**MINI PROJECT –2**

**E – COMMERCE WEBSITE**

**SYNOPSIS**



Department of Computer Science & Application

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SUBMITTED TO: - SUBMITTED BY: -

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# Acknowledgement

It gives us a great sense of pleasure to present the synopsis of the B. Tech Computer Science (CSE) mini project “ Cara ” undertaken during B. Tech CSE 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 Mrs. Neelam Soni, 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 his constant support and guidance to our work.

His sincerity, thoroughness and perseverance has been a constant source of inspiration for us. We believe that he will shower us with all his extensively experienced ideas and insightful comments at different stages of the project & also taught us about the latest industry-oriented technologies. We also do not like miss the opportunity to acknowledge the contribution of all faculty members of the department for their kind guidance and co-operation.

# ABSTRACT

The study described in this research report focused on variables which were posited to capture students’ experiences of the online tutoring service (Educational), motivational purpose, and Entertainment purpose as well for some leisure purpose for the students’ perceptions of their academic capabilities and academic performance. The theoretical project displays the forest based theme with greenery and beautiful landscapes all across the page. GLA University located in Bharthia completed an online survey. Data were analyzed using statistical analysis (SA) and Observational Analysis (OA). The results suggested that the perceived usefulness of E-Learning had a direct positive relationship with academic self-efficacy, and an indirect positive association with the students’ academic grades through academic self-efficacy. There was a direct positive relationship between academic self-efficacy and students’ academic grades. The implications of these results and directions for future research are discussed in this report.

# DECLARATION

We, do here by solemnly affirms and declares that all information and particulars furnished here by us are true and correct to the best of our knowledge. We further declare that the project “ Cara ” conducted or proposed by us is true to the best of our knowledge and belief and nothing has been concealed therein. If the given information provided given by us is proved false/ not true. We hereby will be summarily withdrawn by all of our benefits.

Date: -27-04-2023

Cara TEAM

# Contents

Abstract

Declaration

Acknowledgement

1. Introduction 
   1. Objective
   2. Motivation
   3. Problem Statement

1. Software Requirement 
   1. Hardware Requirements
   2. Software Requirements

1. Project Description

1. Working

1. Implementation

1. References

# INTRODUCTION

The emergence of modern technologies has had profound impacts on the education landscape, with online learning now an integral part of the learning process. The main advantages of online learning are flexibility and accessibility (Wu, Tennyson, & Hsia, 2010). Student access to educators to assist them is no longer restricted to the hours of operation of schools and universities, but can be provided anytime and anywhere. Face-to-face tutoring is a well-established, and effective, instructional method. However, there is a need for more empirical research to be directed toward investigating users’ experiences with online tutoring services, their impact on academic confidence (self-efficacy), and achievement scores. The purpose of this project is to develop a back-end application for shopping applications and queries using graphical user interface.

# SOFTWARE AND HARDWARE REQUIREMENTS

* VScode
* Ethernet Adapter
* 512 MB Ram
* Window 10

## Product Description

The purpose of this project is to develop a front-end & back-end application for shopping applications using Html, CSS, JavaScript, SQL, and PHP. 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.

### WORKING

A student must register his profile for a course, by authentication and authorization and chat with others. A student can join discussion forums, send mail to instructor(s) of the course, and provide feedback about the test Given, A student can view test schedule, take test to assess his knowledge, view test report and edit his/her profile.

A course expert creates a test for the course, test questions will reside in the Draft area if either it is saved while creating/modifying or it has been rejected by admin. Modifying test questions, deleting the entire test, browse through the tests that students have submitted, just as a student would, view the results of those students that have taken test for his courses. Replying to the messages from students. Publish tests submitted by Course Experts. Before publishing test questions, it is customary to get it reviewed by admin. After going through its content either it gets approved or gets rejected. Modify the profile of other users registered in the system. Change user status from inactive to active

### IMPLEMENTATION

By HTML, CSS, JAVASCRIPT we implement in creating a login page, signup page with help of PHP, SQL there we store data also, by the help of PHP and SQL (web2app technology)

### REFERENCES

**Books:**

* Barrell, Dylan. Agile Accessibility Explained: A practical guide to sustainable accessible software development, Amazon Digital Services, 2019
* Byrne, Jim. 60 hot to touch Accessible Web Design tips – the tips no web developer can live without! Jim Byrne, 2006, (ISBN: 978-1-4116-6729-7).
* Full stack book

**Websites:**

* www.beta-labs.com
* [www.google.com](http://www.google.com/)
* [www.projectdeveloper.com](http://www.projectdeveloper.com/)

**Faculty Guidelines:**

Mr. Neelam Soni (Technical Trainer, GLA University)

**GitHub Repository link:**

https://github.com/ShivamSingh000