SUPERIOR UNIVERSITY LAHORE

Faculty of Computer Science & IT

Final Year Project

PROJECT REPORT (Part-II)

Online Printing Designing

Project ID: 016

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Project Report

Online Printing Designing

Change Record

Author(s)	Version	Date	Notes	Supervisor's Signature
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APPROVAL

PROJECT SUPERVISOR

Comments: _____

_____

Name:_____

Date:_____ Signature:_____

PROJECT MANAGER

Comments: _____

_____

Date:_____ Signature:_____

HEAD OF THE DEPARTMENT

Comments: _____

_____

Date:_____ Signature:_____

Dedication

We devote this project to God Almighty my author, my strong support, my source of stimulation, intelligence, knowledge and accommodating. He has been the start of my solid point during this program and on his divisions only have we flew. We bestow this project to our dearest Counselors and the association who deliver such a phase to accomplish their deeds and share their capacities with others. Specially thanks to my parents through their Appeal's and who passed on a love of reading and respect for education.

Acknowledgements

We are grateful to all those people who participated in this activity by any means. We are very thankful to my advisor Mumtaz Ali Rajput who give us very good ideas and guidelines to complete this work. We are very thankful to entire IT Security faculty who gave us strength and to all my friends who helped us in all thick and thin. In a begging this project was a horrible for us but with the help of Allah we complete this work. My advisor Sir Mumtaz Ali Rajput helps us a lot and courage to complete this work. Our sincere appreciation also goes to my supervisor Mumtaz Ali Rajput whose contribution and constructive criticism has pushed me to expend the kind of efforts we have exerted to make this work as original as it can be. Thanks to him we have experienced true research and my knowledge on the subject matter has been broadened. We will never forget you sir. And leading the whole team by Dr.shereyar Malik for helping us to develop self-perspective and work towards well defined goals. We would like to thanks our friends for being supportive all the time, and we are very much obliged to them.

Executive Summary

Online Printed All Products (Business Cards, Marketing Materials, Signs Posters, Labels Stickers, Cards Gifts, Clothing's Bags, Phone Cases, and Photo Calendars) Scheming will have registering for new Users and login for Belongings. This software will have Admin Login which will check for new request and orders, Participant Login in which they can build modify design using extensive range of Colors Design, and can even place majority order for the same. This Ordered All Products will be fetched to their door steps. The Admin Login will accept request to check design, accept Order, and create bill. Print design is more than just design print and order goods online. It also contains the entire online process of evolving, promotion, selling, delivering, servicing and paying for products and services. Print design is an online website in which candidate can login and register themselves and then select required product and create their own design. After making his design of product and confirm the order after payment through credit card. And through email id and received the confirmation of order. In addition customer look over the product which he ordered. The facts of order place date and time will be sent to him.

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Chapter 1

Introduction

1: Introduction:

This chapter designates the clue and motivation to develop “online Printing designing” which known as “Online Printing Designing” for web and Android/iOS Smartphone users. It also contains its problematic background, problem declaration, goal line, and venture scope. A problem report brief to suggest a clarification to the problem. The solution definite as the aims of developing this project. Hence, the scope is covered the functionalities providing by this project. This chapter also defines, project plane for predicted solution, work breakdown erection, character and anxiety related which describe the role of every member in this project. Gantt chart pronounces the completing of the mission with admiration of time or days.

1.1. Background:

E-commerce is fast ahead milled as a believed and used business pattern. More and more business communities are executing web sites as long as functionality for accomplishment saleable dealings over the web. It is realistic to in the region of that the method of shop on the web is charming routine. The impartial of this project is to develop a general-purpose E-commerce stockpile where in the least product (Business Cards, Marketing Things, Signs Photographs, Labels Tags, Cards Gifts, Clothing’s, Bags, Phone Cases, Photo Calendars, T-Shirt). This system will be online and can be used by anyone just he needs to register fill a form Select Design Color and select quantity. Then after some days he will have All Products at his door steps. The progress production and circulation of print promotion material. Can be bought from the relief of home over the Internet.

1.2. Motivations and Challenges:

Vistaprint, Meltwater, Olwer that remain the contestant of our product which deliver facilities on regulated product in far-off country. We will be accountable for all the conveniences in over country owed to the purchaser will not go to arcade for searching shop we will make manageable exclusively this accommodations on single click in their home.

- Understanding as quickly as an element remained kept or not existing in shopping tumbril.

- Recurring to dissimilar zones of the site phantom addition a bit to the shopping cart.
- Calm skim through and picking items in a tilt.
- Actual categorical group of products.
- Modest triangulation beginning home page to info and demand associations for specific goods.
- Understandable shopping links or controls.
- Slight and operative security notices or memos.
- Steady arrangement of product evidence.

E-commerce uses support the collaboration amid different festivities participating in a commerce deal via the network, for sample well in place the managing of the data convoluted in the procedure. In their instantaneous of the consequences from eighth review, and assistants portrayal that “E-commerce stays captivating off both in terms of the figure of users errands as well as per total amount persons are spending via Internet established transactions.

1.3. Goals and Objectives:

For solving these problems, we are creating this web site. Everything is presented on our web site. System is designed equally like it was decided in the design phase. The project gives good idea on developing a full-fledged application satisfying the user requirements. The system is very flexible and versatile. This software has a user-friendly screen that able the user to use without any inconvenience. Validation checks induced have greatly reduced errors. Provisions have been made to upgrade the software. The application has remained tested with live data and has provided a successful outcome. With the design complete, print design set about creating a resilient database environment in AWS, using Dbvisit Standby and Oracle Standard Edition (SE) databases installed on an AWS EC2 environment.

1.4. Literature Review/Existing Solutions:

Everything is existing on our portal system. Project has remain situated done successfully through the extreme indulgence of association. That’s constraints are stumble upon and overwhelmed meritoriously. System is designed in place of like it was observable in design phase. The project gives good idea on developing a full-fledged application adequate the user necessities. This

system is actual flexible and adaptable. This software has a user-friendly screen that able the user to use without any inconvenience. Validation checks induced have greatly reduced errors. Provisions have be situated made to upgrade the software. The application has been tested with live data and has provided a successful result. The system is precise stretchy and versatile. This software has a user-friendly screen that able the user to use without any inconvenience. Validation checks induced have greatly reduced errors. Provisions have been made to upgrade the software. Application is tested with live data and has provided a successful result. With the design complete, print design set about creating a resilient database environment in AWS, using Dbvisit Standby and Oracle Standard Edition (SE) databases installed on an AWS EC2 environment. Since Printdesign had already successfully used Dbvisit Standby for their data migration, their team was familiar with the installation, configuration and operation of the product. With this experience, it took two of Printdesign engineers less than two weeks to set up the production Disaster Recovery environment in AWS EC2 and complete testing. Says Caleb Harris, Printdesign Digital Platform Architect “We had no problems with setting up the Dbvisit Standby solution, everything including the network configuration worked great from the first time”. Printdesign uses Dbvisit Standby to replicate its production databases which total over 3TB of data, and which are growing constantly.

1.5. Gap Analysis

Gap analysis tell the feature of our anticipated project and the other related form of project (VistaPrint.com, Olwer.com and Meltwater.com). Our proposed project’s feature is listed below.

F1. Customized profile for each customer.

F2. Custom Filters for customer.

F3. Membership.

F4. Contact with admin.

F5. Customized Notification system.

F6. Apply Online for specific requirements.

F7. Provide notification about the new interested users.

F8. Search Design by own taste and other required attributes profession.

F9. Media sharing with designer

Competitors	F-1	F-2	F-3	F-4	F-5	F-6	F-7	F-8	F-9	Report
http://Online Printing Designing (Proposed project)	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	09
http://VistaPrint.com	Yes	Yes	Yes	Yes	No	No	No	Yes	No	05
http:// Olwer.com	Yes	Yes	Yes	Yes	No	Yes	No	Yes	No	06
http://Meltwater.com	Yes	Yes	Yes	Yes	Yes	No	No	Yes	No	06

1.1. Table: Gap Analysis

1.6. Proposed Solution:

We are going to make the service of Online Printing Designing that will fulfill the user's needs, as they want (like they want every online printing design that can understand her or his basics needs of life o). Our system will be able to find the life online printing design as user's requirement. User can search every design nearest location.

1.7. Project Plan:

Printdesign is an online website in which candidate can login and register themselves and then select required product and create their own design. After making his design of product and confirm the order after payment through credit card. And through email id and received the confirmation of order. And customer reviewed the product which he ordered. The details of order place date and time will be sent to him.

1.7.1. Project Management:

The project management process defined by given steps.

1.7.1.1. Work Breakdown :

We use the agile methodology to make this project. Agile development provides many more learning cycles than traditional project planning. Each sprint provides something new for the team to learn.

- A team delivers value to the customer, gets feedback, and then modifies their backlog based on that feedback.

- They learn that their automated builds are missing key tests and include work in their next sprint to address it.

- They find that certain features perform poorly in production and make plans to improve performance.

- Someone on the team hears of a new practice and the team decides to try it out for a few sprints.

1.7.1.2. Roles & Responsibility Matrix:

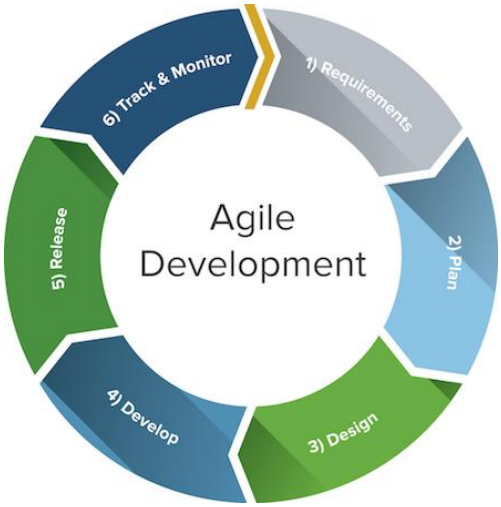
The purpose of roles & responsibility matrix is to identify who will do what.

Tasks and Milestone	Due Date	Due date type	Percent Complete	Responsible Team Member(s) & Role(s)
Project Choice	11/12/2017	Assigned	100%	-
Team Name and Facilities	11/12/2017	Assigned	100%	Both
Scope Definition	Constant Adjustments	On-going	40%	Both
Presentations and Reports	20/12/2017	Assigned	50%	Ali Hassan Gulnam Hussain (Presentation)
Initial Prototype	10/1/2018	Milestone	50%	Ahsan Raza,
Website Development	20/1/2018	Milestone	40%	Both
Final Report	30/1/2018	Estimated	50%	Gulnam Hussain(Report) Muhammad Gulfam(Report)

1.2 Rules and responsibility Matrix (i)

1.7.1.3. Change Control System:

As we describe, the overall project development following the agile methodology that work as iterative in loop so that that system easily can change on the base of new requirements.



1.1. Figure: SDLC

1.1.1. Reports / Documentation:

1.1.1.1. Final Documentation Introduction:

We are going to develop the Online Printing Designing as changing in trend basically that project consists of two main part or web application and C Sharp.

1.1.1.2. Literature / Markey Survey:

We have seen the problem between the online printings designing sometimes order are failed due to lack of time or nature difference and at the end customer and some people face many problems due to incompleteness of customer requirements. So, we decide to make online platform for that kind of people for better designing.

1.1.1.3. Requirements Analysis:

As mention above that, we scan different area for information. Before this project not any kind of project in Pakistan, which give the opportunity for online platform finding and they can create better design. Therefore, we analyze problem then start work on this project because our vision online mange the problems in system of Pakistan, which facilitate the Pakistani people to find easily perfect agreement for completeness of works.

1.1.1.4. System Design:

In this phase, different types of diagram build for the project like DRD, ERD, and communication and class diagram. It depend upon developer understanding. Architecture design diagram is one of high-level design. These diagrams help to understand the system problem how to build.

1.1.1.5. Implementation:

Implement the code according to requirement of the system. Here, we can divide work into small modules to reduce the complexity of the system and after implementing all types of modules, all modules will decomposed.

1.1.1.6. Testing & Performance Evaluation:

Later the execution of encrypt the given state the difficult stage is use toward remove the faults from the code before enhance the concert of the scheme. Next to finish the completely practice the worker taking tough will elects that “is scheme developed as member want otherwise not”.

1.1.1.7. End User Documentation:

This net based request that overcomes issues of managing and finding easily good according toward worker demands. Every user of our request (divorced Design’s) remains our target toward client then they need this app or web application.

1.1.2. Work Breakdown Structure:

1.1.2.1. Initial level

- Interview, survey & research
- Analysis research & find figures
- Deliverable: Submit initial report
- Project Signed/Approval

1.1.2.2. Planning

- Describe Possibility Declaration
- Control Scheme Side & tasks

- Change Scheme Idea
- Submit Scheme Idea
- Milestone: Scheme Idea Agreement

1.1.2.3. Execution

- Gather Requirements
- Verify & Validate Requirements
- Design System
- Develop system
- Testing Phase
- Go Live

1.1.2.4. Close

- Update Record
- Effectiveness of change

1.1.3. Roles & Responsibility Matrix:

The "Table: Role & Responsibility" describes that who will do what.

WBS #	WBS Deliverable	Activity #	Activity to Complete the Deliverable	Duration (# of Days)	Responsible Team Member(s) & Role(s)
1	1.1 Initial level	1.1.1	Interview, survey & research	7	Team
		1.1.2	Analysis research & find figures	4	Team
		1.1.3	Deliverable: Submit initial report	2	Team
		1.1.4	Project Signed/Approved	2	Team
	1.2 Planning	1.2.1	Define Scope Statement	5	Ali Raza
		1.2.2	Determine Project Team & responsibilities	2	Gulnam Hussain,
		1.2.3	Develop Project Plan	5	Gulnam Hussain

		1.2.4	Submit Project Plan	4	Team
		1.2.5	Project Plan Approval		Team
	1.3 Execution	1.3.1	Gather Requirements	10	Team
		1.3.2	Verify & Validate Requirements	3	Team
		1.3.3	System Design	20	Team
		1.3.5	Testing Phase Test cases Test plans	14	Team
			Implementation		Team
	1.4 Close	1.4.1	Update Records		
		1.4.2	Effectiveness of change		

1.2. Table: Role & Responsibility

1.2.1. Gantt chart:

The “fig: Gant Chat” shows the execution of project with the respect of passage of time step by step.

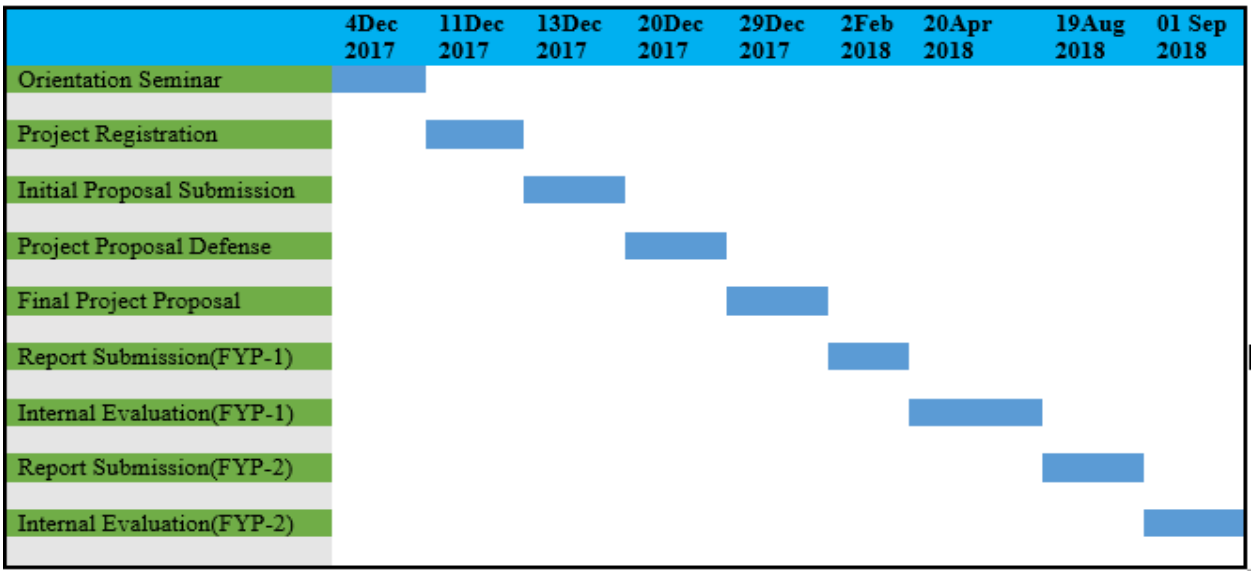


Figure.1.2

Chapter 2

Software Requirement Specifications

2.1. Introduction:

2.1.1. Purpose:

The resolve of this object be present toward offer a full storyline of the necessities used for the "Online Printing Designing" net in addition toward on suitable boundary. Recognize the creation whose software desires remains listed popular this document, containing the revision or release figure. Define the room of items for consumption that is concealed in this SRS, chiefly if this SRS pronounces merely part of the scheme otherwise a single subsystem.

2.1.2. Document Conventions:

This text structures approximately terminology which students might remain unskilled by *See Appendix. B (Glossary) for a list of these contacts then their descriptions.*

2.1.3. Intended Audience and Reading Suggestions:

This text remains intended designed for completely individuals participating popular then/or supervising the "Online Printing Designing" scheme. Readers interested in a short-term overview of the product must focus arranged the rest of Part 1 (Introduction), as well as Part 2 of the document (Overall Explanation), which provide a short-term impression of respectively part of the scheme by way of a complete. These readers may also be interested in Part 6 (Key Signs) which lays out a concise timeline of the scheme. Readers who wish to explore the features of "Online Printing Designing" in more detail should read on to Part 3 (System Features), which expands upon the evidence laid out in the main overview. Part 4 (External Interface Requirements) offers extra technical particulars, including data arranged the user interface as well as the hardware and software platforms on which the application resolve run. Readers interested in the non-technical aspects of the scheme must be read Part 5, which covers performance, safety, security, and various other attributes that resolve remain significant toward users. Readers who have not found the data they are looking for should check Part 8 (Other Requirements), which includes any additional evidence which does not fit logically into the other sections.

2.1.4. Product Scope:

The "Online Printing Designing" scheme remains composed two main components

- client-side appeal, which resolve track on Machine IOS then net, and a server-side appeal, which resolve to support and interact with various client-side features.
- Potential scenarios include buying license for premium account, sharing income, education, etc.

2.2. Overall Description:

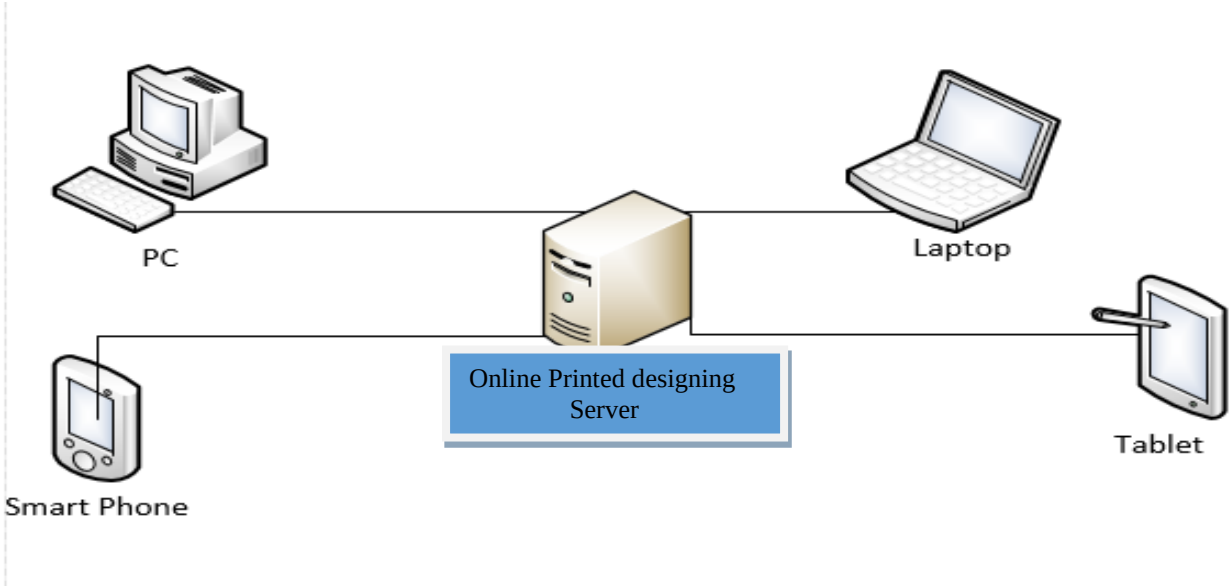
2.2.1. Product Perspective

The "Online Printing Designing" scheme remains a new, self-contained product proposed intended for usage on the Machine phase.

While the "Online Printing Designing" portable request remains the main focus of the scheme, there remains also a server-side factor which resolve continue responsible for file and organization facilities.

The choice of the scheme encompasses both server- then client-side functionalities, so both aspects are covered in detail in this script.

Below remains a drawing of the "Online Printing Designing" scheme which shows the interactions amid the attendant and customer requests.



2.1. Fig: Server Computer Interaction (Online Printing Designing)

2.1.1. Product Functions

The scheme “Online Printing Design” take to type of requests the first one remains net request then the another remains machine request. Here remain approximately structures of scheme “Online Printing Design”.

F1. Customized profile for each customer.

F2. Custom Filters for user.

F3. Affiliation.

F4. Chat with designer.

F5. Customized Notification system.

F6. Apply Online for life partner with specific requirements.

F7. Provide notification about the new interested partners/users.

F8. Search partner by location and other required attributes e.g. profession.

F9. Media sharing with customer.

F10. Bank card integration

2.1.2. User Classes and Characteristics

2.2.3.1 Customer:

Remote customers most frequently use the application for associated discovery designer used for herself/himself or others. The clients remain not expected popular the direction of take a high instructive then ability equal or practical expertise. Hence, the user interfaces popular available in one English verbal so persons must distinguish the undeveloped arguments of English verbal.

2.2.3.2 Data Entry Level Personnel:

They want significant through smallest high school diploma or same guarantee. They ensure not take freedoms towards straight contact or modify the file without the permission of the DBA. The Data Entry Level Personnel do not straight cooperate by the “Online Printing Designing” project or application.

2.2.3.3 Customer Help Personnel:

They want essential by smallest a high school diploma or same guarantee. They do not want freedoms towards straight entrance or adjust the folder short of the promise of the DBA. The customer Personnel do not directly interact by the “Online Printing Design” incitement and the maximum significant thing is that they need requisite altogether information nearly “Online Printing Design” request (how toward usage it, what type of problems happen for what and how to resolve it.

2.1.3. Operating Environment:

The main factor of “Online Printing Design” improvement is software request, which resolve be limited towards the Machine effective scheme (specifically Machine 2.2 then above). The wish is not resource- or graphics-intensive, so there are no practical hardware restrictions. The app resolve rely on some functionalities built addicted to Machine’s Request Software design Interface (API), so ensuring appropriate usage of the API resolve be a major concern. Beyond that, the request is a self-contained unit then resolve not rely on any other Android-related software components. The application resolve however, frequently cooperate complete the “Online Printing Designing” server, a virtual dedicated server hosted by justhost.com. The server operates on a windows platform with 4GB of RAM then 25GB of allocated storing space. The

“Online Printing Designing” file will be stored on the waiter using MS-SQL and resolve be interfaced by a wrapper written in asp.net.

2.1.4. Design and Implementation Constraints:

The main project constraint is the portable stage. Since the request is designated on behalf of portable handsets, limited shade magnitude and purpose resolve remain a major project consideration. Creating a employer edge which is both effective and easily navigable will pose a difficult challenge. Other constraints such as incomplete retention then treating control are also worth considering. “Online Printing Designing” is meant to be quick and responsive, even when dealing with large groups, so each feature must be designed then applied by efficiency in mind. Extra main restriction is that PayPal is not occupied in Pakistan there for we have face limit of online payment.

2.1.5. User Documentation:

The primary area of “Online Printing Designing” is toward facilitate the process of managing shared expenses. Consequently, the request resolve be designed toward remain as simple towards consumption such as potential. Nonetheless, users may still require approximately supplementary data near each component of the “Online Printing Designing” structure. The application will contain two structures that offer this: “Online Printing Designing” Tutorial and the Help menu. The Help menu is a group of topics covering each of the request’s menus, structures, etc. At any phase, the worker can navigate towards the Help menu then choice any of these subjects to obtain further information. Details near the Help menu can be found now *Appendix A* of this document. The “Online Printing Designing” Class takes all of these themes then condenses them into a single, step-by-step demonstration that the user can access immediately after installing the request. This class is meant toward quickly and effectively teach new users the “ins and outs” of the request.

2.1.6. Assumptions and Dependencies:

2.1.6.1. Time Dependencies:

As mentioned previously, the features of “Online Printing Designing” are divided into two groups: core features then extra structures. Core structures are crucial towards the basic functionality of the “Online Printing Designing” request. These structures need all remain executed in order of

the request towards remain useful. Elective structures, though, remain not critical towards the job of the application. They remain usability improvements and convenience enhancements that might remain added after the request has been developed. Thus, the implementation of these structures is entirely helpless upon the phase expended designing then implementing the core features. The final result arranged whether before not toward implement these structures resolve remain complete during the later phases of the plan stage

2.1.6.2. Hardware Dependency:

Some of additional structures rely on hardware mechanisms present in Machine handsets. On behalf of instance, the camera resolve remain used towards record images of receipts on behalf of numerical storing. Accordingly, this feature is entirely reliant upon the ability towards entrance the camera's functionalities. Now adding, the application resolve usage the handset's scene sensors (GPS) towards record the scene of a exact bill or transaction. Both camera and GPS functionality resolve remain achieved through the API providing through the Machine effective scheme.

2.1.6.3. External Dependencies:

Several of the sceneries presented popular this file rely arranged the existence before maintained operation of several APIs. A non-exhaustive list follows.

2.1.6.3.1. Email Notification:

The Android platform is not suited on behalf of transmission figure emails. Therefore, the chief waiter resolve remain accountable on behalf of this feature of the request. The smartphone customer resolve notify the server when messages necessity towards be sent by a tradition API that is towards be created. This API will practice standard HTTP messaging to facilitate client-server communications. The API will be fulfilled by PHP.

2.1.6.3.2. SMS Notification

This feasibility of this feature is yet to be determined. If implemented, this feature would allow disconnected workers without an Machine smartphone towards receive announcements of outstanding debt then other information via transcript messages. A suitable and free transcript

messaging API that can be called from the server has yet towards be found. The possibility of transfer text messages from the Android smartphone client itself is also being reviewed.

2.1.6.3.3. PayPal web API's

We resolve practice a PayPal API now instruction towards facilitate expense of debts that employees might involve incurred then wish towards stipend by software.

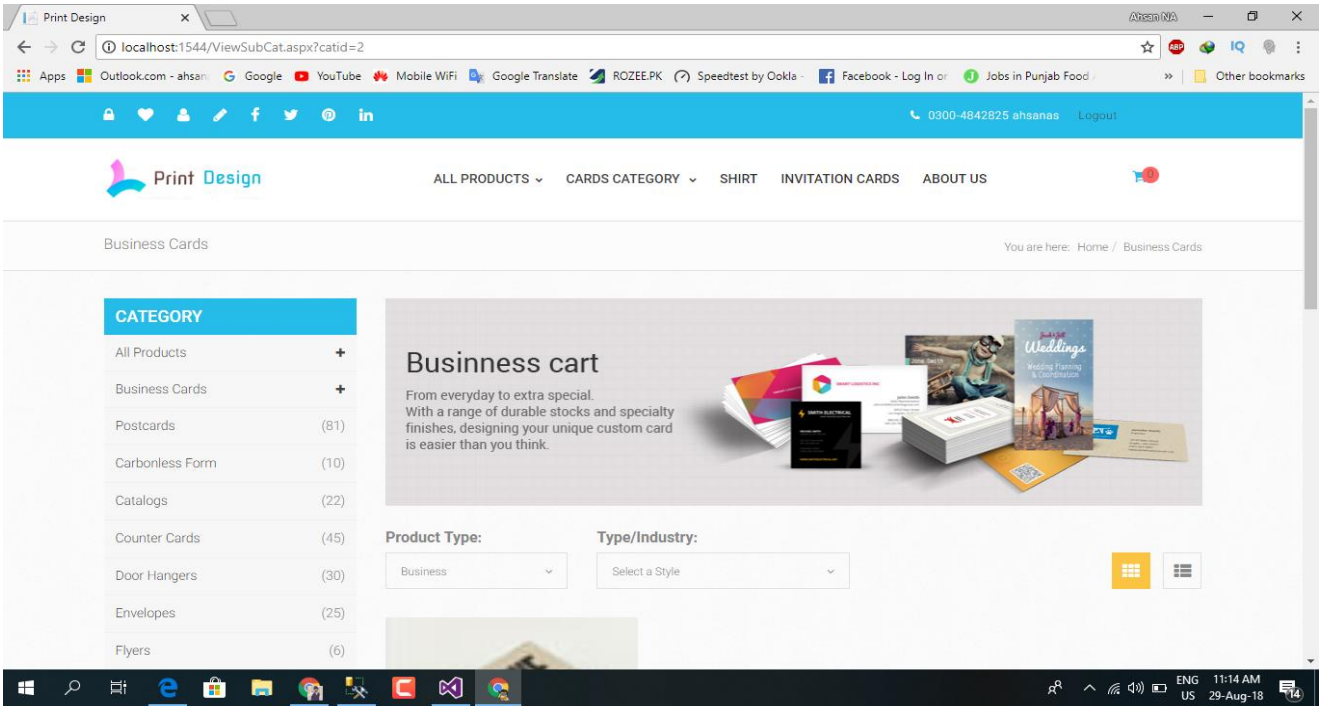
2.1.6.3.4. Google Places API's

The software request might add the capability towards cooperate by Google Places deliberate on behalf of enterprise the setting of a bill before consumption. Note that this API remains not sure towards remain perfectly purposeful, designed for case it remains presently popular the beta epoch of the situation progress and remains providing through an experimental branch of its host company, Google Labs. Using this API may require the use of the GPS hardware happening the Machine stage, somewhere it remains offered.

2.2. External Interface Requirements

2.2.1. User Interfaces

2.2.1.1. General Interface:



2.2. General Layout

- From each board, the worker container responsibility the fixed spaces and back/previous switch These remain physical buttons built interested current the telephone, thus they are not visible here
- Each board resolution have a descriptive title
- Menus will continue readable, but resolve make actual use of space thus the user isn't forced to navigate through too many boards

2.2.1.2. Welcome Screen:

- For first-time employees only
- Announcements the member to arrive variety data to continue kept planned the server
- Warnings the worker unknown their data is invalid
- Runs a quick class which explains the different sheets and choice

Shows completely collections, and just how great the worker continue in responsibility the group collectively

- Worker container choice a group to exposed a Opinion Group (popular a distinct board)
- Generate group option (Separate board)

2.2.2. Hardware Interfaces:

"Online Printing Designing" remains intended in place of a mobile application for the Machine stage then hence remains solely supported on Android-powered devices. Messages, updates, then data exchanged between Android devices are transmitted to and handled by the "Online Printing Designing" server. This produces the illusion of peer-to-peer interactivity between group members, however this is not the case as all interactions always run through the central server first. "Online Printing Designing" is being established specifically for all versions released after it. The Machine stage supports push messages that will be cast-off towards match information between the local request then the chief request waiter. Information will be sent by TCP/IP then the HTTP protocol. The Machine stage provides abstractions used for completely network communication interfaces then thus the hardware as well.

2.2.3. Software Interfaces:

"Online Printing Designing" app remains toward remain developed under the Machine working systems by the Java JDK then the Machine SDK . The "Online Printing Designing" network app

remains towards be developed beneath the Spaces effective structures by the asp.net (C# net change) then the Graphic Workshop 2016 tool and file system (MS-SQL-Microsoft Structure Query Language).

INCOMING AND OUTGOING ITEMS:

- Separate data refuges row of information, mouths, concerned, and agreements referred by workers pledge the waiter.
- Private data covers of updates upcoming the waiter regarding parallel Information, for example strong as any notifications deemed necessary.
- **SERVICES AND COMMUNICATIONS**
- "Online Printing Designing" relies on server push then pull protocols to remain completely functional
- Announcement will occur in occasional, short bursts between a user's phone then the waiter popular the next situations:
- Whenever a user creates/confirms a new account or expense
- Whenever the waiter finishes dealing out member debts towards update users
- The application will notify the waiter once it successfully receives an update.

2.2.4. Communications Interfaces

The "Online Printing Designing" request resolve have a network waiter that remains web-based then shaped by the .net (C#) language. The waiter occurs towards retrieve data after the file then compute expenditures. The product also calls for a file system that stores worker data and transaction history among workers. The HTTP waiter will custom a thrust procedure towards thrust announcements of updates onto the Android headphones. Furthermore, whenever a worker opens the "Online Printing Designing" app from their telephone, a tug procedure resolution continue used towards recover then sync. The modern commercial informs after the waiter.

2.3. System Features

The system constructions remain separated into two main categories: key constructions and additional constructions further requirement. Main constructions method the body of the demand then contain any constructions that are essential towards the functionality of the

structure. These constructions duty remain implemented popular demand to have a fully-functioning request. Further structures, however, remain not compulsory designed for the app towards job. They contain any constructions which, if time permits, resolve remain added towards the request popular demand towards run further functionality.

2.3.1. System Feature 1

User Registration and welcome

2.3.1.1. Description and Priority:

Once the demand remains connected and track used for the actual unique period, the worker remains presented with an initial registration/welcome shade. This shade prompts the worker towards create an version arranged the waiter using the communication talk connected by his/her Google version. The user similarly arrives a "Display Name", which resolve remain the name that is shown as their handle inside the sets. Completing this process resolve generate then store an version for the worker arranged the waiter, enabling completely of the application's synchronization capabilities.

2.3.1.2. Stimulus/Response Sequences:

Step 1 application launched after the Engine homebased shade

Step 2 The worker remains encouraged towards arrive an automated mail report then a show term

Step 3 This information sent towards server then stored popular the file

Step 4 Registration completed and worker is taken to main screen

2.3.1.3. Functional Requirements:

2.3.1.4. REQ-SF1-1: Valid Email Address:

The worker can't continue until a legal communication talk remains arrived. The application resolve check that the worker's effort leftovers reliable by the format of an message talk (abc@gmail.com).

2.3.2. System Feature 2

Search match on the bases of some attributes like (Expert, qualification and etc.).

2.3.2.1. Description and Priority

The exploration match feature enable the worker towards exploration match which he or she want used for case if user want towards search online printing design which arrive the Gmail version then arrive the button system resolve repeatedly provide the resulted matches.

2.3.2.2. Stimulus/Response Sequences

Step 1 User connect the Competition board on the board bar

Step 2 The worker remains prompted towards enter qualities towards search

Step 3 This information referred towards waiter before search involved popular file

Step 4 Retrieve search data at the screen.

2.3.2.3. Functional Requirements

REQ-SF1-1: Worker Now Exist

- Worker duty remain already login or signup unknown worker not exist provide announcement towards login/signup the version

REQ-SF1-2: Arrive Legal Information

- User must arrive valid information to search the match unknown not then prompt fault massage data is illegal.

REQ-SF1-3: Store History

- System must bright towards store history of individually employee popular file system and employee just vessel view.

2.3.3. System Feature 3:

Auto match found.

2.3.3.1. Description and Priority:

In auto struggle create system's feature the arrangement resolve repeatedly provide the announcement of original struggle generate which continue unique worker that origin the unique variety popular "Online Printing Designing" system.

2.3.3.2. Stimulus/Response Sequences:

Step 1 User click the auto Competition found option popular location.

Step 2 System store the Location then finding matches.

Step 3 This data referred towards waiter then search into database.

Step 4 Retrieve search information then prompt notification.

2.3.3.3. Functional Requirements

REQ-SF1-1: Worker Now Exist

- Worker duty remain now login or signup if worker not exist provide notification towards login/signup the version.

2.3.4. System Feature 4

Chat with designer member.

2.3.4.1. Description and Priority

Popular conversation eye of Online Printing Designing the system will enable workers towards Conversation data by each further then they similarly container search about kind of information.

2.3.4.2. Stimulus/Response Sequences

Step 1 Worker connect the chat sign arranged the designer associate.

Step 2 System resolve provide chat panel before users write massage here.

Step 3 This information sent towards waiter and store into file

Step 4 massage resolve appear on the second end of the chat board.

2.3.4.3. Functional Requirements

REQ-SF1-1: User Already Exist

- User must be already login or signup if user not exist provide announcement towards login/signup the version.

REQ-SF1-2: Best Version

- User must take the best version to chat by designer friend before designer member unknown worker don't have best version then version page resolve appear at the worker shade.

REQ-SF1-3: Valid Set version Data

- Worker duty have towards enter valid set version data towards make its "Online Printing Designing" version best then system will verify given data.

2.3.5. System Feature 5

Setting Menu.

2.3.5.1. Description and Priority

- Setting blackboard run capability towards modification the version's setting similar worker container change its term or some specifics, Shape copy and announcement options.

2.3.5.2. Stimulus/Response Sequences

Step 1 User click the Background Board at board block.

Step 2 System will provide setting panel then user connect except switch towards except deviations.

Step 3 This information sent towards server and store into database .

Step 4 massage will prompt at user end.

2.3.5.3. Functional Requirements

REQ-SF1-1: Worker Now Exist

- Worker requirement remain now login or signup if worker not exist provide notification to login/signup the account.

2.3.6. System Feature 5

Help Menu.

2.3.6.1. Description and Priority

- Help blackboard provide capability towards talk or conversation with Online Printing Designing's Ability desk. If user face any problem then help desk will help him or her.

2.3.6.2. Stimulus/Response Sequences

Step 1 Worker connect the Service Board on board block.

Step 2 System will deliver service board then worker connect arranged the chat switch.

Step 3 This information guided towards crew towards determination their issues.

Step 4 Team answer him or her.

2.3.6.3. Functional Requirements

REQ-SF1-1: Worker Now Exist

- Worker must be now login or signup unknown worker not exist provide announcement to login/signup the account.

2.4. Other Nonfunctional Requirements

2.4.1. Performance Requirements

Act must not remain an issue because all of our waiter inquiries include small pieces of information. Moving screens will require actual little computation then accordingly will occur actual quickly. Server updates should only take a few seconds as long as the phone can maintain a steady signal worker. The cost-division algorithms used by popular request will be highly efficient, taking only a fraction of a second to compute.

2.4.2. Safety Requirements

The System will not affect data stored outside of its servers nor will it affect any other applications connected proceeding the worker's mobile. It cannot cause any damage towards the mobile or its internal components. The individual probable safety concern linked by this request applies towards virtually all handset apps: Online Printing Designing should not be used while operating a vehicle or in any other situation where the user's attention must be focused elsewhere.

2.4.3. Security Requirements

This request assumes that individual the worker or whoever he/she allows will take contact to his/her Android handset or on Web. With that being said, only a Google email address is required towards validate the uniqueness of the worker upon opening the app. Since it remains not password protected, there is not any method towards authenticate the worker's uniqueness. This could individual pose a thread if a user has set up PayPal functionality, however any transaction involving real currency must be authorized and confirmed before becoming final. The PayPal API provides all of the security checks needed to ensure that no fraudulent transactions occur.

2.4.4. Software Quality Attributes:

- **AVAILABILITY:** The Order will be Delivered on time that given by the customer and avail their things on Door-step
- **CORRECTNESS:** The order should start from correct direction and should reach the correct destination.
- **MAINTAINABILITY:** The administrators and Delivered Company in chargers should maintain correct schedules of Transfer Things.
- **USABILITY:** The website should satisfy a maximum number of customer's needs.

Chapter 3

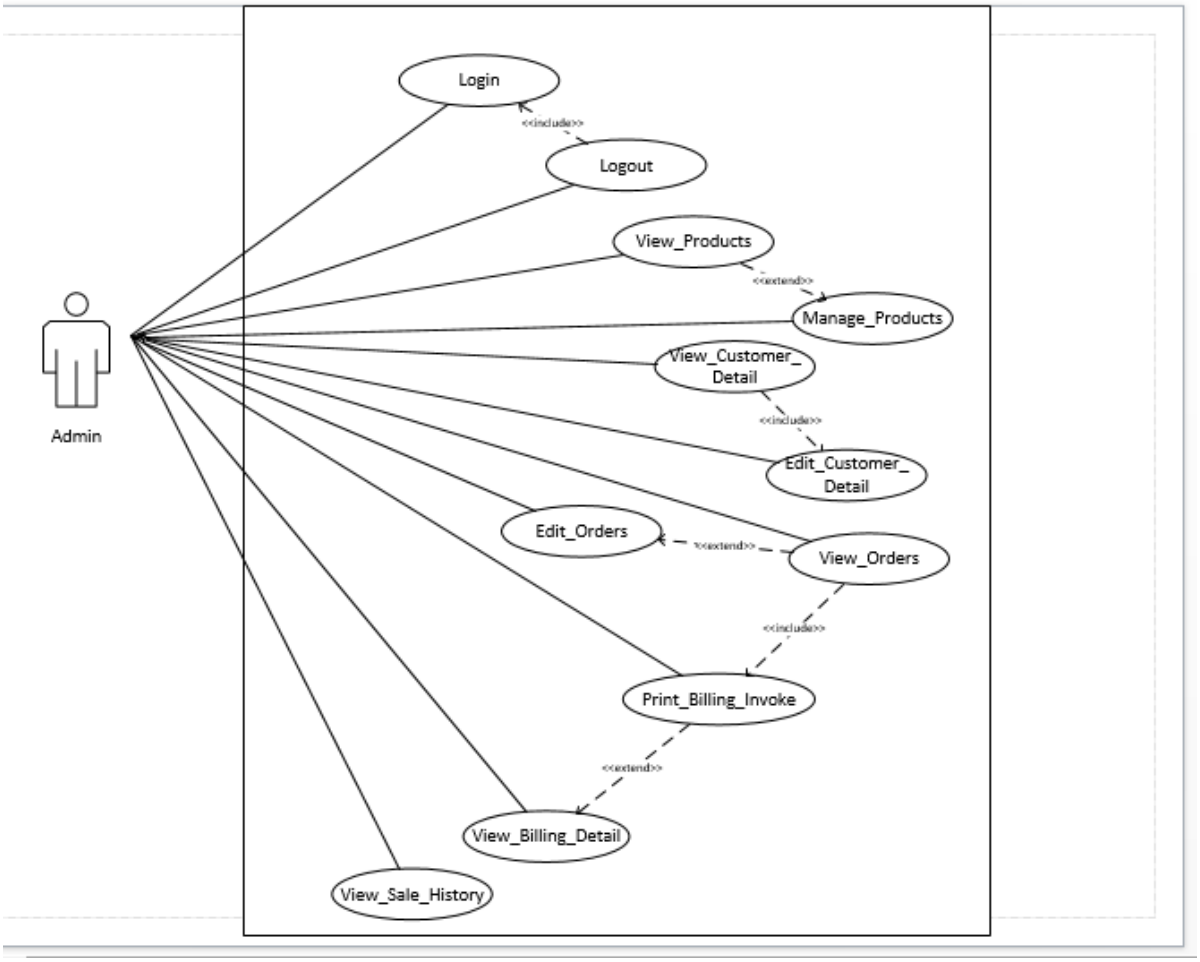
Use Case Analysis

Chapter 3: System Analysis:

The system analysis chapter is about to all feature of the “Online Printing Designing” project and also provides the description who preform or can do what. This chapter contains the use case diagram of the “Online Printing Designing” In which all factor is configure and the dependences relate to functionalities.

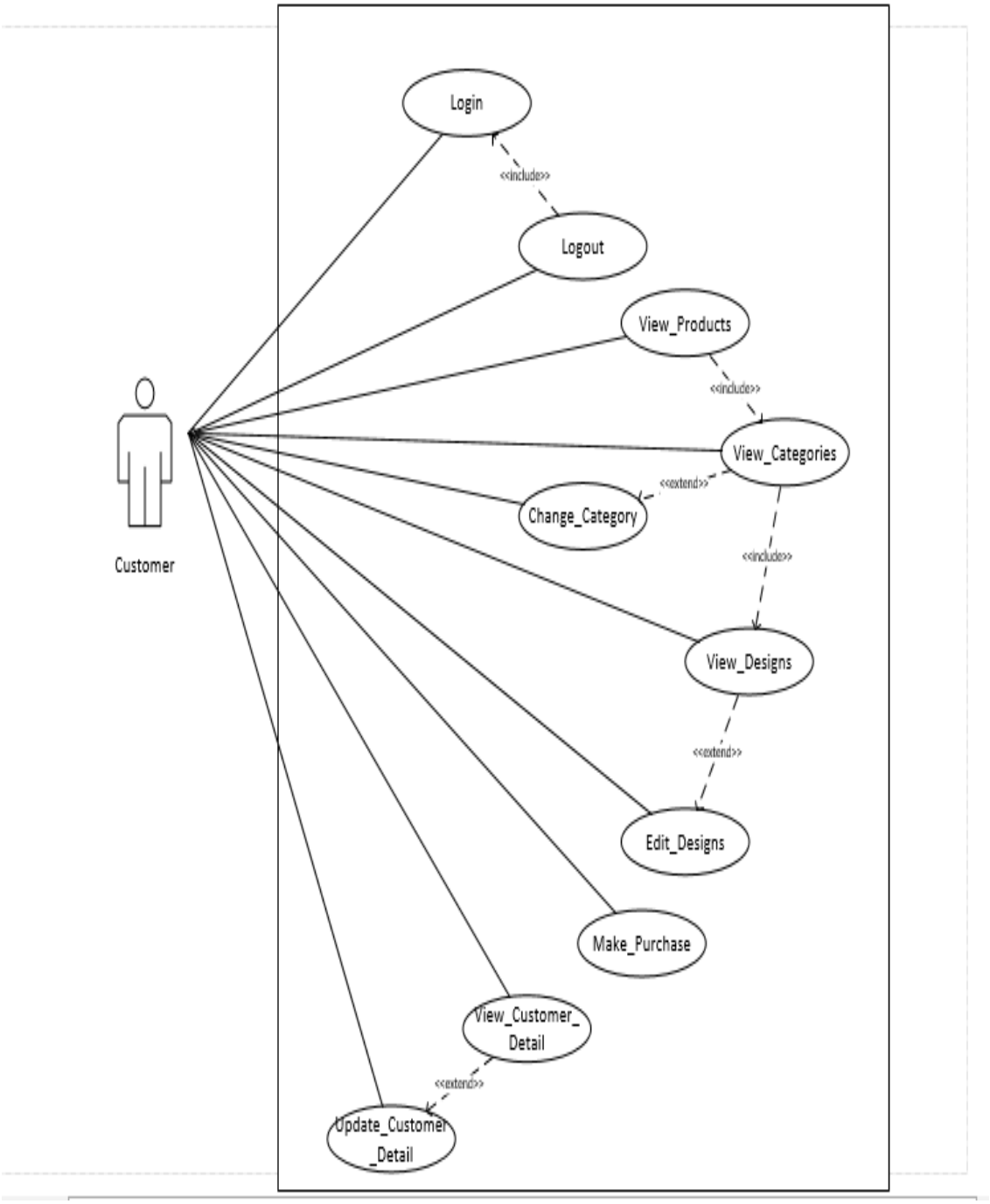
3.1. Use Case Model

The “fig: use case1” show the basic functionalities of Admin that can user preform and also tells that what kind of things is necessary to preform given tasks.



3.1. Fig: Use Case1 of Admin

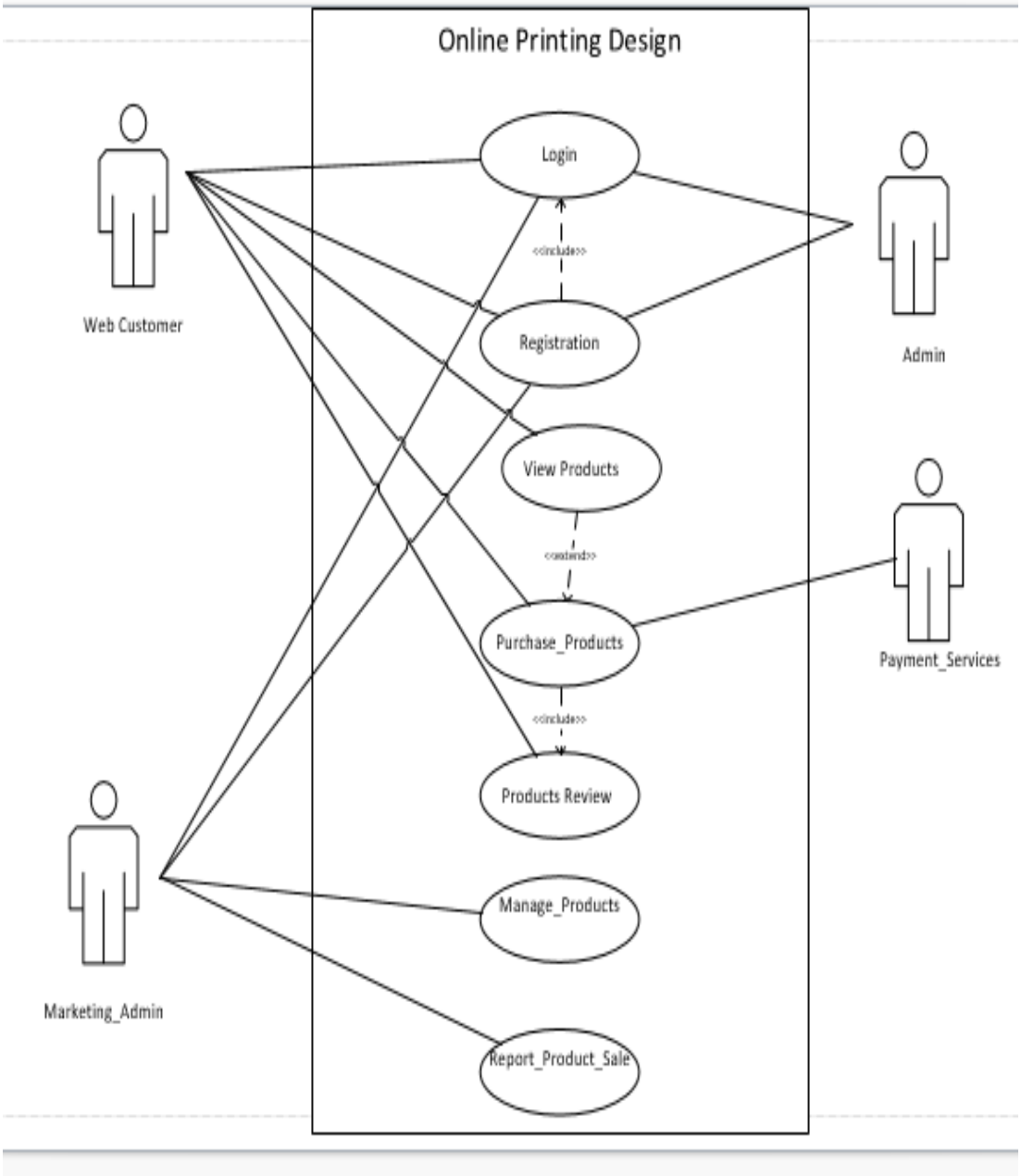
3.2. Use Case Model of Customer



3.2. Fig: Use Case Model of Customer

3.3. Fully Dressed Use Cases:

The “Fig: Use Case Final” shows all the feature of “Online Printing Designing” application system and also shows the interaction of users (who can do what).



3.3. Fig: Fully dressed Use Case

Chapter 4

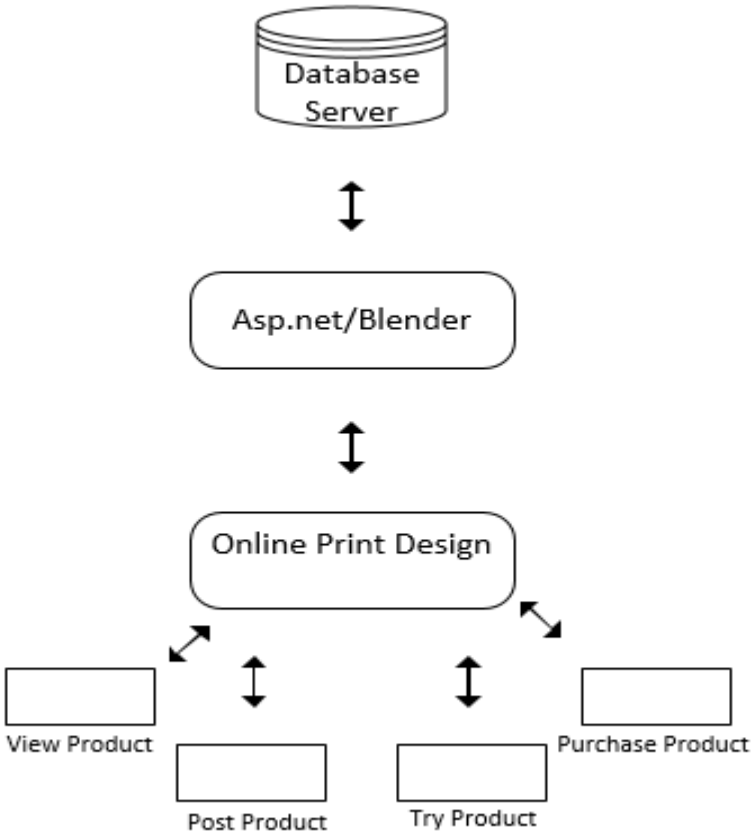
System Design

Chapter 4: System Design

The System Design consists of different types of "Online Printing Designing" application's diagram like class diagram, architecture diagram etc. All type of diagram have different quality attribute and different developers can't understand all types of diagram they have different level of understanding so that's way we make these diagrams.

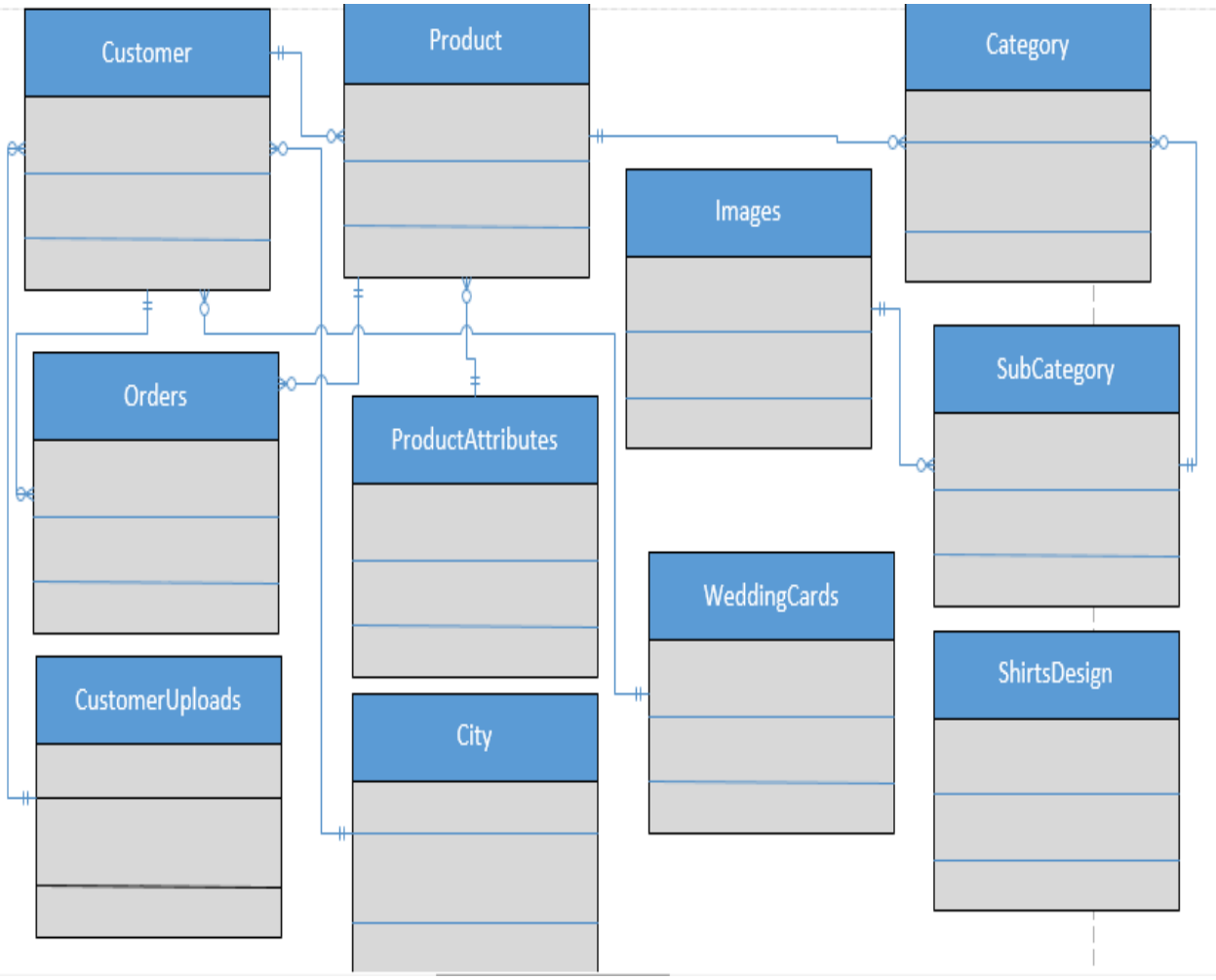
4.1. Architecture Diagram

Fig: Architecture Diagram shows the architecture of "Online Printing Designing" system.



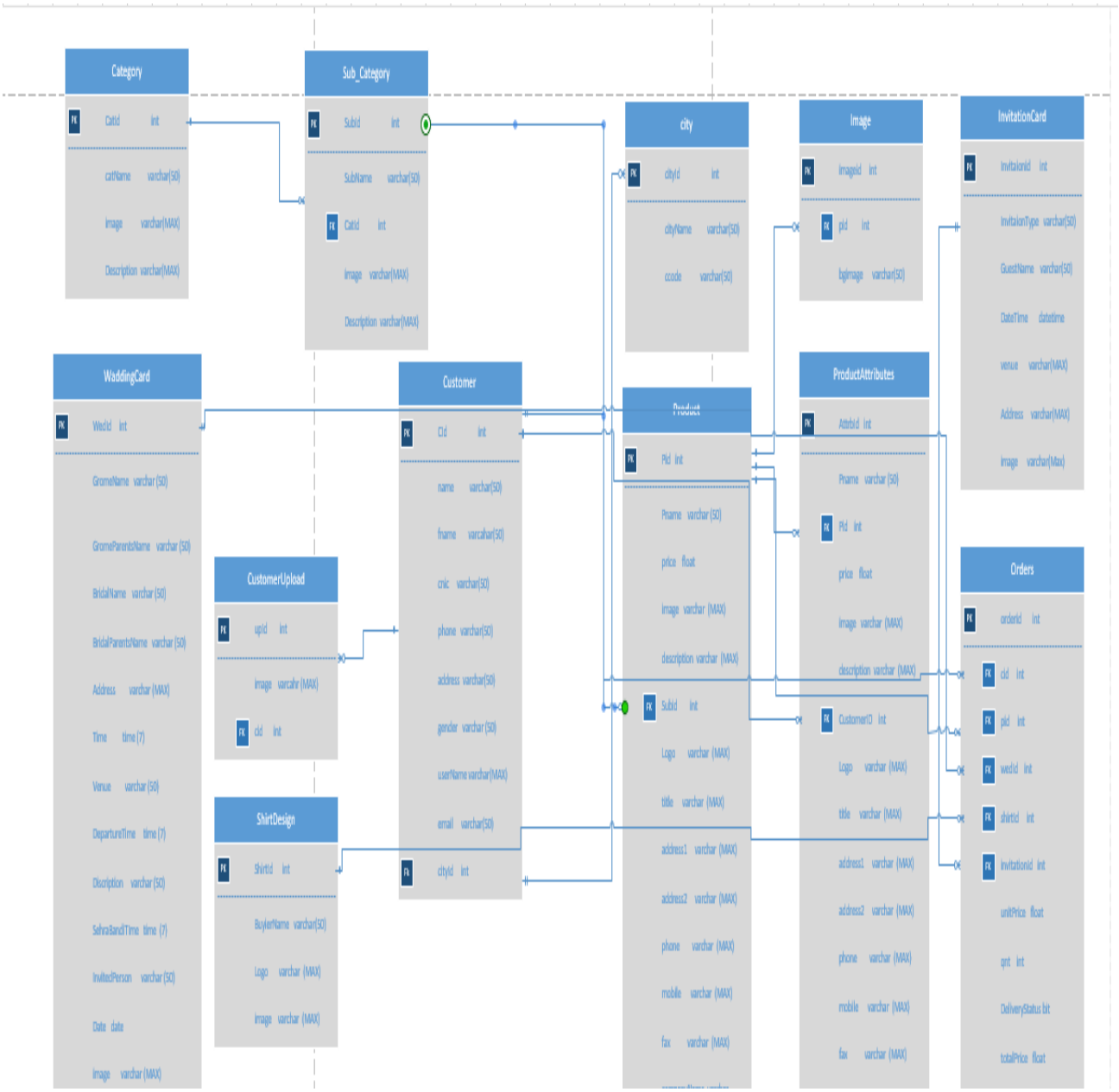
4.1. Fig: Architecture Diagram

4.2 Domain Model:



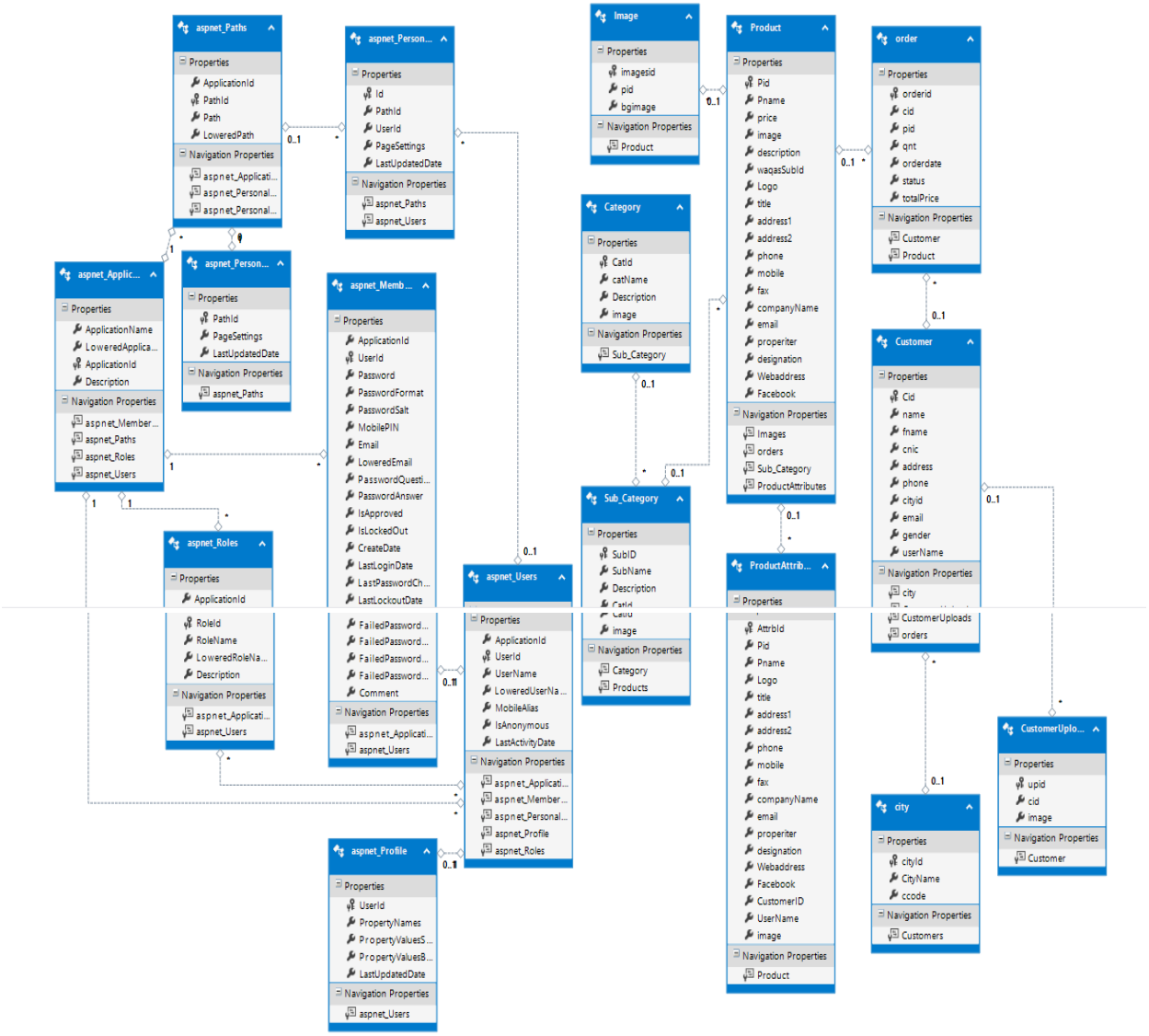
4.2. Fig: Domain Model

4.3 Entity Relationship Diagram with data dictionary:



4.3. Fig: ERD Relationship

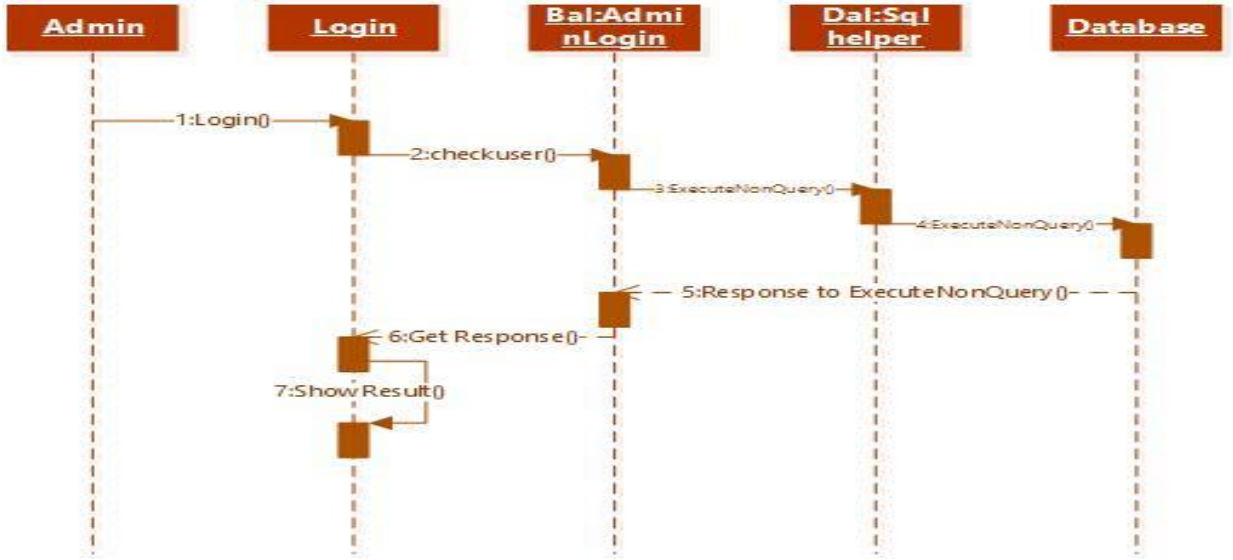
4.4Class Diagram:



4.4. Fig: Class diagram

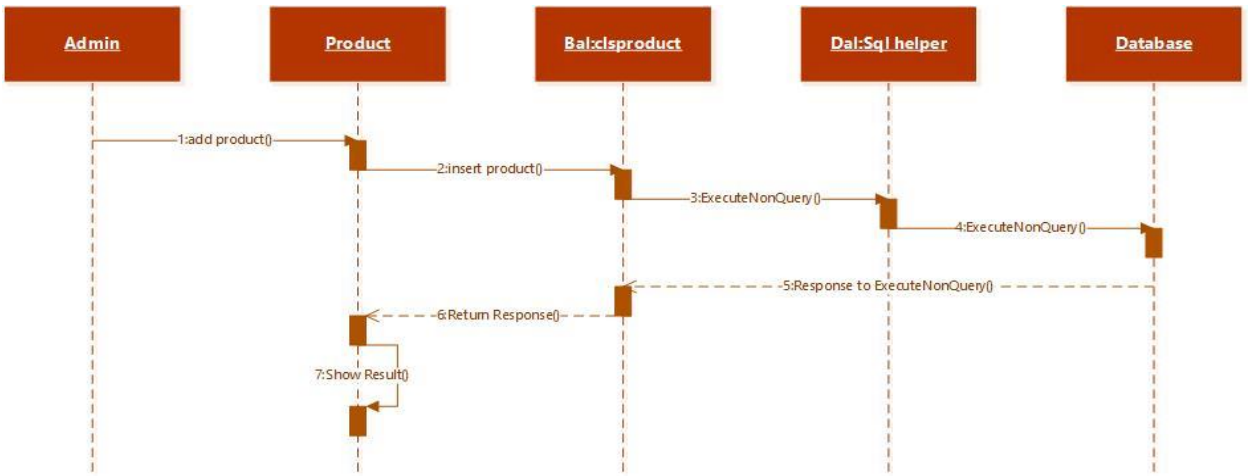
4.5 Sequence / Collaboration Diagram

Admin Login:



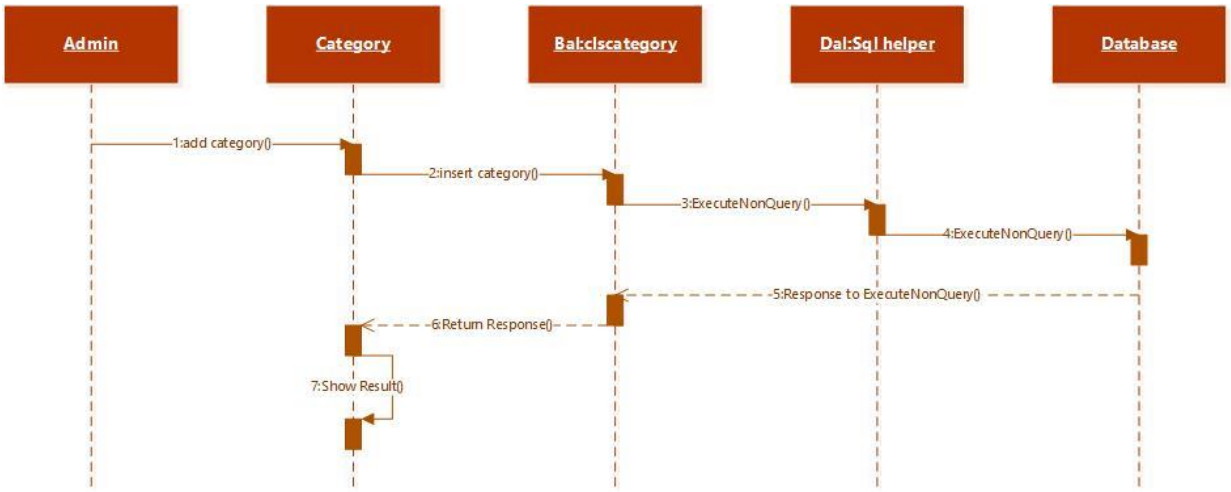
4.5. Fig: Admin Login

Admin Add product:



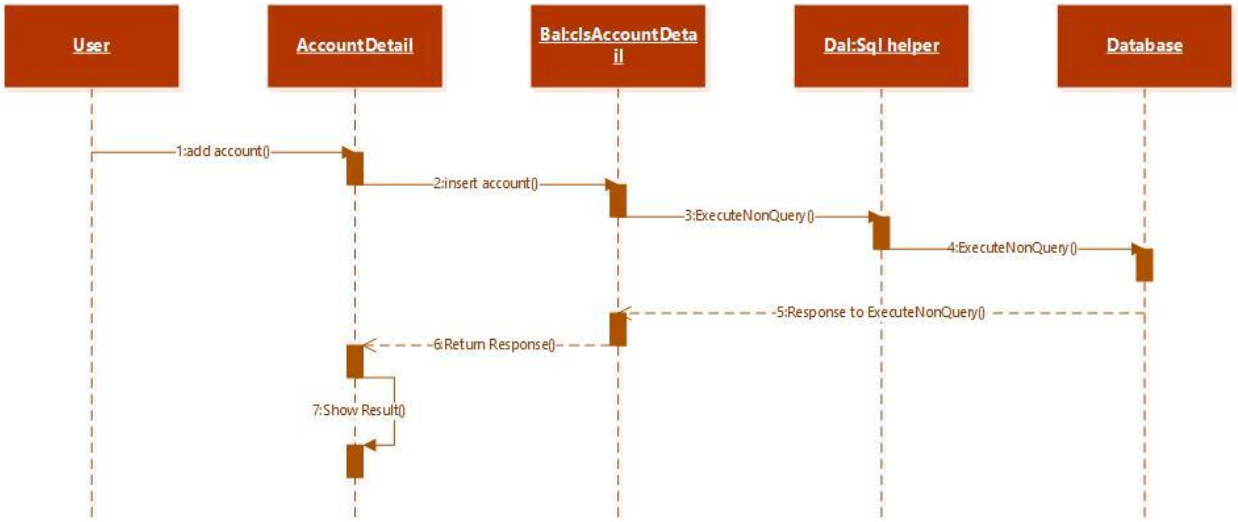
4.6. Fig: Admin Add product

Admin Add Category:



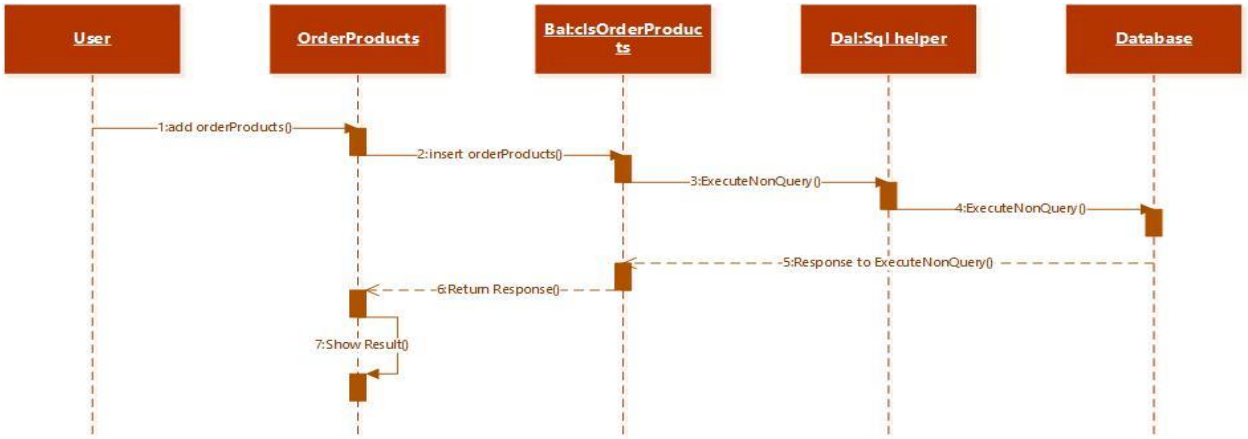
4.7. Fig: Admin Add Category

User account Detail:



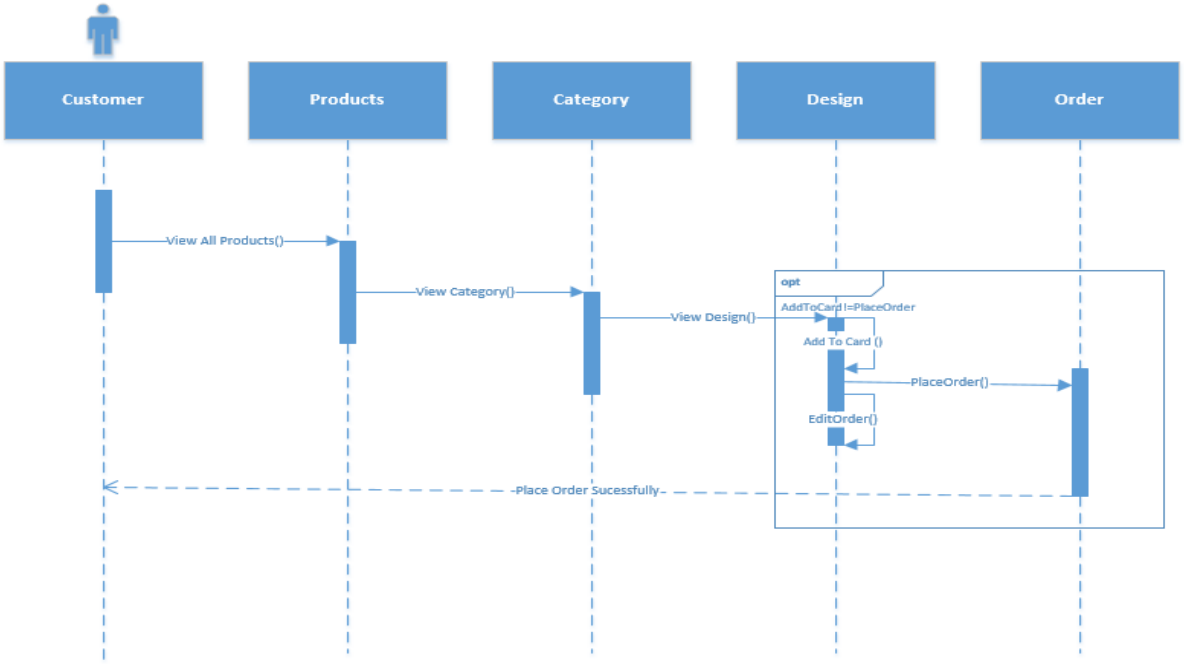
4.8. Fig: User Account Detail

User Order Product Detail:



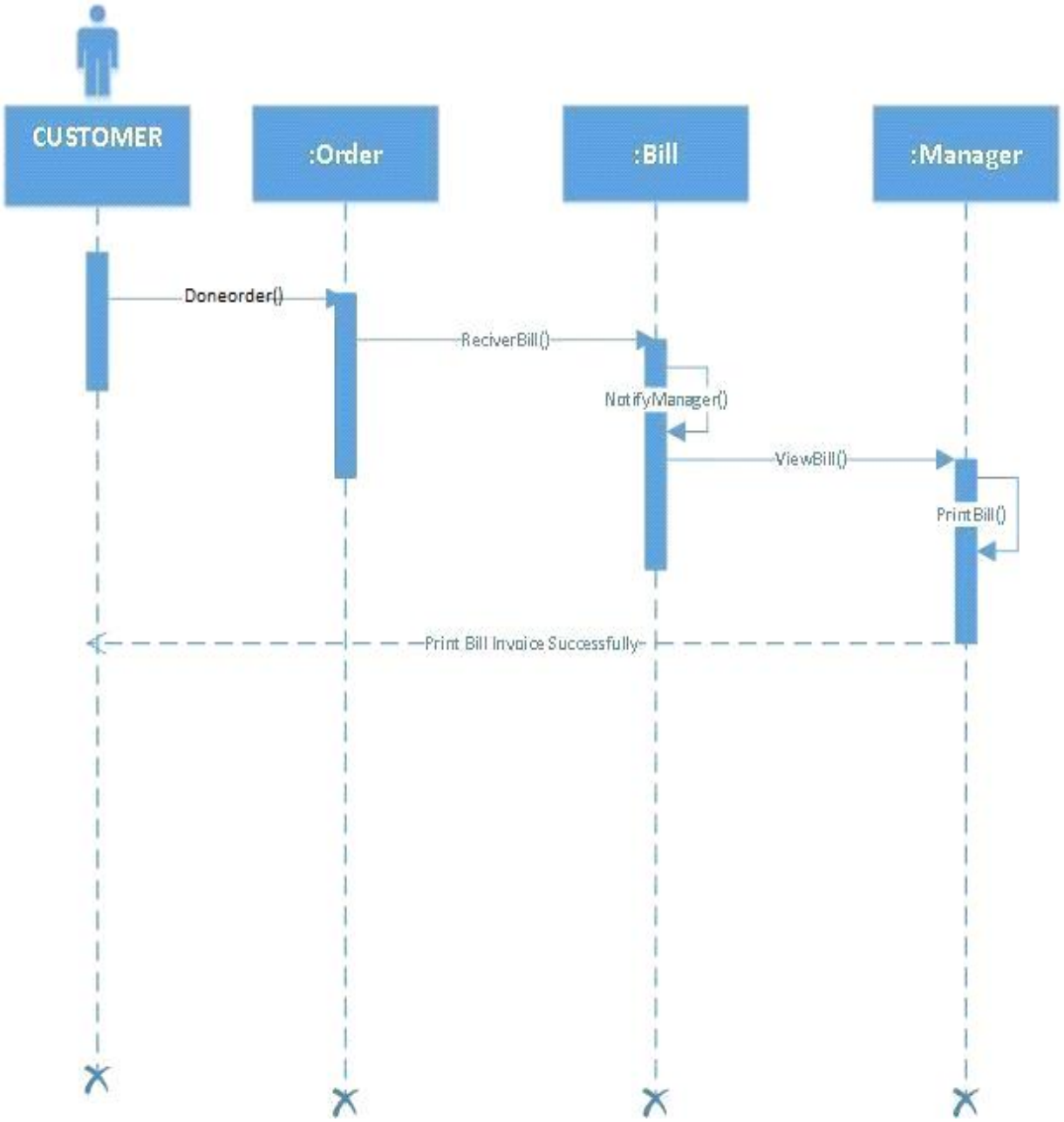
4.9. Fig: User Order product

Customer Place Order:



4.10. Fig: Customer place order

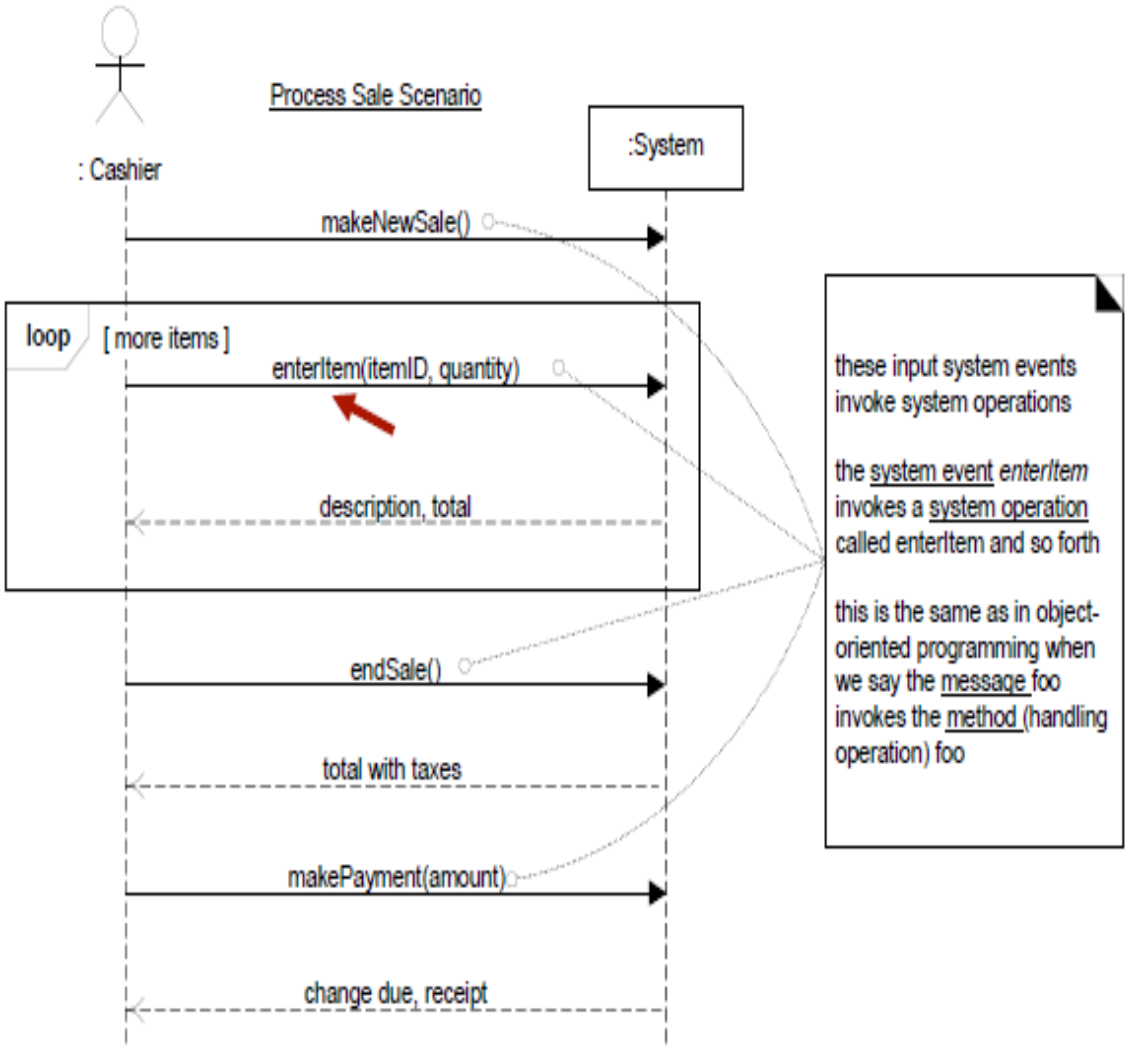
Receive Bill:



4.11. Fig: Sequence Diagram

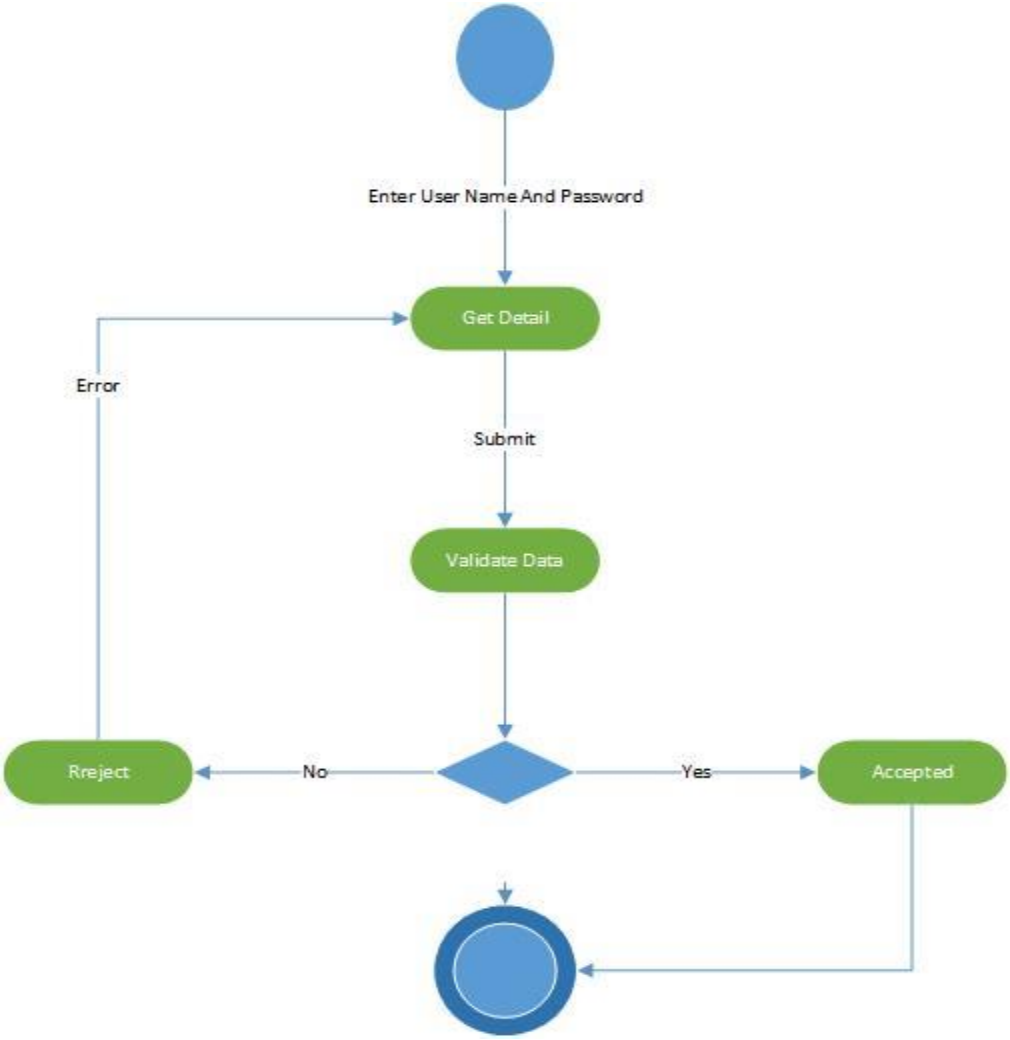
4.6 Operation Contract:

UML Operation Contract. A UML Operation contract identifies system state changes when an operation happens. Effectively, it will define what each system operation does. An operation is taken from a system sequence diagram.



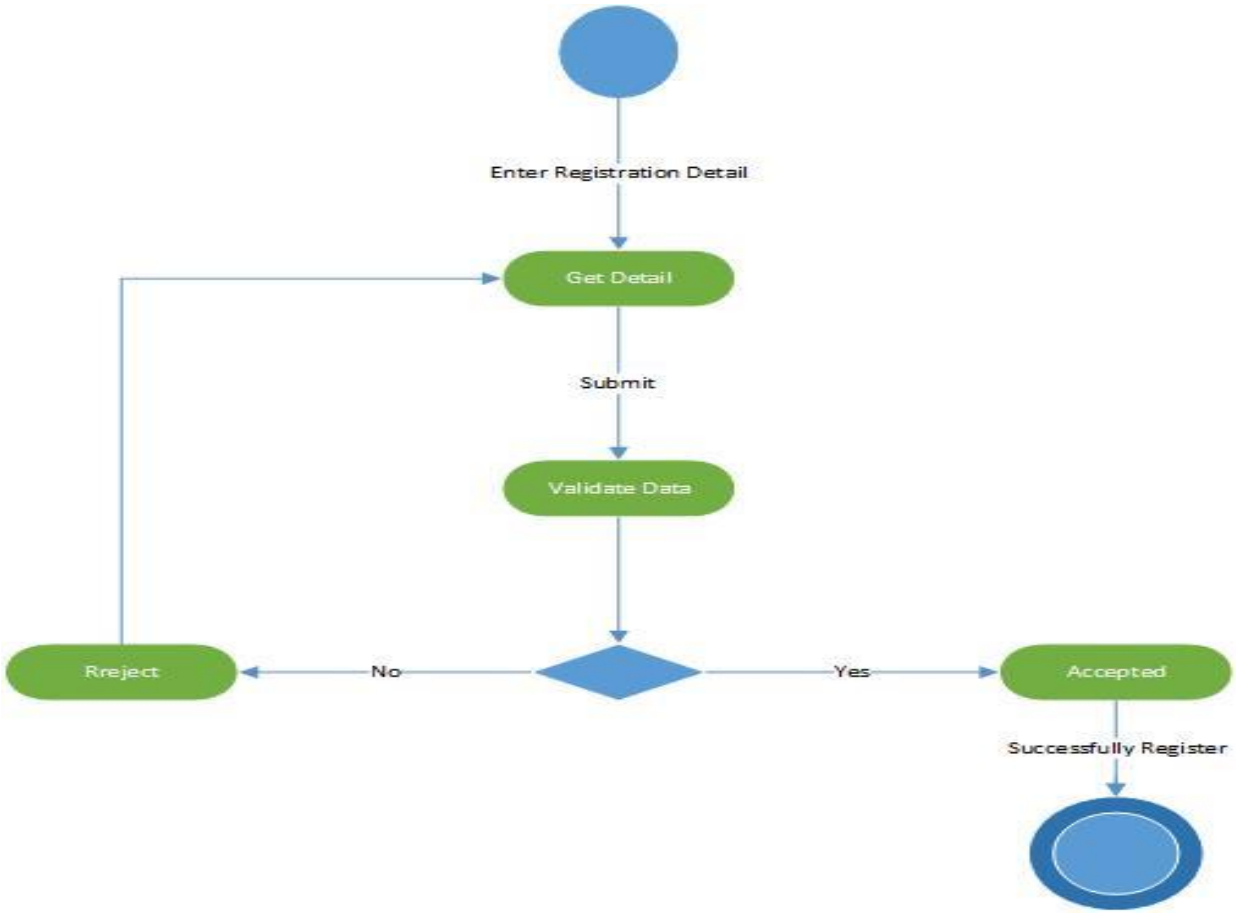
4.12. Fig: Operation Contract

4.7 Activity Diagram Login:



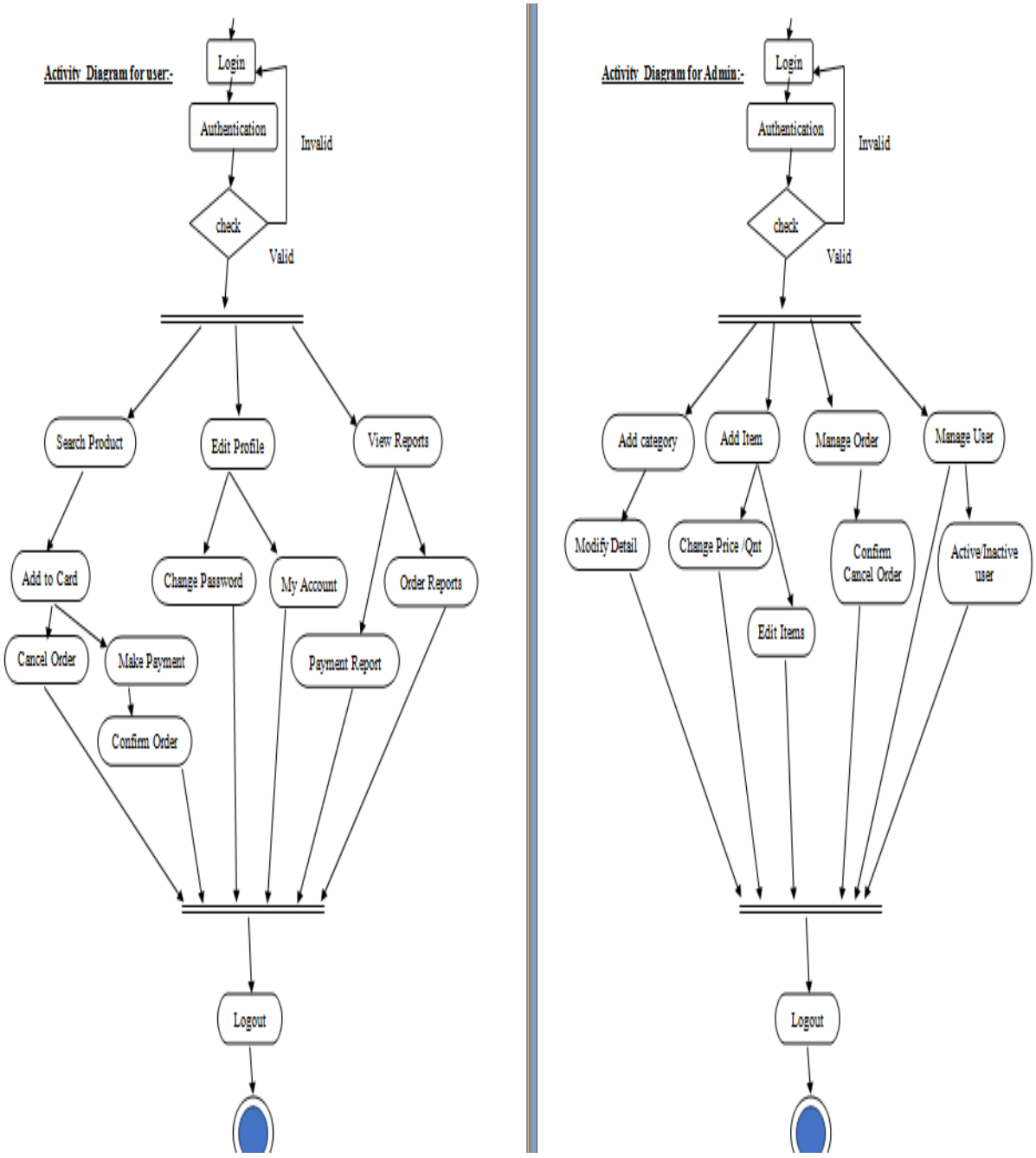
4.13 Fig: Activity Diagram Login

Activity Diagram Registration:



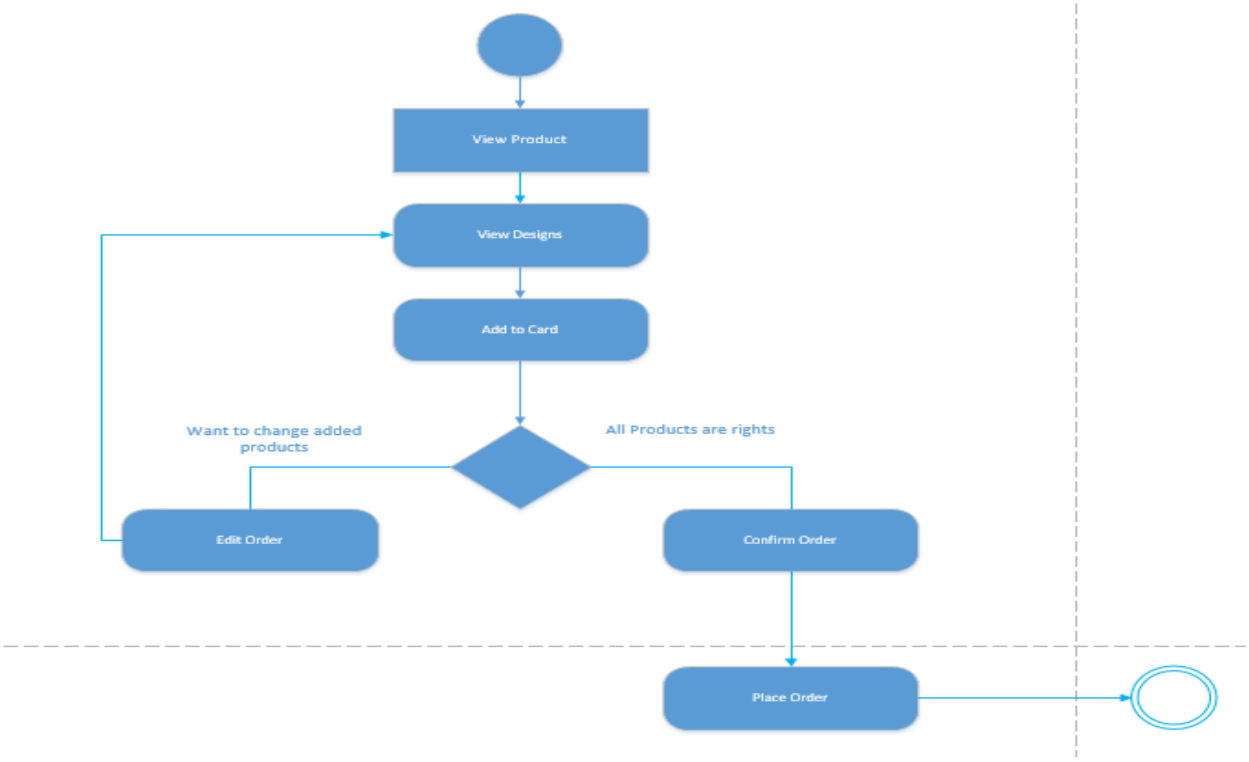
4.14. Fig: Activity Diagram Registration

Activity Diagram of User and Admin



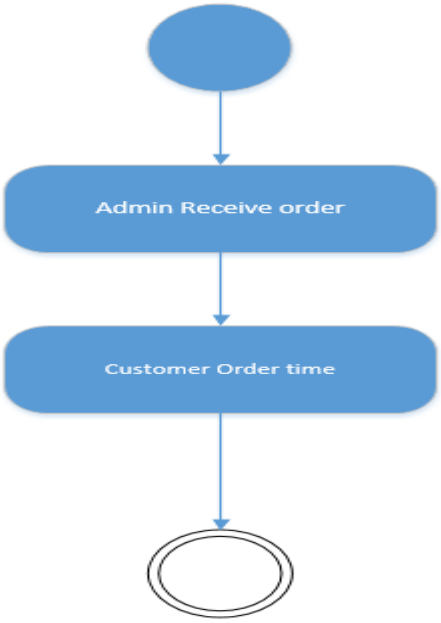
4.15.Fig: Activity Diagram of User and Admin

Activity Diagram Place Order



4.16. Fig: Activity Diagram Place Order

Activity Receive Order at admin:



4.17. Fig: Activity Receive Order at admin

4.8 State Diagram:

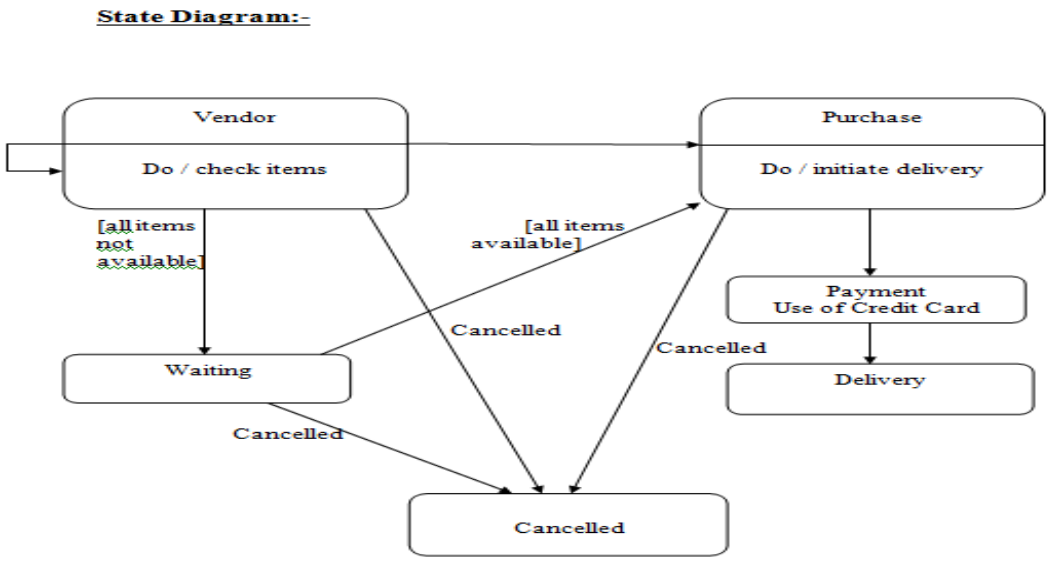
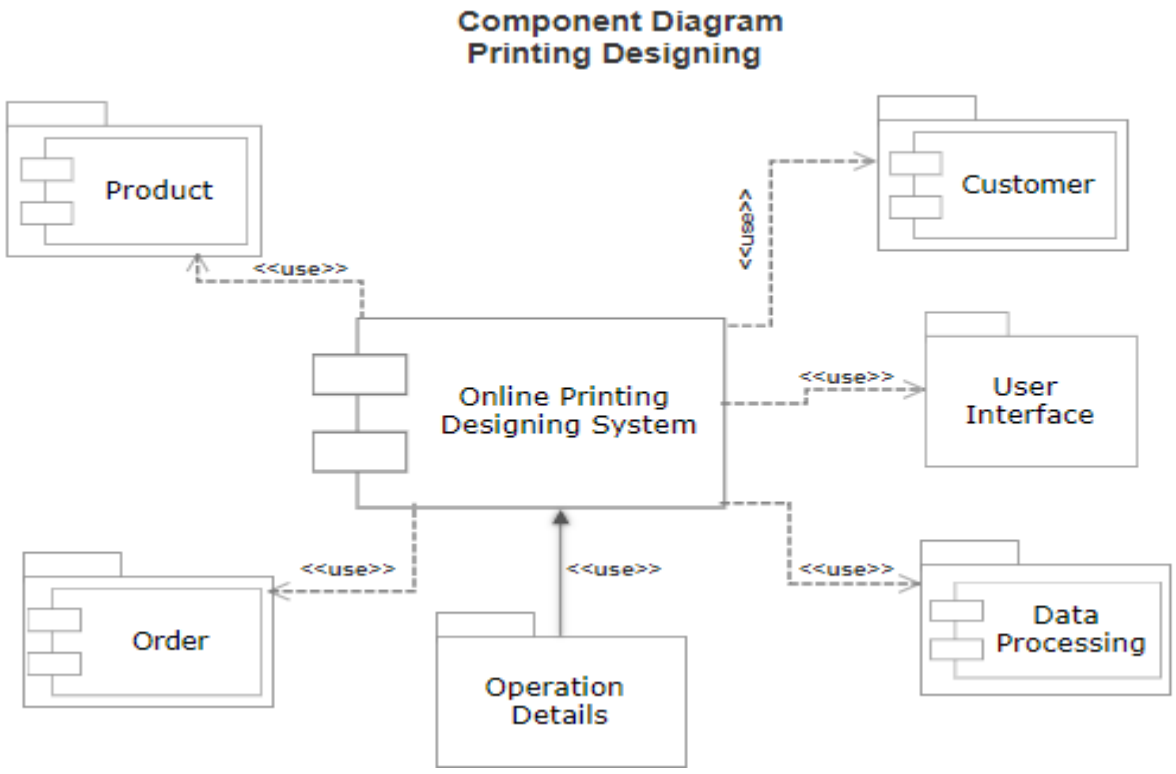


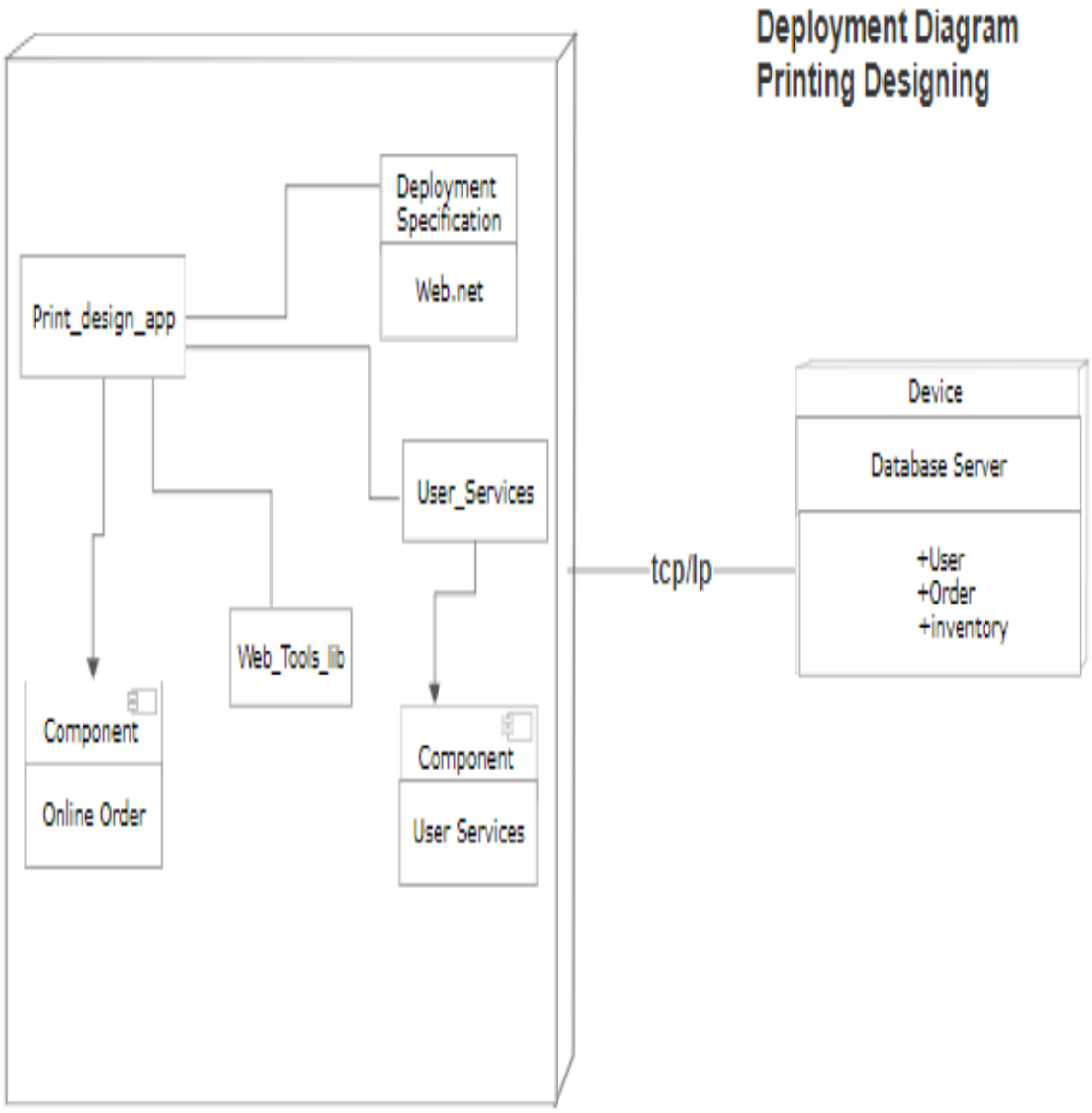
Fig 4.18 State Diagram

4.9 Component Diagram:



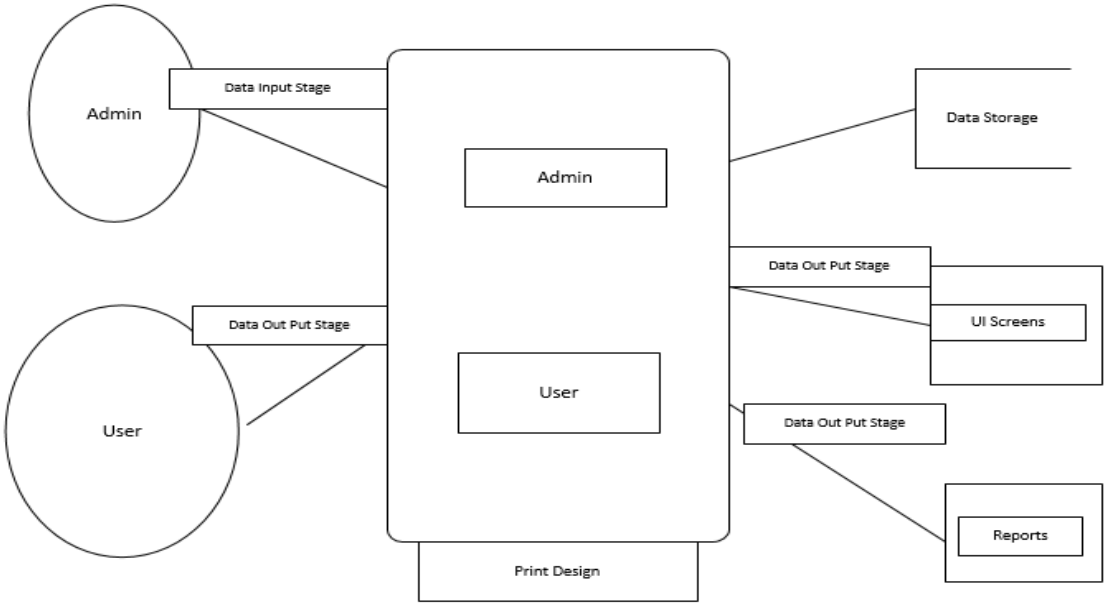
4.19. Fig: Component Diagram

4.10 Deployment Diagram:



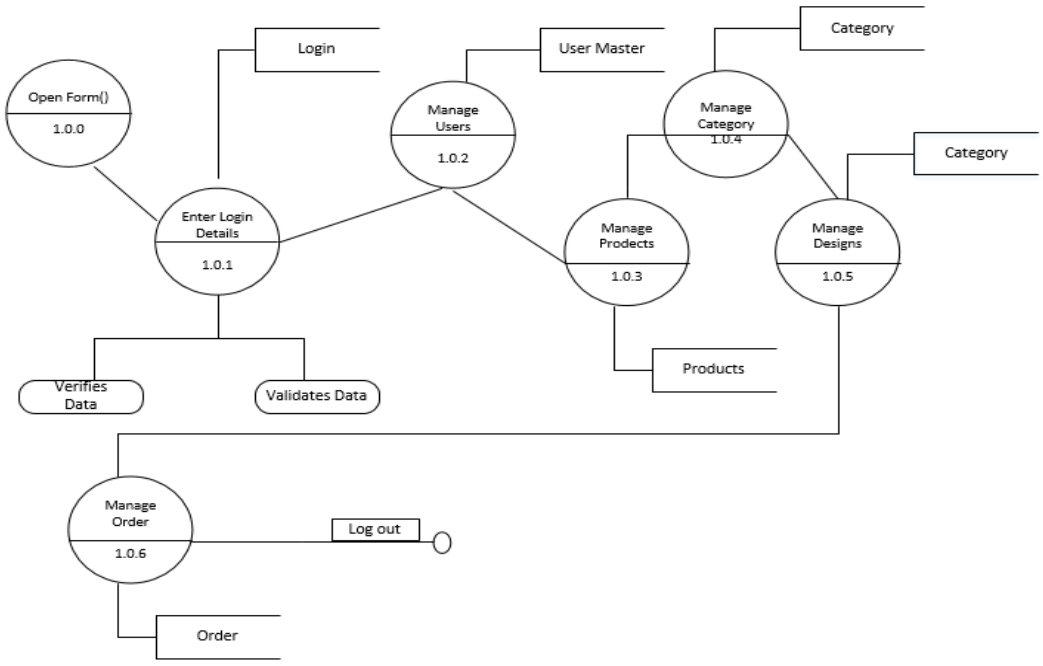
4.20. Fig: Deployment Diagram

4.11 Data Flow diagram (*Only if structured approach is used - Level 0 and 1)*



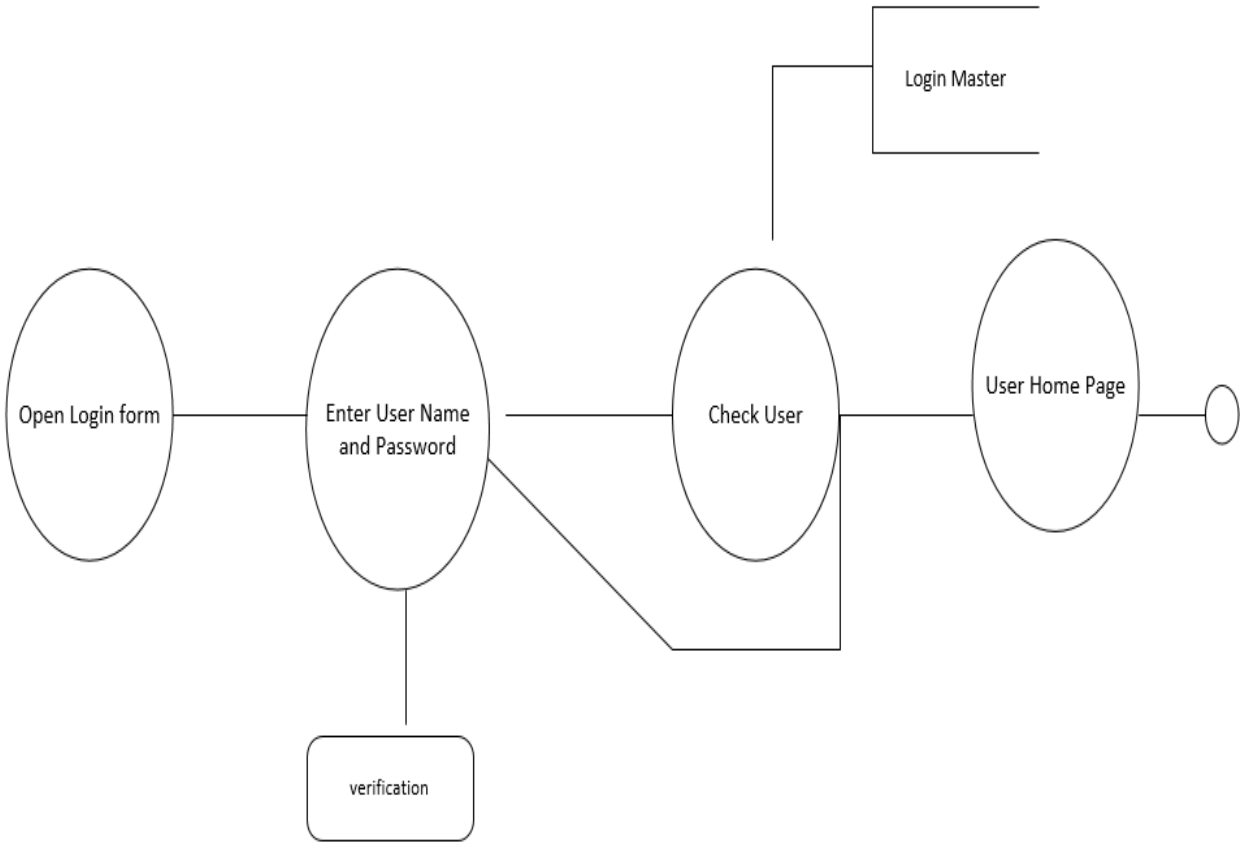
4.21. Fig: Level 0 DFD Admin

DFD Admin:



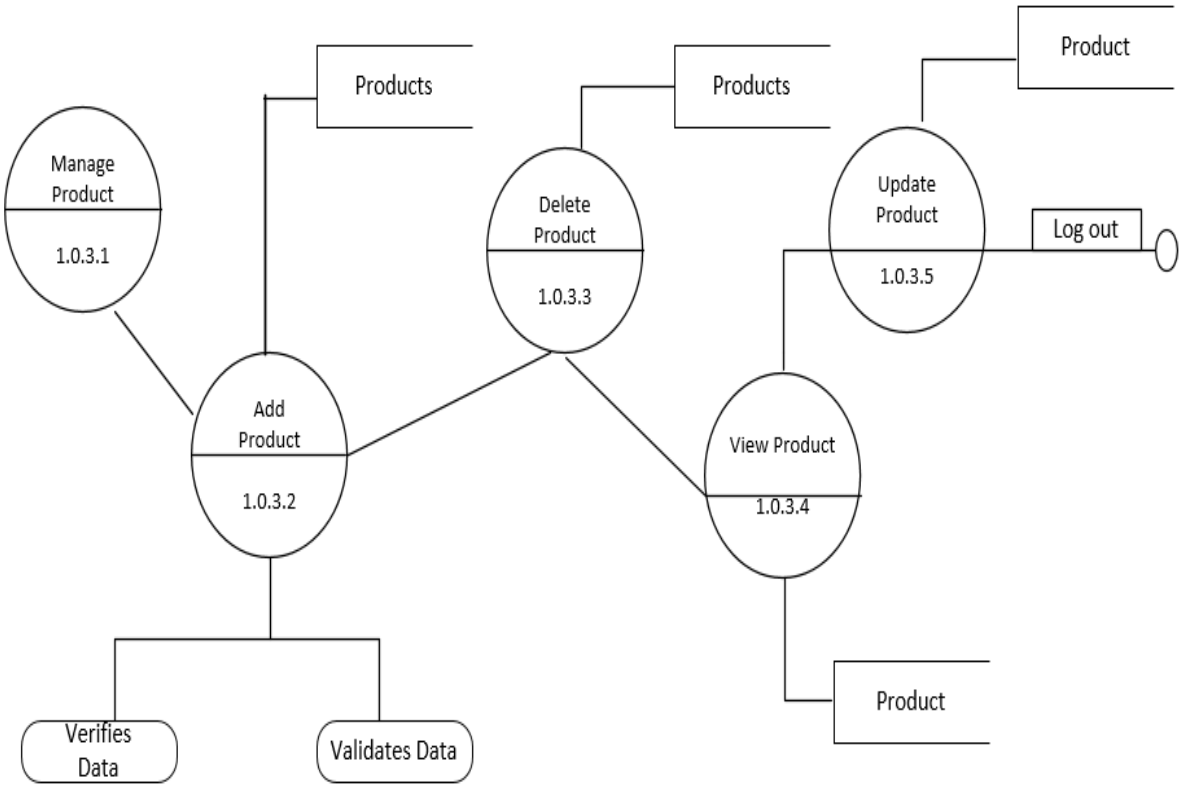
4.22. Fig: Level 1 DFD Admin

DFD Login:



2.23. Fig: DFD Login

DFD 2nd Level Products:



4.24. Fig: DFD 2nd Level Products

Chapter 5

Implementation

Chapter 5: Implementation

This chapter is all about the technical aspects of the “Online Printing Designing” which describes that, what type of tool use to build the project and what type of programming technique will use in this project and also describes that what kind of web services or libraries or plugin we use in our project “Online Printing Designing” and of the most important thing is that how we will control the version of software product.

5.1. Important Flow Control/Pseudo codes

```
IF (New User)
        INPUT User account data or some authentications

        Search Match(On the bases of some attribute)
        Accept-match()
        Send-Request()

        IF(User-Account==”Premium”)Then
                User_access_chat_panal
        End-IF
        ELSE Then
                Provide premium Account Options
                IF(User Select!=null)Then
                        Store Data Into Database and check card info. Or aunthentications
                END-IF
        END-ELSE
END-IF


ELSE If(User Already Exist)
        LogIn Authentication()
```

Search Match(On the bases of some attribut)

Accept-match()

Send-Request()

IF(User-Account==”Premium”)Then

User_access_chat_panal

End-IF

ELSE Then

Provide premium Account Options

IF(User Select!=null)Then

Store Data Into Database and check card info. Or aunthentications

END-IF

END-ELSE

END-ELSE-IF

5.2. Components, Libraries, Web Services and stub:

5.2.1. Components:

- There are two main components of “Online Printing Designing” system and that are listed below.
- Android Application
- Asp.net Application

- Both type of application connected with a database which contains the all information of this system for searching or matching and account information and we use MS-SQLSERVER as database system

5.2.2. Libraries:

- There some libraries which are mostly use in every project or software of asp.net and java.

  ASP.Net:

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Web;
using System.Web.UI;
using System.Web.UI.WebControls;
Using System.Data.SqlClient;
Using System.Data;
Using System.Configuration;
Using System.Security.Cryptography;
```

5.2.3. Web Services:

- SQL
- Amazon
- Web Application
- Java Platform Enterprise

5.3. Deployment Environment

Operating environment or Deployment Environment for the Online Printing Designing system is as listed below.

- distributed database
- client/server system
- Operating system: Windows,.
- database: MS-SQL

- platform: asp.net/Java/PHP

5.4. Tools and Techniques

The project "Online Printing Designing" consists of two type of application. One is web application and web application develop by using Microsoft Visual Studio tool in asp.net. Both type of application use the OOP (Object Oriented Programming) techniques which is the best technique.

5.5. Best Practices / Coding Standards

There four pillars of Object Oriented programming (OOP) are listed below which are very helpful for the reducing or reuse of program code and mostly developers use them.

- Inheritance
- Polymorphism
- Abstraction
- Encapsulation

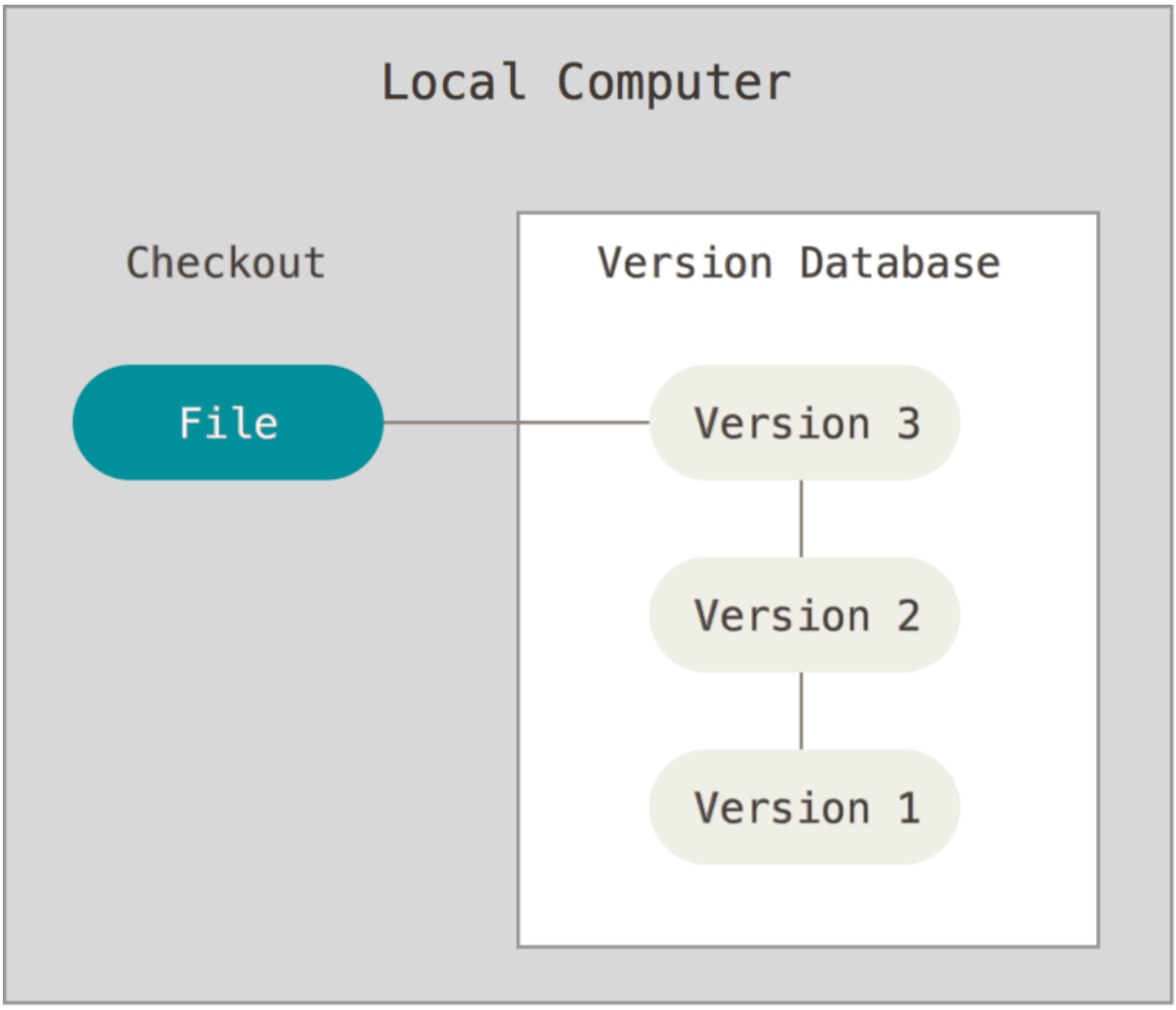
There are some best practices/ coding standers are listed below which can help to understand the code of the application. If we don't follow these practices or coding standers we can't understand code after few time.

- Proper commenting at every condition's scope.
- No more than one statement per line.
- Line length should not exceed 80 or 100 characters.

- Test class must start with the name of the class they are testing followed by 'Test'. `ServerConfigurationTest`.
- One character variable names should only be used in loops or for temporary variables.
- Do not ignore exceptions that you caught.
- Do not catch broad exception classes like `Exception` or `Runtime Exception`.

5.6. Version Control:

Version control is a system that records changes to a file or set of files over time so that you can recall specific versions later. For the examples in this book, you will use software source code as the files being version controlled, though in reality you can do this with nearly any type of file on a computer.



5. 1.Fig: Version control

Chapter 6

Testing and Evaluation

Chapter 6: Testing and Evaluation

This chapter covered the testing and evaluation phases of the project. It discussed the testing of the project beginning quite a few different arguments of view. The "proof-of-concept" analysis was the most fundamental testing that was necessary for the project. As through any software progress, the program had to be tested from a software point of view. However, even if the concept works and the software is tested as required, the developed courseware is virtually useless if its contents are not correct. Thus, the courseware testing was an important aspect of the testing phase.

Evaluation has often been a neglected part of the CALL development process. However, this project has endeavored to incorporate it at various stages throughout development, from early user assessment of a system prototype to user evaluation in the intended implementation situation (in this case, El Salvador). The various aspects of evaluation that are important in a project such as this (template, software and user evaluation) were all described in this chapter. Testing and evaluation with members of the EL community still needs to be done with the online version but that printed version has been distributed to the community and the feedback has been positive.

6.1. Use Case Testing Add to Cart

4. Test Case ID		TC-1.2.1	
Test Case Name		Add to Cart	
Test Data		Cards Detail.	
Pre-Condition		1- Customer shall be able to view different Categories in Cards.	
		2- Customer shall be able to click on Categories.	
		3- Customer shall be able to view different Cards in respective categories.	
	Actions		System Response
1- Customer shall be able to click “Add			1- System will generate “Add-Ons” when customer
To Cart” button.			Clicks “Add to Cart” button.
2- Customer shall be able to view “Add-			2- System will take values for the quantity of the
Ons”.			Cards from the Customer.
3- Customer shall be able to select the			3- System will store the dress detail in database
Quantity.			Successfully.
4- Customer shall be able to click			
“Confirm Cart”.			
Result			Customer had successfully added Cards into their cart.

Test verification: This test verifies that the Customer can add the Cards (item) into their cart successfully.

Test Case: Place Order

Test Case ID		TC-1.2.2	
Test Case Name		Place Order	
Test Data		Dress Detail	
Pre-Condition		1- Customer had added minimum one dress (item) in the cart.	
		2- Customer had click “Place Order” button.	
	Actions		System Response
1- Customer shall be able to view the Dress they had added into their cart. 2- Customer shall be able to view Complete billing detail of their order. 3- Customer clicks “Confirm Order” to place their order if they are satisfied with Dresses in cart and billing detail.			1- System will show all the dresses (item) added to cart by the respected customer along with their Quantity details. 2- System will show the exact billing details of the Order. 3- System will add the order into the database.
Result			This test verifies that the customer had placed their Order successfully.

Test verification: This test verifies that the Customer can place their order successfully after viewing their order and billing details.

Test Case: Edit Cards

Test Case ID		TC-1.2.3	
Test Case Name		Edit Cards	
Test Data		Cards Detail/category/Sub-category	
Pre-Condition		1- Customer /selected required card from the category	
		2- Customer had clicked Edit Cards	
	Actions		System Response
1- Customer shall be able to view cards or			1- System will show felids of data for adding on (Card)
they had added to cart along with			Added by the customer.
Their quantity.			2- System will remove the unnecessary/data.
2- Customer shall be able to remove the			3- System will update the Customer's cards.
Unnecessary/data.			
3- Customer shall be able to update the			
Dish by clicking "update" button.			
Result			Customer had successfully edit their cards (category).

Test verification: This test verifies that the Customer can successfully edit the order before sending/placing it to the Admin.

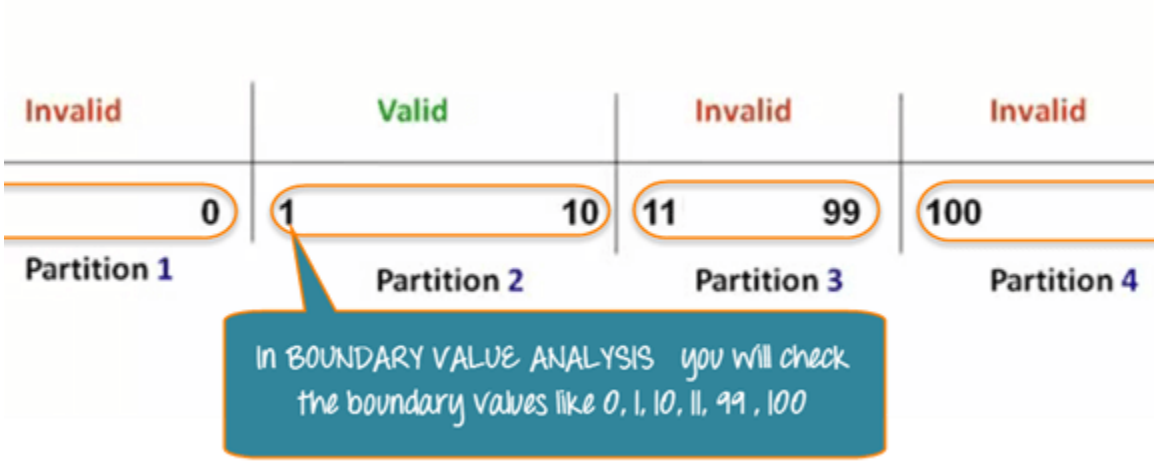
6.1. Equivalence partitioning:

Equivalent Class Partitioning is a black box technique (code is not visible to tester) which can be applied to all levels of testing like unit, integration, system, etc. In this technique, you divide the set of test condition into a partition that can be considered the same.

- It divides the input data of software into different equivalence data classes.
- You can apply this technique, where there is a range in input field.
- In the project user be pick items forms any figure no bee limitation on quantity for the customer.

6.2. Boundary value analysis:

In Boundary Value Analysis, you test boundaries between equivalence partitions



In our earlier project instead of checking cards quantity and if he less than invalid for the user, one value for each partition you will check the values at the partitions like 0, but in their project have no limitation for consumer. 1, 10, and 11 and so on. As you may observe, you test values at both valid and invalid boundaries**.** Boundary Value Analysis is also called range checking**.** Equivalence partitioning and boundary value analysis are closely related and can be used together at all levels of testing.

6.3. Data flow testing:

Data flow testing is a family of test strategies based on selecting paths through the program's control flow in order to explore sequences of events related to the status of variables or data objects. Dataflow Testing focuses on the points at which variables receive values and the points at which these values are used.

Static: Analysis is analysis done on source code without actually executing it.

Syntax errors are caught by static analysis.

Dynamic: Analysis is analysis done as a program is executing and is based on intermediate values that result from the program's execution. A division by 0 error is caught by dynamic analysis. If a data-flow anomaly can be detected by static analysis then the anomaly does not concern testing. (Should be handled by the compiler.)

6.4. Unit testing:

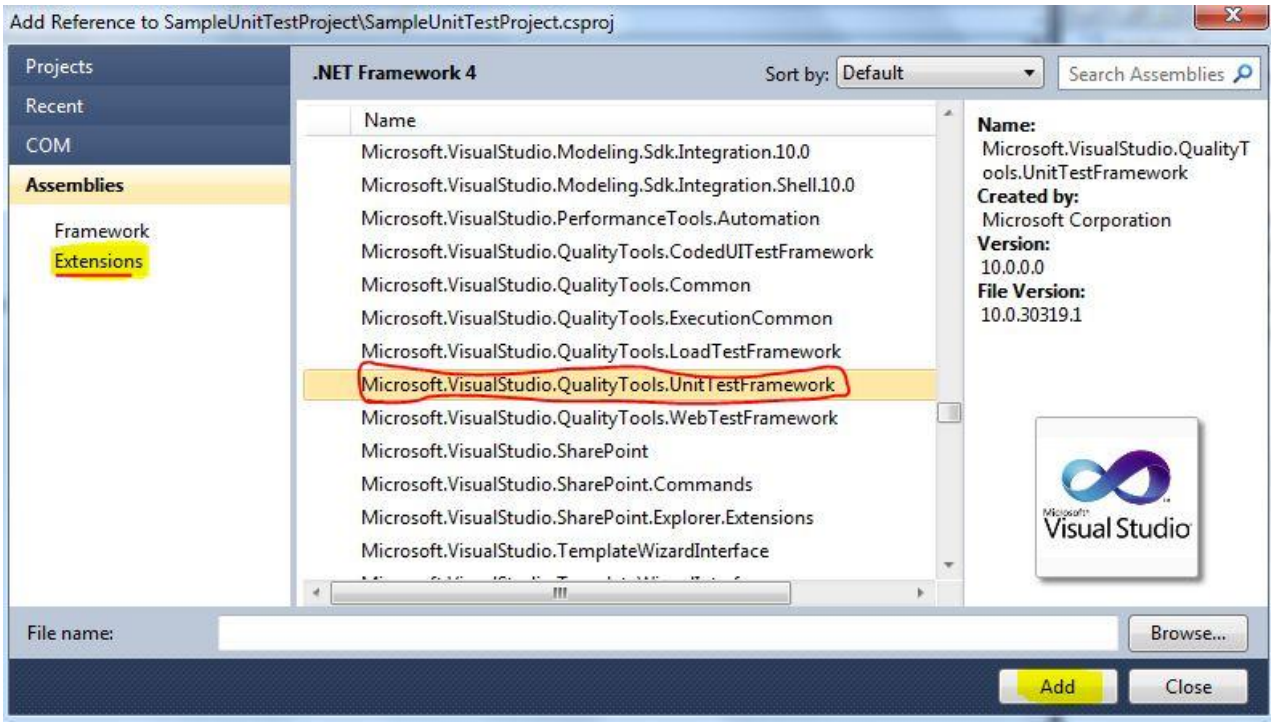
When we are creating a C# library (API consumed by other applications) we are not sure what could be the possible uses of it by the application developer. They may pass incorrect argument information to our API functions. To validate all the scenarios we need to create code that will check and validate our API methods.

Sometimes we need to modify our methods and we do not have time to do smoke testing. In such scenarios, if we have an Automated Unit Test then we can easily check if anything breaks. To successfully validate our methods/Class, we need to achieve more code coverage for our code.

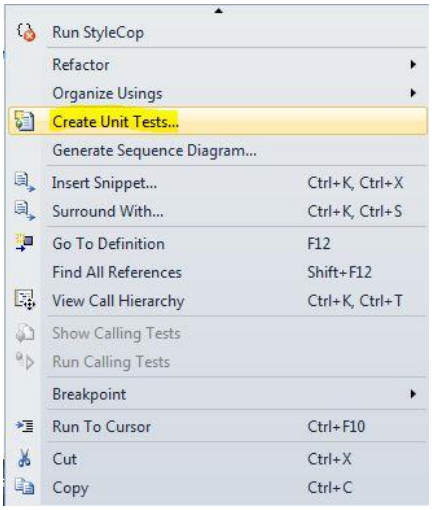
Here we will see how our code could be tested using a Unit Test Framework. I have created a sample method for explaining the testing framework. Check the below API method.

```
5.   public class ApplicationCodeClass
6.       {
7.           public string combineArrayStringWithSpace(string[] stringArray)
8.           {
9.               string str = default(string);
10.
11.              foreach (string item in stringArray)
12.              {
```

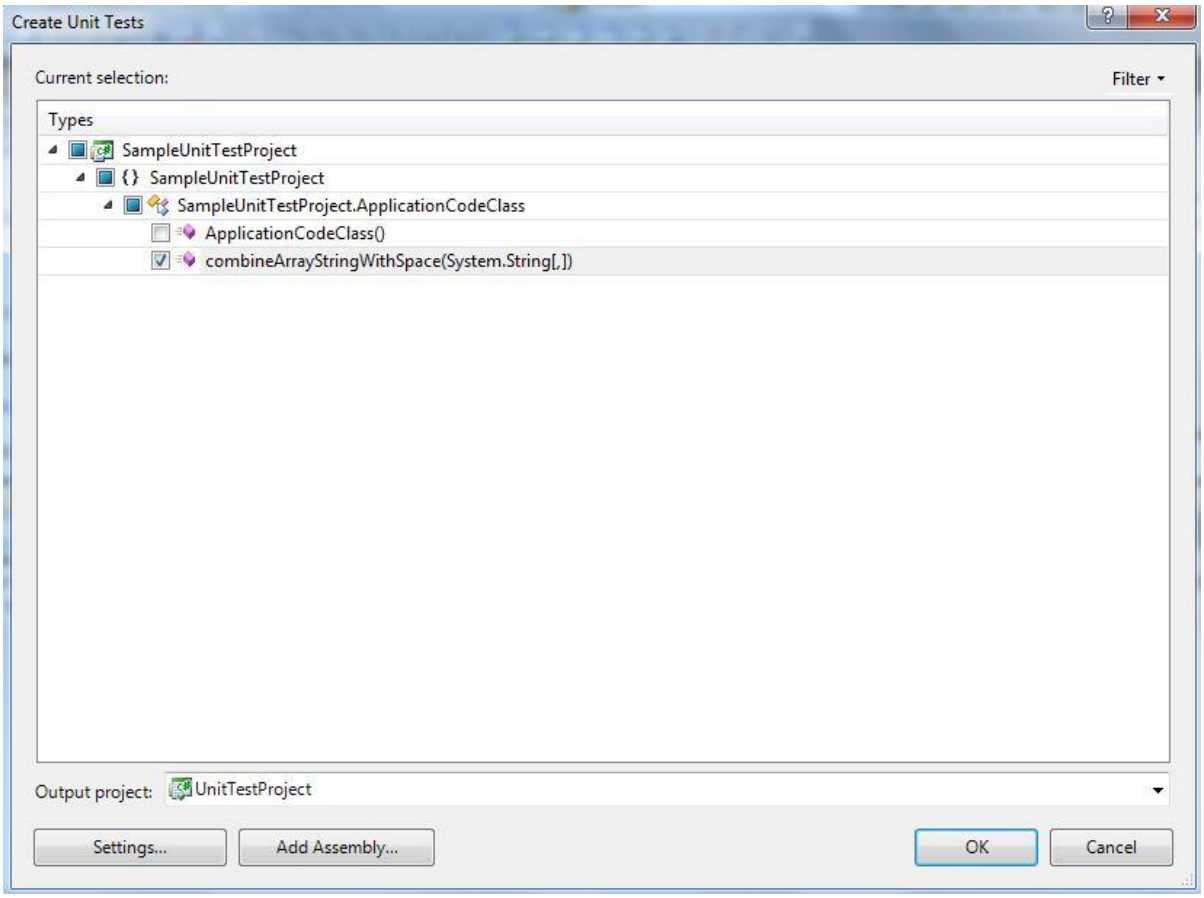
```
13.                 str += item + " ";
14.             }
15.
16.             return str.Trim();
17.         }
18.     }
```



Now the next step is to create Automated Unit Test cases. Right click on your code file and that will show you option for "Create Unit Tests.



After selecting above option, you will be prompt for the choosing methods to create your automated test cases. Visual Studio will create some of the possible scenario with its own way.



6.5. Integration testing:

We feel that Integration testing is complex and requires some development and logical skill. That's true! Then what is the purpose of integrating this testing into our testing strategy?

Here are some reasons:

- In the real world, when applications are developed, it is broken down into smaller modules and individual developers are assigned 1 module. The logic implemented by one developer is quite different than another developer, so it becomes important to check whether the logic implemented by a developer is as per the expectations and rendering the correct value in accordance with the prescribed standards.

- Many a time the face or the structure of data changes when it travels from one module to another. Some values are appended or removed, which causes issues in the later modules.
- Modules also interact with some third party tools or APIs which also need to be tested that the data accepted by that API / tool is correct and that the response generated is also as expected.
- A very common problem in testing – Frequent requirement change! :) Many a time developer deploys the changes without unit testing it. Integration testing becomes important at that time.

6.6. Performance testing:

Performance testing, a non-functional testing technique performed to determine the system parameters in terms of responsiveness and stability under various workload. Performance testing measures the quality attributes of the system, such as scalability, reliability and resource usage.

Performance Testing Techniques:

- **Load testing -** It is the simplest form of testing conducted to understand the behavior of the system under a specific load. Load testing will result in measuring important business critical transactions and load on the database, application server, etc., are also monitored.
- **Stress testing -** It is performed to find the upper limit capacity of the system and also to determine how the system performs if the current load goes well above the expected maximum.
- **Soak testing -** Soak Testing also known as endurance testing, is performed to determine the system parameters under continuous expected load. During soak tests the parameters such as memory utilization is monitored to detect memory leaks or other performance issues. The main aim is to discover the system's performance under sustained use.
- **Spike testing -** Spike testing is performed by increasing the number of users suddenly by a very large amount and measuring the performance of the system. The main aim is to determine whether the system will be able to sustain the workload.

Attributes of Performance Testing:

- Speed
- Scalability
- Stability
- reliability

6.7 Stress Testing:

- Stress testing a Non-Functional testing technique that is performed as part of performance testing. During stress testing, the system is monitored after subjecting the system to overload to ensure that the system can sustain the stress.
- The recovery of the system from such phase (after stress) is very critical as it is highly likely to happen in production environment.
- Monitor the system behavior when maximum number of users logged in at the same time.
- All users performing the critical operations at the same time.
- All users accessing the same file at the same time.
- Hardware issues such as database server down or some of the servers in a server park crashed.

Chapter 7

Summary, Conclusion and Future Enhancements

Chapter 7: Summary, Conclusion & Future Enhancements

7.1. Project Summary

The main objective of this project is to provide customer convenience to place order while providing the club administration to control and change their menu anytime without bearing huge financial burden. Viewing and ordering from the android mobile is bit a new concept in Pakistan. The application includes two android and one desktop system, and they have a common database server.

We have worked hard as a team in the final year project. We have learn a lot from this project. We have actually implied the theories and fundamentals of software engineering in development of this project. This show that we can do any kind of project related to management system software on the specific platforms.

7.2. Achievements and Improvements

Weak site design and shopping cart design, long checkouts, abandoned carts, low conversion rate, poor search engine ranking, all take their toll on sales and eat into profits.

E-Commerce solutions address all these issues and more. As your trusted e-commerce development partner, we build, launch and grow profitable online stores. Whether it's on the web or mobile, provides the ultimate, fully managed e-commerce solutions delivering top-quality solutions and services.

7.3. Critical Review

Offers a preliminary assessment of electronic commerce. Rarely has the retail and consumer services sector been faced with a strategic challenge of such significant complexity and uncertainty that is growing so rapidly. Suggests that the academic world is lagging behind the world of practice in terms of supplying rigorous analysis of the topic. Deals with four discrete areas of the new economy as it affects retailers. Explores the extent to which the emergence of new electronic channels to market has led to distinctive means of business differentiation, with particular reference to branding and pricing. Secondly, looks at how

business-to-business companies can use electronic channels to improve supply chain and productivity requirements. Thirdly, assesses how far we understand some of the organizational change issues. Finally considers the future of e-commerce.

7.4. Lessons Learnt

- Less does not equal simple
- Be realistic about your deadline
- Choose your platform carefully
- Collaboration
- Focus on their work make easy to chase our destination

7.5. Future Enhancements/Recommendations

We would like to continue to work in this domain. We have an inception to be transformed into reality, would work on it after the completion of this project. We would shortly be launching our entrepreneurial adventure, where would work on different unique and innovative ideas.

Appendices

Appendix A: Information

Promotional Material:

Distribution channel:-

- Direct To End User

Through direct channel of distribution to connect consumers with your product, especially a Web-based channel, can have several benefits. Most importantly web-based selling has low overhead and gives your product a potentially global reach. Because no intermediaries share the profits most direct distribution channels tend to have higher rates of profit than indirect distribution channels. Direct distribution via the Internet is convenient for customers and available 24 hours a day.

Promotion:-

Once we develop the initial project vision, then we create a generic message that will be the central theme or focal point behind each unique Value of the product.

Examples of Message Media with Varying Lengths				
Media/Length	**Written**	**Oral**	**Graphic**	**Animation (Video)**
5 second **15 second**	Title Generic	Sound Byte	Icon	Clip

In addition, posters will be used to announce new service offerings or price adjustments, as needed. Finally, professionally printed brochures, featuring concise descriptions of the financing plans offered, as well as general information about product, will be widely distributed.

Promotion stalls in different universities and the Mall's To Aware the people about its facilities and Application's.

Appendix [B]: Glossary

Offline User

A user that has been added to the "Online Printing Designing" server but does not have a copy of the application. These users are contacted exclusively through email and/or SMS. An offline user may become a "Online Printing Designing" user by downloading the application and claiming their account.

Bills

Bills are a method of distributing an expense among some or all members of a section.

Transactions

Transactions are used for re-allocating debt to different members of the group. Transaction Amounts may be positive or negative and may involve two or more members of a group.

Disband and Delete

Terminates the user. All debts are left hanging and no final debt resolution notice is issued. The user is removed from the Groups screen.

Stop Client

Bills and transactions that add debt can no longer be posted to the group. The group enters the Debt resolution state where transactions may only be applied to resolve all debts. The member Still persists in the Groups screen.

Stop and Delete Client

The client is removed from the groups screen, and a final debt resolution notice is issued to all Members via email.

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