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A Review on E-commerce Site

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Abstract

The most prominent business application of the World Wide Web is the business-to-consumer aspect of electronic commerce (e-commerce). An e-commerce website's primary objective is to sell products and services online. The development of an online storefront for the sale of smartphones and laptops is the focus of this project. A web browser serves as the front-end client, a middle tier of Microsoft Internet Information Services (IIS), and a backend database are used to implement the system. A number of technologies need to be developed and comprehended before an e-commerce website can be created. Multi-tiered architecture, server- and client-side scripting techniques like php and relational databases like MySQL are examples of these. The primary objective of this project is to demonstrate that improved interaction features on smartphones and laptops could boost online sales.

Key words: online shopping, e-commerce , website

1.1Introduction

The computer is an integral part of our day-to-day lives. With just one mouse click, we can get anything we want. The computer's speed, dependability, and accuracy make it an effective tool for a variety of tasks. The rapid availability and processing of information via computer is a fundamental requirement of modern business. Within a matter of seconds, the kind of information required can be easily obtained. The project I took on falls under this category as well, since whenever we want to purchase something, we can easily do so from home.

The buying and selling of goods and services, as well as the transfer of funds or data, over an electronic network, primarily the internet, is known as electronic commerce. These deals happen either as business-to-business (B2B), business-to-buyer (B2C), consumerto-purchaser or shopper to-business. E-business and e-commerce are frequently used interchangeably. The transactional steps involved in online shopping are also sometimes referred to as "e-tail."

1.2 Objective

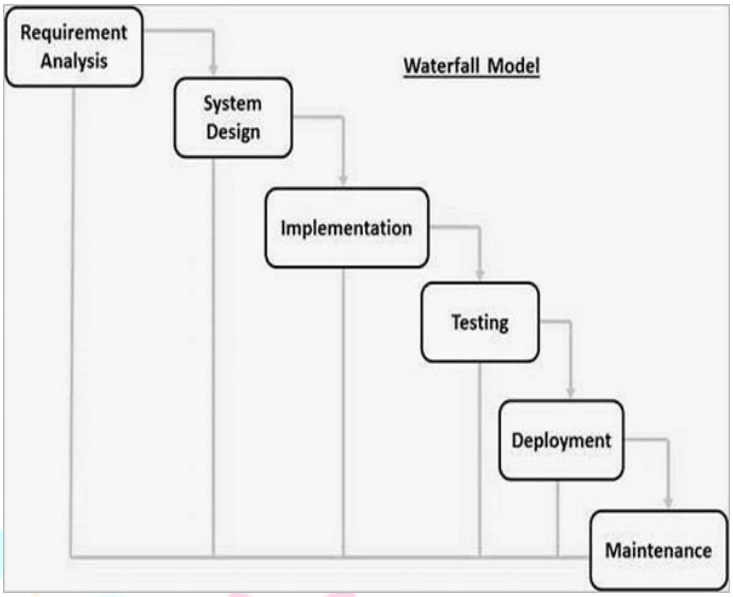
Developing a GUI based automated system, which will cover all the information Related to the all products which is used in our daily life. For example – Mobiles Phones, Laptops, Clothes, Books, Electronic Items and many more. So by this GUI based automated system a user want to purchase something then it only a mouse click away to purchase these products.

The e-commerce is mainly useful for ho haven't time to go shopping or for comfortably to the customers. Those are just entered into this website and bought they want at any time they can visit the web-site. Customer will choose different items like mobile, laptops, etc. This website is based on this formal. After chosen items they pay bill thorough pay pal process. Customer will get their items just sitting at home.

1.3 Needs of Ecommerce

The "ecommerce" platform was developed in response to the requirements that are currently present in various fields. This is an e-commerce website that lets you buy mobile phones, laptops, tabs, and many other items. Users who wish to make a purchase will, as a result, make use of this system by first creating an account on the portal, then logging in with their username and password, selecting the items they wish to purchase, adding them to their shopping cart, and finally making a payment.So by using this portal users can easily purchase products from their home.

1.4 Methodology Development Model



The sequential phases in Waterfall model are –

Requirement Gathering and analysis – All possible requirements of the system to be developed are captured in this phase and documented in a requirement specification document.

- **System Design** – The requirement specifications from first phase are studied in this phase and the system design is prepared. This system design helps in specifying hardware and system requirements and helps in defining the overall system architecture.
- **Implementation** – With inputs from the system design, the system is first developed in small programs called units, which are integrated in the next phase. Each unit is developed and tested for its functionality, which is referred to as Unit Testing.
- **Integration and Testing** – All the units developed in the implementation phase are integrated into a system after testing of each unit. Post integration the entire system is tested for any faults and failures.

Deployment of system − Once the functional and non-functional testing is done; the product is deployed in the customer environment or released into the market.

Maintenance − There are some issues which come up in the client environment. To fix those issues, patches are released. Also to enhance the product some better versions are released.

Maintenance is done to deliver these changes in the customer environment.

1.5 Tools and Technique

a. Php
b. Xampp
c. Mysql yog
d. HTML
e. Bootstrap
f. Sublime text
g. Git hub
h. Java Script
i. Css

Php

Hypertext Preprocessor, more commonly referred to as PHP, is a server-side scripting language that was developed for Web development but is also utilized for a variety of other programming tasks. The PHP reference implementation, which was initially developed by Rasmus Lerdorf in 1994, is now produced by The PHP Group. PHP was formerly known as Personal Home Page, but the recursive acronym PHP now stands for it: Preprocessor for hypertext.

PHP code can be incorporated into HTML code or utilized in conjunction with a variety of web frameworks, content management systems, and template systems. A PHP interpreter that is either a Common Gateway Interface (CGI) executable or a web server module typically processes PHP code. The generated web page and the outcomes of the interpreted and executed PHP code, which may include images or other data, are combined by the web server. Additionally, PHP code can be used to create standalone graphical applications and can be executed using a command-line interface (**CLI).**

Xampp

The Apache HTTP Server, MariaDB database, and interpreters for PHP and Perl scripts make up XAMPP, a free and open source cross-platform web server solution stack package developed by Apache Friends. Cross-Platform (X), Apache (A), MariaDB (M), PHP (P), and Perl (P) are all spelled XAMPP. It is a lightweight, easy-to-use Apache distribution that makes setting up a local web server for testing and deployment incredibly simple for developers. An extractable file contains the server application (Apache), database (MariaDB), and scripting language (PHP) necessary to set up a web server. XAMPP is also cross-platform, so it works well on Windows, Linux, and Mac OS X. It is also very simple to move from a local test server to a live server because most actual web server deployments use the same components as XAMPP.

Mysql yog

Database architects, developers, and DBAs can all use MySQL Workbench, a unified visual tool. Data modeling, SQL development, and extensive administration tools for server configuration, user administration, and backup are all included in MySQL Workbench. Windows, Linux, and Mac OS X all support MySQL Workbench.

The most widely used markup language for creating web pages and web applications is HTML. It is a triad of foundational technologies for the World Wide Web that includes JavaScript, Cascading Style Sheets (CSS), and HTML.

Web browsers convert HTML documents from local storage or a web server into multimedia web pages. Semantically, HTML describes the structure of a web page and originally included cues for the document's appearance.

The building blocks of HTML pages are HTML elements. Images and other objects, such as interactive forms, can be embedded into the rendered page using HTML constructs. By denoting the structural semantics of text, such as headings, paragraphs, lists, links, quotes, and other items, HTML makes it possible to create structured documents.

Bootstrap

Bootstrap is a front-end framework for designing websites and web applications that is free and open-source. It includes optional JavaScript extensions and design templates for typography, forms, buttons, navigation, and other interface components based on HTML and CSS. It only cares about front-end development, unlike many other web frameworks.

Java Script

JavaScript is a high-level, interpreted programming language that is frequently abbreviated as JS. Additionally, it is a language that is multi-paradigm, prototype-based, dynamic, and weakly typed.

JavaScript is one of the World Wide Web's three core technologies, along with HTML and CSS. JavaScript is an essential component of web applications because it enables interactive web pages. By far most of sites use it, and all significant internet browsers have a committed JavaScript motor to execute it.

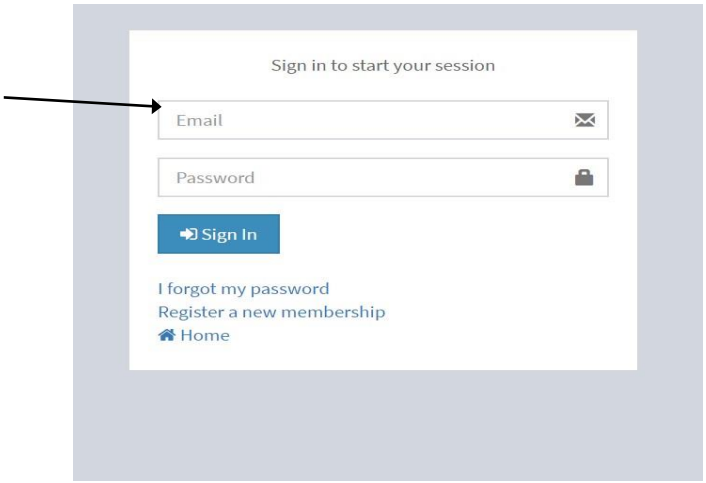
Sublime Text

With a Python application programming interface (API), Sublime Text is a proprietary cross-platform source code editor for all platforms. It is natively compatible with numerous programming and markup languages, and plugins, typically developed by the community and maintained under free software licenses, allow users to add functions.

Github

A web-based hosting service called GitHub uses Git for version control. Most of the time, computer code uses it. In addition to adding its own features, it provides all of Git's distributed version control and source code management (SCM) functionality. Bug tracking, feature requests, task management, and wikis are just a few of the collaboration features it offers for each project.

GitHub is a popular platform for hosting open-source software projects and offers plans for both private repositories and free accounts.



Css

A style sheet language called Cascading Style Sheets (CSS) is used to describe how a markup language like HTML presents a document. Along with HTML and JavaScript, CSS is one of the World Wide Web's fundamental technologies.

Layout, colors, and fonts are just a few examples of the content and presentation that can be separated with CSS. By specifying the relevant CSS in a separate css file, this separation can make it possible for multiple web pages to share formatting, provide more flexibility and control over the specification of presentation characteristics, and reduce structural content complexity and repetition.

1.6 Specification Requirement

1.6.1 External Interfaces

- This interface will be actual interface through which the user will communication with the application and perform the desired tasks.

Admin login

I.D:

Role: Admin wishes to login to the system

Precondition: Username and Password

Success end Condition: Main option of screen display

Failed end Condition: User has entered incorrect Username and Password or both

Edit

ID:

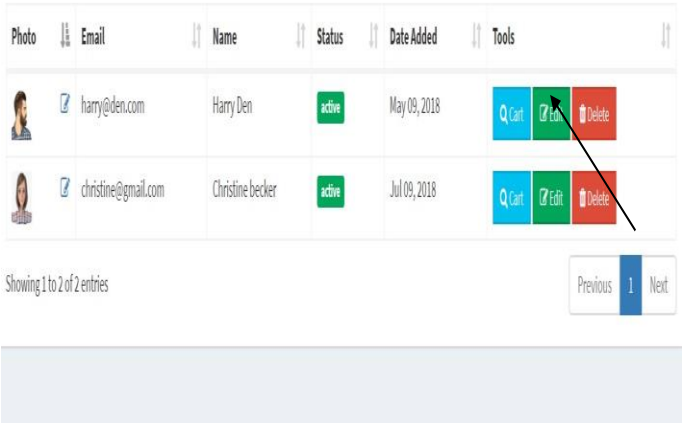
Precondition: User has successfully navigated to the

search result

Success end Condition: User has successfully made the changes

1.To edit user records in the data base, first search the record you want to edit then click on 'edit' button.

2.Edit the particulars user that you want to change and click on' Save' button.



Performance required

- Security

-System should be Protected from unauthorized access Where the validate Username and Password are required so no other can access.

- Maintainability

-System should be design in a maintain order. So it can be easily modified.

1.6.2 Software Product Features

Ecommerce system

Login Information System Description

-The system will maintain the login information of its user to enter in to the software

- Validating Checks

-Administrator need to login the unique id and password.

-Contact number should have maximum 10 digits.

-All the details must be fill up.

-Email address should be in the proper format.

- Sequencing information

-Login information should be filled before the user allowed.

- Error Handling

-If user doesn't filled up validate information then the system display error message for user and request to enter the validate information.

Logical Database

categories

Column	Type	Null	Default	Links to	Comments	MIME
cat_id (Primary)	int(100)	No				
cat_title	text	No				

Indexes

Keyname	Type	Unique	Packed	Column	Cardinality	Collation	Null	Comment
PRIMARY	BTREE	Yes	No	cat_id	3	A	No	

orders

Column	Type	Null	Default	Links to	Comments	MIME
order_id (Primary)	int(11)	No				
user_id	int(11)	No				
product_id	int(11)	No				
qty	int(11)	No				
trx_id	varchar(255)	No				
p_status	varchar(20)	No				

Indexes

Data Design

Data Model: A database model is a type of data model that determines the logical structure of a database and fundamentally determines in which manner data can be stored, organized and manipulated.

Level

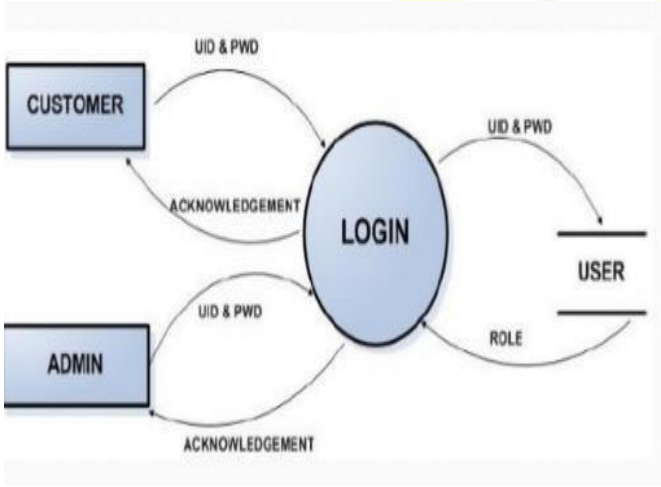


Figure: Data flow

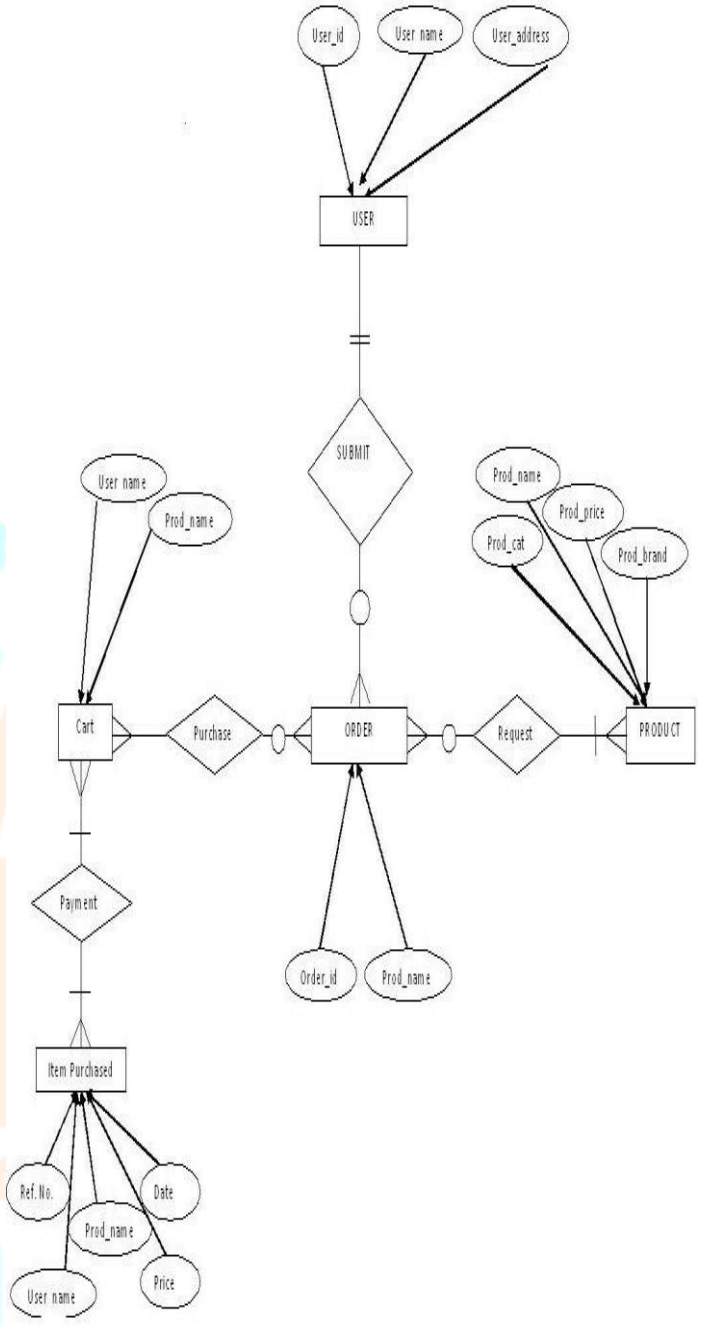


Figure: ER diagram

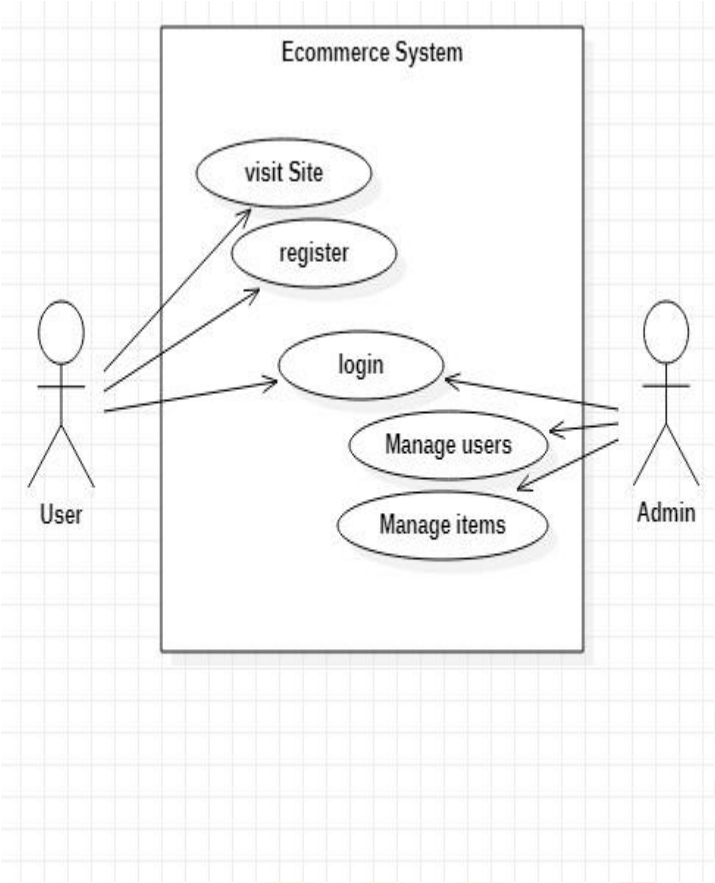


Figure: Use case Diagram of Ecommerce

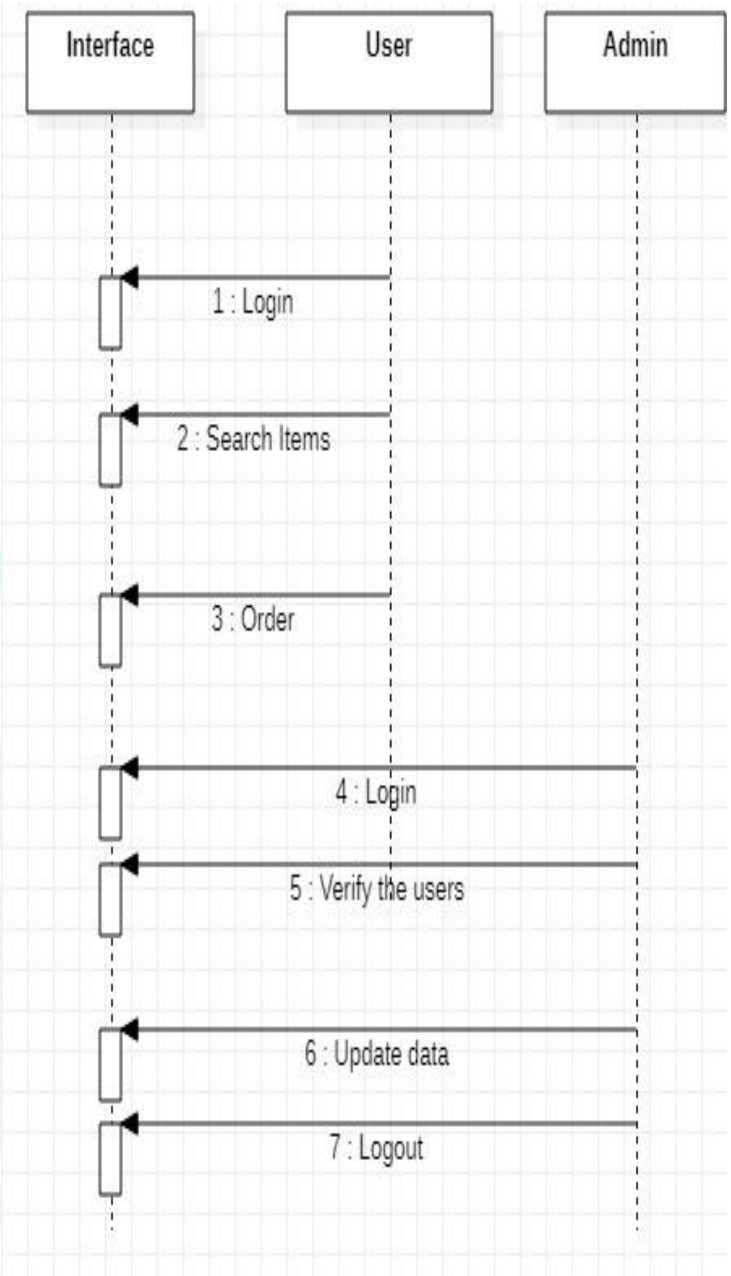


Figure: Sequence Diagram

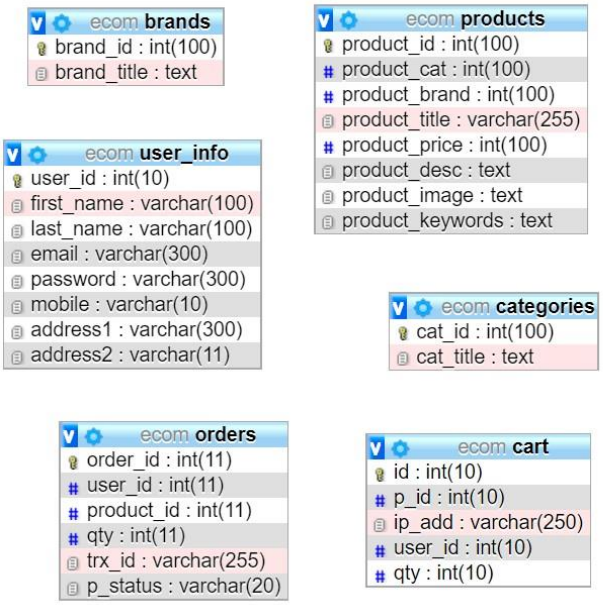


Figure: Schema Diagram

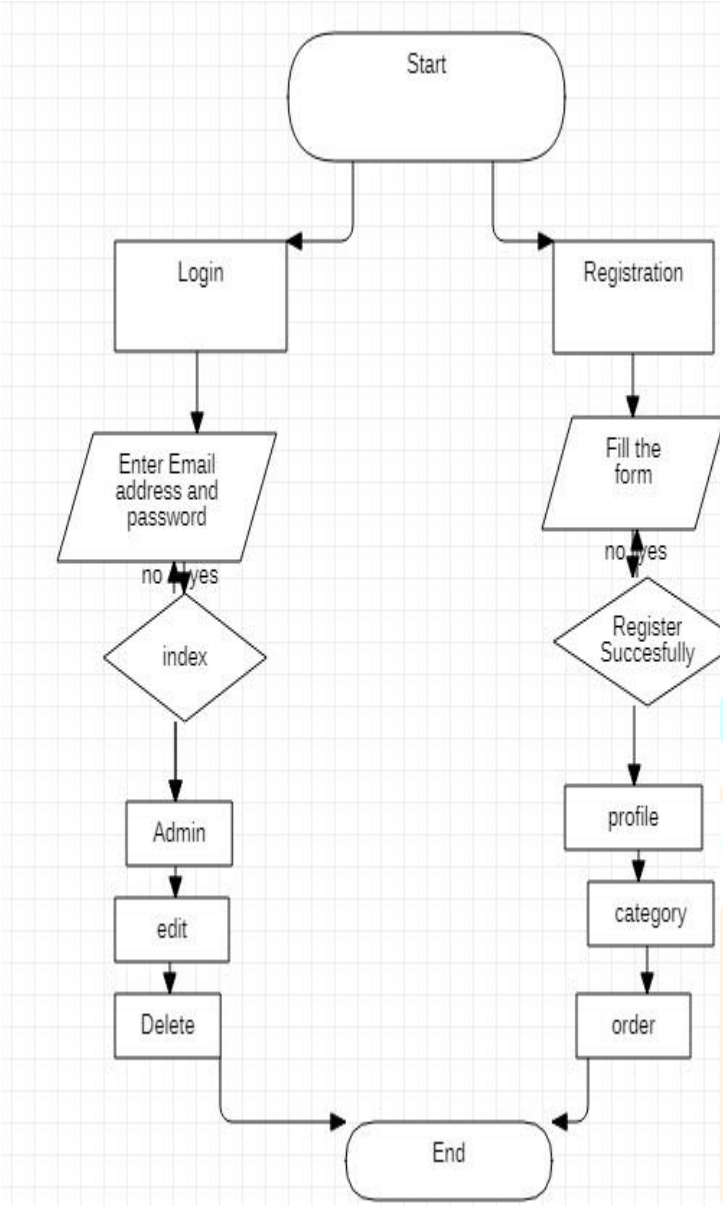


Figure: Flowchart of Ecommerce

Task and Activities Performed

2.1 Profile of Problems

One must know what the problem is before it can be solved. The basis for ecommerce is to buy products online and save the timing.

A Ecommerce, who want to buy any product of their need, has to contact different Shoppers, before deciding upon a particular Product that best suit his needs, requirements and satisfaction. Moreover, most of the work involved in this development process has to be done manually which is very time consuming and cumbersome and also, it reduces the efficiency, accuracy.

To know the facts and understanding of the problem in detail, ***System Analysis*** is carried out. It is the process of studying the business processes and procedures, generally referred to as business systems, to see how they can operate and whether improvement is needed.

2.2 Structure of the project

- Before Login
- Login
- Register
- Forget Password
- Administrator Login
- About Us
- Contact Us
- After Administrator Login
- Edit Website Details
- Add Brands
- Add Category
- Add Items
- Delete Brands
- Delete Category

- Delete Items
- Manage User
- See Users
- Users Shopping
- Add Users
- Delete Users
- Logout
- After User Login
- My Profile
- Edit Profile
- Change Password Buy Products
- Categories (Controlled by Admin. Which can be add it dynamically according to their needs)
- My Cart
- My Shopping's
- Checkout
- Logout

2.3 Scope and Feasibility

This activity is also known as the feasibility study. It begins with a request from the user for a new system. It involves the following:

- Identify the responsible user for a new system
- Clarify the user request
- Identify deficiencies in the current system
- Establish goals and objectives for the new system
- Determine the feasibility for the new system
- Prepare a project charter that will be used to guide the remainder of the Project

2.4 System Analysis

The development of a structured system specification for the proposed system is the objective of the system analysis activity. What the proposed system would do should be described in the structured system specification; regardless of the technology that will be used to put these requirements into action. These requirements will be carried out with the help of the structured system specification. The essential model, also known as the logical model, will be the name given to the structured system specification.

Multiple models may make up the essential model, each of which may represent a different aspect of the system. The state transition diagram and the data flow diagram both have the potential to represent the system's time-dependent behavior. Therefore, the following elements make up the essential model:

- Context diagram
- Leveled data flow diagrams
- Process specification for elementary bubbles
- Data dictionary for the flow and stores on the DFDs.

2.5 System Design

System design involves transformation of the user implementation model into software design.

The design specification of the proposed system consists of the following:

- Database scheme

- Structure charts
- Pseudo codes for the modules in structure charts

2.6 Implementation

This activity includes programming, testing and integration of modules into a progressively more complete system. Implementation is the process of collect all the required parts and assembles them into a major product.

2.7 Test Generation

This activity generates a set of test data, which can be used to test the new system before accepting it. In the test generation phase all the parts are come which are to be tested to ensure that system does not produce any error. If there are some errors then we remove them and further it goes for accepting.

2.8 Problem Analysis

Ecommerce system is a computerized, online solution to the various problems faced by the Product buyer and seller wishing to outsource their software development work to a Provider at an economical cost, thus achieving high performance, accuracy, reliability and high speed of data retrieval.

In this system, there is a registration process each for the Product buyer and seller. The Administrator of the site verifies the Provider after his registration and if satisfied, assigns him a user name and password.

Our site can be used by anyone who is searching for Products whether he/she is first time visiting our site. Our site also provides some discounted Products as same u get on any shop.

The software covers the following point while keeping in mind user's requirement-:

Fast online access of information about various Products.

- Search Products by keywords like functional area, experience and also by initials of the

Product's name.

- Administrator will maintain the database and perform all process.

There are 2 categories of users-

1. General User
2. Registered Users

Discussion and Conclusion

3.1 Conclusion

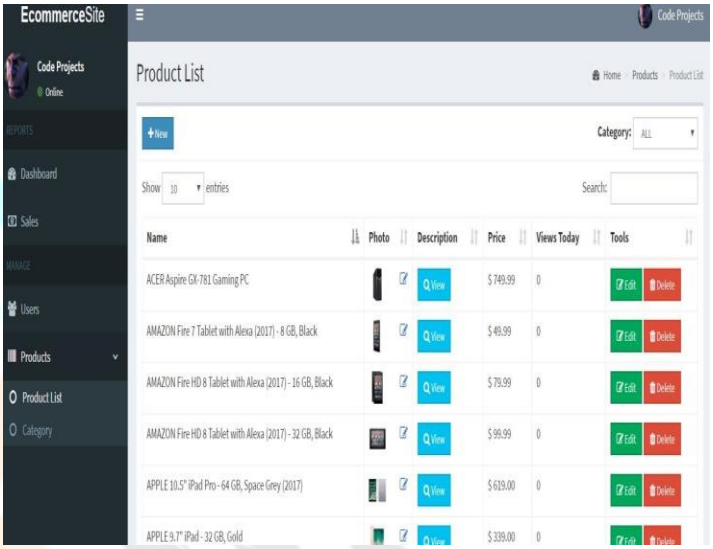
To conclude the project's description: The project, which was developed with PHP and MySQL, is flexible enough to be improved in the future and is based on the user's requirement specification and an analysis of the existing system. The extended usefulness of the present programming requires a fitting methodology towards programming improvement. PHP, CSS, Bootstrap, and JavaScript were utilized in the development of this e-commerce site project. Regarding the project, it possesses all necessary essential features. This task has a client side where he/she can see item class and add items to truck and continue for checkout though from organization side he/she can see deals, number

of item, clients, day to day deals report, add item and classifications. If the user so chooses, they can also leave feedback about each product. All of the main tasks in this project are handled by the admin. Easy to use.

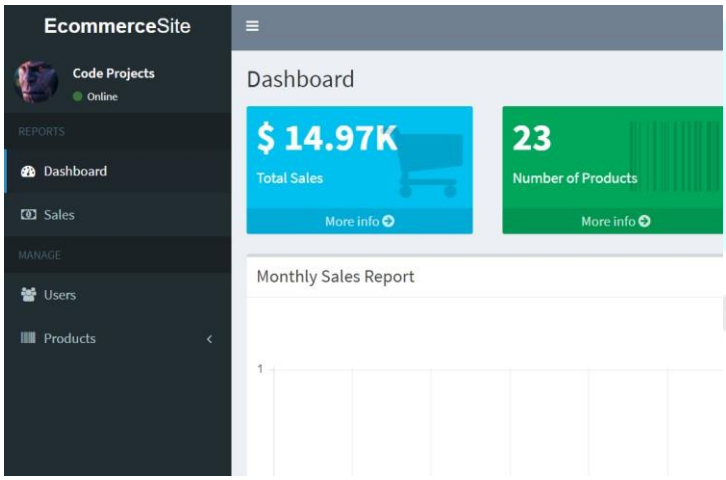
3.2 Screen Shot

Home Page

Product List



Admin Page



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