**Deals-Easy**

#### MINI PROJECT – II SYNOPSIS



Department of Computer Science & Application

#### Institute of Engineering & Technology

SUBMITTED TO: - SUBMITTED BY: -

Ms. Pragya Singh Ishika Chaturvedi (201500306)

(Technical Trainer) Anikate Agrawal (201500088)

(T & D Department)

**CONTENTS**

Acknowledgement Declaration

1. Introduction
   1. Objective
   2. Motivation
   3. Problem Statement
2. Software Requirement
   1. Hardware Requirements
   2. Software Requirements
3. Project Description
4. Working
5. Implementation
6. References

### ACKNOWLEDGEMENT

It gives us a great sense of pleasure to present the synopsis of the B.Tech Mini Project- II undertaken during B.Tech III Year. This project is going to be an acknowledgement of the inspiration, drive and technical assistance that will be contributed to it by many individuals. We owe special debt of gratitude to Ms. Pragya Singh, Technical Trainer, for providing us with an encouraging platform to develop this project, which thus helped us in shaping our abilities towards a constructive goal and for her constant support and guidance to our work.

Her sincerity, thoroughness and perseverance has been a constant source of inspiration for us. We believe that she will shower us with all her extensively experienced ideas and insightful comments at different stages of the project & also teach us about the latest industry-oriented technologies. We also do not want to miss the opportunity to acknowledge the contribution of all faculty members of the department for their kind guidance and co-operation.

Ishika Chaturvedi (201500306)

Anikate Agrawal (201500088)

### DECLARATION

We hereby declare that the work which is being presented in the project synopsis “**Deals - Easy**” in partial fulfilment of the requirement for project is an authentic record of our work carried under the supervision of **Ms. Pragya Singh, Technical Trainer, GLA University, Mathura** during session **2022-23**.

Mentor: Ms. Pragya Singh Sign: (Training & Development Department)

|  |  |  |
| --- | --- | --- |
| **Name of the Students** | **University Roll No.** | **Sign** |
| Ishika Chaturvedi | 201500306 |  |
| Anikate Agrawal | 201500088 |  |
|  |  |  |

### INTRODUCTION

E-commerce (electronic commerce) is the activity of electronically buying or selling of products on online services or over the Internet. E-commerce draws on technologies such as mobile commerce, electronic funds transfer, supply chain management, Internet marketing, online transaction processing, electronic data interchange (EDI), inventory management systems, and automated data collection systems. E-commerce is in turn driven by the technological advances of the semiconductor industry, and is the largest sector of the electronics industry.

E-commerce businesses may also employ some or all of the following:

* Online shopping for retail sales direct to consumers via web sites and mobile apps, and conversational commerce via live chat, chatbots, and voice assistants;
* Providing or participating in online marketplaces, which process third-party business-to-consumer (B2C) or consumer to consumer (C2C) sales;
* Business-to-business (B2B) buying and selling;
* Gathering and using demographic data through web contacts and social media;
* B2B electronic data interchange;
* Marketing to prospective and established customers by e-mail or fax (for example, with newsletters);
* Engaging in pretail for launching new products and services;
* Online financial exchanges for currency exchanges or trading purposes.

#### SOFTWARE AND HARDWARE REQUIREMENTS

* Front End - EJS, HTML, CSS, JAVASCRIPT
* Back End - MongoDB, ExpressJs, NodeJs,
* VS CODE
* Google Firebase
* Version Control: Github
* Hosting: Render
* Web Browser: Chrome
* Processor: i5 or above
* Minimum 4GB RAM
* Windows Operating System

**Data Flow Diagram**

#### PROJECT DESCRIPTION

The purpose of this project is to develop a fully responsive website for allowing retailer to sell their products to consumers.

The website will have various pages such as: - Home, Products, Signup, Login, My Products, Add Products, Cart, Edit, About. The roles of these pages are as follows:

**Home:** It will have our homepage banner and some text which will introduce the user to our website. After this will be a short description of our platform.

**Nav:** Navigation bar will allow users to easily navigate through all the pages.

**Products:** This section will have cards showcasing all our products. Each product will have an image, name description, price and some buttons. Product owner will be able to edit and delete his products. Consumer will be able to add products to their cart to buy them.

**Login:** Simple form to enter username and password to login.

**Sign up:** First time user can create their account here.

**My Products:** Each retailer will be able to see his products on this page and can easily edit any of his products.

**Cart:** Consumers can add the products they want to buy to their cart. All products added to cart will be shown on the cart page.

**Add Product:** This page will have a form where retailer can enter details of the product he wants to add so as to display it on the website.

**User:** This page will show user his details such as User Name , Email Address, Contact number .

**Edit:** Here retailer can edit his products.

**About:** This page will show the website owner details.

**Show Product:** This page will show product and its seller details along with the reviews it has got from its previous buyers.

**Footer:** This will show the copyright details of the website.

#### WORKING

Our website will open with a loader and then display the home page.

Sign in and login buttons will be displayed for the user to complete authentication.

After signing in each user will have access to all of our content. The navigation bar will help him/her to quickly navigate to desired section. Our User Interface will help each user to efficiently use our website. Users will be able to easily click on any button and use that functionality.

Retailers will be able to add their products. They will also be provided with functionality to edit and delete their products.

Consumers will see all the products available on our website and can add them to their cart they will also be able to see the seller details so as to contact the seller easily. They can also provide reviews for the products they have purchased.

After completing all their tasks user can easily logout of their account.

# IMPLEMENTATION

## Frontend*:*

For the frontend we are using EJS and CSS, with some Bootstrap. To make the frontend more reactive and user interactive we will use JavaScript.

## Backend:

In the backend we are using MongoDB for all database needs. ExpressJS to create server and NodeJs to handle all other backend needs.

# Tools Description:

**HTML**: Hyper-Text-Markup-Language is used for structuring web pages over the internet. HTML is the language in which most websites are written. HTML is used to create pages and make them functional.

**CSS**: Cascading-Style-Sheet is a styling language used to style and basically define how the content will appear on the website.

**JavaScript**: JavaScript is a scripting or programming language which is now used extensively to design modern web applications and website, it allows the developer to write application which modify themselves according to each user and its data, this made web applications much more accessible and suitable for many purposes. Many Frameworks of JavaScript such as React, Node, Next etc. are used for different type of requirements and developments.

**MongoDB: MongoDB** is a source-available cross-platform document-oriented database program developed by Alfons Kemper. Classified as a NoSQL database program, MongoDB uses JSON-like documents with optional schemas. MongoDB is developed by MongoDB Inc. and licensed under the Server Side Public License (SSPL) which is deemed non-free by several distributions. MongoDB is a member of the MACH Alliance.

**ExpressJS: Express.js**, or simply **Express**, is a back-end web application framework for building RESTful APIs with Node.js, released as free and open-source software under the MIT License. It is designed for building web applications and APIs. It has been called the de facto standard server framework for Node.js.

**Node: Node.js** is a cross-platform, open-source server environment that can run on Windows, Linux, Unix, macOS, and more. Node.js is a back-end JavaScript runtime environment, runs on the V8 JavaScript Engine, and executes JavaScript code outside a web browser.

**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.

# REFERENCES:

### Books:

a. Black Book HTML5, CSS, JS

### Websites:

1. MDN Web Docs
2. W3Schools
3. GeeksForGeeks
4. Javatpoint

#### Faculty Guidelines:

Ms. Pragya Singh (Technical Trainer in GLA University)

#### GitHub Repository link:

<https://github.com/anikateagrawal/E-Commerce>

<https://github.com/ChaturvediIshika/E-Commerce-1>

**Project Link:**

<https://e-commerce-s5hs.onrender.com/>