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AMAZON CLONE AN E-COMMERCE WEBSITE

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ABSTRACT

Electronic Commerce is that the process of conducting business on internet. The person sitting in his house ahead of the personal computer can pierce all websites to shop or vend these products. As compared traditional trade requires one to perform task similar as carrying the products etc., ecommerce experience has made the client to do no such task therefore saving precious time. E-Commerce launched in the early 1990s has taken an enormous shift within the computer world, but the reality has hindered the expansion of e-commerce security. Security is an e-commerce challenge now and important progress has been made in the security sector. The great betterment of ecommerce over conventional trading is that the user can browse online stores, analogize costs, and order home- grounded deals on his personal computer. Accelerating e-commerce use in developing nations B2Be-commerce is employed to ameliorate access to global enterprises of enterprises in developing nations. For a developing nations advancement in the e-commerce sector is pivotal. The exploration strategy demonstrates the significance of ecommerce in developing nations with business operations. Electronic Commerce covers a broad range of distinct kinds of companies, from consumer- grounded marketing traffic, through sales or music websites, to the commercialization of merchandise and services between companies. It's presently one of the most significant internet features to arise.

INTRODUCTION

E-commerce (electronic commerce or EC) is the purchase and trade of products and services, and/or the transfer of finances or data, by internet. This business sale takes place as a business-to- business, business-to- buyer, buyer-to-buyer or buyer to- business. E-commerce stores become a part of our diurnal lives. Advances in technology have made it possible for people to measure during a comfortable terrain in their homes and shop online without having to travel to any store. The design is astronomically divided into two main modules Sellers and Guests/ Users. The shop director and staff work as Sellers. They will have the ability to add, edit, review products or, remove products therefore being suitable to change brand titles, change costs, add, or take off products. The client can search the merchandise selection, make changes to the wain, remove the products from the wain and go in the store. The client is additionally ready to update their information similar as titles, address, and other diverse data. The user can only browse the web store and add the merchandise to the wain. User is restricted to using the store.

INITIAL ANALYSIS

The increasing growth of machine learning, computer techniques divided into traditional methods and machine learning methods. Highly sophisticated machine learning methods are better than traditional methods. But their high complexity and high skill gap makes it unrealistic for a regular customer to deploy and maintain the website. That's where the traditional approach comes in. Low complexity and easy to understand code will certainly make a regular customer to deploy, maintain and run the server themselves.

METHODOLOGY

The Waterfall model is universally accepted, and, in this case, we followed the different stages of religious software development. It is a continuous model in which we develop software by following step-by-step instructions for analysis of requirements, design, implementation, testing, integration, and maintenance
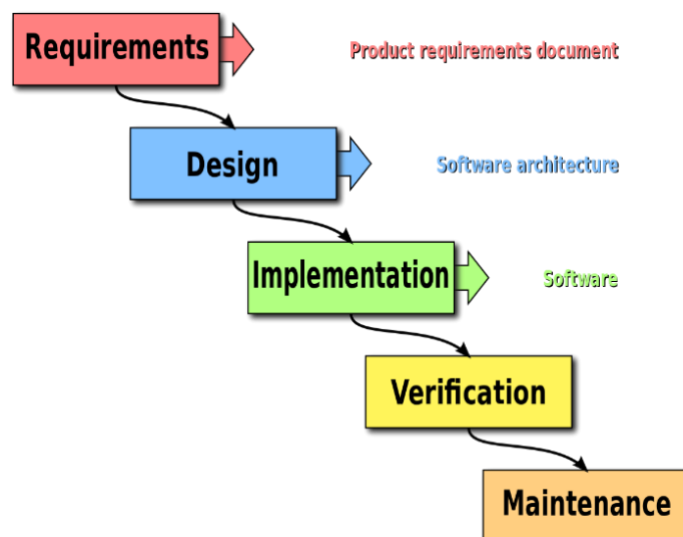
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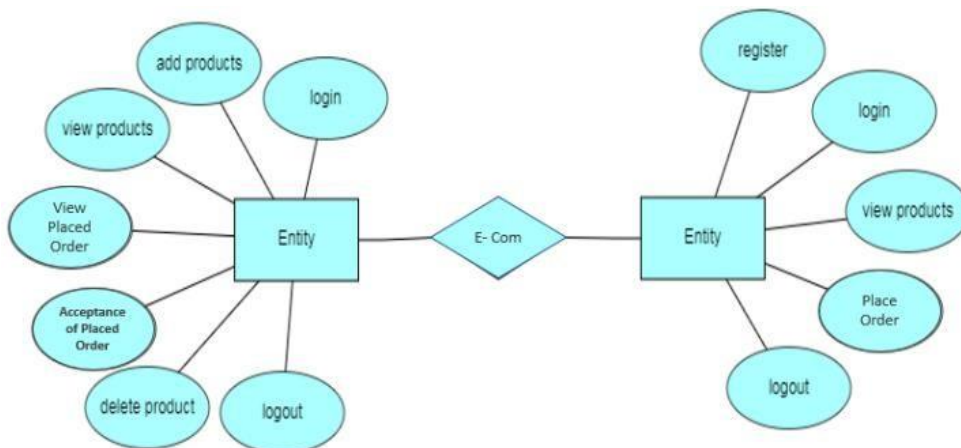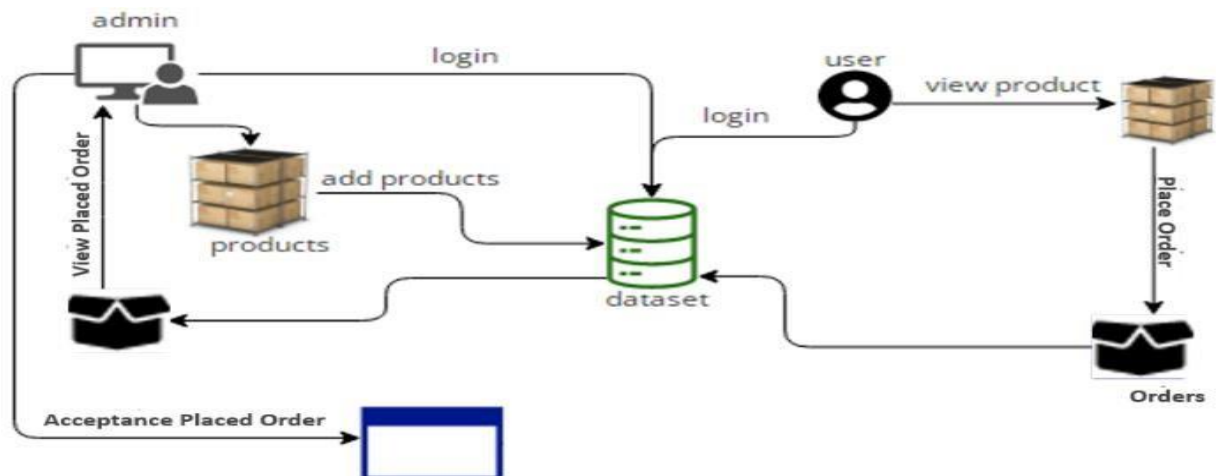
SYSTEM DESIGN

For frontend we used technologies such as Django, a python web framework along with HTML, CSS, JS and SQLite for database.

DESCRIPTION OF MODULES OF WEBSITE

Homepage

The website is a user-friendly website. When the user opens the website, they will be directed to the home page. Home Page can be divided into three parts the header, auto scrolling ads section and the products part. The header contains the search function, cart function, login/register of user/seller function along with categories side bar.

Products

When the user clicks on any product, they will be re-directed to the product page where the product image and details are visible. User can choose to add the product to the cart, and it requires user to already logged in to add products to the cart. Viewers can also see reviews written by other users.

Login / Register Page

Users and Sellers can register into the website and login with their e-mail or phone number and password. Window-shopping doesn't require any kind of authentication.

Cart Page

Products can be added to the cart and can be viewed in cart page. The cart page can be accessed from the cart icon on the header of homepage. User can proceed to checkout in this page.

Checkout page

In this page user can see all the products that were added to the cart and, they need to enter their address and basic details of the recipient. Order will be successfully placed after the confirming the order.

Account Settings

Users and sellers can update theirs accounts info and credentials from here, including password change.

Seller Specific Modules

Seller has their own dashboard and landing page in which they can view they're currently processing and delivered products, add new products to sell, view list of products they sell and also view products that are on sale/discount from other sellers.

Admin Dashboard

Administrator login and logout page with admin rights to the website.

CONCLUSION

This report provides insight into the phases involved in development of a low complexity website, we did it by choosing the easiest programming language to read and write which has zero server- side software for zero configuration and maintenance. The low complexity and zero to low maintenance website make perfect choice for self-hosting customers