

A synopsis on

BUYANA

BY

DEBARGHYA CHAKRAVARTY (16900120083)

RAKTIM BAR (16900320089)

SUPRIYO BOSE (16900120076)

SWATHIK MAJUMDER (16900120082)

TUNIR CHAKRABORTY (16900120079)

Department- CSE, Semester- 5th

Under the guidance of

Prof. SOMEN HATI.

Signature of the students

*Debarghya
Chakravarty*

Raktim Bar

Supriyo Bose.

Swathik Majumder

Tunir Chakraborty

Signature of the Guide with date

Somen Hati 17-11-22

Abstract

1) About project :

This project aims to develop a basic e-commerce application in a Native platform provided with a shopping cart application, recommended products, and the technologies used.

2) Application :

Interestingly, with the development and advancement of e-commerce and its technology, people can easily buy or sell their required product, saving their precious time, and the hassle of crowds and physically traveling to the seller or customer.

A major advantage of e-commerce over traditional commerce is, the user can browse different online shops for the same product, compare prices, designs, and much more, and order merchandise sitting at home.

Moreover, this technology offers a variety of payment methods to the customers such as cash on delivery, cashless methods, and many more.

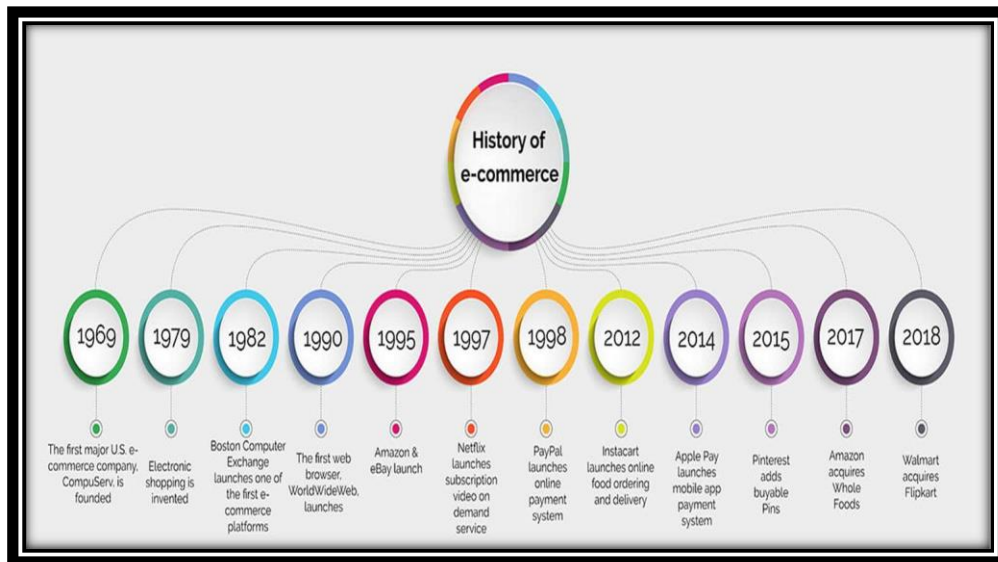
The concept of e-commerce dated the back to early 1990s. From then till now, one major issue it faced was Security. Many of the users to date refuse to use this method due to a lack of faith in its security issues.

3) Proposed work :

Interestingly, with the development and advancement of e-commerce and its technology, people can easily buy or sell their required product, saving their precious time, and the hassle of crowds and physically traveling to the seller or customer.

We tried to create a simple interface that would help the users to easily browse through all the different products. Moreover, ML model has been used which would suggest products to the users based on their recent search items, and price range. A Chat Bot using Artificial Intelligence suggests the user's different products based on the information provided in the form of age, gender, budget, and many more. Moreover, the Chat Bot would redirect the users to different Retailers.

❖ Objective of project



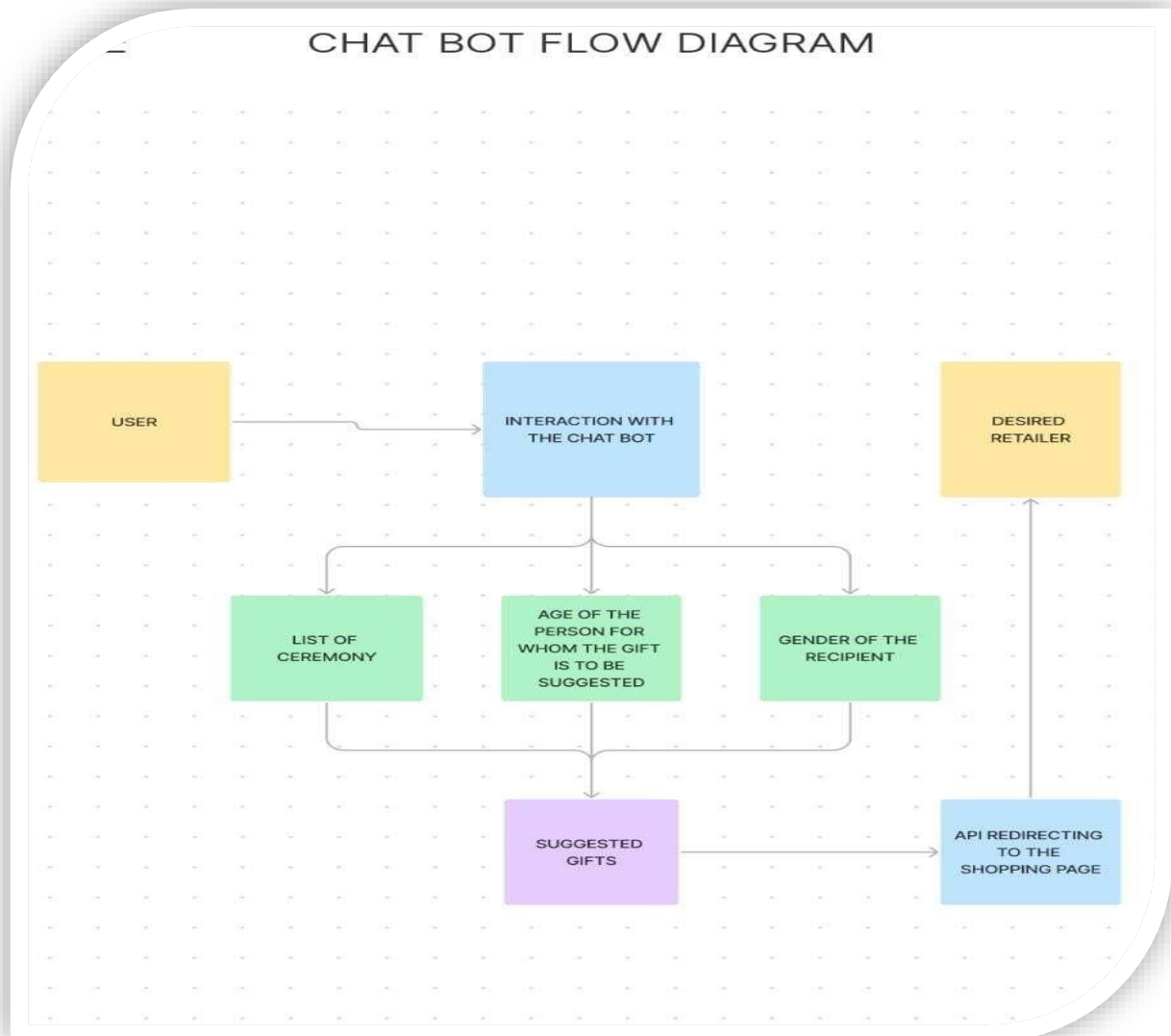
Hence from the above works, we got our inspiration to work and take forward this domain. we are planning to design an e-commerce application, with some additional features. We will add a chat-bot which will interact with the user and will provide the best items based on details entered by the user.

1. Review of previous work :

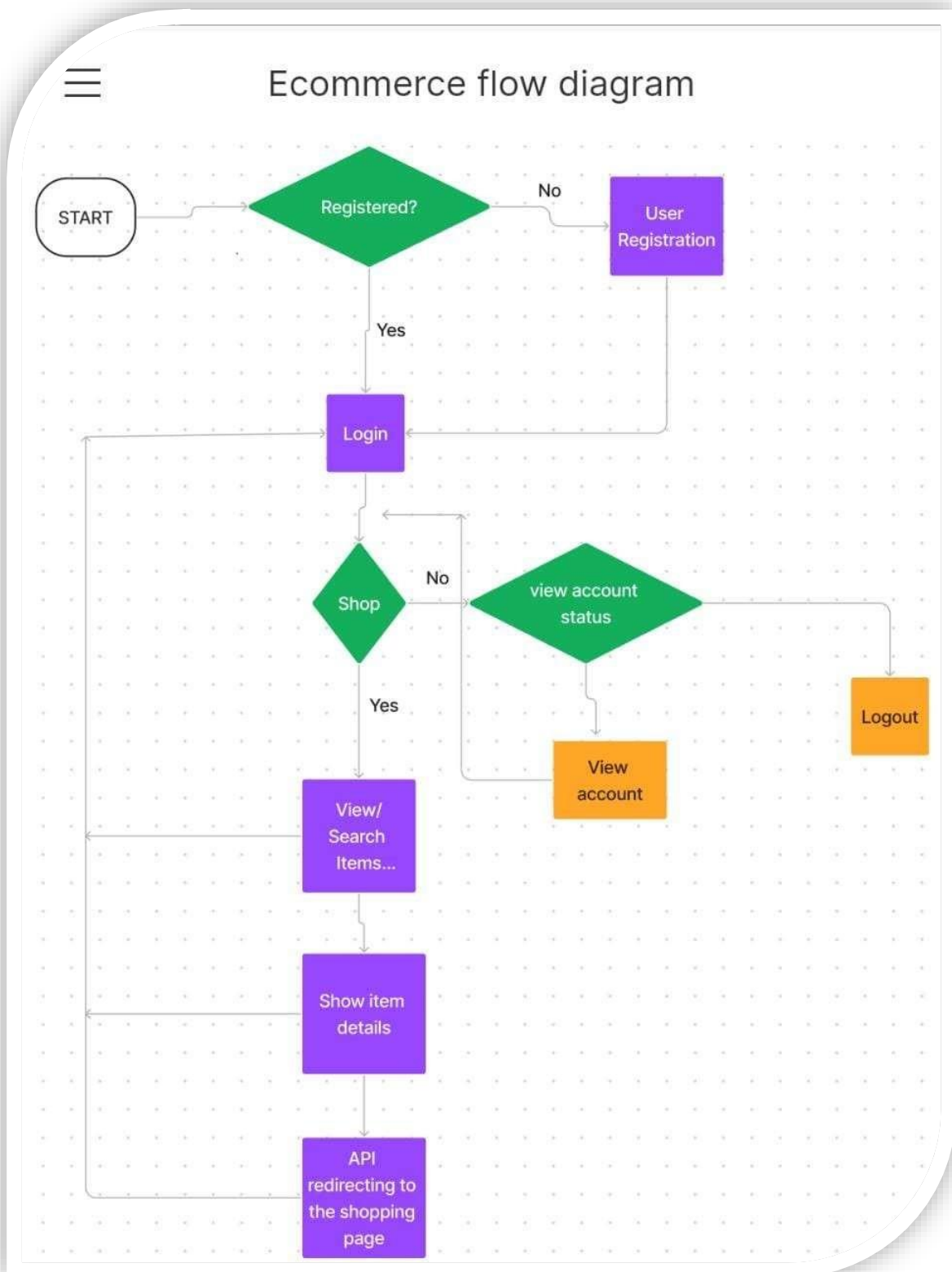
Ecommerce can be defined as the buying and selling of goods electronically online. It's popular because of the many benefits of e-business -internet marketing, electronic funds transfer, and many more. The online marketplace is a good platform for you to expand your business.

India's e-commerce market is expected to reach \$350 billion by 2030, says a recent IBEF report. The Indian online grocery market is estimated to reach \$18.2 billion in 2024, expanding at a CAGR of 57 per cent.

2. CHAT BOT FUNCTIONALITY :



3. Details of project :



❖ References :

-
- <https://www.figma.com/file/z8roe7UAIM1z8ThMQqfVSC/CHAT-BOT-FLOW-DIAGRAM?node-id=0%3A1&t=lpeCcDBujkrbLUVK-1>
- <https://www.figma.com/file/VPkU6sRvEhDXQdByVc8EcQ/Ecommerce-flow-diagram?node-id=0%3A1>
- <https://www.thefulfillmentlab.com/blog/history-of-ecommerce>
- <https://docs.flutter.dev/>
- <http://www.creativeworld9.com/2011/03/abstract-on-e-commerce.html>
- <https://opus.govst.edu/cgi/viewcontent.cgi?article=1079&context=capstones>
- https://www.w3schools.com/howto/howto_website_business.asp