**CHAPTER 1**

**INTRODUCTION**

* 1. **Background**

E-Commerce, is the buying and selling of products or services over electronic systems such as the internet and other computer network. The types of E-commerce are Business2Business, Business2Consumer, Consumer2Business and Consumer2Comsumer [1].

Around the world, e-commerce is changing the way people shop. The application and internalization of e-commerce can open up new opportunities for doing business. All it takes is a mobile phone to connect consumers and producers to the market. E-commerce thus has the potential to connect Nepali micro, small and medium enterprises (MSMEs), rural women and youth entrepreneurs [2].

This project “E-Mart” would be an e-commerce domestic website based on the needs of Nepali community. It would be a platform where a person, retailer, wholesaler or business organization can create an account, and advertise their products. Instead of going to different places, people can easily search this website and find a suitable buyer who can sell their product of interest. “E-Mart” would act as an online venue where buyer and seller can contact with each other.

* 1. **Motivation**

The invention of internet has made the world into a virtual market place but in Nepal we still don’t have many websites that focus on the needs of our community. So sites like Ebay, OLX has motivated us to build this website.

* 1. **Statement of Problems**

In this era of internet and technology, we still have only few websites that bring dealers and customers together where they can make deals with each other. To find a suitable product we normally go from shop to shop until we find the product of interest. With this website, we intend to make a virtual marketplace where one can find their desired product.

**1.4 Objectives**

To build a platform where people or business originations can buy and sell any kind of goods with each other.

**CHAPTER 2**

**Literature Review**

The web has revolutionized the way we shop, allowing people to search, buy and sell products at the touch of a button. It all started in 1989 when a British computer scientist Tim Berners-Lee wrote a proposal for what would eventually become the World Wide Web. In 1995, Amazon started selling Books Online and EBay has built an online person-to-person trading community on the Internet [1].

In the context of Nepal, Munchahouse.com was started in 2000, by a department store Muncha house which was probably the first online shopping site in the History of Nepal [3]. Since then, there are a lot of e-commerce websites in Nepal like Nepbay, SastoDeal, Foodmandu. In 2005, Hamrobazzar , a free online classifieds portal was opened. It enabled individuals as well as companies to list the wide variety of new or used product online. In 2009, ESewa, an online payment gateway was launched. And in 2011, Sastodeal, an e-commerce platform specializing in “deals” was launched [4].

In recent time, a lot of such websites have been created making it easier for business to now directly sell their products via their online portal to their target market.

**CHAPTER 3**

**METHODOLOGY**

For developing the E-Mart application, various phases and methods will proceed with the help of various software, tools and languages. Our project initial step is to collect related data and perform analysis of proposed system, designing and development of complete system.

**3.1 System Block Diagram**



Fig 3.1: System Block Diagram of E-Mart site

This site consists of three major components: an admin, users and product. Admin is the beneficiary of this website. He can view the feedback of the website and report messages. Admin can delete any product or user accounts.

Users can be divided among buyers and sellers. Anyone can visit the website but to upload product one must login providing all necessary details.

Products have different categories. They consist of product details, photograph, price, seller descriptions, etc.

**3.2 Flowchart**



Fig 3.2: Flowchart of E-mart site

**3.3 ER-DIAGRAM**



Fig 3.3: ER diagram

**3.4 Work Schedule**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| S.  N | Week Job  Description | 1st  Week | 2nd  Week | 3rd  Week | 4th  Week | 5th  Week | 6th  Week | 7th  Week | 8th  Week |
| 1. | Problem  Identification |  |  |  |  |  |  |  |  |
| 2. | Analysis |  |  |  |  |  |  |  |  |
| 3. | Design |  |  |  |  |  |  |  |  |
| 4. | Coding |  |  |  |  |  |  |  |  |
| 5. | Testing and  Debugging |  |  |  |  |  |  |  |  |
| 6. | Documentation |  |  |  |  |  |  |  |  |

Fig 3.4: Work Breakdown Structure

**3.5 Tools and Platform**

**1. Front End**

* HTML
* CSS
* JavaScript

**2. Back End**

* Java
* Hibernate
* Spring-MVC
* MYSQL Database

**3.** XAMPP Server, Tomcat Server

**4.** Ecllipse IDE

**CHAPTER 4**

**EXPECTED RESULTS**

When it becomes a web application available in the internet, we expect it to be a user friendly site from where the users can buy and sell their product easily. This site will enable users to view and upload items along with their contact details. Dealers can upload the items they want to sell and customer can view and contact the dealer to purchase their product of interest.

Users will be able to make their personal account, log in and edit it. Commenting the products would be possible and these comments would be public i.e.it can be viewed by all users. Uploaded products will have limited time of life. After it is expired it would be automatically removed from the website.

There will also be a section where any user can provide feedback about the page and other activities from which we would be able to develop the page as the user wants. This site will review what the users are interested in and from those information it will provide recommended products for them.

From the administrative section the reported products can be manipulated. Feedback given by users will be available in this section.

**References**

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