensions, and themes that will help you customize your website's look and feel. It also has excellent assistance from the different registered members as well as paid technical support

- **3dcart:** This is an all-in-one software that will help you to develop as an entrepreneur. It comes with several exciting features that make it highly user-friendly. Not only is it secured with two-factor authentication and various anti-fraud tools, but it is also a scalable platform that you can use to build your website

CHAPTER-3

SYSTEM ANALYSIS

3.1 EXISTING SYSTEM

E-commerce (electronic commerce) is the buying and selling of goods and services, or the transmitting of funds or data, over an electronic network, primarily the internet. These business transactions occur either as business-to-business (B2B), business-to-consumer (B2C), consumer-to-consumer or consumer-to-business.

The terms e-commerce and e-business are often used interchangeably. The term e-tail is also sometimes used in reference to the transactional processes that make up online retail shopping.

In the last two decades, widespread use of e-commerce platforms such as Amazon and eBay has contributed to substantial growth in online retail. In 2011, e-commerce accounted for 5% of total retail sales, according to the U.S. Census Bureau. By 2020, with the start of the COVID-19 pandemic, it had risen to over 16% of retail sales.

3.2 PROPOSED SYSTEM:

For the Existing System we are going to add the property called CUSTOMIZATION The sites Along with customization is really amazing product.so we are going take up a Project "ECommerce website with customized products" called EQUIP CART .This really made sense when a customer can able to design the product how he wants. Let me elaborate the word customization. For example, if a boy needs a shirt when he visits our website he see the interface as other shopping website along with the unique option “customize your product”. Then he can able to choose the fabric, color, size design and model and also brands. while he customizes, he can also have some suggestions and when he done the product starts and within 5 days, he can able to take the product.

CHAPTER-4

SYSTEM REQUIREMENTS

Requirements:

- System
- Internet connection

System:

A computer is a device that accepts information (in the form of digitalized data) and manipulates it for some result based on a program, software, or sequence of instructionson how the data is to be processed**.**

Internet connection:

If you want to access the internet at home, you'll need an Internet Service Provider (ISP)and a router to connect to the ISP. ISPs often provide a router with their service. This means more than one computer or device in your house can use the broadband connectionat the same time. Some devices can also use Wi-Fi to connect to the router.

TECH STACK:

- HTML/CSS
- JAVA SCRIPT
- PHP SERVER
- BOOTSTRAP
- MYSQL
- XAMPP

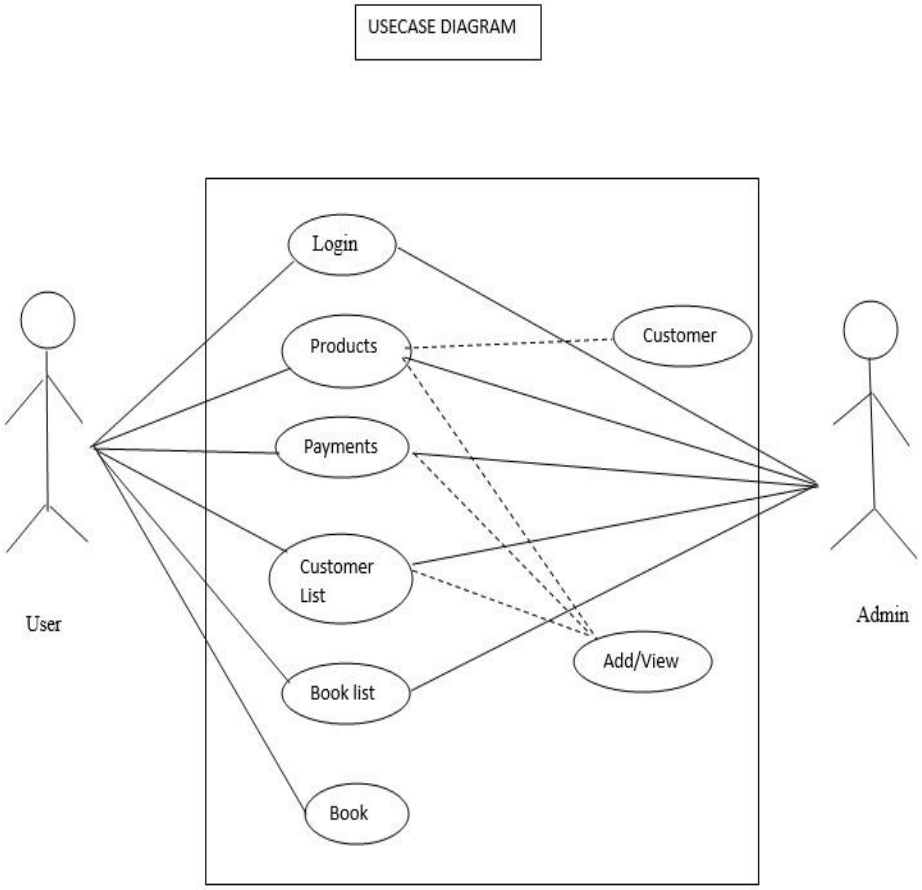
TOOLS:

- VISUAL STUDIO CODE
- XAMPP SERVER

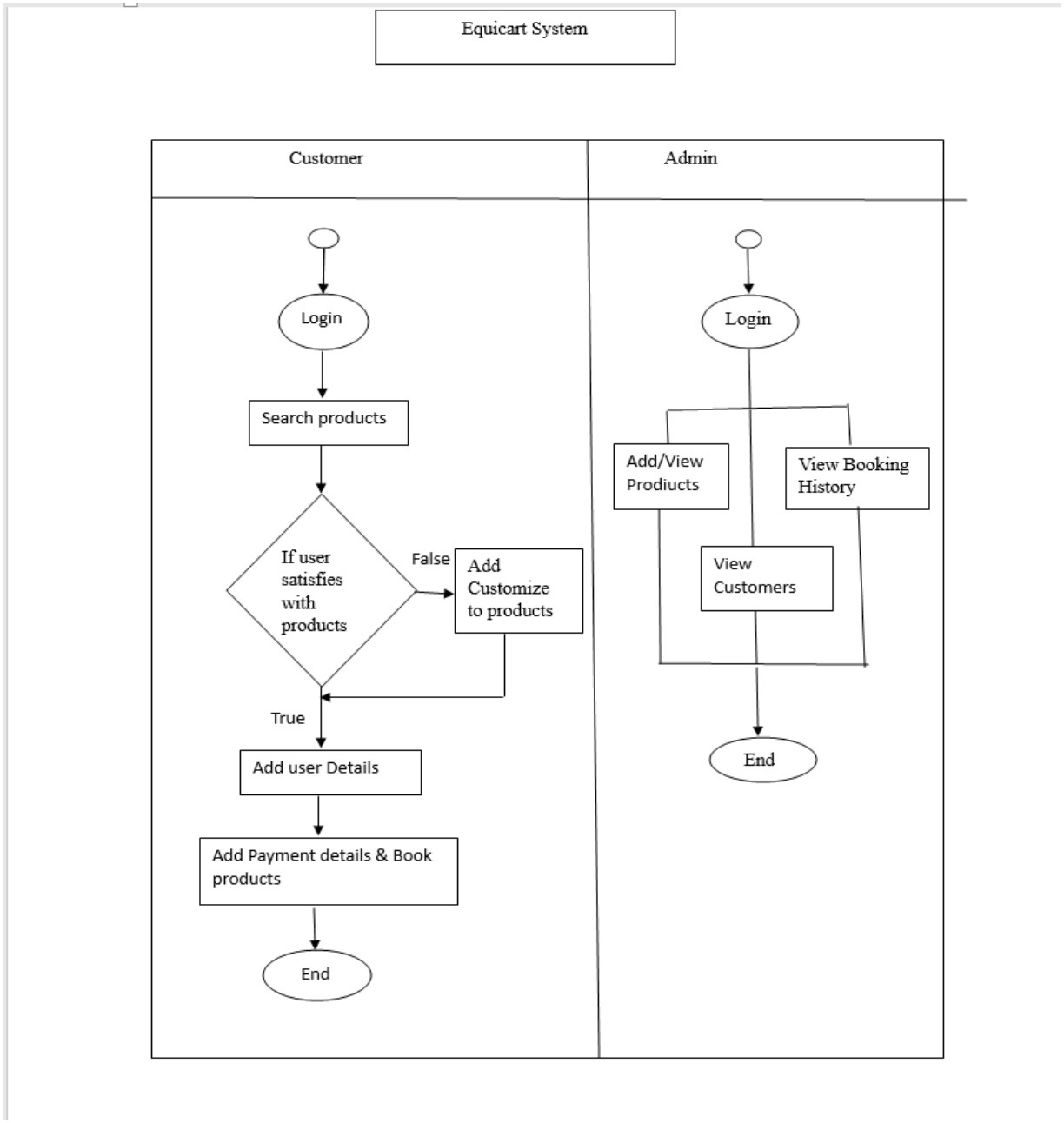
CHAPTER-5

DESIGN

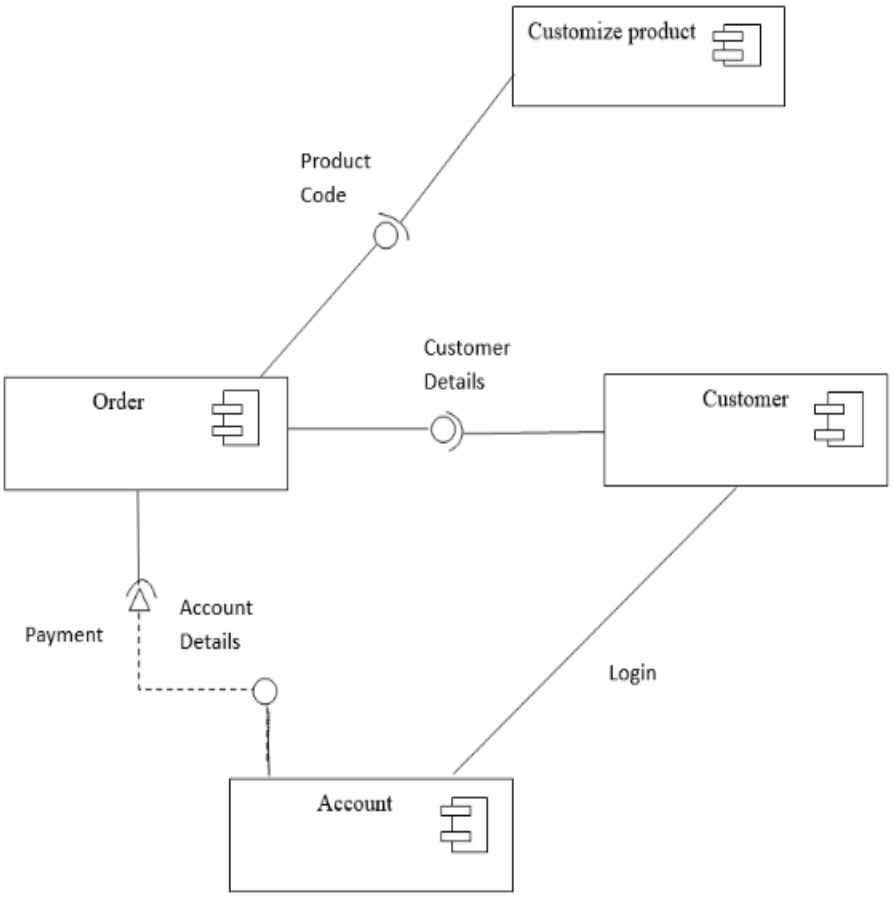
5.1 USE CASE DAIGRAM FOR EQUIP CART



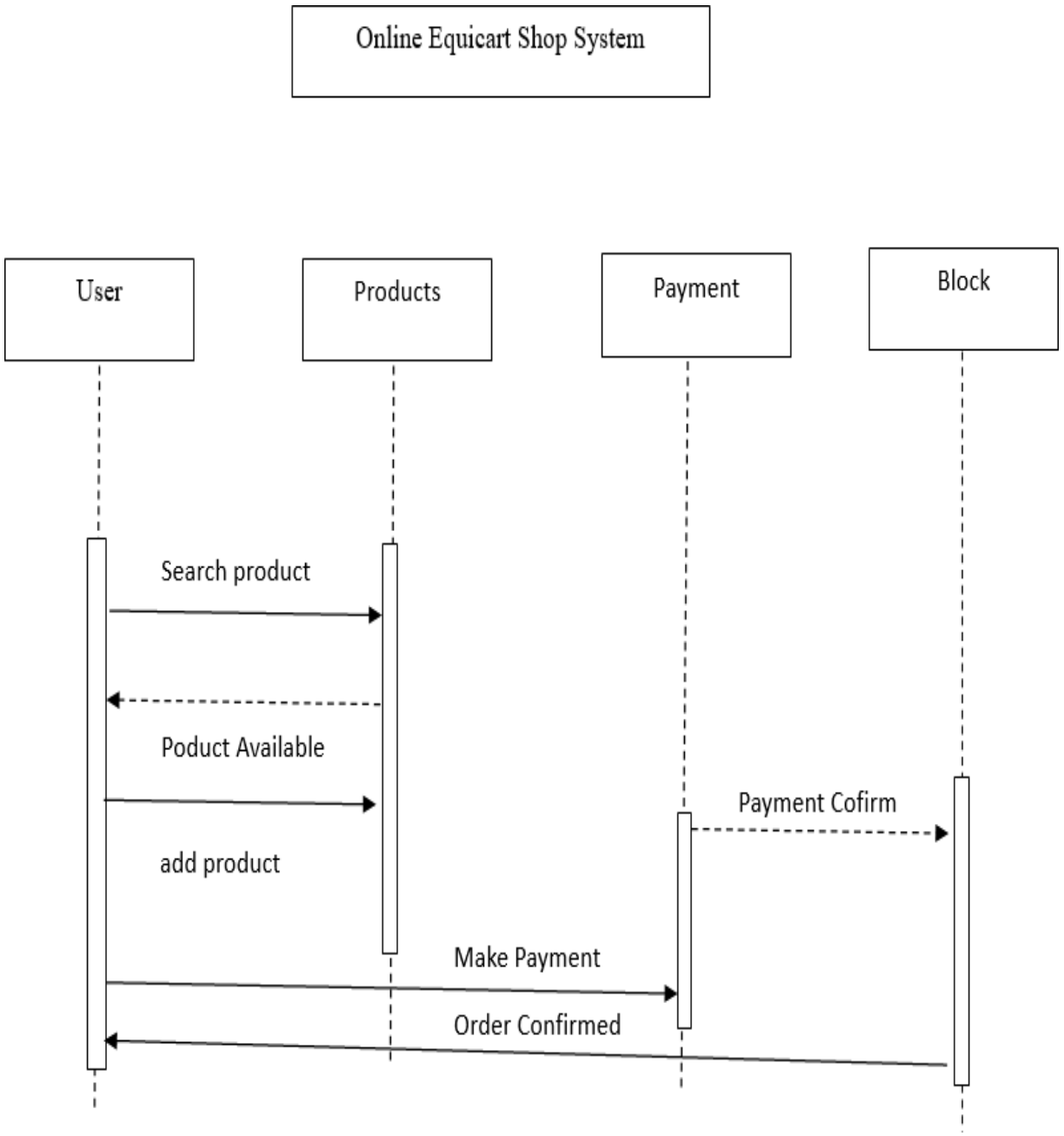
5.2 ACTIVITY DAIGRAM FOR EQUIP CART



5.3 COMPONENT DAIGRAM FOR EQUIP CART

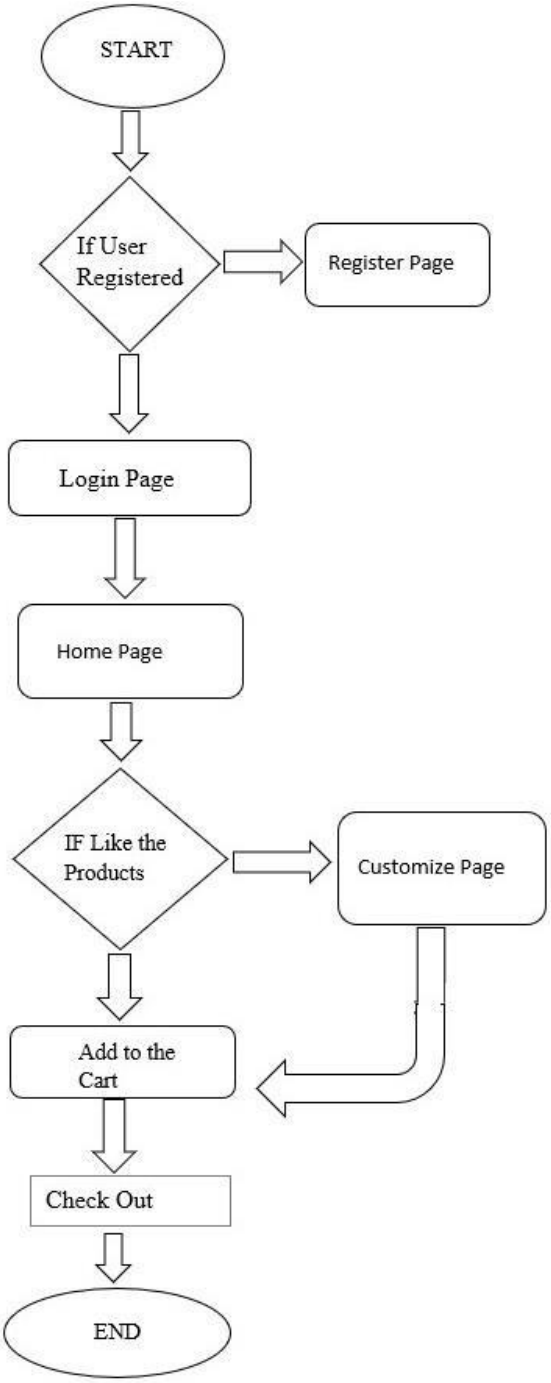


5.3 SEQUENCE DAIGRAM FOR EQUIP CART

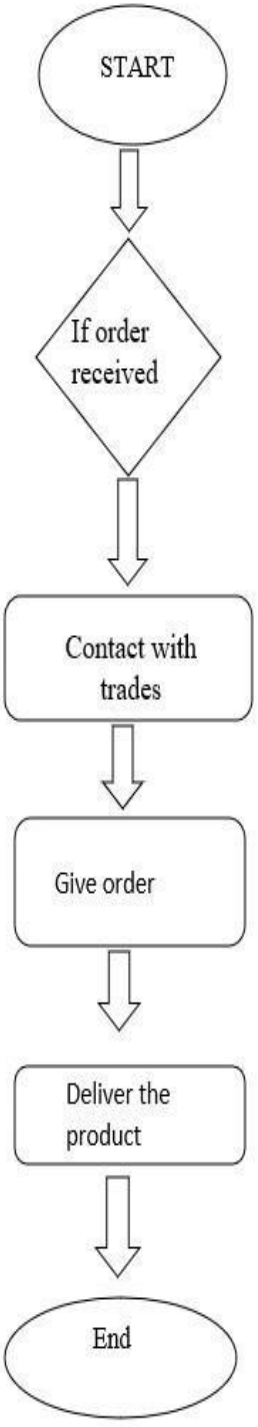


5.4 FLOW CHART

The following flow chart tells the user responsibility



The following flow chart tells about the admin responsibilities:



CHAPTER-6

IMPLEMENTATION

STEPS TO USER:

Step 1: Register in the Equip cart Website

Step 2: Login to the website “EQUIPCART”

Step 3: Search for the product if the user doesn’t satisfy with the products, then he can able to customize the product as user wants.

Step 4: When we click the button “customize” then We have the tutorial about the customization

Step 5: We get to know about the tutorial completely

Step 6: Then we get form to be filled. Now user have to fill the form as they need.

Step 7: According to the form that filled by the user, the cost is calculated.

Step 8: After 4 hours, The cost will be calculated and get to know to the user.

Step 9: The payment is done by 2 ways:1.Paytm
2. Cash On Delivery.

Step 10: Finally the user details and the ordered product is saved to database.

STEPS TO ADMIN:

Step 1: Admin logged into the db.

Step2: Admin can able to see all the products, add/view products.

CHAPTER-7

TECHNOLOGIES

Techstack:

8.1 HTML /CSS

HTML, in full hypertext markup language, a formatting system for displaying material retrieved over the Internet. Each retrieval unit is known as a Web page (from World Wide Web), and such pages frequently contain hypertext links that allow related pages to be retrieved. HTML is the markup language for encoding Web pages. It was designed by the British scientist Sir Tim Berners-Lee at the CERN nuclear physics laboratory in Switzerland during the 1980s. HTML markup tags specify document elements such as headings, paragraphs, and tables. They mark up a document for display by a computer program known as a Web browser. The browser interprets the tags, displaying the headings, paragraphs, and tables in a layout that is adapted to the screen size and fonts available to it.

HTML documents also contain anchors, which are tags that specify links to other Web pages. An anchor has the form <A HREF= “http://www.britannica.com”> Encyclopedia Britannica</A>, where the quoted string is the URL (universal resource locator) to which the link points (the Web “address”) and the text following it is what appears in a Web browser, underlined to show that it is a link to another page. What is displayed as a single page may also be formed from multiple URLs, some containing text and others graphics

CSS priority scheme (highest to lowest)

Priority	CSS source type	Description
1	Importance	The " `!important` " annotation overwrites the previous priority types
2	Inline	A style applied to an HTML element via HTML "style" attribute
3	Media Type	A property definition applies to all media types unless a media-specific CSS is defined
4	User defined	Most browsers have the accessibility feature: a user-defined CSS
5	Selector specificity	A specific contextual selector (`#heading p`) overwrites generic definition
6	Rule order	Last rule declaration has a higher priority
7	Parent inheritance	If a property is not specified, it is inherited from a parent element
8	CSS property definition in HTML document	CSS rule or CSS inline style overwrites a default browser value
9	Browser default	The lowest priority: browser default value is determined by W3C initial value specifications

8.2 Java script

JavaScript (/ˈdʒɑːvəskrɪpt/), often abbreviated as JS, is a programming language that is one

of the core technologies of the World Wide Web, alongside HTML and CSS. As of 2022, 98% of websites use JavaScript on the client side for webpage behaviour, often incorporating third-party libraries. All major web browsers have a dedicated JavaScript engine to execute the code on users' devices.

JavaScript is a high-level, often just-in-time compiled language that conforms to the ECMAScript standard.[10] It has dynamic typing, prototype-based object-orientation, and first-class functions. It is multi-paradigm, supporting event-driven, functional, and imperative programming styles. It has application programming interfaces (APIs) for working with text, dates, regular expressions, standard data structures, and the Document Object Model (DOM).

8.3 Bootstrap

Bootstrap is a free and open-source CSS framework directed at responsive, mobile-first front-end web development. It contains HTML, CSS and (optionally) JavaScript-based design templates for typography, forms, buttons, navigation, and other interface components.

As of December 2022, Bootstrap is the 14th most starred project (4th most starred library) on GitHub, with over 161,000 stars.[2] According to W3Techs, Bootstrap is used by 19.2% of all websites.[3]

Bootstrap is an HTML, CSS and JS library that focuses on simplifying the development of informative web pages (as opposed to web applications). The primary purpose of adding it to a web project is to apply Bootstrap's choices of colour, size, font and layout to that project. As such, the primary factor is whether the developers in charge find those choices to their liking. Once added to a project, Bootstrap provides basic style definitions for all HTML elements. The result is a uniform appearance for prose, tables and form elements across web browsers. In addition, developers can take advantage of CSS classes defined in Bootstrap to further customize the appearance of their contents. For example, Bootstrap has provisioned for light- and dark-coloured tables, page headings, more prominent pull quotes, and text with a highlight.

8.4 PHP server

PHP server is a range of crucial instruments that make it simple to have at nearby servers so you can create or fabricate Web Applications on your PC. In the event that you are making improvement on the web application, having a PHP server is a wonderful way, the absolute best method for the beginning.

As an engineer, when you choose to foster a web application, you should initially choose the web server for facilitating an application. It sets the base for the application, giving a few underlying assets like databases, storage devices, and different instruments for site enhancement and modification.

Today, there are many open-source PHP servers for windows accessible in the market having practically the same functionalities

8.5 My SQL

MySQL Workbench running on macOS, MySQL Workbench

MySQL Workbench is the integrated environment for MySQL. It was developed by MySQL AB, and enables users to graphically administer MySQL databases and visually design database structures. MySQL Workbench is available in three editions, the regular free and open source Community Edition which may be downloaded from the MySQL website, and the proprietary Standard Edition which extends and improves the feature set of the Community Edition, and the MySQL Cluster CGE.

8.6 XAMPP

XAMPP is a free and open-source cross-platform web server solution stack package developed by Apache Friends,[2] consisting mainly of the Apache HTTP Server, MariaDB database, and interpreters for scripts written in the PHP and Perl programming languages.[3][4] Since most actual web server deployments use the same components as XAMPP, it makes transitioning from a local test server to a live server possible.

XAMPP's ease of deployment means a WAMP or LAMP stack can be installed quickly and simply on an operating system by a developer, with the advantage that common add-in applications such as WordPress and Joomla! can also be installed with similar ease using Bit Nami.

The term XAMPP is an apparent acronym. However, there is no official acronym expansion specified on the Apache Friends website. Their homepage header reads "XAMPP Apache + MariaDB + PHP + Perl", indicating that this abbreviation is a recursive acronym.

Letter	Meaning
X	An ideographic letter referring to cross-platform[5]
A	Apache,[6] or its expanded form, Apache HTTP Server[5]
M	MariaDB[7] (formerly MySQL[5][7])
P	PHP[6][5]
P	Perl[6][5]

CHAPTER-8

TESTING

J

SYSTEM TESTING:

The purpose of testing is to discover errors. Testing is the process of trying to discoverevery conceivable fault or weakness in a work product. It provides a way to check the functionality of components, subassemblies, assemblies and/or a finished product It is the process of exercising software with the intent of ensuring that the Software system meets its requirements and user expectations and does not fail in an unacceptable manner. There are various types of test. Each test type addresses a specific testing requirement.

TYPES OF TESTS

Unit testing

Unit testing involves the design of test cases that validate that the internal program logicis functioning properly, and that program inputs produce valid outputs. All decision branches and internal code flow should be validated. It is the testing of individual software units of the application .it is done after the completion of an individual unit before integration. This is a structural testing, that relies on knowledge of its construction and is invasive. Unit tests perform basic tests at component level and test a specific business process, application, and/or system configuration. Unit tests ensure that each unique path of a business process performs accurately to the documented specifications and contains clearly defined inputs and expected results.

Integration testing

Integration tests are designed to test integrated software components to determine if they actually run as one program. Testing is event driven and is more concerned with the basic outcome of screens or fields. Integration tests demonstrate that although the components were individually satisfaction, as shown by successfully unit testing, the combination of components is correct and consistent. Integration testing is specifically aimed at exposing the problems that arise from the combination of components.

Functional test

Functional tests provide systematic demonstrations that functions tested are available as specified by the business and technical requirements, system documentation, anduser manuals.

κValid Input : identified classes of valid input must be accepted.Invalid Input : identified classes of

invalid input must be rejected.

Functions : identified functions must be exercised.

Output : identified classes of application outputs must be exercised.

Systems/Procedures: interfacing systems or procedures must be invoked.

Organization and preparation of functional tests is focused on requirements, key functions, or special test cases. In addition, systematic coverage pertaining to identify Business process flows; data fields, predefined processes, and successive processes must be considered for testing. Before functional testing is complete, additional tests are identified and the effective value of current tests is determined.

System Test

System testing ensures that the entire integrated software system meets requirements. It tests a configuration to ensure known and predictable results. An example of system testing is the configuration-oriented system integration test. System testing is based on process descriptions and flows, emphasizing pre-driven process links and integration points.

White Box Testing

White Box Testing is a testing in which in which the software tester has knowledge of the inner workings, structure and language of the software, or at least its purpose. It is purpose. It is used to test areas that cannot be reached from a black box level.

Black Box Testing

Black Box Testing is testing the software without any knowledge of the inner workings, structure or language of the module being tested. Black box tests, as most other kinds of tests, must be written from a definitive source document, such as specification or requirements document, such as specification or requirements document. It is a testing in which thesoftware under test is treated, as a black box .you cannot “see” into it. The test provides inputs and responds to outputs without considering how the software works

Unit Testing

Unit testing is usually conducted as part of a combined code and unit test phase of the software lifecycle, although it is not uncommon for coding and unit testing to be conducted as two distinct phases.

9.2 Test strategy and approach:

Field testing will be performed manually and functional tests will be written in detail.

Test objectives

- All field entries must work properly.
- Pages must be activated from the identified link.
- The entry screen, messages and responses must not be delayed.

Features to be tested

- Verify that the entries are of the correct format
- No duplicate entries should be allowed
- All links should take the user to the correct page.

Integration Testing

Software integration testing is the incremental integration testing of two or more integrated software components on a single platform to produce failures caused by interface defects..The task of the integration test is to check that components or software applications,
e.g. components in a software system or – one step up – software applications at the company level – interact without error.

Test Results:

All the test cases mentioned above passed successfully. No defects encountered.

Acceptance Testing

User Acceptance Testing is a critical phase of any project and requires significant participation by the end user. It also ensures that the system meets the functional requirements

Test Results:

All the test cases mentioned above passed successfully. No defects encountered.

SYSTEM TESTING

TESTING METHODOLOGIES

The following are the Testing Methodologies:

- Unit Testing.
- IntegrationTesting.

- o User Acceptance Testing.
- Output Testing.
- Validation Testing.

Unit Testing

Unit testing focuses verification effort on the smallest unit of Software design that is the module. Unit testing exercises specific paths in a module's control structure to ensure complete coverage and maximum error detection. This test focuses on each module individually,ensuring that it functions properly as a unit. Hence, the naming is Unit Testing.

During this testing, each module is tested individually and the module interfaces are verified for the consistency with design specification. All important processing path are tested for the expected results. All error handling paths are also tested.

Integration Testing

Integration testing addresses the issues associated with the dual problems of verification and program construction. After the software has been integrated a set of high order tests are conducted. The main objective in this testing process is to take unit tested modules and builds a program structure that has been dictated by design.

The following are the types of Integration Testing:

1. Top Down Integration

This method is an incremental approach to the construction of program structure. Modules are integrated by moving downward through the control hierarchy, beginning with the main program module. The module subordinates to the main program module are incorporated into the structure in either a depth first or breadth first manner.

In this method, the software is tested from main module and individual stubs are replaced when the test proceeds downwards.

2. Bottom-up Integration

This method begins the construction and testing with the modules at the lowest level in the program structure. Since the modules are integrated from the bottom up, processing required for modules subordinate to a given level is always available and the need for stubs iseliminated. The bottom up integration strategy may be implemented with the following steps:

- The low-level modules are combined into clusters into clusters that perform a specific Software sub-function.
- A driver (i.e.) the control program for testing is written to coordinate test case input and output.
- The cluster is tested.
- Drivers are removed and clusters are combined moving upward in theprogram structure

The bottom-up approaches tests each module individually and then each module is module is integrated with a main module and tested for functionality.

OTHER TESTING METHODOLOGIES

User Acceptance Testing

User Acceptance of a system is the key factor for the success of any system. The system under consideration is tested for user acceptance by constantly keeping in touch with the prospective system users at the time of developing and making changes wherever required. The system developed provides a friendly user interface that can easily be understood evenby a person who is new to the system.

Output Testing:

After performing the validation testing, the next step is output testing of the proposed system, since no system could be useful if it does not produce the required output in the specified format. Asking the users about the format required by them tests the outputs generated or displayed by the system under consideration. Hence the output format is considered in 2 ways – one is on screen and another in printed format.

Validation Checking:

Validation checks are performed on the following fields.

Text Field

The text field can contain only the number of characters lesser than or equal to its size. The text fields are alphanumeric in some tables and alphabetic in other tables. Incorrect entry always flashes and error message.

Numeric Field:

The numeric field can contain only numbers from 0 to 9. An entry of any character flashes an error messages. The individual modules are checked for accuracy and what it has to perform. Each module is subjected to test run along with sample data. The individually tested modules are integrated into a single system. Testing involves executing the real data information is used in the program the existence of any program defect is inferred from the output. The testing should be planned so that all the requirements are individually tested.

A successful test is one that gives out the defects for the inappropriate data and produces and output revealing the errors in the system.

Preparation of Test Data:

Taking various kinds of test data does the above testing. Preparation of test data plays a vital role in the system testing. After preparing the test data the system under study is tested using that test data. While testing the system by using test data errors are again uncovered and corrected by using above testing steps and corrections are also noted for future use.

Using Live Test Data:

Live test data are those that are actually extracted from organization files. After a system is partially constructed, programmers or analysts often ask users to key in a set of data from their normal activities. Then, the systems person uses this data as a way to partially test the system. In other instances, programmers or analysts extract a set of live data from the filesand have them entered themselves.

It is difficult to obtain live data in sufficient amounts to conduct extensive testing. And, although it is realistic data that will show how the system will perform for the typical processing requirement, assuming that the live data entered are in fact typical, such data generally will not test all combinations or formats that can enter the system. This bias toward typical values then does not provide a true systems test and in fact ignores the cases most likely to cause system failure.

Using Artificial Test Data:

Artificial test data are created solely for test purposes, since they can be generated to test all combinations of formats and values. In other words, the artificial data, which can quickly be prepared by a data generating utility program in the information systems

The most effective test programs use artificial test data generated bypersons other than those who wrote the programs. Often, an independent team of testers formulates a testing plan, using the systems specifications.

The package “Virtual Private Network” has satisfied all the requirements specified as per software requirement specification and was accepted.

USER TRAINING:

Whenever a new system is developed, user training is required to educate them about the working of the system so that it can be put to efficient use by those for whom the system has been primarily designed. For this purpose the normal working of the project was demonstrated to the prospective users. Its working is easily understandable and since the expected users are people who have good knowledge of computers, the use of this system is very easy.

MAINTAINENCE:

This covers a wide range of activities including correcting code and design errors. To reduce the need for maintenance in the long run, we have more accurately defined the user’s requirements during the process of system development. Depending on the requirements, this system has been developed to satisfy the needs to the largest possible extent. With development in technology, it may be possible to add many more features based on the requirements in future. The coding and designing is simple and easy to understand which willmake maintenance easier.

TESTING STRATEGY

A strategy for system testing integrates system test cases and design techniques into a well-planned series of steps that results in the successful construction of software. The testing strategy must co-operate test planning, test case design, test execution, and the resultant data collection and evaluation .A strategy for software testing must accommodate low-level tests that are necessary to verify that a small source code segment has been correctly implemented as well as high level tests that validate major system functions against user requirements.

Software testing is a critical element of software quality assurance and represents the ultimate review of specification design and coding. Testing represents an interesting anomaly for the

software. Thus, a series of testing are performed for the proposed system before the system is ready for user acceptance testing.

SYSTEM TESTING

Software once validated must be combined with other system elements (e.g. Hardware,people, database). System testing verifies that all the elements are proper and that overall system function performance is achieved. It also tests to find discrepancies between the system and its original objective, current specifications and system documentation.

UNIT TESTING

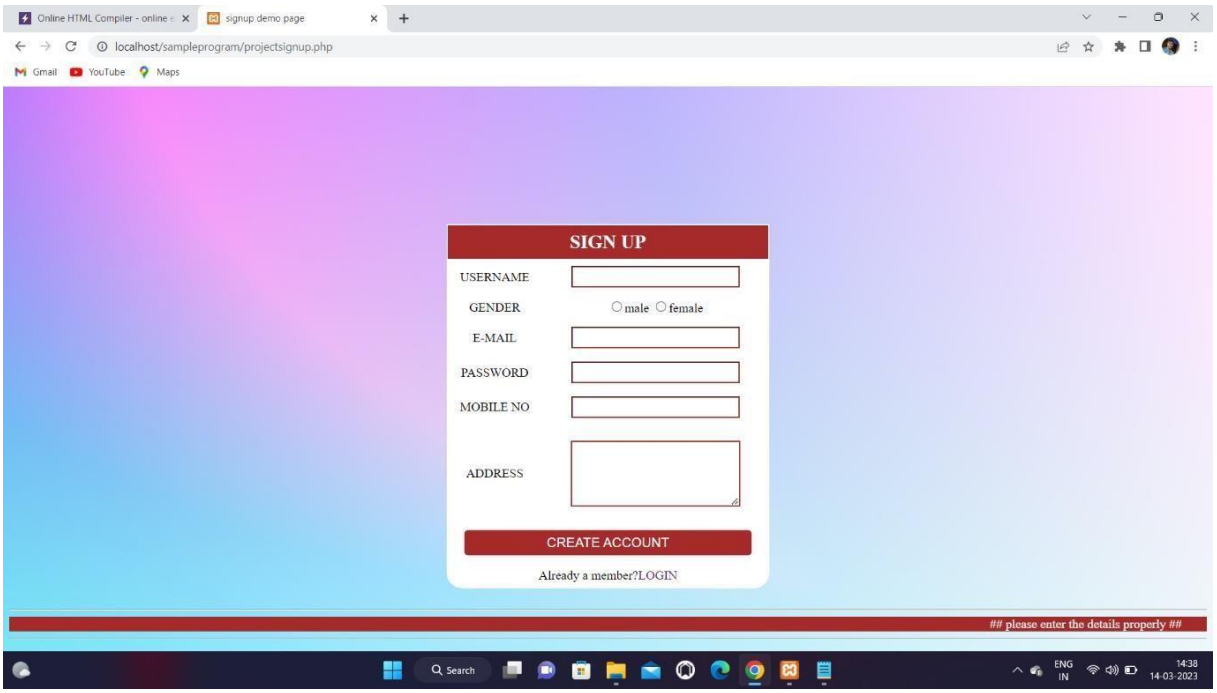
In unit testing different ae modules are tested against the specifications produced during the design for the modules. Unit testing is essential for verification of the code produced during the coding phase, and hence the goals to test the internal logic of the modules. Using the detailed design description as a guide, important Conrail paths are tested to uncover errors within the boundary of the modules. This testing is carried out during the programming stage itself. In this type of testing step, each module was found to be working satisfactorily as regardsto the expected output from the module.

In Due Course, latest technology advancements will be taken into consideration. As part of technical build-up many components of the networking system will be generic in nature so that future projects can either use or interact with this. The future holds a lot to offer to the development and refinement of this project.

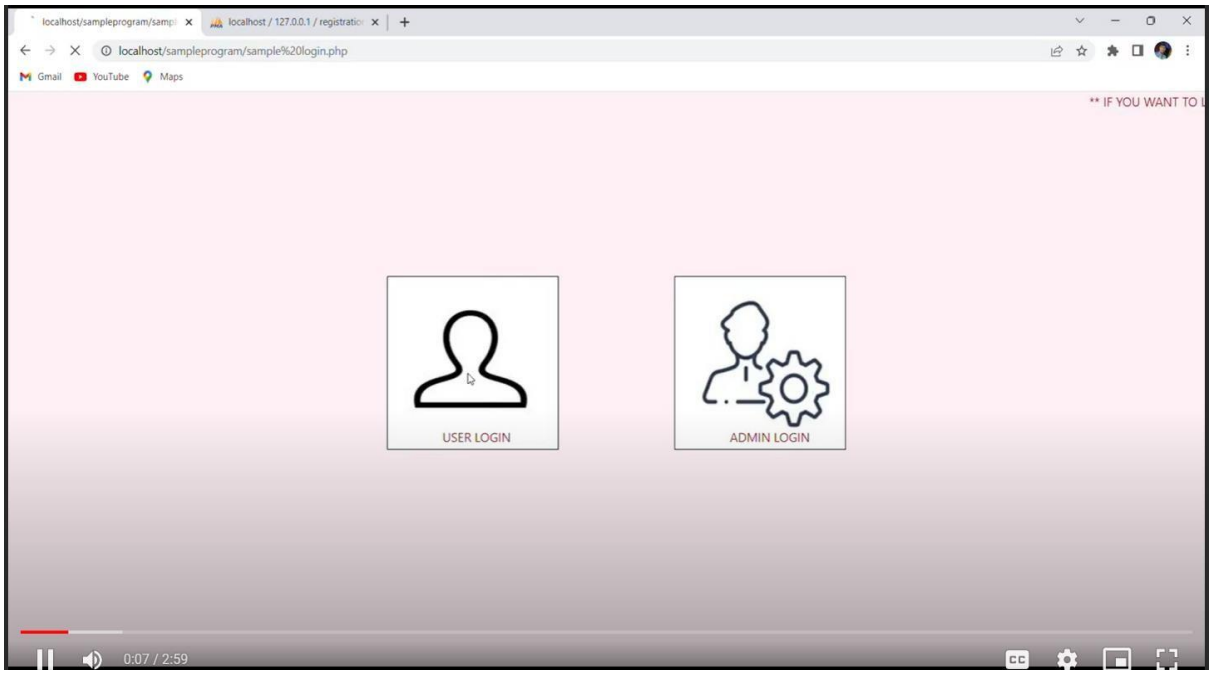
CHAPTER-9

SCREENSHOTS

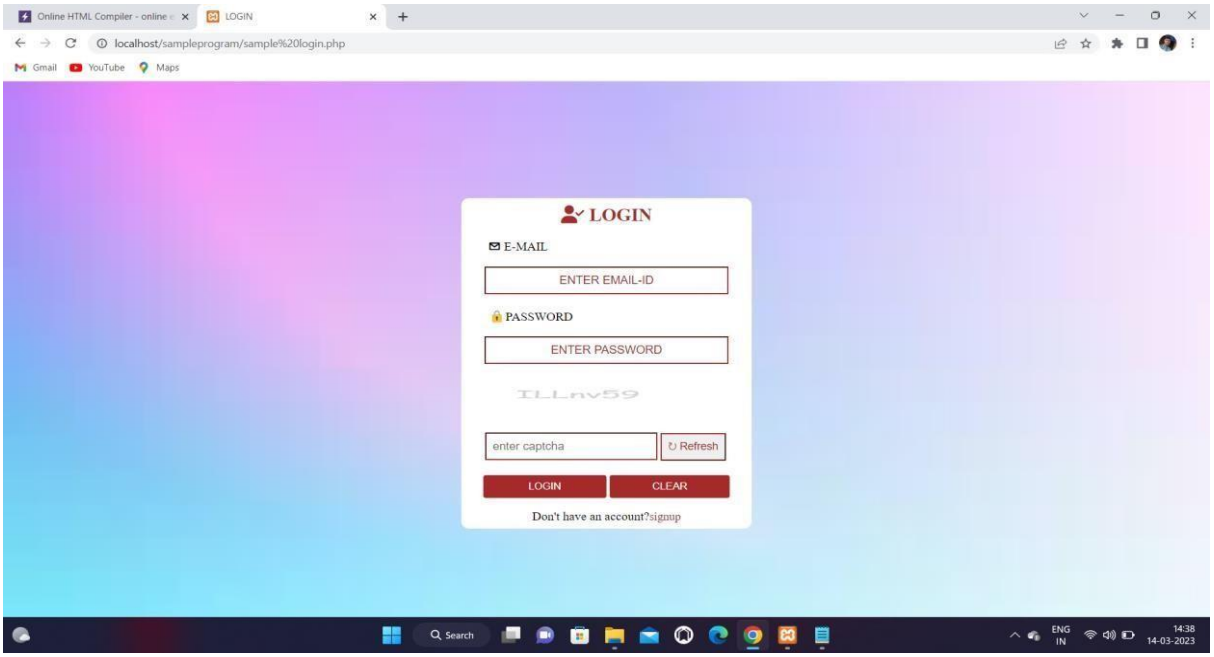
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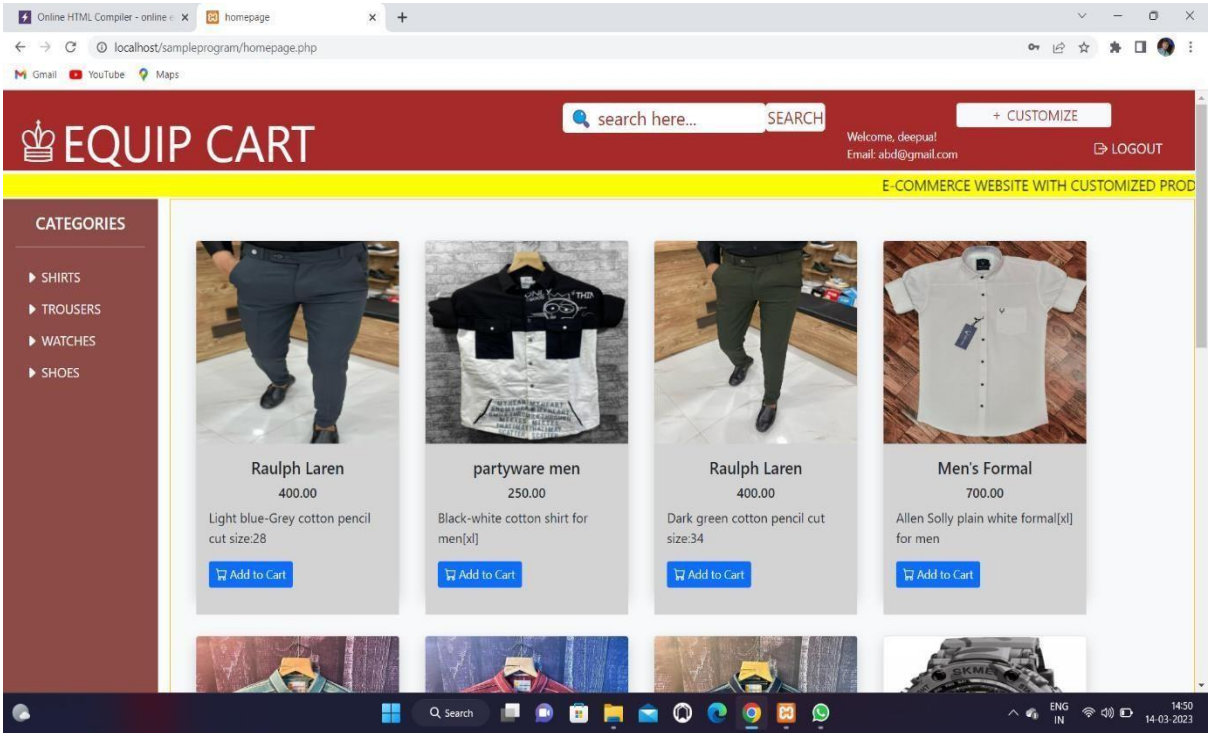
9.2 ADMIN/ USER LOGIN



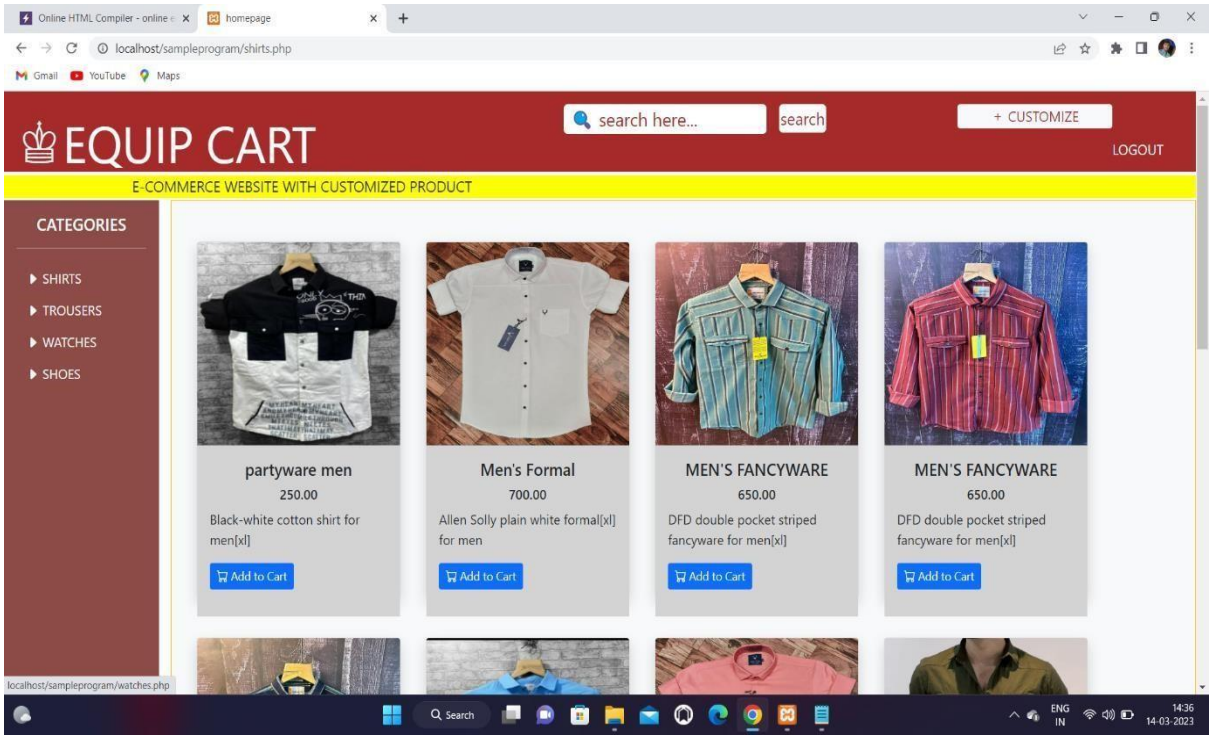
9.3 USER LOGIN PAGE



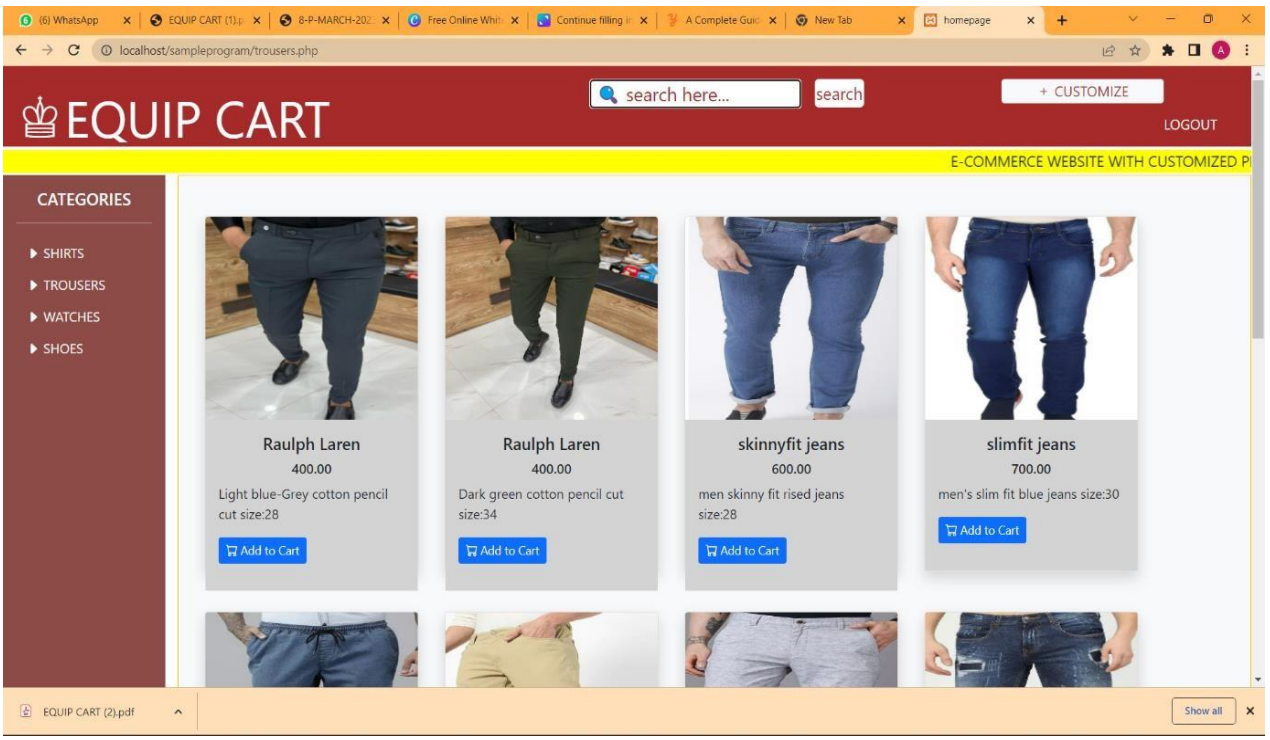
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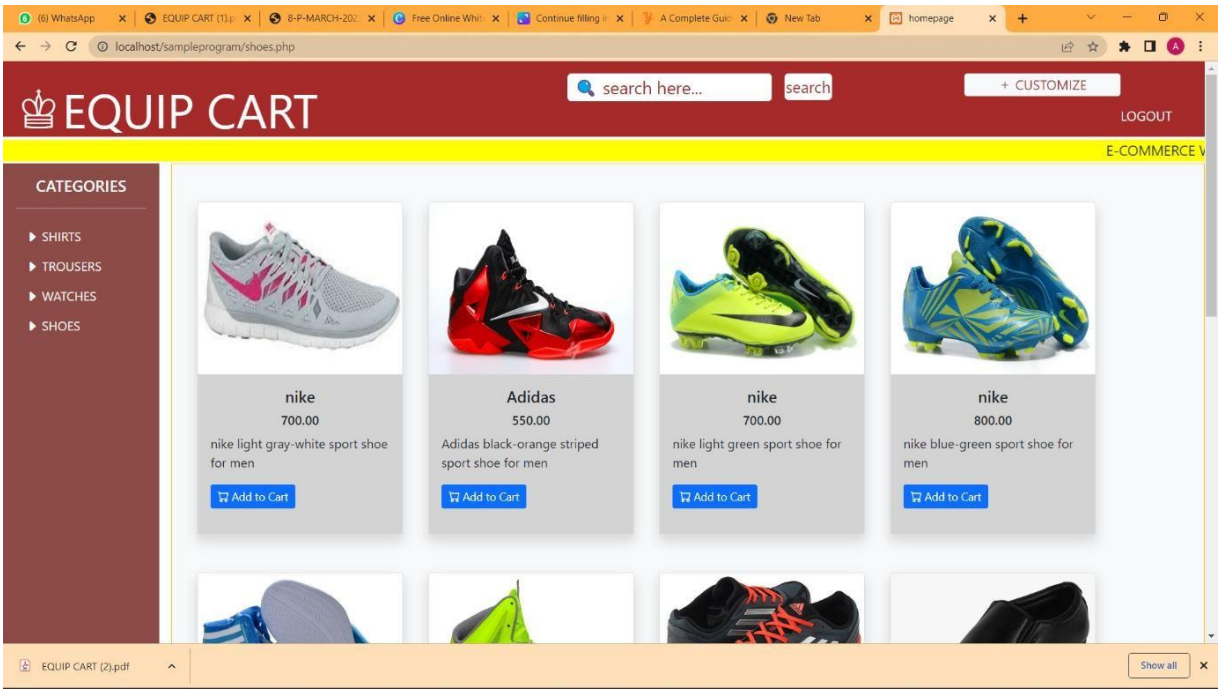
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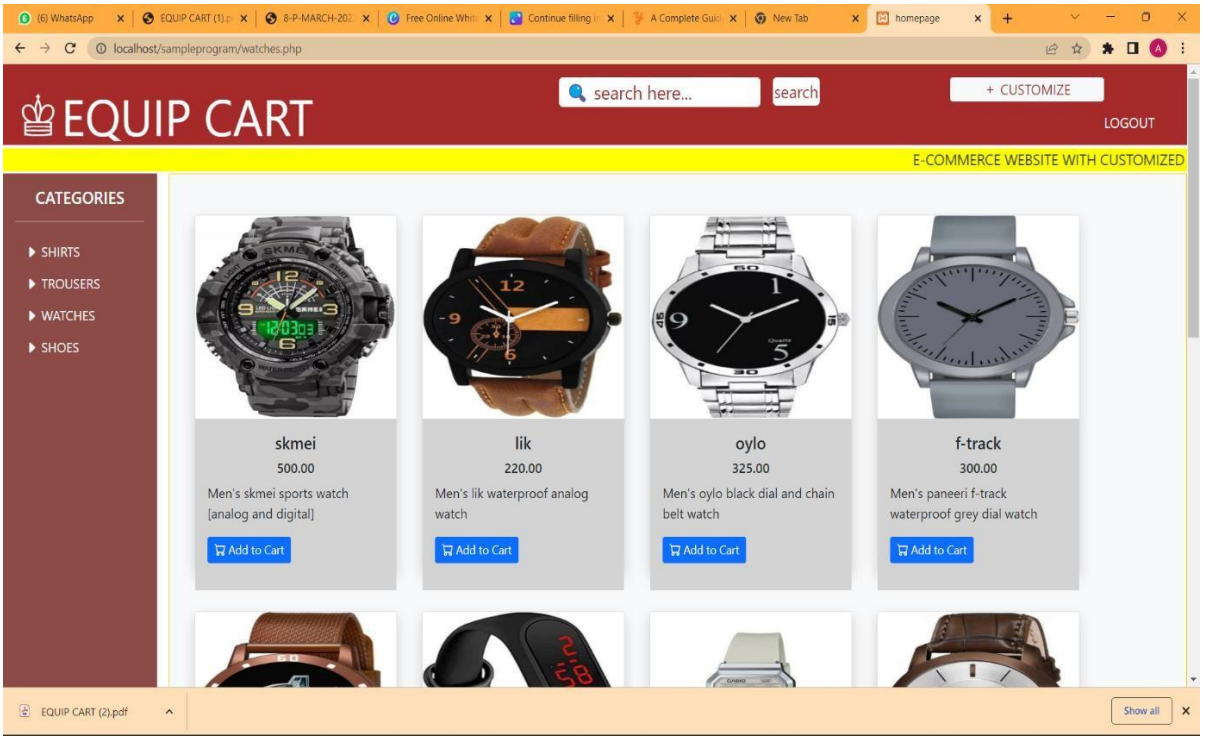
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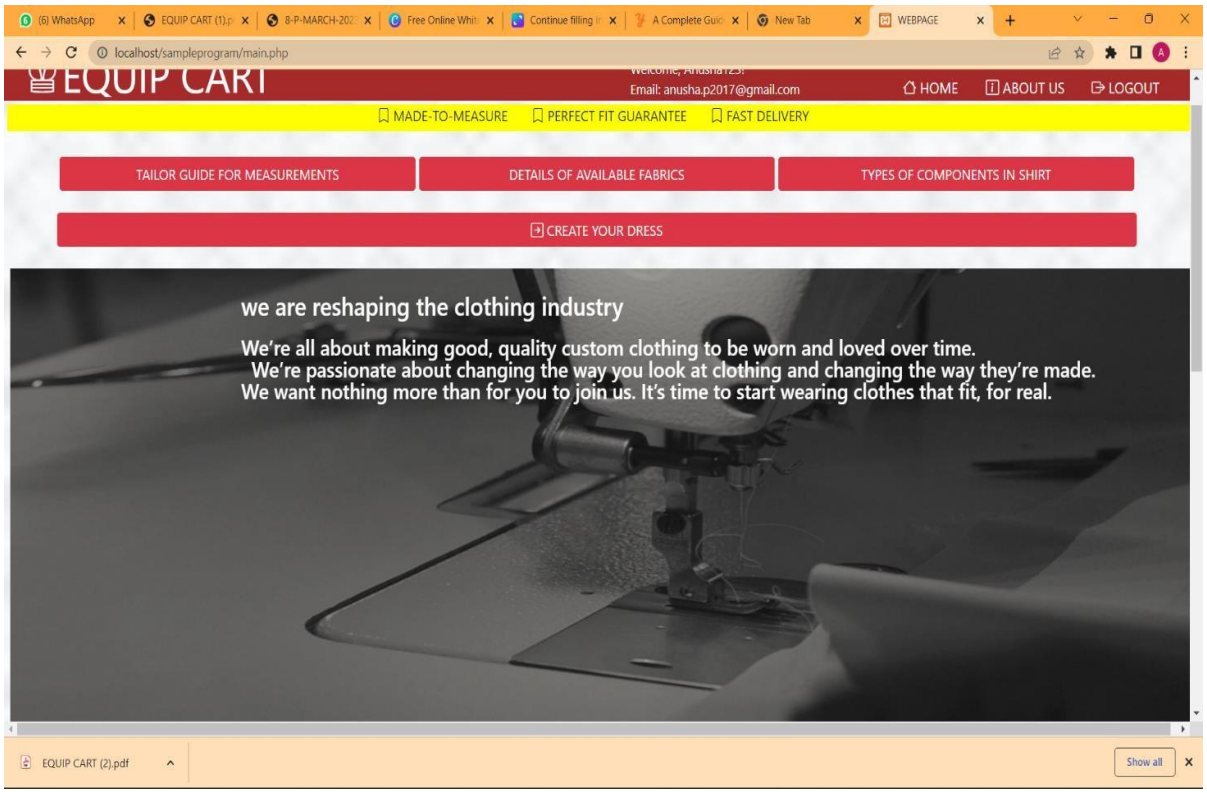
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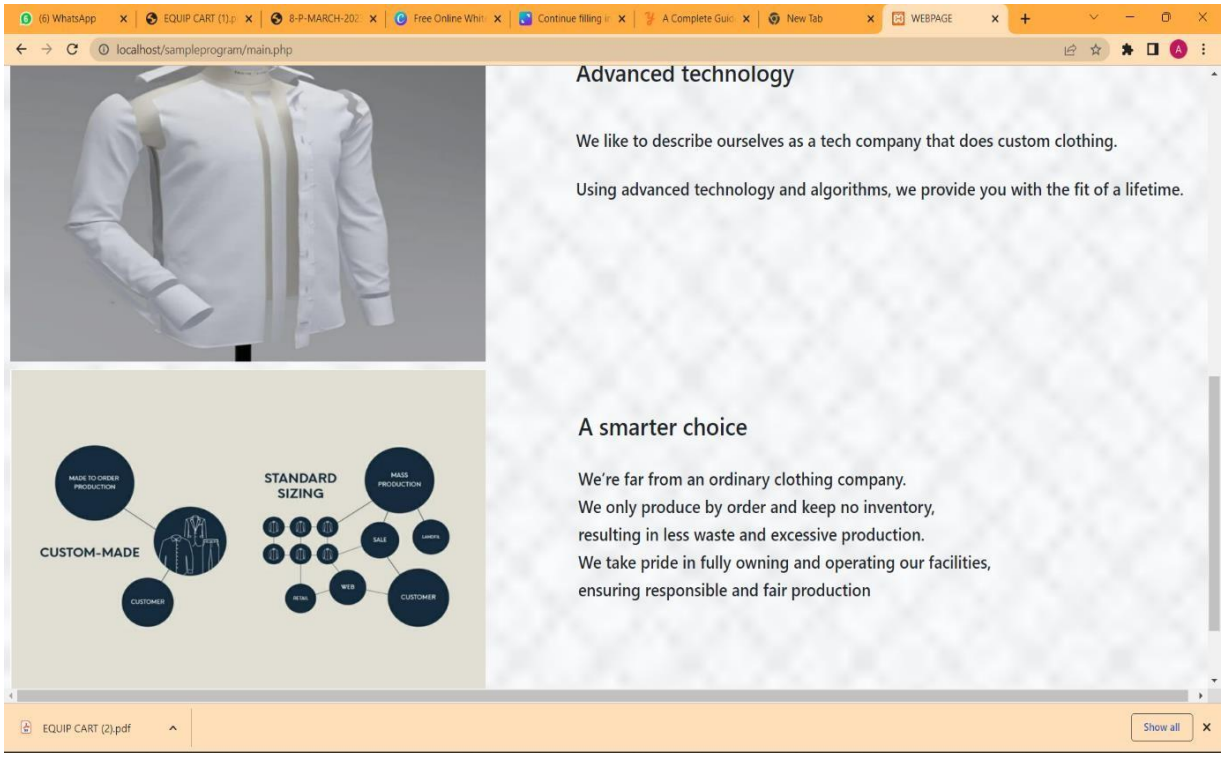
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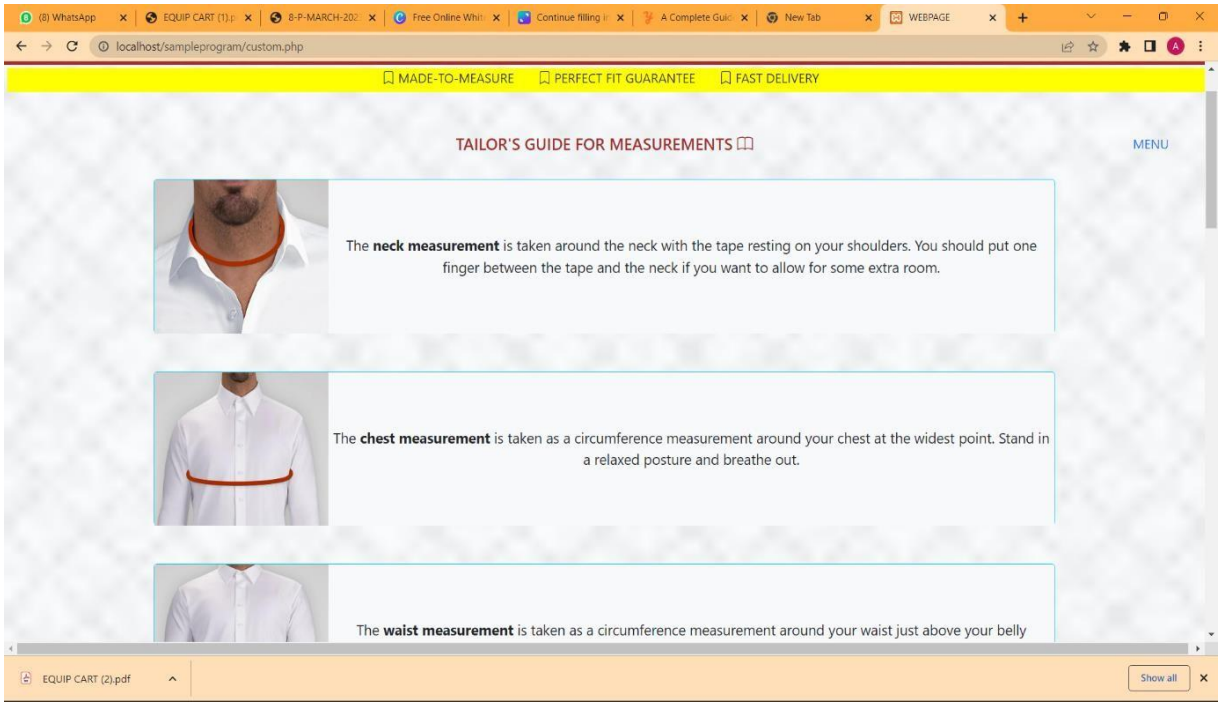
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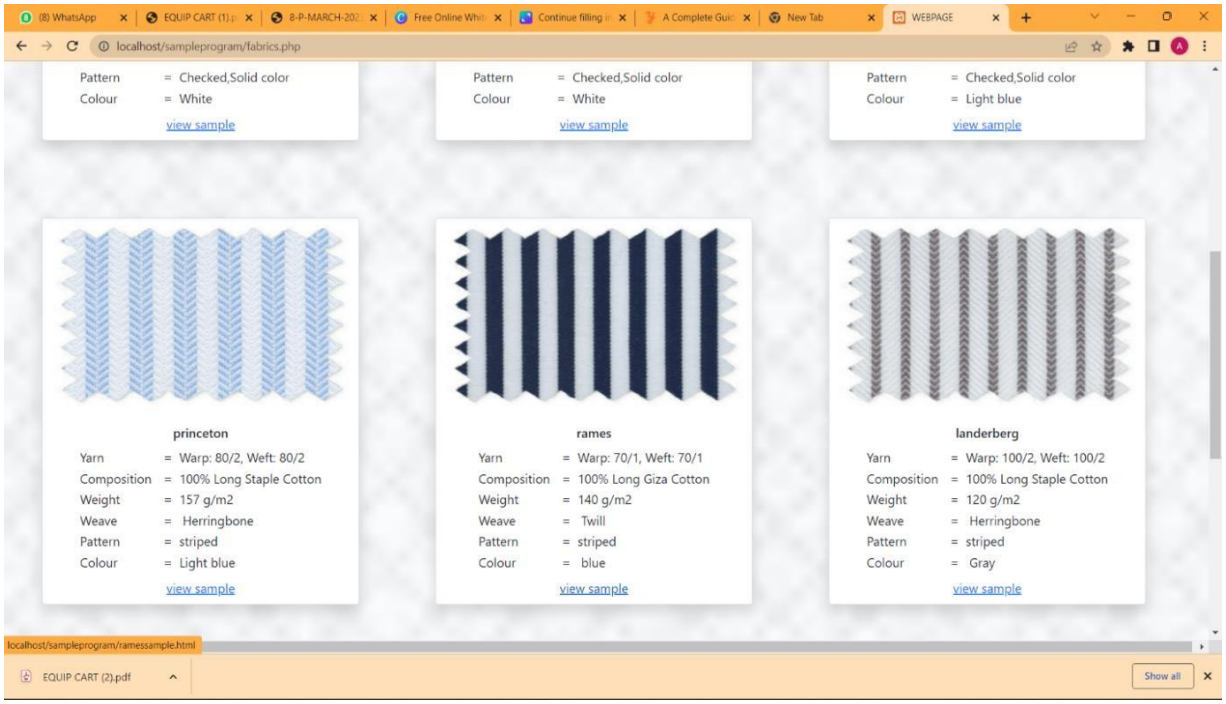
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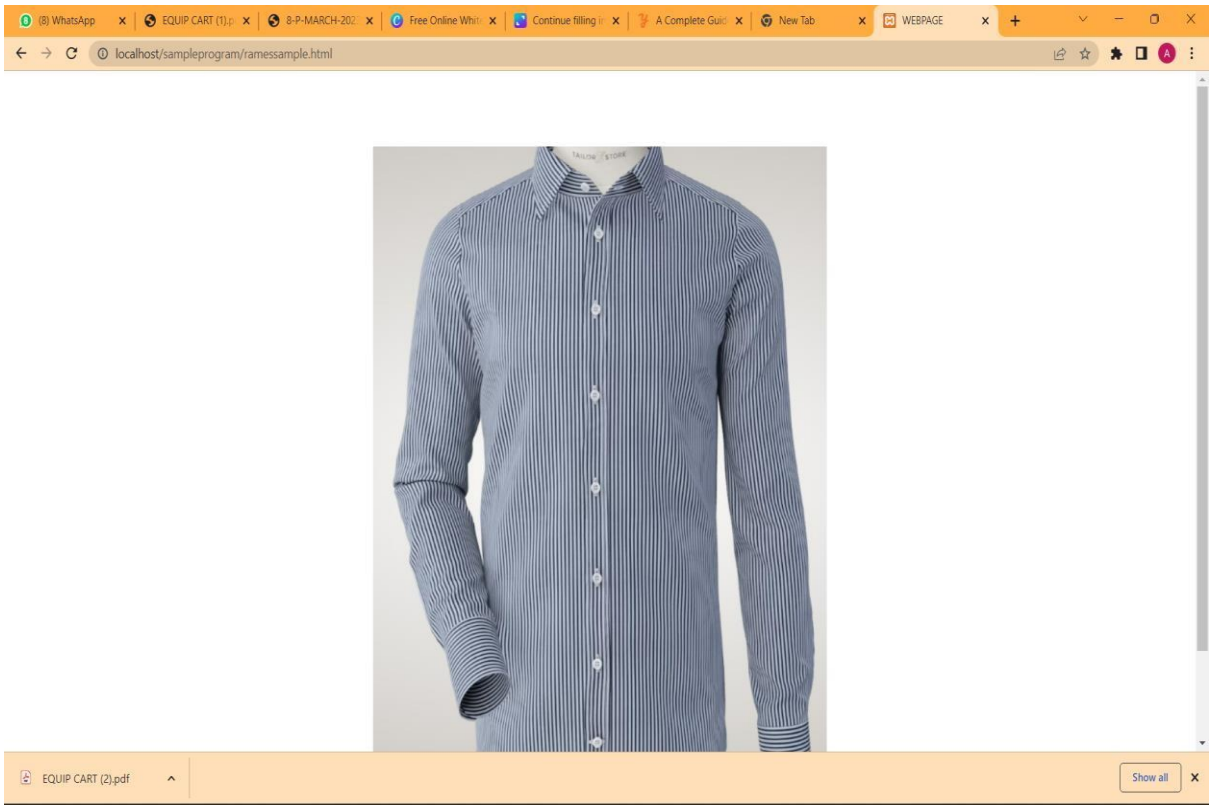
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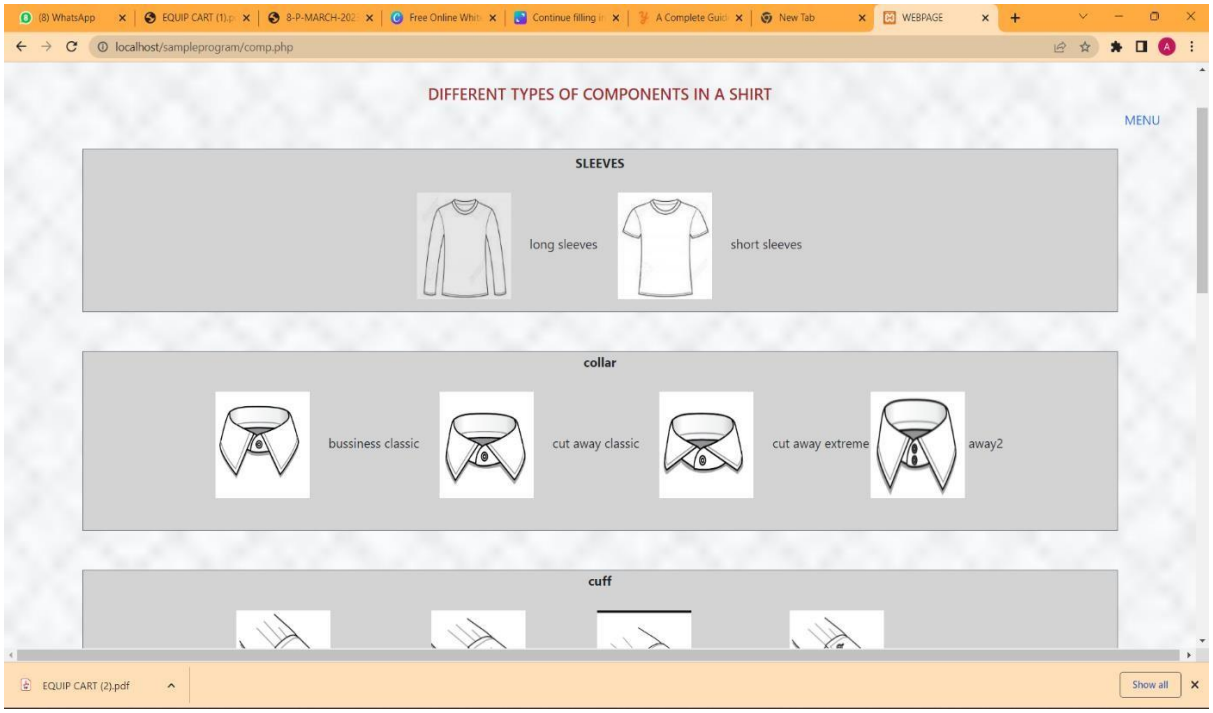
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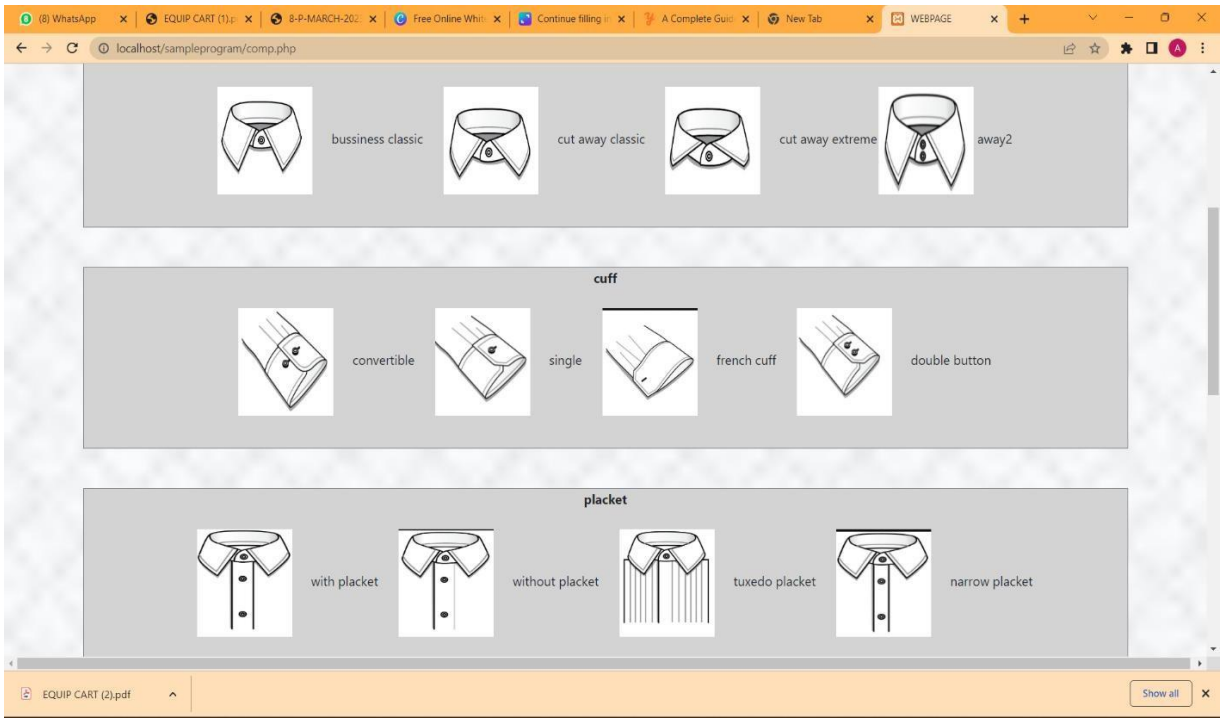
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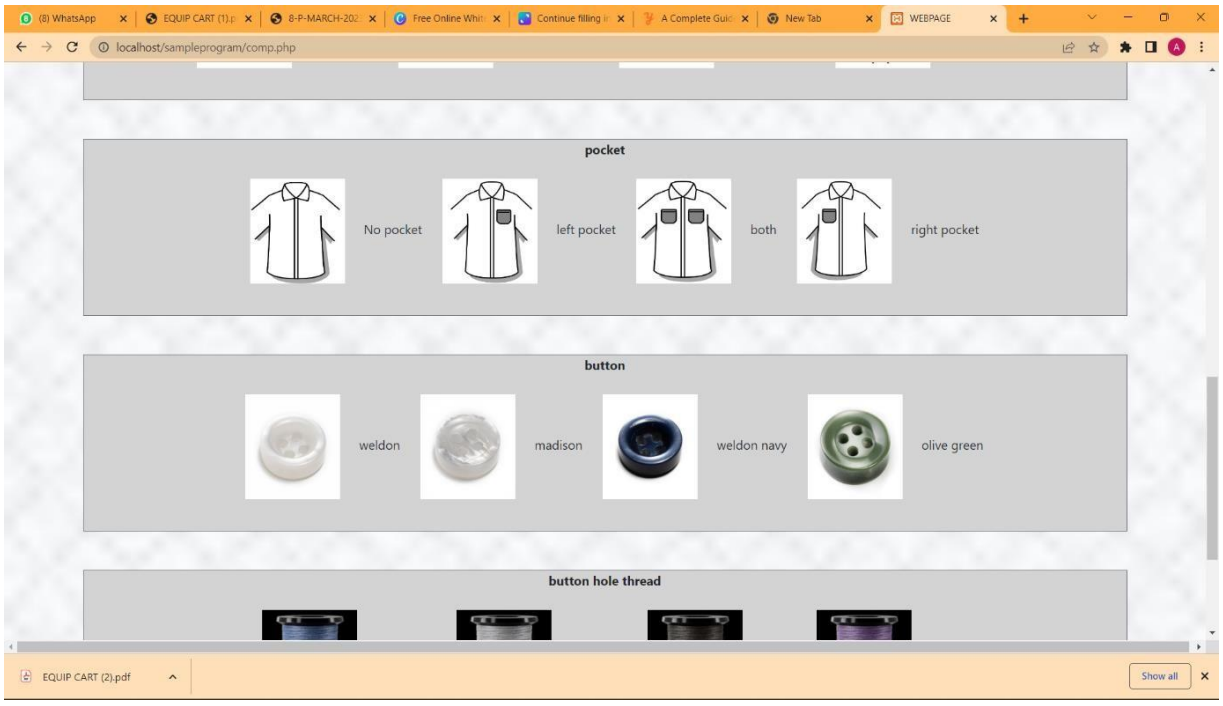
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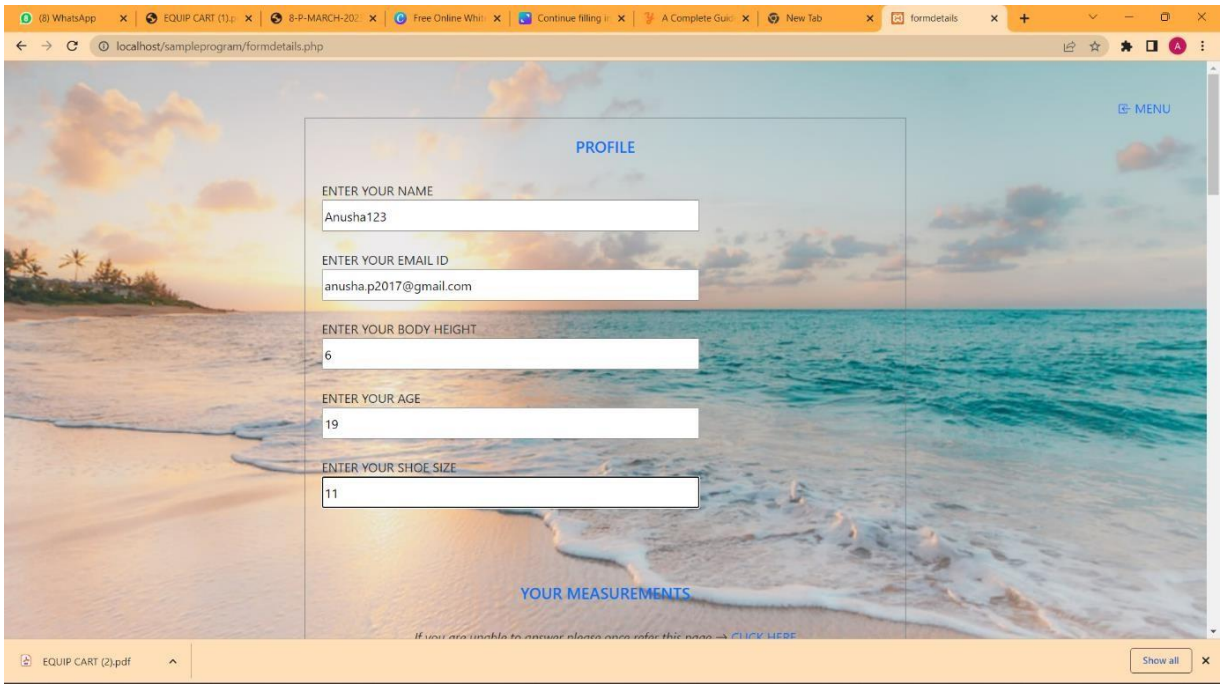
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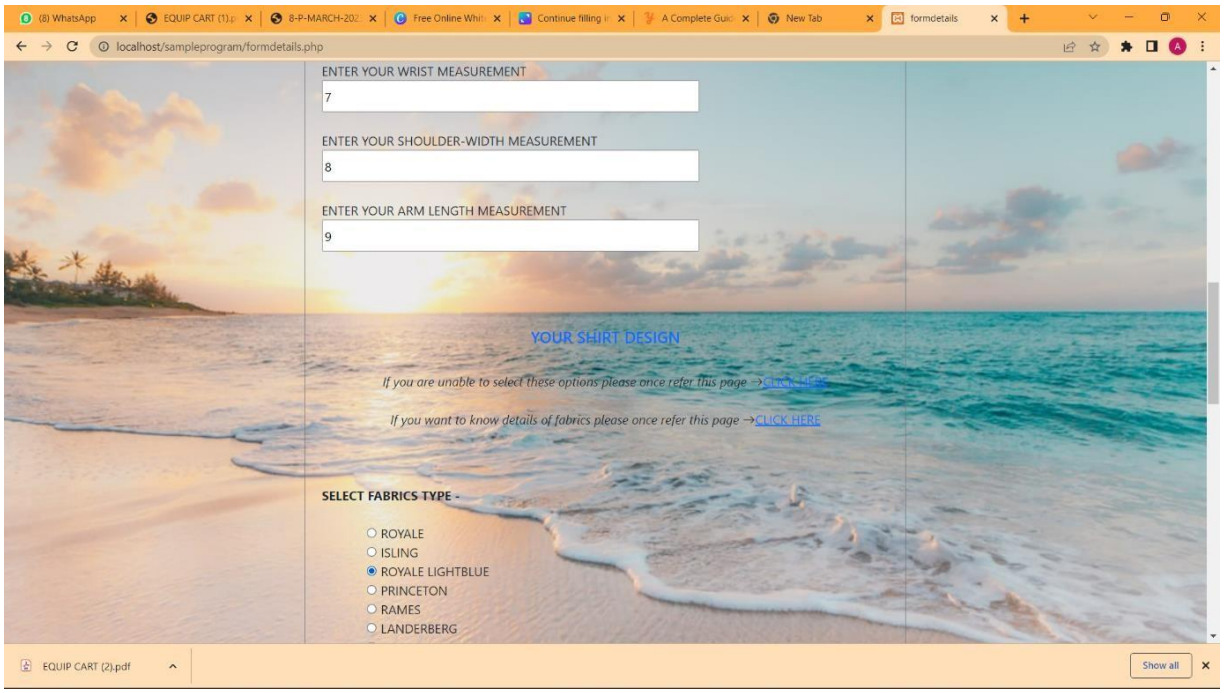
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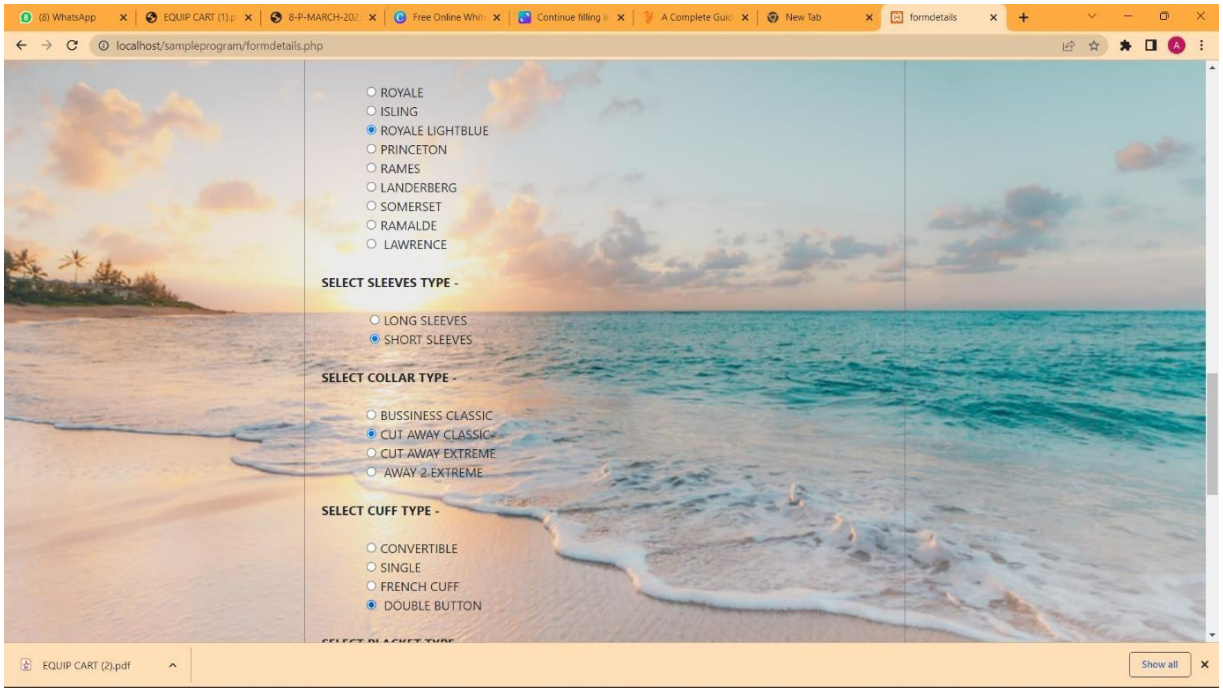
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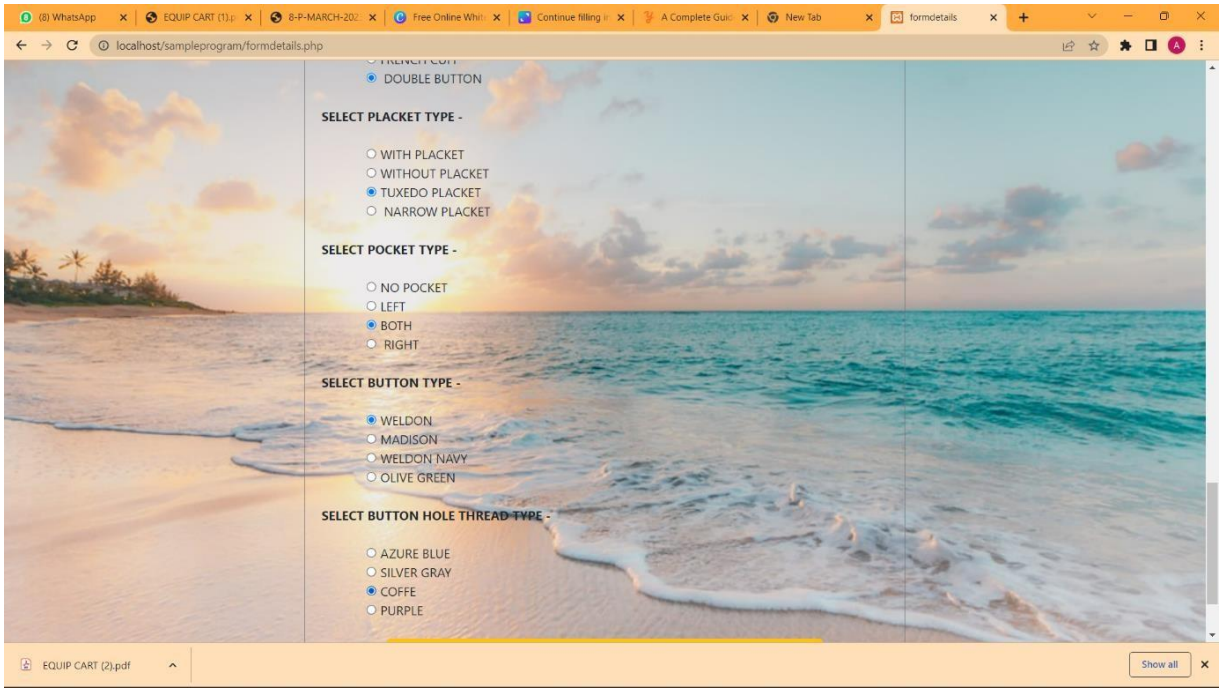
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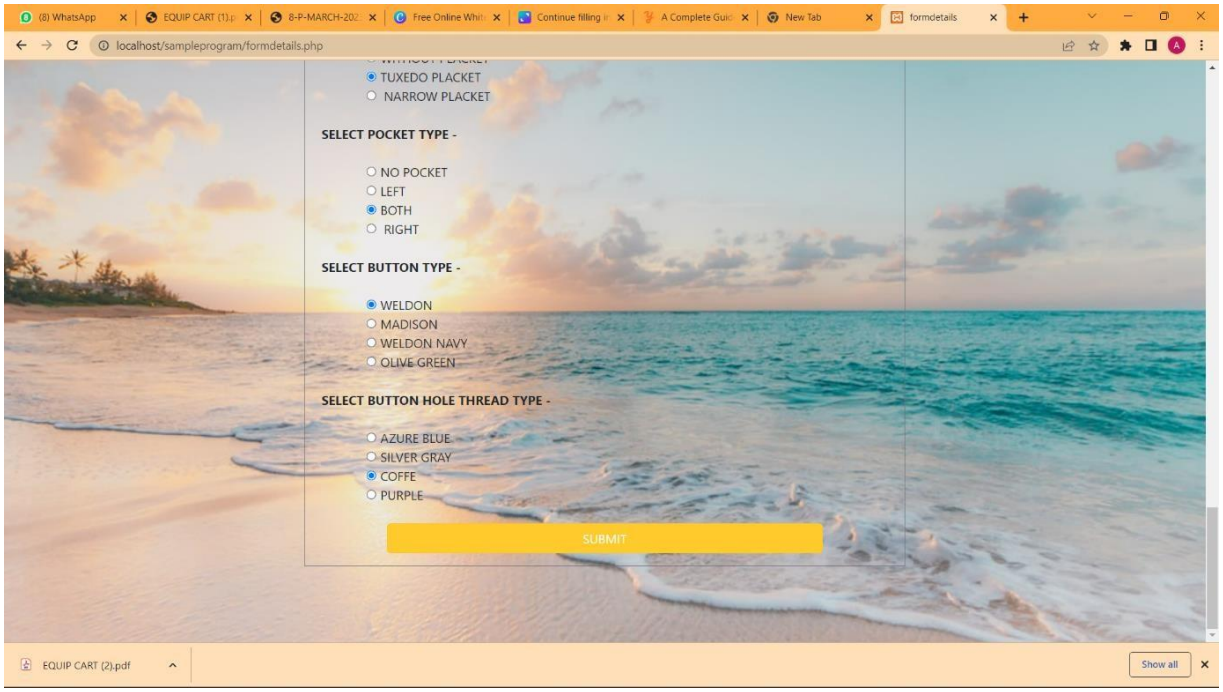
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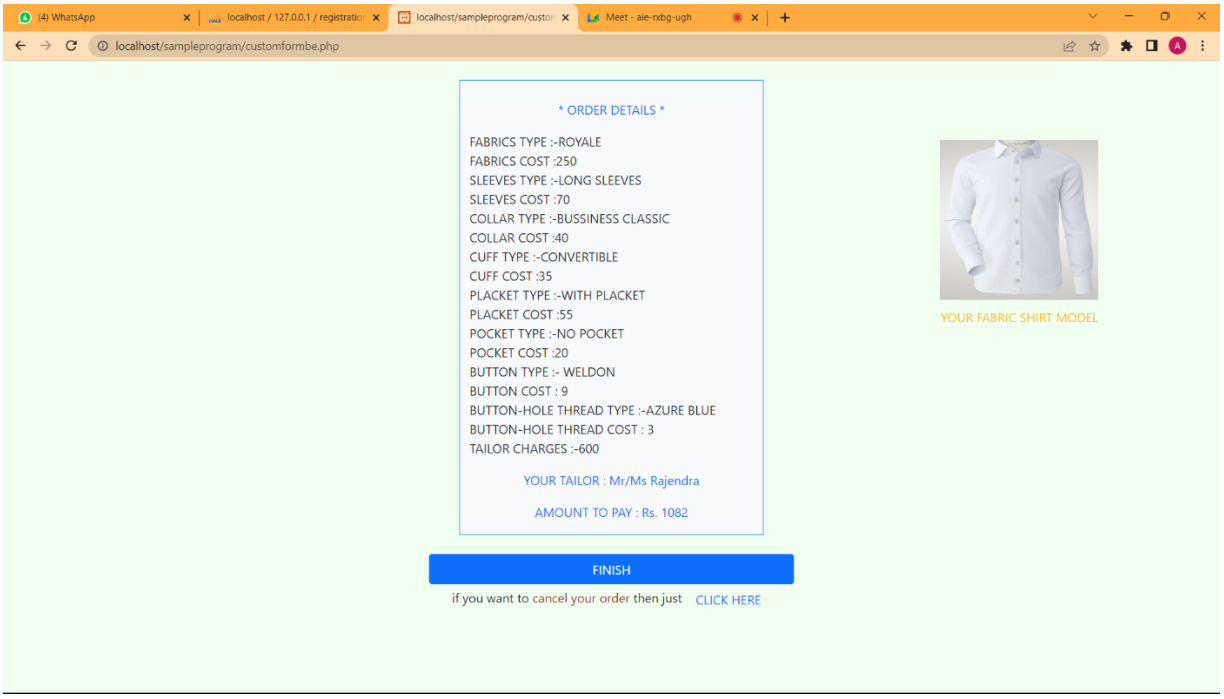


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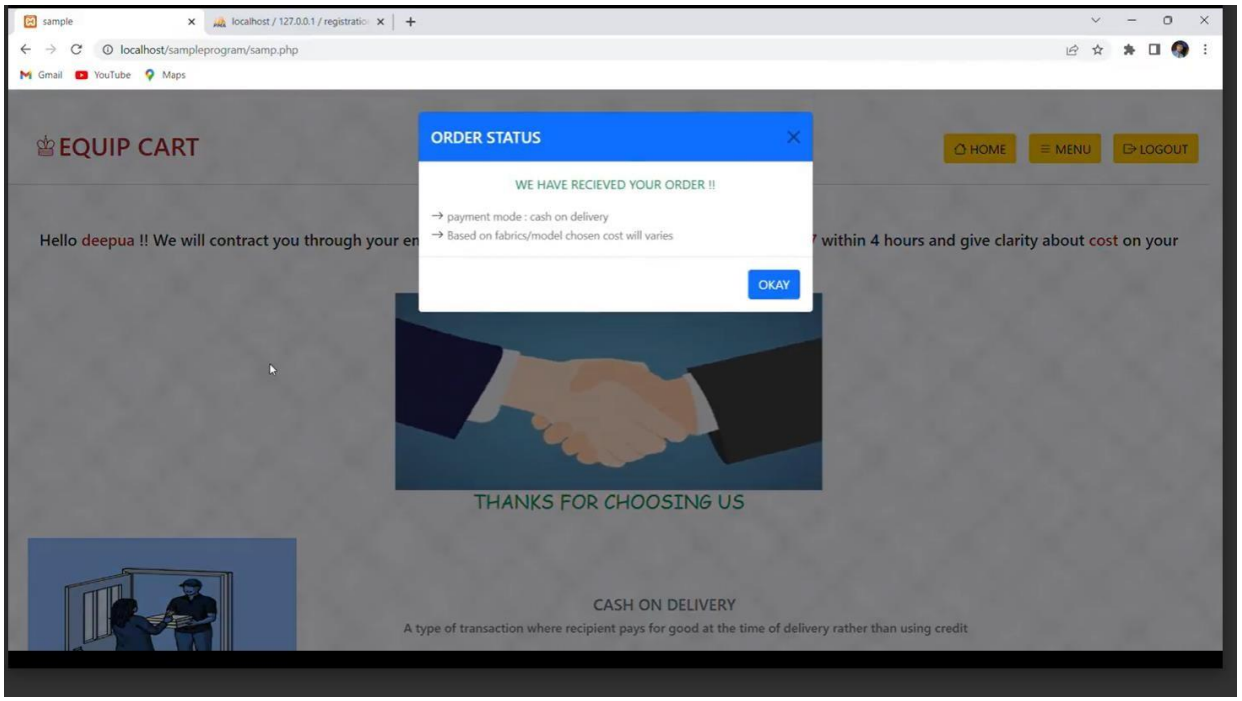


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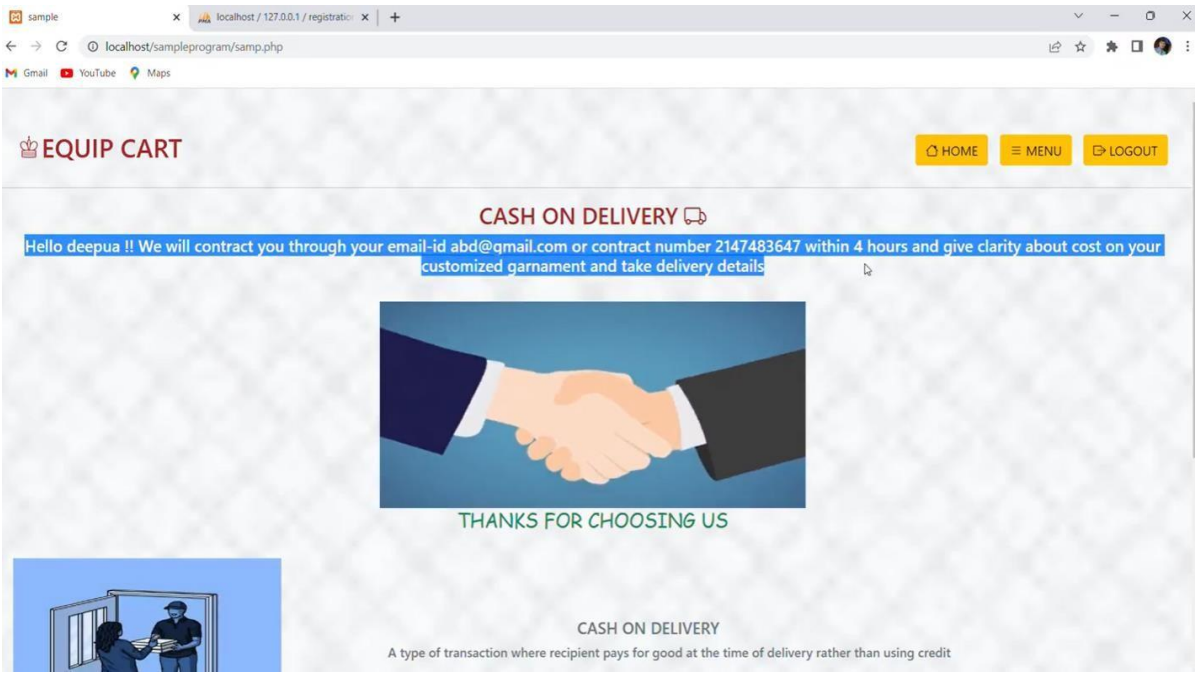




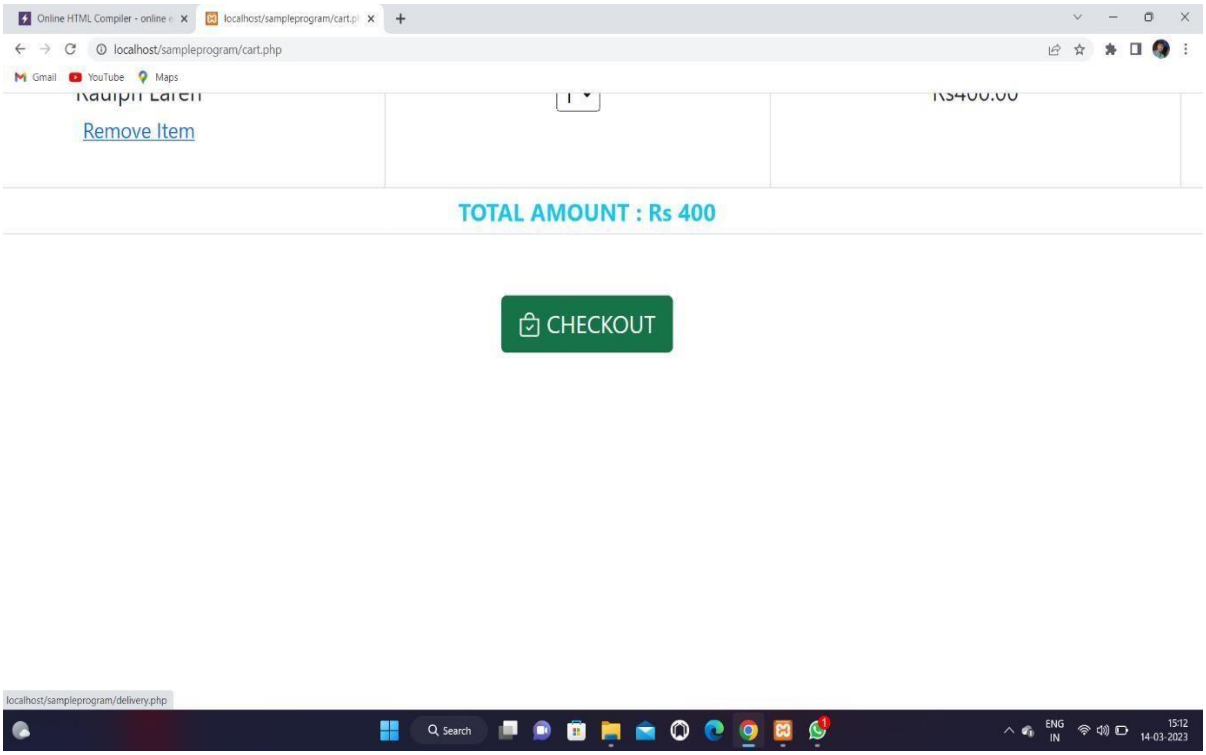
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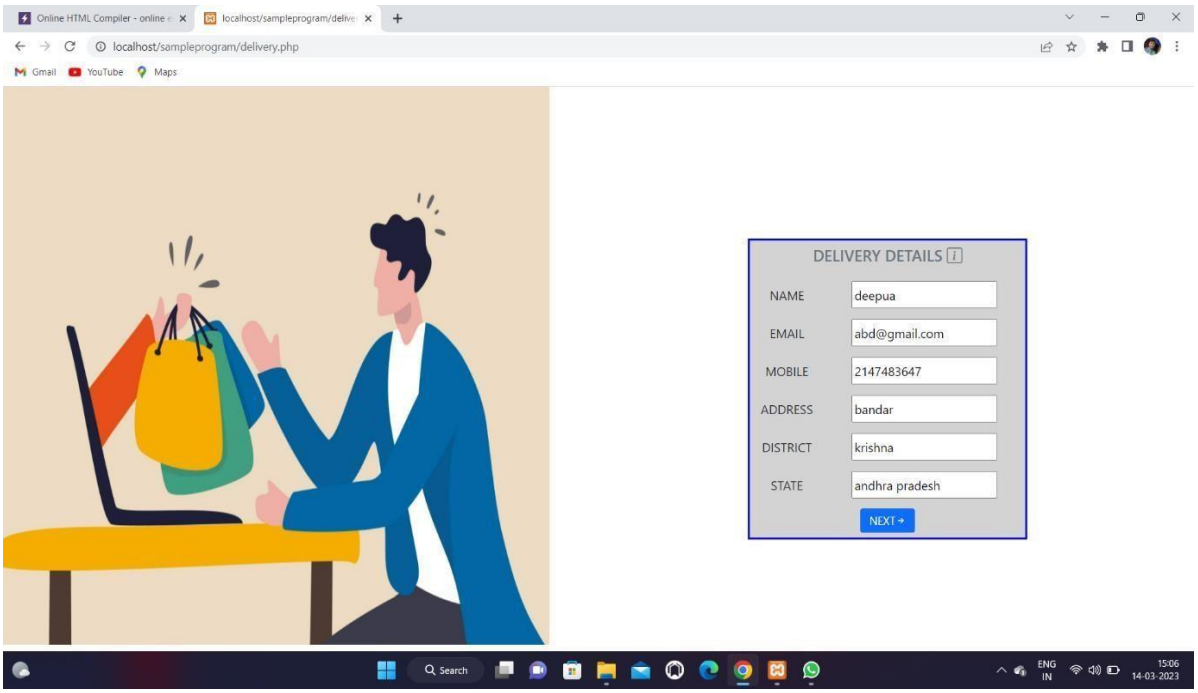
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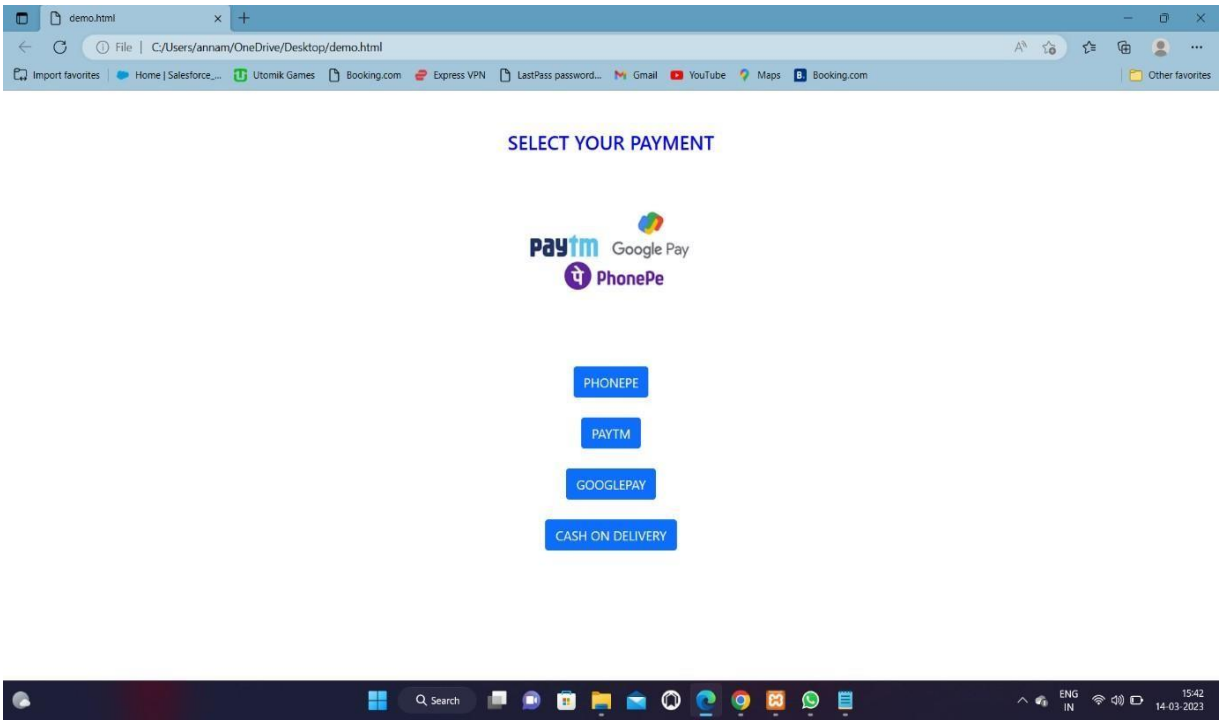
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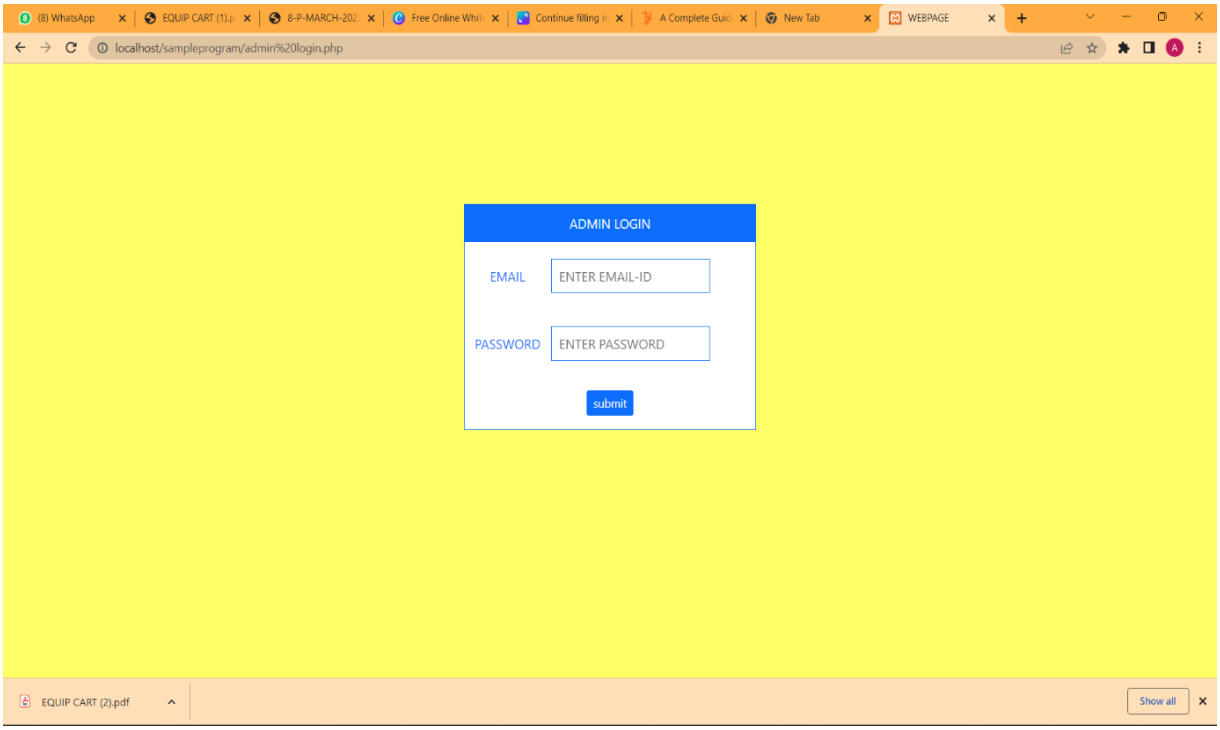
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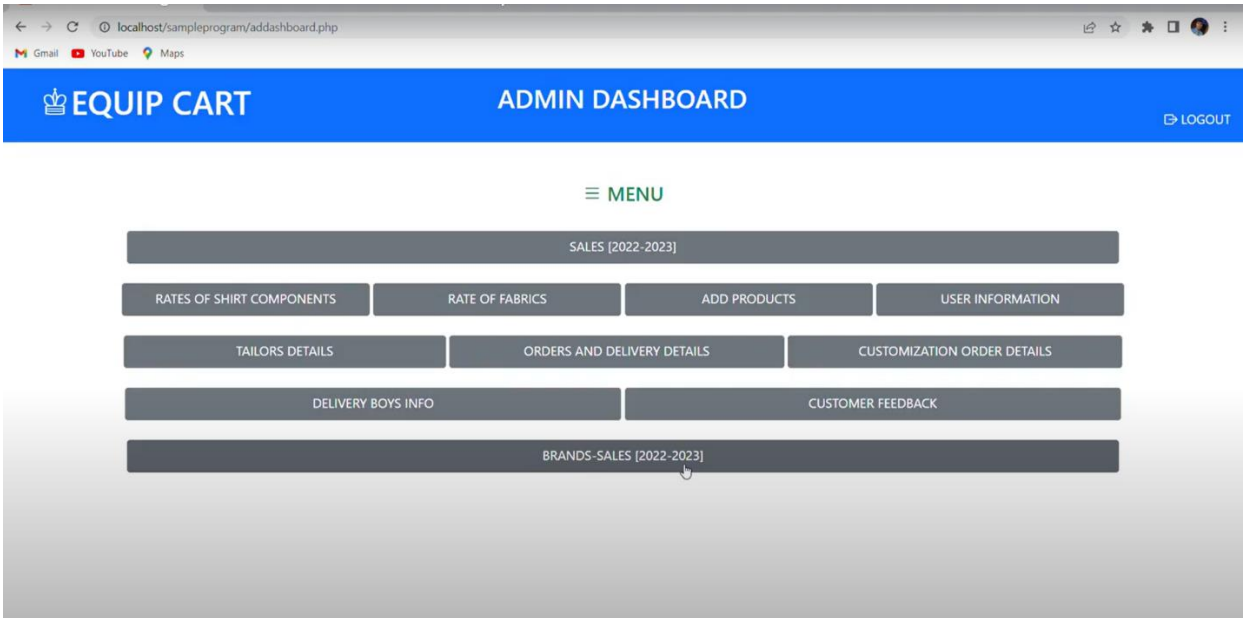
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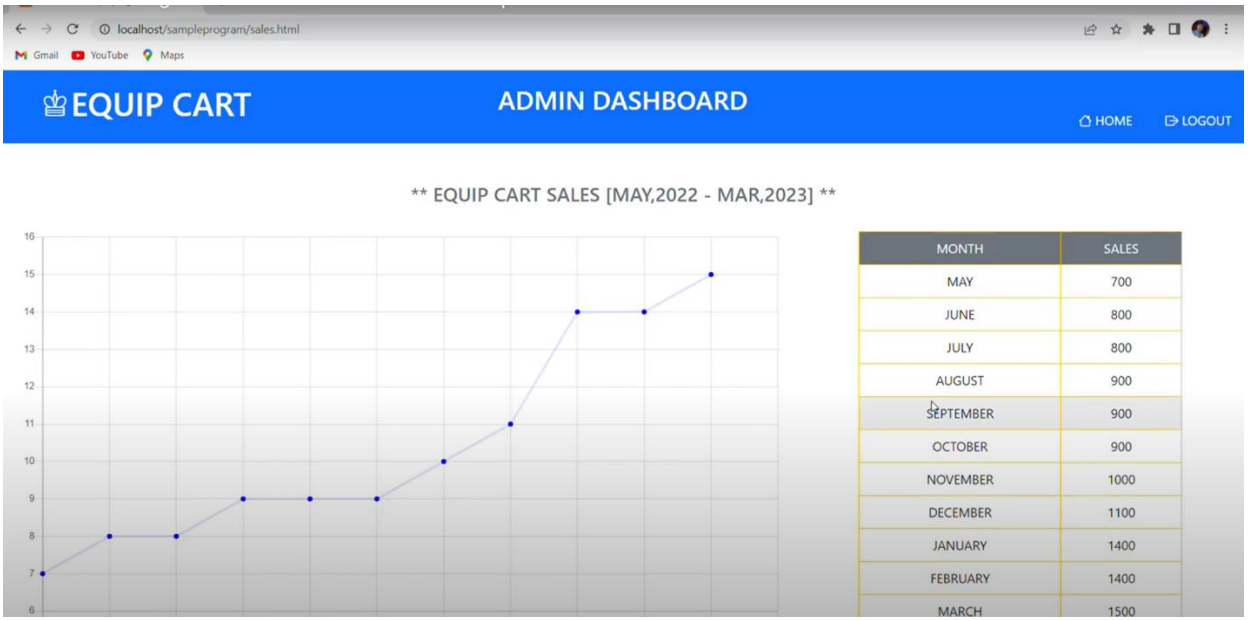
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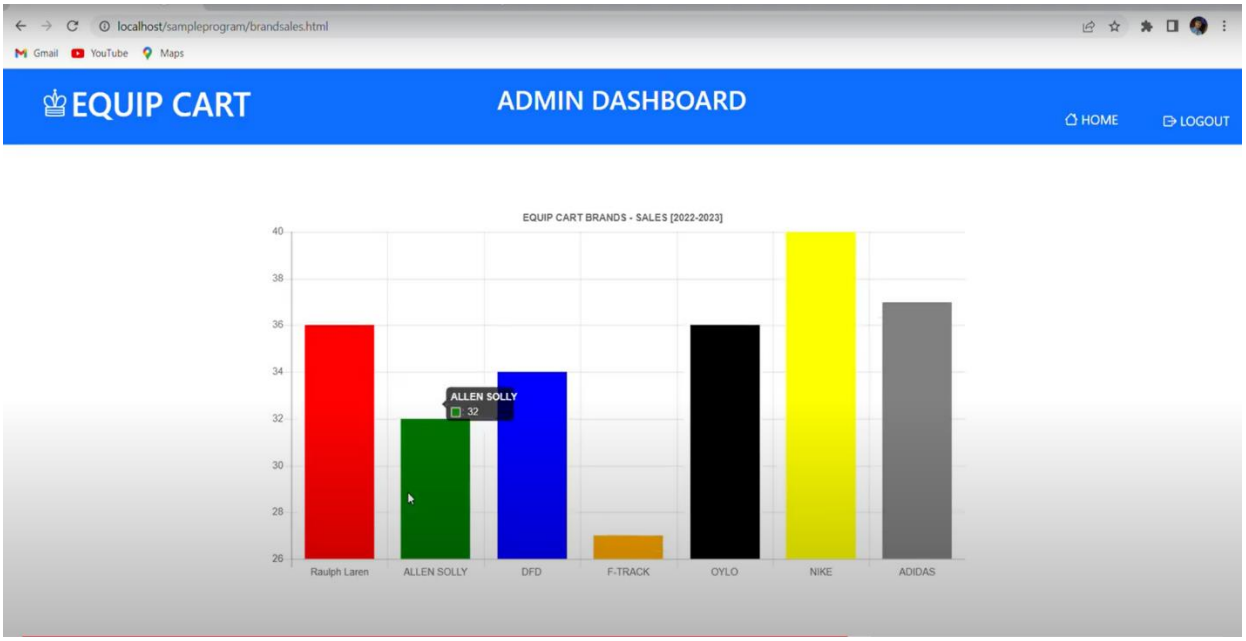
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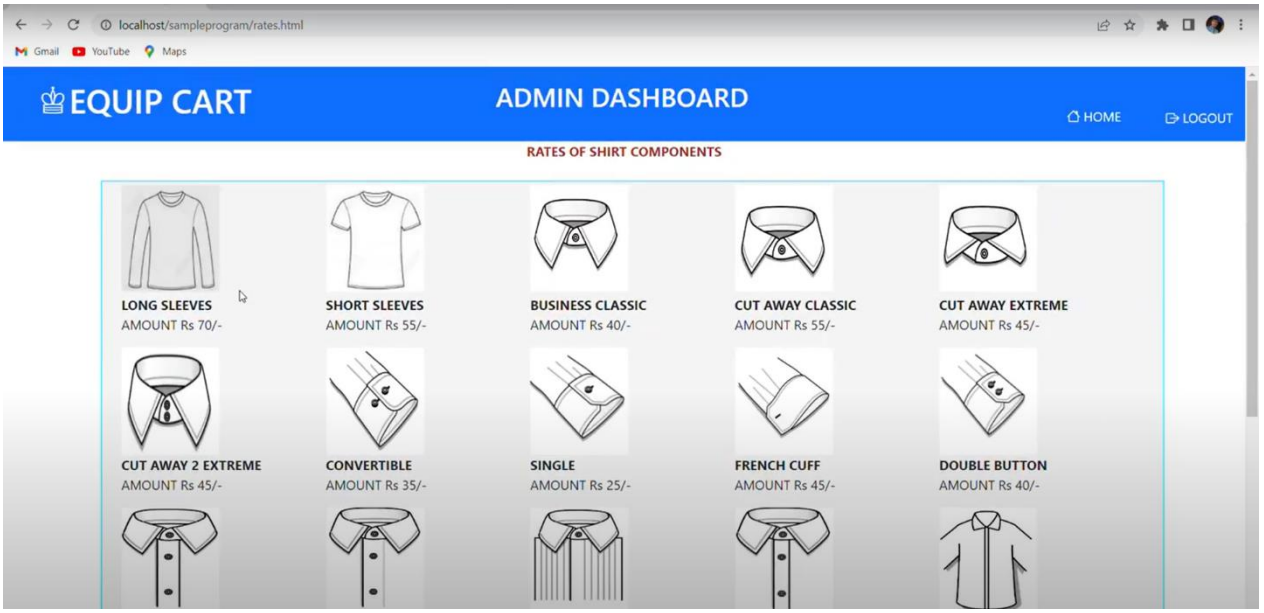
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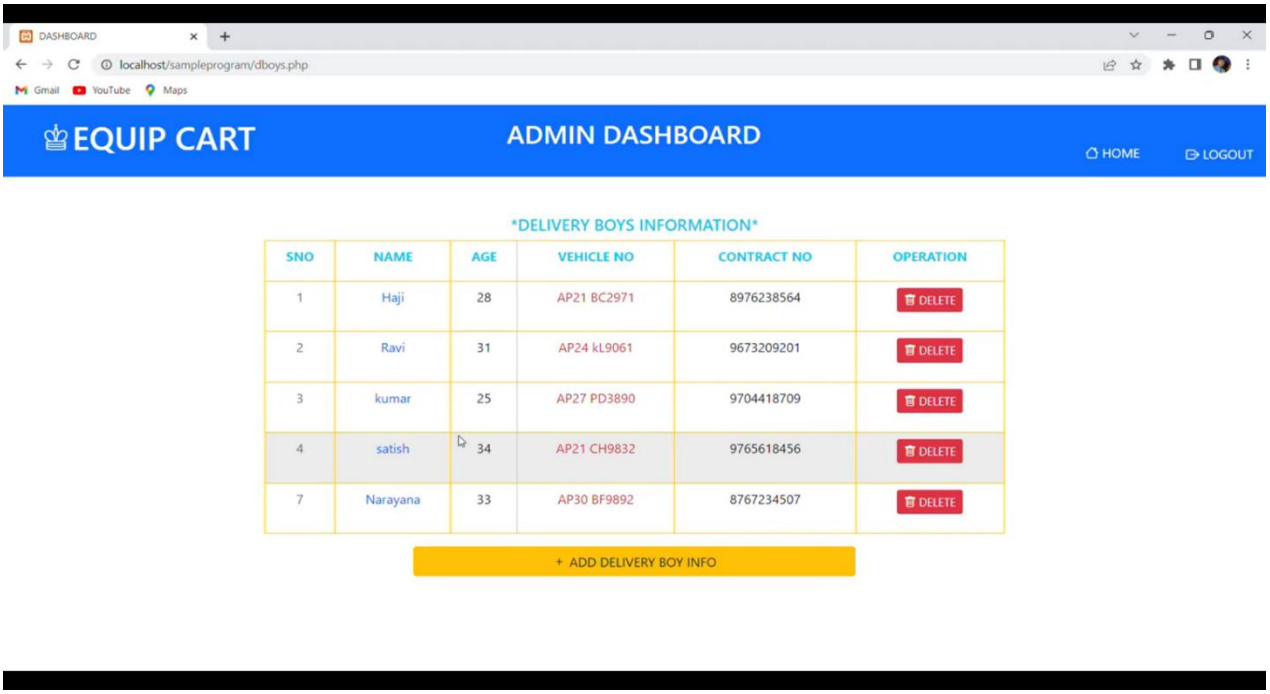
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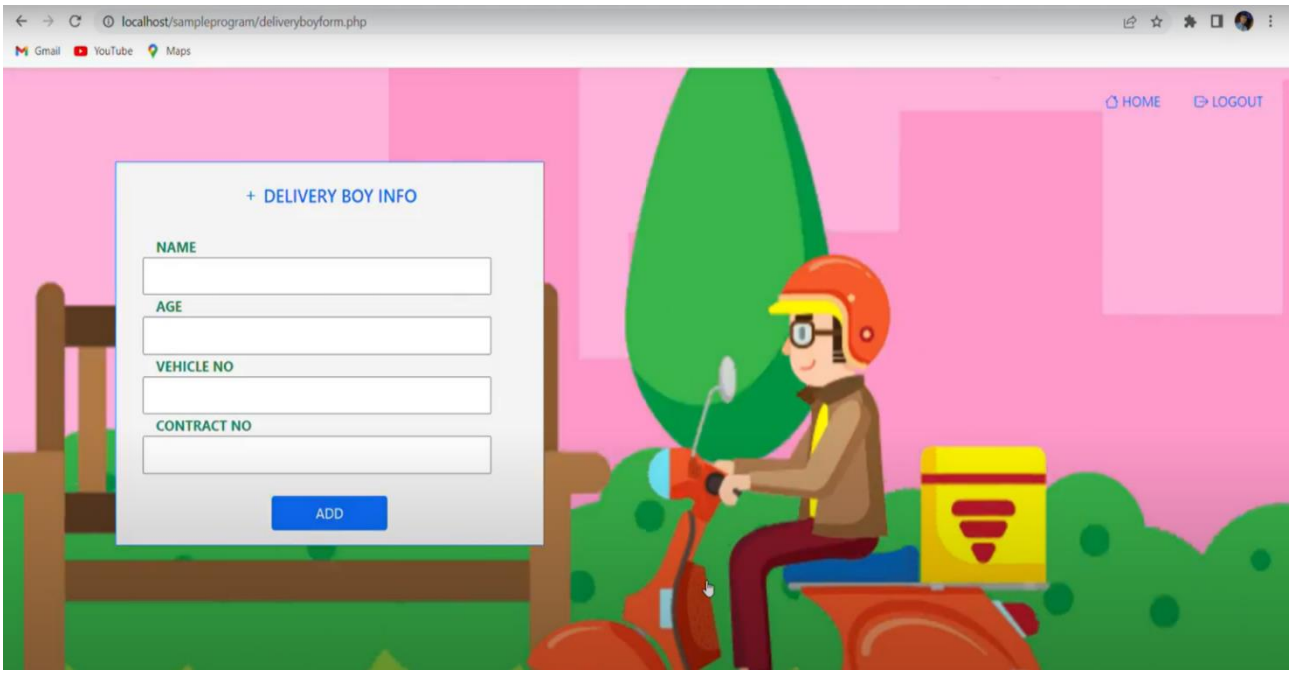
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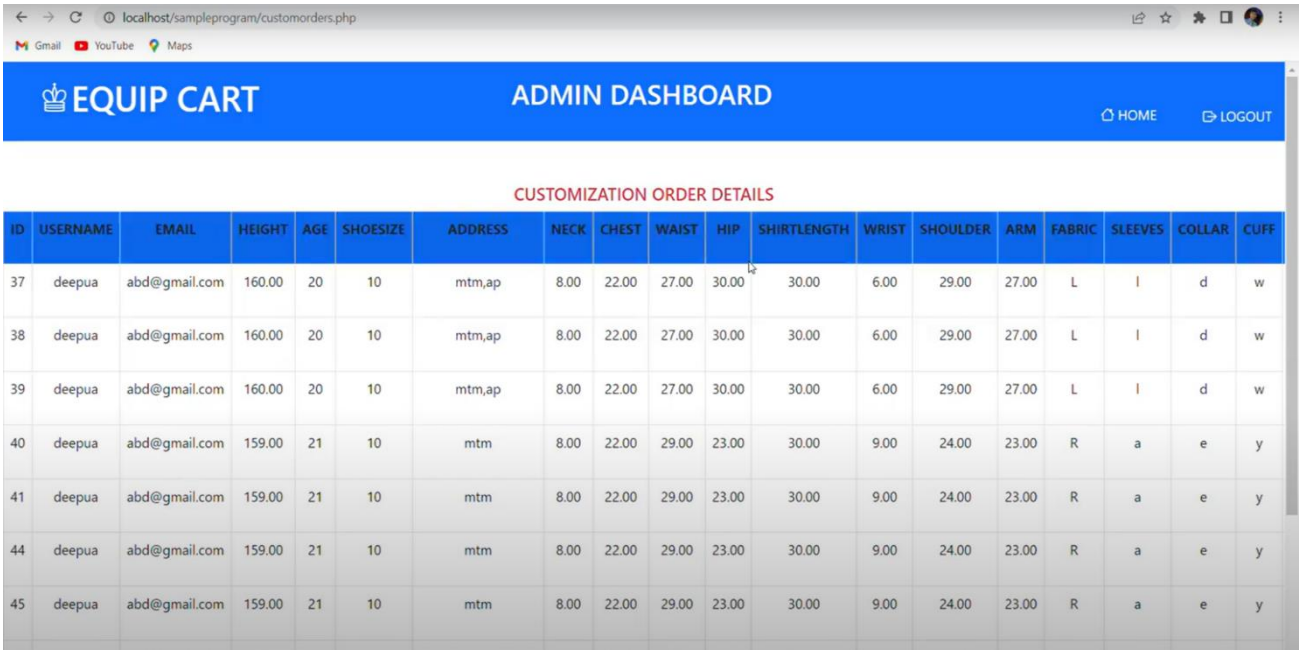
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9.33 DELIVERY BOYS PAGE:

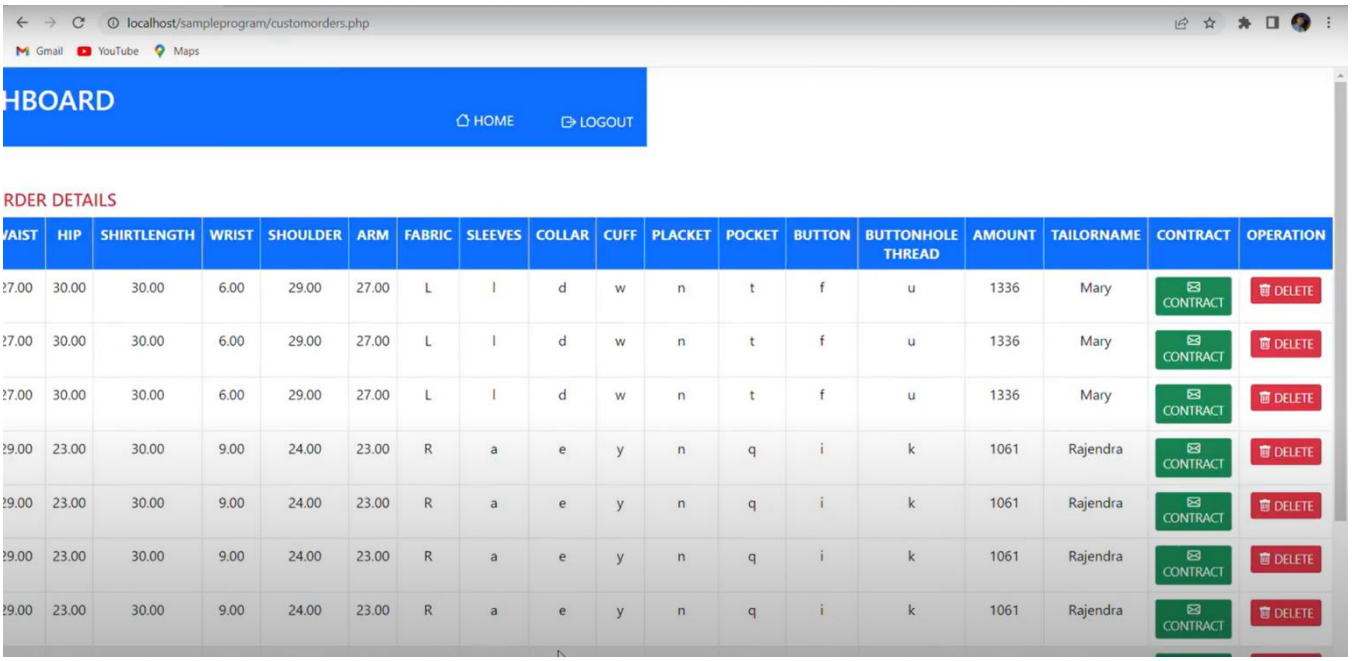


9.34 CUSTOMIZATION ORDER PAGE:



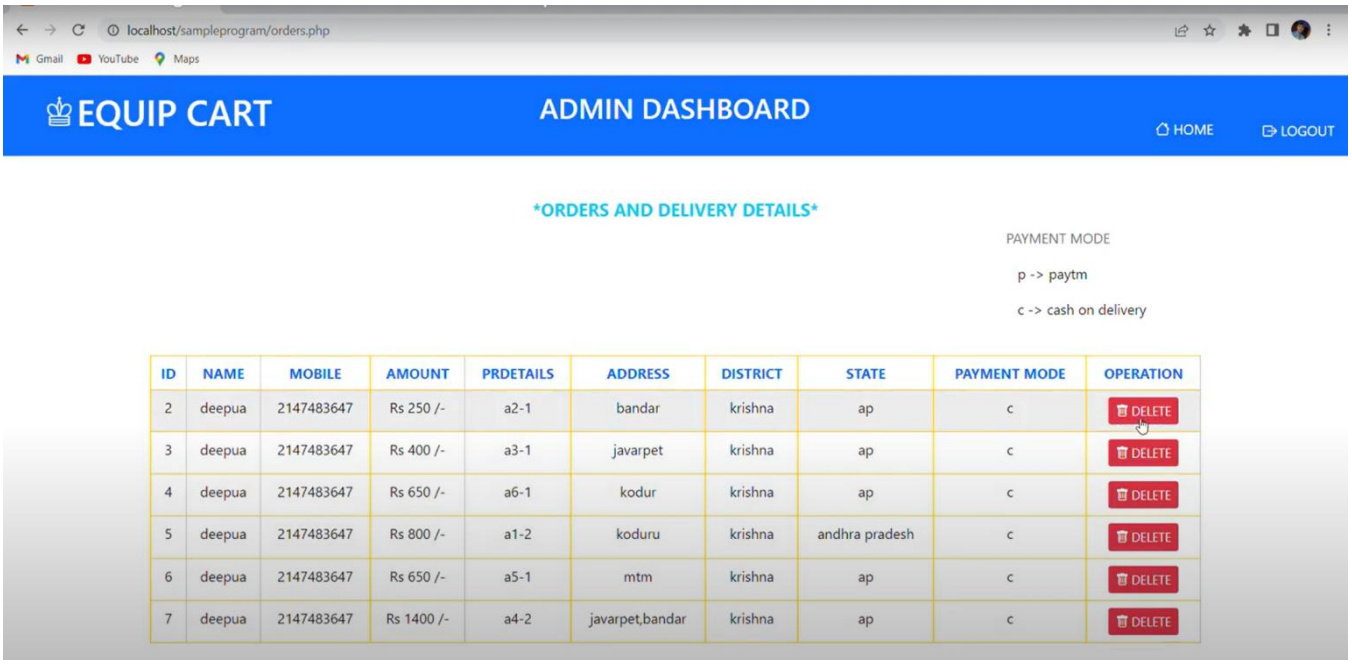
ID	USERNAME	EMAIL	HEIGHT	AGE	SHOESIZE	ADDRESS	NECK	CHEST	WAIST	HIP	SHIRTLENGTH	WRIST	SHOULDER	ARM	FABRIC	SLEEVES	COLLAR	CUFF
37	deepua	abd@gmail.com	160.00	20	10	mtm,ap	8.00	22.00	27.00	30.00	30.00	6.00	29.00	27.00	L	l	d	w
38	deepua	abd@gmail.com	160.00	20	10	mtm,ap	8.00	22.00	27.00	30.00	30.00	6.00	29.00	27.00	L	l	d	w
39	deepua	abd@gmail.com	160.00	20	10	mtm,ap	8.00	22.00	27.00	30.00	30.00	6.00	29.00	27.00	L	l	d	w
40	deepua	abd@gmail.com	159.00	21	10	mtm	8.00	22.00	29.00	23.00	30.00	9.00	24.00	23.00	R	a	e	y
41	deepua	abd@gmail.com	159.00	21	10	mtm	8.00	22.00	29.00	23.00	30.00	9.00	24.00	23.00	R	a	e	y
44	deepua	abd@gmail.com	159.00	21	10	mtm	8.00	22.00	29.00	23.00	30.00	9.00	24.00	23.00	R	a	e	y
45	deepua	abd@gmail.com	159.00	21	10	mtm	8.00	22.00	29.00	23.00	30.00	9.00	24.00	23.00	R	a	e	y

9.35 CUSTOMIZATION ORDER PAGE-2:



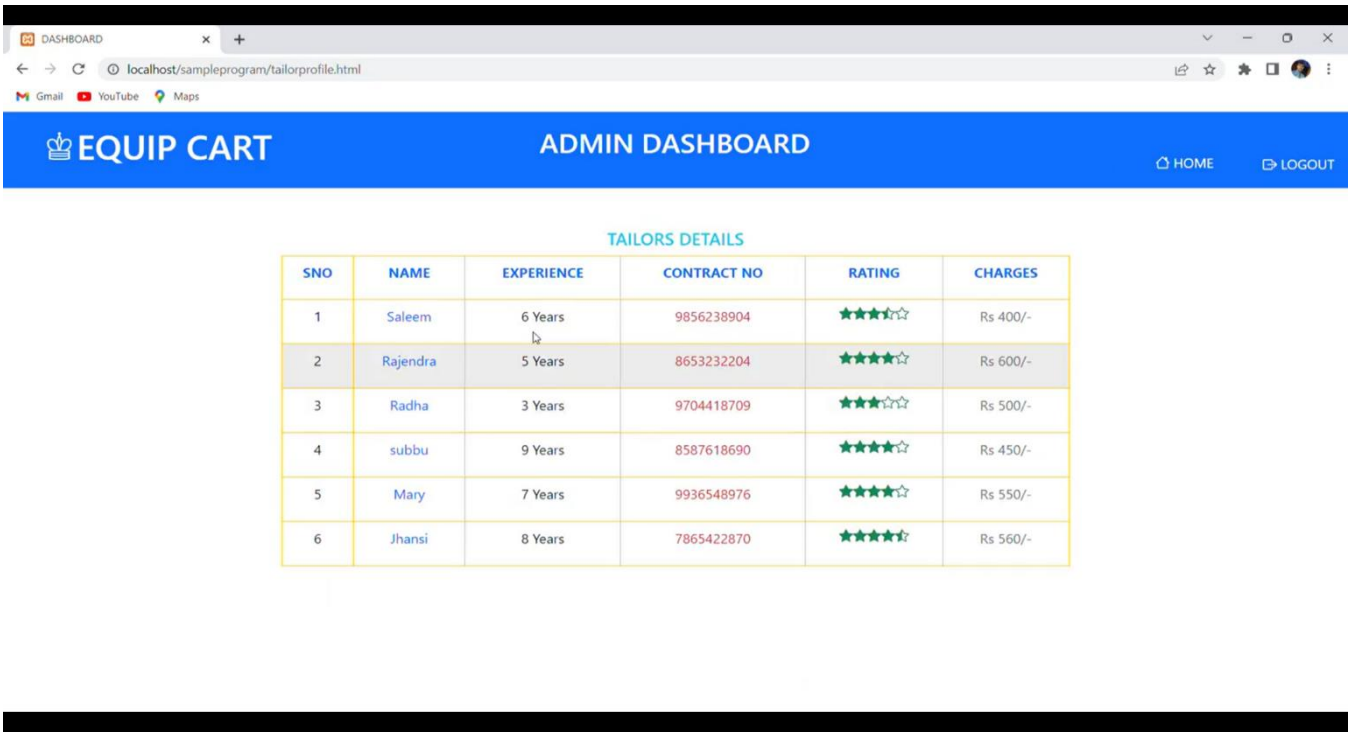
VAIST	HIP	SHIRTLENGTH	WRIST	SHOULDER	ARM	FABRIC	SLEEVES	COLLAR	CUFF	PLACKET	POCKET	BUTTON	BUTTONHOLE THREAD	AMOUNT	TAILORNAME	CONTRACT	OPERATION
27.00	30.00	30.00	6.00	29.00	27.00	L	l	d	w	n	t	f	u	1336	Mary	CONTRACT	DELETE
27.00	30.00	30.00	6.00	29.00	27.00	L	l	d	w	n	t	f	u	1336	Mary	CONTRACT	DELETE
27.00	30.00	30.00	6.00	29.00	27.00	L	l	d	w	n	t	f	u	1336	Mary	CONTRACT	DELETE
29.00	23.00	30.00	9.00	24.00	23.00	R	a	e	y	n	q	i	k	1061	Rajendra	CONTRACT	DELETE
29.00	23.00	30.00	9.00	24.00	23.00	R	a	e	y	n	q	i	k	1061	Rajendra	CONTRACT	DELETE
29.00	23.00	30.00	9.00	24.00	23.00	R	a	e	y	n	q	i	k	1061	Rajendra	CONTRACT	DELETE
29.00	23.00	30.00	9.00	24.00	23.00	R	a	e	y	n	q	i	k	1061	Rajendra	CONTRACT	DELETE

9.36 ORDERS AND DELIVERYDETAILS PAGE:

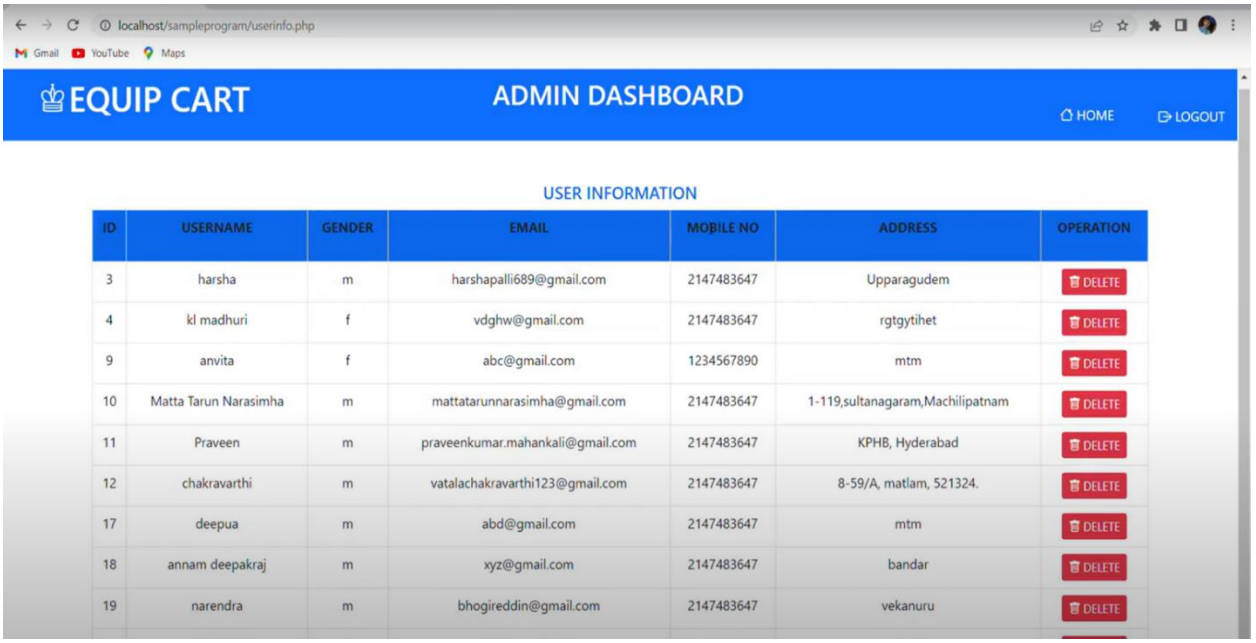


ID	NAME	MOBILE	AMOUNT	PRDETAILS	ADDRESS	DISTRICT	STATE	PAYMENT MODE	OPERATION
2	deepua	2147483647	Rs 250 /-	a2-1	bandar	krishna	ap	c	DELETE
3	deepua	2147483647	Rs 400 /-	a3-1	javarpet	krishna	ap	c	DELETE
4	deepua	2147483647	Rs 650 /-	a6-1	kodur	krishna	ap	c	DELETE
5	deepua	2147483647	Rs 800 /-	a1-2	koduru	krishna	andhra pradesh	c	DELETE
6	deepua	2147483647	Rs 650 /-	a5-1	mtm	krishna	ap	c	DELETE
7	deepua	2147483647	Rs 1400 /-	a4-2	javarpet,bandar	krishna	ap	c	DELETE

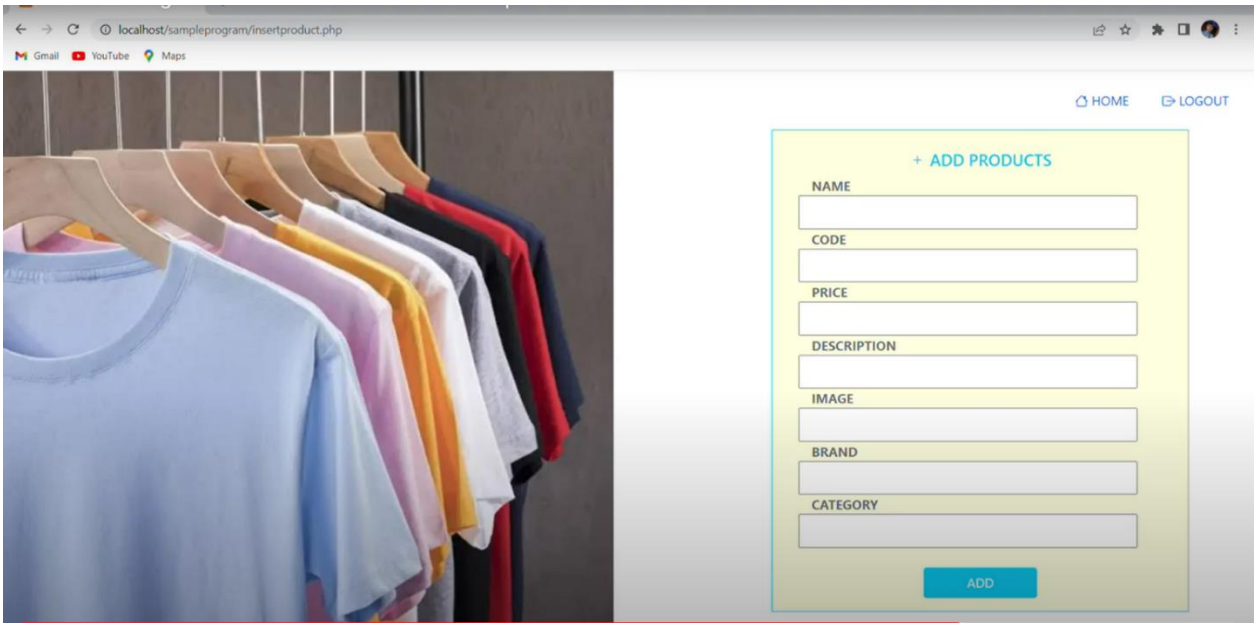
9.37 TAILORS DETAILS PAGE:



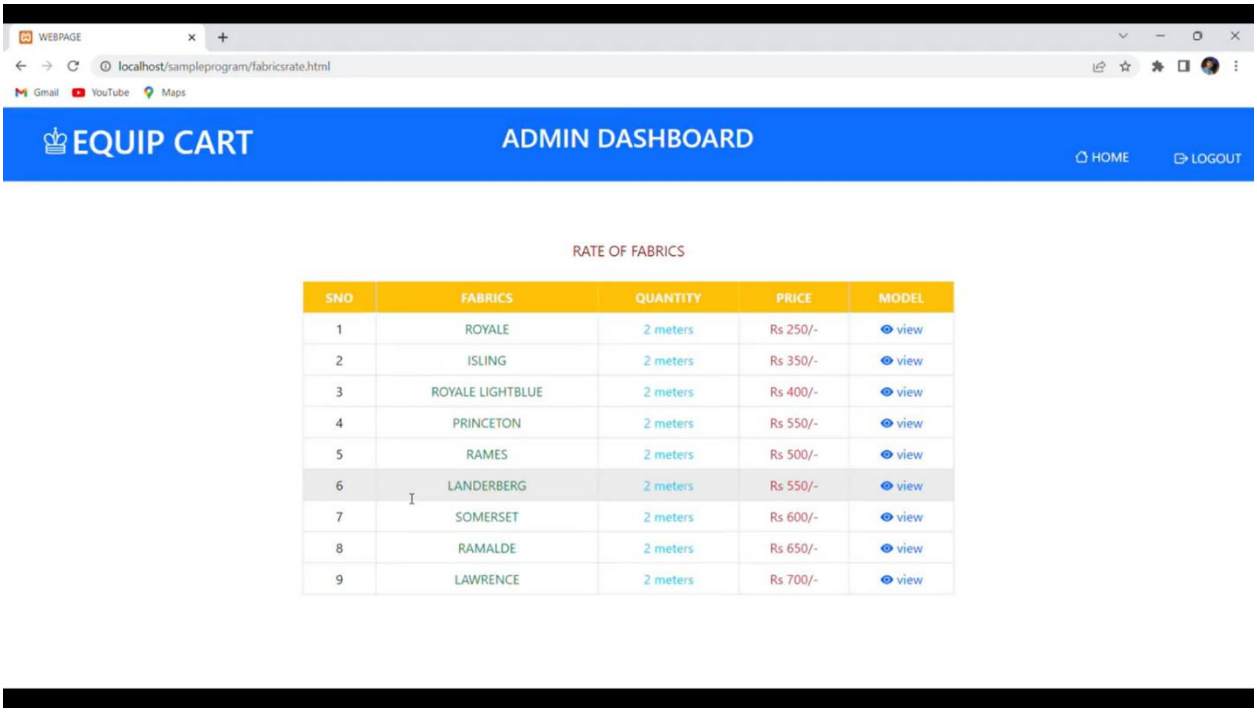
9.38 USER INFORMATION:



9.39 ADD PRODUCTS PAGE:



9.40 RATE OF FABRICS PAGE:



CHAPTER-10

CODE

In our project customization is the uniqueness

Code for customization

Customform.php

```
<html lang="en">

<head>
<title>WEBPAGE</title>

<meta chareset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1">

<link href="https://cdn.jsdelivr.net/npm/bootstrap@5.3.0-
alpha1/dist/css/bootstrap.min.css" rel="stylesheet" integrity="sha384-
GLhlTQ8iRABdZLl6O3oVMWSktQOp6b7In1Zl3/Jr59b6EGGoI1aFkw7cmDA6j6gD"
crossorigin="anonymous">
<link
href="https://cdn.jsdelivr.net/npm/bootstrap@5.0.2/dist/css/bootstrap.min.css"
rel="stylesheet">
<script
src="https://cdn.jsdelivr.net/npm/bootstrap@5.0.2/dist/js/bootstrap.bundle.min
.js"></script>
<link rel="stylesheet" href="https://cdn.jsdelivr.net/npm/bootstrap-
icons@1.5.0/font/bootstrap-icons.css">

<style>
.xcv{
position:absolute;
right:3%;
}
.zzz
{
border-style:none;
border-color:none;
background-color:brown;
height:90px;
color:white;
font-size:50px;
}
.qqq
{
position:absolute;
right:0%;
padding:38px;
```

```
color:white;
text-decoration:none;font-
size:17px;
}
.www
{
position:absolute;
right:8%; padding:38px;
color:white;
text-decoration:none;font-
size:17px;
}
.vvv
{

position:absolute;
right:17%;
padding:38px;
color:white;
text-decoration:none;font-
size:17px;

}
.nnn
{
border-style:none; border-
color:none; background-
color:yellow;height:30px;
}
.qwertyu
{
background-image:url(trousers/bg.png);background-
repeat:no-repeat; background-attachment:fixed;
background-size:cover;
background-position:center;
}

.link
{
font-size:14px;
position:absolute;
right:24%;
text-decoration:none;
color:white; padding:15px;
}
.footer-style
```

```
{
width:100%;
background-color:brown;
height:57px;

}

#contact-style
{
position:absolute;
right:4%; padding:15px;
text-decoration:none;
color:white;
font-size:15px;
}

#map-style
{
position:absolute;
right:15%;
padding:15px;
text-decoration:none;
color:white;
font-size:15px;
}


</style>
</head>
<body>

<div class="qwertyu">
<div class="container-fluid p-4 zzz">

&#9812;EQUIP CART

<a href="homepage.php" class="btn btn-link vvv"><i class="bi bi-house"></i>HOME</a>

<a href="aboutuspage.php" class="btn btn-link www"><i class="bi bi-info-square"></i> ABOUT
US</a>

<a href="logout.php" class="btn btn-link qqq"><i class="bi bi-box-arrow-right"></i> LOGOUT</a>
</div>


<div class="container-fluid m-1 nnn text-center">
<i class="bi bi-bookmark"></i> MADE-TO-MEASURE      
```

```
<i class="bi bi-bookmark"></i> PERFECT FIT
GUARANTEE         
<i class="bi bi-bookmark"></i> FAST DELIVERY                       

</div>
<br><br>
<center>
<a href="main.php" class="xcv" style="text-decoration:none;">MENU</a>
        <h5><font color="brown">TAILOR'S GUIDE FOR MEASUREMENTS <i class="bi bi-
book"></i></font></h5>
<br>
<div class="card w-75 border border-info" style="height:190px;">
        <div class="card-img-top d-flex align-items-center bg-light">
                <div>
                        <img class="img-fluid"
src="trousers\necks.jpeg" style="height:190px;width:220px;" alt="Card imagecap">
                </div>

                <p class="col p-1 m-0"><font size="4">The <strong>neck measurement
</strong>is taken around the neck with the tape resting on your shoulders. Youshould put one finger
between the tape and the neck if you want to allow for some extra room.</font></p>
        </div>
</div>
<br><br>
<div class="card w-75 border border-info" style="height:190px;">
        <div class="card-img-top d-flex align-items-center bg-light">
                <div>
                        <img class="img-fluid"
src="trousers\chest.jpeg" style="height:190px;width:220px;" alt="Card imagecap">
                </div>

                <p class="col p-1 m-0"><font size="4">The <strong>chest measurement
</strong> is taken as a circumference measurement around your chest at thewidest point. Stand in a
relaxed posture and breathe out.</font></p>
        </div>
</div>
<br><br>

<div class="card w-75 border border-info" style="height:190px;">
        <div class="card-img-top d-flex align-items-center bg-light">
                <div>
                        <img class="img-fluid"
src="trousers\waist.jpeg" style="height:190px;width:220px;" alt="Card imagecap">
                </div>
```

```
            <p class="col p-1 m-0"><font size="4">The <strong>waist measurement
</strong> is taken as a circumference measurement around your waist just aboveyour belly button.Stand in
a relaxed posture and breathe out.</font></p>
        </div>
</div>
<br><br>

<div class="card w-75 border border-info" style="height:190px;">
        <div class="card-img-top d-flex align-items-center bg-light">
            <div>
                <img class="img-fluid"
src="trousers\hip.jpeg"                 style="height:190px;width:220px;" alt="Card imagecap">
            </div>

            <p class="col p-1 m-0"><font size="4">The <strong>hip measurement
</strong> is taken as a circumference measurement around your hips at widestpart.</font></p>
        </div>
</div>
<br><br>
<div class="card w-75 border border-info" style="height:190px;">
        <div class="card-img-top d-flex align-items-center bg-light">
            <div>
                <img class="img-fluid"
src="trousers\shirtlen.jpeg" style="height:190px;width:220px;" alt="Cardimage cap">
            </div>

            <p class="col p-1 m-0"><font size="4">The <strong>shirt lenght measurement </strong>is
taken from the top of the shoulder, close to the midside of your neck, following your body down to the
point where you want yourshirt to end</font></p>
        </div>
</div>
<br><br>
<div class="card w-75 border border-info" style="height:190px;">
        <div class="card-img-top d-flex align-items-center bg-light">
            <div>
                <img class="img-fluid"
src="trousers\shoulder.jpeg" style="height:190px;width:220px;" alt="Cardimage cap">
            </div>

            <p class="col p-1 m-0"><font size="4">The <strong>shoulder width measurement
</strong>Think of a line going from your armpit straight upwardsto your shoulder. Measure between
those two points and hold the tape measurestraight</font></p>
        </div>
</div>
```

```
<br><br>
<div class="card w-75 border border-info" style="height:190px;">
	<div class="card-img-top d-flex align-items-center bg-light">
		<div>
			<img class="img-fluid"
src="trousers\armlength.jpeg" style="height:190px;width:220px;" alt="Cardimage cap">
		</div>

		<p class="col p-1 m-0"><font size="4">The <strong>sleeve length measurement </strong>is
taken from the point of your shoulder (where you tookthe shoulder width measurement), following your
bent arm down to where you want the sleeve to end. Bend your arm slightly when taking this
measurement. This measurement is always the full length of the arm. For short sleeve and 3/4 sleeve, you
should still measure the full length of the arm.</font></p>
	</div>
</div>
<br><br>

<div class="card w-75 border border-info" style="height:190px;">
	<div class="card-img-top d-flex align-items-center bg-light">
		<div>
			<img class="img-fluid"
src="trousers\wrist.jpeg" style="height:190px;width:220px;" alt="Card imagecap">
		</div>

		<p class="col p-1 m-0"><font size="4">The <strong>wrist measurement
</strong>s taken as a circumference measurement around your wrist. We will addmovement ease according to the
cuff you select.</font></p>
	</div>
</div>
<br><br>
<div class="card w-75 border border-info" style="height:190px;">
	<div class="card-img-top d-flex align-items-center bg-light">
		<div>
			<img class="img-fluid"
src="trousers\hipp.jpeg" style="height:190px;width:220px;" alt="Card imagecap">
		</div>

		<p class="col p-1 m-0"><font size="4">The <strong>hip measurement forpants </strong>is a
circumferential measurement. You should always measure directly on the body and not outside of the
garment or on top of a belt in order to get the most accurate measurements.</font></p>
	</div>
</div>
<br><br>
<div class="card w-75 border border-info" style="height:190px;">
	<div class="card-img-top d-flex align-items-center bg-light">
```

```
            <div>
                <img class="img-fluid"
src="trousers\seats.jpeg" style="height:190px;width:220px;" alt="Card imagecap">
            </div>

            <p class="col p-1 m-0"><font size="4">The <strong>seat measurement forpants </strong>are
taken the same way as for shirts. Just take a circumferencemeasurement around your seat at the widest part
and you're good to go.</font></p>
        </div>
</div>
<br><br>
<div class="card w-75 border border-info" style="height:190px;">
        <div class="card-img-top d-flex align-items-center bg-light">
            <div>
                <img class="img-fluid"
src="trousers\inseam.jpeg" style="height:190px;width:220px;" alt="Card imagecap">
            </div>

            <p class="col p-1 m-0"><font size="4">The <strong>inseam</strong> is measured from the
crotch along the inner side of the leg straight down to thefloor. Stand upright, do not bend the leg, and ask
someone to help you take the measurement.</font></p>
        </div>
</div>
<br><br>
</div>

<div class="footer-style">
<a class="link" href="fq.php"><i class="bi bi-question-square"></i>   FAQ</a>

<a href="mailto:deepuannam484@gmail.com" id="contact-style"> <span
class="glyphicon">&#x2709;</span> CONTRACT US</a>
<a href="https://goo.gl/maps/upvmwpXp6t4wNU7HA" id="map-style"> <i class="bibi-geo-alt-
fill"></i> WORKSITE</a>

</div>

</center>
</body>
</html>
```

Customformbe.php

```
<?php
if($_SERVER["REQUEST_METHOD"]=="POST"
)
{

    include 'connecting.php';

$uname=$_POST["uname"];
$email=$_POST["email"];
$height=$_POST["height"];
$age=$_POST["age"];
$shoesize=$_POST["shoesize"];
$neck=$_POST["neck"];
$chest=$_POST["chest"];
$waist=$_POST["waist"];
$hip=$_POST["hip"];
$shirtlen=$_POST["shirtlen"];
$wrist=$_POST["wrist"];
$shoulder=$_POST["shoulder"];
$arm=$_POST["arm"];
$fabric=$_POST["fabric"];
$sleeves=$_POST["sleeves"];
$collar=$_POST["collar"];
$cuff=$_POST["cuff"];
$placket=$_POST["placket"];
$pocket=$_POST["pocket"];
$butto=$_POST["butto"];
$buto=$_POST["buto"];


$sql="INSERT INTO `customizeform`
(`uname`,`email`,`height`,`age`,`shoesize`,`neck`,`chest`,`waist`,`hip`,`shirt
len`,`wrist`,`shoulder`,`arm`,`fabric`,`sleeves`,`collar`,`cuff`,`placket`,`pocket`,`butto`,`buto`)
VALUES('$uname','$email','$height','$age','$shoesize','$neck','$chest','$waist
','$hip','$shirtlen','$wrist','$shoulder','$arm','$fabric','$sleeves','$collar
','$cuff','$placket','$pocket','$butto','$buto')";

$result=mysqli_query($con,$sql);

if($result)
{
echo '<script type="text/javascript">'; echo 'alert("YOUR
REQUEST IS SENT ...");';
echo 'window.location.href="payment.php";';echo
'</script>';
```

```
}
}
?>
```

CHAPTER-11

CONCLUSION

E-commerce (electronic commerce) is the buying and selling of goods and services, or the transmitting of funds or data, over an electronic network, primarily the internet. These business transactions occur either as business-to-business (B2B), business-to-consumer (B2C), consumer-to-consumer or consumer-to-business.

For the Existing System we are going to add the property called CUSTOMIZATION The sites Along with customization is really amazing product.so we are going take up a Project "ECommerce website with customized products" called EQUIP CART. This really made sense when a customer can able to design the product how he wants. Let me elaborate the word customization. For example, if a boy needs a shirt when he visits our website, he see the interface as other shopping website along with the unique option “customize your product”. Then he can able to choose the fabric, colour, size design and model and also brands. while he customizes, he can also have some suggestions and when he done the product starts and within 5 days, he can able to take the product.

We believe that our project “EQUIP CART” will provide best customer satisfaction. On the other hand it also provides the employment for the needy and skilled people and also the receive the good share.