

ABSTRACT

This system is designed to help the customers to search the nearby shops to their need and view. When we go on shop we want to be free of time so instead of going through other shops in another places we prefer to have our nearby shop to buy what we need. This system has three modules namely Admin, User and Shop. Admin can login, can add, update and delete (Approve/Reject) Shops and products information and also list. User can view shops search using product and their own location. Users can check of availability of products what they need nearer to their location. Shops can login, update and delete the Product list and also can view it.

This software will be designed with the help of HTML, PHP, CSS, and JAVASCRIPT as front-end and PHP, MYSQL, APACHE SERVER, BING MAPS for back-end design and the expected outcome for this project is, the customers will get clear knowledge about the nearby shops.

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CHAPTER: 1 INTRODUCTION

1.1 Overview

The basic concept of the website is to allow the customer to shop or search for the items and articles of their desire from the store as nearby as possible. This system will allow the customer to discover new shops nearby hence allowing the customer more flexibility while trying to find the right shop around them. GPS tracking will be implemented within the system to help the user get nearby shop according to their needs of item.

1.2 Problem Definition

With the increasing number of shops day by day, not everyone gets to be familiar with the new shops and some nearby hidden shops and specially during this pandemic people are more less likely to visit many shops so people will just go to the shops they are familiar with, but it would be highly favourable if they were to travel as less as possible to buy products they need, even if it's not the shop that they always shop from.

1.3 Overview of Report

My project "Location Based Shopping" aims to help the customer to find the nearest suitable shop based on the desired goods. The aim of my project is to develop a system that is meant to partially computerize the inventory management of the shops, while the shops inventory being freely available for customers to make it easier to find the nearest shop with particular items needed at particular time.

I am using Html, PHP, CSS, JAVA SCRIPT as front end and MySQL, APACHE SERVER and BING MAPS as back end for developing my project. HTML along with CSS is being used to create the front end pages of the system. For Creating the Database I'm using the PHP and MySQL to store all the data provide by the shops and the admin, while the user's data will be temporary stored in the database for tracking the nearest shop location. BING MAPS is being use for all the navigation and tracking of user and the shops location.

1.4 Objective

The objective of this system is to let the customer know the shops around them better by knowing the available products in nearby shops and to save time while shopping by tracking the nearest shop with suitable products.

1.5 Organization of the Report

This project mainly focuses on retail shopping based on location for the user to be able to view the nearest available shops with needed items.

There are chapters that deals with various details:

Chapter 1

This chapter gives the basic introduction of the project. It deals with objectives, Over-view and problem statement. It gives the basic outline of the entire project and provide the details about the problem statement.

Chapter 2

This chapter includes the literature survey. Literature survey involves the study of various reference papers. It gives the basic idea of what new is needed in the existing system.

Chapter 3

This chapter mainly deals with the scope of the project. It gives the detailed information about the webpage. It also includes the software and hardware requirements of the project.

Chapter 4

This chapter deals with the Theoretical Analysis/project details of the project. It includes codes being used in the project.

Chapter 5

This chapter contains the results of the project.

Chapter 6

This chapter includes the conclusion of the project. It also contains the future work which can be implemented to increase the efficiency and to add new features from the project.

CHAPTER: 2

LITRATURE REVIEW

2.1 Introduction

An extremely important area which is the backbone for any research as it provides the entire information pertaining to the problem and objectives. Reviews consisting to antecedents of the App pertaining to the trust of customer and the digital mode of retention of flow in digital era service quality, customer trust, satisfaction, and commitment in Digital mediating to customer retention.

Existing Systems

2.2.1 Retail purchase and tracking system - Mohammed suhel khan, C.K Srinivas.

PROBLEMS:

- I. No direct communication between customer and the provider.

2.2.1 Smart Shopping- Kumar Monali M, Lokhande Priyanka V.

PROBLEMS:

- I. It cost money to get the items delivered from different shops.

2.2.2 Shop Assist- Bruno Lopes, Ricardo Lopes Pereira.

PROBLRMS:

- I. It mainly focuses on large retail spaces and needs Bluetooth to identify the store.

CHAPTER: 3

SYSTEM DESCRIPTION

3.1 Introduction

Systems are designed keeping in mind an issue that is to be solved. Every system is designed in its unique keeping in mind the requirement of the problem or the issue. Our system solves the problem of searching for the good that the customer's needs.

System design involves the design of overall architecture, based on which we design components, modules and interfaces. The beginning of any system architecture is by decomposing it into smaller fragments. Decomposition and binding of components makes the architecture easy to understand and makes it easier to understand.

Our system has 3 modules which work together for the smooth running of the operations.

MODULES DESCRIPTION

ADMIN

Admin can login, can add, update and delete (Approve/Reject) Shops and products information and also list.

SHOP

Shops can login, update and delete the Product list and also can view it. And also send request to the admin to add their shop and products in to their process for approval.

User

User can view shops search using product and their own location. Users can check of availability of products what they need nearer to their location.

3.2 Architecture Diagram

An Architectural Diagram is use to describe an overall view of the physical deployment of the software system. In given bellow fig3.2 Admin will be able to reject or approve the request from shops. Shops will be able to send request for approval of shop, while the user or customer will be able to search for an item and the tracking system will provide the user with nearest shop with the searched available items.

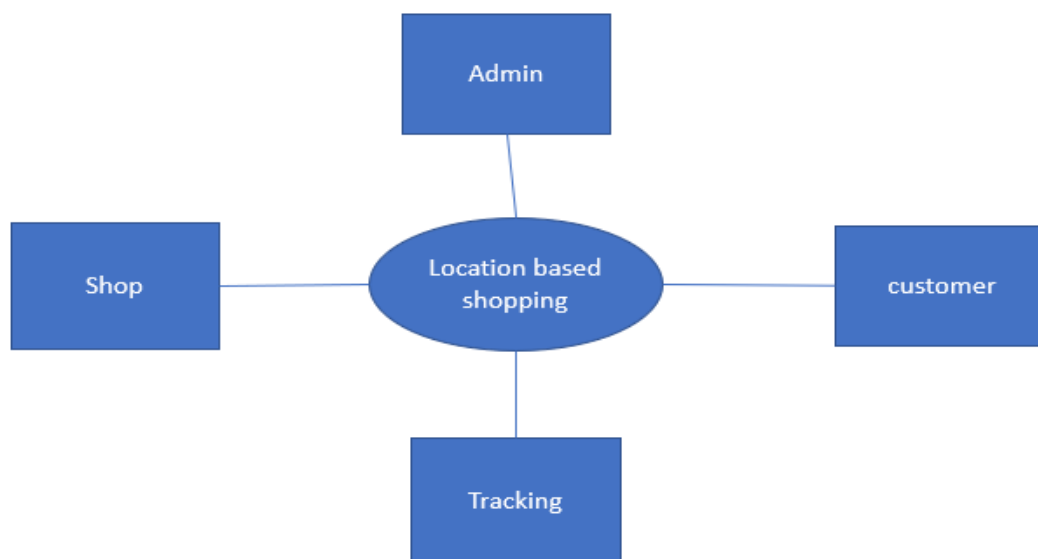


Fig 3.2 Architecture Diagram

Platform Independence / Architecture Neutral: JavaScript is a programming language that is completely independent of the hardware on which it works. It is a language that is understood by any JavaScript enabled browser. Thus, JavaScript application work on any machine that has an appropriate JavaScript enabled browser can be anywhere on the network.

Since each browser is for a specific platform, JavaScript interpretation will be with respect to the specific platform. The browser will add whatever platform specific information is required to the JavaScript while it interprets the code. Thus, JavaScript is truly platform independent. A JavaScript programmer developed on a UNIX machine will work perfectly well on a Windows machine.

The fact that a platform specific browser, maintained at the client end, does the interpretation of JavaScript, relieves the developer of the responsibility of maintaining multiple source code files for multiple platform.

4.1.5 Working with PHP:

When a client requests web page containing PHP code from the server, then the requested PHP pages are passed under PHP environment and interaction with database is made if required. After server-side processing, the resulting HTML pages are passed to client and displayed on the browser. In this way the working of PHP is complete.