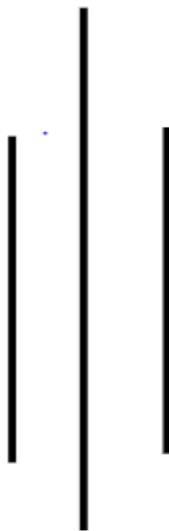




PRIME COLLEGE

Nayabazar, Kathmandu



The Dude e-commerce

A web app that implements many-to-many electronic commerce in physical goods

Submitted By:

Abishek Khanal
Dibya Darshan Khanal
Nirajan Shahi
Yogesh Prajapati

Submitted To:

Sravan Ghimire
Software Engineering Teacher

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1.1 Background

Electronic Commerce or e-commerce is business transactions that take place by communication networks. It is a process of buying and selling products, services, and information over the computer network. E-commerce is a set of dynamic technologies, applications, and business processes that link organizations, customers, suppliers, and communities through electronic transactions and the electronic exchange of information products and services.

Electronic commerce that is conducted between businesses and consumers, on the other hand, is referred to as business-to-consumer or B2C. This is the type of electronic commerce conducted by companies such as Amazon.com.

Online shopping is a form of electronic commerce where the buyer is directly online to the seller's computer, usually via the internet. There is no intermediary service. The sale and purchase transaction is completed electronically and interactively in real-time such as Amazon.com, for new books. If an intermediary is present, then the sale and purchase transaction is called electronic commerce such as eBay.com.

The e-commerce website report covers the detailed planning e-commerce project development lifecycle. It includes the feasibility of the system, testing techniques required to enable the products' timely delivery. The report focuses mainly on the methodology of the software development of e-commerce websites.

The purpose of this document is to define the features of the Windows Blind E-Commerce Website. Visitors can see the publicly available features such as browse products, view details of products (Size, Color, and Cost), and view the site's static contents. Registered Users can view all publicly available features, and in addition to this, they can purchase the products by adding them into the shopping cart. Admin can manage all the contents and Orders from the Backend (admin side).

Types of Users of the website are:

- Visitors
- Customers (Registered Member)
- Admin

1.2 Problem Statement

E-commerce is the buying and selling of goods and services over the internet. Almost anything can be purchased through e-commerce. As we now live most of our days in the digital world, the prospect of owning an online business has become much easier than the mortar and brick business. There are digital, legal, and logistical barriers that have created a hostile environment for the growth of e-commerce, which is still in the infancy.

E-Commerce is fully dependent on internet connection. A major problem of e-commerce is putting a stop to buying capabilities because of a site crash. Such a small word site crashes but can put a whole business down within a few seconds. This can happen if you do not have a good bandwidth connection as you will face serious issues while loading pages and placing orders.

Cybercriminals and hackers have been a major issue nowadays. It risks customer privacy. A customer has to provide his/her personal details and banking details before making a purchase. Some sites may not have encryption technology that can protect your personal details. Some sites may collect data illegally which raises questions relative to other e-commerce sites too.

Online transactions are mostly made by debit card credit, and internet banking and in very few cases with cash on delivery options. The websites need to place proper blockers in place because the customers will lose faith and will stop making online payments.

Labor cost is a serious problem of the e-commerce platform. We need to hire a technically sound, trained, and qualified workforce for our website who are talented and capable of handling them in an efficient manner. We need to shed a large chunk of money to hire and retain a talented pool of workers that will prove an immense help in handling all transactions.

E-commerce requires advanced platforms to better their performance. If it faces disturbance in the form of software, network or domain issues it will not be able to offer seamless transactions. The technical infrastructure is costly and needs huge investment. It also needs to be upgraded periodically to stay with changing times.

1.3 Aim

We are committed to providing improved, effective quality solutions and services to our customers by meeting their requirements and achieving continuous excellence in our products & services through our youthful, committed, motivated and dynamic team. We accomplish this by ensuring continual improvements in our processes & operations.

Also includes:-

- High quality and cost-effective solutions
- Rapid communication
- Flexible in adapting to the clients needs

1.4 Objective

We expect e-commerce to evolve or better say evolved into digital commerce, which implies the entire business journey from buying to delivery with an online experience. Below are the few objectives of our e-commerce:

- To reduce management costs
- To develop business relations
- To provide a unique customer experience
- To Increase the number of loyal customers
- To boost the efficiency of services

1.5 Scope

This project proposal aims to define the project scope of Dude e-commerce website and provide the estimation. The advantage would be a simple user interface that is easy to understand by all types of users.

1.5.1 Design Goals

The application consists of the following main things:

Visitor Features

- View Home Banners or Slide Show Gallery Browse Products
- View Product Details
- View FAQs Become a Member through the Registration process
- View Static Pages

Registered Member Panel

- Login to site
- Manage Account
- My Profile
- My Orders
- Buy Product (Checkout)
- Logout

Admin Panel

- Login
- Dashboard
- Administrator User Management
- Site Member(Customer) Management
- Product Attribute Management
- Product Management
- Price Chart Management
- Banner Manager
- Order Manager

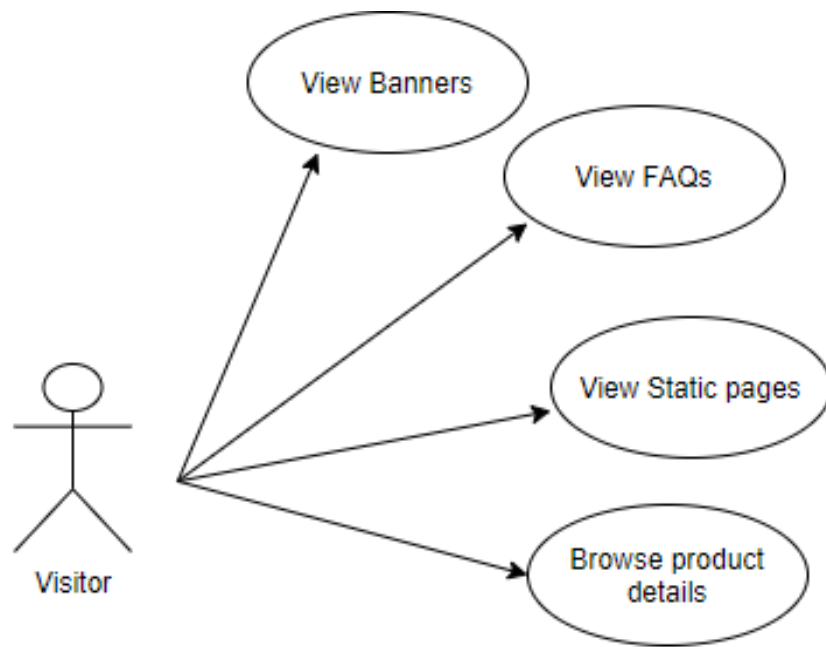


Fig 1.1: Visitor Usecase Diagram

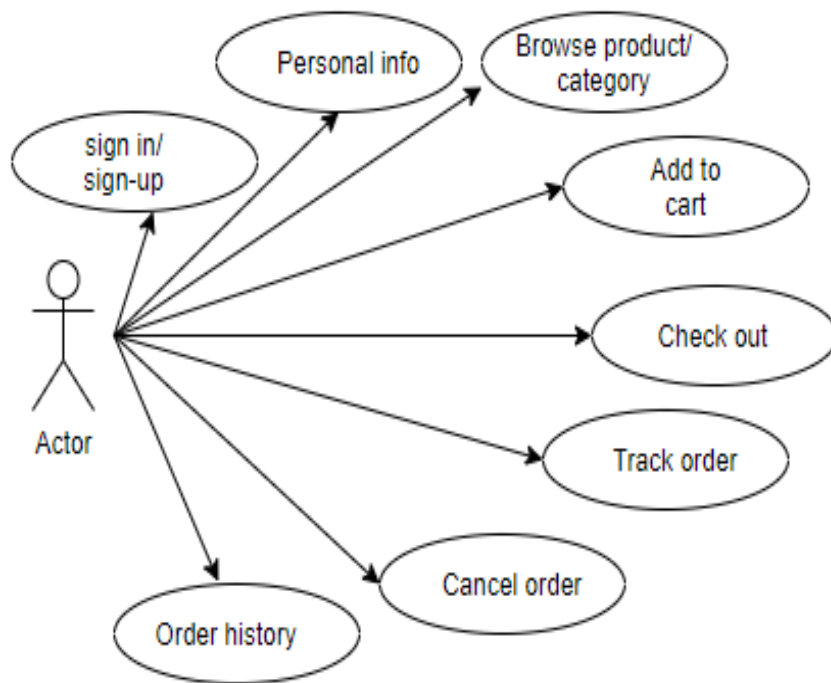


Fig 1.2: Registered User Usecase Diagram

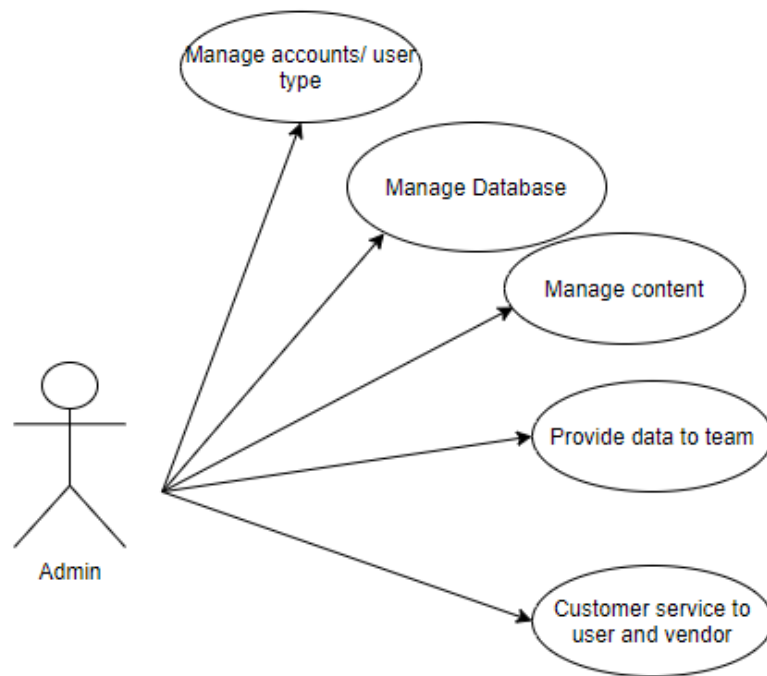


Fig 1.3: Admin Usecase Diagram