

**THE STATE UNIVERSITY OF ZANZIBAR**

**DEPARTMENT OF COMPUTER SCIENCE AND INFORMATION TECHNOLOGY**

**FINAL YEAR PROJECT PROPOSAL DOCUMENT**

<b>SNO</b>	<b>STUDENT NAME</b>	<b>REGISTRATION NUMBER</b>	<b>SIGNATURE</b>
<b>01</b>	<b>SUHAILA LAHDAD MOHAMED</b>	<b>BITA/2/18/019/TZ</b>	
<b>SUPERVISOR:</b>		<b>SIGNATURE</b>	
<b>MR. MASSOUD HAMAD</b>		<b>.....</b>	

**PROJECT TITLE: ISLAND ONLINE SHOPPING**

**PROJECT TYPE: ANDROID BASED PROJECT**

**SUBMISSION DATE:**

**15/DECEMBER/2020.**

## **1. DESCRIPTION OF THE PROJECT**

Island online shopping is a mobile application where users will be able to buy goods from their electronic devices such as a mobile, tablet, etc.

This application will show variety of products, where a user can search for specific product, add to cart, add to wish list and get it's list, share product link, see a product detail with easy to choose color and size, etc.

My intentions in developing this application are:

- ❖ Helping peoples who don't have time to visit physical shops and make their transactions when they are at their places in anytime.
- ❖ Will be the best way to let a customer see many related products of what he wanted along with the colors available as sometimes one doesn't have a satisfaction choice in physical shops.
- ❖ A customer will be able to see detailed information (description) of their products along with the images. It will help in customer getting a clear image of the product and its usability.

## **2. PRELIMINARY STUDY AND BRIEF PROBLEM STATEMENT**

E-commerce is the trending form of business being carried nowadays by most of the business traders or sellers for retail and wholesale as well. Traditional commerce is still popular where there is no reachability for the delivery of the goods and services to faraway places from the urban areas. Also where few people are not in a position to attain the digital gadgets come under uneducated and traditional commerce is a popular form of business in this case.

Island online shopping is the system which will have two sides; Website for administrator and Mobile side for customers / users.

Administrator will have to register products that will be shown to the customer side (mobile application), view all orders made by the customers, and be able to interact with his customers efficiently.

Customer will have to register himself, view and be able to search for different items needed, save the items to the wish lists and see his wish lists, add items to cart and finally will be able to order on what he will need and fill his payments information to complete his order.

## **Statement of the problem**

- ❖ In order for a customer to buy a product, he have to go to physical shop, which can cost him a lot of time, energy and cost as some of the shops are limited by the geographical area.
- ❖ Traditional commerce is difficult to perform more business as each customer needs attention, so it's hard for one or two sellers to satisfy many customers at a time and there are limited items in each store.
- ❖ When a customer purchase an item, there are limited ways of payments, cash payment is mostly used.

## **3. PROJECT BACKGROUND AND MOTIVATION**

In March 2020, much of the world went into lockdown, forcing many businesses to temporarily shut down. As of this writing, cities are gradually relaxing restrictions, but the future is still uncertain. Even businesses that are reopening have restrictions enforcing social distancing, the wearing of masks, and limits on how many customers can enter a space at one time.

When traditional shopping becomes difficult, or may even be scary, people are increasingly inclined to shop online. The fact that consumers were already embracing Amazon and other online retailers with open arms made this transition considerably easier.

Online revenue growth as of April 2020 was up 68%. There's a good chance that this trend will continue in the post-quarantine world. The advantages of online shopping aren't going to disappear even when retail businesses reopen fully. All of this points to why this is the ideal time to either start or double down on your e-commerce efforts.

### **Factors that will continue to drive e-commerce growth**

Let's look at some of the reasons that customers are likely to continue shopping more and more online.

- ❖ The rapid growth of mobile devices is making it easier than ever to browse and shop online. Customers can place orders one-handed from the device that is likely in their hand or pocket at all times.
- ❖ Even as some items became scarce in physical stores there were options for ordering online.
- ❖ It becomes more convenient for consumers to shop anywhere, any time, on and across multiple devices.

## **Importance of Ecommerce business**

- ❖ If the inventory management of goods and services is an automated process then not only there will be a reduction in costs, but also in risk. Also having an ecommerce business is much more cost effective than a physical store as it saves your extra expenses like rent, electricity, etc.
- ❖ The setting up cost of e-commerce business is extremely low as compared to setting up of a physical shop. Moreover, it is quite easier to license and permit e-commerce marketing site than a physical shop.
- ❖ E-commerce provides us round the clock services at all times even in midnight. So the customers do not require visiting a physical market if they need something during the night. It is the most convenient option for the people who are usually busy with their working schedules. So it helps you to be available for your customer 24\*7

## **4. PROPOSED SOLUTIONS AND SCOPE**

This system will be used by anyone who wants to interact with it. A user will have to create account at first, so the next time, he will login only direct to his account.

A user will be able to see different items in different categories also will be able to search for a specific item.

A user will be able to save an item in wish list or add the item to cart and view the list of his wish list or to see all items in cart.

A user will be able to order any item based on his demand, choose the payment options, and fill the required information to complete his order.

Also a user will be able to see his previous orders along with all information relating to those orders.

### **Main functions that will be covered by this system:**

- ❖ 24\*7 services: This is one the important feature of the e-commerce business. E-commerce businesses carry out their business 24 hrs. And on all days of the week. Customers can avail their services all the time at their home comfort. In the physical market, there is a timing for opening and closing.
- ❖ Easy navigation: It means that the product required can be easily searched in less time over the E-commerce business. Customers are not required to waste their time searching for a specific product. Product is simply searching in the search bar of the website of business.
- ❖ Ubiquity: It means that the services of the business are accessible anytime & from anywhere. These businesses are not confined to a particular area like a traditional business. Customers can as per their choice & comfort can do transaction & activity here.

## **5. MAIN AIM AND SPECIFIC OBJECTIVES**

The main objective of this project is to deliver the online shopping application into android platform. It will help buying any product in the shop anywhere through internet by using an android device.

### **Specific Objectives:**

- ❖ To identify ways of reducing management costs
- ❖ To increase the number of loyal customers
- ❖ To establish ways of increasing sales.
- ❖ To develop the system that will facilitate shopping process

## **6. ANTICIPATED ARTIFACT**

- ❖ Software (Website and Mobile Application)

In developing this project, I will develop a website side where it will involve the administrator (seller) and a mobile application where it will involve all users (customers) who will interact with the system.

- ❖ Reports and System Documentation

Proposal and final project report are written documents that will be provided during the development of this project.

Proposal report is the document which is used to present an idea that brings a solution to a specific problem.

Final project report is the project which will explain in summary the outcomes of the project, the success of the project, lessons learned along with the screenshots of the system on how it works and this report is prepared after the development of the system.

System documentation represents documents that describe the system itself and its parts. It includes requirements documents, design decisions, architecture descriptions, and program source code.

## **7. RESOURCES REQUIREMENT**

The following are the resources will be needed for the development of this system:

Hardware:

- ❖ Computer
- ❖ Android mobile along with USB cable

Software:

- ❖ Android Studio
- ❖ Eclipse
- ❖ MySQL
- ❖ Search engine (Mozilla Firefox)
- ❖ Tomcat

And the following are the programming languages that will be used in the development of this system:

- ❖ HTML 5 and CSS 3
- ❖ JSP
- ❖ MySQL
- ❖ Java

## 8. PROJECT SCHEDULING

S/N	ACTIVITIES	DURATION					
		DEC	JAN	FEB	MAR	APR	MAY
01	Technology learning and planning						
02	Project Proposal						
03	Designing						
04	Implementation						
05	Follow up						