CRAFTLIST- *"A Vision for the artist".*

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Abstract - The developed system offering a seller services and tools which can help creative rural artisans to start, grow and manage their art or hobby that come under the Handloom and Handicraft sector. The Indian artisans have also been much-appreciated peoples of society. Proposed will allow registered users to search or buy a product which they want to buy allow to access the website published for various products. There will be a person (Seller) who can register themselves onto the proposed system after successful registration (with authentication) Seller can add their product directly into the system after successful registration they shall add their products by clicking on "add products" option on the top menu bar. The handloom home page should contain the title of the product under product name there is brief description about that particular product. The mode of payment will be depending on customer whether it is online or cash on delivery.

*Key Words***:** E-commerce, Html, CSS, JavaScript, Mysql, Python, Django, Naive bayes algorithm.

1. INTRODUCTION

The purpose of our project titled, "**CRAFTLIST- *"A Vision for the artist"*** is to develop a web application/Website to help individual peoples who are willing to start their small business without large investment. Proposed system provide online shopping service to the peoples who love unique handmade products can easily available for them at affordable cost and they can directly but it from the seller who will register themselves for adding their product with original price and make them available to all the users from the proposed system

1.1 PROBLEM STATEMENT

In rural areas most skilled persons cannot show their creativity due to lack of a platform sometimes due to Poverty so, we are trying to provide them a good platform where can start and grow their business without investing huge amount of money it can help to reduce the margin of middleman on which the artisans rely. It can also prevent from copy of the unique designs which cannot yields low demand. The proposed system available in the form of web application and website
For selling their handmade products online by registering themselves and adding their products to the system which are easily available for the buyer.

1.2 OBJECTIVE

-   To make their product easily available and get them wide range of customers.
-   To make artisans products directly available without rely on middleman.
-   To remove the margins of middleman so they can get the sales what they deserve.
-   Step towards make everyone independent with make in India products.
-   Helpful for various individual artisans and house wives who are willing to start their business with handmade products.
-   To make the platform available anywhere (web based application) at any location.

2. LITERATURE SURVEY

The first problem is that there are many website or online platform are available for different product but these are not focus on local craftsman. Large audience and public not aware about this thing in existing system. Global brand become visible and local good things are outdated. E-commerce never focused on this business.

-   **Platform unavailability:**
    Platform for targeted business is not available.

-   **Digital unawareness:**
    Craftsman is many but they don't know about proper digital platform where they can run the business.

-   **Local business structure** –
    In now days still this skilled person was used old strategy for their product they run their business from local market, roadside selling.

Indian Craft Sector

Craft is one of the most important sectors in the Indian economy employing further than seven million people. The country produces wood ware, art metal wares, hand printed fabrics, exaggerated goods, zari goods, reduplication jewelry, dollies, pottery, tableware, bouquets, agarbattis, etc. The craft sedulity in India is dominated by womanish crafters with over 56 of the total handcrafters. ultimate of the manufacturing units are in pastoral and small cosmopolites, and there is enormous request eventuality in all Indian cosmopolites and abroad

Import Sector of Craft

The largest carpet import destinations for India are USA, Germany, the UK, and Australia with a share of about 57, 6, 5 and 5, singly. Crafts have always been a commodity. The potter can't survive if he makes only two pots a time. Indian handicraftsmen are far more serious and concentrated about their affair. And there's nothing wrong with that.
The skilling terrain changed among handicraftsmen!

Chops pass on through generations if the parent is doing well. Technology has made life easier, but that also means immature people do n't see value in the hard work that goes into crafts. But there are also enough samples of youths who have gone down to study or work, but come back to their family's casting traditions. I have seen a fourth- generation needle worker say that his toddler will take up the family's traditional business. It all depends on whether their business is thriving, and not so much on acquired chops.

Craft industry roadmap.

Not unexpectedly, the assiduity is the second largest employer after husbandry, engaging overhead of 15 crore crafters, and constitutes a significant part of the frugality. Over the last many times, the growth of transnational requests coupled with ease of trade has opened new openings for crafters. That said, the handcraft assiduity was one of the worst hit during the recent COVID lockdown with numerous Indian crafters floundering to make ends meet. As the global frugality recovers from the epidemic, the Indian crafts assiduity stands at a critical juncture – to come out of it stronger and further flexible than ever. The need of the hour for the assiduity is to concentrate on the following,

Expand Swadeshi Product

The key lies in imbibing ultramodern sensibilities in traditional crafts to make them more applicable and desirable to ultramodern times. For them to succeed, there needs to be a further study- eschewal approach to design and quality. New-age contrivers and brands must also be encouraged to laboriously conclude for locally available raw accoutrements and sustainable options that don't compromise the quality and aesthetics of the final product. By choosing to go original, contrivers and brands can drive the frugality from the grassroots and also employ ancillary sectors that depend on the handcraft sector. The government has an inversely vital part then – laboriously introducing benefits and impulses to drive locally- grown, locally- produced sustainable handcraft products.
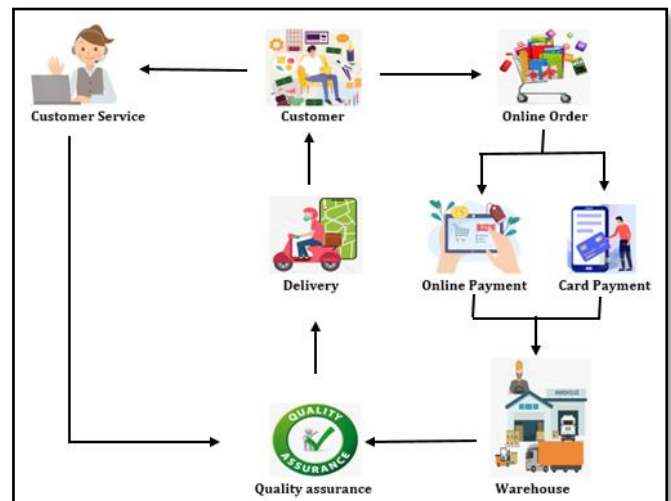
Enabling Technology to Growth

New age consumers are decreasingly concluding to protect through virtual requests – furnishing Indian crafters a stronger presence ten's essential for the long- term survival and growth of the assiduity. New- age companies and entrepreneurs particularly can play a vital part in driving this forward by bringing technology prowess and moxie to the grassroots and furnishing access to digital requests. Several authors of the handcraft assiduity agree that the experience of buying craft products needs to change with further mindfulness, commerce, and emotional connection. As part of this, there needs to be a combined trouble to educate new- age guests on the colorful Indian crafts, their timber and skill, so that there's lesser appreciation for the art.

3. SYSTEM ARCHITECTURE

The developed system offering a seller services and tools which can help creative rural artisans to start, grow and manage their art or hobby that come under the Handloom and Handicraft sector. The Indian artisans have also been much-appreciated peoples of society. This system will allow registered users of the system to buy a product available in the site and access the website published for various products.

The proposed system will allow creative rural artists who can sell their handmade products on our platform which includes wooden crafts, woolen craft, toys, candles, home décor etc.
Our mission is to grow their business and earn good income by selling their handmade unique creations which can save their time and reduce their efforts. The people who are interested in home décor or searching unique things for their home décor they can easily find at affordable price what they wished for and we will act as a bridge between seller and the customer.

3.1 Functional Requirements:

- User Login and Registration Model.
- Craft Owner Login, Registration and Dashboard Model.
- Products e-commerce Page.
- Individual Product Page.

3.2 Non-functional Requirements:

- Accessibility - The website should be accessible for the registered users only. Website is accessible anywhere and everywhere.
- Security - The user data will be stored into individual blocks with the help of block chain. Any one of the block chain algorithm is used at the time of creation of block.
- Reusability – Once the user is register they do not need to re-register

4. TECHNICAL SPECIFICATIONS

- IDE: VS Code
- Front-end: HTML, CSS, Bootstrap5
- Backend: Python version 3.10 and above
- Framework: Django
- Technology: Block chain
- Database: SQLite3
- Libraries: Pillow, Crypto, crispy forms

5. FUTURE SCOPE

"Ecommerce for handicraft" aimed for spreading awareness of the rich and cultural art of handicrafts which will lead to its growth in demand globally. To come up with our own online portal for selling those rich and diverse handcrafted products directly from the artisans to the customers.
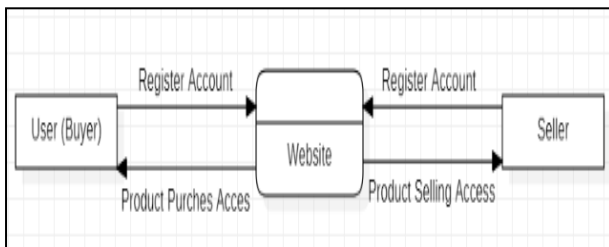
6. DESIGN AND IMPLEMENTATION
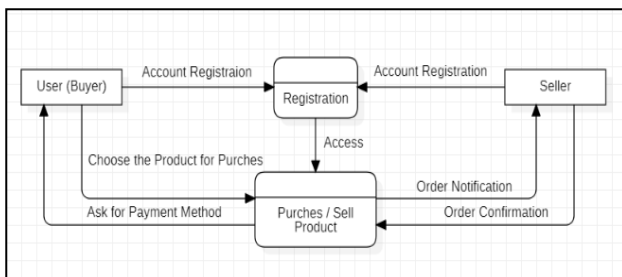
6.1 DFD Level 0

Figure: DFD Level 0 Diagram

6.2 DFD Level 1

Figure: DFD Level 1 Diagram
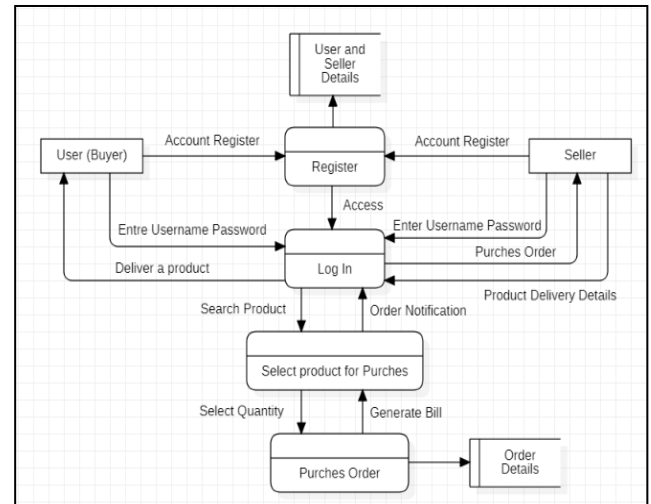
6.3 DFD Level 2

Figure: DFD Level 2 Diagram

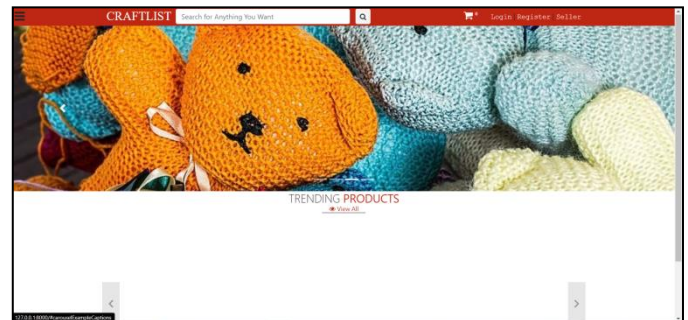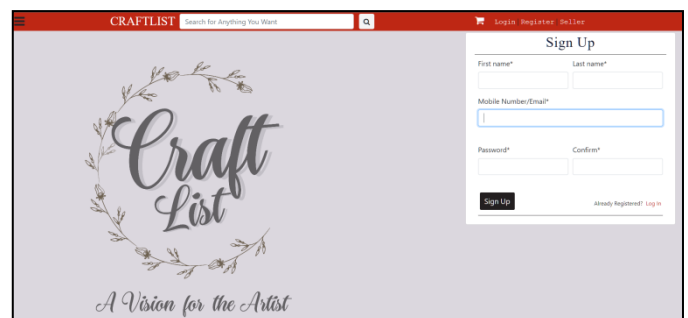## 6.4 IMPLEMENTATION

6.4.1 GUI SCREENSHOT:

Fig 1: Homepage

Fig 2: Registration Page

Fig 3: Login Page
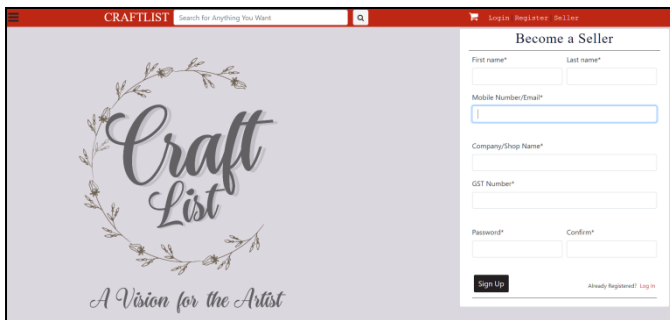
Fig 4: Registration for Seller

7. CONCLUSIONS

The conclusion is that our website provides employment as well various products to customers and also we customize products according to the wish of the customer, we have flexibility in our process, from ordering of the product to the delivery. Also returns and refunds are easier than ever, the product is guaranteed for damage, if nay is done, one can request for a replacement or simply a refund. It will help the local craftsmen reach out to a wider audience who admire the real art. It will help them reach out to those people who respect the artwork but live far away and can't travel to shop for them.

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