Introduction

Square Corporation is purely a service company offering Global Sourcing, Quality Assurance, Compliance and providing a complete solution for Supply Chain Management in Textile industry.

Today, Square Corporation is catering to countries like Bangladesh, Korea, China, India, Portugal, Spain, Germany, Hungary, Yugoslavia, Hong Kong, Taiwan, Poland, Italy, UK and USA with associate offices in Bangladesh, Korea & Hungary. We have expanded rapidly and are equipped with professionals specifically trained for providing Sourcing and Quality Assurance to our clients. Our clients include leading European and US brand names and Department Stores and the manufacturers serving them. Our track record for the past 12 years proves our success in the business.

Objectives

This project is based on the Internet technology, the main objective of this project is to provide information about the corporation and its services online without interaction of the other people or third party. User has their own rights to access information about any field of the Corporation according to the requirement.

The other objective of the project is to save the time of the client or other people who wants to get detail about the product or other activities of the corporation and also wants the details of supply chain management in textile industries they can take all details from website online they have no need to take details from the corporation's office or other member of the corporation. User can directly visit the site and get detail about any kind that he/she wants.

Project Category

This project as title "**WEBSITE OF Square Corporation**" is comes under the **Internet Category**. It is an Internet based website which helps the user of this system to perform any task at any where with the use of Internet.

Tools/Platform

This project is developed using the Internet Tools, which are most suited for development of the site. These tools are as follows: -

1. HTML
2. DHTML
3. JavaScript
4. VBScript
5. Active Server Pages
6. Cascading Style Sheet
7. MSSQL - Server 7.0 (For Database Storage)

System Development Life Cycle

System development constitutes a number of phases, which are collectively known as System Development Life Cycle. Generally a computerized System Development is completed in seven distinct phases. The definition or names given to these phases may differ from organization to organization, however the most generally accepted phase in the System Development Life Cycle (SDLC) are:

- Recognition of need (Conception)
- Feasibility Study (Initiation)
- Detailed Analysis
- Design
- Development
- Implementation
- Post implementation Review (Evaluation)

1. The Conception Phase

This is the first phase or you can say as foremost phase in any System Development Life Cycle (SDLC). During this phase, the idea of developing an automated system is born and studies of current problem and objective, benefit and scope is undertaken as the saying goes "YOU CAN NOT DECIDE HOW TO GO UNLESS YOU HAVE DECIDED WHERE TO GO" unless the end objective is clearly started, We'll not to be able to know of the system achieved the objectives or it failed. The main questions in this phase answered are:

- What are the problems?

- What are the end objectives?
- What benefits are expected?
- What are the areas to be covered?

2. Feasibility Study

The feasibility study or simply saying initiation of any project is the second stage under System Development Life Cycle (SDLC) during this phase, the system analyst interact with the end user. This interaction is to collect information about current system, Drawback of that system and suggestion for its improvement. The main questions answered in this phase are:

- What are possible solutions?
- What are possible alternatives?
- What benefits can be expected?
- What is time frame for development?
- What are resources requirements?

From the above question answered regarding resources requirement and time frames are more important. These are normally represented in form of cost benefit analysis or economical feasibility. However the three are:

- ✓ Technical Feasibility
- ✓ Legal Feasibility
- ✓ Social Feasibility

3. Detailed Analysis

The most important aspect of this phase is a thorough understanding of user requirement. If this phase is not properly completed then all probability the system will not satisfy the end user. A key question is "What must be done to solve the problem". One aspect of the analysis is defining the boundaries of the system and determining whether or not the candidate's system should consider other related system. There are many tools that are audible to analyze i.e. interview, questionnaires and review of written document and fact analysis. The environment in which the analysis is carried out plays an important role i.e. how the system analysis deals with the staff organization.

4. Design

Once analysis is completed, the analyst has the firm understanding of "What is to be done". The next step is to be deciding, "How the problem might be solved" Thus is the system design, we move from logical to physical aspect of the Life Cycle. The information collected during the detailed analysis phase is used and models are prepared. Alternatives to achieve objectives are considered.

However some of the considerations are:

- What data will be accepted and how it is captured?
- What output will be generated and in what format?
- What data will be stored, how, where and how much time will be stored?
- What control, validation and checks will be provided?
- What are exact requirement in term of computer H/W, Manpower and other infrastructure?

In nutshell, we can say that this phase produces a complete picture of the system.

5. Development

The fifth phase of SDLC is the development phase. This is the phase of actual activity of creating the new automated system. The development phase consists of coding of computer programs compilation and testing of the programs, link testing and integrating of software.

The development phase consists of many activities and these are:

- Coding programs to meet system specification
- Testing and debugging the programs
- Link testing separate program into the system and testing system performance as a whole
- Run the system with the trial data/test data
- Prepare System documentation

Once the development phase is over, the system is ready for handing over to the user.

6. Implementation

During the implementation phase the developed & thoroughly test S/W is implemented for the user. During the phase the user is in driver's seat. It is preliminary concerned with the user training site preparation and file conversation. During the final testing checks the readiness and

accuracy of the system to access or update or retrieve data from new files. Once the program becomes available test data are read into computer and proceed against file produced for testing.

7. Post-Implementation Review

When the implementation phase is completed and the user staff is adjusted to the change accredit by the system, the evaluation and maintenance begins like any system there is an aging process that request periodical of hardware and software. If the new information is inconsistent with the design specification, then changes have to be made. Hardware also requires periodical maintenance to keep in tune with the design specification. The importance is focused on to the bringing of the new system to standard; this is the final step in the System Development Life Cycle (SDLC).

Therefore these seven stages make System Development Life Cycle (SDLC). All the stages are equally important for the success of a project. Hence development life cycle is a building block of any project. If these stages are thoroughly done then the project becomes successful.

FEASIBILITY STUDY

A feasibility study was conduct to select the best system that meets performance requirements and this was entailed an identification description, an evaluation of candidate systems, and the selection of the best systems.

In deciding on this system to design, three key considerations are involved in feasibility analysis: technical, economical and operation. It was found that the proposed system is technically, economically and operationally feasible as per following grounds:

➢ Technical Feasibility

The system was developed using HTML, DHTML, JavaScript, VBScript and ASP (Active Server pages).

1. The site was developed with window as operating system.

2. The site is interactive i.e. user friendly, thus viewing information and the related features is easy.

Easy retrieval and access of data is provided.

➢ Economic Feasibility

Economic feasibility is a cost benefit keeping in view that the site is economically feasible. System is economically feasible due to following points: -

Benefits in reducing the cost are in the form of staff cut off.

The cost incurred to implemented the system are the payment of the data entry operator, a little maintenance required for the hardware and software from time to time consistency in efficiency

➢ Operational Feasibility

The proposed system is beneficial only if they can be turned into information system will meet the organization operating requirements.

As the system is user-friendly, throughout the system is also well liked & approved by the user showing no resistance what so ever at all. If the user wants mare facility, it can be provided.

The proposed system without causing any harm to the organization will enhance the results in better respect of the new system and will avoid the confusions and resistance by catching the user's attention.

SOFTWARE REQUIREMENT SPECIFICATION

The software requirement document or software requirement specification or SRS is the official statement of what is required of the system developers. It should include both user requirements and a detailed specification of the system requirements. In some cases the user requirements and the system requirements may be integrated into a single description. In other cases the user requirements are defined in an introduction to the system requirement specification. If there are a large number of requirements then detailed system Requirements may be presented as separate documents.

Requirement analysis is done in order to understand the problem the software system is to solve. In order to conduct a successful software development project we must understand:

- The scope of the work done.
- The resource to be required.
- The task should be accomplished.
- The effort to be expanded
- Schedule to be followed.

Various requirements that we followed in this phase are:

- Functional requirement: This requirement specifies which output should be produced from given inputs.
- Performance requirement: during this requirement phase, we imposed constraints on the execution behavior of the system.
- Design constraint: We imposed various design constraints such as resource limits, operating environment, reliability and security requirements and hardware limitations

like type of machines used, operating system available on the system available on the system, limitation on primary and secondary storage etc.

- External interface requirement: Since user interface is becoming increasingly important and must be given proper attention so we specified various external user interface constraints.

A good SRS is:

- Correct.
- Complete
- Unambiguous
- Verifiable
- Consistent
- Ranked for importance and/or stability
- Modifiable
- Traceable

System Design

System Design is the solution to the creation of a new system. This is the important aspect made up of several steps. The complete, efficient and successful system should provide the following in succession: -

* From where should we start
* Where we have to go
* Where should we stop

If the project is to be successful, we will need answer these question. The answer of these questions is schema manner and is known as system design.

A systematic manner will be followed so as to achieve beneficial result at the end. It involves starting with a vague idea and ultimately developing it up into a useful system. The design phase is transition from a user oriented to a document oriented to the programmers.

Software report can be broken into a series of steps starting with the basic ideas and ending with the finished project.

The steps for the successful project are as follows: -

- ✓ We should define problem completely and the goals should be known before our destination
- ✓ In the next step, we should specify inputs and outputs of our interest
- ✓ Then the structure of various database should be designed which will be used during the programming
- ✓ Next, we should design our programs of user friendly nature and always provide a way to the user to read back the origin if he/she find any complex problem at any stage
- ✓ We should know the function of each and every program which will leads us to or helps us to read at the specified goal.
- ✓ Then we write these individual programs which later on joining solve our problem
- ✓ Next step involve then testing of these programs and correction – if necessary
- ✓ At last, linking all the programs in a well-specified manner and combining in the form of a menu, submenu etc. will be our defined problem.

Out of these defined steps, few of the major steps will respect to Project

"WEBSITE OF SQUARE CORPORATION"

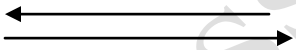
Data Flow Diagrams (DFD's)

The DFD was first developed by Larry Constiane as a way of expressing system in a graphical form. A DFD, also known as Bubble Chart, has a purpose of clarifying system requirement and identifying major transformation that will become the programs in the system design.

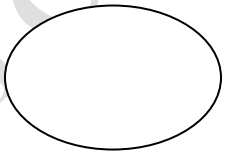
Dfd Symbols

1. A **SQUARE** defines a source or destination of system data

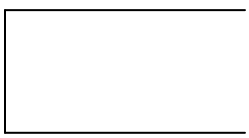
2. An **ARROW** identifies data flow or data in motion. It is a pipeline through which information flow.



3. A **CIRCLE** or a **BUBBLE** (Some people use an over bubble) represents a process transforms in coming data flow into outgoing data flow.

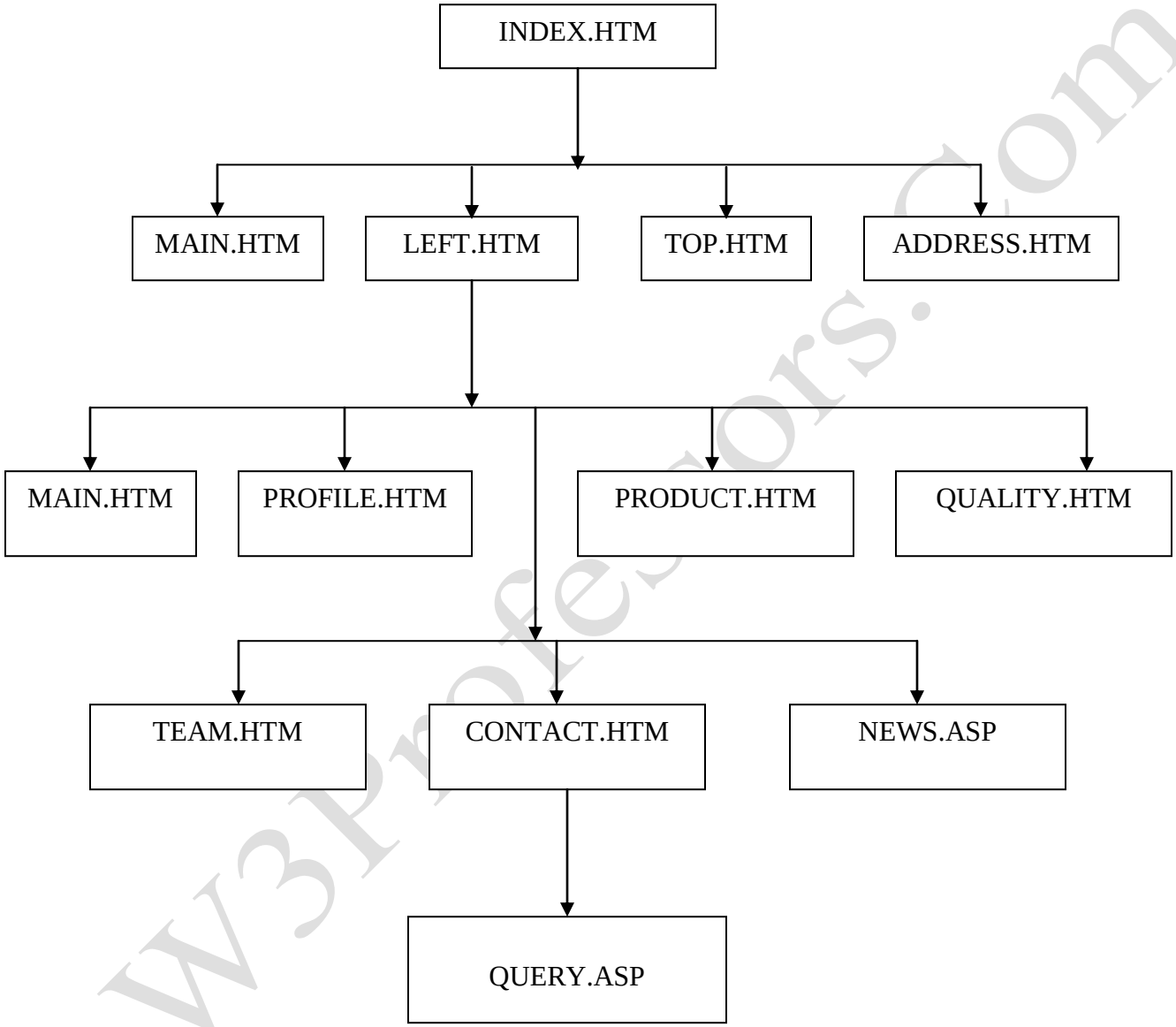


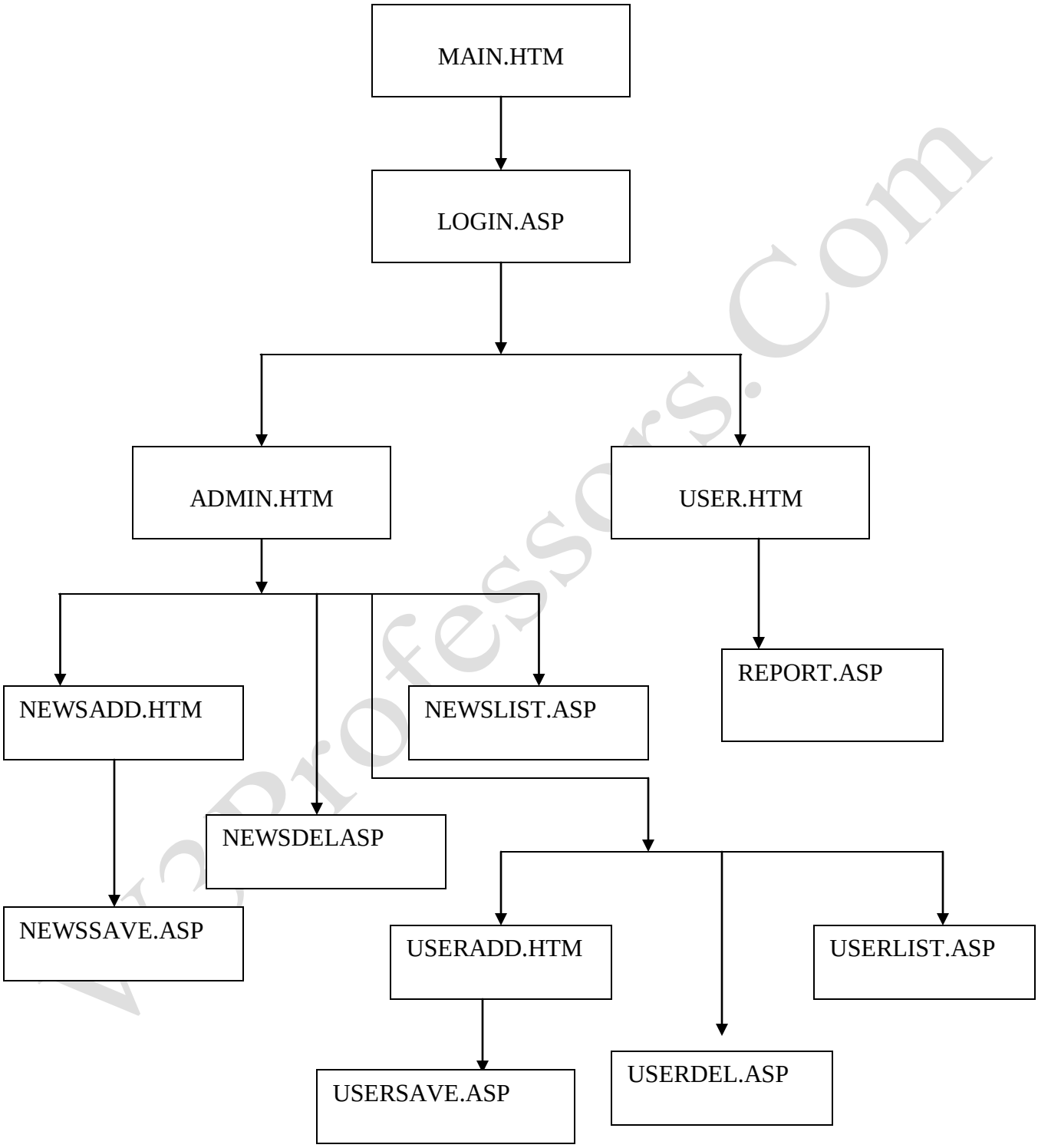
4. An **OPEN RECTANGLE** is a data store or data at rest or a temporary rest repository of data.



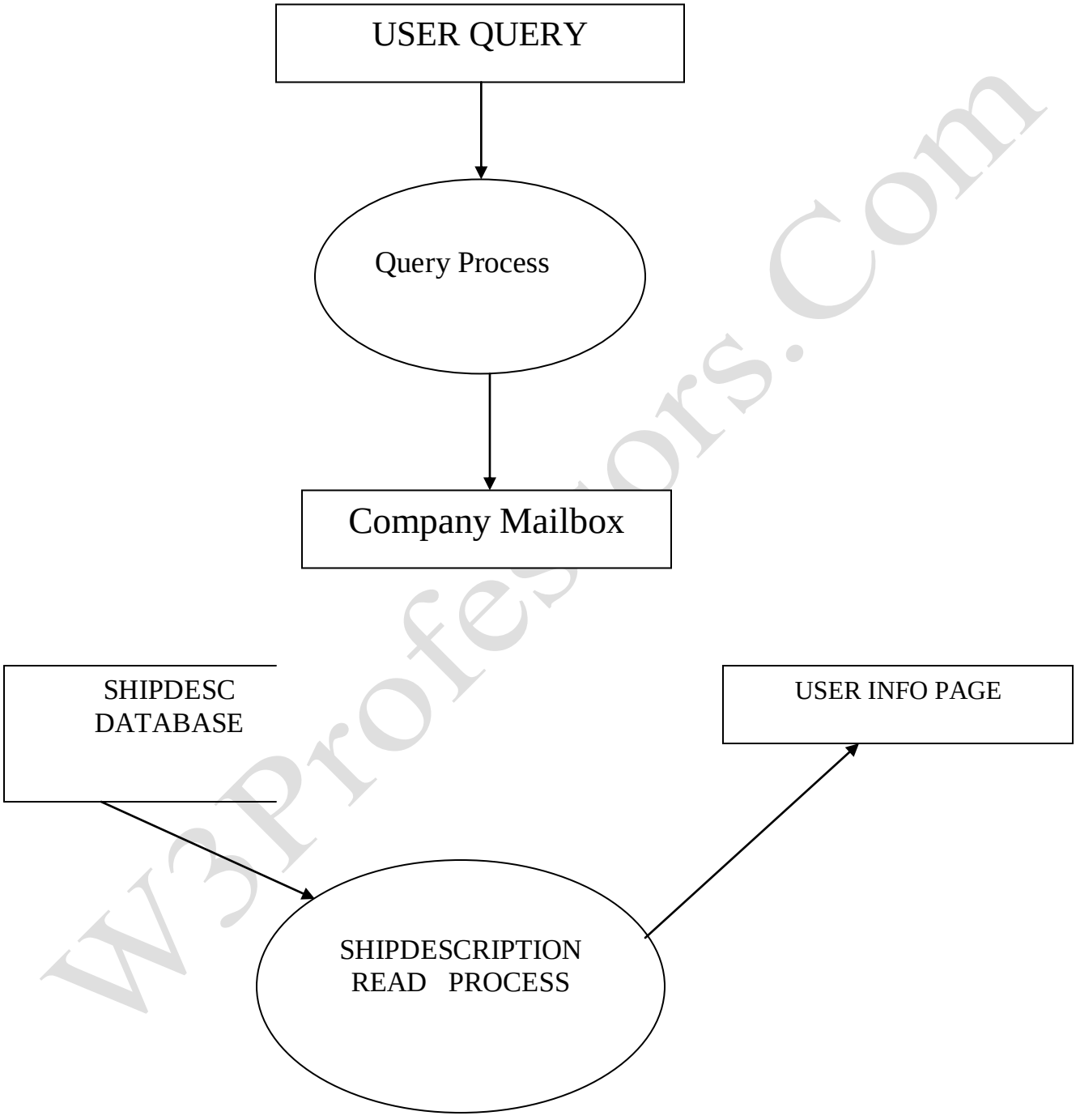
Note that a DFD describe what data flow (logical) rather than they are processed, so it does not depend on hardware, software and data structure or file organization.

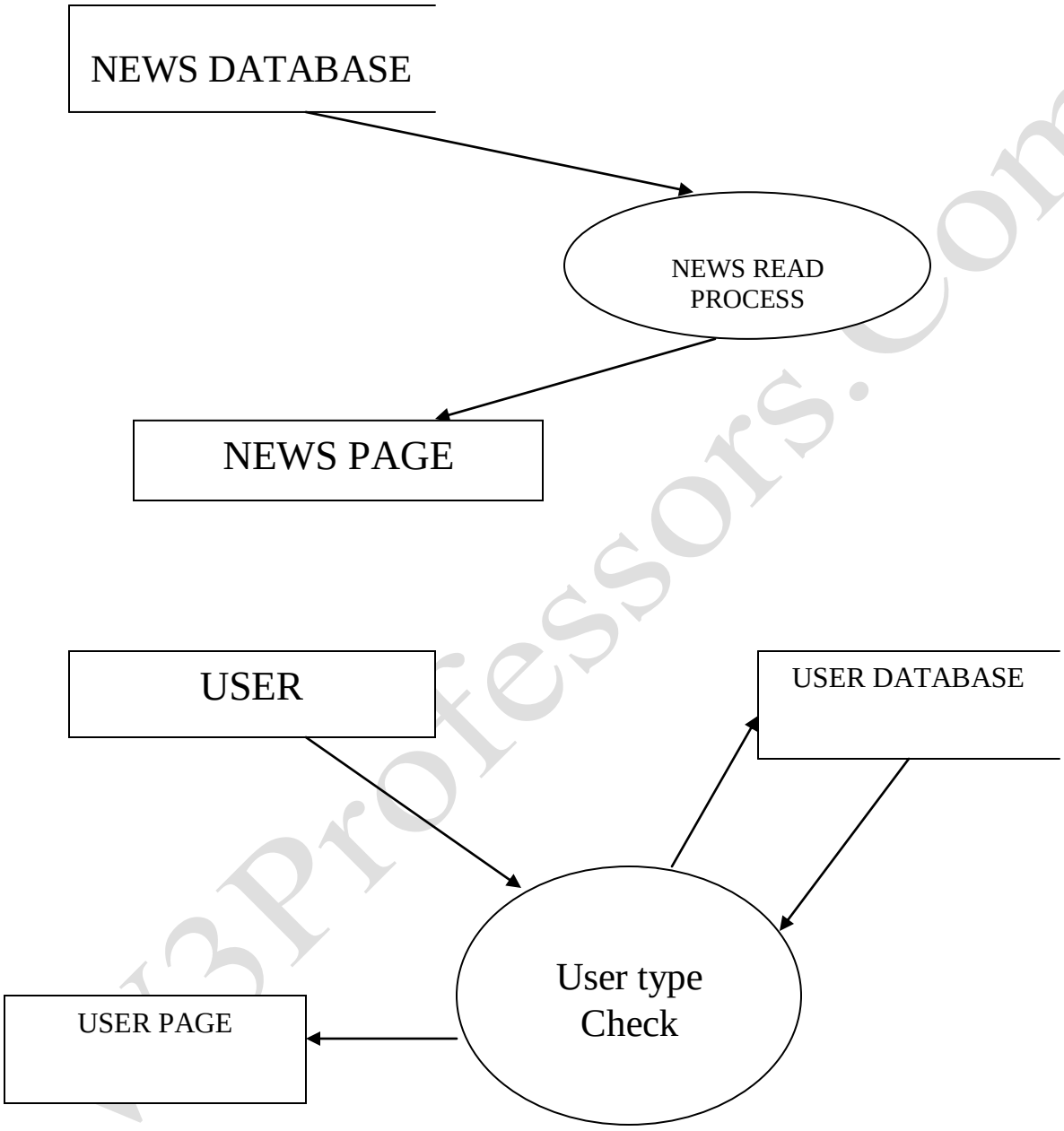
Navigation Chart

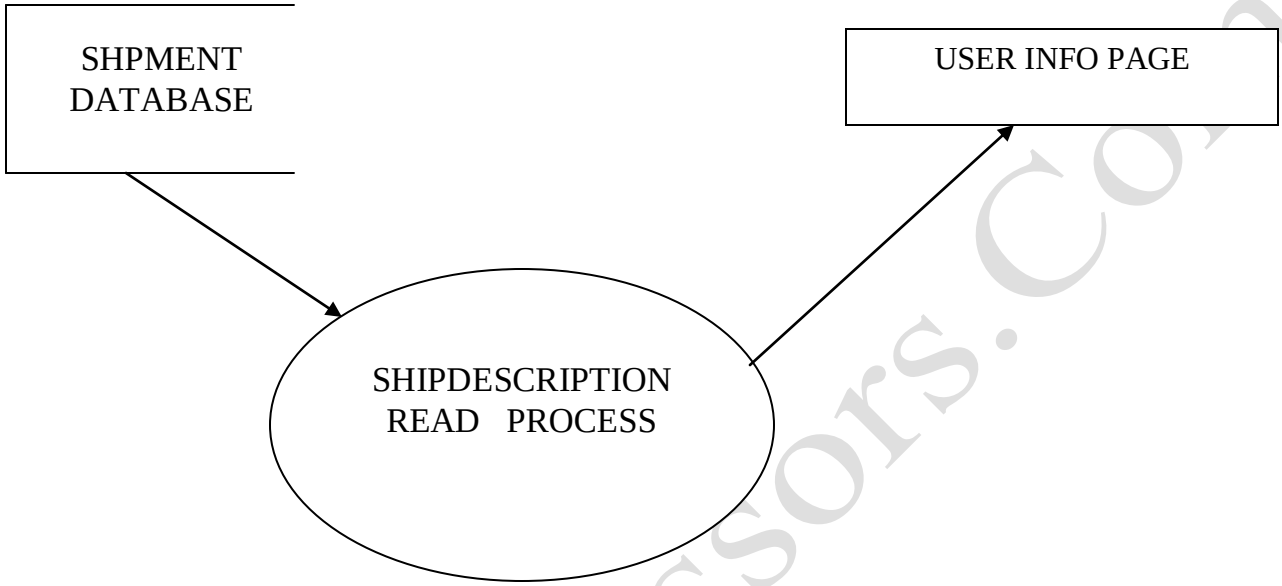




Data Flow Diagram







Database Design

To store the data of Client, Agent and Administrator user we require using the well-maintained database table. We are using SQL-Server 7.0 for storage of data at server side. The following are the structure of table that are used in our project **"WEBSITE OF VARDHMAN GROUPS OF COMPANY"**

TABLE 1: - **USER**

Name	NULL?	TYPE
UNAME		VARCHAR (25)
PWD		VARCHAR (15)
TYPE		VARCHAR (50)

TABLE 2: - **SHIPDESC**

Name	NULL?	TYPE
REF_NO		NUMERIC (5)
DESCRIPT		VARCHAR (100)
QUANTITY		NUMERIC (10)
UNIT		NUMERIC (10)
RATE		NUMERIC (5)
AMOUNT		NUMERIC (10)
INVNO	NOT NULL	VARCHAR (20)
CARTON		NUMERIC (10)

TABLE 3: - **SHIPMENT**

Name	NULL?	TYPE
REFNO		NUMERIC (5)
LC_NO		VARCHAR (20)
CUSTOMER		VARCHAR (25)
EXP_NAME		VARCHAR (25)
INVOICE_NO		VARCHAR (25)
VASSEL_NAME		VARCHAR (25)
NAME_COURIER		VARCHAR (25)
DATE_SHIP		DATE
DATE_COURIER		DATE
DISP_DATE		DATE
TRANS_PORT		VARCHAR (30)
TRANS_PERIOD		NUMERIC (5)
TRANS_VASSEL		VARCHAR (20)
ETD		DATE
ETA		DATE
ETD1		VARCHAR (30)
ETA1		VARCHAR (30)
NOCDATE		DATE
TOTAMT		NUMERIC (20)

TABLE 3: - **NEWS**

Name	NULL?	TYPE
HEADING		VARCHAR (30)
NEWSTEXT		VARCHAR (1000)

HARDWARE & SOFTWARE REQUIREMENT FOR WEB SERVER

HARDWARE:

Processor	Pentium-II or higher
Processor Speed	533 MHZ
Hard Disk Space	40 GB
Ram Memory	64 MB

SOFTWARE:

Operating System	Windows 95/98/NT
Browser	Internet Explorer 5.0 or higher Version
Web Server	Personal Web Server or IIS
Database Server	SQL-Server 7.0 or SQL-SERVER 2000

HARDWARE & SOFTWARE REQUIREMENT CLIENT MACHINE

HARDWARE:

Processor	Pentium-II or higher
Processor Speed	533 MHZ
Hard disk space	1 GB
Ram Memory	32 MB (min.) 64 MB (recommended)
Monitor	VGA Color monitor
Communication Device	Modem
Communication Channel	Telephone Line
Key Board	101 keys

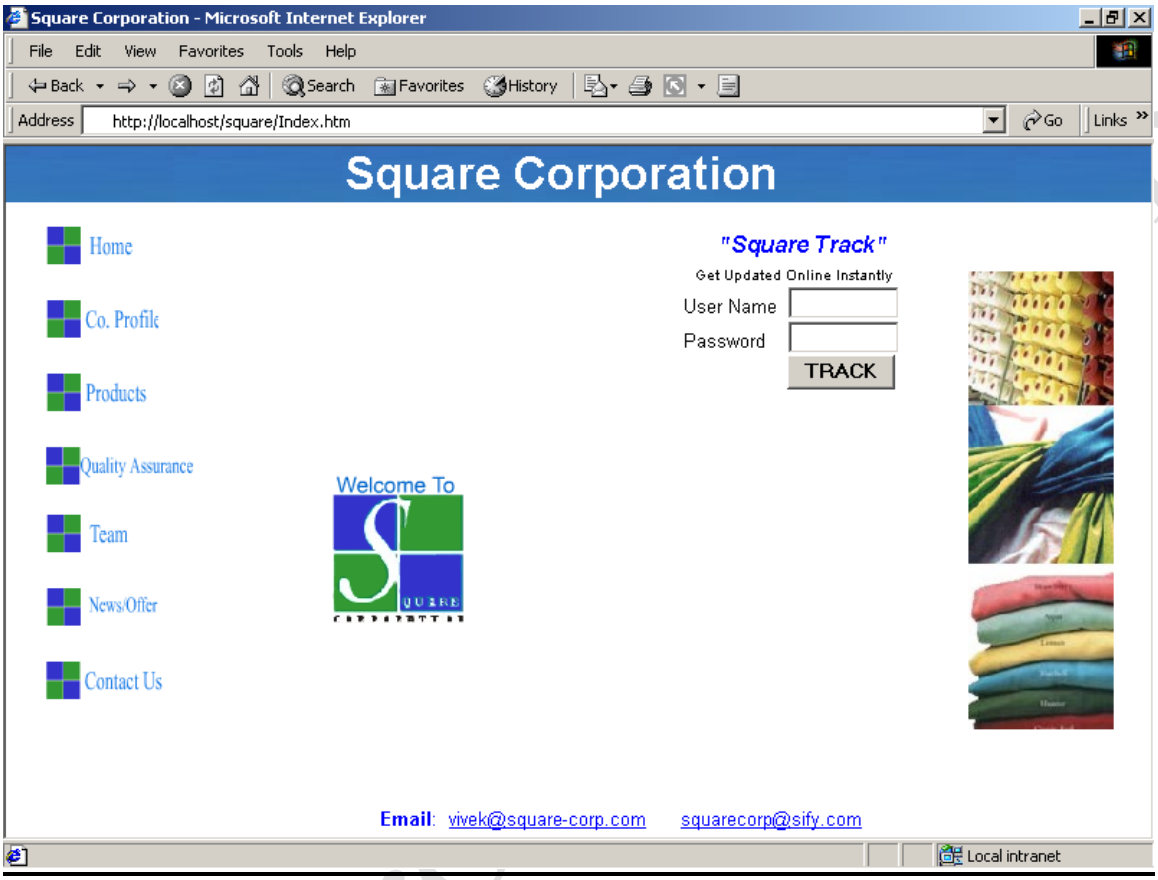
SOFTWARE:

Operating System	Windows 95 or higher
Browser	Internet explorer or Netscape Navigator
Communication Service	Any Internet Service Provider (i.e. Dishnet)
Animation Display	Shockwave and ActiveX 8 or higher

INPUT/OUTPUT SPECIFICATIONS

This system is to design the input & output in the predefined guidelines. In the input design, user oriented input is converted to a computer based formats. In the output design the emphasis is on the producing hard copy of the information required or to displaying the output on the CRT Screen in a predefined format. In the case of this project, output are displayed on the screen monitor & hard copy can be taken through the printer which are termed as "REPORTS" according to their (user's) requirement from the Internet when he/she opens the site.

Index Screen



All Screens Printouts must be displayed in this Section

CODING

Coding of all the pages must be placed in this section

TESTING & DEBUGGING

TESTING

After the successful implementation of the system application the system analyst should plan to test the application at every stage of the development. It is important to define what meant by testing perhaps it's stretching the term, but testing can be considered to include the following Verifying that the logical data model is complete correct and consistent.

DEBUGGING

If we are building an application that needs to run on serial different client machines, be sure that someone makes there computers available to us during testing, deployment and maintenance otherwise the system analyst will have a very hard time reproducing diagnosing and fixing reports bugs, also be sure that these matching are representative of user machines, in terms of processor speed, memory and available disk space

IMPLEMENTATION

ALL system are designed in a sense to substitute existing systems, so a major issue is the strategy to be used for replacing the old system with a new one, this is called implementation. The possible strategies include:

- Parallel implementation: In this both new and old systems are operated until the new system is sufficiently proven.
- Pilot operation: In this the new system is operated in a limited capacity until it is proven, then the old system is phased out as the new one is phased in.
- Cold turkey (the big bang) in this the new system is moved in one fell swoop and the old one is moved out.

During the implementation, system must be installed, tested and fine-tuned. The first strategy seems the safest; if the new system fails there is still the old one. But it is also the most expensive since two complete systems must be operated simultaneously. But being a pilot operation, however, it may not be representative of the full system operation. Often, only after the full system has been phased in certain critical problems become apparent. The last strategy is the fastest and potentially least costly, but it is also the most risky.

Once the system has been implemented, it should perform successfully in the user's environment.

MAINTENANCE

The maintenance phase of the software life cycle is the time period in which the software requirement are changed hence the software up gradation is required or software gives some errors so the testing is again required. Typically the development cycle span is much less than the span of the maintenance phase.

Maintenance covers a wide range of activities including correcting coding and design errors, updating documentation and test data and upgrading user support. Many activities, classified as maintenance, are actually enhancements. Maintenance means restoring something to its original condition. In contrast, enhancement means adding, modifying or redeveloping the code to support changes in the specification.

Maintenance can be classified as:

- Corrective Maintenance: means repairing processing or performance failures or making changes because of previously uncorrected problems.
- Adaptive Maintenance: means changing the program functions and also it may involve moving the software to different machines.
- Perceptive Maintenance: means enhancing the performance or modifying the programs the programs to respond to users changing needs.

Software enhancement may involve providing new functional capabilities, improving user display and modes of interaction, upgrading external documents or the performance characteristics of the system.

FUTURE SCOPE OF THE PROJECT

The entire things in this world are never prefect. All have some limitations in them selves. Like the things this project also has some limitations and can further be enhances by some one, because there are certain drawbacks that do not permit the system to be 100% accurate.

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