

ONLINE TOY-RENTAL STORE

Project Report submitted in Partial fulfillment of the requirement for the
degree of

Bachelor of Technology.

in

Computer Science & Engineering

under the Supervision of

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CERTIFICATE

This is to certify that project report entitled “online toy-rental store”, submitted by Sakshi Batra in partial fulfillment for the award of degree of Bachelor of Technology in Computer Science & Engineering to Jaypee University of Information Technology, Wagnaghat, Solan has been carried out under my supervision. This work has not been submitted partially or fully to any other University or Institute for the award of this or any other degree or diploma.

Date: 20/12/2014

Prof. Dr. DEEPAK DAHIYA

PROFESSOR

ACKNOWLEDGEMENT

I would like to express my deep sense of gratitude and convey thanks to everyone who helped me and supported during the completion of this project. First, I would like to thank my guide and mentor, Dr. DEEPAK DAHIYA, for helping, guiding, and supporting me throughout. I acknowledge my department for providing the courses and a great atmosphere that helped complete different chapters of this paper.

I would also like to thank all of my colleagues for helping me in my studies and all the other activities. Lastly, I would like to thank my parents for supporting me throughout my studies and for always being my support pillar.

Date:20/12/2014

Sakshi Batra

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ABSTRACT

It is known globally that, it is very difficult to startup a new small scale business, in today's market, and its existence with competition with the well and established and settled brand owners. Mostly, although the quality of the product is very good, because of lack of advertisement or small scale business, it has another face in the rush, and the product does not high market and large group of customers. In fast life of today when everyone is shorter of time, people's majority are mainly when it comes to doing window shopping .Basically, A customer finds a product more interesting and fascinating when they find it on the good looking and well shown website of a retailer mainly and if they are able to see item's full details online on their systems. Today time customers are now used to get attracted because online shopping is very convenient and easy way of window shopping, There they have broader selections, more options, highly competitive prices, low prices, better and detailed information about the product (including people's reviews) and Also every simple navigational way for search of the products over there. Business owner's options at lower rates to give online shopping advice because of the extra overhead and expenses to open and then to run a store bigger. Moreover , for online shopping, products can be sold out to all over the world market, by this it increases the overall number of customers from different appealing groups, and also add on customer value, and increases the marketing. Online web stores, like Amazon and all, have already gained and reached huge popularity in some of the years just because people can buy almost everything at these stores. These web stores also give an opportunity to a lot of small-scale companies and manufactures to reach the global market and to directly sell their products to people without involving different other companies or middlemen before their product can reach the shelves of a physical store. Further, instead of using the available platforms, manufacturers can bring a concept of designing their own web store to sell their products directly to the masses.

MICROSOFT VISUAL STUDIO

Microsoft's Visual Studio 2010 Professional: - It is an integrated thing to develop, to debug, and to deploy every kinds of apps. It is an integrated development environment (IDE).It is a Microsoft product. It is also for developing computer codes its Windows, also for web-sites, and also web-applications and web services. It includes a software editor giving support to Intelligence Senses also software reburying. It is a full toolset which simplified app and to develop to make individuals or teams, to allow the delivery to scaling, and to get high-quality apps. If writing program, to build databases and dataset, for testing, or for debugging, you can increase productivity for powerful tools which work for the way of working. For that course, many people explain to many of the few features and new functionality of it. Work Files are included to it.



INTRODUCTION

- ❖ The Project is a Web Based Application.
- ❖ This is made for a toy rental store, Idea behind this is toys on rent ,rather to purchase high cost technical games and costly toys.
- ❖ Through this web-site people can register themselves and get membership of this rental store.
- ❖ Toy Store can add or update information on toys, which are available for rent.
- ❖ Toy Store can maintain the inventory as well using this application.

MOTIVATION

The motivation for designing this toy-rental store application came because I love online Shopping rather than spending lot of time at physical markets. Further, using the available stores to sell the products, there is also the possibility of designing one's own customized toy-rental store application from scratch because custom-designed platforms are expensive.

But after looking this website, some question arises in parents mind:-

- Why should I rent toys, when I can buy them for my kids?

The answer to this is exactly the reverse of the question “Why should you buy toys, when you can rent them?”. There are a number of benefits in renting vis-à-vis buying most important among them is the fact that renting is far more economical than buying. Moreover, children love variety and get bored with the same toys. And our homes, too, don't have space to stock unlimited toys. That's where renting provides a feasible and affordable solution.

- There are many other toy libraries. What benefits do I get my taking a membership?

a. Following benefits:

- a. Huge variety and wide categories
- b. Caters to all age groups
- c. Easy and simple to operate
- d. Convenience of door-step delivery and pick-up
- e. Cost economies
- f. Impeccable service
- g. Flexibilities:
 1. Different plans to suit your needs
 2. to select a different plan at the time of each renewal
 3. One-time trial plan without paying membership fees.

4. Single plan with a point system that lets you order products across all categories available on MyKhilona.com
5. No time-limit for retaining the products; hence, no hassles of returning the products by a particular date. No late penalties.
6. Ability to place orders at your convenient time. No fixed dates.
7. Carry-forward of points from one plan period to another.
8. Ability to renew early in the event of early exhaustion of your point balance.
9. Ability to take a break during the plan period and reviving your membership without any hassles and as per your convenience.

h. Safety and Hygiene

The screenshot shows a web browser window with the URL www.toyshare.in/hygiene_and_quality.php. The page content includes:

- Hygiene and Quality** header.
- Motto: "Our motto is to provide **SAFE** and **CLEAN** TOYS".
- TOY QUALITY**: "Quality and safety is the most important criteria for toy selection. We only keep branded toys which meet international safety standards. We consistently evaluate the toy features against safety norms before including them in the library."
- TOY HYGIENE**: "At Toyshare we take utmost care to ensure the toy returned is in good physical condition and sanitized before it's available for rent."
- TOY SANITIZATION PROCESS** diagram: A circular flowchart showing the steps:
 - Toys available for rent
 - Physical Inspection (Note: "For outdoor toys the sturdiness is checked")
 - Toys cleaned using soap water & dettol & wiped completely
 - Cleaned Toys stored in container
 - Toys Returned
 - Toy sanitizer is sprayed

The left sidebar contains a "Toy Finder" search bar, "Filter By" options (Toys, CD/DVD, Puzzles, Books, Age), and category buttons for "LongTerm Toys", "Party Toys", and "Featured Toys".

3. Why on-line and why not physical library?

Two reasons:

In today's busy schedule, an on-line library saves you a lot of time by sparing you from the trouble of actually visiting the library.

An on-line library allows you a number of benefits which a physical library doesn't. For example:

you can browse through the entire stock that we hold irrespective of whether it is available for ordering on that day using our search features, you can easily search for a particular product you are looking to rent for your child you can add products to your cart for ordering later our user-friendly website also allows you to track your membership status, your point balance, your renewals, your current order and order history.

Moreover, I value recent learning about Visual basic c# programming languages as well as seeing how powerful and dynamic they are when it comes to web designing and applications. Apart from helping computer science students understand the concepts of web-application designing, it would be very easy to incorporate the idea of using programming techniques from the available visuals to understand how a piece of code appears on a user interface. The languages used to build this application are C# Script, HTML, and c# because I found them to be extremely useful while working on the technologies at my workplace.

AIM OF THE SOFTWARE

This software is developed to help computer science students learn about application designing using visual studio and c# from their basic capabilities. This application allows the student to understand the basics about the appearance of a first web page and how a complete working application can be built from scratch. It allows students to understand the concept of user-integrated graphics and how C#Script can be embedded into HTML. Further, it gives insight about how the client-side language interacts with the server-side language c#, and finally with the database. This toy-rental store application is designed, primarily, for computer science students to learn and understand the concept of application development, and can also be used to teach ecommerce and web-application topics. The application can be downloaded, installed on different machines, and students can view the source code for all the different parts shown on the UI to visually understand how a particular piece of code works. This toy-rental store application is very versatile and can be enhanced by adding more functions and modified graphics for use with commercial purposes.



LITERATURE REVIEW

History of online toy-rental stores began exactly after the innovation of World Wide Web, and then it became a main medium for communication of information across the universe. Online toy-rental store applications also always give opportunity to consumers to buy goods and services on the internet through web browser. Online shopping increases the b2c process and a consumer can buy from here directly. This is a process where a business buys from another business is called a business-to-business (B2B) process. The best examples of shopping store applications using B2B process are eBay and Amazon, both of which were launched in 1995.

In today time, most of the users of these online toy-rental store applications are people who are well educated, and they have full exposure and well knowledge of technical advancements, and they are earning good income and having good pay scale. These users used to develop a very positive attitude and view towards these easy way of shopping techniques. According to a study in December 2011, Equation Research surveyed 1,500 online shoppers and found that 87% of tablet owners made online transactions during the early Christmas shopping season. Building a new successful toy-rental store is simple because of high competition between the market salers, and the designer of a toy-rental store application must consider the information load, complexity, and novelty. Complexity refers to the number of features available on the toy-rental store and the levels of marketing, whereas novelty involves the unexpected or unfamiliar aspects of the site. A designer must also consider the consumers' needs and expectations. A user-4 friendly design is very critical to the success of any toy-rental store application because, unlike physical stores, consumers at online stores come from all ages, genders, and cultures.

Logistics clearly says that, to have a successful and profitable online shopping application, businesses have to spend a significant amount of time and money for designing, developing, testing, and maintaining the application. Apart from the high-class design and user interface, a good practice needs to be done to provide quality customer service.

Toy-rental stores have to have some features like adding items to the store and also do check out those items which are using the available payment techniques. Almost every shopping-store apps are executed with HTTP cookies or query strings, and an HTML set requires installation of the toy-rental store on the server with ultimately hosts the site on the internet. Most of these server-based applications require data related to the items added in the toy-rental store to be kept in a session object which can be accessed later and manipulated dynamically because the users can add or remove one or more items from the store. Most simple toy-rental store applications do not allow checkout to be done before any items are added to the store. Data are often stored in an external database or application-based databases which can be accessed in real time by the application administrator. There are many examples of online shopping applications developed in different languages. Choosing a development platform and language depends on policies set by the company for which the application is being designed. It also depends on several other factors which are very important when considering the platform to design an application, for example, how portable the application will be after being built or if the application is open sourced. C# is chosen for this application because various reasons: it is a simple, robust, and cross-platform language. Applications written in C# can be transported and run on any environment, be it 5 MAC or Linux, because C# programs are compiled into platform-independent byte codes.

Because of the robustness of C#, it is a very safe language, as they provide exception handling and a layer method to communicate with the database, which prevents the system from crashing easily. Another very important factor from the development point of view is that the c# language is object oriented, where everything is treated as an object and where class methods are implemented instead of functions or procedures, which makes it very simple to understand the code. Several C# toy-rental store applications were examined, and implementation details were compared with the proposed design for this application to build an even simpler architecture was developed which is very easy to understand from the learning perspective. Some online shopping applications are as follows:

These applications are designed for industrial purposes to generate revenue by providing these applications to customers looking to launch a website for their respective businesses. The application proposed in this paper is more focused on developing a simple, yet complete, application specifically designed for computer science students to learn the basics about application design and development. This application performs all the basic functions that the above-mentioned applications do, such as selecting an item and adding it to the toy-rental store, user login or registering, checkout of the item, etc.

SHORT HISTORY OF E-BUSINESS

Despite the fact that e-business is a relatively new trend in the business sector, its brief history is filled with controversial events. The rapid growth of the popularity of the Web from 1995 was accompanied by a highly profitable period for e-business companies. Setting up a fully functional e-Business website was very easy and cost efficient and at that time it was thought to guarantee success and profits. The number of e-businesses kept growing in an attempt for everybody to have a share from the profit pie. On the turn of the century, their number reached its peak and their profit opportunities and potential financial growth was capped. This led to the huge stock market collapse of many e-business companies which is known as dot.com bust. After a five year period where companies had to reevaluated their strategic approach towards e-commerce, growth of e-businesses started to increase again, reaching double digit level through the current period.

OBJECTIVE OF E-BUSINESS:-

1. Save time.
2. Reduce process errors.
3. Reduce the cost of core service provision.
4. Free staff to provide value added services.
5. Improve morale

ISSUES WITH E-BUSINESS SYSTEM:-

TECHNICAL LIMITATIONS OF ELECTRONIC E-COMMERCE:

1. Lack of sufficient system is standards, reliability, security and communication protocols
2. Not enough telecommunication bandwidth
3. "The software development tools are still evolving and changing rapidly"
4. Integrating the Internet and electronic commerce software with current databases and applications difficultly
5. Additional cost to request special Web servers and other infrastructures, in addition to the network servers

OTHER ISSUES:

1. Lack of feel and touch online
2. Many complicated legal issues
3. Rapidly changing and evolving e-business
4. Lack of support services
5. Insufficiently large enough number of sellers and buyers
6. Breakdown of human relationships
7. Inconvenient and expensive accessibility to the Internet

ADVANTAGES

It includes:

1. Quicker and easier communications.
2. Strengthened marketing capabilities and reach
3. Increased hours of operation (a website provides 24 hour 7 day information to existing and potential customers)
4. Access to broader information through research
5. Reducing the cost of doing business by lowering transaction costs and increasing efficient methods for payment, such as using online banking and reducing stationery and postage costs.
6. The opportunities to adopt new business models and develop tailored customer support.

SCOPE AND FOCUS OF THE REPORT

The scope of E-Business is as wide as an ocean & there by the implementation hurdles. When one thinks of the Electronic Business even though final goal remains the same as that of the traditional business, but the way in which they function in order to improve the performance is different. As information sharing is the major part of the corporate industries, networking has given boost to E-Business. This change in view-point has opened door for new opportunities.

Nationalized and Private banks agrees that adopting e-business as a strategy is one of the important steps the banks has taken in its development due to the tremendous benefits e-business adoption provides. According to them their perceived benefits include convenience to customers, speed and quality of service, reduction of queues in banking halls and reduction in the total overhead cost such as reduction in employee recruitment and reduction in space for clients and customers .These factors that pushed their drive to adopt e-business.

- A) The research provides powerful, real time E-Business reporting to help E-Business managers improve merchandising and increase sales.
- B) The research is very much useful to get the lifetime value of your customers based upon their acquisition source, and increase your expenditures on sources that generate the best customers over lifetime.
- C) It tracks the performance of all your online marketing initiatives, including Pay - per- click keyword buys, doing transaction online, paying bills using net banking, banner ads, e-mails and affiliate programs and also how it is effective to implement.
- D) It helps the E-Businesses to convert visitors into customers.
- E) It helps to determine whether online competitors can significantly

OBJECTIVES

Steps which are required in the software-analysis process related to this project are described in the following sections:

1. **Requirements Analysis:-**

Requirements analysis is a process that determines the tasks that are required to determine the needs and conditions to design a new product or to make modifications in any existing product/application. This process considers all the stakeholders conflicting requirements, analyzes the documentation and validation of the system. The requirements should be actionable, measurable, testable, and related to the defined needs of the system design

2. **Requirements Elicitation:-**

Elicitation of requirements also known as requirements gathering which includes the task of identifying various requirement types from stakeholders or from project documentation.

3. **Requirements Analysis:-**

Analysis of requirements determines if the gathered requirements are clear, complete and consistent. It also handles any ambiguous requirements that do not clearly state what needs to be implemented. As a result it can cause loss of resources and time if identified later in the development or testing phase. Requirement analysis requires identifying the stakeholders and taking their needs into account to help them understand the implications of designing the new system. To clearly elicit the stakeholders requirements different processes such as developing a scenario or user stories and identifying the use case which is being used for the project can be utilized.

According to the stakeholders analysis if we want to gather the requirements of the project analysts first need is to identify the stakeholders. Stakeholders are people or organizations that have valid interest or use in the system. The steps which are used to identify the stakeholders are as follows:

- Anyone who operates the system.
- Anyone who benefits from the system
- Anyone who is directly or indirectly involved in purchasing system
- People or organizations opposed to the system
- Organizations responsible for the system design
- Organizations that regulate the financial or safety aspects of the system

Once the stakeholders are successfully identified, interviews are conducted through different processes; the needs and requirements of the system are identified, and a requirements specification document is prepared. The document is then discussed with the major stakeholders to identify any ambiguity with the requirements and understanding of the system.

4. Requirements Documentation:

This step involves documenting the requirements in various forms, including summary lists, natural language documents, visual documents, use cases, user stories, or process specifications. A requirement specification document is categorized in different ways according to the stakeholders need, helping to create a clear contract between development and business. The following sections include the different 9 categories of requirements specification document that are essential for designing this application: the functional requirements, constraints, system requirements, etc.

PRODUCT PERSPECTIVE

The online toy-rental store is a web-based application, which provide interface between rental store owner & customer. This application is developed on Microsoft .Net platform and It can be accessed using Internet Explorer 7.0 and above, Mozilla Firefox 2.0, and Google Chrome. This application will be accessible to customers on internet.

This website will be accessible to all internet users, but some of the contents will be available only to registered customers. This application also have Admin interface for store owners, who want to list out their toys for rent. So broadly application will have 3 types of access or interfaces:

1. Public User Interface

Website will be available to all the internet uses. Users are able to view following pages:

- Home page of the toy-rental store,
- Browse the different categories of toys,
- Browsing toys based on age group,
- Browse brands of toys,
- Browse toy detail & image gallery,
- Membership details & options,
- Online Registration.

2. Register User Interface

Registered users will be able to view all the mentioned pages along with some information & process as follow:

- Checking the availability of toys in store,

- Booking the toy for rent,
- Toy return booking,
- Payments & security deposits.

3. Rental Store Owner or Admin Interface:

The administrator will be able to perform following with this interface:

- List toys for display,
- Update inventory of toys,
- View or update customer information,
- Update category & membership information.

User Characteristics

The users of the online toy-rental store application, based on their roles, are customers

(users) and the administrator (owner). These users are identified based on their experience and technical expertise.

1. ADMIN:

The administrator is the owner of this online toy-rental store application. One must have a basic understanding of computers and the internet as well as prior knowledge for operating the eclipse and Java programming languages. The administrator is responsible for maintaining all the training documents required for the system. The administrator can perform the following functions:

- ❖ Assign or change the price of the items, update the items in the list, and delete the items.
- ❖ Assign sales tax for different states at the time of checkout.

- ❖ View the history of the customers who purchased the items.

2. USER:

The users of this online toy-rental store application are all customers who would shop to test the application. These users are anyone with shopping experience and the know-how to browse through a toy-rental store application. They must have basic understandings about computers and the internet. The users should be able to perform the following functions using this system:

- ❖ View, browse, and select a category on the home page.
- ❖ View, add, and update items in the store.
- ❖ Delete items from the store.
- ❖ Check out the items from the application or continue shopping.
- ❖ Sign-on/login using a username and password.
- ❖ Place the order by completing the order form.12

CONSTRAINTS

1. **Hardware Limitations:**

1. The minimum hardware requirement for the system is 128 MB of Ram and a 32-MB hard-disc drive.
2. Accessibility: Initially, the software should be available as a desktop application for a small set of users to test.
3. Others: The application should be built using Java and JavaScript inscribed in HTML, and it should, initially, be accessible through the eclipse IDE and later published on a server.

ASSUMPTIONS AND DEPENDENCIES

The assumptions and dependencies are as follows:-

1. Users and the administrator are accustomed to the paper-based system and would require training to use the online toy-rental store application.
2. The system is dependent on the availability of an Apache Tomcat Server to run.
3. We assume that system users adhere to the system's minimum software and hardware requirements.
4. This system will use third-party software, and it is assumed that system users are familiar with the software.

IMPLEMENTATION

This chapter includes the detailed design used to build the online shopping-store application. The system's design is used to create the functions and operations of the gathered requirements in detail, including screen layouts, business rules, process diagrams, and other documentation. The output of this chapter describes the new system which is defined as a collection of modules and subsystems. This design stage takes the initial input requirements that were identified in the approved requirements specification document. For each requirement, there is a set of one or more design elements that are produced using the different prototypes.

These design elements describe the desired software features, in detail, including functional hierarchy diagrams, screen layouts, activity diagrams, and class diagrams. The intention of these diagrams is to describe the software in detail so that the system can develop the application with less additional design input. The system's mock screen shots are shown later in this chapter.

DETAILED SCOPE

This project is supposed to be delivered in three phases, with each phase being an add-on to the project that makes it more usable and acceptable.

1. In the first delivery, the application must be able to add an item to the toy-rental store and case.

- ❖ Browse categories on the home page
- ❖ Select a category and browse through the items
- ❖ View more information about an item.
- ❖ Add an item to the toy-rental store.
- ❖ Continue shopping or go to checkout for the item.18

2. The application must be able to check out the items in the store.

- ❖ Check out the items.
- ❖ Continue shopping.
- ❖ Delete the items to update the toy-rental store.

3. The application asks for user authentication before checking out.

- ❖ Add items to the store.
- ❖ Check out the items
- ❖ Log in with a valid username and password.

4. The application must bring up the order form for the check out.

- ❖ Complete the information on the order form.
- ❖ Place the order.

DEPENDENCY DESCRIPTION

This section contains the system use-case diagram for the online shopping-store application and also has a detailed explanation for each use case in the system.

Use Case Diagram

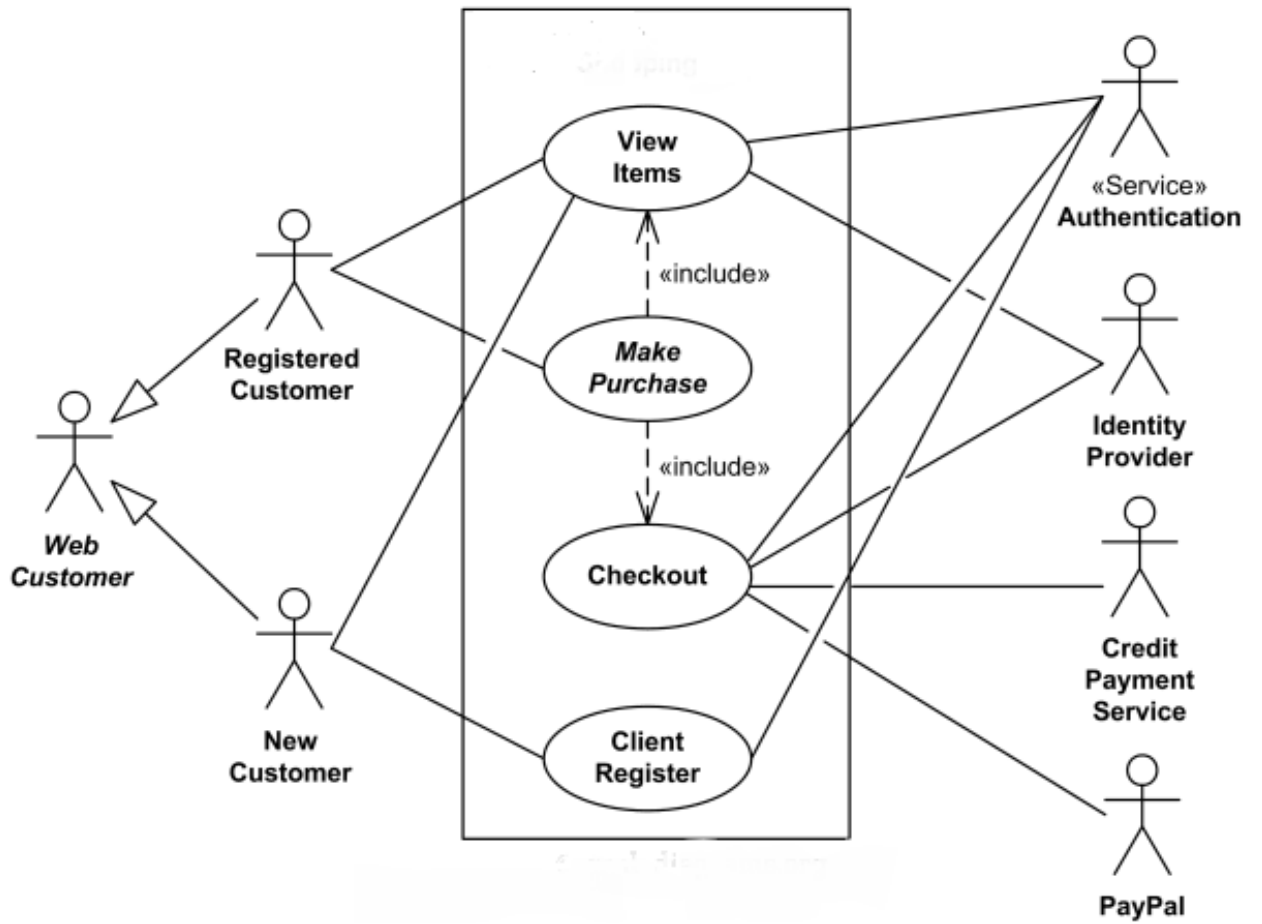
The system's use case shows the user a detailed view of the system and how the actors would interact with each other and with the system. The explanation for each use case is then provided below the system use case for the administrator and the user helping the user to understand who are the actors areas as well as giving the description for each use case along with its pre- and post-conditions that should be satisfied once the use case is implemented in the software.

Basic Flow:

- Run the application
- Go to the view-store page
- Click the checkout button
- Enter the username and password.
- Login/Register.²⁷

Exceptional Flow:

- Run the application
- Go to the view-store page
- Click the checkout button
- Enter an incorrect username and password.



Class Diagram:-

1. User Authentication:

This class is utilized to get user information from the database and is for authenticating the users. The class diagram in Figure 4 shows the methods that are used in this class and the description of each class is listed below.

2. Authenticate User:

This message is used to authenticate a particular user who has provided the login credentials and wishes to login in the system. This method checks the credentials in the database.

Check User Name:

This method checks to see if the provided username already exists in the database. If there is an existing user with the same name, then the user is prompted to select another username to create an account.

Register User:

This method allows a new user to register for an online shopping-store Account by entering a valid username and password. If the username already exists in database, the user will be prompted to choose another name.

Login User:

This method allows the existing users to log in to the database with the credentials they used for first registering into the application.

Database Controller:

This class is used for getting users and product information from the database, and it is also used to update the database with the information about new-user registration, product checkout, and user details.

Initialize DB:

This method allows the initialization of a database on the first run of the application.

Retrieve Items List:

This method fetches all items from the code/workspace into the database and allows the administrator to view information about the items.

Retrieve Category List:

This method retrieves the list of all categories that are available for the toy-rental store application.

Retrieve User's Details:

This role locates all the registered users in the database and also fetches any new user who registers by completing the user-authentication form. Get Order Details: This role updates the row in the database with the details of the user ,Who checks out the items and successfully places an order.

Get Ordered Product Details:

This role inputs the details of the order once the items are checked out and the order is successfully placed. This role updates the row in the database to show the details of products that have been checked out.

3. Place Order:

This class is used to process all information regarding the order of products. **Get Checkout Information:** This method provides information about items in the shopping store once the checkout method is called. This will further invoke the user-authentication method.

Get User Authentication:

This method fetches the user-authentication information. The place-order class is invoked once all three methods are successfully called. If the user authentication fails, the place-order class is not executed.

Retrieve Order Form Information:

This method is executed once user authentication is a success. This method evaluates an order form on the UI for dynamic input from the user. If any of the information is incomplete or is invalid, then an error message is depicted, and the place-order class is not called.

4. Store:

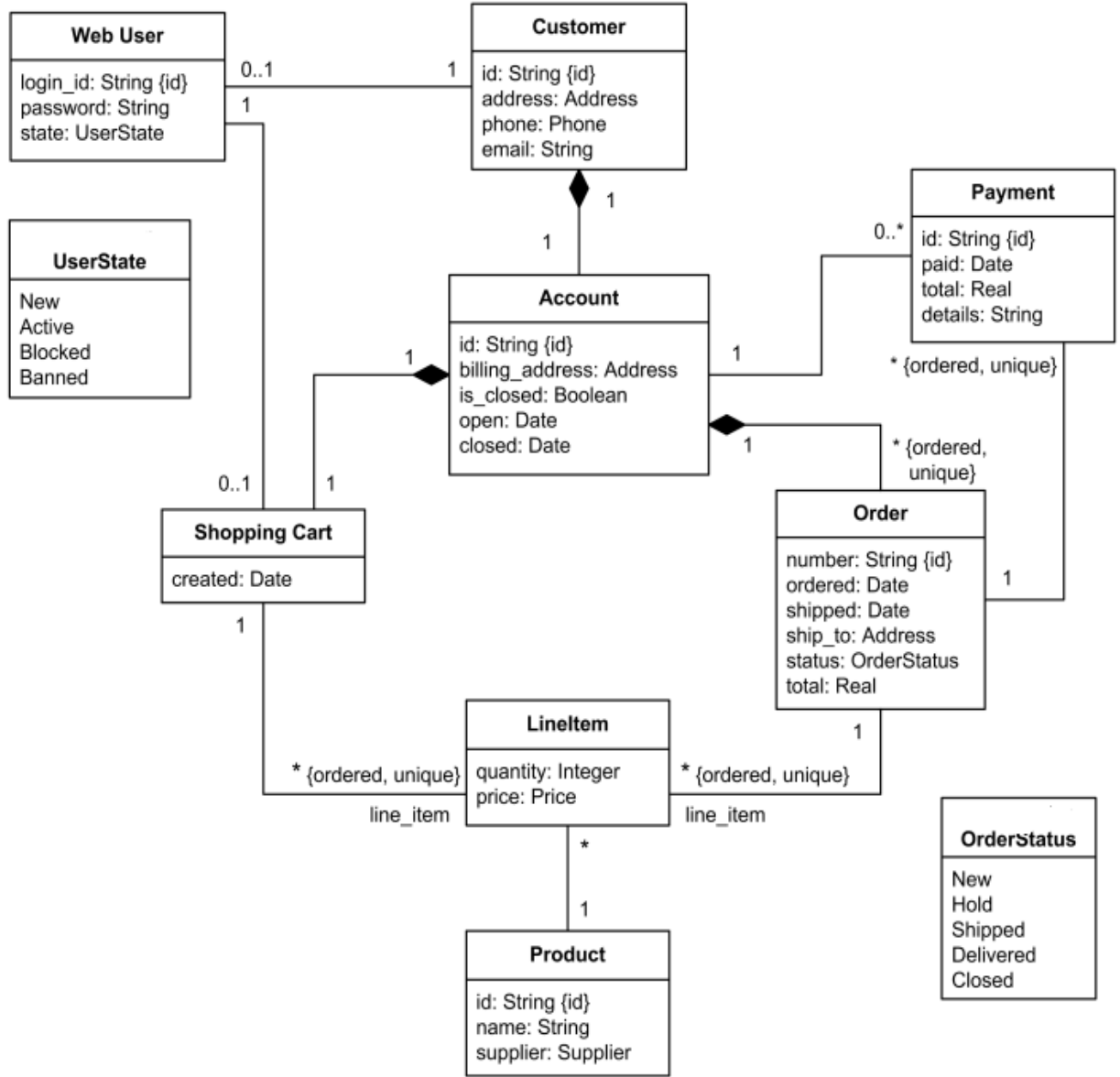
This class invokes the toy-rental store. This class can be called in cases when no items are added to the store, when items are already there in the store, or when the user adds an item to the store.

Get Items:

This method retrieves info for all the items that the user adds to the toy-rental store.

5. Checkout:

This class invokes the checkout button. The checkout class is only called when there are items in the toy-rental store. In the case of an empty toy-rental store, the checkout class is not called, thus no checkout option is available on user-interface screen.



SCREEN SHOTS

1. HOME PAGE :-

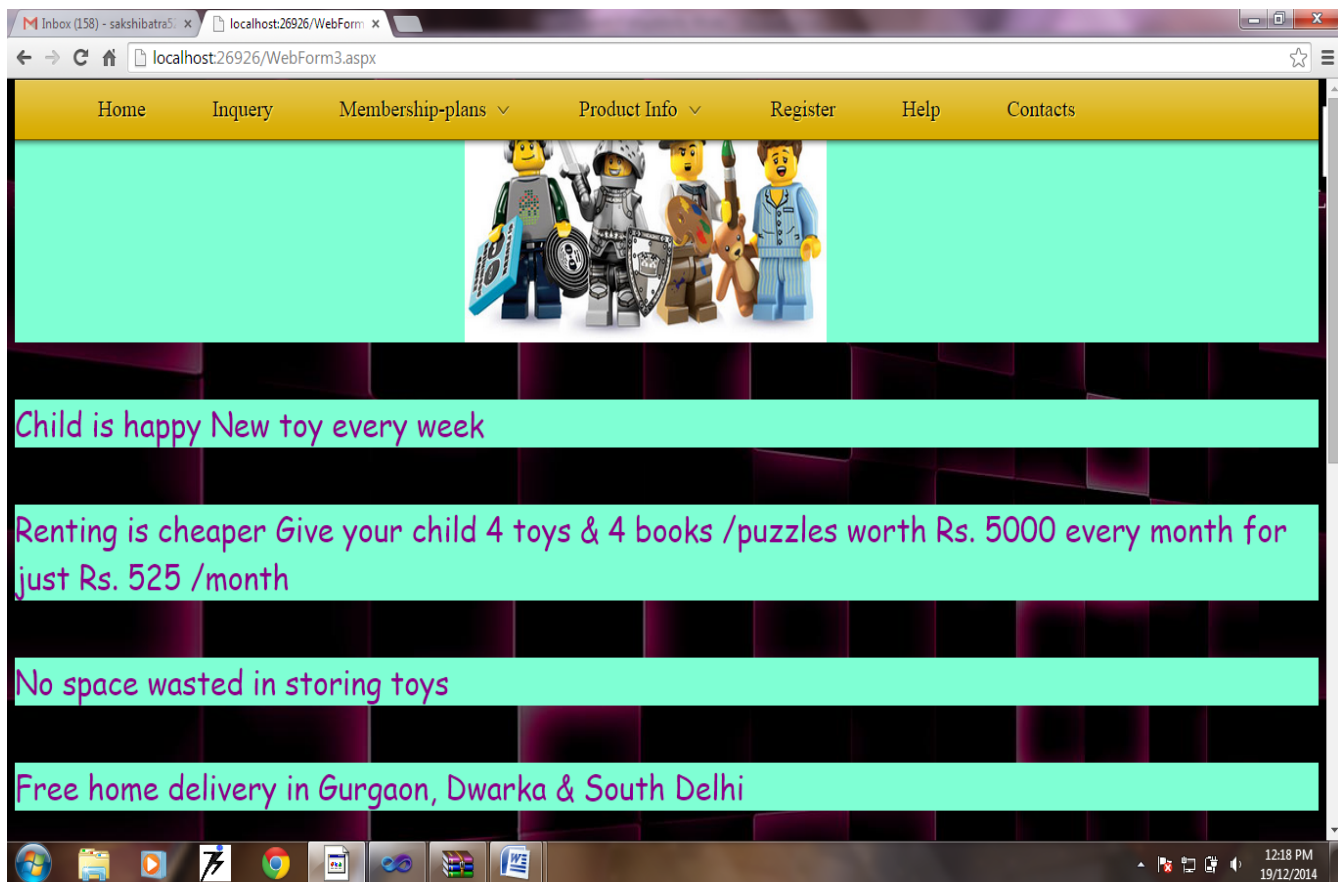


2. REGISTRATION PAGE:

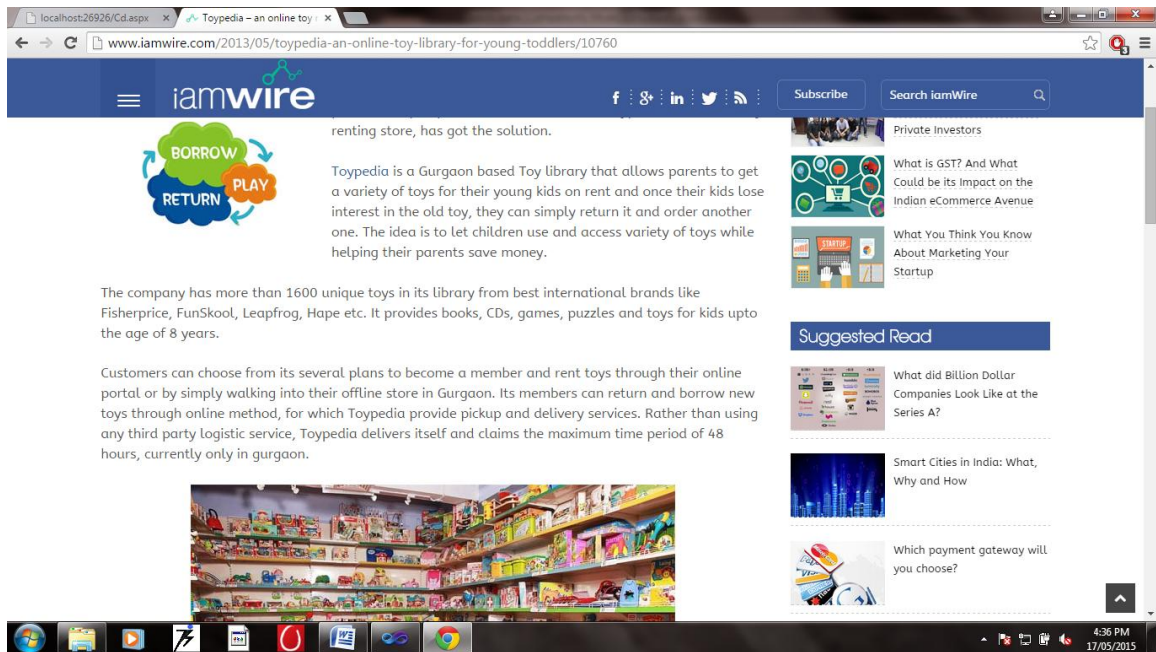
Customer Registration :

Name:	<input type="text"/>
Contact No.	<input type="text"/>
Address:	<input type="text"/>
City:	<input type="text"/>
Email-id:	<input type="text"/>
Number of Children:	<input type="text"/>
Age of 1st child:	<input type="text"/>
Age of 2nd Child:	<input type="text"/>
delivery Address:	<input type="text"/>
Father's profession:	<input type="text"/>

3. ENQUIRY PAGE:-



5. HOW IT WORKS:-



The screenshot shows a web browser window displaying an article on the iamWire website. The browser's address bar shows the URL: www.iamwire.com/2013/05/toypedia-an-online-toy-library-for-young-toddlers/10760. The page features a blue header with the iamWire logo, social media icons, and a search bar. The main content area includes a circular diagram with the words 'BORROW', 'PLAY', and 'RETURN' connected by arrows. The text describes Toypedia as a Gurgaon-based toy library that allows parents to rent toys for their children. It mentions that the library has over 1600 unique toys from brands like Fisherprice, FunSkool, Leapfrog, and Hape. The article also notes that customers can choose between online and offline rental options. On the right side of the page, there is a 'Suggested Read' section with several article thumbnails and titles, such as 'Private Investors', 'What is GST? And What Could be its Impact on the Indian eCommerce Avenue', and 'What You Think You Know About Marketing Your Startup'. The Windows taskbar at the bottom shows the time as 4:36 PM on 17/05/2015.

renting store, has got the solution.

Toypedia is a Gurgaon based Toy library that allows parents to get a variety of toys for their young kids on rent and once their kids lose interest in the old toy, they can simply return it and order another one. The idea is to let children use and access variety of toys while helping their parents save money.

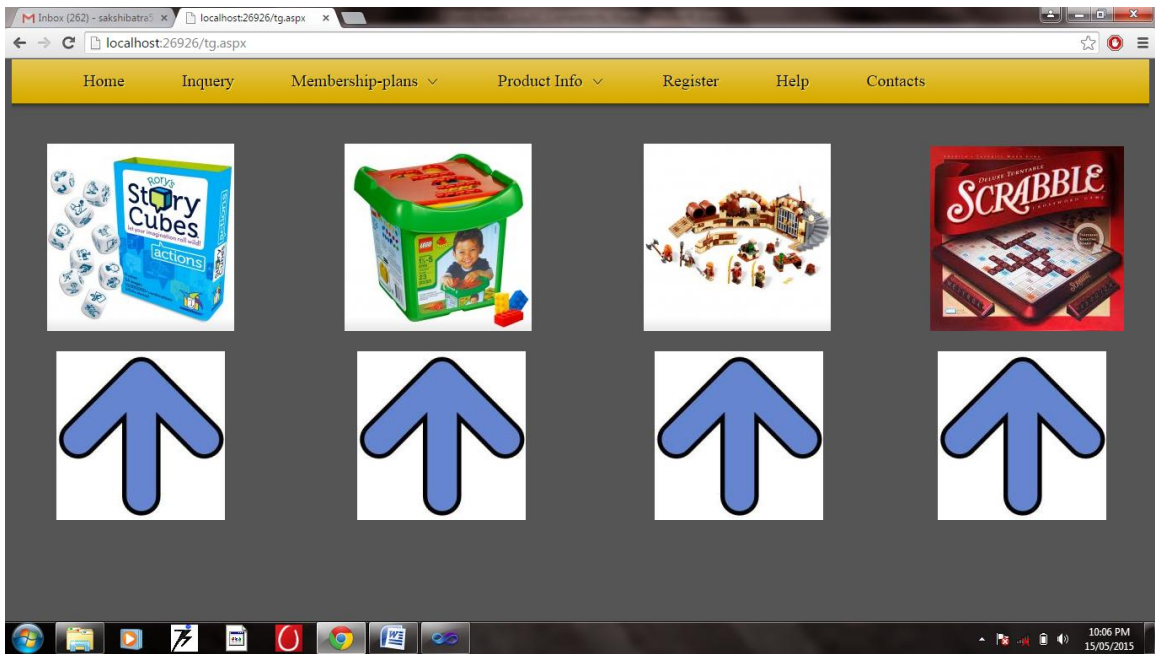
The company has more than 1600 unique toys in its library from best international brands like Fisherprice, FunSkool, Leapfrog, Hape etc. It provides books, CDs, games, puzzles and toys for kids upto the age of 8 years.

Customers can choose from its several plans to become a member and rent toys through their online portal or by simply walking into their offline store in Gurgaon. Its members can return and borrow new toys through online method, for which Toypedia provide pickup and delivery services. Rather than using any third party logistic service, Toypedia delivers itself and claims the maximum time period of 48 hours, currently only in gurgaon.

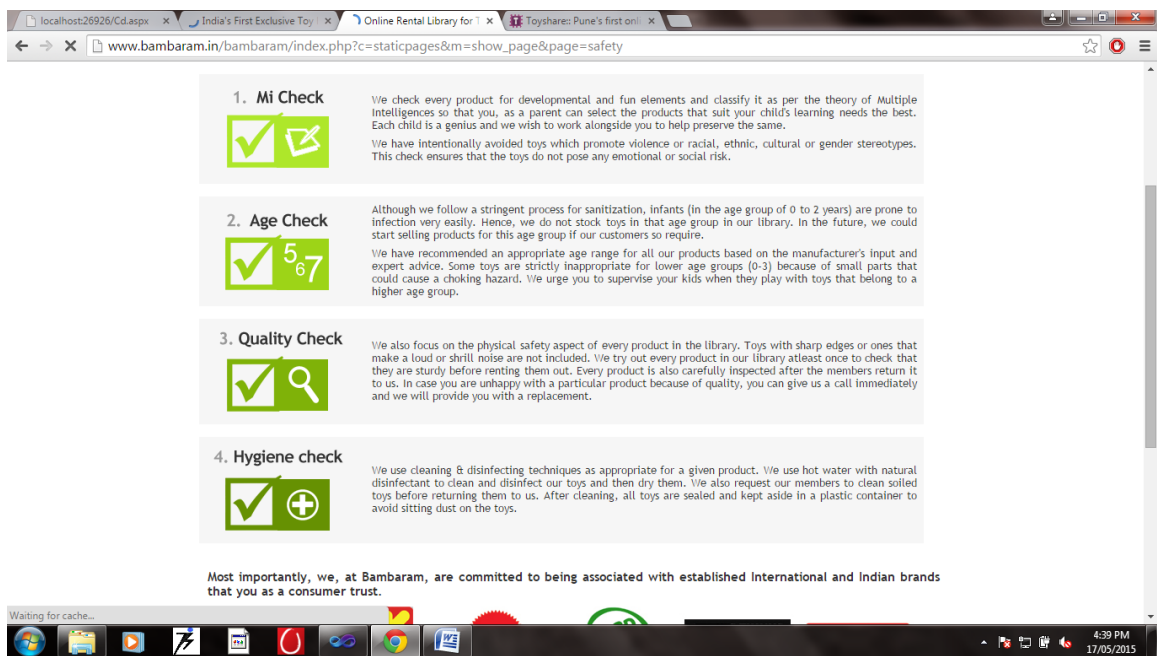
Suggested Read

- Private Investors
- What is GST? And What Could be its Impact on the Indian eCommerce Avenue
- What You Think You Know About Marketing Your Startup
- What did Billion Dollar Companies Look Like at the Series A?
- Smart Cities in India: What, Why and How
- Which payment gateway will you choose?

6. PRODUCT INFORMATION:-





7. SAFETY CHECK:





localhost26926/Cd.aspx x India's First Exclusive Toy x Online Rental Library for 1 x Toyshare: Pune's first onl x

www.bambaram.in/bambaram/index.php?c=staticpages&m=show_page&page=safety

- 1. Mi Check**


We check every product for developmental and fun elements and classify it as per the theory of Multiple Intelligences so that you, as a parent can select the products that suit your child's learning needs the best. Each child is a genius and we wish to work alongside you to help preserve the same.
We have intentionally avoided toys which promote violence or racial, ethnic, cultural or gender stereotypes. This check ensures that the toys do not pose any emotional or social risk.
- 2. Age Check**


Although we follow a stringent process for sanitization, infants (in the age group of 0 to 2 years) are prone to infection very easily. Hence, we do not stock toys in that age group in our library. In the future, we could start selling products for this age group if our customers so require.
We have recommended an appropriate age range for all our products based on the manufacturer's input and expert advice. Some toys are strictly inappropriate for lower age groups (0-3) because of small parts that could cause a choking hazard. We urge you to supervise your kids when they play with toys that belong to a higher age group.
- 3. Quality Check**


We also focus on the physical safety aspect of every product in the library. Toys with sharp edges or ones that make a loud or shrill noise are not included. We try out every product in our library atleast once to check that they are sturdy before renting them out. Every product is also carefully inspected after the members return it to us. In case you are unhappy with a particular product because of quality, you can give us a call immediately and we will provide you with a replacement.
- 4. Hygiene check**


We use cleaning & disinfecting techniques as appropriate for a given product. We use hot water with natural disinfectant to clean and disinfect our toys and then dry them. We also request our members to clean soiled toys before returning them to us. After cleaning, all toys are sealed and kept aside in a plastic container to avoid sitting dust on the toys.

Most importantly, we, at Bambaram, are committed to being associated with established International and Indian brands that you as a consumer trust.

Waiting for cache...

4:39 PM 17/05/2015

8. BRANDS TAKEN :-

The screenshot shows a web browser window with the URL www.bamaram.in/bamaram/index.php?c=staticpages&m=show_page&page=safety. The page features a green checkmark icon and a text box stating: "We use cleaning & disinfecting techniques as appropriate for a given product. We use hot water with natural disinfectant to clean and disinfect our toys and then dry them. We also request our members to clean soiled toys before returning them to us. After cleaning, all toys are sealed and kept aside in a plastic container to avoid sitting dust on the toys."

Below the notice, a text block reads: "Most importantly, we, at Bamaram, are committed to being associated with established International and Indian brands that you as a consumer trust."

The central part of the page displays a grid of brand logos, including: FUNSKOOL, OK PLAY, MATTEL, Leap Frog, Fisher-Price, Readers Digest, Disney, ELLC, KORBDA, SCHOLASTIC, SESAME STREET, USBORNE BOOKS, WILD REPUBLIC, CREATIVE'S, Frank, and 4M.

Underneath the logos, a section titled "Featured in" lists various media outlets: THE HINDU, rediff.com, NDTV, Chennai 104.8, and express. Below this is a row of seven cartoon characters, each with a label: Logic Smart, Body Smart, Picture Smart, Music Smart, Word Smart, People Smart, and Self Smart.

At the bottom of the page, there is a footer with links for "About Us", "FAQs", "Clients & Testimonials", "Privacy Policy", and "Contact us". A note states: "For best viewing of this site, please use Internet Explorer 7.0 and above." and a copyright notice: "© 2012 Bamaram All rights reserved."

The Windows taskbar at the bottom shows the system tray with the date and time: 4:39 PM, 17/05/2015.

9. HYGIENE OF TOYS:-

HOW IT WORKS

- 1 Select a plan from Membership Plan page and subscribe
- 2 Browse through the library and Order Products
Over 1000 products
- 3 Receive the products at your designated address
No delivery charges
- 4 Enjoy them as long as you want
No late charges
- 5 Return the products & Order New products!
Free pickup

- [How do I become a member?](#)
- [How do I borrow/rent a product?](#)
- [How do I return a product?](#)
- [How do I buy?](#)
- [How do I collect Reward Points?](#)
- [How do I donate?](#)

4:38 PM
17/05/2015

10.MEMBERSHIP PLANS DETAILS:-

The screenshot displays the 'Multiple Toys Rental Plans' page on the website www.rentoys.in. The page is divided into two main sections: a list of membership plans on the left and a summary of 'What You Get' and 'What You Pay' on the right.

Membership Plans:

- Trial:** 1 Toy at a time, 1 Delivery in 15 Days (Limited Toys Only). Price: 149/- for 15 Days.
- Silver Package:** 1 Toy at a time, 2 Deliveries in a month. Options: 2 Months (449/- per month), 4 Months (429/- per month), 6 Months (409/- per month).
- Gold Package:** 2 Toys at a time, 2 Deliveries in a month. Options: 2 Months (599/- per month), 4 Months (569/- per month, selected), 6 Months (549/- per month).
- Platinum Package:** 3 Toys at a time, 2 Deliveries in a month. Options: 2 Months (749/- per month), 4 Months (719/- per month), 6 Months (679/- per month).

Summary (Right Side):

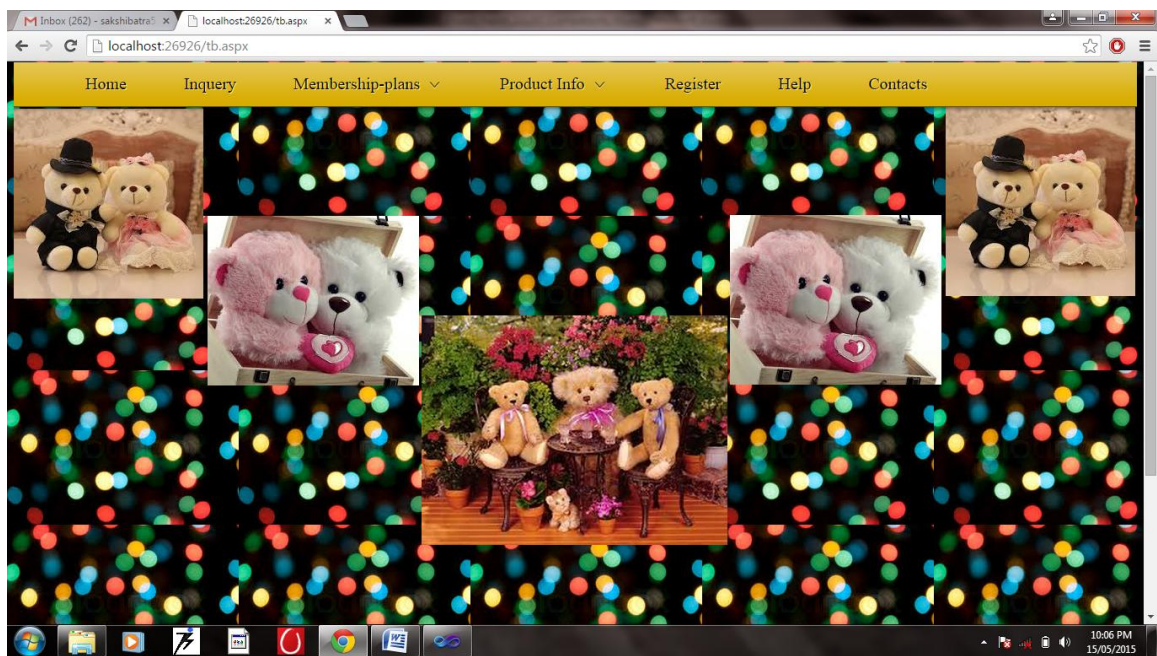
- What You Get:** 16 Toys to play with.
- What You Pay:**
 - Registration: Rs. 500
 - Rental: 569 x 4 = Rs. 2276
 - Refundable Deposit: Rs. 2000 (Rs. 1000)
 - Delivery: Rs. 0

Additional Information:

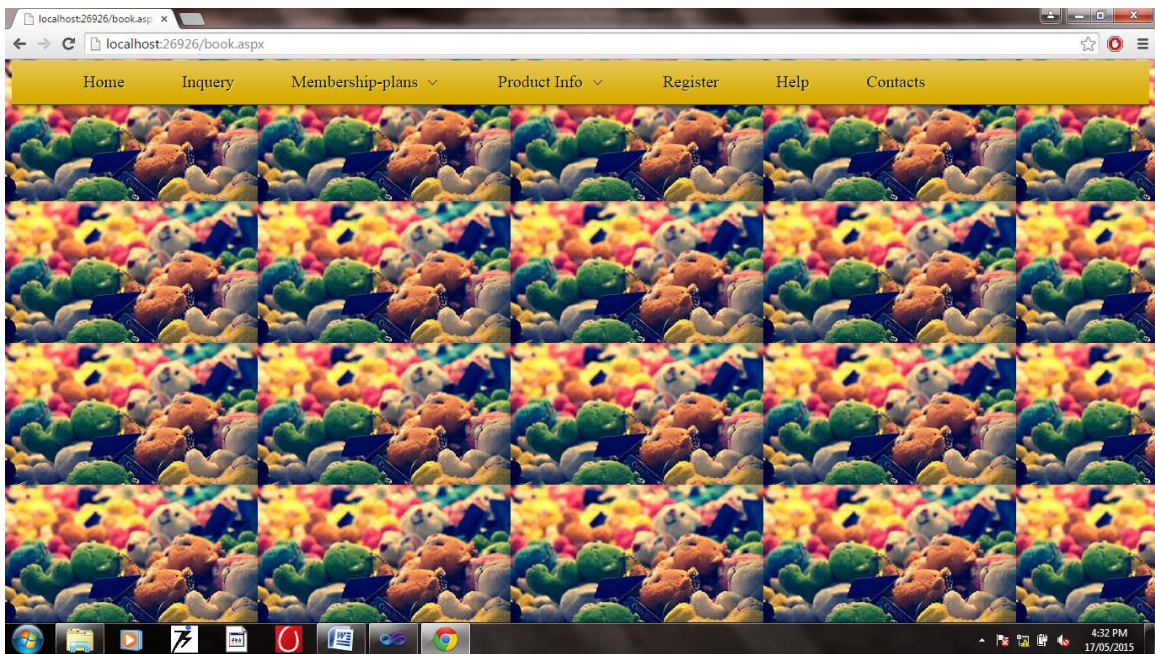
- Registration icon:
- Rental icon:
- Refundable Deposit icon:
- Delivery icon:

Footer: ** Offer valid till 31st Dec 2012

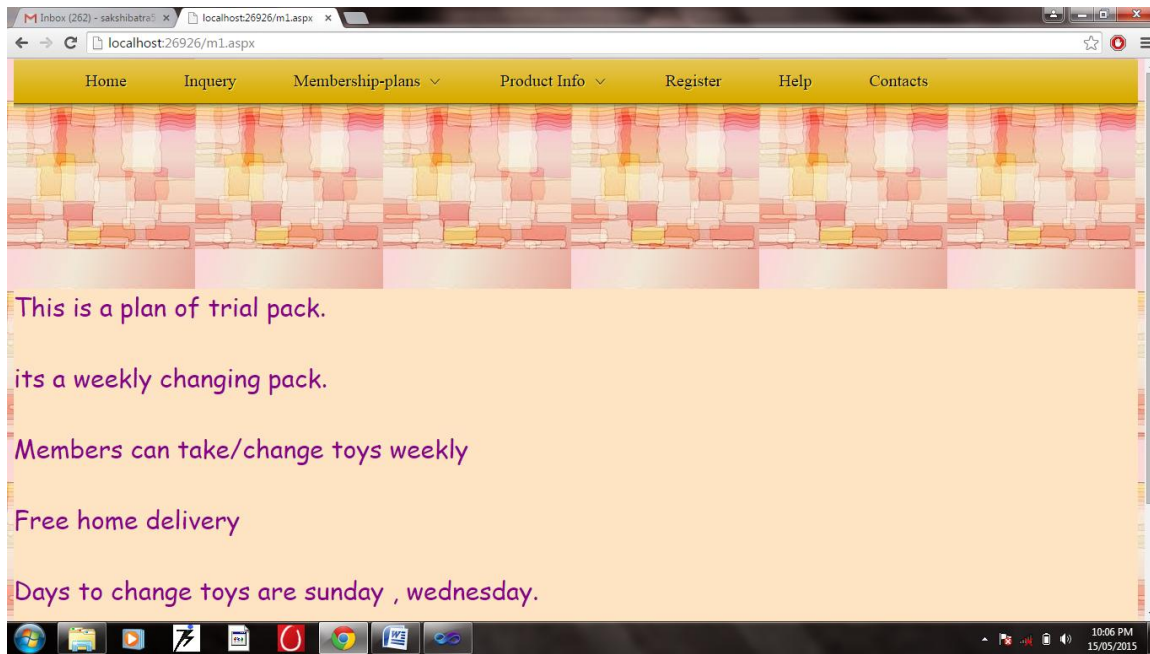
11. TEDDY BEARS PAGE:-



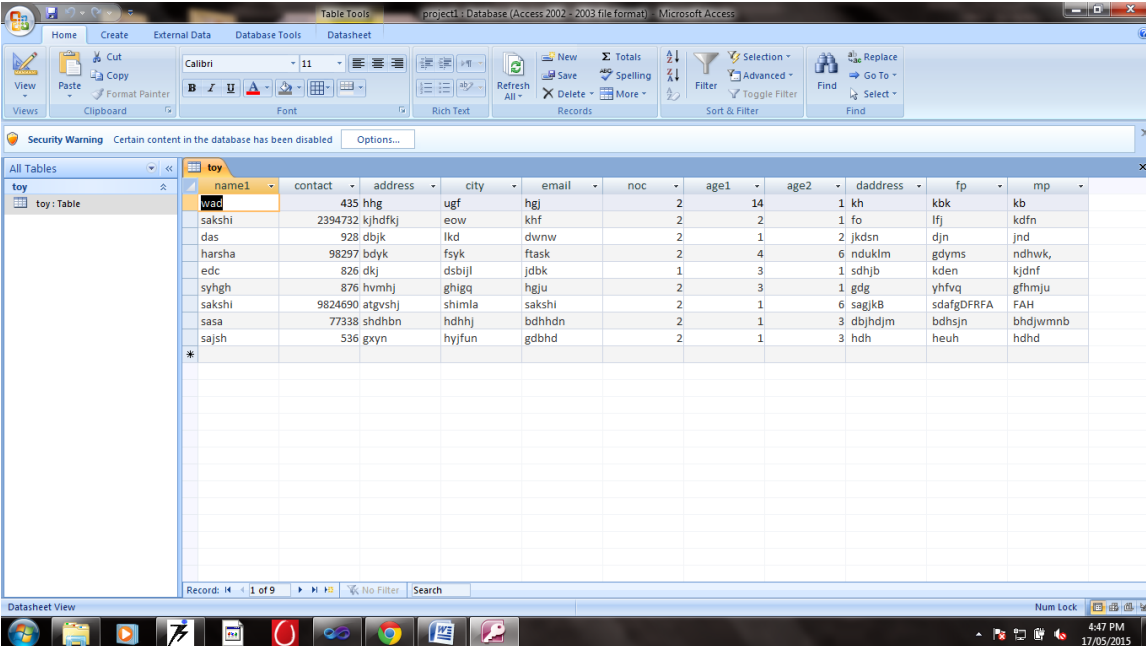
12.BOOK STORE:-



13. TRIAL PACK :-



14.DATABASE (MICROSOFT ACCESS):-



The screenshot displays the Microsoft Access interface in Datasheet View. The title bar indicates the file is 'project1 Database (Access 2002 - 2003 file format)'. The ribbon includes 'Home', 'Create', 'External Data', 'Database Tools', and 'Datasheet'. A 'Security Warning' message is visible at the top, stating 'Certain content in the database has been disabled'. The 'All Tables' pane on the left shows a table named 'toy'. The main area displays the following data:

name1	contact	address	city	email	noc	age1	age2	daddress	fp	mp
wad	435 hhg	ugf	hgj	khf	2	14	1	kh	kbk	kb
sakshi	2394732 kjhdfkj	eow	khf		2	2	1	fo	lfj	kdfn
das	928 dbjk	lkd	dwnw		2	1	2	jkdsn	djn	jnd
harsha	98297 bdyk	fsyk	ftask		2	4	6	nduklm	gdylms	ndhwk,
edc	826 dkj	dsbjl	jdbk		1	3	1	sdhjb	kden	kjdnf
sygh	876 hvminj	ghigq	hgju		2	3	1	gdg	yhfvq	gfhmju
sakshi	9824690 atgvshj	shimla	sakshi		2	1	6	sagjKB	sdfgDFRFA	FAH
sasa	77338 shdhn	hdhhj	bdhhdn		2	1	3	dbjhdjm	bdhsjn	bhdjwmmb
sajsh	536 gxyn	hyjfun	gdbhd		2	1	3	hdh	heuh	hdhd

The status bar at the bottom shows 'Record: 14 of 9', 'No Filter', and 'Search'. The system tray at the bottom right indicates the time is 4:47 PM on 17/05/2015.

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