

GET TRENDS

A Minor Project Report

Submitted To



**Chhattisgarh Swami Vivekanand Technical University
Bhilai, India**

For

The partial fulfillment of Degree

Of

Bachelor of Engineering

in

Information Technology

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Session: 2021 - 2022

DECLARATION BY THE CANDIDATE

We the undersigned solemnly declare that the minor project report entitled “**GET TRENDS**” is based on our own work carried out during our study under the supervision of asst. professor.

We assert that the statements made, and conclusions drawn are an outcome of the project work. We further declare that to the best of our knowledge and belief that the report does not contain any part of any work which has been submitted for the award of any other degree/diploma/certificate in this University/Deemed university of India or any other country.

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CERTIFICATE BY THE SUPERVISOR

This is to certify that the major project report entitled “**GET TRENDS**” is a record of project work carried out under my guidance and supervision for the fulfillment of the award of degree of Bachelor of Engineering in the faculty of Information Technology of Chhattisgarh Swami Vivekananda Technical University, Bhilai (C.G.) India.

To the best of my knowledge and belief the report

- i) Embodies the work of the candidate himself
- ii) Has duly been completed
- iii) Fulfills the partial requirement of the ordinance relating to the B.E. degree of the University
- iv) Is up to the desired standard both in respect of contents and language for being referred to the examiners.

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The project report entitled “***GET TRENDS***” has been examined by the undersigned as a part of the examination of Bachelor of Engineering in the faculty of Information Technology of Chhattisgarh Swami Vivekanand Technical University, Bhilai.

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ACKNOWLEDGEMENT

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LIST OF ABBREVIATIONS

EC	Ecommerce
B2C	Business to consumer
CSS	Cascading Style Sheet
JS	JavaScript
HTML	Hypertext Markup Language

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ABSTRACT

The purpose of our project is to design a website for the customers who don't want to step out to buy something and they can easily buy anything on the website. Electronic commerce is method of doing business through internet. A person sitting at his house and in front of a computer can access all the facilities of the internet to buy or sell the products.

Initially, to go out physically with effort of a person to go and 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 , but the fact that has lakhs the growth of e-commerce today and there is still a lot of advancement made in the field of business and security.

The main importance of e-commerce over traditional commerce is the user can browse online shops, compare prices and order merchandise sitting at home on their devices.

For increasing the use of e-commerce in developing countries the B2C (business to customers) 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 e-commerce in developing countries for business applications.

CHAPTER-1

INTRODUCTION

INTRODUCTION

An e commerce portal which will allow formal and informal merchants in developing countries to advertise and sell their goods on the internet.

This would permit rural communication to make their wares available to the rest of the world via the World Wide Web ecommerce has become one of the most popular methods of making money online and an attractive opportunity for investors. Our website is b2c that is business to consumers. Ecommerce is a means of conducting business, where the buying or selling of various goods and services or transferring of funds and data, occur via electronic medium. Ecommerce is basically a transfer of information of the products on internet. no physical market places but everything take place online or electronically .Every information about the product is available online .There are various advantages of buying product online as you don't have to step out of the house to buy products .These online websites are trustworthy as you can place a complaint if any problem arises in case .Ecommerce means using the internet and the web for all the transactions involved in business and these transactions involve the exchange the exchange of money across individual or organizational boundaries in return for services and products –business application turn into Ecommerce precisely, when any value exchange take place. E tailing is a subset of ecommerce which summarize all commerce conducted online. Initially ecommerce meant the facilitation of transaction electronically, using technology such as electronic data interchange and electronic funds transfer. Now ecommerce is being used for various purpose not only for buying and selling one type of product but can sell anything and everything.

AIM

Fundamentally, an ecommerce website is one that permits, a business to role nearly entirely online, substituting the need for a homebased office prepared with sales and executive staff. The procedure is involuntary, and this is what makes it stand separately from other places that still have business development as the main goal.

OBJECTIVE

The objective of this project is to generate an ecommerce web portal with gratified management system which would let product info to be updated firmly using mobile or desktop device.

The web portal will have an online border in the form of an ecommerce website that will allow users to buy goods from the merchants.

The main goal of ecommerce is to spread maximum customers at the correct time to increase sales and profitability of the business. function of ecommerce includes selling and purchasing many products, goods, transmission funds or data over the net.

A typical online store enables the customer to browse the firm's range of products n and services, view photo or images of the products ,along with information or data about the product specifications ,features and prices .online advertising usually enable shoppers to use "search" features to find specific models, brands or items.

CHAPTER 2

SYSTEM ANALYSIS

1. IDENTIFICATION OF NEEDS:

It gives a vender an opportunity to clutch all online buyers to indorse or sell their products easily online. Further, to enhance more this industry has come up with a great chance for all small business owners to trade their products online.

It lets purchasers choose from a limitless number of attractively intended product pages and almost endless stocks, which drive the customers to take action and buy from your links.

Ecommerce help buy and sell goods and facilities on the internet. we offer an ideal ecommerce development to make your digital business and recover your global attendance. ecommerce facilitates basically the movement of properties from supplier to customers.

The chief way in which ecommerce will affect the economy, in general, is its impact on productivity and inflation. the continued growth of electronic commerce could also lead to downward pressure on inflation through increased competition ,cost savings and variations in seller's pricing behavior.

2.PRILIMINARY INVESTIGATION:

Electronic ecommerce has dramatically different the way in which inter and intra structural transitions are directed. It is further argued that the arrival of ECommerce has altered the trading and buying social culture.

The inspection has assessed ECommerce adoption and found that 65% of the organizations have claimed to adopt ECommerce. several of the acceptance qualities such as advantaged, compatibility, and administrative attributes such as nature, size and type of business were studied along with executive attributes management support and top management attitudes towards ECommerce adoption.

The purpose of the preliminary investigation is to determine whether the problem or deficiency in the current system really exists. The project team may reexamine some of the feasibility aspects of the project. At this point, the purpose is to make a “go” or “no-go” decision. The result is a decision to proceed further or to abandon the project.

CHAPTER 3

SOFTWARE REQUIREMENT

Software requirements

Operating system window we need an operating system with the help of which we can provide a basic platform to our project and also we can easily create our project.

DEVELOPER

Operating system: windows

Platform tool: visual studio

Programming language: html, CSS, react.js

Software: node.js (v16)

USER

Browser: google chrome, Mozilla Firefox and Microsoft edge

MacOS: 10.15.7, 11.6.2 , 12.1

SYSTEM REQUIREMENTS

Mobile friendly website

Enhanced shopping cart

Content management system

CHAPTER 4

HARDWARE REQUIREMENT

DEVELOPER

Minimum 4 GB ram (main memory)

Processor: Intel core i3 and above

Network server

USER:

Mobile phone: androids and IOS

laptop, desktop

window versions: 7, 8 , X and 11

MacOS: 10.15.7, 11.6.2, 12.1

CHAPTER 5

FEASIBILITY STUDY

1. TECHNICAL FEASIBILITY

Technical feasibility means examination whether all the technology is accessible including manpower, programming, hardware and software

VALUE FOR TECHNOLOGY:

To produce an ecommerce website needs a high speed connection to the internet, A web server ,and software extra costs that are related is the cost of the payment system, whether it is taking online payment straight from the society web site or an another third party like pay pal or an expensive using an online bank.

COST FOR TECHNOLOGICAL DEVELOPMENT:

This will include a number of programmers who are talented to interpret your functional necessity and program/create your website.

RUNNING COST FOR VARIATION PROCESS:

This is the cost for factorization in your staffs to train and adapting to the afresh announced technology, mostly the strategies used to make the changes as smooth as possible

2. OPERATIONAL FEASIBILITY

Our website will help the user do shop without stepping out of the house. a client might look at a product and choose it is sticky and radical. Such a client might feel that the product needs to be concrete and advanced for it to get internal support.

In Operational Feasibility degree of providing service to requirements is analyzed along with how much easy product will be to operate and maintenance after deployment.

Along with these other operational scopes are determining usability of product, determining suggested solution by software development team is acceptable or not etc.

METHODOLOGY

We have chosen our project on web development and title of our website is GET TRENDS .In our projects we have used react to build the ecommerce website and we have used HTML, CSS for developing our website.

AGILE METHODOLOGY

As our project/website requires regular updating i.e. we need to update, add and remove products, the details of the product need to be altered. And agile methodology is a way to manage a project by breaking it up into several phrases. As this provides flexibility to the project, we can easily do the needful. Our project require improvement at every stage ,so it cannot use waterfall methodology because in this methodology there is no coming back and this is not the case with our project .

We can implement a new feature because it requires only few hours and even we can roll back in few hours and implement it. The end user requirements are ever changing and so are our project so agile helps us do that.

WHY OUR PROJECT IS AGILE NOT WATERFALL ?

Our project could have been waterfall also but as there is no coming back and our project require updating at regular interval and we have to make various changes in our project like we need to add products, remove products and alter the information /details of the project. But waterfall makes changes difficult and is focus very less on the end user but our website is totally for the end user so agile is the methodology we used in our project .Waterfall methodology even delays the testing until after completion. Hence methodology is agile.

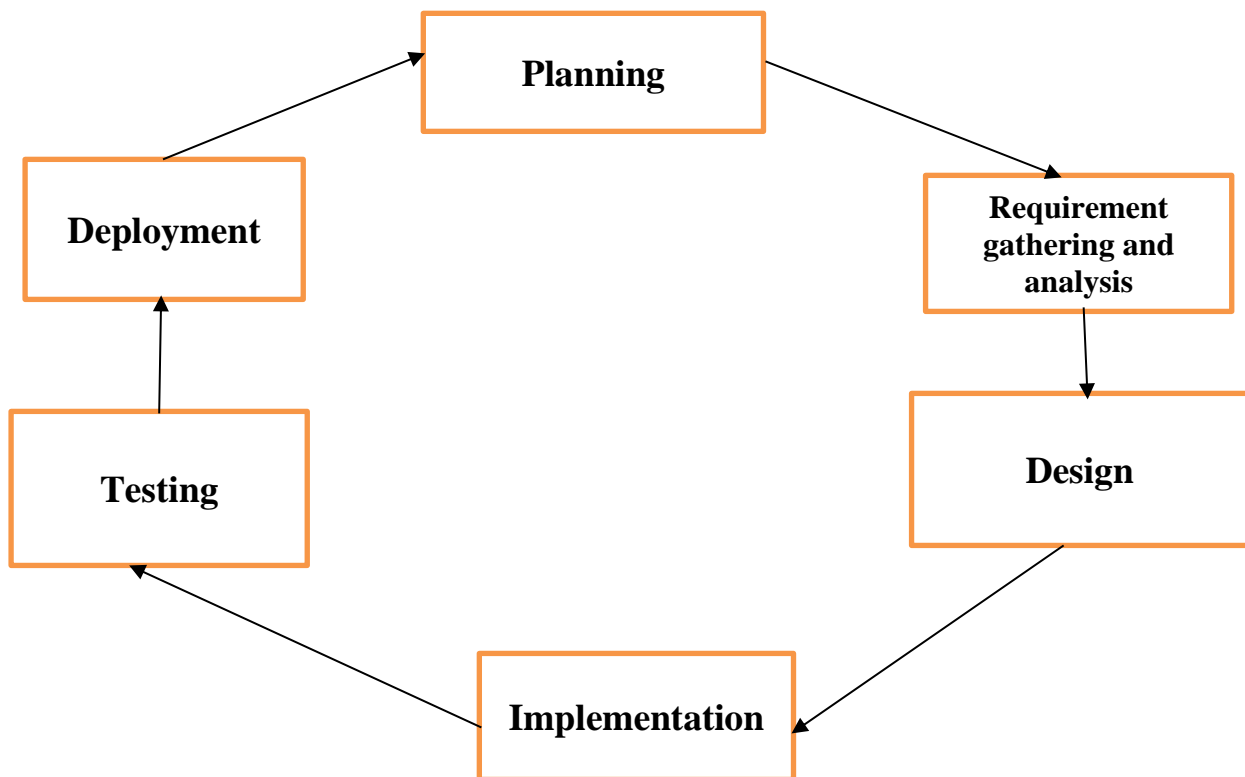


Figure 5.a : Agile method diagram

IMPLEMENTATION OF REACT IN OUR PROJECT

To build our website, we downloaded recent version of node .Now heading over to node home page and we downloaded the correct binaries for the system .As node comes bundled with npm package manager for JavaScript, with which we install some libraries.

Next we checked whether both are installed by issuing the

Node-v

>16.13.2

Then as both are downloaded, we started by creating a new react project with create react app tool .we used npx like-

npx create -react-app project _ e_ commerce

After that changed the newly created directory

Cd e commerce

Now coming to Commerce.js, it allows you to add your own product and checkout models. We have used Commerce.js for adding more products to our website .Here just we need to add the products by adding photo and description about the product.

After doing all this now when the end user open the website ,the home page of the screen appear where he/she can add products of their choice from the given option. The added product will appear in your shopping cart. From here it is not like the user can't go back for adding products ,due to agile methodology the can either go back to options available or empty cart if he/she changes their mind and if they are okay with their choice they can move further by clicking on checkout .

After this shipping address page appears where all the information of the user need to filled for moving ahead such as first name ,last name, address ,email ,city and zip/postal code. When the user id done with filling all the information needed he can click on next which is at bottom for moving to payment details or they can move back to cart.

Now if the user after filling shipping details clicks on next, the payment details page appears on the screen but this page is not active as it is a demo website.

CHAPTER 6

ANALYSIS (FLOWCHART, DATA FLOW DIAGRAM)

FLOWCHART

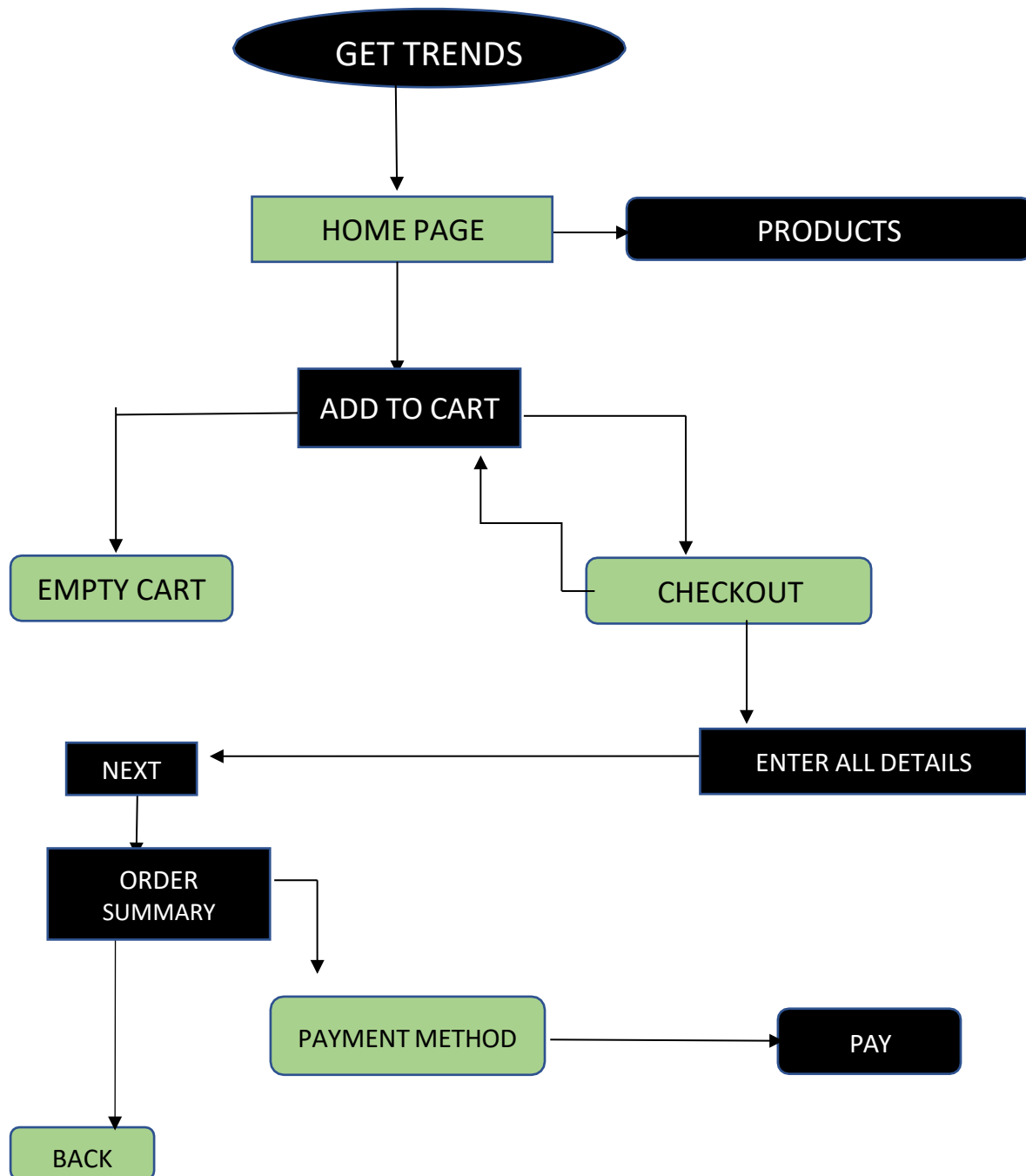


Figure 6.a

DATA FLOW DIAGRAM

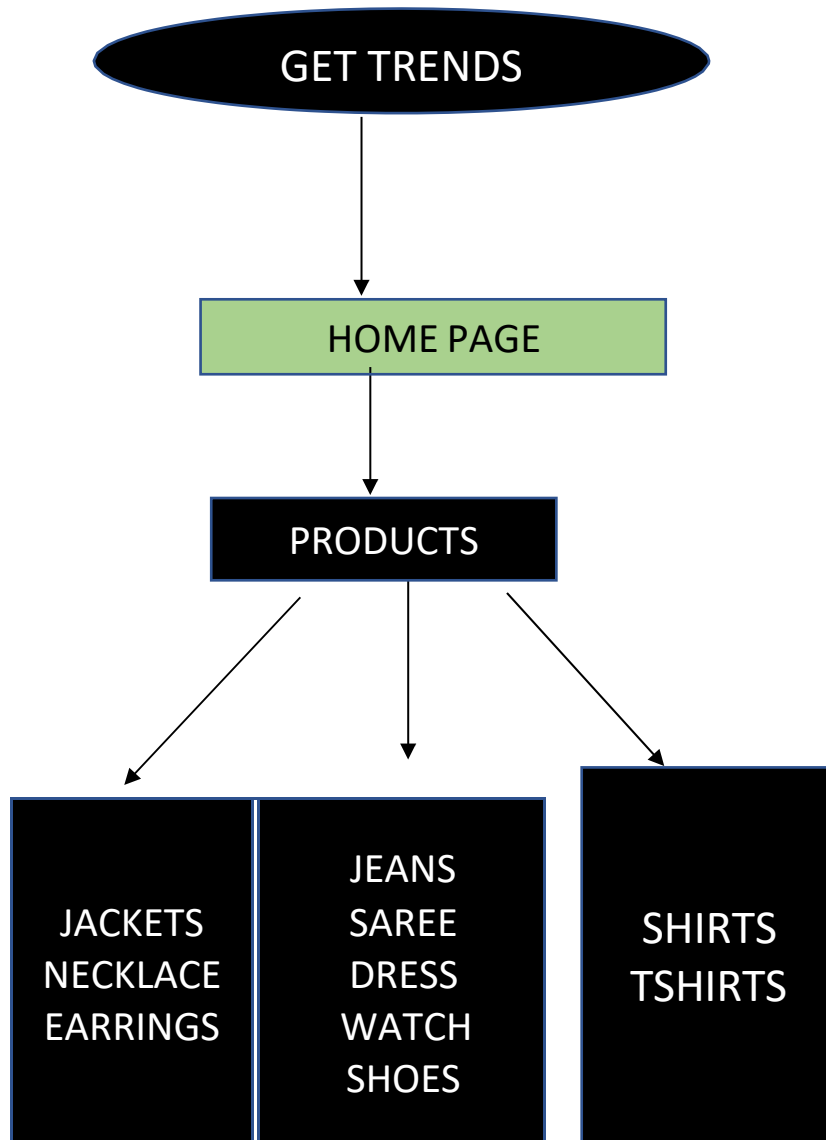


Figure 6.b (LEVEL 0)

CHAPTER 7

SYSTEM DESIGN

SYSTEM DESIGN

This segment contains of the software development life cycle model. In this stage, a logical system is made which satisfies the given requirements. Design phase of software development contracts with transforming the customize requirements into a logically working system.

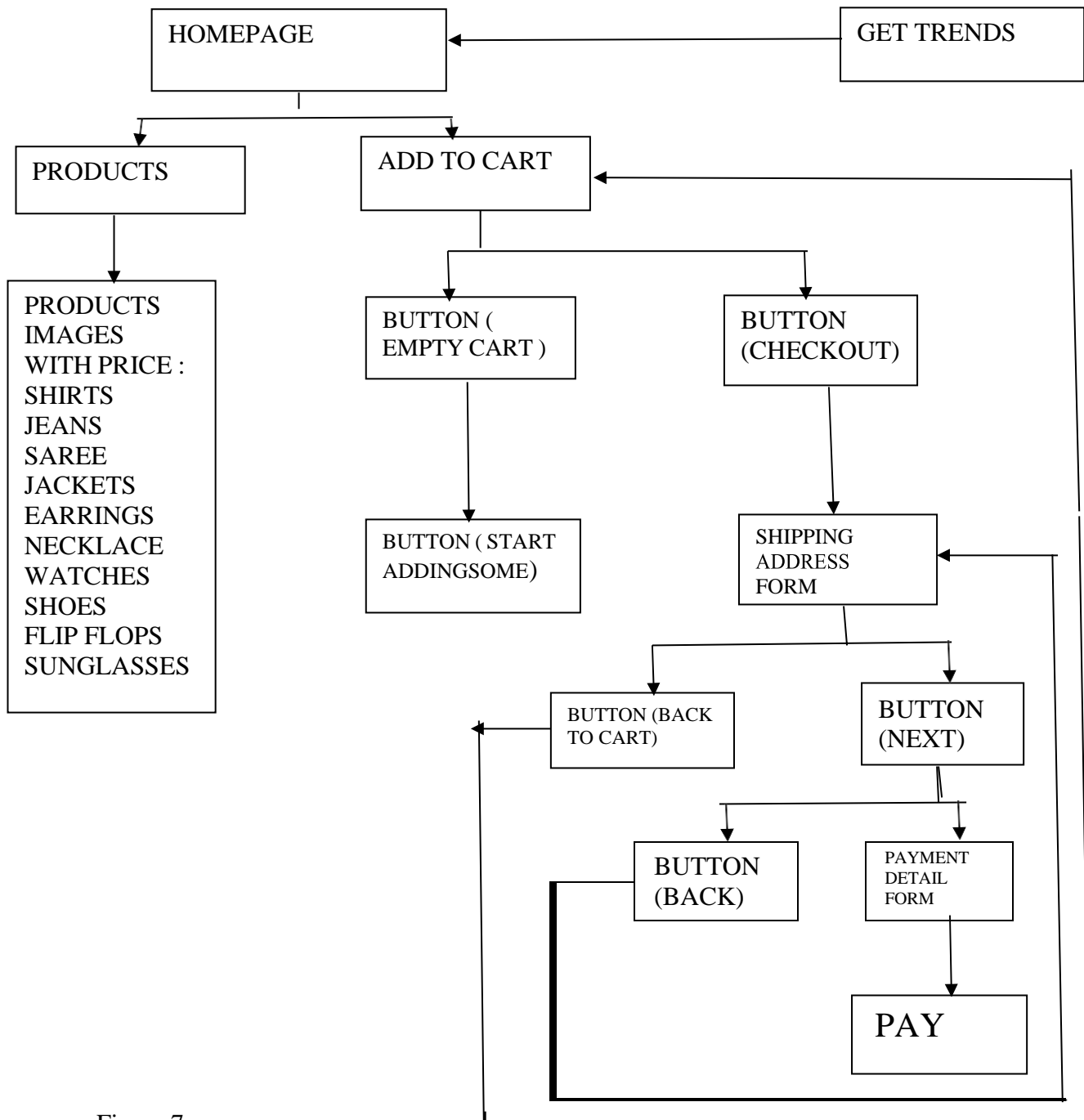


Figure 7.a

CHAPTER 8

SCREENSHOTS

SCREENSHOTS

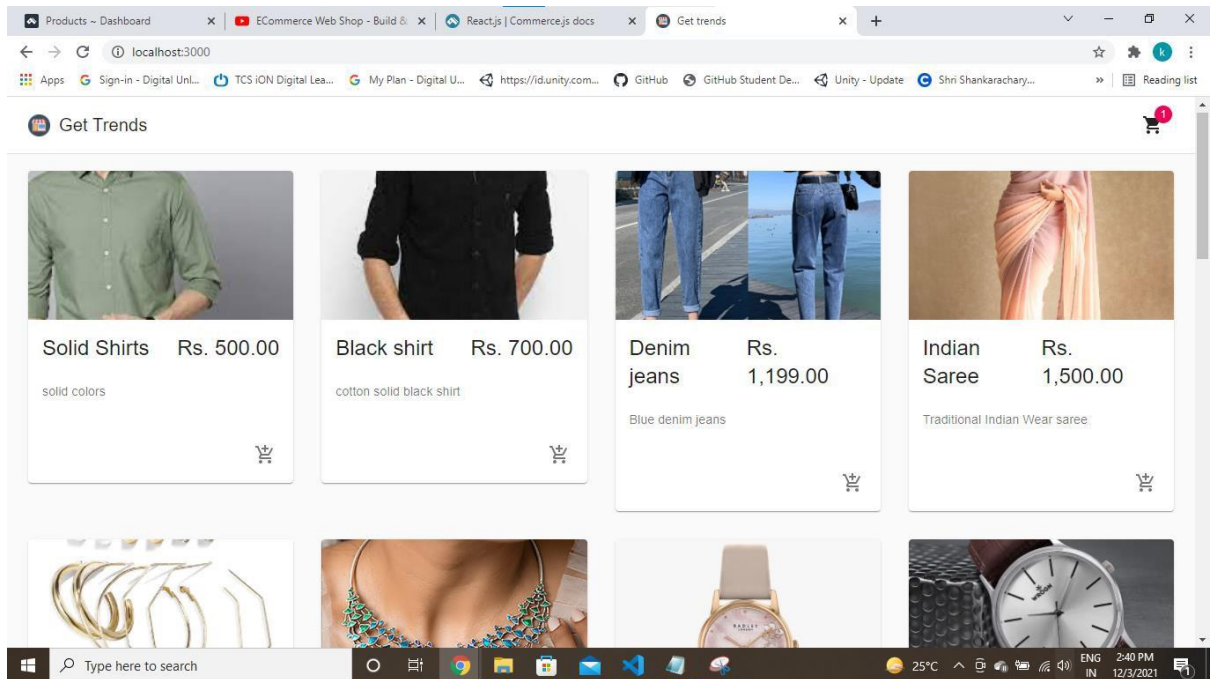


Figure 8.a

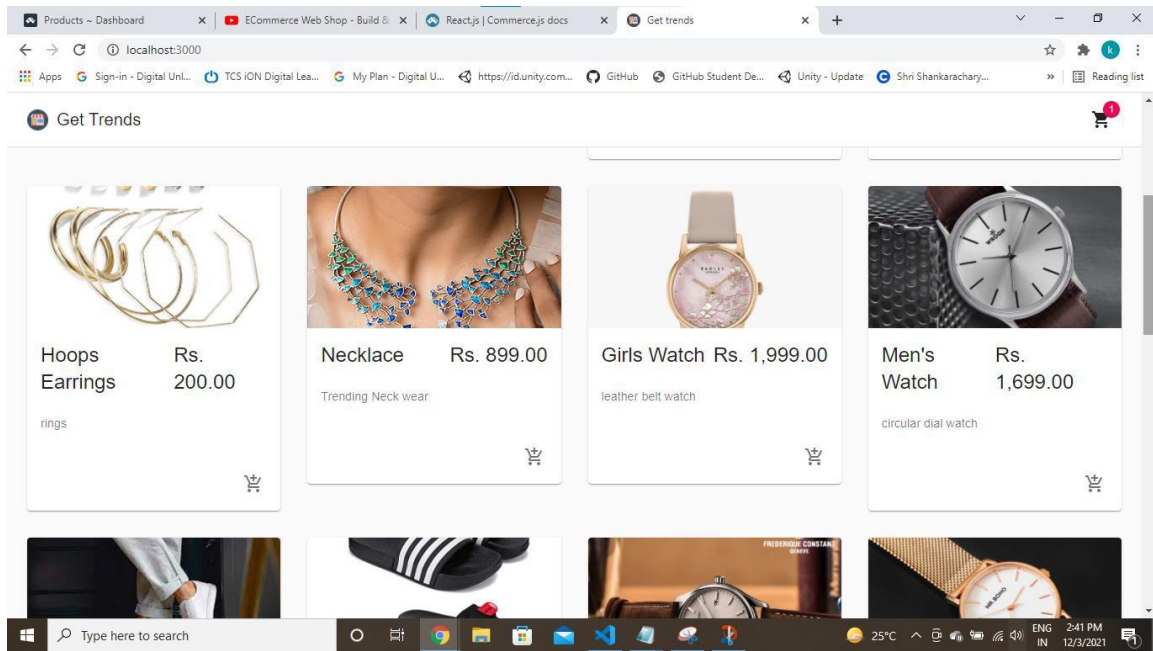


Figure 8.b

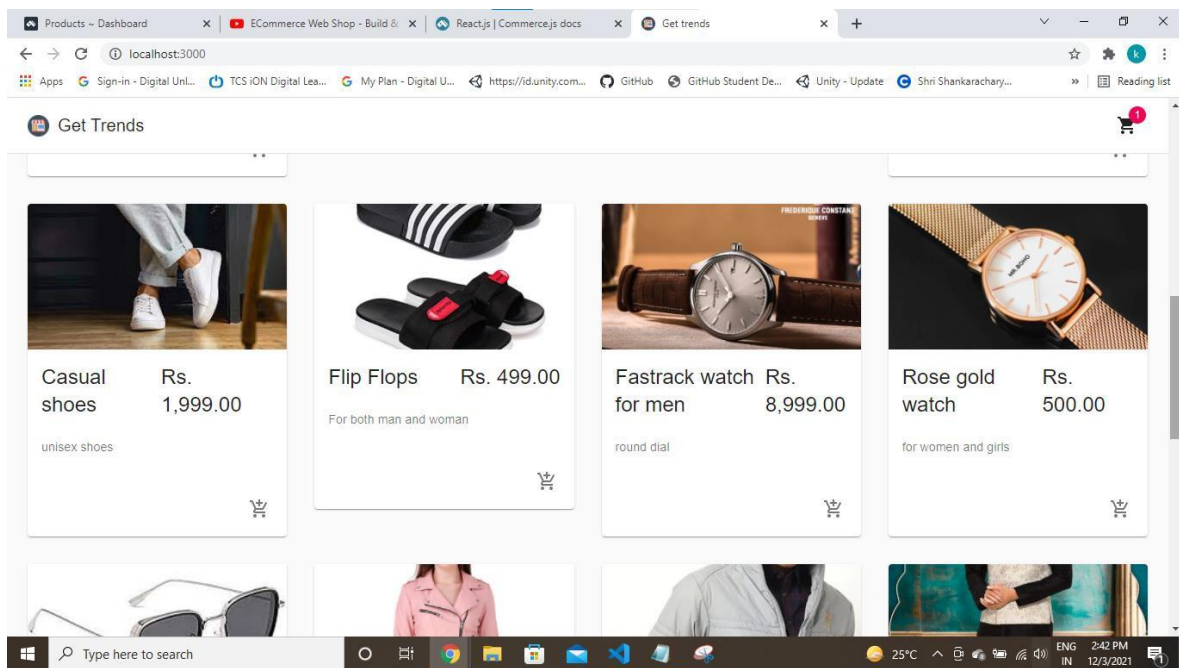


Figure 8.c

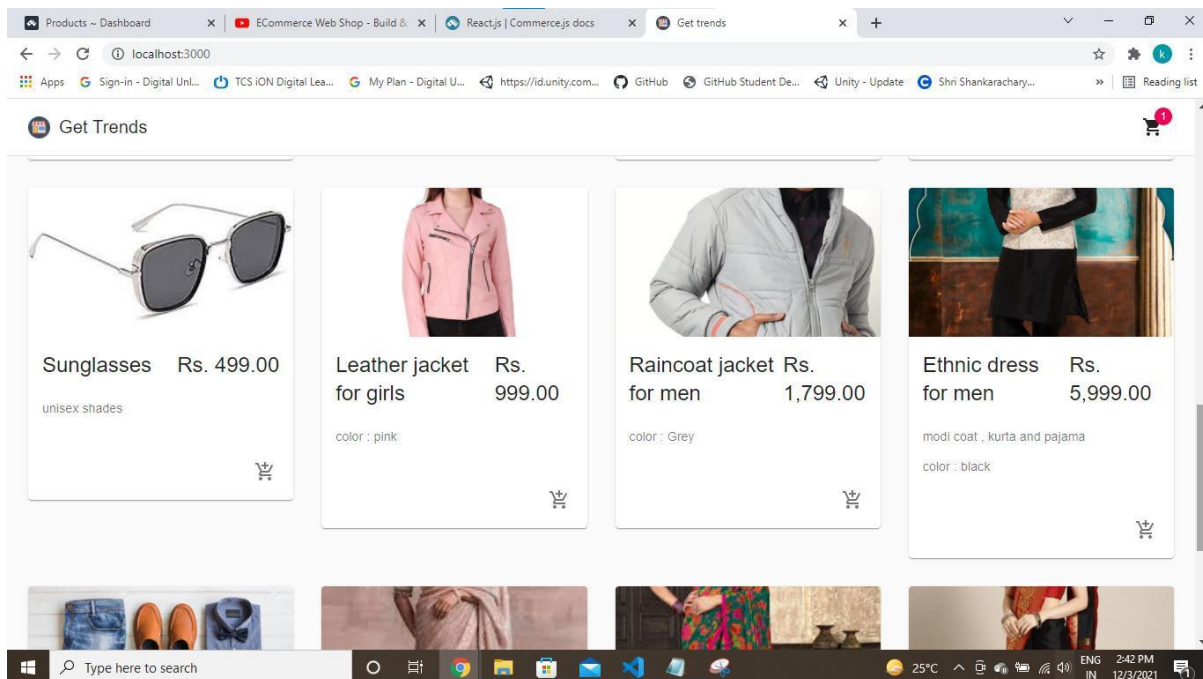


Figure 8.d

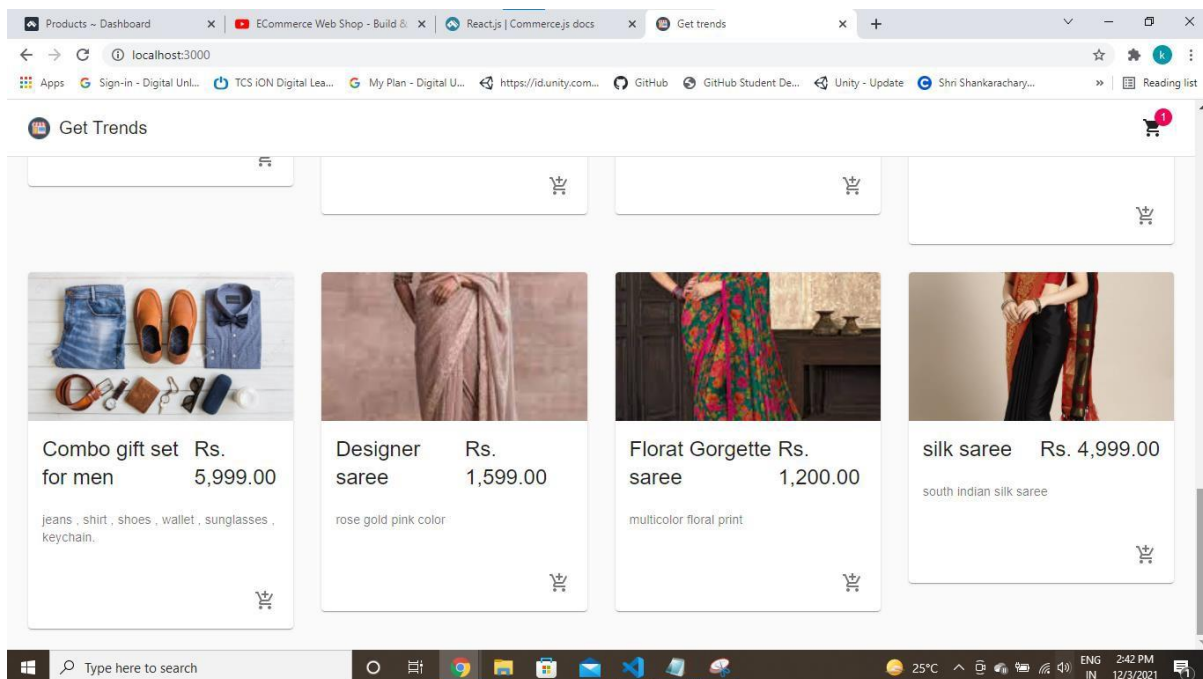


Figure 8.e

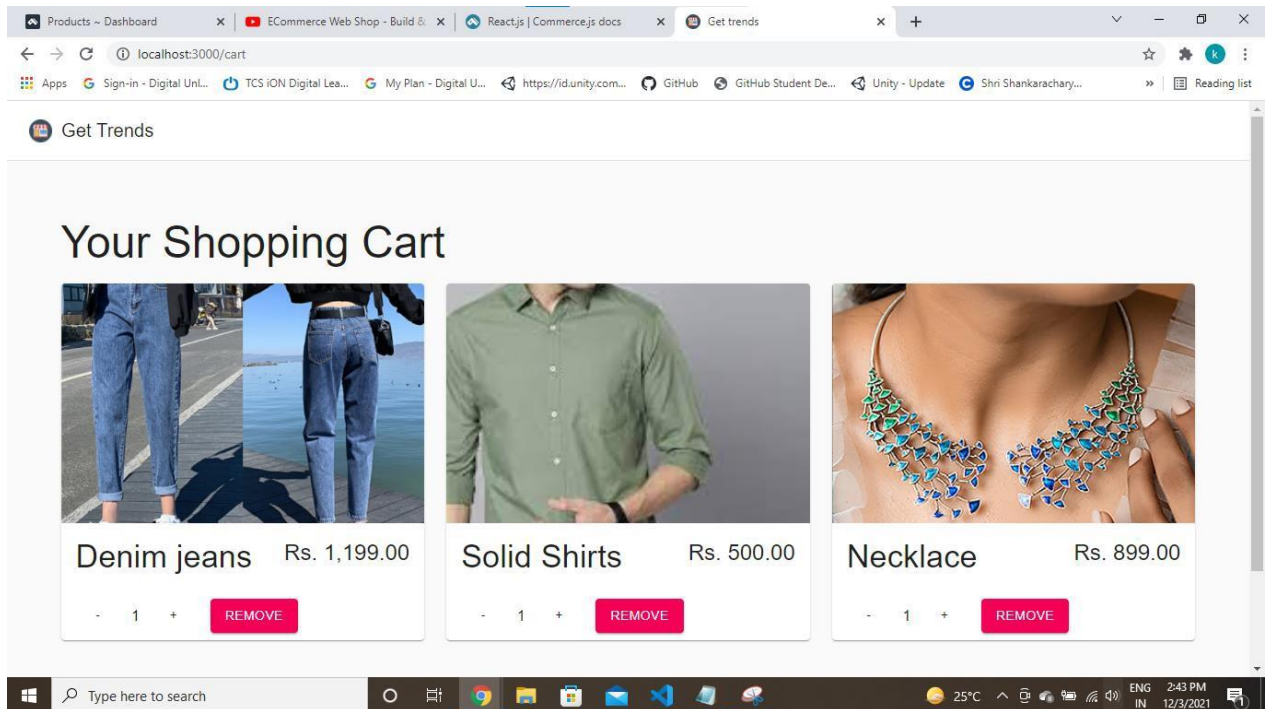


Figure 8.f

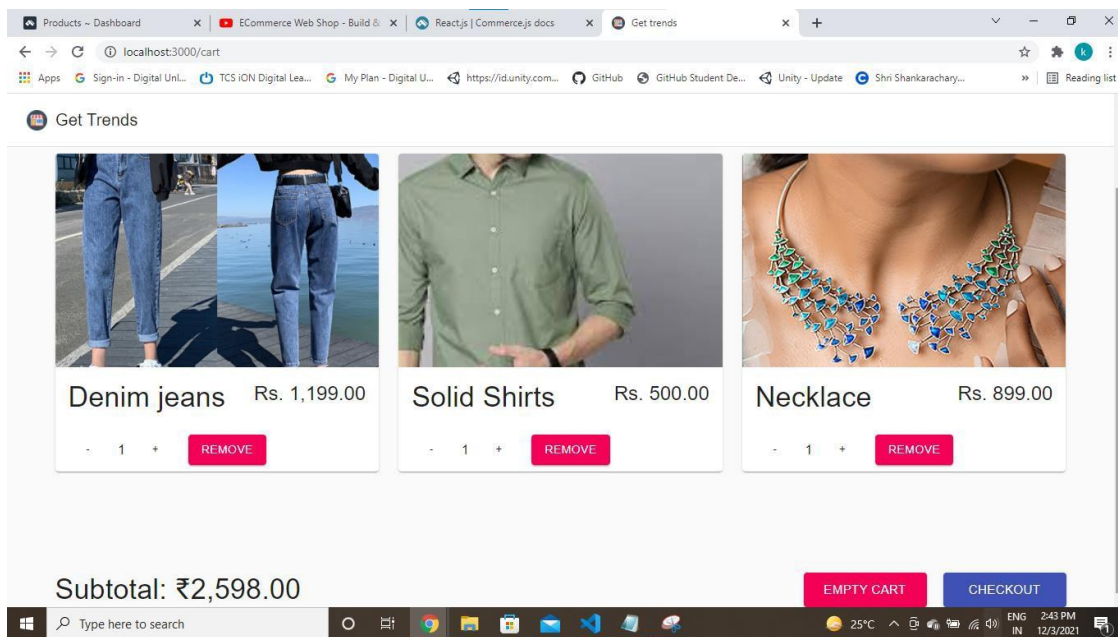


Figure 8.g

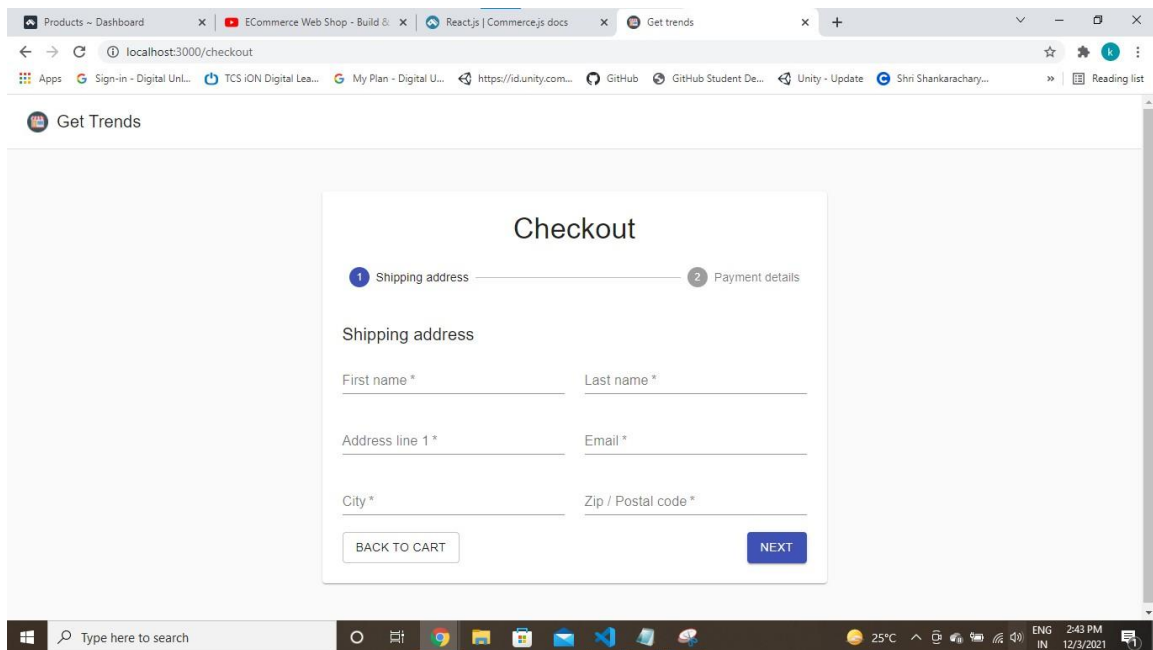


Figure 8.h

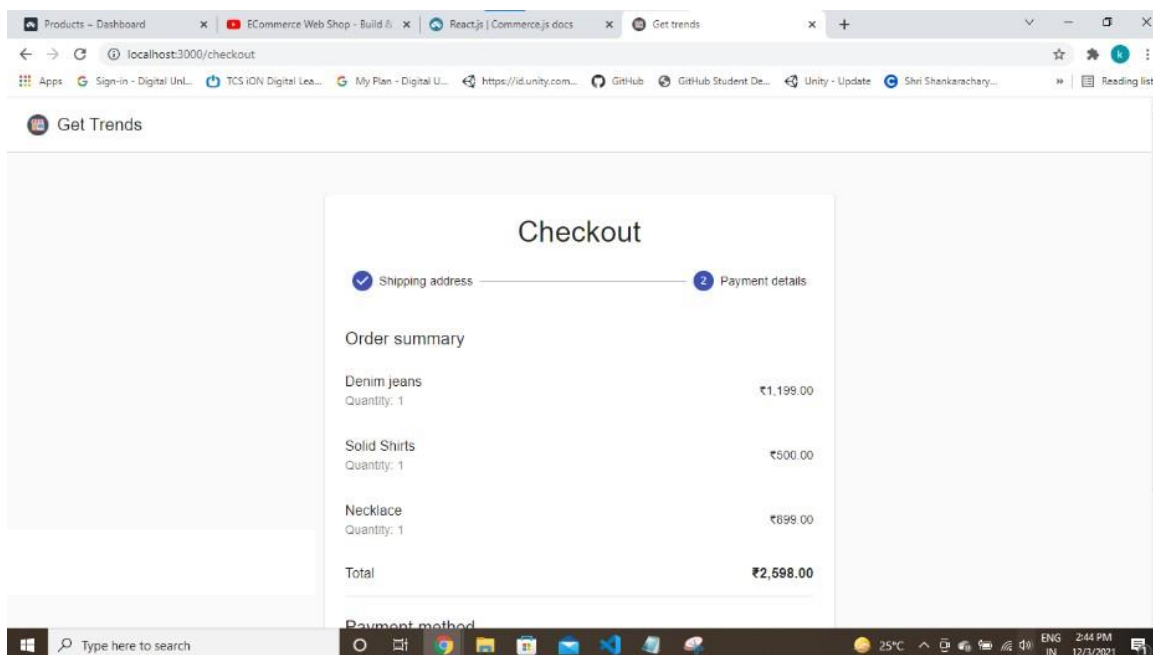


Figure 8.i

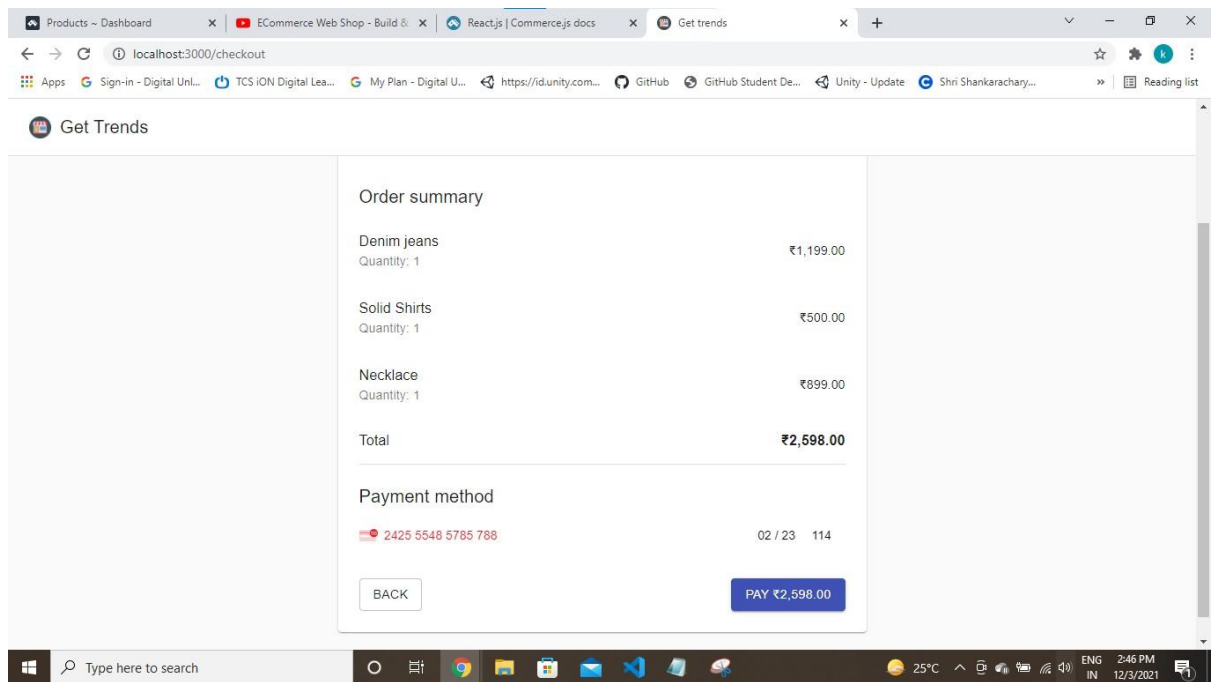


Figure 8.j

CHAPTER 9

IMPLEMENTATION AND MAINTENANCE

IMPLEMENTATION AND MAINTAINANCE

The formed online store is based completely on allowed source application and with the intention to cut vanished. This stage after his systems development life cycle defines hardware and software applications found programming plans, train users and implement extensive trying producers to appraise design and operating requirement.

Technical design: This action prepares comprehensive test specification for separate modules and programs.

Programming and testing: This action includes real development, writing and testing of program elements or modules.

User training: This action encompasses writing user training materials, leading training programs and testing measures.

Installation Phase: In this instance the new electronic system is connected the conversion to new measures is fully executed and the probable of the new system is discovered.

Examination and development phase: This stage appraises the success and failures during a system development plan and review of a project directly after completion to find achievement and possible problem in future mode

CHAPTER 10

TESTING

Testing

10.1 Compatibility testing

We have done this testing to check the software with different operating system, web browser, network environments, hardware and so on.

It checks whether the developed software app is working fine with different configurations.

10.2 Integration testing

We have used integration testing to see if the combined modules work together or not. We need to perform fewer integration test than unit test.

10.3 Unit testing

This testing we have done to test each component or module of our software project to perform this type of testing each and every unit of code is tested of our project.

10.4 User interface testing

UI testing involvevs the testing of the applications user interface .The aim of UI test is to check whether the UI have been developed according to what is described in the requirement specification document .

CHAPTER 11

SYSTEM SECURITY MEASURES

System security measures

Use multiple layers safety: It is helpful to service various safety layers to defend your safety. A content delivery network CDN that is extensive can block DDoS threats an infectious incoming traffic.

Get secure server layer SSL certificates: SSL certificate is to encode sensitive data shared access the Internet. It is a very critical step because all data sent will pass through multiple computers before the end point server receives it.

Anti-malware software: Your electronic design, computer systems and web systems need a program or software that detects block malicious software knows malware

Use HTTPS instead of HTTP

CHAPTER 12

GANTT CHART

GANTT CHART

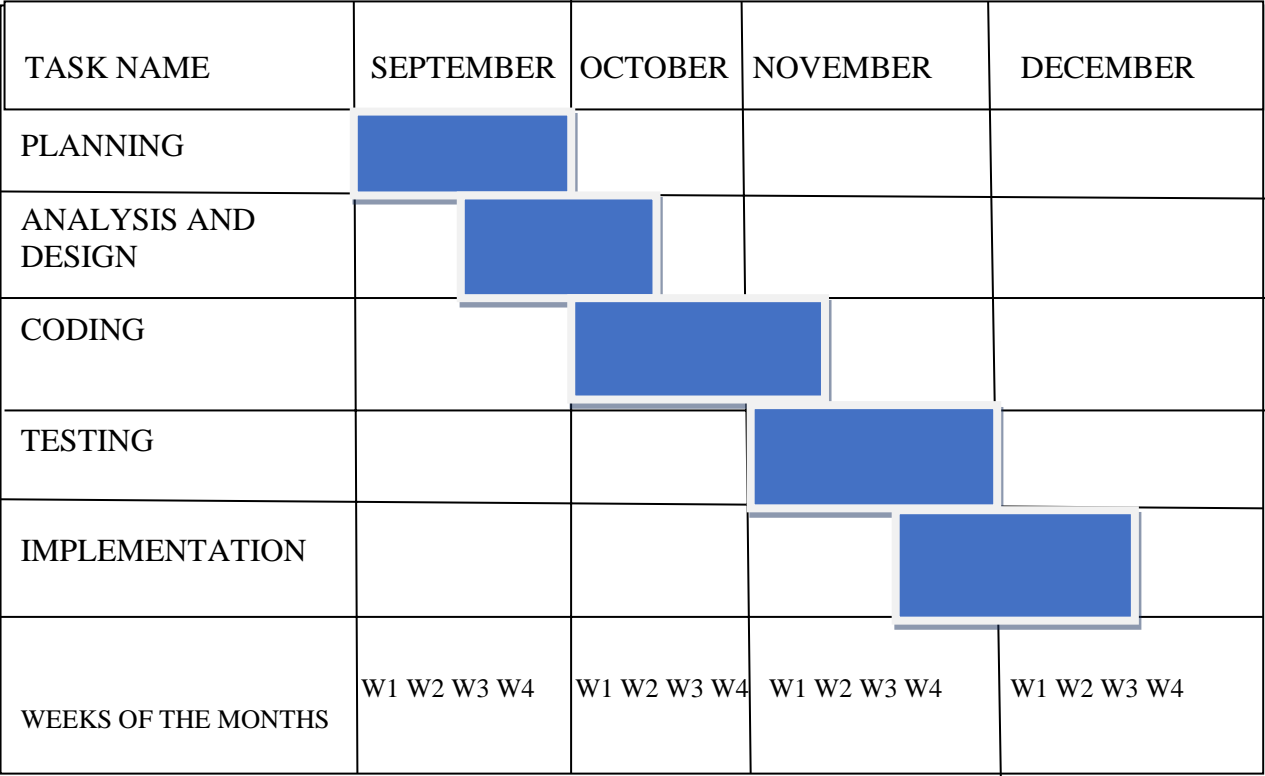


Figure 12.a

CHAPTER 13

FUTURE SCOPE OF THE PROJECT

FUTURE SCOPE

Invoices need to be implemented in the shop, emails and notification needs to be sent to customer for new arrivals or discount.

The shop must have a search engine and sign inland sign-up process.

There have to be language variations so that no English users can easily shop.

CHAPTER 14

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REFERNCES

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