



A Project Report on

## **E-commerce Site**

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# E-COMMERCE SITE

## **Introduction:**

Electronic Commerce or e-commerce is business transactions that take place by communication networks. It is a process of buying and selling products, services, and information over the computer network. E-commerce is a set of dynamic technologies, applications and business process that link organizations, customers, suppliers, and communities through electronic transactions and the electronic exchange of information products and services.

Electronic commerce that is conducted between businesses and consumers, on the other hand, is referred to as business-to-consumer or B2C. This is the type of electronic commerce conducted by companies such as Amazon.com, etc.

Online shopping is a form of electronic commerce where the buyer is directly online to the seller's computer usually via the internet. There is no intermediary service. The sale and purchase transaction is completed electronically and interactively in real-time such as Amazon.com for new books. If an intermediary is present, then the sale and purchase transaction is called electronic commerce such as daraz.com.

# E-COMMERCE SITE

## OBJECTIVES OF THE PROJECT:

1. To provide information about various products in a different category.
2. Customer can purchase Products Online.
3. Customer can log in and get various information about products and can purchase a suitable product with price and quality comparison.
4. To provide a bigger market to the product seller.
5. Customer can pay online, so security is must, therefore, e-shopping provide secure transactions.
6. After-sale e-shopping also provide after-sales service in which customer problem is solved.
7. Data security is maintained to a relatively high level by implementing it at the Database level, so as to ensure that only authorized users have access to confidential client information

## METHODOLOGY:

For this project, we have taken the approach from waterfall model in project management. At first, we gathered the required information about the project and what are the tools to be used while building the project. In this project, the requirements which were listed are as follows:

- Enhancing Shopping Cart
- Mobile-friendly Website
- Payment Gateway
- Content Management System

We have used the tools like html, css, javascript, django using MVT (Model View Templates) approach. In the site, the designed system will have a login gate (admin panel login), Dashboard, admin page (only site owner can access), product page, payment methodology and other details.

# E-COMMERCE SITE

## **EXPECTED OUTCOME:**

The expected outcome of the project are :

1. Easy to navigate for any product:
  - To provide the customer an easy site to identify and find the products that they are searching for.
2. Multiply shopping:
  - To buy multiply products at the same time by adding on the cart.
3. Information security:
  - having a secure system for the buyers and Sellers' personnel data.
4. Rating and Quality comparison:
  - Every products are rated which gives customer a sensation of trust.
5. Bigger market
  - To provide the seller a bigger market

## **TASK AND TIME SCHEDULE:**

It took us 10 days to complete the project. The tasks that were completed during this interval are:

1. Creating SVGs
2. Designing the front end
3. Developing a backend platform for the buyers and the sellers.

## E-COMMERCE SITE

### **CONCLUSION:**

In overall, our project (named as bANJOI/e-commerce site) will provide a user friendly online shopping site with variety of categories providing the user a feel of an entire supermarket on the palm of their hand.