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CRAFT WORK SALES SYSTEM

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***Abstract*—** Craft Work Sales System projects main idea is to develop a web application for Craft work Employees through which they can manage operations based on the orders they get for manufacturing there product. In every industry there is always waste of time and human resources because of irregular management system. Using this application it will be easy to communicate with Administrator and sell products using a web based application. Administrator wills mange application where he will daily Craft update products list which are ready to be sold. Admin will update information of every available product in to database along with the quantity of the each product and as soon as the products are sold system will automatically update the database. The main aim of this project is to provide the customer service to the users. Craft Work project also gives about the list of Crafts available and its status to the Users. Craft Work Sales System where all kind of Crafts are available. This system provides separate interface and login for users. Users can search for any Crafts part. Thus the management can take appropriate steps to improve the facilities. Finally this project concentrates on reports. Reports are maintained to see the status of products, payment and purchase details, sales details. This project provides the proper relationship between administrators, Craft work Employees and Customer.

***Keywords*—** Craft Work, Administrator, Employees, Customer Service, Database.

I. INTRODUCTION

A Craft or trade is a pastime or an occupation that requires particular skills and knowledge of skilled work. In a historical sense, particularly the Middle Ages and earlier, the term is usually applied to people occupied in small scale production of goods, or their maintenance, for example by tinkers. A craftwork is an applied form of art, a social and cultural product reflecting the inclusive nature of folk imagination. Craftwork may refer to: Handicraft, work where useful and decorative objects are made completely by hand or by using only simple tools.

1. Skill in making things especially with the hands.
2. An occupation or trade requiring skill with the hands or as an artist Carpentry is a craft.
3. Plural usually craft : a boat especially when of small size.

II. SYSTEM DEVELOPMENT

A) Existing System:

In the existing system this application faces many problems. Due to those problems it feels difficulty to give good customer service. It has so many drawbacks. Answering management query is a time consuming process. Daily keeping a manual record of changes taking place in the crafts can become cumbersome if the concern is bigger.

Disadvantages:

- The important and the most significant drawback is that the system is manual.
- There are errors due to carelessness or oversight that may result in loss to the data.
- To maintain our Crafts time consuming is very high.
- Order delivery tracking maintenance is difficult.

B) Proposed System:

Craft Work Sales System is a Web application which avoids more manual hours that need to spend in record keeping and generating reports. Maintaining of Customer details is complex in manual system in terms of agreements, royalty and activities. This all have to be maintained in ledgers or books. The Administrator needs to verify each record for small information also. This package gives all the information regarding the transaction of Crafts & other details. It also gives the facility of adding Post the Craft work Employee Details and Sales Information Sent to the Particular Customer.

Advantages:

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- Information is available anytime.
- High integrity and security.
- It is user friendly.
- Speed and accuracy is increased.
- Fully automated.
- Security is associated with user authentication.
- Customer can select their Crafts and make the payment at their home.

III. PROPOSED MODULES

1)Authentication:

Authentication module contains all the information about the authenticated Person. Administrator without his username and password can't enter into the login if he is only the authenticated Person then he can enter to his login. Authentication is the process of verifying the identity of a Person by obtaining some sort of credentials and using those credentials to verify the Users identity. If the credentials are valid, the authorization process starts. Authentication process always proceeds to Authorization process.

2)User Registration / Login:

Users who want to buy Products should register with website by providing personal details. After the registration, he will be issued with valid user id and password by the Administrator. The user can log into the system with this user Id and Password. After successfully login into the system, the user moves to the instruction web page where he will get instruction about the process. It makes easy to integrate email and password authentication into your web app. The 6 credentials are not stored in your database. User Registration Screen Contains Various fields available for Username, Password, Email id, Address, Gender, Contact Number, user Id, password, etc. They are kept in a secure database behind the Authentication servers, and stored securely. This separates sensitive user credentials from your application data, and lets you focus on the user interface and experience for your app.

3)Add Product:

In Add Product Module Contains Admin Add the Products. It Contains Information about the Product Id, Product Name, Brand name , Price, Description , Photo. The Add Product details store into the database.

4)View Product:

In View Product Module Contains Customer View the Products like Product Id, Product Name, Brand name , Price, Description , Photo. Product Order Module: Using these module Customer can select type of products from drop down box Product types, new products …etc and select product from list. The Order Details sent to the Administrator.

5)View Order:

In View Order Module Contains Administrator View the Order from the Customer. It Contains Information about the orderid, productid , Productname, rate, quantity, Total, Username, Orderdate, status.

6)Delivery Module:

Admin can view the All the users Order Details and Deliver the Product Details to the Customer. The Delivery Product Details Stock Quantity should be updated. 7 View Status: In this Module Customer view the Product Delivery Status from the Administrator.

7)Send Request:

In Request Module customer can send request to administrator for out of stock product through this website. It contain information about RequestID, user Name, ProductID, Name, Date, Request Message, Response, Status. Administrator to verify the customer request details and give response to customer request.

8)Send Response:

In Response Module administrator can send Response to customer for out of stock product through this website. It contain information about RequestID, user Name, ProductID, Name, Date, Request Message, Response, Status. Administrator

to verify the customer request details and give response to customer request.

9)Software Description

A) FRONT END: PHP

PHP stands for Hypertext Preprocessor. PHP scripts run inside Apache server or Microsoft IIS. PHP and Apache server are free. PHP code is very easy. PHP is the most used server side scripting language. PHP files contain PHP scripts and HTML. PHP files have the extension "php", "php3", "php4", or "phtml".

The Web server accepts the request and sends the HTML to the Client browser that requests it. Web browser and web server communicate through a common protocol (HTTP). The examples for web server are XAMPP(any of four different operating systems, Apache, MySQL, Php, Perl) ,WAMP(Windows, Apache, MySQL, Php), MAMP(Macintosh, Apache, MySQL, PHP).

Generate dynamic web pages. PHP can display different content to different user or display different content at different times of the day Process the contents of HTML forms. We can use an PHP to retrieve and respond to the data entered into an HTML form. Can create database-driven web pages. An PHP can insert new data or retrieve existing data from a database such a MySQL.

B) BACK END: MYSQL

A database is simply a collection of used data just like phone book. MySQL database include such objects as tables, queries, forms, and more.

In MySQL tables are collection of similar data. With all tables can be organized differently, and contain mostly different information- but they should all be in the same database file. For instance we may have a database file called video store. Containing tables named members, tapes, reservations and so on. These tables are stored in the same database file because they are often used together to create reports to help to fill out on screen forms.

MySQL is a relational database. Relational databases tools like access can help us manage information in three important ways. • Reduce redundancy • Facilitate the sharing of information • Keep data accurate.

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IV. SYSTEM TESTING

It is the process of exercising software with the intent of finding and ultimately correcting errors. This fundamental philosophy does not change for web applications, because web based system and applications reside on network and inter-operate with many different operating systems, browsers, hardware platforms and communication protocols. Thus searching for errors is significant challenge for web applications.

System testing is the state of implementation, which is aimed at ensuring that the system works accurately and efficiently as expect before live operation, commences. It certifies that the whole set of programs hang together System testing requires a test plan, that consists of several key activities and steps for run program, string, system and user acceptance testing. The implementation of newly design package is important in adopting a successful new system.

1)Unit testing

Here each program is tested individually so any error apply unit is debugged. The sample data are given for the unit testing. The unit test results are recorded for further references. During unit testing the functions of the program unit validation and the limitations are tested.

Unit testing is testing changes made in a existing or new program this test is carried out during the programming and each module is found to be working satisfactorily. For example in the

registration form after entering all the fields we click the submit button. When submit button is clicked ,all the data in form are validated. Only after validation entries will be added to the database.

Unit testing comprises the set of tests performed by an individual prior to integration of the unit into large system. The situation is illustrated in as follows Coding

>Debugging >Unit testing >Integration testing

The four categories of test that a programmer will typically perform on a program unit

1. Functional test
2. Performance test
3. Stress Test
4. Structure test

2)Validation Testing

Software validation is achieved through a serious of testes that demonstrate conformity with requirements. Thus the proposed system under consideration has been tested by validation & found to be working satisfactory.

3)Output Testing

Asking the user about the format required by them tests the output generated by the system under consideration .It can be done in two ways, One on screen and other on printer format. The output format on the screen is found to be correct as the format designed n system test.

4)System Testing

In the system testing the whole system is tested for interface between each modules and program units are tested and recorded. This testing is done with sample data . The securities, communication between interfaces are tested.

System testing is actually a series of different tests whose primary purpose is to fully exercise the computer based system although each test has a different purpose all work to verify that all system elements properly integrated and perform allocate function.

It involves two kinds of activities namely

1. Integrated testing
2. Acceptance testing

A) Integrated testing

Integrated testing is a systematic technique for constructing tests to uncover errors associated with interface.

Objective is to take unit tested modules and build a program structure that has been dictated by design.

B) Acceptance testing

Acceptance testing involves planning an execution of a functional test, performance test and stress test to verify that the implemented system satisfies the requirement.

The acceptance testing is the final stage of the user the various possibilities of the data are entered and the results are tested.

5)Validation testing

Software validation is achieved through a series of test that demonstrates the conformity and requirements. Thus the proposed system under consideration has to be tested by validation and found to be working satisfactorily. For example in customer enters phone number field should contain number otherwise it produces an error message similarly in all the forms the fields are validated.

6)Testing results

All the tests should be traceable to customer requirements the focus of testing will shift progressively from programs Exhaustive testing is not possible To be more effective testing should be which has probability of finding errors.

The following are the attributes of good test

1. A good test has a probability of finding a errors.
2. A good test should be “best of breeds”.
3. A good test to neither simple nor too complex.

7)System Implementation

System Implementation is the stage in the project where the theoretical design is turned into a working system. The most crucial stage is achieving a successful new system and giving a user confidence in that the new system will work efficiently and effectively in the implementation stage.

The stage consist of

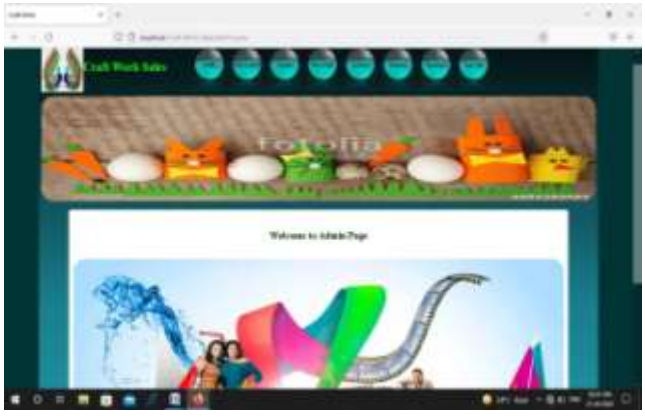
1. Testing a developed program with sample data.
2. Detection and correction of error.
3. Creating whether the system meets a user requirements.
4. Making necessary changes as desired by users.
5. Training user personal.

The implementation phase is less creative than system design. A system design may be dropped at any time prior to implementation, although it becomes more difficult when it goes to the design phase. The final report of the implementation phase includes procedural flowcharts, record layouts, and a workable plan for implementing the candidate system design into a operational design.PHP and MY SQL has offer very efficient yet a simple implementation technique for development of the project.

V. EXPERIMENTAL RESULTS

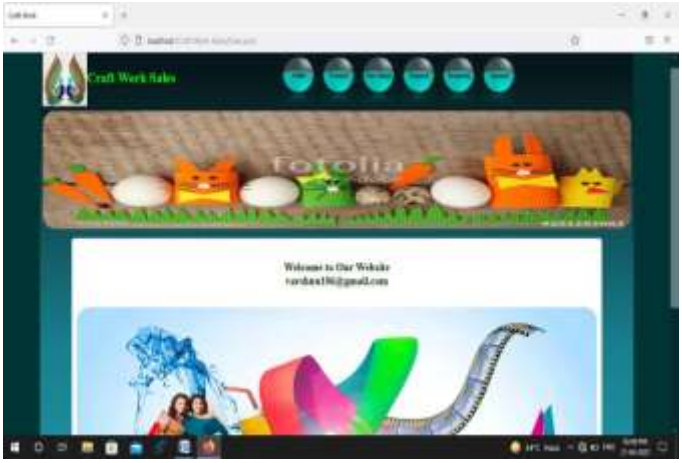
Login page:

Admin Login Page:

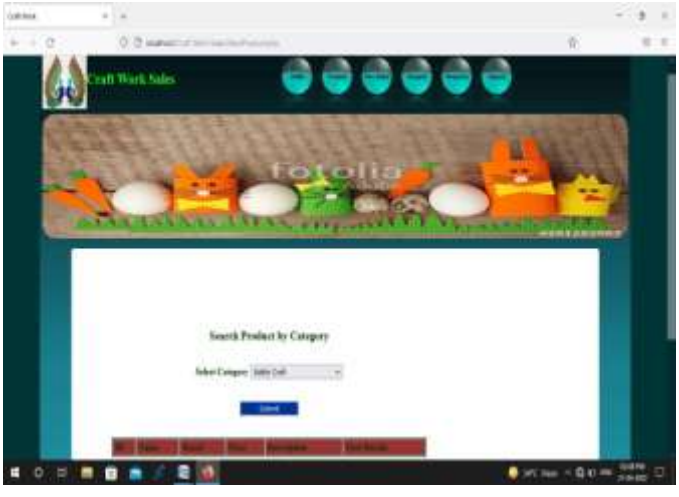


Admin Add Product Page:

Customer Login Page:



Customer Product Page:



VI. CONCLUSION

The " Craft Work Sales System " has been developed to satisfy all proposed requirements. The process is maintained more simple and easy. The system is highly scalable and user friendly. Almost all the system objectives have been met. The system has been tested under all criteria. The system minimizes the problem arising in the existing manual system and it eliminates the human errors to zero level. The design of the database is flexible ensuring that the system can be implemented. It is implemented and gone through all validation. All phases of development were conceived using methodologies. User with little training can get the required report. The software executes successfully by fulfilling the objectives of the project. Further extensions to this system can be made required with minor modifications.

SCOPE FOR FUTURE ENHANCEMENT

In Craft Work Sales System there is a rising interest and demand for sustainable and swadeshi products among domestic consumers opting for India-made handicrafts over mass-produced goods. One way to improve craft show sales is to offer a special deal that customers can't get through your online shop or anywhere else. A craftwork is an applied form of art, a social and cultural Handicraft, work where useful and decorative objects are made completely by hand or by using only simple tools.

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