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Craft Cloud (E-Doorway for Artistic Works) Web Development

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Abstract: ***Craft Cloud is an online platform where people with different skills can showcase and sell their talent and Artworks. Like, a musician can add their skills and can get paid for a performance in a birthday, anniversary celebration, or whatsoever. It will also have a separate place on the platform for selling and purchasing handicraft etc. from all over India with a price predicting algorithm that will help clients from not getting underpaid and users from not getting overcharged for their service. In today's fast changing business environment, it's extremely important to be able to answer client needs within the simplest and timely manner. This project allows viewing various products available, enables registered users to urge desired products instantly using PayPal payment processor (Instant Pay) and may also place orders by using the Cash on Delivery (Pay Later) option. This project provides quick access to Administrators and Managers to look at orders placed using Pay Later and Instant Pay options. The project technologies are server and client--side scripting techniques, multi--tiered architecture, relational databases, implementation technologies, and programming language. This is often a project with the target to develop a basic website where a consumer is given a handcart application and also to know about the technologies wont to develop such an application. This document briefs each of the underlying technologies to implement and form an ecommerce website.***

I. INTRODUCTION

A. *Objectives*

1) Create a website for online selling and purchasing of handicrafts to provide an e-commerce platform to the craftsmen all over the country.
2) Provide a stage to various performers and artists to showcase and sell their skills and talent through the website.

B. *Problem Definition*

To provide a digital platform for our skilled craftsmen to showcase their diverse work, beautifully and artistically on a website where the world would be able to explore them, connect with them and this would also help them to get employed from their homes.

C. *Need and Significance*

In the current scenario where the industries are gaining and constantly producing new products with the help of machines, the original skills of a person fall in the shadows. By this project, we want to give an edge to our talented, skilled artists so that they can boom and compete with the industries. Reducing the unemployability rate and encouraging new generations to be a part of this campaign.

D. *Feasibility Study*

This is a complete web-based application. Most of the technologies and tools that are associated:

1) HTML
2) CSS
3) Django
4) MySQL
5) REACTJS
6) GIT
7) Diagram drawing tools Star UML software.

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Each of the technologies are freely available and thus the technical skills required are manageable. Time limitations of the merchandise development and thus the straightforward implementation using these technologies are synchronized. Initially the web site is getting to be hosted with a free web hosting space. For later implementations it'll be hosted with a paid web hosting space along with sufficient bandwidth.

Required resources for the project are:

a) Programming device (Laptop)
b) Hosting space (freely available)
c) Programming tools (freely available)
d) Programming individuals

II. BRIEF LITERATURE SURVEY

We thought of this project keeping in mind the problems faced by small scale industrialists and artists regarding the showcasing of their talent works as well as getting financial benefits in exchange of that. We researched about how we can solve this problem and concluded that website development would be the most suitable option for this kind of practically existing problem. So we took the help of various books and websites to develop the basic understanding to provide an optimal solution for the benefit of all. This website would act like a bridge between the consumers of the service and the provider of the services. It will also help in the overall development in the economy through one way or the other.

As we know that many people in our country have a unique talent within themselves but they are unable to showcase that due to lack of sources. Many people don't even get opportunities to show their talent or skill.. This website is basically to connect the user with those people who are talented but unknown to the world.

III. SCOPE

This project will connect the user with those people who are talented and want to turn their talent into money. Users can interact with many skilled persons according to their needs such as musicians, painters, coders, etc.

A. Hardware/ Software Requirements

1) Software Requirements

a) Text editor like Visual Studio Code/Sublime/
b) Browser (e.g.: Google Chrome)
c) Android Studio
d) Online Database Server (e.g. Firebase, AWS)

2) Hardware Requirements

None

3) Other Prerequisites

a) Django and React installed
b) An account with an online database

4) Technology Used

a) Python: Used in backend of the software
b) Django: Used in web connectivity
c) MYSQL: For storing database
d) HTML, CSS, JS
e) Reactjs: Used in frontend UI

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IV. MAIN MODULES AND FUNCTIONALITIES

The main functionality of the project is:

1) *Login and Signup:* Customers can login and register.
2) *Automatic price/fees Prediction:* Automated Price prediction of products by user's skills, reviews/rating, and experience.
3) *Profile Rating and Reviews:* Buyers can rate sellers based on service or quality of the product.
4) *Search Products and User:* Buyers can search sellers or products.
5) *Add/delete Job:* Customers can add jobs for the artists and notification will be sent to the relevant user.
6) *Showcase Artworks:* Sellers can showcase or sell their artworks (handicraft, painting, etc.) on the platform**.**

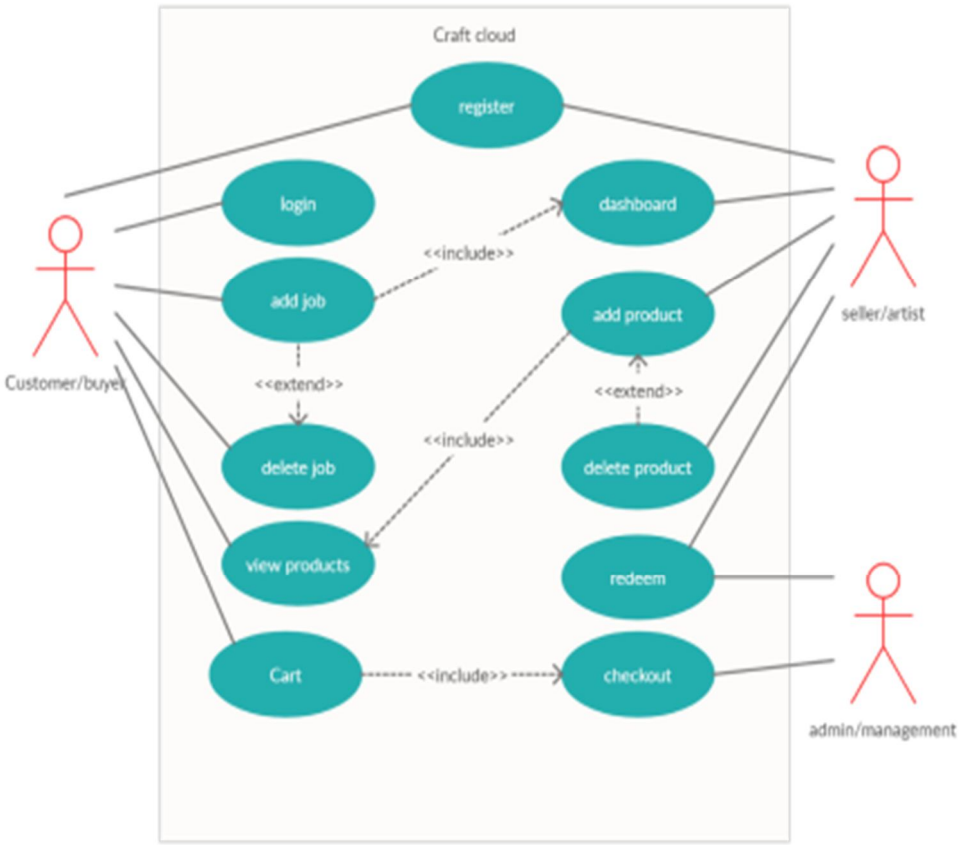
V. PROPOSED SYSTEM

A. *Software Requirement analysis*

Functional Requirements:

1) Associate every online transaction with an account
2) Limit every account to a single user
3) Enable users to search and find the most relevant results
4) Accept date and time to check availability for that particular time
5) Calculate and display charges of the client
6) Cancel orders

VI. USE CASE DIAGRAM



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VII. IMPLEMENTATION

A. *Data Collection*

```
def getdata(soup):
    YOR = soup.find_all(class_='gig-wrapper card')
    desc,price,rating,user=list(),list(),list(),list()
    for i in YOR:
        desc.append(i.h3.text)
        price.append(int(i.footer.a.text.split('₹')[1].replace(',', '')))
        try:
            a,b = i.select('.rating-wrapper')[0].span.text.split('(')
            rating.append(a)
            user.append(b.strip(')'))
        except:
            rating.append('0.0')
            user.append('0')
    return desc,price,rating,user

category = 'digital artist'
url = 'https://www.fiverr.com/search/gigs?query='+category
driver.get(url)
soup = BeautifulSoup(driver.page_source,'lxml')
desc,price,rating,user = getdata(soup)
print(desc, price, rating,user)


with open('data.csv', 'a', encoding="utf-8", newline='') as csvfile:
    writer = csv.writer(csvfile)
    for a, b, c, d in zip(desc,price,rating,user):
        print([category,a,b,c,d])
        writer.writerow([category,a,b,c,d])
```

First step is to collect data like product category, price rating in one CSV file. To collect data from the site we will use web scraping. Websites like fiverr, freelancer contain all the data we need for this project

category	desc	price	rating	user
cartoon	I will creat	1156	4.9	185
cartoon	I will draw	2311	4.9	983
cartoon	I will desig	1541	4.9	82
cartoon	I will draw	2311	4.9	311
cartoon	I will draw	3081	5	150
cartoon	Our studio	11554	5	3
cartoon	I will do ca	2311	5	837
cartoon	I will turn y	771	4.9	36
cartoon	I will draw	1926	5	147
cartoon	Our studio	7703	4.9	8
cartoon	I will draw	771	4.9	88
cartoon	I will desig	1926	4.9	503
cartoon	I will draw	1541	5	320

After that, we can use this collected data to predict the price of the product our user is going to add to our website depending on the category rating of the user and price of the product in the current market which will be dynamic.

B. *Automated Price*

From the data we collected we can assign the price on the product by checking its value in the market and giving the correct value so that the seller cannot be underpaid and the buyer cannot be overcharged for the service. This can be done by the python script in the backend of the software which will fetch user details from the database and perform the operation and update the price periodically.

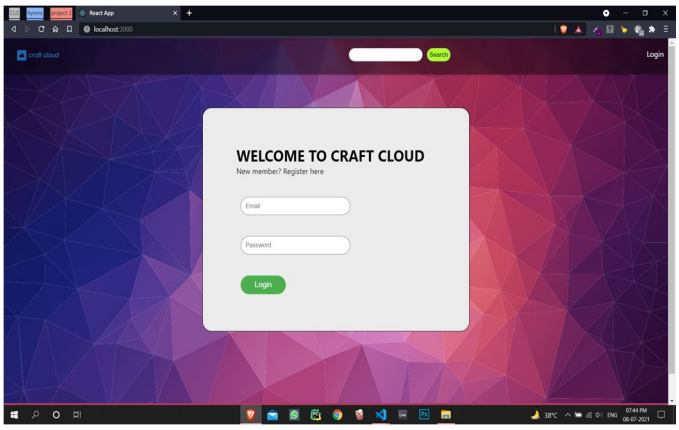
C. *Software Modules*

1) *Backend:* for backend we can use Django framework and use REST API to fetch and display the data. The advantage of using rest API is that they provide better flexibility and performance as they are not bound to resources or methods, so it can handle different types of calls and return multiple data formats.
2) *Database:* For databases we can use MYSQL because python Django is most suitable for RDBMS type or simply SQL type databases. This will make data handling much more easier for both frontend and backend operations
3) *Frontend:* For frontend we will use react because of its SPA functionality. and for loose coupling of data. The reason for using loose coupling is if we want to switch the language in future build, we can replace any part without worrying about the functionality of the project.

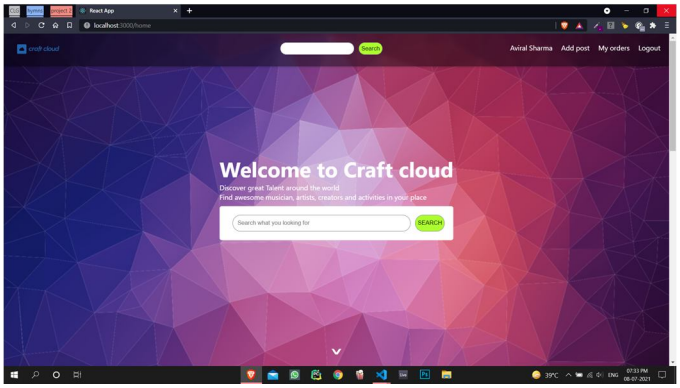
Another reason for using React is that it is SEO friendly, flexible, reusable components and support of JavaScript libraries which makes react most popular and highly used open source JavaScript library.

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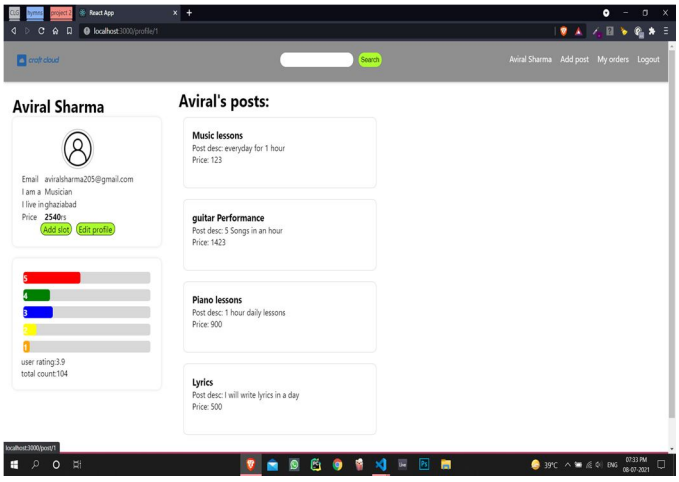
D. Result Display



The index page consists of login form from which the user can login to his/her account and add products to sell or buy products.

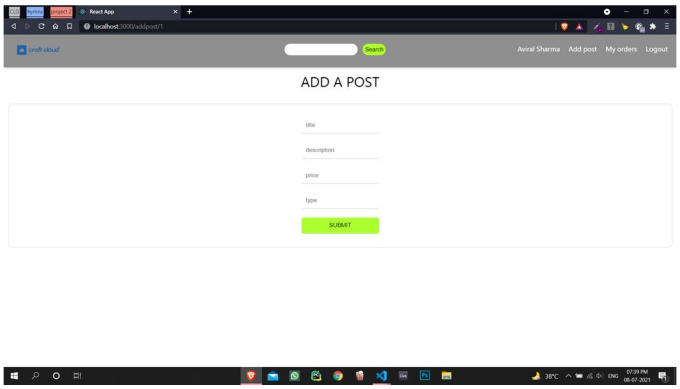


After login the user will redirect to the main homepage of the website this is where the user can search and buy products. This page will be accessible without user authentication. i.e. it can be viewed without login also.

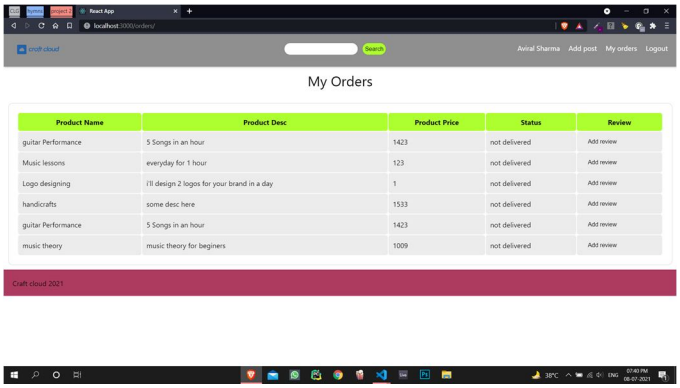


This is the profile page where users details and user posts will be visible. There is a section of profile rating where ratings are shown. The buyers can rate only after buying any product through my orders tab. The overall user worth will depend upon the ratings so the buyer will try to provide the best service every time.

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This will be the page where seller can add new product's details like name, description and category type.



This will be the orders tab where user will have the record of everything they have ordered and can rate and review the product which will further help in setting the seller's market value

VIII. CONCLUSION

1) We created a website for online selling and purchasing of handicrafts to provide an e-commerce platform to the craftsmen all over the country.
2) We provide a stage to various performers and artists to showcase and sell their skills and talent through the website.
3) By this project we wanted to give an edge to our talented, skilled artists so that they can boom and compete with the industries. Reducing the unemployability rate and encouraging new generations to be a part of this campaign

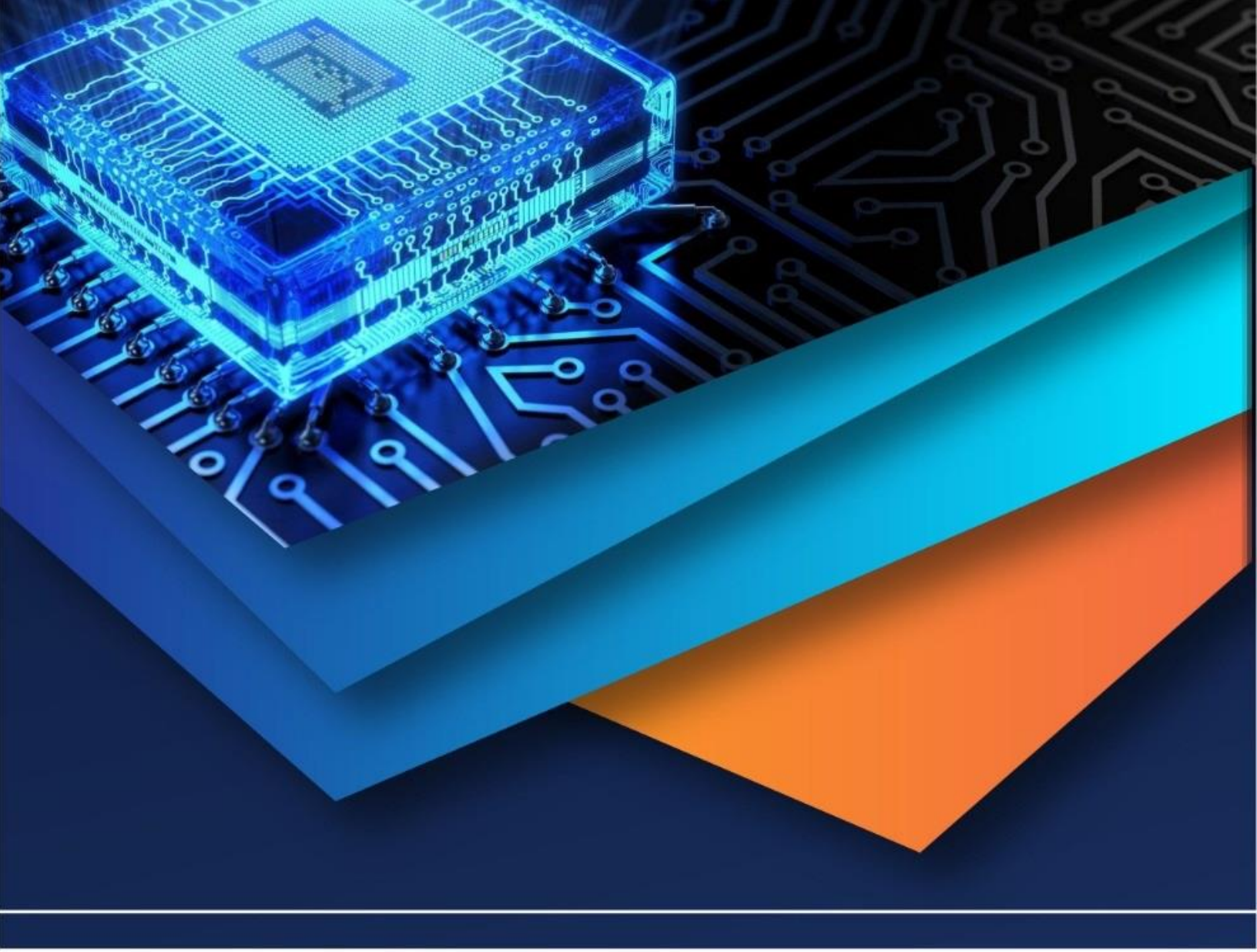
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