

E-COMMERCE WEB SITE BY FRONT END WEB DEVELOPMENT



A project report submitted by partial fulfillment of the requirements
for the award of degree of

BACHELOR OF COMPUTER SCIENCE

Submitted By

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III YEAR BSC-MPCs (720131705072)

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PYDAH DEGREE COLLEGE

Under the esteemed Guidance of
DEPARTMENT OF COMPUTER SCIENCE

PYDAH DEGREE COLLEGE (U.G.COURSES)

(Affiliated to Andhra University)

Redanm gardens, Visakhapatnam-02, 2020-2023



PYDAH DEGREE COLLEGE

(Affiliated to Andhra University)

Rednam Gardens, Visakhapatnam-02

BONAFIDE CERTIFICATE

This is to certify that the project report titled” **E-COMMERCE WEB SITE BY**

FRONT END WEB DEVELOPMENT” Submitted by “**MANDAPALLI**

SUMANJALI” in partial fulfillment of the requirements for the award of the degree of the

BACHELOR SCIENCE at **Department of computer Science, PYDAH**

DEGREE COLLEGE, Rednam gardens, Visakhapatnam is Bonafide record of the work done by him\her under my supervision.

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DECLARATION

I MANDAPALLI SUMANJALI (RegNo.720131705072) bonafied student of BSC, in PYDAH Y DEGREE COLLEGE ,affiliated to ANDHRA UNIVERSITY, Vishakhapatnam would like to declare that the project entitled **E-COMMERCE WEB SITE BY FRONT END WEB DEVELOPMENT** submitted by me in partial fulfillment of the requirements for the award of the degree is my original work.

DATE:
PLACE:

NAME: MANDAPALLI SUMANJALI
Reg.No:720131705072

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INDEX

S.No

CONTENTS

1. Introduction
2. Creating e-commerce website using front end web technologies
3. HTML (Hyper text markup language)
4. CSS (Cascading style sheets)
5. Java script
6. Bootstrap
7. E-commerce Web site(Watch House)
8. Source code
9. Images
10. Out put.

INTRODUCTION



Introduction. Front end development is the area of web development that focuses on the user interface. It is all about converting the backend code into a graphical interface. The front end makes the data easy to read and understand. **It's the frontend design that attracts the audience to your website and asks them to stay there for a longer time interval.**

Front end development makes things easier for people to understand those who are from non-coding backgrounds. Without frontend, websites will only show the codes which will complicate the task. This article talks about how to become a front end developer, what are its roles and responsibilities, skills, salary etc. A person who develops and designs the front end or user interface of a website or application is called a Front End Developer. The front end development, also known as client-side development is the execution of [HTML](#), [CSS](#), and [JavaScript](#) for a website or web application to make the data user friendly.

There are a few challenges associated with front end development and one of them is the constant changes in the tool and technique that is used to create the front end of the website. The biggest challenge for the front end developer is to make sure the site works smoothly across different browsers, different operating systems and different devices. **Front end developers use [numerous technologies](#) to convert backend code into a user-friendly interface. Few of the web technologies that are used by front end developers are; HyperText Markup Language (HTML), Cascading Style Sheets (CSS) and JavaScript.**

Creating e-commerce website using front end web technologies



- **A web server is used to host an e-commerce website. All the Html, JavaScript, PHP files, databases, media files that make up the entire website are stored on this server. The web server runs on Windows or Linux operating system. Managing a web server is a very specific HTML5 (HyperText Markup Language) HTML5 is a markup language used to create websites and web applications. ...**
- **CSS (Cascading Style Sheets) This is used to style your HTML page to make it look attractive by adding colors, fonts, etc. ... Hypertext is text that is specially coded using a standard system called Hypertext Markup Language (HTML). The HTML codes are used to create links. These links can be textual or graphic and when clicked on, can “link” the user to another resource such as other HTML documents, text files, graphics, animation and sound.**
- **he convenience of shopping is another factor in favor of the eCommerce industry. Due to their rising popularity, Python and PHP are now commonly used to power internet websites. Entrepreneurs these days are highly preferring Python development services to grow their business.**
 - **In the ever challenging and competitive commerce business, the experience of the users of the services provided is what makes the profit. Online commerce is all about serving better, serving easy and gain trust to retain customers. To keep your steps ahead of others, online business owners adopt the newest technologies to appear at its best in front of the customers.**
 - **Since, the only thing ecommerce customers see is, is the website or mobile apps they use to take purchase decision, the fight lies in there. Everyone wants to make their website or mobile app**

HTML (Hyper text markup language)



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 `` and `<input>` directly introduce content into the page. Other tags such as `<p>` and `</p>` 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.

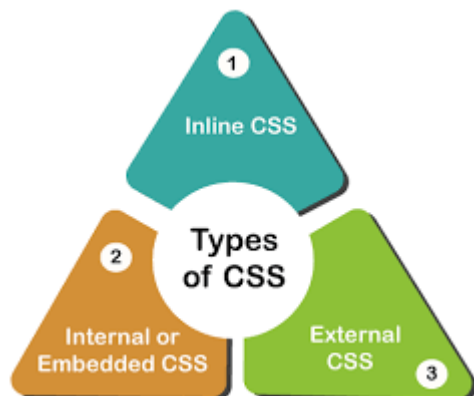
In 1980, [physicist Tim Berners-Lee](#), a contractor at [CERN](#), proposed and prototyped [ENQUIRE](#), a system for CERN researchers to use and share documents. In 1989, Berners-Lee wrote a memo proposing an [Internet-based hypertext](#) system.^[3] Berners-Lee specified HTML and wrote the browser and server software in late 1990. That year, Berners-Lee and CERN [data systems](#) engineer [Robert Cailliau](#) collaborated on a joint request for funding, but the project was not formally adopted by CERN. In his personal notes of 1990, Berners-Lee listed "some of the many areas in which hypertext is used"; an [encyclopedia](#) is the first entry.^[4]

The first publicly available description of HTML was a document called "HTML Tags",^[5] first mentioned on the Internet by Tim Berners-Lee in late 1991.^{[6][7]} It describes 18 elements comprising the initial, relatively simple design of HTML. Except for the hyperlink tag, these were strongly influenced by [SGMLguid](#), an in-house [Standard Generalized Markup Language](#) (SGML)-based documentation format at CERN. Eleven of these elements still exist in HTML 4.^[8]

HTML is a [markup language](#) that [web browsers](#) use to interpret and [compose](#) text, images, and other material into visible or audible web pages. Default characteristics for every item of HTML markup are defined in the browser, and these characteristics can be altered or enhanced by the web page designer's additional use of [CSS](#). Many of the text elements are mentioned in the 1988 ISO technical report TR 9537 *Techniques for using SGML*, which describes the features of early text formatting languages such as that used by the [RUNOFF command](#) developed in the early 1960s for the [CTSS](#) (Compatible Time-Sharing System) operating system. These formatting commands were derived from the commands used by typesetters to manually format documents. However, the SGML concept of generalized markup is based on elements (nested annotated ranges with attributes) rather than merely print effects, with separate structure and markup. HTML has been progressively moved in this direction with CSS. Berners-Lee considered HTML to be an application of SGML. It was formally defined as such by the [Internet Engineering Task Force](#) (IETF) with the mid-1993 publication of the first proposal for an HTML specification, the "Hypertext Markup Language (HTML)" Internet Draft by Berners-Lee and [Dan Connolly](#), which included an SGML [Document type definition](#) to define the syntax.^{[9][10]} The draft expired after six months, but was notable for its acknowledgment of the [NCSA Mosaic](#) browser's custom tag for embedding in-line images, reflecting the IETF's philosophy of basing standards on successful prototypes. Similarly, [Dave Raggett](#)'s competing Internet Draft, "HTML+ (Hypertext Markup Format)", from late 1993, suggested standardizing already-implemented features like tables and fill-out forms.^[11]

After the HTML and HTML+ drafts expired in early 1994, the IETF created an HTML Working Group. In 1995, this working group completed "HTML 2.0", the first HTML specification intended to be treated as a standard against which future implementations should be based.^[12]

CSS (Cascading style sheets)



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](#)).^[1] CSS is a cornerstone technology of the [World Wide Web](#), alongside [HTML](#) and [JavaScript](#).^[2]

CSS is designed to enable the [separation of content and presentation](#), including [layout](#), [colors](#), and [fonts](#).^[3] 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](#).^[4]

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.^[5]

In addition to [HTML](#), [Style sheet](#)^{[[edit](#)]}
Main article: [Style sheet \(web development\)](#)

A style sheet consists of a list of *rules*. Each rule or rule-set consists of one or more [selectors](#), and a [declaration block](#).

Selector[[edit](#)]

"CSS class" redirects here. For non-CSS use of element classes in HTML, see [class attribute \(HTML\)](#).

In CSS, *selectors* declare which part of the markup a style applies to by matching tags and attributes in the markup itself.

Selector types[[edit](#)]

Selectors may apply to the following:

- all [elements](#) of a specific type, e.g. the second-level headers [h2](#)
- elements specified by [attribute](#), in particular:
 - *id*: an identifier unique within the document, denoted in the selector language by a [hash](#) prefix e.g. `#id`
 - *class*: an identifier that can annotate multiple elements in a document, denoted by a [dot](#) prefix e.g. `.classname` (the phrase "CSS class", although sometimes used, is a misnomer, as element classes—specified with the [HTML class attribute](#)—is a markup feature that is distinct from browsers' CSS subsystem and the related W3C/WHATWG standards work on document styles; see [RDF](#) and [microformats](#) for the origins of the "class" system of the Web content model)
- elements depending on how they are placed relative to others in the [document tree](#).

Classes and IDs are case-sensitive, start with letters, and can include alphanumeric characters, hyphens, and underscores. A class may apply to any number of instances of any element. An ID may only be applied to a single element.

Pseudo-classes[[edit](#)]

Pseudo-classes are used in CSS selectors to permit formatting based on information that is not contained in the document tree.

Java script

JavaScript



JavaScript (/ˈdʒɑːvəskript/), 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

History

Creation at Netscape

The first popular [web browser](#) with a [graphical user interface](#), [Mosaic](#), was released in 1993. Accessible to non-technical people, it played a prominent role in the rapid growth of the nascent [World Wide Web](#).^[12] The lead developers of Mosaic then founded the [Netscape](#) corporation, which released a more polished browser, [Netscape Navigator](#), in 1994. This quickly became the most-used.^{[13][14]}

During these formative years of the Web, [web pages](#) could only be static, lacking the capability for dynamic behavior after the page was loaded in the browser. There was a desire in the flourishing web development scene to remove this limitation, so in 1995, Netscape decided to add a [scripting language](#) to Navigator. They pursued two routes to achieve this: collaborating with [Sun Microsystems](#) to embed the [Java programming language](#), while also hiring [Brendan Eich](#) to embed the [Scheme](#) language.^[6]

Netscape management soon decided that the best option was for Eich to devise a new language, with syntax similar to Java and less like Scheme or other extant scripting languages.^{[5][6]} Although the new language and its [interpreter](#) implementation were called LiveScript when first shipped as part of a Navigator [beta](#) in September 1995, the name was changed to JavaScript for the official release in December.^{[6][1][15]}

The choice of the JavaScript name has caused confusion, implying that it is directly related to Java. At the time, the [dot-com boom](#) had begun and Java was the hot new language, so Eich considered the JavaScript name a marketing ploy by Netscape.^[16]

Adoption by Microsoft

[Microsoft](#) debuted [Internet Explorer](#) in 1995, leading to a [browser war](#) with Netscape. On the JavaScript front, Microsoft [reverse-engineered](#) the Navigator [interpreter](#) to create its own, called [JScript](#).^[17]

JScript was first released in 1996, alongside initial support for [CSS](#) and extensions to [HTML](#). Each of these implementations was noticeably different from their counterparts in Navigator.^{[18][19]} These differences made it difficult for developers to make their websites work well in both browsers, leading to widespread use of "best viewed in Netscape" and "best viewed in Internet Explorer" logos for several years.^{[18][20]}

The rise of JScript

In November 1996, [Netscape](#) submitted JavaScript to [Ecma International](#), as the starting point for a standard specification that all browser vendors could

Bootstrap



Bootstrap is a [free and open-source CSS framework](#) directed at responsive, [mobile-first front-end web development](#). It contains [HTML](#), [CSS](#) and (optionally) [JavaScript](#)-based design templates for [typography](#), [forms](#), [buttons](#), [navigation](#), and other interface components.

As of May 2023, Bootstrap is the 17th most starred project (4th most starred library) on [GitHub](#), with over 164,000 stars.^[2] According to W3Techs, Bootstrap is used by 19.2% of all websites.^[3]

Features^[edit]

Bootstrap is an HTML, CSS and JS library that focuses on simplifying the development of informative web pages (as opposed to [web applications](#)). The primary purpose of adding it to a web project is to apply Bootstrap's choices of color, size, font and layout to that project. As such, the primary factor is whether the developers in charge find those choices to their liking. Once added to a project, Bootstrap provides basic style definitions for all [HTML elements](#). The result is a uniform appearance for prose, tables and form elements across [web browsers](#). In addition, developers can take advantage of CSS classes defined in Bootstrap to further customize the appearance of their contents. For example, Bootstrap has provisioned for light- and dark-colored tables, page headings, more prominent [pull quotes](#), and text with a highlight.

Bootstrap also comes with several JavaScript components which do not require other libraries like [jQuery](#). They provide additional user interface elements such as [dialog boxes](#), [tooltips](#), progress bars, navigation drop-downs, and carousels. Each Bootstrap component consists of an HTML structure, CSS declarations, and in some cases accompanying JavaScript code. They also extend the functionality of some existing interface elements, including for example an auto-complete function for input fields.

The most prominent components of Bootstrap are its layout components, as they affect an entire web page. The basic layout component is called "Container", as every other element in the page is placed in it. Developers can choose between a fixed-width container and a fluid-width container. While the latter always fills the width with the web page, the former uses one of the five predefined fixed widths, depending on the size of the screen showing Bootstrap, originally named Twitter Blueprint, was developed by Mark Otto and Jacob Thornton at [Twitter](#) as a framework to encourage consistency across internal tools. Before Bootstrap, various libraries were used for interface development, which led to inconsistencies and a high maintenance burden. According to Otto:

A super small group of developers and I got together to design and build a new internal tool and saw an opportunity to do something more. Through that process, we saw ourselves build something much more substantial than another internal tool. Months later, we ended up with an early version of Bootstrap as a way to document and share common design patterns and assets within the company.^[4]

After a few months of development by a small group, many developers at Twitter began to contribute to the project as a part of Hack Week, a [hackathon](#)-style week for the Twitter development team. It was renamed from Twitter Blueprint to Bootstrap and released as an open-source project on August 19, 2011.^[5] It has continued to be maintained by Otto, Thornton, a small group of core developers, and a large community of contributors.

E-commerce Web site(Watch House)



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](#)).^[1] There are three areas of e-commerce: [online retailing](#), [electronic markets](#), and [online auctions](#). E-commerce is supported by [electronic business](#).^[2] 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.

Forms

Contemporary electronic commerce can be classified into two categories. The first category is business based on types of goods sold (involves everything from ordering "digital" content for immediate online consumption, to ordering conventional goods and services, to "meta" services to facilitate other types of electronic commerce). The second category is based on the nature of the participant (B2B, B2C, C2B and C2C).^[7]

On the institutional level, big corporations and financial institutions use the internet to exchange financial data to facilitate domestic and international business. Data integrity and security are pressing issues for electronic commerce.

Aside from traditional e-commerce, the terms m-Commerce (mobile commerce) as well (around 2013) t-Commerce^[8] have also been used.

Governmental regulation

In the United States, California's Electronic Commerce Act (1984), enacted by the Legislature, the more recent California Privacy Rights Act (2020), enacted through a popular election proposition and to control specifically how electronic commerce may be conducted in California. In the US in its entirety, electronic commerce activities are regulated more broadly by the Federal Trade Commission (FTC). These activities include the use of commercial e-mails, online advertising and consumer privacy. The CAN-SPAM Act of 2003 establishes national standards for direct marketing over e-mail. The Federal Trade Commission Act regulates all forms of advertising, including online advertising, and states that advertising must be truthful and non-deceptive.^[9] Using its authority under Section 5 of the FTC Act, which prohibits unfair or deceptive practices, the FTC has brought a number of cases to enforce the promises in corporate privacy statements, including promises about the security of consumers' personal information.^[10] As a result, any corporate privacy policy related to e-commerce activity may be subject to enforcement by the FTC.

Global trends

In 2010, the United Kingdom had the highest per capita e-commerce spending in the world.^[23] As of 2013, the Czech Republic was the European country where e-commerce delivers the biggest contribution to the enterprises' total

revenue. Almost a quarter (24%) of the country's total turnover is generated via the online channel.^[24]

Among emerging economies, China's e-commerce presence continues to expand every year. With 668 million Internet users, China's online shopping sales reached \$253 billion in the first half of 2015, accounting for 10% of total Chinese consumer retail sales in that period.^[25] The Chinese retailers have been able to help consumers feel more comfortable shopping online.^[26] e-commerce transactions between China and other countries increased 32% to 2.3 trillion yuan (\$375.8 billion) in 2012 and accounted for 9.6% of China's total international trade.^[27] In 2013, [Alibaba](#) had an e-commerce market share of 80% in China.^[28] In 2014, Alibaba still dominated the B2B marketplace in China with a market share of 44.82%, followed by several other companies including Made-in-China.com at 3.21%, and GlobalSources.com at 2.98%, with the total transaction value of China's B2B market exceeding 4.5 billion yuan.^[29] In 2014, there were 600 million Internet users in China (twice as many as in the US), making it the world's biggest online market.^[30] China is also the largest e-commerce market in the world by value of sales, with an estimated US\$899 billion in 2016.^[31] Research shows that Chinese consumer motivations are different enough from Western audiences to require unique e-commerce app designs instead of simply porting Western apps into the Chinese market.^[32]

Logistics

Logistics in e-commerce mainly concerns fulfillment. Online markets and retailers have to find the best possible way to fill orders and deliver products. Small companies usually control their own logistic operation because they do not have the ability to hire an outside company. Most large companies hire a fulfillment service that takes care of a company's logistic needs.

Impacts

Impact on markets and retailers



Store closing flags outside a [Toys R Us](#) in Deptford, New Jersey. Despite investments, the chain struggled to win market share in the age of digital commerce.

E-commerce markets are growing at noticeable rates. The online market is expected to grow by 56% in 2015–2020. In 2017, retail e-commerce sales worldwide amounted to 2.3 trillion US dollars and e-retail revenues are projected to grow to 4.891 trillion US dollars in 2021.^[47] Traditional markets are only expected 2% growth during the same time. [Brick and mortar](#) retailers are struggling because of online retailer's ability to offer lower prices and higher efficiency. Many larger retailers are able to maintain a presence offline and online by linking physical and online offerings.^[48]

E-commerce allows customers to overcome geographical barriers and allows them to purchase products anytime and from anywhere. Online and traditional markets have different strategies for conducting business. Traditional retailers offer fewer assortment of products because of shelf space where, online retailers often hold no inventory but send customer orders directly to the manufacture. The pricing strategies are also different for traditional and online retailers. Traditional retailers base their prices on store traffic and the cost to keep inventory. Online retailers base prices on the speed of delivery.

There are two ways for marketers to conduct business through e-commerce: fully online or online along with a brick and mortar store. Online marketers can offer lower prices, greater product selection, and high efficiency rates. Many customers prefer online markets if the products can be delivered quickly at relatively low price. However, online retailers cannot offer the physical experience that traditional retailers can. It can be difficult to judge the quality of a product without the physical experience, which may cause customers to experience product or seller uncertainty. Another issue regarding the online market is concerns about the security of online transactions. Many customers remain loyal to well-known retailers because of this issue.^[49]

Security is a primary problem for e-commerce in developed and developing countries. E-commerce security is protecting businesses' websites and customers from unauthorized access, use, alteration, or destruction. The type of threats include: malicious codes, unwanted programs ([ad](#)

ware, spyware), phishing, hacking, and cyber vandalism. E-commerce websites use different tools to avert security threats. These tools include firewalls, encryption software, digital certificates, and passwords.

Impact on employment

E-commerce helps create new job opportunities due to information related services, software app and digital products. It also causes job losses. The areas with the greatest predicted job-loss are retail, postal, and travel agencies. The development of e-commerce will create jobs that require highly skilled workers to manage large amounts of information, customer demands, and production processes. In contrast, people with poor technical skills cannot enjoy the wages welfare. On the other hand, because e-commerce requires sufficient stocks that could be delivered to customers in time, the warehouse becomes an important element. Warehouse needs more staff to manage, supervise and organize, thus the condition of warehouse environment will be concerned by employees.

E-commerce during COVID-19

In March 2020, global retail website traffic hit 14.3 billion visits^[61] signifying an unprecedented growth of e-commerce during the lockdown of 2020. Later studies show that online sales increased by 25% and online grocery shopping increased by over 100% during the crisis in the United States.^[62] Meanwhile, as many as 29% of surveyed shoppers state that they will never go back to shopping in person again; in the UK, 43% of consumers state that they expect to keep on shopping the same way even after the lockdown is over.^[63]

Retail sales of e-commerce shows that COVID-19 has a significant impact on e-commerce and its sales are expected to reach \$6.5 trillion by 2023

SOURCE CODE

```
<!DOCTYPE html>
```

```
<html lang="en">
```

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>E-commerce</title>

<link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/font-awesome/4.7.0/css/font-awesome.min.css">

<link href="https://cdn.jsdelivr.net/npm/bootstrap@5.3.0/dist/css/bootstrap.min.css" rel="stylesheet">

<style>

***{**

box-sizing: border-box;

}

.Footer{

padding: 30px;

background-color: rgb(168, 168, 213);

clear: both;

font-size: x-large;

font-family: 'Gill Sans', 'Gill Sans MT', Calibri, 'Trebuchet MS', sans-serif;

text-align: center;

}

.Header {

padding: 10px;

text-align: center;

background-color: rgb(242, 242, 242);

font-size: larger;

```
}
```

```
row ::after{
```

```
    content :"";
```

```
    clear:both ;
```

```
    display: table;
```

```
}
```

```
[class *="col-"]{
```

```
    float: left;
```

```
    padding: 15px;
```

```
    border: 1px solid;
```

```
}
```

```
.col-1{width:8.33% ;}
```

```
.col-2{width:16.66 ;}
```

```
.col-3{width:25%;}
```

```
.col-4{width:33.33;}
```

```
.col-5{width:41.66 ;}
```

```
.col-6{width:50% ;}
```

```
.col-7{width:58.33% ;}
```

```
.col-8{width:64.66 ;}
```

```
.col-9{width:75%;}
```

```
.col-10{width:83.33% ;}
```

```
.col-11{width:91.66% ;}
```

```
.col-12{width:100% ;}
```

```
@media screen and ( max-width : 768px ) {
```

```
    [class*="col-"]{
```

```
        width: 100%;
    }
}
.col-3 {
    text-align: center;
}

.logo{
    float: left;
    width: 120px;
    height: 100px;
}

.col-6{
    text-align: center;
    color: rgb(3, 3, 75);

}

.navbar {
width: 100%;
background-color:rgb(26, 27, 25);
overflow: auto;
}

.navbar a:hover {
    background-color:rgb(149, 149, 211);
}
```

```
.active {  
    background-color: #444;  
}  
  
    .navbar a {  
        float: left;  
        padding: 12px;  
        color: white;  
        text-decoration: none;  
        font-size: 17px;  
    }  
  
    .navbar input[ type="text"] {  
        float: right;  
        padding: 6px;  
        margin-top: 8px;  
        margin-right: 16px;  
        border: none;  
        font-size: 17px;  
    }  
}
```

</style>

</head>

<body>

<div class="navbar">

<i class="fa fa-fw fa-home"></i> Home

<i class="fa fa-fw fa-search"></i> Search

[*fa fa-fw fa-envelope*](#) Contact

[*fa fa-fw fa-user*](#) Login

Header

WATCH HOUSE

A high-end golden watch displayed on a black background.

col-6

30% off on this fantastic summer

COLLECTIONS!!

Enhance the visual impression of your face to multiple levels. Compare our styles on various faces- Quality Promised.

Shop now

row

col-3 menu

fa fa-truck aria-hidden="true">

Free shipping

Enjoy free shipping on all

any kind of your orders.

<div class="col-3">

<i class="fa fa-clock-o" aria-hidden="true"></i>

<h2 >24/7 Support</h2>

<p>Reach out to us anytime, We are at your </p>

</div>

<div class="col-3 right" >

<i class="fa fa-tag" aria-hidden="true"></i>

<h2>Offer Card</h2>

<p>Enjoy discounts using our offer cards and coupon codes.</p>

</div>

<div class="col-3 right1">

<i class="fa fa-credit-card" aria-hidden="true"></i>

<h2>Secure payment</h2>

<p>We provide secure payment gateways for your transactions.</p>

</div>

</div>

<div class="row">

<div class="col-4">

<h2 style="color: rgb(162, 57, 57);">MENS COLLECTIONS</h2>

<button type="submit" class="btn btn-info" style="font-size: larger;">Shop now !</button>

</div>

<div class="col-4">

<h2 style="color: rgb(162, 57, 57);"> LATEST COLLECTIONS</h2>

<button type="submit" class="btn btn-info" style="font-size: larger;">Shop now !</button>

</div>

<div class="col-4">

<h2 style="color: rgb(162, 57, 57);">LADIES COLLECTIONS</h2>

<button type="submit" class="btn btn-info" style="font-size: larger;">Shop now !</button>

</div>

</div>

</div>

<div class="Footer">

<i class="fa fa-envelope" aria-hidden="true">Join The Community To Be Updated Firstly ?</i>

<div class="row">

<div class="col-3">

<i class="fa fa-home" aria-hidden="true"> </i>

<h3>Contact us</h3>

<p>123456789</p>

```

</div>

<div class="col-3">

    <i class="fa fa-map-marker" aria-hidden="true"></i>

    <h3>Adress</h3>

    <p>113/ vishakapatnam india</p>

</div>

<div class="col-3">

    <i class="fa fa-envelope" aria-hidden="true"></i>

    <h3>e-mail</h3>

    <p>infoshoestore@gmail.com</p>

</div>

<div class="col-3">

    <i class="fa fa-envelope" aria-hidden="true"></i>

    <p>Follow us on Facebook,twitter,instagram</p>

    <h3>follow us on <a href="https://www.instagram.com/" target="_blank" ><i
class="fa fa-instagram"></i></a> <i class="fa fa-linkedin"></i></h3>

</div>

<h3>follow us on <a href="https://www.instagram.com/" target="_blank"><i class="fa fa-
instagram"></i></a> <i class="fa fa-linkedin"></i></h3>

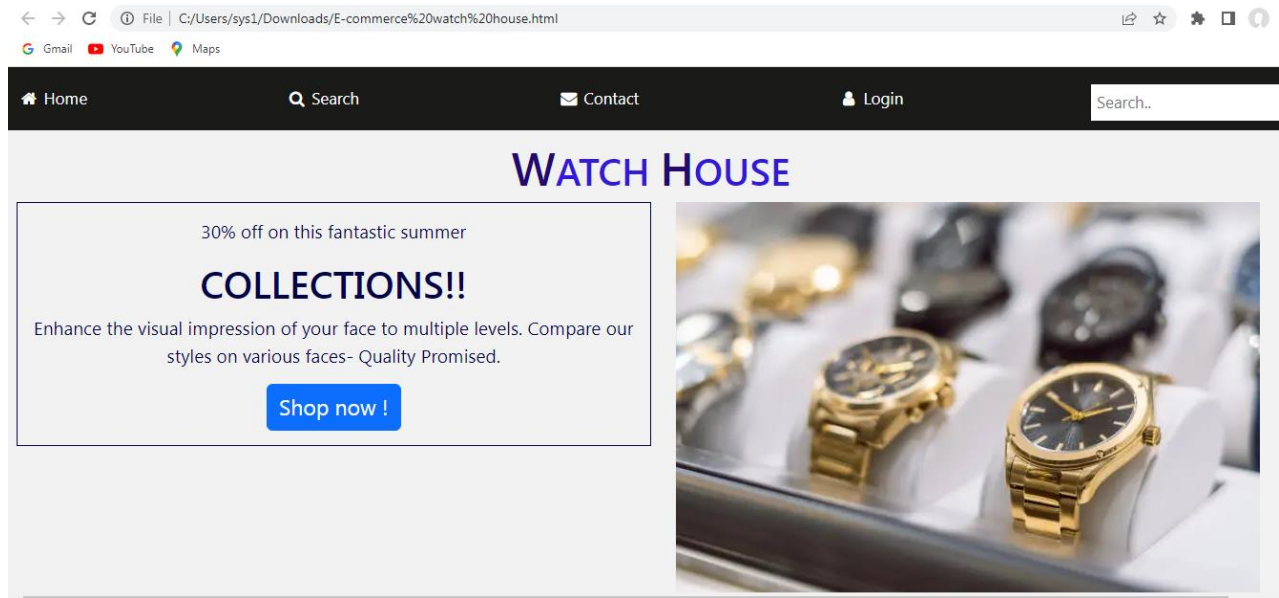
</body>

</html>

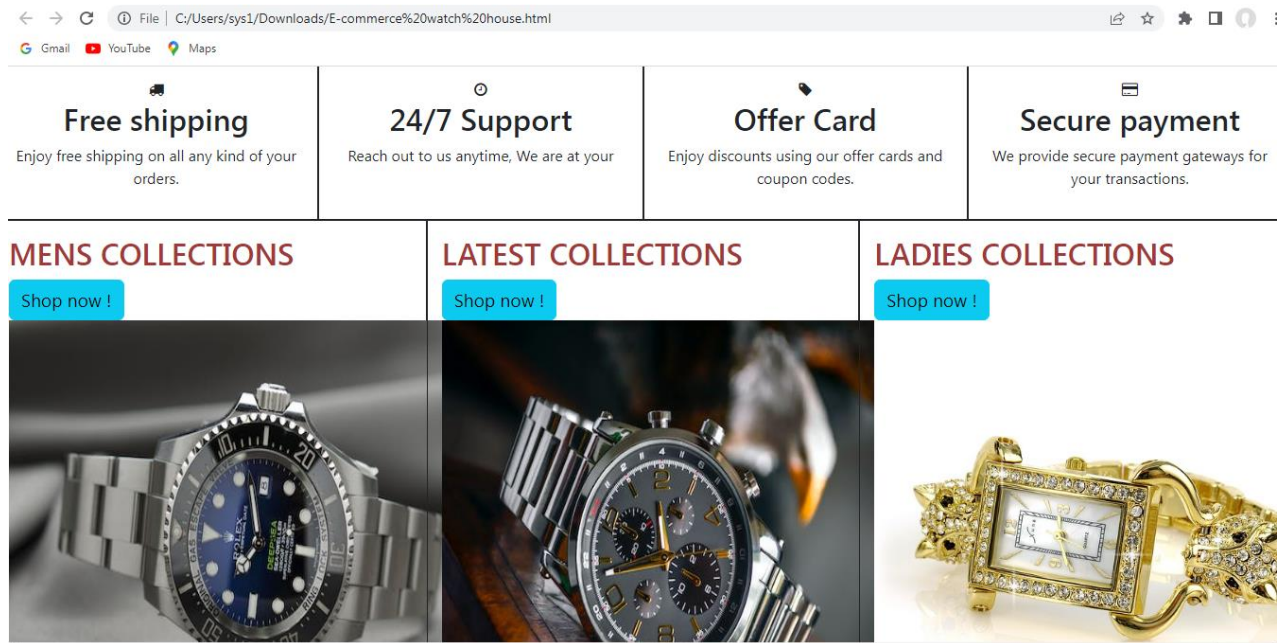
```

OUTPUT IMAGES

HEADER SECTION:



BODY:



FOOTER SECTION:

✉ Join The Community To Be Updated Firstly ?



Contact us

123456789



Adress

113/ vishakapatnam india




e-mail


infoshoestore@gmail.com



Follow us on

Facebook,twitter,instagram

follow us on  **in**

follow us on  **in**

**PYDAH EDUCATIONAL INSTITUTION OF DEGREE
B.SC(M.P.CS)**

**THE END
THANK YOU**