

# Report for E-commerce Site Project name: Gadgetry

Submitted by:

**Group: 08**

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# CHAPTER 1

## Abstract:

### 1.1

About Platform the Project is about, Daily Online Purchase which is a web-based digital shopping program. This program is designed to make shopping easier and easier for consumers. By using buyers and sellers of web applications will benefit. The project was developed in the popular web editing language HTML, CSS, JAVASCRIPT, SQL, PHP. The easy-to-use interface and functionality helps users and administrator to easily manage the system.

### 1.2

**Objectives** The objective of the project Daily Online Shopping is to simplify shopping system that helps the customer to order products and also the sellers to manage the sell easily and paying the bill using online devices like Computer, Smartphone, Tablet etc. Though a few days ago, People thinks about the shopping is going to market physically and buy the necessary products or service by the exchange of money in a specific time. But nowadays, The act of purchasing products or services over the Internet. Online shopping has grown in popularity over the years, mainly because people find it convenient and easy to bargain shop from the comfort of their home or office. One of the most enticing factors about online shopping, particularly during a holiday season, is it alleviates the need to wait in long lines or search from store to store for a particular item. Also, the seller may not go to the specific location in a particular period to sell their products. In online shopping sellers get their freedoms to sell their products 24/7 in a week from anywhere.

There are several objectives of the project.

They are as follows:

- To provide a user-friendly interface to look at different products which the consumer want to buy.
- To give an opportunity to open an account if any products are chosen by a customer through online.
- To give an opportunity to pay product price via online without being physically present Inaspecific place.
- To make the shopping system hassle-free and time-saving.
- To helps sellers to sell their products anytime over online also on a holiday.

### 1.3

**Expected Outcome** This project is mainly designed to change the as usual definition of shopping. It's main expected the outcome of this project brings comfort to our busy life by saving our valuable time and energy. Know about the product details and exact price from office, home and anywhere. Buy and sell any products from any location over the world. Buy and sell products any time also on a holiday. Enjoy the product discount and low sell cost. Easily find the necessary products using search. Online payment system helps t buyer and sellers as well as pay and receives the bill. No need to the physical gathering to sell or buy products.

#### 1.4

Report Layout In this chapter,I discussed the summarization of our topic which I have discussed in our other chapters.

**In chapter 1,**Idiscuss the motivation, objectives and expected outcomes of the Daily Online Shopping project.

**In chapter 2,**there will be a discussion about the background of the project. The scope and challenges. Also, the discussion about the similar project and related work.

**In chapter 3,** Analysis of this project will be discussed.

**In chapter 4,** hereI write about the e implementation of the proposed system and after complete the system how can I test the system.

**In chapter 5,** finally, in this part, the conclusion will come. And the scope of farther development in the future.

## Chapter 2

### Background

#### 2.1 Introduction

The Daily Online shopping is HTML, CSS, JAVASCRIPT, SQL, PHP based application the application enables to buy any product at anywhere. This is the online marketplace where you can buy the product for your need. This is summary of Daily Online Shopping there is so many featured which is not include right now. The Daily Online Shopping will come all featured very shortly like Amazon, eBay. The modern online life easier the online shopping system and make it more reliable for the consumer

#### 2.2 Related Works

Remotely order like an e-commerce Electronic commerce is like of e-commerce. This is not important to denotewh website product is selling. Facebook like an e-commerce as I see most of the people are buying their product using Facebook, Vk and so many social media. E-commerce concept is electronic commerce there are so many classifications I will consider it below description

#### 2.3 Comparative

Studies Electronic commerce, combined with mobile commerce, is probably going to become a serious business development across the world within the close to future. The Asian and other country is presently in the midst of an e-commerce and m-commerce revolution. The web has introduced a major wave of the amendment. Communication patterns have modified and interaction with companies happens via internet sites. As a result, the web is driving the creation of recent channels that reach the scope and scale of commerce to ecommerce then m-commerce. The web has enabled makers, retailers, wholesalers, and suppliers to speak and interact their business higher, quicker and cheaper during a widerange of markets. Its Scepter's the shoppers by giving them access at any time and a wider alternative of merchandise and services than before. Without a doubt, each e- commerce and m-commerce are at an emerging stage in an Asian country, however, these have immense growth prospects within the country.

#### 2.4 Scope of the Problem

E-commercewebsites have different types of problem that is first it is necessary to ensure your internet connection when customer or client wants to see the product and have to order that produces the needed some electronic device such as a smartphone, laptop etc. Sometimes it fetches some problem such as location tracking and product delivery. It is difficult to maintain the websites.

## **2.5 Challenges**

In today's world, in conditions of globalization, the economy has gained new opportunities on the Internet. The implementation of the economic activity, thanks to the latest information technology, makes it more efficient and profitable. The relevance of this topic is due to the fact that a new sector has emerged in the world economy - e-commerce, which is one of the components of the "new economy", gaining more and more practical significance. The electronic market is not strong enough in comparison with the traditional market; its potential is realized not for the end for several reasons:

1. There is no development of the regulatory and legislative framework, which leads to the problem of protection of intellectual property rights for goods or services that are realized in the framework of electronic commerce, as well as financial and contractual problems. As a result, there is a lack of confidence on the part of investors, potential buyers, and the pace of development is declining;

2. There are problems that are associated with the global concept of e-commerce. These include: the lack of confidence that in other parts of the world the partner company and the product or service that it offers are actually existing; differences in traditions and rules for doing business in these companies;

## **Chapter3**

### **Analysis**

#### **3.1 Product analysis**

First of all, I have to choose which types of product I am willing to publish or sell on my websites and then I have to categories of this product. I have to add that product by their own categories also I have to summarize their price also. In fashion categories there are three types such as Women wear, Kids Wear, men wear etc. Also, decorate their Brand and price value.

#### **3.2 Customer analysis**

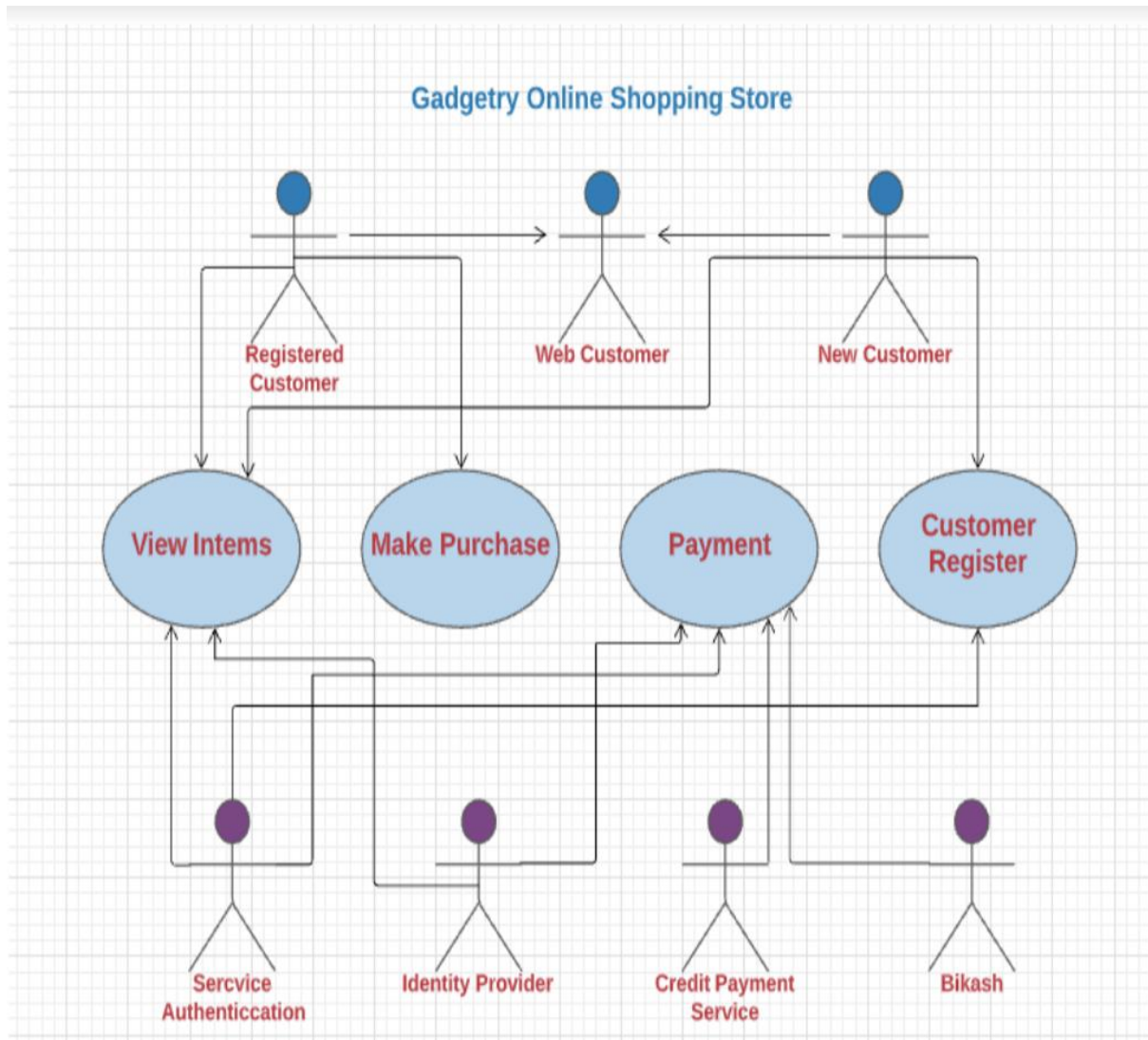
The article considers client experience and its influence on customer loyalty in relation to the online store. The technique of work with data on the history of purchases of customers of the Internet store Significant factors of the analysis of buyers' behavior, features of determining the characteristics of customers are shown. The content of the article. IntroductionPurchase history and its presentation in CRM systems Distribution of the share of successfully completed orders in the sample Analysis of customer behaviorConclusionClassification using the decision tree The structural matrix of correlations for the obtained discriminate functionClassification using discriminate functionsLiterature

#### **3.3 Traffic analysis**

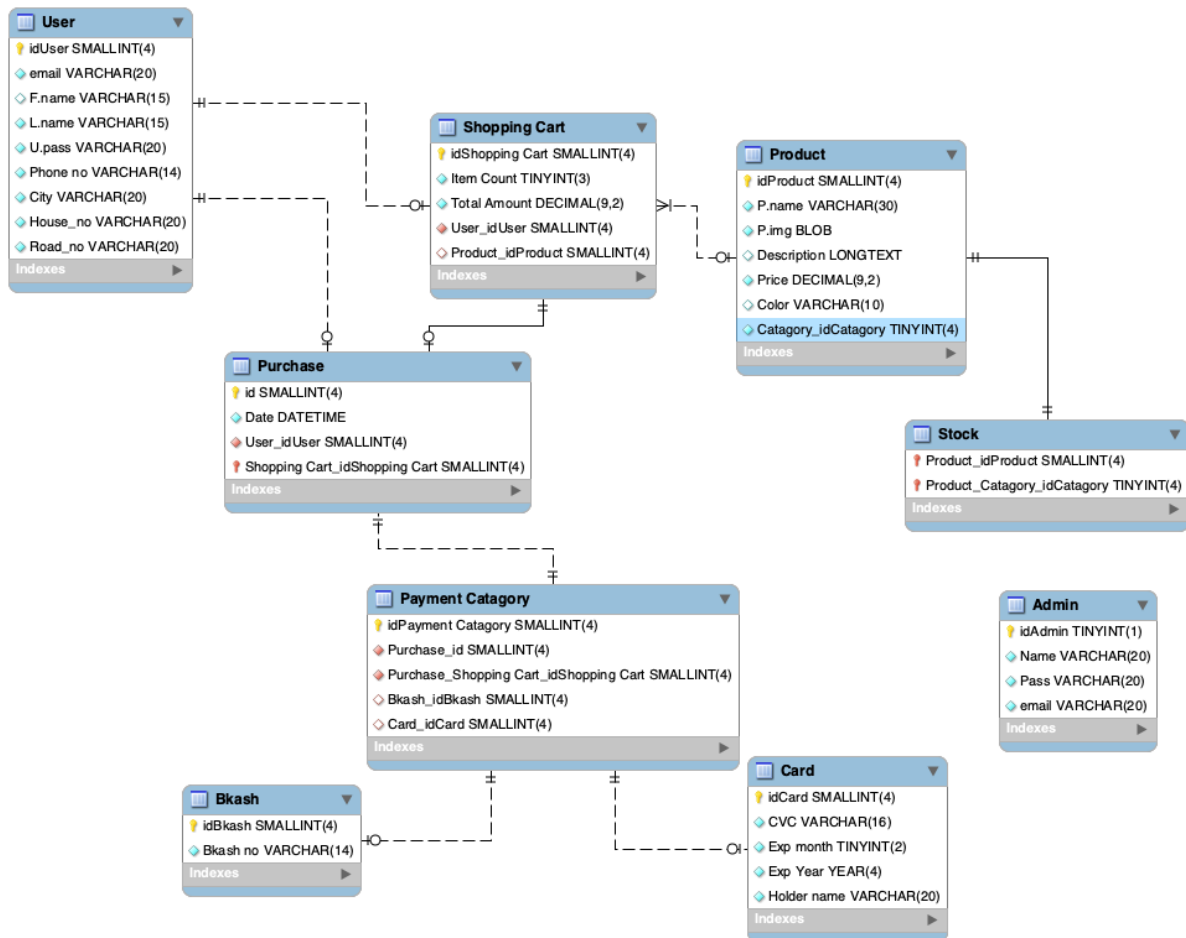
Traffic analysis is a process whose importance is known to any IT professional, regardless of whether it works in a small company or in a large corporation. After all, identifying and correcting problems with the network is a real art, which directly depends both on the instinct of the specialist himself and on the depth and quality of the data he operates. And the traffic analyzer is exactly the tool that this data provides to you. A clever solution for analyzing network traffic can not only help you figure out how packets are sent, received and how securely transmitted over your network, but will also allow you to do much, much more!

### 3.4 Use Case Modeling and Description

A Use Case Diagram sometimes called unified modeling language (UML) is a graphical representation of a system action and user's roles. system's user interaction with the system. A use and role of the user's with these actions Fig3.2 University 3.3 Use Case Modeling and Description A Use Case Diagram sometimes called unified modeling language (UML) is a graphical representation of a system action and user's roles. It is a simple representation of a system's user interaction with the system. A use case shows the list of actions or events with these actions



### 3.5 Logical Data Model

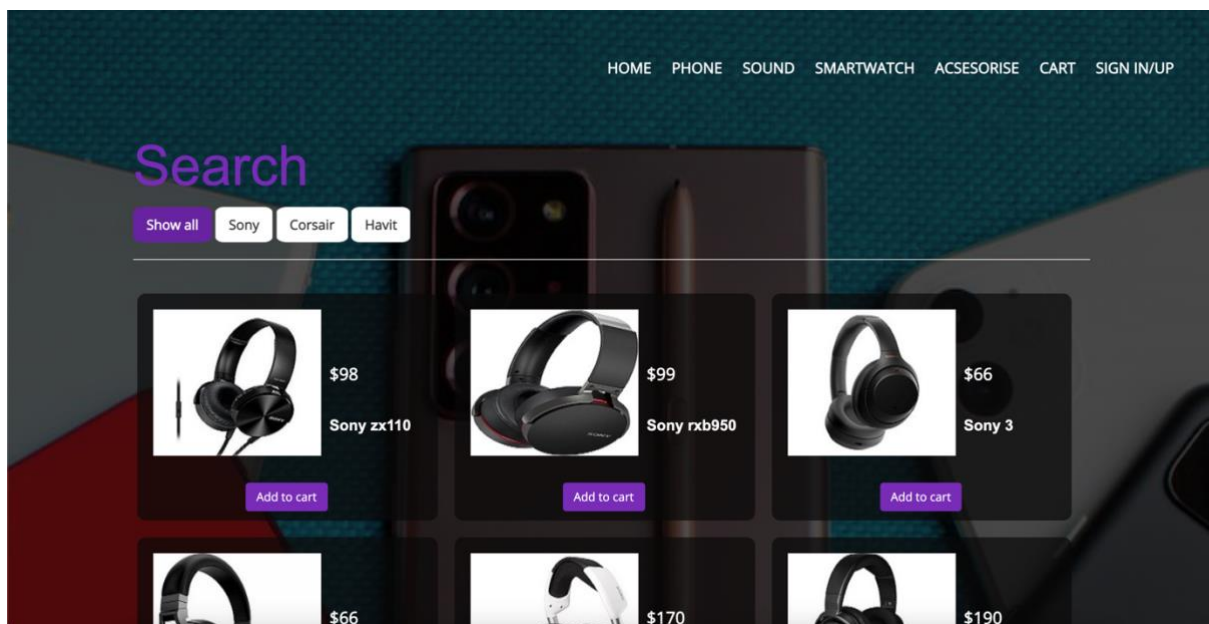
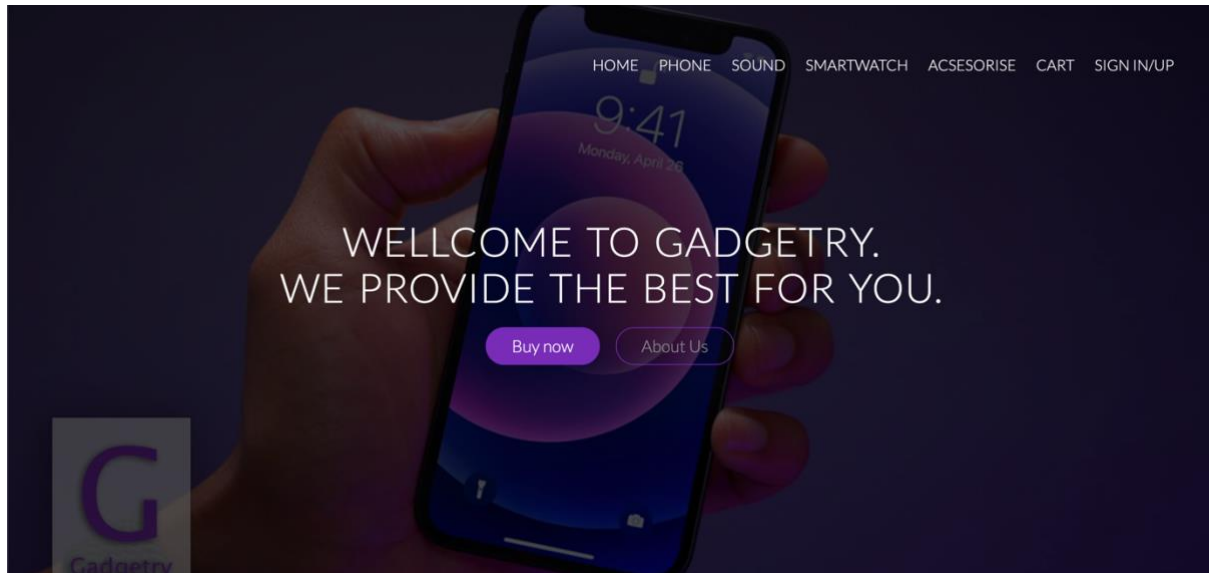




## Chapter 4:

### Implementation and Testing Implementation of Front-end Design

#### 4.1 Testing Implementation of Front-end Design



## **Chapter 5**

### **Conclusion and Future Scope**

#### **5.1 Discussion and Conclusion**

There has been an increase in activity in online trading around the world. Following the large companies manufacturing computer equipment, traders began to enter the network with traditional goods. Now, almost any goods can be bought through the Network. E-commerce is the process of earning money using Internet technologies, or it is a form of supply of products in which the choice and order of goods are carried out through computer networks, and settlements between the buyer and the supplier are made using electronic documents and/or means of payment. At the same time, both individuals and organization scan act as purchasers of goods (or services).

#### **5.2 Scope for Further Developments**

The concept defines the main directions of e-commerce development in the medium term, ways and forms of expanding the competitive environment, the growth of modern infrastructure and the creation of additional jobs, as well as further improvement of the legislation on e-commerce.