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**ABSTRACT**

This paper discusses the structure and components of databases for real-world e-commerce systems. We ﬁrst present an integrated 8-process value chain needed by the e-commerce system and its associated data in each stage of the value chain. We then discuss logical components of a typical e-commerce database system. Finally, we illustrate a detailed design of an e-commerce transaction processing system and comment on a few design considerations speciﬁc to e-commerce database systems, such as the primary key, foreign key, outer join, use of weak entity, and schema partition. Understanding the structure of e-commerce database systems will help database designers effectively develop and maintain e-commerce systems.

**CHAPTER 1**

**INTRODUCTION**

E-Commerce (Electronic Commerce) is process of doing business through computer networks. The primary goal of an e-commerce site is to sell goods and services online. Online shopping is a form of electronic shopping store where the buyer is directly online to the seller’s computer usually via the internet. A person sitting on his chair in front of a computer can access all the facilities of the Internet to buy or sell the products. Online Shopping System

helps in buying of goods, products and services online by choosing the listed products from website (E-Commerce site). The Shopping cart is mainly useful for who haven’t time to go to shopping. Shopping cart is a very important feature used in e-commerce to assist people making purchases online. The sale and purchase transaction are completed electronically and interactively in real-time. User can login into eCommerce website, once he logged in then automatically one shopping cart will be created, once user select an item it will add to cart. In case user thinks the selected item is not useful for him, then he can delete that item form the cart.

The proposed system helps in building a website to buy, sell products or goods online using internet connection. Unlike traditional commerce that is carried out physically with effort of a person to go and get products, eCommerce has made it easier for human to reduce physical work and to save time. The basic concept of the application is to allow the customer to shop virtually using the Internet and allow customers to buy the items and articles of their desire from the store. E-commerce is fast gaining ground as an accepted and used business paradigm.

**PURPOSE**

Online Shopping is the process whereby consumers directly buy goods and services without any intermediary service over the internet. The goal of this website is to develop a web-based interface for costumer’s, the website would be easy to use and hence the shopping experience pleasant for the users.

**DOCUMENT CONVENTIONS**

* Any member can register and view available products.
* Only registered member can purchase multiple products regardless of quantity.
* Contact Us page is available to contact Admin for queries.
* There are two roles available: Visitor, Admin.
* Visitor can view available products.
* An Admin has some extra privilege including all privilege of visitor and user.
* Admin can add products, edit product information and add/remove product.
* Admin can add user, edit user information and can remove user.
* Admin can ship order to user based on order placed by sending confirmation mail.

**PROJECT SCOPE**

The objective of this project proposal is to define the project scope of Window Blind E- Commerce Website and to provide the Estimation. The advantage would be simple user interface that is easy to understand by all type of users.

The scope document is defined after discussing with the Client

**CHAPTER 2**

**REQUIREMENT SPECIFICATION**