

Full Stack Project
(2020-2021)
“E-COMMERCE WEBSITE”

Synopsis



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Introduction :

By ecommerce we mean e-buying and selling of products or services over electronic systems such as the Internet and other computer networks.

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 the focus is mainly on selling different, unique and fresh bakery products which may also be associated with some famous and stabilised restaurants and these products can be bought from the comfort of home through the Internet. However, for implementation purposes, this paper will deal with an online bakery products.

An online store is a virtual store on the Internet where customers can browse the catalogue 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.

Usually, the customer will be asked to fill or select a billing address, a shipping address, a shipping option, and payment information such as credit card number. An e- mail notification is sent to the customer as soon as the order is placed.

Objective :

1. Create a set of requirements for a Website for small businesses based on research.
2. Knowing when an item was saved or not saved in the shopping cart.
3. Returning to different parts of the site after adding an item to the shopping cart.
4. Easy scanning and selecting items in a list.
5. Effective categorical organization of products.
6. Simple navigation from home page to information and order links for specific products.
7. Obvious shopping links or buttons.

Working Methodology :

•Scoping and planning

This phase focuses on the planning of the project's overall direction, including the definition of the project's scope, objectives, and timelines. The deliverable from this phase is this Design Plan.

•Conceptual design and research

In this phase, the conceptual design of the methodology is developed and research on existing methodologies is conducted. Research is performed from independent research firms.

•Development of methodology

The actual methodology is developed in this phase. Detailed descriptions of each task in the methodology are documented, including the objectives, inputs, approach, relevant models, applicable tools and techniques, outputs, and any references. The methodology is to be documented in an appropriate format.

•Implementation of methodology

The methodology will be implemented. This phase includes the marketing of E-commerce strategy development services and the closing of the sale, followed by the actual implementation.

•Revision of methodology

Final touches and revisions to the methodology are made in this phase. The majority of these revisions come from experiences on the client project. Sample reports and any additional references are added to the methodology.

Details of Software and hardware used :

Hardwares:

- CPU: or web and database 4 x 1,6 GHz CPU.
- RAM: 4GB.
- Minimum database space: 10GB.

Softwares :

Several software are available that can be used to build e-commerce exchanges. Ex:- Linux OS, mySQL database ,Apache web server etc.

Team Contribution :

Team will comprise of four members. We will basically divide the project into two main segments which will be handle by the team of two person namely.

- User section: it consists of :-
 - *User home*
 - *View products*
 - *View products categories*
 - *View product subcategories*
 - *Searching and sorting of products.*
- Admin Section:: it consists of:-
 - *Add, Update, Delete of product, product category, product subcategory*

- *Monthly report of :-*
- *Product*
- *Quantity.*
- *Sales*
- *Report generation by export in excel*
- *Search & sort*

Technology:

Web Technology: PHP .

Database: MYSQL.

Development Tool : Java Script, HTML, CSS and Ajax.

Software's: Xampp, Adobe Dreamweaver, Adobe Photoshop.

Web Server: Apache

Web browser: Internet Explorer 6 or above.

Operating system: Windows Xp

Limitations :

There can be some limitations in e commerce website though they can be tackled if handled. It can be :

- Lack of privacy and security
- Tax issue
- Product suitability
- Cultural obstacles
- Legal issues and many more

Conclusion :

At last the conclusion comes that now adays e-commerce websites are getting lots of success and through this project, we all will be implement all what we have learnt in full stack and this will be helpful for all of us in many ways and we will be successfully designed a website that can do e commerce.

And since we are using all the technologies html, css ,bootstrap and javascript, so we will be well familiar with all these technologies at last.

E-Commerce is a boom in modern business Commerce means electronic commerce. It involves buying and selling of goods and services, or the transmitting of funds or data, on the internet.

E-Commerce is a paradigm shift influencing both marketers and the customers. This can help us in creating a lot of job opportunities.

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