MINI PROJECT-I (2020-21)

E-commerce Webpage

REPORT



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CERTIFICATES \$ 0.0 F 5 * N @ 1 C a freecodecomplerg freeCodeCamp(♠) Issued July 5, 2020 This certifies that Avni Misra has successfully completed the freeCodeCamp.org Responsive Web Design Developer Certification, representing approximately 300 hours of coursework Versity this certification at https://freecodecomp.org/certification/exci_minhrs/responsible-web 2





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Colleen van Lent, Ph.D.

School of Information, University of Michigan

Charles Severance Clinical Professor, School of Information

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Susan H. Rodger, Professor of the Practice, Computer Science
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ABSTRACT

The main purpose of this project is to create an Online product selling Website that allows users to buy item based on price, quantity and its authenticity. The selected items are displayed in an attractive format and the buyer can simply buy those items white sitting at home. The Administrator will have additional functionalities when compared to the common user. Another objective of this project is to promote local manufacturers; small businessman can contact us to get their products on display so as to get them on the mainstream online market.

This project is an attempt to provide the advantages of online shopping to customers of a real shop. It helps buying the products in the shop anywhere through internet by using an android device. Thus the customer will get the service of online shopping and home delivery from his favorite shop. This system can be implemented to any shop in the locality or to multinational branded shops having retail outlet chains. If shops are providing an online portal where their customers can enjoy easy shopping from anywhere, the shops won't be losing any more customers to the trending online shops such as flipcart or ebay. Since the application is available in the Smartphone it is easily accessible and alwaysavailable.

INTRODUCTION

1.1 General Introduction to the topic:

E-commerce is fast gaining ground as an accepted and used business paradigm. More and more business houses are implementing web sites providing functionality for performing commercial transactions over the web. It is reasonable to say that the process of shopping on the web is becoming commonplace. The objective of this project is to develop a general purpose e-commerce website. Online shopping is the process whereby consumers directly buy goods or services from a seller in real-time, without an intermediary service, over the Internet. An online shop, e-shop, e-store, internet shop, web shop, online store, or virtual store evokes the physical analogy of buying products or services at a bricks-and-mortar retailer or in a shopping centre. The process is called Business-to Consumer (B2C) online shopping.

E-Commerce Website is a virtual store on the Internet where customers can browse the catalog and select products of interest. The selected items may be collected in a shopping cart. At checkout time, the items in the shopping cart will be presented as an order. At that time, more information will be needed to complete the transaction. Usually, the customer will be asked to fill or select a billing address, a shipping address, a shipping option, and payment information such as credit card number. An e- mail notification is sent to the customer as soon as the order is placed.

Online Shopping is rising day by day in India. Because India is the country where computer user's are increasing day by day so as the online shopping trends are also increasing. This project covers the online selling of cosmetics, fashion accessories, watches etc. The project shows the product category and then product details. From the product details, the product can be added to cart and can be bought.

1.2 About front-end technology:

The website's **front end** is everything we can see and can interact with using a browser. So, creating this visual part is called front-end development. The front end stack is made up of many different languages and libraries. While these vary from application to application, there are only a few generic languages understood by all web browsers. These three main front-end coding languages are HTML, CSS and JavaScript. Together, they create the underlying scaffolding that web browsers use to render the web pages that we interact with every day. All other libraries and front-end engineering are built upon these three main languages, which makes them must-have skills for any front-end developer. The initial UX design is the blueprint. HTML is the basic structure of the house. The CSS is the paint, fixtures, and other aesthetic decisions that make the house look attractive. And finally, JavaScript is the inner workings of the house (lights, heating, water) that we, the owner or renter, use and enjoy.

1.3 Languages Used:

1.HTML

HTML (or Hypertext Markup Language) is a computer language designed to create websites that later can be explored by anybody who accesses the Internet. HTML is normally employed to structure a web document. It defines such elements as headlines or paragraphs and enables embedding images, video, and other media.

HOW IT WORKS?

- *Hypertext* is the way by which we travel across the web by clicking hyperlinks specific texts taking you to other pages. Hyper means it's non-linear, which allows for moving to any other place, as there is no predefined order to do so.
- *Markup* determines the qualities that HTML tags apply to the text inside them. Tags mark it as a particular type of text.
- As a *Language*, it holds code words and syntax like any other language.

2.CSS:

CSS (or Cascading Style Sheets) is a style sheet language. It's applied to define how HTML elements are supposed to be presented on a webpage in terms of design, layout, and variations for diverse devices with different screen sizes. CSS masters the layout of numerous different web pages at a time.

HOW IT WORKS?

- To communicate with HTML, CSS uses selectors. A selector is the part of CSS code defining which HTML piece the CSS styling will impact.
- A **declaration** contains properties and values that are employed by the selector.
- **Properties** define font size, color, and margins. Values are the settings for these properties.

3.Bootstrap4:

- Bootstrap is a free front-end framework for faster and easier web development
- Bootstrap includes HTML and CSS based design templates for typography, forms, buttons, and tables, navigation, modals, image carousels and many other, as well as optional JavaScript plug-in.
- Bootstrap also gives us the ability to easily create responsive designs

WHAT IS RESPONSIVE WEB DESIGNS?

Responsive Web design is the approach that suggests that design and development should respond to the user's behavior and environment based on screen size, platform and orientation.

The practice consists of a mix of flexible grids and layouts, images and an intelligent use of CSS media queries. As the user switches from their laptop to iPad, the website should automatically switch to accommodate for resolution, image size and scripting abilities. One may also have to consider the settings on their devices; if they have a VPN for iOS on their iPad, for example, the website should not block the user's access to the page. In other words, the website should have the technology to automatically respond to the user's preferences. This would eliminate the need for a different design and development phase for each new gadget on the market.

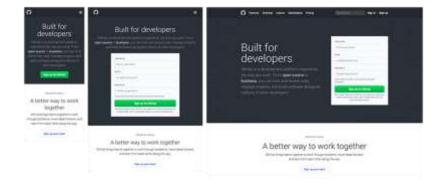
ADJUSTING SCREEN RESOLUTION

With more devices come varying screen resolutions, definitions and orientations. New devices with new screen sizes are being developed every day, and each of these devices may be able to handle variations in size, functionality and even color. Some are in landscape, others in portrait, still others even completely square. As we know from the rising popularity of the iPhone, iPad and advanced smart phones, many new devices are able to switch from portrait to landscape at the user's whim. In addition to designing for both landscape and portrait (and enabling those orientations to possibly switch in an instant upon page load), we must consider the hundreds of different screen sizes. Yes, it is possible to group them into major categories, design for each of them, and make each design as flexible as necessary. But that can be overwhelming, and who knows what the usage figures will be in five years? Besides, many users do not maximize their browsers, which itself leaves far too much room for variety among screen sizes. Morten Hjerde and a few of his colleagues identified statistics on about 400 devices sold between 2005 and 2008.

EXAMPLES OF RESPONSIVE WEB-DESIGNS:

1.GitHub

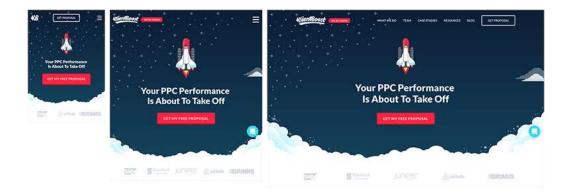
GitHub's website offers a consistent experience across every device.



2. Klientboost

This is another fantastic example of mobile responsive web design. Their website loads remarkably fast at four seconds using 3G connections. More importantly, the look and feel of Klientboost's website stays consistent

across all devices



4.JavaScript:

JavaScript is a lightweight, interpreted programming language. It is designed for creating network-centric applications. It is complimentary to and integrated with Java. JavaScript is very easy to implement because it is integrated with HTML. It is open and crossplatform. JavaScript is the most popular programming language in the world and that makes it a programmer's great choice. Once you learnt JavaScript, it helps you developing great frontend as well as back-end software using different JavaScript based frameworks like jQuery, Node.JSetc.

1.4. About back-end technology

The back end of a website consists of a server, an application, and a database. A back-end developer builds and maintains the technology that powers those components which, together, enable the user-facing side of the website to even exist in the first place. In order to make the server, application, and database communicate with each other, back-end devs use server-side languages like PHP, Ruby, Python, Java, and .Net to build an application, and tools like MySQL, Oracle, and SQL Server to find, save, or change data and serve it back to the user in front-

end code.

1.5. Language Used

1.PHP

PHP started out as a small open source project that evolved as more and more people found out how useful it was Rasmus Lerdorf unleashed the first version of PHP way back in 1994.

- PHP is a recursive acronym for "PHP: Hypertext Preprocessor".
- PHP is a server side scripting language that is embedded in HTML. It is used to manage dynamic content, databases, session tracking, even build entire e-commerce sites.
- It is integrated with a number of popular databases, including MySQL, PostgreSQL, Oracle, Sybase, Informix, and Microsoft SQL Server.
- PHP is pleasingly zippy in its execution, especially when compiled as an Apache module on the Unix side. The MySQL server, once started, executes even very complex queries with huge result sets in record-setting time.
- PHP supports a large number of major protocols such as POP3, IMAP, and LDAP. PHP4 added support for Java and distributed object architectures (COM and CORBA), making n-tier development a possibility for the first time.
- PHP is forgiving: PHP language tries to be as forgiving as possible.
- PHP Syntax is C-Like.

Common uses of PHP

- PHP performs system functions, i.e. from files on a system it can create, open, read, write, and close them.
- PHP can handle forms, i.e. gather data from files, save data to a file, through email you can send data, return data to the user.
- You add, delete, and modify elements within your database through PHP.
- Access cookies variables and set cookies.
- Using PHP, you can restrict users to access some pages of your website.
- It can encrypt data.

Characteristics of PHP

	Five important characteristics make PHP's practical nature possible –
•	Simplicity
•	Efficiency
•	Security
•	Flexibility
•	Familiarity
	13
	13

1.6. Software Specification:

• Technology Implemented : Front-end, Back-end Technology

• Tools Used : Html5, CSS3, JavaScript, Bootstrap

• User Interface Design : Visual Studio(Version1.48)

Hardware Requirements:

• Processor : intel i3

• Operating System : Windows 10

• RAM : 8GB

• Hardware Devices : Computer System

• Hard Disk : 1TB

Problem Statement

Many-a-times, we have seen that people want to buy products but due to some reasons cannot go
physically to the shops to buy them. And since this is a pandemic going on so people really prefer
to have the stuff delivered rather than going to the shop. Similarly, the small businesses are having
problem in sales due to this pandemic. So, this E-Shopping website will act as a bridge between
the stuck at home public and their urge to shop as well as a helping hand towards the local
businesses to expand their reach to the online platforms as well.

OBJECTIVE

It's extremely important to be able to respond to client needs in the most effective and timely manner whenever the customer have a yen to see our business online and ought to have instant access to our products. Hence, the objective of this project intends to ensure customer satisfaction during the harsh circumstances and to make sure that they do not lack in any aspect on their indelible vivid day.

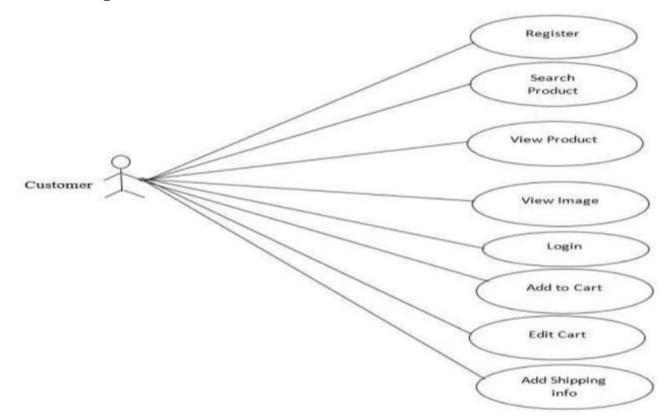
This also eliminates the time wasted by the customers on surfing, as it takes a lot of time to switch between various shopping sites to get all the party supplies that they desire. Hence, it provides everything encircling parties at one stop.

PROGRESS-

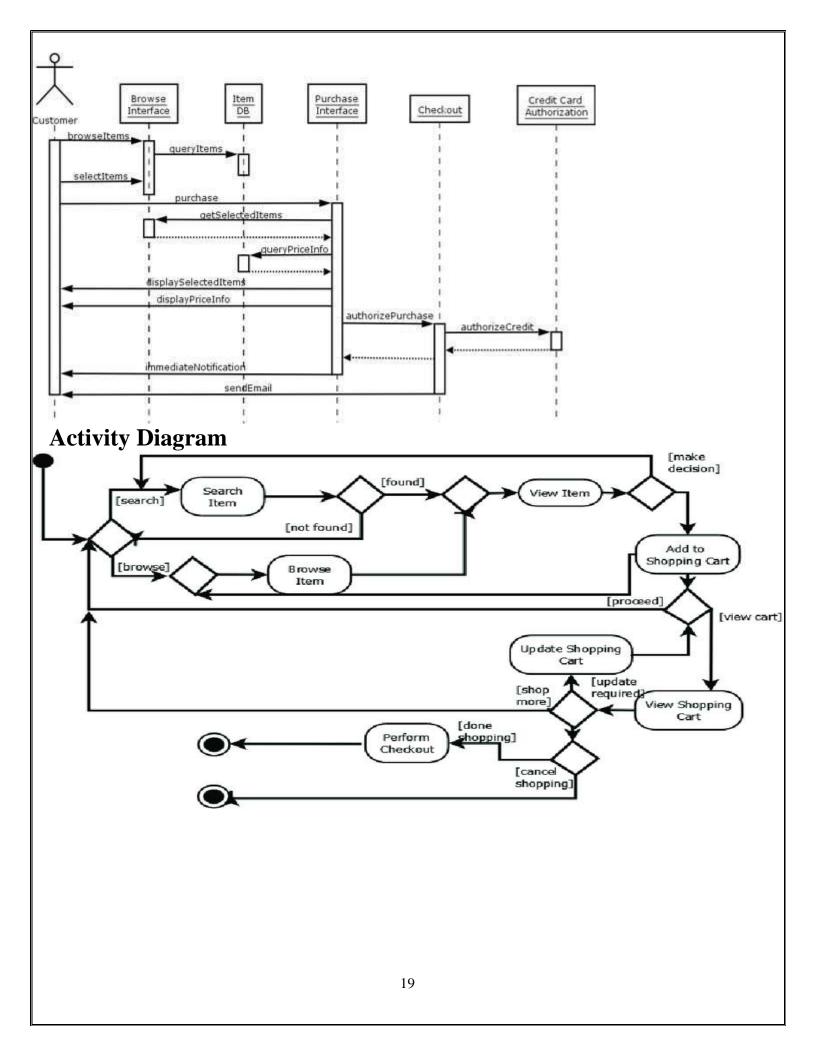
- Created the Html structure of thewebpage.
- Created the following templates regarding e-shopping website-
 - ❖ Template for Home Page
 - Products Available
 - ❖ Template Login/Sign Up
 - **❖** Template for contact
- Designed using CSS3
- Added additional features like slider images bar.
- Working on add to cart and proceed to buy section .

SOFTWARE DESIGN WITH USE CASE AND SEQUENCE DIAGRAM

Use case diagram for customer-

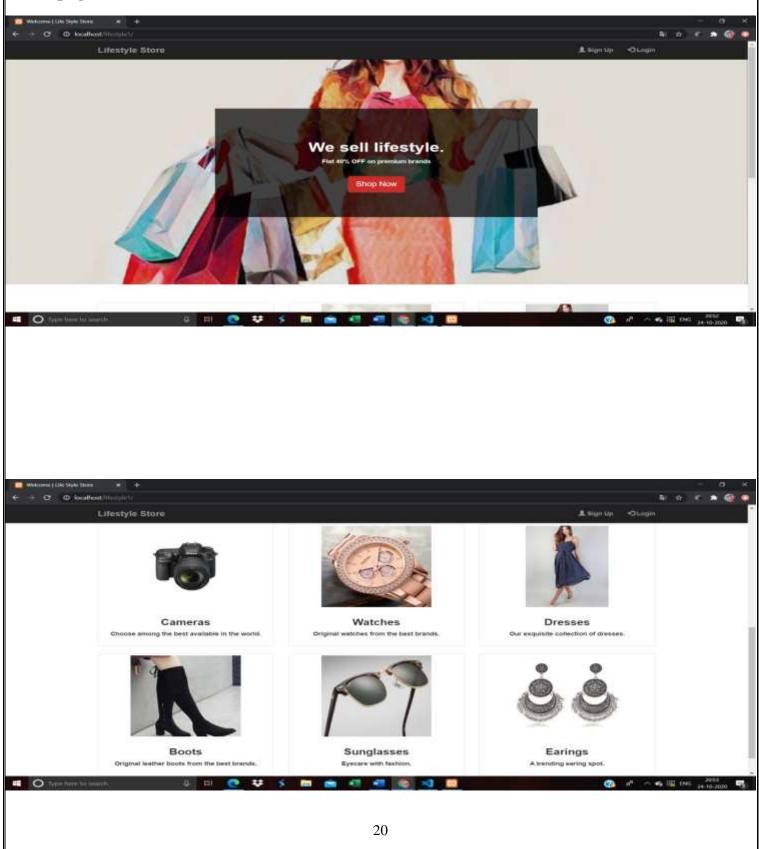


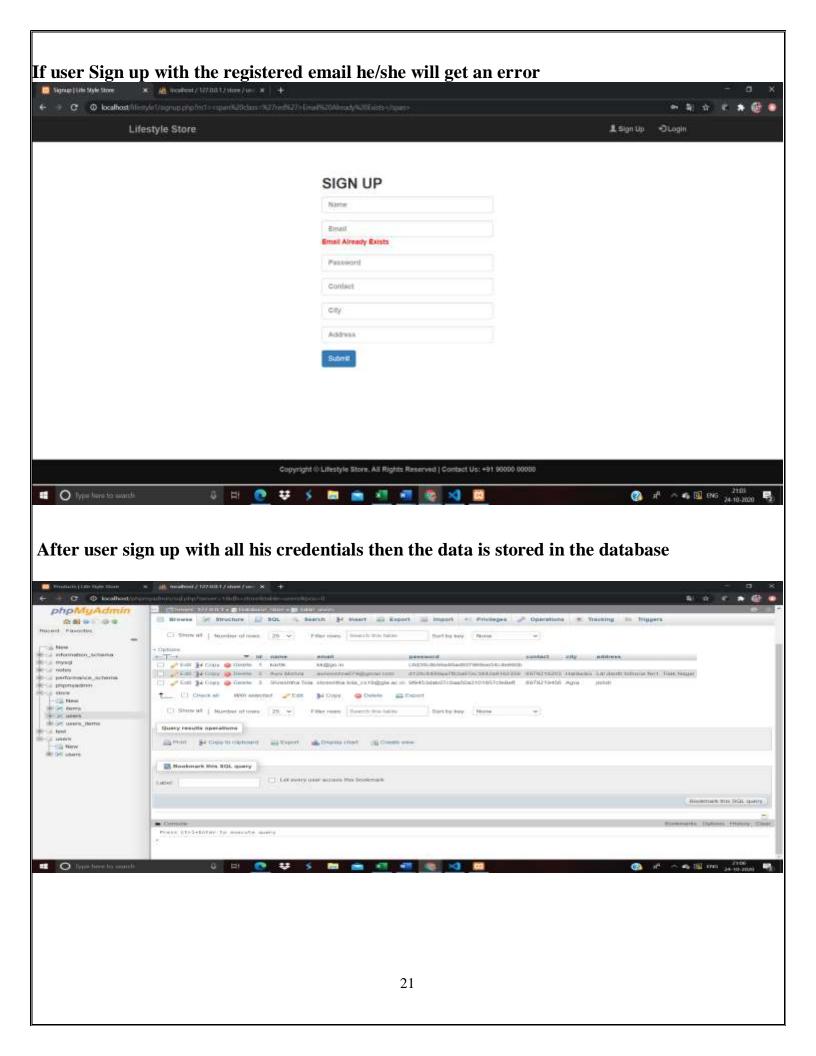
Sequence Diagram

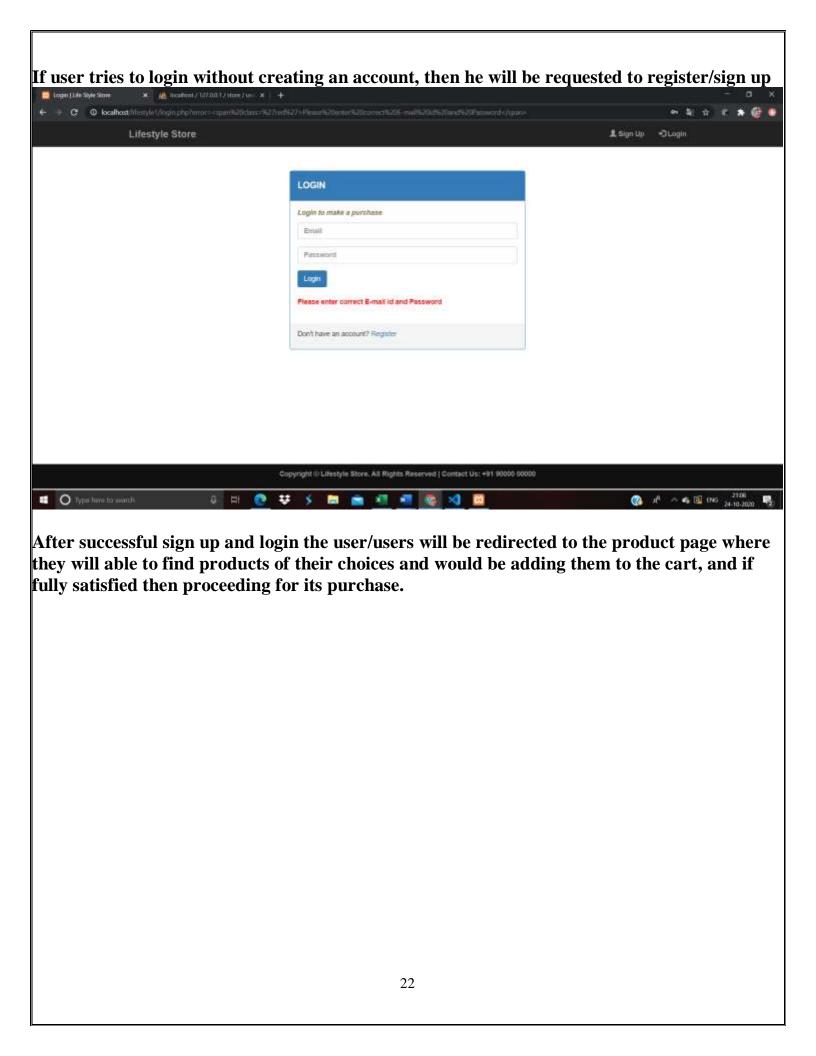


SOME SCREENSHOTS

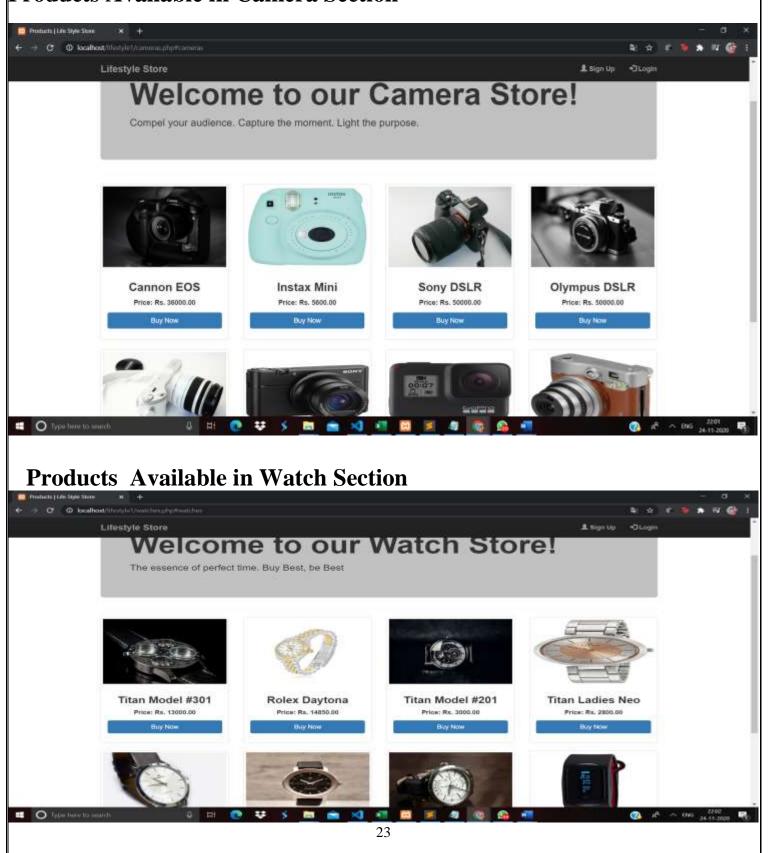
Home page :



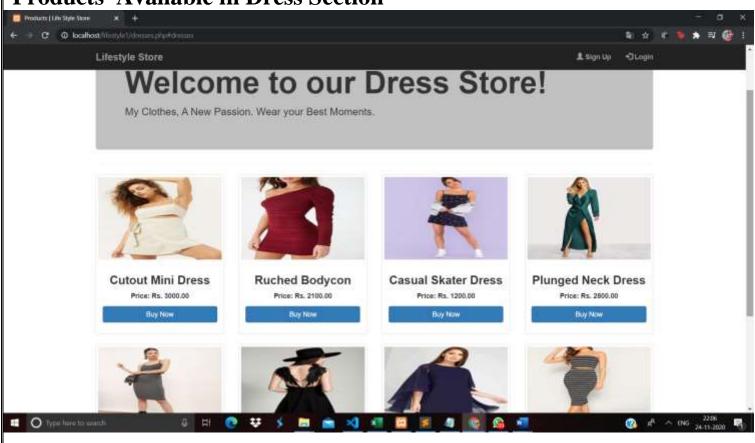




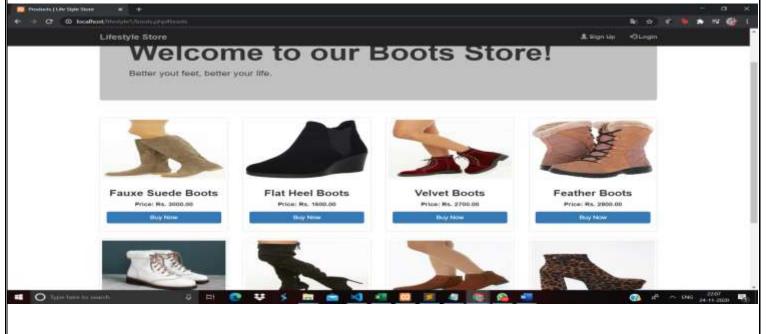
Products Available in Camera Section

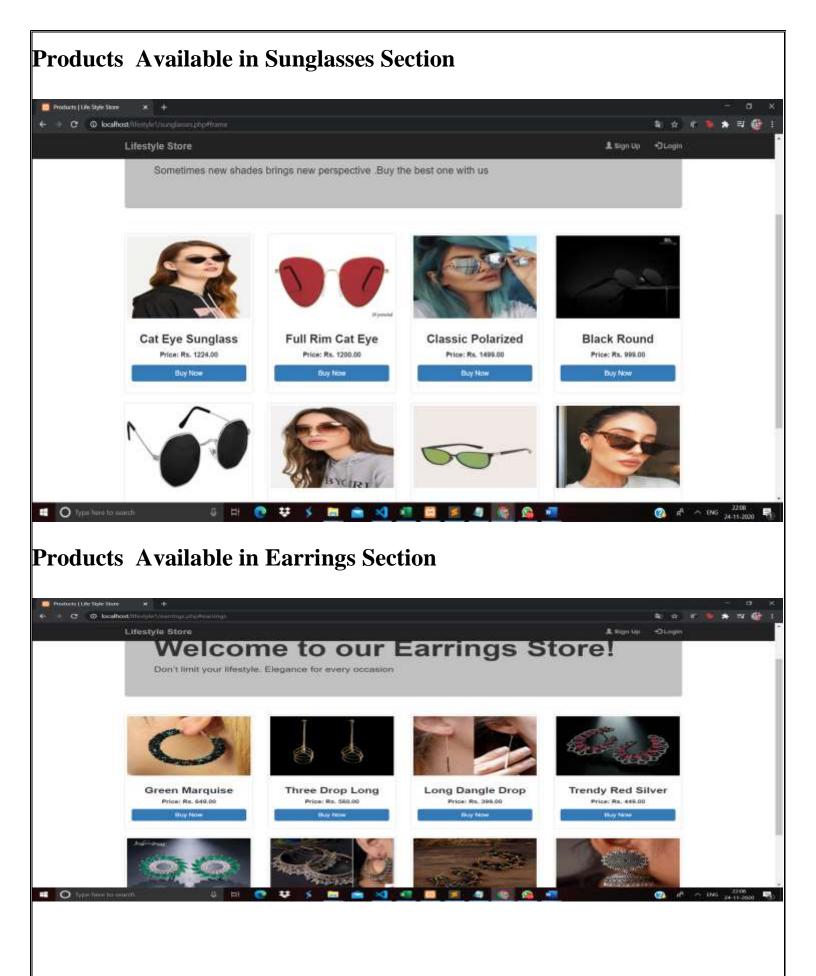


Products Available in Dress Section



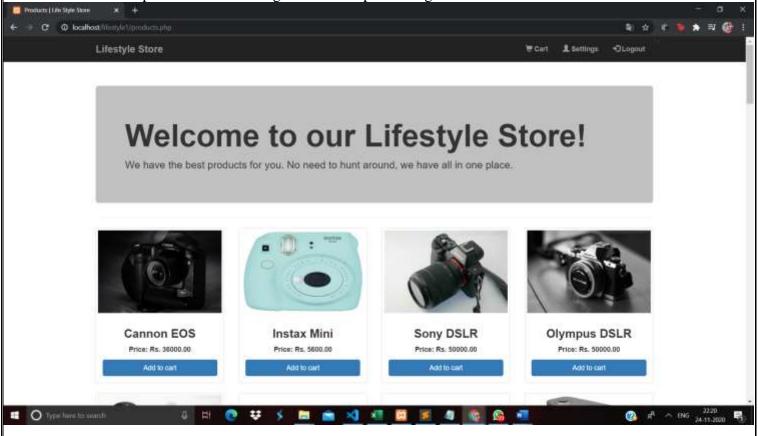
Products Available in Boots Section





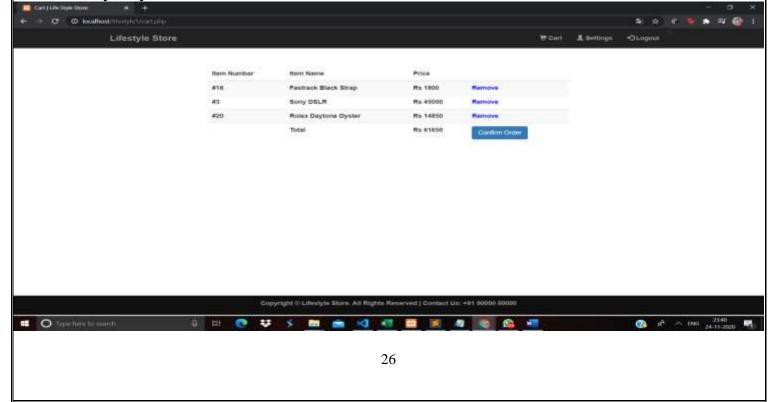
PRODUCT PAGE

After successfull login we are redirected to product page where all the products are available and users according to theire choice can add products to cart and go for further purchasing and then checkout.



Added Items in Cart

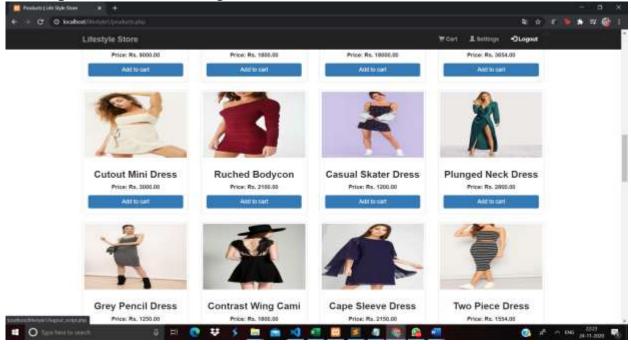
Preferrable products are added to the cart. User can also remove them if they don't want to buy any of them.



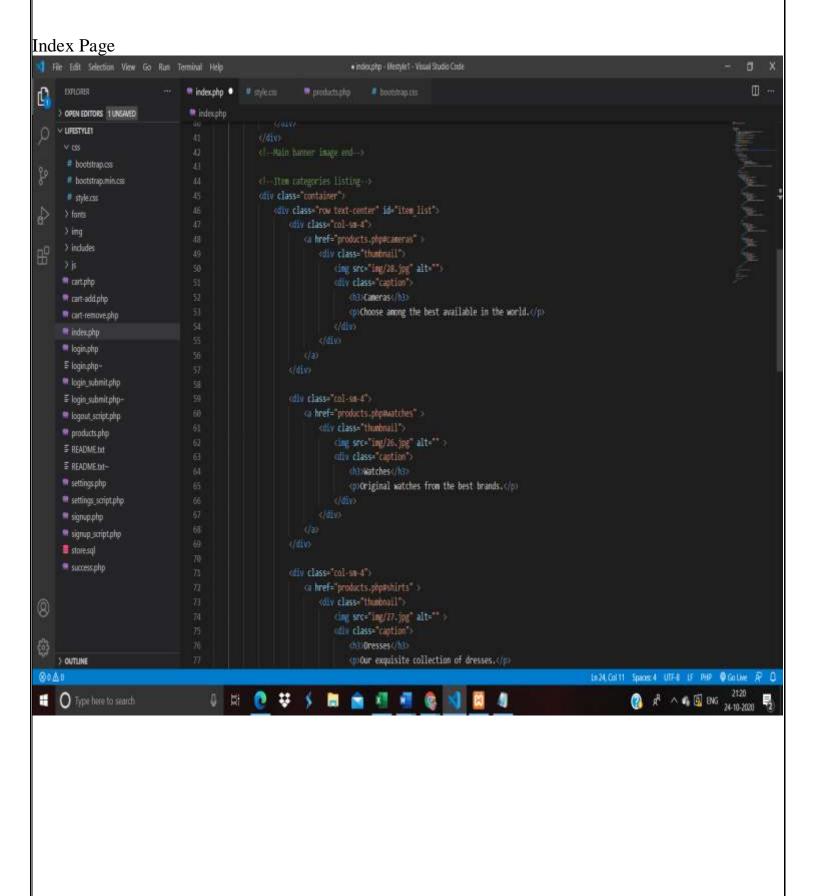
Logout

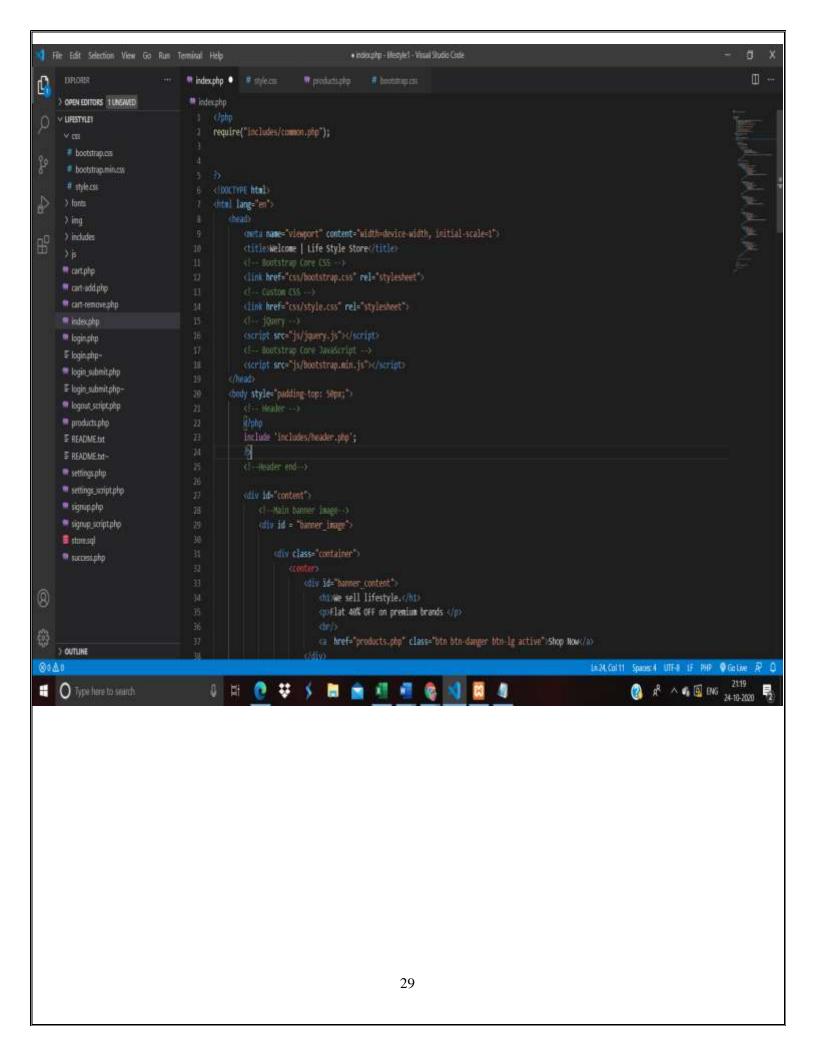
After successful purchasing user can logout.

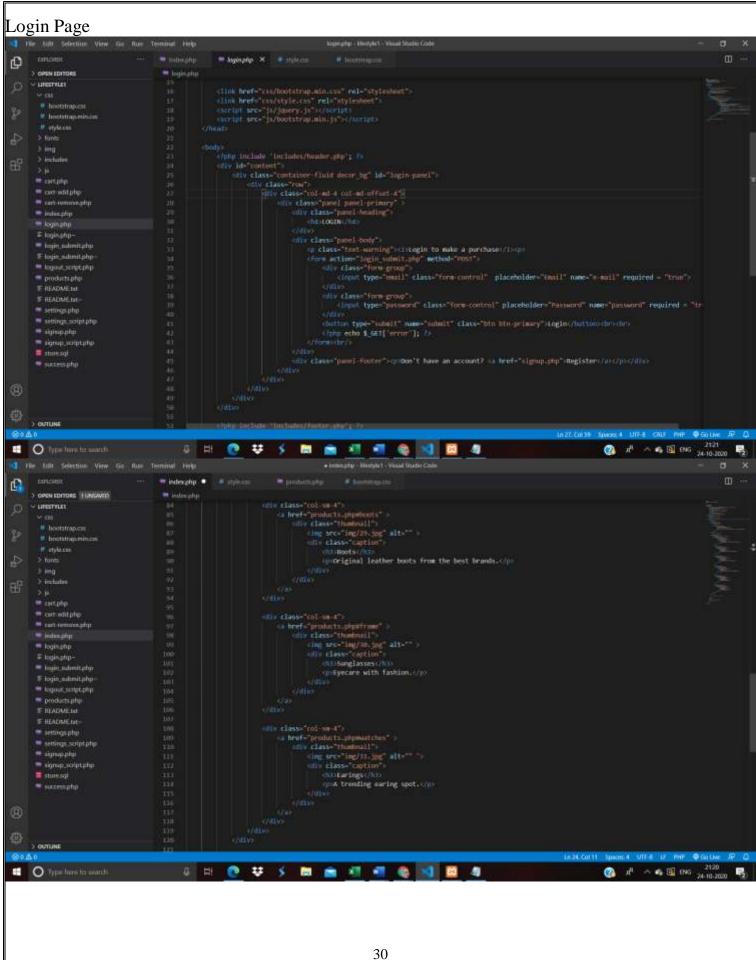
Logout icon is present in the navigation bar.

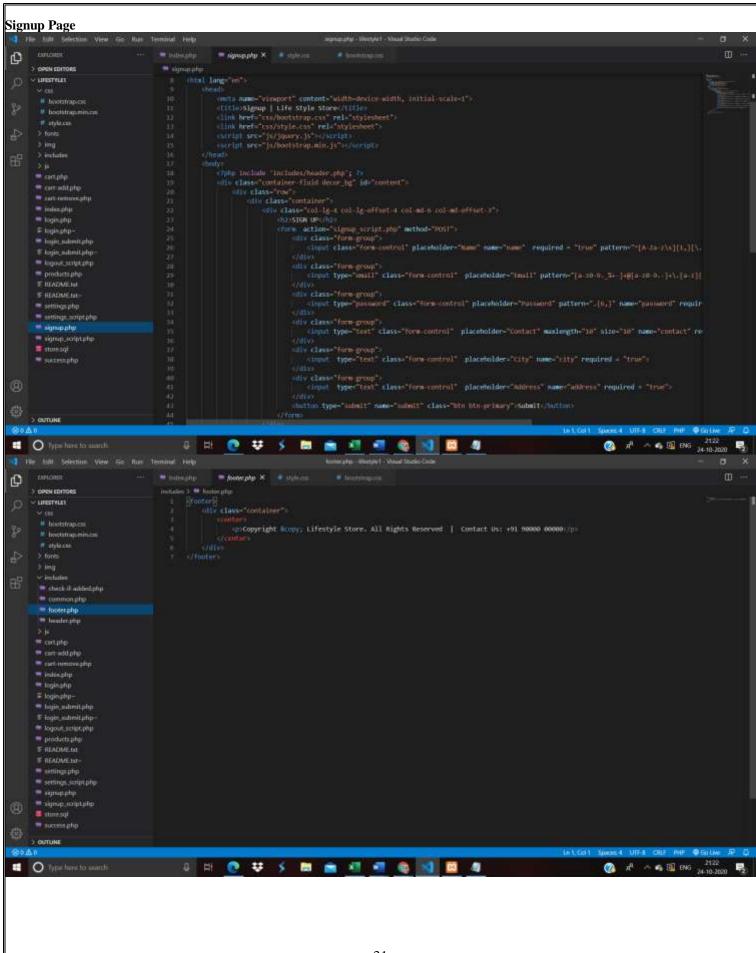


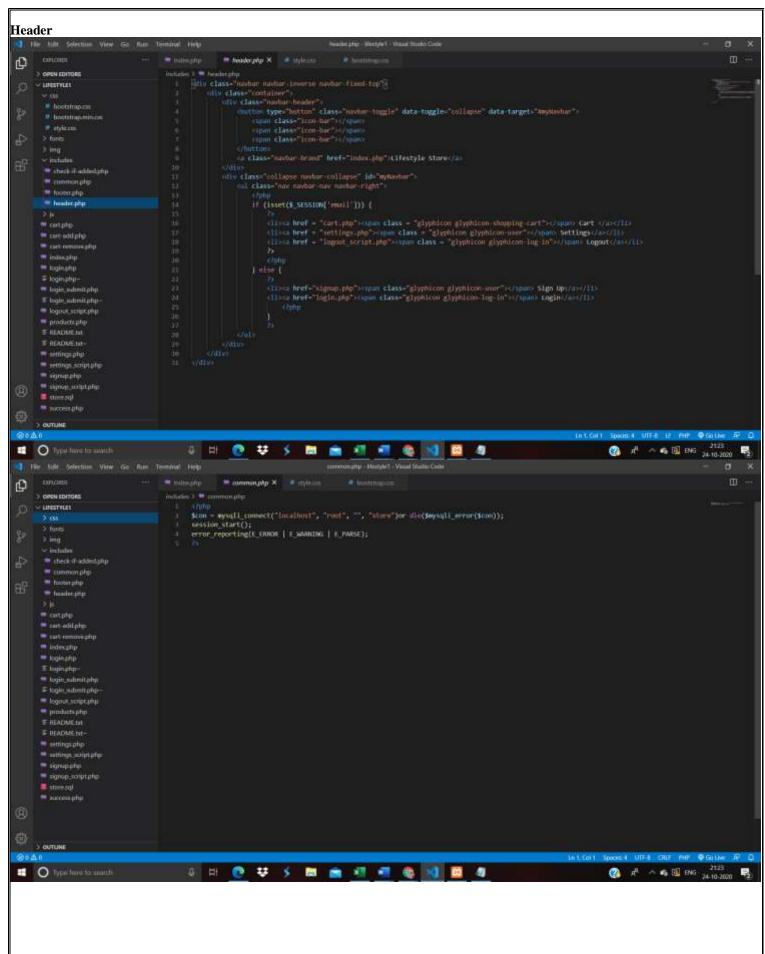
Code for front-end

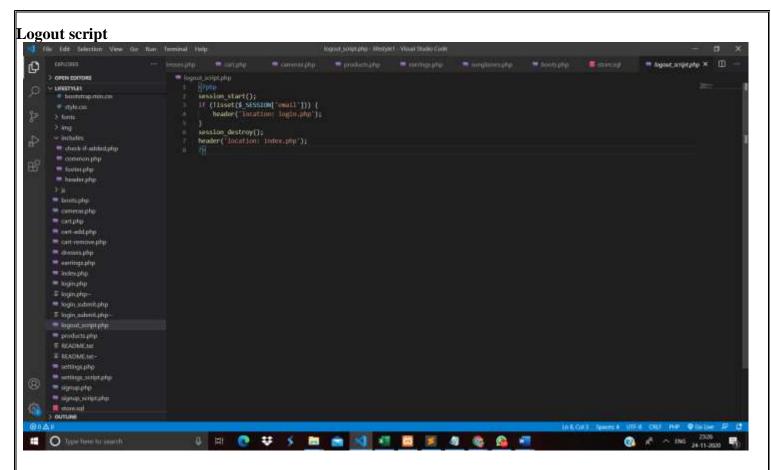




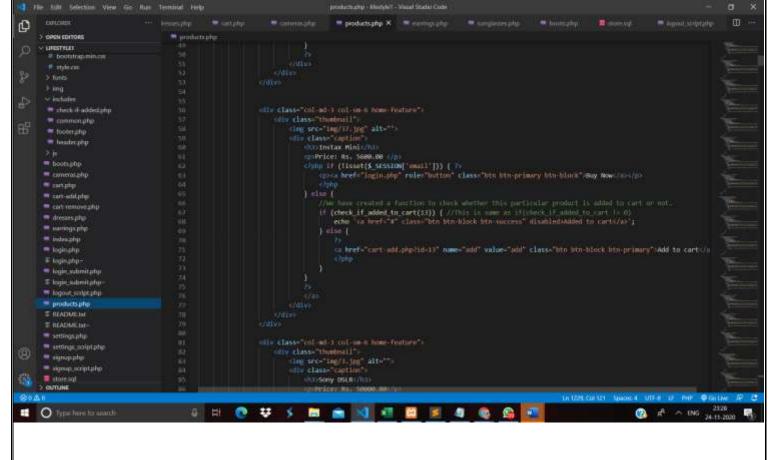


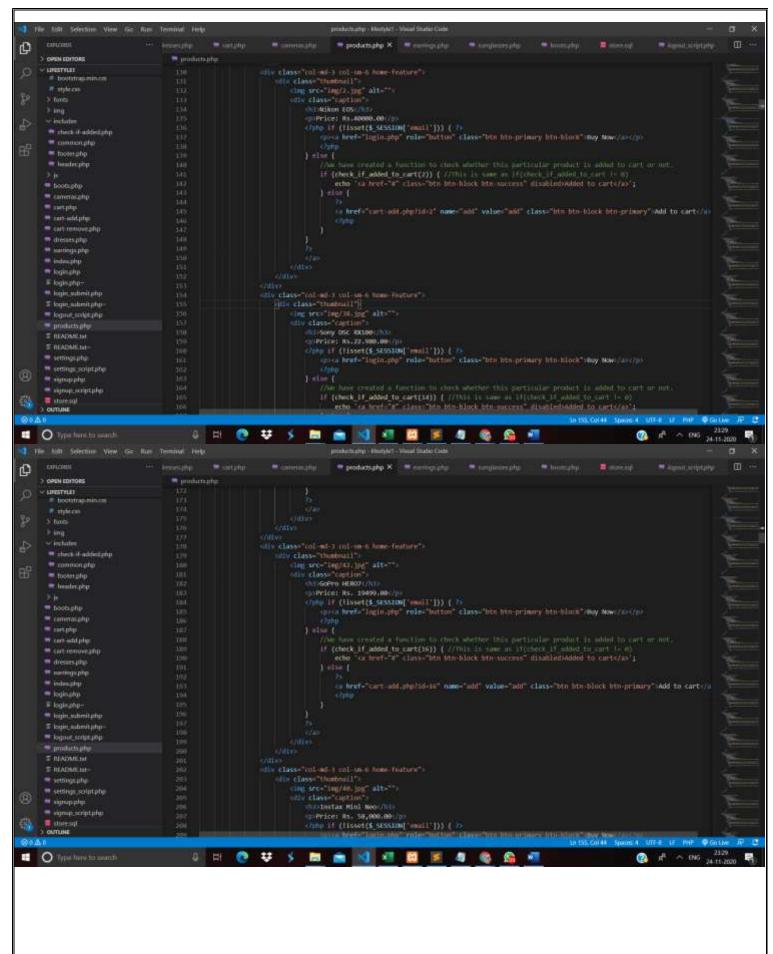


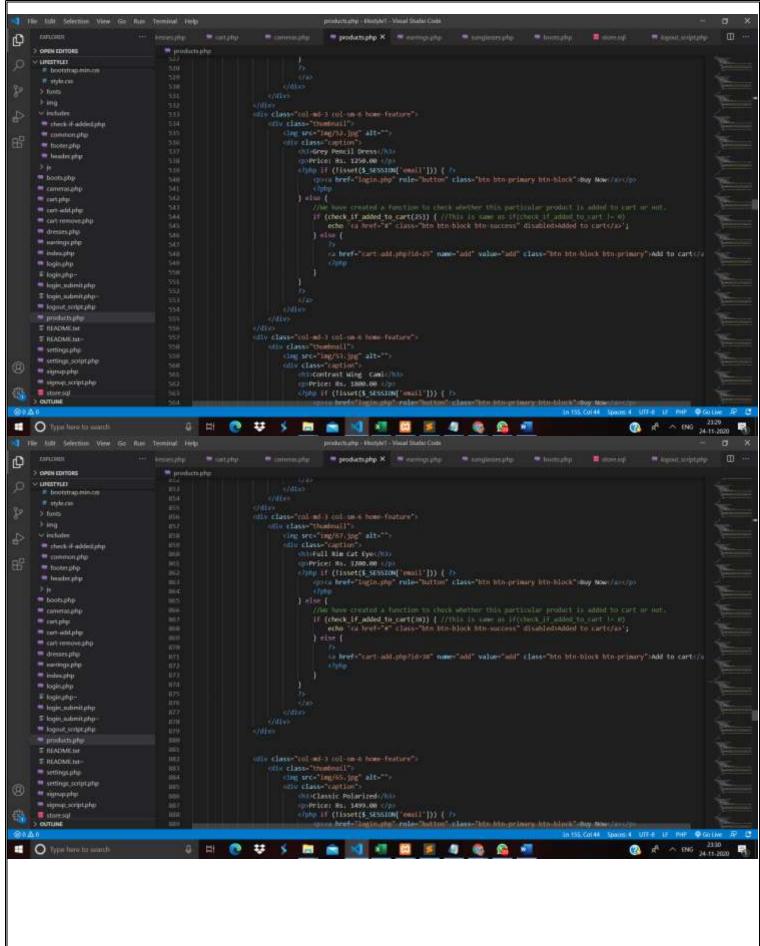


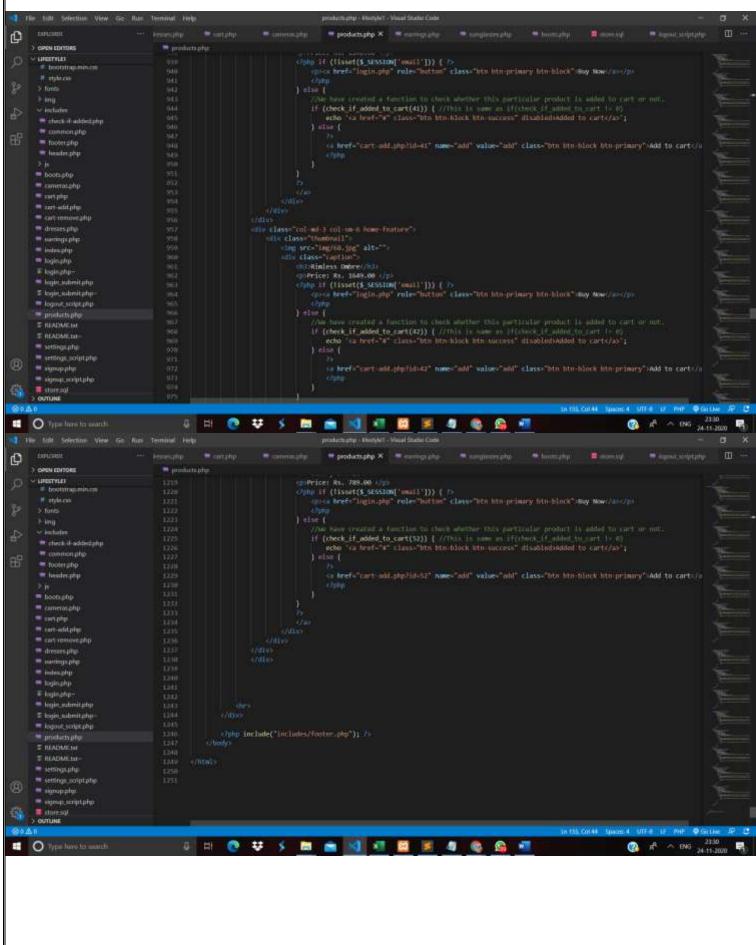


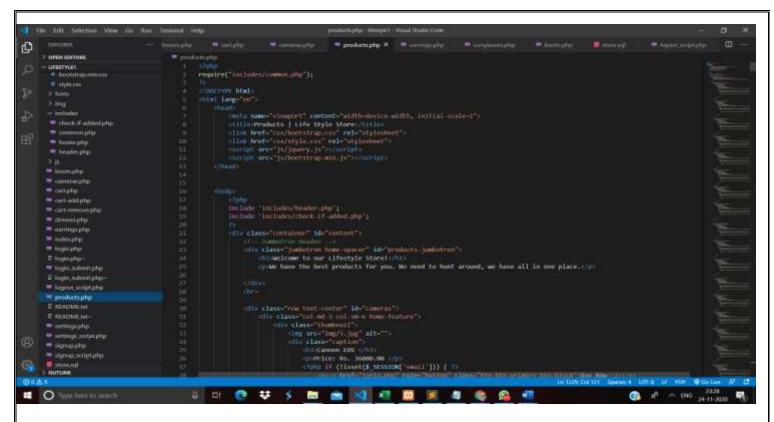
Code for Product Page



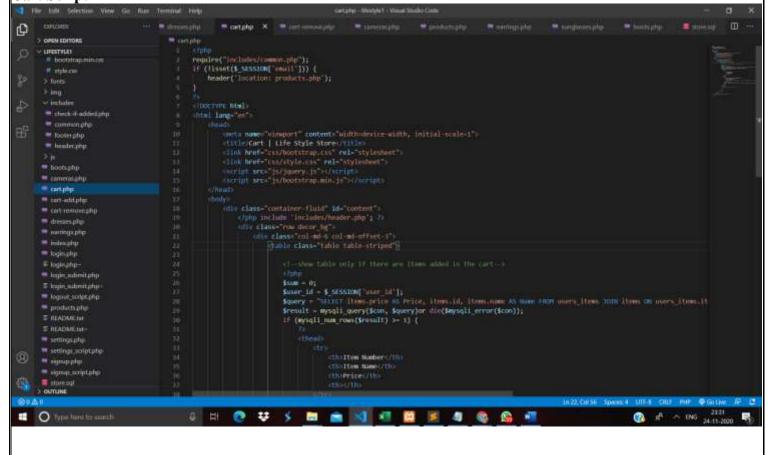


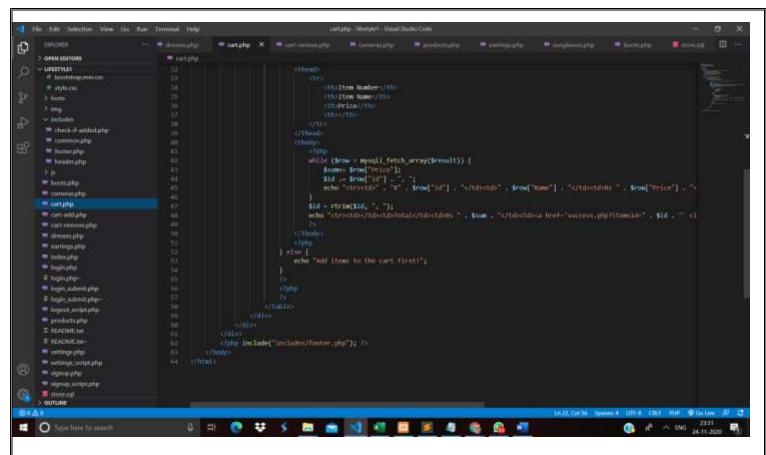




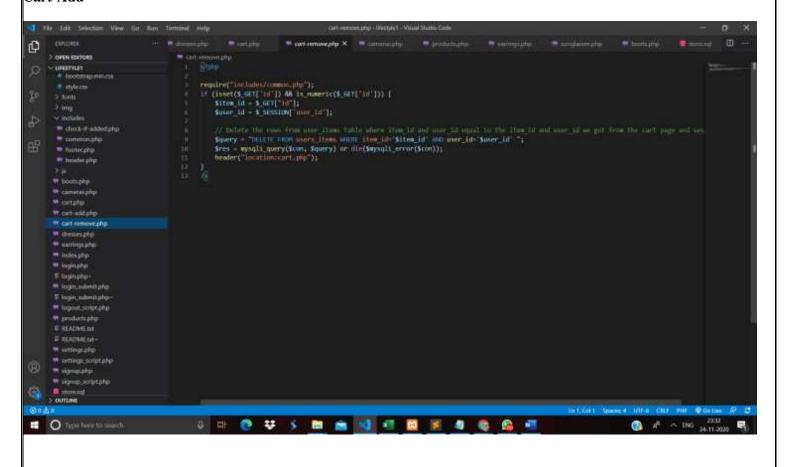


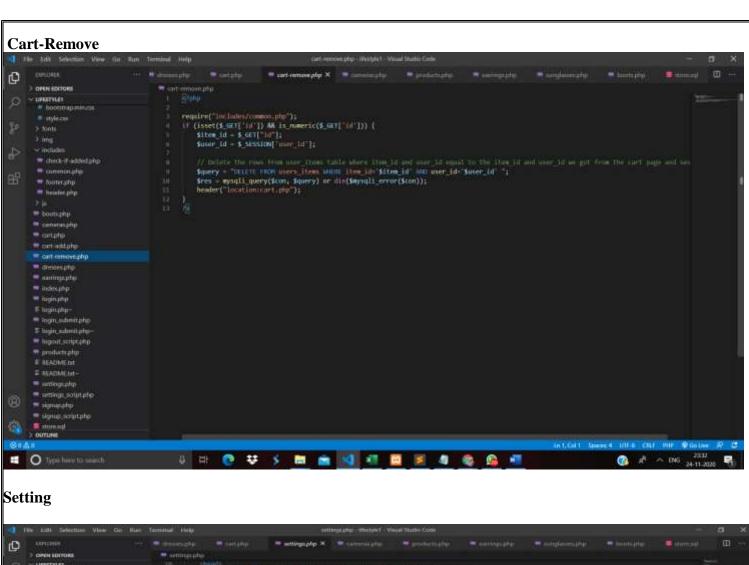
Cart Script

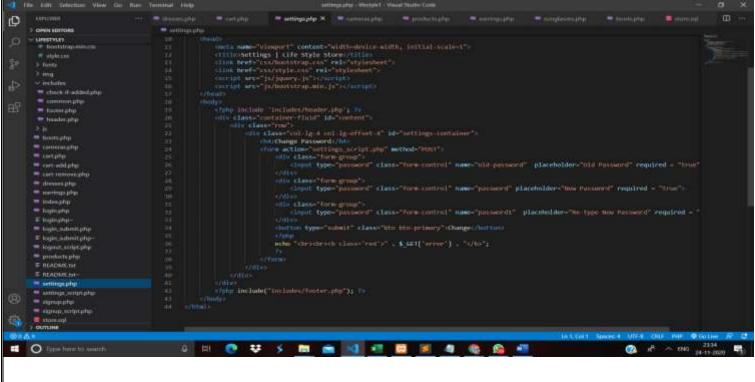


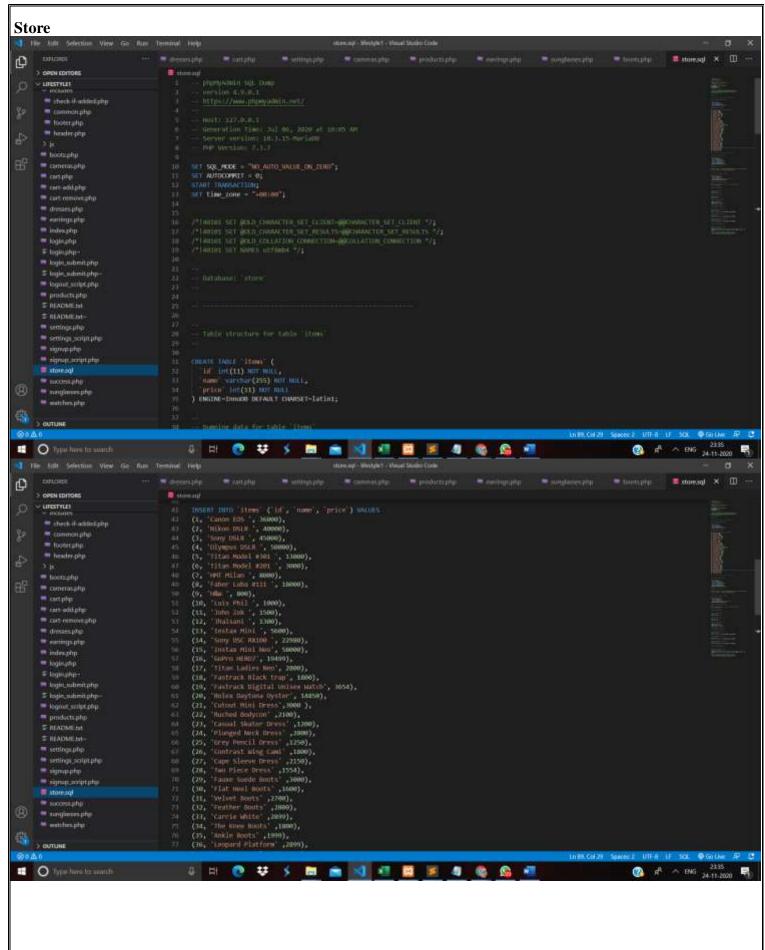


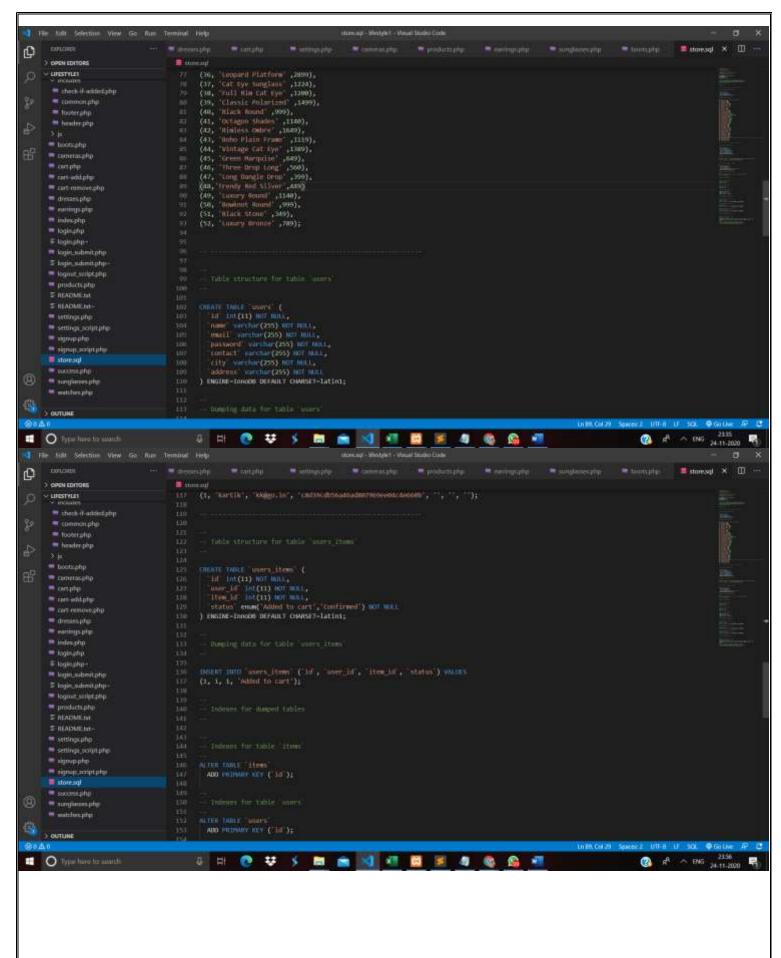
Cart-Add

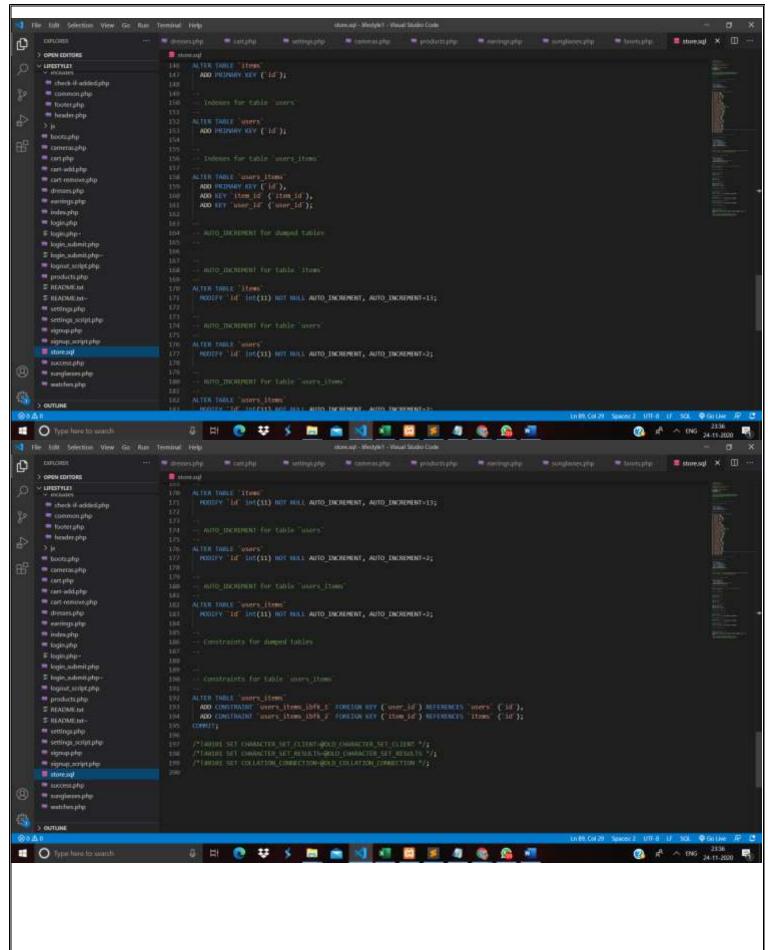


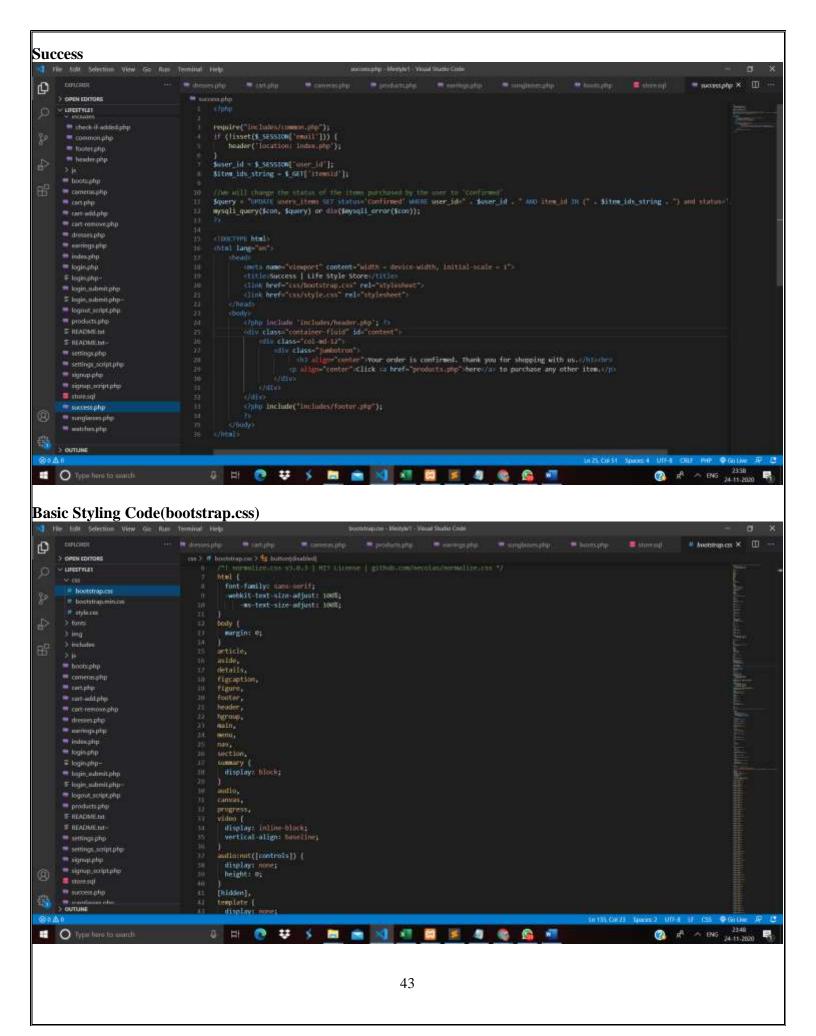


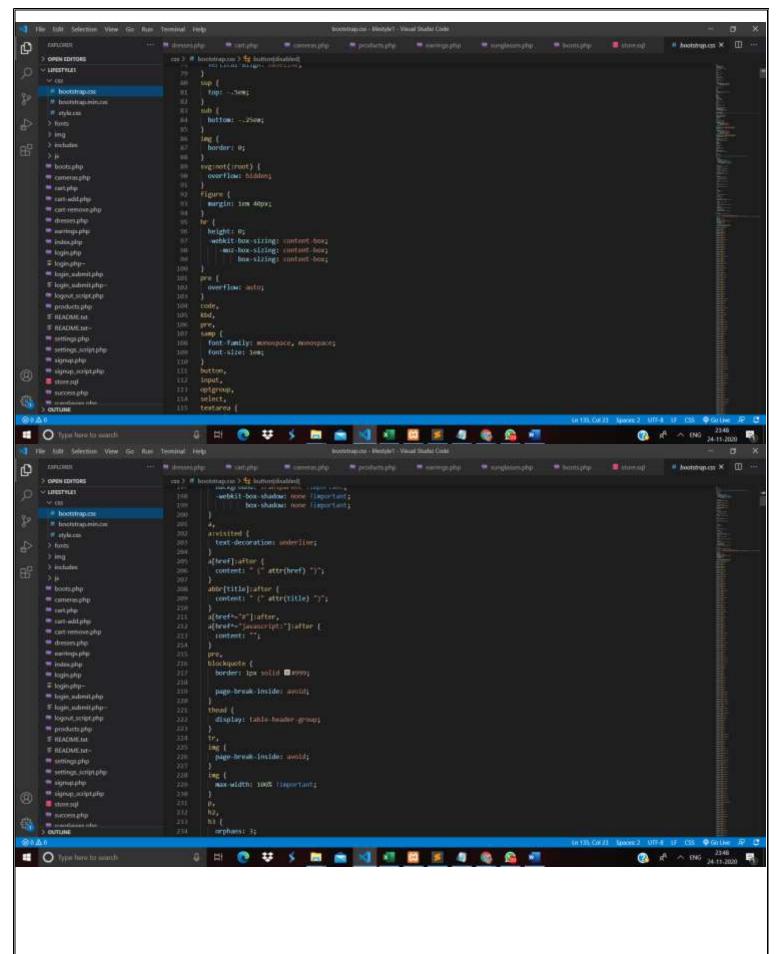


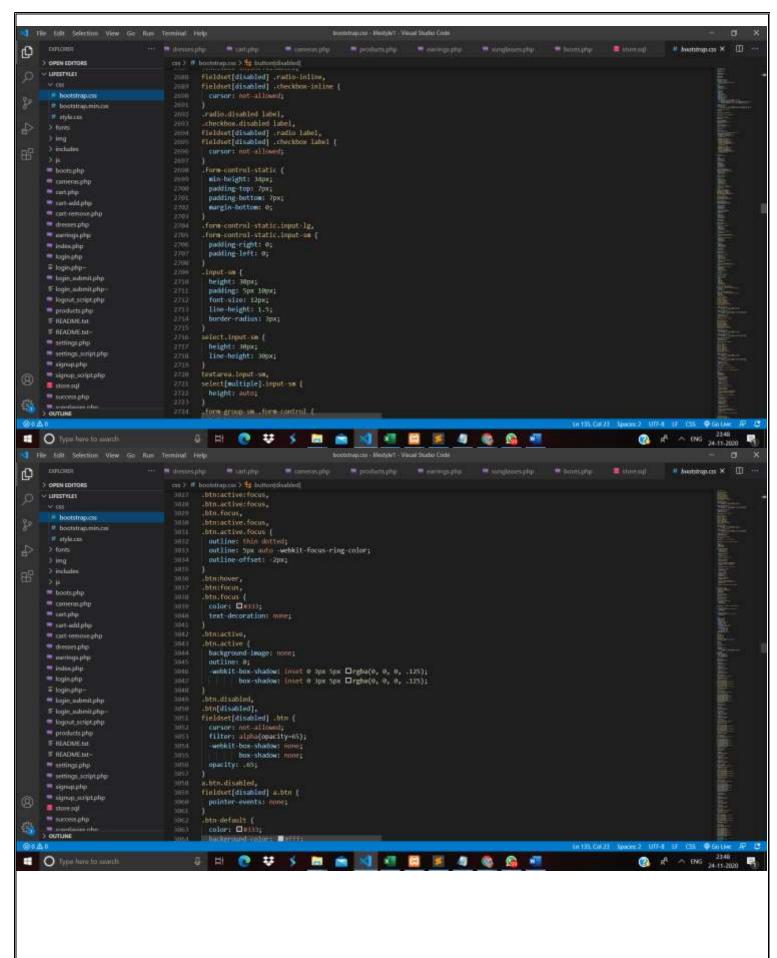


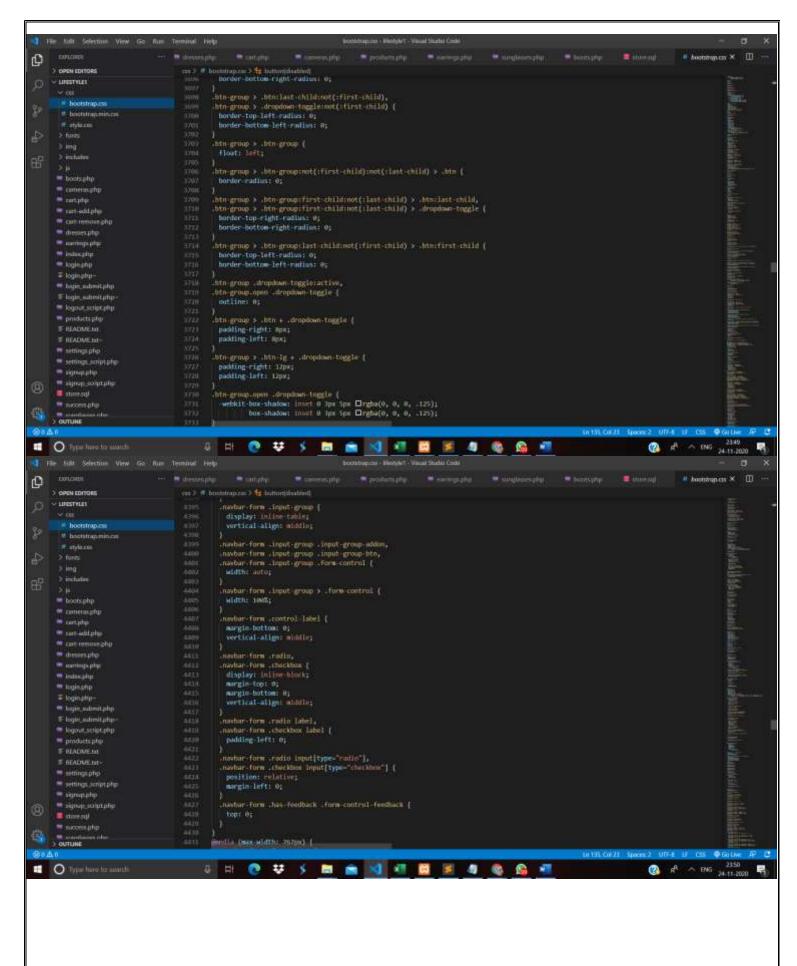


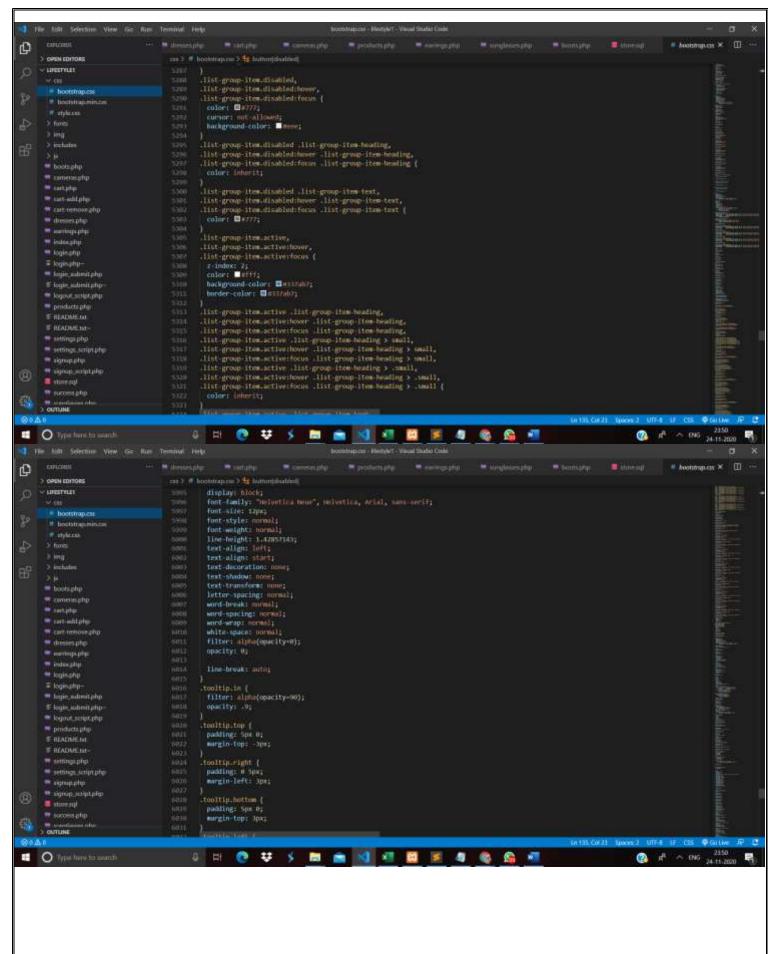


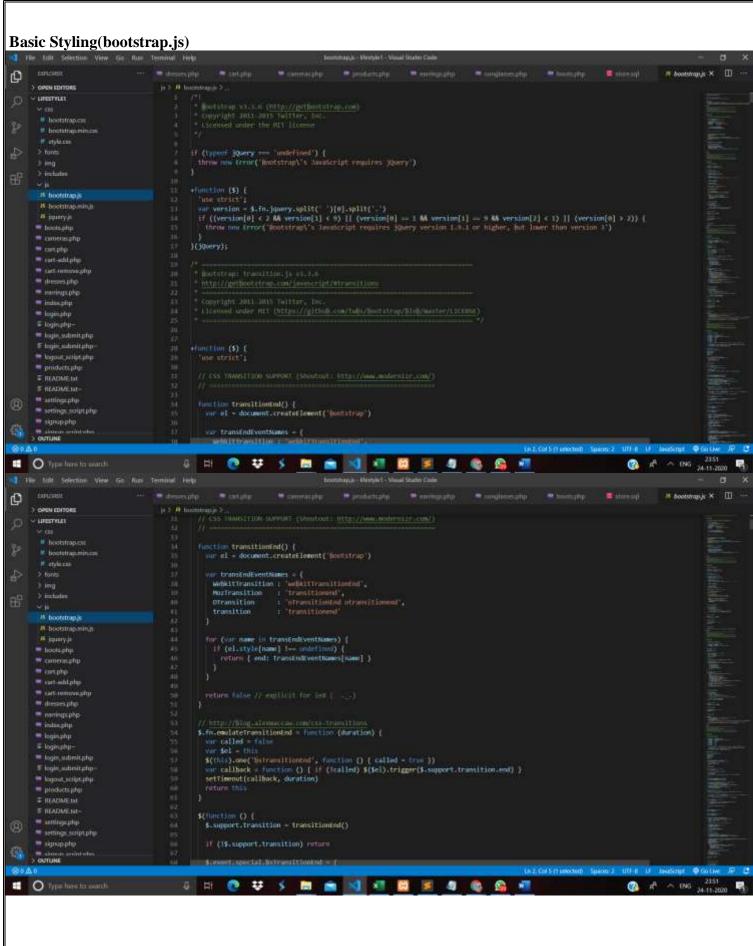


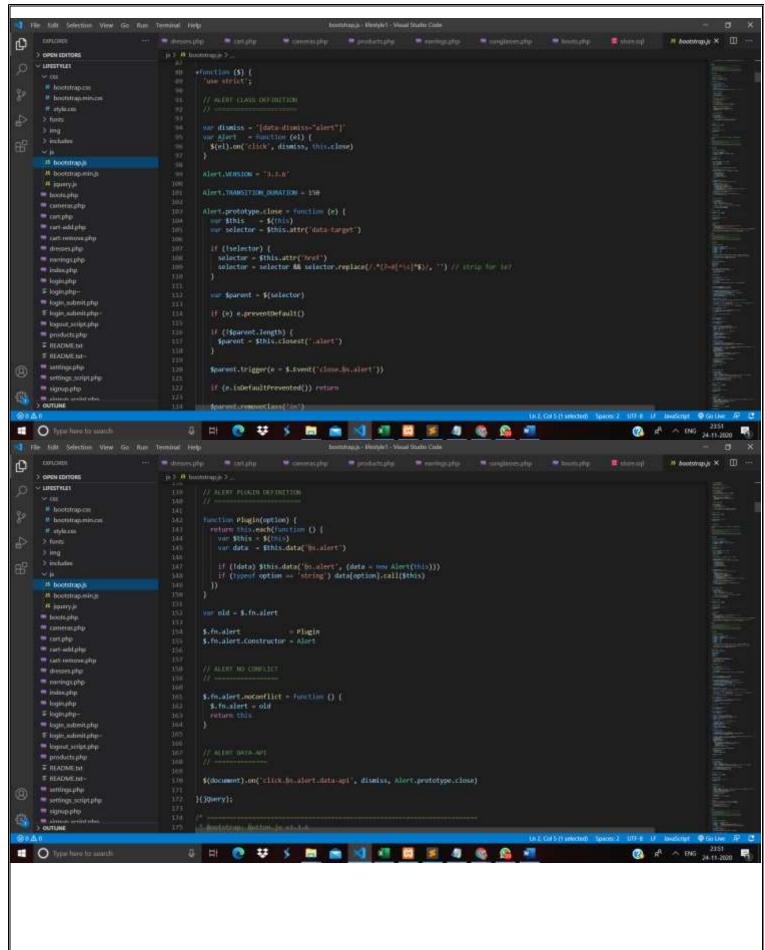


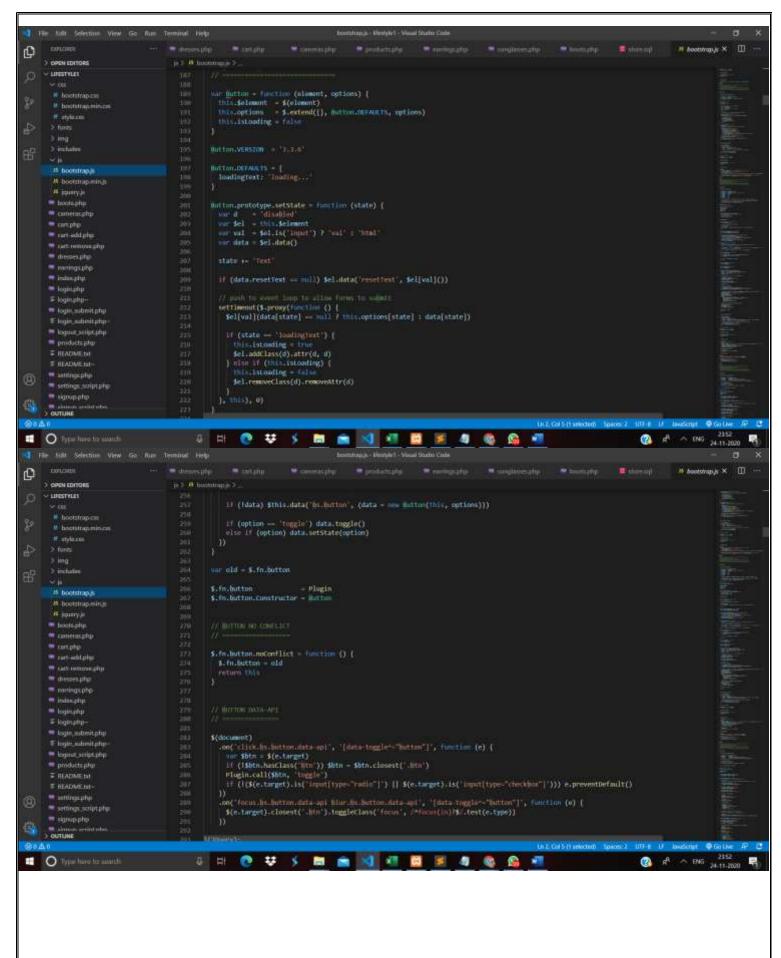


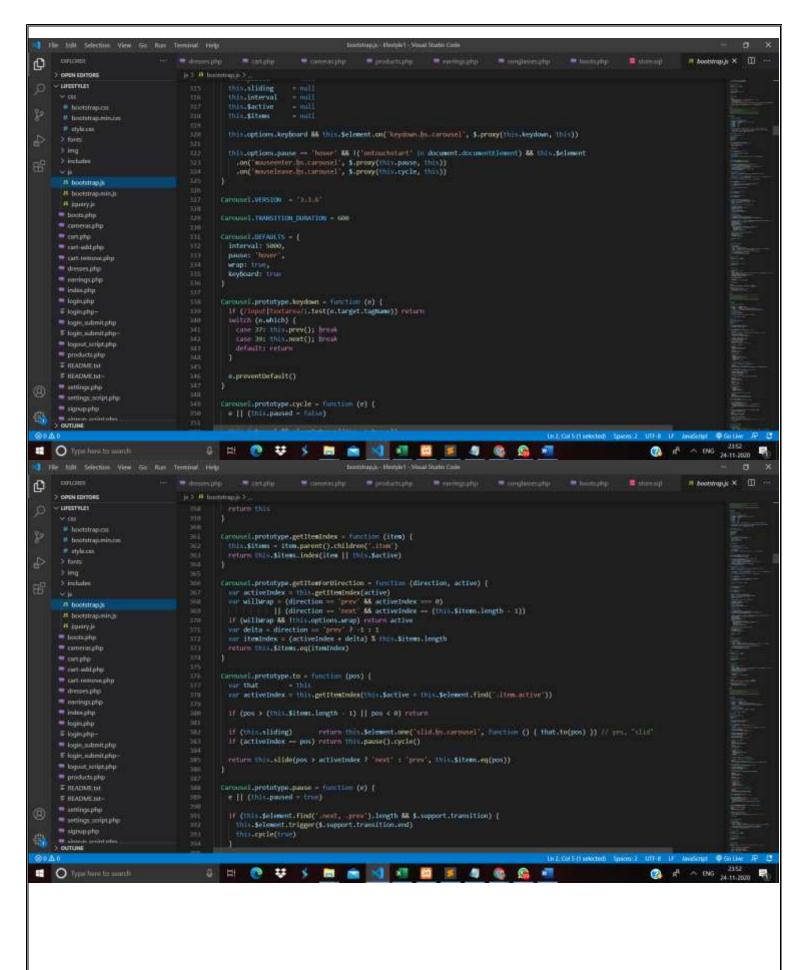


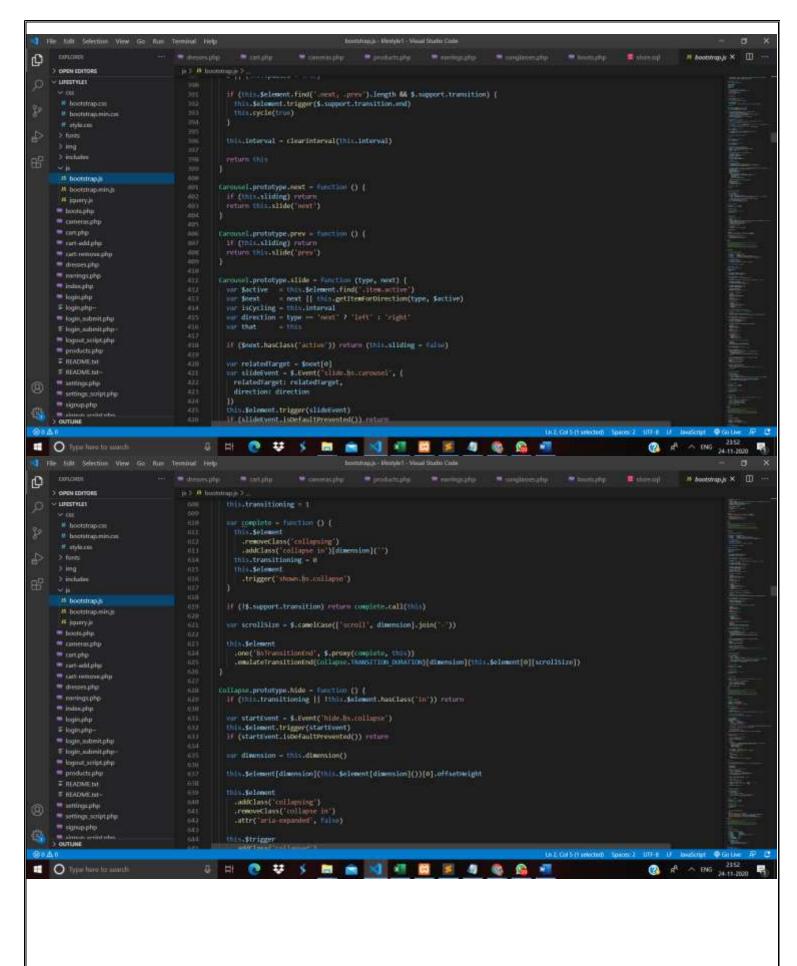


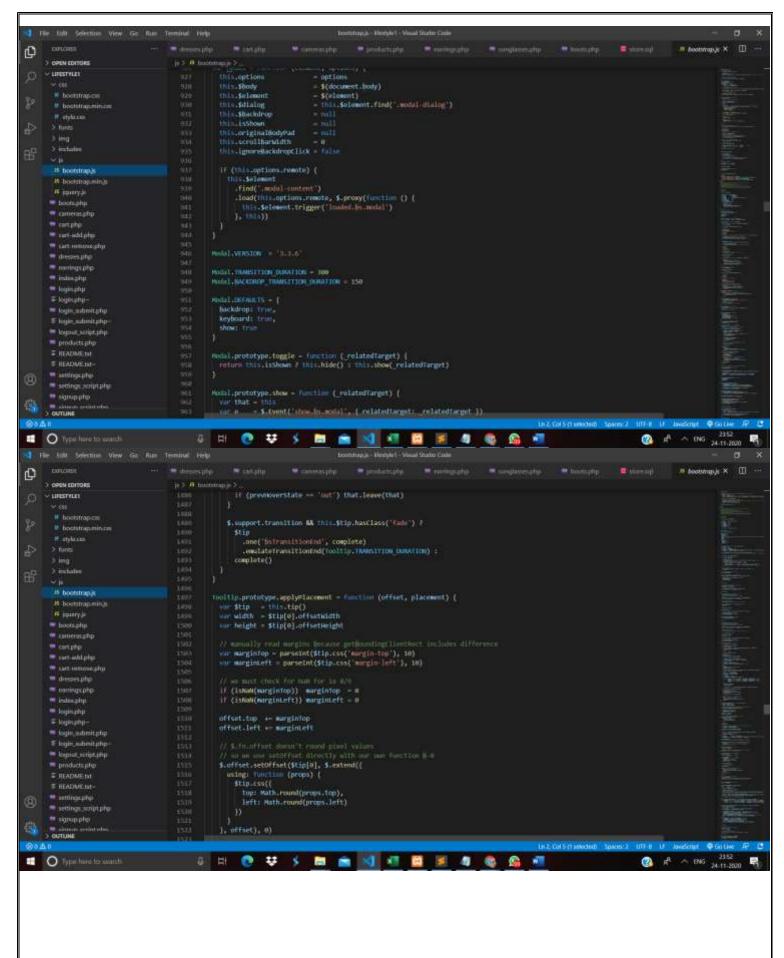


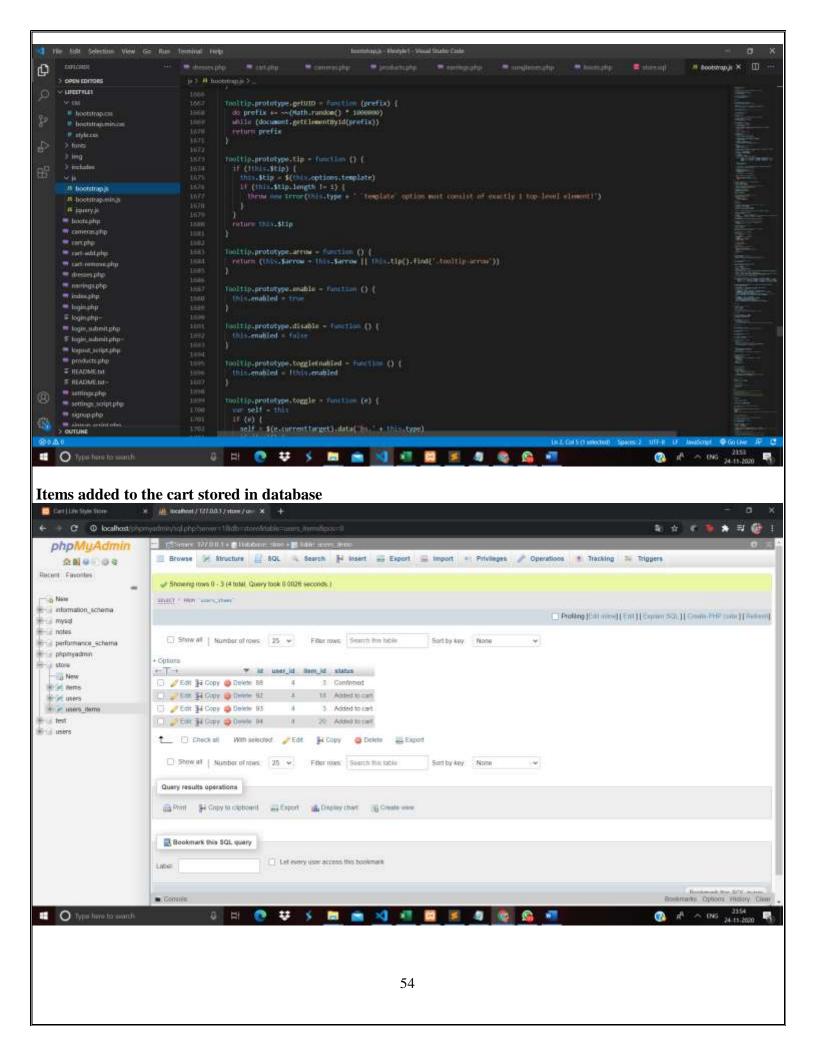












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