DailyClicQ

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Chapter 1

INTRODUCTION

DailyClicQ is an E-Commerce site which can be usefull to retailers for making their product at high reach within the system And for the customers who can search the product within the system very quickly. The Customers can earn DQ coin after every purchase done within in the system. DailyClicQ, the place to find the best products for every taste and occasion. Working only with reliable suppliers so that you only receive the best quality product. The features that are provided in the Proposed system are choosing products faster and easier way in one place. Saving time by traveling to the vendor/seller's place. Good/Trusted products are provided.

1.1 General Background

DailyClicQ is an web application which is generally huge in size. It is used by Vendors to manage the products and orders using a computerized system where the vendor can record various transactions. With this computerized system there will be no loss of record which generally happens when non-computerized system is used.

1.2   Objective

- The objective of the DailyClicQ is to handle the entire retailing shops online.

- The system will generate the reports.

- The system will keep the track of the Customers and the Products.

- The system contains database where all the information will be stored safely.

Chapter 2

LITERATURE SURVEY

The history of ecommerce shopping carts began immediately after the World Wide Web, or WWW, became a major medium to communicate information around the world. Ecommerce shopping-cart applications allow consumers to buy goods or services directly over the internet using a web browser. This online shopping evokes the business-to-consumer (B2C) process where a consumer buys directly from the business. The process where abusiness buys from another business is called a business-to-business (B2B) process. The best examples of shopping-cart applications using B2B process are eBay and Amazon, both of which were launched in 1995.At present,most users of these online shopping-cart applications are people who have higher levels of education, have exposure to technological advancements, and are in a better income group. Such users develop a positive attitude towards these convenient shopping techniques.

Building a new successful shopping cart is simple because of high competition in the market, and the designer of a shopping-cart application must consider the information load, complexity, and novelty. Complexity refers tothe number of features available on the shopping cart and the levels of marketing, where as novelty involves the unexpected or unfamiliar aspects of the site. A designer must also consider the consumers' needs and expectations. A user friendly design is very critical to the success of any shopping-cart application because,unlike physical stores,consumers at online stores come from all ages, genders, and cultures. To have a successful and profitable online shopping application,businesses have to spend a significant amount of time and money for designing, developing, testing, and maintaining the application. A part from the high-class design and user interface, a good practice needs to be done to provide quality customer service. A typical shopping cart should contain certain features such as adding items to the cart and checking out those items using the available payment methods.

Chapter 3

SYSTEM ANALYSIS

3.1 Existing System

In Existing system, a consumer finds a product more interesting and attractive when they find it on the website of a retailer directly and can see the item details online. The customers of today are not only attracted because online shopping is very convenient but also because they have broader selections, highly competitive prices, better information about the product (including people's reviews), and extremely simplified navigation for searching regarding the product.

Moreover, business owners often offer online shopping options at low rates because the overhead expenses in opening and running a physical store are higher. Further, with online shopping, their products have access to a worldwide market, which increases the number of customers from different ethnic groups, adds customer value, and overall sustainable in the marketing.

Online web stores, such as Amazon, Flipcart, eBay have gained huge popularity over the years because one can buy almost everything at these stores. These web stores also allow a lot of small-scale companies and manufacture to reach the global market and to directly sell their products to people without involving different other companies or middlemen before their product can reach the shelves of a physical store. Further, instead of using the available platforms, manufacturers can bring a concept of designing their web store to sell their products directly to the common people.

3.2 Proposed System

The DailyClicQ has many advantages, compare to traditional stores as one can compare the cost of a product with other e-commerce websites. While we can make use of the current technology to overcome the problem with the existing system. DailyClicQ presents in front of you, a unique online shopping experience with its huge variety of products from numerous categories, making it a one-stop-shop for all daily needs. Finding the product by searching the name and in this way, we can reduce the time to view a product.

DailyClicQ, the place to find the best products for every taste and occasion. Working only with reliable suppliers so that you only receive the best quality product. The features that are provided in the Proposed system are choosing products faster and easier way in one place. Saving time by traveling to the vendor/seller's place. Good/Trusted products are provided. Reports generated of Customers, Orders can be saved for future references on the request basis.

In this system, there consist of 3 users the Admin, Vendors, and the Customers, the admin has the main role. The admin will have the right to give approval or rejection of the registration of any vendor who is requesting to be a part of the DailyClicQ. And also will have the feature of editing or deleting the Vendor's details. And will have the authority to allow the offers provided by the vendors for products. And the Admin can generate the Customers and Orders reports whenever required.

The vendor will provide the best products at the most affordable prices after getting approval from the Admin, adding the products based on the category and the category will be such as Mobile & Accessories, Laptop, and Computers, Electronic & Applications, Men's Wardrobe, Womens Wardrobe, Kids Fashion, Home & Kitchens, Beauty Products, Sports, Automobile Accessories & Spare parts, Grocery items. The vendor will be allowed to perform the update and delete operation over the product. And the vendor will be able to provide any kind of offer to any certain product if only the admin allows it. And the vendor will generate the reports of orders.

Editing and deleting over the added products and that will be the next segment in this module. Adding offers to the products according to certain occasions will be the next segment. And the last segment in the vendors is to Managing order details, in short keeping their reports.

At last in the Customers will be able to find the necessary goods from the site according to the affordable prices and looking towards the nearby shops. The Customers can earn the DQ coins on the basis of purchasing the goods from the site. And at last, after the product selection and placing the order, the vendor will ship the product to wherever the customer is located and payment will be in the method of Cash on Delivery.

3.3   Module Description

3.3.1   Admin

The module Admin has the main role it has the overall controller of the system. The admin will give the permission for being a member of the system to the vendors. The admin will approve or might reject the product which will be added by the vendors. The admin will approve or might reject the offer provided by the vendors to the certain products. The admin can generate the report based on order and customers.

3.3.2   Vendors

The module Vendors will first register in to the system after getting approval from the Admin. And then the vendors can add the products based on the categories to the system. The products must get approval from the admin before publishing in to the system. The vendors can add the offers to the products which will be also examined by the Admin wether to allow or not. The vendors can generate the reports based on Customers and Orders.

3.3.3   Customers

The Customers can find the products, can view the product on the basis of price and quality comparision and can purchase the products by adding it in to the cart. The Customers can earn DQ while purchasing.   Detail explanation is required

Chapter 4

FEASIBILITY STUDY

4.1 Operational Feasibility

Operational feasibility is a measure of how well a proposed system takes advantage of the opportunities identified during scope definition and how it satisfies the requirements identified in the requirements analysis phase of system development Operational. In the existing system the Customers needs a lots of effort to do such task like searching product and for Vendors to maintaing the records aand users. But in the proposed system the Admin will control the whole system the vendor will be under the admin, only performing any action towards the system after getting the approval. And the admin will easily manage the vendors and users . Hence it is operational feasible.

4.2   Technical Feasibility

We can strongly says that it is technically feasible, since there will not be much difficulty in getting required resources for the development and maintaining the system as well. All the resources needed for the development of the software as well as the maintenance of the same is available in the organization, here we are utilizing the resources which are available already. In the proposed system the data managing and monitoring is all in a single webportal for admin, Vendors and Customers.

In this view of Admin, Vendors, and Customers they only use an Desktop with an web browser which is commonly available nowadays, with lower configuration. So the proposed system is more technically feasible than the existing system.

4.3   Economical Feasibility

Development of this application is highly economically feasible .The organization is notneeded to spend much money on the development of the system already , such as for keeping records of the books and the users. The econonical feasibility determines that the Admin, Vendors, & Customers needs a System with a browser and internet. The organization will not be in a condition to invest more in the organization Therefore, the system is economically feasible

Chapter 5

SYSTEM ENVIRONMENT

5.1   Hardware Requirements

1. Processor : Intel Core i3 and Above

2. RAM : 4GB

3. Storage : 500GB Hard Disk

5.2   Software Requirements

1. Operating System: Windows 10

2. Front end : Php(Laravel Framework)

3. Back end: My SQL

4. IDE: Visual Studio

5.3   User Requirements

1. Desktop (With Browser & Internet Connection