BLISS

A Project Report Submitted in

Partial Fulfillment of the Requirements for

JAVA FULL STACK DEVELOPER COURSE

(2021)

By

NELANTI.LAVANYA

Enrollment No:

EBEON0721396733

Under guidance of

CHITTRANJAN GOSH



DECLARATION

I, Nelanti.Lavanya enrollment no. EBEON0721396733, trainee of EduBridge for Full Stack Java Developer,
2021 batch, hereby declare that the work presented in this project entitled "BLISS" under the supervision of
Mr. Chittranjan Gosh(Trainer of the course) is outcome of our own work, is bonafide, correct to the best of our
Knowledge and this work has been carried out taking care engineering ethics.

We have completely taken care in acknowledging the contribution of others in this academic work. We Further declare that in case of any violation of intellectual property rights or copyrights found any stage. We as the candidates will be responsible the same.

Date: Signature:

N.Lavanya (EBEON0721396733).



ACKNOWLEDGEMENT

In today's fast-changing business environment, it's extremely important to be able to respond to client needs in the most effective and timely manner. If your customers wish to see your business online and have instant access to your products or services.

Online Shopping is a lifestyle e-commerce web application, which retails various fashion and lifestyle products. This project allows viewing various products available enables registered users to purchase desired products instantly using payment processor (Instant Pay) and also can place order by using Cash on Delivery (Pay Later) option. This project provides an easy access to Administrators and Managers to view orders placed using Instant pay and Cash on Delivery orders.

In order to develop an e-commerce website, a number of Technologies must be studied and understood. This website is implemented by using HTML, CSS, BOOTSTAP, JAVASCRIPT. This is a project with the objective to develop a basic website where a consumer is provided with a shopping cart application and also to know about the technologies used to develop such an application.

4

ABSTRACT

The Project entitled **BLISS** is developed using HTML5, CSS, BOOTSTRAP. The main aim of "E-COMMERCE STORE" is to improve the services of Customers and vendors. It maintains the details of customer payments, product receipts, addition of new customers, products and also updating, deletion for the same. It also stores the details of invoices generated by customer and payments made by them with all Payments details like credit card. The primary features of the project entitled "ONLINE SHOPPING" are high accuracy, design flexibility and easy availability.

We would like to express our sincere gratitude to our Project Coordinator Mr. Chittranjan Gosh who had given his valuable time and given us chance to learn something despite.

INDEX

CHAPTERS

TITLE PAGE	1
DECLARATION	2
ACKNOWLEDGE	3
ABSTRACT	4
1. INTRODUCTION	
1.1 SCOPE OF PROJECT	
1.2 PURPOSE OF PROJECT	9
13 PROPOSED SYSTEM	9
2. HARDWARE AND SOFTWARE REQUIREMENTS	10
2.1 HARDWARE	
22 SOFTWARE	10
3. SYSTEM DESIGN	11
3.1 USE CASE DIAGRAM	
4. SCREENSHOTS	12
4.1 REGISTER PAGE	
4.2 LOGIN PAGE	13
4.3 ACCOUNT PAGE	
4.4 DASHBOARD	
4.5 PEODTCS PAGE	
4.6 CONTACT US PAGE	
4.7 CART PAGE	
5. CONCLUSION	19

5. BLISS:

Fig.4.1 Register	26
Fig.4.2 Login	27
Fig.4.3My Account	27
Fig.4.4 Dashboard	
Fig 4.5 Products Page	16
Fig 4.6 Contact Us Page	
Fig.4.7 Cart Page	

1.INTRODUCTION

E-commerce is fast gaining ground as an accepted and used business paradigm. More and more business houses are implementing web sites providing functionality for performing commercial transactions over the web. It is reasonable to say that the process of shopping on the web is becoming commonplace.

The objective of this project is to develop a general purpose e-commerce store where product like clothes can be bought from the comfort of home through the Internet. However, for implementation purposes, this paper will deal with an online shopping for clothes.

An online store is a virtual store on the Internet where customers can browse the catalog and select products of interest. The selected items may be collected in a shopping cart. At checkout time, the items in the shopping cart will be presented as an order. At that time, more information will be needed to complete the transaction. Usually, the customer will be asked to fill or select a billing address, a shipping address, a shipping option, and payment information such as credit card number. An e-mail notification is sent to the customer as soon as the order is placed.

1.1 SCOPE OF PROJECT:

Purchasing and selling products and services over the internet without the need of going physically to the market is what online shopping all about. Online shopping is just like a retail store shopping that we do by going to the market, but it is done through the internet. Online shopping has made shopping painless and added more fun. Online stores offer product description, pictures, comparisons, price and much more. Few examples of these are Amazon.com, ebay.com, <u>framt.com</u> and the benefits of online shopping is that by having direct access to consumer ,the online stores can offer products that cater to the needs of consumer ,cookies can be used for tracking the customer selection over the internet or what is of their interest when they visit the site again . Online shopping makes use of digital technology for managing the flow of information, products, and payment between consumer, site owners and suppliers. Online shopping can be either B2B (business to business) or B2C (business to consumer).

Shopping cart is one of the important facility provided in online shopping, this lets customer to browse different goods and services and once they select an item to purchase they can place the item in shopping cart, and continue browsing till the final selection. Customers can even remove the items from shopping cart that were selected earlier before they place the final order. It reminds us of shopping basket that we carry in departmental store.

1.2 PURPOSE OF PROJECT:

The purpose of online shopping is to save time, save money. Through online shopping one can save his valuable time. One can watch and select things he want to buy. Through online shopping we can save our money because prices are less than market prices and we receive our bought things at our home. No need to go anywhere and do shopping. We can get different varieties of things online and we can choose which one we want.

<u>Online shopping</u> is a form of electronic commerce where the buyer is directly online to the seller's computer usually via the internet. There is no intermediary service. The sale and purchase transaction is completed electronically and interactively in real-time such as Amazon.com for new books. If an intermediary is present, then the sale and purchase transaction is called electronic commerce such as <u>eBay.com</u>.

1.3 Proposed System:

The development of this new system contains the following activities, which try to develop online application by keeping the entire process in the view of database integration approach.

- Secure registration and profile management facilities for Customers.
- Browsing through the e-Mall to see the items that are there in each category of products like Sarees, Lehangas, Tops, Dresses, Western wear etc.
- Creating a Shopping cart so that customer can Shop 'n' no. of items and checkout finally with the entire shopping cart
- Customers should be able to mail the Shop about the items they would like to see in the Shop
- Updates to customers about the Recent Items in the Shop.
- Uploading 'Most Purchased' Items in each category of products in the Shop Sarees, Lehangas, Tops, Dresses, Westernwearetc.

2. SOFTWARE & HARDWARE REQUIREMENT

2.1 Software Requirements:

Operating System : Windows 10

Front End : HTML, CSS, JAVA SCRIPT

Programming Language : Java

Browser : Google Chrome

2.2 Hardware Requirements:

Processor : Intel Core i5

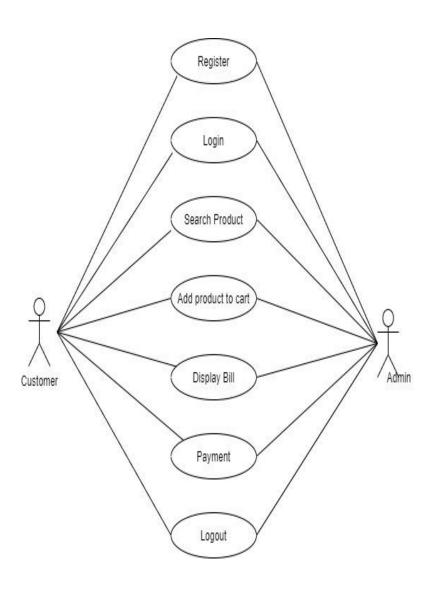
RAM : 8 GB

Processor Speed : 2.40 GHZ

System Type : 64 Bit Operating System

3 SYSTEM DESIGN

3.1 USE CASE DIAGRAM:



4. SCREENSHOTS

4.1 Register Page:

Register:

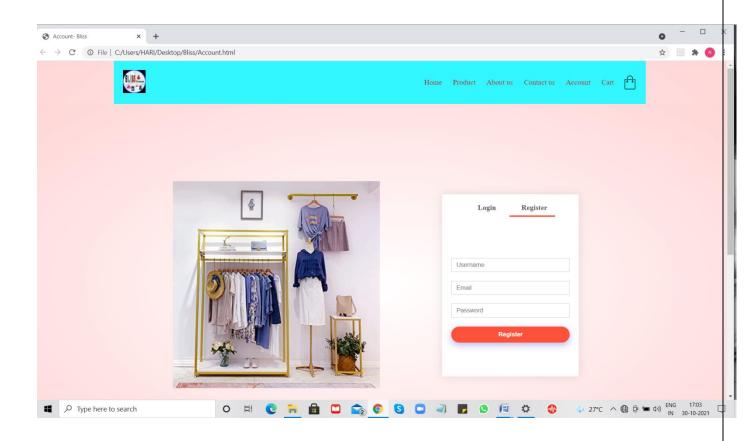


Fig.4.1 Register page

4.2 LOGN PAGE:

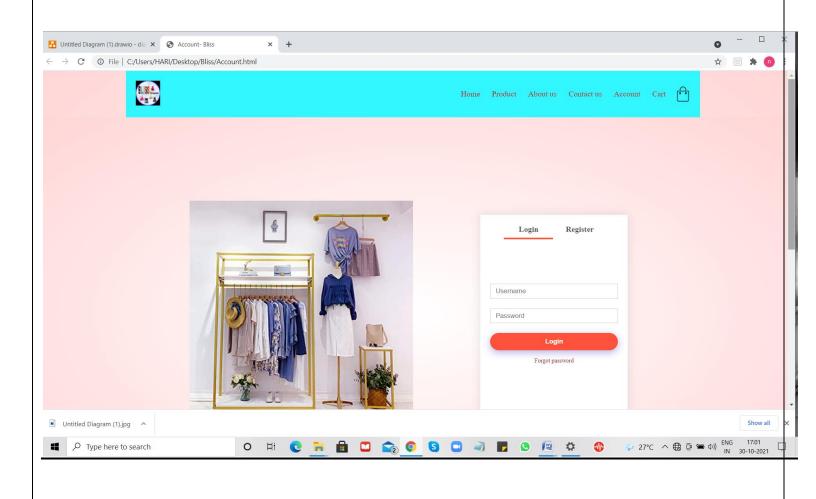


Fig:4.2 Login Page

13

4.3 ACCOUNT PAGE:

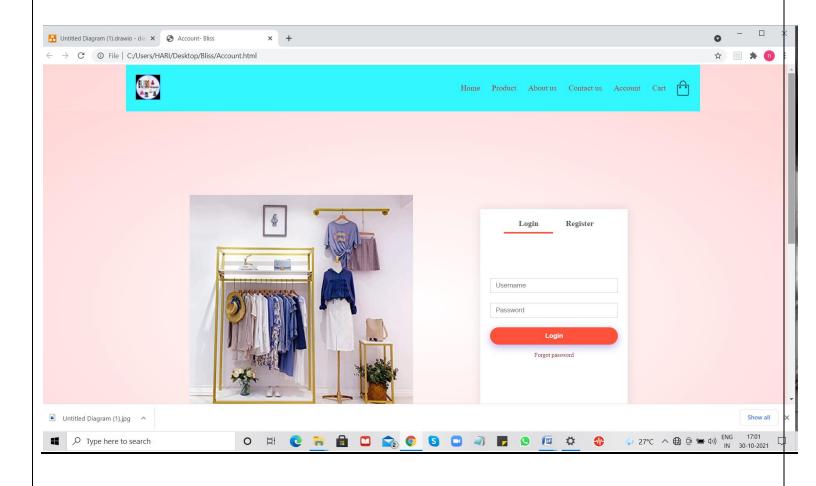


Fig:4.3 Account Page

4.4 Dashboard:

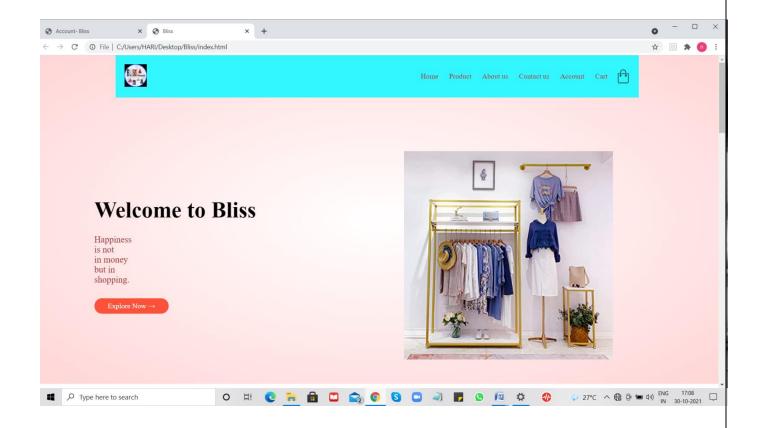


Fig.4.4 Home Page

4.5 **Products**:

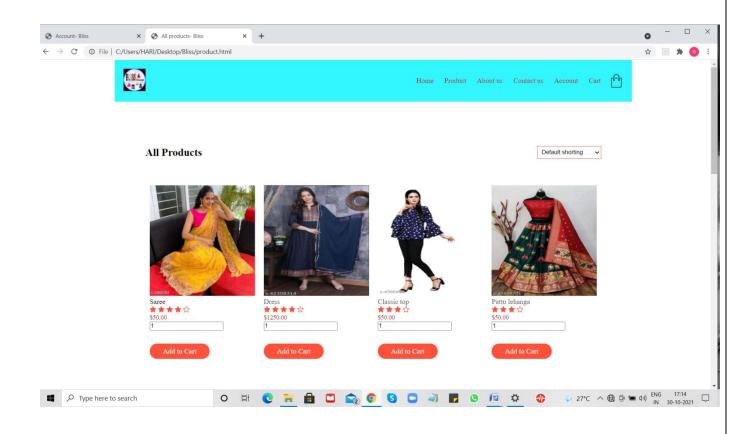


Fig.4.5 Products Page

4.6 Contact Us:

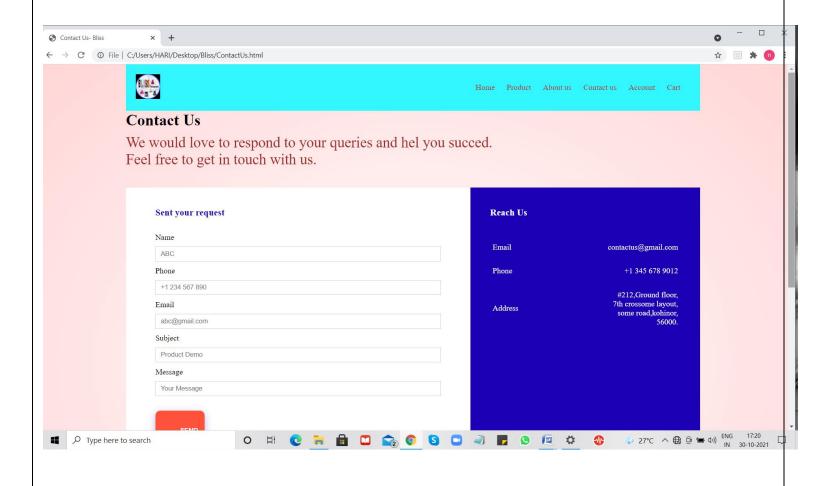


Fig.4.6 Contact Us Page

4.7 Cart Page:

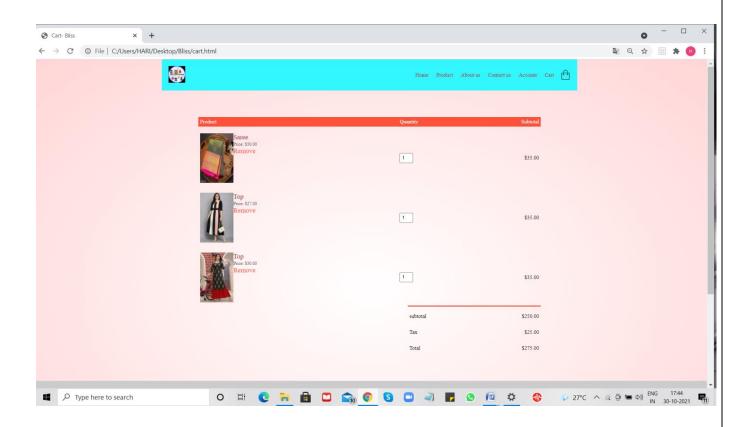


Fig. 4.7 Cart Page

5.Conclusion

In general, today's businesses must always strive to create the next best thing that consumers will want because consumers continue to desire their products, services etc. to continuously be better, faster, and cheaper. In this world of new technology, businesses need to accommodate to the new types of consumer needs and trends because it will prove to be vital to their business' success and survival. E-commerce is continuousl progressing and is becoming more and more important to businesses as technology continues to advance and is something that should be taken advantage of and implemented.

From the inception of the Internet and e-commerce, the possibilities have become endless for both businesses and consumers. Creating more opportunities for profit and advancements for businesses, while creating more options for consumers. However, just like anything else, e-commerce has its disadvantages including consumer uncertainties, but nothing that cannot be resolved or avoided by good decision-making and business practices.

There are several factors and variables that need to be considered and decided upon when starting an e-commerce business. Some of these include: types of e-commerce, marketing strategies, and countless more. If the correct methods and practices are followed, a business will prosper in an e-commerce setting with much success and profitability.