Dewan Institute of Management Studies Meerut



A MAJOR PROJECT PROPOSAL ON

"E COMMERCE WEB APP"

For the fulfilment to award the degree of

MASTER OF COMPUTER APPLICATION

SUBMITTED TO

SUBMITTED BY

Ravi Kumar Sikka Sir

Shubham Dhiman

(2100740140076)

Declaration

I am hereby declare that the project report "E COMMERCE WEB APPLICATION" is my own work and efforts and that is has not been submitted anywhere for any award. The text embodied on this report have not been submitted to any other university or institute for the award of any degree or diploma.

Date:

Shubham Dhiman

Certificate

This is to certify that the project entitled, "E COMMERCE WEB APPLICATION" submitted by "SHUBHAM DHIMAN" in partial fulfillment of the requirements for the award of "MCA" in "Computers" at the "Dewan Institute of Management Studies Meerut" is an authentic work carried out by his under my supervision and guidance.

To the best of my knowledge, the matter embodied in the project has not been submitted to any other University / Institute for the award of any Degree or Diploma.

Date:

Mr. Ravi Kumar Sikka Professor (Dewan Institute of Management Studies Meerut)

ACKNOWLEDGEMENT

I am students of MCA (2rd Year) here by submit my research project.

Merely words to thank these people would be insufficient.

I thank to my project guide for helping us to settle all the problems I had while my research project report underwent for setting our quires.

Finally, but definitely not the last I am thankful to our family for standing by us in our confusions and apprehensions.

INDEX

S.no	Contents	Page No.					
1.	Title of Project						
2.	Introduction	6					
3.	Objective	7					
4.	Hardware & Software Requirements	8					
5.	Analysis • E-R Diagram	10					
6.	Modules	11					
7.	Input / Output Screen	12					
8.	Coding						
9.	Testing	17					
10.	Future Scope	19					
11.	Bibliography	20					

INTRODUCTION OF PROJECT

An e-commerce web application serves as the virtual storefront, connecting buyers and sellers in a seamless online marketplace. It provides a platform for businesses to showcase their products or services, manage inventory, process transactions, and engage with customers. At the same time, it offers a convenient and personalized shopping experience for users, enabling them to browse, compare, and purchase products effortlessly.

Behind the scenes, sophisticated technologies power these e-commerce applications, ensuring secure transactions, order personalized efficient management, and recommendations. The use of secure payment gateways, robust inventory management systems, and data analytics tools enhances the overall experience, driving user loyalty. satisfaction customer and

OBJECTIVE OF THE PROJECT

The primary objective of an e-commerce web application is to facilitate online transactions and create a seamless shopping experience for customers. However, the objectives can vary depending on the specific goals of the business. Here are some common objectives of an e-commerce web application:

- 1. Increase Sales
- 2. Enhance User Experience
- 3. Improve Customer Engagement
- 4. Streamline Operations etc.

Hardware & Software Requirement

Hardware Requirements	Software Requirements
• 500 MB RAM	Operating System: Windows 7and Above
 More than 500 MB Hard disk 	Toolkit-jdk
1 GB Processor	IDE: Net beans8.2 Or Higher
• Intel corei3	Connector/driver: MySQL

ANALYSIS

1. Identification of Need

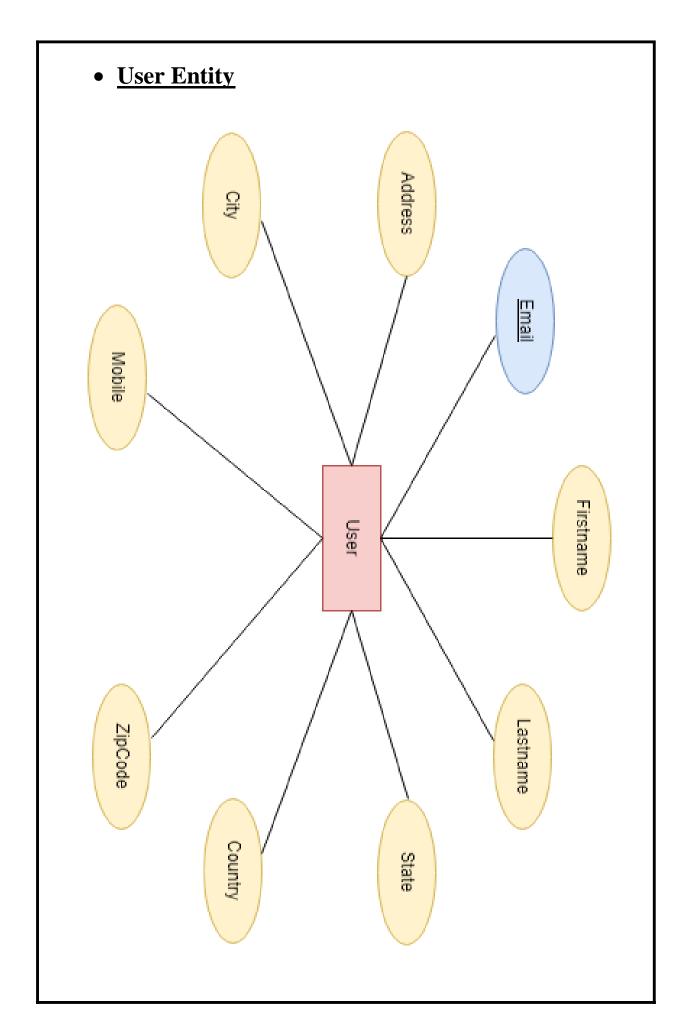
To identify the need for an e-commerce web application, consider the following:

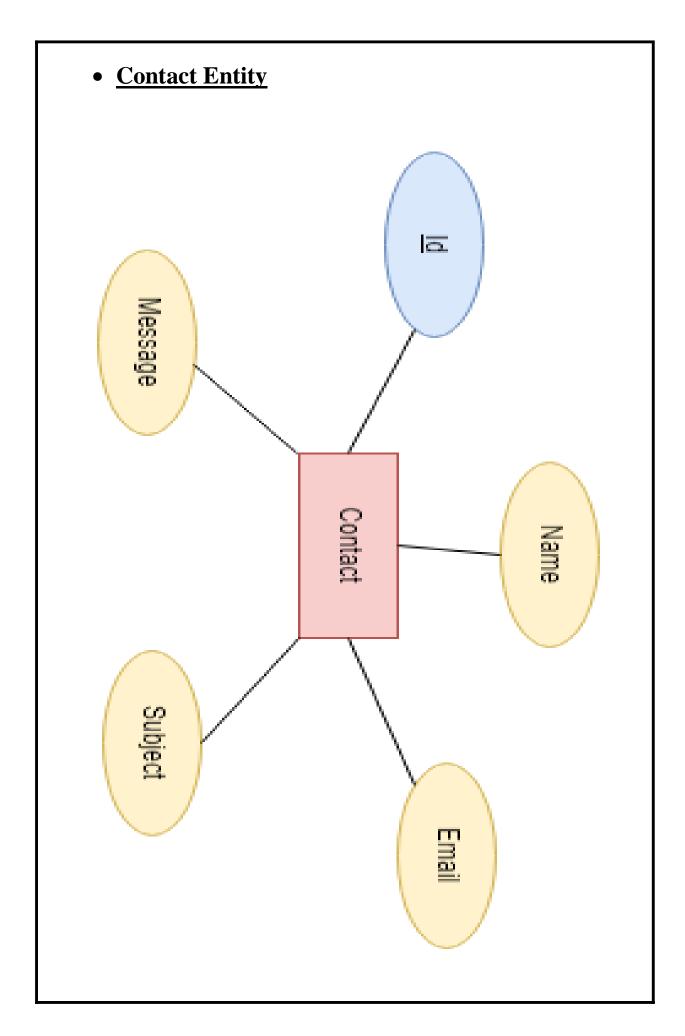
- Market research: Conduct a thorough analysis of the target market to identify consumer preferences, shopping behaviors, and existing competitors.
- Customer demands: Determine if there is a demand for online shopping in the target market. Look for indications such as increasing online sales, a growing number of smartphone users, and a shift towards convenience-oriented shopping.
- Competitive advantage: Assess if an e-commerce web application can provide a competitive advantage over existing brick-and-mortar stores or online retailers. Consider factors like a wider product selection, personalized shopping experiences, ease of use, and efficient order fulfillment.
- Convenience and accessibility: Determine if customers would benefit from the convenience and accessibility of an e-commerce platform. Factors such as 24/7 availability, doorstep delivery, and easy product search and comparison can drive the need for an online shopping solution.

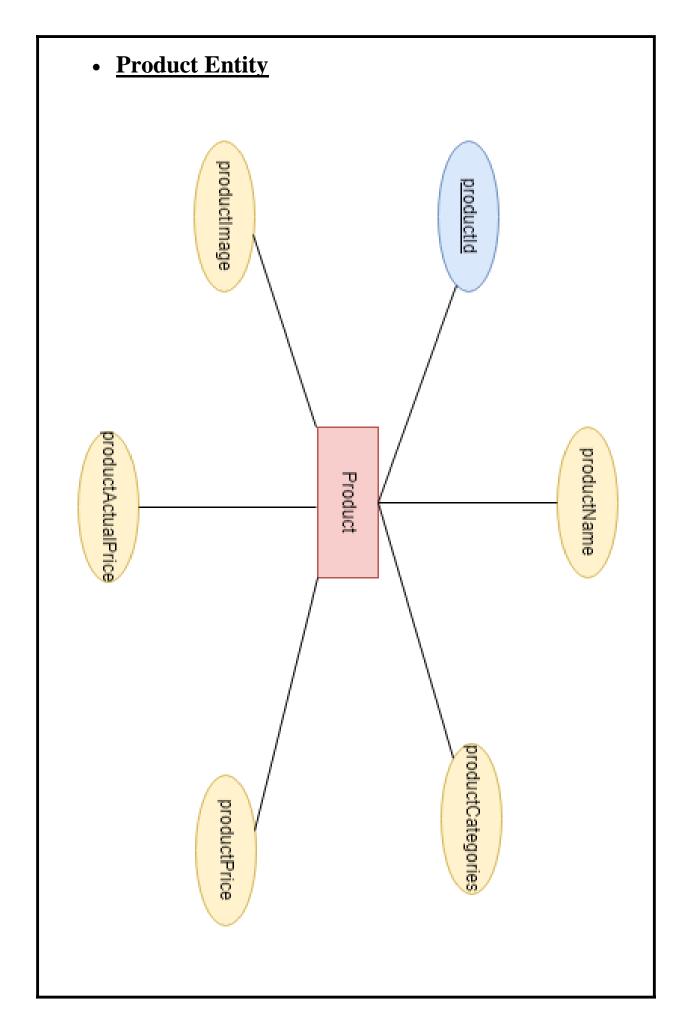
E R Diagram

• Entity Relational Model







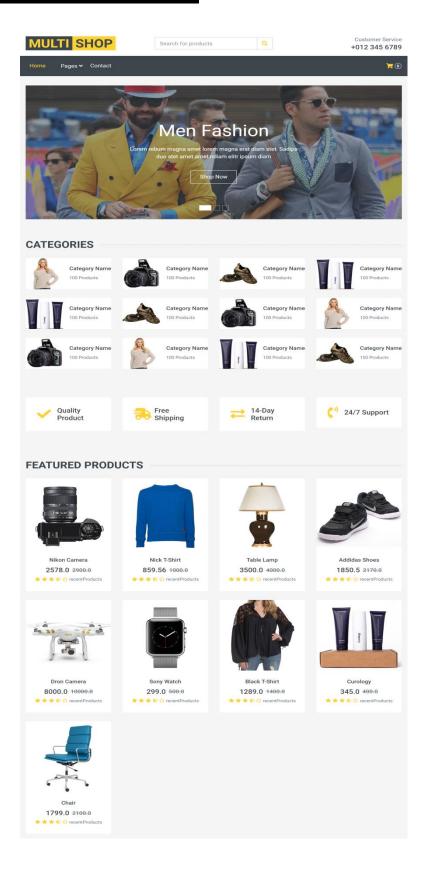


Modules

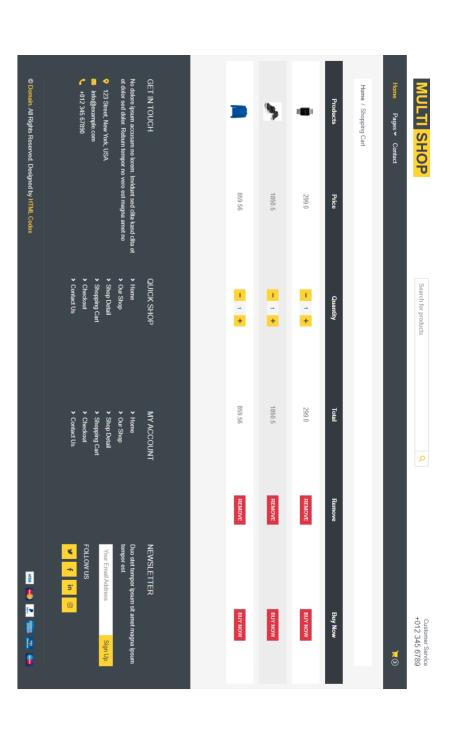
- 1 Welcome page
- 2 Add To Cart page
- 3 Checkout page
- 4 Orders page
- 5 Contact page

Input / Output Screen

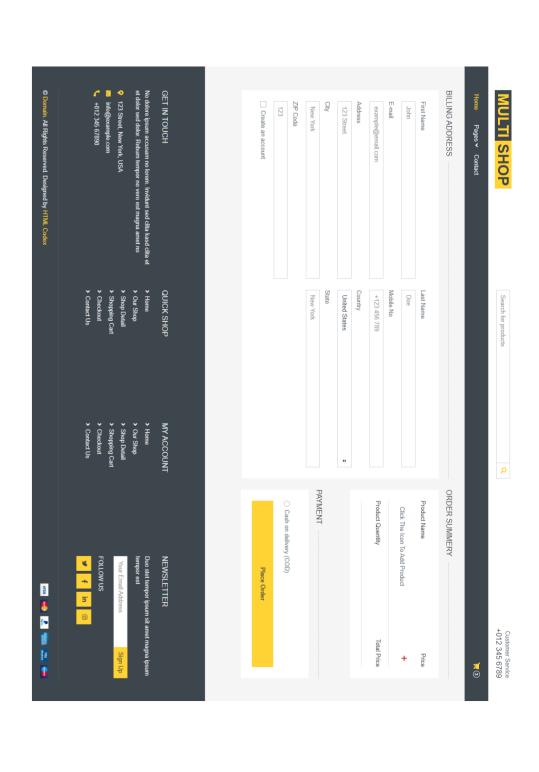
1. Welcome page



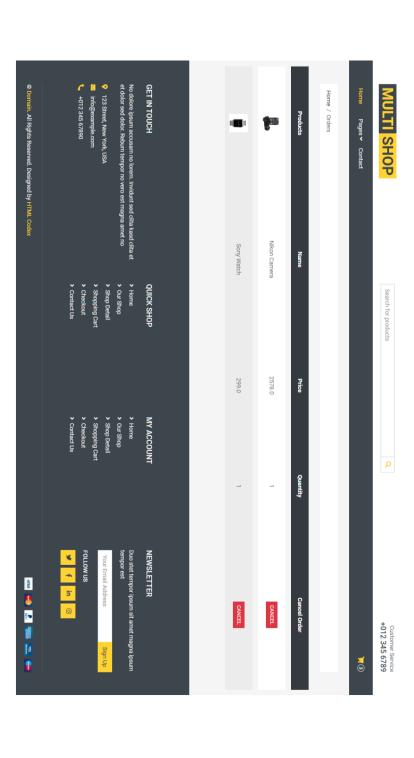
2. Add to Cart page



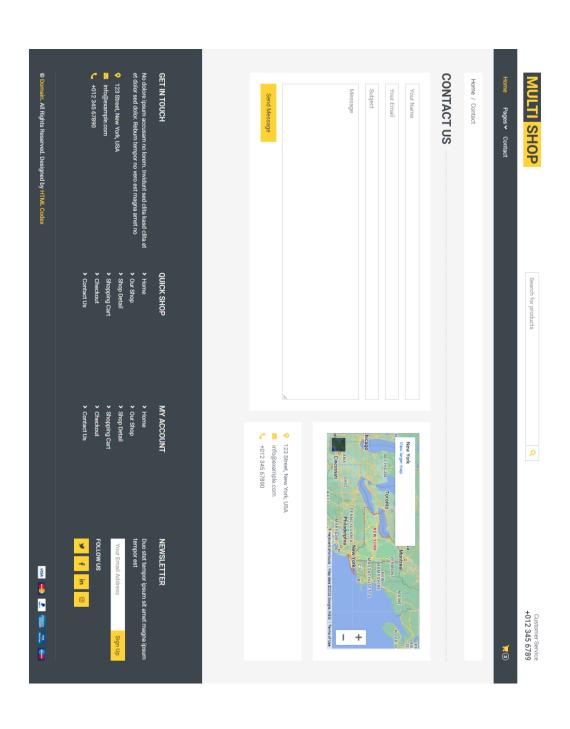
3. Checkout page



4. Order page



5. Contact page



Testing

Testing is an investigation conducted to provide stakeholders with information about the quality of the software product or service under test. Software testing can also provide an objective, independent view of the software to allow the business to appreciate and understand the risks of software implementation. Test techniques include the process of executing a program or application with the intent of finding software bugs (errors or other defects), and verifying that the software product is fit for use.

Software testing involves the execution of a software component or system component to evaluate one or more properties of interest. In general, these properties indicate the extent to which the component or system under test.

- Meets the requirements that guided its design and development,
- Responds correctly to all kinds of inputs,
- Performs its functions within an acceptable time,
- Is sufficiently usable,
- Can be installed and run in its intended environments and
- Achieves the general result its stake holders desire.

As the number of possible tests for even simple software components is practically infinite, all software testing uses some strategy to select tests that are feasible for the available time and resources. As a result, software testing typically (but not exclusively) attempts to execute a program or application with the intent of finding software bugs (errors or other defects). The job of testing is an iterative process as when one

~ ^	S.									_					_
												t infor			
the	quali	ty o	1 S(oftwa	are	and	risk	OÎ	1ts	failur	e to	users	or	spon	isors

FUTURE SCOPE OF THE PROJECT

- 1. Mobile Commerce: With the proliferation of smartphones and mobile internet, mobile commerce (m-commerce) will play a crucial role in the future of e-commerce. Consumers will increasingly use their mobile devices to make purchases, leading to the development of mobile-friendly platforms and innovative mobile payment solutions.
- 2. Personalization and Customer Experience: E-commerce companies will focus on delivering personalized shopping experiences. Advanced data analytics and AI technologies will enable businesses to understand customer preferences better, offer targeted recommendations, and create tailored marketing campaigns to enhance customer satisfaction and loyalty.
- 3. Cross-border Trade: E-commerce will continue to facilitate cross-border trade, enabling businesses to reach global markets and consumers to access a wider range of products. Simplified international logistics, streamlined customs processes, and improved payment gateways will further fuel cross-border e-commerce growth.
- **4. Social Commerce:** Social media platforms are becoming integral to e-commerce strategies. Businesses are leveraging social networks to showcase products, drive traffic to their websites, and enable direct purchases within social media platforms. Integration of social commerce features like shoppable posts and live shopping events is expected to grow.

Bibliography

Here is a concise bibliography of key resources on e-commerce:

- 1. "E-commerce: Business, Technology, Society" by Kenneth C. Laudon and Carol Guercio Traver (2019) This comprehensive textbook provides an overview of e-commerce, covering business models, technologies, and societal implications.
- 2. "The E-Commerce Book: Building the E-Empire" by Steffano Korper and Juanita Ellis (2015) This practical guide covers various aspects of e-commerce, including strategy, marketing, technology, and legal considerations.
- **3.** "E-commerce 2019: Business, Technology, Society" by Kenneth C. Laudon and Carol Guercio Traver (2019) Another authoritative textbook that explores the impact of e-commerce on business and society, including emerging trends and developments.
- **4.** "E-commerce: A Managerial Perspective" by Efraim Turban and others (2017) Targeted towards managers and executives, this book covers the managerial aspects of ecommerce, including strategy formulation, website design, supply chain management, and security issues.
- **5.** "E-commerce Essentials" by Kenneth C. Laudon and Carol Guercio Traver (2020) A concise guide to e-commerce essentials, covering topics such as online consumer behavior, digital marketing, social media, and mobile commerce.