ONLINE MARKETPLACE

A Project Report

Submitted To:

Partha Chakraborty
Assistant Professor
Department of CSE, CoU

Submitted by:

Shimol Naha
ID:11908011
Session:2018-19

in partial fulfillment for the award of the degree of

BACHELOR OF SCIENCE (ENGG.) IN

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

COMILLA UNIVERSITY :: CUMILLA-3506

09 August 2023

Abstract

The aim of the project is to develop **"Online marketplace"**. This is a website is designed for online retailers. The goal of the project is to make the online shopping interactive and simple for the general user. This project is an online marketplace website that allows users to buy and sell goods and services. The website will provide users with a safe and secure platform for online shopping. The website will feature a searchable catalogue of items, a user-friendly interface for browsing, an easy checkout process. The website will also be responsive and mobile friendly. Finally we can say that, with its user friendly design, the website will provide a safe, secure, and easy-to-use platform for users to buy and sell goods and services.

Contents

List of Figures

ABBREVIATIONS

XML eXtensible Markup Language
RAM Random Access Memory
IDE Integrated Development Environment
GUI Graphical User Interface

Chapter 1

Introduction

1.1 Introduction

Online marketplace is an innovative platform that makes it easier gfor businesses to find, buy and sell products and services online. It is an e-commerce platform that enables buyers and sellers to communicate without having to go through the traditional route of dealing with a physical store. It is a digital marketplace that provides a convenient, secure and efficient way of buying and selling products and services. The online marketplace is an excellent way to increase visibility and sales for businesses and entrepreneurs.

In this website, a registered user can act as both seller and buyer. A user who is wanted to sell product can make his product listed with details and the buyers can view the product which he wanted to buy.These website will provide an attractive user interface.

1.2 Purpose of Online Marketplace Website

The purpose and objectives "online marketplace website" are written below:

- To facilitate the sale and purchase of goods and services.

- To provide an efficient platform for buyers to find the best deals.

- To provide customers with a wide range of product choices to meet their needs.

- To provide an effective marketing channel for businesses to promote their products and services to a larger audience.

- To offer an easy-to-use platform for customers to discover, list, and purchase products.

- To facilitate secure communication between buyers and sellers.

- To offer an interface for sellers to manage their inventory and orders.

- To promote healthy competition between online retailers.

1.3   Project Scope

Our project aims at trading automation. We want help the buyer and seller from hassles of manual trading system.

1. Maintain proper information of buyer and seller.

2. Comprehensive product list with search facility.

3. Accurate database management

4. Coordinating between buyer and seller.

1.4   Project Outlines

This project report will be structured as follows:

Chapter 2 introduces the Literature Review containing background knowledge and related works in this field.

In **Chapter 3** we present an overall interpretation of the methodology and design of the project work.

In **Chapter 4** , we discussed about the results and how we implemented the Online Marketplace Website Project

Finally, **Chapter 5** , we conclude this project report with the future objectives for our system an overall epilogue.

Chapter 2

Literature review

2.1 Existing System

In the existing system most of the online marketplace deals with only products of the seller without having much information about the seller. As a result, there is lack of trust between seller and buyer. Moreover, sellers often cheat the buyers.So they are losing their interest in using those marketplaces. Again some cases, their apps and website are not so much user friendly.Nowadays, some seller are depending on social media marketplaces which is costly.

2.1.1 Limitation of existing system

Limitations the word itself says that there is a limit in the application. Every system has its boundaries and it cannot go beyond their limits are as follows-

1. Time Consuming

2. Consumes lot of manpower.

3. Difficulty in use.

4. More focus on the product instead of the seller.

5. Delay orders.

2.2 Advantages of the Proposed System

1. Access from anywhere of the world

2. Access at any time

3. 24/7 Service

4. Quick search

5. Better communication

6. Less time consuming

7. Less Cost

8. Less manpower

Chapter 3

Methodology and design

In this chapter we will present an overall interpretation of the methodology and design of our proposed system.

3.1   Project Summary

This website will work as a media between seller and buyer. There will be a simple and attractive GUI. In this project, admin can control everything.

3.2   Project Deliverable's

1. A Website

2. Documentation

3.3   System Architecture

The system is decomposed into the following steps:

1. Data collection and input

2. Processing

3.4   Modules

The website has the given module:

Administrators:They have the right to add all the details to the system such as seller registration, product information, update buyer information, delete invalid user etc.

User: A user can be act as both seller and buyer. If he want to buy or sell something he must register to the system

3.5   Constraints

- Every user must be comfortable of browsing internet using browser.

- All operations are in English so user must have basic knowledge of English.

3.6   Functional Requirements

User must be able to register for the website through his name mobile number, email & password. On getting into the website, he should log into his account by this password and mobile number. If user skips this step, he cannot get the service of the website.

3.7   Used Technology

The Online Marketplace is a website. To get into the website any device like mobile or computer is required. These are technologies used to implement the application

3.7.1   Software Requirement

1. Operating System: Windows 10 or above

2. Front-End: HTML, CSS

3. Back-End: PHP

4. IDE: notepad++

5. XAMPP control panel

3.7.2   Hardware Requirements

1. Hard Disk – 2 GB.

2. RAM – 4 GB.

3. Processor – Core i3 or Above.

3.8   System flow Diagram

In this diagram, we have represented the whole system process. From this diagram anybody can easily understand the flow of the system and how it will work.
A seller can upload his product and see his order list from the seller page. Again, a buyer can view and search product form the buyer page. If he wants to buy a product, he can order it.
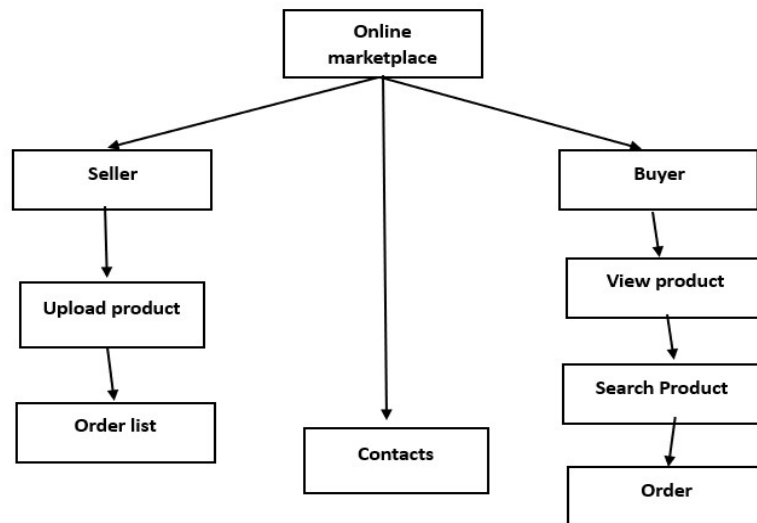
Figure 3.1: System flow diagram

3.9 Use case diagram
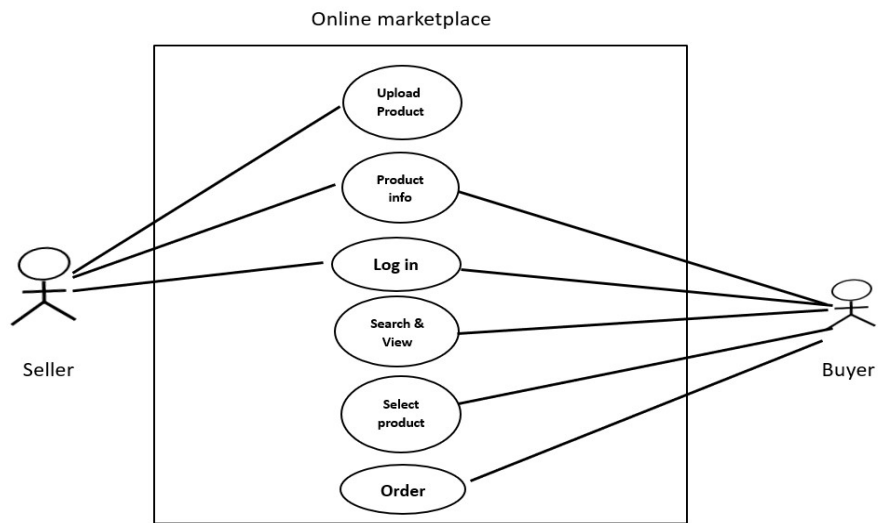
Figure 3.2: Use case diagram

3.10 Activity Diagram for User register
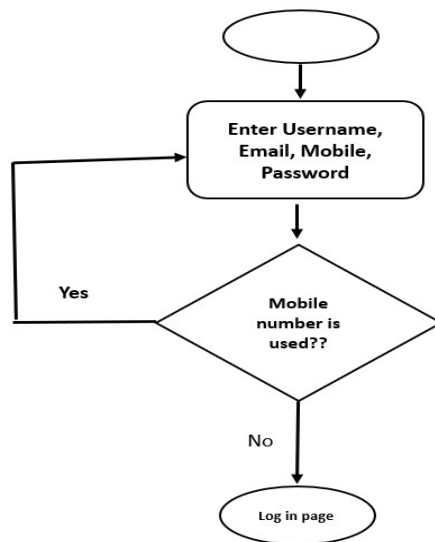
Figure 3.3: Activity Diagram for User register

3.11 Activity Diagram for log in
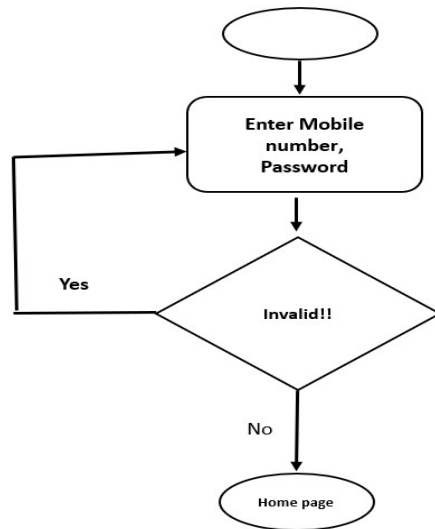
Figure 3.4: Activity Diagram for Log in

3.12 Activity Diagram for System
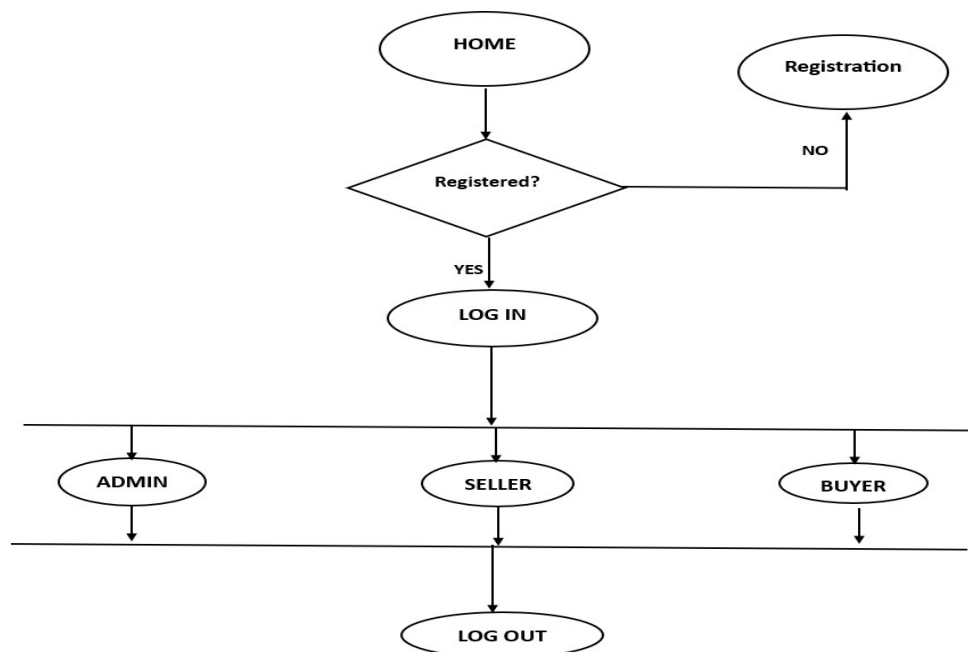
Figure 3.5: Activity Diagram for System

Chapter 4

Implementation and result

Implementation is the stage where the theoretical design is turned into a working system. The implementation phase constructs install and operate the new system. The most crucial stage in achieving a new successful system is that it will work efficiently and effectively.

4.1 Home page

This is the home page of the website. Here a user can see an attractive GUI. From this page a buyer can go to product list to view the product and a seller can go to the seller page to upload his product details.
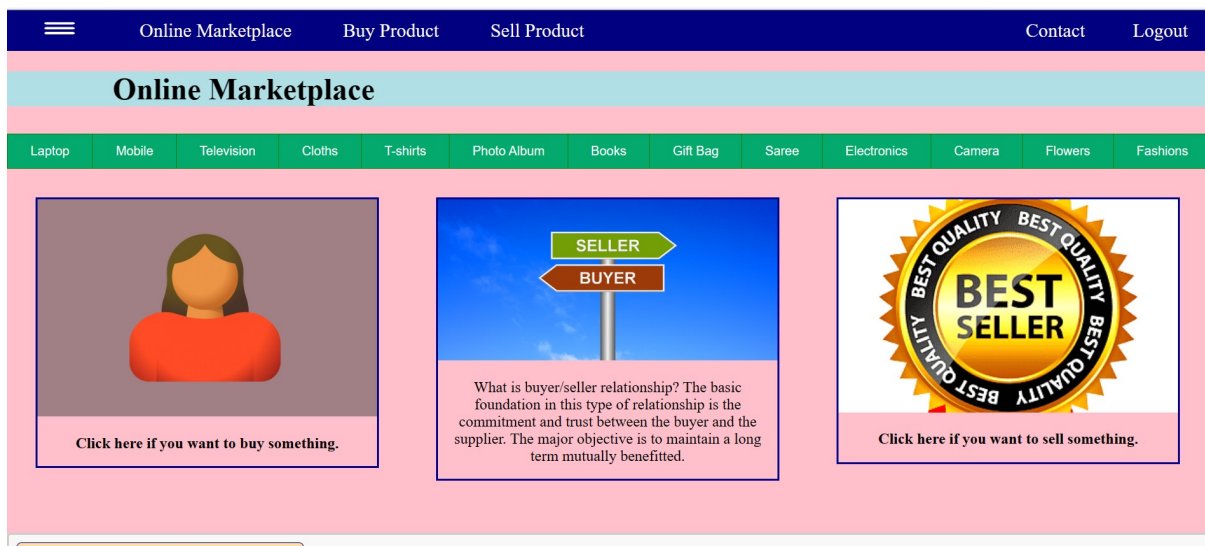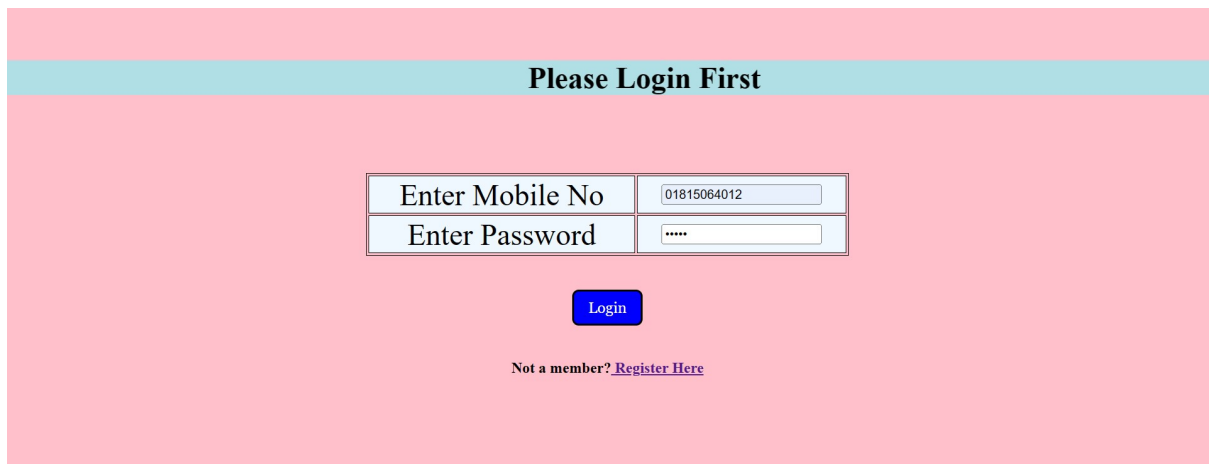
Figure 4.1: Home page

4.2 Log in
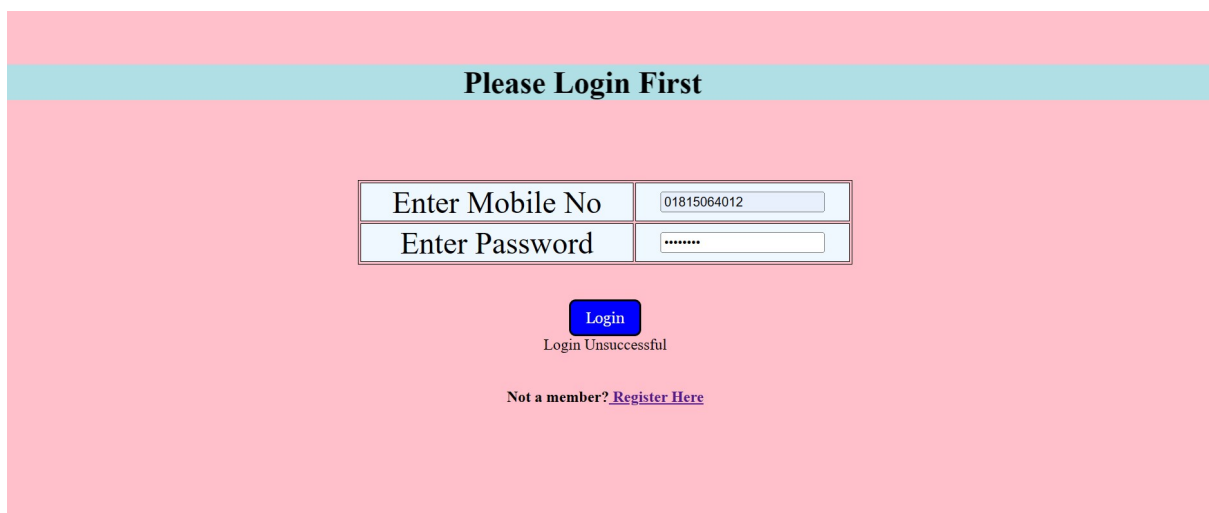
This the log in page of the website. A registered user must log in first using his valid mobile number and password in order to buy and sell product.

If he is not registered user, he need to register. Again, if he enter wrong mobile number or password a toast message will be shown.

Figure 4.2: Log in

Figure 4.3: Invalid User login toast message

4.3 Register

From this page a person can register to be a user with his name, email, mobile number and password. He must use an unique mobile which is not used for registration in this website. Otherwise, the will be unable to register.

Figure 4.4: Register

4.4 Seller Page

In this page user can upload his product with details. To upload a product he must add a unique product code and select the product category. Seller has to upload a video of his with full specification.

Figure 4.5: Seller Page

4.5   Buyer Page

From this page a buyer can search his desired product by category. Then he can be able to see the specification of the product in a video. If he likes the product and wants to order it, he needs to click "buy product".
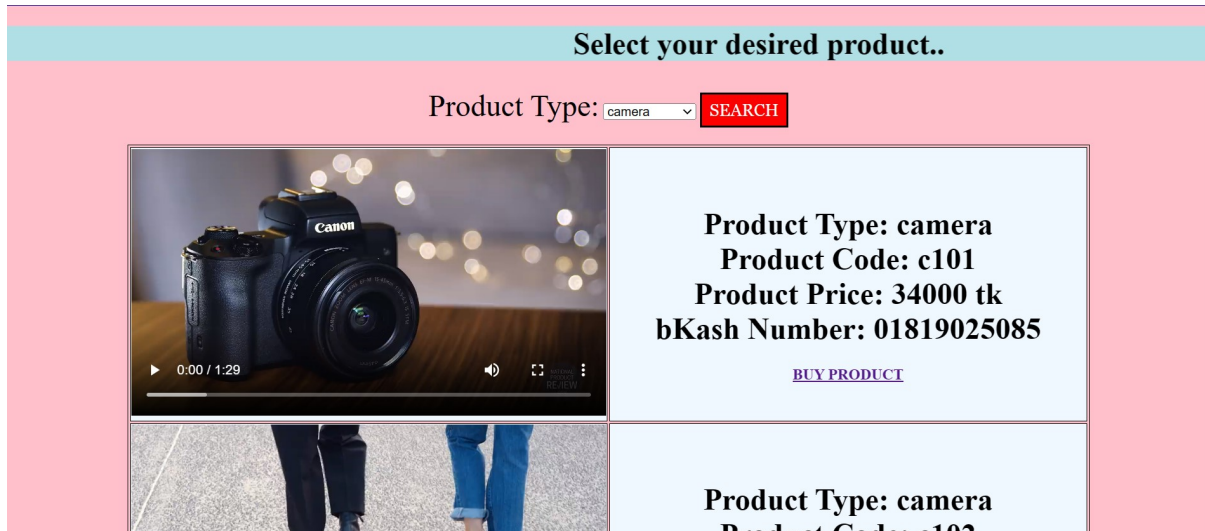

Figure 4.6: Buyer Page

4.6   Order

To confirm his order a user must fill up a form with his name,product code,mobile number,address, email, transaction id.

Figure 4.7: Order Confirmation

4.7   Database

In the database, user information and product information are stored in separate tables. Admin can control the whole database system of this project. Here is the some sample picture of the database:

Figure 4.8: Database tables

Figure 4.9: User information

Figure 4.10: Product information

4.8 Contacts

Here a user can get the information of the developer of this website.

Figure 4.11: Contacts

Chapter 5

Conclusion and future scope

5.1   Conclusion

The main objective of this project is to develop such a website which can be a time saver for a user in shopping. We have tried to present a beautiful and attractive user interface of the website. We have also tried to make it simple as a result anybody can be able to use it easily and gather good experience in online shopping. It can be a best medium for the seller and buyer.

5.2   Limitations

This project has some limitations which we will try to overcome. They are-

- It has no notification system as a result buyer and seller have to check the order list and product list regularly.

- It has no chat bot so communication between seller and buyer will not be automated.

5.3   Future Scope

- In future we will try to overcome the drawbacks of current project.

- We will try to maintain unique profile for every user where information about their previous selling and buying will be shown.

- We will try connect it with the several courier service agency as a result the whole delivery process will be automated.

- We will try to add real time information of seller as a result no fraud can be conduct by the seller.

References

[1] Wang, Y., Wang, S., Fang, Y. and Chau, P.Y., 2013. Store survival in online marketplace: An empirical investigation. Decision Support Systems, 56, pp.482-493.

[2] Vulkan, Nir. The economics of e-commerce: a strategic guide to understanding and designing the online marketplace. Princeton University Press, 2003.

[3] Syuhada, A.A. and Gambett, W., 2013. Online marketplace for Indonesian micro small and medium enterprises based on social media. Procedia Technology, 11, pp.446-454.