

A

Project Report titled

"E-Store for Om Sai Enterprises"

Submitted to

Department of Information Technology

of



Bunts Sangha's

S. M. Shetty College of Science, Commerce and Management Studies, Powai

For Partial Fulfillment for Degree of Bachelor of Science (Information Technology)

2021 - 2022

In the Subject Head

Project (VI Semester)

Submitted by

MANDAR RAVI JUNNARKAR

Bunts Sangha's

S. M. Shetty College of Science, Commerce and Management Studies, Powai

CERTIFICATE

This is to certify that Mandar Ravi Junnarkar (Exam Seat No: 2017539), a final year student of Bachelor of Information Technology (B.Sc.IT) from University of Mumbai has successfully completed the project entitled "E-store for Om Sai Enterprises" as a part of academic in the subject head Project (VI Semester) which is approved for degree of Bachelor of Information Technology (B.Sc.IT) a undergraduate course of Mumbai University during academic year 2021-22.

Project Guide

Examiner

Coordinator



PERMANENTLY AFFILIATED TO THE UNIVERSITY OF MUMBAI ACCREDITED BY N.A.A.C. – 'A' GRADE IMC RBNQ Certificate of Merit 2019 ISO 21001:2018 Certified

PLAGIARISM CERTIFICATE

This is to certify that Mr. Mandar Junnarkar (Seat No: 2017539), third year (Semester VI) student of Bachelor of Information Technology from University of Mumbai has submitted the project book content for plagiarism check. It was found that his content is good, as per format and the duplication is under UGC Recommended rules given in UGC (Promotion of Academic Integrity and Prevention of Plagiarism in Higher Educational Institutions) Regulations, 2018 [D.O.No.F.1-18/2010 (CPP-II)].

In-Charge Plagiarism Committee Project Guide

Coordinator

Stamp:

Litrar an

Date: 05.04.2022

Bunts Sangha's

S. M. Shetty College of Science, Commerce and Management Studies, Powai

PREFACE

It gives me enormous pleasure to present this report of project documentation / black book and the application I developed as a project of my last year. This project idea came into existence when the owner of Om Sai Enterprises asked me if I can create online store for their shop.

Then, I started looking for ideas and after having skipped several ideas during the Semester 5 and finished partially or almost on other topics, I thought to continue with this.

And after much research, once I got the basic configuration, I discovered other utilities essentially needed to implement my application.

Once, I completed the processing of my modules, I started the research and added additional structures and functionality to make this application healthy and harmonious.

So, in conclusion, I tried to form a dedicated application and this black book is maintained for the same purpose.

Therefore, I hope you adore analysis of the book and that the user appreciates the use of this website and because it will be satisfactory for my efforts.

ACKNOWLEDGEMENT

I would like to use this Chance to convey my Gratitude to Management of S.M.SHETTY College for generous me this chance to accomplish this project. I am very thankful to

Dr. Sridhara Shetty, The Principal of S. M. Shetty College for his co-operation in the successful accomplishment of our project.

A special thanks to our project guide and also our Coordinator Dr.Tushar Sambare for his most sincere efforts, support and encouraging contribution throughout the project.

I would like to express thanks all our teachers, friends & our family for their support, motivation and encouragement.

- Mandar Junnarkar.

INDEX

CHAPTER. NO.	CONTENT	PAGE NO.
1.	INTRODUCTION	1
	1.1 BACKGROUND	
	1.2 OBJECTIVES	
	1.3 PURPOSE	
	1.4 SCOPE	
	1.5 APPLICABILITY	
	OVERVIEW OF TROUBIOLOGIES	3
2.	SURVEY OF TECHNOLOGIES	
	2.1 SURVEY OF TECHNOLOGIES	
	2.2 AVAILABLE TECHNOLOGIES	
	2.3 JUSTIFICATION OF PLATFORM	
3.	REQUIREMENT AND ANALYSIS	7
	3.1 PROBLEM DEFINITION	
	3.2 HARDWARE AND SOFTWARE REQUIREMENTS	
_	3.3 FUNCTIONAL REQUIREMENTS	
	3.4 NON-FUNCTIONAL REQUIREMENTS	
	3.5 CONCEPTUAL DIAGRAMS	
4.	SYSTEM DESIGN	16
	4.1 PROCEDURAL DIAGRAMS	
	4.2 DATA DESIGN	
	IMPLEMENTATION	22
	5.1 MODEL USED - INCREMENTAL MODEL	
	5.2 DETAILS OF THE TOOLS AND TECHNOLOGIES USED	

	5.3 DETAILS OF HARDWARE USED	
	5.4 SOURCE CODE SNIPPETS	
6.	TESTING	29
	6.1 TESTING APPROACH	
	6.2 UNIT TESTING	
	6.3 INTEGRATION TESTING	
	6.4 APPLICATION OF THE TECHNIQUES IN THE PROJECT	
7.	UI SCREENSHOTS	37
	7.1 AUTHENTICATION	
	7.2 HOME	
	7.3 PRODUCT	
	7.4 CART	
	7.5 ADMIN DASHBOARD	
8.	RESULTS AND DISCUSSION	42
	8.1 PROJECT INFORMATION	
	8.2 TEST SUMMARY	
9.	CONCLUSION	43
	9.1 PROJECT CONCLUSION	
	9.2 LIMITATIONS	
	9.3 FUTURE SCOPE	
	9.4 ACHIEVEMENTS	
0.	BIBLOGRAPHY	45
	REFERENCES	

CHAPTER 1

INTRODUCTION

1.1 BACKGROUND

- Om Sai Enterprises is a store in Andheri, Mumbai. They and are known for dealing with products like name plates, number plates, rubber stamps, etc.
- Their business has grown rapidly after registering on Google business and sites like Justdial and they wish to expand further with the help of a website.

1.2 OBJECTIVES

- Creating an e-store for Om Sai Enterprises.
- To provide an interface for customers to surf, select and purchase their products online.
- To provide an interface for the owner to manage the point of sales as well as the user side elements.

1.3 PURPOSE

- Providing a platform for selling the store's products online.
- Let people to buy products sold buy Om Sai Enterprises online.

1.4 SCOPE

 The project is aimed at ensuring compatibility with latest browsers. Anyone on the internet with latest browser support will be able to order products online.

DELIVERABLES

- * An e-store website for customers to shop online
- . An application for the owner to manage point of sales.

OBJECTIVES

- To increase profit by increasing point of sales. (online)
- Allow customers to buy products from anywhere.
- Increase customer satisfaction.
- Increase efficiency of business by managing transactions online.

ASSUMPTIONS

- Requirements will not change in future.
- ♦ There will not be any compatibility issue in future.
- ❖ There will be a backup plan in case of failure or shutdown.
- Proper security will be provided for user accounts and payments.
- Budget will not be exceeded.

1.5 APPLICABILITY

- Anyone who wants to buy custom name plates, stamps, etc which are manufactured by Om Sai Enterprises.
- For anyone surfing on the internet who wants to buy a particular product which is sold by Om Sai Enterprises.

CHAPTER 2

SURVEY OF TECHNOLOGIES

2.1 DESCRIPTION OF PROJECT

The aim is to make a website through which customers can buy the products sold by Om Sai Enterprises and also to make an application for the owner to manage the sales. The customer side application will include all features which are supposed to be included in an e-store such as searching for their desired products, adding them in cart, making payments, etc. The admin side will include all features to manage the sales as well as some parts of the user side.

2.2 AVAILABLE TECHNOLOGIES

1. FRONT END TECHNOLOGIES

• HTML5

It is a markup language used to create the structure of a web page. It is a foundational technology and is very popular for making modern websites.

Bootstrap

It is an open source CSS framework which is used to make responsive front end websites. It provides CSS and JavaScript templates for different attributes of HTML.

• Vanilla JS

Vanilla is the name for plain JavaScript without any additional library. It is the lightest weight framework ever. It helps to improve user experience and make web pages faster.

React JS

It is a popular, open-source JavaScript library which helps to build highly interactive user interfaces and components. It is maintained by Facebook.

2. BACK END TECHNOLOGIES

i. BUSINESS LOGIC

JSP

It is used to insert Java code into HTML pages. It is a web based technology that helps to make dynamic and platform independent web pages.

Node JS

It is an open-source, back end JavaScript run time environment which uses Google's V8 engine. It executes JavaScript code outside a web browser.

Python

Python is an ideal back end language because of its libraries and frameworks. Django and Flask are two web development frameworks for python.

PHP

It is a scripting language developed specially for web development. It is used for making fast, flexible, dynamic and interactive web pages.

ii. DATABASE

SQL

It is a query language which is used for managing relational databases. Some popular systems based on SQL are MySQL, SQLite, SQL server and Maria DB.

No SQL

They are non-relational databases and they do not store data in relational tables. Some popular examples of No SQL databases are Mongo DB and Firebase.

2.3 JUSTIFICATION OF PLATFORM

2.3.1 THE FOLLOWING TECHNOLOGIES WILL BE USED IN THE FRONT END.

React JS

- It is a popular, open-source JavaScript library which helps to build highly interactive user interfaces and components. It is maintained by Facebook
- It overcomes the struggles of HTML by being able to deliver amazing graphics and high definition videos.
- It is free, lightweight, fast, works across all devices and is also supported in all modern browsers.
- It follows the component architecture where in we can create reusable components which we can import and use in any other component as well.
- It is used to create Single Page Applications(SPAs) because it just manipulates the DOM using JavaScript and displays different pages inside a single HTML page.
- React uses a special syntax called JSX(JavaScript XML) which looks same as HTML but not actually HTML.
- Making complex and seamless work flows is very easy in React JS.

Tailwind CSS

- Tailwind CSS is an highly customizable utility-first CSS framework.
- It provides utility classes for different CSS properties which we can use directly in our HTML class.
- It reduces time used for writing CSS.
- It is a low-level CSS framework because it has all the things which are used for creating a custom designed application without having any default styles for elements which we have to fight to override.
- Tailwind also has its UI components which we can copy and use it directly in our projects.

Vanilla JS

- JavaScript is a text-based programming language and is one of the popular technologies alongside HTML and CSS.
- It gives the pages interactive elements that engage a user. It plays a very important role along CSS to create beautiful designs and is highly responsible to enhance the user's experience.
- It was initially created to make web pages alive.
- It has full integration with HTML and CSS.
- It is supported by all major browsers and is enabled by default.

2.3.2 THE FOLLOWING TECHNOLOGIES WILL BE USED IN THE BACK END.

Firebase

- Firebase is a tool by Google which provides Software Development Kits for building applications on Android, IOS, Web, C++ and Unity.
- It is Baas(Backend-as-a-Service).
- For developers, it provides services like authentication, firestore(database), storage(cloud), etc which are very easy to implement using the provided documentation.

CHAPTER 3

REQUIREMENT AND ANALYSIS

3.1 PROBLEM DEFINITION

As technology advances, many new things have been developed and are helping us in a big manner. One of them are e-commerce websites through which we can buy things sitting in our homes.

Om Sai Enterprises wants to expand their business online as well. So, with the help of a website, the store can be made available online and people will be able to buy products from their homes.

Advantages of an e-store:

- Builds a brand by reaching more people.
- Saves time and money to visit the store.
- Detailed information about products and customer reviews to consider while purchasing.
- Getting customer data and making analysis for marketing more effectively and accurately.

3.2 HARDWARE AND SOFTWARE REQUIREMENTS

Following are the hardware and software requirements for making the website:

- i. Hardware requirements for development -
 - Ram: minimum 2GB
 - Processor: minimum 1GHz
 - Storage: 2GB or more

ii. Software requirements for development -

- Operating System: Windows
- Front end: React JS, Tailwind CSS, Bootstrap Icons.
- Back end:
 - Firebase
- Software tool: Visual Studio Code, Node JS, browser with developer tools, Firebase, GitHub, Heroku.

iii. Requirements for user

- User devices: Smartphone or computer
 - Windows XP/7/8/10/11
 - Android 4.1 or higher
 - Ios 6 or higher
 - Mac OS 10.5 or higher
- User software: Latest version of browsers

3.3 FUNCTIONAL REQUIREMENTS

These are the requirements which the end user demands from the system.

3.3.1 Search and visit the website easily

• Users must be able to search for the website easily using the URL.

3.3.2 Have a secured account

- Users can register and login with their email or phone number without any fear of data piracy and have a secured account.
- Option of two factor authentication for better security.

3.3.3 Retrieve account

 The users should be able to retrieve their account with their phone number if they have forgotten their email or password.

3.3.4 Option to Search

- There should be a field for the users to search for their desired items.
- Filter products based on categories.

3.3.5 Contact for help

• If the customers have any query regarding anything about the store, there will be an option to contact via email and phone.

3.3.6 Give and view feedback.

- Customers can view the reviews given by other customers.
- Customers can share their feedback about a product only after they have purchased it.

3.3.7 Add to Cart

Customers can add products in a cart and then checkout all the desired products at once.

3.3.8 Checkout and Payment

- Check order details and final amount to be paid.
- Customers will be able to make secured transactions online using their debit card, credit card and UPI.

3.3.9 Track the order

Allow customers to know where their order is by having an option to track the order.

3.3.10 Personalize information

Users can change their password, add multiple addresses and add alternate phone numbers.

3.3.11 Cancel orders

Customers can cancel their order if they do not wish have the product any more.

3.3.12 Logout

After using the website, users should have an option to logout from their accounts for safety.

3.4 NON-FUNCTIONAL REQUIREMENTS

3.4.1 Performance

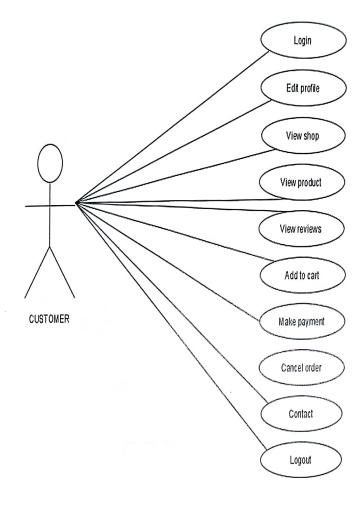
- The website shall be based on the web and has to run on all latest web browsers.
- The website design should be responsive to run on all devices.
- The performance should be such that the website runs smoothly on a user's system with minimal configuration.

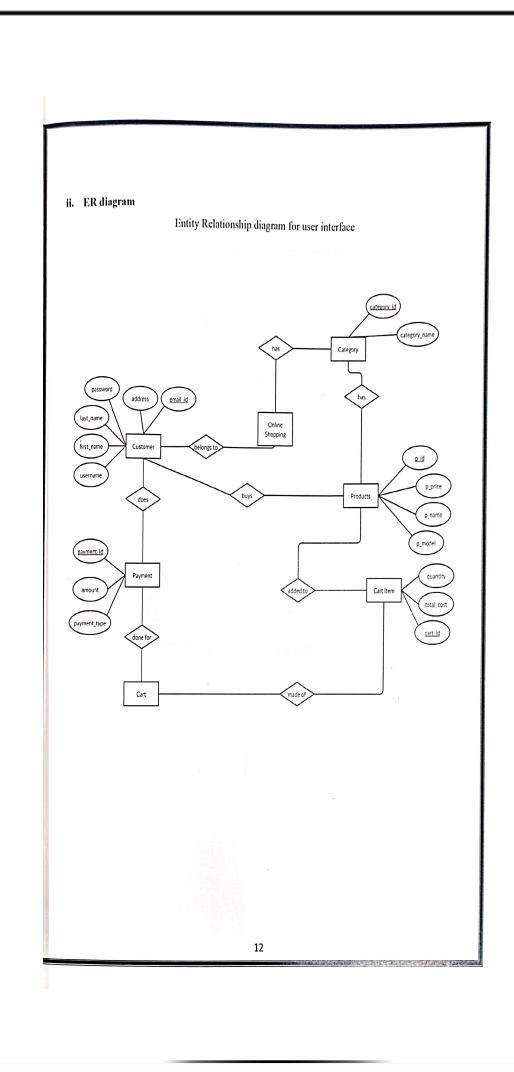
3.4.2 Security

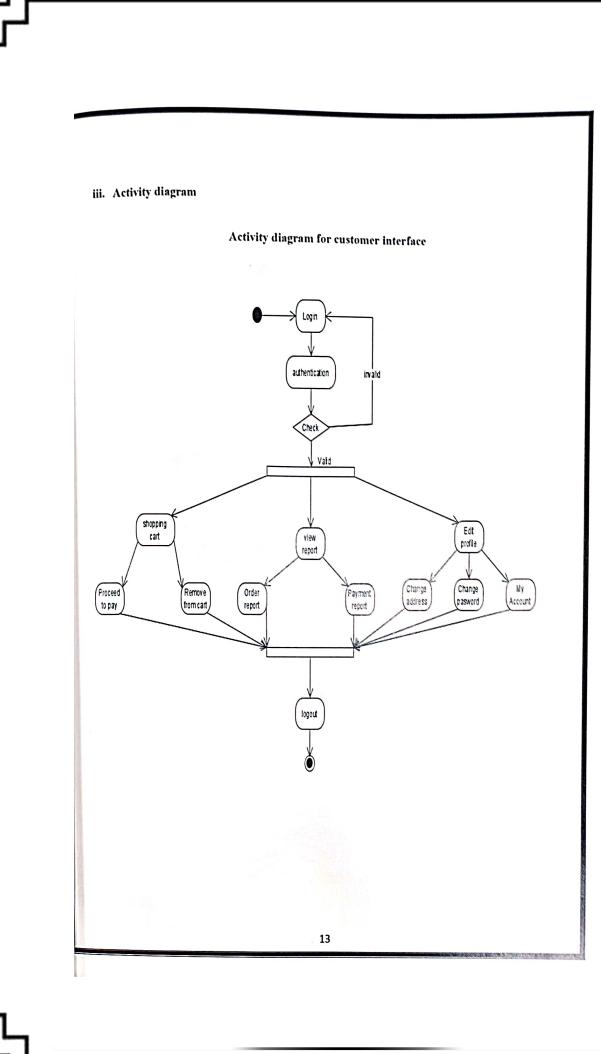
- The website should have a good database and shall secure the data of users.
- In case of failure, data backup should be available.

3.5 CONCEPTUAL DIAGRAMS

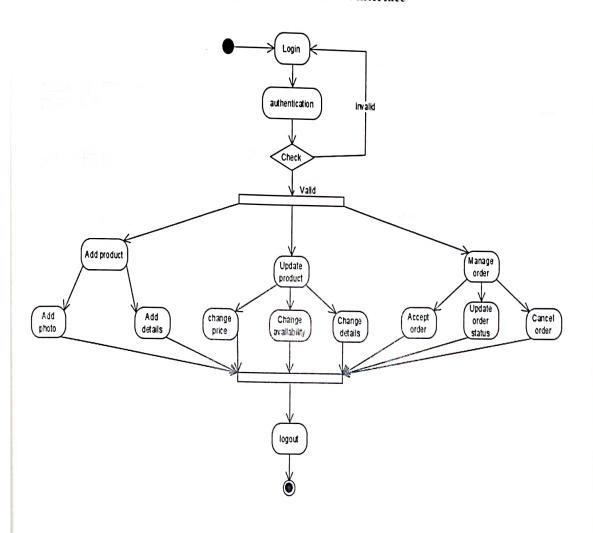
i. Use Case diagram

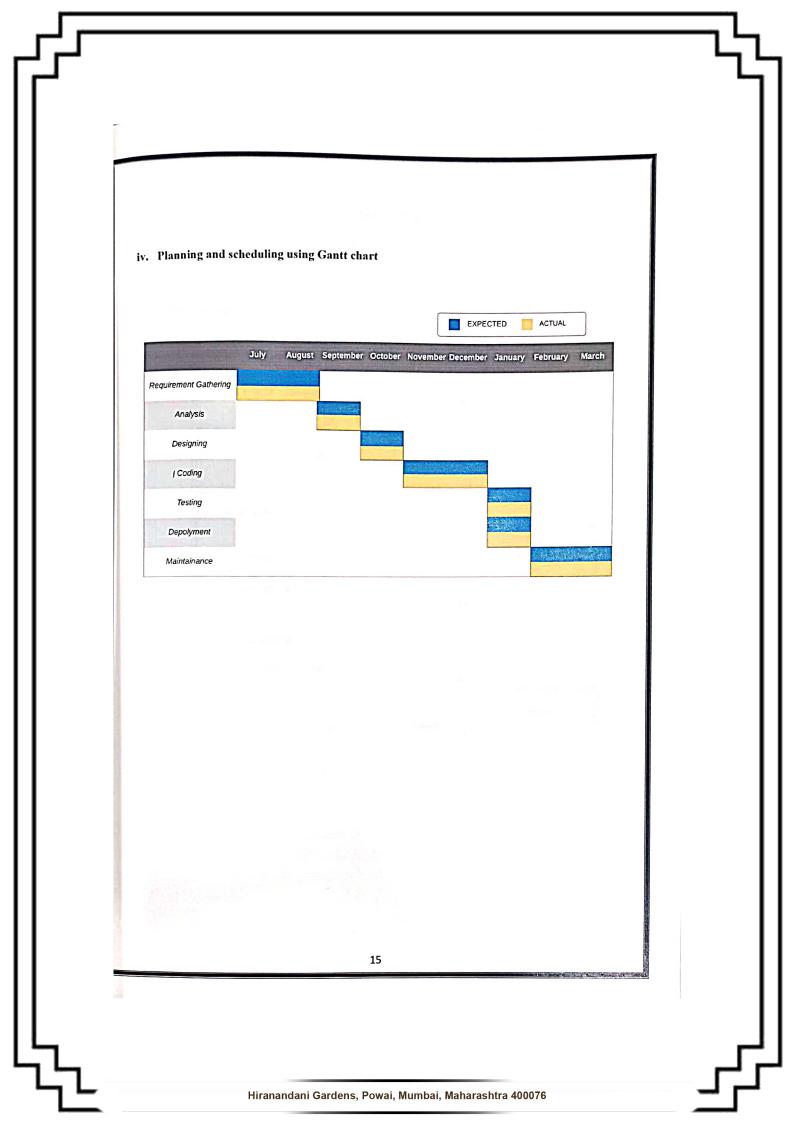






Activity diagram for admin interface



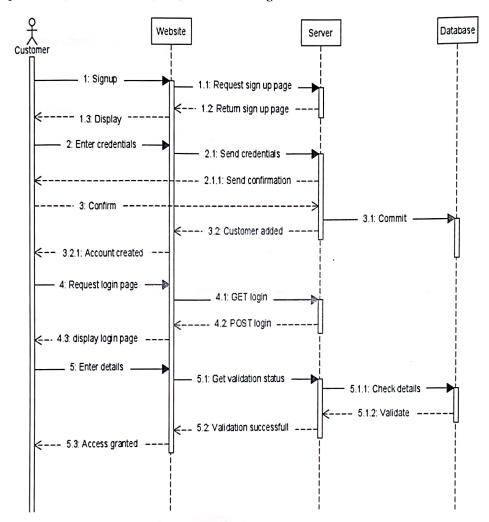


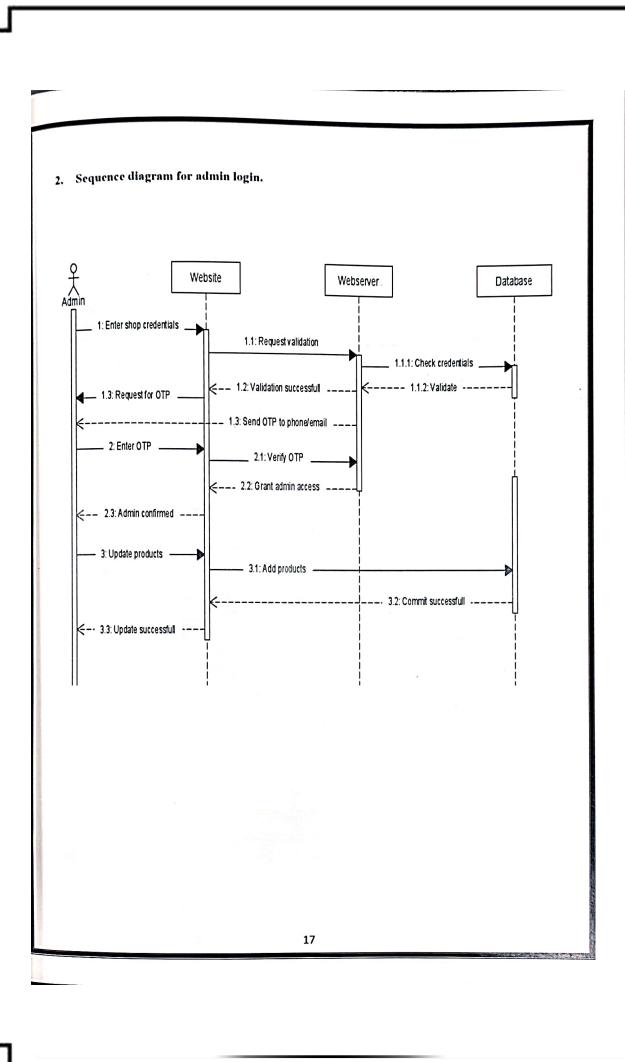
CHAPTER 4

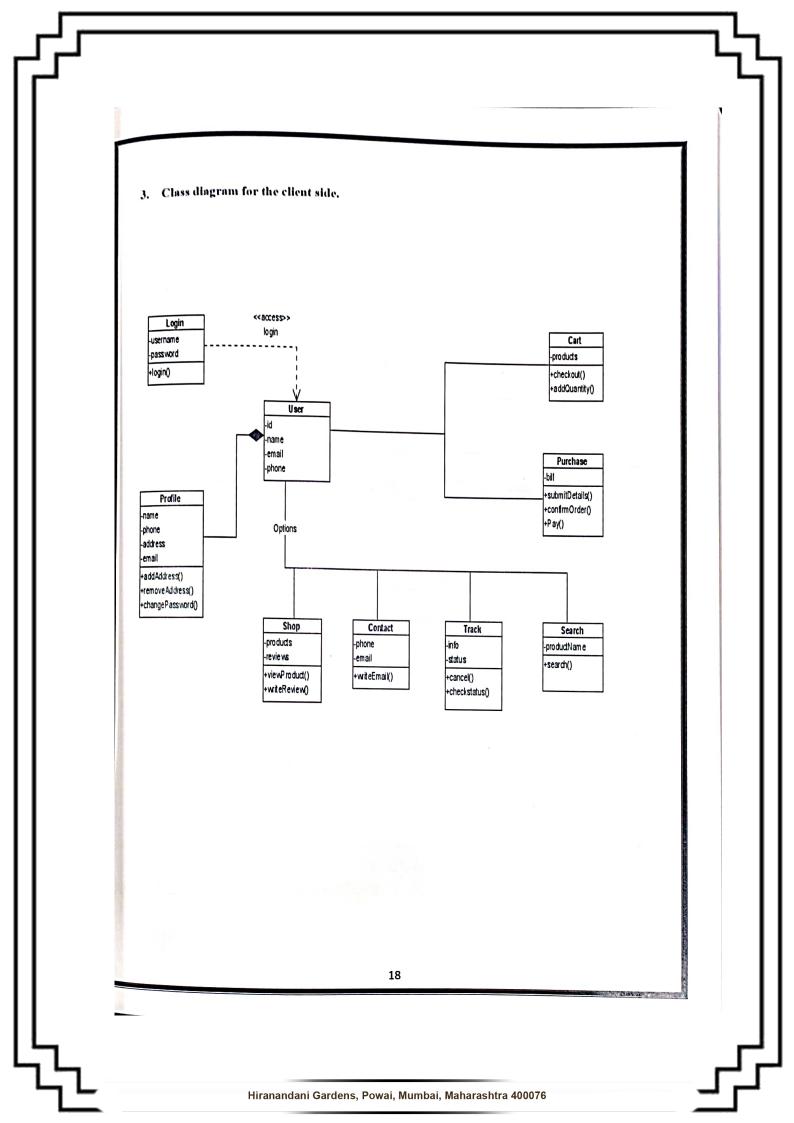
SYSTEM DESIGN

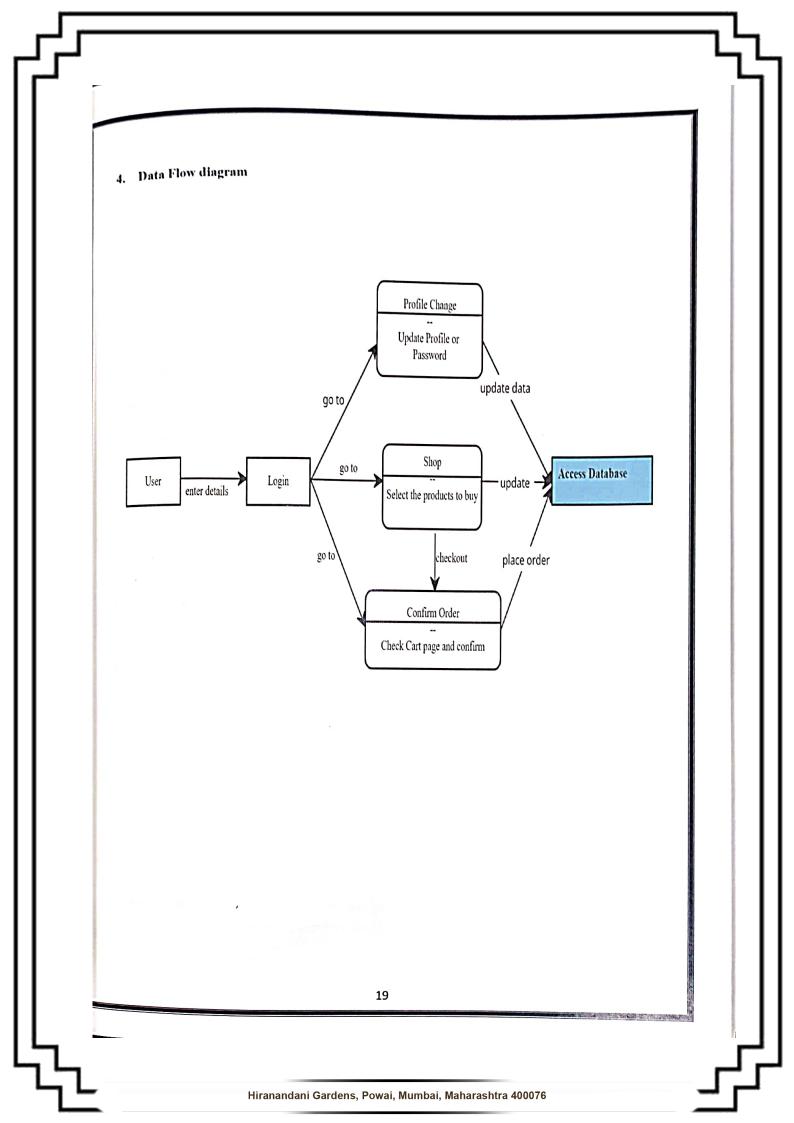
4.1 PROCEDURAL DIAGRAMS

1. Sequence diagram for user sign registration and login.









4.2 DATA DESIGN User data Keys user_id user_name email_address contact_no password address Product data Keys Product_id Product_name Product_availability Product_image Product_price Product_description Product_category 20

Cart data	
Keys	
Product_id	
Product_name	
Total_products	
Total_price	
	J
Order data	
Keys	
Order_no	
Product_id	
User_address	
Total_products	-
Payment data	
Keys	
payment_id	
product_id	<u> </u>
user_id	
order_no	
payment_method	
Total_price	
	21

CHAPTER 5

IMPLEMENTATION

5.1 MODEL USED - INCREMENTAL MODEL

Incremental model is a software development model used for delivering the system in small increments to the customer until the best or desired system is not implemented. It is also known as successive version model.

For Om Sai enterprises, initially a system with only the minimal requirements is developed and delivered to the customer and then, as per requirements, the required iterations/ versions will be implemented and delivered to the customer until the desired system is delivered.

5.2 DETAILS OF THE TOOLS AND TECHNOLOGIES USED

5.2.1 Tools Used

Visual Studio Code

Visual Studio code is a strong code editor which is available for Windows, Linux and Mac. It is lightweight but powerful and has built-in support for JavaScript, TypeScript and Node JS. It is an Integrated Development environment which can be used for developing a whole project because it has many extensions and support for different languages and technologies.

Firebase

Firebase is a tool by Google which provides Software Development Kits for building applications on Android, IOS, Web, C++ and Unity. It is Baas(Backend-as-a-Service). For developers, it provides services like authentication, firestore(database), storage(cloud), etc which are very easy to implement using the provided documentation.

5.2.2 Technologies Used

. React JS

React JS is one of the most popular front-end JavaScript libraries used for creating user interfaces. It has the component architecture which allows developers to create reusable components which can be imported and implemented where ever required.

It does not follow the regular HTML and Vanilla JavaScript syntax, in-place it has a special syntax called as JSX(JavaScript XML) which allows us to write HTML code inside a JavaScript file. It makes development process easy and also helps in building flexible and fast performance applications. It is easy to import and use different packages in React JS.

Tailwind CSS

Tailwind CSS is an highly customizable utility-first CSS framework. It provides utility classes for different CSS properties which we can use directly in our HTML class. Thus, it reduces time used for writing CSS.

It is a low-level CSS framework because it has all the things which are used for creating a custom designed application without having any default styles for elements which we have to fight to override.

npm

npm or Node Package Manager is the Node JS package manager. It is a repository for all the available free and paid-private packages used for development called as the npm registry. It is one of the largest software registries which has over 8 lac packages. To use these packages we have to just install them through command line interface using an npm command and import them in our project.

Chart JS

Chart JS is a JavaScript run-time package which helps in creating charts and graphs very easy. One can simply install it via npm or download it from GitHub and use it in their project.

React Router

React Router is a routing library for React JS. It is used to create multi-page single page application. It helps to render different JavaScript components based on different URLs on a single page.

Razor Pay

Razor pay is an API for payments. It offers payment gateway for digital-transactions.

5.3 DETAILS OF HARDWARE USED

Components	Hardware Used
Processor	AMD Athlon 3000G with Radeon Vega
	Graphics 3.50 GHz.
RAM	4.00 GB
System type	64-bit operating system, x64-based processor

5.4 SOURCE CODE SNIPPETS

Main App.js file

```
JS App. 15
                                  React, { useStat
"./index.css";
"bootstrap-lxon'
{ Route, Routes,
                                                                                                ofeContext } from "react";
                                                                                                rootstrap-icons.css";
die } from "react-router-dom";
                                    AllProducts fr
                                                                                                    %/AllProducts";
                                   Home from "-/4
                                   AdminDashboard

MyCart from

TodoOrderList
                                                                                                     ages/AdminDashboard";
                                                                                           EditContent from EditCarousel from
   11
12
                                  EditProducts fr
                import EditProducts from "./components/Admin/EditProducts";
import { onAuthStateChangud } from "firebase/auth";
import { auth } from ./components/Authentication/firebase-config";
import login from "./components/Authentication/Login";
import Register from ".fomponents/Authentication/Register";
import AddCarouselSlide (tom %.fomponents/Admin/AddCarouselSlide";
import AddCarouselSlide (tom %.fomponents/Admin/AddCarouselSlide";
import ProductDetails from "./components/Admin/AddNewProduct";
import ExistingProducts from "./components/Admin/ExistingProducts";
import Analytics from "./components/Admin/Drders";
import Orders from "./components/Admin/Orders";
import EditExistingProducts from "./components/Admin/EditExistingProducts";
    15
16
   19
29
21
   22
23
24
25
                 const UserContext = createContext(null);
   26
27
                 function App() {
   const [user, setUser] = useState(null);
   const [cartItems, setCartItems] = useState([]);
   28
                            AuthStateChanged(auth, (currentUser) => {
                           if (currentUser) {
   setUser(currentUser);
```

```
A APPLE N X
SIC > B APPIN
       return (
           UserContext.Provider value={user}>
 38
             Routes
               Route path="/" element={<Navigate to="/home" />} />
 10
               Route
 al
                 path="/home"
                 element=[<Home cartItems={cartItems} setCartItems={setCartItems} />}
 43
 44
 45
               <Route path="/shop" element=(<AllProducts />) />
 46
               <Route path="/product/:id" element={<ProductDetails />} />
 47
 43
               <Route path="/ose_admin" element={<AdminDashboard />}>
 49
                 <Route path="" element={<Analytics />} />
 50
                 <Route path="edit" element={<EditContent />}>
 51
                   <Route path="carousel" element={<EditCarousel />}>
 52
                     <Route path="addslide" element={<AddCarousel5lide />}></Route>
 53
 54
                    </Route>
 55
                   <Route path="products" element={<EditProducts />}>
 56
 57
                     <Route path="" element={<ExistingProducts />} />
 58
                      <Route
 59
                       path="editExisting/:id"
 60
                       element={<EditExistingProducts />}
 61
 62
                     <Route path="addProduct" element={<AddNewProduct />} />
 63
                    </Route>
 64
                 </Route>
 65
                 <Route path="orders" element={<Orders />} />
 66
                 <Route path="todo" element={<TodoOrderList />} />
 67
               </Route>
 68
                 <Route patin //cart" element={<MyCart cartItems={cartItems} />} />
 70
 71
                             ///register" element={<Register user={user} />} />
                 <Route
 72
 73
                               /login" element={<Login user={user} />} />
                 <Route
 74
               </Route
 75
               UserCont
                                vider>
 76
 77
 78
 79
 80
      export { App as default, UserContext };
 81
 82
```

Registration page

Login page

```
Home Page
            import React from "react";
import Navbar from "../components/User/Navbar";
import HomeSlider from "../components/User/HomeSlider";
import HomeProducts from "../components/User/HomeProducts";
import Footer from "../components/User/Footer";
              > Del Home isx > [e] Home
            const Home = (props) => {
                return (
                         <div className=" bg-white pb-10">

</p
     10
                             <homeSlider />
     11
12
13
14
                         </div>
                         </div>

<
                         setProductDetails={props.setProductDetails} />
                         (Footer />
     15
     16
17
18
                  );
             };
     19
20
             export default Home;
     21
```

Admin dashboard

```
src > pages > 🍣 Adn
                  nboardjsx>...
t from "read
  1 ~ import
                  inNavbar fro
                                     components/Admin/AdminNavbar";
///components/Admin/AdminSidebar";
     import /
               minSidebar fr
     import A
      import {O(flet} from );
                                       router-dom'
  6 v const AdminDashboard = () ... {
        return ( 🌣
          4>
  8
            <AdminNavbar />
             <div className="flex">
 10 ~
              <AdminSidebar />
 11
 12
            <Outlet />
 13
             </div>
 14
 15
 16
        );
 17
      };
 18
 19
               fault AdminDashboard;
```

27

```
Products Page
                             AllProducts | red AllProducts | red handlesearch | react | rea
                                    const Allproducts = () => {
    const [productData, setProductData] = useState(ProductData.homeCardProductData)
                                            thandleSearch = (searchText) =>[]

| let newProductData = [...productData];
| newProductData = newProductData.filter(item => item.productName.toLowerCase().includes
| (searchText.toLowerCase()));
| (searchText.toLowerCase()));
| setProductData(newProductData);
            13
            18
         15
16
17
18
19
20
21
22
23
24
                                              return (
                                                           <FilterProducts />
                                                                      <ShopProducts productData={productData} />
                                                                      </div>
                                                           (Footer />
```

28

CHAPTER 6

TESTING

& TESTING APPROACH

Software testing is used for assessing a software item to find the discrepancies between the specified input and the expected output. It assesses the quality consistency of the product made. The specified is done through all the stage of the development life cycle. It is a verification and validation testing is done through all the stage of the development life cycle. It is a verification and validation testing is done through all the stage of the development life cycle. It is a verification and validation testing is done through all the stage of the development life cycle. It is a verification and validation testing is done through all the stage of the development life cycle. It is a verification and validation testing is done through all the stage of the development life cycle.

. Verification

Verification is the method to check if the product is made according to the requirements given by the customer at the start of the development cycle. To put in another way, to check if the product performs the way we want it to.

· Validation

Validation is the procedure to ensure the product satisfies the stated requirements at the end of the phase growth. That is to say, to ensure the product is made as per customer requirements.

Testing goes hand in hand with execution to ensure that system works accurately and efficiently. The most common type of testing is done by the user who executed the program. The application that is developed should be valid. It is in this phase, all the bugs and errors made in the previous step of the SDLC are solved.

System testing helps in uncovering the weaknesses that were not detected in the earlier stages of the development life cycle. The program is executed to find errors intentionally. This includes stress testing, boundary value analysis etc. For the purpose of testing, various test cases are generated.

There are many approaches to test the software:

- Unit Testing
- Integration Testing

61 INT TESTING It is the smallest executable component of the software including codes, classes and methods. The results including codes, classes and methods. The individually checked for correctness. It is validation technique which uses the methods used they where the internal coding is not a concern. The individual 1hcy're individual components and the units are in black box where the internal coding is not a concern. The individual components and the units are sheek that they work individually as defined. in blace a concern that they work individually as defined.

It requires drivers and stubs as individual units may or may not be executable. It may be It required in debugger mode to find how the variables behave during the execution. Gray box testing examines the code in detail for functioning.

Types of unit testing:

- Black Box Testing Tests the user interface, inputs and outputs.
- White Box Testing Tests the function's behavior.
- Gray Box Testing Executes tests, risks and assessment methods.

The techniques of unit testing applied in the Om Sai Enterprises are as follows:

- All the modules were tested individually.
- All the errors were found and corrected.
- Gray box method of testing was applied.
- It was seen that the buttons were properly functioning.
- It was checked that devices would run when the input is passed.

6.3 INTEGRATION TESTING

This Testing of consolidated pieces of an application to decide whether they work together accurately. The parts can be code modules, person's application, customer and server applications on a system, and so forth this sort of testing is particularly pertinent to customer/server and conveyed frameworks.

pere are two approaches in Integration Testing: Bottom-up approach: It focuses on testing the bottom part individual units and modules. It goes upward by integrating the units.

Top-Down approach: The highest degree of the software is tested first, and goes downward until the final component is reached.

64 APPLICATION OF THE TECHNIQUES IN THE PROJECT

6.4.1 Test Plan

A test plan is an itemized report that diagrams the test system, testing destinations, assets (labour, A 163. I required for testing, test plan, Test Estimation and test expectations.

The test plan fills in as an outline to lead programming testing exercises as a characterized procedure which is minutely observed and constrained by the test director and check various levels of tests.

Follow the steps below to create a test plan:

- Analyse the product
- Design the Test Strategy
- Define the Test Objectives
- Define Test Criteria
- Resource Planning
- Plan Test Environment
- Schedule & Estimation
- Determine Test Deliverables

Step 1: Analyze the product

ls it possible to assess a commodity without any information of it?

31

The answer is no. A product should be understood properly before being tested. The developer must and the end user's needs and their expectations from the product The answer is no.

18th and the end user's needs and their expectations from the product.

following is the test of the product: Om Sai Enterprises

a) Who will use this application?

a) The application is applicable for anyone who wants to buy a product from Om Sai Enterprises.

b) What is the use of it?

It allows the user to sit at home, surf the products from the store and then choose and order whatever they want. The ordered product will be delivered directly to their address via courier.

 $_{c)}$ What are the development and deployment environment requirements?

i. Development environment requirements:

Language: React JS.

Operating system: Windows 7 and above

Code editor: Any code editor.

Packages used: React, Create React app, React Router, Chart JS, Firebase and other npm packages.

ii. Deployment environment requirements: Any system with an internet and latest web browser.

Step 2: Develop Test Strategy

Test Strategy is an important step in the development of a test plan. An evaluation strategy document is established by the Test Manager. This document defines:

- The testing objectives and the ways to achieve them.
- It is also determining the testing effort and costs.

ștel 3: Define Test Objective

Test aim is the goal and accomplishment of carrying out the check. The aim of testing is to find as many software flaws as possible; make sure that the program test is bug free before it releases.

following are the test objectives of Om Sai enterprises - e-store:

- . The principal target of the software is the proper functioning of all the .
- . The end users must be satisfied with the final output of the software.

Step 4: Define Test Criteria

Test Criteria is the condition on the basis of which the test process can be constructed.

There are 2 types of test criteria as following:

- Suspension Criteria: Decide the critical suspension criteria for test. When the suspension criterion is met during testing, the current active test cycle is suspended until the criterion is solved.
- Exit Criteria: This is the criterion which signifies the completion of a test phase. They are the targeted outcomes of a test.

Step 5: Resource planning

It is a summary of all the resources which are required for an active completion of the project. The resources can be human, equipment or materials. It helps in understanding the mass of capital required. Hence it helps the test manager to make an accurate schedule.

Step 6: Plan Test Environment

The testing workbench consists of the software, hardware on which the test team performs the test cases and scenarios. It consists of business and user environment, and the physical environments.

Step 7: Test Deliverables

It is the listing of documents, tools and the components that has to be stored for further reference.

Test deliverables to be provided before the testing phase:

Test plans, Test cases and Test design document.

Test deliverables that are to be provided during the testing:

- Test Scripts, Test Data and Simulator.
- Error logs and execution logs.

Test deliverables that are provided subsequently after the testing cycles are over:

- Test Results/reports.
- Defect Report.

6.4.2 Test Cases

The test case represents the collection of acts that are to be executed to check a particular feature or functionality of the software application.

Typical Parameters of Test case:

- i. Test Case ID
- ii. Test Case Description
- iii. Input Given
- iv. Condition
- v. Expected Result
- vi. Actual Result

vii. Status (Fail/Pass)

viii. Note

Project Name: E-store for Om Sai Enterprises				
Test Case				
Test Case ID: 1	Test Designed By: Mandar Junnarkar			
Test Priority: High	Test Design Date: 20/2/22			
Test Executed By: Mandar Junnarkar	Test Execution Date: 20/2/22			

Test Cases

Sr. No	Page/Form	Input	Action	Expected Output	Actual Output	Test case	Test Comment
1.	Registration page	Email Id: mandar@ gmail.com Password: 123456	Click on submit button	user should redirect on login page	user will redirect on login page	Pass.	Email id & password id valid.
2.	Registration page	Email Id: mandar@ gmail.com Password: 1234abc	Click on submit button	User should not get access	System will display invalid username or password	Pass.	Password is invalid.
3.	Login page	Email: mandar@ gmail.com Password: 123456	Click on submit button	user should redirect on homepage	user will redirect on homepage	Pass.	Username & password is valid.
4.	Login page	Username: mandar@ gmail.com Password: Abcd1234	Click on submit button	User should not get access	System will display invalid username or password	Pass.	Password is invalid.

5.	Login page	Email: aN@gmail Lcom Password: ab123456	button	User should not get access	System will display invalid username or password		Invalid username or password.
6.	Home page	Search media content by title: Round rubber stamp	Click on search icon	Searched product should be fetched from the database and displayed	Searched product will be fetched from the database and displayed	Pass.	Valid Title
7.	Home page	Search media content by title: xyz	Click on search icon	No such media file exist	No such media file exist	Pass.	Invalid Title
S.	Logout	Click on logout button	Click on logout button	User should be logged out	User is logged out	Pass	Successfully logged out.



UI SCREENSHOTS

Following are the screen-shots of the website's UI.

7.1 Authentication

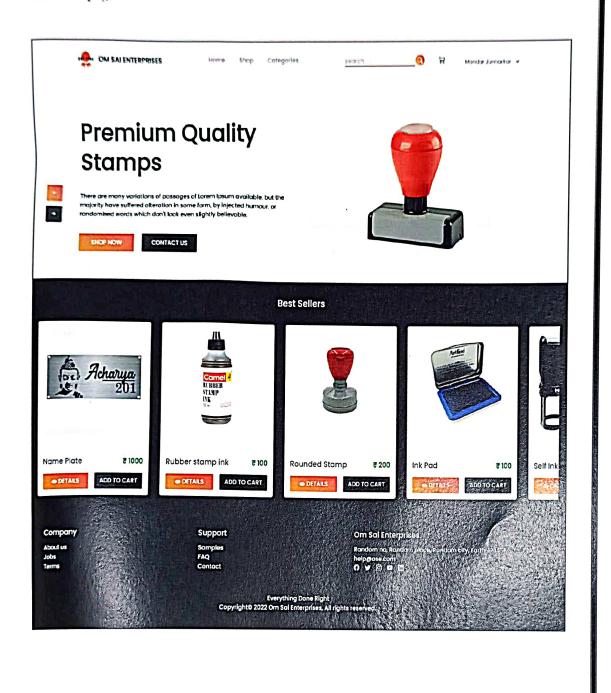
a) Registration



b) Login



7.2 Home page







Edit existing products





CHAPTER 8

RESULTS AND DISCUSSION

The test results are promising as all the test cases are passed and the proposed system can go through all the conditions set while testing it. It can face problematic situations and can work fine in different & difficult conditions.

1PROJECT INFORMATION conditions.

8.1 PRO		Project Overv	iew				
TRASIC	INFORMATION Om Sai Enterpr	I					
PROJECT Draw							
project Name project pescription	An online store created for Om Sai enterprises so that customers can surf their products and buy them sitting at their homes.						
	100						
	Project Type		Web Application				
Project Duration	Start date	1 st July 2021	End date	29th March 2022			
Project Duration							

8.2 TEST SUMMARY

					8
EXECUTED	PASSED				0
EXECUTE	PAHED				0
	FAILED				
	(Total) TEST E. (PASSED + FA	KECUTED ILED)			8
PENDING					0
					0
IN PROGRESS					
BLOCKED				0	
(Sub- Total) TEST PLANNED			8		
(PENDING + IN PROGRESS + BLOCKED + TEST EXECUTES)					

CHAPTER 9

CONCLUSION

9.1 PROJECT CONCLUSION

Om Sai Enterprises - e store is a live project for a shop in Andheri, Mumbai called Om Sai Enterprises. The main aim behind developing the web application is to provide the customers to surf and buy products from the store online.

The web application has successfully been developed using the latest web technologies. Upgrading or making changes in the current version is easy and can be done as per requirement. Incremental model will be followed for further development.

The project is ready and all the functions are working as per need. All the workflows are managed properly and the user experience is designed properly. Once the shop owner is ready with all the product photographs and details and sets up the courier delivery service, the project will be deployed on a secured web domain.

9.2 LIMITATIONS

There are many possible limitations which can cause the application to not function as designed.

Following are some of them:

- Use of an older version browser which does not support the used technologies might cause the application to crash or not load as designed.
- Poor internet connection might cause failure in online payments and money can get stuck in the gateway.
- Also, because of poor internet, data from the database might take time to load.
- As firebase is used, any problem in their online server might cause failure.

9.3 FUTURE SCOPE

As mentioned before, the project uses incremental approach and will always be up for further version increments for new features so as to enhance the user's experience.

One of the examples for development in future is to create 3D models of the products and let the user view the product in a 3D view instead on just an image. So, for buying a customized product the customer will be able to see the exact look of the product.

9.4 ACHIEVEMENTS

- Learned latest web development tools like React JS, Tailwind CSS, Vanilla JS and Firebase.
- Learned UI/UX design for enhancing user's experience.
- Successful in deploying the website on the internet.
- Made an online e-store where customers can buy products online and the admin can manage the POS(point of sales).

CHATPER 10

BIBLIOGRAPHY

Title of the project: E store for Om Sai Enterprises

Project type: Web application

Project Developed by: Mandar Ravi Junnarkar

REFERENCES

React JS: https://reactjs.org/

https://create-react-app.dev/

React router: https://reactrouter.com/

Tailwind CSS: https://tailwindess.com/

Chart JS: https://www.chartjs.org/

Firebase: https://firebase.google.com/

Icons: https://getbootstrap.com/docs/5.0/extend/icons/

Temporary hosting: https://www.heroku.com/

Packages: https://www.npmjs.com/

https://stackoverflow.com/