

CS491 Final Year Project

**THE DECORUM**

Submitted By

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Project Proposal

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1. **INTRODUCTION:**

E-commerce (electronic commerce) is the ordering and selling of merchandise and services, or the transmitting of funds or data, over an electronic network, primarily the internet. These business transactions occur either as business-to-business ([B2B](https://searchcio.techtarget.com/definition/B2B)), business-to-consumer ([B2C](https://searchcustomerexperience.techtarget.com/definition/B2C)), consumer-to-consumer or consumer-to-business.

Augmented reality (AR) adds digital elements onto a smartphone camera, making an illusion that holographic content is a part of the physical world around you. Augmented reality allows you to virtually try on glasses or see how home objects will look on your table. Such applications must distinguish between the physical and digital world to place virtual objects onto the right area.

1. **TIMELINE:**



[fig-1] FYP-2 Project Timline

1. **PROGRESS:**

In Project-1 we have made an application which only showed interface of how will app our look after the connectivity of database from the web (other project). App asked the permission for camera and we have inserted dummy products for FYP-1 to show how users will be able to see products that will be on the web after the connectivity from the database which will be done in FYP-2.

In Project-2 we have achieved the following milestones;

* 1. **MILESTONE 1 PROGRESS:**

After making the basic structure of our app, we have now added a search bar to search all the products via names of the products.

* 1. **MILESTONE 2 PROGRESS:**

Furthermore, we have also added option of price filtering in our app.

1. **UPDATED TIMELINE:**

Graphical user interface

Description automatically generated

**[**fig-2] FYP Project Timeline

1. **REFERENCES:**
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