E-COMMERCE APPLICATION FOR VEHICLE RESERVE

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Abstract: -

PHP and MYSQL project on auto spare parts management system is a web-based project and it has been developed in PHP and MYSQL and we can manage report, order, billing, sales, purchase, and invoice from this project. The main objective to develop auto spare parts management system is to overcome the manual errors and make a computerized system. Buying spare parts for car anytime & anywhere using web-based application. Some of people paying for taking their cars to another cities, spend a lot of money and losing time, some of spare shopping they play with prices so it safe idea for stable prices on parts. Besides that, the idea is broker between distributor or even scrap used original parts and try to help customers 24/7 as possible satisfy and saving time, effort & money.

INTRODUCTION: -

PHP and MYSQL project on auto spare parts management system is a web based project and it has been developed in PHP and MYSQL and we can manage report, order, billing, sales, purchase and invoice from this project. The main objective to develop auto spare parts management system is to overcome the manual errors and make a computerized system. User can search or browse the part it shows some of parts with information with it if its original or first class or second class parts.The idea found it out because someof distributor in some areas in my country don't have all the spare parts and if they have it, they take alot of time or maybe days.

EXISTING SYSTEM: -

The existing system for shopping is to visit the shop manually and from the available product choose the item customer want and buying the item by payment of the price of the item. It is less user-friendly. User must go to shop and select their auto spare parts products. It is difficult to identify the required product. It is a time-consuming process.

PROPOSED SYSTEM: -

E-commerce has enabled rural areas to access services and products, which are otherwise not available to them. The idea it helps the areas that it doesn't have the sparest parts available. So, the idea it saves time & money for client that's what all we need to spend our other times doing another useful thing in our life. The online market works for 24x7x365 days a year. This means you don't have to worry about the time and can shop anytime from anywhere.

All you need is working internet connection. Online buying of car parts gives bigger reach andwithout worrying about the distances. In the online marketplace, you can find suppliers offering thousands of products from braking components to engine to other accessories along with the pricelist. Compare items & prices easily. Easy to use and navigate.

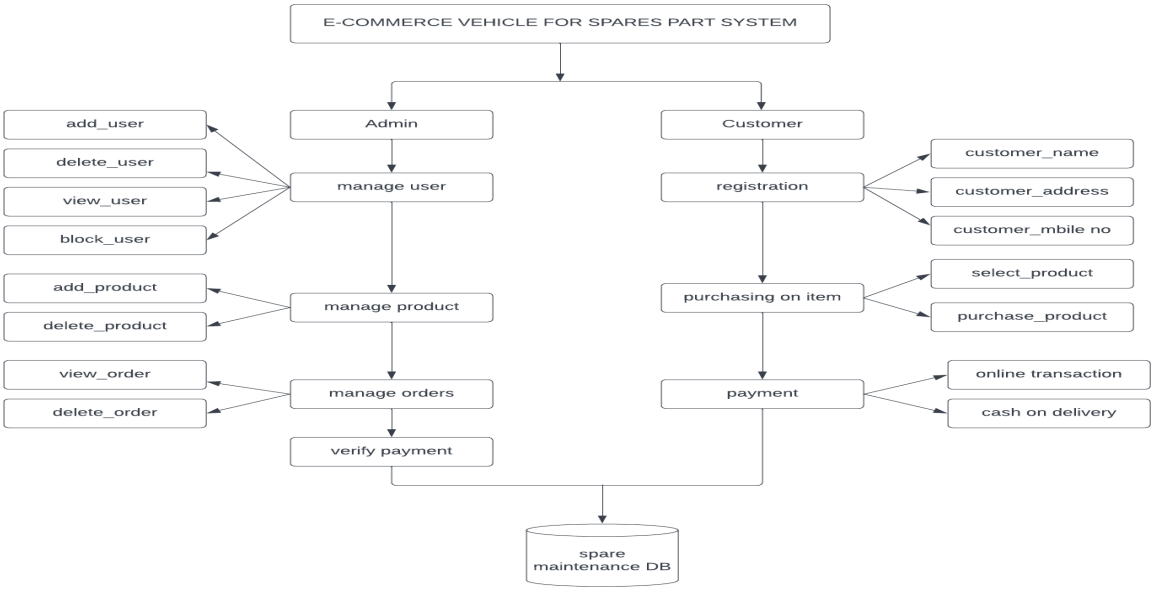
HARDWARE CONFIGURATION:-

- Microprocessor: Intel(R) Core(TM)i5-6200U CPU @ 2.3 GHz
- RAM: 8 GB of RAM
- Hard Disk: 1 terabytes (TB) on installation drive
- Operating Systems: Windows 10 Pro 64 bits Operating System for developing this system

SOFTWARE CONFIGURATION :-

- PHP 5
- MySQL
- WAMP Server 2.0
- Macromedia Dreamviewer 8 IDE

SYSTEM ARCHITECTURE:-



In this system architecture represents, Admin maintaining the user management , Dataset Annotation, customer details, product details and order details.

All this details are stores in server. Users or customer upload the E-commerce vehicle spare parts. details. Admin will show customer details and product purchase details. With use of database we willdetect the E-commerce system.

Modules

ListUser

- Login
- Register new user
- Purchasing an item
- Payment

Admin

- Login
- Manage user
- Manage product
- Manage orders
- Verify payment

MODULES DESCRIPTION

User login

A user must login with his user name and password to the system after registration. If they are invalid, the user not allowed to enter the system. Username and password will be provided after user registration is confirmed.

Register new user

A new user will have to register in the system by providing essential details in order to view the products in the system. The admin must accept a new user by unblocking him. System must be able to verify and validate information.

Purchasing an item

The user can add the desired product into his cart by clicking add to cart option on the product. He can view his cart by clicking on the cart button. All products added by cart can be viewedin the cart. User can remove an item from the cart by clicking remove. After confirming the items in the cart the user can submit the cart by providing a delivery address. On successful submitting the cartwill become empty.

Payment

Using online transaction or cash on delivery in e-commerce for second spare parts system.

Admin login

Admin is the head for the entire system that controls the whole process under his guidance. The E-commerce for second spare parts system is totally based on online shopping. All products are controlled by admin.

Manage user

The administrator can add user, delete user, view user and block user.

Manage products

The administrator can add product, delete product and view product.

Manage orders

The administrator can view orders and delete orders. The system must identify the login ofthe admin. Admin account should be secured so that only owner of the shop can access that account.

Admin can manage users and manage products. Admin can also check the orders and deliver theproduct to customer.

Verify payment

The e-commerce spare parts owner can verify the payment details.

TYPE OF SOFTWARE TESTINGSYSTEM TESTING

It is a critical aspect of Software Quality Assurance and represents the ultimate review of specification, design and coding. Testing is a process of executing a program with the intent of finding an error. A good test is one that has a probability of finding an as yet undiscovered error. The purpose of testing is to identify and correct bugs in the developed system. Nothing is complete without testing. Testing is the vital to the success of the system.In the code testing the logic of the developed system is tested. For this every module of the program is executed to find an error. To perform specification test, the examination of the specifications stating what the program should do and how it should perform under various conditions.

UNIT TESTING

A Unit corresponds to a screen /form in the package. Unit testing focuses on verification of the corresponding class or Screen. This testing includes testing of control paths, interfaces, local data structures, logical decisions, boundary conditions, and error handling. Unit testing may use Test Drivers, which are control programs to co-ordinate test case inputs and outputs, and Test stubs, which replace low-level modules. A stub is a dummy subprogram.

MODULE LEVEL TESTING

Module Testing is done using the test cases prepared earlier. Module is defined during the time of design.

INTEGRATION & SYSTEM TESTING

Integration testing is used to verify the combining of the software modules. Integration testing addresses the issues associated with the dual problems of verification and program construction. System testing is used to verify, whether the developed system meets the requirements.

REGRESSION TESTING

Each modification in software impacts unmodified areas, which results serious injuries to that software. So the process of re-testing for rectification of errors due to modification is known as regression testing. Installation and Delivery Installation and Delivery is the process of delivering the developed and tested software to the customer. Refer the support procedures Acceptance and Project Closure Acceptance is the part of the project by which the customer accepts the product. This will be done as per the Project Closure, once the customer accepts the product; closure of the project is started. This includes metrics collection, PCD, etc….

Once we have the estimates for the work, we lay out those estimates against a high-level schedule to understand what our resource needs are going to be. At the end of this process we have estimates in terms of work effort (hours, days, etc.) and resources (a number of people for a period of time). Depending on the project, this information might be transferred into a formal project plan (most likelyusing Microsoft Project). This allows us to integrate the various work breakdown structures, consolidate the estimates, assign the resources planned and track the changes to the plan over time as the project unfolds. Maintaining a project plan always has the potential to be a distraction, so be sure that you need that kind of formality or that you truly find it helpful before you make the investment.

CONCLUSION: -

All in all, e-commerce websites are being developed for one purpose is convenience. Everything becomes streamlined, both the business process and the transaction. Is it any wonder that automotive ecommerce trends have always pointed to a continuously rising online shopping industry? It’s becauseit’s easy and very beneficial for both parties, and the e-commerce automotive industry is no different.

FUTURE ENHANCEMENTS: -

E-commerce business is the best option available for the people to build a better business world for insuring success in future rather than doing a traditional mode of business. For any businessperson, to have an e-commerce business is added advantage for their business. Several factors for the importanceof ecommerce business: -

- Business promotion
- Lesser cost
- Better product information
- Easy setup
- economy

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