

**LAJUBUY ONLINE SHOPPING E-COMMERCE**



**UNIVERSITI TEKNIKAL MALAYSIA MELAKA**



# LAJUBUY ONLINE SHOPPING E-COMMERCE

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This report is submitted in partial fulfillment of the requirements for the Bachelor of Computer Science in Database Management with Honours.

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY  
UNIVERSITI TEKNIKAL MALAYSIA MELAKA

2021

## DECLARATION

I hereby declare that this project report entitled  
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is written by me and is my own effort and that no part has been plagiarized  
without citations.

STUDENT : IQMAL RIZAL BIN IBRAHIM Date : 7 September 2021



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I hereby declare that I have read this project report and found

this project report is sufficient in term of the scope and quality for the award of  
Bachelor of Computer Science (Database Management) with Honours.

SUPERVISOR : EN YAHYA BIN IBRAHIM Date : 7 September 2021

## DEDICATION

Special thanks to my beloved parent that always support me to finish this report. They also give me a good motivation when I am struggling to do this report. I also dedicated this project to our almighty God for giving me strength, good health, and ease everything for me to complete all my task. I appreciate all the supports given.



## ACKNOWLEDGEMENTS

First and foremost, I am appreciative for the chance to complete my FYP for this semester. It is a tremendous honor for me as a final-year student. So, I would like to thank my faculty for allowing me to work on this project because I learned and experienced a lot while doing it, such as developing new programming and writing abilities.

I would like to thank my supervisor, Mr. Yahya Bin Ibrahim for his advice, concern, and support this semester. I'm also grateful to my parents, who are always there for me when I need inspiration. I am lucky to have many friends who understand my position and are always willing to give me sound advise on how to better myself. Specially to maintain my mental wellness.

Finally, I would like to convey my heartfelt gratitude to those who have always supported me, whether directly or indirectly. All these things are very important to me. Thank you to everyone who has shown their support.

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## ABSTRACT

This report described how the system was created and operates. Introduction, Project Methodology and Planning, Analysis, Design, Implementation, Testing, and Conclusion are the seven chapters in total. The issue definition and project aim will be covered in the first chapter. The second chapter will go through project approach and planning. This chapter illustrate the project schedules. The third chapter is an examination of the prior system and the system that will be built. While chapter four goes into further depth about the system's architecture, such as logical design, physical design, entity relational diagram, and data dictionary, to obtain a big picture. This chapter can serve as a guidance for students as they create a system with a systematic method and steps. Chapter five explains how the system will be implemented, such as what tools the student used to create the system. The testing portion will be presented in Chapter 6 to ensure that the project runs smoothly and without problems or errors. Finally, the last chapter summaries the whole project, including the system's strength and suggestions for improvement.

## ABSTRAK

Laporan ini menerangkan bagaimana sistem ini dibuat dan dikendalikan. Pengenalan, Metodologi dan Perancangan Projek, Analisis, Reka Bentuk, Pelaksanaan, Pengujian, dan Kesimpulan adalah tujuh bab secara keseluruhan. Definisi isu dan tujuan projek akan dibahas dalam bab pertama. Bab kedua akan melalui pendekatan dan perancangan projek. Bab ini menggambarkan jadual projek. Bab ketiga adalah pemeriksaan sistem sebelumnya dan sistem yang akan dibina. Sementara bab empat membahas lebih mendalam mengenai seni bina sistem, seperti reka bentuk logik, reka bentuk fizikal, rajah hubungan entiti, dan kamus data, untuk mendapatkan gambaran besar. Bab ini dapat dijadikan panduan bagi pelajar semasa mereka membuat sistem dengan kaedah dan langkah yang sistematik. Bab lima menerangkan bagaimana sistem akan dilaksanakan, seperti alat apa yang pelajar gunakan untuk membuat sistem. Bahagian pengujian akan dibentangkan dalam Bab 6 untuk memastikan bahawa projek berjalan lancar dan tanpa masalah atau kesalahan. Akhir sekali, bab terakhir merangkum keseluruhan projek, termasuk kekuatan sistem dan cadangan penambahbaikan.



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## LIST OF ABBREVIATIONS

|      |   |                               |
|------|---|-------------------------------|
| SDLC | - | System Development Life Cycle |
| DFD  | - | Data Flow Diagram             |
| GUI  | - | Graphical User Interface      |
| DDL  | - | Data Definition Language      |
| DML  | - | Data Manipulate Language      |
| ERD  | - | Entity Relationship Diagram   |
| RAM  | - | Random Access Memory          |
| CPU  | - | Central Processor Unit        |
| OS   | - | Operating System              |

## **CHAPTER 1: INTRODUCTION**

### **1.1 Introduction**

Normally, people buy product by going to the shop manually. As the disadvantage, people need to go different shop to buy different product on different category. Then people started to use e-commerce platform to go shopping. As the bad side of the current e-commerce platform is seller need to wait for payment made by the customer even the product has been received. Thus, LajuBUY is an online shopping platform to buy needed products in thousands of registered shops by doing only single payment checkout. LajuBUY does not hold the payment, but it is directly pay to the seller after order have been done.

### **1.2 Problem Statement**

There are some problems identified:

- Difficult for user to find needed products in one shop by manual shopping.
- Take times to receive the payment from current e-commerce platform as it holds the money in the company.
- Sellers calculate the sales by manually. Error in calculation may occur.


### 1.3 Objective

This project embarks on the following objectives:

- To easier the customer finds the need products in one platform that have thousands of shops.
- To pass the payment directly to the seller after the order have been done.
- To help seller calculate the month sales by graph appropriately

### 1.4 Scope

i. Modules to be developed:

- 
- Register Module (User & Seller)
  - Login Module
  - Update Account Details Module
  - Manage Address Module
  - Add to Cart Module
  - Payment Module
  - Order Tracking Module
  - Manage Product Module
  - Sales Report Module
  - Manage Seller Order Module
  - Rating and Comment Module

ii. Target User

- User Customer
- User Seller

## 1.5 Project Significance

LajuBUY Online Shopping is designed to help customer go on shopping their needs in quick time and the seller to increase the advertising products and sales. It is a web-based system because it interacts with many users and using the online payment. The important on building this system is on business logic and rules.

## 1.6 Expected Output

- Output 1: Display all registered products
- Output 2: Display the detail of the product with the price
- Output 3: Add to cart function
- Output 4: Display all product in cart
- Output 5: Checkout for payment
- Output 6: Display tracking for the completed order
- Output 7: Rating and comment

## 1.7 Conclusion

This chapter provides a high-level overview of the system that will be created. This project's issue statements, aim, scope, and project importance are all included. The following chapter will go through project approach and planning.

## **CHAPTER 2: PROJECT METHODOLOGY AND PLANNING**

### **2.1 Introduction**

The database life cycle methodology approach is being utilized in this project to assure the system. The database life cycle is divided into five stages: planning, analysis, design, implementation, and maintenance. Each step has been accomplished, and the life cycle has progressed to the next stage.

### **2.2 Project Methodology**

LajuBUY Online Shopping will be developed in Web Based with Laravel and MySQL database. To develop the system, System Development Life Cycle (SDLC) methodology is chosen as the methodology for this system.

#### **2.2.1 Methodology in Developing Mythology**

##### **1) Planning**

In this phase, plan what tools will be used and outline the project's purpose. The target was then established as the fundamental criterion to be met by the system. All hardware and software requirements are also provided. Before beginning the project, make certain that everything is in order.

## 2) Analysis

During this stage, all information and problems are gathered. To examine the problem for the current system, an analysis was performed. Before beginning to construct a product or project, it is critical to have a solid grasp of the product.

## 3) Design

The requirements acquired after analysis are used as input in this phase, and the software architecture that will be used to accomplish system development is derived.

## 4) Implementation

After the design phase is completed, the implementation/coding step begins. The design of the software is converted into source code. During this phase, all software components are implemented.

## 5) Testing/Maintenance

When the code is finished and the modules are deployed for testing, the testing process begins. During this phase, the developed software is carefully tested, and any faults discovered are documented and corrected. Following the deployment of a product in the production environment, maintenance of the product will be performed if a problem arises that needs to be resolved or if an enhancement is required shortly.

### 2.3 Project Schedule and Milestones

| WEEK/ACTIVITY                           | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |
|---|---|---|---|---|---|---|---|---|---|----|----|----|----|----|
| Proposal and submission                 |   |   |   |   |   |   |   |   |   |    |    |    |    |    |
| Collect User Requirement and Planning   |   |   |   |   |   |   |   |   |   |    |    |    |    |    |
| Analyze problem and solution            |   |   |   |   |   |   |   |   |   |    |    |    |    |    |
| Design database                         |   |   |   |   |   |   |   |   |   |    |    |    |    |    |
| Design interface                        |   |   |   |   |   |   |   |   |   |    |    |    |    |    |
| Implementation - create system function |   |   |   |   |   |   |   |   |   |    |    |    |    |    |
| Testing                                 |   |   |   |   |   |   |   |   |   |    |    |    |    |    |
| Final presentation                      |   |   |   |   |   |   |   |   |   |    |    |    |    |    |

Figure 2.1: Gantt Chart

### 2.4 Conclusion

This chapter focuses on the project approach and planning that were employed during the system's development. It consists of the introduction of project methodology, software development methodology, and a project timeline with appropriate milestones. For the system development life cycle, the agile development methodology is employed (SDLC).

The project analysis will be explored in further depth in the following chapter. The study of the problem, potential improvements and solutions, non-functional requirements, functional requirements, and other requirements will all be covered.

## CHAPTER 3: ANALYSIS

### 3.1 Introduction

This chapter will go over the process of collecting and evaluating data to confirm that the system can accurately solve the problems listed above, as well as that the system requirements are adequate and fulfillable. The data gathered will be analyzed using a flow chart, a context diagram, and a data flow diagram (DFD).

### 3.2 Problem Analysis

Problem analysis is the process of dissecting and meticulously studying an issue to understand how it arose and grew to its current proportions. An observation and research were conducted to comprehend and analyze the shortcomings of the current e-commerce platform system.

### 3.3 The proposed improvements/solutions

The proposed system is LajuBUY Online Shopping System. This is a web-based system to let all people go online shopping to buy all the needed products. It will show all products that have been register. Besides, it is designed for the seller to get the payment directly. So, seller does not have to wait for the payment to be release by the customer.