A Course Based Project Report on

ONLINE SHOPPING PLATFROM

Submitted to the

Department of Electronics & Instrumentation Engineering

in partial fulfillment of the requirements for the completion of course

BACHELOR OF TECHNOLOGY

IN

ELECTRONICS & INSTRUMENTATION ENGINEERING

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JUNE 2024

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CERTIFICATE

This is to certify that the project report entitled**"Online shopping platfrom"**is a bonafide work done under our supervision and is being submitted by Ms. D.ABHINAYA SRI (23071A1075) Mr.D.SRAVAN (23071A1076) Mr.D.SURYAKIRAN (23071A1077) Ms.E.PREETHI (23071A1078) Mr.G.SHIVARAM (23071A1079) in partial fulfillment for the award of the degree of **Bachelor of Technology** in **Electronics and Instrumentstion of VNR VJIET Hyderabad during academic year 2024**

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DECLARATION

We declare that the course based project work entitled **"ONLINE SHOPPING PLATFROM"**submitted in the Department of Electronics & instrumentation Engineering , Vallurupalli Nageswara Rao Vignana Jyothi Institute of Engineering and Technology, Hyderabad, in partial fulfillment of the requirement for the award of the degree of **Bachelor of Technology in Electronics & Instrumentation Engineering** is a bonafide record of our own work carried out under the supervision of **Mrs.K.Sravanthi, Assistant Professor, Department of IT, VNRVJIET.** Also, we declare that the matter embodied in this thesis has not been submitted by us in full or in any part thereof for the award of any degree/diploma of any other institution or university previously.

Place: Hyderabad.

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ACKNOWLEDGEMENT

We express a deep sense of gratitude to our beloved president, Sri. D. Suresh Babu, VNR Vignana Jyothi Institute of Engineering and Technology for the valuable guidance and for permitting us to carry out this project. With Immense pleasure we record our deep sense of gratitude to our beloved principle, Dr.C.D. Naidu, for permitting us to carry out this project. We express our deep sense of gratitude to our beloved professor Dr.R Manjula Sri, Professror and Head Department of Electronics and Instrumentation Engineering, VNR Vignana Jyothi Institute of Engineering and Technology, Hyderabad-50090 for the valuable guidance and suggestions, keen interest and through encouragment extended throughout the period of project work. We take immense pleasure to express our deep sense of gratitude to our beloved guide, Mrs.K.Sravanthi, Assistant Professor in Information Technology , Hyderabad, For his / her valuable suggestions and rare insights, for constant source of encouragement and inspiration throughout our project work. We express our thanks to all those who contributed for the successfu l completion of our project work

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ABSTRACT

The exponential growth of e-commerce, the need for user-friendly and efficient online shopping platforms has become paramount. "E - Shopper" aims to the address this need by providing a comprehensive online shopping experience that caters to the diverse needs of modern consumers. Key features of E-Shopper include a user-friendly interface, personalized recommendations based on past purchases and browsing history secure payment gateways, and a wide range of products from various categories. The platform also offers seamless integration with social media channels for enhanced user engagement and marketing the opportunities.

Furthermore, E-Shopper prioritize customer satisfaction by offering 24/7 customer support, hassle - free returns and refunds, and transparent product reviews from verified buyers. Additionally, the platform employs advanced data analytics to optimize inventory management, pricing strategies, and marketing campaigns, ensuring a seamless shopping experience for both the consumers and the vendors. In conclusion, "E - Shopper" sets out to redefine the online shopping landscape by combining cutting - edge technology with a customer - centric approaching thereby revolutionizing the way people shop online.

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CHAPTER-1

1.1 PROBLEM DEFINITION

This aims to develop an online shopping for customers with goals so that it is every easy to shop your loved things from and extensive number of the Online shopping sites , availible on the web . with the help of this we can carry out an online shopping from your home. Here is no compelling reason to go to the crowded stores and the shopping centers during festival season You Simply require a pc or a laptop and one important payment sending the option to the shop on online

1.2OBJECTIVE

Online shopping is the process where by consumers directly buy goods and services, from a seller interactively in real-time without an intermediary service over the internet. The goal of this application is to develop a web based interface for online retailers and consumer. The system would be easy to use and hence make shopping experience pleasant for users.

i)To develop easy to use web based interface where users can search for products view a complete description of the products and order the products.

ii)A search engine that provides an easy and convinient way to search for the specific tto their needs. The search would list a set of products based on search term and the user can further filter the list based on various parameters

iii) Online shopping is a form of electronic commerce which allows the consumer to directly bus goods and services from internet

iv)To understand the difference in consumer behaviour for Online vs offline shopping

CHAPTER-2

```
 #include<stdio.h>
 #include<stdlib.h>
 #include<string.h>

#define MAX_PRODUCTS 100
#define MAX_CART_ITEMS 100

// Product structure
typedef struct {
int id;
char name[50];
float price;
} Product;

// CartItem structure
typedef struct {
Product product;
int quantity;
} CartItem;

// Function prototypes
void displayProducts(Product products[], int productCount);
void addToCart(CartItem cart[], int *cartCount, Product products[], int productCount);
void viewCart(CartItem cart[], int cartCount);
void checkout(CartItem cart[], int *cartCount);

// Main function
int main() {
    Product products[MAX_PRODUCTS] = {

   {1, "Laptop", 999.99},
   {2, "Smartphone", 499.99},
   {3, "Headphones", 89.99},
   {4, "Smartwatch", 199.99}
 };
 int productCount = 4;

 CartItem cart[MAX_CART_ITEMS];
 int cartCount = 0;

 int choice;
 while (1) {
 printf("1. Display Products\n");
 printf("2. Add to Cart\n");
 printf("3. View Cart\n");
 printf("4. Checkout\n");
 printf("5. Exit\n");
 printf("Enter your choice: ");
 scanf("%d", &choice);
```

```
switch (choice) {
        case 1:displayProducts(products, productCount);
                break;
        case 2:addToCart(cart, &cartCount, products, productCount);
                break;
        case 3:viewCart(cart, cartCount);
                break;
        case 4:checkout(cart, &cartCount);
                break;
        case 5:printf("Thank you for shopping with us!\n");
                exit(0);
        default: printf("Invalid choice, please try again.\n");
      }
   } return 0;
}

// Display products
void displayProducts(Product products[], int productCount) {
printf("Available Products:\n");
for (int i = 0; i < productCount; i++) {
printf("%d. %s - $%.2f\n", products[i].id, products[i].name, products[i].price);

}}
 // Add to cart
 void addToCart(CartItem cart[], int *cartCount, Product products[], int productCount) {
 int productId, quantity;
 printf("Enter the Product ID to add to cart: ");
 scanf("%d", &productId);
 printf("Enter the quantity: ");
 scanf("%d", &quantity);

 for (int i = 0; i < productCount; i++) {
 if (products[i].id == productId) {
 cart[*cartCount].product = products[i];
 cart[*cartCount].quantity = quantity;
 (*cartCount)++;
 printf("Added to cart: %s (Quantity: %d)\n", products[i].name, quantity);
 return;
    }}
 printf("Product ID not found.\n");}
 // View cart
 void viewCart(CartItem cart[], int cartCount) {
 printf("Your Cart:\n");
 for (int i = 0; i < cartCount; i++) {
 printf("%d. %s - $%.2f (Quantity: %d)\n",
 i+1, cart[i].product.name, cart[i].product.price, cart[i].quantity);
    }
 }

 // Checkout
 void checkout(CartItem cart[], int *cartCount) {
 float total = 0.0;
 printf("Checking out...\n");
 for (int i = 0; i < *cartCount; i++) {
 total += cart[i].product.price * cart[i].quantity;
 }
 printf("Total Amount: $%.2f\n", total);
 printf("Thank you for your purchase!\n");
 *cartCount = 0; // Clear the cart
 }
```

CHAPTER-3

1. Display Products

2. Add to Cart

3. View Cart

4. Checkout

5. Exit

Enter your choice: 1

Available Products:

1. Laptop - $999.99

2. Smartphone - $499.99

3. Headphones - $89.99

4. Smartwatch - $199.99

1. Display Products

2. Add to Cart

3. View Cart

4. Checkout

5. Exit

Enter your choice: 2

Enter the Product ID to add to cart: 2

Enter the quantity: 1

Added to cart: Smartphone (Quantity: 1)

1. Display Products

2. Add to Cart

3. View Cart

4. Checkout

5. Exit

Enter your choice: 2

Enter the Product ID to add to cart: 3

Enter the quantity: 2

Added to cart: Headphones (Quantity: 2)

1. Display Products

2. Add to Cart

3. View Cart

4. Checkout

5. Exit

Enter your choice: 3

Your Cart:

1. Smartphone - $499.99 (Quantity: 1)

2. Headphones - $89.99 (Quantity: 2)

1. Display Products

2. Add to Cart

3. View Cart

4. Checkout

5. Exit

Enter your choice: 4

Checking out...

Total Amount: $679.97

Thank you for your purchase!

1. Display Products

2. Add to Cart

3. View Cart

4. Checkout

5. Exit

Enter your choice: 5

```
1. Display Products
2. Add to Cart
3. View Cart
4. Checkout
5. Exit
Enter your choice: 1
Available Products:
1. Laptop - $999.99
2. Smartphone - $499.99
3. Headphones - $89.99
4. Smartwatch - $199.99
1. Display Products
2. Add to Cart
3. View Cart
4. Checkout
5. Exit
Enter your choice: 2
Enter the Product ID to add to cart: 2
Enter the quantity: 1
Added to cart: Smartphone (Quantity: 1)
1. Display Products
2. Add to Cart
3. View Cart
4. Checkout
5. Exit
Enter your choice: 2
Enter the Product ID to add to cart: 3
Enter the quantity: 2
Added to cart: Headphones (Quantity: 2)
1. Display Products
```

```
Enter the quantity: 2
Added to cart: Headphones (Quantity: 2)
1. Display Products
2. Add to Cart
3. View Cart
4. Checkout
5. Exit
Enter your choice: 3
Your Cart:
1. Smartphone - $499.99 (Quantity: 1)
2. Headphones - $89.99 (Quantity: 2)
1. Display Products
2. Add to Cart
3. View Cart
4. Checkout
5. Exit
Enter your choice: 4
Checking out...
Total Amount: $679.97
Thank you for your purchase!
1. Display Products
2. Add to Cart
3. View Cart
4. Checkout
5. Exit
Enter your choice: 5
```

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