

PROJECT PROPOSAL ON

”NSU-Mart, An e-commerce project”

Programming Language I Lab

CSE115L

Section: 4

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North South University

Department of Electrical and Computer Engineering

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Introduction

NSU-mart is a program based demo E-commerce application. This application will be designed for the NSUERS. They can use this to buy any kind of academic product. Our project will be based on an application for a shop where two types of users, one for admin and another for the customer, can log in. Logging into the admin account will have different options from the customer account. The admin account can access critical information about the application, while the customer can only view and select items from a catalog. The customer can add items to a basket, later proceeding to options to pay for the selected items. At the last stage, the customer will be given a receipt of their purchases. The software will be menu-driven. We will develop this using C programming language. Will apply most of all topics as like structures, arrays, strings, files, functions, pointers, loops and conditional statements.

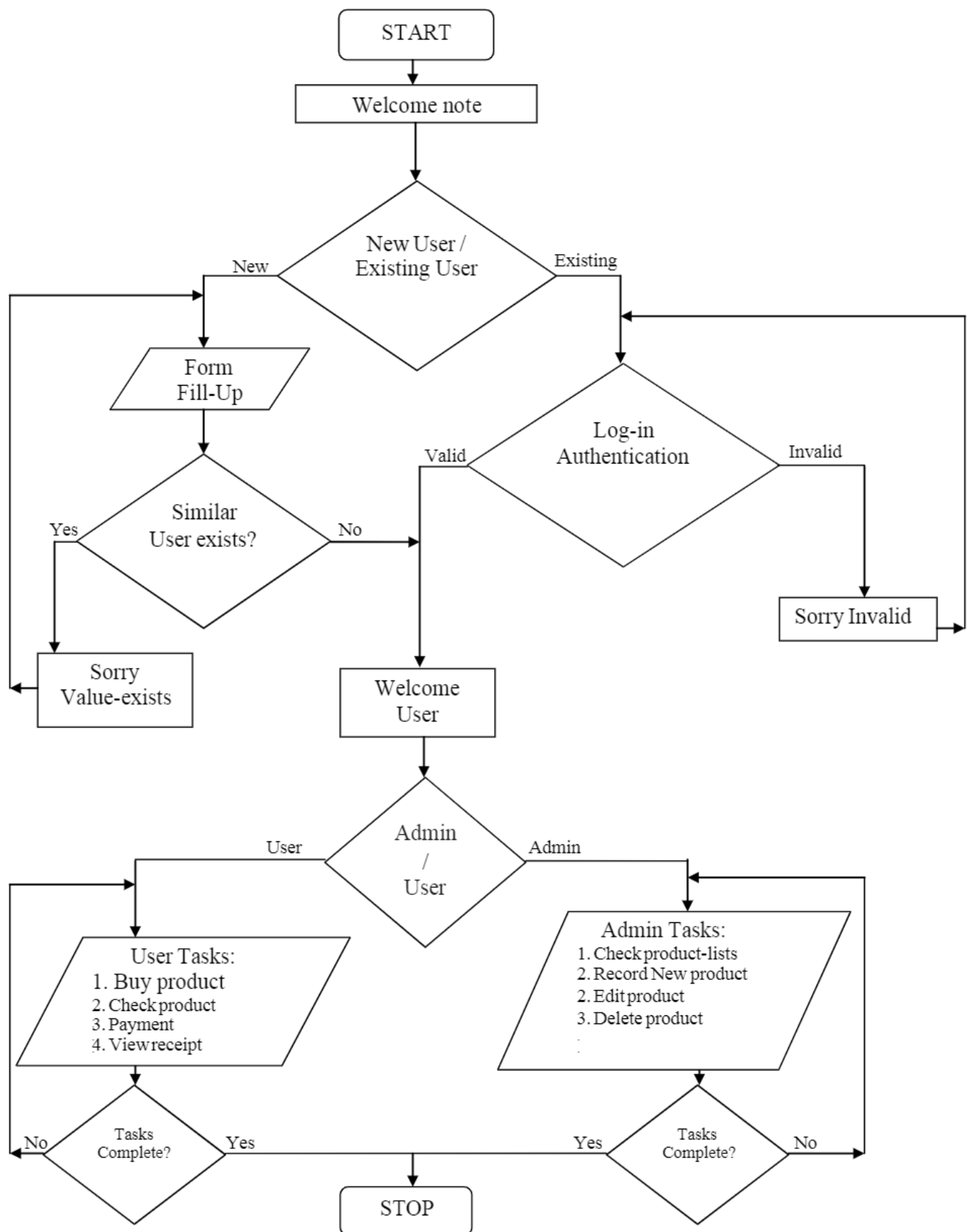
Objective

1. To make the NSU book store system more efficient and effective.
2. To provide a user friendly environment where user can be serviced better.
3. Make functioning of book store faster.
4. To provide a system where the Book store staff can catch defaulters and not let them escape.
5. Notify the university students about any branding advertising proceedings.
6. To minimize the loss of books.

Targetd Users

- Only NSU Students
- Faculties
- Administrative

Flow-chart



Feature

- A Login and sign up system for different users.
- A catalogue for the customer to view the prices and stocks of different items
- Administrative privileges for the admin account (i.e., changing the price and stock of different items)
- A catalogue for the customer account
- A basket where customers can add items they want to buy.
- Calculating the total cost of the items inside the basket.
- A receipt for the customer.

Conclusion

After we have completed the project we are sure the problems in the existing system would overcome the “Book store system” process made computerized to reduce human errors and to increase the efficiency. The main focus of this project is to lessen human efforts. The product and Students are given a particular unique id no. So that they can be accessed correctly and without errors. The computerization of this e-commerce will not only improves the efficiency but will also reduce human stress thereby indirectly improving human recourses..