CS-1503: SOFTWARE ENGINEERING

PROJECT: E-COMMERCE SOFTWARE DOCUMENT

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DOCUMENTATION: -

For a quite long time, we have seen traditionally, people tend to go to different shops in a market for purchasing something and this involves making some free time, going out, trying different shops, comparing prices of products, finding good quality products and finally purchasing the required products. This whole procedure costs us a lot of time, a lot of hard work, gives us limited choices of products and varieties, often starts a dispute between shopkeeper and customer for various reasons, and many other problems are there. Our Project "E-Commerce Software" solves almost all of the above-mentioned problems and above all provides many benefits to the users. It is very fast as compared to traditional system, it is free of any manual error, customers can get much more choices as it gives access to a variety of stores for every product. We can also compare prices of the same product from various stores. It saves time and can be accessed by anyone from anywhere. It is easily accessible from palm of your hand or any system enabled with Internet. Also, due to competition, many users get additional offers such as discounts and are attracted by many sellers. One user can get almost all products at one place and it is convenient for them as they do not have to visit different stores for purchasing goods. People can also filter out the colours and prices according to their needs. We will also be providing two user interface for users, those are, Customer and Seller Interface. A seller account enables seller to sell his products to every other user on the software and a customer account enables him/her to buy different products from our software. This enables different people to sell their products and also provides customers to shop from a number of stores at a single place. Our Software also

provide users a feature to purchase in bulk for reselling purposes and for that there would be extra discounts available (only to resellers). We would also like to search different products across different platforms and bring the best quality and price to our users. Our Software will also provide several other features like a Unique Return Policy (which keeps interest of both customers and sellers), a highly reactive and interactive interface, 24X7 helpline and technical support, offers for first five orders, very less commission to be paid, and will try to add several other features as an extension to our project like biometrics security, face recognition as user's personal details is with us, and many more. We believe our software could revolutionize the ecommerce industry here in India and there is a lot of scope for our software and it would be a strong competition to other ecommerce softwares.

Technological achievements always had a great impact on every aspect of human society and affected our everyday life in a variety of ways. It is a technological breakthrough, that, over the last two decades, revolutionized our communication, and business methods and practices. Internet was created in the late 60s as a small network of computers and has evolved into the main and most essential link between companies, governments and individuals. Internet surpasses geographical boundaries, time limitations, cost restrictions. Furthermore, it is easily accessible by anyone. It is a low-cost way for pioneering technologies, business models and ideas to reach a great number of people and provides the perfect environment for entrepreneurs.

With Internet's popularity on the rise, it has become clear that the business world cannot overlook this phenomenon and has to adapt to this change for survival. According to Chaffey, Companies need to find a way to implement all these new electronic ways of communication and transaction into their traditional business procedures. Our Project – an E-Commerce Software is based on the fact that traditional business model should be revised and should start using latest technologies to cope up with the rest of the world, else would have an impact in the coming Future as Believe it or not, as Internet is Future.

This turn towards Internet based technologies generated a new status quo in the business world. E-business was defined by IBM back in 1997, as "the transformation of key business processes through the use of Internet technologies". According to Chaffey, E-Business is described as "all the electronically mediated information exchanges, both within an organization and with external stakeholders, supporting the range of business processes." E-Business technologies can also be defined as "the use of Internet or any digitally enabled inter- or intra- organizational information

technology to accomplish business processes". We hope that our project meets up with the demands of users.

Our Software can be well defined by the following data flow diagram: -