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Synopsis  
On



## **E-commerce Website using Python**

Mini Project 2  
For  
Partial fulfillment of  
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## **Introduction**

Technologies taken most part of human lives for optimizing day to day chores and monitoring surrounding to facilitate all services for maintaining daily routine. From time to time with upcoming generations has become a magnet for innovative ideas that leverage technology to solve society's problem efficiently and effectively. The purpose of this project is that any person can sell their product online and earn cash. E-commerce is the buying and selling of goods and services, or the transmitting of funds or data, over an electronic network, primarily the Internet.

### **General Introduction of topic:**

In day to day life, we will need to buy lots of goods or products from a shop. It may be food items, electronic items, house hold items etc. Now days, it is really hard to get some time to go out and get them by ourselves due to busy life style or lots of works and also people trying not to go out to buying something due the COVID-19 pandemic. In order to solve this, B2C E-Commerce websites have been started. Using these websites, we can buy goods or products online just by visiting the website and ordering the item online by making payments online.

This existing system of buying goods has several disadvantages. It requires lots of time to travel to the particular shop to buy the goods. Since everyone is leading busy life now days, time means a lot to everyone. Also there are expenses for travelling from house to shop. More over the shop from where we would like to buy something may not be open 24\*7\*365. Hence we have to adjust our time with the shopkeeper's time or vendor's time.

In order to overcome these, we have e-commerce solution, i.e one place where we can get all required goods/products online. The proposed system helps in building a website to buy, sell products or goods online using internet connection. Purchasing of goods online, user can choose different products based on categories, online payments, delivery services and hence covering the disadvantages of the existing system and making the buying easier and helping the vendors to reach wider market.

## **Problem Definition:**

Going to market is a tedious work therefore problems arise are

1. Time consuming
2. Navigation problems
3. Failing to follow social distancing.

## **Objectives:**

The main goals of this project are

- User friendly navigations to provide ease
- Maximize search options
  - by category's name
  - by Product's title
- Help user by providing specification of products.
- Full Security System.
- Sell and Buy online any product at home fastly.

## **Area of Computer Science:**

- Web-Development

## **Hardware and Software Requirements:**

### Hardware requirements:

- Processor – Intel Celeron or above/AMD
- RAM – 2GB and above

### Software requirements:

- Browser : Chrome/Safari/Mozilla/etc

## **Methodology:**

Project will be live on github in order to enable the team members to collaborate in real-time.

## **Implementation details:**

### Analysis

This phase presents findings that include recommended features, order flow and guidance on overall site structure.

It also includes discussion of technologies to be used in the project like

Front-end:

- HTML, CSS, JavaScript, AJAX

Back-end:

- PHP
- Node

Database:

- Mysql

### Design

At this stage we begin to see what this E-commerce site will look like. This is the best time to suggest changes to the system as this stage can accommodate any and every change needed.

### Design Integration

The final design is now converted to responsive cross device and platform compliant HTML skin. This phase is very important as the HTML delivered will dictate how the site works, by ensuring the HTML is fully compliant with web standards we speed up the process and avoid expensive mistakes.

### Programming and Database Creation

In this stage of the project, coding of all the processes is done and the backend database management tools are created. Here is where all the mock-ups are changed into real dynamic database-driven pages.

### Payment Gateway Integration

Here we'll use the PayU Payment gateway to enable the customers to pay for what they want to purchase without the hassle of Cash-on-Delivery.

### Importing Products

Products can be seamlessly imported into the E-commerce system whenever needed. This can be done through the admin.

### Website Hosted on a live on Github

Website will be live on Github until it is ready for commercial purpose in future.

## **Progress till date:**

So far we are just studying about different technologies that will be used during this project.

We had a discussion earlier for the type of products that will be available on this website and we decided to limit our website to limited products so that we could test out the basic functionality. In future, we'll add more products once our website is fully functional.

## References:

For implementation details:

<https://www.pulsesolutions.com/services/ecommerce-software/ecommerce-methodology/>

For AJAX tutorials:

[https://www.w3schools.com/php/php\\_ajax\\_intro.asp#:~:text=AJAX%20allows%20web%20pages%20to,if%20the%20content%20should%20change.](https://www.w3schools.com/php/php_ajax_intro.asp#:~:text=AJAX%20allows%20web%20pages%20to,if%20the%20content%20should%20change.)