DAY801
Laying The Foundation For Your Market Place
Journey 8-
Introduction to E-Commerce:
1. What is E-Commerces.
E-commerce is the process of anducting commercial transactions electronically, I typically through the Internet.
Bussiness Goods:
What is your Market Place?
· An Orline Shopping Platform where costumers can buy their products.
- What is your goals for non KetPlace?
· My Goals for MarketPlaces-

· Connecting Buyers and Sellers & Prima goal for Market Place is to create a platform that allow buyers and sellers to easily find each other and complete liansactions efficiently. · Facilitating Trust And Security : Ensure that both buyers and sellers -- Peel segue in their Kansactions is -- Crucial. This includes offering secure -1- payment methods, buyers Uprotection seller verification, and transporent 3. How will I Achieve My Goals? i ability will help me to bachieve my

manket Places 3. How 2. How will Customer Data, Product Data, and Other Data data 1 louket Place Add To Clark and Chackout System occess o will use well use Management System. Ochema: HOU acco 400 Ordanise How datas ( Samuels : DataBase to ox you stoke is Jan 20 40m

Technical Requirements 1. Front-end & Himi, CSS, JAVASCRIPT. 1 2. Back-end : Node Js, Express Js. 3. Data Base : MySQL.
4. API : Restful API. linelines 2. Week 1-28 Develop monket place - entines. 2. Week 3-4: Implement technical Requirem 3. Week 5- 6: Pest and Debug 4. Week 7 : Lounch and Okploy.

CUSTOMER Place College Payment Sofa Zone slomizalion Vendey