VIRTUAL SHOPPING

NAME:-S.YERRINATH REDDY

USN NO:-1NH19CS233

GUIDE NAME:-Ms. PRAMILARANI.K

ABSTRACT

- Virtual shopping ,**This project** is aimed at developing an **Online Shopping** for customer. The system is an **online** application that can be accessed throughout the organization and outside as well with proper login provided. The **project** has been planned to be having the view of distributed architecture, with centralized storage of the database.

- 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 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.

OBJECTIVE OF THE PROJECT

- The main objective of the **Online Shopping** System **project** is to help the ongoing user help to attain an easy way to navigate the customer details and solve the offline store problems.

- It is basically a very instant processing System by which customers can get the product in the right time.

- Online Mobile Shopping project is aimed at developing a Web application that depicts online Shopping of mobiles and purchasing using Payment Gateway. Using this software, companies can improve the efficiency of their services.

- Online Shopping is one of the applications to improve the marketing of the company's products.

PROBLEM STATEMENT

- As online shopping became a trend nowadays the regular shops are losing their customers to online brands. Customers have effortless shopping experience and saving time through shopping online.

- This projects aims to develop an online shopping for customers with the goal so that it is very easy to shop your loved things from a extensive number of online shopping sites available on the web. With the help of this you can carry out an online shopping from your home. Here is no compelling reason to go to the crowed stores or shopping centers during festival seasons. You simply require a PC or a laptop and one important payment sending option to shop online.

- Upon successful login the customers can purchase a wide range of things such as mobiles, books, apparel, jewellery , infant care, gifts, tools, etc. can be dispatched using online shopping system. Not just these, you can also purchase from outside nations by few clicks on your mouse. And of course you will get your requested ordered items at your door step.

ADVANTAGES AND DISADVANTAGES

- **Online shopping** makes it easy to spend money on things that may be good deals but are not things you need.

- There is a delay before receiving your package.

- The main **disadvantage** of **online shopping** is that there is no instant gratification. Because the item must be shipped to you, you will have to wait a few days.

METHODOLOGY

- In this project we use OOP's with java concepts as a main topic to determine waiting time of customer in a queue using token number.

- In this project first we need to create a class or oops concepts for online shopping application.

- First, we need to enter our details and we should select type of payment in which customer it's a customer choice.

- Using oops with java concept in this project we can able to get the required Online Shopping .

CONCEPTS

- Login subclasses holds the implementation of polymorphism where method overloading is brought into picture.

- Details is the super class that is accessed by most of the subclass in the program which brings the concepts of inheritance.

  Modules used :-

- Module 1 : Login

- Module 2 : Details ,code

- Module 3: payments

- Module 4: transactions

THANK YOU