

A Mini Project Report on
E commerce - EVERSHOP

T.E. - I.T Engineering

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Academic year : 2022-23

CERTIFICATE

This to certify that the Mini Project report on **E-commerce: Evershop** has been submitted by **Shruti Pinjarkar (20104016)**, **Aryan Sankholkar(20104010)** and **Yash Umredkar(20104012)** who are a Bonafede students of A. P. Shah Institute of Technology, Thane, Mumbai, as a partial fulfilment of the requirement for the degree in **Information Technology**, during the academic year **2022-23** in the satisfactory manner as per the curriculum laid down by University of Mumbai.

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Date: 14/09/22

ACKNOWLEDGEMENT

This project would not have come to fruition without the invaluable help of our guide **Prof. Neha Deshmukh**. Expressing gratitude towards our HoD, **Dr. Kiran Deshpande**, and the Department of Information Technology for providing us with the opportunity as well as the support required to pursue this project. We would also like to thank our teacher Ms. Yaminee Patil who gave us her valuable suggestions and ideas when we were in need of them. We would also like to thank our peers for their helpful suggestions.

TABLE OF CONTENTS

| | |
|---------------------------------------|----|
| 1. Introduction..... | 1 |
| 1.1. Purpose | 1 |
| 1.2. Problem Statement..... | 2 |
| 1.3. Objectives..... | 2 |
| 1.4. Scope | 3 |
| 2. Literature Review... .. | 4 |
| 3. Proposed System..... | 7 |
| 3.1. Features and Functionality..... | 7 |
| 4. Requirements Analysis..... | 9 |
| 5. Project Design..... | 10 |
| 5.1. Use Case diagram... .. | 10 |
| 5.2. DFD (Data Flow Diagram)..... | 11 |
| 5.3. System Architecture | 12 |
| 6. Technical specification... .. | 13 |
| 7. Project Scheduling..... | 15 |
| 8. Implementation... .. | 16 |
| 9. Result and Discussion..... | 17 |
| 10. Conclusion and Future Scope | 18 |

1.INTRODUCTION

An E-commerce website is one that allows people to buy and sell physical goods, services, and digital products over the internet rather than at a brick-and-mortar location. Through an E-commerce website, a business can process orders, accept payments, manage shipping and logistics, and provide customer service. The term “E-commerce” simply means the sale of goods or services on the internet. In its most basic form, E-commerce involves electronically transferring funds and data between 2 or more parties

Much like a traditional physical retail store, E-commerce websites allow consumers and businesses to buy and sell to one another on a designated platform. The main difference between E-commerce and physical commerce, however, is that E-commerce transactions occur entirely over the internet rather than at a brick-and-mortar location.

PROBLEM IDENTIFIED

People have to visit stores offline for the various day to day necessary needs. Not everything is available in one store people have to visit many store for different needs required.

SOLUTION PROPOSED

In our project we are trying to bring many stores with different objects under one platform so that user can online purchase the things they need.

1.1. PURPOSE

Online shopping is a form of electronic commerce which allows consumers to directly buy goods or services from a seller over the Internet using a web browser or a mobile app. Consumers find a product of interest by visiting the website of the retailer directly or by searching among alternative vendors using a shopping search engine, which displays the same product's availability and pricing at different e-retailers. As of 2020, customers can shop online using a range of different computers and devices, including desktop computers, laptops, tablet computers and smartphones.

An online shop evokes the physical analogy of buying products or services at a regular bricks-and-mortar" retailer or shopping center; the process is called business-to-consumer (B2C) online shopping. When an online store is set up to enable businesses to buy from another businesses, the process is called business-to-business (B2B) online shopping. A typical online store enables the customer to browse the firm's range of products and services, view photos or images of the products, along with information about the product specifications, features and prices.

1.2. PROBLEM STATEMENT

E-commerce provides an easy way to sell products to a large customer base. However, there is a lot of competition among multiple E-commerce sites. When users land on an ecommerce site, they expect to find what they are looking for quickly and easily.

1.3. OBJECTIVES

- To reach more customers and by that increase sales in business.
- To enable customers for quick and easy find of the best solution for their needs to deliver better results consistently.
- To cut on traditional costs by reducing the need to respond to every request manually.
- To enable customers for quick and easy find of the best solution for their needs to deliver better results consistently.
- To help clarify things like top selling products, least selling products and so on. Ecommerce gathers accurate usage information.

1.4. SCOPE

- Convenience in time – people can shop from home, while travelling, and whenever they want. No worrying about store closing, holidays, commuting, traffic jams etc.
- They can easily compare products and prices at different online stores
- With multiple payment options, it offers more convenience and safety as the gateways are secure and encrypted
- People who are physically handicapped, elderly people and also the women with small kids are not able to shop for their needs, online shopping is best for these people as the products are delivered at the doorstep.
- Online stores clearly mention return and exchange policies on the site, making it easy for shoppers to decide
- You can get detailed explanation of the product, its working, materials/ingredients – even demo videos. This helps consumers to make informed decisions
- Online shopping offers great safety in shopping from home, especially in times like the present
 - when the global pandemic is threatening the health of all those who mingle in public.

2.LITERATURE REVIEW

With the reference to the below research paper in the reference section it is stated that, internet has opened the door for e-commerce. Post that the correlation between e-commerce, culture, and website design is mentioned with a literature review of required areas. Also, the businesses shipping process including the delivery of orders to the consumer's doorsteps is highlighted. At the end a brief overview of e-commerce, including what it is and how it differs from existing related ideas has been mentioned.

Product characteristic is also another factor that will influence the consumer's intention to purchase in the internet. Product characteristic can be tangible or intangible; standardized or customized. In an online context, lower tangibility of a product is caused by the lack of physical contact and assistance in the shopping process; consumer's intention to shop on the internet will be low when there is a need to seek advice from a salesperson regarding the considered product.

3. PROPOSED SYSTEM

The aim of E-commerce recommendation is to take advantage of Ecommerce site to provide information and suggestion, to help consumers make right choices. An E commerce system is a process in which people (specific customers) are being provided with the option of purchasing goods and services directly from the seller, all in a real-time environment. Online shopping is an application of the internet as electronic commerce. From the business perspective, customers usually find the products more attractive, on websites, as they get all the details available there.

3.1. FEATURES AND FUNCTIONALITY

1. Registration

In order to use the system the users will need to register in the system, and for registration, they need to provide various information related to them such as name, address, etc.

2. Search bar

This provides users with an option through which they can search the product they want to purchase.

3. Cart

After selecting a product if the user wants to purchase it, later they can save the product in the cart.

4. Check out

Through this module, the user can place their order and can choose preferred method for payment.

5. Easy Payment Options

User Can Easy Pay The Product Price By Just Entering Details Or Via Cash On Delivery.

4. REQUIREMENT ANALYSIS

- **Performance Requirements**

The load time for the user interface screen should take no longer than 5 seconds.

- **Design Constraints**

The application should be able to run on any Pc or Laptop.

- **Availability**

The application should be available at all times whenever user wants to use.

Hardware requirements :-

- **RAM**

The application requires a device with a minimum of 512MB RAM while running.

- **Processor speed**

The application requires a device with a minimum processor speed of 1GHz while running.

Software requirements :-

- **Operating system**

The application must run on any Operation System.

5. Product Design

5.1 Use Case Diagram

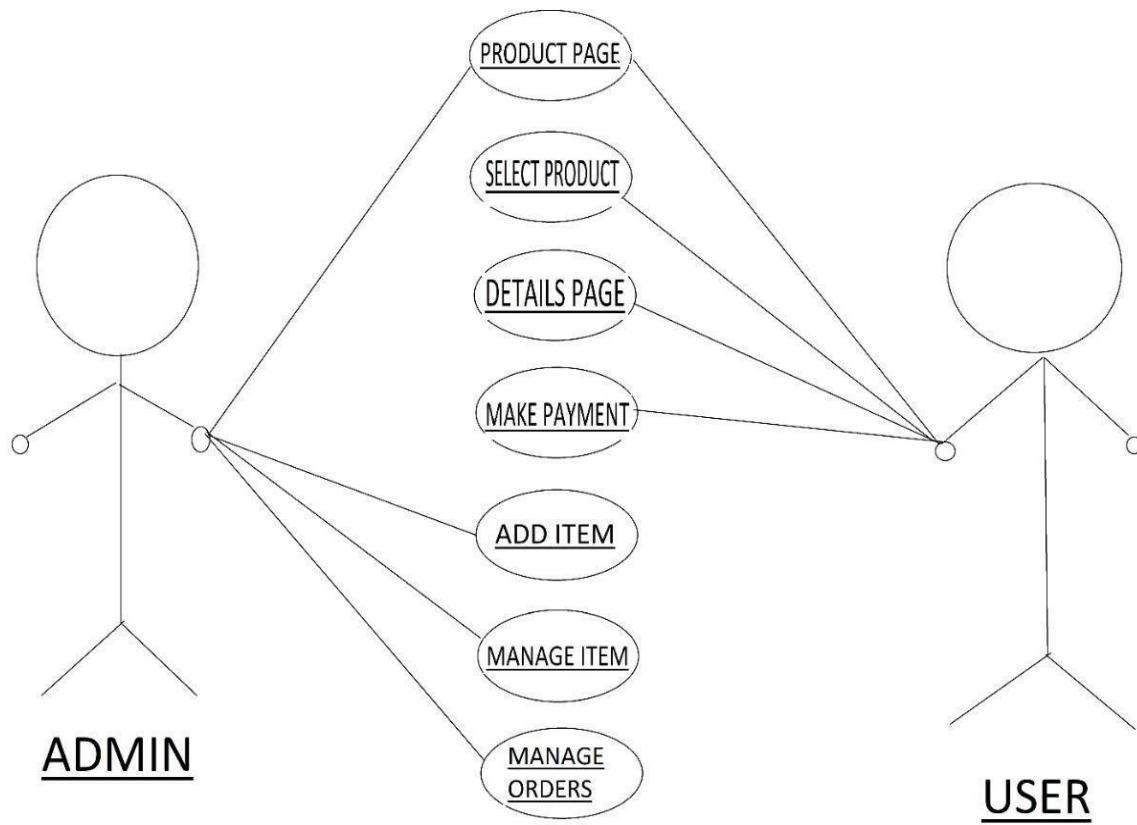


FIG 1.1 USE CASE

5.2. Data Flow Diagram:

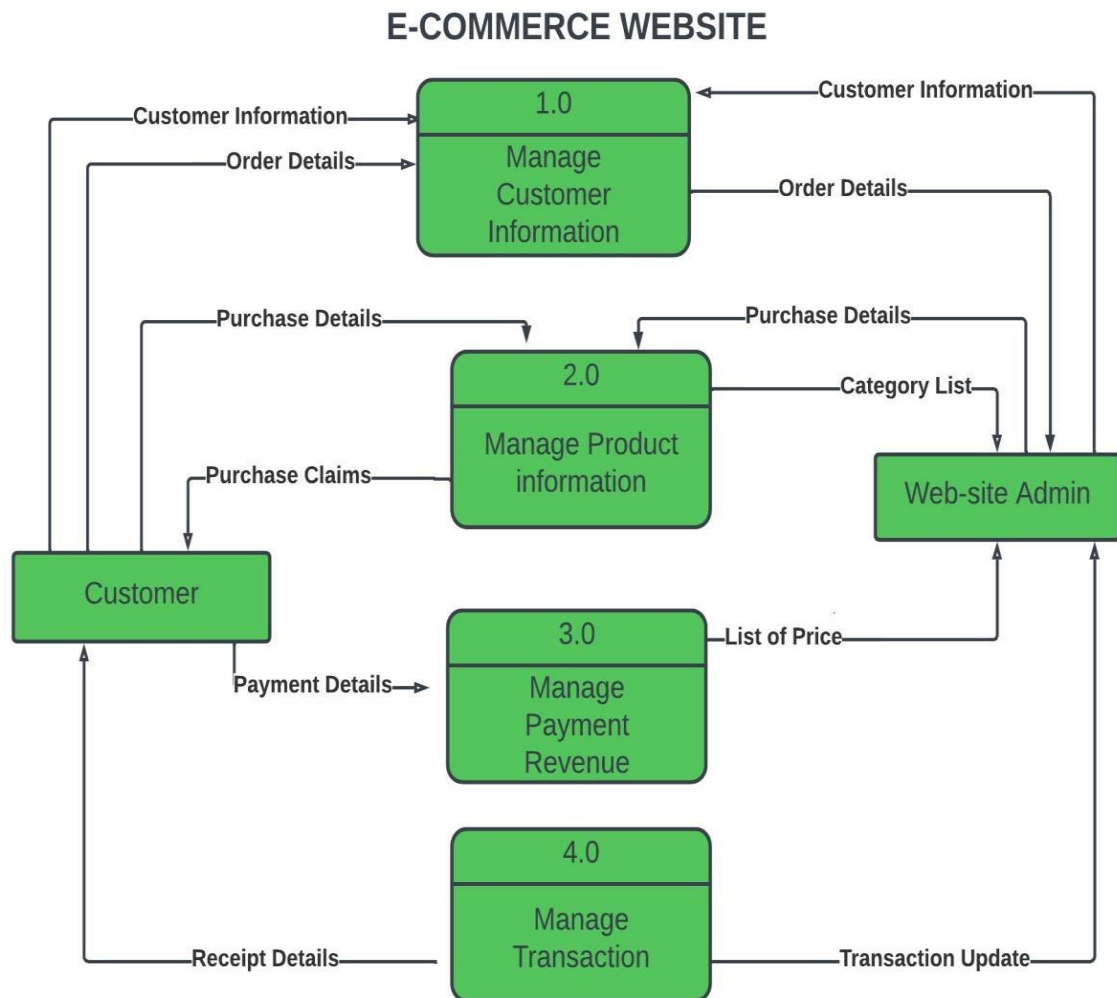


FIG 1.2 DATA FLOW DAIGRAM

5.3. System Architecture:

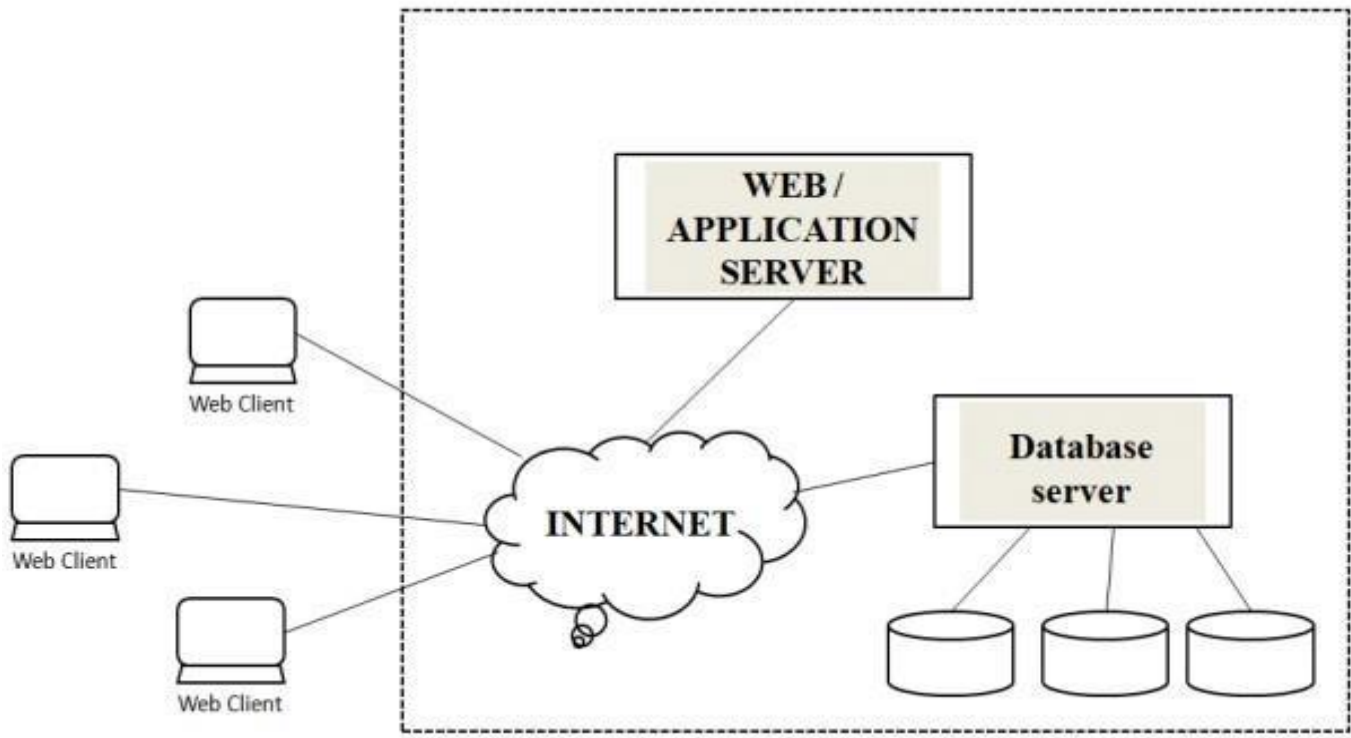


FIG1.3 SYSTEM ARCHIETECTURE

6. Technical Specification

Development: VS Code

VS Code also known as Visual Studio Code is a source code editor made by Microsoft for Windows, Linux, MacOS. It has various features such as Debugging, Syntax highlighting, extension, intelligent code completion.

Frontend: Html, CSS, JavaScript

As a web developer, the three main languages we use to build websites are HTML, CSS, and JavaScript. JavaScript is the programming language, we use HTML to structure the site, and we use CSS to design and layout the web page. These days, CSS has become more than just a design language, though. You can actually implement animations and smooth transitions with just CSS.

OS: Windows

Windows is a graphical operating system developed by Microsoft. It allows users to view and store files, run the software, play games, watch videos, and provides a way to connect to the internet. It was released for both home computing and professional works.

Backend: MongoDB

Using MongoDB enables your team to go further and faster when developing software applications that handle data of all sorts in a scalable way. MongoDB is an excellent choice if you need to: Support rapid iterative development. Enable collaboration of many teams. Scale to high levels of read and write traffic. Scale your data repository to a massive size. Evolve the type of deployment as the business changes.

Store, manage, and search data with text, geospatial, or time-series dimensions. MongoDB as a company has grown because the number of use cases with these characteristics continues to grow.



7. Project Scheduling

Project Scheduling Template

| | | |
|--|----------------------------------|--|
| Shruti Pinjarkar Aryan Sankholkar Yash Umredkar | 1 st week of January | <u>Implementing 1st module/ functionality</u> Discussing the design of our project and implementing it. |
| | 1 st week of February | <u>Main menu</u> Implementing the main Product page of our E-commerce website. |
| | 3 rd week of February | <u>Implementing 2nd module/ functionality</u> (designing next page/ functionality): Here the users can access all the Facilities <ul style="list-style-type: none">• Login/Register• Add to Cart• Make Payment |
| | By end of May month | <u>Implementing 3rd module/ functionality</u> (Guest page/ functionality): Users will get a glimpse of the system <ul style="list-style-type: none">• Fully working E-commerce website. |

8. Implementation

1) Product Page

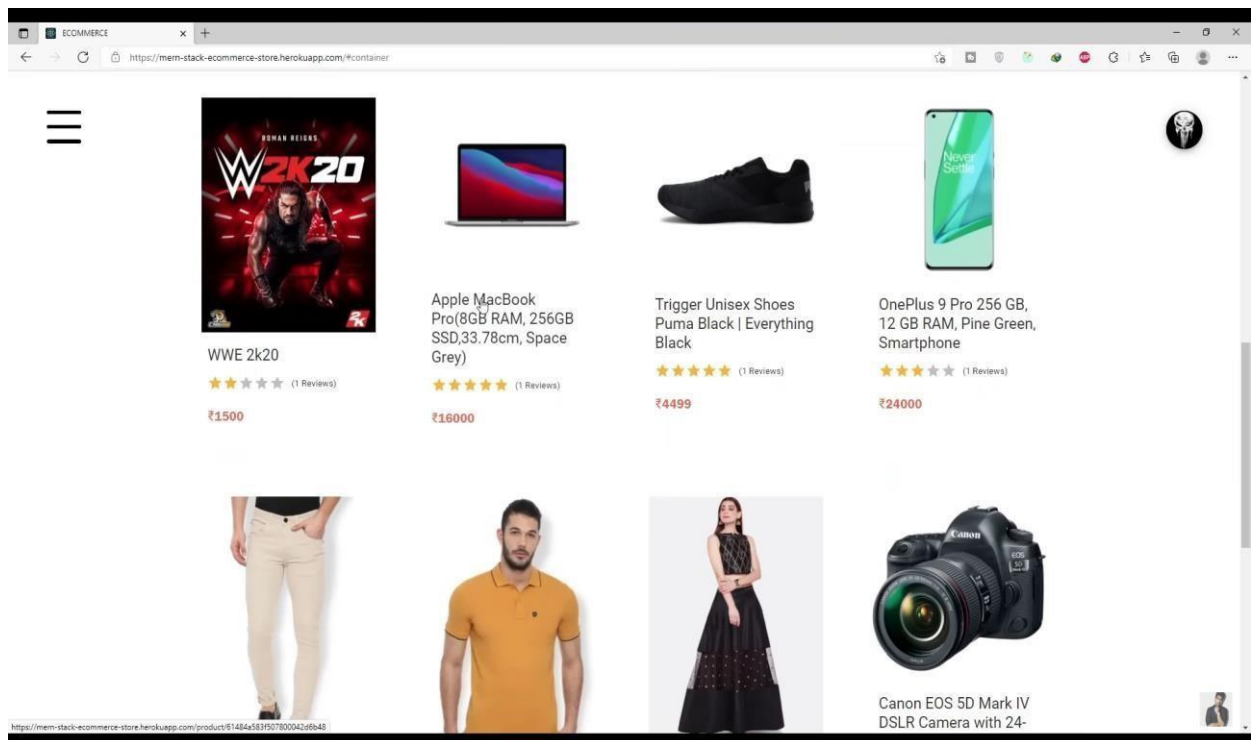


FIG.1.4 PRODUCT PAGE

2) Cart Page

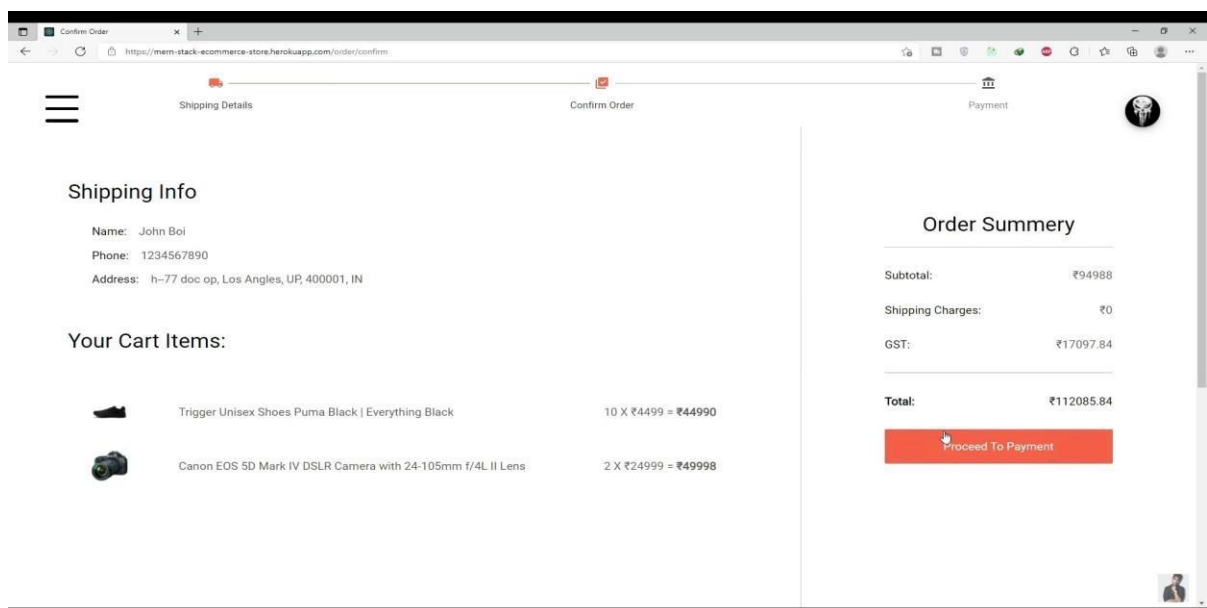


FIG .1.5 CHECKOUT PAGE

3) Payment Page

The screenshot shows a web browser window with the URL `https://mern-stack-e-commerce-store.herokuapp.com/shipping`. The page has a navigation bar with links for 'Shipping Details', 'Confirm Order', and 'Payment'. The 'Shipping Details' page contains a form with the following fields:

- Address: `h--77 doc op`
- City: `Los Angeles`
- Zip Code: `400001`
- Phone Number: `1234567890`
- Country: `India`
- State: `Uttar Pradesh`

A red 'Continue' button is located at the bottom of the form.

FIG .1.6 SHIPPING DETAILS PAGE

```
inal  Help  app.js - mernProjectEcommerce - Visual Studio Code
JS About.js M  config.env  JS app.js  JS ProductList.js  JS NewProduct.js M  JS Footer.js M  JS Upda

backend > JS app.js > ...
Abhishek Singh, 13 months ago | 1 author (Abhishek Singh)
1  const express = require("express");
2  const app = express();
3  const cookieParser = require("cookie-parser");
4  const bodyParser = require("body-parser");
5  const fileUpload = require("express-fileupload");
6  const path = require("path");
7
8  const errorMiddleware = require("../middleware/error");
9
10 // Config
11 if (process.env.NODE_ENV !== "PRODUCTION") {
12   | require("dotenv").config({ path: "backend/config/config.env" });
13 }
14
15 app.use(express.json());
16 app.use(cookieParser());
17 app.use(bodyParser.urlencoded({ extended: true }));
18 app.use(fileUpload());
19
20 // Route Imports
21 const product = require("../routes/productRoute");
22 const user = require("../routes/userRoute");
23 const order = require("../routes/orderRoute");
24 const payment = require("../routes/paymentRoute");
25
26 app.use("/api/v1", product);
27 app.use("/api/v1", user);
28 app.use("/api/v1", order);
29 app.use("/api/v1", payment);
30
31 app.use(express.static(path.join(__dirname, "../frontend/build")));
32
33 app.get("*", (req, res) => {
34   | res.sendFile(path.resolve(__dirname, "../frontend/build/index.html"));
35 });
```

FIG .1.7 APP.JS FILE CODE

9)Result and Discussion:

- This project results in lower transaction cost and higher margin as expenses related to land, labour etc. are very less in online transactions as compared to offline transactions that results in high profit margin.
- This project will result into buying and selling of goods and services, or transmitting the funds or data, over an electronic network in a more efficient way.
- This project will cater business-to-business (B2B), business-to-consumer (B2C), consumer-to-consumer or consumer-to-business transactions.

10)Conclusion:

- E-commerce has undeniably become an important part of our society. The successful companies of the future will be those that take E-commerce seriously, dedicating sufficient resources to its development.
- Companies moving towards re-designing their business processes are likely to reap the greatest benefits using E-commerce.
- E-commerce is a helpful technology that gives the consumer access to business and companies all over the world.

11)Rerfences:

- https://www.researchgate.net/publication/304703920_A_Review_Paper_on_E-Commerce
- <https://stripe.com/docs/api/errors>
- https://www.w3schools.com/REACT/react_components.asp
- <https://www.mongodb.com/docs/manual/reference/exit-codes/>