

Gadget Duniya (E-commerce)

MINI PROJECT – I

SYNOPSIS



GLA
UNIVERSITY
MATHURA
Established vide U.P. Act 21 of 2010.

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Acknowledgement

It gives us a great sense of pleasure to present the synopsis of the B.Tech Mini project-1 undertaken during B.Tech III Year. This project is going to be an acknowledgement to the inspiration, drive and technical assistance will be contributed to it by many individuals. We owe special debt of gratitude to Ms. Ruchi Talwar, Technical Trainer, for providing us with an encouraging platform to develop this project, which thus helped us in shaping our abilities towards a constructive goal and for her constant support and guidance to our work.

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ABSTRACT

Electronic Commerce is process of doing business through computer networks. A person sitting on his chair in front of a computer can access all the facilities of the Internet to buy or sell the products. Unlike traditional commerce that is carried out physically with effort of a person to go & get products, ecommerce has made it easier for human to reduce physical work and to save time. E-Commerce which was started in early 1990's has taken a great leap in the world of computers, but the fact that has hindered the growth of e-commerce is security. Security is the challenge facing e-commerce today & there is still a lot of advancement made in the field of security. The main advantage of e-commerce over traditional commerce is the user can browse online shops, compare prices and order merchandise sitting at home on their PC.

For increasing the use of e-commerce in developing countries the B2B e-commerce is implemented for improving access to global markets for firms in developing countries. For a developing country advancement in the field of e-commerce is essential. The research strategy shows the importance of the e-commerce in developing countries for business applications.

DECLARATION

We here by declare that the work which is presented in this project entitled '**Gadget Duniya**' in partial fulfilment for the award of degree of bachelor of technology in Computer Science department, GLA University, Mathura, is our work carried out for a period of Sep. 2022- Nov. 2022 under the guidance of Ms. Ruchi Talwar (Technical Trainer) GLA University Mathura.

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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 any kind of product can be bought from the comfort of home through the Internet. However, for implementation purposes, this paper will deal with an online shopping for baby product.

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 bKash, or Cash on Delivery. An e-mail notification is sent to the customer as soon as the order is placed.

SOFTWARE AND HARDWARE REQUIREMENTS

- HTML5
- CSS3
- Javascript
- Bootstrap5
- React
- Node
- Windows 10
- Express
- MongoDB

PROJECT DESCRIPTION

The purpose of this project is to develop a back-end application for e-commerce electronic mall application and queries using graphical user interface. It allows for flexible data format and deliver of its data so that each analysis application can receive only the information it needs and in the format required.

The E-commerce website has home page which includes our logo for our website and heading to give the first impact and general consensus of our product.

The home page has navigation links to the other sections of our website which offers various other services. It has a short description of our business model.

The product or services page has pictures, descriptions, order and price information for our products and services. It has navigation links to our other pages especially home, about us, order and other product pages.

Our About Us page gives the information about the general services offered by our website and the details our team members.

Shopping Cart allows the user to buy the required product preferred to their needs in various price ranges and various other categories. It also

has the feature to not only buy first hand products but also second as well and best feature about it is that the users themselves can list their items for selling.

Our Website will be hosted on world wide web for easy access and uses https protocol for the best security measures and it is also responsive for the mobile users as well as today most of the user traffic comes from the small gadgets.

WORKING

It's services allow businesses to sell their products on the same platform as the retailer, the electronic mall. After creating an account, businesses are able to upload their product inventory, sell their products and capture their payments online. The user has to register his profile, by authentication and authorization. The user can send discussion queries , send mail to the given address(s) mentioned on our contact us page.

The user will then select the category in which he would like to browse or simply search on the navigation bar for his desired product. Once the user decides an item and clicks on it the item page will be open on a new tab to browse the item description seamlessly. The user can filter on his desired item and choose exactly what he wants. The user will also be able to browse through the second hand products for a economically friendly budget.

After selection of the product the user can either buy it directly or he can add it to cart so he can buy it later.

After accepting the order the user will be redirected to the payment page. The payment transactions are usually processed through what is known as payment gateway which is secure.

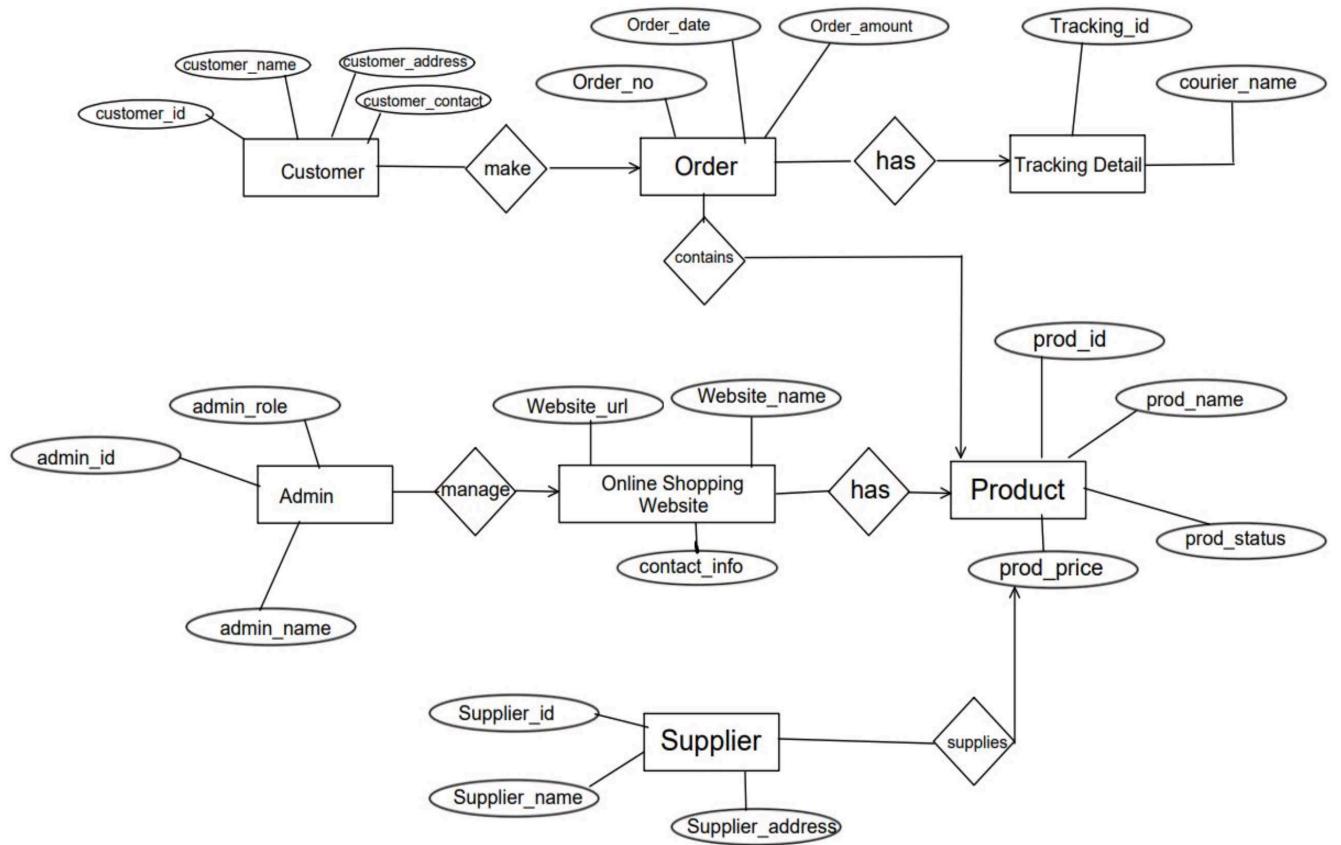
IMPLEMENTATION

Java script is a scripting language used to enhance the functionality of the browser. Java script is integrated with HTML and navigator 2.02. Java script facilitates the developer with properties related to document windows, frames, loaded documents and link.

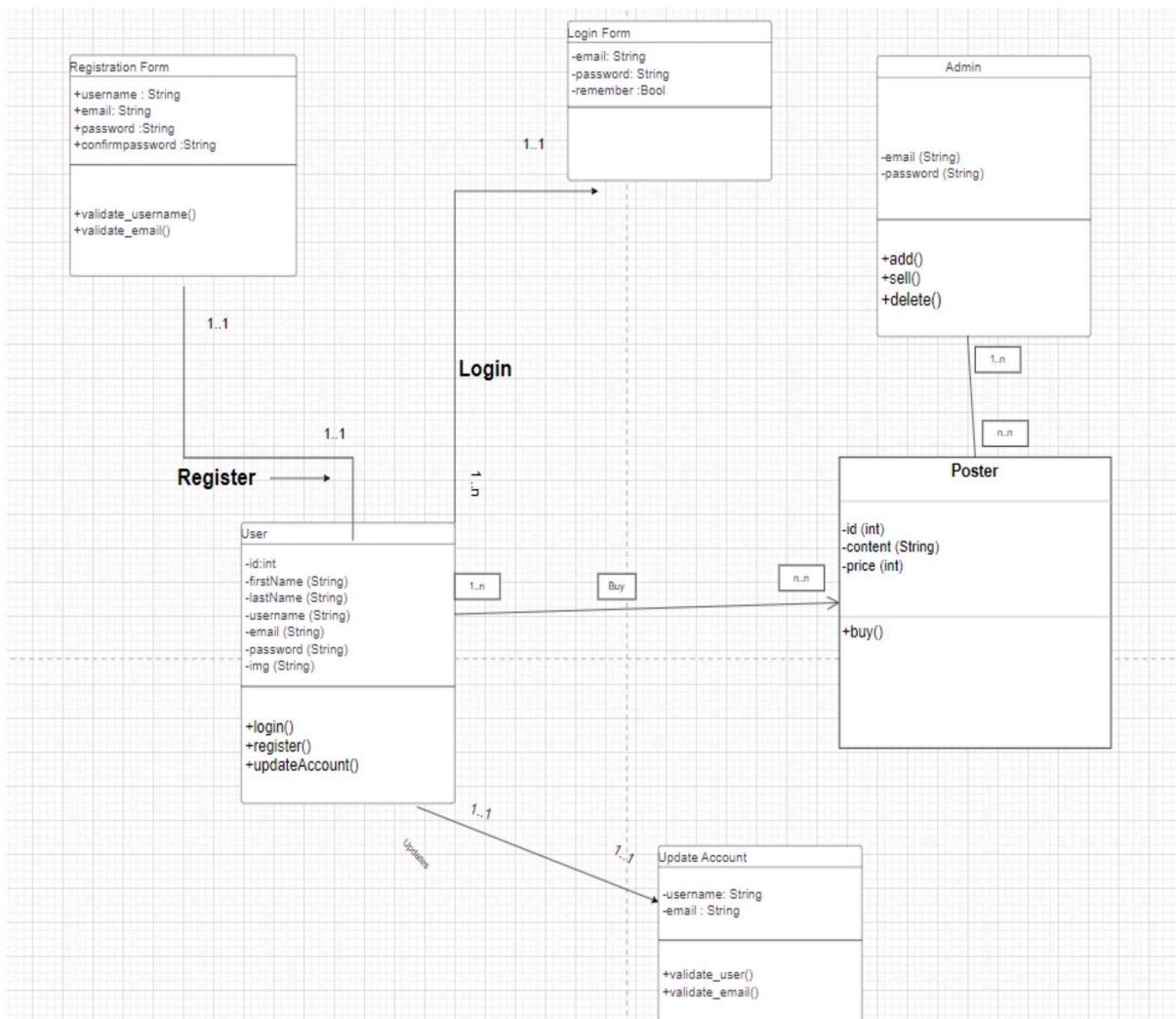
By using React, we can build encapsulated components that manage their own state, then compose them to make complex UIs. Since component logic is written in JavaScript instead of templates, we can easily pass rich data through our app and keep state out of the DOM.

Node.js is a cross-platform [JavaScript](#) runtime environment that allows developers to build server-side and network applications with JavaScript.

Express is a popular unopinionated web framework, written in JavaScript and hosted within the Node.js runtime environment. This module explains some of the key benefits of the framework, how to set up your development environment and how to perform common web development and deployment tasks.



E-R Diagram



UML

References

Books:

Designing and Web Standards

-Jeffrey Jeldman with Ethan Marcotte

React in Action

-Mark Teileins Thomas(2018)

Fullstack React: The Complete Guide to ReactJS and Friends

-Nate Murray(2017)

Websites:

- <https://developer.mozilla.org/en-US/>
- www.google.com
- <https://www.w3schools.com/>
- <https://reactjs.org/>
- www.udemy.com

Faculty Guidelines:

Mr. Ruchi Talwar (Technical Trainer in GLA University)

GitHub Repository link:

<https://github.com/bhavesh883/Mini-Project-1>