E-COMMERCE SHOE STORE

IV B.tech (Computer Science & Engineering)

Submitted by:

JULURI ARAVIND - 20AP1A0524

GARIKIPATI VASANTHI - 20AP1A0520

DOSA DEVI HARSHNI - 20AP1A0516

KADALI SRILEKHA - 20AP1A0525

S N K SWAMY - 21AP5A0504

Under the supervision of

Mr P CHIRANJEEVI



DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

BHIMAVARAM INSTITUTE OF ENGINEERING AND TECHNOLOGY

PENNADA – 534243, ANDHRA PRADESH.

BATCH: 2020-2024

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CERTIFICATE



This is to certify that the dissertation entitled "E-COMMERCE SHOE STORE" that is being submitted by our team JULURI.ARAVIND (20AP1A0524), GARIKAPATI.VASANTHI (20AP1A0520) KADALI.SRI LEKHA (20AP1A0525), DOSA.DEVI HARSHNI (20AP1A0516), S N K SWAMY (21AP5A0504). In partial fulfilment for the award of Bachelor of Technology in Computer Science and Engineering to the College of Bhimavaram Institution Of Engineering and Technology Bhimavaram, Jawaharlal Nehru Technological university- Kakinada is a record of bonafide work carried out by the under my guidance and supervision.

The results embedded in this dissertation have not been submitted to any other university/institute for the award of any degree.

PROJECT SUPERVISOR HEAD OF THE DEPARTMENT

Mr P CHIRANJEEVI Mr U V S VINOD

Assistant Professor Professor & HOD

Department of CSE Department of CSE

ACKNOWLEDGEMENT

I would like to deliver my special gratitude to my class teacher and our project Co- Ordinator Mr P.CHIRANJEEVI sir Assistant Professor of CSE Department for their valuable suggestions and constant motivation that greatly helped us in successful completion of the project and our principal Dr.K.SURESH sir Principal ,Bhimavaram Institute of Engineering & Technology-Pennada for his support and constant motivation in successful completion of the project and our HOD sir Mr U.V.S.VINOD, Professor & HOD, Department of CSE for showing their interest in my topicof research and granting mean incredible chance to do this project on the topic of E-Commerce Shoe Store.

Last but not least I would thank my classmates who have helped me a lot.

By:

1.J Aravind (20AP1A0524)

2. G. Vasanthi (20AP1A0520)

3. S N Swami (21AP5A0504)

4.K Srilekha (20AP1A0525)

5. D Harshini (20AP1A0516)

STUDENT DECLARATION

We have by declare that project report entitled "E-COMMERCE SHOE STORE" is genuine project work carried out by us in the Bachelor of Degree COMPUTER SCIENCE AND ENGINEERING Degree course of JAWAHARLALA NEHRU TECHNOLOGY UNIVERSITY, KAKINADA and has not been submitted to any other courses (or) university for award of degree of us.

By:

1.J Aravind (20AP1A0524)

2. G Vasanthi (20AP1A0520)

3. S N Swami (21AP5A0504)

4.k Srilekha (20AP1A0525)

5.D Harshini (20AP1A0516)

CONTENTS

S.NO	TITLE
1	Abstract
2	Introduction
	1.E-commerce
	2.Shoe store
	3.HTML
	4.CSS
	5.JS (Java Script)
3	Requirements
	Software requirements
	Hardware requirements
4	Usecase Diagrams
	Home page
	Login page
	Signup page
5	Implementation
	Source Code
6	Outputs(Screenshots)
7	Conclusion

ABSTRACT

The Online Shopping is a webbased application intended for online retailers. The main objective of this application is to make it interactive and its ease of use. It would make searching, viewing and selection of a product easier. The user can then view the complete specification of each product. They can also view the product reviews. The application also provides a feature that a user can add a product to the shopping cart by clicking on the add to cart button. The main emphasis lies in providing a userfriendly to the users.

INTRODUCTION

E-commerce (**electronic commerce**) is the activity of electronically buying or selling of products on online services or over the internet. E-commerce draws on technologies such as mobile commerce, electronic funds transfer, supply chain management, Internet marketing, online transaction processing, electronic data interchange (EDI), inventory management systems, and automated data collection systems. E-commerce is in turn driven by the technological advances of the semiconductor industry, and is the largest sector of the electronics industry.

DEFINING E-COMMERCE:

The term was coined and first employed by Dr. Robert Jacobson, Principal Consultant to the California State Assembly's Utilities & Commerce Committee, in the title and text of California's Electronic Commerce Act, carried by the late Committee Chairwoman Gwen Moore (D-L.A.) and enacted in 1984.

E-commerce typically uses the web for at least a part of a transaction's life cycle although it may also use other technologies such as e-mail. Typical e-commerce transactions include the purchase of products (such as books from Amazon) or services (such as music downloads in the form of digital distribution such as the iTunes Store). There are three areas of e-commerce: online retailing, electronic markets, and online auctions. E-commerce is supported by electronic business. The existence value of e-commerce is to allow consumers to shop online and pay online through the Internet, saving the time and space of customers and enterprises, greatly improving transaction efficiency, especially for busy office workers, and also saving a lot of valuable time.

E-commerce businesses may also employ some or all of the following:

- Online shopping for retail sales direct to consumers via web sites and mobile apps, conversational commerce via live chat, chatbots, and voice assistants.
- Providing or participating in online marketplaces, which process third-party business-to-consumer (B2C) or consumer-to-consumer (C2C) sales;
- Business-to-business (B2B) buying and selling.
- Gathering and using demographic data through web contacts and social media.
- B2B electronic data interchange.
- Marketing to prospective and established customers by e-mail or fax (for example, with newsletters).
- Engaging in pretail for launching new products and services.
- Online financial exchanges for currency exchanges or trading purposes.

There are five essential categories of E-commerce:

- Business to Business
- Business to Consumer
- Business to Government
- Consumer to Business
- Consumer to Consumer

Introduction to Shoes:

- A **shoe** is an item of footwear intended to protect and comfort the human foot. Though the human foot can adapt to varied terrains and climate conditions, it is vulnerable, and shoes provide protection. Form was originally tied to function but over time shoes also became fashion items. Some shoes are worn as safety equipment, such as steel-toe boots, which are required footwear at industrial worksites.
- Additionally, fashion has often evolved into many different designs, such as high heels,
 which are most commonly worn by women during fancy occasions. Contemporary
 footwear varies widely in style, complexity and cost. Basic sandals may consist of only a
 thin sole and simple strap and be sold for a low cost.

• Traditionally, shoes have been made from leather, wood or canvas, but are increasingly being made from rubber, plastics, and other petrochemical-derived materials. Globally, the shoe industry is a \$200 billion a year industry. 90% of shoes end up in landfills, because the materials are hard to separate, recycle or otherwise reuse.

Construction:

The basic anatomy of a shoe is recognizable, regardless of the specific style of footwear.

All shoes have a sole, which is the bottom of a shoe, in contact with the ground. Soles can be made from a variety of materials, although most modern shoes have soles made from natural rubber, polyurethane, or polyvinyl chloride (PVC) compounds. Soles can be simple—a single material in a single layer—or they can be complex, with multiple structures or layers and materials. When various layers are used, soles may consist of an insole, midsole, and an outsole.

The outsole is the layer in direct contact with the ground. Dress shoes often have leather or resin rubber outsoles; casual or work-oriented shoes have outsoles made of natural rubber or a synthetic material like polyurethane. The outsole may comprise a single piece or may be an assembly of separate pieces, often of different materials. On some shoes, the heel of the sole has a rubber plate for durability and traction, while the front is leather for style. Specialized shoes will often have modifications on this design: athletic or so-called cleated shoes like soccer, rugby, baseball and golf shoes have spikes embedded in the outsole to improve traction.

The midsole is the layer in between the outsole and the insole, typically there for shock absorption. Some types of shoes, like running shoes, have additional material for shock absorption, usually beneath the heel of the foot, where one puts the most pressure down. Some shoes may not have a midsole at all.

The heel is the bottom rear part of a shoe. Its function is to support the heel of the foot. They are often made of the same material as the sole of the shoe. This part can be high for fashion or to make the person look taller, or flat for more practical and comfortable use. On some shoes the inner forward point of the heel is chiselled off, a feature known as a "gentleman's corner". This piece of design is intended to alleviate the problem of the points catching the bottom of trousers

and was first observed in the 1930s. A heel is the projection at the back of a shoe which rests below the heel bone. The shoe heel is used to improve the balance of the shoe, increase the height of the wearer, alter posture or other decorative purposes. Sometimes raised, the high heel is common to a form of shoe often worn by women, but sometimes by men too. See also stiletto heel.

Types:

There are a wide variety of different types of shoes. Most types of shoes are designed for specific activities. For example, boots are typically designed for work or heavy outdoor use. Athletic shoes are designed for particular sports such as running, walking, or other sports. Some shoes are designed to be worn at more formal occasions, and others are designed for casual wear. There are also a wide variety of shoes designed for different types of dancing. Orthopedic shoes are special types of footwear designed for individuals with particular foot problems or special needs. Clinicians evaluate patient's footwear as a part of their clinical examination. However, it is often based on each individual's needs, with attention to the choice of footwear worn and if the shoe is adequate for the purpose of completing their activities of daily living. Other animals, such as dogs and horses, may also wear special shoes to protect their feet as well.

Accessories:

- Foam tap: a small foam pad placed under the ball of the foot to push the foot up and back if the shoe is too loose.
- Heel grip: used to prevent the shoe from slipping on the heel if the fit is not perfect
- Overshoes or galoshes: a rubber covering placed over shoes for rain and snow protection.
- Shoe bag: a bag that protects shoes against damage when they are not being worn.
- Shoe brush and polishing cloth: used to apply polish to shoes.
- Shoe insert, insole or inner sole: orthopedic or regular insert of various materials for cushioning, improved fit, reduced abrasion or to keep shoe fresh and increase its durability.

- Shoe polish: a waxy material spread on shoes to improve appearance and glossiness, and provide protection.
- Shoe stretcher: a tool for making a shoe longer or wider or for reducing discomfort in areas of a shoe.
- Shoe tree: placed inside the shoe when user is not wearing it, to help maintain the shoe's shape.
- Shoehorn: can be used to insert a foot into a shoe by keeping the shoe open and providing a smooth surface for the foot to slide upon.
- Shoelaces: a system used to secure shoes.
- Snow shoe: a wooden or leather piece that increases the area of ground covered by the shoe.

Business Applications:

Some common applications related to electronic commerce are:

- B2B e-commerce (business-to-business)
- B2C e-commerce (business-to-consumer)
- Conversational commerce: e-commerce via chat
- Digital Wallet
- Document automation in supply chain and logistics
- Electronic tickets
- Enterprise content management
- Group buying
- Instant messaging
- Internet security
- Online auction
- Online banking

- Online office suites
- Online shopping and order tracking
- Online transaction processing
- Pretail
- Print on demand
- Shopping cart software
- Social networking
- Teleconference
- Usenet newsgroup
- Virtual assistant
- Domestic and international payment systems

HTML:

The HyperText Markup Language or HTML is the standard markup language for documents designed to be displayed in a web browser. It defines the meaning and structure of web content. It is often assisted by technologies such as Cascading Style Sheets (CSS) and scripting languages such as JavaScript.

Web browsers receive HTML documents from a web server or from local storage and render the documents into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for its appearance.

HTML elements are the building blocks of HTML pages. With HTML constructs, images and other objects such as interactive forms may be embedded into the rendered page. HTML provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes, and other items. HTML elements are delineated by tags, written using angle brackets. Tags such as <imp> and <input> directly introduce content into the page. Other tags such as and surround and provide information about document text and may include sub-element tags. Browsers do not display the HTML tags but use them to interpret the content of the page.

HTML can embed programs written in a scripting language such as JavaScript, which affects the behavior and content of web pages. The inclusion of CSS defines the look and layout of content. The World Wide Web Consortium (W3C), former maintainer of the HTML and current

maintainer of the CSS standards, has encouraged the use of CSS over explicit presentational HTML since 1997. A form of HTML, known as HTML5, is used to display video and audio, primarily using the <canvas> element, together with JavaScript.

CSS:

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language such as HTML or XML (including XML dialects such as SVG, MathML or XHTML). CSS is a cornerstone technology of the World Wide Web, alongside HTML and JavaScript.

CSS is designed to enable the separation of content and presentation, including layout, colors, and fonts. This separation can improve content accessibility; provide more flexibility and control in the specification of presentation characteristics; enable multiple web pages to share formatting by specifying the relevant CSS in a separate .css file, which reduces complexity and repetition in the structural content; and enable the .css file to be cached to improve the page load speed between the pages that share the file and its formatting.

Separation of formatting and content also makes it feasible to present the same markup page in different styles for different rendering methods, such as on-screen, in print, by voice (via speech-based browser or screen reader), and on Braille-based tactile devices. CSS also has rules for alternate formatting if the content is accessed on a mobile device.

The name cascading comes from the specified priority scheme to determine which style rule applies if more than one rule matches a particular element. This cascading priority scheme is predictable.

The CSS specifications are maintained by the World Wide Web Consortium (W3C). Internet media type (MIME type) text/css is registered for use with CSS by RFC 2318 (March 1998). The W3C operates a free CSS validation service for CSS documents.

In addition to HTML, other markup languages support the use of CSS including XHTML, plain XML, SVG, and XUL. CSS is also used in GTK widget toolkit.

JS (Java Script):

JavaScript (/ˈdʒɑːvəskrɪpt/), often abbreviated as **JS**, is a programming language that is one of the core technologies of the World Wide Web, alongside HTML and CSS. As of 2023, 98.7% of websites use JavaScript on the client side for webpage behavior, [10] often incorporating third-party libraries. All major web browsers have a dedicated JavaScript engine to execute the code on users' devices.

JavaScript is a high-level, often just-in-time compiled language that conforms to the ECMAScript standard.^[11] It has dynamic typing, prototype-based object-orientation, and first-class functions. It is multi-paradigm, supporting event-driven, functional, and imperative programming styles. It has application programming interfaces (APIs) for working with text, dates, regular expressions, standard data structures, and the Document Object Model (DOM).

The ECMAScript standard does not include any input/output (I/O), such as networking, storage, or graphics facilities. In practice, the web browser or other runtime system provides JavaScript APIs for I/O.

JavaScript engines were originally used only in web browsers, but are now core components of some servers and a variety of applications. The most popular runtime system for this usage is Node.js.

Although Java and JavaScript are similar in name, syntax, and respective standard libraries, the two languages are distinct and differ greatly in design.

Software requrirements:

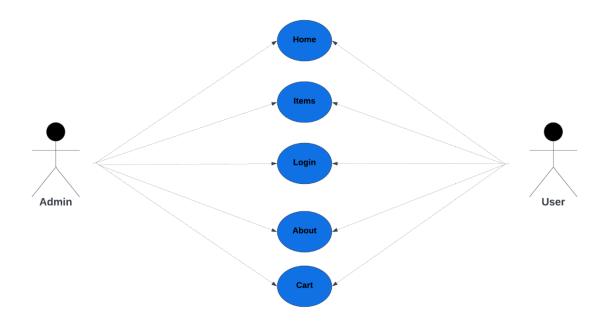
- Text Editor: Any code editor like Visual Studio Code, Sublime Text, Atom, or Notepad++.
- Web Browser: Chrome, Firefox, Safari, or Edge for testing and viewing your web pages.
 Code Version Control: Optional but recommended for collaborative work, you can use
 Git with platforms like GitHub or GitLab.
- Local Development Server: You can use tools like Live Server for real-time preview of your changes.
- Graphics Software (Optional): If your entertainment application involves graphic design or image manipulation, you might need graphic design software like Adobe Photoshop, GIMP, or Canva.
- Frameworks and Libraries: Depending on your specific entertainment project, you might consider using front-end libraries and frameworks such as React, Vue.js, or Angular to simplify development and enhance user interaction

Hardware Requirements:

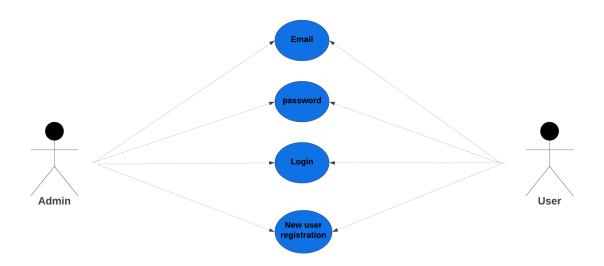
- Computer: A desktop or laptop with a compatible operating system (Windows, macOS, Linux).
- Internet Connection: Needed for online resources, libraries, and testing in a browser.
- Monitor and Display: A larger monitor or dual-monitor setup can be helpful for designing and developing yourweb application, allowing you to view code, design, and browser previews simultaneously.
- Input Devices: A keyboard and mouse are the primary input devices used for coding and designing. Additionally, a drawing tablet might be useful if your entertainment application involves any graphic design or drawing elements.

USECASE DIAGRAMS

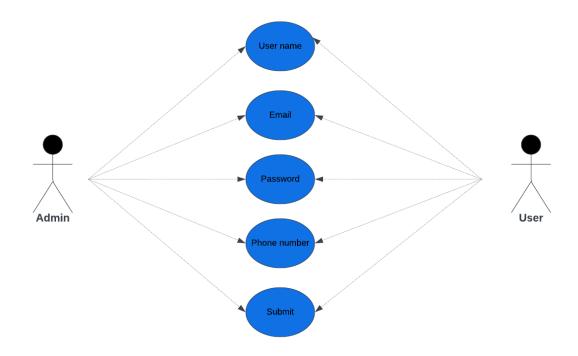
Home Page:



Login Page:



Signup Page:



SOURCE CODE

Index.html:

```
<!DOCTYPE html>
<html lang="en">
<head>

<meta charset="utf-8">

<meta name="viewport" content="width=device-width, initial-scale=1">

<title>E-commerce website</title>

k href="https://cdn.jsdelivr.net/npm/bootstrap@5.0.2/dist/css/bootstrap.min.css" rel="stylesheet" integrity="sha384-
```

EVSTQN3/azprG1Anm3QDgpJLIm9Nao0Yz1ztcQTwFspd3yD65VohhpuuCOmLASjC"

```
crossorigin="anonymous">
<style type="text/css">
              html{
              font-size: 70%;
              scroll-padding-top: 6rem;
              scroll-behavior: smooth;
              .image img{
                      margin-top: 4%;
                      width: 80%;
                      height: 60%;
                      margin-left: 15%;
                      position: static;
               }
              ul{
                      text-align: right;
               }
              body{
                      margin: 0 auto;
               }
              nav header{
                      font-size: 2rem
                      padding: 5px;
                      margin: center auto;
                      text-align:left;
                      font-weight: 500;
               }
              nav header span{
                      color:#0097b2;
                      font-size: 2rem;
```

```
}
nav{
       box-shadow: 0 .5rem 1rem rgba(0, 0, 0, .1);
       padding: 0.5rem 9%;
       position: fixed;
       top: 0;
       z-index: 1000;
       left: 0;
       right: 0;
       background: #fff;
       display: flex;
       align-items: center;
       justify-content: space-between;
}
nav a{
       text-decoration: none;
       font-size: 1.5rem;
       padding: 0.1rem;
       margin: 0 2rem;
       color: rgb(0, 0, 0);
}
nav a:hover{
       color:#0097b2;
}
#about h2{
       margin-top: 2%;
       text-align: center;
       font-weight: bolder;
}
div{
       padding: 2rem 5%;
```

```
}
              #home{
              padding: 0;
              position: relative;
              .link_contact_us{
                     text-decoration: underline;
                     font-size: 1.8rem;
                     cursor: pointer;
                     display: inline;
              }
</style>
<script>
    var bp={
       name:"J.Aravind",
       email: "aravindjuluri 1212@gmail.com",
       phno:9848147543,
       fullview:function()
       {
         alert(this.name+"\n"+this.email+"\n"+this.phno);
       }
     }
</script>
</head>
<body >
<nav>
       <header>
              <span>ab</span>cart
       </header>
       <a href="#home">Home</a>
       <a href="item.html" target="_self">Items</a>
```

```
<a href="login.html">Login</a>
      <a href="cart.html">MyCart</a>
</nav>
<div class="image">
      <div id="home">
             <img src="images2\WriteGo (3).png" alt="logo_of_company">
       </div>
</div>
<div class="group" id="about">
             < h2 >
             <span>About</span><span>Org</span>
             </h2>
<div class="image">
      <img src="images2/WriteGo (4).png" class="img_about" alt="aboutorganization">
</div>
</div>
<div id="end" align="center">
      <h2 style="width: 500px; ">Copyright &reg;2022, abcart Shoe Products</h2>
      <h5><b>All rights Reserved Developed and Managed by abcart Shoe Products
Org.</b></h5>
       <a onclick="bp.fullview()" class="link_contact_us">Conatact Us...</a>
</div>
</body>
</html>
login.html:
<!DOCTYPE html>
<html>
<head>
```

```
<meta charset="utf-8">
       <meta name="viewport" content="width=device-width, initial-scale=1">
       <title>Login Page</title>
       <link rel="stylesheet" href="styles.css">
</head>
<body style="background-color: #f8e1cc;">
       <form action="#" method="POST">
       <div class="style">
              <h2>WELCOME...</h2>
             <div class="form-group">
              <label>Email Id</label>
             <input type="email" name="email" placeholder="Enter email id" required
class="form-control">
             </div>
              <div class="form-group">
             <label>PASSWORD</label>
             <input type="password" name="password" placeholder="Enter password"</pre>
required class="form-control">
             </div>
              <div >
              <center>
```

```
<input type="submit" name="submit" value="LOGIN"</pre>
class="btn">&nbsp&nbsp&nbsp&nbsp
             <a href="signup.html" style="color: #007286;">New User Registration</a>
             </center>
             </div>
      </div>
</form>
</body>
</html>
sign up:
<!DOCTYPE html>
<html>
<head>
      <meta charset="utf-8">
      <meta name="viewport" content="width=device-width, initial-scale=1">
      <title>signup page</title>
      <link rel="stylesheet" href="styles.css">
</head>
<body style="background-color: #f8e1cc;">
      <form action="#" method="POST">
      <div class="style">
```

```
<h2>SIGNUP PAGE...</h2>
             <div class="form-group">
             <label>USER NAME</label>
             <input type="text" name="username" placeholder="Enter username" required</pre>
class="form-control">
             </div>
             <div class="form-group">
             <label>EMAIL</label>
             <input type="email" name="email" placeholder="Enter email identity" required
class="form-control">
             </div>
             <div class="form-group">
             <label>PASSWORD</label>
             <input type="password" name="password" placeholder="Enter password"
required class="form-control">
             </div>
             <div class="form-group">
             <label>PHONE NUMBER</label>
             <input type="tel" name="phno" placeholder="Enter phone number" required
class="form-control">
             </div>
             <center>
```

```
<input type="submit" target="_self" name="submit" value="SUBMIT"</pre>
class="btn">
                                                       </re>
                                                       </div>
                                                        </div>
                            </form>
</body>
</html>
item.html:
<!DOCTYPE html>
<html lang="en">
<head>
                            <meta charset="utf-8">
                            <meta name="viewport" content="width=device-width, initial-scale=1">
                            <title>itemspage</title>
         k href="https://cdn.jsdelivr.net/npm/bootstrap@5.0.2/dist/css/bootstrap.min.css"
rel="style-sheet" integrity="sha384EVSTQN3/azprG1Anm3QDgpJLIm9Nao0Yz1ztcQTwFspd3y" and the sheet integrity="sha484EVSTQN3/azprG1Anm3QDgpJLIm9Nao0Yz1ztcQTwFspd3y" and the sheet integrity="sha484EVSTQN3/azprG1Anm3QDgpJLIm9Nao0Yz1
D65VohhpuuCOmLASjC" crossorigin="anonymous">
k rel="stylesheet" type="text/css" href="stylesforproducts.css">
<script>
                  function openCity(evt, image) {
                   var i, tabcontent, tablinks;
```

```
tabcontent = document.getElementsByClassName("tabcontent");
    for (i = 0; i < tabcontent.length; i++)
       tabcontent[i].style.display = "none";
     }
    tablinks = document.getElementsByClassName("tablinks");
    for (i = 0; i < tablinks.length; i++) {
       tablinks[i].className = tablinks[i].className.replace(" active", "");
     }
    document.getElementById(image).style.display = "block";
    evt.currentTarget.className += " active";
     }
</script>
</head>
<body>
<div align="center" class="first">
       ||<a href="index.html">Home </a>||
       <a href="#Nike">Nike </a> ||
       <a href="#Bruton">Bruton </a> ||
       <a href="#Nobelite">Nobelite </a> ||
       <a href="#Adidas">Adidas </a> ||
       <a href="#Jack & Jones">Jack & Jones </a> ||
```

```
<a href="#Red Tape">Red Tape </a> ||
</div>
<!--->
 <!--->
<div id="Home" align="center">
      <h1>
            <span style="color: cornflowerblue;" class="c1">SHOES</span>
      </h1>
</div>
<!--Nike Shoes -->
<div id="Nike" align="center">
             <h2>Nike Shoes</h2>
            <a href="one.html" target="_self">
               <img src="images2\a12.jpg" title="More Details" width="50%">
            </a> 
             <a href="two.html" target="_self">
             <img src="images2\a16.jpg" title="More Details" width="50%">
             </a>
```

```
>
<a href="three.html" target="_self">
<img src="images2\a9.jpg" title="More Details" width="50%">
</a>
 Nike 
    <td>>Nike</td>
     Nike 
NK Renew run 3 Men's ...
Nike City Rep TR Men's ...
AIR MAX DAWN SE Shoes ...
```

</div>

```
<!--Bruton Shoes -->
<div id="Bruton" align="center">
           <h2>Bruton Shoes</h2>
           <a href="four.html" target="_self">
           <img src="images2\b5.png" title="More Details" width="50%">
           </a>
           <a href="five.html" target="_self">
           <img src="images2\b4.png" title="More Details" width="50%">
           </a>
           >
           <a href="six.html" target="_self">
           <\!\!img\;src="images2\bruton.png"\;title="More Details"\;width="50\%">
           </a>
           Bruton
           Bruton
           Bruton
```

```
Exclusive Sneakers Shoes ...
      Trendy Sneakers Shoes ...
      Modern Trendy Casual Shoes ...
      </div>
<!--Nobelite Shoes -->
<div id="Nobelite" align="center">
    <h2>Nobelite Shoes</h2>
    <a href="seven.html" target="_self">
    <img src="images2\n1.png" title="More Details" width="50%">
    </a>
```

```
<a href="eight.html" target="_self">
    <img src="images2\n2.png" title="More Details" width="50%">
    </a>
    >
    <a href="nine.html" target="_self">
    <img src="images2\n3.png" title="More Details" width="50%">
    </a>
    Nobelite
    Nobelite
    Nobelite
    Sports Running Shoes ...
    Trendy Sneakers Shoes ...
    Modern Formal Shoes ...
    </div>
<!--Adidas Shoes -->
```

```
<div id="Adidas" align="center">
     <h2>Adidas Shoes</h2>
     >
     <a href="ten.html" target="_self">
     <img src="images2\A1.png" title="More Details" width="50%">
     </a>
     >
     <a href="eleven.html" target="_self">
     <img src="images2\A2.png" title="More Details" width="50%">
     </a>
     >
     <a href="tweleve.html" target="_self">
     <img src="images2\A3.png" title="More Details" width="50%">
     </a>
     Adidas
     Adidas
     Adidas
```

```
Predator Accuracy.2 FG ...
     Alpha Edge + Running ...
     4DFWD Pulse 2M Running ...
     </div>
<!--Jack & Jones -->
<div id="Jack & Jones" align="center">
     <h2>Jack & Jones</h2>
     >
     <a href="thirteen.html" target="_self">
     <img src="images2\j1.png" title="More Details" width="50%">
     </a>
     <a href="fourteen.html" target="_self">
     <img src="images2\j2.png" title="More Details" width="50%">
      </a>
```

```
<a href="fifteen.html" target="_self">
     <img src="images2\j3.png" title="More Details" width="50%">
     </a> 
     Jack & Jones
     Jack & Jones
     Jack & Jones
    Casuals for ...
    Sneakers for ...
    VS space 2.0 Sneak...
    </div>
<!--Red Tape -->
<div id="Red Tape" align="center">
    <h2>Red Tape</h2>
```

```
>
<a href="sixteen.html" target="_self">
<img src="images2\r1.png" title="More Details" width="50%">
</a>
<a href="seventeen.html" target="_self">
<img src="images2\r2.png" title="More Details" width="50%">
</a>
<a href="eighteen.html" target="_self">
<img src="images2\r3.png" title="More Details" width="50%">
</a>tr>
Red Tape
Red Tape
Red Tape
Slip on for ...
Ankle Length Boots ...
Sneakers for ...
```

```
</div>
<div align="center" class="first">
 ||<a href="index.html">Home </a>||
      <a href="#Nike">Nike </a> \parallel
      <a href="#Bruton">Bruton </a> ||
      <a href="#Nobelite">Nobelite </a> \parallel
      <a href="#Adidas">Adidas </a> ||
      <a href="#Jack & Jones">Jack & Jones </a> ||
      <a href="#Red Tape">Red Tape </a> ||
</div>
</body>
</html>
```

Advantages:

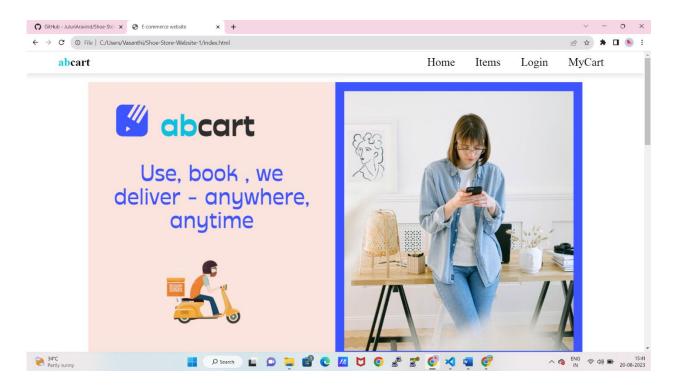
- 1. Low financial cost
- 2. 24/7 potential income
- 3. Sell internationally
- 4. Easy to show case best sellers
- 5. Personized online experience
- 6. Easy to retarget or remarket coustemers
- 7. Customers Get a Less Invasive Experience
- 8. Gain access to Customer Data Easily
- 9. Can scale business quickly

Disadvantages:

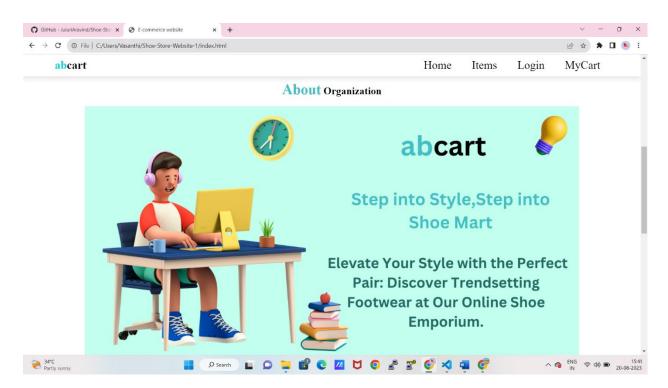
- 1. No one can buy during site crash
- 2. Customer can't try before buy
- 3. Ecommers is highly competitive
- 4. Customer can be impatient
- 5. Shipping times may be lengthy

OUTPUTS

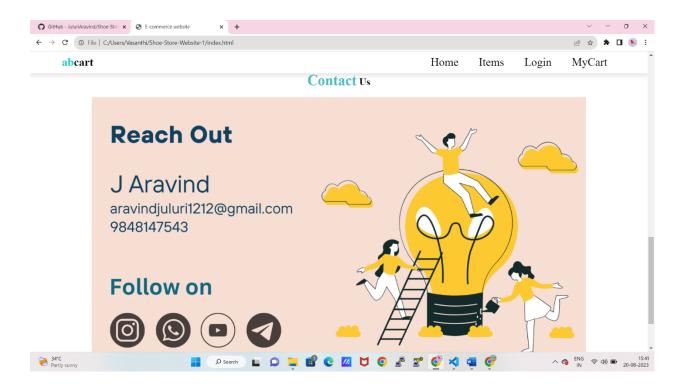
Home page:



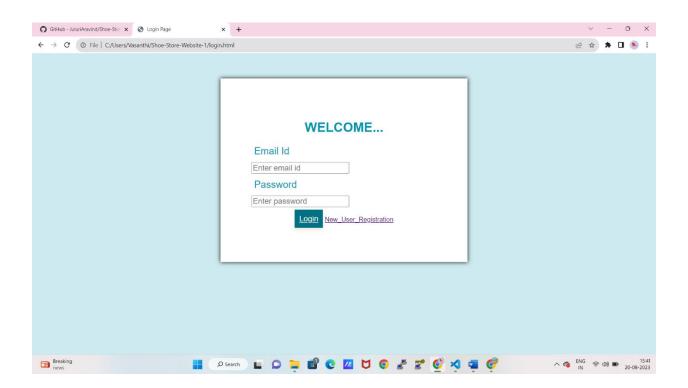
About us:



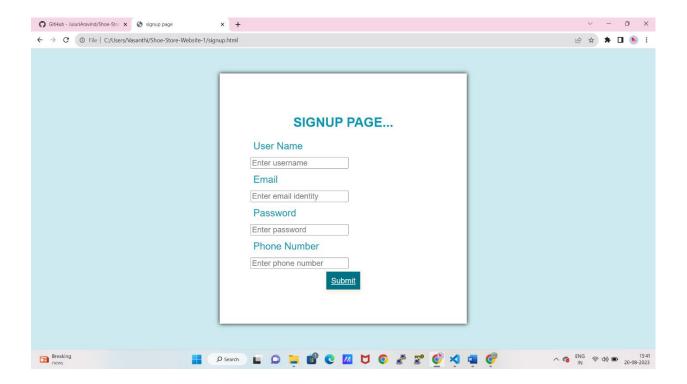
Contact us:



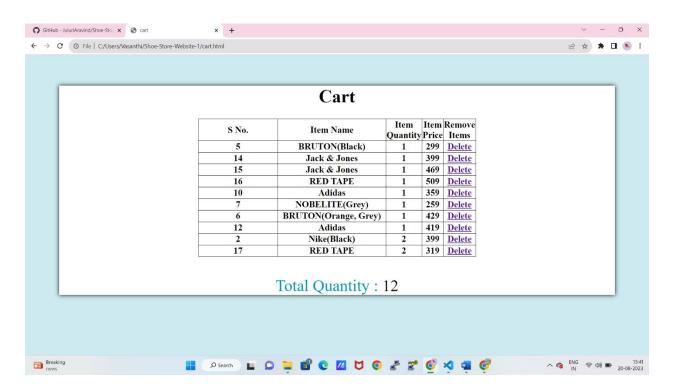
Login page:



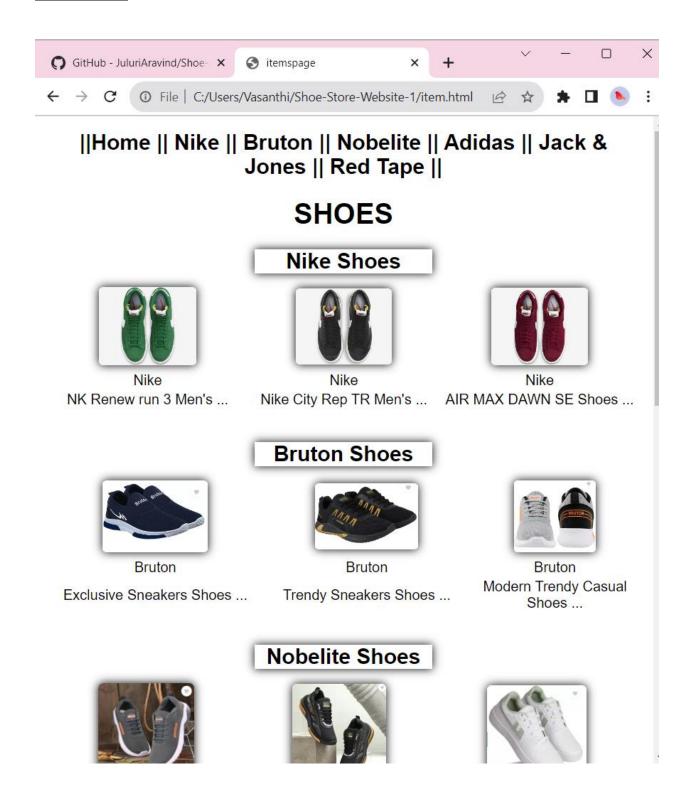
Signup page:

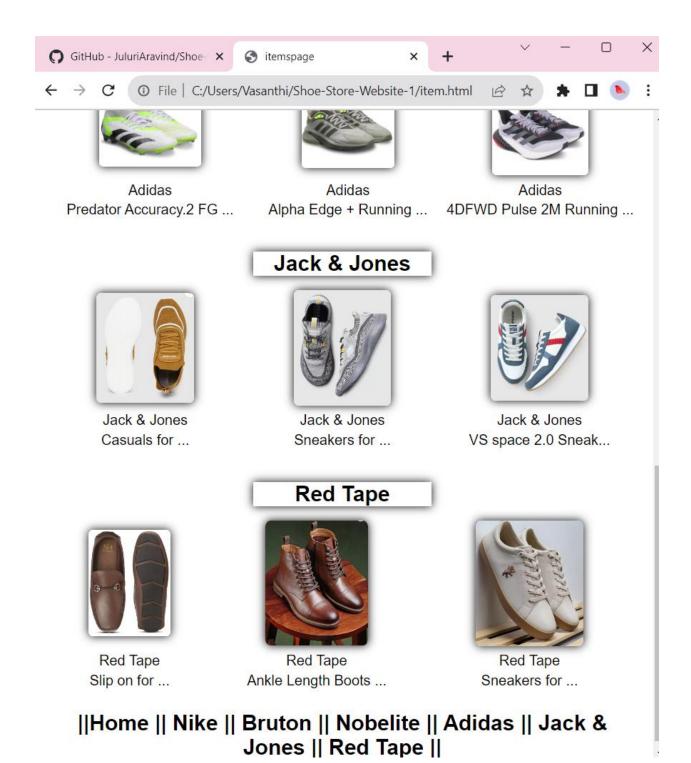


Cart page:



Items page:





Conclusion:

As to use this current system all its user will have a valid user id and password associated with it. Adminwill responsible to provide their user id and password by creating it. Admin can grant special permissionto any particular working employee. Admin can add new user, delete user, modify user, generate bills, and get information on cash inflow and outflow. Check stock, get reports on sales and purchase of products from suppliers and get information on their regular customers to provide special discount. Valid user/working employee will be able to enter product details, their code, and price and categorizeproducts according to their size and price. This user can also search any particular product using priceand size options as well as using product code options to check whether it is available in the store or not. Bill section will generate bill details such as bill number which will be unique for each customer and supplier. If the bill is for customer, then it will include product type, size, number of items purchased, taxrate, total rate along with customer name and address