

# **E-COMMERCE WEB APPLICATION**

A Project report submitted

By

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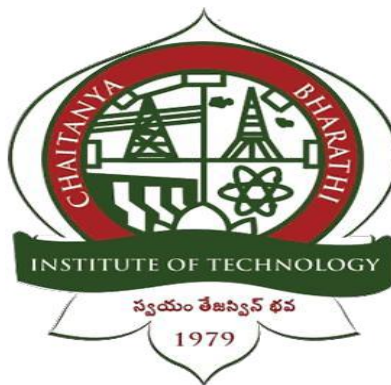
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## **ABSTRACT**

Electronic Commerce is process of doing business through computer networks. A person sitting on his chair in front of a computer can access all the facilities of the Internet to buy or sell the products.

Unlike traditional commerce that is carried out physically with effort of a person to go & get products, ecommerce has made it easier for human to reduce physical work and to save time. E-Commerce which was started in early 1990's has taken a great leap in the world of computers, but the fact that has hindered the growth of e-commerce is security. Security is the challenge facing e-commerce today & there is still a lot of advancement made in the field of security.

The main advantage of e-commerce over traditional commerce is the user can browse online shops, compare prices and order merchandise sitting at home on their PC. For increasing the use of e-commerce in developing countries the B2B e-commerce is implemented for improving access to global markets for firms in developing countries. For a developing country advancement in the field of e-commerce is essential. The research strategy shows the importance of the e-commerce in developing countries for business applications.

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# **1.INTRODUCTION**

Electronic commerce, commonly written as e-commerce is the trading in products or service using computer networks, such as the internet. Electronic commerce draws on technology such as mobile commerce, electronic funds transfer, supply chain management, internet marketing, online transaction processing, electronic data interchange, inventory management systems, and automated data collection systems. Modern electronic commerce typically uses the world wide web for at least one part of the transaction's life cycle, although it may also use other technologies such as E-mail.

1. E-commerce business may employ some or all of the following.
2. Online shopping websites for retail sales direct to consumers.
3. Providing or participating in online marketplace which process third-party business-to consumer or consumer-to-consumer sales.
4. Business-to-business buying and selling.
5. Gathering and using demographic data through web contacts and social media.
6. Business-to-business electronic data interchange.
7. Marketing to prospective and established customers by E-mail or fax.
8. Engaging in pretail for launching new products and services.

## **1.1 Scope of the Project:**

E-commerce has bloomed over the years and is one of the fastest-growing domains in the online world. Though it took some time for this to be accepted by the end-users, today we are at a point where the majority of the people love to shop online. There were numerous concerns revolving around online shopping at its launch, but over years people tend to have started trusting E-commerce for all their shopping needs.

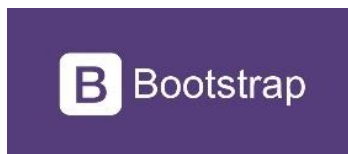
## **1.2 Objective of the project:**

The primary goal of e-commerce is to reach maximum customers at the right time to increase sales and profitability of the business. Functions of e-commerce include buying and selling goods, transmitting funds or data over the internet.

## **1.3 Technologies Used:**

### **1.3.1 Bootstrap**

Bootstrap is a potent front-end framework used to create modern websites and web apps. It's open-source and free to use, yet features numerous HTML and CSS templates for UI interface elements such as buttons and forms. Bootstrap also supports JavaScript extensions.



### 1.3.2 Django

Django is a high-level Python web framework that enables rapid development of secure and maintainable websites. Built by experienced developers, Django takes care of much of the hassle of web development, so you can focus on writing your app without needing to reinvent the wheel.



### 1.3.3 Sqlite

SQLite is an in-process library that implements a self-contained, serverless, zero-configuration, transactional SQL database engine. The code for SQLite is in the public domain and is thus free for use for any purpose, commercial or private.



### 1.3.4 Xml

XML (Extensible Markup Language) is a markup language similar to HTML, but without predefined tags to use. Instead, you define your own tags designed specifically for your needs. This is a powerful way to store data in a format that can be stored, searched, and shared.



## **2.TARGETTED AUDIENCE**

A E-Commerce website can be used by people of different age groups starting from children to adults.

The targeted audience are:

1. Educational Institutes
2. Offices
3. Business owners

## 3.CODE AND OUTPUTS

### 3.1 Sample Code:

#### Index.html

```
{% extends 'base.html' %} {% block content %} {% load cart %} {% load
custom_filter %}

<!-- body -->

<div class="container-fluid mt-3">
    <div class="row">
        <!-- filter -->

        <div class="col-lg-3 mx-auto">
            <div class="list-group">
                <a
                    href="/"
                    class="list-group-item list-group-item-action btn btn-outline-success"
                >All Products</a>
            >

            {% for category in categories %}
                <a
                    href="/?category={{category.id}}"
                    class="list-group-item list-group-item-action btn btn-outline-success"
                >{{category.name}}</a>
            >
            {% endfor %}
        </div>
    </div>
</div>
```



```

<!-- all products -->
<div id="products" class="col-lg-9 mx-auto">
  <div class="row mx-auto">
    {% for product in products %}
      <div class="card mx-auto mb-3" id="{{product.id}}" style="width: 18rem">
        
        <div class="card-body">
          <p class="card-title">{{product.name}}</p>
          <p class="card-text"><b>{{product.price|currency}}</b></p>
          <!-- {{product | is_in_cart:request.session.cart }} -->
        </div>
        <div class="card-footer p-0 no-gutters">
          {% if product|is_in_cart:request.session.cart %}
            <div class="row no-gutters">
              <form action="/#{{product.id}}" class="col-2" method="post">
                {% csrf_token %}
                <input
                  hidden
                  type="text"
                  name="product"
                  value="{{product.id}}"
                />
                <input hidden type="text" name="remove" value="True" />
                <input

```

```

        type="submit"
        value=" - "
        class="btn btn-block btn-success border-right"
    />
</form>
<div class="text-center col btn btn-success">
    {{product|cart_quantity:request.session.cart}} in Cart
</div>
<form action="/#{{product.id}}" class="col-2" method="post">
    {% csrf_token %}
    <input
        hidden
        type="text"
        name="product"
        value="{{product.id}}"
    />
    <input
        type="submit"
        value=" + "
        class="btn btn-block btn-success border-left"
    />
</form>
</div>
{% else %}
<form action="/#{{product.id}}" method="POST" class="btn-block">
    {% csrf_token %}
    <input hidden type="text" name="product" value="{{product.id}}" />
    <input
        type="submit"

```

```

        class="float-right btn btn-success form-control"
        value="Add To Cart"

    />
</form>
{% endif %}
</div>
</div>
{% endfor %}
</div>
</div>
</div>
</div>

{% endblock %}

```

## Login.html

```

{% extends 'base.html' %} {% block content %}

<div class="container">
  <div class="p-3 m-3">
    <div class="col-lg-5 rounded mx-auto border pt-4 pb-3">
      <div class="text-center col">
        
      <hr />
    </div>
  </div>
</div>

```

```

</div>

<h3 class="alert alert-light rounded-pill" style="text-align: center">
    Login
</h3>

<form action="/login" method="POST">
    {% csrf_token %} {% if error%}

    <div class="alert alert-danger" role="alert">{{error}}</div>

    {% endif %}

    <!-- email -->

    <div class="form-group">
        <label for="">Email</label>

        <input

            required

            type="email"

            name="email"

            id=""

            value="{{values.email}}"

            class="form-control-sm form-control"

        />
    </div>

    <!-- password -->

    <div class="form-group">
        <label for="">Password</label>

        <input

            type="password"

            name="password"

            id=""

            class="form-control form-control-sm"

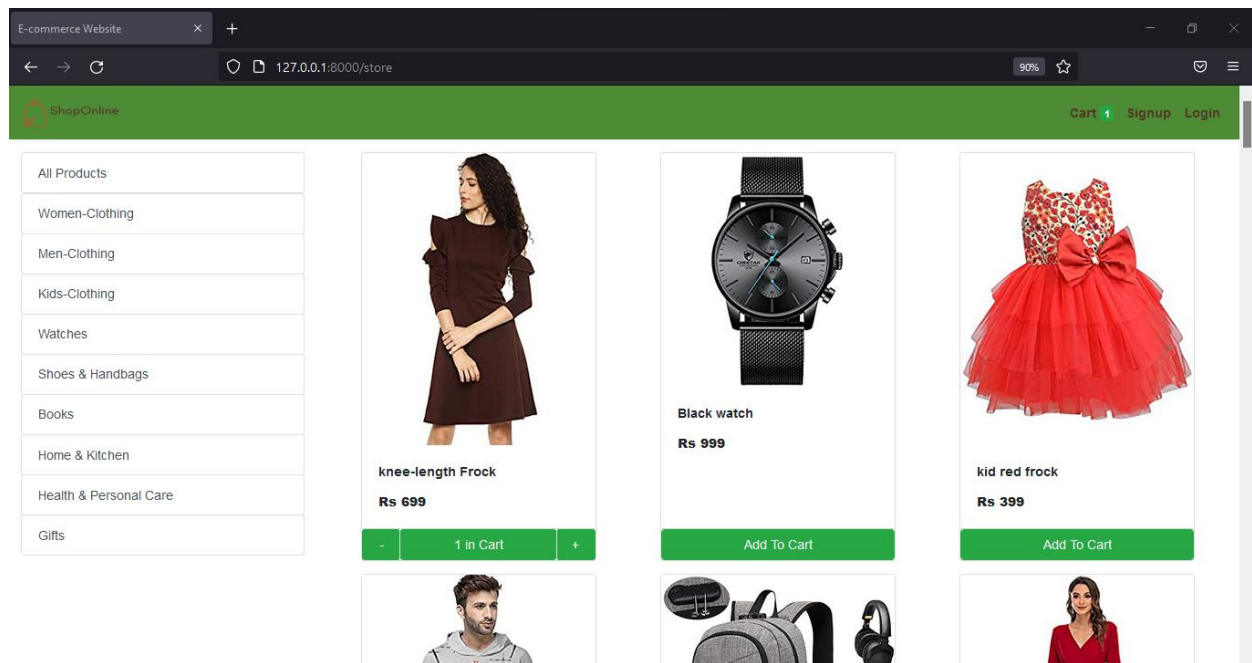
```

```
        />
    </div>

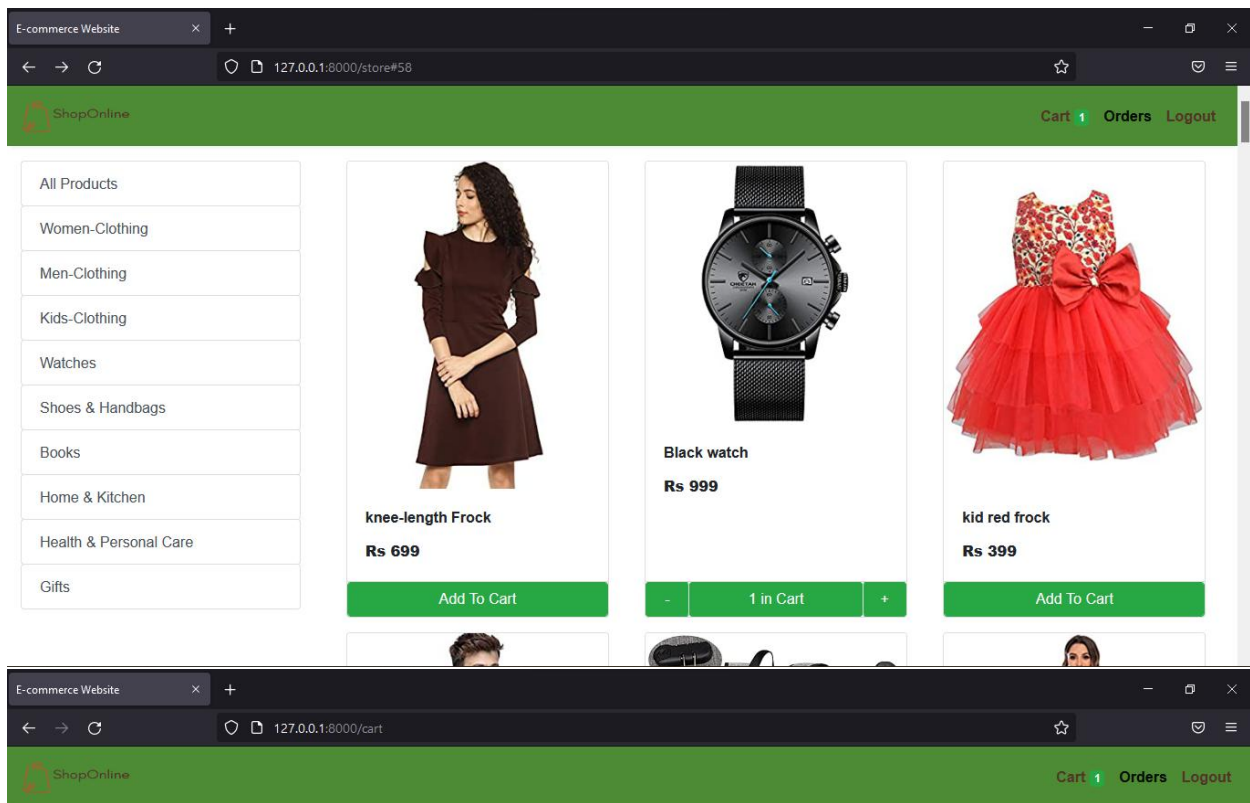
    <button type="submit" class="btn btn-sm btn-success col-lg-12">
        Login
    </button>
</form>
</div>
</div>
</div>

{% endblock %}
```

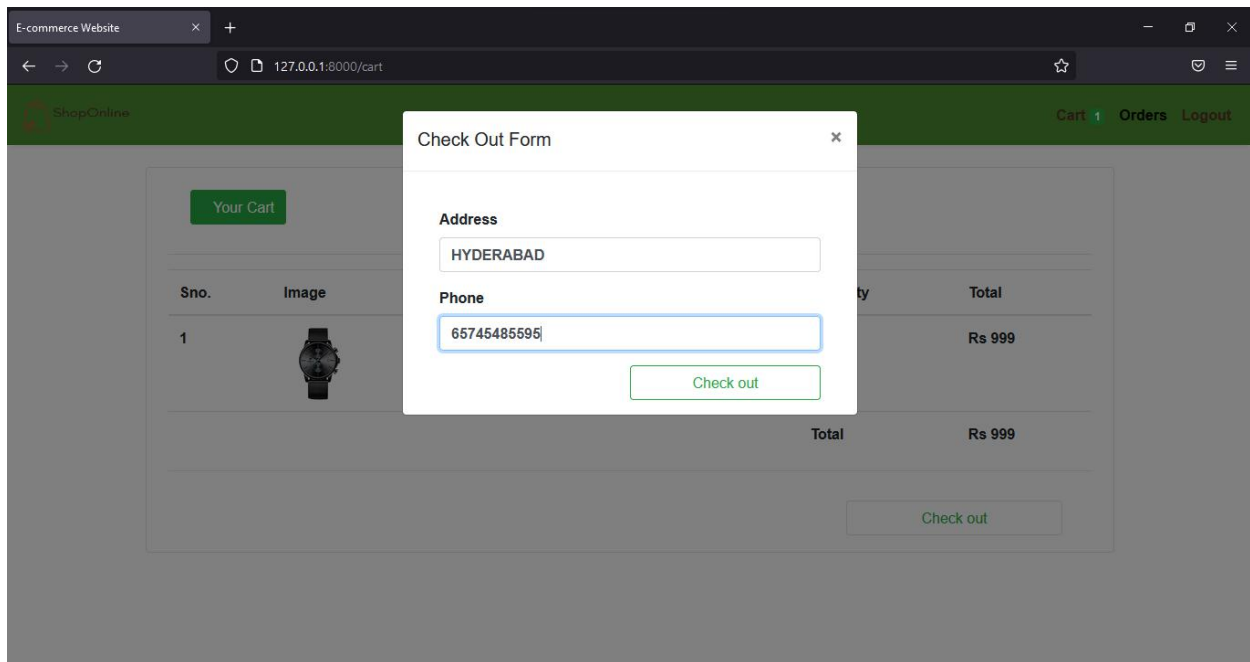
## 3.2 Outputs:











### **5.Future scope:**

1. Convenience in time – people can shop from home, while travelling, and whenever they want. No worrying about store closing, holidays, commuting, traffic jams etc.
2. They can easily compare products and prices at different online stores
3. With multiple payment options, it offers more convenience and safety as the gateways are secure and encrypted

## **6.Conclusion:**

This project deals with developing a Virtual website 'E-commerce Website'. It provides the user with a list of the various products available for purchase in the store. For the convenience of online shopping, a shopping cart is provided to the user. After the selection of the goods, it is sent for the order confirmation process. The system is implemented using Python's web framework Django.