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FURNITURE SHOP

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ABSTRACT

For an established store, this project provides a web-based shopping system. Delivering the shopping application on any platform is the project's goal. This project aims to give clients of actual stores the benefits of shopping. It facilitates purchasing goods from any store using any device and the internet. As a result, the user will receive his favorite store's online purchasing and delivery services. Any store in the neighborhood or international branded stores with retail outlet chains can use this approach. If a store offers an internet portal where its customers can easily shop from anywhere, it won't be losing any more clients to popular online stores like Flip Cart or Buy..

1. INTRODUCTION

Online Furniture Store Management System is a web-based application that allows users to buy furniture products online. In the proposed system, we do not have to manage everything manually. Thanks to this system, when a query is made, the appropriate entries are made automatically, since the database management system allows you to establish relationships between tables. In the proposed system, we do not need to keep records manually.

2. EXPLANATION

Before creating any website, one must go through the various processes involved in it. The multiple processes combined to form a model which is used by every software developer to maintain the flow of cycle which creating any kind of application.

The **SDLC** (Software development life cycle model) it consists of multiple phases from requirement gathering, designing, coding, testing, deployment and maintenance also multiple models areavailable which according to the requirements and budgets are selected.

Waterfall Model: - The waterfall model was the first process model introduced. It is also known as the linear sequential lifecycle model. It's very easy to understand and use. In the waterfall model, each stage must be completed before the next stage can follow, and the stages do not overlap. The waterfall model illustrates software development in a linear sequential process. This means that each stage of the development process is only possible after the previous stage has been completed. In this waterfall model, the phases do not overlap.

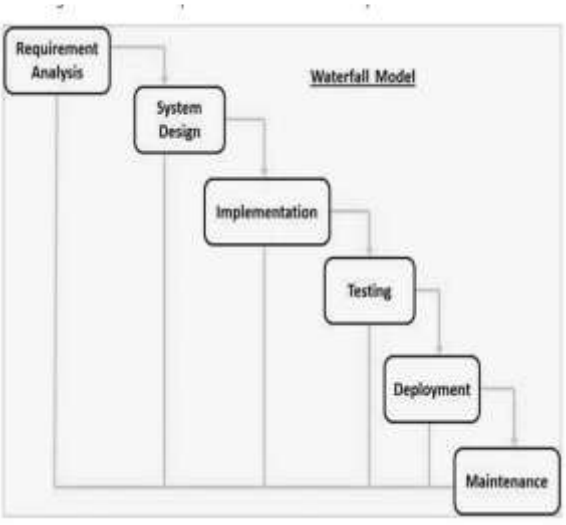

Fig2.1: WATERFALL MODEL

The flow of our project can be seen in the following diagram which gives a quick introduction of how our project will flow through multiple stages and what all functionality it will include and how the processes are related to each other through multiple stages.

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3. OBJECTIVE OF PROJECT

The online furniture store management system allows users to check out the various furniture products available in the online store and make an online purchase. The project consists of a list of furniture products presented in different categories. The user can browse these items by category. If the user likes the product, he can put it in the shopping cart. If a user wants to make a payment, they must first register on the site. He can then log in with the same identification password next time. Now you can pay cash on delivery. Once the user completes a successful transaction, they will receive a copy of the proof of purchase to their email id. Here we use user-friendly interface to build the whole frontend. It is an easy-to-use interface developed in HTML, CSS as frontend and Python with SQLite as backend to store the details. It is a safe, easy to use and reliable software system. also offers a good level of security as there is an admin who can only edit and update the data.Furniture Shop, While creating our website we have gone through multiple phases, at first,we have tried to find the problem which is existing among various groups of peoples. After that we figured out that due to unavailability of single platform for the trade, we decided to create the website which must be accessible to all over the world on desktop, laptops, mobile or any other devices which have internet connection.Putting focuses on the designing perspective we have created a website rather than choosing a mobile application, website easily loads on the user's devices without consuming memory. We have designed our website in such manner thatit is compatible to almost all devices including the laptops of different brands, mobile phone, tablets and many more.The multiple pages in our website are home page, category page, trending Furniture's page, sign in and login page.

Home Page|

It includes the short description of the different categories of renting including with the button of the sign in, login page, trending trade and category.

Sign in page|

This page is maintained for maintaining the track of users who have visited on our website, using their name, email-id, DOB, and password they can register their account on Furniture Shop website.

Login page|

This page will allowregistered user to access on the system by using the email-id and password they can login to the system. We have kept an option of forgot password if a user forgot their password, then by using their email- id they will get their password.

Category page|

It will contain multiplecategories and by clicking on them usercan see a wide variety of cloths availablein that kind of category, but for viewing the cloths present in different category user first have to login on website.

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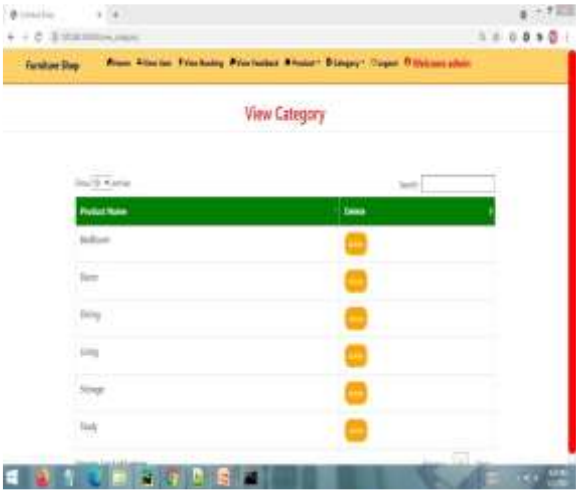

future use: The user does not require any kind of special application to view the site just need a browser and the internet connection for renting. it is the most widely used format which is comfort to use. The technology whichwe have used in our project including the front and back-end are HTML, CSS, JS, PHP for making our website responsive such that it can easily becompatible with the other devices, language, Java JSP, Servlet, my-sql for theback- end in storing data we have used the my-sql to store the database.

4. ADVANTAGES

1. Easy to generate report for any transaction. 2.It is very much faster than manual system. 3.Easy and fastest record finding technique. 4.It is very much flexible to work.

5. Man power required is very less.

6. Data can be stored for a longer period.

7. Helps furniture shops to automate furniture selling online.

5. CONCLUSION

Our project entitled “Online Furniture Shop” is developed using HTML, CSS and Bootstrap as front end and Python language with SQLite database in back end to computerize the process of online buying of furniture products. This project covers only the basic features required will be efficient and less time consuming. The purpose of this project was to develop a web application. A php application for purchasing items from a store. The entire system is secured. This project can be implemented to any nearby shops provides a platform for the artistic people to sell their stuff on internet. This website provides a market for any type of products.

6. FUTURE SCOPE

- This web application involves almost all the basic features of the online shopping. The future implementation will be online help for the customers and chatting with website administrator. Shops make their business online under our website.
- Skilled people from remote areas as well as all around the world can sell and buy theproducts. An online payment gateway can be added. Deliveries can be managed using a third party.

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