

# **SECOND LIFE TECH**

**PROJECT SYNOPSIS**

**OF MINOR PROJECT**

**BACHELOR OF TECHNOLOGY**

**INFORMATION TECHNOLOGY**

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# 1. INTRODUCTION

**E-Commerce Website** that allows people to buy and sell physical goods, services, and digital products over the internet rather than at a brick-and-mortar location. Through an e-commerce website, a business can process orders, accept payments, manage shipping and logistics, and provide customer service. An e-commerce website is one that allows people to buy and sell physical goods, services, and digital products over the internet rather than at a brick-and-mortar location. Through an e-commerce website, a business can process orders, accept payments, manage shipping and logistics, and provide customer service.

It's tough to imagine daily life without e-commerce. We order food, clothes, and furniture; we register for classes and other online services; we download books, music, and movies; and so much more. E-commerce has taken root and is here to stay.

The term "e-commerce" simply means the sale of goods or services on the internet. In its most basic form, e-commerce involves electronically transferring funds and data between 2 or more parties. This form of business has evolved quite a bit since its beginnings in the electronic data interchange of the 1960s and the inception of online shopping in the 1990s.

In recent years, e-commerce has enjoyed a massive boost from the [rise of smartphones](#), which allow consumers to shop from nearly anywhere. Much like a traditional physical retail store, e-commerce websites allow consumers and businesses to buy and sell to one another on a designated platform. The main difference between e-commerce and physical commerce, however, is that e-commerce transactions occur entirely over the internet rather than at a brick-and-mortar location.

## **2. OBJECTIVES**

1. To enable customers to search and buy second hand products.
2. To provide secure online transaction environment.
3. To give latest updates about their search to the customers using push notifications.
4. To contribute in reduction of e-waste.

## **BENEFIT:**

- **Affordability:** Second-hand mobile phones are typically sold at a lower price than new ones. This makes them an affordable option for buyers who may not be able to afford a brand-new phone.
- **E waste reduction:** By buying and selling used mobile phones, we can reduce the amount of electronic waste generated. This is because when we discard our old phones, they end up in landfills, where they can take hundreds of years to decompose.
- **Convenience:** Buying and selling second-hand mobile phones online is a convenient option for both buyers and sellers. They can do it from the comfort of their own homes, without having to physically go to a store.
- **Power of second life tech:** With the ability to do shopping at the comfort of your home with just a few clicks on your smartphone, e-commerce has changed the outlook of the marketplace. People no longer have to plan shopping or worry about fuel and traffic while driving to a nearby mall to purchase their perfume, tie, garments, etc. They have to log in to the company's website and place their order with the convenience of "UPI" primarily available.

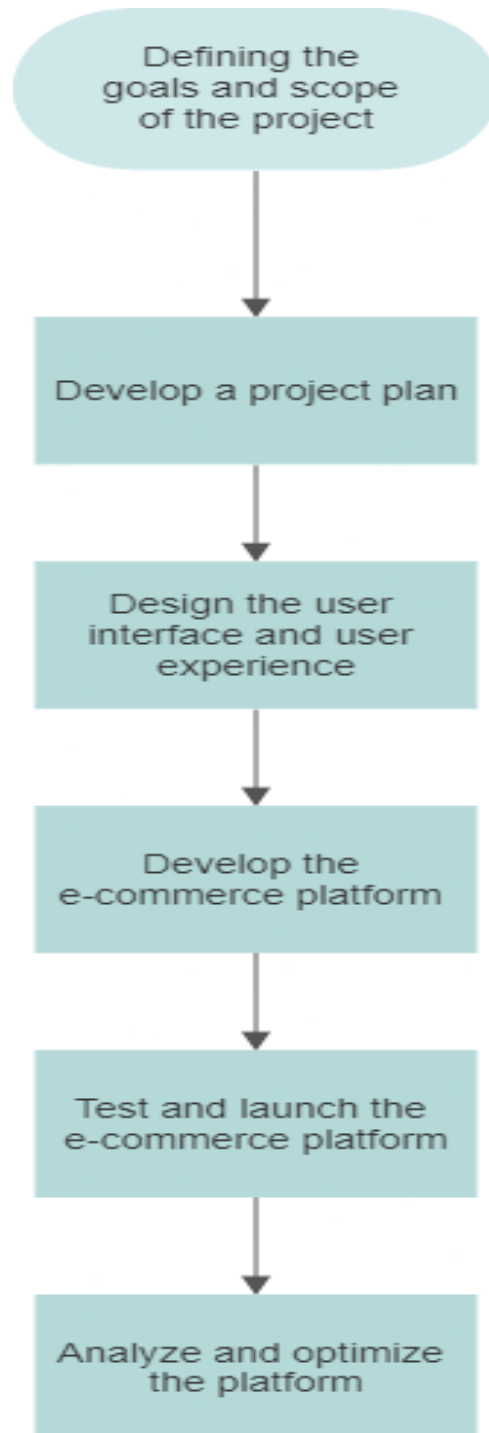
## 2. FEASIBILITY STUDY

By considering these factors, you can conduct a feasible study of your e-commerce project, and ensure that you have a solid plan in place for launching and operating a successful e-commerce business.

- 1) **TECHNICAL FEASIBILITY:** e-commerce is technically feasible. There are many technology solutions available today that make it possible to build and operate an e-commerce platform. In addition, advances in web development and hosting technology have made it easier and more affordable to build and host an e-commerce website. There are also many third-party services available, such as payment gateways, shipping and logistics providers, and marketing and analytics tools, that can be integrated with an e-commerce platform to enhance its functionality.
- 2) **ECONOMIC FEASIBILITY:** E-commerce can be economically feasible, but it depends on several factors such as the market demand, business model, pricing strategy, and operational costs. E-commerce has become a popular and profitable business model for many entrepreneurs and businesses around the world. Here are some of the key factors that impact the economic feasibility of an e-commerce project:
  - Market demand: The success of an e-commerce business largely depends on the market demand for the product or service being offered.
  - Operational costs: E-commerce businesses have several operational costs, such as website development, hosting, payment gateway fees, marketing expenses, and logistics costs. To ensure economic feasibility, the operational costs should be well-managed and controlled.
  - Revenue streams: E-commerce businesses can generate revenue from various sources, such as product sales, commissions, or subscriptions. The revenue streams should be well-established and diversified to ensure long-term profitability.
- 3) **OPERATIONAL FEASIBILITY:** e-commerce can be operationally feasible, but it requires careful planning and management. There are several operational factors that need to be considered to ensure the success of an e-commerce project. In summary, e-commerce can be operationally feasible if the business is well-managed and all operational factors are carefully planned and executed. Effective management of product sourcing, inventory, website design, payment and security, order fulfillment, logistics, and customer service can ensure the success of an e-commerce project.
- 4) **BEHAVIORAL FEASIBILITY:** Behavioral feasibility refers to the ability of an e-commerce platform to meet the needs and expectations of online customers and provide a positive user experience. , e-commerce can be behaviorally feasible if the platform is designed to meet the needs and expectations of online customers, provide a positive user experience, and build trust and credibility. Addressing factors such as user experience, trust and security, mobile responsiveness, customer feedback and reviews, and personalization and recommendations can help to ensure the behavioral feasibility of an e-commerce project.

### 3. METHODOLOGY

The methodology of an e-commerce project can vary depending on the specific goals, requirements, and scope of the project. However, here are some general steps that can be followed:



**Defining the goals and scope of the project:** This involves determining what the e-commerce project aims to achieve, what products or services will be offered, who the target audience is, and what features and functionalities the website or platform should have.

**Develop a project plan:** This involves creating a detailed plan that outlines the project timeline, budget, resources required, and roles and responsibilities of the project team.

**Design the user interface and user experience:** This involves designing the website layout, navigation, and visual elements to create an engaging and user-friendly experience for customers.

**Develop the e-commerce platform:** This involves building the website or platform, integrating payment gateways, creating product catalogs, and implementing features such as shopping carts, order management systems, and customer relationship management (CRM) tools.

**Test and launch the e-commerce platform:** This involves testing the platform for bugs, performance issues, and user experience, and making necessary modifications before launching it to the public.

**Analyze and optimize the platform:** This involves monitoring website analytics and customer feedback to identify areas for improvement and optimize the platform for better performance and user experience.

Overall, the methodology of an e-commerce project should be flexible and adaptable to changes as the project progresses to ensure successful outcomes.



#### **4.FACILITIES REQUIRED FOR PROPOSED WORK**

MySQL  
HTML  
CSS  
JavaScript

- **Hardware Specification**

Processor: Multicore processor with clock speed of 2.5Ghz  
RAM: `2GB and above.  
Storage : Server

- **Software Specification.**

Browsers: Chrome, Firefox, Microsoft Edge, Internet Explorer, etc.

## 5.References

<https://www.youtube.com/watch?v=OVOzj0-fr80&list=PLunlGNVWDAabBuzMTn3kh6XpFss7fNksp>

<https://www.youtube.com/@dr.satyanarayanpadaganur3052/videos>

<https://github.com/eBay>