A Mini Project Report on

Myntra Clone

T.E. - I.T Engineering Submitted

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CERTIFICATE

This to certify that the Mini Project report on **E-commerce Myntra clone** has been submitted by Sahil Sawant (20104006), Sahil Jadhav (21204013) and Adarsh Rai (20104039) who are a Bonafede students of **A. P. Shah Institute of Technology, Thane,** as a partial fulfilment of the requirement for the degree in **Information Technology**, during the academic year **2022-23** in the satisfactory manner as per the curriculum laid down by **University of Mumbai**.

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ABSTRACT

An e-commerce website is one that allows people to buy and sell physical goods, services, and digital products over the internet rather than at a brick-and-mortar location. Through an e-commerce website, a business can process orders, accept payments, manage shipping and logistics, and provide customer service. The term "e-commerce" simply means the sale of goods or services on the internet. In its most basic form, e-commerce involves electronically transferring funds and data between 2 or more parties.

There are many different payment systems available to accommodate the varied processing needs of merchants, from those who have a few orders a day to those who process thousands of transactions daily.With the addition of Secure Layer Technology,E-C0mmerce is also a very safe way to complete transactions.

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Chapter 1

Introduction

An e-commerce website is one that allows people to buy and sell physical goods, services, and digital products over the internet rather than at a brick-and-mortar location. Through an e-commerce website, a business can process orders, accept payments, manage shipping and logistics, and provide customer service. The term “e-commerce” simply means the sale of goods or services on the internet. In its most basic form, e-commerce involves electronically transferring funds and data between 2 or more parties

Much like a traditional physical retail store, e-commerce websites allow consumers and businesses to buy and sell to one another on a designated platform. The main difference between e-commerce and physical commerce, however, is that e-commerce transactions occur entirely over the internet rather than at a brick-and-mortar location.

For the user section, the users can go through the homepage, about, and contact pages. In order to order the food items, the user has to create an account and sign in or log in. The food comes with the cost as well. This project makes a convenient way for customers to buy/purchase food online, without having to go to the restaurant. This Online Food Order System is in PHP, JavaScript, and CSS. Talking about the features of this system, it contains the admin(manager) section and the user (customer) section.

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- **Solution Proposed :**

  In our project we are trying to bring many stores with different objects under one platform so that user can online purchase the things they need.

1.1Purpose

- To automate the existing manual system by the help of computerized equipment's and full-fledged computer software.
- For fulfilling their requirements, so that their valuable data/information can be stored for a longer period with easy accessing and manipulation of the same.
- The required software and hardware are easily available and easy to work with.

1.2 Problem Statement

E-commerce provides an easy way to sell products to a large customer base. However, there is a lot of competition among multiple e-commerce sites. When users land on an ecommerce site, they expect to find what they are looking for quickly and easily.

1.3 Objective

- To reach more customers and by that increase sales in business.
- To enable customers for quick and easy find of the best solution for their needs to deliver better results consistently.
- To cut on traditional costs by reducing the need to respond to every request manually.
- Customer support services for purchased items are deliverable online. Subsequently, turnaround time is greatly reduced and customer satisfaction well increased.
- To help clarify things like top selling products, least selling products and so on. Ecommerce gathers accurate usage information.
- This data is very useful in creating targeted marketing campaigns that achieve.

1.4 Scope

- Convenience in time – people can shop from home, while travelling, and whenever they want. No worrying about store closing, holidays, commuting, traffic jams etc.
- They can easily compare products and prices at different online stores
- With multiple payment options, it offers more convenience and safety as the gateways are secure and encrypted
- Elderly people, differently abled people, those who are confined to their homes due to illness or injury, mothers with little children – for such people, online shopping is especially helpful, as they can shop comfortably and without fear of falling, getting pushed and shoved, and so on.

- Online stores clearly mention return and exchange policies on the site, making it easy for shoppers to decide
- You can get detailed explanation of the product, its working, materials/ingredients – even demo videos. This helps consumers to make informed decisions
- Online shopping offers great safety in shopping from home, especially in times like the present

– when the global pandemic is threatening the health of all those who mingle in public.

Chapter 2

Literature Review

- The online food ordering market has increased in the U.S with 40 percent of U.S adults having ordered their food online once. The online food ordering market includes foods prepared by restaurants, prepared by independent people, and groceries being ordered online and then picked up or delivered.
- By the late 2000s, major pizza chains had created their own mobile applications and started doing 20–30 percent of their business online. With increased smartphone penetration, and the growth of both Uber and the sharing economy, food delivery startups started to receive more attention. In 2010, Snapfinger, who is a multi-restaurant ordering website, had a growth in their mobile food orders by 17 percent in one year.
- In a 2019 market study of restaurant delivery services, the global market for online-ordered prepared food delivery was estimated at $94 billion and is estimated to grow at just over 9 percent a year, reaching $134.5 billion in 2023. The study defined the market as 1"meals ordered online which are directly delivered by the restaurant, no matter if ordered via a platform or a restaurant website online meal orders and deliveries "both carried out by a platform" "online orders that are picked up in the restaurant" by the customer. It does not include phone orders.

- After 2020, COVID-19 significantly boosted online food delivery usage worldwide According to research conducted by the NDP Group, online restaurant ordering is growing 300% faster than dine-in traffic.

Chapter 3

Proposed System

The aim of E-commerce recommendation is to take advantage of Ecommerce site to provide information and suggestion, to help consumers make right choices. An E commerce system is a process in which people (specifical customers) are being provided with the option of purchasing goods and services directly from the seller, all in a real-time environment. Online shopping is an application of the internet as electronic commerce. From the business perspective, customers usually find the products more attractive, on websites, as they get all the details available there.

3.1 Features and Functionality

1.Registration

In order to use the system the users will need to register in the system, and for registration, they need to provide various information related to them such as name, address, etc.

2.Search bar

This provides users with an option through which they can search the product they want to purchase.

3.Cart

After selecting a product if the user wants to purchase it, later they can save the product in the cart.

4.Check out

Through this module, the user can place their order and can choose preferred method for payment.

5.Easy Payment Options

User Can Easy Pay The Product Price By Just Entering Details Or Via Cash On Delivery.

Chapter 4

Requirement Analysis

- **Performance Requirements**

The load time for the user interface screen should take no longer than 5 seconds.

- **Design Constraints**

The application should be able to run on any Pc or Laptop.

- **Availability**

The application should be available at all times whenever user wants to use.

Hardware requirements :-

- **RAM**

The application requires a device with a minimum of 512MB RAM while running.

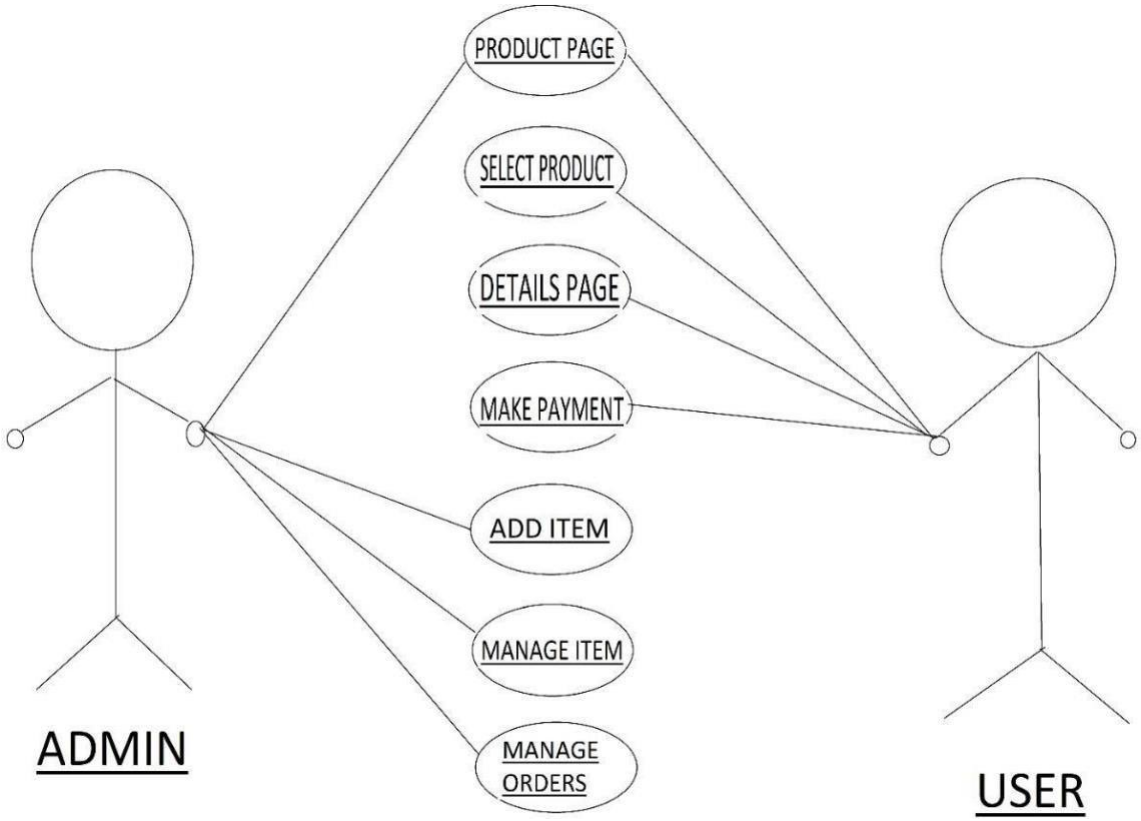
- **Processor speed**

The application requires a device with a minimum processor speed of 1GHz while running.

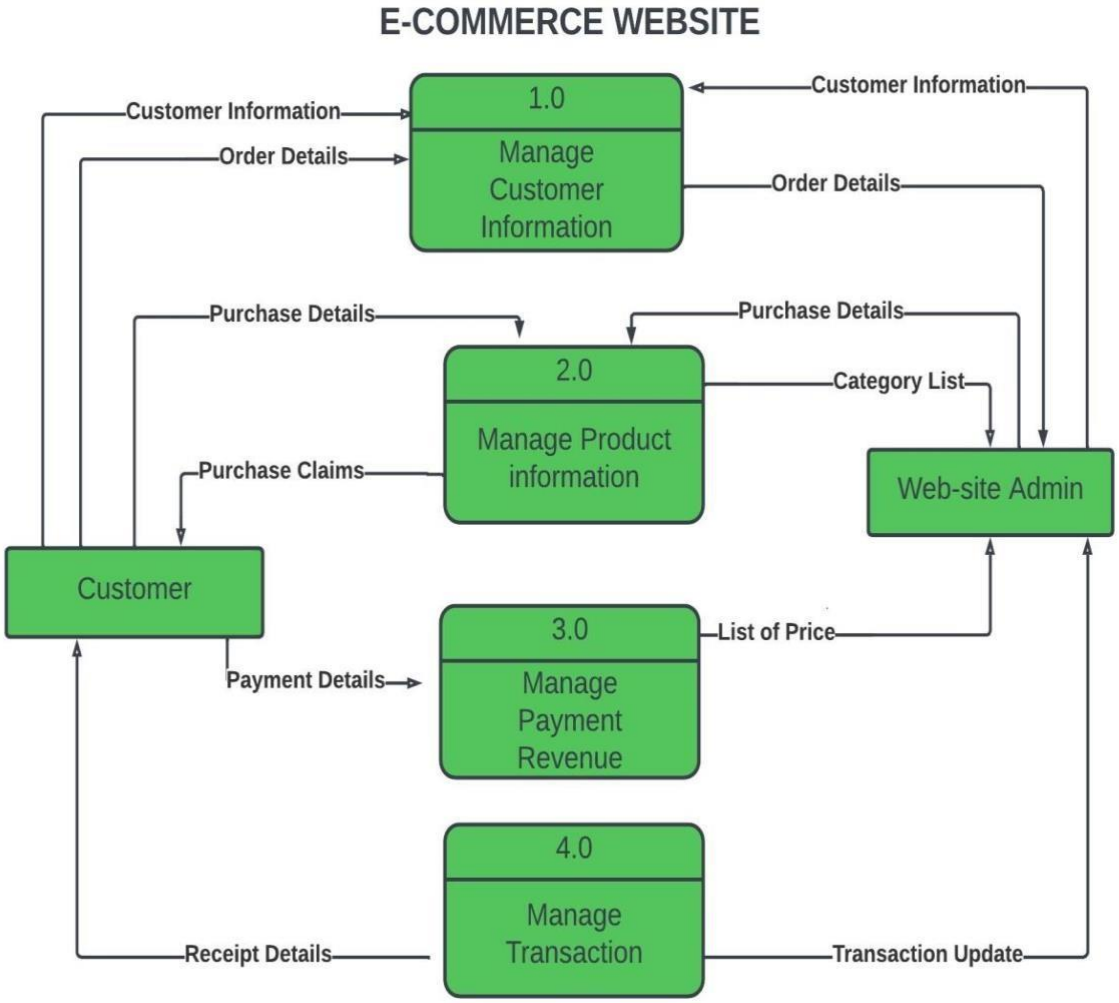
Chapter 5

Project Design

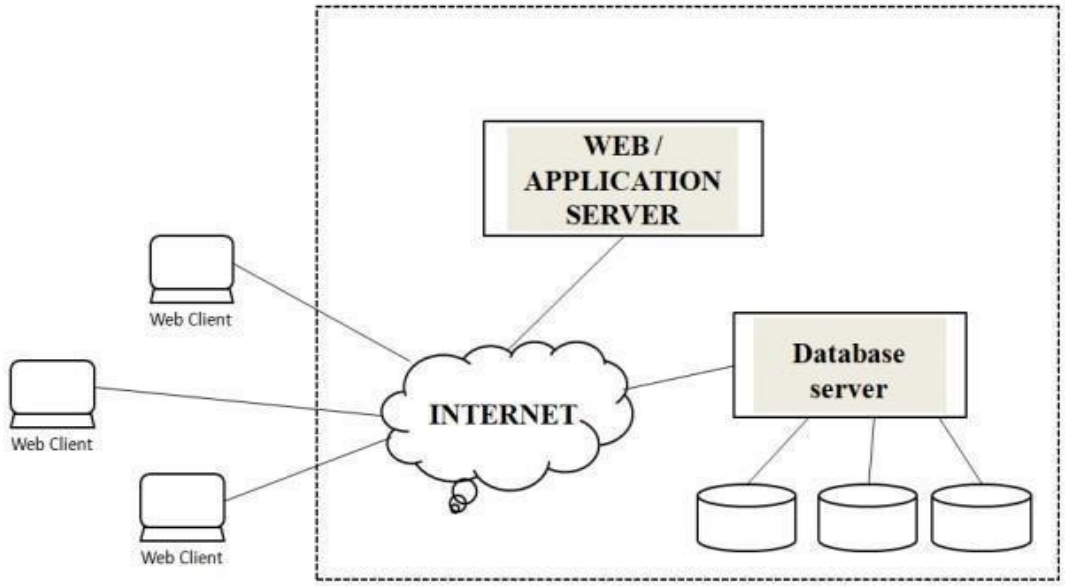
5.1 Use Case Diagram



5.2 DFD



5.3 System Architecture



Chapter 6
Technical Specification

Development: VS Code

VS Code also known as Visual Studio Code is a source code editor made by Microsoft for Windows, Linux, MacOS. It has various features such as Debugging, Syntax highlighting, extension, intelligent code completion.

Frontend: Html, CSS, JavaScript

As a web developer, the three main languages we use to build websites are HTML, CSS, and JavaScript. JavaScript is the programming language, we use HTML to structure the site, and we use CSS to design and layout the web page. These days, CSS has become more than just a design language, though. You can actually implement animations and smooth transitions with just CSS.

OS : Windows

Windows is a graphical operating system developed by Microsoft. It allows users to view and store files, run the software, play games, watch videos, and provides a way to connect to the internet. It was released for both home computing and professional works.

Backend: MongoDB

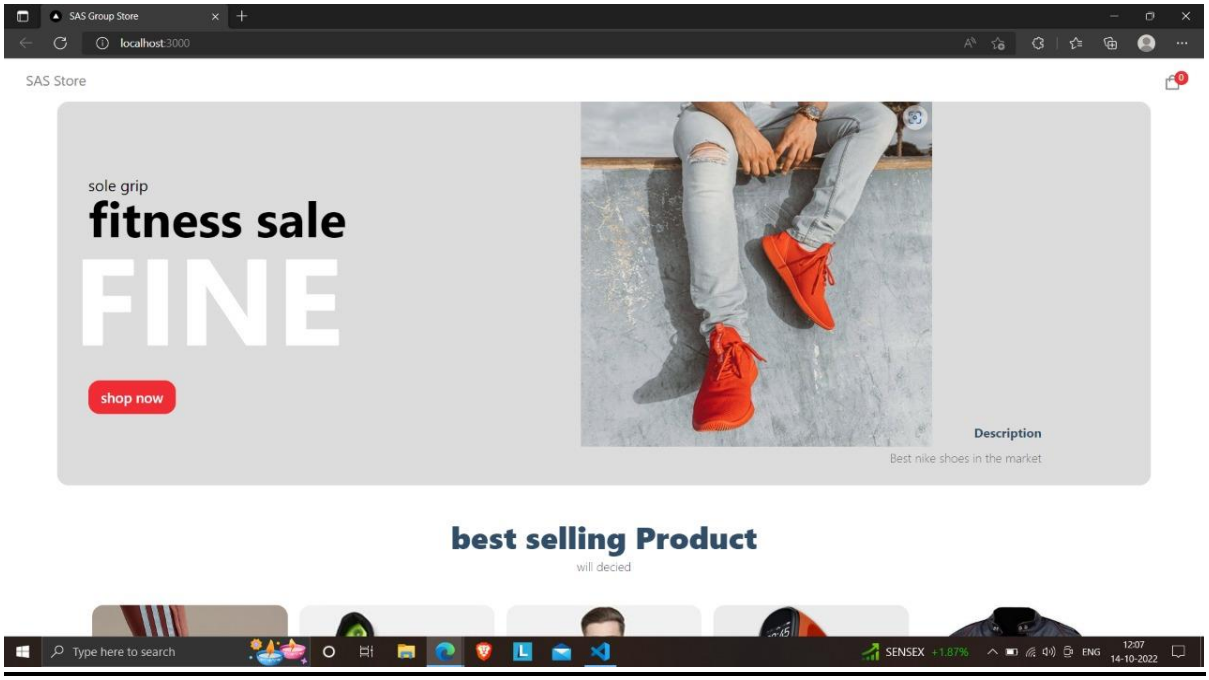
Using MongoDB enables your team to go further and faster when developing software applications that handle data of all sorts in a scalable way. MongoDB is an excellent choice if you need to: Support rapid iterative development. Enable collaboration of many teams. Scale to high levels of read and write traffic. Scale your data repository to a massive size. Evolve the type of deployment as the business changes.
Store, manage, and search data with text, geospatial, or time-series dimensions. MongoDB as a company has grown because the number of use cases with these characteristics continues to grow.

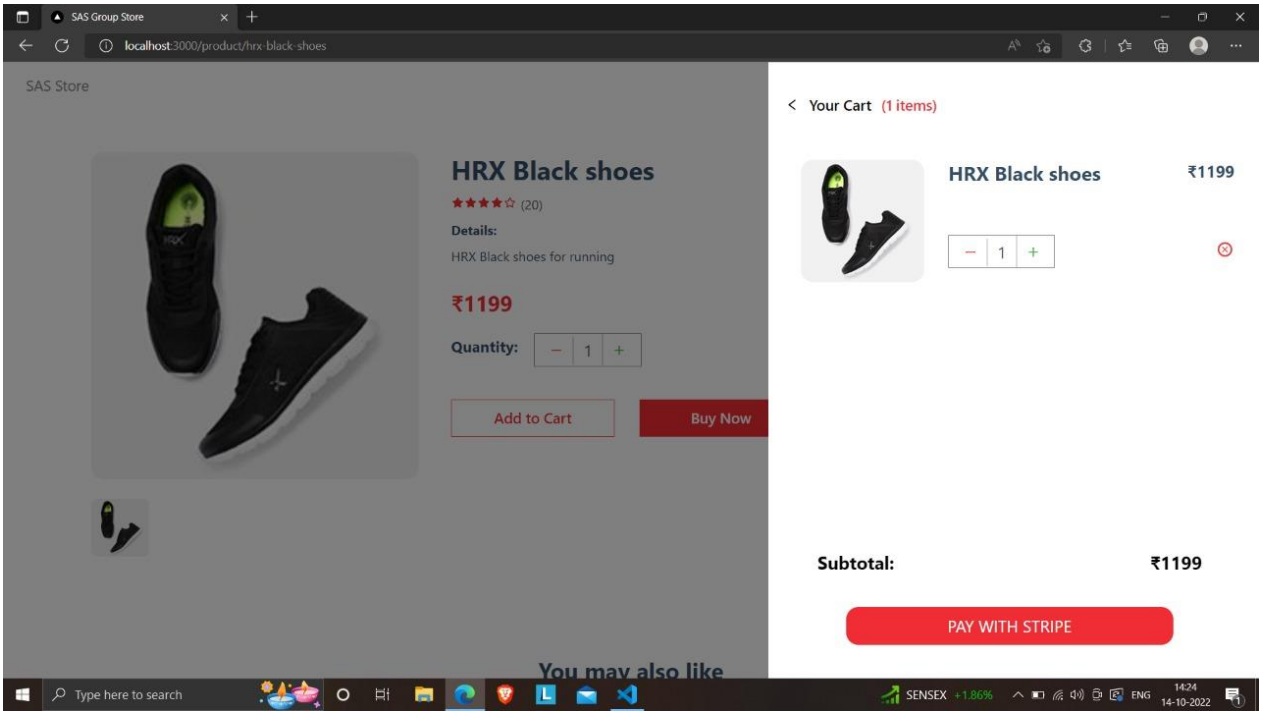
Chapter 7

Project Scheduling

Sr. No	Group Member	Time Duration	Work Done
1	Sahil Jadhav	1st week of June	Gathering information about online Ecommerce system from multiple platforms & analyzing the implementation of project.
2	Sahil Sawant	1st week of July	Designing the user interface with graphical abstract and linking pages with other also with user experience
3	Adarsh Rai	3rd week of July	**Implementing 2nd module/ functionality** (designing next page/functionality): Here the users can access all the Facilities • Add to Cart • Make Payment
4	Sahil Sawant	2nd week of august	Manage and design database in mysql form and connect through backend and frontend transitions.
5	Sahil Jadhav	By end of May month	Testing and debugging the project manually as well as creating project documentation.

Chapter 8
Implementation

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Buy Now
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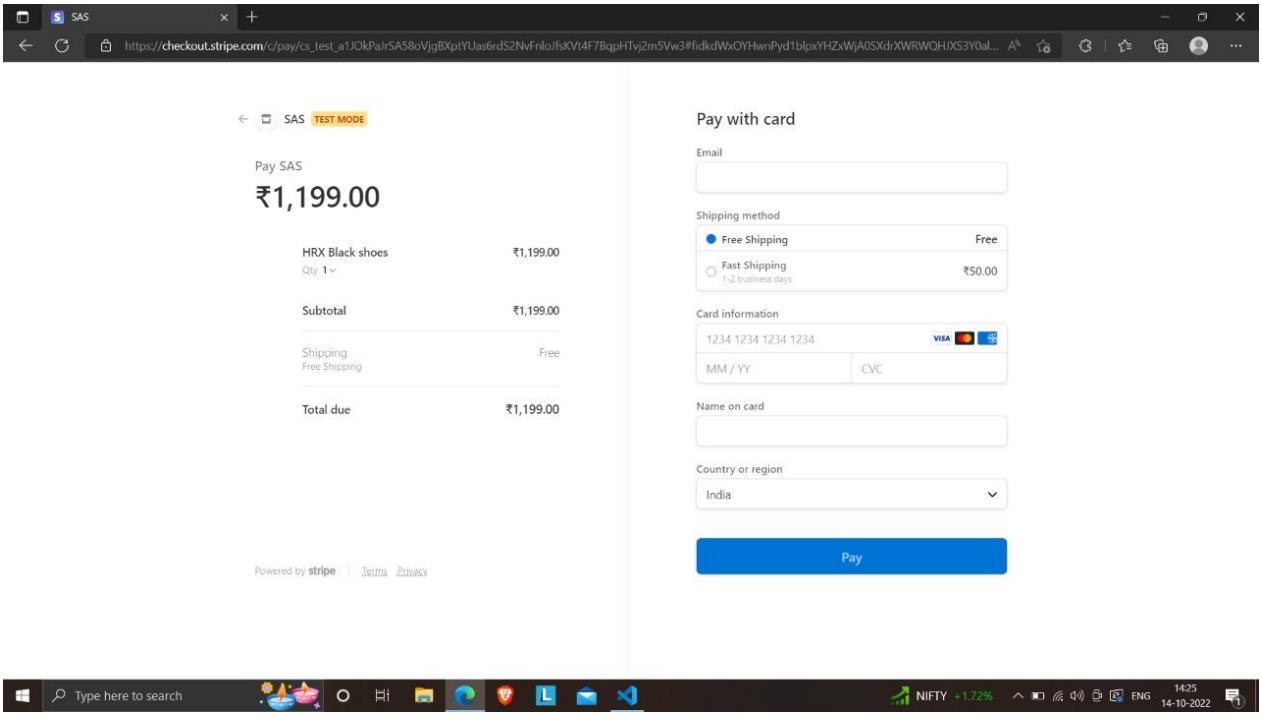
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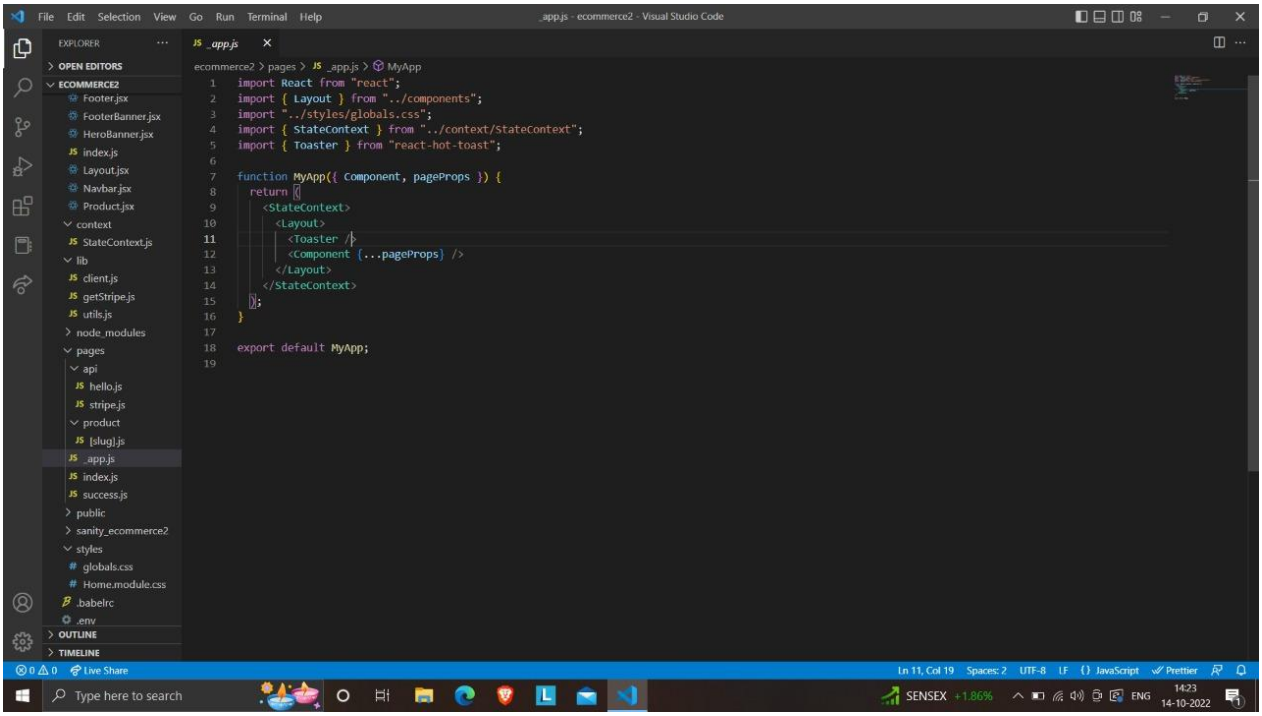

Chapter 9
Result and Discussion :

- This project will result into buying and selling of goods and services, or transmitting the funds or data, over an electronic network in a more efficient way.

- This project will cater business-to-business (B2B), business-to-consumer (B2C), consumer-to consumer or consumer-to-business transactions

Chapter 10
Conclusion

- E-Commerce has undeniably become an important part of our society. The successful companies of the future will be those that take E-Commerce seriously, dedicating sufficient resources to its development.

- Companies moving towards re-designing their business processes are likely to reap the greatest benefits using E-commerce.

Chapter 11

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