SHOPPING CART MANAGEMENT SYSTEM

PROJECT REPORT

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BY

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CERTIFICATE

This is to certify that the work reported in this project report entitled **'Shopping Cart Management System'** is a bonafide record of the work done by **Dileep.P**, a student in the Department of Computer engineering, National Institute of Technology Calicut from December 2004 to April 2005 in partial fulfillment for the award of the degree of Master of Computer Applications of the National Institute of Technology Calicut.

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ABSTRACT

In this project, I have implemented an on line shopping cart and order management system which provides trading community options to buy and sell products online through online shopping. Only registered users will be allowed to participate in this process.

The registered sellers can add his item with full details which consists of item description and seller description. Any user (buyer) can enter in to the system and he can browse and search the products. User can add his item in to the cart and can make the checkout. Before entering shipping information and payment details he must register him self .After the dealing system will send a message to the corresponding seller.

Administrator is the third user of this item and he can add categories, subcategories, products, disable user etc.

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INTRODUCTION

Internet consumers today have high expectations about their online shopping experience. They love the convenience of finding just about any product item for sale on the Web. They expect that an e-commerce Web site's pages will load quickly in their browser, and do not care if there happen to be a thousand other concurrent users accessing the site's servers. They want to be able to pay for the items securely with their credit card, and have the items delivered directly to their home or business.

Shopping Cart Managment System which provides user (may be buyer or seller) for buying and selling products through the e-market. In order to provide past, present and future information, e-mart can helps to buy products from the home itself. Trading is a difficult thing in this fast world and this system gives an opportunity to buy any products from the online market and user must give the shipping details to the system and according to that the system administrator will forward this item to corresponding buyer. User have to give only the credit card information to the system and according to that the payment will takes place .The system will add the money in to seller's and administrator's account

.

1.1 About Business and Application Environment

Businesses aggressively use the web to permit customers direct specification of product configuration, ordering, and status checking. The businesses strive to fully automate manufacturing, inventory, supplier chain management, and customer billing.Using "Just in Time" manufacturing concepts, customers seek maximum efficiency and minimum inventories. Customer and business processes run concurrently, are transactional, secure, worldwide and fully distributed. Company want their application developers to focus on the business logic, not the complexities and subtleties of scalable transactions, messaging, directory/naming, security, authentication, or the mapping of services. These businesses prefer to develop an infrastructure based on extensible, scalable, distributed components.

SYSTEM ANALYSIS

Introduction

Analysis is a detailed study of the various operations performed by a system and their relationships within and outside the system. This section studies the system to be developed in detail. A proper analysis helps to design our problem properly with the functional requirements, input and output.

2.2 Problem specification

The aim of this project is to implement an on line shopping cart and order management system which provides trading community options to buy products online through online shopping. Only registered users will be allowed to participate in this process.

2.3 General description

The system is supposed to available any potential customer with internet access and a web browser. There is no registration restriction or identification procedures to navigate the catalog. Even if he or she is not purchasing anything an anonymous visitor is considered as online customer.

Potential customers can search the online store by browsing or searching the catalog . When the customer wants to buy an item from the catalog, he can add that item in to his shopping cart. At any time a customer can decide to checkout and purchase items from his shopping cart. Once items have been checked out the customer can complete the transaction by giving out relevant information.(name,

address, credit card number, bank account, delivery address and date, personal message etc)

2.4 Existing System

In the existing system there is no option to register all the products in to e shop. The current system is category based system. It may be like book shop or may be vehicle shop. Also other existing systems are real shopping markets. It is very difficult to purchase all the products from market it self.

2.5 Drawbacks of the existing system

- The current system is time consuming. It will take more time to purchase all products from the market it self. (Market may not contain the product you want to purchase)
- In the current online shop consists of certain items. There is no facility to search a product quickly.
- The money distribution is done by the administrator. So it is very difficult to handle.

2.6 Proposed System

The proposed system consists of three users. Seller, buyer, administrator are the three users. Seller can register any items in to the system. Seller must give the full details of that product in to the system. The speciality is that seller must give the account number of bank in to the system. The system will check whether it is a valid account number or not. Shopping Cart is like a basket in the shopping market. Any user can enter in to the system and he can browse and search for particular product from the catalogue and he can add that particular item in to the cart. Similarly he can add any products from the cart and add that particular product in to the cart. He can make check out from the cart itself. Buyer

has to fill the shipping information to the system and according to that the administrator will forward that product to the buyer. Buyer must enter the credit card details in to the system. The system will check the given credit card number is valid or not. If the given credit card number is not valid the payment will not take place. After payment the price will be added to corresponding seller account and seller can take that amount from the bank. The administrator has options to add category, delete category, delete products, delete user.

2.7 System Requirements

2.7.1 User Details

The users of the system can be divided into three categories.

- Administrator

  Administrator has the complete authorization to use all the facilities of the software .Only the administrator should have the previlige to delete important details.Also only he should be able to print reports.

- Data Entry Users (seller)

  This category comprises of sellers. They have less functionality compared to the Administrator. They should not be able to delete important information from the database.

- Normal Users (buyer)

  Normal Users are buyers. They have the options to browse and search catalogue for products and he can add that products in to the cart. He must give the shipping information and payment details in to the system and according to that payment will take place.

2.7.2 Operational Requirements

- **Software Requirements**

  Java JDK1.5,Appache Tomcat Webserver , MySQL® DBMS.

- **Hardware Requirements**

  Pentium III® Processor, 256 MB RAM, 20 GB Hard disk space.

- **Operating System**

Windows 2000® or Windows XP

2.7.3 Functional Requirements

The ADMINISTRATOR should satisfy the following functional requirements.

- There should be provision for adding, deleting, and searching products.
- There should be provision for adding, deleting, and searching categories.
- There should be provision for adding, deleting, and searching subcategories.
- There should be provision for dealing with the purchased products.
- There should be provision for the creation of the various reports.

The BUYER should satisfy the following functional requirements.

- There should be provision for browsing and searching products.
- There should be provision for adding, viewing shipment details of buyer.
- There should be provision for viewing ordered products.
- There should be provision for adding each product in to the shopping cart.
- There should be provision for checkout after adding products in to the cart.
- There should be provision for the creation of the various reports.

The SELLER should satisfy the following functional requirements.

- There should be provision for browsing and searching products.
- There should be provision for viewing ordered details of buyer.
- There should be provision for registering products with full details.
- There should be provision for the creation of the various reports.

2.7.4 User Characteristics

The end user should have basic computer knowledge. Also the user should have basic understanding of the working of application.

3 DESIGN

3.1 Design Scope

This design takes into consideration the various disadvantages of the existing (manual) system and tries to solve them. Based on the system requirements, a new system that takes care of the same is developed.

3.2 Design Issues

3.2.1 Requirement Analysis

The identification of the requirements of the system is the most important phase of this project. As explained earlier, this involves the study of the existing system, future requirements, deviations from the planned procedures etc. The objective of the Requirement Analysis phase is to understand clearly the limitations of the existing system. This includes the study of the existing processes for their effectiveness, in comparison with internal and external benchmarks. The study was conducted primarily through the existing system. The total study is divided into various sub activities as shown below. Several issues have been considered during the analysis phase of this site.

- **Environmental study:**

Collected details about the cart management, its working and details of the currently followed methodologies for buyer, seller and catalogue management

- **Process Study:**

Identified all existing processes and sub processes, the various information elements etc.

3.2.2 System Constraints

- Modularity

- Maintainability
- Portability

Modularity

The system was broken down into several modules. This made the development and testing much easier. The main modules of the Shopping Cart Management System are explained in below. The database was designed with modularity in mind. The tables were normalized to achieve modularity.

Maintainability

One important consideration while developing the system was maintainability. The software had to live beyond my tenure and therefore it was necessary to facilitate easy maintenance by other software personnel. Coding and naming standards were followed.

3.2.3 Design Considerations

The user expects at least the following characteristic in the system

- Usability

Usability

- The web pages have been designed is easy for use.
- Error messages will show. So that they convey what error the user has made and how he can correct the same.
- Wherever applicable, known inputs are taken from Combo-boxes instead of text fields.

3.3 System Design

3.3.1 Introduction

The principal activity of the design is to refine the analysis model such that it can be implemented with the components of architecture. It is the most complex phase in the development of the project and also the most important of all the phases. A project with a

good design will obviously guarantee better user-friendliness and easier maintenance of the system in the long run. The principal activities in the design phase include representation of the problem using data models, data base design and the input and output design.

The system is partitioned into different units or modules. The various modules of the system, and their functionality are given briefly below:

3.4 Input output specifications

3.4.1 Input specifications (customer's view)

An on-line web site will be designed that allows the user to input the following information from any computer with Internet access:

- The customer profile information:

Customer name
Street address
City
State
Zip Code
Area code
Telephone number
Email address

· Items to be purchased.

Models will be selected from catalog by an "add to cart" button.

New Dues Record

· Shipping information:

Ship-to name
Street address
City
State
Zip Code

3.4.2 Output specifications (customer's view)

The system will output information to the user's screen, with the option to format selected information so that the user can direct it to a printer. Multiple web screens will be used, including:

- A main "logon" screen, so that the user's customer profile can be created and/or recalled from the server.
- A product review screen, where various items can be browsed, and can selected for ordering if desired.
- An order summary screen where the user can review the items they have chosen to purchase, and confirm that their order is complete.
- A payment information screen, where the user can input their payment method and billing
- A shipping information screen, where the user can choose a desired shipper, and view shipping costs for their order.
- An order summary screen, which the user can print for his/her records.

3.5 Diagrams

3.5.1 Use Case Diagram

The model used for the representation of the problem in the project is the Use Case diagram. It is based upon how users of the system interact with the system. It represents various users and their operation with the system.

The use case diagram is a visualization of use case. That means interaction between online users (including administrator), shopping cart system.

The detailed Use Case diagrams are drawn. See **Appendix1**

3.5.2 Class Diagram

Class diagram is the important entity in the object oriented analysis and design. It describes the types of objects exists in the system and shows static relationships among internal classes of the system. The Class diagram is also drawn. See **Appendix 2.**

3.5.3 Sequence Diagram

The sequence diagram displays overall flow of control in an object-oriented program. The detailed Sequence diagrams are drawn. See **Appendix 3**

3.6 Database Design

A good design of the database is the base for any application side project. Data storage and retrieval is through application interface only. Data should not be allowed to enter without the application interface. The database is designed with relational algebra (RDBMS) concepts. All tables have been normalized to 3CNF so as to make it a good design. The normalization is done to satisfy the data redundancy problems, scalability of the data. Primary Keys have been defined for easier retrieval &updating of data. However special care has been taken for not going for too much of normalization so as to make queries faster. This is done in the view of future scope and expansion of the project where in, the database will also act as the central data warehouse. See **Appendix 4**

3.7 User Interface Design

The objective of User Interface Design was to develop an interface that was user friendly while minimizing the possibility of user errors. Users tend to make input errors when entering data by typing, therefore some of the inputs are taken from combo-boxes, only the fields that cannot be predetermined are input through text boxes.

4 IMPLEMENTATION

4.1 Introduction

The implementation phase translates a detailed design representation of the problem into programming language realization. The following section describes the software used for

development, coding standards and the practical issues involved in implementing the software.

4.2 Databases and Development Tools used

The application uses Java Server Pages as the front end and MySql ® Database as the back end.

4.2.1 Java Server Pages

In their early papers about Java Server Pages, Sun described the language as "A simple, object-oriented, distributed, interpreted, robust, secure, architecture neutral, portable, high-performance, multithreaded and dynamic language".

JSP is a language that is easy to program because it eliminates the pitfalls of other languages, such as pointer arithmetic and memory management that affect code robustness. It also provides a means to make code as streamlined and clear as possible.

JSP was chosen as the front-end tool for the following reasons. Java servlets are created in the web server it self on run time. So it will take only very less time to execute web pages after running one time.

JSP is used for server side scripting. JSP has cross platforms and cross web-server support. JSP is relied upon reusable components. JSP effectively melds the power of server side Java technology with the WYSIWYG features of static HTML pages. In the project all the server side processing parts are implemented with the help of JSP.

4.2.2 Javascripts

JScripts or Java Scripts was used for client side scripting. This client side language is used for adding interactivity with HTML In the project all client side validations is done using JScripts.

4.2.3 MySql®

Mysql is a multi-user database management system - A software package specializing in managing a single, shared set of information among many concurrent users. Mysql is one

of many database servers that can be plugged into a client/server equation. . Mysql works to efficiently manage its resource, a database of information, among the multiple clients requesting and sending data in the network. It supports the largest of the databases, which can contain terabytes of data and is an extremely powerful and flexible relational database system.

Mysql supports all major operating systems for both clients and servers, including MSDOS®, NetWare®, UnixWare®, OS/2® and most Unix flavors. Mysql can be the link, which joins the many data stores and networks throughout the heterogeneous computing systems prevalent in most corporations

4.2.4 Dreamweaver

Macromedia Dreamweaver is used for designing the interface. As one of the most reliable and secure software for web designing, the pages can be developed with easiness.

4.3 Database Connectivity

The JDBC Application Programming Interface (API) is used as the medium for connection to the database. JDBC stands for Java Database Connectivity. Its primary purpose is to intimately tie connectivity to databases with the JSP. JDBC is designed to be platform-independent, so programmers need to worry about the database used while programming. To allow this platform independence, JDBC provides a driver manager that dynamically maintains all the driver objects that the database queries will need.

The JDBC is two-dimensional. The reasoning for the split is to separate the low-level programming from the high-level application interface. The JDBC defines every aspect of making data-aware Java applications and applets. The low-level JDBC drivers perform the database-specific translation to the high-level JDBC interface. This interface is used by the developer so he doesn't need to worry about the database-specific syntax when connecting to and querying different databases. . The implementation of the actual connection to the data source/database is left entirely to the JDBC driver. The JDBC is a package, much like other Java packages. The other dominant design basis for the JDBC is the database standard known as SQL. Hence, the JDBC is a fusion of three discrete computer areas: Java, Internet technology, and SQL.

5 SYSTEM TESTING

5.1 Introduction

The number and nature of errors in a new design depend on such factors like the communication between the user and the designer, the programmer's ability to generate a code that reflects exactly the system specifications and the time frame for the design. The purpose of system testing is to consider all the likely variations to which it will be subjected and to push the system to its limits. It is a tedious but necessary step in system development. Testing is vital to the success of the system. System testing makes the logical assumption that if all the parts of the system are correct, the goal will be successfully achieved. The system is to be tested to see whether the outputs are correct to a known specific input.

The process of system testing can be classified into

- Unit testing
- Module testing
- Sub-system testing
- System testing
- Acceptance testing

Unit testing: Individual components are tested to ensure that they operate correctly. Each component is tested independently, without other component

Module testing: A module is a collection of dependent components such as an object class, an abstract data type or some looser collection of procedures and functions. A module encapsulate related component so can be tested without other modules

Sub-system testing: This phase involves testing collection of modules, which have been integrated into sub-systems. Sub-system may be independently designed and implemented. The most common problem, which arises in large software systems, is sub-system mismatches. The sub-system test process should therefore concentrate on the detection of interface errors by rigorously exercising these interfaces

System testing: The sub-system is integrated to make up the entire system. The testing process is concentrated with finding errors, which result from unanticipated interaction between sub-systems and system components. It is also concerned with validating that the system meets its functional and non-functional requirements.

Acceptance testing: This is the final stage in the testing process before the system is accepted for operational use. The system is tested with data supplied by the system procurer rather than simulated test data. Acceptance testing may reveal errors and omission in the system requirements definition because the real data exercises the system in different ways from the test data. Acceptance testing may also reveal requirements problems where the system's facilities do not really meets the users needs or the system performance is unacceptable.

The acceptance testing process continues until the system developer and the client agree that the delivered system is an acceptable implementation of the system requirements.

5.2 Data and Database Integrity Testing

The databases and the database processes were tested as a subsystem. First of all a group of test cases were prepared. These test cases were chosen in such a manner that integrity of all the tables in the database could be tested. Now the test cases were executed and the integrity of the database is checked. It was found that the results obtained matched with the predicted results .

5.3 Functional Testing

Functional testing relies on the specification of the system or component, which is being tested. It focus on any requirements for test that can be traced directly to data flow or process flow and business process. The goals of these tests are to verify proper data acceptance, processing, and retrieval, and the appropriate implementation of the business rules. This type of testing was done based upon black box techniques; that is verifying the application and its internal processes by interacting with the application via the Graphical User Interface (GUI) and analyzing the output or results.

5.4 User Interface Testing `

User Interface (UI) testing verifies a user's interaction with the software. The goal of UI testing is to ensure that the User Interface provides the user with the appropriate access and navigation through the functions of the target-of-test. In addition, UI testing ensures

that the objects within the UI function as expected and conform to corporate or industry standards.

5.5 Security and Access Control Testing

Application-level security ensures that, based upon the desired security, actors are restricted to specific functions or use cases, or are limited in the data that is available to them. For example, in the system, only Administrators have access to print reports.

5.6 Testing the modules

The various modules are tested with live data and were found to be working satisfactorily. The test inputs include valid and invalid data and the corresponding outputs are checked to see that correct results are obtained for valid data and proper error messages for invalid data.

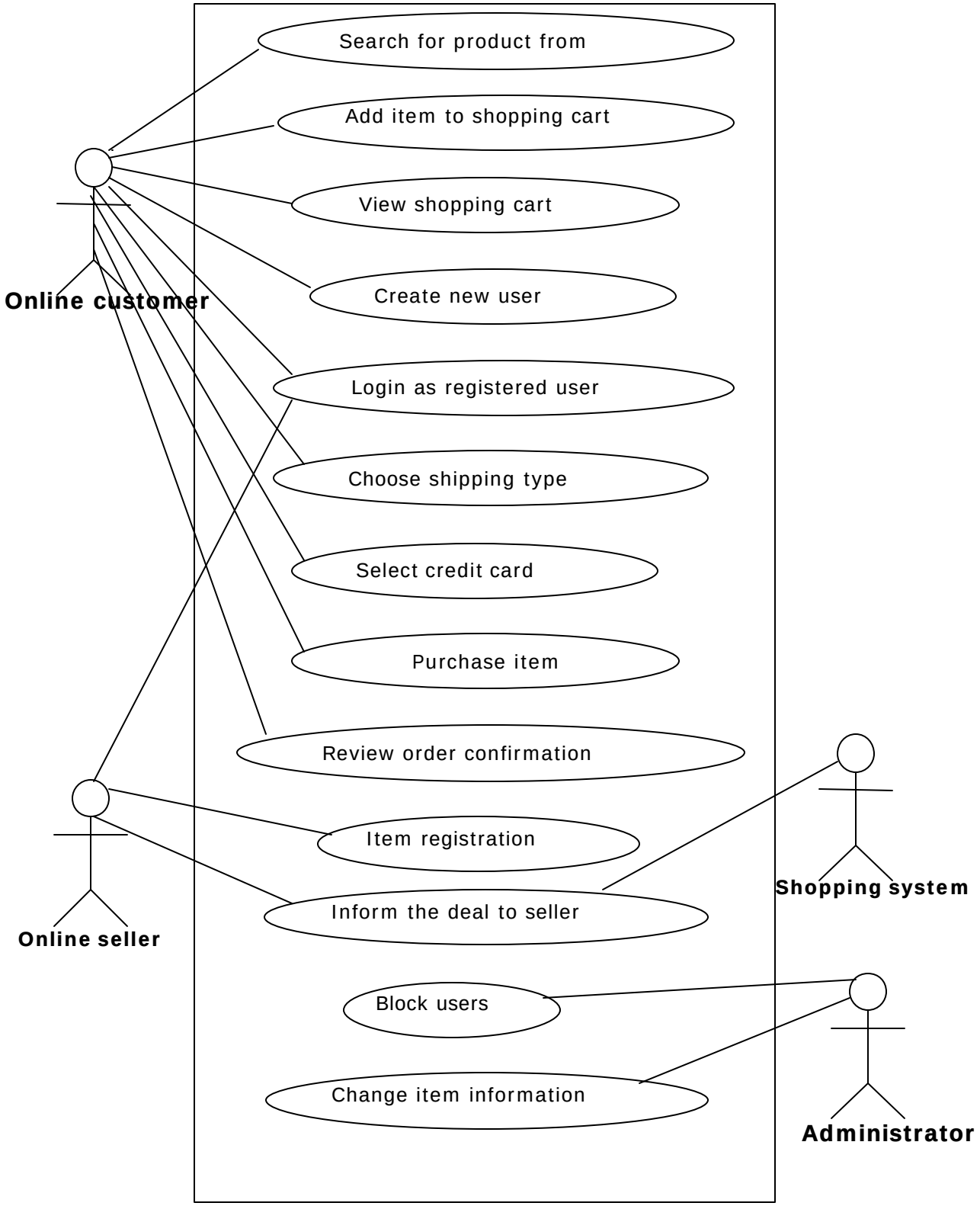
6 CONCLUSION

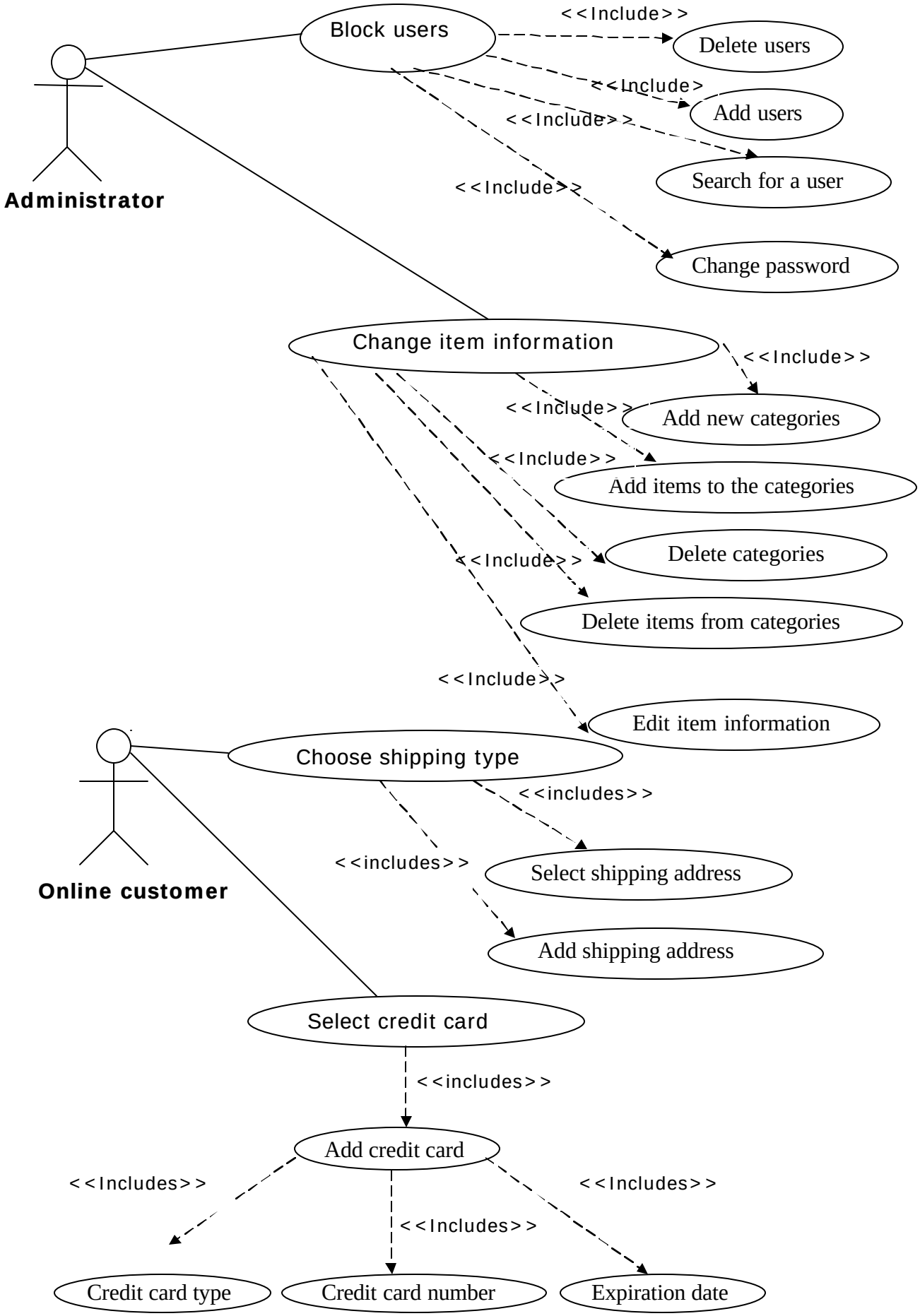
The project e mart aims in providing a better working environment to the shopping market. It computerizes a major part of the routine activities of the market. Due to this site searching products will become much easier and stock management will become simple.

The arguments for computerization are fast and accurate retrieval of information, infinite storage life without the risk of non-retrieval, which in turn increases productivity. Paper work can be done away with making communication more simple and reliable Eases the complexity and work load of the existing system. Finally we need manpower for data entry, maintenance and shipping products in to the customer’s houses.

APPENDIX 1

7.1 UML Use Case Diagram


Search for product from
Add item to shopping cart
View shopping cart
Create new user
Login as registered user
Choose shipping type
Select credit card
Purchase item
Review order confirmation
Item registration
Inform the deal to seller
Block users
Change item information
Online customer
Online seller
Shopping system
Administrator


Administrator
Block users
<<Include>>
Delete users
<<Include>
Add users
<<Include>>
Search for a user
<<Include>>
Change password
Change item information
<<Include>>
Add new categories
<<Include>>
Add items to the categories
<<Include>>
Delete categories
<<Include>>
Delete items from categories
<<Include>>
Edit item information
Online customer
Choose shipping type
<<includes>>
Select shipping address
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Add shipping address
Select credit card
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Add credit card
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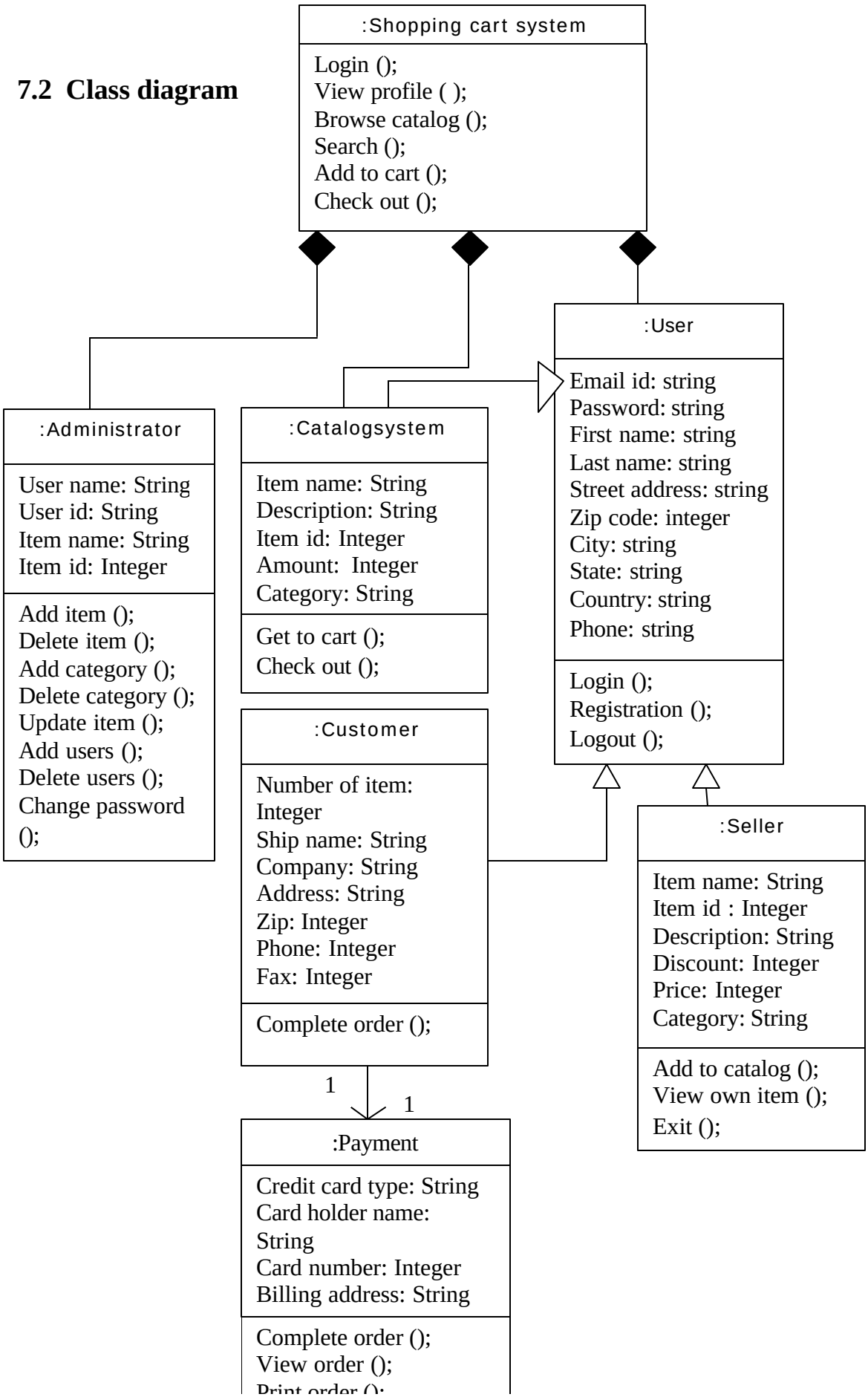
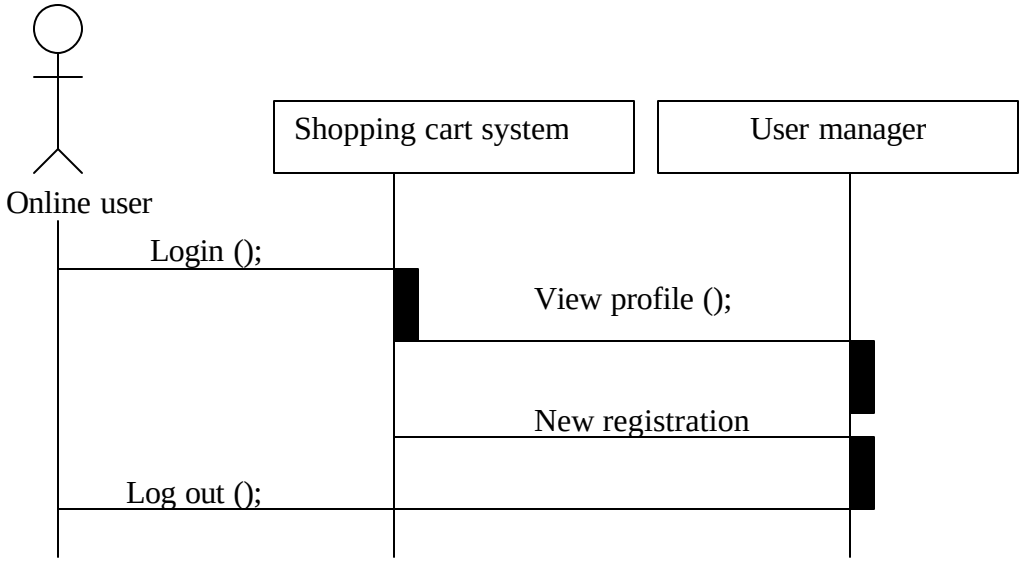
<<Includes>>
<<Includes>>
Credit card type
Credit card number
Expiration date

7.2 Class diagram

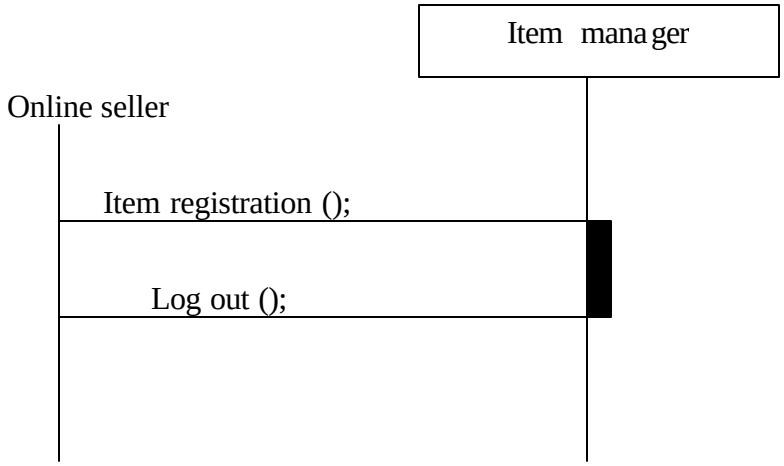


APPENDIX 2

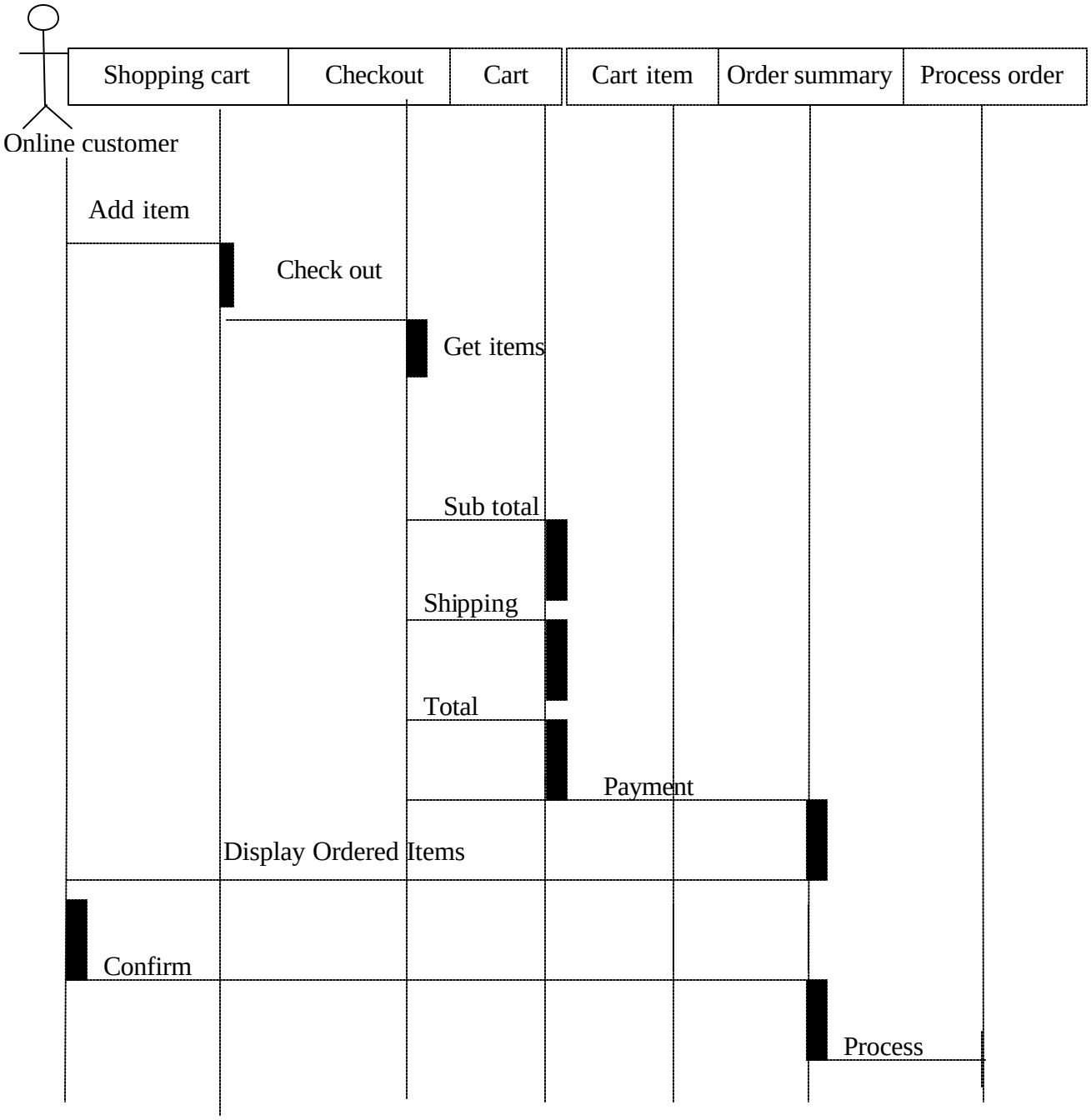
8.1 Sequence Diagram.



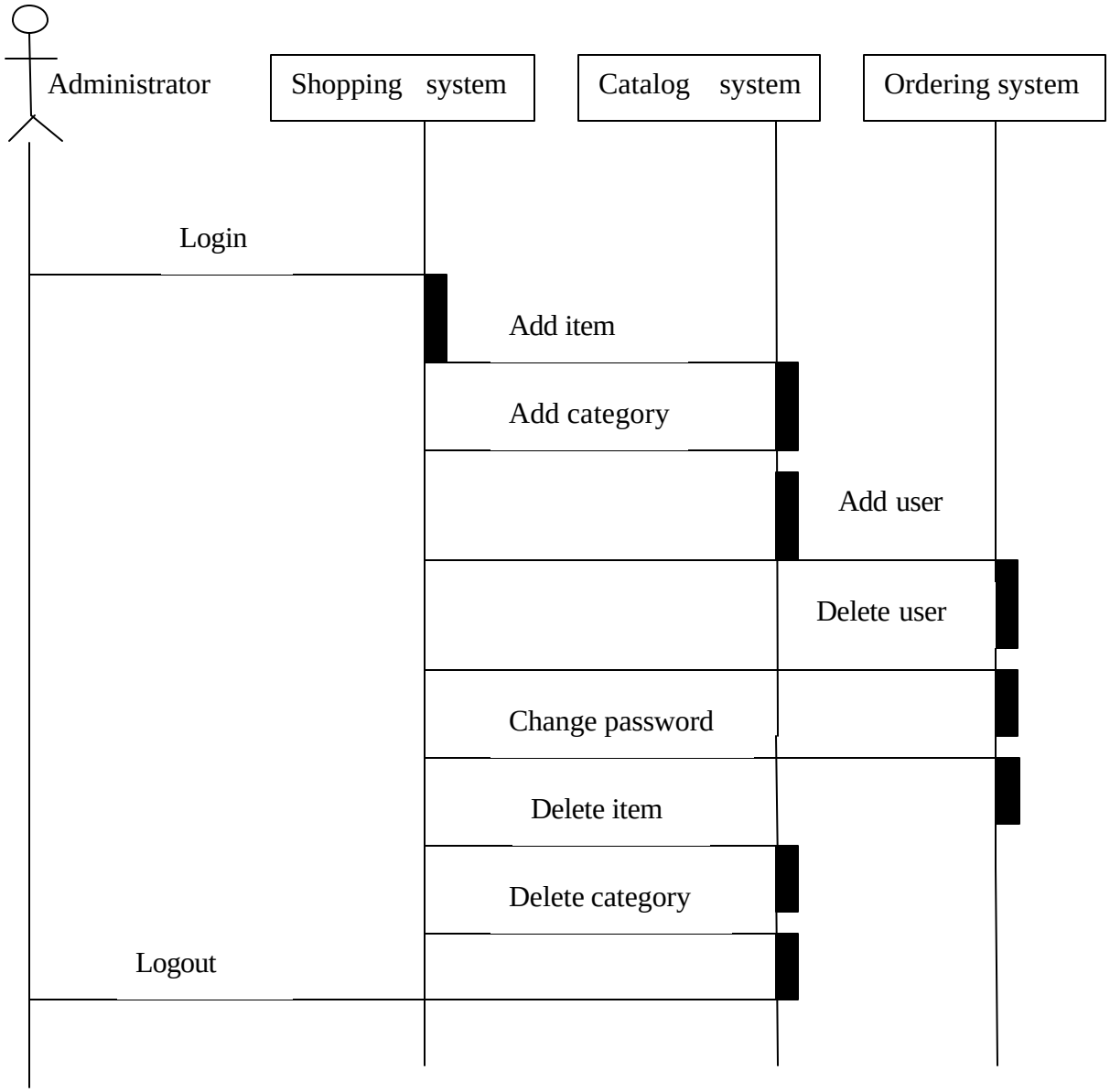
User sequence diagram



Seller sequence diagram



Online customer sequence diagram



Administrator sequence diagram

APPENDIX 3

9.1 Database Design

9.1.1 Seller Table

S_LOGIN	VARCHAR	20	NO
S_PASSWORD	VARCHAR	200	NO
S_FNAME	VARCHAR	200	NO
S_LNAME	VARCHAR	100	NO
S_ADDRES1	VARCHAR	100	NO
S_ADDRESS2	VARCHAR	100	NO
S_CITY	VARCHAR	100	NO
S_STATE	VARCHAR	50	NO
S_ZIP	INTEGER	50	NO
S_COUNTRY	VARCHAR	100	NO
S_PHONE	INTEGER	15	NO
S_EMAIL	VARCHAR	20	YES
S_DATE	DATES	20	NO
S_ACCOUNT	INTEGER	20	NO

Primary Key : S_LOGIN

Unique : B_ACCOUNT

Foreign Key : S_ACCOUNT Reference selleraccount

9.1.2 Customer Table

C_LOGIN	VARCHAR	20	NO
C_PASSWORD	VARCHAR	200	NO
C_FNAME	VARCHAR	200	NO
C_LNAME	VARCHAR	100	NO
C_ADDRES1	VARCHAR	100	NO
C_ADDRESS2	VARCHAR	100	NO
C_CITY	VARCHAR	100	NO
C_STATE	VARCHAR	50	NO
C_ZIP	INTEGER	50	NO

C_COUNTRY	VARCHAR	100	NO
C_PHONE	INTEGER	15	NO
C_EMAIL	VARCHAR	20	YES
C_DATE	DATES	20	NO

Primary Key : C_LOGIN

Unique : C_EMAIL

9.1.3 Product Table

P_PNAME	VARCHAR	20	NO
P_VALUE	VARCHAR	200	NO
P_PID	VARCHAR	200	NO
P_CATEGORY	VARCHAR	100	NO
P_SUBCATEGORY	VARCHAR	100	NO
P_DESCRIPTION	VARCHAR	100	NO
P_STOCK	INTEGER	20	NO
P_BRAND	VARCHAR	50	NO
P_COMPANY	VARCHAR	50	NO
P_PRICE	INTEGER	100	NO
P_DATE	DATES	20	NO

Primary Key : P_PID

Foreign Key : P_VALUE References Seller

Unique : P_PID

9.1.3 Ship detail Table

H_LOGIN	VARCHAR	20	NO
H_FNAME	VARCHAR	200	NO
H_LASTNAME	VARCHAR	200	NO
H_PHONE	INTEGER	20	NO
H_EMAIL	VARCHAR	100	NO
H_ADDRESS1	VARCHAR	100	NO
H_ADDRESS2	VARCHAR	100	NO

H_CITY	VARCHAR	50	NO
H_STATE	VARCHAR	50	NO
H_ZIP	INTEGER	20	NO
H_COUNTRY	VARCHAR	20	NO

Primary Key : H_PHONE

Foreign Key : H_LOGIN References Customer

Unique : H_EMAIL

9.1.4 Payment Table

P_NAME	VARCHAR	20	NO
P_NUMBER	VARCHAR	200	NO
P_LASTNAME	VARCHAR	200	NO
P_ADDRESS	VARCHAR	200	NO
P_CITY	VARCHAR	100	NO
P_STATE	VARCHAR	100	NO
P_ZIP	INTEGER	100	NO
P_COUNTRY	VARCHAR	50	NO
P_SECURITY	INTEGER	50	NO
P_ACCOUNTNUMBER	INTEGER	20	NO

Primary Key : P_NAME, P_NUMBER, P_ACCOUNTNUMBER

Unique : P_NUMBER, P_ACCOUNTNUMBER

9.1.5 S_Message Table

M_SNAME	VARCHAR	200	NO
M_BNAME	VARCHAR	200	NO
M_PRODUCTNAME	VARCHAR	200	NO
M_PRODUCTID	VARCHAR	200	NO
M_FNAME	VARCHAR	100	NO
M_LNAME	VARCHAR	100	NO
M_ADDRESS1	INTEGER	100	NO

M_ADDRESS2	VARCHAR	50	NO
M_CITY	INTEGER	50	NO
M_ZIP	INTEGER	20	NO
M_COUNTRY	VARCHAR	20	NO
M_PHONE	VARCHAR	200	NO

Foreign Key : M_SNAME References Seller, M_BNAME References Buyer, M_PRODUCTID References Products.

9.1.6 Cart Table

R_PNAME	VARCHAR	200	NO
R_PRODUCTID	VARCHAR	200	NO
R_TOTALPRICE	INTEGER	20	NO
R_BNAME	VARCHAR	200	NO

Primary Key : R_PRODUCTID.

Foreign Key : R_BNAME References Customer, R_PRODUCTID References Products

9.1.7 Category Table

CAT_NAME	VARCHAR	200	NO
CAT_ID	VARCHAR	200	NO
CAT_DESCRIPTION	VARCHAR	200	NO

Primary Key : CAT_ID.

Unique : CAT_NAME

9.1.8 Sub Category Table

SUB_CATNAME	VARCHAR	200	NO
SUB_NAME	VARCHAR	200	NO
SUB_CATID	VARCHAR	200	NO
SUB_CATDESCRIPTION	VARCHAR	200	NO

Primary Key : SUB_CATID.

Foreign Key : SUB_CATNAME References Category

Unique : SUB_NAME

9.1.9 Seller Account Table

ACC_NUMBER	INTEGER	20	NO
ACC_USERNAME	VARCHAR	200	NO
ACC_SECURITY	INTEGER	200	NO
ACC_ADDRESS	VARCHAR	200	NO
ACC_CITY	VARCHAR	200	NO
ACC_STATE	VARCHAR	200	NO
ACC_ZIP	INTEGER	200	NO
ACC_COUNTRY	VARCHAR	200	NO

Primary Key : ACC_NUMBER

9.1.10 Administrator Account Table

ADMIN_ACCOUNT	INTEGER	200	NO
ADMIN_PNAME	VARCHAR	200	NO
ADMIN_PID	VARCHAR	200	NO
ADMIN_PRICE	INTEGER	200	NO

Primary Key : ADMIN_ACCOUNT

Foreign Key : ADMIN_PID References Products

9.1.11 Received Account Table

REC_ACCOUNT	INTEGER	200	NO
REC_PRICE	INTEGER	200	NO

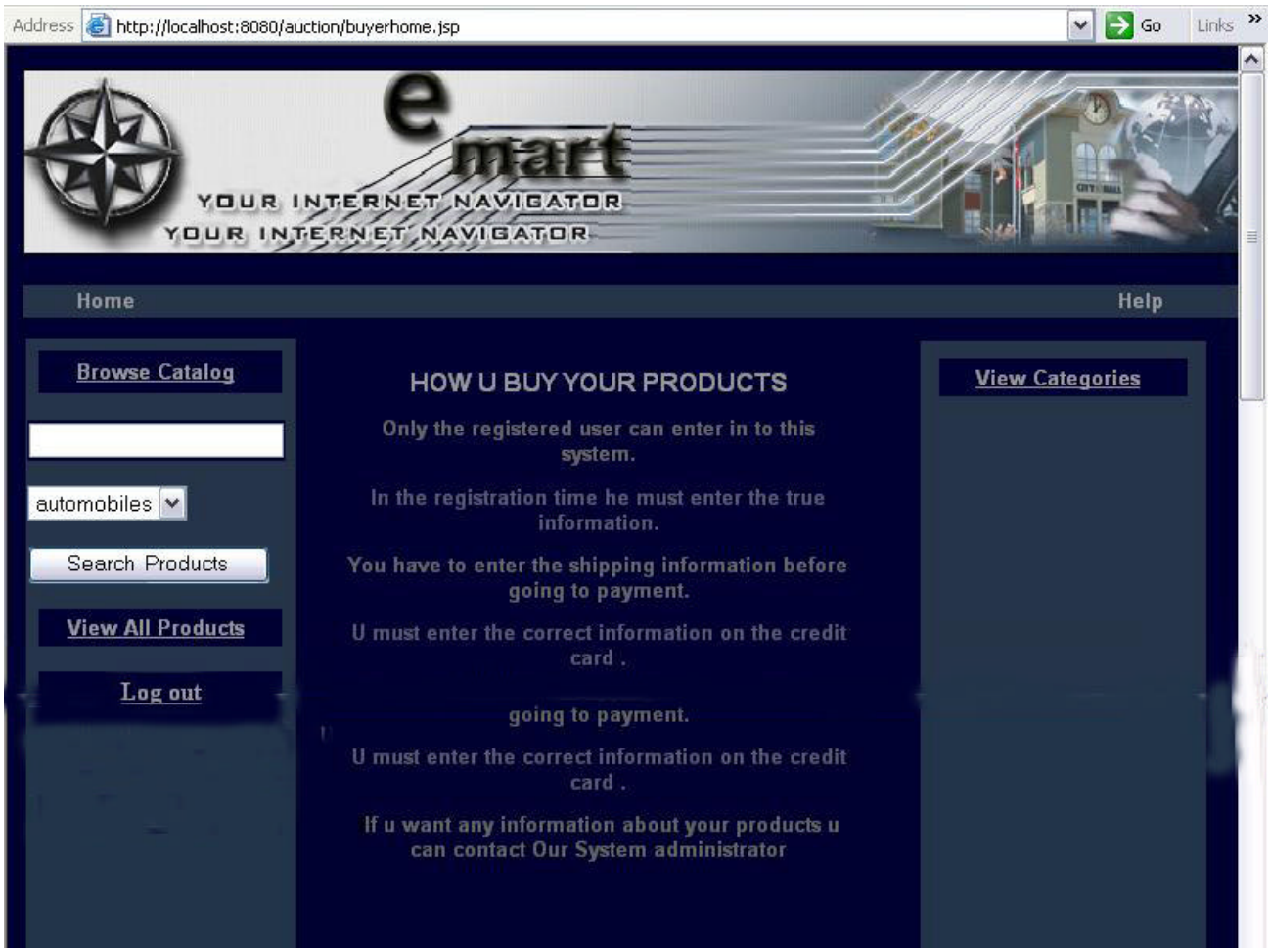
9.1.12 Administrator Table

AD_NAME	VARCHAR	200	NO
AD_PASSWORD	VARCHAR	200	NO

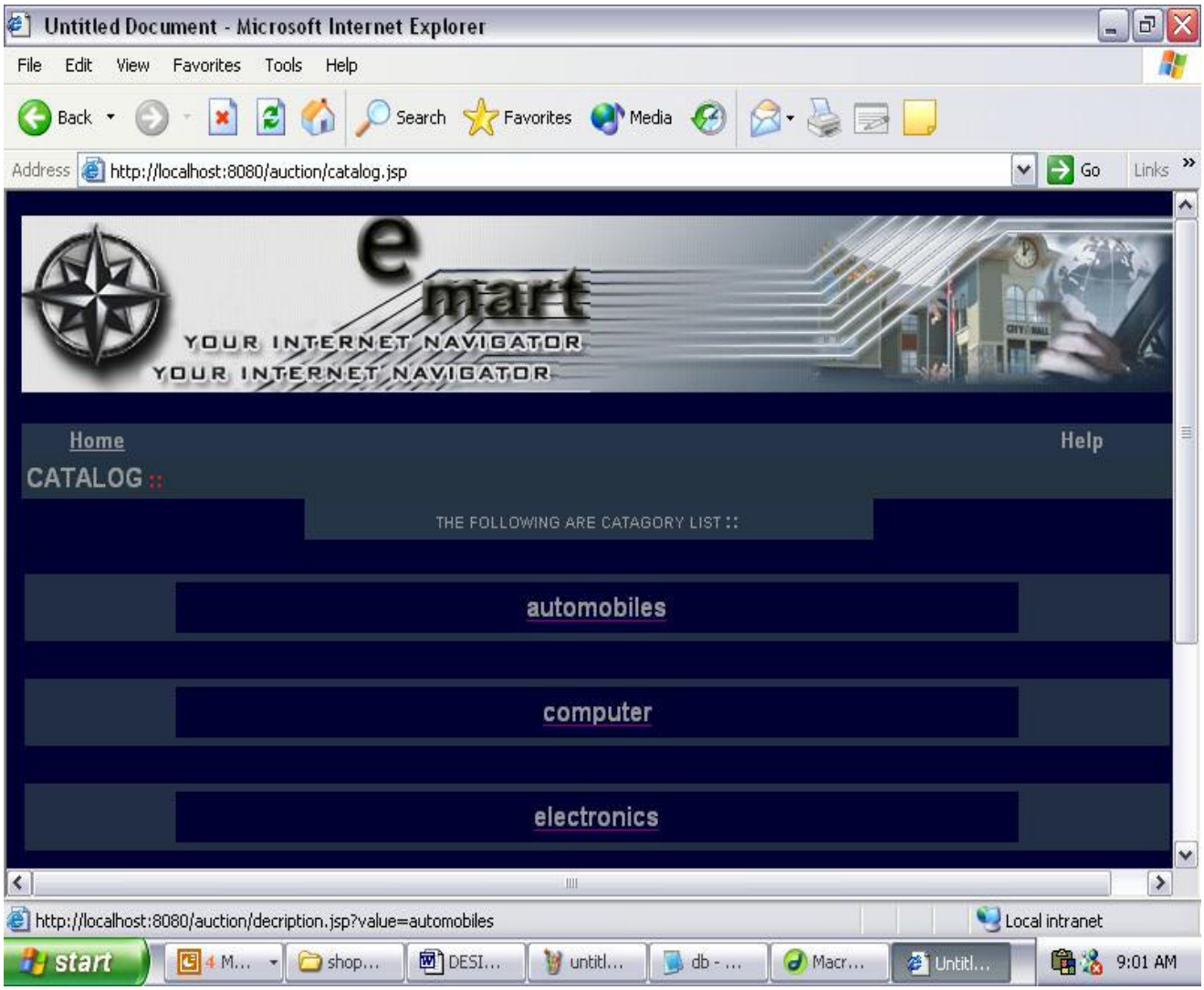
APPENDIX 4

9.1 Screen Shots

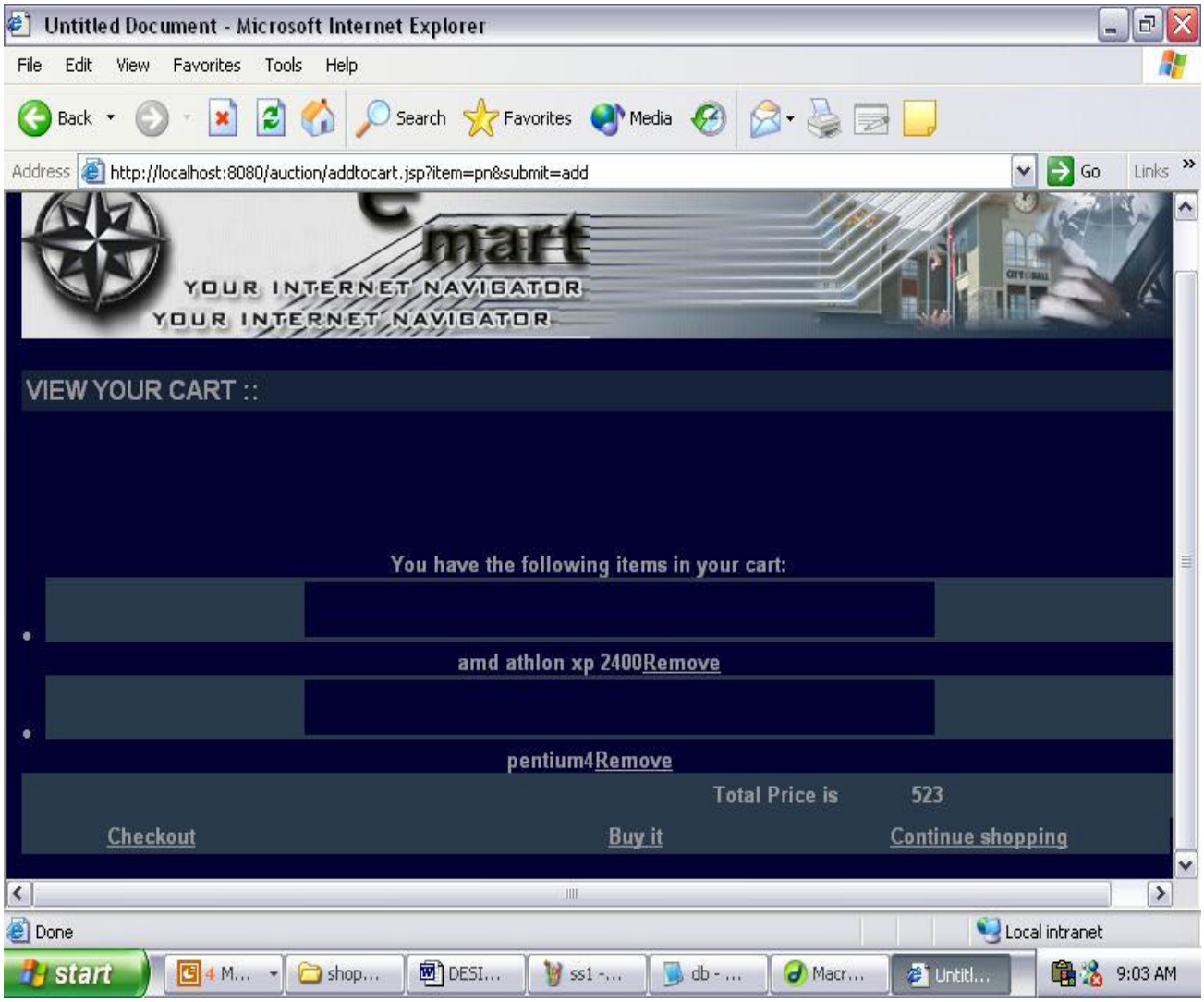
9.1.1 Buyer Home Page



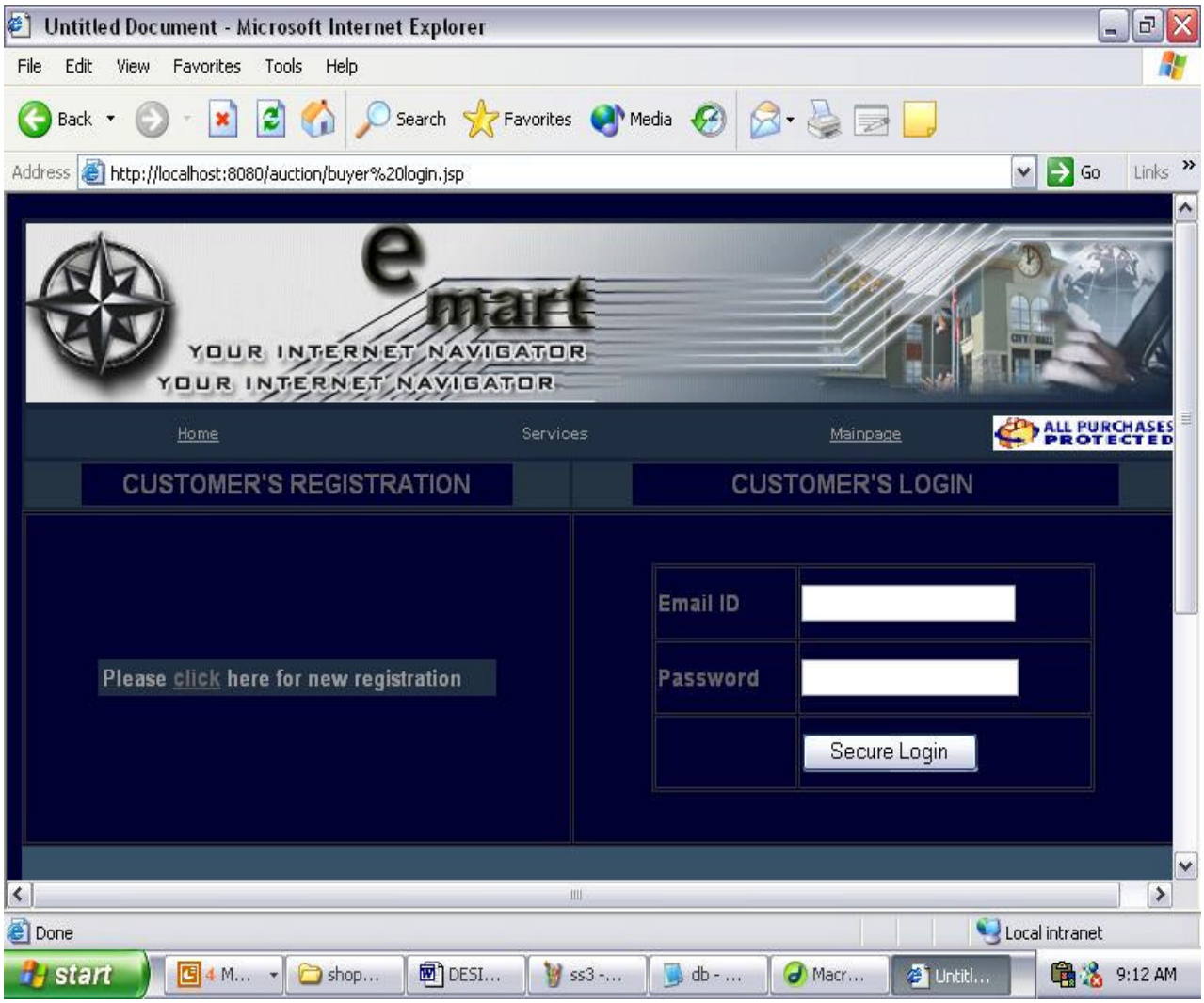
9.1.2 Product Catalogue Page


Untitled Document - Microsoft Internet Explorer
File Edit View Favorites Tools Help
Back Search Favorites Media
Address http://localhost:8080/auction/catalog.jsp
Go Links
e mart
YOUR INTERNET NAVIGATOR
YOUR INTERNET NAVIGATOR
Home
Help
CATALOG ::
THE FOLLOWING ARE CATAGORY LIST ::
automobiles
computer
electronics
http://localhost:8080/auction/decription.jsp?value=automobiles
Local intranet
start
9:01 AM

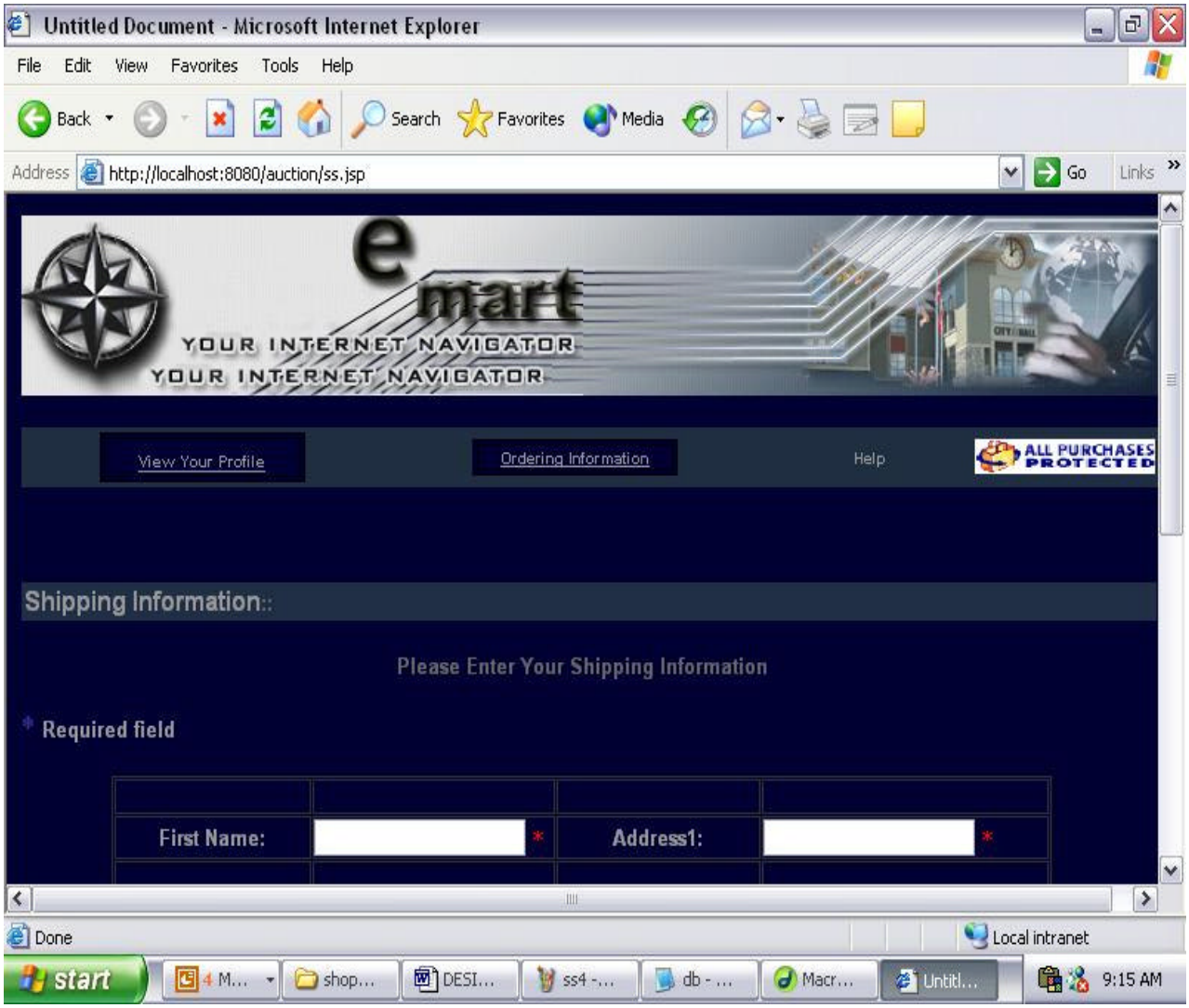
9.1.3 Cart Page



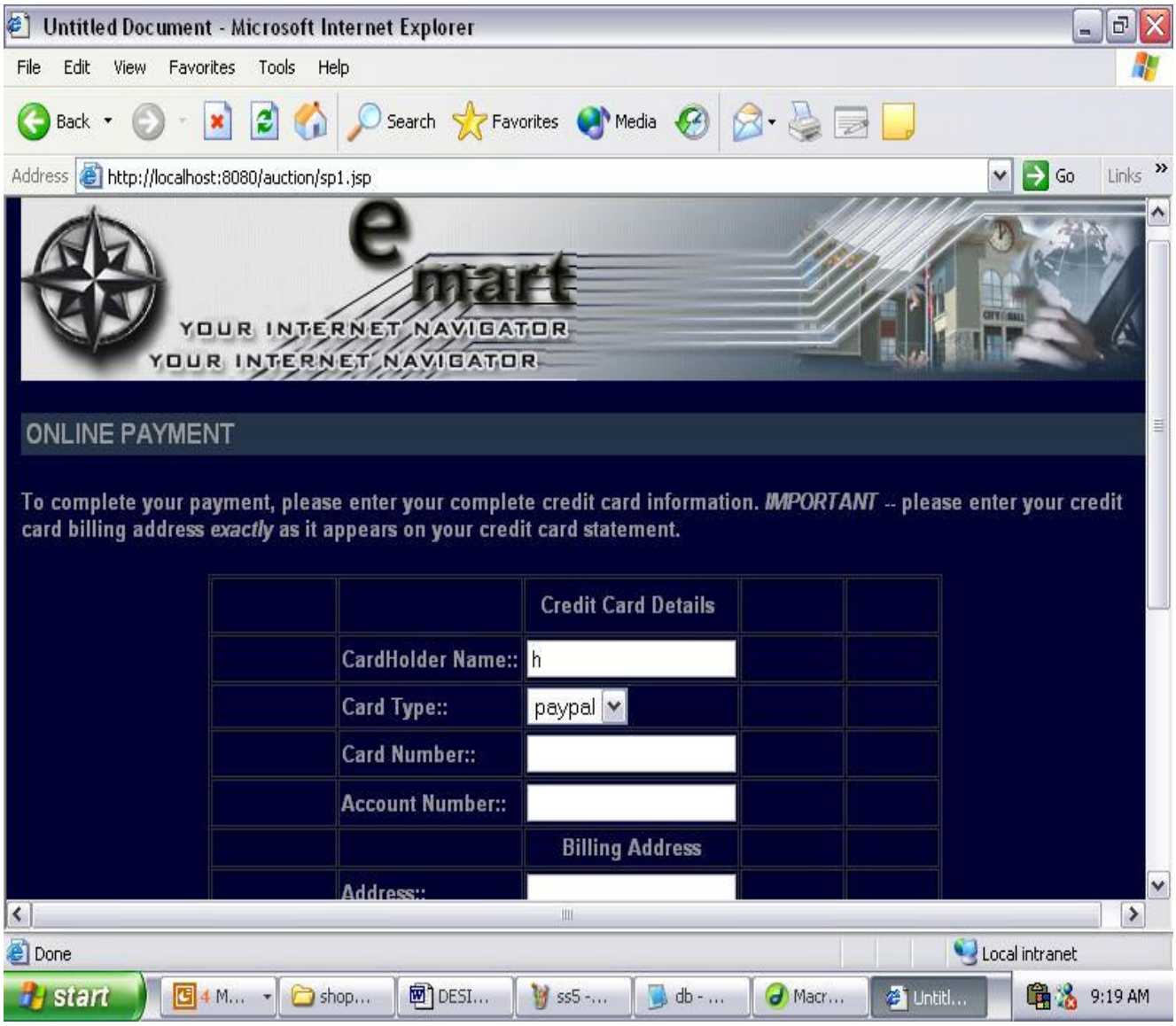
9.1.4 Buyer login Page



9.1.5 Shipping Information Page



9.1.5 Payment Details Page



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