

SYNOPSIS

Report on

Ecommerce

by

Mayank Singh 2000290140069

Abhishek Tiwari 2000290140007

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Under the supervision of

Prof. Dr. Amit Gupta <Associate professor >

KIET Group of Institutions, Delhi-NCR, Ghaziabad



**DEPARTMENT OF COMPUTER APPLICATIONS
KIET GROUP OF INSTITUTIONS, DELHI-NCR,
GHAZIABAD-201206
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CERTIFICATE

Certified that **Mayank Singh <2000290140069>**, **Abhishek Tiwari <2000290140007>** have carried out the project work having “**ECOMMERCE**” for Master of Computer Applications from Dr. A.P.J. Abdul Kalam Technical University (AKTU) (formerly UPTU), Technical University, Lucknow under my supervision. The project report embodies original work, and studies are carried out by the student himself / herself and the contents of the project report do not form the basis for the award of any other degree to the candidate or to anybody else from this or any other University/Institution.

Date:

<Mayank Singh> (2000290140069)

<Abhishek Tiwari> (2000290140007)

This is to certify that the above statement made by the candidate is correct to the best of my knowledge.

Date:

Dr. Amit Gupta
<Associate professor>
Department of Computer Applications
KIET Group of Institutions, Ghaziabad

Signature of Internal Examiner

Signature of External Examiner

Dr. Ajay Shrivastava
Head, Department of Computer Applications
KIET Group of Institutions, Ghaziabad

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Mayank Singh

Abhishek Tiwari

ABSTRACT

Welcome to 24/7Shop is a web-based shopping system for an existing shop. The project objective is to deliver the online shopping application into a Web Platform. This project is an attempt to provide the advantages of online shopping to customers of a real shop.

It helps to buy the products in the shop anywhere through the internet by using a device. Thus the customer will get the service of online shopping and home delivery from his that shop. This system can be implemented in any shop in the locality or in multinational branded shops having retail outlet chains. If shops are providing an online portal where their customers can enjoy easy shopping from anywhere, the shops won't be losing any more customers to the trending online To develop an easy-to-use web-based interface where users can search for products, view a complete description of the products, and order the products.

A search engine that provides an easy and convenient way to search for products specific to their needs. The search engine would list a set of products based on the search term and the user can further filter the list based on various parameters.

The drag and drop feature would allow the users to add a product to or remove a product from the shopping cart by dragging the product into the shopping cart or out of the shopping cart.

A user can view the complete specification of the product along with various images and also view the customer reviews of the product. They can also write their own reviews

A user can Register on the website after Registration user can add the product and buy this product

In this application, we are providing an online payment facility through stripe

This application has a simple interface where users can simply log in, search the project, and add the project on a card

Users can see all the products and whatever they buy through this site whole data are stored on their data

TABLE OF CONTENTS

1. Introduction	2
2. Literature Review	
a. Introduction	
b. Historical Overview	
3. Project Objective	4
4. Research Methodology	4
5. Project Outcome	5
6. Proposed Time Duration	4
References	6

INTRODUCTION

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Technology USED IN PROJECT

DESIGNING

- REACT JS
- Bootstrap

FOR DATABASE

- Firebase

PAYMENT

Stripe: Online payment processing for internet businesses

2. LITERATURE REVIEW

2.1 Introduction:

Welcome to 24/7Shop is a web-based shopping system for an existing shop. The project objective is to deliver the online shopping application into a Web Platform. This project is an attempt to provide the advantages of online shopping to customers of a real shop.

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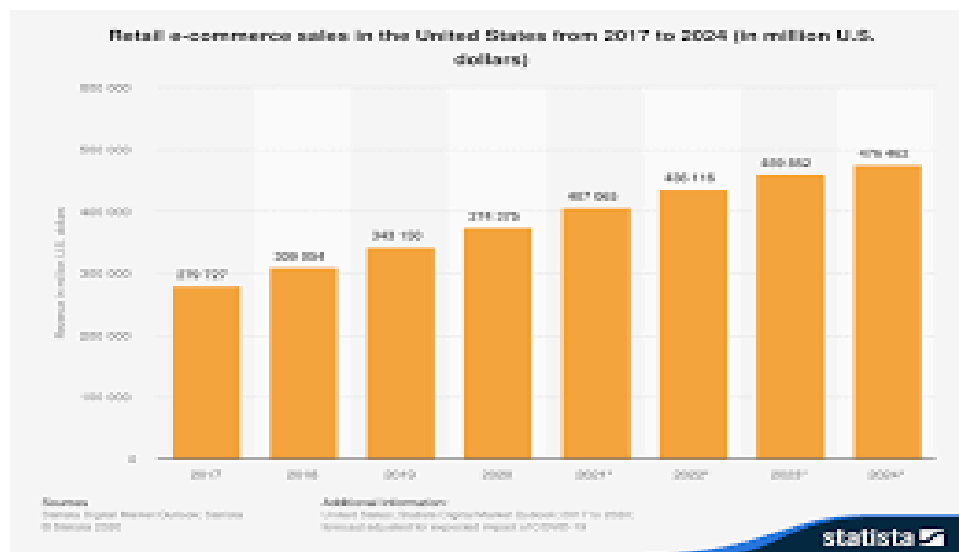
The drag and drop feature would allow the users to add a product to or remove a product from the shopping cart by dragging the product into the shopping cart or out of the shopping cart.

2.2 Historical Overview :

- Electronic shopping was invented by an English inventor called **Michael Aldrich**. In **1979**, he invented the earliest form of e-commerce which allowed online transaction processing between business and customers, as well as between business and business.
- The invention of the first ever web browser, i.e. the **World Wide Web** in **1990** is the second major proponent of online shopping. Without an interconnected internet, there would be no online marketplace at all. We owe this marvellous invention called the 'WWW' to **Tim Berners Lee**. That man is the major reason why millions of people have access to the internet which hosts numerous e-commerce platforms.
- After the establishment of these two very important platforms, the expansion of online shopping was only imminent. In **1994**, **Netscape** developed an encryption-based internet security protocol called **SSL** – or Secure Sockets Layer. Just ask any ecommerce owner how important an SSL certificate is for business.
- Okay, we'll break it down here. You see, an SSL makes it difficult or impossible for the exchange of information on the internet to be intercepted. When buying something online, you are required to send sensitive details directly to the online shop. This means that you're sending private information like credit card details routers to servers. SSL ensures your data isn't stored by any crooked servers on transmission.
- Because of its security, SSL is always required for basically all financial transactions online.
- **1995** welcomed the biggest transformation of online shopping. The first online marketplaces were established. First came **Amazon.com**, arguably the biggest online

marketplace launched by **Jeff Bezos**—yup, the richest man in the world as of 2019 with an estimated net worth of \$115 billion.

- Can't be a monopoly, so **eBay.com** joined the party. At the time eBay was called AuctionWeb—good thing they changed the name.
- All these online marketplaces with no reliable payment gateway. It is **1998**, **PayPal** gets a full swing at the online payment system niche; quickly becomes a success.
- Once a dream, online shopping was now taking shape. Jack Ma, a failure in many things launched a very prominent Chinese marketplace in **1999** called **Alibaba.com**. You know the one.
- At the turn of the 21st century in **2000**, Google launched **Adwords**, an advertising service that allows sellers to place adverts in Google search results related to viewers' search preference. In other words, **Google** connected sellers to buyers on a greater scale.
- Another subtle yet huge idea changed the world of online shopping forever. In **2004**, **Shopify**, a prominent online storefront service made it possible for low-capital sellers to set up online stores. Shopify is to online stores as WordPress is to websites.
- In **2006**, **PayPal** launched a new way for people to exchange money and buy things they want online directly from their cell phones.
- As of 2020, it's clear to see that the entire internet is now a virtual shopping mall. With people choosing to carry out trades on Instagram, Whatsapp and Facebook, it's safe to say that we are in the online shopping era.



2.2.2. Most Used COMMERCIAL On-Line Shopping Websites in Current Days

Top 7 E-commerce Websites in India



3. PROJECT OBJECTIVE

The objective of the project is to make an application in android platform to purchase items in an existing shop. In order to build such an application complete web support need to be provided. A complete and efficient web application which can provide the online shopping experience is the basic objective of the project. The web application can be implemented in the form of an android application with web view.

3.2 Social barrier breaker

- Update hardware and software regularly
- Website maintenance at a periodic interval
- Additional costs and expertise for electronic commerce infrastructure
- The readiness of the site

- Training and maintenance Customer loyalty
- Outstanding logistics needs
- Security and credit card issues
- Fraudulent orders
- Sufficient internet services

There can be a million reasons why people don't buy from a website, but statistically speaking, you only need to identify and fix a few of those reasons to get back most of the revenue you're currently missing out on.

• Compatibility with browsers like Mozilla Firefox, Internet explorer etc • Using a layered approach in developing the application which would make the application maintainable. • Learning new technologies like using React and other languages for drag and drop The overall idea of doing this project is to get a real-time experience. Learn new technologies

In this article, we are going to show you the most common mistakes, like

- Not personalizing your site properly
- Confusing product benefits with product features
- Not trusting your own product
- Hiding your real prices

4. The Research Methodology

Data Collection Method

This study was conducted using primary and secondary data. Secondary data were used to explore the motivating factors affecting consumer's satisfaction towards online shopping. Sources were from the literature review of articles, journals and different websites. Afterwards, the author summarized all these motivating factors as listed below in a questionnaire form to be used for primary data collection to investigate among respondents with [online shopping](#) experience.

1. Online [shopping](#) is time-saving because you can purchase products or services after a few mouse clicks on your computer, laptop, tablet or smartphone/cellphone.
2. Online shopping saves energy because it requires less effort than going to traditional stores.
3. Online shopping saves money because it offers better deals and products at reasonable prices without spending extra for transportation, fuel or eating out.

4. Online shopping is convenient as you can shop 24/7 according to your own convenience

5. Comparison of prices is easy with online shopping

6. Selection of goods, products, brands is very broad in...*show more content...*

Section A of the questionnaire focused on the demographic background and personal information of the respondent and section B consisted of relevant questions regarding online shopping. These questions were adapted from previous surveys conducted for the same scope of study but modified to be more specific and relevant

5. Project Outcome

The project successfully delivered on all requirement specification specified by the user. Care was ensured during the design to make sure data integrity is maintained and to avoid all forms of redundancies associated with data.

The user is assured a very friendly interface, behind which there are wide ranging technical details that went in. The user guide is a mere formality because, the project was specially created bearing in mind interaction and designs that would make users feel as though they have used a system such as this.

This project has also been built in such a manner that future changes or modifications that are required can easily be implemented without affecting the functionality of the system. This project is used on android environment, and can be used on any version so it can be used by individuals with different levels of android devices.

The technical document that is provided in the synopsis of this project will help developers understand the internal workings of the system

6. Proposed Time Duration

Gantt chart

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10
Feasibility Study										
Analysis										
Designing										
Coding										
Testing										
Report writing										

Feasibility Study: we have decided 2 weeks for feasibility study and requirement gathering for that we can analysis our capabilities and resources.

Analysis: form 2nd to 3rd week we proposed our self for esteem analysis of software requirements and risk and resource management.

Designing: In this phase (from 2nd week to 6th week) we will focus on designing the blueprint of software and tries to focus on coding part also.

Coding: Form week 3rd to week 8, we focus on coding part and tries to follow pre developed prototype of software.

Testing: Testing is not a part of only testing phase hence testing will be applied through each and every phase of the software development life cycle.

Report Writing: During the process of developing project (software) we will constantly writes reports on current projects.

***Hence the total time required to develop this project is around 10 weeks.**

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