

E-Commerce Website

(WEB DEVELOPMENT PROJECT)

ABSTRACT

My Project is Ecommerce online shopping(TG) .This is website which helps people to find and buy all type of dresses on internet . It is useful in the way that it makes an easier way to buy and sell clothes online. This is an interactive e commerce solution providing users with an opportunity to buy and sell.

In this website we have basically 2 modules. The first module includes the customer module and second module includes admin module.

The customer have to register for any enquiry related to dress. The registered customer can view details of Books and he/she can buy the clothes of his/her need. He/she has to pay and will get home delivery.

OBJECTIVE:

Online Shopping is the process whereby consumers directly buy goods and services without any intermediary service over the internet. The goal of this website is to develop a web based interface for people the website would be easy to use and hence the shopping experience pleasant for the users. The main goal of this website is:

I) To develop an easy to use web based interface where students can search for products , view a complete description of the product and order the product.

II) A people can buy goods from home.

INTRODUCTION:

TG is an interactive e-commerce solution providing users with an opportunity to buy and sell books.

TG is the first online platform which deals with all type of brands , we deliver a constructive service to each and every person to furnish their needs in terms of Dressing by providing them with an online platform where they can Buy Clothes for affordable price . TG provides users with wide range of brands and available in different sizes and color which get a check based on their condition and fixed to its best and delivered to consumer's doorsteps.

UI DEVELOPMENT

Technologies that are mostly used to develop a User Interface are:

- 1)HTML
- 2)CSS
- 3)Bootstrap.

HTML

Hypertext Markup Language (HTML) is the standard markup language for creating web pages and web applications. With Cascading Style Sheets (CSS) and JavaScript it forms a triad of cornerstone technologies for the World Wide Web. Web browsers receive HTML documents from a webserver or from local storage and render them into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document.

HTML elements are the building blocks of HTML pages. With HTML constructs, images and other objects, such as interactive forms, may be embedded into the rendered page. It provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items. HTML elements are delineated by tags, written using angle brackets. Tags such as and <input> introduce content into the page directly. Others such as <p>...</p> surround and provide information about document text and may include other tags as sub-elements. Browsers do not display the HTML tags, but use them to interpret the content of the page.

CSS

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language. Although most often used to set the visual style of web pages and user interfaces written in HTML and XHTML, the language can be applied to any XML document, including plain XML, SVG and XUL, and is applicable to rendering in speech, or on other media. Along with HTML and JavaScript, CSS is a cornerstone technology used by most websites to create visually engaging webpages, user interfaces for web applications, and user interfaces for many mobile applications.

CSS is designed primarily to enable the separation of presentation and content, including aspects such as the layout, colors, and fonts. This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple HTML pages to share formatting by specifying the relevant CSS in a separate .css file, and reduce complexity and repetition in the structural content.

BOOTSTRAP

Bootstrap is a free and open-source front-end web framework for designing websites and web applications. It contains HTML and CSS-based design templates for typography, forms, buttons, navigation and other interface components, as well as optional JavaScript extensions. Unlike many web frameworks, it concerns itself with front-end development only.

Bootstrap is the second most-starred project on GitHub, with more than 107,000 stars and 48,000 forks.

Bootstrap, originally named Twitter Blueprint, was developed by Mark Otto and Jacob Thornton at Twitter as a framework to encourage consistency across internal tools. Before Bootstrap, various libraries were used for interface development, which led to inconsistencies and a high maintenance burden.

JAVA SCRIPT:

Java script/Client-side scripting is changing interface behaviors within a specific web page in response to mouse or keyboard actions, or at specified timing events. In this case, the dynamic behavior occurs within the presentation. The client-side content is generated on the user's local computer system.

Such web pages use presentation technology called rich interfaced pages. Client-side scripting languages like JavaScript or ActionScript, used for Dynamic HTML (DHTML) and Flash technologies respectively, are frequently used to orchestrate media types (sound, animations, changing text, etc.) of the presentation. Client-side scripting also allows the use of remote scripting, a technique by which the DHTML page requests additional information from a server, using a hidden frame, XML Http Requests, or a Web service.

The first widespread use of JavaScript was in 1997, when the language was standardized as ECMAScript and implemented in Netscape 3.

WEBSITE

This website consists of

1)Index.html:

Index page contains different types of products and what is this web site about.

Index.html file have

- 1)nav bar
- 2)main banner
- 3)product details
- 4)brand area
- 5)footer

2)Login.html:

Login page helps the user to register into the website. Here we will take the user input and store in the google sheets.

Login.html contains

- 1)nav bar
- 2)login form
- 3)footer

3)Shop.html:

Shop page consists of different types of products and brands. When we click on the product it will redirect to the prodeatils.html page.

Shop.html contains

- 1)nav bar
- 2)banner
- 3)product details
- 4)pagination
- 5)footer

4)Prodetails.html

This consists details of about single product. Here we can buy / select the product with respect to size or color etc. This is the place where we can buy the product by clicking on buy now button. Which will re direct to the Shipment.html page

Prodetails.html contains

- 1)nav bar
- 2)product image with small images
- 3)product details(name , size, color)
- 4)Quantity bar
- 4)Other products
- 5)footer

5)Shipment.html:

This the page where we buy the product from website by providing various details of the buyer. Here where input details is stored in the google sheets.

Shipment.html contains

- 1)nav bar
- 2)forms to store details of the user
- 3)footer

6)BLOG.html:

This page is where we will find out about the up coming products of the various brands

BLOG contains

- 1)Nav bar
- 2)Blog banner
- 3)Blog box
- 4)Footer

ggk.css:

This CSS page is the back bone of the html pages . Here we will do the style of the html pages to look more of user interface and with great designing for users.

Here writing style to ID's and classes which are present in the Html pages .

Script.js:

This java script page helps to add scripting in the html page . which make the page more effective and efficient. Here in this we make connection between html forms to google sheet

NAVBAR AND FOOTER

TOPSHOPMANGOZARABershkaOSOSRIVER ISLAND

CONCLUSION:

We have successfully implemented the site 'TG'. With the help of various links and tools, we have been able to provide a site which will be live soon and running on the web. We have been successful in our attempt to take care of the needs of both the user as well as the administrator. Finally we hope that this will go a long way in popularizing.

BIBLIOGRAPHY

1. www.javatutpoint.com
2. www.w3schools.com
3. www.bootstrap.com
4. www.codeigniter.com
5. www.stackoverflow.com
6. www.fontawesome.io
7. Learn HTML and CSS faster(Mark Myers)
8. Wikipedia