"Ecommerce"

Ecommerce or 'electronic commerce': is the trading of goods and services online. The internet allows individuals and business to buy and shell an increasing amount of physical goods, digital goods, and services electronically.

some business sell exclusively online or use ecommerce to expand the reach of their other distribution channels.

E-commerce is the buying and selling of products over computer network through which transactions and terms of sale and buy are performed electrically.

History of E-commerce :- Most of us have shopped online at some point, which means we've taken part in e-commerce. so it goes without saying that e-commerce is everywhere. But very few people may not know that ecommerce has a history that predates the internet.

E-commerce actually goes back to the 1960s, when companies used an electronic system called the Electronic Data Interchange to facilitate the transfer of Documents. It wasn't until 1994 that the very fast first transaction took place. This involved the sale of a CD between friends through an online retail websites called NetMarket.

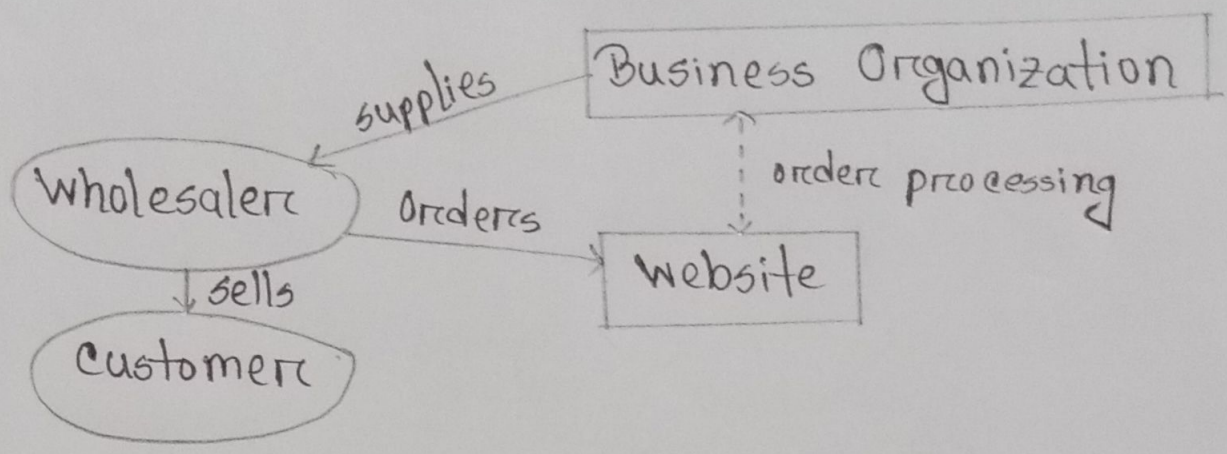
The industry has evolved rapidly since then, with companies like Alibaba and Amazon becoming household names around the world.

Market model of E-commerce :-

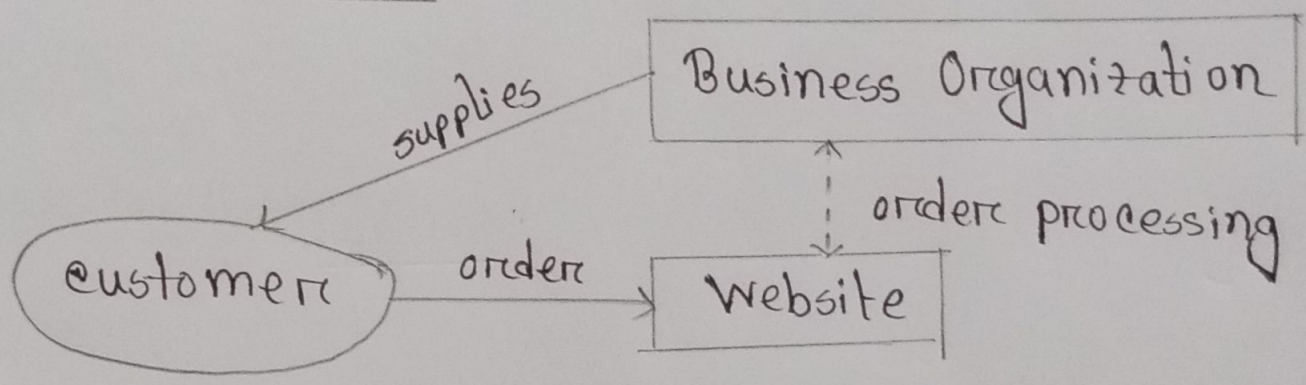
E-commerce business models can generally be catagzied into the following categories.

- Business-to-Business (B2B)
- Business-to-Consumer (B2C)
- Business-to Government (B2G)
- Consumer-to-consumer (C2C)
- Consumer-to-Business (C2B)
- Govermel-to-Business (G2B)

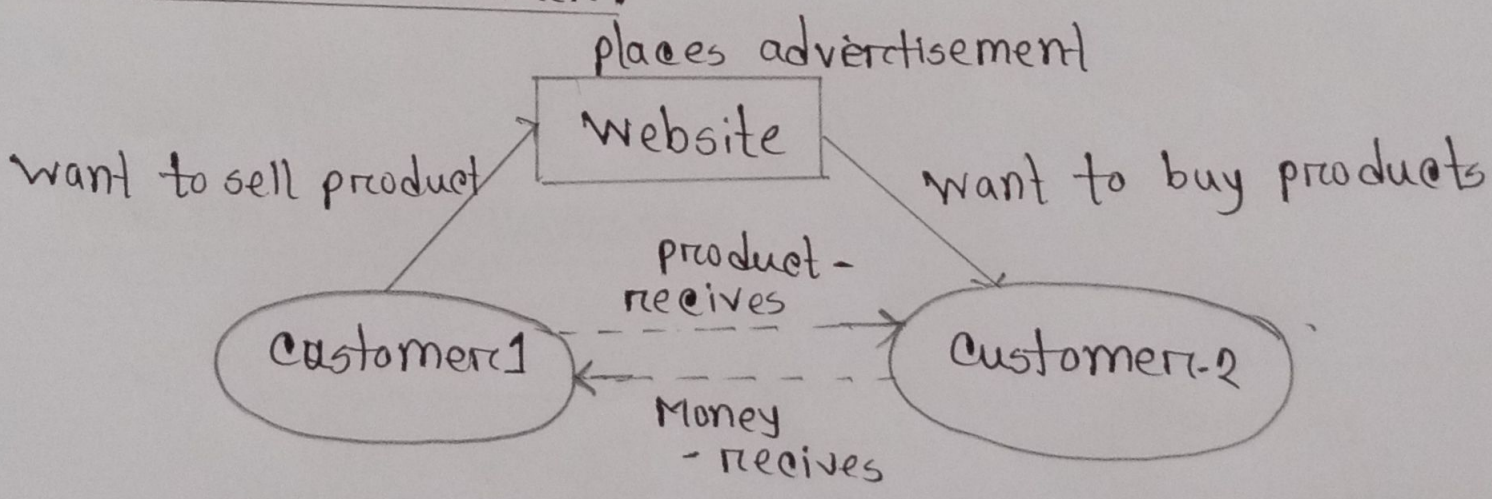
Business-to-Business:-



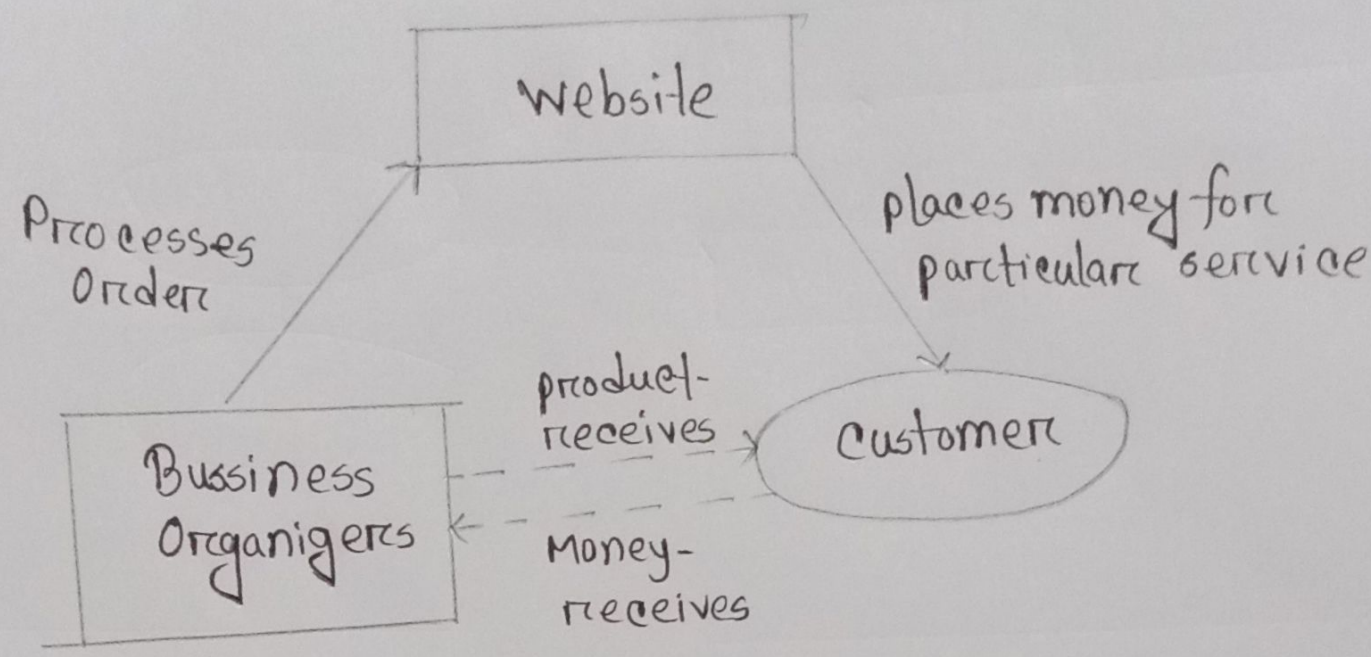
Business-to-consumer:-



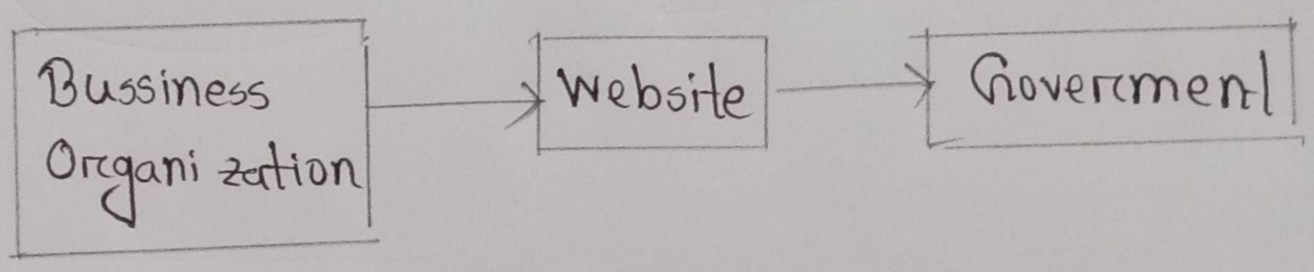
Consumer-to consumer:-



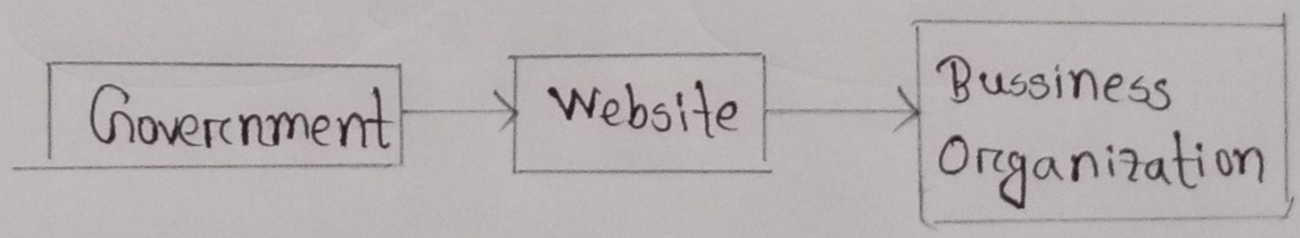
Consumer-to-Business:-



Business-to-Government:-



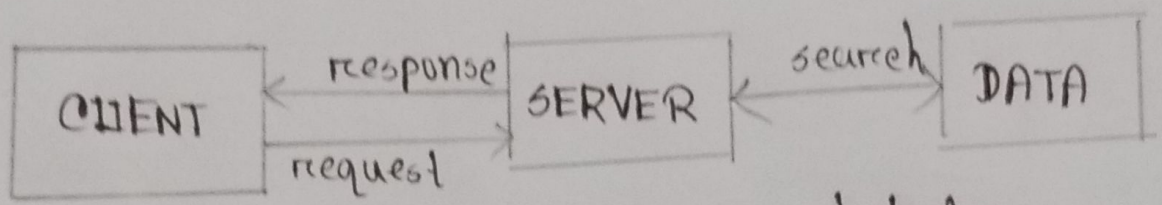
Government-to-Business:-



Types of E-COMMERCE Architecture

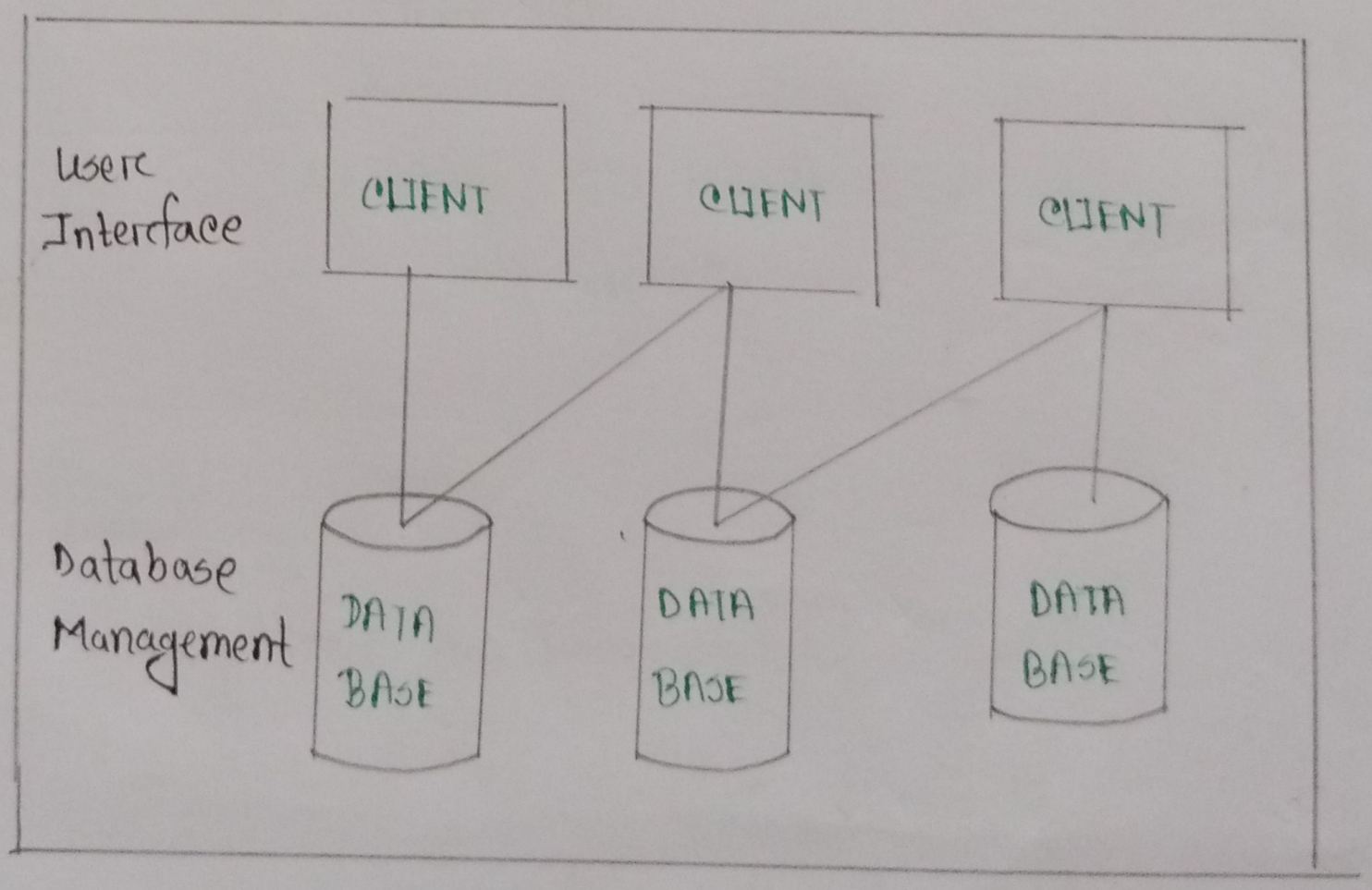
1. Client-server architecture
2. Two-tier architecture
3. Three-tier architecture
4. N-tier architecture

1.



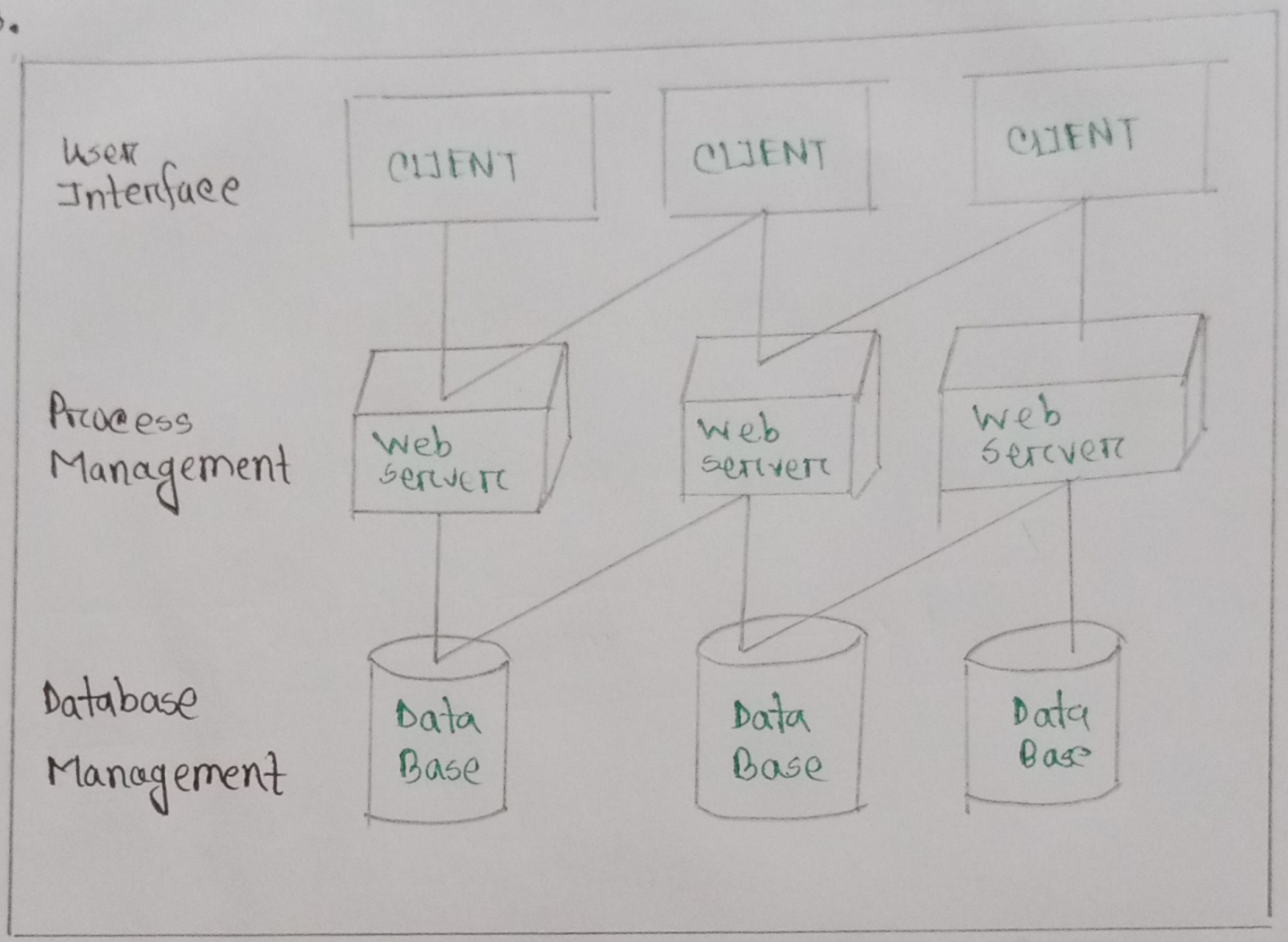
client-server architecture

2.



Two-tier

3.



Tree-tier

Advantage and Disadvantagee of ecomercee" :-

Advantage :-

1. Reduced Handoverr cost.
2. No need forr a physical storefront.
3. Ability to reach a broaderr audience
1. Scalibility

5. Track logistics

6. 24/7 operation means online open in 24/7.

7. Efficient order processing

8. Customer retargeting

etc.

Disadvantage :-

1. Technical challenges.

2. Shipping cost.

3. Security risk

4. Less immersive experience

5. limited connection with customers.

6. Competition

7. Scaling can be challenging

etc.