

Department of Computer Science and Engineering

E - COMMERCE

SUBMITTED BY

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Abstract

E commerce is selling and buying of goods and services online. Users sitting in front of a computer can access all the services. Unlike traditional commerce that is carried out physically with the effort of a person to go & get products, ecommerce has made it easier for humans to reduce physical work and to save time. The main advantage of e-commerce over traditional commerce is the user can browse online shops, compare prices and order merchandise sitting at home on their PC. For increasing the use of e-commerce in developing countries, B2B 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 main objective of E-commerce is to manage the details of Products, Customer, Shipping, Category on the admin side and customers are able to browse items, select items, add to cart and check out according to the available products on the website.

Introduction:

Online purchasing provides various advantages to customers. This benefits e-commerce businesses in developing long-term and profitable client relationships. The system will be accessible by two individuals. One will be the administrator, while the other will be a registered user. Admins can manage products, examine all order information, and track product sales. User first needs to register with a few registration details, if he is new to the website. Once the user registers they can directly login with username password. After logging in, the user can see all of the products that the system has shown on the website.

Literature review:

The number of internet users is gradually growing providing more opportunities for ecommerce. The effects of ecommerce is already seen in all areas.

Many factors like demographic, economical, technical, social, cultural and marketing affect the online buying behavior. Customers choose an online shop based on references, clarity terms of delivery, graphic design and additional services. Customers read the reviews before they spend their money and when incapable of buying they leave the online shop. Customer buying methods can be divided into Problem identification, Information Search, Alternative evaluation, Purchasing decision and Post-purchase behavior.

Customers take product price and shipping charges almost equal priority. Retailers can do many things to improve the experience for their customers. The first is to write the expected delivery date of the order. Customers are willing to wait for their orders but want to know how long that takes. Customers also like to track updates and delivery information to know when their package is coming. Customers also want to get the address changing option for filling the wrong address while purchasing online.

Customers can purchase any goods and services anytime and anywhere. E-commerce is user friendly compared to the normal store. It has some advantages like it can save time. It helps in comparing the advertising price and actual price. It also has a cash back policy. They can purchase the product from the foreign marketers.

System Requirements:

Software Requirements:

• Operating system: Windows

• User Interface: HTML, CSS, JavaScript

Programming language: PHP

Database: MySqlServer: Apache

Hardware Requirements:

• Intel processor with minimum 2GHZ speed.

• RAM: Minimum 1GB

• Hard Disk: min 10GB

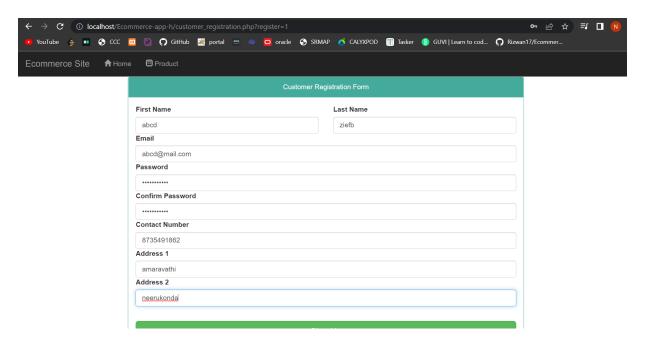
Proposed scheme:

The main goal of this project is to create a website that can be accessed by two entities. Admin panel is created in which admin can add, delete products and provide description about the products. On the customer side, users can browse, select, add to cart the products and then checkout. Users can browse the products without logging in.

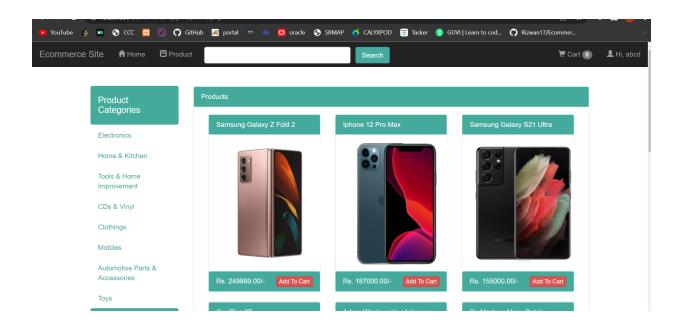
Results/Screenshots:

Customer Side:

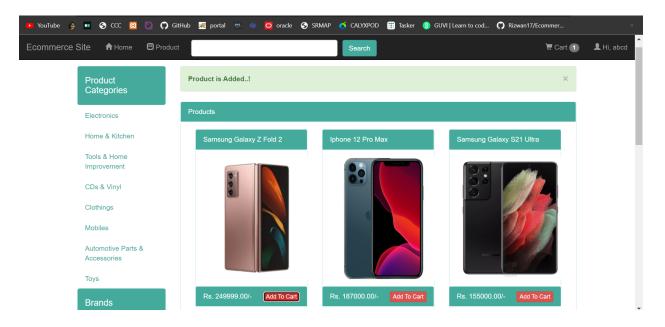
User's need to register if they are new to the website. If user's have already registered, they can directly login to the website.



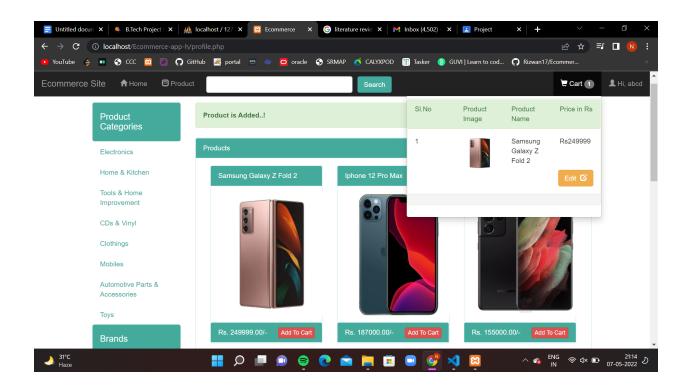
After successfully logging into the website, the user is able to view the below page consisting of product categories, brands and products with the price.



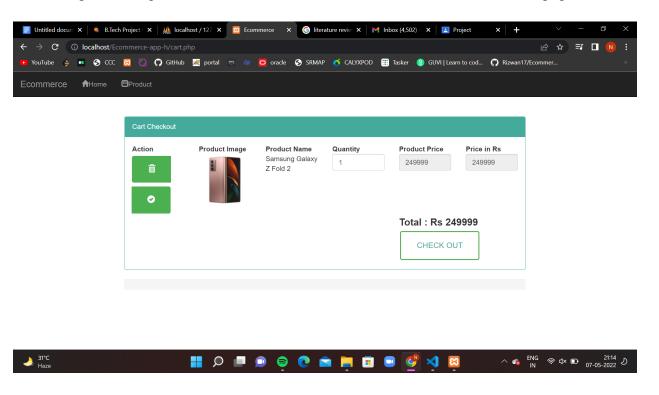
User can directly add the products to their cart, that instantly shows up in the cart section



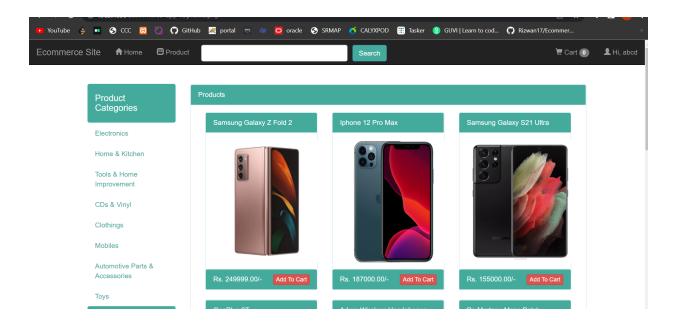
The products that have been added to the cart will show up here.



On clicking the edit option in the cart section, user will be directed to the checkout page.

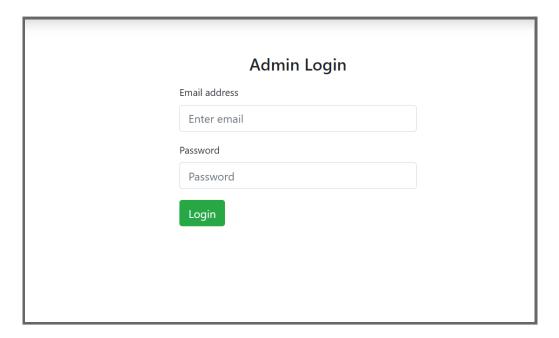


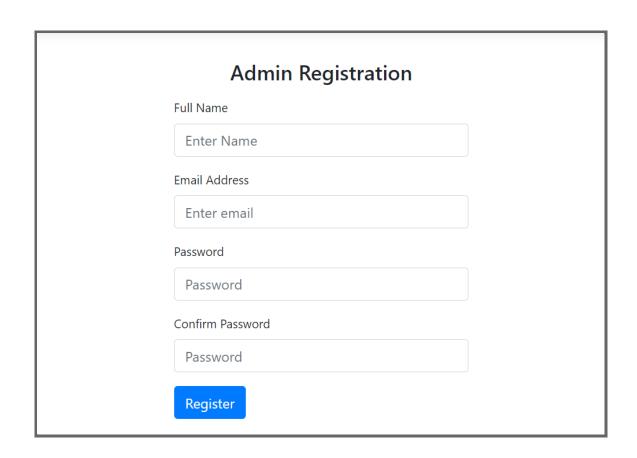
On clicking the checkout button the user will be redirected to the home page.



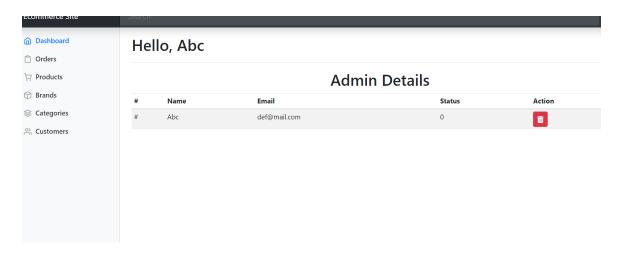
Admin Side:

Admin can Login if already an account exist or else they can register.

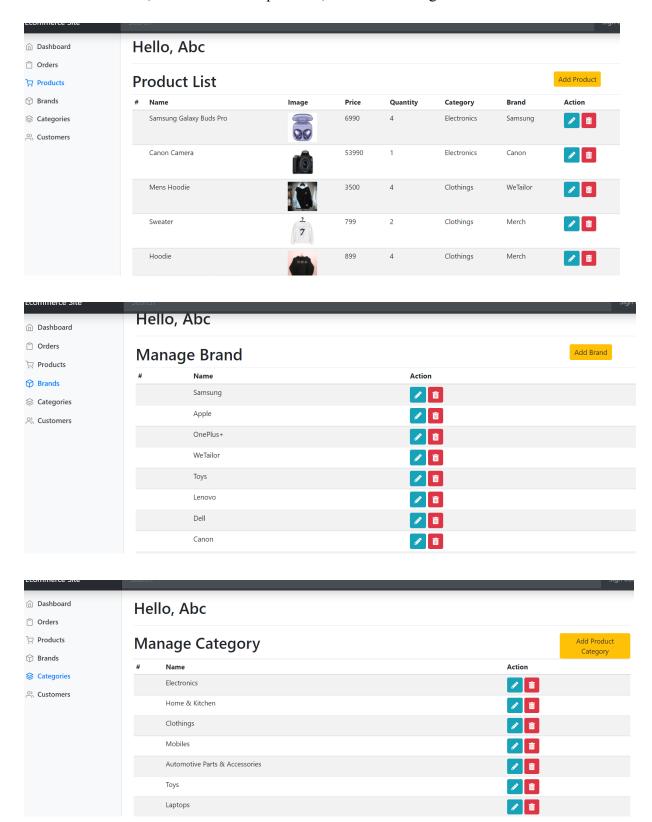




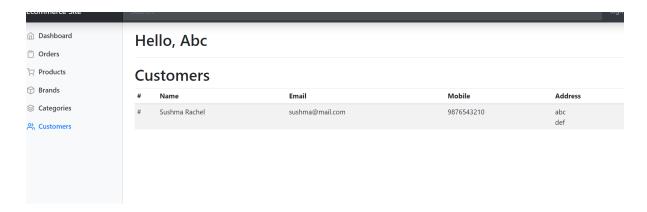
In the Admin dashboard, we can find the details of other Admins.



The Admin can add, edit or delete the products, brands and categories.



The Admin can also view the customer details.



Conclusion:

This web application was successfully created and the application is tested well and the errors are debugged properly. All the necessary output is generated in the application. This system thus provides an easy way to automate all the processes. If this application is implemented in a few consumptions, it will be more helpful. Further improvements can be made to the project so that the website looks in a very attractive and more beneficial manner than the current one. It is concluded that the application works well and can make good use of the system.

References:

https://www.academia.edu/49361149/Django_E_commerce_website_PROJECT_REPORT