ESHOP

**Project Description** :- E Shop is an online store where in the customers can purchase the different products like mobiles laptops electronics . Customer can see all the products in the three categories and can choose to select either mobiles , laptops or electronics category. User after viewing the products can select some products and add to the cart. After that the customer can check in the details like address ,phone number etc.

**Advantages of the Project**:-

* Users no need to travel to the store to purchase the products.
* As the ESHOP is a E-Commerce application the user can view all the products on laptop or computer.
* Payment is online.

**Modules** :- There are 2 modules in this project.

* User
* Admin.

**User Module**:- A user can see the different category of products and add to cart to purchase them. A user can only add the item to cart .

**Admin Module**:- A admin can see all the products and can edit, update and delete the product from the items list.

**Technologies**:-

* Front End - BootStrap, JSP, HTML,CSS.
* Database - H2
* Scripting language - JavaScript , jquery.
* IDE Tool - Eclipse mars
* Frameworks - Spring , Hibernate , JSP, Servlets, maven, XML.
* Repository - GitHub.
* Version Controlling - Git.

**BootStrap**:- It is a framework that is used to design the interactive and efficient UI .

**H2**:- It is a database that is the backend to this project and is used to store and retrieve the

data from the database.

**Jquery**: - it the scripting development framework that can do programming the client side.

**Eclipse Tool**:- it is the IDE (Integrated Development Environment) where in the plug in is very easy and the development is very effective.

**SPRING framework**:- It is the business logic framework. Spring is the excellent framework which provides the different modules like spring core , security , web flow , DAO , AOP .

**GitHub**:- The site provides social networking like functions such as feeds, followers, wikis (using wiki software called Gollum ) and a social network graph to display how developers work on their versions ("forks ") of a repository and what fork (and branch within that fork) is newest.

A user must create an account in order to contribute content to the site, but public repositories can be browsed and downloaded by anyone. With a registered user account, users are able to discuss, manage, create repositories, submit contributions to others' repositories, and review changes to code.

Maven:- Maven’s primary goal is to allow a developer to comprehend the complete state of a development effort in the shortest period of time. In order to attain this goal there are several areas of concern that Maven attempts to deal with:

* Making the build process easy
* Providing a uniform build system
* Providing quality project information
* Providing guidelines for best practices development
* Allowing transparent migration to new features