

Project Report
On
KPP MART(E-Commerce)
Submitted as Mini Project Report
FOR MINI PROJECT LAB (KCS-554)

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In

B.Tech(CSE)

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STUDENT'S DECLARATION

We hereby declare that the work being presented in this report entitled "**KPP MART**" is an authentic record of our own work carried out under the supervision of "Mr. Amit Goel".

The matter embodied in this report has not been submitted by us for the award of any other degree.

Dated: 22 DEC 2021

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This is to certify that the above statement made by the candidates is correct to the best of my knowledge.

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We also do not like to miss the opportunity to acknowledge the contribution of all faculty members of the department for their kind assistance and cooperation during the development of our project. Last but not the least, we acknowledge our friends for their contribution in the completion of the project.

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Project Description

The Project entitled KPP MART empowers clients to purchase mobiles or products from anyplace on the web.

This application publicizes a portion of the items for shopping. To purchase items, the client needs to make a Login or Sing up. The individuals who don't have a Login can just view the accessible item. They can't get it.

When the client has made the Login, not just he can see the items, he can likewise add the item to the cart to purchase those items. This application at that point produces bills for that specific client. After the affirmation, the client needs to enter his card details or choose cash on delivery.

The client later can choose to cancel the item if he/she wishes.

Problem Introduction

Today the internet and its boom have created a new economic scenario that not only stresses on the classical concept of the “product” but also on the modern concept of “service”. It is this level of service that dictates whether a commercial venture will succeed or not in the market. To provide a high accessibility of service we will design the online shopping website, so that potential customers need not go to a physical shop to buy products or services. They just need to be online to complete their purchases.

Unlike the prevailing “brick and mortar” shops which have physical existence, we will operate solely from cyberspace. Most current systems have a physical foundation that is the root cause to quite a number of problems. By maintaining multiple store fronts, itself being an expensive proposition, store prices are forced to rise.

Thus, by using our product, our clients’ competitors are at a disadvantage because their costs are significantly higher than our costs, allowing our clients to sell the same goods at a lower price.

Motivation

Whenever we want to buy a new smartphone, we have to visit multiple offline store which wastes a lot of our time and energy and even after that we might not get the smartphone of our liking.

Further the shopkeepers have to rent a lot of space for a shop and they may not even be able to sell smartphones, which ultimately results in loss to them.

Our team decide to improve on the above mentioned situations to save the time and energy for the customer and rent of shops for the shopkeepers and decided to make an e-commerce website named KPP.

Project Objective

The objective of our project is to make the process of buying and selling of smartphones for customers and shopkeepers less time and resource consuming.

Through our project we want to take the smartphone buying process online which will be of great benefit for all the stakeholders.

The regular or traditional process of buying phones is very tedious and time consuming , this project will improve the above mention situation by taking the experience online and making it effortless for all stakeholders involved.

Scope of the Project

In future we can add a lot of feature in this website. We can sell lot of items of different domain not just smartphones.

We can provide UPI system for payment and add delivery time schedule feature.

We can even provide videos explaining different mobile phones and there features to users so, they can make there decision accordingly.

It can even be employed as a full fledge startup idea by engineers or anybody interested in the idea.

CONCLUSION

In today's world of technology where everything is on cloud technology, we should avoid traditional method of selling and buying smartphone and move towards online methods, which will be rewarding both for customer and for the shopkeeper.

Customers will save their time and energy of going to shops and shopkeepers will save there rent for large spaces.

Through 'KPP MART' we want to take the smartphone buying process online which will be of great benefit for all the stakeholders which are involved in the process.

As people become more accustomed to using the internet, they view ordering products and services online as a time saving and cost-saving experience, which is the very essence of our online shopping system.