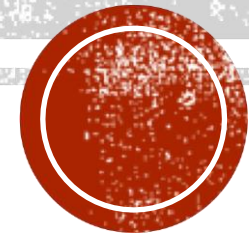# E-Commerce Website

With Manjeet Developer

By: Manjeet Developer

manjeet kumar

Agenda

- Introduction & target audience

- Current problems

- Solving problems

- eCommerce Process Flow

- Architecture (MVC)

- Languages & Tools

- Demonstration

Introduction & target audience

❑ **Introduction**

▪ ***E-Commerce*** is a process of buying, selling, transferring, or exchanging products, services, and/or information online

▪ ***E-Commerce website*** is a platform to enable *E-Commerce*

❑ **Target Audience**

▪ **Buyers** - someone with money who want to buy goods or services.

▪ **Sellers** – someone who offer goods and services to buyers.

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Problem

❑ **Organizations:**

1. High cost of entry and operating cost is high

2. Reach limited to a locality

3. Unable to provide efficient service

❑ **Customers**:

4. Long waiting time

5. Noisy, crowded and narrow waiting environment
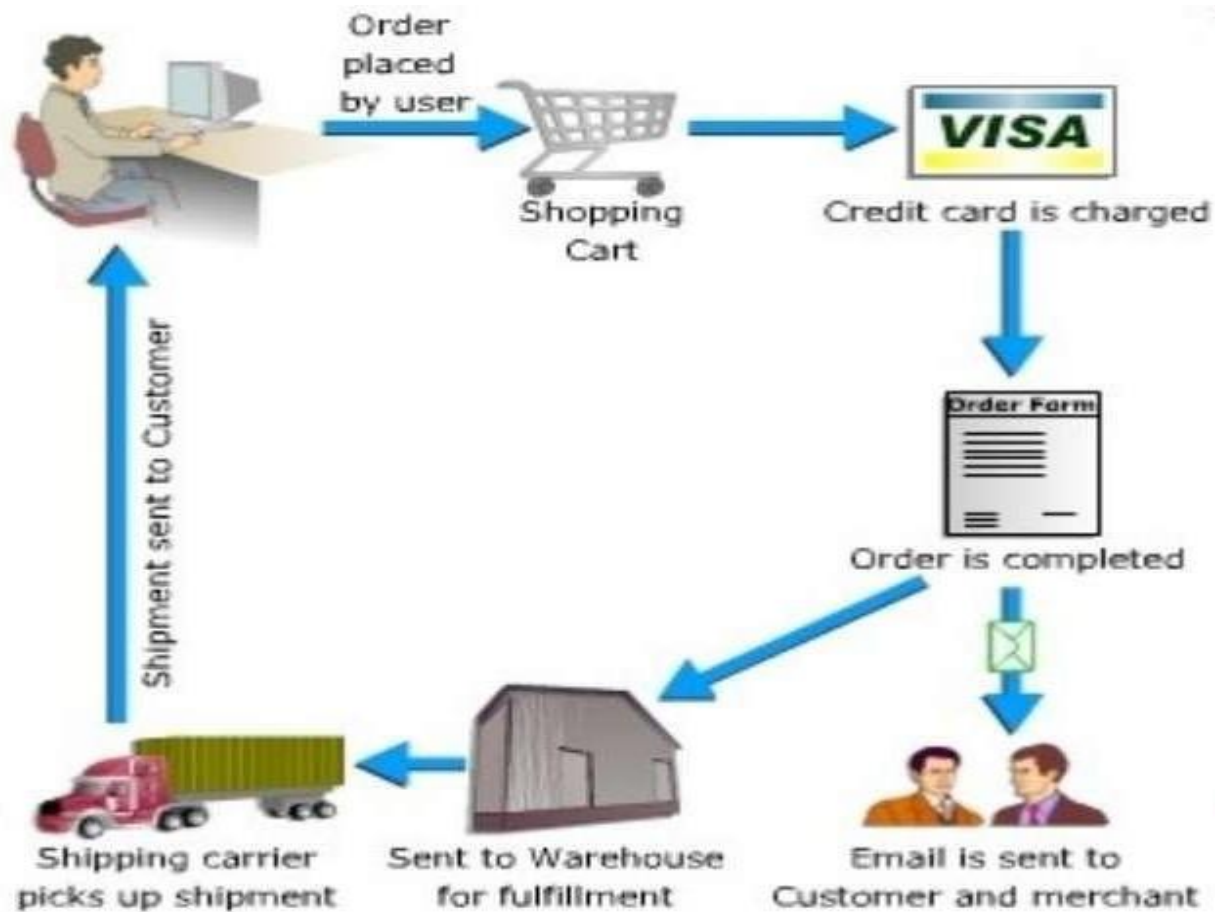
Solution

❑ **To Organisations**

▪ *Global reach*

▪ *Cost reduction and low cost of entry*
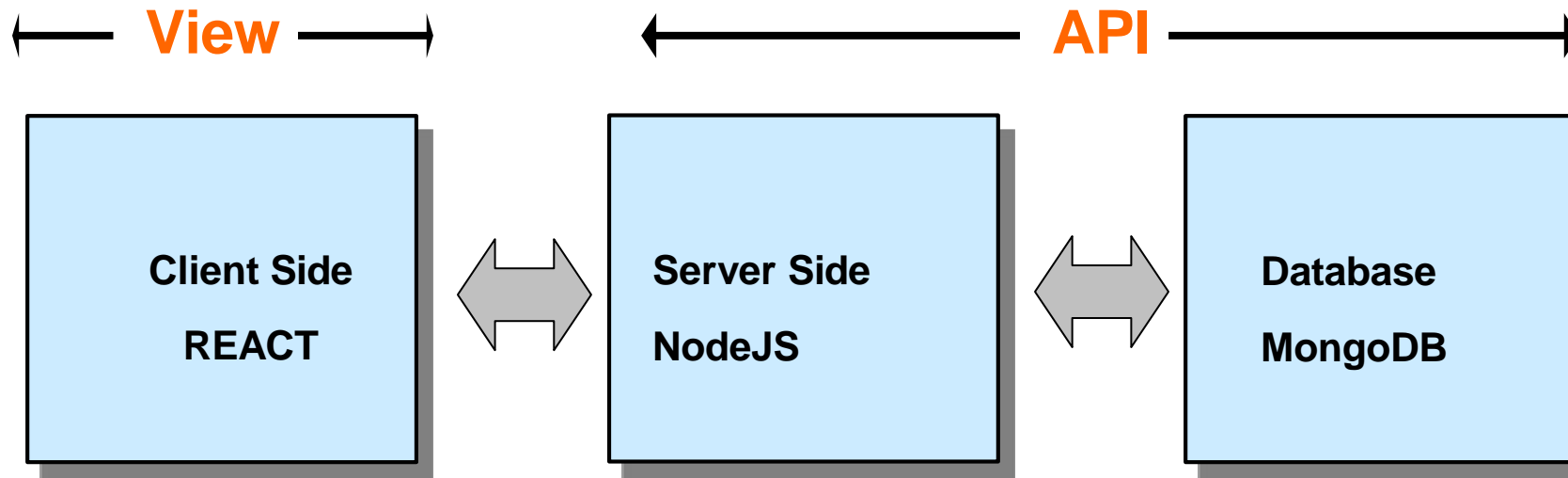
▪ *24/7 access*

❑ **To Customers**

▪ *A variety of products and services to choose from*

▪ *Cheaper products and services*

▪ *Information availability*

▪ *No privacy*

eCommerce Process Flow

Order placed by user → Shopping Cart → Credit card is charged (VISA) → Order Form - Order is completed → Email is sent to Customer and merchant → Sent to Warehouse for fulfillment → Shipping carrier picks up shipment → Shipment sent to Customer

Three-tier Architecture (MVC)

Languages & Tools

- Node JS & Express JS (Backend),

- React JS & Material-UI (Frontend)

- MongoDB (Database)

- Paytm Payment System

- JWT Authentication

Demo