A Mini Project on

LIFESTYLE CART – E COMMERCE SYSTEM

BACHELOR OF TECHNOLOGY
IN
INFORMATION TECHNOLOGY

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ABSTRACT

This is a small-scale project for Online shopping system. The basic idea is that customers can buy products using online. The administrator can enter the name and password and can create an account and then generate the receipt of the products purchased.

An online shopping system that permits a customer to submit online orders for items and/or services from a store that serves both walk-in customers and online customers. The online shopping system presents an online display of an order cut off time and an associated delivery window for items selected by the customer. The system accepts the customer's submission of a purchase order for the item in response to a time of submission being before the order cut off time. The online shopping system does not settle with a credit supplier of the customer until the item selected by the customer is picked from inventory but before it is delivered. Therefore, the customer can go online and make changes to the order. In addition, available service windows are presented to the customer as a function of customer selected order and service types and further, the order picking is assigned in accordance with a picker's preference. When ordering goods, many shopping systems provide a virtual shopping cart for holding items selected for purchase. Successive items selected for purchase are placed into the virtual shopping cart until a customer completes their shopping trip. Virtual shopping carts may be examined at any time, and their contents can be edited or deleted at the option of the customer. Once the customer decides to submit a purchase order, the customer may print the contents of the virtual shopping basket in order to obtain a hard copy record of the transaction.

E-commerce is fast gaining ground as an accepted and used business paradigm. More and more business houses are implementing web site providing functionality for performing commercial transactions over the web. It is reasonable to say that the process of shopping on the web is becoming commonplace.

1. INTRODUCTION

Online shopping is a form of electronic commerce which allows consumers to directly buy goods or services from a seller over the Internet using a web browser. Consumers find a product of interest by visiting the website of the retailer directly or by searching among alternative vendors using a shopping search engine, which displays the same product's availability and pricing at different e-retailers. As of 2016, customers can shop online using a range of different computers and devices, including desktop computers, laptops, tablet computers and smartphones.

An online shop evokes the physical analogy of buying products or services at a regular "bricks-and-mortar" retailer or shopping centre; the process is called business-to-consumer (B2C) online shopping. When an online store is set up to enable businesses to buy from another businesses, the process is called business-to-business (B2B) online shopping. A typical online store enables the customer to browse the firm's range of products and services, view photos or images of the products, along with information about the product specifications, features and prices.

Online stores typically enable shoppers to use "search" features to find specific models, brands or items. Online customers must have access to the Internet and a valid method of payment in order to complete a transaction, such as a credit card, an Interac-enabled debit card, or a service such as PayPal. For physical products (e.g., paperback books or clothes), the e-tailer ships the products to the customer; for digital products, such as digital audio files of songs or software, the e-tailer typically sends the file to the customer over the Internet. The largest of these online retailing corporations are Alibaba, Amazon.com, and eBay.

The aim of this project is on the online shopping application it is developed using HTML5, JAVA script, CSS, PHP. The application is very useful where the buyer can directly buy the products from home via internet on mobile or system. The application reduces lot of work load for customer as well as owner. The transaction of money is completed in real time system.

Some of the online shops are EBAY Amazon. By this online shopping the product is directly delivered to customer home. Online shopping is the process consumers go through to purchase products or Services over the Internet. An online shop, e-shopping, e-store, internet shop, web shop, web store , online store, or virtual store evokes the physical analogy of buying products or services at a bricks-and-mortar retailer or in a mall.

The metaphor of an online catalog is also used, by analogy with mail order catalogs. All types of stores have retail web sites, including those that do and do not also have physical storefronts and paper catalogs.

Online shopping is a type of electronic commerce used for business-to-business(B2B) and business-to- consumer (B2C) transactions. The term Web shop also refers to a place of business where web development, web hosting and other types of web related activities take place (Web refers to the World Wide Web and "shop" has a colloquial meaning used to describe the place where one's occupation is carried out).

'Customer is our god' mainly this website is based on this formula. After chosen items he bought into Pay pal process like VISA or MASTER credit cards or any Debit cards are accepted in this website. Customer is happily shopping at his rest place.

Once customer entered with his own username and password, at that time automatically one shopping cart will be created, once user select an item it will add to cart. In case user thinks the selected item is not useful for me, then deleted that item from shopping cart.

Customer selected some items, but in his credit or debit cart haven't that much balance, then he was logout from the website, the selected items are stored at cart with specific users with his allotted carts, after some days he bought those items then automatically deleted from the cart.

2. LITERATURE SURVEY

1) *ICT Factors Influencing Consumer Adoption of E-Commerce Offerings for Education, Meenakshi Thanji* and S. Vasantha, School of Management Studies, Vels University, Chennai - 600117, Tamil Nadu, India, Indian Journal of Science and Technology, Vol 9(32), DOI: 10.17485/ijst/2016/v9i32/98650, August 2016.*

Background/Objectives: Learning is getting transformed into digital and digital coursework is evidently seen to have increased adoption. Major consumer base for e-commerce companies is India wherein learners and instructors form a major part. So, many e-commerce companies are well positioned to service this need having an eye on education market. The rapidly growing internet and smartphone penetration in the country is expected to further fuel this growth. India's leading e-commerce companies are in a competitive environment offering e-learning material for formal education, certificate courses, E-books, coaching materials for competitive exams, online tests etc. Some e-commerce companies also offer hobby courses. The study investigated the Information Control Technology (ICT) related factors that decide the adoption of various online offerings from e-commerce companies for the purpose of education. Method/Statistical Analytics: Simple random sampling has been applied for the research to collect the required sample.

A structured questionnaire was distributed to collect the data from about 100 consumers including learners and instructors. A conceptual framework was developed to analyse the ICT factors impacting adoption of e-commerce offerings for education. Application/Improvements: This study provides valuable guidance to policy makers and providers of e-commerce in education in understanding the ICT factors influencing consumer adoption. Findings: ICT infrastructure has a significant impact on the perceived satisfaction of the stakeholders (Learners and Instructors) followed by ICT skills and then the ICT Support. Also consumers view insufficient ICT skills to take advantage of new technology as a significant challenge. Thereby they see a need for continuous technical training. Other major concerns from respondents on the ICT infrastructure is about the unavailability of up-to-date antivirus

protection in their systems, unavailability high-speed internet connection and multi-media incompatibility issues.

Internet coupled with developments in Information Control Technology (ICT) has become a significant business platform. This drastic growth has leveraged E-commerce to altogether a new level. India has got 65% of its population below 35 years of age. The demand-supply mismatch for quality education has reached massive proportions and eventually the use of ICT has become inevitable to address the demand for quality education. Thereby in recent times, online courses and other study materials offered online tend to be the attraction of learner and instructor community. The primary objective of this research paper is to review the use of E-commerce offerings for Education and training purposes. Being aware that learners and instructors as consumers play a major role in the growth of e-commerce business, the second goal is to analyze the impact of Information Control Technology (ICT) on adoption of the E-commerce offerings by Learner and instructor community. Consumer's opinion about e-commerce offerings were elicited from the perspective of learners and instructors. To develop a suitable model, Structural Equation Modeling (SEM) technique was applied for analyzing the data. All the measures used in structural equation modeling fit the recommended values thereby indicating a good fit for the data collected.

2) *Security implications of Electronic Commerce: A Survey of Consumers and Businesses S.M.Furnell and T.Karweni Network Research Group, School of Electronic, Communication and Electrical Engineering, University of Plymouth, Plymouth , United Kingdom.*

Electronic commerce is poised to become one of the major applications areas in the Internet / World Wide Web environment, with significant growth forecast to occur within the next two to three years. However, one of the significant requirements for the success of e-commerce is trust, on the part of both the consumers and businesses offering services. It can be observed that while e-commerce services are now being offered on the Internet, a number of examples can be cited that suggest sufficient protection has not been fully achieved. The paper examines the general requirement for security technologies in order to provide a basis for trust in the e-commerce environment. The discussion is supported by the findings from two surveys, conducted by the authors, among general Internet users (i.e. potential target consumers) and commercial businesses. These surveys considered both the attitudes to ecommerce in general and opinions relating to the associated security requirements. Attempts were also made to assess the respondent's knowledge of the existing security safeguards that may be applied. The survey results suggest that, while there is significant concern amongst Internet-based consumers regarding the security of their purchasing activities, these are outweighed by the merits offered by the medium. The results also suggested a lack of awareness or understanding of the security technologies that are available and it is concluded that overcoming this problem would help to establish a wider foundation of trust in the new technology.

Recent years have seen an explosion of activity in the domain of electronic commerce (ecommerce). Interest in the concept, and its predicted impact, is such that it has become more than just a current buzzword within the IT industry. Indeed, the issue has become the focus of significant mass media interest. The concept of electronic commerce can be defined as (DTI, 1999): "using an electronic network to simplify and speed up all stages of the business process, from design and making to buying, selling and delivering" It may be argued that e-commerce is not a new phenomenon,

with related activities such as Electronic Data Interchange (EDI) having occurred since the 1970s (Chelmsford, 1999). However, this referred to essentially business-to-business transactions, operating within a closed environment. The difference now is the use of the Internet as an enabling technology, making ecommerce services directly accessible to the average person. Such business-to-consumer ecommerce, and the associated security issues, represents the particular focus of this paper. Businesses communicate with customers and partners through many channels, but the Internet is one of the newest and, for many purposes, best business communications channel. It is fast, reasonably reliable, inexpensive, and universally accessible. It reaches virtually every major business and more than 100 million consumers from all over the world. There are around three million traders on the Internet today. According to predictions such as those by Ameritrade Holding Corporation, this figure will to rise to 14.4 million by 2002. Until recently, the traditional presence of businesses on the WWW could be analogised to a "shop window" approach - where you can see what products or services are available, but you cannot actually purchase them directly. This is now changing and the web is being put to more varied uses with sites such as Amazon.com (online bookstore) and eBay.com (online auctions). Such populist uses may well be the catalyst for getting more people to buy online. In 1996, Internet purchases totalled $500 million. This is forecast to increase to $1 trillion by the millennium (Howell, 1998).
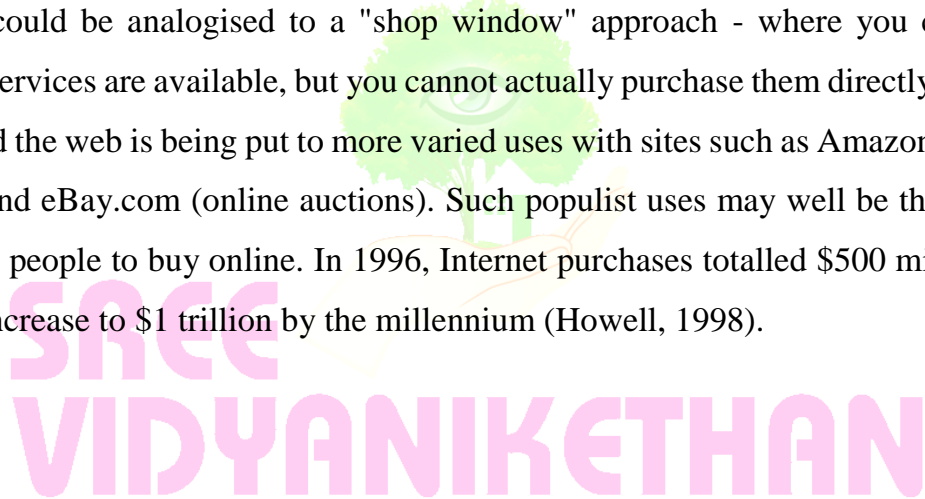
3. METHODOLOGY

EXISTING SYSTEM:

- It is limited to a single system.

- It is less user-friendly.

- It is having lots of manual work (Manual system does not mean that you are working with pen and paper, it also includes working on spread sheets and other simple software's).

- The present system is very less secure.

- It is unable to generate different kinds of report.

- User must go to shop and order products.

- It is difficult to identify the required product.

- Description of the product obtained only on manually.

- Accuracy not guaranteed.

- Not in reach of distant users.

PROPOSED SYSTEM

The development of the new system contains the following activities, which try to automate the entire process keeping in view of the database integration approach.

- To debug the existing system, remove procedures those cause data redundancy, make navigational sequence proper. To provide information about audits on different level and also to reflect the current work status depending on organization/auditor or date. Required to build strong password mechanism.

- User friendliness is provided in the application with various controls.

- The system makes the overall project management much easier and flexible.

- It can be accessed over the Internet.

- Various classes have been used to provide file upload and mail features.

- There is no risk of data mismanagement at any level while the project development is under process.

4. IMPLEMENTATION

Implementation is the stage where the theoretical design is turned into a working system. The most crucial stage in achieving a new successful system and in giving confidence on the new system for the users that it will work efficiently and effectively.

The system can be implemented only after thorough testing is done and if it is found to work according to the specification.

It involves careful planning, investigation of the current system and its constraints on implementation, design of methods to achieve the change over and an evaluation of change over methods a part from planning. Two major tasks of preparing the implementation are education and training of the users and testing of the system.

The more complex the system being implemented, the more involved will be the systems analysis and design effort required just for implementation.
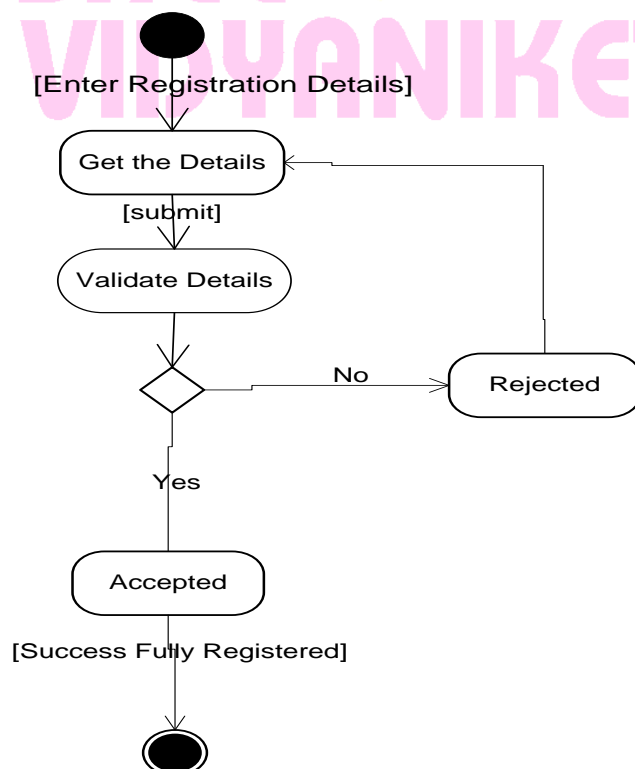
The implementation phase comprises of several activities. The required hardware and software acquisition is carried out. The system may require some software to be developed. For this, programs are written and tested. The user then changes over to his new fully tested system and the old system is discontinued.
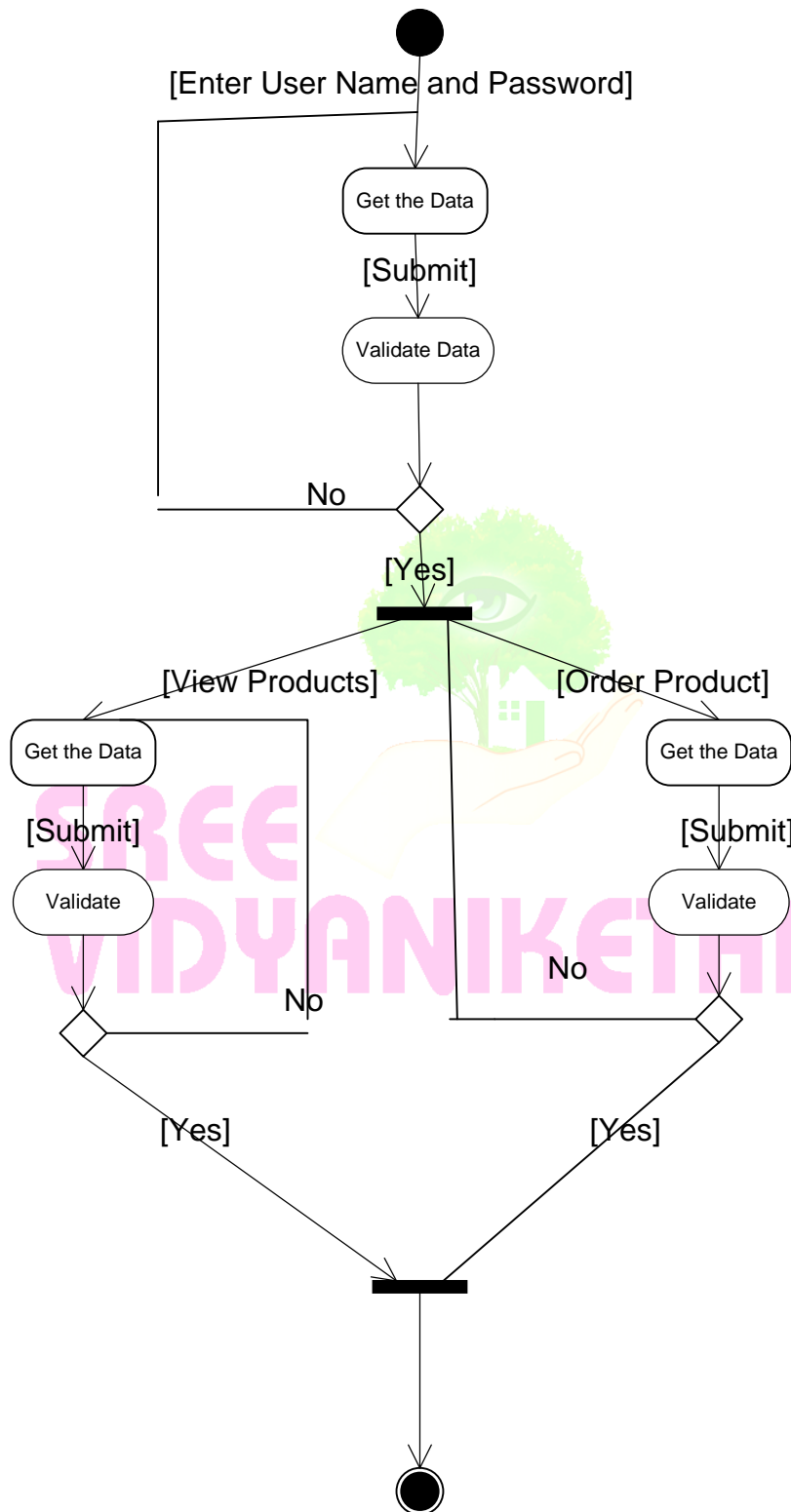
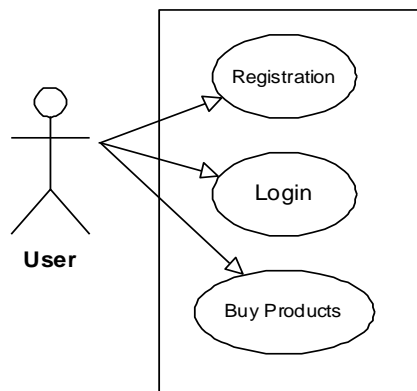# Activity Diagrams:

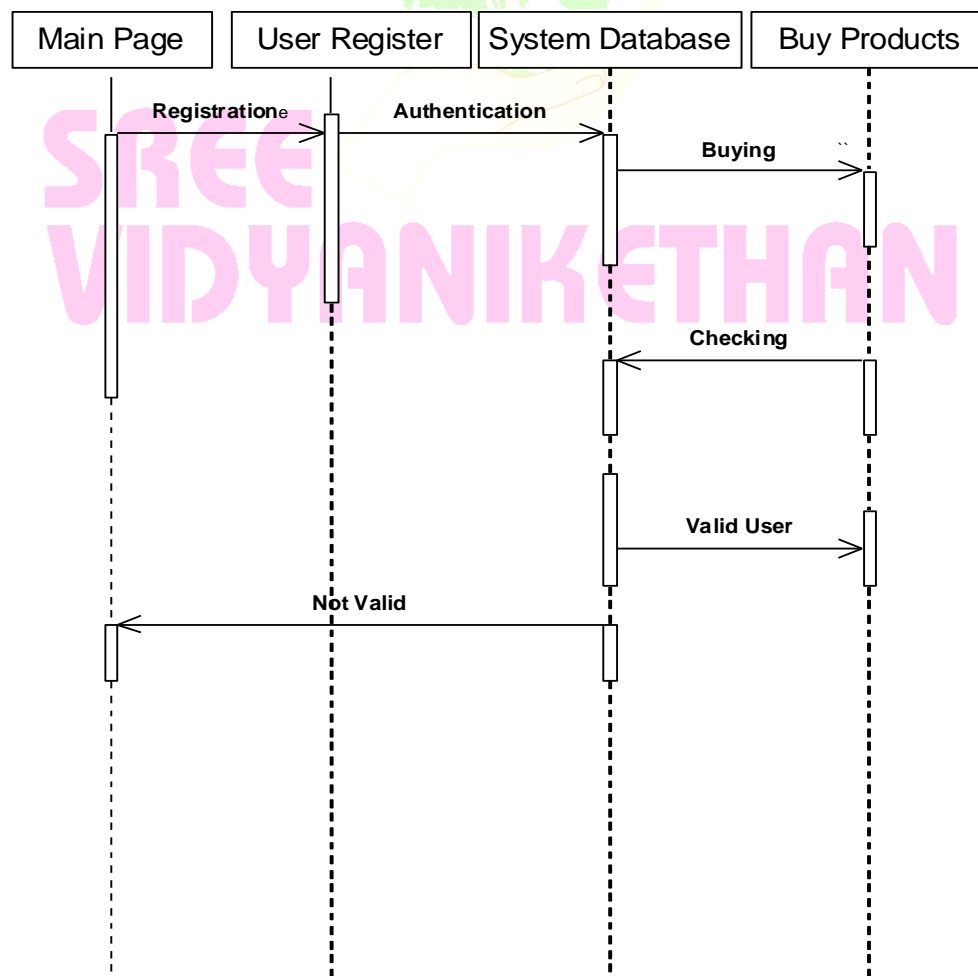## *Login Activity:*
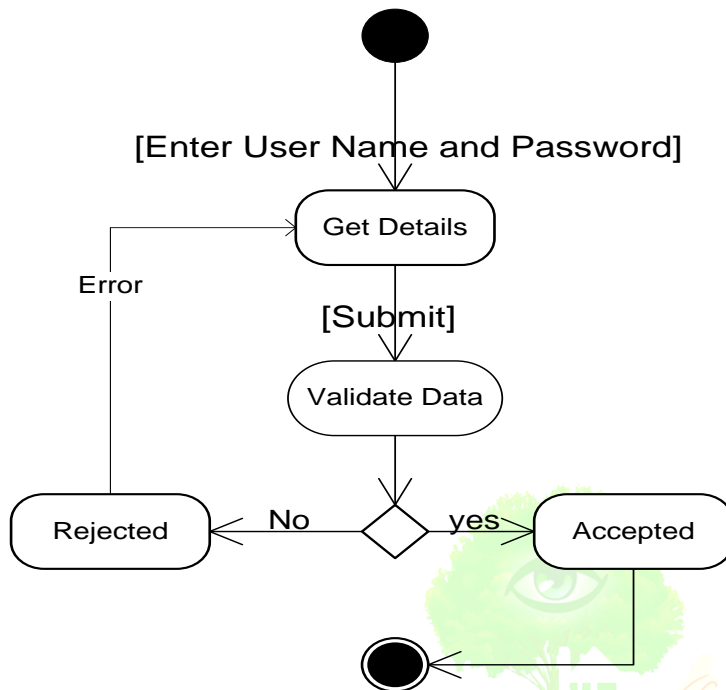
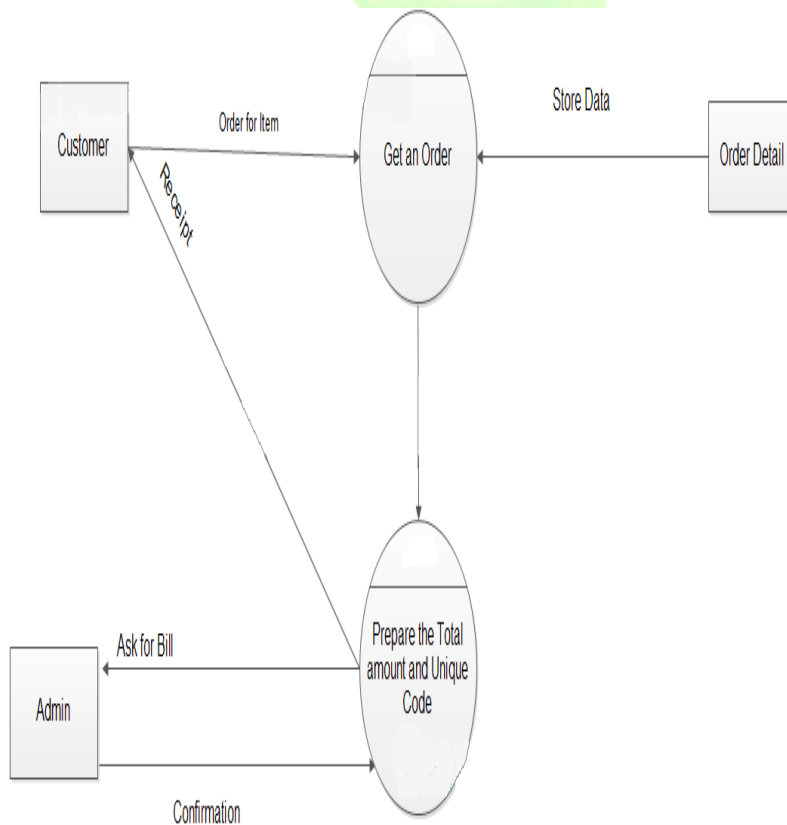## *Registration Activity Diagram:*

User Activity Diagram:

Usecase Diagram For User

Sequence Diagram

Class Diagram:

User Details

User Registration

User Id: Varchar
User Name: Varchar
Loc: Char
Phone Number: Bigint
Password: varchar
CreditCard No: Bigint

Update User details()
Delete User Details()
Search User Details()

Product Details

Buying Products

Product Id: int
Product Name:Varchar
Product Img :Varchar
Pcost: Varchar

Delete Product()
Add Product()
Search Product()

Customer

Order for Item

Get an Order

Store Data

Order Detail

Receipt

Prepare the Total amount and Unique Code

Ask for Bill

Admin

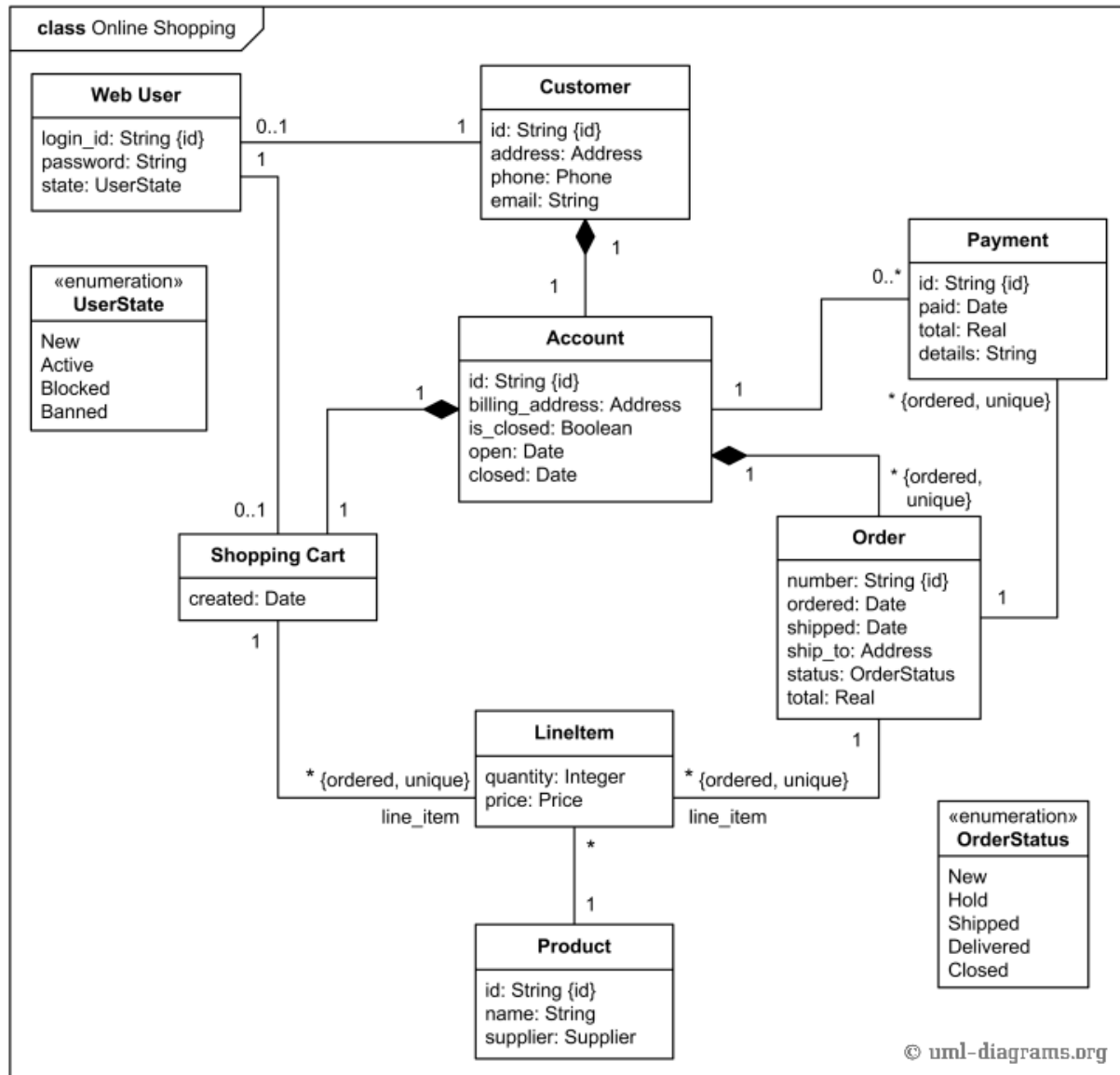Confirmation

5. ADVANTAGES

Convenience

Online stores are usually available 24 hours a day, and many consumers in Western countries have Internet access both at work and at home. Other establishments such as Internet cafes, community centres and schools provide internet access as well. In contrast, visiting a conventional retail store requires travel or commuting and costs such as gas, parking, or bus tickets, and must typically take place during business hours. Delivery was always a problem which affected the convenience of online shopping.

Information and reviews

Online stores must describe products for sale with text, photos, and multimedia files, whereas in a physical retail store, the actual product and the manufacturer's packaging will be available for direct inspection (which might involve a test drive, fitting, or other experimentation). Some online stores provide or link to supplemental product information, such as instructions, safety procedures, demonstrations, or manufacturer specifications.

Price and selection

One advantage of shopping online is being able to quickly seek out deals for items or services provided by many different vendors (though some local search engines do exist to help consumers locate products for sale in nearby stores). Search engines, online price comparison services and discovery shopping engines can be used to look up sellers of a particular product or service. Shipping costs (if applicable) reduce the price advantage of online merchandise, though depending on the jurisdiction, a lack of sales tax may compensate for this.

6. DRAWBACKS

Fraud and security concerns

Given the lack of ability to inspect merchandise before purchase, consumers are at higher risk of fraud than face-to-face transactions. When ordering merchandise online, the item may not work properly, it may have defects, or it might not be the same item pictured in the online photo. Merchants also risk fraudulent purchases if customers are using stolen credit cards or fraudulent repudiation of the online purchase.

Phishing is another danger, where consumers are fooled into thinking they are dealing with a reputable retailer, when they have actually been manipulated into feeding private information to a system operated by a malicious party. Denial of service attacks are a minor risk for merchants, as are server and network outages.

Lack of full cost disclosure

The lack of full cost disclosure may also be problematic. While it may be easy to compare the base price of an item online, it may not be easy to see the total cost up front. Additional fees such as shipping are often not visible until the final step in the checkout process. The problem is especially evident with cross-border purchases, where the cost indicated at the final checkout screen may not include additional fees that must be paid upon delivery such as duties and brokerage.

Privacy

Privacy of personal information is a significant issue for some consumers. Many consumers wish to avoid spam and telemarketing which could result from supplying contact information to an online merchant. In response, many merchants promise to not use consumer information for these purposes, Many websites keep track of consumer shopping habits in order to suggest items and other websites to view. Brick-and-mortar stores also collect consumer information.

7. ANALYSIS

The Current shopping System is critical to set up online shops, customers to browse through the shops, and a system administrator to approve and reject requests for new shops and maintain lists of shop categories**.** This is a small scale project for Online shopping System. The basic idea is that the candidates can buy product from anywhere during any time by using their card number and password provided to them. The database will maintain the product details information. Customer can view their product details using the card details. This Online shopping system involves with two types of users.

- **CUSTOMER**
- **ADMINISTRATOR**

CUSTOMER ROLE:

The customer's can login to the System. He/She can view his/her product details and buy their product. The customer can just view the information whereas he/she could not make changes in the database.

ADMINISTRATOR ROLE:

The administrator plays a vital role in the Online shopping system. The administrator controls the entire database. The report of the product is generated by the administrator itself. The main role of the administrator is to safeguard the database and can add/delete the products from the database.

8. FUTURE SCOPE OF THE PROJECT

- Most generic consumer to consumer e-commerce website, which covers almost all possible categories, with 2 level listing.

- Maximize benefits and minimize the disadvantages of a common e-commerce website.

- User friendly, Vendor friendly environment.

- Since it stand alone application, one or more user may use it at a time.

This application avoids the manual work and the problems concern with it. It is an easy way to obtain the information regarding the various products information that are present in the Super markets.

Well I and my team members have worked hard in order to present an improved website better than the existing one's regarding the information about the various activities. Still, we found out that the project can be done in a better way. Primarily, when we request information about a product it just shows the company, product id, product name and no. of quantities available. So, after getting the information we can get access to the product company website just by a click on the product name.

The next enhancement that we can add the searching option. We can directly search to the product company from this site. These are the two enhancements that we could think of at present.

9. CONCLUSION

After having detail study on Online Shopping one can see a great Change in the behaviour of people in many manners like their attitude Buying pattern. In earlier times people use to do manual shopping but now as time changed people are becoming busy and due to which technology has brought a new revolution i.e. Online Shopping.

As we started doing survey it came to in notice that young age group people i.e. 15-30 uses or prefer online shopping because it is time and energy saving. But middle-age group does not prefer much because they have wrong perception that by seeing the product one can get the goods of proper quality. And even some people do not prefer using plastic money i.e. credit cards.

But online shopping has a great future but to be successful it is Necessary to spread awareness about its benefit.

The package was designed in such a way that future modifications can be done easily. The following conclusions can be deduced from the development of the project.

- ➢ Automation of the entire system improves the efficiency
- ➢ It provides a friendly graphical user interface which proves to be better when compared to the existing system.
- ➢ It gives appropriate access to the authorized users depending on their permissions.
- ➢ It effectively overcomes the delay in communications.
- ➢ Updating of information becomes so easier.
- ➢ System security, data security and reliability are the striking features.
- ➢ The System has adequate scope for modification in future if it is necessary.

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- ✓ HTML5 Black Book is the one-time reference book, written from the Web professional's point of view, containing hundreds of examples and covering nearly every aspect of HTML5. It will be helped us to master various Web technologies, other than HTML5, including CSS3, JavaScript, XML, and AJAX.

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- ✓ From Novice to Professional, Fourth Edition is a major update of W. Jason Gilmore's authoritative book on PHP and MySQL. The fourth edition includes complete coverage of PHP 5.3 features, including name spacing, an update of AMP stack installation and configuration, updates to Zend Framework, coverage of MySQL Workbench, and much more.

[3]. Snig Bahumik, Bootstrap Essentials, PACKT Publishing, 2015. (e-book).

- ✓ The book will be familiarized us with all the features, functionalities, and architectural knowledge of the Bootstrap platform, enabled us to develop mobile friendly websites. We will begin by discovering the mobile first philosophy and what Bootstrap is.

[4].https://www.tutorialspoint.com/web_development_tutorials.htmhttps://www.tutorialspoint.com/web_development_tutorials.html

- ✓ The journey commenced with a tutorial point on HTML and css which helped us to complete the project with in the time. The mission of the tutorial point is to deliver Simply Easy Learning with clear, crisp, and to-the-point content on a wide range of technical and non-technical subjects without any preconditions and impediments.
- ✓ Drafted On 10th October 2018 by 08:00 PM

[5]. https://www.w3schools.com/

- ✓ W3Schools is an educational web site for learning web technologies online. Content includes tutorials and references relating to HTML, CSS, JavaScript, JSON, PHP, Python, AngularJS, SQL, Bootstrap, Node.js, jQuery, XQuery, AJAX, and XML.
- ✓ Drafted on 8th October 2018 by 10:15 PM

[6]. https://www.lucidchart.com/blog/uml-diagram-templates

- ✓ Lucid chart provides an intuitive and collaborative diagramming solution for our entire organization. Its focus on quality, security, and affordability makes the decision easy.
- ✓ Drafted On 15th October 2018 by 06:00PM

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- ✓ Java Point helps to debug the errors in html, css, java script. Java point is the one of the best tutorial websites to enhances the knowledge.
- ✓ Drafted On 30th September by 05:00AM

[8]. https://developer.mozilla.org/en-US/docs/Web

- ✓ The aim of this area of MDN is not to take you from "beginner" to "expert" but to take you from "beginner" to "comfortable". From there you should be able to start making your own way, learning from the rest of MDN and other intermediate to advanced resources that assume a lot of previous knowledge.
- ✓ Drafted On 19th October 2018 by 12:00AM

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- ✓ A graphical language, UML has been the standard for visualizing, documenting, constructing and specifying the artifacts of a software intensive system for the last 10 years. Written by the original developers of UML, The Unified Modelling Language User Guide is extremely useful for architects, developers, analysts, quality assurance professionals, project managers, program managers, and end users.

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- ✓ Microsoft Virtual Academy provides free online training by world-class experts to help you build your technical skills and advance your career. Make it your destination of choice to get started on the latest Microsoft technologies and join this vibrant community.
- ✓ Drafted On 20th October 2018 by 02:00 AM