A system report on

# “Online Shopping System”

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# Part 1 System Background

The internet purchasing system has undergone one of the most significant technological changes in recent years. Additionally, the market size is virtually identical to that of a typical physical market.

An online shopping system is a procedure that allows people, more specifically customers, to buy goods and services directly from the seller in a real-time setting. Online shopping is a form of electronic commerce on the internet. From a commercial standpoint, clients typically find the products more appealing on websites since they can get all the information there.

Today, a large number of people shop online, not only because it's convenient to do so from home but also because there are many options available, there is fierce price competition, and it's simple to navigate when looking for a specific item.

For sellers, having access to the global market improves the number of clients and strengthens client relationships. Web stores are also a way for small businesses to introduce their items to a worldwide audience. The main goal of this project is to create a web-based application that can give consumers access to an online shopping functionality.

In other words, the project's goal was to produce a user-friendly version of a virtual retail environment that will be accessible online. Although the concept of creating online shopping websites has existed since the advent of the World Wide Web (www), it is still relatively new.

Currently, highly educated individuals make up the majority of the greatest market for this (online purchasing) firm. This system's design took into account every factor, including data loading, complexity, and protecting user credentials' security. The entire number of features offered to users in this system, as well as the effort necessary for their efficient arrangement and operation, are referred to as its complexity.

As not every society is well educated and aware of using net banking, card modes, or wallets, etc., the current scenario for shopping is to visit the shops and markets manually, choose the item from the available product list, and then pay for the same item primarily in cash mode.

This technique is not very user-friendly because one must physically visit the market and then choose just from the given list of things. Therefore, it is typically difficult to find the goods we want. Description Less information is accessible on the products, much of which is verbal only. To do this kind of shopping, one needs to have a lot of free time.

Additionally, because there aren't really good markets everywhere, many times there are people who cannot access good markets. Customers would not need to visit stores to make purchases under the proposed method. Through the usage of this system, he or she can place an order for the item they want to purchase. The system administrator may be the store owner.

In order to manage the clients and product orders, the business owner can assign officials specifically to handle this. Additionally, the technology supports home delivery of the purchased good.

# Part 2 Introduce Prototype Tools I Used

I utilized the desktop and web-based (cloud) Figma prototype tool for this project to change graphics and create user interfaces. Dylan Field and Evan Wallace created Figma, which was made available to the general public in 2016.

With the help of Figma, collaboration and accessibility are made simple for teams of UX designers, developers, and anybody else who uses a browser-based, cloud-hosted platform. If you've ever used Sketch, you'll notice that Figma has a similar feel, which makes it simple to start using. You may develop interactive flows that examine how a user might engage with your designs using Figma's prototyping features. Interactions and user flows can be previewed using prototypes. Iterate on ideas by sharing them. solicit the opinions of your coworkers. Consistency is important in web design, and Figma's adaptable styles let you manage how text, grids, and other elements look throughout a project.. Additionally, a number of practical plugins like Autoflow for depicting user flows, Fig motion for making animations, and many others improve the utility of Figma.

2016 saw the debut of Figma. The application soon established itself as a fierce rival to programs like Adobe XD, Sketch, and others. Its slick features and seamless user interface might be the cause. Figma is regarded by designers from companies like Twitter, Microsoft, GitHub, and Dropbox as the best UI design tool. However, in my opinion, you should test out all four (Figma, Adobe XD, Sketch, Axure, Modao, InVision Studio) to determine which one works best for you.

## Reasons I choose Figma

Figma is one of the most feature-rich applications and has overtaken Sketch and Adobe XD in terms of market share. Figma has established itself as being without a doubt one of the best in the ongoing argument between Sketch, Figma, and Adobe XD. Here are a few factors that led me to chose Figma:

### 1. Facilitates Collaboration

It's crucial for UI/UX designers to work together with the design team and solicit input to make their products better. This is even simpler with Figma because users may share their project file and solicit feedback from their team. Due to its web-based nature, Figma makes it simple for designers to communicate and collaborate with one another. Figma has to be one of the most reliable instruments for accelerating the feedback chain, especially in this worldwide pandemic emergency.

# Part 2 Introduce Prototype Tools I Used

**2. High-tech prototyping**

Figma's unique built-in features make its prototyping stand out and look cool. One of the features in a prototype that searches for similar layers, picks out differences, and animates layers between frames is called Smart Animate. With the aid of Smart Animate, you can make smooth transitions that take your project to the next level. These interesting prototyping features are simple to use using Figma's straightforward user interface.

**3. Applied by well-known companies**

Leading reputable businesses in the tech and design industries have all shifted to Figma. This is so that the workflow is efficient and quick. Microsoft, Zoom, Uber, and Airbnb are just a few examples of businesses that use Figma.

**4. Platform Unrelated**

Last but not least, since Figma is a web-based program, it doesn't need a lot of powerful laptops or computers. Any platform, including Windows and macOS, can run it. It even supports additional operating systems like Linux and ChromeOS, making it a favorite among designers. Among its rivals, Figma stands out for its clarity and basic design.

**5. Integrated Features**

It is quite sophisticated and can be used as a single tool to perform everything from designing user interfaces to prototyping software and developer handoffs thanks to a wealth of robust built-in capabilities including version control.

**6. Quicker Work Flow**

Given its straightforward and user-friendly UI Design, Figma has a quicker design workflow than other desktop programs. See the comparison of features between Figma, XD, and Sketch for additional information.

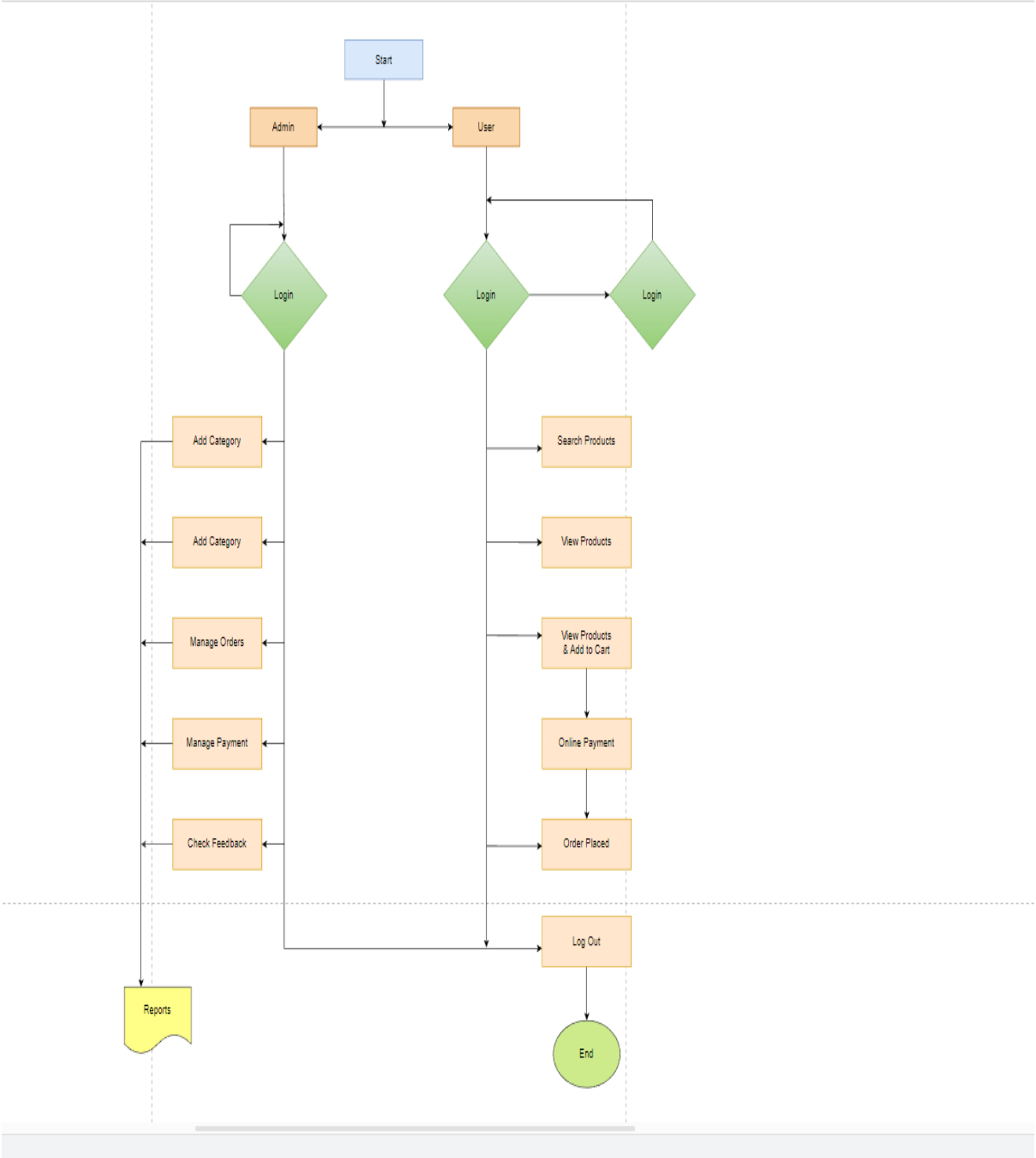
**7. Figma Community**

Figma has a thriving community that provides contributions to all of its plugins, ensuring that it is well-equipped to handle all design requirements for UX UI Designers, Graphic Designers, and Interaction Designers.

With the help of Figma, you have access to all the resources you need for the project's design phase, including vector tools that can be used for full-fledged illustration, prototype capabilities, and code production for hand-off.

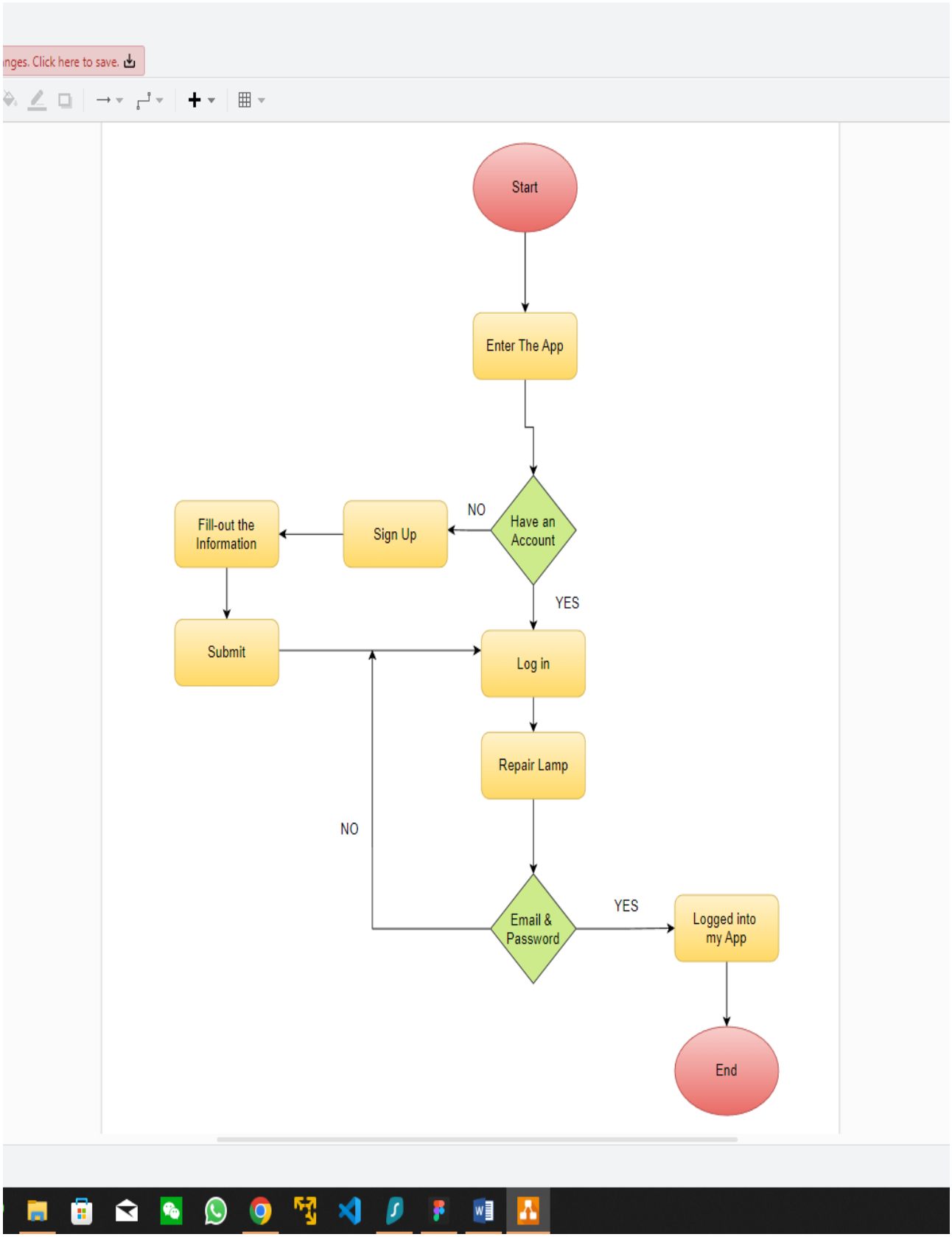
# Part 3 System Flow Chart

## Chart of System Architecture:



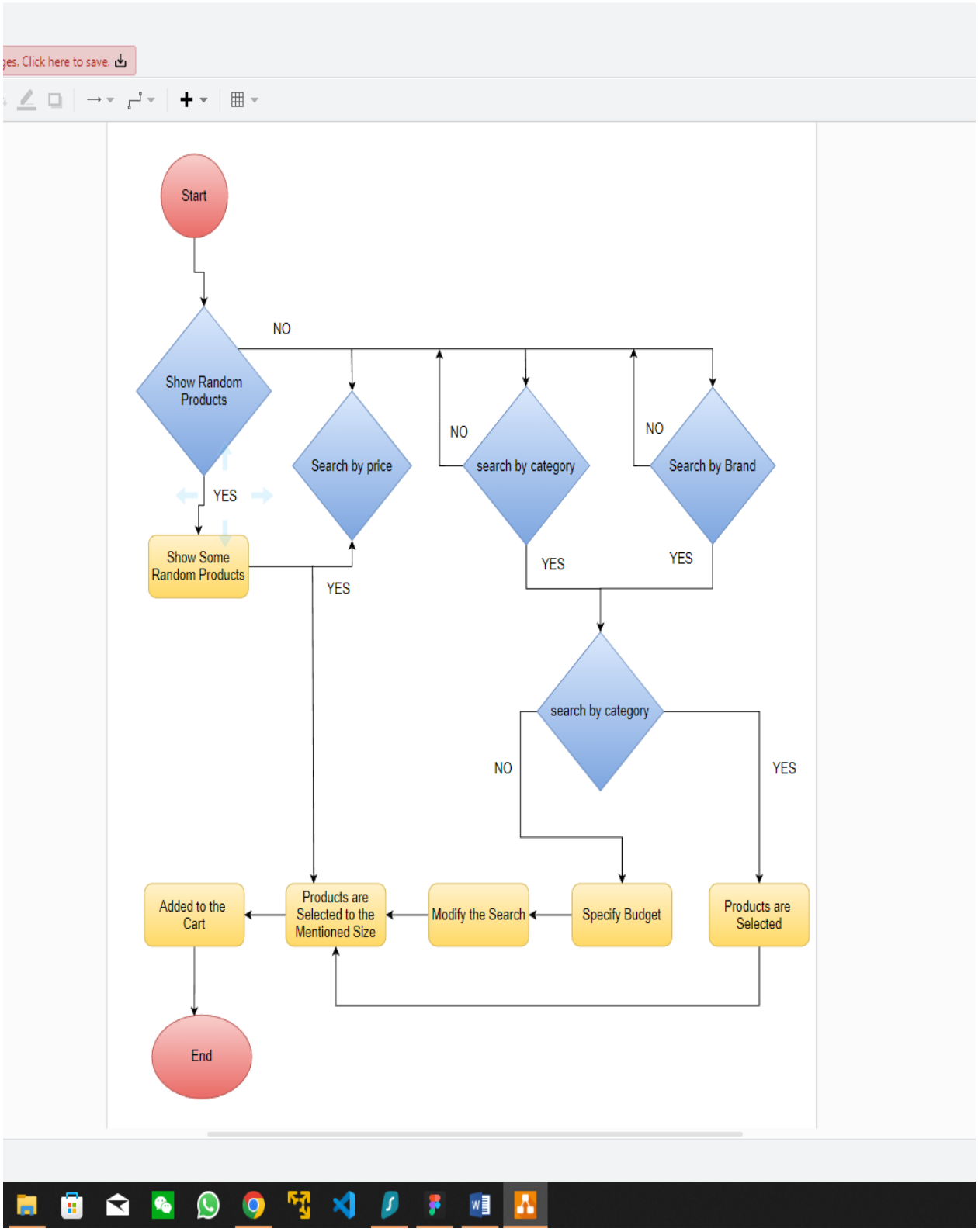
# Part 3 System Flow Chart

## Login Module Chart:



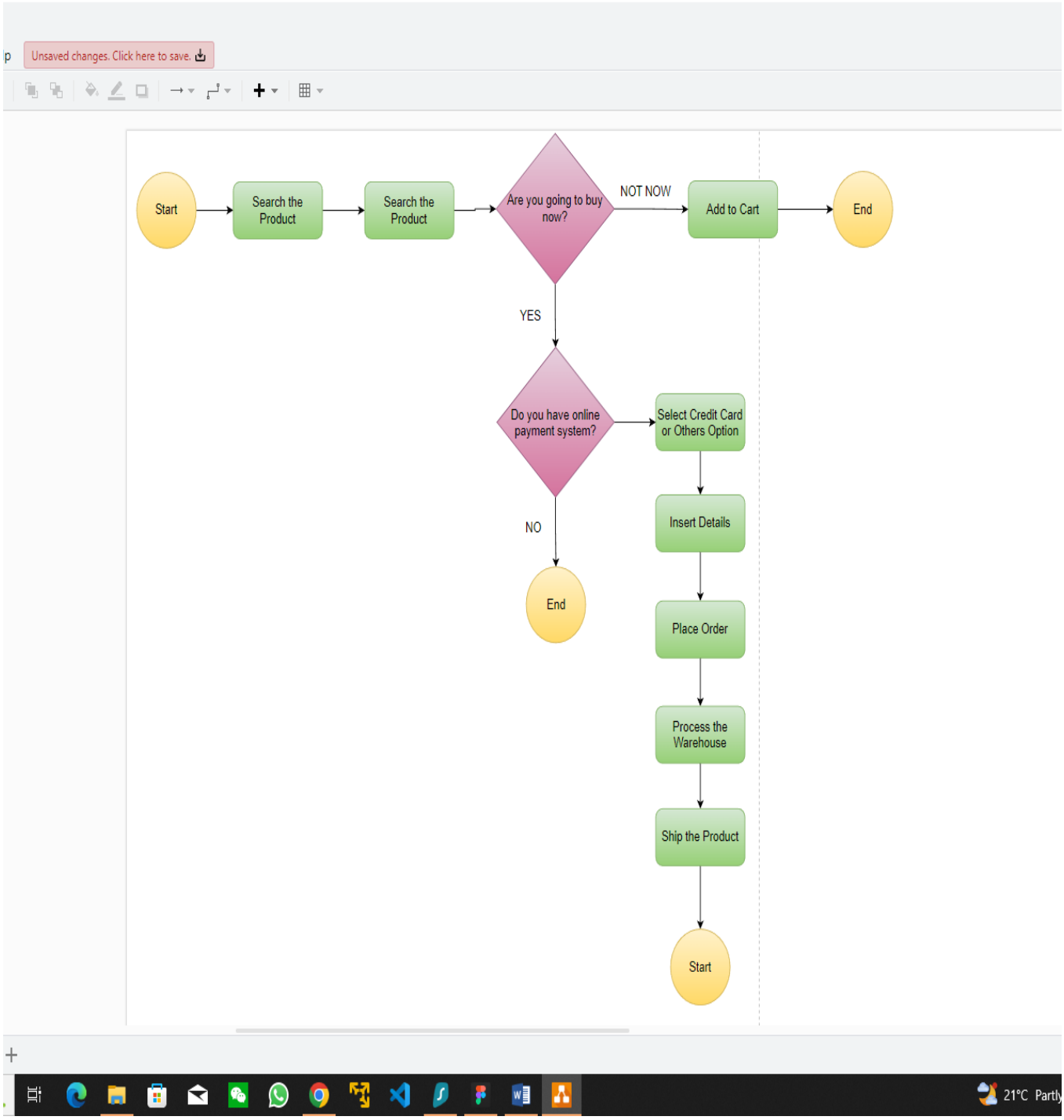
# Part 3 System Flow Chart

## Searching Product Module Chart:



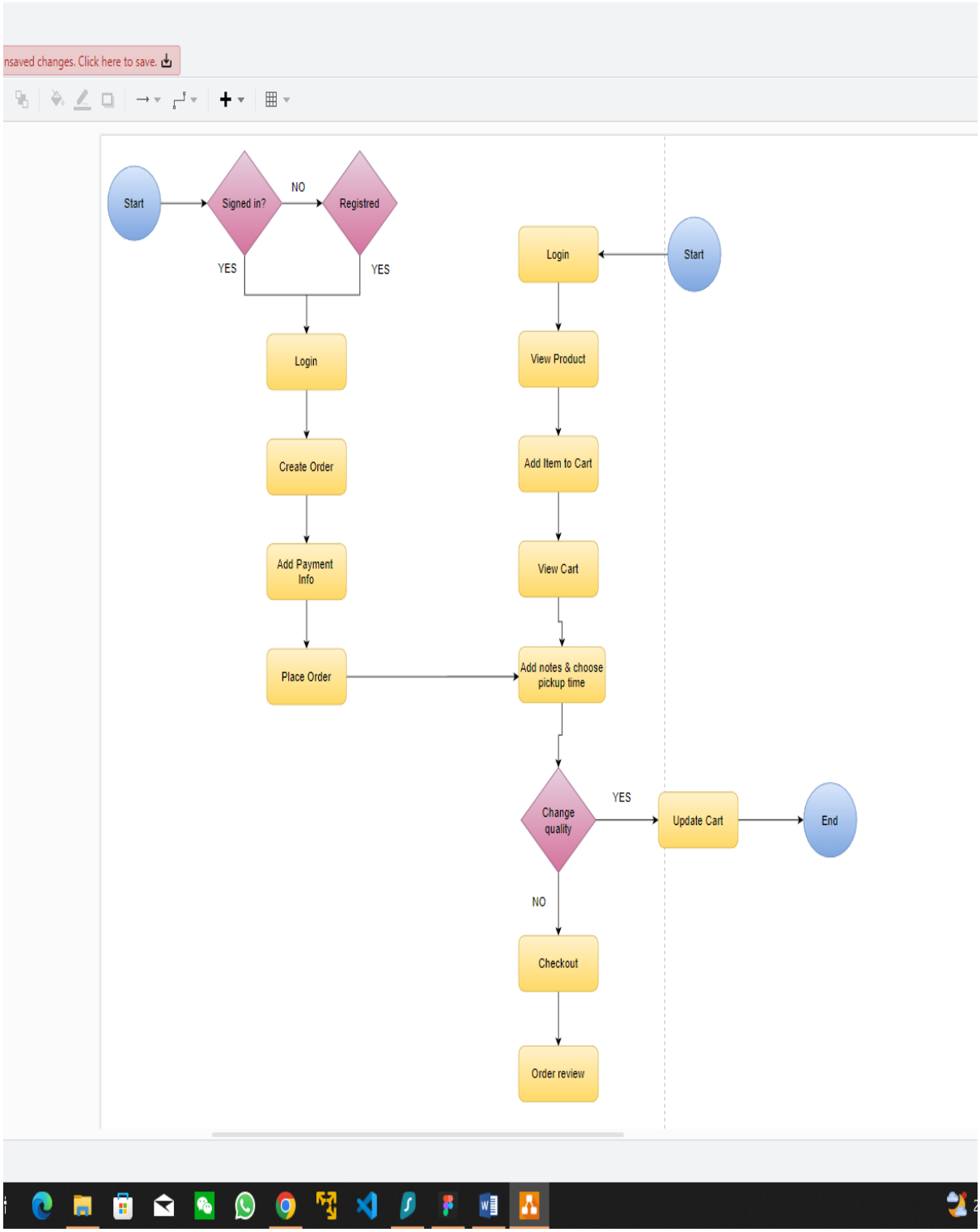
# Part 3 System Flow Chart

## Order Process Module Chart:



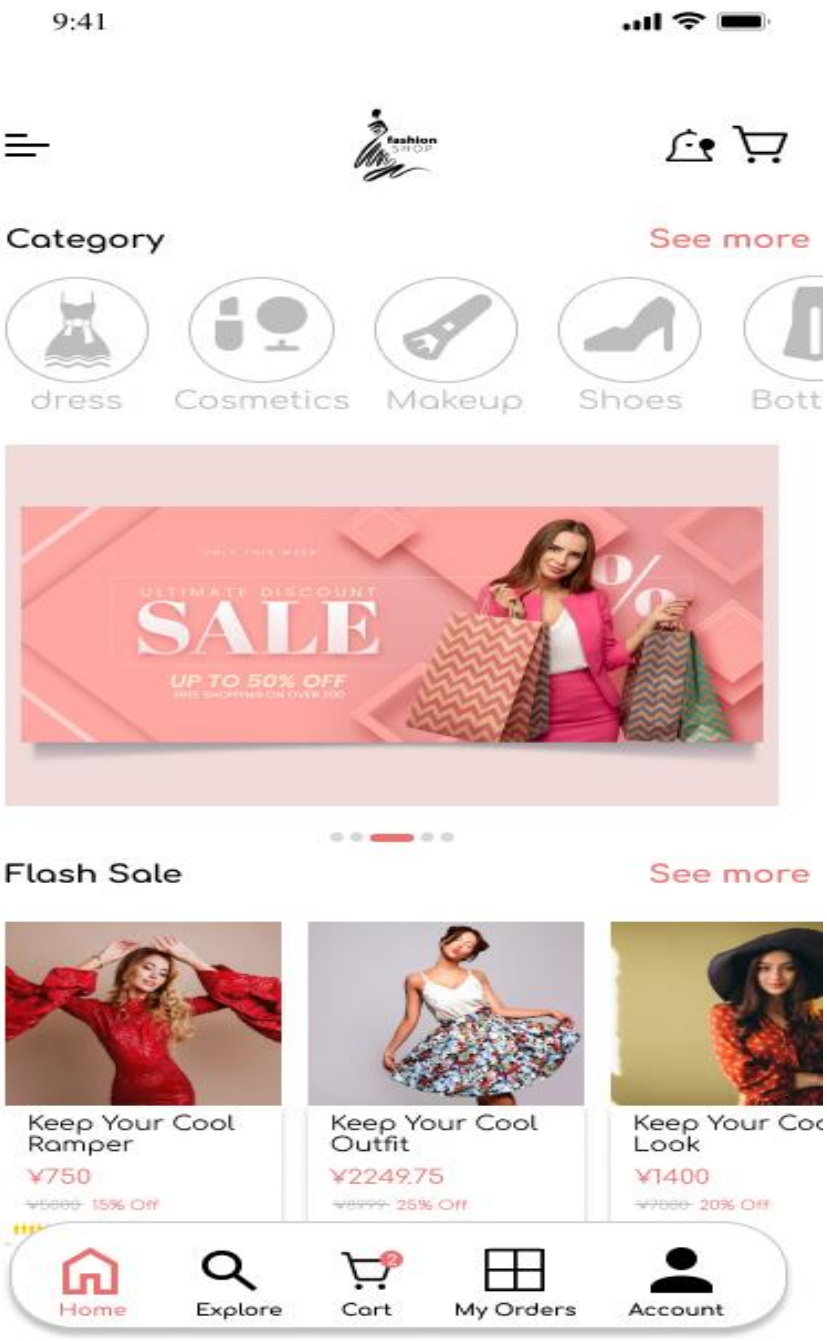
# Part 3 System Flow Chart

## Check-out Process Module Chart:



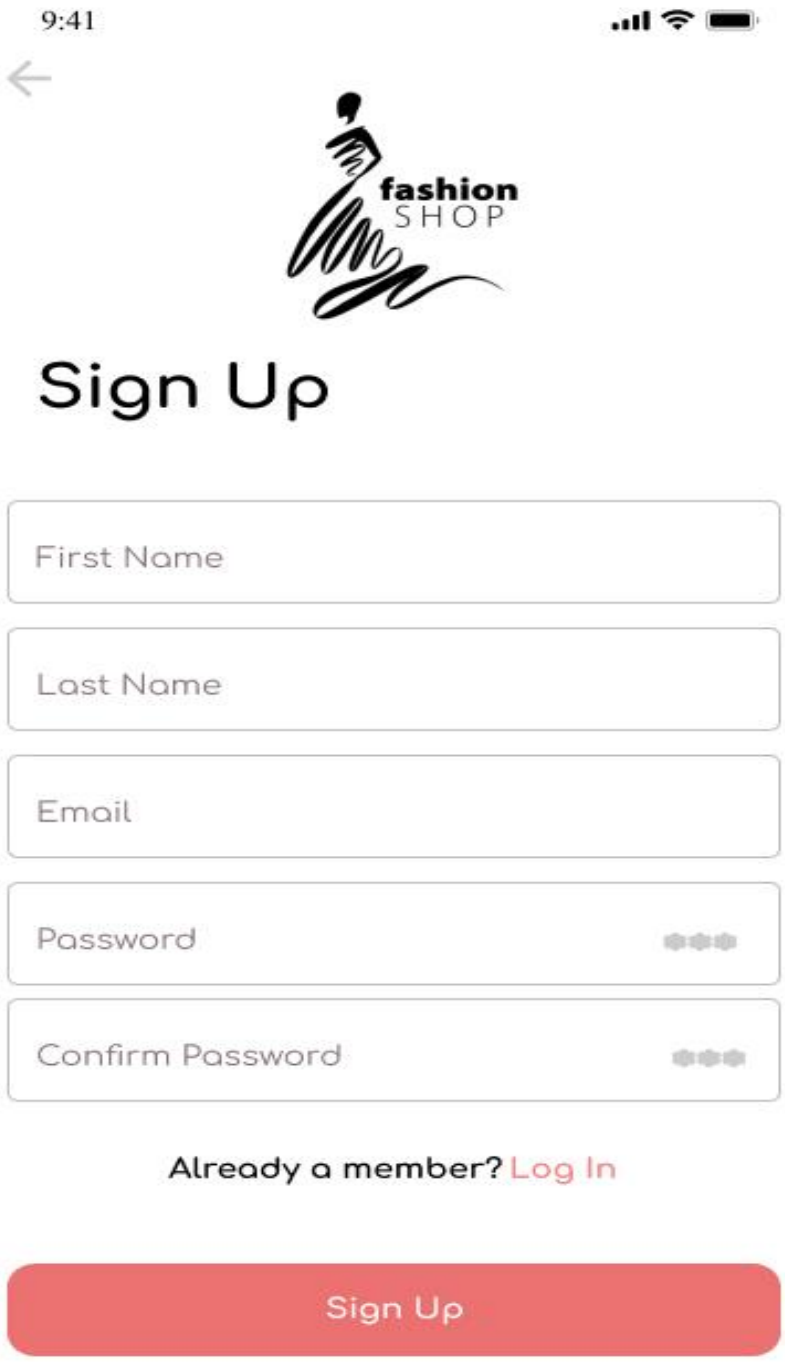
# Part 4 System Screenshots

**1.Home:** On the homepage, there are many features available to the user. like the decision to look at the dress's specifications, cost, and accessibility. At the top are user accounts and a list feature. The user account may be found below the search function. By clicking search, the user will be taken to the search page. In the column below the search option, dresses are organized by popularity, top ratings, best pricing, and lastly favorites. Below is a list of the highlighted hotels, and directly after each one is a little window of advertising meant to draw users' attention to the curtain sponsors. Under the advertising, there are four options listed: "Home," "Favorites," "Navigation," and "User Account."

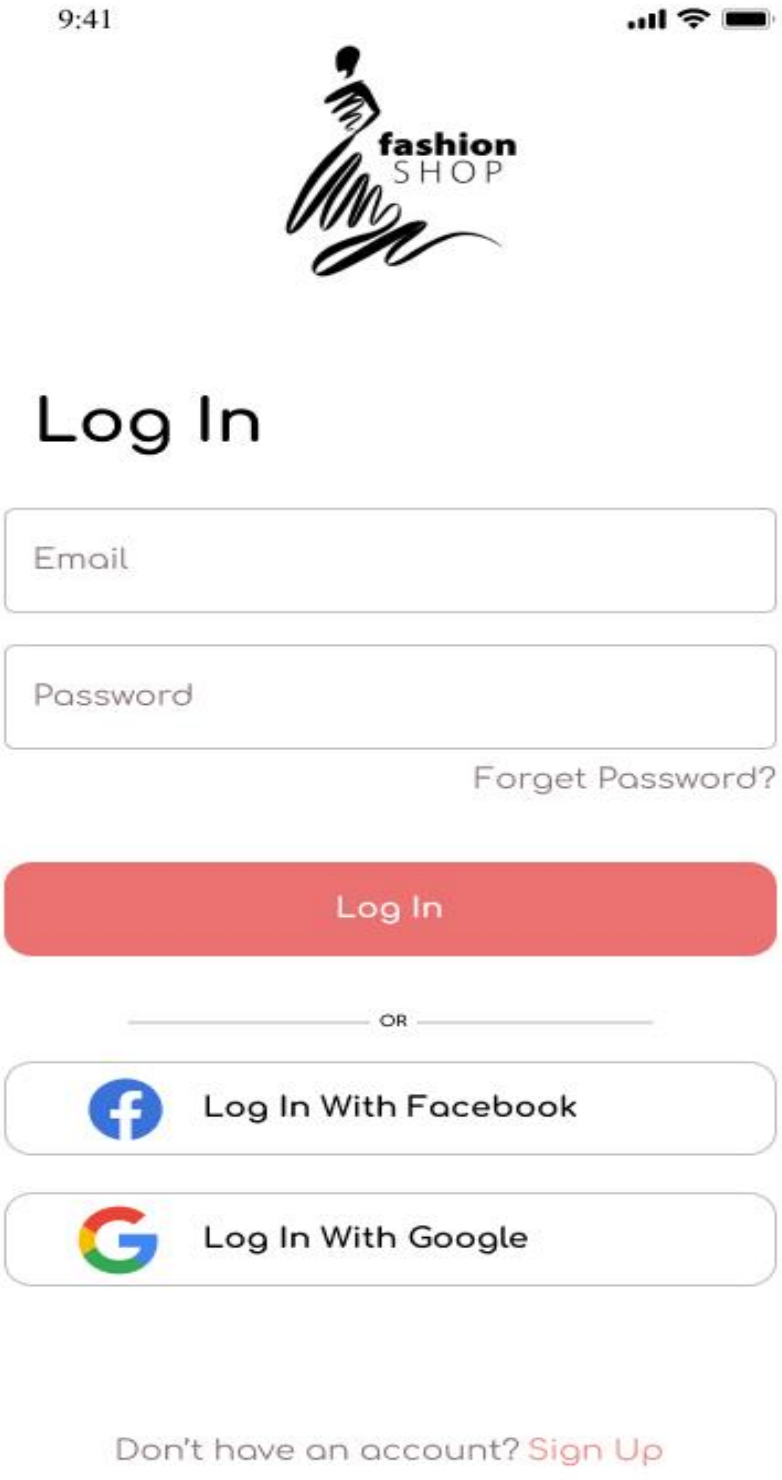


# Part 4 System Screenshots

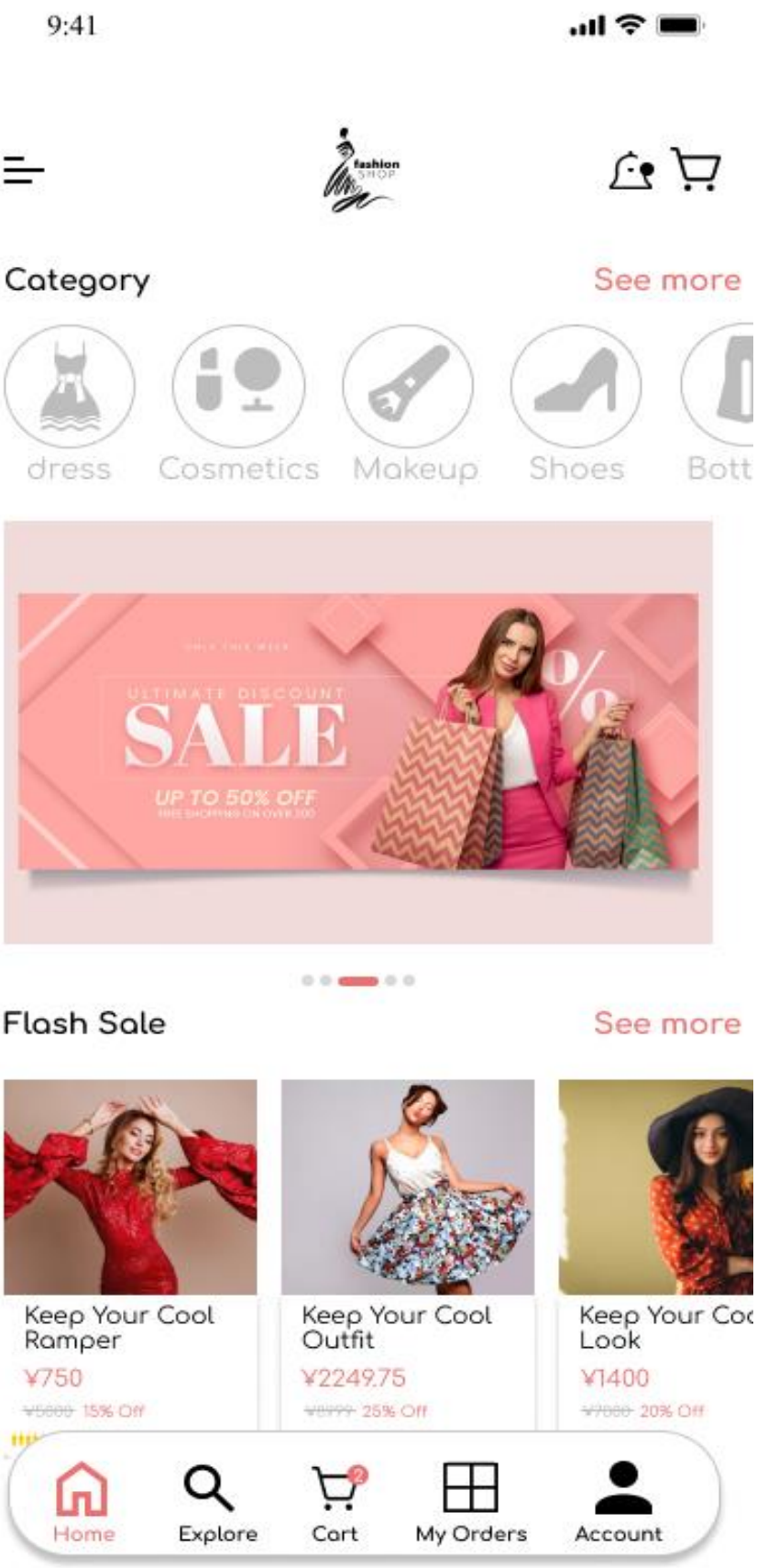
**2.Register:** On the registration screen, the user must provide personal data such as his chosen username, email address, user age, phone number, and account password. After inputting all the previously specified data, the user can finally establish an account on the app. If a user already has an account with the system, they are given the option to go to the login page when they click "Already have an account?" Log in". After pressing it, the user is brought to the login screen.



**3. Login:** On the login page, the user must enter their User ID or email address from when they initially registered their account. After providing the required information, the user can log in to their user account by pressing the login button. By selecting "Don't have an account? ", a user can create one if they don't already have one. Signup. The user can press it to be taken to the signup page.

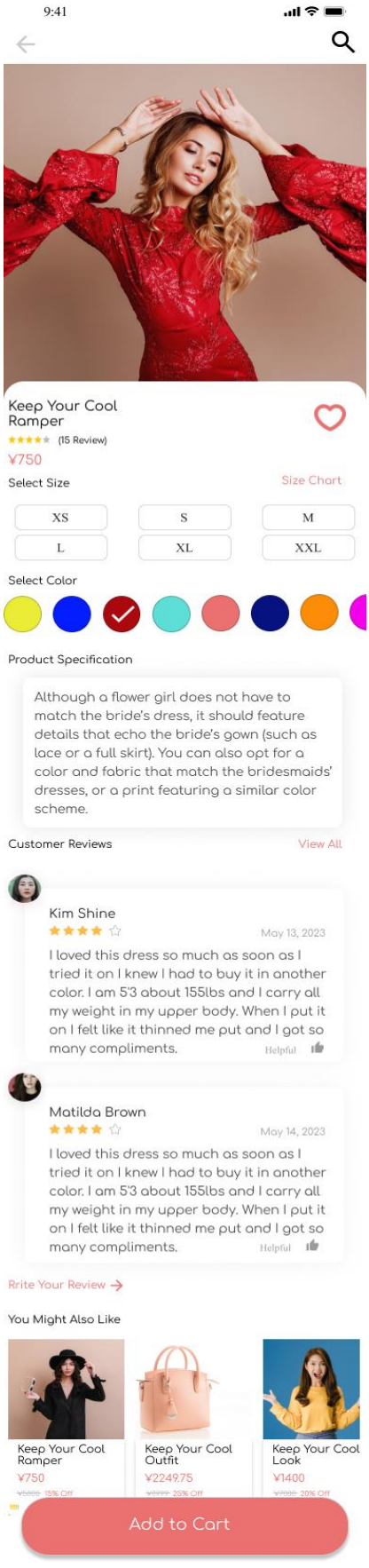


**4. Store:** Here, users can view a wide variety of products.

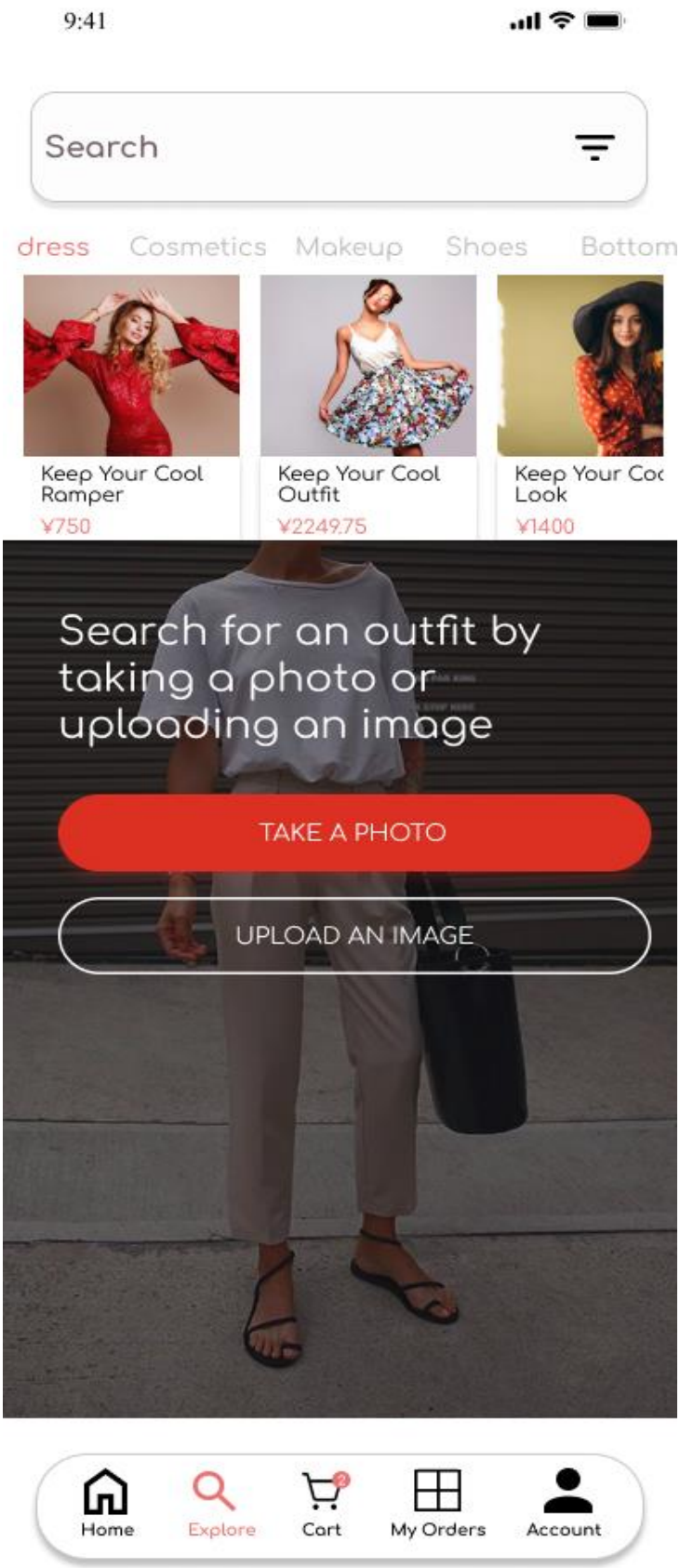


# Part 4 System Screenshots

**5. Product Details:** User can see the details of the specific product.



**6. Search:** Customers can search for specific products by name and taking photo.

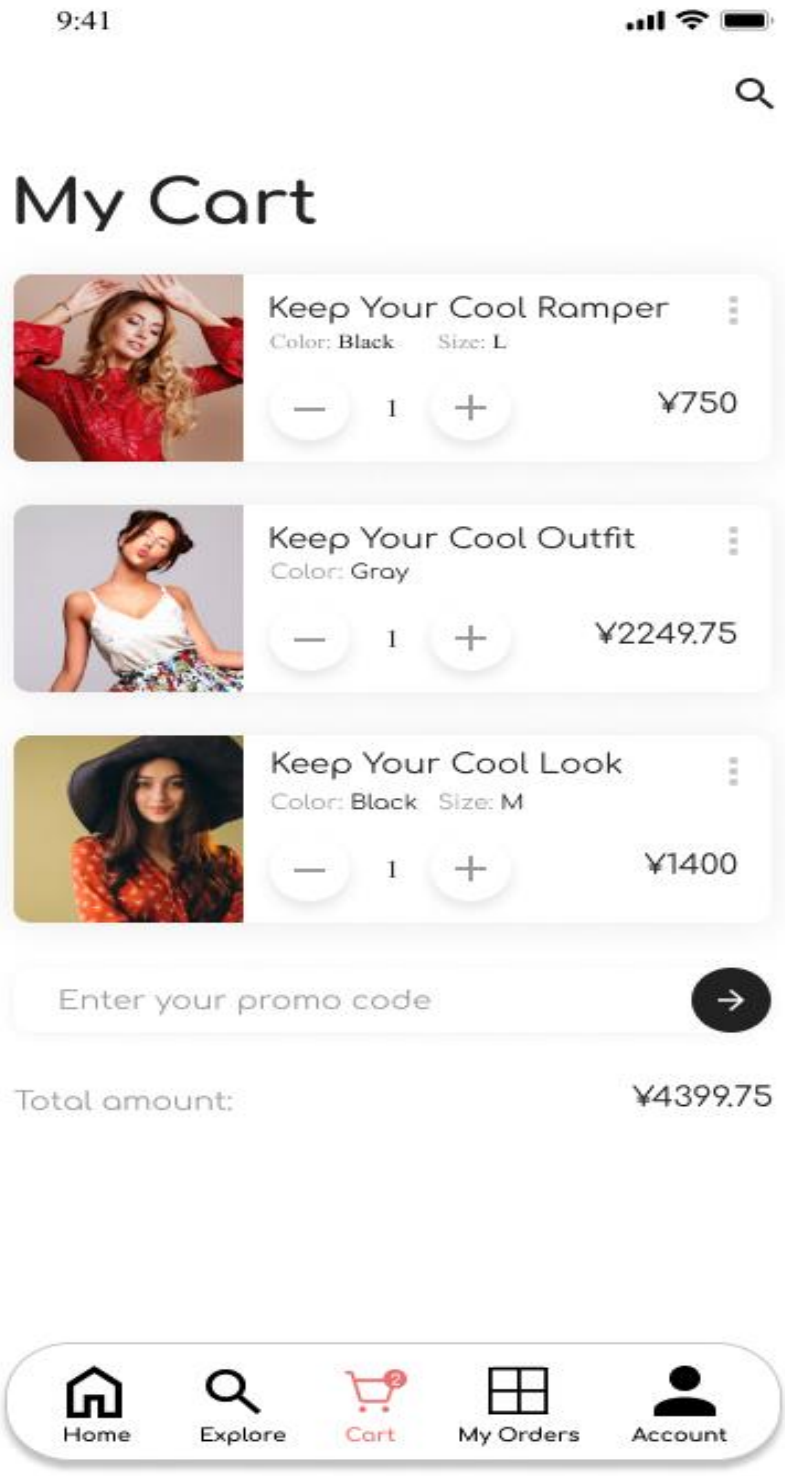


## Part 4 System Screenshots

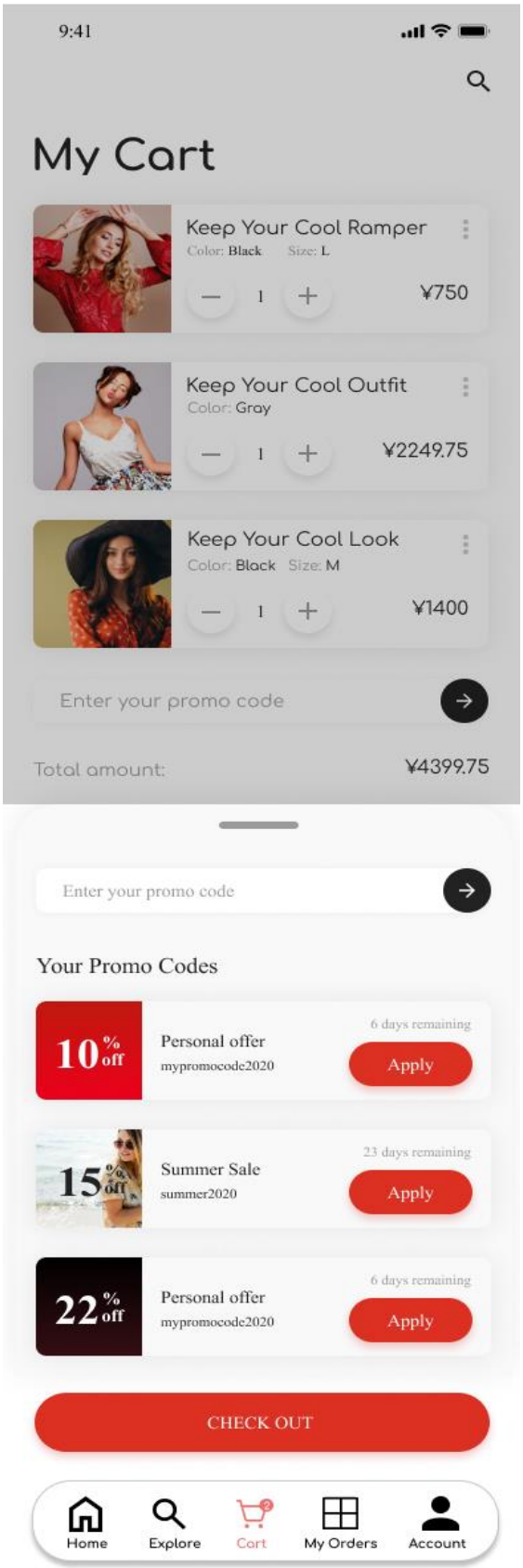
**7. Search Result:** Here, users can view the items they have been looking for.

9:41
Finding similar results...
Home
Explore
Cart
My Orders
Account

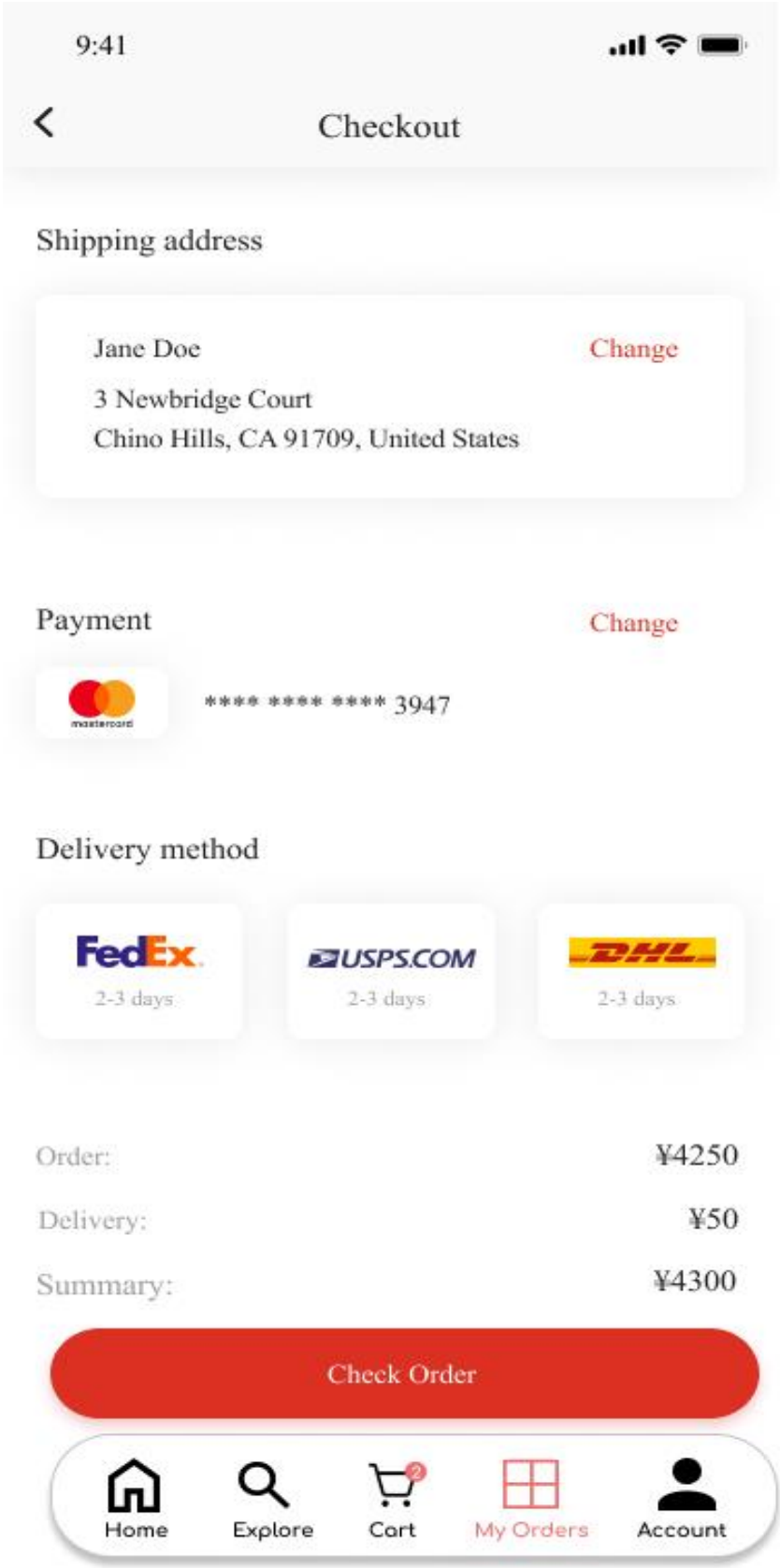
**8. Cart:** A shopping cart is one of the top features of mobile commerce apps. Any online store should have this feature, and mobile shopping applications are no exception. By including a shopping cart, I improve user experience and give customers the convenience they value while making purchases. The success of this mobile commerce app depends on how well it can be tailored to the tastes and habits of its customers.



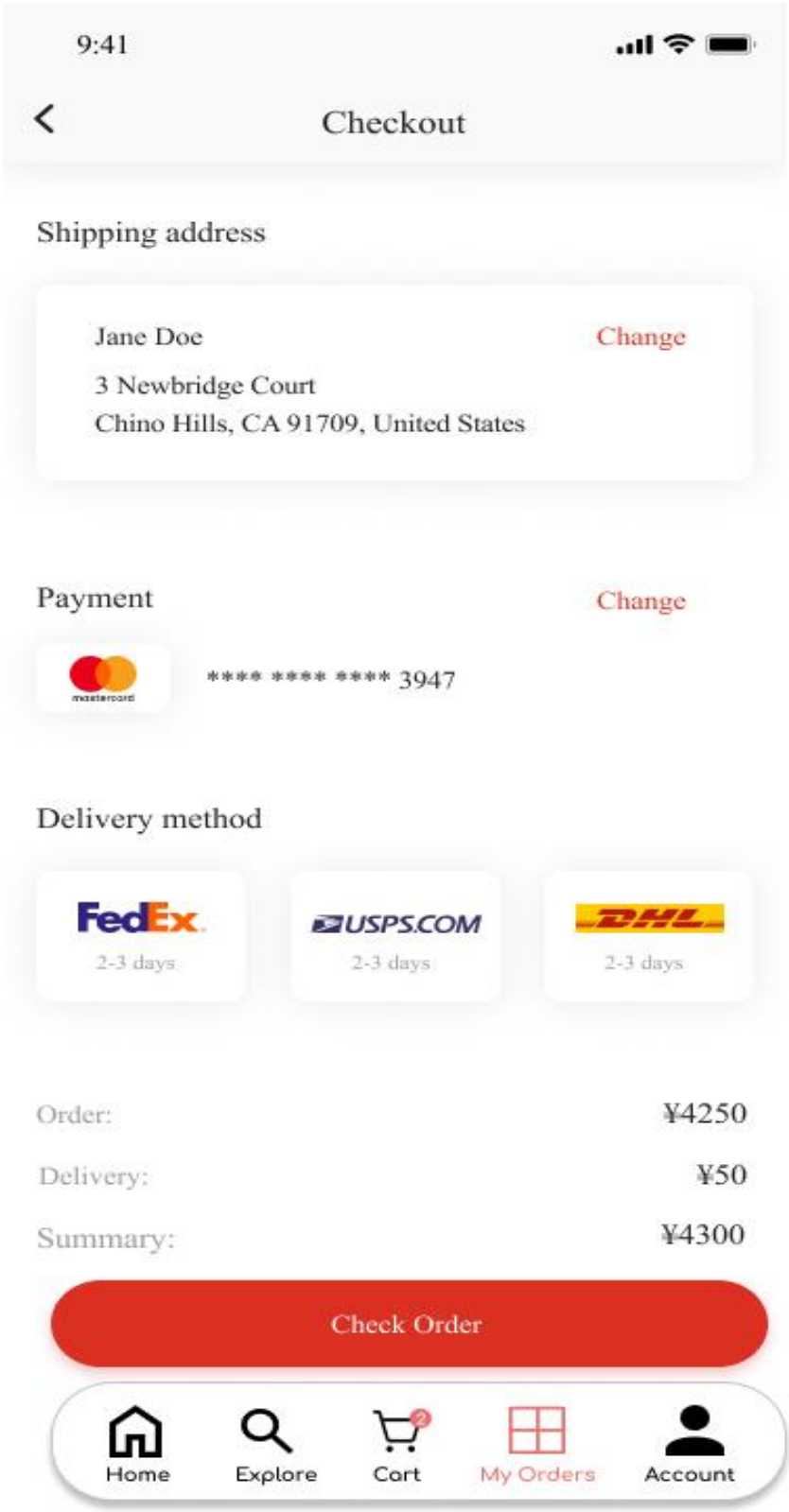
**9. Promo code:** User can use various promo code to get the discount from the products.



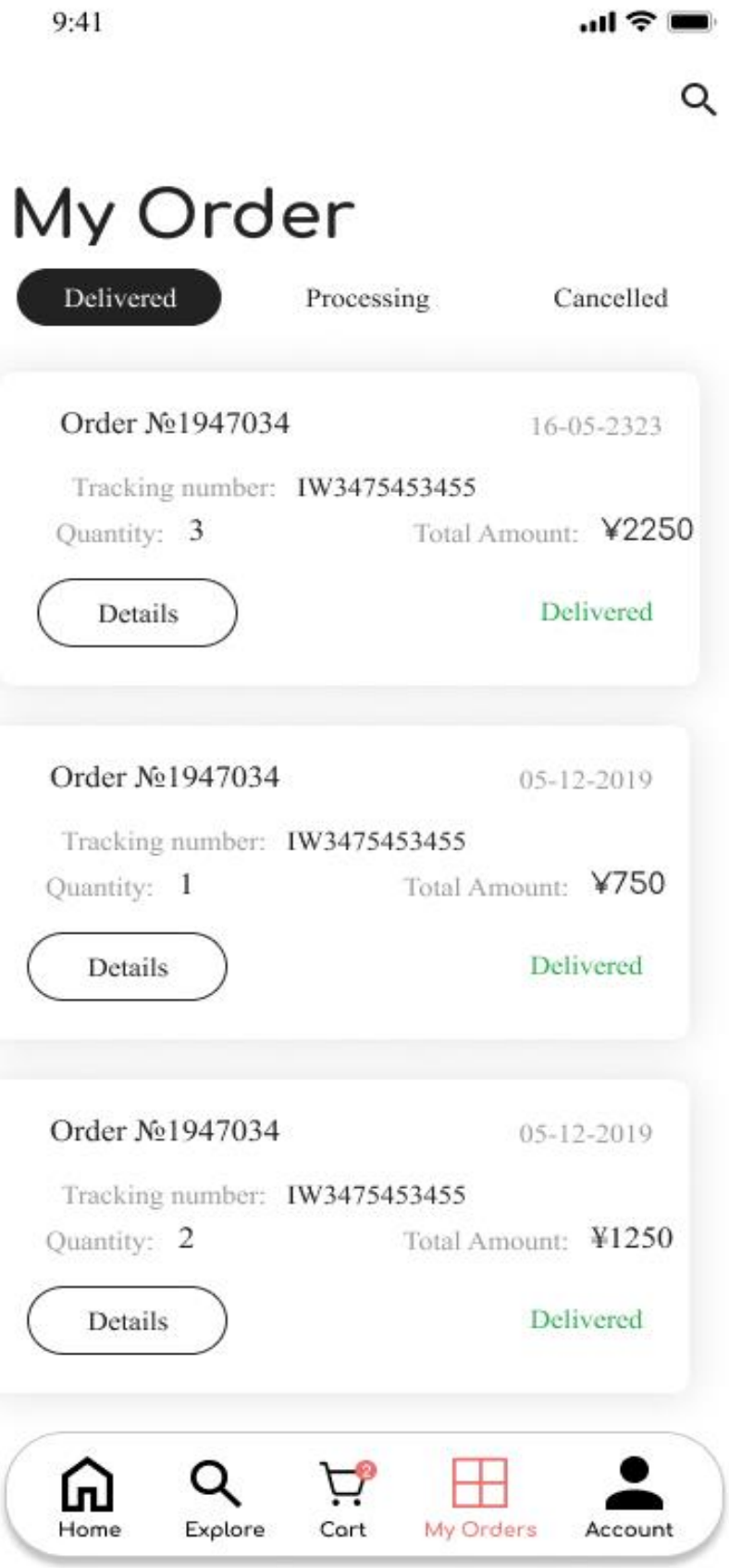
**10. CheckOut:** User can see that which product they add into cart and user can also remove product from the cart. User also can add their address and bank card for making payment.



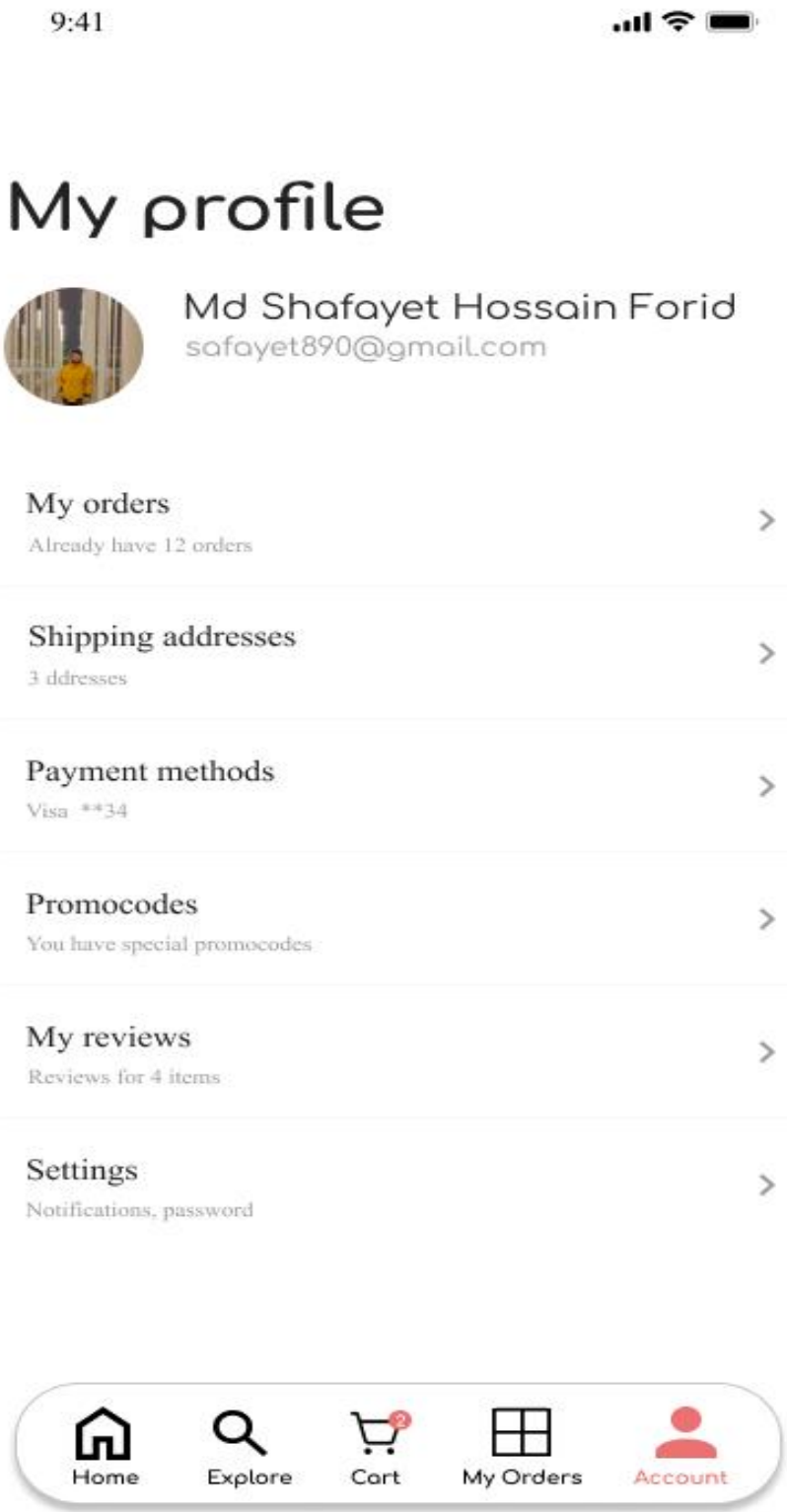
**11. Payment:** In-app purchases are now a common component of mobile e-Commerce apps. This software streamlines the process of completing the transaction and provides a wonderful user experience by giving the customer a choice of safe payment options.



**12. My Order:** User can see here, how many product they order. And the condition of order.



**13. Profile Page:** Users can get their complete profile information here.



# Part 5 Video

## Link to find Online Shopping app user interface design:

https://www.figma.com/file/nM07BDwzB11PyeqlkjHpk5/Untitled?type=design&node-id=0%3A1&t=NL0U4MOR4yFDkuMk-1

## Link to find Online Shopping app user Prototype module:

https://www.figma.com/proto/nM07BDwzB11PyeqlkjHpk5/Untitled?page-id=0%3A1&type=design&node-id=219-28&viewport=-5322%2C-4799%2C0.19&scaling=scale-down&starting-point-node-id=219%3A28

Online Shopping.mp4