<u>APPENDIX 1</u>

<u>ONLINE SHOPPING SYATEM</u>

A Project Report of Capstone Project -2

Submitted By

SABIR HUSSAIN ANSARI(1713203029)

In partial fulfiilment for the award of the degree of

<u>MASTER'S IN COMPUTER APPLICATION</u>

School of Computing Science and Engineering

Greater Noida, Uttar Pradesh 2020

Under the Supervision of

Dr.Praveen Dominic

Prof. (SCSE)

May-2020

SCHOOL OF COMPUTING AND SCIENCE AND ENGINEERING

BONAFIDE CERTIFICATE

Certified that this project report "ONLINE SHOPPING SYSTEM" is the bonafide work of "SHABIR HUSSAIN ANSARI" who carried out the project work under my supervision.

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LALIT SHARMA   Dr.PRAVEEN DOMINIC

HEAD OF THE DEPARTMENT   SUPERVISOR
SCSE   SCSE

APPENDIX 3

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Specimen:

SOME PERFORMANCE ASPECTS CONSIDERATIONS OF A CLASS OF OYO PG ACCOMODATION

A Report for the Evaluation 4 of Project 2

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Dr. PRAVEEN DOMINIC,
Professor
School of Computing Science & Engineering

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A PROJECT REPORT ON

Online Shopping System

ABSTRACT

The Shopping cart is mainly useful for who haven't time to go to shopping, those are just entered into this website and bought what ever they want.
Even it is night or morning they entered into this site, and chosen different items like fruits, books, toys etc..

'Customer is our god' mainly this website is based on this formula. After chosen items he bought into Pay pal process like VISA or MASTER credit cards or any Debit cards are accepted in this website. Customer is happily shopping at his rest place.

Once customer entered with his own username and password, at that time automatically one shopping cart will be created, once user select an item it will add to cart. In case user thinks the selected item is not useful for me, then deleted that item from shopping cart.

Customer selected some items, but in his credit or debit cart haven't that much balance, then he was logout from the website, the selected items are stored at cart with specific users with his allotted carts, after some days he bought those items then automatically deleted from the cart.

INTRODUCTION

The proposed system for the above discussed existing system easily provides
a solution to the biggest problem of going global and still not opening the stores in all parts of the world with the local product through the site's website. Maintenance and addition of further features are also cost effective in terms of the profits obtained.
In addition the site also provides several features for the administrators and for the Newsletters of the new products.

EXISTING SYSTEM

As for now, there is no present system working for making the local silk and silk items

go global. Normally, all the buying and selling of the silk items and its products is done through a shopping store or a silk store. Usually these silk stores contains many items from which customers can chose their required item. The strores are managed by people and the manager of the store which take care of the selling buying and other customer related things. The present working can be summarized in the following way:

Customer goes to a silk-store which is convenient to them.

   2.   Items in the store are normally arranged by their types and price.

He chooses from the collection of items, where the items are labeled by their price and occasionally, the discounts offered on the particular item. Sales staff are always there in case the customers want some assistance.

The customer takes the items he choose by their requirements or interests and takes the items to the billing section.

The bill is collected in the form of cash or credit card and a memo is prepared for the sold items which contains the information about the product such as price and quantity.

DRAWBACKS OF PRESENT SYSTEM

   a.   The system is limited to a particular area as the store generally caters the need of people
         living in a particular territory.

   b.   Customers have to take pain to go to the shop in case of heat, cold, rain etc.

No common platform and easy facility normally available where many dealers can interact
      with one as many stores have products of just one particular company or dealer.

USER REQUIREMENTS

      i.   The system should be fast.

    ii.   Smooth transaction of products.

    iii.   Redundancy of data must be avoided

iv   Efficiency in data retrieval and management.

v. Product record keeping must be managed in a proper way.

vi. Maintaining security of data.

FEATURES OF THE PROPOSED SYSTEM

The proposed system is flexible both for the administrators and the customers visiting the website.
The proposed system provides a unique platform for different silk vendors to interact using the same platform.
The proposed system allows easy promotion of the site through emails and newsletters.
The proposed system gives information about the delivery and present status of their orders.
Management of data is easy.
Security is provided wherever necessary.

PROPOSED SYSTEM

In the proposed website there are different parts or modules which are summarized as follows

CUSTOMER REGISTRATION:
Customers are required to register on the website before they can do the shopping. The website also provides several features for the non-registered user. Here they can choose their id and all the details regarding them are collected and a mail is sent to the email address for confirmation.

SHOPPING CART:
Shopping cart module tries to simulate the working of a store where user can view each design, color, size and price of the product available. The items they like can be added to the logical cart and can be removed if not required later. Billing and other payment related matters are handled here.

ADMINISTRATION:
This is the part of the website where the administrators can add delete or update the product information. Administrators are also responsible for adding and deleting the customers from the website. In addition, newsletter and promotions are also handled by the site administrator via e-mail.

SEARCH :
This facility is provided to both registered and unregistered user. User can search for the availability and type of products available on the website.

EMAILING:
Emailing module is concerned about promotions and newsletter and is handled by the administrator. This module is also concerned about sending activation and warning mails.

PROJECT MODULES

MODULES : This project contains 3 modules, those are

Admin
Products
User

MODULES DESCRIPTION:

Admin:-
When admin login, he saw the customer's database, means how many users are authenticated to this website and how many users are transact everyday, and newly items are inserting into products.

Products:-
This module contains product name, and related image, and cost of its. Like toys, books, furniture, gold items, etc.. Whatever customer wants from the shopping cart.

User:-
User entered into with his username and password, when he entered into this, he saw what items are available today, this facility is available for this site. Chosen different items from website get those through door delivery.

Database Tables:

Admin Table:

Column Name	Type	Computed	Length
uname	varchar	No	20
password	varchar	No	20

Products Table:

Column Name	Type	Computed	Length
Pid	int	No	4
ProductName	varchar	No	100
ProductType	varchar	No	50
image	varchar	No	100
price	int	No	4

System Specifications

Hardware Requirements:-

Pentium-IV(Processor).
256 MB Ram
512 KB Cache Memory
Hard disk 10 GB
Microsoft Compatible 101 or more Key Board

Software Requirements: -

Web Technologies : ASP.NET 2.0
        Language   : C#
    Database   : SQL SERVER 2000,05
    Web Server   : IIS
    Operating System   : WINDOWS XP

DATA FLOW DIAGRAMS (DFD):-

A DFD i.e. Data Flow Diagram is a graphical tool, which has the purpose of clarifying system requirements and identifying major transformation that will be programs in the system design. It depicts the information flow and transformation that occurs, as data moves from input to output. The DFD provides a mechanism for functional modeling as well as information flow modeling.

An external entity which can be a source or a destiny is represented by a solid square. It lies outside the context of the system. A process indicates the work that is performed on data. A circle represents a process. Data flow takes place between various components of the system & hence represented by an arrow mark. A data store is a repository for data. It is represented by an open-ended rectangle.
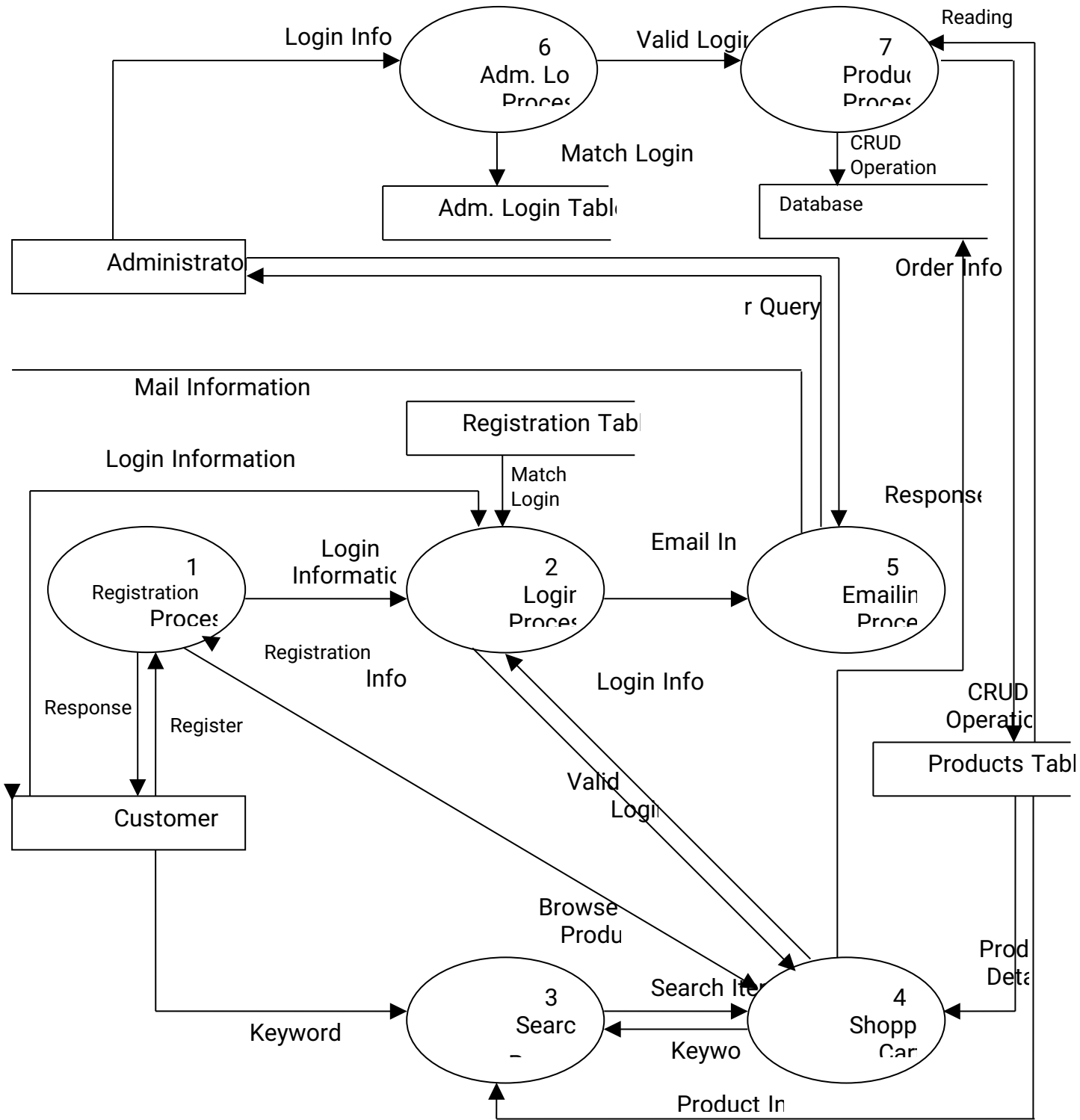
Level 0 DFD :-

ONLINE SHOPPING

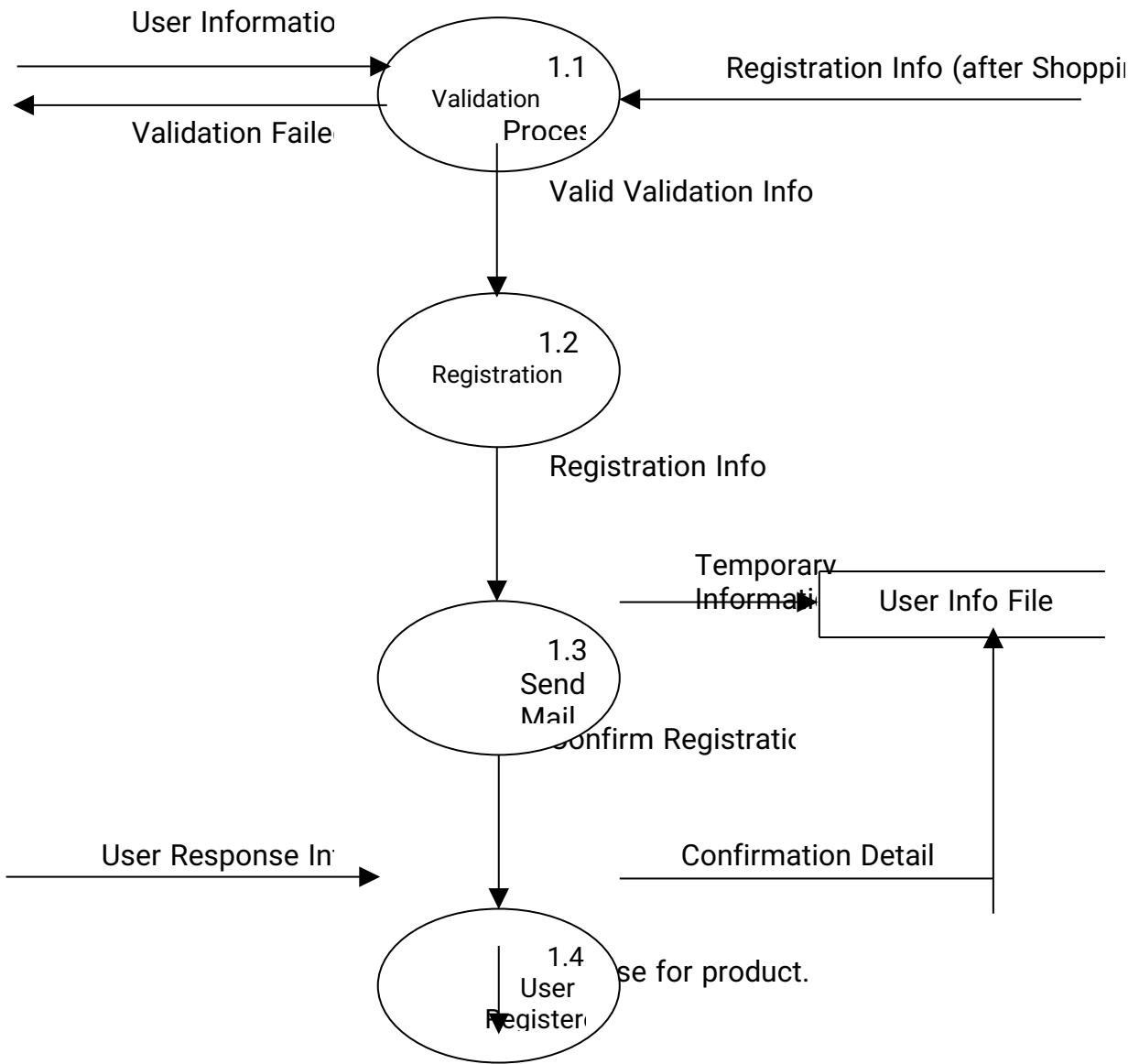**Administrator** — Create & Update ormation → **ONLINE SHOP** — Shopping & eries ← **Customer**

Information ← ONLINE SHOP

ONLINE SHOP → Information

CONTEXT DIAGRAM OF 'ONLINE SHOPPING'

LEVEL 1 DFD

LEVEL 1 DFD

LEVEL 2 DFD PROCESS 1

User Informatio

1.1
Validation
Proces

Registration Info (after Shoppi

Validation Faile

Valid Validation Info

1.2
Registration

Registration Info

Temporary
Informati

User Info File

1.3
Send
Mail

Confirm Registratic

User Response In

Confirmation Detail

1.4
User
Registere

se for product.

LEVEL 2 DFD PROCESS 1

LEVEL 2 DFD PROCESSES 3

Product ID

3.1
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Keyword

Keyword

3.2
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Category

Category

Invalid
Keyword

Category Id &
Keyword

Keywor

Product Table

3.3
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Imag

Image Info

Image Directory

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3.3
Display
Product D
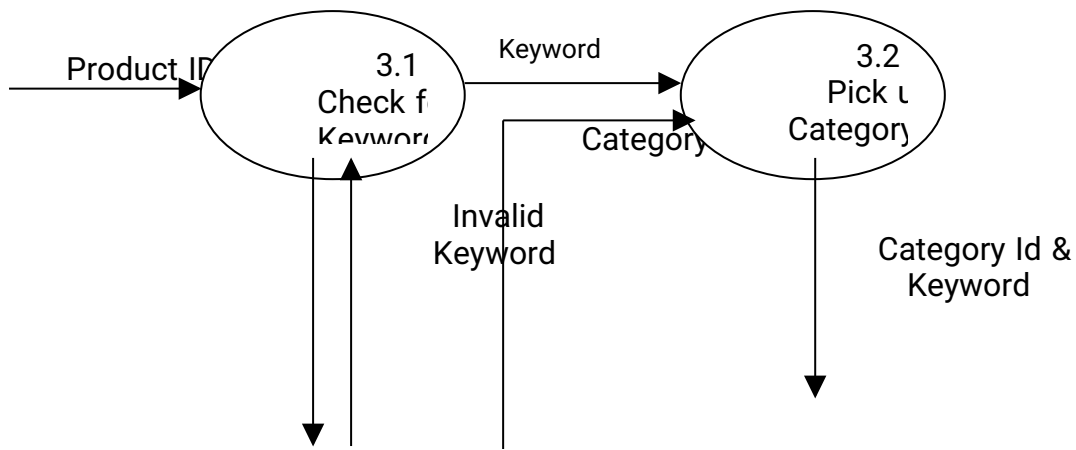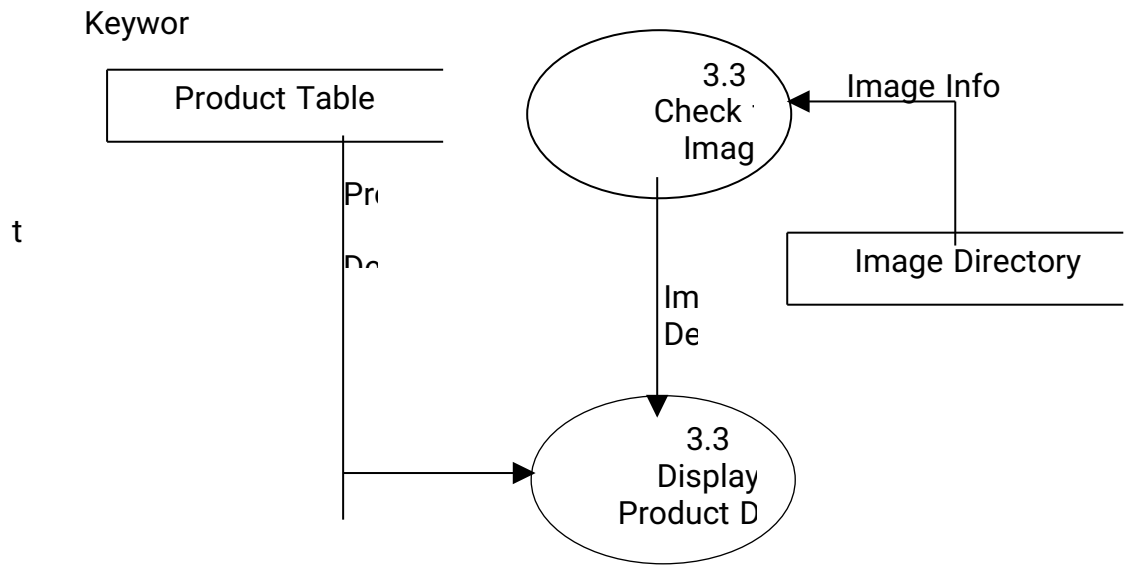
LEVEL 2 DFD PROCESSES 3

LEVEL 2 DFD PROCESSES 4

Product In

Product Table

Temporary Stora

Browse for Product
(Unregistered)

Browse (R

Browse (L
Login)

4.1
Validati
Check

Product In

Product

Product In

Order Info.

4.2
Add to C

Product Id

Order Info

4.3
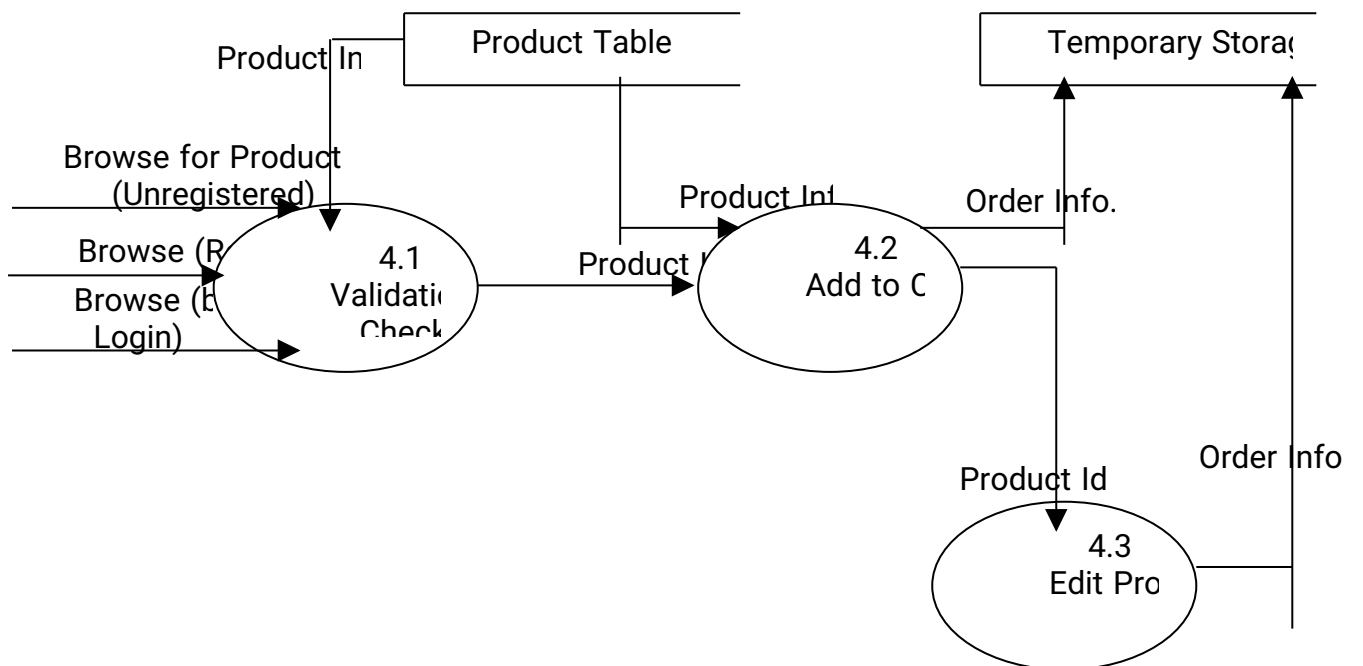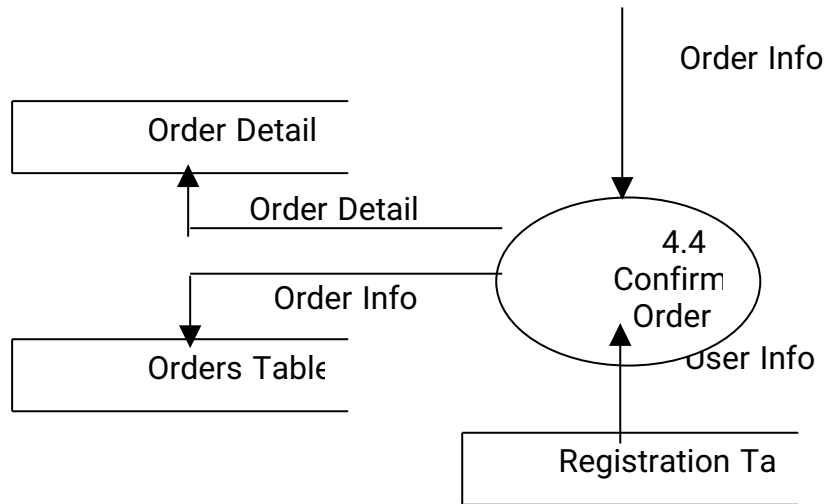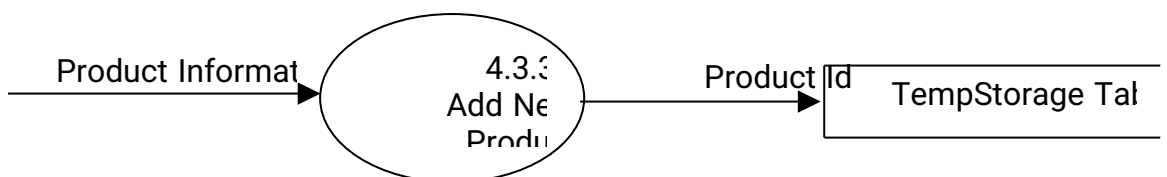Edit Pro

LEVEL 2 DFD PROCESSES 4

LEVEL 3 DFD PROCES 4.3

LEVEL 3 DFD PROCES 4.4

Order & Payment Ir

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4.4.2
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Order Id

Order Detail Tab

Orders Table

Order Detail

Orders Detail

Order Info

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Order Info

Address Inf

Regis_cust Tabl

On-Line Shopping

4.4.5
Congratı
n letter

4.4.6
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Invoic

Order Detail
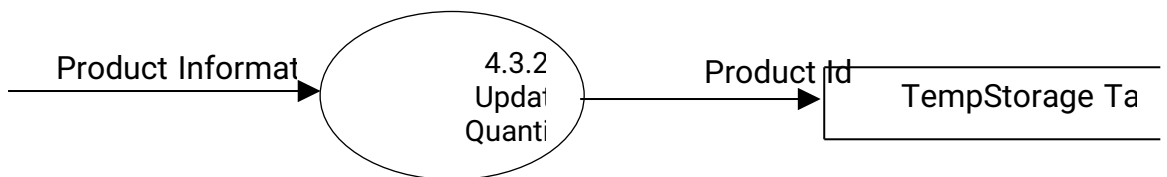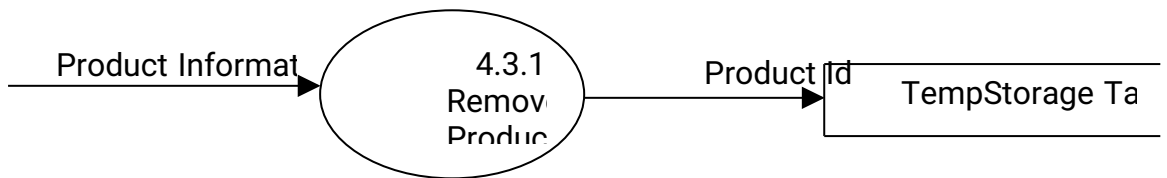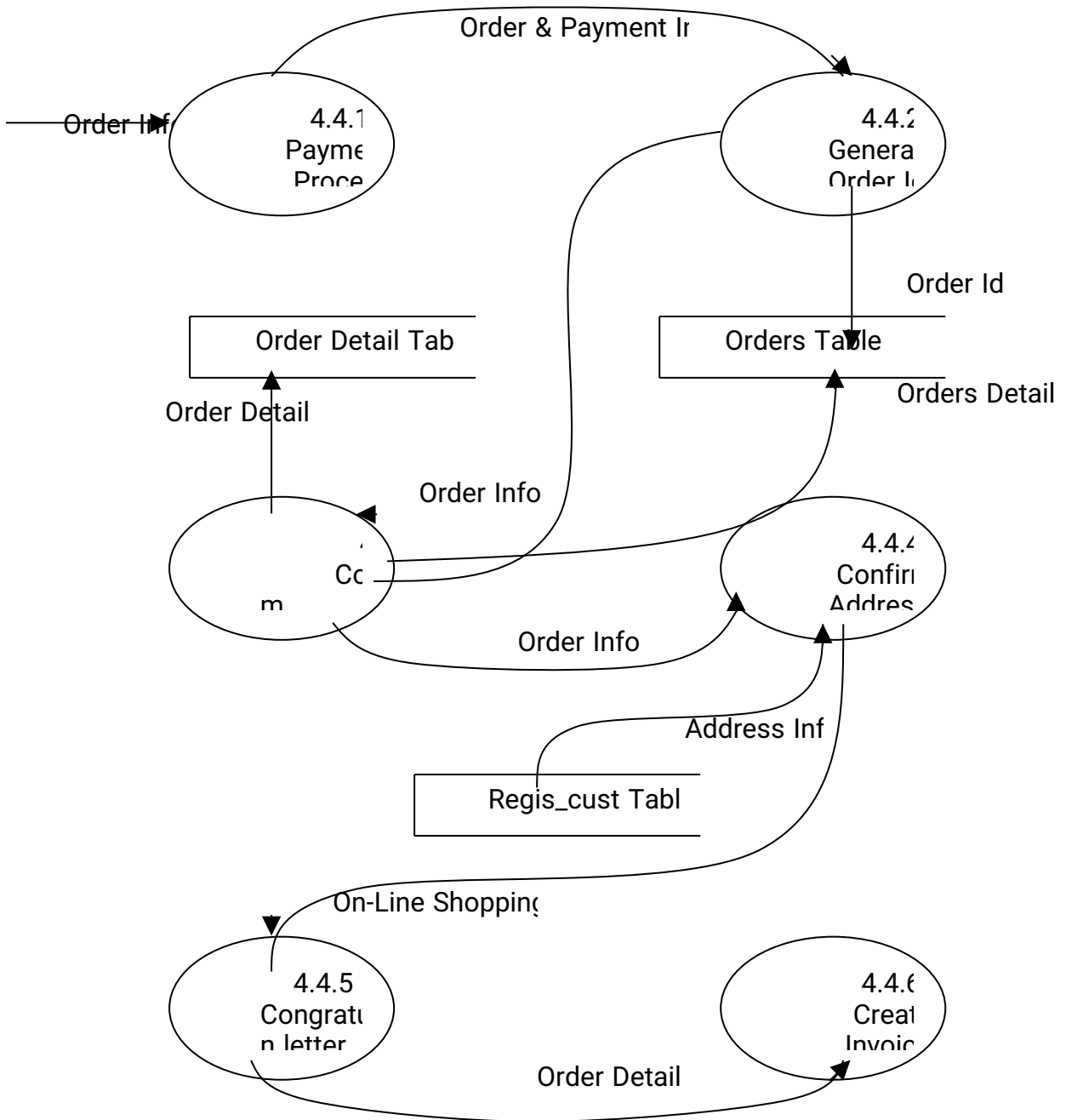
LEVEL 3 DFD PROCESS 4.4

LEVEL 2 DFD OF PROCESS 7

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Valid Lo → (7.2 Delete Produc) — Delete Statemer → [Product Table]

Valid Lo → (7.3 Updat Produc) — Update Statemer → [Product Table]

Valid Lo → (7.4 Order Detail) — Order Informatio → [Order Table]

Valid Lo → (7.5 Sale) — Sale Informatio → [Sell Table]

(7.6 User Detail)

Valid Log — User Informatio → [Registration Table]

Valid Lo

LEVEL 3 DFD PROCESSES — (7.7 Chang –) — Login Informatio → [Administrator Table]

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Image no st

Product alrea Exist

Response   Search

[Image Directory]

(7.1. Inser Produc)

Respo...   Insert
                                                                      Statement

                 Product id   Product Table
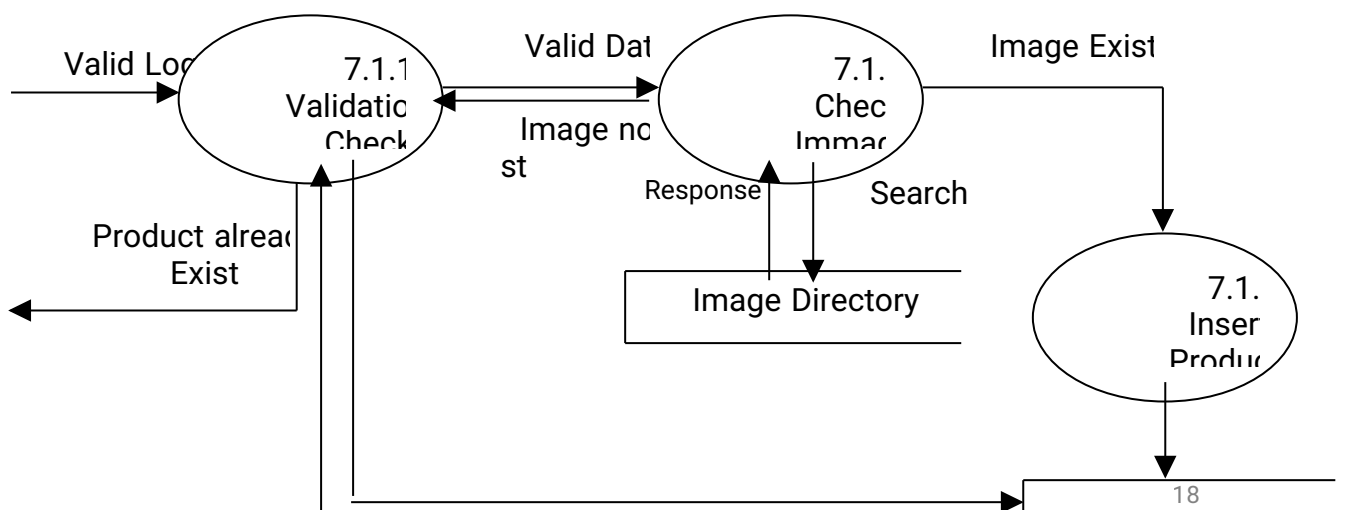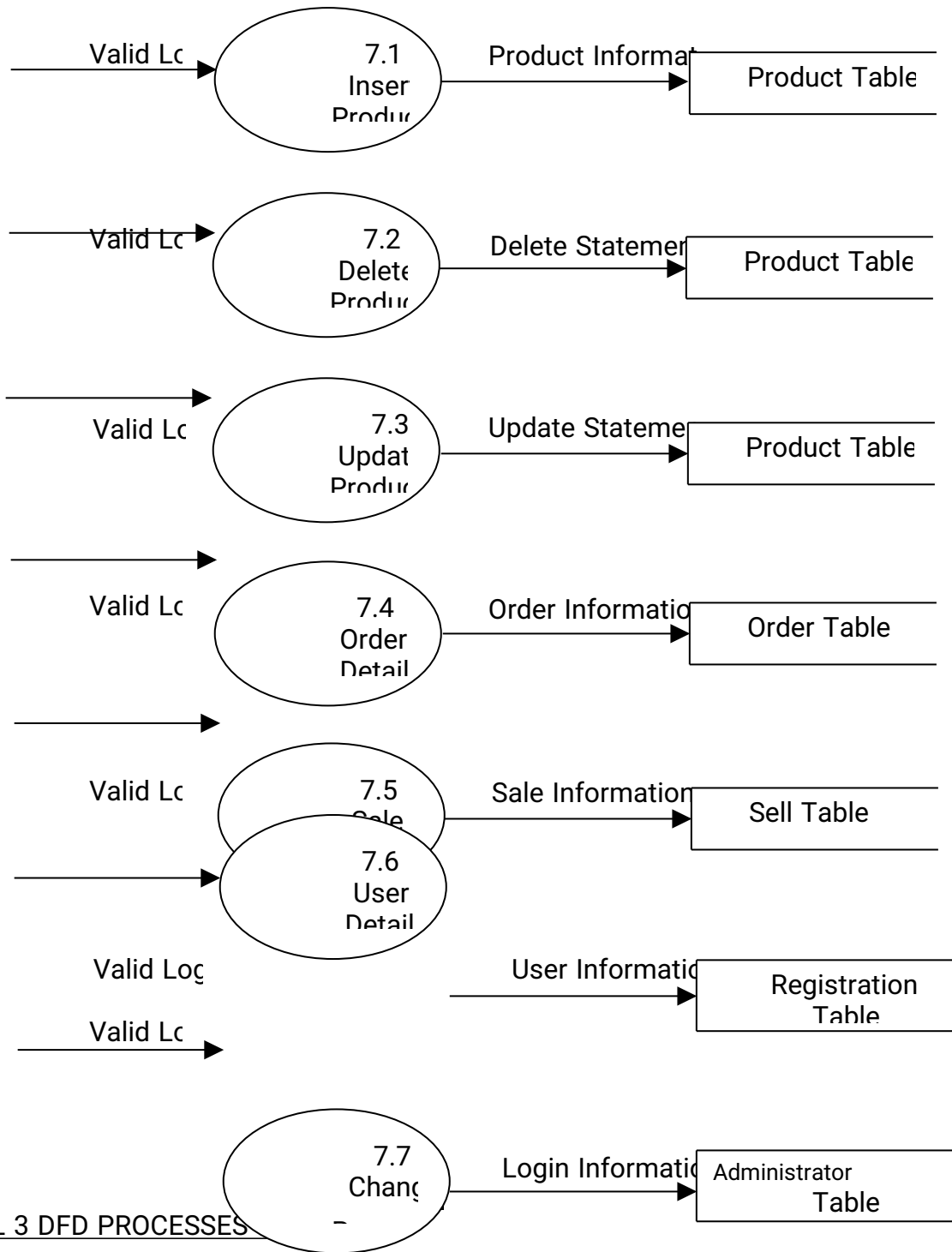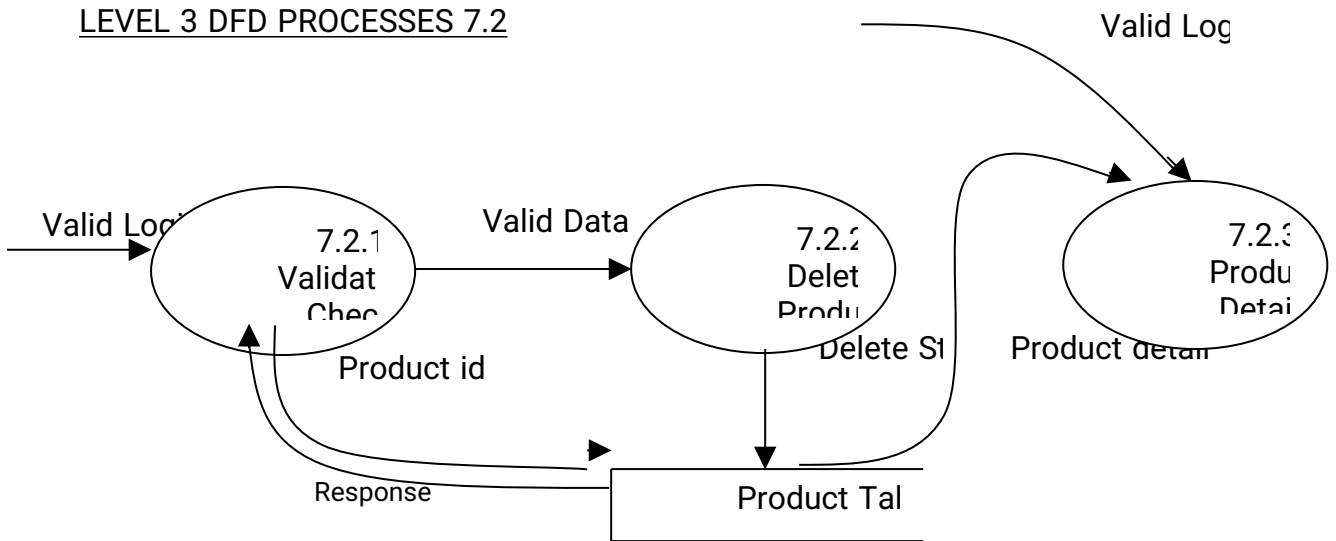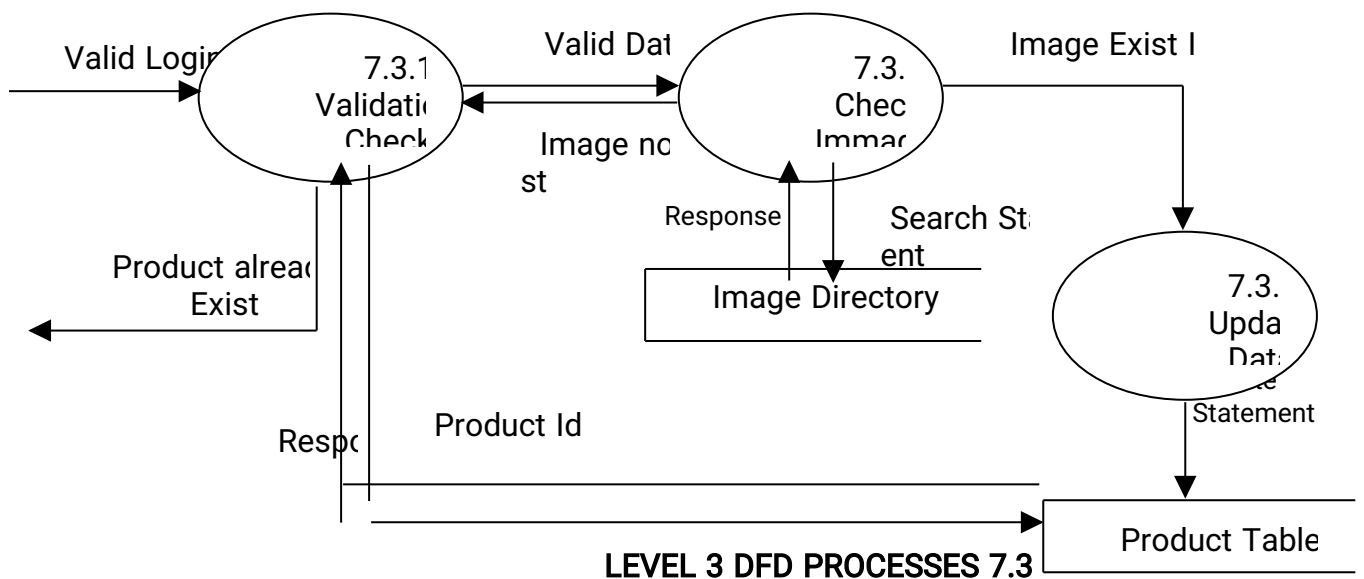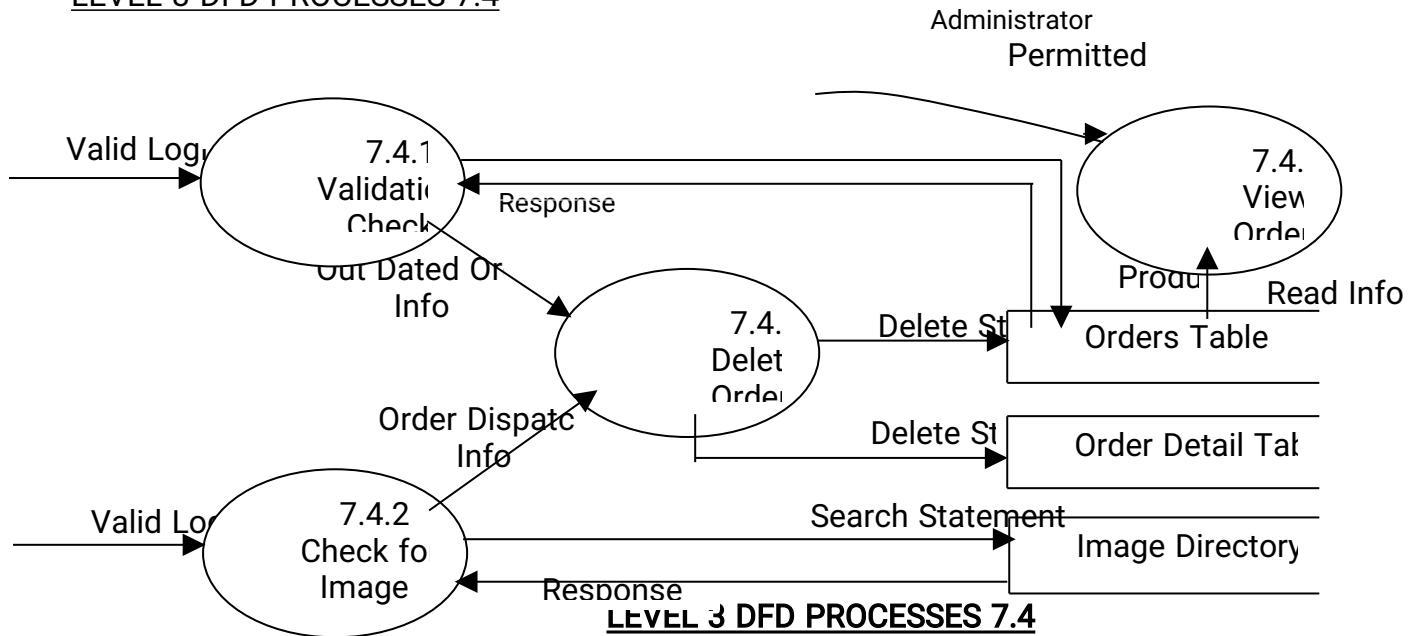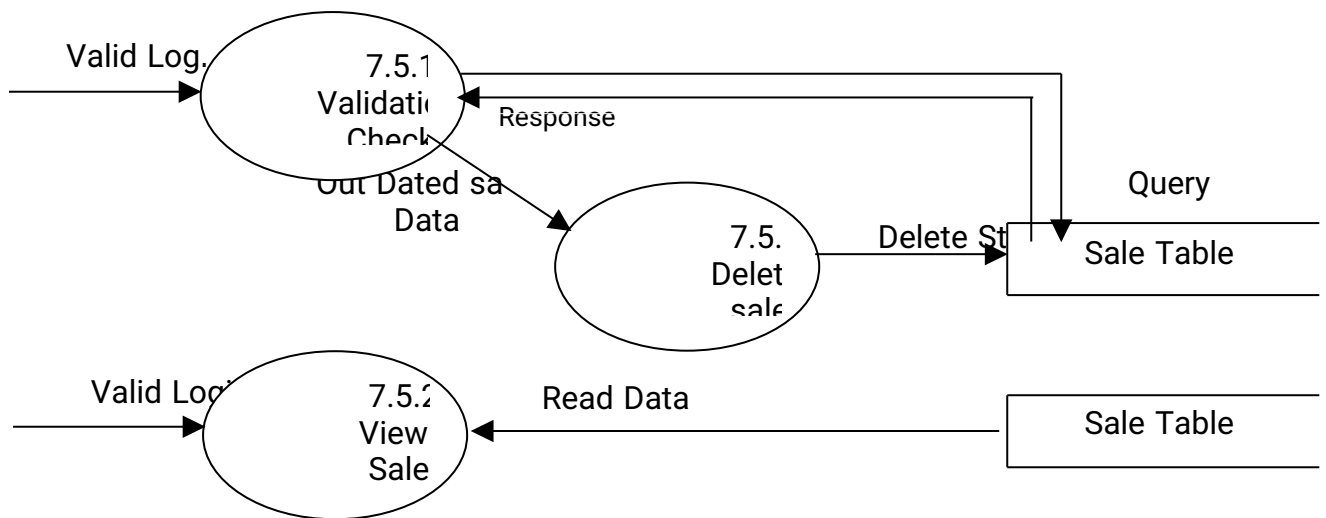
LEVEL 3 DFD PROCESSES 7.1

LEVEL 3 DFD PROCESSES 7.2

Valid Log...

Valid Log...   7.2.1   Valid Data   7.2.2   7.2.3
                     Validat...   Delet...   Produ...
                      Chec...   Produ...   Detai...

                 Product id   Delete St...   Product detail

            Response   Product Tal...

LEVEL 3 DFD PROCESSES 7.2

LEVEL 3 DFD PROCESSES 7.3

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                     Validati...   Chec...
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    Product alrea...   Image Directory   7.3.
        Exist   Upda...
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            Resp...   Product Id

                                                                Product Table

LEVEL 3 DFD PROCESSES 7.3

LEVEL 3 DFD PROCESSES 7.4

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Response

7.4.
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Info

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Order Detail Tab

Valid Lo

7.4.2
Check fo
Image

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Image Directory

Response

LEVEL 3 DFD PROCESSES 7.5

Valid Log.

7.5.1
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Data

7.5.
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sale

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Query

Sale Table

Valid Log

7.5.2
View
Sale

Read Data

Sale Table

LEVEL 3 DFD PROCESSES 7.5

LEVEL 3 DFD PROCESSES 7.6

Valid Log.

7.6.1
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Check

Response

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7.6.
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Registration Tab

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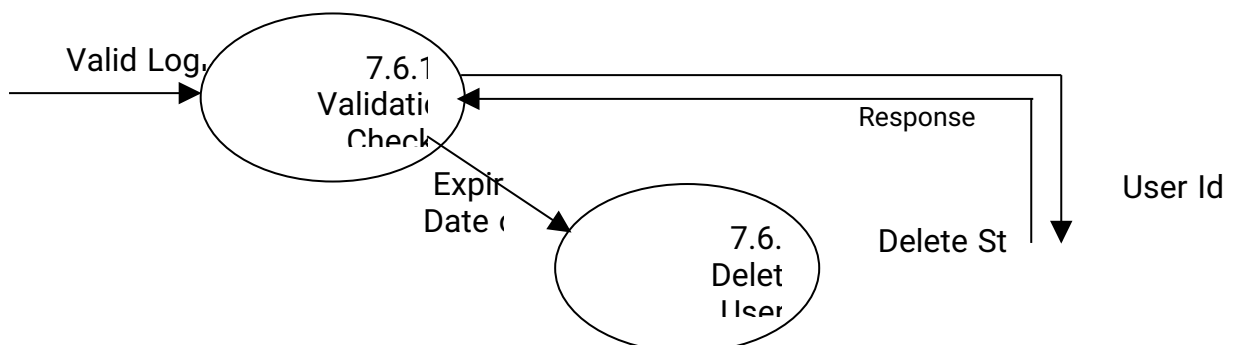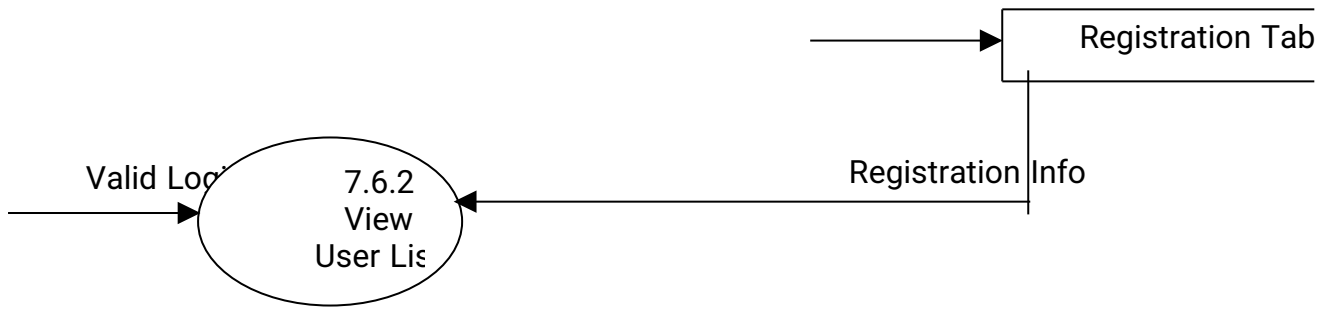
LEVEL 3 DFD PROCESSES 7.6

LEVEL 3 DFD PROCESSES 7.7

Valid Login 7.7.1
Validati⌐
Check

Id & Password
Already Exist

Validation
Info

Change Log

Administrator Tal

7.7.2
Update
Logir

Updated data

New Login Info

7.1.3
Send
Messa

Message

LEVEL 3 DFD PROCESSES 7.7

Chapter 3   SYSTEM ANALYSIS
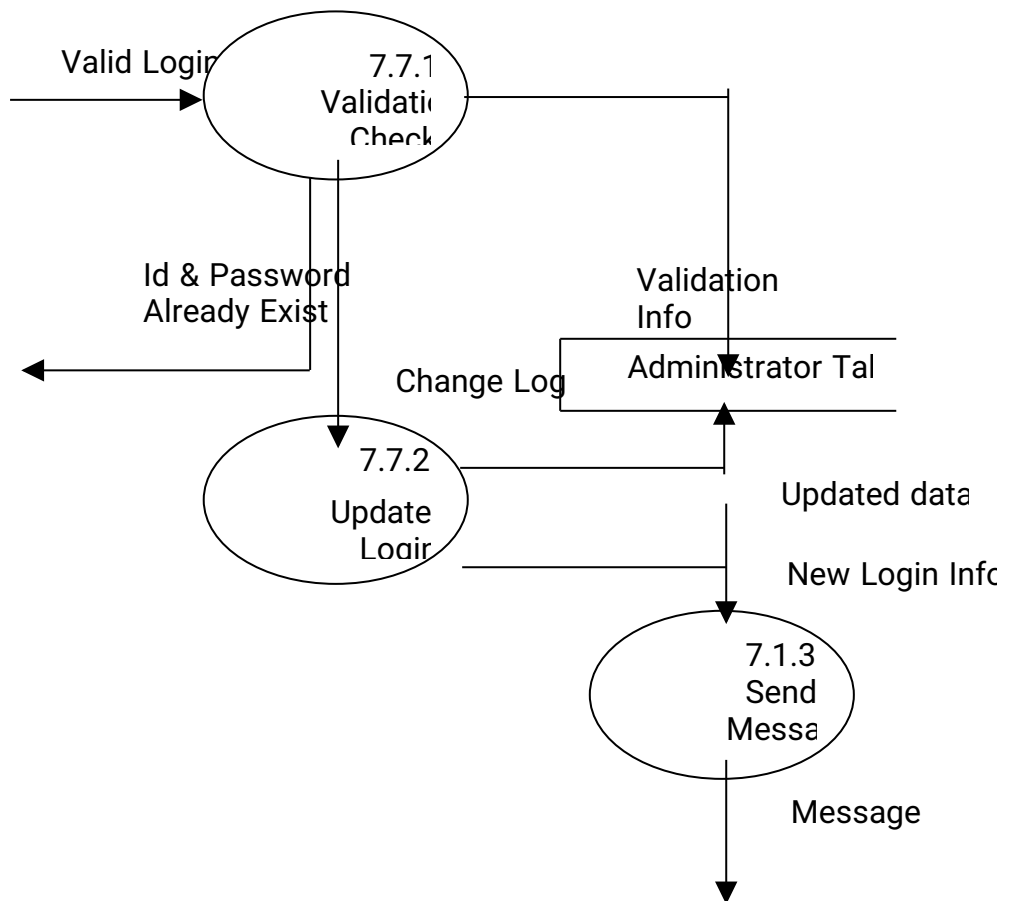
OVERVIEW OF THE EXISTING SYSTEM

At present we don't have a sophisticated electronic collaboration system to work electronically in a group. Sometimes we need to do a project by hiring some specialist from other places. Instead of hiring people to do jobs, we add people as needed to perform certain tasks. Sometimes we may need to work with a client on a project, and after finishing that particular project we all go our separate ways. If we need help doing something, we bring people in to do those tasks. For all these we use emailing, file attachment or some other sources of communication. The problem with all these collaboration however is the sheer number of places information can get lost. We might have some information in our email program, some printed on paper on our desk, some files stored on various computers, and lots of phone calls, for which there is really no record.

LOOPHOLES OF EXISTING SYSTEM

However at present there are very few sites available for online teamwork and whichever sites available don't have much flexibility and moreover costly too. Due to that people use emailing , file attachments and some other source of communication which are not that much flexible. Some of the drawbacks of the present systems are :-

Total process (team working) takes a lot of time. Moreover information can get lost since some of the information may be printed on paper on our desk, some files stored on various computers, some may be in email and lots of phone calls, for which there is really no record.

Since all the information's are scattered so the files may get lost and result in lose of important information.

If we are going to do the teamwork through the available website it cost a lot to the user which restricts them use those.

While we can attach file to an email and send them to someone, this is not always the most practical solution. Some time we hate dealing with email since we often get large attachment that take forever to download. We also get several copies of the same attachment from different people on the same team, just to make sure that we got the copy. There are also problem with the sites that do not allow attachment or that limit the size of them due to bandwidth reasons. Further more, there is a inevitable problem of forgetting where we put a file that someone sent us and having to bother that person again to get a new copy.

There are few sites which deals with online collaboration system. But these sites are very complex, hard to learn and hard to use. These collaboration solutions contains full of features that rarely get used and get in the way of effective collaboration.

PROBLEM DEFINATION: -

Too many messaging systems cause you misplace or lose of information and not have a reliable way to share knowledge generated through email conversations. Moreover, teams spread out often don't have a central location for depositing their files and messages.

OBJECTIVE OF PROPOSED SYSTEM

An ASP.NET application that provides file sharing, project tracking, discussion forums, Messaging and an overall infrastructure supporting additional subsystems in future. This application software keeps track of each member of the team , his messages, files etc.

Some other objectives are: -
It should be simple. Simple to set up, simple to learn and simple to use.
Making it easy to find people and information. You can organize information by people, topics, etc.
Collaboration isn't always about big teams. It's just as important to small teams and individuals. It stops you from doing the same thing twice, and you don't have information sitting in multiple places.
Online Collaboration System simple and powerful. It should make online collaboration faster and easier. It should able to use effectively by computer novices and experts.
Information should be secure.

FEASIBILITY ANALYSIS

After making the initial investigation, feasibility study is carried out to check the workability of the system. Feasibility study is the vital step in the system development life cycle. It is the test of a system proposal according to its workability; its impacts on the organization's ability to meet the user's needs and effective use of resources. During this study, the problem definition is centralized and the aspect of the problem to be included in the system is determined. Consequently cost and benefit are estimated with greater accuracy at this stage.

The result of the feasibility study is a formal proposal, which is simply a report,

a formal document detailing the nature and the scope of the proposed solution. The p roposal summarizes what is known and what is going to be done.

Three key consideration are involved in the feasibility study:
Economic feasibility
Technical feasibility
Behavioral feasibility

Economic feasibility

Economic feasibility concerns returns from investments in a project. It determines whe ther it is worthwhile to invest the money in the proposed project or whether something else should be done with it. Economic feasibility also known as cost and benefit analy sis, the benefits and advantages of the candidate system are compared with cost. If th e benefit outweighs the cost, then the decision is made to design and implements the system. Benefits can be seen in terms of efficiency, productivity, error free decisions, r endering data to others projects, queries etc.

The proposed system is economically very feasible because all the information m aintenance that is file, messages etc are maintained by the system. Moreover if someb ody need the help of someone who is not there at present then he need not call him to its place .He or she can work from any where across the world.

Minimum equipments are required to develop the system. No one is required to mainta in the system. The member who wants to work through the system will manage their t eam themselves.

However, the developer of the system can earn money by taking minimum fees from t he member who wants to use the system.

Hence, we can conclude that the proposed system is economically feasible.

Technical feasibility

Technical feasibility checks whether the proposed system is technically feasible or not. It involves financially consideration to accommodate technical enhancement. The mini mum requirement of hardware resources to develop the system is sql server 7. 0 or ab ove and .NET framework. The resources required in the user side are the only browser s.

Technical issues involved are the necessary technology existence, technical guara ntees of accuracy, reliability, ease of access, data security, aspects of future expansion.

Technology exists to develop a system.
The proposed system is capable of holding data to be used.
The proposed system is capable of providing adequate response and regardless of the number of users.
The proposed system being modular, if the developer wants can add more features in the future and as well as be able to expand the system.
As far as the hardware and software is concerned, the proposed system is completely

liable with proper backup and security.

Since the proposed system is built in the .NET framework, it is platform independent. So we can execute the proposed system in any of the operating system.

Operational Feasibility

If the system meets the requirements of the customers and the administrator we can say that the system is operationally feasible.

The proposed system will be beneficial only if it can be turned into a system, which will meet the requirements of the online team work when it is developed and installed, and there is sufficient support from the users.

The proposed system will improve the total performance.
Team members here are the most important part of the system and the proposed system will provide them with a convenient mode of operation for them.
The proposed system will be available for the teams for working online throughout the globe.
The proposed system will provide a better messaging system to the members.

Hence, the proposed system is operationally feasible.

Requirement Analysis and Specification

Before starting to design a software product, it is extremely important to understand the precise requirements of the customer and to document them properly. Improper documented requirements increase the number of iterative changes required during the life cycle phases. Therefore, requirement analysis and specification is considered to be a very important phase of software development and has to be undertaken with utmost care.

The requirement analysis and specification phase starts once the feasibility study phase is complete and the project is found to be financially sound and technically feasible.

This phase consists of following two activities: -

Requirement gathering and analysis
Requirement specification

REQUIREMENT GATHERING

For requirement gathering for the proposed system "Online Collaboration System" I have used the following requirement gathering techniques technique: -

Asking:
- Asking strategy has been most frequently used while developing the system. I have got a lot of knowledge regarding the user requirement through asking.
Deriving information from existing system:

- I have gone through all the communication technologies available in the present day. Also I have gone through the number of site to collect the information regarding the proposed system.

Through requirement gathering I tried to get the answer for the following question: -

What the problem is?
Why is it important to solve the problem?
What are the possible solutions to the problem?
What exactly are the data input and data output required for the system?
What are the likely complexities that might arise while solving the problem?

ANALYSIS OF GATHERED REQUIREMENT: -

The main purpose of this activity is to clearly understand the exact requirements of the user of the system. By analyzing the gathered information I came to the following conclusion: -

Too many messaging systems cause misplace or lose of information and we don't have a reliable way to share knowledge generated through email conversations. Moreover, teams spread out often don't have a central location for depositing their files and messages.

The possible solution is An ASP.NET application that provides file sharing, project tracking, discussion forums, Messaging and an overall infrastructure supporting additional subsystems in future. This application software keeps track of each member of the team, his messages, files etc.

SOFTWARE REQUIREMENT SPECIFICATION (SRS)

After collecting all the required information regarding the software to be developed I made the SRS document. The SRS document usually contains all the user requirements in an informal form.

1. Introduction: -

Background and overall description: -

The proposed system has been developed in order to build the electronic counterpart of teamwork. And also to help team member to keep their important messages, files, etc at one place so that they can be available whenever needed.

Environmental characteristics: -

Hardware:
- For developing the proposed system the hardware requirement at the minimum will b

e 10gb hard disk and 64 mb RAM but for better performance higher configuration is su ggested.

Client side requirement:
- For using the proposed system the browser is the basic requirement.

People:
- Since the proposed system basically deals with working online in a team. So the peop le interacting with the system will be at least a internet knowing person. Hence the sys tem has to be developed by keeping that in mind and since the user will be internet kn owing person the task of developing become little easy.

2.Goals of implementation: -

The proposed system should be built in such a way that it should fulfill the following g oals: -

The code should be easily manageable.

The code should be reusable.

The performance rate should be higher. It should be fast.

3. Functional Requirements: -
The system contains following functional requirement: -

Creating a team.
Adding a member to team.
Team management.
Sending and receiving messages.
File sharing.

DATA FLOW DIAGRAMS (DFD):-

A DFD i.e. Data Flow Diagram is a graphical tool, which has the purpose of clarifying system requirements and identifying major transformation that will be programs in the system design. It depicts the information flow and transformation that occurs, as data moves from input to output. The DFD provides a mechanism for functional modeling as well as information flow modeling.

An external entity which can be a source or a destiny is represented by a solid square. It lies outside the context of the system. A process indicates the work that is performed on data. A circle represents a process. Data flow takes place between various components of the system & hence represented by an arrow mark. A data store is a repository for data. It is represented by an open-ended rectangle.

Level 0 DFD :-

ONLINE SHOPPING

Administrator	→ Create & Update ormation →	ONLINE SHOP	← Shopping & eries	Customer
	← Information		Information →	

CONTEXT DIAGRAM OF 'ONLINE SHOPPING'

Development Strategy: -

Online Collaboration System is designed using 'The waterfall model'. The waterfall model was the first structured approach to systems development. The waterfall model is just a time-ordered list of activities to be performed to obtain an IT system.

```
System Analysis
        Design
                Code
                        Test
                                Implementation
                                        Maintenance
```
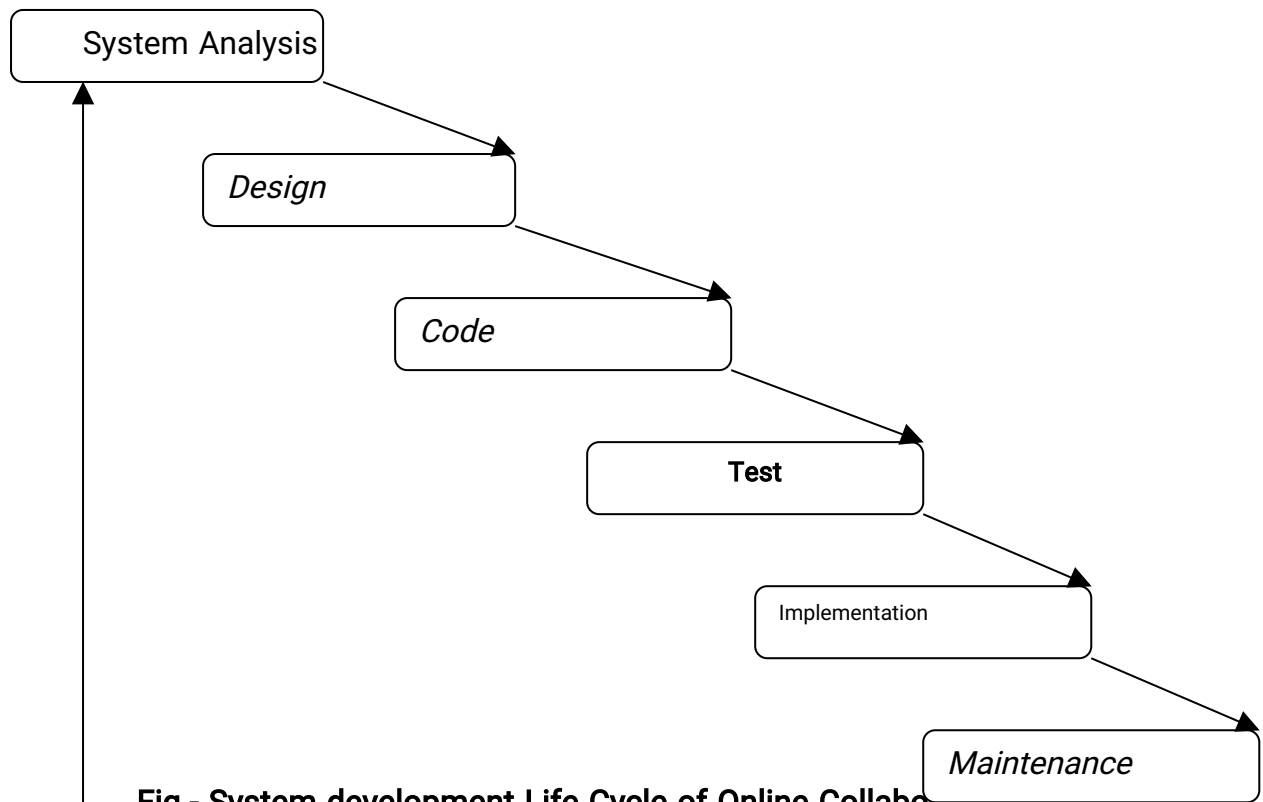
Fig.- System development Life Cycle of Online Collaboration System

The activities in waterfall model are: -

System Analysis: The step refers to the gathering of system requirements, with the goal of determining how this requirement will be integrated in the system. Extensive communication between the customer and the development team is essential. During System Analysis Feasibility Studies are also carried.

System Design: Once the requirements have been collected and analyzed, it is necessary to identify in detail how the system will be constructed to perform the necessary tasks. More specifically, the system design phase is focused on the data requirement (what is processed by the system), the software construction (how will the

Application be constructed) and the interface design and coding (what will the system look like?)

Coding: Also known as programming, this step involves the system software. Requirement and system specification are translated into computer code. Computer programs are written using a conventional programming language or an application generator. Programming tools like Compilers, Interpreter, Debuggers are used to generate the code. Different high level programming language like C, C++, Pascal, Java, C# are used for coding. With respect to the type of application, the right programming language is chosen.

Testing: As the software is created and added to the developing system, testing is performed to ensure that it is working correctly and efficiently. Testing is generally focused on two areas, internal efficiency and external effectiveness. The goal of external effectiveness testing is to verify that the software is functioning according to system design, and that it is performing all the required functions. The goal of internal testing is to make sure that the computer code is efficient, standardized, and well documented.

Implementation: After the code is tested, if it meets all the system requirements, it is handed over to the customer.

Maintenance: Inevitably the system will need maintenance. Software will definitely undergo change once it is delivered to the customer. Change could happen because of some unexpected input values into the system. The change in the system could directly affect the software operations. The software should be developed to accommodate changes that could happen during the post implementation period.

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sign in
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largest collection of varieties of products

HOME   REGISTRATION   SHOPCART   LOGIN   EMAIL   CLOTHING   ELECTRONICS   GIFTS   MUSIC   COMPUTER

BUY

YOUR ORDER LIST IS

Name	Description	Price	Quantity	Edit
ff	ff	ff	4	Remove
ww	ww	ww	2	Remove

WANNA PURCHASE MORE ITEM
CLICKHERE
OTHERWISE TO PROCEID NEXT PAGE
CLICKHERE

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BUY

PAYMENT

Name	Price	Quantity
ff	ff	4
ww	ww	2

MODE OF PAYMENT

○ Cheque(Payable in India Add Rs.80.00)   ○ Cheque(Outside India Add $ 5.00)   ○ Demand Draft

Cheque/Draft No. AS000456m/05
Required Date   07/11/2005

http://localhost/ONLINE/pay.aspx - Microsoft Internet Explorer

start   Local Disk (F:)   ONLINE SHOPPING.d...   http://localhost/ONLI...   10:04 AM

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BUY

Dear

basu@online.com

YOUR ORDER HAS BEEN PLACE

FOR

SHIPPING AND BILLING

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REGISTER YOURSELF IF NOT YET REGISTERED

Sign In
REGISTER NOW

IF ALREADY REGISTERED USER OF ONLINE SHOPPING

Sign In To Login

Online ID/Email ID   basu@online.com

Password   ••••

submit

Done   Local intranet

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ADMINISTRATOR'S
MENU

CLICK

INSERT PRODUCT — To insert new product in the product table.

DELETE PRODUCT — To delete outdated product and view existing product in the product table.

UPDATE PRODUCT — To update and view the existing product from the product table.

DELETE USERS — To delete the out dated user who from the registration table.

ORDER DETAIL — To view and delete the already delivered and out dated order from the product table.

SALE DETAIL — To view and delete the out dated sale from the Sale table.

CHANGE ID & PWD — To change administrator id and password.

INSERT

Fillup the following Information to insert new Product

One data inserted

ProductID:	1000
Seller_ID:	s002
Current Price:	1300
Brand:	archies
Delibery Location:	in india only
Product Description:	Best Seller of the Year
Product_name:	Half Blooded Prince
Product Category:	book
image_url:	HP.Jpg
Categoryno:	322

INSERT   CLEAR

ONLINE

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Address http://localhost/ONLINE/administrator/adm_delete.aspx

page Load

DELETE PRODUCT
ENTER THE PRODUCT ID TO DELETE THE PRODUCT

ProductID: 1000

DELETE   CLEAR

SHOW THE PRODUCT

productID	seller_ID	current_price	brand	for_delivery	description	product_name	category	image_url	categoryno
1000	s002	1300	archies	in india only	Best Seller of the Year	Half Blooded Prince	book	HP.Jpg	322

Done   Local intranet

File   Edit   View   Favorites   Tools   Help

Back | Search | Favorites | Media

Address http://localhost/ONLINE/administrator/adm_update.aspx?var_productid=1000

UPDATE
Fillup the following Information to insert new Product

ProductID: 1000

Seller_ID: s002

Current Price: 1300

Brand: Patter Series

Delibery Location: in india only

Product Description: Best Seller of the Year

Product_name: Half Blooded Prince

Product Category: book

image_url: HP.Jpg

Categoryno: 322

UPDATE   CLEAR

(5) Notepad

start | SNAP_SHORT.doc ... | ONLINE | 5 Notepad | http://localhost/O... | 1:48 AM

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