Pagina titlu

Cuprins

1. Generalitati
2. Introducere
   1. Motivarea alegerii temei
   2. Actualitatea si importanta temei
3. Utilitatea magazinelor online, istorie, viitor, tipuri, etc.
4. Tehnologii utilizate
5. Specificatiile aplicatiei
6. Implementarea
7. Concluzii
8. Bibliografie

# **GENERAL INFORMATIONS**

Online shopping is a practice more and more popular in the modern world because of commodity, variety and less time consuming. A process that some time ago took over an hour now can take only a few minutes behind a computer that is connected to the internet.

In this document will be presented all the advantages and disadvantages of this modern shopping way and also the steps to create and use an online shop.

**Chapter 1 – Introduction.** This chapter will describe in short words what you are going to find in this document, how it works and what should be done.

**Chapter 2 – Detailed informatios**. Here will be presented the positive and negative aspects of online shopping. Also, in this chapter will be presented many other technical details like payment options, development recommendations, economy tips and tricks, SEO and many others.

**Chapter 3 – Used technologies**. The example application uses multiple different languages and technologies. Here each technology will be described and explains why it was chosen for this project and how it helped the development.

**Chapter 4 – Implementation of the application.** Describes how the technologies were used, all the back logic and implementation tips and tricks.

**Chapter 5 – Application specifications and features.** In this chapter you will find explanations about how the application works, how to manipulate the data and how to use the application at a 100% efficiency.

**Chapter 6 – Conclusions.** This is my personal opinion about the application and the possibility to be develop new features.

# **CHAPTER 1 - INTRODUCTION**

Is a known fact that we live in the speed century, accessing information was never easier and faster and this is essential. Right now, the fastest communication way is the internet, accessed by computer, phone, tablet and any other device that have a valid connection. Everything is digital now, no matter the domain or the activity. Almost everyone uses a computer and somehow it depends on it.

If we try to see the evolution of the world from the point when the computer was created until now, we can observe that the technology is growing exponential and the end user have more and more access to information. Also the technology helps them to easy reach objectives that in the past were very hard to be accomplished.

The paper was changed with digital storage which is much safer, the mathematical effort was replaced with great computing skills of a computer which are much faster than a normal human mind and the time spent by walking to a physical shop was replaced with a few minutes spent behind a computer and a minimal effort to move and click a mouse.

## **Project subject**

When personal computers appeared on market it costs a fortune and there were not so many alternatives. Today everybody have at least one computing system and it may be a computer, a phone, a tablet or other gadget. They come in all sizes and shapes. We have phones just as powerful as computers and computers that are over twenty years old and are still doing their job. Every company uses a computing device for different tasks such as security, customer interaction, data storage.

In present, any company uses a computer that have installed different software applications useful for its business. These software applications helps the administrators and users to save time, and when time means money, that’s a lot. Also, a computer is a modern way to store and search for needed data. The data acquired in 50 years can be easily stored on a 2.5” hard drive or a tiny memory card.

My application represent an ideal solution of a modern shopping style: an online shop. In this way an user can order anything in less than five minutes using only a few mouse clicks and the administrator can easily track the orders, check the stocks and update the prices and availability status of any product.

It is structured for three kind of users:

* *Administrator* – Has full control over website and can access all the pages, some of them inaccessible to the rest of the users.
* *Anonymous user* – Is an user that doesn’t have a registered account on the website. He has the most limited access to the features.
* *Registered user* – Is an user with more access than an anonymous one. All of his history and data are stored in local database and can be read when needed.

Every user have different privileges and each user can change only the data assigned to it. This mean that a person can only update his profile, not any profile. All the information is confident and the data can’t be accessed by anybody. The administrator is the only person that can access users data.

The application is very useful for shoppers, they can find a large diversity of products and easily search what they want. Also, the shop administrators can easily manage the orders, receive the payments and check the stocks. In this way both kind of users save lot of time and are not limited by time, online shops being opened all the time and not only for a limited time a day.

# **CHAPTER 2 – ONLINE SHOPS**

The internet is a great place to open a company but its potential isn’t used yet at 100%. Anybody can make money on internet without even knowing too much programming and without having a huge amount of funds to start.

A company that have an online page has a few more advantages than a company that has only physical centers. Those advantages can be for the owner or for the customer.

## **2.1 Online business types**

Electronic commerce (or e-commerce) is the process of selling, buying or exchange of products or services through the internet. An e-commerce business is based on:

* Online presence
* Online orders
* Online payments

The virtual market is the place where sellers and customers meet for selling, buying or exchanging products, services or information.

Electronic business are divided in multiple categories.

**Business to business (B2B)**

B2B represents a kind of e-commerce where all participants are companies or organizations. This kind of business uses a special channel of communication between seller and customer. The customer uses the sellers extranet by usernames and passwords.

This kind of business include search of potential providers, product catalogs and the possibility of ordering products of services.

**Business to customer (B2C)**

B2C is a kind of e-commerce where companies sell products or services to regular customers through online shops (virtual shops). Online shops are based on a website of a company created for promoting and selling of products or services. An online store contains a product/service catalog which is managed using a database management system where all the data are stored. Online shops have features for searching, viewing, ordering and paying for products. This kind of business had a very slow evolution because of security.

**Consumer to business (C2B)**

C2B is a category of business where consumers uses the internet to sell their products or services to the companies.

**Consumer to consumer (C2C)**

C2C is type where consumers are selling products and services to another consumer (like ebay.com).

**M-commerce**

M-commerce is based on transactions made using mobile phone. Most common M-commerce business are information delivery, tickets selling, etc.

**E-banking**

This business is related to online banking transactions: money transfer, electronic payments, banking consultation.

**E-directories**

Those are websites that contains huge amounts of data. They are organized by categories and the data finding is made based on searching trees.

**E-engineering**

Is made for distributed electronic development.

**E-gambling**

Is based on online gambling games, like blackjack, poker, etc.

**E-learning**

Represent learning platform and is mostly used by schools and universities.

**E-Procurement**

Known as electronic supply. Is used for product or services supply by big companies and public authorities. An offer specifications are posted on the Web and companies place bids. This system create competition and lower the price.

**E-trading/e-brokering**

Those are virtual stocks systems used for online selling and buying.

**Government to business (G2B)**

Represents a business model where a governmental institution buy or sell products or services from/to companies.

**Government to consumer (G2C)**

Those are online relationship between govern and citizens. It is used for information and public services like duty payments.

## **2.1 Payment methods**