PROBLEM DEFINITION

1. This project aims to develop an online shopping for customers
2. there is a lot of competition among multiple e-commerce sites but easy way to sell products to a large customer base
3. The purpose of any e-commerce website is to help customers narrow down their broad ideas and enable them to finalize the products
4. Pandemic year no one can go outside for shopping, so with the help of this you can carry out an online shopping from your home.
5. To get to this online shopping system all the customers will need to have an email and Password to login
6. login credentials for an online shopping system are under high security and nobody will have the capacity to crack it easily
7. Upon successful login the customers can purchase a wide range of things of Chairs
8. you will get your requested ordered items at your doorstep
9. Consumers are relying on the digital , businesses are forced to adapt their strategies and shift toward digital transformation with much more urgency than before.

EXISTING SYSTEM

1. Many customers go for purchasing offline, but they can do it oln itself.
2. You get to possess the item you've purchased the very moment.
3. The information of each member added and needed to be maintained at the admin side
4. Regularly manual filling of the information and products needs to be done.

SCOPE :

1. To remove all the disadvantages of conventional methods, a system is proposed which is online shopping
2. save time, save money
3. It allows viewing various products available enables registered users to purchase desired products instantly
4. It has Cash on Delivery system so no worry about oln transaction if they dont have money in thier hand while purchasing
5. provides easy access to Administrators and Managers to view orders placed.
6. software developed on and for the Windows and later versions environments and Linux OS.

OBJECTIVES:

1. it allows you to switch products by clicking a button rather than traveling to a new store.
2. makes it more likely that you will find a high quality product that truly pleases you.
3. Saves money and save times and there are many discounts in oln

FEASIBILITY STUDY :

The objective of feasibility study is to determine whether or not the proposed system is feasible.

1. Behavioral Feasibility : system is capable of providing a user friendly interface for all devices
2. Economical Feasibility : costs and benefits are there
3. Legal Feasibility : This system has Data Protection Act. It will be done by some legal advisors.

LIMITATIONS AND DRAWBACKS

1. Time Consuming and Shipping Rates
2. Refunds/Returns Disputes , Lack of options.
3. Cash-Back offers not present , Bad customer service
4. Also there are expenses for traveling from house to shop. More over the shop from where we would like to buy something may not be open 24\*7. In order to overcome these, we have e-commerce solutions, i.e. one place where we can get all required goods/products online.
5. But in this system , Creating API is a time consuming process. Can crash When testing. Hacker’s primary target to information.

CONCLUSION / ADVANTAGES:

E-commerce or Electronic commerce, is a subset of E-Business

1. Increase in sales. Increase in customers.
2. Ability to be open 24/7.
3. Increased business reach.
4. Save Time Save Fuel Save Energy.
5. These business transactions occur either as business-to-business (B2B), business- to-consumer (B2C), consumer-to-consumer (C2C) or consumer-to-business (C2B).
6. Comparison of Prices 24/7 Availability ,
7. ppl Hate Waiting in Lines,
8. Customer can buy from anywhere ,
9. The system is user friendly , Easy to maintain.
10. Each year, there is a continuous growth in e-commerce deals