BUSINESS WEBSITE

A PROJECT REPORT

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BONAFIDE CERTIFICATE

This to certify that the project entitled "**Business Website**", carried out as Mini Project, is a bonafide work of "**Yash Agrawal and Prashant Kumar Upadhyay**" who carried out the project work under my supervision.

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INTERNAL EXAMINER **EXTERNAL EXAMINER**

ACKNOWLEDGEMENT

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He has been helping us since Day 1 in this project. He provided us with the roadmap, the basic guidelines explaining on how to work on the project. He has been conducting regular meeting to check the progress of the project and providing us with the resources related to the project. Without his help, we wouldn't have been able to complete this project.

We feel thankful to the college staff for giving me such a big opportunity. I believe We will enroll in more such events in the coming future.

Thanking You

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ABSTRACT

The business-to-consumer aspect of product commerce (e-commerce) is the most visible business use of the World Wide Web. The primary goal of an ecommerce site is to sell goods online.

This project deals with developing an e-commerce website for Online Product Sale. provides the user with a catalog of different product available for purchase in the store. In order to facilitate online purchase a shopping cart is provided to the user. The system is implemented using a 3-tier approach, with a backend database, a middle tier of a web browser as the front end client in order to develop an e-commerce website, a number of Technologies must be studied and understood.

These include multi-tiered architecture, server and client side scripting techniques, implementation technologies such as PHP (OOP), JQUERY, BOOTSTRAP. HTML5, relational databases (such as firebase). This is a project with the objective to develop a basic website where a consumer is provided with a shopping cart application and also to know about the technologies used to develop such an application. This document will discuss each of the underlying technologies to create and implement an e-commerce website.

GRAPHICAL ABSTRACT

ABBREVIATIONS

1. HTML	Hyper Text Markup Language
2. CSS	Cascading Style Sheets
3. JS	JavaScript
4. IT	Information Technology
5. UI	User Interface
6. VS	Visual Studio

Chapter-1

INTRODUCTION

1.1 Overview

Agrawal Traders is located at Mathura, Uttar Pradesh (India) Mr. Man Mohan Agrawal is the founder of the company. He set up a showroom in 1999 to promote his family business and devoted his life in growing the business. The firm is now recognized all over the region for its quality, valued products and services.

It is one of the most prominent Traders and Suppliers of a wide range of articles like electric , sanitary and RO units. Shop has become a well-reckered name in the domestic market. The major factors that have contributed towards the success of the company are ethical business practices.

It consist of wide range of varieties available of different companies including Havells, Astral, Prince, CERA, Floto , Anchor, Arkaylite, Aquafresh, Gourav, Philips, Halonix.

Customers feedback is a major point for the effective functioning of the organization.

1.2 Background Study

E-commerce is fast gaining ground as an accepted and used business paradigm. More and more business houses are implementing web sites 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. The objective of this project is to develop a general-purpose e-commerce store where any product (such as books, CDs, computers, mobile phones, electronic items, and home appliances) can be bought from the comfort of home through the Internet. However, for implementation purposes, this paper will deal with an online ecommerce store. An online store is a virtual store on the Internet where customers can browse the catalog and select products of interest. The selected items may be collected in a shopping cart. At checkout time, the items in the shopping cart will be presented as an order. At that time, more information will be needed to complete the transaction.

1.3 Project Planning

Project planning is part of project management, which relates to the use of schedules such as Gantt charts to plan and subsequently report progress within the project environment. Initially, the project scope is defined and the appropriate methods for completing the project are determined. Following this step, the durations for the various tasks necessary to complete the work are listed and grouped into a work breakdown structure. The logical dependencies between tasks are defined using an activity network diagram that enables identification of the critical path. Float or slack time in the schedule can be

calculated using project management software. Then the necessary resources can be estimated and costs for each activity can be allocated to each resource, giving the total project cost. At this stage, the project plan may be optimized to achieve the appropriate balance between resource usage and project duration to comply with the project objectives. Once established and agreed, the plan becomes what is known as the baseline. Progress will be measured against the baseline throughout the life of the project.

1.4 Timeline

August 1-30	Requirement Specification, Built up Model
September 1-30	Designing of Website and User Interface
October 1-30	Implementation started. Built Apps and website.
November 1-20	Completed Project. Testing. User Review.
November 21-25	Project Presentation and Report Submission.

1.5 Organization of Report

Chapter 1 gives the introduction to the project specifying the need of the project, various problems which would be solved through the project and the various tasks required to be performed for completion of the project. It also tells the timeline of various activities performed.

Chapter 2 specifies the problem statement and the goals and objectives of the project.

Chapter 3 gives details about the model and design of the project. Various constraints are also discussed here. It gives the structure of the website. It provides all the details about each section provided in the website.

Chapter 4 talks about how the design is implemented using various technologies.

Chapter 5 concludes the project and gives the future scope.

Chapter-2

GOALS AND OBJECTIVES

2.1 Problem Statement

A fully Responsive website having home page, header with navigation bar, categories, catalogues, enquiry section , and footer required.

2.2 Goals and Objectives

There are several goals:

1. A Website to showcase various web creations.
2. A platform that works well on all devices such as mobiles, laptops etc.
3. User Friendly User Interface.
4. Several Functions for users.
5.To Get In Touch With Customers.
6. To Display Our Services.

Chapter-3

DESIGN FLOW

3.1 Hardware and Software Requirements

• HTML,CSS and JAVASCRIPT
• VS CODE
• Google Firebase
• Version Control and Hosting: GitHub
• Processor: i5 or above
• Minimum 4GB RAM
• Windows Operating System.
• GitHub

3.2 Project Design

The website has various sections such as: -
1. Header
2. Home
3. About Us
4. Categories
5. Contact Us
6. Enquire Us
7. Footer

Header: This contains our logo and Navigation Bar.

Figure 1: Header with Navigation bar

Home: It has our homepage banner and some text which introduces the user to our website.

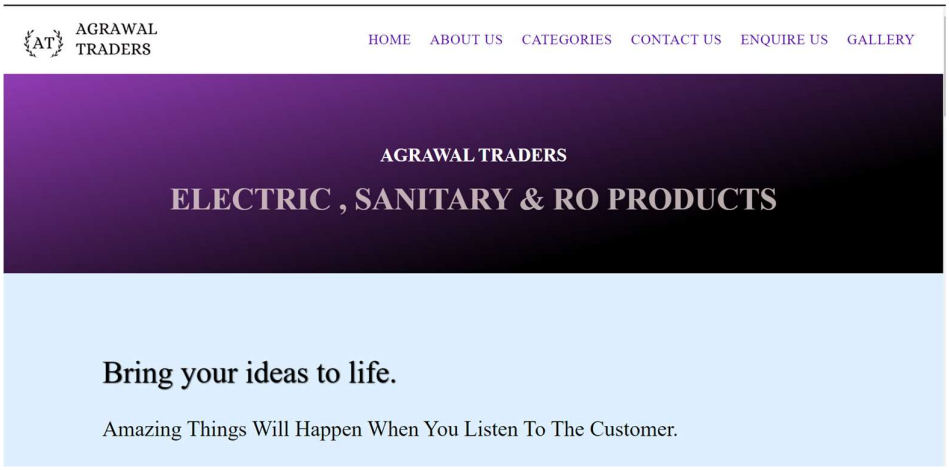


Figure 2: Home

About Us: It tell us about the firm CEO, Foundation year, etc.

Figure 3: About Us

Categories: It contains three categories each with link connected to the product catalogue associated with them.

Figure 4: Categories

Contact Us: It contains information to call, mail and address to reach us with google maps link.

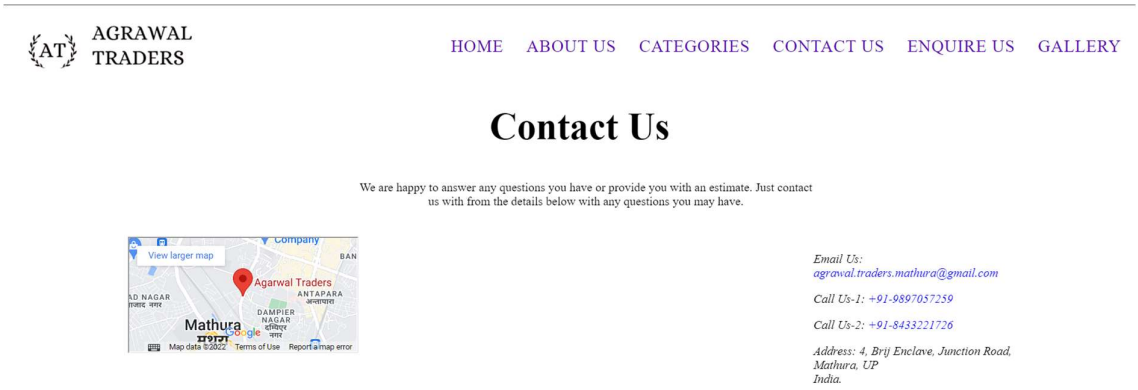


Figure 5: Contact Us

Enquire Us: It contains a form to enter your details to send us your details so that we reverts back to you as soon as possible.

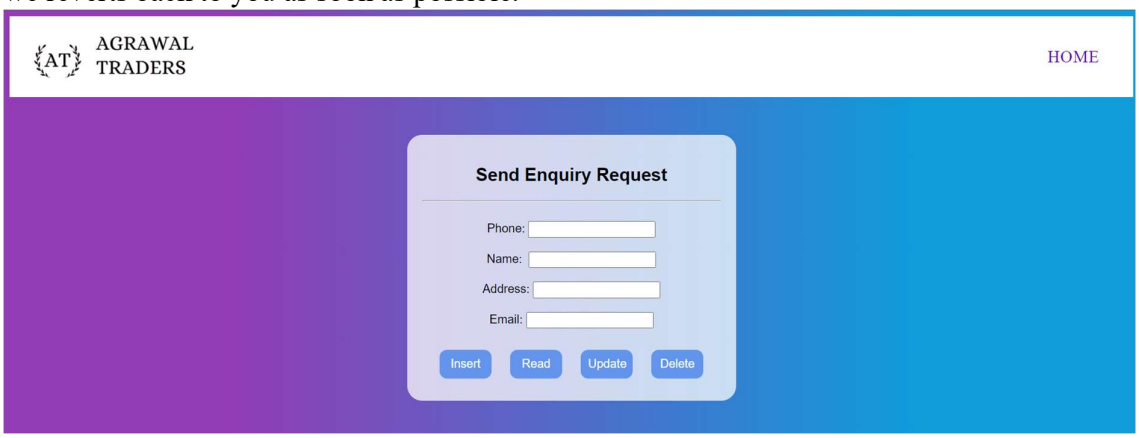


Figure 6: Enquire Us

Footer: Last but not the least there is a footer section to display our details.

Figure 7: Footer

Technologies

1.HTML(Hyper text Markup Language):-

HTML (Hyper Text Markup Language) is the most basic building block of the Web. It defines the meaning and structure of web content. Other technologies besides HTML are generally used to describe a web page's appearance/presentation (CSS) or functionality/behavior (JavaScript).

2.CSS(Cascading Styling Sheet):-

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language such as HTML . CSS is a cornerstone technology of the World Wide Web, alongside HTML and JavaScript. CSS is designed to enable the separation of content and presentation, including layout, colors, and fonts.

3.JavaScript :-

JavaScript is a scripting language that enables you to create dynamically updating content, control multimedia, animate images, and pretty much everything else. (Okay, not everything, but it is amazing what you can achieve with a few lines of JavaScript code.)

4.Google Firebase :-

Firebase is an app development platform that helps you build and grow apps and games users love. Backed by Google and trusted by millions of businesses around the world. Firebase provides detailed documentation and cross-platform SDKs to help you build and ship apps on Android, iOS, the web, C++, and Unity.

Conclusion

In today's economy, change with time and technology is a need and open up to think creatively. In order to increase revenue it helps the small business to reduce the operating hours and increase productivity. E-Commerce is a way for small business to advertise online on a larger platform. The E-Commerce organization helps to expand the market to national and international market with minimum capital investment. It helps to persuade website visitors to use their services as consumers. A business website generally serves as a space to provide general information about your company or a direct platform for ecommerce. The companies that use it as a reason for completely re-designing their business and its processes are likely to reap the greatest benefits. Moreover, an organization can easily showcase its work, products and services to more number of customers across the globe. It helps the customer to access to our business and companies all over the world. They are the best use of internet and web to carry out business digitally covering a wide range of different sectors of business. The websites serve largely as a conduit for people who want to share information with those who want to access it.

Future work

This website depicts a shop in Mathura, the land of Lord Krishna. The E-Commerce website will flourish and the demand of market will increase in coming time.

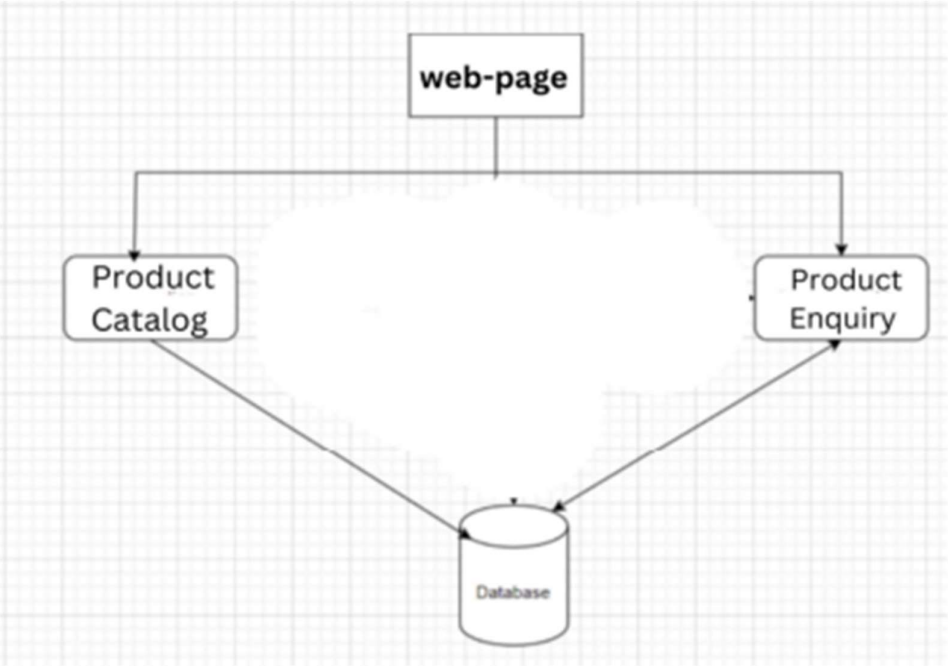
Business organizations are able to send messages worldwide with the help of electronic medium, explore new markets and reach globally at lower cost. Ecommerce helps to attract customers and business clients from anywhere in the world due to global reach of the internet.

In a survey it is said that online websites will replace almost 60-70% market to offices handling business online.

The advent of technology has energized the shopping mobility.

DATA FLOW DIAGRAM

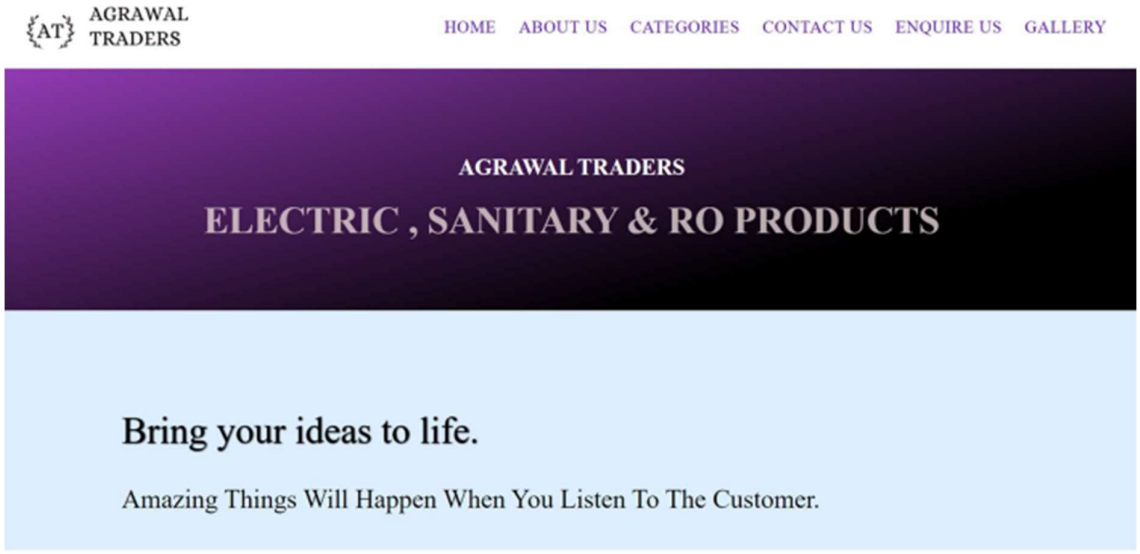
DFD:- A data flow diagram (DFD) illustrates how data is processed by a system in terms of inputs and outputs. As its name indicates its focus is on the flow of information, where data comes from, where it goes and how it gets stored.



USER GUIDE

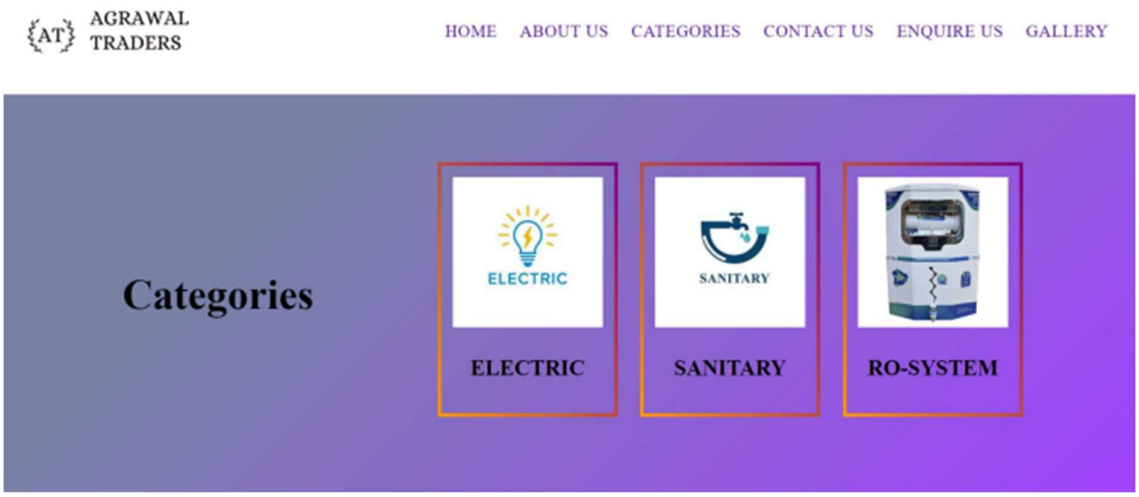
Welcome to our website

1.Home Page

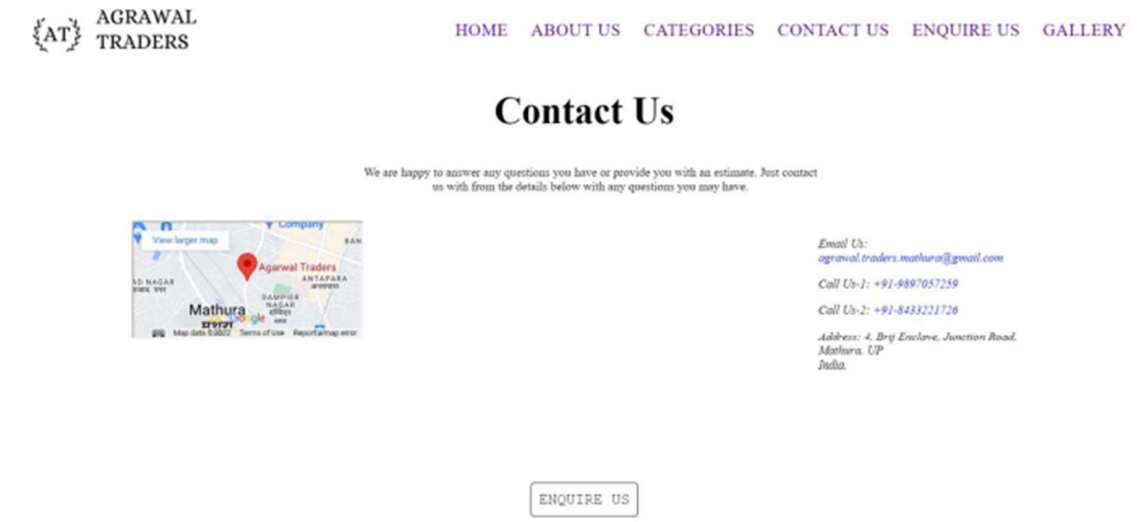


2. About Us

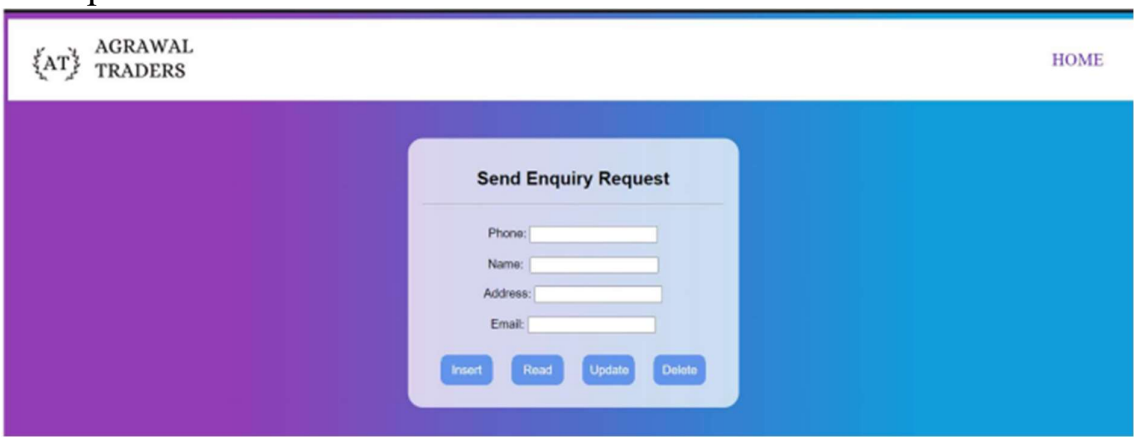
3.Categories:-



4.Contact Us:-



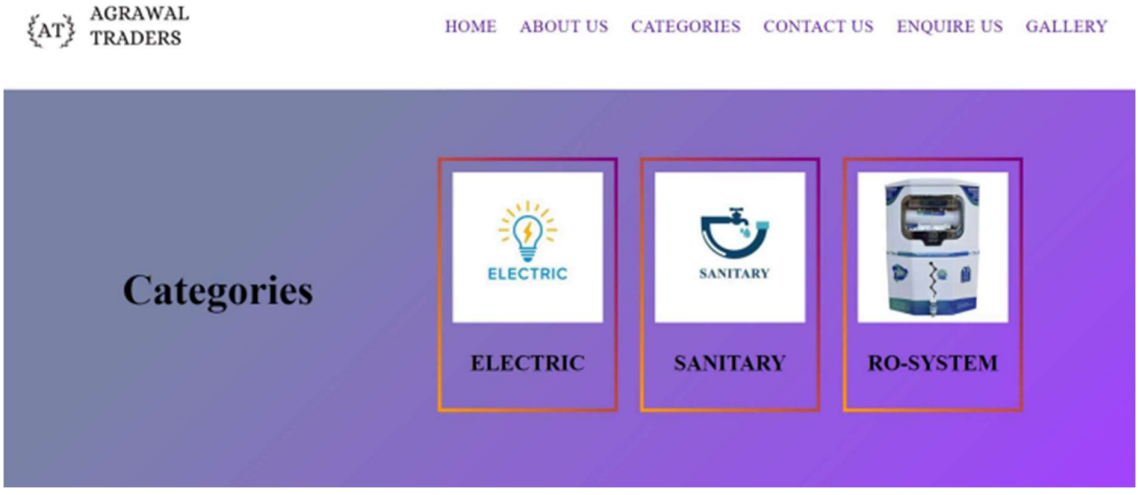
5.Enquire Us:-



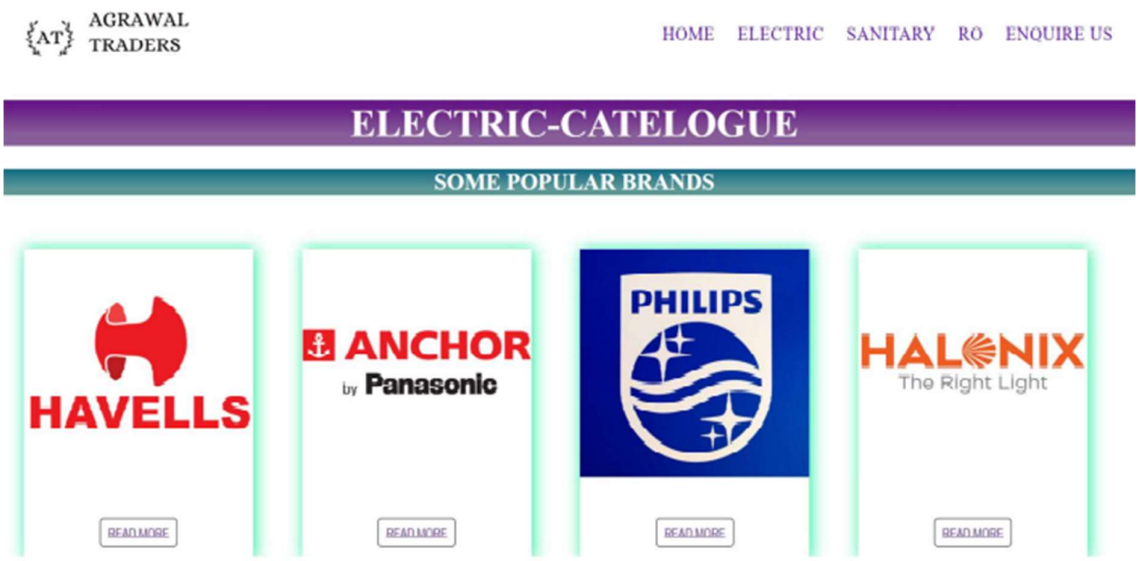
6.Gallery:-

7.Electric:-

Go to Categories



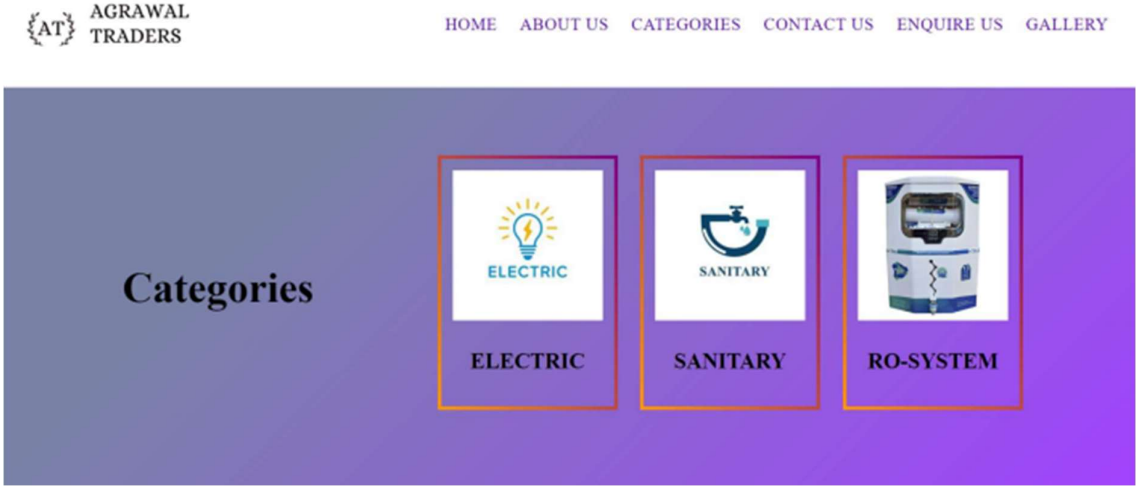
Click on Electric, the electric catalogue will open-



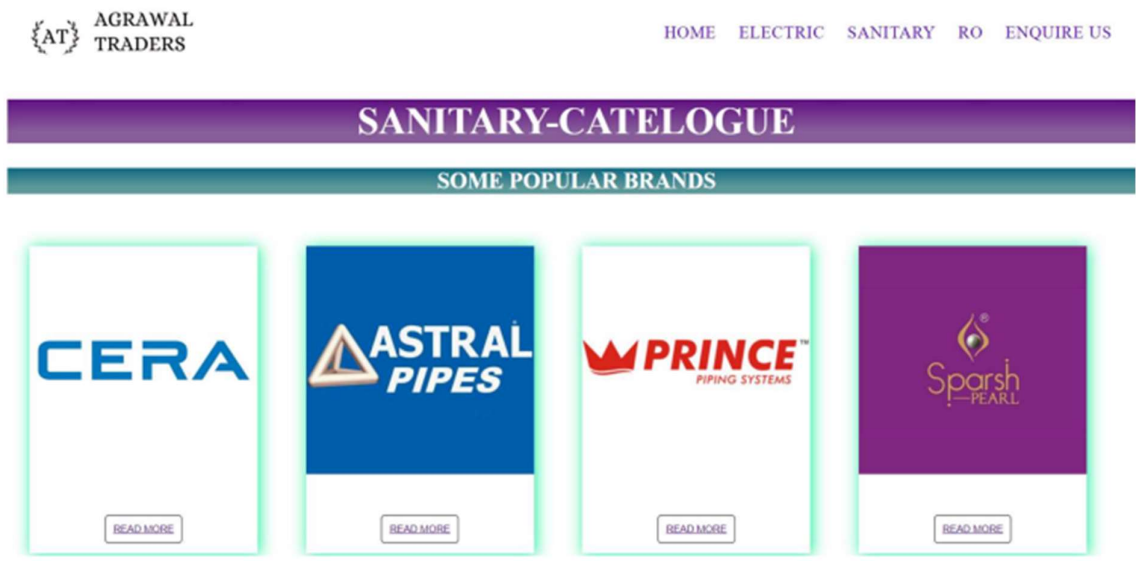
U will redirect to our Electric-Catalogue

8.Santary:-

Go to Categories



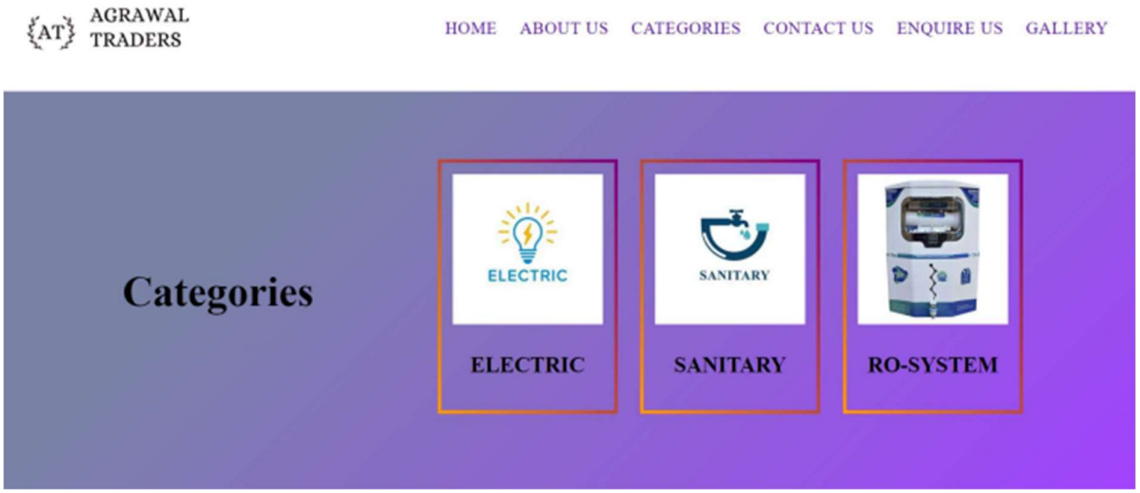
Click on Sanitary, the sanitary catalogue will open-



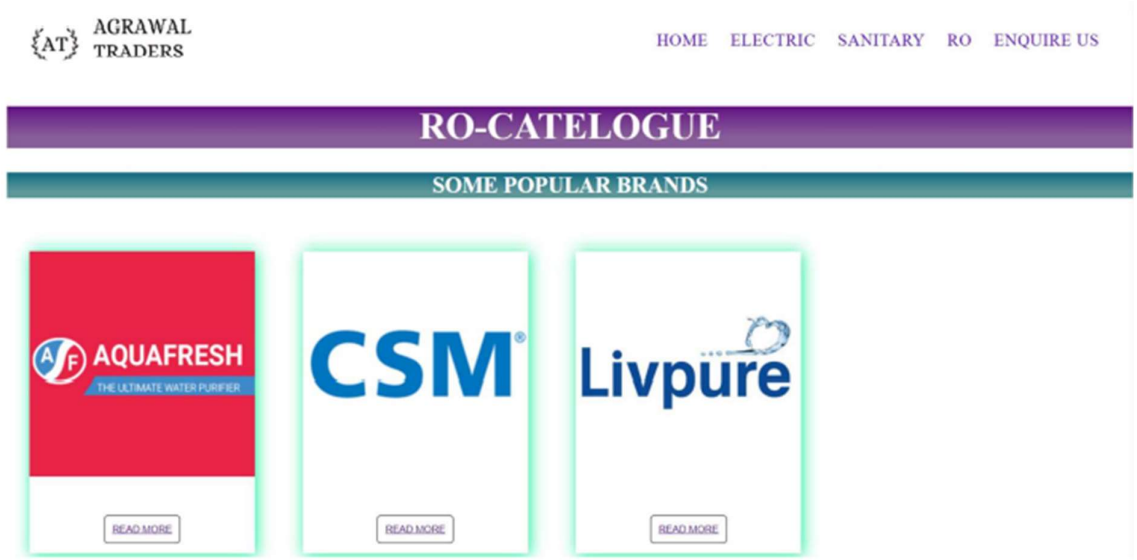
U will redirect to our Sanitary-Catalogue

9. RO:-

Go to Categories



Click on RO, the ro catalogue will open-



U will redirect to our RO-Catalogue

THANK YOU

Reference

- W3school λ
- Javatpoint
- BetaLab.in
- GFG