



ADVANCED E-COMMERCE SITE FOR SHOPPING

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Abstract

The replacement of traditional shopping fashion by the various modes of online shopping in real-time. Because of traditional shopping, most of them are getting into real feel about the product whichever they buy. The product features will be manually realized by the consumers whereas in online shopping all the consumers believe the descriptive summary of the products and the various factors based on the sold historical data. Now a day's modern shopping method is moving gradually towards hitting more number of customers. Here recommendation system playing a vital role in suggesting the product by considering the earlier records and increasing the demand. Many of the consumers are attracted by factors like deals on an item, rating, review, and cost of the product. Through these factors, most of the consumers are attracted to taking online shopping instead of traditional shopping methods.

I INTRODUCTION

The current management system is manually system which records the information of staff and supplier, stock record, and sales report in paperwork. Furniture Management System and to provide a good storage and retrieve data information in this furniture management system. Furniture is the soul of a house it gives a sense of fulfilling of needs. Types of furniture are of many designs and categories.

The proper fitting at the right place is also a matter of concern while choosing the furniture. It should be taken care that size of the room and the size of furniture align with each other. Sometimes furniture is available prepared one can go and buy and order. On the other hand, sometimes want some furniture want to customize according to a choice. In this case, the user can give his customized item's description, dimensions and other feature. Further, process will be provided dates of completion of the order. Now admin analyzes the order and takes the according to that assigned. Description is forwarded to them such that they can start with the preparation of the furniture. As the order completes it is given to the user.

A retail manager (or store manager) is the person ultimately responsible for the day-to-day operations (or management) of a retail store. All process in the store report to the retail/store manager.



The thesis is discussed on how this furniture management system to be implemented, the tools and programming The replacement of traditional shopping fashion by the various modes of online shopping in real-time. Because of traditional shopping, most of them are getting into real feel about the product whichever they buy. The product features will be manually realized by the consumers whereas in online shopping all the consumers believe the descriptive summary of the products and the various factors based on the sold historical data. Now a day's modern shopping method is moving gradually towards hitting more number of customers. Here recommendation system playing a vital role in suggesting the product by considering the earlier records and increasing the demand. Many of the consumers are attracted by factors like deals on an item, rating, review, and cost of the product. Through these factors, most of the consumers are attracted to taking online shopping instead of traditional shopping methods.

II FEATURES

New and changed

Among Windows 7's new features are advances in touch and handwriting recognition, support for virtual hard disks, improved performance on multi-core processors, improved boot performance, Direct Access, and kernel improvements. Windows 7 adds support for systems using multiple heterogeneous graphics cards from different vendors, a new version of Windows Media Center, a Gadget for Windows Media Center, improved media features, XPS Essentials Pack and Windows Power Shell being included, and a redesigned Calculator with multiline capabilities including Programmer and Statistics modes along with unit conversion for length, weight, temperature, and several others. Many new items have been added to the Control Panel, including Clear Type Text Tuner Display Color Calibration Wizard, Gadgets, Recovery, Troubleshooting, Workspaces Center, Location and Other Sensors, Credential Manager, Biometric Devices, System Icons, and Display.

Processor limits

Windows 7 Professional and up support up to 2 physical processors, whereas Windows 7 Starter, Home Basic, and Home Premium editions support only. Physical processors with either multiple cores, or hyper-threading, or both, implement more than one logical processor per physical processor. The x86 editions of Windows 7 support up to 32 logical processors; x64 editions support up to 256 (4 x 64). In January 2016, Microsoft announced that it would no longer support Windows platforms older than Windows 10 on any future Intel-compatible processor lines, citing difficulties in reliably allowing the operating system to operate on newer hardware. Microsoft stated that effective July 17, 2017, devices with Intel Sky lake CPUs were only to receive the "most critical" updates for Windows 7 and 8.1, and only if they have been judged not to affect the reliability of Windows 7 on older hardware. For enterprise customers, Microsoft issued a list of Sky lake-based devices "certified" for Windows 7 and 8.1 in addition to Windows 10, to assist them in migrating to newer hardware that can eventually be upgraded to 10 once they are ready to transition. Microsoft and their hardware partners provide special testing and support for these devices on 7 and 8.1 until the July 2017 date.

Upgrade compatibility

There are two possible ways to upgrade to Windows 7 from an earlier version of Windows: An in-place install, where settings and programs are preserved from an older version of Windows. This option is only sometimes



available, depending on the editions of Windows being used, and is not available at all unless upgrading from Windows 7. A clean install where all settings including but not limited to user accounts, applications, user settings, music, photos, and programs are erased entirely and the current operating system is erased and replaced with Windows 7. This option is always available and is required for all versions of Windows XP. The table below lists which upgrade paths allow for an in-place install. Note that in-place upgrades can only be performed when the previous version of Windows is of the same architecture. If upgrading from a 32-bit installation to a 64-bit installation or downgrading from 64-bit installation to 32-bit installation, a clean install is mandatory regardless of the editions being used.

- Combines remarkable ease-of-use with the entertainment features of Home Premium and the business capabilities of Professional get it all with Windows 7 Ultimate
- Make the things do every day easier with improved desktop navigation; start programs faster and more easily, and quickly find the documents use most often.
- Run many Windows XP productivity programs in Windows XP Mode; watch, pause, rewind, and record TV on the PC.
- Easily create a home network and connect the PCs to a printer with Home Group; connect to company networks easily and more securely with Domain Join
- Recover the data easily with automatic backup to the home and business network; help protect data on the PC and portable storage devices against loss or theft with Bit Locker.

MYSQL

MySQL the world's second most widely used open-source relational database management system (RDBMS). It is named after co-founder Michael Widenius's daughter, My. The SQL phrase stands for Structured Query Language.

The MySQL development project has made its source code available under the terms of the GNU General Public License, as well as under a variety of proprietary agreements. MySQL was owned and sponsored by a single for-profit firm, the Swedish company MySQL AB, now owned by Oracle Corporation.

MySQL is a popular choice of database for use in web applications, and is a central component of the widely used LAMP open source web application software stack (and other 'AMP' stacks). LAMP is an acronym for "Linux, Apache, MySQL, Perl /PHP/Python." Free-software-open source projects that require a full-featured database management system often use MySQL.

MySQL is also used in many high-profile, large-scale websites, including Google (though not for searches), Face book, Twitter, Flickr, and YouTube.

MySQL is a relational database management system (RDBMS), and ships with no GUI tools to administer MySQL databases or manage data contained within the databases. Users may use the included command line tools, or use MySQL "front-ends", desktop software and web applications that create and manage MySQL databases, build database structures, back up data, inspect status, and work with data records. The official set of MySQL front-end tools, MySQL Workbench is actively developed by Oracle, and is freely available for use.



GRAPHICAL

The official MySQL Workbench is a free integrated environment developed by MySQL AB that enables users to graphically administer MySQL databases and visually design database structures. MySQL Workbench replaces the previous package of software, MySQL GUI Tools. Similar to other third-party packages, but still considered the authoritative MySQL front end, MySQL Workbench lets users manage database design & modeling, SQL development (replacing MySQL Query Browser) and Database administration (replacing MySQL Administrator).

MySQL Workbench is available in two 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.

Other available proprietary MySQL front ends include dB Forge Studio for MySQL, DB Studio, Epictetus, Microsoft Access, Oracle SQL Developer, Schema Bank, SQLPro SQL Client, Toad Data Modeler and DaDaBIK.

Command line

MySQL ships with many command line tools, from which the main interface is 'MySQL' client. Third parties have also developed tools to manage MySQL servers.

- MySQL Utilities – A set of utilities designed to perform common maintenance and administrative tasks. Originally included as part of the MySQL Workbench, the utilities are now a stand-alone download available from Oracle.
- Percona Toolkit – A cross-platform toolkit for MySQL, developed in Perl. Percona Toolkit can be used to prove replication is working correctly, fix corrupted data, automate repetitive tasks, and speed up servers. Percona Toolkit is included with several Linux distributions such as CentOS and Debian, and packages are available for Fedora and Ubuntu as well. Percona Toolkit was originally developed as Maatkit, but as of late 2011, Maatkit is no longer developed.

PROGRAMMING

MySQL works on many system platforms, including AIX, BSDi, FreeBSD, HP-UX, eComStation, i5/OS, IRIX, Linux, OS X, Microsoft Windows, NetBSD, Novell NetWare, OpenBSD, OpenSolaris, OS/2 Warp, QNX, Oracle Solaris, Symbian, SunOS, SCO Open Server, SCO UnixWare, Sanos and Tru64. A port of MySQL to OpenVMS also exists.

MySQL is written in C and C++. Its SQL parser is written in yacc, but it uses a home-brewed lexical analyzer. Many programming languages with language-specific APIs include libraries for accessing MySQL databases. These include MySQL Connector/Net for integration with Microsoft's Visual Studio (languages such as C# and VB are most commonly used) and the JDBC driver for Java. In addition, an ODBC interface called MyODBC allows additional programming languages that support the ODBC interface to communicate with a MySQL database, such as ASP or ColdFusion.



III SOFTWARE DESCRIPTION

PHP

PHP is a server-side scripting language designed for web development but also used as a general-purpose programming language. Originally created by Rasmus Lerdorf in 1994. The PHP reference implementation is now produced by The PHP Group. While PHP originally stood for Personal Home Page, it now stands for the recursive backronym PHP: Hypertext Preprocessor.

PHP code may be embedded into HTML code, or it can be used in combination with various Web template systems and web frameworks. PHP code is usually processed by a PHP interpreter implemented as a module in the web server or as a Common Gateway Interface (CGI) executable. The web server combines the results of the interpreted and executed PHP code, which may be any type of data, including images, with the generated web page. PHP code may also be executed with a command-line interface (CLI) and can be used to implement standalone graphical applications.

The standard PHP interpreter, powered by the Zend Engine, is free software released under the PHP License. PHP has been widely ported and can be deployed on most web servers on almost every operating system and platform, free of charge.

PHP/FI could be used to build simple, dynamic web applications. To accelerate bug reporting and improve the code, Lerdorf initially announced the release of PHP/FI as "Personal Home Page Tools (PHP Tools) version 1.0". This release already had the basic functionality that PHP has as of 2013. This included Perl-like variables, form handling, and the ability to embed HTML. The syntax resembled that of Perl but was simpler, more limited and less consistent.

Early PHP was not intended to be a new programming language, and grew organically, with Lerdorf noting in retrospect: "I don't know how to stop it, there was never any intent to write a programming language I have absolutely no idea how to write a programming language, I just kept adding the next logical step on the way." A development team began to form and, after months of work and beta testing, officially released PHP/FI 2 in November 1997.

The fact that PHP was not originally designed but instead was developed organically has led to inconsistent naming of functions and inconsistent ordering of their parameters. In some cases, the function names were chosen to match the lower-level libraries which PHP was "wrapping", while in some very early versions of PHP the length of the function names was used internally as a hash function, so names were chosen to improve the distribution of hash values.

Object handling was completely rewritten for PHP 5, expanding the feature set and enhancing performance. In previous versions of PHP, objects were handled like value types. The drawback of this method was that code had to make heavy use of PHP's "reference" variables if it wanted to modify an object it was passed rather than creating a copy of it. In the new approach, objects are referenced by handle, and not by value.

PHP 5 introduced private and protected member variables and methods, along with abstract classes, final classes, abstract methods, and final methods. It also introduced a standard way of declaring constructors and destructors, similar to that of other object-oriented languages such as C++, and a standard exception handling model. Furthermore, PHP 5 added interfaces and allowed for multiple interfaces to be implemented. There are



special interfaces that allow objects to interact with the runtime system. Objects implementing Array Access can be used with array syntax and objects implementing Iterate or Iterate Aggregate can be used with the for each language construct. There is no virtual feature in the engine, so static variables are bound with a name instead of a reference at compile time.

If the developer creates a copy of an object using the reserved word clone the Zend engine will check *whether a clone()* method has been defined. If not, it will call a default clone() which will copy the object's properties.

IV. INPUT DESIGN

Input Design is one of the most expensive phases of the operation of computerized system and is often the major problem of a system. A large number of problems with a system can usually be tracked back to fault input design and method. Needless to say, therefore, that the input data is the lifeblood of a system and have to be analyzed and designed with at most care and consideration.

In this project the Admin form is designed by two labels, two text boxes and two command buttons. Two labels like User name and password, two textboxes are used to get the input from the user. The command button names like Login and cancel, Login button is used to login to the application. If the user name and password is correct means then only login to the page.

Other forms are designed by the tools like, label, textbox, list box, combo box, radio button, Crystal report.

The decisions made during the input design are

- To provide cost effective method of input.
- To achieve the highest possible level of accuracy.
- To ensure that the input is understood by the user.

The input design is made in various window forms such as

- Login
- Add product
- Add price
- User registration

A. LOGIN

The login form is used to enter into the home page of the project. The form contains the details such as user name and password.

B. ADD PRODUCT

The add product form is used to add the products details of the art. The form contains the details such as product id, name, quantity, color, and category, and product status, mode of delivery, image and quantity available.

C. ADD PRICE

The add price form is used to add the price details of the art. The form contains the details such as product id, actual price and discount.

D. USER REGISTRATION

The user registration form is used to register the user details. The form contains the details such as salutation, first name, last name, gender, e-mail, username, password, security question, answer, address, country, mobile



number and about the website.

OUTPUT DESIGN

Output design is very important concept in the computerized system, without reliable output the user may feel the entire system is unnecessary and avoids using it. The proper output design is important in any system and facilitates effective decision-making.

A quality output is one, which meets the requirements of the end user and presents the information clearly. In any system results of processing are communicated to the users and to other system through outputs. In output design it is determined how the information is to be displaced for immediate need and also the hard copy output. Efficient and intelligent output design improves the system's relationship to help user decision-making.

- Designing computer output should proceed in an organized, well thought out manner; the right output must be developed while ensuring that each output element is designed so that people will find the system can use easily and effectively.

- Select methods for presenting information.

- Create document, report, or other formats that contain information produced by the system.

The output form of an information system should accomplish one or more of the following objectives.

- Convey information about past activities, current status or projections of the future.

- Signal important events, opportunities, problems, or warnings.

- Trigger an action.

- Confirm an action.

A. Key Concept

Electronic commerce (e-commerce) is concerned with such diverse activities as marketing, servicing, developing, delivering, selling, and expending for services and products by using online platforms. Today, e-commerce is an inseparable part of the business for a variety of reasons, including the ease of use, universal accessibility, wide variety, and manageable compassions of products from different vendors, trusted payment ways, and the convenience of home shopping with the least waste of time. These facilities of e-commerce applications improved the lives of users to a high-level of quality, particularly with the technological development of mobile devices and the Internet in every time and every place. Some services, such as payment, selling and buying digital goods and physical products, ticket and hotel reservations, online registration, e-learning, electronic customer relationship management, and many others are widely available with these applications. E-commerce websites, such as eBay, Alibaba, Amazon, and Netflix, provide great opportunities for their users. These e-commerce platforms tend to utilize the social network features, expert cloud technology, big data, and using mobile devices to provide user satisfaction for their users.

B. VIEW PRODUCT

The view product form is used to view the product details such as product name, description, color, minimum quantity and delivery mode.



C. VIEW ORDER

The view order form is used to view the user order details such as first name, last name, emailed, billing address, shipping address, country, mobile number, product name, description, color, minimum quantity and delivery mode.

D. VIEW STOCK

The view stock form is used to view the stock details such as product id, name, quantity available and product status

E. VIEW DELIVERY

The view delivery form is used to view the delivery details such as product id, date, product ordered, customer name, date and address.

IV. TECHNIQUES

DATABASE DESIGN

Database Design refers to the design of the data organization, in the backup storage systems. The general theme behind a database is to handle information as an integrated whole. There is none of the artificially that is normally embedded in the separate files or applications. A database is the collection of interrelated data stored with minimum redundancy to serve many users quickly and efficiently. The general objective is to make information access very easy, quick, inexpensive and flexible for the user. The design plays an important and crucial role for the successful performance of the system.

This is the first phase in system design and it should define which part of the system should be handled by computers and which part by users. In this phase, business data flow diagram (DFD) will be used in both requirement description and in other processes at the lowest level and consider the role of computer in each process. Looking at business DFD as a logical model essential to the system, system DFD can be better described as “half-physical”. This is because although it has formed the processes to be handled by computer, it hasn't expressed the way to implement them, the creation and usage of programs and data files. Basically, the processes of the system DFD are built on the basis of logical processes of relevant business DFD. In fact, if one of the business processes is transferred to the designing phase or as a computerized or non-computerized task, it is still named the same in both business DFD and system DFD models. In case of a logical process is designed to be partially computerized and partially manually implemented, it is required that any new processes in the system DFD must be traced in the processes of the business DFD from which we will make the apart later.

The most important consideration in designing the database is how information will be used. The main objectives of designing a database are:

Data integration

In a database, information from several file are coordinated, accessed and operated upon as through it is in a single file. Logically, the information are centralized, physically, the data may be located on different devices, connected through data communication facilities.

Data integrity

Data integrity means storing all data in one place only and how each application to access it. This approach results in more consistent information, one update being sufficient to achieve a new record status for all



applications which use it. This leads to less data redundancy data items need not be duplicated a reduction in the direct access storage requirement.

Conceptual design

The next step is to form a concise description of the data requirements using a high level data model. This description would be independent of storage requirements. This step involves identifying entities involves in the system, and the relationship between the different entities. Entities and relationships are depicted in the form of a diagram called the Entity relationship Diagram.

Logical Design

Most Database systems have an implementation level data model. Any good conceptual design techniques will specify the mapping from the Conceptual model to a variety of implementation models. The translation of entities and relationships to tables other database objects is done at this level. This process involves normalization and other Design Consideration.

V.MODULES

- User Registration
- Products
- Booking
- Payment details
- Upload paintings
- Reports

USER REGISTRATION

The user registration module is mainly used to register the user details such as name, address, date of birth, mobile number. The process is used to fill all the details and stored in database.

PRODUCTS

The product is used to view the FURNITURE product details. All the details are view by the user. Individual product can be viewed by the user. The art contains the details such as product name, product id price, quantity, size, brand and other details.

BOOKING

The booking details module is used to user book their products. If the user books the particular product they will be pay the required amount for the product.

PAYMENT DETAILS

In this module is used to view the payment details of the customer. In the payment module contains the various types of payments such as via credit card transaction, the paypal transaction via Google. This type of payment details are used by the user to buying the FURNITURE products.

UPLOAD PRODUCTS

The upload product is used to upload all the details of FURNITURE products. The product master contains the details of the FURNITURE products and its price details. The process will be verified and Stored in the database.



REPORTS

The reports form is used to view all the details of the FURNITURE detail process. Each and every detail are maintained easily. Sales report for the art can also be maintained. Date wise reports are processed.

TYPES OF MAINTENANCE

User Training

Planning for user acceptance testing calls for the analyst and the user to agree on the condition for the test. Many of these conditions may be derived from the test plan. Others are an agreement on the test schedule, the test duration and the test should be specified in advance.

Plan User Training

User training is designed to prepare the user for testing and converting the system. User involvement and training take place parallel with programming for three reasons:

- The system group has time available to spend on training while the program is being written.
- Initiating a user-training program gives the system group a clear image of the user's interest in the new system.
- A trained user participates more effectively in system testing.

For user training, preparation of a checklist is useful. Included are provisions for developing training materials and other documents to complete the training activity. In effect, the checklist call for a commitment of personnel, facilities and effort for implementing the candidate system

The training plan is followed by preparation of the user training manual and other text materials. Facility requirements and the necessary hardware are specified and documented. A common procedure is to train supervisors and heads who, in turn train their staff as they fit.

In operational document, the general idea is about explaining different module of this project. The detail explanation of this operational document is to know the form infrastructure.

IMPLEMENTATION

Implementation is the stage of the project when the theoretical design is turned out into a working system. Thus it can be considered to be the most critical stage in achieving a successful new system and in giving the user, confidence that the new system will work and be effective. The implementation stage involves careful planning, investigation of the existing system and its constraints on implementation, designing of methods to achieve changeover and evaluation of changeover methods.

The major tasks involved in the implementation are:

- Computer based/system testing.
- Training the user personnel
- Full system testing and making the necessary changes as desired by the user.
- Change over.
- Maintenance.

The implementation strategy used is the parallel changeover. The automated system has been put to use gradually so that its usage can prove better for the concern.



After the system has been tested, the implementation type or the change over technique from the existing system to the new system is a step-by-step process. In the system, at first only a module of the system is implemented and checked for suitability and efficiency. When the end-user related to the particular module is satisfied with the performance, the next step of implementation is preceded.

Implementation Procedures

Implementation means converting older system to a new design in operation. This involves creating computer capable files and basic software needed to run this system.

The basic concept for implementation needed is software installation and system requirements. So in order to implement them, suitable hardware and software must be available. Then the database must be created in the computer without changing the database names which are used in the table design.

VI SYSTEM TESTING

Software testing is a critical element of software quality assurance and represents the ultimate review of specification, design and coding. In fact, testing is the one step in the software engineering process that could be viewed as destructive rather than constructive. A strategy for software testing integrates software test case design methods into a well-planned series of steps that result in the successful construction of software. Testing is the set of activities that can be planned in advance and conducted systematically. The underlying motivation of program testing is to affirm software quality with methods that can economically and effectively apply to both strategic to both large and small-scale systems.

6.1 UNIT TESTING

Unit testing involves the design of test cases that validate that the internal program logic is 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 Unit tests perform basic tests at component level and test a specific business process, application, and/or system configuration defined inputs and expected results. The following forms will be tested in the unit testing.

6.2 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. The purpose of integration testing is to verify functional, performance, and reliability requirements placed on major design items. The projects are all the forms are run under the process of the development. The overall idea is a "building block" approach, in which verified assemblages are added to a verified base which is then used to support the integration testing.

Integration testing is a systematic technique for constructing the program structure while at the same time conducting tests to uncover errors associated with interfacing. Incremental integration is the antithesis of the



big bang approach. The program is constructed and tested in small increments, where errors are easier to isolate and correct.

6.3 VALIDATION TESTING

At the culmination of integration testing, software completely assembled as a package, interfacing errors have been uncovered and corrected, and a final series of software tests. Validation testing may begin. Validation can be defined in many ways, but a simple definition is that validation succeeds when software functions in a manner that can be reasonably expected by the customer.

Validation Testing is the testing used for data validation. The data type and value of the data is tested in the validation testing process. In the proposed system, the password is the only data for testing. There is no need to check the data type of any data in the proposed system.

6.4 USER ACCEPTANCE TESTING

Acceptance Testing is a level of the software testing where a system is tested for acceptability. The purpose of this test is to evaluate the system's compliance with the business requirements and assess whether it is acceptable for delivery. Testing is a set of activities conducted to facilitate discovery and/or evaluation of properties of one or more items under test. Each individual test, known as a test case, exercises a set of predefined test activities, developed to drive the execution of the test item to meet test objectives; including correct implementation, error identification, quality verification and other valued detail.

6.5 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.

6.6 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 the software under test is treated, as a black box. And cannot "see" into it. The test provides inputs and responds to outputs without considering how the software works. The structure of the program is not considered. Only the test cases are decided solely on the basis of the requirements or specification of the program or module and the internal details of the module or the program is not considered for the selection of test cases. This is also called "Black Box Testing" or "Functional Testing".

VII. CONCLUSION

The new system eliminates the difficulties in the existing system. It is developed in a user-friendly manner. The objective of the project is to generate data to carry out the art booking and transactions. The system is very interactive. The system is tested with various sample data.

Customer can also register online and they can browse art works that are arranged in different categories scientifically. Each Customer can view their required furniture products to see his favorite products without much difficult. And each user has the right to purchase a product work using the integrated payment gateway



and participate in auction by submitting their bids. Qualified bidder should remit the amount using payment gateway and after each valid payment the required product will be shipped within some days.

The system eliminates the human error. It minimizes the time consumption and clerical work. The reports are neat and clearly presented. This approach assists in developing a website which acts as an advertising site as well as user relationship management. The communication process is very accurate because of choosing the styles. Thus the user satisfaction is very high in this approach.

FUTURE ENCHANCEMENT

The future enhancements the customer gets an SMS notification for booking the art. The customer can easily verify the details of the art process. Further enhancements can be made to the application, so that the application functions very attractive and useful manner than the present one. The speed of the transactions become more enough now. One important development can be added to the project in future is file level backup, which is presently done for folder level. In this current system is developing by using the HTML, JavaScript, PHP and the MYSQL. It is working properly and clearly. In future scope is to developing this kid's academy by using the updated framework of the PHP is known as LARAVEL. We can implement security level and the designing of kid's academy by using Laravel.

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