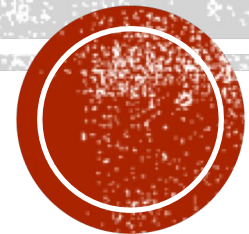# eCommerce Website

By: Code for Interview

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.

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**:

1. Long waiting time

2. Noisy, crowded and narrow waiting environment
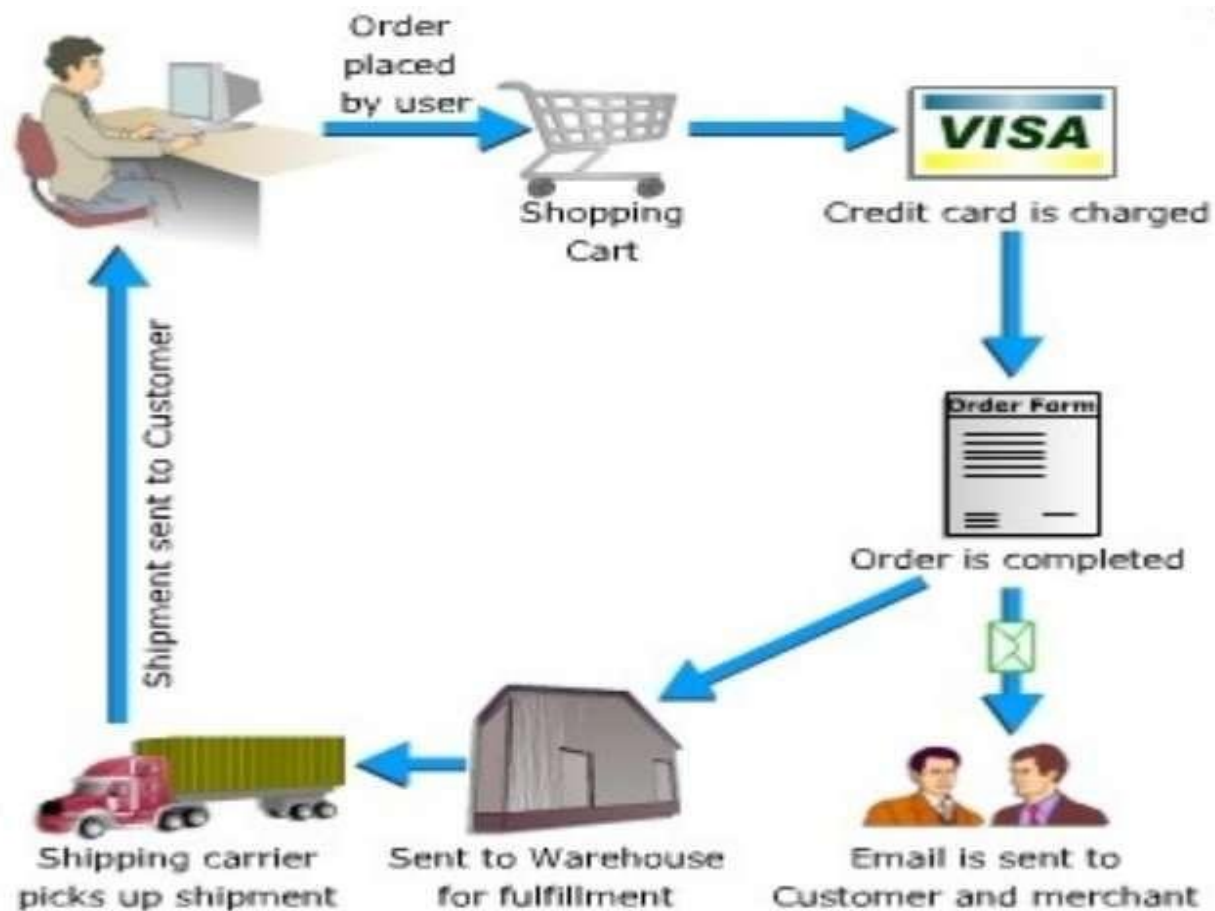
Solution

❑ **To Organisations**

- *Global reach*
- *Cost reduction and low cost of entry*
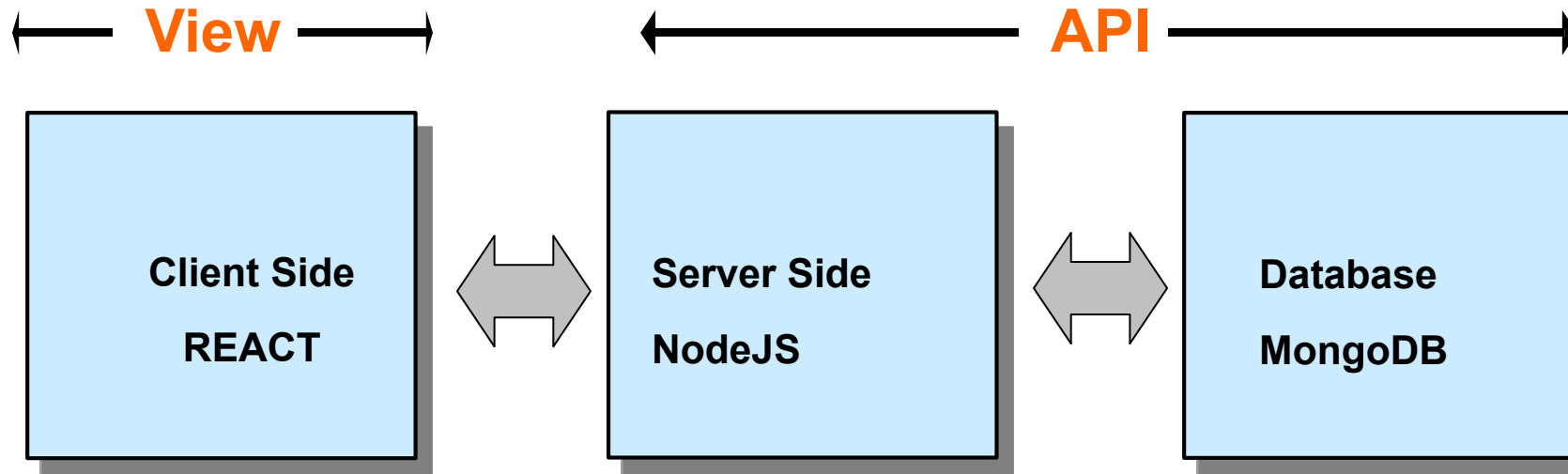- *24/7 access*

❑ **To Customers**

- *A variety of products and services to choose from*
- *Cheaper products and services*
- *Information availability*
- *No privacy*

eCommerce Process Flow

Three-tier Architecture (MVC)

View ◄─────►

API ◄─────────────────────────►

Client Side

REACT

Server Side

NodeJS

Database

MongoDB

Languages & Tools

- Node JS & Express JS (Backend),

- React JS & Material-UI (Frontend)

- MongoDB (Database)

- Paytm Payment System

- JWT Authentication

Demo