# Door-to-Door (D2D) Delivery System

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**Abstract**— — This is a project report on "Door To Door" (D2D) delivery system. During the making/ development of this project we explore new ideas and functionality. We are try to improve the life style of middle class citizen. This project is the output of our planning, schedule, soft skill and the hard work and this report reflects our steps taken at various levels of soft skill, planning skill and schedule. We have completed the designing phase of our project and have learnt a lot during this project like analysis, design etc.

Our project is "Door To Door "delivery system through which one can order day to day life products on online. Firstly we would like to develop a website as a background environment and then develop the android app. It is useful in the way that it makes it easier to handle our app. In this application we have basically 3 module. The first module is customer module. The customer have to register for any inquiry relating to the product. The unregistered person can't access this application. The registered customer can view details on mobile and he/she can buy the product of their choice/need. Second module is seller module. He/she first register and then use this app. At the time register he/she should register their product. And last module is the admin module, which has the admin access of the application. The role of the admin is to maintain and manage the application.

# **1.INTRODUCTION**

Life of a salesman in India is a hard one. Though there is no lack of possible buyers, the pursuit of looking for them is a tiring one. Imagine a hot summer day in India! , when a sales person wishes to sell his/her product in a society comprising of 20-30 flats. The pain of climbing all those stairs only to face rejection from an unwilling to buy customer. Imagine the vastness of this task, when each locale consists of dozens of such societies. If only there was a definite way of knowing which customer from which flat/room were willing to buy the salesperson's product.

Our project topic takes on the task of implementing such a way for our salesperson. We offer a home-deliver day to day life products which you cannot buy online, such as eggs, milk etc. Each seller on our website will have equal opportunities and lack of capital won't have much effect on their sales.

Our website enables salesman to create a profile page for themselves on our website and give out information about the product they wish to sell and deliver. It allows the customers/buyers visiting our website to view these profiles and decide for themselves from which seller they prefer to buy their product. The transaction occurring between the seller and the buyer can be either offline (via phone call) or online (via online payment e.g. Paytm, Paypal etc.)

Our website enables salesman to create a profile page for themselves on our website and give out information about the product they to sell and deliver.

Easy to access information of product, seller of that product in particular area, price of product, available stock of product.

In this project we add the rating feature due to which buyer give the rating to the seller on basis of delivery speed, quality of product etc. With the help of that new buyer easily known who is good seller.

It allows the customers/buyers visiting our website to view these profiles and decide for themselves from which seller they prefer to buy their product.

We are also provide profile page to both seller as well as buyer. With the help of that buyer and seller both upload there own profile pic and also add more information in that.

# 2. online retail

The fact is that, the world is fast dwindling into a universal community because of Internet and other communication mediums and this is not completely reflective in the Indian context. While developed and fast developing countries have understood the importance of the Internet. India is still unknowing and trying to catch up with the technological developments. The retail industries have been repainted by Internet and the rules of the game in retailing are fast altering. The western culture has been affecting each and every aspect of our Indian Society for some time now. The life is becoming fast not only in metros but also in the normal cities. Online retailers have improved their service and consumers have found it easier to use. There has been a transformation in payment mode as well. The number of nuclear families is increasing and both the spouses are now working, as they have less time to go to the market for purchasing every now and then.

The retail industry campaign has been modified by Internet and the rules of the game in retailing are fast altering. The western culture has been affecting each and every aspect of our Indian Society. Some other reasons like these, say busy life, traffic, late working hours, versatility of plastic money and above all the approach of internet at the door step of whosoever desires it. Even in case of delivery pattern is changed. Delivery timings have become flexible from static delivery timings at the choice of the customer. India is now welcoming foreign direct investment in the retail industry.

Indian market is dominated by unorganized players but there is potential in the area of retail players as well. Entry of chain stores such as Big Bazaar, More etc. even in the rural areas is paved the way of growth in its sector. From advance payment it is moved to cash on delivery (COD). This gives enormous opportunities for various ecommerce sites to get in touch with this segment. The population accessing in India is the age group from 1845. Irrespective of this fact, online retailing forms a scrimpy 0.08% of the entire Indian retail markets. Market players have to be more positive, revolutionizing, initiating and creative in their approach and offering to make serious inroads. In the current market, bulk of online sales is in an array of items. This market in India needs to leap to the next level. There is been rise in the number of average Indian people due to speedy economic growth. Though the percentage of population of people using Internet in India is low compared to the total population but, in total numbers it is very high.

# 3. PROJECT SCOPE

The additional specification applies to online shopping system. This specification defines the nonfunctional requirement of the system such as:

• Functionality:

Since it is a standalone application. One or more user may use it at a time. One user can place order for number of product or number of user can place order of one product. How many user can access this site depends on hardware specification.

• Usability:

Desktop interface:

We can access this website on windows 98, windows 2000, windows xp, windows 7 and onwards.

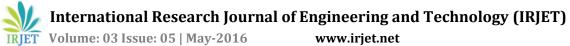
This website also run on android mobile

• Reliability:

The system is available when access the internet. When buyer want to place order that time buyer should access internet. Without internet buyer as well as seller unable to access this website.

# • Performance:

The performance depends on hardware specification. If hardware's are used as high configuration then performance is



the automatically increases. Increase performance is nothing but maximum number of user can access this website and place order without any load.

## **4. ANALYSIS MODULE**

The system after careful analysis can be identified as the following modules.

The modules involved are:

- Administrator
- Seller
- Users

## ADMINISTRATOR:

The administrator is the high level user of this application. Only admin has access of the admin page. Also admin access the information of buyer as well as seller. This module is divided into different submodule:

# Manage Seller:

Admin manages the sellers. Certain sellers can be blocked by the user. Every seller can sell more than one product. And also give limit that one seller sell maximum how much products.

#### **Manage User:**

The admin will have a list view of all the users registered in the system and can view all the information regarding the user as well as admin also check history of user's transaction.

•SELLER:

Seller first registers and only then can use account. At the time of registration of their account he/she should register their product as well. Also seller upload their own profile. As well as seller upload the images and video of own product for advertisement.

# •BUYER:

A new buyer will have to register in the system by providing essential details in order to view the product in the system and place an order. Buyer can search the product using name of seller or name of product or area.

# Login:

A buyer must login with his user name and password which is enter at the time of registration.

# **View Product**:

User can view the list of product based on their names after successful login. A detailed description of a particular product with product name, product detail, product price etc.

#### Search:

User can search the product on basis of their name or location or price etc. And then order the product.

# **6. SYSTEM DESIGN**

The design is first step for the creation of a new system or develop new system. This phase concentrate on the detailed implementation of the feasible system. It emphasis on translating design to implementation. Specifications to performance specification. System design has two phases of development

- I Logical design
- Physical design
- LOGICAL DESIGN

During logical design phase the check describes inputs (sources), output s(destinations), databases i.e. where data is store (data sores) and procedures i.e. from where to where data is flows(data flows) all in a format that meets the user requirements. The analyst also specifies the needs of the user as well as how data flow in system. Here the logical design is shows how data is flow with the help of data flow diagrams and database design.

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#### PHYSICAL DESIGN

The physical design is followed by physical design or coding i.e. actual implementation. Physical design shows the working system by defining the design specifications, which specify exactly what the system must do. The programmers write the necessary programs that accept input from the user, perform operation on Online Shopping System Department of Computer Science, CUSAT necessary processing on accepted data and produce the required result on a hard copy or display that result it on screen.

• Activity Diagram:

First both seller and buyer should register by using the name, address, email etc. After that using the email id and password seller as well as buyer login into system. Buyer search for product using name of seller or name of product or using area. Then buyer place order then confirm order and at last payment.

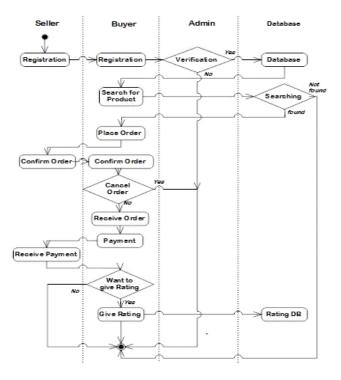
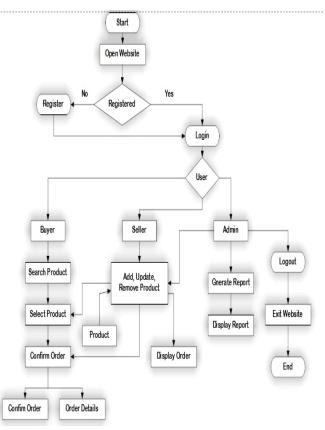
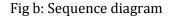


Fig a:Activity diagram

#### • SEQUENCE DIAGRAM





Sequence of these system is:

Open the D2D website . If registered then login in website by entering valid username and password else register.

There are thee user buyer, seller and admin. If buyer then search product on basis of cost of product or seller name or area. Then select product then place order and finally confirm order.

If seller then add product or update product or remove product. Also Update location where he/she want to sell the product. Then he/she receive order from buyer and display order.

If admin then he/she control on whole system . And keep observation on buyer as well as seller.

#### 6.RESULT

#### 1. Place order:

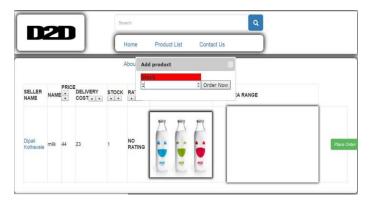


Fig c: place order

#### 2. Current Transaction

Sr	Product Id	Seller Name	Status	Amount	Total Due	ETA	Ordered At	]	
2	madhuri_yadav_mik	Madhuri Yadav	ONEGHE	4	Rs. 160		2016-03-08 02:43:57am	Delivery Complete	
6	pranali_dounde_milk	Pranali Dounde	ONGOINE	6	Rs. 151		2016-04-18 11:03:17am	Delivery Complete	
7	dipali_kothavale_milk	Dipali Kothavale	ONGOING	2	Rs. 111		2016-04-18 11:05:10em	Delivery Complete	

Fig d: Current Transaction

3. Liking System



Fig e: liking system

#### 7.CONCLUSION

WE have successfully implemented the requirement analysis and design of the project i.e. "Door To Door (DTD)" delivery system. With the help of various links and tools, we will be providing a site which is live and running on web first and then we are develop application. We have been successful in our attempt to take care of the need of both the customer as well as the admin.

Finally we hope that this will go a long way in popularizing and making its work of enrolment, keeping track of Artist's Arts, Problem solving etc. much more efficient.

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