Tips to help create a payment system for a website

The purpose for this document is to determine the research that was done to find out how to design a payment/trolley system within the website.

# What is a shopping cart?

A Shopping Cart is a series of pages that are all linked together through some sort of programming (usually PERL or JavaScript) that allows data to be transferred along with the viewer as he or she moves from page to page.

For an example, A customer enters a site. That site sells all sorts of items to buy. One page displays a specific item that the site has for sale along with other items on the store. The customer clicks to purchase the items. The purchase is then added to the customer’s "Shopping Cart". The customer then moves to another items and clicks to purchase the second items. That item too is added to the Shopping Cart. Finally, after choosing the items the customer wants to purchase, the customer clicks on the order page link and a page pops up listing all of the customer’s purchases with a final price added up. That's the concept of a Shopping Cart.

     It seems like a rather simple process on this side of the curtain, but behind the scenes, it's quite a difficult task to get that purchase data to move along from page to page as the viewer shops around.

 Plus, if you want this Shopping Cart effect, you need to store the information somewhere as the viewer moves from page to page. The user's cookie is the easiest way to do it without inventing some new method of writing to the user's hard drive. Cookies are in wide use today and as long as your user knows you are using them, there shouldn’t be much of a problem.

These links should be helpful to build a cart system:

<http://www.htmlgoodies.com/beyond/javascript/article.php/3471331>

<http://www.webdesignerdepot.com/2009/04/10-tips-to-design-usable-shopping-carts/>